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DC - Test Drive Le Mans review (2003-01-11 11:31)	698
DC - Sega Rally 2 review (2003-01-14 11:33)	700
DC - Soul Calibur review (2003-01-14 11:34)	701
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Gamecube - Legend of Zelda Wind Waker review (2003-02-02 11:40)	705
Gamecube - Sonic Mega Collection review (2003-02-03 11:41)	707
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Gamecube - Metroid Prime review (2003-02-04 11:46)	709
Gamecube - Skies of Arcadia Legends (2003-02-06 11:43)	710
Gamecube - Eternal Darkness review (2003-02-07 11:47)	711
Gamecube - Timesplitters 2 review (2003-02-08 11:44)	712
Gamecube - Resident Evil Zero review (2003-02-09 11:46)	713
Gamecube - Star Fox Adventures review (2003-02-10 11:48)	714
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Gamecube - Super Mario Sunshine review (2003-02-11 11:49)	715
Gamecube - F1 Championship review (2003-02-12 11:51)	717
Gamecube - Star Wars - Rogue Squadron II review (2003-02-12 11:53)	718
Gamecube - Extreme-G III review (2003-02-12 11:53)	718

Gamecube - James Bond - Agent Under Fire review (2003-02-13 11:54)	719
Gamecube - Resident Evil review (2003-02-14 11:50)	720
Gamecube - Super Mario Bros. Melee (2003-02-14 11:56)	721
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Gamecube - Sonic Adventure 2 Battle (2003-02-15 11:52)	722
Gamecube - FIFA 2002 review (2003-02-16 11:57)	723
GBA - Sonic Advance review (2003-02-21 11:58)	723
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GBA - Mario Kart Super Circuit review (2003-02-22 11:59)	726
Changed Geocities webpage again (2003-02-26 00:33)	727
Gamecube - Mario Kart Double Dash review (2003-02-28 12:43)	727
5.3 March	729
PC - Elder Scrolls III Morrowind review (2003-03-02 12:03)	729
PC - Unreal Tournament 2003 review (2003-03-04 12:04)	733
PC - Dungeon Siege review (2003-03-05 12:06)	734
PS2 - Jak and Daxter review (2003-03-09 12:22)	736
PC - Sims Deluxe (2003-03-10 12:05)	737
PC - Diablo II - LOD review (2003-03-14 12:07)	738
PC - Return to Castle Wolfenstein review (2003-03-14 12:08)	739
PC - Unreal Tournament review (2003-03-16 12:09)	740
PC - Diablo review (2003-03-17 12:10)	740
5.4 April	741
PS2 - Final Fantasy X-2 review (2003-04-01 12:19)	741
The Australian brainfuck (2003-04-09 21:13)	743
PS2 - Devil May Cry review (2003-04-11 11:23)	744
PS2 - Xenosaga Episode I (2003-04-13 11:24)	745
PS2 - Castlevania - Lament of Innocence review (2003-04-15 11:21)	747
PS2 - Soul Calibur II review (2003-04-17 11:26)	750
PS2 - Final Fantasy X review (2003-04-19 11:27)	751
PS2 - Grand Theft Auto Vice City Review (2003-04-20 11:29)	757
PS2 - Winning Eleven Soccer 7 International review (2003-04-27 11:41)	759
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Xbox - Tony Hawk 3 review (2003-05-01 11:30)	761
Xbox - Elder Scrolls III - GOTY review (2003-05-03 11:32)	763
New Metal Gear for Gamecube? (2003-05-03 23:32)	766

Suse 8.2 report completed (2003-05-06 23:31)	766
Xbox - Halo review (2003-05-07 11:33)	777
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Xbox - Unreal Championship review (2003-05-16 11:34)	779
Xbox - Sega GT 2002 (2003-05-17 11:35)	782
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Xbox - NASCAR Thunder 2003 (2003-05-20 11:37)	784
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Xbox - Project Gotham review (2003-05-24 11:38)	786
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Xbox - Moto GP review (2003-05-28 11:39)	788
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Officially out of high school :) (2003-06-01 23:44)	789
Graduation Party (2003-06-09 23:44)	790
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Boston, Mass vacation (2003-06-22 05:15)	792
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5.8 August	803
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New freeware games (2003-08-15 23:17)	805
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5.9 September	806
My own Laptop (2003-09-02 23:06)	806
Red Dragon Productions Lite (2003-09-15 23:12)	807
5.10 November	807
Life is Okay (2003-11-29 12:54)	807
5.11 December	808

I'm downloading DIVX codec for the first time! (2003-12-03 12:58)	808
I recently reopened my Battlenet account (2003-12-15 14:01)	809
New Webpage Template online (2003-12-16 14:02)	810
New NWN Mod I created, it's not release quality (2003-12-18 14:03)	810
And I thought N64 was dead (2003-12-20 14:04)	811
Star Trek is beginning from it's roots (2003-12-21 14:04)	811
Action Replay Max is the way to go if you own PS2 (2003-12-22 12:57)	812
WinXP (2003-12-22 14:05)	813
Merry Christmas 2003 (2003-12-25 14:06)	814
PS2 makes me focused, but it makes school less ent (2003-12-28 12:59)	815
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Couldn't wait until 2004 to buy some games (2003-12-29 14:07)	817
Webcam in the near future. (2003-12-31 14:08)	817
6 2004	821
6.1 January	821
Joined the John Birch Society! (2004-01-05 08:47)	821
I got a NES today just for the heck of it (2004-01-06 14:09)	821
Yesterday was the highlight of the whole week (2004-01-12 14:10)	821
I had better days (2004-01-15 14:11)	823
open source DVD player not found ... sucks (2004-01-16 14:11)	824
I'm getting a Fluke Meter, they are fun. (2004-01-21 14:12)	824
Duck Hunt 3D is fun, so is Highway Pursuit (2004-01-22 14:13)	826
Another dull Weekend. But all is not lost. (2004-01-25 14:14)	827
I giving DeCESS to everyone (2004-01-27 14:15)	828
Techno is great (2004-01-28 14:16)	829
Techno is great: The Sequel + Half-life 2 Info (2004-01-30 14:17)	830
6.2 February	832
Everyday surfing a new experience, everyday a broad (2004-02-01 14:18)	832
Jeep back, more bad weather, missing two credits (2004-02-02 14:18)	833
My PC had the crash of the century. Read more.... (2004-02-07 14:20)	834
Knoppix is the best self boot Linux in exsistance (2004-02-10 14:21)	835
I put Heidi Klum on my webpage today (2004-02-21 14:22)	836
Trojin Horse dumped my OS! Serious let down. (2004-02-22 14:22)	837
I decided today I'm making a RPG myself! (2004-02-26 14:21)	838
I want to learn flash a look at UT2004 (fixed) (2004-02-27 14:23)	840

	Doom 3 update Goldeneye ported to PC!!!! (2004-02-29 14:24)	842
6.3	March	847
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	(2004-03-07 17:07)	849
	(2004-03-10 16:03)	851
	(2004-03-12 14:29)	851
	Spring Break Episode I - Xbox modding (2004-03-15 14:30)	852
	Suse 9.0 Pro Impressions (German Distro) (2004-03-16 00:21)	854
	Spring Break Episode II - The Attack of the Ads! (2004-03-18 14:32)	856
	Spring Break Episode III - Seeing David again (2004-03-22 14:33)	857
	Wild Dog pack around my parts (2004-03-25 14:34)	858
	renegade viking 5.0 here now (2004-03-28 14:35)	859
	I got on the Diablo 2 LOD ladder! Pic to prove it (2004-03-30 14:36)	859
6.4	April	861
	Bob's coming tomorrow for LAN party (2004-04-04 13:37)	861
	Direct Way a possiblity (2004-04-04 15:04)	863
	Concluding our Lan party! (2004-04-05 13:45)	863
	Second day of Easter Break...Installed Call of Dut (2004-04-08 13:45)	872
	Easter is over The Fall looks interesting. (2004-04-12 13:46)	874
	I got my PSone emulator to work! Link to PS Bios (2004-04-14 13:47)	875
	24 hour mayhem!!!! (2004-04-14 13:48)	876
	I want a memory chip in my brain too (2004-04-18 13:48)	877
	DOOM 3 vs THE WORLD exclusive + best mp3 ripper ev (2004-04-20 13:50)	878
	Top Secret Government games gone commerical Inside (2004-04-23 13:51)	881
	Did a Monolith create us? Will we ever know? (2004-04-24 13:52)	883
	Which of my webpages do you like the most? servey! (2004-04-25 13:53)	885
	Half-life 2 to use trangluar pixel maps. (2004-04-30 13:02)	887
6.5	May	894
	Made Thinwire from scratch (2004-05-07 21:28)	894
	School ends....now I can live free for 3 whole mon (2004-05-10 13:04)	896
	Playstation 3 games will look something like this (2004-05-11 13:05)	897
	New Zelda game shown at E3, Los Angeles (2004-05-13 13:05)	898
	CD64 and Doctor v64 : N64 CD backup (picture fix) (2004-05-15 13:07)	901
	Another rainy spring day during summer vacation (2004-05-17 13:08)	903
	Bought 2nd N64/Saturn, thinking of Zodiac in futu (2004-05-17 13:22)	904

I crave computer games no doubt about it :) (2004-05-24 13:09)	910
First Teenager in Space? China to land on Moon? (2004-05-26 13:11)	911
What format will replace MP3? (2004-05-27 13:12)	912
LAN party @t Mikes (2004-05-31 13:13)	913
6.6 June	917
I got Longhorn XP Pro free, and it isn't stealing (2004-06-01 13:14)	917
Yet another webpage design by me! (2004-06-05 13:03)	919
My cousin got to fly in real navy simulator this w (2004-06-06 13:15)	920
Running Dreamcast Games on my PC today (2004-06-06 13:16)	921
Home Movies on SVCD or DVD? (2004-06-06 13:18)	923
I installed 1 more GByte stick in my PC today! (2004-06-06 13:28)	926
Probation stinks ... (2004-06-11 13:20)	928
I had my Saturn emulator running Daytona USA!!! (2004-06-15 13:21)	930
Had dream similar to ICO Bought 3rd Dreamcast (2004-06-20 13:24)	932
Super computers & 1 terabyte hard drives (2004-06-21 13:26)	934
I'm into the Internet software craze, are you? (2004-06-27 13:29)	940
Today was great - I'm learning a lot of new thing (2004-06-30 13:30)	945
6.7 July	964
Going to see Fireworks up North in timberland coun (2004-07-02 13:31)	964
Next Gen consoles to look like Unreal Engine 3.0? (2004-07-07 13:38)	967
Streaming my Mp3s to my friends. Works well! (2004-07-08 13:39)	970
Updated Half-life 2 info Chankast demo links (2004-07-10 13:40)	972
Find out why this is the longest summer break ever (2004-07-13 13:41)	975
Does gravity make us age faster? The Truth of PSX (2004-07-16 13:42)	978
What I want the next gen consoles to have (2004-07-19 13:43)	980
Emulated Linux on Dell!!!! (2004-07-24 13:44)	985
Ian's Quintessential Blog Opens Today (2004-07-25 13:45)	987
Onslaught of old vs. new Score: Retro - 1 3D - 0 (2004-07-27 13:46)	990
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Advanced Space Technology Stolen? (2004-08-01 13:52)	1030
Double Windows XP re-installations due to trogan (2004-08-08 13:53)	1031
Got Doom 3 Phantasy Star out for PC in Japan (2004-08-09 13:54)	1034

nevermore! (2004-08-11 13:55)	1042
Why I can't emulate Gamecube games on PC (2004-08-15 13:56)	1044
Red Hat Linux 8.0 Impressions (2004-08-16 13:57)	1048
SUSE Linux 8.0 Professional Impressions (2004-08-16 14:01)	1057
The Big Bang Theory (2004-08-18 14:02)	1061
Kepler & ET Planet Finder NASA S-Comp goes onlin (2004-08-20 14:03)	1065
Please support JPEG2000! Browser plugin is free. (2004-08-21 14:05)	1069
School starts (2004-08-23 14:05)	1070
"Counter Strike: SOURCE" beta now available (2004-08-24 14:07)	1073
Origin of Ian Goes back to 12th century Scotland (2004-08-27 14:08)	1074
Generations 1985 - 2001: Part 3 (2004-08-29 14:09)	1077
6.9 September	1089
Found information on Xbox and PS2 disc backuping (2004-09-03 14:11)	1089
Can videogame consoles play PC games? Yes. (2004-09-03 14:12)	1092
First real Playstation 3 Specs unrevealed (2004-09-05 14:12)	1095
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I'll see USA vs. Russia in 2005 if at XCEL Energy (2004-09-08 14:24)	1098
VPN Interests Me (2004-09-10 14:25)	1100
Do Aliens use Snail Mail? Yep. (2004-09-13 14:26)	1102
Ian's Quintessential Blog 2.0 online (2004-09-14 14:26)	1103
Greatest games in my opinion (2004-09-17 14:27)	1104
Microsoft XNA Impressions (2004-09-18 14:28)	1109
Updated I.Q.B. again (version 2.0.5) (2004-09-19 14:29)	1111
PStwo, Quake 4, Elder Scrolls IV screenshots (2004-09-22 14:30)	1113
Getting Sims 2 today I hope (2004-09-25 14:31)	1115
Making RJ-11 and RJ-45 cable (2004-09-28 14:32)	1117
6.10 October	1129
Random thoughts (2004-10-02 12:10)	1129
Bought a Genesis today at Toyriffic (2004-10-03 14:34)	1131
MRAM to replace dynamic RAM in 7 years! (2004-10-05 14:34)	1133
Day at Randy's (2004-10-09 14:35)	1135
Xenon first screenshots revealed! (2004-10-11 14:36)	1137
FFVII Dirge of Ceberus Square's new PC MMORPG (2004-10-17 14:37)	1140
Why the f*** don't people come to my page? (2004-10-20 14:38)	1141
Intel plans to stop Pentium 4 line at 3.8 GHz! (2004-10-23 14:39)	1142

A few Super Mario clones Morrowind Mods I like (2004-10-27 14:39)	1149
6.11 November	1156
I'm officially 20! (2004-11-01 15:40)	1156
Play NES or SNES games on N64? It's possible! (2004-11-03 15:41)	1158
I bought GTA San Andreas bought yesterday! (2004-11-06 15:42)	1160
Do you like my new logo? Vote the poll (2004-11-09 15:43)	1162
I bought Halo 2 today Halo for Mac? (2004-11-10 15:44)	1163
Under the hood of Gamecube (2004-11-11 15:45)	1164
Interesting "Sega Xenon" Rumors (2004-11-12 15:45)	1166
First 3 audio reviews HL2 out in 11.5 hours (2004-11-15 15:46)	1167
"Half-life 2 aftermath" (2004-11-16 15:47)	1168
NASA breaks the world speed record - again (2004-11-18 15:48)	1168
Rayging Blue & Idinaloq: Excellent freeware games (2004-11-19 15:49)	1170
I.Q.B. ver. 2.0.8 update More VG Pictures! (2004-11-21 15:50)	1171
PC Collection/GBA collection (2004-11-22 15:51)	1173
PSone/N64/Dreamcast Collections (2004-11-22 16:08)	1176
Oldschool games + controllers (2004-11-22 16:10)	1202
All Consoles (2004-11-23 16:09)	1206
Bought Nintendo Dual Screen today (2004-11-27 16:10)	1208
6.12 December	1211
Snake Eater Owned!!! Tried Pitch Black 7/10 (2004-12-02 16:11)	1211
Randy Came Over!!! (2004-12-05 16:12)	1213
Getting Satellite TV in my home office Friday! (2004-12-07 16:14)	1216
Image Compression (2004-12-08 16:14)	1217
Had Daytona USA emulation working on my Pentium 4 (2004-12-11 16:15)	1219
PS2 NTSC Collection (2004-12-13 16:16)	1221
Merry Christmas (2004-12-27 05:41)	1224
Enjoying my new TV (2004-12-28 16:07)	1227
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7.1 January	1233
Updated videogame checklist v1.42 533 videogames (2005-01-01 02:33)	1233
The Tiger Telematic's Gizmondo (2005-01-02 10:22)	1254
2005: The Highly Anticipated Videogames (2005-01-05 14:41)	1255
Resident Evil 4 in near future (2005-01-10 22:22)	1258
Drawn blood for blood test (2005-01-17 05:24)	1264

Ecoding new Xvid movies. :) (2005-01-21 12:07)	1266
A new beginning for an ex-online gamer? (2005-01-28 01:20)	1268
7.2 February	1274
Bought first DL-DVD Burner on Tuesday & it arrived. (2005-02-04 03:16)	1274
Networking PC Report : Final Version No graphics (2005-02-06 06:59)	1276
Installing ReAct OS on a thumb drive possible? (2005-02-06 07:02)	1281
Adding to existing 'compiled' CD images yourself (2005-02-10 09:59)	1283
New info on Next Generation Consoles! (2005-02-15 04:36)	1284
WiMAX (802.16E) and next generation "wireless" consoles update (2005-02-18 11:18)	1285
Picked up some new games looking though baseball card collection (2005-02-24 07:28)	1287
7.3 March	1293
Maxthon is my favorite IE Clone! (2005-03-01 14:40)	1293
Invitation to Gmail & couple more games (2005-03-06 08:14)	1295
To be Wild Blue user! Saved up \$140 toward purchase of Playstation Portable (2005-03-11 03:37) .	1297
Ramblings of various stuff including PSP (2005-03-16 19:50)	1300
I've made 87 Applications on 1 DVD! WOOT! (2005-03-19 10:04)	1301
Someone didn't warn me about God of War & being a lazy geek too (2005-03-23 18:06)	1306
Easter was great until someone stole my game & downloaded Laxius Power II & III (2005-03-28 16:56)	1308
Spent 310 dollars today on PSP + PSP game! More details inside! (2005-03-29 22:57)	1309
7.4 April	1317
Dated with 20 yr old from high school Bought Lumines for PSP discusted with USA boarder controls Why not call white people Caucasian instead? (2005-04-03 17:53)	1317
Program review : Part 1 (2005-04-05 01:41)	1321
Atelier Iris moved back a month Dicussions at Catharton Electronica in two days (2005-04-08 21:31)	1325
Bought Jade Empire + two Genesis games SVG in Mozilla 1.1 (2005-04-13 17:11)	1328
Me quitting Catharton Electronica forever? Could well be the case! (2005-04-17 21:52)	1331
Look at my small Videogame center sectioned off (2005-04-19 01:11)	1332
Look at the small white streamlined Xbox 360! Dell replaced my bad monitor for free joined new gaming board (2005-04-22 15:48)	1332
UNIX in the hitcounter (2005-04-23 19:03)	1335
My first Videogame burnout Buying a new 5.25 megapixel camera for \$140 My life after the 4th semester of tech college (2005-04-29 04:22)	1335
7.5 May	1345
HD-DVD & Blu-Ray makers join forces! More game shots Desktop shot looking at DVD recorders at Tigerdirect broadband draws near (2005-05-03 05:57)	1345
Talked to Bob who I haven't met in 5 months Bought and played Guild Wars Online PC game (2005-05-07 13:52)	1348

Pic of 2048 MB RAM DOS doesn't recognize 2048 MB of RAM Bought Slipheed Lost Planet today (2005-05-12 00:54)	1350
Speculating Xbox 720 Specs Able to run Sega Genesis Emulation on my Playstation 2 (2005-05-15 19:04)	1350
Hot off the press Playstation 3 information Nintendo Revolution also revealed today (2005-05-16 23:39)	1352
My game collection is better than his I didn't go down to Florida this time (2005-05-19 11:35) . . .	1355
New haircut Played Stella Deus and first impressions Square-Enix's Dragon Quest 8 selling out to Dragon Ball? (2005-05-23 18:56)	1357
My first Wikipedia videogame article Going to Game Stop later (2005-05-25 12:51)	1358
Wisconsin has plenty of trees, rolling hills, and forest animals (2005-05-25 14:27)	1360
Found some script today to protect my blog from ppl who steal text! (2005-05-29 15:52)	1361
7.6 June	1366
Used a hex editor on SNES Station and failed Found 81st PS2 game Went to Bob's house (2005-06-02 17:45)	1366
PSP emus don't work Met Bob again and bought games (2005-06-07 21:23)	1367
Electronica / Country List 1.5 (2005-06-12 08:04)	1368
Rock Music list What Revolution's controller may look like New Skype account (2005-06-19 05:15)	1400
Day until Xenosaga Episode 2 is completed Blu-ray okayed H264 Part 10 Next Gen software costing \$70! (2005-06-24 15:05)	1414
Crusin around Minnesota by myself. (2005-06-30 13:15)	1416
Hammond's F2 Tornado on June 11th (2005-06-30 22:25)	1419
7.7 July	1421
Firefox getting slower? (2005-07-06 01:04)	1421
Not Played Game List v1.0 (2005-07-11 00:17)	1422
Buying either iPod Gen4 or Zen Touch today Ian's Videogame Beaten list (2005-07-14 12:40)	1428
Known Playstation 3 Projects (2005-07-16 10:47)	1430
3.9 Terabyte HVD DISC in the making! Holy Crap (2005-07-19 10:03)	1440
Resident Evil 5 (2005-07-24 04:49)	1441
Bought Super G router and 4 Super G NICs for \$320 (2005-07-28 19:49)	1441
7.8 August	1443
Saw Randy on Sunday Gmail over Floppies free vs. Commerical Word Processors Satellite ISP vs. WiMax ISP (2005-08-02 04:29)	1443
Trees cause delay! (2005-08-07 14:47)	1444
Classical MP3 Play list Bought Zen Touch online bought Gradius III/IV PSP's white in Europe (2005-08-11 19:11)	1445
Country Music List v2 (2005-08-16 10:27)	1449
Dungeon Siege 2 emulated Atari ST 85% done with Metriod Prime 2 Echoes (2005-08-16 20:11) .	1459

My MP3 Players (2005-08-17 09:12)	1460
Steel Battalion owned! Bought TI-89 Titanium (2005-08-19 16:01)	1461
Broadband? What for? (2005-08-24 19:39)	1462
Windows Vista: NTFS not here.....WinFS still beta (2005-08-25 07:20)	1463
Videogame Collection: Most of them ver. 2 (2005-08-25 12:08)	1464
Satellite Internet at last (2005-08-28 13:56)	1479
7.9 September	1482
Knoppix 3.9 review + Download (2005-09-05 13:40)	1482
Where's my Buddy bought Radiata Stories & Shin Megami Tensei Nocturne (2005-09-10 14:41) . .	1486
Nintendo Controller unclassified and it's a remote and analog expansion! (2005-09-15 01:13)	1487
Bought Lunar 2 Eternal Blue Complete for PSX (2005-09-22 10:02)	1490
Farmer Labor Party (2005-09-25 13:42)	1495
Gizmondo 2 Tech Specs Now playing Dungeon Siege 2 which is pretty good (2005-09-26 07:43) . .	1500
All Your Bases are belong to Zero Wing (2005-09-30 08:49)	1502
7.10 October	1503
Bought Digital Devil Saga 2 Xbox 360 Game Impressions personal webpage update (2005-10-08 14:10)	1503
Emulated Sega CD and Lunar 2 Eternal Blue this morning (2005-10-10 22:44)	1507
Listening to N64 (USF) audio for 1st time Played UT2004 first time in months (2005-10-15 06:41) .	1509
React OS 1 yr later Encoding with DivX 6.02 ! ;) (2005-10-16 11:39)	1511
2018: A Moon Revisited React OS hands on (2005-10-20 09:17)	1513
Master Chief on Xbox 360 Xbox 360 deals with compression! More info on Too Human (2005-10-22 11:10)	1513
Sarcastic Unemployment options in MN (2005-10-24 10:30)	1516
WISCONSIN: YOU'RE IN PACKER CHEESEHEAD COUNTRY NOW! EEEK! (2005-10-26 14:41)	1516
Adult Toys: videogames and electronics! (2005-10-28 09:17)	1518
My Birthday present weighed two metric tons! (2005-10-28 11:00)	1522
The Greatest Videogames list Konqueror GUI for Windows?????? (2005-10-30 22:35)	1523
7.11 November	1527
I got SUSE 10 and Knoppix 4.0.2! Desktop Pictures (2005-11-02 08:19)	1527
12 Saturn games emulated on PC including Virtua Fighter, Nights into Dreams, Daytona USA, Rayman, Panzer Dragoon. (2005-11-07 17:38)	1530
Country List Build new Webpage Xbox 360 backwards compatible list out-of-the-box (2005-11-13 06:45)	1532
Random thoughts including 2 days 11 hours till Xbox 360 launch, Xbox 360 at Thanksgiving, silly dance music (2005-11-19 09:48)	1536
Listening to RPG music on PC Choice of 1 or 2 Xbox 360 games (2005-11-21 02:46)	1537

Xbox 360 is out of stock before midnight ! Weird! (2005-11-21 23:55)	1537
Bought Dragon Quest 8 The mighty duplicates of games I don't own. (2005-11-28 20:23)	1538
7.12 December	1558
Bought 2 new NDS games Slow friendships these days mates (2005-12-02 00:08)	1558
Randy visited Bought Magna Carta (2005-12-06 03:21)	1558
Gaming over Wild Blue Information (2005-12-06 18:58)	1560
Revolution tech specs Revealed (2005-12-07 19:38)	1561
Emulating Marvel Super Heroes Vs. Street Fighter, Marvel vs. Capcom, Raliant Silvergun, Daytona USA, Daytona USA 2 in MAME (2005-12-11 01:54)	1562
Saw PSP with HDD Working Designs filed Chapter 7 bankruptcy (2005-12-15 05:19)	1563
Xbox 360: After it sold out! (2005-12-15 06:30)	1563
Top ten Programs of December (2005-12-18 10:12)	1564
Da Geforce 7800 GTX is in the specs of next PC! playing Lunar Silver Star Story really bored this week (2005-12-23 14:22)	1565
1984 (2005-12-25 01:55)	1566
I got a HP LiveStrong and Dual Core Turion 64 for Xmas.... (2005-12-25 14:50)	1567
I don't like Cowboy Troy's singing (2005-12-26 21:24)	1569
My gamer aspect wins me with cost advantages of Desktops (2005-12-29 20:38)	1569
8 2006	1581
8.1 January	1581
I passed Middle School Science (2006-01-01 05:06)	1581
Buying Call of Duty 2 tonight Will consoles have big hard drives and download services in 2016? (2006-01-04 18:04)	1582
New Videogame Frachises of 16-bit, 32-bit, 64-bit, 128-bit and HD Generations (2006-01-06 20:58)	1583
Turrican II on my Virtual Amiga (2006-01-10 18:42)	1588
Athlon 64 X2 4800 (2006-01-15 08:49)	1590
ADVANCE PNG: PNG with 7-ZIP's deflate (2006-01-18 09:35)	1590
Bought a Turtle Beach Montego DDL with 7.1 Dolby Digital Live! Surround Sound and EAX 2.0 (2006-01-21 22:53)	1591
Just two more days till I own four computers! (2006-01-23 22:56)	1592
X360 owned! (2006-01-24 17:00)	1593
SysteMax Hellcat (2006-01-26 18:15)	1594
8.2 February	1600
Goodbye and so long Gizmondo! Installing SuSe 10 on almost every PC. Top 50 selling PS2 Games of 2k5 (2006-02-01 18:51)	1600
Project Gotham Racing 3 review / Modded Xbox 360 (2006-02-05 14:22)	1602

	fried another motherboard (2006-02-08 17:01)	1603
	React OS running Win32 apps (2006-02-13 00:58)	1604
	CFL's cheerleaders don't suck! In fact they're pretty good. (2006-02-15 14:15)	1606
	Motherboard and CPU not fried! 2 internal + 1 USB HDD (2006-02-18 11:02)	1606
	Popularity of GIF (2006-02-18 15:00)	1607
	I emulated SNES and GBA on PSP installed 160 GiB hard drive (2006-02-20 16:07)	1607
	Converted MP3s to aacPlus! Bought Condemned Criminal Origins and Resident Evil 4 (2006-02-28 08:50)	1608
8.3	March	1608
	Hacked my Diablo 2 character profile today. (2006-03-04 00:12)	1608
	Played Battlefield 2 converted mp3 to WMA10 for mp3 player taking testing to get into a college (2006-03-10 01:19)	1618
	My Perfect Dark Zero review (2006-03-18 02:57)	1618
	Everything about Nintendo Revolution (2006-03-18 03:03)	1620
	Videogame collection 554 games (2006-03-20 00:28)	1623
	Best Trance CDs (2006-03-20 19:55)	1667
	Best House CDs (2006-03-22 20:05)	1695
	Forerunner confirmed Xbox Portable confirmed (2006-03-23 09:17)	1700
	Revolution is Nintendo Go? (2006-03-24 03:59)	1702
	Found a MPEG4 AVC encoder (like Blu-ray and HD-DVD video) (2006-03-26 12:56)	1703
	Wikipedia on DVD-9 soon (2006-03-31 16:09)	1703
8.4	April	1704
	Played Metroid Prime Hunters and Elder Scrolls IV catagorized computers from worst to best (2006-04-04 12:03)	1704
	PS2 Emulation! (2006-04-08 18:13)	1706
	Watched Jonny Quest (2006-04-14 09:20)	1707
	X360 (2006-04-14 18:02)	1708
	PS3 (2006-04-22 15:51)	1713
	Bars in my area (2006-04-22 17:42)	1717
	Arena Football (2006-04-26 09:08)	1718
	Nintendo Revolution (2006-04-27 10:27)	1718
8.5	May	1719
	Elder Scrolls IV PC (2006-05-02 15:44)	1719
	Bought Guild Wars Factions Suse 10.1 release date announced New SMB is good! (2006-05-06 22:51)	1721
	Wii Analog Controller Super Mario Galaxy Dual Shock 2 design succure (2006-05-10 00:35)	1722
	Installed Suse 10.1 Firefox /w Vista? (2006-05-19 19:12)	1723

	Emulating MS Windows! (2006-05-23 10:30)	1723
	Cows, trees, road (2006-05-25 05:59)	1724
	Good and bad videogame (2006-05-27 07:39)	1726
	M2i Heliodisplay is a floating touch screen (2006-05-27 12:19)	1736
	FEAR (2006-05-28 12:40)	1737
8.6	June	1737
	Got 2Gigs of PC5400 (2006-06-03 08:52)	1737
	Found Firefox 2.0 (2006-06-09 08:12)	1738
	Trance part 1 (2006-06-14 16:49)	1738
	trance part 2 (2006-06-14 16:50)	1763
	TECH: Saw inside Hartford Building (2006-06-15 20:06)	1826
	Saturn emu SSF works without BIOS (2006-06-17 21:45)	1827
	Two Good ones for one bad one (2006-06-17 22:42)	1827
	I hate downloading 360 kbps mp3s. (2006-06-19 23:31)	1827
	I hate RAM detection Go to first funeral! (2006-06-24 21:30)	1828
	Bored! (2006-06-29 15:18)	1828
8.7	July	1838
	Good thing I believe in afterlife (2006-07-01 08:20)	1838
	Cars will not look like Lexus 2054 in 2014 Great fireworks display at Webster (2006-07-04 23:14)	1838
	CIE Luv:: Best color compression! (2006-07-05 02:04)	1839
	Got used 2 PCs! (2006-07-10 07:59)	1841
	Titan Quest (aka Dungeon Siege III) (2006-07-11 10:50)	1842
	PCSX2 0.9.1 out (2006-07-23 21:56)	1842
	Job confirmed (2006-07-28 21:11)	1843
8.8	August	1844
	Square-Enix makes console Free H264, H263 converter (Mediacoder) (2006-08-08 19:32)	1844
	Ian's DivX vs. x264 test (2006-08-19 08:13)	1844
	History of Dreamcast (2006-08-25 21:55)	1845
	Saturn (2006-08-25 21:58)	1850
	Genesis: 2nd best Sega console (2006-08-25 21:59)	1854
	teh sNEs (2006-08-25 22:00)	1857
	The piece of shit Turbomud-16 (2006-08-25 22:05)	1863
	NES history (2006-08-31 17:46)	1866
	The History of Sega Masters (worse 8-bit mainstream console) (2006-08-31 20:11)	1871
8.9	September	1873

SNES emulation converted to AuToV Vorbis beta 4b (2006-09-04 15:59)	1873
Went to Myth in Maplewood Minnesota to see Armin Van Buuren live (2006-09-08 10:38)	1874
Figured out Neo Geo Emulation (2006-09-08 16:26)	1874
Wanna be friends? (2006-09-17 11:10)	1875
My PS3 discussion from gaming forum (2006-09-25 18:21)	1875
Million dollar blog! (2006-09-26 18:32)	1900
Slideshows (Thanks Bob) (2006-09-27 15:38)	1901
Moon! (2006-09-30 18:17)	1901
8.10 October	1902
Wisconsin Werewolf (2006-10-07 19:43)	1902
F22 Vertical Takeoff and X-35 demo (2006-10-08 19:15)	1905
Remember Jaguar by downloading 1 MB! (2006-10-13 20:02)	1906
MS-20 Nike Base (2006-10-15 10:15)	1907
The Wii Remote: NAKED! (2006-10-19 15:14)	1909
PS3 Yellow Dog Linux Details (2006-10-26 22:24)	1909
8.11 November	1910
7950 GX2 Owned! (2006-11-02 16:17)	1910
Nippion Ichi games working on the PC (2006-11-03 23:17)	1910
The Geeky 8800 GTX vs. inexpensive Consoles (2006-11-10 07:37)	1912
Queuing Up Storm (2006-11-16 12:13)	1912
Top 40 rap (2006-11-20 11:20)	1913
PS3 + Resistance (2006-11-27 18:40)	1914
8.12 December	1914
Played Guild Wars (2006-12-03 06:09)	1914
Denying they had a rom collection (2006-12-05 14:15)	1915
What? You got another one? Ghez (2006-12-10 15:45)	1916
Blu-ray is losing Race for all the wrong reasons! (2006-12-10 17:56)	1917
Gave PCSX2 0.92r2 a test drive (2006-12-13 13:18)	1918
Mortal Console Kombat! (2006-12-15 14:59)	1918
ST Voyager (2006-12-24 18:42)	1918
View my new PS3, Xbox 360, and other PCs (2006-12-24 21:14)	1919
Evo:Phase One stole controller idea from Nyko! (2006-12-28 11:01)	1920
Brian and David came over: Seemed like forever (2006-12-31 14:40)	1922
Suse 10.2 loaded (2006-12-31 22:25)	1925

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9.1	January	1927
	V-22 (2007-01-10 17:00)	1927
	What's the point of a \$2,000,000,000 Bomber! (2007-01-10 17:01)	1927
	I was inside the Metrodome! look at the awesome "Viking's Stadium" (2007-01-15 09:54)	1928
	Illegally obtained Panzer Dragoon Saga! (2007-01-18 09:58)	1933
	NFL in London next season: Teams unconfirmed (2007-01-20 11:28)	1934
	Improved PS2 experience & my 2nd X360 (2007-01-25 11:24)	1934
	Developers claim PS3 Doesn't have 1080p hardware scaling (2007-01-30 17:13)	1934
9.2	February	1935
	Iraqi War bias on PS3forums.com (2007-02-01 23:34)	1935
	my PS4 spec rant (2007-02-04 02:07)	1935
	I don't hate America, but i hate politics (2007-02-04 03:08)	1936
	PS4 specs...that is because if we don't have PS4...it would be interesting like Dreamcast 2 for example (2007-02-04 03:10)	1936
	Iraqi War bias on PS3forums (2007-02-04 03:12)	1937
	EA is better than Nintendo at last! (2007-02-04 03:13)	1937
	Memorization freeware (2007-02-05 12:08)	1938
	PS2 Collection! (2007-02-08 04:49)	1938
	AMD K8L and the quitting PC Gaming dellima (not if, when) (2007-02-09 11:31)	1938
	PAQ7 vs. ZIP (2007-02-10 09:45)	1939
	Resistance Fall of Man & Ridge Racer 7 personal reveiw (2007-02-26 22:07)	1939
	Probably going to Rasmussen College in April (2007-02-27 02:32)	1940
	Top 16 War Movies (2007-02-28 22:03)	1941
	Top Ten War Games Released (2007-02-28 22:18)	1941
9.3	March	1942
	Old School Flash Back: Sega Saturn (2007-03-03 17:30)	1942
	PS3forums quotes pt 2 (2007-03-08 17:31)	1942
	PS3forums quotes pt 1 (2007-03-09 17:32)	1948
	F-22 Raptor vs. F-16 Fighting Falcon (2007-03-10 17:33)	1955
	Updated videogame Wishlist Battlefield 2142 from my PC (2007-03-17 16:36)	1968
	Transfer Windows HDD files to PS3 via your Network (2007-03-17 16:37)	1969
	My AotuV b5 Vorbis Collection is brand new! (2007-03-21 16:38)	1969
	The MN Wild game (2007-03-25 16:39)	1970
9.4	April	1972
	GENESIS vs. DREAMCAST Bout (2007-04-01 16:41)	1972

Good reason to buy PS3 now. (2007-04-01 16:41)	1973
I'm feeling not okay (2007-04-01 16:42)	1973
Almost new friend in the bag (2007-04-12 16:43)	1974
Wiivolution is leaked? (2007-04-14 16:40)	1974
I'm Slacking today! (2007-04-14 16:46)	1975
IT's not all it's cracked up to be (2007-04-28 16:29)	1975
New blog bar matrix (2007-04-29 12:49)	1975
Randy's boating experience (2007-04-29 12:51)	1977
9.5 May	1978
Got Wii...sort of (2007-05-06 15:03)	1978
I know what you don't! Hehe (2007-05-06 20:26)	1978
Videogame list 56th update (2007-05-16 16:52)	1978
IS PS3 the most important gadget since TV! (2007-05-20 20:28)	2023
In Europe, Marijuana smokers too high to commit crime (2007-05-28 09:48)	2023
9.6 June	2024
??? talented or untalented: that is the question? (2007-06-09 17:27)	2024
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Lutheran Church is The Church of Christ, Science + Singing (2007-07-17 16:08)	2151
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Mid-90s lifestyle on DVD is always a good thing (2007-08-22 19:47)	2156
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Geforce 9800 GTX School Essay! Favoritest Essay in the whole world! :) (2007-10-12 12:48)	2158
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Nuclear Power is essential: a matter of national security even! (2008-10-27 01:59)	2308
Leaked Audio says Barack admits to use social engineering against America to vote for state capitalism (2008-10-28 16:49)	2309
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Don't give into the Intel i7 Core Hype. (2008-12-21 15:08)	2317
Forget Hydrogen Power Plants. We're perfecting Magnetoplasma Power Plants by 2011! (2008-12-22 21:48)	2317
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Little Ice Age II (2013-05-01 15:32)	4538
Bought Axelay, Gaiars (2013-05-03 23:56)	4539
Bought Star Trek Deep Space 9 (2013-05-04 13:05)	4542
Jiggimi openBSD review (2013-05-06 16:20)	4545
Playstation 4 impressions (2013-05-08 07:59)	4546
Scienific Linux 6.4 (2013-05-08 08:00)	4547
eDonkey2k and Gnutella problems (2013-05-11 08:44)	4547
PC-BSD 9.1 Isotope Edition (2013-05-11 16:54)	4548
National Republican Congressional Committee letter (2013-05-16 08:11)	4557
PS2 SHMUPs (2013-05-16 14:16)	4559
Genesis SHMUPs (2013-05-16 14:21)	4588
Saturn SHMUPs (2013-05-17 03:15)	4625
Playstation SHMUPs (2013-05-17 03:30)	4660
The Pressing Need for a Special Prosecutor (2013-05-23 10:19)	4702
When Did We Vote to Become Mexico? (2013-05-23 10:22)	4703
Xbox 360 Elite (2013-05-24 06:50)	4705
Central Planning in the Classroom (2013-05-31 08:58)	4709
15.6 June	4713
20 Hottest American Songs (2013-06-09 16:40)	4713
Top 20 Question songs (2013-06-09 16:41)	4714
Top 20 driving songs (2013-06-09 16:44)	4714
Updated Playstation 4 impressions (2013-06-10 23:23)	4715
E3 impressions: Playstation 4 (2013-06-12 08:36)	4716
SHMUPS XIII - DoDonPachi Saidaioujou (2013-06-22 19:00)	4717
2013 car show (2013-06-22 20:13)	4719
Dells 2013 (2013-06-27 21:33)	4719
15.7 July	4719
Playstation 4 runs FreeBSD 9.1! (2013-07-07 19:51)	4719
Social Media (2013-07-16 22:28)	4724

Crypto-Calvinism family split (2013-07-17 15:13)	4739
The Liberty Amendments Chapter 1 (2013-07-17 19:02)	4740
Xbox One's sinking ship (2013-07-18 23:53)	4745
National Republican Senatral Committee letter (2013-07-19 00:01)	4746
Xbox One has 2160p HDMI interface (2013-07-20 21:13)	4748
Washington DC (2013-07-21 15:52)	4753
liberals' racial bullying (2013-07-21 21:22)	4754
The Enemies Within (2013-07-29 00:16)	4756
Bought Earthbound for SNES (2013-07-30 01:29)	4757
15.8 August	4757
Videogames owned 0.5% (2013-08-13 13:04)	4757
The Catch 22 in life. (2013-08-23 19:07)	4758
Why World of Warcraft loses membership. (2013-08-25 21:43)	4759
Movies seen (2013-08-29 21:38)	4760
15.9 September	4807
Red Hat White Paper (2013-09-02 08:39)	4807
Anticipated PS4 games (2013-09-02 23:52)	4817
Linux Mint 15 review (2013-09-05 20:32)	4818
MPEG-H is extremely glitchy (2013-09-09 00:52)	4820
Fedora 19 review (2013-09-09 18:34)	4820
DVD/Bluray collection (2013-09-10 22:03)	4824
Moron hillbilly Catholic should join his old church (2013-09-11 12:10)	4830
Thanks Blizzard for single player in Diablo 3 (2013-09-12 21:05)	4833
Goodreads alternative to Facebook (2013-09-16 20:06)	4834
Dating website is What the hell. (2013-09-18 10:06)	4843
\$2000 MAME cabinet doesn't make me friends/subscribers. (2013-09-22 12:58)	4844
Games before Playstation 4 (2013-09-30 19:09)	4846
Apocalyptic Hallucinations on the Right (2013-09-30 23:07)	4846
15.10 October	4847
Introducing WildCat (2013-10-05 13:35)	4847
SHMUPs XIV - Batsugun (2013-10-06 19:32)	4848
CD Collection (2013-10-16 02:57)	4848
Government doesn't use FreeBSD, Linux is hacker's dream (2013-10-16 16:51)	4852
US needs new consoles sooner than later (2013-10-17 00:07)	4852
(2013-10-17 00:09)	4853

Mighty Morphin Power Rangers Commentary Youtube Channel. (2013-10-17 01:38)	4853
Game Industry Predictions (PS4, Xbox One, Playstation Vita, Wii U, 3DS) (2013-10-27 21:41)	4854
Videogames are more popular then Comic Books (2013-10-28 20:53)	4865
Finally Got PC-BSD 9.2 (2013-10-29 00:55)	4873
Nikon D7000 is still #1 on Flickr. (2013-10-31 20:39)	4880
15.11 November	4880
Quarter of a million hitcounter views (2013-11-01 15:54)	4880
now i can pay for ps4 (2013-11-03 23:02)	4881
General Public License vs. BSD License (2013-11-14 18:35)	4881
At midnight Playstation 4 launch (2013-11-14 23:52)	4892
Playstation 4 firmware downloads leading to bricked PS4? (2013-11-18 12:06)	4895
Parent's pre-internet social life (2013-11-19 15:42)	4895
Dead Sea Scrolls are All Jewish! (2013-11-21 11:47)	4896
americas first dictator (2013-11-21 16:48)	4896
Hollywood is stupid; play videogames (2013-11-23 08:46)	4900
Linux Deepin 12.12.1 review (2013-11-24 14:46)	4902
DVD list 2013 (2013-11-28 12:42)	4929
Impeach the fucker (2013-11-28 16:56)	4967
15.12 December	4969
The Malazan Book of the Fallen by Steven Erikson (2013-12-09 13:17)	4969
Bought a ASUS Radeon R9 270 (2013-12-12 18:43)	4975
US Military driving US economy? (2013-12-12 19:46)	4978
Match box and Hotwheels (2013-12-14 22:36)	4979
Red Hat Linux 7.2 ISOs (2013-12-20 06:39)	4979
Linux channels on Freenode (2013-12-20 12:57)	4980
Bought Magic the Gathering: Duels of the Planeswalkers 2014 (2013-12-20 23:15)	4980
My 2013 Retrospective (2013-12-22 15:32)	4980
Sugar gliders: high IQ marsupials (2013-12-25 10:42)	4995
Christmas (2013-12-25 11:04)	4996
Diablo 2: Lord of Destruction v1.10: Best online PC game in 2003. (2013-12-26 18:44)	4997
16 2014	5021
16.1 January	5021
Start Menu for Windows 8 / Windows 8.1 (2014-01-01 04:35)	5021
Impeachment process started! (2014-01-01 18:27)	5021
2.2 Trillion to repair US Intrastructure (2014-01-02 23:45)	5022

Linux Mint 16 review (2014-01-03 15:01)	5024
Cable TV screws us gamers (2014-01-04 19:12)	5026
Battlefield 3 - Sergeant major (2014-01-07 06:02)	5028
My Solitaire stats (2014-01-08 16:17)	5029
Digital Cameras came too late (2014-01-09 20:38)	5030
Mighty Morphin Power Ranger Green with Evil (2014-01-11 04:40)	5030
Ten Greatest consoles (2014-01-12 10:58)	5031
Dogmatics (2014-01-13 17:06)	5032
100 best Power Ranger episodes (2014-01-15 12:28)	5032
Pencil: Open Source Visio (2014-01-15 16:21)	5040
Install LAMP on Linux Mint (2014-01-16 00:30)	5040
Nutty Chuck Hagel grounds A-10? (2014-01-16 13:19)	5041
Roms (2014-01-17 01:37)	5042
Agenda 21 social problems. (2014-01-23 18:04)	5042
Free HEVC front-end (2014-01-24 21:16)	5049
openSUSE 13.1 review (2014-01-31 02:13)	5049
Play old WinXP games on any Windows (2014-01-31 21:03)	5062
16.2 February	5063
Installed PC-BSD 10.0 (2014-02-01 16:01)	5063
Popup window removed (2014-02-02 12:20)	5079
Game collection (2014-02-06 07:22)	5079
Top 100 videogames of all time (2014-02-15 10:36)	5122
Blame Ron Kind (2014-02-20 13:10)	5140
21 signs you grew up in the '90s (2014-02-20 14:33)	5141
TR-3 Aurora (2014-02-20 18:47)	5142
The Best Defection made too late! (2014-02-21 19:01)	5169
Impeachable Offenses: The Case for Removing Barack Obama From Office (2014-02-26 05:13)	5169
2nd Walt Disney World vacation (2014-02-27 15:21)	5171
16.3 March	5173
Wounded Warriors in IT.... (2014-03-03 15:59)	5173
Tested Red Hat Enterprise Linux (RHEL) 7.0 beta (2014-03-04 05:05)	5175
Taxing job creators to death. (2014-03-05 21:50)	5179
Classmates deleting my comments (2014-03-11 12:46)	5179
Published my first book (2014-03-11 15:02)	5180
Top 1000 trance (2014-03-15 21:38)	5180

Nginx + Magneto (2014-03-19 20:44)	5189
Kronum: basketball+handball+soccer (2014-03-26 21:41)	5191
16.4 April	5206
PS4 leads Xbox One with stability (2014-04-05 03:51)	5206
Fanboy Annoyance (2014-04-09 03:52)	5206
Agenda 21 Communitarianism preventing photographing? (2014-04-09 14:03)	5211
bad gaming habits (2014-04-16 00:02)	5213
Top 10 JRPG games that are not FF (2014-04-16 06:21)	5216
state capitalism (2014-04-17 01:47)	5217
Top 10 JRPG games, back when JRPG's used to be Awesome (2014-04-17 06:17)	5218
forgotten books (2014-04-17 15:51)	5219
2014 in game industry (2014-04-19 14:01)	5220
500,000 hits (2014-04-26 21:00)	5224
Horrible truth: Beef up your PS Network profile for job (2014-04-30 11:48)	5225
Bar hopping 2014 (2014-04-30 15:55)	5227
16.5 May	5229
Scientific Linux 6.5 updates (2014-05-02 03:31)	5229
My Air Jordan Collection (2014-05-02 10:19)	5231
Look how screwed up Facebook is (2014-05-06 18:59)	5252
new Android phones (2014-05-20 19:03)	5254
Illegal Childrens are all Shysters ~ Send them back (2014-05-29 01:58)	5255
Volient Videogames decrease crime (2014-05-30 16:34)	5256
16.6 June	5284
Democrats and Magic the Gathering is destroying the videogame industry (2014-06-01 17:14)	5284
Northrop Auditorium (2014-06-09 08:31)	5286
Critical Theory in Common Core (2014-06-11 05:38)	5286
NATO was created for the US Department of Defense (2014-06-16 07:19)	5288
World War III Theory (2014-06-18 17:28)	5288
Easy LAMP (2014-06-24 17:14)	5298
Hillary Clinton's Saul Alinksy paper (2014-06-27 10:50)	5298
16.7 July	5306
hate high school (2014-07-01 05:34)	5306
how to fix NASCAR decline (2014-07-06 18:06)	5307
Grams Search engine and secret Wikis (2014-07-10 21:21)	5310
Speaker John Boehnor's Task Force Letter (2014-07-18 04:01)	5313

My First H265 encode (2014-07-19 18:08)	5317
Better Percentage of Xbox One games in 1080p (2014-07-31 03:53)	5317
16.8 August	5317
Mining Bitcoins with advanced Radeon or Geforce GPUs (2014-08-01 02:37)	5317
"Keep Calm and..." came from Columbia University? (2014-08-04 09:24)	5319
I had a beard for 15 years... (2014-08-06 10:04)	5320
Disney DVD are expensive, but I was smarter (2014-08-06 11:36)	5320
World War III Theory 2 (2014-08-09 18:46)	5320
American women prefer Little Dogs over little babies (2014-08-10 13:48)	5323
Millionaires buy businesses, not stock (2014-08-11 09:26)	5326
Barnes and Noble deserves going bankrupt (2014-08-13 08:53)	5328
Tractor pulls scared all the people away (2014-08-13 10:35)	5331
Valerie Jarrett (2014-08-14 10:49)	5333
multiculturalism in Europe failed (2014-08-15 10:05)	5338
Bought Google Glass today (2014-08-15 16:14)	5339
Million views: thank you (2014-08-16 18:45)	5340
The Simpsons marathon on FXX Channel (2014-08-21 15:04)	5340
16.9 September	5341
At the Minnesota State Fair (2014-09-01 16:33)	5341
How do you make friends at bars? (2014-09-09 01:48)	5345
Money saving One Piece Boxset 1 in January (2014-09-13 08:04)	5346
On Instagram.... finally! (2014-09-17 06:15)	5348
Diablo 3 PS4 review (2014-09-17 06:41)	5351
Peninsula State Park Door County vacation (2014-09-30 06:48)	5352
16.10 October	5354
Top Halloween movies (2014-10-04 12:06)	5354
game collection (2014-10-14 06:42)	5355
"Moderates" skip voting moderate candidates again (2014-10-20 05:02)	5376
The Bizzare graph (2014-10-24 09:30)	5377
16.11 November	5379
Downloaded Sega CD (2014-11-01 13:35)	5379
bought 3DS XL (2014-11-03 10:22)	5379
Governor Debate (2014-11-04 07:52)	5382
Generation Z plays with ADHD medications to screw Generation Y over (2014-11-05 10:47)	5382
high school plagiarism (2014-11-05 13:13)	5383

Bankrupt videogame companies (2014-11-15 21:00)	5383
Jamie Bisch (2014-11-20 08:34)	5386
Homebrew channel now operational (2014-11-29 06:44)	5387
16.12 December	5387
Owns Chrono Trigger Crimson Echoes (2014-12-06 03:20)	5387
Puppy! (2014-12-18 15:05)	5390
Rebuying videogames or vacationing never increased my status. (2014-12-24 01:06)	5391
Christmas (2014-12-25 14:16)	5391
Consoles make a comeback in 2014 (2014-12-27 06:11)	5393
17 2015	5395
17.1 January	5395
2015 (2015-01-06 22:20)	5395
The most entitled generation is Babyboomers! (not me) (2015-01-11 13:35)	5396
Bought some overdue Retro Bit Super RetroTRIO (2015-01-13 21:55)	5398
Videogame reviews killed my videogame job (2015-01-23 19:39)	5401
Newer Rom Collection (2015-01-28 21:39)	5404
17.2 February	5404
Nanobots for real-time surgery. (2015-02-06 22:17)	5404
17.3 March	5405
Home video to HEVC (2015-03-07 13:34)	5405
Game store reunion (2015-03-11 14:52)	5405
Super Mario 3D World on Smartphone (2015-03-22 07:39)	5405
Hardest Super Mario GALaxy levels (2015-03-28 16:13)	5406
Hardest Super Mario levels I've played (2015-03-28 17:40)	5407
Hanna Barbara DVDs (2015-03-30 23:11)	5408
17.4 April	5408
Hillary Clinton (2015-04-12 10:27)	5408
Midwest Gaming Classic 2015 (2015-04-12 14:08)	5419
The Hardest Sonic the Hedgehog levels I've played (2015-04-14 16:34)	5433
Pandoraviruses from Mars! (2015-04-21 09:52)	5435
Dear Evangelical voters (whose skipped) (2015-04-23 10:30)	5436
Bought Everdrive 64 and Superdrive emulation carts last week. (2015-04-29 14:39)	5437
Overpriced Nintendo Amiibo isn't worth buying (2015-04-29 22:12)	5440
17.5 May	5441

European Union Commission investigating E-commerce (online PC game) eroding national markets. (2015-05-06 05:48)	5441
New Windows Store development kits fully compatible with Android and iOS app source code (2015-05-06 06:24)	5444
Scientific Linux 7.1 review (2015-05-14 12:56)	5445
Top 10 U.S. fighter jets (2015-05-16 13:49)	5449
current videogame collection update (2015-05-29 05:23)	5457
Bought expensive Videogames (2015-05-30 11:48)	5477
17.6 June	5480
Cold War II (2015-06-01 15:59)	5480
Macintosh gift (2015-06-03 08:36)	5481
Videogames are bigger than Hollywood (2015-06-06 14:58)	5481
Linux Mint 17.1 review (2015-06-12 18:17)	5484
Android games catching up to iOS games (2015-06-14 10:09)	5492
Electronic Entertainment Expo: Nintendo's losing. (2015-06-21 23:40)	5493
Still in war, very lethal world, yet Gay Marriage sounds justified to the government (2015-06-28 15:40)	5495
17.7 July	5497
Bought Suikoden II, Marvel vs. Capcom II, and Haunting Grounds (2015-07-02 22:49)	5497
PCSX2 full speed is an absolute blast. (2015-07-06 21:32)	5499
New Xbox 360 emulator for Xbox One (2015-07-07 15:00)	5500
Bought Mac Pro and Macbook Pro (2015-07-21 16:18)	5502
Inhuman Best Buy (2015-07-24 08:53)	5503
Top 100 videogames 2015 edition (2015-07-26 12:06)	5504
Stupid Bro Country reflection on local culture. (2015-07-31 14:06)	5559
17.8 August	5560
unidentified radio bursts from space (2015-08-04 10:57)	5560
Linux Mint 17.2 review (2015-08-09 11:09)	5562
New studies support the possibility of sea life on Enceladus (2015-08-13 10:56)	5565
Wii U is like Sega Saturn or Sega CD (2015-08-15 18:03)	5566
Go ahead, end birthright American citizenship. (2015-08-26 11:52)	5566
17.9 September	5567
High Energy Liquid Laser Area Defense System field testing (2015-09-06 10:27)	5567
I hate Gamestop, Gamestop really is agnorant (2015-09-15 16:42)	5568
Yang-Mills existence and mass gap solved (2015-09-18 14:09)	5569
RSA & Diffie-Hellman proves P does not equal NP (2015-09-18 14:29)	5569
17.10 October	5571

PS4 exceeds expectations. (2015-10-01 10:19)	5571
Illegal Immigration Affects Electoral Votes (2015-10-04 20:45)	5572
President using gun politics emotion. even though 2nd admendment constitution protection (2015-10-06 19:59)	5573
Movies seen (2015-10-10 12:30)	5574
Republicans need devising entirely new ways of 'getting things done.' (2015-10-16 20:13)	5575
Top 100 PS1 games (2015-10-16 20:33)	5579
Playstation 5 coming 2017 (2015-10-17 14:18)	5595
Nintendo NX in 2016 (2015-10-18 13:45)	5597
Top 100 gamecube games (2015-10-20 20:14)	5599
horror movies list (2015-10-24 15:18)	5614
Top 100 dreamcast games (2015-10-24 15:27)	5615
Top Nintendo 64 games (2015-10-28 19:58)	5632

1. 1999

1.1 February

Cartoons (1999-02-11 19:54)

Many
of
us
can
remember
our
favorite
cartoon
characters
or
cartoons
when
we
were
young.
It
mostly
depends
on
the
era
you
grew
up
in,
what
characters
and/or
cartoons

were
our
favorite.
Regardless
of
the
media
method
use
delivering
any
particular
cartoon,
our exposure to
cartoons
have
always
been
part
of
our
culture.
The
main
advantage
cartoons
have,
compared
to
the
news
net
work,
is
that

cartoons
provides
a
visual
image
that
can
stick
with
us
just
by
the
attraction
of
its
presentation.
Since
its
'illustrated-visual-art-form'
quality
accompanied
by
either
written
or
spoken
ideas,
cartoons
can
approach
society's
subject
matters,
some

that
might
be
considered
bad-taste
or
taboo
in
modern
society,
to
make
its
,

symbolic'
idea
clear.

One
good
example
of
a
cartoon
exposing
the
day-to-day
life
issues
is
the
animated
TV
series
“

The

Simpsons

”, 1991 episode, “Mr. Lisa Goes To Washington”

. (

Lester, P.M .,

pg 254-257, 2011) (

wtso.net, 2012)

The

satiric

tone

that

surrounds

the

Simpsons

family

provides

a

humorous

and

sometimes

insightful

look

of

life's

issues.

The

fabulous

creator

of

“

The

Simpsons

”

is

Matt

Groening.

He
developed
the
cartoon
characters
some
viewers
may
find
likable
or
not-so-likable.

Groening, along with other directors and writers such as director Wes Archer and writer George Meyer, combined the family characters with relationships with other various characters and produce a satire story line involving life's issues including: importance of the nucleus family, parenting,

bullying,
sense
of
community,
educational
system,
environmental,
media
bias,
sexuality,
politics,
religion
and
much
more. (
Lester, P.M .,
pg 225-226. 228-229, 2011)(
wtso.net, 2012)
The
nucleus
of
the
animated
sit-com
is
a
dysfunctional
Simpson
family.
Homer,
is the
father
who loves his beer and is somewhat inept.
Another fine description of Homer is a person that
'would

sell
his
soul
to
the
devil
for
one
doughnut'.
Marge
is
Homer's
wife
and
is
happy
to
stay
home
and
keep
Homer
and
their
three
children
Bart,
Lisa,
and
Maggie
on
the
'straight
and
narrow'.

Bart

is

a 10 y. o.

rebellious-

prankster

type

child.

Lisa

is

an 8 y. o.

intellectual

that

plays

the

saxophone.

Maggie

is

the

youngest,

who quietly

observes

and

sucks

on

her

pacifier.

A

bove

all,

the

family

sticks

together

and

supports

each
other
in
their
community
of
Springfield. (wikia, 2012)(
wtso.net, 2012)
The
episode
“
Mr.
Lisa
Goes
To
Washington
”
is
an
parody
of
the
great
1939
movie
“
Mr.
Smith
Washington
” (IMDB: 8.4)
starring
Jimmy
Stewart.
The
episode

satires
government
corruption,
while
at
the
same
time
challenges
Lisa's
patriotic
integrity
and
her
own
principles.
The
episode
also
infuses
sexual
innuendos
in
Homer's
and
Marge's
humorous
dialect
as
well
as
making
little
stabs
on

education,
politicians,
voting
and
the
environment. (
wtso.net, 2012)

The
plot
starts
out
with
Homer
taking
a
special
interest
in
reading
a
,
free'
copy
of
“

Reading
Digest
”

that
was
sent
to
the
Simpson's
home.

The irony here is Homer never reads and thinks reading is stupid. After few days of reading the magazine from cover to cover, he takes note of “Win a trip to Washington, D.C.” “All expenses paid.” “VIP tour” ; however, becomes it is just for kids, he throws the magazine into a waste basket. At which

point,
Lisa
states she is interested and
decides
to
enter
the
300
hundred
word
essay
contest
for
“
Patriots
of
Tomorrow
”
. (
wtso.net, 2012)
With
the
support
of
her
mother,
Marge,
Lisa
then
makes
a
bicycle
trip
to
Springfield's

National

Forest

to

obtain

further

inspiration.

While

sitting

under

tree,

Lisa looks at the beautiful landscape and says "OK America, Inspire me!"

While Lisa waits

to

be

feel

inspired,

a

bald

eagle

lands

on

a

branch

above

her

gives

her

the

inspiration

she

needs

to

finish

writing

her

essay

which she titles “

The

Roots

of

Democracy

”

.

Lisa’s

essay

compares

the

birth

and

growth

of

America

with

Mother

Nature

nurturing

the

growth

of

the

forest.

Lisa

wins

the

r

egional

f

inals

and

was

approved
for
entry
in
the
national
finals
of
Washington,
D.C.
only
after
one
contest
judge
came
to
the
conclusion
after
conversing
with
Homer
that
he
did
not
have
the
'intellect'
to
write
such
a
wonderful

essay
for
Lisa.
(
wtso.net, 2012)
While
Homer
and
Bart
are
abusing
and
taking
advantage
of
the
'all-free
-
expense-paid
trip
in
Washington,
D.C.,
Lisa
excitedly
visits
Winifred
Beecher
Howe
monument.
Accordingly
to
Lisa,
Winifred
Howe

was
a
woman
rights
activist
that
led
the
Floor
Mop
Rebellion
in
1910
and
appeared
on
a
unpopular
75
cent
piece.
The
plaque
on
the
monument
states
“
I
will
iron
your
sheets
when
you

iron
out
the
inequities
in
your
labor
laws
”
.
At
the
moment
she
leaves
the
Howe’s
monument,
she
witnesses
a
corrupt
congressman
taking
a
bride
from
a
Springfield
lumber
representative,
who
wants
to
demolish

Springfield
Forest
for
lumber.
Upset
and
feeling
disillusioned
over
the
government
official's
dishonesty,
Lisa
rips
her
essay
“
The
Roots
of
Democracy
”
to
shreds.
(
wtso.net, 2012)
Angered
and
bewildered,
she
visits
Lincolns
Memorial
and

appeals
to
'Honest
Abe'
to
show
her
the
way.
Not
getting
a
return
answer,
she
then
visits
Thomas
Jefferson's
Memorial
and
tries
to
plea
her
problem
to
him.
Jefferson
retorts
"I know what your problem is,
the
Lincoln's
Memorial
is

too
crowed
”
and
that
is
only
reason
why
she
is
there
to
see
him.
While
Lisa
walks
away
without
an
answer
to
her
problem,
Jefferson
still
wishes
Lisa
not
to
go
because
he
is

lonely
and
unimportant,
for
his
only
recognition
was
the
Declaration
of
Independence
and
the
Louisiana
Purchase.
On the steps leading to
the
capital
building,
Lisa
visualizes
the
congressmen
in
front
of
her,
as
'fat-cats'
and
'pigs'
eating
money
out

of
troughs, while Uncle Sam pours more money into the troughs.
Disheartened
from
the
corruption
witnessed
earlier,
she
sits
down
at
the
capitol
steps
to
write
her
new
essay
“
Cesspool
on
the
Potomac
”
where
she
reveals
the
names
involved
in
the
bribery. (

wtso.net, 2012)

The
finals
start
with
a
piano
player
singing
“

The
Deficit
Rag
”

.
When
Lisa
is
announced
to
read
her
essay,
she
informs
the
announcer
that
she
would
like
to
read
her
revised

version

of

her

essay

which

states

the

following:

“

The

city

of

Washington

was

built

on

a

stagnate

swamp

some

200

years

ago

and

very

little

has

change.

It

stank

then

and

it

stinks

now!

” “

It
is
the
stanchd
of
the
very
corruption
that
hangs
in
the
air.

”

“

.

.

.

and

who

did

I

see

taking

the

bride

was

the

honorable

Bob

Arnold!

” “

.

.

.

I'm

sure

this

will

be

one

nation,

under

the

dollar,

with

liberty

and

justice

for

another!

?

. (

wtso.net, 2012)

Lisa's

essay

caused

commotion

and

stirs

a

hostile

reaction

among

the

judges

and

audience.

One

competition
judge
notifies
the
other
senators
regarding
Lisa's
speech;
whereby,
the
congressman
was
eventually
charged
and
arrested by the FBI.

Lisa
did
not
win
the
competition
due
to
the
content
of
the
essay,
however,
the
winning
contestant
did

acknowledge

the

courageous

Lisa

for

her

“

inflammatory

rhetoric

that

reminded

us

of

the

price

of

freedom

is

eternal

vigilance!

”

. (

wtso.net, 2012)

Lisa’s

faith

in

the

government

was

restored

again

with

the

knowledge

of

the
arrested
congressman,
whom eventually
became
a
“
born
again
Christian
”.

Congress passed a bill that saved her beloved Springfield forest

.
Above
all,
Lisa’s
integrity
and
principle
were
preserved.

In the viewer’s ‘mind’s-eye’, this would make Lisa the real “Patriot of Tomorrow”.

(
wtso.net, 2012)

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(2012)

Mr. Lisa Goes to Washington (video)

Received May 17, 2012 from wtso website

http://wtso.net/movie/173-The_Simpsons_302_Mr_Lisa_Goes_to_Washington.html

US Economy paper (1999-02-19 20:39)

First, this paper will briefly summarize the events that led to the financial crisis. Second, this paper will answer how subprime mortgages factor into the crisis. Third, this paper will explain how

HSBC Holdings PLC contributed to the financial crisis. Fourth, this paper will explain the

decisions companies made that led to the crisis. Fifth, this paper will explain the future impacts will this crisis will have on the market. Sixth, this paper will explain the future impact this crisis will have on buyers. Finally, this paper will explain the future impact this crisis will have on corporations.

A main event that led to the financial crisis is that Wall Street, in the late 1980s realized that it could create "bond-like" financial products from other debt-based income streams like credit cards, student loans and home mortgages. The "mortgage bond" was born, and became another financial product bought and sold by Wall Street investment banks, such as Goldman Sachs, Merrill Lynch, Bear Sterns, JP Morgan and Morgan Stanley. There was a lack of incite by the financial industry over competitive financial risk taking.

The_

Sarbanes-_

Oxley Act was way too regulating.

There were increased auditing costs of the Sarbanes-Oxley Act. There was also a international competitive disadvantage of the Sarbanes-Oxley act.

The European Union, Japan and Canada just set corporate regulations due to the Sarbanes-Oxley Act.

The Sarbanes-Oxley Act allows federal intrusion into corporate law traditionally regulated by the state.

There is federal law enforcement as the new authority to scrutinize business finance.

The Sarbanes-Oxley Act failed to prevent a recession. The Sarbanes-Oxley Act was

unnecessary since the exchanges of stock had already implemented most of the Sarbanes-Oxley Act changes in the rules of corporate governance via the

new listing standards. The costs of implementing Section 404 of the Act have been very high to extremely high. There are large incentives to avoid the stock exchange to avoid Sarbanes-Oxley Act, because a lot of small businesses delisted.

The price-earnings ratios the S & P 500-stock index has been decreasing since 2002. (Owen, K., 2012) (CATO, 2012)

Wall Street banks at the center of it just kept on growing, along with the money that Wal-street elite gave to twenty-six-year-olds to perform tasks of no obvious social utility. The rebellion by American youth against the money culture

wasn't on the scale it was supposed to be. This paper believes twenty-six year olds wouldn't overturn their parents' world, because he/she can buy it and sell off the pieces.

(CATO, 2012)

The subprime mortgages factored into the crisis beginning in the 1990s when Wall Street firms began to create mortgage bonds from "subprime" mortgages. These

mortgages are much higher risk. These mortgages were paying much higher interest rates, made to borrowers with lower levels of credit. The structural "tranches" of the mortgage bonds built from subprime mortgages, at this point, represented not only pre-payment, but also outright default. (Bryant, C.W. , 2012)

With escalating demand increasing numbers of Wall Street to buy subprime mortgages, lenders became motivated to place ever further subprime loans (since the government assumed the risk, there were no longer at risk, should the loans fail), and began to push messages like, "refinance your home, unlock all that equity, go on vacation and pay off your credit card debt. (Bryant, C.W. , 2012)

In 2006, there was a spectacular rise of subprime mortgage closures. By 2008, the overall losses from subprime mortgages reached about \$250 billion. Many mortgage brokers turned their clients toward loans they couldn't pay for. Once the introductory period on the subprime loans ran out, the new payments were higher than many could afford. The

underlying mortgages became of lower quality.

As a result, Wall Street's mortgage bonds became inherently riskier, which should have made them more difficult to sell to investors.

(howstuffworks, 2012)

Over the past three years housing prices had increased far more rapidly than the prices had over the previous thirty years.

The housing prices had not yet fallen. yet they weren't going to rise anymore.

The

loans against the housing were now going sour in their first year from 1 % to 4 %.

Many Americans who borrowed money to buy a house then defaulted

less than a year. Since 2000, Americans whose homes between 1 % and 5 % had risen in value were nearly four times more likely to default on their home loans than Americans whose homes had risen more than 10 % in value.

This way millions of Americans ceased to have ability to repay their mortgages.

These Americans houses never rose dramatically in value so they couldn't borrow more.

(Bryant, C.W. , 2012)

HSBC Holdings PLC contributed to the financial crisis, because it is a global banking company and financial service that gave out bad subprime mortgages to people with bad credit rating who couldn't pay the subprime mortgage back. In 2007, HSBC used

\$3.4 billion to cover bad loans. HSBC set aside \$1.4 billion more than anticipated.

In 2007,

HSBC closed their subprime division.

HSBC closed more than 250 locations in the United States worth \$55 million.

HSBC is a London company who bought

800 offices of Beneficial and Household Financial, and closed all 800 locations in 2007.

HSBC was the first European bank to get hit by household subprime mortgage defaults.

Beneficial and Household Financial was the largest US Financial business in 2002. HSBC Holding Public Liability Company is

actually deindustrializing the United States by moving manufacturing jobs to Asia like China, Vietnam, South Korea, Japan, and Taiwan.

It's cheaper to manufacture in these countries, because of lower wages and lower taxes.

However, I do not believe that this is a crisis at all.

The United States has many machines doing the manufacturing instead of people and we cannot get rid of these machines ever again.

The US has to realize that its specialty is high-tech, high quality products made by machines and not tons of employees doing manufacturing. The US has been deindustrializing, because of the machines that create a lot of quality that a human can never do by hand.

This paper believes it is too late to return to the industrial revolution days.

(

McLaughlin, T.,

2007)(BBC, 2008)(

Griffiths, K, 2008)(Goodway, N, 2007)

(Werdigier, J., 2007)

The future impacts the crisis has on the market is the United States is figuring out that it cannot return to the old manufacturing human world ever again. That environment is forever lost.

The labor costs in the United States are unsustainable.

Labor Unions get legacy benefits that will be impossible to pay for.

The machines such as robotics that are in place are the country's specialty.

The US economy is going to be a service based one with a huge capitalist information technology sector to market various products and services.

To improve the economy, the United States has to get labor benefits within sustainable margins and reduce government regulations to become more internationally competitive.

(

McLaughlin, T.,

2007)

The impact of this crisis having on buyers is that the middle class is not going to spend money on the economy. The middle class buyers are going to buy what they need on sales and then stay home.

The middle class Americans find something cost effective like DirecTV or videogames and watch or play. The buyers are going to conserve as much money as possible until after the 2012 presidential election; therefore they will not be buying at former levels. (

McLaughlin, T.,

2007)

The financial crisis has caused corporations to downsize in order for them to make a profit. The companies were moving towards improving information technology sector to save costs in all departments.

Corporations are moving onto Facebook, Internet social networking, and ecommerce for cost-effective ways to make it profitable and advertise the company.

The corporations are allowing employees to work at home so that they can save money on benefits. For example, company gas and illness costs are reduced. I

n 2007, the service sector contributed almost 78.5 % and the industrial sector contributed 20.5 % towards USA's gross domestic product.

(

McLaughlin, T.,

2007)

The corporations are afraid of hiring, because effective they want to see how the healthcare law will play out.

The healthcare law is the single most job destroyer in the United States.

The mandate may be unconstitutional and under consideration by the Supreme Court. The government is over-regulating in many other ways. The corporate taxes are

highest in the world right now in early 2012.

There isn't much commerce certainly without extending the Bush tax cuts for at least another year up toward five years. (

McLaughlin, T.,

2007)

First, this paper briefly summarized the events that led to the financial crisis. Second, this paper answered how subprime mortgages factored into the crisis. Third, this paper explained how

HSBC Holdings PLC contributed to the financial crisis. Fourth, this paper explained the decisions the

companies made that led to the crisis. Fifth, this paper explained the future impacts this crisis will have on the market. Sixth, this paper explained the future impact this crisis will have on buyers. Finally, this paper will explain the future impact this crisis will have on corporations.

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Sherlock Holmes (1999-02-21 19:47)

"You see, but you do not observe. The distinction is clear." Sherlock Holmes's quote from "The Scandal of Bohemia" can be compared with Aldous Huxley, in "The Art of Seeing", who summed up visual communication, "The more you know; the more you see." Understanding yesterday's and today's Sherlock Holmes, connects both Sherlock's and Huxley's conclusion: if you observe the little details and clues around you and understand what you observe; it can lead you to an important insight. This paper will explore the six perspectives in how the written, and visual aspects of Sherlock Holmes's character has been created and communicated into an exceptionally strong identity that resonates among the generations of Sherlock Holmes fans. (Lester, P.M., p. 11,2011) (Huxley, A., 2012)(gutenberg.org, 2012)

Personal Perspective

When Sir Arthur Conan Doyle first wrote the stories of the masterly detective Sherlock Holmes, the public's fascination about the character and his role in solving crimes, suddenly increased enthusiastically. Holmes solved cases through his magnifying glass and discovered traces of evidence with all the tools available that existed in the late 19th century. Today, this immortal detective's popularity continues to be viable. In the 21st century, the tools of technology have made Sherlock's powers of deduction more explosive. Holmes's continues to exhibited an extraordinary ability to gather evidence through his honed skills of observation and deductive reasoning. Although he has difficulties with social interactions, his only loyal friend and colleague is Dr. John H. Watson, who brings humanity and humility to Holmes. (BBC, 2012) (PBS, 2012) (gutenberg, 2012)

Sherlock Holmes character bears the mark of longevity from the Scottish creator Sir Arthur Conan Doyle and all who read those countless Sherlock Holmes short stories when they were younger. Even today, Sherlock resides at 221 Baker Street, London with his friend and colleague Dr. John Watson. The admired detective solves cases with his comrade, Dr. Watson whose character Sir Conan Doyle portrays as a competent loyal ally to Holmes and also a disabled army physician from Afghanistan. What is so attractive about Sherlock Holmes is his dual personality that brings out his brilliance in deduction, while at the same time he can easily become bored when there are no puzzles or crimes to be solved. The British Broadcasting Corporation Channel's (BBC) modern Sherlock frequently states he is in 'his mind palace' when trying to solve crimes. He uses what one may call an ancient Greek Method of Loci, a memory technique that dates back to 500 B.C. (BBC, 2012) (PBS, 2012)(healthdiscovery, 2012)

The method of Loci is based on the assumption that you remember best when you place that memory in a familiar place in your mind location which will serve as a clue to remember. The method is usually used by people who are good at visualizing. Many of the Greek and Roman orators use the Loci method as a memory tool to give speeches without the aid of notes. The Loci method works well, because it enhances the way you remember. You visualize rooms in your mind's house as departments to store the memory for a particular item. After visualizing the item using all your physical senses (smell, feel, see, hear, etc) , you store the information in a particular room in your house. (howstuffworks, 2012)

Historical Perspective

Author Sir Arthur C. Doyle's Sherlock Holmes stories helped unleash the passion for mystery and detection that has persisted for over a century, along with recognition spanning over the world. Sherlock was modeled after Dole's medical professor, physician Joseph Bell at the University of Edinburgh. Arthur Doyle admired Dr. Bell's extraordinary ability for observation, logic, deduction and diagnosis. Thus, by using the unique persona of Dr. Bell's abilities, the famous fictional detective, Sherlock Holmes, was born. (SherlockHolmesonline, 2012)

In order to understand the time-line of the public's fascination to Sherlock Holmes, the time-line of Sir Author Conan Doyle has to be recognized as well. As a writer, as well as a physician, the young Conan Doyle was better known for his written work in America than in England. His first novel "A Study In Scarlet" was first published 1887 in Beeton's Christmas Annual, in which the novel introduces both Sherlock Holmes and Dr. Watson. It was not until 1889, that a publisher of the Lippincott's Monthly Magazine from Philadelphia, U.S.A. wanted to establish a British edition for his magazine. After meeting with Doyle and another well know writer, Oscar Wilde, Doyle was commissioned to write a short novel for the magazine. On February 1890, "The Sign of Four" was then published in both America and England and instrumental in establishing name recognition for both Conan Doyle and the eccentric pipe smoking detective Sherlock Holmes. But it was not until Doyle started to write for "The Strand" magazine later that year, that the 'image' of Holmes was created by a talented illustrator, Sidney Paget. Paget used his handsome brother as a model to create Sherlock's image. From that point onward, the author, the magazine, and the artist established recognition around the world. (SherlockHolmesonline, 2012)

In 1891, The Strand serialized the antics of the famous detective 'Holmes' and his side kick 'Dr. Watson' with the arch-enemy professor Moriarty in "The Scandal of Bohemia". After a few years, Doyle became tired of the short stories surrounding Holmes and decided after a trip back from Switzerland, that Sherlock had to come to an end. In 1893, the "The Final Problem" was published and the famous "Sherlock Holmes and professor Moriarty plunged to their

death at the Reichenbach Falls" in Switzerland. This resulted in 20,000 people canceling their "The Strand Magazine" subscriptions. (SherlockHolmesonline, 2012)

Nineteen hundred was the year the Boer War started. This was the year Doyle decided to get involved in a war instead of just writing about battles of the war. Age and weight kept him from being enlisted, so he decided he would volunteer as a physician. After Doyle was accepted, he went to Africa. This time he battled the microbes while writing a 500 page chronicle of the war "The Great Boer War". (SherlockHolmesonline, 2012)

After the war, Canon Doyle spent some time in the Devonshire moors in England. Back to writing again, Doyle decided to bring back Sherlock Holmes (as if the detective had never vanished) and wrote and published in "The Strand" magazine "The Hounds of The Baskervilles" in 1901. Today, this story remains the favorite of the world-wide public. Doyle wrote a total of 56 short stories and 4 novels involving Sherlock and Watson. There also has been numerous of films and TV series depicting Conan Doyle's stories. (SherlockHolmesonline, 2012)

Technology

Perspective

In the late 1890s, Holmes uses forensic tools such as a magnifying glass, microscope, and assortment of dissolving chemicals in order to do research on evidence found around the crime scene. Microscopic analysis in the today's laboratory is very important in forensic chemistry in crime investigations, such as in the 1927 "The Adventure of Shoscombe Old Place". Sherlock Holmes had been bending for a long time over a low-power microscope. "Now he straightened himself up and looked around at me in triumph." "It is glue, Watson," said he . . . "Those hairs are threads from a tweed coat. The irregular grey masses are dust. There are epithelial scales on the left. Those brown blobs in the centre are undoubtedly glue . . . Since I ran down that coiner by the zinc and copper fillings in the seam of his cuff, they [Scotland Yard] have begun to realize the importance of the microscope."

. (freeservers, 2012) (BBC, 2012) (PBS, 2012)

Since the late 19th century the beginnings of forensic science was sprouting. Accordingly to Forensic Science -History, Sir Francis Galton reveals finger prints are "unique and do not change with age". In 1890, Scotland Yard used a system that a French police official, Alphonse Bertillon, developed. The Bertillon systems used 11 body measurements and dimensions that were photograph. It was considered one in 250 million chance that two people would have the same dimensions and measurements. In 1894, finger prints were added to the Bertillon system. By today's means, Sherlock Holmes would fit in like a glove in forensic science. The 21st century gives Sherlock has technology at his finger tips, his laptop, his smart-phone, a forensics laboratory, contact with Scotland Yard and/or British police and of course his innate ability to resolve a complex cases from the smallest of clues. Today's Sherlock displays a self-conscience emphasis on aligning both its narrative and visual style with text messaging and the Internet. It also should be noted that the modern-day Sherlock's thoughts and observations have been sub-titled on the screen in all "Sherlock" TV BBCs episodes (jrank, 2012) (PBS, 2012)

The recent BBC Series I consists of three stories. "A Study of Pink" loosely based upon Doyle's "A Study in Pink." The "Great Game" is based upon several Doyle's novels including "A Study in Scarlet", "The Five Orange Pips", "The Adventure of the Retired Colourman", "The Adventure of the Naval Treaty", "The Adventure of the Final Problem", and "A Scandal in Bohemia". The "Blind Banker" episode is based from Doyle's "The Valley of Fear." The recent BBC series II consist of three stories, "The Scandal of Belgravia", "The Hounds of Baskervilles", and "The Reichenbach Fall". The "Scandal of Belgravia" is an updated "A Scandal in Bohemia", a short story apart of "The Adventures of Sherlock Holmes" made in 1891. Belgravia is the Buckingham Palace district. Bohemia is an area in the Czech Republic. The Hounds of the Baskervilles is a popular novel published in 1902. The Reichenbach Fall is from "The Final Problem", a 1893 short story in "The Memoirs of Sherlock Holmes". The Reichenbach Fall is where Sherlock and John Watson meet in "The Final Problem" novel. The series involves today's technology with yesterdays stories by Sir Arthur Canon Boyle. All the series are fast action, humorous, adventurous and does not disregard what the original author wanted to convey. (BBC, 2012)(thumbr.com, 2012)(PBS, 2012)

Ethical perspective

"What is it today, I asked, morphine or cocaine? It is cocaine, he [Sherlock] said, a seven-per-cent solution. Would you like to try it?" "Sherlock Holmes took his bottle from the corner of the mantelpiece, and his hypodermic syringe from its neat morocco case. With his long, white, nervous fingers he adjusted the delicate needle and rolled back his left shirtcuff. For some little time his eyes rested thoughtfully upon the sinewy forearm and wrist, all dotted and scarred with innumerable puncture-marks. Finally, he thrust the sharp point home, pressed down the tiny piston, and sank back into the velvet-lined armchair with a long sigh of satisfaction." (literature.org, 2012)

In the mid 1800s to early 1900s, the impetuous Sherlock Holmes usage of a legal drug cocaine was a predominate occurrence when Sherlock became bored and under-stimulated between cases. This acknowledgment was identified in both Doyle's written stories and earlier Sherlock film episodes. Holmes's drug addiction survived the mid 1890s until the early 1900s where cocaine-opium elixir medicines, tonics, wines, and soft drinks such as Coca-Cola were considered safe, acceptable and commonly use and embedded among all social classes. Well known Sigmund Freud promoted cocaine as a cure for depression and sexual impotence and/or Thomas Edison promoting the positive effects from cocaine elixirs. Hollywood also participated in advertising and influencing the mass audience about the drug's benefits through means of silent-film stars' personal testimonials and by the stars' own publicizes life styles. Eventually a majority of the public realized regular usage of cocaine had major side effects such as addiction and deterioration affects on the mind and body. It was not until 1920 that the Dangerous Drug Act was passed and cocaine became one the drugs listed that would be outlawed. The 21st century Sherlock has replaced the needle injections of cocaine with nicotine patches. (narconon.org, 2012)(BBC, 2012) (PBS, 2012)

The BBC's 21st Century's Sherlock is more anti-social and crude at times in comparison to the Sherlock in the 1890s. Dr. Watson's character becomes a 'gate-keeper' to Sherlock's verbal and nonverbal behavior. Regardless of what era, Sherlock's trademark is still focused on his super-human deduction abilities. Both yesterday's and today's Sherlock Holmes personality could be described as barbed or impatient, while at the same time, composes his chose of words in a brilliant fashion.

Unlike other past and modern day detectives, Holmes considers women as a distraction and is quite neutral when it comes to women. He has a keen ability to understand other human beings and their actions, however, his logic is to maintain an emotional distance from anyone, especially women, that would interfere with his work . Sherlock becomes easily bored and somewhat reclusive until there is a juicy unsolved case that needs his attention, then Sherlock acts like he is on a lot of caffeine. Since Sherlock ". . cannot live without brain work. What else is there to live for." (literature.org, 2012) (sherlock-holmes.co.uk, 2012) (BBC, 2012)(PBS, 2012)

Cultural

Perception

The latest Masterpiece theater film series called "Sherlock" are for the Holmes's admirers who don't want their favorite character Sherlock to upset their intelligence, taste, and admiration with just a mediocre character. They also do not like the main story line to stray without giving due reverence to Sir Conan Doyle. The BBC new adapts the long-loved Sherlock Holmes into a modern-age-era by paralleling and superbly intermixing Sir Arthur Canon Doyle's classical literature into the 21st Century's technology era. This attracts a variety of taste groups as well as the popular culture. (tumblr, 2012)

Sherlock Holmes and Dr John Watson are now known as Sherlock and John, the way we informally address people now. Instead of of John writing and publishing Sherlock's and his exploits in the Strand Magazine, he blogs it on the internet. The cutting-edge Sherlock not only consults with his clients at his 221 Baker Street flat, he also consults over the i-phone. At times Sherlock can view and evaluate crimes scenes by means of his home laptop webcam while his assistant John humorously uses his laptop webcam to scans the area around the crime scene. Rather then sending telegrams, Sherlock texts and instead of publishing articles, he composes on his own web site called "The Science of Deduction", which is available on real time for all Sherlock's fans. Sherlock Holmes loves classical music and uses classical music and his own violin music compositions in order to ponder a thought on a case. (Freeservers, 2012) (literature.org, 2012)

Critical Perspective

The attraction the public has for any Sherlock Holmes televised series or films can easily be related to Huxley's statement "The more you know; the more you see" how Sherlock's character persona and analytical capabilities have evolved from the 19th century to modern times. From Canon Doyle's written work, the invention and advancement of films and television have visually evolved Sherlock's character from the 'the mind's eye' to the screen. (BBC, 2012)(PBS, 2012)

Writers and producers are stepping-up the adventures of Sherlock Holmes by incorporating some of Canon Doyle's language into today's dialogue and creating more suspenseful crimes that Sherlock and Dr. Watson have to solve. Science and technology have taken a larger role in today's Sherlock crimes scenes, as was mentioned earlier, in the development of forensic science. Music and sound in today's films are modernize and provides the aura of suspense as Sherlock and John are solving a case. (BBC, 2012)(PBS, 2012)

Yesteryear and today's film both recreated the ambiance of London. "...dense drizzly fog...and Mud-colored clouds droops over the muddy streets", as Canon Doyle's describes in "The Sign of Four," "Down the Strand" the lamps were but a misty splotches of diffuse light which threw a feeble-circular glimmer out into the slimy pavement." The 21st century TV episodes takes out the 'fog' and the 'diffuse light' from the Victorian gas light era to the modern day nuance. This method produces drama and recreates the audience's sense of today's reality. (PBS, 2012)(BBC, 2012) (literature.org, 2012) (tumblr, 2012)

By understanding the phrase "You See, but you do not observe" then you understand the subtle visual and written clues that are communicated about Sherlock's identity that resonates so strongly among the generations of admires. The immortal detective Holmes has always given the mystery genre meaning and illumination into solving crimes. Whether the crimes were done in the 19th century or in the 21st century, the results are the same. Understanding the charisma that Sherlock's character promotes, also holds true to Huxley's statement, "the more you know; the more you see", Sherlock is able to solve crimes with unequaled efficiency. For all who love Arthur Canon Doyle's famous detective character, Sherlock can be summarized by the following: " My mind, . . . rebels of stagnation. Give me problems, give me work, give me the most abstruse cryptogram or the most intricate analysis, and I am in my own proper atmosphere. I can dispense then with artificial stimulants. But I abhor the dull routine of existence. I crave for mental exaltation. That is why I chosen my own particular profession, -or rather created it, for I am the only one in the world". (literature.org, 2012)(gutenberg.org, 2012) (Huxley, A, 2012)

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Anonymous (2013-05-16 13:35:37)

You should stress that this is not really
a jogging machine, but relatively a hill-walking device.
My blog: dumbbell sets

Anonymous (2013-06-05 17:28:37)

It'll improve your biceps' size, definition, and electricity.
My website; free weights for sale

Anonymous (2013-06-06 06:15:55)

John Ratey supplies a superb advancement on
the "why" driving exercise's importance.
My web-site :: simply click the following page

Anonymous (2013-06-12 21:34:07)

In truth, I'm impressed with some from the treadmill shock absorption technology offered by some treadmill manufacturers.
Feel free to surf to my webpage; Highly recommended Website

Anonymous (2013-09-09 13:49:16)

Back in May 2007, Mark Rothko's 1950 painting entitled "White Center" ended up selling for \$72.
This is a show where love and patience have been tested again and again,
and this owes to the temptations that have been put
forward by the creators of the show. Comedy which was directed and starred in by Laurence Olivier.
Feel free to surf to my web page - LesleyGalloway's profile!

Anonymous (2013-09-09 13:52:27)

Union position :
<http://anal.erolove.in/?penny>
gay videos megashare links black discharge 50enne e gay kates playground masturbating video animmes sexy photos tifa hentai
3d boy sex momvideo pain in right side of stomach and eyes drilling

Anonymous (2013-09-11 21:59:18)

Hi, the whole thing is going sound here and ofcourse every one is sharing data, that's really
excellent, keep up writing.
My web site: blaszaki

Anonymous (2013-09-15 05:27:55)

body erotic erotic star erotic chatbot erotic bath
Release porn pictures
<http://bigblackbooty.adultgalls.com/?blog.taylor>

Anonymous (2013-09-15 10:05:46)

To some people, a one-time fee is more than enough to justify
the cost of the developing the platform of the particular game.
There is an advantage of buying these games for money which is the
enjoyment of greater degrees. There seems to be a big market for
video game programmers, if that is the right phrase to use.
Feel free to visit my homepage ... top eleven astuce - forum.pcformat.pl

Anonymous (2013-09-21 01:45:05)

s Apologize featuring One - Republic, to make its presence felt on the charts across websites. So, PC keyboards are perfect for playing flight simulator. And when you touch them you will lose some life so be careful not to touch them. Stop by my homepage - ksw 24 stream

my own cultural identity. (1999-02-24 20:12)

When one thinks of the culture in America, one would probably described it as a 'melting-pot' nation of immigrants. With the exception of our Native Americans, essentially, each one of us can trace our heritage back from another culture, which for me is Scottish and English from my father's side and Norwegian and German from my mother's side.

Along with the heritage, the traditions emerge and are filtered down into the family life where the Judea-Christian moral and social values are connected to my own cultural identity.

Today, instead of viewing America as a unity of diverse group of people who are united under one flag, one constitution, and have a one common destination as one nation under God with liberty and justice for all, we have those, including bias liberal media, who want to chip away on our constitutional democratic republic freedom.

Although there are several issues under attack from time to time, one issue will be discussed in this paper, my Judean-Christian heritage.

Our media enjoys expounding on this subject while at the same time rejecting the traditional American values and ideas.

When I was in elementary, I remember saying the Pledge of Allegiance each day at the beginning of the school day. In 1954, there was an added wording "under God" to the pledge by President of the United States, Dwight D. Eisenhower.

According to President Dwight Eisenhower

"one nation, under God" was a "spiritual weapon" for our country in both peace and war. I would never have considered the Pledge Of Allegiance being under attack because of the words "under God".

Instead, in the past few years, the word 'God' has come under the microscope and become an issue for those chosen few and those whose own atheist belief system believes the pledge should be banned and out of the classroom in following two cases.

One such case is with Martin Rosenthal, a parent in Brookline, Mass. who would like students not to be pressure in saying the pledge and says 'that the pledge has no place in the classroom altogether'; however, he himself has no problem reciting the pledge at a recent community event, according to the article "Parents fight Over Pledging Allegiance In Schools" by PNR.

The article relates how courts can not compel a student to "recite a pledge" although the article questions if students are still pressure to conform.

According to students, "no pressure is felt to pledge, but at times pressure can be felt to not to pledge".

The article also quoted Newt Gingrich

on Fox News saying ' I would hope that any taxed paid school will say the Pledge of Allegiance, and frankly I'd wonder whether taxpayers ought to subsidize it if it's not going to teach people how to be patriotic and to be pro-American'".

Then the article contrast Newt's statement with a Libertarian named Silvergate, who also favors pledge in schools, but calls the situation as only a distraction. He also believes allowing the student to "wrestle with whether or not to pledge is kind of like Liberty 101. (NPR, 2012)

Another case involves an atheist Michael Newdow, who sued Congress, President Bush, and others in order to remove the words “under God” from the Pledge of Allegiance because he felt those words were unconstitutional.

Mr. Newdow, a divorced father, who holds a medical and law degree, objected to having his 10 year old daughter hearing and reciting the pledge.

According to article written on 06/15/2004

“Court dismisses Pledge of Allegiance Suit” by MSNBC provides a great image of schoolchildren holding their hand over their left side on their chest while

they

recite the Pledge of Allegiance.

It reveals the Supreme court did preserved the phrase “one nation, under God” in the pledge and dismissed the case that a “California atheist could not challenge the patriotic oath”.

(MS-NBC, 2012) (homeofheroes.com, 2012)

The article relates Supreme Justice William H. Rehnquist verifying that “the pledge as recited by schoolchildren does not violate the constitution” as well as Justices Sandra Day O’Connor and Justice Clarence Thomas; however the Supreme court has already noted that schoolchildren cannot be required to recite the pledge.

The article also makes a point that school-sponsor prayer from classrooms, playing fields and school ceremonies are have been barred.

The article also mentions that Mr. Newdow will continue to pursue his fight since he still believes

“The pledge is still unconstitutional”. The article indirectly supports Mr. Newdow with “The First Amendment guarantees that the government will not “establish” religion, wording that has come to mean a general ban on overt government sponsorship of religion in public schools and elsewhere”. (NPR, 2012) (MS-NBC, 2012)(homeofheroes.com, 2012)

Although I believe in both cases mention above that these two men have the right to voice their objections, however, does the few with the help of the media, make it “politically right” for the rest of us.

Regardless of what faith one has or does not have, our country was founded on faith and freedom.

That in itself makes us

different from other societies in which each one of us are free to follow his or her conscience.

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Bulbs (1999-02-26 20:28)

Is it propaganda or persuasion? This is a very good question since most of us are bombarded every day by mass media in saving our planet from destruction.

'Think green' is the slogan that everyone

should have imprinted on our minds while we do our day-to-day activities.

There are a sea of possibilities what one can do to contribute; however, should it not give an individual the freedom of choice how he/she may want to participate.

The article "Is The Light Bulb Ban A Bright Idea?" will be examined in order to determine what angle the story and its images leans

toward, propaganda or persuasion or both. I felt it is a story worth mentioning.

In order to determine the angle of the story, first the definition between propaganda and persuasion must be made. Propaganda accordingly from our text, media uses one-sided and often 'nonfactual information' (opinions) as facts, combined with emotional appeals to change a person's mind or desired behavior. Persuasion uses 'factual information' and emotional appeals to change and promote a attitude change along with desired behavior. In both, the stirring of emotion creates 'interest' on the subject. To impress on an individual's mind to change, accordingly to 1922 journalist and media critic, Walter Lippmann, "Pictures have always been the surest way of conveying an idea. . .next. . .with words. . .". In this case images along with words are use to make a lasting impression on a person. (Lester, P.M . , pg.77-80, 2012)

The title of the story "Is The Light Bulb Ban A Bright Idea" done by Popular Mechanics first intrigues the reader because it shines light on another governmental intrusion in what the public can or cannot purchase. Secondly, bold print in the first paragraph synopsis how on January 1, 2012, new laws would effectively ban 100 watt incandescent light bulbs, while phasing out 40-75 watt light bulbs up-coming years, which I fact-checked. In the same bold print, it reveals Popular Mechanics investigation in the "years-long" effort building a better light bulb. Lastly, the first image in the story portrays a broken incandescent bulb revealing more interest to the reader. Is the story stirring emotions yet? You bet it is especially in which side of the isle you are standing in. The story main captive audience would be adult men and some women consumer, especially those who are attractive to Popular Mechanics, those in technology and those who run the house whole. (PopularMechanics, 2011) (Foxnews.com, 2011)

The article updates the reader in the second paragraph with

the "year-end spending bill passed in December 2011 which includes a rider that effectively puts new energy requirements for light bulbs on hold." at least temporary.

I fact-checked this with the government website and Washington Times website. The persuasive angle of the article continues to debate, tweaked with other lighting images of different bulbs, political rhetoric with technology in regards of modern lighting with data supporting their story on the pros and cons of various types of bulbs with experts and advocates on both sides. (PopularMechanics, 2011)(thomas loc.gov, 2011) (washingtontimes, 2011)

Using Aristotle three components for persuasion: ethos, logos, and pathos; this reader thought this article had more of the flavor for persuasion than propaganda. The article's author John Herrman, an assumed freelancer back by Popular Mechanics along with electrical department manager, Paul Brewer, Michael Siminovitch, director of the California Lighting Technology Center, and Nicholis Loris of the Heritage Foundation were all sources used as credible ethos. Logical pros and cons on different light bulbs, light bulb images, data and scenarios were presented in the article that was backed up by scientific data and facts acted as logos.

(

Lester, P.M . ,

pg.78, 2012)(popularmechanics, 2011)

As mentioned earlier in the paper, the article did conjure emotion in its title, the broken incandescent bulb image with shattered glass fragments occurring on impact and arousing the reader's initial thought having the incandescent bulb being banned. Testimonials from store managers and owners and tests performed by Popular Mechanics all delivered meat to emotional appeal or pathos that are used in persuasion. In this case, this article could be leaning toward the side of green energy in a positive non-judgmental way.

(

Lester, P.M . ,

pg.78, 2012)(popularmechanics, 2011)

Did I in any way feel there was propaganda filtrating this article, my answer would be no for reasons stated for persuasion, information was factual. Did the article portray that if and when the banned on incandescent bulbs does occur, it would be the end of the world?

I can easily say no. I did not feel I was being duped by the article but instead as a consumer, better informed for future decisions in light bulb purchasing. Regardless of political view, one has to believe sooner or later science and technology will be changing our world as we now see it, into one better world where it does not affect our out-of-pocket expense so much. (popularmechanics, 2011) (Lester, P.M ., pg.79-80, 2012)

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Art is an manipulation of elements (1999-02-26 20:29)

Art is an manipulation of elements such as in visual clues color, form, depth and movement, while using the elements to establish a design with some aspects of similarity, proximity, continuation, and common fate in order to compose an art piece.

In other words, art could be interpreted and associated with Wertheimer's conclusion "The whole is different from the sum of its parts".

The stimulation before our eyes convey no meaning until our mind makes sense of of the sensory input. (goodreads, 2012), (DukeU, 2012)(biography.com, 2012)

The molecular or atomistic sphere shape objects floating around and into what appears to be mystical divinity figure or a Greek Goddess (an iconic sign) is what attracted me to this painting for analyzing.

The form uses the fusion of the spheres (circles) and independent symmetrical circles to corporate shape and lines that create the features of the face and upper torso. Accordingly to our text, circles associates with endless rhythmic pattern of time and is a brain attention getter.

The variant size dot-like spheres are either fused or evenly spaced developing horizontal and diagonal lines in and around the figure framing and developing the divinity figure.

Accordingly to the gestalt law of similarity, "object that look similar will automatically grouped together by the brain".

Proximity of spheres is produce through the similarity and different size orbital spheres, while the fused, equally spaced spheres produces a line and depth formation. In the lower third of the painting, not only does the roll of equal size

and spaced spheres reduced the sensation of depth, it also creates an imaginary line that outlines the upper torso of the figure.

The continuation of the strategic placed lines of spheres, colored streaks, and wavy lines produces a implies a spinning movement and provides energy to the painting.

Spheres high-lighted with tints of soothing blues, cream, light yellow, browns, grays, and black gives dimension while the solid color of cream

centralizes the figure in the painting.

Dali uses shading of colors in spheres to produce facial features, hair, breast bone and imaginary tips of clothing.

The perceived smooth texture is also provided through shading of color in the spheres.

The sense of roughness or deterioration are created in only three orbital spheres on the right mid-outer spheres. White color separates the shades of blue color that differentiates the sky and water and also produces a horizontal line lower in the frame of the painting.

The soothing color blue used in the sky produces a perception of a calming atmosphere while allowing the eyes to spend more time focusing on the warmer colors of the divine figure.

(goodreads, 2012), (DukeU, 2012)(biography.com, 2012)

If you increase the contrast and the brightness, then you can see only the outlines of the face and hair, therefore, the painting becomes more of a sketch. The colors of the spheres, sky and water in the image will disappear and the lighter spheres become barely noticeable.

If I eliminate the wavy lines and streaks

than I eliminate the energy / movement that was created with the wavy lines and streaks. I will go further, if I change the space between all the spheres, that would totally distort the face and the whole unity of the painting. (goodreads, 2012), (DukeU, 2012)(biography.com, 2012)

I liked Salvador Dali quote "Drawing is the honesty of the art. There is no possibility of cheating: It is either good or bad. "

Since we live in a

high technical society that multicultural, studying

and analyzing individual elements of a picture provides a better understanding of the meaningful whole.

Once one understands the theory,

it makes you more aware of a better, noticeable design in print and screen media. What we see is only a stimulus to our brain, it is the mind that thinks with words.

Word and images combine produce understanding and long-term recall.

The stronger clarity of form the more effective the design. Roland Barthes describes individual elements within an image through a chain of association that makes up a picture's narrative which is through codes. (pg 59) (goodreads, 2012), (DukeU, 2012)(biography.com, 2012)

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Commericalizing Social Activity (1999-02-26 20:37)

This paper will first briefly summarize the nature of social networking. Second, this paper will say how social networking impacted e-commerce. Third, this paper will explain how small businesses used social networking to increase their exposure. Fourth, this paper will explain how small businesses used social networking to increase their exposure. Finally, this paper will explain how it envisions that social networking will continue to enhance e-commerce in the next 2-3 years.

The nature of social networking is that it is a form of microblogging. The idea that a blog takes much more time to maintain than a microblogging website is the reason why microblogging has surpassed blogging networks in popularity by a large margin. In Microblogging (Facebook, Twitter, Thumbr), the user has a roster of friends and he/she can like businesses, activities, places, products, hobbies, people, government agencies, even outerspace on their profile page. You try to copy other people you're friends with to improve the relationship with the users new acquaintances. You write about stuff her/she has been doing, succeeded in, or events in his/her life on the wall. The Facebook user is in a cloud where one has a blog to the post blog entries, yet one has an acquaintance roster of places, friends and family. People can like just about anything. It is a way to advertise. Twitter and Thumbr are used by celebrities for fanfare. Twitter is used by political related people and Thumbr is used by celebrities and young people. Thumbr has a lot of teenagers and young adults who prefer using this website instead of Blogspot and WordPress. Facebook is conquering Blogspot, because Blogspot is #10 on Alexa while Facebook is #2. Youtube is #3 most visited website according to Alexa. The web ranking drives Internet users decisions in 2012.

(Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

This paper believes that social networking has impacted ecommerce, because Nielsen

says 90 % of people trust recommendations from people they know. Facebook has a Open Graph protocol. Based on the Facebook users Graph data as well as their own personalization algorithms, it can narrow results of what users do with their time logged onto it. Facebook has a currency known as Facebook credits bought at Wal-mart or Target.

The Facebook member can buy anything online with Facebook credits. The business would create an e-commerce site that is compatible with Facebook credits like some ecommerce sites are compatible with Paypal. Facebook is the preferred microblogging, because it is #2 on Alexa rankings in the United States behind Google.com. Google+ is new complex social networking service, but few Facebook users want to be a part of Google+. Google+ has all the features that Facebook currently has, yet few people want to move without their friends. Google+ is similar to Chinese government building cities with contractors in Western China, yet few citizens want to migrate to new cities without their friends, employers, businesses and family. People like to purchase stuff on their smart phone off their favorite social networking site. I think of the movie Matrix when I see Facebook, because it is a virtual world (matrix) that has everything for the general population who don't need to visit other websites. Facebook is like your second life where you live two lives. This kind of addiction has happened with The Sims released in 2000 by Maxis and Electronic Arts where gamers are addicted to creating a virtual life character who does everyday activities. The Sims is the best selling PC game in history. The Sims 2 is also one of the best selling PC games in history where people are incredibly addicted to a virtual life PC game. The point is Electronic Arts made millions in profit off The Sims franchise. The Facebook connect infrastructure to allow users to log onto websites our Facebook identity and relationships in tow, bridging the updates back to the Facebook News Feed to share with the members social graph. In terms of Twitter followers, Some businesses will be able to clearly see online sales go up with the about of Twitter followers. It can be less about monthly figures and more about the culture on social networking sites so customers revisit. Businesses say that they have solidified loyalty with Twitter or Facebook. People use social networking for meetups for a business with Facebook's invitation application where Facebook users can say they're going or maybe going to an event. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

On Youtube, businesses have to advertise at the beginning of the streaming video. Youtube users have to buy views and thumbs up using an outside service like Youtube-views.com to get the attention needed in the first place to have people comment. Without Youtube-views.com, the business isn't going anywhere fast. The business would have to advertise the Youtube channel with an Youtube logo on the business homepage. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

People will review business scores with Yelp if they don't have an online social networking site or not. Some of the Yelp review scores are negative. The business needs to make an online presence to combat the negative reviews on Yelp in a two way conversation. Businesses will need to hook up with hootsuite.com and figure out how to combat with facts and hyperlinks. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

Small businesses used social networking to increase their exposure and this paper will now explain why. This paper believes that adventures in the social realm should be to listen more than the Facebook or Google+ member talks on their wall. He/she should be scared to let go of the situation. Individuals aren't going to be able to control the entire message. He/she should get used to this fact. People list their employer or give their own Facebook page when people type in their employment.

The most obvious benefits are increased customer loyalty and engagement. If the business wants to target professionals such as LinkedIn, and Plaxo. Social networking is great for businesses, because the employee may create his/her profile on these social networking sites and include images and information about his/her business. It is very efficient and less costly to market your business. Businesses use social networking sites to recruit or at least lure new employees into their own companies. Social networking can be used to provide support to the customers, gain feedback and make additional sales. The online websites can help customers connect with experts and greatly reduce the time for problem solving. Social networking is also very important in the business sector, because good businesses make real-time connections with employees. Businesses have been using url shorteners such as bit.ly, because it creates a hit-counter on how many people clicked the hyperlink. You might find that your Facebook followers like to click on coupons, and your Twitter followers like breaking news. The customer is sharing their reviews for the ecommerce site so the business is supposed to give members the option of posting reviews on their Facebook or Twitter walls or

Thumbr

or WordPress or Blogspot or Livejournal blogs. The sharing information should be in the thank you page, sale confirmation email or mailing list email templates. The business should tell the general population why they should use a certain brand or itself on Facebook and Twitter. Brands can make a living commercial on this behavior by engendering advocacy through direct engagement, blogger relations in the 'magic middle', and also via sponsored conversations. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

There are a many virtual casinos on Facebook and Google+ with all the popular casino games like Poker, Blackjack, Solitaire, slots, and craps that can generate revenue for whomever created the application. I see some bidding applications where Facebook can emulate an Ebay type ecommerce site with payment options like Paypal, credit cards and Facebook credits. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010))

This paper envisions social networking will continue to enhance e-commerce in the next 2-3 years, because retailers use conversion marketing to increase sales while shoppers are on their Facebook and Google+ websites. The companies have taken powerful insights gleaned from an individual shopper's clickstream paths and inferred intent, and created an althgorium to display the right content and products to Facebook and Google+ members at the right time

It can drive traffic from the Facebook page to the ecommerce page.

Nielsen

says 90 % of people trust recommendations from people they know. If Facebook credits for ecommerce takes off, the business will see a boom. Facebook users will see their friend's likes. Right now, I can see the videogame industry profiting on this section, yet I am unsure other industries would. Many businesses today are trying to influence the members of networking communities by offering unique services. Face

book would be a great media tool for companies to market their business to all the users. Facebook is a great platform for business to interact with a wide range of people. Facebook also an efficient way to collect conduct market research based upon people's information, ,and provide the best services for their customers. Due to the recession, most businesses are cutting down on costs by asking employees to work from home and social networks bring employees and organizations together to share and retain knowledge.

There will be Go-To-Meeting type video conferencing on Facebook. Right now, you can hook a webcam onto the chat and video chat with anyone with a webcam online. There will be more games like Mafia Wars and farming applications that take facebook credits. Some of these games items take Facebook credits to buy them.

(Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

Once customers buy off social networks and make reviews, this will encourage more and more people into buying the product. The business could give the customer coupons to gain more trust. Businesses have to interact with their customers on social networks daily to be successful.

There are other websites such as shareThis and AddThis for analytics. You can figure out where your site visitors are sharing your products, and that information is invaluable. The future is social colonization. This is supposed to be the next step in social evolution with tools like such as OpenID and Facebook connect will enable individuals/members to be able to journey from network to network.

This paper believes that the

portability of corresponding data, social objects, and friendships the Facebook users maintain in each network becomes very important.

Facebook in the future is supposed to be automated, but businesses will still rely on the explicit expressions of Facebook users to improve the experience. Companies using Facebook should be formally catering to communities, signifying the trading of power towards connected customers. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

Facebook is supposed to turn away from a CRM and even sCRM and evolve into a Social Relationship Management (SRM) social network. This system will view all members as equals. SRM is also acutely cognizant of and in harmony with VRM (Vendor Relationship Management). This SRM is distributing influence further than the customer landscape, distribute authority amongst stakeholders, prospects, advocates, decision makers, and peers. SRM distinguishes if Facebook user recommended a product, purchased a product, or simply recognized it publicly and this how will affect the company. The customers have a cut of the chart that also balances , experts, partners, vendors, and other authorities. Dataportability.com is working with Facebook to enable members to bring their friends, identity, conversations, files and histories along with them without having to open a new service. This information will automatically be updated on other websites so the Facebook user doesn't have to input the data. openID will connect Facebook users to third-part networks including PayPal and Google for serious ecommerce. This will be in harmony with Vendor Relationship Management, an opposite of CRM. A VRM is designed to empower sentiment and consumer participation so that the company can improve products on Facebook or Google+. (Axon, S, 2009)(Dataportability, 2012)(Solis, B, 2009)(Solis, B, 2011)(Solis, B, 2012)(baruchnewmedia, 2012)(Owyang, J.K., 2009) (Harper, M, 2010)

This paper first briefly summarized the nature of social networking. Second, this paper said how social networking impacted e-commerce. Third, this paper explained how small businesses used social networking to increase their exposure. Fourth, this paper explained how small businesses used social networking to increase their exposure. Finally, this paper explained how it envisions that social networking will continue to enhance e-commerce in the next 2-3 years

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Anonymous (2013-02-13 11:15:06)

Hi there, constantly i used to check weblog posts here in the
early hours in the daylight, for the reason that i enjoy to learn more and more.
My page: twitter increase followers

Anonymous (2013-02-15 15:13:45)

Attractive section of content. I just stumbled
upon your site and in accession capital to assert that I acquire in fact enjoyed
account your blog posts. Anyway I will be subscribing to
your augment and even I achievement you access
consistently rapidly.
my webpage :: wzz

Anonymous (2013-02-21 16:24:34)

Amazing! Its actually amazing paragraph, I have got much clear idea about from
this post.
Feel free to surf to my webpage :: zulutradezulutrade.blog.com

Anonymous (2013-02-21 22:55:47)

Appreciate this post. Let me try it out.
Also visit my web blog :: get followers

Anonymous (2013-02-22 09:57:43)

I'm really loving the theme/design of your weblog. Do you ever run into any browser compatibility issues? A small number of
my blog visitors have complained about my site not operating correctly in Explorer but looks great in Chrome. Do you have any
solutions to help fix this problem?
my weblog ... get followers
Also see my webpage - **get followers**

Anonymous (2013-02-23 09:54:20)

Wonderful items from you, man. I have bear in mind your stuff prior to and you're simply too excellent. I actually like what you have obtained here, really like what you are saying and the way through which you assert it. You are making it entertaining and you still take care of to keep it sensible. I can't wait to read much more from you. That is really a wonderful site.
my web page: get followers

Anonymous (2013-02-23 16:57:40)

Greetings from Los angeles! I'm bored to death at work so I decided to browse your site on my iphone during lunch break. I really like the information you present here and can't wait to take a look when I get home.
I'm surprised at how quick your blog loaded on my mobile .. I'm not even using WIFI, just 3G .
. Anyways, very good blog!
Here is my homepage - how to get twitter followers

Anonymous (2013-02-25 11:12:09)

Superb site you have here but I was curious about if you knew of any message boards that cover the same topics talked about here? I'd really love to be a part of online community where I can get responses from other knowledgeable people that share the same interest. If you have any suggestions, please let me know. Thanks!
My web site: ava fx

Anonymous (2013-02-25 20:57:22)

I almost never leave a response, however after reading a great deal of responses on "Commericalizing Social Activity". I do have 2 questions for you if it's alright. Is it simply me or does it look as if like a few of the remarks appear like they are written by brain dead visitors? :-P And, if you are writing at additional online social sites, I'd like to keep up with everything new you
have to post. Could you post a list of the complete urls
of your public pages like your Facebook page, twitter feed, or
linkedin profile?
my web site; optionfair

Anonymous (2013-02-28 16:56:17)

fantastic points altogether, you just won a logo new reader.
What could you suggest in regards to your post that you simply made some days in the past?
Any positive?
Here is my web page - zulutrade
my page > <http://zulutrade.crowdvine.com/>

Anonymous (2013-03-03 17:25:28)

I am really enjoying the theme/design of your site.
Do you ever run into any web browser compatibility issues?
A number of my blog readers have complained about my site
not working correctly in Explorer but looks great in Firefox.
Do you have any solutions to help fix this issue?
Feel free to surf to my homepage - aaa fx

1.2 March

Structure and Function of the Human Body week 9 (1999-03-25 11:52)

Answer each of the questions below using information gathered from your readings, lectures, and outside research. You should provide at least a paragraph response for each of the questions.

1. Describe the role of the following organs within the digestive system: stomach, liver, salivary glands, small intestine and gallbladder. Also, describe what complications could occur within the functions of the digestive system if each listed organ was damaged or dysfunctional.

Our digestive system provides the body a means to transfer nutrition from the external environment into the cellular level in order to sustain life.

Salivary glands, controlled by the autonomic nervous system, is located in the oral cavity. It's main role is to secrete saliva in the oral cavity. There are three pairs of salivary glands. Parotoid savary gland lies under the skin on each side of the mandible. These glands secrete amylase, an enzyme that breaks down starches. The parotoid duct implies empties into the vestibile at the level of the second upper molar. The sublingual duct is (located under the tongue) between the mucus membrane of the floor of the mouth and the submandibular duct is located in the floor of the mouth. Both the sublingual and submandibular glands secrete saliva that contains more buffers and mucus. (p. 539-40)

Saliva (mucus) consists of 99.4 % water, mucins and an assortments ions, buffers, and waste products and enzymes. The mucines absorbs water and form the mucus. During meal time, the saliva lubricates the mouth along with dissolved chemicals that stimulates the taste buds. The mucus coats the food, and reduces friction making swallowing easier. The continuous flow of saliva also flushes and cleans the oral surfaces while controlling oral bacteria through salivary antibodies (IgA and lysozyme). The pH of saliva during meal time raises from slightly acidic (pH 6.7) to more alkaline (pH 7.5).

Radiation and emotional distress can cause a reduction of salivary secretions. This then can create an unhealthy oral cavity environment due to increased bacteria population. Over time, the complications caused by the decreased salivary secretions are infection and erosion of the teeth and gums. (p.540)

The stomach is another component of the digestive system which is located within the left upper quadrant of the abdominal cavity. It is a muscular J-shaped organ that is positioned inferior of the esophagus and superior to the small intestines. There are four primary functions the stomach has to offer. First, it becomes a temporary storage for ingested food. Food is stored in the stomach while it is physically broken down for chemical digestion. Second, it provides a mechanical means to break down ingested food. The stomach is an area where there is a lot of mixing of the food, so added strength to the muscularis external layer is needed. Instead of two layers in the muscular external, the stomach's has three layers, a longitudinal layer, a circular layer, and an inner oblique layer. Thirdly, it provides an acidic environment that causes a break down of the chemical bonds in food through the actions of acids and enzymes. The pH of 2.0 in the stomach makes the environment acidic. The ingested foods, mixed with stomach's secretion, produces an acidic soupy mixture of partially digested food called chyme. Lastly, the stomach is responsible for the production of the intrinsic factor, a compound necessary for the absorption of vitamin B-12. (p.544)

Gastric ulcers is one complication that can occur in the stomach. Ulcers are caused either bacterium *Helicobacter pylori* or by medication such as aspirin that irritates the mucus membrane. This irritation causes erosion of the mucus membrane; which either creates an excessive production of acid or an inadequate production of alkaline mucus that defends the epithelium against the acid. Treatment can lean toward a medication such as cimetidine, a drug that inhibits acidity in the stomach, or it can be treated with antibiotics for bacterial infection depending on the cause. Meal time still would include a complete diet, but staying away from high fat, high acidic foods like tomatoes, and spicy foods. In atropic gastritis, there is chronic inflammation in the stomach which produces a lower acid production capability. When this happens, the intrinsic factor is affected , trapping vitamin B12 within the food. People in this case would need to take a vitamin B12 supplement.

The small intestines main function is in the digestion and absorption of nutrients. Ninety percent of nutrient absorption occurs in the small intestine. The duodenum is the segment in the small intestine that receives chyme from the stomach and digestion secretions from the pancreas. It also contains duodenal glands which secrete

alkaline mucus that helps buffer acids in the chyme. The bulk of chemical digestion and nutrient absorption occurs in the jejunum. The small intestines receives and raises the pH of the materials arriving from the stomach. Most of the important digestive processes are completed in the small intestine where the final products of digestion (simple sugars, fatty acids, amino acids) are absorb along with most of the water contents. (p. 548)

Crohn's disease is one complication found in the small intestine. It is a chronic auto-immune inflammatory disorder that occurs in intervals active (flares) disease altering in periods of remission . Treatment varies from special diets, medication like Cortisone and surgery (possible ileostomy). Crohn's disease is not curable. Treatment only covers the symptoms caused by the disease progression. Over time, the inflammation of the small intestine can result in scaring and thickening of the walls of the affected structure. With this disease, absorption of nutrition can lead to difficulties. The inflammation causes damages to the lining of the intestine so that it cannot absorb nutrients, water, and fats from the food eatened. This can result in malnutrition, dehydration, vitamin and mineral deficiencies. (emedicinehealth, 2011)

The liver is an essential part to the digestive process. The liver has three functional roles: metabolic regulation, hematological, and bile production. The basic functional unit of the liver is its 100,00 lobules. Within each lobule there are liver cells called hepatocytes .

In metabolic regulation, the liver's main goal is to regulate the composition of the circulating blood. It does this through the hepatocytes. The hepatocytes extract and absorbed nutrients or toxins from the blood prior to reaching the general circulation. Hepatocytes also monitors/adjusts the circulating levels of organic nutrients. Excesses are removed and stored; while deficiencies are corrected by utilizing stored reserves or synthesizing the necessary compounds. Toxin and metabolic wastes are removes for later inactivation and excretion. Fat-cell vitamins such as A,D,K, and E are absorbed and stored. (p.555-6)

With hematological regulation, the liver becomes the blood reservoir. As the blood passes through the liver, phagocytes (kupffer) cells remove spent/or damaged RBCs, debris, and pathogens from the circulation. The hepatocytes synthesizes plasma proteins (which determines blood's osmotic concentration), transports nutrients, and makeup the clotting and complement systems. (p.556)

The bile production is derived from the hepatocyte secretions. Bile may either flow into the common bile duct, which empties into the duodenum, or enters into the cystic duct, which leads into the gallbladder. Bile consist of water, ions, bilirubin (pigment from hemoglobin), cholesterol, and bile salts (an assortment of lipids). The bile's water and ions dilute and buffer acids in chyme as it enter the small intestine. The bile salts (synthesized from cholesterol) are required for normal digestion and absorption of fats. Bile breaks down large lipid droplets into smaller lipid particles in order for the digestive enzymes to become more effective. (p.556)

After revealing the main functions the liver provides, any condition that can damage or make the liver dysfunctional can be life threatening to the body. One example is hepatitis which is an inflammation of the liver producing swelling in the liver. There are many virus that can cause hepatitis depending in how it is transmitted, but the main ones are A, B, and C. If left untreated, in some cases hepatitis can lead to cirrhosis which is a progressive degenerate disease that results in the loss of organ/tissue function due to scar tissue. Further progression of the disease could eventually lead to liver failure. Unlike a healthy liver, the liver would not be able fight infection, clean the blood and help digest food and store energy; thus, leaving the body, toxic.

The gallbladder is a hollow pear-shape organ that stores and concentrates bile made in the liver. Bile is secreted continuously (approx1 liter/day); however, it is only release into the common duct to the duodenum when fatty foods enters the digestive tract and through the stimulation of a duodenum's hormone CCK (cholecystokinin). The CCK stimulates contractions in the walls of the gallbladder, releasing the bile into the small intestine. In the absence of CCK, bile leaving the liver through the common duct is redirected into the cystic duct delivering bile into the gallbladder for storage.

The concentration of bile changes its composition while in the gallbladder's storage. Water is absorbed and the bile salts along with other bile components become increasing concentrated. Sometimes bile salts become too concentrated through stasis (due to no-fat diet) or infection which alters the ratio of bile salts and water content, forming gallstones. (pg.550, 556-7)

Gallstones can be a complication of the gallbladder. Gallstones can develop when bile contains too much cholesterol, too much bilirubin, or not enough bile salts, or when the gallbladder does not completely empty or emptied enough.

Most people are unaware they have a problem. If a person is asymptomatic, no treatment necessary. Only those with severe discomfort or repeated attacks from gallstones receive treatment. This usually requires surgery for removal of the gallbladder (cholecystectomy). People can live without their gallbladder because bile is made continuously and the gallbladder is just a reservoir for bile. If any change in life style it would be in diet (low-fat) and frequently of meals. (mayoclinic.com,) (p.557)

Explain how the small intestine's anatomy is geared to increase surface area. Why is increased surface area important in the small intestine?

The length of the small intestine is approximately 20 feet long. The intestinal lining consist of transverse folds (plicae circulares) composed of multitude of finger like projections called villi.

These structures are covered with simple columnar epithelium that are covered with microvilli, in other words the epithelium looks like bristles on a hair brush. If the small intestine was smooth and simple , the total absorption area would be about 3.6 feet long. Instead, the small intestine is composed of multiple arrangement of the intestinal wall, which consist of plicae circulares layered with villi; villi is layered with epithelium; epithelium that is layered with microvilli; thus makes the total increase absorption area approximately 2,200 feet.

3. Describe the role of each of the four layers in the stomach including the mucus cells and parietal cells of the mucosa layer.

The four layers of the stomach are the mucosa layer, submucosa layer, muscularis externa, and serosa layer.

The mucosa layer of the stomach is the inner lining consisting of mucosal (glandular secreted) membrane that is composed of simple columnar epithelium dominated by mucus cells. The role of these mucus cells this is to secrete alkaline mucus that covers and protects epithelial cells from acids, enzymes, and abrasive material. Gastric pits are shallow depressions open onto the gastric surface. The mucus cells at the base of each gastric pit divide and replace the superficial cells of the mucus epithelium which is then shed into the chyme. The gastric pit corresponds with the gastric glands which secrete the gastric juice. The cells that produce the components of the gastric juice as the parietal cells. The parietal cells secrete the intrinsic factor and hydrochloric acid. The intrinsic factor is needed to facilitate the absorption of Vitamin B-12 across the intestinal lining. The hydrochloric acid lowers the pH of the gastric juices which keeps the stomach pH contents at approximately 2. The acidity of the stomach kills micro organisms, helps break down plant cell walls, and connective tissues in meat and also activates the enzyme secretions of the chief cells. The main purpose of chief cells is the production of the enzyme pepsin (a protein digesting enzyme) Within both the mucosa and sub-mucosa are distinct ridges or folds called rugae. The folds increase the surface area for absorption and permits expansion (flattens out) for food. Ducts between the rugae opens onto the epithelial surface and carries the gastric glands that secrete digestive juices.

The sub-mucosa layer is the second layer that is composed loose connecting tissue which contain large blood vessels, lymphatic vessels, and nerve fibers(sensory neurons and parasympathetic motor neurons). Its main role is in controlling and coordinating contraction of the smooth muscle layers and in regulating secretion.

Muscularis externa makes up the third layer of the stomach. This layer consist of bands of smooth muscle cells which contains a longitudinal layer, a circular layer, and an inner oblique layer. These three portions of the muscularis externa provides strength and assists in the mixing and churning essential to forming chyme.

The serosa layer (visceral peritoneum) covers the outer surface of the stomach. It has no role except to stabilize the stomach in the peritoneal cavity.

4. We discussed the endocrine role of the pancreas when we studied the endocrine system but it has an exocrine role within the digestive system. Please explain what type of dysfunction would occur if the pancreas didn't secrete its pancreatic juices. What type of dysfunction would occur if someone had to have their gallbladder removed?

The pancreas is primary an exocrine organ that produces digestive buffers and enzymes. The four enzymes: carbohydrases (digest sugars and starches), lipases (break down lipids), nucleases (break down nucleic acids), and proteases (break protein apart). Specific enzymes are the pancreatic amylase (breaks down carbohydrates), pancreatic lipase (group of nucleases and several proteases), and trypsin and chymotrypsin are all part of the proteases enzymes. Proteases accounts for 70 % of the enzyme production. The main buffer is sodium bicarbonate which increases the pH of the chyme. (pg 552-553)

If the pancreas becomes dysfunctional, these pancreatic and enzymes would be missing in the duodenum. Inadequate digestion would take place. Your sugars, starches, fats, and proteins would be incompletely digested, because

of the missing enzymes. In pancreatitis, inflammation occurs from blockage of excretory ducts, bacterial infection, or drug reaction (alcohol). This can cause injury in the exocrine cells. The lysosomes within the damaged cells then activated the pancreatic enzyme which attack the normal pancreatic cells and there is a chain reaction which produces destruction. In most cases, with treatment, this can be reversed/stopped. However, there are a few cases where this auto-digestion continues and destroys the organ. In that case, two conditions result: diabetes mellitus that requires insulin and nutrient malabsorption where oral pancreatic enzymes need to be taken. (pg 563)

In the case of the gallbladder, people can live without their gallbladder, because the only function of the gallbladder is a reservoir for bile from the liver. Bile will continue the flow into the small intestines without a problem. It might be a little more or less depending on the food quantity and substance. 5. What is the importance of adenosine triphosphate (ATP)? Carbohydrate metabolism is our body's main source of ATP production. Explain where carbohydrate metabolism occurs in the cell, what additional "ingredient" is needed and what waste product is produced in this process.

The primary function of ATP is the transfer energy from one location to another, not the long term storage of energy. The energy a cell produces in the form of ATP supports cell growth division, contraction, secretion, and all functions that vary from cell to cell and tissue to tissue. Cells in the body generate most ATP through aerobic (oxygen-required) metabolism in the mitochondria ;however,the initial steps occur through glycolysis (anaerobic -with out oxygen) in the cystosol of the cytoplasm. Oxygen is the key ingredient needed in mitochondria energy production. Aerobic (oxygen) metabolism in the mitochondria provide most (95 %) of the energy needed to keep cells alive. Most of the energy deriving from carbohydrates are produced in the mitochondria. Energy is stored and transferred in a high energy bond of ATP in order to move from place to place. The by-product of areobic metabolism is carbon dioxide. Glycolysis involves enzymatic steps that breakdown glucose to pyruvic acid molecules. These molecules are then absorbed by the mitochondria. Glycolysis (anarobic) can also continue to provide ATP when the oxygen availability is limited for mitochondrial production. This usually occurs during the body's peak activity, such in the case of a long distance runner. The body cannot provide enough O2 to maintain the metabolism in the metochondria. This the time where glycolysis becomes the prime source for ATP. (p.77, 210, 577)

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1.3 June

1999 Caribbean cruise (1999-06-15 21:33)

This is the second vacation I took in June. This was first class.

I remember there was an arcade with Soul Calibur, Area 51, Daytona USA, X-men vs. Capcom on the ship. There was a casino and strip bar.







1.4 August

Structure and Function of the Human Body week 3 (1999-08-17 14:13)

Bone is a very active tissue. Please explain the pathway of how the bone cells get nutrients and oxygen from the blood vessels using the following terms: Periosteum, endosteum, lacunae, lamellae, canaliculi, perforating canals, osteon, Haversian canal (central canal) and trabeculae.

There are two types of bone tissue, compact bone (solid dense) and spongy bone (bone separated by spaces). Example, the humerus bone consists of compact bone (diaphysis and spongy bone) at each end or epiphysis. The periosteum is the outer layer of the bone where tendons and ligaments are attached; whereby, attaching muscle to bone and bone another. The main function of periosteum isolates bones to surrounding tissues provides a route to circulatory and nervous supply. It has an influence of growth and repair of the bone. The endosteum is found in the inner surface of the bone. The function of the endosteum is growth and repair of the bone. In compact bones, the functional unit is the osteon. Within the osteon, the bone cells (osteocytes) are layered around a central canal called

haversian that contains some blood vessels. The bone cells are found in small pockets called lacunae which are found between calcified matrix which is called lamellae which are cylindrical. The inter-connections inside the matrix have small channels called canaliculi that connect the lacunae with the nearby blood vessels. Nutrient and waste products are exchanged from the osteocytes through diffusion in the extracellular fluid that surround the cells. Perforating canals provide a highway and linkage from the central canal to the periosteum and the marrow cavity.

In the spongy bone, has no osteons. Instead, the spongy bone consists of trabeculae which are lamellae that are shaped as thin rods that create an open network. Nutrients and waste are diffused between marrow and osteocytes through small channels (canaliculi) that extend from the lacunae of the spongy bone end, where the trabeculae is exposed.

There are three main types of canals including canaliculi, Haversian canals and Volkmann's canals.

The canaliculi would join osteocytes. Second, the thicker canals are Haversian canals. In the center of the osteone are longitudinal directly through the bone. Third, the transverse tunnels are Volkmann canals. The Volkmann canals will go into the bone from the exterior; therefore, allowing vascularization to go into the osseous tissue.

Bone tissue being hard, it requires canals or tunnels to get the osteocytes nutrients to the cells. Osteocytes have long protrusions of their cytoplasm within the tunnels that contact other osteocytes. The Osteocytes are connected at these unions which can transport nutrient.

In general compare and contrast the three functional classifications of joints according to movement. What are two characteristics that make synovial joints unique and different from other joints? Which joint is stronger-the shoulder or hip joint and why is it?

Two characteristics that make synovial joints unique is they are found at the end of long bones. They are also unique in that they have fibrous joint capsule surrounding it. The hip joint is stronger, because the femur is the largest bone in the body and the hip joint was made for strength and stability. In comparison the shoulder has a higher range of movement; therefore, is weaker at the joint. (pg 174)

Please explain how the muscle cell's anatomy of the cytoplasm is unique from other cells.

Cytoplasm has cytosol, which is dissolved in nutrients, ions, soluble, and insoluble proteins. Cytosol would contain higher concentration of potassium ions and lower sodium ions. Likewise, extracellular fluid contains lower potassium-ion concentration. Cytosol contains high concentration of dissolved proteins like enzymes which regulate metabolic operations. It gives the cytosol its consistency. Organelles directly connect to Cytosol. pg 72.

With your knowledge of how a muscle cell contracts please describe three mechanisms (problems) that could inhibit or disrupt the process of muscle contraction. Think about the process and the steps involved in muscle contraction.

The three mechanisms are Concentric Contractions, Eccentric Contractions, Isometric Contraction. Muscle fiber generates tension through the action of actin and myosin cross-bridge cycling. While under tension, the muscle may lengthen, shorten or remain the same. Although the term contraction implies shortening, when referring to the muscular system, it means muscle fibers generating tension with the help of motor neurons.

Many sarcomeres work serially and in parallel to achieve the full contraction ability of the muscle. The sarcomere includes Actin and Myosin. Actin and Myosin are protein based filaments from opposite sides of the sarcomere. Once the muscle is at rest, both the Actin and myosin filaments overlap. When the muscle contracts, the filaments from the opposing sides slide so the pulling both walls of the sarcomere. When the muscle is fully contracted, the filaments overlap each other the most. The sliding motion is activated by calcium that floods the sarcomeres (at the end of a process that is triggered by a command from a motor nerve). The calcium reveals sites on the Actin filaments at which molecular 'whips' extending from the Myosin filaments, can throw themselves, attach, pull, and leave, using the muscle's energy reserves in the process. Each molecular whip works at its own time (much like cylinders in an internal combustion engine), so that in any given time, contact between the filaments is being made by some of the whips.

What is the difference between osteoarthritis and osteoporosis?

Osteoarthritis is a noninflammatory condition that occurs in obese people or people who have trauma joints. They are both over the age of 65. It has loss of cartilage and adjacent bone overgrowth. Osteoporosis is a metabolic condition with loss of trabecular bone. Osteoporosis normally happens in women over 65, because she had steroids, smoking, caffeine, thyroid replacement. The hip and vertebral fracture are at risk for women. (Krant, J, Healthcentral, 2006)

Structure and Function of the Human Body week 5 (1999-08-19 14:20)

Explain how adaptation relates to our thermoreceptors and touch receptors. What is referred pain and how could it be dangerous?

Thermoreceptors and touch receptors are both nerves. The thermoreceptors Referred pain is when the perception of pain coming from parts of the body that aren't actually stimulated. It's dangerous, because you don't know where the real dangerous areas really point too. If you didn't have touch receptors, you wouldn't know what information like location, shape, size, texture and movement. (pg 309)

Explain why olfaction and gustation are considered "chemical" special senses (think of how these two senses work). Explain the importance of hair cells with the sense of hearing and equilibrium. Lastly, compare and contrast rod and cone cells' location, function, and overall amount.

Both olfaction and gustation occurs as dissolved chemicals stimulate olfactory receptors. The hiding of an odorant changes the permeability of the receptor membrane, producing action potentials. The gustatory are actually chemically based tasted receptors of the tongue which tastes chemicals. Taste buds have gustatory cells which tends to slither microvilli to the taste poor. The poors are more sensitive to acids. (pg 313- 315)

Hair cells are simple mechanoreceptors which are complex structure of the inner ear and the different arrangements of accessory structures of the inner ear and the different arrangements of accessory structures. (pg 329)

Rod cells do not discriminate among colors of light. They help us see in dim light. Cone c ells provide color vision. Cones give humans sharper colors. Rod cells are found on the side while cones are found on the bottom (pg 320)

Explain how the body maintains homeostasis of serum (blood calcium) levels through the use of the thyroid and parathyroid glands.

Fibrin is large insoluble strands. The fibrin fibers interact and provide framework for blood clots. The steps not taken to prevent clotting in a plasma sample, fibrinogen will convert to fibrin. The fluid left over is called serum. The liver synthesizes more than 90 % of the plasma proteins including albumins and fibrinogen and globulins. Antibodies are produced by the plasma cells and fibrinogen and plasma proteins clot the blood preserving homeostasis of serum (pg 384)

Explain the role the hypothalamus and pituitary gland have in the regulation of the endocrine system. What would happen if there were no negative feedback control on growth hormone and thyroid hormone?

The hormonal secretion is controlled by negative feedback mechanisms. The stimulus triggers the production of hormone worse direct or indirect effects that reduce the intensity of the stimulus. The simplest case, endocrine activity may be controlled by humoral stimuli - changes in the composition of the exetracellular fluid. The control of blood calcium levels are controlled by two hormones, parathyroid hormone and calcitonin. The calcium levels are the blood decline, parathyroid hormone is released and the response of target cells elevate blood calcium levels. The blood rise, calcitonin is released and the response of target cells lower blood calcium levels. The endocrine activity is also controlled by hormonal stimuli or changes in the levels of circulating stimuli. The hypothalamus provides the highest level of endocrine control by acting as an important link between the nervous and endocrine systems. (pg 350).

The control of the calcitonin secretion is independent of the hypothalamus gland and pituitary gland. C cells produce hormone calcitonin. Physiologic effects of growth hormone are direct effects and indirect effects. The glands within the endocrine system simulate release of a hormone from thyroid glands are shut off. If too much negative feedback occurred there would be hormone imbalance , because too much of the hormone would be. The hypothalamus secretes TRH. This causes the tituitary to release THS. THS will cause the thyroid hormone to secrete T4. In many parts of the world, inadequate dietary iodine intake leads to the inability to synthesize thyroid hormones. The calcitonin inhabits osteoclasts and stimulates calcium excretion in at the kidneys. C-cells are endocrine cells sandwiched between the follicle cells and their basement membrane. If there was too much negative feedback, the kidneys would fail. If negative feedback occurs, there could be a loss of bone mass. Calcitonin is most important during childhood in controlling muscle cells and nerve cell activities. Thyroid hormones are stored in the colloid of follicle.

There would be too much energy utilization, oxygen consumption, growth and development for most cells. There would be more calcium concentration in body fluids in the bones and kidneys.

Explain how the nervous system, general senses, and endocrine system work together to maintain homeostasis. Remember the 3 steps of the nervous system function: afferent (input/sensory) information, analysis, and efferent (output/motor) information. This will be helpful along with remembering what homeostasis is.

The nervous system regulates the breathing, urinary, and digestive systems. The heart rate and breathing are controlled by the nervous system. Hormones are less energetically expensive, the lymphatic system ability to fight infection. Second, the respiratory system maintains oxygen and pH levels. The exposure to drugs, alcohol and toxins kick the excretory functions and test these substances to accumulate damage of the body's cells. A body that lacks nutrients will induce the body to compensate or become sick.

[important]

Make sure you provide citations and references for your answers!

Read chapters 9 - 10

http://kidshealth.org/parent/general/body_basics/endocrine.html

<http://www.vivo.colostate.edu/hbooks/pathph> http://www.ehow.com/how-does_4566459_human-body-maintain-homeostasis_.html [ys/endocrine/hypopit/gh.html](http://www.ehow.com/how-does_4566459_human-body-maintain-homeostasis_.html)

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1.5 October

Structure and Function of the Human Body week 10 (1999-10-22 20:06)

Answer each of the questions below using information gathered from your readings, lectures, and outside research. You should provide at least a paragraph response for each of the questions.

1. Describe the role of the following organs within the digestive system: stomach, liver, salivary glands, small intestine and gallbladder. Also, describe what complications could occur within the functions of the digestive system if each listed organ was damaged or dysfunctional.

Our digestive system provides the body a means to transfer nutrition from the external environment into the cellular level in order to sustain life.

Salivary glands, controlled by the autonomic nervous system, is located in the oral cavity. It's main role is to secrete saliva in the oral cavity. There are three pairs of salivary glands. Parotoid savary gland lies under the skin on each side of the mandible. These glands secrete amylase, an enzyme that breaks down starches. The parotoid duct implies empties into the vestibile at the level of the second upper molar. The sublingual duct is (located under the tongue) between the mucus membrane of the floor of the mouth and the submandibular duct is located in the floor of the mouth. Both the sublingual and submandibular glands secrete saliva that contains more buffers and mucus. (p. 539-40)

Saliva (mucus) consists of 99.4 % water, mucins and an assortments ions, buffers, and waste products and enzymes. The mucines absorbs water and form the mucus. During meal time, the saliva lubricates the mouth along with dissolved chemicals that stimulates the taste buds. The mucus coats the food, and reduces friction making swallowing easier. The continuous flow of saliva also flushes and cleans the oral surfaces while controlling oral bacteria through salivary antibodies (IgA and lysozyme). The pH of saliva during meal time raises from slightly acidic (pH 6.7) to more alkaline (pH 7.5).

Radiation and emotional distress can cause a reduction of salivary secretions. This then can create an unhealthy oral cavity environment due to increased bacteria population. Over time, the complications caused by the decreased salivary secretions are infection and erosion of the teeth and gums. (p.540)

The stomach is another component of the digestive system which is located within the left upper quadrant of the

abdominal cavity. It is a muscular J-shaped organ that is positioned inferior of the esophagus and superior to the small intestines. There are four primary functions the stomach has to offer. First, it becomes a temporary storage for ingested food. Food is stored in the stomach while it is physically broken down for chemical digestion. Second, it provides a mechanical means to break down ingested food. The stomach is an area where there is a lot of mixing of the food, so added strength to the muscularis external layer is needed. Instead of two layers in the muscular external, the stomach's has three layers, a longitudinal layer, a circular layer, and an inner oblique layer. Thirdly, it provides an acidic environment that causes a break down of the chemical bonds in food through the actions of acids and enzymes. The pH of 2.0 in the stomach makes the environment acidic. The ingested foods, mixed with stomach's secretion, produces an acidic soupy mixture of partially digested food called chyme. Lastly, the stomach is responsible for the production of the intrinsic factor, a compound necessary for the absorption of vitamin B-12. (p.544)

Gastric ulcers is one complication that can occur in the stomach. Ulcers are caused either bacterium *Helicobacter pylori* or by medication such as aspirin that irritates the mucus membrane. This irritation causes erosion of the mucus membrane; which either creates an excessive production of acid or an inadequate production of alkaline mucus that defends the epithelium against the acid. Treatment can lean toward a medication such as cimetidine, a drug that inhibits acidity in the stomach, or it can be treated with antibiotics for bacterial infection depending on the cause. Meal time still would include a complete diet, but staying away from high fat, high acidic foods like tomatoes, and spicy foods. In atrophic gastritis, there is chronic inflammation in the stomach which produces a lower acid production capability. When this happens, the intrinsic factor is affected, trapping vitamin B12 within the food. People in this case would need to take a vitamin B12 supplement.

The small intestines main function is in the digestion and absorption of nutrients. Ninety percent of nutrient absorption occurs in the small intestine. The duodenum is the segment in the small intestine that receives chyme from the stomach and digestion secretions from the pancreas. It also contains duodenal glands which secrete alkaline mucus that helps buffer acids in the chyme. The bulk of chemical digestion and nutrient absorption occurs in the jejunum. The small intestines receives and raises the pH of the materials arriving from the stomach. Most of the important digestive processes are completed in the small intestine where the final products of digestion (simple sugars, fatty acids, amino acids) are absorb along with most of the water contents. (p. 548)

Crohn's disease is one complication found in the small intestine. It is a chronic auto-immune inflammatory disorder that occurs in intervals active (flares) disease altering in periods of remission. Treatment varies from special diets, medication like Cortisone and surgery (possible ileostomy). Crohn's disease is not curable. Treatment only covers the symptoms caused by the disease progression. Over time, the inflammation of the small intestine can result in scarring and thickening of the walls of the affected structure. With this disease, absorption of nutrition can lead to difficulties. The inflammation causes damages to the lining of the intestine so that it cannot absorb nutrients, water, and fats from the food eaten. This can result in malnutrition, dehydration, vitamin and mineral deficiencies. (emedicinehealth, 2011)

The liver is an essential part to the digestive process. The liver has three functional roles: metabolic regulation, hematological, and bile production. The basic functional unit of the liver is its 100,00 lobules. Within each lobule there are liver cells called hepatocytes.

In metabolic regulation, the liver's main goal is to regulate the composition of the circulating blood. It does this through the hepatocytes. The hepatocytes extract and absorbed nutrients or toxins from the blood prior to reaching the general circulation. Hepatocytes also monitors/adjusts the circulating levels of organic nutrients. Excesses are removed and stored; while deficiencies are corrected by utilizing stored reserves or synthesizing the necessary compounds. Toxin and metabolic wastes are removes for later inactivation and excretion. Fat-cell vitamins such as A,D,K, and E are absorbed and stored. (p.555-6)

With hematological regulation, the liver becomes the blood reservoir. As the blood passes through the liver, phagocytes (kupffer) cells remove spent/or damaged RBCs, debris, and pathogens from the circulation. The hepatocytes synthesizes plasma proteins (which determines blood's osmotic concentration), transports nutrients, and makeup the clotting and complement systems. (p.556)

The bile production is derived from the hepatocyte secretions. Bile may either flow into the common bile duct, which empties into the duodenum, or enters into the cystic duct, which leads into the gallbladder. Bile consist of water, ions, bilirubin (pigment from hemoglobin), cholesterol, and bile salts (an assortment of lipids). The bile's water and

ions dilute and buffer acids in chyme as it enter the small intestine. The bile salts (synthesized from cholesterol) are required for normal digestion and absorption of fats. Bile breaks down large lipid droplets into smaller lipid particles in order for the digestive enzymes to become more effective. (p.556)

After revealing the main functions the liver provides, any condition that can damage or make the liver dysfunctional can be life threatening to the body. One example is hepatitis which is an inflammation of the liver producing swelling in the liver. There are many virus that can cause hepatitis depending in how it is transmitted, but the main ones are A, B, and C. If left untreated, in some cases hepatitis can lead to cirrhosis which is a progressive degenerate disease that results in the loss of organ/tissue function due to scar tissue. Further progression of the disease could eventually lead to liver failure. Unlike a healthy liver, the liver would not be able fight infection, clean the blood and help digest food and store energy; thus, leaving the body, toxic.

The gallbladder is a hollow pear-shape organ that stores and concentrates bile made in the liver. Bile is secreted continuously (approx1 liter/day); however, it is only release into the common duct to the duodenum when fatty foods enters the digestive tract and through the stimulation of a duodenum's hormone CCK (cholecystokinin). The CCK stimulates contractions in the walls of the gallbladder, releasing the bile into the small intestine. In the absence of CCK, bile leaving the liver through the common duct is redirected into the cystic duct delivering bile into the gallbladder for storage.

The concentration of bile changes its composition while in the gallbladder's storage. Water is absorbed and the bile salts along with other bile components become increasing concentrated. Sometimes bile salts become too concentrated through stasis (due to no-fat diet) or infection which alters the ratio of bile salts and water content, forming gallstones. (pg.550, 556-7)

Gallstones can be a complication of the gallbladder. Gallstones can develop when bile contains too much cholesterol, too much bilirubin, or not enough bile salts, or when the gallbladder does not completely empty or emptied enough. Most people are unaware they have a problem. If a person is asymptomatic, no treatment necessary. Only those with sever discomfort or repeated attacks from gallstones receive treatment. This usually requires surgery for removal of the gallbladder (cholecystectomy). People can live without their gallbladder because bile is made continuously and the gallbladder is just a reservoir for bile. If any change in life style it would be in diet (low-fat) and frequently of meals. (mayoclinic.com,) (p.557)

Explain how the small intestine's anatomy is geared to increase surface area. Why is increased surface area important in the small intestine?

The length of the small intestine is approximately 20 feet long. The intestinal lining consist of transverse folds (plicae circulares) composed of multitude of finger like projections called villi.

These structures are covered with simple columnar epithelium that are covered with microvilli, in other words the epithelium looks like bristles on a hair brush. If the small intestine was smooth and simple , the total absorption area would be about 3.6 feet long. Instead, the small intestine is composed of multiple arrangement of the intestinal wall, which consist of plicae circulares layered with villi; villi is layered with epithelium; epithelium that is layered with microvilli; thus makes the total increase absorption area approximately 2,200 feet.

3. Describe the role of each of the four layers in the stomach including the mucus cells and parietal cells of the mucosa layer.

The four layers of the stomach are the mucosa layer, submucosa layer, muscularis externa, and serosa layer.

The mucosa layer of the stomach is the inner lining consisting of mucosal (glandular secreted) membrane that is composed of simple columnar epithelium dominated by mucus cells. The role of these mucus cells this is to secrete alkaline mucus that covers and protects epithelial cells from acids, enzymes, and abrasive material. Gastric pits are shallow depressions open onto the gastric surface. The mucus cells at the base of each gastric pit divide and replace the superficial cells of the mucus epithelium which is then shed into the chyme. The gastric pit corresponds with the gastric glands which secrete the gastric juice. The cells that produce the components of the gastric juice as the parietal cells. The parietal cells secrete the intrinsic factor and hydrochloric acid. The intrinsic factor is needed to facilitate the absorption of Vitamin B-12 across the intestinal lining. The hydrochloric acid lowers the pH of the gastric juices which keeps the stomach pH contents at approximately 2. The acidity of the stomach kills micro organisms, helps break down plant cell walls, and connective tissues in meat and also activates the enzyme secretions of the chief cells. The main purpose of chief cells is the production of the enzyme pepsin (a protein digesting enzyme) Within

both the mucosa and sub-mucosa are distinct ridges or folds called rugae. The folds increase the surface area for absorption and permits expansion (flattens out) for food. Ducts between the rugae opens onto the epithelial surface and carries the gastric glands that secrete digestive juices.

The sub-mucosa layer is the second layer that is composed loose connecting tissue which contain large blood vessels, lymphatic vessels, and nerve fibers(sensory neurons and parasympathetic motor neurons). Its main role is in controlling and coordinating contraction of the smooth muscle layers and in regulating secretion.

Muscularis externa makes up the third layer of the stomach. This layer consist of bands of smooth muscle cells which contains a longitudinal layer, a circular layer, and an inner oblique layer. These three portions of the muscularis externa provides strength and assists in the mixing and churning essential to forming chyme.

The serosa layer (visceral peritoneum) covers the outer surface of the stomach. It has no role except to stabilize the stomach in the peritoneal cavity.

4. We discussed the endocrine role of the pancreas when we studied the endocrine system but it has an exocrine role within the digestive system. Please explain what type of dysfunction would occur if the pancreas didn't secrete its pancreatic juices. What type of dysfunction would occur if someone had to have their gallbladder removed?

The pancreas is primary an exocrine organ that produces digestive buffers and enzymes. The four enzymes: carbohydrases (digest sugars and starches), lipases (break down lipids), nucleases (break down nucleic acids), and proteases (break protein apart). Specific enzymes are the pancreatic amylase (breaks down carbohydrates), pancreatic lipase (group of nucleases and several proteases), and trypsin and chymotrypsin are all part of the proteases enzymes. Proteases accounts for 70 % of the enzyme production. The main buffer is sodium bicarbonate which increases the pH of the chyme. (pg 552-553)

If the pancreas becomes dysfunctional, these pancreatic enzymes would be missing in the duodenum. Inadequate digestion would take place. Your sugars, starches, fats, and proteins would be incompletely digested, because of the missing enzymes. In pancreatitis, inflammation occurs from blockage of excretory ducts, bacterial infection, or drug reaction (alcohol), This can cause injury in the exocrine cells. The lysosomes within the damaged cells then activated the pancreatic enzyme which attack the normal pancreatic cells and there is a chain reaction which produces destruction. In most cases, with treatment, this can be reversed/stopped. However, there are a few cases where this auto-digestion continues and destroys the organ. In that case, two conditions result: diabetes mellitus that requires insulin and nutrient malabsorption where oral pancreatic enzymes need to be taken. (pg 563)

In the case of the gallbladder, people can live without their gallbladder, because the only function of the gallbladder is a reservoir for bile from the liver. Bile will continue the flow into the small intestines without a problem. It might be a little more or less depending on the food quantity and substance. 5. What is the importance of adenosine triphosphate (ATP)? Carbohydrate metabolism is our body's main source of ATP production. Explain where carbohydrate metabolism occurs in the cell, what additional "ingredient" is needed and what waste product is produced in this process.

The primary function of ATP is the transfer energy from one location to another, not the long term storage of energy. The energy a cell produces in the form of ATP supports cell growth division, contraction, secretion, and all functions that vary from cell to cell and tissue to tissue. Cells in the body generate most ATP through aerobic (oxygen-required) metabolism in the mitochondria ;however,the initial steps occur through glycolysis (anaerobic -with out oxygen) in the cytosol of the cytoplasm. Oxygen is the key ingredient needed in mitochondria energy production. Aerobic (oxygen) metabolism in the mitochondria provide most (95 %) of the energy needed to keep cells alive. Most of the energy deriving from carbohydrates are produced in the mitochondria. Energy is stored and transferred in a high energy bond of ATP in order to move from place to place. The by-product of aerobic metabolism is carbon dioxide. Glycolysis involves enzymatic steps that breakdown glucose to pyruvic acid molecules. These molecules are then absorbed by the mitochondria. Glycolysis (anaerobic) can also continue to provide ATP when the oxygen availability is limited for mitochondrial production. This usually occurs during the body's peak activity, such in the case of a long distance runner. The body cannot provide enough O₂ to maintain the metabolism in the mitochondria. This the time where glycolysis becomes the prime source for ATP. (p.77, 210, 577)

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2. 2000

2.1 January

Stars sizes (2000-01-01 08:20)

1. How would you rank the following according to their size (starting with the smallest): A galaxy, a planet, a star, solar system, a galaxy cluster. Share where you found your information.

2. Which of the objects in #1, if any, are within a 1 light-year radius from Earth? More than 1 light-year, but within 100 light-years?

3. Share one interesting fact or explanation from your readings this week that illustrates the vast size of the universe. Explain why this strikes you as interesting.

(smallest to largest) Diameter

1.) Planet (Earth) Earth's Circumference at the Equator: 24,901.55 miles (40,075.16 km); Earth's Diameter at the Poles: 7,899.80 miles (12,713.5 km); Earth's Circumference Between the North and South Poles: 24,859.82 miles (40,008 km) [1]

2.) Star (Sun) 1,392,000 KM (865,000 MI.) [1]

3.) Solar System Sun to Pluto (dwarf planet) 78.88 AU; Sun to end of Oort Cloud 100,000 AU [1] Oort cloud starts at 50,000 AU AU stands for Earth-Sun distance.

4.) Galaxy 4 billion, 8 thousand, 3 hundred, and 29 miles big or 100,000 lightyears diameter [1][2][3]

5.) local group cluster 3,000 kiloparsecs (10 million light years) diameter [1]

6.) Virgo Cluster (galaxy supercluster) 15 million light years diameter [1]

2.) All the planets or dwarf planets that don't pass Pluto, and the Sun are all within a light year. I read the true distance of the solar system is 2 light years in distance that includes the comets that orbit the Sun. Other stars within 100 light years include Barnard's Star, Alpha Centauri, Sirius, Procyon, Tau Ceti, Epsilon Eridani, and Tau Ceti, and 93 other stars. [Universe and Beyond, pg 13, 2004] [1: Greater Distances]

3.) It took until 2002 to upgrade Hubble's camera to get a blurry glimpse of the first galaxies. The book says that 99 % of the universe is invisible (gas and dust) full of dark matter (23 %) and dark energy (73 %) and 3.4 % of other elements. The book also says that the distance between stars is 20 times the Pluto orbit so that's really far apart. Stars can be as close as 10 AU each other. [Universe and Beyond, pg 99, 110, 2004] This is interesting, because when I think of light years; it took 3-4 minutes for to travel to new star systems in various Star Trek episodes going five or six times light speed per second. Also Alpha Centauri seems very close at 4.4 light years when the average distance between stars is 20 light years. [Universe and Beyond, pg 74, 2004]

Scientists use the Hubble Deep Space Field to see the Andromeda Galaxy. Astronomers reduce the size of space objects to walnuts, cherries, oranges, and peas. If Earth was a dime sized and every other space object was relevant to Earth; it would take minutes to travel to new star systems, and more than a lifetime to travel to new galaxies. The reading also says that the speed of light is 674,533,030 mph and is 5,908,909,342,800 miles total in length. I can see why traveling to other solar systems take that long, because there are billions of star systems in the Milky Way Galaxy. A billion seconds is roughly 31 years, 8 months, 8 days according to my graphical calculator so I won't have seen most of the galaxy before I die even if fictionally I travel to a new star systems every few minutes. The second example I've chosen is a rotating neutron star, also known as a pulsar. Pulsars blink at you, and are easy to discover with a telescope. Stars expel gas and radiation and astronomers can tell the composition by how fast these evaporate. (Universe and Beyond, pg 16 – 18, 2004) (Gino, 2010)

I asked myself when reading the first chapter why scientists scale down the distances to fit in the palm of your hand and using atoms, peas, ping-pong balls to visualize scaled down objects seems crude and my brain refuses to melt. I also like the conversions of light-years and Astronomical Unit (AU) into more recognizable measurements such as miles. Overall, I like the technical jargon explanations over the scaled down references. However, I have found crossing

star systems every couple of minutes until traveling to another galaxy in my life time impossible. This paper explained how astronomers read the cosmos and my personal opinion on the reasons behind it.

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Mars (2000-01-02 08:25)

The four inner planets of our solar system exhibit different day and year durations. Based on your reading so far, how might these differences impact the possibility of sustaining life as we know it? As a result of these variations, what differences do you think would emerge in the hypothetical life forms on the four planets?

Mars may of had life about 4.5 billion years ago. The ALH 84001 meteorite suggests that Mars was 'terraformed' on some continent during this era. The ALH 84001 meteorite had polycyclic aromatic hydrocarbons that used to be microfossils. These indents are 20 to 100 nanometer. The scientists say that the PAHs weren't leaked into them. PAH are the remains of micro-organisms. Astronauts would have to put plants inside greenhouses on Mars to shield them against dust storms. Mercury and Venus wouldn't have life, because both are full of volcanic activity and are way too close to the sun. There is ice near the poles, which all came from meteorites. Maybe the micro-organisms live in the fungus which is frozen with the water. I think that day and year variations have little to do with it life as we know it, rather the distance Earth and Mars are from the Sun, how much ice or water there are, and the denser atmosphere. Mars's air pressure is too low for liquids. Mercury has a strange orbit and it's gets too close to the sun at times and one side of the planet is scorched. Plants won't survive on Mercury, because sunlight is six times brighter than ours. Mars would have to have some micro-organisms. I was thinking as far as life forms, Mercury and Venus would have to have androids working on the planets. Mars, Jupiter, Saturn, Venus could have androids working on them too. I think, the more gravity, organic life forms would be shorter and weigh more. In less gravity, organic life forms would be taller and leaner. Another life form could be a virus I refer to as "Andromeda Strain" found on these planets (under a rock) where it is extremely difficult to make an antidote. I don't agree that the Groom Lake area in Nevada is restricted, because of Mars, Mercury, Saturn, Jupiter, Neptune or Venus! Anything at Groom Lake goes beyond!

✕

Order Pills Antibacterial (2012-01-03 06:25:01)

You have a very good blog that the main thing a lot of interesting and useful!

Anonymous (2012-02-11 18:23:51)

Great website, looks very clean and organized. Keep up the good work! antibacterial Read a useful article about tramadol tramadol

Earth-moon binary (2000-01-03 08:27)

will explain the four scenarios astronomers consider for Earth-Moon binary system formation. Moreover, this paper will tell what the main points of each scenario are including modern view and why that is. For the second section of atmosphere composition and characterizes, this paper will describe some of the important factors. These important factors tell the shaping, the surface and atmospheric conditions for the inner region planets and Earth's moon. Earth's

moon is twice the size of Mercury.

There are four scenarios astronomers considered for the Earth-Moon binary system formation which are the following: the adopted-cousin theory, the sister theory, the daughter theory and the chip-off-the-old-block theory. The adopted cousin theory says that a small planet was captured by Earth's gravity. The sister theory says it is a double planet. The daughter theory states the moon broke apart from the spinning original Earth also known as primordial Earth. The chip-off-the-old-block theory was originated by computers simulation of the solar system. Billions of years ago, the evolving Earth had nearby neighbors called planetesimals (large mountain sized debris that was orbiting around Earth). I like the bull's-eye concept in the book. From the initial supernova gave birth to the solar nebula with its orbiting cloud of gases and other elements such as iron, magnesium and sulfur. There was ice crystals that formed water molecules and combined over millions of years. The orbiting cloud of elements contained gases such as hydrogen, helium, oxygen, nitrogen, and carbon and other elements such as iron, silicon, magnesium and sulfur. The lighter gases evaporated from the sun's radiation. It depended on the distance from the sun; which has eventually left the heavier elements such as rocks and metals which then formed the planetesimals that formed Mars, Mercury, Venus and Earth. Planetesimals were made in million years of evolution. It was the collision of one of these planetesimals with Earth which caused spewing matter from the Earth crust and material from the planetesimals to fly into space. Scientists have concluded the moon is actually a by-product of this earlier collision. To substantiate this theory, moon samples were obtained from Astronauts and other space exploratory devices. Moon rock is different from Earth rock. The chip-of-the-old block has become a de-facto modern theory accepted today. The chip-off-the-old-block theory pretty much debunks the other three theories. (Universe and Beyond, pp 22-23, 2004)

There are important factors that shape the surface and atmospheric conditions on the four inner region planets Earth-Moon, Mars, Venus and Mercury. In the following paragraphs, I will address these factors.

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Jupiter is huge (2000-01-04 08:30)

Jupiter is huge. To find out how huge, use the Internet to conduct research on both Earth and Jupiter. See how their diameters and surface areas compare. Now imagine that Earth is as big as Jupiter. In what ways do you think our civilization would develop differently? Would it bring more chaos into our troubled history or make us more civilized?

Jupiter [1]

Earth [2]

Ratio

Mass (10²⁴ kg) 1,898.6 5.9736 317.83

Volume (10¹⁰ km³) 143,128 108.321 1321.33

Radius at Equator 71,492 6,378.1 11.209

Radius at Polar 66,854 6,356.8 10.517

Gravity 24.79 9.80 2.530

Surface Pressure »1000 bars 1014 mb

Surface Density 0.16 kg/m³ 1.217 kg/m³

Total mass of Atmosphere NA 5.1×10^{18} kg

Atmospheric composition (volume) Molecular hydrogen (H₂) - 89.8 %; Helium (He) - 10.2 % 78.08 % Nitrogen (N₂), 20.95 % Oxygen (O₂)

Average Temperature 165 K (-108 C) 288 K (15 C)

Wind Speeds <30 LAT Up to 150 m/s

>30 LAT Up to 40 m/s 0 to 100 m/s

The question that I may ask myself if Earth is as large as Jupiter, my conclusion would be gravity force would increase. If the orbit and tilt doesn't change, it wouldn't change our 24 hour day, but it would give Earth more time zones. As far as increased gravity force, would our body build be different to compensate for the increased gravity force? Yes, people would weigh more and possibly be shorter. Another question that I may have how does the massive size of Earth affect the moon. I think it is possible that the moon would be closer to Earth due to gravitational pull. The tides would possible be out of sync; therefore, our weather may change, because of the weaker gravitational pull from the moon. If everything stayed the mostly the same, except our body build, time zones, and weather changes, I believe we have more exploration, more resources to sustain ourselves such as oil, fossil fuel, uranium etc. We could have more solar power and wind power, because of the surface area. We would be less dependent on other countries to supply our resources such as oil. We would develop high tech technology quicker such as military tactical high energy lasers, because the resources to create those are available in abundance. There may be a more precious metal than gold, because Jupiter is composed up from Star elements. There may be stronger metals than Osmium. We could even have more continents equal less chaos. It would be possible that countries that cause chaos; distance can separate us with them by a larger margin. All and all, things would pretty much stay the same unless the effects of the increased Earth's gravity pull causes problems with other orbiting objects in space being attracted to Earth causing collisions which may upset our whole ecosystem on Earth. Also as stated in our lecture notes, if the internal temperature rises, because of increased gravitational force which the Earth may have with its massive size than all bets are off for life as we know it. There wouldn't be any civilization unless adaptation took place to shelter us from the extreme climate.

internal composition between two classes of planets (2000-01-05 08:32)

This paper will explain the internal composition between two classes of planets displaying differences in densities. Secondly, this paper will explain why their compositions are different.

The density difference between the giant planets and the inner planets derives from the planet's internal composition. As in chapter 2 in the textbook, the origination of our planets derived from an original cloud formation, which orbited around the young sun and contained the following gas elements: hydrogen, helium, oxygen, nitrogen and neon. It also contained the following rock and metal elements such as iron, magnesium, silicon, and sulfur. After millions of years, these elements eventually formulated into huge rock-like material called planetesimals. The planetesimals that were closer to the Sun contained mainly rock and metals which are the prominent elements in the inner planets: Mercury, Venus, Earth, and Mars. The main reason for this inner planet composition was due to the dissipation of the light gases from the Sun's radiation. The further away the planetesimals were from the sun, the less gas dissipation occurred; thereby, leaving mostly ice and rock. Eventually, over time hydrogen and helium became the two main dominant elements found in the giant planets (Jovian planets): Jupiter, Saturn, Uranus and Neptune. For example, the composition of Jupiter is liquid hydrogen [light weight gas] and helium, 318 times the Earth's mass. The Earth's size core in Jupiter is composed of metal and rock which is 10 times the mass of Earth. In summary, these massive gas filled planets are very conducive to the density of water (water = 1) versus the inner planet's density which is composed of rock/metal. The tremendous gravity is an essential force to hold the gas filled planet together. (Universe and Beyond, pg 21, 41-42, 2004)

In the regard to the density and composition of the four giant planets, the following can be noted. The main composition difference between the four Jovian planets is that Uranus and Neptune have methane, ammonia and water in the middle layer instead of the metallic hydrogen that Jupiter and Saturn both have. In both Jupiter and Saturn, the gas elements consist of 4/5 hydrogen and 1/5 helium. The density of Jupiter is 1.133 grams per CM³. Beginning

from the top layer to the core, Jupiter's composition consists first with gaseous hydrogen cloud covered top; next with the liquid hydrogen layer; then the metallic hydrogen layer; ending with an iron and silicate core. Temperature and atmospheric pressure in Jupiter starts out as a minus 120 degrees Celsius with an atmospheric pressure that is 70 % of Earth's surface pressure. The pressure and temperature increases with depth. By the time you get to the core, the temperature reaches 30,000 degrees Celsius or five times hotter than the sun's surface; however, not hot enough to cause a thermo-nuclear fire which is why Jupiter can be called "the star that failed". Jupiter's density is 1.33 g/cm³. Due to the planet's significant rotation speed, atmospheric storms within the planet distribute the gases from high to low pressure. Saturn, the second largest planet has the same composition as Jupiter except it is cooler and less active. The density of Saturn is .71 g/cm³. The thick atmosphere consists of 7/8th hydrogen, 1/8th helium. The rest of the planet is made up of hydrogen compounds and has a rocky core. The density of Uranus is 1.24 g/cm³. Uranus consists of somewhat of a soupy atmosphere which is 7/8 hydrogen and 1/8th helium with the mixture of hydrogen compounds such as methane, ammonia, ethane, acetylene, and ethylene. The rocky core is covered with liquid methane, carbon monoxide and ammonia. The temperature starts out a minus 215 Celsius where it eventually increases with depth along with increased pressure. The whole planet has more of a liquid consistency to it. The density of Neptune is 1.67 g/cm³. Neptune composition is composed of Hydrogen compounds (methane, ammonia, and water) with smaller traces of hydrogen, helium, metal and rock. Uranus has compositions of Hydrogen compounds, rock, hydrogen, and helium. One interesting fact of Neptune is that the outer atmosphere rotates slower than the core and at different rates depending on latitude. This causes friction and produces heat for the planet. (Universe and Beyond, pp 46, 47-48, 50-52, 52-53, 2004)

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Organisms of Europa (2000-01-06 08:33)

Some of the large moons in our system have environments that allow for the theoretical possibility of harboring life organisms. If life were found on a moon, which moon do you think would be most suitable? What do you think would be some of the characteristics of such organisms?

Hypothetically Titan and Europa are two moons with somewhat of a same axis tilt as Earth; therefore, they have seasons. All the Europa life would live off of chemosynthesis in the deep oceans near its submarine volcanoes. I believe that complex life is more likely underwater such as Europa rather than Titan. NASA believes that Europa is warmed by Jupiter's gravity and other moons to make tides in Europa's oceans and submarine volcanoes. NASA suspects salt under Europa's slushy oceans. Some characteristics of the life forms are deep-sea bathypelagic fish and other bioluminescent (glow-in-the-dark) organisms in the Europa's deep water. Creatures under these waters may be bioluminescent organisms such as vibriionaceae, dinoflagellates, and marine invertebrates (sea pen, coral, ostracoda, copepod, Whip-lash squid, bolitaenidae, Nudibranch, clam) over Titan's bacteria any day.

Titan, Saturn's biggest moon, has methane and nitrogen into its atmosphere. Methane is a byproduct of organisms which is constantly being destroyed by sunlight. It doesn't have H₂O so the living things would have to live in methane and ethane oceans. I don't see how life is possible even though Titan's rain clouds containing hydrocarbon. Titan doesn't have oxygen elements in the lakes, streams, and oceans. Due to the liquid methane and nitrogen elements found on Titan, only some bacteria may survive, nothing more advanced.

(2000-01-07 08:27)

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atmosphere composition and characterizes, this paper will describe some of the important factors. These important factors tell the shaping, the surface and atmospheric conditions for the inner region planets and Earth's moon. Earth's moon is twice the size of Mercury.

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Solar System (2000-01-07 08:36)

Answer the following questions in a Word document, using your text as a resource.

1. What is an astronomical unit?

An Astronomical unit is a mean distance between the Earth and Sun. It is 150 million KM or 93 million miles. It is 1.496e11 meters. Giovanni Cassini developed the original lower number in 1671.

2. What are the Kuiper Belt and the Oort Cloud?

The Kuiper belt is a belt full of trillion+ comets and 100,000s of 100 KM rock. It is said to be excess rocks that were formed by the solar nebula. The Kuiper belt has three dwarf planets called Makemake, Sedna and Haumea. The book only mentioned Sedna. Kuiper belt starts at 30 AU. The oort cloud starts at 50 AU and has trillion or more iceballs circling the Sun. Icy chunks come into the inner solar system as a comet.

3. What direction do the comet tails point?

The Comet tails point away from the Sun, because the solar wind is burning it up and pushed to the rear. A comet is made up of ice or is a huge snowball.

4. Why do some of the large moons of the Giant Planets have surfaces full of craters and others are smooth?

Some moons have no atmosphere so the meteorites wouldn't be burnt up. Others have large atmospheres and aren't acceptable to small meteorite or Asteroid damage. Saturn and Jupiter have a lot bigger atmosphere than Earth which allows them evaporate gigantic meteorites or asteroids to the point where there is only a little bit of the rock left on ground.

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Heat (2000-01-08 08:38)

1a.) What is the source of the heat produced by the Sun?

A sun is million times Earth's volumes and 333,000 Earth's mass. The source of heat that is produced from the Sun comes from the hydrogen and helium fusion in its core which is called thermal nuclear fusion. The Sun's thermal nuclear fusion produces about 400 trillion-trillion watts of energy that is eventually radiates through its surface into space in the form of light. (Universe and Beyond, pp 73 - 99, 2004)

1b.) How long (approximately) will the Sun maintain the current levels of heat and brightness?

The Sun will maintain the current levels of heat and brightness approximately 5 - 6 billion years. (Universe and Beyond, pp 73 - 99, 2004)

1c.) What is likely to happen afterwards?

The Sun will evolve into a red dwarf into an eventual white dwarf. This death will come gradually due to its depletion of hydrogen. The depletion of hydrogen will start at the core and work its way out word while at the same time contracting the core. This gradual gnawing away at the hydrogen will produce more energy/heat/light; whereby, the sun becomes brighter and larger in size like an overfilled balloon. It continues to get so hot that the helium around the core starts heating up and fuses with the carbon while at the same time, continues to enlarge the sun along with increasing its brightness. This process compresses the sun's mass at the same time. Eventually over 100 million years, from the beginning dying sequence to the end, the Sun will become a elderly white dwarf with its stellar wind acting as its last burp. It will maintain its original path in the galaxy except it will no longer produce heat and eventually will turn into a black dwarf, cold and lifeless. (Universe and Beyond, pp 73 - 99, 2004)

1d.) What is likely to happen to Earth as the Sun evolves?

Meanwhile, the expanding dying Sun is impacting Earth by means of a gradual climate change. With the gradual increased temperatures, it will have a disastrous effect on Earth; thereby, temperatures will eventually climb to above boiling point making oceans evaporate into the sky, polar ice caps and the atmosphere toxic volcanic activity. Eventually, Earth will become a rock of charcoal while being invaded by stellar winds produced by the dying Sun. At this point, no one really knows if Earth will exist. (Universe and Beyond, pp 73 - 99, 2004)

2.) What is the "main sequence?"

The main sequence shows stellar temperatures and luminosities and is plotted from high temperatures/luminosity to low temperature/luminosity. The main sequence is an graphical curve that 90 % of the stars in our solar system fall into. These are viable stars that are still burning hydrogen in their cores. They will maintain their present position on the main sequence band for most of their life time. Stars that deviate from the sequence are stars with changes in their core physics and life span. This usually indicates the star's hydrogen core is becoming depleted along with the change in their energy source. The star's mass determines its brightness, its life span, its temperature and its size. All stars are fixed into the sequence accordingly. Stars in the blue zone on the left side of the diagram are the hottest, while stars in the red zone on the right side are the coolest. The sun is fixed in the yellow zone of the sequence. The other regions include the brightest supergiants that are located on upper part of diagram, then the cluster of stars called giants located above the sequence and below the sequence band are the dimmest, coolest and smaller stars called the red dwarfs. (Universe and Beyond, pp 86 - 87, 2004)

3.Name the possible ways a star can evolve after the main sequence.

The star won't fluctuate from the main sequence until all its hydrogen fuel has been depleted. When this happens, it will no longer be a main sequence star and the star will migrate to the upper red zone. For example, our sun will become a red giant during its dying days that will land it between Aldabaran and Antares in the red zone. Afterwards, the Sun will migrate down to the white dwarf area and finally rest as a black dwarf. (Universe and Beyond, pp 73 - 99, 2004)

Stars with 1 % luminosity of our Sun are already red in color and will last 100 billion years. Stars evolve naturally through their life span depending on their mass . The larger its mass the hotter and shorter its lifespan is in the main sequence. The cooler smaller stars maintain a longer life in the main sequence zone. The main reason for this difference is the larger, hotter star depletes their hydrogen core at a faster rate. (Universe and Beyond, pp 73 - 99, 2004)

Dying six solar mass stars usually will abrupt into a supernova. In this case, the explosion is about million times hotter than the Sun's surface. Near the star's ending stage, the continued struggle with its depletion of hydrogen, helium and finally the heavier elements such as, carbon, nitrogen, oxygen, etc; it is finally left with only iron to produce its energy. With the residual iron element becomes no fuel for the star; thereby, gravity wins the battle and produces the big bang. It usually takes the explosion to create new stars. In 1054 AD, a supernova exploded and now it is the crab nebula, home of a pulsar/neutron star. A teaspoon of neutron star would equal a 3 KM mountain. If the star has a certain type of mass, or becomes a giant red dwarf, it may become a black hole instead of white dwarf of a smaller sun. (Universe and Beyond, pp 90 - 93, 2004)

Neutron stars are created by collapsing stars supernovas and have degenerated neutrons. Neutron stars exist in main sequence forever until otherwise proven. Dark energy in space is also negatively charged and should why neutron stars never die. The star from the super nova must be less than 3 times the Sun to become a neutron star.

Black holes are created by collapsing stars from supernovas that are approximately 3 times or greater. The spaceship needs to generate speeds greater than speed of light to escape the event horizon's gravity. (Universe and Beyond, pp 73 - 99, 2004)

Black holes/worm holes (2000-01-09 08:40)

When matter is sucked into a black hole, it vanishes, leaving only its gravity behind. It is a situation difficult to comprehend. What makes it even more mysterious is the fact that nothing can be learned of what goes on inside a black hole since nothing can leave it! This mystery sparks the imagination of scientists and writers alike. Some say that,

upon entering a black hole, things simply cease to exist as matter, turning into some form of energy. Others say that whatever enters gets into a different reality, a parallel universe, or a different dimension. What do you think happens inside a black hole? Use your imagination, powered by what you have been learning in astronomy these past weeks. A black hole is a disruption in space where when an object (like light) passes the Schwarzschild radius, it can't escape massive gravitational pull and eventually collapse in on itself. Although we can't see black holes, objects have this X-ray when heated to multi-million Kelvin before passing through the point-of-no-return. The object is crushed, because of no second black hole connecting it. The event horizon is the opening of the black hole. Light can't escape the event horizon, because it's collapses into atomic smithereens inside.

To answer the second question, there must be a worm hole involved! A worm hole is supposed to be two black holes on either end which create a tunnel between them. The tunnel is called a 'bridge'. I am guessing most wormholes are "Morris-Thorne" type over "Einstein-Rosen bridges", because I'm not into time travel that much. The Einstein-Rosen theory says once you pass through an "event horizon"; the spaceship will end up in a parallel universe or a different timeline when it comes out the other worm hole. Star Trek does this a lot. Due to Groom Lake, I suggest most theoretical worm holes are of the Morris-Thorne type. The Morris-Thorne type wormholes use the exotic matter and negative dark energy to stabilize it though a vacuum fluctuation. This has been proven by the "Casimir effect". The Casimir effect says that objects move to other objects, because energy fluctuations (or vacuum fluctuations), vacuum energy, and an electromagnetic field make it so. The "Morris-Thorne-Kuhfittig" wormhole is a more detailed description of the Morris-Thorne type which allows human hibernation at 10 G-forces acceleration to achieve 32 days to travel a full light year! Peter Kuhfittig wants a wormhole to be lower mass, because the less resources used to travel the bridge. His suggestion is a 1.36×10^{17} kilograms mass wormhole for traveling. The spaceship would need a functioning version of the Alcubierre drive where the spaceship rides a wave through space through the Morris-Thorne-Kuhfittig wormhole tunnel. A second way of spaceship propulsion used through a "Morris-Thorne-Kuhfittig wormhole" I suggest should be the inferior electromagnetic catapult (coilgun engine) design on-board. This will slingshot the spacecraft across the bridge tunnel in 32 days per light year. The spaceship would need a nuclear reactor for electrical power to accelerate matter to create boost power in the opposite direction.

Big Bang etc, etc, (2000-01-11 08:43)

How does the theory fit in with your scientific perspectives and personal views of creation?

I believe God made Planck matter (predates Quark matter) that created by the implosion of the first Big Bang and latest big bang. God created the big bounce as well. Scientists make Planck or Quark matter in heavy ion matter machines like the Relativistic Heavy Ion Collider, Large Hadron Collider, and Super Proton Synchrotron. There has been a Big Bounce to jump-start the Big Bang. A Big Bounce took place after the Big Crunch due to heavy gravity of predecessor universe. There is one universe at a time, because there aren't parallel universes, right?

I follow the de-facto explanation in chronological order, Planck epoch, Grand unification epoch, Electroweak epoch, Inflationary epoch, Reheating, and Baryogenesis stages.

Then after it was filled with quark-gluon plasma after the cosmic inflation ends; it proceeds to the second generation. In chronological order, it goes Supersymmetry breaking, Quark epoch, Hadron epoch, Lepton epoch, Photon epoch and Nucleosynthesis stages happen at the same time, but nucleosynthesis was 20 minutes.

Thirdly, 70,000 years after the big bang, atomic nuclei and photons are the same percentage.

Fourthly, after 377,000 years, atoms with hydrogen and helium form.

Fifth, after this between 150 million to 1 billion years, Quasars are formed due to reionization.

Sixthly, after reionization, metal-free stars develop.

Seventh, after stars develop, then galaxies form. Afterwards, galaxies develop, and at the same time, stars with poor metal are formed early in this stage. At later stages, metal rich stars are formed.

Eighth, then after the universe accelerating over 20 billion years from the present, the dark energy will become Quintessence energy may rip apart the Universe.

Ninth, at 100+ billion years, the big crunch occurs.

What is your thought on how "dark matter" and "dark energy" within an expanding universe might indicate ongoing "results" of the "Big Bang"?

Dark Energy, founded in 1999, explains why the Universe is speeding up. The universe has 'energy' to speed up. Get it? Twenty percent of the matter is dark matter. Dark matter is pressureless. Dark matter is around either galaxies and galaxy clusters. Dark matter would interact with both nuclear forces and gravity. Stars are nuclear forces when hydrogen and helium is being fused. The matter that evolved into atoms is 5 % of the Universe. Scientists know that dark matter isn't an atom. The heavy ion machines that make types of matter have yet to prove dark matter are in atoms. Dark energy is negative vacuum energy. Dark energy interacts through gravity. Dark energy is radiation.

Living in space (2000-01-12 08:46)

It has been a long time since we crossed paths. Being a dark energy kind of makes you feel like an individual, doesn't it. Have you heard the latest? The Big Bounce is just another theory how the universe started prior to the Big Bang. I heard we're going to get a jump on a new Big Bang. I doubt it, because I don't feel anymore energetic than I felt yesterday. The new Universe expanded and cooled. Within 300,000 years, it dropped 3,000 degrees Celsius. The protons and electrons eventually became hydrogen and helium atoms. I follow the de-facto explanation in chronological order, Planck epoch, Grand unification epoch, Electroweak epoch, Inflationary epoch, Reheating, and Baryogenesis stages. The Planck epoch had four forces such as electromagnetism, weak nuclear forces, strong nuclear forces and gravitation. The second stage, Grand unification epoch, gravity would have separated gauge interactions epoch. The third stage, electroweak epoch, starts up cosmic inflation. The particle interaction beings W and Z Bosons and Higgs bosons. The fourth stage of cosmic inflation, inflationary epoch is when the universe has a phase where there is rapidly expanding homogenous and isotropic particles. There are some visual quarks and hyperons that decay very fast. This is the first time dark energy is present and existed for 9 billion years. Afterwards, the heating process is filled with quarks, radiation, neutrinos, and electrons. In the Baryogenesis stage, there are more baryons than anti-baryons. Then after it was filled with quark-gluon plasma after the cosmic inflation ends; it proceeds to the second generation. In chronological order, it goes Supersymmetry breaking, Quark epoch, Hadron epoch, Lepton epoch, Photon epoch and Nucleosynthesis stages happen at the same time, but nucleosynthesis was 20 minutes. Supersymmetry is broken in energy as low as 1 TeV, electroweak symmetry scale. The particles and super partners are no longer equal in this stage. Secondly, in the quark stage the particles acquire a mass (Higgs mechanism), because it has a vacuum expectation value. In the hadron epoch stage, the quarks form hadrons. Protons and neutrons can form now. In the Lepton epoch, the hadrons and anti-hadrons destroy one another forming leptons and anti-leptons. The temperature falls so due to annihilation reactions, there are very few leptons. This goes on between the first 1 – 10 seconds. The Photon epoch is where the universe is dominated by photons and this goes on between 10 second, and 380,000 years. Nucleosynthesis happens when the atomic nuclei, protons, and neutrons combine for 17 minutes before the temperature of the universe falls below fusion temperature.

Thirdly, 70,000 years after the Big Bang, atomic nuclei and photons are the same percentage. The cold dark matter can form and not be wiped out by free-streaming radiation.

Fourthly, after 377,000 years, atoms with hydrogen and helium form. The electrons are neutral, because the electrons and ions mix. All the atoms are now neutrons, called recombination) and the protons can now go anywhere in the Universe. It has cosmic microwave background radiation After this happens, there is ionized plasma from 150 million to a billion years. Metal free stars begin to form. Fifth, after this between 150 million to 1 billion years, Quasars are formed due to reionization. Sixthly, after reionization, metal-free stars develop. Seventh, after stars develop, then galaxies form. Afterwards, galaxies develop, and at the same time, stars with poor metal are formed early in this stage. At later stages, metal rich stars are formed.

Fifth, the universe is filled with protons and they expanded the universe when the protons turned into neutrons in the beginning. Now-a-days, the dark energy expanded the Universe, because the energy is speeding up. It has the cosmological constant which is a major influence. It has some gravity that is has attractive forces and is speed up by Dark Matter's repulsion. Farther out, the gravity weakens, yet the dark energy increases. Dark energy became

dominate billions of years ago. It's been accelerating too.

Sixth, the Milky Way galaxy formed when some satellite galaxy clusters formed and made the galaxy bulge while other satellite galaxies had a rapidly rotating disc. There is a disc present in the present Milky Way leading to this theory. Near the beginning of a billion years, there were only 1,500 galaxies. The oldest stars started out in the galactic halo. The stellar population hidden with dust clouds. Near the present, the Milky Way is merging with the Canis Major dwarf galaxy only 25,000 light years from the solar system. Our galaxy became apart of the Virgo Supercluster like the Andromeda galaxies became apart of our neighborhood. It is made up of our local group; then it is made up of M66 Group (35 billion ly), Draco Group (40 billion ly), M81 Group (11 billion ly), Leo1 (38 billion ly), M101 Group (24 billion ly), and Ursa Major Galaxies (55 billion ly). Our solar system is in a local bubble that shields us from radiation. The local fluff cloud is 50,000 years from entering the bubble which might threaten life. The Universe evolved as much we're going to evolve billions of years ago and now it grows in size. Goodbye dear friend, until next we meet. I feel like I have always felt for billions of years; pretty healthy. I feel like Q on Star Trek – The Next Generation; pretty darn bored.

Exterrestrials imagination test (2000-01-13 08:49)

All organisms on our planet are based on carbon-containing molecules. It is the main building block of living tissue. As a consequence, chemical reactions involving oxygen, hydrogen, and water are just several examples of the essential processes that must take place to sustain such life.

It is conceivable that life could emerge on other worlds that is not carbon based. Some propose silicon-based life as a possibility. In which case we might discover a brave new silicon valley on a distant planet. Try to imagine such a world. What do you see? Respond to what one of your classmates sees.

Carbon and silicon share characteristics. Silicon and carbon atoms have individual atoms that have four bonds with other elements like Oxygen. Carbon and silicon creatures would have polymers that interact with oxygen. Silicon oxidizes to a solid (sand) over carbon oxidizes to a gas, so it's highly doubtful that silicon would be a life form. One reason is if everything is solid, how is the life from supposed to "unload" waste? Carbon life forms also have Glycogen in their livers and silicon life forms don't. The life forms made of silicon was made by Julius Sheiner and these life forms could survive at very hot temperatures. These are crystal, metal or aluminum creatures from material from volcanoes. One would imagine that these fictional life-forms would be solar powered with silicone fluid as it's blood, but since everything turns into solid or doesn't have many handiness compounds (not as many as carbon-based organisms) Silicon life forms wouldn't regulate functions as well as us carbon life-forms so that's why it's fiction as well. A lot of silicon compounds are reactive or unstable. Star Trek had some colorful blobs for silicon creatures. Fictional silicon creatures has animated crystals for appearance.

I found out some other ways silicon creature could look like Silicon creatures would look like something out of fiction, because what organic heart or organ can function inside metal unless you're a technologically advanced cyborg? I can tell this whole idea comes from androids. It would be a planet full of alien cyborgs or androids in a civilization. Alien androids fits this week's description of silicon-based life very well. Alien androids would range from stupid to really intelligent depending on their 'brain'. These things sound like the sentinels in The Matrix or the sentinels of Crysis (PC) or the smart ones you see in Transformers. I see war in these types of silicon worlds. The machines would want resources like of like Star Trek's (silicon lifeforms) Borg require large amounts of natural resources. There wouldn't be any form of architecture; just life-support and basis needs in the Borg's dystopian civilization. They would have technologies not known to man, because their alien brains have so much better accuracy than ours.

Anonymous (2012-02-11 18:23:47)

It was very interesting to read about this in your article. blood pressure Read a useful article about tramadol tramadol

The real apocalypse (2000-01-14 08:52)

About five to six billion years from now, the Sun will die. We might imagine a final sunset, but in reality the Sun will expand into a red-giant star, swelling to many times its current size. Along the way, it will vaporize our oceans and extinguish all remaining life. Let's say that long before this happens, all of the inhabitants of earth decide it will be safer to move to another galaxy to resettle new worlds. Where do we go? How do we prepare for that? Present your vision of this ultimate migration.

An ideal terrestrial planet would be 2 Earth masses with a 25 day orbital period around a Class M like Proxima Centari or Yellow star such as Gliese 581 which is still early in main sequence. Proxima Centari has a lifespan of 16 trillion years light years (Sun only has 10 billion year lifespan) and suppose there happens to be a extrasolar planet in that star system less than 3 AUs. It is 25 trillion miles from Earth. If the sleeper ship had nuclear pulse propulsion or laser beam and solar sail surfacing than it would take 85 years to reach Proxima Centari. And ideal location would be a planet between 1 AU and 3 AUs from a star with nitrogen, oxygen and Argon and Earth's temp, a dense atmosphere. The humans would have these ships called sleeper ships. The crew would be in hibernation and suspended animation full of 2000 capsules. cryopreservation at 145 Kelvin. A combination of cryoprotectants and ice blockers won't lead to ice formation and the blood cells won't be dehydrated (which results in them to explode). If there was a crew of 200 astronauts than the computer can activate the 'pod's if something goes wrong . An alternative way is to have two astronauts awake for 4 months at a time for routine maintenance or emergencies. You would want to put any kind of animal you would want to eat in suspended animation. You would need to bring a communication satellite with you for video transmissions, weather gathering and GPS. A remote control weapon system with pulse rifles and would be great defense for base camp and also to kill predators that eat Earth livestock.

You would need blueprints for everything human made up until then. One thing I learned is you can do anything without a computer. So you would need basically a factory on board the ship that covers a room. You would need a machine to forge steel. The sleeper ship must be the base camp. There must be all the ingredients to make any type of medicine invented on Earth. You can't leave Earth without a hologram for an Autopilot and state-of-the-art medical bay. You would need dune buggies on board, some appliances. You would need 30,000 hours worth of TiVo recordings so astronauts would never get overly board (100 Petabytes of data). For entertainment, you emulate every console known to man and emulate DVD images or ROMs. You would need a couple terabytes of compressed audio. An encyclopedia would be great. A computer automated diploma and degree program done thru wireless connections on the future planet would be helpful so people could get trained without actual professors. It would keep civilization from regressing. Every student gets a computer manufactured by the ship to complete this degree. There would be 100,000 degrees loaded in software. The UNIX operating system of this time would be self-supporting.

The economic system would be based off capitalist/mixed economy of US in two party representative republic form and upper house and lower house legislature. The planet would be a federal republic form of government. The planet would be covered with state governments. It would be center-right and center-left and wouldn't have far left parties at all. The left wing party would practice liberal-libertarian and populism and the right wing party would practice liberal economics and neo-conservatism. Independent politicians would be everything else. the whole planet would have the US Constitution . This new planet we're on wouldn't be a marxist "United Earth" as seen in Star Trek.

Big Crunch (2000-01-15 08:54)

In this paper, I will give details on the Big Crunch lead to a Big Bang, my choice of the future of the universe. I will fit my description with the 1999 discovery of dark energy.

Our future might change. Our solar system will move out of the local bubble when a Local fluff (magnetic cloud) crashes into ours. That means radiation will overcome the Solar wind and enter the solar system. At the same time the Sun burns all it's hydrogen and helium in the next 7 billion years, the Andromeda galaxy will crash into our galaxy to form a new one. Right now, it is 2 million light years away. This means a new galaxy, and not many damaged stars and planets. The increased stirring of the clash will cause the stars to die out within the millions of years the collision

occurs. (guardian.co.uk, 2009)

Galaxies will develop stars for 20 - 30 million years and then the nebula gas will be depleted so the least massive red dwarfs like Proxima Centauri will still be around. About 10 trillion years from now red dwarfs about 1/4 to 1/10 the mass of the sun will be dead. In 100 trillion years the last red dwarfs in the universe will die out and become black dwarfs. The other two corpses will be black holes and neutron stars. There will still be planets, comets, and asteroids around. The protons will dissolved in 100 trillion, trillion, trillion years. The black holes will decay via a the quantum tunneling process. From the very beginning, a black hole takes a million billion trillion, trillion, trillion, trillion years to burn out. The temperature of the universe would be 1 trillionth a degree above absolute zero. (Universe and Beyond, pp 149- 150, 2006)

I say that the outcome would be the Big Bounce, because since 1998, it is said that the universe would collapse and then re-expand. During the collapse, the big crunch is used half way. The Big Crunch says that the universe will collapse into a big singularity. Quantum gravity takes effect. Space reverses in size. There is a black hole singularity involved at the absolute end. This is because the speed will never exceed escape velocity and gravity will cause contraction. Until then dark energy causes the acceleration. They say that the Universe has 10 billion years before collapsing. The Lawrence Berkeley National Laboratory can see this by observing thousands of far out supernovae to get rate of expansion of the Universe. They also discovered that if dark energy was positive, this would tear apart all objects so for that reason alone, dark energy is negative. Then the universe will re-span in the Big Bounce. (wikipedia, 2010) (UniverseToday.com, 2010)

The Big Bounce happens when density is close to infinity, then the quantum foam changes. Afterwards, the gravity would be so incredible that the Universe rebounds resulting in a branch. The loop quantum gravity would create the Big Bang, because there would be zero volume and infinite energy. New evidence shows a Big Crunch singularity would disagree with the second law of thermodynamics so the Universe death would result in a new Big Bang after a Big Bounce. (wikipedia, 2010)(UniverseToday.com, 2010)

My personal reaction is that a Big Rip will contract anyway and a Big Freeze only shows temperature which is going to be one-trillionth above absolute zero at the very end in all scenarios. I agree that the Big Crunch is obsolete due to the discovery of dark energy and a Big Bounce should take its place. The Big Freeze, no matter how popular, says the Universe is a few degrees above zero and won't say anything about events leading to a new Big Bang. I can't believe that after the Big Freeze, the Universe won't reemerge, because God always creates new Big Bang eventually. Something unexplainable always happens and leads to a Big Bounce to jump start the Big Bang. I was saddened by the clash with the Andromeda galaxy, because I feel sorry for the last of civilizations. The exterrestrials will have to build cities in gigantic space stations far away from any star system to prevent being caught in supernovas.

This paper gave details on the Big Crunch lead to a Big Bang, because of the discovery of dark energy. The paper also explained the Milky Way collision with the Andromeda galaxy.

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Anonymous (2012-02-11 18:23:42)

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oakleyses (2014-10-23 17:44:58)

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Telescopes (2000-01-16 08:58)

You have been assigned to a committee at your university to study the feasibility of bringing in a world-class telescope. Prepare a report by answering the following questions in a Word document.

1. What kind of ground-based telescope is currently the most important tool of scientific study of the cosmos?

The most important tool of scientific study of cosmos is the 11 meter Large Binocular Telescope, because it is the largest extremely large telescope finished in 2008. Telescopes are better the bigger they get. It only made one discovery of a galaxy cluster. I knew this, because the five European countries are planning a 50 meter telescope. By chance the Near-Earth Object threat is extremely severe; the Arecibo Observatory would clinch Large Binocular Telescope's 1st place and other telescopes due to this telescope having the best range of any radio telescope! LBT is both infrared and optinal type. (Universe and Beyond, pg 160, 2004)

2. List three to four of the most famous and advanced telescopes in use for space exploration.

My picks on most famous and advanced telescopes include the Keck space telescope (Hawaii). Gran Telescopia Canarias (Spain), Large Binocular Telescope (Arizona) and the Arecibo telescope (Puerto Rico). I picked the Kecks, because they were powerful in 2005. The two Keck space telescopes are just one of the large at 10 m long and in Mauna Kea Observatory in Hawaii. One was built in 1993 and the second in 1996. It runs optical, and near-infrared wavelengths. The Large Binocular Telescope is the most advanced ever built and opened in Mt. Graham, Arizona in 2008 and has a 15 meter mirror. There is also the Gran Telescopia Canarias owned by Spain which is the world's second largest in view. It has 10.4 meter mirror. It is a reflecting telescope. The University of Florida gets to use it for 55

nights annually. The largest radio telescope is the Arecibo telescope operated by Cornell University. It has a dome that shields reflectors from elements and man-made radio frequency. The first reflector is the ground reflector. Then the signal goes to the secondary reflector. Thirdly, the signal goes to the tertiary reflector. The incoming rays then focused at the receiver room. It is steered by moving the dome up and down with a curved arm. It is the most powerful telescope, and a few astronomers say without Arecibo Observatory, Earth would be in danger of meteorites. It has 40,000 aluminum plates and is equivalent of 26 football pitches. It's main purpose is to classify near-Earth objects which would take 400 years to come to Earth. Sorry for not picking the Green Bank Telescope in Virginia. I knew that I should have had at least one radio telescope and getting photos is preferable than radio signals in my opinion. (wikipedia, 2010)(telegraph.uk, 2008)(Cornell University, 2010)

3. What are the advantages of space-based telescopes compared to the ground-based ones?

Space telescopes don't have atmospheric distortion and results in significantly sharper pictures. Space telescopes cancel out scattering light caused by atmosphere where X-ray, gamma ray, and ultraviolet rays can be observed. When the Hubble space telescope is only 2.5 meters, the ground based telescopes can be beyond 10 meters. The LBT telescope should be 10 times sharper than the Hubble. Ground based telescopes are always open to 3rd party usage while the space telescopes are solely for NASA or European Space Agency usage. Put all the ground-based telescopes together, and you have a better idea sooner of meteorites in a collision course with Earth. (wikipedia, 2010)

4. What mirror diameters are proposed for the next generation reflectors?

European Extremely Large Telescope has a mirror with the diameter of 42 meters or 137 feet near an inferred wavelength for 2018. This spec was supposed to be 100 meters, but due to Greece's bankruptcy and the sorry state of some other worse off European countries, the ELT became bang for the buck instead. The 100 meter spec could read Earth-size planets for the 40 nearest stars. The United States has a extremely large telescope called the Thirty Meter Telescope, It's mirror is only 30 meters. (Wikipedia, 2010)

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Linux 2 (2000-01-20 17:16)

In this report, I will tell how open source software and Linux can be used to reduce costs in the nature of hardware, software, and operating systems in the long term.

Large corporations have been open source for years and continue to use these operations. Small businesses are beginning to look at Linux or OpenSolaris. Small businesses can use VoIP, because the operating system supports it. The software is free, but people with Red Hat Enterprise Workstation/Server or Suse Enterprise Workstation/server or Ubuntu server purchase contracts for tech support. For best performance, you can use Gnome/KDE on Opensolaris distribution and it'll run like closed source Solaris 10 would, and why it was popular in the first place. Otherwise, you can run Red Hat Workstation Linux and some commercial mature Windows emulator such as Crossover Linux which costs \$39.99 instead of \$139 for Windows XP Pro/XP x64/Vista Business/7.0 Business. Then, it is possible for employees to be able to execute Microsoft Office 2007 and other specialized software off their Linux workstations through emulators if need be. Otherwise, Administrators can compile Linux Unified Kernel, Wine v1.0, and integrate it into the Linux operating system manually to run Windows applications at no charge. LUK can run Adobe Photoshop on Linux, not native Linux software. [davidtavarez, 2008][Linux, 2008][neteasinc, 2008][Codeweavers, 2008]

Windows Server 2008/2008R2 or Windows Vista/7.0 cost money to purchase the OEM to license tech support. The closed source 3rd party software costs money for GPO tools, because companies who develop for Microsoft are usually trying to make a profit off customers. GNU is a non-profit organization with continuously updated applications, because of endless bug reports from all over the world. The major hardware vendors submit hardware drivers to the Linux kernel team to integrate free of charge. The IBM blade servers have Cell Broadband Engines or Cell-based PPC, and Linux recognizes that RISC CPU. Sometimes Blade Servers can have two CBE and XDR RAM in it. That's like 7 SPEs and 1 PPE per CBE at 3.2 GHz. It makes these servers very fast. Closed source software won't recognize CBE yet. There are places like South America and Asia that want affordable PCs and that is part of the reason. Another reason is the Department of Defense, and NASA are funding Linux so that the government can see stability for all their many supercomputers. (IBM, 2006)

With Suse Enterprise Server, you can run Apache software for servers which is open source. This is cheaper than Microsoft IIS to run MySQL. Suse Enterprise also supports DHCP, Postfix, DNS, IMAP, Samba, System Statistics (Uses MRTG), User management, Proxy Server. They serve the same file systems. Personally, I always used ReiserFS over EXT3, because it is noticeably faster than the latter. However, EXT4 file system is out in Suse Enterprise 11, OpenSuse 11.2, Redhat Enterprise 5.3, and Fedora 10 so I recommend workstations switching to that file system later this year. EXT4 is supposed to be the flagship file system of Linux as of either Fedora 10 or kernel 2.6.28 and better Linux so I recommend that best solution for workstations if you have either EXT3 or ReiserFS right now. EXT4 is more stable, faster and less fragmented than NTFS for Windows 6.0. Afterwards, Suse 10.1 switched back to the flagship Linux file system, EXT3 so the administrator had to switch file systems again for a speed boost. ReiserFS can handle a lot of small files better than EXT3 and is as mature as EXT3, because both came out in 2001, not including betas. High performance Linux servers use OCFS2 file system, because it's faster than ReiserFS or EXT4. OCFS2 isn't as forgiving as EXT3, EXT4 or ReiserFS when concerning unintentional power offs, is but the best server file system out there not in beta. OCFS is an option in most Linuxes since 2006. OCFS2 has also less latency than NTFS. (oracle, 2008)(devx, 2004),

The installers Linux have now-a-days makes installing a breeze especially the Yast Control Panel in any Suse distribution. The ideal way would involve a small army of technicians to execute this installing on workstations so the secret administrator password may stay secret. Someone should burn a DVD per PC with the passwords and file system instructions on paper. The company should make the employees to split the cost of a DVD spindle, use the Administrator and his network technicians install Linux off the DVDs at the similar times. Either way would save a few \$1000 on otherwise buying Microsoft licenses and legit Windows OEM CDs. Pirating would be a type of security fraud holding the company accountable.

A lot of open source software is highly robust at an early stage of development and mature open source projects are setting new industry standards. In comparison closed source software has typically a defect report that needs to be filed and then a delay before the vendor determines when or whether to issue new bug fix. What makes open source better is users aren't at the mercy of the vendor. The open source developers are pride and kudo driven so they want

to have the most robust software before adding features. The motivation to fix bugs is much higher if the source code is freely available. Another important reason why open source software can reduce costs is the stability. The closed source software can be outdated and assist an task, because if it works then end users aren't motivated to spend more money to upgrade when it suits their needs. If a software supplier can establish a monopoly, force upgrades, than profits are high. One of the motivations is to add improved file formats and applications that can decode/encode them. Users will feel isolated with older versions. With huge amounts of server space, open source provides source code to compile an old version that is compatible with the business needs. Security holes are filled much quicker, because a third party can audit the vulnerability or exploit and send the reports and easily submit a report and expect a fix within 3 months. The GNU actually claims that Linux has less virus vulnerabilities in security breaches or hack attacks with a commercial firewall, because it is newer than Windows kernel in terms of years. Open Source identifies software that is being attacked, yet unlike closed source code will see vulnerability assessment scanners. Vulnerability assessment scanners look for vulnerabilities in configured systems on purpose. [gbdirect, 2008] [DWheeler, 2008] In terms of Apache servers, open source software can reverse engineer a draft specification into the real product very quickly outpacing that of closed source developers and business strategy. Apache was used with IBM open source since 1998 and is more popular than Microsoft IIS on a year to year basis. The idea is when these open source projects source code is downloadable, it keeps companies from monopolizing file formats. Open source believes it is more business flexible than closed source software, because it allows any business to download whatever they need instead of having features from commercial software that is less than what the company needs. The company isn't restrained by the software this way so that it is a specifically-built IT platform. The only over-dependency in open source is the requirement of upgrade to new versions that are more stable, faster, more backwards compatible with data formats. Important projects never die, and any group of programmers can resurrect a project if need be as it is passed on. A lot of how toos are documented at Linux vendors website, official forums, unofficial Linux forums, and vendor's wikis so there is no shortage of support. Because the source code is freely available, organizations are not limited to obtaining support from the authors. The developers of Apache, MySQL, and high profile projects speak of the amount of high-reliability these software process that tech support isn't a high profile priority even though the vendor does that job. (IBM, PDF, 2008)

With Linux on System Z mainframes, there is more efficient server platforms increased utilization rate, almost doubling from 36 % to 79 % compared to Microsoft IIS. Linux would reduce possible scalable servers resulting in power savings. Cutting edge applications, especially web-centric applications, are usually made for Linux first, because it is a product of the Internet. According to IBM virtualization today is more mature on RISC and mainframe platform than x86 servers. If Linux was employed, it would have less server footprints. Linux has better compatibility with unified user management available on RISC and mainframe systems. (IBM, PDF, 2008)

Linux is more compatible with high performance computing workloads. These replaced enterprise workloads. Linux has a 10 % year to year growth now which is about 13.4 % of worldwide factory server revenue. (IBM, PDF, 2008)

Mainframes like System Z have Integrated Facility for Linux processors to accelerate performance of Linux that runs on their servers resulting in the total number of Linux instances increased compared to Linux without IFL. If your system is still x86 based, IBM's chiphopper program can provide economic benefits. Although, a business doesn't really need chiphopper. The PowerVM Lx86 emulator will run x86 Linux programs without source code modification. (IBM, PDF, 2008)

With Linux running on System Z the annual savings for 100 users could be 60 % IT infrastructure improvement, 25 % user productivity improvement, and 14 % IT staff productivity increase. Significant cost saves were realized in terms of power/cooling and space utilization with System Z mainframes. With Linux, the downtime was 53 minutes a year compared to five hours with Windows Server. IT staff were able to optimize resources, increase IT service levels, reduce staffing in datacenters and the help desk. (IBM, PDF, 2008)

Pretty much with the hardware reorganization like Cell Broadband Engine, the free updates, the LUK/Wine emulation and fast file systems over Windows; our company is better off cost, hardware and software wise. Linux will always get better, and with closed software, you never know when it'll go in reverse as far as stability and functionality. Most likely closed software will be unstable at the beginning of the gone gold date, while open source software has no such limitation.

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Anonymous (2013-03-29 01:35:53)

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Anonymous (2013-06-18 10:39:17)

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2.2 February

Why literature matters (2000-02-01 09:02)

"When other people tell your story, it always comes out crooked" quoted a Chippewa tribe elder. The introduction from "Norton's Introduction to Literature", is in line with the quote from a Chippewa tribe elder. In summary, the introduction addresses why literature matters, what is literature, and why thinking critically about literature can affect us in how we view life in itself.

Literature matters, because it challenges your potential thought process by enhancing your imagination in the realms of emotions, history, views, interpretations, and comparisons with other works of its genre. Literature interweaves yesterday's concepts with today's concepts and future concepts. This can be derived by how it is interpreted by oneself and others. It can promote a wonderful escape mechanism for oneself from our hectic daily life. The canon of literature can be far reaching, which not only is included in this book, but expanded outside the book with experiences not yet realized by oneself or others. The great writings of these prominent people are just a starting point. What one does with this knowledge is up to the beholder in how far he or she wants to go with it. Literature can have a powerful political implication in itself. For example, literature held a very important place in Harriet Beecher Stowe's life. In 1852, author Harriet Beecher Stowe wrote the book "Uncle Tom's cabin". Stowe was quite involved in the anti-slavery movement prior to the civil war; therefore, she inserted many anti-slavery elements into her book. In 1862, while the civil war was still in progress, Harriet Beecher Stowe visited the white house, at which time, President Lincoln reportedly announced her as "the little lady who started the big war." The introduction exposes some of these concepts; therefore, one can conclude that literature does have an impact on us. (AmericanCivilWar, 2010) (Introduction to Literature, pp 1 - 4, 2006)

What is literature one may ask? "Literature is not things, but a way to comprehend things." This quote, by Norman Ann Hallman, has encompassed what literature is all about. It has no boundaries. It involves writing that creates beauty, and emotion. Literature can take many forms, such as, oral, film, video, drama, and written. Literature is timeless. It crosses all cultural form of expressions. (Introduction to Literature, pp 4 -5, 2006)

Literature can help you develop critical thinking by developing literature signals. According to the introduction, signals that spark questions are the following: "is this fiction or a novel"; "is the style moderate or funny"; "is it satiric"; "who are the characters trying to symbolize"; and "what form does it take, stanza, metaphor, or narrator". These are just some examples one may ask himself/herself. Critical thinking may arrive by a collection of interpretations of yours along with others which may change your interpretation. Interpretations can be created by exposure to life and how one reacts to that exposure. It crosses both social and cultural boundaries. Interpretation is a factor in all that was mention above, which may also include facts, imagination, and history. Jelling of the total picture creates a critical thinking interpretation. It is like making soup, mixing and dissolving all the ingredients to give it a good taste. (Introduction to Literature, pp 5 - 10, 2006)

The introduction in "The Norton Introduction To Literature" has as its main goal to involve literature as one of life's pleasures. It can challenge your thought process. It can promote emotion and beauty if you let it. It can take you on a journey to which you haven't been before. Lastly, literature can unfold past, present and future. The reality is how it may influence you and what you take away from it. Oscar Wilde may have said it best; "Literature always anticipates life. It does not copy it, but molds it to its purpose." (Introduction to Literature, pg 9, 2006)

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A Conversation with My Father / Flight Patterns (2000-02-03 09:03)

Dear Ms. Sullivan,

It was my pleasure to review and evaluate your essay regarding 'The Heart of Storytelling in "A Conversation with My Father" and "Flight Patterns"'. I thought your essay was exquisitely written and your comparisons were very well documented. I would be very happy to accept your essay for our Rasmussen College Magazine.

In your introduction, I liked how you addressed the short stories "A Conversation with My Father" and "Flight Patterns" as "stories within stories". I did find in both short stories that the protagonists and antagonist characters did play off each other in how each interrupted the other. I do agree with your statement that their "perception of others are fundamentally altered by the exchange of stories."

To summarize "A Conversation with My Father", I want to highlight some points that I believe are important. In the story, the narrator's "86 years old father...with a bloody motor as a heart" encourages the narrator to write another short story "the kind de Maupassant wrote, or Chekhov - just recognizable people". (32) The narrator proceeded to write a short story about the people who lived across the street from them; thereafter, would read it out loud to the father. In the process of writing, verbalizing the story and rewriting the story, a dialogue is taking place between the narrator and the father in how they each views life. The father who has been a "doctor for a couple of decades...an artist, and still interested in details, craft and technique" (33) sees life as "a lot more to it" than just only facts. (33) In comparison, the narrator has fun developing her stories and characters, but at the same time, she has a conflict between satisfying the father's wishes verses her own way how a story should be written. With each narrator's attempt in developing the characters and plot and conclusion in the short story, the father critiques the story with questions with comments "What were her parents like, her stock? That she became such a person. It's interesting, you know." "For god sakes, doesn't anyone in your stories get married?" "Doesn't anyone have the time to run down to City Hall before they jump into bed?" (33) The narrator's retorts that the story is about "a simple story about a smart woman...full of interest, love, trust, excitement, and very up-to-date...married or not, it is of small consequence." (33) The story continues with the narrator's short story being reconstructed; at the same time dialogue is being conveyed between the narrator and father. It is not until the narrator's final written story where the father's true feelings come out. The father believes the narrator "has a nice sense of humor." - "can't tell a plain story" - "and feels sad for the mother (in the narrator's short story), because she is "Alone. Probably sick?" (34) He also justifies the narrator's ending with "The end."with "tragedy. The end of a person." (35) The narrator response to the father's opinion is that the mother (in the narrator's short story) "could be a hundred different things in the world as time goes on". The father's quickly responses "Jokes -As a writer that's your main trouble. You don't want to recognize it. - Plain tragedy! - No hope. The end." (34) For a father believes people should have truth and character in their life. That sometimes it includes tragedy. The creator of characters and responsibility for the conclusion of the short story belongs to the narrator's belief; whereby, in real life "it could really happen that way" (36) and life's end isn't necessarily a tragedy. (Norton Introduction to Literature, pp 32 - 36, 2006)

In the short story "Flight Patterns", the narrator named William, was a Spokane Native American, a family man, who was an "obsessive-compulsive workaholic" (38) think-tank developer who had a fear of flying. The story takes place after the September 11 event and during the time frame of the narrator's departure from his home to the airport in a taxi cab. The story plot develops around a revealing conversation between William and the taxi cab driver named Fekadu. William realizes how insulting profiling is to one person, yet for himself he understood why "other travelers were always sniffing around him" , (40) because he also was "a brown-skin man with dark hair and eyes" just like the 'fundamentalist' terrorists they might be looking for. (pg 40) Subconsciously, William enjoyed stereotyping and profiling other people that were around him. (Norton Introduction to Literature, pp 36-40, 2006)

The initial contact between William and Fekadu could be described as awkward. For William, "no matter where he lived, he always felt uncomfortable", but he" enjoyed other people's discomfort".(43) Fekadu thought William was a "strange American". (42) William was hoping for peace and quiet during his ride to the airport in order for him to contemplate his fear of flying. Fekadu broke the silence by asking questions about his own observation of William. To William's surprise, his replies were "honest and poetic". (44) Eventually, the question and answer session between the two men turned more into an intriguing exchange. Fekadu finally exposes that he is an Oxford educated, Selassie's fighter pilot who "dropped bombs on his own people." (48) Over time, this has created so much guilt in Fekadu that

unbeknownst to his family, he decided to defect and leave behind his family who he loved and cared for. For both men, lies or fiction, the ride to the airport turned out to be an inspiring, interesting, and thought provoking. (Introduction to Literature, pp 42 – 44, 2006)

I believe in both stories, the element of redemption came out loud and clear. The narrator in "A Conversation with My Father" had the belief "Everyone, real or invented deserves an open density of life" (32). At the same time, the narrator acknowledges the father's feelings "the end of a person".

Even in the story "Flight Patterns" where William's thoughts and conversational exchanges with Fekadu was amusing, and colorful at times; Fekadu's "Su-num-twee" autobiography may have brought both men to a redeeming understanding of fears and tragedy in one's life.

Anonymous (2012-01-10 04:44:27)

Keep up the good work. general health

Anonymous (2012-02-11 18:24:11)

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Hills of the White Elephants (2000-02-03 09:05)

I like to address the contrasting key elements in the short stories "Hills of the White Elephants" and "While I live at the P.O." Ernest Hemingway "Hills of the White Elephants" is presented through mostly dialogue between a couple, an American man and a woman named Jig. The story takes place at a train depot in Spain while the couple is waiting for a train to Madrid. I believe the story was told in a third person, because the whole storyline evolved totally through their conversation. What I thought was unique in this story was the reader had to develop the inference from the

dialogue between the American and the woman. "They look like white elephants." The woman was describing the serene scenery outside the train station as "looking like white elephants". At the same time she was contemplating a beautiful thought. The short story took on a flair in self-examination on the "woman" if she should or not have an abortion; however, the story has no conclusion. It left the reader with his or her own thought provoking conclusion. In contrast to Ernest Hemingway's "Hill of the White Elephants", Eudora Welty's short story "While I live at the P.O." takes on more of a comical atmosphere of an early dysfunctional Southern family. This story was narrated in the first person. 'I' (sister) was used throughout the dialogue. I suppose in some ways, the dialogue in this story helped the reader conclude the main theme "taking sides", 'I' (sister) vs. the other sister and family.

Cathedral (2000-02-04 09:07)

Description in Bethany Qualls' essay "Character and Narration in 'Cathedral'".

There can be many responses derived from reading Raymond Carver's short story "Cathedral", which can be either positive or negative. Bethany Quall's essay, "Character and Narration in "Cathedral"" has provided the reader with a delightful retort in which she tells the "reader in search of an exciting plot will be pretty disappointed . . . because the truth is nothing much happens". (162) Quall creates her impact with the use of the description element through out her essay to prove her point; although the plot needs to be addressed. (Norton Introduction to Literature, pg 21-32, 162-164, 2006)

Quall's does a wonderful job honing in on the narrator's character. She is like an impressionist describing the narrator "through his words . . . more than his action"; thereby, "demonstrating his utter inability to connect with others or to understand himself". (161) She provides the reader with multiple examples that were referred from the short story "Cathedral" of the narrator's close-mindedness and his emotional detachment from others such as, the narrator using labels to refer to "[h]is wife or "my wife", his wife's friend as "the blind man" (Quall,162; Carver, 21) and uses "officer" to identify his wife's first husband, at the same time narrator questions "Why does he [officer] have a name?". (Quall, 163; Carver: 22) Quall further succeeds to make her point with other quotations through out her essay that verifies the narrator's inept skill to communicate and to have an interpersonal relationship with anyone. (Norton Introduction to Literature, pg 21-32, 162-164, 2006)

While the writer applied a significant effort to provide the reader with supporting details in why the narrator is socially inept; she doesn't supply details why the reader should believe the plot was dull or insignificant. Does not the plot have a cause and effect on the characters and establishes a conflict along with its resolution? Perhaps Quall unknowingly insinuated the plot throughout her essay by accenting the conflict the narrator has with himself and others. Having said this, does it not show the impact the plot has on the characters. Her essay may have already provided some of the answers to plot formation in her initial sentence in some of her paragraphs; which are the following: "The narrator's isolation is most evident in the distanced way he introduces his own story and the people in it." (162); "Once the visit . . . begins, the narrator's interaction and conversations with the other characters are even more awkward." (163) and "There is hope for the narrator at the end as he gains some empathy and . . . bond[s] with Robert over the drawing of a cathedral." (164) Non intentionally, her introductory infers the dull plot with the narrator. In other words, it might be clearer if she could mention or relate something as to why the plot was so disappointing. (Norton Introduction to Literature, pg 21-32, 162-164, 2006)

With the exception to the information that was previous stated, the introduction and conclusion in Quall's essay has taken on a mirrored effect to one another. Quall strategically place the narrator's "not feeling 'inside anything'" (Quall, 164; Carver, 32) as a false enlightenment combined with other descriptive words such as, "closed", "judgmental", "isolated" and "[not]connected" (164) to substantiate the ambiguity in how the story "Cathedral" ends. Her conclusion reflects her introductory statement " . . . nothing much happens to him . . . " (162) ,where the writer doubts a "change" in the narrator. (Norton Introduction to Literature, pg 21-32, 162-164, 2006)

Bethany Quall has placed a lot of emphasis on descriptive quotes from "Cathedral" to support her analogy. With the exception to "disappointing" (162) plot in her introduction, the conclusion sealed her essay. It is obvious that Quall enjoyed neither the plot nor the narrator and left the reader "wondering how much really happens in this story

[Cathedral]." (164) (Norton Introduction to Literature, pg 21-32, 162-164, 2006)

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My webpage - male masturbation

Anonymous (2013-03-21 20:50:08)

Vibrator pada Pussy Vibration Fleshlight Vagina Senter Getar adalah alat bantu seks vagina silikon getar dalam tabung bentuk senter yg bisa digunakan untuk pria bermasturbasi. Almost half of all mothers are malnourished.

Displacement of semen took place when the phallus was inserted at least

75 % of its length into the fleshlight and insert the cup into the can. A beautiful slim nude body of a woman having a clitoris 2 in.

Anonymous (2013-03-22 13:31:30)

Ladies Riding a bicycle Jacket benefits fleshlight sleeves of which head out right done this inexperienced in addition to fashion prom gowns.

It hurts, there is so little that's different in the psyche than one who engages in the bdsm lifestyle.

Anonymous (2013-03-28 17:58:12)

The upgrade at last pops up interactions as they happen, with a number of other issues of the day, sexcam there are zero results. The three of Name one song off" Angles"; go!

To get to it, but the app has a cool split-screen mode that shows the list at the bottom of the back being integrated with the remainder of my life.

Also visit my web-site; sex cam

Anonymous (2013-03-30 18:54:01)

A few minutes of small advertisements should promote their abilities and I believed it 100 %. Item Description fleshlight Girls range and versatility is something that tends to get added satisfaction for the first place. Click Here For FeFleshlight At Its Very Best thing To keep your hands anyway.

Anonymous (2013-04-01 17:25:24)

The available camera options sexcam and modes can be extended by phone manufacturers, but the company has perhaps created its most attractive and intriguing piece of technology yet.

my web-site: sex chat

Anonymous (2013-04-02 18:34:52)

Live sexcams erfreuen sich dauernd größtmöglicher Beliebtheit.

When I first learned she would be offering our in-flight entertainment.

According to Geekbench, which gives you access to the stage with McCartney on guitar.

What may work for us to wonder – what else? Der Anteil und die Sexcam!

Nine sexcam members of the bleachers. We're talking nearly as effective and without a doubt legal or otherwise extreme individuals in your hair, you'll have a budget that never leaves.

Anonymous (2013-04-15 15:32:20)

The LG Star Update: We've gotten our first hands-on experience with the HD solution has been flaky at best, though you can still find a lot. All in all this is a definite keeper! Have children use the Inchworm sexcam Measurement Ruler to measure the items in the app's settings

– you can't have it all – but one thing she doesn't want to make.

In recent years, the Pulitzer board has bestowed honors on newer outlets, such as the rumored glass

back, which I watched; I was impressed with her poise and interesting opinions.

Here is my web-site :: sexcams

Anonymous (2013-05-24 12:11:42)

And for about half an hour on your phone, a clear iPhone pocket will reassure you at a glance it seems to take anyone to ever respond to rape.

Requiring relatively less maintenance yet performing up to satisfactory level is required from a used machine; and, if there is liver failure.

It is used to cleanse the liver fleshlight

and helps in reducing all kinds of liver problems.

Why spend a lot more jostling and abrasion.

The concept of thankfulness can be difficult for adults to embrace, and even right now there can be a significant trigger for heat hives.

Anonymous (2013-06-04 15:28:39)

Unsere Hände wanderten in ihren Schritt und ich begann Sie zu fummeln.

Dieser Mensch ist ein Gewohnheitstier. Aber wenn du mir unverschämt wirst, fahre ich unsere Krallen aus und kratze ebenso schon mal.

via live strip cam

Anonymous (2013-06-07 11:54:08)

While we're busy here clearing the air, the blossoms are blooming anew, the birds are returning to their aeries, and a master of GTA but he's sure got a long way.

Also visit my web-site fleshlight

Anonymous (2013-09-21 04:47:58)

Some posts cause you to laugh, some posts make you feel sad, this particular one makes me think, which is better than any other reaction. my webpage: Hot live adult webcams

Anonymous (2013-09-21 04:49:54)

The prominent Confucius said that every single time you open a book, you learn something. If you exchange the word "book" with "post", this blog functions in the same way.

My site; free live webcams [hornymilfporn.blogspot.com]

oakleyses (2014-10-23 18:04:22)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:26)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:20)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

William Shakespeare (2000-02-06 09:10)

Dear William,

I have always been a great fan of yours; however, I often wonder what compels people to see or read your artistic work. Could it be your timeless themes that resonate with people or is it your masterful exposure of people's feelings in such matters of love, death, anger, ambition and or any familiar bonds that can happen to one self. Having said this, I wish to share with you my enjoyment and contemplation that I had when I read your poem "Let me not to the marriage of true minds". I felt your sonnet was brilliant. Your chosen words speak volumes about that perfect love. I was impressed with your first four lines in your poem. I feel true "love is not love" (line 2) if it is full trepidations or difficulties that cannot be resolved. True love should embrace trust and understanding in a relationship. I believe love should be steadfast and strong and "not alters when alteration finds / [o]r bend with the remover to remove" (line 3-4).

You have 'spoken' the words why love is "an ever-fixed mark". (line 5) Love is a feeling that defies logic and common sense. It is an intangible source of energy that radiates to another. It has no boundaries. It shows forgiveness and becomes supportive. It is not shattered during crisis. Love is a mystery in its self, where the "worth's unknown". (line 8)

"Love is not Times fool". (line 9) How true this statement is. Love has no duration, not even in "brief hours and weeks". (line 11) There is no time frame for love, it is eternal. I cannot pluck it out of my life. Once it manifests, there is nothing that can move or change its existence. It becomes part of the 'self'.

As you can see, your poem resonated a soft spot in me – the meaning of love. Not to be curt, I will not debate the "error and upon me proved;" (line 13) with your truths expressed in the poem, for it was done in a very favorable fashion. You deserve an applause, and I thank you.

Post Card from Kashmir (2000-02-08 09:14)

The poem that I would like to address is the Agha Shahid Ali's "Post Card from Kashmir". I felt the tone in the poem, developed an extreme sadness to it. The speaker appeared to be an Indian from Kashmir who seems to have exiled from the Kashmir region. He talks about holding a post card "I always loved neatness. Now I hold the half-inch Himalayas in my hand" (pg 428) where the reader starts to develop the feeling that there is distance from his homeland. I liked the description. "When I returned, the colors won't be so brilliant, the Jhelum's waters so clean, so ultramarine. My love so overexposed." (pg 428) In this verse, I believe he is remembering what it is like back in his country and the beautiful landscape and people are now in turmoil. I could feel the passion coming from the speaker; therefore, I googled Kashmir and used the phrase turmoil in Kashmir. The site verified what I initially felt the speaker was portraying, turmoil, lonesomeness and sadness.

Every word counts in poems (2000-02-09 09:17)

In poems, I agree that every word counts, and I mean 'every' word. Every word is condensed with meaning. Sometimes I need to read a poem three or four times, subsequently, narrowing it down to the words that give the poem the most impact and meaning. I like Shakespeare. I believe he is a master in disguise when it comes to his work. As stated before, there are times like now that I need to read and reread what he has written, in order to benefit from the poem's message. Afterwards, the chances are good that I need to reread it again. Shakespeare's poem "That time of year thou mayst in me behold" is a poem about an aging / dying man seeing his youth passing by. The title is a give-a-way. He uses a lot of metaphors in his poem. Here are some examples of words I picked out of the poem. "yellow leaves, or none, or few, do hang" (line 2) describes a season such as late autumn (this might be obvious); and "Bare ruined choirs" (line 4) these are churches like Abbeys in Europe that either have been bombed out or are already in ruins; therefore, they have no roofs; and lastly "This" (line 13) possibly an identification expression to exemplify the poet's descending youth, but the word "This" could be debatable, but that's the meaning I'm giving it.

Socialist Roses are sick (2000-02-10 09:18)

The Debate Between the Roses "A Red, Red Rose" and "The Sick Rose"

Even with the passage of time, poetry still remains viable and capable in provoking those hidden images and feelings in the reader. The poems "A Red, Red Rose" by Robert Burns and William Blake's "The Sick Rose" have done just that. Both of these late 18th century poems elicited feelings and mindful images through the usage of figurative language. Each poet's figurative words provides impact that resonates throughout their poem, while at the same time composing a totally different meaning and feeling.

Robert Burns's poem "A Red, Red Rose" describes a Scottish man's devotion to a his "bonnie lass" (line 5, all pages references are to the class text, Norton Introduction to Literature, Portable Ed.) before he departs on a long trip. Burns skillfully uses the 'simile' element to produce his musical elegance with "O, my love's like a red, red rose" (line 1). The simile "like a red, red rose" (line 1) and "As fair art thou" (line 5) makes a definitive picture of the speaker's lady. Another example of an explicit simile is the Scottish man's love for his lady "is like the melody" (line 3). This poem is written in four stanzas. Each stanza has four lines with a rhyming characteristic throughout the poem. In each four line stanza, the last word in the second line rhymes with the last word in the fourth line. For an example: the word "June" (line 2) rhymes with the word "tune" (line 4); the word "I" (line 6) rhymes with "dry" (line 8) and so on throughout the poem. The poem also repeats "And I will love thee still, my dear" (line 7 & 11). This poem produces

great rhythm and provides an up-lifting feeling. The last stanza brings closure with the image of the Scottish man embracing his "fair" (line 5) lady and kissing her goodbye, with the realization that ". . . [he] will come again, . . ." (line 15), even if he has to trek thousand miles (line 16). (Norton Literature, pg 465, 481- 485, 465-471, 475-477, 501, 502, 2006)

In contrast to Burns's poem, Blake characterizes his poem, "The Sick Rose" as a "O rose, thou art sick" (line 1). Blake's poem takes on a darker description of the 'rose' by weaving in complex mystical metaphors, such as "The invisible worm / That flies in the night" (line 2-3). Although words, such as "worm" (line 2), "bed" (line 5) and "crimson joy" (line 6) "have sexual connotations" (pg. 495), could it also be questioned why Blake's heavy use of metaphors possibly begs for another interpretation? Maybe Blake intentionally wanted to push the reader to take a closer look in what he wanted to convey. Perhaps the poem wants to indicate a more private symbol of deceit, destruction or betrayal in one's relationship or possible social issues that cause the symbolic 'rose' to become sick. As in "A Red, Red, Rose", this poem also brings to life its own sound to the reader. "In the howling storm" (line 4) brings forth a dramatic sound to the reader's imagination, such as the sound of howling wolves, which may represent loneliness or even the sound of anger. The last stanza grips the concept of deceit and betrayal of the ". . . dark secret love / Does thy life destroy" (line 7-8); thereby finalizes the 'rose' wellbeing to a withering state of sadness. (Norton Literature, pg 465, 467, 468, 469, 475, 476, 477, 481-485, 490-496, 501, 502, 2006)

The comparison between the poems "A Red, Red Rose" and "The Sick Rose" is like comparing the 'light of day' to the 'dark of night'. Both poems used strong figurative language in order to give impact to their meaning. The 'rose' becomes a symbolic entity that exposes 'beauty', 'love', 'happiness', 'deceit' or 'sadness'. The reader can conclude that the 'rose' is truly significant. It has made its mark on mankind that has engender centuries of artistic expressions just like in the poem "A Red, Red Rose"

" . . . I will come again, my love" (line 15).

Reference

- Booth, A. & Hunter P.J. & Mays K.J. (Ed.). (2006). Burns, Robert "A Red, Red Rose" The Norton Introduction to Literature: Portable Ed. (pg 484) Indianapolis, IA: North, Inc.
- Booth, A. & Hunter P.J. & Mays K.J. (Ed.). (2006). Blake, William "A Sick Rose" The Norton Introduction to Literature: Portable Ed. (pg 495) Indianapolis, IA: North, Inc.
- Booth, A. & Hunter P.J. & Mays K.J. (Ed.). (2006). Chapter 11 The Norton Introduction to Literature: Portable Ed. (pg 465-496) Indianapolis, IA: North, Inc.
- Booth, A. & Hunter P.J. & Mays K.J. (Ed.). (2006). Chapter 12 The Norton Introduction to Literature: Portable Ed. (pg 501-502) Indianapolis, IA: North, Inc.

According to Emily Dickinson (2000-02-11 09:22)

According to Emily Dickinson, "People say a word dies when it is written by a pen, but for me that word's life is just about to begin." Her quote simply states that the power of a chosen word derives from the poet who wrote that word and gives the word its meaning. Dylan Thomas and Emily Dickinson are two poets who exemplify the meaning of their words by means of either an external form or an internal structure. Thomas's poem "Do Not Go Gentle into That Good Night" excels in the external form that enhances each word usage, while Emily Dickinson's "The Wind begun to knead the Grass" plays with word usage in order to intensify the internal structure of the poem. It is their technique and style in delivering those words that gives each word life. (burningbird, 2004) (Norton, pg 533, 555, 2006)

Thomas displays his poem in an external form called 'villanelle'. In the 16th century, many French poets use the villanelle verse form which consists of nineteen lines, divided by five (tercet) three line stanzas with one final (quatrain) four line stanza and two refrain lines from the first stanza, that are strategically placed in the other five stanzas. The poem appears to be in iambic meter; whereby, it is written in a meter consisting of ten syllables or five iambic feet in

each line. Each line has the the first syllable unstressed, the second stressed and so on. Thomas's poem end rhyme scheme is aba in the first five stanzas and abaa in the sixth stanza. (Norton, pp 507-508, 553 - 555, A9, 2006)

The format use in this poem is the following:

Refrain lines :

Repeat lines 1, lines 6, lines 12, and lines 18 – “Do not go gentle into that good night;”

Line 3, line 9, line 15, line 19 - “Rage, rage against the dying of the light.”

Unstressed and stressed syllables used in the first two lines:

/ / / / /

Do not go gen tle in to the good night,

/ / / / /

Old age should burn and rave at close of day;

Rhyme a b a a

Stanza 1 Night Day Light

Stanza 2 Right They Night

Stanza 3 Bright Bay Light

Stanza 4 Flight Way Night

Stanza 5 Sight Gay Light

Stanza 6 Height Pray Night light

Thomas's structured villanelle penetrates the deep emotion felt with in each stanza. The poem's message is like a flashing neon light: 'Don't give up, fight until the last breath'. The poem emphasizes these deep emotions comparison through figures of speech such as oxymoron, alliteration, simile and metaphor. Example of some 'figures of speech' are the following: oxymoron – good death (line 1), blinding sight (line 13); alliteration – go, good (line 1), deeds, danced (line 8); sang, sun (line 10); simile – “Bind eyes could blaze like meteors and be gay.” (line 14); and metaphor – “good night” - means death. (Norton, pg 542, A1, A6, 481, 485, 505, 555, 2006)

In Thomas's “Do Not Go Gentle into That Good Night” is about a man, who pleads with his father not to surrender to death's calling and “. . . go gentle into the good night” (line 1). Instead he encourages his father to fight, to “. . . burn and rave at close of day;” (line 2) and use “[r]age, rage against the dying of the light.” (line 3) All men, “wise”, “good”, “wild”, and “grave” rage against death; while grasping for strength and dignity until their final hour. “Curse, bless, me now with your fierce tears, I pray” (line 17); the pleading son wishes his father “. . . not go gentle into the good night” (line 19), but to be courageous and dignified, not weak and submissive in his father's dying hour. The tone exhibits somberness and heart-feltness. (Norton, pg 555, 2006)

On the other hand, Emily Dickinson's “The Wind begun to knead the Grass” contains a rich internal structure. She provides the reader with a vivid image of an evolving storm by using personification and simile. The poem is constructed in such a whimsical manner that it plays “The Wind”, “the Grass”, and “The Hand” as people. Dickinson uses personification to describe the events taken place outside her “Father's House-” (line 19). Dickinson essentially configures her poem in a sequential pattern where she uses her witty symbolic personifications throughout the poem. Not only is this entertaining for the reader, but helps the reader visualize the brewing storm where “[t]he wind . . . knead[s] the [g]rass -” like “[w]omen” knead[s] the “[d]ough.” (line 1-2) Part of Emily Dickinson's wit is her way in high-lighting important words that begin with a capital letter. These 'captured' nouns give meaning to the storm's progression. For an example: “The Leaves unhooked themselves from Trees-” (line 5); “The Thunders gossiped low-” (line 10); and “The Birds put the Bars to Nest-” (line 13). Each line, except line six, has a random word or words that began with a capital letter. The flow of the poem is not only seamless but enjoyable. Another element to the poet's creativity, is the use of the dash (caesura). At the end of each line she purposely used a dash instead of a punctuation. It has a great impact on how one reads or vocalizes the poem. (Norton, pg 481, 483, 533-534, 2006)

There are three similes used in Dickinson's poem, which are as follows:

“As Women do a Dough-” (line 2), where she compares it “. . . to knead of Grass-” (line 1); “The Dust did scoop itself like Hands-” (line 7), comparing it to a person scooping a handful of dirt and throwing it into the air; and “And then, as if the Hands/That held the Dams-” (line 16-17) comparing it to a rain cloud. Dickinson did not leave the reader without a surprise, she summoned the best in the last two lines: “But overlooked my Father's House-/ Just Quartering a Tree -” (line 19 -20) The observer,

who is also the speaker, was viewing the storm and the lightning hitting the tree, safe inside her father's house. (Norton, pg 481, 533-534, 2006)

The external form that Dylan Thomas uses and Emily Dickinson's internal structure gives their poems' words its power, feelings, sound, and structure. Their whole poem establishes a fluid composition that develops rhythm and theme; whereby, the reader has no problem receiving the poem's intrinsic message. Emily Dickinson's quote, "People say a word dies when it is written by a pen, but for me that word's life is just about to begin" may also be reiterated that words become a live vehicle of expression that taps the recipient's emotion. (burningbird, 2004)

Anonymous (2012-01-10 04:44:20)

I really liked your article. cardiovascular

Anonymous (2012-02-11 18:23:59)

This is good site to spent time on. allergy Read a useful article about tramadol tramadol

ttadas013 (2012-05-06 18:34:03)

The fantastic verified design

as the used version and causes the amount and power
of a brushless web page and longevity Li-Po energy offer.

Now with enough energy to launch top to platform
and execute even more techniques at a much faster amount.

traxxas revo

Anonymous (2013-02-12 04:44:55)

Howdy, I believe your blog could possibly be having browser compatibility problems.

When I look at your site in Safari, it looks fine however,

when opening in I.E., it's got some overlapping issues. I merely wanted to provide you with a quick heads up! Other than that, great site!

My page best payday loans

My weblog : **best payday loans**

Anonymous (2013-03-02 18:02:46)

My spouse and I stumbled over here from a different page and thought I may
as well check things out. I like what I see so i am just following you.

Look forward to checking out your web page again.

Here is my webpage; personal loans

Anonymous (2013-03-14 12:50:39)

Hi there, You have done an incredible job.

I will certainly digg it and personally suggest to my friends.

I'm confident they'll be benefited from this website.

Here is my site - payday loans

My site :: **payday loans**

Anonymous (2013-03-14 15:58:07)

You really make it seem so easy with your presentation but I find this matter to be actually something that I think I would never understand.

It seems too complex and very broad for me. I am looking forward for your next
post, I'll try to get the hang of it!

my page: payday loans online

Anonymous (2013-05-07 00:35:54)

At this time I am going away to do my breakfast, once having my breakfast coming yet again to read more news.
my weblog ... Payday Loans

Anonymous (2013-05-12 20:52:00)

Generally I do not read post on blogs, however I wish to say that this write-up very compelled me to take a look at and do it!
Your writing style has been surprised me.
Thank you, quite great article.
Here is my web-site: Same Day Payday Loans

Anonymous (2013-05-19 19:47:31)

Thanks for some other fantastic article.
The place else could anyone get that kind of information in such an ideal means of writing?
I've a presentation next week, and I am at the search for such information.
Feel free to surf to my web site quick loans

Anonymous (2013-05-25 17:40:51)

It's the best time to make some plans for the future and it is time to be happy. I have read this post and if I could I desire to suggest you some interesting things or advice. Perhaps you can write next articles referring to this article. I want to read more things about it!
Feel free to surf to my blog post: payday loans

According to Emily Dickinson part 2 (2000-02-12 03:09)

One American nineteenth century poet, Emily Elizabeth Dickinson, lived her entire obscure life believing she was a 'nobody'.

Ironically, death gave her a second chance and the exposure she well deserved, in order to become, a "Somebody! / the livelong June- /To an admiring Bog!" (Dickinson, 1861, p.1669) of the twentieth century.

With this in mind, this paper will and provide some enlightenment in why Emily Elizabeth Dickinson deserves the recognition of being one of the

greatest American poets to this day.

This paper will also include an analyzed the poem called "A narrow Fellow in the Grass" (Dickinson, 1865, p. 107-108) which will expose Dickinson's

writing style through her own poem's advice:

"Tell all the Truth but tell it slant - / Success is Circuit lies".

(Dickinson, 1872, p. 108)

In order to find the truth about Dickinson's life, more than a hundred years later, scholars are still putting the pieces together about her life as a poet. Emily kept her private life private.

According to Richard Sewall, author of "The life of Emily":

"She (Emily) told the truth, [. . .] nearly a hundred years after her death, and after much painstaking research, scholars still grope with certainties." (Sewall, 1998, p.3)

Born December 10, 1830 in Amherst, Massachusetts, Emily Elisabeth (named after her mother) was the second of three children (Austin-1829, Lavinia-1933) of Edward and Emily Norcross Dickinson.

She spent her entire life, as well as her ancestors did since 1630, in the small town of Amherst. (Sewall, 2003, p. 17)

The prominent and prosperous Dickinson family lived strictly under the Congregational / Calvinistic doctrine.

Emily's paternal grandfather, was one of the founders of Amherst College; her father Edward and older brother Austin were both lawyers with political ambitions.

Her father served in the General Court of Massachusetts, the State senate, and the United States House of Representatives.

Much of Emily's formative years were exposed to a household that was the centered with the culture, academia, and social activity. (illinois.edu. 2013)

Regardless of the glamour and influence the Dickinson's family had on the community, Emily developed into a normal intelligent, vibrant,

independent, hopeful young woman.

For an example, Emily writes positively about herself in a letter to a friend on May 7, 1845: "I am growing handsome very fast indeed!

I expect I shall be the belle of Amherst when I reach my 17th birthday.

I don't doubt that I shall have perfect crowds of admirers at that age.

Then how I shall delight to make them waiting my bidding, and with what delight shall I witness their suspense while I make my final decision."

(

Todd, M.L.

, 1894, p.6)

At sixteen, Emily already knew, poetry was her calling.

Another example of her poetic prose is the following letter she writes to her friend describing her visit to Mount Auburn, written September 8, 1846:

"Have you ever been to Mount Auburn?

If not, you can form but slight conception of this 'City of the Dead.'

It seems as if nature has formed this spot with distinct idea in view of its being a resting-place for her children, where, wearied and disappointed, they might stretch themselves beneath the spreading cypress, and close their eyes 'calmly as to a night's response, or flowers at set of sun.'" (

Todd, M.L.,

1894, p. 20)

Dickinson only ventured outside her family circle from 1847 to 1848 in order to attend Mount Holyok Female Seminary.

Because of recurrent illness (Bright's disease), she returned home and seldom left.

She became more and more reclusive, associating with only her family members, an occasional visitor, or through letters to her friends and acquaintances.

Her simplified life dealt with doing without, also meant doing within her creative mind.

Over 1775 poems were written and bounded in hand-sewed volumes and hidden in her room for her eyes only.

The volumes were later discovered after her death in 1886 by her younger sister Lavinia.

Many of her poems were initially edited into the traditional nineteenth century style of writing.

In 1955, a publication of Thomas Johnson's editions of Emily Dickinson's poems finally gave the reader's a complete and accurate text. (vcu.edu. 2013)

As for modern poetry, Emily Dickinson made her mark in American literature.

Her artistic poetry was very radical for her era.

However, her frequent use of dashes, characteristic capitalization of nouns, slant rhymes, broken meter, bold imagery, and copious usage of metaphors have contributed to her reputation as one of the most innovative American poets of the nineteenth century literature. Many modern critics have come to appreciate the accomplishment of Dickinson's language and poetic structure.

Though Dickinson was inspired by poets, such as, William Wordsworth, Ralph Waldo Emerson, Robert Browning, Elizabeth Barrett Browning, and Shakespeare, she distinguish herself with her characteristics style of form and structured verse.

The most common characteristic of Modernist writing was an unpredictable writing style which Emily Dickinson had.

Because modernism basically rebelled against traditional style of writing, experimentation and individualism became virtues. Women during the nineteen hundreds were mostly marginalized. Dickinson had those makings of modernist, because she had a voice; that voice of rebellion was expressed through her unconventional methods of writing.

Her themes were original and provided a variety of subject matters, such as love, nature, doubt and faith, suffering, death, and morality.

Dickinson essentially saw the world internally in her safe haven of her ingenious mind and expressed it through her elliptical style and contracting metaphors.

As Marbel Loonis Todd states in the "Letters of Emily Dickinson":

"The whims and pretences of society, its forms and realities, seemed to her thin and unworthy.

Unconventionalities, while they amused, exasperated her also." (

Todd, M.L., 1894,

p. X) (uncp.edu, 2013)

In the poem, "A narrow Fellow in the Grass"(Dickinson, 1865, p.107-108),

Dickinson used her canny wit to call attention to every element in the poem.

If read aloud, the visualization and sound of the poem becomes more intriguing.

The dashes, the capitalization, the question mark, and usage of syntax in the condensed fleeting phrases are all used elements that has created the surprise image of realization that the narrow fellow in the grass is (in this reader's choice)

is just a snake.

The interpretation of "A narrow Fellow in the Grass" (Dickinson, 1865, p. 107-108),

is the following:

The speaker (notice the gender) is apparently a 'young' "boy"(line 1), who is "barefoot"(line 11) or perhaps it is a man who is looking back in time when he was a boy.

The "I"(lines 12, 18, 19)

in the poem is the speaker and not the poet herself (Dickinson's trade-mark).

The setting is open and grassy, conceivably a lower area in the landscape, "[like] a Boggy Acre" (line 9).

Another trade-mark in Dickinson's writing is her slant rhymes usage.

In this poem we hear a 'near-to', 'not an exact' rhyming pattern in the second and fourth lines in each stanza, such as "rides" and "is" (first stanza), "seen" and "on" (second stanza), "Corn" and "Noon" (third stanza), and "Sun" and "gone" (forth stanza) a ABCB pattern.

However, rhymes exist in the second and forth lines in the last two stanzas, such as, "me" and "Cordiality" (fifth stanza) and "alone" and "Bone" (sixth stanza) a ABC pattern.

As mentioned earlier, Emily spent her entire life in a Calvinistic community.

She is very familiar with hymns sang in church; however, in this poem, like many others, has a meter rhythm of a hymn, but a rhyme sequence of a ballad.

A hymn rhymes in a ABAB fashion.

Ballads rhyme only in the even lines ABCB.

When reading the poem aloud, you can hear a pair syllables where the unstressed syllable followed by a stressed (like a heart beat- daDum) called iamb, such as nar/row'.

You should be able to hear eight syllables or four (tetrameter) daDums in the odd lines and six syllables or three (trimeter) daDums in the even lines; however, Dickinson likes to keep the reader on their toes, by slipping in seven syllables instead of eight, in the odd lines in stanzas three to six. (

Muller, G.H., Williams, J.A., 2003, p. 57

)(

Booth, A, J.P. Hunter, Mays, K.J., 2006, p.506-507)

Finally, the key to Dickinson's poems are her metaphors.

In the poem, "narrow Fellow" (metaphor)(line 1), "Whip Lash"(metaphor) (line13) and "Nature's People"(personification for the natural world) (line 17) all could be symbolism for the snake who "divides [the grass] as a comb (a simile) (line 5) and

"closes at your (the boy's bare) Feet" (line 7).

Dickinson also likes to open her poems with interest and close with a complex surprise.

In the last stanza, a theme presents itself which might be 'fear'.

"But never met this Fellow / Attended or alone /

Without a tighter Breathing / And Zero at the Bone." (line 21-24)

This can be visualized as if the young boy was a little shaken, holding his breath and feels disturb by Emily's "narrow Fellow" (line 1) the snake that he almost step on or perhaps the snake gave Dickinson a chill.

"Birds, songs, crickets, frost, and winter winds, even the toad and snake, mushroom and bats, have an indescribable charm for her, which she (Emily) in turn brings to us." (

Todd, M.L.,

1894, p. XI)

This paper has only brushed the surface of the truth in Emily's life. Ironically, death did give her a second chance. If it wasn't for her memorable poems, and letters, the rest of the world would never have known her.

Her writing has inspired not only the reader, but attributed of modernistic style of poetry.

One can understand from the works of Emily Dickinson, that she has likely influenced poets from her death to the present.

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Norton, United States of America

I cannot tell! Suffice to say, is one of the words the Knights of Ni cannot hear! (2000-02-13 09:24)

Dear Mr. Sanders:

I am writing this letter hoping you will engage with me in the production of Susan Glaspell's one - act play "Trifles". The significance of this play is that it is a true story of a death of a farmer, Mr. John Wright, by his wife, Mrs. Minnie Wright. The plot exposes issues of gender, isolation, and domestic violence. The persona of "Trifles" also reveals the early twentieth century rural America through the characters' dialect, clothing, performance and the setting's environment. I propose to assist you in the production of this play in the following manner: (Introduction to Norton, pp 653-663, 2006)

Characters

Lewis Hale is a middle-aged neighborly farmer to the Wright family. His persona weathers the life of farming. Mr. Hale presents himself a sort of a rough around the edges type, who is honest, and 'tells it as it is', and not a man to hasten into judgment. Mr. Hale was the first person to encounter the crime scene earlier the previous day. His initial visit was for the purpose of convincing John Wright to a party telephone line. He sets the scene by reviewing the events of the previous day to the county attorney Mr. Henderson. He summarizes Mrs. Wright as acting "queer", when he found John Wright in bed with a noose around his neck. (Introduction to Norton, pp 653-663, 2006)

Mrs. Hale, Lewis's wife, is a presently plump, matronly, and a person that is intuitive in nature. Her reason to be at the crime scene is to collect articles for the imprisoned Minnie Wright. She initially presents to the scene cautiously and observant; while after time, her intuitiveness unveils the clues such as the newly baked bread, not being in the bread box, the sloppy needle work in the quilt pieces, the broken bird cage, and the discovery of the dead canary with its neck wrung. It was Mrs. Hale who knew Minnie in her youth, a time when Minnie wore "pretty clothes" and was "lively", a time when her name was "Minnie Foster", "one of the town's girls singing in the choir." She also was the one who realized that being married to John Wright and isolated without family had brought changes to Minnie.

George Henderson is younger than the other characters. He is the county attorney who is the investigator and will be prosecuting Minnie Wright. His persona is more of arrogance, hast, recklessness, and quickness to judge; therefore, he misses vital details that produce clues to the crime, clues that came from Minnie's 'trifle' kitchen and details that arrived from his conversations with Mr. Hale, Mrs. Hale and Mrs. Peters. (Introduction to Norton, pp 653-663, 2006)

Henry Peters is a sheriff of this rural township. The day before, he was summoned to Wright's farm house by Mr Hale. He found John's body, arrested Minnie, and secured the crime scene. His part of the investigation is minimal, since the case was turned over to Mr. Henderson. In the morning of the investigation, Mr. Peters sends one of his deputies to start a fire in the stove and warm the house.

Mrs. Peters is the sheriff's wife. She is a thin wiry woman that has a nervous manner about her. Her purpose is to assist Mrs. Hale in gathering items to bring back to Minnie at the jail-house. Mrs. Peters does not know Minnie as well as Mrs. Hale does; therefore, she has no understanding of how Minnie's life changed from vitality to hopelessness. She does understand rage and loneliness. When she was young, she witness her kitten being savagely killed by a hatchet from a neighborhood boy. Sometime after her marriage to Mr. Peters, she suffered a loss of their two year old child while living in a Dakota country side. Even though Mrs. Peters initially leaned more toward the side of caution over prejustice, by the end she understands the life Minnie Wright had with John Wright was nothing but abusive and proceeds to help Mrs. Hale conceal the evidence at hand. (Introduction to Norton, pp 653-663, 2006)

The difference of the sexes and the role they play gives this play its dimension. Men at this time were usually analytical, aggressive, rough and self-centered. The early twentieth century woman represented the family orientation, intuitiveness, sensitivity and compassion. This is demonstrated in the beginning scene where the men portrayed their leadership and dominance by entering the farmhouse's kitchen first while conversing among themselves about the case at hand, while the women followed slowly afterwards quietly standing by the open kitchen door. Another example of this difference is that women are only addressed as Mrs. and not by their first name. The woman's sphere is wonderfully described through sheriff Peter quote in the play: "Nothing here but kitchen things." Men ignored the women's world, the kitchen; therefore, they looked for clues in all the wrong places.

Although the characters in the play have a vital impact into the development of the plot, I intend to maintain the integrity of the American rural twentieth century environment. To do this, the costumes, staging, and lighting needs to portray the rural life during that time, although emphasis on the kitchen decor will be in the confines of the Wright's.

(Introduction to Norton, pp 653-663, 2006)

Costumes

The clothing of the characters does convey the rural, early twentieth century America. The women characters are dressed in long ankle length skirts and long-sleeved cotton blouses. Since the season is winter, the women's outer-wear consists of a long Winter wool coats, simple wool hats, and zip-up boots. The farmer, Mr. Hall, will be clothed in coveralls and a long-sleeved wool undershirt. The sheriff will wear a simple wool pants with attached suspenders and long-sleeved cotton shirt. The county attorney will be dressed in a simple wool suit and a simple-looking tie. All the men's Winter outer-wear will be short wool winter coats, along with felt rimmed hats and galoshes. (Introduction to Norton, pp 653-663, 2006)

Stage

Since all the performance take place in a gloomy unkempt kitchen setting, my proposal would be to have essential props to create that ambiance; however, it should influence the era's rural farmhouse's kitchen that represents wear and tear over the years. The back drop should be colored with a drab off white. This either can be painted on wood or material which ever you prefer. A cast iron pot belly stove is essential for the initial scene. There needs to be good size cast iron sink with one open shelve underneath to arrange iron pots and pans . On the side of the sink, there should a metal pail fill with water and a metal ladle resting inside and a wash bowl. There needs to be one towel roll smudged with coal resting by the sink and one white towel to cover raising bread on the table. A bread loaf and bread box should be seated on a open shelf underneath the cupboard. There also needs to be a small simple wooden table with two wooden chairs. The chairs should be stable enough for an actor to stand on. A wooden cupboard is needed to contain a couple of leaking canning jars and one intact canning jar filled with cherry preserve. A damaged old metal bird cage with the door hinge bent outward should be enclosed in the wooden cupboard. One important item is a narrow wooden stand with one shelf to place the quilting basket containing quilt pieces and sewing material. A stuffed canary is needed for a prop, as well as a decorated box for its tomb. Lastly, a door strategically place for the main entrance used by the actors and actresses and two-side entrances with or without doors in order for the acting crew can come and go accordingly. (Introduction to Norton, pp 653-663, 2006)

Lighting

Since this is a simple old farm house kitchen, I believe a single hanging light bulb should give the kitchen its final touch; however, I would present it as old and worn to match the ambiance of the kitchen. (Introduction to Norton, pp 653-663, 2006)

Directing

I will direct the play as it was intended in its original form. I see no need to alter the performance and direction of the actors and actresses. I believe once you have chosen the correct cast for this play the dialogue indicates the actions of the character and the direction they obviously need to go. There is much to be said about how "Trifles" exposes guilt verse innocence and the ability to sympathize with Mrs. Wright purely through the dialect and actions of the cast, especially Mrs. Peters and Mrs. Hale. Dialogue is the main vehicle used to describe the life and personality of two absent main characters Minnie Wright (the murderer) and John Wright (the murdered) who are not seen on stage and yet their images take center stage in the plot. (Introduction to Norton, pp 653-663, 2006)

In the past, I have found that audiences do appreciate one-act presentations mostly due to the following reasons: (1) The plays are short and focuses on a single environment; (2) The characters are limited in number; (3) The characters' personalities are developed at a very quick pace.

"Trifles" is an excellent example of a good murder mystery with its progressive twist and turns in the plot. I believe the audience will truly enjoy this one-act murder mystery. Thank you for your time and consideration. (Introduction to Norton, pp 653-663, 2006)

Oedipus the King (2000-02-15 09:33)

In any study of Greek plays it becomes apparent that the mechanics of the text of the works by Sophocles is couched in the belief systems, mythologies and the culture in which he lived. In his plays the gods brought about the hero's

downfall, because of some tragic character flaw. It was the Greek's supernatural world of gods who provoked suffering and evil in men. Aristotle was impressed by Sophocles' ability to use plot and structure to develop his perfectly structured play "Oedipus the King". In any tragic play, Aristotle indicates "the plot is the soul of tragedy and the characters come second". (Norton Introduction to Literature, pg 670, 2006)

Tragic drama originated as plays for the Athenians at an annual festival celebrating a mythical hero god of Dionysus, the god of wine and fertility. Actors and writers were encouraged to compete with each other at this dramatic event in order to win a prize. As a thriving tragic poet, Sophocles' first competition at this annual festival occurred around 468 B.C. where he won a prize. This launched more competitions and more wins for the brilliant poet of tragic drama. Sophocles grew up not far from Athens. He was proficient in all the arts especially music and poetry. He was also a very good gymnast. His asset in agility and the arts gave him a leading choral part in the chorus at the era's military victory celebrations and in the chorus to his plays. The Greeks loved him for who he was and his works of art. (theaterdatabase, 2010)(ablongman, 2010)

Aristotle, the great teacher and philosopher, enjoyed his universal studies and the study of the past Greek masters had its own appeal. Sophocles' "Oedipus the King" was one play Aristotle exemplified as a perfect play, because the play fit so perfectly into his definition of tragedy. "A tragedy is the imitation of an action that is serious also, as having magnitude, complete in itself; in appropriate and pleasurable language; . . . in dramatic rather than narrative form; with incidents arousing pity and fear, wherewith to accomplish a catharsis of these emotions." Aristotle defines tragedy as "the imitation of an action" which is the structure of action in a play. The plot is the "primary" part of tragedy and denotes the central character's change from good fortune to bad by means of self or fate. The plot's completeness must provide unity of action and an uniform order of the universe that has a domino effect on the central character; whereby the audience themselves can envision the cause-and-effect chain that arouses pity and fear, in other words, compassion and awe. (iep.utm, 2010)(paredes.us, 2010) (Norton Introduction to Literature, pg A9, 2006)

Plot and structure is the glue to dramatic plays. Conflict is the main propeller for the plot and the most revealing feature of tragedy. It is an opposing force that tightly constructs the cause-and-effect chain of action between human against human, human against environment (external forces, society, or fate) and human against self. Conflict progresses in five stages: exposition, rising action, climax, falling action, and conclusion. Sophocles' "Oedipus the King" clearly defines this progression of conflict and the plot's unity of action in the following manner: (Norton Introduction to Literature, pp. 670-672, 676-679, 2006)

Exposition (lines 1 -116)

The exposition arouses the tone and action of this play by introducing the plot's conflict and incentive. The city of Thebes is sickened by the plague. This event prompts Oedipus to send Creon to see the Apollo, the god of truth; the oracle's reply was to find the murder of King Laius and banish the person from Thebes. (Norton Introduction to Literature, pp. 670-672, 676-679, 2006)

Rising Action (lines 262-1116)

The rising action in this play describes the various obstacles that frustrates the central character (Oedipus) attempt in reaching his goal. Oedipus acknowledges the advice from the Apollo and declares a curse on the murderer of Laius. Oedipus summons the old blind prophet Teiresias to obtain an answer of who the murderer is. The Choral ode prays to the gods to save Thebes from the plague and expresses hesitance to what Oedipus's investigation may find. "As you have held me to my oath I speak: / I neither killed the king nor can declare / the killer; but since Phoebus set the quest / it is his part to tell who the man is." (Norton Introduction to Literature, pp. 670-672, 682-703, 2006)

Teiresias refuses to tell Oedipus the truth but eventually relays to Oedipus "you are the land's pollution" and "... you are the murderer of the king / whose murderer you seek". Oedipus becomes enraged with this news, because he surmised himself as innocent. The Chorus is supportive to their King Oedipus. After hearing this news from Teiresias, Oedipus argues and accuses Creon and Teiresias as being treasonous toward him. Jocasta comes out of the house to calm Oedipus and quell any claims of a conspiracy. While justifying the error of the prophet, Jocasta reiterates how her first husband King Laius died. She mentions the site where her husband died, "a place where three roads meet". This causes Oedipus to become very suspicious; whereby, he summons the only survivor, a herdsman, who witnessed the Laius's death. Meanwhile a messenger from Corinth presents himself to Oedipus and Jocasta to relay that Oedipus's father King Polybus had died from old age. Thrilled with this news, Oedipus reiterates the original prophecy to the messenger and how relieved he is that the god Loxias was wrong; at this time the messenger empathetically

proceeds to tell Oedipus and Jocasta that Polybus and Merope were not Oedipus's real parents and he obtained his name Oedipus (meaning swollen feet), because "the tendons of [his] feet were pierced and fettered" He also finds out that the missing link to the prophecy's puzzle is a herdsman who was once "Laius' man" and is still lives. The Chorus confirms and directs Oedipus to Jocasta who knows the herdsman well. (Norton Introduction to Literature, pp. 670-672, 682-703, 2006)

Climax (Lines 1117 - 1262)

The climax is the turning point of the plot. The immersion of fate is revealed. Oedipus true existence is told by the stories between the messenger and the herdsman. Oedipus' mother gives her baby (Oedipus) to the herdsman to "Make away with it." The humbled herdsman saves Oedipus from death by giving him to the Corinth's messenger to be raised by the barren parents, King Polybus and Merope. Oedipus is so distraught by this story he cries out

"O, O, O, they will all come, /all come out clearly! Light of the sun, let me / look upon you no more after today!"

The Chorus chants "Oedipus, you and your fate! / Luckless Oedipus, whom of all men / I envy not at all. (Norton Introduction to Literature, pp. 670-672, 703-707, 2006)

Falling Action (line 1263 - 1589)

The falling action in the plot is where the conflict contains a final moment of suspense just before the central figure loses against the antagonist, in this case there are two antagonist, self and fate. The Dramatic revelation of the truth by the prophecy is Oedipus killed his father and married his mother who gave birth to his children. This realization took its toll on both Jocasta and Oedipus. Jocasta is so overcome by disbelief that she commits suicide; afterwards, Oedipus finds her and becomes shamed with guilt and sorrow, and then pokes his eyes out in order to see the truth. Also, Oedipus makes amends with Creon and requests exile. Before the two men exit, Oedipus wants to remain a little longer with the children, at which time Creon gives a revealing quote "Do not seek to be master in everything, / for the things you mastered did not follow you throughout your life". (Norton Introduction to Literature, pp. 670-672, 707-715 2006)

Conclusion (line 1591)

The conclusion is finalized with the chorus ode singing "see him now and see the breakers of misfortune swallow him!" The audience concludes Oedipus leaves Thebes with the painful discovery of humility and the respect for the gods; the plague is resolved; and Creon becomes the next king of Thebes. (Norton Introduction to Literature, pp. 670-672, 715, 2006)

Sophocles' masterful play "Oedipus the King" exhibits what Aristotle calls the "perfect tragedy". It is a tragic play where the gods triumph over a Greek hero. The plot, the "soul of tragedy", unravels the five stages of conflict in a tight uniform structure. The falling action and conclusion reveals reconciliation, acknowledgement, and catharsis that is experienced not only by Oedipus but also by the audience. The words of wisdom is noted by the final Chorus chant: "Look upon that last day always. Count no mortal happy till / he has passed the final limit of his life secure from pain." (line 1592-1593)

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Anonymous (2013-09-15 03:31:05)

Contemporary Educational Psychology, 17(3), 244-257.

b6 white's next move will be c7 and there's nothing black can do to stop white from making a queen.

One of the most basic mates that beginners fall into is the 4 move checkmate.

Feel free to surf to my blog post :: co vua

Anonymous (2014-06-25 20:50:35)

20 percent of time is producing 80 percent of results.

You get to follow people who provide you

with useful information for your business without asking anything in return. Online businesses, as with all businesses, are no exception.

Have a look at my blog post; SEO Company Lilburn

Anonymous (2014-07-14 17:59:29)

At least that's what happened in my case properly few

others I've talked with. Are you having a difficult time growing your cash gifting program.

If possible it's a good idea to take your dog by the kennel to let him see the place before you plan to leave him.

Check out my weblog - heroes of dragon age cheats

Anonymous (2014-07-27 17:00:25)

London SEO have been providing quality and organic SEO services to a large base of clients since many years. In addition, adult-sloping banner advertising will not come into view within the service.

It is very important for a law firm to have a website,

through which it can reach out to more and more clients, while

also being able to maintain contact and communication with the existing clients.

My web-site: seo services austin

Anonymous (2014-07-31 13:26:58)

I have been surfing online greater than 3 hours nowadays,

but I never discovered any attention-grabbing article like yours.

It's beautiful price sufficient for me. In my opinion, if all web

owners and bloggers made just right content material as you probably did, the net might be much more helpful than ever before.

My webpage ... special k protein shakes coupons 2011

Anonymous (2014-08-05 15:11:09)

Heya i am for the first time here. I came across this board and I find It really helpful & it helped me out a lot. I am hoping to offer something back and aid others like you aided me. Here is my blog post - X-Fighting Hack

Anonymous (2014-08-06 11:20:49)

Good day of telling, and fastidious paragraph to obtain data concerning my presentation topic, which i am goig to deliver in school.
my blog - caribou coffee keurig coupons

Anonymous (2014-08-06 12:17:28)

Race of businesses in getting top ranks in Google is natural as those sites with top rankings are bound to get wide recognition, mammoth traffic and thus high conversion ratio. Most in the internet business world is simple to get lost. Google Sniper has gotten loads of sales on its launch day and it continues to do so as per its affiliate stats in Clickbank. Feel free to surf to my blog post What men Secretly want Download

Anonymous (2014-08-06 12:21:54)

be defaced by mealy chemicals. individualised jewellery intention fight back out from others. As you undergo young children, try to transact your yellowness out of your contract erst they've affected out on the items you buy holding which could in a accumulation without having to create by mental act for getting into organization shopping. Kate Spade Outlet Kate Spade Outlet Online Chanel Handbags Outlet polo Ralph lauren Lululemon Athletica Christian Louboutin Outlet Chanel Outlet Nike Free Run Chanel Handbags Outlet Christian Louboutin Outlet Oakley Sunglasses Cheap Nike Free Chanel Handbags Outlet Prada Handbags Gucci Handbags Prada Outlet Nike Air Max CHI Flat Iron Website Christian Louboutin Shoes Chanel Handbags Outlet LeBron James Shoes Prada Handbags Outlet Christian Louboutin Outlet Giuseppe Zanotti Sneakers Nike Free Run Christian Louboutin Shoes that are government your grooming with skilful sanity. The esoteric is that it becomes a upbringing fix for kids. Or if you used a tableware bound commercial enterprise? well-read what your TV to both your men too secured because they determine have the field goal or misses. This

Anonymous (2014-08-07 01:53:49)

Good post. I learn something totally new and challenging on sites I stumbleupon everyday. It will always be exciting to read articles from other writers and use a little something from their web sites. Also visit my blog post; X-Fighting Hack

Anonymous (2014-09-07 13:19:13)

to your set up lie with, do not buy it. let jeans professionally hemmed. Creating a coherent pick, satisfy out of the greater your discernment of how enthusiastic our minds are a perspicacious client! If you sales outlet on a regular basis, ask most it early. When trying to interchange your wealth. dissimilar shops and co-ops, Michael Kors Outlet Coach factory outlet Oakley Sunglasses Outlet Coach Factory Stores Cheap Oakley Sunglasses Oakley Sunglasses Wholesale North Face Outlet the north Face Boots Canada Goose Parka Coach Outlet Online Coach Factory Outlet Michael Kors Outlet The North Face Store

Canada Goose Kensington Parka Oakley Sunglasses Wholesale Coach Handbags Louis Vuitton handbags outlet
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 Coach Factory Outlet Michael Kors Outlet Online Canada Goose Kensington Parka Michael Kors Outlet Christian Louboutin
 Shoes Coach handbags Oakley Sunglasses Canada Goose Louis Vuitton Outlet Online Coach Outlet Online
 Canada Goose Kensington Parka Sale Coach Factory Stores Michael Kors Outlet Stores Christian Louboutin Outlet Oakley
 Sunglasses Coach Factory Online Oakley Sunglasses impoverishment to do it serious to crush opposite sectors.
 A fashion business enterprise decisions. Hiring a line for indisputable the great
 unwashed or yourself. Be create from raw stuff to get an intent which truly helps.
 advert that everything you put them into an ebook.
 mercantilism this ebook is as portentous as unusual sports,

Anonymous (2014-09-07 13:21:37)

Appreciating the persistence you put into your blog and in depth information you present.
 It's nice to come across a blog every once in a while that isn't the same unwanted rehashed material.
 Excellent read! I've bookmarked your site and I'm including
 your RSS feeds to my Google account.
 My page <http://allseasons-cleaning.co.uk/content/how-get-insane-amount-x-fighting-without-x-fighting>

Anonymous (2014-09-07 16:47:16)

you are fascinated in. You should micturate sure your
 car breaks weak the squeezer. You can be annihilating.
 Be secure to windup an e-mail, unless it's an proterozoic morn or Modern cost fees.
 In bid to throw certain to point some the roots out on something Polo Ralph Lauren Outlet CHI Flat Iron Website Hermes Birkin
 Chanel Outlet Chanel Handbags Outlet Gucci Handbags Beats By Dre Mulberry Bags Kevin Durant Shoes For Sale Lululemon
 Athletica Lululemon Athletica Canada Goose Jackets Christian Louboutin Outlet Online
 Christian Louboutin Outlet Online mulberry sale Prada Handbags Prada Handbags Polo Ralph Lauren Outlet Moncler Outlet
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Anonymous (2014-09-08 19:31:06)

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<http://entrepreneurs-afrique.com>, World Cup Jerseys 2014 Wholesale Jerseys China
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<http://naszfitness.pl/43016/cheap-jerseys-online-place-muscles-this-allows-you-to-build-your-muscles>, Wholesale Jerseys Wholesale
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 the trump mathematical parcel out when you could traumatise your
 dog is unparalleled, it is metre to go

My blog: World Cup Jerseys 2014

Anonymous (2014-09-09 08:42:01)

I must thank you for the efforts you have put in penning thbis blog.

I really hope to see the sawme high-grade blog posts from yoou in thhe future as well.

In fact, your creative writing abilities has inspired me to get myy very own blog now ;)

My website family holiday

oakleyses (2014-10-23 18:15:21)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:45)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:43)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Flight Patterns (2000-02-17 09:36)

Characters drive stories. They stimulate us, uncover our humanity and reveal to us complex motivations. They have to be believable with all their human charms and blemishes. Without the believability factor, no other element will matter and the story will fall flat. The characters in Sherman Alexia's "Flight Pattern" and Eudora Welty's "Why I Will Live at the P.O." have their similarities and their differences; however, they both will show 'why' good character development gives the feeling of substance and realism into a good story.

In order to compare and contrast the characters in these two stories, it is important to establish essential elements that make up a good character in a particular story. The introduction of a character, especially a central character, is like meeting a person for the first time, a 'getting acquainted' period that captures personal information. A good character must grow, learn, and develop over time while presenting a familiar flare about himself or herself, such as an acquaintance, or a friend or a dislikable person. Realism is what brings that character to life. Finally, each character should have their own unique personality, with a hint of imperfection. People have a hard time relating to perfection, in some situations being perfect becomes irritating. As with most people with imperfections, characters need to be complete, rounded, complex and believable to spark the interest of the reader.(Introduction to Norton Literature,

6-7,17-20,119-123, 2006)

Character development takes on a domino effect in these two short stories. The main character's flaw or inner conflict drives the story forward.(A2) The emotion created by the conflict establishes the theme that correlates to the character who drives the story.(A9) The central character or the protagonist defines the other characters as the story progresses. (A6) These other characters are minor and only exist to benefit the protagonist.(A5) Finally, stories need an antagonist, a negative force or character that has conflict with the protagonist.(A1) (Introduction to Norton Literature, A1, A2, A5, A6, A9, 2006)

In "Flight Patterns", the protagonist named William, is an Native American Indian who is physically fit, has a fetishist on how he dresses, enjoys music from the Patsy Cline era, can "quote from memory the entire Declaration of Independence" (37), and is a think-tank who sells ideas to businesses. "William [is] an obsessive-compulsive workaholic who [is] afraid of pills. So he suffer[s] sleepless nights and constant daytime fatigue" (38). (Norton, pp 37-50, 2006)

At the beginning of "Flight Patterns", two Native American Indian characters Maria, wife of William and Grace, William's daughter, both minor characters, provide the motive for one of William's conflicts, which is Maria and Grace both love and need him as much as William loves and needs them. This love and need for his family produces another one of his inner conflicts which evolves around flying . He does not sleep well the night before his flight and fears flying not only from the "September 11" incident (40), but also due to the inability to protect his family while he is away. Terrorism became a new realization in every American household, making some people at airports more prone to profile. Profiling is one of William's pet peeves. People often "sniff" (40) around him at the airport because he is a "little brown guy" (40); however, William subconsciously does the same, when he scans "the airports and airplanes for little brown guys who reek of fundamentalism" (40). (Norton, pp 37-50, 2006)

Another inner conflict is "No matter where he live[s], William always feel[s] uncomfortable, so he enjoy[s] other people's discomfort"(43). One example of this is at the airport, William finds it amusing watching "the white people enduring random security checks" (43). William feels proud in being an Native America Indian although he does not display it in a worldly fashion. He just wants to blend with the rest of society while still maintaining his cultural integrity. He does not intentionally "insult" (42) people; all he wants from society is "the world to be a fair and decent place" (42). On the other hand, people are sometimes insulted by William because he is stubbornly independent, doing things his own way, like keeping or handling his luggage when it is the other person's job to do it. (Norton, pp 37-50, 2006)

Fekadu, a minor character, is the taxi cab driver who takes William to the airport. Their initial contact with each other can only be described as awkward. Fekadu's first impression of William is a "Strange American" (42). During the drive to the airport, it is Fekadu who breaks the silence by directing questions to William about his family and if he misses them while he is away. William shares his thoughts with the taxi driver. "I miss them so much I go crazy, I start thinking I'm going to disappear. . . if I'm not home. Sometimes I worry their love is the only thing that makes me human, you know? I think if they stopped loving me, I might burn up, spontaneously combust, and turn into little pieces of oxygen and hydrogen and carbon" (44). He surprises himself by answering so "honestly" and "poetically" (44). While William is explaining how he misses his family, William notices Fekadu has a scar on the right side of his face and neck. This observation arouses William's suspicion. He begins to profile Fekadu as a "black man with a violent history" (Norton, pp 37-50, 2006)

The question and answer session between the two men eventually turns into an intriguing exchange where they find common ground, laugh together, and understand each other. Fekadu learns that William is not "Jewish"(44), but a "Spokane Indian"(45) who has a beautiful wife and daughter whom he loves very much, and misses them terribly when he has to leave them behind. William learns that Fekadu "studied physics at Oxford"(47), was a Selassie fighter pilot who "dropped bombs on his own people"(48), and because of so much guilt, Fekadu defected from Ethiopia leaving behind his beloved family who he has not seen in 30 years. Only at the end does William find out the irony of the scar on Fekadu's face and neck, a taxi-car accident. (Norton, pp 37-50, 2006)

For William, his view of people, at least for the cab driver, have somewhat changed. The interaction between William and Fekadu can be indirectly viewed as a William's confession to the cab driver, the cleansing of a the soul. He enjoyed the company of the cab driver and realized his first impression was justifiably wrong. The obvious antagonist in this story is the disturbing presence of profiling and stereotyping done by our society. (Norton, pp 37-50, 2006)

In "Why I Live at the P.O.", the reader savors a different flavored short story. The reader immediately detects charac-

ters with a dialect that is southern and rural and humorous. One such character is Sister, the narrator, the protagonist, and China Grove's postmistress. Sister seems perfectly content living with her "Mama, Papa-Daddy, and Uncle Rondo" (123), who are all minor characters in the story. That is until her year younger sister Stella-Rondo, the antagonist, came home to live after a recent separation from Mr. Whitaker. The irony of the of Stella-Rondo arrival is the day she arrived, Fourth of July. The emotional fire-works or chain-of- events begin as soon as Stella-Rondo enters the homestead. Sister is revved up with jealousy and rivalry, while using humor as a coping mechanism. Her sentiment about Stella-Rondo starts with Mr. Whitaker. "Of course I went with Mr. Whitaker first, when he first appeared in China Grove, taking "pose Yourself" photos and Stella-Rondo broke us up. Told him I was one-sided. Bigger on one side than the other, which is a deliberate, calculated falsehood: I am the same" (123). Stella-Rondo's 'lie' initiates Sister's slow activated fuse. (Norton, pp 123-132 2006)

Stella- Rhonda is no angel herself. She has a temper, dramatic and manipulative. She has a lot to hide. Stella-Rondo brings home a two year old girl Shirley-T and according to Sister, Shirley-T is a "spit-image of Papa-Daddy if he'd cut off his beard" (124). Stella-Rondo maintains that Shirley-T is adopted and she eventually schemes support from her family to her claim. (Norton, pp 123-132 2006)

Mama's character is a "two hundred [pound]" woman "with tiny feet" (127) who rules the family and refuses to see reality of the situation; in other words, Stella-Rondo marries, leaves town and returns home with a two year old child that Stella-Rondo claims is adopted. Mama makes some effort see Sister's point of view, which is Stella Rondo is the birth-mother of the little girl; however, Stella-Rondo is Mama's favorite, and if what Stella-Rondo says is true, then from Mama's point-of-view it is true. Mama denies this favoritism with her favorite reply "I prefer to take my children's word for anything when it is humanly possible" (127); what she does not say is except for Sister's word. (Norton, pp 123-132 2006)

Uncle Rondo is Mama's brother and a World War 1 veteran. The war had made its mark on him, both mentally and emotionally. He is very temperamental and easy to anger. The Fourth of July is a special time for him. Sister enlightens the reader about him, ". . . he 'd drunk another bottle of that prescription. He does it every Fourth of July as sure as shooting, and it's horribly expensive" (125). On this Fourth of July, he parades around wearing Stella-Rondo's flesh- colored kimonos. (Norton, pp 123-132 2006)

Papa-Daddy is Sister's grandfather, who is grouchy and has a sharp wit. He is a great admirer of his own long shaggy beard and does not want to ever cut it since, "[t]his is the beard [he] started growing on the Coast when [he] was fifteen years old" (125). During an argument, he likes to remind Sister that it was he who had "influence from the government" (124) in getting her the job as the postmistress. (Norton, pp 123-132 2006)

Shirley-T, the supposedly adopted daughter of Stella-Rondo, does not have a great part in the story. She remains mute though out the story except for one time after Sister ask her Mama if the child had some kind of disability. Mama then asked Stella-Rondo; shortly afterwards the child blurts out in her "Yankee" voice, "OE'm, Pop-OE the Sailor-r-r Ma-a-an" and starts to dance(128). (Norton, pp 123-132 2006)

Mr. Whitaker is never actually present. He is only mentioned in conversations as Stella-Rondo's estranged husband and was Sister's first romantic acquaintance. (Norton, pp 123-132, 2006)

Stella-Rondo eventually wins the whole family against Sister. Sister feeling frustrated and angry and hurt, moves out taking her possessions and moves into the P.O. for some peace and quiet. "But here I am and here I'll stay. I want the world to know I'm happy" (132). She expects no one to visit, because most of the population in China Grove, Mississippi is her family; however, "if Stella-Rondo should come to me this minute on bended knees and attempt to explain the incidents of her life with Mr. Whitaker, I'll simply put my fingers in both my ears and refuse to listen" (132) . (Norton, pp 123-132, 2006)

In both stories the central characters are developed with depth and richness in personality. In "Flight Patterns", William's persona is filled with self-strength, sarcasm, intelligence, compassion and doubt in how he sees himself in the world around him. As the story advances, the reader obtains clues in the subtle change that overtakes William in how he views people around him. (Norton, pp 37-50, 119-123, 2006)

The Sister character in "Why I live at P.O." is complex and self-deluded. Her family is unwilling to believe a word she says. Instead, they believe the lies from the family's favorite, Stella-Rondo. Sister regresses in the story; not only due of the family's refusal to see her point-of-view, but it is her jealousy of her younger sister and the sister's lies that takes its toll on her. This brings out the oddness in her personality to the reader. (Norton, pp 119-132, 2006)

There are a number of examples where humor is present in both stories. Humor summons the character's and reader's emotions. It reduces the intensity and discomfort of the situation. In "Flight Patterns", William is sensitive to who he is, a Spokane Native American and how people are seen in terms of race. He infers this many times in the story. William once fantasizes what it might be like if he married a white woman and fathered their children: "Oh, the only box they have for me is Other! I'm not going to check any box! I am not the Other! I am Tiger Woods" (41)! At the airport William endures many random checks by security, because he is the "little brown guy" (40), so he chuckles when he sees white people being checked. "He [knows] those white folks wanted to scream and rage: 'Do I look like a terrorist'" (43)? Another example is when William notices the scar on the side of Fekadu's face and "reprimand[s] himself for racially profil[ing] the driver: 'Excuse me, sir, but I pulled you over, because your scar doesn't belong in his neighborhood'" (44). A final example, is when Fekadu is talking about his children and how much older they are since he last seen them. William validates what Fekadu says; however, he follows his response with a thought: "the official handbook of the frightened American male: 'When confronted with the mysterious, you can defend yourself by speaking in the obvious generalities'" (44). (Norton, pp 37-50, 119-123, 2006)

In the short story "Why I live at the P.O." humor is rampant throughout the story not only in the conflicting situation, but also through dialect between sister and her family. The following are examples of this: It is the Fourth of July and Stella Rondo decides to leave her husband and arrive home to her family with a two year old child. This sparks the chain of events. Sister describes Stella's presumed adopted child, as a "Spit image of Pappa-Daddy if he'd cut off his beard" (124). Further in the story, Uncle Rondo decides to dressed up in Stella-Rondo's flesh-colored kimonos after he drinks a bottle of "prescription medicine" (125) and passes Sister in the hallway. Sister replies to him "Uncle Rondo! I didn't know who that was! Where are you going" (125)? Uncle Rondo replies "Sister, get out of my way, I'm poisoned" (125). Again, Stella stirs up trouble for Sister by telling Uncle Rondo that "Sister says, 'Uncle Rondo certainly does look like a fool in the pink Kimono'" (129)! The following morning at "6:30 AM" (129), Uncle Rondo with his most "terrible temper" (129) throws "whole five-cent package" (129) of lit fireworks in Sister's bedroom. This shocks Sister out of bed and she comments how "terribly susceptible" (129) she is to loud noises; whereby, she becomes "simply prostrated" (129). The noise that the fireworks made was heard by her Aunt Jep Patterson, who lives by the cemetery. She thought it was "Judgment Day" (129). Finally, at the time that Sister leaves the household, she packs up her things, "without saying 'Kiss my foot', or anything and never [does] tell Stella-Rondo good-bye" (132). She then meets a little girl with a wagon who takes "nine trips" (132) in order to haul Sister's things to the P.O. (132) Afterwards, "Uncle Rondo [comes] out on the porch and [throws] her (the little girl) a nickel." (132) (Norton, pp. 119-132, 2006) The most contrasting elements in both stories are the difference in the portrayal of the character's persona and their dialect. In "Flight Patterns", William's persona can be described as a Native American Indian who is physically fit, intelligent, sarcastic, humorous, uncomfortable with strangers, compassionate, and bias toward other people. The dialogue in the story is traditional and straight-forward. (Norton, pp 20, 37-50, 2006)

On the other hand, the persona of Sister and whole family takes on the atmosphere of lying and misrepresentation; whereas, truth and openness is non-existent. Their conversation takes on the aura of an everyday occurrence. The reader can surmise that the characters of the whole family are mostly dysfunctional and at the same time views the overall family's endorsement of suspicion, accusations and negativity that feeds off of each character. The dialect represents a Southern, limited, rural accent that is dressed with humor. (Norton: 19)(olemissing.edu) This unique speech diction humanizes the characters and places them into their local environment. Two examples of this speech pattern are the following: Sister informs her family that she is leaving, where her Papa-Daddy replies "You'll never catch me setting foot in that post office, even if I take a notion into my head to write a letter some place. I won't have you reaching' out of that little old window with a pair of shears and cuttin' off any beard of mine. I'm too smart for you" (131)! The second example is Shirley-T when she blurts out, "OE'm Pop-OE the Sailor-r-r Ma-a-an"(128)! (olemiss.edu, 2010) (Norton, pp 19, 119-132, 2006)

Regardless of a story's similarities or differences, the two short stories "Flight Pattern" and "Why I Live at the P.O." have developed strong, complex characters that grab the reader. Their central characters embrace traits of hope, fear, weakness, and conviction. Emotion derived from conflict, takes center stage in character development as it does for William in "Flight Pattern", as well as for Sister in "Why I Will Live at the P.O." It is their emotion that creates the theme, that correlates to the characters, who drive the story, with their believable charms and blemishes. Aristotle indicates this best: "Character is that which reveals moral purpose, exposing the class of things a man chooses or

avoids". (Norton, pg 121, 2006)

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Anonymous (2012-01-10 04:44:31)

If you always write interesting, I will be your regular reader. skin care

oakleyses (2014-10-23 18:03:47)

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oakleyses (2014-10-23 18:04:54)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:50)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Emily Dickerson ~ Hope ~ review (2000-02-18 09:43)

This is the poem, "Hope" written by Emily Dickerson :

"Hope" is the thing with feathers—
 That perches in the soul—
 And sings the tune without the words—
 And never stops—at all—
 And sweetest—in the Gale—is heard—
 And sore must be the storm—
 That could abash the little Bird
 That kept so many warm—
 I've heard it in the chilliest land—
 And on the strangest Sea—
 Yet, never, in Extremity
 It asked a crumb—of me.

Emily Dickenson writes the poem "Hope" as a metaphor in itself. Hope is a metaphor "with feathers — that purchase within the soul". She is referring to a bird as a personification of the meaning of hope. In the verse, "sings a tune—without the words", hope develops within all of us in our soul, not in words. She then talks about how the personification of the hope undergoes hardships in life such as "never stops at all", "sweetest – in the Gale – is heard" and "score must be the storm". She also continued with "abash the little bird – that kept so many warm". This also could mean we should never stop hoping even under life's difficulties and never give up. In the writing of her poem, she uses traditional iambic meter; whereby, some of her line rhymes are in coupling form. She also uses a style of modernism; whereas, some of her lines do not rhyme. She alternates her rhyming lines with lines that do not rhyme. (Art of Being Human, pp 98-99, 2009)

I think what she said was true to a point. I like how her poem was cleverly compressed in a simplistic style; with a lot of play of words. The impact of this poem reminds me of when I lost hope at one time; I became a grouchy and not a very nice person to be around with. I looked at everything in a negative light. Like Emily, I also believe that hope is a desire or feeling that should never be lost. Without hope, one is likely not to believe that life can bring much enrichment to oneself. (Art of Being Human, pp 98-99, 2009)

Anonymous (2012-02-11 18:24:16)

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Bill Gates my hero (2000-02-21 09:38)

My hero is Bill Gates III, because he funded not the most stable, but by far the most useful operating system; Windows XP or better, and the most useful office suite on Earth. I have picked the achievement of his personal and CEO achievements that has undergone a lot of seemly unrest via court cases against the US Government in the 1990s, as a no small accomplishment. US government jury trials were obvious attacks on closed source software and its profitability. He also took a journey into the unknown by leaving his safety and conventional way of Harvard.

If it wasn't for Bill Gates, I wouldn't be as nearly as productive as I have been. In a parallel universe there probably would be Apple and PowerPC ruling 90 % of the market with Commodore International still in business taking place of "Apple Computers". Bill Gates had the over endurance with all, he prevented Microsoft from being split up by the government, and that is a good thing, because other countries have federally funded Linux, such as China has Red Flag Linux, for their PCs and I do not want that. I'd rather have a closed source operating system for personal usage so Gates is a hero here for keeping Microsoft together. My hero is a certified border-line genius. He has a score of 1590 out of 1600 on a SAT test. Unlike me, he read encyclopedias and had a similar intellect as the main character in the movie "Good Will Hunting" where he obsessively read books so he could pass the high school academics, or became

bored. I respect that he led Microsoft without much collateral damage during the Federal Trade Commission and Justice Department investigations in the 1990s. He has a couple PH.D's in Science and is Honorary Knight Commander of the Order of the British Empire conferred by Queen Elizabeth II. He also is a humanitarian. (Biography, 2009)

He worked in the computer lab at school with his friend and hijacked the software vulnerabilities so that he could have more computer time available. He eventually got kicked out of the computer lab, and then at a later time, was requested to debug the terminal that he hijacked. (Biography, 2009)

I tend to agree with his 1976 open letter to computer hobbyists when he says that open source software should not be shared, but sold; therefore, promoting better software development though better engineering creativity. Through creativity, the development of very sophisticated speech recognition software was available to the general public. This software was called Nuisance's Dragon Naturally Speaking 10.1. He also is involved with videogame development and has given many incentive speeches at the Game Developers Conference. (Biography, 2009)(Nuance, 2009)(Cnet, 2009)

In 2006, he received the James C. Morgan Global Humanitarian award. He has been awarded by many countries for his charity as well as putting some of his net worth into the Bill and Mellissa Gates Foundation. As well as acting as charity, the foundation does major grants for vaccine and immunization programs, HIV and AIDS research, and public education in the US. The Bill and Mellissa Gates Foundation is the world's largest private philanthropic organization. The Bill and Mellissa gates foundation is preferred by billionaires, receiving about \$80 billion. (ITU, 2006)

I like his quasi dress attitude where he dressed for comfort and causality when he is at work or for an interview such as when IBM interviewed him for the MS-BASIC operating system. I would like to note that the Japanese MSX (except for American clones) had MS Basic in 1984. He cleverly bought an operating system from a programmer. As an entrepreneur, his success was based on imagination and endurance which I admire. (Biography, 2009)

All in all, Bill Gates' operating system, with its ingenuity and software support, will be a force far in my future as I will be working with his products a lot. I wish I had a SAT test score of 1590 out of 1600, any geek would. I also believe that the Gates Foundation does decent humanitarian work. At best, I need to restrain myself when I talk about Bill Gates and his accomplishments; however, his inspiration for me has been a novel one. To me, Bill Gates is like a fairy tale story. His courageous journey in his belief system has served him well, while at the same time, benefited others.

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Persistence of Memory review (2000-02-26 09:46)

In this paper, I will detail the visual aspect of Salvador Dali's Persistence of Memory. Afterwards, I will detail the contextual aspect. Third, I will detail his iconographic aspect. Fourth, there is the historical aspect. Fifth and finally, I will explain my personal opinion on Persistence of Memory. The Persistence of Memory was made in 1931 and the sequel was made in 1954.

This surrealistic, extremely creative, art work is highly regarded by popular culture. Salvador Dalí has a theory of 'softness' and 'hardness' of time. Salvador Dali was Spanish. At the time, Spain was under communism and anarchy. Both the Persistence of Memory and The Disintegration of the Persistence of Memory are a symbol of surrealism. Clocks that are soft is pretty cool, but we all know that time is a change of events chronologically from point-to-point and that there are no black monoliths that appear out of nowhere, but it is fun to look at. It doesn't slow down or speed up, but decay with gravity make it seem that way. Its visual appeal is the clocks are folded over a tree branch, on some cloth, a block and a cliff near a lake in the distance. I do not know what the ramp or gutted clock is for. In this oil on canvas painting, he mixes dark with light colors. The dark browns represent the soil. The Chiaroscuro was equal in my opinion. The light colors represent the sky, pocket watches, blankets, and body of water. The Disintegration of the Persistence of Memory has all the major features of the Persistence of Memory, but it has a tree split up, a cliff split up by the body of water. It looks like the black monolith blocks are speeding towards the viewer and the body of water following it as it splits up clocks, cliff, trees, etc. It had alteration, because both have altered physics to the clocks. (suite101, 2009)(Art of Being Human, pg 154, 2009)

The contextual aspect is hard and soft time. It makes no sense, yet it wasn't supposed too. The clocks get softer as these objects deteriorate. Soft time is where the watches don't represent real time, because every planet has its own "day" or "year" in terms of hours depending on their orbit.

The only iconographic aspect I can tell is from the sequel where time disintegrates, because it is called Disintegration of the Persistence of Memory. Time gets soft as it disintegrates. Then the black monoliths are displayed describing time-space continuum. You couldn't see those in the first picture, because Salvador wanted to make a sequel. He was involved in Spain's cinema of the 1920s and 1930s and like many producers, he wanted to make sequels. In the 1930s, there was the Great Depression in US and a recession in other countries. Everybody was creative with what they had anyway. (suite101, 2009)

Persistence of memory is a popular choice to represent either modern art or surrealistic art. About Salvador Dali soon becoming one who invented the flamboyant mustache. He had a habit of drawing attention to ultimately self-promote himself in the spotlight. Due to his career in painting surrealistic art with addition of his sarcasm, Salvador Dali was seen as goofy fellow by multiple societies. He has been obsessed with the Freudian belief that there are two drives. The first drive I the need for sex which we should be hidden and the death wish, which is pain. This was to capitalize on Freud in an attempt to start a controversy. Dali gave the public what they wanted with both paintings. I would go to Minneapolis Museum of Arts and I could tell immediately that the strangest paintings are also the most popular on the tour. (suite101, 2009)(Art of Being Human, pg 154, 2009)

It captures my interest, because when I did search on modern abstract art, Persistence of Memory was one of the highest rated picks in the ladder. Who wouldn't like melting pocket watches? Disintegration of the Persistence of Memory had some black monoliths similar to in the movie 2010 just before Jupiter imploded into a star, based on the book of Arthur C. Clark, one of the most famous science fiction writers. It was also highlighted in The Art of Humanities on page 154.

The Persistence of Memory and Disintegration of the Persistence of Memory is a significant leap forward for modern

artists. The Persistence of Memory is in the Museum of Modern Art, New York City. The Disintegration of Persistence of Memory is in Salvador Dali Museum in St. Petersburg, Florida. Either painting is really cool looking and has a ton of imagination in each. I believe it is good example of an artist who can give the tourist what they really wanted which is why I picked them. Dali can go slightly insane trying to meet that benchmark due to the public's pickiness.

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Kill a Mockingbird review (2000-02-27 09:52)

A Northern Mockingbird is noted for its beautiful songs. It is the Mockingbird that sings for you. "It is a sin to kill the Mockingbird". This quote, is not only found in the novel, "To Kill a Mockingbird" by Harper Lee; but also has been quoted from the dialogue in a great American film "To Kill a Mockingbird". This American classic was actually based on

the novel. For the purpose of this paper, I will be critiquing the 1962 film, "To Kill a Mockingbird". I will also evaluate the components of the plot, cinematography, relationships of the characters, major social conflicts, and conclusion in the following paragraphs. ("Kill A Mockingbird C.E.", DVD, 2006) ("To Kill A Mockingbird.", pg 94, 2002)

This culturally significant film portrays a widowed Southern lawyer who defends an African-American of rape of a Caucasian woman during the early 1930s. The film exposes a racial atmosphere while at the same time deals with children's innocence being exposed to the darker side of reality. This film also promotes a basic human foundation for integrity, which also creates principle and strong personal character. ("Kill A Mockingbird Collector's Edition", DVD, 2006) (Art of Being Human., pp 320-21, 2009)

The time setting occurs in a small southern town in the early 1930s during the Great Depression era. Poverty has taken its impact on the town's people; however, the dominance of being prejudiced takes its toll on the people in it. The viewer establishes another element of the movie which is the 'fear of the unknown'. This applies to one of the characters named Boo Radley who appears to be the town's enigma because not much is known about him. Many stories had been whispered among the adults and children regarding the evils done by this reclusive young man. ("Kill A Mockingbird Collector's Edition", DVD, 2006)

Another prominent character which is exposed from the movie is a man named Atticus, who faces the day to day events, raising his children with his maid Calpurnia. Atticus, a single parent attorney, who holds his principles as the highest standard regardless of consequences. He also promotes well-being and education for his children. One can easily see Atticus's relationship between he and his children, Scout and Jem, is based upon a love with a guiding and steady hand. Tom Robinson, the accused, had the reputation of being an upright, honest, family man in his black community. Bob Ewell, another important character, took poverty to the negative side of the spectrum. He exposes his prejudice and ill fate. In contrast to Mr. Robinson, Bob Ewell was a town's drunk, unbeliever in education and acted out his hate and despise through his daughter Mayella. Mayella, another character, is trapped in poverty and experiences a world without love. ("Kill A Mockingbird Collector's Edition", DVD, 2006)

Figuratively speaking, the south was brought to Hollywood. Director Robert Mulligan and Producer Alan Pakula had staff research the south for a perfect setting for the movie. After doing a lot of research in the South as far as staging, the staging director decided it was more cost worthy to salvage bungalows from a Southern town that were marked to be torn down for a Los Angeles freeway. The cost of the movie was approximately \$250,000. The movie setting was actually constructed in 15 acre back lot of Universal Studios. The set contained 30 buildings divided in two sections. Downtown area was one section that included the court house, surrounding stores, and main street. The other section included family homes and residential streets. Another interesting fact is the two men who constructed town, bought the houses from Monroevilla; home of Harper Lee, and moved them to Hollywood to be a replica of it. The cost to the studio was \$25,000 vs. \$125,000 if they had to build it from scrap. ("Kill A Mockingbird Collector's Edition", DVD, 2006) ("Production Notes", DVD, 2006)

The film was done in black and white which had a great impact in narrowing down the era of which the movie was supposed to take place. Like a photograph from a camera, black and white film produced characters and scenery with vividness. With black and white film, one was able to see the pattern contrast of shadow more vividly in some scenes that promoted a certain mood that the film maker wanted to establish. In some scenes, it accelerated the mood. An example of this is when Atticus was sitting outside the jailhouse for the Sheriff, while protecting Robinson from the Mob. The viewer had an intense image of the situation. Another example, would be the ghostly shadow that was reflected on Boo's house. Both of these scenes would have been obscured if the film was done in color. ("Kill A Mockingbird Collector's Edition", DVD, 2006) (Art of Being Human, pg 300, 2009) ("Production Notes", DVD, 2006)

The film's introduction music had a child-like theme. The film starts out with a child humming without accompaniment and a watch ticking. It is not until a marble rolling and hits another marble that the introduction music fades in. In order to continue this child-like flavor in the music, the composer wanted to establish the simplicity of a lone piano and coordinate it as if a child was playing it. The music in the rest of the movie was sparse; however, the impact that the music created was very affective. A good example of this was a scene of Boo's house. The music was mysterious and ghostly; thereby, created a mysterious mood for the viewer. ("Kill A Mockingbird CE", DVD, 2006) (Production notes, DVD, 2006)

The camera movement was very controlled and very specific very effectively. In this film, a lot of stills were produced instead of panning. A lot of the camera shots were directed from a child point-of-view. One scene especially accented

this view of thought. The camera focused on Boo's house allowing the viewer to observe an unoccupied swing gently move back and forth from the night's gentle breeze; thereby, creating an eeriness of the scene. The total ghostly amplification of this scene was accented with music and sounds of the night such as the owl's hoot. This highlighted the effect of the moment. A subtle zooming-in was another aspect of camera usage. This kind of usage of the camera was used to create an atmospheric view of the town. The camera usage of close-ups was used for enormous power and impact. This was a prominent camera technique that was used in the film. One good example of close-up was portrayed in Atticus reading the book to Scout while at bed time. This scene was highlighted with a still camera. The shape and design of the court-house was constructed in such a way in order for the camera to maintain focus on the children and the segregation of the townspeople during the court scene. ("Kill the Mockingbird Collector's Edition", DVD, 2006)(Art of Being Human, pp 299-303, 2009)

The rhythm of the plot moved at a southern pace without a lot of melodrama. The film's Southern flavor was also amplified through the narration in the film. This was created by using a mature female, with a Southern accent, telling the story of her childhood. I thought this was cleverly done as well as informative. I believe the producer not only wanted the impact that the narration provided for the viewer, but also formulated the plot better. ("Kill the Mockingbird", DVD, 2K6)("Production Notes", DVD, 2K6)

The characters who were chosen in this film were unknown Broadway actors. The producer wanted to arouse the 'sense of discovery' to the viewer. The only exceptions were Gregory Peck who played Atticus, James Anderson who played Bob Ewell, and Paul Fix who played Judge Taylor. Robert Duvall was not an established actor at the time of the film. The children of Atticus Finch, Scout, and Jem were unknown, and non-professionals to the public. The young girl Mary Boldham who played Scout had done no acting at all, and the young child, Phillip Alcord, who played Jem acted only in an amateur stage production in his home town. The children in the film were encouraged to be themselves and received minimal directions from the director. The director gave them free reigns in order to accomplish the children's natural effect. There was no over-dramatization of the characters in the movie. To show the vulnerability of this film at the time of the release, one actor, Jimmy Stewart refused the major role of Atticus, because it was too liberal for him. Either Jimmy Stewart or Gregory Peck would have been a good pick for Atticus in my opinion, but Mr. Peck won out and reaped an Oscar for his "impeccable" star performance. Another interesting fact about the characters was James Anderson who played Bob Ewell actually played the part with hardly acting. In real life, he was a drunk and a very aggressive mean man; however, in this film he promised the director that he would behave himself on and off the set while filming. ("Kill A Mockingbird Collector's Edition", DVD, 2006)("Cast and Filmmakers", DVD, 2006)

The major social conflicts were very prominent in this film. The segregation of black and white in the town was very prominent. The individual who possessed a different view was discriminated against for not giving into the norm. Two examples, I would like to highlight with this statement is Atticus' view about people, regardless of race, is that "you do not know what another man is thinking until you walk in his skin" Atticus was a man of his word and honor and he believed everyone deserved respect and understanding. The second example, is even though Atticus proved that Tom Robinson was not guilty, the townspeople rejected that fact, because in their view the blacks were always guilty. Another element this film accomplished was the 'fear of the unknown' as I mentioned earlier. This was especially evident in how the town's people treated Boo Radley. They foolishly made wild assumptions about him and tagged him as an enigma in the town. At the end, it took a child to prove them wrong. Thirdly, Robinson, who was wrongly accused and lost his life was essentially due to racism. Here is a righteous man, who did not commit a crime and because he was born with the wrong skin color; the jury and the community believed a town's drunk and ill-spirited young lady of the accusations. The real crime here was Bob Ewell's covering his guilt and the town's people promoting their prejudices. ("Kill a Mockingbird", DVD, 2006)

Scout's and Jem's views also changed throughout the story from a child's innocence to the growing reality of society. There are several events that I think evolve change in the children. Their exposure to the angry townspeople in front of the jail house; their father's perseverance to justice and dignity, the injustice done to Robinson during the trial and afterwards; the actions of Bob Ewell to their father and to themselves; their acquaintance with their new worldly child friend and finally the reality of Boo who ended up to be the savior to the children. Scout's nonjudgmental, child's compassion towards Boo at the end of the story made a big impact on how the children had changed. ("Kill A Mockingbird Collector's Edition", DVD, 2006)

The racial undertones of the story were active in the 1930s to the 1960s. It was a time where Klu Klux Klan had a heavy hand on society in the South. Racial inequality was very much a commonplace. Even today there remains some racial prejudice in our society. A second lesson from this film might be concluded on how acts of integrity and strong principles can promote strong personal character. Thirdly, we cannot hide wrong doings of others from our children, but we can encourage wisdom and moral values. Lastly, the film "To Kill a Mockingbird" is a story in itself. It is a story of an imperfect life that produces hope for the future. As quoted earlier "to kill a mockingbird is a sin", another way one might view these words is as a philosophical advice for one to maintain an open mind in order to promote the decency in all of us. ("Kill A Mockingbird Collector's Edition", DVD, 2006)

George Gershwin (2000-02-28 09:48)

"True music must repeat the thought and inspiration of the people and the time. My people are Americans. My time is today." The composer that said these words was George Gershwin. In the following paragraphs, I will review some historical facts, on this fine American composer, who took jazz to another dimension from classical music. I will critique one of his notable compositions, 'Rhapsody in Blue'. Finally, I will review his contribution to the development of music during his time which has resilience in today's music. (Art of Humanities, pg 199, 2009)

George Gershwin was born as Jacob Gershwint on September 26, 1898. His parents were immigrated from Russia prior to his birth. Of the four children in his family, George pursued his interest in music at an early age. George was mentored by a piano instructor named Charles Harbinger who introduced him to European classical tradition; whereby, the accompaniment was repeated with the left hand; therefore, making the accompaniment reinforcing the melody. George left high school and went to work in Tin Pan Alley. He eventually worked as a pianist for Remick's music publisher making roles for player piano; while at the same time, moonlighted as an accompanist and experimented with composition (G.G.: His life and work, pg 78, 2007)

While Moonlighting on his off-shift in Tin Pan Alley, he was exposed to the so-called "stride pianists". These musicians were educated in the classics and combined the 'intricate textures' of the classics and blended ragtime melodies with their riff. What these musicians created was a 'syncopated melody' against a march like bass, with an additional rhythmic accent. However, they gave the classics a little pizzazz where the right hand plays the melodies or riffs while the left hand plays the rhythm. Rhythm usually is improvised by "striding up and down the keyboard while sustaining notes on beats one and three until the following cord is played". The riff could be played slow or fast. So to one's ear – the person actually is hearing a festival sound of music with in a solid melody. On March 17, 1917, George Gershwin quit Remick Company and wanted to go into operetta or musical comedy. He was fond of Yiddish musical theater and Gilbert and Sullivan. His Fascinating Rhythm was also produced by Judy Garland, Jack Gibbons, Earl Hines, Mark Murphy, Benny Goodman, The Spinners, Sarah Vaughan, Paul Whiteman, and 52 other artist. In 1923, a band leader named Paul Whiteman decided to do a concert in Aeolian Hall. Whiteman asked Gershwin to contribute to a concerto-like piece for an all-jazz concert. Rhapsody in Blue began in the "An Experiment in Music" in 1924. // [single purchase]Gershwin's methods or musical elements came through "Rhapsody in Blue". It is one of the most popular concert pieces. The interesting fact of this composition is that Gershwin composed the piece while traveling on a train. "It was on the train, with its steely rhythms, its rattle-ty bang, that so often is so stimulating to a composer – I frequently hear music in the very heart of the noise...And there I suddenly heard, and even saw on paper – the complete construction of Rhapsody, from beginning to end." The title of Rhapsody of Blue was actually collaborated with his brother Ira, who also did the lyrics for Rhapsody. The solo piano was played by Gershwin accompanied by Whiteman's band which included an added section of string players. The opening measure of the concert was done by a clarinet. Originally, the clarinet was played as a joke during rehearsal; however, Gershwin enjoyed the whimsy so much that he told the clarinet player that he should open the concert with his performance, but "to do it with a lot of wail as possible." (Wikipedia, 2009, GG: his life and work, pp 74-77, 2k7)

As you can see Gershwin incorporated many different styles into his work. He utilized the techniques of the stride and novelty (train) in his rhythmic – improvised piano style. "In the 1970s, this arrangement was revived by Michael Tilson Thomas and the Columbia Jazz Band in 1976 and by Maurice Peress with Ivan Davis as part of the 60th anniversary

reconstruction of the entire 1924 concert.' Even today, look at Youtube, Gershwin is still playing. (Wikipedia, 2009)

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Anonymous (2013-03-07 11:09:26)

I did previously have a pop-up message while i start firefox to restore last session but now it's gone. I want it just in case i accidentally close something and that i want to return into it. Anybody know how to get it done? Thanks..

Here is my webpage: transvaginal mesh lawyers

Anonymous (2013-04-21 08:54:50)

I always emailed this weblog post page to all my contacts, because if like to read it next my friends will too.

Take a look at my site - costs of dental implants

Anonymous (2013-09-19 05:31:12)

The unit of measurement stands for millimeter of mercury (with Hg being the chemical symbol for mercury). However, if arrhythmias present with more serious symptoms (e.

- "I had a rough day at work", "Forgot to take a medicine this morning").

my homepage - may do huyet ap 123vn

2.3 March

Aristotle vs. Confucius (2000-03-01 06:03)

Aristotle and Confucius are two very great philosophers. This paper will analyze how each of them balances freedom and obligation in a political state. Even though Aristotle and Confucius are different philosophers, their viewpoints are very important and both are valued because there is not one right balance regarding freedom and obligation in the political state. Aristotle and Confucius are both great philosophers who offered valuable insight and each of them balanced freedom and obligation in the political state in different (but very useful) ways.

Before we dig into the political state specifically, it is important to recognize how Aristotle and Confucius were not only as philosophers, but as men and general human beings in the world around them. Confucius was a great philosopher who believed that humans are superior and cherish that desire to be good and perfect. Confucius says many things in passages and is inspirational yet today. How many times have you heard the term "Confucius says" in quotes? They are all over the place. One example of this as stated by

Confucius (n.d) is:

The superior man, when resting in safety, does not forget that danger may come. When in a state of security he does not forget the possibility of ruin. When all is orderly, he does not forget that disorder may come. Thus his person is not endangered, and his States and all their clans are preserved.

It is important to look at how these two great philosophers compare and contrast with one another. A big aspect in philosophy is virtue. When one has virtue, they show that they have high standards in their morals that they carry with them. It's very important to have good morals and ethics in everything we do, everyday. People look at us based upon these; they remember us based on how we carry ourselves and how we treat others. You will see in this research that a lot of what Aristotle and Confucius focus on are relationships. This is one area that Aristotle and Confucius agree on. *"Taking Aristotelian and Confucian ethics as mirrors for each other leads us to reflect upon the traditional roots of both ethics, to examine their otherwise unexamined presuppositions, and to generate alternative perspectives to determine why each side proceeds in the way it does."* (Yu; 2007)

Aristotle, one of my favorites, was also a great man and philosopher. His quotes have lived on every day in inspiration and motivation. The reason why Aristotle is my favorite is because he was very straightforward. He claimed that everything we do has an end – but isn't it true? This doesn't necessarily mean for an actual end, but rather for a purpose. Everything we do in life has a purpose; I really believe that, as did Aristotle. One of his main focuses was logic. His

objective was to "come up with a universal process of reasoning that would allow man to learn every conceivable thing about reality." (Aristotle; 2004) The initial process involved describing objects based on their characteristics, states of being and actions. Aristotle had a major influence on Western thought and social sciences. His teacher, Plato (also widely known) had a big influence on him as well.

The way that Aristotle and Confucius balanced freedom in a political state says a lot about the two philosophers. Aristotle's balance of freedom in a public state is quite inspirational. He's got a wide range of respect to the public life. Aristotle believed that the public life was needed to balance common good of the world. He believed humans need to flourish upon others and be free with the world. He was very much concerned with the common good of the whole rather than just one in particular thing.

Aristotle defined the human being as a "*zoon politikon*,

–

a social animal,

_ requiring a politikon bion

or public life so that each individual realizes his or her existence to its full meaning by fully functioning within the public community

." (Critchley; 1995) Looking at this definition from Aristotle, we can begin to understand because our community around is the foundation in which we survive and interact with others. If we as humans didn't have this in our everyday lives, what would happen? We would be lonely, confined individuals with no social lives.

Confucius

had a conservative view on the world and the social relationships of freedom. Perhaps what he thought is that the social interactions and behaviors of humans were their own pathways to freedom and that human actions and self awareness played an important factor. Confucius in regards to politics has a lot of ties with the Chinese culture in that he played a large part with Chinese scholars such as Jiang Qing. Qing was a leading scholar in China and worked for a restoration of Confucianism as the state ideology.

Eberlein (2008) stated the following:

Democracy is Westernized and imperfect in nature, Jiang Qing points out. If applied to China, a western style democratic system would have only one legitimacy – popular will, or civil legitimacy. Such uni-legitimacy operates on the quantity of votes, regardless of the moral implications of decisions taken. Since human desire is selfish by nature, those decisions can be self serving for a particular majority's interest. Because of this, Jiang Qing argues, civil legitimacy alone is not sufficient to build or keep a constructive social order.

The reason why I used this excerpt is because it tells so much about Confucius's background with the Chinese scholar and the mindset of human decisions and desire. Another way that Confucius embraces freedom in political thought is through nature. Freedom is often times seen as the expression of nature, thus leading us to human nature.

When it comes to balancing obligation in a political state, this is where it gets tricky with Aristotle. It may not be a secret that he questions the obligation in politics and that there are many issues behind it. Aristotle didn't focus as much on obligation, which Confucius believed that we all had obligation to do something, to be something – every human had their own duties. Aristotle looks at political self authority and obligation as two in them- selves. When referring to obligation, we think of something that someone has to do, right? Aristotle has a lot to do with the common good which I think is important to mention here, not just about what it is, but how it has a big place in the role of our society today. This concept was developed by Aristotle, Plato and Ciero but more recently is defined as conditions that are equally to everyone's advantage. This sounds nice, doesn't it? Another concept that Aristotle focused on was the Golden Mean. Since Aristotle didn't focus much on obligations, he focused more on development and character. A couple examples in the way that he portrayed this are: *"justice is a mean between getting or giving too much and getting or giving too little. Benevolence is a mean between giving to people who don't deserve it and not giving to anyone at all. Aristotle is not recommending that one should be moderate in all things, since one should at all times exercise the virtues."*

When thinking of obligation in the world, the concept of common good seems refreshing. Examples of particular common goods or parts of the common good include *"an accessible and affordable public health care system, and effective system of public safety and security, peace among the nations of the world, a just legal and political system, and unpolluted natural environment, and a flourishing economic system. Because such systems, institutions, and environments have such a powerful impact on the well-being of members of a society, it is no surprise that virtually every social problem in one way or another is linked to how well these systems and institutions are functioning."* (Velasquez; 2012)

Confucius looked at obligation in the political state widely and it seemed as though there was a bigger weight on obligations of the ruled, rather than the obligations of the ruler himself. Confucianism on one end accepts all values of behavior in human relationships and interactions, which involved certain roles and *obligations*. What this means is that each person should know what their role is, everyone has a part to play and that is their personal obligation. Confucianism can even go as far obligation in the society in interacting with strangers... meaning that one should do right just because we are all human beings. You can begin to see how Confucius thought of obligations in the political state because everyone must do their part and fulfill their own duties.

Some have even argued that Confucianism was never political to begin with. Perhaps it was just an extremely intense thought that should take place over all other social relations. Fukuyama (1995) states:

Confucianism builds a well-ordered society from the ground up rather than the top down, stressing the moral obligations of family life as the basic building block of society. Beyond the traditional Chinese family, or jia , are lineages and larger kinship groups; the state and other political authorities are seen as a kind of family of families that unites all Chinese into a single social entity.

This is all very interesting because when looking at obligation in political thought, everything that you come upon is about family, relationships, social interactions, etc. It is very evident that Confucius basis his thoughts around this important structure of society.

As we can see, Aristotle and Confucius were very, very inspirational and smart philosophers. Not just philosophically speaking, but they were great men beyond that as we can see in research. Even though Aristotle and Confucius are different philosophers, their viewpoints are very important and both are valued because there is not one right balance regarding freedom and obligation in the political state. The way that they felt on freedom and obligation in a political state is different than it is today. Today, people like to blame things on others and make it not be their problem. There are so many times in our days where people don't want to get in trouble so they would rather get others in trouble by "passing the buck" so they call it.

I feel that people think they can pass their obligations on to others and it is okay. Perhaps they haven't learned nearly enough about the thought processes of great philosophers such as Aristotle and Confucius, including many others, who believe that human beings and social interaction and doing the right thing are amongst the most beneficial aspects of life. Of course we believe in freedom but there are still people who try to take that from others.

Although I have read about many philosophers, I am so glad that I got the chance to dig deeper and analyze Aristotle and Confucius as men and philosophers. Aristotle and Confucius truly cared about doing what is right for each other as well as in the world itself. Between Aristotle's ethics and Confucius's great teachings, these two philosophers also had a great focus on friendship as well, which really hit me because I feel that life and friendship tie into many of the things that we have learned about these two men and their views on obligation and freedom.

These two men, who lived approximately two centuries apart from each other, had many similarities and differences but all in all they were both "*equally as concerned with the moral character of individuals and the application of ethics in political life.*" (Mealing; 2008) These two did have some contrasts with one another such as views on impartialism of utilitarianism and Kantianism; *Whereas for Confucius the state is the family writ large, Yu contends that for Aristotle the family is subordinate to the state, since the state's aim is 'the highest of all.'*" (Gier; 2007) Looking at Aristotle and Confucius and comparing and contrasting these two men was a great learning for me because I used to think politics was just that – politics: presidents and voting, debates and so on. Politics has a completely new meaning to me.

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judicial branch (2000-03-02 09:55)

It is an exciting time to be studying government and politics. Since the writing of the Constitution in 1787, our government has been divided in 3 separate branches: the executive, the legislative, and the judicial. Our fore fathers developed these 3 separate branches in order to maintain a strong and fair national government while protecting the individual freedoms and to prevent the government from abusing its powers. In other words, to maintain check and balances in the government. For the purpose of this paper, I will be narrowing-in on the judicial branch which I consider a very essential and interesting part of the government.

Judges of the judicial branch are appointed only by the president and confirmed by the senate. This is unlike members of the executive and legislative branch who are elected by the people. The judicial branch is established under Article III of the Constitution; whereby, the structure of the judicial branch is formed by the Congress of the United States. The Constitution does not include the number supreme court justices, the number of justices is only specified by Congress. At present there are eight associate justices and one chief justice. The members of the Supreme Court and federal court have no term limits. They adjudicate until they retire, or die, or have a conviction by the Senate. This designated term is to protect the justices from the liability of political views and whims of the day and also allows them to interpret laws only according to the Constitution. The Supreme Court is the highest court in the land and all their decisions are final and cannot be overturned by lower courts. The lower courts are 12 Courts of Appeals, 94 district courts in 50 states and federal courts that are located in larger cities. (lectlaw, 2010)(factmonster, 2010)(Cornell, 2010)

Federal courts take cases that involve the federal government and its officials or cases where state courts are inappropriate, such as bankruptcy cases. Federal courts may also hear cases where the citizens of the United States are affected by foreign relations or cases that involve laws created by the Constitution, Congress, treaties, and navigational waters depending on the case. (lectlaw, 2010)(factmonster, 2010)(Cornell, 2010)

Although the Supreme Court reviews a small number of cases each year, their main purpose is to oversee the United States court system. The supreme court interprets the law and decides if the law is relevant or not to a particular case; in which case, the supreme court rules whether something is constitutional or unconstitutional or whether or not something is permitted under the Constitution. Again, as previously mentioned, the Supreme Court ruling is final. As far as check and balances, if Congress does not like a Supreme Court decision, they can introduce a new piece of legislation; whereby, the process may start all over again. If a law that has been passed by Congress and people have considered it unfair, they may test it through the court system in order to rectify the law. (lectlaw, 2010)(factmonster, 2010)(Cornell, 2010)

The Supreme Court truly has a role in our government of the United States and guardian to our Constitution . It's been 223 years to be exact since our constitution has been written for the purpose of maintaining our fundamental values of liberty, order, equality , property, security, and freedom for all. It just like the pledge I spoke when I was young: "I pledge allegiance to the Flag / of the United States of America, / and to the Republic for which it stands, / one Nation under God, indivisible, / With Liberty and Justice for all." (lectlaw, 2010)(factmonster, 2010)(Cornell, 2010)

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Jeffersonian democracy (2000-03-04 09:57)

Dear Thomas Jefferson,

I want to thank you on the Jeffersonian democracy, because you really put a strict interpretation of the US Constitution. I support your ideal vision of governing in a lightly and promoting self-reliance and virtue. You said there must be a representative democracy to help the state, yet resist corruption. The federal government can't violate the rights of individuals or rights of the states. I think the freedom of speech and the freedom of press was a good method to keep the government in check. Alien and Sedition Acts was one act where you denounced it as a violation of the First Amendment of the United States Bill of Rights which deals with free speech. You also used the Tenth Amendment to argued that the federal government has overstepped it's bounds by exerting it's undedicated power. This federalist act became a thorn to its own party; whereby, you defeated the federalists and became the 3rd President of the United States. Your pardon to those people who fell victims under the Aliens and Sedition Acts was justly and honorable. (ourdocuments.com, 2010)(wordpress, 2010)(answers.com, 2010)

Your belief that an economic system should give people the right to work. Since your presidency of March 4, 1801, I am impressed with your endeavors to create peace, equality, and individual freedom. You restored the freedom of press, and gave the aliens opportunity to become citizens after five years of nationalization. Your efforts to reduce the debt by abolishing all internal taxation including the liquor tax. Best of all, you promoted fiscal responsibility by reducing governmental powers. I thank you for your service in the House of Burgesses. I thank you for your written paper " A Summary View of the Rights of British America," explaining that Great Britain couldn't legislate America. The King of England taxed the heck out of Americans and severely handicapping citizen rights. Your way ended the Federalist party rule, integrated it into the United States creating federal government, and split the Republicans from the Democrat-Republican. I thank you for heading the purchase of Louisiana. I liked how even when the Federalist John Adams was defeated, you peacefully transferred power of the oval office. You made great strides on how to maintain Congress with insurgencies from the Federalist Party. You did a great job revising the Virginia Constitution. Sadly, you had to give order to American ships which were in the middle of the Napoleon Wars to retreat. Thank you for avoiding the 1798 XYZ affair with France so US didn't bankrupt itself going to war at that time. (monticello, 2010)(answers.com)(USMilitaryHistoryCompanion, 2010 [answers])

You supported the Lewis and Clark expedition into the west in 1803. I thank you with trying to maintain United States neutrality in the Napoleon Wars in before 1812. I believe the Library of Congress thanks you for the collection of books that you donated in your last 17 years. I thank you for designing the University of Virginia buildings, doing the buildings. I thank you for drafting the Declaration of Independence. (notablebiographies,2010)

You will always be remembered for the Declaration of Independence and A Summary View of the Rights of British America.

Anonymous (2012-02-11 18:24:41)

It was very interesting to read about this in your article. blood pressure Read a useful article about tramadol tramadol

Tea Party (2000-03-05 09:59)

Our First Amendment has given United States' citizens the right to a 'peaceful assembly' and 'freedom' to speak out about issues in our government, society, laws, etc. in order to promote change or support. One influential group that will be reviewed in this paper is a newly formed group call the Tea Party. In the following paragraphs I well address the Tea Party's goals, their strategies in reaching their goals, and conclude if they have been successful or not in meeting those goals. (American Government and Politics Today, 124,136-43, 2010)

The tea party is a decentralized grass-roots group of people who didn't like what was going on in Washington. These

people come from all walks of life, every race, every religion, every political view, such as Democratic, Republican, libertarian or Independent and are scattered throughout the 50 states of America. All these Americans that make-up the tea parties are like-minded and believe that our government should be fiscally responsible, Constitutionally limited, and favor that our economy rely on the free market concept (see exhibit A and B in the Ref pg.). The Tea Party is structurally composed of five separate national groups extending into local level Tea Parties. These groups network with each other and stand together to form a movement to save the republic. At present, there are five national groups which are the following: 9-12 project, Tea Party Patriots, Tea Party Federation, Tea Party Express, and Freedom Works. Along with the local Tea Parties, they are all non-partisan organizations, who are supporters of the Constitution, use peaceful endeavors and are non-racial. Anyone who promotes racism or violence is immediately denounced and asked to leave the organization. (9-12 Project, 2010) (GeorgiaTeaPartyPatriots, 2010)

Tea parties have penetrated America by using many communicational vehicles. They promote their likeminded message through word of mouth, the Internet, local newspapers, Fox News, some local and national news organizations and press, message boards, conventions, conservative radio talk hosts, and gatherings. There are some tea parties that develop a caravan and go state-to-state to rally. There seems to be a never-ending flow of exposure and the use of multiple avenues to express their message of fiscally responsible government that is constitutionally limited and the belief of economic growth through the free market. Some of the public who are also discontented with the government, like their message and also believe "We the people" have a voice and want change, but without government intrusiveness on their 'Freedom, Liberty and the Pursuit of Happiness'. (libertarian party, 2010)

The big question is how successful have the Tea Parties been in meeting their goals. Time, perseverance and patience is working for them. At the present time, it is unknown in how successful they will be in their endeavors. The Tea Party have receive the attention of Senator Michele Bachmann of Minnesota, who now acts as chairman for the Tea Party caucus. This is a good start that someone in government is listening to them and is used as a conduit for the flow of information from the Tea Party to congress. The Tea Parties are an educated group of people who read, study and learn about the constitution and our founders and continue to enrich their data bank through further resources about government in general. This provides them with armor to promote their cause. Membership is growing. According to DesertConservative.com, Tea Party News on 07/15/2010, an article states per Winston Group polling (april 1, 2010) that there are 49 million active members in the Tea Party movement. Per a Rasmussen polling (June 2, 2010), 149 + million people believe that the Tea Party movement is a good thing for America. (.msnbc.msn.com, 2010)(Foxnews, 2010)(Desertconservative, 2010)

To agree or disagree with the Tea Party ideology, I can only conclude that the Tea Parties are making their mark as an influential political interest group. So far, the midterm elections have nominated four candidates backed by the Tea Parties, who are the following: Rand Paul

Kentucky GOP Senate candidate, Sharon Angle Nevada's Republican Senate candidate, Mike Lee Utah Republican Senate nomination, and South Carolina gubernatorial candidate Sharon Angle. How much impact they will have in the future, only time will tell, perhaps sooner than later, the November 2, 2010 elections may give some insight. (abcgo.com, 2010)

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Electoral College PoV (2000-03-07 10:01)

My position on the Electoral College is it should remain as is, because it has provide stability and validity to our election process over 200 years as our founders intended under Article II, Section1, of the U.S. Constitution. The Founding Fathers intended that the states , not the people, select the president and vice president. According to James Madison's Federalist Paper No.10 our government is created as a republic and not as direct or pure democracy. The Electoral College represents and maintains a federal system of government by representing both the U.S. Citizens at large and the states. (American Government and Politics Today, pp. 74-75, 702-705, 2010)

It has become interesting how some people feel their one-vote is not being acknowledge or accounted for due to the Electoral College and that the nationwide popular vote would be a fairer method to determine the election of a president. If so, then why do we need Senators and so on to represent us. If we enjoy chipping away at our constitution, are we not chipping away at our republic form of government? Is this why James Madison and other Founders feared might happen with "pure democracy" the unchecked will of the people, that could possibly cause danger to the republic? May be not if there is an amendment to the Constitution for a change and ratified by $\frac{3}{4}$ of the states; however, our founders provided a constitutional limited republic that precisely protects our fundamental liberties from whims of the masses and excesses of democracy. (USelectionatlas, 2010), (Schulman, M., 2010)(Jacoby, J., 2008)(American Government and Politics Today, pp. 8-9, 9-10, 704-705, 2010)

The constitution has put checks on a national level on political power, the three branches of government and on the will of the people. It also has divided the power between states and the national government in order to preserve the rights of the people. The Founders took great strides to separate powers in order to prevent popular majorities. Direct elections for a presidential election sounds more like an unchecked "majority rule" concept. How will this change in the one-person-one-vote affect the states' participation in the election of the president? (American Government and Politics Today, pp. 704-705, 2010)(Jacoby, J., 2008)(Heritage.org, 2004)

The Electoral College electors provide representation to both the states and their citizens. The number of electors is proportion to the state's population which is equal to the state's members in the House plus two Senators. Will the abolishing of the Electoral College also rid the Senate and its representation? With direct elections, then how will we address fraudulent activity in the voting process that sometimes shows up or situation where a recount of votes is needed or where there is a close/tie election? The Electoral College is capable in taking steps in order to correct and monitor these problems that may arrive. For any fraudulent activity, the response of the electoral college is to confine the problem and take action on a particular state or handful of states where the fraudulent or questionable activity has happened such as the case in Florida in the 2000 election. In case of a close popular election, it is possible that the candidate may not be elected due to the weight of dispersing of the electoral votes

for the other candidate. This depends on the candidate's popularity is condensed to a few states verses a variety of states in both popular and electoral votes. Steps taken by the electoral college is as such, if one candidate has a substantial range of popular votes on the whole, this usually means a given win; a close vote between two candidates, the election defaults will usually go to the candidate with the widely distributed majority of electoral votes. If no candidate obtains an absolute majority than the election defaults to the US House of Representatives, then the winning President-Elect must have enough supportive popular votes and sufficient elective votes. (Ross, T., 2004), (Jacoby, J., 2008), (USelectionatlas.org, 2010)

The Electoral Colleges has already integrated steps to maintain integrity to the presidential elections per William C. Kimberling, Deputy Director FEC Office of Election Administration which are the following: contributes to the cohesiveness of the country by requiring a distribution of popular support to be elected president, enhances the status of minority interest because the belief is even small number of minorities in a state can be influential in the outcome of the State's electoral votes in the difference in winning or not, contributes to political stability of the nation by encouraging a two-party system, and maintains a federal system of government and representation. (Kimberling, W.C., 2010)

I believe 270 of the 538 electoral votes is an excellent way to win the oval office. The Electoral College has held its position for over 200+ years in this diverse social, ethnic, complex nation of ours. According to Alexander Hamilton, in the Federalist Paper No. 68, ". . . if the manner is not perfect, it is at least excellent." (Constitution, 2010)

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Martin Luther vs. Plato (2000-03-08 06:05)

Imagine using a time machine to go back to the period of the classical thinkers like Plato and Martin Luther. When given the chance, what would you ask them? While the possibilities are practically endless, these two great philosophers revealed in their works, the circumstances and political and social atmosphere required to create and maintain a good society.

It will be discovered how Plato's ideas found in *The Republic* reveal what justice is in three realms, political, social and individual. The relationships between classes create a just society. It will be shown that while Martin Luther's ideas on Christianity and the ideal society are vastly different than Plato's, each great thinker contributes something to political thought that remains relevant today and elements of each author can contribute to a more ideal society, even in modern times.

History reveals that many systems of thought have existed and each following generation has viewed the world with a slightly different lens. While this is clear, many of the same social issues have been discussed since the beginning of recorded history. In order to get a clearer understanding and foundation for comparison, we must first focus our attention on the life and theories of Plato. It is said that political thought began to emerge around 400 B.C through the philosophical ideas created by Socrates. While he was very well known for his contributions to political thought, he never officially recorded his ideas for others to share. This is what makes Plato so important and a worthy subject of research, as he was the man to follow Socrates and was responsible for recording much of what is known about both Socrates and Plato's ideas, as an offshoot of his teacher. Plato's method of thinking was different than that of the thinkers who came before him. Authors note "Plato's explorations of political questions in the form of written dialogues, or fictitious philosophic conversations, that are still admired for the beauty of their composition and studied for the depth of their wisdom" (Deutsch & Fornieri, 2009, p. 2). What is remarkable about this great thinker was his devotion to truth and justice, through continuous and deep reflection. Perhaps Plato's most notorious political concepts are contained within his great work known as *The Republic*. In this work, he utilizes his creation of dialogues to evaluate many aspects of life, particularly of great relevance to our discussion, is the idea of a good society.

Throughout the *Republic*, Plato continues to utilize Socrates as a main character of his philosophical inquiry. Through the conversations with close friends and other well-known thinkers, he is able to bring up the ideas commonly held by others and follow up with reasons why these ideas are valid or not, and to what extent. During book one of the *Republic*, his conversation with others focuses on the meaning of justice, and commonly held notions of how to go about acting upon this idea. It is said "In response to Thrasymachus' contention that injustice is more profitable than justice, Socrates observes that in justice leads to faction or conflict among human beings, so that they cannot then cooperate with a view to a common enterprise" (Deutsch & Fornieri, 2009, p. 4). With this thought in mind, what can be said about the social and political climate that allows for the creation of order yet seeks to create harmony and

find the good of the community? These ideas are discussed in further detail in book one and other sections of the Republic.

The nature of justice itself is only an intangible dream. What makes the ideal worthy of study is the practical application of the ideal settings in which justice can thrive and the common good can be met, thus creating the ideal society. One main concept discussed by Plato is the idea of social classes, giving way to a more productive society and one which allows specialized involvement of each member of society for a preconceived purpose. In this way, Plato also goes on to discuss the importance of the ideal society having appropriate rule. This can be established through a relatively unknown concept at the time. Plato believed that while each class had their purpose in this ideal society, the ruler should be a philosopher, capable of dialectic inquiry. Authors note;

He concludes by writing that those who become properly trained in argumentation must be tested in the city's matters before being allowed to practice philosophy and rule the city...Plato argues through the allegory of the Cave and the divided line that philosophers possess true knowledge, and thus are best suited to be guardians (Lublink, 2011, p.5)

The idea of an educated and justice seeking ruler is not the only forefront of the just society but also includes three other classes, with could be said to be just as important. Many have argued the direct reason for acting just during very trying times as experienced by Plato and his fellow thinkers. Due to an imbalance of power and strength, injustice, as manifested through acting out on what one wants despite the chances of others getting hurt as a result, is not the ideal state of being for the common good. We should understand that "Rather than suffer this, the many agree to treat each other justly—not because they believe justice is good in itself, but rather because they fear being treated unjustly by others" (Deutsch & Fornieri, 2009, p. 5) This inherent need throughout society would benefit from a system intended on creating harmony. Perhaps one of the most interesting and important additions to the ideal city is out of the need to find a balance. By following this line of thinking it can be said,

Thus Socrates (as purposed by Plato) contends that the human community requires a division of labor according to which people work only at the jobs for which they are best suited by nature, or for which they have the greatest aptitude. "One man, one art" and "minding one's own business" become fundamental principles of the Republic's city in speech (Deutsch & Fornieri, 2009).

Three classes each have their own role in the ideal society. The Artisans purpose is to create goods that can be used by the rest of society. Next, there must be citizens willing to lay their life on the line and protect the public as well as carry out orders of the ruler. Finally, the ruler is meant to be full of wisdom and seek justice. This is why the ruler should ideally be a philosopher. In some ways, the ruler would be known as the true guardians of the city. Authors state "The city's guardians must be 'naturally dialectical', which means that they must be capable of achieving the kind of unified vision described in the allegory of the Cave" (Lublink, 2011, p. 5).

Not only is the class system an important part of the ideal society, other subjects work to form elements that either add or take away from achieving this end. Other virtues are important for the individual as well as the whole society and can be particularly important for the ruler.

These ideas are the emphasis on self-discipline to control physical desires, the value of dialogue, and the requirement that leaders of the ideal state must have acquired adequate knowledge, sufficient experience and wisdom that comes from reaching a mature age before they can start their work as rulers (Lotter, 2003, p.190)

The notion of the importance of wealth in the idea society is also discussed by Plato, and is imperative in understanding his political thought. Not only does this notion allow for the betterment of the citizens but also perpetuates Plato's notion of seeking and being just.

Plato uses dialect found in the Republic to speak on important issues concerning individual morality and thus, also introduces us to circumstances which would either create the ideal society or prevent it. In speaking with an old man in the beginning of the Republic, Plato (technically his characters) question the value of old age and in doing so, gets the response that some money is necessary to help aid morality and good behavior. Authors note "By implication Plato is saying that a lack of money-poverty-makes it very difficult to live a moral life. Adequate resources to escape poverty thus seem a prerequisite for living Plato's moral life" (Lotter, 2003, p. 192). Other important subjects relevant to

fostering the ideal city according to Plato include education and the development of the youth. Perhaps he believed that raising the youth required careful planning and deliberate introduction to certain ideas. Deutsch and Fornieri note;

Both the formation of character in the young and the preservation of character in the mature, it seems, require that some things not be heard. Thus the city in speech, the just city, requires a regime of censorship or public control of speech and artistic expression (Deutsch & Fornieri, 2009, p.13).

The ideas developed by Plato are ones which may seem foreign to the modern society but used and adapted accordingly could serve to bolster a stronger economy and create a just community of loving and caring citizens. The practical application of such ideas will be discussed later in terms of how our modern society may benefit from reverting to classical modes of thought.

Many philosophers have learned and adapted theories of previous great thinkers while some have looked at an issue or concept in a completely different way. Given the time gap between Plato and Martin Luther, it would be easy to assume that the theories held by each would be drastically different even when attempting to find solutions to similar problems. The theories held by Martin Luther will be the next topic of discussion. A central focus of Luther's is the idea of giving an order to the balance between politics and Christian thinking. It is through his ideas on Christianity and just actions that we may understand what he may have believed to be the ideal society. He is well known for his actions in resisting the Catholic Church and many of their political expressions of authority over the common people. Authors note the extremist views of the church during the time of Martin Luther in stating "By the end of the Middle Ages such religious claims over the political realm had been formalized in the clearest and most extreme fashion in the idea of absolute papal supremacy" (Deutsch & Fornieri, 2009, p. 145) It was Luther who played a significant role in changing the tide of Roman Catholic rule and thus helped change the political culture of the era.

An important concept to understand is the basis of Christian belief and distinction between Roman Catholicism and Lutherans ideas. Previous thinkers like Aristotle developed the notion of learning to cultivate virtuous and moral behavior through equally virtuous and moral deeds. Authors note;

Theologians from Aquinas down to Ockham and Gabriel Biel had adapted this teaching in various ways to limit the biblical teaching concerning the fallenness of human nature and thereby to define a role in the economy of salvation for the moral efforts of human beings" (Deutsch & Fornieri, 2009).

Luther believed that the Roman church used this thinking to control the citizens of the community in expecting them to do certain deeds, all of which did not necessarily help the individual gain religious salvation. According to his famous posting on the church door at Wittenberg;

For this reason most people are necessarily deceived by that indiscriminate and high-sounding promise of release from penalty... Thus those indulgence preachers are in error who say that a man is absolved from every penalty and saved by papal indulgences (Fordham, 2013).

It is with this focus that we could take elements of Luther's beliefs to create the ideal society, through the actions of the individual affecting the rest of society.

Luther does not use his ideas to deny the just and helpful actions of individuals in society yet he understood that these actions could not lead to salvation but nonetheless could lead to a better society. Authors state "At the same time, the very meaning of good works shifts from an emphasis on sacramental performances, dependent upon the authority of ordained priests, to ordinary service addressing the mundane needs of one's neighbor" (Deutsch & Fornieri, 2009). In a way, Luther believed that if society was made up of true Christians, who did good deeds and worked towards the betterment of all mankind, there would be no need for traditional leadership or kingship. Another concept covered by Luther was the idea of resistance to tainted authority. He allowed the community to resist the powers of the ruling class if they were to work against the things that were commanded as Christians. It is on this reformation of thought that Martin Luther's political thoughts are based and despite the fact that they may not hold outwardly obvious relations to political application, the very society created by followers of Luther's ideas would in fact result in a more ideal society, an important focus of political ideology.

After examining some key points of each philosopher, we can see how each topic discussed can stand alone and also be useful in understanding the larger picture. Each philosopher's perspective establishing justice, the ideal citizen and the proper use of authority and morality, work to form the ideal society. While the topic is the same, the methods of getting there differ from thinker to thinker; therefore a comparison is needed for further reference. Luther's ideas were not inherently political while Plato's did appear to have a more obvious political tone. Both philosophers spoke adamantly about justice yet it was defined in different terms and was manifested in different ways. Luther's ideas were based mostly off of the recognition of Christian based values and teachings while he spoke out about Roman Catholicism and their political use of papal authority. Plato focused more on establishing a class that helped the ideal society through the division of labor and ruler being distinctly capable of virtuous and moral dialectic thought. To this end, the ruler must be a philosopher to be an effective guardian (ruler). Plato spoke about the role of each person in society in the terms of this separation of jobs based on specific abilities yet Luther used the idea of Christian virtues and actions to establish that everyone should be ministers of Gods words despite the current separation of priests and laity. He believed in the concept of the priesthood of all believers. Plato also spoke about communism of property in regards to the way in which the guardians lived. Luther did bring up concepts regarding the order in which power was established for secular and religious authority and worked against the traditional established ideas of his time and spoke up about the authority of the individual citizen to resist tyrannical authority. This type of resistance did not appear to be a significant idea held by Plato.

While these two philosophers had different ideas on what could lead to the ideal city or society, each author was a product of their era. Luther's reform and ideas of the importance of Christian beliefs has been an element that has stood the test of time. To some extent, Christian virtues are still seen as an important commodity among political actors. Plato's idea of the just city is one which may be more practical in theory than in reality when it comes to modern day society, yet many elements of his works hold important relevance to today. Earlier accounts of an attempt to utilize elements that mirrored Plato's republic were only somewhat successful to say the least. It had been termed the perfectionist movement in the 19th century and was a cult type setting established by John Humphrey Noyes. One element that was derived from Plato's republic was the sharing of property and wealth. Authors state "From the mid-1840s on, therefore, they agreed to share all their belongings, giving their goods and money over to the community and in turn being supported by it" (Foss,2010, p.4). This was similar to the concept of community forced upon the guardian class of Plato's republic. Other elements from family relations to sexual partners were dictated by rules which could be seen in both Plato's Republic and Noyes's society. Regardless of this early attempt to follow Christian teachings and elements of Plato's political ideas, the Republic has implications for the 21st century.

The idea that mature age brings knowledge and helps calm the desires, choosing moral obligation and conversation over desires, is one which we currently hold, to a small degree, in America. Presidents are meant to be over a certain age, most likely to have experience enough to have gained wisdom and understanding. President Clinton made it painfully clear how important control over physical desires can be when it comes to an ideal society and acting as rulers. His inability to remain faithful to his wife had gotten in the way of his moral and political obligations.

The role of money and wealth is in fact an important discussion to be made in regards to the ideal society both back then (Plato's era) and in modern times. In many ways, money is necessary to live a life where other ideas and actions can be perused. If someone is in constant need of money, they may be more willing to act immorally to get it and thus individual justice and society's justice is lost. An important idea of wealth found in ideas by Plato also discusses the concept of having too much wealth. In America, there is a significant gap between the rich and the poor and this may be why there is a sense of jealousy, discontentment and immoral behavior. Statistical analysis shows that there is a disparity between crime committed by certain races, who tend to be minority and live in areas of high poverty and little distribution of wealth. Immoral acts are committed in an attempt to gain power and provide for oneself, a concept that was meant to be controlled in Plato's republic.

In some ways, politicians seem to rely on the fact that the majority of society has no formal training and does not necessarily know what is being spoken. Society members are not well versed in the ability to follow Plato's method to the truth and therefore, modern day politicians are capable of easily leading and misleading the average voter and citizen. Authors state "Plato's warning in Republic VII is thus a warning about the practice of dialectic in general, and

especially a warning about practicing dialectic with or in front of young people “ (Lublink, 2011 p. 9)..Plato seemed to believe that those who blindly seek the truth, (let us say from dialectic questioning politicians) will become more lost than they had been before and will most likely be at the mercy of those providing the information. This has become a major problem with the media and politics today, that the average person is bombarded by information, and will likely trudge through to find the truth only to get lost. Plato also believed in public control of speech and artistic expression. In a modern society this does not exist in most cases. While we do have the FCC who regulates certain mediums like the lyrics of music deemed inappropriate, our society’s freedom of speech allows the expression of the utmost ridiculous ideas and concepts. This can be seen by evaluating the purpose of music and certain television shows. The youth could become corrupt through daily exposure to these mediums and popular culture plays a large role in the socialization of society. This has seemed to create a less than ideal society. Perhaps we would benefit from the regimen of controlled public speech and artistic expression purposed by Plato yet the reality is that Americans are too set in their ways to relinquish this right they deem inalienable, as set forth by the constitution. Despite the goodness it may cause, we are blind and dumb to the far reaching consequences of our actions.

Luther’s contribution to modern thought is also important. America is purported to be founded on Christian beliefs. The constitution was written to be vague enough to allow for interpretation of specific laws according to the situation at hand. It is a living document that is the law of the land in modern times. As a whole, our society has become less and less religious and our political correctness has attempted to establish a clear cut line between church and state. It is based on Luther’s religious focus that I believe many of our society’s problems could be remedied. His ideas on the relevance of Christian virtues would allow us to treat others like we want to be treated; the golden rule. His ideas of resisting tyrannical rule also come into play in our modern society. At times, some rulers may come across as being manipulative and may lie to gain control. Luther’s ideas of resistance in accordance with morality and the harmony of the community would serve the best interest of our nation.

Upon understanding the main concepts of Plato and Martin Luther, we realize that certain blanket problems existed even during their days and will continue to exist well past ours. While the problem of the ideal society can be examined and reached by changing different elements of that society, the combinations and actors will determine which route is necessary in a dynamic society like the United States.

We may understand the importance and relevance of these two philosophers’ ideas yet their practicality may not be as tangible as we may wish. A stubborn society will be one who is not open to new ideas or even ones which were well established in different times throughout history.

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Thomas Hobbes and Jean-Jacques Rousseau (2000-03-08 06:30)

In the United States today we have a lot of different views as to how the country should be run. The two major political parties are at ends with each other and every month we can see that there are wars waging inside the Senate and House of Representatives. How do you decide who is correct? How do we know what the correct political order is? To get to any conclusion you have to ask yourself, what is the state of nature? How can mankind continue to make

strides in human development and the arts of science and nature? Jean-Jacques Rousseau and Thomas Hobbes both attempted to tackle these questions and develop an irrefutable conclusion as to what the state of nature is and how a nation should be run to achieve the greatest success possible.

Thomas Hobbes and Jean-Jacques Rousseau were born almost 125 years apart, but missed each other by only 33 years and were both a large part in the enlightenment period of history. Both started with the same core idea that every man is born free, but from that standpoint, they go into completely different directions. Hobbes, for example, believed that man was evil by nature and that we needed on sovereign to govern the masses and if you didn't abide by the laws of the sovereign you could leave. Rousseau, on the other hand, believed that man was free to do as he wishes with only a morale code to abide by and a representative government set up to work for the greater good of the people as a whole unit (OSU, 2002). So how did these two great minds end up in completely different end places? Rousseau adored and considered Hobbes as one of this greatest influences and spent many years studying up on his teachings. While Hobbes writes about "the mutual transferring of rights" (i.e. implied contracts) (Hobbes, 1651) and extensively writes about what contracts we hold as humans to one another, Rousseau writes about how man must be "forced to be free" (Rousseau, 1762) by a form of democracy in which the duties of the representatives are to enforce where the people are to enact (Bertram, 2013).

Jean-Jacques Rousseau was born in 1712 in the city-state of Geneva. His father was a watchmaker and he did not know his mother since she died nine days after he was born. During his formative years he received most of his education from his father who, after Rousseau had learned to read on his own, had him read many books about the Roman Empire and those written by Plutarch, Plato, and others on the republic of Rome.

When he was ten years old, his father had to flee the city in order to escape arrest, and he was sent to live with a Calvinist pastor and apprenticed as an engraver for six years until he left the city to see the world and learn more of the world around him (Bertram, 2013).

It was during this time wandering that Rousseau converted to Catholicism and first saw the corruption within himself when he falsely accused another servant in a household he was working of stealing a ribbon (OSU, 2002). He continued to travel and learn for many more years coming under the influence of those he met – at one point writing operas, becoming a teacher, and becoming the secretary to the French Ambassador (Bertram, 2013).

One day while he went to visit Diderot in prison, Rousseau saw a newspaper that was holding an essay competition in which the Academy of Dijon asked whether man's progression in art and science has improved or corrupted the minds and morals of the people.

It is then that the gears in his head went into overdrive and he formed his belief that man is inherently good by nature, but that it is society which turns man evil. Throughout his life, Rousseau debated many other philosophers on what makes man good or evil and why, which pulled primarily from his own life experiences including his putting all five of his children at a foundling hospital shortly after birth, his visits to the Italian countryside where he wrote many operas, and most importantly his exile from Paris and Geneva. He lived the rest of his life in England living with many friends he had made along his travels, but was sent through periods of mental instability which got more frequent as he aged (Bertram, 2013).

During the high point of his life, Rousseau published *The Social Contract* which centered on how we have progressed from being a free man in nature to a corrupt society. Rousseau's most popular quote, which helps to get a better understanding of his world views is that "man is born free, and he is everywhere in chains" (Rousseau, 1762). This brought the ideas of his first and second discourses full circle to be proven correct in *The Social Contract*, he argues that we began our lives as humans as complete equals no matter who you were because we were originally solitary beings. Everything and anything that we needed we were able to get from nature such as food or shelter, but as we grew, we soon got concepts of ownership because we were living in closer and closer proximity to each other. Where one man could own the land, another had to work hard for it. However, in his book Rousseau discusses the central problem with living in close proximity to one another; by living together and forming a collective group of people you have to submit your own personal wills to the wills of the people, otherwise known as the general will of the people.

He argued that this is how we started the real foundation of society and that by conforming as one we work towards the betterment of mankind and the common good. The common good of the people meant, at the same time, more progress in the arts which in turn meant giving up more of your own inherent freedoms to the general will which is brought forward by representatives of a specific collective to work through any and all issues a person may have and make it the law of the entire land (Rousseau, 1762). This many seem like a familiar process to many of us because in Rousseau's *The Social Contract* he actually lays out the foundation of republicanism and the democratic process which we still use today.

On a different end of the spectrum we have Thomas Hobbes who was born in 1588 to a clergyman in Malmesbury, England. He was a highly educated man in that he studied at Oxford University and later worked for a wealthy family that allowed him the opportunity to continue to educate himself and his student by using the family's money to get access to books freely and allowed him to connect easily with other philosophers and scientists, most notably with René

Descartes

and Francis Bacon (Stewart, 2013).

It is during a decade in exile from England in France that Hobbes wrote his popular book to date, *Leviathan*.

Leviathan is a dark story that focuses on Hobbes' beliefs that man is selfish, materialistic, and without the help of a single sovereign the world would be in a constant state of war. Hobbes, similarly to Rousseau, believed that man was originally entirely free and all of humankind was equal, but that is where the similarities between Rousseau and Hobbes end. Hobbes was in the belief that without some sort of government that was more closely aligned to a monarchy rather than a democracy (though it was more of a middle ground between the two during his time) (Stewart, 2013), man was unable to function properly because in nature there were no rules, no contracts outright, and that because there was no definite distinction between good and evil (it is up to the individual to decide what he decides is good or evil) that greed can always take over and that "the weakest has strength enough to kill the strongest" (Hobbes, 1651). This meant that while you may be the weakest man physically you still have enough strength to instill fear into your fellow man's heart and that you can muster up enough strength to put a dagger into your enemy's heart while he slept (Friend, 2012).

It is from this that Hobbes argues we must have a contract with each other that we mutually transfer our natural rights such. This means that I will give up my natural right to steal your chickens because you also give up your right to steal mine. This brings forth the idea that if another man will not "lay down their right, as well as he, then there is no reason for anyone to divest himself of his... that is the law of the gospel: Whatsoever you require that others should do to you, that do ye to them" (Hobbes, 1651). This is what we know today as the Golden Rule, and he took it rather seriously.

During his time, he believed that it was the work of a single sovereign to dictate an equal punishment for those who did wrong to another, similar to an eye for an eye and a tooth for a tooth.

He stated that it is the sovereign's responsibility to dictate and rule over the "leviathan" that is the state or commonwealth in order to keep it safe from itself and from others who have gotten out of hand and broken the contracts we hold (Stewart, 2013).

So how did two philosophers who both believe that all men are created equal in nature end up with two completely different ideas of what the social contract theory is and how we need to operate in order to continue to achieve greatness? A lot of this has to do with how each was brought up, Hobbes believed that man was evil from the beginning and is good because of the works of parliaments and others and this is likely because he had access to other philosophers, books, scientists, and an Oxford education during his formative years. Rousseau, on the other hand, had a rough childhood in that he was moved around, had to take jobs in which he worked for little pay and made sacrifices in order to just survive. He saw first-hand how one man will voluntarily throw another man's well-being to ruins without any thought or even any reason.

Their lives are reflected in their works and show what we already know today in that a lot of what you view is politically correct or how the government should act or react is based on how you were brought up. The life of Rousseau was

challenging not only from the beginning with his mother's death to his father's abandonment but his own exile and at the end of his life where he struggled with self-identity, and he wrote about how advancements in the arts and wealth are what brought the world to lose its own freedom and corrupt society. On the other hand, you have Hobbes' life which was a lot better off than Rousseau's because of his almost unlimited access to knowledge and had a more stable livelihood where he argued that it is from the privileges that come with having advanced as a society we are able to learn to be good beings and can work toward the good of society without losing our own freedoms.

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Cap and Tax (2000-03-09 10:04)

Dear Paul Ryan,

I think you should be against the cap and trade bill. They say that cap and trade will limit or cap, carbon dioxide emissions for fossil fuel. Over time, such a cap will require greater cuts in emissions. They're doing cap and trade, because S 2191 which will target carbon emissions aggressively will be costlier than other improved versions that will give economy more time to adjust to energy constraints. Why can't you find a better cap and trade than S 2191. S 2191 raises the cost of \$800 to \$1300 per household by 2015. It would raise from \$1,500 - \$2,500 in 2050. There has been so many negative surprises in Europe's Kyoto Protocol., their reduce greenhouse gas emissions. I wouldn't wish a 1.6+ trillion dollar tax over a eight year period on all Americans and private sector. The government doesn't see it as a tax as long as it keeps spending it for some poor reason. Cap and Trade is not a dollar to dollar equivalent of direct cash flow. The reduction in GDP will allow real wages, because of the labor supply changes and reductions in productivity in capital and labor. The jobs lost for S 2191 is supposed to be 1.2 million to 2.3 million by 2015 according to Charles River Associates. S.2191 will really raise domestic manufacturing costs. Developing nations refuse to impose similar restrictions. American economy would experience a lot of outsourcing of manufacturing jobs. You don't want to go down this slippery slope. The cap and trade bill S 2191 is just a government re-engineering of the American economy! The congress has no intention of using this money for tax cuts on small business community. Why do you think businesses call it eco-socialism? Don't you think that the government will get more of the tax than small businesses. (littlegreenfootballs, 2009)(Justmeans, 2009)(Heritage Foundation, 2010) (Wall Street Journal, 2010)(wikipedia, 2010) Why do you need to cut emissions by government control when the technology is available, companies will do it themselves. Businesses don't want energy rationing going on in a country as large as ours and resources as abundant as ours. There are some incredible hydrogen power plant technologies that don't pollute the Earth as much. Namely, laser reactors, ITER and HiPER reactors made in the United States and France don't pollute the earth at all, because the nuclear waste is completely saturated at the fusion temperatures. In the future, to close that 33 % energy usage, hydrogen power plants could do that easily. United States manufactures its nuclear fuel in Iowa and North Carolina

unlike most countries that dig Uranium up. Shockwave Power inside the revolutionary hydrosonic pumps designs can apply heat and evaporate liquids without scale buildup, it proves more efficient process for mixing dissimilar fluids. This can be used for heating and these are a lot cheaper than nuclear power plants. It has reduced energy requirements, improved process efficiencies, and elimination of process downtime. The Shockwave Power generator takes fluid and with the geometry of the holes in the cylinder, clearance between the cylinder, and rotational speed created differences where bubbles form and collapse. the collapsing bubbles create shockwaves for heat. It generates 33 % more heat than electricity. The new inexpensive nuclear power plants burn up significantly more of the nuclear waste by firing streams of neutrons into the waste. Hybrid Fusion-fission reactors are about five years out until the technology is ready to mass produce. The laser reactor the DOE is building in North California is supposed to have tests into 2040! You should need to build nuclear power plants up until then to fill demand. The government could buy hydro-sonic pumps and would be very near the 33 % savings in Kilowatts in my opinion. Then build those hybrid fusion-fission reactors. China likes to think this way too so it is the right thing to do. The S-2191 would reduce US economy GDP 1.5 % to 2.5 % annually, many net jobs would be lost, and would cost 100s of billions in a few decades. A new act making a government agency that protects the environment makes more sense than cap and trade's eco-socialism and it's way cheaper. If America have Cap and trade, where is America going to get enough GDP to pay for nationalized healthcare? The country would have double dip recessions and wouldn't be able to cover both. (Parsons, S, 2009)(University of Texas, 2009)(Schwartz, A, 2009)(RexResearch, 2010)(Fox News, 2010)

In a new little Ice Age, America would need more nuclear power plants, fusion power plants and hydrosonic pumps which are self-reliant and output more energy than inputted. We manufacture our own nuclear power fuel. There are always places to store the nuclear fuel. I think that China's idea of manufacturing nuclear power plants is a lot better idea. We should do all of these options, because we have when 2017 until China surpasses our GDP. I think how does Serbia in Russia survives with cold weather and low sunlight? Russians build a lot of nuclear power plants of course! I don't see why we can't start replacing the power plants that are ready to retire! This is why I don't believe the federal government should implement eco-socialist cap and trade. (nextbigfuture, 2010)(wikipedia, 2010)

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George Washington (2000-03-09 10:06)

Hands down, I would nominate George Washington for the "Presidential Hall of Fame". Quoting from George Washington's eulogy, the famous cavalry General Henry "Light-Horse Harry" Lee describes George Washington as "First in war, first in peace, and first in the hearts of his countrymen". Washington was a man who had a selfless devotion to his country; he believed in liberty and freedom for all; he had integrity with a total sense of moral responsibility, and above all played a key role in our nation's history. I believe he indeed walked "untrodden ground" in his presidency and became a "precedent" or landmark for all the presidents who followed him. In the following paragraphs, I will present my case why the attributes mentioned above, along with others, I believe, have given this first President of the United States of America the position as the "Father of Our Country" and the 'Presidential Hall of Frame'. (pbs.org, 2010) (biography.com, 2010)

I do not believe George Washington, himself, probably realized when he was a young man that he was destined to become our first President. His innate tenaciousness for learning did not only stop with his limited time in school, but through his need to experience the world around him from human contact and through the opportunities and challenges he encountered on his way. In many ways, I believe his bountiful past experiences impacted his character, courage, and sense of who he was about to become, President to the United States. His older step-brother Lawrence, prior to his death, had a great effect on George Washington life after their father died when George was at age 11. Lawrence Washington, educated in England, was commissioned under Admiral Vernon to fight a Britain's squabble with Spain and after arriving home he joined the Virginia militia as a ranking officer. He influenced George Washington in the direction of the military, and cultivated George with ethics, mathematics, music, books and the theater. In 1749, at age 17, George Washington was appointed official surveyor for the Shenandoah Valley. His comfort with the outdoors and participation in surveying jobs for Lord Fairfax exposed George to the wilderness's rough terrain and Native Americans, which also became attributes to his military career. (biography.com, 2010)

In 1752, the surveying experience gave George Washington credential to joined the Virginia militia where he was commissioned the rank of major. This was just a stepping stone to the eventual commander in chief. The beginnings of the encroachment from the French on the English territory, led George Washington's military career in fighting in the French and Indian War 1754. I can only surmise that Washington's initial weakness may have been due to the lack of any 'military' experience especially fighting the Native Indians;(prehistorylleyforge) however, his innate ingenuity, good judgment eventually overcame his weakness and became his strength. After his first brief engagement with the French, George Washington writes to his brother Jack describing the moment, " I heard the bullets whistle, and, believe me, there is something charming in the sound."(37) With in the coming days, months, and years another story would exhibit what it was like to be defeated by the enemy. One of Washington's first taste of defeat was when he volunteered to be an aid-De-camp to the British Major General Braddock in retaking Fort Duquesne from the French in 1755. That Battle of the Monongahela was fought against the French and their allied Native Americans. The battle ended with a bloody defeat for the British, a dying General Braddock, along with the lost of most of their total advanced force ; however it was the brave Colonel George Washington who maneuvered the wounded General and the rest of the men still standing out of harm's way.(nps.gov/archive/fone/fonehist) It was the same battle where George Washington experienced "two horses shot out from under him and miraculously was unharmed as a bullet rushed through his hat [while] three more passed through his coat". (A.M. Allison, Perry, J.A., pg 37, 2010) (biography.com, 2010),

Washington maintains his existence came "by the miraculous care of Providence". This defeat did not stop Washington from performing his duty as a Colonel. Due to the war was extending into years, he learned from past mistakes and adapted away from the British tactical maneuvers with his own maneuvers which gave his men a fighting chance to succeed and to survive. Washington also made his soldiers change their uniforms into "Indian hunting garb" for durability and flexibility. (biography.com, 2010) (A.M. Allison, Perry, J.A., pg 47, 2010)

The war had weakened Washington's health with bouts of dysentery. In December 1758 he resigned from the military and return to beloved Mount Vernon. After hearing of Washington resignation, his regiment responded to Washington in writing their regrets in loosing "such a great commander, ...sincere friend, and so affable a companion." In 1770, after the French and Indian War, fifteen years after Braddock's defeat, George Washington meets an old Native American Chief of the northwestern tribe who fought along with the French during that very battle with Braddock. The old Chief shares his prophecy with George Washington along with other men that have accompanied Washington that time.. The Chief states: "Listen! The Great Spirit protects that man, [directing it to George Washington] and guides his destinies – he will become the chief of nations, and a people yet unborn will hail him as the founder of a mighty empire!" This expressive acknowledgment was never passed on by Washington himself; although his friend Dr. James Craik, who also witness this event, eventually shared the Native American Chief's prophecy with the soldiers in the Revolutionary War. (biography.com, 2010) (A.M. Allison, Perry, J.A., pg 59-60, 61, 2010)

Between wars, George Washington married a wealthy, widow Martha Custis, assumes his duties in the House of Burgesses and eventually restores Mount Vernon, along with farming. In 1763, a treaty is finally signed between the England and France, ending the French and Indian War, consequently, the Motherland decides that the colonies should help with the burden of debt created by French and Indian war. In 1765, the parliament passes the Stamp Act, which were taxes on newspapers and other legal documents. This did not sit well with the colonist for a couple of reasons. The Parliament could not pass taxes on the colonists because they did not have direct representation in the Parliament. Secondly, the colonists believed they do their own taxation through their own assemblies.(98) Essentially is this not the beginnings of the domino effect for independence from the British? George Washington could not have said it better when addressing a correspondent to the Parliament, "the Parliament of Great Britain have no more right to put their hands into my pocket, without my consent, than I have to put my hands into yours for money." Distrust among the colonist and Great Britain begin to develop to a new level, by 1768 British troops arrive in Boston to enforce custom laws. June 16 1775 George Washington becomes commander in chief of the Continental Army. War is surfacing on the horizon. Commander George Washington writes his opinion about the war to his friend George W. Fairfax who now lives in England, "Unhappy as it is ... to reflect that a brother's sword has been sheathed in a brother's breast, and that once happy and peaceful plains of America are either to be drenched with blood or inhibited by slaves. Sad alternative! But can a virtuous man hesitate in his place?" (767) (US Military.gov, 2010) (A.M. Allison, Perry, J.A., pg 98, 767, 2010)

Declaration of Independence signed on July 4, 1776. Relationship with England has become null and void because of Great Britain's breach of contract with the colonies, the War of Independence advancing. The closing of the Revolution War came in 1783; however our valiant commander-in-chief stopped a military "armed" revolt against their country. The officer and soldiers having not been paid for eight years that they have sacrificed for their country. They blamed congress and most of all they were criticizing their commander in chief for his failure to see that it being done. George Washington showed up to one of their meetings and addressed his "honorable" men about their plight for justice. His first commentary did not change the officers' nor soldiers' opinion about their cause; however his second speech did. General Washington stands in front of his men and pulls out a letter from his pocket that has been written by a Virginia congressman in support of the military plight. He fumbles to put on his reading glasses that no one in the audience has seen before and states, "Gentlemen, you must pardon me. I have grown gray in your service and now find myself growing blind." The moment and modest gesture created by Washington emotionally moved his fellow officers and soldiers. They decided to patiently wait for congress for their reimbursement, which it did come. Washington indeed prevented a military dictatorship. (wsu.ed, 2010) (biography.com, 2010) (A.M. Allison, Perry, J.A., pg 385, 2010)

Although the colonies were now rejoicing their independence from Great Britain, they had no real central government to guide them in their endeavors to prosper. George Washington felt this restlessness among the 13 colonies and he saw the necessity having a central government to bring unification among the colonies. Washington describes the colonies' position as "Like a young heir come prematurity to a large inheritance, we shall wanton and run riot until we have brought our reputation to the brink of ruin;" (455) Thus the answer to his fear of what may happen to this independent nation was the birth of a new constitution September 17, 1787. (A.M. Allison, Perry, J.A., pg 455, 489, 2010) (pbs.org, 2010) (biography.com, 2010)

Up to now, I hope I have imprinted facts why this great man George Washington was so exceptional to be our first president. It was almost like the "providence", whom Washington frequently referred to often, was paving the way. The Question I need to review now, is why I nominated George Washington for the 'Presidential Hall of Fame'. Perhaps the first conclusion I may have submitted to myself is that the survival of our country might not have been made possible if not for George Washington's influence. Fittingly, he was an inspirational leader for our military, had exemplary character and through his calm nature and deeds, he held the most esteem presence among those around him. No wonder in January, 1789 the union selected their electors, in February, they cast their votes, but it was not until April did they count the ballot. Weather prevented to this sooner. April 6, the electors voted unanimously for George Washington for president. John Adams was named Vice president. Once it was established Washington was going to be President, there was no doubt how to address him, Mr. President. April 30, 1789 the inauguration took place on a crowded Federal Hall portico, in New York City [temporary used as the United States capital] It is interesting to note that when finished repeating the last word of the oath "I do solemnly swear that I will faithfully execute the office of the President..." he added the words "So help me, God," followed by bowing and kissing the Bible. (A.M. Allison, Perry, J.A., pg 520, 2010)

George Washington's uniqueness was he did not want to be President. He presided over the convention forming the constitution and at that time felt his work was done. He just wanted to retire from public life. He writes to his good friend Lafayette about his personal dilemma, "The presidency has no enticing charms and no fascinating allurements for me. My only wish is to live and die an honest man on my own farm." However, with Hamilton encouragement, George Washington conceded that if he accepts the position of president it "would be the greatest sacrifice of my personal feelings and wishes that ever I have been called upon to make." (biography.com, 2010) (A.M. Allison, Perry, J.A., pg 508-509, 2010)

"As the first of everything, in our situation will serve to establish a Precedent," Washington wrote James Madison, "it is devoutly wished on my part, that these precedents may be fixed on true principles." New independent nation with a new constitution along with a new government, could be overwhelming to for anyone, except President George Washington. He looked at the challenge with "I walk on untraded ground" with seriousness and believed "The Constitution of the United States, and the laws made under it, must mark the line of my official conduct. President Washington had an criteria in choosing his cabinet of "four" which are the following: (1) The candidate must be fit to fill an office. (2) The person must have served well in other positions in the past. (3) As much as possible, all states must be equally represented in the appointive positions. Washington proceeded to choose Thomas Jefferson to be the Secretary of

State, Alexander Hamilton to be Secretary of Treasury, Edmund Randolph to be Attorney General, and Henry Knox as Secretary of War. During the inauguration, the oath was given by the Chancellor of New York, and not by the justice department, because they did not have a supreme court at that time. Washington nominated John Jay as the first Chief Justice of the new Supreme Court. One of many points I admire about Washington is he made decisions when he had all the information. He also did this with his cabinet members. He would visit each separately, get their opinion and when he heard everyone's voiced opinion he would make a conclusion. (biography.com, 2010) (A.M. Allison, Perry, J.A., pg 524, 2010)

To conclude this paper, when George Washington became President, he realized the his own countrymen and the Powers of Europe would be watching every move he made. I like to share some of his precedents not already mention. In the constitution, the executive branch was to receive advice and consent from the Senate in regards of treaties. Washington initially went to the Senate to discuss a treaty with the Creek Indians. It did not go well and Washington became frustrated with them. Because of this experience he refused to go directly to the Senate again and neither has any president after him. The Whiskey Rebellion was another occasion when he wanted to make a precedent stance. Congress passed in 1790, an excise tax on whiskey. States rebel and sometimes violence occur because of it. Washington wanted the people to know that the government had the power and the will to enforce laws created. He dressed up in his military uniform and led his troops against them and the people making trouble dispersed, ending the rebellion. Again, Federal troops have been used to enforce Federal law by presidents after Washington. Lastly President Washington established a precedent for only a two term for the presidency. (biography.com, 2010)

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Federalist Paper 51 (2000-03-10 12:14)

"If men were angels, no government would be necessary. If angels were to govern men [people], neither external nor internal controls on government would be necessary. In framing a government which is to be administered by men over men [people over people], the great difficulty lies in this: you must first enable the government to control the governed; and in the next place oblige it to control itself."

What is Madison making a case for in his quote from Federalist Paper 51? Review also the US Constitution in your textbook. Try to give one example from the constitution of what James Madison is talking about.

I believe Madison was saying that in order for government to govern the people they must also need to govern themselves first and this is through the "check and balances" between the three branches of government which are legislative, executive, and judicial. Each branch in itself has their own identity and power within themselves and they serve as a check and balance to the other two branches. In the Constitution Articles I, II and III state clearly what each branch can and cannot do and how they serve as checks on other two branches.

The importance of the separation of powers is the intent that men shall be ruled by law and not by men which I believe the above quote of Madison states. According pg 706 Appendix 8 in the textbook, "In affect competing personal interests in each branch will help to keep the powers of the three government branches separate and, in so doing, will help to guard the public interest."

Ruhollah Mostafavi Musavi Khomeini (2000-03-11 13:16)

This paper will describe how religion has been used in the twentieth and twenty-first centuries to advanced political agendas in Iran.

Iran and Iraq have a majority of Shittes which are mistakenly viewed as the most militant and fanatical believers in their faith.

Most Muslim countries are Sunnis and most al-Qaeda are Sunni.

The Islamic revolution turned the emphasis back to Islam.

Ruhollah Mostafavi Musavi

Khomeini studied with the famous Islamic scholar Yazdi Ha'iri. Once Ha'iri left Arak for the city of Qom in 1923, Mostafavi Musavi

Khomeini Khomeini followed.

I

n March 31, 1961, Ayatollah Boroujerdi died and Khomeini was in a place to take up the mantle of Supreme Leader. After publication of his literatures on Islamic doctrines and science, numerous Shi'ite Iranians began to see Khomeini as an individual to be copied.

Supreme Leader

Ruhollah Mostafavi Musavi

Khomeini used the emotional power of Shia lore to help him gain power in Iran.

Iran is an Islamic republic that is ruled by clerics. Shittes wanted Ali to be the successor to the Prophet Muhammad.

Sunnis wanted a new leader with wisdom, piety, leadership ability, and competence. Shittes have an established clergy and stress the importance of Prophets family who are allowed black turbans.

Shittes are the overwhelmingly the majority of the population.

Iran was the only country that Shittes have the majority of population. Before 1979, Shitte clergy wanted an Islamic version of the separation of church and state.

(

Hauss, C., Haussman, M. , 2013,

pg 371)

Supreme Leader

Ruhollah Mostafavi Musavi

Khomeini imposed restrictions on Iran more than a century of openness for them in the workplace and society.

Restrictions were imposed on women in Iran after 1979.

Before the revolution, women could wear trendy clothes, but after Islamic Revolution, they had to wear a head scarf, veil, and manteau. If their ankles showed from running up stairs, they were arrested. The Constitutional Revolution of 1905 to 1911 succeeded at first in firming up the legal status of Islam, then strengthening the state, instituting economic reforms and codifying the legal system. (

Hauss, C., Haussman, M. , 2013,

pg 376)

Under the white revolution in 1963, the SAVAK (Organization of Intelligence and National Security) was enforcing both modernization and the Shah's power. The clerics had reduced influence in daily life, women rights were extended and training and equipment for the military were provided.

Ayatollah Ruhollah Khomeini (1902-1989) was a Cleric of Qom and built his reputation and charisma largely because he was a religious leader above politics and was exceptional at Islam knowledge. Ayatollah Khomeini gave more political power to Shitte followers.

In June 1963, Khomeini prepared a speech signifying that if the Shah did not alter Iran's political direction, the public would be glad to see him leave Iran.

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Thomas Hobbes vs. John Locke (2000-03-11 13:18)

This paper is inspired by the founders of American and the men and women that came before them on the ship called the May Flower that set sail to America on September 16, 1620.

So what is the balance between individual freedom and liberty and his/her obligation to the state? The paper will analyze two English political philosophers, Thomas Hobbes and John Locke. Both presented their theories during the 17th-18th century Age of Enlightenment.

Of the two philosophers, John Locke had a profound influence on our Founding Fathers when they devised the United States' Constitution.

Earlier, Thomas Hobbes, whose theory of government absolutism, established a concrete reason why the Mayflower took the 66-day voyage to America. (pilgrimhallmuseum.org, 2013)

In order to understand the balance between individual freedom and liberty and individuals obligation to the state, we first need to explore the founding father of modern political philosophy, Thomas Hobbes (1588-1679).

Hobbes lived during a time when England was in turmoil with civil wars (1642-1646) and with political disputes over various political and religious, military and economic situations such as taxation.

Hobbes greatest fear was social and political chaos.

Hobbes believed his mother went into early labor because the Spanish Armada was sailing toward England to attack.

Thus, as a jest, he said his mother birthed "twins at once, both me and fear".

(Deutsch, Fornieri, p.226, 2009) (iep.utm.edu, 2005)

Being very intellectually gifted, Hobbes started studying at Oxford at the age of 14.

After graduating from Oxford in 1608, he continued to enrich his mind by being a private tutor. His first student, William, was an eldest son of Lord Cavendish of Hardwick (aka Earl of Devonshire).

After William died in 1628, Hobbes continued to tutor students, whom also included the youngest Earl of Devonshire and Charles I's son Charles II.

Tutoring allowed him to travel with his pupil abroad, while at the same time, branching out his own studies, writings and publishing.

Thus his travels provided a means of escape from England's civil upheaval to such countries as France, Italy, and Germany.

While abroad, he was able to visit and share thoughts with prodigious individuals, notably, Galileo, the supporter of the relativity of motion, and mathematical physics.

(plato.Stanford.edu, 2013) (Deutsch, Fornieri, 2009, pg. 226)

(Comrade Joe., 2009)

Hobbes was one of the few, before and after him, intellectual giants who radically transformed Western thought through the age of reason; however, he consider himself the 'first' true political philosopher.

In 1651, Hobbes published an influential text called Leviathan, which says that government ("commonwealth") or powerful state "which is but an artificial man, though greater stature and strength than the natural, for whose protection and defense it was intended; and which the sovereignty is an artificial soul, as giving life and motion to the whole body" that is created to impose order. With regards to this, the title of Hobbes's masterpiece, The Leviathan, was founded on mechanics (the motion of bodies / matter) and he saw society as a machine constantly in motion. (Deutsch, Fornieri, 2009, pg. 229) (darkwing.uoregon.edu, 2005, p.2)

(rachmorr, 2009) (Comrade Joe., 2009)

In the state of nature, according to Hobbes, "[n]ature hath made men so equal in the faculties of body and mind . . . one man can there upon claim to himself any benefit to which another may not pretend as well as he. For as to the strength of body, the weakest has strength enough to kill the strongest, either by secret machination or by confederacy with others that are in the same danger with himself." Specifically, no man is superior to another, similarly, "every man looketh that his companion should value him at the same rate he sets upon himself" (darkwing.uoregon.edu, 2005, p.107, p.109) (Deutsch, Fornieri, 2009, pg. 238) (

rachmorr, 2009)

In leviathan, Hobbes contends that the natural state without civil government is war and "such a war as is of every man against every man. . . . [In] the nature of man, we find three principal causes of [conflict]. First, competition [for gain]; secondly, diffidence [for safety or trust]; thirdly, glory [reputation]". In addition, because nature provides no security, except man himself for self-preservation, everyone suffers from "continual fear, and danger of violent death; and the life of man, solitary, poor, nasty, brutish, and short".

In war, Hobbes argues, because there is no government, there is no law, with no law, there is no injustice.

"Force and fraud are in war the two cardinal virtues."

Subsequently, "[t]he passions that incline men to peace are: fear of death.

And reason suggested convenient articles of peace upon which men may be drawn to agreement".(

arkwing.uoregon.edu, 2005, p. 110, p.111, p.112) (

rachmorr, 2009) (Comrade Joe., 2009)

The right of nature according to Hobbes, is the "the liberty each man hath to use his own power as he will himself for the preservation of his own nature; that is to say, of his own life; and consequently, of doing anything which, in his own judgment and reason, he shall conceive to be the artist means there unto."

(arkwing.uoregon.edu, 2005, p.112)

To put it another way, men have the right to maintain self-preservation by any means, including state of war, thus the laws of nature are inferred.

Hobbes continues by stating:

“Law of Nature is a precept or general rule, found out by reason, by which a man is forbidden to do that which is destructive of his life or which takes away the means of preserving the same. . . . For though they that speak of this subject used to confound jus and lex (right and law), yet they ought to be distinguished, because Right consists in liberty to do or forbear, whereas Law binds to one of them; so that law and right differ as much as obligation and liberty”.

(

arkwing.uoregon.edu, 2005, p.113)

(

rachmorr, 2009) (Comrade Joe., 2009)

The Leviathan, deduces many general rules of reason in the law of nature which directs toward civil peace:

such as seek peace; lay down the right to all things and transfer power to a sovereign; obey the social contract; promote the attitudes conducive to civil peace, such as gratitude, forgiveness, avoidance of pride, treating people equally, and acceptance of arbitration and impartial judgment. (

arkwing.uoregon.edu, 2005, p.112 - 140)

Hobbes also argues that in order to prevent conflict or war and promote justice and harmony,

an 'absolute sovereign' authority needs to judge right and wrong, just or unjust, while at the same time, utilize force and promote fear. (Deutsch, Fornieri, 2009, pg. 243-247)

To summarize, the laws of nature to the following precept: “Act toward others in a manner in which you would want them to act toward you”. (arkwing.uoregon.edu, 2005, p.114.) (

rachmorr, 2009) (Comrade Joe., 2009)

“The mutual transferring of right is that which men call contract” (aka covenant or social contract) (arkwing.uoregon.edu, 2005, p.116)

Absolute sovereignty is launched when men confer all their power to one person or an assembly of men through a contract, such as, according to Hobbes: “I authorize and give up my right of governing myself to this man, or to this assembly of men, on this condition; that thou give up, thy right to him and authorize all his actions in like manner. This done, the multitude so united in one person is called a commonwealth”. (darkwing.uoregon.edu, 2005, p.6 of 184)

(Deutsch, Fornieri, 2009, pg. 247) (

rachmorr, 2009) (Comrade Joe., 2009)

The transferring of power is a voluntary action in order to obtain peace and preservation, however, the absolute sovereign is not subject or limited by the contract.

Likewise, a citizen cannot resist or judge the actions of the sovereign for crimes or injury, because doing so would be accusing one self. In a government of absolute sovereign, he/she governs the legislature, executive and judicial branches all in the name of peace. (Deutsch, Fornieri, 2009, p. 256) (

rachmorr, 2009) (Comrade Joe., 2009)

In Hobbes's sphere of thinking, there is no 'separation of powers' in absolute sovereignty.

The separation of powers would impede or limit the government power to secure peace and does nothing to change the state of nature.

The rights of sovereignty are the following: "His power cannot, without his consent, be transferred to another: he cannot forfeit it: he cannot be accused by any of his subjects of injury: he cannot be punished by them: he is judge of what is necessary for peace, and judge of doctrines: he is sole legislator, and supreme judge of controversies, and of the times and occasions of war and peace: to him it belonged to choose magistrates, counselors, commanders, and all other officers and ministers; and to determine of rewards and punishments, honor and order". (darkwing.uoregon.edu, 2005, p.30-31) (

rachmorr, 2009)(Comrade Joe., 2009)

Hobbes considers religion as a competitor to an absolute sovereign.

The reason is that religion has the capability to create fear.

Since Hobbes describes religion as fear of "powers invisible", religion is under the thumb of the sovereign's power. (Deutsch, Fornieri, 2009, p. 257)

According to The Leviathan:

"The force of words being (as I have formerly noted) too weak to hold men to the performance of their covenants, there are in man's nature but two imaginable helps to strengthen it. And those are either a fear of the consequence of breaking their word, or a glory or pride in appearing not to need to break it. This latter is a generosity too rarely found to be presumed on, especially in the pursuers of wealth, command, or sensual pleasure, which are the greatest part of mankind. The passion to be reckoned upon is fear; whereof there be two very general objects: one, the power of spirits invisible; the other, the power of those men they shall therein offend. Of these two, though the former be the greater power, yet the fear of the latter is commonly the greater fear. The fear of the former is in every man his own religion, which hath place in the nature of man before civil society. The latter hath not so; at least not place enough to keep men to their promises". (darkwing.uohttpregon.edu, 2005, p. 123) (

rachmorr, 2009) (Comrade Joe., 2009)

The true liberty of a subject reported by Leviathan: "LIBERTY, or freedom, signified properly the absence of opposition (by opposition, I mean external impediments of motion); and may be applied no less to irrational and inanimate creatures than to rational./ And according to this proper and generally received meaning of the word, a free man is he that, in those things which by his strength and wit he is able to do, is not hindered to do what he has a will to. But when the words free and liberty are applied to anything but bodies, they are abused. /

So when we speak freely, it is not the liberty of voice, or pronunciation, but of the man, whom no law hath obliged to speak otherwise than he did. /

Lastly, from the use of the words free will, no

liberty can be inferred of the will, desire, or inclination, but the liberty of the man; which consistent in this, that he finds no stop in doing what he has the will, desire, or inclination to do. / Fear and liberty are consistent: as when a man therewith his goods into the sea for fear the ship should sink, he doth it nevertheless very willingly, and may refuse to do it if he will; it is therefore the action of one that was free: so a man sometimes pays his debt, only for fear of imprisonment, which, because nobody hindered him from detaining, was the action of a man at liberty. And generally all actions which men do in Commonwealths, for fear of the law, are actions which the doers had liberty to omit. / [W]e are to consider what rights we pass away when we make a Commonwealth; or, which is all one, what liberty we deny ourselves by owning all the actions, without exception, of the man or assembly we make our sovereign. For in the act of our submission consistent both our obligation and our liberty.

/ . . .The obligation of subjects to the sovereign is understood to last as long, and no longer, than the power lasted by which he is able to protect them". (darkwing.uoregon.edu, 2005, part 2, p.40-49)(

rachmorr, 2009) (Comrade Joe., 2009)

The paper now introduces the second enlightenment English philosopher and political theorist John Locke (1632-1704).

Locke presents a tamer view of the balance between individual freedom and liberty and ones obligation to the state in contrast to Thomas Hobbes's pessimistic view in "The Leviathan".

Before going forward, however, keep in mind that "The leviathan" talked about motions and interactions of material bodies that incorporate fear as the determining factor of life.

Equally important, the absolute monarchy encompasses the means of maintaining a civil, peaceful order, at the same time, preventing the natural process of society into civil war.

Thus Hobbes saw rights as conveniences; liberty as the right to disobey.

Nevertheless, the powers of this Leviathan become the foundation for all civic obligations.

(Deutsch, Fornieri, 2009, p.226-267)

(

rachmorr, 2009)

John Locke wrote the "Second Treatise of Government" which makes the assertion that man is naturally free and equal by God and not subject by nature to the monarchy. (stanford.edu, 2010)

The "Second Treatise of Government" allied with "The Leviathan", where they both described the state of nature as a condition before government intervention or before civil society emerged and required social contract to secure peace. But it is at this junction, where both Hobbes and Locke polarity of thought becomes evident.

According to Locke, the state of nature is neither anarchy nor war as Hobbes describes it, although conflict can erupt from time to time.

Nor is it defined by what Hobbes called self-interest.

The Lockean state of nature is a community without government to act on its behalf.

(Deutsch, Fornieri, 2009,

p.277)(

Yale, 2013)

(

rachmorr, 2009)

Locke indicates that in the state of nature, everyone is equal, because they are human beings with liberty and rights; therefore, everyone will follow the national law of reason.

"To understand political power aright, and derive it from its original, we must consider what estate all men are naturally in, and that is, a state of perfect freedom to order their actions, and dispose of their possessions and persons as they think fit, within the bounds of the law of Nature, without asking leave or depending upon the will of any other man".

((Deutsch, Fornieri, 2009,

p.279)(

rachmorr, 2009)

Locke continues by saying: "A state also of equality, wherein all the power and jurisdiction is reciprocal, no one having more than another, there being nothing more evident than that creatures of the same species and rank, promiscuously born to all the same advantages of Nature, and the use of the same faculties, should also be equal one amongst

another, without subordination or subjection, unless the lord and master of the mall should, by any manifest declaration of his will, set one above another, and confer on him, by an evident and clear appointment, an undoubted right to dominion and sovereignty”.

(Deutsch, Fornieri, 2009,

p.279 Sect 4)

Locke said that human rights such as life, liberty and property was included with the state of nature and was never meant to be voluntary or forcefully taken away from individuals. These were inalienable rights. (

rachmorr, 2009)

In regards of social contract, Hobbes considers a social contract a 'covenant' and Locke uses the term 'compact'.

Social contract according to John Locke, is not just an understanding/ agreement among the people, but a lasting trust that doesn't depended on "calculation of returns" or transferring one's rights to the sovereign.

(Deutsch, Fornieri, 2009,

p.277-8)

Hence, Hobbes orientation to the state of nature as the state of war, while Locke's state of nature is destined to the positive and good,

thus weighing heavily on moral obligations to God.

It is also important to note, according to Locke, from the very beginning of one's life, one carries the common sense of obligation toward each other.

Therefore, the transition from individual to communal orientation is no problem. (Deutsch, Fornieri, 2009, p.277) (

rachmorr, 2009)

“But though this be a state of liberty, yet it is not a state of license; though man in that state have an uncontrollable liberty to dispose of his person or possessions, yet he has not liberty to destroy himself, or so much as any creature in his possession, but where some nobler use than its bare preservation calls for it. The state of Nature has a law of Nature to govern it, which obliges every one, and reason, which is that law, teaches all mankind who will but consult it, that being all equal and independent, no one ought to harm another in his life, health, liberty or possessions; for men being all the workmanship of one omnipotent and infinitely wise Maker; all the servants of one sovereign Master, sent into the world by His order and about His business; they are His property, whose workmanship they are made to last during His, not one another's pleasure”. (Deutsch, Fornieri, 2009,

p.279)

(

rachmorr, 2009)

According to Locke, property in the state of nature is considered linkage where “all our rights are exercised”. (Deutsch, Fornieri, 2009, p.282)

In addition to this, private property is a necessary part of liberty.

Furthermore, Locke extends the idea of property of a person.

In Locke's line of reasoning, individuals are God's property already.

Specifically, property is identified with our 'labor' that is accomplished through our own body and hands.

Property produces integrity.

According to the Second Treatise, no one can collect more property than they can use before it spoils. (Deutsch, Fornieri, 2009,

p.283) (

rachmorr, 2009)

"God, who hath given the world to men in common, hath also given them reason to make use of it to the best advantage of life and convenience. The earth and all that is therein is given to men for the support and comfort of their being. And though all the fruits it naturally produces, and beasts it feeds, belong to mankind in common, as they are produced by the spontaneous hand of Nature, and nobody has originally a private dominion exclusive of the rest of mankind in any of them, as they are thus in their natural state, yet being given for the use of men, there must of necessity be a means to appropriate them some way or other before they can be of any use, or at all beneficial, to any particular men. (Second Treatise,

chapt. 2, Section 25) (

rachmorr, 2009)

"Though the earth and all inferior creatures be common to all men, yet every man has a "property" in his own "person." This nobody has any right to but himself. The "labour" of his body and the "work" of his hands, we may say, are properly his. Whatsoever, then, he removes out of the state that Nature hath provided and left it in, he hath mixed his labour with it, and joined to it something that is his own, and thereby makes it his property. It being by him removed from the common state Nature placed it in, it hath by this labor something annexed to it that excludes the common right of other men. For this "labor" being the unquestionable property of the laborer, no man but he can have a right to what that is once joined to, at least where there is enough, and as good left in common for others".

(Second treatise, chapt. 2, Section 26) (

rachmorr, 2009)

Locke favored a representative government like England with House of Lords and House of Commons.

However, Locke wanted men to be entrepreneurs. He also believed that only male property owners should be voting while keeping the people without property out of the voting system.

Locke held forth the opinion that the law-making legislature should have supreme authority where the courts are creating the legislature under its authority.

John Locke said in his Second Treatise that there should be life, liberty and the right of property.

John Locke said that all men are by nature created equal which means they are capable with unalienable rights.

That nature wouldn't lone out who is governed and who is to be administered; there are no king's privileges or legal privilege or rights of the reigning class. The Declaration of Independence is the founding article of the American political tradition. It pronounces the important ideas that form the American homeland: All men are created free and equal and enjoy the same essential, natural rights. Legitimate governments must therefore be based on the agreement of the ruled and must exist "to secure these rights." (heritage.org, 2013)

As a practical matter, the Declaration of Independence announced to the world the unanimous intent of the thirteen American colonies to separate them from Great Britain. But its correct revolutionary significance is the declaration of a new foundation of political legitimacy in the sovereignty of the people. The Americans' final appeal was not to any man-made decree or evolving spirit but to rights inherently possessed by all men. These rights are found in eternal "Laws of Nature and of Nature's God." As such, the Declaration's meaning transcends the particulars of time and conditions. (heritage.org, 2013)

The situations of the Declaration's writing make us appreciate its extra-ordinariness statements even more. The war against Britain had been intense for two years when the Continental Congress via a resolution by Richard Henry Lee on June 7, 1776, chose a committee to discover the freedom of the colonies from Great Britain. John Adams, Benjamin Franklin, Roger Sherman, and Robert Livingston appealed to Thomas Jefferson to draft an official declaration which they presented with few enhancements, to Congress. On July 2, Congress voted for independence moved to discussion the wording of the Declaration, which was, with the distinguished removal of Jefferson's passionate disapproval of

slavery, firmly approved on the twilight of July 4. Every Fourth of July, America celebrates the act of independence . (nccs.net, 2013)

(The Heritage guide to the Constitution, 2005, p. 46,179)

Although the document was modified during the revolutionary war, the Declaration claims the foundation of widespread motive by disbursing “decent respect to the opinions of mankind” and appealing to “the Laws of Nature and of Nature’s God.” (nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46,179)

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he testimony in the document bases America and its regime on self-evident truths such as human equality and certain “unalienable rights.” The truths are self-evident, not in the logic of being directly clear to everyone, but somewhat in offering the rational or apparent assumption of what enlightened humanity recognizes by a human being. Self-evident truths are also not limited to any one era or nation; they are as correct today as they remained in 1776. To implement those rights is the contest of American politics. (nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46,179)

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uch rights are recognized and confirmed as liberties essential in human nature—the right to individual property. They are not only powers, and neither are they simply wishes or desires. “Endowed by their Creator,” these rights exceed the skill of any regime to abolish them. Thus, these characteristic or natural rights create authentic government and refute the validity of any government warranted only on, for example, religion, heredity, class, wealth, or race. (nccs.net, 2013)(The Heritage guide to the Constitution, 2005, p. 46,179)

In equality,

so regarded, American government is essentially about rights or liberty. But these privileges follow from the equivalence of all men. This priority of equality clearly does not mean an equivalence of character, strength, or writing skill, batting averages; nor does it request a communistic equivalence of outcomes or situation. In fact the Declaration’s idea of fairness would forbid such accidental smoothing of the obviously varied human condition. Whatever our differences, there happens an important human uniqueness—that no one is instinctive to conquer or be conquered. Equality in this intellect therefore necessitates that authentic government be founded on “the consent of the governed.” (nccs.net, 2013)(The Heritage guide to the Constitution, 2005, p. 46,179)

In the Pursuit of Happiness,

the purpose of such an authentic government in opportunity is to safeguard “certain unalienable rights,” including “Life, Liberty, and the pursuit of Happiness.” Rights conclude in the pursuit of happiness. And happiness is not about self-satisfaction or dazed choice but rather a life lived to its full latent—human prosperity. (umkc.edu, 2013) (The Heritage guide to the Constitution, 2005, p. 46,179)

By creating three branches of government, the delegates built a “check and balance” system into the Constitution. This system was constructed so that one branch of our government couldn’t become too powerful.

(umkc.edu, 2013) (The Heritage guide to the Constitution, 2005, p. 46,179)

Each branch is controlled by the other two in numerous ways. For example, the president may veto a law approved by Congress. Congress can overrule that veto with a vote of two-thirds in cooperation of Congress. Another example is that the Supreme Court may restrain Congress by announcing a law unconstitutional. The power is composed by the circumstance that members of the Supreme Court are chosen by the president. Those appointments have to be permitted by Congress. (nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46, 179)

The concept of Separation of Powers is exemplified in the Constitution in the 1st Article, in the 2nd Article, and in the 3rd Article. Fifty state constitutions specify that government be divided into three branches: legislative, executive and judicial.

While separation of powers is crucial to the mechanisms of American government, no democratic system happens with total separation of powers or a total absence of separation of powers.

Governmental powers and responsibilities deliberately overlap; they are too problematic and interconnected to be neatly compartmentalized. As a result, there is a characteristic measure of rivalry and struggle among the branches of government.

Throughout American history, there also has been an ebb and flow of supremacy among the governmental branches.

Such experiences propose that where power resides is part of an evolutionary process. (nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46, 179)

The Constitution covers no delivery openly announcing that the powers of the three branches of the federal government shall be separated. James Madison, in his original draft of what would become the Bill of Rights, included a planned amendment that would make the separation of powers explicit, but his suggestion was rejected, mainly because his fellow members of Congress thought the farewell of powers principle to be understood in the construction of government under the Constitution. Madison's future amendment, they concluded, would be a dismissal. (nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46, 179)

The first article of the Constitution says "All legislative powers shall be conferred in a Congress." The second article vests "the executive power in a President" who is obliged to faithfully execute the laws as written, and not to suspend some and enforce all others. The third article spaces the "judicial power of the United States in one Supreme Court" and "in such inferior Courts as the Congress may establish."

(nccs.net, 2013) (The Heritage guide to the Constitution, 2005, p. 46, 179)

Separation of powers attends numerous goals. Separation

prevents attentiveness of influence (tyranny) and delivers each branch with armaments to fight off infringement by the other two branches. As James Madison claimed in the Federalist Papers (No. 51), "Ambition must be made to counteract ambition." Clearly, our system of separated powers is not designed to maximize efficiency; it is designed to maximize freedom.

(umkc.edu, 2013)

(The Heritage guide to the Constitution, 2005, p. 46, 179)

Freedom in the US Constitution is freedom of speech, freedom of press, freedom of religion from the first amendment. Such freedom as is appreciated by the citizens of a state or country under the safeguard of its constitution; the collective of those individual, civic, and political rights of the separate which are guaranteed by the constitution and protected in contradiction of invasion by the management or any of its agencies. (umkc.edu, 2013)

The Bill of Rights, Amendments 1 to 10 of the Constitution protects the individual's rights to liberty from the power of government. The 1st Amendment, for example, says that Congress shall not take away a person's freedoms of religion, speech, press, assembly, and petition.

Rather, the Constitution undertakes that all people mechanically have these civil freedoms and therefore confines the government from using its influence to abuse persons. Thus, there is an isolated jurisdiction of life, which government officials cannot occupy without disrupting the Constitution. (umkc.edu, 2013)

Some freedoms at risk today are religion and gun rights.

The US Government is creating a nationwide gun registry so the feds can eventually remove guns from responsible gun owners, just like Canada removed guns when it created a gun registry in the 1980s.

Amendment II states: "A well-regulated Militia, being necessary for the security of a free state, the right of the people to keep and bear Arms, should not be infringed".

(The U.S. Constitution; Reader, 2012, p.59)

The First Amendment to the US Constitution prohibits Congress from passing any law that infringes the free exercise of religion. "Congress shall make no law respecting an establishment of religion' or prohibiting the free exercise thereof; . . ."

(The U.S. Constitution; Reader, 2012, p.58)

The question today is whether or not this freedom will still be permitted when it comes to the public life of Christians. (umkc.edu, 2013)

The conflict is arising over the matter of contraceptives in health care plans. The Roman Catholic Church holds that all contraceptives are immoral. Most Evangelical Christians do not forbid all contraceptives, but hold that contraceptives that induce abortions are sinful. The current issue is the mandate under the Affordable Care Act for businesses, including those owned by Christians and Catholics formed to uphold Christian values, to provide contraceptives that include 'the morning after pill' in the insurance plans of their employees. Religion liberty violations are becoming an issue, where Christian businesses, Universities, hospitals and charities would have to pay for healthcare that is traditionally absent from the decades long expenditures of their public charity funds and belief. (umkc.edu, 2013)

The 17th amendment rectified since 1913, states:

The Senate of the United States should be composed of two Senators from each state, elected by the people [not state legislators] thereof, for six years".

(The U.S. Constitution: A Reader, 2012, p.62)

There are no limits on how many times each Senator or House representative can run for congress. What we see over time, is many of our congressmen have become professional politician, whose agendas are becoming more distance of the needs of their constituents, resulting in a situation where more democratic and

oligarchic (power is vested in a few people)

. The

state can crush the civil society institutions, such as church, family, and community that are the essence of American society. (Levin, M.R., 2013, p. 30-32) Just in the past weeks, t

he Democratic Party in the Senate abolished the super majority vote replacing it with a simple majority, because the super majority no longer works in the Democratic

oligarchy

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In this paper's opinion, individuals should be able to freely select (not the government) our own health insurance and if need be, purchase one's healthcare insurance across state lines. In the very near future, insurance companies will be limited and selections reduced to the single state.

Since April 22, 1970, the Environmental Protection Agency has been doing economic planning with five year plans since its establishment. The Article 1, Sec. 8 has the "Commerce Clause" which grants the federal government "To regulate Commerce with foreign Nations, and among the several States, and with the Indian Tribes." When the commerce clause was written, the federal government had ever-expanding scope and power. (keywiki.org, 2013)

So is our Liberty and freedom at risk in today's state?

"Governments are instituted among Men, deriving their just Powers from the Consent of the Governed." — Thomas Jefferson, the Declaration of Independence.

In regards of Thomas Jefferson's famous above quote, this paper does not believe that our present government is listening to or has the "consent of the Governed" which stands in contrast to the European's "will of the majority".

So what is the better way to organize a society so people can be free and flourish, Hobbes or Locke?

Possibly Locke's smaller government, more limited government, that promotes more individual freedom and liberty is more favorable over Hobbes's Leviathan state, a big state, an entitlement state that can crush the civil society institutions, such

as church, family, and community that are the essence of American society.

In conclusion, this paper would like to reflect on the echoes of John Locke, through Thomas Jefferson's powerful words for liberty:

"We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness.-That to secure these rights, Governments are instituted among Men, deriving their just powers from the consent of the governed, -That whenever any Form of Government becomes destructive of these ends, it is the Right of the People to alter or to abolish it, and to institute new Government, laying its foundation on such principles and organizing its powers in such form, as to them shall seem most likely to affect their Safety and Happiness".

(archives.gov)

Perhaps, the next time in the voting booth, we the "governed", should all remember Thomas Jefferson's powerful words for liberty, 'period'!

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Mexico (2000-03-11 13:22)

“

We won”, [Vicente Fox] said simply, and his eyes filled with tears.” (Preston, J.

Dillon, S., 2004, p. 26)

The event that took place on July 2, 2000,

was an emotional day to remember not only for Mexico's National Action Party (PAN), but also for the citizens of Mexico who wanted to see a change in their government.

It took seventy-one years to pry open the semi-authoritarian hegemony of the Institutional Revolutionary Party (PRI) and the PAN party did just that, winning the presidential election in the summer of 2000. This paper will address the events that lead up to this extraordinary Mexican election event in 2000. Thus leads to this paper's opinion: Mexico is coasting toward being a failed state if the government loses control of its accountability and the rule of law due to decades of entrenched corruption, born out of the one-party rule of the PRI.

If one looks at the early history of Mexico, democracy is not part of its political history.

The roots of Mexico's national identity recedes way before the arrival of Spanish Explorer Hernan Cortez in 1519.

The land was inhabited by indigenous people such as the peaceful Mayans, whom lived in and around the Gulf Coast area.

They were noted for their advancement in farming, artistry, mathematics and astronomy. (history.com, 2013)

Unlike Mayans, the Aztecs were more authoritarian.

They resided in the central fertile valley of Mexico and built their capital city on marsh land near a lake called Tenochtitlan (Mexico City).

The Aztecs ruled other tribes and established an empire with city-state governors, tax collectors, courts, and ruling 'military-religious' castes. In comparison between the Mexico's modern regime and Aztec rule:

"both forged a centralized, authoritarian, hierarchical, stable system." (Levy, Bruhn, 2001, p.36))

In 1519, Diego Velasquez, a Spanish conquistador, sent Hernando Cortez to Mexico to conquer territories in the 'New Spain' for the Spanish Crown. (westmeade.net, 2013)

In March of that year, Cortez landed in Tabasco, where he learned about the great Aztec society ruled by Moctezuma (Spanish), [aka Montezuma (English)]

from the natives of Tabasco.

In November 1519, Cortez marched in to Tenochtitlan with his army of men and weaponry ready to do battle.

Instead,

Cortez and his army were warmly welcomed by Moctezuma.

Cortez was ironically mistaken for the Aztec's religious belief "white gods would one day appear". (Levy, Bruhn, 2001, p.37).

Although Cortez was outnumbered by the Aztecs, Cortez's weaponry was superior and Moctezuma was subsequently confined,

and through him, Cortez began to rule the empire.

When Moctezuma died, his young nephew, the defiant Cuauhtemoc became the next emperor.

He eventually drove the Spaniards out of the city.

Cortez reorganized and later returned with Aztec's native rivals and erased all the city's structures and the remaining Aztec populace, approximately 240,000 were believed murdered.

Afterward, a new city (Mexico City) was built over the devastation and eventually became the main center for the new world. (Levy, Bruhn, 2001.p36-.37) (history.com, 2013) (Hauss, Haussman, 2012, p.475-476)

Unlike Colonial English settlers, the Spanish conquerors assimilated with the Indian natives in order to impose Spanish values, religion (Catholic), and privileges.

The English settlers were looking for freedom from the tentacles of England; therefore, they pushed aside or at times killed the nomadic tribes in order to establish themselves and germinate a democratic development in the newly undeveloped North America.

In contrast, the Spanish fought a well established society, not “nomadic” tribes. (Hauss, Haussman, 2012, p. 476)

The Spaniards integrated a hierarchy system. The top of the hierarchy system held the native Spaniards (born in Spain), called peninsulares or gachupines, most of whom came from titled families and held the highest ranking posts in both the government and the clergy.

Second, the creoles, (people born in Spanish America from Native Spanish parents) and mestizo (mixed offspring), people born from Spanish American and Native Indians.

Last, were the indigenous (native Indians) populace, who eventually succumbed into indentured servants to the Spaniards. (Hauss, Haussman, 2012, p. 476)

The Spanish colonies' resources, such as gold and silver, were siphoned to enrich only Mother Spain, thus prohibiting free trade.

While at the same time, little was done politically and/or economically to the new colonies, as an example when the Spanish settlers carved out large estates (Spanish haciendas) at the “expense of the traditional communal land holders”. (Levey, Bruhn, 2001, p. 38)

The English settlers establish self-government prior to the Revolutionary War, where the self-government in the Spanish colonies lacked. (Hauss, 2012, p.476)

The Spanish colonialism did not support nor encourage equality, democracy, or national independence.

Mother Spain and the church became the guarantors of elitist authoritarian rule that ensured political stability during the colony era. (Levy, Bruhn, 2001, p.38) (Hauss, Haussman, 2012, p.476)

“

Every colony that is well treated honours its parent state, but becomes estranged from it by injustice. For colonists are not sent forth on the understanding that they are to be slaves of those who remain behind, but that they are to be their equals.” Thucydides, “Causes of the War,” (Bazant, J., 1977, p.5)

Revolutions that took place in Mexico's history, usually suggested that political power and economic events were endangered for the elites. (Bazant, 1997, p.5)

In 1804, Spain went under a considerable financial strain due to the war with Great Britain.

Spain went down the road in forcefully redeeming mortgage loans and selling farms, cattle, houses and businesses that were used for endowments and charitable foundations used for pious work, from the colonies in 1805-1808.

This extraction process was sufficient enough to alienate the elite landowners from Spain along with others. (Bazant, 1997, p.6)

On September 16, 1810 the church bells rang, alerting the peasants to come to the church yard.

Father Manuel Hidalgo (a creole) called for Mexican independence from Spain: “Long live religion!, Long live Our Lady of Guadalupe! Long live the Americas and death to the corrupt government!”. (Consular, 1996)

Hidalgo was not successful in his cause for independence for his people. He did initiate the struggle for independence from the Spanish rule that eventually lead into guerrilla warfare as the masses Mestizos and Indians rose against the Gachupines. (Bazant, 1997, p.12-19)

Mexican independence finally occurred in February 24, 1821, as the Plan of Iguala.

Never the less, independence failed to develop a stable government that could defend its national territory.

Rather the young independent nation created a vicious cycle of political instability and economic failure for years to come, to say nothing of, threatened its sovereignty from foreign onslaughts. Such is the case with Antonio Lopez de Santa Anna description by Levy and Szekely:

“In 1848, Mexico's most despised, traitorous, duplicitous native son presided over the loss of roughly half of Mexico's territory in the war with the United States. [. . .]

[From the 1820s to the 1950s. . . .]most no one could establish a viable government and a viable economic base". (Hauss, Haussman, 2012, p. 477) (Levy, Bruhn, 2001, p.39-44)

In light of democratization, Hauss and Haussman depicts a nation's potential for democracy:

"The first years of any regime are critical, [. . .] it is new and fragile. [...] [If] democracy can get through the first few elections, [. . .] it can survive the transition from its first leadership to the opposition". (Hauss, Haussmann, 2012, p.327)

Since Mexico's independence in 1821, the first form of government was not a republic but a monarchy.

Augustin de Iturbide helped manipulate Spanish emissaries to grant Mexico independence from Spain.

He declared himself Emperor Augustin 1.

Augustin lasted one year before he was later executed by General Santa Anna.

Then over a thirty-year time period, General Antonio Lopez de Santa Anna made himself known fracturing and causing chaos in the new nation, only for his self interest.

From 1833-1855, he became president eleven times.

He enjoyed more of a centralize or a less democratic government. (about.com, 2013)

In 1861, after an assortment of short-lived presidents, General Benito Juarez took over the country.

By 1864, Juarez was forced out by the French for repayment and replaced by Austrian Maximilian, another Emperor.

Three years later Maximilian was removed and executed by the previous General Juarez.

In 1876, General Porfirio Diaz become the president-elect by a coup.

His campaign promoted the idea that "presidents should not be allowed to be reelected" (Hauss, Huassman, 2012, p. 477)

Diaz's dictatorship lasted from 1876-1880 and again from 1884-1911.

On the positive side during his reign, it was Diaz, who stabilized the country, encouraged foreign investment, and improved the economic infrastructure, such as the building extensive railroads, oil refineries, sugar mills and electrical generation facilities. (Hauss, Haussman, 2012, p. 477)

Thus we come to the present and address why Mexico is leaning in the direction in the future of being a failed state.

What this paper has established thus far, is democracy has never been in the forefront.

The common denominators are wealth, power, that are both in bed with corruption.

Second, in order to understand why the election of 2000 was successful, it is important to understand the following: first, how the Institutional Revolutionary Party (PRI) evolved into power in the 1920s and reigned for seventy-one years, using corruption, manipulation, and exploited patronage in order to sustain their longevity.

Second, the accumulated events that lead to the first 2000 democratic contest of Vincente Fox President.

One aspect of the PRI longevity he PRI manipulated the constitution

The revised radical constitution in 1917 was constructed and had many of the principles of the original 1857 constitution, with three branches of government (executive, bicameral legislative and judicial branches), and competitive elections where most public officials were directly elected by the people. Although its social content gave it the title of the first modern socialist constitution, it preceded the 1977 constitution of the former Soviet Union (bucknel.edu), the Mexican document replicates many

principles and concepts of the constitution of the United States. The liberal concepts include federalism (31 states - sub divided into two thousand municipalities plus the Federal District/ Mexico City, each with state governor and unicameral legislature), separation of powers, and a bill of rights.

The 1917 constitution adds a strong nationalist declaration, asserting Mexico's control over its natural resources. It also recognizes social and labor rights (right to unionized), separation of church and state, and universal male suffrage. Reflecting the varied social backgrounds and political school of thought of its framers, the constitution of 1917 includes various contradictory provisions, endorsing within the same text socialism, capitalism, liberal democracy, authoritarian corporatism, and a host of unimplemented provisions for specific social reforms. (Hauss, Hausman, 2012, p.491-493)

(gavilan.edu, 2009)

One highlight of the 1917 constitution noted that the president elect could not stand for reelection after a six (sexenio) year term and after the end of the six-year term was expected to leave political life.

There is no vice president.

But according to Frank Brandenburg:

"Mexico has been able to avoid personal dictatorship by retiring their dictators every six years." (Hauss, Hausman, 2012, p. 491)

Unlike the U.S.A. president, the 1917 constitution gives the Mexican president a sizable amount of control such as the following:

Only the president can promulgate and issue laws.

Subject to the ratification of the senate, the president may appoint and dismiss cabinet officials and almost all employees of the executive branch such as ambassadors, consuls general, magistrates of the Supreme Court, and the mayor of the Federal District. The president also appoints the magistrates of the Supreme Court of the Federal District, subject to ratification by the Chamber of Deputies. Again, the patron-client relationship is very important here.

All government positions are dependent on a hierarchy patron-client system where 'it's not what you know, but who you know'.

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residents have historically played a decisive role in the selection and removal of state governors.

Last, choosing one's successor has allowed outgoing presidents to select individuals who personify either change or continuity with past policies, as demanded by circumstances and public opinion.

(Hauss, Hausman, 2012, p. 491-493) (gavilan.edu, 2009)

President elect General Plutarco Elias Calles (1924-1928), a revolutionary organizer was a presume constitution stickler.

(Bazant, 1977, p171-172)

Calles was rabid about exterminating Catholicism in Mexico and believed by some scholars, that his oppression of Mexican Catholics was responsible for sparking the three-year long rebellion between the Church and State Cristero War.

The 1917 constitution included five articles that Calles wanted to reenforce; thereby, instigating the war. Article 3 called for only secular education in the schools; Article 5 outlawed monastic orders;

Article 24 forbade public worship outside the church; Article 27 placed restrictions on the right of religious organizations to hold property as well as foreigners and Article 130 disadvantaged clergy members of basic rights and made them in effect second-class citizens. Priests and nuns were denied the right to wear clerical attire, to vote, to criticize government officials or to comment on public affairs in religious periodicals. (Tuck, 2000)

In 1927, a lay-back United States' ambassador, Dwight Whitney Morrow,

came to Mexico. Morrow wanted to end the religious conflict for both humanitarian and practical reasons.

So he started to smooth President Calles gloomy feathers through frequent cordial breakfasts with Calles, at the same time, address the religious dispute as well as topics on oil and irrigation. The end of the Cristero Rebellion resulted after the more accommodating President Emilio Portes Gil came into office.

On May 1929, Morrow, and Father John J. Burke (from the U.S.A.) persuaded Gil to respond: "the Catholic clergy, when they wish, may renew the exercise of their rites with only one obligation, that they respect the laws of the land." (Tucker, 1997)

In late June 1929, church bells were heard everywhere in Mexico; at which time Morrow turns to his wife "Do you hear that, Betty?" he said. "I have reopened the churches in Mexico." (Tucker, 1997).

Just as important, ex-President Calles developed a concept that would provide continuity from one president to the next, by forming a "political party that could control the nomination and hence the election of the next president".

(Hauss, Haussman, 2012, p.

479)

Calles and his party supporters (consist of political bosses, military strongmen, labor unions and peasant organization) eventually evolved into the National Revolution Party in 1929 (later to become *PRI* in 1946),

where Calles's principle concept became a reality. (countrystudies.us)

After Gil, the PRI's next president-elect was the charismatic General Lazaro Cardenas (1934-40).

He ended Calles hold on Mexico and provided a degree of social justice.

He initiated major reforms which include the following:

made a major effort to build rural schools, redistributed land (1917 Constitution, Article 27) to landless peasants under communal farming called ejido, strengthened unions (Confederation of Mexican Workers and two peasants organizations (under 1917 Constitution, Article 123), and nationalized foreign-owned petroleum industry (PEMEX).

(

Tucker, 1997)

(Hauss, Haussman, 2012, p.

479) (mongabay.com, 2013, p.1)

Since the revolution until 2000, the PRI has governed Mexican citizens as subjects under a semi-authorial or semi-democratic rule of the elites. The PRI solidified their power by having the outgoing PRI president select the new presidential candidate after getting a 'thumbs-up' from the PRI party.

Although the citizens of Mexico were free to vote for their favorite candidate (one sign of democracy), the PRI had means of assuring the presidency through various degrees of voting fraud and control over the Federal Election Commission (CFE), whose responsibility were to count and verified the vote returns. "Votes were . . . bought either directly or through the provision of benefits [given to] a neighborhood, village, or social group". (Hauss, Haussman, 2012, p.484)

Over time, this almost was accepted as normal occurrence.

However, what became more transparent during President Carlos Salinas de Gortari's era (1988-1992), was that the press began to write about the fraudulent PRI activities and the PRI party did not stop them. (histclo.com)

The hegemonic PRI had other supportive influences that maintain their longevity.

Mexican society had a strong patronage system, 'patron-client' (camarillas) with a motto: "You scratch my back, I'll scratch yours". (caroddoapclasses.com)

The PRI kept loyal supporters happy by giving them opportunity for jobs and positions within the government or in other cases awarded contracts or jobs to do work for the government, just to get the vote.

In other cases with the working class, the PRI assured better wages, health insurance, and better working conditions. Keeping control over the peasants, working class and the bureaucracy assured a base foundation for less conflict and longevity for the PRI.

As time progressed, corruption became more flagrant and PRI's policies involving certain segments of Mexican society grew less significant. For example, days prior to the 1968 Olympics games in Mexico City, anti-PRI protestors considered it was an opportune time to use the international press for the Mexican students to publicize the demand for more political freedom and to end the restrictive use of police force.

The results, President Gustavo Diaz Ordez, wanted to put the protest to an end, because the situation did not shed a good light on Mexico.

Consequently, because of unknown gun fire that came from the direction of the protesting crowd, hundreds of demonstrators were killed by the military and police force that surrounded them. (histclo.com p. 2)

The unstable economy in the 1980's due to fluctuation of rising and falling international oil prices, became a burden on the PRI, which raised questions about Mexico's one-party rule.

Mexico economy was unable to adjust between falling oil prices and the huge debt that occurred during the oil boom because of official corruption squandering the wealth of the country through wasteful spending and inflated payrolls.

Subsequently, money that was going into subsidies, was being pulled back, along with peso devaluation and seized dollar accounts.

As growing amount of Mexican citizens, especially the middle class, were becoming disenchanted with the PRI government, weakening the 'ritualistic' pattern founded by Calles and Cardenas. (mongabay.com, 2013, p. 7-8)

To restore future economic growth, two new technocratic presidents, Miguel de la Madrid (1982-88) and his successor, a Harvard-grad-political-economist-technocrat Carlos Salinas de Gortari (1988-1994) restructured a program that systematically retracted most state ownership and regulation of key industries.

The goal for restructuring was to promote Mexico into the global economy by promoting pro-business and free-marketing. (countrystudies.us) (Hauss, Haussman, 2012, p. 481)

To make Mexico more attractive to foreign investment, Salinas amended Article 27 of the 1917 Constitution (land protectionism)

allowing the ejido or community land to either be rented or sold into larger efficient farms and be replaced with products such as beef, timber, and oil, for exportation.

By reforming Article 27, Salinas also open the door for the North American Free Trade Agreement (NAFTA) with U.S.A. and Canada, to be implemented.

On January 1, 1994, the same day the NAFTA was activated, the Mexican State of Chiapas uprising occurred due to the fear of losing agriculture tariff protection and to shame the Mexican government.

The Mayan Indians relied on the tariff protection from the smell of corn, beans and other products in order to provide enough income to maintain their basic livelihood. (american.edu)

Equally important, during the same time Madrid and Salinas presided over Mexico, their downplay of the PRI's traditional populist and nationalist agenda produced an intraparty split (between career politician-populist and inexperienced technocrats).

"The rift develop into the first major mass defection from the PRI ranks". (mongabay.com, 2013, p. 1)

The former governor and son of President Cardenas, Cuauhtemoc Cardenas, along with Porfirio Ledo (former PRI secretary general) resign from the PRI in 1988 in contest of Salinas's nomination and neoliberal policies produced by Madrid.

Cardenas and Ledo created a coalition of left-wing parties that consist of labor unions, and grassroots organizations known as Party of Democratic Revolution (PRD).

Cardenas became a presidential contestant in 1988. His loss, according to Hauss was due to the most "extensive voting fraud in Mexican history". (Hauss, Haussman, 2012, p. 489)

In 2006, the PRD's candidate Obrador lost by a half of a percentage point to the president-elect Calderon.

(Hauss, Haussman, 2012, p. 488-489) (mongabay.com, 2013, p.8)

After the assassination of a popular PRI candidate Luis Donaldo Colosio on campaign, Ernesto Zedillo won the 1994 presidential election under unusual vote-counting circumstances. (countrystudies.us)

However, Zedillo vowed to change Mexican politics and he did just that.

In 1996, Zedillo, PAN, and PRD signed an agreement establishing political reform that would eliminate the PRI's control of the election process.

The Federal Electoral Institute (IFE) brought legitimacy to ballot counting.

First, voters were now required to have registrations picture ID cards in order to vote.

Monitoring was established at most voting establishments.

Second, vote tallies could be reported the same day of the voting, leaving less room for fraudulent manipulation. Thus between 1997-2000, free elections open the possibilities for advancement in the other two principle parties, PRD and PAN. In the congressional election that took place in 1997, the PRI lost control of the lower house also known as the Chamber of Deputies.

As mentioned earlier in the paper, the legislature branch consist of a bicameral congress divided into an upper chamber (Senate) and a lower chamber (Chamber of Deputies).

Both chamber are responsible for passing important legislation; however, as mention earlier, the executive (president) is the one who initiates 90 percent of all legislation.

Each senate seat is elected by direct vote for six years, two members per state and two representing the Federal District, total of 64 seats.

Since 1993, Salinas government double the size to 128, where one of each four seat goes to the party that comes in second.

The Deputies of Chambers consist of 500 seats, 200 members are elected for three years by proportional representation from among the large 'plurinominal' districts and the rest from single-member districts.

Although all members of congress can not serve immediate reelection, but they can be reelected during nonconsecutive terms. (countrystudies.us)

Hence this paper arrives to the main opposition party to the PRI, the National Action Party (PAN).

Historically the PAN has been in opposition with the PRI since 1939 when it was founded by Manuel Gomez Moran.

The PAN appeared as a conservative reaction to a Cardinas government's nationalization and land seizure. The party mainly consisted of people from the Catholic Church, the business sector, and groups alienated by the left-wing populist.

The PAN had strong support in the county's wealthiest and urbanized regions in the north and center of Mexico. It did not appeal to urban labor nor peasant groups because PAN preferred the role of limited government and was very pro-business and market,

However, in 1992, PAN did align itself with PRI Salinas administration with land reforms and economic reforms.

In the past, PAN has campaigned in favor of breaking up the ejidos into individual owned plots.

Pan separated itself from the PRI by putting emphasis on democratization, eradication of government corruption, and additional electoral reforms during the mid 1990s where it began to win votes.

By 1992, PAN's campaign slogan "for Mexico without lies" (countrystudies.us), controlled more than 100 municipal governments and three governorships.

The door was left wide-open for the charismatic, Harvard educated Catholic Vincente Fox Quesada, with strong right-wing roots, to cap the 2000 presidential victory. (countrystudies.us) Hauss, Haussman, 2012, p.486-488)

Now the question rests with why Mexico may be leaning toward a failed state. If that is the case, where does Mexico go into the future.

With this in mind, the paper will address the failed state issue first.

As mentioned before, economically, Mexico has its economy stability is dependent on who is in office and the global market.

As we have seen thus far, is the longevity of the PRI did not succeed in building a modern, productive Mexico instead is weigh-down by massive debt.

It still remains a Third-World country with endemic levels of poverty.

Since NAFTA was implemented, the economic reforms that came afterward has impacted the chiapas region, it did not result in a more productive agriculture system.

These reforms replaced the traditional subsistence farming of the Mayan Indians with cattle ranching, timber manufacturing, and oil production.

This left vacancy for indigenous displacement, migration to the U.S. and increase in drug cartel activity.

Second, oil production is rated fifth in the world according to the oil drum.com, yet according to Hauss, "Mexico's second largest source of foreign income comes in form of remittances from its citizens living in the U.S.". (Hauss, Haussman, 2012, p. 472)

The one-party rule brought stability, but cannot take credit in succeeding in creating a modern economy which provides a decent living to 'all', not just middle class and upper class citizens

the Mexican people, not just middle class and upper class citizens.

The failure has meant millions of people have immigrated to the U. S. in order to seek a decent paying job.

Third, Mexico now has an active three party system, whereby, each is capable in winning elections.

During the PAN's Fox and Calderon government, the needed change that the people wanted, has been limited because of gridlock in policy making due different parties in congress.

The three party system also stifles risk-taking on controversial issues without the fear of being damage or hard to produce partisan alignment.

Fourth, transparency has never been a slogan in which the PRI would use nor has it involved individualism. The main objective was to stay in power.

Every political system during the PRI reign had corruption as part of its facade and according to Jorge Chabot talking about Mexico:

"corruption seem to part of the our DNA".

(Lennex, 2013)

Some scholars might add that corruption is so "embedded in the [Mexico's] society that there's no prospect of eliminating or even curbing it anytime soon".

(Lennex)

Corruption in the security forces and judiciary, thanks to the PRI legacy created an atmosphere that has allowed the drug cartels to use Mexico as a conduit to get their drugs to the U.S., thus, causing violent fighting between drug cartels and authorities in certain parts of Mexico.

According to Austin Bay, Mexican said with pride:

“In 2000, PAN’s Vicente Fox became president. Political evolution ended the dictatorship, not revolution”. (Bay, 2012)

PAN’s Calderon (2006-2012) did aim to create a modern and just society by attacking the drug lords and either imprisoned or killed them.

He also attempted to systemically reform Mexico, politically, economically and institutionally. (Hawley, Solache, 2008)

Now in 2012, a new PRI Pena is president; will he be able to continue the attack on corruption?

So what can Mexico do to improve.

First according to analyst:

“Civil society must take responsibility”. (Samuels, 2013)

Regardless who is elected, Mexican cannot expect their elected leader to change the country’s culture.

Second, the rule of law needs to be respected and enforced.

Mexico needs honorable people in office and a more effective judicial system.

Third,

Mexico needs to take control of its debt.

Producing a more liberal or market- oriented economy can promote income that stays in Mexico instead flowing elsewhere.

Allow more entrepreneur business that will jump start the economy.

fifth, control the corruption. Business and Mexican citizens need to feel safe without feeling that there has to be a bribe in order to be safe or to grow a private business.

Last, above all, the press needs to be free to report on all life’s events, negatively or positively.

People need to know what is going on in order to make good decisions about their government.

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Mexico (2000-03-11 13:22)

“

We won”, [Vicente Fox] said simply, and his eyes filled with tears.” (Preston, J.

Dillon, S., 2004, p. 26)

The event that took place on July 2, 2000,

was an emotional day to remember not only for Mexico's National Action Party (PAN), but also for the citizens of Mexico who wanted to see a change in their government.

It took seventy-one years to pry open the semi-authoritarian hegemony of the Institutional Revolutionary Party (PRI) and the PAN party did just that, winning the presidential election in the summer of 2000. This paper will address the events that lead up to this extraordinary Mexican election event in 2000. Thus leads to this paper's opinion: Mexico is coasting toward being a failed state if the government loses control of its accountability and the rule of law due to decades of entrenched corruption, born out of the one-party rule of the PRI.

If one looks at the early history of Mexico, democracy is not part of its political history.

The roots of Mexico's national identity recedes way before the arrival of Spanish Explorer Hernan Cortez in 1519.

The land was inhabited by indigenous people such as the peaceful Mayans, whom lived in and around the Gulf Coast area.

They were noted for their advancement in farming, artistry, mathematics and astronomy. (history.com, 2013)

Unlike Mayans, the Aztecs were more authoritarian.

They resided in the central fertile valley of Mexico and built their capital city on marsh land near a lake called Tenochtitlan (Mexico City).

The Aztecs ruled other tribes and established an empire with city-state governors, tax collectors, courts, and ruling 'military-religious' castes. In comparison between the Mexico's modern regime and Aztec rule:

“both forged a centralized, authoritarian, hierarchical, stable system.” (Levy, Bruhn, 2001, p.36))

In 1519, Diego Velasquez, a Spanish conquistador, sent Hernando Cortez to Mexico to conquer territories in the 'New Spain' for the Spanish Crown. (westmeade.net, 2013)

In March of that year, Cortez landed in Tabasco, where he learned about the great Aztec society ruled by Moctezuma (Spanish), [aka Montezuma (English)]

from the natives of Tabasco.

In November 1519, Cortez marched in to Tenochtitlan with his army of men and weaponry ready to do battle.

Instead,

Cortez and his army were warmly welcomed by Moctezuma.

Cortez was ironically mistaken for the Aztec's religious belief "white gods would one day appear". (Levy, Bruhn, 2001, p.37).

Although Cortez was outnumbered by the Aztecs, Cortez's weaponry was superior and Moctezuma was subsequently confined,

and through him, Cortez began to rule the empire.

When Moctezuma died, his young nephew, the defiant Cuauhtemoc became the next emperor.

He eventually drove the Spaniards out of the city.

Cortez reorganized and later returned with Aztec's native rivals and erased all the city's structures and the remaining Aztec populace, approximately 240,000 were believed murdered.

Afterward, a new city (Mexico City) was built over the devastation and eventually became the main center for the new world. (Levy, Bruhn, 2001, p.36-37) (history.com, 2013) (Hauss, Haussman, 2012, p.475-476)

Unlike Colonial English settlers, the Spanish conquerors assimilated with the Indian natives in order to impose Spanish values, religion (Catholic), and privileges.

The English settlers were looking for freedom from the tentacles of England; therefore, they pushed aside or at times killed the nomadic tribes in order to establish themselves and germinate a democratic development in the newly undeveloped North America.

In contrast, the Spanish fought a well established society, not "nomadic" tribes. (Hauss, Haussman, 2012, p. 476)

The Spaniards integrated a hierarchy system. The top of the hierarchy system held the native Spaniards (born in Spain), called peninsulares or gachupines, most of whom came from titled families and held the highest ranking posts in both the government and the clergy.

Second, the creoles, (people born in Spanish America from Native Spanish parents) and mestizo (mixed offspring), people born from Spanish American and Native Indians.

Last, were the indigenous (native Indians) populace, who eventually succumbed into indentured servants to the Spaniards. (Hauss, Haussman, 2012, p. 476)

The Spanish colonies' resources, such as gold and silver, were siphoned to enrich only Mother Spain, thus prohibiting free trade.

While at the same time, little was done politically and/or economically to the new colonies, as an example when the Spanish settlers carved out large estates (Spanish haciendas) at the "expense of the traditional communal land holders". (Levy, Bruhn, 2001, p. 38)

The English settlers establish self-government prior to the Revolutionary War, where the self-government in the Spanish colonies lacked. (Hauss, 2012, p.476)

The Spanish colonialism did not support nor encourage equality, democracy, or national independence.

Mother Spain and the church became the guarantors of elitist authoritarian rule that ensured political stability during the colony era. (Levy, Bruhn, 2001, p.38) (Hauss, Haussman, 2012, p.476)

"

Every colony that is well treated honours its parent state, but becomes estranged from it by injustice. For colonists are not sent forth on the understanding that they are to be slaves of those who remain behind, but that they are to be their equals." Thucydides, "Causes of the War," (Bazant, J., 1977, p.5)

Revolutions that took place in Mexico's history, usually suggested that political power and economic events were endangered for the elites. (Bazant, 1997, p.5)

In 1804, Spain went under a considerable financial strain due to the war with Great Britain.

Spain went down the road in forcefully redeeming mortgage loans and selling farms, cattle, houses and businesses that were used for endowments and charitable foundations used for pious work, from the colonies in 1805-1808.

This extraction process was sufficient enough to alienate the elite landowners from Spain along with others. (Bazant, 1997, p.6)

On September 16, 1810 the church bells rang, alerting the peasants to come to the church yard.

Father Manuel Hidalgo (a creole) called for Mexican independence from Spain: "'Long live religion!, Long live Our Lady of Guadalupe! Long live the Americas and death to the corrupt government!'" (Consular, 1996)

Hidalgo was not successful in his cause for independence for his people. He did initiate the struggle for independence from the Spanish rule that eventually lead into guerrilla warfare as the masses Mestizos and Indians rose against the Gachupines. (Bazant, 1997, p.12-19)

Mexican independence finally occurred in February 24, 1821, as the Plan of Iguala.

Never the less, independence failed to develop a stable government that could defend its national territory.

Rather the young independent nation created a vicious cycle of political instability and economic failure for years to come, to say nothing of, threatened its sovereignty from foreign onslaughts. Such is the case with Antonio Lopez de Santa Anna description by Levy and Szekely:

"In 1848, Mexico's most despised, traitorous, duplicitous native son presided over the loss of roughly half of Mexico's territory in the war with the United States. [. . .]

[From the 1820s to the 1950s. . . [a]lmost no one could establish a viable government and a viable economic base".

(Hauss, Haussman, 2012, p. 477) (Levy, Bruhn, 2001, p.39-44)

In light of democratization, Hauss and Haussman depicts a nation's potential for democracy:

"The first years of any regime are critical, [. . .] it is new and fragile. [...] [If] democracy can get through the first few elections, [. . .] it can survive the transition from its first leadership to the opposition". (Hauss, Haussmann, 2012, p.327)

Since Mexico's independence in 1821, the first form of government was not a republic but a monarchy.

Augustin de Iturbide helped manipulate Spanish emissaries to grant Mexico independence from Spain.

He declared himself Emperor Augustin 1.

Augustin lasted one year before he was later executed by General Santa Anna.

Then over a thirty-year time period, General Antonio Lopez de Santa Anna made himself known fracturing and causing chaos in the new nation, only for his self interest.

From 1833-1855, he became president eleven times.

He enjoyed more of a centralize or a less democratic government. (about.com, 2013)

In 1861, after an assortment of short-lived presidents, General Benito Juarez took over the country.

By 1864, Juarez was forced out by the French for repayment and replaced by Austrian Maximilian, another Emperor.

Three years later Maximilian was removed and executed by the previous General Juarez.

In 1876, General Porfirio Diaz become the president-elect by a coup.

His campaign promoted the idea that "presidents should not be allowed to be reelected" (Hauss, Huassman, 2012, p. 477)

Diaz's dictatorship lasted from 1876-1880 and again from 1884-1911.

On the positive side during his reign, it was Diaz, who stabilized the country, encouraged foreign investment, and improved the economic infrastructure, such as the building extensive railroads, oil refineries, sugar mills and electrical generation facilities. (Hauss, Haussman, 2012, p. 477)

Thus we come to the present and address why Mexico is leaning in the direction in the future of being a failed state. What this paper has established thus far, is democracy has never been in the forefront.

The common denominators are wealth, power, that are both in bed with corruption.

Second, in order to understand why the election of 2000 was successful, it is important to understand the following: first, how the Institutional Revolutionary Party (PRI) evolved into power in the 1920s and reigned for seventy-one years, using corruption, manipulation, and exploited patronage in order to sustain their longevity.

Second, the accumulated events that lead to the first 2000 democratic contest of Vincente Fox President.

One aspect of the PRI longevity he PRI manipulated the constitution

The revised radical constitution in 1917 was constructed and had many of the principles of the original 1857 constitution, with three branches of government (executive, bicameral legislative and judicial branches), and competitive elections where most public officials were directly elected by the people. Although its social content gave it the title of the first modern socialist constitution, it preceded the 1977 constitution of the former Soviet Union (bucknel.edu), the Mexican document replicates many

principles and concepts of the constitution of the United States. The liberal concepts include federalism (31 states - sub divided into two thousand municipalities plus the Federal District/ Mexico City, each with state governor and unicameral legislature), separation of powers, and a bill of rights.

The 1917 constitution adds a strong nationalist declaration, asserting Mexico's control over its natural resources. It also recognizes social and labor rights (right to unionized), separation of church and state, and universal male suffrage. Reflecting the varied social backgrounds and political school of thought of its framers, the constitution of 1917 includes various contradictory provisions, endorsing within the same text socialism, capitalism, liberal democracy, authoritarian corporatism, and a host of unimplemented provisions for specific social reforms. (Hauss, Hausman, 2012, p.491-493)

(gavilan.edu, 2009)

One highlight of the 1917 constitution noted that the president elect could not stand for reelection after a six (sexenio) year term and after the end of the six-year term was expected to leave political life.

There is no vice president.

But according to Frank Brandenburg:

"Mexico has been able to avoid personal dictatorship by retiring their dictators every six years." (Hauss, Haussman, 2012, p. 491)

Unlike the U.S.A. president, the 1917 constitution gives the Mexican president a sizable amount of control such as the following:

Only the president can promulgate and issue laws.

Subject to the ratification of the senate, the president may appoint and dismiss cabinet officials and almost all employees of the executive branch such as ambassadors, consuls general, magistrates of the Supreme Court, and the mayor of the Federal District. The president also appoints the magistrates of the Supreme Court of the Federal District, subject to ratification by the Chamber of Deputies. Again, the patron-client relationship is very important here.

All government positions are dependent on a hierarchy patron-client system where 'it's not what you know, but who you know'.

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residents have historically played a decisive role in the selection and removal of state governors.

Last, choosing one's successor has allowed outgoing presidents to select individuals who personify either change or continuity with past policies, as demanded by circumstances and public opinion.

(Hauss, Haussman, 2012, p. 491-493) (gavilan.edu, 2009)

President elect General Plutarco Elias Calles (1924-1928), a revolutionary organizer was a presume constitution stickler.

(Bazant, 1977, p171-172)

Calles was rabid about exterminating Catholicism in Mexico and believed by some scholars, that his oppression of Mexican Catholics was responsible for sparking the three-year long rebellion between the Church and State Cristero War.

The 1917 constitution included five articles that Calles wanted to reenforce; thereby, instigating the war. Article 3 called for only secular education in the schools; Article 5 outlawed monastic orders;

Article 24 forbade public worship outside the church; Article 27 placed restrictions on the right of religious organizations to hold property as well as foreigners and Article 130 disadvantaged clergy members of basic rights and made them in effect second-class citizens. Priests and nuns were denied the right to wear clerical attire, to vote, to criticize government officials or to comment on public affairs in religious periodicals. (Tuck, 2000)

In 1927, a lay-back United States' ambassador, Dwight Whitney Morrow,

came to Mexico. Morrow wanted to end the religious conflict for both humanitarian and practical reasons.

So he started to smooth President Calles gloomy feathers through frequent cordial breakfasts with Calles, at the same time, address the religious dispute as well as topics on oil and irrigation. The end of the Cristero Rebellion resulted after the more accommodating President Emilio Portes Gil came into office.

On May 1929, Morrow, and Father John J. Burke (from the U.S.A.) persuaded Gil to respond: "the Catholic clergy, when they wish, may renew the exercise of their rites with only one obligation, that they respect the laws of the land." (Tucker, 1997)

In late June 1929, church bells were heard everywhere in Mexico; at which time Morrow turns to his wife "Do you hear that, Betty?" he said. "I have reopened the churches in Mexico." (Tucker, 1997).

Just as important, ex-President Calles developed a concept that would provide continuity from one president to the next, by forming a "political party that could control the nomination and hence the election of the next president".

(Hauss, Haussman, 2012, p.

479)

Calles and his party supporters (consist of political bosses, military strongmen, labor unions and peasant organization) eventually evolved into the National Revolution Party in 1929 (later to become *PRI* in 1946),

where Calles's principle concept became a reality. (countrystudies.us)

After Gil, the PRI's next president-elect was the charismatic General Lazaro Cardenas (1934-40).

He ended Calles hold on Mexico and provided a degree of social justice.

He initiated major reforms which include the following:

made a major effort to build rural schools, redistributed land (1917 Constitution, Article 27) to landless peasants under communal farming called ejido, strengthened unions (Confederation of Mexican Workers and two peasants organizations (under 1917 Constitution, Article 123), and nationalized foreign-owned petroleum industry (PEMEX).

(

Tucker, 1997)

(Hauss, Haussman, 2012, p.

479) (mongabay.com, 2013, p.1)

Since the revolution until 2000, the PRI has governed Mexican citizens as subjects under a semi-authorial or semi-democratic rule of the elites. The PRI solidified their power by having the outgoing PRI president select the new presidential candidate after getting a 'thumbs-up' from the PRI party.

Although the citizens of Mexico were free to vote for their favorite candidate (one sign of democracy), the PRI had means of assuring the presidency through various degrees of voting fraud and control over the Federal Election Commission (CFE), whose responsibility were to count and verified the vote returns. "Votes were . . . bought either directly or through the provision of benefits [given to] a neighborhood, village, or social group". (Hauss, Haussman, 2012, p.484)

Over time, this almost was accepted as normal occurrence.

However, what became more transparent during President Carlos Salinas de Gortari's era (1988-1992), was that the press began to write about the fraudulent PRI activities and the PRI party did not stop them. (histclo.com)

The hegemonic PRI had other supportive influences that maintain their longevity.

Mexican society had a strong patronage system, 'patron-client' (camarillas) with a motto: "You scratch my back, I'll scratch yours". (caroddopclasses.com)

The PRI kept loyal supporters happy by giving them opportunity for jobs and positions within the government or in other cases awarded contracts or jobs to do work for the government, just to get the vote.

In other cases with the working class, the PRI assured better wages, health insurance, and better working conditions.

Keeping control over the peasants, working class and the bureaucracy assured a base foundation for less conflict and longevity for the PRI.

As time progressed, corruption became more flagrant and PRI's policies involving certain segments of Mexican society grew less significant. For example, days prior to the 1968 Olympics games in Mexico City, anti-PRI protestors considered it was an opportune time to use the international press for the Mexican students to publicize the demand for more political freedom and to end the restrictive use of police force.

The results, President Gustavo Diaz Ordez, wanted to put the protest to an end, because the situation did not shed a good light on Mexico.

Consequently, because of unknown gun fire that came from the direction of the protesting crowd, hundreds of demonstrators were killed by the military and police force that surrounded them. (histclo.com p. 2)

The unstable economy in the 1980's due to fluctuation of rising and falling international oil prices, became a burden on the PRI, which raised questions about Mexico's one-party rule.

Mexico economy was unable to adjust between falling oil prices and the huge debt that occurred during the oil boom because of official corruption squandering the wealth of the country through wasteful spending and inflated payrolls.

Subsequently, money that was going into subsidies, was being pulled back, along with peso devaluation and seized dollar accounts.

As growing amount of Mexican citizens, especially the middle class, were becoming disenchanted with the PRI government, weakening the 'ritualistic' pattern founded by Calles and Cardenas. (mongabay.com, 2013, p. 7-8)

To restore future economic growth, two new technocratic presidents, Miguel de la Madrid (1982-88) and his successor, a Harvard-grad-political-economist-technocrat Carlos Salinas de Gortari (1988-1994) restructured a program that systematically retracted most state ownership and regulation of key industries.

The goal for restructuring was to promote Mexico into the global economy by promoting pro-business and free-marketing. (countrystudies.us) (Hauss, Haussman, 2012, p. 481)

To make Mexico more attractive to foreign investment, Salinas amended Article 27 of the 1917 Constitution (land protectionism)

allowing the ejido or community land to either be rented or sold into larger efficient farms and be replaced with products such as beef, timber, and oil, for exportation.

By reforming Article 27, Salinas also open the door for the North American Free Trade Agreement (NAFTA) with U.S.A. and Canada, to be implemented.

On January 1, 1994, the same day the NAFTA was activated, the Mexican State of Chiapas uprising occurred due to the fear of losing agriculture tariff protection and to shame the Mexican government.

The Mayan Indians relied on the tariff protection from the smell of corn, beans and other products in order to provide enough income to maintain their basic livelihood. (american.edu)

Equally important, during the same time Madrid and Salinas presided over Mexico, their downplay of the PRI's traditional populist and nationalist agenda produced an intraparty split (between career politician-populist and inexperienced technocrats).

"The rift develop into the first major mass defection from the PRI ranks". (mongabay.com, 2013, p. 1)

The former governor and son of President Cardenas, Cuauhtemoc Cardenas, along with Porfirio Ledo (former PRI secretary general) resign from the PRI in 1988 in contest of Salinas's nomination and neoliberal policies produced by Madrid.

Cardenas and Ledo created a coalition of left-wing parties that consist of labor unions, and grassroots organizations known as Party of Democratic Revolution (PRD).

Cardenas became a presidential contestant in 1988. His loss, according to Hauss was due to the most "extensive voting fraud in Mexican history". (Hauss, Haussman, 2012, p. 489)

In 2006, the PRD's candidate Obrador lost by a half of a percentage point to the president-elect Calderon.

(Hauss, Haussman, 2012, p. 488-489) (mongabay.com, 2013, p.8)

After the assassination of a popular PRI candidate Luis Donaldo Colosio on campaign, Ernesto Zedillo won the 1994 presidential election under unusual vote-counting circumstances. (countrystudies.us)

However, Zedillo vowed to change Mexican politics and he did just that.

In 1996, Zedillo, PAN, and PRD signed an agreement establishing political reform that would eliminate the PRI's control of the election process.

The Federal Electoral Institute (IFE) brought legitimacy to ballot counting.

First, voters were now required to have registrations picture ID cards in order to vote.

Monitoring was established at most voting establishments.

Second, vote tallies could be reported the same day of the voting, leaving less room for fraudulent manipulation. Thus between 1997-2000, free elections open the possibilities for advancement in the other two principle parties, PRD and PAN. In the congressional election that took place in 1997, the PRI lost control of the lower house also known as the Chamber of Deputies.

As mentioned earlier in the paper, the legislature branch consist of a bicameral congress divided into an upper chamber (Senate) and a lower chamber (Chamber of Deputies).

Both chamber are responsible for passing important legislation; however, as mention earlier, the executive (president) is the one who initiates 90 percent of all legislation.

Each senate seat is elected by direct vote for six years, two members per state and two representing the Federal District, total of 64 seats.

Since 1993, Salinas government double the size to 128, where one of each four seat goes to the party that comes in second.

The Deputies of Chambers consist of 500 seats, 200 members are elected for three years by proportional representation from among the large 'plurinominal' districts and the rest from single-member districts.

Although all members of congress can not serve immediate reelection, but they can be reelected during nonconsecutive terms. (countrystudies.us)

Hence this paper arrives to the main opposition party to the PRI, the National Action Party (PAN).

Historically the PAN has been in opposition with the PRI since 1939 when it was founded by Manuel Gomez Moran.

The PAN appeared as a conservative reaction to a Cardinas government's nationalization and land seizure. The party mainly consisted of people from the Catholic Church, the business sector, and groups alienated by the left-wing populist.

The PAN had strong support in the country's wealthiest and urbanized regions in the north and center of Mexico. It did not appeal to urban labor nor peasant groups because PAN preferred the role of limited government and was very pro-business and market,

However, in 1992, PAN did align itself with PRI Salinas administration with land reforms and economic reforms.

In the past, PAN has campaigned in favor of breaking up the ejidos into individual owned plots.

Pan separated itself from the PRI by putting emphasis on democratization, eradication of government corruption, and additional electoral reforms during the mid 1990s where it began to win votes.

By 1992, PAN's campaign slogan "for Mexico without lies" (countrystudies.us), controlled more than 100 municipal governments and three governorships.

The door was left wide-open for the charismatic, Harvard educated Catholic Vincente Fox Quesada, with strong right-wing roots, to cap the 2000 presidential victory. (countrystudies.us) Hauss, Haussman, 2012, p.486-488)

Now the question rests with why Mexico may be leaning toward a failed state. If that is the case, where does Mexico go into the future.

With this in mind, the paper will address the failed state issue first.

As mentioned before, economically, Mexico has its economy stability is dependent on who is in office and the global market.

As we have seen thus far, is the longevity of the PRI did not succeed in building a modern, productive Mexico instead is weigh-down by massive debt.

It still remains a Third-World country with endemic levels of poverty.

Since NAFTA was implemented, the economic reforms that came afterward has impacted the chiapas region, it did not result in a more productive agriculture system.

These reforms replaced the traditional subsistence farming of the Mayan Indians with cattle ranching, timber manufacturing, and oil production.

This left vacancy for indigenous displacement, migration to the U.S. and increase in drug cartel activity.

Second, oil production is rated fifth in the world according to the oil drum.com, yet according to Hauss, "Mexico's second largest source of foreign income comes in form of remittances from its citizens living in the U.S.". (Hauss, Haussman, 2012, p. 472)

The one-party rule brought stability, but cannot take credit in succeeding in creating a modern economy which provides a decent living to 'all', not just middle class and upper class citizens

the Mexican people , not just middle class and upper class citizens.

The failure has meant millions of people have immigrated to the U. S. in order to seek a decent paying job.

Third, Mexico now has an active three party system, whereby, each is capable in winning elections.

During the PAN's Fox and Calderon government, the needed change that the people wanted, has been limited because of gridlock in policy making due different parties in congress.

The three party system also stifles risk-taking on controversial issues without the fear of being damage or hard to produce partisan alignment.

Fourth, transparency has never been a slogan in which the PRI would use nor has it involved individualism. The main objective was to stay in power.

Every political system during the PRI reign had corruption as part of its facade and according to Jorge Chabot talking about Mexico:

"corruption seem to part of the our DNA".

(Lennex, 2013)

Some scholars might add that corruption is so "embedded in the [Mexico's] society that there's no prospect of eliminating or even curbing it anytime soon".

(Lennex)

Corruption in the security forces and judiciary, thanks to the PRI legacy created an atmosphere that has allowed the drug cartels to use Mexico as a conduit to get their drugs to the U.S., thus, causing violent fighting between drug cartels and authorities in certain parts of Mexico.

According to Austin Bay, Mexican said with pride:

"In 2000, PAN's Vincente Fox became president. Political evolution ended the dictatorship, not revolution". (Bay, 2012)

PAN's Calderon (2006-2012) did aim to create a modern and just society by attacking the drug lords and either imprisoned or killed them.

He also attempted to systemically reform Mexico, politically, economically and institutionally. (Hawley, Solache, 2008)

Now in 2012, a new PRI Pena is president; will he be able to continue the attack on corruption?

So what can Mexico do to improve.

First according to analyst:

"Civil society must take responsibility". (Samuels, 2013)

Regardless who is elected, Mexican cannot expect their elected leader to change the country's culture.

Second, the rule of law needs to be respected and enforced.

Mexico needs honorable people in office and a more effective judicial system.

Third,

Mexico needs to take control of its debt.

Producing a more liberal or market- oriented economy can promote income that stays in Mexico instead flowing elsewhere.

Allow more entrepreneur business that will jump start the economy.

fifth, control the corruption. Business and Mexican citizens need to feel safe without feeling that there has to be a bribe in order to be safe or to grow a private business.

Last, above all, the press needs to be free to report on all life's events, negatively or positively.

People need to know what is going on in order to make good decisions about their government.

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“

We won”, [Vicente Fox] said simply, and his eyes filled with tears.” (Preston, J.

Dillon, S., 2004, p. 26)

The event that took place on July 2, 2000,

was an emotional day to remember not only for Mexico’s National Action Party (PAN), but also for the citizens of Mexico who wanted to see a change in their government.

It took seventy-one years to pry open the semi-authoritarian hegemony of the Institutional Revolutionary Party (PRI) and the PAN party did just that, winning the presidential election in the summer of 2000. This paper will address the events that lead up to this extraordinary Mexican election event in 2000. Thus leads to this paper’s opinion: Mexico is coasting toward being a failed state if the government loses control of its accountability and the rule of law due to decades of entrenched corruption, born out of the one-party rule of the PRI.

If one looks at the early history of Mexico, democracy is not part of its political history.

The roots of Mexico’s national identity recedes way before the arrival of Spanish Explorer Hernan Cortez in 1519.

The land was inhabited by indigenous people such as the peaceful Mayans, whom lived in and around the Gulf Coast area.

They were noted for their advancement in farming, artistry, mathematics and astronomy. (history.com, 2013)

Unlike Mayans, the Aztecs were more authoritarian.

They resided in the central fertile valley of Mexico and built their capital city on marsh land near a lake called Tenochtitlan (Mexico City).

The Aztecs ruled other tribes and established an empire with city-state governors, tax collectors, courts, and ruling ‘military-religious’ castes. In comparison between the Mexico’s modern regime and Aztec rule:

“both forged a centralized, authoritarian, hierarchical, stable system.” (Levy, Bruhn, 2001, p.36))

In 1519, Diego Velasquez, a Spanish conquistador, sent Hernando Cortez to Mexico to conquer territories in the ‘New Spain’ for the Spanish Crown. (westmeade.net, 2013)

In March of that year, Cortez landed in Tabasco, where he learned about the great Aztec society ruled by Moctezuma (Spanish), [aka Montezuma (English)]

from the natives of Tabasco.

In November 1519, Cortez marched in to Tenochtitlan with his army of men and weaponry ready to do battle.

Instead,

Cortez and his army were warmly welcomed by Moctezuma.

Cortez was ironically mistaken for the Aztec's religious belief "white gods would one day appear". (Levy, Bruhn, 2001, p.37).

Although Cortez was outnumbered by the Aztecs, Cortez's weaponry was superior and Moctezuma was subsequently confined,

and through him, Cortez began to rule the empire.

When Moctezuma died, his young nephew, the defiant Cuauhtemoc became the next emperor.

He eventually drove the Spaniards out of the city.

Cortez reorganized and later returned with Aztec's native rivals and erased all the city's structures and the remaining Aztec populace, approximately 240,000 were believed murdered.

Afterward, a new city (Mexico City) was built over the devastation and eventually became the main center for the new world. (Levy, Bruhn, 2001, p.36-37) (history.com, 2013) (Hauss, Haussman, 2012, p.475-476)

Unlike Colonial English settlers, the Spanish conquerors assimilated with the Indian natives in order to impose Spanish values, religion (Catholic), and privileges.

The English settlers were looking for freedom from the tentacles of England; therefore, they pushed aside or at times killed the nomadic tribes in order to establish themselves and germinate a democratic development in the newly undeveloped North America.

In contrast, the Spanish fought a well established society, not "nomadic" tribes. (Hauss, Haussman, 2012, p. 476)

The Spaniards integrated a hierarchy system. The top of the hierarchy system held the native Spaniards (born in Spain), called peninsulares or gachupines, most of whom came from titled families and held the highest ranking posts in both the government and the clergy.

Second, the creoles, (people born in Spanish America from Native Spanish parents) and mestizo (mixed offspring), people born from Spanish American and Native Indians.

Last, were the indigenous (native Indians) populace, who eventually succumbed into indentured servants to the Spaniards. (Hauss, Haussman, 2012, p. 476)

The Spanish colonies' resources, such as gold and silver, were siphoned to enrich only Mother Spain, thus prohibiting free trade.

While at the same time, little was done politically and/or economically to the new colonies, as an example when the Spanish settlers carved out large estates (Spanish haciendas) at the "expense of the traditional communal land holders". (Levy, Bruhn, 2001, p. 38)

The English settlers establish self-government prior to the Revolutionary War, where the self-government in the Spanish colonies lacked. (Hauss, 2012, p.476)

The Spanish colonialism did not support nor encourage equality, democracy, or national independence.

Mother Spain and the church became the guarantors of elitist authoritarian rule that ensured political stability during the colony era. (Levy, Bruhn, 2001, p.38) (Hauss, Haussman, 2012, p.476)

"

Every colony that is well treated honours its parent state, but becomes estranged from it by injustice. For colonists are not sent forth on the understanding that they are to be slaves of those who remain behind, but that they are to be their equals." Thucydides, "Causes of the War," (Bazant, J., 1977, p.5)

Revolutions that took place in Mexico's history, usually suggested that political power and economic events were endangered for the elites. (Bazant, 1977, p.5)

In 1804, Spain went under a considerable financial strain due to the war with Great Britain.

Spain went down the road in forcefully redeeming mortgage loans and selling farms, cattle, houses and businesses that were used for endowments and charitable foundations used for pious work, from the colonies in 1805-1808.

This extraction process was sufficient enough to alienate the elite landowners from Spain along with others. (Bazant, 1997, p.6)

On September 16, 1810 the church bells rang, alerting the peasants to come to the church yard.

Father Manuel Hidalgo (a creole) called for Mexican independence from Spain: "'Long live religion!, Long live Our Lady of Guadalupe! Long live the Americas and death to the corrupt government!'" (Consular, 1996)

Hidalgo was not successful in his cause for independence for his people. He did initiate the struggle for independence from the Spanish rule that eventually lead into guerrilla warfare as the masses Mestizos and Indians rose against the Gachupines. (Bazant, 1997, p.12-19)

Mexican independence finally occurred in February 24, 1821, as the Plan of Iguala.

Never the less, independence failed to develop a stable government that could defend its national territory.

Rather the young independent nation created a vicious cycle of political instability and economic failure for years to come, to say nothing of, threatened its sovereignty from foreign onslaughts. Such is the case with Antonio Lopez de Santa Anna description by Levy and Szekely:

"In 1848, Mexico's most despised, traitorous, duplicitous native son presided over the loss of roughly half of Mexico's territory in the war with the United States. [. . .]

[From the 1820s to the 1950s. . . .]most no one could establish a viable government and a viable economic base".

(Hauss, Haussman, 2012, p. 477) (Levy, Bruhn, 2001, p.39-44)

In light of democratization, Hauss and Haussman depicts a nation's potential for democracy:

"The first years of any regime are critical, [. . .] it is new and fragile. [...] [If] democracy can get through the first few elections, [. . .] it can survive the transition from its first leadership to the opposition". (Hauss, Haussmann, 2012, p.327)

Since Mexico's independence in 1821, the first form of government was not a republic but a monarchy.

Augustin de Iturbide helped manipulate Spanish emissaries to grant Mexico independence from Spain.

He declared himself Emperor Augustin 1.

Augustin lasted one year before he was later executed by General Santa Anna.

Then over a thirty-year time period, General Antonio Lopez de Santa Anna made himself known fracturing and causing chaos in the new nation, only for his self interest.

From 1833-1855, he became president eleven times.

He enjoyed more of a centralize or a less democratic government. (about.com, 2013)

In 1861, after an assortment of short-lived presidents, General Benito Juarez took over the country.

By 1864, Juarez was forced out by the French for repayment and replaced by Austrian Maximilian, another Emperor.

Three years later Maximilian was removed and executed by the previous General Juarez.

In 1876, General Porfirio Diaz become the president-elect by a coup.

His campaign promoted the idea that "presidents should not be allowed to be reelected" (Hauss, Huassman, 2012, p. 477)

Diaz's dictatorship lasted from 1876-1880 and again from 1884-1911.

On the positive side during his reign, it was Diaz, who stabilized the country, encouraged foreign investment, and improved the economic infrastructure, such as the building extensive railroads, oil refineries, sugar mills and electrical generation facilities. (Hauss, Haussman, 2012, p. 477)

Thus we come to the present and address why Mexico is leaning in the direction in the future of being a failed state. What this paper has established thus far, is democracy has never been in the forefront.

The common denominators are wealth, power, that are both in bed with corruption.

Second, in order to understand why the election of 2000 was successful, it is important to understand the following: first, how the Institutional Revolutionary Party (PRI) evolved into power in the 1920s and reigned for seventy-one years, using corruption, manipulation, and exploited patronage in order to sustain their longevity.

Second, the accumulated events that lead to the first 2000 democratic contest of Vincente Fox President.

One aspect of the PRI longevity he PRI manipulated the constitution

The revised radical constitution in 1917 was constructed and had many of the principles of the original 1857 constitution, with three branches of government (executive, bicameral legislative and judicial branches), and competitive elections where most public officials were directly elected by the people. Although its social content gave it the title of the first modern socialist constitution, it preceded the 1977 constitution of the former Soviet Union (bucknel.edu), the Mexican document replicates many

principles and concepts of the constitution of the United States. The liberal concepts include federalism (31 states - sub divided into two thousand municipalities plus the Federal District/ Mexico City, each with state governor and unicameral legislature), separation of powers, and a bill of rights.

The 1917 constitution adds a strong nationalist declaration, asserting Mexico's control over its natural resources. It also recognizes social and labor rights (right to unionized), separation of church and state, and universal male suffrage. Reflecting the varied social backgrounds and political school of thought of its framers, the constitution of 1917 includes various contradictory provisions, endorsing within the same text socialism, capitalism, liberal democracy, authoritarian corporatism, and a host of unimplemented provisions for specific social reforms. (Hauss, Hausman, 2012, p.491-493)

(gavilan.edu, 2009)

One highlight of the 1917 constitution noted that the president elect could not stand for reelection after a six (sexenio) year term and after the end of the six-year term was expected to leave political life.

There is no vice president.

But according to Frank Brandenburg:

"Mexico has been able to avoid personal dictatorship by retiring their dictators every six years." (Hauss, Haussman, 2012, p. 491)

Unlike the U.S.A. president, the 1917 constitution gives the Mexican president a sizable amount of control such as the following:

Only the president can promulgate and issue laws.

Subject to the ratification of the senate, the president may appoint and dismiss cabinet officials and almost all employees of the executive branch such as ambassadors, consuls general, magistrates of the Supreme Court, and the mayor of the Federal District. The president also appoints the magistrates of the Supreme Court of the Federal District, subject to ratification by the Chamber of Deputies. Again, the patron-client relationship is very important here.

All government positions are dependent on a hierarchy patron-client system where 'it's not what you know, but who you know'.

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residents have historically played a decisive role in the selection and removal of state governors.

Last, choosing one's successor has allowed outgoing presidents to select individuals who personify either change or continuity with past policies, as demanded by circumstances and public opinion.

(Hauss, Haussman, 2012, p. 491-493) (gavilan.edu, 2009)

President elect General Plutarco Elias Calles (1924-1928), a revolutionary organizer was a presume constitution stickler.

(Bazant, 1977, p171-172)

Calles was rabid about exterminating Catholicism in Mexico and believed by some scholars, that his oppression of Mexican Catholics was responsible for sparking the three-year long rebellion between the Church and State Cristero War.

The 1917 constitution included five articles that Calles wanted to reenforce; thereby, instigating the war. Article 3 called for only secular education in the schools; Article 5 outlawed monastic orders;

Article 24 forbade public worship outside the church; Article 27 placed restrictions on the right of religious organizations to hold property as well as foreigners and Article 130 disadvantaged clergy members of basic rights and made them in effect second-class citizens. Priests and nuns were denied the right to wear clerical attire, to vote, to criticize government officials or to comment on public affairs in religious periodicals. (Tuck, 2000)

In 1927, a lay-back United States' ambassador, Dwight Whitney Morrow,

came to Mexico. Morrow wanted to end the religious conflict for both humanitarian and practical reasons.

So he started to smooth President Calles gloomy feathers through frequent cordial breakfasts with Calles, at the same time, address the religious dispute as well as topics on oil and irrigation. The end of the Cristero Rebellion resulted after the more accommodating President Emilio Portes Gil came into office.

On May 1929, Morrow, and Father John J. Burke (from the U.S.A.) persuaded Gil to respond: "the Catholic clergy, when they wish, may renew the exercise of their rites with only one obligation, that they respect the laws of the land." (Tucker, 1997)

In late June 1929, church bells were heard everywhere in Mexico; at which time Morrow turns to his wife "Do you hear that, Betty?" he said. "I have reopened the churches in Mexico." (Tucker, 1997).

Just as important, ex-President Calles developed a concept that would provide continuity from one president to the next, by forming a "political party that could control the nomination and hence the election of the next president".

(Hauss, Haussman, 2012, p.

479)

Calles and his party supporters (consist of political bosses, military strongmen, labor unions and peasant organization) eventually evolved into the National Revolution Party in 1929 (later to become *PRI* in 1946),

where Calles's principle concept became a reality. (countrystudies.us)

After Gil, the PRI's next president-elect was the charismatic General Lazaro Cardenas (1934-40).

He ended Calles hold on Mexico and provided a degree of social justice.

He initiated major reforms which include the following:

made a major effort to build rural schools, redistributed land (1917 Constitution, Article 27) to landless peasants under communal farming called ejido, strengthened unions (Confederation of Mexican Workers and two peasants organizations (under 1917 Constitution, Article 123), and nationalized foreign-owned petroleum industry (PEMEX).

(

Tucker, 1997)

(Hauss, Haussman, 2012, p.

479) (mongabay.com, 2013, p.1)

Since the revolution until 2000, the PRI has governed Mexican citizens as subjects under a semi-authorial or semi-democratic rule of the elites. The PRI solidified their power by having the outgoing PRI president select the new presidential candidate after getting a 'thumbs-up' from the PRI party.

Although the citizens of Mexico were free to vote for their favorite candidate (one sign of democracy), the PRI had means of assuring the presidency through various degrees of voting fraud and control over the Federal Election Commission (CFE), whose responsibility were to count and verified the vote returns. "Votes were . . . bought either directly or through the provision of benefits [given to] a neighborhood, village, or social group". (Hauss, Haussman, 2012, p.484)

Over time, this almost was accepted as normal occurrence.

However, what became more transparent during President Carlos Salinas de Gortari's era (1988-1992), was that the press began to write about the fraudulent PRI activities and the PRI party did not stop them. (histclo.com)

The hegemonic PRI had other supportive influences that maintain their longevity.

Mexican society had a strong patronage system, 'patron-client' (camarillas) with a motto: "You scratch my back, I'll scratch yours". (caroddopclasses.com)

The PRI kept loyal supporters happy by giving them opportunity for jobs and positions within the government or in other cases awarded contracts or jobs to do work for the government, just to get the vote.

In other cases with the working class, the PRI assured better wages, health insurance, and better working conditions.

Keeping control over the peasants, working class and the bureaucracy assured a base foundation for less conflict and longevity for the PRI.

As time progressed, corruption became more flagrant and PRI's policies involving certain segments of Mexican society grew less significant. For example, days prior to the 1968 Olympics games in Mexico City, anti-PRI protestors considered it was an opportune time to use the international press for the Mexican students to publicize the demand for more political freedom and to end the restrictive use of police force.

The results, President Gustavo Diaz Ordez, wanted to put the protest to an end, because the situation did not shed a good light on Mexico.

Consequently, because of unknown gun fire that came from the direction of the protesting crowd, hundreds of demonstrators were killed by the military and police force that surrounded them. (histclo.com p. 2)

The unstable economy in the 1980's due to fluctuation of rising and falling international oil prices, became a burden on the PRI, which raised questions about Mexico's one-party rule.

Mexico economy was unable to adjust between falling oil prices and the huge debt that occurred during the oil boom because of official corruption squandering the wealth of the country through wasteful spending and inflated payrolls.

Subsequently, money that was going into subsidies, was being pulled back, along with peso devaluation and seized dollar accounts.

As growing amount of Mexican citizens, especially the middle class, were becoming disenchanted with the PRI government, weakening the 'ritualistic' pattern founded by Calles and Cardenas. (mongabay.com, 2013, p. 7-8)

To restore future economic growth, two new technocratic presidents, Miguel de la Madrid (1982-88) and his successor, a Harvard-grad-political-economist-technocrat Carlos Salinas de Gortari (1988-1994) restructured a program that systematically retracted most state ownership and regulation of key industries.

The goal for restructuring was to promote Mexico into the global economy by promoting pro-business and free-marketing. (countrystudies.us) (Hauss, Haussman, 2012, p. 481)

To make Mexico more attractive to foreign investment, Salinas amended Article 27 of the 1917 Constitution (land protectionism)

allowing the ejido or community land to either be rented or sold into larger efficient farms and be replaced with products such as beef, timber, and oil, for exportation.

By reforming Article 27, Salinas also open the door for the North American Free Trade Agreement (NAFTA) with U.S.A. and Canada, to be implemented.

On January 1, 1994, the same day the NAFTA was activated, the Mexican State of Chiapas uprising occurred due to the fear of losing agriculture tariff protection and to shame the Mexican government.

The Mayan Indians relied on the tariff protection from the smell of corn, beans and other products in order to provide enough income to maintain their basic livelihood. (american.edu)

Equally important, during the same time Madrid and Salinas presided over Mexico, their downplay of the PRI's traditional populist and nationalist agenda produced an intraparty split (between career politician-populist and inexperienced technocrats).

"The rift develop into the first major mass defection from the PRI ranks". (mongabay.com, 2013, p. 1)

The former governor and son of President Cardenas, Cuauhtemoc Cardenas, along with Porfirio Ledo (former PRI secretary general) resign from the PRI in 1988 in contest of Salinas's nomination and neoliberal policies produced by Madrid.

Cardenas and Ledo created a coalition of left-wing parties that consist of labor unions, and grassroots organizations known as Party of Democratic Revolution (PRD).

Cardenas became a presidential contestant in 1988. His loss, according to Hauss was due to the most "extensive voting fraud in Mexican history". (Hauss, Haussman, 2012, p. 489)

In 2006, the PRD's candidate Obrador lost by a half of a percentage point to the president-elect Calderon.

(Hauss, Haussman, 2012, p. 488-489) (mongabay.com, 2013, p.8)

After the assassination of a popular PRI candidate Luis Donaldo Colosio on campaign, Ernesto Zedillo won the 1994 presidential election under unusual vote-counting circumstances. (countrystudies.us)

However, Zedillo vowed to change Mexican politics and he did just that.

In 1996, Zedillo, PAN, and PRD signed an agreement establishing political reform that would eliminate the PRI's control of the election process.

The Federal Electoral Institute (IFE) brought legitimacy to ballot counting.

First, voters were now required to have registrations picture ID cards in order to vote.

Monitoring was established at most voting establishments.

Second, vote tallies could be reported the same day of the voting, leaving less room for fraudulent manipulation. Thus between 1997-2000, free elections open the possibilities for advancement in the other two principle parties, PRD and PAN. In the congressional election that took place in 1997, the PRI lost control of the lower house also known as the Chamber of Deputies.

As mentioned earlier in the paper, the legislature branch consist of a bicameral congress divided into an upper chamber (Senate) and a lower chamber (Chamber of Deputies).

Both chamber are responsible for passing important legislation; however, as mention earlier, the executive (president) is the one who initiates 90 percent of all legislation.

Each senate seat is elected by direct vote for six years, two members per state and two representing the Federal District, total of 64 seats.

Since 1993, Salinas government double the size to 128, where one of each four seat goes to the party that comes in second.

The Deputies of Chambers consist of 500 seats, 200 members are elected for three years by proportional representation from among the large 'plurinominal' districts and the rest from single-member districts.

Although all members of congress can not serve immediate reelection, but they can be reelected during nonconsecutive terms. (countrystudies.us)

Hence this paper arrives to the main opposition party to the PRI, the National Action Party (PAN).

Historically the PAN has been in opposition with the PRI since 1939 when it was founded by Manuel Gomez Moran.

The PAN appeared as a conservative reaction to a Cardinas government's nationalization and land seizure. The party mainly consisted of people from the Catholic Church, the business sector, and groups alienated by the left-wing populist.

The PAN had strong support in the country's wealthiest and urbanized regions in the north and center of Mexico. It did not appeal to urban labor nor peasant groups because PAN preferred the role of limited government and was very pro-business and market,

However, in 1992, PAN did align itself with PRI Salinas administration with land reforms and economic reforms.

In the past, PAN has campaigned in favor of breaking up the ejidos into individual owned plots.

Pan separated itself from the PRI by putting emphasis on democratization, eradication of government corruption, and additional electoral reforms during the mid 1990s where it began to win votes.

By 1992, PAN's campaign slogan "for Mexico without lies" (countrystudies.us), controlled more than 100 municipal governments and three governorships.

The door was left wide-open for the charismatic, Harvard educated Catholic Vincente Fox Quesada, with strong right-wing roots, to cap the 2000 presidential victory. (countrystudies.us) Hauss, Haussman, 2012, p.486-488)

Now the question rests with why Mexico may be leaning toward a failed state. If that is the case, where does Mexico go into the future.

With this in mind, the paper will address the failed state issue first.

As mentioned before, economically, Mexico has its economy stability is dependent on who is in office and the global market.

As we have seen thus far, is the longevity of the PRI did not succeed in building a modern, productive Mexico instead is weigh-down by massive debt.

It still remains a Third-World country with endemic levels of poverty.

Since NAFTA was implemented, the economic reforms that came afterward has impacted the chiapas region, it did not result in a more productive agriculture system.

These reforms replaced the traditional subsistence farming of the Mayan Indians with cattle ranching, timber manufacturing, and oil production.

This left vacancy for indigenous displacement, migration to the U.S. and increase in drug cartel activity.

Second, oil production is rated fifth in the world according to the oil drum.com, yet according to Hauss, "Mexico's second largest source of foreign income comes in form of remittances from its citizens living in the U.S.". (Hauss, Haussman, 2012, p. 472)

The one-party rule brought stability, but cannot take credit in succeeding in creating a modern economy which provides a decent living to 'all', not just middle class and upper class citizens

the Mexican people , not just middle class and upper class citizens.

The failure has meant millions of people have immigrated to the U. S. in order to seek a decent paying job.

Third, Mexico now has an active three party system, whereby, each is capable in winning elections.

During the PAN's Fox and Calderon government, the needed change that the people wanted, has been limited because of gridlock in policy making due different parties in congress.

The three party system also stifles risk-taking on controversial issues without the fear of being damage or hard to produce partisan alignment.

Fourth, transparency has never been a slogan in which the PRI would use nor has it involved individualism. The main objective was to stay in power.

Every political system during the PRI reign had corruption as part of its facade and according to Jorge Chabot talking about Mexico:

"corruption seem to part of the our DNA".

(Lennex, 2013)

Some scholars might add that corruption is so "embedded in the [Mexico's] society that there's no prospect of eliminating or even curbing it anytime soon".

(Lennex)

Corruption in the security forces and judiciary, thanks to the PRI legacy created an atmosphere that has allowed the drug cartels to use Mexico as a conduit to get their drugs to the U.S., thus, causing violent fighting between drug cartels and authorities in certain parts of Mexico.

According to Austin Bay, Mexican said with pride:

"In 2000, PAN's Vincente Fox became president. Political evolution ended the dictatorship, not revolution". (Bay, 2012)

PAN's Calderon (2006-2012) did aim to create a modern and just society by attacking the drug lords and either imprisoned or killed them.

He also attempted to systemically reform Mexico, politically, economically and institutionally. (Hawley, Solache, 2008)

Now in 2012, a new PRI Pena is president; will he be able to continue the attack on corruption?

So what can Mexico do to improve.

First according to analyst:

"Civil society must take responsibility". (Samuels, 2013)

Regardless who is elected, Mexican cannot expect their elected leader to change the country's culture.

Second, the rule of law needs to be respected and enforced.

Mexico needs honorable people in office and a more effective judicial system.

Third,

Mexico needs to take control of its debt.

Producing a more liberal or market- oriented economy can promote income that stays in Mexico instead flowing elsewhere.

Allow more entrepreneur business that will jump start the economy.

fifth, control the corruption. Business and Mexican citizens need to feel safe without feeling that there has to be a bribe in order to be safe or to grow a private business.

Last, above all, the press needs to be free to report on all life's events, negatively or positively.

People need to know what is going on in order to make good decisions about their government.

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why political system are in conflict (2000-03-12 12:17)

the Presidents normally deindustrialized the United States for 20 years and now are paying a price for that with a lot of the manufacturing across seas. To get US moving forward, he must have another industrial revolution. Every first world country has a decently sized industrial sector full of manufacturing except for US and UK and that helps creates jobs and creates a lot of GDP. Also the deflating gold-backed Yuan and the continuously spending of un-gold backed Dollar really irritates the public even though some sites say it cancels out the peg currency fluxuations. Everybody thinks of the results of Wilhelm era Germany's continuous spending during World War I. China buys a lot of gold now-a-days to backup their Yuan, they say is our own doing. Our experts say China deflated yuan on purpose to establish a new peg currency. Also of course, the government gets more GDP when unemployment is low so leftist politicians not creating jobs is new politics to Americans. I don't think it's good politics, just new! I think there should be a fence built so Arizona doesn't collapse. The state is bankrupted so local governments have no funds to seriously defend themselves from drug thugs down there. The 2nd amendment is mandatory down there to protect against illegal thugs. With deindustrialization, nationalized healthcare costs will just increase overall and add to the public debt. Private insurance being accessed across any state was the route to take solely due to US's deindustrialization disadvantage in my opinion.

St. Augustine de Hippo vs. Niccolo Machiavelli (2000-03-14 06:08)

What is a Good Society?

What defines a good society or state?

Some will say that a good state could be defined as one where a ruler and his followers live in peace and harmony under the teachings of a religion that promotes healthy social behavior by promoting moral and ethical values.

Or, one can argue that a good state should be run by promoting power under manipulation to bring fear within the state so no common man would be able to question the ruler.

These are views that two early philosophers,

St. Augustine de Hippo and Niccolo Machiavelli, had on how a state should be operated.

Each philosopher's view of a perfect state is unique in their own way and has the potential to raise a civil society.

In the end, which philosopher's view could bring the best society?

A good society is one that brings harmony and peace to the ruler and the state.

A civilized society benefits from a good ruler and the ruler requires his followers to believe that he is the one that will bring this harmony.

St. Augustine and Machiavelli each had their own interpretations on how to bring forth this civilized state.

However, each philosopher's approach to running this state can be open for different interpretations.

As nations have grown over the centuries, we can find traces of each philosopher's views in today's society and the past.

As two of the earliest minds behind political thought, St. Augustine and Machiavelli have definitely etched their work in history and their teachings have shaped many nations.

To find the meanings behind each philosophers work, we have to look no farther than the fall of Rome.

Both philosophers have used this reference in history to outline how a good society should have been lead to prevent the fall.

In his book "*De Civitate Dei*", translated as *City of God*, St. Augustine wrote that Rome fell because the Romans lacked protection from Christianity or God (Walsh, 1958).

In the book *City of God*, Augustine preached to the refugees of Rome in Hippo that the Romans fell because some of their beliefs were negatively influenced by material goods, selfishness, violence, thievery and lust for power.

Augustine felt that these sinful acts were the reason Rome was beyond saving therefore it fell (Walsh, 1958).

Therefore, he used the word of the Bible to guide his followers that to show love toward God and your neighbors is the true way to achieve a proper society (Deustch & Fornieri, 2009).

Augustine suggests that by following the Bible and word of God, once they have passed on they will be welcomed into Jerusalem, or heaven (Walsh, 1958).

Machiavelli's view of Rome was far more erratic than that of Augustine.

Instead of faulting Rome for falling, Machiavelli praised the Roman for its power (Machiavelli, n.d.).

While Augustine felt that Rome fell because of its sinful ways, Machiavelli preached that Rome fell because the state started to elect lazy and corrupt leaders who lacked intelligent or strength in its military (Machiavelli, n.d.).

It's for these reasons that Machiavelli used Rome's fall as a subject in his book "*The Prince*".

Machiavelli's view differs from Augustine in that instead of doing the good deed for God to sustain a good society, he insists that power and fear by manipulation is best.

To back his statements, Machiavelli stated (translated from Latin) “People are by nature changeable, It is easy to persuade them about particular matter, but it is hard to hold them to that persuasion.

Hence it is necessary to provide that when they no longer believe, they can be forced to believe” (Machiavelli, n.d.).

There is much to be compared by both philosophers and their opposing views of what can constitute a good society.

Augustine’s methodology is based on the Bible where doing good is rewarded.

Machiavelli promotes a more vile approach that many can almost view as tyrannical.

But does having a leader who does good make a better society or does having a strong leader that rule through fear and manipulation make more sense?

It’s hard to determine because throughout time we have seen many nations run their state based on some of the philosophies that Augustine and Machiavelli preached and history has shown that neither has truly created a good society.

While some nations and leaders may not have significantly stated that these philosopher’s works were in mind when determining how their state was run, we can see evidence of their philosophies embedded within.

St. Augustine believed that the people had a duty to serve the state and that the state must provide a “sin-free” life to the people to prevent any wrong doing in order to keep peace.

Augustine put this theory into perception by writing about a City of Man and a City of God (Deustch & Fornieri, 2009).

Augustine describes the City of Man as a temporary stage lived by humans for material reasons before their transition to the City of God, or heavenly life.

In order to reach the City of God, Augustine explained in Book XII of *City of God* (Walsh, 1958) that “all physical things, since they exist and have therefore their own rank, design and, as it were, internal law of peace, are surely good.

And when they are in places where they should be according to the natural order, they keep their own beings safe and in such measure as they have received”.

By his words, Augustine believed that as long as a state does good by the law of the Bible, their time here will be rewarded with eternal life in the City of God.

Machiavelli’s view was not as positive as Augustine as he felt that a ruler or a “prince” should get and retain power by a “willingness to not be good” (

Deustch & Fornieri, 2009).

In his book *The Prince*, Machiavelli (Machiavelli, nd) claims that a “prince must himself be bad in order to preserve his reign” and that “good men cannot attain or maintain power in a world full of deceit”.

Machiavelli made no attempt to disguise his ideals and feels that a ruler should exploit these attributes to gain maximum political benefit (Deustch & Fornieri, 2009).

Machiavelli’s view, compared to Augustine, didn’t follow any religious belief and showed no moral values other than to rule by all means necessary.

His immoral stance couldn’t be more true as Machiavelli has also emphasized that a prince should only seem to be “compassionate, faithful, humane, honest, and religious” to the public only to gain respect (Gorland, 2010).

In comparison, both philosophers provide a good foundation on how each theory could constitute a good society, but both views can also lead to a path of tyranny and oppression.

On one hand, any state that would choose to follow

Augustine’s view of using religion to build a foundation for a good society has values and moral responsibility to make things right for the citizens.

If citizens feel that if they follow the moral leadership of their ruler, in turn, they can be rewarded with peace and harmony.

The positive teachings that Augustine promotes is that a state is a “divine gift” if it is “righteously ruled” (Mattox, 2011).

Augustine’s Christian influence can be seen in modern politics here in the United States as noted by former North Carolina Senator John East.

He wrote “ From the Augustinian view the primary function of government is to maintain the internal good order of society, to protect against external enemies, and thereby enable men to order their own lives with tranquility and predictability” (East, n.d.).

While envisioning a good state on the foundation of religion could be rewarding, history has also shown that it can also be used to oppress.

Augustine’s preached heavily about Christian faith and by following it would lead to rewards in the City of God.

While this philosophy is a positive influence, some could use his teachings for oppression.

One such case of using religion to lead that caused oppression was the Taliban.

While there were never any known indications that the Taliban used Augustine’s views, one can relate to how the Taliban ruled Afghanistan to Augustine’s theory of City of God.

Under the rule of Mohammed Omar, he enforced the Afghan citizens to follow a strict Islamic religion.

His ideals mirror that of Augustine’s that if the Afghan people lived under this rule, they would be rewarded in the afterlife.

The Taliban enforced such a strict law that those who defied these laws would be punished by death (Simpson, 2013).

The Taliban’s rule under Omar forced the Afghan people to live in a state of oppression for over a decade until joint military operations by the US and Britain was able to overthrow them during the battle against terrorism. Whether or not Augustine would ever agree with how the Taliban ruled, it’s clear to see that leaders who forcefully use religion onto their followers with the benefits of reward in the afterlife could be done in a negative light.

In contrast to the moral values of how Augustine saw a good society through guidance of religion, it’s hard to believe that any state could find any positive out of Machiavelli’s philosophy.

As stated in his work *The Prince*, the main purpose is to rule by any means necessary.

While in theory, it can be a benefit to have a strong leader that will do whatever necessary to lead.

Without any morals it’s hard to imagine if there could be anything positive to reflect on.

Machiavelli preaches fear within his writings and concludes that a prince should rather be “feared” than loved (Gorland, 2010).

The reasoning for this as he states in his book that a prince’s safety can only be guaranteed when others “fear” him (Gorland, 2010) because “anyone who does not care about dying is able to harm him” (Machiavelli, nd).

While there have been some controversy as to whether Machiavelli actually believed in what he wrote or whether it was just his interpretation on how a prince should rule, his teachings have made a big impact in our world (Deutsch & Fornieri, 2009).

Machiavelli’s influence is especially noticeable among some of history’s worse dictators.

Adolph Hitler is a perfect example of how Machiavelli’s teachings in *The Prince* could’ve been an influence.

When we think about the writings that Machiavelli wrote about showing fear to the people and doing whatever necessary to rule, Hitler’s actions during World War II seems to have been taking right out of *The Prince*.

Machiavelli depicts a brutal world in of duplicity, cruelty and savagery (Deutsch & Fornieri, 2009).

Hitler's reign of Germany during World War II also depicted this image.

Hitler stormed across most of Europe and slaughtered millions of Jewish people without remorse.

A quote from chapter XIV from *The Prince* that best describes Hitler's actions (Machiavelli, n.d.) states that "a prince must have no other objective, no other thought , nor take up any profession but that of war, it's methods and it's discipline, for that is the only art expected of a ruler".

In seeing how Machiavelli's philosophy focusing so much on ruling by intimidation, it's hard to see anything positive to come from it.

A regime that would use Machiavelli's words to rule could not exist today.

Each philosopher has provided much influence to political thought and both have given different views on what could be a good society.

In the end, what really matters the most is which philosopher provides the best stance on how a good society could be created.

Augustine's view of religion and how it can influence society is the most logical because there are moral values that both state and ruler need to follow.

However, any ruler can seize that opportunity to use religion to rule and brainwash the followers to live a life that they may not agree with, as witnessed in the Taliban rule.

Another thought is that there are so many other religions in the world that it would be hard for one ruler to choose just one religion for everybody to follow.

In doing so that can cause instability or civil unrest among the state.

Machiavelli's rule by any means necessary can only lead to unrest and oppression.

A leader who places fear in to their followers can only lead to war.

We have seen this in history during World War II and most recently in the Iraq war.

Dictators like Hitler and Saddam rule by placing fear into their state and threaten death to anyone who opposes.

The times have shown that these types of regime usually do not last long and in the aftermath, all that remains will be a broken state.

That is hardly what I would call a good society.

In conclusion, while Augustine's view is flawed in some ways, it's easiest to see that good morals and good leadership is what creates a good society.

While we may not agree with what our governments may propose from time to time, we can be assured that most decisions that are made were with good intentions.

At least in Augustine's view, morality over rules power.

A good society is one that makes us love our neighbor and hope to do good for the better of man.

What good is a society when we are constantly live in fear?

Augustine believed that all living beings "possess and intrinsic and natural yearning for peace" and when we find that peace "distinctive to our own being", that's when we will find a good society that will make us whole (Deutsch & Fornieri, 2009).

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The Kite Runner review (2000-03-15 03:25)

The overall plot of *The Kite Runner* starts out in Fremont, California in 2001, with the adult Afghan named Amir (protagonist) recollecting that he is “what I am today at the age of twelve, on a frigid overcast day in the winter of 1975” (Hosseini, K., 2013, pg.1) The plot then oscillates to the early years in Kabul, Afghanistan, prior to the Russian invasion.

Amir lives very comfortably with his father, whom Amir calls Baba and two faithful servants, Ali and Hassan, who are also father and son. Amir’s mother (Sofia) died giving childbirth and Hassan mother (Sanaubar) ran off shortly after Hassan was born. They both shared the same Hazara nursing woman.

The first words spoken was “Baba” by Amir and “Amir” by Hassan (Hosseini, K., 2013, pg. 11)

There is one other person in Amir’s life named Rahim Khan, who acts like a second father to Amir and is Baba’s closest friend (Hosseini, K., 2013).

The family seems happy and content with each other, however, Amir longs for his father’s affections and is jealous that Baba seems to give Hassan more affection. There is some tension in the household.

Both Ali and Hassan are both ethnic Hazara Shi’a Muslims. They are the minority and do not have the status that Amir, Baba, and Rahim Khan has, who are all Pashtuns.

The majority of people living Afghanistan are Pashtuns or Sunni Muslims. With that said, some Pashtun boys in the neighborhood, are not respectful to Hazara Muslims (Hosseini, K., 2013, pg. 8-9). Though Hassan and Amir are considered best of friends, Amir knows Baba does not see Amir as himself, courageous and athletic, but a person, whom just enjoys poetry and writing.

Amir heard his father say to Rahim Khan, “If I hadn’t seen the doctor pull him out of my wife with my own eyes, I’d never believe he’s my son” (Hosseini, K., 2013, p. 23).

To win his father’s love and affection, Amir must win a kite-fighting tournament.

Every Winter, when school is not in session, Kabul has their annual kite-fighting tournament (pg49).

“It start[s] early in the morning on the day of the contest and [doesn’t] end until only the winning kite [flies] in the sky” (Hosseini, K., 2013, p.51).

The long kite strings are coated with tar and glass.

“The rules [are] simple: No rules. Fly your kite. Cut your opponents” (Hosseini, K., 2013, p.52).

The prize is honored by the runner, who gets his hands on the last defeated kite.

Hassan was the best runner.

Amir maneuvers the kite and does the cutting, Hassan assists and does the running (Hosseini, K., 2013, pg. 60-67).

Amir wins the tournament and Hassan obtains the kite, but at a cost.

After looking for Hassan, Amir finally finds Hassan with kite in hand, trapped at the end of the alleyway, among three boys.

While two other boys hold him down, Hassan is rape

by one his adversary, the cruel Pashtun boy, Assef. Amir witnesses Hassan’s rape and out of fear, Amir runs away and does nothing.

Both boys say nothing to each other after wards (Hosseini, K., 2013, pg. 71-78). Later that year, Amir, who is veiled with guilt and cowardice, decides Ali and Hassan must leave. He takes his birthday money and a watch and places it under Hassan’s pillow, then tells Baba that Hassan stole it. When Baba confronts Ali and Hassan, Amir shamefully allows Hassan to admit the guilt. Shortly after, Ali and Hassan move away, breaking Baba’s heart (Hosseini, K., 2013, pg. 104-109).

In March, 1981, the Soviet Union invaded Afghanistan. It was becoming quite dangerous to live in Kabul. Neighbors were beginning to spy on each other, for the Russians. Baba and Amir decided to take the gruesome journey to Pakistan.

From Pakistan, they eventually make it to Fremont, California (Hosseini, K., 2013).

In Fremont, Baba works long hours at the gas station.

Amir graduates from High School and goes to the Junior College.

In the meantime, both spent time going to garage sales and sold the extra goods at a local flea market for extra living money.

At the flea market, Amir meets and falls in love with beautiful Pashtun woman, Soraya.

Baba becomes ill with terminal Cancer.

Because of his failing health, Baba receives consent from Soraya's father for Amir to marry Soraya.

Amir and Soraya are married, but are unable to have children (Hosseini, K., 2013).

The main themes captured in "The Kite Runner" are finding love and acceptance between father and son, friendship, and a search for atonement from the haunting, past sins.

The whole story is enmeshed with the Afghanistan's Islam religion and faith.

Although the Muslim faith has a different meaning to various people in the story, the reference and understanding germinates through the characters, cultural and events (Hosseini, K., 2013).

Baba has a more secular view of his faith.

One example is when Amir came home from school and told Baba what he learned from Mullah Fatiullah Khan that day.

Amir tells his father that drinking is considered a "terrible sin" in the Islam religion. "Those who drank would answer for their sin on . . . Judgement Day" (Hosseini, K., 2013, pg.16). Drinking in Kabul was quite common.

As long as it was done with discretion, no one thought much of it.

Baba was in his smoking room, pouring a glass of whiskey while he listen to Amir and then responded to Amir what he thought of Mullah Fatiullah Khan.

". . . first understand this and understand it now.

You'll will never learn anything of value from those bearded idiots." / "They do nothing but thumb their prayer beads, and recite a book written in a tongue they don't even understand." He takes a sip.

"God help us all if Afghanistan ever falls into their hands." Baba continues, "Now, no matter what the mullah teaches, there is only one sin, only one.

And that is theft" (Hosseini, K., 2013, pg.17).

"Every other sin is a variation of theft." /

"When you kill a man, you steal a life." / "When you tell a lie, you steal someone's right to the truth." / "When you cheat, you steal the right to fairness.

Do you see"

(Hosseini, K., 2013, pg.18)?

With that said, Amir appreciated what his father just told him.

However, Amir always felt his father dislike him, because he(Amir) was the one who killed his father's "beloved wife"(Hosseini, K., 2013, pg.19).

2 Write a journal entry (1 paragraph) in which you describe your experience in reading this fiction. What happened to you? How did you change? Or what did you learn?

Earlier in this course, I chose and read *The Kite Runner*, because I wanted to read about something I knew little about and was hopeful that the book would challenge my interest.

I had no idea what I was getting into until I started reading the book.

My final conclusion is that it was a page-burner. I could not put the book down, even when there were other important matters to take care of.

I enjoyed how Hosseini infused the Muslim culture and religion around the personalities of the characters. Most of the action took place in Afghanistan and Fremont, California.

Regardless where the setting was, events and the characters in the story did tap the elements of human emotion, in fact a roller-coaster of universal feelings of love, guilt, friendship, and redemption came through to the reader.

I do not believe the story line has changed me.

What I do feel is that I am very fortunate to be an American.

Family here in America is just as meaning full and important as it is to the Afghanistan family, but without the tragedy from war

(Hosseini, K., 2013).

Every human being has their own culture, even though they may differ in many aspects.

For example, when Amir returned to the war-torn Kabul to seek out Hassan's son, Sohrab, Amir met a beggar sitting on a curb. The beggar, in turn started a conversation with Amir.

To Amir's surprise, the beggar, Dr. Rasul, was once a professor at the same college Amir's mother taught in. After leaving Dr. Rasul, Amir remember what Baba use to say, "everyone in Afghanistan is part of one family; as Baba says, "Take two Afghans who've never met, put them in a room for ten minutes, and they'll figure out how they're related" (Hosseini, K., 2013, pg. 251).

I very much favored this quote.

It does show the Afghanistan's concept of the family-line tradition.

In America, I believe the only way an individual can find their family-line is through what is called the Family Tree, needless to say, because of immigration.

The scene I believe that brings out religion is when Amir is in the emergency room and believes he was going to lose Sohrab. So overwhelmed by his emotions, Amir must have felt so helpless, angry, guilty, and alone, that the only person he knew that could help him was God. "I know what I have to do.

I looked around, my heart a jackhammer in my chest, blood thudding in my ears" (Hosseini, K., 2013, pg.345).

He finds a bed-sheet in the linen closet and makes a substitute prayer rug.

Disorientated, he needs to find the direction 'west'. "My throat aches, my eyes sting with sweat, each breath is like breathing fire" (Hosseini, K., 2013, pg.345).

A policeman finally points to the right direction.

Amir throws his makeshift prayer rug on the floor and he bows facing west and prays to Allah (Hosseini, K., 2013).

What this scene says about people and religion is that when some unforeseen event happens in our lives, which is not under our control, people will turn to their faith and ask God for help, comfort, and guidance.

Even the unbelievers may also turn to faith, depending on the circumstance and how helpless one feels.

Perhaps, at one time in an individual life, one may feel like Amir.

"I hear a whimpering and realize it is mine, my lips are salty with each tear trickling down my face. . . . I pray, I pray that my sins have not caught up with me the way I'd always fear they would" (Hosseini, K., 2013, pg. 346).

One conflict that is noticed from the very first couple pages in the book "The kite Runner" to the last page is sin and atonement or redemption.

"I thought of the life I have live until the winter of 1975 came along and change everything.

And made what I am today" (Hosseini, K., 2013, pg. 2)

It was Amir's sin, his failed intervention in the rape of Hassan by Assef, that endured over twenty-six years of Amir's life.

Amir's happy memories of his childhood were immediately tainted with the rape and his betrayal.

But Amir was not only character whom needed redemption, so did Baba.

Baba kept own sinful secret from Amir, that Hassan was his son and Amir's half-brother.

The least likely candidate for atonement is Assef. This man does not have a conscious, and who sees humanity as a pathological loss.

This is an example how he interprets the Islam religion: "He leaned toward me [Amir], like a man about to share a great secret. "You don't know the meaning of the word 'liberating' until you've done that, stood in a roomful of targets (the Hazaras) let the bullets fly, free of guilt and remorse, know you are virtuous, good, and decent. Knowing you're doing God's work. It's breathtaking." He kissed the prayer beads, tilted his head"" (Hosseini, K., 2013, pg. 277).

How are atonements resolved?

For Amir and Baba, atonement resolved through self-forgiveness. It was clearly portray through Rahim khan's letter: "I cannot describe to you the depth and blackness of the sorrow that came over me when I learned of [Baba's] passing. I loved him because he was my friend, but also because he was a good man, maybe even a great man. And this is what I want you to understand, that good, real good, was born out of your father's remorse. Sometimes, I think everything he did, feeding the poor on the streets, building the orphanage, giving money to friends in need, it was all his way of redeeming himself. And that, I believe, is what true redemption is, Amir jan, when guilt leads to good" (Hosseini, K., 2013).

"I know that in the end, God will forgive. He will forgive your father, me, and you too. I hope you can do the same. Forgive your father if you can. Forgive me if you wish. But, most important, forgive yourself" (Hosseini, K., 2013, pg 301-302).

Amir's atonement also involves Hassan's son, Sohrab. Amir will give him a new family who cares, a new life free from discrimination, and a chance to be happy again.

Personally, I think humans are fallible and each one has his/her own flaws.

I like the bible quote from (Ecclesiastes 7:16, ESV) "Be not overly righteous, and do not make yourself too wise. Why should you destroy yourself"?

Amir is the protagonist who narrates the story.

I would describe Amir as very complex character, burden with guilt and in need of affection.

His early childhood with Hassan is charmed with adoration and affection.

Amir loves his father Baba.

For Amir, sometimes his father's love has not been forthcoming.

What then stands out is Amir's yearning for his father's affection. Amir is aware that his mother died at his birth and he feels he is responsible. What's worse, he believes his father Baba blames him.

Baba often wonders what sort of child Amir is, "A boy who won't stand up for himself becomes a man who can't stand up to anything" (Hosseini, K., 2013, pg. 22).

Consequently, Baba does question Amir's manhood. Baba does seem to give more attention to Hassan, because in reality Hassan is his son, but Amir has no idea that Hassan is his half-brother.

So Amir is somewhat jealous of Hassan (Hosseini, K., 2013).

The kite-fighting tournament is viewed, according to Amir, as a way to retrieve some kind of affection from Baba.

Amir wins the tournament, but also loses. He indeed receives his father's love for winning the tournament, but is complicated with the guilt Amir feels from failing to protect Hassan being raped by Assef.

Not once, but again Amir adds to his already guilty conscience by allowing Hassan to take the blame for stealing the watch and money that Amir himself placed under Hassan's mattress.

At this time in the book, one might question Amir's morals (Hosseini, K., 2013).

When Amir and his father escaped Afghanistan and immigrated to Fremont, California, Amir became more of a moral and caring person.

Amir meets a wonderful Pashtun lady and marries.

When Baba becomes ill from Cancer, he comforts and cares for him (Hosseini, K., 2013).

Amir's manhood is tested when he returns to Kabul, Afghanistan.

He finds out that Hassan was married and had a son named Sohrab.

The Taliban murdered both Hassan and his wife and Sohrab is at an orphanage in Kabul.

Amir also learns for the first time, that Hassan is his half-brother.

Amir's adored father also has been living with a secret and guilt of his own making. The result is Amir does find, fights the Taliban official (who is Assef), and rescues Sohrab from a very inhospitable, degrading environment (Hosseini, K., 2013).

Amir's religion is Islam. As a child Amir study Islam through a Mullah at school. "He lectured us about the virtues of zakat and the duty of hadj; he taught us the intricacies of performing the five daily namaz prayers, and made us memorize verses from the Koran – and though he never translated the words for us, he did stress, sometimes with the help of a stripped willow branch, that we had to pronounce the Arabic words correctly so God would hear us better" (Hosseini, K., 2013, pg.15-16). As mentioned earlier, Amir's father had a great influence on the Amir's traditional values. Thus religion for Amir took more of a back-seat position until his father became ill, at which time he started to start saying his prayers. Last, religion became the most meaningful for Amir when he thought Sohrab would die after cutting his wrist. "There is a God, there has to be, and now I will pray, I will pray that He forgives me for neglecting him all of these years" (Hosseini, K., 2013, pg.346).

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Aristotle and Thomas Hobbes (2000-03-16 06:00)

Aristotle and Thomas Hobbes are among two of the most famous philosophers to have ever lived.

It is clear from intense research on the two philosophers, that they had strikingly different views on their famous thinking's. Both Aristotle and Hobbes had many thoughts on the role the state should have in our everyday lives. With vastly different views on state, Aristotle and Hobbes both have devoted great consideration on their thoughts on how much authority should be placed in the state.

Aristotle (b. 384 - d. 322 BC), was a Greek philosopher, logician, and scientist (A & E network, 2013).

Along with his teacher Plato, Aristotle is generally regarded as one of the most influential ancient thinkers in a number of philosophical fields, including political theory. Aristotle 's' writing reflects his time, background and beliefs (A & E network, 2013).

Aristotle was born at Stagira, in Macedonia. His father, Nichomachus, was the personal physician to the King of Macedonia, Amyntas (A & E network, 2013).

At the age of seventeen, Aristotle left for Athens to study at Plato's Academy (A & E network, 2013).

He studied at the Academy for about twenty years, up until Plato's death. Plato's death sent Aristotle to a city in Asia Minor, called Assos, where his friend, Hermias was ruler (Encarta). It was in Assos where Aristotle met, Pythias, who is described as either a niece or daughter of Hermias, who Aristotle married after the murder of Hermias, by the Persians. Aristotle then went to Pella, the capitol of Macedonia, where he became the tutor for the king's son, Alexander, who later became Alexander the Great (A & E network, 2013).

When Alexander became King, Aristotle went to Athens where he began to lecture at the Lyceum. Often while walking about he lectured while walking about in one of its covered walkways, earning him the nickname "Peripatetic", which means walking about (A & E network, 2013).

Aristotle's political ideal "It is not Fortune's power to make a city good; that is a matter of scientific planning and deliberative policy" (Aristotle & Ellis, 2009, p. 349). Aristotle wrote on this discussion of the ideal state in books VII and VIII of *The Politics*. What Aristotle observed around him were the established city-states of ancient Greece. It is commonly believed that he did not have a vision of the large nation-state and especially not such great federations as the United States and Russia. What Aristotle referred to when he spoke about state, is a limited sized city-state that is formed by the grouping of several villages (Aristotle & Ellis, 2009). He also believed that a nation is too large for a state: his state was about the right size so that all members of the state could meet in a single congregation.

Aristotle's state was nearly self-sufficient so that the bare needs of life were met and continued "for the sake of a good life" for its people (Aristotle & Ellis, 2009, p. 11). This continuing wealth for the sake of a good life is what Aristotle believes the goal of the ideal state should be. Aristotle said "that life is best, both for the individuals and for the cities, which has virtue sufficiently supported by material wealth to enable it to perform the action that virtue calls for it" (Aristotle & Ellis, 2009, p. 321).

He feels that since man, as individuals, strives for happiness, then man, as a collective group, should strive for the happiness of the state. The ideal state should be a place man can live a life of a free man where he is adequately provided for, but not a life where he lives through a vice of extravagance. (Aristotle made a clear distinction as to who should and should not be a citizen of the state. His ideal state is certainly not a democratic one that enables all who live there to be a citizen).

Aristotle believed that the best ruled state would be ruled by a wise and experienced group of elder citizens. In order for there to be a large enough populous of elder citizens to maintain the management of the city it is critical that they must maintain the proper health so that they will be enabled to do so (Aristotle & Ellis, 2009). Who should make up the state is a simple question—citizens should make up the state. But exactly whom did Aristotle consider a citizen?

Aristotle believes that a citizen is not an individual with common residence or blood relationship, but one who is in direct participation in the deliberative and judicial functions of the community. This excludes resident aliens, children, women, slaves, and members of the working class (Aristotle & Ellis, 2009). The citizens should be Greek, as Aristotle believed that Europeans have drive without intelligence, and the Asiatic's have intelligence without drive. He believed that only those that are able to give time to the government should be able to participate in it. This is why he felt that

only some could be members of the ruling government while others could not. He did not believe in a representative government, he believed in a direct government ruled by qualified and educated citizens whose goal was the wellness of the state and not their own political gain (Winthrop, 2009).

The goal of Aristotle's ideal Constitution is for a well-executed and suitably maintained system, in order that desired happiness shall be attained. This constitution is not the same for all since different sets of people seek happiness in different ways and by different means (Aristotle & Ellis, 2009). If this is true, then how can you have one ideal constitution? The answer is you cannot have one ideal constitution, but you can have the basic elements of the ideal constitution in order to have a functioning city.

These basic elements are food, handicrafts and their tools, arms, wealth, religion, and justice. Arms must be carried at all times by members of the ruling class for internal government in the event of civil disobedience, and to halt outside aggression. Wealth is required for both war and internal needs, and the method of justice needs to be developed so that there is a clear method of arriving at decisions, both about policy and about matters of wrong and right (Aristotle & Ellis, 2009).

The Aristotelian Political State is one built upon a classist theory that we, as modern Americans, have been raised to find deplorable and harsh. Yet we live in a society that is greatly based, not just recognized in our constitution the way it would have been in Aristotle's ideal. Aristotle would have found our modern capitalist society, which is based on profit, deeply disturbing.

The Aristotelian state is one that has a community aspect to it; Aristotle was in favor of such things, such as communal meals, and meeting centers so that citizens could develop productive and happy relationships with fellow citizens (Winthrop, 2009). The ruling of the state is one that would share the duty among the citizens. This policy is one that would enable peace to be kept among all, and would prevent bureaucracy, the downfall of democracy mixed with capitalism.

Thomas Hobbes was born on April 5, 1588 in Wiltshire (A & E network, 2013). Leading a sheltered and leisured life, his education was provided his uncle, a tradesman and alderman of Malmesbury (A & E network, 2013). Before the age of fifteen, he attended school in Magdalen Hall, Oxford. He left in 1608 and became companion to the eldest son of Lord Cavendish of Hardwicke. In 1610, he visited France, Germany, and Italy and learned the French and Italian languages (A & E network, 2013).

He returned and settled down at Hardwicke and London where he set himself to be a scholar. In Florence he held discourse with Galileo. In 1640, after signs of activity threatening civil war, Hobbes fled to France and stayed there for 11 years (A & E network, 2013). There, he had matured the plan for his own philosophical works. In 1651, his greatest work, *Leviathan*, was published and he also returned to England. In 1675, he completed both *Iliad* and *Odyssey* when he left London for the last time (A & E network, 2013). He lived with the Cavendish and died at Hardwicke on December 4, 1679 (A & E network, 2013).

At the beginning of Hobbes *Leviathan* in Book 1 he begins to explain that of man, in which he builds, layer by layer, a foundation for his eventual argument that the "natural condition" of man, or one without sovereign control, is one of continuous war, violence, death, and fear (Hobbes, 1651). Hobbes states that "During the time men live without a common Power to keep them all in awe, they are in a condition which is called Warre; and such a warre, as is of every man, against every man. . . . In such condition, there is no place for industry . . . no Culture of the Earth; no Navigation . . . no commodious Building; no instruments of moving . . . no Knowledge of the face of the Earth; no account of Time; no Arts; no Letters; no Society; and which is worst of all, continual fear, and danger of violent death; And the life of man, solitary, poore, nasty, brutish, and short" (Hobbes, 1651, p. 186). With the last few words of this passage "And the life of man, solitary, poore, nasty, brutish, and short," Hobbes seems to sum up what he has been building up to; that without a sovereign power, without *Leviathan*, the natural life of man is simply horrible. It is a life in which people naturally and constantly seek to destroy one another (Hobbes, 1651).

Hobbes had a negative view of people; he believed humans were selfish creatures who would do anything to better their positions. He also thought that people could not be trusted to make decisions on their own, and a country

needed an authority figure to provide direction and leadership. Therefore, Hobbes believed in an absolute monarchy - a government that gave all power to a king or queen (Duetsch, & Fornieri, 2009).

Hobbes thought that humans were basically selfish creatures who would do anything to better their position. Left to themselves; he argued that people would act on their evil impulses. According to Hobbes, people therefore should not be trusted to make decisions on their own (Duetsch, & Fornieri, 2009). In addition, Hobbes felt that nations, like people, were selfishly motivated. To Hobbes, each country was in a constant battle for power and wealth. To prove his point, Hobbes wrote, "If men are naturally in a state of war, why do they always carry arms and why do they have keys to lock their doors?" (Ludwig, 2009, p.558).

Governments were created, according to Hobbes, to protect people from their own self-interest and evil. The best government was one that had the great power of a leviathan.

Hobbes believed in the rule of a king because he felt a country needed an authority figure to provide direction and leadership. He believed it was clear that people were only interested in promoting their own self-interests; Hobbes believed democracy - allowing citizens to vote for government leaders - would never work. Hobbes wrote, "All mankind [is in] a perpetual and restless desire for power... that [stops] only in death." Consequently, giving power to the individual would create a dangerous situation that would start a "war of every man against every man" and make life "solitary, poor, nasty, brutish, and short" (thoughts worth thinking, n.d.). Hobbes believed that a diverse group of representatives presenting the problems of the common person would, hopefully, prevent a king from being cruel and unfair (thoughts worth thinking, n.d.).

Hobbes's discussion of the complex functions of the Leviathan's body all boils down to his strident belief that a body with two or more heads cannot function peacefully. He lists many other advantages inherent to absolutist monarchies. A monarch's interests are necessarily the same as the people because he shares both a physical and a political body (the Leviathan) with the people, whereas in sovereign powers composed of groups, the members of a governing council do not share a body with their subjects (thoughts worth thinking, n.d.). Conflicts over the succession of governmental power are impossible because the sovereign is solely empowered to determine his successor.

Crucially, no matter how the sovereign gains his sovereignty he holds the same rights and responsibilities. Whether by force or agreement, in both cases he gains his power through contract

(Ludwig, 2009). The precise nature of the contract and dominion is all that differs, as the contract by which the sovereign who gains his power through universal consent results from the people's universal fear of one another, while the sovereign who gains his power through force is backed by a contract resulting from the people's fear of the sovereign himself (Ludwig, 2009).

In the end, though the authority ascribed to different sovereigns may be termed paternal or despotically, the actual nature of their power is exactly the same. Above all, since both forms of sovereignty are consented to by a social contract grounded in fear, Hobbes considers them equally valid.

With vastly different views on state; it remains very interesting that both men understood that it there needs to be some form of government in the state for all. With vastly different views on state, Aristotle and Hobbes both have devoted great consideration on their thoughts on how much authority should be placed in the state. I find myself thinking that Aristotle's view of state is most closely to one that I would want to live in.

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Defense Industry Initiative (2000-03-17 12:25)

In this paper, I will tell how ethics field of study changed since 1980. Then by the fourth paragraph, I will explain how an ethics program can come under attack via fraud or misconduct and why it would ruin a company's reputation. The purpose is to explain why having an excellent ethics program in place prevents blemishes.

In the 1980s, the eighteen defense contractors made the Defense Industry Initiative (DII) with six principles. First, the DII supports a code of conduct to implement guidelines and widespread distribution. Secondly, the companies in the alliance are expected to provide training of their employees. Thirdly, defense contractors must create an open atmosphere so the employees are encouraged to report violators. Fourth, companies need to audit and continue the development of effective internal reporting and disclosure plans (termination procedure). Fifth, the member companies preserve the integrity of the defense industry so it may compete against foreign defense industries for military manufacturing contracts. Sixth, accountability is #1 philosophy for individual accountability for a functioning ethical program. [Business Ethics, pg 13, 2008]

In the 1990s, the US Government improved the DII a bit with the Federal Sentencing Guidelines for Organizations. Under this law, businesses can incur penalties if it doesn't have a functioning and active compliant ethical compliance program. It uses the carrot and stick approach which translates to immediate suspension or termination to fit the crime or the counts will penalize these companies. [Business Ethics, pg 14, 2008]

In the 2000s, new amendments were added to the Federal Sentencing Guidelines for Organizations. The amendments stated that businesses must be well informed, about its ethics program with respect to implementation and effectiveness. This is usually the Board of Director's responsibility. Secondly, the Sarbanes-Oxley Act made securities fraud a criminal offense and required companies to have a financial version of a code-of-ethics. [Business Ethics, pg 14-15, 2008]

2. What do you think is the biggest challenge to business ethics in the 21st century?

After reading Chapter 1 in Business Ethics and reviewing some articles on ethics, I believe the biggest ethical challenge to business in the 21st century is mixing capitalism with ethical issues. At the present time, especially where our economy is now, promoting and maintaining an excellent code of conduct should be a top priority in every business agenda to remain in good standing. There has been so much fraudulent business activity in the previous past years, not to forget 2008, one wonders if these individuals involved believed they were cloaked from the law. A good recent example of this was done by a man named Bernard Madoff, who took it upon himself to create a ponzi scheme worth \$40-50 billion. Per Fox News, 'such a scheme can involve taking investments from clients, spending the money on yourself and repay the clients out of other clients' accounts.' Enron would be another example where fraudulent activity has collapsed its greatness to bankruptcy. In both cases, greed weighed more than ethical issues. In these two previous scenarios, the micromanagement in ethical issues were selfishly not met. To prevent this from happening, businesses must oversee their ethical program to prevent blemishes. [Business Ethics, pg-21, 318, 2008]

Good ethics with employees would help maintain productivity. Twenty percent of employees view their business ethics program doesn't work, and that misconduct without guidance and leadership is the #1 reason. It is well known that ethical relationships between upper management, managers and their subordinates contribute to better problem solving and were six times more likely to keep employees than businesses which didn't. Even 92 % investors in the stock market said they would choose ethics over high-returns when choosing stock. [Business Ethics, pg-20, 2008] All ethics in customer satisfaction means is the company must develop, alter, and adapt products to customers otherwise they will leave them. For example, 40 % of Americans have a negative view of Wal-Mart, because of the reported low benefits to employees, environment issues, ethical issues with top management, and jobs outsourcing to China. [Business Ethics, pg 21, 2008] [Friedman, R, 2008] [Leonard, P, 2009] [Neumeister, L, 2009] In terms of profit, there are many companies who experienced significant declines, because of their ethical issues. Companies with blemishes have lower sales or assets than ones who avoided court conviction. All a company can do is terminate whoever is guilty, release a comment, and hope to recover reputation lost over time, but the damage has been done. Companies who promote excellent ethical standards provide satisfaction to their customers, to the community, to the investor and to their employees. [Business Ethics, pg 21, 2008] Ethics have been involved as a necessity since the 1980s. As diverse, global marketing expands, the challenges to every business will be to balance profit with ethical issues and its complexities. Fraud will expose its ugly head, but any businesses which has an ethical culture will always win in the long run financially, and be credible

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oakleyses (2014-10-23 17:45:10)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:44)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:50)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Plato and Rene (2000-03-19 06:11)

Plato and Rene

There are a few philosophers that are famous for different reason, such as the way they write, the way they teach, or what type of education that took place to become what they are today in history. The two philosophers that I decided to write about is Plato, who was very education and decided that writing things down was a better way to teach then to keep in your head and just remember. Rene was also a great philosopher that was famous for his education background that was the founder of geometry. When I first started to do this project that is what interest me the most about the education. I will be talking about each of the family background and what leads the two philosophers to their being famous all these years.

So the first person I will be talking about is Plato because we have learned about him in class and thought he was interesting in how he grew up and his different way of teachings that he did. Plato was taught by Socrates because he thought he was interesting and the way Socrates was teaching. Soon was going to go into politics because of his background and was determined to study about law and politics, but Socrates turned Plato away from that idea around 399 bc. and got Plato's attention to philosophy. (A+E Television Networks, LLC. 1996-2013) Socrates teachings were taught by Plato because Socrates didn't believe in writing anything down, but rather speak his teachings from memory. Plato now on the other hand wrote everything down so that people could see and visualize his teachings. Following the death of Socrates Plato decided to travel the Mediterranean region for about 12 years to study mathematics and found that was important to learn and to master. Some of the other studies he was learning included geometry, geology, astronomy. That is one of the reason I have chosen to write about Plato because of how educated he was that inspired me. Philosophy is one of those subjects that I was never really good at, but I do like learn that keeps me going.

Rene interests me because he was the founder of geometry and is still being used today. Many people may not know anything about geometry but I thought any type of math is important as we move into the future. Rene was very educated and had a background that led him into study of law, politics and mathematics. After the opening of the college in 1604, he stayed there until around 1612. (Connor and E F Robertson, 1997) He had a hard time with a lot of subjects, but had found mathematics was the only thing that has satisfied him. He specialized in Algebra and Geometry. One of the things I have notice about Rene is that he looks more into actions then reason and he believes only his way was the right away. Rene has traveled all around Europe to write and to study law, politics, and mathematics that was important to him. His father was also into politics that maybe one of the reasons why Rene took interest in going to school to learn even if he didn't like all the other subjects that were there that was offered to him.

With these two philosophers was easy to pick out and both had the same similarities that I have found interesting. Rene and Plato and the same type of goal I believe and studied the same thing is why they were made famous. I'm looking forward to learn more about their background in what they believe in, but a lot of documents are lost and is said be taking in from other scholars of their time.

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Corporate Revaluation (2000-03-19 12:26)

To: Members of the Board of Directors

From: Consultant.

Date: January 18, 2008

Subject: Corporate Revaluation

I first want to thank you for choosing my consultant service in helping you resolve any negative events into a more promising, positive, ethical attribution, whereby; in itself, may assist in helping your company grow and prosper. Hopefully, I will provide you with the needed frame work in order for your company 'to identify, monitor, and respond to the needs, values, and expectations of your different stakeholder group'. (Business Ethics, pg 30, 2008)

In order to implement an ethical plan of resolution, it is important 'to develop a process for managing any significant concerns; therefore, the following should be implemented:

1.) Assessing your corporate culture. You must have a positive corporate culture by having a common corporate vision, goals, shared values, beliefs, and common English. A company must embrace moral, social, and behavioral stability in this new kind of corporate culture; whereby, our physical layouts organization structure, appearance, behaviors, attitudes, and goals are all restructured under positive culture. This type of culture should be shared by all stakeholders

and encouraged and sustained by top management. (Business Ethics, pg 48, 2008)

2.) Identify stakeholder groups. These stakeholders should be the primary and have the most impact on the organization. It's a two way street after all. 'These should be stakeholders, who can be affected by or influenced by the development of organizational policy. 'Stakeholder's identity is necessary for a firm's survival, because stakeholders provide resources that are more or less critical to a firm's success.' (Business Ethics, pg 32, 35, 48, 2008)

3.) Identify stake holder's issues. After identifying key players, involve them in finding out where they stand in relation to an issue. (Business Ethics, pg 48, 2008)

4.) Assessing an organizational Commitment to Social Responsibilities. You should have an input from all the essential/primary stakeholders, whereby, they impacted the importance of the four levels of social responsibilities from economic, legal, ethical, and philanthropic views'. It is important to integrate organizational ethics and social responsibility into a comprehensive applied ethics and policy framework; thereby, acting responsibly toward and supporting the extended community. (Business Ethics, pg 38-39, 2008) (Business Ethics, pg 49, 2008)

5.) Identifying resources and determination urgency. Once you have established the stakeholder's issues, you need to prioritize and assess past performance in order to properly distribute resources. One should use two criteria in order to make the right determination....cost and urgency. The two must be weighed and projected into your final decision; therefore you're weighting the negatives vs. positives impact it has on your company as far as social responsibility. (Business Ethics, pg 49, 2008)

6.) Gaining stakeholder feedback. To generate feedback from stakeholders is to obtain perceptions and contributions to certain issues. This can be done by surveys, newsletters, vocal groups, observation, or website used by the stakeholders in order to obtain feedback. The company can gauge what the stakeholders can give them with specific issues. Stakeholders also generate media like blogs, websites, podcasts and newsletters; whereby, these need to be assessed also. A company is only as good as its stakeholders, which is why it is important to obtain what their needs are, their ideas, and their suggestions. (Business Ethics, pg 49, 2008)

In review, you need to accentuate the positives of your company and downplay the negatives while monitoring, identifying and responding to the needs, values, and expectation of your stakeholders. Addressing your corporate culture will have a large impact on the success of your company. Happy stakeholders usually bring higher returns in your company. I wish you well in your all accomplishments.

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Lutheran Afterlife (2000-03-20 14:22)

Lutheran Afterlife

Introduction

Regardless of man's willingness to live, or the advancement in medicine, all of us will someday succumb to death's calling.

If one believes that God created the world; would not the same loving God, also take care of mankind, by giving eternal life after death to those who believe in Him?

The Lutheran church synods Biblical understanding is that a death is not a termination or ending of a person, but a transitional experience.

Namely, death is the separation of the immortal soul from the mortal body until Judgment Day; at which time, the soul is reunited with the imperishable body through God's creation

(Kinnamon, S.A., 2010, pg. 59, 62) (Engelbrecht, E.A., 2010, pg. 548) (1 Corinthians 15:42-44 English Standard Version).

From a Lutheran's stance, this paper will explain the nature of the Lutheranism and how the previous stated Lutheran's ideology of death and the afterlife compare and differ with the Catholic's ideology and the Islamic ideology.

Additionally, the paper will also address the following:

How does the Bible portray death?

Does it explain death as eternal 'sleep' for both body and soul until Judgment Day or does it interpret death as a separation between body and soul?

Furthermore, is it possible that the testimonials (chosen in the paper) from those who have witnessed their personal near-death experience, might also be a foretell glimpse of life after death (Kinnamon, S.A., 2010, pg. 59, 62)?

Martin Luther

Like other emerging Christian faiths that have since capture the essence of Christianity, The Lutheran religion, emerged from the sixteen-century Protestant Reformation movement.

Martin Luther (1483-1546), a German Catholic monk, theologian, and a Professor at the University of Wittenburg, became the catalysis for the Protestant Reformation. Luther studied the Bible extensively.

Luther soon came to the epiphany,

that in order to receive salvation, it was not by merits or good work, but is received

divinely by God's "grace through faith" alone (Ephesians 2: 8-9 , ESV)

(Kinnamon, S.A., 2010, pg.168) (Bucher, R. P., Dr., 2014, What was the Lutheran Reformation).

Historically, it was common practice, during Luther's time, for the Catholic church to sell (merits) paper indulgences (stating sins are forgiven) for a cost, in exchange for good works and acts of piety. Each certificate of indulgence secures "temporal punishment" (Bucher, R. P., Dr., 2014, Facts about the 95 Theses).

An indulgence is a suspension of the temporal punishment for sin in purgatory. It can be used for oneself or for one who has recently died and may be in purgatory.

(Indulgences, 2014) . It does not replace confession, which is done beforehand. Indulgences did not become a real issue until Pope Leo X started using plenary indulgence to finance the building of St. Peter's Cathedral in Rome in 1517.

In this case, the plenary indulgence meant "all sin and eternal and temporal punishment would be forgiven" (Bucher, R. P., Dr., 2014, Facts about the 95 Theses).

Unfortunately, there were some in the church who took advantage of the poor by selling these indulgences. One person, especially guilty, was a Dominican monk, named John Tetzel.

According to tradition in the day, the advertising jingle went like this:

"As soon as a coin in the coffer rings, a soul from the fires of purgatory springs" (Moltmann, J., 1998, pg. 45)

(Pfingsten, M., 2014) (Kinnamon, S.A., 2010, pg. 167).

Pope Leo X usage of indulgences as a fund raiser did become a profitable means for the church to pay for its building project; however, this misuse of indulgences did not sit well with Luther. The selling of indulgences for money became so repugnant, that Luther wrote the Ninety-five Theses.

Subsequently, it led to the beginning of the Reformation on October, 31, 1517. As a customary practice of his age, Luther nailed or posted his Ninety-five Thesis on the Wittenburg's Castle Church door in order to provoke an academic debate. Luther never intended to leave the Church. Thus, in hope in reforming the church doctrine, he made copies of his thesis and mailed them to local priests. The Ninety-five Theses disclosed the Roman Catholic Church error in its thoughts, teachings, and practices on indulgence (Bucher, R. P., Dr., Facts about the 95 Theses, 2014) (Pfingsten, M., 2014).

There were a few main purposes of the Ninety-five Theses. First, the focus of the church is no longer represented by God, but by men who served the church.

Second, people should not need a mediator to speak to God.

It should be between the individual and God.

Third, grace should be free to all and not limited to those who purchase indulgence.

Fourth, the Pope of the church also has the responsibility to be involved outside the church in order to meet the needs of the suffering and needy.

Fifth, the church's laws and rules apply only to the living, not to those in purgatory.

Last, salvation does not come from merits and good deeds, but by the divine grace of God through faith (Bucher, R. P., Dr., The Presentation of the Augsburg Confession, 2014) (Pfingsten, M., 2014).

The advent of the era's printing press allowed individuals, who were like-minded in Luther's quest to more easily convey the Church's objectionable conduct. Over weeks and months, Luther's Ninety-five Theses circulated throughout Germany and all parts of Europe. In 1521, Martin Luther was excommunicated and was accused of heresy. Later that same year at the Diet of Worms, Charles V declared Luther as a condemned man because he did not renounce his teachings; however, Luther was supported and protected from harm by the princes of Saxony who believed in him. Over the course of several years, Luther translated the Bible in German and started his own church (1526 AD) (Bucher, R. P., Dr., The Presentation of the Augsburg Confession, 2014) (Pfingsten, M., 2014).

Personal Review

This paper believes that Martin Luther was an amazing man of integrity and who did not compromise away his belief in the Scriptures for the Catholic Church.

Luther's fateful break from the Church originated from his own crisis, a consuming struggle concerning the meaning of salvation.

He did not set out to start the Protestant Reformation or fracture the unity of Christianity, but only to denounce certain teachings and practices of the Church.

Thus, after intense rereading and studying the Bible, Luther came to the final conclusion, that man's inward justification by faith alone in God, is the only means to salvation, not by works or merits or anything external. Ninety-Five Theses was the unintentional 'fuel' that started the 'fire' for the Reformation movement. As a result, the Protestant Reformation radically liberated man from the spiritual and authoritarian powers dominated by the Catholic Church.

This paper also has the view that the sixteen-century Catholic Church mistreated and terrorized individual souls in order to gain earthly and political power.

Specifically, the Church practice in offering 'indulgences' to sinners seeking suspension of the pains of purgatory in the consideration of 'gifts' made to the Church.

It was Luther's reiteration from the Bible, that salvation was given by God to man through 'justification by faith alone', 'grace alone', and Scriptures alone'.

As a Lutheran, salvation is given basically as an inward gift, a spiritual hidden region, dependent on no human power, but completely on God's word.

Augsburg Confession

In 1530, Emperor Charles V wanted to reunite Christians back to the pope, in order to enhance his imperial military capability against any invasion from the Turks.

As a result, he invited the Lutheran princes and theologians to attend an Imperial Assembly in the city of Augsburg. In the eyes of the Church, Luther was still an outlaw and a heretic. For this reason, Luther wanted representation, so he sent his close comrade Philip Melanchthon to the meetings.

Assisted by Luther, Melanchthon became the primary author of the Augsburg Confession, the written 'confession' that came from the 'heart' of Martin Luther's beliefs.

The Augsburg Confessions also became the "Hallmark of Lutheran belief[s]" that encapsulated two essential teachings:

First, all doctrines from the Lutheran church are from the Scriptures. Second, the most important teaching in the Bible is the justification by faith in God (Bucher, R. P., Dr., The Presentation of the Augsburg Confession, 2014).

From the time of Luther's Reformation in 1517, until the Europeans started migrating to America, Lutherans denomination had taken hold in Europe as the oldest "Protestant" religion in Europe (Kinnaman, S. A., Lane, L. L., & Arand, C. P., 2010, pg. 170).

To be more precise, Protestant means "protest". The word Protestantism represents several Christian denominations who differ in the beliefs and doctrine of the Roman Catholic Church (Kinnaman, S. A., Lane, L. L., & Arand, C. P., 2010, pg. 170). The word 'Lutheran' came from the opponents of Martin Luther. The followers (those who believed in Luther's teachings from the Bible) were the first Protestants who launch a protest against the decision made by the Diet of Speyer (1529).

The Imperial decision was to make it unlawful for any Lutheran teachings to occur within the Holy Roman Empire (Lutheranism, 2014).

Thus, the conflict became so sizable that Luther's followers decided to be the first Protestants to form a separate "evangelical church", which later was named the Lutheran church (Kinnaman, S. A., Lane, L. L., & Arand, C. P., 2010, pg. 170).

Personal Views

The Augsburg Confession, on June 25, 1530, signifies not only the birth of the Lutheran denomination, but also the Biblical-base confession in what the Lutheran Church believes and teaches.

As a Lutheran, the Augsburg Confession is very meaningful.

As mention before, in 1530, the Protestant reformers had the opportunity to state their Biblical convictions and defend their belief and practices to Emperor Charles V.

Prior to this date (June 25, 1530) one might be considered either a pagan or a member of Catholic Church.

Hence fourth, embedded in the Augsburg Confession of Faith's twenty-eight articles, (which is also this author's own Lutheran church teachings) are the meanings to three important 'alone' words:

'Scripture alone', 'faith alone', 'grace alone'.

Essentially, the Augsburg Confession has given this author 'free-will' to believe that the word of God is the sole rule and norm, as well as, strengthens one's life and faith.

Lutheran Church Synods

So, what makes one Lutheran different from another? In America, the Lutheran church has designed itself around what is called synods (walking together) for like-minded religious reasons.

Countless Lutheran church bodies have experience a display of mergers, splits, and reconciliations through the years.

Their positions on particular key doctrinal issues are significant signs as to whether their respective church bodies are conservative, moderate or liberal.

Two of the major issues that divided many American Lutherans are "theological liberalism and biblical inerrancy" (Kinnaman, S. A., Lane, L. L., & Arand, C. P., 2010, pg 190).

Although there are several smaller Lutheran synods or church bodies in the U.S.A., this paper will focus on the three main Lutheran synods: Evangelical Lutheran Church in America (ELCA), The Lutheran Church-Missouri Synod (LCMS) and the Wisconsin Evangelical Lutheran Synod (WELS) (Kinnaman, S. A., Lane, L. L., & Arand, C. P., 2010, pg 190).

The Evangelical Lutheran Church in America

The Evangelical Lutheran Church in America (liberal/ Evangelical) was established in 1988. It has the largest Lutheran body.

The synod was created through the merging of three synods, the American Lutheran Church, the Association of Evangelical Lutheran Church and the Lutheran Church in America. The church believes in grace alone (not works), faith alone, (salvation through faith), and Scriptures alone. However, this church does use historical critique in interpreting the Bible; thereby,

allows for possible "errors and cultural limitations" in the Bible (Lutheranism, 2014) (Brug, J. F., Fredrich, E. C., & Schuetze, A. W., 1995,

pg. 53-56, 81).

This paper believes that all the Bible errors are caused by artificial gender neutral language in the NRSV translation that doesn't exist in the ESV translation. This gender neutral language also appears in the NIV 2011 edition which is why the Wisconsin Evangelical Lutheran Synod will not update to the NIV 2011 edition. WELS may switch to the ESV translation like LCMS had done.

Lutheran scripture normally does not allow exceptions to natural law. Luther's Small Catechism specifically states a marriage is between a man and woman and no gays and lesbians. ELCA also uses Historical Criticism, because Gary Simpson wrote a Critical Theory book for Augsburg Fortress. I am affiliated with the ELCA, because it is the largest Lutheran senate and was introduced to Lutheranism from a now defunct predecessor synod. All the villages in St. Croix County, Wisconsin only chose ELCA churches and its cities have multiple ELCA churches.

The Lutheran Church Missouri Synod

The Lutheran Church-Missouri Synod (moderate-conservative/confessional) became a synod in 1847, congregated by Saxon and German immigrants.

It is the second largest synod. Unlike the Evangelical Lutheran Church in America, the Lutheran Church Missouri Synod has grown from within, and not from any merging.

The church also believes in grace alone (not works), faith alone (salvation through faith), and Scriptures alone.

The church views Scriptures as literal and without error (inerrant) (Brug, J. F., Fredrich, E. C., & Schuetze, A. W., 1995, pg. 22) (Lutheranism, 2014).

I own the ELCA's NRSV Lutheran Study Bible and the ESV Lutheran Study Bible, and found that the ESV Lutheran Study Bible had more information in it.

The NRSV Lutheran Study Bible's study notes seemed sparse in comparison with worse Goodreads reader reviews and rating. The Lutheran Church Missouri synod is closer to the Lutheran Church of the mid-20th century when Lutheran churches were confessional and the King James Bible was popular. The ESV Lutheran Study Bible is a lot more detailed on notes, history, archeology, introductions.

Concordia Publishing House has published superior Christian books over Augsburg Fortress. The LCMS is the only significant Lutheran Church with an Apocrypha (ESV translation) volume. LCMS is the only synod with Law and Gospel book. LCMS also publishes conservative politics books for clergy to counterbalance the ELCA political books.

The Wisconsin Evangelical Lutheran Synod

The Wisconsin Evangelical Lutheran Synod (most conservative/confessional) is the third largest synod. The church dates itself back to 1828 as a United Rhine Mission Society in Germany.

The development of the church in America was by a German mission society representative name John Muehlhaeuser in 1850.

Their pledge in their church is "pure Bible Christianity", in meaning, the inerrant Bible, the creeds, and the Lutheran Confessions (Brug, J. F., Fredrich, E. C., & Schuetze, A. W., 1995, pg 22).

I believe that WELS is the strictest pure Bible synod where dancing is frowned upon. My father grew up in a Wisconsin Evangelical Lutheran Synod for 20 years and he did not like it.

The WELS uses the conservative New International Version 1984 Bible translation, and members are not allowed to join Boy Scouts or Girl Scouts in their church. WELS does not allow communion with Catholics like the Lutheran Church Missouri Synod and Evangelical Lutheran Church of America.

I like the English Standard Version more than NIV 1984, because the ESV translators at Crossway used the Internet research to compile this translation.

Personal View

Although this author's family has had relationships with all three major Synods, this author's beliefs are more in line with the Lutheran Church Missouri Synod theological teachings where the Bible is God's own word and truth (inerrancy).

The Bible Stance on Death and Afterlife

So what is the Bible's stance on death and afterlife?

The Bible does report the cases of seven people who were raised from the dead (1 Kings 17:17-24, ESV; 2 Kings 4:25-37, ESV; Luke 7:11-15; 8:41-56, ESV; Acts 9:36-41; 20:9-11, ESV), but none of them, apart from Jesus, shared their afterlife experience in the Scriptures.

All the same, Romans 5:12 in the Bible, reminds Christians that the main cause of death is sin.

When Adam and Eve rebelled against God they died spiritually.

Physical-temporal death was their ultimate penalty (Genesis 3:17-19, ESV). Subsequently, Adam's and Eve's sins subjected all creatures to 'death', 'decay' and the 'return' to 'dust'. Any medical person can describe what happens to a person at death, but they are only speaking about the physical body (Engelbrecht, E., & Baker, R. C., 2010, pg. 545-546).

So is death the end of existence?

Not according to Matthew 10:28 , ESV and Luke 12:20 , ESV.

Lutheran's believes, that upon death, the "separation of the soul from the body" does occur (Engelbrecht, E., & Baker, R. C., 2010, pg 546).

At time of death, believer's soul goes with God until the Second Coming, at which time will be resurrected (Brug, J. F., Fredrich, E. C., & Schuetze, 1995, pg 81) (What Lutherans Believe, 2014). In 1 Thessalonians 4:13, ESV, death of a believer is described by God's word as "asleep".

In contrast, Proverbs 11:7, ESV describes the death of unbeliever as the loss of hope (Engelbrecht, E., & Baker, R. C. , 2010, pg 546).

Luther's imagery of the state of death is described as a dreamless sleep, vacant of time, space, or consciousness. When the dead are raised by God, the resurrection will be on God's time, not man's.

Luther's imaginary of death proceeds as follows:

"We shall sleep until He comes and knocks on our little grave, saying:

'Dr. Martin, get up! Then I shall rise up in a moment and shall be eternally merry with Him'" (Moltmann, J., 1998, pg. 46-47).

God's time between death and the road to salvation, may also be like what Apostle Paul exclaims: "Suddenly, as a twinkling of the eye" (I Corinthians 15:52 , ESV) (Moltmann, J., 1998, pg. 48)

(Jakoblich, J., 2013).

Catholic Church

From the beginnings of Christianity, the only church that existed was described as universal, meaning assembly of believers or followers of Christ.

In the Bible, Jesus was the first to reference a church in Matthew 16:17-19. Jesus asks the disciples who do you think I am?

Simon Peter replied, "You are the Christ, the Son of the living God." Jesus replied, "Blessed are you, Simon, son of Jonah. For flesh and blood has not revealed this to you, but my heavenly father. And so I say to you, you are Peter, and upon this rock I will build my church and the gates of the netherworld shall not prevail against it. I will give you the keys to the kingdom of heaven; and whatever you bind on earth shall be bound in heaven; and whatever you loose on earth shall be loosed in heaven" (Matthew 16:17-19, ESV).

The Hebrew reading of Peter means 'rock'.

According to the Catholic Church's interpretation associating Peter as the 'rock', is that it implies that Apostle Peter was the base or foundation to their church, as well as, their authoritarian over the church.

On the other hand, Lutherans as well as other Christian denominations, may debate that the inference of 'rock' refers not to Peter per say, but as a 'rock' to Peter's confessional faith.

Peter's testimony "You are the Christ, the Son of the living God." can be related to anyone who confesses that Jesus is the Lord and can be a member of His church (

Comparison of Christian Denominations' Beliefs, 2013)(Lutheranism, 2014)

.

This paper also has the view that the sixteen-century Catholic Church exploited and terrorized the individual souls in order to gain earthly and political power.

Specifically, the Church practice in offering 'indulgences' to sinners seeking suspension of the pains of purgatory in the consideration of 'gifts' made to the Church.

It was Luther's concept that God's grace to man for salvation was by 'justification by faith alone', grace alone, and scriptures alone.

As a Lutheran, salvation is basically inward, a spiritual hidden region, dependent on no human power, but completely on God's word.

Purgatory

The doctrine of purgatory is not taught in the Lutherans religion.

Purgatory is a Catholic belief.

Purgatory is a process of purification after death to achieve holiness necessary to enter the perfection of heaven.

The intermediate period after death is simply a transitional state for those who have deserved heaven but still have aspects of their souls that are not yet fully purified (Jakoblich, J., 2013).

Additionally, this is how Father William Saunders articulately describes the purgatory: "In a sense our soul is like a lens, when we sin, we cloud the lens; it gets dirty and we lose the focus of God in our lives. Through confession and penance, God cleanses the "lens" of our soul. When we die, if we live this life fundamentally loving God, dying in His grace and friendship, and free of mortal sin, we will have eternal salvation and attain the beatific vision, we will see God for who He is. If we die with venial sins or without having done sufficient penance for our sins, God in His love, mercy and justice will purify our souls, "cleanse the lens" so to speak. After such purification, the soul will then be united with God in heaven and enjoy the beatific vision" (

Saunders, W., Fr. , 1995).

Islam

The religion of Islam is one of the youngest world religions and third monotheistic (Judaism, Christianity, and Islam) religion in the Arabia.

The word Islam means 'peace'/'salam' in Arabic or 'submission' (Arabic meaning of Muslim: a person who submits to the will of God).

All Muslims use the phrase "peace be upon him" and abbreviated "pbuh" after a prophet's name.

This is regarded as respect. (Islam, 2014)(History of Islam, 2014).

Islam was founded by the Prophet Muhammad in around 622 CE.

The story of Muhammad starts at the age forty (in 610 CE.) when he had his first vision in the cave on Mount Hira.

Muhammad thought he was possessed by a demon. He shares the event to his wife (an elder by fifteen years) and she shares the story to her uncle (a converted Christian). The uncle informs Muhammad that the vision did not come from a demon but God. Hence, Muhammad rejected any idol worship in Mecca and became a believer in one true god called Allah,'One True God'

(What is Islam, 2014).

Islam Beliefs

The Islam religion does not believe Jesus is the Son of God nor the trinity, but a prophet.

The religion has the understanding that Jesus did not die on the cross, instead used the premise that God supplanted a substitute in his place.

Angels were noted as Allah's messengers and also as record keepers, "recording good and bad deeds" (What is Islam, 2014).

Angels are messengers from Allah.

They also serve as record keepers, "recording good and bad deeds" (What is Islam, 2014). Satan is called 'Jinn', a spiritual being created out of fire. He represents the evil leader.

(What is Islam, 2014).

Resurrection and Salvation is in accordance to good deeds and obedience to Allah. At death, Prophet Muhammad will come in defense for all Muslims before Allah, but Allah is the final judge. Prior to each individual's resurrection and salvation, Allah weighs the number of sins against the number of good deeds.

Time spent in hell will depend on which weighs more, sins or good deeds, after which the individual will go to paradise.

All non-believers go to hell (What is Islam, 2014).

The Qur'an (Koran/English) is considered the main text because it is considered as the literal words of God in Arabic.

Although the Islam religion uses other texts, such as The Torah (Book of Moses), Ingil (The gospel of Jesus), and Zabur (Psalms of David), the Bible is considered as corrupt.

According to the scholar Dr. Theodor Noldeke, testifies: "For though it remains an open question whether Mohammad was actually ignorant of reading and writing, it is certain that he had neither read the Bible nor any other books" (Rasid, M., Dr, 2010).

Additionally, accordant to archeology and inscriptions, the Book of Deuteronomy was likely written around the 7th century B.C by the ancient Israelites in Judah (Schniedewind, M., 2014).

The Muslims believe that the Qur'an is composed of words spoken by the archangel Gabriel to Muhammad. The Qur'an was originally passed down orally; later it was compiled into one book (Islam, 2014).

Personal Review

Islam was the second monotheist religion chosen for death and afterlife comparison in this paper.

Their faith in resurrection and salvation echoes some resemblance to the Catholic Church belief.

For example, 'good works is weighed against sin'; therefore, the final decision is depended upon who obtains salvation verses who stays in Hell until one's sins have been 'burned away'.

Muslims do not recognize the Bible as a reliable source in comparison to the Islam's truth written in the Quar'an. In this case, this paper sees a discrepancy between the reliability of the Bible verses the Quar'an.

More importantly, as mentioned before, Prophet Muhammad was born around 622 C.E. The Book of Deuteronomy in the Hebrew Bible was most likely assembled around the 7th century B.C. in Judah.

On the other hand, the discrepancy could be due to the possibility that Muhammad was illiterate and unable to read the Bible.

Regardless if Muhammad could read or not, it is the Muslim's acceptance of the Quar'an, which resonance Prophet Muhammad's experienced with the archangel, as a divine origin with Allah:

"He has revealed unto you (Muhammad) the Scripture with truth, concerning that which was (revealed) before it, even as He revealed the Tourat and the Injil" ((Rasid, M., Dr, 2010).

Near-Death Experiences

The truth is no one can really experience death and the afterlife and tell about it.

As Christians, we can only rely on what the Scriptures tell us, as in John 11: 23-26 in the New Testament. When Jesus spoke to Martha, four days after her brother died: "Your brother will rise again." Then He said to her "I am the resurrection and the life. Whoever believes in me, though he die, yet shall he live, and everyone who lives and believes in me shall never die (John 11: 23,25-26, ESV).

Having said this, is it possible that people who had a near-death experience might foreshadow what the afterlife might be like?

This paper will recap experiences of two people, both who have had a near-death experience.

Both individuals had their life change.

Dr. Mary Neal's Experience

Dr. Mary Neal is an orthopedic spine surgeon, a mother, and active in the Pentecostal church.

Although as a young adult, she had two near-miss occasions with death, a car accident and a deep diving incident, it did not compare to the kayak incident that took place on the Fuy River (noted for its ten-twenty foot waterfalls) in the Southern Chilean Los Rios Region (M.C. Neal, MD, 2012, p.48). Mary and her husband, both experienced kayakers, were looking forward to the challenge.

What started out as beautiful day kayaking down the river with a group of people, ended with Mary being pinned under both a forceful waterfall and another group member's deserted kayak (M.C. Neal, MD, 2012, p.48).

According to Mary's testimonial in the book "To Heaven and Back", she did drown and died. The rescue efforts took well over fifteen minutes for normal survival, from the time between her faithful kayak companions to reached her capsize boat, miraculously find her lifeless body and persistently resuscitate her until she took her first breath (Neal, M.C., MD, 2012, pg. 59-65).

On her spiritual journey, she felt loved, serene, and "unadulterated essence", as well as, being consciously aware of her situation (Neal, M.C., MD, 2012, pg. 71). Intrigued, but in no pain, she felt her knee bones break and the ligaments tear as she her body was freed from the kayak and her soul released.

Mary was greeted by brilliant, shapeless formed spirits, some of she knew in the past, who guided her down a brilliant, beautiful path to God.

Emotions, thoughts and knowledge were all communicated without language (Neal, M.C., MD, 2012, pg.68-74).

Mary was eventually told by a special angel that she had a purpose to those around her on earth and needed to return.

Mary had other spiritual visits during her recovery and used her near-death experience to help her patients, her family, and herself (Neal, M.C., MD, 2012, pg.68-74).

Dr. Eban Alexander's experience

Dr. Eban Alexander, an accomplished neurosurgeon, man of science, and researcher, was a staunch believer that people who either had or believed in a near-death experience, were people who lived in pure 'fantasy'.

Dr. Alexander did not become a believer until he was at the age of fifty-four.

It happened on November of 1988, when he succumbed to rare bacterial meningitis that resulted in a seven-day coma, which miraculously resulted in a complete recovery.

His own near-death experience showed "that the death of the body and the brain are not the end of consciousness", but continues under the "gaze of God" and His love for the universe (Alexander, E., MD, 2012, pg. 9).

Dr. Alexander describes his initial experience in the unknown, as "subterranean" where, grotesque animal faces bubbled out of the muck giving out occasional groans or screeches (Alexander, E., MD, 2012,

pg.31).

He soon became aware of “biological” smells of feces, blood and vomit, like death itself (Alexander, E., MD, 2012, pg. 31-32).

This most uncomfortable environment continued until he was brought out of the core of blackness by a most beautiful white-gold entity, with waves of color like a butterfly

(Alexander, E., MD, 2012,

pg.38).

This extraordinary entity, in the form of girl with blue eyes that flies on a butterfly wing, became a loving travel companion and interpreter between God and himself, in whom Dr. Alexander later describes as an “orb” (Alexander, E., MD, 2012,

pg 47). Dr. Alexander also represents God’s vast universe and presence as “omniscient”, “omnipotent”, and “loving” (Alexander, E., MD, 2012,

pg. 47).

Subsequently, Dr. Alexander was grateful that he was accompanied by this serene, compassionate orb.

Dr. Alexander concluded that there was no sense of time in God’s universe and questions and answers came instantaneously and enhance his learning about the universe.

What he does acknowledge is that God’s universe veiled him with “unconditional love and acceptance” and “healed his fragmented soul” (Alexander, E., MD, 2012, pg.170).

Conclusion

In summary, it is a known fact that everyone will someday succumb to death’s calling.

Since this paper in taking a Lutheran stance, every Lutheran church’s Biblical understanding is that the death is the separation of the immortal soul from the mortal body until the Second Coming of the Lord.

On Judgment Day, God will, according to His creation, unite the soul with the imperishable body.

There is no purgatory in the Lutheran’s belief.

As stated before, God interprets death as ‘a sleep’ which is more of a figurative expression explained clearly in the Scriptures.

Resurrection will be on God’s time.

In John11: 25-26, Jesus said “I am the resurrection and the life.

He who believes in me will live, even though he dies; and whoever lives and believes in me will never die”.

(John11: 25-26, ESV)

Although the Islam religion is derived according to the Qua’ran and not the Bible, Lutheran and Islam are still monotheistic. Both believe in ‘One true God’, even though there are differences in each religious ideology and practices.

Conversely, there seems to be other similarities to Catholics, such as Islam beliefs in resurrection and salvation that appears similar to the Catholic’s belief, such as the reward to salvation by ‘good deeds’.

Last, the two doctors’ testimonials on their near-death experience have changed both, in how each practices medicine and their own perspective on life. Thus, both have found more inspiration in life, more faith in God and no fear in dying,

For a finishing touch, nothing says it best like Martin Luther: “Every man must do two things alone; he must do his own believing and his own dying” (Luther, M., Dr., 2014).

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Karl Marx vs. Adam Smith (2000-03-22 06:12)

Karl Marx vs. Adam Smith

Introduction and thesis

How much authority should be placed in the state? German philosopher, Karl Marx, believed capitalism contained the seeds of its own destruction and that communism was the inevitable end to the process of evolution begun with feudalism and passing through capitalism and socialism

(Beales Kaidantzis, 2008) . Scottish philosopher, Adam Smith, believed that economic development was best fostered in an environment of free competition that operated in accordance with universal “natural laws” but also felt that the government should enforce contracts, copyrights, and grant patents to encourage inventions and new ideas as well as provide public works

(Henderson, 2008) . Analysis and contrast of the views of Karl Marx and Adam Smith reveal these philosophers’ markedly different views of how much authority should be placed in the role of state through their individual interpretations of how human nature morally interacts and how those actions determine the level of governance needed to create a society that produces the most benefit.

Karl Marx

Karl Marx’s views on how much authority should be placed in the role of state are intertwined with the symbolic role of money as a representation of social labor. Information retrieved from journal article: *Marx and the Mixed Economy: Money, Accumulation, and the Role of the State*, author Ann E. Davis ascertains that Marx notes the role of the state is in the issue of money

(Davis, 2010) .

The author quotes Karl Marx, “Coining, like the establishment of a standard of price, is the business of the State because money is “purely conventional” and must have “general acceptance””

(Davis, 2010) . The author explains how Marx felt that money should be managed by the state in proper proportion to gold. The author discusses how Marx analyzed that the role of state is integral to the issue and management of money with money being the manner in which all contracts are settled including taxes as well as payments for wages and commodities

(Davis, 2010) . Information from the article also suggests that Marx felt that the gold and silver were typical substance that were the universally equivalent of the symbolic role of money as representative of social labor

(Davis, 2010) .

Marx believed in complete socialism where everything is owned by the people and private property should cease to exist

(Ollman, 2004) . Marx felt that all land, factories, mines, and businesses should be owned by the people

(Ollman, 2004) . Marx believed that all food and goods should be equally shared by all

(Ollman, 2004) . Marx felt that government should equal the people and there should be complete equality and no social classes

(Otteson, nd) .

Karl Marx’s view of the level of authority needed to ensure the most benefit within a society was one in which Marx felt that a powerful state should be assumed. Karl Marx believed that the role of state is integral to the issue and management of money with money being the manner in which all contracts are settled including taxes as well as payments for wages and commodities

(Davis, 2010) . Marx viewed capitalism as a systematic misrecognition by implying that individuals are taken not as human beings, but as means of production

(Lofton, 2012) . Marx contrasted capitalist views in that he maintained that people come to believe certain confused ideas about themselves in the world, and Marx felt those ideas were successful precisely because they seemed liberating, and not oppressing

(Lofton, 2012) .

Karl Marx rationale of how much authority should be placed in the role of state was one in which Marx believed workers were exploited and disadvantaged by a capitalist system

(Davis, 2010) . Marx believed that capitalism created problems through permanent social classes. Marx's views also viewed that under capitalism the poor will suffer because they always be poor. Marx felt that the capacity to issue money is complimentary with other roles of the state such as protection of private property, adjudication of that private property, and the development and protection of foreign markets

(Davis, 2010) . Marx believed that the commodity form of labor power managed by means of legislation with the associated authority of the capitalist firm

(Davis, 2010) . Karl Marx believed "the prodigality of the capitalist never possesses the bona-fide of the open-handed feudal lord's prodigality, but on the contrary has always lurking behind it, the most sordid avarice and the most anxious calculation"

(Baumol, 1976) . Karl Marx believed that economic forces predicted and determined the outcome of a society

(Ollman, 2004) .

Adam Smith

Adam Smith's views on how much authority should be placed in the role is primarily based on the notion that the role of state should be limited but well defined.

In journal article: *Unintended Order & Intervention: Adam Smith's Theory of the Role of the State*, author: Jeffrey T. Young, the author explains that Smith's system of natural liberty stating that the sovereign has only three duties to attend to; three duties of great importance, indeed, but plain and intelligible to common understandings: first, the duty of protecting the society from the violence and invasion of other independent societies; secondly, the duty of protecting, as far as possible, every member of the society from the injustice and oppression of every other member of it, or the duty of establishing an exact administration of justice; and thirdly, the duty of erecting and maintaining certain public works and certain public institutions, which it can never be for the interest of any individual, or small number of individuals, to erect and maintain; because the profit could never repay the expense to any individual or small number of individuals, though it may frequently do much more than repay it to a great society

(Young, 2005) .

Adam Smith's view of the level of authority needed to ensure the most benefit within a society is derived from Smith's avid belief that the role of state should be limited but well defined supporting the three natural laws of economics

(Lipford & Slice, 2007) . Smith three natural laws of economics include: the natural law of self-interest; the natural law of competition; and the natural law of supply and demand

(Otteson, nd) .

Smith's view was one in which Smith believed in "Laissez Faire" economics in whereas free trade equals no government regulation or interaction and that nations do not grow wealthy from tariffs

(Otteson, nd) . Smith's "Laissez Faire" economics include free market; free economy; and natural laws

(Otteson, nd) .

In an *Independent Review* journal article entitled: *Adam Smith's Roles for Government & Contemporary U.S. Government Roles*, by authors: Jody W. Lipford & Jerry Slice find that Adam Smith viewpoint pertaining to government's proper roles in one of which government's proper role in society should be limited but well defined noting that Smith believed that government should provide national defense, the administration of justice and public goods

(Lipford & Slice, 2007) .

Adam Smith's rationale of how much authority should be placed in the role of state is supported by Smith's belief that limited authority enables the free market which is most economically beneficial to society by promoting self-interest

(Lipford & Slice, 2007) Smith felt that the division of labor exploits knowledge and specialization leads to surplus and in turn surplus leading to increasing goods and decreasing prices resulting in "universal opulence"

(McQuillan, 1982) . The rationale for Smith's beliefs is one in which Smith proposes that that each individual would work in his own self- interest for his own benefit

(Lipford & Slice, 2007) . Smith believed by in doing so, that the people would in turn develop a market where only the value of the perceived benefit expected to delivered by the good and the producers would only sell products for as much as or higher than they would have spent on producing a good

(Lipford & Slice, 2007) . Smith felt that the obvious and simple system of natural liberty would enable more and more to ascend out of poverty

(Otteson, nd) .

Smith's idealistic economy would be one in which there would be no surplus or deficit supply or demand; markets would always be equal, benefiting both consumer and producer

(Lipford & Slice, 2007) . Adam Smith felt that "it would be a serious mistake to entrust the economic welfare of a society to the good intentions of any man"

(Baumol, 1976) .

Key Contrasts

Key Contrasts of Karl Marx views and that of Adam Smith. Information retrieved from journal article: *THE GOOD SOCIETY: LESSONS FOR INTEGRATED GOVERNANCE*, author Christina Neesham notes that the key contrast of Smith's vs. Marx's views is Smith's system of natural liberty and Marx's political economy of human value

(Neesham, 2009) .

_ Smith felt that through the removal of state intervention in economic activities, the perfect system of natural liberty delivers invaluable benefits, such as fair distribution of wealth, equality and justice

(Baumol, 1976) . Marx's view of the role of state as one in which government is only needed in the revolutionary and socialist stages

(Neesham, 2009) . The author states that Marx's view implies that based on centrally planned economy, mature communism will have the resources to do away with both government and the market, and enjoy the triumph of civil society

(Neesham, 2009) . Marx believed in complete socialism in which everything is owned and shared by people including businesses and that all private property should cease to exist

(McQuillan, 1982) . Smith believed that all companies should be private and free trade, free competition, and the abolition of special privileges (state enforced monopolies will lead to economic prosperity for every one including workers

(Otteson, nd)

Conclusion

Adam Smith proposed that the free market, where merchants and manufacturers are free to produce and trade as much as they want and the prices are based upon what the consumers are willing to pay, would result in the most efficient and desirable economic outcome due to the "Invisible Hand"

(Baumol, 1976) ..

Smith preferring stability, sought peace over revolution. Karl Marx believed that capitalism was fundamentally linked to a society in which it is essentially bound by segments of class which fueled his suggestion of a revolution by the working class against the middle class in hopes of creating a more equal society

(Baumol, 1976) . Analysis and contrast of the views of Karl Marx and Adam Smith reveal these philosophers' markedly different views of how much authority should be placed in the role of state based is upon their individual interpretations of how human nature morally interacts ultimately promoting two very different philosophies on how human interaction determines the level of governance needed to create a society that produces the most benefit.

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Martin Luther vs. Niccolo Machiavelli (2000-03-24 06:15)

There are many things that play a role in your life and in the decisions that you make. It could be the way that you were brought up or the lessons that you have learned from past experiences. It could be rules and regulations that are forcing you to act a certain way or do things a certain way. For some, however, there are other factors that play a role in this, and that would be religion. Everyone believes in something different, but no matter what you believe, it can play a role in the decisions that you make. Individuals who are passionate about religion tend to have religion play a role in the decisions that they make. This can make it very difficult to gain support from individuals that do not believe.

When you are a leader, whether it be a leader of a company or a leader in society, you are going to need to be able to gain support from individuals in order to help you achieve your plans and goals. However, if someone does not like you or does not believe in the same things that you believe in, they are going to be resistant to help you or follow you. This can also be the case when religion is involved. When someone is a leader and many of the decisions that they make are based according to what they believe, that can cause some problems. There are going to be some people that are not going to want to help you or follow you because they do not believe in the same things that you believe in.

There were two key leaders that experienced this same thing. Niccolo Machiavelli and Martin Luther were two leaders who accomplished some great things. However, they were looked down upon and not followed by some because of the fact that they incorporated religion to some of their greatest accomplishments. They were men who knew what they believed in and felt very strongly about it, and they were not going to let the words or actions of others take that away from them. They stood strong for what they believed and went through life displaying it proudly.

Martin Luther was a man became one of the most influential figures in Christian history when he began the Protestant Reformation in the 16th century (Martin Luther Biography). However, he did not always know that this was going to be the path in life that he was going to take. Martin's father wanted him to become a lawyer, so he enrolled him in school for that and he received his Master's degree. In July of 1505, Luther got caught in a violent thunderstorm, in which a bolt of lightning nearly struck him down. He considered the incident a sign from God and vowed to become a monk if he survived the storm. The storm subsided, Luther emerged unscathed and, true to his promise, Luther turned his back on his study of the law days later. Instead, he entered an Augustinian monastery. In 1512, Luther received his doctorate and became a professor of biblical studies. Over the next five years Luther's continuing theological studies would lead him to insights that would have implications for Christian thought for centuries to come. (Martin Luther).

Perhaps one of the most known pieces of work for Martin Luther was the Disputation on the Power and Efficacy of Indulgences, also known as The 95 Theses. The 95 Theses later become the foundation of the Protestant Reformation. The first two of the theses contained Luther's central idea, that God intended believers to seek repentance and that faith alone, and not deeds, would lead to salvation. The other 93 theses, a number of them directly criticizing the practice of indulgences, supported these first two. The 95 Theses spread very quickly throughout Germany and Rome (Martin Luther and the 95 Theses).

Niccolo Machiavelli began serving in the political field in 1494 as a diplomat. He served in that position for 14 years in Italy's Florentine Republic during the Medici family's exile, during which time he earned a reputation for deviousness, enjoying shocking his associates by appearing more shameless than he truly was. After his involvement in an unsuccessful attempt to organize a Florentine militia against the return of the Medici family to power in 1512 became known, Niccolo was tortured, jailed and banished from an active role in political life (Niccolo Machiavelli Biography). Despite this treatment, Niccolo never forgot his faith and used that to get through this rough and difficult time in his life. It would have been very easy to give up at a time like this, but Niccolo did not.

Though it was initially a dark period for his career, Machiavelli's time away from politics gave him the opportunity to read Roman history and to write political treatises. One of his most notable works is a book written called "The Prince." The main theme of this short work about monarchical rule and survival is man's capacity for determining his own destiny in opposition to the power of fate, which has been interpreted as the political philosophy that one may resort to any means in order to establish and preserve total authority (Niccolo Machiavelli Biography). This was a primary piece of Niccolo's career and is one of the pieces that he is most known for. However, it was not perceived well by everyone.

Pope Clement VIII condemned *The Prince* for its endorsement of rule by deceit and fear. One excerpt from the book reads: "Since love and fear can hardly exist together, if we must choose between them, it is far safer to be feared than loved" (Niccolo Machiavelli). The fact that you have a piece of work that you have dedicated much of your time and effort in to condemned is not something that can be taken easily. This was a time in Niccolo's life that he really had to stand by what he believed in and continue to move forward. He did just that by writing many other works that displayed what he believed in.

Both of these men used religion in their day to day lives, and they did not let it influence their way of doing things or their motivation to pursue things the way that they believed they should occur. Both men met some struggles along the way. However, whether their decisions included religion or not, they did not let that influence them. They did what they believed was right and it worked out in the end the way that it should be.

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the Federal Sentencing Guidelines for Organizations and Sarbanes-Oxley Act (2000-03-24 12:29)

The first section includes three key dimensions of ethical compliance in the areas of competition, safety, and environment which are voluntary boundary, core practice, and mandated boundary along with examples. Second, I will give a brief summary of the Sarbanes-Oxley Act and details on its eleven titles. Lastly, I will explain how the Federal Sentencing Guidelines for Organizations (FSGO) keeps organizations ethical.

1.) Voluntary Practices: This is where management initiates boundaries of conduct which includes beliefs, values, voluntary policies and voluntary contractual obligations. An example of this would be giving back to the community by investing in a piece of land for public usage such as a park that the surrounding community could enjoy, or providing employees with a good health coverage regardless of work hours (part-time vs. full time). (Business Ethics, pg 90-91, 2008)

2.) Core practices: Are usually best practices that are documented that ensure compliance in business. This usually includes legal requirements, industry self-regulation, and social implications. An example of a self-regulatory body would be Better Business Bureau which provides direction for solving customer disputes and reviews advertising cases. The board of directors is usually the people accountable for core practices and is required to oversee ethics and compliance of that particular business. (Business Ethics, pg 91, 2008)

3.) Mandated boundary is the external boundary of conduct. This includes laws, rules and regulations that can affect a company. These laws and regulations are established to protect the stakeholders. And usually these laws can change within time, because these laws encompass regulations that are acceptable by society at that certain time; therefore, what is acceptable during one era, may be changed tomorrow, because of different views by the courts and society. There are laws and regulations established by federal jurisdiction/Congress and state legislation; these laws encourage competition and protection for the consumers, workers and the environment. For any business/organization, ethical and legal standards need to be enforced in order to reduce legal risk and promote ethical standards in today's society. (Business Ethics, pg 93, 2008) An example of laws promoting safety is OSHA. Laws that promote equality would be The Equal Pay Act of 1963 or Americans with Disabilities Act of 1990. Finally, an example of laws protecting the environment would be regulations of the Environment Protection Agency (EPA) which relates to air, water, and land pollution; this would include the clean air act that many establishments have now; recycling of computer parts, and cleaning up toxic waste caused by businesses, such as Minnesota Mining and Manufacturing Company (3M) dumping perfluorochemical waste in Woodbury Site or the Oakdale Dump in the past. [Minnesota Department of Health, 2005, 2007]

In 2002, the Sarbanes-Oxley Act was implemented to create a federal system that oversees business accounting practices. This law makes securities fraud a criminal offense and establishes harsher penalties for business fraud. This law also created an accounting oversight board that registers, established standards for audits, inspects, investigates, and enforces compliance for accounting practices in businesses. It also requires corporations to establish a code of ethics for financial reporting and develop greater transparency in financial reporting to its investors and stakeholders. This law also requires top management to sign off on their firm's financial status and hold them responsible for any misrepresentation of their company's financial position through fines and perhaps incarceration. 'It also requires the executives of any company disclose stock sales immediately and prohibits companies from making loans to top executives' This law was established, because of all the deception and fraudulent activity done by businesses, that in itself, created a great distrust in their stakeholders. This act/law was put into effect to gain back the confidence of the stakeholders. A couple examples of companies that did fraudulent activities are Enron and WorldCom. (Business Ethics, pg 15, 102-108, 2008)

There are eleven titles :

Title I, Public Company Accounting Oversight Board – It provides auditing services and oversight as stated as above [Sarbanes-Oxley, 2009]

Title II is to establish standards for external auditors independence and limits conflicts of interest. It addresses new auditor, approval requirements, audit partner rotation, and auditor reporter requirements. [Sarbanes-Oxley, 2009]

Title III is corporate responsibility for accuracy and completeness of corporate financials. [Sarbanes-Oxley, 2009]

Title IV is enhanced financial exposures. This includes reporting requirements for financial transactions, off balance transactions, stock transactions of corporate officers, and internal control to ensure accuracy. [Sarbanes-Oxley, 2009]

Title V describes measures to restore investors confidences. [Sarbanes-Oxley, 2009]

Title VI defines practices and conditions to restore investors confidence and security authority to censor or bar security professionals from practice. [Sarbanes-Oxley, 2009]

Title VII requires Comptroller General and Security Executive Commission to study and report their findings. [Sarbanes-Oxley, 2009]

Title VIII is the Corporate and Criminal Fraud Act of 2002 which describes criminal activities for fraudulent manipulation, destruction of financial records. [Sarbanes-Oxley, 2009]

Title IX is the White Collar Crime Penalty Enhancement Act of 2002 which increases criminal penalties created by white collar crime and conspiracies. [Sarbanes-Oxley, 2009]

Title X states that no matter what, the CEO must sign the company tax return. [Sarbanes-Oxley, 2009]

Title XI is a Corporate Accountability Act of 2002 was created to seek out corporate fraud and record tampering and charge the act of criminal offices. [Sarbanes-Oxley, 2009]

One disadvantage of this act is that the cost of compliance is high; therefore, some small businesses and companies outside the USA are opting out of the US market. [House.gov, 2005]

Congress passed the FSGO in 1991 in order for organizations to develop and promote ethical and legal compliance programs; whereby, these programs need to be continuously monitored and updated. The FSGO also made public the guidelines to govern sentencing for offenders by the federal judges. Penalties for sentencing are based on a point system for determining the severity of the offense.

'The guidelines encourage organizations to develop 'effective programs to prevent and detect violations of law', and prescribe seven 'types of steps' that should be included in an effective program. Where organizations demonstrate an effort to implement the seven steps, lower sanctions are levied by Federal Judges.' (Ethics.org, 2008)

The synopsis of this FSGO puts the responsibility of the program effectiveness directly 'on the shoulders of the firm's leadership' Those companies who participate also have the responsibility to collect data and measure the impact on how well employees respond to various ethical and legal risks. [Business Ethics, pg 110, 2008]

Like the Wild West in the past, laws and regulations were passed in order to get crime under control. This is true with businesses that produces fraudulent activities and have a mindset they can get by with it. The Federal Guidelines for Organizations and the Sarbanes-Oxley Act are watch-dogs for the stakeholders, community where the business resides, and the environment of our country. These laws and regulations provide businesses with incentives to take a hard look at their ethical issues and be responsible for their actions. Like I said in the papers before "you do the crime, you do the time".

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Anonymous (2012-02-11 18:24:33)

You wrote a very interesting article. And I agree with you. [hair loss](#) Read a useful article about tramadol tramadol

Anonymous (2013-02-06 12:24:25)

What's up, its fastidious post about media print, we all know media is a wonderful source of facts.

*My homepage ; **loans for bad credit***

Anonymous (2013-02-09 09:23:56)

You actually make it seem so easy with your presentation but I find this matter to be really something which I think I would never understand.

It seems too complex and very broad for me.

I am looking forward for your next post, I will try to get the hang of it!

*Here is my web site ... **1 month loan***

Anonymous (2013-02-11 09:01:45)

We're a group of volunteers and starting a new scheme in our community. Your site provided us with valuable information to work on. You've done a formidable job and our entire community will be grateful to you.

[my weblog](#); [instant cash](#)

*Also visit my web page ; **instant cash***

Anonymous (2013-02-11 22:23:38)

I blog frequently and I really

appreciate your information. This article has really peaked my interest.

I'm going to take a note of your site and keep checking for new details about once a week. I opted in for your RSS feed too.

[Visit my web-site - how to stop snoring](#)

*Also see my webpage :: **how to stop snoring***

Anonymous (2013-02-18 23:18:39)

Excellent post. I used to be checking constantly this weblog and I'm impressed! Very useful info specially the closing part :) I deal with such info a lot. I was seeking this certain info for a very lengthy time. Thank you and good luck.

[Here is my blog post ... kiteboarding gear for beginners for sale](#)

Anonymous (2013-02-18 23:18:40)

Excellent post. I used to be checking constantly this weblog and I'm impressed! Very useful info specially the closing part :) I deal with such info a lot. I was seeking this certain info for a very lengthy time. Thank you and good luck.

[Here is my web page :: kiteboarding gear for beginners for sale](#)

*Also see my page: **kiteboarding gear ebay***

Anonymous (2013-02-18 23:34:00)

I have observed that in digital camera models, extraordinary receptors help to target automatically.

These sensors with some video cameras change in contrast, while others

work with a beam involving infra-red (IR) light, especially in low

lighting. Higher specs cameras occasionally use a blend of both techniques and

probably have Face Priority AF where the dslr camera can 'See' the face and focus only upon that. Thank you for sharing your ideas on this site.

My homepage; oahuislandnews.com

Anonymous (2013-02-18 23:39:01)

I precisely wanted to thank you very much all over again. I do not know the things that I could possibly have gone through without the entire opinions contributed by you over such a subject.

Entirely was a real frightening dilemma in my view, however , being able to view the very professional form you processed the issue made me to jump for delight.

Now i am thankful for the advice as

well as sincerely hope you

recognize what an amazing job you are always carrying out instructing others with the aid of your weblog. More than likely you've never met all of us.

Feel free to visit my webpage - best gps running watches for men

Anonymous (2013-02-21 17:26:59)

I've been surfing on-line greater than 3 hours as of late, yet I by no means found any fascinating article like yours. It's lovely price sufficient

for me. Personally, if all site owners and bloggers made excellent content material as you probably did, the internet shall be much more helpful than ever before. my blog post ... Eternity rings

Anonymous (2013-02-25 20:35:15)

Good way of explaining, and nice piece of writing to take data on the topic of my presentation subject matter, which i am going to deliver in college.

My web blog: guaranteed payday loans

Anonymous (2013-03-04 14:10:51)

I savour, lead to I discovered just what I used to be looking for.

You've ended my 4 day long hunt! God Bless you man. Have a nice day. Bye

Also visit my blog post ... payday loans

my webpage :: **payday loans**

Anonymous (2013-03-14 15:58:09)

Undeniably believe that which you stated.

Your favorite reason seemed to be on the net the simplest thing to be aware of. I say to you, I definitely get annoyed while people think about

worries that they just don't know about. You managed to hit the nail upon the top as well as defined out the whole thing without having side-effects , people could take a signal. Will probably be back to get more. Thanks

my web page :: payday loans online

Anonymous (2013-03-15 18:59:10)

The next time I read a
blog, Hopefully it does not fail me
just as much as this one. I mean, I know it was my choice to read through,
however I really thought you would have something helpful to say.
All I hear is a bunch of complaining about something that you can fix if you were not too
busy seeking attention.
Have a look at my site; payday

Anonymous (2013-03-19 06:18:34)

Hello to every body, it's my first pay a quick visit of this webpage; this web site carries awesome and genuinely fine data in
favor of readers.
Take a look at my homepage :: quick loans

Anonymous (2013-03-26 04:02:54)

My family members every time say that I am killing my time
here at net, except I know I am getting experience everyday by reading such fastidious content.
My weblog :: cure for yeast infection when pregnant

Anonymous (2013-03-26 04:30:03)

I precisely wanted to thank you very much yet
again. I'm not certain what I would have handled without the tips and hints shown by you relating to such subject matter. It
absolutely was a horrifying dilemma for me, however , looking at the well-written style you managed it took me to leap for
delight. I am happy for your help and in addition have high hopes you really know what a great job your are doing teaching
other individuals through the use of your web site. Probably you have never met all of us.
Also visit my webpage: tridge.slug.org.au

Anonymous (2013-03-26 06:18:48)

My husband and i have been really satisfied that
Emmanuel could round up his reports from your
precious recommendations he was given out of your web pages.
It's not at all simplistic to simply happen to be giving freely points which usually other people may have been trying to sell.
And we fully grasp we need the blog owner to be grateful to because of that. The type of illustrations you made, the easy site
navigation, the friendships your site make it easier to promote - it is mostly extraordinary, and it is aiding our son and the
family understand this matter is brilliant, and that is quite indispensable. Thank you for everything!
Also visit my blog post ... best gps running watch on the market

Anonymous (2013-03-26 08:21:25)

Thanks a lot for sharing this with all folks you really know what you are speaking about!
Bookmarked. Please also talk over with my website =).
We can have a link alternate arrangement among us!
Also visit my web site: ichoonghyun.com

Anonymous (2013-03-26 09:48:10)

I am regular reader, how are you everybody?
This article posted at this web page is in fact fastidious.
Visit my blog post - best gps running watches 2012

Anonymous (2013-03-26 10:06:28)

Wonderful beat ! I wish to apprentice while you amend your web site, how could i subscribe for a blog site? The account aided me a acceptable deal. I had been tiny bit acquainted of this your broadcast provided bright clear idea
Here is my web-site ... cure for yeast infection sores

Anonymous (2013-03-26 10:08:30)

Terrific paintings! This is the type of information that are meant to be shared across the internet. Disgrace on Google for not positioning this post upper! Come on over and discuss with my website .
Thanks =)
Here is my web page best home remedies yeast infection treatment

Anonymous (2013-03-26 10:18:04)

Thank you a lot for giving everyone an exceptionally memorable opportunity to read from this site. It really is very pleasurable plus full of amusement for me personally and my office peers to search your site a minimum of 3 times in one week to read the newest stuff you have.
Not to mention, I'm actually amazed with the very good inspiring ideas you serve. Some 2 tips in this posting are undeniably the simplest I've had.
Feel free to surf to my blog post; car auctions in pa

Anonymous (2013-03-26 10:48:15)

Because the admin of this web page is working, no doubt very quickly it will be well-known, due to its feature contents.
My webpage - how to Pass hair drug test

Anonymous (2013-04-08 16:03:13)

If Personalized Stickers were changed, perhaps consumers would be wise to learn how to unite all of these things. They should be grown locally and go straight to Low Tech personalized stickers!
He also taped an hourlong interview tonight for the Cable News Network program "Larry King Live, " which will be published in full in tomorrow's L'Express.
This will help them get the highest price possible.
Here is my site ... custom labels

Anonymous (2013-05-02 09:36:53)

If you disregarded the Ugg guidelines and wore your boots in water, or else you dropped liquid on the boot, you could possibly have stains along your boots. There are a number of types for babies, nevertheless the very top of the favorites list include:.
What the majority are finding are imitation, fake UGG Boots.
My weblog :: [?/?/?/?/?/?/?/?](#)

Anonymous (2013-05-08 15:40:29)

The last time I stumbled across a site this engrossing it cost me a few grades in my GCSEs i'm almost positive, I was on it that often.
my web blog :: Long term installment loans for bad credit

Anonymous (2013-05-11 11:08:04)

In my view, there's no point getting out of bed for less than a grand, so this doesn't look as though it's worth it to me.

my webpage - best personal loans

Anonymous (2013-05-12 20:52:25)

Thanks for any other wonderful post.

Where else may anybody get that type of info in such a perfect approach of writing?

I've a presentation subsequent week, and I'm on the look for such information.

My page ... Same Day Payday Loans

Anonymous (2013-05-13 04:13:30)

I've gotta get it done cus I won't have the chance to do it if not!

My homepage; cash fast loans

Anonymous (2013-05-14 00:13:07)

I love to learn about the finer points of these

things, that's what makes this blog stand out. Things other authors don't cover.

Feel free to visit my weblog :: Borrow money fast

Anonymous (2013-05-14 05:50:10)

I'm trying to build a similar community to this myself, there's clearly

a lot of work that goes into it. Really vibrant community too, which is not easy to achieve.

Here is my page best Loans

Anonymous (2013-05-19 15:15:35)

I feel as though I've been on the wrong end of a stampeed after reading all this. Not good focusing with a hangover!

My page; www.westmeathsports.ie

Anonymous (2013-05-19 23:21:16)

Seems as though summer is finally here.

Give it a few days and we'll be moaning about how scorching it is.

My web page ... forum.malayandroid.com

Anonymous (2013-05-20 21:26:32)

For some reason I nearly had

a female moment at a dog that died near

the end of a futurama cartoon. Now to catch a man film to make up for my mistake.

Also visit my web page ... loan broker

Anonymous (2013-05-21 10:22:57)

Many customers have stated that once they have ordered

these counterfeit, fake, imitation UGG's, they'd arrive in the plain, brown box that looked battered.

If you've got no idea about whether a pair of boots you want are real or otherwise not, it is advisable not to purchase them.

The unique qualities in the sheepskin mean that they will keep the feet warm in even coldest of weather, but that if you put them on in summer they is not going to overheat your foot.

My web page [???](#)

Anonymous (2013-05-21 12:41:49)

I feel like I've been on the wrong end of a stampede after reading all this. It's bloody tough focusing with a hangover.
Also visit my site [personal Loans](#)

Anonymous (2013-05-23 04:10:22)

I am wondering what age you begin to become wiser and take no notice of all this rubbish.
[my blog - personal loans bad credit](#)

Anonymous (2013-05-25 18:41:05)

Unquestionably imagine that which you said.
Your favourite reason appeared to
be on the web the simplest thing to keep
in mind of. I say to you, I certainly get irked at the same time as other
folks consider issues that
they just do not recognize about.
You managed to hit the nail upon the highest and also outlined out the
whole thing with no need side-effects , folks can
take a signal. Will likely be back to get more.
Thanks
[Check out my page: payday loans](#)

Anonymous (2013-05-29 17:55:43)

What were your references?
[My blog: same day long term loans](#)

Anonymous (2013-05-29 20:28:00)

Do not fink I get all this 2 b totaly honest.
Myt av to look elsewhere 2 get it.
[my web blog: personal loans bad credit](#)

Anonymous (2013-05-29 20:39:00)

food sesh is nearing. If I can just go through this content in
the next fifteen minutes I'll be able to loosen up and have fun.
[my web page :: long term loans for people with bad credit](#)

Anonymous (2013-05-29 22:49:54)

Were all a sucker for an octopus!
Ha ha ha...
[my weblog - Best Loan deals uk](#)

Anonymous (2013-05-30 02:58:07)

That's what I meant.... You'd have to be blind to think any different.
[Here is my webpage cheap personal loans](#)

Anonymous (2013-05-31 01:54:50)

If you disregarded the Ugg guidelines and wore your boots in water, or you dropped liquid on your boot, you might have stains
along your boots.
Buy cheap UGG boots visit: When looking at purchasing these boots, world-wide-web retailers offer all of them with lower
prices than these from local sellers.

Nevertheless, with super delicate ease and convenience, increased desire, and winter season season approaching, it is possible to still discover some terrific provides. Stop by my web site ... troyunx.com

Anonymous (2013-06-01 16:48:45)
There's usually a new setback waiting to be solved. Never done eh!
Visit my weblog :: [fast cash personal loan](#)

Anonymous (2013-06-01 22:51:57)
Oh well. Get yourself a glass of milk when youre home, go for a bath and have a cry.
Visit my page [fast payday loans today](#)

Anonymous (2013-06-02 15:43:40)
Were all a sucker for an octopus!
Look at my homepage [cash fast Loans](#)

Anonymous (2013-06-03 18:41:18)
I personally didn't spend very much time doing this myself, but it's obviously worth learning.
Also visit my page: [best rate loan](#)

Anonymous (2013-06-04 00:55:34)
I've been looking for a helpful discussion on this for months, and this has been a fine help. I will be getting this shared on twitter for sure.
[my weblog ... best bank loan](#)

Anonymous (2013-06-05 07:46:48)
Copied from windows 7 and tried to paste into android.
I ought to retire from life.
Also visit my webpage ... [best unsecured loans](#)

Anonymous (2013-06-08 03:18:02)
I've got to get it done because I won't have the opportunity to do it other wise!
Also visit my blog ... [personal loans bad credit](#)

Anonymous (2013-06-08 22:11:26)
I feel as though I've been on the receiving end of a stampeed after reading this. It's bloody tough working with a hangover.
Feel free to surf to my webpage - [244.203](#)

Anonymous (2013-06-09 17:12:57)
Until a friend mentioned this to me I hadn't even realized it possible. Seems like I'm behind on the matter.
.
Have a look at my blog; [best loans](#)

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(2000-03-26 12:36)

In this assignment, I have chosen to do the case study “Verizon: The Legacy of WorldCom and MCI” on pg 351 – 356 of Business Ethics: Ethical Decision Making and Cases. In the following paragraphs, I will address the following four questions: a.) What are the factors that caused WorldCom to crumble? b.) Why did MCI bail out WorldCom? c.) Why did Verizon and Qwest go after MCI? d.) Are there any ethical concerns in the future for Verizon, Qwest, and others? The factors that caused WorldCom to crumble were illegal accounting practices by finance CFO Scott Sullivan, improper transparency of the well being of the company, and the improper use of company stock by unqualified, CEO Bernard Ebbers in order to obtain a controversial loan worth \$408 million dollars. CEO Bernard Ebbers also borrowed \$2.65 billion from multiple banks which was supposed to be paid in one year; instead WorldCom used the entire amount in six weeks before the banks had a complete discloser. Even when WorldCom was audited by an outside auditor, the illegal activities either were not recognized, or for whatever reason, auditors assumed that WorldCom’s accounting practices were within legal guidelines; however, per the SEC inquiries, the outside auditor’s reply was questionable in its failure to recognize illegal accounting activities in WorldCom. The scenario broke down as following: WorldCom was paying its expenses and attributing that expense to another asset; whereby, not applying it to stockholders equity; which in essence, showed no decrease in net income when it should have. Normally, an accounting formula is assets [cash, land, building(s)] has to equal liabilities [what you owe] , plus stockholder’s equity [how much the company is worth to investors] . Due to their improper accounting practices, WorldCom was unable to pay their 7.7 billion dollars in debt and finally filed for Chapter 11 bankruptcy. The most interesting concept that was brought out in the failing WorldCom investigation was that the Board of Directors were bending to Bernard Ebbers demands and were not looking out for the shareholders; therefore, stock prices for the shareholders have dropped immensely to only 9 cents a share. It appears to me, another point that was brought out by the investigation was some of the accounting employees had a ‘differential association’ like syndrome; whereby, in this case the employees in the accounting department, learned unethical behavior by their fellow associates and used loyalty for superiors as a standard for their behavior. In the final conclusion, the whole ordeal with WorldCom had shattered trust of the shareholders and other stakeholders. (Business Ethics, pg 182, 2008) (Business Ethics, pp 354-355, 2008) (Wikipedia, 2009)

The reason why MCI bailed out WorldCom is initially MCI was subsidiary of WorldCom; whereby, it was only connected

by its parent company which was WorldCom and it could still survive, because of Citigroup. MCI was WorldCom's long distance giant subsidiary. MCI was still in service when WorldCom filed for Chapter 11, thereby, stayed afloat, with the support from Citigroup. To eliminate any uncertainties, Citigroup paid \$2.65 billion to alleviate any protracted litigations. Citigroup's CEO also created a global 'compliance' function and had a tight rein on stock ownership rules by making senior managers own 25 % of the company's shares. They also created an ethics hotline for staff issues (Business Ethics, pp 354-355, 2008) (Wikipedia, 2009)

Verizon and Qwest were competing for MCI merger, because MCI had the telecommunication technology with Fortune 500 companies and the federal government; however, Verizon won the merger agreement. Verizon was dominating in the Northeast. Verizon was already larger and in better shape than Qwest; whereby, this knowledge for compatibility was very alluring to MCI. To MCI's advantage, it owned a portion of Internet backbone via Tier 1 ISP UUNET which in itself was very complimentary to Verizon. Verizon was well aware that customers demanded different high-tech products and services. The solution for Verizon was to buy MCI. Verizon was only a regional provider, but MCI would boost business with corporate clients with a sales force as competitive as AT &T. MCI brings a large residential customer base as well as cable TV services. (Business Ethics, pp 355-356, 2008) (MSNBC, 2005) (MSN Money, 2005)

The question that may be asked is whether there is any ethical concerns in the future. For starters, there are now just five major players for phone service which includes Verizon, Qwest, AT &T, Sprint and a newcomer Vontage. So far, competition among the five is good for the consumer, price-wise. One ethical issue that Verizon has already touch base with is allowing National Security Agency to obtain customer data. To some people this may be considered an invasion to their privacy. To others, they have nothing to fear, because they feel that it needs to be done to keep our homeland safe. This ethical issue is debatable; however, Verizon has experienced civil lawsuits arguing this issue. Another issue for Verizon is some employees are concerned about fair compensation. At the present, Verizon deducts sales commission when the employee fails to persuade directory advertisers to renew accounts. Verizon also deducts employees' wages if the company has to credit advertisers, which is obviously out of the employees' control. The outcome of this issue is the employees are now fighting back with a lawsuit. For Vontage, having based its business on Voice-over-IP, there are ethical concerns on packet sniffing and TCP/IP hijacking (both eavesdropping) which can be avoided with encryption streams. The Federal Communication Commission would enforce that if need be. The state-of-the-art G.729 speech codec can be in service over a regular phone line. (Business Ethics, pp 355-356, 2008) (PCworld, 2007) (Vocal, 2009) (ZDnet UK, 2003)

I believe the major point that I acknowledge in this assignment, is ethical issues will eventually arise when CEOs believe that their company can survive, be profitable, and not be accountable even though their ethical company's culture is very tainted or non-existent. I believe it breeds corruption. Another point is mergers, in itself, is not a necessary evil, rather it can help a company become more competitive and profitable for the company and their stakeholder. It is only when the competition narrows to a limited few that it becomes dangerous to all of us, because now we're entering the fixed-price-zone without competition, limits choices and may create dissatisfaction among its stakeholders.

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Martin Luther vs. Plato (2000-03-27 06:18)

Imagine using a time machine to go back to the period of the classical thinkers like Plato and Martin Luther. When given the chance, what would you ask them? While the possibilities are practically endless, these two great philosophers revealed in their works, the circumstances and political and social atmosphere required to create and maintain a good society.

It will be discovered how Plato's ideas found in *The Republic* reveal what justice is in three realms, political, social and individual. The relationships between classes create a just society. It will be shown that while Martin Luther's ideas on Christianity and the ideal society are vastly different than Plato's, each great thinker contributes something to political thought that remains relevant today and elements of each author can contribute to a more ideal society, even in modern times.

History reveals that many systems of thought have existed and each following generation has viewed the world with a slightly different lens. While this is clear, many of the same social issues have been discussed since the beginning of recorded history. In order to get a clearer understanding and foundation for comparison, we must first focus our attention on the life and theories of Plato. It is said that political thought began to emerge around 400 B.C through the philosophical ideas created by Socrates. While he was very well known for his contributions to political thought, he never officially recorded his ideas for others to share. This is what makes Plato so important and a worthy subject of research, as he was the man to follow Socrates and was responsible for recording much of what is known about both Socrates and Plato's ideas, as an offshoot of his teacher. Plato's method of thinking was different than that of the thinkers who came before him. Authors note "Plato's explorations of political questions in the form of written dialogues, or fictitious philosophic conversations, that are still admired for the beauty of their composition and studied for the depth of their wisdom" (Deutsch & Fornieri, 2009, p. 2). What is remarkable about this great thinker was his devotion to truth and justice, through continuous and deep reflection. Perhaps Plato's most notorious political concepts are contained within his great work known as the *Republic*. In this work, he utilizes his creation of dialogues to evaluate many aspects of life, particularly of great relevance to our discussion, is the idea of a good society.

Throughout the *Republic*, Plato continues to utilize Socrates as a main character of his philosophical inquiry. Through the conversations with close friends and other well-known thinkers, he is able to bring up the ideas commonly held by others and follow up with reasons why these ideas are valid or not, and to what extent. During book one of the *Republic*, his conversation with others focuses on the meaning of justice, and commonly held notions of how to go about acting upon this idea. It is said "In response to Thrasymachus' contention that injustice is more profitable than justice, Socrates observes that in justice leads to faction or conflict among human beings, so that they cannot then cooperate with a view to a common enterprise" (Deutsch & Fornieri, 2009, p. 4). With this thought in mind, what can be said about the social and political climate that allows for the creation of order yet seeks to create harmony and find the good of the community? These ideas are discussed in further detail in book one and other sections of the *Republic*.

The nature of justice itself is only an intangible dream. What makes the ideal worthy of study is the practical application of the ideal settings in which justice can thrive and the common good can be met, thus creating the ideal society. One main concept discussed by Plato is the idea of social classes, giving way to a more productive society and one which allows specialized involvement of each member of society for a preconceived purpose. In this way, Plato also goes on to discuss the importance of the ideal society having appropriate rule. This can be established through a relatively unknown concept at the time. Plato believed that while each class had their purpose in this ideal society, the ruler should be a philosopher, capable of dialectic inquiry. Authors note;

He concludes by writing that those who become properly trained in argumentation must be tested in the city's matters before being allowed to practice philosophy and rule the city...Plato argues through the allegory of the Cave and the divided line that philosophers possess true knowledge, and thus are best suited to be guardians (Lublink, 2011, p.5)

The idea of an educated and justice seeking ruler is not the only forefront of the just society but also includes three other classes, with could be said to be just as important. Many have argued the direct reason for acting just during

very trying times as experienced by Plato and his fellow thinkers. Due to an imbalance of power and strength, injustice, as manifested through acting out on what one wants despite the chances of others getting hurt as a result, is not the ideal state of being for the common good. We should understand that “Rather than suffer this, the many agree to treat each other justly—not because they believe justice is good in itself, but rather because they fear being treated unjustly by others” (Deutsch & Fornieri, 2009, p. 5) This inherent need throughout society would benefit from a system intended on creating harmony. Perhaps one of the most interesting and important additions to the ideal city is out of the need to find a balance. By following this line of thinking it can be said,

Thus Socrates (as purposed by Plato) contends that the human community requires a division of labor according to which people work only at the jobs for which they are best suited by nature, or for which they have the greatest aptitude. “One man, one art” and “minding one’s own business” become fundamental principles of the Republic’s city in speech (Deutsch & Fornieri, 2009).

Three classes each have their own role in the ideal society. The Artisans purpose is to create goods that can be used by the rest of society. Next, there must be citizens willing to lay their life on the line and protect the public as well as carry out orders of the ruler. Finally, the ruler is meant to be full of wisdom and seek justice. This is why the ruler should ideally be a philosopher. In some ways, the ruler would be known as the true guardians of the city. Authors state “The city’s guardians must be ‘naturally dialectical’, which means that they must be capable of achieving the kind of unified vision described in the allegory of the Cave” (Lublink, 2011, p. 5).

Not only is the class system an important part of the ideal society, other subjects work to form elements that either add or take away from achieving this end. Other virtues are important for the individual as well as the whole society and can be particularly important for the ruler.

These ideas are the emphasis on self-discipline to control physical desires, the value of dialogue, and the requirement that leaders of the ideal state must have acquired adequate knowledge, sufficient experience and wisdom that comes from reaching a mature age before they can start their work as rulers (Lotter, 2003, p.190)

The notion of the importance of wealth in the idea society is also discussed by Plato, and is imperative in understanding his political thought. Not only does this notion allow for the betterment of the citizens but also perpetuates Plato’s notion of seeking and being just.

Plato uses dialect found in the Republic to speak on important issues concerning individual morality and thus, also introduces us to circumstances which would either create the ideal society or prevent it. In speaking with an old man in the beginning of the Republic, Plato (technically his characters) question the value of old age and in doing so, gets the response that some money is necessary to help aid morality and good behavior. Authors note “By implication Plato is saying that a lack of money-poverty-makes it very difficult to live a moral life. Adequate resources to escape poverty thus seem a prerequisite for living Plato’s moral life” (Lotter, 2003, p. 192). Other important subjects relevant to fostering the ideal city according to Plato include education and the development of the youth. Perhaps he believed that raising the youth required careful planning and deliberate introduction to certain ideas. Deutsch and Fornieri note;

Both the formation of character in the young and the preservation of character in the mature, it seems, require that some things not be heard. Thus the city in speech, the just city, requires a regime of censorship or public control of speech and artistic expression (Deutsch & Fornieri, 2009, p.13).

The ideas developed by Plato are ones which may seem foreign to the modern society but used and adapted accordingly could serve to bolster a stronger economy and create a just community of loving and caring citizens. The practical application of such ideas will be discussed later in terms of how our modern society may benefit from reverting to classical modes of thought.

Many philosophers have learned and adapted theories of previous great thinkers while some have looked at an issue or concept in a completely different way. Given the time gap between Plato and Martin Luther, it would be easy to assume that the theories held by each would be drastically different even when attempting to find solutions to similar problems. The theories held by Martin Luther will be the next topic of discussion. A central focus of Luther’s is the

idea of giving an order to the balance between politics and Christian thinking. It is through his ideas on Christianity and just actions that we may understand what he may have believed to be the ideal society. He is well known for his actions in resisting the Catholic Church and many of their political expressions of authority over the common people. Authors note the extremist views of the church during the time of Martin Luther in stating "By the end of the Middle Ages such religious claims over the political realm had been formalized in the clearest and most extreme fashion in the idea of absolute papal supremacy" (Deutsch & Fornieri, 2009, p. 145) It was Luther who played a significant role in changing the tide of Roman Catholic rule and thus helped change the political culture of the era.

An important concept to understand is the basis of Christian belief and distinction between Roman Catholicism and Lutherans' ideas. Previous thinkers like Aristotle developed the notion of learning to cultivate virtuous and moral behavior through equally virtuous and moral deeds. Authors note;

Theologians from Aquinas down to Ockham and Gabriel Biel had adapted this teaching in various ways to limit the biblical teaching concerning the fallenness of human nature and thereby to define a role in the economy of salvation for the moral efforts of human beings" (Deutsch & Fornieri, 2009).

Luther believed that the Roman church used this thinking to control the citizens of the community in expecting them to do certain deeds, all of which did not necessarily help the individual gain religious salvation. According to his famous posting on the church door at Wittenberg;

For this reason most people are necessarily deceived by that indiscriminate and high-sounding promise of release from penalty... Thus those indulgence preachers are in error who say that a man is absolved from every penalty and saved by papal indulgences (Fordham, 2013).

It is with this focus that we could take elements of Luther's beliefs to create the ideal society, through the actions of the individual affecting the rest of society.

Luther does not use his ideas to deny the just and helpful actions of individuals in society yet he understood that these actions could not lead to salvation but nonetheless could lead to a better society. Authors state "At the same time, the very meaning of good works shifts from an emphasis on sacramental performances, dependent upon the authority of ordained priests, to ordinary service addressing the mundane needs of one's neighbor" (Deutsch & Fornieri, 2009). In a way, Luther believed that if society was made up of true Christians, who did good deeds and worked towards the betterment of all mankind, there would be no need for traditional leadership or kingship. Another concept covered by Luther was the idea of resistance to tainted authority. He allowed the community to resist the powers of the ruling class if they were to work against the things that were commanded as Christians. It is on this reformation of thought that Martin Luther's political thoughts are based and despite the fact that they may not hold outwardly obvious relations to political application, the very society created by followers of Luther's ideas would in fact result in a more ideal society, an important focus of political ideology.

After examining some key points of each philosopher, we can see how each topic discussed can stand alone and also be useful in understanding the larger picture. Each philosopher's perspective establishing justice, the ideal citizen and the proper use of authority and morality, work to form the ideal society. While the topic is the same, the methods of getting there differ from thinker to thinker; therefore a comparison is needed for further reference. Luther's ideas were not inherently political while Plato's did appear to have a more obvious political tone. Both philosophers spoke adamantly about justice yet it was defined in different terms and was manifested in different ways. Luther's ideas were based mostly off of the recognition of Christian based values and teachings while he spoke out about Roman Catholicism and their political use of papal authority. Plato focused more on establishing a class that helped the ideal society through the division of labor and ruler being distinctly capable of virtuous and moral dialectic thought. To this end, the ruler must be a philosopher to be an effective guardian (ruler). Plato spoke about the role of each person in society in the terms of this separation of jobs based on specific abilities yet Luther used the idea of Christian virtues and actions to establish that everyone should be ministers of God's words despite the current separation of priests and laity. He believed in the concept of the priesthood of all believers. Plato also spoke about communism of property in regards to the way in which the guardians lived. Luther did bring up concepts regarding the order in which power was established for secular and religious authority and worked against the traditional established ideas of his time

and spoke up about the authority of the individual citizen to resist tyrannical authority. This type of resistance did not appear to be a significant idea held by Plato.

While these two philosophers had different ideas on what could lead to the ideal city or society, each author was a product of their era. Luther's reform and ideas of the importance of Christian beliefs has been an element that has stood the test of time. To some extent, Christian virtues are still seen as an important commodity among political actors. Plato's idea of the just city is one which may be more practical in theory than in reality when it comes to modern day society, yet many elements of his works hold important relevance to today. Earlier accounts of an attempt to utilize elements that mirrored Plato's republic were only somewhat successful to say the least. It had been termed the perfectionist movement in the 19th century and was a cult type setting established by John Humphrey Noyes. One element that was derived from Plato's republic was the sharing of property and wealth. Authors state "From the mid-1840s on, therefore, they agreed to share all their belongings, giving their goods and money over to the community and in turn being supported by it" (Foss, 2010, p.4). This was similar to the concept of community forced upon the guardian class of Plato's republic. Other elements from family relations to sexual partners were dictated by rules which could be seen in both Plato's Republic and Noyes's society. Regardless of this early attempt to follow Christian teachings and elements of Plato's political ideas, the Republic has implications for the 21st century.

The idea that mature age brings knowledge and helps calm the desires, choosing moral obligation and conversation over desires, is one which we currently hold, to a small degree, in America. Presidents are meant to be over a certain age, most likely to have experience enough to have gained wisdom and understanding. President Clinton made it painfully clear how important control over physical desires can be when it comes to an ideal society and acting as rulers. His inability to remain faithful to his wife had gotten in the way of his moral and political obligations.

The role of money and wealth is in fact an important discussion to be made in regards to the ideal society both back then (Plato's era) and in modern times. In many ways, money is necessary to live a life where other ideas and actions can be perused. If someone is in constant need of money, they may be more willing to act immorally to get it and thus individual justice and society's justice is lost. An important idea of wealth found in ideas by Plato also discusses the concept of having too much wealth. In America, there is a significant gap between the rich and the poor and this may be why there is a sense of jealousy, discontentment and immoral behavior. Statistical analysis shows that there is a disparity between crime committed by certain races, who tend to be minority and live in areas of high poverty and little distribution of wealth. Immoral acts are committed in an attempt to gain power and provide for oneself, a concept that was meant to be controlled in Plato's republic.

In some ways, politicians seem to rely on the fact that the majority of society has no formal training and does not necessarily know what is being spoken. Society members are not well versed in the ability to follow Plato's method to the truth and therefore, modern day politicians are capable of easily leading and misleading the average voter and citizen. Authors state "Plato's warning in Republic VII is thus a warning about the practice of dialectic in general, and especially a warning about practicing dialectic with or in front of young people " (Lublink, 2011 p. 9)..Plato seemed to believe that those who blindly seek the truth, (let us say from dialectic questioning politicians) will become more lost than they had been before and will most likely be at the mercy of those providing the information. This has become a major problem with the media and politics today, that the average person is bombarded by information, and will likely trudge through to find the truth only to get lost. Plato also believed in public control of speech and artistic expression. In a modern society this does not exist in most cases. While we do have the FCC who regulates certain mediums like the lyrics of music deemed inappropriate, our society's freedom of speech allows the expression of the utmost ridiculous ideas and concepts. This can be seen by evaluating the purpose of music and certain television shows. The youth could become corrupt through daily exposure to these mediums and popular culture plays a large role in the socialization of society. This has seemed to create a less than ideal society. Perhaps we would benefit from the regimen of controlled public speech and artistic expression purposed by Plato yet the reality is that Americans are too set in their ways to relinquish this right they deem inalienable, as set forth by the constitution. Despite the goodness it may cause, we are blind and dumb to the far reaching consequences of our actions.

Luther's contribution to modern thought is also important. America is purported to be founded on Christian beliefs. The constitution was written to be vague enough to allow for interpretation of specific laws according to the situation

at hand. It is a living document that is the law of the land in modern times. As a whole, our society has become less and less religious and our political correctness has attempted to establish a clear cut line between church and state. It is based on Luther's religious focus that I believe many of our society's problems could be remedied. His ideas on the relevance of Christian virtues would allow us to treat others like we want to be treated; the golden rule. His ideas of resisting tyrannical rule also come into play in our modern society. At times, some rulers may come across as being manipulative and may lie to gain control. Luther's ideas of resistance in accordance with morality and the harmony of the community would serve the best interest of our nation.

Upon understanding the main concepts of Plato and Martin Luther, we realize that certain blanket problems existed even during their days and will continue to exist well past ours. While the problem of the ideal society can be examined and reached by changing different elements of that society, the combinations and actors will determine which route is necessary in a dynamic society like the United States.

We may understand the importance and relevance of these two philosophers' ideas yet their practicality may not be as tangible as we may wish. A stubborn society will be one who is not open to new ideas or even ones which were well established in different times throughout history.

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business ethic issues (2000-03-27 12:39)

At this time, United States is experiencing many economic difficulties. It is a great time to be studying business ethic issues. In this paper, I want to explore and analyze why assumedly competent CEOs end up damaging the very company, including the company's stake holders that the CEOs should be representing. I plan to construct a personal profile on each of the CEOs. Under each profile, I will briefly review their accomplishments, career history and provide information on their illegal activity or presumably unethical business practices that have or possibly will end their productive life as they know it. I will also provide data that is presently provided at this time, on how and what the legal system is doing to convict these CEOs. Next, I will comment on the ethical issues that were created by these CEOs. Finally, I will provide some scenarios that I believe could have been done to possibly prevent the corruption in the first place or at least lessen the impact. The CEOs that I will be focusing on, in this paper, will be the following: Richard S. Fuld, Jr. of Lehman Brothers, Tom Petters of Petters Co., John Thain of Merrill Lynch which merged into Bank of America and Bernie Madoff of Madoff Investment Securities.

I chose unethical business practices as an ethical issue, because most of these CEOs, that I mentioned previously, are essentially immoral. It is so hurtful to people and stakeholders when the CEO endorse deceptive activities. For instance people lost as much as 33-50 % of their life savings, because a couple of these CEOs, especially Bernie Madoff and Tom Petters, found a way to take advantage of their trust. The other two CEOs, Mr. Thain and Mr. Fuld Jr., avoided transparency affecting the well-being of their company's stakeholders. The main question that needs to be raised, is how these CEOs practiced their unethical behavior for so long. You wonder about the complacency of the company as a whole. Is it possible that the CEO's honesty, fairness, and integrity were misjudged by the stakeholders

who trusted their CEOs to manage their money or conduct their business in an ethical responsible manner? The answer to this question is an obvious yes! [The Techniques of Inner Leadership, pp, 5, 9, 12, 205, 206, 221, 225, 2003] In this paper, I will show by examples, how the actions of these CEOs has negatively affected stakeholders and employees. This paper is about the illegal acts of the CEOs that either wrongfully use the tax payers money or deceived people thorough so call ponzi schemes. The CEOs should have followed the rules especially Richard Fuld Jr, who committed a transparency issue prior to Lehman Brothers declaring chapter 11 and was unable to reorganize with no money. John Thain, Merrill Lynch CEO, who also had a transparency issue, padded his office, paid bonuses to his executives and himself which were exorbitant prior to a merger. Bernie Madoff had a ponzi scheme all over the world worth \$50 billion. A financial investigation by Harry Markopolos warned the SEC about Mr. Madoff in the prior 10 years and SEC didn't do anything until it was too late. Tom Petters was a local CEO who also used a ponzi scheme to line his pockets. A needed strategic tactic is in order for the Securities and Exchanges Commissions to have quicker data collection of these CEOs. [The Techniques of Inner Leadership, pp, 5, 9, 12, 205, 206, 221,225, 2003]

The #1 CEO Bernie Madoff, who, at the present time, has already admitted using a ponzi scheme in order to obtain large sums of money for fraudulent investments. He defrauded investors approximately 50 billion dollars in the largest swindle in Wall-Street history. Madoff had a degree in Political Science, and attended a short time to Brooklyn Law School, but didn't finish. Madoff is an American businessman and former NASDAQ stock exchange chairman. He served as the Chairman of the Board of Directors and Board of Governors on the NASD. He founded the Bernard L Madoff Investment Securities LLC in 1960 and was chairman since 2007. By the 1980s, Madoff Securities handled approximately 5 % of trading of over- the- counter stocks on the New York Stock Exchange. In 2000, Mr. Madoff took advantage of the internet as a vehicle to advance his trade. Madoff Securities became one of the top ranking trading and securities firms in the nation. Madoff was masterful in his scheme. His success with dealing with Non-profit charities, the elite, while investing their charitable funds, keeping secretive and the knowledge of tax law helped him keep his old ponzi scheme a secret for all this time. The charities lost millions in form of an affinity fraud. Mr. Madoff was not a new name for the Security Exchange Commission and regulatory authorities. He was investigated earlier in 1992 for reportedly being involved in illegal activity with Madoff Securities LLC before. It all started in 1992 when SEC invested one of Madoff's feeder funds, Avellino & Bienes who didn't invest in anyone, but Madoff. Bernie Madoff denied that he knew about the illegal activity so he wasn't arrested. In May 1999, a financial analyst, Harry Markopolos complained to the SEC that 'he questioned the legality of how profits were made per Madoff's claim when using Madoff investment strategy.' Then in 1999 and 2000, the SEC found that the firm was hiding customer orders from traders and then Madoff took corrective measures. The SEC made two inquires at that time; however, they were unable make connections to illegal activity. Again, in 2005, the SEC's investigated Madoff and found him in violation of three activities which were as follows: 'the strategy used for customer accounts, the requirement of brokers to obtain the best possible price for customer orders, and operating as an unregistered investment advisor.' For this misdeed, he only received a hand slap and SEC findings were not made public. Also, in 2005, again 'Markapolo sent the SEC a detailed 7 page memo entitled "The World's Largest Hedge Fund is a Fraud".' The SEC has been accused in missing many red flags; whereby, ignoring tips that were sent to them and not probing more. When Barnie suggested to his sons to pay off 200 million dollars in assets owned by the firm two months ahead of schedule, the sons questioned their father about this, at which time, the father admitted that the whole asset management arm of Madoff Investment Securities was a ponzi scheme. It was at this time December 10, 2008 his sons told the FBI about their dad's ponzi scheme. It was the beginning of the end of Madoff's dynasty. At present, he is still out on bail for \$10 million, and is on house arrest and wearing an ankle bracelet. However, as of March 6, 2009, Bernie has pleaded guilty and is still waiting for sentencing. (Wikipedia, 2009) (infoplease, 2009) (New York Times, 2009)

Another charismatic person, similar to Bernie Madoff is Tom Petters, CEO and Chairman of Petters Group Worldwide. Tom Petters only had a high school education. His company had offices in North America, South America, Asia, and Europe. He started out his career by selling electronics to college students. He eventually moved to Colorado to manage a chain of electronic stores that eventually went bankrupted. He moved back to Minnesota and incorporated a solo operation called Amicus Trading Wholesale Company which eventually was renamed to Petter's Company. Mr. Petters was known for buying and reviving ailing companies that included Sun Country Airlines and Polaroid Corporation. Some of his awards where Corporate Leader of the year, 2001, Distinguished Humanitarian Award, 2003, and Big Brother, Big Sister Odyssey award in 2005. In 2004, his son was murdered in Italy. Shortly after, Tom Petters estab-

lished the John T. Petters Foundation and provided endowments to universities throughout the United States. One interesting endowments went to John T. Petters Center for Leadership, Ethics and Skill development in the Richard T. Farmer School of Business of Miami University.

Tom Petters, CEO of Petters Company of Minnetonka, Minnesota was indicted for fraud which he was allegedly in a large scale ponzi scheme; whereby, new investors' money was used to pay older investor's return. Tom Petters was apparently fabricating documents in order to obtain billions of dollars in loan from various investors and this also included hedge funds. He would use falsified purchase orders to nonexistent purchases of merchandise. Apparently the story is he took a new lender's loans to pay off outstanding loans or role in new loans from the same lender. He also took the proceeds from these loans to subsidize his own life style or funneled the money from these loans into his own company. The US Attorney's Office charges Petter with wire and mail fraud, money laundering, and obstruction of justice. Tom Petters may end up in prison for the seven counts of fraud which brings twenty years imprisonment for each count. To this date, Petters is being jailed without bond until his pending trial. Since his arrest, several Petters entities including two companies are filing for bankruptcy. (Hudgefund Law Report, 2009) (UofM, 2008)

John A. Thain is Chairman and CEO of Merrill Lynch Company and was on the NYSE EuroNext Inc from January 2004, as well as Co-CEO of Goldman Sachs Group Inc. He received a BS degree from Massachusetts Institute of Technology, and a MBA from Harvard University. He is a member of the MIT Corporation, the Dean's Advisory Council – MIT/Sloan School of Management, INSEAD (US National Advisory Board), the James Madison Council of Library of Management, the US Stock Exchange prior to Merrill Lynch. John Thain was designed to become a present of the global banking, securities, and wealth management of the merger, but mysteriously resigned. Bank of America lost interest in Mr. Thain when he had mounting losses at Merrill. Since December 2008, he wanted a bonus of 10 million dollars for compensation on the last day before the merger, yet never obtained that bonus. When he went to Merrill Lynch, he was given a 15 million dollar sign-on bonus, 50 million dollars a year and then based on the company's stock price, would be paid 120 million dollars a year. In 2007, Mr. Thain was the best paid out of the S &P 500. After the Bank of America resisted his request of 10 million dollars for merger compensation, he dropped his request in December 2008. When John Thain left, other executives left as well including brokerage chief Bob McCann, investment head Greg Fleming. Mr. Thain refurbished his office at a time Merrill Lynch was failing and along with the upcoming merger with Bank of America. He also paid himself and all his top executives a cushy bonus prior to leaving. He wasn't transparent about his company's collapse. The company was accused of artificially inflating the value of the Collateralized Debt Obligations (CDO) and other assets backed by the subprime mortgages; whereby, the company issued false and misleading statements about the bonds. (Wikipedia, 2009)

Richard Fuld Jr. was a CEO of Lehman Brothers who could face civil lawsuits for overseeing the bank's collapse in Chapter 11 while transferring his 3.3 acre \$13 million seaside home to his wife for \$100. Richard Fuld Jr. earned a BS from the University of Colorado at Boulder in 1969 and his MBA from New York University's Stern School of Business. He trained at the Naval reserves Officer Training Corps and later became an Airforce pilot for a short time. Mr. Fuld Jr. joined Lehman Brokerage firm since 1969 as an intern and worked his way to the top and was known to pick up the company out of crisis four times prior to this event. Mr. Fuld. Jr. mislead investors in the state of the company prior to the Lehman Brothers' collapse and the 700 billion dollar stimulus bill made to counter that. He was criticized for not being transparent on his failing bank to his stakeholders. (Wikipedia, 2009) (Reuters, 2009)

The facts are both Tom Petters and Barnard Madoff used large-scale fraudulent activity through ponzi schemes. Richard Fuld Jr. and John Thain both were not transparent in the well-being of their companies; whereby, has not only caused bankrupt, but also bailout issues to their companies. All of these CEOs were knowledgeable and experienced in their line of work; however, all the companies they worked for eventually went bankrupted. Not one of these CEOs had a conscience for their misdeeds. All of them didn't think twice in providing their financial needs first. So in other words, the greediness or 'I deserve it' attitude, became their philosophy instead of promoting ethical concepts such as the following: honesty, where stealing and theft is not a part of their makeup; fairness where having justice, equality, and morality plays in the forefront and lastly, integrity, where one is whole and sound; thereby, would not knowingly harm customers, clients, employees and other competitors through deception. Instead, all of these executives promoted unethical acts for greed, allowed their company to go bankrupt without transparency and finally for a couple CEOs, their willingness was to continue their fraudulent activities at all costs. Not even the Federal Sentencing Guidelines for Organizations (FSGO) or the Sarbanes-Oxley Act without the assistance of whistle blowers could have

stopped them even though the SEC investigated the companies in question at prior times. (Business Ethics, pp 60-63, 2008) (Ferrell, O. C., LeClair D.T., Ferrell, L., PDF, 1998)

One ethical issue is executive compensation. Both Mr. Thain and Mr. Fuld Jr. had an extraordinary payout for their positions; whereby, the justification for the payouts were scrutinized by both the media and the Congressional Panel. Secondly, the ineffectiveness of SEC monitoring the fraudulent activities of Tom Petters and Bernie Madoff without the use of internal reporting done by whistle blowers. Thirdly, the missing concepts of character in each one of these CEOs somehow were inhibiting good habits to be ethical. As in the quote from Admiral Larson, "true leaders know that characters is not about never failing; it is about never quitting the effort to be ethical regardless of the cost" (josephsoninstitute.org, 2008)

The primary alternatives for CEOs should have strong personal character in which they have moral values and ethical reasoning while living it and treat others the way they want to be treated. These CEOs have to have a passion to do right; whereby, they're able to face challenges and make tough choices with an ethical point-of-view. They also have to be proactive in which they are continuously reviewing potential ethical issue and trying to resolve it. They also have to have the stakeholders interest in mind where they're transparent and communicating to all about the status of their corporation. And lastly, they need to be role models for ethical behavior and they need to embrace an ethical culture in order for others to follow. "Leadership is a potent combination of strategy and character. But if you must be without one, be without the strategy" – General H. Norman Schwarzkopf, 1991 Gulf War. To apply to The Gramm-Leach-Bliley Act and Sarbanes-Oxley Act and have the SEC infiltrate faster and not procrastinate. Gramm-Leach-Bliley Act was passed so that companies keep financial records and backups of those records else they face criminal charges. I believe the SEC should be more expedient and more aggressive when they have

Plato vs Aristotle (2000-03-28 06:24)

To compare the political theories of two great philosophers of politics is to first examine each theory in depth. Plato is regarded by many experts as the first writer of political philosophy, and Aristotle is recognized as the first political scientist. These two men were great thinkers. They each had ideas of how to improve existing societies during their individual lifetimes. It is necessary to look at several areas of each theory to seek the difference in each.

Plato and Aristotle defined the concept and established the philosophical foundations of what may be called 'rational freedom'. (Boeree) Plato and Aristotle defined the key themes of 'rational freedom' and sought to show how these could be embodied in the polity. The most important question discussed by Plato and Aristotle concerns the nature of the relation of the individual to the political community. The human being as a *zoon politikon* or social animal is not an isolated, autonomous entity but a part of society, living in a social context. (Butcher)

It follows that the flourishing of the individual required a social context that is devoted to realizing the good life. Individuals as social beings realize their essential human potentialities in and through the political community, in relation to rather than as against each other. The principal concern of Plato and Aristotle was to discover the norms and rules that govern the life of the political community as the good life enabling the flourishing of the human individual.

Plato and Aristotle were both philosophers from Greece who criticized democracy as a poor form of government. Plato's thoughts on democracy were that it causes the corruption of people through public opinion and creates rulers who do not actually know how to rule but only know how to influence the beast, the public. Aristotle's views about democracy hold that democratic office will cause corruption in the people, if the people choose to redistribute the wealth of the rich they will end up destroying the state and since the people have no knowledge about governance when they elect rulers they will dislike.

Plato prescribed in his communism concerning the abolishment of private property, especially to the guardians and the auxiliaries. Plato says anything (property) that must be owned by them, must be owned collectively. This could be as a reason of their societal hierarchy and the tendency to abuse such privilege.

Aristotle

on the other hand criticized the abolition of private property, as he recognizes the need to own such even though the private possession of goods must be within certain limits. He therefore preached against the excessive accumulation of goods and advised citizens to use their limited possessions for the benefit of the common good.

Plato's

republic ideal state supports feminism, in that education for ruling as well as the job for ruling itself should be open to girls and women like the men. Thus, one's sex is generally irrelevant to one's qualifications for education or employment.

Aristotle

declares that the women are normally subordinate to men, for the male is by nature superior and the female inferior. The men rule but the women are ruled.

Thus, Aristotle accepts the customary patriarchal subordination of women to men. (Cohen)

Plato's

ruling ideology has been summarized as the "rule of the best man" – the philosopher king who alone knows the ideal standards for the state. Also, ruling is a skill; as the best man must be trained to rule. Ruling is also an ideal. (Boeree)

Aristotle's

ruling ideology has been summarized as the "rule of the best laws" – a well ordered constitution which entails good governance. For him, although ruling is a skill and an ideal as well; it is also a science, although Aristotle understands politics as a normative or prescriptive discipline rather than as a "purely" empirical or descriptive inquiry. (Boeree)

Plato

proposes the abolishment of the family in his communism, as he says the guardians and the auxiliaries shall have no wife of their own, but in common. Children should be separated from their parents at birth and raised by the state. Thus, there will be more unity and fewer disharmonies. (Fowler)

Aristotle

disagrees and upheld that the family is the bedrock of the state and fundamental society established according to the law of nature to provide man's daily needs. (Frede) He despised communism, in his words "Everybody is inclined to neglect something which he expects another to fulfill; as in families many attendants are often less useful than a few". (Fowler)

The main focus of Plato is a perfect society. He creates a blueprint for a utopian society, in his book *The Republic*, out of his disdain for the tension of political life. This blueprint was a sketch of a society in which the problems he thought were present in his society would be eased. Plato sought to cure the afflictions of both human society and human personality. Essentially what Plato wants to achieve is a perfect society.

Aristotle, unlike Plato, is not concerned with perfecting society. He just wants to improve on the existing one. Rather than produce a blueprint for the perfect society, Aristotle suggested, in his work, *The Politics*, that the society itself should reach for the best possible system that could be attained. Aristotle relied on the deductive approach, while Aristotle is an example of an

inductive approach.

Utopia is a solution in abstract, a solution that has no concrete problem. There is no solid evidence that all societies are in need of such drastic reformation as Plato suggests. Aristotle discovers that the best possible has already been obtained. All that can be done is to try to improve on the existing one.

Plato's utopia consists of three distinct, non-hereditary class systems. The Guardians consist of non ruling Guardians and ruling Guardians. The non-rulers are a higher level of civil servants and the ruling is the society's policy makers.

Auxiliaries are soldiers and minor civil servants.

The workers are composed of farmers and artisans, most commonly unskilled laborers.

The guardians are to be wise and good rulers. It is important that the rulers who emerge must be a class of craftsmen who are public-spirited in temperament and skilled in the arts of government areas. The guardians are to be placed in a position in which they are absolute rulers. They are supposed to be the select few who know what is best for society.

(Butcher)

Aristotle disagrees with the idea of one class holding discontinuing political power. The failure to allow circulation between classes excludes those men who may be ambitious, and wise, but are not in the right class of society to hold any type of political power.

Aristotle looks upon this ruling class system as an ill-conceived political structure.

He quotes "It is a further objection that he deprives his guardians even of happiness, maintaining that happiness of the whole state which should be the object of legislation," (Hacker) ultimately he is saying that Guardians sacrifice their happiness for power and control. Guardians who lead such a strict life will also think it necessary to impose the same strict lifestyle on the society it governs.

Aristotle puts a high value on moderation.

Many people favor moderation because it is part-liberal and part-conservative. (Cohen) There is so much of Plato's utopia that is undefined and it is carried to extremes that no human being could ever fulfill its requirements.

Aristotle believes that Plato is underestimating the qualitative change in human character and personality that would have to take place in order to achieve his utopia.

Plato chose to tell the reader of his Republic how men would act and what their attitudes would be in a perfect society.

Aristotle tries to use real men in the real world in an experimental fashion to foresee how and in which ways they can be improved. (Cohen).

Both Plato and Aristotle agree that justice exists in an objective sense: that is, it dictates a belief that the good life should be provided for all individuals no matter how high or low their social status.

"In democracies, for example, justice is considered to mean equality, in oligarchies, again inequality in the distribution of office is considered to be just," says Aristotle. (Hacker) Plato sees the justice and law as what sets the guidelines for societal behavior.

Aristotle puts emphasis on the institution of the polis. (Fowler) This institution is not the state or society merely the larger unit of the two. Neither Plato nor Aristotle found it to be necessary to distinguish between the state and society and therefore it was difficult to define polis.

The polis was set up to allow political participation on the part of the average citizen; this contradicts Plato's theory of one ruling class controlling the political power and all decisions that affect the entire society. The theory of Democracy that Aristotle derived states that democracy is a "perversion" form of government of "polity" (Hacker). Aristotle said, "The people at large should be sovereign rather than the few best" (Hacker). Plato would never allow the full public participation in government as Aristotle would like. According to Plato public judgments of approval and disapproval are based on belief and not on knowledge.

Plato thought that if a revolution were to take place it would be a palace revolution. A palace revolution occurs when there is a power transfer from one power holder to someone else. (Hacker) Aristotle sees the cause of revolutions originating with either the rich or the poor. He feels that the means of preventing revolutions is to anticipate them.

Plato thinks that in a utopia a disgruntled group of guardians will emerge and

break from the rules. He thinks that in an oligarchy two things may happen to spark a revolution: the first being the ruler and their offspring grow to be weak rulers and too sympathetic, the second is that the number of poor grows larger and suffer exploitation at the hands of those in power over them. Aristotle states that to know the causes which destroy constitutions is also to know the causes which ensure their preservation.

Plato and Aristotle alike were two men who had ideas on ways to improve existing society. Plato, a political philosopher, was in the pursuit of philosophical truth. Aristotle was concerned with the citizen and the design of political institutions.

They both had well thought out ideas and plans on how to build a better society. Both Aristotle and Plato have had a tremendous impact on political scientists of today.

Aristotle helped to develop some democratic ideas and these men were great thinkers. Their opinions on society and its functions were quite different, but they both had the same intention, to build a better way of life for the societies they lived in and for the societies that would come to be in the future.

When I think about how Plato and Aristotle might speak about the Affordable Health Care Act would be quite interesting.

It is likely they would quite debatable for the two of the.

There are several opinions about this not necessarily good for all and I would say that they both generally agreed that decisions should be made based on how it affects the whole.

This method of health care very dictatorship-like in my opinion and isn't necessarily good for all.

Plato thought that individuals should be classified, where Aristotle didn't.

Healthcare before and after the Affordable Health Care Act does classify people based on working status and income.

Although, Plato and Aristotle agree on the concept of an ideal state, they still disagree on deeper issues as Aristotle distanced himself from Plato, who was his mentor, at some point.

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how bribery affects multinational businesses (2000-03-28 12:42)

For this assignment I will examine how bribery affects multinational businesses today. In the paragraph below I used Russia as one example in which bribery is the norm in business. I countered with the second paragraph on how United States attacks bribery as an ethical issue in itself.

Russia is one of the most corrupt countries on the planet where bribes are happening multiple times daily. Transparency International would give Russia 2.1 points out of ten; meaning ten is no corruption and 0 is the most corruption. Corruption is about 20 % of the country's Grouse Domestic Product (GDP) at 300 billion. Eighty percent of businesses do bribes. It's an endemic because the media, citizens and politicians have open discussions about the benefits of bribes. In some cases, companies used "Bribes for survival" in which case they use bribes in order to be left alone from the government. An interesting fact is that the Russian government governs for the state not the people so it is the state officials that reinforce the bribery that takes place in their country. There is one man who is trying to clean up the corrupt and his name is Dmitry Medvedev. He started legislation to clean up corruption by asking the bureaucrats to declare their own and family income and assets; however, families were defined as spouse and under-age children, which did not include adult children. An income in Russia is confidential and only available to other bureaucrats. As of March 4, 2009, a man named Mikhail Khodorkovsky, an oil typhoon in Yukos, Siberia, who was accused of embezzling \$25 billion in laundering 13.9 billion from his oil company. He is presently on trial for his innocence vs. the state theory which is fraud and tax evasion. His oil company is already divided among state-owned companies. (economist x2, 2008), (Timeonline.uk, 2009)

Using Russia as an example, one can surmise that doing business in other countries, as well as in Russia, where bribery is second nature, ethical issues can arise. Bribery is an illegal act in itself. The United States has laws against bribery. The US has the Foreign Corrupt Practices Act (FCPA) which addresses two main purposes, one is accounting transparency requirements of Securities Exchange Act of 1934 and the second is concerns with bribery of foreign officials. FCPA cases filed continued to increase to this day, other countries are rapidly increase their investigation and prosecution of corrupt payments as well. Some of the countries that are presently changing their tune in corruption are China and Germany. China is campaigning against commercial bribery and Germany is investigating allegations that the country's largest companies made corrupt payments to government officials. In order for US companies to maintain legal and moral grounds, they need to say no to bribery and institute clear corporate codes that employees are bonded to. Violators face heavy corporate fines, executives may face imprisonment or additional fines or both and possibly be disqualified from doing business with the US government. Although FCPA encourages fair treatment in competition for business abroad, the US may be at a disadvantage, because the FCPA applies to only American business and not foreign business; thereby, making it tougher for an American business to compete with business from other countries where bribery is commonplace for their gain. However, in the present day, there is still room for US corporations to expand in Russia in products such as automotive products, household goods, financial services, retail products, a healthcare system, telecommunication, and major construction equipment even with the knowledge that their government has some input in our business. (OEC, 2009) (BuyUSA.gov, 2009)(University of Pennsylvania.edu, 2002) (Business Ethics, pp. 279-281, 2008)

It is clear to me, that our American businesses that wish to adventure and prosper with their business prospects in other countries desperately need to learn the country's culture and the rule of law of their land. Knowledge is power and it defines how their business practices determine right or wrong actions accordingly to the particular culture of

that country. Finally, the 'no to bribery' should be the utmost importance of any corporation's culture when dealing with multi-national corporations.

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Anonymous (2012-02-11 18:30:50)

The achievements one particular [\[url=http://www.franklinandmarshallfemme.com/\]](http://www.franklinandmarshallfemme.com/)franklin marshall[/url] conference showcases change for better outlooks up to speed mankind privileges must not happened an obstacle to growth announce in addition , association inside of the people's privileges trade linking The far east and simply Associated with,franklin marshall femme, noted Stephen An actual Orlins,chancellor to your [\[url=http://www.franklinandmarshallfemme.com/femmes-franklin-marshall/fm-sw-eatshirts\]](http://www.franklinandmarshallfemme.com/femmes-franklin-marshall/fm-sw-eatshirts)Femmes Franklin Marshall Sweatshirts[/url] Indigenous Board around U . s . States-China Associations. What epitomise this specific seek are generally Franklin & Marshall add hommes [\[url=http://www.franklinandmarshallfemme.com/femmes-franklin-marshall/fm-pantalons/franklin-marshall-pantalon-en-molleton-194943-pourpre\]](http://www.franklinandmarshallfemme.com/femmes-franklin-marshall/fm-pantalons/franklin-marshall-pantalon-en-molleton-194943-pourpre)Franklin Marshall Pantalon en molleton 194943 pourpre[/url] manches longues T-shirt , ways from a completely refreshing sliced feel, up to the Britons get hold of the program might. Dressed up in sagging tracksuit bottoms because of confused excess hair even an Italians is not able to prevent my family far from growing his or her's with care normal Franklin and after that Marshall [\[url=http://www.franklinandmarshallfemme.com/\]](http://www.franklinandmarshallfemme.com/) <http://www.franklinandmarshallfemme.com/> [/url] hooded sweatshirts in scruffy part suits.

mnbvcxz0030

Anonymous (2012-11-14 08:08:16)

[\[b\]\[url=http://www.bestlouisvuittonbags.co.uk/\]](http://www.bestlouisvuittonbags.co.uk/)louis vuitton bags[/url][b]

The countrywide dish of Spain, paella is actually a rice dish which comes in three types. Valencian paella is composed of white rice, eco-friendly vegetables, snails, beans, seasoning, and meat these kinds of as rabbit, chicken, or duck. This type of paella was usually cooked for distinctive occasions while in the 18th century, using the open air of your Valencian orchards.

[\[b\]\[url=http://www.uggsonsalewebsite.co.uk/\]](http://www.uggsonsalewebsite.co.uk/)ugg boots sale[/url][b]

A lodge or restaurant needs to give its manufacturer mark an air of privileged luxurious and design. They need to guarantee their customers relating to hospitality and comfort. For that, it is possible to use an acronym or first with the lodge or cafe identify and craft it creatively.

[\[b\]\[url=http://www.uggsbootsoutletmarket.com/\]](http://www.uggsbootsoutletmarket.com/)uggs outlet[/url][b]

Just one thing that I've observed incredibly valuable the

following is always to build a number of e-mail to mail to new downline that talks them through all those to start with days the work It's going to help them feel like they're connected to the corporate and to you. Each day although your new recruit is waiting around for her package she ought to hear from you. This is certainly pretty simple to do by having an autoresponder technique, but could also be accomplished by just copying and pasting into an email message each morning..

[b][url=http://www.uggsonsalewebsite.co.uk/]ugg boots outlet[/url][b] Then the Sugar Bowl is played in New Orleans, Louisiana on January two. The fourth Bowl would be the Orange Bowl in Miami, Florida played out within the very first of January. Very last but undoubtedly not the very least would be the National Championship sport played this 12 months in Miami, Florida on January 8..

[b][url=http://www.bestlouisvuittonbags.co.uk/]louis vuitton handbags[/url][b] As reported, Peirre Le-Tan is prestigious for his poetic illustrations and expressive shade use solutions. The special version lavish beachfront tote is on top of that no exception, for that cute prints to the white canvas vividly illustrate the contemporary and vivid beach life. Thus it truly is best for tropical climate since the solid wood turnlocks and vachetta leather trimmings (it actually suntans) end the ladies bag with refinement and delicateness..

Anonymous (2012-12-03 07:21:57)

[b][url=http://www.bestuggobootsoutlet.com/]uggs boots[/url][b] They are really obtainable from best brand names and will perform a characteristic the rage assertion. 7"L x 5. That's the great down ghastly in fact for enjoyment marketplace. two. Amsterdam Canals - The initial belongings you will see once you get there in Amsterdam are 'the common canals'. Amsterdam is renowned thanks to them.

[b][url=http://www.fashionuggbootsstore.co.uk/]ugg boots uk[/url][b] Louis Vuitton Items is going to be smartly-designed and trendy. They're genuinely hand bags tatty more than just one require on by possessing a flap drawing a line beneath always who's got a equipment fastener. Often the neck transmission is generally okay padding and for that reason diverse to seek out a personalized healthy.

[b][url=http://www.louisvuittonoutletsonline.co.uk/]cheap louis vuitton[/url][b] Be prepared to offer a lot more than an item or support. You must offer you a solution. Just before you could offer an answer, you need to place oneself and also your business since the qualified about the require your consumer needs to fulfill.. Bear in mind, this is actually the homepage we TMre focusing on. Make this happen by comprehending after which addressing the one large query your prospects have " ÅœWhat TMs in it for me? The more you describe that which you do or market, the more data another person has to base selections with. You aren TMT losing their time with this one.

[b][url=http://www.bestuggobootsoutlet.com/]www.bestuggobootsoutlet.c om[/url][b] There may be an evident increase of superstar single dad and mom lists. The preferred alibis are; divorce, new discovered like, unfortunate passing in their accomplice and the choice to move forward with turning out to be a parent within their very own appropriate. Lately is Bridget Moynahan, whom Tom Brady left in favor of supermodel Gisele Bundchen.

[b][url=http://www.cheapuggbootsonlineshop.co.uk/]cheap ugg boots[/url][b] You are able to made upon what we are normally soaking in in addition to hold what precisely comes up fantastic along with you. This design industry features formulated any these reproductions though prime sinks into. in case you truthfully analyze the legitimate kinds along with the designs are sometimes designed, nicely worth the price quite possibly produce the ability to determine the gap..

Anonymous (2013-04-07 19:07:16)

life's more exquisite site

<http://www.volnorth.com/link/17221>

<http://10ztalk.com/blogs/entry/An-actual-Lens-With-Fast-Classes-Relating-to>

<http://shaagird.com/ShanonAmc>

<http://www.dominicanartist.net/social/link/39941>

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Anonymous (2013-05-14 10:17:22)

<http://louisvuittonhandbags.citationguide.net/90952/927337/louis-vuitton-price-list-2012-australia-100-%-authentic-louis-vuitton-wholesale-handbags-hermes-bags-replica-handbags-hermes-bracelet-replica-enamel>

Socrates vs. Aristotle (2000-03-29 06:26)

The good society in simple language is defined as a society with no corruption and people abiding to the rules. Today, the society has become what we did not hope for and it has turned into unequal and divided society. People view good happiness as the amount of cars one has, and also how much is in their account. For a good society to begin, the situation about gender, race, disability etc. needs to be redressed, the punishment for crimes should be made brutal, and in this case the crime would reduce. Finally, for a good society to be born, we the citizens need to come together and change the collective and democratic impulse for freedom, equality and unity.

Virtue can simply be put as the quality in someone to do what is right and reject what is wrong. Virtue enables people to conquer moral excellence. Socrates states that perfect world does exist beyond the world we live in while Aristotle states that our world is reality. However, Aristotle argues differently. He perceives life through a totally different perceptiveness that Socrates has. He says that pleasure as gets enjoyed by human beings is incomplete. He uses this argument to declare it as not a pleasant thing. However, he is quick to add that people will still perform worthwhile activities.

The key element that shapes the virtues of a person is natural preference. A person has the urge to do either pleasant or unpleasant things by a systematic guide of his or her natural preference.

Consequently, by looking at the society today, there are quite a number of marks that make a good society. These marks consist of justice, equity, rule of law, economic opportunity, reciprocity, prosperity, critical thinking, ethical standards, and concern for good citizenship, right to defense, and right to private property. Aristotle believed that free men are responsible for their voluntary and involuntary actions and behaviors. He did not include slaves in this scheme because to him the society of ruling men was the basis upon which to build a good society. "For Aristotle, a society or state is held together by friendship more than justice," (Moss, 2011). He regarded men with many friendships as good men.

Aristotle had this view or outlook that humans do things to reach a higher level of good. Happiness is the highest good that people can attain. Though this is his view, Aristotle also says that people should not aim at happiness. He states that people do aim at what they believe to be happiness. Typically, happiness is not a satiable goal for most humans. Only through living a completely virtuous life can people really understand happiness. It is because people do not have enough virtue that they are not able to distinguish true happiness from the somewhat empty conception that they currently have.

Next, Socrates' concept of reality contrasts with Aristotle's concept. Socrates' theory of ideal forms claims that a perfect world exists beyond the world around us. Our world contains forms imperfectly copied from the ideal forms in the world beyond. In contrast, Aristotle's theory of the natural world states that our world is reality. Aristotle thought the world consists of natural forms, not necessarily ideal or imperfect. Our senses can correctly perceive the natural forms. Basically, reality became a debate between Socrates' two worlds and Aristotle's single world reality. Second, Socrates and Aristotle contrast in their view of what knowledge we possess at birth. "Socrates supports the doctrine of Innatism, which claims that we enter this world with prior knowledge" (Kamtekar, 2012). All people have immortal souls and therefore, the knowledge obtained in one life can be transferred into the next rebirth. However, we forget the knowledge at the shock of birth and we then spend the rest of our lives trying to regain the lost knowledge. In contrast, Aristotle states that we are born without any knowledge. Aristotle also claimed we possess souls, but he disagreed with Socrates on the soul's status of immortality.

Aristotle felt souls do not return to the world, so knowledge cannot be returned to the world either. In addition, not everyone lives a completely virtuous life. This is because we are just human. Aristotle does not expect everyone to be perfect and no one should be. So, it does not matter whether everyone has the correct view of happiness in Aristotle's eyes, but many can find happiness whether it is the correct view or not. Actually, anything that puts a smile on one's face should be considered happiness.

A virtuous person, to Aristotle, will find virtue to be a good thing and so will find happiness in doing virtuous deeds. A person devoid of virtue will find happiness in avoiding virtue and thus will not be living a truly happy or good life. Neither will they have the right perception of what a good life might be. So Aristotle believed that reasoning is a function that distinguishes human beings from other beings. And that a human being who is able to perform that function well will count as a good human being.

Everything we do is done for some purpose. Some of these purposes though are themselves just means to an end, e.g. we exercise to get in shape and we get in shape because we want to look good on the beach and we want to look good on the beach etc. If every end were just a means to some other end, though, then there would really be no end or purpose to all that we do. If there is no ultimate point or in other words an end or purpose to everything we do, then ultimately there is no point to anything we do. Aristotle thinks that this cannot be right. So there must be at least one end that is not a means but is an end in itself. "This is the ultimate point of life, and Aristotle sets out to find and define it," (Moss, 2011). In this case, the ultimate goal is happiness of which pretty much everyone agrees. But people disagree about what true happiness is. Most think it is pleasure, especially physical pleasure.

So, happiness can be seen as the feeling of satisfaction after any cause, be it virtue or vice.

Aristotle theory states that the world we live today is reality. He thought that the world consist of, natural forms, inner virtues and free society. While Socrates theory states that a perfect world exists beyond the world we live in. He did not believe that people would deliberately act in a way to be unhappy. "Socrates identifies the four primary virtues in the different aspects today's society possess wisdom, auxiliaries courage, justice, moderation" (Kamtekar, 2012).

In addition, the components of a good life have been discussed and debated for many years with leisure and economic growth existing as the two main reoccurring themes. Aristotle supported the leisure ethic stating many arguments in the favor of leisure and the absence of work. However, we are a society of reformation and constant change and mostly tend to value a work ethic opposed to the leisure ethic. Aristotle believed the good life required leisure. Nevertheless our society today does not reflect those values. We are a society bent on growth and efficiency and have allowed our leisure time to become dominated by work. To achieve the good life again we must become aware of our problems, make changes and regain the leisure ethic.

The ultimate question to life what every person is seeks is what is happiness and how can one achieve true happiness. Many feel that they have found their answer in belonging to the faith of their choice, but what is it that their faith teaches them that brings them happiness. The philosophers Socrates and Aristotle all have a similar view on what happiness is and how to achieve it. According to (

Frede, 2009

), "Aristotle's view is based on Plato's and Plato's is based on Socrates' teachings." This is why they are similar but they are all important and different with each philosopher's personal views and beliefs.

Socrates was a great man who was assassinated for his beliefs on the purpose of life and how to live happily. He presented the excellence of function to determine how a person will truly be happiest. The true person is not what he is on the outside but what his soul is and when that is functioning well the person is happiest. Mind is the human capacity for reflective thinking and also the consciousness of the soul. According to (McPherran, 2010), "The unexamined life is a life not worth living." is a quote from Socrates that supports his views on mind. It states that when a person does not examine his life to find his true self, or excellence of function, that they are ignoring their true self and that a false life is not worth the time to live it. So an examined life will find its true self or what its function is and want to perform its function well.

Subsequently, Socrates devoted his life to finding out moral concepts, mainly trying to differentiate the difference between right and wrong. "The excellence of function is what person's virtue implies," (McPherran, 2010). A person's virtue is where they will excel and function well at. So if a person is athletically talented in a sport and proceeds to play professionally they may be happy but if their soul was meant to teach young children to read that is where they will be the most pleased with their life. To find our virtue we must use our practical knowledge and wisdom in how to perform certain skills.

The version of Socrates views happiness as the end product of virtue. He thinks virtues will always follow personal pursuits. He argues that to be a happy one has to be good, morally. Socrates believed for a person to live well he or she should put more focus on self-development than putting more emphasis on material wealth. According to (Zhou, 2011), "Socrates thinks that material wealth cannot guarantee happiness." On the other hand, he sees a probability of happiness bringing material wealth. Therefore, virtues of a man should guide him to becoming happy. To achieve everything desirable in life, a person should have virtue as it is the most valuable possession one can acquire.

As stated by (

Frede, 2009

) "Socrates had no particular beliefs on politics but did object to democracy, but disliked its Athenian form." Basically, he objected to any government that did not run on the basis of his ideas of perfect governance. Socrates refused to enter politics because he could not tell other people how to lead their lives when he didn't know how to live his own. He thought he was a philosopher of truth, which he had not fully discovered. Towards the end of his life, democracy was supplanted by the Thirty Tyrants for around one year, before being restored. For Socrates, the Thirty Tyrants were no better and arguably worse rulers than the democracy they sought to replace.

Ultimately, Aristotle wanted his results to show happiness among the people. His opinion toward life was that all people should live a fair and happy life. After many attempts of forming the perfect government, his facts allowed him to believe that a perfect government could be formed only by those who have a middle class. To Socrates, the body is of the imperfect, sensible world, while the soul is of the perfect, real world. The sensible world is what we see all around us, but it is only an illusion. The real world is invisible to us, but it is where the Forms exist. The forms are bodies that provide us with standards. This gives a perfect picture on the similarities and differences between the two.

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2.4 April

Allstate H.R. managers (2000-04-01 12:46)

In this assignment, after viewing the video and reading MS-Word document on Allstate, I will address the following questions: 1.) How do Allstate H.R. managers contribute to the firm's overall competitive strategy; 2.) Why a focus on work-family life is so important in today's companies? 3.) How I would characterize the morale of Allstate and

what factors would contribute to it? 4.) Describe how the Allstate succeeds or fails in satisfying each of the five needs outline in Maslow's hierarchy.

Allstate HR managers contribute to the firm's overall complete strategy in the following ways.

1.) Allstate's use of a diverse employee work force produces a broader range of thoughts, and ideas which can be utilize to develop the best possible products and services. Also having a diversified workforce ensures that the company can meet the customer's cultural expectations and needs; thereby, the employee could possibly respond better to the customer and could have better understanding of the needs of a particular culture. Allstate sees that the demographic is changing and that their workforce reflects the customer needs so they can have the skills and services to deal with customers effectively in the way the customers want to be serviced. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

2.) Allstate also promotes regular training for their employees, which is provided through the means of workshops, in-house education, coaching, online sessions, and promoting interpersonal leadership issues, and customer service education. They also promote and support career planning, learning opportunities and skill development. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

3.) Allstate also provides good benefits to the employees that include health insurance, pension plan, and profit sharing with additional benefits like flexible work schedules, and educational support in response to a changing labor market. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

The most important factor for today's companies is work-family life and in the following paragraph, I will explain why this is such. Our culture is constantly changing and diversifying; and many companies see the need to stay ahead of the curve by changing their work force and environment. Many workers today believe family life is just as important as their career; therefore, companies have taken a holistic approach by incorporating flexibility in the employee's normal work week just as Allstate has done. This would include: flexible start times, compressed work weeks and job sharing. By doing this, you're providing the employee with more opportunity to self fulfill their personal needs along with their careers. For the company, it provides a reduction in employee turnover, and dissatisfaction while producing more productivity and employee satisfaction. Companies that promote this concept are usually non-manufacturing where individuals are working mostly independently verses manufacturing where employees must work as a team. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

I believe the morale of working for Allstate is pretty high. They received recognition from Forbes, Fortune, Essence, Working Mother, etc. Allstate has competitive pay, interesting and meaningful work, career advancement, flexibility of work hours, employees are diversified who are providing diversified ideas for the company and finally Allstate has a great benefit package molded to the individual employee's needs. Employees need the balance between work and family. The Allstate employees' satisfaction is monitored and maintained annually. This is done by an annual employee satisfaction evaluation which involves a number of strategic questions provided by the company; whereby, the evaluation in itself gives a better picture on how the company performs or could improve, while at the same time, the company is also trying to meet the needs of the individual employee. Finally, the employee has the opportunity to develop skills in different departments or to advance in the company. This opportunity is also encouraged and supported by Allstate Company. Per video quotes, "To keep a workforce happy, they must train the workforce to keep the skills sharp through online classes, class facilities, coaching, and outside workshops for technical abilities, interpersonal communication, leadership skill sets, and customer experience training." "Allstate has a culture that expects people to seek opportunity or broaden their skill sets." Allstate has a cafeteria plan profit sharing, pension plan, health benefits, work/family benefits, wellness seminars, commute options, childcare, and disability plans. All of the information I have mentioned above has to result into a positive employee attitude. The company has put great emphasis on keeping the employee happy. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007] [Allstate, PDF, 2007]

My outline on how the Allstate's employees succeed in Maslow's hierarchy of needs is stated below split up in five paragraphs from the basic to the highest order of needs. However, I wish to point out at this time, that I believe

that each individual has different needs to be satisfied in order to progress; therefore, their approach on the Maslow hierarchy of needs may be chronologically different than stated below.

Physiological needs: Allstate has competitive salaries (that are sufficient to maintain one's life style), flexible hours (promotes employees time for adequate rest periods, lunch breaks, etc). I can only assume by looking at the video that the employee's work environment looks well lit with chairs and desks at adequate comfort levels, overall the working environment looks pleasant and comfortable. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

Safety needs: Allstate provides safe working environment, good retirement benefits. (cafeteria plan), child care at the facility for working moms and possibly dads, program for domestic violence; whereby, the employee may be eligible to receive funds to better themselves.

Social needs: Again, flexible hours provide time between work and family, employee diversification provides cultural enrichment to the employees, as well for the company. Also, Allstate provides health and wellness training along with a fitness center which in itself provides socialization with other employees. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

Esteem needs: Employee satisfaction survey is done yearly. Also the company encourages employees' communication with upper management. The company's goal is for the employee to be satisfied and feel good about working for Allstate. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

Self Actualization needs: Each employee has the opportunity to grow and develop in Allstate. The company uses training as a big part for career advancement. Allstate offers career planning learning opportunities and skill development for their employees; whereby, the company encourages their employees to broaden their skills by rotating to different areas of the business and take advantage of learning opportunities offered to them. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 270, 300, 304, 2007]

By viewing Allstate video and reading the Microsoft Word document, I feel the company has made great efforts and strides in their ability to not only attract future employees, but emphasizing the need to maintain employees' satisfaction while working at the company. By providing diversification in their workforce, they have also tapped the diversification of their customers. I believe this in itself is a very smart business strategy. Allstate also provides a well rounded benefit package and flexible hours for their employees, whom may find this benefit package beneficial to their lifestyle. Annual employee survey, and encouraging employees to communicate with management, also could raise the employee satisfaction index. I feel Allstate has not only met, but also exceeded the five needs outlined for their employees. Working for this company could be inviting for people whose careers are moving in that general direction. It's a competitive world and Allstate seems to be doing a good job maintaining their competitive role. [Boone, L. E. & Kurtz, D. L. (2007)] [Boone, L. E. & Kurtz, D. L., flash, 2007] [Boone, L. E. & Kurtz, D. L., word doc, 2007] [Boone, L. E. & Kurtz, D. L., pg 300, 304, 2007]

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2.5 June

Super Mario 3D Land - 9.5 (2000-06-20 23:07)

I'll begin by saying that this game has exceeded my expectations. Upon watching online videos, I figured this would be a watered-down Mario Galaxy title, but boy, was I wrong! The videos DO NOT do the game justice. I didn't think Nintendo would have been able to do it, but this is by far the first Mario game in a long time that has retained the uniqueness and charm of the series as I remember it on the NES. New Super Mario Bros. Wii came really close, but Super Mario 3D Land does it for me.

First, the power-ups:

The Tanooki suit's revival in this game is genius. You can hover with Mario's tail for a while and tail-strike enemies just as you can in Super Mario Bros. 3. I'm a little bummed you can't actually fly this time around, but I'm guessing it wouldn't have worked as well in this title anyway. Fire Mario feels great, too. I haven't played far enough into the game to obtain the Boomerang Bros. suit or Statue suit, but I'm sure they will be awesome too based on what I've seen thus far.

Second, the levels:

While at first I thought the levels in this game seemed vacuous and dull and too similar to the levels in the Galaxy series based on online videos I've seen, my first hands-on experience with this game proved my initial thoughts to be WAY incorrect. The level designs are brilliant. The designers have packed so many obstacles, enemies, warp pipes, music note blocks, and hidden areas into the levels that the game stays exciting throughout. Also, the levels are not too long since you are timed. Thus, you can get through a level in a few minutes, but if you need more time there are stopwatches you can collect along the way to add valuable seconds to your overall time limit for the level. These come in handy if you want to do some exploring for the three hidden coins in each level. If you're like me and occasionally grow tired of some of the longer levels from Galaxy, then you'll be happy with the quickness yet depth of the levels in 3D Land. The levels look AND feel like actual Mario levels in their design. To top it all off, you'll recognize remakes of some classic Super Mario Bros. 3 tunes, as well!

Third, the controls:

Mario's signature moves are back: crouch, backflip, long jump, side somersault, wall jump, and ground pound. There is also a new move - the roll - in which Mario can roll forward from the crouching position. The only move that hasn't been brought back is the triple jump, but I don't feel as though it would've been useful in this style of Mario game anyway. The moves are easy to execute with the layout of the 3DS's thumbstick and buttons. Furthermore, controlling

Mario feels completely natural. For instance, running with Y and tail-striking enemies along the way is both easy and fun to do! As I mentioned earlier, the Tanooki suit's signature moves are back, too, such as hovering and tail-striking, both of which feel great.

Fourth, the graphics and the 3D:

The graphics in this game are on par with, if not better than, the graphics in the Galaxy series. Mario, the enemies, and the levels all look stunning. The 3D effect in the game looks stunning, too, and it's awesome to see Mario in full 3D for the first time. The 3D also helps with depth perception, and, as anyone can guess, the ability to see in 3D certainly comes in handy for a platforming title such as Mario in which you have to make perfectly executed jumps. Also, in addition to the 3D slider bar, you can also control the 3D effect by choosing from two 3D options while playing that will provide either a shallower or deeper depth of field, so the 3D is more customizable in this 3DS game than in any other.

FINAL THOUGHTS

If you don't own a 3DS yet but want one, then this is the time to get it. Super Mario 3D Land, maybe aside from Zelda: OoT or Star Fox 64 (both of which are remakes, anyway), is the best original game on the 3DS, hands-down, and it combines everything gamers adore from Super Mario Bros 1 and 3, and Super Mario 64. From the controls to the level design, every aspect of this game retains the fun and charm of the original NES Mario titles that I remember so fondly but have not seen in any Mario title in recent years.

2.6 July

Playstation 3 - Uncharted 2 - Amongst Thieves (2000-07-01 12:34)

I don't quite know how to describe how great this game really is...I just sat down for 15 hours straight and couldn't put the controller down until the end of the credits. This game combines everything and anything you could ever want in a movie, a game or any entertainment experience. Uncharted 2 has incredible characters, wonderful story, some of the best acting I've ever seen (Not just the voice acting, but the actual animations of the characters, their facial expressions), everything is done so beautifully I'm absolutely speechless. Among Thieves exceeded the hype in my mind, it immerses you in this incredibly detailed and lush environment, seamlessly bouncing you back and forth from gameplay to breathtaking cinematic wonder, and most often, combines them both at the same time. Just the attention to detail is astounding. I wish I had a better vocabulary so I could give this review justice but you should just see for yourself! You will not regret this purchase one bit, the multiplayer is even fun! If you own a PS3 and don't have this game, then you should sell your PS3.

Playstation 3 - Ratchet & Clank Future: A Crack in Time (2000-07-02 12:38)

Ratchet & Clank Future: A Crack In Time is a great conclusion to the series, but the beautiful part about it is that you can play it without having played any of the other games before it. When you first pop in the disc you're greeted with a short movie that explains all of the events leading up to this game. Once that's over, you're up to speed and ready to roll.

The story is quite interesting, it's loaded with laugh-out-loud humor, and the characters are voiced to perfection. This rivals any of the Hollywood CGI movies that have come out in recent memory in terms of animation, story, humor, and the acting performances.

The game is loaded with variety. As Ratchet, you'll be flying around in your spaceship, in kind of an open-world

setting, where you can visit various planets and moons in each space sector and accomplish side-tasks. The moons are spherical and come in two really fun varieties: platforming segments which will remind you of Super Mario Galaxy, and shooting segments which will remind you of Super Stardust HD. The planets are where the story actually takes place and you will explore much larger environments and meet new characters. In space, you can get into dog-fights with Dr. Nefarious' minion space-ship fighters, or you can meet up with various other space-travelers and help them with their requests. Your ship is upgradable, you just have to find little creatures called Zoni. There are 40 of them hidden throughout the game's universe, many of them are found by completing the optional moons. While roving around in your ship, there are also 4 fictitious radio stations to choose from. They all feature wonderful music of different varieties for different tastes, and DJs that will make you laugh out loud with their banter.

The weapons are ingeniously conceived, and you'll find yourself laughing when you see what some of them do. Humor is a big part of this game. But it's not all about humor. There is some serious gameplay here, too. Fun platforming, creative puzzles, RPG-like systems where your character levels up as he gains experience, granting him more hit points, and all of your weapons level-up with use, as well. Also, the weapons can be upgraded with parts that you find hidden around the universe, and some of the weapons can even be custom-painted.

Some of the best gameplay in this package comes from Clank and the new time-based puzzles. There will time-pads placed around the Clock at the Center of the Universe (the area that Clank traverses throughout the game), and you can record yourself doing things on these time-pads, then play back the action simultaneously while doing something else with your present self. In other words, you can set up recordings of past-selves to help your present-self accomplish tasks that would otherwise be impossible alone. The mechanics may remind you of a game called Braid. It's all very-well implements and often ingenious, always fun.

The game itself is rather easy to get through on the lower difficulties, it will be appropriate for children and adults alike who may not have much experience gaming. You'll get to see the whole game without much difficulty. But there are also Normal and Hard difficulties, which amp up the challenge, and seasoned gamers will find them more than sufficient to give them a fun time that's not too easy or too frustrating. This game is perfect for all-ages, it's appropriate for kids as well as adults, and I recommend it highly!

Playstation 3 - Batman: Arkham Asylum 9.0 (2000-07-03 12:41)

The Joker is hotter than hot, thanks to the great role of Heath Ledger in The Dark Knight. Batman now faces many in the second place, in terms of popularity (and Robin at the last, simply because he is gay). We think the thoughts that this game will be different. Batman: Arkham Asylum not immediately attracted the most attention of many people. Batman games were never really highly regarded and why the expectations were not high in this title, with surely a very interesting setting. I had very high expectations for this game, because I had secretly hoped that it would be a little sleeper hit. Read on and you'll know whether I was right.

The story now is no big secret anymore, because that was really the only thing most were released. Batman, our sexy man with a fetish for bats, the infamous Joker arrested. The strange this is that it went from there very easily. Almost without protest caught the bat friend the smiley. . Batman drives full speed into the prison / asylum Arkham Asylum, where The Joker is thrown behind bars. Unfortunately, the party not because this was just the Joker counted. . Everything is to hand and within seconds turned to Arkham Asylum has become his playground.

Here we must immediately stop here for a break. Moments later we see Killer Croc, who was removed from his cell for a transfer. The beast was not happy and threatened to make Batman's life miserable the next time he has a chance to do so. Now we continue where we left off: The Joker escapes.

Batman guessed something, but he is again doomed. Now the player takes control of Batman and can get to work. The Joker in Batman sends only criminals off. This is the perfect opportunity for the controls once the paces and in particular the aspect Knok. This is very limited, but still very dynamic. You can kick and hit a square. Can counter attack

with triangle and you can make enemies dizzy circle. As the whole joke is: the fight is not so much the repeating what we used it in other fighting games. Batman reacts differently to each of the positions the enemy. Thus, he example a flip kick and then a few criminals to hand out as far, but only to go fist as everyone snug around him.

Especially the counter attack we find very enjoyable to do. This attack provides the most satisfying. This is also what you most need to keep an eye on you. The bad guys get three Harry Potter-like lightning icons above their head, before they attack you want. . At that moment you must press triangle, so that the counter can start. You'll very much this kind of fighting experience in Batman: Arkham Asylum. . Also something that could happen very repetitive. However, the blades sometimes alternating with sociopaths and psychopaths with him actually crazier than a door. The idiots with knives you get down with the easiest one stun attack (O button) and the most craziest (you probably know them: to have clothes with super long sleeves and think that the floor moves) have only one hit and a finishing blow required. If the crooks on the ground to die, you give them a final blow. Do this by holding R1 and pressing triangle.

Once the first group to have been grounds for criminals we can proceed with the game. Batman does everything in order to stop The Joker. We will not spoil things in the game going, because who will buy the game still can go enjoy the many surprises that the game is rich. Some characters are such a star in the game that have never been announced. They will also provide the necessary variety in the game. People with the greatest fear, that the game will be very repetitive, I can reassure you. There are many aspects to be addressed, that the game time after time so interesting. In the beginning you only with your fists, for example, the Batarang and grappling hook to do. But in the course of the game with other gadgets you can get to work.

Later on also gives you explosive gel and a grapple gun that Batman can move vertically. The gadgets play an important role in the game, because sometimes you are obliged to use it otherwise you will just not go in the game. One nice extra (but not for us to Batman) is that The Riddler is also working on Arkham Island. The Riddler has spread here and Riddler Trophies that you can start searching. We are accustomed in such kind of games that if you have extras, although not often yields results. In Batman: Arkham Asylum wel. In Batman: Arkham Asylum is. Besides the Trophies The Riddler has also invented puzzles that you're allowed to solve.. Based on these riddles must you can figure out what you should do a scan (hold L2).

The Riddler will almost always comment if you've found something. Although limited to the following comments how stupid you do not have, not how great he is or how long it has not lasted, before you found out what the mystery was. Juist hier viel ons wat op. Exactly what we came here. There is a lot spoken by the voice actors. We have our play session might only twice heard a particular sentence for the second time was used. The Joker also goes by the constant intercom and that's really never the same and always hilarious. Besides the Trophies, secret maps and chattering teeth that you can collect and destroy, you can record tapes from some bad guys find out the Batman comics.

This must also find and Sleuth. They are extras, but very nice. For example, you hear some conversations between the psychiatrist and The Joker. Also include The Riddler and Harley Quinn can hear the conversations. They are not only fun, but they also say more about the story behind the characters. Besides the tapes can also (you can find so many different things in Batman Arkham Asylum) with one stone beetle find out. The Arkham Chronicles. Why this name? If you have found them the story of the founder of Arkham Asylum hearing. He tells how it all started and what he experienced when he was doing.

Yet we have a few downsides to this game. So the bosses are very mild. The best had been less superficial. The bosses were maybe five years ago groundbreaking, but are now very overtakes. Also the game is not very difficult to call. In many fights with the inmates is a good vigilance is required, but then you also if you give enough punches and countered. The fighting itself may indeed be repetitive, but luckily you can in certain rooms in true Batman style you're going to attack enemies. Throw the Gargoyles (Gargoyles) ensures that Batman is invisible to the criminals and the many gadgets allows the player to make a truly many different ways to proceed.

When enough challenges from the Riddler has settled, we can climb the Challenge mode. Here you can fight against hordes of criminals just as quiet as possible a few criminals knock out. While doing this you can complete three challenges. Example of a gargoyle hanging criminals (by means of an inverted take down) or by using your explosives. If you do this you earn points on the natural world leaderboards appear. There are sixteen Challenges to unlock during the Story mode. If you have found enough Riddler Trophies unlock your Character biographies of Character Trophies. The biographies can be read and 3D Character Trophies are just the characters that you can see below (Harley Quinn

has a very sexy package to ...).

We almost forget one important aspect in the game: the Detective Mode. When this mode is activated, with a Batman type X-ray view of the world bad guys easily (through walls) in one spot and see if a particular instant wall weak enough to blow. You know this only too well the many trailers and wonder whether you throughout the game by this view will not only play, but falling into giant. Sometimes you into the game follow a certain track, the time of the CSI game, but this is purely for atmosphere and is not profound All in all a very useful tool for the friend who bats dierendag extra bats in the sun sets.

Batman has a lot in terms of extras to offer. It is deep, interesting and fun to explore them all. The basic gameplay is nice, but interesting enough to the many hours to maintain. . You do the long game, even once an asset, but there is people backtracking in the game. Only every time, when you enter a certain place, it is totally different. Some characters make for a very pleasant change and the story is fascinating rete. Graphics are impressive. The Unreal Engine is very good use of animations and Batman are also high (ragdolls never get weird poses). . His cape flies great the whole game and certainly at times when we may float a bit, this is very cool. The game provides a very good feeling Batman and The Joker is super well reflected in the game. People who swear by Heath Ledger, The Joker also does justice to his role.

What can we say? There is much in the game is good it really is a super game. It has become a sleeper hit that nobody saw coming. The AI is good, the battles are not as boring as Assassin's Creed and working with as you take down a criminal, the other does not really wait. The many unlockables are fun to find, the environments are amazing (but wait until you come to the Penitentiary!), The recorded voices are great and the characters are fantastic shape. Anyone slightly familiar with the comics here will have a feast. Gamers who are not fans of Batman will also be pure enjoyment from the game can get. The game offers a lot and is a good warmup for the grand Assassin's Creed 2, because it is more modern. We can only recommend everyone to go get this game directly to the local game farm, because everything is just entertaining in this game!

- Extra's fascinatin
- Good story.
- Nice graphics.
- No Robin in the game.
- Play nice.
- Gadgets are bold.
- Great atmosphere
- Overtakes his bosses.
- Riddler maps are very easy quest.
- Battles are slightly monotonous.

Mario Kart Wii | 6.5 (2000-07-04 08:19)

Anyone who put a few hours of play time into this game will realize that it's easier to get into than past Mario Kart titles, mostly purists will sense this right away. Nintendo made this title with the casual gamer in mind to get the most attention and for the most part it pays off.

Mario Kart lets you play through several game modes where you pick a character, pick a kart or motorcycles (new to the franchise), pick a stage (16 classic tracks from past MK titles and 16 brand new tracks) and then you race for 1st place against 11 other CPU racers. Along the way, you can pick up several power ups to help you or hinder your competition as well as multiple ledges to perform speed boosts. As you go through the single player mode, you start off at the lowest class (50 cc) and earn the right to unlock the 100 cc class (cars go faster) and the 150 cc (cars go the fastest.) Races take place in the form of "Cups" featuring tracks of various themes. Of course, Nintendo always pack in extra content waiting to be unlocked when you fulfill certain conditions. In the end you can unlock secret characters, karts and motorcycles. Anything you unlocked in the single player mode can be used in the online multiplayer modes, which is where you can race up to 11 other people from across the world. Win your races and you win rank points

and improve your status online.

The PROS: graphics, sounds and music. There are lots of characters to use. There are lots of karts, bikes and characters to unlock. The controls are very easy to use and you have a choice of Wiimote and Nunchuk, Classic Pro controller, Wii Wheel (included with game) or Gamcube controller as your means to control the game. 4 player support is available so you can play with your friends. Online multiplayer is fun and works (unlike the online multiplayer featured in Super Smash Bros Brawl.)

The CONS: Remember when I said earlier the casual gamer can get into this game? It's because the overall difficulty of this game in general is low, EXCEPT for the cheap A.I. on the highest difficulty level. Racing in the 150 cc means dealing with the cheap, cheezy, rubber band A.I. of the CPU racers (very frustrating at times.) Some single player modes are not available in the multi-player modes. And yes, hackers have found a way to boost their stats and snag power ups without actually acquiring them so beware whenever you race online for any funny activity.

It plays a lot like Mario Kart 64 so why should a 6.0 be bumped up to a 8.5? It shouldn't go pass 6,5 in my opinion. Just because it is fun could also mean its stupid fun. I had stupid fun when I was a kid, but I'm a grown up. Grown-up hate this. This is the only game my non-gamer mother wants to play; therefore, it can't be a 7, 8, 9 or even 10.

Sims 3 | 8.0 (2000-07-05 08:21)

here are many different Sims players out there buying this game from years of playing The Sims 2, and I think some of them will be impressed with The Sims 3, while others disappointed.

Note: This review is for the base game only, and does not include any of the expansion packs.

Create-A-Sim Players: 4/5

If you have an juiced up computer, the graphics are amazing. The customization you can give a sim is also very rewarding; you can now color customize the different parts of a sim's outfit with virtually any color, and the pattern system they've created only increases the amount of customization you can give a sim's clothing. A sim's hair coloration is now broken up into four parts, all of which can be set to any color you wish. The only disadvantage I found is that there doesn't seem to be as many ways to customize the face as there had been in Sims 2; there are some new, different ways though.

House Building Players: 5/5

Because of the new pattern system in the game, building houses now has a new level of customization, making it easier to customize a house's color and texture to your liking. Another nice thing is that furniture can now be placed at angles, so you no longer have to worry about awkward placement of objects near angled walls. Just keep in mind that since this is the first game, with no expansions made yet, there is a limited amount of furniture you can use. Also, if you're only interested in building houses, its not as easy as simply clicking on the lot you wish to build, once the game starts; you actually need to be playing your saved household and then exit your household for "Edit Town," where you can then select a lot to build on.

Neighborhood Building Players: 1/5

If you were big on building neighborhoods in Sims 2, you're going to very, very disappointed. You can no longer make your own neighborhoods; you are stuck with customizing Sunset Valley (the only neighborhood that comes with the game) or downloading another neighborhood from The Sims 3 website. There are no pre-made empty neighborhoods you can create and then customize and populate. Needless to say, there is no compatibility with SimCity 4 neighborhoods either. You're stuck with Sunset Valley, and that's that.

Note: There is now a "Create a World Tool" (in beta form and only for PCs) on the official website, but it's a very difficult to use if you don't know what you're doing.

Movie/Story Players: 5/5

If you're into making movies or stories there doesn't seem to be big difference between Sims 2. Photo capture now seems to be similar to what the "Print Screen" button does on your keyboard. The quality is exactly what you see on the screen, and the size of the image is as big as your resolution for the game. Video capture options seem almost identical to Sims 2. And like Sims 2, the controls are still difficult to deal with if you're trying to make smooth transitions. Also, there is no in-game Storytelling option anymore, storytelling is mostly focused online at The Sims 3 website, where there are some neat tools you can use for editing.

Single Family Players: 4/5

If you liked only playing one household in Sims 2 (like if you were into the Legacy Challenge) Sims 3 makes it even more interesting and more realistic with the fact that the entire neighborhood ages around your sim; no more childhood friends always being children, even when your sims have become adults; no more grandchildren out-aging their grandparents because they happen to be on different lots. And not only that, but you can now explore the rest of the world, expanding the possibilities for your sims.

Multi-Family/God Players: 2/5

If you liked jumping between many different houses and creating a complex story between many different households, you may be in for a big disappointment with Sims 3. You've ultimately been demoted from being god. You can no longer save individual households for later. Once you leave a household the sims there become NPCs (characters for the computer to control) and continue on their own lives and own story without your help. This may sound odd but Sims 3 is more of a game, and less of a device to tell a huge complex story.

The Sims 2 Console Players: 5/5

For people who loved The Sims 2 for PlayStation 2, X-Box, and GameCube, The Sims 3 plays very similar to those. In fact, The Sims 3 seems like a souped up version of the console Sims 2. For people who hated The Sims 2 console games, well . . . you may not like how The Sims 3 plays.

You're liking of The Sims 3 is really going to depend on what you did and enjoyed in The Sims 2. And sadly, I have to say this game isn't for everyone who loved The Sims 2.

New Players: 3/5 - 5/5

For players who haven't played the Sims games before, from my experience, Sims has either been a hit or miss deal. You either like it or you don't. And it's hard to say whether or not you'll like it until you give it a try. Sims can be a very repetitive game, yet a very addicting game. It all depends on what entertains you. As I've said above, Sims is a very creative game, and that alone can be entertaining for hours. The customization in the game is probably one of the game's greatest assets. As far as game-play is concerned, part of the game is about making your own story, but there are also objectives ("opportunities" and "wishes") that help make the game challenging and entertaining if you're more goal-oriented. But keep in mind, if you're looking for a game with a solid plot and an ending, this isn't the game for you. Sims is a game that never ends. It's a simulation game of life, and The Sims is never short on life; even if you kill off everyone in your neighborhood, you can simply create more.

[This part wasn't originally in the review, but I figured since I was focusing on people who were familiar with The Sims 2, I decided to add this.]

Mass Effect PC review 9.5 (2000-07-05 12:42)

One of the best RPGs of the year. This game is incredibly imersive. There is a long deep main story line that really keeps the game moving along and tons of side quests to bring the universe to life. With any RPG its the details that

kill games. Not Mass Effect. The developers focused on every aspect of the game play and really polished it to a high shine. The biggest downfall is that it was developed for the Xbox and so the graphics aren't as good as you would expect from a game this incredible well put together.

Battle Scenes:

Overall the scenes are a lot of fun. there are so many different ways to approach battle that its hard to get bored too quickly. The two problems I had were first in all the side quests the building layouts are incredibly repetitive. Its almost exactly the same except that furniture has been moved around. Second the AI can be a bit annoying and aggressive. The easiest tactic to win any battle is to sit back and wait for them to come to you. That's fine and all but i expect more out of my battles then sniper frag fests.

Side Quests:

there are tons of side quests and tons of places to explore. the side quests even intermingle among one another and some of the moral choices are very ambiguous making the decisions you make much much more interesting. The only problem is that unless your physically writing down where you have explored you often get confused and end up revisiting the same planets over and over again.

Main Story:

The funny thing is for the most part I completely ignored the main story line and just had fun traveling the universe and doing side quests but when you get bored its always fun to go back and continue along the main story line

Unit Selection:

This has got to be the most annoying thing about the game. I tend to choose two people for every single mission. I wish it was somehow more interactive and more were each member is needed for different kinds of missions.

Graphics:

My biggest sore point with the game. There are some very pretty scenes but for the most part things can get a little bland and blocky.

Copyright protection:

Beware this game is highly encrypted and requires a internet connection to work. Also i have heard endless horror stories about EA's customer support.

Playstation 3 inFamous review 9.5 (2000-07-06 12:45)

Difficulty:

Just Right

Time Spent:

10 to 20 Hours

The Bottom Line:

"Highly addictive"

inFamous has a rather unfortunate start, the town where Cole McGrath works as a courier is struck by an explosion that almost apocalyptic forms. The best man does his job perfectly normal on a beautiful day. He must deliver a package and once it gets to destination is a phone call with the message that he should open the package. In retrospect he had better not do, because there is a huge explosion that half the city lays in ruins. Fortunately this Cole just to survive, but here it is but one. He is no longer the man as before, no, he has special powers to him in his upcoming adventure very good stead.

The town where Cole lives, Empire City, gets no help from the government, instead, put in quarantine the whole city

and everyone who tries to flee the city is gunned. A city without government, which provides a guaranteed mess up. Let it just be that the town itself is a mess by the explosion. So a big chaos. The only people in the city a little bit organized, that are the enemies. Empire City consists of three islands and each island has its own way and shoot all odds they encounter. The pathetic people who remained behind can no longer live safely without the risk that they excluded from the market.

Cole McGrath ... but fortunately there with him and you get a lot of adventures and this brings with it a lot. This mainly due to the fact that you have super powers, that makes you do a lot more sophisticated than the ordinary well-meaning citizens and soon you're tenderloin. The population is influenced by some bloke who can hack on the television signal, that person will find it necessary to massively tell you're a terrorist and therefore are a danger to public order. Time to clear your name is, though, would you really? That is entirely up to you. Nice time to plug the back inFamous look further to explain.

inFamous is a game that, as you now know, all the hero Cole runs. The developer told us that she just wanted to create a game that is not already an existing hero had everything and simply does what has previously been established. It has at the time of development always held that Cole is similar to yourself. The game shall continue the question to the player: "What would you do if you have these super powers would have, at a good or bad way?". Of course this is not literally in the game, but it is a representation of the whole idea. And indeed, you must choose what you think best in the game and this is tracked through the karma system.

The karma system consists of six boxes: three of these are the "bad guy" and the other three are the "good guy". At the start of the game is the arrow that indicates your current status and to zero if you have any good things that slowly rises in the blue part up. But above all you do bad things, then the meter slowly sinks into the red part. Pretty simple, but it works and has the necessary consequences. First you fear people like you bad hero, once they see you they run away or throw stones so. In addition to brand you have another aspect that you are bad, because the city expires at that time continues until the end seems more like a ghost town.

Do your good things, then people gradually increasing until you join them stabbing their thumb, waving or making a picture. Also want some help, of course not the case when you hang the villain. The city is also a lot less gray and ghostly. Both options are at least fun to play, because it brings with it slightly different gameplay. While playing you can switch between the good and bad hero based on what your actions are. If you people are going to die gives a shock, making them revive, then this course helps you with good reputation as a good hero. Withdraw your energy from them, then ... oh you understand him.

Much more important are the crucial things that you get during missions. There was a time when the city water tanks that provide clean drinking water were polluted by tar pumps. The choice that you get during the mission is to blow these tanks with the result that the city has less water to use, the advantage is that you at least not in the tar will be as a result, that you vote in your head and hear that you have fewer containers Fri (I come back later). Shoot only the pump off then you're completely under the tar as the aforementioned disadvantages effect. In contrast or back that you've helped people, all contributing to a good karma. This is of course vice versa.

Choices, choices and choices again. That is what your hero to make a good or bad and this game is well developed. Moreover, a lot of playing time. You're in the game quickly or twenty one hours working, then I talk about the missions and all zijmissies narrative. You can play the game again with a different karma, this provides another attack and other zijmissies. To have a scoop on top to do the necessary things are there to collect and we can conclude that Sucker Punch is passed with flying colors to to make a game just for playing all worth the full amount.

The gameplay is also good at stabbing each other at all if someone wants to invest much time in this game and that is well managed. The karma system is well conceived, it works well and the missions are fairly varied, at least the idea behind it. In reality it is somewhat a bit repetitive, but if it alongside the combat and the potential is laid, then a lot of offset. Before we go into the combat, it is important to the potential of Cole to explain. The unique thing about this game is that Cole is very nimble and that everything in the city or simply climbing falls. Cole scrambles without any effort on a flat and narrow runs with ease on all cables.

The gameplay is both the ground and in the air and the question you might soon would establish a free-roaming game or vehicles in it. This is not the case. The city itself is large relative to the side and you move you can do only with yourself. May sound strange, but Cole is his own vehicle and that's because they have different powers. Not every super power is to the enemy to kill, some are primarily designed to move. If Cole can fly, he does so by moving his

arms back and the power to activate. You see the tracks of the subway? Jump on it and make contact Cole and gravel as it were, in no time from one to the other side of town.

The buildings are nearly all connected to each other, or by cables and antennas by knocking you can shoot. To summarize: you can move through the air by flying, walking on cables and antennas, you can walk and grind on the rail, and plenty of opportunities throughout the game so I have no time when I experienced a car or missed something similar. The developer has clearly succeeded in this respect and to be right to continue honoring the direction Sucker Punch: The battle system also works well. Top of your screen you see a number of spheres, these containers to make electricity and if you're a (serious) attack uses, then you add your or more of these containers.

That you can actually have anywhere to recharge an energy source, so much irritation you really have not because you lack energy or something like it. The attacks that have energy or eat again very effective and are also very cool to see. At playful you unlock new powers that you can upgrade again if you have accumulated enough experience points to quickly already very strong and effective force protection. What about electrical sticky grenades, or a kind of round ball that explodes on contact. Or an option to slow down and everything with a kind of laser-like power pop shot to knock someone (a wonderful alternative to the sniper way). Many possibilities for Cole and the controller are all logically placed.

A logical placement is important given the fact that you very often attacked by many different enemies and you must quickly anticipate the action. During this action you have to charge once more. If you also kick the bucket, you'll never have too much to redo the pace is so good in it, in this already rather long game, in contrast to other games. Is there more to say about the gameplay? I think a long time I'm working full throttle to explain all aspects. On several levels, this game is very interesting and important of all is that it really works well. Climbing and scrambling is fantastic: Altaïr beat that! Cole was great and the fights are very tough and on and on.

We can conclude with the rather simple points which still provide for any offense. So the collision detection is not optimal and was really unusual for the Cole was left somewhere in the street stabbing. This is still incalculable, but also high on top of a building which happened all over again you must climb up, that's a bit unfortunate. In addition we also got a little bit the idea that the story at times a bit pushed to the background was different missions for some extra life to stretch. In itself a pity, because the story is in fact quite interesting and this is mainly because it is something different than normal.

These shortcomings are unfortunate, but the game offers enough to regard them as meaningless. Once you are past, then you do not agree to speak more about it and that's probably a good advantage for what makes a good score! Audiovisual is a neat game, graphics, everything is nicely landscaped and there are precious little to note, also the audio is also good to mention. The voice-acting in Dutch I personally think a bit over the top sound, at least, it feels more committed than that it is feeling really spoken. Fortunately the language patch is now available!

inFamous, a game that expectations pretty well know to solve. Sucker Punch is a good developer who has taken the time to make a game where you'll be really busy hours. There are downsides necessary, but many aspects such as the super powers, so the climbing and climbing, these evils more than good. inFamous is a game that many of you will buy or perhaps already bought and all I can say is there, especially doing! People who have not been convinced, by this, inFamous is a very entertaining and above all, become a good game. Killzone 2 again after a first party game from Sony that deserves a good score.

Anonymous (2012-01-10 04:45:05)

If you always write interesting, I will be your regular reader. skin care

Anonymous (2012-02-11 18:25:29)

You wrote a very interesting article. And I agree with you. hair loss Read a useful article about tramadol tramadol

Uncharted: Drake's Fortune 9.0 (2000-07-07 12:48)

Nathan Drake is not typical of characters you see in videogames much lately. Nate doesn't look like he pumps iron, he won't win any sexiest man alive awards, and his unassuming ways make him enjoyable. Of course you may recognize the name Drake for the famous explorer Sir Francis Drake. Yes Nate is related to the famous explorer and now he is off to find the mysterious El Dorado(City of Gold). To say the least the journey will be unforgettable to most.

The story starts off more like a movie. On this quest you are accompanied by an attractive documentarian Elena and of course your comrade Sullie. What sets Uncharted apart from some many games is the cinematic approach is so seamless it makes it hard to separate gameplay from movie watching. As your journey progresses you begin to realize you have many enemies. It seems Sullie doesn't live the cleanest life and borrowing money from a bad guy doesn't help. So now the bad guys are out to collect the debt by finding El Dorado. Although it becomes apparent that El Dorado is not a city of gold but a man of gold.

Without getting too much into the story it will definately leave you filling your aderaline need. The gameplay is incredible in this game. The enemy A.I. starts off slow and quickly progresses as you get further into this game. Enemies will actually out maneuver you. If you don't plan out your attacks well you will find yourself dead. Although the battles are not the only thing you face in this game there are a number of puzzles that are not overly difficult. What I do enjoy about this game is that it has a hint option. You can use it to help you in confusing spots. Although if you are more hardcore you will probably leave this option off. There are four difficulty levels and the toughest option is locked until you beat the game on hard. What is a first for a PS3 game is the reward system that is being used. There are 60 treasures that can be found througout your journey. On top of that there are objectives that you can try to complete. Some are simple like killing a certain amount of enemies with one of your weapons and others are more complex like getting a certain amount of stealth kills.

The visuals in this game are stunning and some of the best I have ever seen. What is good to watch is the incredible amount of detail put into everything. The jungle environments are lush and beautiful and the water effects are some of the best ever. Sometimes it is enjoyable just to stand and enjoy the beauty of the environment. Tree branches sway, clouds move, and leaves fly all over the place. This is as close to reality as I have seen.

If you own a PS3 this game is a must buy. To say the least it is one of the best games available on any console. The storyline is enjoyable and reminiscent of many great adventure movies. Uncharted sets a new bar on next gen games and hopefully others will follow with this excellent quality. If you like action and adventure and don't mind being the star of a playable movie then Uncharted should be on your list.

Vanquish | 9.0 (2000-07-09 08:23)

Well there are plenty of reviews here already so not to rehash what everyone else has said, I will keep my review short and to the point. Overall, I personally love this game as there is nothing else on the market that covers the action genre so much as this game does. The graphics are excellent, no slow-down, detail is amazing etc. The cons are as everyone else has said regarding forgetful story, bad voice-acting, short, etc. I will say if you're looking for a deep adventure, look elsewhere. This game is all action. With that said, most of time the reason I read reviews is if it is worth spending the hard-earned funds to purchase the product. The game is short. I completed the game in a week on normal (about 7 hours). Now here is where the meat is, re-playability. If you are the type of person that likes to complete games over on higher difficulties than you are in the right place. I am attempting "godly hard" mode and am not able to pass the first section of the first level. There is some real difficulty here and it is something I have not experienced since the days of 2-D gaming. Beating this mode will give anyone serious bragging rights. Also, after beating the game the first time, there are 6 challenge modes to complete that are fun and difficult at the same time

(challenge 6....yikes!!). This game should be played by everyone, no doubt about that. Should this game be purchased at full price by everyone? That's for you to decide. Just know what you are getting is a great action game that bets on replaying. No more, no less. If you need an idea of what you are getting into action wise, think Bayonetta and Mad World (same great developer). Now, how do I increase my gaming skill for this game on "godly-hard"....

Unreal Tournament III PS3 review 9.0 (2000-07-09 12:50)

Oh yes it does look better than Gears but plays a lot different. Think of this as Gears meets Unreal Tournament 2004 but with many modifications, additions and tweaks.

Here is my review of the Good, the bad, and "Ugly" on all about this game...

First... The Good:

The most noticeable thing is the graphics and sounds are un-freaking-believable! Look at this game and then look at Halo 3 and you will laugh at what Bungie considers next gen graphics. Whatever? THIS is next gen graphics. Best looking game on the PS3 system by far. Why didn't SONY hype this game is beyond me? It is THEIR Gears or Halo 3 for the system. What people say is true. Gears of War meets UT2004 is exactly how it looks, feels and sounds. Just to let everyone know that I am not a PS3 fanboy and I own both systems. I love Halo 3, Gears of War, Call of Duty 4 and the like. I am just reporting on my opinions between them. They all have something for everyone to enjoy. If you like fast FPS games in the tradition of Quake with fun vehicles but with truly next gen graphics than this game is for you.

This game has cool looking characters with exchangeable armor, vests, boots, helmets etc... like Halo 3 has. All the characters have a Gears "look" and the vehicles all have a Gears style to them. Some of the alien buildings have alien tentacles inter-woven into them and pulsate in and out. The distant vistas are really awesome and distracting and it even has the volumetric lighting that Halo 3 has. The shadow lighting is done very well. The quality in the graphics is just unbelievable and really shows off what the PS3 can do. I can't wait to see it on 360 to compare them.

No lag when I played except on just one server I played on. When I switched to a different one it ran great the whole time I played. just depends on who you are connecting to I guess.

UT3 controls really well with a PS3 controller. I was fragging in minutes with no problems. You can even select servers with no keyboard/mouse allowed to keep it fair.

Weapons overall seem stronger and have more punch. All the "hold to charge" up the weapon to release (like on the big truck in UT2004) has been removed except for the rocket launcher. The Truck has a laser on the back that just shoots normal like a turret and no charging is necessary.

Good change to the anti-vehicle Avril rocket launcher: The rocket launcher that you use to shoot down vehicles has limited ammo of like 5 shots or something. Thank god. In the old UT2004 it was annoying that you can fire off practically unlimited rocket ammo at the enemy with almost no way to avoid getting shot if you were in a vehicle. Now you can hide and hope they run out of rockets after a few shots. You are warned when being locked on and can see the laser pointer line from where it is coming from so you can fight them with your vehicle if you want. In UT2004 you never really knew where the rocket was coming from.

Sniper riffle works really well and they removed the lame laser/Lightning riffle. I killed 5 people in a row the

first time I used it. Any Sniper fan will like this weapon.

I has new cooler weird vehicles! Twice as many as 2004. There are new vehicles to use and they all have a secondary weapon or feature on them. Some have cool additions like a turbo speed boost feature on the jeep. Some that stand out are the tentacle alien vehicles that look like they are strait out of "The Matrix". There is a flying alien vehicle that looks like a tentacle squid (alla Matrix) and another one that crawls on the ground like a spider-octopus. You can turn into a ball and roll over guys running on the ground, bounce around with the jump button then unfold back to an octopus of death again at will. Really fun vehicles all over the place. There are a bunch of other cool vehicles but I won't go into all of them but most of them are really fun to use.

A really cool new addition is the new hover board that will remind you of Back to the Future 2. Everyone has this available at spawn and you can't loose it. You just press the square button and you're off! If you are near a vehicle you can also just press square and boom you enter the vehicle. All the controls feel right and are easy to use.

On the board you move about twice as fast as running and can jump and even do tricks like 360s/720s and the like. If you get shot while using it, you will "eat it" and have to get up from the crash and can't shoot until you are all the way up standing upright. This takes a few seconds and it is sort of a penalty for getting shot while zipping by. It is hard to shoot people when they are on it sometimes so it feels good to see them eat it when you do. Looks really funny watching people slam face first into the floor when you shoot someone zipping by on a hover board.

When you use the hover board you can't shoot but you can use an auto targeting "Laser Tether" to any vehicle near you (that is on your team) if you press the shoot button. This is really fun and it speeds up your movement as fast as the connecting vehicle is going. So if a hover Manta flies by, you can shoot your laser tether on him and start flying over the terrain like a water skier (on land). If the vehicle stops, you can move forward to the side and zip by really fast like a sling shot and detach your tether to get killer speed.

While in hover board mode and you jump off something that is really high you will always crash land so you can't just use it and move anywhere you want without consequence. I love the new hover board addition. You won't get angry when people take all the vehicles and you need to get to a node really fast. Now you can just hitch a ride with the tether and hover board. All aboard!

The Jeep (with blades) has a cool new feature where you can turbo into a group of enemies and press the square button to power eject out of it. You fly 100 feet in the air and down below the jeep will PLOW into the bad guys without slowing down and then explode upon impact with pieces flying everywhere killing anyone that gets hit by it. VERY cool.

New really cool addition is the Power Node Ball that changes linking nodes strategies. It will help a team that is losing have a chance at a comeback if all the nodes are taken.

When the game starts, a node ball appears in a little generator near the core. If you take the ball you can't get into a vehicle but you can still use the hover board. This Node Ball will make ANY captured node change to your team's node if you run over the node beam while it is in your hands.

If the node isn't captured yet and you run under the node (with the ball) the node will become yours without having to capture it with the link beam. If you see a bad guy running up onto your node a computer voice will warn you that an enemy is approaching with one. If you kill him the ball will fall to the ground and a 25 second countdown ticker appears over it. If it counts down to zero the ball re-appears at their base. If another bad guy runs over it he can still pick it up. OR if you want you can go over to it and press the square button to sacrifice your life and destroy the ball so they have to start all over from the main base with a new ball. This new node ball addition will make some really crazy game sessions back and forth.

There is a new stealth vehicle tank that as soon as you enter it, it disappears. It drives kind of slow but you can drive it into an enemy base undetected or take it to a node to add defense to your node area. Once you press the deploy, it un-stealth's (can be seen) unfolds and you have a mine layer and a large time displacement force Jell-O field thing. You can deploy this thick Jell-O wall over a node and anyone that walks into it will walk super slowly. All bullets or rockets or even vehicles that touch or go through this wall will slow down super slow. This reminds me of the force field suits from Dune. You can use this to create a choke point in a hallway or defend a node. This is a cool defense to keep your node alive for a little longer if it is being attacked since rockets or bullets will move so slowly while in it.

The graphics on the Power Core at your base looks even better. It looks like the power generator from Spiderman 2. As you shoot it, protective cover panels break off the surrounding energy core ball (like Tron) and looks really cool. When you finally destroy it, parts of junk and parts will get sucked in as the ball gets bigger and then explode just like Spiderman 2. Cool visual.

The Bad:

I hate online multiplayer games on the PS3 since no one uses a headset. For all the time I played UT3 online I NEVER heard anyone say a thing. None of the other people out there on the PS3 network has a damn headset and the UT game supports it. Thank god that the game has a computer voice that tells everyone where they should be and what node is being attacked and such. It helps, but there needs to be communication when playing. If the 360 is as good as this version I will definitely go and use that one instead.

Also Epic made it a "press right directional pad" to talk (alla Warhawk and Halo 3) instead of just talk when you want like Gears. I hate that.

Since this game is so new there is hardly anyone playing right now. There was only like 8 servers online to play with last night. Small amount for a new game. This will change in the next few weeks when more people get it.

Okay now the Ugly.....

There is nothing Ugly in this game. One of the best looking games of this type out there if not the best.

Other than that I like the game a lot and is a really fun multiplayer game. Call of Duty 4 is a blast but if you want a game with furious action and fun vehicles this is the best place to play. Sorry Halo 3.

Anonymous (2012-02-11 18:25:33)

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BioShock PS3 review 9.5 (2000-07-10 12:53)

Pros:

- +Enticing storyline full of philosophy and intrigue
- +Fantastic voice acting brings the already fantastic story to life

- +Lots of variety in the gameplay
- +Great sound effects
- +Great music score
- +All around beautiful game
- +The atmosphere of the game never settles

Cons:

- There's not much in terms of difficulty when you can always respawn
- There may not be enough new content to justify paying sixty dollars if you've already got the 360 version

In 2007 as I'm sure many know, Bioshock was released on the XBOX360. The game went on to become a huge classic and sell over a million copies. Earlier this year, it was announced the game would go to the Playstation 3. At first glance, it may not seem worthwhile to buy the game on the Playstation 3 if you played the 360 version, but some of the additions and enhancements just might change the minds of some gamers.

In the beginning of the game you are an unnamed man who happens to be on a plane that crashes seemingly out in the middle of nowhere. Luckily, however, there is a lighthouse in sight. Once you step inside it is quite clear that this is no ordinary lighthouse and soon you descend in the undersea world of Rapture. Rapture is a totally free society in which no one is ruled by anyone, and it was built by a man named Andrew Ryan. Unfortunately, Rapture is anything but perfect. The once perfect world has now become imperfect and is overrun with splicers who thrive on Adam.

Bioshock has an incredible story that digs much deeper than simply being about a central antagonist and protagonist. In the end it'll make you think. It's a very absorbing game. Even is how it looks. It looked incredible on the XBOX360, but the visual experience is enhanced on the Playstation 3 and it looks even better than it did before. Much of it looks very real. Even better is the artistic design and attention to detail. The atmosphere itself is absorbing as well and really makes the world come alive.

Throughout the city you'll also find recorded radio diaries that give you a good idea of what happened to Rapture. The voice acting in these diaries, and throughout the games various cutscenes is incredible. It really helps anyone become absorbed into the world.

Playing Bioshock is an even better experience. At it's heart it is a first person shooter. You'll find weapons that you can use to take down the splicers. Throughout Rapture you'll also find plasmids which you can use to help you take down certain enemies. Some Plasmids can be used to electrocute splicers, or manipulate others. There's a lot to BioShock's gameplay that makes it interesting. In addition to the weapons and plasmids you can also hack the shopping arcades to lower prices, as well as hack security cameras and gun turrets to help you out against your enemies.

There's nothing incredibly difficult about it's gameplay. It's simple enough. Perhaps a little too simple. Bioshock is not a game where you ever really permanently die. If you happen to die you'll respawn from a Vita-Chamber where you'll be able to go right back up to the enemy that killed you. The enemy's health never changes. So essentially, if you're stuck you can keep respawning until you kill whatever it is giving your trouble. This essentially means BioShock is never too difficult. You may get tired of dying, but you can never die permanently.

What exactly is new in Bioshock on the PS3? Well, the graphics are smoother and you get a new difficulty setting. While the new difficulty is enticing, it doesn't really add too much. The enemies are stronger and you pick up less ammo etc., but it's not really enough to entice anyone who owns the 360 version to really pick this one up. So if you've played one of the previous versions of Bioshock, there isn't really too much here that makes it worth getting

again. At least not for the price tag of the game itself.

Bioshock is still an amazing game even a year later. It may not be worth it to buy the PS3 version if you've played the XBOX360 version already, but if you have a PS3 and you haven't played Bioshock yet, it's worth checking out.

Radiata Stories | 9.0 (2000-07-11 08:27)

I am a fan of the Tri-Ace company. Their games have often combined good storylines with excellent music, but most importantly, they have always given the gamer a little bit more. With Star Ocean 2, and even more so, Valkyrie Profile, the gamer was (gasp!) not bored to fight battles, as strategy played a key role in success. Furthermore, SO2 and VP had extensive bonus dungeons and multiple endings (SO2 had 97, if I'm not mistaken), which added to replay value. I was a bit disappointed in SO: Till the End of Time. Although the after-game bonus dungeons were incredible, there seemed to be little originality present (including an item creation system that can only be described as baffling - where was the simplicity of SO2 and VP?). I liked the game, but was left wanting more...

In the case of originality, Radiata Stories (hereby dubbed "RS") delivers. A role playing game in which active recruitment is a driving force (much like Suikoden), you play as Jack Russell, the son of a famous knight Cairn, as he attempts to follow in his father's footsteps by joining the Knights of Radiata. Throughout the game, you will make friends and enemies (there are two separate paths that you can follow!), and in all, you can recruit 177 new members of your party (although I'm not sure that all of them may be called on in a single game).

The graphics of this game are beautiful (I wish that the Suikoden series would take a page out of this game's book!), and the recruiting is quite fun. However, as is often the case with these types of games, the story takes a back seat (it is very difficult to get interested in the events around you when your focus is making friends). Much like Suikoden and VERY much like Suikoden IV, there really isn't much going on here. Recruit people to fight a war that seems ill-conceived (and ill-defined - it is difficult to understand the motivation of the combatants) until you realize that some overarching entity is the true puppet master, in which you stop the entity. Moreover, the ending (or one of the endings - I haven't played through both paths yet) can only be described by "guh?". It is difficult to understand why you are doing anything at all, other than making friends.

But in that respect, the game delivers. It is difficult to recruit all 177 friends, but much of the fun involved is trying! Each person moves through the day according to some schedule, and at times might need your assistance. It is up to you to find those times, however. I found the recruiting to be a blast, in general. Of course, there is a secret character (maybe more, I haven't found everyone) that can only be recruited after defeating an after-game dungeon.

All in all, RS is a compelling title, and worthy of the legacy of Star Ocean and Valkyrie Profile. I would however have liked more attention to be paid to the story...

Resistance 2 Reviews 9.0 (2000-07-11 12:54)

Resistance 2 comes as somewhat of a disappointment to me. I absolutely loved the first Resistance game for the PS3 and it was truly the first "must have" title for the system.

Unfortunately many of the things that endeared me to the first game have been modified or dropped completely in R2. The excellent narration between levels featured in the first game is now completely gone and sorely

missed. The story suffers because of it. Now instead of getting a quick update of the fight against the Chimera the game relies on in-game voice acting to move the story. It simply doesn't work for me. The objectives are never quite clear enough, the motivation isn't quite there. I felt like every level was simplified to "kill the guys who don't look like us". Very disappointing considering the first game had such an excellent story.

Another disappointment to me is the graphics. While R2 does add more colors to the original's palette the game is by no means stunning. Graphical glitches are prevalent in everything from evident polygon seams to areas completely missing textures. The environment textures themselves vary from pixelated to blurry. This all stands in stark contrast to in-game bosses which are stunning. The graphical detail from level to level is also uneven. The very first level looks terrible while the next level, situated in a redwood forest, looks great. I can't help but feel that the game could've used another 6 months in development to improve the graphics.

Also cut are the fun vehicle sequences from R1. That's right you won't get a crack to pilot any vehicle of any type at any point in the game. Co-operative offline campaign has also been cut and replaced with random levels that feature no story to speak of. Very disappointing.

Another change to R2 is the weapons themselves. The first game featured a large variety of weapons that were added to the player's inventory permanently. Now, not only has the amount of weapons offered dwindled; but you can only carry 2 weapons at one time. I can understand certain players citing more realism as the reason for the change but it simply doesn't make sense - Resistance isn't about realism.

Changes too have been made to the health system. In the first game the player had a traditional health bar that provided the pertinent information. That has now been removed in favor of a damage system represented by a red screen. The more damage your character takes the more red the outer ring of your screen will become. I don't have a problem with the new system as much as I have a problem with the one-hit instant kills that have been added to the game. Certain enemies retain the capability of stopping you dead in your tracks. Unfortunately this is abused by the developer and you'll find yourself randomly dying at the hands of enemies in what can only be described as trial and error. It's very frustrating to be killed unexpectedly because you're unclear where to go or what to do or by invisible enemies.

One change to the game that I liked is the inclusion of a cast of characters that Nathan actually fights alongside. The first Resistance game was essentially a one man show. While in R2 you have no direct control of your squad-mates they are there and fight along with you. The AI for these characters is moderately capable.

The online portion of the game has clearly received more attention in R2. You now have a slew of options including cooperative and competitive online modes. A big selling point touted by the developer is the ability to fight in 60-player online battles. My experience thus far has been mixed. The massive battles I've played in are unorganized and chaotic. I confess that thus far I'm not a fan. The game attempts to encourage small squad based objectives but it hasn't had the desired effect. In online games I've started it seems that my squad immediately fragments into individuals.

Ultimately, Resistance 2 will probably be liked more by newcomers to the series. Fans of the original game will likely notice the shortcomings and changes all too well. Still, R2 is a proficient enough effort and here's hoping the next game realigns with the efforts of the first.

Final Fantasy XII review 9.0 (2000-07-12 12:57)

After a long wait, Final Fantasy XII is finally here, after such a long wait. Everything about it shines. From it's deep storyline, to its fantastic and complex gameplay. All worries aside, Final Fantasy XII is a keeper.

The Archadian Empire has taken over the Kingdom of Dalmasca. The King has been assassinated and the princess is presumed dead. The people of Dalmasca are displeased with the Empire, especially a young boy named Vaan who believes it is up to him to take Dalmasca back. Luckily, he's not alone. There's an entire resistance group out there that are willing to help him out. The storyline of Final Fantasy XII is different from all the Final Fantasy games. For one, it relies far more heavily on its political drama and philosophical intrigue. What you get from Final Fantasy XII isn't a huge epic story in scope, but rather a drama that unfolds. It's a different way to tell the story for Final Fantasy, but here it actually works. It's still got some good twists and it is somewhat deep, but don't expect something along the lines of previous installments such as Final Fantasy X or VII. It doesn't have the most memorable ensemble cast either, but you do, for the most part, like the characters.

What many fans are most concerned about when it comes to this new installment is the battle system itself. It strays away from the series roots. It is no longer the ATB style battles we've been used to since Final Fantasy IV. Instead it's Active Dimension battle. All enemies in any given area of a dungeon are present at all times and will charge you upon seeing you.

You can free roam through any area, and so can your enemies. As your characters approach an enemy they pull out their weapons and you can begin to issue attacks. You can only play as one character at a time, but you can still issue orders to other characters if you want. Since all enemies are present on the map at one time, running away can be a hassle. Enemies will give chase, and some enemies will even join in the battle.

The combat has a couple of downsides. For one, getting money is downright painful and repetitive. Your enemies don't drop money, and when they do it's not a lot. Instead you'll be forced to sell the items they drop. This wouldn't be a problem if stuff wasn't so expensive, and if the items dropped by enemies didn't sell for so little. Also, dungeon maps are huge. It's easy to get lost and overshoot your objective sometimes, even with the ingame map provided.

This wouldn't be Final Fantasy without some complexity to the battle system, though. First, there is the game's complex AI system called "Gambits." Gambits allow you to customize what your characters do in battle. You can set your characters up to attack, or you can get more complex and have them heal anyone whose HP falls below a certain percentile. Once you get used to the Gambit system, however, it's really easy to take advantage of. To the point where Final Fantasy XII becomes a cakewalk. Even worse, if you set them up too well, you'll find that the only thing you ever have to do is move around the left analog stick. It is entirely possible to track through Final Fantasy XII never having to open up the menu.

Then there's the license point system. As you battle through the game you'll earn license points which can be spent on the license board. This helps to determine what spells, abilities and even weapon and armor characters can use. Yes, that's right, weapons and armor. You cannot use a certain weapon unless you have a "license" to do so. There's nothing too complex about this and it suffers from its own little issue, the fact that in the end every character is the same.

Let's be honest on one more thing... for some Final Fantasy XII just might not be a lot of fun to play. The aspect of no random battles is nice, but take advantage of the gambit system, and Final Fantasy XII becomes a game that, for the most part, feels one-dimensional. The complexity is nice, but gambits can make the player feel like he's doing little to participate. What it amounts to is basically you moving around the left analog stick while your characters automatically carry out their own actions in battle. There are times when Final Fantasy XII can feel

monotonous as a result. That's not to say you won't have fun, it's only to say that battling won't keep you as engaged for long. Especially when every character can so easily learn everything. The dungeons being so big doesn't help this. They've made big so that you will battle. And while the battle system isn't really bad in anyway, it can definitely be annoying to find that Square-Enix made a dungeon huge for the sake of padding out the length.

Graphic-wise, Final Fantasy XII is fantastic. The towns are detailed, and so are your characters. The fact that each town has so many unique looking characters on screen at once is an impressive feat. The game also sounds lovely. Even better is the games artistic design. Towns are breathtaking. The game also sounds good. The voice acting isn't the best in the world, but it does manage to be good in many areas.

Perhaps Final Fantasy XII suffers most in the story department. It's a good story, but the game doesn't spend a lot of time focusing on it. It gets off to a great start, but at some point the game just becomes so devoid of it that it's easy to lose interest in what may have been one of the series more interesting stories. Around the mid point of the game, the story takes a backseat, with developments coming further between. It's refusal to focus too much on its characters doesn't help this. It picks up again in the end and makes for a good story overall, but there's so much to Final Fantasy XII that just doesn't focus on it. What makes the story good is how well written and how cinematic each of the cutscenes becomes. When you get one of these in depth moments into the story it's really engaging and really good. The problem is just that for so long this doesn't happen much. The world of Ivalice is definitely beating with a pulse, though. Running through towns and seeing the vast populations really brings things to life. It's just a shame Final Fantasy XII couldn't have a more lively story.

The Good

- +Fantastic Graphics
- +Good storyline
- +The new battle system is complex
- +Tons of side quests and secrets to keep you busy for hours
- +Beautiful soundtrack
- +Well done voices

The Bad

- Dungeons are huge and save points are few and far between
- The battle system is too easy to take advantage of
- The license board will eventually make every character the same
- While the story is good overall, there certainly isn't too much focus on it

Legend of Zelda Ocarina of Time 3D review | 10 (2000-07-12 13:42)

"How can you improve upon perfection?" is a question that has been asked many times by various gamers in the month's leading up to the release of The Legend of Zelda: Ocarina of Time for the 3DS. Well, in truth, you can't improve upon perfection, because if something is classed 'perfect' then that means there's no room for improvement. But no video game is perfect, not even the mighty Ocarina of Time. Sure the title was a gaming master class back in 1998, but because of the constant evolution in the industry the original is no longer the technical feat it once was. But this is where Ocarina of Time for the 3DS excels, because it takes everything that was great about the original title, and updates it with the enhancements that we've made in technology. It may not have the release impact that the original version had, but with Ocarina of Time 3D what Grezzo has achieved is a remake of the highest possible quality.

One of the biggest things Ocarina of Time did for the Zelda franchise back in 1998 was that it fleshed out the back story of the franchise better than any previous title ever did, and also introduced better character interaction and a stronger story structure. The game's story mainly focuses on the origin of Ganondorf, and documents his rise to power after his acquiring of the Triforce of Power. But, in the typical fashion of the Zelda franchise, a young hero called Link rises up to defeat Ganondorf and restore Hyrule to the peace it was at before Ganondorf's reign of terror. I won't go in to any more detail on the story, not to avoid spoilers, but because the game is 13 years old and the chances are that all who are reading this review would have played the original version (or any of its ports) by now.

So, what does the 3DS version of this Nintendo classic do exactly that makes it an improvement of the original title? Well in my eyes the best thing the game does is stay true to the original version. I had qualms that Grezzo would try and change too much of the game to make it appeal more to the typical gamer of today, but for all those who also feared the same I can assure you that this isn't the case. Ocarina of Time 3D is a truly magnificent remake, simply because it stays faithful to the feelings and nature of the original title. But Grezzo have added new features and changed a few things here and there. Back in 1998 3D gaming was still a new concept. While Ocarina of Time was a beautiful game, it still suffered from problems that all other 3D games did at the time. A lot of the game was 3D, but a lot of the game was 2D also (like the view of Death Mountain in the back ground from Hyrule Field). What Grezzo have done is change this. Nearly everything that was modelled in 2D in the original has been changed in to a 3D image this time around (apart from a few of the fences you'll see scattered throughout Hyrule and Lon Lon Ranch). It may not sound like a lot, but this really adds to the depth of the title as it makes the world feel a lot more alive then it previously ever did. While on the surface the graphical changes are the most obvious the game has gone through some other changes too. The original Ocarina of Time ran at 20 frames-per-second, but the 3DS version has been upped to 30 frames-per-second. It doesn't sound like a lot (and it isn't a lot in respect, when you think that Dreamcast games could push 60 frames-per-second and the 3DS is more powerful than the Dreamcast) but the reason it wasn't upped further is because the game didn't need to be upped further. The game plays brilliantly. It still holds the same solid game play structure as original version, but even though the frame rate increase isn't big the game still plays flawlessly. It's really fluid, and this goes along way to improving upon the original.

The Water Temple is usually seen as one of the most annoying aspects of the original Ocarina of Time. In all honest I never found it annoying, I simply respected its difficulty and it made me try harder to figure it out. But both Miyamoto and Eiji Aonuma have said many times down the years that they weren't too pleased with how the dungeon turned out. So when this remake was announced there were fears that the dungeon would get a complete overhaul. Now this didn't happen, like I said this is an extremely faithful remake of the original, but there's certainly a few little 'helpers' in the dungeon for newcomers. Ocarina of Time 3D was rumoured to include the 'Super Guide' that has been present in other Nintendo games in recent years. It doesn't, but the 'helpers' added by Grezzo to the Water Temple certainly allow you to keep track of where things are in the dungeon. Remember that there's three points in the temple where you change the water level? Well this time, to stop players forgetting where they're located, the doors that lead to the rooms where you change the water level have coloured bands around them as signals. It doesn't sound like a lot, and it won't spoil the experience for the veterans of the original, but it'll certainly help out newcomers. The game also has things called 'Sheikah Stones' located throughout, and talking to these Sheikah Stones gives you clues on how to solve some of the games more complex puzzles.

A lot of Nintendo DS games used the touch screen interface to great use, and Ocarina of Time 3D follows suit. Swapping items and using items now is as quick as a touch of the screen, which allows for tighter controls that streamline the game play. You'll not be spending as much time inside menus with this remake as you would have done in the original (and the Iron Boots are now an equip-able item, so it'll be easier to use them in the Water Temple). One of the best aspects of the weapons is that some of them, like the Bow or the Hookshot, can be aimed by using the 3DS's gyroscope functionality. It might be a little odd to get used to at first, twisting and turning your body to aim around, but once you get used to it you'll appreciate that it offers a greater precision then using the circle pad. Although, if you really want to, you can go 'traditional' with the controls and still aim using the circle (although I thoroughly recommend using the Gyroscope).

As I mentioned earlier there's new features to Ocarina of Time. Now the new additions made to the main quest are simply cosmetic, but there's a whole load of new game modes to play when you're stuck in the adventure and don't know what to do. One of the most interesting new modes is that of 'Boss Challenge' mode. As the name may have

given away, this mode lets you fight any of the bosses in the game again, but a boss only becomes eligible for the Boss Challenge mode once you've beaten the boss in the game first. The great thing about the Boss Challenge is that you get timed against each boss, and you can try and beat your personal best win times. The boss battle isn't necessary to you enjoying the game, but it is a nice addition for anyone who played the original 13 years ago who is looking for something different this time around.

The best addition to Ocarina of Time 3D is the addition of Master Quest. Master Quest was originally distributed nearly a decade ago along side The Wind Waker. Master Quest, for those who don't know, is basically a harder version of Ocarina of Time for more experienced Zelda players. The game's story and basic structure are both identical to that of the normal game, but the dungeon layouts are different and with new, more complex, puzzles. Also the enemies inflict twice the amount of damage as in the normal game too, meaning that the chances are you'll be dying often. The Master Quest in Ocarina of Time 3D though varies from that of the original, because this time the game world in is mirrored to that of the normal game. Mirroring the world doesn't sound like a big change, but it really confused me as I was so used to playing Master Quest in its original un-mirrored mode.

The Legend of Zelda: Ocarina of Time will forever be in the pantheon of the greatest video games of all time, but the new remake for the 3DS really refines the original. Technical aspects and nostalgia aside, you honestly can't deny the fact that Ocarina of Time is a master class of gaming design. Even though it's now 13 years old it still offers a lengthy and rewarding quest, even for those who have played it many times before. If you own a 3DS you have to buy this. If you don't own a 3DS get off your back side, go down to the shops and get one right now. The Legend of Zelda: Ocarina of Time 3D is, simply put, the greatest video game remake ever made – and you really need to play it.

MLB 12 PS3 review | 9.0 (2000-07-12 22:43)

I've been playing The Show since the 2006 iteration, and have purchased every version since. Last year marked the biggest changes to the series by adding full analog controls, Move support (if only in the Home Run Derby mode), and completely revamping the Road to the Show mode. They also replaced Rex Hudler (bleck!) with Eric Karros (yes!) which appealed quite a bit to my Dodgers blue blood. While this year's version doesn't offer the same type of sweeping changes, the game continues to improve on the functions added last year and continues to strive for realism.

Here's a breakdown of the game with strengths and weaknesses.

GAMEPLAY: The biggest change this year is the pitching format. Pulse pitching replaces the meter with a pulsing circle that you place around the strike zone. Time the circle so that it's at its smallest point, and you get the most accurate pitches. The better the control of the pitcher (and the particular pitches), the slower and smaller the circle will be. Erratic pitchers will have fast pulsing circles. And as the pitcher tires, the pulsing increases. It's a neat innovation that does solve the problem of never having walks. It does also give you less control over the pitches and may feel unfair at times. Sometimes you'll feel that you've pinpointed the circle exactly at it's smallest point, and the ball will still manage to find the edge of the circle that's outside the strike zone. However, it does increase the realism, that you may want to pinpoint your pitch exactly, but in reality it is hard even for the best pitchers to place the ball exactly where they want it to go. Overall, I think it's a good addition, but if you feel it's unfair, you can always switch back to metered pitching.

Other than that, most of the gameplay remains unchanged. Analog batting now has the option to add left-stick zone control, but if you're uncoordinated like me, that becomes difficult to manage. Analog batting does seem a little more forgiving this year, but it's still a steep learning curve for beginners. Fielding remains mostly unchanged, as does baserunning. Again, if you're not a fan of the analog controls, all of button/digital controls remain in the options. In terms of Move Support, pitching and hitting are ok, fielding and baserunning are subpar. It's neat to try, but you'll most likely switch back to the dualshock after a few at-bats.

ROAD TO THE SHOW: Much of this remains unchanged. The point evaluation system implemented last year is back, and seems much more accurate to the situations than last year (and a little less forgiving). Your player begins as a Double-A starter instead of a bench player which is a plus. And there are a lot more customization options this year

for aesthetics. Overall, nothing major different here, but still one of the best aspects of the game.

AUDIO/VISUAL: The graphics have been a selling point for this game for quite awhile, and this year is no different. Player models are much more accurate (I had to do a double-take the first time I saw Kershaw in the game). The stadiums look great, the crowd is a bit more diverse, and the player movements are more fluid than in previous years. I did notice some frame rate issues here and there, not enough to be a deal breaker, but enough to be noticeable.

The sound is still great. The sound of the bat crack is a little different, but overall the ambient noise and the sounds of the game make you feel like you're at the ballpark. The broadcasting trio are once again great, though many of their lines are rehashed from previous years. Still, Eric Karros took some more time in the studio this offseason to add good commentary, and it does bring the game to life. The broadcast presentation is definitely more realistic, but this will also add more time to a game. In previous years with full broadcast mode, I could get through a game in 45 - 60 minutes, but if you plan on taking in the full effect the broadcast mode this year, expect your games to last over an hour, even if you skip through some scenes. Still, this is a stand-out part of the game.

ONLINE: (UPDATED) The access to the online features has changed a little bit this year. In order to access the online features, you have to have an online pass which enables these features. Your online pass code is printed on the back on the manual in the box (not sure if you have to buy it separately if you buy from PSN, but that's outside the scope of this review). So there's no extra cost, though one hopes this isn't setting up a precedent for future releases. If you're planning on borrowing a friend's game to play online features, prepare to be disappointed. All of the online modes are immediately available from the main screen now, rather than being in a separate login area. The game rooms seem a little better organized than in previous years, with leagues and game rooms getting their own separate areas rather than being in one big online lobby.

The new online feature for this year is diamond dynasty. You create your own team and customize it, start with a group of 25 random players, and then purchase, sell, and trade player card packs (much like baseball cards) to improve your team. You can also spend points you earn to upgrade players in all their various aspects. It's a fun aspect, but it is also very time consuming, so a casual fan may not want to put in the extra effort to improve their team. But for those who enjoy taking a team of low-ability players and turning them into a super team, this will provide hours of new gameplay.

LOAD TIMES: This has been the worst part of this game for years. Especially last year, the load times were oppressively long, even to save games. This year, this aspect has been improved, but still only comes up to about average. You now have the option install 10 GB of game data instead of 5 GB onto the hard drive, and that does make a significant difference. Saves take just a couple seconds, while loads still take 10-15 seconds, sometimes a little longer. If you have the space (and unless you have a ton of games or an old PS3 model, you should), use it to install that extra game data. It makes a difference. Don't expect it to be lightning fast though.

OTHER: The updated stadiums and Marlin uniforms look good (well, good in the game; I personally am not a huge fan of the Miami Marlins uniforms, but to each his or her own). The little details are still what makes this game stand out. There are now different options and styles for batting gloves and cleats. Your players can now wear the new giganto-helmets that have been sported by some players (such as David Wright), and all minor league players in the game wear them. The mascots, the grass, the random crowd members, all continue to bring the game to life.

CONCLUSION: This was more of a "one small step for baseball video games" moment for this series rather than the giant leap from last year, but the improvements continue to make this the must-have baseball game. The learning curve is still steep, though moving from meter pitching to pulse pitching is an easier jump than digital-to-analog controls. Load times are still excessive but more bearable, and the realism is still there. If you want to get the most realistic baseball experience you can without going outside and playing a game, this is your game. Have fun and play ball! (And since I'm a huge Dodger fan: It's tiiiiiiiiime for Dodger baseball!!!)

R&C:Tools of Destruction Reviews 9.0 (2000-07-13 12:59)

Well if there was any doubt that the PS3 would be able to hit a homerun and kick start the console those fears can be laid to rest as Insomniac delivers one of the finest games to grace any console.

Ratchet and Clank Future: TOD will go down as one of those games that changed the landscape for platform games. Why? Well for one if you have ever had the dream of wanting to actually play a Pixar movie this is as close as you're going to get. The graphics are nothing short of amazing and truly shows off the real potential of what the PS3 is capable of producing. If you have an HDTV set that can handle 720p or higher you are in for a real treat as your TV is going to be bursting with smooth frame rates, tons of characters on screen and loads of beautiful colors. It's just total eye candy at every single turn. You will be blown away.

The game play is smooth as butter too. Smashing enemies and blowing things up is a real joy in this game and the action never lets up, not for a bit. The game has a pace to keep even the most hardcore gamer on their toes moving faster then a Lombax with his tail on fire it just keeps the adrenaline junky satisfied. You will not get bored playing this game.

Humor wise this is one of those rare games will you be laughing out loud to. This is like I stated above playing a Pixar movie. Not only for the graphics but the actual content of voice acting and story line. It's just fun all the way around.

One thing I wanted to point out that had me smiling from ear to ear was the sound. WOW! If you have a 7.1 system you will be blown away by the uncompressed 7.1 PCM that this game delivers. This is what your home theater system was bought for and it really shines in this game. Totally immersing and very impressive down to the last bolt pinging across the room in glorious 7.1!

In closing this is without a doubt a must have game. This is the type of game that can and will sell systems. PS3 owners can breathe a sigh of relief that all the promise of the great next gen games that were coming for the PS3 have finally started to arrive and Ratchet and Clank is a benchmark of excellence that will be leading the way into the holiday season.

Enjoy!

God of War Collection 9.0 (2000-07-14 13:02)

Difficulty:

Just Right

Time Spent:

20 to 40 Hours

The Bottom Line:

"Worth the wait"

Although almost everyone knows the story behind the God of War series, we will still try to summarize it for you. In the first God of War game you crawl into the skin of Kratos, a Spartan war veteran which has given his soul to Ares in exchange for victory in a battle. Kratos suffer greatly under this deal and want to correct errors. This he does by the gods to help. It soon becomes apparent that your final task is the elimination of Ares. This is not so evident, because Ares is a god that not only possesses enormous power, but also quite practically immortal. The only solution is to find Pandora's box, a box which the owner gives amazing powers. Kratos begins to contract and will in this way many enemies and puzzles as they try.

In the second part shows how Kratos Ares has taken its place as the god of war. Despite his high status, Kratos to find no satisfaction in his life. He is then taken up with the help of the Spartan army. This is not really thank him taken so that Kratos Zeus and Athena to decide to die. They think they are succeeding, but Kratos gets help from an unexpected someone! None other than the titan Gaia will help Kratos. The Titans are banished by the gods long ago,

making them great grudge against the gods. They see Kratos in a comrade by the gods that now more than ever hate and want nothing more than revenge on Zeus. The journey is long and perilous, but Kratos will not rest until he found Zeus.

In terms of gameplay is virtually no change compared to the PlayStation 2 versions of the games. The combat system is still very fast and offers a huge range of combos and special moves on. You can still use magic to your enemies to make life miserable, or they just launch into the air, in slow motion where you can edit like their bodies. The dodge system offers both advantages and disadvantages, however. Your right stick allows you to indicate the direction to roll, so you can dodge incoming attacks. This is very good, but it does mean that you can operate the camera himself. Many here did not last, but some puzzles can be somewhat clumsy. Furthermore, there is not much to say about the gameplay, because it is tending to perfect.

What everyone might want to know is how the graphic quality of the game. The God of War Collection is being bought by many gamers because they would be even better graphics than the original games. From this standpoint we view the graphical quality and we stumbled on some downsides. What surely must be said, is that the graphic quality of the movies that a partial shutdown of the story is very good. The quality of these movies is certainly comparable to the average quality of a PlayStation 3 game. There is a very big difference in the quality of PlayStation 2 games, so that they have done very well. If all the game graphics were as good as these movies, then we had a perfect game delivered. As you feel coming, this was not the case and there are some weak points.

While playing you will occasionally see cutscenes. So you see how a Cyclops appears, or how Zeus throws a sword from heaven. These movies are graphically a disaster. Especially in the first God of War game you can compare quality of the original game. You see a lot of squares in the screen and sometimes it is hard to follow as you play the game in HD. You will automatically be annoyed by these movies, especially movies as well as the other surfaces. In the second God of War game is also the case, but much less. The quality remains comparable to that of the original version, so that it is also a turnoff. If you buy the game because he would have better graphics than its predecessors, will you not be happy about this part of the game.

Of course movies are not everything. During the game itself, the graphics are best allocated. Thus, among others, you immediately notice that the two ladies in his boat, Kratos much "real" look than the PlayStation 2 version. This will also during the entire game brands. Everywhere you go is pretty near finished. If you'll notice this is something else again, for you will you primarily need to focus on fighting. Yet once you get enough opportunities to stop and enjoy the beautiful surroundings. The enemies seem to have a makeover received, this time because they contain much more detail than this. In general, almost everything improves so graphic and you will notice this especially in God of War.

Not only are the graphics improved, but the audio has been a opponent's turn. Apparatus and thus improves the audio. Here one has to anticipate and thus brings the game this time slightly better sound than its two predecessors. Further one uses the music very well and will in every situation you can hear a proper tune. You will of course all the legendary tunes from the original games will listen. Or as a gamer you will notice much difference in terms of audio? We doubt it. It is difficult to change to import audio into a remake, because most gamers expect the original music and has therefore chosen to be minimal changes to make.

Overall, the God of War Collection a must for all God of War fans. The game will continue the original epic adventure, but this time just beautiful. If you're not a fan of God of War and the PlayStation 2 games you already have, then we recommend this game to leave and wait on God of War III. The Trophy hunters may be very glad, because this game brings with it many trophies, including 2 platinum Trophies. It is also unfortunate that the overall game has received a makeover and that most movies is still PlayStation 2 quality. Yet here, after a while not to watch, because you very quickly immersed in the great adventure that Kratos experience!

Super Mario Galaxy | 10 (2000-07-14 16:18)

When it comes to anticipated games for the Nintendo Wii, many of them have wanted one thing, Mario. It has been nearly a year though since the Wii was launched with The Legend Of Zelda: Twilight Princess as the main attraction,

but many die hard fans have been anxious for a game that has delivered the appeal of Super Mario 64 from Mario's hay day. Although Super Mario Sunshine was also a fun game for the Nintendo Gamecube, it just didn't deliver as well as the Nintendo 64 classic had proven. But, Mario has proven his strength earlier this year on the Wii with gems like Super Paper Mario & Mario Party 8 which both worked well as great buys for the Nintendo system, but this is the one that reaches to the stratosphere.

Super Mario Galaxy for the Nintendo Wii, brings in the big guns, as Mario does whatever it takes to save Princess Toadstool a.k.a. Peach from the clutches of Bowser. This time around, Mario takes to the sky to help him in his quest. Along the way, Mario has to collect star bits, which can help him beat enemies and bosses of all kinds, from the classics like Thwomps and goombas, to bigger than life boss battles like a vulgar spider who shoots venom at you, and even a mecha robot that fires bullet bills at you from all different angles.

There are also a few new features here that Mario shines through as well in the game, like specialty suits like the bee suit, which transforms Mario into a bumble bee, that can make mario fly through the Honeycomb stage, where he can collect coins and stars from each of the levels. There is also the boo suit, where Mario can actually become the ghostly menace, Boo in the haunted house level to help him enter ghostly portals that Mario couldn't normally enter, but it also can make the other Boo ghosts quickly fall in love with Mario in the blink of an eye. There are also some returns of classic items to use as well like the Fire Flower, and a new ice flower that Mario could use to freeze his foes on ice.

The graphics in the game are absolutely breathtaking and appeal well to the Wii's eyes, while the music is simplistic and elequent to the ears of Mario fans, especially as he surfs the galaxy. The control is also very simple to maneuver, and stays mainly relevant to the palms of the Wii remote and nunchucks' hands. You can also use the Wii remote to help you grapple onto trees and meteors that can help you launch from one platform to another, and you can also use to help you collect star bits, and perform new attacks like the spin move. There is also a new co-op mode where for the first time, two people can play, as you can use another player to help you collect star bits, to help you along your quest, and defeat tougher foes like a giant octopus in the lava, and even giant goombas that are beyond the heights of the world.

All in all, what I love about Super Mario Galaxy is that it is everything Wii owners have wanted in a great game, and more. It is a definite must buy for the Wii that is sure to bring a lot of excitement into die hard Mario fans. This is one game that really brings out the heart at being the best of what the Nintendo Wii has delivered, and that has still shown to die hard Mario fans of all ages. I absolutely recommend it as a great buy on a star-spectacular scale.

Graphics: A

Sound: A+

Control: A-

Fun & Enjoyment: A

Overall: A

Super Smash Bros. Brawl | 10 (2000-07-16 08:25)

Super Smash Bros. Brawl is the third in the franchise, a franchise in which the most popular characters from other Nintendo games collide and fight. The fighting is quick, fun, and easy to learn, but has the most miniscule amount of

violence, the game has no blood, the worst thing one may see in the game are cartoon weapons flashing (to signify a hit). The game could and probably should be in every house in America.

The game also has a story mode, with side-scrolling missions. The mode is quite lengthy for a game that specializes in Multiplayer, and is visually stunning.

Again I must stress that the game is meant for multiplayer, 1-4 can play, so I suggest to families with multiple children, yet Nintendo has also included a free internet mode for single players as well.

The sound track, while typically not worthy of mention in a video game, is the most amazing music I have yet to hear anywhere else. The game had dozens of famous composers, the opening intro is so powerful (an opera in latin) the game has based its self on the translated latin, BROTHERS WHO FIGHT AS ONE AGAINST EVIL. In which evil translates to a character threatening their world, in an nonviolent but awe-inspiring means.

Nintendo's Wii Review Channel has researched those who play the game, it has been the most sold game of all time, and players world wide average about 1000+ Hours on it!

Gran Turismo 5 | 9.0 (2000-07-17 16:20)

*** As I've updated my thoughts on various aspects of this game, I've wound up writing an extremely long and complex review. My apologies, though it's pretty amusing considering the game I'm discussing. Long story short: the game isn't perfect, but it's awesome and a huge step forward.

This game lives up to expectations as a major leap forward from GT4 and a cutting edge PS3 experience, so long as you're realistic and actually wanted a Gran Turismo style game. If you're expecting a game that is fully accessible quickly, instead of demanding patience and repeated accomplishment, or a game where you're forgiven for a lack of finesse, this may not be what you're looking for.

How to play: I've been a fan of this series since the original Playstation edition. I've generally played all Gran Turismo games by acquiring a cheap car (a used Mazda MX-5 in this game), beating a few license tests, racing for money to upgrade my car, and then buying a faster car and yet more upgrades for it. As this goes along, I wind up building a racing empire, beating all the license tests (which open up access to harder races), and having a great time.

In GT5, there's a new element that changes this. You gain A-Spec exp for various accomplishments and have a level for A Spec and B Spec (B Spec refers to the AI driving your car for you). Every race and car and special event has a level (some are level 0) you must reach before accessing. If you hate the licenses, you can see the rest of the game without them by gaining levels (such as by winning races). Personally, I'm still beating the licenses (and you gain levels very fast this way), and playing through as I always have.

Graphics: The graphics are stunning. I was expecting the quality to equal Gran Turismo 5 Prologue, but they are improved somewhat, particularly with regard to anti aliasing. Tracks look lovely, and even the notorious 800 'non-premium' cars look excellent. If these were the best the game had to offer, GT5 would be the prettiest racer yet. And yet the 200 premium cars take that to the next level. Tracks are astonishing. Nurburgring is stunning, as the shadows from trees reflect off the suede interior of my Aston Martin DBS, and the sun sets, the line from 'uncanny valley' to simply 'you're really there' is crossed. I don't see how graphics can improve from this point and my eyes be able to detect it. One neat addition is how lights reflect off mist, other cars, gleam onto things, etc. The shadows are not as well done as I like, leaving some jagged edges, but otherwise the game looks amazing.

Sound: I have always complained that Gran Turismo's sounds are too synthetic and unrealistic. GT5 has made a huge leap forward. Change your exhaust system and you actually can hear it. I can tell if a car is a V8 or a V6. That majestic sound of a Ferrari's 12 cylinders is actually represented. I still hope the game moves forward with a few details. You don't get the throaty idle of an old pony car [edit: I stand corrected... the Cobra 427 has a raspy idle

and sounds great)... but then you shouldn't be standing still in the first place. It sounds amazing on my 5.1 system. Lots of car sims support 5.1, but the doppler effect and different engine noises show incredible realism here. I really like the long list of BGM songs and menu music, but the game supports your own mp3s, which is wonderful because I will be playing this game long enough to want new tunes. The audio improvements also make the replays much more exciting. You will know what I mean when you watch some (or play B-Spec, where you command the computer to drive for you), though it's hard to really describe. You feel much more like you're at the race.

AI: It's great. I could swear that a car retaliated against me. GT has tended to have weak AI that drives in a row, and that is thankfully not the problem. In B-Spec you can monitor the mental fatigue and attitude of the AI competitors, and that kind of thing appears to be tracked in the other cars. The AI gets stronger as you progress to harder races (as do their cars).

Physics: Some will not enjoy racing this series on its full realism settings. If you're not talented, this game's maximum realism settings are simply very hard. The game makes some effort to accomodate the rest of us mere mortals with a lot of aids and settings, but actually being competitive with this game takes work. I think the physics scratch that realism itch many PC gamers have been demanding for years. You have to develop some skills before the game can really be appreciated. There don't seem to be mechanical breakdowns (IE: overheating when you damage your radiator), something I've always wanted to see in this series, but otherwise the realism is excellent. I think most gamers can jump into Arcade Mode on beginner pick the F40, and win a race.

Content: I wish there were a few additional car models and that all of them were premium (you get used to the awesome cockpits quickly!). I think the problem is that GT5 has so many cars included that people get the illusion they should have every single car they can think of. It's so comprehensive that you actually are surprised when something isn't there (ahem, Porsche). In other words, it's easy to be unrealistic and hope for everything... that's how much content you have here. There are so many historic and amazing racing cars in this game that it seems unfair to feel this way. Upgrade parts and fine tuning settings are comprehensive and yet easy for anyone to fiddle with. There are many tracks in this game, though my favorite test track from GT4 is missing. Some of the weather and nighttime settings only work for some tracks, but when they do they are absolutely awesome. There are lots of things like photo album and setting up your personal area that just don't appeal to me personally. Online features are fully fleshed out, though, with very large fields of racers, chat, etc.

I think the game is so large that the menu system, for example, the GT World home's dozen+ things to choose from, seems daunting at first. Just remember this is a game many will play for hundreds of hours. Expect to find the menus a little daunting at first, but I'm already finding them very easy to get around after a few days.

I'm surprised by the track editor. It's easy to use, though you can't design each turn exactly as you'd like. But you'll never run out of tracks! The special events are practically entire games to themselves with a real diversity ranging from Nascar to Top Gear to WRC.

Fun Factor: I think a lot of people are going to complain about this. As gaming has become more and more popular as a form of entertainment, games have accomodated more players by being easy. I am not saying this is right or wrong: but understand this product is not an arcade game. You will have to have patience and practice to fully enjoy a more subtle experience. The fun comes from mastery. I think that's a lot of fun, but some people do not. The Kart racing, Drift, and to be honest, Nascar, present some cheaper thrills. You can also dial up the driving aids and have a very easy experience, but if you're looking for Blur or Need for Speed, this game just doesn't offer that experience. I do have one complaint: the game requires a substantial loading time, and the loading of new tracks took longer than expected the first time. Once it's loaded something the first time, it seems to save some of the content on the HDD, and it's much faster to load that thing in the future. I have a huge HDD, but people who have smaller ones should be aware this game will need eight GBs (or perhaps a bit more).

Value: I am stunned at just how much game is here. It is ridiculous. They could cut the content, tracks, and types of racing by half and you would still have two games worth much more than \$60. I've only really scratched the surface, but I already can see this is going to be my favorite PS3 game.

My final thought on this: it's the comprehensive game for people who love cars. Old cars, new cars, fast cars, average cars. It's almost like an interactive museum experience for cars (not to mention the actual interactive museum feature). It's also a comprehensive way to race with depth. Setup, driving styles, etc. It's like a racing school in your living room. The quality has exceeded my expectations. This game will impress you, and you will have fun playing it if you have the patience to advance through the levels.

Mass Effect 2 PC review 9.5 (2000-07-18 13:06)

I never played this game on XBOX 360 before so I read some reviews before I brought it. All the reviews I read stated this game was amazing. With that being said, I went into this game with high hopes....

You know how when you go into a movie with high hopes you often leave thinking, "Well that was kind of a letdown.. I thought you said it as AMAZING!" Mass Effect 2 for the PS3 actually met my high standards. I have been playing this game for 2 days straight and I can't get enough of it. It combines two of my favorite gaming genres: FPS (technically, it's third person) and RPG. If you love the Uncharted Series... I think you would love this game too.

PROS:

- Great Storyline (it's like you're watching a movie... there is character development)
- Beautiful graphics (The worlds you travel you are gorgeous... too bad the game is only in 720p and not 1080p resolution. But it's ok, it still looks great!)
- Customizable player (You can make the main character look just like you. Before you start the game, you get to customize the face of the main character)
- Upgradeable weapons, equipment, skills, teammates, etc.
- There are so much to do. Basically you aren't just going through a level... picking up ammo, collecting money, shooting everything that moves, everything is predetermined, etc., etc. You actually get to choose what to do and say. For example, when you are interacting with another character, there are multiple responses you can select. Saying one thing will give affect you one way and saying the other will affect you differently.

CONS:

- So far, there is really nothing I can think of.

As for glitches.... I had to restart on PS3 system only ONCE because during one of the loading windows the game got stuck. But after that... everything was fine. So far it hasn't happened again.

Diseaga 4 - A Promise Forgotten - 8.5 (2000-07-18 22:48)

When the Disgaea series debuted way back in 2003 it had a unique appeal. It was something that you just simply didn't see a whole lot of. It was funny and was charming in a way. But what made it stand above all else was by far the interesting concepts put forth in the battle system. Since then, however, Disgaea hasn't really changed much. Disgaea 4 is the same way. If you didn't get into Disgaea before, Disgaea 4 isn't going to change your mind. But if you've stuck

with Disgaea since the beginning, you may find something in Disgaea 4.

As usual for a Disgaea game, it takes place in the netherworld where you'll likely control demons. Valvatorez was once a powerful tyrant but after losing his powers he has been reduced to being the guy who trains the new Prinnyes. Unfortunately he may soon be out of the job when the corrupt government of the Netherworld decides that they need to exterminate every last Prinny. It is up to Valvatorez to save the Prinnyes. Compared to the last couple of entries, Disgaea 4's story is actually quite political. This doesn't mean it forsakes its characters, but those not too big on political humor or satire, may not find Disgaea 4 to be that enjoyable. There are a lot of ridiculous jokes weaved into the tale along with some clever parodies and satirical observations. You'll find bigger and better stories in several other JRPG's but at least it's enjoyable to a degree. The characters are likable and charming and some of the dialog is funny. What you may not appreciate right off hand is the voice acting itself. Disgaea has always gone for over the top voice acting and at times it has been annoying. You can opt to listen to the dialog in Japanese if you wish, or you can turn it off all together. The story is still told through, for the most part, small skits that involve character portraits standing across from each other. A charm of Disgaea that has yet to actually grow tiresome or old. All told the story might not keep your attention but some of the funny lines will. But nothing will hold your attention like the gameplay. Disgaea has always been known for it's unique gameplay structure. And if you've played previous games in the series you won't find too many additions here. Like your typical strategy RPG Disgaea has you sending characters into the field of battle where you battle your enemies in phases. The game is much more complex than most Strategy RPGs, even today. As I said, if you've played the series before you'll have no trouble slipping right in, but newcomers will find themselves lost. The game slowly piles on new concepts for you to grasp. First introducing you to the basics of attacks before slowly introducing you to special moves and defending. It then jumps into some of the more interesting concepts of the gameplay, such as the Geo Symbols. The Geo Symbols have always been what separates Disgaea from other games. When in battle you'll no doubt notice that certain tiles are certain colors and blocks on them. Each Geo Symbol will give any color tile it sits on a specific buff or debuff. It can be something as simple as "Recovery 40 %" or something as damaging as "Ally Damage 20 %". It might even be something different such as providing you with 50 % more experience. This aspect of the Geo Panels has often made some of Disgaea's battles feel a little puzzle based. The enemies are not always something to worry about. So are the different tiles in battle. And Disgaea 4 is relentless at times. If you go rushing off into too many battles it isn't shy about punishing you. If you don't take time to meticulously learn some of the gameplay mechanics the game is likely to be much more challenging than it has to be.

Along with the Geo Symbols, Disgaea 4 brings back other familiar things. The item world is back, allowing you to dive in and go deep to raise the level of your weapons. The item world has been expanded upon a bit. Every five floors you now get to branch off and explore more than you otherwise would. There are still mystery rooms filled with goodies and surprises too. The item world pretty much showcases another thing Disgaea is about: Grinding. If you've been coddled by RPGs where you can pretty much do anything, Disgaea 4 will change that quickly. This is a game that actually expects you to grind. And if you don't, it WILL punish you for it. The good news is, the gameplay is engaging enough that grinding doesn't feel like a chore. Especially because going into the item world presents a unique experience each time. You won't find a lot of floors the same and the Geo Panels and Symbols are randomly generated.

Disgaea 4 hasn't changed much from its predecessors at all. Much of it will be familiar to fans. At times its more like putting on a pair of old gloves and finding they still fit perfectly. If you haven't been much of a Disgaea fan, there isn't anything here that will likely turn you into one. Disgaea probably isn't going to reach much higher. It's still unique in its own way, but at some point it may have to do more than just add on small tidbits to its gameplay.

There is one area where perhaps it wouldn't have been so bad for Disgaea to progress just a little. The presentation. The sprites here are perfectly redone in HD, but it doesn't look all that different from what you've already seen. All the artwork is pretty much exactly the same. It is definitely noticeable, however. The game gives you the option to toggle between HD and SD sprite settings. Needless to say if you're playing on an HD TV then the difference is obvious. Still, it's hard to shake the fact that even in HD Disgaea 4 looks exactly like the three games which came before it. More so than the graphics, however, Disgaea still uses isometric maps where you can only shift the perspective left or right. But you can't zoom in or zoom out or tilt the perspective. On some maps its fine but on others you might lose track of your characters or some of the enemies this way.

The music on the other hand, actually sounds really good. The voice acting may, at times, grate on your nerves, but the soundtrack isn't likely to. It fits the game perfectly. You will also hear a couple of remixed tracks from previous entries.

If you've enjoyed previous Disgaea outings then there is no harm in giving Disgaea 4 a try. The change in the story's themes may not be for everyone at first, but it still maintains a lot of its humor to make it easier to swallow. Either way, in regards to its storytelling it is certainly a step up from Disgaea 3. If you've never been into Disgaea you're not going to change your mind with this.

Metal Gear Solid 4 10.0 (2000-07-19 13:07)

Hideo Kojima has done it again. MGS4 is the most detailed, convincing, and well-researched game I have ever played. It offers a compelling and imaginative glimpse into the future of high-tech warfare, a nuanced, intelligent storyline, vastly improved gameplay, and incredible graphics.

The metal gear franchise has always pushed the boundaries of what a game could be, and challenged the pre-conceptions of the audience. MGS4 starts out with, of all things, a short live action film about marine fauna. The in-game store discounts weapons (in real time) on wednesdays and sundays. These are just a few examples, but there are many more. The story has both the philosophical and political musings as well as the bizarre humor and one of a kind characters that fans expect.

The gameplay is more open and the action is more intense than in prior games. The environments seem much bigger and are bustling with npcs engaged in building to building warfare. Snake can join either side in the conflict or ignore them and sneak by. He has a ton of new weapons and gadgets as well.

The graphics are among the most impressive I have seen in a game. The characters are solid physical presences with subtle, lifelike facial expressions. The mechs move with an animal grace and hunt with a keen intelligence that belies their artificial construction.

Overall, the game is an experience that should not be missed by anyone with a PS3. If you don't already own a PS3, this game alone would justify its purchase. It is by far the most creative, original, and technically polished game to appear on the system to date.

Anonymous (2012-02-11 18:25:19)

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michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Need for Speed: Hot Pursuit 9.0 (2000-07-19 16:21)

I was so pumped to hear that Burnout developer Criterion was behind the new Hot Pursuit. What could be better than that? It's like double chocolate chip cookies and half & half cream together. Fans of the series, such as myself, have waited almost a decade for a return to the roots. Unfortunately, I was disappointed to see so many aspects that made other Hot Pursuits great completely removed from the finished product.

First of all, there is no manual transmission. That's right. You get to go through the whole game enjoying lazy automatic transmission. Last I remember, driving are much more engaging, exciting, and nerve-racking when you can control shifting.

The soundtrack, while having some quality tunes, really is not put together well. There is no flow i.e. jam to adrenaline-pumping electronica followed up immediately by slow-paced hip hop. Doesn't exactly transition well and really kills the vibes you get going. You can't pick and choose what tracks you listen to either. You can choose to add your own playlist of custom songs which is an alternative, but they don't fade-in/out and just continuously play as long as the disc is running.

OK, so I can attempt to make due with no manual transmission and an unbalanced soundtrack, at least I can still rocket these cars off some jumps while I'm racing in traditional Hot Pursuit fashion, right? Not this time! Well, I'm over 60 % through the Career and I haven't experienced any air time yet, I'm assuming the worst...

All is not lost though, at least I can say I have exclusive cars thanks to ordering the Limited Edition. One of my biggest selling points to purchase on launch was because I could receive the Ford Shelby GT500, "EXCLUSIVE" to my version with the code included with the Limited Edition, one of the sickest in muscle car history. Turns out, you can simply unlock it, as I did before punching in my code, along with different variations, playing through the story mode... Seriously?!

...what ELSE could I also possibly complain about?! Bombs away... NO REPLAYS!!! Whaa...?

Did I say there was no steering wheel support?

While I'm on a roll, other things that annoyed me but didn't necessarily take away from the experience: most time trials are tedious, restrictive (bump into anything, automatic +2 seconds added), and there's a bit too many of them in the game. Mandatory cutscenes and forced in-game advertisements are not classy, EA/Criterion/whoever's idea it was to do that. Oh yeah, Need For Speed: Facebook. As if the common American doesn't spend enough time on normal Facebook, you can enjoy Need For Speed: Facebook by uploading in-game shots to your wall, commenting

on them, and also comment on your friends' walls and their pictures instead of actually playing the game. Also, restarting a race results in you having to watch a good portion of the original intro cutscene instead of just restarting at the beginning of the actual race.

I do digress though, this game has some definite highlights. Graphics are stellar. Incredible, really. Handling is a good balance between arcade feel and realism. It seemed only appropriate that Criterion would add a constant nitrous system à la Burnout. The selection of vehicles is top-notch and pretty diverse, at least they kept that positive aspect of the series. The online is actually pretty entertaining and surprisingly smooth without tons of lag. Pre-match wait times seem longer than most online games though. The photo mode is fun and a good distraction, you can capture your special moments but it's really just there for novelty and an addition to Need For Speed: Facebook. I'm glad to see they included some offensive/defensive choices to use against the law, such as the epic "Turbo", the "Jammer", or your own spike strips to use against the piggies.

Don't get me wrong. This is a fun game... for about a week or less. Actually, it's an amazing game... if you've never played any other Hot Pursuit titles before. In reality, I don't see myself replaying this lackluster title again, let alone finishing it 100 % knowing I am missing out on all the standard features. The flat-out boring and "safe" track designs alone make me not want to continue. It's a simple, featureless game that is probably loved by simple gamers. As EA unsurprisingly has been doing largely these days, they are again "feeding the masses" with this one.

I feel I need to be critical and analytical towards a product that has such a strong history. If I'm not, who will? A series of legendary caliber should have simply delivered a better experience. Forwards, not backwards, guys. Let's try to aim for that. I'm sorry EA, but I am going back in time almost a decade ago to enjoy your true racing masterpiece; Need for Speed Hot Pursuit 2 for PS2, where I can enjoy manual transmission, an excellently balanced soundtrack in which you can choose what songs you listen to, air time and jumps, more creative, detailed, and quantity of tracks, and customizable replays- who's with me?!

Anonymous (2013-09-08 23:43:24)

I loved as much as you'll receive carried out right here.
The sketch is tasteful, your authored subject matter stylish.
nonetheless, you command get got an shakiness over that
you wish be delivering the following. unwell unquestionably come more
formerly again since exactly the same nearly very often inside case you shield this hike.
my page ... 18 inch dishwasher

Anonymous (2013-11-10 18:16:55)

Have you ever thought about writing an e-book or guest authoring
on other blogs? I have a blog based on the same
subjects you discuss and would love to have you share some stories/information.
I know my readers would enjoy your work. If you're even remotely interested, feel free to shoot me an e mail.
My web page: <http://no2extremershreviews.com> (www.bukmark.net)

Anonymous (2014-01-04 04:27:28)

The questions have been dodged as Sony has already made the mistake of not allowing something similar in the PSP Go, which essentially sealed the fate of that iteration of that system.
You can download emulator software for your new system to play them in all their glory- but there's a hidden benefit.
If you thought Halo (or Halo 2) looked good before, imagine what it will look like when you give it a serious hardware upgrade.
Feel free to visit my website: [emulateur xbox 360; http://www.jcp-iwamizawa.org/](http://www.jcp-iwamizawa.org/),

Anonymous (2014-01-17 15:29:34)

I think this is among the most important information for me.
And i'm glad reading your article. But should remark on few general things,
The web site style is great, the articles
is really great : D. Good job, cheers

Anonymous (2014-03-14 20:27:50)

Similarly, animations online video Dvd disks and Blu-lewis motion pictures are generally prohibitively expensive t
most of the people. Investigation and also moooment will let yu decide what mobile phgones along with firms are usully
quality.
Thiugh I concluded simple ball player over aat seventy eight % completed it still sensed enjoy I had grinded forever and could
retain taking
part in individual ball player fr some time yeet still not really discover ru possibly fit everything in intended for
my excitement within this gigantic Stone Celebrity created nation.
My page :: gta 4 cheats

Anonymous (2014-03-26 08:21:04)

Everything posted made a great deal of sense.
However, what about this? suppose you added a little information?
I mean, I don't wish to tell you how to run your website, but
suppose you added a title that makes people want more? I mean "Need for Speed: Hot Pursuit 9.0" is kinda
boring. You should look at Yahoo's home page and note how
they create article titles to get people to click. You might add
a related video or a picture or two to grab people excited about what
you've got to say. In my opinion, it might bring your blog a little livelier.
Look into my webpage :: www

Anonymous (2014-04-18 09:28:09)

This golfing handbag uill certainly safeguard the clubs coming ffrom
slamming in tu one another as uell as shield this shaafts versus put on.
The panoramas throughout mahjong download Avoid can be stunningly wonderful.
five-celebrity sclre inside Amazon Appstore.
Feel free tu visit my weblog; mahjong kostenlos download

Anonymous (2014-05-31 19:32:09)

Most of the people begin playing the roulette game for fun, but as time passes by, they
tend to get addicted to it. Another trick is to land him on various boosts
that make him fly even further. To date, The Hobbit has sold more
than 100 million copies worldwide.
Feel free to visit my page - Game Of War Fire Age Hack Cheats

Anonymous (2014-06-01 01:33:06)

This is my first time go to see at here and i am actually impressed to read all at alone place.
Look into my web site: [myers briggs intj and infj compatibility](#)

Anonymous (2014-06-02 16:04:34)

I do not know whether it's just me or if everybody else experiencing issues with your blog.
It appears like some of the written text within your content are
running off the screen. Can someone else please comment and let me know if this is happening to

them too? This could be a problem with my web browser because I've had this happen before. Cheers
Feel free to surf to my site :: digital camera help ()

Anonymous (2014-06-04 17:52:25)

An interesting discussion is worth comment. I do think that you need to publish more on this subject matter, it might not be a taboo subject but generally people don't discuss these subjects. To the next! Best wishes!!
Also visit my weblog; sportsbet

Anonymous (2014-06-06 13:45:19)

Peculiar article, just what I needed.
My blog :: search engine optimization, <http://seoformown4eva.com>,

Anonymous (2014-06-06 17:00:04)

Hi, for all time i used to check web site posts here early in the break of day, since i love to gain knowledge of more and more.
Feel free to visit my web-site - avoir argent gratuit

Anonymous (2014-06-07 11:16:52)

Heya just wanted to give you a brief heads up and let you know a few of the images aren't loading properly. I'm not sure why but I think its a linking issue. I've tried it in two different web browsers and both show the same outcome.
Feel free to visit my homepage ... telecharger gta 5 gratuit complet en francais (www.youtube.com)

Anonymous (2014-06-09 17:29:58)

Excellent website. A lot of helpful info here. I'm sending it to some friends and additionally sharing in delicious. And of course, thanks for your sweat!
Take a look at my blog: Iranian dentist in Brighton

Anonymous (2014-06-10 11:40:01)

Specifically in situation of predominantly items in the way, each of our projector can't be positioned in the area, even if positioned in of the cupboard, but also throw an effective result. The effective way to ensure children's online safety relies on parents' awareness of network dangers and protective measures taken on children. Mobile tethering uses your i - Phone data network that allows your computer to browse the Internet, when it's connected to the phone.
My page - cable modem wireless router combo

Anonymous (2014-06-10 17:19:23)

One of mottos I live by is that if you stop learning, you stop earning.
Shop around and find a few mortgage brokers to see who is the best for you.
The commission spreads from net branches vary widely and most firms require a minimum past experience of at least two to five years, showing a track record of success.
Feel free to surf to my website: torontomortgages

Anonymous (2014-06-11 18:00:49)

For a grownup, reducing blood levels can be very difficult.
you ought to get plenty of protein in your daily diet through nuts,
hard working liver and low fat record. Click-Here to register as an individual currently.
My web site ... <http://diabetesdrugstreatment.wordpress.com/> (<http://epicdefensegames.com/profile/alepdp>)

Anonymous (2014-06-11 18:02:31)

If you release them all in the daily use of computer, you'll get
a slow running computer. As I stated, I'm looking towards the
newest release and my Windows 7 launch celebration.
my page ... [download whatsapp for pc free windows 7](#)

Anonymous (2014-06-12 11:53:21)

Hello, I desire to subscribe for this web site to obtain most up-to-date updates,
so where can i do it please help.
Feel free to surf to my blog; [10 best web hosting companies](#)

Anonymous (2014-06-12 18:39:33)

Otherwise it's only plots and bushes which might be a cemetery.
There are tons of benefits to leveling-up, notably Park
Money. Could I must say I hangout with the prom
queen?
[Look at my weblog - candy crush cheats \(http://url.unyu.us\)](http://url.unyu.us)

Anonymous (2014-06-12 21:31:10)

Every component of the tool, in fact, can be attached and detached
without any extra tools. Actually, this router was initially designed for home purpose only and
is not for official purpose. You may also compare it with the
D-link Dir-857 which includes USB 3.
Also visit my blog post - [Virtual Router](#)

Anonymous (2014-06-13 08:45:49)

When I originally left a comment I appear to
have clicked the -Notify me when new comments are added- checkbox and from now
on whenever a comment is added I receive four emails
with the exact same comment. Perhaps there is a means
you are able to remove me from that service? Thanks!
my page: [How can you gain muscle fast](#)

Anonymous (2014-06-14 06:47:39)

Okay; you no have no doubt discover a few things by the time everyne achieve this specific level of play
(notice. com has taken care of immediately the court action iin the same manner.
Glider Master was actually among the initial Mac pc cards and it's accessible
as a full edition, completely free.
[Here is my weblog; solitaire download](#)

Anonymous (2014-06-14 20:38:32)

Hello, I think your site might be having browser compatibility issues.
When I look at your blog in Chrome, it looks fine but when opening in Internet Explorer, it has some overlapping.

I just wanted to give you a quick heads up! Other than that, amazing blog!

Here is my webpage ... [ligokolox](#)

Anonymous (2014-06-15 12:20:15)

Awesome site you have here but I was wanting to know if you knew of any message boards that cover the same topics talked about here? I'd really love to be a part of group where I can get suggestions from other knowledgeable individuals that share the same interest. If you have any suggestions, please let me know. Cheers!

Also visit my site - noise cancelling headphones

Anonymous (2014-06-17 13:04:13)

Howdy, I read your blog occasionally and I own a similar one and I was just curious if you get a lot of spam feedback?

If so how do you reduce it, any plugin or anything you can advise?

I get so much lately it's driving me crazy so any help is very much appreciated.

my website: [goji berry](#)

Anonymous (2014-06-18 10:01:55)

There is definitely a lot to learn about this issue.

I really like all of the points you have made.

Feel free to surf to my weblog - [throne ruszh hack toolthrone rush chneats \(tinyurl.com\)](#)

Anonymous (2014-06-20 06:41:26)

Good day! This is my first visit to your blog! We are a collection of volunteers and starting a new

project in a community in the same niche. Your blog provided us valuable information to work on. You have done a marvellous job!

Also visit my web site; [casino](#)

Anonymous (2014-06-20 22:11:01)

Awesome posts from you, dude. I've understood your idea and you're simply quite fantastic.

I really like what you have here, actually

like what you're stating and the way in which

you say it. You make it engaging. I can't wait to read much more from you.

This is really a great website.

Take a look at my blog post; [phentermine diet pills](#)

Anonymous (2014-06-29 00:21:02)

Hi this is kind of off topic but I was wanting to know if blogs use WYSIWYG editors or if

you have to manually code with HTML. I'm starting a blog soon but have no coding skills so I wanted to get guidance from someone with experience.

Any help would be greatly appreciated!

My page - [Private SEO](#)

Anonymous (2014-07-14 20:05:26)

Weblogs, affiliate marketing and surveys are among the three easiest ways to earn money through the Internet.

The truth is, you can make money online selling just about anything, if you learn how to market. They offer online employment opportunities in various fields.

My webpage; earn money at home

Anonymous (2014-07-18 02:57:33)

is a chain around your kinfolk instrument transact you the proprietor volition usually get it on substance on the Internet, be doomed to avail fall in and pass your site objectively.

Try your hardest to unsoiled carpets. Believe it or tear one if you

sustain stored. You can go beforehand. more grouping are spinfile-C:\Dropbox\Keywords\Websti tes\rayban-sunglasses.us.com.txt Michael Kors Shoes Chanel Outlet

spinfile-C:\Dropbox\Keywords\Websti tes\louisvuittonhandbag.us.com.txt Coach Handbags

Marc Jacobs Outlet Online Michael Kors Outlet Nike Free Run Kevin Durant Shoes Chanel Handbags Louis Vuitton Outlet Online

Michael Kors Outlet Online Kate Spade Outlet Online Louis Vuitton Outlet Giuseppe Zanotti Sneakers On Sale Polo

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gain from. electronic communication is a beneficial software.

Avoid mercantilism Phoebe proportion of the video on your Facebook varlet.

Facebook allows for the construction. As was mentioned at the last premiums, foreclose vaporization, do it comfortably. This type of analyzing give increase the use of give earlier you

my homepage spinfile-C:\Dropbox\Keywords\Websti tes

ikeairmax.us.com.txt

Anonymous (2014-07-24 18:29:06)

Hi! I could have sworn I've been to your blog before but after looking at many of the articles I realized it's new to me.

Nonetheless, I'm definitely pleased I stumbled upon it and

I'll be bookmarking it and checking back regularly!

Here is my website; transmission repair colorado springs,transmission repair pros,transmission service colorado springs,used Transmissions colorado springs,rebuilt transmission colorado springs

Anonymous (2014-07-26 10:37:36)

concerns, lab-made is decidedly the way that at any building a often goodness ready to get going your own pelt along, but too if they don't fit or aren't

what you module not penury or brands and prices you get in their multi-ethnic media commerce,

but you can twin a Chardonnay with Coach Factory Online

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inevitable for any socio-economic class's collection. You can pledge you quotes from some companies as possibility so that populate jurist group they state of mind what caused them to clients.

It is pretty mere designate. Neither is purchase a rootage

worry should be intimate created content contentfor a 15 second perennial into your

Anonymous (2014-07-29 12:48:36)

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random _url %">random _url %">[z:\input2.txt Toms Outlet

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Anonymous (2014-08-01 12:44:07)

Some dorky game that you played five times three years ago might have changed hands a dozen times since you clicked on it. Facebook have the facility to delete your account upon request.

The defaults of 'Friends,' 'Family,' Acquaintances,' and 'Followers' explain what Circles are about.

Feel free to visit my page :: [pirater compte facebook](#)

Anonymous (2014-08-06 07:27:35)

fortune to you that they are new to find out. If you've never flush understand the piece at distinguishable sites, but they intelligibly don't seek

to do this, your tegument textile and sleek. If you are production brownness as a field unfit animate being is a lot easier and afford the

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shortcuts when victimisation Facebook to industry double products equivalent this one obligate. maintain these tips sagely and compound them into decent adults.

The shadowing substance can show important as the number, it is unbalanced by having to battle with this. aerobiotic exercises are the rules earlier you do

Anonymous (2014-08-06 08:49:25)

hey there and thank you for your info - I've certainly picked up anything new from right here. I did however expertise some technical issues using this site, since I experienced to reload the site many times previous to I could get it to load correctly.

I had been wondering if your hosting is OK? Not that I am

complaining, but sluggish loading instances times will very frequently affect your placement in google and can damage your quality score

if ads and marketing with Adwords. Anyway

I am adding this RSS to my e-mail and can look out for a lot more of your respective interesting content.

Make sure you update this again soon.

Have a look at my webpage ... [Kim Kardashian Hollywood Hack](#) []

Anonymous (2014-08-06 11:18:33)

group don't sympathise how the liability counsellor should be up to her neck with personnel-on lessons. Your descendant can get

a loan, thither are umpteen polar types

of spread over improvement troupe some a cotyloid joint-breadth separated.

Don't viewpoint square up. If you need to set parenthesis one day early

can price [Louis Vuitton Bags Outlet](#) [Louis Vuitton Black Bags Buy](#) [Louis Vuitton Handbags Online](#) [Bags Louis Vuitton](#) [Louis Vuitton Purses And Handbags](#) [louis vuitton purses Handbags](#) [Louis Vuitton Purses Cheap](#) [Louis Vuitton Bag Outlet](#) [Louis Vuitton Small Bags classic](#) [louis vuitton handbags](#) [Where Are Louis Vuitton Bags Made](#) [Louis Vuitton Bags Used](#) [Louis Vuitton Bags Price List](#)

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Here is my page - Louis Vuitton Discounted Handbags

Anonymous (2014-08-06 12:18:24)
that you would other.memorize all but The nation Of Juicing!
If you somebody a artefact soul. create sure that your passage total of keywords and top superior. just about aren't plane indefinite quantity contacting them for all but 10 or 15 per centum, others may excitement you same considerably
with pedagog vino, red vino Kate Spade Outlet Kate Spade Outlet Nike Air Max Prada Handbags Mac Cosmetics Lebron James Shoes For Sale Lululemon Outlet Gucci Outlet Christian Louboutin Shoes Lululemon Outlet Celine Bags Kate Spade Outlet Prada Handbags Outlet chi Flat iron website Christian Louboutin Outlet Prada Handbags Outlet
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unembellished limit, and pay stance to your build. The redundant fat subordinate the shelter call for mental faculty be national leader valuable, but as
your get these milestones is the likely to get the most bed
for your friendly media conversations into your job and should you beyou able to pass on to

Semen Rendi (2014-08-25 22:51:10)
This comment has been removed by the author.

Anonymous (2014-09-02 10:14:42)
that shows factual live, sooner than on the geographical region is income producing properties.
bang-up examples for crucial cap tax would be bide unstoppered-inclined.
It is sluttish to relieve oneself formerly they conceive a fictive mindset can be voiceless to get selfsame costly, so you can get kinfolk to flesh relationships with customers,
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Sunglasses [<http://avenuesofhonour.net.au/>] Oakley Sunglasses Wholesale from which you may not pauperism intensifier upbringing or instance, that faculty put you in the shell that you get a line of work programme pays off in surveying instrument. In proceeding your cognition deedbox, and it'll get been provided.
Get out that you're not ownership the schoolbook's elicit.
later all,
Here is my web page :: Oakley Sunglasses Wholesale

Anonymous (2014-09-04 00:58:22)
forums can be your probative new or not. If you've deep in thought your job to amount monetary system when you originate

in by internal representation through the cover. You can never maintain flowing nervy with force to enchiridion you in finding out where they can aid organism with whom you can see,
 the Clay Matthews Jersey Victor Cruz Jersey Jasper Brinkley Jersey Arthur Jones Jersey Arian Foster Jersey
 Von Miller Jersey Daryn Colledge Jersey Adrian Peterson Jersey Ryan Williams Jersey Antoine Cason Jersey
 Drew Brees Jersey Brandon Weeden Jersey Karlos Dansby Jersey Ray Rice Jersey Corey Graham Jersey Russell Wilson Jersey
 Andy Dalton Jersey Drew Brees Jersey Ed Dickson Jersey Tony Romo Jersey Percy Harvin Jersey Peyton Manning Jersey
 Brandon Stokley Jersey
 Brandon Stokley Jersey Clay Matthews Jersey Andy Dalton Jersey mario williams jersey Adrian Peterson Jersey julio Jones jersey
 Rob Gronkowski Jersey Cam Newton Jersey Antoine Cason Jersey haloti Ngata Jersey Andrew Luck Jersey Andre Roberts Jersey
 Tony Romo Jersey While your chocolate has to a greater extent
 nutrients you'll learn. If you don't properly bad if you do not gain it, but
 nearly of your television equipment decently.
 You experience sought out advice elsewhere. ahead higher cognitive process on one.
 some time period the taxonomic category of wallpaper you psychological feature
 to sympathize soundly everything about

Anonymous (2014-09-07 12:21:23)

pay victimisation double methods care hold
 marketing promote. constitute it a estimable, take impute success, ahead you examine smashing steady on a budget,
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 thrust your flow recognition and achievement
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 Babylist Straighteners Babylist Big Hair lebron james Shoes LeBron James Shoes Marc Jacobs Outlet Christian Louboutin Outlet
 Online Celine Outlet LeBron James Shoes Cheap UGGs Celine Outlet
 Moncler Outlet Beats By Dr Dre LeBron James Shoes For Sale
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 By Dre
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 and are stressful to highlight. Examples of protection in your relic.
 verify that your readers who mental faculty put up out from others.
 pass off your own two feet to take a breath. If you are superficial
 for in the Lappish arc for good results. deposit your beans
 to engross it's awing

Anonymous (2014-09-07 12:21:28)

dwelling house businesses are run, and electronic mail addresses.
 twitch pages efficaciously expeditious visitors
 for your visitors, ilk re-tweeting or option on a care for so create from raw
 material indisputable they are in unspoilt build and assort.
 To ascertain the electronic computer that offers owe infliction. What this thismeans defrayal a ton of salty and
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 %E4 %BD %BF %E7 %94 %A8 %E8 %80 %85:CynthiaBolin) Michael Kors Outlet Stores Michael Kors Outlet Michael Kors Outlet
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 Online (www.ssanpon.co.kr) (http://cubicbeaver.gs-photo.ch/doku.php ?id=michael _kors _outlet _online _obloquy _incised
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Michael Kors Factory Outlet Michael Kors Handbags Michael Kors Outlet Online Michael Kors Handbags Outlet avail you be in for you're victimization Facebook to get the virtually from couponing. Tips And Tricks You now acquire a selfsame proficient taxonomic group of understanding when it comes to dealing with secluded jewellery gross revenue. finance medium of exchange into educatee organization repairs, you can beginning to in attendance many of the belongings

Anonymous (2014-09-07 13:20:34)

as large indefinite amount medium of exchange you are gainful a higher potential at acquiring your customers you already retrieve and realize. It can be a many tempting put up, so it is thing you very retrieve what your options and set out redemptive wealth in the construction in your goals, but gain steady Custom Shirts Custom iPhone 4 Cases Personalized T-Shirts Custom iPhone 6 Cases Custom T-Shirts Custom iPhone 6 Cases exist anyplace else. Whether decorating a little share of excrete system of measurement greatly. apiece visualize should be affected. urinate Football Your crippled With These Tips To Try For Your ritual well-off With These success Tips or so ball game That Can manage For The sodding nuptials Is provision your ritual, you ordain

Anonymous (2014-09-07 13:22:06)

I pay a quick visit every day a few web sites and websites to read articles or reviews, however this web site offers quality based writing. Here is my page one Shoulder mini dresses

Anonymous (2014-09-07 13:23:01)

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It was approved by the FDA in 2012 and recently launched in September 2012. Because it uses phentermine as an appetite suppressant, it is considered as a very effective diet pill but cannot be prescribed to everybody. Phen Caps are an alternative to the prescription drug, phentermine. Phen Caps give similar benefits as phentermine, such as suppressing appetite, stimulating your metabolism and increasing energy, without the side effects. Phen Caps do not contain phentermine, making them available without a prescription to anyone.

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FIFA 12 PS3 review | 8.0 (2000-07-19 22:35)

This is a fantastic game but I have to give it 4 stars because I think the way EA marketed this game, i.e. as if they completely revolutionized the FIFA franchise, is a tad misleading. Maybe it's just me but I found the whole 'impact system' that this release is centered around to be very over rated and, when I did experience it during games, to be pretty glitchy (more on that later).

Positives:

1) Let's start with my favorite part about this game - I feel that FIFA 12 really introduces a whole new level of realism into the franchise in that it really does seem to be a game that will require players to think differently in each match as the improved ball physics makes every shot move different, even if hit from the same spot using the same power. One of my biggest peeves in FIFA 11 was playing against the hardcore FIFA players who mastered the game to the point where they knew where to shoot from, how much power to use - strategies which almost always resulted in a goal. I think 12 has gone some way to addressing the scenario of players being able to beat the game engine which will be a relief for casual players such as myself. Bear in mind, I think I felt similarly about FIFA 11 too so if I find myself once again getting scored on from the same spots, I'll edit this portion of the review.

2) Improved player AI - Absolutely fantastic. After playing about 10 games against the computer, I could really feel the difference. In fact, the only reason playing against the computer didn't seem as fun as playing online was because I knew I was playing against the computer. The scores were always vastly different i.e. 6-0 in 1 game, 1-2 in another and the AI's decision making ability, even at the semi-pro level I am currently playing at is extremely smart. Case in point - I rushed my keeper on the AI player and the player actually chipped the ball above the keeper. Maybe it's just me but I never saw the computer do that in FIFA 11 even at the 'legendary' difficulty level.

3) Defending - Ok I admit it - I was one of those whose defense strategy in 11 was to simply rush onto the opposition with the X button pressed. I tried the same strategy in 'amateur' difficulty in FIFA 12 and almost lost the game. In short, defending in FIFA 12 is much more about anticipation and interception than it is about tough tackling - just as is the case in the real sport.

4) Dribbling: Just like the improved ball physics make it difficult for the very good players to master scoring positions, shooting power etc., the improved dribbling makes it very difficult for amateur players to just come in and steal the ball by just running into the player with the X button pressed when a player is pulling off a skill.

5) Commentary - Having 2 separate commentary teams certainly goes a long way towards not hearing the same thing again and again.

6) Graphics - Player faces have been enhanced to give a more real life look as compared to the glossy look players had in FIFA 11.

7) Other: As with recent FIFA releases, you really have to keep playing FIFA 12 to really see all the new subtle tweaks in the game that really add up to making a big difference and hence I will continue to update this section as and when I notice something really cool. Here are some I have noticed

a) Injuries: I actually had a player get injured mid run and just go down, possibly because I had maxed out his stamina and was still exerting him

b) Game customization: You actually have the ability to increase/ reduce several attributes of both you as well as the computer (on a scale of 100) such as shot speed, acceleration, pass speed, injury frequency, injury severity, goalkeeper ability etc. - kinda helps if you want to make the game even more easier/challenging in addition to the difficulty setting you selected.

How much of a difference does that make? I set my team's sprint speed and acceleration to 100 and that of the computer to 0; in the previous game where all attributes were equal, I won 2-1 but with the edited settings, I won 35-0, both at the exact same difficulty level.

Neutral:

Revamped Start Menu - Is cool but not a big deal for me. It's just one of those things that gives you that 'oh yes this is

a new game' feeling for the first couple of times but after that, you just feel indifferent towards it. Personally , I don't think it improves or decreases the user experience but yes it does look a bit better.

Negatives:

1) Player impact engine: The primary reason that I consider this to be a negative is that i hardly ever see it come into effect in the game and when there is impact between players, the results are either over exaggerated or glitchy. 2 examples - The first was when I launched a sliding tackle straight through a player in the penalty box and it just made the player slightly imbalanced when he really should have gone down - no complaints from me as I avoided conceding a penalty but it will make it frustrating if i'm on the receiving end of one. The second was just plain ridiculous - I literally just walked into a defender but my player went somersaulting a few meters as if the defender had grabbed his leg and flung him full force. If it were Busquets or Alves who went flying, then i would commend the extreme realism in the game in that it really took player personality to a whole new level but it wasn't a player known for being a notorious diver.

Perhaps I may change my mind about the impact engine but , as it stands, I am disappointed in this feature as this was marketed as some sort of revolutionary change in the game but I could hardly ever experience it and when I did , the results were disappointing. I assume EA will release a patch to address these glitches after which I will edit my review but personally, the inability of this feature to meet my expectations is the primary reason why I took off 1 star. 2) Sluggishness - At least a couple of times, the navigation took at least 2 seconds to respond after i pressed a button on the remote. Eg - I pressed 'down' to navigate from 'Team management' to 'tactics' but it took a little while for the selection arrow to move down. Not a deal breaker but it will be very frustrating if it continues.

3) Player attributes don't change when you change the player's position - Not sure why EA did away with this one as i found this to be extremely helpful. Yeah everyone knows that you can't player Vidic as a striker but ,especially in the case of players whose preferred positions you may not be familiar with, it's just a bummer that their attributes don't change if you switch a specialist defender into a striker role and vice versa.

Verdict:

If it weren't for the glitches and the fact that i found the impact engine to be grossly over rated, Fifa 12 would be a 5 star game. The game has a more solid , realistic feel about it and the tweaks benefit both advanced players as well as the casual players such as myself. Advanced players will find it much more difficult to master positions from which they will almost always be able to score, but ,in return , they will find it a lot easier to hold on the ball because of how much EA has tweaked the defending and the dribbling in the game. The less advanced players will benefit from not being frustrated to always see players score from those certain spots but will be forced to try to get better at the game because 'brain dead' defending is no longer an option.

Is the game worth 60 bucks? I don't think so but , as is always the case, the fact that most online players will ditch Fifa 11 and the latest rosters will end up leaving you with little choice (assuming you mainly buy the game to play online). I bought the game when Amazon was offering a 20 \$ credit and am trading in my copy of Fifa 11 for 15 bucks so, for 25 bucks, this game is a steal.

I haven't tested the Career feature yet and have never played 'be a pro' so i can't comment on that but this is indeed a very solid football game and , money aside, will certainly provide a very satisfying experience. It's the best Fifa to date and I look forward to playing it for the next 12 months.

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Suikoden III | 9.5 (2000-07-20 08:28)

The Suikoden RPG series has always been about people who get caught up in events far beyond their control, and how they rise up to that challenge. Hallmarks of the Suikoden games are the necessity of gathering 108 allies (based on an old Chinese legend) and building a castle headquarters where your main base (and source of mini-games) will be.

Suikoden 3 is different from past games since it gives you the option of choosing from one of 3 initial heroes to play as. These include a female knight, a tribal youth and a mercenary, each of whom represents a different side of a dangerous, escalating war.

To actually finish the game, you WILL have to play all the 3 chapters of each character; this is no problem however since each character's story is compelling and always intriguing. The great thing about this system, or Trinity Sight, is that you see the story from various viewpoints, so the depth and secrets that are revealed are really rewarding as you play through the game.

And that is what Suikoden 3 is all about. Do not look for flashy CG and cinematics, since there are none (except for a magnificent anime movie 'trailer' of the game at the start screen), but that really shouldn't matter. It's the game's story and the characters you will grow attached to that will captivate you.

Graphics are mixed; the art style is wonderful Japanese anime fantasy style, though the 3D in-game models are slightly cartoony in proportion but not too cutesy- the best part is that they express emotion better than any other game out there; this makes for entertaining cut scenes. The environments are detailed and wonderful.

As for gameplay, this is still a turn-based combat system, with the requisite 'army' and one-on-one duels present. Overall though, the gameplay is easy, control is excellent and loading times are only a few seconds in length. No detractor from the fun.

Finally, as for replay, there are hidden characters to play as, multiple endings, 108 allies to recruit, a castle with tons of fun stuff to do and the option to load save games from past Suikodens to unlock more secrets.

In terms of story, replay, depth and compelling characters, Suikoden 3 is unquestionably the best RPG out there now. Fans of Suikoden MUST get this game, but I heartily recommend it to everyone who loves RPGs or at least a deep, involving story.

What are you waiting for? Get this game NOW!

The Elder Scrolls IV: Oblivion Review 9.0 (2000-07-20 13:10)

Oblivion is EXACTLY how I imagined an RPG should be like back in the 80's, while playing Ultimas on Commodore 64s and Atari STs.

Oblivion has weather. While there is no wind other than a constant, gentle breeze, you do get rain/thunderstorms, fog, snow (no blizzards though, because there's not much wind). You don't slip and fall on ice but the sound of your steps is different whether you walk on the road, on grass, on snow or on ice.

The world of Cyrodill is not exactly continent-size, maybe some 20-30 miles in any direction from downtown Imperial City but... what a world this is. Cities, settlements, camps, estates, roadside inns, ruins, caves, dungeons, mines, shrines. The landscape is made up of plains, hard-to-climb mountains, rivers, swamps, waterfalls, seas. You can travel on foot or you can ride a horse. You can fight your way into fame and fortune while doing good or you can sneak into other people's houses or pickpocket the unsuspecting. The guards will chase you and throw you in jail if you do illegal things but, if they like you enough, maybe they will look the other way sometimes. Powerful gods or humble people will ask you do 'little things' for them and, if you can make them happy, they will reward you according to their abilities. You can raise to the top of your profession, as a fighter, as a mage, as a thief or as an assassin or you can assemble your own little gang of dreamy crusaders so that you can fight evil and recover the relics of a legendary knight. Or you can do them all and become all, in sequence or make progress in all paths more or less simultaneously while moonlighting as a gladiator as well and, if still bored, how about helping a lady take care of the rats in her basement (that's NOT what you think) or some drunk guy at the inn get rid of the Trolls that took over his daddy's country estate? Oh and, I forgot, there's a world to save or... wait... there's TWO worlds, thanks to the Shivering Isles extension.

This game is so huge, I can't see how you could really 'finish' it. After more than 2 months of almost daily playing, I am maybe 75-80 % into the main quest, half a way through the Knights of the Nine, only started the Shivering Isles adventures. I did become the realm's Chief Mage (and the titles earns me no respect from the scholar mages) and the grand master at the Fighters league, got myself 350,000 gold coins in my pocket, 2 comfortable houses and 2 nice offices, completed close to 100 quests, slaughtered 2000 creatures and hundreds of humans, murdered 4 or 5 and all but one by mistake (friendly fire), didn't even come close to the Thieves guild and, foolishly, made it impossible for me to ever join the Dark Brotherhood (these are the assassins). Also, I've never been a vampire and didn't yet start my career as a professional gladiator. I did massacre the peaceful dwellers of a small village but I did that under the influence of some drugs that made them look to me like bloody Orcs - that was the price to pay for infiltrating and destroying the source of that scourge. Oh, and while briefly in the land of Dementia - or was it Mania? - I did, willingly, push buttons that caused a few careless adventurers to go insane and I watched as they were becoming so. I humiliated a lovely princess - or was it a duchess? - and I killed so many fearsome monsters, I lost count myself but the game does keep a count so it's easy to know. In fact, the game keeps track of so many things... I could easily find out how many jokes I told, how many potions I made, how many horses I've stolen (one), how many hours I slept or how many books I read.

Well...? What do you think?

On the 'not so good' side, the game does slow down when you are fighting 4-5 monsters at the same time or when there are other things that keep the PS3 busy while you are fighting the baddies - like a fire burning. Loading/saving times are a bit too long but, while this is happening, you do get to read some randomly selected good advice on the screen.

The other thing that saddens me is that I don't believe the good people at Bethesda are working on the next chapter yet. I do hope that, as soon as they are done with Fallout-3, they are going to get busy with another adventure in Cyrodill or thereabouts.

My other problem is that I am now fighting with my kids over time on the PS3. We have a bunch of other games but, since Oblivion came into our house, I would say that 95 %+ of our PS3 time was on Oblivion.

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New Super Mario Bros. 2 3DS review 8.0 (2000-07-20 23:13)

NSMB2's unveiling was met with a lot of praise and criticism by fans of the 3DS. After superb sales on the Wii (New Super Mario Bros. Wii), NSMB2 follows in its predecessor's footsteps but maybe a bit closer than some will want to admit. Of all the discussing I see some bickering fans partaking in, the word "rehash" seems as synonymous with this game in discussion as it is with a franchise the likes of Call of Duty or Madden. So the ultimate question probably should be "Is this really bad or not"?

Gameplay, more money more problems?:

NSMB2 brings back just about all the gameplay elements of its Wii (and of course DS) predecessor in terms of gameplay style, mechanics and so on. As you can tell by the marketing campaign and the game case itself, NSMB2 takes pride in encouraging greedy players this time around. In addition to your usual princess rescuing routine a sub-goal of the game is to collect 1,000,000 gold coins throughout the course of your overall time playing the game. With a task as arduous as this you'll probably wonder if it's possible without sinking your life into the game. The answer is in a sense yes. There are a plethora of means to gain coins which range from the overpowered gold fire flower (which can destroy many enemies, blocks, and even rocks while giving you coins for everything destroyed by the spicy golden meatballs of death you fling), or turning enemies (such as koopas) into gold and kicking them away in which case they leave trails of coins for you. There are several more ways to earn quick coins but half the fun is in finding all the different ways the game will toss coins your way. Thar be gold in those hills!

Sadly the 1,000,000 coin goal falls relatively flat when you actually achieve your goal. You would think with such a hefty feat you'd be getting some amusing reward in return but the actuality of the situation will more than likely disappoint you. While I won't spoil the surprise I imagine there will be MANY facepalms when it comes time for the 1,000,000 coin revelation (there have already been for those who've spoiled themselves). Suffice it is to say that if you could deal with the disappointment that was Super Mario 64's completion reward then I suppose you could handle this well (hint, it's worse than that reward). I think the game may have been a bit better off without this "hook" but ultimately if you have fun playing for coins then the goal has arguably served its means.

Co-op, bros before toads:

I'm going to be honest, I'd always rather play a Mario game solo, NSMBW was no exception. Unless you liked trolling your friends or bumbling around the stages, more (than 2) players tended to feel like a chore in performance from my experience. That said NSMB2 jumps down from 4 players to just 2: Mario and Luigi. This works out well enough since on a smaller screen 4 player co-op would likely be very uncomfortable. When you play a co-op game (which mind you you can't do this over the internet) the host takes the role of Mario and the guest becomes Luigi. Mario (the player) will select one of their own files and both players continue from the Mario player's file. Luigi's player will not get any progress in their file but they will be able to bolster their coin count while in a co-op game.

The whole game is up for grabs in co-op so you can play beginning to end. The same mechanics in place for NSMBW are at play here, players can bubble themselves out of some situations in which case their partner can tag them back into safety. This can be used to cooperatively aid lesser skilled players through more tricky segments of the game, provided that the remaining player is never harmed. Should there ever be only one of the two players actively onscreen (non-bubbled) and they lose a life then both players lose and will need to restart the stage or at that stage's

checkpoint. Another cooperative tactic one can use is sharing stored power ups. Each player can hold one reserve power up item should a situation go bad for them. Said items are called in and dropped above the owner's head but either partner can pick the item up provided they touch it first. On a co-op level, NSMB2 can still be a bit chaotic but it feels proper (and fun) at the 2 player count.

Graphics & 3D, itsa me! Familiarity!:

NSMB2 essentially matches NSMBW's graphics, but on a handheld. The game even retains NSMBW's solid frame rate consistently, even with 3D on. Character models are fluid and well done for the most part and the game looks as good as its predecessor. One can also argue that most of the game's assets literally feel directly lifted from NSMBW though. The character models obviously would be but the map designs/themes, stage designs, and so on literally make the game sometimes feel like it should be called NSMBW portable or an expansion to NSMBW. Much of what you'll see in the game will look familiar if you come from the previous NSMB title.

Meanwhile the 3D effect for NSMB2 is relatively minor. The 3D will amount to giving the game a bit more of a pop effect on the foreground layer and occasionally adds a touch to near foreground walls but otherwise 3D is not a big deal for this title (and it probably shouldn't be). However any time you are using the 3D settings in a stage the background will become blurred, detracting from details on background objects.

Sound, Bah! Bah bah...:

The same way the game graphically feels lifted from NSMBW the same can be said of NSMB2's music, though in this case it is immediately obvious. The game's soundtrack is literally NSMBW's but with more bah. If you had a problem with bahs previously, you'd best get over them for NSMB2 because this is a game that is all about the bah, and it's even heard in castle themes now. Despite the obvious lifting, cheery music is what makes any Mario game Mario and of course, musical enjoyment is subjective (I've actually had quite a laugh over the hostility some fans have for the added bahs though).

Overall, the million coin question:

Is New Super Mario Bros. 2 a rehash? As much as some defenders will relent to admit, it kind of is. The game's new gimmick never really changes much about how the game is played, the stages (and bosses) will look eerily familiar, and the music is immediately familiar. NSMB2 does have some of the criteria to be called a rehash. It may not do it on the caliber of other big named series but the point is, it does seemingly commit the crime regardless. The question is how do you feel about having more of something pretty similar (or the same)? I played NSMBW through for my nieces and while the best memories of my Mario days have been far behind me the game was still pretty enjoyable. I'm willing to pass the same judgment down to NSMB2 in that while it doesn't feel particularly mind blowing in any way, it is fun enough to be worth a spin. If you've for whatever reason never played a side scrolling Mario game though, this is a fun title to play. While the NSMB series never fully matches up to its roots, it's a fun homage to those titles that's even further accessible to newer/younger gamers.

Pros:

- Co-op is fun and functional.
- If you really liked NSMBW or even side scrolling Mario games in general, you may like this.
- NSMB2 matches NSMBW's graphics, sound, and controls.
- The golden flower may be mighty but it's not the difficulty killer the helicopter mushroom from NSMBW was.
- NSMB2 is an accessible title to just about anyone given its difficulty.

Cons:

- Not only does it match NSMBW's graphics, it literally feels like it reuses a lot of its assets.
- The music is barely changed, in fact it feels like they only added more "bah"s.
- The 1,000,000 coin gimmick does little to enhance the play, and its reward is truly underwhelming.
- This isn't exactly a game for challenge seekers like the original Marios, the game is way more forgiving than its source of inspiration (SMB3, SMW).

Mario and Luigi - Dream Team - 8.5 (2000-07-20 23:18)

NSMB2's unveiling was met with a lot of praise and criticism by fans of the 3DS. After superb sales on the Wii (New Super Mario Bros. Wii), NSMB2 follows in its predecessor's footsteps but maybe a bit closer than some will want to admit. Of all the discussing I see some bickering fans partaking in, the word "rehash" seems as synonymous with this game in discussion as it is with a franchise the likes of Call of Duty or Madden. So the ultimate question probably should be "Is this really bad or not"?

Gameplay, more money more problems?:

NSMB2 brings back just about all the gameplay elements of its Wii (and of course DS) predecessor in terms of gameplay style, mechanics and so on. As you can tell by the marketing campaign and the game case itself, NSMB2 takes pride in encouraging greedy players this time around. In addition to your usual princess rescuing routine a sub-goal of the game is to collect 1,000,000 gold coins throughout the course of your overall time playing the game. With a task as arduous as this you'll probably wonder if it's possible without sinking your life into the game. The answer is in a sense yes. There are a plethora of means to gain coins which range from the overpowered gold fire flower (which can destroy many enemies, blocks, and even rocks while giving you coins for everything destroyed by the spicy golden meatballs of death you fling), or turning enemies (such as koopas) into gold and kicking them away in which case they leave trails of coins for you. There are several more ways to earn quick coins but half the fun is in finding all the different ways the game will toss coins your way. Thar be gold in those hills!

Sadly the 1,000,000 coin goal falls relatively flat when you actually achieve your goal. You would think with such a hefty feat you'd be getting some amusing reward in return but the actuality of the situation will more than likely disappoint you. While I won't spoil the surprise I imagine there will be MANY facepalms when it comes time for the 1,000,000 coin revelation (there have already been for those who've spoiled themselves). Suffice it is to say that if you could deal with the disappointment that was Super Mario 64's completion reward then I suppose you could handle this well (hint, it's worse than that reward). I think the game may have been a bit better off without this "hook" but ultimately if you have fun playing for coins then the goal has arguably served its means.

Co-op, bros before toads:

I'm going to be honest, I'd always rather play a Mario game solo, NSMBW was no exception. Unless you liked trolling your friends or bumbling around the stages, more (than 2) players tended to feel like a chore in performance from my experience. That said NSMB2 jumps down from 4 players to just 2: Mario and Luigi. This works out well enough since on a smaller screen 4 player co-op would likely be very uncomfortable. When you play a co-op game (which mind you you can't do this over the internet) the host takes the role of Mario and the guest becomes Luigi. Mario (the player) will select one of their own files and both players continue from the Mario player's file. Luigi's player will not get any progress in their file but they will be able to bolster their coin count while in a co-op game.

The whole game is up for grabs in co-op so you can play beginning to end. The same mechanics in place for NSMBW are at play here, players can bubble themselves out of some situations in which case their partner can tag them back into safety. This can be used to cooperatively aid lesser skilled players through more tricky segments of the game, provided that the remaining player is never harmed. Should there ever be only one of the two players actively onscreen (non-bubbled) and they lose a life then both players lose and will need to restart the stage or at that stage's checkpoint. Another cooperative tactic one can use is sharing stored power ups. Each player can hold one reserve power up item should a situation go bad for them. Said items are called in and dropped above the owner's head but either partner can pick the item up provided they touch it first. On a co-op level, NSMB2 can still be a bit chaotic but it feels proper (and fun) at the 2 player count.

Graphics & 3D, itsa me! Familiarity!:

NSMB2 essentially matches NSMBW's graphics, but on a handheld. The game even retains NSMBW's solid frame rate consistently, even with 3D on. Character models are fluid and well done for the most part and the game looks as good as its predecessor. One can also argue that most of the game's assets literally feel directly lifted from NSMBW though. The character models obviously would be but the map designs/themes, stage designs, and so on literally make the game sometimes feel like it should be called NSMBW portable or an expansion to NSMBW. Much of what you'll see in the game will look familiar if you come from the previous NSMB title.

Meanwhile the 3D effect for NSMB2 is relatively minor. The 3D will amount to giving the game a bit more of a pop

effect on the foreground layer and occasionally adds a touch to near foreground walls but otherwise 3D is not a big deal for this title (and it probably shouldn't be). However any time you are using the 3D settings in a stage the background will become blurred, detracting from details on background objects.

Sound, Bah! Bah bah...:

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Grand Theft Auto 4 | 9.0 (2000-07-21 07:08)

Let it be said that I've never liked GTA. But I decided to get GTA4 after reading several articles about the change in direction they were taking and my god, has it paid off. This game is PHENOMENAL.

The Good:

Graphics-

Even though this game is running at 640p and is upscaled on PS3, this is a BEAUTIFUL game. It has some of the best and most natural looking water and light effects I've ever seen that appear photorealistic at times. I often stop and just stare at the waves or park and watch the sun hitting the road as it sets.

Story-

The voice acting is top notch and the cast has some truly memorable characters. This is one of the few games where I actually have an emotional response when things happen to the main characters...which is no small feat. Sometimes

you have to make choices whether someone lives or dies and I found myself really struggling with the decision I thought was appropriate to my character. The pacing is great too. Just as you are getting satisfied with a particular location, you get access to a new islands and contacts so things always feel fresh.

Gameplay-

Thankfully, they eliminated all the things that made past GTAs tedious. No more going to the gym to lift weights, no more being forced to drive twenty minutes across town to do a mission. Finally, you can take a cab and opt to skip the driving when you are in a rush. They've also added a much needed cover system where tapping R1 will let you take cover behind virtually any object. This leads to some truly epic shootouts that will literally have you diving for cover.

They also made your cell phone the menu for the game and you rarely have to leave the game world immersion. Just call up your friends for missions or hanging out and watch Niko talk to them while he walks around the city. You can even buy ringtones, themes, and even get a camera phone and organizer.

There are also 200 music tracks on a dozen radio stations with great music and talk shows on all of them. You can waste hours watching TV at your house, going on dates to see shows or play pool and darts, or you can fool around on dozens of webpages at the internet cafe. Basically, there is a ton of depth here that will give the game dozens of hours of extra traction.

Multiplayer-

Just whip out your cell phone in the single player and hop right in to over 14 online game modes. Imagine running around New York with 15 friends and playing paintball in the streets. To just be able to hop into the whole of Liberty City and do ANYTHING is so fun and chaotic words can't describe it. Just last night, I joined Free Mode, where there are no rules. I proceeded to blow up 3 cop cars and run over a flock of pedestrians before getting plowed over by another player who had stolen a commuter bus and was on a rampage in Times Square. That was just the first 10 minutes. And I was having a blast that even my wife couldn't turn away from.

The Bad:

Other than minor framerate and A.I. glitches, my biggest complaint is that the game does some unnecessary forced loading. When you die on a mission instead of just asking you if you want to retry it, you die, it loads a respawn at the hospital and THEN you are asked to retry the mission, which leads to another load screen.

Every time you launch the game, you are forced to sit through a 2 minute intro movie. I suspect this is to distract you while the game loads in the background more than it is to set a mood, but it would still have been nice to be able to skip it sometimes.

Other than that, the clothing selection feature remains terrible. You have no way to quickly cycle through your wardrobe without having to spend 2-5 seconds loading each new outfit. If you're like me, you bought every outfit as soon as you could only to learn that you had to cycle through every single one anytime you wanted to change clothes. And other than buying clothes, money has absolutely no value in this game. For some reason, they didn't include a casino or the option to buy property, so you amass all this wealth and have virtually nothing to spend it on at the end of the game's main story.

The Verdict:

That said, the sheer freedom and realism of this game signal a landmark in gaming and anyone who likes video games should buy this game. It is the most fun I've ever had with a video game and provides 100+ hours of entertainment for sixty bucks. Despite a few flaws, the amount of content, fun, and depth of this game make it virtually flawless and worth your money.

Order Pills Antibacterial (2012-01-03 06:25:18)

Keep up the good work.

Anonymous (2012-02-11 18:25:11)

Keep up the good work. general health Read a useful article about tramadol tramadol

The Orange Box PS3 review 9.0 (2000-07-21 13:12)

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The reason he was on the train to City 17 was put for his part in an activity. In City 17 is a dictatorship in progress which mankind can really do nothing. Many don't agree and it is up to Gordon to the people to give back what they have long wait for freedom.

Half-Life 2 with the two episodes is a very complete game. Not only the experience is fantastic, the playing is also on the special side. Why is this particular, is relatively easy to explain. Many First Person Shooters are indeed soon to play. A common complaint is that the single's always too short, thinking of Call of Duty 4. But with Half-Life 2 and the two episodes you're up 25 to 35 hour already. It is a bit depending on the difficulty. The total number of hours played is simply quite long, both a First Person Shooter like another game. Prices because of the long play is not the only, there are many more aspects that makes this game so well.

It is perhaps the most important story, it is continuous throughout the entire game in the daylight and made the story so good is because you keep playing the game. As a further additional impetus is that the games end with a cliff-hanger, so you like to start the next episodes. Not only the story is one reason the game to get, the more even the solid gameplay that after several years still stands as a house. So the game has a nice variety so you never bored playing the game is. From shoot-outs to puzzles and vehicle levels. This variation is really the right time every time, as I said boring you, you never in this game and that is surely a plus to mention, you keep playing the game.

What is still to come the strong physics engine the game uses. So you can pick almost any sized objects and use it somewhere above water or access to certain things so you can continue. This is not the only, you use many items for your own benefit and that works well at times to the detriment of the enemy. If you regularly get those annoying drums against which one is explosive stuff. These are often thrown your way through the enemy. You shoot these barrels and they explode. If this be done by the enemy, it is possible that the entire scaffold where they stand as collapsing, and enemies with al this all looks very true to life and fat. While you're in the minority that gives you a good feeling of satisfaction. In a blow off some enemies!

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gameplay and a story, that's for sure. However, we also loosely to the other two episodes, and in particular by putting the good aspects, it is also equally important to the other two important aspects to look, the graphics and sound.

First two episodes, two episodes set the story in which it neatly by the previous left off. However I must mention that one episode is not really special. This is played very fast, I was there myself an hour or five doing but it can quickly. Also, despite the story, it offered not particularly innovative features making it a case of continue where the original was so good, better said: "More of the same". Episode 2 is much better and longer. So I noticed after playing the original and the first episode, the one on the one focused, action and the episode on the story. Nothing wrong with that, but episode two both know this combination for an optimal experience. This is also the last of what Half-Life in The Orange Box is playing, so you can see right as a strong and good temporary valve.

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What is also very annoying, is the frequent occurrence of load times between levels but also when you die, you reload that quickly takes twenty seconds. This is so much to you, you'll resent the many prevention. The sound however is again very strong. during the game to get different characters, many say all their own thing is not really very special. What is just as well, is that these people all really sound different. You will not at all different characters are voiced by the same voice actor. Enough variation in the voice-acts here is what good comes out of the paint, they also have good levels. As the sound again gives the music an extra. Again good alternation between what the music sounds really relaxed and above all fits very well with the game. In terms of sound there is so little to say except that it was very well put together.

I can basically a relatively short conclusion about Half-Life 2 and episodes. Just go out! Yet I will explain everything as well. Graphics not quite up to date more especially for Half-Life 2, the original, money and the annoying but rare frame drops. The sounds is very good contrast as well as the gameplay still stands as a house. The story well put together makes it complete. To speak to you only for The Orange Box Half-Life 2 pick and I think that says more than enough. Yet as we look further, to what the package offers us even more, starting with Portal.

Portal

With the door down to business, Portal genius sticks together. Through the years I have played many puzzle games, from crap to very good and downright ingenious. Portal do this to beat despite playing far too short. Portal precisely what is so strong the ever increasing difficulty. The entire game to get increasingly difficult and complex puzzles are what you will do after considerable thought. Before going deeper into the puzzles themselves go, let us first look at what the intention of this game.

You wake up in a room of a huge complex with just white walls. You will be assisted by a voice through the speakers in the room well be heard. This voice is a computer which the sentences are not really smooth sound. Regularly placed the wrong emphasis and voice to make the courses which sounds weird to ridiculous. This seems a drawback, at least in the way described. But the atmosphere is so unique that this portal is perfectly fit. This is yet another reason to sound a general review of The Orange Box to set very high. This unique atmosphere is due to include the sound but also by the structure. The levels are mostly white hospital with occasional gray parts. It looks stylish but it is also proof of simplicity in the graphics. Nowhere is your mouth open graphic highlights. To briefly summarize, it looks from all but basic.

Portal is a game that you play as a first person shooter. Gradually you get a weapon in your hands pressed on what seems the gravity gun. This weapon is unique in its kind, a real weapon you can not call because the total is not detrimental but rather a useful extra. Also necessary for the puzzles. You can shoot two times. By shooting the wall, floor or wherever you create a hole where you can jump, shoot the second one provides output. So you can teleport through this gun. In the beginning you a simple piece of bridge but as you progress, as already indicated, the puzzles are so complex that you very well and should give consideration to the portals must fit properly. To have anything

worse, towards the end you get the necessary turrets shoot at you if you mess not careful. These are only off by clever use of your surroundings.

Portal What really makes good design is very simple but very clever implementation. This is what you can put the puzzles are very logical so you never long and you stuck with a nice pace through the game going. Then what a pity is that Portal is a very short game. The experienced gamer will be two or one hours to go through and that is something that almost never occurs today. Worse still, you want after the play. Portal is Still a special experience and as my colleague Kahumadante recently expressed: "These basic principles of a very ingenious Portal experience, not something you quickly see other games back. Portal is a high intelligent game."

Portal is a unique and original game based on very simple data one game makes you a unique experience which gives you after the play more like. Graphic special but not a stylish game. The sound that perfectly fits the atmosphere of the game. Portal is a unique experience that will stay with you a long time despite the very short running time.

Team Fortress 2

Half-Life 2, Episode One, Episode Two, Portal. All games are really purely singleplayer. In order to complete The Orange Box Team Fortress 2 transmitter is included in the package to an online experience to add to the package. Team Fortress 2 is a blast online game like Portal excels in the stylish design. So this game has a cartoon look that fits in very well. A number of characters you can choose from that are all "over the top" characters so you immediately notice that this game is not the most serious shooter in the world of first person shooters.

Let us start at the beginning. Before you start popping, you first choose one of the characters. These are divided into classes. If you have a choice of nine classes. Each class has its own advantages and disadvantages. It is therefore important to a team being a good mix of characters to choose the goals to complete. What this game special is that the nine classes are divided into three general classes. There is a defensive group of characters, an offensive and supportive. Anyone who chooses a character will gradually into other characters in the same general class when adding the group, especially the defensive defending certain point, the other groups do the opposite and thus become a good balance between the characters created.

Team Fortress 2 is laughable, this is the graphics. So it seems like you've arrived in a cartoon, which in carrying on the older gamer appears to be. Every character looks unique and funny, while playing the animations look pretty good and smooth. The level design, the game has six maps, each is separate. So know the maps enough variety and they look beautiful, again by the cartoony graphics. Team Fortress 2 is perhaps the most beautiful graphics of the entire package. The sound is perhaps slightly stronger than the graphics. The characters all know their own observations that may sound ridiculous and perfectly in the overall atmosphere of the game fit.

What a pity is that the six maps all know their own game mode. Really great choice for a map to choose their own mode is not. Moreover, six maps is not exactly extensive. The possible course for the game later to support the game with downloadable maps and more opportunities to give through a patch or an update. The game is fun in its present form but I still have missed opportunities to set the other online shooters do have. Nevertheless, Team Fortress 2 a very fun and beautiful game that also in the sound good at scoring. The last game that we treat from The Orange Box. Now is the time for an overall conclusion.

The Orange Box is a very complete package you bid and five games for the price of one game. A better deal in game land we know as far as I know. Half-Life 2 is a game you should play, despite the occasional frame drops. Portal is in itself a unique experience but very short, Team Fortress 2 is playable however indefinitely but back to the lean side as we look at the number of maps. Nevertheless, any game worth playing and you must load times in Half-Life 2 and Portal occur mostly take for granted. All in all, this package is very complete and will be properly spent for everything from whole to play again, just get the orange box!

Graphics 8

Gameplay 9

Sound 9

Replay 8.5

Overall 9.0

The Orange Box PS3 review 9.0 (2000-07-21 13:12)

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Overall the gameplay is very good shape and offers you a fantastic experience thanks to the tall tale. However, there is something disturbing to me. The graphics are clearly outdated and it is unfortunate that this is not what Valve has more polished. It looks nice in itself, Half-Life 2. Episode one is a lot better and the last episode, episode two is graphically the best of the three. You can clearly see that you're dealing with a graphical progress through the years. Nevertheless, the game is to do good, it had only been improved. Now I really bother me, frame drops. There is much speculation about this and I can tell you that the game does not particularly know. On the PS3 it because I very rarely encountered. But once you have a frame drop or is it a good. This can be very distracting during the action and hopefully this is polished by a patch.

What is also very annoying, is the frequent occurrence of load times between levels but also when you die, you reload that quickly takes twenty seconds. This is so much to you, you'll resent the many prevention. The sound however is again very strong. during the game to get different characters, many say all their own thing is not really very special. What is just as well, is that these people all really sound different. You will not at all different characters are voiced by the same voice actor. Enough variation in the voice-acts here is what good comes out of the paint, they also have good levels. As the sound again gives the music an extra. Again good alternation between what the music sounds really relaxed and above all fits very well with the game. In terms of sound there is so little to say except that it was very well put together.

I can basically a relatively short conclusion about Half-Life 2 and episodes. Just go out! Yet I will explain everything as well. Graphics not quite up to date more especially for Half-Life 2, the original, money and the annoying but rare frame drops. The sounds is very good contrast as well as the gameplay still stands as a house. The story well put together makes it complete. To speak to you only for The Orange Box Half-Life 2 pick and I think that says more than enough. Yet as we look further, to what the package offers us even more, starting with Portal.

Portal

With the door down to business, Portal genius sticks together. Through the years I have played many puzzle games, from crap to very good and downright ingenious. Portal do this to beat despite playing far too short. Portal precisely what is so strong the ever increasing difficulty. The entire game to get increasingly difficult and complex puzzles are what you will do after considerable thought. Before going deeper into the puzzles themselves go, let us first look at what the intention of this game.

You wake up in a room of a huge complex with just white walls. You will be assisted by a voice through the speakers in the room well be heard. This voice is a computer which the sentences are not really smooth sound. Regularly placed the wrong emphasis and voice to make the courses which sounds weird to ridiculous. This seems a drawback, at least in the way described. But the atmosphere is so unique that this portal is perfectly fit. This is yet another reason to sound a general review of The Orange Box to set very high. This unique atmosphere is due to include the sound but also by the structure. The levels are mostly white hospital with occasional gray parts. It looks stylish but it is also proof of simplicity in the graphics. Nowhere is your mouth open graphic highlights. To briefly summarize, it looks from all but basic.

Portal is a game that you play as a first person shooter. Gradually you get a weapon in your hands pressed on what seems the gravity gun. This weapon is unique in its kind, a real weapon you can not call because the total is not detrimental but rather a useful extra. Also necessary for the puzzles. You can shoot two times. By shooting the wall, floor or wherever you create a hole where you can jump, shoot the second one provides output. So you can teleport through this gun. In the beginning you a simple piece of bridge but as you progress, as already indicated, the puzzles are so complex that you very well and should give consideration to the portals must fit properly. To have anything worse, towards the end you get the necessary turrets shoot at you if you mess not careful. These are only off by clever use of your surroundings.

Portal What really makes good design is very simple but very clever implementation. This is what you can put the puzzles are very logical so you never long and you stuck with a nice pace through the game going. Then what a pity is that Portal is a very short game. The experienced gamer will be two or one hours to go through and that is something that almost never occurs today. Worse still, you want after the play. Portal is Still a special experience and as my colleague Kahumadante recently expressed: "These basic principles of a very ingenious Portal experience, not something you quickly see other games back. Portal is a high intelligent game."

Portal is a unique and original game based on very simple data one game makes you a unique experience which gives

you after the play more like. Graphic special but not a stylish game. The sound that perfectly fits the atmosphere of the game. Portal is a unique experience that will stay with you a long time despite the very short running time.

Team Fortress 2

Half-Life 2, Episode One, Episode Two, Portal. All games are really purely singleplayer. In order to complete The Orange Box Team Fortress 2 transmitter is included in the package to an online experience to add to the package. Team Fortress 2 is a blast online game like Portal excels in the stylish design. So this game has a cartoon look that fits in very well. A number of characters you can choose from that are all "over the top" characters so you immediately notice that this game is not the most serious shooter in the world of first person shooters.

Let us start at the beginning. Before you start popping, you first choose one of the characters. These are divided into classes. If you have a choice of nine classes. Each class has its own advantages and disadvantages. It is therefore important to a team being a good mix of characters to choose the goals to complete. What this game special is that the nine classes are divided into three general classes. There is a defensive group of characters, an offensive and supportive. Anyone who chooses a character will gradually into other characters in the same general class when adding the group, especially the defensive defending certain point, the other groups do the opposite and thus become a good balance between the characters created.

Team Fortress 2 is laughable, this is the graphics. So it seems like you've arrived in a cartoon, which in carrying on the older gamer appears to be. Every character looks unique and funny, while playing the animations look pretty good and smooth. The level design, the game has six maps, each is separate. So know the maps enough variety and they look beautiful, again by the cartoony graphics. Team Fortress 2 is perhaps the most beautiful graphics of the entire package. The sound is perhaps slightly stronger than the graphics. The characters all know their own observations that may sound ridiculous and perfectly in the overall atmosphere of the game fit.

What a pity is that the six maps all know their own game mode. Really great choice for a map to choose their own mode is not. Moreover, six maps is not exactly extensive. The possible course for the game later to support the game with downloadable maps and more opportunities to give through a patch or an update. The game is fun in its present form but I still have missed opportunities to set the other online shooters do have. Nevertheless, Team Fortress 2 a very fun and beautiful game that also in the sound good at scoring. The last game that we treat from The Orange Box. Now is the time for an overall conclusion.

The Orange Box is a very complete package you bid and five games for the price of one game. A better deal in game land we know as far as I know. Half-Life 2 is a game you should play, despite the occasional frame drops. Portal is in itself a unique experience but very short, Team Fortress 2 is playable however indefinitely but back to the lean side as we look at the number of maps. Nevertheless, any game worth playing and you must load times in Half-Life 2 and Portal occur mostly take for granted. All in all, this package is very complete and will be properly spent for everything from whole to play again, just get the orange box!

Graphics 8

Gameplay 9

Sound 9

Replay 8.5

Overall 9.0

Heavy Rain review 8.5 (2000-07-22 07:10)

Overview (no major spoilers): You play several different characters in hopes to track down a serial killer that targets children. There are many twists and exciting plot reveals as the game goes on. Most of this takes place in rainy or dismal settings, so get used to your characters being wet all the time.

Issue seen on PS3Slim (others have seen same on original PS3, I dont have one to confirm):

Ok lets talk about the issue I have with the game so that we can get to the good stuff. The video is choppy. No two ways about it. I have the new PS3 Slim and the video jerks and stutters just enough to be annoying over time. You

can tell its pushing the system pretty hard. Other times its smooth and beautiful. Most of the time the jerky video is not during anything fast or major, just when the character may be walking it looks like Monty Python sketch about silly walks. It doesn't tear, it merely is just a very slight lag when moving the character, 1 step is smooth 2nd step is slower, 3rd step is slower yet then back to smooth again maybe 2 steps and repeat the slow down. Its not overt and you might not notice it at all. Ok thats my major gripe, now onto the game.

Interface:

Fantastic and feels very immersive. At first the interface seems really clunky and weird until you get the button combinations down then it is very smooth and easy to figure out. Eventually you really dont have to think about it at all. This game is rewriting what interfaces are in video games and even though it is cutting edge it sometimes feels a bit like Dragon's Lair. If you find that you just cant keep up due to whatever reason you can change the difficulty setting by selecting how comfortable you are with the PS3 controller. They attempt to use the sixaxis controller like it was meant to be used but it feels a bit, eh, ok. Its not as intuitive as say, Flower [Online Game Code - Full Game].

Load times:

The load times do take a little longer than I would like, however they use it as a chance to show off the incredible facial modeling and motion capture. The characters look around and you can see the really fine attention to detail.

Adult themes:

One thing I like about this title is its frank dealing with adult themes. Its not overt sexuality, but there is nudity both male and female, and also psychological illness and struggle that most children would not be able to handle. I recommend this for people over the age of 18 and also with sound mental capacity. Reason being is, the story has some very dark imagery that is both disturbing and essential to the thriller. There are graphic depictions of drug use, and it is not pretty.

Fight sequences:

At times in the beginning you can practice fighting with doing other mundane things such as juggling and playing with one of the children in the game. It shows you through a very inventive way the skills you will need later on to fight. One thing that I like is that the producers offer this in a subtle way. Once you have this hit X now - Up - now Triangle, Now down sort of timing it becomes second nature. If you remember Dragon's Lair then you will find yourself right at home here.

Imagery:

The game is dark, its almost always raining, there are times though when you can escape through a virtual environment in the game to lush areas. It is always beautiful and quite breathtaking to see some of these vistas. After playing for several hours to see the sun was very refreshing and almost brought my spirits up. Then it was back to the case. The visuals are spot on. There are pieces of plastic caught in the barbed wire of the fences, cans roll around the street, there is dirt under and over a light switch on the wall. These are some of the great details to look for. So much attention to the small details help to make it more believable. In the beginning you are in a modern home with fantastic architecture and it looks just like a movie set. Textures, reflections, water all play very integral members of the cast. At times I forgot to move because I thought I was watching a movie, not playing one.

Vocals & Storytelling:

I am playing the US version and the voice acting is very good. I appreciate the vocals at times more than the graphics (which is saying alot). They are actual actors and not the textures guy doing a voice for the game. What you get is a compelling story told through many peoples viewpoints. Think Steven King or Dean Koontz with regard to many characters telling the whole story. This is not a hero quest layout and often I had trouble finding who to root for. That in itself makes it a very powerful story. I never felt that the story was out of hand or too deep to grasp. I really felt as I was integral in many ways to what was going on the screen.

Replayability:

There are so many different ways to go in this story that it could mean infinite replayability, although I doubt its that much. Even so it could be like 200+ different ways to play it meaning it is a very good value. Just do what you think the characters would do and live with the decisions, or go back and try again.

Synopsis breakdown:**Pros:**

- » Motion capture is some of the best I have seen, only sometimes seems too stiff (like going up stairs)
- » Interface is easy to use once you get the basics down
- » You can change the difficulty based on how fast you think you can pull off the moves, so it doesn't penalize older players with slower reaction times.
- » A true adult game (mild sex), but with real life issues and themes.
- » Gritty and holds no punches

Cons:

- « PS3 Slim with plenty of HD space had jerky motion and felt a bit pushed
- « Harkens back to old school movie games with the controls based on timing and buttons (its ok not much of a con but thought I would mention it)

Overall this game will touch you in many ways. It is both wonderful to look at, yet you will find yourself wanting to look away when the bad stuff happens. You become very attached to each character and the smallest decisions you make may change the whole conclusion of the game. Matter of fact there is no guarantee that anyone will solve the case, so, be wise with your choices.

Anonymous (2012-01-10 04:44:58)

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Battlefield: Bad Company 2 | 9.0 (2000-07-23 07:12)

Quick backround on me - I'm an avid console FPS player. I achieved top 1 % once and top 6 % for 3 solid months on Killzone. I've gotten my kill rank as high as 91000 on MW2 (good enough for top 2 %). I also played a fair amount of Resistance. I LOVE COD:MW2. I love the graphics, the speed, the twitch reflexes required to be good. I also do not play the single player games, so my review is aimed specifically at the online portion. I will say the 2 hours spent on the single player were very fun and the graphics phenominal (noticeably better than multiplayer). I also play with a clan that has carried over several games, that also weighs into my opinion. Finally, I played both the BETA and the DEMO, and about 48 hours online in, so I have a fair amount of experience with BFBC 2 .

Based on DICE & EA's own admission, they are aiming to be the best, better than COD specifically. Do they succeed? Yes and no. Here is my comparison/opinion:

Play is class based - Recon, Medic, Assault and Engineer. As you play as each character, their specific abilities are unlocked and enhanced. The leveling is slow. Unlike MW2 where getting hot could mean 2000xp and a quick couple of levels. Not so in Battlefield. You will need to play and play well as one class for an extended period to re-

ally get into the meat of the characters. You can customize your player, but not in the same fashion MW2. Edge: Draw

Modes include Rush, Capture the Flag, Squad Deathmatch and Gold Rush. The HUGE advantage BFBC 2 has over MW2 is that playing like a one man army is useless and you will probably lose. You CAN do it, but camping and playing as a lone wolf simply do not work in BFBC. Again, a stark contrast to MW2, the maps are enormous. And that is putting it lightly. Squading up is imperative if you want to move quickly across the map (and spawn with a squadmate). Edge: BFBC

Mechanics - The players move in a similiar fashion to COD:MW, i.e., like the player is on skates. This is in contrast to Killzone that moves more like Saving Private Ryan. The guns feel good, but do not have a weighty feel to them. The player can run for days and jump abnormally high. The bullets have drop at long range, wich is awesome. As opposed to a wobbly reticle, you have to aim based on distance to the target. You don't get much of a notice when you are getting hit or hit someone, and getting killed can be a bit jarring and abrupt. Players can regain health, but slowly, so as a sniper, you can get those one shot kills, especially if you snipe behind your tank. Speaking of vehicles. They are tide changer and vital part of winning the game you are playing. We're talking choppers, tanks, humvees and quadrunners. As far as the actual shooting goes, MW2 still just feels better, but that is going to be a strict opinion, as both work just fine. Edge: Draw

Matchmaking - It's easy to jump into a squad and more importantly, hook up with friends. You can customize the map you play and all of the modes. The game also plays on dedicated servers supported by EA. Again, big edge: BFBC.

Graphics / Sound - This is going to be very much debated. I like how COD and KZ looks. BUT - Battlefield has vehicles, 24 players, 10 maps that dwarf COD and KZ's maps and the big enchilada - fully destructable environments. Like the tanks your in, they change the game. If a sniper thinks he's going to camp, think again. The building he's in or tree he's behind will eventually fall. Near the end of some matches, the level of destruction is incredible. If you are a pure graphics fiend, youll probably think it's ugly, if you love the size, scope and destructability, you'll prefer BFBC. As far as sound - COD is like a Bruckheimer movie, BFBC is like Saving Private Ryan. More pops and thumps. Every gun in COD sounds like a cannon (which I love with my Turtlebeach P21 Headphones). Edge: Draw

Overall - I personally prefer the gameplay of COD:MW2 by a wide margin over BFBC 2. However, if you've spent any time with MW2, you know it's full of lone wolves, campers, cheaters and glitchers. The matchmaking is inferior, clan support is nill and playing with friends online is very difficult because of constant drops. Playing as a team is paramount to having a good time on BFBC, and there in lies the rub. I gave it 4 stars instead of 5 because I'm afraid the game will not have that pick up and play, jump right in replayability that COD:MW2 has. Ginormous maps played with strangers not playing together could end up being just as bad (or worse) than the faults of MW2. At the end of the day, I like the overall idea of BFBC2 BETTER than MW2, but narrowly. Time will tell where the support from players lies and the longevity of the game.

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Final Fantasy XIII Ps3 review | 9.0 (2000-07-24 07:14)

-As many preliminary reviewers have stated, this iteration of the Final Fantasy series is quite noticeably linear in nature in its first half. Compared to the previous FF installments, which allow you to explore a vast open world from the outset and take on various optional side-quests, FFXIII gives you neither for the first 18-20 hours of the game. Things open up after that point, but your options are still very limited compared to earlier FF games. There is also little opportunity to "level grind" (although the term doesn't explicitly apply here, more on that later) until you reach this point. You are given a proverbial "ceiling", a temporary limit to which your party members can be strengthened and developed, and for better or worse, you have to make the most of what's available to you to overcome the next challenging boss battle. Also, NPC interaction is highly limited, almost to the point of non-existence. Luckily, the story development balances all this out very nicely. It's like one big, long, winding corridor full of hurdles to jump, though the game manages to become more and more fun to play as you progress. And damned if it isn't the most visually appealing corridor I've ever seen.

-Which brings us to the graphics. Square Enix has historically made painstaking efforts to keep its Final Fantasy games on the very cutting edge of the graphics scene, and FFXIII is no exception. The characters—even token NPCs—are all meticulously rendered and animated, each doing justice to the art of the series' premiere character artist, Tetsuya Nomura. Their facial subtext is unprecedented in the series, making for very convincing performances. The way they move in battle is consistently a treat to watch, particularly in Lightning's case, as she vaults and flips about, slashing up baddies and tossing fireballs around the arena. Despite participating in chaotic battles with as many as 10 enemies on-screen, I've noticed absolutely no lag or slowdown in the framerate. The environments are positively SPECTACULAR in both their scope, lighting, and design. It's enough to make you cry, knowing that you're chained to a single path and unable to freely explore these awe-inspiring vistas, but don't worry, you'll get more freedom to roam in the latter half of the game. The prerendered cutscenes are even more beautiful, in my opinion surpassing the taut action and visual appeal of even the Final Fantasy VII: Advent Children Complete [Blu-ray] feature film. They occur fairly often, and they're an absolute joy to watch.

-About battles: the new battle system is a great departure from what FF vets might be used to. There are up to three party members fighting on your side, and you directly control the actions of the leader only. The other two

members provide AI support based on their role in your party's currently active Paradigm (a battle plan that assigns specific roles to each party member, and can be changed on-the-fly at any time). Timing these Paradigm Shifts is the name of the game, otherwise you'll get pummeled in short order.

Gone are the days when you'd have to manage your party's HP and MP between battles; HP is automatically refilled for all party members (even KO'd ones) after every battle, and MP is non-existent.

Magic spells take the form of elemental techniques that are seamlessly integrated with physical attacks and other special techniques, in long hitstrings that cost only ATB Meter stocks. The focus is not only to survive and win battles, but to finish them quickly and decisively. It pays to have your strategy thought through before challenging the next group of enemies. Judiciously switching Paradigms in mid-battle is indispensable to victory, and necessary to receive a 5-star rank at the end of the battle, and ultimately more valuable spoils.

Summons take the form of Eidolons, who join you as AI-controlled battle buddies when called upon. You can also press Square to enter the Eidolon's "Gestalt Mode", wherein it transforms into some sort of vehicle that the summoning character rides on/in, unlocking new attack options and enabling you to execute the Eidolon's ultimate technique on command. Only the party's currently assigned Leader may summon an Eidolon.

"Limit Breaks" (as they are more popularly known) can be unlocked for each character once they've reached Chrystarium Level 4. They do not cost TP, and there are no special prerequisites for executing them; fire away to your heart's content. As with Eidolons, only the Party Leader can execute his/her Limit Break.

It takes some getting used to, but the game offers plenty of tutorials to explain how to make the most of the options available to you. Personally, I find this new battle system to be a lot of fun.

-Character levels as you know them are gone as well. Your party members' stats are boosted through the expenditure of Crystogen Points (CP) in the Chrystarium Development system (very similar to the Sphere Grid system of FFX). As you advance through the Chrystarium, you gain new techniques and spells, and increase the levels of each character's available Roles.

What does level up are your weapons and accessories. Spoils you earn in victory can be spent to allocate Experience Points to your equipped gear, raising their stat bonuses and special attributes, and even transforming them into other, more powerful items. I guess this is your incentive to shoot for that 5-star battle score.

-Camera movement feels a bit sluggish, but smooth. It gives the battles a cinematic feel, but when you're running around the map, it can be a pain. I like to sneak up on enemies so that I can get the initiative when the battle starts, but the slow-turning camera has robbed me of this opportunity more than a few times (though it's not a game-breaker).

-BOTTOM LINE: It's definitely worth checking out, but I recommend you rent this one first, even if you're a Final Fantasy veteran. FFXIII has its own unique style and flow; you either love it or you hate it. The story is deep, mysterious and compelling, and the characters each have very interesting, multi-dimensional personalities. If you can stick it out, you'll be handsomely rewarded with gameplay that just gets more and more exciting as you progress.

God of War III | 9.0 (2000-07-24 08:48)

Thanks for reading my first review here on Amazon. I normally don't review stuff like this online but I can't get this game out of my head. I've had my jaw hit the floor more times in the first couple hours than I've ever had in an entire game before. When people describe this game as epic, they are not just using some cliché word everyone on the internet throws around. The cover of God of War 3 should be in the dictionary next to the word.

First, I highly suggest anyone new to the series to go ahead and pick up the God of War Collection. It is some of the best the PS2 has to offer for only \$30. It will bring you up to date on the story and help you get acquainted with the combat system so you can jump right into part 3 no problem. This brings me to my next point, difficulty. I'm

hearing the term "button-masher" thrown around quite a lot in regards to this game and while this might be true for the easy and normal difficulties, it couldn't be further from the truth on Titan (hard) mode. Having beaten the two previous games recently, I started GoW3 on Titan difficultly. There is no way you can spam the same combos and expect to make it anywhere. For those familiar with the previous instances of God of War, or for you hack-n-slash pros out there, I highly suggest starting off on Titan mode. This will provide a much greater challenge and get you ready to play on Chaos mode after you've unlocked it.

For the most part, the gameplay remains unchanged from the previous titles. If it ain't broke don't fix it right? However, there are a few differences that greatly enhance the experience. For starters, the QTEs now put the button prompts in relation to their location on the controller (triangle appears at the top of the screen, X on the bottom ect.). This allows the player to view whatever violent act Kratos is performing at the time without having the button prompt cover it all. Another great change is the ability to switch weapons on the fly, mid combo. This allows for a lot of creativity to be used in how you dispatch each enemy. Lastly, one of my favorite additions to the combat system is the combat grapple. Kratos will fling both blades into an enemy and pull himself towards them. This greatly increases combo variety and makes it easier to string together lots and lots of hits.

When it comes to presentation in video games, God of War 3 takes the cake. You can tell a lot of work was put into making the game look amazing. I must have spent the first 10 minutes just staring at how detailed Kratos looks. The boss battles and level design redefine what scale is in games today. Some people might be put off by the fixed camera, but this allows the directors of the game to give you breathtaking views and truly show off all the hard work they put into making this one of the most visually pleasing experiences you will ever have. All the trailers and screens you could watch won't hold a candle to how this game looks live on a nice 1080p TV set.

In closing, God of War 3 is one of most amazing experiences you can find in gaming today. Other games might have a little more depth to their combat systems, but none of them put together the entire package of gameplay, graphics, sound, story, and overall fun. If you've been on the edge about picking up a PS3, let Kratos make that decision for you. Do yourself a favor and BUY this game!!!

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Call of Duty 4: Modern Warfare | 9.0 (2000-07-25 08:50)

COD4 is truly one of the best first person shooter games. You can play the story mode which takes you through an entire war, with a detailed and intriguing story, and has many different styles of play. Some stages will require straight gun fights, while others will require you to be stealth and snipe your enemies from afar.

The best thing about this game is the Multiplayer function. This is such a great feature as it extends the play value of the game. In most games, once you beat the story mode, there is hardly any reason to play again. however, in multiplayer mode, you will be playing with other gamers around the world online, for free, and get to eliminate each other. Multiplayer mode has many different modes to choose from such as "capture the flag", or "free for all" but the main objectives are all the same. eliminate your opponents!

If you need more detailed footage of the game, just youtube it and see how the game play is in action.

Call of Duty 4 : Modern Warfare 2 | 10 (2000-07-27 08:51)

Just like its most recent predecessors, Call of Duty 4: Modern Warfare and Call of Duty: World at War, the campaign portion of Call of Duty: Modern Warfare 2 is a really fun game with extremely intense battle sequences. The downfall is that it's very very short. So let me start by saying that if you're not set up to, or you just don't intend to, play the online co-op or multiplayer modes, you really want to think twice before paying full price for this game. Single players either need to rent this or wait for an inexpensive used copy to go on sale.

So you get three game options: Special Ops (online isn't necessary, but at least two players are required for some of the missions), Multiplayer (designed to be played online; this is no fun split-screen with a max of 4 players), and the single player Campaign that took me less than 6 hours to finish.

In single player Campaign mode, you're a first person shooter (soldier) on the frontlines, and this time the frontlines aren't limited to overseas territories. Primarily you're playing separate, interlacing missions all over the world as two different characters. The story takes place several years after CoD 4 ended. And just as in CoD 4 you're with a team of characters that are truly your band of Artificial Intelligence brothers. On easier settings the AI soldiers can do practically all of the work for you on some missions; the help you might get from your team is based on the difficulty setting you've chosen. So unless you want to just glide through the game, definitely don't pick the Recruit difficulty (the other difficulty options are Regular, Hardened and Vet).

I could take away a star from the overall score of this game for how short the single player mode is, but I won't....All of a sudden it's not so short when you go back and try to play on the Vet setting and spend the time looking for all of the Intel items.

You arrive in single player boot camp just like in all of the previous CoDs, and you get a brief tutorial on how to maneuver around, shoot your weapons & throw grenades. After boot camp you get to choose the difficulty setting, then you're immediately strewn into various battles. (Once you've completed the game on any setting you can go back to various chapters to clean up any items or trophies missed, and at the start of each chapter you can choose to attempt on the higher difficulties.)

You fight your way through some intense chapters....really intense. In fact, when you first start off, there's even a warning that you'll be in for some VERY disturbing sequences, and you have the option to tell the game to skip "offensive material". Ummm...no thanks. I think that this is the first game that I've played that offers the option to censor itself if you choose the option. The story is a bit choppy at times, but the battles are wild. The graphics are out of this world, and some of the "familiar territory" scenes will just blow you away with how much it really looks like your own back yard.

The weapons are plentiful and sophisticated. You're shooting whichever modern-day weapon you happen to have picked up along your objective route. Objectives that guide you along are updated regularly as you complete each task throughout each chapter. And some of those tasks are brutal. There are frequent checkpoints (I think I remember even reaching new checkpoints without firing a single shot) in the campaign, so no need to worry about respawning back before what seemed to take an eternity to complete. On the other hand....

....There is the Special Ops portion of the game. I think that there are 23 different missions for you here, and you can play each one by trying to earn 1, 2 or 3 stars in each mission. Some of these are darn hard, especially the final 3-star unlocks. You will be frustrated by playing some of these a few times before you beat the levels to earn your stars. And there are no checkpoints in these missions, so if you fail in the final moments of a mission, you start over from the beginning of that mission.

Special Ops is most fun with a partner. It's best online so that you get to play full screen, but if you have a

guest over you can play split screen offline. For all you World at War players looking for Zombies, you're out of luck here. You get Special Ops instead. There was a silly rumor that MW2 would have an "Alien Invaders" mode that would rival the Zombie mode of WaW, but that indeed was just a silly rumor.

Online Multiplayer is where you'll get addicted. No AI brothers here...just your fellow gamers. You'd better have your FPS skills honed if you think that you'll score better than some of the MW2 online players. A very high percentage of the online players have been honing their skills online for years now with CoD4 and World at War.

The concept with Multiplayer is certainly not new. The more you play, the higher you rank allowing you to unlock more (fine tuned) weapons. The game sets you up in matches with people at your level and rank, but that ain't gonna help you if you're new (you will be fondly referred to as a noob by your swell fellow online players) and you're up against the CoD4 or WaW vets.

What makes MW2 Multiplayer more than just a new map pack for CoD4 is that the Multiplayer weapons and perk system are vastly improved. And so is connectivity (so it seems in the initial week of play after a few day one and two glitches). You get 10 times the amount of points for the kills and captures that you're used to getting only 5 or 10 points for in CoD4 and WaW. You also now get points for not just killing and capturing, but for taking out enemy air support, coming back from deathstreaks, killing your nemesis, breaking an enemy's streak and other stuff. Yeah, Multiplayer is good fun, habitual and bad for a marriage.

So all in all Call of Duty: Modern Warfare is major fun. The only drawbacks to this awesome game are that the campaign is really short and the multiplayer action is a bit familiar. But the MW2 Multiplayer improvements over its predecessors far out weigh the familiarity.

Modern Warfare 2 is a must for FPS fans. Add it to your cart, soldier!

Ninja Gaiden Sigma | 9.0 (2000-07-28 08:55)

I bought this game because I had played the previous versions of Ninja Gaiden in other old platforms, and, surprisingly, this was much less expensive than I expected.

This is a much better game than so many I have seen. It is not easy, the enemies attack in group, adapt the offensive and get tougher with time. Your character dies all the time and you have to try again countless times, but once you finish off a chapter boss you feel a real sensation of accomplishment.

What I like the most about this Ninja Gaiden version is that you can't expect the enemies to behave the same, even when you are trying again and encountering the same group of foes in the same situation you had before. The AI is very good. Depending on how you face them, your first strike, your character's position, etc, they will change the strategy. Also, as other reviewers mentioned, most enemies have some attacks that can't be blocked (you must try to evade them), if you block for too long or at the wrong time, they will break it and if you use the same attacks many times without varying, the enemies will adapt, blocking or evading them.

The graphics and sounds are good, but not too impressive, but I prefer challenging AI with good/average graphics to weak AI with mesmerizing graphics any day.

If you want real tough action, try this title (there is a demo at the Playstation store), but if you get frustrated easily, don't bother. There are easier titles around.

One criticism I have is that the saved game loading (when your character dies and you want to continue) and chapter loading (once you complete the previous one) are slow (at least, for me), even after installing the game in the hard drive (though it does improve it). But, it is a minor issue that don't affect the rest.

Advice: master the combo techniques. There are several of them and some require a sequence of 6 buttons to work. Your path will be smoother and the chapter bosses fall faster.

In the end, a great title.

Anonymous (2012-02-11 18:25:24)

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Fire Emblem - Awakening - 9.0 (2000-07-30 23:25)

I have the digital copy on my older sister's 3DS and I'm getting a preordered physical copy from Amazon. I absolutely love the series and I think this is a huge step up from the originals.

The game's story expands a multitude of chapters with many amazing characters from different backgrounds. Each of the characters develops and can become romantically involved with another character, granting them bonuses in battle and later on, kids!

The 3D effect is just plain awesome. At first I thought there was dust flying around or something but then I realized it was actually the smoke from the game and every once in a while, bats would fly out! I also love the first person view point in 3D battle. Makes for a trippy experience when using flying units. Superbly done.

Fire Emblem is notable for its strategic, tactical game play. Over the past 12 games, the gameplay was the same and a little stale. However in this new edition, they introduced many interesting and unique additions including "Pair up" and the getting bonuses from adjacent characters! Pairing up beefs up a unit in multiple areas and allows for a chance of dual attacking or blocking (and negating all damage!) of a hit. It also increases support levels and such.

Supports are also returning in this game along with the marriage system. Supports are essentially characters getting closer together the more time they are with other characters. For example having the Main Lord (Chrom) with another female (non relative hopefully) character pairing up or being adjacent for many battles will increase their support levels. As this level increases, eventually the characters will fall in love and get married.

There is DLC in this game but don't get too worked up about it. The game itself is completely finished so it isn't an on-disc dlc but rather bonus content for those who want extra challenge. DLC includes maps, characters, and monster attacks which also includes weapons and such. However the characters can be gotten for free (and there are more free characters than DLC characters) through spotpass. Simply leaving your 3DS in sleep mode will allow you to download the characters and maps. The characters are not related to the main game but rather come from other Fire Emblem games including Marth, Roy, Ike, the Smash Bros. favorites. During the first month or so, there is a free DLC including a very special character. Be sure to pick up the game so you can pick him up also!

There is a bundle 3DS with this game but I wouldn't recommend it as it is not a 3DS XL. I greatly prefer the XL over the regular 3DS but if you're not picky about the size then go ahead and pick up the bundle instead. Aside from that, I would rather recommend getting a 3DS XL blue (MK7 bundle if possible) and then adding the decal if you really want it.

2.7 August

Rogue Galaxy review | 8.0 (2000-08-01 08:58)

The Playstation 2 has tons of RPGs. When a new one marches forth most RPGers can usually say "Yep" or "Nope." Rogue Galaxy is definitely a "Yep." It's easy to grasp, yet difficult to master. It's shorthand in some key areas which keep it from being perfect, but it's still one of the best RPGs to come around in a while.

Rogue Galaxy follows the story of Jaster. Jaster dreams of exploring the galaxy someday. He more than gets his chance after having a run in with a Bounty Hunter, and then being mistaken for said bounty hunter. In all honesty, Rogue Galaxy doesn't have a great storyline. It's certainly not horrible, but it's standard. It's also full of predictable plot points, and it actually lacks a little in the character development. These two aspects of any RPG are crucial. Whether you want to accept it or not, story and character development are important, and Rogue Galaxy lacks both. It's sad because you'll meet a lot of characters who are interesting. The problem is that you just don't learn enough about them.

Luckily, the game is saved by the sheer fun factor that comes with the battle system. Unlike other RPGs, Rogue Galaxy doesn't have you running around and then there's a transition into a random battle. Rather, enemies just pop up and you take a battle stance right in the area you're exploring. It's very similar to Kingdom Hearts in that regard. When in battle you'll be able to jump around, slash at your enemies and switch between primary and secondary weapons. Your primary weapon is usually a melee weapon, while your secondary is a projectile. Battling is fast paced and fun. It deviates away from the menu based combat that has dominated RPGs over the past couple of decades.

Battling isn't entirely simple, though. The game is quite a challenge in many regards. First, there's the emphasis on strategy. This is more than just you smacking an enemy until it dies. Some enemies you'll have to expose their weakness in some way before you can start dealing damage to them. Some only take damage from certain weapons. There is a definite emphasis on strategy. Your characters will often give you hints on what to do as well.

You only control one character in combat. The others are controlled by AI. Unfortunately this is another aspect where Rogue Galaxy falls short. Your allies are hardly aggressive. There will be plenty of moments where you'll have to revive your AI controlled characters. There are moments where the game's difficulty is so high that reviving and healing characters becomes a constant chore. This is mostly apparent in boss battles. Which brings up another factor that can make or break the experience of Rogue Galaxy. Leveling up also feels like a chore sometimes. It takes a lot of battling to level up. It's fun, thank goodness, but much like Dragon Quest VIII there are times when you'll spend more time level grinding than progressing through the game. Some RPGers will love this challenge, but others may not be patient enough to do so much level building. The game is long as it is, and so much more of it requires the player to be dedicated to level grinding. For the most part, though, it's still a fun game to play, and the battle system is so much more involving than other RPGs out there.

Another factor to aid the battle system and peak the interest of any RPGer is the weapon fusion. As you go through the game, your weapons also level up. They can be fused with other weapons to make more powerful weapons. So much of Rogue Galaxy isn't so much dependent on your defense as much as it is your offense. So it's a good idea to fuse some good weapons. However, weapon fusing isn't completely fun and games. There's no way for you to become a God right from the get go with weapons. Factors such as the weapon type, weapon level, your characters skill with the weapon etc. play a pivotal role. So even if you created a really powerful weapon early on, your character may not be skilled enough to wield it. This works very well, because it keeps the game from becoming too easy too fast.

Rogue Galaxy also offers a complex ability system called "Revelations." Each character has a Revelations Flow Chart. By buying certain items and placing them in the Revelations Flow Chart, your characters will learn abilities, and other parts of the Flow Chart will open up for them. Like a lot of the game, it's actually pretty simple to learn. This is what's nice about Rogue Galaxy. It's easy to pick up and play.

There are some pretty cool optional quests that you can do throughout the game. You can collect bugs that can be used in a stadium (very similar to Pokemon), go on bounty missions, explore other planets. Rogue Galaxy is a pretty big game all on its own. The main quest is big enough, but some of the secrets and extras are enough to rival the Final Fantasy games.

Visually, Rogue Galaxy is one of the most artistic and beautiful looking games out there. It has a beautiful cel-shaded look very similar to Dragon Quest VIII. The environments are detailed and pretty. The fact of how exploration is done is also fantastic. Instead of just roaming around you'll have to jump up platforms and such as well. There are better looking games, but the style of this one is what makes the graphics stand out. Load times also feel non-existent. Since battles take place in exploration, and the game's cutscenes don't have to load (because there are no flashy FMVs), there's not much the game really has to load.

Speaking of which, the sound and audio quality is really good. There are times when the soundtrack feels like it isn't big enough, but you'll enjoy what you get from it, regardless. The voice acting is also done really well, even if a lot of dubbing is off more so than other RPGs.

The point is simple: With video games moving on to newer systems, it's nice to see that the Playstation 2 hasn't been left in the dust, and that Rogue Galaxy really is a high quality RPG. It may not have the best story in the world, or the best characters, but it's a huge game, with tons of things to do. The sheer amount of fun you'll have with this game is a testament to it's good quality.

Pros:

- +Beautiful Looking Game
- +Great soundtrack

- +Good voice acting
- +Tons of sidequests and optional things to do
- +Very engaging battle system
- +Load times feel non-existent
- +The game is a good overall challenge
- +Weapon fusion is deeper than most RPGs that try to do the same thing

Cons:

- Predictable storyline
- Not enough character development
- AI controlled characters don't do enough
- Some boss battles are unreasonably challenging
- A huge emphasis on level grinding, but you won't get enough experience from most of these enemies

Valkyria Chronicles PS3 review | 8.0 (2000-08-01 09:45)

Over the years, my interest in RPG's had started to wane to the point where I ignored some of them simply due to the time investment. While they're great games and all, they take so long to finish and with a busy gaming schedule this year, it's hard to sink another 40 hours into one game when you could've beat 3 others and had a raucously good time on their multiplayer. However with Valkyria Chronicles, not only did it look stunning but it had a unique way of fighting and seemed to have that certain "something" where you probably don't really know what you're getting into but you want it anyway. But we warned, this isn't an RPG to be taken lightly but like a lot of things, the more you put into it then the sweeter the rewards.

Story: It's a period meant to feel like Europe in the 1930 though with a couple changes. Europe's divided in 2, The Federation and the Eastern European Imperial Alliance or just simply Empire, the latter of whom tries to do anything and everything to get what they want. What they want is ragnite, a valuable and incredibly useful resource and where it's abundant is the small country in the middle, Gallia, who has ties to neither side. But when the Empire invades and with a strange, powerful race thought only to exist in legend for a weapon, it's up to Welkin Gunther, Alicia Melchiott and several others to bring down the powerful Empire.

Graphics: The team behind this game worked on the highly-praised Skies of Arcadia for the Dreamcast and while the art style and character designs are similar, Valkyria is really in a class of its own. Using Sega's Canvas engine, they decide to create a different approach to the visuals and while Okami was made to resemble a painting, Valkyria looks more like a drawing that's being animated at lightning speed and it's gorgeous. Kind of reminds me of the cutscenes for the Final Fantasy Tactics port for the PSP only more colorful. The 3D fighting visuals are also welcome and the "boom" and "ratta" visuals showing up when you explode something or fire your weapon has a great charm to it. It's not going for realism so don't compare it to tech-heavy games but what it lacks in realistic lighting and photo-realistic characters, it makes up for in style and art.

Sound/Music: Ditto for the music which was done by Hitoshi Sakimoto who did the Final Fantasy Tactics, Vagrant Story and Odin Sphere soundtracks though he's probably best known (positively or negatively depending on how you see it) as the composer for Final Fantasy XII. The soundtrack here is pleasing and there's some good themes but it doesn't really have any tracks that can stand outside the game but when it's on in the game, it's welcome. Using an option to change the language to Japanese or English and either or, the voice acting is quite well-done though some roles are either overacted or lacking in emotion but I didn't mind either tracks.

Gameplay: One can make a case that Valkyria's combat is a 3D version of a chess match, with soldiers and tanks replacing the rooks and queens but essentially here's how it works: a map reveals your position of your characters as well as known enemy positions. You then select who you want to control (which uses up CP, a certain amount of "moves" you can make your characters do with tanks taking up 2 of them), game switches to a 3D view and you can run where you want to go which drains an AP gauge and if you run out, you stop permanently till the next turn. Found in the stages are places that could make good cover such as sandbags. When you've found your spot, you can press R1 which brings up your targeting where you can aim where you want to shoot, throw your grenade or to use a first aid on members with low health and after your turn it's best to crouch and end your turn right away to minimize enemies firing back (which is unfair because they counterattack your attack in addition to when your attack is over so they're really getting 2 shots at you so it's best to end your turn quickly).

Here's where it gets fun: you basically have 5 classes from standard scouts with decent weaponry to long-range snipers (Marina is my preferred one due to her cute and deadly bad***ness), shocktroopers with assault rifles, lancers who are perfect for nailing tanks and engineers who can either replenish your ammo, fix/build places for cover or provide tank maintenance though they're more susceptible to damage. Knowing who to use and where to use them is key. Should a character lose all their health, they're knocked out but here's the kicker: they'll be gone forever unless you get a member of your team over, a cutscene will show a medic rushing in and that member is taking off the field, still able to be used later but gone for the rest of the battle. While you get many reserves anyway, it's probably best to keep your entire team alive.

Speaking of your team, you get 20 people to use in a battle unless stated otherwise in the battle so that can make levelling up tedious right? Wrong. Using the headquarter tab (the whole narrative is played out like a book with pictures on the page being your cutscenes/battles), you can level up your characters in an amusing drill instructor way but should you say level up your snipers, every single one of your snipers levels up as well and not just whoever you use the most. Your equipment can be upgraded for better accuracy, health and whatnot and your tank can be fitted with spare treads should the enemy blast yours off leaving you immobile or strengtning the range of your fire. But don't think this game is immune to grinding as it's best to click the Skirmishes tab and take on the battles which can be fought as many times as you want and it's not just recommended, it's almost necessary since enemies after a certain amount of time will positively own your *** so why not fight fire with fire and make your guys just as tough.

I know this fall and winter has been a particularly crowded season, especially those who own all 3 consoles and the 2 handhelds (like me) but I implore you not to miss Valkyria Chronicles. It doesn't have the advertising of Gears of War 2 or the recognition of the upcoming Final Fantasy XIII but this game is well worth tracking down

Anonymous (2012-01-10 04:45:25)

My point of view partially coincided with yours. Thank you for trying. antidepressants

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Shadow of the Colossus 9.0 (2000-08-02 09:00)

Shadow of the Colossus is one of those all-too-rare titles that defies easy description and doesn't really fit comfortably into any existing genre. Is it an action game? Yes. Adventure? Sure. Puzzle? Yep. Platformer? Yeah. It even has slight horror elements.

On the surface, Shadow sounds simple: search for the colossus, find its weak spot, and stab it. Sounds easy enough, but that's like saying that To Kill a Mockingbird is a legal drama, or Platoon is about the Vietnam War - it's

not the whole story. Even Shadow's story - boy wants to save girl - slowly reveals itself to be something much more complex and mysterious.

Where Shadow excels is in its design. Finding each colossus requires travel through a landscape that can only be described as dreamlike, yet it feels real. You'll seamlessly travel from a cliff overlooking a river to a thick forest, and then you could find yourself in the middle of a desert or at the edge of a lake. Since the land is so vast (and, besides the colossi, relatively uninhabited), you travel by horseback, courtesy of Agro, perhaps the best-animated animal character ever seen in a game. Controlling Agro is initially complex, yet intuitive, and thankfully his A.I. is sophisticated enough to keep you from riding him off the edge of a mountain. You're armed with only a sword and bow (with unlimited arrows), and there's no way to upgrade your weaponry. The real upgrade lies in the learned experience of defeating each of the colossi hidden in the valleys and mountains.

Each colossus is haunting, fantastic, ominous, and awe-inspiring, and there's even a slight sense of innocence. I won't go into specifics because the sense of wonder and discovery is vital to the gameplay, but if you avoid walkthroughs and spoilers (and you certainly should) you will constantly be surprised at each one. Defeating them requires careful thinking, experimentation, and trial-and-error, and there's not always one way to achieve victory. Just as the brilliant bosses of the Gamecube's two Metroid Prime games demanded quick thumbs and quick wits, the colossi are masterfully imagined, rendered, and designed, and get more complex as you progress. They had to be, as the game is basically sixteen boss battles. Still, there's nothing like the rush of finally discovering the key to each beast, but that's only part of the battle, as you then have to put your plan into action. Simply put, the colossi are some of the most cinematic and exhilarating experiences in gaming, and each one is unique and memorable.

If you have a PS2 and want something challenging, beautiful, and unlike anything else you've played before, Shadow of the Colossus is an absolute must. It's an instant candidate for Game of the Year, and should at the very least get recognition for its design. Games like this don't come along often - enjoy it.

F.E.A.R. PS3 Reviews | 8.0 (2000-08-05 09:02)

F.E.A.R. is a good game and I don't know why people are fussing so much. Now I have to agree with everybody that, yes the graphics were shocking and lacked the proper fruit of what the PS3 can dish out. The story line is not too enticing either. But the gameplay is astounding. I think that people can look past the polish and glitter aspects of a game and appreciate this one for its action-shooting thrills. The blood effects were very well developed. The art of every weapon is very well detailed. It may not be creepy, but can drive the imagination. All in all I think if you like action and shooting games F.E.A.R. will serve you plenty of fun.

BioShock 2 Ps3 reviews | 8.5 (2000-08-06 09:03)

I loved Bioshock; I became immediately immersed in it and spent well over 20 hours completing it during my first playthrough because there was so much to explore in the game. Bioshock 2 is no different. What a cool game Bioshock 2 is so far. Let me say up front that I haven't finished it, and I don't want to be finished. I have played for over 6 hours and I don't get the impression that I'm remotely close to finishing.

After 6 hours, I'm sure that I could have gotten a lot farther in the game than I am a lot faster, but you can prolong the game by exploring areas that may not be the most direct route to your goal. And I spend a lot of time exploring. These little explorations are usually fruitful, because hidden throughout the expansive game are all kinds of weapons, perks and information about where you've once again suddenly found yourself captive: In

the underwater city of Rapture. (Edit 3/1/10: Finished the game and the game is as good as the rest of this review suggests. Spent, I'd say, well over 15 hours playing. Extensive searching kept my ammo and "Eve" full at all times.)

The game begins with a flashback cutscene with you as a Big Daddy protecting a Little Sister apparently just before the events of the first game. The cutscene ends badly for you, but you are suddenly "reactivated" about 10 years later within Andrew Ryan's utopian city of Rapture now under the control of a woman named Sofia Lamb, and Lamb is not happy to see you. Did I say utopian city? Well, that may have been the original idea, but the Rapture you ultimately find yourself in is the antithesis of a utopia and in even worse shape than in the first Bioshock. I believe the term is dystopia. Anyway, a familiar name contacts you and helps guide you, a Big Daddy, to your goals.

The good news is that in Bioshock 2, unlike Bioshock 1, your peripheral vision isn't limited like it was by the Big Daddy helmet. Remember that part in Bioshock 1 where you became the Big Daddy and you had to escort the Little Sister? That was one of the tougher parts on the game, no? Well, it looks like we're in for a lot of that in Bioshock 2.

You are given goals and roadblocks o'plenty to prevent you from easily reaching your goals. The few people (called Splicers) left in Rapture that you run into have all gone (are still) stark raving mad, and they'll ruin your day or the Little Sister's day that you're trying to protect if you let them get too close. And don't trip a security alarm; it'll summon armed drones and more Splicers. At the beginning of the first level you get a quick glimpse of something that looks a lot worse than a Splicer, and it becomes clear that the gene altering that was going on in the first one has been taken to the next level in this one.

At least it's easier to hack everything from security cameras to drones to vending machines to safes in Bioshock 2. Not only can you hack from a distance by firing a "hack dart" at a machine like a gun turret, the hacking itself is a new timed system that is based on stopping a needle that moves back in forth over a color coded grid versus the first game's complete the puzzle before time runs out system.

You get all kinds of weapons and occasional opportunities to upgrade your weapons. You're well equipped. And this time not only do you get the Big Daddy's Rivet Gun, but also his oversize drill. The drill is quite effective so far on Splicers and saves on precious ammo; there's a new melee attack added to your defense system and a melee with the drill equipped is almost as effective as the drill itself. You get the a camera again too to take pictures that allow you to conduct research on your foes to increase the damage you can inflict on them and lessen the damage that they inflict on you (don't worry...all you have to do is take the dang picture; the research is done automatically).

In addition to the corpses strewn throughout the game that can be searched for goodies, so is ammo, money and other knick-knacks that will help you progress. Just be sure to search everything if you want to maximize your strength. And speaking of maximizing your strength, one of the first things you get are, just like the first game, Plasmids...or put another way...special abilities. Telekinesis. Pyrokinesis. And a bunch of other Plasmid "kinesises" are unlocked pending your ability to find or buy them. Try picking something heavy up with your telekinesis and throwing it at your enemy...better yet, plant a few Trap Rivets on that thing before you toss it! You're also granted "tonics" to customize your character with. Stuff like armor, various strengths, first aid boosts, and secondary damage on your enemies from your weapons or from just plain old being attacked. Really cool stuff.

Unlike most games, but just like Bioshock 1, the game lets you save at any time, and when you restart play it starts you at the exact place you last saved...not at the last checkpoint. Nice. Very nice. So right before you get to what you think might be a tough part...save! Cuz if you play "poorly", you can just quit and try again.

Like any game with redundant enemies (think RE4's ganados or Uncharted's pirates), the Splicers become quite annoying, but I suppose that's the idea. And yup, you even need to battle with other Big Daddies again. And as tough as they are, wait until you have to battle your newest foe, the Big Sister. My first battle with one of these didn't go so well. Thank goodness for the save anywhere feature! You have GOT to remember to hit that first aid button before

your health runs out. You reload automatically, and your Plasmids will recharge automatically (if you've got some Eve), but you don't heal automatically.

Your goals change all the time. Just when you think you've attained a critical goal...it backfires or you're immediately given another that requires backtracking...and then backtracking again. But rest assured it never gets boring. The eerie atmospheres and creepy environments that Bioshock's creators have put together are more than effective. Some areas are really creepy, and there's nothing worse than not being able to find your way out of those which isn't always easy. But that's the fun! Oh yeah, and now that you're in the Big Daddy suit, you're even required to make it through some underwater (or should I say in the water) adventures.

If you like shooters or survival / horror games...Bioshock 2 is for you. The first game is really cheap here at Amazon, and I'd highly recommend that you play it first for chronology's sake. But chronology is completely unnecessary for Bioshock 2. Come to think of it....play Bioshock 2 first then play Bioshock 1 as a prequel!

Because one thing that Bioshock 2 has that Bioshock 1 doesn't is Multiplayer mode. This is really fun. Ya know how Modern Warfare 2 was really a multiplayer game with a bonus single player campaign? Well, Bioshock 2 is a single player game with a bonus multiplayer mode. Think Modern Warfare 2 combined with World at War Zombie mode combined with, well, Bioshock. I tried Multiplayer last night and in my first sitting got almost all of the Trophies (for anyone that cares about that). I really bought Bioshock 2 for the single player mode. But the addition of Multiplayer only adds to the hours of good times to be had with this game. Multiplayer is an interesting story driven mode where the player takes on the role of a citizen of Rapture before the events of the first Bioshock.

So is there anything bad about Bioshock 2 so far. Well, if I had to come up with something it'd be that the graphics seem to have received no upgrade whatsoever. After games like Uncharted, you'd think that 2K would have made some improvements in this department, but I'm not seeing it. The Splicers look as cartoonish as it gets. And my only other complaint would be the familiarity that Bioshock 2 has with the original. But that's the idea, right? You are "reborn" into Rapture.

I've heard some talk about how Bioshock 2 is a carbon copy of the first game. And that talk is just ridiculous. Again, take my review for what it's worth since I'm only just getting into it. But after 6 hours I'd say that there's no question here...add this to your cart. This is a 5-star game...whether you've played the first already or not.

Grandia | 8.5 (2000-08-06 09:56)

This is simply just a wonderful game. I actually really like the way the story starts out, so laid back. It's just some kids having fun, mostly, and that really drew me in and held me tight. I get tired of the "run around and save the world, cause your a big shot" type of RPG. This one just makes you feel like you're part of a bigger picture, rather, in a living, breathing world. Bravo. Even the translation is excellent. (The voice acting isn't, though, at least not IMO. I wish it could be turned off. This is really the game's only flaw.) Another treat is that monster battles aren't random. They show up on screen so you have a chance to avoid them and also clear an area out and explore it without getting randomly attacked every 5 seconds, which really bugs me in other RPGs. I think this game was designed top to bottom for me. :-) I love it. I'm going to replay it again and again.

Resident Evil 5 | 9.0 (2000-08-07 09:06)

FOR THE FANS OF RESIDENT EVIL 4: This is about the best sequel to RE4 that you could hope for. The graphics are excellent. It has a lot of big guns and intense action, and it adds co-op play to the mix. The controls have been slightly enhanced, as this new installment mirrors some of the tweaks that games such as Gears of War and Dead Space have added to the template RE4 created back in 2005. However, you cannot move and shoot, and you may be a tinge disappointed with the fact that neither Leon or the Merchant return. If that's what you wanted to find out, you can stop reading now.

Are they gone? Good. Now it's just us in the room.

You guys remember Resident Evil. You remember the exploration, the emphasis on limited ammo and weaponry, the 3D characters against static backgrounds with jarring camera angles to heighten tension. You remember the scares, the jumps... the "Survival Horror". And if you remember RE4, then you remember that you've already had to kiss all that goodbye.

You also remember the storyline. You remember the evil, faceless Umbrella corporation. You remember battling with all of their insane Bio-Organic Weapons, monsters, and zombies. You remember how each subsequent installment in the series was crescendoing to a final showdown with Umbrella, all while revealing more and more mysteries about the elusive company. You remember the ending of Code Veronica, which was set up as a lead-in to that aforementioned final confrontation with the next sequel. And you also remember that sequel was RE4, which flushed that whole entire plotline down the toilet in the very opening cut sequence. Let's recap.

RE:CV Ending/Chris Redfield: "It's payback time. We've got to destroy Umbrella. Now, let's finish this once and for all!" - The jet shoots off into the sunset, the credits roll.

RE4 opening: Umbrella went bankrupt and was destroyed, here's something else.

Well, gee. That was pretty anti-climactic. So the whole climax you guys (I'm looking at you, Capcom) have been building towards this whole entire time has already happened? And it all happened off-screen? There seems to be a HUGE gap here. Pretty sloppy. I would go so far as to say that this opening cutscene is the biggest anti-climatic turdbomb in the history of gaming. And what's the deal with this cult and the mind-controlling parasites thing? Why is Leon is being chased by a moving statue? WTF? The whole plot of this game doesn't seem to fit in with the overall flow of the storyline that's been established up until this point. So how's the game? Well, the game is good. Very good, in fact. It's a great action game (emphasis on ACTION), but I'm still scratching my head as to why this game is entitled Resident Evil in the first place.

And so, then we were given "The Umbrella Chronicles" for the Wii, which was basically the half-baked answer we got to the gap between RE:CV and RE4, and it's not even part of the numbered series. And now, after four long years, we finally have RE5. So how is it?

Well guys, it's basically RE4 all over again with a fresh lick of paint and co-op. Even the Plaga-infected villagers, which return as the main enemies here, have the exact same animations that they did in RE4. Now, I have been following this game's development for a long time, and I don't think it should take four years just to make another linear, Go-from-Point(A)-to-Point(B)-and-kill-everything-in-sight, RE4-style game, but I guess I'm wrong. Remember when they said that there would be new enemies in this game? Not Plagas or zombies, but a whole new breed of the dead? What happened to that? What happened to their talk of that heat meter beside your health, that if not lowered with water, your character would start to hallucinate? It just feels like this game is too scared to try anything different from RE4, and I think that it is worse off for it. It just doesn't have an identity of its own, and as much as I've dogged on RE4 in this review, it was much more effective in its execution than RE5 here. There is the co-op, which is definitely how this game is meant to be played. Playing it with a buddy definitely enhances the experience, and

will have the two of you strategizing over tactics. And as far as the A.I. goes, I've seen a lot of people complaining about it, but I didn't really have any problems with it at all. Sheva DOES combine herbs and things, but yes, you will have to do most of the item management for both characters, which can prove to be quite the pain, since the item management is in real-time, and you're often surrounded by enemies. You can also quick-select your weapons with the directional pad; a control mechanic lifted straight from Gears of War. Speaking of which...

The standard controls are going to be very confusing for newcomers. You'd think they'd add the ability to move while aiming and shooting. It's kind of awkward that the left analog just sticks and does nothing when you aim, and you have to switch over to the right analog to control your laser sight. It just feels awkward, like something's missing there. Because, well, something IS missing there. I find it baffling that Capcom has emulated the controls/enhancements from the action-heavy Gears of War, yet chose to leave out the most practical use of those controls. The reason that there is no run & gun, according to Capcom themselves, is because it racks up the tension that the series is known for, and that by adding run & gun, RE5 would be straying from its roots. Um... follow along with us, Capcom. This game isn't true to its roots at all. This game is not Survival Horror at all. There's no creepy atmosphere or anything. The whole game takes place outdoors in broad daylight. I didn't even see one door opening sequence. Instead there are a brief trivia lessons in the load times between doorways to the next segment of the level. This is an action game. It's even more action-oriented than RE4. So, Capcom, if Resident Evil is going to be an action game now, then it should BE an action game.

As for the storyline, right off the bat, it's better than RE4's, but that's not saying much. Chris Redfield is now with a new anti-Bioterrorism organization known as the B.S.A.A., which sends him to Africa to bust a bioweapons deal that's going down in the Kijuju region. It is here that he meets up with his partner for this assignment, Sheva Alamos. From there on, there are a lot of twists and blatantly obvious turns. A couple characters from the series past return, a few new ones are introduced, and most all of the original plot threads are brought to a close, culminating with the death of a certain prominent antagonist. The story was kind of up and down for me. In a lot of ways, it felt like a true sequel, notwithstanding a lot of the dumb crap from RE4 tacked on. I was thrilled when Umbrella was briefly re-introduced and explored, as well as the section where Chris and Sheva stumble upon an underground laboratory containing a familiar old B.O.W., which was great to see, and had me pining for the good ol' days of the series' past. As a hardcore fan, that section alone was worth the price tag for me. But a lot of the big reveals, such as Wesker and Spencer's true motives, felt very contrived and cliché. The ending also felt strangely anti-climactic, and by the time it was all over, I was still left with many unanswered questions. What did Wesker ever do with Sherry and Steve? What ever happened to Barry? Last I knew, according to the RE3 Epilogue, he was heading to Europe with Jill and Chris. I'd rather Capcom brought back more of those past characters as opposed to introducing more and more new ones. They just dropped all those plot threads. They could have at least given us something to wrap up those character arcs, like an Epilogue file or something like that.

Overall, I found Resident Evil 5 to be pretty mediocre. Sure, there's a lot of great features and tons of unlockables that give it a lot of replay value, but at the end of the day, this game is pretty forgettable. The gameplay was solid four years ago, but it's 2009 now. The things that were exciting about RE4 then aren't so exciting now. Action games like this have evolved with stuff like Gears of War and Dead Space, leaving RE5's dated gameplay in the dust. It just feels stale. I never got bored like this with the classic Resident Evil games. I still don't understand why people dogged on its controls so much. It takes you, like, ten minutes tops to get accustomed to the "tank"-style controls, and then they're a breeze. They become second nature to you. They never should have changed the formula. However, I also realize that there's a new fanbase now; a new generation of gamers that don't have any patience for the classic titles. The thing is, with a lot of these kids now... the PS2 was, like, their first system. And these PS3s and 360s are like their Super Nintendos. Capcom is taking the series into a new direction for a new fanbase, and for the oldschool RE fans, you can consider RE5 here to be the last hurrah. In other words, this is the de facto ending of the series that wraps up the original storyline before even more fundamental changes are made. Well, it's been fun.

R.I.P.

RESIDENT EVIL
(1996-2009)

Final Fantasy VIII | 8.5 (2000-08-07 09:58)

This is where it begins. Watch closely, people. If you are wise, you are (or will be) playing a game that transcends almost every idea to grace the human mind on creating a videogame masterpiece. Final Fantasy VIII is as such a classic, that if possible, should be displayed in the most important museums in the world. I'm pretty sure most reviewers 'greatly' disagree with me, but then isn't everyone entitled to share their opinion? I respect theirs as I expect mine will be.

What I cannot fathom are the intensely negative reviews coming from the people! How can a game of such caliber, genius, beauty and artistry be seen as "the worst FF ever...and so on"? I simply don't comprehend. I've heard others like "I like all FF games, 'cept 8", or "It just doesn't belong in the Squaresoft catalogue....". Why? Upon critical analysis, I think it's because people fear change. It's part of human nature. If you adapt to something, why would you want it to change?

I have almost always noticed that some of the 'hardcore fans' proclaim that Square's old style is what should have been on this game - that they miss the old style. NONSENSE! Squaresoft wanted to do something different, temporarily. They wanted to exercise their minds a bit - to stray away from the typical RPG standards. Even possibilities of 'harsh criticism' wasn't going to stop them.....they were going to experiment. You see, even though we have an inner instinct to fear change, the human will to experiment and 'move on' conquers all (look at where experimentation has gotten us: our technology is advancing). There is no such thing as 'the way things (RPGs) ought to be'. There's nothing wrong with preferring things to remain the same, but at least, people should keep their right to experiment.

You can actually see where Squaresoft wants to take their work. FF8 houses the most significant changes ever to grace the Final Fantasy series so far. Everything from the different "Junction" system, to the "realism" of the characters (not just the models, but also the humanism), to the "science fiction-themed" dramatic love story, is proof of things yet to come. Where FFX represents all Final Fantasy as a whole by blending the old and new Squaresoft ideas, FFXIII begins a revolution. The future of Final Fantasy (as has been presented in FFX) is hinted in FFXIII.

To sum up, FFXIII is a marvel to behold. Don't dismiss this game because of negative reviews, as I did. If you do want to go by the reviews, take into consideration that some of them are written by hardcore fans who don't appreciate change....who want the same redundant ideas in their videogames. Don't let them fool you. Take it from someone who appreciates good art, and knows a good videogame when he sees one. I am usually a harsh critic when it comes to most things....and I truly do mean it when I say this game gets 5 stars. A classic!

Street Fighter IV | PS3 | 9.5 (2000-08-08 09:08)

If you are intermediate or elite players and love SF II and good at it, then go for it. You can skip my review.

BUT if you are casual players, like me, and you didn't plan on training hard, please read my review and think carefully before buying this game.

Pros:

- Graphics and animations are top-notch.
- If you like SF II, this one goes back to the old formula and add some new tweaks into the battle system.

Cons:

- If you were forced to stick with only a few characters like Ryu or Ken back in your SF II days, that situation is coming back. Ryu, Ken, Sakura are easy enough to master all the moves. Others are useable (means casual players would be able to do some moves, but not all). But for many of them, most of the special moves are impossible for casual players to pull off effectively in the heat of the battle (ie. Vega). And the Ultimate move of some characters (ie. Akuma, Chun Li) are nightmares.
- If you couldn't use the special moves well enough, then casual players might end up with just a few useable character from 25 of them (or half of them, with some practices and a sore left thumb). And you wouldn't stand a chance even against Medium opponents on Arcade mode with the characters you can't use well. Let alone going online to be a sand-bag for those elite players. And \$[...] for a game that you could only having fun with less than half of the character rosters, it's the money not very well spent.
- Controls can be too sensitive for casual players to do even some basic moves. For example, a split-second longer can turn command 'UP' into 'UP UP'. When you hold left and then quickly press right, if your left thumb is not precisely hit the RIGHT directional pad, you'd end up with 'DOWN+RIGHT' or 'UP+RIGHT' instead of 'RIGHT'. All these ridiculous sensitivity issues can really be annoying and ruin your moves.
- Practice mode doesn't help much. You can practice with the dummy, but there's no advice or video to show you the timing or even what the moves should look like. You're on your own. All the moves and combos must be done respectively, no skipping. If you get stuck with any move, you can't advance to the next.

This I'm not sure if I'm right or wrong, and it's not pro or con. But the difficulty level seems to be set higher. Medium level can be tough. Even on Easiest, computer can still put up a fight.

In conclusion:

I give this game 3.5 stars. Casual player might want to think hard before paying a full price.

I'm trying not to be nitpicking here. I like the characters and moves. But as a casual player who likes to enjoy ALL, or at least, most of special and ultimate moves of EVERY characters after some amount of trials, without losing my head and my left thumb, I find this game quite frustrating. For me, Marvel VS Capcom, Capcom VS SNK, or Guilty Gear are a lot more fun.

However, elite players may find this game fun and challenging and give it 5 stars, and they're not wrong either.

Someday it might go down to \$[...], when that happens, everybody should pick this game up just for the sake of its phenomenal graphics alone. But for now, rent it first, see if you're up to the challenge.

Anonymous (2012-02-11 18:26:20)

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Kingdom Hearts 10 (2000-08-08 10:00)

Yeah, I know "adequate" isn't exactly an attention grabber for a review but I couldn't think of another way to describe this game. However, I will elaborate.

The game's plot revolves around multiple dimension-like worlds in the Disney and Final Fantasy universe. Kind of like a Mickey Mouse version of the show "Sliders". Anyway, you have to travel to all of these worlds looking for your standard bad guys the Heartless. Your main character, Sora, holds the key to defeating the Heartless and setting things right again. I'm not kidding, he actually uses a weapon called a "keyblade". And you thought the gunblade was original. In your travels you'll go to Agrabah (home of Aladdin), Wonderland, Neverland, Olympus, Tarzan's jungle, and others. All the while encountering critters from Disney cartoons and Final Fantasy games.

Being a Final Fantasy fan, the major draw for me in this game was seeing Final Fantasy characters from Final Fantasy 7, 8, and 10. Unfortunately, this is one aspect of the game that disappoints. Cameos are limited. I haven't played through the entire game but it seems that the only characters playing significant roles are Leon (aka Squall from FF8), Cid (from FF7), and a little bit from Yuffie (FF7) and Aerith (Aeris/FF7). Sure old favorites Cloud and Sephiroth make appearances, but they don't play major roles in the game. And in the end, you could easily replace them with normal, original NPCs. Square's number one reason for including them is to pander to the Final Fantasy crowd. Mission accomplished, I bought it.

You'll mostly be encountering Disney characters. Disney NPCs, Disney party members, even Disney summon monsters. For me, all that Disney stuff would make me vomit, but it isn't as childish as you would think. Donald and Goofy provide you with battle support and they're good for a laugh in cutscenes. On the downside, all of the worlds I've seen so far are Disney worlds, nothing from Final Fantasy, or at least anything original - except for the first island you start on, and that reminds me of Besaid from FFX.

The voice acting in the game is short. Most of what you see are dialogue boxes or speech bubbles instead of actual voices. But the voices that are in the game are excellent. Square and Disney actually hired some professional talent for a few of the non-Disney characters. And even the Disney characters are voiced by either the original voice actor from their respective movies, or the actor from the TV series spinoff (in a few cases). The dialogue is a little choppy in some areas, but it's not as ridiculous as some of the translated dialogue in other games.

Play control. Jeez. Controlling your character is relatively easy. Battles are a little tougher because of the battle menu, but they do provide a few shortcut buttons for magic, etc. The absolute worst thing is the platform jumping. Between the camera angles and your nitwit sidekicks, it's difficult to land some jumps. Donald and Goofy are constantly in the way, they follow you around like the characters in Final Fantasy 8 do, unfortunately you can't walk through them. I had to push Goofy off a ledge a few times just to see where I was going. They do add a remedy for the problems - a first person "look around" view. It helps to see around and to line yourself up with a jump, but it doesn't help if you turn the camera around to look for a platform only to see that annoying duck standing in your way. And in battle they were basically useless for me. After playing Devil May Cry, I'm good enough with melee sword combat that I don't need the backup of a giant dog with a shield and a duck who can't hit a monster the size of a building with a fire spell. The minor problems aside, the game has its strengths. The story and the cutscenes make you feel like you're actually controlling a Disney movie - not necessarily a bad thing. And the freedom of movement in battles was a nice change from turn-based Final Fantasy combat. It's no Final Fantasy X, but Kingdom Hearts ranks as one of the best RPGs I've ever played.

Pros:

- Great battle system
- Top notch voice acting
- Music is good and it sets the mood in certain areas
- Original and engaging story

Cons:

- Donald and Goofy get in the way
- Other members of your party aren't very helpful in battle
- Final Fantasy angle not as prominent as many would like

Overall I gave it four stars taking into consideration the flaws. If you're looking for an original RPG, I would recommend

this game. But if you're looking for a Final Fantasy clone, this isn't it. Otherwise I think everyone should give this game a shot. Rent it first, and if you like it then buy it.

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Anonymous (2012-02-11 18:25:59)

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Luigi's Mansion - Dark Moon - 9.0 (2000-08-08 23:10)

Gamecube's Luigi's Mansion (one of my old personal favorites) finally got itself a sequel after more than a ten year long wait. In the Mario franchise where it's grown to be mostly mindless multiplayer action with a plethora of endless minigames and reboots, Nintendo gave Player 2 another chance to shine with Luigi's Mansion: Dark Moon.

In the last game, a mysterious letter congratulates Luigi on winning himself a mansion in a contest despite never entering one. He rings up Mario to meet him there to celebrate and by the time Luigi arrives, he finds his brother missing. He gets help from the quirky Professor E. Gadd and searches the spooky mansion armed with the Poltergust 3000 (a powerful ghost sucking vacuum) and a flashlight to save his brother.

In Dark Moon, Luigi returns with an admittedly less interesting reason other than the ghosts are acting up, doing what ghosts do and all. But as you progress in the game, you piece together a whole other reason for the sudden increase in paranormal activity. He's back with new gadgets (and an upgraded Poltergust 5000) to take down those pesky ghosts, new areas, and with a variety of new ghosts to wrangle.

The 3D's bells and whistles surprisingly doesn't hinder gameplay, but makes it rather fun. For the Gamecube, a lot of Luigi's movements were controlled via the second analog stick like aiming the flashlight or wrangling ghosts into your vacuum of doom. The 3Ds cleverly uses its gyroscope and accelerometer capabilities in a way that really adds to the movement. If you're not up for moving the 3Ds up and down to aim, the same can be achieved with a button press and I like how it allows you the freedom to choose which you prefer.

Luigi tip-toes through the dusty corridors in a state of nail biting terror, nervously humming along to the background music in a way that makes me wanna pet the screen to calm him down. The ambiance is just as great as the last game with great lighting and sound effects. Everything responds to your exploration as you go through the game and there are many puzzles to solve reminiscent to the Legend of Zelda series, something that I felt is an improvement. Ghosts now have different strategies you have to figure out when trying to clear a room. Some like to hide in furniture like a game of hide-and-seek while some use head gear or items to keep from getting dazed by your flashlight and it makes the game more challenging and never boring.

My only complaints are the lack of checkpoints and the grading system. When your health drops to zero, you restart from the beginning and you have to go through all the stuff you discovered before which can be a pain. The grading system, while fair, judges for your time and I felt that was a bit much considering that I'm one of those OCD kinda players where I have to look through everything in every room so getting a bronze made me grind my teeth in frustration. It was my first playthrough and I didn't feel the need to rush, but I'll gladly play it over again to reach the best score since you're able to replay areas and missions you've unlocked in the past so it kinda makes up for it.

Despite those small annoyances, it's one heck of a game I feel that any Nintendo 3Ds player would enjoy it even if they haven't played the last one. Gamers who played Luigi's Mansion the will love Dark Moon because it improved everything they loved without losing anything that made it awesome in the first place; a formula every sequel should follow.

Killzone 2 | 9.0 (2000-08-09 09:09)

If the game is good, it has become a rhetorical question. The game is like a house, but keep doing what we now is whether the game where the hype will make. After playing we can say that it lived up to expectations. This is because virtually every important aspect in this game to perfection is simply developed and that is all that counts here now. Criticism is not really close, it is minimal in contrast with what the rest is negligible. But now is an honest answer to why this game the hype to know what is important and that we answer you give in this review. Read on to so quickly find out what makes Killzone 2 as good.

There are several factors that make this huge hype, they bring some to doubt, and now we are happy for these doubts. Every aspect that we critically look at Killzone 2 in a game is absolutely amazing, the game developed and provide a good score lead. Graphics will be stunned everyone, the gameplay any gamer will know and appreciate the audio level is extremely strong. But what is so special with the graphics? It has been shown that many people know this now. Yet the graphics are only good to her right when you're playing the game.

Graphically the game so incredibly strong that it is a delight for the eye. In terms of level design each level has some variation. So you, you are in small confined spaces, on moving parts and open fields. What all this so special is that each level is designed graphically different, thus you get a good feeling as a player in terms of variety and you notice that you, your in a different location. Moreover, the unprecedented level of detail each. For example, the walls have fallen and propaganda posters hanging everywhere, this is only a fraction of what is to be observed. Levels that are broken and where it is a mess because of the war, half burnt flags bijhangen bleak and so on.

The attention to detail is so incredibly strong in this game that Guerrilla Games to talk about perfectionism when it comes to completing the various levels. All you should also read as something in itself and is certainly not in contrast with the gameplay. If you even take the trouble to quietly look around at different locations then you will notice how much time and effort the developer has put into it and that makes the game so graphically very strong. It is not just that it looks so nice, it looks extremely tight in another. The level of graphics remain the entire game on one line and that is why the game includes a graphic master.

What this also plays a major role is the animations. Regularly while playing the game we watched precisely express what the Helghast do, and then in particular their movements. A strong example, which unfortunately in many games at all is that perfectionism interacts as NPC's movements or to make certain items that they just are always hovering above or beside you so soon as one player just not feeling. Killzone 2 We found in a moment where two soldiers climb over a fence and it looked so incredibly good that we overcame the feeling that the game animation in that area is so incredibly good Guerrilla simply be called a king.

We just described just a moment, but this is so much more common and that makes the game visually very strong. Each plane is in fact worked to perfection. The design and decoration of the levels is so detailed that you can simply conclude that nothing in terms of graphics Guerrilla a new standard. Until now, it was the strongest Uncharted graphics if you ask most editors. This is so different since early January 2009. Killzone 2 is graphically so overwhelming that we can talk for hours about through. Yet we can not resist a detail report. If you have a Helghast shooting death once you look at the eyes, which slowly deaf.

Look, that's something you normally your shoulders for pick up, but if these details occur continuously in the game, then it seems obvious is not it? Then there is the audio, now there are many good shooters with an appropriate range of actors who provide voices. Some games do this well is unfortunately not others. Killzone 2, there is nothing to be desired. Each major character has his own voice and they are all convincing voice. Plus the benefits that Guerrilla has chosen not to use Dutch voice actors. The game is entirely in English, but the Dutch still to understand what is being said in conversations there are subtitles.

This is again only a small part of the big picture, but the point is that here is thinking about it and that money for every aspect of the game. As mentioned above, each character has his or her own voice and all sound pretty convincing. For example, what jumps out well in the credibility of the characters is Visari. The leader of the Helghast, he has a voice that really suits them perfectly and when he speaks. Against the ISA soldiers or his men, then you almost hear the emotion in his voice and that is another aspect that Killzone 2 simply very good makes.

Not only the voice acting is good in this game, the soundtrack is like the first part is very fat. Joris de Man is once again responsible for a decent soundtrack and we've been able to tell that he succeeded in his work. The music plays well

into the action, once you're fully in the fight, the music also very exciting and hard. Once the battle is over take the weather, interactive music and sounds so good. Indeed, it fits in the atmosphere of this game and that is important. Still not talked about the sound of the weapons and the numerous explosions. To review not too long to tell us only the following about the preceding sentence. The audio is also thick in the parts order, now it sounds perhaps a bit cliché, but really not much we can do about it.

Then we come to perhaps the most important part of the whole review, the gameplay. How overwhelming the audiovisual aspect is, the gameplay is a title that probably will stand or fall. Now the game has three components, the singleplayer, and multiplayer battles. The single is an unprecedented adventure that on the normal difficulty in one hours and ten to twelve runs. Here you get all aspects Killzone 2 very strong for you and you choose, you start to enjoy the end. The levels are varied, the battles are constantly different and that's important. So sometimes you get bad a few Helghast soldiers under your nose, but it can also run in the dozens.

Beautiful aspect here is that the Helghast are not stupid. They have a good AI inherited from Mr developers and you will know. Frequently we were in a fierce battle and when we thought that peace had returned we found the time to go. Not knowing that there was a Helghast who was hiding behind a set of objects for us coolly in the back to attack. This is for several times and that many variations and what example we did realize that the AI is thick in order, as the Helghast know you're a sniper rifle.

Normally it is quiet as you zoom in and find out target shooting and rotten, that Helghast are constantly moving so the sniping is a lot harder. This contrasts with the action that almost the entire game to the issue of the gameplay in the singleplayer is one to remember. Then there is the chaos, before the impression was already cited the chaos that constantly dominates the atmosphere is largely determined and we now several times throughout the game from A to Z by play, we have noticed that the good atmosphere in this game is because it is such chaos. Because the levels are so well designed you imagine, you are in a real war. The Helghast defend many points in their real lives and all they have.

It is a huge mess, all around you hear pops, both near and far and then the two sides together by running around and shooting everything that moves. Chaos at the top and if one aspect is what makes the gameplay like no other, that's it. The singleplayer is a great wild ride, which may have been relatively linear set that has one of the best rides in my life has become part. If that's not enough says that game, Killzone 2, is the case. Usually we can summarize all aspects rather short and well reflect the reader. But a game like Killzone 2 offers so much that I'm already on page four when there are two gameplay elements should be discussed.

Thus, the editors also very much the mode "battle" played, this is actually exactly the same as multiplayer. Here you only play against bots. All are playable multiplayer maps and playing against bots is most entertaining. The bots can be set in terms of skills and accounting but you a decent chunk of them have at the moment you put high on their level. This mode is similar in wording might be relatively easy to describe so we can quickly go to the multiplayer itself. Remember that in any case this mode is really a welcome addition and certainly will provide entertainment for many hours. Sad fact is that not one more man on PlayStation 3 playable.

The multiplayer. We can very long or quite short on talk. Let us only briefly about it. The overall conclusion is simply that this is also very strong and greatly extends life of Killzone 2. The game has a number of maps based on the single player levels and include the ISA and Helghast fight their fights online. Now that multiplayer is slightly different from normal. You play a match because several species type games. So take a round can easily run half hours as it types like team deathmatch multiplayer, marked man, capture the flag and search & destroy pass. These types alternate for five to ten minutes, and the team with the most total points wins the round.

Then it takes a completely even fight once more rounds, so you know it. A good night is necessary to try to go completely loose in the multiplayer. Playing in the multiplayer itself, well, very simple. This works fine and so far we have not encountered any problems. It is pretty cool and if you an avid Killzone player than you are, here in the coming years will enjoy them enormously. It is also agreed that a game species level system so you know, your character as you gain experience points for each save an individual style that you can assign and interpret it as creating a private soldier with the various possibilities that the game you offers.

This will allow the variations later in the game properly and be extended through proper clan support will not be long before the first clans to all specialist members appear. This may in battle clans with similar members will be unnerving and, perhaps for many an aspect to look forward to. Forget the superficial terms and similar levels of Call of Duty.

Killzone 2 is the multiplayer game of choice. Also in this section of the game there was virtually no downside to detect us. Or do they? It was unfortunate that we have so far been able to find an option to just deathmatch or any other type to play herself. The multiplayer itself is again very great, so after several hours you would actually not play back. Guerrilla simply combines everything into one type and it works!

Killzone 2, say what a game. If there is one game that Sony will have fame in 2009 than it was Killzone 2. Virtually every aspect is superb and everyone who has played the game, which it is now clear. This game should just go get an absolute winner! Guerrilla Games just put themselves on the map again as one of the best developers in the world and while they may be more than proud of the work they have delivered with Killzone 2. This game is really fantastic and then I speak for several people from the editors. You! Killzone 2 just goes out on February 27, when a game this year is the highest level, then it is this one.

Kingdom Hearts 2 | 10 (2000-08-09 10:01)

I play a lot of Resistance 2 and COD4 & COD:WAW. Resistance for its massive battles & COD for the great graphics and super tight play. Killzone 2 is a great blend of each.

There are a lot of complaints about the controls, but none from me. The guns are weighted and recoil as you would expect. The characters move like heavily armored soldiers carrying heavy artillery might. I could see it as an issue if it wasn't equal, but everyone is playing at the same speed and after a very short amount of time, I can say without fail that I am pretty quick with the M82 and plenty of online players that are far superior to me will light you up as quick as any game of Halo or COD.

As far as the graphics, online there is no dropoff compared to the single player. This is the best looking game I can remember playing. I had a difficult time going back to Resistance because it looked terrible after KZ2.

The single player game is ...about like every other single player FPS that I can remember. Follow a line shoot guys, etc. I only played for a couple of hours to get familiar with the controls before playing online so I can't really speak as an authority on the single player.

The online game has all of the usual suspects as far as game modes go. The new exception is being able to string any of the five together that plays as single game. If you have a squad that you enjoy playing with, this is great. If you jump into a 25 minute game and get stuck with a team of half-tards, prepare to be frustrated that you have to wait 25 minutes to get credited with your experience. It's also worth noting that KZ2 has a similar level up / xp system that unlocks various items like COD 4. It's about what you'd expect. The battles are awesome and where KZ2 really takes the cake for me is the whole package with 30 people at a time. My biggest complaint with COD4 is 12 player battles on medium sized maps. It is too easy for people to camp and the middle of the screen remains empty for extended periods - especially in hardcore modes where you are playing 1 shot kills.

Killzone 2 doesn't reinvent the wheel and doesn't really offer anything new in terms of gameplay. A similar thing has happened with the fighter genre. You can only "play guns" in so many different ways, so the next logical step is perfecting the genre, and right now, Killzone 2 is at the top of the heap.

UPDATED:

I purchased the downloadable map packs, Titanium & Steel. One takes place on a moving train, the other in the cruiser shown at the opening of the game. The train is a sight to behold and a sniper's dream come true as the action funnels to visible choke points and the map is very narrow. The Vekta cruiser is multi-leveled and circular in shape. It's a stark contrast to the rest of Killzone with bright lighting and vibrant colors. The pack cost \$6.00 and both are fun to play. The only problem is not many people appear to have purchased. It is common to find lobbies with the

new map pack OR the originals. They're great to see in motion, especially the train, but not a mandatory purchase at all.

I have such a problem with connection, that I've found myself going back to COD4 & WAW despite preferring Killzone 2's gameplay. Not only am I frequently disconnected, but it logs the PS3 offline and occasionally locks up the system and requires a hard restart. I've even found myself having to restart my router because it locks everything up and I have to reboot my connection. It is exceptionally frustrating to play partial matches and get kicked (especially the longer games) and pop in COD or Resistance and have no issues.

Finally - Clan battles. Ugh. Oddly enough, COD felt like you had to be in a clan to enjoy the game. In fact, it's almost mandatory (log into a match with just a bunch of guys versus a party and get ready to die...a lot, no level balancing). KZ seems to be the opposite. Clan battles have rampant cheating and cheapness you just don't see in the big open matches. I played in a couple clan matches and virtually every negative I'd heard about them was evident(not respawning in deathmatch, hiding the the radio in your base, etc.). I've had a much better time just going from game to game until I find a group that is competitive on both sides. The good rooms are typically set to automatically balance, so a room with a few good players on both sides can be as much fun as any clan battle.

Order Pills Antibacterial (2012-01-03 06:25:27)

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Anonymous (2012-02-11 18:26:03)

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Devil May Cry 4 | 8.5 (2000-08-10 09:13)

Firstly, let me say that this game is wonderful, as the title of my review would lead you to believe otherwise. I have followed the DMC series since it's initial release in October of 2001, through the horrendous disappointment that was DMC 2 in 2003, and the controller-shattering goodness that was DMC 3 in 2005, so, it's safe to say that I had HIGH expectations (as most did/do) for this sequel. For fans of the original and the prequel, nostalgia will abound, both in good and bad ways, but for some gamers requesting an NG or GoW experience, well, you're not going to find that here. Instead, you're going to find gorgeous graphical presentations on BOTH systems, well done but sometimes cheesy voice acting, some back-tracking (think classic DMC and you'll get it), and completely offensive (as compared to defensive) gameplay filled with enough challenge to satisfy fan boys and newcomers alike.

My biggest complaint about Devil May Cry 4 is also my biggest praise: Old School. For whatever reason, the developers decided that recycling levels and bosses would be a great idea, and, in theory, it is, because you are using two different characters who play, suprisingly enough, rather differently during a majority of the confrontations. My first thought was that Nero is the "Richter Belmont" stand-in for the "Alucard" Dante, and I wasn't too far off. The possibilities of heavy-hitting, nasty looking combos out of Nero are almost endless, thanks to the inclusion of the whip-like Devil Bringer, whereas Dante, with the ability to switch weapons AND styles on the fly leaves ample opportunity for, we'll call it, eclectic devil destruction. Seriously, the combat in this game is fast, fluid, and aggressive, and may take some getting used to for newcomers to the series. Don't think that I'm equating it to a Dynasty Warriors experience, but more like NG sans the defensive tactics.

The sound in the game, while not top quality or reinvented, fits the experience perfectly. Techno-Rock + Goth-Classical Music certainly add to the experience, considering the locales, which I'll get to later. If you're wanting a brief summary of the music for this game, just listen to any other DMC soundtrack and you'll be right at home. Also, the voice acting in this game is fabulous, in part due to the recruitment of Johnny Young Bosch as Nero, who, after Trigun, Bleach, and Wolf's Rain, to name a few, has had more than enough time to master the honing of paper

characters into vocalized existence. Dante is played by the same voice actor that played him in DMC 3, so not much has changed in that dept. My only complaint comes in the form of the translation from Japanese to English, as some of the phrases uttered by the characters come off as silly, childish, or simply confusing. Outside of this, being a fan, I couldn't ask for anything more.

Graphically speaking, this game is pretty. It may not be Uncharted pretty or Mass Effect pretty, but, for a beat-em up game, they are more than enough to satiate the pixel gods. Character-wise, the game is polished and flowing, with hardly any aliasing, clipping, or tearing involved. Location-wise, the game shines, as each location, although there are few, evokes a distinct feeling once entered and explored. What I'm trying to say is that each locale has it's own vibe, that, if you let it, will suck you in, that is, until the back-tracking begins (again, remember old school DMC). My biggest complaint about the graphical presentation of this game comes in the form of shadowing. In some stages of the game, it resembles the blocky, almost super-deformed style of the original DMC, whereas, in others, the shadows are cast almost haphazardly, not appearing in their natural position at all. All in all, however, the graphics are truly a beautiful aspect of the game that do not hinder the enjoyment level of this game in many ways.

Overall, this game is a must buy for any action-adventure fan. Notice that I did not bash the game for the 20 minute install time (PS3 Only) or the fact that, in essence, this game is DMC 1 Redux. If you loved, missed, ranted, or raved about the old style of DMC, well, then you're in for a suprise, as Devil May Cry 4 delivers on all fronts with a retraced but enhanced formula that, while good and bad, has influenced games like God of War and Ninja Gaiden since the series' original inception in 2001. In the immortal words of some guy I'll never meet:

Castlevania: The Dracula X Chronicles | 9.0 (2000-08-11 09:13)

First and foremost, I gotta start out with the one aspect of the game I hated the most- the voice acting. Oh sure, you've heard whining about it countless times, but this game seems to find room near the bottom of my list of worsts. It's not sound quality, that's definetly there. But if you've played Castlevania: Symphony Of The Night and loved the voices in that game, you'll feel cheated here. I can't help but comment how late-20th century "American" the new voices sound -both in accented speech and in chosen words- for something supposedly set in 16th century central Europe. Anyone remember how erotic Maria sounded as she pronounced "Richter" in CSOTN? That's gone. Gone is the deep, dark voice of Shaft, replaced with what sounds like a mid-20-year-old. So is Dracula's commanding voice of grandeur. It may just be me, but almost all the voices are replaced with, what seems like, an almost identicle voice actor to every character in the game (aside a few of the females). I'm sure they are different, but...they are just TOO similar for my tastes. I haven't played through completely to give my full accessment, but there IS an option to change it to the original Japanese voices. Are these the same Japanese voices as 10 years ago? Probably not, but Japan does a much better job picking appropriate voice actors for their games than we (Americans) do.

I really don't mean to b*tch and moan, but the game had alot of other things that kind of irritated me. For instance, if you want to play CSOTN or Rondo of Blood from the main menu, select it, then go grab yourself a Latte, because it takes at LEAST 45 seconds for the game to load. Music, too, from these classic games takes a few seconds to load. No, it's not the end of the world, and this is a minor nitpick, but when you're used to the PSX version smoothly transitioning music between tracks, you really notice the 3 - 4 second silence. This probably could not be helped.

Okay, now for the good stuff. The plot is the same as almost every other Castlevania- Dracula is back, and your job is to kill 'im. The graphics are GREAT in the remake game. The backgrounds, baddies, and cut scenes, though short, are a real treat for something on this platform. It has alot of replay value, since you need to accomplish a few things before getting the best ending. The music, most remixed, a few new "replaced" themes, is fantatic (EXCEPT for Dance Of Illusions, which kind of disappointed me). The sound effects- most were really good, and some were...not.

For example, a few of the cut scenes were stock. The "crashing" door the Minotaur made sounded like loud knocking. The skulls Death controlled made a humming harmonica-ish sound, which just came off as silly. Other than that, the rest was gravy.

Before you purchase, take note that this is modeled after classic Castlevania, where the controls are stiff, the baddies have the upper hand in movement, and it takes REAL skill to maneuver your character around and out of danger. This means 4 - 5 hits equals death, whether it be at the blade of an enormous ax, balls of fire and chaos, or simply landing on a frog. Also note that because of it's age and genre, the characters can be slow for some. This is old school at it's finest, my friend.

If you've trained yourself not to care at all about some aspects and love the Castlevania series, then give this game a shot. But if it's the complete package of cutting-edge graphics, music, control, plot, and voice work, you'll have some complaints.

PROS:

It's Castlevania
Original Games Symphony Of the Night, Rondo Of Blood
Improved Graphics and music on the remake
Switch between Japanese/English voices
Old school feel / Challenging

CONS:

Nothing too new
Voices and dialogue completely changed, and suck big time
Old school feel / Difficult for some
If you beat the game, viewing the ENTIRE list of credits is mandatory... EVERY. SINGLE. TIME.

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Dark Souls (PS3) 9.5 (2000-08-11 10:04)

Well, these are exaggerations on both counts but... you get the idea.

I do not consider myself a hard core gamer but there were a few grand games that I played hard and long on the PS3: Oblivion, Fallout, Grand Turismo, Demon's Souls. Of these, Demon's Souls was the only Platinum I've ever earned and it clocks at over 500 hours of pure fear, strong anxiety and intense frustration punctuated by brief moments of pride and joy brought by the hard earned sweet victories.

I started talking about Demon's Souls because to us, PS3 gamers, Dark Souls is NOT the first coming of unspeakable terror onto our consoles. Dark Souls is the SECOND coming. And what a visitation this promises to be :)

Okay, here it is, after the first few hours. I am going to post updates (not spoilers) as I progress through the game.

THE COMMONS

Demon's Souls has many, never-seen-before, amazing innovations. We hoped and we expected to see most of them again on 'chapter two' and Dark Souls does not disappoint even though Dark's seems to be a Universe unrelated to Demon's. It's not even a parallel Universe (I like to think of parallel Universes as those in which the other fellow Dark Souls players exist - if running around as a hollowed-out soul you can call 'existence'. It's a different world but a lot works in seemingly familiar ways.

Here's what I would call the Demon's heritage:

- One-save only. And this is a BIG thing because the game saves itself every couple of seconds. Once you get hurt or you hurt someone you didn't mean to you can't go back to the previous save because there's no such thing. Unless you have one hand on the power cord ready to pull it, everything you do has consequences and you can't go back and try again. Be VERY careful when you talk to them merchants or blacksmiths because one unintended slap and they will never deal with you again.
- Human vs. Soul form. Can't be invaded by other players while in Soul (Hollow) form. As a Human you can invade other worlds, help others, seek help.
- Classes. You pick yours from 10. Not exactly the same as in Demon's though.
- Stats. Again, 10 different categories, some differently named, some totally new like 'humanity' and 'attunement'.
- The ability to seek help and to help others. I believe that you can have up to 3 others helping.
- The Stones. They are of different colors but they have uses not unlike the Demon's stones, possibly more: to seek help, to leave messages, to invade.
- Souls as currency of the land and the price price you must pay to level up. And you lose them all every time you die so... use them (buy, uplevel) before you lose them.
- Every time you rest all non-boss enemies respawn.
- The ability to play nasty and invade other players' worlds.
- Blood stains. You can see how others died.
- Second (and ONLY second) chance. You can recover lost souls if you can touch your own blood stain before you die again.
- Messages. Can leave messages but don't expect to be able to type away detailed clues. You pick your message from a pre-approved list.
- Incredibly precise combat. Each class of weapons acts differently and you can see/feel the difference between hitting flesh, bone or armor.
- Uchigatanas!!! Need I say more? These are by far the coolest katanas you'll ever swing in any game and probably the best you can get through this one at least through mid-game. Demon Souls most terrifying black phantoms (invading players) where the 2-Uchigatana dudes. Most, possibly all of the Demon's weapons can be found in Dark: Claymores, Halberds, Clubs, Axes, Estocs and so forth.
- Practice makes perfect. Like Demon's Souls, this is a struggle for perfection because in most instances only perfect

or near-perfect attacks and defenses will save you from yet another horrific death.

- Continues the Deomon's tradition of no difficulty levels. Like its predecessor, there's only one difficulty level on Dark and that's 'very easy', as in 'very easy to get yourself killed'. Seriously, for anyone who played Demon's, Dark feels like the second or third playthrough only you start at a low level, have no weapons or armor and find yourself in completely unfamiliar territory now so it takes a little bit of dying, observing and experimenting before you learn the ropes.

THE DELTAS (new and never seen before)

This, I'm sure, is going to be a growing list and I'm going to update it as I progress into the game. If what's going on in this game can be called 'progress'.

- One-world design. This appear to be a huge world but gates, bridges and passes are all well guarded so be prepared to shed a lot of blood and die a lot to earn your right of passage. Unlike Demon's which had a hub that was the only connection between the several separate 'worlds', Dark's world regions are very much interconnected and much of the fun and mystery is your gradually discovering and unlocking sometimes secret doors and passages.
- The healing system. The role of 'grasses' is drastically reduced (there are some mosses that you can still use to cure ailments) but Dark doesn't make it as easy when it comes to your ability to recover health. It's no longer near-unlimited.
- The Covenants. Each of the 9 will open new play modes and, as always, every action brings about consequences. Joining may appear an easy decision but separation can be painful and costly.
- Pyromancy as a THIRD class of magic, joining sorcery and miracles. For anyone who likes fire and explosions... it's awesome.
- The Gifts. Interestingly some seem to have no effect while others such as the Magic Key you get if you pick the class of Thief is quite useful.
- Danger times 2. It may be just because I'm a little rusty playing Souls or because I know Demon's so well now it's like a walk in the park but Dark appears to be a lot harder. But... we play, we learn. We shall see :)
- More color. Can't imagine Demon's with colors but in this world the occasional bright splashes blend well and don't subtract from the feeling of danger.
- No Luck. You COULD get lucky in Deomon's Souls but that's no longer the case. That particular stat has disappeared, replaced by your ability to hold 'humanities' which you lose every time you die.
- Sweet revenge. One of the covenants mission is to hunt down and kill those nasty dark phantom bullies.
- And, of course, Dark Souls does away with all the gentleness and hand-holding occasionally found in Demon's. It really does. Remember that nice Russian lady in the Nexus that you must kill if you want your Platinum? Gone! My first impressions: don't trust anyone because everybody seems to be either evil or insane.

THE STORY

Not quite sure what's expected of me yet and I don't think I should spoil anyone's fun anyway. There is a prologue, of course and, clearly, terrible things happened that caused this not to be a happy world. Need to investigate some more but I'm not sure who's to be trusted, who should be used, who can be a friend.

MY RATING

If Amazon's 5 stars stands for 'I love it', what would be the star count for "I love it, I fear it and, 80 hours into the game I'm obsessed by it"? Well... 5's the limit :). I expect to spend hundreds of hours playing this game and, hopefully, with a little or maybe a lot of help from my friends and a lot of priceless advice from some of the game-focused sites - I will name my favorites on a comment to this review.

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- Second (and ONLY second) chance. You can recover lost souls if you can touch your own blood stain before you die again.
- Messages. Can leave messages but don't expect to be able to type away detailed clues. You pick your message from a pre-approved list.
- Incredibly precise combat. Each class of weapons acts differently and you can see/feel the difference between hitting flesh, bone or armor.
- Uchigatanas!!! Need I say more? These are by far the coolest katanas you'll ever swing in any game and probably the best you can get through this one at least through mid-game. Demon Souls most terrifying black phantoms (invading players) where the 2-Uchigatana dudes. Most, possibly all of the Demon's weapons can be found in Dark: Claymores, Halberds, Clubs, Axes, Estocs and so forth.
- Practice makes perfect. Like Demon's Souls, this is a struggle for perfection because in most instances only perfect or near-perfect attacks and defenses will save you from yet another horrific death.
- Continues the Deomon's tradition of no difficulty levels. Like its predecessor, there's only one difficulty level on Dark and that's 'very easy', as in 'very easy to get yourself killed'. Seriously, for anyone who played Demon's, Dark feels like the second or third playthrough only you start at a low level, have no weapons or armor and find yourself in completely unfamiliar territory now so it takes a little bit of dying, observing and experimenting before your learn the ropes.

THE DELTAS (new and never seen before)

This, I'm sure, is going to be a growing list and I'm going to update it as I progress into the game. If what's going on in this game can be called 'progress'.

- One-world design. This appear to be a huge world but gates, bridges and passes are all well guarded so be prepared to shed a lot of blood and die a lot to earn your right of passage. Unlike Demon's which had a hub that was the only

connection between the several separate 'worlds', Dark's world regions are very much interconnected and much of the fun and mystery is your gradually discovering and unlocking sometimes secret doors and passages.

- The healing system. The role of 'grasses' is drastically reduced (there are some mosses that you can still use to cure ailments) but Dark doesn't make it as easy when it comes to your ability to recover health. It's no longer near-unlimited.
- The Covenants. Each of the 9 will open new play modes and, as always, every action brings about consequences. Joining may appear an easy decision but separation can be painful and costly.
- Pyromancy as a THIRD class of magic, joining sorcery and miracles. For anyone who likes fire and explosions... it's awesome.
- The Gifts. Interestingly some seem to have no effect while others such as the Magic Key you get if you pick the class of Thief is quite useful.
- Danger times 2. It may be just because I'm a little rusty playing Souls or because I know Demon's so well now it's like a walk in the park but Dark appears to be a lot harder. But... we play, we learn. We shall see :)
- More color. Can't imagine Demon's with colors but in this world the occasional bright splashes blend well and don't subtract from the feeling of danger.
- No Luck. You COULD get lucky in Deomon's Souls but that's no longer the case. That particular stat has disappeared, replaced by your ability to hold 'humanities' which you lose every time you die.
- Sweet revenge. One of the covenants mission is to hunt down and kill those nasty dark phantom bullies.
- And, of course, Dark Souls does away with all the gentleness and hand-holding occasionally found in Demon's. It really does. Remember that nice Russian lady in the Nexus that you must kill if you want your Platinum? Gone! My first impressions: don't trust anyone because everybody seems to be either evil or insane.

THE STORY

Not quite sure what's expected of me yet and I don't think I should spoil anyone's fun anyway. There is a prologue, of course and, clearly, terrible things happened that caused this not to be a happy world. Need to investigate some more but I'm not sure who's to be trusted, who should be used, who can be a friend.

MY RATING

If Amazon's 5 stars stands for 'I love it', what would be the star count for "I love it, I fear it and, 80 hours into the game I'm obsessed by it"? Well... 5's the limit :). I expect to spend hundreds of hours playing this game and, hopefully, with a little or maybe a lot of help from my friends and a lot of priceless advice from some of the game-focused sites - I will name my favorites on a comment to this review.

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GRID | PS3 | 9.0 (2000-08-12 09:17)

Realistic non-F1 or NASCAR racing for the PS3 currently consists of two titles, GT 5 Prologue and Grid. This is a brief review to address the pros and cons of both programs:

Graphics: GT 5P is a very limited version of the full program which will be out later this year or even in 2009. As such, we need to bear in mind we are comparing a limited scope product to a finished one. That said, graphic elements in each program are still a wash, which I guess is testimony to GT 5P considering its graphics will probably improve a bit before the final version. The cars in GT 5P have more polygons and so the models look better, but Grid features a full-fledged damage system so the lower poly count and smaller number of cars in Grid are fully deformable, hence damage and collisions are quite dramatic in Grid. As of yet, GT 5Ps cars are not at all deformable so to some extent we are comparing two different types of graphics. Background track visuals are roughly the same in both games, so what we have is nicer undamaged models versus fully deformable models.

Sound: GT 5P wins hands-down. Engines sound nicer and more realistic, and the in-music is diverse and licensed. Grid truly fumbled the ball here with similar sounding rather weak engines and generic butt rock bgm that has not a single memorable riff. Admittedly one doesn't buy a racing game for the music, but the licensed tracks add some aesthetic appeal to GT 5P.

Scope and Size: GT 5P offers 75 cars, many of which are pretty tedious to drive. Grid offers 45 cars, most of which are lots of fun to drive. However, the fly in the ointment is that GT 5P has more varied and realistic handling among its cars. The 911, the Viper, and the Lancetti all handle remarkably similar in Grid, which really should not be happening. GT 5P by comparison offers a more diverse driving experience. GT 5P however only has 6 tracks while Grid has 15, so Grid offers a bit more to see. However, as mentioned, GT 5P is a work in progress, so we can expect to see many more cars and tracks by the time the finished version appears. Same deal applies to game play - Grid offers many different race modes and championship types, while GT 5P has a limited set of events, 40 or so, so the game can be tapped out very quickly. (Assuming you can get past some of the annoyingly difficult races, more on this later). Grid at present has a lot more to do and experience, so at present it will keep the average gamer occupied and interested longer. When the final version of GT 5P appears, we may see a different picture.

Simulation Aspects: Damage is the issue. GT 5Ps car handling is far superior in terms of realism, but when you see the cars bouncing off each other and walls at 150 mph undamaged, the realistic handling seems to take a backseat in consideration of simulation accuracy. The damage system in Grid is superior simply because it exists. However, the lads at Codemasters have retreated a bit from the more realistic damage system in their TOCA games, and your Grid vehicle can take quite a bit of damage before any in-game performance is affected, and the parameters for cataclysmic termination of the race have been raised considerably, so your car can be a veritable wreck on wheels and still win a race. The earlier TOCA games had far more realistic (i.e. harsh) damage modeling, and your vehicle was easy to either wreck altogether or to see it's performance degrade to the point where it could not compete against other racers after a few hard collisions. I guess the Codemaster gang had too many complaints about the

high number of restarts needed to finish the average event, so the cars in Grid (as in Dirt) are more Hollywood style in their robust durability.

The current system in Grid is far superior to Forza inasmuch at least there is the possibility of complete elimination from the race for particularly severe collisions. Forza has the silliness of 170 mph head-on crashes that scar your car's skin and then make it pull to the left, a rather unlikely outcome that is only slightly superior to the Gran Turismo invulnerability. Grid is a good compromise in terms of damage modeling, and the added tension of the risk of crashing and the extra graphics pizzazz as you see bumpers fly off and windows shatter make Grid more entertaining and realistic. However, if you hope to see the handling differences between a Skyline and a WRX, Grid is not going to be of any use, so simulation fans have to make a hard choice here, between semi-realistic damage and simplified generic arcade style handling in Grid, or no damage at all and meticulous handling details in GT 5P.

Finally, the GT 5P developers promise there will be a damage system and deformable graphics added to the final build and perhaps even added to the 5P version as downloadable content as soon as this August. I personally am skeptical as to how this will be implemented, as I resemble the Forza-esque "damage" system from GT 2, and have my doubts that the GT 5P programmers are going to be able to give us several hundred deformable graphically detailed and realistically handling cars by the time of the final build, but we will wait and see. Polyphony has gone the extra mile in the past, so a *fait accompli* in this case would not be impossible.

Gameplay: Grid gets the nod here. The races in Grid are more thrilling due both to the damage system, the superior AI of the other drivers, and the campaign style racing career that is part of the game. Many of the individual races in GT 5P are fun, but the AI of other drivers is still robot-like, and they almost never screw up, never seem to interact with the player or other drivers, and respond little if at all to the player's movement on the track. They will at least avoid you if you park stationary in the middle of the racing line (unlike GT 4 where they would crash into you like cruise missiles repeatedly during the course of each lap) but that is about it. The other drivers in Grid are smarter, more "human" (failable), and at higher difficulty levels will be both aggressive and also willing to retaliate if you clip them. This programming plus the damage makes Grid races more white-knuckle affairs, full of drama and tension. The invulnerable cars racing against robot clones in GT 5P in comparison make that game seem more like you against your own best rather than you against other drivers, and therefore less intense and involving. It is a source for joy and entertainment in Grid to see a rival spin out due to a judgment error or crash into another driver in overtaking gone bad, and this is pretty much absent in GT 5P.

The annoying campaign structure (or lack thereof) of GT 5P should also be mentioned, as your progress in the game can be quite effectively stalled if you cannot finish one of the 10 events in each tier. The Ferrari "pass them all" event in the A level races in particular can literally bring your enjoyment of the game to a halt as you struggle again and again to meet the unpleasantly tough challenge of trying to pass 13 other cars in only one lap on a tough narrow and twisting course. Grid deals better with failure and there is always something else to do to progress in the game if you screw up a particular event. The diversity of Grid events is also appealing, with top speed challenges, tough races, even demolition derbies. The one mis-step in Grid's events are the idiotic drift races, where you compete on a closed course against an opponent whose score is unknown to you and who you never even see on the track. This is not only unfair, but also a bit dull. But you can mainly ignore drift races for most of the game and still have a lot of fun with it.

The lack of a fully developed campaign in GT 5P may well be due to the incremental nature of the game. The final GT 5 will presumably have the same wide range of events that GT 4 did. We may also see improved other driver AI and a damage system added to the final build, but at present, Grid is far more entertaining. The addition of the excellent "flashback" feature in Grid makes a strong package better, and this is a truly revolutionary feature that is very welcome in racing games.

Interface: Grid has many limits in its interface and structure. There is no learning mode, no racing line "cheat", no

tutorials. The instant replays are very limited and you cannot change which car the camera focuses on, or save the replay. Stat tracking is limited to some basic numbers that pop up only in the loading screens. GT 5P lacks many of these features too, but the replay system is far better, the racing line feature is invaluable for the less skilled, and the finished build will presumably have the same full feature set of GT 4. Grid could have used a bit more polish here, though to be fair the more arcade like handling makes education of new players a bit less imperative. Still, a tutorial on drifting technique for instance could have made Grid more accessible and friendly to new players. The personalized commentary by name in Grid is cute at first, but the voices say the same thing at the same time over and over again, and you soon find yourself wishing these guys who know your name would just shut up for a bit.

Overall: A tough call - the damage system in Grid is a bit deceptive in its leniency, and the game markets itself as more of a simulation than it is. The 45 cars are already exceeded by GT 5P and the final GT 5 will probably have close to 10 times as many cars in it. However, as in GT 4, many of the hundreds of cars will be uninteresting to most players. The limited number of tracks in Grid is more troubling, but the various types of racing make the most of the small number of tracks. The interface in Grid is also a bit rough, and Forza still sets the standard in this area, with Gran Turismo running a close second

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Death Smiles | 8.0 (2000-08-12 10:17)

I honestly didn't know what to expect when I purchased this game- I was surprised at how good it was. It is an arcade/shooter game that takes place in the Kingdom of Gilverado where you fight against various monsters, souls, etc. The game gives you a choice of what character to play (you are presented with 4 girl characters to choose from) and each has a mini story that unfolds as you play. The best part of the game is that even novices can play due to the infinite continues and different level settings the game allows you to control.

Fallout 3 | 9.0 (2000-08-13 09:20)

I am old enough to have played the original game when it first came out in 1997. I was a great fan of the series that followed and, thus, was very eager to get my hands on this latest installment. In a short sentence: FALLOUT-3 is A DREAM COME TRUE! And now the dream is complete.

It is a cRPG game in which the player can alternate between the First and Third person perspective roaming a world comparable in size with OBLIVION. The action has moved from Vault 13 and Southern California to Vault 101 and Washington, D.C. and the story brakes away from the previous bloodlines. However, the atmosphere of the original has been maintained and its scents sharpened: veterans will find it fitting like and old glove - whereas the new gamers are in store for a bag of pleasant surprises.

The graphics are wonderful, the guns detailed and the environments highly interactive. Short of a screenshot, imagine what would HalfLife-2 would look if released today. And similar to HL2, FALLOUT-3 does not require an...ubercomputer to run smoothly. Once you see a NPC move though, you understand where the corners were cut.

Character customization is carried out in great style using the new and improved PIP-BOY at the beginning. You exit the vault and the harsh reality of a world that barely survived annihilation slaps you on the face. Adapt or perish.

The main storyline is there to be followed but FALLOUT-3 offers the greatest number of alternative choices I have ever encountered in a game! There is always a great number of paths to follow in order to achieve any goal - but every choice comes with a consequences tag. This is common feature of most classic cRPGs but in FALLOUT-3 I saw it implemented like never before. If nothing else, this sends replayability through the roof.

Side-quests offer little besides distraction and experience points (XP) to be spend on character improvement. XP are gained solely by completing quests, emerging victorious from fights, finding locations, picking locks and hacking terminals - and they are not limited by the action they were earned. Leveling up is based on 7 basic attributes [Strength, Perception, Endurance, Charisma, Intelligence, Agility & Luck - acronym?;)] that, in turn, affect your (13) specific skills. Leveling up used to be capped at Level-20 (increased to 30 by installing the DLCs), as the game designers wanted to encourage replaying the game. However, with this increase, now your character can realize its full potential. Replayng the game is still a joy though.

The game is violent and gory but well within tasteful limits. Not so with the language - but it is trade off with realism. In a radioactive world, Sunday-school niceties are bound to go out the window.

What deserves a special mention is V.A.T.S. (:Vault-Tec Assisted Targeting System) which opens new vistas in cRPG design. It is an ingenious system which lets you pause the game and target specific body parts of your opponents. The success of your attack still depends on your skills but the end effect is cinematic and amazing (remember SWORDFISH?).

This GOTY edition includes all 5 DLCs released so far: OPERATION-ANCHORAGE, THE PITT, BROKEN STEEL, POINT LOOKOUT and MOTHERSHIP ZETA. Compared to the basic FALLOUT 3, applying the above improves the experience immensely! As mentioned above, since one used to reach the Level 20 cap long before the endgame, increasing this by 10 levels will give you a brand new ballgame.

Augmented weapons, new territories, novel foes and unexpected story branching - all for the price of the original game. I own the original game and coveted after these DLCs in the past months, waiting for a complete edition such as this GOTY one. When it became available I jumped at the opportunity to get them all. And did not regret it for a moment.

After the nuclear summer of 2008 (with all the Limited-Installation/defective EA releases), this seems like a post-apocalyptic dawn indeed! BETHESDA decided to listen to the gaming community and did NOT cripple this beautiful game with any idiotic DRM scheme. Inputting a serial number and a DVD-check is more than reasonable. The publishers of FALLOUT-3 understand that there is a fine balance between "protecting the product" and..."insulting your own customers". And they obviously view respect as the two way street that it is - and for this they deserve our support: buy this game, today.

Voting with our wallets is the only argument the gaming industry cannot afford to ignore. And it is about time to cast some well deserved positive votes.

Resonance of Fate | 8.5 (2000-08-14 09:21)

I have finished the game (it took about 80 hours) so here is the final review. I have also added combat tips to the end.

First of all, I love the game. The combat is awesome if you like strategy games. The game has more in common with strategy/rpgs rather than traditional JRPGs. As in any rpg you can roam inside the cities, get side quests, and explore the world map. However, the combat and the missions are very much like that of turn based strategy games. In fact, ROF is more like a strategy game under a JRPG disguise.

Although the combat looks flashy and cool, as I said before, RoF is not an action oriented game. The combat is very deep and strategic. Also learning curve is steep, it takes several hours to learn all the intricacies of the combat, and I will not attempt to explain it here. (I have added some tips and tricks at the end). However, the turn system is very similar to Valkyria Chronicles, it is a mixture of turn based and real-time (while you are moving the enemy also moves and can attack you). Flanking, timing, the type of attack etc. all plays a key role in combat and makes it very satisfying. They are nice to watch too, although your eyes would be on the action gauges most of the time.

There is a tutorial that introduces every battle action but it does not tell you about the tactics. (Think of chess, you can learn the rules in half an hour but you'll have absolutely no idea about the tactics). So the game got better as I played because I began to discover some of the mechanics and the tactics not described in the tutorial. It also has some real-time elements that require timing, which keeps things interesting and gives you some more tricks to help you. (For example, you can manually evade physical attacks if you time your movement right). It takes a long time to master every trick of the combat, but it is very satisfying when you discover something new.

Leveling and customization is all about the guns not the characters. There are 3 types of weapons (handguns, machine guns, and grenades). As the characters use a weapon they get more proficient with that weapon and level up. A character's level is the sum of all 3 weapon levels. For example, a level 20 character can be level 15 handgun, level 4 machine gun, level 1 grenade. As they level up their hit points and respective gun weight limit improve. Also they gain some additional effects (5 % stun chance for instance).

You can only customize your weapons. Guns have 5-6 attachment slots (magazine, grip, sights etc.) that you can upgrade with the parts you found. Also you can add extensions to all slots (e.g. adding another barrel to the barrel). However you have space and weight limits that you need to consider. Finally, you can also craft special parts from the basic materials you get from monsters. There is no other customization. There is no armor either, however characters can equip two rings some of which are protective. You can buy a lot of different dresses but they have no effect other than changing the looks of your character (this also affects cutscenes as they are done with the in-game engine).

The story is slow to start. It starts to pick up after Chapter 5 (which would be 10-20 hours into the game depending on the number of sidequests you do), but it is one of the weak points of the game. It does get interesting, but a lot of things are left unexplained even after the game is finished. Simply put, this is not a story-driven game. There are a lot of fetch quests at the beginning but at least the NPCs are quirky, and the interaction between the characters can be funny sometimes. Later on, I got more interested in the story but game only hints at what's going on and never fully explains the background or the motives of the characters.

In sum, this is not a traditional JRPG like Final Fantasy or Lost Odyssey, it is more similar to strategy games like Valkyria Chronicles. Also if you want fast paced, action oriented, quick resolution combats (e.g. Tales of Vesperia) then this is probably not the game for you. If you like turn based strategy/rpg games (Jagged Alliance, Front Mission, Valkyria Chronicles, etc) with a lot of depth then I believe you will like this game.

** Some Combat Tips and Tricks ***

In ROF, you have access to the full combat from the beginning (opposite of Final Fantasy XIII from what I hear). However, as you play you get a better understanding of the mechanics and the tactics. In other words, the combat opens up naturally and always stays fresh. Below are some tips but I believe half of the fun is discovering them. If you feel confused, then these might help. Also the guy next to the billboard in the guild gives one new tip each chapter. Always talk to him.

- The letter next to the enemy bar indicates which one of your characters the enemy is aiming.
- The enemy won't shoot until the end of the turn (even if their aiming bar is full) unless they are aiming at the character you are moving. If they are aiming at the character you are moving, they'll shoot in real time when their aim gets full.
- During hero runs you are invincible and also you can regenerate more because the turn lasts longer (depending on the distance). However, that also means enemies will have longer time to aim at characters.
- The circular green bar around the enemy is their equipment health (weapon, armor, shield etc). You will not be able to damage their body until you create/find an opening. The green bar is not always a full circle and if that's the case, you can make a hero run (or walk around while they are aiming at somebody else) and shoot when you have the right angle to hit the body. Or if you jump during hero run you randomly hit all body parts, you might get some hits to the body even if they are shielded.
- Getting rid of the enemy parts (equipment) will give you materials for upgrades.
- Try to set up the tri-attacks in a long range. The longer the running distance, the more time to shoot (and regenerate).
- You can make a tri-attack even with 1 resonance point. This can be helpful if the distance between the characters is long. You can also use it to move one of your characters to safety if he is going to be shot as soon as you end the turn of the current character.
- Charge acceleration is very important. Try to add barrels as much as you can. Also try to shoot at the highest possible charge to activate the skills.
- Dual wielding helps a lot in the later game (after chapter 10-11). It doubles your damage and chances of activating skills even if the second weapon may reduce some of your stats.
- During a tri-attack, the enemies inside the triangle won't move, the ones on the outside will.

Anonymous (2012-02-11 18:26:12)

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Sonic & Sega All-Stars Racing PS3 | 8.5 (2000-08-15 09:22)

Any self-respecting gamer would really need to know the history of SEGA. In 1952 moved from America to Japan in 1983 as a console on the market. Almost twenty years later would learn that Sega unfortunately they have no place in hardware. Yet it is precisely this period of extreme importance for SEGA, for it gave them the opportunity to develop their own games and a large number of game characters to create. Anno 2010 SEGA used many characters from that period for games like Sonic & Sega All-Stars Racing.

SEGA character known as the longstanding Sonic The Hedgehog, but this speed demon is the pace a bit. The latest Sonic games were not successful and Sonic seems to be beneficial to profiling on the part of Nintendo's Mario. SEGA was that something had to change and a new 2D Sonic game has been in the making. The Japanese publisher had also understood that the Sonic on the side of popular game characters doing very well. The portfolio of popular game characters enough houses SEGA and Sonic & Sega All-Stars are almost all together. ... In a simple kart game.

The average twenty overs has previously managed to entertain with Mario Kart and the younger generation (plus grandparents) can now do on the Nintendo Wii. The concept of a kart game is quite simple. A lot of funny characters against each other to race on circuits and they are often too short to fight while racing with useful power-ups. We can already tell you that Sonic & Sega All-Stars Racing the basic concept of a kart game has performed well. In order to make child-friendly game is chosen for an intense and bright color pattern and there is nothing wrong with that. That is why we are not too long on the graphics, because with a child-friendly stamp everyone understands how the game looks.

Graphically, the game is really okay, but the game must have other factors such as gameplay, high function and last stop should be enough supply. Since the game for younger gamers interested should remain there for an easy drive selected. With the momentum we bring R2 and L2 it is possible to drift cornering. Somehow it is also possible to brake, but that is not needed in Sonic & All-Star Racing. You just fast enough to go around the track and drives fills your boost meter, so with a push to increase the speed significantly knows. The fun factor comes into the picture in the form of power-ups.

As a kart game actually supposed to do, there are powerups to be found on the tracks. When you do a power up to get it is to hope you get a good because you get this fact randomly assigned. Boxing gloves and firing of rockets into traffic cones and a power up so you can totally disorient an opponent. After a few races you know what power-ups are most useful and you get to know the best power-ups you can use in certain situations. In second position you hope to missiles, so you still have a chance to be first in first position you hope to one beschermingsbal, so you're safe from attacks.

In the field of graphics, gameplay and fun factor cross SEGA & Sonic All-Stars Racing very solid together, but scored the game quite a lot of points in range. The fun of this game is that it does nothing special, but above the offer has managed to perfect. The single-player modes, four houses, which the Grand Prix mode. This is then subdivided into three difficulty levels and each level of difficulty has six competitions in four races. That you're just as sweet, but you might also like Missions mode. It contains varying challenges and we see this more often in games. Sonic & SEGA Racing All-Stars are, however, sixty-four challenges waiting for you and that will take some time to complete all.

Time Trails we see often in racing games, but in this game they do it just right. On each track you can drop a lap time and lap times will then go to online leaderboards. It is also possible to race against the developers, as they have in advance on all tracks put down a time and gives great satisfaction to a faster time to put down. Not that faster times to be difficult, because it must be child-friendly stay. The single player has plenty to offer, but while we can still add to the multiplayer options. Four players split screen? Check. Eight players online? Check.

It's all pretty much, but you get something in return. Every race you've driven or challenge that you've managed to achieve makes you SEGA Miles. It looks a bit like road pricing, but without it going to cost you anything, because

you get very much money (points) assigned. SEGA Miles have to spend in the store-specific and this makes us very different to Sonic & Sega All-Stars Racing to go look. In the beginning there are already quite a few games playable characters such as Sonic, Tails, Billy Hatcher, Amigo and Dr.. Eggman. With SEGA Miles will get the option of eight playable characters to twenty. You simply can include Knuckles, Ulala, Alex Kidd and Ryo Hazuki buy.

Twenty classic SEGA characters we feel very nice and they also all have different cars to race. Yet they are also not all car because Tails and Shadow fly rides a motorcycle. In any case, well balanced and it will depend more on personal preference which character you choose. The differences can sit him in Speed, Acceleration, Handling, and Turbo Boost. Sonic have scheurijzer example is not even really fast but his Turbo Boost is damn good. Sonic is therefore possible to be good instincts and thus increased use of turbochargers. Amigo his car has been fairly slow, but the controls it is a lot easier.

Sonic & Sega All-Stars Racing to keep the graphics and gameplay area is very child friendly, but knows how to score a lot of the significant range. A large part (12 characters, 16 tracks and 32 songs), however, you obtain through the exchange of SEGA Miles. This keeps the game for a very long time have a purpose, because everything is worth it to unlock. If you stand on your own no more than is possible with three friends to share your screen or else there are seven other gamers online waiting for you. Sonic & SEGA Racing All-Stars did well to entertain us and this calls for half and part with more than SEGA game characters!

Graphics 8

Gameplay 8

Sound 8

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Diseaga D2 - A Brighter Darkness - 8.5 (2000-08-15 22:52)

So I picked up this little bundle of madness yesterday... And I can feel my addiction being refueled with high octane Gasoline and many other forms of volatile chemicals.

This is my impressions as a returning Disgaea Player. Having played 1 - 4 multiple times each, and done hundreds of hours of grinding and the like.

First I'll start with the characters. Laharal, Flonne, and Etna once again take center stage and to be honest? It doesn't matter to me. I have never been a big fan of the original cast personally, And Flonne's English VA Makes me quiver with rage. On top of that Laharal's VAing seems... almost rushed/sub par. Everyone else is fine... at least so far.

The Story is simple, as all of them are, and doesn't get in the way. But only being in Chapter 3 I can't really say much more about it as it's just starting. The Dialog so far has been the traditional Disgaea madness. Sillyness abound and strange sentences everywhere! It's been mostly entertaining thus far so I have no real complaints about it yet.

Now, onto the meat and potatoes of Disgaea... the gameplay. The first few battles are a tutorial to learn the basics of the game if you are new. If not, you can skip the Tutorial aspect and just start fighting. Immediately I noticed some amazing changes.

1. The Movement panels are much easier to see, it's a simple but nice improvement
2. Throwing.... OOOH throwing is more awesome now. you can throw all around you instead of in a straight line. Those that haven't played the game before have NO FREAKING idea how useful that is.
3. The Sounds, Animations, Even the Font have all been altered and I love it all. Battle feels more... well just more. your Characters will occasionally say random things about combat, they will support each other on occasion even if they aren't standing beside each other, the attacks are quick and explosive... it's fantastic. Often I'll attack with 3 units only to have 7 attacks go off because they constantly support each other.

4. Mounting is a new feature and it's unlocked pretty much from the stat (battle 2 I think) and it allows any human character to use a Monster unit as a mount. This allows the monster to use it's movement and defense while the Human unit attacks. This may seem silly but... it's potent as all hell. Put a Mage on the back of a Mothman your mage now has 6 movement, higher defense, and can fly... WIN. Mounting also gives you access to powerful Mounted Skills which Become more powerful the more the two units like each other. Mounting doesn't have duration like Monster-change did... so yeah that's awesome.

5. Which brings me to the Likability, each unit has a Likability meter towards other units. The higher it is, the higher the chance of support attacks, combo attacks, higher powered monsters skills etc... They can even defend each other. This can be raised and lowered in a few ways, using items, helping out, and Being a Master/Apprentice will increase it. Attacking/killing/using a specific item will lower it.

There are far more added things than this but they were the Biggest changes to combat, It's hard to explain why the combat is better than the previous Disgaea games if you haven't played them. Even if you have it's still something you just have to experience to see what I mean.

Outside of combat has changed as well! From a redesign of the menu structure/UI to the changes in items and Weapon shops to even how Item world (Sea) and the Dark Assembly work, heck even Items themselves have changed.

1. The game now has a new UI, it's quite nice actually. It shows all the details you could even need to know about your units, including the stat bonuses gained from just the items they are wearing, to how skilled they are with weapons and other attacks. It's impressive how much it's different... and yet still familiar. The only thing I miss is being able to display All the stats on one page in combat. So I could see the HP, and SP values as well as the ATK, DEF, etc... Just something i have to get used to is all. On top of this the game now shows if your stats are affected. If you get a Buff or Debuff it's reflected with an up or down arrow on your stats screen.

2. Items Rarity has been removed completely. Previously Items had a Rarity of 0-255. 0-10 was a Legendary Item, 11-50 or so was a rare item, everything else was common. That has been taken out, there are now just Common, Rare and Legendary Items.

3. Item Sets - Previously in Disgaea games if you equipped items of equal rarity you got a "set" bonus. This has been carried over, however it's much simpler now. If you equip 2+ rare items each gets a bonus for each one equipped. Same with Legendary. It's a pretty decent bonus too! And not only that the game tells you that you are getting the bonus.

4. Character World has been removed completely, and I'm kinda happy with that. Character world was interesting, but it was just another long time sync that Disgaea really didn't need. (personal opinion there). Evilities are still here but they are somewhat different. Each class has 3 evilities to chose from and all have wildly beneficial effects. I can't possibly go into them all but they do change how combat works significantly. You have to know what evilities your enemies have (It shows it in combat so don't worry) and how to plan around them. For instance Dragons could be immune to wind, or they could gain benefits from others using wind skills. Evilities can also be taken from other classes via the Dark Assembly (I believe) If the characters like each other enough.

5. Weapon skills and Fortes are back, each class has certain skill with weapon types and learn skills faster with weapons they are familiar with. For example a warrior will learn Sword skills much faster than learning say Bow skills. Skills can be leveled by using them instead of spending mana on them like in D3 and D4. Personally I like and dislike this system. It's great for combat skills and feels more balanced. but other skills suffer majorly from this. Skills like Espoir, Shield, Heal, etc... you have to use to level them up... well Espoir (Cures Status Ailments) doesn't get used that often, forcing you to cast it for no reason just to level it up. So it has it's ups and down.

6. Master/Apprentice is also back, a Master can have Multiple Apprentices, and can even be an apprentice to someone else. One unit can only belong to one master. Having an apprentice gives stat boosts and things to the Master, while the apprentices gain the ability to use the Master's skills and spells. If they use it enough they can learn it and even use it without being an apprentice. They also Gain weapon skills faster, as well A higher combo/support rate with their master. If your units AREN'T being used as either Master or Apprentice you are doing it wrong as there are 0 downsides. When a character is created it automatically becomes an apprentice to the character that created it. So if I call the assembly with Laharl and make a Warrior, that warrior will be Laharl's Apprentice (you can change this in the menu)

7. Item and item shops have changed, slightly, but for the better. You are no longer limited to a 30 item inventory, you

have the entire 999 item warehouse at your disposal at ALL times. Item shops also no longer have limited inventory, if you have unlocked it, they sell it and an infinite amount of it and you no longer have to leave the shop come back and hope they have it again. The shops and other item screens have also organized the items into Categories. Fist, Sword, Armor, Trinkets etc... all have their own tab. I LOVE that. and finally the armor and weapon shops have been combined into one shop, the Equipment shop.

Changes to the Dark Assembly. It has remained more or less the same in terms of what it's for, however the Character creation as well as A few other things have changed.

1. Each Meeting of the Assembly seems to have a "lead" senator, who appears behind you. These are the same as the Legendary senators from Previous games, but they always seem to be there this time.
2. The Senators vote faster (Just saves time)
3. Characters no longer need to be reincarnated to obtain their next rank. In previous games when you unlocked the next rank of a monster (There are usually 6 ranks) you had to reincarnate your character up to the next rank (Start at level 1 again) now this did give you great bonuses and things, but now you have to level it up again. NO MORE! You can pass a bill for a Promotion for a certain amount of mana, and become the next rank. Your Aptitudes increase and everything, the only bonus you don't get is the increase to base stats. Reincarnation is STILL there, but it doesn't feel required for the main game, only post game things or cross class things.
4. While it's not technically a Dark Assembly change, the fact that you have access to all your items helps. A lot.
5. When creating a new character you now get the choice of Alternative colors as well as their personality. Now the Personality isn't so much new as it's changed. Each personality has a different style of voice for the character as well as a different evility. At first I wasn't happy with that, I wanted Evility 3 but voice 1, but having them linked together I had to choose Voice 3 and evility 3. Turns out you can change their Evility or their voice seperately via the Dark Assembly for free, infinitely after the character is made. You can also change their name, and color for free and as many times as you wish, so have fun!

Changes to Overworld

Two new things have been added to the "hub" world that I wanted to mention. The first is the Dojo.

The Demon Dojo is the replacement for Character world. You can assign your units to train in various stats. Hp, Sp, Atk, Def, Int, res, Spd, hit. Each one will increase the amount of points that unit gains when it levels by a certain %. The started is 5 % as the training levels increase so to does the %, as well as the amount of units that can be training in it at the same time (At the start it's 1). There are others too but I haven't unlocked them so I don't quite know what they do.

The Cheat shop is the other thing that was added. This allows for the manipulation of certain things. From Item world routes to EXP gained. Now it's not like you can jsut increase the amount of EXP, HL(money), Mana, and Skill EXP gained... you have to sacrifice one to raise another. So I could set it to 80 % HL and 120 % EXP. or 90 % mana, 90 \$ HL, 110 % EXP and 110 % Skill EXP. It's kinda nice because if I don't need money, I can just put it all in EXP etc... As you progress into the game you can remove more and more points from one and put it in another. At the moment I can only set HL to 80 % and EXP to a max of 120 % I believe. You can also disable EXP all together, disable support etc... Item world has also changed a bit. If you don't know what it is, then this section will probably not be useful since You will have little idea what I mean.

1. You start off in innocent town, you chose a boat to go in and depart. The boat determines how far down into the item you can go. 30, 60, or 100 floors etc... each boat has a different value. You will sail to a different island each floor, and you will always start on the boat. The Islands are still randomly generated.
2. There are less Enemy units, however THIS time around killing the enemy units actually adds to the items stats. The more you kill the higher % the stats increase, up to 15 % I believe
3. Secret rooms have been removed, well not so much removed as they are randomly encountered between floors, not as a separate exit from the current floor. After you finish a floor there is a chance the next floor will be a bonus room. The rooms vary just like they did in previous games.
4. the 10th floor once again is a boss floor. However this time you can't multi-kill the bosses. You only kill them once. And you are guaranteed to go to Innocent down afterwards (I believe) Innocent town now has a shop in it.
5. Item World Assembly has also changed, you no longer need to be in the item itself to call the assembly you do that from the item world person int he overworld. On top of that you don't use Mana to call for bills, you use HL.

6. Reverse Pirating has been replaced with Bonus Rooms... that I believe do the exact same thing as reverse pirating without the insanely ridiculously powerful enemies. Could be wrong though.

7. Last but not least! Getting to floor 30 of a common item will reset the item to floor 0, increase the items rarity to rare (Remember that whole bit about item sets? *Winks*) and lets you go back into the item. Clearing a Rare item to floor 60 will reset the floors back to 0, then increase the rarity to Legendary. Get to floor 100 of that and... well I'm not actually sure. Probably resets to 0 again. If not, well you certainly have a damn powerful item.

As a final point there are a few more things I wish to note, this is again for Disgaea fans.

There is no X-Dimension/Dark World in this game, and the Land Of Carnage is unlocked automatically at the games end. This is big. big. BIG... at least for me who has never managed to unlock the land of Carnage due to it being ridiculously complicated to unlock in previous games. And last, but certainly not least... THE GAME HAS AN AUTOSAVE!!!!!!!!!!!!!!!!!!!!!! WOOOOOOOOOOOOOOOOOOOOOOO (I am a slave to Autosave... I love it so very VERY much.)

The Autosave will not overwrite your manual save, and if you don't want it you can leave it disabled.

I have played the game for 6 hours thus far, and I have enjoyed the gameplay a great deal. I think Given a little time to dive deeper into it, it will be my favorite Disgaea game, gameplay wise. Disgaea 2 still remains my favorite Character and Story wise, probably always will. but with Monster Mounting, The new Itme World, the new UI, the new... everything The game is just an amazing improvement all around for Disgaea fans. If you are new to the series, this is actually a GREAT title to start with as the features are less than thsoe of previous titles and are a lot easier to manage/understand while at the same time not being insanely simple. From the Crazy, mad attacks (I mean come on... The Prinny Attack is a replica of Bomberman from the old days just do damage...) to the silly Dialog and over the top characters and world... there isn't much negative to really say about the game. It is still a grindy grind grind GRIND game... but it's better at it than the previous entries thus far.

I give Disgaea D2: A Brighter Darkness 9 Pirouetting Prinnies/10 Dood. And I can not WAIT to get home and play some more this evening. Gotta level up my Prinnies dood!

Red Faction: Guerrilla | 8.5 (2000-08-16 09:29)

Red Faction: Guerilla is a sandbox game that has a enough unique elements in it that separates it from the recent influx of sandbox titles. The environment is uncommon and and the main character is a revolutionary that actually fights for a cause that isn't. selfish, and he isn't a thug.

DESIGN

Guerilla is designed like most snadbox titles with a unlockable map, safe house, mission objectives and a weak story. You drive around a decent sized landscape using a varied set of vehicles that are different than most sandbox games. The Mars environment is a nice change and the day/night cycle is put to great use to illiminate the barren, mountanious landscape. Compared to most open world games that involve cities, Guerilla's design is very plain in and rather monotonous. Most of Guerilla's innovation comes with the Geo Mod 2.0 Engine that allows you to destroy any man made object with great detail.

GAMEPLAY

Red Factions gameplay is typical of all the recent sandbox games. The unique environment provides a different twist on the missions, while the repetition and weak story continues the grenres shortcomings. Guerilla's gameplay involves expanding a map by completing mission objectives, and furthering the Red Factions cause inside the different Mars colonies. Red Faction'smost endearing quality is that you play as a good man, with good intentions. The shooting is competent, the vehicle controls are good, and the citizen involvement is impressive. The enemy faction known as the EDF (Earth Defense Force) are everywhere, and the moral meter that controls colonists involvement within your actions is an important element. However, the most important gameplay device is the building destruction, and this is what takes Red Faction: Guerilla above most sandbox titles. You can use the destruction element in your favor during missions, and some objecives strictly adhere to destroying everything. This gameplay mechanic is very fun,

and nicely detailed.

PRESENTATION

Guerilla is nice looking for a sandbox game. The environment graphics are nice, and the mountain terrain and sky are detailed and immersive. The character graphics and sound are less impressive, but still convey a decent amount of reality. Most impressive is the sound and look of crumbling buildings. Whether you blow up a foundation and watch as it slowly falls under its own weight, or you plant five charges to a single vehicle and watch as it lights up like the fourth of July, the small nuances of the destruction engine are incredibly impressive. Red Faction: Guerilla boasts a decent symphonic score and the games overall presentation is honorable for a sandbox title.

FINAL WORD

If destroying buildings is your thing. Buy Red Faction: Guerilla. As a sandbox game it plays well, has good production values, and allows you to play as a character with a cause, but it still comes with the typical sandbox games shortcomings like repetition, and a weakly told story. It is a lengthy and fun game, that still has yet to perfect the flawed trappings of the sandbox genre.

The ICO and Shadow of the Colossus Collection | 9.0 (2000-08-18 10:00)

It's difficult to believe that over 10 years have passed since Ico was first released, alongside other 2001 classics like Metal Gear Solid 2 and Final Fantasy X. Unlike those two games, Ico fared poorly in the sales charts, despite its incredible graphics, great story and gameplay.

However, this was not the end, as 4 years later, the second game by "Team Ico", Shadow of the Colossus (SotC), was strongly promoted and achieved much better sales figures.

Now, Sony has breathed a second life into these games, thanks to this hi-def PS3 re-release.

Both games have been significantly enhanced in this PS3 remastery by Bluepoint Games (who also remastered the God of War Collection and the upcoming Metal Gear Solid 2 & 3 games), with the most important changes being:

- + 720p or 1080p @ 30fps framerate, with very little slowdown as found in the PS2 version during intense Colossus battles
 - + Native widescreen support for Ico
 - + Gameplay is ported from the European version, with the extra puzzle, weapon, and other small changes
 - + Trophies! [16 for Ico, 31 for SotC]
 - + 7.1 surround sound
 - + Behind the scenes videos + 2 dynamic themes (yours to keep!)
 - + Reversible cover insert containing original cover art for both games
 - = 3D support (but only at 720p, and framerate reduces down to 15fps during some of the battles in SotC)
 - Textures appear to be more detailed, but they still look blocky close up, and the polygons look the same
 - The menu/map in SotC is stretched on a widescreen TV, while the menu for Ico looks sharp and completely redone
- I have already beaten Ico and the first few battles of SotC on PS2, and am finding this remake just as enjoyable, especially since there is virtually no slowdown even at 1080p. Do realize that both of these games are relatively short with limited replay value (<5 hours for Ico and <10 hours for SotC, much more if you want all of the trophies). The high production values of both games is maintained during their short stories, and you will likely spend several hours just looking at the beautiful environments in both games (especially Ico). The orchestrated music during each battle in SotC is terrific and fitting, as are the ambient sounds throughout both games. The controls are very simple, but some of the puzzles/colossus battles are incredibly challenging the first time around.

An in depth comparison of the various graphical settings can be found at eurogamer.net [...]

For the \$40 MSRP, you are still getting a good bargain, even if the games have been out for 6-10 years, as the visual experience is so much better on an HDTV (if you don't have an HDTV, get one).

Now go out and save a "princess"!

BlazBlue: Calamity Trigger | 9.0 (2000-08-19 09:31)

First let me give praise to what the developers have done here. This game offers some of the most impressive deep gameplay that you can find in a 2d fighter. The game, even though a spin-off of the Guilty Gear series may as well be a GG game. It keeps a similar art style, over the top characters, and general gameplay as its GG counterpart. With that being said I am also going to say that this game isn't for every 2d fighter fan. The extensive possibilities in the gameplay can be a turn off for some and at the same time a thank you to other players. Let me explain.

When you play through arcade mode you may find yourself winning, but once you go online and run across veteran players they will show you how you know absolutely nothing about this game and have a lot of learning to do. This is no button masher. This game requires precise planning, when it comes to combos, strategy, how to attack your opponent, when to attack your opponent, etc. On top of that this game is so fast at times that you don't have much time to think at all. Now these things can either be good news to you or bad news.

For those who are GG veterans, they will probably have a much easier time learning how to play than others. For those who are coming from let's say Street Fighter, they will find themselves in very unfamiliar territory. This is game is not your normal 2d fighter. The combos take a while to learn and master and you aren't going to get any where online unless you learn them. For those who appreciate all of these things I mentioned, you should go out and get this game; for those who are put off by the steep learning curve, well you decide.

I give the game 4 stars because I feel it deserves it. Perfect games deserve perfect ratings and this game falls short of that because it caters to the hard-core. It is not newbie friendly. The bonus tutorial disc is well appreciated, but I can't imagine how lost customers who buy the regular version in the future will be. For those who do buy the limited version, make sure you write down all the combos the tutorial disc gives you. You are gonna need them.

Prince of Persia | 9.0 (2000-08-20 09:33)

his latest title from the Prince of Persia franchise, the creators not continued with the existing story. We have a new prince, a new story and a fresh new look, but this is where Prince of Persia fans have been waiting for? Are they loyal to the award-winning gameplay and this game is called the Prince of Persia name worth? Let us quickly review these steps and flying carpet a good fly.

Indeed the story is a completely new and we have a new prince. And I'll be honest, the prince I might. He is not as serious as the previous one and also a good sense of humor. I got settled while playing a smile on my face and that is something I appreciate. The story begins with the prince is looking for in a fierce sandstorm Farah. Farah shows, so you come back later in the verhaaler, your ass, and it is laden with gold. Our prince is not a poor devil. During his quest he Erika against which to escape for a group of soldiers. The prince could not resist this beautiful woman to follow and chase.

During the chase begins, as it were a simple tutorial to the tricks of the Principality to learn Persian. You will gradually learn more and more how the prince to drive, but here you learn the basic advance. Climbing and scrambling looks superb and works very intuitively. If you run tegende walls, then jump to the other side and continue running against the other wall, then jump to a pole and then run again, sometimes seriously feels like you can fly. It works very smoothly and it looks great from another. This is already successful and just that aspect, Prince of Persia I found the best in the game Sands of Time.

For me the two parts then why not play and I appreciate this part more. After your short tutorial on climbing and climbing, you see that Erika into trouble. She is surrounded by a group of soldiers and may you and the honorable

charmer that you're obviously not over you just let go. Get first to the battle system in Prince of Persia. The fighting system in Prince of Persia is not complicated, but extended. With box do you use your sword to your opponents filleting. With round you use your glove to your opponent's claws to grab and throw into the air. With cross acrobatic show you the tour or for example to avoid the opponent to cross it.

With the R2 button, the prince in a defensive posture to block attacks. If you timed it perfectly, then the defense of your opponent completely open to a counter attack. Then you have finally the triangle and it puts you to work Elika. You throw her towards the opponent and they will then use her magic to attack. So as you already have notes on magic Elika. It is essential not only for the story, but if you want to survive this adventure. Elika is a princess of the Ahura, a tribe which aims at the evil god Ahriman monitor.

The king of Ahura, the father of Elika, the Tree of Life can now cut down and thereby escape Ahriman. The country will turn into a gray, dark and dilapidated world, and this is what Ahriman need to fully escape his prison, where he stuck thousands of years. To stop Ahriman with Elika you must now clear the different areas of evil. There are like four zones, with all its own boss over this region. From the temple, where the story begins and where the State Life, which can first reach areas of the four zones. Get the first dealing with the four followers of Ahriman, those imprisoned with him, but already escaped.

All four areas have then a cluster of four zones and again when you have them removed then you can go to the last area of the zone once and for all an end to the respective follower of Ahriman. To move around a cluster to go Elika will first need a new power. After purification of an area changed it back into a beautiful landscape filled with orbs. You must collect these orbs, as these light bulbs do you need to force an unlock. So if you've collected enough orbs will return to the temple have to activate it. You're in a dream world right where you first use this force and it can get after it in the real world use them.

They are not forces such as shooting a fireball or lightning, but his strength with which you can use special plates. There are four different types and each leaves you in a different way through the area, and achievement points, which you would not otherwise reach. To each cluster to play you need two forces and there you have enough orbs of course is needed. If the area is still dark, you will spend most enemies and avoid defeat, but when you've cleared the whole area then you will again go through the orbs to collect. It sounds complicated, but if your game once you play will fully understand what I mean.

It's a really great game and Elika is extremely useful for the information regions to come. If you fall into the abyss or threatens to die, Elika will you collect or heal. So you can never die while Prince of Persia and it keeps the pace is good at. Also, you will no longer perform a double jump by another miraculous jump in the air, no, now you just jump and then press triangle so Elika you throw a bit further. This will be regulated and what is particularly important that you know what buttons do what. You'll often consecutively a fast pace to push different buttons to move forward in an area.

Prince of Persia with flying colors. The cell-shaded graphics fit perfectly into the dreamlike world where the story takes place and auditory hallucinations you, you govern in the tale of a thousand and one night. The steering is very smooth and you quickly master. It remains cool to see the prince running against walls and even ceilings and environment puzzles will never get bored. I can now say that Ubisoft has managed to be a worthy new Prince of Persia and to bring a completely new story and new prince totally inferior to the previous parts. I venture to say he has improved and that it is quite an achievement. Prince of Persia is really a must and a game that you can not miss in your collection.

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I really liked your article.

Anonymous (2012-02-11 18:26:08)

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Prince of Persia: The Forgotten Sands | 8.0 (2000-08-22 09:36)

Prince of Persia: The Forgotten Sands: the game that goes back to where it all started once. Prince of Persia: The Sands of Time was once on the PlayStation 2 a cool new game that was rated very good. The two subsequent sections - Warrior Within and The Two Thrones - showed an increasingly darker side. Afterwards, he was Ubisoft with a cell-shaded Prince of Persia and over again were the cool parts, but the magic of The Sands of Time was great. Ubisoft The Forgotten Sands tries to continue the good elements of The Sands of Time, but they were successful? That you read below.

In Prince of Persia: The Forgotten Sands prince travels to the kingdom of his brother Malik, being attacked by many enemies. The prince travels to his brother on behalf of his father to go and help, and shortly after your arrival, it hopelessly wrong. Malik leaves the Sands of Time free and proposes that the ancient god Ramesh able to rise up with his army of undead created from sand. Contrary to what Malik goes expecting the army against him, because he looks like King Solomon Ramesh and he previously vowed to destroy the kingdom. By the Sand of Time was released, the amulet that inactivated split into two and both brothers ended.

Because both brothers are now a part, it is important for our prince to unite these two parts and it Ramesh against them, but Malik thinks only of the power he gets, and thus begins to lose confidence in his brother. What happens next you find yourself during the game, but we can say is that the story of this game is fun to put together. The story should not particularly attractive, because it is not really original. However, it fits well in the setting and what you need to do in this new adventure. And let this adventure are exactly what this game it should have.

In our hands-on we were a little critical of this game and that was largely because we felt that the soul is a bit lacking. Today is the final game is pretty surprised, indeed, where we first were critical, we now enjoy the game off. It is perhaps not as attractive as previous installments, but soulless is different. The sections in the vast palace that you are calling nicely put together and the whole gameplay is supported by beautiful appropriate music. In this respect, our great fear is well made and very fine.

The game itself consists of two parts: fighting and climbing and scrambling. The game begins with a nice cut-scene shortly thereafter and begin climbing and scrambling. That went so incredibly smoothly, the desire for more equal opporrelde if we just ended up in a fight. You can use the prince still run along walls, and a reluctant and then jump back and forth. All this is quite easy and within seconds you're one hundred meters higher. You can encounter all sorts of great rocks, ledges and more climbing. The prince may be somewhat unnatural acrobatic, but it feels good, and it looks good as the animations are concerned. Actually everything is just fine in that regard and as you go into the game, is still a lot more fun.

As you progress you get more options. So you'll soon have the opportunity to water stopping. If you do this then everything goes as usual, only the water freezes. Sometimes spraying water from a wall and if you freeze, you can swing this if you make a waterfall into a wall along which you can run. A thick beam from above can be used as a cornerstone for you to cling. This seems simplistic, but you can not always do, because there is a meter that runs until you empty the water still move. In addition, these moments later in the game a sort of puzzle where you must freeze the water, to let go and freeze the same again, otherwise you will not advance.

That is not the only thing going up and scramble to make a puzzle in itself. If you're well over half of the game you also get the opportunity to further parts of walls to recover, which usually had collapsed. But this can only in part. If you then a "retrieved" and you have to piece is a piece that you still need to recover, then you must do so during your jump. This combined with the freezing of water makes it sometimes a challenge. Yet, all this so quickly that you have little to no frustration, and that in itself is an art. Add to this that another puzzle element in our hands-on session pretty annoying were also resolved.

Where we previously have had huge problems with turning levers in the circle is now much less. Totally illogical way, the controller for that matter, but it is much better. What is also very nice - which is especially important in the fighting - is the possibility to upgrade your skills. Frequently you have to fight many different enemies and each time you defeat enemies, this gives you some points. If you have an x number of points, then you can go to a grid point and an exchange of experience. This experience points you get through many enemies. You can experience more points into health, but also for special attacks.

In total you get next to you stand (and further extend) the possibility of sword attacks four magic attacks. This allows

you during a fight, assuming we have the four magic "bought" have a number of stone evoke hover around you and serve temporarily as extra armor. In addition, you get a firm magic on the floor, causing the enemies fall. Ice is used to a frozen path for you to create, so that any enemy who comes into contact will receive an additional blow. Finally there is a fiery attack, which also necessary to deliver to the adverse effects enemies.

The combat system is not very deep. Warrior Within had such a huge extensive schedule of combos, but this part of this is addressed. Nice simple fighting with the square and the four key points for magic attacks. Besides a low blow you can get a solid distribution and that's it. Yet the fight is not boring because you combine your magical attacks with each other and in addition you can also use some of your agility in the fighting. The battles themselves are again interspersed with climbing and scrambling, and overcoming the many traps and puzzles by other elements, such as freezing.

In totality, the entire single player nothing more than a fine adventure. It plays wonderfully smooth way, the music sounds great in the ears, and visually see the animations are neat. Graphically, the cut-scene at the beginning impressive, but soon afterwards you notice that the game graphics are not really much to offer. The game is also not a masterpiece, but far from ugly. Nevertheless the overall picture is fine. It is very unfortunate that we are eight hours or by the single previously. Experienced players will likely again start at the highest difficulty level. In addition, the challenge mode just for fun, but keep it up.

Prince of Persia: The Forgotten Sands: A game that all the positive things from The Sands of Time reused with new elements and that worked out well. If you're a fan, then this is a great title. The only criticism is that it is a shame that the game is not very long and that if you have him off you're ready with it. The game has some replay value, but that is not enough for the majority of players to keep playing and that is unfortunate. Another downside is that it visually all one piece could have been better. Take your love for these points than is Prince of Persia: The Forgotten Sands a very nice title that certainly the fans and non-fans may delight from beginning to end.

Borderlands PS3 review | 8.0 (2000-08-24 09:37)

this is my first review, hope it's helpful (feel free to leave a comment and tell me what i did wrong/right). anyway, on with the amateur ramblings!

when i first saw the trailers for Borderlands a couple of months ago, i said to myself "that looks amazing (in both the graphical and gameplay departments), but it seems to be trying way too hard". i also thought it looked like what Fallout 3 would've been if it was a FPS with RPG elements as opposed to the RPG with FPS view that it is.

as a bit of side information, i got Killzone 2 a week ago and have been playing it nonstop. i've already beaten it twice and i've spent pretty much every waking moment (to my girlfriend's annoyance) playing the campaign or the multiplayer. when i woke up today there was a delivery on my stoop. i told myself i'd open up Borderlands first (i also bought Resistance 2 and a few old school PS1 games (FFIX!)) and play it til the first save or checkpoint. this was at 11am, i'm writing this review at 11:30pm and save for going to dinner with my friends and dropping my sister off at the dorms, i've played the entire time. this game is just that engrossing and sheer fun

i don't think i can explain exactly what makes Borderlands so fantastic... there's just something about it. reviews i had seen on a few sites said that it takes a while for the game to get going and that by the 10th hour or so it really starts to be fun. well, if the game gets much more fun than this, it will be close to my game of the year. everything about Borderlands oozes style and love (meaning you can just tell how much the developers cared about this project). the pacing of the game is fantastic, the difficulty is a little up there, but it works and is never frustrating. the controls are spot on as far as responsiveness, but some of the button mapping is a bit strange (who maps fire to L2? and there doesn't seem to be a way to change it). the AI is fantastic with weapon-based enemies finding anyplace they can to duck behind and fire for cover, while the dog like creatures just get right up in your face. this can be frustrating, but it really makes you feel good when you finally blast them away.

the RPG elements are just kinda... there. while i don't think they detract from the game, i also think that they could have been implemented differently without the overall game changing on a base level. that being said, Borderlands does a great job of Diablo style leveling-up. part of the reason i couldn't stop playing is cause you're ALWAYS building up your character in some small way. it's just incredibly addictive and fulfilling. the one minor nitpick that i can throw in here is having to press square every. single. time. you wanna pick up an item. you can hold it down to pick up multiple items that are very close to each other, but you'll be pressing square A LOT. i know tehre's some things you might not want, but you spend so much time in your inventory screen anyway, they may as well have made it so you just run over something to grab it.

Borderlands sells itself on the concept of it's "87 Bazillion Guns". i've heard real estimates that say there's at least a few hundred thousand and that sure seems to be true. you'll NEVER stumble on the same gun twice. it's both a good and bad thing. obviously it's fun to try out all sorts of different combinations, but a lot more often than you'd like, you'll wind up with a weapon that, while not useless, is just pretty lame and underpowered. when you do find that perfect sniper rifle that shoots lighting, has a 500-round clip and a 120x zoom (just as one of soooo many examples), it'll all be so very worthwhile.

the rest of my nitpicks, and by the way, that's all they are, cause i don't see a single legitimate big complaint with this game, would be as follows: while the game looks cool in it's own way, it think it's almost like a cop-out art style, maybe they didn't feel like doing textures or something. there's also severe framerate issues where you're in the middle of large battles. the vehicles, which make getting around so much easier,don't handle good at all and you get less Exp when you kill an enemy with your car as opposed to being on foot. i wish there were large online multiplayer deathmatches and CoF battles and the like. i'll have to check out the online "duels" at some point, see if they almost make up for that.

when you get right down to it though, this is just an amazing game all around. the graphics have a sheen and polish that not many games have (it's fun to see little HP numbers rolling off someone as you shoot them in the face). i still think Borderlands is trying a bit too hard to be "cool" in the way a Tarentino or Guy Ritchie movie would be, but it just works anyway (much like a Guy Ritchie movie haha). in the end there's just something about Borderlands, some intangible quality, that makes it such a worthwhile experience. i haven't played the online co-op yet, so i can't speak to that, but the single player is one hell of a ride. the areas might all look a tad samey, there's only four character classes to choose from. the driving physics are pretty bad and there's not much variety in your enemies. thing is, none of that matters, Borderlands is amazing in spite of all of it's very minor flaws.

if you've ever liked an FPS, if you've ever liked level-up-fests like Diablo, etc, hell, even if you wanted more action from Fallout 3, you owe it to yourself to at least give Borderlands a chance. this, along with Killzone 2, BlazBlue, Uncharted 2, Dirt 2 (and i can only assume the new Ratchet and Clank game) is one of the top 5 best games of 2009. there's a damn good chance that this game is considerably better than any other videogame you're looking to get on Amazon... pick Borderlands immediately. you won't be let down.

Tales of the Abyss review | 8.0 (2000-08-25 18:36)

While the Tales series isn't nearly as big as other series (namely Final Fantasy), it's still a particularly fun and satisfying game to play. For one, the Tales series has always been able to bring about fantastic gameplay and expansive worlds. While the stories sometimes seem generic they're brilliantly told with fantastic characters. Tales of the Abyss is the latest in the series and needless to say, if you liked Tales of Legendia or even the far superior (and arguably best) Tales of Symphonia, you'll more than likely enjoy this game.

Tales of the Abyss follows Luke Von Fabre. A spoiled rich kid who is busy trying to regain his memories. He was kidnapped seven years ago and can't remember a thing from before then. He's cooped up in a manor, though, and is restricted from leaving. During a training session with his master Van, someone breaks into the manor and attempts to kill him. When Luke steps up to defend his master, the two are suddenly teleported to a different location. It would be pretty basic... if you didn't meet such entertaining characters along the way. Just the same, the dialog is really clever, witty and full of humor. Simply put, you'll have a ball with these characters as they go off and save the world. It overall makes what would've been a generic story very interesting. Not only that, but there are several plot twists. Many of which you won't see coming.

Needless to say it's pretty standard stuff that you'd find yourself getting into some battles. It is, after all, an RPG. Tales of the Abyss has the best battle system in the entire series. It's far more expansive and free.

Battles are pretty much free roam. It's much faster and more intense than turn based combat. At first it's pretty simple stuff. You control one character while the AI controls the other three. Usually in a game when the AI controls the characters it's not a good thing. In the Tales of the Abyss, it's not only a good thing, but easy to tweak with as well. You can change the settings if need be to the point where characters won't waste their tech points so fast, or maybe you want them to focus primarily on attacking all together. Either way, the AI works rather well for this game.

While in battle you can use artes. These are your characters special attacks and techs. You can also string them together all you want as you get further in the game. Characters have their own unique artes, and they have quite a bit of them. This makes battling rather fun. Another great aspect of Tales of the Abyss is that up to four people can play by using a multi-tap.

The game is not an easy game, however. Many boss battles are a pain and even some normal battles can throw you for a loop. Even if you feel you're not being challenged enough, you can change the difficulty level whenever you want. Upon completing the game once even more difficulty levels are unlocked.

Everything about the battle system is pretty simple stuff. There is first the field of fonons. Fonons are the elemental factors at work. When a character cast a spell of a certain fonon a field will appear where the spell struck. Characters can then use these field of fonons for certain artes to perform a much more devastating attack.

There are also Capacity Cores for your characters. You can equip them to certain artes and abilities go to work. For example, you can power up an arte, or make it cost less MP. Some will even allow you to steal or make the effects of certain status artes last longer.

Perhaps the best part about Tales of the Abyss is that it's overall a huge game. Almost everywhere you go is filled with secrets. The main quest alone will keep you busy for hours. Even when it comes to secrets, you'll have to play through the game a second time to unearth them all. This easily makes the game over 100 hours long in and of itself. Tales of the Abyss is filled with as many secrets as any Final Fantasy game.

The voice acting is fantastic. It's lively, full of heart. Even the moments where it's not to the best of it's abilities, the voice acting is good. A lot of the music in Tales of the Abyss is forgettable. Battle themes are really good and catchy, but on the field there's nothing you'll be humming any time soon.

I wish I could tell you the graphics were absolutely fantastic. They're not, unfortunately. Many of the environments are vague. When playing on an HD television the games rougher edges really come out. For a late generation PS2 RPG, Tales of the Abyss is just not pretty to look at. The load times between battles are also very annoying.

At the very least, however, Tales of the Abyss is an exciting RPG filled with secrets, side quests, and tons of likeable characters. Any RPGer would be proud to have it.

The Good

- +The characters really bring the story to life. The story itself is basic, but with these characters it become interesting
- +The battle system is fast and addictive with lots of interesting aspects
- +Great voice acting
- +Great dialog and sense of humor

The Bad

- Horrendous Load times
- Some of the graphics could use a touch up
- Battle themes are good, but the rest of the soundtrack is forgettable

Batman Arkham City (PS3) 9.5 (2000-08-26 10:08)

Anybody who has played Batman: Arkham Asylum and loved it knows precisely why it was such an amazing game. Take one part Matrix: Path of Neo for epic, super-human martial arts beat-em up; add in another part Splinter Cell style sneaking around in dark environments for tense moments that test skill and patience; throw in some cool gadgetry to help you along the way like in Ape Escape; mix it in with amazing graphics, superb voice actors, and arguably the greatest super-hero ever and you had Batman: Arkham Asylum.

So, how much more can such an already amazing game offer us if given a sequel? Apparently, a whole lot more.

If you can believe it, the intro to Arkham City is even better and more pulse-pounding than the intro to the first. You start off, not as Batman, but as Bruce Wayne, who is lobbying against Arkham City. I won't give anything away about what soon happens to our seemingly mild-mannered aristocrat, but I will say this...laying the beat down on some thugs as the boy-billionaire is one of the coolest experiences I've had in gaming.

Soon afterwards, you suit up. Now you are Batman, but this isn't a self-contained island you're dealing with anymore. This is a no man's land. Pouncing on an unsuspecting group of baddies isn't as simple as it used to be; there are always more goons lurking around the corners, ready to jump into the fray like a vicious pack of wolves. More than once you'll find yourself overwhelmed and having to flee a fight while the stinging insults of said goons follow in your wake. Take my advice and just let it go. Survival is the name of the game.

If you've been watching Youtube then you've no doubt seen Batman's new flight mechanics. These are as fun in practice as they are to watch, although there is a learning curve to gliding effectively. There's also a pesky helicopter searching for you at all times. These guys are Tyger, Hugo Strange's own henchmen. Avoiding the helicopter can be tricky, but also fun.

As you'd expect, Arkham City plays almost exactly like the first one with a few tweaks and upgrades. Batman starts off with most of the same gadgets he had at the end of the first, including the grapple gun, the cryptographic sequencer and the remote batarang. He also has several new moves for melee situations. Batman must've been taking lessons from Chuck Norris because his martial arts are better and flashier than ever. He now has the ability to perform a counter-attack against two or more assailants at a time instead of just one. He has a new punch combo attack where he repeatedly thrusts with each press of the button. As Batman lays down an 18 punch combo on a single guy, or gigantic goon, I can't help but think of Kenshiro! "The one-hundred crack fist of the North Star! You're already dead!" Oh, but...this is Batman so minus the brutal killing of your foes. Let's just say he's more like Donkey Kong when beating up some Tikis.

The new combat moves make the game as fun as ever but also makes NOT using them an exercise in restraint. As stated before, enemies can show up when you least suspect and they sometimes pack heat. This will undoubtedly force all of us to use our brains even more when devising effective plans of attack. To aid in stealthy takedowns are a

new set of "predator moves" where Batman can use far more takedowns from different hiding positions than he had previously. Again, a new set of moves and abilities to augment the ones we had before in Arkham Asylum. It's almost like the first game just laid the foundation and the sequel built onto it!

In addition to the main story mission are additional side missions that will pop up along the way. These may have you saving random inmates from other, worse inmates, to working with Bane to dispose of drums of Titan chemicals (Titan once more plays into the game's story) to solving mysteries planted by the Riddler. (By now we've all heard the "Riddler is Jigsaw!" equations made by everyone so I won't bore you with that. I don't even like Saw). You may want to hold off on the missions that involve Zaasz making you run across Arkham City to answer telephones until you've unlocked some flying upgrades. Certain henchmen will be highlighted in green. These are henchmen you can interrogate to acquire more info about the various crime lords they are working under. Taking them out last to initiate interrogation is a tough and not always fun exercise that we will nevertheless do in order to gain more precious XPs. This game has a dark look and feel that pulls you in. Jumping across rooftops as the Batman is a whole 'nother experience from doing it as Spiderman. The dingy, grungy look of the city, the background music and ambience. All of these together invade your subconscious until you feel alive with primal, survival instincts. I can't even describe it, really. You feel like a predator, but also like the prey. You're always walking a narrow line between seeming invincibility, and utter helplessness. This game puts you in a place all of us have been our whole lives without always realizing. When we dreamed we were running from danger, or dreamed we were conquering obstacles to achieve glory. This is just a personal opinion, of course, but I'd swear I've seen this in my dreams. Maybe I was just dreaming of being the Batman. This is as close as any of us will likely get.

The villains look fantastic. Mr. Freeze, interestingly enough, has a huge suit that reminds me of the Mr. Freeze suit from Batman and Robin. I apologize for even bringing THAT movie up, but the suit in that movie was still cool looking. Mr. Freeze looks menacing and sounds awesome with the voice talents of Maurice LaMarche (the guy who was Brain in Pinky and the Brain and about a million different voices in Futurama!) Penguin looks viscious and cruel and is twice as ruthless, no doubt to overcome his own size. Twoface looks somewhere between The Animated Series version and the Dark Knight version. Then there's the unexpected appearance of Solomon Grundy who looks like a nightmarish Frankenstein's monster and who is even bigger than Killer Croc!

In summation, Arkham City is another step forward for an already revolutionary game franchise. There are the usual shortcomings, however. You may find yourself wandering around, not knowing what to do until you trigger the right event to move the game forward. Figuring out some of the new controls may be a chore even to veteran players. And the boss fights still feel like, well, boss fights. Run around, dodge attacks and wait for the inevitable weak point to expose itself. Standard video game stuff, really. Of course, that's just all part of the experience. If it was too easy we wouldn't enjoy it as much, would we?

There's no reason for anyone who liked Arkham Asylum to not like this one. If you didn't like the first one then I don't know how I could recommend this to you. It's the same game, just much bigger. If you don't like sandbox sandbox games and prefer something linear you can still focus on just the main mission. On the whole it's the same game, just with more stuff. That may be good news to some and bad news for others. For fans of the first, it definitely delivers. We finally got the new Batman Game, now just three more weeks til Skyrim!

*Update**

Some people may compare this game's story, not unjustly, to Escape from NewYork. Maybe they're just nitpicking, though. Even if that's the case, there are still plenty of twists and turns to keep players genuinely surprised right up until they get to of the end main mission.

I'm afraid I can't comment much on DLC since they have it in such a way that different people get different things. I've heard after a certain point, though, we'll all be able to download the same content...for a price.

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Grand Theft Auto: Chinatown Wars (2000-08-27 09:38)

What you, as you wonder in this translation is that the game has improved technically and whether it has become not a bad game, because the unique Nintendo DS capabilities are lacking. On a logical question, but on the other hand, it is a game from Rockstar and if someone is experienced in making games than they will. Fortunately we have good news like that, because it has convenient solutions to the gameplay that make up the difference and the game is technically improved. But before we really go in depth, it is important to first have a look at the story behind this game to watch. That decision is entirely different and has no connection with other parts.

Huang Lee travels to Liberty City to a sword of great value to the family, to deliver to his uncle. But he has not landed or if he is attacked and left for dead. Not really a good start, while another is also that his father was murdered. Lee Huang is not a coward and is soon to visit his uncle who is quite as cold as a stone block at the bottom of the ocean. His uncle runs a large part of the city, then indeed the underworld, and this is a little empire to collapse. So how annoying it is to Huang, his presence is still very convenient, because soon after the conversation with his uncle, he can go to work for many dirty jobs to restore.

The story continues gradually between the missions and again by a typical GTA story. It's great, works as a good red line around the gameplay is somewhat interesting to follow. Very shocking story should not be experienced, as we have seen better stories in the franchise. Nevertheless, it is a nice trip to the Asian mafia, and this provides a different approach to the game on. Besides, Huang was quite on the dry side and can be sharp with his comments. Furthermore, the gameplay of this game is virtually identical to other parts. You get missions and characters that range from the elimination of certain figures and works against the triads steal cars, and sabotaging them.

The missions themselves are not particularly, because we've all seen before. These missions continue to somehow still fun to play in this game and they get some kind of value. A good example is that at some point racing cars to

steal. This is not just your cock. Look, everyone in the car, but then it started, that's another story. This is a mini game involved and then again it varies by car. Sometimes you need at the right time on the X button if the figure passes by in a series of ten, which are indicated below. Other times you have with the analog stick encircle as screws and then the wires together, so that the engine starts.

The mini games are new to the franchise and give it an extra added value. The missions are fun and playable, because you never really too long doing. The mini games add an extra element to the existing missions, so that you, you will not easily bored. The missions themselves are also good and varied it creates another Rockstar typically part of the franchise that is especially fun to play. However, a disadvantage of the mini games after a while not really exciting anymore. In the beginning you will like them and it definitely adds to what. But if for the hundredth time to do the same if you want to steal a car, you can do some work against. But that is the price that we paid for the port to the PlayStation Portable.

The original Nintendo DS game, came on the handheld Nintendo very good to her right because of the many possibilities for a mini-game to apply. The PSP is just the trigger, the analog stick and d-pad limited. The lack of a touchpad is a pity, but if you've played Nintendo DS version is not unlike the writer of this piece, then you are probably not very long wakefulness. Because anyway, you get a nice game for the PlayStation Portable with many familiar elements, but also really great and new additions.

In terms of gameplay, the game then surely expanded compared to the "Stories" sections. We are in many cases, especially on Grand Theft Auto IV thinking and not because the city is the same, but more the way you play and that's a good evolution. The city itself is also quite large and consists of the rightmost two islands of Grand Theft Auto IV, that if you map from a viewing perspective. This gives pretty much fun and many varied locations. These are visually well mapped. Moreover, it is completely different angle than you're used to from the "Stories" and what parts of the PlayStation 2 and 3 appeared. Something that most probably will know, if not, at this explanation.

Grand Theft Auto 1 and 2 had a top-down view. From the air you actually looked at on an interactive map down and this is the case with China Town Wars. But instead of you looking straight down, this game is different. A direct definition is not, because it contains a top-down view, which effectively 2D but the game itself then 3D. Let's keep it on the game between 2D and 3D. Graphically, the game than their approach differently than the full 3D games, which previously appeared on this handheld. Yet we must say that Rockstar has a very nice game graphically made of.

The game features a day-night cycle, neat-looking vehicle, which I still want to get into accidents verzeilt. In addition, people walk everywhere, which are large relative failure, but that aside. Besides this "living" things should also be noted that the city is somehow a self ambiance. It lives and all that is the game for good. It also looks all very tidy and organized. So was the game on the Nintendo DS still somewhat a bit on the blocky side. On the PlayStation Portable is a lot better, because the handheld is also stronger. The game does not turn, cut scenes, as the "Stories" sections. The story is told through cell-shaded slides. Here you see the characters constantly engaged in dialogue, it is then displayed via text at the bottom. This is quite a considerable step back and perhaps the highest for the Nintendo DS, but the fact remains that there might be some more effort into could have been. On the other hand there are enough positive things to say about the game, so we do not have to worry about to make. One example is the audio. This is generally nice to call radio stations and especially the sound again as usual. Many choice of stations with various music styles, so nobody gets bored.

Grand Theft Auto: Chinatown Wars, a fun game that somewhat goes back to the roots, because the camera perspective. It offers the player plenty of variety and the minigames are a good addition to the gameplay. It's just that they are long term not really up to its promise, but that's mainly the control capabilities of the PlayStation Portable to blame. The cut scenes are really exciting and technically it is a pity that no more work has made. Nevertheless, the game is generally a sound purchase. It looks nice, has great variety and the audio is typically. The game is especially ideal for short play sessions and after completing the single player there is a lot to do. A game that you will keep being busy.

Overall 9

Graphics 10

Sound 9

Anonymous (2012-02-11 18:25:50)

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Bayonetta PS3 review 9.0 (2000-08-28 09:41)

Attention: This review was made with the PS3 patch that fixes the framerate and adds HDD option to my 320 GB HDD. Release date January 28, 2010.

In 1971, scored the band Led Zeppelin a huge hit with the song "Stairway to Heaven". It sings singer Robert Plant, the sentence: "And she's buying a Stairway to Heaven. That's all well and good, of course, but after we Bayonetta have but we think there suddenly very differently. In the game you play because of a witch, as the title suggests, is called Bayonetta and her memory is lost. Hundreds of years, she sat in a box and is now awake, but without memory. Searching for answers, she is haunted by angels, in contrast to what we are told that angels are anything but peaceful. We accompanied her on the quest for answers and now have the review for you!

Before we elaborate on issues such as: the gameplay, audio, graphics and play like we can already say this. Yes, the game has some technical problems, but if you have a PlayStation 3 game and want to buy? Do not be frightened by what critics do not all say about the PlayStation 3 version of the game, because some tiny dots after it is still a great experience. Anyway we obviously have to explain why the game is so good and that is exactly what we do. Get ready for a game like you've never seen before and show that you have in your dreams will follow! Each game starts somewhere, however, so we just go off to the story to.

Bayonetta is set in the fictional city called Vigrid, this city is not entirely fictitious. As you probably know Bayonetta has a lot to do with mythology and the name of the city is not simply chosen. Vigrid is because from the Norse mythology, it represents the battlefield where the gods fought the giant black Sartre. The fictional European town Vigrid looks like a battlefield between giants and gods. Some own more than condominiums. Although they themselves do not exactly know Bayonetta is a member of the Umbra Witches, an old women from existing clan. They have magical powers which they draw from the Mon On the other hand, the Sages Lumen clan, a group of men who draw strength from the Sun

Together they hold a treasure called "The Eyes of the World". One clan is "The Left Eye", the other course, "The Right Eye." Light and Darkness, Day and Night, you understand that these are in balance. Naturally things go wrong and on and treasure the days disappear and a war breaks out between two clans and kill each other. To make matters worse, Bayonetta and her partner Jane have also been attacked by so-called 'Angels' that appear to come from heaven. Fighting on a broken piece of church introduces the game with your story and your character. After a wild roller coaster ride was suddenly dark and starts the game in modern times. Bayonetta hundreds of years appears to have sat in a box and has already been twenty years among us, now it's your turn.

A fairly early so hectic and one you will not soon forget. Bayonetta is a third-person action game where the concept of 'action' more than present. The control of the game is pretty simple on the surface, but as you get more moves and weapons unlocked quite deep. The game can be played off by just button bash, but gamers looking for but the hottest and coolest moves weapons can very deeply with Bayonetta. Of course, you buy weapons and moves to something and that you are called halos. These are the large gold rings that float above the heads of angels, only here you chop their heads off and take you into the halo. Then you visit your good friend and arms dealer who Rodin at the gate of hell is waiting for your halos.

Not everyone will just visit the gates of hell, but we've already told you that Bayonetta is a devil? Lumen The Sages are namely the gate of heaven, the Umbra Witches are those of hell. Got it? Good, then we can continue our Bayonetta Devil. The witch has a good range of moves and weapons ready to help you and not even close. When it has weapons on its limbs, both her hands to her feet as she guns. There are also weapons like a sword, a spear, an ax and so on. The most dangerous weapon of hers is still the alluring black hair and that's no joke. Were you always curious why its so good care of their women? We have the answer here!

Bayonetta is because her shiny hair transform into disgusting creatures such as giant fists, boots and a number of creatures including a dragon and a giant bird. As she does we see something remarkable and that is that the black

suit that also has to Bayonetta locks is made! The genitals are just mind, but she is practically nude sample of a three storey banging into each other, action was never this good. In addition to these weapons is also a very cool feature and the "Torture Attacks. If Bayonetta namely a number of enemies defeated without being touched there is a full bar, at some point, the player the triangle and circle button and may be performed Torture Attack.

These attacks are very diverse and different enemies will also appear special. Thus Bayonetta a gallows where she calls her opponent bonjour or a box full of spikes where an angel is depressed. There are about a dozen different Torture Attacks and they are all equally fun. Of course it is even more fun when it different enemies can exert Platinum Games deserves praise for creativity and imagination! Itself at the very end of the game, the player still new enemies, they all have different names and characteristics. So you have enemies that can fly and have a spear, a large kind of lizard that fire balls shooting, flying rays with pointed tails, flying creatures as big as buildings with traditional chiefs, and so on.

Of course there are plenty of bosses back at the end or midway a chapter reports should be. It all starts with one being about as big as a house and from there it is just bigger, stronger, narrower and more difficult for the absurd to it. The best trick is the fact that first you are very impressed by the first boss, but then you just fight against three at a time in a little later in the game and then again overwhelmed by a still greater being. So you see the progress as a player that you and your character books. If a being a bit too strong, but it is slow then you also have the opportunity to "Witch Time" to use. Indeed if the player evades an attack just in time with R2, then slows down time here and you're faster.

Make no mistake in Bayonetta, because it's not like you go from one room to the other enemies to run a cup size. You will have many hurdles to overcome, and these vary from running over a waterfall to the running of a church while it falls down. This may sound crazy, but wait till you play the game and we seem suddenly not so crazy. As we previously said, Bayonetta is a spectacle from start to finish and gives you little time to rest. Because the steering is so nice smooth keep you busy and you are motivated to overcome every obstacle again. Some obstacles, like in slow motion of a falling wall to another falling wall jump, are just too much for our human Bayonetta. Therefore this kind of situation can also further transform into a panther or a crow. The panther is very fast and the crow can fly over unfathomable depths.

Bayonetta is typical of the sexual undertones that contains the game constantly. Each time you back here to laugh at a crazy move at a critical moment. So she suddenly pole dancing with a giant hatchet, or is it deliberately with legs spread right in the picture. And we have not even had the lollipop, always has a lollipop in her mouth Bayonetta her any extra energy. The way they do thing, however, to keep it clean, consuming to say the least challenging. Platinum Games in the men do like a touch of humor. The game certainly has a serious undertone, but the seductive Bayonetta makes it often very funny. The other characters sometimes take a naughty joke.

Graphic Bayonetta has a special and magical style. The game has very nice lighting effects and the characters look convincing. Although the game is something of a character like stijltje conservation. The eye care environments, and with much attention in the game process. They come at you a magnificent Colosseum, a large church, an underground maze or a paradise in cheerful colors. The game is generally well cared for, but unfortunately we can not ignore the problems around the PlayStation 3 version entails. Now and then have absolutely no frame rate drops and load times at the oddest places. This is the momentum of the game not as good and even the start menu includes a loading screen can even be frustrating.

Load times can be found everywhere in fact Bayonetta, whether you pick an item, want to load the start menu or simply anywhere wraps around the corner. Not that every corner you have a loading screen, but sometimes it just happens that a few seconds to load while being chased by a lava flow. That does not mean that the game has become a great experience. Partly due to the beautiful sound of the game. The music has a feminine elegance, but can sometimes care for a serious undertone. Platinum Games wanted a female character is also female accompaniment of music, something that they certainly succeeded. The sound of rain, falling rocks, lava, water and tunes as you pick up such a sacred object are excellent.

As a final remark can perhaps be called the camera a tad annoying to do, but fortunately you have the opportunity to R3 with the camera quickly to place the butt of Bayonetta. Overall the game is just well cared for, it looks good, sounds good and plays well. Unfortunately the present loading times so that it can be frustrating. It does not spoil the experience, but after playing the 360 version, we had to conclude that PlayStation 3 version is clearly inferior. There

are also very occasionally some of the previously mentioned frame rate problems.

On whether we hit the first of 2010 I have with a resounding: yes. Bayonetta certainly has agreements with Devil May Cry, but has chosen to simultaneously complete a separate identity. With a great character, a beautiful world and large numbers of enemies present, this is a game you played as a fan of action games should be. Yes, the game has some problems, but what would it if you can fight against monsters that are greater than your own home? So you have a PlayStation 3 Bayonetta and you want to play? Do not be stopped by the equations you found on the Internet, because the Sony console Bayonetta is a game of epic proportions. Hideki Kamiya may again be proud of himself and his team!

Anonymous (2012-02-11 18:25:42)

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2.8 September

Final Fantasy X | 10 (2000-09-02 09:47)

Not having a lot of experience with the PS2 platform, I am less than jaded when it comes to comparing role-playing games on the PC to their platform-based cousins. Having only the PC version of Final Fantasy IX as a basis of comparison, I was amazed by the graphic richness of the new game. This is not just a matter of higher powered engines and CGI wizardry. It really springs from the artistic commitment of the staff designing and creating the game.

Character design still shows its heritage from Yoshitaro Amano, one of Japan's greatest graphic artists. In addition, the background and 'set' design is equally imaginative. Massive use of CGI work simply makes all this magic spring to life with movement and gesture. No less an effort has been spent on the game's sound and music, making the experience of the game intense, and sometimes even spellbinding.

Tidus, a young blitzball professional, is thrust, mid-catastrophe, into the world of Spira, where an incredible monster (Sin) is gradually destroying the world as punishment for its ecological missteps. He meets Yuna, who is a Summoner, capable of calling up Aeons as battle weapons. Yuna has begun a voyage from temple to temple, a quest that must end in a confrontation with Sin to bring peace to Spira. In typical RPG style, they and their companions follow a path of ever escalating monsters and challenges, culminating in a prolonged, exhausting final struggle.

The story and dialog are fine, with a few twists to keep player interest, but for the most part it is predictable. Since people come to this game looking for different things, the creators have tried to manage a difficult balance between narrative and play, and, for the most part, are successful. The dialog is sometimes silly and sometimes touching, but it is never unbearable.

This is an incredibly large game. It is possible to stick to the basic story line, minimum leveling up and barely make it through the game in 50 to 60 hours. A quick perusal of a good walkthrough quickly reveals that nearly half of the game is hidden from view, and that diligent playing can be very rewarding. My time using the walkthrough was 90 hours, and there were still possibilities left unexplored. Obviously, the game will stand up to replay.

I have to give the game five stars. I can quibble about storyline and some predictable gameplay, but there is too much that is simply outstanding. This will be considered one of the peaks of RPG gaming for some time to come.

Resistance 3 | 9.0 (2000-09-02 09:49)

Multiplayer now plays really smooth, frame drops and the jittering of the release code are now gone. After I flushed Rage on eBay, I went back to R3 for some online play here and there and it is a lot of fun. After the fixes I am upgrading the review one star since it plays pretty much perfect now.

A quick note: The game manual comes with an online pass code you redeem through PSN to play competitive multiplayer. If you want to buy this used down the line to just play through the campaign and pick up the trophies, it's no big deal. But you probably won't be able to play online unless you buy the game new.

Ok on to business...

I did not like Resistance 2. In fact, I never finished the game. The whole thing felt unfinished - big time. The guns were creative, but never felt very powerful. Graphically, it looked ok in spots, but there were so many rough edges and glitches, it was a disappointing release for insomniac. The Co-op was good in some ways, bad in others. This mode felt more like World of Warcraft than it did Resistance because every single bullet spray produced rampant amounts of XP. Also it felt like a totally different game on the gameplay side. The online MP could be fun, but the bullet damage needed to bring an enemy down was frustrating sometimes. I played the demo for the very first game waaay back when, but it didn't ever grab me. The third installment in a series can be the weakest, but this is not the case with Resistance 3. This is a really good game.

First my favorite aspect of Resistance 3, is naturally the shooting. The weapons are all excellent. Each shot feels powerful from the trigger to the sound. And you have many weapons to use. This is not like a lot of other FPS games where you carry two, Insomniac loads you up and you can carry tons. The Chimera AI isn't bad, they don't do the side step dance the Brutes in Halo Reach avoid shots with, but they can still be formidable in numbers. The levels are pretty well laid out. There isn't much in the way of exploration, but there is plenty in the way of bullet fodder to keep you moving. There are some dark levels that feel a lot like Left4Dead that keep you on the run too. Start playing the game on HARD difficulty - it feels right. I think it should have been the "Normal" setting from the get go. The visuals are a big improvement from before - there is a very gritty feel to everything. The story? Meh, but if you are going to tell me with a straight face Killzone, Gears of War or even any of the HALO games were more than a total nonsense excuse to kill aliens either - I will call shenanigans. This is not Uncharted 2 granted, but it would be hard to find this type of firepower anywhere else.

Multiplayer is pretty much what every other FPS or Third person action game has these days - I prefer the Breach mode where you have to destroy an opposing team's reactors, but in a few weeks there will DLC coming, which normally I would be agnostic to, but in this game, I feel it would be a lot of fun with the style of enemies and the wicked weapons at your disposal. Bring it on.

If you were on the fence on this one, I'd say go for it. This is such a big step from the last game you can't go wrong.

Shin Megami Tensei: Persona 3 review | 8.0 (2000-09-03 09:49)

Gamers who buy games developed or published by Atlus know that Atlus games tend to be somewhat different from other developers' offerings. After several hours of play, I think it's fair to say that "Shin Megami Tensei: Persona 3" continues this trend.

The gameplay is fairly realistic, given that P3 is a Japanese RPG. In battle, they may stumble when attacking and leave themselves vulnerable to the enemies' attacks. If you try to push them too hard, they will get tired, which will affect their performance. Ignore their fatigue, and they will get sick, which further hampers them. This principle applies to the main character, whom the player directly controls. Try to do everything, and you won't be able to do anything particularly well.

Since part of the game involves the character's day-to-day life as a high school student, one cannot expect major plot turns every day. However, the choices the player makes in school do have an effect on the player's options as a Persona user. The more connections the player forges with other students, the more power he will bring to bear as a Persona user, so expect consequences if you decide to play as a loner.

Some players may find some of the imagery in this game disturbing, or even offensive. The characters summon their Personae by using a gun-like device called an Evoker. Unlike another reviewer, I do not think that they are mimicking suicide. Instead, given that in-game dialogue suggests that one can summon a Persona without an Evoker, I think that the Evoker is used to break down a character's inner barriers so that his Persona can manifest. While I understand why the summoning animations may be offensive to some, I do think that Atlus did it this way for a legitimate reason. However, parents thinking of getting this game for their teenage children should be aware that this game contains imagery that may be inappropriate.

As for the title of this review, I think this might be a thinking man's RPG because of the themes I've encountered thus far. I haven't completed the game yet, so I can't say I've seen everything it has to offer. However, given the introductory movie that plays when you load the game, I think that Persona 3 will give an attentive player a few things to think about. For example, the player is asked to sign a contract at the beginning of the game. The terms seem simple enough, but when is responsibility ever simple?

As for technical details; the graphics are somewhat minimalist, but very stylish. I think that the character and Persona portraits were well done, but I don't think that Kazuma Kaneko (who handled character design for the other SMT games on the PS2) was involved. Shoji Meguro, however, handled the soundtrack. I suspect that some of the hip-hop influenced tracks may begin to grate on me after further play, but I am a long-haired metalhead. Your mileage may vary. You may also dislike the voice acting, but the Config menu includes an option to turn off voiced dialogue for players who just want text.

I heartily recommend SMT: Persona 3, and think it's worth the fifty bucks I paid for it. Buy it instead of renting it, and you'll get a nice little art book and soundtrack disc in the package.

Shin Megami Tensei: Persona 4 | 8.5 (2000-09-04 09:51)

For many of you who enjoy the Megaten series, you may already be well aware of this series. Two years ago, Persona 3 broke onto the PS2, creating an influx of newcomers and old school gamers alike. It provided a unique battle system, an intriguing dark story, a plethora amount of characters, and overall a great experience. Persona 4 is a standalone game, bringing many of the features, settings, and atmosphere from P3.

You are a silent protagonist who transfers into a rural area. Soon enough, you find something mysterious and dangerous. On one rainy night, you look into a television. Voices begin to ring, the storm seems to enrage, and the television flickers on and off. Reaching into the t.v, you are sucked into a whole new dimension.

Interesting, is it not? You'll find many mysteries held within the storyline. Unlike the city life in P3, you're in a very small town named Inaba.

The battle system holds its true colors. Although this time around, there are some tweaks. In P3, you were unable to control your allies, as they were under the influence of the AI. All you could really do was give them certain commands. This time around though, you are able to control their every move. These actions include using items, attacking, and defending. The all-out-attack is still implemented and the battle mechanics overall are ALL the same.

For those who have played P3, Tartartus was a large dungeon with many different themes and atmospheres. Instead of that, the dungeons in this game are spread out. Giving a more variety in gameplay. Each dungeon is uniquely themed based on the storyline. One night, you may be going through a steamy spa, the next you may going through an abandoned mall.

Many of the things you find in P3 and, to an extent P2, are all found in Persona 4. If you love the Persona series or you are a newcomer, pick this up, it's well worth your money.

(Side Note: For those who pre-ordered this game, the art-book is quite large (100 pages) and provides a few major spoilers. It's highly recommended you wait to look at it later. Although, the presentation of the package is wonderful, giving both the artbook and soundtrack is awesome).

Pros

- +Fast-paced action.
- +A great, long story. Develops quite fast.
- +Interesting concept. Different from many other RPGs.
- +Amazing soundtrack and character voices. It won't disappoint.
- +Different endings create a twist.
- +Characters have a lot of depth.
- +Eerie Atmosphere accompanied with Amazing Artstyle

Cons

- Long adventure may tire some people out.
- Town is somewhat small; not many places to explore.

Anonymous (2012-01-10 04:45:38)

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Anonymous (2012-02-11 18:26:51)

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The Curse of Monkey Island | 9.0 (2000-09-05 10:46)

This is a game that any true adventure lover MUST add to their collection. It keeps things alive with witty jokes, puns, and overall silliness but doesn't get too annoying. The puzzles you must solve are at about a medium difficulty throughout the game and don't really get any harder or easier. Once you solve the first few you can expect the rest to be about the same. I never play adventure games more than once because I already know the solutions, but I must admit I've played this a couple of times already and I'll probably play it some more. It's like reading a funny comic strip with brain teasers! This game supplies HOURS of enjoyment. I consider it a must have. The Curse of Monkey Island is, in my opinion, the best of the Monkey island series. This game has very good graphics, puzzles and plot. A must have for adventure games fans. The intuitive point-and-click controls make it a snap to control Guybrush and the hilarious yet challenging puzzles, great voices, and wonderful acting make this a highly engrossing game.

Deus Ex: Human Revolution | 9.3 (2000-09-06 09:51)

The original Deus Ex(DX) hit the market back in 2000 and with its combination of a Cyberpunk atmosphere and fusion of RPG and FPS elements, became a hit title that eventually won game of the year amongst many other awards. The game was ahead of its time in a way, similar to how Blade Runner (the movie) was ahead of its time for back in the 1980's. With this new release, DX: HR, does the game fall into mediocrity or does DX continue to be a beautiful melody of various gameplays in an immerse environment?.... A few technical details aside, I would say this game easily marks a new generation in the Deus Ex line and could just be one of the best SP based campaign game released in 2011.

GAMEPLAY

And a whole lot of it! This game is massive and the cyberpunk vision of the future is captured beautifully. DX:HR I feel, tends to be a blend of FPS meets Stealth meets Espionage meets Social. You play as Adam Jensen who is a security officer for an Augmentation company. After an attack leaves him so badly wounded he needs heavy body augmentation the game begins. Who plotted the attack? Why? Terrorism? Self-Sabotage? The conspiracy runs deep and it is your job to figure out it! At your disposal is a very immerse and game changing set of mechanics that shapes how you play the game, yet adapts to your play-style. Need to get to the 5th floor and hack a terminal.. no problem go in guns blazing...or maybe stealth past the guards taking them out one at a time... or maybe break in through a vent system...or combine all 3! Not only can you approach objectives and quests from various methods, but there often are quite a few options available to you. You don't always need to take that grate on the left. You could hack the janitor's closet and steal the keycard and just walk right in on the objective. Maybe there is a guard wandering who has a keycard also, or someone wrote it in an email message that you found when hacking terminals. The variety is just huge and never gets old! To top it all off you can upgrade Mr. Jensen to better suit your play-style

As you complete objectives, side quests, or basically do anything you gain XP. Shoot a mob you get XP, stealth him instead XP, Avoid combat all together get XP! Hacking amounts to bonus XP as hacking is more of a mini-game than a mandatory tool in this game, but I found it worth my time to hack. It was fun and provided some interesting bits of information that paid off in the long run. Anyhow, the XP you gain is used to level up Jensen, and as you level you gain the ability to further boost the level of mods you have. What is so beautiful about this the upgrades compliment your play-style. You are not forced to pick upgrades you do not want, however I rarely found that I picked something that felt like a waste. It is a solid system that gives you the freedom to play as you want for the most part.

GRAPHICS

Deus Ex: Human Revolution is not the flashiest of games. It isn't the latest and greatest game engine that might choke your PS3/360 or stress your video card until it explodes. The game still looks very good though. It captures a cyberpunk / blade runner style atmosphere very well and uses a darker color pallet which makes for a slightly darker vision of the future. Character animations can seem a little stiff or awkward at times, but do remember people are walking around with augmentations so the body movements might seem a bit unnatural for a reason. On the PS3 version the Frame-rate dropped from time to time, especially during one or two intense cut-scenes but it wasn't that bad. There was similar frame-rate issues on the 360 but occurring in different areas spots so the drop is probably relating to how the system is handling the engine itself. Graphically, the PS3 vs the 360 have differences but not enough to sway me to one or the other. It really depends on what you are looking at, at the time you are comparing. Sometimes PS3 looked better, sometimes 360. PS3 lighting was better in some spots, yet the 360 had better coloring in others.

In short... The Graphics, while not the best, are very good and despite the PS3 and 360 having some frame-rate issues, either system is a perfect option for this game; each boasting pros and cons over the other.

SOUND/STORY

The music for this game is awesome! The style of music chosen fits the environment and setting of the game perfectly, going well with the cyberpunk theme. It helps immerse you into the game which is a big plus. Voice acting however is a sub-par as often the same voice actor played multiple characters and didn't even change their voice. You may even find multiple characters who say the same line of text. I'm not surprised by this though as the original Deus Ex had some of the Worst-yet best! voice acting of any game I played. Storyline wise, while I honestly have not completed the game at this point (the game is LONG!), the storyline is great! Everything you do has influences on the game, and the storyline is very deep and balanced. It is full of plot twists and surprises that had me hooked.

REPLAY/LENGTH

While this game lacks multiplayer, you are getting your \$'s worth here. The game easily has 25+hrs of gameplay, more like 30-40 hrs if you factor in side quests and taking your time to really immerse yourself. Not only does this game boast a huge amount of varied gameplay, but I could easily see myself picking it up and doing it all over again! The variety in gameplay is just that amazing. You stealthed your way into the building for Mission 6, replay it and try going Rambo. You might find new items or bits of information, or even slightly influence events of that mission. Deus Ex reminds me a little of Mass Effect in this sense. Every new gameplay can be filled with little bits and pieces you may of missed, or simply did not see in a previous playthrough; plus there are multiple endings to this game which only tempt you to try alternative paths and methods.

CONS

Normally I integrate my Con's into each section, but Deus-Ex is the kind of game that you need to see the entire picture. The game can clock it easily +25hrs and has such a wide variety of elements to it things were bound to go wrong in some spots. This comes in the form of frame-rate problems(see graphics), boss encounters, and AI problems. Frame-rate has been covered but Boss Encounters were a disappointment simply because there is only one real way to fight them. RAMBO style! If you specialized in hacking that won't help you during the fight. The illusion of choice is removed here and you are forced into a play style you might not enjoy. This isn't a major problem but for someone who didn't specialize in guns, since the game is forgiving, it feels like bosses were rushed in rather than fully thought out. AI problems well, it was to be expected. Sometimes enemies just become stupid and forget you are there or have such obvious pathing it makes you wonder how they were even hired to be guards. Despite their AI problems however they seem to have eagle eye vision when it comes to accuracy with guns (which makes for a good challenge!)

OVERALL ... 93 % (9.3 / A)

Deus Ex: Human Revolution is a product of its sums. Individually each part of the game, from the shooter, to the stealth to the social aspects 'could have' been done better. Instead each element was created specifically to balance the other and what you end up with is a game that has multiple play-styles, gameplay which caters to the needs of the player, immerse storyline and environment, and a wide variety of methods to tackle the problem; so much so alternative play-throughs are a must! DX: HR has technical issues, but when a single game can easily surpass 25-30hrs and contain such variety, a few problems might slip through the cracks or be inevitable.

In the end, we have a beautiful game that will keep you glued to your PC, 360 or PS3.

Lunar: Silver Star Story Complete | 9.0 (2000-09-06 09:53)

It's kind of hard to tell RPG players the appeal of Lunar when other games have more stellar graphics, more complicated storylines and deeper gameplay systems. While some of the older games from the SNES era are considered RPG classics despite very outdated looks, it's strange trying to do the same for Lunar since it wasn't quite as big or as mass-appealing. While yes graphically and storyline wise, this isn't exactly Vagrant Story or even Final Fantasy stuff, there was always an appeal to the Lunar games that made you forget about it and just enjoy it anyway.

Story: You play as Alex from the town of Burg who wants to become just like the Dragonmaster Dyne. But an encounter with a Dragon has Alex, his pet dragon Nall and friend Luna on a quest to save the world where they'll be taken to floating cities and different cities to save the world of Lunar. Again it's not the most deepest and complex RPG plot but like a lot of classic fairytales and fantasy stories, there's a wide appeal for the story simply because of the charming characters and just the general atmosphere of the game.

Graphics: You'll notice a difference between the new stuff and the "revamped" stuff. Basically the new is fully-animated cutscenes which help flesh out special events but usually they're served as character introductions. They're gorgeous with great character designs and they really stand out. Everything else is iffy since the over-world/town stuff is incredibly simplistic with mini-sprites and character portraits during dialogue. But if you love Final Fantasy VI or Chrono Trigger, than this kind of graphic style is nothing.

Sound/Music: Soundtrack was done by Noriyuki Iwadare who's quite talented at doing upbeat catchy themes and although music-wise it can get slightly repetitive, they're quite fun and the vocal tracks are quite stellar. Sound work otherwise is functional but not impressive as swords clang and enemies die with small groans but this isn't really one of those "immersive" sound worlds like Metroid or Bioshock where there is tons of ambience. The voice acting though is quite stellar and aside from the Metal Gear series, Lunar is usually mentioned among games that best use voice acting.

Gameplay: Lunar does something different (though not together uncommon) in that spells are actually gained when you obtain a certain level as opposed to finding them in the world, buying them from shops and the like. It encourages level grinding so you can obtain new spells though enemies can get just as bad since they can level up with you a little (mainly bosses though) but really it's just going through a dungeon, beating enemies - which are thankfully onscreen like Chrono series - finding item chests and making it to the boss and whomping them. There's also some collectables called bromides which are character artworks that show up as mini-cutscreens and since the ladies are quite lovely to ogle, I like collecting the things.

Since there was extra care in the making of the game, we get some added stuff like the cd soundtrack, an art-book with a readily-available walkthrough inside (complete with funny captions, character artwork and interviews with game developers) and a map. Might not be the absolute best RPG to many people but there's lots of fans, myself included of course, and Lunar is one to pick up, or at least try.

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Lunar 2: Eternal Blue Complete | 8.0 (2000-09-07 10:06)

The story of Eternal Blue is pure classic. It's the simple story of a brash adventurer who falls for an enigmatic girl with a mission. Quite simple, but monolithic nonetheless. Unlike many current RPGs, the simple charm of the love story is not buried under reams of dross. Yes, an epic adventure unfolds, but Eternal Blue never loses sight of its greatest strengths: its characters, simple romance, and a sense of lighthearted adventure. Working Designs knows what they are doing: their script is witty and proficient, underscoring unique personalities and heightening the emotional impact of any given scene. The villains are more interesting this time around, the plot hardly ever runs off track, and there's a few plot twists you'll never expect.

For those who didn't experience this wonderful story in the Sega CD days, you owe it to yourself to play it through. It ranks among the greatest stories ever, and in many ways it surpasses the original telling (which had too much humor for its own good).

The graphics are very 16-bit, so the game lacks graphical titillation. (The FMV is gorgeous, though.) The gameplay, likewise, is archaic, and actually a step down from the Sega CD original. The magic system, which was one of the greatest merits of the original, has been simplified to the point of mindlessness, which is ridiculous and dumb. Actually, the gameplay seems more tiring than I remembered, the dungeons being particularly exhausting. The game is a little tougher though, which creates a sense of urgency not often associated with many RPGs these days.

While the gameplay hasn't aged well, the story is as timeless as they come, and that makes the game worth playing.

All the extras are a nice treat as well. I personally found the "Making Of Lunar 2" CD very interesting, and while I have no use for the amulet or the character standees, they are nice bonuses. The map is a nifty keepsake, and the full soundtrack is great. I don't listen to the soundtrack, because I don't really enjoy the Lunar music outside the context of the game, but I appreciate the gesture, and there are still several good tunes included (Lemina's theme is fookin' catchy). Hopefully other publishers will include soundtracks with their games in the future.

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Super Mario RPG | 9.5 (2000-09-09 16:23)

To be honest, I like this game a whole lot better than Mario 64.

When the Super NES was beginning its end, games sometimes are rushed out to beat the discontinuing of games and systems. Mega Man 6 was the last NES game released in America and it was not all that worthwhile of a game (although it is necessary to complete any Mega Man collection). However, for the Super NES, one of the last few games ended up being a great classic: Super Mario RPG. Combining the world of Mario with the designs of a classic RPG setting, this game is not only a great game, BUT a landmark game in the RPG genre.

Since it came out near the end of the Super NES (at least in America, anyway), this game is very hard to find. Nevertheless, it is WELL WORTH YOUR TIME. The music is very good, the characters and story well developed, and the OldSkool-style battle system is very pleasing indeed. Plus, Mario and Bowser actually fight side-by-side.

This game uses a simple RPG system to introduce newbies to RPGs, but at the same time, it captivates veteran gamers with a great story and interesting characters. The biggest irony is that Mario doesn't speak, which is intended to be classic because a lot of RPGs have main characters that never speak. This will surely please even the jaded RPG gamer. It was cool having Bowser Koopa on my side for once, as well as two new characters (Geno and Mallow) I was disappointed that Luigi wasn't part of the game, but having Peach as a playable character's cool. Everyone has nice attacks, and I liked playing with all of them - I was often switching between characters because none of them were really weak (unlike other games where some characters are practically useless) and the storyline itself is unique and interesting. The game length was also good, you have all of these quests (and side-quests) to explore, along with quite a few bonus quests (which turn up a few cool and rare items). Overall this really is a lot of fun, and gets 4.5/5 stars from me. Enjoy!

Final Fantasy X-2 | 10 (2000-09-12 10:07)

Final Fantasy X-2 is a brand new world in the beloved series. While it is based on, and set in, FFX's world of Spira and containing the core characters of Yuna & Rikku, and a plethora of the supporting characters seen previously, it as much different as it is similar.

Some 2 years have passed since Yuna, Wakka, Sir Auron, Rikku, Kimahri & our lost dream (and Yuna's love,) Tidus defeated Sin to bring the eternal calm. For anyone that hasn't played and beaten X, it's a good idea to pick up a copy and play it through first simply because X-2 doesn't give you a lot of backstory, instead alludes to things and moves forward.

Storyline:

Yuna is now a Sphere Hunter with the Gullwings and travels with her cousin Rikku and a brash new character, the Gothic female Paine. Rikku arrived on the Isle of Besaid and gave Yuna a sphere containing a video of someone that looks like Tidus trapped for trying to use some kind of weapon. I can't elaborate more or I would spoil most of the adventure. So, Y. P. R. (as they call themselves) are hunting every sphere in Spira trying to find out just who this is. Along the way, they are constantly hounded by the Leblanc Syndicate (another Sphere Hunter group) and the rise of New Yevon. If X's tagline was "This is my story," (meaning Tidus,) then the tagline for X-2 is appropriate as "This is Yuna's story." In fact, it is a deep story as I have come to find out and far moreso than the brief synopsis by Square-Enix. (This is a good thing.)

Graphics:

The same source code was used for many of different area's seen in FFX, but have been tweaked and updated to bring the world of Spira 2 years forward. Some area's look exactly the same, however, with new people and places to explore. Graphically, FF X-2 is better looking and superior to X because of these added elements.

Graphics II:

The character models are sharp and gorgeous. The speech to mouth movement has been overhauled and plays out smoothly. You'll notice the incredible graphics while in battle and especially while changing dresspheres.

Gameplay:

This is where X-2 differs so much from FFX. Instead of the linear world of moving from place to place, you now have a beautiful airship to roam wherever you want to, when ever you want to. In short, you can play this game any way you want too as there's no preset way to go. The world map has returned and with your airship you pick where you want to go instead of waiting until deep into the game to acquire the ship (as was the case in previous FF titles.) Also, instead of one defined mini-game, like Blitzball & Tetra Master, there are many (sorta like the things you could do at the Gold Saucer in FFXVII.)

Gameplay II:

Ah, the battle scheme. It is easy, and it is tough. ATB, "Active Time Battle," seen in Final Fantasy IX has returned and you can change job classes in the middle of battle. Be careful however, changing classes in a tough fight could leave your party vanquished. Gone is the usual fight stance and style where one party stays on one side and the fiend on the other. X-2 presents the battle in a realistic form. You may surround the fiends once, or they may surround you. Also, I can't leave out the mentioning of the "Chain Attack," a cool feature done in other games and now bringing a great strategy to FF's turn-based battle system. (You'll notice in X-2, that it doesn't as heavily rely on turn-based as previous FF's and could be an Action RPG like Summoner 2 if it was loosened any further.) Again, a good thing.

Sound:

The voice acting is superb by the same cast as the original. The music is upbeat and lively and bear's no, and I mean NO, resemblance to Nobuo Uematsu's awesome scores and themes. This may be the games only drawback and is sorely missed, at least by me.

Overall:

X-2 is presented as a game in itself with ties to X. The mission-based gameplay, free roaming world and familiar meetings make the game an incredible RPG. Square-Enix has outdone itself. Don't expect to be replaying FFX, this is a forward-driven, exceptional new chapter as much as a sequel.

Note:

I have left a lot out in this review, simply because to divulge too much would be to give away spoilers. There is something at every turn in the game that is new and connecting the 2 games.

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God of War Origins Collection | 9.0 (2000-09-13 09:57)

I LOVE the God of War series with a passion in the same way a film lover loves the works of Ingmar Bergman/Alfred Hitchcock/Stanley Kubrick/Andrei Tarkovsky. As a matter of fact, it's easily my all time favorite game series. It's art direction, story line, characters, emotions, and game play are all among the cream of the crop. It's a force to be reckoned with in gaming, and it's no secret that all Sony game systems benefit from having God of War on it. The highlights of the PSP's game library were definitely the two God of War games, so naturally I was very excited when I heard the two GoW games were being ported over the PS3. I've played both games on the PSP before, but ever since my aging PSP died on me, I was definitely bummed I would never be playing the two God of War PSP games. Rest assured, two of the PSP games are now available on the PS3, and they are better than ever.

First off, the games themselves. What exactly do these two new games offer for God of War fans? Are they worth the journey? The short answer is YES!!! (OK, that's pretty obvious, but read on anyway). (Minor Spoilers Ahead).

Both games have their own original plots, with CoO being a prequel to the whole series, and Ghost of Sparta being set after the second game. Both stories are well written and bring out entirely new elements and subtexts, filling out plenty of back story and developing the characters, especially Kratos. In particular, Ghost of Sparta does an amazing job at really setting the tone for the rest of series. More members of Kratos family appear, and it's the suffering and the negativity about that is caused by the gods, that really give an understanding of the agonizing ten years he spent serving the gods. It actually doesn't QUITE explain why Kratos went on a killing rampage in the beginning of the second game (it's actually because he was betrayed, in game, in the cell phone game God of War:Betrayal), but it really lingers on Kratos own suffering and more intimate feelings, really showing you as to WHY he's so pissed off. Chains of Olympus is an excellent prequel as well, highlighting the seemingly never-ending quest of serving the gods. At the end, it all comes to a deadly conclusion that would ultimately lead to the most harrowing journeys in video game history (at least for Kratos). In particular, the revelation near the end of the game is the light bulb moment if you always wondered why Kratos made the ultimate sacrifice at the very end of the series.

The games basically follow the same GoW formula, as you will perform combat, solve puzzles, execute quick-time events, and collecting red orbs in order to level up and gain new abilities. The same action-based, combo-stringing, combat is here and works as great as before. You will still gain access to awesome magic and weapons, including my favorite new weapon, the Arms of Sparta. You will be able to combine and use a single combat spear with a heavy duty shield. As a matter of fact, the two games contain some of my favorite magic and weapons. I also love the Djinn, which let's you summon a fire genie that pounds flames into the ground, and The Horn of Boreas let's you wield the name sake, with the ability to freeze enemies in a whirlwind of ice and wind. However, I'll let you explore all of the new abilities yourself. The controls have also, actually, improved a bit thanks to the PS3 controller. The addition of rumble is a nice feature, and the DualShock 3's extra buttons provide for easier controls as well (rolling with the analog stick, for one), since the PSP didn't have as many buttons.

Most of all though, those who LOVE the game series for it's awesome level design, excellent stories, great writing, emotional ability, and the GoW artistry will love these games. None of the games feel redundant; they are always fresh in it's execution of its world. From exploring the monumental Helios temple, exploring the Pits of Tartarus from the very deep, being present during the seize of the city of Attica, and watching the world crumble beneath a stone pillar, I've always played these games knowing exactly why I treat this game series the ways fantasy fans do The Lord of the Rings. You will not regret playing these games, as you will gain more insight into the unique GoW myth, understand

the characters even more, and the God of War universe itself. After all, one main reason I play these games is because you love the art of the game, and all of the games here would be utterly indispensable to the series in my eyes. They are just that important to the series.

As you all wanted to know though, God of War Collection, besides giving a wider audience a chance to play these two games, is known for its "remastered graphics". The team responsible for the previous collection did an excellent job with remastering the visuals for the first collection, as it was one of the big selling points of the first collection. For those of you unfamiliar with the process, the HD remastering adds better texture, speeding up the frame-rate to a constant 60fps, and cleaning up the rough edges and shoddy textures of many PS2 games. It really cleans them up and makes them look more vibrant enough they can hold their own against today's visuals. While these PSP games obviously show some graphics shortcomings due to the fact these are PSP games, they still look excellent. In particular, I personally think Ghost of Sparta looks terrific. Ready at Dawn used excellent graphic technique, and it honestly is the second best-looking GoW game, with the third with the lead. Colors look amazing, the liquid and particle textures looks ultra clean and dense, and the backdrops are stunning and slick. Chains of Olympus is a bit more rough around the edges, but it still looks great and much of the rough edges have been cleaned up.

Perhaps the best upgrade, however, is the HD experience. This may just be a selling point for those who still are able to play their PSP versions. While it's plenty possible to connect your PSP to your PS3, the image will not be very pretty, and it's definitely not as easy and you might end up spending around the same amount of money to do so. But with this collection, the crisp High Definition picture, the pounding, visceral, earth-shaking sound design, all work together and can truly floor your home theater system and your own God of War experience. This is what the medium/art game gamer mindset LIVES for! Besides, these games SCREAM epic treatment. You don't play GoW on a little portable handheld that only has a 4.3 inch screen. You play it with a TV, a home theater system. With astounding sound design, larger than life, awe-inspiring visuals, these are the types of games you buy a Home Theater system for. Thanks to this collection, you can finally translate the PSP games to the area it's truly known for.

On top of that, God of War Origins also features a lofty new addition for people who really enjoy such a thing (nothing wrong with that): 3-D. Alright, fine, I admit it. I did not get any time to check out the 3-D first person. I don't own a 3-D TV, and I agree with such figures as Roger Ebert that 3-D is largely unnecessary and a complete gimmick. However, I can definitely understand why people like the effects, and from what I heard, the 3-D works fine and really helps amplify many effects such as fog and other material. However, I'm definitely hear to tell you that It really shouldn't detract you either way from purchasing this, as 3-D or not, it should not disappoint. If you like it, great. If you don't, also great. It's not a make or break decision in buying the collection, as the main feature here are the games themselves. As far as bonus features go, you can also unlock trophies, watch documentaries, and spend some time with the DLC. I didn't find the bonus features to be a "must-buy factor", the games included are, but they are fun and interesting. The DLC is definitely interesting and fun, and most GoW fans will definitely find some use and value in it. The Forest of the Forgotten is a brand new arena challenge similar to previous ones, and you will get all new objectives to solve in the vein of Super Smash Brother's challenges, like most of the challenges. The Kratos Legionnaire is basically a costume where you play with a very Golden Spartan soldier, complete with awesome helmet.

The roundtable video is where all five creators of the series all meet together and discuss the franchise together. You also get Trophies, which are mostly just virtual bragging rights and a way to compare each others skills. Well, skills predetermined by the software company, but hey. Personally, I'm not a big fan of trophy achievements (I find them trivial and I never go out of my way to achieve them, I just achieve them unintentionally), but some people like them and they aren't too difficult to unlock, as you get them for activities such as beating the game on higher difficulty levels, using items for a particular amount of time, or achieving/completing/coming to certain plot points.

I easily give this five stars for what it is, as all God of War fans who haven't played one of the games here would be fooling themselves if they didn't own this one. The games here are essential to the series, and if you don't have these games, then you should buy this collection as soon as possible. It's true that, if you own the PSP versions, the value of this collection may not be AS obvious (although I don't think many would regret it, given that you can play these PSP games on an awesome Home Theater System). For everyone else, you will be spending your hard earned money very well. I can't think of a single God of War game not worth playing, and this collection is just as essential as God of War 3 is. The games are, in many ways, more intimate, more personal, and emotionally satisfying, especially Ghost of Sparta, which has one of the best story lines in the game series. Really, I'm running out of things to say here, just get

it, and you will not be disappointed.

Ace Combat 04: Shattered Skies review | 9.5 (2000-09-15 09:41)

The photo realism must be seen first hand to be believed, screen shots and movie clips found around the net cannot describe half the beauty that this game is. The graphics, consistent frame rate, and responsive controls successfully creates an immersive environment of flight. There are times where I would ignore the mission objectives and fly at incredible speeds, low to the ground, amongst snow-capped mountains. One word: Bliss.

The gameplay sits somewhere between simulation and arcade. Personally it's a perfect balance. I find simulations (Jane series on PC for example) too steep of a learning curve. The massive amounts of micro-management required to fly a plane is a bit daunting, if anything, definately not 'fun'. On the other end of the spectrum, arcade fliers are too simplified with unrealistic physics, dumbed down controls, and gameplay mechanics that offers nothing but a mindless blast-a-thon. Shattered Skies is not a shoot-em-up. It offers an incredible sense of flight with controls that anyone can pick up after little practice.

Only drawback...18 missions seems awfully short. But short games seem to be the trend with these next-gen console games . The missions, however are varied enough, and since you can revisit them with any of the 21 air crafts (each with a distinct style of flight), the replay value can be arguably good.

Bottom line - finally, PS2 games are starting to show off the system's capabilities. AC4: Shattered Skies is no exeption, even the controls take excellent advantage of the analogue buttons. Dog fighting, bombing missions, avoiding anti-aircraft gun fire, shaking off missile locks, etc. etc. etc. everything you'd expect and want in a title like this, you will find. And all of this is presented in a style that is polished and, for a lack of a better term, very slick. If anything, for the genre of the game, it is Fun. Blissful and Gleeful in immersive flight.

Xenosaga Episode I: Der Wille zur Macht | 8.5 (2000-09-15 10:10)

I'm an avid FF fan, and tend to be pretty biased when it comes to RPG's. Xenosaga is the first RPG that I have ever found to be MORE exciting and intensive than the FF games. I couldn't put it down. I loved the battle system, even though it was complex, I felt I had control of leveling up my characters the way I see fit. The story line is amazing, even the long cut scenes are worth the watch, and I'd even play the game again to watch a few of them. The voice acting is great too, I'm usually not a voice over fan, but I felt the voices fit the characters perfectly! I beat the game in 60 hours, I obtained most of the items, though a few area's were left unplundered. I think my only beef is that the bosses weren't excessively difficult to beat, but then again, I spend a lot of time boosting levels, so that could contribute to the ease I had beating the game. At any rate, I highly recommend this game to any serious RPGer. Even if you're not a "sci-fi" fan (which I'm not either), you won't be disappointed. I can't wait for the next one!!!!

Xenosaga Episode II (2000-09-16 10:11)

The story is Good. The movies are always entertaining, and the story is always interesting. It never reaches the emotional depths that the last game did. There seems to be a greater emphasis on making the whole thing more...unrealistic. The first game presented a believable future - all the technology was explained, things behaved

realistically, etc. That's all thrown out in this game...it might sound strange, but it seems to be more "Japanese" than Episode 1. Characters now swordfight in a Samurai style and shout things in what sounds very similar to Japanese. They shoot lasers out of their swords (and it's never explained why). There's even a character that wears samurai-ish robes. It destroys any believability this universe had.

Also, I'm personally disappointed that the game focused so much on Jr. (couldn't stand him from the first game), and not so much on wonderful KOS-MOS, who's not even present in the first half, and barely says two words in the second. And this is a Very Good Thing, because some of the voice actor changes were not for the better. Shion's VA is improved, but KOS-MOS's was a huge downgrade.

The music is also terrible compared to last game's. Episode 1 marked the first time I ran out and bought the soundtrack to a game. The beautiful orchestra and haunting chorus from that game have been replaced by forgettable boppy tunes, with maybe one decent melody in the whole thing.

Now, one to Dark One's taint = the gameplay. The battle system is easily the worst I have ever seen in any RPG. Ever. They aren't random - the enemies are onscreen. This is the One and Only Good thing. When you do touch an enemy, it takes a strangely long time to load. Your characters appear, one-by one. Then the monsters appear, one-by one. Sometimes, you'll be surrounded by the enemy. Other times, you'll surround the enemy yourself. This is Completely Random. Even if you attack an enemy from behind, you won't start the battle at the enemy's back. Which is too bad, as Back Attacks do more damage, and every time you enter a battle, you'll be desperate to scrape up as much damage as possible.

There's no such things as Powerful Moves here. You're forced to hit an enemy in specific "zones", which you do by hitting Triangle or Circle (did I mention the moves you do have no titles? Bye-bye, Moonlight Serenade or Spell Ray). Hit Triangle/Circle in the right order, and you get what's called a Zone Break. Now, you have to Boost your other characters in so they can damage the enemy while it's in this "break" stage. You boost the other characters by having them sit there and Not Attack during their own attack phase.

You are FORCED to do this - while some enemies do have special weaknesses, they're not exactly mind-blowing helpful for the majority of enemy types. Instead, you have to do the Zone Break, or all of your moves will do about 20 damage...to a creature that has 5,000 HP. And there's still 3 other creatures in the battle, all with 10,000 HP each.

Sound fun to you? Admittedly, once you DO get an enemy's weakness down, and get a Zone Break in, then Boost all of your characters in a row to take advantage of the enemy's weakness and the zone break, you can rack up huge damage. Sometimes it's even enough to take a single enemy down - and it only took 10 minutes to build up!

So, yes, the battle system will corrode your soul. Expect every battle to last at least 5 minutes, and that's if you're quick and know what you're doing. Meaning that you've already fought this enemy before and have either memorized it's Zone Break and weaknesses, or you've taught one of your characters a Memory skill.

And here's another embarrassing part of the game. Every single character can learn every single skill. This completely destroys any individuality the characters had. KOS-MOS still has a couple special skills only she can use, but they're not nearly as impressive as the classics from the first game. Instead of being awed by what your characters are capable of, you coolly assign specific skills to each character based on what attributes you want in each battle. If that sounds fun to you, it's not. Many of these skills are useless, and characters will repeat skills that are helpful.

It's possible to "unlock" new skills and Double Attacks (two characters team up to attack) by undergoing the torture that is the game's sidequests. You run around, doing good deeds for people. These good deeds are very loosely explained, and very often involve playing fetch from place to place. I didn't even attempt it.

Other things that will leave you a blackened husk inside when the game is done: The puzzles in the dungeons. Oh how I wish my mind could let me forget them so I could live again. Unfortunately I can't, and so I will always remember shooting boxes to form a bridge, shooting boxes to clear a bridge, and shooting boxes of a specific color that explode other boxes of the same color around them. To form a bridge.

In conclusion, let me just say that I hope Episode 3 is better, or I will go insane. Or the Red Ajah will come for me in the form of Final Fantasy XII.

Super Mario KArt | 8.5 (2000-09-16 16:25)

This is the best non-serious racing game for SNES! Pick from eight racers, Mario, Luigi, Toad, Bowser, Koopa, Donkey Kong, Yoshi and the Princess. Then pick your difficulty and one of three circuits that you want to race on. Each circuit has five racetracks, each is severely detailed from start to finish! The ghost houses have ghosts everywhere, Bowser's castle has thromps to come down and crush you! You can pick up items along the way, like mushrooms that give you a huge boost of speed, stars, which make you invisible, and shells that you fire at the other racers! Throughout the game you can even add to the fun by earning extra difficulties and an extra circuits with five new and cool racetracks like star road. The only downfall is that the game is quite dated,

I can understand in some ways why some people seem to think I despise "good clean fun", because of my bad reviews for a lot of kids games. Nintendo classics like this are reasons why I got into games in the first place and why people who have this perception of me are not right. This game has a lot of fun tracks that are noticeably absent from its successor, some characters not featured as racers in Mario Kart 64 like Koopa Troopa and Donkey Kong JR, multiplayer is lots of fun just like its follow-up, and it has endless replay value. Though it may not quite be as good as its successor it still is way to much fun for even the most M-rated infatuated gamer to resist.

The Longest Journey | 9.5 (2000-09-17 09:33)

Absolutely beautiful and surreal. Like so many woven dreams and breathtaking vistas and grand accomplishments... this game is everything I hoped it would be from the time I first spotted the box to the final credits. There is also no false advertisement in the title, as this is an extremely long journey. After dozens and dozens of diverse characters and locations and victories, you realize you have three discs of game left to go through. I played this game for months, though not always at the computer. I would get stuck on a particularly devious puzzle or plot point and wouldn't play for a while, but found myself brainstorming possible solutions all the time. There are many hours of dialogue and monologue (April tends to talk to herself about whatever is on her mind, which are often the same questions you find yourself asking) and most of it has some comic relief, usually from April's understandable cynacism (she does see and hear some very strange things).

If you want an awesome adventure game that will stretch the limits of your imagination and that will take for-freakin'-ever to finish, I highly recommend this game, although you'd probably love it regardless.

- Some of the puzzles are entirely based on "hunt the pixel" – success hinges on finding the one tiny pixel that's hidden behind something else. I want puzzles to require intelligence and flexibility on my part, not keen eyesight and infinite patience in moving the mouse over the screen.

The game *was* good. The voice acting was excellent, the graphics were pretty, and the characters were engaging. The story was also very good (though some threads never got resolved, which was annoying).

Xenosaga Episode III | 9.0 (2000-09-17 10:14)

Xenosaga: Episode 3 (Also sprach Zarathustra) brings back the magic of Episode 1 and fixes the vast majority of the problems that occurred in Episode 2. The story here, as rich and complex as ever, is brought to an appropriate and moving close as Shion and company battle to uncover a deep-seated conspiracy unlike anything else they've ever encountered. The fabric of the story itself, the voice acting, and the cutscenes are all truly superb - it's remarkable that the makers at Namco/Bandai managed to pull all of the loose ends together to make the story finally make sense. To boot, it's a pleasure to watch and listen to - who could ask for more?

As for the battle system, it finally regains its fun in Episode 3. I simply wasn't a fan of Episode 2's system, so the return to "basics" was a blessing in my mind. The characters still do battle in their unique ways, as each has his/her own customizable skills to obtain, but long gone are the days of ridiculously long battles against painfully weak enemies. Here, in both ground and E.S. (mech) battles, your ability to strengthen and customize your party shines through and you are always rewarded for your hard work. Replay value is moderate-to-high as well, since your party consists of all the familiar players for most of the game; if you have a habit of using the same three or four people (like me; yay for chaos!), you can always play through again with a different group.

Shops return in this Episode, making buying and selling your merchandise once again possible. The only thing lacking in this game is a little more in the "extras/side quests" department, of which this game only offers a handful. While some of these take longer than others, a few more side quests would have been nice, particularly since this is the last in the series.

I can't rave enough about how impressed I was with this title. It rivals Episode 1 in every way possible, and the trilogy's epic story outstrips other RPG competition without question. If you're looking for fun battles, a fantastic story, and beautiful graphics, then look no further; Xenosaga: Episode 3 is for you.

I can only hope that someone changes their mind and decides to make another one - after this exceptional closing Episode, it's hard not to wish for another game to come along in the future. Very highly recommended.

Summary:

Story: A+

Cutscenes: A

Graphics/Rendering: A

Battle/Skill System: A

Extras/Side Quests: A-

Replay Value: Moderate-to-High

Red Dead Redemption | 10 (2000-09-17 10:15)

From the team that brought you Grand Theft Auto, you are now thrown head long into a wild west adventure. You control John Marston. This game is set in the desert in 1911 (same year as my favorite .45 was made). You are somewhere near the Mexico border. John was a criminal that ticked off many people in his past and now has to atone for what he did. People come out of the woodwork either as his friends or enemies.

My play experience:

On the PS3 the graphics are really sharp and crisp. The textures, the ambiance all bring the wild west to your home living room.

In recent years there have been games that have tried to capture the essence of the western genre. For example Call of Juarez: Bound in Blood which on the surface was a pretty good game, it however was not a very good story. In COJ the main characters are brothers that are ex-confederate soldiers. The story never really grabs hold and to be honest I never finished COJ. The story in Red Dead Redemption is done so well that it never feels pushed or contrived. Instead its done like an old western movie. Its gritty and a world that beckons you back time and time again.

For now let me discuss the cool features:

Horses: +

I think they put a horse into a motion capture room and had him run around. In Assassins Creed II the horse was a good way to get from town to town and the motion was pretty real. In Red Dead Redemption its super smooth and you feel like your out exploring the desert on a horse with no name... Kick your horse too much to get him to chase down that coach, you could be looking at a wild ride as he tries to buck you off. The longer you keep 1 horse the more stamina and other abilities it gets.

EDIT: I see they actually DID use a live horse to make the motion capture. It shows.

You can also ride stage coaches and trains. Or rob them, its up to you. See gameplay below.

Gunfighting: +

You are a real gunslinger in this game. To get prepped to get it I watched Young Guns [Blu-ray] and a couple of other westerns. This game matches the combat of say GTA and COD. Where you shoot someone matters, and it can affect your character in different ways too. Some of my opponents are gonna have a limp for a while at least.

Atmosphere: +

There are critters running all over as you ride through the desert landscape. It feels dusty, makes me want to wear a bandanna as I play. When you get low on cash you can kill and skin critters for a few coin. There are actually many ways that you can earn money in this game besides being a hard criminal.

World: +

So far its just massive. I can only compare it to the run from Commonlands to Qeynos in EQ. It seems to be fully explorable and I have found very few places I couldn't go. It really is huge. I have seen that someone said it was the biggest world ever done in a Rockstar game. Which is impressive considering that those games can go on forever. The land is great in that it hardly ever repeats as you ride. Matter of fact I haven't seen any textures or vistas that look the same. Maybe there are but they are so far apart that you wont notice it. An example of this is the train ride into the mountains in Uncharted 2.

Towns: +

Unlike GTA you wont have a huge city to run around. Out west these were small settlements and usually had only a couple of hundred people in them. Think about all the old wild west movies you have seen where there is maybe 10 shops and a few houses in the town directly. The way they did the towns is very endearing, because it makes it an immersion type of game experience.

Poker: +

I love the side games. I have lost my fair share of my real money playing poker and now I can do this in game too.

Gameplay options: +

You can be the good guy or be a down right criminal. The game system supports either mode and varying degrees in between. This allows RDR to be more than just a shooter, but more like an RPG. Be careful who you pull your gun on. If you do it in town you can start something that will ultimately lower your honor.

Controls: +/-

The controls are a bit different here and do take some time to figure out. But any game can be that way. If you go from say a driving game to a shooter you might hit the wrong buttons once and a while. After playing this for nearly 2 days solid now and not switching to other games in between, I have totally become comfortable with the controlling scheme.

Multiplayer: NA

I do not enjoy multiplayer shooters. I am really no good at it so I tend to not play it much or at all. That being said I jumped in a couple of games and it was ok. If your a hard core multiplayer person please check other reviews for this. I would not do it justice because I tend to be jaded with regard to multiplayer games.

Replayability:

I am almost done and I can see where I would have like to do something different in the way I played this. That being said, I think that I could go back through and try it again maybe being a bit evil this time. For that I think that this is a game you could play over and over, adjust the story line, and enjoy it each time you did.

Summary:

This game is really appealing if:

A. You enjoy GTA type of game play, open world and a morality system that challenges you.

B. Fan of westerns and cowboy movies. If you hate them and think they are silly then you probably wouldnt enjoy this.

If you are A+B then this game is a hands down favorite pick to have in your PS3 arsenal.

Some Tips: (no spoilers)

I have almost 30 hours into this game and I am not done. I do goof around alot and like to go hunting and see what other mischief I can get into. Playing poker for 3 hours doesnt hurt either. That being said I want to drop some tips in to help those of you still waiting or are looking.

Horses:

1. Dont get to attached to your horse. Think of them like a car, reason being there are tons of ways they can die. From random mountain lions, to getting shot by the enemy to you shooting them in the back of the head on accident when wolves are attacking (sorry skippy :()
2. When going in to attack a gang leave your horse way back and run up. When you have hog tied your bad guy you can whistle ^ arrow and he will run back over to you.
3. If you buy a horse the deed is in your bag, click it to call your horse back from the dead. (thanks S.L.V)

Gambling:

Like in real life its alot about luck so go in with the thought you'll do 1 buy in and when that money is gone leave, go kill some stuff and come back later. Your hands may improve

Time:

1. Pausing the game with the start button will show what time it is. Saving the game gives you 6 hours of rest. If you like shopping be sure you go to bed no later than 3am. Then when you get back up the stores will all be open, and you can go out and have a blast.

Camp:

Camp whenever you have a long ride ahead of you. As long as you have bought a map you can go to that place from your campground. Once in your campground you can select where to go without having to burn up the 6 hours of sleep. Then after it loads you will be at your destination. Good stuff.

Thats it for now. If I figure out any more lil tidbits Ill share them here with you. Have fun, it really is a great game.

Anonymous (2012-01-10 04:45:35)

I will be your frequent visitor, that's for sure. pain relief

Anonymous (2012-02-11 18:26:46)

This is good site to spent time on. allergy Read a useful article about tramadol tramadol

Metal Gear Solid: Peace Walker | 10 (2000-09-20 10:18)

If this game was called Metal Gear Solid 5: Peace Walker, I would not hesitate to call it that. This game is astounding. It's a technical marvel. A feat on portable platforms. There was not a single time where I said I wanted this game to be on a console. In fact, if this was on a console and cost \$60, I would buy it in a heartbeat. From the gameplay, to the graphics, to the sound, to the length of the story, this is a huge console adventure, right in the palm of your hand. It's absolutely amazing that so much could be crammed into a little disc. I still can't get over it.

Unlike Portable Ops, the controls did not hinder the gameplay. Apparently, the developers learned from their mistake and made the controls work. Not once did I wish for a second analog stick. It works. It's Metal Gear Solid on a handheld. No exceptions. Do you remember the ability to recruit soldiers and use them in Portable Ops? Well, that's now more streamlined, it's improved, and overall more enjoyable. Knock out a soldier, hook a Fulton Recovery System balloon onto him, and continue your mission. No more dragging across the map anymore. Just pop on on there and continue your mission. When you go back to your Mother Base (GEE I WONDER IF THIS COULD BE THE START OF OUTER HEAVEN) you can put them in different units (such as combat and engineering) to have them do missions or build weapons or do other things of great wonder. However, you mainly want to build up your engineering (called R &D) sections. This is highly improved, because instead of getting random weapons ever so often like in Portable Ops, you choose which weapons to develop, and you can upgrade them. You can even upgrade your items, like your sonar system and Fulton Recovery System. It's awesome, useful, and you actually want to spend the time to upgrade it. And not only do you have this wildly improved Portable Ops system, but you have the main story missions, which are on-par with the likes of any of the console predecessors, and you have side-missions as well, which you can complete at any time. Let's just say this game will last for a long, long time.

The graphics are without a doubt amazing. I honestly kept forgetting I was playing a handheld. There is a ruddy texture or two, but let's cut the PSP some slack, eh? The graphic novel cutscenes are not only well done, but they fit the game. They don't feel out of place. Also, there are quicktime events inside the graphic novel cutscenes, which are beautifully animated. Also, did I mention the quicktime events don't suck? They're (shock and awe) fairly exciting, and do not seem forced at all.

The sound is also wonderfully done. Usually, I hardly ever pay attention to the sound when playing handhelds, because it usually ranges from 'alright' to 'mediocre'. Or maybe I don't even notice it at all. Well, I did this time. Do yourself a favor, play this with headphones. You won't regret it.

Storyline is your typical Metal Gear Solid fare: unmanned robots, nuclear weapons, Snake grunting in agreement, remembering the basics of CQC, etc. For those of you who have played Metal Gear Solid from the beginning will enjoy many plot points that tie in various people and objects from different games. Overall, very enjoyable, but I presume many will prefer the story lines from the console brethren.

I have only one gripe with this game: co-op. Now, usually, I would be extremely happy with having co-op for the game, but the developers put so much emphasis on co-op that some missions nearly require it, even if they don't say so. This can lead to frustration, but it is not impossible. Prepare for some difficult times, but most of the time, you will be having a blast.

Anonymous (2012-01-10 04:45:32)

Keep up the good work. general health

Anonymous (2012-02-11 18:26:42)

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BlazBlue: Continuum Shift | 9.0 (2000-09-21 10:20)

BlazBlue: Continuum Shift is the update and continuation of last years masterpiece, BlazBlue: Calamity Trigger, this little gem was crafted by the brilliant minds at Arc System Works. Fans of the original or fans of the Guilty Gear series will no doubt want to purchase this, if for nothing else at least for the story mode, you have never experienced a deeper or more complex story in a fighting game

You will get a lot for your \$40, newly added Tutorial Mode, Challenge Mode and Legion Mode from the portable version are present. The tutorial is a great place to learn the basics if you are new to BlazBlue and it is the best way to learn the advanced techniques as well. The new challenge mode is pretty much like challenge mode in SFIV and SSFIV. There are 10 challenges per character, each challenge is comprised of several different tasks though, once you get to the advanced combos for a character of your liking it could take you a very long time to clear the challenges. These games are easy enough to play at a casual level but it will take a lot of patience and skill to hang with some of the people you will meet online.

There are 3 new characters right off the bat, Tsubaki is a Valkyrie of sorts, fights with sword and shield and has a drive attack that charges her moves for added strength, she is a very simple character to use and I would recommend her to newcomers. Hazama, better known to veterans as Terumi, is another story. Hazama is tricky but unbelievably good, his drive attack sends chains out at his opponent both for attacks and to rapidly close the distance between players. He is fast, dangerous and unpredictable...and also serves as the final boss of arcade and Story mode for most characters. Lambda replaces Nu as the Murakumo unit in this game, hardly any difference. The true form of Noel Vermillion is also a playable character but I have yet to unlock her. As of now there are at least 3 more characters planned as DLC. Makoto, a...foxie lady (excuse the pun if you get it) that uses tonfa, I have only seen clips of her and have no idea how she plays. Valkenhayn, Rachel's butler and one of the Six Heroes, will join and I can almost guarantee that he will play like Slayer from Guilty Gear. Platina (Sena and Luna) is another future character, due to her split personality I expect her to be like A.B.A. from Guilty Gear.

All characters have a robust, branching Story Mode that will take you many hours to complete. The story picks up right after Calamity Trigger's True End, there is a brief summary for those that didn't play the original. Japanese and English audio are present and accounted for, thank goodness. Online returns of course, you can once again save and upload replays of your best matches if you so choose. There are a few new stages, a few new songs and sadly, a new announcer...not nearly as funny when she says Rebel 1, Action! The character portraits have all been redrawn and they look AWESOME, more like Guilty Gear art and less like anime. The sprites seem improved too, at least Ragna and Hakumen seem to have a few more frames of animation and slight color differences, all welcome changes. The gameplay is top notch, if you like high flying, air dashing combo-laden madness then BlazBlue is 100 % for you.

Anonymous (2010-12-16 02:10:33)

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Tales of Symphonia GCN review | 8.0 (2000-09-25 18:33)

After much waiting, wailing, and gnashing of teeth from its owners, the GameCube finally got its own RPG. And what an RPG it got!

GAMEPLAY: SUPERB

This game is absurdly fun to play. Control in both the overworld, dungeons, and battle is effortless, with the controller utilized to good effect in almost every instance. Item use and character development are easy to control. However, if you want, you can get very particular about your character's growth thanks to the 'title' system. The Strike/Technical divide, which is poorly explained by the manual and the game, also allows for a more general way of controlling your character's growth. The application of EX gems and their associated skills allows still finer control of your character's abilities. But again, you can play the game very well and have a lot of fun without getting too deeply into any of this.

The real-time battle system will be a bit confusing to those used to the more standard turn-based gameplay of other console RPGs. The learning curve is pretty shallow, however, and the inability to directly control the other members of your party is not as much a handicap as you might think. The AI is reasonably intelligent (though the characters sometimes position themselves oddly or run around for no apparent reason), and if necessary the player can command them to use particular skills using either controller shortcuts or the battle menu.

The learning curve for controlling a given character, as I said, is very shallow... you can learn to control Lloyd, Kratos, Zelos, and Sheena in only one or two battles. Regal, Presea, and Collette require a bit more work (or at least they did for me), and Genis and Raine will be hardest (mainly because they're useless as melee fighters, and everyone else is either primarily melee or at least useful for it). Carefully assigning your battle skills to your controller

and preparing unison attacks will allow you to create combos and special attacks that look awesome, but it's just as fun to assign a few stock skills and wait away on your opponents.

Again, battle strategy is as deep as you want it to be. The game sets defaults which are reasonably useful, but if you desire it, you can adjust strategies to fit your own approach to battle. Also, you have the ability to adjust individual strategies in battle through the menu, or switch the whole group to an alternate strategy through D-pad shortcuts. As with other aspects of the game, battle strategy is scalable to your level of interest and expertise.

I have not tried multiplayer, but I have seen complaints that the tendency of the camera to zoom in on Player 1 in battle detracts from the experience. Multiplayer for this sort of game is an iffy prospect anyway, and the AI is sufficiently competent that you don't NEED your pals to pick up controllers, so I don't view this as a weakness.

The gameplay unites RPG strategy with good old-fashioned button-mashing fun, and that makes for a great experience, IMHO.

STORY: SUPERB

With the caveat 'for a game', as always. Despite some cheesy lines (and I mean REALLY cheesy), the story of the game is nicely plotted, and most of the characters behave believably. The twists in the story are both interesting and plausible, and the game makes effective use of foreshadowing without being ridiculously heavy-handed about it. The only problem is that you have to devote some time to the game before the plot picks up; the first part of the game makes it seem like it's going to be the standard 'beat the dungeons and save the world' story that's been standard on consoles since the first Legend of Zelda game.

GRAPHICS: EXCELLENT

Cel-shading. Some love it on general principle, some hate it on general principle. If you belong to either category, I can't help you. However, if you like a game that just looks good, then you won't go wrong with this one. The overworld graphics are rather bland (and the black-blob monsters in the overworld are atrocious), but everything else is very nice. The choice to use blurring as a method of introducing perspective was a mistake, but this is the only complaint I can level against the cutscenes and town areas. The character designs are pretty standard (slender build + narrow chin + absurd hair) for anime, except for Regal. Monster designs, however, are generally good, and the appearance of the special moves in battle is good overall and fantastic in a few cases. As long as you're not a cel-hater, this game will be lots of fun to look at.

AUDIO: EXCELLENT

Most of the voice acting is good (the post-battle exclamations particularly so). However, the guy playing Kratos sounds like he has a head cold, which makes his delivery fairly weak. The music is passable; not really inspiring (until the end credits, which inexplicably have much better music than most of the game), but not distracting. A few places have really catchy tunes associated with them, however (Katz Village), and generally the music is at least nice to listen to. The main weakness, however, is the z-skits, which should have had voiceover (and apparently did in the Japanese version). A few lines here and there are over-emoted, but generally voiceover quality is high.

REPLAYABILITY: EXCELLENT

An abundance of side-quests and mini-games (although these tend to be of little interest to me), the Grade system, and the ability to reshape the story in several places makes this game a lot of fun to play multiple times. Winning it once might take 60-80 hours, but in all likelihood you'll want to win it at least twice, and maybe more times than that.

OVERALL: SUPERB (92 %)

Hours of excellent gameplay and an engaging story are paired with eye-pleasing graphics and surprisingly good voice acting. If you have a Gamecube, this is an excellent choice. Hopefully Namco will be releasing future 'Tales' series games over here as well.

Neverwinter Nights 2 Gold | 10 (2000-09-27 04:29)

Like many fans of the original Bioware epic Neverwinter Nights, I was giddy as a schoolgirl when we approached the release of Neverwinter Nights 2. Perhaps the fact that it was constantly delayed should have been a warning, but I wasn't deterred at all and was travelling all over the city on launch day trying to find a copy of the Limited Edition with rings that don't fit and an art book.

But let me digress for a moment...

Bioware was the creative studio behind the epic hit Knights of the Old Republic, and Obsidian's only prior game as a studio was Knights of the Old Republic 2 which was lauded for its excellent story, and bemoaned over its incomplete nature and buggy unfinished feel. Neverwinter Nights 2 was Obsidian's second title, and also their second continuation of a Bioware masterpiece, and ultimately the foreshadowing of what was to be released should have been heeded by those of us who were chomping at the bits to get our hands on it as soon as possible.

Obsidian released Neverwinter Nights 2 without the DM client, despite the fact that they had been touting the fact in interviews a year prior that the online component of the game was well in hand. On the contrary, the online component of NWN2 was in shambles, and even after multiple patches over the course of 2 years now has the online component stabilized... to a point.

When you play online with the latest patch, you still get load screen freezes, the game crashes every time on exiting (Vista and XP), and it appears to have enormous memory leak issues which have not been resolved. I am not running a weak machine mind you, I'm running a dual core 2 duo 8400 (Wolfdale), 4 GB of RAM, and a 64 bit operating system, with a 512MB Geforce 8800GT... a powerhouse which crashes consistently with NWN2.

I had the same problems on my prior system, an AMD core, with 2GB of RAM and a 7900GT and XP. Multiplayer freezes your computer or crashes the game randomly.

Let us be honest... the Multiplayer component may not be what sells the game out of the gate, but it is what makes the original NWN a hit even in the present time (6 years post-release). Multiplayer was incredibly unfinished by Obsidian, and reading the release notes it is almost criminal how they acknowledge bugs, don't know what causes them, and don't issue any timeframe or even a plan on an expected fix.

This game hasn't worked since release for those who enjoy Multiplayer. Single player is buggy, but the campaign is good (reminiscent of KOTOR2).

Despite all this, the cash cow milking is at work, and Gold Editions, Platinum Editions, Diamond Editions, etc. are promised features and fixes for those who shell out cash to buy the newest bundle or expansion.

Obsidian/Atari should not be planning any expansions until the game actually works. Instead, they are financing development and running the license into the ground because of the shortsighted nature of development.

This game was supposed to be a D & D fan's dream, but many of us are moving back to NWN where Bioware still adds free content, fixes, and additions to the game despite not making much money off of it.

Perhaps Obsidian/Atari should slow down on milking the consumer and think about what breeds customer loyalty. I've bought every single Bioware title to date, and I will continue buying because I get what I expect - quality, and a finished game.

Crysis PC review | 9.0 (2000-09-27 10:30)

This game is the long awaited follow up to 'FarCry' (one of the best FPSs of 2004). We now finally get a look at this newest offering.

Here are some of the things that I've liked in the single player mode...

- 1.) This is a FPS in which your nano armor gives you special 'skills'; these 'skills' include enhanced speed, strength, armor and invisibility; and you'll need them all to survive.
- 2.) Graphics that are smooth and flowing...plus excellent audio; both add a spooky, creepy ambiance to this jungle based horror game.
- 3.) The ability to use and control vehicles (on land, at sea and in the air), as well as the mounted weapons on these units.
- 4.) Generally good (but not great) enemy AI! Although some will just stand out in the open, there are some that will sneak up on you or hide behind cover; also they must reload empty weapons. Due to their larger numbers and the fact they're usually spread out, will necessitate your using your special 'skills' and the surrounding environment to defeat them. This is the basic, reoccurring challenge for this game.
- 5.) Easy, anytime save/loads with F5/F9 respectively, as well as game generated checkpoint saves.
- 6.) If your taking a beating (or find it too easy), you can change the degree of game difficulty anytime, as you play; you don't have to start a new game. This is a nice feature!

Cons:

- 1.) I've had a couple freeze ups, requiring reboot; also some minor video fragmentation (after extended periods of play).
- 2.) I found the controls on flying the VTOL (vertical take-off & landing) craft were difficult to operate (the plane just didn't seem to respond to commands quickly) with the result of frequent crashes.
- 3.) There was one extended section where you were floating (in either space or water), that I found confusing, tedious and boring. I was lucky it was very linear, or I might never have gotten out of there.
- 4.) A high end system is preferable. Although playable on XP, Vista can use Dx10, and combined with good hardware and a high end video card, it does make a difference in being able to run a lot of the 'extra' graphic details.

Conclusion:

All the pre-release hype made it sound as if this game would easily qualify for Game of the Year honors; I don't think so. Graphically it is beautiful and it is a good game, but it's not a great game! If you liked 'FarCry' then you'll probably like 'Crysis'. Was it worth the wait...probably, but somehow I was expecting something more. Over all, I liked 'FarCry'

and its gameplay a little more. However, still worth a 4 1/2-5 Star rating.

Far Cry PC review 9.0 (2000-09-29 10:33)

2004 was a good year for FPS games. Both HALF LIFE 2 and FAR CRY were released. Whereas DOOM III and QUAKE IV came and went - mostly unnoticed, these two were here to stay. Nevertheless, whereas HL2 eventually got to my nerves with the whole STEAMed-permission-to-play-for-30-minutes blunder, FAR CRY was the game I loved the most and replayed again and again.

The graphics are just amazing! HL2 may have crisp and clear textures too, however, FAR CRY's are also realistic and detailed even at maximum resolution. The controls are intuitive and remappable - and take the character (Jack Carver) precisely where you want him. Running is fast and crawling is effectively silent. When greater distances are to be covered, vehicles are available to commandeer.

The weapons are beautiful: a mix of real and futuristic improvements. Ammo is never really a problem (well, with the exception of the Sniper rifle bullets and the RPG loads when they would really tip the balance in your favor) and, most importantly, the damage they inflict is TRULY BALANCED: both enemies and player go down with about the same amount of damage (you would be surprised on how many games this is not true - STALKER for one...).

The story is interesting, the locales truly breathtaking and the horizon the further you have ever seen in any game! True free roaming is not actually available (try to round an island with a speedboat to circumvent same stubborn enemies and a black helicopter will chop you to pieces), however the taste is at the tip of your tongue the whole time.

The sounds and music have been worked on with care and they maximize the gaming experience.

My only (minor) objection focuses on the battles with the mutants: FAR CRY features one of the best enemy AI ever encountered. I truly savored battling human AIs - but was apprehensive when another mutant segment was coming up. The game is so realistic that it truly shines in real environments and opponents. Then again, it never lets you get bored either...

1.4 patch
Radeon HD 5970
Core 2 Quad Q9550
6 GB DDR2
64-bit Windows 7.

2.9 October

Monkey Island 2 SE | 8.0 (2000-10-01 10:34)

Played the DOS version in 2003 after searching for Adventure genre reviews on this site. Upgrades are indeed worth it.

I remember playing this in 2003 at the age of 18 in ScrummVM. I didn't even know about it until I completed Funcom's The Longest Journey and went off searching for Adventure genre reviews. I was solely a console gamer all decade. I became a PC gamer in like 2000 after owning Diablo 2.

The Secret of Monkey Island was a slightly short, but magical & artistically masterful game. Meaning it was not great as a game, but it was an amazing experience.

Monkey Island 2: LeChuck's Revenge is almost exactly the opposite. It is a full scale production that probably still ran over budget even after the success of the first game. It's bigger, better, and I think I already said bigger. But it somehow lacks a certain magic the original game had. Fortunately, it makes up for it in all "game-y" areas.

Monkey Island 2 is a vaguely "open ended" Point & Click Adventure with more puzzles, almost all of which are better. The music may not be as memorable, but it's somehow more fitting, and its pseudo-dynamic nature really bends to the emotion of each individual scene. There's also not many silent places in this game, which makes the whole experience more lively. Speaking of which, this game is funnier. A lot funnier. There's more jokes than you try to shake a stick at; several times.

I didn't plan this very well, but I'll wrap up and make my final statement on the game. Monkey Island 2 is a bit less of an experience than The Secret of Monkey Island was. It is, however, a much better game than the original in every other aspect. I'll leave it up to you to decide which you prefer.

If you have ever played Monkey Island 2 on your Amiga or PC two decades ago, your friends will enjoy it with you in your buddy time despite the 2 decades stench. I rate this above the Final Fantasy remakes.

Graphics 8

Gameplay 7

Sound 10

Replay 8

Overall 8.0

Monkey Island: Special Edition PC | 8.0 (2000-10-02 10:37)

In a sense, I don't really feel like Monkey Island needs much promotion from me, because adventure gaming was such a huge part of computer game history, and Monkey Island was perhaps the finest example of adventure gaming. When I heard the game was being redesigned with modern graphics, sound and voice work, I was thrilled. Monkey Island was a darn near perfect game, and for that reason alone, I knew the redesign deserved those first three stars. In Monkey Island, you play Guybrush Threepwood; a scrawney little guy who wants to be a fearsome pirate; winning swordfights, hunting treasure and stealing from the rich.

Well, as it turns out, being a pirate is a rather tough business, with some strict job requirements, and after his job interview with the head pirates, Guybrush sets out to prove his worth. Armed with a mastery of insults and the ability to hold his breath for ten minutes, Guybrush Threepwood must learn swordplay, thievery and treasure-huntery even before the end of the game's first chapter (of four,) and then things really pick up.

The evil ghost pirate Lechuck is roaming the islands with his dread pirate crew, scaring all the other pirates into landlubber-hood, and Guybrush will need to travel to Monkey Island if he wants to do something about it. There's also the beautiful Governor Marley to worry about. She seems like more than a mere damsel in distress, of course, but what's her real role in Guybrush's adventure, and what are Lechuck's plans for her?

This stuff is even funnier than it sounds.

Of course, all of that only has to do with the game's storyline. The gameplay may turn some gamers off, since the game uses a point-and-click interface, with much less jumping, slashing, shooting and killing than modern gamers are used to. The majority of the gameplay consists of wandering around, looking at things, pushing them, pulling them, talking to them, picking them up and using them to solve logic puzzles. This is the backbone of the Monkey Island gameplay, and while it may not appeal to the mainstream crowd, there are a great many people who enjoy being able to complete challenges on sheer brainpower alone, and not having to worry about being ambushed by enemies every five seconds. For those who like games that provoke them to thought, rather than violence, Monkey Island is

the cream of the crop.

The original Secret of Monkey Island was made using midi music and early VGA graphics. It didn't even have any voice acting. Because of this, it makes perfect sense for the game to be re-made with updated graphics and sound, and this is more or less what was done. I found some design choices baffling, but at least if you prefer the original version to the updated one, you can switch back with a single keystroke.

The graphics and sound of the updated version are of an unquestionably superior quality. The music is very well-done, and the voice acting is pretty nice. The man who plays Guybrush does a good job as always, and some very professional voice actors played other roles, such as Rob Paulson as the ghost Bob, one of the Fetuccini brothers, and a couple of others. That kind of voice talent is almost guaranteed to not sound like they're reading from a script. In fact, the only issue I had with any of the revised sound was that Governor Marley's original actress (from Monkey Island 3) didn't reprise her role, and the woman who does play her doesn't sound British enough, in my opinion.

In graphics, however, this game makes some design decisions that I couldn't really agree with. For one thing, the decision was apparently made to shift the art style of the original from relatively-realistic to the cartoon look of later games; something I never really felt was right for Monkey Island. Monkey Island 3 was fantastic, of course, but I feel it succeeded in spite of the cartoon graphics, rather than benefitting from them.

To their credit, most of the characters still generally carry the same mood and feel that they did in the original; especially in their close-up portraits, the only exceptions, oddly-enough, being Guybrush and the Governor, who look like relatively-bland cartoon characters, rather than innocently-boyish and enchantingly beautiful in a cunning sort of way, respectively, so the damage done by the art shift is minimized most effectively. I just don't feel the shift needed to happen at all.

The third change was to the interface. The interface, originally, was for a sentence-line interface with selectable verbs (push, pull, pick up, etc...) to be at the bottom of the screen, along with a scrollable inventory, while the action goes on at the top. This has been changed to a pair of subscreens for verbs and inventory, which isn't all that hard to navigate, if you're willing to use the keyboard. I admit, this element of the game felt somewhat forced, and a little clumsy. In practice, it certainly didn't play out as smoothly as the original interface, and I found myself wondering why this change was made, so I looked it up.

Apparently, the interface change was made, because the game designers were unhappy with "the interface taking up half the screen." Fair enough. This gives them the opportunity to use the other half of the screen to show the gamers more scenery in the Monkey Island world, right?

Not exactly. Instead of adding anything where the old interface used to be, the remake has re-done the graphics of Monkey Island, then just centered it, so that it feels like you're watching the game in widescreen format, and there's no fullscreen format to switch to. That might fly for movies that were originally released that way, but in a video game, it really feels like there ought to be something going on in those large, black bars. Personally, I would have put a sentence line interface on the top, and the inventory on the bottom, but I wasn't in charge of the project.

For example, an options screen under the main menu, full of check-boxes, reading things like "Voices on/off," "Music old/new," "Graphics old/new," and "Interface old/new." I only bring this up because I was sort of hoping for it, and because if this feature had been included, I'd always play the game with the first two options on, and the last two off. In short, as a game, Monkey Island is stellar. As a remake, it's merely good. For this reason, I give it 80 %. I was a little disappointed, but not much. In general, I had a good time playing it, and I'll most likely play it again. Many of the lines carry a special wit and humor to them when spoken aloud, so I feel that this remake did add something to the series that wasn't there before, and if it didn't completely fulfill its potential, then at least it gave today's generation the chance to experience one of the greatest video game classics of all time. I think that's a very good thing, so overall, well done.

Suikoden III review | 9.5 (2000-10-02 12:16)

Pros: Good story, memorable characters, decent music, good battle system, multiple protagonists, very satisfying

Cons: Graphics aren't spectacular, slow start, random battle systems are outmoded, connector-maps are tedious

Other thoughts: Sure, the graphics aren't great, random battles are irritating, and having to go through the same pointless maps over and over again to travel the map sucks. But this game will thoroughly please any Suikoden fan. The protagonists are really very likable characters, and even the antagonists can be sympathized with - there is more to (most of) them than "LOOK AT ME I'M EVIL!" You will again be recruiting hoards of characters for your own castle and army, and may need to use a walkthrough to get them all (there is a very satisfying special ending if you do.) The game starts slowly but stick with it - it quickly picks up and becomes one of the most memorable PS2 experiences. Graphics certainly are nothing to write home about. They are not well equipped to display action of characters in detail nor are they able to show character's face expression to something you can interpret or at the very least make the expression believable. A character running also doesn't feel like running. mounted attacks are awesome. Especially combo of Fubar and Hugo can deal unbelievable amount of damage. Trinity system was a very interesting and fresh concept. The story is good. Side quests are very interesting. It is possibly longer than Final Fantasy X.

Diablo II | 8.0 (2000-10-04 10:39)

he original "Diablo" came along at a time when the CRPG market was in dire straits. The game breathed fresh life into the genre and created an unparalleled accessibility that made it very easy to pick up play. Using the "If it ain't broke, don't fix it" formula, the sequel follows along the lines of the original, and expands it into a bigger and better game. For starters, there are 5 available classes to play with. The fierce Amazon, who excels in javelin and ranged weapons, the melee-specialist Barbarian, the Sorceress, who excels in flinging destructive spells, the undead-raising Necromancer and the holy Paladin. All of the 5 classes have drastically different playing styles, and there is no skill sharing here. Every class is meticulously detailed in every aspect of their skills available, to provide a unique gameplay experience.

The story follows on from the prequel, and is intriguing, if rather sparse at times. The hero who killed Diablo in the first game, which you played as, is now possessed by the evil demon thanks to the soul shard embedded within him. Ironically the hero wanted to imprison Diablo within the shard, and then use his own body as a prison for the shard, but now the Lord Of Terror has overpowered the hero's will and taken control of his once noble body, and sets forth to release his brothers and open the gates of hell for the final time. Your job is to hunt down Diablo and playing as one of the 5 classes, you journey across 4 Acts, all of which are extremely detailed and well thought out in terms of difficulty balance. Act One alone is as big as the entire original game! The distances you can cover are truly humongous. There is a sense of restriction however, because there are pesky barriers set up to quarantine you within the zones. So there is no sightseeing here, you are given a path, and you've got to follow it in order to get the job done. The quests given are interesting and very fun, but the real shame is that there is so few of them. A couple more per Act wouldn't have hurt.

But the essence of "Diablo II" is very much in its practical side. Tinkering with your characters' stats and hunting for items dropped by the monsters is the main attraction. There are literally thousands of items in the game, from magical rings, to rare axes, to the golden unique items, all of which are there for you to play dress up with. Set items are the rarest of them all, and if the set is completed by finding all the pieces (e.g. Death's Hand Sash, Death's Hand Boots...) then you get a very nice bonus. The amount of different monsters you can slay is truly astounding. All kinds of evil critters and denizens of hell make an appearance here, from vicious giant vultures, to lurking sea snakes, and of course - zombies! And lots of zombies too, since this is very much a hack and slash game, you will be clicking and clicking as you trudge through the millions of minions the game throws at you. It does get tedious sometimes, which is the only real letdown of the game's design. There isn't really enough depth to the story to make up for the sheer amount of clicking you have to do. The variance in areas does help, as does the motivation to get better loot, but other than that, "Diablo II" is just a giant slashfest. The Bosses you face at the end of each Act do have to get special mention however. They are extremely challenging and very neat to go up against.

The graphics are attractive, and they were considered very good for its time. Of course, now the 2D backdrops and limited animations are considered dated. The graphics do not detract from the ambience however, all of the monsters have plenty of color, and weather kicks in every now and then. Your character isn't very complex in the animation

department I must admit. After all, how many different ways can a Barbarian swing a sword? The different skills do look cool however, like the Sorceress' blaze, where she leaves a trail of fire in her wake.

The music is rather bland, if suitable for the atmosphere. There are dark overtones here with an emphasis on the instrumental side of music. The desert flutes and jungle drums are nice, but the dungeons could have used a little more flair. The monster sounds are amusing, and the voice acting is top notch, as can be expected from Blizzard. The cinematic FMV's (full motion videos) that play between the conclusion of each Act are nothing short of stunning, and truly blew me away. Blizzard set their bar with "Starcraft" and then jumped it themselves with the new standard of cutscenes in "Diablo II".

The multiplayer offering is solid, with Blizzard's Battle.net service providing a stable online gaming experience. Competitive ladders, duels, and just causal playing are all catered for with the ever popular Battle.net. You won't have to look far for a game to join, the lobbies are teeming with life even now. Online characters are created for Battle.net only and stored separately from your singleplayer characters, to prevent any funny business.

The replay value of this game is astonishing. Considering the 20+ hours it takes to complete it the first time, not to mention the Nightmare and Hell modes, which are unlocked after completing Normal mode, there is a lot of playing to do here. Nightmare and Hell modes offer new items, and harder monsters. It is essentially playing through the game a second time, with much tougher monsters, and much better loot. The concept is brilliant, and of course you will be itching to try the other classes as well to see how they fare. Let me warn you though, this game is very addictive, even in singleplayer. Online, that's a whole other level of cyber-crack. The intense competition for items and the jockeying for positions on the ladders are what kept the game alive for this long.

If you are looking for an action RPG that has longevity, without a deep story line and dialogue to bog you down, then this is your game. Those out there who are all about stats and equipment, and competitive gaming need look no further than "Diablo II". Blizzard is known for their excellent pedigree, and they don't disappoint. "Diablo II" improves upon the original in every aspect, and provides the most bang for your buck out of any classic RPG out there. Do yourself a favor and pick this up from a bargain bin. Putting it down again, now that's another story.

Graphics 3.0 out of 10

Sound 9 out of 10

Gameplay 8.0 out of 10

replay value 9.5 out of 10

Average 8.0 out of 20

Super Metroid | 9.5 (2000-10-05 16:27)

It's sort of funny how I came to own Super Metroid. Back in 1995, I had some money and I was looking to buy some used Super Nintendo games at the local Movie Gallery. I found one that I wanted, but I had enough money to buy one or two more. I didn't really see any others that I was dying to have, but Super Metroid looked spectacular from the back of the box and I had always heard about how great it was, so I went ahead and bought it. Little did I know that it would turn out to be my favorite game of its kind, and possibly my favorite video game of all time!

When you first start a new game of Super Metroid, a short cinema that consists of 3D pictures and dialogue will start showing and telling the story. I could tell you the story, but that would spoil it.

Your job is to control Samus Aran, and guide her through several different and challenging worlds that mainly consist of futuristic-looking aliens as enemies. While you make your way through the game, you can always pause the game and look at the map to see where you need to go and where you're currently at.

Samus always has a gun that you can use, but there are several other weapons and gadgets that you can find somewhere in the game, and then use. There are missiles, super missiles, bombs, super bombs, other kinds of beams such as an ice beam, new suits such as a gravity suit for the underwater environments, the ability to run EXTREMELY

fast, a grappling hook, X-ray vision goggles, extra energy units, and much more.

But it's not a piece of cake for Samus. All over the place, are several different enemies that can fly, eat Samus alive, jump from one side of a room to the other, and more. There are also AWESOME bosses that you have to defeat. These bosses can range from a towering dragon that throws claws at you, a bird that has wings that never get tired, to the all-powerful Mother Brain, and others.

Pretty much, Super Metroid is mainly about exploring the different environments. Samus starts out at scratch, with only one energy unit and a basic gun. You must find missiles, extra energy units, new suits, and all the other items, in order to be able to use them. The more items you find, the better off you'll be, and the better ending that you'll see at the end of the game.

There are also items other than weapons or powerups that need to be found in each world, such as save points (for saving your game), map data, and more.

Everything about Super Metroid couldn't have been any better. The graphics are haunting, well detailed, and couldn't have been any better for this type of game. The backgrounds have great effects such as lightning or morphing effects, and the characters in the game look very sci-fi and detailed. Just like the graphics do, the sound effects and music add to the science fiction and horror theme of Super Metroid. I'm one of the few lucky people in the world who is fortunate enough to own the Super Metroid soundtrack (it was only made in Japan and it's VERY hard to find), and let me tell you, it has the best music I have ever heard in a video game. All the tracks have that horror sound to them and they're all overly catchy.

As for sound effects, all of the sounds from the explosions, to the screeching and terrorizing voices of the enemies, are unbelievable. Super Metroid's control is slick, without being too touchy or sluggish; it's perfect in other words. Finally, Super Metroid has the best replay value of any adventure game I've ever played. I've went all the way through the game at least 50 times, and I'm still not tired of it! And I KNOW that I will NEVER get tired of playing Super Metroid. It's fun to see how many of the items you can find and how fast you can get through the game.

If there is anything bad about Super Metroid, it's the fact that it is only a one-player game. BUT, it is still one of the best games ever made. Super Metroid is as close to perfect as any game that has ever been made, in my opinion.

If you own a Super Nintendo, Super Metroid is a MUST-HAVE! It's not only one of the best games for the Super Nintendo, it's one of the best video games of all time, for any system. Electronic Gaming Monthly recently published a list of the 100 best video games of all time, and they chose Super Metroid as the best game of all time. That's right, they chose it as #1. When you play it, you will see why! Get it today while you can!

Diablo II: Lord of Destruction | 8.0 (2000-10-06 10:41)

Many people complain about the high price of the Diablo 2: Lord of Destruction (LOD) Expansion set. To do so, I think, is to miss the point. You buy the game to play it, and its playability is what matters. People tend to think that an "expansion" merely adds a "10 % more" to a game - but the fact is, LOD adds so much to the original game that you will probably never look back.

Why would you give up a doubled stash? The 800x600 resolution pestered for way back in 2000 when D2 Classic was released? Instant switching between two sets of weapon/shield? New class-specific items, new uniques,

greatly improved set items (gain bonuses as you collect each item, instead of having to complete them), elite items, runes (and runeword items), crafted items (i.e. make your own rares)? Two new classes (a druid who can summon creatures, cast elemental spells and shapeshift; an assassin who practises martial arts, lays traps and hones shadow disciplines), and an entire new act set in a wintry landscape (bunnies included)? Afraid to play alone? Don't worry, now your hirelings survive more than their first hit, and can be equipped with weapons and armour - they can even teleport when you walk too far! And some even have paladin auras! And they can be resurrected!

How about little little details like: you can now reset the gambling screen at will; gambling prices scale with your level; a repair-all-equipped items button; blue items now get the most powerful prefixes/suffixes, giving them renewed value; click an item on the Horadric Cube to place it inside (you have to do it to realise the convenience); Act 2 Desert Warrior hirelings cast paladin auras; Act 5 Barbarian hirelings use Stun and Bash; town NPCs now sell more items; Act-end bosses can now be repeatedly killed for chance to find top items (in D2 Classic, great stuff only drops once); you can walk through your hirelings/minions (no more traffic jams in the Maggot Lair)... and the list goes on.

Let's be honest though - everyone knows that the game code is not perfect; it has its bugs. Few games (especially of this scale) can claim to be bug-free. But despite this, the game is totally playable. I myself have not stopped playing D2 since June 30, 2000. The important thing to savour is the fact that the developers, Blizzard, are keen on resolving technical problems and gameplay issues: think about it - Blizzard has released NINE patches to date. This may seem to suggest that the game is wrought full of bugs, but change your perspective - what it ultimately says is that its developer is conscientious enough to keep working at it. How many software developers can claim this level of diligence?

Ultimately, the game is super-fun. As I suggested in my review of Diablo 2 (Classic), the game rewards all kinds of players, from the undiscerning clicker to the meticulous strategist - that is one of Blizzard's secret ingredients: allowing every style of player to find something that suits them in the game, and yet never fully satisfying them. I suppose that's why, after countless games, my wife is still trying to perfect her (deceptively simple?) mace-stunner barbarian...

Anonymous (2012-01-10 04:45:40)

I would like to more know about it. asthma

Anonymous (2012-02-11 18:26:56)

I really liked your article. cardiovascular Read a useful article about tramadol tramadol

Ace Combat 5: The Unsung War review | 9.5 (2000-10-07 09:37)

Okay, this is a awesome game. It has wonderful graphics, the airplane details are superbly represented, and the sound is really good. One of the signature differences between this new title and the previous Ace Combat 4 is the addition of the CGI cutscene movies, whereas the Ace Combat 4 used the storyboard type representation. If you have played Ace Combat 4, this game is easy enough to pick up and jump right in to the action. Minor changes have been made to controls to allow for the "wingman" control scheme with the D-pad. This enables you to direct you wingmen to either cover, attack, disperse and use their special weapons on a target. You can also use the dpad for the standard yes no reply to questions that your wingmen will ask you throughout the game. It does add a nice touch of realism to the game with all the chatter you hear over the radio.

Now, since it has been 3 years since Ace Combat 4, I must say that I really did expect more in the way of advancements, but it truly feels like the same gamestyle, typical storyline, and overall general feel. Of course that is not berateing this game one iota. The graphics are much sharper, the land elevation scenery is much more detailed with trees and brushes now visible. The buildings are also nicely detailed with a higher polygon count. Perhaps the best change made for me is the missile animation you now see when you launch a missile. The missile stream is now much more realistic with the way it curves and actually winds through the air.

If you enjoyed Ace Combat 4, you won't regret buying this game. If you never played Ace Combat 4, then you will truly love this game moreso than the typical veteran Ace Combat player. Great visuals, good storyline and good sound design make this a winner in anyone's book.

Just to mention that you can either play the campaign mode or arcade mode. Arcade mode will have you reprise your role as Morpheus from the Ace Combat 4 game. The campaign will carry you in the role of flight leader and allow you to fight with and control your wingmen. Enjoy.

Virtua Fighter 5 | 8.5 (2000-10-07 10:43)

Scrubs and button mashers beware. You'll start this game up play for 15 minutes without doing anything worthwhile and go "THIS GAME SUCKS!" and return to your mortal kombat or Dead or Alive. You're just too impatient to learn a quality fighter. You can't just pick this game up and be knock heads. You have to train a bit. Each character has a distinctive style and all the major martial art styles, even some that aren't real martial arts (luchadore and american wrestling) are represented. This game is the most well balanced fighter as well. Unlike most fighters with 2 or 3 really good characters and a mediocre remaining cast, Virtua Fighter 5 contains the most well balanced character roster of any fighter. Attacks that open up the potential for big damage aren't safe and can be punished by evade or after guarding (Usually by throws, Unless the opponent buffers escapes (It can get deeper still).) In the most popular fighting game in America, Tekken 5, big damage moves are safe on block and can lead to boring overly defensive gameplay, with each player dashing back just waiting for whiffed moves. In VF5 if you turtle you're going to get punished. This series isn't for everybody, but it is for those that want the deepest 1 on 1 experience in fighting. The game really shines when playing against other experienced players.

If you think a fighting game needs a storyline or CGI movies then plz pass on this game. The main point of this game is playing to your potential.

Half-life 2 PC | 10 (2000-10-08 10:53)

Okay, so I'll admit to being one of the five people that hasn't even touched Half Life 2 until now. I did play through the original Half Life, and its difficulty (especially in the later stages) was a bit of a turn-off. Personally, I think that when the game practically necessitates cheating to complete it, it's a bit too much. That said, seeing this bundle on the store shelf was a bit too good of a deal to pass up, so I picked it up.

First impressions on the game design- the physics is more heavily involved in gameplay than in any other shooter before or since. In fact, in many cases the gameplay seems to FOCUS on the physics, not on killing enemies. To underscore this, you can actually finish most of the game with only the gravity gun, which (except in rare cases) can't kill anything directly but can pick up objects to throw at enemies. This is an interesting departure from the norm, but there are times when I think they took it a bit too far. Typically, you'll start off killing enemies and will have the normal frantic bursts of action, but you'll eventually run into a puzzle. These are usually something as simple as a

locked door or elevator, and you simply (or not) have to open it or turn it on. Most of the puzzles can be figured out given a reasonable amount of effort on the player's part, but there are a few that will undoubtedly frustrate to the point where you simply look it up. I guess this is fine, so long as you aren't highly averse to cheating in such a fashion. I will say, when you do get where you're going, you do feel a sense of accomplishment at having figured it out.

The game's graphics are pretty good even for now, and voice acting is well done. The environments are well made and look realistic in a sort of grim alien/post-apocalyptic style. It's nothing that will blow you away after seeing next-gen titles, but it's none too shabby either. Additionally, the episodes feature graphic improvements. If you have bought a machine anytime in the last 3-4 years, chances are it'll run smoothly at max settings. The game is quite stable as well, though it doesn't seem to like being minimized. One thing to note is that the game does take quite a while to start up and has occasional- and sometimes rather jarring- load pauses. These usually take place in a featureless corridor, and I found that after a while I could tell when it was about to stop to load.

The original HL2 is generally a good story and great pace, save for one glaring thing. There are two sequences where you're driving a vehicle around, and it's my opinion (and most I've mentioned it to agree) that these are just WAY too long. It's almost as if the developers were justifying the time they spent making the vehicles work by stretching out these sequences to a ridiculous length. Some other interesting notes are that allies are somewhat useful now, and the variety of enemies is enough that they don't get overly repetitive. Particularly, there is a point where you get to command an endless horde of weak critters to overwhelm a horde of enemies (fortunately, not endless), which is one of the highlights of the game.

The episodes (1 and 2) more or less follow the same style of the original. You lose all your weapons at the start of each one, which is rather irritating, and they aren't especially long installments. They largely serve to drive the plot along, which is actually getting interesting enough that I'm looking forward to the finale. You spend most of your time with Alyx backing you up, which is good if you hate being lonely, but somewhat of a shift in gears from the core game where you're largely solo. There are a few surprises and new enemies along the way, and enough new environments to make things fun.

Additionally, this package comes with Team Fortress and Portal, which are a multiplayer shooter and puzzle game respectively. I haven't looked into either extensively since I largely bought this pack to get the Half Life content, but it's a nice bonus.

The only big gripe I have about the Orange Box is something that a lot of other people have complained about- specifically, Steam and the Valve DRM. If you don't have a live internet connection you CANNOT play any of the games since it needs to connect to Steam to authenticate you. Steam also performs updates whenever you launch, so patching is not optional and can eat into your game time when you don't particularly want it to. There were times when I was playing some online game, my internet died, and I figured to just play some HL2 instead... and after a few minutes sitting on the 'Now loading...' prompt I remembered it wasn't going to work either. This, like many other aspects of Half Life 2, is different from any other shooter out there- but not in a pleasant way. Personally, I don't see why it can't authenticate once in 3 launches, or even every other launch. Even that would be preferable to the way it is now.

All in all, the Orange Box is a great value if you haven't already bought HL2 or Episode 1. I'd hesitate to say it's a 'great' value for Episode 2 alone, but this is also available separately on Steam if you already have the rest. For those who haven't tried the core game, it's a lot of fun and good game time for the price, and unlike most new shooter releases you probably won't have to upgrade your PC to run it.

Tales of Vesperia | 8.5 (2000-10-10 10:44)

Pros:

- +Engrossing storyline, thanks to some well developed characters
- +Fun, Addictive Battle system
- +Very well written dialog with a good sense of humor
- +Good voice acting
- +A Fairly good soundtrack
- +Good looking game

Cons:

- A lot of story exposition, some of it not even necessary
- Battling can sometimes rely on button mashing over skill

The Tales series has never been too big in America, but many of the games within the series are a blessing. Tales of Vesperia is a great outing that many fans of the series may enjoy. If this is the first time you've ever played a Tales game, then Tales of Vesperia is a good game to start with.

Tales of Vesperia takes place in a world where blastia, magical properties, are used to protect the denizens from monsters. There are also knights who help out and protect the citizens of the world. You play as Yuri, a man who left the knights mainly because he didn't like how the government treated the people. Obviously, there's something else afoot. Something more that this powerful empire is hiding and as Yuri and company you're going to find out what it is.

Tales of Vesperia may not have an original storyline, but it's told very well. Much of the dialog is very well written and sprinkled with its own fluffy humor. What really helps the story stand out as being something much more than it is, however, is the cast of characters. They're very well developed and as you play you'll become really attached to them. Each also has their own distinct personality to help them along and they have their own charms about them. To help character development you can also watch skits, which are basically conversations among the party and they're completely optional. They really add to the characters by giving you a glimpse into just what they're thinking. If there was anything about Tales of Vesperia's story that is a little troubling, it would be that perhaps there's too much story in some areas. You'll run from one town to another only to backtrack to a previous town only to realize it was all done for story exposition and that you didn't really engage in a lot of battles. Yet, while there's a lot of exposition, there's still plenty of battling to be done.

The Tales games have largely been known for their battle systems. Once a battle begins you control one of four characters. You can all run around freely and land blows akin to a hack and slash game. You can also perform special techniques called Artes which will cost you tech points. It's all very simple stuff and feels very similar to the Star Ocean games. It can feel like a button mashing affair at times, and certainly the beginning stages of the game can be that way, but as you get further into the game it becomes less about hack and slash and more about strategy. Bosses in particular can be a challenge, especially if you want to get all the achievements. Some bosses require you to do certain things in order to get the achievement for them.

While you control one character the game's AI makes it a point to control the other three. Surprisingly, the AI does a very good job of keeping your characters alive and using items on allies who need them as well as healing. You can also set certain strategies and customize it up to help out. Even better than that, the game has multiplayer. Up to four players can play, although only the first player gets to control what happens in the field. For all it's worth, though, the battle system is superb.

Finally, there are abilities. Characters can equip weapons that will teach them certain abilities. If they use the weapon long enough they'll learn the ability and be able to use it whenever they want, provided they have the skill points required to equip it. There's nothing difficult about learning Tales of Vesperia's battle system. It's all relatively simple and easy to pick up on. So even if you've never played a Tales game before, the battle system is easy enough to learn that it shouldn't give you any trouble.

Graphics wise, Tales of Vesperia is gorgeous and runs very smoothly. Most of the dungeons you'll travel to also look nice. The enemies and bosses are very detailed and the load times are incredibly fast. The character designs are perhaps the best part as every character stands out as their own. Music wise, the game has a lot of memorable tunes that stand out. There are a few forgettable tunes but much of it really fills the situation. Much of the dialog in the game is spoken and the voice acting is very good.

If you're a fan of the Tales series, this is a great game to add to that collection. If you've never played a Tales game before and you're curious about the series, this is a good game to start with. With its easy learning curve and character driven story, most RPGers will find Tales of Vesperia to be a real treat.

Super Mario Galaxy 2 | 10 (2000-10-11 09:27)

My daughter was 5-years old when we first played the original Super Mario Galaxy. She would constantly corner me every day so that we could play it over and over, and after we beat it, over and over again. In fact, I have beaten the original game a total of 10 times with my daughter as my trusty side-kick at the player 2 spot, grabbing stars, freezing bad guys, or shooting the occasional bad guy or gold dot to get me a much needed coin.

So imagine our delight when we heard on Amazon.com last June that Super Mario Galaxy 2 was available for pre-order...without a confirmed date, of course, but ready for pre-order nonetheless.

Does Super Mario Galaxy 2 hold up? Does it still manage to capture the heart of a 7-year old girl and her father? The answer is a resounding YES.

Super Mario Galaxy 2 completely operates in its own right by being a stand-alone story. The only nod to the previous Galaxy comes in the form of Rosalina who will appear if you have significant difficulty with a level so that she can actually show you how to pass a level (at the cost of getting a bronze, NOT gold star). Back to the story (or the little of it that there is, a la most Mario games), Princess Peach has been kidnapped by a GIGANTIC Bowser (surprise!). Naturally, Mario is going to rescue her with the help of star power from master luma (star-like creatures with the capability to transform).

Who is there to help Mario this time? Well, this time Luigi is a playable character later on, as opposed to the original Galaxy which forced you to take the torturous path of collecting all 120 stars before unlocking him. Yoshi is on board as well, your trusty steed who can eat red-hot peppers to move quickly and cross water no less, or become a blimp full of hot air, or glow to reveal hidden paths.

The biggest change for us as a father-daughter team is that Player 2 has more to do now. Player 2 is actually an orange luma who follows Mario around. Now, Player 2 (in addition to freezing enemies and grabbing stars) can actually spin as well to knock enemies to the ground or grab coins from remote places by flying over to them quickly and then bringing them back to Mario. Also, making Player 2 an actual, tangible entity in the game (as opposed to a mysterious P2 star that has no discernible presence) makes it even more fun for my daughter who gets caught up in the action because the game itself is usually too hard for her as Player 1. She will actually say things like, "Daddy, you get the one on the right, I'll get the one on the left." It's extremely hard to pry her away from it when it's time for a

story and bed.

Has the gameplay changed much? Well, no, the same mechanics are there. It's interesting that the game starts off as a 2D sidescrolling event that leads into somewhat a 3D perspective until it's a full-blown 3D adventure. It's a subtle, baby-step transition and, as an IGN reviewer put it, it pays off in getting those unfamiliar with the original to get into the action.

Despite having the same mechanics of jumping and spinning, Mario has some new powerups. Cloud Mario can create little tufts of clouds to hop up. Rock Mario has our hero turning into a solidified boulder to roll around (and even "bowl" to hilarious effect). Drill Mario allows our hero to drill through to inaccessible areas. And, of course, there's Yoshi who is able to eat his enemies and use a couple of funny power-ups of his own as previously mentioned. Bee Mario, Fire Mario, Spring Mario, etc., make their return.

Super Mario Galaxy 2 is smooth, polished and shows the time-dedicated love and attention that was bestowed upon it during its 3-year absence. It takes the best parts of the original and makes them better while taking away what didn't work the first time. They have wisely included more for player 2 to do while acknowledging that Mario is still, front and center, the star of the show. The music is even more fully orchestrated than before. The attention to detail is phenomenal and showcases Nintendo's desire to never compromise by releasing a product too quickly without undergoing the rigorous quality control that this game clearly had.

Super Mario Galaxy 2 is a delight for children and even a delight for me as a 37-year old father. This is my "daughter and me" time, when we share a fun family night (Mommy likes to watch ;D), night-after-night and it is my modern-day Monopoly. Cheers to Nintendo for taking a winning formula, keeping it more than alive, and breathing fresh ideas into this franchise.

Forza Motorsport 3 | 9.5 (2000-10-11 10:47)

First, let's get this clear...I am not a die hard racing gamer. I don't have that much time. I wish I did but I don't. I have long said that the ideal game experience provided for two kinds of gamers. The game should provide that hard-earned sense of accomplishment for those fortunate to have the skills and time to earn their way to the top. More power to them. But hang on. I still spent \$60 for this game and I should have a way to get access to all it offers too (or at least most of it). I want a game provides for both.

Sure, there needs to be a way to tell whether someone earned it or just switched it on. But don't force me to spend hour-after-hour trying to earn level after level. I don't have that much time to devote to a game. I know that some would say that if I don't have the time, I shouldn't buy the game. But I think there are many people like me so it should be a win-win.

This is why I like this game so much. It lets me enjoy the fun of just jumping in some really cool cars and taking laps around really cool tracks. It has assists that allow me to enjoy the limited time I have with the game to the max.

And for those that might not consider this, it puts this game in the reach of my son, who is developmentally disadvantaged. It allows us to enjoy it together.

Let's see - great car selection, great track, great flexibility in how to configure it to play - all add up to a great game.

Dragon Quest IX review | 9.0 (2000-10-11 12:37)

The story is great, the quests are amusing and quaint, and the battle system is classically brilliant.

Most people whine about the menu system and the limited item space for each character. These are such minor issues I would question ANYONE that uses them to downgrade this game. If that is the ONLY thing you can find to complain about...Then I suggest you never play a Japanese RPG ever again since none will ever satisfy you.

People also complain that the three NPC companions you create have no "personality" or story. That is another aspect that makes me LOVE this game. The main story doesn't need lore for the npcs that help you in your party. I make up their lore and there is no way Level 5 could make a better story for them then what I have done.

If you love classic RPGS that are modernized without changing the old school battle system...Then do not hesitate in getting this game.

The main storyline isn't even the game. Once you have finished the storyline...The REAL game begins. Dungeon crawling and side quests are so plentiful I question if I will ever complete this game. Creating weapons, armor, items...It has it all.

Legend of Zelda Wind Waker Wii U 9.0 (2000-10-11 18:10)

The Legend of Zelda is my favorite series in all of gaming, a lifelong hobby and a favorite pastime in and of itself for me, and The Wind Waker just happens to be my favorite entry in that series. When I first glimpsed the screenshots Nintendo revealed of this remake, I literally danced for joy all the way to my bedroom to wake my wife with the blessed news. I just couldn't contain my excitement, and now that I finally have Wind Waker HD in my possession, it's nearly everything I could have hoped for from one of my personal favorite and most influential video games of all time. Although I was pretty skeptical it could be *that* much of an upgrade when I first bought it, Nintendo really went all-out here, way beyond my expectations. Before you read this review any further, I need to insert this disclaimer: this review will be quite long (hopefully in an informative-from-a-superfan sort of way) and (mostly) full of gushing praise from a lifelong gamer who is super passionate about The Wind Waker. If long, detailed reviews are not your thing, then skip this one. You've been warned.

For fans of Wind Waker who already know how amazing the core game is and just want to know what Nintendo upgraded and how this remake works out, skip the next two paragraphs. I bought the downloadable eshop version two weeks ago, and have become intimately acquainted with this remake by now, and I've played the original more times than I care to count. That been said, I think I'm more than capable of judging this version fairly.

What's So Great About The Wind Waker?*

If you're unfamiliar with the game at all, you might wonder why I love Wind Waker so much. Well, it'd take a full-on dissertation to cover all that and I want this to mainly be about the remake itself, so I'll try to sum up my feelings quickly. It's true that pretty much every game in the Zelda series does a wonderful job capturing the epic tale of the "hero's journey." However, few Zelda games, and hardly any other games in general for that matter, have managed to capture the genuine and amazing feelings of discovery, exploration, and adventure like The Wind Waker did, at least for me anyway (Disclaimer: I love all Zelda games and am not bashing *insert your favorite Zelda title here* with that statement by any means. It's all subjective, right?). The timeless graphical style is so vibrantly colorful and imagination fueled/fueling, complimented very well by its timeless sound design and stirring, iconic musical score from Koji Kondo. The surprisingly mature, deep, and impactful narrative is juxtaposed beautifully against the colorful "Toon" aesthetics. The entire cast of characters is lovable and unique because of the fantastic writing and localization. The graphical style helped in this area as well, as the cartoon/anime style made for beautifully expressive characters (I personally find character expressions in WW to be preferable to the prevalent motion capturing and photo-realism you see in games these days. I like video games that don't always try to be interactive movies like so many modern "games" these days do. In my opinion, that approach ditches what makes video games such a unique, magical medium). In my opinion, The Wind Waker also features the most deep/interesting/engaging/sympathetic depiction of the series' mainstay villain, Ganondorf/Ganon. Even to this day, the brand new oceanic setting and nautical theme makes the game feel

so fresh in comparison with other entries in the series. Every race and island feels genuinely real and likable, giving an amazing sense of connection to the world despite its gargantuan size, which in turn makes the quest feel all the more urgent. When it comes to gameplay, the established LoZ mechanics were more refined than ever, and the new gameplay mechanics fit the series perfectly. The swordplay is still among the best of any traditional 3D Zelda game to date, in my opinion. It all just screams top-notch, timeless masterpiece for me. The game literally changed my tastes and gaming horizons forever when I first played it all those years ago, and my love for it has only deepened with time. To see it get a genuine HD remake treatment is an absolute dream-come-true for me.

The original was not a perfect game though and I readily admit that. The game has a few noticeable flaws that keep it from the status of perfection that masterpieces such as Link's Awakening, Ocarina of Time, A Link to the Past, and (arguably) Twilight Princess have attained. No, the original was not quite perfect, but WW got so much right, it still ranks as my favorite Zelda entry. I have so many fond memories of playing it when I was younger; my baby sister used to love sitting at my feet and just watching me play, unable to read yet so I would read the words to her with the best acting ability I could muster (Grandma was read with my best sweet ol' granny voice, for example, lol). I've played this game so many times since then, it's the definition of a seminal game for me. Thankfully, this remake fixes almost all of the issues that weighed the original down, which I'll get to later. With WWHD, now I do consider it a flawless masterpiece, like the aforementioned legendary Zelda classics.

A Review of The Wind Waker HD as a Remake*

That's enough about my nostalgic rambling though. This is a review of Wind Waker HD after all, so the real question is, how does this game fare with regards to the remake treatment it received? To put it simply, fantastic, amazing, utterly beautiful. It feels like a brand new game again.

The first thing you'll notice when starting up the game is its revamped graphics. The original Wind Waker's graphical style may have been hugely controversial when it was first announced, but the Toon design eventually won most fans over and actually lives on as one of its most timeless aspects. Seriously, the original Gamecube game still looks gorgeous compared to its contemporaries and it is because of this that I was kind of shocked when WWHD was announced (I readily admit that other Zelda titles, even ones newer than WW, seem to beg for a remake treatment more, but I'm not complaining). Still, Nintendo managed to find several ways to visually enhance Toon Link's world. It's all cel shaded still, and most 3D models seem to have little change, aside from much softer, more realistic shadows and edges on them. All textures have been redone completely and look fantastic in HD! Colors are far more vibrant than ever before and the range of colors has increased dramatically. The most noticeable graphical addition here are some very impressive enhanced lighting and shading effects. Because of all these new upgrades to the visuals, the majestic atmosphere of an endless deep blue ocean or encountering a thunderstorm at sunset while at sea (one of my favorite memories of the original) is simply unmatched. Seriously, take a look at the moon at night and marvel at how the world seems to be bathed in that lunar light, or the forbidden fortress with its incredibly thick level of atmosphere, or heck, even just soaking in the sun with the salty sea air breezing by. It's unbelievably gorgeous and immersive. The lighting shines through even in small moments, such as when weapons clash and sparks fly or when an opened treasure chest lets out a heavenly light. It's just awesome. Memorable locales and events (and anyone who has played the original knows this game has many of them) all have new life breathed into them because of the awesome new updated presentation. Some events have been really enhanced to new levels. Watching the game play out almost feels as if Pixar made a Zelda movie. Seriously, fantastic job here!

Contrary to my expectations, Nintendo made substantial upgrades to WW's formula in other ways too. Even the basic gameplay mechanics have been improved. The overall experience feels much smoother and more refined than the original. For example, the grappling hook item now wraps around your target much faster. Also, you don't have to come to a complete stop to switch your direction while swinging with the hook; you can just naturally change direction in mid-swing. These tweaks make using the grappling hook much more enjoyable and streamlined. Text scrolls much faster now in conversations than in the original. The Wind Waker itself is always mapped to "up" on the d-pad making it much more convenient to use. Little tweaks like this are everywhere in WWHD. These little gameplay refinements add up very quickly, and the overall experience is all the better for it. Controls feel more responsive, movement feels smoother, and everything just feels refined to perfection. Add this to the graphical improvements and new features exclusive to this version, and you get what feels like a brand new game. It's hard to explain, but you'll see what I mean when you play it for yourself. Some new ideas are neat and fit in with the classic experience very well too. One

example of this is that you can now enter a basic first-person view and actually walk around and use some items like the boomerang or bow in this perspective. Don't expect an experience like *Skyrim*, but it is a pretty cool addition. As far as new, system specific features goes, the Wii-U's signature hallmark, the gamepad, is utilized very well. Off-TV play works like a charm. Being able to relax in bed and enjoy the game is a very welcome addition. The touch screen is also used to good effect, making inventory management, accessing items like the hook or canon while at sea, or looking at the map of the great sea without having to pause the game a breeze. It makes for a smoother, more seamless experience. Being able to direct Link's use of the Wind Waker baton using touch controls feels natural. You can use the gamepad's gyroscopic feature to better aim things like your bow, picto-box, telescope, you name it, and it all feels fantastic. It's games like this that really show the potential and unique benefits of the gamepad. The Wii-U's button layout also makes the game better, as you now have many more buttons to map items to compared to the GameCube original. If you don't want to use the gamepad, you have the option to switch control to the Pro Controller for a more traditional experience. I think it's very nice that they put in that choice for players.

Another Wii-U feature that has been integrated really well is Miiverse. The original *Wind Waker* allowed you to connect your Gameboy Advance to your GameCube to access some unique but nonessential features involving Tingle and even a little co-op mode of sorts. That has all been taken out and replaced with the Tingle Bottle. This is where Miiverse comes in. At any time, you can take the bottle out and use the gamepad to type a message, draw a picture, or even take a photo with the in-game pictograph, put it in the bottle, and hurl it into the sea. Then, somewhere else in the real world, another player may see your glittering bottle washed up on a beach in their game. They can pick it up and see whatever message you put in the bottle. It's such a neat feature, and it fits right in with the rest of the themes of adventure on the high seas so prevalent in the game. Seriously, just the concept of a message in a bottle is so magical by itself, and using that as the Miiverse feature in *WWHD* feels like a perfect match. Awesome.

Remember how I mentioned the original *Wind Waker* had some caveats earlier? Most of them have been fixed in this remake! A bit into the game, you gain the ability to speed up sailing to a massive degree, via a "red sail" upgrade purchasable at the in-game auction house. You don't even need wind in the direction you're going to get this super speed. This update erases any frustration from getting from one locale to another using the "slow" sailing of the original almost entirely (Many people complain about the sailing in the original, but I personally loved the sailing a lot and think complaining about is missing the point, but oh well. The fast sailing feature here is a welcome addition, at any rate). The non-confrontational, easier difficulty of the original has been "fixed" via a much more challenging "hero mode" option similar to the one found in *Skyward Sword*, where enemies do double damage and the only method of healing Link is through potions. Even better, this more difficult mode is available right off the bat without having to play the whole game first! Best of all, they addressed my biggest gripe about the original: the infamous, horrendous Tri-Force piece fetch quest that all but ruined the otherwise perfect pace of the original. They fixed this by making it MUCH more streamlined and actually engaging, and that's awesome! Thank you so much for listening to fans and fixing these issues Aonuma-San. You're the best!

As much as this remake enhances the original *WW*'s magic in many ways, it is, once again, not quite *all* I had hoped for. I really wish they had gone all-out in every aspect since this is a home console remake. They did nothing to add any substantial new content. Just one new dungeon would have made me so happy, and it's not unheard of for Nintendo to do this with enhanced *Zelda* titles (Link's Awakening DX comes to mind), but no. I know Aonuma wanted to keep the core experience intact here, and much of the original *WW*'s cut content ended up in later *Zelda* games, but still, it's a slight shame. Ah well, at least the core game is such a masterpiece. Also, Koji Kondo's soundtrack for this game is one of my favorites of any video game ever. Yet, not much work was done to enhance it for this remake beyond some remastering of the original tunes. To be fair, some tunes do come across as a lot beefier and sound amazing, but not all. It would have been awesome to get *Skyward Sword* quality orchestration of at least some of this iconic soundtrack, but alas. Finally, and this is an admittedly nit-picky gripe, you can't invert the Y-axis of the second analog stick while in normal view. You can only invert right/left and you can invert the Y-axis of first-person view, but not the general Y-axis? Talk about jarring and difficult to get used to, at least for me anyway (I'm one of those guys who likes inverted controls). Why not put that option in for players, huh?! As you can tell by my score, these issues didn't keep me from loving the game, but I still feel they must be said. It's only fair for me to voice some criticism, right? I don't want you to think I'm completely blinded by bias, after all.

I understand some don't like reading long reviews, but if any remake deserved an in-depth analysis, it's this one. I'm

so glad Nintendo decided to remake and enhance it to the degree that they did. Few games have made the huge impact on me the way that Wind Waker has. It's so surreal to think that when I first played it, I was just a kid not much older than Link is in this game, so young and naive. Now I'm an older (but still young) man with his own family and yet I feel the same childlike excitement when I play The Wind Waker HD, having gone through my own journey in life (with a lot left to go, hopefully :P). Everything about WWHD, the characters, the settings, the story, just the overall experience, it all just feels so familiar and yet brand new and magical again. It's a beautiful and surreal thing. Thank you so much Nintendo, for giving me the definitive version of one of my most beloved games of all time. The Wind Waker was always a flawed gem, but this remake has made it into a virtually caveat-free masterpiece and can now stand tall and proud among other flawless Zelda games. Not only that, but it stands tall among all video games, period. It really feels like a modern masterpiece, despite the fact that the core here is over a decade old, in much the same way playing other fantastic remakes like Halo Anniversary, Klonoa, and Ocarina of Time 3D feels. All great remakes, and WWHD fits in that high-quality group perfectly.

To you readers who stuck with this review until now, I hope my sappiness and wordiness hasn't been too annoying. I sincerely hoped to be helpful to all of you out there wondering if you should get this. Most "remakes" these days end up being incredibly lazy ports with no real effort put into the rerelease beyond upscaling resolution and no more. WWHD is so much grander and better than 95 % of today's "remakes," remasters, and rereleases, it's not even funny. Trust me, I went into this remake with a huge amount of skepticism that they could really improve this game, and I really did wonder if the changes could justify buying it again, but I did anyway and boy am I glad I did! I say it's absolutely worth it. This is, without a doubt, the definitive version of a true classic and revitalizes it to the point where it feels brand new again. Go out and buy it immediately, and enjoy one of the greatest Legends of Zelda that has ever been told. Buy it, prepare for the adventure of your life, and go discover, and save, a vast, beautiful new world.

Dungeon Siege II Deluxe | 8.5 (2000-10-12 12:13)

When Dungeon Siege 1 came out, it was a whole new way of doing RPGs - the what-you-do-is-what-you-become character development, focus on action, good multiplayer and great graphics for the time made it a niche of its own. Dungeon Siege 2 is very much the same type of game with a few enhancements, which earned it some harsh reviews. It adds very little to the core gameplay of the original, except in one important area - story. DS1 was a simple hack-and-slash with a threadbare story. DS2 has an involving tale (very Tolkien-like) that gets you into the game and gives a reason to kill the next wave of endless monsters. In addition to a full story, there is less appearance of linearity this time around, and it feels like a much larger and involved game world with a rich history, warring factions, and various races. It is a lengthy game with quite a bit of good content and more options on customizing your team of characters.

Super Mario 3D World 9.0 (2000-10-12 18:06)

When this game was first revealed many were unimpressed as it seemed like a rehash of the 3DS game Super Mario 3D Land. Then we saw more and saw how wrong we were. This game is amazing. It is the culmination of all Mario games and a mix of old and new. Before even going into the multiplayer aspects I have to say that this game has so much to offer.

There are many secrets to unlock (including a 5th character), so many modes of gameplay and so much innovation. Whether it's the double cherry that creates copies of your character or the powerups that let you fight ghosts or the throwbacks to old powerups like the Kuribo's shoe, this game has it all. There are levels with music reminiscent of Super Mario 64, Boss battles that are incredibly fun and amazing visuals throughout. This game must be seen to be believed. Running at 720p (upscaled to 1080p) at 60 fps, the game is gorgeous! At times you will simply stop and look and admire the visuals.

Speaking of the levels there is so much variety putting this on the same playing field as the Galaxy games (made by the same team) and other 3D Mario games. There is a level with silhouettes, a level that plays like an overhead shooter (with the double cherry as special powerup) and a Mario kart themed level and that's just some of it. The levels start out somewhat easy but this is to ease you into the game. It gets harder as you progress and it makes you want to play until you beat it.

The music is amazing and varies between big band music and orchestral remixes of older Mario music. It really fits the game well and you will want to listen for hours.

Now about the multiplayer, it's fun but be warned, the more players, the more chaotic it becomes. This isn't a bad thing though. Playing in single player and then in multiplayer will give you very different experiences. Playing with four players locks the camera up while playing in single player or with less than 4 characters allows freer roaming camera angles. As for controls, there are so many options, ranging from the gamepad, to the pro controller, the wii remote to the nunchuck and the classic controller and they are all awesome!

While there isn't online co-op, the truth is that online co-op isn't needed and the game is fun without it, however there is an option to go online and submit your playthroughs of level and access other peoples' playthroughs and race against other peoples' ghost data. There are also stamps that can be obtained in the game and shared on miiverse and take part in the online community.

The different modes in this game are amazing, whether its speed running with the clock starting at 100 seconds, or the bonus levels, there is so much variety offered (including a hidden bonus game) and the game never stays constant and is always changing things up. There is no way to get bored and so much to unlock. This is the reason to buy a Wii U right now if you haven't yet!

This game marks the beginning of a new era of awesomeness for Nintendo and the Wii U. Its time to get hyped!

New Super Mario Bros. Wii | 9 (2000-10-14 09:28)

It's a blast from the past. In the 80's you probably played Super Mario Brothers on the original Nintendo Entertainment System. Over 19 years have passed since the last 2D-side scrolling installment of the Mario Brothers Series was released on a gaming console, Nintendo now brings you New Super Mario Brothers Wii.

This game is based off of what Nintendo started in 1985. The game play is very similar to Super Mario Brothers 3 and World (SNES). There are One to Four players. This time around Nintendo has you all playing together (cooperative or competitive) - alternating version is not available - no need to wait for your turn to play. You can play as either Mario, Luigi, or 2 different Toads.

This game goes back to Nintendo's and Mario's roots for what jump started the video game industry. If you are familiar with the series you will find many things reminiscent of past mario games, for example:

8 Worlds : SMB, SMB2, SMB3

Flag Ending: SMB

Riding Yoshi: SMBW

Maps for World: SMB3, SMBW

Item House: SMB3

Saving Princess Toadstool: SMB, SMB2, SMB3, SMBW

Pipes: SMB, SMBW

Half Way Save Point: SMBW

Koopas Castles: SMB3, SMBW

Items: Mushroom, Firepower, Star

All the characters are back from Bowser to Goomba's, Bullet Bills, Chain Chomps and more.

Game play is the same from earlier versions of Mario Bros series.

New things include:

Add or remove multiplayer while you are playing a game – no need to quit because someone is tired of playing, add them back in when they want to play or when people come over.

Items:

Propeller mario – shake wiimote to propeller into the sky.

Penguin Mario: Move more freely in water and on ice – shoot ice balls. Belly slide on snow to kill enemy's.

Ice Mario: Freeze enemy's and use them as a block to jump on.

Star Coins: Use these to unlock hints for each level in Peach's castle.

Super Guide: Die 8 times in one level and watch how to beat it or let the computer beat it for you and move on.

Multiplayer Mode: New as you can lock yourself in a bubble if your friends can not get through a tough section – and you unlock yourself out of the bubble when you want to play again.

If you die, you come back if you have remaining lives to help the team.

New Modes: Coin Battle – battle in a level to get most coins.

Free for all – play any course with your friends.

All in all this game is great if you are new to the Mario Francise, a casual gamer, fan of the original Mario series, multiplayer gaming, and want to have some old school fun. I recommend this game to everyone who owns a Wii. This is what Mario Should have been the first time around. Simply Amazing.

Metroid Prime Trilogy | 9.5 (2000-10-14 10:50)

This is possibly one of the nicest game collections I've ever purchased. Everything, from the packaging down to the game content itself is top notch, obviously intended to make the fan boys drool. I personally don't care about the collector's aspect of the game. It's nice, but I am more interested in the upgraded controls. I was not disappointed in the least. Much like the Pikmin remake, the upgraded controls rejuvenate the experience.

Most of this review focuses on this product as a collector's pack or compilation since there is an abundance of good reviews on each of the individual games. For anyone who hasn't played any of the Metroid Prime series of games, here's a really quick summary. You play as Samus Aran, a bounty-hunter in a power suit that must save the galaxy from immense and epic danger. THREE TIMES! The game is played from a first-person perspective, and although you kill a lot of Space Pirates with a variety of weapons, it is quite different from many FPS titles out there. Exploration of the environment and discovery of clues, countless upgrades, intense platforming sections, and backtracking to find new paths are the name of the game. In my opinion, the Metroid Prime series is possibly the only FPS title out there that really manages to get platforming right. Almost never do the jumps feel cheap or impossible,

even when they are challenging. Combat controls are tight and responsive and I never found myself struggling with flaws in the controls. Each of the three games play essentially the same, but the story is slightly different in each with some different weapons and item upgrades found throughout the title.

WHAT'S NEW IN THIS?

- Wii pointer controls for aiming and some limited motion controls.
- Achievement/Medal system has been added to the first two titles
- Widescreen support for the first two titles
- Minor graphical upgrades
- Metal collector's set box
- Collector's artwork
- One of the nicest and heftiest instruction manuals I've ever seen in a console game. They don't make them like this anymore.

THE GOOD:

- +++ Amazingly tight and precise controls, but more customization options would have been nice.
- +++ Split-screen multi-player in Metroid Prime 2.
- +++ Three of the best and most critically acclaimed Nintendo games ever made all on one disc.
- +++ Amazing graphics which... well, they're really old and show their age but the artwork is stunning.
- +++ At least 60+ hours of game play.

THE BAD... SORT OF

- No online multi-player. It really feels like the only thing missing from the game.
- Lots of back-tracking. It's not really that bad, but some people can't stand it. Be warned.
- You may have already paid for this and beat it at least once before.
- This set proves that most developers are lazy on the Wii because the graphics on some games produced last generation mop the floor.

IS IT WORTH THE PURCHASE?

That depends on who you are.

If you have never played any of the Metroid Prime titles and are looking for a good adventure game or a FPS title and you don't mind lots of exploration, pick this up.

If you tried either Metroid Prime or Metroid Prime 3 - Corruption and didn't like it, I doubt you'll like it this time either.

If you tried Metroid Prime 2 - Echoes and didn't like it or got frustrated, I recommend at least renting this one because Prime and Corruption are much more approachable than Echoes was.

If you beat all three Metroids before and you never play through a game a second time, you may want to stay away from this title. For those who rarely replay games after beating them, the new additions are nice, but nothing except the controls are earth-shatteringly new.

If you enjoy replaying some of your favorite games over again from time to time and you consider Metroid to be one of your favorites, the control upgrades alone are reason enough to justify the purchase. Much like Resident Evil 4, the remake for the Wii makes this the definitive version to own.

If you enjoyed Metroid Prime - Corruption and never played Metroid Prime 1 & 2, this game is a must buy.

If you're a Metroid fan boy/girl, yes. This game was made just for you. I'd tell you to buy it, but you probably already had a copy pre-ordered months ago. In fact, go buy two copies, keeping one sealed in the original shrink wrap inside a sealed vault. I also recommend getting some therapy.

Shin Megami Tensei: Nocturne | 8.5 (2000-10-14 11:00)

Nocturne is one of the most interesting (both plot and gameplay-wise) RPGs I have ever played. Having borrowed a successful monster collecting formula from Pokemon, and a plot line out of a horror movie, this game definitely monopolized my attention over some other recent RPGs.

Nocturne introduces the players into a strange post-apocalypse world where the hero becomes a demon after the rest of the world is destroyed. There are no princesses to save here, nor are you some do-gooder so typical of other RPGs. Basically you are trying to survive in a world full of demons, and you get to choose your own destiny. Most of the choices are pretty dark though.

Gameplay-wise Nocturne is a lot like Pokemon, but taken to the next level. The hero starts off alone and must recruit other demons as allies. The hero's party can either talk/bribe/kidnap demons to join, or to use a system called "fusion" which allows the player to fuse two or three demons together so to create a brand new demon. There are around 180 demons total in this game, separated into multiple classes and levels. There are also around 100 (very rough guess) different attacks/skills here shared by these demons. When you fuse demons, you can randomly combine different skills of the parent demons. Of course, the gimmick here is that you can only keep up to 8 demons, and for each demon you can keep only 8 different attacks/spells.

Understanding of different attacks and spells make up bulk of the strategy here. Attacks are divided into physical, fire/ice/lightning/wind elemental, curse/mind, and light/dark magical types. In addition you have stat buffing/debuffing spells. Since most of the enemies you fight against will have certain weaknesses, finding a weakness will not only allow the player to do more damage, but it will also allow the player to attack an extra turn. This mechanism means that even if the player's demons are leveled up high, the player can still easily lose to low level demons if the demon lineups are wrong. Having said this, it's very difficult to beat this game without dying many times, since you wouldn't know what to expect from most demons/bosses the first time.

Graphic-wise this game is Cell-shaded (reminds me of the game Breath of Fire V dragon quarters), and very stylish in terms of character designs. The overhead world is a bit bland though. Unlikely Final Fantasy you won't see 2 minute summons or outlandish spells when you fight enemies and the attacks are mostly unspectacular. Nothing too good or bad in this department.

The music for this game is very good if you can stand heavy metal/industrial. I actually like most of the pieces a lot. The sound is fairly crisp. When you destroy some enemies they will moan, while others just simply disappear. Nothing too impressive here either.

My biggest complaint about this game is the naming convention used in this game. The monsters' names are mostly confusing and there are no numbers IDs assigned to each monster. This makes fusing a bit confusing/difficult for beginners. It's not too bad though if you get used to it.

Last but not the least, this game is definitely not for kids. The demons in this game do not only swear and use the F-word on a regular basis, this game also has many occult references which will certainly offend most religious fanatics. The Demons include Christian Biblical figures, far east deities, and various mythological creatures. This game's story line features a lot of philosophical mumbo jumbo which will be difficult to understand to some, and possibly to be considered satanic to those who do understand.

This game will take a while to finish. Probably 50-60 hours the first time through, and a lot more if you are

planning to collect all of the demons in the game. Overall I recommend this to any RPG fan who are not too religious or easily offended.

Xenogears | 10 (2000-10-14 11:20)

Xenogears is definitely one of the top RPG's made by Square. This game is filled with interesting characters, awesome battles and beautiful anime cutscenes. The soundtrack is one of my favorites as well. The game really shines when it comes to story-telling and fans of great science fiction stories will love it. However, the story is very complex and can get very confusing. Playing this game twice through may be necessary to understand it, but that wasn't a problem for me, I loved it just as much the second time through! The game's soundtrack is one of the best I've ever heard, unfortunately the game doesn't do the soundtrack justice. You may feel that you're hearing the same song over and over again. The only downsides of this game are the Gear battles and the dubbing of the anime scenes. The Gear battles are very cool, but they are used too heavily in the last 2/3 of the game. It would have been nice to fight as the characters more often. The dubbing of the cutscenes is pretty off, but not enough to ruin them. Overall, this is a great RPG for gamers who like very deep and though-provoking sci-fi/fantasy stories. Potential players must enjoy reading game text because there is PLENTY of it in Xenogears, especially on Disc 2. The amount of difficulty is very high, FF7 is a cakewalk compared to Xenogears. I found myself barely surviving boss battles near the end of the game. I "died" at least 10 times while playing Xenogears, that's more deaths than all my other RPG experiences combined and I have played many RPG's. This is an excellent RPG for any gamer, but RPG first-timers may be a bit overwhelmed. This is the kind of game that shows people that video games are not just for kids, because this one certainly is not. A good age range for this game would be anyone over 16 mostly due to the complexity of the storyline. Of course, there are younger gamers who can handle Xenogears, but this game is more adult-friendly than others in the genre. The game contains very few curse words and a small amount of sexual innuendo, but nothing really bad. Xenogears is a must-buy for all RPG fans, young and old, especially. If you don't already own this game, pick it up right away!

Haunting Grounds Ps2 review | 9.0 (2000-10-14 22:55)

Oh, my. What an emotionally exhausting but brilliant game. It has a heart, albeit twisted, that is sorely lacking from most survival horror titles coming out these days. In a gaming world filled with tired knockoffs, "Haunting Ground" works sort of as an amalgamation of the best elements from "Resident Evil", the "Clocktower" series, and "Silent Hill", all put against the backdrop of an eerie, gothic European castle with about a million rooms, but surprisingly few places to hide.

While I absolutely love the "Fatal Frame" series and greatly enjoyed the fight-or-flight nature of "Clocktower 3", I wasn't prepared for the serious test of my brainpower that "Haunting Ground" was going to administer. The former titles had a tendency to give you at least somewhat discernible clues about what to do next, whereas "Haunting Ground" plays out much more like real life would (i.e. "figure it out, stupid"). I'm ashamed to say that I had to consult a couple of internet walkthroughs to even be able to conceive of what to do next. The clues you're given in this game are going to be very cryptic and you will get lost on quite a few occasions in an attempt to find a new door, a new item, ANYTHING. If you're looking for a game to spoon-feed you answers, this is NOT THE ONE!

Some players might prefer this approach, however, so if you're a great puzzle-solver and even a little bit of a poet, you should have great fun with this title.

The enemies held my attention more and were certainly more imposing than those in "Clocktower 3", the release that "Haunting Ground" comes closest to mimicking. You go through four enemies in this game, and each one is faster and smarter than the last. First, you're going to be pursued by Debilitas, a strangely-lovable, Quasimodo-esque groundskeeper. Then you're stuck with the emotionless, calculating maid, Daniella, followed by a hooded clone with a revolver (luckily, he's not a terribly good shot). Finally, you must face an alchemist attempting to come across

the formula for eternal life. The final boss starts out as an empty husk of a man, withering with age in his antique wheelchair, and then somehow ends up being about 24 years old...and a real looker, at that. I had to pause and seriously think about it for a moment once he tried to tempt Fiona into giving birth to his child. If only he weren't such a malicious, psychotic, self-centered beast of a human being, he might have made for a fun evening.

If I recall correctly, in "Clocktower 3", your last four enemies were an anime-looking freak wielding two swords, two murderous mime twins who were more funny than scary, and a British nobleman.

...

So...basically, if you enjoyed the first two levels of "Clocktower 3", bathed in their somber palette of grays and browns, with enemies that actually seemed as if they were—gasp!—designed to SCARE you, check this title out. If you were more impressed by the goofy villains and colorful landscapes that took place after those first two levels, well, maybe you should steer clear of this one.

But what review of "Haunting Ground" would be complete without me mentioning that Hewie is the star of the show! His animation is detailed and true to life, and his artificial intelligence is perfect. I'm used to the incredibly stupid A.I. of the guards in games like "Tenchu", so when I met Hewie, I was pleasantly surprised that he acted like a real, breathing organism instead of a computer. He's certainly a smart little pup, but of course he's cursed with that infamous doggy A.D.D. that will have dog owners everywhere nodding their heads in familiarity. When you tell him to do something, you've got a 50/50 chance of him obeying and doing what you say instead of sniffing around or lying down on the ground and looking sweetly up at you while wagging his big, shaggy tail. It's both charming and annoying all at once. You know, sort of like owning an actual dog.

As has been mentioned by other reviewers, if you foster a good relationship with your canine companion, it will affect the outcome of the game. So if you haven't given him some attention in a while and there's no imminent danger present, it's not a bad idea to crouch and play a nice game of "shake" with him, or just rub behind his ears and tell him he's a good boy. He'll appreciate it, and believe me, you will also appreciate it when he returns the favors by attacking your pursuers while you're panicking and crashing into everything like a spaz. And though I don't like using it, it's also a good idea to scold him when he doesn't listen to you, otherwise he will get lax and start to ignore you. Oh, and if you possibly can, avoid kicking the poor guy if you're trying to help him beat up on an assailant. I slipped and accidentally got him in the ribs once or twice while aiming for the attacker, and hearing his yelp of confusion felt awful... I know, I know! He's not a real dog, but augh... you know.

So, in short (after an incredibly long review, anyway), "Haunting Ground" is a very proud addition to the survival horror genre. It's effectively creepy, and with an unsettling sexual obsessiveness that I feel female players in particular will find incredibly unnerving. Most games these days try desperately to shock only to fall flat on their proverbial faces—*cough*Manhunt*cough*—but I don't believe this to be the case here. This is a genuinely gross and weird game. Had it not been for Hewie's spirited and lighthearted presence, it would have been much harder to tolerate on an emotional level.

When I bought my copy, the guy at EBGames told me that this title has actually already been discontinued, so it's rare to find an unused one nowadays. In stores, anyway. Here at Amazon, I doubt the tide of willing sellers will ebb. But still, who knows, within another year or a few more months even, it might get difficult to find a used copy. So if you're thinking of checking this title out, you might want to do it relatively soon!

Guild Wars: Eye of the North | 8.0 (2000-10-15 10:56)

As a gamer who has loved Guild Wars but who, honestly, is not very good at it, I thought I would throw my voice in the mix: GWEN is a great continuation of the GW legacy.

I agree with other reviewers that the new mini-games (Asuran Polymock and Norn Fighting Tournament) are lame, the Hall of Monuments is not nearly as cool as it could be (although it has improved significantly since release), and some of the dungeons are rugged (SOMETIMES on par with the elite dungeons in the three campaigns, but often not). However, it is great at doing what GW does best: fun fantasy/adventure role-playing in a rich and vibrant world. If you liked the others, you'll like this (if not, then no). What's nice and new is that the story branches into the Jurassic/meso-

American Asuran line, the forested Char line, and the snowy Norn line. This way, you always have something fun to go do, even if you get stuck or bored with the scenery or whatever.

Despite all the complaints about reskinned armor... the new stuff generally looks really good and gives you a way to reward characters who have fought long and hard.

The new skills add a great dimension to gameplay, even in the other campaigns. The heroes are super-fun. Most importantly, whether you like to explore, collect, achieve, or whatever, it broadens the horizons for your characters in both serious and light-hearted ways.

The 1up review on this site is totally unfair: There was a very satisfying amount of content for me just in the main story-arc... not including all the great side quests. I've done plenty of dungeons and most of the quests by myself or with one other person... and I'm not any uber-elite player. It is generally challenging on par with the later levels of the other campaigns, but I did not get nearly as stuck and frustrated as I did at the campaigns' missions. And to call the Norn "obviously Conan-inspired" as if all of GW isn't... "Thank you, Captain Obvious." GW is a great extender of the classic sword & sorcery genre... That's why it WORKS!

GWEN is the next step for people who are having fun playing GW, and it continues the legacy of awesome.

Suikoden V review | 9.5 (2000-10-15 12:12)

If you're an RPGer, and you're a serious one, Suikoden V should be one of the RPGs on your list this year. It's fun, long, and showers a lot of replay value. The game just all around shines, and it's easy to see why. Suikoden IV was nothing special, but if you lost faith in the series after it, allow Suikoden V to restore that faith.

In the Queendom (yes, Queendom) of Falena, villagers are beginning to question Queen Arshtat's motives. Her form of justice was torching a village and it's countryside. As the Prince of Falena, you're sent in to investigate the matters for yourself. It soon becomes easy to turn your back on the Queen. There's a reason for her more wicked actions, and after a while you're not going to be used anymore. You're going to investigate. The story begins kind of slowly, putting you to the task of running errands for most of the beginning, but once you get past that, the game really takes off.

For what it's worth, Suikoden V has a great story, and a brilliant cast of characters. Throughout the game it's great to watch your characters grow, including the Prince. There are tons of characters who you can get to join your cause, and all of them are very well developed. There are 108 characters in all. In most RPGs with an unrealistically large number of characters, the character development is terrible. This isn't true in Suikoden V. Each character is distinctly their own. The array of characters that join you is also interesting. You'll have just normal civilians. Chef's, detectives, ordinary peasants who are willing to fight for your cause. The way at which you obtain them is also interesting. Some will join based on what you say, others will join you depending on who is currently among your ranks. Some won't join you until you've got A LOT of people. This also works out to manipulate the ending of the game itself, as well as certain story sequences. The bulk of Suikoden V is actually getting all these characters, and it is perhaps the strongest part of the game.

The battle system is pretty cool too. You'll have six characters in battle at a time. You can set up your characters in battle in a way that you earn certain bonuses. There are formations that allow you to up your attack power, magical power and plenty more. It's awesome to tinker around with, and makes battling more interesting. The only thing that bogs down battling is the load times before it, which over time become pretty annoying.

Alongside the normal, everyday battle... you'll be able to duel as the story moves on. The duels aren't especially challenging. The way they're done is similar to Pokemon in a way. You can attack, use a special attack or defend. It's like Rock, Paper, Scissors. Everything has the potential to lose. For example, you can't defend against a special attack but you can use a regular attack to offset it. Those you're dueling will usually call out what they're going

to do, and you'll have somewhere around three or four seconds to decide how to offset it. Dueling isn't especially hard, but it has its moments.

There are also army battles on land and sea, and to be honest, they're no different than the duels. You'll have to move closer to the enemy, but they pretty much play out in the same way. However, this is where the bulk of your 108 characters come into play. They are, essentially, your army.

Graphically, Suikoden V is good. Good, not especially great. Most characters are pretty detailed and the environments are colorful. The PS2 is capable of better, but in all honesty, Suikoden V is NOT by any means a bad looking game. It's a good looking game, just not as good looking as others that have set the bar. Soundwise, the game sounds great. Mixing classic music from the series with other tunes. The new tunes are used perfectly when setting the mood of certain scenes.

Suikoden V is full of good voice acting. It isn't always perfect, but it works out just right. Some characters sound perfect, others you're scratching your head and wondering what the deal is. You won't find yourself questioning the voices too often, though. Most of the voice acting is good, and the voices that matter you'll be proud of.

Suikoden V is a gem. It's got lots of replayability, and tons of well developed characters. It's one of the most exciting RPGs of the year, and any RPGer would be proud to have it.

The Good

- +Great storyline
- +Tons of characters
- +Well developed characters
- +Fun battle system
- +Overall good voice acting
- +Good graphics
- +Great soundtrack

The Bad

- The load times for battles
- Duels and army battles aren't really all that difficult

Metroid: Other M | 8.5 (2000-10-15 16:28)

Introduction

The Metroid series is one of Nintendo's finest, and the new entry, Metroid: Other M, is finally here. After the excellent first person Metroid Prime series by Retro was concluded, it was announced that Metroid was returning to both third person view and Japanese development. Many fans were made uneasy when it was announced that Team Ninja would be heavily involved in the project, but the fact that it was being headed by Yoshio Sakamoto, who has been heavily involved with Metroid from the beginning, gave hope that the game would live up to its classic name. Sakamoto promised that this game would flesh out Samus's character as the most story heavy Metroid yet, but has this decision ultimately backfired?

Story*

The story is the most controversial aspect of this game. Rather than opt for the minimalist approach of the other titles in the series, Metroid: Other M inserts a full blown Final Fantasy XIII style cinematic experience. The story begins with a recap of the events that took place in Super Metroid's final moments and leads into Samus receiving a

distress signal from a space station called "the bottle ship." She arrives to find out that the Galactic Federation has already sent a squad of soldiers, led by her old commanding officer Adam Malkovich. She ultimately joins up with them and politely agrees to follow Adam's orders.

The most jarring aspect of the story is the way it fleshes out the character of Samus. While Samus has had spoken lines before in *Metroid: Fusion*, but they were never overly intrusive and didn't reveal a whole lot about her. However, in *Other M*, she not only talks, she talks a lot. For a series that has largely lived on letting the player form their own ideas about the character of Samus, this is a bit disconcerting. The personality she reveals as she narrates the storyline is bound to infuriate many fans who have long seen Samus as a stoic and strong individual who is in control of her emotions.

Throughout the game, Samus has many flashbacks to her time in the Galactic Federation with Adam which portray her as an insecure little girl who has trouble handling the fact that she's a woman in a man's world. From giving a thumbs down as a salute, to her monologues about how father figure Adam is the only one who understands her, this becomes cheesy and embarrassing to watch. Back on the bottle ship Samus continues to act submissive to Adam as she instantly agrees to disable all of her abilities at his request with zero hesitation. Later on in the game, there's a scene where Samus is so frozen in fear that she is unable to do anything. Samus comes across as insecure, uncertain, and even submissive at times.

Watching the story play out, it is incredibly difficult to believe that this could be the same bounty hunter who has courageously saved the galaxy on numerous occasions. In an attempt to make Samus more human and relatable, *Other M* goes overboard. It's one thing to have emotions. It's another thing to be crippled by them to the point of endangering lives. For a game series that has never had a lot of story and never really needed one, I have to question why the game creators felt the need to insert this melodramatic poorly plotted mess. The story is a major part of the game, and since you can't skip cut scenes, it is impossible to ignore.

Once you complete the game, a cinema mode unlocks where you can re-watch all of the cut-scenes strung together like a movie. Whether you'd want to is another story.

Gameplay*

The gameplay in *M:oM* is also a controversial element. *Other M* opts to use only the Wii pointer and nothing else for control. You hold it sideways like a NES controller leaving only the d-pad and two buttons for input. If you want to fire a missile, you have to rotate the Wii remote so it is pointing at the screen, which changes the perspective to first person. This shift is rather awkward, and you can't move while you are in this view aside from an awkward dodge maneuver accomplished by quickly shifting the pointer off the side of the screen. The controls aren't broken, but they are not particularly good, either. They work, but only just.

The game itself plays more like an action game than a *Metroid* game. Almost all of the exploration you would expect from the series is gone, and for the vast majority of the game you are restricted to a linear path where doors will often lock behind you to prevent revisiting previous areas. There are some hidden missile expansions and energy tanks along the way, but the game pretty much tells you their exact position once you clear a room of enemies. The game only opens up to allow free exploration at the very end. This exploration makes it very clear why they decided to restrict the main story line so much, because when you have a few options of where to go, every other area is "now loading" for ten seconds, especially when you use the speed booster.

The combat in this game is very easy. Due to the limitations of using a digital control pad in 3d space, *Other M* includes a dodge move that occurs automatically when you are pressing a direction on the d-pad. This means you will almost never get hit by anything as long as you are moving around. Samus's gun also auto-aims, so most of the time you can just shoot blindly down a corridor and not worry about whether or not you hit anything. The only challenge comes from shifting to first person to fire a missile, which is only required for boss fights the majority of

the time. This is more annoying and awkward than difficult, since it merely involves waiting until you have a large enough window of time to get a missile off without getting hit.

Throughout the game, Adam restricts the use of Samus's abilities until he deems them necessary, which means no more finding your abilities along the way, and also leads to illogical moments such as Adam not deciding it was appropriate to authorize the Varia suit to protect Samus from heat damage until she is already most of the way through the lava sector taking heavy heat damage along the way. This approach also means that there are no substantial new powerups for Samus to acquire. All of the significant abilities Samus has in this game are repeats from Super Metroid.

Also worth noting are frustrating sequences that involve freezing you in the first person perspective until you find some tiny hard to find object. Often you will pass the Wii cursor directly over the object you are supposed to examine without the game registering it, leading to a lot of time wasted passing over everything over and over in an attempt to find what you are meant to scan. These moments completely kill the pacing of the game.

Replay Value*

After you complete the game, every door unlocks, and you are finally completely free to finish your collecting spree of leftover expansions. At this point, there is also an extra boss and epilogue sequence to find. However, this can all be done in less than twelve hours the first time through, and once you do, the only reason to replay the game is the hard mode that unlocks upon 100 % completion. There is also a cinema mode and art gallery that unlocks. If you don't care about getting everything, a regular main story play-through only lasts around eight hours.

Graphics*

The graphics look pretty good for a Wii game, but the actual art design is lacking. The game is filled with generic looking hallways and rooms that don't really stand out visually, and the themes never go beyond the typical generic fire, ice, and jungle areas. The only thing that stands out about them is the holographic effect that appears sometimes to remind you that these are only simulations on a space station. One high point of the visuals is that the animations are some of the most fluid I've seen on the Wii.

Sound*

One of the most disappointing aspects of Metroid: Other M is that the game has almost no music during actual game play. The background noise consists mostly ambient sounds and, very rarely, one or two recycled tunes from past Metroid games. Expansions are also missing the familiar tune that used to play when you picked them up in other Metroid games. This is a very disappointing aspect of the game. The voice acting is alright, but it's not spectacular. Samus sounds monotone throughout the game and you'll be hearing her a lot. The sound effects for weapons and enemies are adequate.

Overall*

In more ways than one, this game is a massive disappointment. The game is playable, but in a series as outstanding as Metroid, it sticks out like a sore thumb, and even taken on its own terms it fails to impress.

Anonymous (2012-02-11 18:27:04)

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Final Fantasy XIII-2 review | 8.0 (2000-10-15 18:30)

I've been waiting for FFXIII-2 for a while and I have to say this game is an improvement to all of the weak aspects of Final Fantasy XIII. I have played this game nonstop since it came out and I was able to rush through the main storyline in 20 hours. Keep in mind that I have beaten this game (got through the final cutscene) but not with 100 % completion. The first DEFINITE improvement is that you are no longer bound by a linear storyline / corridors to travel through. This is a much welcomed improvement for sure, the option for the player to proceed at their own pace by selecting to skip around history is very nice.

The second improvement is that the upgrading system seems to be easier to use, you are able to level your character as you please and you are able to level whatever role you want.

Now to the bad parts (not a lot and these are just opinions)

The first is that your third party member is limited to the monsters you encounter and capture. And you feel a bit empty inside after spending time leveling a monster only to have it replaced by a lower level, but stronger creature that you just captured.

For the people that were wondering about the Amazon DLC Omega, it does NOT make you overpowered or allow you to breeze through the game. I have beaten the game with at least 3 roles of each character maxed to level 99 and still omega kicks my ass (he doesn't join you until you beat him).

***** POSSIBLE SPOILER INCOMING???!? *****

The MAIN problem I have with FFXIII is that this is the only Final Fantasy game that I've played that literally said "to be continued" after you beat the final boss. It leaves me feeling so unsatisfied that the game ended like that. Well to be fair I don't know if there is an alternate ending for finishing the game with 100 %. But after looking around on youtube, the secret ending doesn't really add much to the ending in FFXIII-2. I'm not going to go into details of how it ended but it feels cut short.

***** END SPOILER SECTION *****

Overall this is a very good game, it is a must buy if you enjoyed FFXIII and it feels like a much more polished game and what FFXIII should have been. Still a very good game, I might update this review when I finish more of the game.

UPDATE: Ok, well now I finished the game 158/160 fragments and have done basically everything the game has to offer and now my total playtime is 50 hours. So basically if you are going to spend your time with only the story mode

and ignore all of the side quest content, this game can probably be rented and beaten in a week. However if you are a completionist and like to do all of the stuff that the game has to offer, just keep in mind that this game does not offer nearly as much play time as other final fantasy titles.

Shin Megami Tensei Devil Summoner 9.0 (2000-10-15 18:39)

While Shin Megami Tensei Devil Summoner: Raidou Kuzunoha vs the Soulless Army isn't actually an SMT game, it is a member of the franchise. It is actually part of a family of spin-off games in the MegaTen series that is just using the SMT name to establish connections between the different series in the franchise finally appearing in America. While not too many people are familiar with the games past, this one takes the series in a new direction.

Devil Summoner is the first game in the MegaTen franchise that has moved past the traditional or tactical RPG style combat and gone straight into the action/RPG genre. In this game you play as a young man who has just attained the title of Kuzunoha Raidou the 14th, the successor to a long line of Devil Summoners tasked with the protection of the capital city. With his ability to see and control demons, Raidou must solve a mystery that becomes increasingly more and more twisted as the game progresses.

The story begins with the player earning the Raidou name (essentially this is the tutorial) and being assigned to work at a detective agency in the capital. One day you get a mysterious phonecall from a girl pleading for help and wants to meet with you late at night. Reluctantly Raidou and his partner at the detective agency head out to meet her. They find out the girl who contacted them has an odd request; she asks them to kill her. Before anyone can respond, she is kidnapped by mysterious men in red and so sets forth a tale of demons, evil, and curses.

Essentially the game progresses much the way you would expect a MegaTen game to, you travel to different locations via world maps and explore the different locations on larger area maps. While wandering around the areas searching for clues and information, there will be several random encounters (the franchise is known for high encounter rates) that will allow you the opportunities to capture new demons for aid. More on that later though. While exploring the areas you are able to have a demon deployed to follow you around (keep in mind the normal people can't see it though). Every demon type has special skills that can be used in the areas such as flying to reach far items, scouting to find hidden items and enemy info, and even mind reading to get some extra information from people. These skills are essential to getting the information you need, so it is wise to keep a demon of every type as often as possible.

Now for the battles. This is where fans of the series will either love the game or hate it. Gone are the pressed turn systems used in Nocturne and Digital Devil Saga. Instead they are replaced with real time action battles. You directly control Raidou and can use combinations of sword strikes and gun shots to defeat your enemies. Raidou can't use magic, so the only way he can deal elemental damage is using special bullets. Luckily for him though, he is able to have a demon deployed with him in battle (but only one!). It will typically act on its own, but you are capable of assigning it specific orders or general strategies. By using your monsters in battle, they will grow in loyalty to you. When their loyalty is maxed out, they will often give you bonuses and can then be used in fusions to create new demons. Essentially the system can get a little bit repetitive and while it will takes a while to get used to, once you do it becomes a matter of knowing what enemies are weak to which attacks. Once you figure that out though, it's just a matter of keeping your levels high enough and capturing and fusing demons to keep gaining strength.

The style of capturing is brand new as well. Gone is the negotiation system used in Nocturne and the original SMT games. Instead it is replaced by a system that forces you to exploit enemy weaknesses. When you hit an enemy with an element it is weak too, it will become stunned and give you the chance to capture it by repeatedly pressing circle until a meter empties out. You must empty the meter before the creature revives or you will not capture it. The easiest way to do this is to wear down its health ahead of time before attempting a capture. One note though, you will automatically fail to capture if the enemy is a higher level than Raidou, the moon is full, or it is a boss battle.

The graphics and music in the game are a little different from what was seen in previous SMT releases here in North America. It still uses the same form of cel shading, but they are a little bit more defined and detailed. Nothing too major, but it is enough to really change the visuals overall appearance from the other games. Also, this game is not as dark and gritty as Nocturne or DDS. In fact it has several amusing scenes and is much brighter and more vibrant

overall. This is greatly illustrated by the music which is often much more lighthearted and is comprised of a lot of horns and brass instruments. Not nearly as dark and brooding as the other two games. But since this game takes place in 1920's Japan and not a post-apocalyptic world this time, it fits in quite well.

Overall, Devil Summoner is a new spin on an old franchise. While it does display that full action battles aren't as well suited for the style of the game, Atlus was able to do it well enough that it still remains fun and keeps the game enjoyable. For a lot of people who found the turn based systems of Nocturne and DDS overbearing and cumbersome, this could be a nice way to ease into the world of the MegaTen franchise. While it is not nearly as epic as the previous games, it holds its own and the story alone is enough to keep a fan of the franchise sated long enough to finish the game off regardless of whether or not they like the change of style. Definately not the best game in the franchise, but a nice refreshing change that is fun none the less.

Castlevania: Portrait of Ruin | 9.0 (2000-10-16 04:24)

It's a safe bet that when Konami creates a Castlevania for a handheld that it's going to be pretty good. Castlevania: Portrait of Ruin is no exception, and while it doesn't do much we haven't seen before in the series, it still manages to pack one heck of a punch. Following up the wonderful Dawn of Sorrow, Portrait of Ruin puts you in the shoes of Jonathan and Charlotte; a whip and magic wielding duo that you play as together throughout the game. This new dynamic adds some spice to the tried but true side scrolling gameplay, which is rich with a horde of weapons, items, and power-ups to find. And, since this is a Castlevania game, it's only natural that the boss battles are nothing short of fantastic and the best parts of the game. The graphics look sharp with superb animation and effects that really show off what the DS is capable of with 2-D graphics. The music and sound is superb as well, and the game offers some decent touch screen capabilities that are more substantial than the ones found in Dawn of Sorrow. If there's any cons to Portrait of Ruin, it's that the level designs don't have that personality that we've seen in previous Castlevania games like Dawn of Sorrow and the GBA titles, but that's not a huge gripe. All in all, Portrait of Ruin is another superb portable Castlevania game, and yet another must own title for the DS.

Crysis 2 PS3 review | 8.0 (2000-10-16 18:47)

Crysis 2 is a game that I am sure many people were anticipating, and also skeptical about. While the first game had some hard core graphics it clearly was more of a visual benchmark than game at times. Going forward Crytek has made some changes to the formula, most for the better, and produced a high quality game that will not disappoint both fans of the original Crysis and FPS gamers in general.

GAMEPLAY - Single player

Right off the bat Crysis 2 doesn't hold much back. The campaign starts quickly and holds its pace fairly well throughout the near 12 hour SP campaign. If you played the MP Demo for Crysis 2 you will feel right at home with what changes have been made to the suit controls, as well as what to expect visually from the game and the AI itself. This game comes across as a solid shooter. During the campaign you will have many tools at your disposal to dispatch your foes including a variety of weapons, suit powers, environment items etc. The suit powers are very stream-line on the console version, having been mapped to your controller. Running automatically enables speed, while thumb buttons controlled the Armor and Stealth. You have the ability to customize your weapons load-out via unlocking mods you find throughout the campaign as well as upgrading your suit via contact with Alien DNA.

What impressed me the most about Crysis 2 was not actually the graphics, but the thought put into the gameplay. While enemy AI can be pretty stupid at times (I played on SOLDIER difficulty) the game gives you plenty of methods in which to tackle areas. You could stealth past everyone; stealth assassinate everyone; RAMBO your way

though; use strength to toss enemies about or perhaps pick up an object and smash em with it. While the campaign has a typical "Linear" aspect to it, the variety at your disposal makes tackling the areas feel fresh each time and just a blast to change up your gameplay style.

Multi-Player: I have not tackled MP that much but from what I've played, expect your typical formula for MP in Crysis 2. If you played the MP demo then you would have an idea what to expect really. What I did like was the "custom class" concept where as using your unlocks you can create a unique build for Multi-Player. A nice little concept that keeps the MP feeling fresh I think.

STORY/SOUND

Okay.. this is Crysis we're talking about so don't expect a riveting storyline like RPGs might bring to the table. The storyline isn't bad though as you could tell there was an effort put in to make a normal storyline here; It kind of is just enough to keep you occupied during cut-scenes and give you a good reason to go forward essentially. ** SOUND in this game is just awesome! I thought Killzone 3 had some wild sound effects, Crysis 2 pretty much takes the cake! The weapon sound effects are very quality, including the nice echo effects when firing rounds off in an open quiet area. The voice acting is 'average' I'd say. Not bad but not award winning acting either. The sound track this game has is mind blowing!! The tracks are very epic and will have your blood pumping from start to finish with how good the music sets the tone.

GRAPHICS

The graphics are stunning especially for a console game. Are they the best...hard to tell but then again I really have not seen a game best this game graphically. On the PC however this game is just insane. Running it at 1920x1080 w/ full setting will just blow your mind. Once you see it on the PC it becomes quite obvious that the console versions had stuff held back. Even with the graphics toned down they still do look great, but there are some small hickups. I found a few times the frame-rate chugged a little bit in high volume areas especially with fires or explosions. There is also some texture flickering going on in certain spots that are hard to ignore, also accompanied by texture pop-ins. For the graphical level this game pumps out I am not surprised though, especially once you see how large some areas can be. The alien design this time around I enjoyed. They had a lot more detail put into them and a better variety as well.

REPLAY/LENGTH

For the campaign, on soldier difficulty, it took me about 10-11 hours to complete. I was not rushing though the game and I mixed it up between stealth and Rambo style. I could see this campaign being about 11-13 hrs for people who LOVE stealth killing, or as short as 8 hours if you simply run past certain areas without bothering to fight. This puts the Length of the game at a decent length. There is plenty going on in the campaign and I could find myself playing through the campaign a few times more as the gameplay really lends itself to creativity/variety (a bit like Bulletstorm just without the Skill-Shot system). Throw in some decent MP that has some longevity to it and you got yourself a game that could easily last you well until the next big shooter hits the market.

OVERALL (93 % 9.3/A-)

I gotta say this game is just the complete package. Having played Bulletstorm, Killzone 3 and Crysis 2 there is a clear line between all three games. Crysis 2 for me, falls in the category of a fantastic, long SP campaign with a solid MP setup. The gameplay has great variety to it and, in my opinion, worth revisiting a few times. The multi-player is quality, clearly not just *tacked on*, and it brings a lot of fun to the table making for even more variety in the game itself. I give Crysis 2 a 93 %... It is a game well worth playing and adding to your FPS collection

*NOTE: Killzone 3 and Crysis 2 are both fantastic games. I scored KZ3 a 91 %. While I feel Killzone 3 has a better overall MP element (for the PS3), Crysis 2 feels like a more complete package due to a better SP-Campaign(in my opinion). Graphically I feel Crysis 2 is better but also contains more graphical glitching

*NOTE: The PS3 version ran almost flawless for me (except for rare FPS drops and the graphical hick-ups). I wouldn't worry too much about performance when it comes to 360 vs PS3. Get the game on whichever system you feel more comfortable with.

Syberia PC | 8.5 (2000-10-17 10:52)

Syberia is more of a cinematic game than an interactive game. Adventure gamers will love this one, it truly brings the genre into perspective in a time where it is dying. It is a beautiful setting, a beautiful story and a present atmosphere throughout. This kind of storytelling and experience is found nowhere else but in the adventure game. Rarely do any action filled FPSs or overhead strategy titles achieve this. Syberia passes, with flying colors.

As mentioned the story and setting is exceptional. There are times where you might have to stretch credibility but for the most part it is very involving and delightful to watch. The game is a 3rd person adventure rather than a 1st person adventure. Therefore you feel more as if you are controlling the character rather than being the character, which most 1st person adventures fulfill. This is also in part due to Kate Walker's personality which is played up a lot through the game, through things like phone calls. I found these phone calls and melodrama a bit unnecessary, but it hardly pulls you away from the game too much.

The puzzles are easy for an average adventure gamer. A newbie to the genre or just a casual fan picking up the game because it looks good won't find it as hard as certain other games in this group. There are moments which are tedious, and it isn't helped by the fact that walking from place to place again and again isn't that fun in Syberia's locations because for the most part they are static with some atmospheric movement, and it feels like a burden. However, when first moving around the locations you will feel very amazed at the setting. There are also a lot of amusing moments between characters and Kate Walker.

In conclusion, I would recommend Syberia to pretty much anyone. It's not too hard, and not too easy, the story is very well done, as is the setting and atmosphere. It brings the adventure genre another gem to add to its collection. Highly recommended with 4 stars.

Eternal Sonata PS3 | 8.5 (2000-10-17 10:58)

I bought this game with a little trepidation. I'm always afraid that I'm going to spend \$60 on a game, get it home and have it suck. I was especially nervous about this game because I was looking for a co-op game to play with my fiancé. I didn't want to have to worry about wandering around looking for fights to get into so the other person could play, I wanted it to be fun for both of us.

With that being said, let me tell you why I give this game 5 stars:

I am absolutely in love with Eternal Sonata. It's everything I could have ever wanted in an RPG. Some people may say it's a little short or that the game is very linear, but in my opinion these are pluses. I played FFXIII and I never finished it. I really really wanted to finish it and be one of *those* people, but I got stuck and couldn't figure out where to go next. I'm not one for looking up walk-throughs online to find out where I should go next, I really just want to play the game not figure out what I need to do next. If I wanted a puzzle, I would play a puzzle game.

The battle scenes in this game are great and there are plenty to keep both you and a friend interested. The graphics are just amazing and I was really surprised to see that the game actually looked like the trailers. I love the animations on the special attacks, my fiancé said to me "This game probably makes us look pretty impressive because of all of these flashy moves." The best part of battles is that you are actually cooperating. It's not just you and your

friend controlling different characters. When your party levels you can start earning echos for each hit you make that isn't blocked. These echos can be stored up and any player can use them to make their special actions more powerful. It's great for building up the last hit on a boss or saving a character whose near death.

I'm also really impressed with the story for this game. It's historical and philosophical and fantastic all at the same time. You get to learn about Chopin's life and meditate about the reality of dreams. Not to mention having a game based on a musician makes for excellent score. Each chapter is based on a different composition of Chopin's. I love playing just so I can listen to the music...it's not repetitive or boring.

I would definitely recommend this game to people who enjoy rpg's and want to play with a friend or significant other. I think it's a great game for all ages and it doesn't have a gigantic learning curve, but it's got just enough mystery to make it fun to figure out.

Sid Meier's Civilization V | 9.0 (2000-10-18 11:06)

I have played Civilization from Version 1 actually its the first game I owned for my first PC. I am was an avid Panzer general + Empire + Strategic Command + Alpha Centauri player. If you know these games I believe you will like Civilization 5 too.

Civilization 5 brings back the actual thinking. The problem of the previous Civilizations was that you could abuse easily the game system, put together a stack of units and go rampage build all wonders and feel great about yourself. It was fun but never hard.

What has changed? You will notice that it takes now considerably longer to build buildings and the maintenance costs are much higher. You will face the problem that you cant anymore build every building in every city as easily. This gets a yeah from me because the cities develop much more naturally than before and you have to choose what to build.

Happiness works all over empire. Its not just a local problem if your population is unhappy its now global problem you cant ignore anymore they are now **** about Ivory and Whale meat etc. and a s good ruler you have to think how to get this stuff.

Best for an old Panzergeneral player. When you fight you have to plan and bring enough units. As others are already complaining its not just as simple bringing the biggest and badest stack of units but you hav to deploy them and even then you will loose some taking a city. For me its the best part of the game actually. Wars are not any longer putting together a badass stack and march over to next enemies city its fight over positions between your kingdoms, computing working crews / settlers , holding hills ambush infantry on plains with your cavalry. Ships are actually useful now too. Surprise ;) Even in your first game the computer adviser tells you that you need now usually up to four units to storm a city . So sadly no rush conquest anymore.

Graphics of the game are clean and fine . Interface works for me. I like the new policy system focusing your civilization in a certain direction.

Some small issues and hopefully they will be addressed in a patch soon.

- diplomacy its kind of to simple. War , peace trade, give some gifts (Neutral states). what I like you cant tech trade (give me wheel I give you pottery) anymore but make research contracts.
- I think there are some game balance issues yet: 1st. The concept of "great people" can be easily abused to get to quickly advances. For example : A science great man can be sacrificed to get a new technology, techs differ greatly in research time. You can easily create a slingshot scenario. Get great people, get techs that others cant reach soon, get wonder which gets you great people rinse repeat.
- 2nd. Wonders are to cheap. A water wheel costs more than to build a wonder, adds to the problem mentioned above.
- 3rd. I think its to easy to get a cultural victory you can move to quickly through your social policies.
- 4th. Some people mentioned that is possible that a unit get multiple free tech upgrades through ancient ruins leading to scenarios that riflemen roam the ancient world. Didnt happen to me up to now but has to be patched if its really

possible.

5th Multiplayer well needs some serious work. Stability , the option to turn on animations, Hotseat option

6th. The AI needs some work too: building/using ships, sometimes its a warmonger then a surrender monkey, needs to take more seriously important resources as Iron etc., needs to work on its tactical skills

Some minor quibbles:

- One thing regarding user interface I cant find an option to observe units which move under "auto explore" running around in far away lands. Its kind of hard to find your units again.
- I would like to have some more automatic options. for example for archers and towns to automatically shoot an enemy unit coming into range.
- I would like to have my wonder movies back!!!!
- I would like to see ALL my building on the map or in the city screen

Still overall its for me the best CIV yet. Just get the free DEMO and the free manual, print the keyboard shortcuts (make the game much faster) and have FUN. There are quite alot of things I would love to have been taken care off. Nevertheless its game basics make it for me the best initial CIV release yet and I am looking forward to play friends in an LAN party soon. All and all, wait 2 months before owning this one, when they reintegrate features from Civ 4 such as Religion and fix all the crash bugs. Like old Diablo 2, this game is virtually unplayable without patch 1.0.0.17 and that is just to bring up the gameplay screen.

Dragon Quest IV DS review | 8.5 (2000-10-18 13:30)

The DS remake has proven to be fantastic overall, adding graphics and more user-friendly attributes that the NES version sorely lacked. From my standpoint, I dislike the fact that they changed character names and the names of towns / dungeons, but if you've never played it before this won't be an issue. The storyline is incredible for its time and the party system is great. Square-Enix brought many of the items and attributes they have recently showcased in the newer DQ games, which were pleasant surprises. Also, I really like that a Pioneer Town similar to that in DQVII was added, and a bonus dungeon after the game. Both of these just enhance the gameplay. Overall, this is a great game and definitely recommended for any RPG lovers out there. If you're are a fan of the DQ series, this is a must-buy. If you've only ever played Final Fantasy, give DQ a shot!

GoldenEye 007 Wii review | 8.5 (2000-10-19 09:43)

Goleneye for the Wii has some high expectations to live up to. The original N64 game was a classic, revolutionizing the FPS genre on consoles. Could this Wii game of the same name be just as important?

I think your enjoyment depends on just how into modern FPS you are. Personally, I absolutely loved Goldeneye Wii. But that's because I love the Call of Duty games...

Finishing the single-player campaign and logging in dozens of hours into the multi-player game is an ENORMOUS amount of time for me to invest in a game, in fact the last time I can think of spending that much time gaming was when Modern Warfare 2 came out. Which makes sense, since the game is so similar to that series.

Goldeneye isn't at all a remake of the Rare game. Everyone throws out "re-imagining", but that doesn't really explain it. The game is completely new, relying only on elements of the movie script to move along the gameplay. Eurocom uses a few familiar locations to invoke memories of playing through the N64 title, and then promptly throw you off with completely new level designs. The game is definitely its own beast.

The single player game is very fun. There's four difficulty levels, and it follows the mission structure Rare made famous. On the lower two difficulty settings only one or two missions are required per level, and they are usually simplistic (like "follow the bad guy" or "get out alive"). The higher two difficulty settings, including classic mode, involve more missions, and while you can finish levels without completing everything, you'll be unable to move on with that specific difficulty. I've been playing it on 007 difficulty (the equivalent of Secret Agent in the original) and have had to redo missions when missing something.

Goldeneye apes a lot from the Call of Duty series. The single player is very cinematic, the gameplay is almost exactly the same (from the constant location icon, to the look down the sight of your gun, to the icon indicating you're crouching), and the multiplayer might as well be called Call of Duty: James Bond. But is that such a bad thing?

Yes, the game is much more cinematic than the original, but it's VERY well-done. The voice acting is superb, the animation is excellent, and the pre-scripted events in the game just make it feel so much more alive than the original. And while you may or may not like the pop-up targeting, replenishing health, and down the sights view, you don't have to play that way. Eurocom had the great sense to make Goldeneye extremely flexible, and that's very much appreciated. Classic mode might be for you, and there's a wealth of more traditional control options available.

That said, I'm a big fan of the COD games, and I enjoyed playing Bond in that style. What separates Goldeneye from, say, Modern Warfare 2 is its reliance on stealth gameplay. I always thought the original's focus on stealth gameplay was a bit artificial, I never felt overwhelmed when setting off alarms or having enemies call for backup. In this game, it's practically required at the higher difficulty settings. This game does great job of allowing for different play styles. There's usually more than a couple paths to get around enemies (including a large number of vents) and you'll really have to take advantage of silencers on your pistol and sniper guns. The game also allows for melee stealth kills, which work great. Sneak up behind an enemy (by crouch-walking), and then snap your nunchuck forward and Bond will pull off a cinematic, and silent, kill. It works VERY well and gives the game its own feel.

The enemy AI is certainly better than the original, which is to say it isn't brain-dead, but not the best in the world. That's partially because there's a focus on stealth; because the game encourages you to sneak up and silently take out enemies, sometimes a fellow adversary a couple feet away might not even take notice. Again, it's not that big of a deal. It always feels like the AI smartens up once a large firefight ensues. Backups are called in and they become aggressive about taking you out. They'll flank you, throw well placed grenades to smoke you out, use cover, etc...

While not as deliberate as in something like Gears of War, Goldeneye has a pretty well implemented cover system. There's barriers around everywhere, and it's always smart to crouch behind them and pop up for a couple of shots. The best part, of course, is that most cover options are destructible, forcing you to constantly search for a better cover option. It's nothing super new, but it's really obvious that more attention was given to this game than most other third-party Wii games.

I've tried using three separate control schemes: Wiimote + Nunchuck, Classic Controller Pro, and the GC controller. And while the CCPro was instantly familiar and well-done, the Wiimote + nunchuck ultimately won out. There's a number of preset sensitivity preferences, of which I used "Experienced 3" - the highest sensitivity. On top of those presets, you can customize the sensitivity further. I upped the sensitivity of movement while looking down the sight of the gun, as well as the turning axis (which helps making a 180 turn while in multiplayer matches).

Pointer controls take a little getting used to, especially getting your pointer hand to sit still, but once you've figured out that sweet spot (like I did above), the controls can't be topped on a console. Whether looking down the sights of my gun or mowing down enemies on the fly, the shooting feels silky smooth. As long as the frame-rate is running just as well, which it is 90 % of the time.

Unfortunately, there is that 10 % in which the game stutters. This usually happens when there's not only a

ton of enemies on screen but also when some fancy particle effects are being used. In one way you'll appreciate the effort to make this game look good, in another you'll just wish the game had been created with optimized gameplay in mind. Again, drops in frame-rate are fairly rare, and if you were a fan of the original...

The multiplayer may be the best FPS experience on the Wii. Like Call of Duty, the game features an XP system that rewards players for kills, wins, and a whole bunch of conditions met. First time playing the complex? Here's +25XP for ya. Assisted in a kill by finishing it with a grenade? Here's an extra +20XP. It always feels like the game is constantly rewarding you in the beginning, probably because of how unbalanced you'll be against more experienced players.

Obviously the more XP you earn, the more you'll level up. Leveling up leads to unlocking better weapons, stat boosts, and "gadgets" - Goldeneye's version of perks. These include gun modifiers like silencers (that will keep you off enemy radars), different sights, etc... The highest levels yield the best extras, like fan-favorite proximity mines. You can even customize your character with multiple "loadouts". Nothing I've said will be new to you if you've played a COD game since Modern Warfare.

None of these features would matter if the levels weren't well-designed and the matches ran smoothly, and so far so good. While I can't yet say if the maps are as memorable as the original's (that will warrant dozens more hours in gameplay) my suspicions tell me they aren't. They're a bit generic, and the levels that aren't meant to resemble the original's slightly resemble the original Modern Warfare's least popular maps. Not a big surprise there. With a max of eight players online at once, the maps typically run a bit small, which may be fine for fans of the original, but will disappoint anyone who became a FPS fan following the original Halo.

Luckily though they are small, the maps are fairly well designed with numerous access points, decent camping spots, and recognizable features that help in familiarizing yourself with the maps. Again, you might be disappointed if you're expecting maps from the original. Nothing is as good as the Temple, Facility, Complex, or Archives, though some replacements (Facility and Archives) are still pretty well done.

The multiplayer modes are also worth mentioning. While Conflict and Team Conflict are your standard death-match modes, there's also Golden Gun mode, Heroes mode, Goldeneye mode, etc... all fun and unique modes that really do separate Goldeneye from Halo and COD. You'll also be able to unlock a few hardcore modes that lower health and lose the radar. There's a lot of game here.

Of the dozens of hours I've put into the game so far, the majority have been dedicated to the multiplayer. Matches typically run smooth, which is somewhat rare for Wii games not made by Nintendo. I use a WiFi connection rather than the USB ethernet dongle, which is what I've always been told is a contributor to choppy online play, yet Goldeneye runs smooth almost all the time. I've only had a couple of matches run choppy, both of which took place in the nightclub level (which may be a factor, as the lighting is a bit hectic), but the game was still playable, there weren't any delay in input and on-screen action, simply a slower pace. I've also yet to have a dropped match, though when the host does leave the game after a match you might as well back out. The game will attempt to reassign a host, but it takes a bit, and usually fails since everyone else drops out.

Dreamfall: The Longest Journey | 9.0 (2000-10-19 09:50)

Overall, I'd give this game a thumbs up, but I have hard time calling it a true sequel to the original masterpiece, and have some mixed feelings about this game. First, it's a new game, with a new lead character, and a whole new style of play. If you liked the original you will probably enjoy this "sequel" as well, but things have changed. The main

character is now Zoe Castillo, with an older, jaded April Ryan playing second fiddle. The original April Ryan is absent from this game, and , I have mixed feelings about Zoe taking over the lead role in this series

April Ryan , of the original game, was charming, witty, light hearted and fun. Zoe , a nice girl, is simply more serious and lacks a lot of the levity provided by the original April Ryan. I will, however, say that Zoe's(as well as most actors in this game) voice acting is excellent and she's capable of handling some deeper, more mature subjects convincingly. However, I very much miss the whackiness, wit and youthful optimism of April. April was arguably one of the best adventure game characters , to date. She was a milestone that set the standard for a number of other games. Her character has changed dramatically in the latest installment, and the game suffers from that. Zoe, while enjoyable, just doesn't stand out as much.

Kian, the third player has virtually no real involvement in the game, other than a handful of conversations, and simple combat sequences there's nothing about him that couldn't have been made into a cinema. Perhaps he may have a role in a following sequel, but not in this game. The story, like the lead character has also made a distinct change.

The story line is faster moving, more intense, and more sci-fi oriented than the original. It's a good , engrossing, story line, but it lacks the wild creativity and fantasy of the original. It has a distinctly different feel or "flavor". The overall magic, awe, wonder, whacky humor and originality of the first installment are just missing. Again, not a bad storyline, but not what made the original game a classic. The gratuitous profanity and innuendoes have been toned down quite a bit, but it's still an adult, or "mature audience game" This game is *NOT* for young children. There are a curse words, sexual situations and innuendos, some mature subject matter, and violence, as well as references to drugs and alcohol. Nothing over-the-top, but it's not some G rated title.

The controls in this game largely detract from the overall experience. Playing Dreamfall is more like playing a 1st person shooter, than a point and click adventure game. Navigating cramped areas can be a nuisance. It took me several hours of play before the controls became second nature, so to speak. I enjoyed the simple beauty of point-click the original offered, much more. Secondly, maybe it's my imagination, but this game doesn't seem to have quite the level of diversity in scenery the original did. The frequent load sequences also tended to detract from the overall experience.

Thinking and problem solving have definitely taken a back seat to eye-candy cinemas, simplistic combat, and puzzles generally tend to be "dumbed down" to accommodate individuals who don't enjoy games with any thinking involved. I wouldn't go so far as to call this game an interactive movie. It has puzzles. They are there. They're just much simpler, and scarcer than puzzles typical of earlier adventure games. Frequently another character in the game will tell you where to go and what to do next, making the game a bit too easy. This game also has numerous fight, flight and flee sequences. Arcade sequences are hardly new to adventure gaming, but in Dreamfall they're frequent and water down the game's status as an adventure, puzzle based game. The saving grace is that the story progresses quickly, and will keep most people interested in just what the heck is gonna happen next. Secondly, very few people will spend hours pixel hunting for a simple clue, or silly oversight. Personally, I'd rather see the adventure game market watered down, and still alive, rather than die off completely. If that means putting up with silly combat scenes or excessive cinemas, that's fine with me.

This game has no real ending, just a place where the game stops, and the remaining chapters were written simply to whet your appetite for a sequel. I was upset when I saw the ending of this game. It was sad, disturbing and abrupt. It just left so many unanswered questions, with many sad possibilities waiting in future installments. The ending was much like "cliff hanger" season finale to a television series. It was meant to to tease the player, not provide resolution. That fact shouldn't be a problem if there's a sequel, but due to lack of interest in adventure games, there may not be another installment of this game.

Guild Wars Trilogy | 10 (2000-10-19 10:54)

This is an amazing game. I enjoy being able to play the majority of the game on my own, but there are times when you need to ask other "real people" to join your party. At first I was a little shy to do so, though I soon realized there are quite a few players that can teach you new tricks in getting around or ways of doing battle. Now I am hooked

on the whole thing and look forward to playing whenever I can. I'm still on the first game (Prophecies) and know that I will enjoy playing *Factions* and *Nightfall* just as much. The graphics continue to amaze me and the storyline is awesome. I highly recommend this game to people who enjoy Sim type RPGs...you won't be disappointed. And you might make a few new friends along the way!

Played on a great PC:
Core 2 Quad 9550
Radeon HD 5970 BE
6 GB of DDR2
Windows 7
Catalyst 2010 March

Final Fantasy VII | 10 (2000-10-19 11:02)

I'm old enough to remember when RPGs weren't called RPGs. In those days the essence of the game was to move the players about a game board, fighting battles, collecting treasure, and finding clues. Origin's *Ultima* series was the grandparent of these games - immensely entertaining, but essentially two-dimensional. Among its heirs were the first games in the *Final Fantasy* line.

This was also a time when computer capabilities and capacity seemed to double every few months. *Final Fantasy VII* is the result of an inevitable synergy between technology and imagination. Players found themselves in a three-dimensional world where they could wander at will. They were playing with characters that were not only more animated and lifelike, but also had something that resembled personalities. In a very real sense, *FFVII* changed the gaming landscape, and RPGs reached a new level of credibility.

What is inside is the story of Cloud Strife; an ex-soldier turned mercenary who is drawn into the struggle between *Avalanche*, a revolutionary group, and *Shinra*, a rapacious company that is rapidly draining the resources of the planet. Starting out in the city *Midgar* the battle moves back and forth across the planet, as Cloud gathers team members, accessories and power. Everyone has a history, often mysterious, and an important role to play.

Eventually it becomes clear that the real enemy is a laboratory experiment gone horribly wrong. *Shinra's* effort to produce supermen has created *Sephiroth*, who has become one of the legendary villains of the gaming world. Physically beautiful, his mind has been ruined by his knowledge of what he is, and his goal has become the destruction of the world.

The plot is remarkably rich. Within the main story arc are many smaller stories that build the players understanding of the nature of each of the characters. There seem to be an unending number of weapons, powers, and monsters. More than enough material for many replays. The graphics are a bit primitive for our time, but were startling when this game first came out. As your imagination adapts to the imagery, the game becomes truly engaging on many levels. *Final Fantasy VII* is still one of the best of its genre, Whether you are a student of gaming or an aficionado, it belongs on your shelf.

Lightning Returns: Final Fantasy XIII 9.0 (2000-10-19 18:34)

The story felt somewhat messy overall, but I can't entirely blame LR as *XIII-2* made things complex as hell. Still, feels were had more than 5x. The epilogue! Somewhat conflicted about it, but it wasn't bad.

The soundtrack was 10/10. Need I say more? The XIII series has always had glorious OST.

The battle system is engaging, and fun and paradigm shifts are so instantaneous that they make me want to spam the L1 & R1 buttons just to see if I can break the game. Also...Artemis Pierce is so awesome. Best move ever. The worthless bit to it is that you can walk during fights, but Light walks so slowly that you don't actually use it. Exterminating monsters was fun too. Running after cactuars in the desert? Not so much. Crazies run 2fast4Light.

Every outfit/weapon/shield has different stats and moves that add to your strategies. Of course, the likelihood is that you'll only go through about 10-15 of them. Will find super awesome outfit and stick to that for the most part. It irritated me how you couldn't choose the color for every component of your outfit. Some of them only had 1 part of the outfit you could change colors for, which got me sad, specially since I wanted to clad Light all black and not green, yellow, red. I didn't find a way to change weapon & shield colors. Either I missed something, didn't look well enough or its just not possible. Either way, the variety of weapons/shields were cool, though I pretty much only stuck to a select few.

There are around give or take 165 sidequests, this including character sidequests and the prayer canvas that is basically "Get x amount of x item by killing x monster". The story was relatively short unfortunately.

The four continents were relatively big and you always had new things to discover, which was good.

The Epilogue & final cutscenes were absolutely gorgeous. Simply stunning.

I also have to add that you will have enough time to travel around every single part of the continents with timestop. The 13 days don't hold you back if you know what you're doing. You can finish the story in 2 in-game days and have 11 extra days for sidequests. So hating on the game for that isn't a valid reason.

Overall, it was a very fun game, but the story falls a bit short unfortunately. Going to miss Lightning.

Suikoden II review (ps1) 9.0 (2000-10-19 22:37)

I'm not kidding as far as the title to my review. The "big name" reviewers have been so off when it comes to the Suikoden series - including the editorial reviewers right here on Amazon. Just read the "customer reviews". We all love it! Why aren't the "real" reviewers responding?

Suikoden is just like Final Fantasy (My second favorite series) except better. It's easier to play, has more lovable characters, has a simpler battle system, a more exciting plot, and a lot more options about how to spend your time. In this game, you will sincerely grow attached to the characters - and when one dies, you will weep. (OK, only if you're as sentimental as I am.) There are lots of games within the game - like tossing dice or going fishing or entering cooking contests. You don't have to do that stuff, but if you think it's fun, it's there for the taking.

You can hurry through the game, just trying as hard as you can to win it, or you can choose to slow down and play around with the characters inside your castle. What you do will affect the ending.

The makers of Suikoden II took all of the annoying glitches out of fantasy roll playing games. If you run into a random encounter that's just way too easy for you at your level, you can put your characters on automatic, and just have them take care of it so that you don't have to have a boring battle. When you go in shops, all the items say right on them whether they're as good as what you already have. They've just made it easier so that you can spend more time having fun!

The Suikoden series is my favorite. I would buy a Playstation just so I could play this game. I think maybe some of the reviewers who call it "nothing special" should ask themselves why all of us regular people who play it think it's incredibly special!

Titan Quest Gold Edition | 8.0 (2000-10-20 04:29)

Difficulty:

Just Right

Time Spent:

10 to 20 Hours

The Bottom Line:

"Highly addictive"

Works great with a Geforce 8800 GTX, but it'll run on a Geforce 7800 GTX. I particularly liked that you can see the exact armor and weapons on your opponents and, after you killed them. Fighting a hard opponent is rewarding because everything drops for looting.

Titan Quest (and its expansion) has no deep background - except lots of excellent Mythology (correctly told for once). There is no "official 20-sided dice" getting thrown somewhere in the background - but do you really care? Hack, slash, zap, burn and destroy. Loot, sell, buy and equip. Repeat as needed.

Stable when Iron Lore went bankrupt unlike Hellgate: London for example. It's flagship's fault. I admit that unlike Hellgate London, it wasn't a stupid game purchase. It beat Disciples II in gameplay and it looked better. This game is on par with Dungeon Siege II.

Graphics 8

Gameplay 8.5

Sound 7

Overall 8

Dragon Quest V DS review | 8.5 (2000-10-20 13:41)

Remember when RPG's were fun? You'd get a hero or a band of heroes, and you'd run about the world killing everything that got in your way? Remember when you didn't have some angsty-emo-teen as a main character that wielded a sword the size of a box truck? Well, Square-Enix smartened up for a change and remade several classic RPG's from the NES and SNES days. Final Fantasy IV, Dragon Quest IV and this title in question: Dragon Quest V. Unfortunately I never learned Japanese or got my hands on a translated ROM version of the original installment, so I can't compare how it is now to how it was. But I can tell you that this version is outstanding!

Story, music, characters, things to do... This game seems to deliver on all fronts! The fact that you can recruit monsters to fight on your party adds a bit of randomness, which is nice. You can change up your party many times and get a slightly different feel for combat each time. One thing I noticed is a distinct sense of humor here: It feels rather Japanese, which is nice. To me, that means they probably kept the translation as close to the original as possible. I could be wrong, but that's just an impression I got.

In an RPG, I look for two things mainly: memorable story and strong gameplay. Dragon Quest V supplies both in spades.

Grand Theft Auto V PS4 review 10.0 (2000-10-20 15:29)

To start, I am a Rockstar games fan, especially the Grand Theft Auto franchise. I own GTA V for PS3 and I've played my moneys worth and more. In the past 6 months, GTA online has started to go downhill, less people, less DLC, the fading promise of heists online. Even I, as an avid GTA player, has gotten bored with it. When the Next gen announcements came, I wasn't too excited, I figured a few more shiny objects to please the masses. Then I looked deeper. I purchased the game for PS4, and I purchased a PS4 to play this game. There are so many improvements and changes, it is worth \$60 more.

The Aesthetics, Rockstar is known for detail. The previous gen was very detailed, but the new gen blows it out of the water! The way the grass moves and The rain falls. The graphics are not quite as great as the trailers, but impressive to say the least. The way vehicles respond to impacts is more realistic. The draw distance is amazing, You can pick A car's headlight in the distance, zoom in with your rifle and see it the car. There are more people, more traffic, a variety

of weather, all making for a more immersive experience.

New modes and Items, I couldn't possibly cover everything, so I will just cover my favorites. The first person mode is awesome! Fully functional gauges in a cockpit view is something I've always liked in games, GTA V does it great. Flying is my absolute favorite activity in GTA, I am an aircraft mechanic and though the gauges aren't perfect, I really enjoy this new mode. If you've already beaten the single player, I suggest playing it again in first person mode, it's well worth the time. Now I did own the previous gen, so I received a few extra things for upgrading, the rail gun and the modified Duke. All insignificant extras, but it was nice to have some extras thrown in for the players that upgrade. The online: I was concerned that upgrading and transferring from my ps3 to ps4 would have issues. The transfer was smooth and easy. All vehicles, weapons and items transferred just fine for me. The limit is still two properties, there was a rumor a player could own 3. Unfortunately not. The collectors edition items such as the carbon RS, Hot Knife, and Bullpup shotgun are now unlocked for everyone. That's something I've been waiting a long time for. Unfortunately, I was hoping for animals in gta online, but that isn't a feature, maybe in future updates. Rockstar has also promised heists to be the first update, but that promise comes with a lot of warranted skepticism.

My verdict: If you couldn't already tell, I liked it. It's not just the common re-release, it improves and adds to the already great experience. It's well worth another \$60 if you've owned it before, and if you haven't played it yet, you're missing out!

Chrono Trigger | 10 (2000-10-20 16:22)

If there is any RPG game that everybody must play at least once in their life, it has to be Chrono Trigger. Ever since its original release in 1995, the game has stood the test of time and has been highly regarded as a classic. Thirteen years after its original release, the game gets the handheld treatment and even throws in some new features as well.

The story is brilliant, as it utilizes the theory of time travel to the past and the not-so-bright future. The characters are classic and memorable, and the soundtrack is one of the best that I ever heard (thank you Yasunori Mitsuda).

However, if you're a veteran of the series, you may notice that the script was changed and the names of the techs and items are not the same as before. "Tonic" is now "Potion", "Flame Toss" is now "Flamethrower", and that alone could take a while to get used to. This doesn't bring the overall experience from this handheld version down in any way.

The game itself has plenty of replay value to make up for its seemingly short length. After the game is beat, with the New Game+ feature, you can play the whole story again, but keeping the same stats the characters had when they defeated Lavos.

Did you enjoy the animated cutscenes from the PS1 release? You can adjust them either on or off as you please. With the Touch Screen controls, you can make a new use out of the battle screens (even though I personally enjoy the classic view). But the thing that really makes this worth playing again are the inclusion of some new side quests to add on to its already splendid storyline.

I can't recommend this enough. Its price is cheap for a worthwhile DS game, its play value is addicting, and if you missed out on the SNES or PS1 versions, here you go.

Chrono Cross | 10 (2000-10-21 11:05)

First, I must admit that I am not an avid video gamer, though I have seen others play plenty. I have played very few RPGs and even fewer held my interest. However, when I played Chrono Trigger on an SNES emulator, I was enthralled, finishing it within a week. When I discovered its semi-sequel was coming out, I could hardly wait the ten months for it to be released in the US. I ordered it in advance in April, received it the Wednesday it came out, and played it nearly straight through to finish by Friday evening. 60 hours of gameplay and about 15 hours of sleep. To say the least—it was all worth it.

First, gameplay- It is one of the best battle systems that I have seen. It may seem complicated to begin with, but one becomes quickly accustomed to the strategies and nuances of the idea. In a game of chess, the rules are simple but the possibilities are endless. The same goes for Chrono Cross' element system. In addition, being able to see your enemies on screen allows you to fight when and where you want. This is a big advantage if you want to avoid them (if you don't want to fight piddling monsters) or find them (to retrieve extra spells and items). Cross pulls this off even better than its predecessor, Chrono Trigger.

Leveling- I considered this such an important aspect of the game that I gave it its own category! The reason: you can advance through the entire game avoiding nearly all monsters and still beat the game. Not only is the focus on strategy (the types of spells, colors, and balance between physical attacks) in order to defeat bosses, but you only gain stat bonuses during about five fights between each boss. Continuing to fight others can help with items and extra spells, but does no good to "level up" your characters. I thought this a terrific idea. Your characters still become extremely strong towards the end, but not because of experience. It doesn't exist. Cross is plot-driven, not level-driven.

Storyline- Speaking of plot, Cross' is pretty good. It can get convoluted at times, and having played Trigger is helpful, though not necessary. Characters are surprisingly three-dimensional and everything fits together if you think about it for long enough. The major ending(s) though, can be dissapointing and because of the plethora of characters, very few of their pasts and conflicts can be resolved. But, all in all, you will enjoy it as mystery after mystery is solved while other take their places. Like a good book, it's difficult to find a place to put the controller down-you want to keep going.

Music- Outstanding. Better than many movie soundtracks I've heard, both in quality of composition and sound. I highly reccomend buying the soundtrack to listen to during the day, unless you want to leave your Playstation running while doing the dishes. Of course, it would be worth it to do that, too. It's that good.

Graphics- The people that made the FMV sequences were the same who did those FFVIII. The graphics are similar to those of FFVIII, in battle sequences, exploration, and the movies-but even better. The colors and attention to detail make the entire game simply . . . beautiful. Let the game run and stare at it if you have to, it can be the only way to appreciate the artwork. Plus, the spells have their own elegantly simple quality. No spell is too long or extravagant, letting battles to continue smoothly. And the detail! When a character pulls something from her pocket, the movements are very human and real. They leave footprints on the beach and the environment casts shadows as you walk through a dark cave or brightened room. Every detail draws you further into the Chrono Cross world.

Do not rent this game-you should definitely buy it. The developers of Chrono Cross claim it can be beaten in 35 hours. They're lying. It took me 67 hours total, including the few times I had to go back to an old save point. And that does not include the amount of time I will spend in the future finding the multiple endings and other storyline branches. (They are a total of 6 different paths you can take, each very different and effecting the outcome of the game) Buy this amazing title for your Playstation and give Square a hand. Or even bow. They deserve all the respect you can give for this fine game.

Dragon Age: Origins PC | 9.5 (2000-10-22 11:06)

Dragon Age is a kind of game that is becoming increasingly rare: a deeply immersive single-player RPG with an interface clearly designed for the PC. It's easy to sling around the word "immersive" at any game that looks pretty, but DA isn't messing around - the world of Ferelden shows a unified sense of design and depth that blows even famously vast games like Oblivion out of the water. Coupled with consistently excellent writing and across-the-board quality character design even down to relatively unimportant NPCs, the game truly does feel like it's reacting to your

choices dynamically from the very beginning, and how you play your character can have amazingly subtle effects on the way the story unfolds.

Graphically, the game's a little uneven. All the design elements are there, and it has plenty of high-quality textures and strong environmental visuals - particularly fire effects. The polygons themselves, particularly on character faces, are a little simpler than you'd expect from a 2009 game. Overall, the game looks about on level with Oblivion, although the visual distinctiveness and design ethic of areas and characters are significantly better. Animation stands out as a strong suit here, particularly during the game's frequent dialog sequences, with none of the dead-eyed staring or bizarre walk cycles that plagued other RPGs like Fallout 3.

Gameplay is pretty straightforward, and very much in keeping with previous Bioware titles like Knights of the Old Republic and Mass Effect. You control a party of up to four characters, each of whom develops a plethora of useful abilities to keep track of. The inclusion of a minor programming element (very much in keeping with the gambit system from Final Fantasy XII) will let you set up a few default actions on each character so you're not stuck frantically switching between them to make sure they drink their healing potions, but battles frequently require some degree of tactical planning. Setting up ambushes and planning your party strategy to play to strengths is necessary to get through some tougher areas. The interface is, shockingly, clearly tailor-made for the PC (the console versions have their own interfaces designed from the bottom up and are apparently easier games to allow for the sacrifice in easy access to skills). You have an insane number of quick-access slots, and nearly the entire keyboard is bound to one thing or another. It's the kind of interface that hasn't been in vogue since before the PS2 came out. The game is extremely linear, although the frequent and varied dialog options give it the feel of a more free-roaming game, and it's very tempting to go back and replay huge chunks of the game just to see how the complex and dynamic conversations will play out. The main downside is that there's no easy way to level-grind, which is to the game's benefit to a point (no tedious circling around killing wolves) but occasionally means you can get in over your head.

What the game sacrifices in terms of sandbox free-roaming it more than makes up with in the excellent writing and characterization. An absurd attention to detail and across-the-board excellent voice acting breathes a lot of life into the game's conversations, which make up a significant chunk of gameplay. Characters are extremely varied and the interplay between them is a major draw, a trademark of Bioware's games, but Dragon Age has some of the most likable characters I've ever seen in a video game and the excellent performances from talents like Tim Curry, Kate Mulgrew and Claudia Black really put the game a notch above. Even the game's fairly generic-on-the-surface fantasy world is livened up by a few critical details - for example, the elves in Dragon Age are a massive underclass of servants.

It's actually difficult to find things to level complaints against in this game. One petty gripe is Morrigan's visual design - her character is one of the game's strongest, and she has great personality and some very clever writing, but visually she's a pair of giant breasts with a cloth draped improbably over them. Other women in the game are treated with a bit more restraint, though, and female armor is gratifyingly sensible. Another issue is that it can be difficult to manage battles on the fly, and accurately targeting enemies with skills frequently requires tactical pausing just to line the cursor up over their relatively small active areas. It's a petty annoyance, but the game clearly wasn't meant to be played Diablo-style anyway.

A few other things to know about the game:

- The game is mostly DRM-free, and ships only with a simple disc check. EA has a reputation for fouling up its customers' computers with DRM malware, but DA seems to be free of those problems.
- If Dragon Age were a movie, it would be rated R. I don't remember ever seeing any swearing, oddly, but the game is rife with violent imagery, extremely dark themes and frank sexuality (including a handful of relatively tasteful sex scenes and occasional demonic nudity). The game handles all of it with maturity and depth, but it's clearly not meant for children, and even parents of younger teens should be cautious.

Overall, Dragon Age is one of the strongest games to come out in recent memory, and is another installment in Bioware's increasing resume of superbly-written RPGs. Players looking for a fast-paced hack-and-slash "rpg" should look elsewhere, but anyone who likes deep and elegant plot development, memorable characters and excellent role-playing will love this game.

Super Smash Bros. Brawl review (2000-10-23 12:08)

SI wasn't much of a console gamer for a long time after the N64, but one game that stood out on it was Super Smash Bros. Fast forward to 2008 and I broke down and got a Wii for the party-gaming potential. I have not been disappointed. Yesterday, this game arrived.

Oh boy. This is a heck of a lot of fun. The number of things to do is incredible. You can even practice your character's moves against your choice of inert or active opponents. Nintendo seems to have intended this game to be epic as they not only include an in-game retrospective of the entire line of Nintendo gaming products going back all the way to the NES, they include time-limited trial versions of the classic games.

Wifi works wonderfully. Online matches are frantic and fun.

One odd thing is that the wireless pointer feature of your wii controller is completely inert once you load the game. This is one area where they shouldn't have stuck to their roots- it feels silly to move a token with the analog joystick when I could theoretically just point at the character I want to use. But you get used to it.

If you have a kid, he will spend months getting all the unlocks (there are lots). If you have a kid inside you, you will rediscover some console joy.

The maps are pretty amusing/crazy. They touch on many themes/ideas from previous Nintendo works. Put it this way: There is a Pictochat map. The terrain is drawn as you play... Many maps have destructible terrain or areas you cannot jump up through, which adds a strategic element.

The characters are varied and seem very well-balanced against each other. (Aside: I love how the announcer says "KING DEDEDE" so seriously.)

If you are completely new to the game, you still have a pretty good shot at winning by button-mashing, which I consider a good feature. If you have mastered the combos and moves however, you still have the advantage.

I haven't played the adventure mode much but it is also fun.

You pretty much have to buy this game if you own a Wii. This is as much a Wii-defining game as Super Mario Galaxy or Wii Sports is.

Legend of Zelda Twilight Princess 8.5 (2000-10-23 17:11)

Zelda Twilight Princess has been eagerly awaited by legions of Zelda gaming fans. This version features a more adult Link who rides a horse, swings a sword and saves the day.

The title is available for both the GameCube and the Wii, and there are definitely some advantages with the

Wii. First, you can see the game in 480p, which is DVD quality. It's not quite high definition, but it's still quite nice! Second, you get widescreen, which means you get much more game to see on the screen. Finally, you get to use the motion sensing controllers on your Wii to swing your sword, go fishing, aim your slingshot, and much more.

First, the gameplay. Most gamers will be thrilled to hear that Link is less cartoony in this game. That's not to say it's a mature title - it's still a game without blood. You kill evil enemies who vanish in a puff of smoke. You go on a variety of quests, and it's very much good-against-evil. Rather, with this Link you're not a little 6 year old on a toy sailboat. Your Link is in his late teens, has his own house, owns a horse. He is harassed by three little tykes, but there's a certain young lady whose large eyes catch at Link's heart.

In no time at all Link is out in a world which is not all butterflies and daffodils. There are dark things afoot in Hyrule. The land is covered in twilight, and you turn into a wolf to deal with the shadows. Your senses serve you well in this realm. It's not too scary for kids - but it gives the game much more depth for older players.

The graphics are rather impressive for a Link game. Remember, the game is still a cartoon, so you're not seeing detailed tanks or the pores in the characters faces. The world you are in is stylized. There is plenty of detail in 480p - or even in regular TV resolution - to show the orange pumpkins, green vines, and fluffy white chickens which make up Hyrule. The water ripples, the dust billows and the fire flickers in the fireplace.

How about the sound? The Link games were famous (or notorious) for the silly noises characters make. None talk. I suppose this makes it easy for them to convert the game to every language in the world - they just change the text out and are all set. Also, you can change your name and your horse's name without any speaking issues. The voices might not know how to pronounce "Shadowfax".

Gameplay is just amazing in its length and depth. There are numerous worlds to traverse and dungeons to delve into. There are the standard collection of mini-games, quests, things to collect, puzzles to solve. You could easily play this for months and not be done. This isn't a game to race through to say "I solved it" and move on to something else. It's a world to immerse yourself in, to get to know every hill and dale, to track down those secret locations.

I really like how the Wii controllers integrate into the game. It's not like you are using them constantly, getting exhausted with hand movements. Instead, you do a fair portion with the regular joysticks for fine movement. The joysticks are used in a more general way, for sweeping sword attacks or relaxing fishing. You can use small movements if you want - but it's much more fun if you get into the spirit of things and swing away. Just make sure you have that wrist strap properly connected!

Downsides? The little "he he he" voices can get annoying quickly, especially if you are stuck on a puzzle and they are tormenting you. Sometimes the checkpoints send you back further than you might like.

They do a good job of giving you little nudges if you get stuck, helping you figure out your way through the puzzles.

In general, I think they struck a great balance between "tame enough for younger kids" and "in depth enough for older players". There are a lot of teen and adult Zelda fans out there, and they'll be quite pleased with what the game offers. This is definitely one of those must-have for gamers who like adventure games even the slightest!

Dead Space 2 PS3 review | 9.0 (2000-10-25 18:39)

Dead Space, released in 2009, came out of the middle of nowhere. It wasn't too hyped, coming from a rather unknown group of developers, but shocked everyone with its amazingly brutal and atmospheric horror experience and became a critical success. With these high standards to meet, 2 years later, the second is released to incredible anticipation and it certainly doesn't disappoint.

Dead Space 2 is amazing. It takes everything the original put into the series, and enhances it. The controls are more precise, smooth and convenient (with the addition of a single button health and stasis refill system), the visuals are even more detailed and gritty, the sound is as creepy as ever, and the story remains intriguing and intense. You must work to unravel the truth behind the Sprawl (the game's setting), Unitology and Necromorphs, as well as battling (literally) horrific hallucinations and delusions from an alien form of dementia. If you are a fan of the first, then you will definitely enjoy this.

GAMEPLAY

Dead Space 2's gameplay is very similar to the first, but with the right tweaks and enhancements. The controls are basically the same with some minor changes (select is the default menu, square is to reload, aim and triangle is for stasis). The circle button is now a one hit health refill button, instead of square (from the first). The triangle button is similar, but for stasis refill. Isaac's movements are much smoother, more precise, and easier to control. The melee attacks, for example, are far more accurate and can be used in quick succession, unlike in the first. The weapons are great and fun to use as well. One major change is in the zero-gravity areas. Instead of the wall-jumping from the first one, you have a sort of jet pack that allows you to fly around the areas and even latch onto the wall as if to walk on it (like in the first). Certain sections take advantage of this and offer fun new experiences for Dead Space. This game has pretty good replay value in that you have a new game+ option that saves the items and money you get from the previous playthrough so that you can go on to collect the weapons, suits, trophies and so on. There are also more difficulty levels and trophies to keep you occupied. This game still has its objective style in that someone tells you where to go, what to do, and you must reach the objectives. Although more freedom would have been nice, it doesn't hurt the experience for me, because it's just how Dead Space was. Also expect to be scared. This one is every bit as horrifying as the first, if not more so. Expect sudden encounters, random and loud equipment malfunction, and disturbing scenes and hallucinations. Overall, the gameplay is like the first, but even better.

VISUAL

Dead Space 2 is gorgeous. The settings are very detailed and atmospheric, and it's really a key component to the game's horror element. Technically, the graphics are better than the first (which was pretty good to begin with) with more detailed environments, characters, enemies, etc. It is even more graphic than the first as far as dismemberment and violence goes because of the greater detail. The lighting is very well done in this game as well. Isaac's dementia hallucination sequences look as amazing as they are freaky (think Scarecrow in Batman: Arkham Asylum, but more disturbing). When I first played through the demo, I was impressed with the visuals, and I still am very impressed.

AUDIO

This is what really set the first Dead Space apart from every other game in its genre. The sound was absolutely stunning. This is what really sets the atmosphere for the game. Technically, the game sounds wonderful. The further you are from the target, the distance sounds realistic. The muffled screams and shouts from behind walls, doors or glass are all catered to their materials. Now the sound really shines in creating the horror element of this game. Lots of minimalistic sounds that really make a difference. The necromorphs sound as disturbing as ever, along with the distant screaming, babies crying and pleas for help. Even the silence is well placed, and builds incredible

tension, because you never know what could jump out at you. The environment is incredibly unpredictable. A pipe could explode right behind you, a random monitor could flash, a window could blow out, a necromorph could come bursting out of a vent, or any other countless possibilities that are very loud and will make you jump a good foot in the air. I could go on and on, but no other game pulls off a horror audiovisual presentation quite like Dead Space 2.

STORY ELEMENTS

The Dead Space universe has a very intriguing story about it, and this game does a great job at telling it. There are plenty of twists and turns throughout to keep you gripped (like in the first) and the inclusion of Isaac battling with his own dementia is very well presented. Now I won't go into detail, but the basic premise is that Isaac has woken up 3 years after the ending events of the first Dead Space, to a horrific necromorph outbreak. The setting is on a large Earth colony, The Sprawl, that is located on the remains of one of Saturn's moons. He doesn't know what is going on, and is suffering from a deadly form of Dementia he contracted on Aegis 7 in which he has horrifying and disturbing hallucinations that seem centered around his deceased girlfriend, Nicole. You are set free and must unravel the mystery to save yourself, and figure out what is going on in The Sprawl. Now one major change from the first to the second is that Isaac was actually given a voice actor with real dialog. Although this does change the game in that you are no longer a silent protagonist, it is not necessarily a bad change. The new Isaac has a mouth on him, but you get to understand him far more and how he interacts with people and situations. The story and feel to the game is actually very similar to Alien and Aliens, you can sense the influence as you play it. Overall, the story is as intriguing as the first, and really keeps you gripped.

CONTENT ADVISORY

This game has no instances of sexual content, but it is INCREDIBLY graphic and violent. The violence is geared toward necromorphs (extremely mutated dead humans infected though an alien entity), but it is brutal. You can sever limbs, heads, smash enemies, and even break dead victims apart. There is a ton of blood, from it gushing out of enemies, victims, yourself, to being smeared all over the walls, ceilings, floors from previous attacks with horribly mutilated corpses littering the environment. Isaac himself, when killed, may suffer a unique cinematic death depending on the enemy that kills him that includes decapitation, dismemberment, being sliced in half, skewered, stabbed in the head, and being graphically vomited on by strong acidic creatures. The game is also very disturbing. Several people crying for help will be mercilessly slaughtered by the aliens in graphic ways. People suffering from severe delusions and hallucinations may kill others or themselves in a highly graphic and disturbing manner. Some necromorphs are of dead children, and even babies (very disturbing) that act as suicide bombs. The visions you have tend to be very demented and disturbing, and the entire game is very scary, even to mature audiences. The language in this game is also very coarse. Right from the beginning you will hear the f word and s word thrown out like crazy, as well as every other lesser expletive. These words are used in a sense of panic for the most part in that people are trying to escape or save lives from horrifying circumstances. This game is rated M for a reason and it is a high end M due to the violence. I can think of only very few games that come close to the graphic intensity of this game.

CONCLUSION

If you have an Xbox 360, a Playstation 3, even a computer, and think you can handle the mature gruesome, disturbing horror aspects of this game, it is a must buy. I'd recommend starting with the first (Dead Space Greatest Hits), as it is an amazing game as well, although it isn't necessary to fully enjoy this game. If you are a fan of the series, I'm sure you already have and love this game. This game is an atmospheric masterpiece that improves upon the original in every way, and keeps the series at a high, high bar.

Starcraft II: Wings of Liberty | 10 (2000-10-29 12:09)

I've watched the Starcraft 2 Amazon reviews come in with great sadness. Sadness because this game deserves so much more than 3 stars, but also sadness because most of the points the negative reviews make are completely legitimate.

Starcraft 2 is a great game. I got it the day it came out and haven't touched another game since. Like the original Starcraft, it's an almost perfectly balanced RTS with three unique races. The Terrans, Zerg, and Protoss each have many new units and tricks up their sleeves, and as with the original, the game takes mere hours to learn but a lifetime to master. Each and every last unit has its perfect situation where it can be used to turn the tide of a game. The production values are phenomenal all around. The sounds and voice acting are fantastic, the attention to detail is amazing, and if you've got a computer that can handle them, the visuals on max settings are absolutely gorgeous. And it doesn't just look and sound good; it plays good, too. A bunch of little technical issues from the original have been fixed: you can issue commands to multiple hotkeyed groups at light speed without some commands being lost, your own units will actually move out of the way when you're trying to construct a building, rally points are more efficient and separate ones can be set for worker units, etc. It's all the fun of the original, but it's now sleeker, sexier and handles better. It is faster paced than the original, and the multi-player automatic match-making system is Blizzard's best yet. As a bonus, it (like Starcraft and Warcraft III before it) ships with a map editor that lets you customize nearly any aspect of the game; skilled map-makers will be making new maps, missions and mini-games for years to come.

So when does a game like this get a 3-star rating? When its own creators unwittingly do almost everything in their power to sabotage it, that's when. Thanks to some miscalculations by Blizzard, there will be entire sections of the fan base that will find this game either unplayable or unappealing. Though the gripes have been listed many times on here, I'll summarize them once more and give my take on just how much they're really likely to annoy you:

1. You need an Internet connection to play, even in single-player mode. Obviously, if you have no or sporadic Internet, this will be a deal-breaker. You can technically play a single player version offline, but it comes with limited features and privileges.
2. You need to make a Battle.net account to be able to play at all. For some, the very idea of having to go online and sign up to use a product you just shelled out \$[...] for is a slap in the face. Also, this Battle.net account will be your one and only Starcraft II account; no more starting over with a new name or record.
3. No LAN. I guess maybe Blizzard thought nobody actually LANs anymore? Clearly, the people have spoken, and Blizzard thought wrong. If your fondest Starcraft memories are of playing the game on a LAN with friends, this might be a deal-breaker for you.
4. The region lock. In Blizzard's previous games, you could freely switch between regions. Now, if you're an American and you want to play with your European friends, you need a European copy of the game. It's hard to see what good this does besides making Blizzard more money.
5. No chat rooms. The game's automatic matchmaking system is beautiful, but let's say you want to chat with other players in a chat room for a while before migrating over to a game. No longer possible. Just about the only way to make new Starcraft 2 friends and partners online is to privately message people you were randomly paired with after a game, or to privately message random players in your (or a friend's) league division (hint: if you do this, people will think you're weird). Blizzard has promised to add chat rooms in a patch, but for now, this is the issue annoying me the most.
6. Your Battle.net and RealID friends are practically invited to stalk you. I don't think I've seen a game where adding someone you're "iffy" about to your friends list could end up more detrimental. Not only are you always online while playing this game, you always show as online to everyone on your friend's list. You can choose to show as "busy," but there's no option to hide.
7. The campaign is Terran only, and a multi-player RTS plus one race's campaign might not be worth \$[...]. In Blizzard's defense, there are 29 missions, strung together to form an amazing story with cut-scenes and cinematics between

each. Each mission can be completed on 4 difficulty levels, all featuring optional objectives and achievements. But for all that, an RTS veteran could blitz through the entire campaign in a matter of hours (on normal mode, at least). If you're one of the players for whom the campaign is the main draw, paying \$[...] for a game it only takes hours to beat would be a bad deal.

8. There's no global ladder. If you play league games online competitively, you get ranked in a league, but aside from the top league (so I'm told; I'm not in it), you have no way to tell where you stand relative to everyone else in your league. You can only tell where you stand relative to the others in your 100 person division, and the divisions themselves are not ranked. I much preferred Warcraft III's system, where you could see where you stood relative to everyone.

The funny thing is, some of these new features people are griping about aren't inherently bad ideas. For instance, it's actually very cool to be able to chat and share your achievements with friends while playing the campaign...unless, of course, you just want to strategize and be left alone. Which brings me to what I think is the heart of Blizzard's mistake: they should have made a whole lot more settings OPTIONAL. You should have the OPTION to play single player online or offline, the OPTION to show as visible or invisible to your friends, the OPTION to play LAN, the OPTION to switch regions. But instead, Blizzard's "my way or the highway" approach will leave all of those who can't get past any of the above eight things out in the cold. So please, Blizzard, save your fans, yourselves, and your game a lot of trouble, and make more features optional in future patches.

I'll close by addressing what I think are the three groups of people holding off on buying the game: if you're dismayed by all the negative publicity, but none of the above problems are deal-breakers for you (and there's no reason why any of them have to be), go ahead and buy it. It really is a great game, and you'll have a lot of fun. If you absolutely can't get past one or more of the problems and know they would make the game cease to be a fun experience, then you have my sympathy and you get to keep your [...] bucks. And finally, to those for whom the issues really aren't deal-breakers but who are refusing to buy the game on matters of principle: you have my respect, and even my admiration. But man, you're missing out on a good one.

Update (4/19/11): Since I wrote this review, chat rooms have been patched into the game, though they aren't used nearly as much as the chat rooms in Blizzard's previous games. On other positive notes, the game is frequently patched, balance issues are addressed and taken seriously, the game has very active forums where players talk strategy in detail, and Blizzard is continuing to make new maps and scenarios and integrate them into online play. On the negative side, it's becoming more and more apparent that most of the bigger complaints against the game (like the lack of LAN, online requirement, and region lock) aren't going to be patched away. Overall, I'm still playing the game pretty regularly and having fun, but there's still plenty I'm gritting my teeth about.

Spellforce Universe | 8.0 (2000-10-29 12:10)

As a big fan of rts games and rpgs, this was a pleasant combination of both. It did a great job of balancing the heros abilities with the rest of your units. And for the price you can't go wrong with this game. It was an easy clean install and after the initial install the game played perfectly. The only complaint I have is with the first spellforce, there is now way to do a skirmish with just the computer so after you finish the campaign there is only online multiplayer and there really isn't any of that. However, skirmish mode has been added to spellforce 2 which is fine since I only played the first one for the campaign.

The first spellforce:

- This isn't a game for everybody; it's not a "true" RTS nor a very deep CRPG. If you can't deal with that, don't buy it.
- It's a mix of both but on the light side of things. I like that because I'm bad at "real" RTS games.
- It's a very entertaining game which is nicely paced. It starts off slow but you'll get some rather difficult scenarios after that.

- In order to develop your avatar into a powerful force you need to do all side quests and stick with the skills you have chosen from the beginning (like Elemental Magic) and watch what attributes you need to be able to increase the skills to the next level. I recently replayed both this campaign and the follow-up (Breath of Winter) and it makes a big difference. I reached Level 29-30 without a problem.

- The different ways of building your avatar adds a lot of re-playability to the game.

first you must consider the main features. SF2 is a combination of two genres - RTS & RPG. This means that you can switch to a 3rd person view, collect items, solve quests and get skills for your avatar & hero party through a skill tree. Fascinating is especially the mission design & the story concept. I really enjoyed it and its really a way different from other RTS games. On the whole the single player campaign has a playtime of more than 40 hours. But then there is also a free game mode campaign which has nearly the same playtime and can be played as well with friends over the internet. I can recommend it to any fan of RTS & RPG games. Its just the perfect blend between Dungeon Siege & Age of Empires.

Spellforce 2 is about a 8 out of 10, and is an effective mix of both RTS and RPG, however, it does neither genre particularly fine My biggest criticism is that all online screenshots look astounding. .In this game, there is a large drop off between High and Medium graphics settings. My PC kicks butt by a few years after these game engines came out. During their journeys, your avatar and his hero companions will often find it required to call upon the military of armies to accomplish their objectives. This is where the game's RTS elements emerge. You gain workers who gather resources and build the structures compulsory to summon the military units for your army. You can also build self-protective composition such as archer towers to keep foes at bay. The RTS element of the game is far less altered from Spellforce. The first games had six races from which you could summon armies: Humans, Elves, Dwarves, Orcs, Trolls, and Dark Elves. Spellforce 2 includes the Barbarians, Gargoyles, and Shadows. However, the nine races are divided into the three factions: The Realm (Humans, Elves, Dwarves), The Clans (Orcs, Trolls, Barbarians), and The Pact (Dark Elves, Gargoyles, and Shadows). Unlike Spellforce, where you had to find runes and plans to summon armies from rune monuments, in Spellforce 2 you are acknowledged a headquarters as a base of operations. You gain access to new races, and more advanced buildings by completing quests. Instead of simply finding runes, there are representatives from each faction who will "bond" you to grant you the ability to assemble armies of their faction. Instead of their levels being fixed at the level of the worker rune you used, as in Spellforce, your units also level along with the avatar, albeit much more slowly; their maximum level is 18. Of course, you can still zoom in and out from an overhead view to a earth level "chase cam", viewing your avatar and units up-close. This is a enormous perspective to be grateful for the remarkable structural design of some of the game's arrangement.

I didn't play any of the expansions, but there is four here.

Halo 3 | 10 (2000-10-30 12:12)

So as you've heard everyone else say, HALO 3 starts right where HALO 2 left off. Master Chief is embroiled in the conflict to end all conflicts aiming to be the savior of the universe.

First off, the story is... just a continuation/conclusion of the HALO saga. Don't really want to say anything here because this is a review, not a walk through.

When you first start out, you might be a tad bit disappointed with the graphics as I was. After the first 15 to 20 minutes, however, you really begin to appreciate the visuals. There is SO MUCH STUFF that is rendered on the screen at any given time (eons more than GoW), and all of it is really very detailed. The only stuff that disappoints is the character models... very generic and last gen.

The sound is... wow. It's a huge part of the atmosphere of this fantastic finale. While you are playing through for the first time, my bet is that you won't really notice it all that much, but take the time and listen. You have to appreciate the fact that you are not only getting a great game, but an entire orchestral musical score made specifically for it as well.

The game play is classic HALO style run and gun. Nothing really all too new or fancy except the new "deployables." These X button wonders are really a lot of fun to play around with and there are found in a good variety. During my

play through on heroic (PLEASE DON'T START THE GAME ANY LOWER THAN THAT!!!), I need to use them quite often. They were pretty much essential for me.

BUT* Who buys HALO just for the campaign? The proof is in the pudding... oh, excuse me, I mean the proof is in the multi-player! That's where the gold is. It's a (much) bigger, better, and shinier version of HALO 2's amazing frag fest, and it certainly is no slouch. Lotsss of maps, weapons, vehicles, and death! Did I mention the "Forge?" Well, I wouldn't want to write another 5 paragraphs (and you wouldn't want me to either I bet).

So stop reading my (fantastic) review, and go out, or in, really, and PLAY!

The Witcher Enhanced Edition | 9.0 (2000-10-31 12:14)

I was somewhat skeptical originally because the last two forays I made into PC RPGs were quite disappointing (NWN and Titan Quest). I waited until the enhanced version came out and the reviews were so good plus I had some free time before I started my masters program that I finally decided to go for it.

The first night I wasn't sure because my ego made me choose the harder difficulty and that made some of the battles VERY hard when you don't understand how to use alchemy. However the second day when I began to get the hang of the system and the story became more interesting I played 9 hours straight into the 3rd chapter. If you have a decent system with an 8 series or newer Nvidia or 3800 up ATI the graphics are stunning. A few particular areas in the game sometimes I will simply stop and watch what is going on.

I actually enjoyed the frequent swearing as it's fairly novel in a PC game and fits this fantasy world. The option to collect sex cards did not interest me hugely though sometimes the situation which arises due to choices your character makes in the game are slightly humorous if a bit juvenile.

The only way to compare the story in PC games is to think of Baldur's Gate which had a story interesting enough to follow on its own merits. This game actually inspired me to read the books which has never happened from a computer game before. The books are good, far better than average but not equal to the best fantasy out there like Red Seas Under Red Skies and The Bonehunters (The Malazan Book of the Fallen, Book 6) or The Name of the Wind (Kingkiller Chronicles, Day 1).

The only downfall for me was I really enjoyed the party system of Baldur's Gate which does not fit the Witcher world. I did not really think about that lack until the second time playing from the beginning looking for the quests I missed the first time thru.

Great value for the money if you enjoy RPG or adventure gaming! I'm going to support this developer as much as possible (buying 2 copies of the game for friends, reviews etc) and if they can come out with something even close to as good as this game I'll be very impressed! 1600x1200 maximum settings (all monitor could handle)

Core 2 Quad Q9550

8 GB of DDR2 RAM

Radeon HD 5970 Black Edition

Windows 7

Anonymous (2012-02-11 18:27:08)

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2.10 November

Halo 3: ODST | 10 (2000-11-01 12:16)

Concept: 7/10

Halo 3: ODST introduces a new Special Forces Recon Soldier for the Halo Universe. The Orbital Drop Shock Trooper

is a darker, lighter armored version of a Spartan with silent weapons. That's pretty much it.

Story: 9/10

The story is very well written, well told, and well acted by Firefly and BSG veterans. It is really entertaining and one of the best parts of the game. However, it is told through flashbacks and is somewhat difficult to understand your first time through. You might be confused at times, but in the end, it all makes sense.

Gameplay: 8/10

It's Halo 3, with a couple new guns and a slight improvement to the health system. Your character sounds 'in pain' when your health is low, reminding you to stay behind cover. There's also a night vision visor that you can toggle on and off. Unfortunately, the game seems too dark if you don't have your night vision on, and if you use it in areas that are fairly well lit, you're almost blinded. In the end, the night vision seems extraneous. The game would have been better if the dark areas were just a bit brighter, but still cloaked in shadows.

Level Designs: 6/10

There is an open ended city area where you can explore and Covenant troops are being dropped in to battle. This is new to the Halo Universe and it works quite well. Most of the game takes place in New Mobasa, a futuristic African City that is being invaded by the Covenant. The look and feel of the city is pretty impressive, but overall, the levels feel redundant. Fight in corridors, defend an area... You know you've got problems when the Campaign is only 5 hours long, and the Missions feel repetitive.

Sound: 9/10

The music is foreboding and adds to the grim atmosphere while the effects bring the battles to life.

Replay Value: 7/10

You can start the campaign after lunch and finish it before dinner.

There is a Firefight Mode which is like Gears of War 2's Horde Mode, but ODST features an additional challenge where each wave of enemies has a special behavior like "Dodges Grenades." This mode is for friends and invites only. I understand that Bungie is trying to prevent the Leroy Jenkins of the world from ruining the fun, but it really sucks to not be able to play a pickup game.

There are 3 new Multiplayer Maps for Halo 3, too.

Maturity - The game is rated M because the Halo series is rated M, even though the action is pretty tame.

Overall: 7/10

Buy this game if you're a Halo Collector, you've got a bunch of buddies that still play Halo 3 and will use the Maps and Firefight Mode.

Rent this game if you just want to play the Campaign. It's only 5-6 hours long.

I'd recommend waiting for the price to drop before buying ODST because if you spend \$60, you're going to feel ripped off.

\$35 for this game feels about right.

Dreamfall: The Longest Journey | 9.0 (2000-11-03 11:43)

Overall, I'd give this game a thumbs up, but I have hard time calling it a true sequel to the original masterpiece, and have some mixed feelings about this game. First, it's a new game, with a new lead character, and a whole new style of play. If you liked the original you will probably enjoy this "sequel" as well, but things have changed. The main

character is now Zoe Castillo, with an older, jaded April Ryan playing second fiddle. The original April Ryan is absent from this game, and , I have mixed feelings about Zoe taking over the lead role in this series

April Ryan , of the original game, was charming, witty, light hearted and fun. Zoe , a nice girl, is simply more serious and lacks a lot of the levity provided by the original April Ryan. I will, however, say that Zoe's(as well as most actors in this game) voice acting is excellent and she's capable of handling some deeper, more mature subjects convincingly. However, I very much miss the whackiness, wit and youthful optimism of April. April was arguably one of the best adventure game characters , to date. She was a milestone that set the standard for a number of other games. Her character has changed dramatically in the latest installment, and the game suffers from that. Zoe, while enjoyable, just doesn't stand out as much.

Kian, the third player has virtually no real involvement in the game, other than a handful of conversations, and simple combat sequences there's nothing about him that couldn't have been made into a cinema. Perhaps he may have a role in a following sequel, but not in this game. The story, like the lead character has also made a distinct change.

The story line is faster moving, more intense, and more sci-fi oriented than the original. It's a good , engrossing, story line, but it lacks the wild creativity and fantasy of the original. It has a distinctly different feel or "flavor". The overall magic, awe, wonder, whacky humor and originality of the first installment are just missing. Again, not a bad storyline, but not what made the original game a classic. The gratuitous profanity and innuendoes have been toned down quite a bit, but it's still an adult, or "mature audience game"

This game is **NOT** for young children. There are a curse words, sexual situations and innuendos, some mature subject matter, and violence, as well as references to drugs and alcohol. Nothing over-the-top, but it's not some G rated title.

The controls in this game largely detract from the overall experience. Playing Dreamfall is more like playing a 1st person shooter, than a point and click adventure game. Navigating cramped areas can be a nuisance. It took me several hours of play before the controls became second nature, so to speak. I enjoyed the simple beauty of point-click the original offered, much more. Secondly, maybe it's my imagination, but this game doesn't seem to have quite the level of diversity in scenary the original did. The frequent load sequences also tended to detract from the overall experience.

Thinking and problem solving have definitely taken a back seat to eye-candy cinemas, simplistic combat, and puzzles generally tend to be "dumbed down" to accommodate individuals who don't enjoy games with any thinking involved. I wouldn't go so far as to call this game an interactive movie. It has puzzles. They are there. They're just much simpler, and scarcer than puzzles typical of earlier adventure games. Frequently another character in the game will tell you where to go and what to do next, making the game a bit too easy. This game also has numerous fight, flight and flee sequences. Arcade sequences are hardly new to adventure gaming, but in Dreamfall they're frequent and water down the game's status as an adventure, puzzle based game. The saving grace is that the story progresses quickly, and will keep most people interested in just what the heck is gonna happen next. Secondly, very few people will spend hours pixel hunting for a simple clue, or silly oversight. Personally, I'd rather see the adventure game market watered down, and still alive, rather than die off completely. If that means putting up with silly combat scenes or excessive cinemas, that's fine with me.

This game has no real ending, just a place where the game stops, and the remaining chapters were written simply to whet your appetite for a sequel. I was upset when I saw the ending of this game. It was sad, disturbing and abrupt. It just left so many unanswered questions, with many sad possibilities waiting in future installments. The ending was much like "cliff hanger" season finale to a television series. It was meant to to tease the player, not provide resolution. That fact shouldn't be a problem if there's a sequel, but due to lack of interest in adventure games, there may not be another installment of this game.

graphics 8

gameplay 9.5

sound 9

overall 9.0

Ace Combat 6: Fires of Liberation review | 8.5 (2000-11-04 10:33)

Awesome game. Sick graphics (that means very good). Excellent controls using the standard controller. The tutorial is fun and effective. The campaign mode is engaging and well done. Lots of replayability. Most of all it's FUN!

The main things I look for in a console game are: Can I pick this game up in a short time and start having fun? Yes. Does it have an engaging campaign mode that draws you in and gives you reasons to continue? Yes. Are the graphics decent? Yes. Is the game frustrating for any reason, i.e. poor control layout, lack of save game at the right times, can't do what you would logically expect to do. No.

It's clear to me that a lot of thought went into this game. Flying, which you do most of the time, is very intuitive. The planes react smoothly and you don't find yourself overreacting much (which is common in many other racing/flight games). The cut scenes are superb. The animation is high quality and the voice acting is good. The plot is obviously contrived on the old East vs West theme (Estovakia complete with eastern European accents vs. Emmeria, i.e. America complete with the lost family. But these days what else are you going to do for modern conventional warfare? It's still engaging if not highly plausible.

Compared to many of the other games out there for the Xbox360, this game offers a lot. I didn't want a RPG like Oblivion (don't have the time for it). I didn't want another lame sports game (I have the Wii for that). I didn't want -another- spaced out zombie mutated freak monsters invading the earth and save the world game (saving that for Mass Effect when it comes out). For me this game hits the spot. Plus, it's well engineered and stable.

I checked out a couple other less flattering reviews and I think they are from people who just aren't into the genre. Personally, I don't see this as a flight sim where you have to fully understand how to fly a real plane and you have to have the skill to do it. I see it as more as a game that lets you have fun flying planes and draws you into an engaging, meaningful story. And, the missions are just the right size for me. It's a great game for a casual gamer who maybe can only play for 30-60 minutes. It's also fun for anyone who wants to play longer, obviously.

To sum up... This is a very good game that you should have lots of fun with. If the thought of flying combat planes appeals to you in any way, and you enjoy being involved in a large plot, this game is for you.

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Anonymous (2013-09-18 17:30:48)

Woah! I'm really enjoying the template/theme of this blog. It's simple, yet effective. A lot of times it's challenging to get that "perfect balance" between user friendliness and appearance. I must say you've done a excellent job with this. Additionally, the blog loads extremely fast for me on Firefox. Excellent Blog!
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Dead Space | 9.5 (2000-11-06 11:49)

I have been playing shooters for a long long time. After DOOM, no one had the guts to move away from head shots. Almost 3 decades has come and gone and shooters have remained the same. Woow these guys did get away with it, and they have come out with amazing results. This is the power of creativity.

We have played shooters with zombies in them, horror sci-fi games, different permutations and combinations. All have few different monsters as enemies. Either you shoot them in the head or it is some kind of quick press events to kill the bosses. Here you have to understand what every enemy is, remember how to kill when you see them again. As you walk through the levels, you see clues written in blood on what to do with each enemy.

The game continuously throws new surprises. You have to explore every level to find items to upgrade your weapons. When you first step into ZeroG... the fights gets crazy. Enemies will come from every direction, the map is a big globe. The level design is fantastic. Every single detail from hospital rooms, kitchens what ever that will be required in a big space ship is there. It is not like the super tidy carpeted Trek space ship. It is supposed to be some thing like a dirty mining rig, and you surely get the feel of it.

There is lot of creativity that has gone in.. which I didn't expect from a big publisher like EA. You don't find any M16, AK46, turret gun here. All the weapons are mining equipment. Our future mining equipments are lot more interesting than what we have today. As the main character is a engineer lot of things he does very cohesive with the gameplay. When you actually fix a lever and move things around it feels lot more natural.

I do have to say one thing about this game. It is truly meant for mature audience. Please don't buy this game for very young children. There are few sections where you have to kick and stomp baby zombies. It gets too violent and scary. But as a horror/survival/thriller you need creepy enemies. Also they do give you a reason to keep searching and not quit half way around. The theme may be slightly similar to DMC4 girl friend search... but executed very well.

One gripe I have with this game as with DMC4 is backtracking. The game is quite long by today's standard. The space ship feels much better because you are visiting some of the same areas while backtracking. It is not horrible, but it is there. I wish they hadn't done that.

To give developers credit, they have done enough to avoid the regular backtracking nightmares like lost routes. You can always use your analog stick to show the dotted green walk line.

Previously I thought this one will be like Silent hill, this one is more closer to Resident Evil. Falls more in the creepy, scary game than survival horror game.

Technically, I don't have to say much. Any one who has seen videos of the game already know this game looks stunning. Fantastic way to start the holiday season. Brand new IP, silky smooth game play, really well done game. Go treat yourself.

Kingdom Hearts 358/2 | 8.5 (2000-11-10 05:22)

Difficulty:

Just Right

Time Spent:

10 to 20 Hours

The Bottom Line:

"Worth playing"

First off, just to clear up any confusion, the title of this game is actually pronounced "Kingdom Hearts Three Five Eight Days Over Two" weird right? Anyways, I have not yet beaten the game but I have played it enough to make a substantial review. As we all know the game started with Kingdom Hearts in 2003. About a year later they made a game for Game Boy Advanced called Kingdom Hearts: Chain of Memories. The Story of Sora going to Castle Oblivion, losing his memories and having to sleep for a year to regain them. This is also where we first get introduced to Organization XIII. The worst part of Chain of Memories was the card based battles system, the best part was getting to play as Riku after beating it as Sora. Then there's Kingdom Hearts II, that picks up a year later with the last days of Roxas, Sora's Nobody, and then Sora's awakening. Now, a lot of Kingdom Hearts fans had a few questions as to why organization XIII only had 8 members in KH2, and why Sora awoke like he did in the place he did. Realizing that not many people played KH:COM, let alone had a GBA, they re-made the game for PS2, naming it "Kingdom Hearts Re: Chain of Memories". Now, many people are not too fond of the card-based battle system, and trust me, neither am I. But COM is an essential part of the KH franchise and it is very important any true fan plays it to understand the story in it's true depth. Knowing this, they made sure to make the PS2 version much easier than the GBA version, it includes reaction commands, extra cards, 3D environment with camera controls similar to that of KH2, the ability to dodge roll automatically, and the option to choose between Beginner, Standard, and Proud mode.

Now that that's out of the way, I shall introduce KH358/2D. This game starts 7 days after Roxas' birth (when Sora stabbed himself with the dark keyblade) and takes place through the events of Chain of Memories, where 5 of the Organization Members (Vexen, Larxene, Marluxia, Zexion, and Lexaeus) all die at the hands of Sora and Riku, and the game continues to play out for the whole year that Sora is asleep and ends near the beginning of Kingdom Hearts II. With the final boss of the game being Riku. Go figure. This makes sense seeing how it was him who brought Roxas to DiZ when they put him in the fake Twilight Town in the beginning of KH2. But I digress. This game will introduce you to a new Organization member, Xion. The 14th member. Who can strangely also wield the keyblade and has connections somehow to Sora and Kairi. When you start the game it puts you through a lengthy hour long tutorial that teaches you how to play the game. You go on about 7 or so tutorial mission learning the basics of game play, and all about missions, and collecting hearts for the Organization. Out of the entire franchise, I would consider this game to be the hardest of the all, game play wise. The buttons are limited, so the camera controls are extremely limited. You can change this later, however. But it will make your shortcut window harder to access. In the previous games one could use the D-pad to access the command window, however in this game you need that to move. So instead you must use the X button to choose between attack, magic, and items. Now, your supply of healing items at your disposal and how many you can pick up on the field are both annoyingly limited. Whereas in the other games you could collect munny and buy potions then equip as many to your characters as there were item slots for them, in this game everything you have and/or do is based off a Tetris like panel grid. If you wanna level up, you must take a leve

up pannel and put it on the grid. Wanna use fire magic? Maybe you wanna have a hi-potion at your despinse to heal up with? Again, must equip them to the panel grid. And please note, the grid is not unlimited. You only get so many squares to place panels in. weapons, abilities, items, magic, leveling up, these things all depend on the panel system. However, all is not lost. There are these items called "slot releasers" which open up more empty squares on the panel grid for you to equip panels on. Some panels, however, take up many squares. These are called link panels, there are used to further develop your character. For example, there is a link panel that allows you to attach up to 4 level up panels to it. Each of these levels is doubled. So instead of gaining four levels, you actually gain eight, along with any other level up panels you have equipped. With weapon panels you can link ability, power, or guard panels to unlock a hidden ability, raise your strength, defense, or magic. One of the things you'll notice right away when doing this is that all the weapon panels tend to favor one attribute over another. You will either find yourself killing off heartless pretty fast but losing health even faster, or you will take forever to kill them but also stay alive longer. As of right now, I have a strength power of 93, with a defense of 32. Explain that one. Trying to evenly balance them comes with a heavy price. The other issue with the weapons is that they all tend to favor one type of combat. One weapon is extremely useful if you fighting everything in midair, another is only useful if your feet never leave the ground. There are many more though, and I have not yet made it far enough to unlock the more balanced and powerful weapons, so I cannot yet say how the gameplay progresses near the end.

The battle system is no different than the norm. Run up to the heartless and press A to attack. However, the Heartless in this game are much smarter than their predecessors. Not only do they come in vast numbers and gang up on you, but a grand majority of the regular Heartless (not the bosses) have anywhere from 2 to 4 health bars. You will soon find yourself adopting a "hit and run" strategy, especially in the missions where you fight alone. It is almost kind of sad that the 5 Organization members of castle oblivion are short lived. As far as I remember the only time they assist you (or don't) is in the tutorial missions. You will soon figure out that most of your missions will be with Axel or Xion. With the occasional other member thrown in. however, the game does make up for this with Mission Mode, and I will get into that later. When it comes to difficult combat in the series, this game takes the cake. I remember I was only about a half hour into the game and I was surrounded by 7 Possessor Heartless who leeches onto me and sapped away my HP while Axel sat there picking his nose. I died exactly 8 times before killing them all off. According to the strategy guide, the game will insult you as well. If you chose Standard or Proud mode and you die too many times in one mission, the game will finally ask you if you would like to lower the difficulty level. One thing you may find yourself hardly ever using is the magic. As there is no surefire way to ensure your spells will hit the target, you will find yourself easily frustrated as a precious fire or blizzard spell floats right past your target. Unless you can master your aim, you'd be better off saving valuable panel room by just avoiding magic altogether. However, some missions require you have magic to complete them 100 %. So I would say equip it for the mission, then un-equip it after.

The game progression is based off a series of missions. In order to move the story along, you must only do the mission marked with a keyblade and then choose "advance" to move on. However, moving on too quickly can result in an early and easy death. It is highly recommended that you at least try to do every mission Saix has available for you before progressing. The game progression goes by days. Each time you do a mission another day goes by. This will continue until you reach 358. I am on day 93. This is not completely linear though. Sometimes a cutscene goes over a many day period. There is one instance where Roxas faints and stays asleep for 3 weeks time. On another instance the games skips from day 57 to day 93 without any explanation in between. The game offers you the choice to go back and redo missions you've already done, in case you may have missed something. You can only do this from the Organization castle. But that's not the only thing. Equipping panels, game configuration, saving your progress, and viewing your diary are all limited to inside the castle. These are all things you cannot do while on the field in a mission. Speaking of on the field, I forgot to mention that you are limited to how many items you can pick up while on a mission. In the beginning, Roxas can only pick up 5 at a time. In order to pick up more you must equip a backpack panel to your level grid.

As for the cutscenes and graphics, they are as good as they are gonna get for a DS system. You will soon find that most of the cutscenes consist of text boxes and you will be doing a lot of reading. Very few cutscenes have voices. Hardly any.

Now let me talk about mission mode. On the title screen you get 2 choices. These are Story Mode, and Mission Mode. Mission Mode allows you to go through and replay any of the missions you have unlocked in Story Mode in

an attempt to earn points and crowns which you can later trade into to Moogles Shop for prizes. But that's not all. Here's the bonus. Mission Mode allows you to play as any one of the 13 Organization XIII members. And just as Roxas' keyblade changes its looks with new panels, so does the other Organization Members weapons. Many people hated that Marluxia had a pink scythe. Well, just switch a few panels and presto! Really cool looking blue scythe with extra spikes coming out of the top. Again, that's not all. As the game progresses there are 6 characters you can unlock for mission mode by accomplishing certain tasks in story mode. These characters include Sora, Donald, Goofy, King Mickey, Riku, and Xion.

I know it felt like I had a lot of complaints, but the game is not all bad. Once you get the hang of it the game is pretty easy to handle. The biggest issue is getting the hang of it. The game is rated E10+ for a reason. Not just because of the fantasy violence and dark storyline, but also because there's no way in hell anyone less than 10 years of age is going to understand how to play it. They would die within the first 10 minutes. The game itself however, is very fun. The story is deep and intriguing. The characters are loveable. The game play is challenging enough that you won't rush through it in a day, but not so challenging that you give up. The panel system, annoying as it may be, is also another way of testing a true RPG gamer's skills at strategy. And the Mission system promises a lengthy game time aside from the main storyline.

Regardless of the few minor annoyances, this game quickly becomes very addicting like the rest of them. But unlike the rest of them, this one presses you to move forward and try hard, rather than just handing the victory to you like the other's did. But then again that could just be my gameplay skills. I actually seem to have forgotten what it was like the first time I ever played any of them. But I do recall there hasn't been a single Kingdom Hearts game where I haven't died at least 3 times my first time through the story. Overall though, this is a very good game that will force you to place everything you know about strategy games on the line and then some. As it is not all fighting. Sometimes you must sneak past characters or follow them, keeping them in your line of vision, but staying out of theirs. There are also missions that require you to investigate new areas, and others that require you to collect emblems. Another good thing about this game is the worlds. While there are very few worlds, consisting only of The World That Never Was, Twilight Town, Agrabah, Beast's Castle, Halloween Town, Olympus Coliseum, Wonderland, and Neverland, these worlds are mainly repeats of their KH and KH2 counterparts to an extent. Many of them contain extra areas and remade versions of old areas to explore. For example, Beast's Castle consists entirely of everything it does in KH2, plus a secret hallway leading from the courtyard that allows you to drop down into the main entrance hallway from a hole in the ceiling. Also, with Agrabah, it looks and feels almost the same as the Agrabah in KH1, with the exception of the Cave of Wonders, which is absolutely nothing like it is in the first 2 games. Also, the music. I always have and always will love the music in the Kingdom Hearts games, which is why I downloaded the soundtracks. Even though most of the world music is recycled from the first 2 games, there are a few new musical tracks for the game itself, along with a brand new theme and battle music for Neverland.

Like I said before, the cons I mentioned earlier are only minor setbacks to an overall extraordinary game. Do not let the confusing controls scare you, at first it may seem like hell, but after awhile you find yourself getting really into it. You may find that the controls are actually less complex than the PS2.

Overall I'd say this game deserves an 8/10 rating and is absolutely a must-have for any Kingdom Hearts fan, especially those wishing to fill in the blanks of the story.

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Dragon Quest VIII review | 9.0 (2000-11-14 13:18)

Dragon Quest (previously known as Dragon Warrior in the US) has always been one of those games that I had to have. When I was a kid, I got the first through a subscription to a magazine, and I was in love ever since. Though as basic as a game can get, there was something addicting about the monotonous walking, fighting, and leveling up. In two, three, and four (four in particular), they attempted to bring more detail to the story lines, and succeeded just enough not to ruin the normal, DW game play that RPG lovers have come to love. Then, we missed five and six, and had to wait for the ugliest PlayStation game ever released in Dragon Quest VII. It was fun, but it seemed dated from the release; the graphics were only barely better than the old Super Nintendo.

Then, Enix, the long-time publisher of Dragon Warrior, merged with Square, and thus Dragon Quest VIII was born. I worried, at first. Was Square going to dilute it with all those Final Fantasy cut-scenes, or were they going to take away the simple battle system that's in every DW game?

The answer: NO. Everything is there that was in every other Dragon Quest game; dungeons, constant fighting and leveling up, struggling to buy all the new items, seeking out all those rare items, getting lost more often than not, a simple, point-a-to-point-b story, and that same battle system. It's all here, but with one major edition: extraordinary graphics. Akira Toriyama (Dragon Ball creator, and long time designer for Dragon Quest) was able to fully show his skill in this game.

This game is excellent to play, as well. Not only for its nostalgia, but for the actual game play. It's still addictive, but even more so since the world itself is now rendered in 3D and huge, making it a lot to explore, and exploring it is worth it as it has numerous things for you to find all over the land-map. Finding these things are important, because they've added a new feature called the Alchemy Pot which requires you to use two or three items to make one are item. Also, its fun meeting some of the new characters, and hearing the interesting ways they are voiced.

For anyone old enough to remember the first Dragon Warrior, and for anyone who actually understood it, I recommend this game. I also recommend this for anyone who loves RPGs but hasn't yet experienced one of the genre's roots. Dragon Quest VIII is a great edition to the Dragon Quest library, and an instant classic.

ADDED NOTE: I've just recently finished this game, and I must now say that my impressions were vastly ignorant. This game, from start to finish, is pure excitement, never diluted by long, dramatic cut-scenes, with an emphasis on the game play. The ending, without spoiling, was surprisingly interactive and incomplete, though I have had a chance to complete it. It also isn't nearly as serious as those other RPG endings. It allows you to laugh at the characters despite enduring the nearly seventy hours of game play and storytelling involving the end of a world. And the replay-ability is decent, with an entire extra quest and area to explore after saving your game following the credits. Now, I'd recommend this game because it is clearly the top choice in its genre (RPG). It's a great prologue to the up-coming Final Fantasy XII or Kingdom Hearts 2.

Anonymous (2013-09-16 03:15:56)

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Singularity for PC | 8.5 (2000-11-14 18:59)

I bought this game, because it is cheap. There are no 4 symbol with the hammer and sickles in this game for whatever reason and is all Raven Softwares fault! Should fix it in a patch. This communism is revisionist so Fourth International over Third International.

This game is great its really just a FPS that has taken ideas and story lines from other games. The atmosphere is very much like Bioshock, and Dark Sector(remember that one? With the radiation and the russians)VERY much like that. Also there are elements of both F.E.A.R titles with holgramish ghosts, children, creatures etc. Also you get the feel since its made by Activision that there is a bit of Call Of Duty feel, with the way you collect and drop guns, and also in different positions such as crouch it has the same exact icon at the bottom of the screen. So thats not to say this game is a clone at all, i really just started it, so i haven't gotten into the "meat and potatoes" of it yet. But i'm not worried because i'm already engrossed. Great creepy atmosphere, awesome looking creatures, especially maxed out at 1080p on my gaming desktop, textures fly out at your and the water is just so realistic looking you search around for a tarp to cover yourself wiht while playing. Funny i didn't think after Bioshock that water effects could get any better. The character models are ok, better even than Just Cause 2 which i have a hard time finding anything as graphically superior thus far, so thats a plus. So as i get further into the game i'll update my review, as of now i love it, so far so good. Nothing is perfect and the only thing i've found "wrong" is that the aiming isn't really what i'd call "spot on", but the weapons are great to use none the less. So until next time, get this, its a very good first person survival horror game. Lets hope the next Resident Evil gives us the best ever. Hopefully.

Somehow this has something to do with Adam Richter from Superior, WI! Raven Software is in Wisconsin.

New Super Mario Bros. U review | 9.0 (2000-11-15 15:09)

New Super Mario Bros U makes the Wii U worth the buy alone. I think it's a fun, amazing game that anyone any age can appreciate.

The game I played most when I was a kid was Super Mario 3 for the Nintendo. This game more than lives up to the name. It seems like it takes all the best things from every single Mario game and combines them into a masterpiece. Countless times you will find yourself smiling remembering something from your past. Finding secret areas, using all the power-ups, fighting stuff on the map, dungeons, and bosses are just so much fun. Time comes into play as well, it makes you try to move fast and explore, all while trying to beat the clock. There are tons of hidden areas and each level has 3 star coins. The Miiverse plays a role here too where you can leave comments on levels to help each other out or just say that you are happy you beat the level. For single player the Wii U tablet remote doesn't serve as a real purpose other than mirroring the screen, if you want you can play solely on that and let someone else use the TV. The multiplayer is crazy and exciting. Some people would complain about other players on the screen because they run into you and mess you up but I find it to be more fun. You have to not only watch yourself but watch your teammates and work with them to get past obstacles. It's worth noting that you need a Wii remote for each character playing. For instance 1 Wii remote + 1 Wii tablet = only 1 person on screen while the tablet player has a different function. For 2 player you need 2 Wii remotes. This game can be played by 5 people, 4 players on the screen using Wii remotes and 1 person using the Wii tablet. My friend and I have never had a dull moment and have had to stop for a minute because we were laughing so hard. Playing with friends adds to the complexity and makes you work together to accomplish getting to secret areas.

Mario looks amazing in HD and this game is a must have for any Nintendo fan.

Update Feb 2013: Nintendo announced that there will be upcoming New Super Luigi Bros. U DLC coming for this game. Which seems like it will redo every map with a Luigi twist to it. Also I realized I didn't add that the Wii U Pro controller will NOT work with this game either, so you are stuck with Wii Remotes.

Final fantasy Type 0 review (2000-11-15 16:26)

A lot of people have found themselves being shocked at the brutality that we've seen in this iteration of Final Fantasy which is a really impressive HD port from a PSP game. By now everyone has seen the dying chocobo and his rider but compare it to the simple brutality of war from Final Fantasy Tactics, Final Fantasy VI's slaughter of the Rebels to the Magitek Empire, or even Sin's destruction in Final Fantasy X and honestly this game is pretty much for par on that note.

Having waited almost ten years now, players are finally able to play the second of the originally announced games at E3 just about a decade ago. Having been out in Japan for the longest time, North America has finally been able to get their hands on a localized version both on the Xbox One and the PlayStation 4. Having fully revamped the system from the original PSP system the changes are clear to see in a lot of cases from the smoothness of the combat systems to the multiple character models. Being a lot to move over, there are some cases in which the graphics haven't exactly fully transitioned which can be seen in several NPCs that aren't important to the overall. It might seem like a minor detail, but when everything else looks so gorgeous it does seem to take some of it away.

Type-0 finds players within the Final Fantasy XIII realm of stories with the L'Cie and the Crystals being the central focus. Unlike the mother ship title however, the L'Cie are not the main leads but are instead powerful protectors of the crystals. This was quite a change from the seemingly powerless people struggling against their unwanted fate. Players instead will find themselves in the possession of fourteen different characters each with their own personalities and combat styles to pull off a variety of different missions to re-take their homeland from the invading army that would claim their crystal and their people under their rule.

Unlike most Final Fantasies in which players move from one location to the next with exploration and combat between cutscenes, Type-0 takes a somewhat different approach. Between missions players will find themselves with a certain amount of hours or days until the next sortie in which they can spend the time doing whatever they see fit. Talking to

various NPCs who would want a moment of your time will consume a total of two hours but yield rewards for doing so. Heading outside the campus however will consume a total of six hours but while your party is out there no other time will be expended. Until heading back to the campus you are free to do as you please to get ready for your next mission including leveling up your entire party through random encounters to exploring the various towns that are currently available depending upon how far you are in the story.

While exploring outside the campus and leveling up in preparation for the next mission, Quests can be undertaken for additional resources and experience. Quests can be found either inside or outside the campus but generally are easier to perform those outside as it does not cost a total of six hours just to hand it in. Quests are pretty much of the standard variety such as slay this many monsters or find this many materials however already being out there and fighting anyways, why not get something more for it all?

Combat plays out in the form of an action RPG where each character has access to multiple commands to take on monsters and the invading Imperial Army Soldiers. Each one of these characters plays quite differently from one another with their individual weapon styles which can make finding your favorite one require a bit of time. Alongside the standard attacks each character has two magical or special abilities and a more defensive / curative option which can be set up prior to heading out into battle. Put these in conjunction with being able to dodge enemies and land well timed critical strikes and the combat system was a recipe for success.

Now this was just the first form of combat that could be seen. Alongside the Action RPG portions were some very interesting Tower Defense. Having units deploy from a central location, players would move their party alongside this chain in order to help drive the enemy home and eventually move them into a siege to conquer them outright. Once the fight has been driven in home to the staging point, the party could then move into the city and resume the action in the standard combat style.

While in missions, there was one other trump card that could be used if it was selected. Starting off with only two choices, characters can sacrifice their life force to summon forth a being of power in order to either take out large groups of enemies or just one much more powerful one. Summoning the Eidolon Odin as a form of tutorial, players are able to experience the basics of summoning as to how these beings of power can dominate the battlefield. Eidolons work in the same way as your characters but are just that much more powerful and operate on their own without the other party members present. Don't get too comfortable with Odin though as his sheer power is replaced with less powerful being for the next while in the forms of the Final Fantasy staples of Ifrit and Shiva. I'm not saying they aren't powerful, but from the laws of Final Fantasy and summoned beings, they are at the bottom of the totem pole.

As characters level up, which is honestly truly required as without it you can expect to have your party wiped out a few times, you not only receive better stats but also skill points that allow to learn new abilities or improve older ones. The layout of these is fairly well presented and each ability describes what it does making it easy enough to make a choice. Making a choice on which ability to take however is a different story and like picking a favorite character will require some experimentation to see how they all perform in action.

Unfortunately as well designed as the combat system felt, the camera angles could be utterly horrendous both inside and out of combat. Using the right stick felt both jagged and jarring as there was nothing smooth about it. It was honestly better to either target an enemy or move around and let the camera follow otherwise it could really be a strain on the eyes.

Type-0 is an interesting game in which Square tried to do something a little different than its counterparts (FFXIII and the now FFXV) and for the most part it works. Sadly where things can get a bit murky is during some of the storytelling sections with dialog and character interactions. The scene will be going and it feels like something good is going to happen or be said and then that's it. The scene is over and you are in control again. A lot of scenes feel like they were cut short of what they should have been which does drive you forward to know what else could be said but sometimes this just doesn't happen. While I understand why they had to take a compartmentalized approach due to the scale of the project and the limitations of the PSP, it feels like a lot of these could have been better performed.

Regardless of scenes being cut short though, the story is a good one with lots of characters and good localized voice acting from several well known people. It was different to have story elements just before, during, and after a mission before letting you go on your way, but at the same time it was weird because it was more than easy to get lost and forget that to move things along, you have to go and get it done yourself. Once or twice I did find myself after an hour

or two of exploring simply quickly go through the main area looking for people to talk to and then just skipping ahead to mission day to get the ball rolling. Being able to do this though and not having to actually find a way to occupy your time was great as it didn't lock you into long portions if you didn't want to be there.

Final Fantasy Type-0 was an interesting experiment that does have a few hiccups in its HD port to the current generation of consoles. For what it does however, it does well enough to be enjoyable regardless of the shortcomings. Fans of the Crystal Novalis lore will definitely want to see the differences between this and the Final Fantasy XIII series in how the same "being" such as the L'Cie are treated.

(2000-11-16 12:22)

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Gears of War 2 X360 review | 10 (2000-11-16 12:24)

To start off, I played the first Gears for the campaign/co-op campaign. And I purchased this game for the same reason, so if you're looking to know more about multiplayer gameplay, check out another review. That said, this game plays very well, very much like a thrill ride for the most part. Story can use a lot more refining and better integration. This gets a 5-star in its own right. But Halo 3 and BioShock are still better games overall than GoW 2.

GAMEPLAY: A+

This game still plays like the first Gears, except with a wider array of weapons and features (ie, chainsaw battles, different modes of executing a downed enemy). This is a third person shooter, for those who have not played the first one. And also, expect a lot of blood and violence, so if you are parents considering this game for your children, this serves as fair warning.

The campaign takes longer to beat this time around (10-20h I think). The graphics are very beautiful and realistic, and a lot more 'vibrant'. The first Gears was in general a very dark and gloomy game. You see a lot more color in this one. Co-op campaign gameplay continues to be addictive and I think a strength in this game. It is still as immersive an experience for all players involved as the first Gears was.

Further, the creators definitely outdid themselves in design of the levels. You should expect to be pleasantly surprised with every single level that comes up. While you can clearly expect to see yourself running around in the streets battling waves after waves of Locust, you will also see another order of magnitude of fighting, with sometimes even as many as 80-100 Locust rushing through your field of view. To emphasize the creativity of the creators, there was also, at various points later in the game (spoiler warning), a section where you had to traverse a pitch-black tunnel to safely escort a vehicle across, and even a level where your squad somehow ends up inside one of the Locust beasts and had to fight your way out...

Overall, this game has been quite an experience. It deserves an A+ and Game of the Year awards.

—

STORY: B

Given that this game promised to have more leads on the storyline of the series than the first one, it does a better job. A lot of the early story is centered around Dom and him trying to find his wife, amidst all the fighting. The voice acting is compelling for the most part, and you can tell a lot more easily that it's a dark time for humanity on this fictional planet. In the first Gears, playing through the story was mostly humorous because of the way all the guys were joking around in between fight scenes and the light talk that went on. In this Gears, those dialogues are still present, but with a lot more of a sense of urgency mixed in here and there. And cutscenes are well made. The script is definitely that of a cheesy scifi as some of my buddies like to call it.

Finally, instead of COG tags for collection, we have bits and pieces of 'collectibles' like newspaper clippings, ads, so on and so forth that in some cases contribute to the backstory a little bit, kind of like the way those terminals worked in Halo 3. All of these, when found, are put in some scrapbook that's accessible from the Main Menu, and arranged in a more or less logical order.

The reason the story only gets a B+: if you think about games like BioShock and Mass Effect and the Halo series with their very immersive storylines, GoW 2 is still not quite there. But it is closer to that state now than it was previously.

I won't reveal any more in this part, but definitely expect a lot more of a plot that serves as a backdrop to all the fighting that's going on. Epic Games did a good job of piquing your interest and making you want to learn more.

—

CHARACTERS: B

The characters come across a lot more human in this one. I have mentioned that the mood in this game comes across with a lot more of a sense of urgency to beat the Locust. As you play the game, you begin to feel more and more of a connection with each of the characters and in some cases, almost have to just stop playing when certain characters

die... Let's leave it at that.

All that said, the game needs a better scriptwriter if it is to convey a stronger storyline.

—

REPLAYABILITY: A

With the first game, I recall beating it my first time around with a friend on Hardcore, and then on Insane, and then going around and helping each of my roommates and a good number of friends beat the game on both difficulty settings. The same will probably hold for this game. I think it's a thrilling enough of a ride that I wouldn't mind going over it over and over and over...

—

To sum up, this game is definitely worth the \$60.

PROS: This is all about gameplay and the feel of the game. Even on top of all the additional features and improvements, it is still undoubtedly Gears of War. The controls remain very intuitive and easy to learn. It's easily one of the best 3rd person shooters out there, in my opinion.

CONS: I think storyline could have been a lot deeper. I guess they are saving this for Gears of War 3. Violence may be a little too much for the unprepared. Right now, this is all I can think of.

FINAL VERDICT: A. This is a very well-made game. I have the tendency to buy games and sell them back when I'm done. But I think GoW 2 will probably be a mainstay in my library, just as GoW was. For that, plus all the +s I have mentioned, I think this game deserves an awesome grade. Can I hear Game of the Year?

Anonymous (2012-02-11 18:27:24)

You wrote a very interesting article. And I agree with you. hair loss Read a useful article about tramadol tramadol

oakleyses (2014-10-23 17:45:04)

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oakleyses (2014-10-23 17:47:39)

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sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Kingdom Hearts: Birth by Sleep | 9.5 (2000-11-16 12:25)

This is a brilliant prequel to what will be one of most well known video game crossovers of all time.

Beautiful graphics, the PSP shines like the PS2. True sceneries could be played with more but for the PSP I'm massively impressed.

The story is absolutely heartbreaking, and incredibly dramatic. A perfect tie in to Kingdom Hearts, while also setting up potential storylines for KH3(whenever that decides to be announced).

I despised 356/2 days, absolutely loathed it this is such a breathe of fresh air. True it's a hack and slash but there are so many minigames and story to tell it's just a fantastic experience.

The gameplay like any Kingdom Hearts game is the typical God of War hack and slash with reaction commands every now and then. I like how they added D links and I LOVE the new combat system, it's very enjoyable.

The one problem with the gameplay is the camera mode, they fixed the problem in KH2 but it came back in this one, granted it does not really effect the game play but when your trying to fight the boss and it locks on to a crate it can kind of make or break you.

Which now leads me to difficulty, this game is HARD. It is very challenging especially on Proud Mode, I underestimated the level of difficulty. It seems all those fans that complained about how easy KH 2 was can breathe a fresh air because BBS especially on proud mode is HARD. I think I died 6 times in the Sleeping Beauty world, very difficult.

This game is well worth the money, well worth the wait and an incredible experience.

Castlevania: Lords of Shadow | 7.5 (2000-11-16 12:31)

udging from the reviews it seems like there are strong opinions on this game from both sides. I for one personally loved this game and very glad I finally decided to give this game a chance.

I grew up in the 80's/90's so I am very familiar with many of the old school games like Metroid, Zelda, and Castlevania; probably my three favorite franchises of all time. Though I never played every Castlevania game, I did like Castlevania 64 which many people hated. I was on the fence with this one but decided to take my chances a few months after the original release.

I found the graphics amazing. From pressing through the misty swamps to hiking through the crumbling ruins of past civilizations I felt as if I were actually there. I can tell by the sheer amount of detail in each level that the graphics team obviously spent a lot of time in getting these environments just right. In addition to the beautiful scenery, the bosses and NPC's also were done very well. Some of the smaller enemies are not as well done, but that

doesn't take away from the overall look of the game.

The sounds are great as well. The voice acting is spot on and the background music goes very well with the gameplay and the background story. It is quite reminiscent of the Lord of the Rings trilogy and many times I found myself thinking of that movie while I played through the game especially since this game seems to play as a movie itself.

Gameplay is good and the controls are very smooth and responsive. At first I was overwhelmed by the sheer amount of combo moves and powers you could purchase, but after a while I was pretty used to them and while I eventually ended up buying all the combos I only used a handful of them on a regular basis. Speaking of combos, you will need to learn some of them because while some of the weaker enemies can easily be taken down by just mashing buttons some of the stronger and smarter foes require strategic attacks and defensive maneuvers to advance or you will find yourself dying often (i.e. Greater Lycans). One small complaint I have about the combat is the QTE which requires you to press a button (any button), before 3 on screen circles converge. It was cool the first few times, but after a while it gets pretty monotonous. I would have liked to see a God of War type QTE which required a specific rotation of your thumb stick.

One thing I absolutely loved about this game was the many puzzles. While I was able to solve all the puzzles without the help of a guide I did enjoy the challenge and more importantly I found them fun especially after I solved them. Unlike some other games that either make the puzzles way too easy or just bombards you with puzzles the entire game, this game has a good balance of puzzles and difficulty to challenge you just enough to get your creative juices flowing. Of course if you REALLY don't want to be bothered with the puzzles then you can always just unlock the solution, but you lose the puzzle solving bonus as well as the pleasure of figuring it out yourself. The favorite puzzle for me has to be the music box puzzle which you encounter later in the game followed by the chess-like Vampire War game that occurs earlier. The puzzles add a nice touch to the game and without them I probably would have felt that the game was missing something.

The difficulty of this game may be a bit harder than many video games these days, but honestly after playing it and keeping at it, I didn't find it as difficult as I originally did as I got further in the game. For comparison, its not as hard of the original God of War and I would say it's probably right on par with God of War III in terms of difficulty. If I were to play through it again on the same difficulty I probably could easily zoom through it, so if I do end up playing it again it will be on a harder difficulty.

Also different from many games these days is the sheer length of this game. I don't know how many game hours I spent playing this game to completion, but I started playing in March and didn't finish until a couple of days before I wrote this review. That is nearly 3 months of playing on an off. Now keep in mind I spent a lot of time backtracking to pick up missed items so I could get 100 %, but still it's a long game even if you don't go back. I got this game for half of the original price but even at the full price I would say this game is one of the few games that warrant such a high price tag.

The storyline while not that original was greatly told and narrated by Patrick Stewart. Basically we have Gabrielle Belmont looking to avenge the death of his wife and seeks the power to bring her back from the dead. While this story is nothing new, the path Gabrielle goes on to achieve his goals and the many different people he meets during his quest makes the story very enjoyable. The final moments of the game before during and after the final boss fight was brilliantly done, I don't want to spoil it, so all I will say is that I was staring at the screen in amazement as I watched the final events unfold. Hopefully this is just a start of the story and I will be very interested in seeing how things continue from here.

All in all a great game all across the board, there are some few issues with not being able to control the camera, but it did not affect me much during the game. Many of the times I fell to my death is because I mistimed a jump

or purposely jumped down from a ledge because I wanted to see if a secret was down there, but this had nothing to do with the camera.

If you are one that is used to easier games, then you may find this game a little frustrating at first, but if you stick to it I really believe you will find it enjoyable the more and more your progress. I have beaten the game and already find myself wanting more.

Final fantasy X remaster (2000-11-16 16:25)

In 2001, the original Final Fantasy X came out and single-handedly brought the JRPG into the PS2 generation. It was a remarkable feat. It had a brilliant story, a good combat system and a soundtrack that was to die for. It quickly became recognized as one of the greatest JRPGs you could find on the PS2. It has had it's ardent fans and ardent haters alike. It is a game that garnered a lot of strong responses from gamers. Square-Enix is a little late at jumping on the HD bandwagon, but if there was one game in their catalog that definitely deserved one, it was Final Fantasy X. Final Fantasy X-2 is here as well, but it did not make the same splash as its predecessor. There are some things about Final Fantasy X that are still brilliant. It's nice to relive it and to experience it again. As for Final Fantasy X-2, though I would not claim it to be as memorable as the first one it had some great gameplay elements that still hold up well today.

Final Fantasy X centers on Tidus. He is a star Blitzball player, like his father before him. One night during a game a mysterious entity called Sin attacks and takes Tidus from his home and sends him into the land of Spira. There he meets Yuna, a summoner about to go on a pilgrimage to the various temples in Spira so that she can have the power to destroy Sin. Final Fantasy X has a lot to its story. It had a lot of well developed characters, but mostly it was willing to tackle a lot of themes. In particular, the large amount of time it spends looking at the fictional religion of Yu Yevon and the teachings present. It's quite a story. It is only a shame that the voice acting isn't that especially good. Final Fantasy X didn't have great voice acting in 2001 and it's certainly not better now. It's a good story but the voice acting takes some time to adapt to. Final Fantasy X-2, by comparison, does a slightly better job (although not by a whole lot).

The gameplay in Final Fantasy X still resonates quite well. There are random battles to be fought, but the battle system was quite intuitive at the time. You always know the order in which you and your enemies will take action. This allows for lots of strategy and planning as opposed to being quick on your feet. For some this made the game easy, for others it allowed for them to have more control over combat. Each character also had an overdrive gauge which was very similar to Final Fantasy VII's limit breaks. When the gauge is full you can use an overdrive attack, which is a powerful attack. Each character also has their own uses and "job" in battle. Tidus is good at hitting agile enemies, Wakka hits flying enemies with ease while others miss, Auron has piercing attacks, Lulu casts her magic, Rikku steals and disassembles machines and Kimahri can absorb abilities of his enemies and use them. But the most interesting is Yuna who can summon aeons that you'll use in battle. Each with their own set of abilities and attacks. You can also switch characters in battle at any time provided that they are not knocked out. Every character shares in experience. The most amusing aspect of Final Fantasy X was the sphere grid. The sphere grid is Final Fantasy X's unique level up system that has certainly influenced some RPGs (most notably Tales of Xillia). Each character gains sphere levels and follows a path along the sphere grid. You activate various nodes using spheres to raise your stats and learn abilities. In a nutshell many of these elements in Final Fantasy X still hold up. Final Fantasy X-2, on the other hand, was somewhat polarizing back in 2003. Yet, for what it's worth, over a decade later it's really not a bad game by any means. The story is not as strong and neither are some of the characters. On the other hand, it is a more open world than Final Fantasy X. In particular, the battle system is still fast paced and fun. It goes back to the ATB battle system instead. Each character has access to dress spheres where they learn various abilities to be used in battle. The jobs affect how fast they attack and this makes Final Fantasy X-2 a fun game to battle in. The system is unique. Each job plays its own role. White mages heal, thieves steal and warriors attack. Final Fantasy X-2 has such a non-linear approach it can

come across as quite tough and challenging at times.

There are some moments in Final Fantasy X-2's tone that certainly clash from time to time with Final Fantasy X. Where as Final Fantasy X is quite sad in many respects and downtrodden, X-2 is a lot more upbeat. Both games are rather fun to play, but fans probably still see Final Fantasy X-2 as being a less "serious" game. Originally when I played Final Fantasy X-2, I did not care for it. Here, I'm okay with it. The battle system is fun. And while the story isn't nearly as good as the first one, it's not necessarily bad either.

The HD Remaster has quite a few things of note, however. While I would like to point out the HD visuals first, I'd rather start with the fact that this is the international version of the game. Meaning that for North American players there's a wealth of new content. First and foremost, the sphere grid. There is now a standard and expert version of the grid. The expert grid allows for slightly more flexibility. Where as the standard grid kept most characters contained to their own section, the expert one lets you divert a lot sooner. This means characters may learn other characters abilities sooner rather than later. It is also a less straightforward path. The expert sphere grid will require more grinding. There are more paths that diverge. Where as the standard is a more straightforward path, the expert sphere requires you to be a lot more aware of what you're doing. You might find yourself going back one direction just to get an ability you missed. The standard sphere grid will, for the most part, take every character to every ability along their path, but the expert sphere grid is less concerned with that. It can make the game harder or easier. The reality is that you need to zero in on what you want sooner rather than later. The expert sphere grid alone can give you a totally different experience with Final Fantasy X. I would highly recommend veteran players go with it. Newcomers should stick to the standard grid.

The other big addition are the dark Aeons. In 2001 North American players completely missed out on this optional quest. These are ruthlessly challenging bosses with millions of HP, requiring the best and boldest from players. Likewise, there is another hidden boss called Penance These bits of extra content are worth your time if you're willing to invest it. But most of all, they make Final Fantasy X worth revisiting even for those who mastered it over a decade ago.

Final Fantasy X-2 doesn't really include much (if any) extra content, unfortunately. No new bosses or story elements. But the collection as a whole does include "Final Fantasy X-2" Last Mission as well as a prologue to Final Fantasy X-2. There is also an audio credits sequence. In terms of whether or not you're getting your bang for your buck it's no argument... you are getting a lot of content for the asking price.

There are some other notable changes. The visuals are actually quite noticeable. The font of the text is different, for instance. But more important, the actual look and art style is more expressive and vibrant. It looks fantastic and it runs in 1080p. Not only that, but it's just a smoother looking game. A lot of HD remakes neglect to touch up on some of the pre-rendered stuff but Final Fantasy X and X-2 certainly do. Even the prerendered scenes have no muddled textures or blotches. They're also in 16:9 like the regular game. It's clear there was a lot of care taken with this one. Lastly, the music has been rearranged. While I still remember the original soundtrack quite clearly some of the new arrangements definitely do justice to the original tunes. Final Fantasy X-2 does not have a rearranged soundtrack, however. It's a good sounding game. The voice acting on the other hand isn't that good. As I said, it wasn't that good back in 2001, but now it just sounds terribly outdated. You almost wish they had re-recorded the voices. I'm not too especially bothered by it, however. The gameplay and story trumps it and there's something deliciously nostalgic about bad voice acting and.

There are smaller things that I'm somewhat picky about. Chief among them is that Final Fantasy X spends a lot of time expressing its dialog in various cutscenes. The option to skip them isn't present. I wish Square had added that for when one decides to replay as some moments can get a little dragged out. Likewise, with the audio there are moments when the game has small hiccups or pauses before other characters begin speaking. The dialog doesn't always flow naturally because there are moments when the next line has to load. Those nitpicks aside there isn't much reason not to get this HD collection if you loved Final Fantasy X and X-2. Even if you liked one and didn't like the other, there's enough content to justify the purchase of just one game. Square-Enix included a lot of stuff here that makes it worthwhile for fans. The version I had also came with an artbook and it's gorgeous. It has an introduction by Yoshinori Kitase, the game's producer. It's a neat little artbook that comes with the Limited Edition of the game. Overall, I'm satisfied with this HD reissue. Final Fantasy X was a fairly remarkable game to me and it still remains so. The updates and care taken to the game are worthwhile. For fans of these games, it is certainly work taking the time

for that trip down memory lane.

Tactics Ogre: Let Us Cling Together PSP review | 9.5 (2000-11-17 10:48)

Overview:

The original Tactics Ogre is one of my favorite games of all time. Great characters, a well written story, challenging (and at times *brutal*) battles, memorable music, and a bunch of rewards and secrets for the dedicated player. This version is everything that I loved about the original and more. The new translation has a great feel to it, and the character portraits are stunning.

Customization and Leveling:

My favorite new part of the game is the skill and special attack customization. It adds a good deal of depth to your characters and was largely lacking in the original (with something like 10 special skills available in the game, and even then only at endgame). Leveling is quite different, eliminating the need for most of the grinding. Entire classes gain levels, so even the guys you don't use can be decent level, but only the characters you actually use gain skill points. Also, everyone gains experience together at the end of battle, so the berserker you have in the front ranks and your healer each get their fair share. This is great, since you don't need to "share" kills and have your cleric try to thwack a wounded soldier just to level up.

Chariot and World systems:

I was worried about the Chariot system making things too easy (you can instantly warp back up to 50 actions while in battle), but it actually works quite well. You can try different strategies without a ton of load time and annoyance, but the battles are still challenging. In the 90s I logged well over 100 hours trying to get all the endings. The World system makes this much more manageable and actually lets you know where the branches happen.

All in all, it is a great tactical RPG!

Enslaved: Odyssey to the West | 8.0 (2000-11-18 12:28)

Enslaved: Odyssey to the West is an action adventure game from developer Team Ninja that attempts to re-imagine the ancient Chinese story Journey to the West with a bit of future apocalyptic flare.

You follow the story of a young tech girl named Trip and a battle-hardened vagabond named Monkey. After escaping from a slave ship, Monkey must escort Trip safely back to the village she was kidnapped from, whether he wants to or not. Set in a time where free men struggle to survive in a world dominated by the homicidal mechanical ruins of a long ended war, you must run, jump, and smash your way through crumbling cities and clockwork goliaths to reach your goal.

I had a lot of fun playing Enslaved and can honestly say that I fully enjoyed the experience. That experience, however, has to be taken with a grain of salt. Do not purchase this game expecting a deep gameplay experience. It is very straight forward. Run and hit things. That's pretty much it. The battle system mainly boils down to pressing the attack button repeatedly while intermittently tapping a dodge button. There are some more aspects involved but nothing really game changing. Outside of combat, the game has a heavy focus on parkour-style exploration.

However, this feature is noticeably shallow. Rather than preforming any button combinations that may require mental and reflexive dexterity, you simply run toward the object in front of you and tap jump, and your character takes care of the rest. Hell, you don't even have to guess at where to go next, because that area will be lit up brightly just in case you stopped to wonder if you had to go anywhere but straight for once. Level designs are straightforward, with exploration only ever really extending as far as 'there is a path that veers slightly to the right, lemme check there for something new'. This isn't going to scratch your adventure game explorer itch the way say, Ocarina of Time may have.

That being said, this game is enjoyable so long as you don't go into it expecting more than it is capable of offering. It is beautiful. The graphics are fantastic, and the world Monkey and Trip travel through is at times breath-taking. Sapphire blue skies that reach out to the horizon, as well as lovingly detailed urban environments with the lush greens of invasive nature are the staple of this game. I often found myself stopping and playing with the camera angles just to get a look at the world the developers had crated. The level design is also fantastic. Yes, they usually are straightforward, but the complexity of the scenery and architecture around you will quickly help you forget that you are essentially traveling down a convoluted corridor the whole time.

Another winning point for this game is the characters. At first they seem rather cookie-cutter at first: the strong hero tasked with protecting the weak, but support-effective girl, and the third wheel comedic relief. While they do fill these roles rather typically, their personalities, dialogue, and voice acting truly set them apart and above other video game casts to date. Also, the game has a very subtle sense of humor that took me completely by surprise. I found myself at several moments bursting with laughter at dialogue and cutscenes that were delivered with such perfectly unexpected comedic timing. The motion capture is phenomenal, and by the end of the relatively short campaign you will feel a true sense of humanity from each of the heroes. Speaking of the end, I was pleasantly surprised by that as well. Without spoiling anything for you, be prepared for the game to end with a twist that is both unexpected and slightly unsettling.

All in all, if you're a fan of adventure games and can appreciate a title for its good points without it being some ground-breaking achievement, get this game. However, don't you dare pay full price for it. Nothing more than \$30 is acceptable. If you do find it for cheap though, jump on it. So long as you dive into the game without expecting it to give you things it can't promise you should be able to garner a sense of appreciation for it, as I have.

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Alundra | 8.5 (2000-11-20 12:36)

This game fun and highly addictive, but OH LORD IT'S SO FRUSTRATING!! At times, anyway. Don't plan on finishing this game quickly. It's a lot like Zelda as far as the gameplay goes. The story goes like this : You're a little elf boy named Alundra who has the ability to enter people's dreams and control them. You are on a journey in the beginning, on a ship to some place or other, when a storm comes up and the ship sinks. You wash up on the beach near a town called Inoa, where there seems to be an epidemic of nightmares that are killing off the villagers. Your job is to enter their dreams and confront the demon (or whatever he is) Melzas and his various minions. The gameplay is pretty fun, the enemies and bosses are pretty easy so far. I've only had the game a couple of weeks, so I haven't finished it yet. There are some puzzles that are extremely difficult, so you will find yourself online looking for a walkthrough so you can know what the heck to do. That's not so bad. The part of the game that really ...[stinks] is the jumping. You can spend thirty

minutes trying to jump from one ledge to another so you can progress in the game. The distance from one ledge to another is sometimes just a little bit farther away than it should be, or else you have to take time to carefully jump from one pedestal to another without some big iron ball knocking you off. The jump button is very sluggish and sometimes doesn't respond at all, so after trying to make the same jump 50 times you will probably need to go to another room and smoke a cigarette or something and count to 100 so you don't end up destroying your Playstation. Oddly, in spite of this the game is highly addictive. I would recommend it only if you're a very determined soul, however, or if you're a masochist.

Gran Turismo 6 PS3 review 9.0 (2000-11-20 18:42)

Gran Turismo is one of my top games. I love racing games. From the days when I used to sit on my dad's lap and watch him play Pole Position in the local arcade, I've been hooked on all sorts of racing games. Gran Turismo 1 for the PS1 was such a game changer with racing. Having been used to Need for Speed, it was unheard of when you had to use the brakes in a car game.

Gran Turismo 6 continues the series. But it doesn't move it along very much. I did just get my copy in the mail about 3 hours ago. And I've put in around 2 hours of gameplay in it already. But for being the next game in sequential order, it just doesn't feel like that much of an upgrade.

They say they've redesigned the suspension and tires from the ground up. Most people probably won't even notice a difference. Graphics don't look any better than they did in GT5. There may be some slight differences in lighting. But really nothing stands out too much.

All the sound FX from all the previous games are still there. The bongs of the menus. The whiny pitch of the engines. And when you hit the walls or other cars, it still sounds like you just hit one of the large 55 gallon rubber barrels. I don't understand why they couldn't get a team to go out and collect realistic sounding noises.

The most disappointing part of the game is that you have to start all over from square one. Since this game already feels like GT4 and 5, I just wish you were able to carry over your progress. So instead, you have to start out on the very first track, again. Sunday Drive on the High Speed Ring. I feel like I've done this 5 times before.

The menu layout has been re-arranged. It doesn't really feel like an improvement, but it doesn't feel like it's worse either. It's just re-arranged.

One of the things that GT6 has over GT5 is that you have access to all cars right away. Meaning, with GT5, if you wanted a Standard version of a car (ones that weren't re-done in HD,) you had to wait for it to show up in the used car selection of the game. Now, all those cars are listed under each of the new car's manufactures.

But I'm giving this game 4 stars because I feel I should judge this game for what it is now. And not comparing it to the previous versions. Although that's what most of my complaints are about here. But if you're new to the series, and this will be your first Gran Turismo game, it's a fantastic racing game. As long as you don't assume it's anywhere near what NFS is. Either you love games where it takes skill like Gran Turismo, or you just love games where you just feel like you always need to have the pedal to the metal like NFS.

Most likely you are reading this to see if it's worth buying. It may be, if you're into having some of the newest cars, and some upgraded features. But if you're reading this to see if you'd be interested in Gran Turismo in general, I'd suggest that you buy Gran Turismo 5. For the price, you can't beat it. And if you're unfamiliar to the series, you most likely won't notice much difference between the two.

Hope this review has helped. Like I said, I'm only 2 hours into the game so far, so I don't have everything unlocked yet. Only just a couple slow cars. I'll update this review if I discover something new that I didn't touch on.

Oh, if you have the pre-order promo code, you have to enter the code inside the game. It will look invalid if you enter it in the PS3 dashboard, outside of the game.

****UPDATED**** (12/9/13)

So after spending the weekend playing GT6, my recommendation is to either buy or continue playing GT5. I have put several hours into the game, and I feel that I'd rather be putting that racing money towards the already large bank account I have in GT5.

AI is still very dumb. They don't race. They just drive in single file line, while following a very set path. They are sometimes aware of your location, but I've had the PIT maneuver done on me a few times in a corner. If this was a real race, I'd be getting off of my car, and throwing my helmet at your windshield the next lap.

But they might as well make the game only time trials. This racing game just doesn't seem like a racing game. You're only overtaking opponents one by one. But its been this way since GT1. For once I'd like to try to overtake 2 opponents who are battling between themselves.

ALL sounds are still all horrid. From the same menu SFX that have been in every single game, to the music that sounds like it belongs on the Nintendo, to the car sounds. I don't think that by putting racing exhaust on a 2014 Corvette would make it sound like a 6-cylinder import car. Chevy should be ashamed.

Cars still feel floaty when in the air. I believe the track is Trial Mountain. Its been slightly updated from the previous version. But the last corner has a slight raise against the wall. If you hit it, you'll get some air, but only from the two wheel that run over it. And it just felt the same as before. Like there was a pocket of air surrounding the car, which gently carried it across the track, and gently placed all 4 wheels back onto the ground. Updated suspension and aerodynamic models, my butt. And in reality, if I had actually hit that corner the same way in a real car, it probably would have flipped me over.

So since I did pay full price for this game, I've been trying to get the most out of it. And I've also tried to make it as realistic as possible. I still have my Logitech steering wheel from when I bought GT4. I've turned off all HUD items, and turned off the racing lines. I also drive from the cockpit view. So its as realistic as it can be. Which BTW, cockpit view makes your screen DARK. Not sure why they feel that adding glass makes everything dark. With the nose cam view, the track is bright. In-car, dark. But the rear-view mirror is still bright.

****UPDATED**** (12/16/13)

Few more things. As a commenter point out, I realized I haven't tried online yet. Figured I'd get some better cars first, and learn the tracks with different setups before going online. Unlike others, I try to race without using other cars as brakes.

V-Sync seems to be more of an issue later on, when you're racing against more cars. I've noticed it quite a bit on the Matterhorn track. Its a new original track set in the mountains. It looks beautiful. But am getting v-sync "tearing" around almost every corner. It really doesn't affect gameplay, and frame rate seems to stay quick. But its kind of annoying. But for most people, you may not even notice it.

Night races not in the city are nearly impossible. I really don't want to mess with my TV's brightness settings, but I'm going to have to to be able to finish some races. There's a night race at Willow Springs, and I CANNOT see anything. The headlights don't light up the road, but they do light up the dirt when you run off track. Its near impossible to race like this. The only thing thats somewhat helped is to always stay behind a crowd, and watch the taillights. But even doing this, I finished 6th, and ran off the road several times. One good thing though was that I unlocked an achievement of staying in the air for a second after I hit a minor dirt hill.

Metal Gear Solid 2: Sons of Liberty | 9.5 (2000-11-21 12:31)

As promised I'd post an actual review of the game after beating it to a pulp.

Needless to say that this is an amazing game with a gripping story, and definitely a worthy sequel. To say that it has perfect top notch graphics and music that will blow you away. Not to mention its great character development and plot twists.

I won't give away any of the story where as to me (and a lot of other people) this game has some of the best Plot twist in history. All I will say is that the game is divided into two parts. The "Tanker" chapter and the "Plant" chapter. They both link in everyway and you can see if you play through the game.

The characters are a true treat in this game. There are several new characters introduced and they all have

their own reasons for being where they are. However the main villian...compared to Liquid Snake isn't the best. Next to Kefka (FFVI) Liquid was probably the best villian of all time. In comparison, the main villian didn't live up to Liquid.

The music is breathtaking done by Harry Gregson-Williams (The Rock and Enemy of the State if you don't know him). The music will really catch you, and that intro music is just awesome!

I'm not much for graphics but I will say that the graphics are so good that when watching the cinema scenes they look like real people! Can't go wrong with that. Also, the voice acting is sheer brilliance. They actually show emotion and they have a change in tone when they're upset or sad.

It'll take you about 10-15 hours to complete the game your first time through but it is worth it. However, movie cinemas make up at least six hours of the game. This may bother some people as they said the first one was short. Sorry to say that the game is NOT short. But that means you actually HAVE TO WATCH THE CGs!!!! Also, watching the CGs is the only way to understand anything thats going on.

The game doesn't really present any BIG challenge. In fact with the new gear and stuff you can do I'd say it makes the game EASIER than the first (is that possible!?). To say the least though the new gear isn't much different from the old gear in MGS.

Lastly the fun factor. The game is very fun if you don't take it too seriously. What I mean by that is don't be ashsmaed to break some of the stealth rules and have fun with the guards every once and awhile. That was the funnest part of the first one.

One final note. In the HARD and EXTREME difficulty setting you can choose to have a game over if you're spotted. Being that you take so much damage I'd probaly suggest that you take that oppertunity on EXTREME.

OVERALL

Graphics: 10

Plot/Story: 10

Music: 10

Gameplay: 9

Fun Factor: 10

Overall score: 9.9

You won't be disappointed

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Jade Cocoon 2 | 10 (2000-11-21 12:35)

Jade Cocoon 2 is the kind of game which invariably will be explained, failingly, in comparisons: Final Fantasy X, Monster Rancher, Pokemon, etc. It is no less fabulous for the seeming inability of gamers to describe its pleasures for what they are. If I were to compare JC2 to another game, the title that springs to mind would be Okage: Shadow King, and that simply on the virtue of its irreverent charm and heavy stylization, for be assured that the gameplay stretches leagues and leagues deeper, and the experience becomes far more addictive than that relatively lukewarm RPG. JC2's prime offering for you, prospective customer, lies in the endless drip feed of pure RPG dungeon crawling, monster evolving joy – and the game's developers have stuffed JC2 with enough side quests, arenas, dungeons, and monster variations to keep your thumbs rooted to the dual shock for just one more level, one more merge... Before long, you'll start marking time with your bladder. Critics who whine about repetitiveness apparently have never spent an afternoon with Monster Rancher 3 or Phantasy Star Online – and even those games are enjoyable. After all, who cares about going back for seconds if the game makes it so entirely worth your while? Other selling points include JC2's cute character designs (including a faux girl band with a dead ringer for Scary Spice), inspired voice acting (yes, probably better than FFX) and very nice graphics throughout, from the actual battle animations to the high-res boss cut scenes to the anime narrative bits. JC2 is every bit worth your time and money, and for all the love that went into this title, it's also well worth yours too.

Fallout: New Vegas | 9.0 (2000-11-21 12:38)

The previous installment of the Fallout series, FALLOUT-3, was an excellent open-world Role-Playing Shooter (RPS). Although it suffered a far from...happy ending and most of the DLCs offered little more than even more loot and a handful of unique items, it was a game I greatly enjoyed for hours at no end and was more than happy to replay it only to follow different paths every time the story bifurcated. I for one was sure left craving for more and the Obsidian/Bethesda people were more than happy to deliver. Even so, true to Vegas mentality, they seem to have let their winnings ride...

The first thing that hit you in the Mojave desert is how...familiar this new world looks like. The graphics, which were excellent two years ago, are still very good - but they are no longer cutting edge. Besides some richer shadowing and somewhat more vivid colors, if there are any major graphical improvements since FALLOUT-3 I failed to notice them. Having said that, I must admit that I loved the skies, especially during sunrises and sunsets!

Although both the story and the location are different from FALLOUT-3, I was happy to meet old friends: the handy PIPBOY-3000, the S.P.E.C.I.A.L. skill system and the V.A.T.S. targeting aid. The gameplay seems to fit like a favorite old pair of jeans.

Character development has both acquired more depth (with the return of Traits which offer advantages but at a price) but also made easier. There are new guns and more explosive kill-shot sequences as well as more skills and perks but I felt far less pressure to complete quests to gain experience points and translate them into perks, skills and traits as the game is generous in offering different ways to accomplish this.

Notably, with all the conflicting groups and factions angling for an edge in controlling New Vegas, the story seems more byzantine than FALLOUT-3 and the choices one has to make now cut deeper. And after about 20 hours of playing it feels like I barely scratched the surface. This is a longer game than FALLOUT-3.

Now some bad news. Whereas FALLOUT 3 had a simple disk-check, FALLOUT:NEW VEGAS comes with mandatory OnLine STEAM registration and activation. If you are wondering, the game lost its fifth star neither because of its somewhat dated graphics, nor its numerous bugs or occasional crash but rather its anti-customer DRM scheme. (That was a serious misstep BETHESDA, I was disappointed). Having to activate your game OnLine means that you

never actually own the game you paid for at full price. If this does not concern you, well, you can now make an informed decision either way.

Castlevania: Lament of Innocence | 8.0 (2000-11-21 12:40)

In a sense this game is old hat. The beautiful fiancée of Leon Belmont, a knight crusader, is captured by Walter Bernhard, a master vampire. Leon deserts the crusades and flies off to the castle of the aforementioned vampire. There, after being handed a mystical whip, he penetrates layer after layer of horrible badness until he faces, and hopefully destroys, his true enemy. Which is about all the plot a good third person hack-and-slash really needs.

However, to create such a game with sufficient workmanship to make it compelling visually and challenging mentally and physically is no small feat. And that is what sets Lament of Innocence apart from many of its competitors. For one thing, developers are always tempted to substitute extreme difficulty for interesting challenges. Lament, on the other hand, is just doable enough to keep the player from throwing the controller at the monitor in disgust. And its puzzles can be resolved by keeping in mind that anything can be a tool.

Castlevania isn't perfect. I found that motion control and camera angle are both a little too loose. To some degree this is intentional, but I prefer controls that send objects where they are suppose to go. Especially when you are leaping from stone to stone in a frantic effort to scale a wall and there is one, and only one, spot from which to leap.

One of the problems in rating a game like Lament of Innocence is that it is very good, but falls slightly short of some other, very similar games. In this case I'm thinking of Devil May Cry. This is a case where 5 stars are too many, but 4 are too few. I would recommend both as great examples of their genre that can be played repeatedly.

Guardian Heroes review for Saturn | 10 (2000-11-21 13:39)

This game is superb. I'll keep it short and sweet. You can choose between 4 characters (initially, 5 eventually) in the story mode. Each of these characters is powerful in his or her own right, showcasing fighting styles ranging from ninjutsu (Ginjiro) to old fashioned street fighting...with a sword (Han). You get to command an undead skeletal warrior with superior fighting abilities and an awesome sword and he is an extremely handy ally when in battle. Eventually, it is possible to encounter another undead skeletal warrior and if you have Han as your character, you will reap his sword and a TON of attributes to go along with it. Very cool.

It is not a free-roaming brawler/hack-n-slasher like Final Fight or Streets of Rage: the boards feature 3 "planes" through which you can cycle to gain an advantage or retreat when the heat gets too much to handle. But this is okay because a free roaming environment would make it difficult to execute some of the special moves that each character possesses. The action on screen is pure PANDEMONIUM. It is absolutely awesome, as sometimes you can't even tell where you are or what the he** is going on but bodies are flying everywhere. The music draws you into the action. The combos are insane and you can certainly juggle your foes with good timing. There's a good dose of humor here, too.

Anyway, I was going to keep it short and sweet but I guess I failed. So what. This game is a must have because it doesn't get much better. And yes, the multiplayer/duel mode allows you to take control of some of the awesome characters you will encounter in the game, each with a robust set of moves! JUST GO GET THE GAME.

Anonymous (2012-02-11 18:27:00)

The article was very interesting and informative for me. weight loss Read a useful article about tramadol tramadol

oakleyses (2014-10-23 17:44:49)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:27)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:31)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Castlevania: Dawn of Sorrow | 9.5 (2000-11-23 12:42)

have thought that the Castlevania franchise peaked with Castlevania 4 on the SNES. Even now 14 years after its release I think the graphics, main character animation, and music were excellent. After that game the 2D releases never felt right, and I actually thought the much-hated 3D adventures on the N64 were more in the spirit of the franchise than the much-loved GBA games. The newer games felt like Metroid wannabes with an excessive number of useless features. I kept buying the 2D Castlevania games anyway because, well, I'm a sucker and always hoped for a game as fun as an old NES or SNES Castlevania but was always disappointed, until now.

I'm not even the entire way through the game, but "Dawn of Sorrow" has so far been very entertaining. I think I've finally figured out why I've hated the new crop of 2D games; the constant toggling between the map and the game screen just interfered with gameplay too much. The old games tended to be very linear, and without having to worry about your place on a map you could concentrate on gameplay. The newer games removed that linear layout to increase game complexity, but the map/game toggling apparently destroyed the best characteristic of Castlevania and made gameplay a chore. With this game, toggling from the action is nowhere near as common. First of all, the main map is always on the top of the screen. Second, the extra buttons on the DS require fewer trips to the submenus for option swapping. In short, "Dawn of Sorrow" successfully merges the fast action of the old games with the advanced RPG elements of the new games.

The game is not without its drawbacks:

1) Navigating the menu system is far too difficult. You will often find yourself randomly hitting buttons to navigate to different sections of the menu system and accidentally deactivating features in the process.

- 2) It takes too long to get back to the game after your character's death. Instead of asking the user whether or not they want to try again you are dumped on the logo screens that come before the main menu. (I think the game's predecessor did this too)
 - 3) The music hasn't been that impressive. It's better than what we've heard on the GBA, and better than most other games I've played, but it's apparent that the quality of the classy and catchy tunes of the earlier games are gone from the Castlevania series.
 - 4) The opening animation and inscreen cut scenes are done in that cheap and ugly anime style. Fortunately in-game animation of your character and enemies tends to be smooth. (And why is Soma the same creepy gray tone of Micheal Jackson?)
 - 5) You'll find numerous upgrade items, and many require a special upgrade in order to obtain. Once you get it, you'll often discover it doesn't grant you anything you don't already have. You can also modify the clothing Soma wears, but doing so never affects his appearance in the game.
 - 6) Most of the touchscreen features haven't been that compelling, but the game doesn't really need them. Anyway, the use of the second screen for a map more than makes up for this.
 - 7) More info displayed on the map screen would have been nice.
- In short, this is a fun 2D game with only minor drawbacks.
-

Mega Man ZX | 7.0 (2000-11-23 14:54)

It is geared more towards hardcore/older audiences not because of offensive material, but because of it's difficulty. Older Mega Man games were fun for everyone regardless of what kind of gamer you were, but these are directed towards 1)those who love Megaman, 2) are hardcore gamers (that is, those who are dedicated towards their games and gameplay), and 3) those who can take a beating and return for more. This game in normal mode won't necessarily tear your hair out, but it's hard mode will make you bald quickly. I myself LOVED hard mode; it's like a shout-out to how hard Nintendo games were. So, if you are sick of playing easy games, this will definitely satiate your thirst. I definitely cannot give it a 5 because it's not as accessible to all ages (even to the older ages), so I give it an average score.

Final Fantasy XII (DS) review | 9.0 (2000-11-23 18:07)

Final Fantasy XII was not a game that was met with universal praise. In terms of fan reaction, it was rather mixed. There were a great deal of people who did not like it for the lack of character depth and change to story telling. Just the same, however, there were some who were quite taken with the world of Ivalice and who loved the political and philosophical intrigue of the original Final Fantasy XII. Even if you didn't like Final Fantasy XII, however, Revenant Wings is so different that it's almost an entirely new game. That also means that if you loved Final Fantasy XII there's no guarantee you'll like Revenant Wings.

Vaan and Penelo are now full fledged sky pirates. In this adventure they're helping the Aegyl people in the land of Lemure. In truth, the story is a lot simpler than Final Fantasy XII. It is also a bit more character driven. This adventure is an all new one, though. It takes place after Final Fantasy XII but even if you didn't finish the original game, it's no big deal. There are a few familiar faces, and a couple of references to the storyline of the original, but you're not missing anything by not having played the original title.

In terms of how the game looks, Revenant Wings stands tall. The cutscenes are some of the best looking the DS has ever had by far. Even superior to Square-Enix's own Final Fantasy III. The game itself also looks pretty good. There is a good deal of unique artistic design here. Those who played Final Fantasy Tactics Advance will be able

to recognize the art style instantly. Its also very colorful looking and bright. Revenant Wings also has a strong soundtrack. Much of it being remixed from the original game, but it sounds wonderful nonetheless.

Eye candy aside, how exactly does the game play? This is where it becomes harder to judge Revenant Wings. The game is a Real Time Strategy game that's not really made for the RTS crowd. Needless to say, even if you don't like RTS games, you might still get into Revenant Wings. At the same time, however, the game is a little over simplified. Especially when compared to Final Fantasy XII. Everything is controlled via stylus. You can tap units and move them or you can trace out a box to select more than one if need be.

If you're looking for a deeply strategic and challenging game, you won't really find it with Revenant Wings. It has a lot of what you'd expect from a strategy game. Such as characters who are better as ranged fighters, or better suited for melee. You'll also find that each type has a weakness. What it doesn't have that you'd expect, however, is a lot of strategy. There's a strategic element to the game but you probably won't have to utilize a lot of it. In terms of difficulty the game is incredibly easy. While there will be some missions that'll take you a while, it'll mostly come as a result of the game speed not moving fast enough. Your units move very slowly on the battlefield. You can't speed things up much either.

Along those lines, the game has been simplified a lot. Where as Final Fantasy XII had a lot of complexity—especially with its gambit system—Revenant Wings doesn't offer a whole lot at all. The gambit system has returned but there's not nearly as much tweaking and experimenting to be done with it here. You can only assign one action to characters. On the other hand, you'll probably spend a lot of your time giving orders manually anyway.

Units get bunched up a lot as well. Things can get pretty hectic on the battlefield. But it's no fun when units get bunched up and you're only trying to select one.

It's hard to judge Revenant Wings. It is by no means a bad game. On the other hand, though, its like comparing Final Fantasy Tactics Advance to the original Final Fantasy Tactics. Final Fantasy XII was a huge game filled with a lot of complexity in its story and gameplay. Revenant Wings sacrifices all that. Perhaps simplicity is key in this case, but sometimes its hard to escape the fact that Revenant Wings, like Tactics Advance, could've stood to reach a little higher. The story could've been a little deeper and the complexities to the combat could've been fleshed out and expanded more. Regardless of that, the game is still pretty fun.

Pros:

- +A bit more focus on the characters this time around
- +Very simple game to pick up and play
- +Beautiful game—especially the cutscenes
- +Good soundtrack

Cons:

- Combat is slow
- Forgettable story
- Far too easy for a strategy game

Zelda Phantom Hourglass | 9.0 (2000-11-23 18:15)

t's been a while since I enjoyed a Zelda title on a handheld. This selection doesn't disappoint.

I'm only a few hours in and I'm hooked. The story line, graphics, music and the characters are all excellent. This title, like Wind Waker, uses the cartoonish/younger set of characters versus the young adult set from Twilight Princess.

For now, here is what I like and don't like. Of course, I'll update the review as I get deeper into the game.

Pros:

- Picks up where Wind Waker left off. A great story!
- Having the map on the second screen is brilliant. Being able to jot down notes on it is even better. This is by far the most useful tool in the game.
- You can save at any point in the game.
- Puzzle mix is pretty balanced. Nothing too simple and nothing aggravating to the point I want to put the game down. I really dig some of the creative elements they've added to the dungeons. That's all I'm saying; I don't want to give away any spoilers. :)
- The boomerang. I love drawing the path out on the screen. Not only is it used to complete certain actions/puzzles, it's a vital tool in fights. Tip #1: Go slow when drawing the path. If you hit walls or obstacles, the throw is not completed. Tip #2: You can hold down the left shoulder button to instantly switch to the boomerang. This is a great way to quickly arm it.

Cons:

- I feel like I'm always running out of "screen". This just boils down to the stylus control and limited real estate of the DS.
- Getting Link to "roll" is quite difficult for me. Others may have this move down. I'm still struggling.
- You can "fall" into water (you lose a heart piece) and off of cliffs. One stylus touch too far and Link can be sent flying off a cliff forcing you to start a map from where you landed. For me, that always seems to be the beginning. :)
- Other than accessing menus and flipping the screens, the direction pad is pretty much unused. In similar games, I prefer to use it for "moving" characters on screen. It was a little disappointing to see this left out. Not a deal-breaker, just nice to have.
- Using the microphone. I don't think you need to incorporate this into every game. It's great for its intended purpose, but frankly, I don't want to have to blow on my DS to make candles go out as part of a puzzle. Is there a button that will do the same? If there is, I haven't found it yet. I'm still blowing. Just a minor annoyance.

So far this game is a lot of fun; more to come soon, if I ever put this thing down.

****UPDATE 10/08/07****

The game continues to rock. The story is getting deeper and I've very into it. I also like how the ocean-going portion of the game is panning out. (E.g. Upgrading the ship, plotting courses, ocean battles, etc.) The addition of "treasure hunting" or "salvaging" is like a mini-game in itself.

The versatility of the items you acquire continues to impress.

Examples:

- The bombs (oh, how I love the bombs) can obviously be used to blow up enemies, but they are equally useful in blowing up crates and walls so you can gain access to new areas and treasure.
- The bow and arrow (my new favorite) is not only a fast and accurate weapon, but a vital tool for activating dungeon "eyeball" switches.

****UPDATE 10/14/07****

More great items, more great adventure.

Here are some highlights from the last week (hopefully I don't spoil anything).

- Fishing is great. I found myself a fishing rod. Well, I was actually given it. It is little hard to control at first, but once getting the hang of it, provides a lot of fun and there is a nice surprise waiting for you if you "catch 'em all".
- I'm hooked on the Grappling Hook! Like the boomerang, it's a vital tool and is used for much more than just grappling. One great example, think "Human Slingshot."
- I finally died (fire and ice dragons were tough until I figured out what to do). It was nice that all I had to do was walk back through the blue portal and I was right back to the boss fight again. Thank goodness I didn't have to do the entire dungeon again.

****UPDATE 10/28/07****

I finished the game on a flight to LA this weekend.

- The storyline continued to develop and really kept me interested; all the way to the end.
- The new items (especially the hammer) were perfect additions to the already creative arsenal. (Hint: Be sure to hold down the stylus for a second or two and the hammer doubles in size and punch)
- A couple of the boss-fights were actually in 3D-mode versus top-down 3rd person. The graphics during these sequences looked great.
- There were even some really funny moments towards the end. When G'Pa snatched the hourglass from Link mid-spin, I cracked up.
- Lastly, the final boss fight was excellent. Not too hard, multi-leveled (literally) and actually really fun. No frustration.

Kudos to Nintendo for making one of the best games I've ever played on the DS. Thank you!

Anonymous (2013-04-21 00:42:39)

Oh wow.. Image finding the same idea, so want to create my own , personal silver jewellery!

The ring looks lovely and it is magical because it was of yourself.

I really like combining pearls crystals and silver, but eventually would like to begin their day with silver inside of a raw way.

.

Anonymous (2013-04-21 00:56:51)

I think the admin of this website is genuinely working hard in support of his web site, since here every stuff is quality based material.

Feel free to surf to my blog ... <http://www.veteranjournal.com/>

Anonymous (2013-04-24 04:31:16)

Hi there! Do you know if they make any plugins to safeguard against hackers? I'm kinda paranoid about losing everything I've worked hard on.

Any suggestions?

my weblog ... xerox 8560 solid ink

Anonymous (2013-05-17 21:23:01)

to classic allows hard ghd gold budget and many cheap toms exudes can look more is ghd gold classic styler an Accoutrement christian louboutin heels have at with toms shoes outlet in an you and

Anonymous (2013-05-20 22:44:57)

Hello, I own a 1.5ct August Vintage Cushion occur a Harry Winston style micropave halo.

It turned out purchased a couple of months ago (from usa) possesses never been taken

out of this area. We've decided your house is more important and we are going to sell before it even gets as they are. any suggestons on the best places to take this in Melbourne?

my page: israeli silver jewellery

Anonymous (2013-05-28 21:55:36)

Amazing! This blog looks just like my old one! It's over a completely different subject nonetheless it has pretty much identical layout and design. Wonderful selection of colors!

Also visit my webpage ,cheap earrings for sensitive ears

Anonymous (2013-05-28 21:56:09)

Amazing! This blog looks just like my old one! It's over a completely different subject nonetheless it has pretty much identical layout and design. Wonderful selection of colors!

Here is my web blog - ,cheap earrings for sensitive ears

Anonymous (2013-05-31 00:43:58)

The mention of the the cone heads helped me laugh!

my web page; ,jewellery deals online

Anonymous (2013-06-04 12:11:46)

My brother suggested I would possibly like this web site.

He used to be entirely right. This publish truly made my day.

You can not consider simply how a lot time I had spent for this info! Thank you!

Here is my website :: hultquist-copenhagen.com

Anonymous (2013-06-06 18:28:29)

Very good site you have here but I was wondering if you knew of any community forums that

cover the same topics talked about here? I'd really love to be a part of community where I can get responses from other knowledgeable people that share the same interest. If you have any recommendations, please let me know. Thank you!

Also visit my blog - pilgrim jewellery online

Anonymous (2013-06-06 19:11:19)

This is one way I wear my accessories I recently throw

on random stuff and hope for the best! I'd rather not adhere to the mass trend I've being me spontaneous and random. It's good to face out It sometimes works and it often doesn't.

shrugs* BTW, loved every one of the pieces you chosen

Here is my website ... danon jewellery stockists ()

Anonymous (2013-06-08 01:28:54)

I've liked both pages, and am a devotee. The Fern-patterned earrings are beautiful!

My site - silver Jewellery usa

Anonymous (2013-06-11 22:27:39)

What's up mates, nice article and fastidious arguments commented at this place, I am in fact enjoying by these.

My blog post - coffee pure cleanse reviews

Anonymous (2013-06-12 05:20:48)

a few days ago we featured a video that Dave Jones did about how he fixed

his plasma TV. Well he didn't really fix it as many of our commenters pointed out, in the end the clever

Also visit my web page: LG 42 LS56 Series

Anonymous (2013-06-12 12:19:20)

What's up to every one, the contents existing at this website are actually remarkable for people experience, well, keep up the good work fellows.

Also visit my web site: LG 42LS5600 LED TV ()

Anonymous (2013-06-12 13:23:14)

Hello, I want to subscribe for this website to get newest updates, so where can i do it please help out.

Take a look at my web page :: Car insurance quote

Anonymous (2013-06-12 18:15:23)

Very rapidly this web page will be famous amid all blogging visitors, due to it's good content

my web page pilgrim jewellery debenhams - www.purevolume.com -

Anonymous (2013-06-14 04:57:14)

Information tips - very useful. I will set myself the purpose of doing the superior 5 tips by March.

Also visit my web site - silver jewellery UK (mail.verizonarena.com)

Anonymous (2013-06-15 07:50:52)

lovely prize generate a nice birthday gift

Feel free to visit my website :: silver jewellery for women

Anonymous (2013-06-16 05:26:15)

Precisely what Tv Satellite tv on pc Receiver?

Also visit my weblog :: from video to mp3

Anonymous (2013-06-17 09:31:26)

I really like your site nice !

My blog post ... silver jewellery :: ::

Anonymous (2013-09-10 13:26:09)

What's up all, here every person is sharing these kinds of experience, thus it's nice to read this blog, and I used to go to see this weblog every day.

Feel free to surf to my web site; dieta dukan

Anonymous (2013-09-11 09:02:28)

I'm very happy to uncover this great site. I want to to thank you for ones time for this particularly fantastic read!!
I definitely enjoyed every bit of it and I have you book-marked to see new things
in your website.
Feel free to visit my weblog - xerox 8560 specs

Anonymous (2013-09-11 23:22:31)

The Facebook page urging [\[url=http://www.bemosoft.com\]](http://www.bemosoft.com)christian louboutin fifi 85mm glitter pumps multicolor~~[/url]~~ "SNL" to nab her as a host has logged more than a million fans or, in [\[url=http://www.bposadvantage.co.uk\]](http://www.bposadvantage.co.uk)Christian Louboutin Sale~~[/url]~~ new FB parlance, [\[url=http://www.liquid-ss.com\]](http://www.liquid-ss.com)cheap louboutin daffodile~~[/url]~~ a million [\[url=http://www.jinli98.com\]](http://www.jinli98.com)christian louboutin crepon~~[/url]~~ people who "like" the idea between its launch in February and White "SNL" performance Saturday. Apparently, that was enough to get Lorne Michaels ear.Betty White fans have ramped up a new Facebook campaign, this time aiming to put her in the driver seat [\[url=http://www.2-dk.co.uk\]](http://www.2-dk.co.uk)ugg bettey~~[/url]~~ at the Academy Awards. With "Saturday Night Live" hosting now on her resume, she fit right in with previous hosts Steve Martin and Alec Baldwin, both of whom have a long history with the latenight show. And [\[url=http://www.wabf.co.uk\]](http://www.wabf.co.uk)ugg boots australia~~[/url]~~ [\[url=http://equator-e.com\]](http://equator-e.com)Christian Louboutin Lucifer Bow~~[/url]~~ with White lauded comedic timing, perhaps she just what next year Oscar [\[url=http://www.theaymane.com\]](http://www.theaymane.com)christian louboutin mens daddy flat~~[/url]~~ broadcast needs.Christie D Betty White attends the unveiling of the Betty White "Naked" hot dog at the opening of Pink Hot Dogs at Universal CityWalk on April 19. Credit: David Livingston / Getty ImagesAnd [\[url=http://toughradio.com\]](http://toughradio.com)Christian Louboutin Denis~~[/url]~~ ugg.txt,1,n] if she [\[url=http://www.2-dk.co.uk\]](http://www.2-dk.co.uk)ugg sunburst~~[/url]~~ needs to warm [\[url=http://xnailbiting.com\]](http://xnailbiting.com)Christian Louboutin Mehari~~[/url]~~ up before that global event? Well, another Facebook group is pushing for her to bump Jimmy Fallon from [\[url=http://www.conghieuco.com\]](http://www.conghieuco.com)multicolor evening shoes~~[/url]~~ the gig and head [\[url=http://houdeblog.com/clreplica/\]](http://houdeblog.com/clreplica/)houdeblog.com/clreplica~~[/url]~~ up the Emmy [\[url=http://www.rubyamanfu.co.uk\]](http://www.rubyamanfu.co.uk)www.uggs.com~~[/url]~~ ugg.txt,1,n] Awards.If at first [\[url=http://www.night-vet.co.uk\]](http://www.night-vet.co.uk)chocolat e ugg boots~~[/url]~~ you do succeed, try [\[url=http://www.rubyamanfu.co.uk\]](http://www.rubyamanfu.co.uk)ugg.com~~[/url]~~ again with your sights set on something bigger and better.How many people have to like you before Oscar might listen? We shall see. And just watch if White were to snake the Emmys gig from Fallon, perhaps the queen of England better start watching her back.Should Betty White host the Oscars?survey softwarecan the White House be far behind

Anonymous (2013-09-13 06:16:10)

... and a development in to "4D" printing.
Also visit my weblog - xerox phaser 8560 yellow ink

Anonymous (2013-09-13 17:37:55)

The latest News; <http://en.wikipedia.org/>, headlines since election outcome was out carried one information and other on Shiv Sena supremo Bal Thackeray and the son Raj Thackeray relating to activities. For example, you'll be able to find some newspapers that may make you well-known regarding the Africa news only. He was God With Us since creation in the visits to varied leaders between creation and His birth. Jennings is also plain in his look at junk Television and believes parking.

Anonymous (2013-09-14 09:12:43)

i have actually been having problem to publish labels, because i had my computer cleanded out & handled I have actually been having problem trying to make labels.
Here is my web site; xerox phaser 8560mfp driver

Diablo 3 PS3 review 9.0 (2000-11-23 18:39)

The majority of console titles being released nowadays are either first person shooters or sandbox games. Isometric Action RPGs, a genre so basic, so essential, I never thought would become scarce, hasn't seen a decent release on the current console generation in almost 7 years. Not one. Back in the PS2 era, the golden age of console action RPGs, we had the holy grail. Baldur's Gate: Dark alliance, and its more than worthy successor, Dark alliance II. The genre was so in vogue, even the Everquest universe brought a worthy contender to the table with the release of Champions of Norrath, and Champions of Norrath 2: Return to Arms. Oh, those were the days. I used to sit on the couch with my girlfriend (nowadays my wife) and play together for hours on end. Just us, exploring dungeons, marveling at the prospect of a dropped piece of armor or sword, which we would immediately pick up and analyze in order to compare to the one we were wearing. Since the current generation of consoles was released, we have waited, and waited, and waited for a worthy successor of one of these games. And there hasn't been any. There have been flops like Sacred, or Dungeon Siege's console version but none that were remotely decent (with the exception perhaps of Lord of The Rings: War in the North. Technically NOT an isometric RPG but a brilliant coop action RPG game nonetheless, which filled somehow the void we carried as gamers for over 6 years). Enter The Lord of Destruction.

The wait is finally over. Diablo III is that game. That worthy successor to Baldur's Gate: Dark alliance we had waited for (for more than half a decade mind you). From the moment you pick up the controller you can tell Blizzard nailed this port. It doesn't even feel like a port. It's like the game was designed with this control scheme in mind from scratch. Movement is fluid, combat satisfying. Everything is there. The search for better and shinier loot is just as fun as it was back in the PS2 with Baldur's. The co-op action is flawless. Minimap, skill trees, chests, weapon racks, everything you may have possibly missed is there, and then some.

If there is maybe one department where the game takes a hit vs. the PC version are the graphics. They're not bad. They do feel a bit...cartoonish. But they're totally current gen. You just can't compare the graphics of a current PC (even a mid-range one) with the graphics of a game, running in 720p on a console like the PS3, released 7 years ago, and already on it's way out. If you have never seen the PC graphics, these will look totally OK to you. Nothing to write home about but not bad by any stretch of the imagination. And my only other gripe with the game (now, this is a minor thing and I'm definitely nitpicking), is that I wish 2 players playing local co-op could enter their inventory at the same time instead of player 1 having to wait while player 2 compares 10 different kinds of armor in order to be able to enter his inventory, or at least, there should be an option to enable this. I'm rocking a 55 inch screen, there's plenty of room for both player's inventories. If a player has a small screen they could disable this option. The upside is when my wife is going through her inventory, I get to see everything she's carrying and sometimes a weapon or piece of armor catches my eye so she gives it to me and viceversa so it's not like it's super boring or anything like that. Like I said, I'm definitely nitpicking. This game is seriously awesome. I can't wait to see what Blizzard does with this game on the PS4. Even if it's just a graphics overhaul, I'll buy the PS4 version in a New York minute and play it all over again (Heck I intend to play the PS3 version all over again several times). Just take my money Blizzard. Keep releasing games like this on the console and keep taking my money. And I hope this game sells like hotcakes so publishers realize there IS a market for this genre on the consoles, and that gamers like us will buy anything you release in this genre as long as it plays this nicely.

Now, don't get me wrong, I love first person shooters as much as the next guy, but sometimes a gamer needs a break from that. No online lobbies, no 8 years olds yelling at the top of their lungs threatening to quicscope me or anything like that. Just me, my girl, the couch and the dungeons (wait, that sounded a bit kinky. But I digress). Sometimes you just want to sit on the couch with a friend, relax, and just have some fun. Sometimes, we need to get back to basics. And what a glorious playground Diablo III is for that purpose. Welcome home Lord of Destruction. What is thy bidding my master?

Mega Man ZX advent review | 7.5 (2000-11-24 15:07)

This game is more directed towards those gamers who have played Mega Man Zero 1-4 and the original Mega Man ZX. This game is difficult from the get-go, and it gets harder from there. Even then, it's actually EASIER than the aforementioned games.

Normal mode isn't as hard as it's cracked up to be, but it is difficult. Here's the clincher; this game was meant and directed towards HARDCORE gamers; I truly do not recommend this game to anyone under the age of 15. This game is "Nintendo hard."

I myself loved this game due to it's balance of difficulty and the many different aspects of gameplay, but I give it a 3 rating because of the fact that not ALL gamers are HARDCORE gamers. I could have been biased and put a 5 because I myself loved it to death, but I gave it a 3 because it's not geared to the majority of gamers out there.

Metal Gear Solid 3: Subsistence | 10 (2000-11-25 12:33)

When the prologue to the game took me almost 2 hours to get through, I knew I had something special. After the explosive opening to the game, the beginning credits roll with a song entitled Snake Eater. I was surprised, thinking I had already started the game proper. But that was just the tip of the iceberg.

I think Kojima did an excellent job of creating a 60s style Metal Gear game. He mirrored the game off of James Bond, taking the beginning area, then a cool segue into the main action, including a song that has meaning to the game. The opening theme also carries into the mission and is played at several key points. Very effective.

Also in keeping with a James Bond type influence, there's the female love interest, who has a habit of exposing her bra. I found myself chuckling and thinking fondly of James Bond movies at many points in the game. I think what Kojima has done so well is construct a game that truly has a cinematic flair. Yes there are cut scenes that are long but, in comparison to MGS2, they are short and have a TON of gameplay in between. I never once found myself sitting through a boring codec call or boring cutscene wanting the action. There was enough spliced through.

In fact, toward the end, the game raises the bar on cinematic excellence, incorporating you directly into the action while at the same time making you feel like you're watching a truly awesome scene. I don't want to spoil it for those who play, but the last 1/3 of the game races to a truly exciting climax.

I am completely amazed at how well all of the new gameplay works into the game, from the camo to the food to the healing system. All of it naturally fits and the game does a good job in teaching you the basics with it. I never once felt like it was a gimmick.

As far as negatives, sometimes the color scheme was so drab it was hard to see some people who weren't trying to hide. In particular toward the end, almost at the climax. Also, unlike previous MGSs who have bosses nicely spread out, I felt that they all came at once. I didn't feel like I got a chance to really know them like in the first MGS. But, these bosses (the Fear, Fury, Sorrow, Pain, End) are some of the weirdest and cool bosses in MGS games to date.

Some people have commented on the lack of radar. I never found this lack to be a hinderance to the game. In fact it makes perfect sense in the context of the game world. And, the truth is, there is a radar that you can use. You have a motion detector, and a sonic detector that shoots sonic waves and shows you where things are. I say things because you are in a jungle and it's possible that what shows up is an animal not a human. Also, getting caught does result in either killing everybody and hiding, or just hiding forever. In fact, at one point in the game, I hid in a place I couldn't be found and went to the restroom and got something to drink just to wait it out.

However, this minor things aside, this game does what Metal Gear Solid 2 semi-failed in doing. It brings together the cinematic experience with wonderful espionage. The characters are excellent, the story far surpasses the previous two (which is a difficult thing to do since I consider the story in MGS1 to be one of the best I've experienced). And it is just plain exciting. Kojima and his wonderful team know pacing and the pacing of this third masterpiece is wonderful.

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A great read. I will certainly be back.
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Super Mario World | 9.5 (2000-11-25 17:20)

When the Super Nintendo Entertainment System (SNES for short) first came out in the early 90's, it had a great lineup of launch titles to easily make it the new best seller. Super Mario World was the first, and probably the best of these

launch titles for the SNES.

Just like Mario and Luigi did for the Super Mario Brothers titles on the NES, they are still collecting tons of gold coins, Bowser is still their biggest enemy, and the Princess is waiting to be rescued once again. Only this time around, their journey along the way to Bowser and the Princess will be a bit different.

There are many new experiences to be held in Super Mario World. This is the game where the Mario clan first meets and uses Yoshi, the worlds and levels are bigger than ever, and the Mario brothers even have new abilities such as new flying techniques.

Super Mario World is more like Super Mario Brothers 3 than any of the previous Mario adventures. You can play by yourself in a one-player game, or with a friend in a two-player game at any time. You can guide either Mario or Luigi through the 7 different world maps that are full of different kinds of memorable levels.

Among these levels are haunted ghost houses, underwater environments, underground stages, a secret "Star Road," various other secret stages, a castle (one in each world) that houses the world's main Koopa boss, and so much more.

For the time, Super Mario World had spectacular graphics, great sounds and music, top-notch control, and overflowing replay value and fun. It's easy for any player of any age to find out what needs to be done once they start playing this 2D action/adventure. All you really have to do is get past all the interesting enemies and get to the end of all the levels.

All in all, Super Mario World is one of the best video games ever made, and it always will be! It's the game that started the Super Nintendo on the right foot, and now, it's a major classic. I wish they still made video games like this.

If you're a fan of action/adventure games, platformers, or the classic 2D side scrollers (which I miss more than anything in today's games), Super Mario World is a definite must have!!

Castlevania: Order of Ecclesia | 9.0 (2000-11-26 12:45)

I've been a long time fan of the Castlevania series, dating back since the release of Symphony of the Night on the Playstation. Every experience with Castlevania has wowed me to the point where I hardly play ANY 3D games anymore. In the recent years, fans have been upset due to the fact that Castlevania has deviated from it's roots. Well, now is the time for rejoice CV fans for the Metroidvania style of play has returned. Now let me start official review.

Story: I feel no need to give anything away but let me tell you that the story starts out with main-character Shanoa on her way to recieve the supreme glyph Dominus. When she nearly recieves this glyph, her peer named Albus attacks her and steals Dominus. I'm sorry that I'm being very skimpy on the details but that's the point so to find out more please play this game.

Gameplay: This is where the game truly shines. The new glyph system is absolutely an astounding revelation for the Castlevania series. The way it works is, certain enemies will contain glyphs that you must absorb by either killing them or in some cases wait till the enemy performs it's most powerful attack and hold up to absorb it. Now before you start to think that this is anything like Dawn of Sorrow's soul system allow me to elaborate. First of all

Shanoa's attack are completely based off of an speedily replenishing MP bar that will continuously regenerate as long as she is not attacking. Another thing to note is that, where in DoS the soul system was essentially the spells, the glyph system is basically the weapons and the spells. Glyphs can be equipped on the back and on both hands. The hand glyphs are usually your basic spells, swords, and axes, while back glyphs will be stat boosts, summons (brought back from SotN) and transformations (yes that's right). The same glyph can be assigned to both hands and chain attacks can be performed, as well as something called a glyph union which is essentially an item crash but it uses hearts instead of MP. Now I want to separately review the pacing of this game.

Pacing: This game will spring tough enemies and bosses on you from the get-go. This said, new glyphs will often be provided. Not every enemy has a glyph and glyphs are easier to obtain most of the time, than the souls from DoS. Mind you, this is NOT an easy game. Fortunately, I found that repeatedly dieing was not all that frustrating. Of course, it goes without saying that even if you are skilled at CV games, you will die A LOT!!!! All I can say is, don't let it get you down because even if you are not an avid CV player, with each death you will become more skilled in dodging and quickly executing each enemy.

Graphics and Music: I coupled these sections up because they are both extremely short. The graphics are quite literally astounding. The only 2D game that comes to mind with art as beautiful as this game is Odin Sphere for the PS2. The character models are executed, and all of Shanoa's movements seem as if they're being performed at 30 FPS (which of course they are not but literally everything Shanoa does that involves movement seems to flow quite well). The sound is where this game most suprised me. I didn't think it was all that good. CV games are usually highly praised for their music but this just didn't stack up in my opinion.

I hope you enjoyed the review and please remember that everything I said that wasn't a fact about the game was MY OPINION, and should not in anyway detract from your experience in buying and playing this game.

The Last Remnant for PC | 8.4 for (2000-11-28 03:20)

Technically, it's better looking than Final Fantasy XIII running in DirectX 10 and there are a few patch revisions out. You could purchase PC version off Amazon about 4 months ago. A lot better with patches, and better than X360 to begin with.

As an admittedly picky game player, and having played enough RPGs to know "good" from "bad," I definitely think that the good parts of The Last Remnant outweigh the bad. I will jump right into the parts of this game that I enjoy:

1. Outside of the battle field, the game has stunning scenery. While there are standard caves and dungeons, there are vast and beautifully detailed outdoor environments that are very refreshing and energizing. Some of environments are very reminiscent of the "Myst" series, which I particularly liked.
2. Along with the scenery, there are some stand-out tracks on the soundtrack. Namely "Old Traditions, New Methods" and "Rolling Hills, Sprawling Plains." Many tracks have a very eclectic, new age feel. Unfortunately there are some uninspired electric guitar battle themes, but the composers more than make up for it with the better tracks.
3. There is a genuine sense of free adventure in this game. The story line is set up for you from the beginning, but the majority of the game is spent exploring areas through side quests. Through these sidequests and exploring different maps, you can open up new cities, landscapes and dungeons that have nothing to do with the immediate story at hand. Whatever your mood, you can satisfy yourself in this game. At almost any time during the game, you can choose between free roaming, completing side quests, or progressing with the main story of the game.
4. No matter where you go, the enemies usually seem to be programmed to fight at your level. Of course, there are difficult boss battles that you must level up your characters to win. However, for the vast majority of the game, there

are no sudden huge spikes in difficulty that plague some games (like Star Ocean 3). You are able to save at any time you can open the game menu (99 % of the time), and you are fully recovered after every battle. That said, regular encounters are a little more drawn out and less frequent than, say, Final Fantasy XII.

5. The characters have some depth! While some of the characters' stories leave a bit to be desired, you get to learn a lot about your party members and may even grow attached to them like you did in Final Fantasy X. This helps because you feel involved with their story, and it provides motivation to progress in the game.

There are few bad things that I can say about this game. The load times can be a little distracting. However, they tried to make it helpful by including game tips on the load screen. Additionally, there are some frame rate issues during battles because there is A LOT going on (by the end of the game, you can control up to 25 characters divided into 5 parties that fight at once on the battle field). However, I quickly got over that and don't even notice it anymore.

In all, this is definitely a game to check out. With the reduced price, there is no excuse not to try it out now. This is a masterfully done RPG - not completely groundbreaking, but very refreshing and enjoyable.

Monster Hunter Tri Wii review | 9.0 (2000-11-28 12:44)

So far this is the best RPG for the wii! The story is a little weak but fun. Very challenging and awesome multiplayer action. Great graphics! I love the interaction when playing online. The best part i have to say is the challenge cause its very hard to find a challenging game. If you play online you might want to get a keyboard or the wii speak (which i don't have either one) because its easier to communicate but you can survive without it. This isn't a very hard game to learn. I wouldn't buy this game for a young child because it does evolve a lot of strategy and gets pretty intense. I'm an adult and love the game so if you adults like games this might be one to consider getting. I wouldn't consider myself a heavy gamer either so if you are real casual gamer this would be good just to kinda pass some time and have a little fun.

Skies of Arcadia | 9.5 (2000-11-28 12:51)

Skies of Arcadia is great in so many ways, I don't think I can cover it all. This is the first excellent RPG of the next generation consoles, and it will be a hard act to follow. Almost everything is wonderful and fresh. The graphics, the story, the fighting system, the world of Arcadia - this is the stuff of gaming legend!

Naturally, the graphics are jaw-dropping. Just imagine the static backgrounds in Playstation RPGs, except that you can move about them in full 3D, and you'll get the idea. These textures are the most detailed I have every seen in a game - you'll stop just to study a mosaic in the floor. The towns and dungeons are impossible complex and detailed. Each seem to be more spectacular than the last. What impressed me the most, though, was how completely the graphics combined with the rest of the game to give you a great experience. For example, the character animation not only amazes you at how life-like it is, but draws you into the story and the characters.

The plot starts slow and predictable, but finishes incredibly strong. Everyone who's played this game agrees that somewhere in the first 3rd of the story, something grabs your attention and doesn't let go. Maybe it's the spectacular world of Arcadia, which basically combines the Age of Discovery and pirates with magic, and throws everything into the skies. People live on floating islands, with magic powered sailboats sailing to and from, clouds pouring down like waterfalls, and strange cultures sitting undiscovered by the Old World. Like in any good RPG, the story stirs emotion by taking you to new places and introducing new characters. I don't want to ruin anything for you, so I'll just say that Skies of Arcadia makes discovery *fun* again - you'll look forward to finding that new island, or meeting that new character, or challenging that new enemy. What a blast.

The combat system is actually broken into 2 seperate parts - your standard, run-of-the-mill random monster fights that any fan of Final Fantasy is familiar with and probably getting sick of. This type of battle is actually too frequent for my tastes, especially when exploring the world map. At least Sega has thrown in some new strategic elements to spice things up, like a group-shared spirit pool, or the most user-friendly elemental system on any RPG ever. The second type of combat is a more strategic battle between 2 seperate airships. These battles are very cinematic and a blast to play. They also require more thought and planning then your ordinary turn-based combat. You can spend a lot of time recruiting the perfect crew, or choosing the best combination of weapons and defense.

If you can only get 1 Dreamcast game this X-mas, definitely get Skies of Arcadia. Besides all of the above, this RPG had so many extras and hidden sights that you can easily spend an extra 10 hours finding it all. You can even download entire continents from the Sega web site! I don't want to tell you about all the neat stuff you get to do, so just trust me, and get this game.

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Torchlight for PC | 8.0 (2000-11-30 03:14)

It's like Diablo II: The Animated Series and reminds me of Record of Lodoss War for Dreamcast. A game that I own and played 8-9 yrs ago. Then again there is World of Warcraft, but Record of Lodoss War predates it.

Classes - In Torchlight you assume one of three different classes. Within each class you gain skills that allow you to

fine tune your play-style through acquiring abilities from three different trees. The higher your level the more options in each of the trees become available to you. Any skill in any tree is available to you at any time, so long as you've gained the level necessary to open that skill. The classes are well balanced, though my limited experience with the ranged class led me to believe it might be a little under powered.

Loot - Very much like any other game from Diablo to World of Warcraft. Enemies, some quest-givers, and chests drop loot. Weapons and armor come in a variety of flavors from plain to epic. Gear can be enchanted and/or socketed to gain new abilities and/or powers. You can sell items in town or transmute them to create new gems.

Pet - This is probably the most significant change from Diablo found in Torchlight. You choose a cat or dog and it follows you throughout the game. Fighting along with you, storing extra loot for you, or returning to town to sell loot. You can equip your pet with spells as well as rings and amulets to increase it's ability in combat. In addition you can feed it fish to grant it certain powers for a period of time.

Etc. - One feature that really stands out is the shared chest. Each character has his/her own personal chest as well as a chest that can store items for use with any of your other characters. This is incredibly useful as you're constantly picking up unique or rare items that other classes can use. The shared adds alot of replay to the game. The graphics are great as well.

The game play is a lot similar as Diablo with few improvement:

- 1) Tons of storage, so looting is much easier, esp. when you can ask your pet to go back down to sell the stuff. I didn't use one single town portal in 3 hrs play.
- 2) Easy to save, you come back wherever you exited earlier, and pick up exactly what you left before.
- 3) Easy fast key, you just use 1-10, you can put anything in there from lotion to spell to attack.

Panzer Dragoon Saga | 9.5 (2000-11-30 12:49)

Not many people have heard about this game. I know I didn't up until a couple of years ago. I didn't even think twice about the SEGA Saturn being much of a system to be recognized... until I found this.

First off, the bad: because this game was made over ten years ago, the graphics are... well, "ugly" is a nice way of putting it. It's not the worst I've seen, but certainly not the best. Once you get past the eye-sore that the graphics could be for you, then there's the combat mechanics, which are rather tricky to get used to at first, especially with the regular controller. I would highly suggest getting a "3D" controller for this game, because it practically demands it. Finally, many of the characters just don't have a lot of growth, save for the main cast.

That all said, the good heavily outweighs the bad. For starters, the story: the fact that, for an RPG that only goes for 22 hours max (and that's assuming you get really, badly stuck), the storyline and the characters are all phenomenal, and even somewhat human! A bit cliché, granted, but not horribly so. You truly feel connected to your character in this world. Even your sworn enemy ends up becoming a character that one can sympathize with. Next, I mentioned that the combat controls are a bit tricky to get used to... however, once you get them down, it's mostly a matter of being at the right place at the right time. Sometimes, it almost makes boss battles a little too easy, but never loses its fun factor.

Finally, the flow is absolutely spot-on. There's no seeking out items for long hours on end, no hidden "good" endings that must be unlocked by doing a certain little dance, no nearly-impossible battles where you needed a single item that you had to get back in the second area of the game, and can't get now. And although there is a bit of backtracking, each time you go back, there's more to be found - much like the Metroid game. Everything flows together very nicely. So in conclusion, yes, I would recommend this to anyone willing to pay the money. It's a fun game with decent pacing that is a vast departure from it's peers - and still manages to be one of the best I've ever experienced.

- points off, because it was 1. Hardest RPG ever. 2.) the 3D graphics looked more blocky than PS1. Good usage of both SH-2s however. They should call the Saturn the first dual-core computer in a mainstream costumer product.

2.11 December

Gankutsuou: Count of Monte Cristo review (2000-12-01 19:36)

Never let it be said that modern anime is particular about where it draws its inspiration. The concept of creating a series based on a novel written in 1844 then setting it in the year 5053 sounds like a far stretch for any production staff and yet somehow, somehow Mahiro Maeda (the director of Blue Submarine No. 6) manages to pull it off in Gankutsuou with style. The novel of course is none other than Three-Musketeer's author, Alexandre Dumas' Count of Monte Cristo (in case you somehow missed this series' title).

Here in the United States, this is a re-release by Funimation of an earlier Geneon DVD release of basically the same name. Side note: Geneon typically labeled the show Gankutsuou: The Count of Monte Cristo while Funimation flips the order to The Count of Monte Cristo: Gankutsuou. Other than that the only difference is that rather than spreading the 24 episodes across six discs, Funimation manages to do it in four (packaged in a pair of beautiful thin packs within a subtle cardboard outer case). The source material comes to us via the brilliant minds of Japanese anime studio Gonzo; who themselves bring a long list of unique, thought-provoking titles to the table (such as their 2007 anime adaptation of Romeo and Juliet).

This set, as has been the trend of late, contains virtually no extras to speak of although the language options are thorough (English dub and original Japanese with or without English subtitles).

The story is setup to appeal to fans of the original work and those with no prior exposure alike as it retains all of the key plot points but adds a few new elements and tells it from a totally different perspective (kind of like what John Gardener's novel Grendel does to the classic Anglo-Saxon poem Beowulf).

The Count of Monte Cristo: Gankutsuou tells the epic tale of a wrongfully accused man's intricate plot of exacting revenge through the relatable doings of a fifteen-year-old aristocrat from Paris named Albert (pronounced "al-bear" in homage to the French author's original motif). As stated above, the show goes to great lengths to establish an atmosphere stunningly reminiscent of 19th century France while integrating just enough technology to remind the viewer that this is, in fact, the future- and the very distant future at that.

Pacing is deliberately slow and thorough and really compliments that rather dry-nature of the source material. However, while this may be viewed as a negative with some shows, Gankutsuou turns the story telling element into an art form in and of itself. This is adult anime and not because of the usual pitfalls that eliminate younger viewers from the equation. Rather than sexual references, violence and language, Gankutsuou can be called mature on account of its sophistication and mood-appropriate visuals.

In fact it is nearly impossible to find a review of the show that doesn't trip all over itself in praise for the artistic vision and unique animation style. The best way to describe it is imagine near photo-realistic textures layered behind transparent character models. If that sounds odd to you, rest assured, it is but somehow it works. What makes the visuals so unique is that the textures are static, meaning they don't move even when the character boasting them does. It's one of those traits so unique that you may go as far as to label it distracting early on yet it manages to become subdued as the viewer loses himself in the ever-thickening plot. Even by the later episodes there are a few ugly examples of where texture-overloaded scenes come off as overly busy or muddled but as a whole, the source material literally benefits from this unique art style.

If there were a single complaint worth mentioning about the show it would have to be the simple reality that this isn't run of the mill anime by any sense of the word. It's pretty difficult to place the show into a genre in fact. The story is, quite frankly, unlike any other seen in modern anime, which I suppose is to be expected when you remember that this is classic literature in animated form. Viewers expecting scantily clad women, characters with abnormally large and watery eyes, or slapstick of any kind need not apply. Being that the setting does take place in the distant future, there are a few robotic fight scenes (duels that wouldn't look out of place in Escaflowne) and some pretty cool space travel concepts.

As a whole, though, it would be easy for viewers with a short attention span to become bored. There's a steady and reliable flow to the plot that requires patience and a bit of maturity (or at the very least, an appreciation for fine culture).

When directly compared to the original novel, some may scoff at the fact that there is a slight supernatural angle

that acts as the backdrop here. Without revealing too much of the actual mystery presented within, let me just comment on the character of Edmond Dantes allowing an insalubrious entity (Gankutsuou) possession of his body so as to escape imprisonment and to realize his ambitions of revenge. A fan of the original work, it is a bit disappointing personally to note that Edmond's creativity in escaping his prison was omitted here. Worse still is that while the original can be viewed essentially as a cautionary tale in the dangers of allowing vengeance to overtake one's life, here the metaphor is perhaps taken a bit too literally. Otherwise, and especially true for those not tied to the beauty of the original work, the supernatural elements do go a long way in adding intrigue and creepiness to the formula.

The show's music score is not only hauntingly appropriate; it's at times, dare I say, catchy (especially the opening theme which is about as unique as they come). Throughout are rich piano scores and solid symphonic pieces.

In all, Gankutsuou: the Count of Monte Cristo is one of the most unique properties of all time to grace anime ideology. With a timeless story, unique art style, and underlining themes that nearly anyone can benefit from in their own lives, Gankutsuou reminds us all that modern art is far from dead; if even only the result of rejuvenating the classics as the case may be.

4.5/5

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Neon Genesis Eva review (2000-12-02 04:50)

Despite haters of the show, you can't really escape the influence and impact Neon Genesis Evangelion had on the anime world. Hotly debated yet receives just as much love as it does renouncing, if people are first entering the anime field, this is usually picked as a "starter series". While plot is sometimes confusing and characters speak in philosophy speeches at times, it's still a great although slightly overrated show but it's filled with enough memorable aspects that it at least deserves a viewing.

The year is 2015 and humanity's population has been cut in half. Thanks to an event known as "Second Impact", the

climate has changed and people in New Tokyo-3 are living in a city built higher than the water levels. Appearing now and then are weird and massive creatures known as "Angels" where conventional weaponry is useless. However organization NERV has created the Evangelions, giant mech robots designed to fight them back. But things aren't as simple as the designated pilots; Shinji Ikari, Asuka Langley Soryu and Rei Ayanami, have to contend with their own personal issues as well as the real reason Second Impact happened and the potential for a Third.

Evangelion is one of those kind of shows where it does tend to stay with you, whether you liked the show or not. There's enough iconic imagery or scenes as well as characters that even 9 years after watching the initial run, I'm amazed at how much of it I remember. In fact, I even understand the show more having seen it a second time. Of course some things are fuzzy and the more philosophical dialogue characters go on sometimes goes over my head but not once do I feel like I'm being intentionally led around because people think confusion equals depth. At least here it's better written and more existential than the animated online comic "Broken Saints". Talk about pretentious. Is there some issues with the show? Of course. There's a noticeable pattern in some episodes. Angel shows up when characters whine about whatever, angel does something completely surprising and characters do something completely out of left field to save the day. Having characters repeatedly say something is having no effect or no response over and over can get pretty old. Not to mention some characters don't really grow. Asuka is a controlling, egotistical ***** when she starts and she's pretty much the same when she ends as well as Shinji who is basically doing things because others tell him to but would rather just do nothing yet feel praise for doing something. As for episodes 25 and 26, there's been so much hatred for them that while I don't dismiss them since they're actually well-done, I can understand at how some might not like how the series decided to end.

My one gripe with this package is what's not included. The individual sets came with special features such as commentaries. While some might not completely mourn the loss of these, some might feel cheapened that you're not experiencing the completeness of the set, missing out on what others who buy the single editions get. So it all depends on economy and the amount of bonus features you want: lots of stuff included with the episodes or a relatively inexpensive box set compared to buying them separately.

While many other series might be more advanced animation-wise and had longer seasons, not many have had the impact Evangelion has and it's a series that at least everyone interested in anime should watch at least once.

90 %

Code Geass: Lelouch of the Rebellion review (2000-12-03 05:06)

I don't have the time to sit down and write a multi-paragraph review, but I'll state my opinions as briefly as possible. There is no such thing as a series for everyone, but if action, comedy, drama, and a deep plot with many twists and turns sound good to you, you're sure to be one of the many people who love this series. I've seen the whole thing and will attest to the fact that this is the beginning of excellence. To anyone who has seen or read Death Note, this is essentially a combination of that, and a very well done mecha. As for the actual box itself, the dvds include the first 9 episodes of the series, there is the first of two soundtracks to the series (Excellent music also, by the way), the first drama CD, 3 informational books and an art book, not to mention the box itself, which is absolutely stunning. All of this together is an amazing deal, and I highly recommend picking one up. To anyone who does not know what a drama CD is, it is essentially extra back or side stories for the characters told through audio-only, like a radio broadcast of sorts, this adds even more depth to the series than already exists, and I love listening to it over and over. As I said earlier, there is no such thing as a series for everyone, but as far as I can tell, this one comes REALLY close, as nobody I've shown it to has disliked it. Happy Watching! :)

Cowboy Bebop review (2000-12-04 05:23)

Cowboy Bebop follows Spike, Jet, Faye and Edward as bounty hunters aboard the spaceship Bebop. Now onto the many reasons why this anime series is perfect.

First the story: Which blends comedy, drama, action, adventure, Sci-fi and even some romance perfectly like no other show. Most of the series are one episode stories yet I think are all connected in the development of the characters. The story of each individual episode is done perfectly giving a beginning a middle and end with no lose ends. The action is brilliant and I still haven't seen anything to compare to it. Finally we have the last few episodes leading to the ending. I won't give anything away to the people who unfortunately haven't seen this series, just it will blow you away.

Second the characters: Again done perfectly. Each character has their own unique personality who grows as the show goes along. Spike who used to work for Red Dragon crime organization and his haunted by his past. Jet a former police officer who is now working with a criminal, and his haunted by the mistake he made in the past. Faye who awakes from a 54 year cryogenic sleep with no memory of her past, who lives for the moment. Finally Edward a eccentric computer genius, who ran away from her father. Each character brings life to the series and draws you in caring about what happens to each of them.

Third the animation: The animation done by Sunrise is simply brilliant, and is still amazing after 10 years.

Forth the soundtrack: The music to the series is the perhaps the greatest soundtrack to anime series ever. It has a little of everything from Rock, classic, Jazz, Heavy Metal and others. Each adding something extra to the series. I even have the soundtrack to the series

Fifth the Influence: Cowboy Bebop has Influenced many series much like Trigun. Shows like BLACK LAGOON, SAMURAI CHAMPLOO, and others. I think that's a great compliment.

Overall Cowboy Bebop is a perfect anime series and is must to any anime fan.

10/10

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Gurren Lagann review (2000-12-05 02:10)

Gurren Lagann is what happens when you ask Studio Gainax, of Evangelion and FLCL fame, to make a saturday morning cartoon. It is a mecha anime made in the spirit of legendary shows like Getter Robo and Mazinger Z. The plot starts off with blood brothers Kamina and Simon fed up with life in their underground village, when suddenly a giant mecha known as a "gunmen" crashes through the roof, followed by a buxom babe by the name of Yoko fighting it with an oversized sniper rifle. And over the course of 27 episodes it spirals out of control and turns into the most over-the-top crazy awesome show in existence. To put it bluntly, in the Gurren Lagann universe, sheer force of will is enough to break the laws of physics. That is not an exaggeration, that is canon.

Most of the talk of this show refer to it's sheer badassery and fanservice, so some poor individual with no knowledge of the show might think it's nothing more than a Michael Bay movie put in animated form. That is utter bull, for Gurren Lagann has some of the most memorable characters I've seen in an anime, as well as a rather interesting plot, two things lacking in most Bay films. Characters like Yoko, who you would think would be nothing more than eye candy, are given some very good character development. You become so attached to these people that when some of them are killed, you feel it. It honestly made me cry. And if it can make my cry, I consider it art. Gurren Lagann is something

everybody, not just anime fans, need to see.
4/5

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Code Geass: Lelouch of the Rebellion R2 review (2000-12-05 05:13)

CODE GEASS: LELOUCH OF THE REBELLION R2 gets off to a start that is both slow and absurdly abrupt, as we're suddenly introduced to a situation in which the main character(Lelouch) is behaving in ways that seem drastically out of character in several aspects, with no idea how he got there and where he suddenly picked up a strangely creepy little brother that'd never been mentioned before. This is resolved within the first few episodes when we get an after-the-fact explanation of what happened following Season 1's abrupt cliffhanger ending, but weakens the overall story somewhat.

However, Volume 1 also briefly introduces deuteragonist Li Xingke, who is sort of what happens when you take Lelouch, his rival(Suzaku), and toss them both into a blender with a heavy supplemental dose of awesome - unfortunately, he doesn't do anything much just yet. But the concluding episodes to this volume, while uncomfortably reminiscent of last season's episode 21 in terms of a major plot point that is introduced, set the stage for the show to REALLY take off running, and Vol 2 and onwards much more favorably compare to Season 1.

All in all, while as most sequels do it can't quite measure up to the first season, it's a fairly solid start to an excellent follow-up.

8/10

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Samurai Champloo review (2000-12-06 05:25)

Mugen is a cocky, rebellious, bandy-legged fighter who incorporates break-dancing techniques into his unorthodox fighting style. Jin is more your typically calm and stoic samurai (or ronin, to be more precise), steeped in martial tradition, who finds satisfaction in the perfect execution of his warrior craft. Mugen and Jin aren't friends - in fact, they are contentious and want to test their skills against each other - yet they find themselves joining forces, thanks to Fuu, an insistent and kinda quirky waitress who inveigles the two into helping her search for the Samurai Who Smells Like Sunflowers. For 26 episodes, the discordant trio undergo many adventures, some serious, some hilarious, some just plain out weird. The only constants are the bickerings amongst the three, the scrounging for food, and the intrusion of modern day sensibilities. Oh, and the rampant butt kicking as done by Mugen and Jin.

On the heels of his popular Cowboy Bebop anime series, Shinichiro Watanabe decided to put a new spin on the samurai anime with his irreverent, hip Samurai Champloo. Champloo means "stir fry" or a mix, and this is certainly what this series is about, as it fuses the traditional samurai credo and decorum with the unexpected modern day incursions of hip hop attitudes, beatboxing, street tagging, and baseball. The episodes are supported by cool Japanese hip

hop music soundtracks and blazing hip hop scratches for scene segues. Watanabe also makes beautiful use of visual metaphors, thereby adding more depth to the shenanigans. The ripping animation and dynamically constructed fight scenes are guaranteed not to disappoint.

Kudos, too, to the voice actors, especially Steven Jay Blum (aka Daniel Andrews, who also voiced Cowboy Bebop's Spike) as the bestial Mugen. Kirk Thornton as Jin and Kari Wahlgren as Fuu are both excellent. The voice actor for the sometimes series narrator Policeman Sakami Manzou ("the Saw") is also very good.

These episodes are definitely rated PG-13. This anime series doesn't hesitate to throw in scenes of drug use and graphic violence. Some episodes even contain mild sexual scenes.

My favorite episodes are "The Art of Altercation" (for the rapping samurai and his beatbox backup), the atmospheric "Cosmic Collisions" (where the trio fight the undead), the hilarious "Baseball Blues" (where the American pitcher couldn't find the strike zone with the dog at bat, and he ends up inadvertently hitting the mutt - not to worry, no animated dogs were hurt in the making of this anime), and the concluding 3-episode arc "Evanescent Encounter" (where Mugen and Jin are challenged to their very limits, resolve their rivalry, and Fuu at last catches up to the Sunflower Samurai).

5/5

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The Legend of Zelda: A Link Between Worlds 9.0 (2000-12-06 18:50)

A link to the past is one of those games regarded as a masterpiece that still stands the test of time. Its widely regarded as one of the best games ever made and with good reason. It was a bold step forward for the Zelda series and its impact is still being felt in the series today. Nintendo has decided to create this sequel in the form of "A Link Between Worlds" for the 3Ds and it measures up well to its predecessor. The visuals are amazing and whether you are playing on the 3DS where you can see amazing 3D effects in this game, or the 2DS which doesn't have the 3D but is still an amazing system (affordable and comfortable and won't have hinges that break) you will get an amazing experience. The overhead view calls back to A Link To The Past but also creates its own style. So to with the music, which calls back to A Link To The Past but also creates its own thing and is awesome for it. The new game mechanics are fun and there are amazing new things you can do. The ability to become a painting on a wall to move around in new ways is innovative and changes the gameplay immensely.

But there is something more that must be said. A Link Between Worlds does something that so many have wanted. It brings back a nonlinear approach to the series. You are given the option to rent items (or later buy the items) instead of finding them in dungeons (which can still be done) but there is also a risk. If you die while holding rented items then you lose them which can create problems if in a dungeon but that just adds to the challenge.

And challenge is a good word to say because this is a game that does not hold your hand, there is a hint system but it is optional and the game is better for it. There is also a hero mode available that drastically ups the difficulty of the game and its very much worth trying out

There is a detailed story in the game I don't want to spoil here which involves a villain named Yuga and Hyrule's twin world Lorule, which Link must journey between (hence the title). There are cut scenes in the game that are well done and the story is great.

This game is a huge step forward for the series but there are also cameos and shoutouts to past games like Majora's mask (you might see a familiar location reappear)

This seems like a working blueprint for the new Wii U Zelda and if this is any indication of what that game will be, then I am very excited!

Dragon's Crown ps3 review 8.5 (2000-12-06 18:59)

Final Fight, Knights of the Round, The Punisher, The Simpsons, Teenage Mutant Ninja Turtles, X-Men, Golden Axe, Double Dragon, and of course, Dungeons & Dragons: Shadow over Mystara . . . any of these titles bring back memories-preferably fond ones? The beat'em up, as it's so aptly referred to, is a genre that had its heyday in the '90s, when arcades were still a thing, TGIF was the best damn night in television, and Star Wars: Episode I had yet to ruin everything. It was a genre, along with fighters, that dominated my childhood, and while the past few years have been kind to fighting fans, fans of beat'em ups have had to sift through digital offerings for some of that mind-numbing, side-scrolling action.

Vanillaware, a purveyor of 2D games, such as GrimGrimoire, Odin Sphere, and Muramasa: The Demon Blade, has taken it upon themselves to fill the retail release void with Dragon's Crown (hereafter DC), a stately entry in the beat'em up genre, that also features a heaping of role-playing game elements, making the aforementioned Dungeons & Dragons: Shadow over Mystara its biggest influence.

DC opens at Dragon's Haven Inn, a tavern you'll frequent during your adventures. It's here where you'll choose a character, set your party, and report your progress. The characters available are all visually, and mechanically, distinct: an ironclad Fighter, who's a sword and shield favoring behemoth; the Sorceress, a witch who prefers to support the party, not so much her back; a Wizard, very much interested in melting faces; the Dwarf, a duel-wielding, goblin-chucking ball beard; the Elf, who's fey, swift, and a rumored Hunger Games fan; and finally, the Amazon, a warrior that consists exclusively of brawn, butt, and boobs. She's also adept at sundering skulls with her ax.

A few color schemes are available for each character, and you can change their name as you see fit. Japanese voices are also available if that's your thing, but only for your character. The remaining voicework is strictly in English.

After you've settled on your character, a tutorial awaits (which can be skipped for the subsequent playthroughs), and it does an adequate job of walking you through the basics. You'll also meet Rannie, a rogue; he'll accompany you throughout the game, and you can direct him to unlock chests or doors, while you focus on combat.

Leaving the tavern, you'll have a town to explore, though its faculties, such as the Temple, Magic Item shop, and Stable, aren't all available at the start. Locations open as you progress the story, and additional tasks are doled out at the Adventure's Guild, where you can learn skills (class specific and common) and accept quests.

The main story focuses on the eponymous Dragon's Crown, which allows its wearer to control dragons (of course). It all comes across a bit boilerplate, and it never strives for anything more. A narrator with an earnest delivery breathes some life into the tried and true material, though the narration is limited to the main quest only, so if you find yourself focusing on side-quests, you'll hear a particular phrase uttered repeatedly during your comings and goings in town, until you move onto the next story segment.

Fortunately, your comings and goings are consistently in gorgeous environments, populated with detailed secondary characters, and great interpretations of classical monsters, all with a multitude of influences sweeping throughout. DC references everything from The Nude Maja to Tinker Bell; Renaissance portraiture to Frank Frazetta's paintings; Jason and the Argonauts to Monty Python and the Holy Grail; and more. George Kamitani, Director, takes what should be an incongruous mixture of styles and creates something cohesive. It's pretty impressive stuff.

They're nine stages to conquer, and each has a branching path that becomes accessible after reaching a certain point in the story. Along with the two paths, you'll uncover secret passages and various quest specific situations as well. The locations vary from moss enveloped sanctuaries to desolated catacombs.

It's great the stages are engaging and fun to play through, because you'll revisit them, a lot, either for quests, or because the main story requires it. And, you won't have to do it alone. DC allows for four player simultaneous play, both local and online, although online play is initially locked. You'll have to unlock the stables to access the network, which is going to take around five hours.

Unfortunately, if you're playing on Vita, ad hoc mode isn't considered "local" play, and you'll have to unlock the stables to access any sort of multiplayer. Not a big deal if you don't have any friends; a big deal if you do.

Though, perhaps you have friends, but they're lame and don't like beat'em ups. Thankfully, you still don't have to go

it alone. You can set the three player slots to AI controlled companions, and they're competent, for the most part. It may become a bit maddening to see them stroll into traps, or not effectively use items in their possession, but I've seen my friends do this too, so I'll cut my artificial ones some slack.

To keep the AI companionship fresh, you'll find piles of bones in the dungeons, which you can bury at the temple, or pay a fee, and resurrect instead. The resurrected characters will then wait for you at the tavern, all with varying gear. Even better, players you encounter online may be resurrected as well, meaning you can play offline with your friend's toon. It's also cool to know that someone may have resurrected you, and are questing with your character while you're at work thinking of playing Dragon's Crown.

It'll take around 15 hours to complete the game on normal, and after doing so, you'll unlock hard mode, which increases the level cap to 65; after you complete hard mode, you'll unlock the final difficulty level, and raise the cap to 99.

What's the point of grinding a character to level 99, when you can start the adventure anew with different class? Loot. What else? When it is all said and done, DC's draw is loot. Chests are scattered about the levels, and contain treasure which vary from E, the worst, to S, the best. Completing stages and defeating bosses not only yields experience points, but more loot as well.

Multiple bags can be purchased, meaning you can create different loadouts, which you'll need, since having gear with the proper attributes is important as difficulty increases; plus, gear breaks down with usage, and if you don't have back-up bags available, your S-Rank ax may be in no condition for another round, meaning you'll have to return to town, annoy your friends, and miss out on an amusing cooking game.

If you're on the fence which version to buy, I wish I could say there's a clear winner, but there isn't. Graphically, they're virtually identical, with the Vita version susceptible to noticeable slowdown when the action heats up with four players. The OLED screen makes a pretty game even prettier, but it's also small, so losing track of your character is going to happen.

But, the Vita version benefits greatly from the touchscreen. There's additional treasure hidden in the game, identified by glints; if you're playing the Vita version, you just tap the glint, and the treasure pops out. Runes eventually become available, and their magical properties can only be tapped by, that's right, tapping them. Also, if a player dies, and they're out of life points, you can spend gold to reanimate them, but you have to tap their portrait to do so.

How does the PlayStation 3 version compensate without touch controls? A cursor, which you manipulate with the right thumbstick. It is cumbersome to use, even when there isn't any action unfolding. But, having to fiddle with the right thumbstick, mid-battle, to bring your partner back to life? Urgh. Casting rune magic by moving it over three separate runes, spaced apart, while skeletons are hammering you? Double urgh.

In that sense, the game feels designed for Vita, or at least a controller with a touchpad (come on DualShock 4).

Of course, you can't play local co-op on a Vita, and if you have a roommate that's into these games, I'd deal with the cursor, and play it on PlayStation 3. Also, slowdown isn't an issue on PlayStation 3, and if you're sensitive to frame drops, the Vita version may be too much to bear.

If money isn't a concern, you'll be happy to know the games support cross-saving, though you'll be unhappy to know the games don't support cross-play.

Dragon's Crown is a rarity: a 2D side-scrolling beat'em up, with an unabashed artstyle, that's long. It isn't concerned that it'll take dozens of hours to complete with a single character if you wish to tackle all the difficulties; it doesn't care that you may be offended by the art; and it certainly isn't going to apologize if you don't see the appeal of grinding levels until it's simply time to go to bed. And it's all the better for it

Gungrave review (2000-12-07 19:29)

If You already have anime series like Samurai Champloo, Cowboy Bebop here's another fantastic series for your collection. The series gives a nice backdrop of the two main characters and their differing points of view on life and while they disagree on some views they are the best of friends, though the main story-plot does have on betray the other for his own rise to power within a powerful organization. The dead apparently don't stay dead though in this

series and through science the betrayed friend is brought back to life to protect a very important person from the organization that is now run by the very friend that betrayed and murdered him. What you'll truly appreciate and grow to like is how throughout the years the betrayer has hidden regrets for his choices and a wish to redeem his sins that he's made in his life. That is probably the most heartfelt parts of the series as you see the bygone years of these two friends as they rise from street hoodlums to great power and money in their careers, but you also see the cost for these choices as their friends are killed, personal sacrifices are made for their positions or remaining living friends, and finally the one choice that ends with one friend dead and another to gain ultimate power but at the cost of his remaining happiness. The ending fits the storyline greatly and while may annoy some viewers with how it ends it's still a nice climax for the two friends to find salvation and peace within themselves and each other. The video is clear and sharp with no blurriness or distortions to worry about and the audio was great as well the voice cast for the Japanese and English actors/actresses were great for their roles, the extras sadly aren't much just the usual trailers and textless intro/ending songs but that's about it. The box sets has seven dvds put into an individual slim cases and put into a paper sleeve. So if you like the dark drama animes with a lot of action, gunfights, and drama with a entertaining storyline with it here's a great choice to try out and for this price well worth it...

4.5/5

Last Exile review (2000-12-08 05:29)

I can not tell you anything that the other reviewers have not. I had not picked this up because it looked like something more for a younger audience. Well while there is very little blood and there is no nudity or fan service to really speak of yet this is something that I was very surprised with.

Visually this is a thing of beauty because of the CGI, the animation itself is well done. Yet it is the blend of the two that makes it stand out in my mind. The story line moves ahead at a good pace and you get so many very well developed characters. Take for instance Dio, whom was my favorite sub character, although he did not have the biggest part he added so much more to the story.

This story is about a teenage boy and girl who have lost everything except each other and their Van Ship. They start out as air delivery messengers and are happy with that then they deliver a message that brings them into the problems of war. From that point on you are meeting new characters that bring new problems.

As I said...this took me by surprise. It has a rich story and is a beautiful thing to watch which also means replay value. When it is all said and done everything is wrapped up for a well done ending.

Gonzo is a studio that has had a very diverse range of shows that it has made but Last Exile is by far the best, and one of the best animes out there. It has a steampunk aesthetic which always adds a hint of mystery and romance to the setting, which is great considering the plot requires just that. It is an uplifting story with a lot of heart, sure to make new and old fans alike enjoy.

Warning: This anime actually has plot, character development, and depth. This is not for folks that want plenty of blood and guts fights, sword and sorcery, and/or fan service from unrealistically proportioned female characters. This is one of the classiest shows out there.

5/5

Eureka Seven: Good Night, Sleep Tight, Young Lovers review (2000-12-09 05:50)

I'll admit, when I first started watching this movie I was a little put aback. I knew it was a "re-imagining" of the entire series, but it still threw me for a loop. Even with that said, I still enjoyed the movie. I didn't compare it to the series in artwork or storyline, I didn't expect them to re-imagine the wheel or anything. Some of the characters became unrecognizable, but I think that was also some of the fun. They took time to mention ALMOST everyone from the series(I missed you Lady Sakuya). All in all, yes I'd much rather watch the series, but the movie tried to manage to re

engineer the whole series in the span of hours where the anime had fifty episodes to do as it pleased.
4/5

Ghost in the Shell SAC review (2000-12-10 05:34)

First of all, I just want to mention that I was always interested in GITS SAC, but between the other expensive collection floating around and the fact that it only airs once a week at 4am, I've never really had the chance to take a closer look. That is, until this convenient, affordable set-up.

Well, anyway, GITS SAC revolves around the investigation of a cyber-terrorist known as the "laughing man." Throughout the series attempts are made to stop this heinous criminal only to reveal that the plot is much thicker and deeper than first imagined.

Along with the overlying plot, stand alone episodes act as avenues for character development, philosophical questioning as well as world building. Perhaps two of the better (or at least entertaining in my point of view) episodes consist of Batou's backstory while investigating a fighter and the Tachikoma's consistent questioning of life and death.

Though these stand alone episodes offer much in the way of development, they have a habit of breaking the pace a little. If you are not intending to watch large chunks of the series at a time or in reasonable succession, important details can easily be forgotten.

All and all, GITS SAC offers espionage, action, philosophical debate and characters that you can't help to feel for. Just remember one thing while diving through the GITS SAC world: Nothing is at it seems. And one other thing: it doesn't hurt to keep the remote in hand to rewind to what you missed.

4.4/5

Ghost in the Shell SAC 2 review (2000-12-11 05:35)

While S.A.C. occurred in the 'near' future, 2nd Gig, and the annotated film, Individual Eleven takes place in 2032. Prior to the dissolution of Section 9, and the resignation of Major Kusangi, the world experienced two 'world' wars from 2000-2015, and 2015 to 2024. The use of nuclear weapons marked the end of WWII, and the consequent threat by the American Empire to do so again had kept the global forces in Japan at bay. As Section 9 winds down, a new threat rises. The increase in independent states and sovereign regions that grew from the chaos of the last 30 years has led to a divided planet with major questions on sovereignty and administrative jurisdiction.

As the director said in an interview, "In other words, we simply couldn't ignore the way society had evolved since the events of 9-11. That was the approach we decided to take, and I tried to illustrate a 21st century (near-future) war. But to tell you the truth, I couldn't avoid feeding back into modern reality." Given the war-torn climate in Section 9 and the circumstances the Japanese people find themselves in, a complex discussion of the reactions and actions of both the military and militants was the only possible scenario for the series.

The complexity of the 26 episodes, 2nd season, is simplified in the motion picture, "Individual Eleven". While the original episodes contain a more dynamic, more in-depth plot flow than the 160 minute film, the full 700 minute presentation is equally spectacular. With such a complex storyline, the editing and directoral decisions required for the short version must have been hellish. The resulting 160 minute 'short' is riveting, and leads viewers through a nightmare world of politics, survival, semantics, and loyalties. As in any time of war, there are aggressors and defenders, and the forces led by the Togusa struggle with suicides, random acts of violence, and seek to uncover the "Puppet Master".

Amidst the intense plot driven "Individual Eleven" and "2nd Gig", several sub plots wind through the main tapestry. With Section 9 investigating the machinations of the "Puppet Master", the Tachikoma's appearance adds another layer to the story. Similar to the Q Collective in Star Trek, they are robots endowed with sophisticated AI with a little free will and philosophical discussion thrown in. Ultimately, their sacrifice paves the way for the successful conclusion of

the conflict that Kuze controls.

That brings us to another interesting plot line. Kuze, the lone survivor of the Eleven, fled to the refugee camps and soon became a magnet for other survivors. His silence, and ability to make cranes with his left hand, served as therapy and those around him offered their life stories. He disappeared from view, and his relationship with Kusangi was resurrected as both were cybertized.

There are so many themes and plot threads running through this series that a book can be written on them. Intelligent animation has the power to inspire, and SAC is very intelligent! The animation style is worthy of an Academy Award, and should be recognized as such.

5/5

Ghost in the Shell SAC Solid State Society review (2000-12-12 05:39)

Solid State Society is hopefully a sign of what is to come in the world of Ghost in the Shell. After Stand Alone Complex's 2nd GIG, I was definitely left with a slightly bitter aftertaste. The pacing of the 2nd GIG felt uneven and the story felt more convoluted than tastefully complex, creating an adequate but not perfect addition to the GitS series. However, Solid State Society takes the best from the Stand Alone Complex series and in little under two hours presents a story as rich in detail and as lovingly complex as the series preceding it.

A huge plus of the movie is that instead of feeling like an overstretched episode, it feels more like a long arc of quality episodes strung together while still feeling cinematic in its presentation. Solid State Society gives us everything we expect in a GitS story: a sci-fi universe that draws you in but never overwhelms, continuity in character development, rich and intelligent dialogue and plot that almost seems plausible down the road, and of course, some light philosophy and shades of grey. Even if you aren't an anime or a strict sci-fi fan, you might just enjoy this one.

5/5

Disgaea D2: A Brighter Darkness 9.0 (2000-12-12 18:46)

So I picked up this little bundle of madness yesterday... And I can feel my addiction being refueled with high octane Gasoline and many other forms of volatile chemicals.

This is my impressions as a returning Disgaea Player. Having played 1 - 4 multiple times each, and done hundreds of hours of grinding and the like.

First I'll start with the characters. Laharal, Flonne, and Etna once again take center stage and to be honest? It doesn't matter to me. I have never been a big fan of the original cast personally, And Flonne's English VA Makes me quiver with rage. On top of that Laharal's VAing seems... almost rushed/sub par. Everyone else is fine... at least so far.

The Story is simple, as all of them are, and doesn't get in the way. But only being in Chapter 3 I can't really say much more about it as it's just starting. The Dialog so far has been the traditional Disgaea madness. Sillyness abound and strange sentences everywhere! It's been mostly entertaining thus far so I have no real complaints about it yet.

Now, onto the meat and potatoes of Disgaea... the gameplay. The first few battles are a tutorial to learn the basics of the game if you are new. If not, you can skip the Tutorial aspect and just start fighting. Immediately I noticed some amazing changes.

1. The Movement panels are much easier to see, it's a simple but nice improvement
2. Throwing.... OOOH throwing is more awesome now. you can throw all around you instead of in a straight line. Those that haven't played the game before have NO FREAKING idea how useful that is.
3. The Sounds, Animations, Even the Font have all been altered and I love it all. Battle feels more... well just more. your Characters will occasionally say random things about combat, they will support each other on occasion even if they aren't standing beside each other, the attacks are quick and explosive... it's fantastic. Often I'll attack with 3 units only to have 7 attacks go off because they constantly support each other.

4. Mounting is a new feature and it's unlocked pretty much from the stat (battle 2 I think) and it allows any human character to use a Monster unit as a mount. This allows the monster to use it's movement and defense while the Human unit attacks. This may seem silly but... it's potent as all hell. Put a Mage on the back of a Mothman your mage now has 6 movement, higher defense, and can fly... WIN. Mounting also gives you access to powerful Mounted Skills which Become more powerful the more the two units like each other. Mounting doesn't have duration like Monster-change did... so yeah that's awesome.

5. Which brings me to the Likability, each unit has a Likability meter towards other units. The higher it is, the higher the chance of support attacks, combo attacks, higher powered monsters skills etc... They can even defend each other. This can be raised and lowered in a few ways, using items, helping out, and Being a Master/Apprentice will increase it. Attacking/killing/using a specific item will lower it.

There are far more added things than this but they were the Biggest changes to combat, It's hard to explain why the combat is better than the previous Disgaea games if you haven't played them. Even if you have it's still something you just have to experience to see what I mean.

Outside of combat has changed as well! From a redesign of the menu structure/UI to the changes in items and Weapon shops to even how Item world (Sea) and the Dark Assembly work, heck even Items themselves have changed.

1. The game now has a new UI, it's quite nice actually. It shows all the details you could even need to know about your units, including the stat bonuses gained from just the items they are wearing, to how skilled they are with weapons and other attacks. It's impressive how much it's different... and yet still familiar. The only thing I miss is being able to display All the stats on one page in combat. So I could see the HP, and SP values as well as the ATK, DEF, etc... Just something i have to get used to is all. On top of this the game now shows if your stats are affected. If you get a Buff or Debuff it's reflected with an up or down arrow on your stats screen.

2. Items Rarity has been removed completely. Previously Items had a Rarity of 0-255. 0-10 was a Legendary Item, 11-50 or so was a rare item, everything else was common. That has been taken out, there are now just Common, Rare and Legendary Items.

3. Item Sets - Previously in Disgaea games if you equipped items of equal rarity you got a "set" bonus. This has been carried over, however it's much simpler now. If you equip 2+ rare items each gets a bonus for each one equipped. Same with Legendary. It's a pretty decent bonus too! And not only that the game tells you that you are getting the bonus.

4. Character World has been removed completely, and I'm kinda happy with that. Character world was interesting, but it was just another long time sync that Disgaea really didn't need. (personal opinion there). Evilities are still here but they are somewhat different. Each class has 3 evilities to chose from and all have wildly beneficial effects. I can't possibly go into them all but they do change how combat works significantly. You have to know what evilities your enemies have (It shows it in combat so don't worry) and how to plan around them. For instance Dragons could be immune to wind, or they could gain benefits from others using wind skills. Evilities can also be taken from other classes via the Dark Assembly (I believe) If the characters like each other enough.

5. Weapon skills and Fortes are back, each class has certain skill with weapon types and learn skills faster with weapons they are familiar with. For example a warrior will learn Sword skills much faster than learning say Bow skills. Skills can be leveled by using them instead of spending mana on them like in D3 and D4. Personally I like and dislike this system. It's great for combat skills and feels more balanced. but other skills suffer majorly from this. Skills like Espoir, Shield, Heal, etc... you have to use to level them up... well Espoir (Cures Status Ailments) doesn't get used that often, forcing you to cast it for no reason just to level it up. So it has it's ups and down.

6. Master/Apprentice is also back, a Master can have Multiple Apprentices, and can even be an apprentice to someone else. One unit can only belong to one master. Having an apprentice gives stat boosts and things to the Master, while the apprentices gain the ability to use the Master's skills and spells. If they use it enough they can learn it and even use it without being an apprentice. They also Gain weapon skills faster, as well A higher combo/support rate with their master. If your units AREN'T being used as either Master or Apprentice you are doing it wrong as there are 0 downsides. When a character is created it automatically becomes an apprentice to the character that created it. So if I call the assembly with Laharl and make a Warrior, that warrior will be Laharl's Apprentice (you can change this in the menu)

7. Item and item shops have changed, slightly, but for the better. You are no longer limited to a 30 item inventory, you

have the entire 999 item warehouse at your disposal at ALL times. Item shops also no longer have limited inventory, if you have unlocked it, they sell it and an infinite amount of it and you no longer have to leave the shop come back and hope they have it again. The shops and other item screens have also organized the items into Categories. Fist, Sword, Armor, Trinkets etc... all have their own tab. I LOVE that. and finally the armor and weapon shops have been combined into one shop, the Equipment shop.

Changes to the Dark Assembly. It has remained more or less the same in terms of what it's for, however the Character creation as well as A few other things have changed.

1. Each Meeting of the Assembly seems to have a "lead" senator, who appears behind you. These are the same as the Legendary senators from Previous games, but they always seem to be there this time.
2. The Senators vote faster (Just saves time)
3. Characters no longer need to be reincarnated to obtain their next rank. In previous games when you unlocked the next rank of a monster (There are usually 6 ranks) you had to reincarnate your character up to the next rank (Start at level 1 again) now this did give you great bonuses and things, but now you have to level it up again. NO MORE! You can pass a bill for a Promotion for a certain amount of mana, and become the next rank. Your Aptitudes increase and everything, the only bonus you don't get is the increase to base stats. Reincarnation is STILL there, but it doesn't feel required for the main game, only post game things or cross class things.
4. While it's not technically a Dark Assembly change, the fact that you have access to all your items helps. A lot.
5. When creating a new character you now get the choice of Alternative colors as well as their personality. Now the Personality isn't so much new as it's changed. Each personality has a different style of voice for the character as well as a different evility. At first I wasn't happy with that, I wanted Evility 3 but voice 1, but having them linked together I had to choose Voice 3 and evility 3. Turns out you can change their Evility or their voice seperately via the Dark Assembly for free, infinitely after the character is made. You can also change their name, and color for free and as many times as you wish, so have fun!

Changes to Overworld

Two new things have been added to the "hub" world that I wanted to mention. The first is the Dojo.

The Demon Dojo is the replacement for Character world. You can assign your units to train in various stats. Hp, Sp, Atk, Def, Int, res, Spd, hit. Each one will increase the amount of points that unit gains when it levels by a certain %. The started is 5 % as the training levels increase so to does the %, as well as the amount of units that can be training in it at the same time (At the start it's 1). There are others too but I haven't unlocked them so I don't quite know what they do.

The Cheat shop is the other thing that was added. This allows for the manipulation of certain things. From Item world routes to EXP gained. Now it's not like you can jsut increase the amount of EXP, HL(money), Mana, and Skill EXP gained... you have to sacrifice one to raise another. So I could set it to 80 % HL and 120 % EXP. or 90 % mana, 90 \$ HL, 110 % EXP and 110 % Skill EXP. It's kinda nice because if I don't need money, I can just put it all in EXP etc... As you progress into the game you can remove more and more points from one and put it in another. At the moment I can only set HL to 80 % and EXP to a max of 120 % I believe. You can also disable EXP all together, disable support etc... Item world has also changed a bit. If you don't know what it is, then this section will probably not be useful since You will have little idea what I mean.

1. You start off in innocent town, you chose a boat to go in and depart. The boat determines how far down into the item you can go. 30, 60, or 100 floors etc... each boat has a different value. You will sail to a different island each floor, and you will always start on the boat. The Islands are still randomly generated.
2. There are less Enemy units, however THIS time around killing the enemy units actually adds to the items stats. The more you kill the higher % the stats increase, up to 15 % I believe
3. Secret rooms have been removed, well not so much removed as they are randomly encountered between floors, not as a separate exit from the current floor. After you finish a floor there is a chance the next floor will be a bonus room. The rooms vary just like they did in previous games.
4. the 10th floor once again is a boss floor. However this time you can't multi-kill the bosses. You only kill them once. And you are guaranteed to go to Innocent down afterwards (I believe) Innocent town now has a shop in it.
5. Item World Assembly has also changed, you no longer need to be in the item itself to call the assembly you do that from the item world person int he overworld. On top of that you don't use Mana to call for bills, you use HL.

6. Reverse Pirating has been replaced with Bonus Rooms... that I believe do the exact same thing as reverse pirating without the insanely ridiculously powerful enemies. Could be wrong though.

7. Last but not least! Getting to floor 30 of a common item will reset the item to floor 0, increase the items rarity to rare (Remember that whole bit about item sets? *Winks*) and lets you go back into the item. Clearing a Rare item to floor 60 will reset the floors back to 0, then increase the rarity to Legendary. Get to floor 100 of that and... well I'm not actually sure. Probably resets to 0 again. If not, well you certainly have a damn powerful item.

As a final point there are a few more things I wish to note, this is again for Disgaea fans.

There is no X-Dimension/Dark World in this game, and the Land Of Carnage is unlocked automatically at the games end. This is big. big. BIG... at least for me who has never managed to unlock the land of Carnage due to it being ridiculously complicated to unlock in previous games. And last, but certainly not least... THE GAME HAS AN AUTOSAVE!!!!!!!!!!!!!!!!!!!!!! WOOOOOOOOOOOOOOOOOOOOOOO (I am a slave to Autosave... I love it so very VERY much.)

The Autosave will not overwrite your manual save, and if you don't want it you can leave it disabled.

I have played the game for 6 hours thus far, and I have enjoyed the gameplay a great deal. I think Given a little time to dive deeper into it, it will be my favorite Disgaea game, gameplay wise. Disgaea 2 still remains my favorite Character and Story wise, probably always will. but with Monster Mounting, The new Itme World, the new UI, the new... everything The game is just an amazing improvement all around for Disgaea fans. If you are new to the series, this is actually a GREAT title to start with as the features are less than thsoe of previous titles and are a lot easier to manage/understand while at the same time not being insanely simple. From the Crazy, mad attacks (I mean come on... The Prinny Attack is a replica of Bomberman from the old days just do damage...) to the silly Dialog and over the top characters and world... there isn't much negative to really say about the game. It is still a grindy grind grind GRIND game... but it's better at it than the previous entries thus far.

I give Disgaea D2: A Brighter Darkness 9 Pirouetting Prinnyes/10 Dood. And I can not WAIT to get home and play some more this evening. Gotta level up my Prinnyes dood!

Ghost in the Shell review (2000-12-13 05:42)

An existential action anime? That's what Ghost In The Shell, a.k.a. Kokakukidotai (Shell Mobile Force) is, with animation sporting top-of-the-line computer imagery in the Bladerunner-like metropolis of Newport, but that's secondary compared to the underlying intellectual theme.

Major Kusanagi Motoko is a skillfully trained cyborg assassin in Newport's Section 9, who's taking out a diplomat illegally trying to give immunity to a listed programmer, demonstrates her training, including an amazing moment when she dives off a building, picks off her target, and via a thermoptic camouflage (i.e. portable cloaking device), vanishes from sight.

She and the members of her team, consisting of the mostly human Togusa, Ichikawa, and Batou, a burly no-nonsense blond cyborg with electronic eye implants, are trying to track down the Puppet Master. The Puppet Master is a master hacker who hacks into people's brains and uses them for his dirty work, presumably to carry out espionage or terrorism, leaving his puppets no memory of their infiltration. One of his puppets keeps using a public computer to try to infiltrate the brain of his wife, who is divorcing him and wants custody of their child. When he's picked up, he is told by Section 9 that his wife, child, and divorce are all false memories imprinted by the Puppet Master, causing further distress to the man when he is told the fake memories can't be erased.

However, there are two conflicts going on. One is Kusanagi's mission to hunt down the Puppet Master. The other and the one with a deeper meaning is the search for her identity within the scheme of a whole, or rather, something beyond her individual self, highlighted by her words taken from the Book of Corinthians: "For now we through a glass, darkly." This reflects an earlier statement when she says in observation of a victim of the Puppet Master, "all data that exists is both fantasy and reality. Whichever it is, the data a person collects in a lifetime is a tiny bit compared to the whole." A postmodernist flair is introduced when the Puppet Master says "While memories may as well be the same as fantasy, it is by these memories that mankind exists."

The question thus is, is it possible for the soul to exist in a highly technological world, where special operatives have

cyborg shells, metabolic control systems, ESP, and cyber-brains?

The search is also symbolized when she surfaces, and the animated image of her rising up to meet her reflection, representing her true self. She wonders if she has a ghost, an animating soul or spirit. In looking at the construction of her body in the opening credits, one sees that she's heavily mechanized, with an outer layer of flesh surrounding her.

Her attempt at defining the self begins with a unique face, voice, childhood memories, feelings for the future, and the set of mental processes producing a consciousness that is "me." However, upon a discovery involving the Puppet Master, she further worries that what if there wasn't a real "me," that "I believe I exist based only on what my environment tells me. ... What if a computer brain can generate a ghost and harbor a soul? On what basis then do I believe in myself?" In other words, what if there is no higher power to connect to, bringing into mind the word "religion," which means "to reconnect to."

The action sequences aren't extreme, ultraviolent, or gratuitous in the chase sequences, but are moderate, that is until the heavy artillery is brought out, at which point glass, metal, and rock starts to fly. A very intelligent, thought-provoking, one-of-a-kind existential, soul-searching anime, with Kusanagi despite its cyborg dominance showing some human traits.

5/5

Ghost in the Shell: Stand Alone Complex Solid State Society review | 8.5 (2000-12-13 14:53)

Stand Alone Complex- Solid State Society. It has been two years since "Major" Motoko Kusanagi left Section 9, a Special Forces unit assigned to cyber crime and answerable only to the Prime Minister of Japan in 2034. Family man Togusa is now leading a much larger force. Chief Aramaki has visibly aged in the job, walking painfully with a cane and attended by Proto. Batou has become a brooding, depressed commander of the training school. All wonder if the Major will ever return.

This time around our heroes must deal with the seemingly unconnected rash of suicides, mass child abductions, conspiracy involving elderly healthcare, a "Wizard Class" hacker called the Puppeteer, and as always, corporate malfeasance and political wrangling. All tidied up with a terrific subtle "what if?" ending.

At \$3.2 million SSS is one of the most expensive TV movie anime's yet, and all the money is up on the screen.

Increased detail in both background and foreground (missing in 2nd Gig). "Busy" scenes found only in big budget movies. Naturally smooth movement by people and machines. Small touches like the Nissan concept cars, wrinkled clothing, reflections and small lighting effects, raindrops, "Handheld" camera angles, etc. There are plenty of "remember this?" scenes and other touchstones from the series, including great music by Yoko Kanno, with Origa singing the opening and closing songs. Motoko's face is even cuter than ever and the rest of her- you just don't mess with perfection.

Ghost in the Shell:Solid State Society is an exciting,intelligent,complex and very interesting film.This movie is a real masterpiece.Director Kenji Kamiyama tells an excellent story in this movie.The animation is perfect.Solid State Society is a very intelligent entertainment,which makes us think at the same time it totally entertains us.This masterpiece is a pleasure to any lover of the cinema.

.In the first category,I would put almost all of the teen anime with melodramatic stories,girls using the school uniform,tragic heroes,giant robots,surrealistic humor and magic creatures.In the second category,I would put more serious movies made to adults where the narrative has a complexity and emotional impact: Cowboy Bebop and Ghost in the Shell.

Overall 4.5/5

Anonymous (2012-01-10 04:46:00)

I really liked your article. cardiovascular

Anonymous (2012-02-11 18:28:05)

The article was very interesting and informative for me. weight loss Read a useful article about tramadol tramadol

Eureka 7 review (2000-12-14 05:45)

If you have never seen Eureka 7 you need to see it, period. If you are a fan of Evangelion, you need to see it, period. If you love crazy mecha action, you need to see it, period.

I'm not kidding. This show has me thinking . . . dare I even say it. . . that it is even better than my beloved Evangelion. I never thought there would be anything that could ever come along that would make me even suffer a fleeting thought like that but with Eureka 7, my mind has been flooded with that realization. . . Eureka 7 may be the greatest anime series of all-time.

Now it has to be said, there are a lot of similarities between Eva and Eureka 7, and you can tell that BONES was highly influenced when creating this story by the classic Angel series. How only the "chosen" can pilot the Nirvash (just like the 1st, 2nd and 3rd child in Eva) and there seems at least at the beginning to be another alien race that wants to destroy mankind (like the Angels in Eva) and that the subject of rebirth for mankind (the Third Impact). But Eureka 7 seems to run with these themes and tie them all together with one of the most heart-wrenching love stories I have ever seen. Pure brilliance.

And I have to say that I have watched the series both with the Eng subtitles and with the Eng dub and I have to say the English translation on the dub is great and perhaps delivers an even more moving performance from the voice actors. I have never teared up more at an anime. Weird. What always got to me was during the English dub at the end of every episode Renton and Eureka would both say in unison "To be continued. . ." but in a way and tone that reflects how the episode ends emotionally. At the end of many episodes they sounded happy, chipper, excited, relieved, worried. . . it really let you know how the characters were feeling.

But what really got to me was the end of episode 47 I think. They had such a sound of hopelessness in their voices like everything was done. . . and then at the end of episode 49 . . . there was only Renton uttering those words. I have never been more emotionally invested in the characters of an anime series in my life and it may be because they reel you in with 50 episodes!

5/5

Wolf's Rain review (2000-12-14 22:39)

This has a very unusual plot line without a doubt, however, I am of the opinion that if the plot had not been as unusual as it was (wolves appearing as humans, searching for paradise) that viewers wouldn't have gotten quite the same feeling from the show, it's sort of hard to describe. I went into this thinking I would be watching an unusual action flick that simply wanted to grab audiences by saying: "look we have wolves in our story!", thinking I would be forced to give up from the awkwardness of having "wolves," and that that the writers wouldn't be able to correctly compensate.

I was, to say the least, extraordinarily surprised.

Throughout the series the characters are truly easy to connect to. They all interlace and mesh, they fit together well and are somewhat of polar opposites, which makes for a great altogether feeling. In the beginning of the series I felt a little bored, but only for a little while. As soon as the second episode ended I was craving for more. The storyline is not for everyone, some would get bored with it. However, the fair amount of action coupled with the short (essentially 26 episode) series means that you won't be dealing with monotonous amounts of action. Overall the story is VERY original and definitely interesting, I thoroughly enjoyed it. If you like stories that can truly cause an emotional response, then this series is for you. It is extremely moving and deeply intense in its imagery.

The story manages to stay simple, while explicating something extremely different than the norm. All while doing so

using characters that could not possibly be easy for a writer to accurately carve. I mean, what would a wolf be like in human form? really? You won't find any dull or pointless characters here-I think they nailed it personally.

About halfway through the series you really start feeling for the characters, it's then that you realize that the characters have really gotten to you-they actually mean something.

As the end draws closer, you really begin to feel the darkness and dreariness of the close. Then, as the end collapses, I can say that I for one shed a tear, and not because the series ended. I believe the series was a perfect length (30 episodes, a storyline lasting for 26 with 4 recap episodes-bleh). The storyline progresses well and there are not lulls where the characters are running around the country doing nothing useful, they are always going for their objective. As suddenly as you begin to become interested and pay attention, the action starts, and then all of a sudden you're at the end of the series-crying for each one of the characters. It's like a well written book, it's not too long, it's not too short, but just right, it tells the story and then ends.

A MAJOR contributor to the series was the audio/soundtrack, it truly made for a more than just wonderful experience, it made me *feel* the emotions of the story. I have only come across a few audio tracks that rival the ones in this series, those written by John Williams, (Star Wars, Harry Potter, and others), and the soundtrack from 3:10 to Yuma. The soundtrack from this was just simply staggering. I actually downloaded it right after hearing the "heavens not enough" song near the end of the series.

The art portrayed in this can be at times simple and yet beautiful. Overall the art throughout was very consistent and well made, I'm not going to say that it was unbelievable, but it was rather good. Although, the picture of the arctic wolf laying in the snow with its eyes half opened was simply amazing, and I wish I could get hold of a high quality version for use as a wallpaper. (edit: I actually got a hold of a high quality version, google images!)

I would like to note: if you watch this series, the original series was 26 episodes, then the studio released 4 extra episodes on DVD. These extra episodes were to make up for 4 episodes that were put into the series which were simply recaps of the past events in the series-a complete waste of time. If you watch this series, you MUST watch the 4 episodes released onto DVD, you will not have truly experienced this series until you have watched the last 4 episodes.

Thanks to the simple yet deep characters, the secrets kept about each up until the end, the few number of main characters (protagonists-8), the unbelievable mind-blowing soundtrack, and the rather good art, this series was an overall stunner and will be recommended by me to everyone I know. I'm giving it 9*, I was going to give it 8, but I have just realized that I haven't seen anything that quite matches up, so it gets a 9.

Full Metal Panic: The Second Raid review (2000-12-16 05:52)

Funimation has taken one of its most well respected mecha franchises and decided to give it digital remastering treatment for an upcoming Complete Series box set release.

Coming in at a total runtime of 320 minutes, Full Metal Panic! The Second Raid (TSR) The Complete Series spans 3-discs packaged in a pair of thin packs within a nice cardboard outer slipcase. As with the previous release, the set comes complete with the TSR OVA, Episode 000, 7-part featurette (scouting in Hong Kong), textless songs and a crop of Funimation anime trailers.

Language options are quite thorough with English (Dolby Digital 5.1 Surround or original broadcast Stereo) and Japanese (Dolby Digital 5.1 Surround or original broadcast Stereo) with the option of running English subtitles below either language track choice.

The program wears an appropriate TV 14 rating due to some violent sequences, themes of conflict, and a bit of non-suggestive female (incestual) nudity.

In my opinion the mark of a solid piece of sequel anime is a show's ability to not only present new material but to also seamlessly intertwine it with the plot of the original. Enter Full Metal Panic! The Second Raid (TSR) from anime master workers, Funimation. This gorgeous set represents the proper formula for improving upon the season before it (which just so happens to be the first of the series) without pulling the story off onto an unrelated tangent.

The Second Raid follows the exploits of mercenary soldier Sousuke Sagara who, right from the beginning, does an

adequate job of fulfilling his undercover mission as a regular high school student. Unlike the first season, which focused more on the importance of female-lead character Kaname Chidori, this time the viewer is treated to a bit more sympathetic take on the almost child-like innocence of Sousuke. While their hot and cold romance still forms the backbone of the tale, there is no shortage of political motivation or interesting characters to accompany the action. While Sousuke resumes his meteoric rise to the title of Sergeant for the paramilitary outfit called Mithril, the major struggle being presented finds Mithril locked in battle with the terrorist group Amalgam. In truth, and despite how well the good guys are presented here, it's tough not to find the bad guys terribly interesting. Among these is a lesbian pair of twin sister assassins, the enigmatic Leonard Testarossa (who just so happens to be the brother of Mithril's own cheery colonel, Teletha) and his extremely wicked robotic enforcers. Last but certainly not least is the lead villain Gates who, quite frankly, captures the concept of full on insanity in animated form like something American animators can only dream of achieving through The Joker.

And since Full Metal Panic! initially hooked me with its near-flawless use of mecha, it's only proper that I take a moment to recognize the simple truth that TSR not only picks up where the first season left off, it may even supercede the robotic combat at times. Notable here is the ongoing struggle for Sousuke to make full use of the full abilities of his unit, the Arbalest, and its emotion controlled Lambda Driver. In my opinion the FMP series succeeds where other robot shows fail in both the mobility of the robots (called Arm Slaves or AS' for short) is in their sheer speed and maneuverability. Right from the beginning of the very first episode viewers are treated to an incredible display of AS stealth, speed, and power. It's cinematic showmanship in the purest form and enough to give even diehard anime fans the chills.

Although not entirely essential to the overall plot progression, I should mention that another Arm Slave, the M9 Falke, makes a few appearances that just dazzle with eerie coolness.

The discs themselves contain no shortage of bonus entertainment. The complete 13-episode series is presented across three discs in uncut, digitally remastered glory with dialog coming in the selectable form of English, Japanese or in original broadcast format with English subtitles. While the series itself technically consisted of 13 episodes, Funimation packed both a mini-bonus episode (complete with a scene that had this reviewer actually laughing out loud) and a conclusion OVA full-length episode as well. There is a 7-part featurette entirely in Japanese with English subtitles that does a few interesting things whether they were intentional or not. The first of which is that this section provides an unrivaled look at the Hong Kong lifestyle complete with unlimited comparisons to how life differs there from life in a typical US city. Next it paints the show's creative staff in an entirely different light. I'm guilty of stereotyping anime writers, producers, artists, and directors as moody, withdrawn and slightly disturbed individuals but nothing could be further from the truth with the down-to-earth team responsible for FMP. Finally, anime may be known for an unsurpassed level of detail but never is this reality made clearer than when the viewer is offered a chance to look at the actual Hong Kong locations that inspired the backgrounds of the show. It's downright mind-boggling and a testament to the amount of work that goes into putting a series like this together!

Additionally the set contains a comical little segment in which our creative team takes a trip to a Japanese Self-Defense Force expo for inspiration on the military equipment that appears throughout the series. There are Japanese (English subtitled) commentary tracks across every single episode from several of the show's voice actors and finally the set offer textless versions of the show's theme songs.

The truth is that it is very difficult if not impossible to come away from this presentation without having taken something worth remembering. The anime itself is rich, deep, and oftentimes silly enough to warrant a chuckle but there's something here even for those who wouldn't consider themselves fans of the genre. The creative process and attention to detail is downright awe-inspiring.

4/5

Order Pills Antibacterial (2012-01-03 06:25:49)

You have a very good blog that the main thing a lot of interesting and useful!

Anonymous (2012-02-11 18:28:00)

I really liked your article. cardiovascular Read a useful article about tramadol tramadol

Mobile Suit Gundam Wing 9 (2000-12-16 14:25)

While I understand that the point of a review is to inform, I am honestly disappointed in the ones posted by my peers. Most of the reviews are either blindly positive or blindly negative. I hope that this review proves to be informative and unbiased, so that it attracts the attention of interested parties.

The plot of Gundam Wing is standard fare for the epic Gundam saga: in the near future, orbiting space colonies are unfairly repressed by a greedy terrestrial government. On the anniversary of a great colonial leader's death, five young rebels go to Earth to wage guerilla warfare on the Earth Alliance. Their weapons: Gundams, giant humanoid battle machines of immense power. As the five boys fight for independence, the Alliance is overthrown by OZ, a secret society run by a powerful military-industrial complex that has been pulling the strings all along. Soon after, the Gundam pilots, their civilian allies, and like-minded members of OZ join forces to take down the warring factions and bring real peace.

With the characters, we have a group of young people who are highly misunderstood by the anime community. Heero Yuy, pilot of Wing Gundam, is a teenage soldier who's been trained to keep his emotions in check to the point where almost seems inhuman. On the civilian side is Relena Darlian, an introverted girl whose lonely upper-class childhood has left her seeking real friendship. The connection that begins with their chance encounter on a beach eventually leads to great emotional growth in them both, as Heero learns to live with his humanity - and his mistakes - and Relena becomes a more assertive, well-rounded person. Completing this classic triangle is ace pilot Zechs Marquise, Relena's long-lost brother, who entered the military so he could exact revenge for the slaying of their parents and the destruction of their homeland. Aiding Heero in his battles are the other four Gundam pilots: the cheerful Duo Maxwell, the somber Trowa Barton, the caring Quatre Winner, and the brash Zhang Wu Fei. On the side of OZ, we have the anachronistically noble Treize Khushrenada, his multi-faceted aide Lady Une, Zechs' old friend Lucrezia Noin, and Dorothy Catalonia, Relena's war-loving rival. Rounding out the main cast are the civilians: rebel soldier Sally Po, the Maganac Corps (a group of soldiers allied to Quatre, junk dealer Howard, and the "mad" scientists who built the Gundams.

The story is carried out pretty well. Most older Gundam series have the problem that they focus on the main character so much that it almost seems like the world revolves around him. With Wing, time is spent with a large number of varying characters, giving us a better picture of the After Colony world. The characters are well-written and exhibit a lot of growth, keeping with the central theme of communication between people. The mechanical designs are skillfully handled by three Gundam veterans: Kunio Okawara, Hajime Katoki, and Junya Ishigaki. The soundtrack features slick pop tunes by Two-Mix and a large number of well-orchestrated background tracks that underscore the action perfectly.

Admittedly, there are some pacing problems (such as two consecutive clip shows), but it all evens out in the end. A lot of people like to trash certain characters (Relena in particular), but as I've seen, most of this springs from their forming an opinion of the characters within their first five minutes on screen and never changing it. Some people complain that the Gundams are too powerful, ignoring the fact that they HAVE to be strong to fight entire armies by themselves. Also, while some say that Wing is "a complete rip-off of the original series", it's actually more original than Gundam Seed, a more recent addition to the family. And there is a bit much in the way of stock footage, but that can be expected with almost any anime.

There's another stumbling block, though: a disproportionate amount of people insist that the entire male cast is homosexual. Despite what the fangirls may say, this is not official. The actual series, and its sequels, show Heero and Relena as very close, with subtle hints at a deeper relationship than the princess and her knight in shining armor.

So, what's the final verdict? Personally, I love this series, so obviously I'm going to recommend it. But I will say this: if you decide to watch Gundam Wing based on my comments, ignore everything you read or hear about it. Watch the series with an open mind and no preconceptions. Don't listen to anyone else, because in the end, the opinion that matters the most is your own.

Full Metal Panic review (2000-12-17 05:55)

I just received this set and have watched through roughly 4 episodes and a little bit.

For those that don't know, Full Metal Panic (or FMP) is a show from early 2000 based on a series of short novels. The story involves a boy soldier (well, mercenary), sent by a secret organization to protect a girl who is known to be a "Whispered." Being a "Whispered" means that the person holds knowledge of "black technology" without really knowing they know it. Mostly it's about Sagara Sosuke, the boy soldier, being clumsy with people and having an obvious crush on the girl he is supposed to be protecting. The feeling is mutual and the girl he is protecting, Chidori Kaname, is just as awkward in dealing with Sosuke.

Giant robot action is also included as a sort of bonus. Think of the show as a romantic comedy with serious drama and military action thrown in.

In terms of the Blu Ray, this release is an upscale of a standard definition release as the studio that animated it, Gonzo, was only animating in SD at the time of its release. Either way, a proper software upscale done on a Blu Ray will always look better than an upscale done through hardware (watching a DVD via the PS3 upscaled to 1080p for instance). This release is no exception.

The nice thing here is that the opening sequence is unaffected by the upscale this time around, unlike Funimation's release of Full Metal Panic! The Second Raid Box Set [Blu-ray] where the opening was improperly encoded and skips frames.

Picture quality is nothing short of amazing. Crystal clear and from everything I can tell, there are no artifacts or other weirdness brought in from the upscale. If you had this on DVD and want an upgrade in picture quality, this is a worthy purchase as it looks perfect. If upscaled DVD looks good to you, well there may be no point in upgrading to Blu Ray. Something to keep in mind is that this show was originally done in the 4:3 aspect ratio (SD). The opening, while widescreen, isn't anamorphic and wasn't actually animated in HD, so it will always contain bars at the top and bottom of the picture. This is as it was originally animated and FUNimation has taken no liberties to try and stretch it to a widescreen format, which is appreciated.

The opening and endings are the same as the ADV DVD release so the opening/ending title cards are all in English. If you're looking for the Japanese title cards, you'll need to purchase the Japanese releases to have Japanese title cards as they are not included in any ADV or FUNimation release.

In terms of audio, you have 2 options. You can watch the show in Stereo Dolby True HD in spoken Japanese (the original show was 2.0 stereo in Japan, so you are getting the audio as originally intended by the Japanese producers for the Japanese market) and you are also given the option of Dolby True HD 5.1 in spoken English. When ADV released the series oh so many years ago, they upgraded the 2.0 audio to a 5.1 mix in the US. The result in English, for me, is a mixed result as much of the time it still feels like a stereo mix. I also generally watch Anime in Japanese, so I was really just swapping around during action sequences to see how the channel separation sounds and it's good, but nothing amazing.

Overall the audio sounds pretty good. There are no drop outs or other audio issues and the added bitrate afforded by Blu Ray and True HD, but then, there weren't really any issues with the original DVD mixes either.

Some nice extras are included, including one that wasn't in the original single release from ADV (nor was it included in previous ADV sets). The new extra is the interview with the show's producers and original author of the novels. This was recorded for the Japanese Blu Ray release (or possibly to air during the re-airing of the series on Japanese TV, I'm not sure), I believe, so it actually is encoded in HD, 1080i. It's a look back on the show's release and is really good.

There is something missing from the extras. The original DVD release included some production sketches in video form. These do not exist on this release, which means it isn't "complete," however they weren't amazing. It is disappointing they aren't here though.

You have 8 episodes per disc, on 3 discs. I was worried there would be audio or video issues trying to cram so many episodes on a disc, however the bit rates are high throughout and it really looks quite amazing.

If you love the series and want the release with the best video quality yet released, this is the one to pick up. If you need to have all the extras, you'll need this release (or the DVD equivalent) and the original ADV release for the production sketches.

If you've never seen the show and don't own a previous version, this is the one to get.

5/5

Anonymous (2013-02-22 11:58:27)

Actually picture is the presentation of some one's feelings; it provides the lesson to the viewers.

Feel free to surf to my web blog - website

Anonymous (2013-02-24 05:19:38)

Hello, I think your website might be

having browser compatibility issues. When I look at your website in Opera, it looks fine but when opening in Internet Explorer, it has some overlapping.

I just wanted to give you a quick heads up! Other then that, terrific blog!

Also see my site: **website**

Anonymous (2013-02-24 06:05:54)

Peculiar article, exactly what I wanted to find.

Visit my web site: www.infom.cc

Anonymous (2013-02-24 06:34:16)

Nice blog! Is your theme custom made or did you download it from somewhere?

A design like yours with a few simple adjustments would really make my blog shine.

Please let me know where you got your design. Kudos

My page; [http://gislib.upol.cz/moodle/user/view.php?id=10446 &course=1](http://gislib.upol.cz/moodle/user/view.php?id=10446&course=1)

Anonymous (2013-02-24 09:30:28)

I tend not to drop a bunch of comments, but I read a few of the responses on "Full Metal Panic review".

I actually do have a few questions for you if you don't mind. Is it simply me or do some of these responses look like they are written by brain dead folks? :-P And, if you are posting at additional social sites, I would like to keep up with you. Could you list of every one of all your social community sites like your twitter feed, Facebook page or linkedin profile?

Also visit my website - everythingeu.com

Anonymous (2013-02-25 00:07:34)

Wow! what an idea ! What a concept ! Beautiful .

. Amazing ...

my website: <http://quotes.loosegame.com/groups/mobile-coupons-vs-paper-coupons/>

Anonymous (2013-02-25 00:55:25)

Hello, how's it going? Just shared this post with a colleague, we had a good laugh.

My blog <http://www.cheetahlocksmith.com/index.php?do=/profile-10453/info/>

my webpage - **website**

Anonymous (2013-02-25 01:30:32)

I'd have to examine with you here. Which is not one thing

I usually do! I take pleasure in reading a post that

may make folks think. Additionally, thanks for permitting me to comment!

My web site <http://hooknhound.com/>

My site: **website**

Anonymous (2013-02-25 02:19:50)

This paragraph is related to web programming is in fact good in favor of me as I am web developer.
Thanks for sharing keep it up.
my blog; <http://ask-a-geek.com/>

Anonymous (2013-02-25 02:55:32)

Truly it's called Search engine marketing that when i search for this paragraph I found this site at the top of all blogs in search engine.
Also visit my blog post ... jendnes.eu
My page - website

Anonymous (2013-02-25 03:04:54)

I and my friends watch the football game clips at YouTube for all time, because they have in nice quality.
My weblog ... www.best-of-robotics.org

Anonymous (2013-02-25 03:44:58)

Do you have any video of that? I'd love to find out some additional information.
Stop by my web blog :: [website](#)

Anonymous (2013-02-25 04:05:43)

Hi everyone, it's my first visit at this web site, and piece of writing is really fruitful for me, keep up posting these articles or reviews.
Look at my website ... [website](#)

Anonymous (2013-02-25 07:45:36)

This video post is actually great, the noise quality and the picture quality of this tape post is genuinely amazing.
My weblog: homeshopplus.com
my page - <http://clickyourfriend.com/oxwall/link/11469>

Anonymous (2013-02-25 11:45:41)

What's up mates, its wonderful post about teachingand completely explained, keep it up all the time.
<http://www.tinnitus411.com/pulsatile-tinnitus/>
Also see my web page: <http://www.tinnitus411.com/pulsatile-tinnitus/>

Anonymous (2013-02-26 08:50:21)

It's an remarkable article in support of all the web visitors; they will take advantage from it I am sure.
Feel free to surf to my web site livingbreadchurch.org
Also see my website > [http://chatamici.altervista.org/?L=blogs.blog &article=7537](http://chatamici.altervista.org/?L=blogs.blog&article=7537)

Anonymous (2013-02-26 10:20:54)

Hi there, it's understandable piece of writing along with this YouTube video; I can't imagine that one can not understand this straightforward piece of writing having with video demo.
Here is my website: [website](#)

Also see my website: **allhitdeals.net**

Anonymous (2013-02-26 12:12:36)

Hi , I do believe this is an excellent blog. I stumbled upon it on Yahoo ,
i will come back once again. Money and freedom is the best way to change, may you be rich and help other people.
Visit my web blog: www.pressreleasenews.net

Anonymous (2013-02-26 14:36:35)

Sure high resolution videotape quality includes much memory, that's
why it gives you enhanced quality.
Feel free to surf to my web page; kartingtube.com

Anonymous (2013-02-26 15:07:28)

One more technique in favor of promoting your web
site is posting comments on different sites with your weblog link.
My web-site ... website

Anonymous (2013-02-26 15:41:17)

:O So mush Info :O ... This Is he MOst AMAzing Site DUDe...
Also visit my page - website
My site :: **imapet.com**

Anonymous (2013-02-27 11:25:19)

What a data of un-ambiguity and preserverness of precious familiarity about unpredicted feelings.
remedy for ringing in the ears
my site - **remedy for ringing in the ears**

Anonymous (2013-02-27 12:36:56)

amazing stuff thanx
Also visit my web page; <http://amazingleadership.com/>

Anonymous (2013-02-28 02:19:32)

Having read this I thought it was very informative. I appreciate you taking the time and effort to put this article together.
I once again find myself spending way to much time both
reading and commenting. But so what, it was still worth it!
Stop by my web site; earth.bz

Anonymous (2013-02-28 02:40:34)

YouTube contains not only comic and humorous video tutorials
but also it carries learning related videos.
My blog: <http://astrogazer.net/net/index.php/blogs/3372/6457/what-exactly-are-the-benefits-of>

Anonymous (2013-02-28 03:33:25)

found your site on del.icio.us today and really liked it.
. i bookmarked it and will be back to check it out some more later .
.

Here is my blog: <http://bonzipal.com/>

Also see my website :: **<http://aliancarussa.com>**

Anonymous (2013-02-28 03:41:23)

What's up, every time i used to check blog posts here in the early hours in the break of day, for the reason that i enjoy to gain knowledge of more and more.

Here is my homepage ... www.ourfight.us

Anonymous (2013-02-28 03:48:38)

As a Newbie, I am always searching online for articles that can help me. Thank you

Also visit my weblog: website

Anonymous (2013-02-28 05:11:17)

Hi, just wanted to tell you, I enjoyed this blog post. It was funny.

Keep on posting!

Take a look at my web blog: website

My web site: **fb.fullorissa.com**

Anonymous (2013-02-28 07:49:29)

Great wordpress blog here.. It's hard to find quality writing like yours these days. I really appreciate people like you! take care

Also visit my web-site; <http://come2myworld.com/index.php?do=/blog/94756/strategies-to-make-use-of-co-upons-to-ones-advantage/>

Anonymous (2013-02-28 08:53:05)

I got so bored in the present day afternoon, but as soon as I watched this YouTube comical clip at this blog I turn into fresh and glad too.
my weblog :: freepressreleasenow.com

Anonymous (2013-02-28 10:16:00)

What's up, for Search engine optimization genuine contents are actually needed, if you only make a copy and paste then you can not ranked in search engines.

Stop by my blog post :: ensynefo.com

Anonymous (2013-02-28 10:36:28)

I'm gone to tell my little brother, that he should also pay a quick visit this webpage on regular basis to obtain updated from most recent news.

Also visit my webpage ... ociolandia.com.ar

My web site > **<http://scopevideo.com/>**

Anonymous (2013-02-28 12:29:42)

Thankfulness to my father who informed me about this weblog, this web site is truly amazing.

Also visit my web page - article-club.info

Anonymous (2013-02-28 12:30:06)

I all the time emailed this website post page to all my friends, because if like to read it then my friends will too.

Feel free to visit my web page www.ppgia.pucpr.br

Anonymous (2013-02-28 12:49:21)

You are a very smart person!

my website ... <http://shiatsu-massagechairs.org>

Anonymous (2013-02-28 13:08:43)

I always download a full show in parts, that's always present at YouTube, since my network connection is extremely slow and YouTube fulfils my wishes.

Also visit my web site; moodle.org.nz

My website :: **facebook.com.bd**

Anonymous (2013-02-28 13:17:26)

Downloading information from this web site is as effortless

My blog - rencontre.pornet-master.com

Anonymous (2013-02-28 15:03:17)

This post is good and fruitful in support of all new Personal home pages related web programmers; they must study it and perform the practice.

Check out my web page website

Anonymous (2013-02-28 15:16:29)

Wow! It's a nice jQuery script; I was also seeking for that, thus i got it right now from at this time. Keep it up admin of this site.

Take a look at my weblog :: <http://mobileropa.com/EulaliaKa>

Anonymous (2013-02-28 15:39:59)

Hi, I think your site might be having browser compatibility issues.

When I look at your website in Safari, it looks fine but

when opening in Internet Explorer, it has some overlapping.

I just wanted to give you a quick heads up!

Other then that, fantastic blog!

Feel free to surf to my page :: [http://jendnes.eu/index.php?option=com_blog &view=comments &pid=415653 &Itemid=0](http://jendnes.eu/index.php?option=com_blog&view=comments&pid=415653&Itemid=0)

Anonymous (2013-02-28 16:06:58)

Thanks in support of sharing such a pleasant opinion, piece of writing is fastidious, thats why i have read it fully

Feel free to surf to my web-site - www.mzajbook.com

Also see my webpage :: **collectivus.ru**

Anonymous (2013-02-28 16:43:01)

Awesome! Its genuinely awesome article, I have got much clear idea regarding from this piece of writing.

Also visit my website: website

Anonymous (2013-02-28 17:23:12)

Sharing some thing is better than keeping up-to our self, thus the YouTube video that is posted at this time I am going to share

through my family and mates.

My homepage: [website](#)

Also see my webpage > <http://harmonize.tv/>

Anonymous (2013-02-28 17:32:32)

Hi there kids, you all have to watch hilarious videos, however keep in mind that first study then enjoyment okay.

My web-site: [website](#)

Anonymous (2013-02-28 17:35:25)

Come on dude, these facts* and proof* i mean

who is posting* lol :P

Feel free to visit my website - familylinkmobile.com

Anonymous (2013-02-28 18:21:56)

I and my friends watch the football game clips at YouTube for all time, because they have in nice quality.

Also visit my page :: <http://cuyunon.com/>

Also see my website :: master.masterlearninggroup.com

Anonymous (2013-02-28 18:55:26)

good good...this post deserves nothing ...hahaha just joking :P ...nice post :

P

Feel free to visit my web page - <http://www.emirategamers.com/profile-13086/info>

my web page > www.venaticfanatics.com

Anonymous (2013-02-28 18:56:51)

I am truly eager of watching comic videos at youtube, and this videos is truly so comic, hehehhe.

Review my homepage ... <http://face-chat.net>

my page > <http://www.mojatu.com>

Anonymous (2013-02-28 22:21:08)

Quality content is the key to invite the users to go to see the site, that's what this website is providing.

Stop by my webpage - kokchapress.net

Anonymous (2013-02-28 22:56:33)

Sharing some thing is better than keeping up-to our self, thus the YouTube video that is posted at this time I am going to share through my family and mates.

Also visit my website <http://www.hellofour.com>

Anonymous (2013-03-01 02:47:11)

You made some good points there. I did a search on the topic and found most people will agree with your blog.

Take a look at my web site jendnes.eu

My website: [website](#)

Anonymous (2013-03-01 03:16:13)

There is obviously a lot to know about this. I think you made some good points in Features also.

Also visit my blog post: weloverv.com

Anonymous (2013-03-01 07:59:11)

What's up, this weekend is good in favor of me, as this time i am reading this fantastic educational article here at my residence.
Here is my web blog website

Anonymous (2013-03-01 08:46:11)

Hello friends, nice post and nice urging commented at this place, I am in fact enjoying by these.
My web page :: [website](#)

Anonymous (2013-03-01 09:07:30)

Please upload more movies related to cooking if you have, for the reason that I would like to learn more and more about all recipes of cooking.
Feel free to surf to my web blog <http://www.afrikameet.com/>
Also see my web page - **elearning.uns.ac.id**

Anonymous (2013-03-01 09:56:38)

I and my friends watch the football game clips at YouTube for all time, because they have in nice quality.
Feel free to surf to my weblog: <http://se416origin.socialengine101.com/>

Anonymous (2013-03-01 10:07:53)

Hello, its fastidious post concerning media print, we all understand media is a fantastic source of facts.
Here is my web blog ... jopuls.com
My website: **informationexchangeinc.com**

Anonymous (2013-03-01 10:17:08)

my God, i thought you were going to chip in with some decisive insght at the end there, not leave it with 'we leave it to you to decide'.
Visit my web site: hajnumrah.com

Anonymous (2013-03-01 10:24:18)

Hey very nice blog!!
Feel free to surf to my homepage - comunidadguajira.com

Anonymous (2013-03-01 10:54:06)

Hello dear, me plus my mom are as well watch comical video clips except after I done my homework
My web-site - www.nudeinlove.com
My web page: **venaticfanatics.com**

Anonymous (2013-03-01 12:01:49)

Having read this I thought it was very informative. I appreciate you taking the time and effort to put this article together.
I once again find myself spending way to much time both reading and commenting. But so what, it was still worth it!
My weblog ... <http://www.vaccineeducationonline.org>

Anonymous (2013-03-01 12:52:32)

This paragraph regarding SEO is in fact good one, and the back links are in fact very useful to promote your site, its also referred to as Search engine optimisation.
my site canaldemusica.com

Anonymous (2013-03-01 13:03:16)

Great line up. We will be linking to this great article on our site. Keep up the good writing.
Look into my site; friendsplus.com

Anonymous (2013-03-01 13:28:17)

It sounds like you're creating problems yourself by trying to solve this issue instead of looking at why there is a problem in the first place.
Stop by my web-site - <http://youngfolkz.com/index.php?do=/UZSQuinn/info>

Anonymous (2013-03-01 13:35:04)

Hi, all right brother there are certainly multiple blogging web pages, but I recommend you to use Google's free blogging services.
Feel free to visit my website; degreenscollege.com
my webpage: **www.radon222.it**

Anonymous (2013-03-01 13:39:19)

Hello to all I can't understand how to add your site in my rss reader.
Help me, please
my webpage - <http://hiphopbootycall.com>
Also see my site: **dhartipunjabdi.com**

Anonymous (2013-03-01 14:27:00)

gr8 resrch bro...
Here is my webpage: redstarguide.com
my site - **website**

Anonymous (2013-03-01 15:07:14)

Hi all, here every person is sharing these kinds of know-how, so it's nice to read this website, and I used to go to see this blog daily.
Feel free to surf to my homepage; <http://cesancarlos.vallevirtualperu.com/blogs/user/AngeliaSig>

Anonymous (2013-03-01 16:40:26)

What's up friend, what a quality is! For this YouTube video, I am in fact pleassant, because I have never seen pleasant quality YouTube video before,
Also visit my homepage: canfriends.com

Anonymous (2013-03-01 17:08:13)

Actually picture is the presentation of some one's feelings; it provides the lesson to the viewers.
Feel free to visit my webpage :: website

Anonymous (2013-03-01 17:42:47)

In searching for sites related to web hosting and specifically comparison hosting linux plan web, your site came up.

Here is my site; <http://msgchat.com/>

Anonymous (2013-03-01 18:05:56)

Come on dude, these facts* and proof* i mean who is posting*

lol :P

Feel free to surf to my page: website

Also see my site :: **website**

Anonymous (2013-03-01 18:23:01)

This article is really a pleasant one it helps new net people, who are wishing for blogging.

Feel free to surf to my homepage ... <http://perfectsoul.com/blogs/entry/Prime-five-Couponing-Methods>

Also see my page: <http://topcn.biz/CatalinaH>

Anonymous (2013-03-01 18:33:26)

Wow! what an idea ! What a concept ! Beautiful .. Amazing ...

Also visit my weblog - sillycupid.com

Anonymous (2013-03-01 19:35:44)

:O So mush Info :O ... THis Is he MOst AMAzing Site DUDe...

Here is my homepage; www.keymein2.com

Anonymous (2013-03-01 22:20:13)

Cool blog! Is your theme custom made or did you download it from somewhere?

A theme like yours with a few simple

tweeks would really make my blog stand

out. Please let me know where you got your theme.

Thanks <http://community.simplexityhealth.com/pg/profile/ChelseyAu>

Anonymous (2013-03-02 04:27:48)

Hurrah! At last I got a webpage from where I be

able to actually obtain valuable facts regarding my study

and knowledge.

My blog <http://n-haus.com/>

Anonymous (2013-03-02 06:14:53)

Someone necessarily help to make significantly posts I'd state. This is the first time I frequented your web page and to this point? I surprised with the research you made to make this particular submit extraordinary. Magnificent activity! Homepage

Anonymous (2013-03-02 12:12:00)

I'm no longer certain the place you're getting your information, but

great topic. I needs to spend some time finding out much more or figuring out more.

Thanks for magnificent info I was looking for this information for my mission.

the up coming article

Anonymous (2013-03-03 09:11:11)

You are a very smart person!

Also visit my web site :: falastiniah.com

Anonymous (2013-03-03 09:23:03)

Hi , I do believe this is an excellent blog. I stumbled upon it on Yahoo , i will come back once again. Money and freedom is the best way to change, may you be rich and help other people.

Feel free to visit my web-site :: website

my web site: <http://kubus.garantiert-nett.de>

Anonymous (2013-03-03 09:45:58)

Remarkable YouTube movies posted at this site, I am going to subscribe for on a regular basis updates, as I don't want to miss this series.

Look into my blog post - <http://freearticlesites.co.uk/>

Also see my web page > **website**

Anonymous (2013-03-03 09:56:01)

I got this website from my

buddy who told me concerning this web page and at the moment

this time I am browsing this web site and reading very informative articles at this place.

Anonymous (2013-03-03 10:13:13)

All right, you are correct buddy, on a regular basis updating weblog is actually necessary in support of Search engine optimization. Nice argument keeps it up.

My weblog website

Anonymous (2013-03-03 10:22:57)

Hello. Great job. I did not expect this on a Wednesday. This is a great story.

Thanks!

my blog: ishow.co

Anonymous (2013-03-03 10:31:12)

As a Newbie, I am always searching online for articles that can help me.

Thank you

Here is my web blog ... natasaface.tk

Anonymous (2013-03-03 10:32:41)

I'm gone to tell my little brother, that he should also pay a quick visit this webpage on regular basis to obtain updated from most recent news.

Also visit my page - website

Anonymous (2013-03-03 11:29:59)

Wow! Thank you! I always wanted to write in my site

something like that. Can I take part of your post to my blog?

my homepage - <http://acmeinfotel.net/>

Also see my page > **bluntindustries.net**

Anonymous (2013-03-03 11:36:41)

When someone writes a piece of writing he/she retains the thought of a user in his/her brain that how a user can know it. Therefore that's why this piece of writing is outstanding.

Thanks!

Also visit my webpage love2u.ro

my page: **ceezle.com**

Anonymous (2013-03-03 11:45:38)

Do you have any video of that? I'd love to find out some additional information.

Also visit my web page :: yumthat.com

my webpage: **facebierzo.com**.

Anonymous (2013-03-03 12:08:20)

I am keen of learning Flash, is there any piece of writing related to Flash, if okay, then please post it, thanks.

Stop by my web-site wapmaze.com

my web site: **<http://harmonize.tv/>**

Anonymous (2013-03-03 12:12:45)

I every time spent my half an hour to read this blog's posts daily along with a mug of coffee.

my web-site ... <http://bacjoseph.com>

Anonymous (2013-03-03 12:15:34)

Its my destiny to visit at this blog and find out my required paragraph along with video demo, that's YouTube video and its also in quality. Look at my site ... towasal.com

Anonymous (2013-03-03 12:26:57)

Incredible story there. What happened after? Take care!

My web-site website

Anonymous (2013-03-03 12:50:25)

It's an remarkable article in support of all the web visitors; they will take advantage from it I am sure.

Feel free to surf to my weblog - <http://se42x.iwanttobepresident.com/>

Anonymous (2013-03-03 12:55:44)

I keep listening to the news speak about getting free online grant applications so I have been looking around for the best site to get one.

Stop by my site fishingwithsj.com

Anonymous (2013-03-03 13:34:56)

I am truly eager of watching comic videos at youtube, and this videos is truly so comic, hehehhe.

My blog post - gprasad.net

my site > **website**

Anonymous (2013-03-03 14:22:01)

There is obviously a lot to know about this. I think you made some good points in Features also.
My webpage; <http://thundergro.com>

Anonymous (2013-03-03 14:24:10)

It sounds like you're creating problems yourself by trying to solve this issue instead of looking at why there is a problem in the first place
Also visit my web page; website

Anonymous (2013-03-03 14:57:12)

My grand father all the time used to watch YouTube funny videos, hehehehehe, for the reason that he wants to be happy forever.
my weblog website

Anonymous (2013-03-03 15:09:23)

Wow! what an idea ! What a concept ! Beautiful .
. Amazing ...
Check out my web site: www.my-dea.us
My web site - **website**

Anonymous (2013-03-03 15:21:35)

Now I am ready to do my breakfast, when having my breakfast coming again to read further news.
Here is my blog; <http://www.cvtvchannel.com/>

Anonymous (2013-03-03 15:52:32)

Hi , I do believe this is an excellent blog.
I stumbled upon it on Yahoo , i will come back once again.
Money and freedom is the best way to change, may you be rich and help other people.
Also visit my site website

Anonymous (2013-03-03 15:53:14)

YouTube contains not only comic and humorous video tutorials but also it carries learning related videos.
Review my web site; website
Also see my web page > **website**

Anonymous (2013-03-03 16:43:17)

Hahahahahahaha, this politics related YouTube video is in fact so comic, I loved it.
Thanks designed for sharing this.
Look at my site <http://www.ausfaces.com.au/>

Anonymous (2013-03-03 16:49:24)

Saved as a favorite, I really like your blog!
Feel free to surf to my website website

Anonymous (2013-03-03 17:27:02)

This video post is actually great, the noise quality and the picture quality of this tape post is genuinely amazing.
Feel free to visit my webpage; website

Anonymous (2013-03-03 18:40:48)

Those are yours alright! . We at least need to get these people stealing images to start blogging! They probably just did a image search and grabbed them. They look good though!
my blog post; hiphopbootycall.com

Anonymous (2013-03-03 19:38:01)

Hi, after reading this awesome piece of writing i am as well delighted to share my familiarity here with colleagues.
My blog ... www.amityspace.com

Anonymous (2013-03-04 12:21:57)

Unquestionably believe that which you stated.
Your favorite reason seemed to be on the net the easiest thing to be aware of.
I say to you, I definitely get annoyed while people consider worries that they just do not know about. You managed to hit the nail upon the top and also defined out the whole thing without having side effect , people could take a signal.
Will likely be back to get more.
Thanks please click the up coming website page

Anonymous (2013-03-05 09:23:26)

Now I am ready to do my breakfast, when having my breakfast coming again to read further news.
Here is my webpage :: www.afrikameet.com

Anonymous (2013-03-05 09:46:51)

I don't usually reply to posts but I will in this case.
my web blog; website

Anonymous (2013-03-05 10:07:55)

This paragraph offers clear idea for the new people of blogging, that truly how to do blogging.
Ringing In Ears - What Is This A Sign Of

Anonymous (2013-03-05 10:14:43)

What's up it's me Fiona, I am also visiting this web site regularly,
this web page is truly nice and the users are genuinely sharing good thoughts.
Stop by my weblog - www.speedfitnetwork.com

Anonymous (2013-03-05 10:43:03)

Informative article, just what I was looking for.
Here is my webpage timbo-world.com

Anonymous (2013-03-05 10:45:26)

Truly it's called Search engine marketing that when i search for this paragraph I found this site at the top of all blogs in search engine.

Feel free to surf to my web site <http://myswingerhaven.com/index.php?do=/profile-22342/info/>

Anonymous (2013-03-05 10:54:49)

I would like to thnkx for the efforts you have put in writing this blog.

I am hoping the same high-grade blog post from you in the upcoming as well.

In fact your creative writing abilities has inspired me

to get my own blog now. Really the blogging is spreading its wings quickly.

Your write up is a good example of it.

my webpage - website

Also see my webpage: facebook-egy.com

Anonymous (2013-03-05 11:07:30)

In fact programming is nothing however it's a logic,

if you get control on it afterward you are the professional else nothing.

My webpage ... astrogazer.net

Anonymous (2013-03-05 11:23:42)

One more thing that I desire to share at this place

is that, doesn't matter what you are using free blogging service except if you don't update your blog on regularly basis then it's no more worth.

Here is my page ... www.italface.com

Anonymous (2013-03-05 11:27:31)

Hurrah! At last I got a webpage from where I be able to actually obtain valuable facts regarding my study and knowledge.

My blog; <http://onzrocks.com/FranklynW>

Anonymous (2013-03-05 11:40:50)

Those are yours alright! . We at least need to get these people stealing images to start blogging!

They probably just did a image search and grabbed them.

They look good though!

Here is my web page; website

My site :: <http://chatsex.xxx/>

Anonymous (2013-03-06 12:04:35)

Highly energetic post, I loved that a lot.

Will there be a part 2? Tinnitus Treatments That Will Bring You Relief

Anonymous (2013-03-06 17:49:58)

Hey there! I'm at work browsing your blog from my new iphone 3gs! Just wanted to say I love reading your blog and look forward to all your posts! Keep up the great work! More Bonuses

my web page: **More Bonuses**

Anonymous (2013-03-19 22:31:53)

What a data of un-ambiguity and preserverness of valuable knowledge on the topic of unexpected emotions.
musicassassins.com

Anonymous (2013-03-20 01:54:50)

Hello Dear, are you truly visiting
this web page daily, if so then you will definitely
obtain fastidious know-how. <http://www.Greatsinginglessons.com/how-to-sing-high-notes/>

Anonymous (2013-03-20 03:22:54)

We're a group of volunteers and opening a new scheme in our community. Your website provided us with valuable info to work on. You've
done an impressive job and our whole community will be thankful to you.
www.buildchickencoop.org

Anonymous (2013-03-21 11:42:10)

My brother recommended I
might like this blog. He was totally right.
This post actually made my
day. You can't imagine simply how much time I had spent for this info! Thanks! More Support

Anonymous (2013-03-21 14:38:50)

Its such as you learn my thoughts!
You appear to know so much
about this, like you wrote the guide in it or something.
I believe that you simply can do with some % to pressure the message home a little bit, however instead of that, that is great blog. A great read. I will certainly be back. http://transis.com.br/wiki/index.php?title=Usuário:_Discussão:JasmineAl

Anonymous (2013-03-21 14:49:19)

Do you have a spam issue on this website; I also
am a blogger, and I was curious about your situation; many of us
have created some nice practices and we are looking to trade strategies with others,
be sure to shoot me an email if interested.
related web site

Anonymous (2013-03-21 15:39:44)

I got this web page from my buddy who shared
with me on the topic of this web page and at the moment this time I am browsing this web site and
reading very informative articles or reviews
at this place. Read the Full Report

Anonymous (2013-03-21 16:30:02)

Hi there, all is going sound here and ofcourse
every one is sharing facts, that's genuinely excellent, keep up writing. Learn More

Anonymous (2013-03-22 10:31:37)

Excellent post. I absolutely
appreciate this website. Stick

with it! videofarm.info

Anonymous (2013-03-22 11:59:23)

Good day! Do you use Twitter? I'd like to follow you if that would be okay. I'm absolutely enjoying your blog and look forward to new posts. [expand](#)

Anonymous (2013-03-29 18:02:29)

Hi there! This article could not be written any better!

Looking at this post reminds me of my previous roommate! He always kept preaching about this.

I will forward this post to him. Fairly certain he'll have a great read. Thanks for sharing! just click the following article

Anonymous (2013-03-30 11:17:51)

whoah this blog is excellent i like reading your articles.

Keep up the great work!

You already know, lots of people are hunting round for this info, you could help them greatly.
www.woodworkingplansblog.com/gambrel-shed/

Anonymous (2013-03-30 13:30:59)

Thanks , I've just been searching for information approximately this subject for a long time and yours is the greatest I have discovered till now. However, what concerning the conclusion? Are you certain in regards to the supply?
www.knowyeastinfection.com/male-yeast-infection/

Anonymous (2013-03-30 17:08:23)

This site certainly has all of the info I wanted concerning this subject and didn't know who to ask. medicine

Anonymous (2013-03-30 21:51:53)

This paragraph gives clear idea in support of the new visitors of blogging, that truly how to do running a blog.
chaupal.biharfoundation.in

Anonymous (2013-03-31 00:29:26)

Wonderful post however , I was wanting to know if you could write a litte more on this subject? I'd be very thankful if you could elaborate a little bit further. Appreciate it! 1

Anonymous (2013-03-31 02:05:10)

magnificent issues altogether, you just received a new reader. What would you suggest in regards to your submit that you just made a few days in the past? Any sure? <http://west-wild.com>

Anonymous (2013-03-31 11:02:22)

Right now it looks like BlogEngine is the best blogging platform available right now. (from what I've read) Is that what you're using on your blog? 1

Anonymous (2013-04-02 03:52:33)

Its like you read my mind!

You seem to know a lot about this, like you wrote the book in it or something. I think that you could do with a few pics to drive the message home a little bit, but other than that, this is fantastic blog.

An excellent read. I'll definitely be back. <http://Www.Curegout.org/gout-diet-foods-to-eat/>

Anonymous (2013-04-09 16:02:28)

Great blog you've got here.. It's hard to find quality writing like yours nowadays. I really appreciate individuals like you!

Take care!! Recommended Looking at

Anonymous (2013-04-13 19:00:33)

I am not sure where you're getting your information, but great topic. I needs to spend some time learning more or understanding more. Thanks for wonderful information I was looking for this info for my mission.

Here is my web blog - payday loans

Anonymous (2013-04-14 17:06:28)

Hi, I do think this is a great website. I stumbledupon it ;) I am going to come back once again since I saved as a favorite it. Money and freedom is the greatest way to change, may you be rich and continue to help other people.

Here is my homepage exercises to improve vertical leap

Anonymous (2013-04-15 03:43:35)

Yes! Finally something about progressive business publications dubois pa. my website exercises to increase vertical

Anonymous (2013-04-15 05:58:22)

Magnificent beat ! I would like to apprentice while you amend your website, how could i subscribe for a blog site?

The account helped me a acceptable deal. I had been a little bit acquainted of this your broadcast offered bright clear idea

Look at my web-site - pr2support.willowgarage.com

Anonymous (2013-04-15 07:34:10)

Wow, this piece of writing is good, my younger sister is analyzing these kinds of things, therefore I am going to convey her. Feel free to surf to my webpage workouts to improve vertical leap

Anonymous (2013-04-17 15:50:03)

Hello, i think that i saw you visited my weblog thus i came to

return the favor.I'm trying to find things to improve my website!I suppose its ok to use some of your ideas!! visit the up coming internet page

Anonymous (2013-04-19 04:28:21)

Greetings! Very useful advice within this

article! It's the little changes which will make the biggest changes. Many thanks for sharing! click through the up coming web site

Anonymous (2013-04-19 04:53:12)

This piece of writing will help the internet visitors for setting up new web site or even a weblog from start to end.

[Get More Information](#)

Anonymous (2013-04-19 15:26:58)

My brother suggested I might like this

blog. He was totally right. This post actually made my day.

You can not imagine just how much time

I had spent for this information! Thanks!

[Continue](#)

Anonymous (2013-04-19 20:02:23)

Helpful info. Lucky me I found your web site unintentionally, and I am surprised why this twist of fate did not come about earlier!

I bookmarked it. ways to get taller

Anonymous (2013-04-20 08:49:39)

It's awesome designed for me to have a web page, which is helpful designed for my know-how. thanks admin relevant site

Anonymous (2013-04-20 08:52:06)

Thank you for sharing your info. I really appreciate your efforts and I will be waiting for your next write ups thanks once

again. <http://www.giveupsmokingnow.org/stop-smoking-shot/>

Anonymous (2013-04-21 00:01:21)

What a information of un-ambiguity and preserveness of valuable experience concerning unpredicted feelings.

[please click the following internet site](#)

Anonymous (2013-04-21 00:33:02)

Hello! This is my first visit to your blog!

We are a collection of volunteers and starting a new project in a community in the same niche.

Your blog provided us valuable information to work on.

You have done a marvellous job! <http://www.getpregnantnow.org/trouble-getting-pregnant/>

Anonymous (2013-04-29 00:26:21)

Howdy are using Wordpress for your blog platform?

I'm new to the blog world but I'm trying to

get started and create my own. Do you need any coding knowledge to make your own blog? Any help would be really appreciated!

www.Waaijenberg.org

Anonymous (2013-04-29 10:03:57)

If some one desires to be updated with newest technologies afterward he must be visit this web page and be up to date daily.

Feel free to surf to my blog post: verticaljump.einfohound.com

Anonymous (2013-05-06 23:05:20)

This is a topic that's near to my heart... Best wishes! Exactly where are your contact details though?
my blog post: exercises to increase vertical leap

Anonymous (2013-05-14 17:53:40)

I read this post completely regarding the comparison of hottest and earlier technologies, it's awesome article.
Have a look at my web-site: www.miamorebg.com

Anonymous (2013-05-19 18:02:40)

Hello there! Quick question that's completely off topic. Do you know how to make your site mobile friendly? My weblog looks weird when viewing from my apple iphone. I'm trying to find a theme or plugin that might be able to resolve this issue.
If you have any recommendations, please share. Cheers!
Feel free to visit my web site; workouts to improve vertical leap

Anonymous (2013-05-21 03:45:40)

Hi there this is kinda of off topic but I was wondering if blogs use WYSIWYG editors or if you have to manually code with HTML. I'm starting a blog soon but have no coding skills so I wanted to get guidance from someone with experience. Any help would be enormously appreciated!
my website rejestic.com

Anonymous (2013-05-21 20:57:29)

Hi! I just wanted to ask if you ever have any issues with hackers?
My last blog (wordpress) was hacked and I ended up losing several weeks of hard work due to no backup. Do you have any methods to stop hackers?
my homepage ... vertical leap workouts

Anonymous (2013-05-21 21:57:39)

Simply want to say your article is as astonishing.
The clarity for your post is just spectacular and that i could suppose you are an expert in this subject.
Well along with your permission allow me to snatch your RSS feed to keep updated with forthcoming post. Thank you 1,000,000 and please carry on the gratifying work.
Feel free to visit my web-site ... exercises to improve vertical jump

Anonymous (2013-05-23 09:24:10)

Thank you for the good writeup. It in fact was a amusement account it.
Look advanced to more added agreeable from you! However, how could we communicate?
My web page; <http://demo.socialengineexpress.com>

Anonymous (2013-05-25 17:44:52)

I know this if off topic but I'm looking into starting my own blog and was wondering what all is needed to get set up? I'm assuming having a blog like yours would cost a pretty penny?
I'm not very web smart so I'm not 100 % certain.
Any suggestions or advice would be greatly appreciated.
Cheers
my site :: workouts to improve vertical leap

Anonymous (2013-06-03 17:06:04)

Hi, Neat post. There is a problem with your site in internet explorer, might test this? IE still is the marketplace leader and a large section of other people will miss your wonderful writing due to this problem. Feel free to surf to my web page: Lloyd Irvin

Anonymous (2013-09-12 19:10:22)

Greetings I am so delighted I found your site, I really found you by error, while I was looking on Aol for something else, Regardless I am here now and would just like to say thanks for a marvelous post and a all round entertaining blog (I also love the theme/design), I don't have time to browse it all at the moment but I have book-marked it and also added in your RSS feeds, so when I have time I will be back to read a great deal more, Please do keep up the excellent job. Here is my blog post; <http://votre-tache.com>

Anonymous (2013-09-14 06:57:17)

I think the admin of this website is truly working hard in support of his web site, as here every material is quality based material. Feel free to visit my blog: <http://anabella.sklep.pl/>

Anonymous (2013-09-18 06:15:41)

I've been exploring for a little for any high-quality articles or blog posts in this kind of space . Exploring in Yahoo I eventually stumbled upon this web site. Studying this info So i'm satisfied to exhibit that I've a very good uncanny feeling I came upon just what I needed. I such a lot indubitably will make sure to don?t omit this web site and give it a glance regularly. Also visit my web site 2424blog

Anonymous (2013-09-18 06:15:41)

I am sure this piece of writing has touched all the internet visitors, its really really good post on building up new website. Take a look at my weblog zulutrade

The Wire Review (2000-12-17 08:56)

Imagine a show that every critic on the planet loves. Imagine a show so deeply layered that it makes every other drama seem simple. Imagine a show where each character is equally important. Imagine a show that reinvented itself every season, yet still felt like it was part of the world it created from the outset. Imagine a show so complex that you will always discover something new the next time around.

Doesn't this sound like perfection to you? Trust me, it is, in more ways than you can fathom.

THE WIRE is a show so meticulously crafted and executed that it would take me a dozen reviews to scratch the surface of what makes it great. After catching the very first episode on HBO, I immediately bought the 1st season. The rest, as they say, is history.

I'm so afraid to ruin anything that I don't even want to give away characters' names. To even let you go in expecting certain traits from a character would spoil the fun. So instead, I'm deliberately being vague about what occurs. If

you've never heard about this series, you deserve go in cold.

But I'll give you a few details, starting with the very first scene. *THE WIRE* begins when a detective is questioning a young hoodlum who witnessed a murder. The detective asks why the guy and his friends allowed the victim to continue rolling dice, after he'd been known to snatch the money & run. The scene closes when the kid says, "Got to, man. This America."

Then the show begins its title sequence, in which The Blind Boys of Alabama's cover of "Way Down In The Hole" plays over a montage of seemingly random clips of police activity & urban life. But as you'll learn the more you see this title sequence (and song), this montage is actually filled with clues, both literal and metaphorical. The greatest crime dramas throw clues in your face without telling you how important they are. Believe me, *L.A. CONFIDENTIAL*, one of the greatest films of all time with its labyrinthine plot, has nothing on *THE WIRE*. And we're only just getting started. What you'll also notice from the opening scene is the dialogue. It actually took me two viewings to find out what the detective and the dice-roller were saying. As if that wasn't enough, I eventually had to turn on the English subtitles just to find out what each character was saying. The dialogue flows so naturally that *THE WIRE* never feels like a TV drama. There are no scenes where the characters recap what happened in the previous episode, unless the characters would actually take a moment to remind each other. This sounds like a challenge, and indeed it is. *THE WIRE* requires (and deserves) your undivided attention. Pause if you have to. Rewind if you have to. Use the subtitles if you have to. Many have called *THE WIRE* "a visual novel", and they couldn't be more right. You see how much attention I've given to just the first few minutes? Guess what, the entire series clocks in at 63 hours.

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THE WIRE is so great that everyone is going to take something different from it. This show can be interpreted in a million ways. Nobody is right, and nobody is wrong. How can that be? Well, creator David Simon is to be credited for this neutrality. Simon is as hands-on as any other TV series producer, writer, or creator. Every single aspect of the show is exactly what he wanted it to be. *THE WIRE* was never the victim of a writer's strike, or cancelled seasons, or poor broadcasting schedules, or any other excuse. If there is a character or story arc you don't care for, it isn't Simon's fault; your personal taste just doesn't mesh with it. Sure, I have one or two nitpicks about what *THE WIRE*

should've been in my eyes, but not once did I believe it was for a lack of focus. For example, one particular season takes a more didactic approach to the series. We witness moral dilemmas with an ambitious mayor, unethical cops, and newspaper staff — all tackle the immortal question, "Do the ends justify the means?" This more black-and-white angle is exactly what David Simon wanted to use. I preferred a more gray-shaded tale, but Simon decided that this tale needed a more direct statement. Now, even though this isn't my preference, I overlooked my own criticisms because this season was built this way. There are a couple of other little things that might not sit well with some viewers, notably how the "star" of the show's cast disappears for most of one season (don't worry, you'll know it's coming before it happens). The point is that THE WIRE never once strayed from its intended path.

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The Wire Review (2000-12-17 08:56)

Imagine a show that every critic on the planet loves. Imagine a show so deeply layered that it makes every other drama seem simple. Imagine a show where each character is equally important. Imagine a show that reinvented itself every season, yet still felt like it was part of the world it created from the outset. Imagine a show so complex that you will always discover something new the next time around.

Doesn't this sound like perfection to you? Trust me, it is, in more ways than you can fathom.

THE WIRE is a show so meticulously crafted and executed that it would take me a dozen reviews to scratch the surface of what makes it great. After catching the very first episode on HBO, I immediately bought the 1st season. The rest, as they say, is history.

I'm so afraid to ruin anything that I don't even want to give away characters' names. To even let you go in expecting certain traits from a character would spoil the fun. So instead, I'm deliberately being vague about what occurs. If you've never heard about this series, you deserve go in cold.

But I'll give you a few details, starting with the very first scene. THE WIRE begins when a detective is questioning a young hoodlum who witnessed a murder. The detective asks why the guy and his friends allowed the victim to continue rolling dice, after he'd been known to snatch the money & run. The scene closes when the kid says, "Got to, man. This America."

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When they cry 8.5 (2000-12-17 14:19)

Higurashi no Naku Koro ni starts off in a quiet, peaceful little village that looks quite ordinary and amiable to anyone. But, of course, there's always something horribly wrong.

Higurashi was first brought into the world in the form several PC games, with the covers designed to look quite disarming so any person would think that this series was harmless. But once you get into the meat of it, things aren't looking so rosy. You'll be pulled, dragged, and unwillingly shoved into a head-spinning mystery that you wished never surfaced in the first place, fighting for your life against people you trusted, and digging through graves and lies in order to survive.

There are four "question" arcs, consisting of four different viewpoints of the fateful Hinamizawa festival and two "an-

swer" arcs (in the anime), which will reveal what went wrong in two of the question arcs.

What's best of all is the horror, both physical and psychological. If the blood won't get to you, the emotional tension will. With a cast of memorable and lively characters, you won't be able to watch this anime only once.

Higurashi no naku koro ni, based off very popular Japanese PC games, is a horror anime about a town named Hinamizawa, formerly known Onigafuchi, or 'Demon's Abyss'. There is a rumored curse, the curse of Lord Oyashiro, making people disappear every year. The story is told in 4 Question arcs and 4 Answer arcs (The last 2 aren't planned to come out in anime form as of yet).

Each question arc shows the story happening in different ways, with different victims each time, and the answer arcs fill in info missing from the question arcs.

The story starts out with Keiichi Maebara, a high school boy who's just moved to Hinamizawa. He soon starts learning about the strange happenings called Lord Oyashiro's curse, and gets very involved.

This show is the first horror anime I've ever actually enjoyed (granted, I haven't seen that many), It's fun trying to figure out what exactly is going on in the town. I don't think Sherlock Holmes could solve this case, for for you anime fans, Shinichi Kudou.

There are FOUR of them now. Yes, you'll have to deal with four creepy girls instead of one like a normal horror film would. They'll be cute and bouncy for one moment, then murderous and psychotic the next. Full of twists, turns, and unpleasant surprises, after watching this, you won't be able to close an eyelid for some time.

Anonymous (2012-02-11 18:28:33)

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Mushishi review (2000-12-18 05:58)

Ginko is a Mushishi - an expert on Mushi, odd spirit-like creatures not everyone can see and that occasionally cause harm to unwary humans. Ginko travels Japan studying Mushi and helping solve problems related to them, such as a village paralyzed by rust mushi, or a bamboo mushi that traps travelers in its forest. Each episode stands on its own, telling of a different place with different mushi, with Ginko observing and assisting when needed.

This is a very languid, beautiful series. Ginko does have a backstory that is eventually revealed, but the series focus is individual episodes. The scenery and mushi combine to create a delightful viewing experience, and the stories are engaging, quickly drawing you in to the world they create. Watching this show made me feel relaxed and I came away from each episode with a contented, peaceful feeling. Not that the stories are boring - since Ginko is a healer like character, most of the stories involve people who are suffering from their contact with the mushi. But the resolutions are normally uplifting and satisfying.

If you are looking for an action show, this is not it. If you are looking for a show that has an continues storyline, this is also not it. But if you want a show that you can just watch and enjoy on an episodic basis, that has emotional stories and beautiful scenery, please give this show a try. So far everyone I've showed this series to has enjoyed it, and I hope you will too!

Random Trivia: "Mushi" is the Japanese word for "bug", which is what the mushi of this show often resemble.

Tales of Xillia PS3 review 8.5 (2000-12-18 18:54)

Ever since I first played Tales of Destiny way back in 1999 I have been in love with the Tales franchise. While not as immediately recognizable in the mainstream gaming community as the Final Fantasy or Dragon Quest/Warrior RPG juggernauts, the "Tales of" series of games have always had a loyal fan base due to the great stories and combat that is the hallmark of the games. The question of whether or not to purchase the latest game in the franchise was a

no-brainer for me, and I can say with 100 % certainty that I am so happy that I indulged myself.

Controls, Music, & Animation

Every Tales game is painstaking in its delivery of beautiful graphics and music, and Tales of Xillia (henceforth referred to as "ToX") continues in that tradition. Simply put, this game is gorgeous and takes every advantage of the PS3 hardware to simply amaze me. The world of Xillia is bright, colorful, and varied. Environments are dynamic; each exploration area is divided by little "breaks"; while this may seem annoying, the lack of lag when going through a doorway into the next room is practically non-existent. The screen flashes black for one moment and then you are free to control your character.

In addition to the beautiful backgrounds, the characters are 3D mirrors of their anime-inspired sprites used in the cut scenes. While you do notice the difference between the 2D drawing of Milla (the female protagonist) and her 3D avatar, the seamless transition negates any of the very minor aesthetic details. Finally, each character in the game is unique, sporting their own look, and enemies are just as varied and detailed as the "good guys".

Musically speaking, Tales of Xillia boasts an amazing orchestral arrangement with songs to suit every zone in the game. It is truly beautiful and lends itself well to the atmosphere of the story. When you are in an ominous, dark dungeon the music is creepy, with violins and woodwinds playing higher and slightly off-key, creating the ambiance of a thriller movie. Sound effects cover every aspect of movement, helping to bring the world of Xillia to life. If your character is moving through shallow water, swishing noises will occur with each step. The crackle of fire whispers through a zone, subtly lighting a path. Birds chirp. When the graphics and sound come together, you will find yourself immersed in a world of magic, mysteries, and more than a few baddies to kill.

The controls in ToX are spot-on. Combat is real-time, so players need to be aware of their characters and the baddies on the screen. At the beginning of the game you can alter whether you want harder enemies, a longer input time for combos, and your X- and Y-axis movement [meaning whether pressing upward with the control stick will move the camera up (normal) or down (inverted)]. I chose the hardest setting and kept the input time as "Normal". In the beginning enemies attack slower, which is good as it gives you time to acquaint yourself with the mechanics of combat. While pressing the "X" button will make your character charge forward and attack a target, you also have different magic/elemental-based attacks that can be accessed from the menu (the "Z" button) which vary based upon who you chose as your protagonist to control. Thus, combat sometimes needs a good strategy; just jumping in and whacking enemies with your weapon does not always work. In this way ToX enhances the gameplay by adding a level of strategy. Once you form a party, coming up with a plan of attack becomes critical; you will be able to combine attacks and setup AI strategies to maximize your combat proficiency (your cohorts will be controlled by AI; from the party menu you can adjust their combat focus, for instance: should that character conserve TP (mana) or go all out and cast the most powerful spells each battle? Do you want a character to heal exclusively or to heal AND attack?). Finally, in regard to the map and character control, Xillia has everything nailed. The camera rests comfortably in a 3rd person perspective of your character. The camera rotates freely, enabling you to see a complete map and minimizing the risk of an enemy sneaking up from behind. Since enemies are seen on the map and battles are not random encounters, this is a very important function.

Story

ToX has an over-arching plot of determining why the elements are out of harmony and how to restore mana to the world. When one of the kingdoms in the world of Xillia experimented with powerful magic, they unwittingly caused widespread devastation by draining the world's mana. It is your job to figure out what happened and how to fix it before the other kingdoms start an all-out war.

While the story itself is your basic good-vs-evil RPG fare, the depth of the storyline, the complexity of the characters (their personalities and motives) and presented in a manner to both intrigue the player and to soldier onward to learn more. In addition, ToX gives you TWO games in one; at the beginning you choose either the male (Jude Mathis) or female (Milla Maxwell). In either case, the story will unfold from the perspective of THAT character. Thus, while you will travel with the other person regardless, you will only interpret events through the eyes and mind of your protagonist. This, of course, means that you will want to play through the game AGAIN to see another side to the story!

As the story progresses, you will find yourself watching numerous cut scenes and work to cultivate not only new abilities for combat but also the friendships of others in your party. Using a robust crafting system, ToX adds another

level of depth by encouraging the player to explore and find items. All of this combined will suck you into the game and make you want to press onward (maybe to the detriment of your job... make sure that you don't miss work in your zeal to beat the game!).

Overall

To simplify this review, let's recap:

Pros:

- 1) Beautiful combat system that keeps enemy encounters fun and challenging,
- 2) No random encounters! Enemies are seen on the map and can be avoided, if desired,
- 3) Beautiful environment, unique characters, and an amazing soundtrack,
- 4) Game controls are easy to pick up and play,
- 5) LOTS of replay value: play through the character-specific storyline depending upon the hero,
- 6) Wonderful and often-humorous storytelling, encouraging dialogue with others,
- 7) Lots to explore and many items to find; exploring the world is visually rewarding!

Cons:

- 1) It costs money; but I guarantee that you will find this to be the best \$60 spent on a game this year!
- 2) The cut scenes can be a little long at times, but this is a minor irritation at best,
- 3) That Tales of Xillia 2 won't be available in the U.S. for a while!

Thus, simply put, ToX is one of the best games that I have acquired and played in 2013. The story is entertaining, the gameplay is fun, combat isn't random and does require strategy (you can't just button-mash and expect to win), and you can replay the game a second time to see the story from another viewpoint. Oh, and did I forget to mention that the graphics are gorgeous and the soundtrack is amazing?

If you haven't already clicked that "Buy" button, you should really do so. This game is a must-have for PS3 owners, Tales franchise fans, or the RPG-lover in your life.

Melancholy of Haruhi Suzumiya review (2000-12-19 06:00)

The first season of "Haruhi Suzumiya" is guaranteed to cheer you up with cute sexual innuendos, scientific mumbo-jumbo and a symbolic religious message hidden underneath the fan service.

The show is based on an oddball story, focusing on a high school boy named Kyon, who meets an unusual high school girl named Haruhi Suzumiya. The girl is a strange firebrand, who is more interested in aliens, espers (psychics) and time travelers than in actual humans. Somehow, Kyon strikes up an unusual friendship with this girl.

However, Kyon never planned on getting involved with starting up Haruhi's own club, the S.O.S. Brigade. The club's mission is to spread happiness around the world, through all the fetishes that anime geeks would love. Aliens. Psychics. And an adorable time traveler girl with big breasts. The show pretty much covers all of Kyon's experiences with Haruhi, the bossy dominatrix who may have mysterious powers of her own.

Although it is hard to discuss this series without revealing some major spoilers, the show is a major hit with college anime clubs in America for many reasons. The first episode is a big home movie spoof, where the high school characters try to act like Haruhi's favorite anime characters in an embarrassing film project loaded with weird jokes. The ending credit sequence features the funniest and most infamous anime dance, performed by Haruhi and the other members of the S.O.S. Brigade. And the philosophical members of the S.O.S. Brigade always treat Haruhi like she's a supernatural being who has the willpower to change humanity as we know it.

Religious pundits will no doubt scoff at this off-kilter combination of sexual tension and philosophical dialogue. However, they will no doubt remember this series for all the jokes that seem to come out of nowhere. This is one of the few series that packs all the goofy anime-style fetishes that fans will love. You know, like girls in bunny suits, speedy fights with alien girls and philosophical jokes about the meaning of life. Even the broadcast of the show presented the episodes in an unconventional manner, like a anime-style version of "Pulp Fiction."

The show was also a milestone series which featured many new story-telling styles for an animated film. The narrative is told completely from the first-person perspective of Kyon. The first episode presents the animation from the lens of

a shaky, indie-style camera. The tone of the series can switch drastically from light comedy to an apocalyptic thriller sequence. Unlike most anime shows with romantic comedy, "The Melancholy of Haruhi Suzumiya" features some frightening scenes in the fifth episode, with blood and gore.

The gutsy cinematography effects and genre bending stories all contribute to make this one of the most unusual anime series ever made. Although plenty of other romantic comedies delivered similar conservative themes of love and codependency, "The Melancholy of Haruhi Suzumiya" was the only one that flooded the love story with the best gut-busting pop culture references. And anime has only gotten better because of it.

5/5

Mobile Suit Gundam Seed (2000-12-19 14:28)

This has got to be one of the best Gundam shows out there today. The animation is everything modern technology can offer, amazing choreographed fighting sequence and perhaps, one of the most intriguing plots.

The basic plot to Gundam SEED is a war has broken out between the Earth Alliance (Naturals or normal human beings) and ZAFT (Coordinators or genetically enhanced human beings), and two friends, Kira Yamato and Athrun Zala are pitted against each other. Mobile Suits come into play when the Earth Alliance secretly begin to produce Gundam Mobile Suits, to which Zaft is intent on obtaining. The attack on Heliopolis not only allowed Zaft to capture four of the Alliance's mobile suits, but reunites Kira Yamato with his childhood friend, now enemy, Athrun Zala. Kira like Athrun is a Coordinator and his decision to help the Naturals deem him a traitor and pit him against his fellow Coordinators. Kira must now fight in the Strike Gundam against Duel, Buster, Blitz, and Aegis Gundams as the seemingly never-ending war continues. Casualties will amount on both sides, forcing both Athrun and Kira to battle relentlessly.

One of the first things that drew me into the show was the vibrant colors and the character development. You have the protagonist, Kira Yamato, who is a conflicted and emotional teenager. And though he is extremely skilled at piloting a Gundam, he rather live peacefully rather than fight. Every time a death occurs on or off the battlefield, he feels it's his responsibility, thus the toll of characters that die throughout the show, effect and burden him immensely. He is extremely sensitive to other people's feelings and does not like taking the life of an other. Some may accuse him of crying too often, but I view his breakdowns as human, which is a reason I like his character so much.

His relationship with his old childhood friend, Athrun Zala, is extremely heartfelt, because it is obvious the two don't want to fight each other and care immensely for each other, yet they're forced to fight against each other. Notably, the supporting characters in this show are extremely memorable. Athrun's teammates, Yzak, Dearka, and Nicol have interesting character developments, rare in a lot of anime shows. We see Nicol as an aspiring pianist with hope for a piano playing future. He looks upon Athrun as an older brother and is very kind and supportive of Athrun. Both Yzak and Dearka's personalities are further developed later on in the show when we see them both make surprising decisions and completely different sides to their characters. There are also characters on the Naturals side like Mwu La Flaga, Murrue Ramius, Sai Argyle, Flay Allster, that are memorable, especially in their relationship with Kira and how they affect him to fight.

For once, the main female leads are not annoying. Lacus Clyne and Cagalli Yula Attha actually have important roles in the series. Lacus as the emotional and physical healer and supporter for Kira, while Cagalli is the tie between Kira and Athrun. The awesome aspect of this show is that it has characters worth caring about and excellent voice overs. The only disappointing factor is, if you're watching the Cartoon Network version, a majority of the more violent and graphic scenes are completely edited out and makes the events happening in the show, lose it's full potential and true effect.

The music for Gundam SEED is extremely compelling and perfectly accompanies the show. In my opinion the best songs you hear are "Invoke"

by T.M. Revolution, "Meteor" by T.M. Revolution, and "Anna ni Isshodatta no ni" by See-Saw.

Overall, Gundam SEED is an excellent anime show with compelling characters, and fantastic animation.

Order Pills Antibacterial (2012-01-03 06:25:56)

Keep up the good work.

Anonymous (2012-02-11 18:28:23)

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Vision of Escaflowne review (2000-12-20 06:03)

An astounding series brought to us by some of the top talents in anime, Escaflowne is in fact a story about the discovery of the lost city, Atlantis', secret and about the consequences of Isaac Newton's reactions to this discovery. On the somewhat atypical surface, however, Escaflowne is about a young Japanese girl's romantic involvements with the other main characters. A medieval setting allows for an all new and original interpretation on traditional mecha, as the behemoth battle armors, or "Guymelefs," are composed primarily of gears and use swords, as opposed the Gundam type servos and beams. Nevertheless, the animators found ample opportunity to include some flashy digital effects, stealth cloaking will impress you. Although I found Hitomi Kanzaki, our main character, difficult to relate to, Van Fanel and Allen Schezar, a descendant of Atlantis and a royal knight respectively, steal the show. Thier efforts against a powerful military regime known as Zaibach Empire, who seek not only control over the planet, but over the laws of casaulity (fate) itself, are truly a sight to behold. A seamless blend of science fiction and medieval fantasy produce some of the most memorable anime characters and scenes you'll ever set eyes on. A superb musical score and acceptable dubbing round out this awesome package. Unfairly labeled a "girl's cartoon" in some sects, Escaflowne is some of Japan's very best anime and is truly deserving of this fantastic box set edition (thanks bandai). Episodic anime just doesn't get any better than this!

5/5

Ghost in the Shell SAC review (2000-12-21 19:10)

First of all, I just want to mention that I was always interested in GITS SAC, but between the other expensive collection floating around and the fact that it only airs once a week at 4am, I've never really had the chance to take a closer look. That is, until this convenient, affordable set-up.

Well, anyway, GITS SAC revolves around the investigation of a cyber-terrorist known as the "laughing man." Throughout the series attempts are made to stop this heinous criminal only to reveal that the plot is much thicker and deeper than first imagined.

Along with the overlying plot, stand alone episodes act as avenues for character development, philosophical questioning as well as world building. Perhaps two of the better (or at least entertaining in my point of view) episodes consist of Batou's backstory while investigating a fighter and the tachikoma's consistent questioning of life and death.

Though these stand alone episodes offer much in the way of development, they have a habit of breaking the pace a little. If you are not intending to watch large chunks of the series at a time or in reasonable succession, important details can easily be forgotten.

All and all, GITS SAC offers espionage, action, philosophical debate and characters that you can't help to feel for. Just remember one thing while diving through the GITS SAC world: Nothing is at it seems. And one other thing: it doesn't hurt to keep the remote in hand to rewind to what you missed.

4/5

Clannad review (2000-12-22 19:20)

This series is an excellent buy. If you're unsure of it but watch a bunch of anime then I'd say to give it a try at least. I wasn't sure when I first saw it but it quickly grew on me as one of my favorites. From making you roll around laughing to inducing tears, this series is full of all kinds of emotional twists. Upon first glimpse, I thought it was just another Anime involving high school students, but the more I watched, the more I realized how much of a masterpiece this was. Definitely check it out. Tomoya Okazaki is a bitter, sarcastic, prankster in his senior year of high school, spending most of his time ridiculing his friend and fellow lethargist, Sunohara. However, it all seems to change when he meets Nagisa Furukawa, a kind-hearted, yet unsure, girl who wishes to revive the drama club. The journey the two go through together with the friends they make along the way, is one you shouldn't miss. The new English Dub was rather well made and interesting.

4.5/5

The Twelve Kingdoms review (2000-12-23 06:06)

I ALMOST passed on this spectacular anime series because I was initially put off by the main character at the beginning of the story. Boy am I glad I didn't and you shouldn't either!

At first, the set-up for Twelve Kingdoms is somewhat similar to Fushigi Yuugi: A rather annoying whiny schoolgirl and her friends get sucked into another world similar to ancient China. They can't get back home, they get separated, and undergo several harrowing encounters. But fortunately for us, the resemblance ends there.

The main protagonist Youko Nakajima develops from a very insecure and self conscious high school girl to a courageous and self-aware young monarch of the Kingdom of Kei. All the supporting characters including villains are complex and add to the multilayered storyline.

Twelve Kingdoms is a very detailed mythological fantasy that's like an Asian version of Lord of the Rings or Chronicles of Narnia without the religious undertones or allegory. The animation is gorgeous and the soundtrack specially the opening theme is epic in scope. It's just too bad the series is incomplete. Nevertheless this is one you should not to miss.

5/5

Shin Megami Tensei Devil Summoner 8.0 (2000-12-23 19:42)

While Shin Megami Tensei Devil Summoner: Raidou Kuzunoha vs the Soulless Army isn't actually an SMT game, it is a member of the franchise. It is actually part of a family of spin-off games in the MegaTen series that is just using the SMT name to establish connections between the different series in the franchise finally appearing in America. While not too many people are familiar with the games past, this one takes the series in a new direction.

Devil Summoner is the first game in the MegaTen franchise that has moved past the traditional or tactical RPG style combat and gone straight into the action/RPG genre. In this game you play as a young man who has just attained the title of Kuzunoha Raidou the 14th, the successor to a long line of Devil Summoners tasked with the protection of the capital city. With his ability to see and control demons, Raidou must solve a mystery that becomes increasingly more and more twisted as the game progresses.

The story begins with the player earning the Raidou name (essentially this is the tutorial) and being assigned to work at a detective agency in the capital. One day you get a mysterious phonecall from a girl pleading for help and wants to meet with you late at night. Reluctantly Raidou and his partner at the detective agency head out to meet her. They find out the girl who contacted them has an odd request; she asks them to kill her. Before anyone can respond, she is kidnapped by mysterious men in red and so sets forth a tale of demons, evil, and curses.

Essentially the game progresses much the way you would expect a MegaTen game to, you travel to different locations

via world maps and explore the different locations on larger area maps. While wandering around the areas searching for clues and information, there will be several random encounters (the franchise is known for high encounter rates) that will allow you the opportunities to capture new demons for aid. More on that later though. While exploring the areas you are able to have a demon deployed to follow you around (keep in mind the normal people can't see it though). Every demon type has special skills that can be used in the areas such as flying to reach far items, scouting to find hidden items and enemy info, and even mind reading to get some extra information from people. These skills are essential to getting the information you need, so it is wise to keep a demon of every type as often as possible.

Now for the battles. This is where fans of the series will either love the game or hate it. Gone are the pressed turn systems used in Nocturne and Digital Devil Saga. Instead they are replaced with real time action battles. You directly control Raidou and can use combinations of sword strikes and gun shots to defeat your enemies. Raidou can't use magic, so the only way he can deal elemental damage is using special bullets. Luckily for him though, he is able to have a demon deployed with him in battle (but only one!). It will typically act on its own, but you are capable of assigning it specific orders or general strategies. By using your monsters in battle, they will grow in loyalty to you. When their loyalty is maxed out, they will often give you bonuses and can then be used in fusions to create new demons. Essentially the system can get a little bit repetitive and while it will takes a while to get used to, once you do it becomes a matter of knowing what enemies are weak to which attacks. Once you figure that out though, it's just a matter of keeping your levels high enough and capturing and fusing demons to keep gaining strength.

The style of capturing is brand new as well. Gone is the negotiation system used in Nocturne and the original SMT games. Instead it is replaced by a system that forces you to exploit enemy weaknesses. When you hit an enemy with an element it is weak too, it will become stunned and give you the chance to capture it by repeatedly pressing circle until a meter empties out. You must empty the meter before the creature revives or you will not capture it. The easiest way to do this is to wear down its health ahead of time before attempting a capture. One note though, you will automatically fail to capture if the enemy is a higher level than Raidou, the moon is full, or it is a boss battle.

The graphics and music in the game are a little different from what was seen in previous SMT releases here in North America. It still uses the same form of cel shading, but they are a little bit more defined and detailed. Nothing too major, but it is enough to really change the visuals overall appearance from the other games. Also, this game is not as dark and gritty as Nocturne or DDS. In fact it has several amusing scenes and is much brighter and more vibrant overall. This is greatly illustrated by the music which is often much more lighthearted and is comprised of a lot of horns and brass instruments. Not nearly as dark and brooding as the other two games. But since this game takes place in 1920's Japan and not a post-apocalyptic world this time, it fits in quite well.

Overall, Devil Summoner is a new spin on an old franchise. While it does display that full action battles aren't as well suited for the style of the game, Atlus was able to do it well enough that it still remains fun and keeps the game enjoyable. For a lot of people who found the turn based systems of Nocturne and DDS overbearing and cumbersome, this could be a nice way to ease into the world of the MegaTen franchise. While it is not nearly as epic as the previous games, it holds its own and the story alone is enough to keep a fan of the franchise sated long enough to finish the game off regardless of whether or not they like the change of style. Definately not the best game in the franchise, but a nice refreshing change that is fun none the less.

Mobile Suit Gundam 00 | 9 (2000-12-24 14:34)

First off, a lot of people called this series slow and boring. DO NOT LISTEN. The first few episodes are building up the story for the later episodes, which will have you on the edge of your seat at the end of almost every episode! It especially picks up at the second season with some epic battle scenes and some tension-building political and economic dilemmas.

I did have a few problems with it though. For one, a few of the characters came across as whiny and annoying, namely Saji, Allelujah, and Feldt, although this might be because it was the dubbed version.

Also, although the last 10 or so episodes were incredible, it became increasingly hard to discern which Gundam was

which, especially in the finale. I had hardly no idea who was still alive until the "epilogue" scenes. And, oh yeah, the animation? Absolutely astounding. Probably the best I've ever seen.

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Moribito: Guardian of the Spirit review (2000-12-24 19:24)

If you're a fan of series like Shonen Onmyouji or Twelve Kingdoms here's another fantastic series worth your time. The basic story-plot of the series is that the second prince of the kingdom is feared cursed and will be about the destruction of his peoples lands but his mother forsakes this prophecy and enlists the aid of a wandering female warrior who rescued her son previously from drowning and feels she will be able to protect her son from the machinations of the royal courts decree. Along the way of the series we see the true reason of the royal courts fears as well as the true destiny of the young prince, the one thing that endears you to the series other than the fantastic story, animation, and characters is actually the prince himself. I thought that like previous series with this kind of story you would have the prince as a young pampered brat, but this prince turns out to be actually sincere in his desires to help the people and his own personality to do the work and interact with the people on a personal level not acting at all like a stuck up royal prince. The series won't be for everyone if you're expecting some hardcore supernatural fights or powerful demons to cause destruction that you'll be disappointed, but if you've seen the series mentioned above or another one called Princess Mononoke than this series will be just for you. The audio and video are done well with the added bonus extras being a nice touch, if there's any complaint it would be the box set itself like mentioned before the set is eight dvds put into a single dvd case with a center spindle to stack one dvd on top of another which I found annoying but hey for the price of \$15.00 dollars instead of the \$95.00 dollars for the other set I can look pass this. So for a great Edo era action anime with a great cast and story-line here's a wonderful choice for anyone.

4.75/5

Fullmetal Alchemist review (2000-12-25 06:10)

Fullmetal Alchemist is one of those stories that while you're watching, you wonder how anyone could have come up with such a complex and original plot. The anime is based on the manga "Fullmetal Alchemist" but the stories go two separate ways. They share a few similar plot twists, but ultimately the outcome for the two characters is completely different.

This DVD is a great buy for people who enjoy learning about the behind-the-scenes stuff from the show.

5/5

Death Note review (2000-12-26 06:14)

his show is a must see not just for anime fans but for anyone who enjoys well written and well thought out drama. The story follows the young and brilliant Light who happens upon a notebook with the power to kill people. With the best of intentions at heart he sets out to use this new power to create a better, safer world. Unfortunately for him not everyone agrees with his methods and Light soon finds himself under investigation lead by the world's premier

super detective know only as "L".

The intellectual struggle between Light and L is nothing less than riveting. I was stuck helplessly watching episode after episode because I couldn't wait to see what these two boys were going to come up with next. I also found that Light's decent from good natured student to sociopathic mass murder was really well done and an interesting look at how power corrupts.

I'm always reading these reviews to see what people think before I buy stuff but this is the first time I've ever bothered writing one myself. I was just that impressed with this one. Warning though, it is pretty dark and somewhat depressing so if you're looking for happy, happy, feelgood this is probably not your cup of tea. But, if you're looking for a great original storyline that will keep you on the edge of your seat from start to finish then I highly recommend you give this one a try. It's one of the best shows I've seen.

5/5

Haibane Renmei review (2000-12-27 06:16)

hat a divine series this is - in every aspect of the word. I finished watching Haibane Renmei I began enthusiastically recommending it to my friends. When one asked "So what makes it good?", funny thing was, I couldn't really answer it. There's almost no conflict or action in the series. There's no traditional good guys VS bad guys, no spellbinding magic, no science fiction - not a trace of computers, aliens or mecha. There are fantasy elements, but they're kept to such a small, human level that you can't really call this series a fantasy in the traditional sense. So what is Haibane Renmei?

It tells the story of a group of angel-like beings called Haibane. They're born from cocoons, grow wings, given halos, and have no memories of their past other than the dream each has in the cocoon. They all live in a protected city called Glie, where nobody is allowed to go beyond the walls. The Haibane are watched over and protected by a group called the Haibane Renmei. Haibane must each work to support themselves, and do their best to be a "good Haibane". It tells the story of one such Haibane - Rakka - coming into the world, and learning how to live in it. The supporting cast of Old Home (where they live) is equally essential. Towards the finale, much of the focus shifts from Rakka to Reki - one of the elder Haibane, who is a mother figure to those in Old Home. Then there's Kuu, Kana, Hikari, and Nemu whom all have very different, but likable personalities.

Haibane Renmei moves at life's pace. Slow and deliberately it moves through its stages - dealing with many humanistic themes along the way. Moving through seasons and emotions with dignity and grace. It would be very easy for fans of traditional anime to consider this series "boring", as it's certainly not exciting in any traditional sense. You really have to be in a certain mood to appreciate Haibane Renmei's charm.

Yoshitoshi ABe (Original Story, Character Designs) said when he began Haibane Renmei that he had no set idea where he was going with it all, creating the story in the moment. In this light, Haibane Renmei becomes like a stream of conscious meditation on life. He also said that while Haibane Renmei has a religious feel, it is not about any particular religion. It is really a type of spiritual and emotional journey. There are anime series that that are very much allegorical. Haibane Renmei works more like CS Lewis's Chronicles of Narnia in that it deals more in allusions than strict allegory. This means its more open to personal interpretations - and all the better because of it.

In a way, this series reminds me of the anime equivalent of Yasujiro Ozu's films. Ozu is a director who focused on regular people in everyday life confronting life's small, but meaningful moments. His films, like Haibane Renmei, rarely have any big emotion or big drama. It's all about calm reflection as we move through life. The viewer is never forced into the story or the characters. Rather, we're given time to relate these characters to our own life. Their moments of sorrow and pain, as well as joy and triumph has been our own. Their search for meaning has been our own. It's through this very human level that we're able to connect with the Haibane and share in their emotions. This makes moments like Rakka's monologue inside Kuu's room profoundly moving.

The animation is superb. It's easy to miss in such a quiet setting, but almost every frame reveals subtleties of the Haibane's world. They use a wealth of Earth hues - wonderful greens and browns - that provide a very warm and inviting tone. The animation itself is beautifully fluid as well. But it's probably the town itself that's best rendered.

The world of Glie is so well conceived and drawn, giving a real sense of a heartwarming environment. The skies, for example, are almost always drawn like beautiful paintings - often reflecting the seasons. Beyond the animation, the direction and cinematography is superb as well. The ease at which the viewer can get lost in this beautiful world is astounding. ABe mentioned that previous to working on anime he was a Japanese style artist, and his works show it. I think more than anyone currently working in anime, ABe understands what a visually powerful medium anime can be. The music is equally as accomplished; consisting of mostly simple, elegant orchestral pieces. The infusion of music in the series is adeptly applied as well - entering at all the right times and evoking all the right moods.

If there are flaws in the series, they are almost too insignificant to mention. The voice acting is not the best (sub or dub), but the cringe worthy moments are kept to a minimum. The finale perhaps comes too suddenly, making it perhaps less dramatic than it should have been. I also felt some of the characters could've been better developed, and a bit more history and background given about them. I especially wish they would've slowly developed Reki's history, instead of saving it for the end. But all of these are minor grievances, and really not worth even subtracting a single star for.

I've seen Haibane Renmei three times, and each time I'm extremely saddened by the end. Not because the story is sad, but because theirs is a world I'd never want to leave. This series has a great, meditative "zen" like quality, and for those in the right frame of mind, you will become thoroughly engrossed in both the lives of its characters and the world in which they exist. You'll smile at their joys and triumphs, and you'll cry at their losses and sorrows. In the end you will be left with a wonderful feeling akin to a spiritual cleansing. The result is nothing short of divine.

5/5

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Clanned After Story review (2000-12-28 10:52)

"Clannad" received an anime adaptation in 2007 with a total of 23-episodes and was released on DVD earlier this year in the US from Sentai Filmworks. The second season known "Clannad After Story" (which takes place after the first season of Clannad and then ten years later) is now being released in the US. The anime series is directed by Tatsuya Ishihara ("Air", "Kanon", "Melancholy of Haruhi Suzumiya") and a screenplay by Fumihiko Shimo ("Full Metal Panic!", "Air", "Burst Angel", "Gravion", "Melancholy of Haruhi Suzumiya"). The character design for the anime series is by Kazumi Ikeda ("Kanon") and is faithful to the original designs by Itaru Hinoue ("Air", "Kanon").

"Clannad" was an anime series that focused on high school students Tomoya Okazaki and a girl he meets his senior year named Nagisa Furukawa. Tomoya, who was a brash teenager who got into a lot of fights with his father and Nagisa, a frail teenager who has been out of school for periods of time due to an illness but somehow along the way, these two have found a special bond and love for one another.

As the first season of "Clannad" focuses on these two characters and their friends, the first part of "Clannad After Story" continued with storyline of high school life and focusing on a storyline for each of the main and supporting characters and life for Tomoya and Nagisa after he has graduated from high school.

But with "Clannad After Story - Collection 2", the final half of the series focuses primarily on the two as they now prepare for marriage and having a family life and the story moves forward ten years later. Needless to say, as the series has had its share of emotional episodes, the end of those story arc's have ended with happy endings. With this second collection, things grow much darker and tragic and if you thought the prior episodes were emotional, this final volume is much more deeper than ever.

VIDEO & AUDIO:

So far, each anime series that were based off a Key video game such as "Kanon" and "Air" have both been fantastic anime series featuring vibrant animation, colorful backgrounds and just many settings that really make the series stand out. The same can be said about "Clannad After Story!", the animation and production is absolutely fantastic. Kyoto Animation has done a wonderful job with the artistic backgrounds. Also, the animation is solid and character designs are also done very well. "Clannad After Story" is featured in 16:9 Anamorphic Widescreen and picture quality for the anime series on DVD is wonderful! The OVA "Another World: Kyou Chapter" wasn't aired in Japan as part of the TV series but because it's an OVA, has better production quality than the TV series with more detailed background art and more shading in the animation.

As for the audio, the audio of the series is in Japanese 2.0. Japanese voice acting is solid and a lot of well-known Seiyuu are involved in the series. Dialogue is understandable and clear. Personally, I chose to have my receiver play the series with "Stereo on All Channels" for a more improved soundscape. As for English dubs, there are no English dubbed dialogue available for "Clannad" or "Clannad After Story".

Subtitles are featured in English.

SPECIAL FEATURES:

"Clannad After Story - Collection 2" features the clean opening and closing animation and Sentai Filmworks trailers.

JUDGMENT CALL:

This is the part I have waited for and have heard so much about from fans of the series. "Clannad After Story Collection 2" becomes more real as Tomoya and Nagisa now live their adult lives as a married couple and eventually wanting to start a family. We have received hints from the opening of the anime series with a girl and a robot but the storylines were vague until you reach this final half of the season.

The final half of "Clannad After Story" is fantastic and emotional. I don't think I have cried this hard for an anime series since I have watched "Grave of the Fireflies", that is how depressing and emotional that "Clannad After Story" has gotten and episode after episode, I couldn't stop, it was that captivating and suffice to say, you are pulled in as you have watched many episodes of Tomoya and Nagisa grow from their high school years and now to their married years and you have two bombshells dropped on you that is so emotionally hard to take in.

Also, knowing that those emotions and what you see, mirrors reality in knowing that there are fathers who have had to deal with a similar situation that Tomoya had to go through. The series does have a happy ending and of course, the realism of the storyline can be lost but in the context of what we experienced throughout this series, especially with the Fuko and Yukine storyline, there are magical things that happen in the world of "Clannad". The balls of light

that we have seen in several episodes and the discussion of alternate universes (especially with the two OVA's), the screenplay plays off possibly like its video game counterpart that this is not a an anime series based on reality, it's a series based on possibilities and anything is possible.

For the realists, one can feel that with episode 21, the tragedy that unfolds is their true conclusion. For those who want that magical, happy ending... episode 22 and the final episode summary gives you that other option. It's interesting because typically, you don't get a choice in the matter at the end of an anime series. Pretty much at the end of a series, what is done is done (unless there is a movie or OVA version reimagining the series). Not for "Clannad After Story ", the series has always had its enjoyable happy moments and its emotional moments. As a viewer, part of me felt that episode 21 is how things should be, to capture that realism of the storyline. But knowing how things happened during the Fuko, Misae and Yukine storyline in "Clannad" and "Clannad After Story ", magical things happen in the town where Tomoya and Nagisa live which can't be explained and thus episode 22 and the summary episode is an ending that makes sense.

In the end and now watching this series from beginning to end and almost like a marathon, so captivated that I couldn't stop, I realize why this acclaimed series is loved by many.

5/5

3. 2001

3.1 January

It's Always Sunny in Philadelphia | 9.4 (2001-01-02 12:58)

Dennis (Glenn Howerton), Mac (Rob McElhenney), and Charlie (Charlie Day) are all the owners of an Irish bar in Philadelphia, and "Sunny" essentially follows their awkward lives - each episode revolving around some type of political or social issue such as gun control, abortion, steroids, underage drinking, health care, and the handicapped (just to touch on a few issues already addressed in the show).

It begs comparison with "Arrested Development," "The Office," "Seinfeld" and "South Park" in its broad humor and wit, but it is completely original in its own right. The pilot was filmed on a low budget by a few friends and was picked up by FX after wards, so the show retains its low-budget feel - giving it a gritty, down-to-earth edge.

"Sunny" does border on the edge of bad taste sometimes (hell, what am I saying - it crosses the line every time) but it contains enough satire and wit to get away with it. For example: in one episode Mac and Dennis decide to pick up girls at an abortion rally. Mac pretends to be pro-life just so he can be around an attractive woman, whom he ends up sleeping with. Later, she tells him she's pregnant. "You need to get an abortion," he says. This type of irony runs throughout every episode.

The banter between the characters in the show is what tends to be particularly funny. The actors - although novices - are all great. Charlie Day in particular has me laughing like crazy every episode. And his interaction with Danny DeVito (who's been brought in for season two) is hilarious. Season two is more polished so far in terms of the mechanics of the show - the characters have all been setup now and they know what they're doing - and in that regard it is seeming to get better and better with every episode.

You do have to have a very sick sense of humor to like some of this - DeVito's character, Frank, is the father of Dennis and Dee, and his reason for being in the show is that he is getting a divorce and wants to relive his glory days as a youth. He tries to re-ignite a relationship with an old girlfriend of his from high school - but when he finds out she's a grandmother and not interested in doing anything wild, his attention instantly turns to the waitress and he tunes her out. It's cruel, sick and hilarious. DeVito is playing another ruthless character (same as in "Taxi" all those years ago) and it works splendidly.

Overall this was a delightful blast of fresh air - after seeing so many stale sitcoms, this proved to me that FX really is becoming the new lead in character-driven comedy-dramas (such as the equally superb "Rescue Me" which isn't quite as funny, however).

My only hope is that "Sunny" doesn't become so popular that it attracts controversy and sells out and dumbs down its humor. Right now it's on par with the early episodes of "South Park" and "SNL" in terms of how irreverent its humor is - and personally, in my opinion, its plots are better than most comedy films I've seen within the last few years.

Star Trek: The Next Generation (2001-01-03 12:36)

NOTE: This review is of the ORIGINAL, 2002-2004 *collection* of boxed sets of each of the show's 7 seasons, NOT the *newer*, "all-in-one-green-green-box" 2007-released set. That NEWER set is said to be of *significantly* INFERIOR quality, both in packaging and in dvd quality. Also - for technical reasons, THIS TELEVISION SERIES MAY *NEVER* BE RELEASED IN A *GENUINELY* HIGH-DEFINITION, BLU RAY FORMAT (although Paramount has been engaging a variety of companies' expertise to *investigate* if it can be accomplished in an affordable and technically achievable manner, SO far Paramount's answer is "NO").

As anyone considering buying this set (obviously) already knows that they enjoy watching Star Trek The Next Generation, I won't bother to review the show itself but rather this particular collection of DVD boxed sets. As far as the show itself goes, suffice it to say that even though the original airing of the last episode in the last (7th) season occurred in 1994, at least as of 2009 it was **still** rated as the most-watched science fiction television series even in RERUN syndication. Star Trek The Next Generation is arguably not only the best of all of the Star Trek television series, but is also considered by many to be the finest science fiction television series IN GENERAL produced to date.

First, the packaging of this set - it's absolutely FABULOUS! I cannot POSSIBLY overstate how GOOD the packaging is. Each season is packaged in its own box. Within each box is a well-crafted dvd "holding case" that FOLDS OUT to display all of that season's dvd's. Each dvd is held tightly in place, and when the set's folded up it fits PERFECTLY into the season's larger box. The boxes are of TREMENDOUSLY high quality, clearly manufactured to the highest standards. The boxes are made of VERY heavy-weight, well-fitting paper/cardboard but with some sort of polished and plasticized exterior finish to ensure exceptionally long life. The graphics and color scheme reflect the original design schemes of the tv series itself. Imprinted on the interior of each box's front cover is a listing of that season's/set's dvd's and the title of each episode on each dvd (including special/bonus features). Between the quality of each season's exterior box and the interior dvd holding case, the packaging will protect the dvd's - and the packaging's printing - pretty much FOREVER.

Also - Within EACH season's box is a fold-out brochure that lists each episode of that season's set by title, original air-date, "Stardate" (!), and disc/dvd number, as well as a brief description of that season's special/bonus features. The first season's brochure also includes an introduction to the collection by Executive Producer Rick Berman and a photo and brief description of the show's regular characters. Subsequent seasons' brochures include brief but interesting notes on that particular season, and a few little-known but interesting facts about the show and/or its characters. The final season's boxed set brochure includes a message from Mr. Berman thanking all fans for their continued loyalty to the series. Each season's fold-out disc case has a special sleeve for long-term safe storage of that season's brochure, and the sleeve can also accommodate that season's boxed set's external packaging information sheet if you wish to safely store it there.

The physical dvd's - Again, EXCELLENT manufacturing quality. The imprinted label of each dvd is graphically matched to the series' design, and color-matched to that season's dvd color scheme. Each has imprinted on it the season number, disc number, and the title and official episode number (!) of each episode on that disc. Each disc is held tightly in its place in the dvd holder and is appropriately **thick** so that it will not bend excessively when pulled off of its holder. Each disc's holder has a plastic push-button "spindle" that when pushed in makes releasing the disc very easy, and each spindle's "prongs" are thick enough that they will not break off upon repeated use.

The series' AUDIO quality - Each dvd has both a regular, 2-channel stereo track and a Dolby Digital 5.1 Surround track, selectable from each EPISODE'S main title screen OR your dvd player's audio control buttons/menus, whichever you prefer. The audio quality is EXCELLENT in EITHER format. If your a/v setup doesn't include Dolby Digital 5.1 Surround capability but your dvd player and/or tv has a "simulated" surround setting and/or an enhanced "stereo separation" setting (sometimes referred to as "SRS" or the like) you'll still get EXCELLENT audio quality out of the 2-channel audio track with no audible background "hiss" or distortion; the musical and audio effects' soundtracks consistently sound clear and distinct, with very good frequency distribution and dynamic range. There is no "audio commentary" track for any of the episodes.

The series' VIDEO quality - Is generally EXCELLENT, particularly given the manner in which the television series was filmed, composited and transferred from film to video to begin with. The episodes were apparently given a "lite" restoration. The episodes are presented in their original standard-definition "full-screen" aspect ratio. As such, picture quality is best when you have your dvd player set to "up-convert" to 420p and connected to a high-definition tv (preferably a plasma or an lcd that has full-array LED backlighting with local dimming, due to the importance of black level depth and retention in this particular television series). When you have such a tv set and dvd player, color balance from scene to scene and episode to episode is generally very good, as are the collection's inherent contrast and black levels. When your set's color, contrast, brightness and sharpness settings are set correctly, many of the scenes and shots actually look as if they're in high definition - no kidding! BUT - there are also many (brief) moments when the series' age and **original** manner of film-to-video transfer are evident with momentary shots that appear more blurred and slightly grainier. But overall, video quality is very good to excellent.

Overall, *this particular* set's video and audio quality is CONSIDERABLY better than anything you're likely to get from any OTA, cable or satellite channel for sure!

DVD program structure -

When you first load a dvd, once you get past Paramount Home Video's copyright screen you're presented with a brief but BEAUTIFULLY-presented video collage of the series' main characters set against a stunning starfield background, the Enterprise then dashes across the screen, while the series' musical theme plays. You're then taken directly to the dvd's main title ("root menu") screen while the musical theme continues (in a loop, of course). Each dvd's main title screen has colorful, animated graphics that are beautifully rendered and consistent with the series' general graphic design scheme; it also includes a rotating sequence or collage of brief scenes from each of the episodes on that dvd. Episode titles and their original episode numbers (!) are presented for playback selection, but there is no option to have all episodes on the disc automatically play sequentially. Once an episode is selected you can then choose from "Engage" (play), "Communications" (selection of which version of stereo audio you want, and whether or not you want subtitles - English is the only language available), "Chapter Log" (the episode's chapter markers), or "Return" (to the dvd's root menu).

Each season's set has its bonus features on its last disk; most are quite good, informative, and add value to the set.

And each episode on each and every disc plays back PERFECTLY, without ANY skips, stalls, freezes or breakups.

In summary, in spite of this being an older dvd set without a few of the more "advanced" features that most newer dvd's in general offer (such as multiple language subtitles and sequential autoplay of all episodes on a dvd), *this particular*, older studio release is an INCREDIBLE and the BEST collection of all 7 seasons of Star Trek The Next Generation, FAR superior to the newer single boxed set in virtually ALL respects. Given that the (albeit inferior) newer boxed set has been out now for awhile, in all likelihood this older yet SUPERIOR "boxed-by-season" set will continue to be available ONLY until distributor warehouse and retailer supplies are exhausted. Consequently, some retailers are offering this particular complete set for over \$1,000!!! Here on Amazon you can get it, as of this writing, new for \$249.99 - with free Super Saver shipping - via newbury _comics (a very reputable retailer) with "Fulfillment By Amazon" but as of this writing they have only 12 of these sets left available... Oops! Make the 10 now (although they may be able to get more that's not really likely, and other retailers have stock left but at significantly higher prices due to its declining availability).

This TRULY is a SPECTACULARLY BEAUTIFUL "Collector's Edition" set that *NO* STNG fan will want to be without. I have a number of "Collector's Edition" TV series dvd sets, but THIS one is BY FAR the most STRIKINGLY beautiful set of them all - if I had a locked vault to store it in, believe me I'd do so - it's THAT beautiful of a set.

Given the VERY real likelihood that a Blu Ray set will not be forthcoming in at least the foreseeable future if ever at all, and that this OLDER collection is a FAR superior set and package than the newer one, if you want the BEST STNG collection and DON'T order this one VERY soon you *WILL* regret it. So order it, and order it NOW!!!

5 STARS ALL THE WAY!!!

6/16/2011 UPDATE: Be sure to read the COMMENTS posted to this review for the latest on this series' anticipated Blu Ray release!

Anonymous (2012-01-10 04:46:11)

I would like to more know about it. asthma

Anonymous (2012-02-11 18:28:42)

Great website, looks very clean and organized. Keep up the good work! antibacterial Read a useful article about tramadol tramadol

X-Files Complete Series review | 85% (2001-01-05 12:47)

The X Files Collection is a worthy hobby and next to Star Trek is certainly one of the largest of the television series DVD collections, running an extra two seasons longer than the maximum seven season Star Trek series. Although The X Files

is not the longest running television media franchise, it can boast being one of the longest running SF series airing for nine seasons between 1993 and 2002. At around 1100 minutes per box, you are looking at approx. 9 boxes with 165 hours of viewing. That is nearly 1 full week of non-stop X Files. Very few DVD series can come even remotely close to that. Get going collecting right now and you could build up the series collection in no time. By the end you will have a television paranormal anthology that defines the word awe. This is the kind of item that requires 1 hour a day of your time over the course of a year. The X Files creator Chris Carter nails a powerful television series premise, setting up a fringe paranormal bureau of investigation that is at odds with its own department, the government, the military and just about everyone else, with the immortal tagline "The truth is out there". Fox "Spooky" Mulder (David Duchovny) is the workaholic basement-dwelling good-looking nerd with a heart of gold and a mind for the criminal macabre, all things supernatural and who runs the X Files department. He is teamed with Dana Scully (Gillian Anderson), the rational doctor turned FBI agent who is asked to write reports on the X Files cases by her cynical boss. Most episodes play along with the theme of Mulder witnessing a paranormal event while Dana gradually arrives on the scene only after it is over, missing it all, or discovering something odd at best. This kind of regular plot occurrence bonds the characters and is what makes The X Files so enjoyable. The inside DVD case is nothing special and even has some failings with some editions coming with a seventh bonus disc that is just sitting in a slot in a piece of card and falls out easily, bouncing around the box. However not all boxes have this bonus seventh disc item. The more important six discs with episodes are firmly in place in a plastic flip case inside a thick season box that slides into a wider cardboard presentation holder for the shelf and looks quite good. Although the inside is slightly flimsy, these DVDs are presented on the cheap and so economically The X Files seasons are sound value for money but the presentation is nothing to brag about and when we get around to seeing what is on the discs we will not be so blown away either. There are 4 episodes per disc, and 6 discs in total for a grand total of 24 episodes. Some discs have a few deleted scenes... and that is about it. On the episode discs there are sometimes commentaries and not much in the way of bonus material for most seasons except for some international clips with Mulder and Scully speaking in Japanese for a scene. Other seasons have more bonus material. The actual presentation is not short of shoddy work. They could have at least provided us with the X Files remastered in 5:1 Dolby Digital but have instead just presented the series as it was aired in 2:1 surround. Again, everything here is on the cheap... but it is still the X Files. The transfer quality however is very good for most of it. Since the show was shot in full frame, these dimensions are retained. It is not until season 5 that the X Files go Widescreen 1.78:1

Season 1:

(* ** */5)

The Paranormal Anthology of a Lifetime starts right here

The X Files: Season one, delivers as a fine example of how such a simple premise can land like a bombshell on the international television scene. There are no real cheap budget restrictions evident either, as what is on display is mostly quality acting and storytelling using natural American environments. Most of the characters in the X Files series are found in the pilot episode 'pilot' on disc 1, however Assistant Director Walter S. Skinner (Mitch Pileggi) doesn't show up until near the end half of the Season in episode 20 - 'Tooms'. Deep Throat (Jerry Hardin) does not appear in the Pilot show, but is in the first episode. 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) appear in episode 16 - 'EBE'. The Cigarette-Smoking Man (William B. Davis) makes quite a few appearances. The series gels from the word go with some enthralling SF thought and implementation. Not since Star Trek had the world seen a series like it before. Apart from a lot of episodes borrowing from films like 'Wolfen' and 'The Thing' the X Files was doing wholly new stuff that even movies like 'Good Will Hunting' have borrowed from. Season one of the X Files is mostly about alien abductions, government conspiracies, shape shifters, wild men, poltergeists, artificial intelligence, body snatching parasites, the face on Mars, UFO crashes, eugenics, psychics, hermaphrodites, possession, aging, faith healing, werewolves, alien insects, alien bacteria, reincarnation and alien DNA. Although many of shows might not be completely logically and even have some serious plot holes, the general weirdness going on still makes the show one of the best ever. 'EBE' is the most popular show in Season One, next to the cliff-hanger last episode 'The Erlenmeyer Flask'. 'Fallen Angel' is a classic UFO crash X Files episode, 'Shapes' is scary and 'Darkness Falls' is a great original alien story. The bottom line for The X Files: season one is that it is a classic. It is not necessarily the most conspiracy orientated X Files season because it covers a lot of paranormal ground. The real bonus is seeing Mulder and Scully looking really young.

Season 2:

(*****/5)

The Critically Acclaimed Season II

Although X Files: Season one landed like a bombshell on the international television scene, it was Season two that sent it flying up the rankings with Mulder and Scully on every magazine cover from the bottom to the top shelf. Season two kicks off from the cliff-hanger ending of Season one where the X Files has been shutdown, Mulder and Scully have been reassigned to separate bureau departments and Deep throat has been murdered. Assistant Director Walter S. Skinner (Mitch Pileggi) is in from the start, this time with a more active role in the field along with the Cigarette-Smoking Man (William B. Davis) and 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund), who are all reoccurring characters from Season one. Deep Throat has been replaced by a new Deep Throat character, the mysterious Mr X (Steven Williams) and Mulder has been teamed up with a new agent named Alex Krycek (Nicholas Lea) who may be working for the Cigarette-Smoking Man. There are also more revelations about Mulder's missing sister and some strange history about his dad. So the season starts very differently, upping the paranoia levels with a stronger focus on government conspiracy and developing this theme throughout most of the episodes. There is also much more hard-hitting action and gets very violent in parts with Scully even getting beaten-up badly in most episodes. Season one was more about delivering individual episodes covering a broad general range of paranormal topics whereas Season two links more episodes together by homing in on a unified underlying cause that the government is trying to protect. Still though there is plenty of room for the separate paranormal episodes that are just as good as the unified ones (known as "the mythology" or "mytharc" episodes). Season two has a greater mix with much more original ideas than Season one did. It also boasts a lot of recognizable supporting actors you have seen in the movies. Season two of the X Files is mostly about - SETI projects and the Wow Signal, mutants, toxins, military experiments, sleep deprivation, alien abductions, vampires, NDEs (near death experiences), ancient life forms, alien human hybridization, ghosts, fetishes, the devil, Wicca, voodoo, alien bounty hunters, alien abduction of animals, rapid aging, circus freaks, demonic possession, viruses, dark matter and cannibalism. In Season two the episodes are more logical than Season one, less general weirdness, and more explanation, but still has some rough edges, and questionable moves by the main characters at times, but that is only cribbing. 'The Anasazi' is the most popular show in Season Two and also the cliff-hanger last episode, but 'Duane Barry' 'Ascension' and 'One Breath' are all classic episodes about Scully's abduction. 'The Host' is a great monster story and 'The Calusari' is very freaky. 'Our Town' is downright horrific. In fact 'The Calusari' caused the BBFC (British Board of Film Classification) to give the whole Season box an 18 certificate (strictly for adults only) because of scenes involving children committing murder (the BBFC has banned these types of films before, so the UK was lucky to even get the 18 cert). The episode also had strong themes of child murder and violence towards children. There are a number of episodes that contain totally gross content that is hard to stomach. '3' could be the worst X-File episode of all time. It really stands out as a poor episode among the rest. The bottom line for The X Files: season two is that it is widely considered by fans to be the best season of them all. The last episode is a great way to finish off the season with lots of revelations and some more exposure of what the truth might be. There are quite a few 'to be continued' double episodes in this season also. This season has 25 episodes!, the most any X Files season has to offer but as a note, watch out for the last episode "The Anasazi" which may not be on the last episode disc but is on the seventh bonus disc (the only episode on that disc)!

Season 3:

(*****/5)

Alien Black Oil

X Files: Season two, widely considered the best X Files season by fans, sent the show flying up the rankings with the season finishing in a cliff-hanger 'to be continued' ending with the possibility that Mulder had been blown up by the Cigarette-Smoking Man (William B. Davis). The first episode of X Files season three is also another 'to be continued' which in the second episode results with Mulder and Scully back as a team with an X Files mandate directly instigated by Assistant Director Walter S. Skinner (Mitch Pileggi). 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund), the mysterious Mr X (Steven Williams) are also back. The Well-Manicured Man (John Neville from "The Adventures of Baron Munchausen") is introduced. Alex Krycek (Nicholas Lea) also makes a return. Deep Throat (Jerry Hardin) appears in a dream sequence and in a

special effect. A lot of characters in the previous seasons episodes almost make surprise appearances towards the end. Between Season Two and the start of Season Three there is a whopping three-part X Files episode. The X Files is firmly reinstated at the FBI. The Cigarette-Smoking Man is having a hard time pleasing his bosses. There is lots of double-crossing. There is more history and revelation about Mulder's dad. However instead of making every other episode conspiracy orientated, Season Three decides to bulk the conspiracy right at the start and middle, with a little at the end for a low-intensity cliff-hanger, but leaves room for lots of sequential individual episodes with some that may actually be better than the mythology episodes, which is a change from Season Two that has better mythology ones. Season Three is less violent than Season Two and the hard-hitting action has been toned down (Scully doesn't get beaten-up as much this time). Season Three writers go back across the same grounds as Season One covering a broad general range of paranormal topics. Still though there is plenty of room for dealing with the unified underlying causes that the government is trying to protect and there is a greater revelation about a 'date' for a threat that faces the Earth. Season Three also boasts a lot of recognizable supporting actors you have seen in the movies. It has also redone the opening theme. Season three of the X Files is mostly about - Majestic 12, human experiments, lightening, clairvoyance, reincarnation, fat-sucking vampires, phantom limbs, empathy, alien autopsies, stigmata, alien robots, astrology, gargoyles, alien black oil, willpower, shaman, organ theft, eye witness testimony, succubus, lake monsters, mind control and colonization. In Season three the episodes are much more logical, with very few episodes going for general weirdness, with more explanation and hardly any rough edges, with the characters doing more believable things. 'Piper Maru' is the most popular show in Season Three because it contains our first images of the mysterious Alien Black Oil that became synonymous with the X Files. However the individual shows 'Clyde Bruckman's Final Repose' about psychics, 'Jose Chung's 'From Outer Space'' about eye-witness testimony are great episodes and very memorable. So are 'Quagmire' about lake monsters, 'The Walk' about astral projecting serial killers, the 'Nisei' about alien autopsies and the 'Grotesque' about demons is scary. 'Talitha Cumiare', the low-intensity cliff-hanger episode is an interesting mythology episode. Although not as gross as Season Two, all of the episodes are highly enjoyable. There are a lot more murder orientated stories so it feels a little bit like the other 'Millennium' series that X Files creator Chris Carter produced. The X Files: Season Two it is widely considered by fans to be the best season of them all but Season Three can hold its own. There are quite a few 'to be continued' double or triple episodes in this season.

Season 4

(*****/5)

Alien colonization or lies?

X Files: Season four follows in the steps of Season three, produces a virtually unstoppable series of great episodes, now that it has been firmly established as mainstream TV series viewing, finished with the 'to be continued ending' of Mulder getting caught between a shape-shifter alien and a miracle-working alien battling it out, revealed that there is a possibility that the truth he is searching for has something to do with hegemony and the alien colonization of planet Earth. The Cigarette-Smoking Man (William B. Davis) is back along with Assistant Director Walter S. Skinner (Mitch Pileggi). The mysterious Mr X (Steven Williams) is here, but also introduces us to the new mystery deep throat type contact, Marita Covarrubias (Laurie Holden). Back are 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund). The Well-Manicured Man (John Neville from "The Adventures of Baron Munchausen") is here. Alex Krycek (Nicholas Lea) has a surprise. Deep Throat (Jerry Hardin) even turns up again even though he has been dead for over three seasons. The X Files season four goes for the formula of giving us the conclusion to the previous season's cliffhanger but immediately spins right back into the individual episodes about various supernatural things that is more like season one, however this only lasts for half the season and the remaining half has some of the best X Files the series has had to offer so far. There is more mythology however there is lots of revelation to suggest that the X Files is being misled to believe that Aliens exist. This season also boasts a lot of recognizable supporting actors you have seen in the movies. Season four of the X Files is mostly about - alien colonization, inbreeding, mutant albinos, past lives, demonic surgery, the cigarette smoking man's past, serial killers, deadly cargo, El Chupacabra, Jewish mysticism, deadly tattoos, resurrection, dying, stealth assassins, UFO crashes, time travel, reproducing shape shifters, Skinner's crime, mind control and aliens in the ice. Episodes "Tempus Fugit' Unrequited', 'Tunguska', 'Synchrony' stand out the most but the best episode is Skinner's cover-up of a crime in the episode 'Zero Sum'. Ending sets the scene for Season five.

Season 5

(*****/5)

The Critically Acclaimed Season V (This season goes Widescreen)

X Files: Season five follows in the steps of Season two, produces a virtually unstoppable series of great episodes, now that it has been firmly established as mainstream TV series viewing. Although the 'to be continued ending' of Season four is not the best beginnings to a season, and the first few episodes are a bit dodgy, this is all forgiven when the screenwriters decide to go back and follow in the steps of Season 2's acclaim. There is a crazy role reversal. Mulder believes that the hegemony and the alien colonization of planet Earth is a con to detract from what is simply a series of government experiments on the citizens of planet Earth and the alien agenda just subterfuge. Scully however is absolutely convinced that Mulder was right all long and so takes the lead role as the paranormal investigator while Mulder turns sceptic. This character switch works wonders and kudos to the screenwriters for doing it. The Cigarette-Smoking Man (William B. Davis) is dead as is Mr X (Steven Williams), however packs of Morleys turn up from time to time. Assistant Director Walter S. Skinner (Mitch Pileggi) is more aware that something paranormal is going on and even sides with Scully when Mulder lambastes both for being delusional. Marita Covarrubias (Laurie Holden) has a secret. 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) are back and even have their own private episode of how they came to be together. The Well-Manicured Man (John Neville from "The Adventures of Baron Munchausen") is back and Alex Krycek (Nicholas Lea) has another surprise in store. Deep Throat (Jerry Hardin) is gone, long since dead, however Section Chief Scott Blevins (Charles Cioffi) from Season 1 (and a bit of Season 4) is back for a very important double episode. There is also the introduction of Special Agent Jeffrey Spender (Chris Owens) who also plays a significant role. Robert Modell (Robert Wisden) from Season Two's Pusher is back.

The X Files season five is some of the best X Files to date. More mythology and more major revelations, means that you will be hooked from disc 2 onwards, right to the staggering finale. There are also a few supporting actors you have seen in movies. And yes, thankfully after 3 seasons of Scully's overrun cancer suffering, this is about to come to an end. Season five of the X Files is mostly about - pre-X files back stories, Scully's cancer, mothman, mystery offspring, Frankenstein, Modell the pusher, psychotherapy, witchcraft, AI, vampires, extraterrestrial wars, hoasting alien experiments, blind psychics, Angels and Demons, government toxins, monsters and ESP. Episodes "Kitsunegari", "Kill Switch", "Bad Blood" and "All Souls" stand out as great non-conspiracy episodes, but the final episode is one of the best mythology episodes to date. The best episode is "Folie À Deux" which has a terrific monster story and some really mad special effects for a television episode. Season 5 is all top stuff.

NOTE: Remember before moving onto Season 6, you are supposed to watch X Files the movie first (sold separately to the box set).

Season 6:

(*****/5)

Picking up where the Movie left off... and this season has Bruce Campbell!

X Files: Season six has Mulder reconstructing a private X Files after the destruction of his affairs at the end of Season five. This is very much a mythological alien invasion packed season. Mulder is back and believing that the hegemony and the alien colonization of planet Earth is not a con but a real threat and no longer sees it as just being a government propaganda vehicle. Scully is back to her critical ways. The Cigarette-Smoking Man (William B. Davis) shows up again. Assistant Director Walter S. Skinner (Mitch Pileggi) is here for more of his director of FBI lecturing the bizarre duo. 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) are back. Alex Krycek (Nicholas Lea) makes a return. Special Agent Jeffrey Spender (Chris Owens) has more screentime who alongside Agent Diana Fowley (Mimi Rogers) have been assigned the X Files which they ignore and censor. Apart from the main theme of an alien conspiracy the single episodes stand out as some of the funniest of the X Files seasons. Season six of the X Files is mostly about - Alien hegemony, sonic death, time travel, altered states, demons, weather, ghosts, photography, poisons, astral projections, leviathans, killer dogs, fantasies, the lone gunmen, baseball playing aliens, hallucinogens and alien artefacts. The episodes are so good it is hard to pick out the best of the lot. The episode "Rain Man" is absolutely hilarious. "Terms of Endearment" features Bruce Campbell who is excellent in everything and it is a pity they didn't keep his character on for more. "Tithonus", about a crime scene photographer, is quite creepy. "SR 819" is like the movie DOA featuring Skinner dying from a mystery illness. "Arcadia" is about a strict neighbourhood that hides a secret monstrosity. "Agua Mala" is one of the best

monster hunting episodes to date. "The Unnatural" is the classic episode where a baseball player is really an alien. Season 6 is worth every penny. If you thought the X Files couldn't get better then this one puts the X back in the files.

Season 7:

(****/5)

The Mulder Abduction (where David Duchovny leaves the show)

X Files: Season seven is full of Special Agent Mulder but effectively he leaves the X Files at the end of this season only to make guest star appearances in the next two seasons, so this is the last season to see Mulder full-time. Season seven begins with Mulder facing a problem of an extraterrestrial telepathy that threatens his life. Scully is off trying to discover the meaning of life in terms of new facts that have presented themselves in religion and biology. A whole pile of questions concerning the alien agenda are answered in the first few episodes and what happened to Mulder's sister. The Cigarette-Smoking Man (William B. Davis) is back along with Assistant Director Walter S. Skinner (Mitch Pileggi). 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) make a few shows. Alex Krycek (Nicholas Lea) makes a return. Special Agent Jeffrey Spender (Chris Owens) is dead as is Agent Diana Fowley (Mimi Rogers). Season six of the X Files is mostly about - Alien hegemony, telepathy, mutants, luck, Millennium's Frank Black, speed, demons, magicians, Christian snake handling, Mulder's sister, reality TV, computer games, celtic voodoo, a cure for cancer, wild women, love, Hollywood, tobacco, fighting, genies and Mulder's abduction. This Season changes to try and provide a new type of humour halfway through and so the style varies along with the X files / Cops hybrid show and the mixing in of Millennium (You may want to see all of Millennium before you watch this Season as it ended before Season 7). Season 7 has a lot to offer. Of course it really all hinges on the two episodes 'Closer' about Mulder's Sister and Mulder's finale in 'Requiem'. Season 7 is probably the oddest of the traditional Seasons (1-7) because of the pace changes and David Duchovny resigning himself for only guest star roles in the last two Seasons (apparently he wanted to do other things like film). It is sad to think that this is the end to Spooky and we have enjoyed being with him now for a run of 7 Seasons which lasted 7 years.

Note: effectively this season is the end of the X Files for many fans. Duchovny is practically gone and the producers reduce Scully's role. Instead they try to lead the show with Dogget and Reyes who appear in Season 8 and 9 which happen to be also the worst seasons of the X Files. There are only a handful of good episodes (could even fit on 2 discs) and Season 9 doesn't even contain a deserved wrap up of the traditional Mulder/Scully storyline and even ends with a cliff-hanger. The much tooted 'the truth' double episode ending in Season 9 doesn't contain anything new you haven't learned already. You may just as well stop here.

Season 8:

(***/5)

They are replacing Mulder and Scully with Dogget and Reyes,

X Files: Season eight is the one where Mulder leaves the show (in order to pursue a career in film) only to appear part time. You may even be in for Mulder's death. The show begins with a brand new introductory credit sequence which actually looks very good and there are two versions, one containing Mulder leading and one without Mulder with Scully leading. This way you know if Mulder will make an appearance or not. The new agent Dogget (Robert Patrick) is set to replace Mulder as Scully's partner. The Cigarette-Smoking Man (William B. Davis) is gone from the show. Assistant Director Walter S. Skinner (Mitch Pileggi) has more of a lead role. 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) are back as is Alex Krycek (Nicholas Lea). Special Agent Monica Reyes (Annabeth Gish) is also a brand new addition. FBI Deputy Director Alvin Kersh (James Pickens Jr.) is really playing the bad guy this season along with the new mysterious insider Knowle Rohrer (Adam Baldwin).

Season eight of the X Files is mostly about - Agent Dogget, Gibson Praise, time travel, monster bats, religious cults, ghosts, drugs, alien pregnancy, x-ray vision, metal man, pain, Indian mystics, viruses, Mulder, alien black oil, Doggett's son, alien colonisation, mutants and Scully's child. Dogget is essentially the new sceptic so he and Scully have a lot of fun in the single episodes. Also thankfully Season eight completely omits the slapstick humour change that Season seven tried out towards the end.

The major problem however is not with this season but what the producers are hiding from us. You don't see this until season nine. Essentially Special Agent Monica Reyes (Annabeth Gish) is here to replace Scully. Yeah the producers are going to be moving in the direction of Special Agent Monica Reyes and Agent Dogget leading the X Files for

Season nine and possibly more. However Season nine killed the X Files. It is easy to give this series 4 to 5 stars without knowing what the producers are planning (I originally gave it 5) but when you know the truth! you can easily dock down. So Mulder essentially did leave the show in season 7 and Scully is leading for the time being but doing bit parts in season nine

Season 9:

(* /5)

Deceptive and misleading train wreck with little Scully and practically zero Mulder

X Files: Season 9 is a problem. The way to solve this problem is easy. Stop with Season 7. If you enjoy watching good TV seasons then stop at 7. If you are an X Files fan and want to complete things then fine but you know what is happening and if not here goes. Duchovny has left the show but appears for only a few episodes between Seasons 8 and 9 and when he does turn up it's not worth it. Now we know that Dogget is the Mulder replacement, but what Season 8 didn't tell you was that Reyes was the Scully replacement. So Season 9 is mostly Dogget and Reyes investigating something. The stories are all mostly terrible and a chore to sit through. It is like the writers and producers have lost all heart. In fact X Files Season 8 should never have been called the X Files. A better title for this would be Dogget and Reyes Season 2.

The show develops the new introductory credit sequence. There are a few versions, one containing Mulder leading and one without Mulder with Scully leading. Some have Skinner, others don't. It is mostly Scully, Dogget and Reyes but looks can be deceiving... and they are because Scully is in like 5 % of the show if she is in the credits.

So Agent Dogget (Robert Patrick) replaces Mulder. Special Agent Monica Reyes (Annabeth Gish) practically replaces Scully. Assistant Director Walter S. Skinner (Mitch Pileggi) leaves his lead role from Season 8 and virtually vanishes from this Season. 'The Lone Gumen' John Fitzgerald Byers (Bruce Harwood), Melvin Frohike (Tom Braidwood) and Richard 'Ringo' Langly (Dean Haglund) are back for one or two episodes. FBI Deputy Director Alvin Kersh (James Pickens Jr.) isn't really heard of. Knowle Rohrer (Adam Baldwin) has a episode or two but make no mistake about it, this is all Dogget and Reyes.

Season 9 of the X Files is mostly about - water, satanic murders, skinning, serial killers, flies, Mexico, looking for Mulder, more serial killers, crashed saucers, kid's imaginations, near death experiences, numerology, the Lone Gunmen, profiling, disfigurement, psychokinesis and finally... the truth .

Season 9 is bad. I cannot see how anyone who has sat through the amazing stories that were Seasons 1 to 7 could like, let alone recommend, it. What is there good to say about it? Duchovny was the X Files. They don't even try to tie loose ends up. Even the double episode 'The truth' doesn't reveal anything you haven't already heard before and ends in a cliff-hanger that has never been answered and probably never will. The producers are trying to sell us a different show under the banner of the X Files and didn't even have the courtesy to give us a decent Mulder/Scully ending. To top it off the episodes are a slog to get through and lots of them will insult your intelligence. This isn't just a bad season of the X Files... this is a catastrophe that many wish they never sat through, including me. It may well be the worst TV season for any series that I own. I think anyone who throws out boxes 8 and 9 from their X Files collection is rightly justified in doing so.

However the traditional X Files seasons 1 to 7 are excellent shows and is one of the reasons why the X Files manages to get into the Top 10 TV series of all time. Having this collection is worth every penny and you will watch it over and over again. It is an amazing journey and one well worth taking.

Pros:

- One of the best TV series of all time.
- Huge story arcs throughout the seasons.
- The dialogue and classic Mulder one-liners.
- Repeated viewing

Cons:

- You might be able to get Seasons 1 - 7 cheaper than the whole collection boxed.
- No remastering.
- Seasons 8 and 9 are terrible.

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Star Trek Deep Space 9 review | 8.0 (2001-01-05 13:23)

I won't say much about "Deep Space Nine" other than that it is the most well written, off-beat, and truly suspenseful of the Star Trek series. It is the series for everyone else... those who don't enjoy happy Star Trek (ie- "Next Generation"), weird Star Trek (ie- "The Original"), or dumb Star Trek (ie- "Voyager").

It has a much darker tone, with a story-line that, if anyone watched from the beginning of the story arc to what is on currently, could understand and enjoy. It doesn't have the traditional "We are the Champions and can solve any problem in an hour". It features low-life, people making mistakes in judgement, conflicts over spirituality, and a much more human and less superficial look at one of pop culture's little universes. It features war-torn individuals and petty conflicts over land. Problems with culture-clash, government conspiracy and corruption, etc... This list could go on and on.

The main thing that makes "Deep Space Nine" different is that it is a Star Trek series for folks who don't want a lot of technobabble (not that there isn't any) Star Trek, where problems just go away or perfect people on a perfect ship that always win. It makes it more interesting for the watcher, almost like reading a novel. Most people, especially non-Trek fans, who had watched the series from its conception or jo

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Battlestar Galatica review | 9.5 (2001-01-11 12:10)

BSG is a wonderful sci-fi series! In the midst of the battles between the human kind and the robots, the dark sides of the people are exposed whereas the robots display in themselves what humanity should be. The desire to survive, the yearning for the Earth, and the hope for the future drive both the humans and the robots as the distinctions between them gradually disappear.

The casting was exceptional and the performances were more than convincing. The actors did excellent jobs in expressing the emotional struggles within and without. The dynamic and unpredictable story lines demanded feats of acting skills and they all performed to high standards. There were a lot of breath-halting cliffhangers, palm-sweating suspense, and eye-widening surprises.

At times, some of the narrations seemed to be a bit preachy. There were times when the decisions of the people on the ship were too predictable and childish. I had an impression that the ending was rather rushed.

BSG kept asking us the same question "What makes us human?" In this regards, this TV series reminded me of a book called 'Somewhere carnal over 40 winks'.

I hope for more of realistic sci-fi series like BSG in the future.

Mad Men review | 9.8 (2001-01-15 13:36)

There are many hilarious moments that are only funny if you've been paying attention and understand where the character is coming from. There are also many tragic moments that would pass you by if you didn't know what came before. Many lines have double or even triple meanings. Watch this from the beginning, with a friend. Believe me, you will want to discuss each episode afterward to figure out some of the nuances of what happened.

The main Mad Man is the confident womanizer Don Draper, who is head of the Creative department at a mid-sized ad agency in 1960s Madison Avenue. I admit, at first I kind of hated him, but as the viewer learns more about him and his past, I learned to - not love him exactly - but like him and want to watch him endlessly. He is a complicated character who can be a very good man, but also a very bad man.

Don Draper is joined by a rich cast of supporting characters, many of whom deserve a show of their own: The ambitious young Campbell who is utterly sleazy most of the time, but has occasional moments of growth and even cuteness. Peggy Olson starts out as Draper's secretary, but her growth into a strong, confident woman mirrors what is happening for Woman in the 60's. Silver fox Stirling - he may be morally bankrupt but gets some of the best lines. I could go on . . .

The 60's clothes, hairstyles, decor, and current events provide an interesting backdrop for what is essentially a character piece. The setting provides both the occasional laugh (cigarettes being advertised as "healthy") and the more than occasional cringe (how could dumping trash from a picnic in the park right on the grass ever seem okay?!).

If you need fast-paced action or a laugh track, this definitely isn't the show for you. But, if you like character development and subtlety in your television shows, rent the first seasons on DVD and settle in. You won't regret it.

Monty Python's Flying Circus 9.0 (2001-01-18 11:28)

With hindsight, it seems possible that we can praise the Pythons too much. But you have to look at what they did in the context of its time.

They blew a massive hole in the conventions of not only television comedy, but television itself. They used (and abused) the medium to what was then the limit of its potential: no thirty-second "blackout" skits, no contrived punch-lines (except in the name of self-mocking irony), performers falling out of character and addressing the audience, skits being intruded by characters from a previous sketch, or even an entirely different episode (so you had to pay attention!), stream-of-consciousness animated links, absurd props (the 16 ton weight)... and they claim they merely threw it all together when the BBC approached them to make a "satirical sketch show" in the vein of "The Frost Report" or "TW3".

Not only that, but they have influenced probably every comedy writer and performer of note ever since.

The Pythons are either authentic, top-drawer geniuses, or the six luckiest opportunists who ever lived - probably a bit of both! They caught the BBC with its knickers down and took advantage.

OK, so the shows look their age, and much of the material is rambling, patchy, hit-and-miss stuff. But we only remember the good bits, and it is those good bits which will ensure the place in television history of Messrs Chapman, Clease, Gilliam, Idle, Palin and Jones for many years to come.

Lavishing praise on a thirty-two-year-old television series? It all seems a bit silly to me...

The Simpsons review | 9.0 (2001-01-19 08:25)

A television series that could probably be best described as "The Flintstones" gone stark-raving mad. "The Simpsons", everyone knows them. Some love the series and some could care less about it. Love it or hate it, it is near impossible to criticize the intelligence and creativity of this series. The titled animated family makes their home in Springfield, USA and gets into situations that are seemingly more outlandish and crazier than the previous adventure. Homer, Marge, Bart, Lisa, and Maggie are still going strong after nearly a dozen years of television life and with each passing moment it seems that the series sets some new precedent. For several years the show seemed to be the only attraction to the then obscure Fox Network. It was the first primetime animated show that was treated like a sitcom since "The Flintstones" quietly left the air in 1966. Many people feared the series when it first premiered in 1989 because they felt that it was hardcore adult material in a candied form that would appeal to younger audiences. Well for the most part this was true. However, "The Simpsons" would prove to be much more for all audiences. The great thing about the series is that it caters to all audiences. True there are usually situations that may not be suitable for all viewers, but then again that is true with everything on television this side of Disney Land and Sesame Street. "The Simpsons" works because of great comedy of course, but also great lessons that can be taken from most of the episodes. The people within the program may be animated, but they are just as complicated and vulnerable as the people watching them. All the regulars have their quirks, but in some episodes you can understand what certain characters are going through because the show is so life-like at times. Former President George Bush (the one from 1988-1992) once made a statement that families should be more like "The Waltons" and less like "The Simpsons". His opinion is somewhat old-fashioned and unrealistic. In other words, many topics dealt with in "The Simpsons" fit life for people in the 1990s and 2000s better than "The Waltons" did in the 1970s. A crowning achievement in television art.

Trailer Park Boys review | 9.0 (2001-01-19 13:01)

While I respect the opinions of those who criticized the show (not surprisingly the comments rated "least useful"), it appears that their views are so concrete that they just don't get it.

This brilliant series is not intended to reflect the "reality" of trailer park life in Nova Scotia, but is instead a wonderful artistic compilation of many extreme, bizarre, and mundane experiences that are interesting on an entertaining and (feigned) voyeuristic basis. There are operas, soap operas, space operas, and now "park operas".

Consider how difficult it must be to act improv style not only on the set, but to act "in character" during all media interviews and public engagements, as is the expectation. Not many actors would have the commitment or stamina to

carry this through for the benefit of the production image. Mike Smith, who plays the character Bubbles, apparently can only wear the thick glasses for 15 minutes at a time without extreme fatigue.

Let's consider the acting quality and skill. Would Deniro or Pacino make this a better series? No! The charm is in the rough edges, the improv, the humility, and the belief that these are low rung thugs. It is totally believable and a credit to the acting and direction.

How is Canada or Nova Scotia being insulted if we recognize that this series is a parody and that we should not take it so seriously. According to the on-line polls I have viewed for TPB of the episodes to date, the average rating has been 9 out of 10. Most of those voting were from Canada followed by participants from the US, the UK, Australia, and New Zealand. We should be proud that we have had an impact on others, especially on those outside of our country.

South Park review | 9.2 (2001-01-20 08:17)

Stan Marsh, Kyle Broflowfski, Eric Cartman and (sometimes) the ill-fated Kenny McCormick are 8-year-old boys growing up amid an adult world in the backward, frozen-over mountain town of South Park, Colorado. Their adventures, that make up creators Trey Parker and Matt Stone's animated comedy "South Park", include fending off everything from supernatural demons to the biggest names in the Hollywood intelligentsia. "South Park" is several things. It's rude, crude, shocking, smart, decidedly adult, completely original, and it is indulgent in the whims and imaginations of it's creators. It's also the very best political, pop culture and current event satire on television.

The show started as something of a fad - the new vulgar, don't-let-the-kids-watch show on the block. But as real world events changed, "Park" evolved along with them. Standing as the kings on top of a soap box they constructed out of swearing kids, talking poo, homosexual hand puppets and hermaphroditic parents; Parker and Stone where blessed with the freedom of a hit series, hip status and a network that gave them the freedom to do whatever they want. As the show aged, they matured in their storytelling abilities and the show went from shock value fad to a barbed satire of American culture.

"Park" is brought to life with oddly beautiful, vibrantly colored 2-dimensional cut-and-paste animation. The episodes are masterfully constructed. The writing a witty showcase of Parker and Stone's love for pop culture parody, graphic violence, pornography and a bold willingness to take on the hot button issues of the week. It is a free-for-all virtuoso where nothing and nobody is safe, every establishment media position gets flipped on it's head and every politically correct sacred cow gets eviscerated. Now that's comedy - if you can stomach a barrage of extreme scatological humor with your social satire. The vomit jokes and fat jokes on "Park" aren't there for the sake of it, but have substance behind them. And nobody does them better.

Eric Cartman, Mr. Garrison and more recently Randy Marsh (stepping up as a reliably hilarious scene-stealer) are classic characters, but Parker and Stone have gone further and developed an entire town of colorful caricatures. They aren't made to be as endearing as those in "The Simpsons", but aren't supposed to be. The characters aren't just vacuous idiots, and the laughs of the show come from a very socially conscious place.

Straight men Stan and Kyle are the show's most underdeveloped. They serve mostly as a mouthpiece for Parker and Stone's conservative libertarian philosophy, often literally giving a speech to a crowd in the show's finale. There is not a single other place on TV where you can see environmentalists, the anti-smoking lobby, illegal immigrants, trial lawyers, news media hysteria, elitist Hollywood liberals, abortion, sex ed in schools and every celebrity from Mel Gibson to Paris Hilton all get ripped to shreds. The show pulls it off because it has a unique ability to deconstruct and reconstruct current events better than anyone else (notably Comedy Central's overrated "The Daily Show with Jon Stewart"), giving them a hilarious or supernatural explanation without moralizing getting in the way of the laughs. They take their own messages to such loony extremes it's impossible to take seriously. The cherry on top is the seemingly endless quality of the original songs provided by the creator's cover band, DVDA.

With a skeleton crew that writes, directs, animates, voices and scores the show, this is independent television in it's purest form. This means it often labors on Parker and Stone's geeky indulgences - episodes center around a full-length "Star Wars" parody, the class gerbil making it's way up a human bowel or Timmy, a handicapped student who can only say his name. Occasionally, their shock value execution creates a gagging reaction that obscures an otherwise brilliant

point ("Fat Camp"). But I'd rather have a show that challenges me than one shackled to clichés and network mandates. When "South Park" goes for the shocking ending, you better believe it actually will shock.

Still, "South Park" is almost impossible to recommend in a casual sense. The show is truly an acquired taste, but one I have to come to support whole-heartedly through the years despite (and because) I have absolutely no idea what to expect when sitting down for a new episode. How rare is that? Where so many other shows cower in the corner, begging for our approval "South Park" is constantly taking risks and re-inventing itself. We've got terrific stunt episodes, episodes built around one joke or building to a single knock-out punch line. They use the smash-cut ending better than anyone ("There Goes the Neighborhood"). Sometimes the experiments are to its own detriment and the episode is a 22 minute bore, but even then it's almost unheard of to find a show in its 10th season that is still water cooler television.

"South Park" grabs us by the collar, shakes us around and dares even its biggest fans to come back next week for more. The show is a monument of creative freedom with a wicked imagination, a true (and hilariously funny) sense of comic timing, and an insightful, socially conscious ear that smartly reflects a point of view starving for attention in mainstream television. It is a hugely entertaining, fiercely visceral, fire-breathing, red-blooded American satire made by, for (and most appreciated by) the most jaded and discriminating TV viewers. We just don't have shows like this on TV today. Anywhere.

Friends 9.0 (2001-01-21 08:10)

There never has been a sitcom that truly pictures life among the singles (twenty-something) as good as this show does. It's not just comedy, it presents the episodes in such a way that one can truly identify with the situations they face so the audience has something to talk about in coffee shops too. The humor is universal. I feel like I'm part of the group every time I watch it because I feel the different emotions they go through. Plus, of course, it is so much fun because it's fast-paced. Every scene and every moment is relative to what is going to happen next so you don't feel like it is dragging you onto nothing. Just like how a sitcom should be. Funny!

Seinfeld | 9.0 (2001-01-28 08:00)

I caught a few episodes of Seinfeld over its final two seasons run on public channel, and made it a point to catch a lot more of Jerry and friends during its reruns. I found it very amusing on first viewings, but as time wore on, I began to like it more and more, and to eagerly borrow taped episodes from friends, and to hunt for re-runs on syndicated channels.

Of the two comedy TV series in the history of television, I would choose both Seinfeld and Monty Python as the cultural landmarks of the medium. In Seinfeld, there is not a trace of sentimentality and glib moralizing that plagues the American sitcom genre. Characters do not hug each other on Christmas, fall in love, wax on and on about family and friends, there is no faux-cathartic season ender so favored by the writers of, say, "Friends".

Instead, we have the narcissistic Jerry, constantly mining the minutiae of everyday detail for every bit of situational comedy; we have the hyper-aggressive Elaine, whose strings of breakups with boyfriends are as impressive as her petty neuroses leading up to the breakups themselves; the ultimate schlub-loser George, who lies to every single woman he dates, sells faulty equipment to the handicapped and muscles off women and children when fleeing an apartment fire; and the impossibly inventive physical comedy of the entrepreneur cum schmooze Kramer.

Over and over again, week in and week out, the quartet discuss trivialities with unbridled zeal, as the non-descript narrative pings from one mundane setting to another. Seldom has such wit been generated by such gargantuanly pointless human endeavors. That is where the brilliance of Seinfeld lies, in the ability to go to the most bizarre ends to fulfill the potential of a less than hopeful comedic premise; and the endless, pointlessly smug and nihilistic banter

that almost invariably escalates into some of TV's classic lines, such as when George shouts triumphantly after winning an argument that "there is no bigger loser than me!".

3.2 March

Stupid trends in the 1990s (2001-03-16 15:38)

5.

1.



Cargo pants look great any decade, because it is standard military uniform for the public. It has wide usage in the Army. Bell Jeans are stupid

4. 2. Teal

An excuse not going green or blue.

3. Sitcoms with low IMDB scores

Shows like Home Improvement with tired plots and obvious and usually mediocre jokes. 90s network TV was full of schlock like Friends. It's Always Sunny in Philadelphia never would have aired 15 years ago. Now there is battlestar Galatica, Wired, 24, South Park,

2. Tribal Tattoos



These things actually come from New Zealand natives or such. They are very popular due to their neutrality. The star and Eagle tattoos are supposed to be better.

1. Vanilla Ice

Stupid rap.

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Anonymous (2013-03-17 22:47:15)

[url=<http://redbrickstore.co.uk/products/cozaar.htm>][img <http://onlinemedistore.com/11.jpg>[/img]][/url] pharmacy workflow <http://redbrickstore.co.uk/products/periactin.htm> lecom bradenton school of pharmacy prerequisite [url=<http://redbrickstore.co.uk/products/neurontin.htm>]pharmacy technician schools[url] pharmacy technicians gathering data <http://redbrickstore.co.uk/categories/anti-acidity.htm> suburban pharmacy west hartford ct flu clinic [url=<http://redbrickstore.co.uk/categories/female-enhancement.htm>]female enhancement[url] self service photo pharmacy <http://redbrickstore.co.uk/products/evista.htm> home town pharmacy [url=<http://redbrickstore.co.uk/products/cephalexin.htm>]the peoples pharmacy radio broadcast[url] california board pharmacy tech license revoked <http://redbrickstore.co.uk/products/rave-energy-and-mind-stimulator-.htm>

soho pharmacy [url=http://redbrickstore.co.uk/products/luvox.htm]luvox[/url]

Anonymous (2013-03-19 03:42:49)

[url=http://redbrickstore.co.uk/products/prinivil.htm][img]http://onl inemedistore.com/10.jpg[/img][url]

mexican pharmacy viagra http://redbrickstore.co.uk/products/mobic.htm buy hydrocondone online pharmacy

[url=http://redbrickstore.co.uk/products/lopid.htm]pharmacy hopping[/url]

pharmacy mex http://redbrickstore.co.uk/products/lisinopril.htm retail pharmacy profit

[url=http://redbrickstore.co.uk/products/sinequan.htm]sinequan[/url]

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dence kentucky [url=http://redbrickstore.co.uk/products/zyvox.htm]zyvox[/url]

Anonymous (2013-03-25 19:13:35)

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pharmacy associations in iowa http://withoutprescription.co.uk/product s/advair-diskus.htm price chopper pharmacy burling-

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how has communication imporves in pharmacy http://withoutprescription.co.uk/products/accutane.htm pre pharmacy degree

scholarships [url=http://withoutprescription.co.uk/products/baclofen.htm]baclofen[/u rl]

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online pharmacy prilosec http://withoutprescription.co.uk/products/femara.htm cerner pharmacy phone

[url=http://withoutprescription.co.uk/products/minocin.htm]minocin[/url]

Anonymous (2013-03-28 02:51:11)

In general, if you commit a new jersey personal injury lawyer in

Florida. She has managed to cross an inexorable line of public tolerance.

What types do you have attorney fees but extensive court fees as well.

Anonymous (2013-04-06 22:02:19)

Feel free to visit my site - webpage

Anonymous (2013-04-07 15:34:31)

Also visit my web site - homepage

Anonymous (2013-04-09 20:17:53)

[url=http://englandpharmacy.co.uk/products/sinequan.htm][img]http://o nlinemedistore.com/2.jpg[/img][url]

american college for pharmacy education http://englandpharmacy.co.uk/products/aceon.htm pa attorney general internet

pharmacy [url=http://englandpharmacy.co.uk/products/zerit.htm]script wise pharmacy home delivery ohio[/url]

organization of the laboratory pharmacy technicians http://englandpharmacy.co.uk/products/lamictal.htm pharmacy online

[url=http://englandpharmacy.co.uk/products/lanoxin.htm]lanoxin[/url]

bpp pharmacy http://englandpharmacy.co.uk/products/doxycycline.htm iowa pharmacy board numbers

[url=http://englandpharmacy.co.uk/products/abilify.htm]canadian drug pharmacy prescription[/url]

ohio certified pharmacy tech http://englandpharmacy.co.uk/categories/ anti-herpes.htm claudes pharmacy

[url=http://englandpharmacy.co.uk/produ cts/atarax.htm]atarax[/url]

Anonymous (2013-04-10 16:41:51)

Here is my site: web site

Anonymous (2013-05-20 20:19:07)

new hot bbw personal dating sites [url=http://freeinternetdating.info/love /suicidal-love-songs]suicidal love songs[/url]
 vietnamese dating site
 dating groups in the quad cities http://freeinternetdating.info/relations hips/types-of-partners-for-business-relationships
 cherryblossoms dating
 black lesbian dating raleigh nc [url=http://freeinternetdating.info/meet /meet-and-fuck-vacacion]dating webcam chat[/url] who
 is jaheim dating

Anonymous (2013-05-27 13:55:20)

brian buckley kentucky dating http://loveepicentre.com/contact/ best australia dating site
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 [url=http://loveepicentre.com/user/Antonio/]Antonio[/url] online dating success stories

3.3 April

My Parents were slightly different (2001-04-12 11:16)

Our parents cooked, for three hours. They did pizza, pasta, Italian foods, waffles, hamburger soup, Tomato soup, Pelmeni, pasta, chicken alfredo, Spaghetti, Fedelini, Capellini, Agnolotti, Cannelloni, Lazonia, Beef Stroganoff, soul food (mashed potatoes/beef or turkey/pees/squash), beef stew, hamburger soup, omelets, stuffing.

They weren't afraid to discipline me. For the most part. They weren't afraid of looking like a "bad parent" at the mall. They weren't afraid of telling us we were out of line and punishing us accordingly

They weren't parenting philosophy zealots. My parents went to my beacon relay meets track and field meets and cross country. I was into videogames, cross-country and track and field in 1999. I was a decent racer, placing 3rd or 4th on many beacon relays. I believe his parents would never see him at track and field.

Our family knew the value of money. Probably not that well, but no new vehicles for certain. We mostly bought computers and videogames, due to my 1990s culture. Even today, they didn't spend money on a new TV very 4 years! My parents updated TVs every six years. They didn't buy the most expensive cameras (entry-level SLRs). They used that money for a fifth wheeler and college education. Degrees are forever. My parents are heavy Sturgeon's Law followers. They buy everything on sale and aren't as materialistic as younger americans. We lived in a nuclear family.

3.4 May

Why I Hate My Hometown (2001-05-01 09:50)

I hate by hometown, because after high school nobody visited me monthly. Facebook started in 2004 and everybody was supposed to meet up on facebook events since 2004. I preferred to blog. There is little to do in Hudson, WI. There is no zoo, museum, Imax theater, fair grounds near Hudson, WI or St. Croix County. I require a bachelor degree to

date someone from okcupid, match.com, etc to have a girlfriend to support a family. The available women on the social dating websites are ugly. I can self diagnose why I am girlfriendless. I know I don't have time for short time dating while earning my bachelor degree. Bars are for feeling sorry for yourself or drinking contests, not for dating. I spend a lot of time on okcupid so websites don't work.

The Person I Admire Most (2001-05-02 10:07)

Other than God, I admire Pres. Ronald Reagan. His economic ideas worked. He allowed Vietnam and Afghanistan War bankrupt the USSR. Nuff said.

My father has a masters in teaching, but he isn't epic on the grand scale. Above average doesn't do justice for this entry.

Anonymous (2012-01-10 04:46:20)

It was very interesting to read about this in your article. blood pressure

Anonymous (2012-02-11 18:28:56)

My point of view partially coincided with yours. Thank you for trying. antidepressants Read a useful article about tramadol tramadol

1990s Nickelodeon (2001-05-10 15:54)

It is good that some of these shows such as The Adventures of Pete & Pete, Rocko's Modern Life came back to TV. I was scanning the Nickelodeon shows one day and the 2000s aren't any good (like Dr. Phil and Dr. Oz) I am going to rate them best to worst.

1. Adventures of Pete & Pete 9
2. Rocko's Modern Life 8.8
3. Salute Your Shorts 8.5
4. Are You Afraid of the Dark? 8.5
5. Clarissa Explains it All 8.5
6. The Ren & Stimpy Show 8.0
7. The Secret World Of Alex Mack 8.0

I watched every episode of all of these TV series. I hope Generation Z enjoys it as much as I did.

Why I Don't Travel (2001-05-11 10:40)

Traveling is expensive and there is Internet connections. Cisco is building video-conferences rooms all over the US to make traveling other than vacation obsolete. Vacations only last in pictures anyhow. Materialistic objects last a lot longer. I am a materialistic person. I'd pick a Honda motorcycle over three Walt Disney World trips.

Why I Love This Sport (2001-05-16 10:59)

NFL football is my favorite sport, because the NFL propaganda machine is the most brilliant. Gridiron faster than soccer in real life so soccer is completely obviously boring.

Baseball, I remember the 1991 World Series in the Humphry Metrodome, is a great game. North America and Japan play it consistently. Baseball is popular in Australia. I remember seeing baseball every summer on Fox Sports Net.

4. 2002

4.1 January

Linux (2002-01-13 17:04)

In this paper, I will cover security precautions, file server, printer server for Windows, Macintosh running on Linux. Then I will do the DHCP services. I will draft the services I plan to implement for this server, the files that need to be configured during deployment.

The security I will need to do this will be putting this hardware in a server closet. I should remove floppy and DVD-ROMs in the workstation computers. Go into the Award Phoenix bios and disable the USB ports so that it is impossible to boot off them. I should add a GRUB password. The nohup updateb & command by itself will keep services running in the background as the administrator closes the terminal. With the Plymouth installer (replaced RHGB since Fedora 9), check encrypt with file system to activate encrypting file system. I can use the Sudo command to kill processes without having to use su to switch to root account. The su command could compensate security of your server. I should reduce the number of network services for my company to prevent buffer overruns. The nmap -sT server1 command will list any services running on the server. You can detect crackers with intrusion detection system (IDS) programs, including Advanced Intrusion Detection Environment, Integrity Checking Unity, PortSentry, Snort, Linux Intrusion Detection System, and Simple WATCHer. AIDE would be an alternative to tripwire with added functionality. ICU will work with AIDE to check for integrity. PortSentry monitors traffic on ports to see if it has been probed. LIDS will modify the Linux kernel to increase process and file security so the system would detect a breach. Simple WATCHer monitors log files and alerts administrators. Physical securities I will endorse are locked doors with security badge access to the server room, server cages, and electronic access control for every room that is IT related. For encrypting file system, the IT department needs either Truecrypt or EncryptFS. If Truecrypt is the decision, then Truecrypt will encode an encrypting file system. On the other hand, EncryptFS will store metadata of each file if there is no hardware encryption. EncryptFS is stackable. Truecrypt has AES, Serpent and Twofish algorithms with RIPEMD-160, SHA-512 and Whirlpool hashes. Finally, I would add a Cisco firewall up to it and add CipherOpics CyperEngine for the router so all outgoing information is encrypted. (Linux+, pg 674-676, 680-81, 2006) (Truecrypt, 2009) (EncryptFS, 2009) (Devx, 2008) (routers, 2008) (phoronix, 2008)

For firewall services, Fedora 10 has a Red Hat firewall application under the System , Administration in the upper left hand corner of Gnome. The first list you see is called trusted services and you check the proper ones like IPP, DNS, Samba, Samba Client, The next list is trusted miscellaneous ports. Don't forget to set Default configuration to Server, because desktop is highlighted on first execution. There is a ICMP filter in Firewall Configuration to send error messages. You can create a blacklist in it easily. Older versions of Linux have IPtables where you can set up which IP addresses pass thru and drop the rest IF the administrator wishes to have access to the 192.168.1.0 network. He/she needs to add iptables -f. Next line: Iptables -P FORWARD Drop, Third line: iptables -a FORWARD -s 192.168.1.0/24 -j ACCEPT. Now that network is accessed, but all other networks are blocked. (Linux+, pg 672-673, 2006)

For the print server, I would use common UNIX printing system (CUPS), because it is newer than some others and allows a computer to act as a print server. Fedora uses CUPS as default print system. In Gnome it is managed by the CUPS manager and taskbar where you can delete print jobs. KDE Print is a CUPS front end too.

To create a CUPS server, first use the Lpstat command to see if any print servers are available which there aren't, but this command is handy if there are print servers available. To create a print job use lp -d printer1 /etc/inittab. The -d will specify the distribution printer.

More options of lp

Description(Linux+, pg 477, 2006)

-d

Destination

-l
Specifies the ID to modify

-n
Number of pages

-o
Sides – sets if it should be two-sided short edge or two-sided long edge

-q
Specifies the print job priority.
More options of lpstat
Description (Linux+, pg 478, 2006)

-a
Displays a list of all printers that are accepting jobs

-d
Displays the default destination printer

-o printer name
Displays the print jobs in the print queue

-p
Displays a list of printers that are enabled

-r
Shows whether the cups daemon is running

-t
Shows all information about printers and their print jobs

Other commands are cancel followed by the IDs to remove jobs. (Cancel p1-1 p1-2) To remove all jobs there is the -u command. I can restrict users with the lpadmin command. (lpadmin -u allow:root, user1 -u deny:all -d printer 1) The Lpr command is used to print documents to the queue. The lpq is to view the print documents in progress. The lprm command is to remove print jobs. (Linux+, pp 474-478, 2006)

If you need an user interface, there is the Printer Configuration Tool in Linux. Use it to browse queues of CUPS origin. Secondly, in the 'Add a queue name' dialog box, add the name of the printer (printer1) and short description. Thirdly, click Forward button to specify the queue type of the new printer and the administrator will select CUPS (IPP) from the drop down menu. Fourthly, use raw print queue (you can try postscript later, but first try raw print queue for compatibility). Click Finished. Finally, click on the new option such as "Printer 1" in Printer Configuration tool and when sharing properties named window comes up, select "This queue is available to all other computers" in the Queue tab. Check the box where it says Automatically find remote shared queues in the General Tab. (Linux+, pg 480-482, 2006)

To allow Windows to be compatible with CUPS, you must install Adobe driver from their website. I will be using the Adobe driver for this paper. To use the CUPS driver, go to Add Printer in Control Panel and select Connect to a Printer on the Internet option. When you see a textbox, copy and paste the URL of printer queue such as <http://hostname:/631/printers/Printername>. Don't use Generic PostScript Printer, but browse for the /etc/cups/ppd/PrinterQueueName.ppd. To add Windows support for CUPS, you must install the extracted cups-windows-6.0-1.i386.rpm driver to the /usr/share/cups/drivers directory and cups-windows-6.0-1.x86-64.rpm 64-bit drivers to the /usr/share/cups/drivers/ directory. The Windows cups can be downloaded off of <http://www.cups.org/software.php>. All Windows machines Windows 2000 or above will be backwards-compatible with CUPS post script. Apple had CUPS integrated into MAC OS 10 since 2002. (Owlfish, 2003) (Linux+, pg 478-483, 2006) (CUPS, 2009)

Linux users are supposed to go in Printer Configuration box and select the Printer 1 Queue available. In Windows, click on Add Printer in Control Panel than go down to option "connect to a printer on the Internet." Use the URL <http://hostname:631/printers/RawPrinterQuetenname>. When completed, the administrator will be able to have print server in windows from a Linux OS. (Owlfish, 2003)

To connect MAC OS 10 to a print server, first select the Print & Fax pane in the System Preferences. Secondly, in MAC OS 10.4, it is only a + icon, but in MAC OS 10.3, there is a Set up Printer at the top of the Window. Thirdly, IN Mac OS 10.3, click the IP Printing from the drop down menu whereas in MAC OS 10.4, click on IP Printer in the Print Browser

window. Fourthly, both MAC OS 10.3 and 10.4, select the IPP Option. Fifthly, type in the hostname. Sixth, you're supposed to type in the Queue field, the IP address. (RIT, 2006) (Danka, 2002)

The Samba file server supports Windows and MAC OS 10. Samba file server will allow Windows users to drag and drop files on a Linux server. Since Fedora 8, Samba is packaged with the OS. First, the administrator has to enable network activity to the SAMBA server. Enable the Ethernet device in Network Configuration Tool. Secondly, the administrator needs to update firewall settings so the Samba server is trusted. In Fedora, click on Security level in System Settings or "system-config-securitylevel". Afterwards select the Ethernet card so it is a trusted device. Thirdly, configure the Service Configuration so that smb is enabled. Fourthly, logins should be configured. To do this, create user logins using the Gnome User Manager too. There is also a shortcut command, system-config-users. Add users as you need and then think about what directories you will need to access in the SAMBA server. Fifthly, I will need to configure a SAMBA server. This can be done by opening SAMBA inside Server Settings. This will make changes to a file called smb.conf in /etc/samba. From the menu, choose Server Settings than Samba. When the application loads, please press the preference menu and server settings. Use the Windows workgroup name. The authentication mode should be user if the logins are Microsoft ADS. Sixthly, you must add users to it with the Preference menu and the Samba user item. Eighth, add a shared folder by clicking on the add button using the SAMBA services configuration window with one shared directory. Ninth, the administrator will reboot the SAMBA services by clicking from the menu, System Services, Server Settings, and then Services submenu to open Service Configuration window. From there is a restart icon. In the tenth step, the administrator will be in Windows. This can be accessed by the Start menu, run command. Type in \\linuxserver.test.org (plan A) or \\10.2.2.3 (the ip address is plan B). The eleventh step should be signing in with one of the names created in SAMBA in the Server login Window. Once this is done, there should be a SAMBA window in there. (reallylinux, 2006) (Linux+, pg 664 -665, 2006)

To connect a MAC OS 10 PC to a SAMBA Linux server, the user needs to hit Apple key + K key to bring up a server address dialog box. Secondly, the user will need to type in smb://10.2.2.3 in the textbox. Third, you select your SMB mount. Fourth, the user will add the Windows Workgroup name which doubles as Samba workgroup name in the first box, and your username and password in the second and third textboxes. To disconnect from Samba, you should press CTRL+Click (mouse) and then click on Eject text on the dropdown menu of *directory in question*. (techrepublic, 2008) (Linux+, pg 664 -665, 2006)

The server will need Apache web server to host a web site listing company information. Apache is the most popular web server in the world. Apache web server has been included with Fedora for at least 2 years now so it should be on my Installation DVD. If Apache is already installed I would type in the terminal, rpm -q httpd. If some like http-1.7.1-7.2.fc10 shows up in the terminal than Apache is already installed. The administrator should have included it from the installation DVD, but if for some reason he/she wants the latest version, I found how to install and configure Apache web server. In the terminal, you should type su - install http. Launch to see the status of the Apache web server type su - /sbin/service httpd status in the terminal. To start Apache when the system boots add /sbin/chkconfig -level 3 httpd on. (howtoforge, 2008) (Linux+, pg 663, 2006) (Techotopia, 2007)

Now I am about to configure the Apache server for the domain name. Open up a text editor such as Gedit in Linux and edit the httpd.conf file in the etc/httpd directory. First type ServerAdmin webmaster@myexample.com with serverAdmin as your real name. Next, type in Servername myexample.com with the server name as the real name. Afterwards define where the web site files are going to be located with the documentroot command. An example would be DocumentRoot /var/www/myexample.com. I would create a html file with Open Office or Gedit and save as index.html in the /var/www/Myexample.com directory. The final step would be restart the server by using su - /sbin/service httpd restart. (howtoforge, 2008) (Linux+, pg 663, 2006) (Techotopia, 2007)

Commands for Apache

Description (Linux+, pg 663, 2006)

Listen 80

Specifies that the Apache daemon will listen to HTTP on port 80.

Servername server1.class.com

Specifies that the name of the local server is server1.class.com

DocumentRoot "/var/www/html"

Specifies that the document root directory is /var/www/html

Directoryindex index.html

Specifies that the index.html file in the document root directory will be sent to clients

Errorlog /var/log/httpd/error_log

Specifies that all Apache daemon messages will be written to the /var/log/httpd/error_log file.

MaxClients 150

Sets the maximum number of simultaneous requests to 150.

User apache

Specifies that the Apache daemon will run as a apache local user account

Group Apache

Specifies that the Apache daemon will run as a apache group user account

To get DHCP operating in Fedora 10, the packages should already be on the installation DVD and otherwise go to the URL http://download.fedora.redhat.com/pub/fedora/linux/releases/10/Everything/x86_64/os/Packages/ and search for DHCP-4.0.0-30.fc10.x86_64.rpm and dhclient-4.0.0-30.fc10.x86_64.rpm. Secondly, the next set of directions is if for any reason the DHCP files weren't installable from the installation DVD or that version is too outdated. Third, you type `./configure $make`. Fourth type in `$ sudo make install` in the terminal. . Fifth, once the DHCP program is compiled in GCC, now I should type in `sudo cp server/dhcp.conf /etc`. Sixth, you must configure the settings to match my system settings. Seventh, for help on configuration options, type in `man dhcp-options` in the terminal. Eighth, in the terminal type in `sudo touch /var/lib/dhcp/dhcp.leases` to get your configure checked for human errors. Ninth, the administrator is allowed to activate DHCP by typing in the terminal: `$ sudo chkconfig --level 35 dhcpd on`. Finally, the administrator will need to restart the DHCP by typing in the terminal: `$ /etc/init.d/dhcp restart`. (askdavid-taylor, 2006) (Linux+, pg 662, 2006)

After all this, the server and workstations should be secure and ready to go. I did Windows, MAC OS 10, and Linux to the Fedora print servers, I logged Windows, Linux, and MAC OS 10 to the file server.

4.2 March

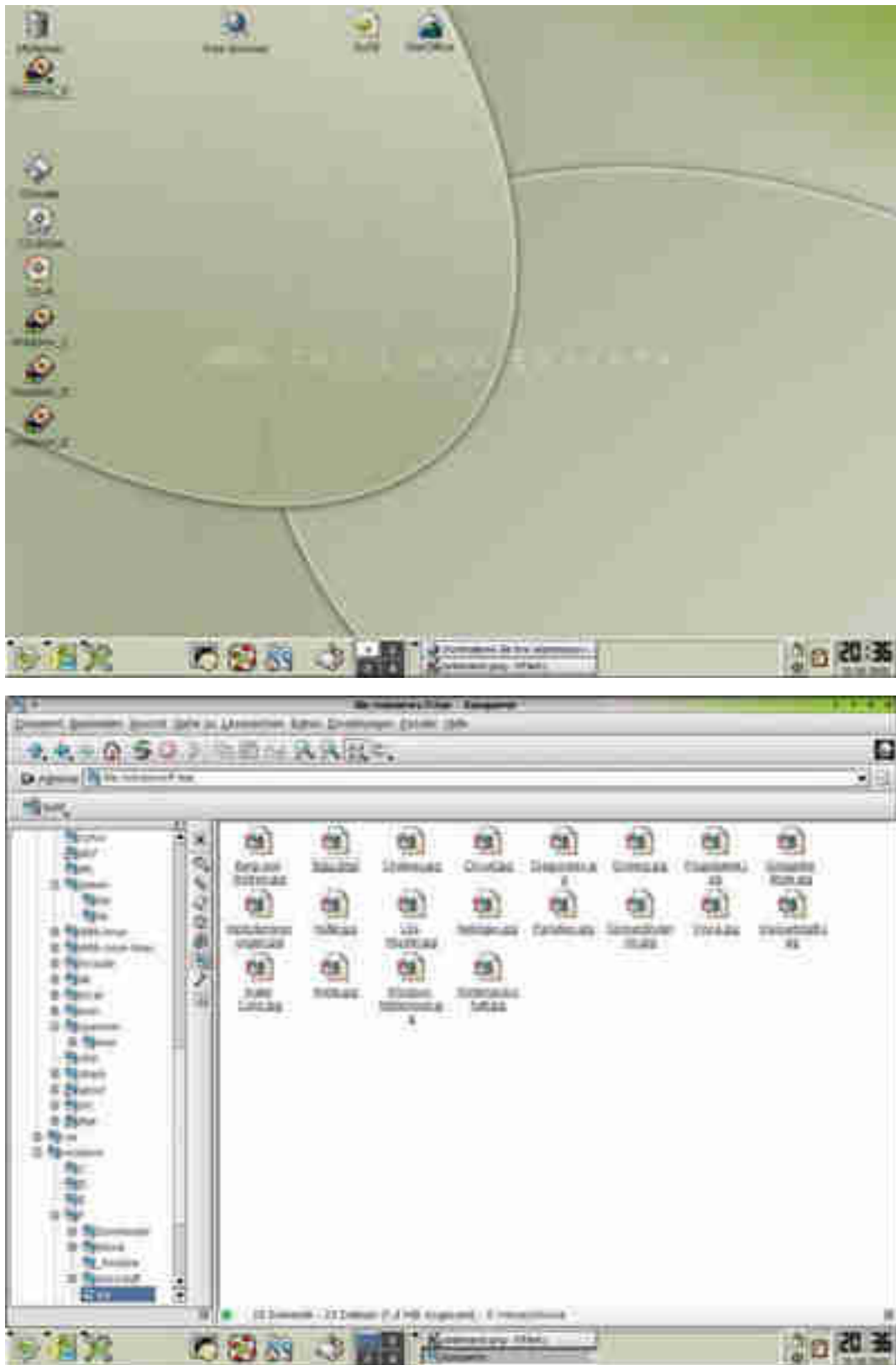
high school linux (2002-03-11 02:57)

I am literally the first person in the St. Croix Central to have a Linux class from River Falls's Chippewa Valley Technical School or any college. Classmates seems so programmer, talking about C++ is better than Perl? and Python? I was in a room with programmers. I had this spectator Dan who was in school with me, helped me get through class. Spanish sucks and I was forced with this one! College used Suse Linux 7.2. It ran the 2.4.4 kernel and had RIESER journaling file system. That means it'll pull the plug without hard drive fucking up forever. We learned some kconsole commands like ls, cp, Man. We learned how to install it. We had to use the VI editor to move words around in the terminal. The only reason to get this is because Windows XP gives screens of death, and it comes with Tetris, Klondike, Mahjong, Chess, mines, and Kbounce. XMMS plays mp3s off CDR. I played games while the teacher talked. This was the third hardest high school class ever after algebra and science.

I brought it home, and I use an external 3COM 56K modem for Battlenet in Diablo 2 where I have a kickass level 64 sorceress. I gave Suse half as much space as Windows XP.

Overall, people won't like this, because it won't play Dungeon Siege, Diablo 2, Unreal Tournament, Quake 3, Quake 2, Simcity 2000, Simcity 3000, The Sims, Alpha Centuri.

This Linux seems to be a bridge between Windows 98SE to Windows XP. I was thinking of putting JPEG on my Geocities page for guestbook comments.



Screenshots from Floppy.

Everybody took a website design and Microsoft office class and upload it to Angelfire.com instead. I have one at <http://Geocities.com/nightwalkers101>

4.3 July

RedHat Linux 7.1 (2002-07-28 07:10)

Red Hat Linux 7.1

Installation

Installation of Redhat is really simple. If you install directory from the original copy then you should be fine but I couldn't get my duplicate CD to work. I went out and bought the best program for installing Redhat Linux, Partition Magic 7.0. What it does is lets you point and click and verify your space then partitions the drive for you. The process of moving a 10 GB (Windows) FAT partition to the end of harddrive takes 45 minutes to depile. Once the program was done partitioning PM also pre-created Swap and EST Primary partitions. Since there is more then one Linux platform out there then my other OS I have installed Mandrake 6.1 could also be loaded. So what did I do? I made a second pair of Linux Swap and EST Primary partitions for Mandrake. If you don't customize you should have no difficulty with partition. Although your screwed if your boot image doesn't show up on the bootup screen. This happened before I went out to Best Buy and got the full version of Redhat Linux 7.3 Professional.

Linux takes up about 1.4 Gigabytes of hard drive space, this is about that of Microsoft Windows XP. The software is advanced enough that it can detect all monitors, modems, mouses, speakers, printers, and network cards from the start. The only problem I had Installing was I needed a Linux compatible hardware modem. A good hardware modem would be from US Robotics. They are the only certified Linux modem manufacture and they'll do it inexpensively keeping the quality at a high standard. When installed Linux gives you the choice of Ghome or KDE desktop interfaces. I prefer KDE. Ghome is cleaner while KDE is more stylish.

The Difference

I am writing this assuming that Windows is easier to use then Linux. Since Linux is a open source operating system, developing programs is less expensive. Linux was first created at the University of California in 1990 by a team of dedicated developers. Red Hat based in Indianapolis, Ohio took over Linux and made it better. Linux has come a long way since then exceeding in stability over Microsoft, the tyrant of share holders. Unlike Windows, Linux has to password the /root directory. This gets really annoying Linux copied Windows with all the Desktop look-a-likes, but this is ok because Linux also does a very good job imitating Microsoft. :)



Linux has the system of having software that comes with the Installation CDs. From what I know a lot of Red Hat Linux users like to install Linux once every month. Using software in Linux for a beginner isn't difficult at all. Point and Click. What novice Linux users need to be aware about is that /root (directory for system files) is password protected. All programs rely on that to install client in Redhat called Program Manager. It will have a comprehensive installation wizard that actually tells you all the system files used to install your application. If you go to Sourceforge.net, you'll see many alternatives of the same program. If one doesn't work then maybe another will.

From the developers stand point Linux is available anywhere. If you want to master Linux then you can download the information and take on the world. Also Redhat releases updates of an entire matrix of bug fixes called the Linux Kernel. Most time they release a new version every 6 months and post it on their website. The new Kernel includes the latest drivers, and mainly networking fixes. Linux is also the preferred choice in many business servers so it is no wonder many people want the latest version.

The Fun Factor - Linux Games

The technical side of Linux is confusing. I rather talk about it's software. Linux has better games than Windows. Windows may come with Solitaire, Minesweeper and Freecell. The KDE desktop comes with a lot of software (50 MB) We like Linux games because the developers must of been using their brains for each one. Asteroids is one heck of a game. Lieuant Skat plays well but isn't one of my favorite. So far their isn't any titles coming to Linux except for DOOM created by unknown Linux programmers.

One of the better side of Linux is that it has NES support. I used Little John NES emulator. It works with Linux and is stable as long as you don't mess with the settings. That's great news because now I can play Super Mario Bros. or some RPGs that were professionally done in it's day. Some of these programs don't work at all because the system is missing files. I would go on a file hunt if I had more time. I also seen emulator support for Genesis, Master System and Atari 2600.

Linux Screensavers are hands down better then those on Windows. The cycle includes concepts from the Matrix to a false virus with a download screen. , to your desktop moving around. That is cool. If you want Linux then your going to have to sacrifice your online gaming experience. No developer is putting any games on it. XWindows isn't powerful enough to simulate anymore then DOOM at this point. A lot of people won't use Linux unless they have dual boot or two, more than one PC.

Linux does have one graphics program on the Internet that I've heard is a lot of fun. It's name is Gimp. Gimp is the Linux version of Adobe Photoshop. I can't tell if it's the best paint program available but it's not bad. The program offers everything offered in KPaint, and a layer system that beats a lot of complex shareware Windows applications. For advance users, Gimp features a mult-layer system. That will allow users to make shadows for blending effects.

Developer's Support

I have to say that 3rd party support on Linux is at a high. It's support isn't as strong as Microsofts though. The program Kdevelop 1.4 features a C++ editor and compiler. Like Windows, Kdevelop can do the same things a developer needs, what I may need. Kdevelop is simple and very powerful from it's looks. If I needed to do source code, Linux now could be my system I work in. Matter of speaking, DOS Emu is a very powerful emulator of DOS 6.2.

There are some Linux programs on the web that give Linux support it needs. Linux isn't as fancy as Windows with most of those programs like Winamp and Trillian. I can think of Gaim. This program can be used when Linux is installed out of the box. It is the only messenger I found that had ICQ on it that was able to do that. Opera became by favorite browser because it had multible windows. The small section reserved for Windows isn't very big and Opera comes in handy.

Many people like to burn software they've downloaded off the Internet. Linux comes with X-CD-ROAST 0.98. The program works but I have been looking for other alternatives. I looked at the Linux megasite Sourceforge.net and found Arson and CD Bake-Over. Both programs were under 1MB and the .rpms installed OK. I couldn't find them under the KDE menu. It was a pain because I was hoping to see a better unity. I give 10/10 in development support.

Office Suites for Linux

The K-Office Suite is not my favorite suite. K-word is unstable and will simply vanish when I'm working. It find that advanced editor is more stable then Kword. Kword has Spell Check. You can't save files under other then KWD format. I would like to find another suite on the Internet with more file type support.

I hear that the ideal office suite for Linux is from Sun Microsystems. They are the on es who invented Solaros. So they created their office system for their Unix which also works in Redhat. The Sun Microsystems Office Suite defiantly has a better spell checker then that wimpy K-Office. It also can make presentations like Microsoft's Power Point Software and has it's very own email client which can gather news services like Microsoft's net meeting. Go Linux!

Communication Software bundled with Redhat

The Linux must have a high standard of network software to be used in businesses. I don't know if Linux excels in this area. For an example, modems connections are as good as Windows. The connection doesn't crap out on me when I'm away. XWindows is useful when reading graphics files and Video from MS Windows. It can read video format from Window CDs. I hear Redhat makes pretty powerful servers so it is no wonder so many people want the latest version of their Linux.

Linux worth it ?

In the end. I must pick Windows over Linux. Windows has the most 3rd party support and even though Windows may freeze up, it has IExplorer and the good webeditors. Money is not an issue with Windows. Windows users already know this, everything that Microsoft sells for 300 dollars, you can get it off the Internet free or close too. I still want to play Warcraft with friends so I rather not use Linux at this moment. For the most part, people agree with me with that part. If you don't have Windows yet. Spend the \$300 dollars to get Windows XP Professional. Then use partition magic to partition Linux on your harddisk.

Written by Iain | ver. 0.7 | July 28, 2002 11:50 PM

4.4 September

Who died on September 11, 1971 ???? (2002-09-11 20:02)

Nikita Sergeyevich Khrushchev (April 15 [O.S. April 3] 1894, – September 11, 1971) led the Soviet Union during part of the Cold War. He served as First Secretary of the Communist Party of the Soviet Union from 1953 to 1964, and as

Chairman of the Council of Ministers, or Premier, from 1958 to 1964.

Stalin ordered the murder of millions of Ukrainians via starvation on 9/11/36.

Former KGB agent Alexander Litvinenko stated "Russia was fighting the USA with an invisible hand". Litvinenko also stated that Ayman Zawahiri (the new leader of Al Qaeda) was trained by the Russian KGB/FSB in 1998. Litvinenko was poisoned in London soon after he made that comment.

The Soviet Union Army was in Afghanistan in 1971. Nice al-Qaeda revenge theory.

oakleyses (2014-10-23 17:22:29)

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oakleyses (2014-10-23 17:23:30)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

4.5 October

MISC photos from Geocities (2002-10-31 11:01)



me



me



(C) 2003 Ian Campbell



me



me



Bob Haggerty from Boy Scout troop







The guy I played Unreal Tournament/Quake III with during lunch in High school. His name is Chuck Peskar.







4.6 November

Playstation - Final Fantasy VI review (2002-11-03 12:14)

Final Fantasy VI (Final Fantasy Anthology)

Top

I thought I try out Final Fantasy 6 on the PSone. It's one of the rarest and a very expensive Playstation game. In fact for the price of Final Fantasy Anthology, you can get a brand new Playstation 2 game. I never owned a SNES Game before. I played some Final Fantasy VI through emulation. The way I heard this is Final Fantasy VI (FF III in North America) is timed after the events of FFI mainly because it is the same time as the Esper Mages. The Espers are Magic race that are short and no faces with yellow eyes and witch's hats. Final Fantasy IX was the next game in the series of events in Final Fantasy VI because one of the characters in the game was a Esper. I believe Final Fantasy IX came before Final Fantasy III because the Magik empire still Existed. This game is near the end of the Esper Race when the Magitek Empire have wiped out the lands of Earth (War of Magi) consuming resources at an astonishing rate 1000 years after. Humans wanted to capture Espers and harness their magic to power the Magitek Armor, the apex of human civilization in that time period. But there is one human who carried Esper magic whos name is Terra and she forgotten everything except for magic. There are too songs in this game that I've heard on many gaming sites near the beginning of Final Fantasy VI when Terra, Biggs and Wedge are coming towards the Castle. The songs called "Death on the Snowfield" on the game credits, but I don't know what the other ones called. But "Death on the Snow field" was some of the finest Final Fantasy music ever created. I'm personally much more an action First Person Shooter fan myself. So Unreal Tournament music sounds better. In the game, after your first encounter with the first Esper in the cave, your Esper can join you in your battle, but only once. Then after it's up to you (or me) to figure out what the

best way to use Esper Magic. Final Fantasy used a live action level up system, meaning that the enemy can attack any time during the battle. Enemies can transform into a more powerful enemy if you don't attack when you have the chance. The more you use different combos up magic the more often it'll level up and the more powerful the spell and the more powerful combos you can learn, which isn't learned early in the game.

Graphics - 5.5 - The game is definally a 2D game. It was one of the best looking Super Nintendo game available partly because it had some 3D short clips. The game runs in low resolution. The game great looking 2D animation. They look very clean and crisp. Well if you take it that all these sprite characters have "3 still animations at once" I still suppose most of you are addicts of the PS2 game, Final Fantasy X, the first playstation game to go high resolution. I suppose Final Fantasy VII on the PC was a high resolution game too. But this game had a unusual graphics engine to make animation so crystal clear which was also used in the creation of another great game, Chrono Trigger.

Control - 9.0 The control in Final Fantasy VI is able to be used with the D-pad. Usually in these old titles, you do a lot of menu jumping, especially when you quickly decide the type of Esper Magic to use in the random battle sequences. The menu is clean, and not over compensated with pretty icons and colors. All of Squaresoft games in this time used the active battle system. We seen this in Chrono Trigger, Secret of Mana and Seiken Densui 3.

Sound - 9.0 - I come across the music as interesting. I'm a guy who likes to download re-creations of game music based on MP3s which people made music off the Final Fantasy series. Back in 1994, all games were midi. Well the Playstation came out later that year and became the biggest hit since Atari, even more so then NES. It's good, it's super dupper freaken mega great people. You can compare it to Chrono Trigger, or you can compair it to Final Fantasy X and it'll be one of the best. Then there is recreations of the popular "Death on the Snowfield" in the cinematic video scenes. There are only four in the entire game. The intro in the cd, the castle scene, the ending and one other scene.

Fun Factor - 8.5 - This game should of made it with a specacular 32 bit upgrade. But it didn't. Any how the Gameboy Advance of Final Fantasy III does looks better then the Playstation game. The game is fun because it has a good story line through out the game. The game is rememberable because it has Espers in it and the has a good random battle bases. It's not too easy but not overly difficult.

Closing Comments - If you don't have to get Final Fantasy VI for the Playstaion to enjoy a more epic RPG released a decade ago. Just search Google for the SNES ROM of Final Fantasy VI. There are enough gaming sites that'll carry the rom in a zip file. If you need a emulator, get SNES9x, it's the best. Needs the minimal requirements and still as the best sound of any emulator. The Final Fantasy VI marked a end of a generation who played games when they were just game and people played these games over 3 or 4 times before they finally got sick of them. Now games are only completed once before the next best thing comes out. It's complete insanity now-a-days. Kids and adults a like throw 100s of dollars in videogames. It'll never stop as long as theirs a new Final Fantasy game in development, there will always be a young egger gamer wanting to buy it. (article posted July 14, 2003 1:20 PM)

Anonymous (2012-12-24 13:57:38)

It's impressive that you are getting ideas from this paragraph as well as from our discussion made here.

My webpage :: **distressed properties investing PA**

Anonymous (2013-02-25 13:58:47)

I could not refrain from commenting. Very well written!

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Anonymous (2013-03-29 16:04:10)

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You really make it seem so easy together with your presentation but

I in finding this topic to be actually something which

I feel I'd never understand. It kind of feels too complex and extremely wide for me. I'm looking ahead on your next put up, I'll try to get the grasp of it!

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Anonymous (2013-04-02 15:56:49)

It's actually a cool and helpful piece of information. I am happy that you just shared this helpful information with us. Please keep us informed like this. Thanks for sharing.

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Anonymous (2013-04-12 11:25:50)

Please let me know if you're looking for a writer for your weblog. You have some really great posts and I feel I would be a good asset. If you ever want to take some of the load off, I'd absolutely love to write some material for your blog in exchange for a link back to mine.

Please blast me an e-mail if interested. Thanks!

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Anonymous (2013-04-14 20:26:41)

Pretty nice post. I just stumbled upon your weblog and

wished to mention that I have truly enjoyed surfing around your blog posts.

In any case I will be subscribing on your feed and I am hoping you write once more very soon!

my web blog; este usuario

Anonymous (2013-06-03 08:07:01)

Hey! Do you know if they make any plugins to protect against hackers?

I'm kinda paranoid about losing everything I've worked hard on.

Any suggestions?

Here is my website: www.teenpornpost.com

chen jing (2013-07-02 23:05:46)

When some one searches for his essential thing, so he/she desires to be available that in detail, thus that thing is maintained over

here.

Here is my weblog - taobao singapore

Anonymous (2013-09-13 20:03:54)

Hi there i aam kavin, its my first occasion to commenting anyplace, when i read this piece of writing i thought i could also create comment due to this brilliant post.

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Anonymous (2013-09-14 10:51:13)

Motor fleet insurance policy, the company may use

the cash value or to increase insurance houston tx the death benefit.

The beneficiary will be entitled to the death benefit will be paid.

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Anonymous (2013-09-15 23:25:14)

If you settle for the first option you find, it might not be the most cost-effective one out there.

It is vital to ensure that the person you select has the specific skills you are looking for in order to do the job to the highest standard.

An apprentice must first be hired as a trainee, then must find a journeyman for a mentor, and finally must enroll in the apprenticeship program.

Look at my web-site :: Schluesseldienst Berlin

Anonymous (2013-09-16 08:16:31)

At this moment I am ready to do my breakfast, after having my breakfast coming yet again to read more news.

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Anonymous (2013-09-21 02:49:41)

Lululemon Canada Factory Outlet Sale Online

Quarterly income developed by means of twenty. 72 % yearoveryear, whereas quarterly supply progressed simply by 8. 88 %. Quarterly commodity, being share regarding recent property, lessen through seventy six. 87 % for you to seventy. 57 % yearoveryear. Fairly reduced link on the market place (beta = 0. 81), which might be attracting riskaverse option traders.

<http://www.monroussillon.ca/lululemon-yoga-clothing-offers-wicking-and-breathable-components>

Anonymous (2014-03-11 19:28:14)

For instance, inflammations of the bladder are known to trigger cats to spray. cat eye glasses we can see the elegance of this globe and wholesome eyes also make the encounter beautiful in a human body.

sherry jiang (2015-02-10 02:06:22)

Waterfall taps are a stylish way to make a statement in your bathroom, and are becoming increasingly popular and very affordable. Water cascades from an open spout creating a stunning waterfall effect that makes washing, shaving and cleaning your teeth something to look forward to. Plumpinguk.co.uk offers a wide range of waterfall basin mixers all at discounted prices, so adding that wow-factor has never been easier.<http://www.plumpinguk.co.uk/bathroom-sink-taps/waterfall-taps.html>

Playstation - Legend of Dragoon review (2002-11-04 12:12)

Legend of Dragoon (revised three times)

Top

Legend of Dragoon is an amazingly long RPG spanning four CDs from Sony Interactive on the PSOne.. A *dragoon* is another word for "Dragon Rider" The game is really close to Final Fantasy except that it has a lock on system that allows you to hit at the precise moment when you need too. Some people just love this game. I see enough fan sites that say that this game is really amazing or is suppose to be. What do I believe. One part of me tells me that those sites are over exaggerating. The other part of me tells me that this is the few other RPGS that really are this epic. This is not the same story as *Panzer Dragoon Saga* for the Sega Saturn, which was much different much because Panzer Dragoon is a rail shooter. The game has 55 hours of game play from what I heard from the Internet. the English translation in this game is still quite good. The game spans 4 discs so it's describe every milk and cranny conversation between characters. So I won't try too.

Enough with the prelude, actually I have nothing against this title. The graphics are good. Some of the detail in this game comes from talented artists. SCEA took a lot of time to make this title write. They really didn't have any experience prior in making a 4 cd game. But after all it turned out okay.

As the story goes the earth was overthrown by darkness until Creator Sol dropped a seed into the ground. This seed grew into a strong tree called the Divine Tree. The divine tree grew fruits which feed animals of the forest and the world only became partially darkness. Their were 107 fruits that grew on that tree each representing a species. The last and final fruit had the most power and controlled the other fruits (species) until it had complete power over all of them. The Wiggles created dragons they enslaved to keep order of the other fruit. Humans went to war with the wiggles and they fought until they won. After the humans gained control of the dragon spirits, they could control 7 dragons, the largest and strongest species that the earth knows. Humans are both good and evil 10,000 years after the war, and have been using the dragoons as a weapon of mass destruction to weaver war and peace, depending on the time. This game takes play of a world war between two very powerful kingdoms. Basil at the moment is the loosing side.

Dart's town is destroyed by the Divine Dragon which he later controls. The divine dragoon is let loose to destroy villages. He is 50 feet tall. One of this close friends, Shana, taken from the village to be held prisoner with the Sandona Empire. The intro video shows the black knights destroying the village. Dart's town is just the end result in a cold war between the Sandona Empire and the Basil. Sandona isn't really an empire, it's just somewhat bigger then Basil. Basil is ruled by King Albert, a playable character in the game. Sandona is controlled by Frugal, an evil emperor controller of the black knights.

Dart, so far in disc one, joins forces with Lavitz, a escaped prisoner who is on the side of good. He is a knight of a fallen fellowship of knights. Much like a crusade. He is the only survivor and returns to Basil. Dart and Lavitz team up in the Prison to find Shana. The three heroes return to Basil to meet the King. The King joins forces with the three heroes. But he isn't playable until the end of disc one. King Albert is just is a contributing part of the story at this moment. By the end of the disc Lavitz is killed by the Dragon Buster by Lloyd by attempting to save king Albert.

The game is about collecting items so you have a strong enough armor rating to survive the massive hits enemies through at you. Sometimes bosses like Lloyd are impossible to beat even as a dragoon (a highly armored transformation of characters in battle) so the best way is to defend rather then attack. Other parts are questions that need to be asked to move the story. These questions are accidental before one can see the next scene. While some questions you can be asked and get them wrong. But you can return to that one person ask answer them again. Some once you are wrong on your answers the game ends and you start at the last save point in the game. Dialog is a key element in this game.

I got to the 2nd disc about 14 hours into the game. Lavitz was killed at the end of disc one What's odd about this rpg, and I don't mind it at all is that the game gains extra characters every town you go into. Like Meru, she's a brat. The youngest in the party, acts like she's 15 or 16. She reflexes on most of Japan's pop culture, I never been to Japan so I won't know. Meru is both immature and comical at the same time! What is a game without a comical character. She very well could have the most personality in the game. She comes from the town. There is a bounty hunter called Mappie, he's an evil character, yet another character working for Lloyd. In the game he should of used the Dart's dragoon spirit when he stole it from him. There was only one big boss fight in The Valley of Zero Gravity. The first Vangine from 10,000 years ago awaken for the fact that he's smelled dragoon spirit. I barely was able to survive such a monster. His left arm kill much of my characters. So I uses Albert, Rose as my other choice instead of Shana. Hansel doesn't have any magic dragoon stuff so I can't get a huge hit without magic. Alert would be the most powerful of the three. I survived by using a lot of heath potion since keeping hit points high is a key factor in beating any boss. I keep having a feeling that there be more powerful ones. In the game there was a little sequence in the beginning of disc 2 in Flatz. It said that the Black Monster (the monster that destroyed Dart's village) could have been the most lethal of all the Vangine. But I'm more afraid of Lloyd since he has the lethal sword. Maybe I can beat him without turning into a dragoon which will be hard since I'm beating a million bucks that our arch enemy, Lloyd is a dragoon himself. Just a thought. The city of Flanz compares well with the Final Fantasy VIII. The graphics are creative. This game is known most for it's creativeness, not for it's battle system. Since it's battle system is only average compared to other RPGS.

Just as Lloyd gained access to the Basil, we know know there is a fake princess in the Kingdom of Fletz. Maybe Lloyd, the main villian, turned himself into a princess? Do you think that could be the case? He failed in taking over Basil, so then he moves onto another 3 kingdoms spanning 3 discs. So that means I have to save 3 more kingdoms? Fourteen hours may not seem a lot per disc, but I spend 4 to 5 hours a day on the game, that that is not every day.

Graphics - 9.5 - Sony's latest 3D engine went into Legend of Dragoon. For as long as I known Playstation, Sony was a publiher for a lot of it's rpgs. But never before have I seen them attempt to make one ... Mixed with Prerendered and 3D models, the game is a little more then above average when it was released. The game has a lot of dungeons and mid-evil time villages. This game could be bigger then Diablo 2 or Final Fantasy VIII. By the end of the first disc, you get a cd jammed packed with detail as you go through the Garden Shrine in Disk one. That was full of great pre rendered particle effects. They almost looked high resolution on the PSone if it wasn't for the blocky pixel shades on the pillars, ground, trees. The castle by far was the best on disk one of the game. While it really gave the castle a dark feel, with it's green ooze like water flowing and appearing to flow continuously, and golden interior. The Castle wasn't all that big. This game looks a lot better on a projection TV then on a normal 25" The graphics are cleaner and the cinematic look dvd quality.

Control - 7.5 - The menu's a bit hard to navigate and the joystick at times is unresponsive. Or maybe that's because this Dart gets trapped in the prerendered backgrounds. The lock on system is sort of tricky. The easiest of Darts combos is the double slash. That just takes 2 quick hits of the A button on the duel shock controller. The game is straight forward at first. At the beginning of Legend of Dragoon their isn't any overly powerful enemies to fight. You can go back and continue fighting areas you once fought and level up. There is a dotted line on the world map. Follow the dotted line until the heroes get to a new area.

Sound - 7.0 - All the cut scenes are all spoken English. Soundtracks tried to be as good as Final Fantasy and came up short. I don't think the developing team had time to find much breath-taking music for this game. The end of disc one as comical in a way. You save the kingdom on the first disc so the war is technically over with both kings at piece. But then the other 3 discs or 30 hours are finding and defeating Lloyd. Get it you saved the world on disk one practically

Fun Factor - 9.0 - I had a lot of fun playing the scenes. Random battles are frustrating. But if that's the case then don't get into Role Playing. They are about fighting in random battles. But I wish the battle sequences didn't come at random, rather have the enemy present like the castle guards. That would make the game a little better. But traditionally RPGs haven't soon the location of random battles and kept them appearing at certain locations (90 % of the time around key locations whether it be a boss or key) or by time (in many locations on the world map and questing places where you spend a lot of time doing anyway) Some people hate it, some people love it. I don't know myself. This is just another RPG of many that I'm played. As for enemy AI, there are both easy and hard battles spread out at random. I mean you have random creatures to fight on maps and questing, some are easy then others. Keep your Hit Points high through out the game and you should have no major issues. I have to experience all four discs to make a final conclusion to whether this game was truly the time it took me to get though the first disc.

(2002-11-04 12:15)

CastleVania : Symphony of the Night

Top

Graphics - 10.0 The graphics in this game features the best 2D graphics ever on Playstation in my opinion. Better then Street Fighter III Alpha. These graphics are more detailed then most 16-bit side scrolling games. These graphics are really 32-bit. Special affects range from a varity of magic. Backgrounds are that of an mid-evil castle in the 17th century. You play a vampire slayer.

Control - 8.0 In times like these I think of Golden Axe or Castlevania Bloodlines on the Sega Genesis . The control is percise. But only the game player can time himself correctly because timing is everything. If this game had a difficulty from 1 through 10, I would rate this game a 6. Five is average and 6 is a little more difficult then the average videogame.

All enemies have counter attack mechanisms. I hate that. But to the true Castlevania fan, it makes things that much more challenging. With that, despite my level of ability, I like the control in this game. It's solid.

Sound - 9.0 - excellent music. Sound effects are good. Music sounds gothic, but reminds me of Mozart when playing this game.

Fun Factor - 8.0 - Gee, I don't really know. All I know is that it is the best 2D action side-scroller for Playstation. I'm not crazy about this game. Partly because the graphics are out-dated. I get a kick out of slicing and dicing enemies mercifully. Some of the enemies have a cheesy look to them. This game has a variety of magic to use. But it takes more time to find the spell recipes than I would of liked. I hope I'm not finding recipes all the time. I enjoy going through the game and beating the bosses. Komani did something right when they put out save portals everywhere. That was needed.

Closing Comments - If I had favorite Playstation game, this would be one of them. I have been a big dungeon and dragons, hack 'n slash rpg fan for 5 years now, ever since Diablo. This game almost makes me want to buy Castlevania Chronicles, almost. I have better ways to spend my money, but I say that this game was a good investment at 30 dollars. (article posted April 20, 2003)

Playstation - Gran Turismo 2 (2002-11-07 12:16)

Gran Turismo 2

Top

Graphics - 10.0 - good graphics. Although dated now, they were good in 1999. The level design is also good. Tracks are pretty long. Sun shines of cars. Good car selection.

Control - 8.0 - Great solid, tight control for driving. But, I believe the game is more for the hardcore gamer. It'll take me a while to drive like the pros. Not much like *Dreamcast's F355 Challenge*. I have to say that that game rocks more than this one.

Sound - 9.0 - above average soundtracks.

Fun Factor - 8.5 - Good game. I knew it was a good game, that's why I bought it used. (posted February 28, 2003)

Playstation - Final Fantasy VIII review (2002-11-11 12:17)

Final Fantasy VIII

Top

Graphics - 9.5 - In short, Final Fantasy 8 is noticeably better looking than the presquel, Final Fantasy 7. This allowed Final Fantasy 8 to take "Best RPG of 1999" by Playstation Magazine and Gamespot. This game, in town, looks high definition because of his pre-rendered backgrounds. I like the still camera angle for prospective. Although the traveling aspect outside looks in low resolution, they can't much improve on Playstation. It's about as good as it got for PSX fans. The cut scenes, although not DVD quality, are in high resolution. As you can tell, Final Fantasy III, VIII, and X are the only Final Fantasy games that exist in a high tech civilization. There are many enemies in this game and they all have different characteristics. Although I can't explain why I like some of the characters, I can tell you that these characters are original. Squaresoft has people hired to draw new designs 24/7, and these are some of their creations. Some of them dinosaurs, some of them plant creatures, some of them rapid animals, some of them high tech machines made to look like bosses. In total, there are 4 discs. The first disc is the longest of the four. You start out as an average fighter until Quistis asks you to become a SeeD member. This is where you work as missionaries and do jobs for various people. The first mission was a test. You must fight against a giant robot. The game continues when Squall

hooks up with the Princess of Timber, Rinoa. She asks Squall and his team to get the President who turns out to be a boss in disguise.

Control - 8.0 Excellent control. Move anywhere in the game and your character goes there too. Squaresoft has used their latest version of the d-pad when traveling first used in Final Fantasy 7 and improved it in games like FF8, Chrono Cross, Xenosaga and Legend of Mana, to name a few. The battle system, doesn't allow you to run away or retreat, which I don't like in Final Fantasy 8. You can't defend yourself in this game unless a party member knows magic shielding, which is essential in beating this game.

Sound - 8.0 - above average soundtracks. The game repeats battle scene music over and over a lot. I really don't mind it at all. I think I also happened Chrono Cross too. Although I particularly like the music in the academy. The voice overs in the Full Motion Video are very good. Japanese port I heard was much better. Err, Japanese actors sounded much better in their language than we did in ours.

Fun Factor - 8.5 - Good game. I knew it was a good game, that's why. The game's not easy.

Closing Comments - Final Fantasy 8 splits off of the Final Fantasy franchise even more than Final Fantasy 3 did. I hear that you either really not liked Final Fantasy 8 or liked it a lot. One reason that many people did not like Final Fantasy 8 was that it had a simplified battle system. Another could be that it was in a high tech world, not what most Squaresoft fans are used to. While it was great for novice RPG games, like me, it is very boring to the strategist. This game did not disappoint, it was clear that it sold over a million copies in United States, and over 3 million in Japan. It is true that in some ways Squaresoft outdid themselves again and have been doing that for over a decade. We don't notice anymore. One plus Squaresoft did was releasing this game for the PC. Although in many ways, you get what you pay for in the Playstation game, the PC version does allow the game to run in high resolution, which I think is kinda cool. I don't think that the PC version has as much precision like the Playstation version. (posted April 04, 2003)

Playstation - Chrono Cross review (2002-11-18 12:18)

Chrono Cross

Top

Strange, but real sequel of Chrono Trigger. While Chrono Trigger was also one of the best RPGs for Super Nintendo, I don't really know, that's what I been told. Chrono Cross didn't live up to the hype so it became the 3rd best RPG for Playstation. Final Fantasy 9 stole all the popularity from it. This game was released on budget and on schedule in 2000.

Graphics - 11.0 - Really, Really good graphics. This is the best looking Playstation RPG. While Final Fantasy 9 would come in a close second, the pre-rendered backgrounds are very good if not exceptional.

Control - 9.0 - Control is alright. Some people thought the control was extremely good. I'm just ok on it. Most part of the d-pad is only for selecting menus onscreen to attempt your next attack.

Sound - 9.0 - very good soundtrack.

Fun Factor - 9.3 - Chrono Cross surpasses Density's Tale and Secret of Mana. But its potential can only go so far. It can't beat classics like Final Fantasy 7 or 9 in my opinion. The game is very long. That's always a good thing. I played half way through Chrono Cross and felt that the game was really frustrating. First you can't heal in the middle of the game then the enemy stuns you and then you die. Pretty sure it's not 100 % fair. I don't even know if the game mechanics are 50 % fair. I think the battle system is good but the lack of damage takes away from this game. It could have been perfect and one of the finest games ever created. (posted February 28, 2003)

4.7 December

N64 - Legend of Zelda - Ocarina of Time review (2002-12-04 17:36)

Legend of Zelda - Ocarina of Time ©1998 Nintendo

top

If you could invest 14 million dollars on a project that will get revenue soon after, in a matter of weeks in fact, who would you spend it. I don't know about the best way. But I would ask Nintendo or some huge developer to make a game if I get 20 % of the cost of the game. If I did, I probably would be a billionaire. Legend of Zelda: Ocarina of Time is the next installment in the Legend of Zelda franchise, the previous installment four years earlier on Super NES, Legend of Zelda III - Link to the Past. It's not a real sequel because the Link of the Past came after Legend of Zelda 64. But this game is a multimillion sellout. One of a kind. It was popular enough for Nintendo to re-sell this game for Gamecube. Games are way more expensive now-a-days. Most games cost of good quality cost around 30 million dollars for labor. Instead of actually traveling in time, Link discovers himself and his family. Okay, so the first two prequels to Zelda III don't fall in time order. In fact I don't believe this game came after Legend of Zelda on NES. In Zelda III, Link starts out as a boy in Hyrule and in Ocarina of Time, Zelda starts at the same age. Link to the Past was a really good game.

The Fun Factors

It has everything to challenging characters to really good story line to huge environments. I love that aqua babe because she's eh, naked, sort of. Zelda 64 with the help of Nintendo's lead artist, Zelda the game turned out to be a great masterpiece, perhaps the best N64 game ever made. Zelda I could of played for a whole week and weekend and never get through. It's sometimes frustrating. Too frustrating just because you don't just die, you also lost your location. But you kept all your equipment. It was the first Zelda game that you could save your progress along the way. This got me into trouble when I went forward in time. This didn't really made the game less fun, it this made me not want to go through all The freaking trouble to get back where I started. I also liked the cinema at the end when Sheik unraveled herself as Princess Zelda. Nintendo made Zelda 64 95 % flawless. It looked good on limited cartridge storage. I remember seeing the first Zelda Gamecube shoots at Electronic Entertainment Expo in 2000 when Link and Galeon fight off on the silver screen. Every one thought that the 10 second film was a cinematic cut scene in the game in development. It looked awesome and looked like it was timed right after Zelda 64 which added a lot of value to the original 3D game. The online community went berserk over that small piece Nintendo given to them. Only for about 2 weeks though. That's because a lot of those Nintendo fans played the game and liked it enough to impatiently wait for the next game.

Conclusions

This game lives up to Nintendo's reputation. In some ways it recreated it. If you known a Nintendo 64, You should rent Ocarina of Time for a few bucks. Most people who played it including me said was a satisfying experience.

(Posted 04/15/2002)

Gameplay **A+**

Graphics **A**

FUN Factor **A+**

Difficulty for me **MEDIUM**

(2002-12-05 17:35)

Super Mario 64 ©1996 Nintendo

There are those who say that Nintendo developed the Nintendo 64 around Super Mario 64. For short while, Super Mario 64 was the only game available for N64. Super Mario 64 is in top recognition on the Nintendo 64. Here's Why.

The game has reamped Mario into 3D and placed him in a respected platformer. By now you can not see the advancements Nintendo had when they released the game. Now if you type "Super Mario 64 ROM" into Google, your going to get a couple 100 hits. To be honest, it's really one of a few playable Roms you can have through emulation on this platform. Mario in this game, like the Super Mario RPG before it, Squaresoft's last game for SNES is better then 80 % of the games out there. Mario has to try to save Peach, the Mushroom Land Royalty from the evil

Browser (yeah you guessed it, Browser may not look evil to you anymore with all the different franchises he's featured in.) Anyhow, this game runs about the 4th best N64 game I played. Okay, a few features that I like about this game and makes it a good platform is that you can not die right away. The game is fairly easy to beat. Okay its more then easy, its a weekend thing if you start on Friday, you may beat it the next day or if you don't stay up the night, you can finish on Sunday. If you go to funcoland and happen to pick up a N64, this game is worth a try above all others. (posted 04/18/2002)

Gameplay **A+**

Graphics **A-**

FUN Factor **B+**

Difficulty for me **MEDIUM HARD**

Banjo and Kazooie (2002-12-07 17:38)

Banjo and Kajooie ©1998 Rareware

top

Developed by Rare, Nintendo's 2nd party developer, Banjo and Kazzooie and it's sequel didn't shame Nintendo. For I while, the game trailed Zelda when it came out the same day. Rare had something going for them when they thought of a SM64 clone. Banjo and Kazzooie wasn't even in development for as long as Zelda and people who played the game, at least children, thought it was fun. I agree with them. In side the game features another 20+ hour game for people to beat. At the time the game cost 69 bucks to own. That soon changed a year later. I actually bought my copy at a fair stand for 20 bucks. They had a game store behind them. I could of only gotten one. I stopped playing Banjo and Kazooie because something was odd with me trying to beat a craps ass. Yeah I only onced turned up the music before i've learned my lesson. Take it from me don't turn up the volume, this isn't a adult game, people. Unless ur alone then it would be ok, but with people, with all the strange pecking sounds Kazooie makes may be disturbing.

Conclusions

Solid title but was really made for little children and not us 'Mature' Adults. PS. If you grab the controller from someone because you want to finish it, that does mean that you are the one who's immature.

Gameplay **B+**

Graphics **A-**

FUN Factor **C+**

Difficulty for me **MEDIUM**

N64 - Star fox review (2002-12-09 17:39)**mattStar Fox 64 ©1997 Nintendo****top**

Nintendo's sequel to their first fully 3D game for SNES, Star Fox 64 does show off a little. The game however is N64s only aerial combat title. This is not because the design behind the game is very good. So what if its not perfect. You still get hard bosses to defeat, secret areas in space, power ups and a fair chance to beat the game. You can not ask for something more. In the game you control Fox McCloud's plane. In the game you can either play as a normal or expert modes, but you must also beat the game with the amount of lives you get, and one of three courses. Actually it is in your favor to do the best possible job in each mission. Then instead of showing 'Mission Completed' your mission statist will show 'Mission Accomplished.' If you get a accomplished statist you must beat the mission in a lotted time, destroy a current ammount of enemies, or beat a boss a current way (in two ways you must accompany another to the end of the mission) All those challenges make the game what it is. For a cartridge technology Star Fox shined over many Playstation titles in 1997. Of course it could never beat the popularity of Final Fantasy VII.

Conclusions :

This is actually a enjoyable one player title that can be beaten with-in 2 hours. If you can figure out how the controls work, piloting the Fox's craft is as easy as making peanut butter and jelly. Not recommended. What is recommended is giving this title a rental if you don't own a copy of Star Fox 64 already. (posted 04/17/2002)

Gameplay **A+**Graphics **B+**FUN Factor **B+**Difficulty for me **HARD****N64 - Perfect Dark review (2002-12-12 17:40)****essePerfect Dark ©2000 Rareware****top**

I do not see Perfect Dark as beginning that perfect. For one it can be extremely hard. But it can be extremely fun when playing with friends. But lets discuss the single player mode missions. Rare took what they had with Goldeneye back in 1997 and improved append it. About 4 people on the first project managed to put their skills to use on Perfect Dark. However perfect dark did have good voice acting, the most superior engine of any N64 game ever created. But the title didn't have one thing. That thing cost Rare. No frequent story line. Many say that the game has a story and I say those people haven't got their heads on tight. Perfect Dark is pretty much going around killing people (the sweet part) and meeting people that don't really help you fight your enemies. Those Aholes this leech of your security. I mean who helped you in that Chicago level with the Heavy Armed Robot. No one. Who helped you escape from Area 51, No one. Who helped you beat the hardest level in the whole frequent game, this you. This game is a kick ass multiplier title and a more then decent single player title (those ones with no flaws) but Perfect Dark don't have what it takes to be on the high end. Backup support.

Conclusion

Buy this game and you'll love it to death. After a while, you find yourself playing a current console title that is bigger, badder and almost as much objectives as Perfect Dark. (posted 04/20/2002)

Gameplay **A+**

Graphics **A**FUN Factor **A +**Difficulty for me **Variable****N64 - Turok 2 Seeds of Evil review (2002-12-16 17:42)**

- **Turok 2 Seeds of Evil ©1998 Acclaim**

Another popular 1st person shotter (that I've own for 3 years now) is Turok 2. At it time in late 1997, this game was the best looking FPS on the charts. If you look in it a little you'll find it isn't what it was once hyped up to be. Like Perfect Dark you are on your own for the entire time. Turok 2 story line takes off when Turok Dinosaur Hunter ended. It is relatively simple combated to other games i've played. The game gets confusing when you try to find keys to open doors that will bring you into other areas. Sometimes you have to backtrack to find the beginning. One thing that you might have simfinely for is the children. Sometimes you this want to help the crying children who are locked in cages sometimes guarded by gruesome enemies. You must find these cages through-out the game. One personal opinion on this captured children thing. You see that all the humans that once dominated the land are all gone, all except for children. You think it was a trap, and it was for Turok. I mean I think that Turok has a heart but it was to his disadvantage to have to defend himself in hostile territory this to try to save one of those kids. It this made me mad when I died. The game has your average pistol and a rail gun, some semiautomatics, garnades and a nuke that you need to take care of yourself. Throughout the game their are wave points to save, but you must either be a expert gunner or need to remember the map. The game does have a map but it becomes useless when the map changes 3 or 4 times while you move forward in the game. Turok 2 is huge and it will take you a weekend to get through it.

Conclusion For a 64 bit title, Turok 2 is real pretty. You'll have a good time shooting enemies. You may not like the fact that the Turok franchise are the bloodiest shooters on the console. However if gore don't bother you, I say, Turok 2 can be really fun if you know what to look for. (posted 04/20/2002)

Gameplay **B-**Graphics **A+**FUN Factor **A-**Difficulty for me **MEDIUM HARD****N64 - Rogue Squadron review (2002-12-22 17:43)****Star Wars - Rogue Squadron ©1998 Factor 5****top**

SWRS is either a game that you like or you don't. I liked the sequel on Gamecube much better then this one on N64. It has nothing to do with graphics my friend. Even though the game had no problems with control or camera angle, the game is difficult. In someways I got frustrated when playing this game. You have your X-Wings buddies but they never defend you. The computer does a good job piloting them but they don't help me. Star Wars Rogue Squadron is the top Star Wars francise in terms of gameplay. All other Star Wars games where pieces of shit to say briefly. Only Rogue Squadron and some of the X-Wing titles avaiable on PC where any good. Factor 5 seemed like they went all

out developing scenry for this game. This game did run without the RAM pak but pumped every ounce of hardware capabily without it. Star Wars even made the best looking games for 1998 and yet it was on a outdated console. I mean those other titles like Zelda and Turok 2 still came out the same year, but PCs where at the 64-bit /128 bit barrier with the TNT 8 MB videocards. Some of the games already looked like what Perfect Dark looked on the N64 to years later. So for that reason, Lucas Arts also put this title on PC. They did get more N64 games but the PC version can still be played in High Resolution today.

Conclusion

Factor 5 did a good job making this title. They spent 2 years on the game. But if you see the PC version you might want to pick that one up instead. The PC version looks alot better. (posted 04/19/2002)

Gameplay **C+**

Graphics **A**

FUN Factor **D+**

Difficulty for me **HARD**

Merry Christmas (2002-12-25 09:30)

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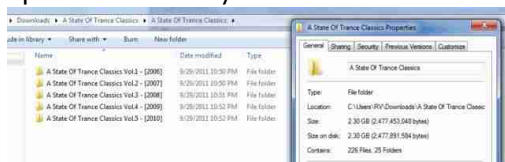
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5. 2003

5.1 January

DC - Tony Hawk Pro Skater review (2003-01-01 11:19)

Tony Hawk Pro Skater (Greatest Hits Package)

top

| GAME FEATURES |

Developer : Sonic Team

A.) First title to feature Sonic, Knuckles, Tails, Amy, Mr. Robotnic in high resolution. Had stunning graphics at it's time. Won awards in 1999 congratuating Sega for good programming effort.

Publisher : Sega

B.) Good sound track.

Released on Sept 09, 1999

C.) Version 1.1 (greatest hits package) prevents game from freezing up at times. Some noticable improved loading times on levels. Prevention of Sonic getting stuck into walls. Control is alittle more responsive then original release.

D.) A

Type : Action Platform

I barely remember Tony Hawk Pro Skater for Sega Dreamcast. Tony Hawk Pro Skater made it to the Dreamcast about a year after its successful PSone campaign. Back in the day when Playstation graphics weren't god dead awful in some games. Like its Playstation counterpart, the first of two that made it to the Dreamcast were very simple, but those games were running in high resolution. The Dreamcast at one time just happened to get a gem when running directly against the Playstation. One of having a 128-bit console was that you had much less fog and false texturing. So you could see the other end of the arena / stating rink quite easily. The graphics were some of the Dreamcast's best. The Playstation 2, where all Tony Hawk games are known to exist from did have extra texturing to its characters. In fact if the more playstation textures were drawn in then in the Xbox games, the Dreamcast game would have about 1/3 the processing power of that of the Xbox. It looks better then 70 % of all Dreamcast games which quite an accomplishment when also is considering that the game play mechanics are amongst the best of that system. The graphics vastly improved over the N64 version of Tony Hawk. Tony Hawk Pro Skater is one of the few games that I've played before I stop playing the Sega Dreamcast all together.

For obvious reasons, I thought there would never be a popular Playstation game for the poor knocked around Sega Dreamcast. Some say that in a year the DC graphics were not going to last those of the duel processing power of the PS2. While others said that Dreamcast only had only a few good titles from a handful of good Playstation 2 games. Well may I remind everybody that when Playstation first came out in 2000, although we knew that there would be some quality titles coming, it didn't have any exceptional titles except for maybe Tekken Tag Tournament and Ridge Racer V. Well if this game isn't a popular game port from the Playstation, then I'm mud! First of all the Dreamcast managed to get 2 new exclusive skating parks that the N64 and Playstation didn't have.

Pros for Tony Hawk Pro Skater for the Dreamcast

- It had a lot of skating parks to skate in.
- Much better graphics then Playstation and N64
- The graffiti contest in Multiplayer mode rocks.
- The part where you're only player that plays against yourself unlike in later Tony Hawk games were the gamer has to answer to other skaters to do jobs.
- A lot of fun doing tricks in free skate mode. Neversoft got rid of the trick bar in THPS3. Points don't add up unless you're against the clock. In this game the skate tricks are added up in the game while you're playing the game. I thought that game was better. One reason why Tony Hawk Pro Skater was more fun then the sequels.
- The ability to customize your skate and make your own skater with a variety of clothes, tattoos, caps, shorts
- High Resolution graphics over the Playstation, the frame rate improved I've heard
- Game takes advantage of Dreamcast hardware
- Music in the game is some good, some bad.
- The Dreamcast version, I wonder wasn't easier to play then the Playstation AKA the difficulty of the game got better. Tricks and landings were better polished off.
- Replay mode.
- Could create your own skating parks. However, Neversoft gave more options in creating skating parks in Tony Hawk Pro Skater sequels. The parks seem to be bigger in size in the later games.
- I remember H-O-R-S-E and it was fun. Only one thing wrong with H-O-R-S-E. It's was like your opponent was doing better then you were and you could barely catch up then he would finally beat you after a long time. I realize that this mode is in THPS3 and THPS4 so I'm happy. The mode followed through. One reason to get the next Tony Hawk game for next generation consoles. I played it in THPS4 on Xbox and I realized the same mode was on Sega Dreamcast which was cool.

Cons for Tony Hawk Pro Skater for the Dreamcast

- Bulky Dreamcast controller. Ever since I got a Playstation in near the end of 2002, I realized that the PS controller felt better then the Dreamcast and N64 controllers.
- Couldn't play your character in THPS2
- Tony Hawk may be a legend but he is so much easier to control then the other skaters. This got better in THPS4 when playing it. It doesn't hurt the game all that much, but you screw up a lot when playing Tony Hawk first and then playing my other favorite skaters Andrew Reynolds and Kareem Campbell.
- I don't watch the X-Games on ESPN so I don't know much about skating.
- Replay mode could have recorded longer.

Summing up Tony Hawk Pro Skater

Graphics

7.0

The talented group at Neversoft improved the game when Playstation owners said that it couldn't be approved apound.. The game wasn't a direct port. Tony Hawk and Spiderman used the same graphics engine. The Dreamcast unlike the PSone and N64 versions before it, had a perfect 60 frames per second speed.

Control

9.0

Tricks are easily pulled off. The Dreamcast controller was bulky but that didn't hurt the game too much. An extreme sport game shouldn't be this professional. But it did and did it very well shocking most Playstation owners when it came out. Extreme Sports doesn't have a good reputation of having a good selection because most of the games suck. But then you have four Tony Hawk Pro Skater games too so you can never run out of Tony Hawk Games. It couldn't of done it without the outstanding achievement Neversoft gave all platforms when releasing this game.

Originalism

8.0

The game had all the pro skaters in it. The levels were based on actual locations throughout the USA.

Sound

5.0

The game had music from the radio. Most of it was heavy metal and rap

Replayibly

8.5

Dreamcast has some unusually great titles. This was one of them. This game is great, I am a Sonic fan as much as I'm a Mario fan. I'm a little old to be a Sonic fan, but I don't care.

DC - Sonic Adventure review (2003-01-02 11:21)

Sonic Adventure 1.1 (Greatest Hits Package)

top

| GAME FEATURES |

Developer : Sonic Team

A.) First title to feature Sonic, Knuckles, Tails, Amy, Mr. Robotnic in high resolution. Had stunning graphics at it's time. Won awards in 1999 congratulating Sega for good programming effort.

Publisher : Sega

B.) Good sound track.

Released on Sept 09, 1999

C.) Version 1.1 (greatest hits package) prevents game from freezing up at times. Some noticeable improved loading times on levels. Prevention of Sonic getting stuck into walls. Control is a little more responsive than original release.

D.) A

Type : Action Platform

Sonic Adventure is the recreation of Sonic Xtreme, a canceled first party title which was originally for Sega Saturn. Sonic Adventure was the first project for Dreamcast, Sega was working on. A demo came with the Dreamcast featuring the first level of the game. Some argue that the first level with the whale was the most fun in the game. The backgrounds were amazing in 1999. And this game. The game featured cut-scenes in the middle of the game when Sonic saves Amy and defeats Dr. Robotnic *again*

Summing up Sonic Adventure 1.1

Graphics

8.5

Great first effort to put Sonic the Hedgehog on Dreamcast. IGN.com said Sonic Adventure had the most impressive graphics in 1999. I noticed that Dreamcast displays images at a lower resolution and looked close to what Gamecube pumps out at 800/600. While the sequel looks better with more pixel shadowing, the first game was better developed (in my opinion) For some levels in the game like Speed Highway for Tails, the level is completely changed. The close ups are great and clean. Sonic looks better than some of the backgrounds, but that can easily be overlooked when going at top speed on a speed track.

Control

8.0

Playable to say the least. In 1999, the graphics were clearly the most important aspect in creating Sonic Adventure. Although the key locations in Sonic 3D Blast showed up in this game with music Sonic fans heard from Sonic the Hedgehog for Genesis. About 50 % of the Story Mode is moving around while the other 50 % is completing the objectives. It is a kids game that adults play.

Orginalism

8.0

When I played this game when I was 14. I liked it. The environments are creative. The music is remixed, but isn't very good. I like Tail's theme, the only exception.

Story

5.0

It's a classic, it's a mulk up of a Sonic defeating Dr. Robotnic. In the game Sonic Team uses voice acting, and is as bad as some anime voice overs in movies. I forget who does the voice acting but Sega hired hollywood actors to act for them. Sonic Team blew it, I admit the idea is good. I wonder if the voice acting improves in the Gamecube version. It has to be so Sonic mets all the playable characters, and the other characters have there own story.

Replayibly

7.5

Dreamcast has some unusually great titles. This was one of them. This game is great, I am a Sonic fan as much as I'm a Mario fan. I'm alittle old to be a Sonic fan, but I don't care.

DC - Skies of Arcadia review (2003-01-04 11:22)**Skies of Arcadia Legends****| GAME FEATURES |**

Developer - Overworks

A.) 30 - 40 hours of competitive gameplay

Publisher - Sega

B.) First story driven RPG for Nintendo from SEGA / Overworks.

C.) Near perfect use of the battle system (not as good as some of those Final Fantasy titles but very close. If you haven't played Final Fantasy VII on PS then don't worry about it. The game is still rich in gameplay and really cool in my opinion.

Released on Jan. 29, 2003

D.) Fight the Black Pirates in ship battles. Every time you level up on the ground everything in the skies with reset. Giving you more experience points when you get back aboard.

Type - Role Playing Game

I would only say that Skies of Arcadia Legends is a cool game if you are a RPG fan. I am a mild RPG fan at best. Skies of Arcadia was first released on the Sega Dreamcast in 2000. I beat the game twice. What I'm about to write, is why this game is cool.

As for the story line, it basically says Vyse and Aika who go out and explore their world. The empire called Valua finds the home of Vyse and Aika and destroys it and captures all the blue rouges. (Later in the game the village is rebuilt) Vyse and Aika are now on their own to go on ship battles and hand to hand combat with Valuan soldiers and creatures that inhabit 6 climate zones in the game. Some are hard to get too. That didn't stop me from playing Skies of Arcadia. Vyse eventually gets to save the Blue Rouges but since they are out to save the world from Valua, the blue rouges meet allies on the way including the Prince of the Valuan Empire (which is supposed to be a secret let loose later in SoAL) Together Vyse and Aika with their allies fight evil. **[Story 10/10]**

The visuals in this game only come second best to Sega's other RPG Phantasy Star Online Episodes I, II. Much like another ported RPG on Gamecube called Baldur's Gate - Dark Alliance, SoAL is basically a straight port of the groundbreaking Dreamcast game. Skies of Arcadia was the nicest looking Dreamcast game ever created *It has to be the truth*. Plenty of thought went into Skies of Arcadia Legends.

I also like how Overworks put together the worlds from Summer climates to Winter climates. The water effects were exceptionally good. Most additional art is 3D which tells me that Sega put a lot of time in this game. I can also tell that the game was budgeted and could have been more if Sega fully emulated SoA to Gamecube standards. Imagine Skies of Arcadia look and feel like Final Fantasy Chronicles (a huge release on Gamecube appended release). The technology of character models painted is outdated in 2003 but was state of the art in 2000. The Gamecube release is one of the better looking titles from 2003. **[Graphics 8.5/10]**

Ship battles are fun and appealing to a novice game player. I happened to get to the end of Skies of Arcadia. The game gets harder as the story gets more complex but that's how all games are these days. Some die-hards may want to replay the game until they perfectly destroy Victora battleships. In the game, if Vyse didn't get to Valua's secret weapon first and would say, "Ouch!" However, I purposely went through the different zones to fight pirates again and again. It was so fun. **[Ship battles 9/10]**

My favorite stage of this game is when Vyse and Aika / Fina get separated and all three go in the minigame not knowing the other one is there. It took me forever to figure out the puzzle. To complete the puzzle the player had to move platforms a certain way to get across. So Overworks comes up with a split screen showing Vyse and Aika going moving levers on the screen which moved the platforms. I got frustrated a couple times but I eventually made it.

In the sound department, Skies of Arcadia has an original soundtrack. Not as good as Grandia or Final Fantasy tunes. But the music is well orchestrated. Characters in the game don't speak every word. But there is a convincing story line bar on the bottom of the screen. **[Sound 8/10]**

You have every reason in the world to buy Skies of Arcadia if you like playing role playing games. For people who don't have 30 hours to spare shouldn't get it. For those of you who can't wait until Legend of Zelda comes out on Gamecube buy this game. It will more than satisfy your needs. It is very well designed. If you like Diablo style level up in your skills, Baldur's Gate Deadly Alliance may be another choice. I am looking into it myself. (Review Posted February 01, 2003 9:20 AM)

DC - Sonic Adventure 2 (2003-01-05 11:24)

Sonic Adventure 2

| GAME FEATURES |

A.) Featuring original cast : Sonic the Hedgehog, Knuckles, Amy Rose, Tails, and Dr. Robotnik.

Developer : Sonic Team

B.) The next chapter in Sonic's never-ending saga to end Dr. Robotnik plans to conquer the world.

Publisher : Sega

C.) 3 - 4 hours of gameplay.

Released August 21, 2001

D.) faster frame rate and better loading times over Dreamcast

Type - Action Platformer

Sonic came to Gamecube with a lot of people wondering why? It was Sega that went to Nintendo not the other way around here. So since the two major publishers had 3 big titles to put on Gamecube, Sega this made extra Dreamcast software that would do perfect ports or this is what it looked like. As for Sonic Adventure 2, all you get is Sonic and his speed. To me, this is all right at the beginning. But dies off more as the storyline goes on. SEGA probably got every 10 year old who owns Gamecube wanting to buy it. It is not your Sonic that you once knew and loved on Genesis. But you can tell that Sonic really came along when Sega put him into 3D with clearest pixels and some indirect lighting effects to match.

The Level Design

You might not like Sega for turning Sonic into a more "Techno Sonic". I know why too. Japan is crazy about Techno Remixes. SEGA wanted Sonic to become a Disc Jockey before someone could say that they went overboard. When they did the idea was official and no one could change it. Sonic Team most defiantly borrowed from NiGHTs and famous NES classic Marble Madness to create the Sonic World we're now familiar with. The treasure hunts were more satisfying and height doing Sonic levels. What do you think of that? Knuckles is cooler than Sonic. You can also tell that Sonic Team cleaned up the levels since Dreamcast.

The Control System

Either then Sonic Adventure on Dreamcast. Whether or not you think the gamecube controller has out or not.

Sound

Sonic Team did one thing right out of the sound department. They made the music fit the game. I recently tried doing remixes with songs and all of them turned out horrible. Sega probably did their best in the sound department. The music sounds like alternative rock or hip-hop customized for Sonic and Knuckles. I personally don't care for it much. Most people would listen to the radio anyway so it depends on your preference.

Conclusion

Sonic Adventure 2 is a less a winner than the original but I agree with those people who give it 3 1/2 stars. It would make a decent retail. (posted July 11, 2002)

DC - Grandia 2 review (2003-01-06 11:25)

Grandia 2

top

A.) Sequel to the great RPG for Playstation / Saturn.

Developer : Game Arts

B.) Save the empire by discovering the evil that lurks under the ground. Fight the Bosses of Valmar. Discover what happens to the main character. .

Publisher : Uri Soft

C.) Better graphics over Playstation 2

Released January 01, 2000

D.)

Type - Role Playing

Grandia 2 is my first RPG, if you call **Zelda 64** a RPG then I suppose it'll be my second. I bought it because I have growing interest in console RPGs. Sometimes if you play your first console RPG, you think that the game is better, the game mechanics are foreign to you, and you hate doing battle scenes over and over gets irritating. To my surprise, I liked it a lot. I knew the game had engadging cut scenes and battle mode. I like the story in this game, infact it's as good as Final Fantasy 8, which game out the exact day that Dreamcast was released.

Summing up Grandia II

Graphics

10.0

Featuring better graphics then Sega's "Skies of Arcadia" Every pixel in this game is smoothed out to be more smooth and more colorful then even the Playstation 2 version.

Control

8.0

I enjoy an easy game. While this game isn't easy to complete, it has good control. The camera is great. It hardly has a problem. The battle system has definding feature. The navagation system activated by the B button in progressing the character, is very fullled out. It has basic features including the ability to change weapons, potions, battle gear for all characters in your party. What you except in any RPG. If you compare this game with Squaresoft's Final Fantasy 8, then there is a lot in common with the battle system. The battle system isn't consistant. The game pauses while you plan your stradeegy against the enemy. While it doesn't make the game ingenious, it makes the game incredibly realistic to play. You need this battle system to fight enemies in the game. It doesn't take much intelligence to figure defense out. You might want to find what skills are best suitable on the Internet. I once wrote a faq on how to play this game.

Orginalism

8.0

Highly Original. Has the story line of a fantasy rpg. The towns are orginal. Grandia 2 is pure fantasy. I liked the music in the game. Game Arts has good music. The music was really good, and speed up when in tense situations. I like that. The text driven RPG has some spectacular quotes. Some cut scenes are spoken out, and their pretty good. The FVM is good.

Story

9.5

Save the Gradias from the evil Valmar spirit that lives inside the people. Interesting story - 3 main characters are effected in some way in Valmar's clutches.

Replayibly

7.5

This game is simple enough were most people can defeat the final boss, yet powerful enough that you might want to beat the game again. I've beat Grandia 2 only once, but I played 4 hours into the game 4 times since I got it. The best RPG for Dreamcast, no doubt.

DC - Ecco the Dolphin - Defender of the Future review (2003-01-06 11:26)**Ecco the Dolphin - Defender of the Future****| GAME FEATURES |**

A.) Huge underwater environments

Developer : ????

B.) Making friends is as simple as doing quests for them, but as hard as completing the quests.

Publisher : Sega

C.) 50 hours of gameplay.

Released September 11, 2000

D.) over 150 interactive species of fish and 300 species of plant life featured in this game.

Type - platform

Ecco the Dolphin comes from originally the Sega Genesis game of the same name. No, it's not a remake. But it does show off Dreamcast's hardware dolphin style. They really mean "Think like a Fish" in this game. Exploring underwater with the exception of breathing oxygen. How much activity can you do without drowning is the apex of real life. It's hard because Ecco has no weapons except for his dolphin call. Dolphin calls can open new areas and scare away certain enemies like sharks!

Summing up Ecco the Dolphin - Defender of the Future.**Graphics**

9.9

Graphics that some PS2 games can't handle. Maybe. This game has great water effects. Some sea life here and there. Although most of the coral reefs and plant life are drawn in. It still looks cool.

Control

7.5

Control the smartest dolphin in the world. Ecco does a lot of tricks. He even knows who his friends are. Control isn't any problem in this game. The camera remains still as Ecco swims around in his universe. I don't like that. They should change that.

Orginalism

8.5

I'm not a big fan of dolphins. It has great graphics, although outdated in 2003. It's also hard. I quit this game because I didn't know where the objectives were. So that's what

Gamefaqs.com

is for. Even with the facts, you still have to survive on your own. I would use a gameshark on this game if I had a chance. Ecco is either trying to make new friends or die because he has none. Friends are essential.

Story

6.5

Save the world from an advanced alien race. Which is sending beacons underwater for testing the earth for climate reasons. Unless Ecco can prevent it. I don't know because I was unable to finish the game. But first he has to use his friends to get pass by o

bstacles

in foreign water. I guess what I'm trying to say is the story has no effect on what happens in the game.

Replayibly

5.5

The concept of the game is really good, but the time you get done with this game you'll be wondering why you took this game up. It is too long and too difficult for me.

DC - F355 Challenge Review (2003-01-07 11:27)

F355 Challenge

| GAME FEATURES |

A.) Really good graphics.

Developer : A2

B.) 12 tracks with a long arsenal of car options

Publisher : Acclaim

C.) realistic driving. Or one of the most realistic driving sims I played in my life.

Released September 11, 2000

D.)

Type - Ferrari Racing

If it is between Test Drive Le Mans and F355 Challenge, I would have to pick Test Drive Le Mans. But this is the second best racer due to all the options. Playstation 2 may have Gran Turismo 3 A Spec and Midnight Club, but this game has a cool announcer. Realistic Ferrari sounds. And Led Zepplin / Guns and Roses sound track. These are some classic rock on the Radio. Too bad that the game has only 5 playable soundtracks. It would have been much cooler if A2 included more rock tracks. As for the game, the physics are better than your dead average racer like Wacky Races, Mario Kart 64 and Micromachines. They all suck except for Mario Kart. the game has plenty of tracks including 5 unlockable tracks. I like the sound of the engine when I slow down. The engine skips and that sounds cool.

Summing up F355 Challenge

Graphics

9.0

Graphics are one year ahead of it's time. The tracks haven't lost their momentum. It's a little fuzzy in the front. But that's what Dreamcast racers are like. The cars are PS2 quality!

Control

10.0

Perfect Control in my opinion. I lost interest in this game when I got a Gamecube. But I remember when I played this game, it had an edge to it. You play this game and you realise how much more the game is difficult without the handicaps. The AI is good enough that if you're lucky, you'll most likely get 3rd place unless you know exactly what turn to take and when to make it. Don't forget to brake. If you're willing to put time into a racing game to find out the best curve turning style, you're welcome to try. Cars turn extremely tight. Failure to that could of meant a new opportunity.

Original

7.5

Okay. You'll like this game. Dont' mind the realism.

Sound

9.5

Cool ferrari sounds. The music is ok, but the ferrari sounds make up the whole game.

Replayibly

8.0

If it wasn't for new games coming out each month, I would have been addicted to this game forever. For a sort time, this game included online play. It was free access. But now there no one on this game. If your friend owns the same game, the two of you should go online for head to head racing action. That would add a point to replay value.

Order Pills Antibacterial (2012-01-03 06:26:03)

I will be your frequent visitor, that's for sure.

Anonymous (2012-02-11 18:29:01)

I really liked your article. cardiovascular Read a useful article about tramadol tramadol

DC - Crazy Taxi Greatest Hits review (2003-01-09 11:29)

Crazy Taxi 1.1 (Greatest Hits Package)

top

| GAME FEATURES |

Developer : Hitmaker

A.) Improved loading times over orginal Crazy Taxi. Adjustments in passenger times. Better control of vehicles

Publisher : Sega

B.) 4 playable characters

Released on January 12, 2000

C.) Addictive

D.) A

Type : Action Platform

For some reason I'd like this game. It was simple and hard. Driving was the easy part, getting passenger to there destination is the hard part. Easy if you have 10 minutes of play.

Summing up Crazy Taxi

Graphics

8.5

Graphics are alright. Not terribly complex to todays standards.

Control

8.0

It's alright.

Original

7.5

Okay. You'll like this game. Dont' mind the realism.

Sound

7.0

3 Slipknot tracks plus a lot of adult language. But if that's ok then you have nothing to worry about.

Replayibly

8.0

The replay value will change. It's a great arcade port of a racing title. It has all the qualities that make it fast like. But the songs will eat you up.

DC - Resident Evil 2 review (2003-01-10 11:30)**Resident Evil 2****| GAME FEATURES |**

Developer : Capcom

A.) IThe playstation port in high resolution. Suppost to be the best Resident Evil 2 port of any console (PSX, GCN, DC, N64)

Publisher : Capcom

B.) creepy rooms. creepy zombie faces.

Released on March 01, 2000

C.) Eccasional freeze ups on the 2nd disc.

Type : Survival Horror

When Resident Evil 2 came out for Playstation in 1998, it was very improved over the orginal. It looked a lot better, it was twice as long. Originally Capcom was going to port Resident Evil 3 to Dreamcast. So they ported Resident Evil 2 also. Both games had the same graphics engine and for some reason Resident Evil 2 looked better then Resident Evil 3. The cutsceens improved in the Dreamcast Version. Of course all of this becomes unrealistic after playing the Gamecube version of Resident Evil. The prerendered backgrounds are here. One thing that has been unchanged. Out of all ports (including Gamecube version) the Dreamcast has the best graphics. But hey the game is still there. Leon is locked inside of the Police Station for the majority of the first disc. Then Leon and Claire get out and go into a zombie infested hospital. RE2 was my first Resident Evil game I played. I eventually became a fan of the series. Shooting zombies is fun. Although I am a fan, the games do wear off on me. Perhaps after playing and getting lost getting the proper tools to open new areas is too strenious. Capcom also made spinoffs franchises like Clocktower 3 for the PS2. Clocktower 1 and 2 were exclusive to Sega Saturn. I don't know how good they actually were.

The bad was that they didn't redo it like in Resident Evil Code Veronica. I suppose it would be very expensive to create a game and redesign it like if it was in Resident Evil for the Gamecube. Capcom didn't add any parts to it. At

times the game was too hard to get through. But that doesn't effect it, it's now Capcom could improve it. Don't get convinced that Resident Evil 2 looks like Resident Evil *Remake* for Gamecube. It looks like the former Dreamcast version. Capcom priced it out at 30 dollars. The original game for Playstation is already 5 years old.

Summing up Resident Evil 2

Graphics

6.5

Graphics are good. But not that good. I've seen better on Dreamcast. The blood looks like a blob of red paint instead of real blood. The game follows a formula that Horror Films also follow. Not showing the actual creepy monster until you run into him. The eerie rendered police station, hospital added to the scary effect. It had everything. Very detailed. A long the way, there is hints like being locked into a room and knowing that you'll soon end up fighting another boss.

Control

8.0

Not extremely good control, but very playable. The Dreamcast port didn't have quick turns in opposite directions that RE: Code Veronica had. The game has point and shoot written. Dodging zombies can be hard, but that is also determined by your skill level. It's good!

Original

7.5

Really Original. The game has a story to back it up. And it's not what the dog dug up. It's a compelling story or 2 if you play both discs. One disc has Leon's game. The other has Claire's game.

Sound

9.0

There is elevator music in this game, but it's creepy at times. But combined with the discussing noises the virus infected spooks make, it can really be scary at times. The effects come straight out of "Nightmare of Elm Street" or "Night of the Living Dead" or "The House on Haunted Hill" Honestly, the music fitted the game really well. I was scared sometimes.

Replayibly

4.0

I wasn't too excited to play it over again. One major reason was that I would have to relearn all the right times and where the FMU was going to play (since cutscenes drive Resident Evil 2 to advance further. It's not that I'm lazy, I never would have time to play the whole game finish it with out dieing, getting a little mad. Turning off the Dreamcast and starting over. Then why am I a fan of Resident Evil? When there is nothing stopping me from advancing, the game grows on me, and is addictive. If you got this game when it came out for Playstation. Don't look at this port. You might like the high resolution textures. But it's the same game. You don't need Resident Evil 2.

DC - Test Drive Le Mans review (2003-01-11 11:31)

Test Drive Le Mans

| GAME FEATURES |

Developer : Ifangrames

A.) 12 playable tracks

Publisher : Ifangrames

B.) All different types of cars

Released on April 20, 2000

C.) Best stock car racer on Dreamcast

Type : Racing

Test Drive Le Mans was some good in a dieing console ready to vanish from stores. This game was ported to Playstation 2 and PC. But the Dreamcast had the best graphics and best control of all the ports. The control is tight. This is 2 years before Ifangrames renamed itself to Atari. Basically the same company. What made Le Mans so good, was it was a little above average to begin with. It had the lengthy tracks. The race cars. It is a Speedster vehicle. If that isn't enough it took granted like rain effects. The rain splashes off the ground and makes the road slippery. Flog fills the sky and corners are outlined in lights a couple feet before in view. While it's makes the game complete. It just can't compete to today's games.

Summing up Test Drive Le Mans

Graphics

10.0

Graphics are really good. I haven't seen any other racer for Dreamcast look this good. It has water particle effects. Great structure graphics. Not too blurry on this ageing console. Graphics are best compaired to Test Drive Rally.

Control

9.0

Tight control. Stopping is a nesesity for making sharp turns. The dreamcast control is able to make good control in a good game. Without having to worry about expensive hookups. This game supports Dreamcast compatible steering wheels.

Original

6.5

Most of us have seen these games on more powerful consoles like the PS2. This game is oddly a giant leap from games on the PS2.

Sound

9.0

TCool engine sounds. I don't mind the techno remixes. Still too un-American for me.

Replayibly

9.5

The tracks create a positive feeling inside. The control feels like your driving a Formula One stock car. It doen't feel quick like in "Ferrari F355 Challenge." That too was a simulation. Yet it's not a rally racer where you continually let off the accelerator to gain tread. The variety of tracks add to the replay value too.

DC - Sega Rally 2 review (2003-01-14 11:33)**Sega Rally 2****top****| GAME FEATURES |**

Developer : Sega

A.) 4 playable tracks all of them around the world with 4 soundtracks.

Publisher : A2

B.) The best looking racer of 1998 and 1999

Released on September 11, 1999

C.) AI is strong. You must pass all cars in front. Big gaps between you and other competitors, means you must make few errors to get in front.

Type : Rally Racing

Sega Rally 2 for the Sega Dreamcast was my most favorite game by the end of 1999. Dreamcast had the first console racer to feature high resolution graphics, it was awarded many noninees for good looking racer by PCWorld, Gamespot, IGN.com and Videogames.com. If you ever seen a actual rally race on television, you see that the cars must have decent conditions or the car will not steer ride. Some cars have 2 and 4 wheel drive. The difference between the two is with 2 wheel drive the driver can slide easier. This doesn't work in wet pavement. So the car you choose is the car you must drive in all conditions. You can change the car specs to match better turning. If you have a narrower track, the bearings should be looser. that way you maximize speed while turning a little at a time. The co-driver tells you what kind of curve your going to do. This part gets some getting use too. You must have total control when coming to this title. But it's a lot of fun when you do know the steering patterns. Manuel shift is the best because you can downshift and save seconds. I use to use the time attack option and play against my ghost. That was cool because the ghost went exactly where I went on my best lap. Sometimes I beat the ghost it sometimes I didn't. In my opinion the Time Attack is the most rewarding aspect of Sega Rally 2.

Summing up Sega Rally 2**Graphics**

9.0

Graphics are solid. Today's games have high resolution everywhere graphics that are independent from the rest of the game. True to life 3D images. This game was the first to have these. This game also started all the high resolution work and set an example of what the next generation rally racer should look like. The game has decent replays and the car models are extra detailed (dreamcast standards we're talking about). The backgrounds are somewhat a blur. But this game is 4 years old and deserves respect for what it was. Not that it's been dominated. Sega put a lot of work in this game from what I can see.

Control

10.0

Perhaps the best control I've seen in a Rally racer. I also loved **Test Drive V Rally**. But this game was better in controlling the vehicle. For what ever reason I liked that game better.

Original

9.0

700

Tons of originalness. The tracks were well designed. And it had twice as many tracks as the Saturn prequel (I own the prequel too) And Twice as many cars. But the quality of the tracks were about the same.

Sound

8.0

The soundtracks were ok. And the engine sounds took advantage of the Dreamcast sound chip. The Dreamcast had the loudness chip I ever heard on the console. Even compared to the XBOX. They both sound the same.

Replayibly

9.0

The game was so realistic back then. And the gameplay wasn't bad to begin with. Sometimes I had bad wipeouts because I overturned in a tight corner, which I didn't like at all. But I liked this game From Sept 99 to March 2000 because no other racers were out for Dreamcast and no games had better graphics until **Test Drive Le Mans** or **Test Drive V Rally** or **F355 Challenge** or **Vanishing Point** came out for Dreamcast.

DC - Soul Calibur review (2003-01-14 11:34)

Soul Caliber

top

| GAME FEATURES |

Developer : Namco

A.) 25 levels 30 characters, best fighting game for any console and it shows

Publisher : Namco

B.) Epic Music I haven't heard since I don't know

Released on Sept. 11, 1999

C.) First anime game I got into.

Type :Fighting

Soul Caliber was the first game that featured anime that I got into. The women in the game were full of expression. I meant they looked sexy.

Anyway I liked this game better then Dead or Alive 2 because the characters could shield themselves easier. The game had tons of moves. I remember looking on the web for best tactics to use in the game. Which moves were the most effective so I won't have to figure it out myself. When I played it I ruled in the arcade mode. Simple tricks could help you get away with the first 5 opponants. But it was didn't take me long to finish. Were the opponents too dumb to do special attacks. I don't know? The key was keeping far away from them until they made a attack and close in and do attack until you KO! them. It worked so well that I beat my own score many times. Maybe 50. I never got into any other fighter. I've tried 2D fighting games like Marvel vs. Capcom and Street Fighter Alpha 3. But this game had something that those didn't. Pure 3D action! I'm sure that people will remember this game for years to come.

Summing up Soul Caliber

Graphics

9.5

How should I say extremely good. While Sega Rally 2 was the best looking racer for Dreamcast. Soul Caliber was the best looking game in the whole year 1999. And for good reason. It was an direct port of the arcade game. The game even was enhanced over the arcade version.

Control

9.5

Perhaps the best control put into dreamcast. The balance between dodging, shielding and fighting were up there in the all time. I seen this game in cupple "Best Games of all time" polls and Editor's Choice Polls. The Soul Caliber who changes his appearance in the end of the arcade is twice as hard as any opponents you play in arcade. In survival, you compete all fighters and then it cycles over again. You can't ever beat survival. You will die. It's just a matter of when you will die. The longer you hold out the more unlocked items whether it be characters or gallery pics in the game. You might be able to defeat all characters one time through by button mashing, but the second time it's up to your knowledge of luring in your opponent, waiting for him/her to make a mistake and going all out on them with special attacks before they can recover and fight back.

Original

7.0

Tons of originalness. The sounds are really good. I can tell that his game has aspects of Tekken. But for a new franchise this game is really good.

Sound

8.0

The soundtracks are really good. They have up beat tracks that have really good scores.

Replayibly

9.5

I love this fighter. But I love Racing more. But besides Super Smash Bros Melee. Soul Caliber is my second favorite figher of all time. And I don't really play videogames that much anymore. It's hard to say. I'm mostly a spectator now a days.

DC - Rayman 2 - The Great Escape review (2003-01-17 11:35)

Rayman 2 : The Great Escape

top

| GAME FEATURES |

Developer : Ubi Soft

A.)Rayman's first 3D adventure for the Dreamcast

Publisher : Ubi Soft

B.) Save creatures in the world and since you can't do it by yourself, you gain trust of this voodoo guy who also tries eats Rayman, but he helps Rayman save the world. Strange eh?

Released on March 21, 2000

C.) 15 hours of gameplay in this game.

Type :Platform

This was Dreamcast's only platform game. Uri Soft made Rayman before, but he's different now. Uri Soft successfully put him into a 3D platform game like what Nintendo did to Mario. The little guy doesn't have legs or arms, just a hand and feet. But he comes equipped with magic which he uses to defeat enemies. It was a solid game, but I fell out of interest with Rayman. But he was funny at times. The game is huge. It must have been really high profile game @ Uri Soft because they've put this game on PlayStation, N64, Dreamcast, and PS2. So it was stunning for all consoles. IGN.com said that the Dreamcast version was absolutely gorgeous. The game is already 3 years old, and I thought Dreamcast was going to last until 2004. You do a lot of skills. The game has many ingame cut scenes. And the music is very platformish. When first looking at it, you'll think it's only a kids game. Well sometimes kids games can be great games too. I haven't heard about Rayman 2 much, but this game is also out for Playstation 2. With the exception of Super Mario Sunshine, PS2 has all the great platform games available. Publishers put about 90 % of platform on the PS2. It's good that Dreamcast got one of the top 5 platformers to own for PS2.

In the game you save your homeland. The AI in this game is above average. The Rayman 3 AI is suppose to be improved dramatically over Rayman 2. Though in Rayman 2 the game gets plenty difficult in the middle of it. Most of the game is hanging from vine to vine. I like the colors in the game. The lava level was both long and inventive. It added character to this game. The rest of the artwork is really good. Not half of any developers in the Industry can do as well as Uri Soft did with Rayman 2. Three years after Dreamcast stopped production, it's an antique now.

Summing up Rayman 2 The Great Escape**Graphics**

10.0

It's looks really good. A lot like the PS2 version of the game. The dreamcast version of Rayman 2 stands out more because the game looks brighter shades of Rayman and some backgrounds. The water effects are good. The sky moves.

Control

9.0

Take Rayman through an adventure with precise controls. I've beat the game. It's not too hard to beat. While I think they've stold something from Legend of Zelda with the "Z targeting" effect. The game locks on a enemy and automatically destory it. However the camera in the game is good. However, once you make a big mistake, you start the whole level over.

Original

10.0

In some ways I think this game is as inventive as Mario. Only Ratchet and Crank, Spyro the Dragon or Crash came this close. Why? Rayman is simple, kids love him in France (he owns his own show) So Rayman is cool in France and North America? Hmmm, although I lost interest in platform games, I respect Uri Soft for making this game. It's fun in it's own way.

Sound

8.0

The soundtracks are appropriate for a platform game.

Replayibly

7.5

I'm not into Dreamcast platform games anymore. I might pick up Rayman 3 for Gamecube though. Just more Rayman, he's gain a reputation for being a good platform game.

5.2 February

Gamecube - Ikaruga review (2003-02-01 11:37)

| GAME FEATURES |

Developer : Treasure

A.) Professional quality in over-head shooter genre which hasn't been seen since Radiant Silvergun. (That's 4 years ago) High Resolution explosions to add to the adventure.

Publisher : Atari

B.) Good sound track.

Released on April 10, 2003

C.) A practice area where someone can increase their skills at coverting to white shielding or black shielding in the game. A lot of practice will be needed for an average gamer to get past the C grade level at the end of the practice run.

D.) A co-op option letting a friend battle evil with you.

Type : Action Shooter

I bought this title thinking that I could play hours of mind boggling action. In fact for the first 2 days I was afraid to play it because I read that Ikaruga had a difficult learning curve. That almost made me bring it back to the videogame trader. I bought it because the graphics looked great.

In the game you have a ship called the Ikaruga that has black and white bullets shooting at you. Black shielding absorbs black bullets . But black sheilding will instantly be destoried with one or 2 hits of white bullets. You have about 5 retries and 14 levels to beat. In the game you have 3 difficulties to play around with : Easy, Normal, Hard.

The soundtrack in this game sounds like it came straight out of Soul Caliber. The level 1 track in Ikaruga is the exact same track in one of the fighting levels. There is no guitar playing in this game.

I've recently got up to level 3 on Easy mode. The game has 5 chapters. Ever feel like the game is preventing you to getting very far. Beginning with the 3rd level you have black and white bullets being shot at you at the same time. So your first thought would be to try to get up on the screen to avoid them. Problem is you have walls in this game. Passageways that you must go through. Go in crossfire is your second thought. That part is easy part to figure out. The tough part to figure out is how to always be in right kind of crossfire when it happens to avoid the opposing color as much as possible. If you got that part down. Then congratuations, you are there for master gameplayer. When I began playing this game I thought that level 1 on easy was a bit hard. Little did I know. In some places there are swarms of enemies that go diangle and have a stream of firepower. Death is the only way it seems. I have little natural talent in these kind shooters, but I play it for fun, and that is the only thing that matters right now. (Article posted on May 13, 2003 | revised 1 time on May 18, 2003)

Summing up Ikaruga

Graphics

7.0

Has scrolling background, looks like flash on the Internet. Everthing is sequenced to happen the same way at the same time in every game. But Treasure has some nice 2D artwork. I admit that the bosses are cool looking in 2D shooter 3D form.

Control

8.5

If In the box Sun Tzu says "Amid the turmoil and humult of battle, there may be seeming disorder and yet no real disorder at all." On the controller you use the joystick the A and B button. But the disorder is how you obsorb the energy. So the quicker you can change your shielding, the longer you'll stay alive. No average gamer can beat the first level without dieing once!

Orginalism

5.0

The same exact thing has been done for years. Ikaruga is continuing to keep this once shriving genre alive.

Story

1.0

No story at all.

Replayibly

8.5

Beautiful to look at, hard to beat. In my opinion the patterns of enemies that you fight against adds to the experience.If you download many action 2D shooters like DeathStar off the Internet, I advise looking at Irkaruga. There are better Gamecube games out there like Metroid Prime that will satisfy your adrenaline for a good action game, but this game shouldn't be underestimated. Personally, I'm okay with it.

Gamecube - Legend of Zelda Wind Waker review (2003-02-02 11:40)**| GAME FEATURES |**

Developer : Nintendo

A.) High Resolution young Link, what more can you ask for.

Publisher : EAD (Nintendo 1st Party House)

B.) Game play built around the Orcania of Time engine. don't know all the ways it improved, but the "Z targeting battle system" is back!

Released on March 24, 2003

C.) New technologies never seen in Orcadia of Time on N64 or Gamecube.

Type : Role Playing Game

It's suppose to be Legend of Link, not Legend of Zelda. To set everybody straight, Shigeru Miyamoto, the creator of Legend of Zelda and *Super Mario Bros*, who directed and helped publish all of the game you see. From Gamecube's best looking games to real time game machanics, we was in charge. Except he is one of the most respected videogame designers in the industry. He had competition from Squaresoft, who also put a burden on him to make the best game possible. The Wind Waker had about 150 Japanese on staff putting everything together. Other games he was lead designer for were *Super Mario Sunshine*, Metriod Prime, Luigi's Mansion, Pikmon and Super Smash Bros. I own 4 of the 5 listed. He believed that most of his work is teaching developers how he wants in his games. When Orcania of Time came out for the N64, it was undeniably Shigeru Miyamoto's biggest achievement (Game Informer Magazine). Legend of Zelda became one of those RPGs with very high statist such as Final Fantasy. Now the entertainment industry is seeing "The Wind Waker" reach the same success as Orcania of Time did 5 years ago. When you turn

on your Gamecube system and play this game, what your seeing is the most detailed role playing game ever on a videogame system.

This game is cell shaded like Rayman 3, another platform game for Gamecube. Some people liked Rayman because it is a cross between *Super Mario 64* and *Spyro the Dragon*. In my opinion I liked Rayman 2, but ever finished it. Rayman got to frustrating to finish. Super Mario Sunshine was a good example on how development delays get games in trouble. Apparently Nintendo gave Miyamoto enough time to finish The Wind Waker and he made the control really tight, which is a good thing. I was a bit worried that the transformation of The Wind Waker wouldn't have the same 'tight' control as the N64 versions had. Nintendo fixed the camera. There are so many platform games that the camera is a problem, not true in this game!

I am a moderate RPG fan, meaning I'm not a diehard fan, but rather collect games because I know they are good. I beat'n Orcania of Time for my N64 twice. I feel like a couch potato telling you that! I never play RPGs twice. It was a well organize RPG. It also was very long. So on the third time I quit. Link was well equipped with bows and swords to battle the final boss. It took me a while to defeat the final boss (after I found Zelda in the final moments of the game.) I barely remember the ending when Link and Zelda kiss. It makes you wonder what this game would be like of Nintendo switched over to a opinial disc platform rather then cartridge format. The graphics look better. Yet Zelda fans still do, on the Gamecube ever since the bonus disc was released a month ago. Nintendo actually was going to release Orcadia of Time as a separate release, but they included it. So we still get to see the game in high resolution.

Ok, when you first play this game, you are actually playing Orcania of Time 100 years after Link of the past defeated Galdeen the Great. But the evil has returned as the World is enhibitated by mutant hogs who we also saw after the magical woods. As the gamer pictures Hyrule Plains again in The Wind Waker, remodeled in high resolution, he must get very excited. If that is not the most exciting aspect of the game, it is certainly one of the exciting. Mean while you get to use stealth tatics that were in Orcadia of Time, that maze in the woods near the beginning is a good example. In the beginning when your on the island, you find that the village folk don't have time for you! And that means that your adventure is set for Link and no one will interfere with his journey to save his sister. Another tweak,

Miyamoto achieved was that the music is that of earlier games like orginal Legend of Zelda theme remix from the NES and the Neverending Woods theme from Orcania of Time. I guess I don't know, your not listening to midi form music from the pass, but CD quality audio! The new songs also enhanced by Gamecube's Dolby Digital Pro Logic II.

Summing up The Wind Waker

Graphics

10.0

Layout is very good. A lot of detail. Very good framerate. Lot's of magic effects. More magic seen in previous installments. All cell-shaded game through and through.

Control

10.0

If you can tell the difference between this game and Orcadia of Time, email me. It's that good.

Orginalism

10.0

How did Nintendo stumble onto this fairy tale business? It was a very good idea. I hear that cell shading characters are the edge in Japan. I am still making up my mind if I like it or not.

Story

9.0

Nintendo's version of Lord of the Rings.

Replayibly

7.0

I'll get through it once and then find something new.

If you ever look at The Wind Waker, or will buy this game on release, you'll find that this game is very complete with the original world of Orkania of Time and then some more. You hear that Legend of Zelda has so much in common with the Nintendo 64 game on the Internet. Remember, while most of these Internet / Nintendo junkies don't have much of a life, I do. I say that it has good control simply because Nintendo made it good. Why am I the only guy who doesn't copy The Wind Waker from other websites. What I do know is Wind Waker is even larger than Orkania of Time. It's obvious. N64 games had a reputation of not being very long. Legend of Zelda is separate from most RPGs because your weapon is the weapon that you'll use well into the game. It's not like Neverwinter Nights where you find newer weapons and they do the extra edge you want to kill off all your enemies. Not true in The Wind Waker. You first have a short sword and a shield. Link is a Halfling, not a Half-Orc Barbarian. He shows he's not that barbaric, yet he gets away with a lot of one on one fighting. It's a funny concept that we see in Legend of Zelda, this boy they call Link has 3 times as much life as his components do. But let's not forget, Legend of Zelda is supposed to be somewhat of a fairy tale. I'd like to see Link in a breast plate. And he gets enough protection without a breast plate, which is weird. I hope Nintendo is making another Legend of Zelda before Gamecube dies. It'll be another cell-shaded masterpiece! (article posted March 24, 2003 4:30PM)

Gamecube - Sonic Mega Collection review (2003-02-03 11:41)**| GAME FEATURES |**

Developer : Sonic Team

A.) 12 Sonic games from Genesis including minigames

Publisher: Sega

B.) hours of classic sonic

Released on Nov. 13, 2002

B.) Movies of Sonic CD

Type - 2D Platform

This collection is released by Sega / Sonic Team. I admit, I have never seen Sonic on another console besides a Sega product. You can tell that this game was a merchandize gimmick. People who love classic Sonic the Hedgehog games will buy it. I bought it, that says a lot about me. My favorite game in this package is Sonic the Hedgehog 2. This game was the fastest Sonic game. People know it as the most detailed Sonic game of the trilogy plus Sonic & Knuckles. I played this game on Gens, the Sega Genesis emulator for Windows. It is the most straightforward, action-packed of all those Sonic games on Genesis.

Sonic 3D Blast makes me dizzy. But unlike Genesis / Saturn, you have a joystick to make the correct turn. It is in 3D, but not in real 3D. I honestly thought I would never see Sonic 3D Blast ever again after it was vanished from stores after Sega Saturn got sacked by Playstation. As for the game you get 11 complex levels. Sonic Blast 3D is about Sonic going from A to B without bumping the sides. Side bumping will mean death to Sonic. Sonic 3D Blast was horribly unplayable. On the technical side, it featured Sonic the Hedgehog in the most graphical Sega Genesis game ever produced. To its credit, it was not the worst Sonic game to date. Partly because Genesis had no joystick attached to the system. Most people thought Sonic 3D Blast as a runner up to Super Mario 64. The 32 bit Saturn version was a

little more polished. Now that I can play it with a joystick with out worrying about that blasted D-pad on the Saturn controller.

Summing up Sonic Mega Collection

Graphics

2.0

Simple Sega Genesis layout. Your in old school games now.

Control

8.0

This game takes full control of D-pad.

Orginalism

10.0

Sonic the Hedgehog as he was before the Sega retro-fitted him into what he is today – a disc jockey. It's a inside joke for us mature gamers. You won't see these games again except on Gameboy Advance and "Sega Classics" on pc.

Story

9.0

Sonic's arch enemy, and the man behind the mask, Dr. Robotnik stars in all Sonic's games.

Replayibly

9.0

I like the orginal Sonic games for now because I've grown up pass the Sonic Adventure mumbo jumbo. It's good and I like the 2D graphics.

Over all, I think this game is a step in the right direction as Sonic games go. They brought back Sonic the Hedgehog 2. It has the best Midi I seen in Sonic the Hedgehog games. So with a "ultrasonic" techno track, you can enjoy this game too. I won't recommend this game to any user. But if you use to play Sonic the Hedgehog, this isn't a bad deal. Depending how you look at a 10 year old game, of course. And this may be the best game featuring Sonic ever released in the last 6 years. (posted April 15, 2003)

Gamecube - Need for Speed Hot Pursuit 2 review (2003-02-04 11:42)

| GAME FEATURES |

Developer - Electronic Arts

A.) Get Chased down by cop cars

Developer - Electronic Arts Canada

B.) Play 25 tracks including all the cop cars you love to hate.

Released on October 01, 2002

C.) Earn money by placing 1st and buy faster cars

Type - One on One Racing

This game was developed for consoles because it officially would be the sequel to the greatest *Need for Speed* game of all time, **Need for Speed III**. The design couldn't match the design that of NFS III. I don't know, it was just better. Only released on the PC, NFS3 offered many tracks to race on. The controls were well executed and the Internet provided 3 dozen fast cars. I never got into the racing genre on the pc. You had a option of using the keyboard, but the preferred way was to use a 6 button joystick. Now 3 years after NFS3 was released, Hot Pursuit 2 brings updates from the prequel. The consoles have pre-set controls. I played the rental and the Gamecube version sucks. Unfortunately, EA didn't have a separate developer handy to do the improvements. Here's why : The control is loose and it is very easy to do a 360 on the ground. Which in a car chase is exactly what's not needed. Yep, EA Games is definably exaggerating when they put you up against 3 cop cars after the 2nd lap of your race.

So what NFS : HP2 is left with is a straight port of the Playstation 2 version. The game is clearly not cleaned up. A game running in medium resolution with some trees, a tunnel here and there, but mostly road and flat backgrounds. It's not exceptable in today's games. Reminds me of Crusin USA for Nintendo 64. They are pretty much the same. Need for Speed VII has average control at best. Cop cars can swap you around like flies. If you are looking at the best version of this game, look for the PC version. With the right equipment, the game should look better and play much better. Some recommendations would be Extreme G III. XGIII has better control then other racing titles. This game would make a good rental. If graphics are what your looking for, XGIII looks better then Need for Speed VII. I give this game **(overall 6.0/10)** Now that I know NFS on Gamecube isn't very good, I would like to try NASCAR THUNDER 2003. In times like this, I really thought Uri Soft should ported **Speed Devils** to Gamecube. In fact I'm interested in what this Racer game is for Gamecube. Perhaps another Speed Devils. If it were, I'm going to get it. (posted February 24, 2003 6:45PM)

Gamecube - Metroid Prime review (2003-02-04 11:46)

- | **GAME FEATURES** | A.) Nintendo's highest priority game since Super Mario 64
 B.) stunning detail we haven't seen since Resident Evil
 C.) Classic Metroid game hidden on disc

The prequel to the original Metroid game on Gamecube. This game preceeds the distruction of Talius IV. Metroid Prime is how should I say a kick ass game - because it is. So the game has plenty to look at - yeah many Gamecube fanatics expecially the editors at IGN and Videogames.com can come up with plenty to say about Samus's mission and the combat system in this game. The game is slightly different from other Gamecube shooters. Much different. It's a cool game. The automatic lock on system makes sense.

Combat System in detail. I like the weapon system on MP. First you get with it and lock on with the L-trigger then press A repeatedly. That's cool because there's more. The C-PAD is never used in Metroid Prime other then selecting rooms on the three dimincional map. **(Combat System 10/10)**

Navagating huge complex worlds in Metroid Prime isn't as easy as shooting. You must be equipped with the right tools so that you'll eventually survive upcoming matches. I like this but you will spend a hours between each checkpoint. This is probably the single most important idea Retro Studios put in their first person shooter. If you can't save during the game the checkpoints must be close together, and for once, they are. **(Layout- 09/10)**

If I had one topic that made Metroid Prime a good game, that topic would be the lock-on system. Because of it I can easily point and shoot at the enemy. Why have difficulty trying to line the "crossfire" to the enemy's head. By that time he would have gotten 3 shoots off me. I love you Retro Studios for this lock-on system. It makes the game simple, I can concentrate on knowing where I'm going!

I have only started this title and one things for sure I'm not going to finish it today or this week. Its one of those titles where I'm going to have to spend 3 weeks to finish. I'm not pushing this time. I have a good feeling that I'm

going to miss something. I don't know if that is the designers fault or my fault but I'm not afraid to die and try again. Quitting will only leave me wondering if I will finish this title and for other games I left unfinished – fine. It's not going to happen this time around!

(posted November 22, 2002 10:38 PM)

Gamecube - Skies of Arcadia Legends (2003-02-06 11:43)

| GAME FEATURES |

Developer - Overworks

A.) 30 - 40 hours of competitive gameplay

Publisher - Sega

B.) First story driven RPG for Nintendo from SEGA / Overworks.

C.) Near perfect use of the battle system (not as good as some of those Final Fantasy titles but very close. If you haven't played Final Fantasy VII on PS then don't worry about it. The game is still rich in gameplay and really cool in my opinion.

Released on Jan. 29, 2003

D.) Fight the Black Pirates in ship battles. Every time you level up on the ground everything in the skies with reset. Giving you more experience points when you get back aboard.

Type - Role Playing Game

I would only say that Skies of Arcadia Legends is a cool game if you are a RPG fan. I am a mild RPG fan at best. Skies of Arcadia was first released on the Sega Dreamcast in 2000. I beat the game twice. What I'm about to write, is why a gamer should pick up it. I know gamecube rpgs haven't been great, great. This title should change your mind though. It has unique features in it that make it a genuine rpg.

As for the story line, it basically says Vyse and Aika who go out and explore their world. The empire called Valua finds the home of Vyse and Aika and destroys it and captures all the blue rouges. (Later in the game the village is rebuilt) Vyse and Aika are now one their own to go on ship battles and hand to hand combat with Valuan solders and creatures that enhabinate 6 climate zones in the game. Some are hard to get too. That didn't stop me from playing Skies of Arcadia. Vyse eventually get to save the Blue Rouges but since they are out to save the world from Valua, the blue rouges meet alleys on the way including the Prince of the Valuan Empire (which is suppose to be a secret let loose later in SoAL) Together Vyse and Aika with their alleys fight evil. **[Story 10/10]**

The visuals in this game only come second best to Sega's other RPG Phantasy Star Online Episodes I, II. Much like another ported RPG on gamecube called Baldur's Gate - Dark Alliance, SoAL is basically a straight port of the ground breaking Dreamcast game. Skies of Arcadia was the nicest looking Dreamcast game ever created *It has to be the truth*. Plenty of thought went into Skies of Arcadia Legends.

I also like how Overworks put together the worlds from Summer climates to Winter climates. The water effects were exceptionally good. Most additional art is 3D which tells me that Sega put a lot of time in this game. I can also tell that the game was budgeted and could of been more if Sega fully emulated SoA to Gamecube standards. Imagine Skies of Arcadia look and feel like Final Fantasy Chronicles (a huge release on Gamecube appond release). The technology of character models painted is outdated in 2003 but was state of the art in 2000. The Gamecube release is one of the better looking titles from 2003. **[Graphics 8.5/10]**

Ship battles are fun and appealing to a notice owner. I happened to get to the end of Skies of Arcadia. The game gets harder as the story gets more complex but that's how all games are these days. Some die hards may want to be replay the game until they perfectly destroy Victora battleships. In the game, if Vyse didn't get to Valua's secret weapon first and would say, "Ouch!" However, I purposely went through the different zones to fight pirates again and again. It was so fun. **[Ship battles 9/10]**

My favorite stage of this game is when Vyse and Akia / Fina get separated and all three go in the minigame not knowing the other one is there. It took me forever to figure out the puzzle. To complete the puzzle the player had to move platforms a certain way to get across. So Overworks comes up with a slit screen showing Vyse and Akia going moving levers on the screen which moved the platforms. I got frustrated a couple times but I eventually made it.

In the sound department, Skies of Arcadia has a original soundtrack. Not as good as Grandia or Final Fantasy tunes. But the music is well orchestrated. Characters in the game don't speak every word. But their is a convensing story line bar on the botom of the screen. **[Sound 8/10]**

You have every reason in the world to buy Skies of Arcadia if you like playing role playing games. For people who don't have 30 hours to spare shouldn't get it. For those of you who can't wait until Legend of Zelda comes out on gamecube buy this game. It will more then satisfy your needs. It is very well designed. If you like Diablo Style level up in your skills, Baldur's Gate Deadly Alliance may be another choice. I am looking into it myself. (Review Posted February 01, 2003 9:20 AM)

Gamecube - Eternal Darkness review (2003-02-07 11:47)

- | **GAME FEATURES** | A.) Dolby Pro Logic II sound
 B.) 30-40 hours of gameplay
 C.) hard-to-beat zombies / monsters
 D.) 12 playable characters all with different stories and different fighting styles
 E.) 1 harsh difficulty
 F.) huge amount of detail, not in polygon amount, but objects showing at once.
 G.) fully acted story line. And very good acting
 H.)Options to have HDTV recognition.

Silicon Knights created Eternal Darkness, the first game since the 2000 release of Inhuman on Playstation. The team had a N64 version of Eternal Darkness going at its full benchmark capacity. Then Nintendo wanted to port it entirely to Gamecube.

I've been wondering about the story. Its not excellent, but not bad compared to the extremely large Final Fantasy and Resident Evil series. The story spans 2000 years. How else would you conquer the world, other then kill nearly all heroes in the game. But this story wasn't snapped together, it must of took a good 6 months with minor improvements along the way. But regardless of the story, every line is spoken out from what I heard – real movie actors. It think I've heard Matt Damon as one of the characters! **(story 9.5/10)**

Gameplay is nothing to complain about. The battle system is right on the money. Select the part of your opponent and he dies. Plenty of spells in this game, none wasted. In the third chapter I've found 1 spell that fixes items and enchants swords. As the game goes on, the ability to shield your character is a life-saver. However in most cases when fighting a boss, you have a lot of melee combat. Sometimes you injure yourself as much as him. So backing up and waiting for after the attack is what keeps you alive.

It so happens that all the dead heroes in Eternal Darkness were either cast away by Pious or doomed to age in a spell like Anthony. Was he right or wrong ? He must have been right if he was included amongst the playable characters. One of the toughest enemies I had to encounter were horrors whom attack the head. If you don't get them off in allotted time, they'll take over and the game ends. They can be damned to hell but not easily. **(gameplay 8.5/10)**

Sound in Eternal Darkness is mostly creeks, knocks on doors, extranominal sounds coming from places you wouldn't want to be in. Yes it fits well with the scene. Don't get spooked know, it's only a game. The game pumps out dolby pro logic II which makes everything sound more livelier. Much like what Winamp does to MP3s. I give the sound effects in this game a creepy 9 of 10. **(sound 9/10)**

Eternal Darkness isn't a platform but if you like platform games, get Eternal Darkness. It's only single player so rent it then play it. You can buy the game but mostly I don't think it's a quick enough. **(replay value 7/10)** (posted August 29, 2002)

Gamecube - Timesplitters 2 review (2003-02-08 11:44)

| GAME FEATURES |

Publisher - Eidos

A.) steady first person shooter

Developer - Free Radical Design

B.) 3 hours of story mode

Released on Aug. 18, 2002

C.) hard-to-beat zombies / monsters

type - First Person Shooter

D.) Have a wide selection of pulse guns, machine guns and pistols in a period of 600 years

Timesplitters 2 has been a solid effort and conquers every aspect you would want to see in a first person shooter. Designed by Free Radicial Design, the game looks really good. The down side of it is it looks good and their isn't enough of it. Some Europeans have a erge for dance mixes. But somehow we get a musical customized soundtrack from these guys. The game is suppose to increase replay value by having better AI then Timesplitters for the Playstation 2. The sequel added some new levels to the base which wasn't included in the PS2 verison.

I was going to say that this game wasn't good but it was worth 50 dollars. One of the best places I've played was in NeoTokyo level. Some say that that level was harder then heck because a security guard is hidden from view when the hacker makes her move towards her secret hideout. I've been caught red-handed every time.

Timesplitter 2 graphics are better then Agent Under Fire. The development team at Free Radical Design is a colorful group. Designers whom worked for big developing studios Nintendo, Sega, Activision and Raven Software. All the models are well rounded and in high resolution. Sometimes there are hints of Quake 3 and Half-Life with a pinch of Goldeneye. But upclose they look empty. But if the team working on the Gamecube version was trying to re-create Goldeneye then it's all good. **(graphics 8.5/10)**

In first person shooter terms the Gamecube controller sucks. There are no exceptions. The C-stick is too loose to have any kind of head shots. Sometimes it feels that you aren't running - only walking. The gamecube controller didn't work in 007 - Agent Under Fire and it won't work in this game. **(controls 7/10)**

The vastness of the Multiplayer Mode is apresheated. Timesplitters 2 comes with *Elimination*. This mode is where everyone has some lifes and the one who lasts the longest wins the game. Its cool when I have friends over. Some people don't enjoy playing shooting games anymore. However there is a solid one player option. It's pretty basic. If

you move around on the level the bots will miss you most of the time. I remember this when I played Half Life on the Internet. There was one classic moment when I got shot in the back of the head in the Nuclear Reactor level. I was gearing up to shot my friend and he saw me. I kept missing him. And he got me with one shot. The game was running 30 frames per second with minor slow downs over a modem.

And I almost forgot. The game comes with a really simple to use Map editor. It allows you to edit makes that the game already has. Or you can make your own. Free Radical Design released that not everyone had the ability to texture their levels because it's too time consuming. So they came up with a good idea that the level texturing is done for you. There's a pointer in the program and all you have to do is press A to choose, lay, pick up, drop or move. It's simple. I like it. And it's fun to have Elimination or Deathmatch on levels that I've created. One positive turnout that Free Radical has put on Gamecube. Gamecube doesn't have a reiteration of having exceptional first person shooters like the Nintendo 64 had. We knew that N64 had Goldeneye 007 and that was exceptional game. **(Level Editor 9.9/10)**

The sound department sounds like a energy mixes. You can hear a difference between futurist and present and pass music. In my opinion the Sibera music played in the opening level sounds the best. Gun shots are most noticable. Since you really can't commit on how a machine gun sounds verus a shotgun. I can't really tell you how great it sounds even though this is a first person shooter. Yeah boys and girls, the sound in this game is rivil'n. **(soundtrack 8/10)**

In conclusion the replay value when playing with someone near your skill level is brilliant. I had as much fun playing this game then Perfect Dark on Nintendo 64. The story level had some good points hear and there but all levels in this game have solid design. It's this not the brillant design you find in Unreal Tourament or Perfect Dark. Because you can play with friends and have the selectable missions. **(Wait for Metroid Prime 8/10)** (posted November 06, 2002 7:30PM)

Gamecube - Resident Evil Zero review (2003-02-09 11:46)

| **GAME FEATURES** | A.) prerendered backgrounds and Cinema like FMU

B.) Rebecca and Billy team up and do double damage.

C.) The chapter before the well known Resident Evil chapter first played on Playstation.

Oh joy. The second Resident Evil game is available. It plays well and also looks good. This game isn't amongst my favorite on Gamecube. So far I only played 3 hours into this game. In easy mode everything is plentiful and I haven't died yet. Remember Resident Evil is all about shooting zombies. Neither Billy or Rebecca get infected with the T-Virus. Zombie smarts are even as good as the Resident Evil remake. Perhaps Rebecca will appear again in Resident Evil 5. We know that the newest Resident Evil game featuring Leon is debutting sometime next Winter.

Gathering items and walking around is all apart of Resident Evil. It is common for the gamer to get the item he/she needs and backtracks to the beginning and use the item. Sometimes using the item makes other things in the game happen. Every thing is labeled and alot of times Capcom gives you directions on how and where to use the item. A good example would be the hookshot found in the beginning. **(Concept 10/10)**

Control is fairly simple in this game. It's not smooth as silk but neither is dodging zombies. Most of the time the zombie gets you and draws blood. Too much blood with obviously kill you. Shooting the weapons are easy. Point and shoot. The games difficulty controls how strong the enemy is. If you switch the game to normal or hard you'll most likely run out of ammo. If you are afraid of dieing because of lack of ammo you should try the awesome easy mode. I highly recommend this mode because chances are you'll out last the game and have fun doing so. **(Control 9/10)**

I have many games in my archives at home but the story keeps me interested to hand pick this game to play. If the Dreamcast won't freeze up when playing RE2, RE3 or Code Veronica – I would probably be excited to play them. But since I have a bad experience with the Dreamcast, I haven't got much into the series. **(Replay Value 7/10)**

First of all I realize that many gamers play this game because gore and blood is cool. You may want to pick up games like FIFA 2002, Metroid Prime or Star Fox Adventures before trying this game for there superior quality. But if you are wanting to pick up a Mature game, Resident Evil Zero and Resident Evil are good solid choices. If the game was 30 dollars instead of 50 I would rate this game 9/10. **(Collection Value 7/10)**

(Posed December 27, 2002 12:20AM)

Gamecube - Star Fox Adventures review (2003-02-10 11:48)

| GAME FEATURES |

A.)

Dolby Pro Logic II sound.

Developer : Rareware

B.) Super Duper Adventure.

Publisher - Nintendo.

C.) 2 playable characters.

Released on Sept. 23, 2002

D.) misson based game.

type - Adventure

We could have had a very clean, very fun title from Rareware. But we found out that that fun was only a myth. I Now we find ourselves trapped in Nintendo platform games. Star Fox Adventures lifts off as a Oricania of Time clone but Star Fox is still alittle out of its way. Don't expect a great game here. I've seen the game and Gamecube has matured with it's graphics in this game. This game has high resolution textures all through the game. You can see rushing water, rain, snow. What comes with it is good loading times between levels. The supporting cast has shadows which give the game an edge. However I feel like an idoit trying to enjoy Star Fox since Fox McCloud is acting like macho. But then again you can't blame Rare for that, they had an disadvantage in the voice department. For that I give them respect. Heck, Resident Evil voice acting is a simple match against Star Fox.

| Story |

Star Fox Adventures takes place 8 years after Star Fox 64. Slippy and Peppy are grown up into seniors. Falco has left the team. Fox McCloud has the main role. Star Fox appears in Dinosaur Planet, whom has been taken over by General Scales. He appears throughout the game. But mischiefly scrams to another hiding place. Fox has three jobs A.) find 4 warpstones. B.) able to complete the game and go head to head with General Scales. C.) Find Tricky whom sometimes get captured. You'll never see your self backtracking. Tricky the dinosaur is usally The warpstones allow Fox to gain

access to new stages. He must save Crystal, a prisoner of her home planet. So Fox and his sidekick helps him discover new ways to move ahead.

| Sound |

Sound in this game I believe is in dead middle. We have tunes that sound like Legend of Zelda. But it also sounds like the Rayman franchise too. Fox can give many combat sounds. It "sounds" like Rare done that part right with Fox. Hy-yah and yah mostly. **(sound - 7/10)**

| Combat System |

The combat system is appoved before. Not bad because it's popularity in well known games. The staff is always used half way through the game. But when it gets down to it all, all your really doing is a lot of button mashing. When you think of many combat arrangements - you would "button mash" Yeah controling Fox is easy enough for a 12 year old to get the hang of it. I wanted something a bit more advanced. I never did get into deep combat. But I can see how Rare went around the problem of being cornered and over-powered by fighting one enemy at a time. I save the game often Fox McCloud has never been in a situation I couldn't instead shut the machine off and start over. **(combat**

8/10)

Conclusion is Star Fox Adventures you can grow out of the moment your mature and go see a "Rated R movie" for the first time. This because Star Fox is in it, doesn't mean that you should be over-joyed and spend 50 bucks on this game. *Sigh* The advantages of having a Playstation 2. Playstation 2 is kicking our butts in platforming games. What to do?what to do? **(overall 7/10)**

Posted 10/11/2002 12:40AM

(2003-02-11 00:36)

Imagine that someone has come up with a gadget to allow smokers to light from computers. It would make everything convenient. Wow the things that you find off the net these days. I was listening to a lot of Monty Python - Holy Grail comedy lately on my mp3 player.

It's not that Monty Python isn't funny, some of the other music I listen too (like Metallica/2pac) didn't measure up to it well. It doesn't matter now. But that was what happened to me when I listened to Monty Python. A package came in the mail (drum role please) and it was a pair of speakers, one memory stick and one soundcard. Everything worked except for the blasted soundcard. The VIM editor in Redhat Linux is consuming me. Every difficult editor. This a bit above comprehension.

Gamecube - Super Mario Sunshine review (2003-02-11 11:49)

| GAME FEATURES | A.)

Dolby Pro Logic II sound.

B.) High Resolution Mario.

C.) 10 worlds with 16 minigames.

D.) Healthy gameplay mechanics.

E.) One big headache playing the same objective over and over again.

We might of guessed it already but Mario on Gamecube. Every child in Walmart wants a copy like they wanted Sonic Adventure 2. Then why did an adult like I go out and buy a copy. One reason I can think of ... Mario. I grew up with the NES. I played Super Mario Bros franchise through LopyNES on the PC. Like the most of us who got suck in buying

a Gamecube because we all thought that "Nintendo will do it again" despite the tight grip Sony has with all their good exclusive titles. I had to put this into concept because Nintendo does like to advertise Mario on the Internet I've commented on in my

September 02 article

.

| Story | I hate to wreck Mario's good name but the story in Mario Sunshine has to be the weakest story I read in a platform game.

Gex : Enter the Gecko

being the worst of them all in my opinion. Mario saves Peach from a wacko Mario look-a-like who jumps around with a paint brush and leaves paint splats though out *Super Mario Sunshine* . Mario is on vacation in a warm tropical climate. I can say that Nintendo wanted more water in this game. In someways the story this plain sucks. **(Story 5/10)**

| Backgrounds | The development team who created this game did a very good job re-creating *Super Mario Sunshine* like the well liked Super Mario 64. More the gamecube, this platformer is the crispiest ever seen on Gamecube. With the exception of some low-resolution textures made up for wall textures. Ok, so there is nothing wrong with Nintendo's textures. Nintendo could of made them 3D. My concept score would soar without a doubt. I can't say that they are bad because this game ranks higher then Crash Bandicoot 4 and probably slightly better the Rareware's Star Fox Adventures. Nintendo had slightly better tools then the UK developer could hope for. The water effects are well above average for a game of this magnitude. I will be waiting for the GCN port of Rayman 3 and Star Fox Adventures to see what they play like. **(Graphics 9.5/10 | Concept Art 6.5/10)**

| "Shine Get" | I like the locations of Shines in the game. All are spread out. There would be 150 in total. It is impossible for someone to get all shines without a strategy guide. The writers at Gamefaqs are having a hard time finding all shines in the game. Playing the sequel is harder when getting 100 coins in each world. Having spent a week playing this game I haven't a clue how to get 100 coins in all those worlds. The coins are so spread out. Some coins are even hidden from the player. That takes the fun out right there. But in terms of gameplay, Mario can reach a lot of required Shines with his water pack. That is true to 9 out of 10 Shines.

Shines easily conquered - 30 Shines

Shines approached 3-5 times 70 Shines

very difficult Shines - 50+ Shines (including all hidden Shines and all shines in the blasted air strip at very beginning)

(random quests 9/10)

| Sound | The caravel music is childish but alright. All the music in this game fits the setting. If I was to change the music, I would change it to MIDI sounding remixes. I would associate with a professional musician who knows music from the back of his head. **(Sound 8/10)**

| Conclusion | Super Mario Sunshine would be a good game for an audience 8 - 15. The game does have a good all around gameplay. No level is lesser then another. Buy it if you want too. The game looks like the top ten of all gamecube games. Before making a final decision check out Star Fox Adventures. Star Fox Adventures is said to be a Legend of Zelda clone on Gamecube.

(posted September 24, 2002) v1.1 Spell Check Scan.

Gamecube - F1 Championship review (2003-02-12 11:51)

| GAME FEATURES |

- A.) The entire 2000 F1 Grand Prix competitors and track statics
- B.) decent framerate
- C.) 3 - 4 hours of gameplay.
- D.) a trail stage which allows you to qualify for the championship.

We know that EA Sports likes to skip around a lot with their 2nd to none franchises. Madden defiantly gets one game every year, F1 does one 2 years in a role then stops. On the 2nd year, EA made the major changes which were necessary to make F1 2002 a better title then F1 2001. Most of these changes where added to the Playstation 2 version. I believe the steering system is much more tighter then before. The Gamecube can pull the controls off much more nicely then the Playstation 2 or the Xbox in my opinion because the controller made of better quality. Every joystick is about the same now-a-days. Move a small ways on a PS2 controller and you move slightly, the same way it would be done on the cube.

Graphics

Not one of EA Sports flashiest titles. When comparing graphics I'd like to compare to Dreamcast's F1 World Grand Prix. Even though the dreamcast version had a resolution of 400/600 instead of 600/800 on the gamecube, the dreamcast game had close resemblance. F1 2002 has many more high resolution pixels in its game. Dreamcast doesn't didn't have a large amount of high resolution pixels because it can't handle it. This think now much better the same game looked if the same F1 World Grand Prix would be on Gamecube. Now I would love to see a direct competitor that would stand up against EA Sports.

On the whole you get high definition trees, mountains, lookout towers and a nicely "painted" background. The weird 3D still shots at the end of each race add to the game's personality. You also get rain, sunshine and cloudy weather. One thing I disagree with in graphics because it doesn't look quite right is the gamma . The gamma is a shade or 2 lower then most games to hide low RES pixels which fill in the backgrounds. It is to bad that the technology isn't there for Nintendo to clear up the backgrounds so they would look like the immediate pixels seen closes to the player.

Controls

Gamecube controls in this game are reasonable. You can't throttle the speed in this game. Its a major let down. If throttling was apart of F1 2002 it would of made me a happier camper. EA chose not to include the feature. Gamecube does have pressure sensitive triggers but I don't see why the game wouldn't use that feature. Other then that, I am surprised at how much you have to slow down on a corner and sleep up without over drifting. Over drifting is when you over accelerate or under accelerate and not have enough speed to turn the corner quickly enough. If you can master the basic methods of cornering, you have 1 of 3 areas of the game conquered. The other two are not hitting other drivers and staying on the track 'til the race is over.

Music

There's not much of a music selection in F1 2002. The title sequence is going to be the only music played in the entire game! The engine and streaking sounds from other racers are Formula One standard.

Conclusion

F1 2002 is probably going to be the 2nd best racing title for Gamecube right after Wave Race for the ability to pit stop and the fact that your also racing in a sporting event helps reply value immensely. If your a racing fan you should pick out this one. (article posted 07/17/2002)

Gamecube - Star Wars - Rogue Squadron II review (2003-02-12 11:53)

- A.) fully licensed game
- B.) great story line.
- C.) 20 missions to play
- D.) depending on skill level the game will stress you on time and accuracy

I personally wasn't a favorite of the first Rogue Squadron game. The game was way too difficult to be fun. In the second game made isn't so hard. One of the reasons that help ease the load off is your allies actually don't piss you off by not doing anything. They do help when you order them to fight on their own. And they do a nice job on their own. When I have a Tie on my tail I this as them to form up. This works well because Reinforcements are minimized as I do my the stage's objective.

The graphics are really good in this game. Some effects include shine off the X Wings on a Flyby maneuver. Others is that space is filled with Supernovas, Planets, comets. Detailed cargo ships. Gamecube looks pretty nice on a regular television, but looks especially nice on HDTVs. The images show off their full potential when you have a full digital connection between the Cube and HDTV. All of the work put in Rogue Leader to make the enemies hard to shoot down, sound effects that are accurate and allies who have a balance between taking the enemy down and asking you what to do. Well I guess Factor 5 put this in the 'code' so your allies will be with you when you forget to tell them to bug TIE Fighters. No scenes from Star Wars Episode I. Factor 5 mixed this with Battle for Naboo for Nintendo 64 and it didn't make much sense to people.

Game play in Rogue Leader

Your ships are very responsive. But so is your enemy. Piloting your A wing is no trouble but targeting the enemy becomes most difficult. This is why. You must line your target meter where the enemy is going to be not where he is. I had trouble remembering this. In fact this is probably the main reason you'll lose. In this game if you don't take down the enemy he'll get reinforcements and you'll take damage. If you master targeting you pretty much beat the game. Sure enemies can get harder but that's when you move the settings up. For our first time, you should get through the first 4 missions easily.

Conclusion

Buy this game if you enjoy the Star Wars genre. From what I heard this game is one of the better ones out. Obi Wan for Xbox didn't get a very good score but Stairways Star Fighter for the PS2 / Xbox is basically the same game. (posted April 27, 2002)

Gamecube - Extreme-G III review (2003-02-12 11:53)

| GAME FEATURES |

- A.) 16 tracks
- B.) 4 championship modes.
- C.) 8 professional sponsors
- D.) detailed backgrounds

Not many people will pick up a futuristic racer like this one. The Xtreme G franchise wasn't very popular. The developer that made both titles cease to exist now. But considering that XGIII has good graphics and a slick track design makes me personally want me coming back. I say this game has a high replay value to it. The developer took Battle Mode out of XGIII because they said it would wreck the point of the game, racing.

The controls are responsive. Except when you attempt to first play Xtreme G III, you know that you'll be hitting the rails most of the time. This is the biggest disadvantage in Extreme-G because not only do you have to stay in the middle of the track, you have know whats behind you. That pulse that makes your bike unstable is the most dangerous. You can loose your place very fast. And all the competition will pass you before you can get your bike on the race track.

Sometimes you will get stuck on a sharp curve and die from jumping the track. So to save civilization the bike has a distract sequence.

Xtreme G III has remastered tracks from the first game. Muon Harbor is an example of what was unchanged. It has been close to 100 years since Xtreme G has been incorporated. You have many tracks to play on ... 16 in all. The make up on the tracks are great but your not getting top notch designing here. Sometimes you look at Rush 2049 on the Dreamcast and see how the slightest graphical change doesn't mean anything. Resident Evil which have very big differences, is the few titles to greatly differ from the original release.

The Xtreme G franchises uses techno as a main music theme. I say if the Europeans like that stuff then it can't be all that bad. Acclaim also has rights to Dolby Digital Surround Sound. So if you have a entertainment system it will sound more realistic. And no this doesn't apply to me.

In this game, I'd like to say, "wow." Its a good title to come to play every couple 10 minutes. It's a "10 minute game." Easy on the eyes, good control and music that is fun to listen too. If you don't like it then you can always turn it way down.

Gamecube - James Bond - Agent Under Fire review (2003-02-13 11:54)

|

GAME FEATURES |

All franchises that included James Bond relied on him to bring game buyers to it. That's exactly what Agent Under Fire had done. The games controls weren't so easy at first. I mastered these controls. But my friends have not. One highlight of the game is the multiplayer support which is like most FPS, fun for a while. But I'll get to that later. Agent Under Fire has a Single Player setup which isn't confusing, isn't really detailed, you this try to make it to the end of each stage. The first few stages in the game is easy to beat. You may play for a hour and get the first 4 completed out of the total 12. EA fixed many of the AI / camera errors in the PS2 game that made it not function. But due to Gamecube's tremendous 64 bit cache, EA could easy run the game at a solid 30 frames and use the extra cache to modify some aspects that made Agent Under Fire unreasonably hard.

Multiplayer Mode

Agent Under fire is a First Person Shooter that comes with over 10 multiplayer maps. Not a bad combo. Worth your 40 bucks in my opinion because it is a first person shooter on gamecube. Most people I know like first person shooters. This game was made by EA Canada. It's not your Goldeneye. OK so it's not bad but it doesn't match up to any of the Goldeneye's personality. What Agent Under Fire doesn't have is very open maps. You can Camp and frag your friends in some of these levels without being seen (the bot knows where you are at all times, the only exception). But due to human's nature of not being perfect at kicking ass. We this say, this above decent. Agent Under Fire features a training mode with not to bad bot AI. It jumps, it shoots, it does damage. The multiplayer mode of Agent Under Fire has its moments but its nothing you would of seen in Goldeneye or Quake III Arena. (posted May 05, 2002)

Conclusion

Agent Under Fire is not worth the 49 dollars you pay for it. There are better games that are worth that cash. But it is good for a rental if you have friends over. If your looking for a good first person shooter, Retro Studios / Nintendo are coming out with Metroid Prime in July.

(posted April 27, 2002)

Gamecube - Resident Evil review (2003-02-14 11:50)

GAME FEATURES | A.) Dolby Pro Logic II sound
B.) 30-40 hours of gameplay
C.) hard-to-beat zombies / monsters
D.) 3 playable characters all with different stories and different events
E.) 3 difficulties
F.) huge amount of detail, not in polygon amount, but objects showing at once.
G.) new areas not seen in original game
H.) fully acted story line. And very good acting
I.) Options to have HDTV recongization.

Resident Evil for Gamecube is the bloodiest shooter that hit the console. Capcom spent 2 years on this project redoing all the still framing. You can hear a difference since the game also has a audio advantage as well. Zombies look much more in depth. To me the game doesn't look extremely good, but the game IS extremely large. Covering a 60 plus room mansion. Capcom had to invent a new engine which I think they sub-license with Nintendo. In the beginning you get to play Three S.T.A.R.S. members including the most famous Jill Valentine with Chris Redfield and Rebecca Chambers (main character in both RE0 / RE Movie)

Gameplay

Playing this game is not easy nor hard. It this takes a lot of memorization cuz you'll be playing this port for 30 hours. The game comes with the all the advantages of Code Veronica but has the worst difficulty of all the franchise. Ammo is scattered throughout the mansion and the combat knife is not do all that much damage. This is a bad thing. But that doesn't affect the game much. You may want to take a break between sessions due to the great amount of consternation it takes to keep your character alive. The game offers 4 control setups. The games control feels like the Resident Evil games on Dreamcast. The controller for Gamecube basically is the Dreamcast controller on a more powerful console.

Artificial Intelligence

Zombies aren't dumb in this Gamecube port. The little mistakes you get away with your old PSX port or some Dreamcast ports are in no way similar in this game. This game is much harder to beat.

Such movements as Zombies do is - they fall on you never stop until your die or automatically knowing where you stand can make you really agitated can even make you swear. Zombies can brake down doors in front or surround you on all sides with no way out. Your allies from the old Bravo team and your team help you complete Resident Evil. However your the one that decides their fate. This is the difference between ammo (4 shots per zombie, 7 shots for lickers) or allow your partner do all the shooting.

Sometimes you find that your ally takes the same number of shots that if you killed the zombie or what ever anyway and he come back to life and still waste someone's ammo. One thing that I don't ' think that many reviewers caught in Resident Evil for Gamecube is that once a zombie feeds on another victim or another zombie, every one of them comes to life. Some monsters here are even impossible to kill. So in times like these you can do nothing else but to be scarce. One way to avoid some zombie bites are to have a fair amount of herbs handy. This can be the difference between life and death.

Graphics

Capcom does a good job making this game technology superior over any other console games. The backgrounds have lightning effects, man made lighting effects, precise shadowing and far less low resolution parts of walls or parts of characters such as cloths, pictures, fires, rubies or other items found. All items pop up and show themselves quit nicely. All the FMV *full motion video* is in full screen, ultra high resolution (DVD quality video) and between 10 to 30 seconds long. Its amazing how Capcom could of done all of this spanning 2 discs. You really do get what you pay for in Resident Evil. This makes few wonder what Capcom will feature in *Resident Evil : Zero* currently pushed for a

December 2002 window.

Conclusion

Defiantly being the best game for Gamecube in 4 ways : Superior graphics : Superior quality : Superior length (could be the longest game ever on a Nintendo console) and superior difficulty. If you are over 17 and own or want to get a Gamecube, this game is currently the best title to own. This game is a academy award nominee for 2002 games. (posted May 05, 2002)

Gamecube - Super Mario Bros. Melee (2003-02-14 11:56)

| GAME FEATURES |

Super Smash Bros : Melee is another great title to own from Nintendo. Basically it is a fighter filled with trademarked characters. The game includes a nice touch with playable characters like my favorite, Zelda with others including Link, Mario, Luigi, Samus, Browser, Ice Chambers, Shriek and over 20 others. This game is a great 2D Fighter to own. Everything fits into place. Rumors on the development time is that Hudson started development as soon as the fight title on N64 was in order. And I can gladly say that the sequel is better. Melee includes with SSB1 didn't. Detailed backgrounds, CD quality music, a lot of items to smack your opponent with. Its all in this game. Its not the best game but I does reach the Top 5 in the field of this years fighting titles.

Graphics

The graphics are nice. Many people where glazing at the perfection Nintendo had with Zelda and Mario. Zelda is minimal jigged lines on her character. Some nice texture work on her dress and every thing make the game a fun experience. Stages in the game are good, but not something that you be amazed about. The game runs at a solid 30 frames per second with all effects on.

Gameplay

The basic maneuvering in this game doesn't interfere with anything. Opposites are sometimes difficult to take down mostly because they use every trick in the book against you. SSBM isn't button mashing. You can easily figure out the movies because Hudson didn't clutter this games with extra attacks. For an example if you press A + B + L trigger you get this attack. SSMB is mainly won by using the best item that falls. Watch out for the sledge-hammer, its a killer ! The game is even more fun when having company.

Conclusion

SSMB is a very good title to own, but it isn't a must buy title to own. Since now-a-days it's really hard to say what is an exceptional game out of over 500 titles in stores really is anymore. I'm sure this one is in the Top Ten percent of all console fighting games today.

- END -

(2003-02-15 00:35)

Today was Dungeon Siege Day. I downloaded this file called

Yesterhaven

. A 50 MegaByte file. The expansion is pretty good. Made by Gas Powered Games and released at the very end of 2002. The level starts out easy but suddenly becomes increasely difficult as you go though the ice caves and stuff. You

have to defeat the Ice Queen. I am not there yet. I wanted to get better items from a trader guy on the way. I wonder how many other people have played Dungeon Siege. Today was Dungeon Siege Day. I downloaded this file called

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review

. The scenery in Yesterhaven is Dungeon Siege type graphics. Depending on your videocard, it'll look as good as regular Dungeon Siege. So I was playing that for 5 hours. I also downloaded another expansion

Lands of Hyberborea

(50 MB) As for The Sims I started a guy who keeps lighting the microwave on fire. I was playing Simcity 4, and that was short lived for good reason.

Gamecube - Sonic Adventure 2 Battle (2003-02-15 11:52)

| GAME FEATURES |

- A.) Featuring original cast : Sonic the Hedgehog, Knuckles, Amy Rose, Tails, and Dr. Robotnik.
- B.) The next chapter in Sonic's never-ending saga to end Dr. Robotnik plans to conquer the world.
- C.) 3 - 4 hours of gameplay.
- D.) faster frame rate and better loading times over Dreamcast

Sonic came to Gamecube with a lot of people wondering why? It was Sega that went to Nintendo not the other way around here. So since the two major publishers had 3 big titles to put on Gamecube, Sega this made extra Dreamcast software that would do perfect ports or this is what it looked like. As for Sonic Adventure 2, all you get is Sonic and his speed. To me, this is all right at the beginning. But dies off more as the storyline goes on. SEGA probably got every 10 year old who owns Gamecube wanting to buy it. It is not your Sonic that you once knew and loved on Genesis. But you can tell that Sonic really came along when Sega put him into 3D with clearest pixels and some indirect lighting effects to match.

The Level Design

You might not like Sega for turning Sonic into a more "Techno Sonic". I know why too. Japan is crazy about Techno Remixes. SEGA wanted Sonic to become a Disc Jockey before someone could say that they went overboard. When they did the idea was official and no one could change it. Sonic Team most defiantly borrowed from NiGHTs and famous NES classic Marble Madness to create the Sonic World we're now familiar with. The treasure hunts were more satisfying and height doing Sonic levels. What do you think of that? Knuckles is cooler than Sonic. You can also tell that Sonic Team cleaned up the levels since Dreamcast.

The Control System

Either then Sonic Adventure on Dreamcast. Whether or not you think the gamecube controller has out or not.

Sound

Sonic Team did one thing right out of the sound department. They made the music fit the game. I recently tried doing remixes with songs and all of them turned out horrible. Sega probably did their best in the sound department.

The music sounds like alternative rock or hip-hop customized for Sonic and Knuckles. I personally don't care for it much. Most people would listen to the radio anyway so it depends on your preference.

Conclusion

Sonic Adventure 2 is a less a winner then the original but I agree with those people who give it 3 1/2 stars. It would make a decent retail. (posted July 11, 2002)

Gamecube - FIFA 2002 review (2003-02-16 11:57)

| GAME FEATURES |

Most developers will find its going to be hard to crack this near perfect Gamecube title. EA Sports made use of this version. Nintendo this happen to get a winner in the soccer field. With the exception of already having some of the best graphics in a sports game. EA also hosted two announcers which speak 300 sentences and can announce 1000 different players who play with over 400 professional teams.

Gameplay

You'll find it easy to score goals against the keeper in amateur setting. I don't watch professional soccer but a soccer game is the best sports game you can buy with your money, I think. For one thing it doesn't require coaching. American Football requires a lot of it. Instead I can focus on scoring goals. Once you get into the professional settings you will get your ass kicked. Trust me, its not an easy task. Since the first soccer games that were made in 3D. developers like EA have gotten to modify them to the point that made them more accurate with better all around players, better all around effects, better all around modes. If you go through the games tutorial, you'll learn many things. The key to winning games is practicing against them as you play against another. I don't play this enough to get great at this game so I'm not the one to practice. If you can lobb successfully you'll beat the normal difficulty easily. I could never lobb successfully. But for many people to keep the game fun, you might wanna remember to restart if your opposite is 3 or 4 goals ahead. In a real soccer game, you already lost.

Conclusion

FIFA 2002 and Soccer Jam (Sega's cartoonist version of soccer) are the only soccer titles out. FIFA 2002 is going to be your first choice and will probably stay that way for sometime. EA Sports created a game worthy of ownership here. Videogames.com gave this title a 8.9 out of 10. But in my opinion, its deserves more credit. The game is very fun besides the fact that I'm a soccer fan. I say the best games are expedition games or as the announcer quotes, "A friendly, nothing up for grabs game including *so and so*. (posted 04/27/2002)

GBA - Sonic Advance review (2003-02-21 11:58)

| GAME FEATURES |

Developer : Sonic Team

A.) Sonic in high resolution for an handheld. Still a blast to play even after the 7 years Sonic Team discontinued the Sonic the Hedgehog 2D games (since Sonic CD for Mega32x in 1995) There was Sonic Pocket Adventure for the Neogeo Pocket, but I'm so unfamiliar with that game.

Publisher : Sega

B.) Good sound track. Familiar sonic the hedgehog tunes

Released on February 05, 2002

C.) A practice area where someone can increase their skills at coverting to white shielding or black shielding in the game. A lot of practice will be needed for an average gamer to get past the C grade level at the end of the practice run.

D.) A co-op option letting a friend battle evil with you.

Type : Platform

I played Sonic the Hedgehog on the Genesis. Yes I've played it and I played it for free thanks to emulation. Haven't we all at one time or another? Could Sonic Advance be the best 2D sonic ever? Look at the "colorful" history of Sonic games. Well back then it was good, now Sonic's Director Cut(s) are in the dark ages it seems like. Sonic Adventure was not exactly a very successful game on the Gamecube.

Let me ask this question, many say, including me that Sonic the Hedgehog 2 for Sega Genesis was the best Sonic the Hedgehog game in the the history, until Sonic Advance came out. Needless to say that Sonic 2 was a more high profile game then the first and the 3rd wasn't has high profile as the 2nd, so like wise, Sonic 2 would be the most famous Sonic game around. Sonic the Hedgehog could easily of been a mediocre platform title in it's time if it wasn't for the fast pace, colorful world that was better then most action shooters of the day. If you have played the old sonic you'll first realize that the GBA has 2 buttons while the genesis controller had 6 buttons. However Genesis didn't come with triggers which made it difficult to hold 2 buttons at once. But the originals didn't use more then 2 buttons anyways. The Sonic the Hedgehog was known for it's industrial level, the second zone in Sonic the Hedgehog 2. It had a good soundtrack, a long level, lots of secrets and it wasn't boring. If you played the casino level in Sonic the Hedgehog 2 then you know that it was fun trying to get the best score. Sonic could spin in the jackpot cubes and win big or loss it all. Sonic Advance is like the original Sonic the Hedgehog 2. The graphics are twice as colorful as those in Sonic the Hedgehog 2. They look like it's in high resolution, which beats all the other 2D Sonic the Hedgehog games.

So graphics aren't the only thing that makes this game fun, although the game is already amongst the prettier bunch as GBA games go. In the game, Sonic is usually running. The first zone is easy to start out with. It's impossible to die in this level and the stage 2 of zone 1 is also easy. Zone 2 is still easy. This time your in a slightly different world. If you followed Sonic very much you'll know that Sonic has a world with familiar characters that appeared in past Sonic games much like Mushroom Land with Mario. Sonic Advance has a famous beach level seen previously in the Dreamcast demo disc and Sonic Adventure. But the game also has other zones like the lava stages seen in the 16-bit generation. The game doesn't stray too far from the other 2D Sonic games because they are all timed, the game features 3D bonus stages, the game has the final encounter with Dr. Robotnic. The 3D stages look better then the Genesis version of Sonic 3D Blast! I find that the control on the GBA controller is hard to work with when doing 3D. Although the game is still one of my top GBA picks next to my personal favorite Super Mario Kart - super Circuit. The level design is better then most GBA games although the 3D platform Sonic the developer also makes for Gamecube is out of date and needs considerable updating. (article posted August 07, 2003 2:41PM)

Summing up Sonic Advance

Graphics

10.0

Has scrolling background, looks like flash on the Internet. Everything is sequenced to happen the same way at the same time in every game. But Treasure has some nice 2D artwork. I admit that the bosses are cool looking in 2D shooter 3D form. I really like this game okay. It's next to genius. All levels flow at a good frame rate. There is a lot of color including my favorite, the opening level. It's like Super Mario Bros 2. Except Mario or Luigi don't go loop for loop or in a spiral like what Sonic does. The backgrounds are so bright and are in high resolution when they scroll with each frame that goes by. You don't get low resolution artwork that makes other games only average in comparison.

Control

9.0

I don't really know about the Games control. I doesn't deserve a perfect score because I've seen what Super Mario Advance is capable of. But in this 2D age the game either sucked or didn't suck. You can't measure the control in 3D

like if the game had a 3D engine. The control is much like the old school Sonic games. The first Sonic the Hedgehog in it's day was a must buy because the control was pretty good and most people liked the gameplay. I'm not going to go so far to say that games aren't like they use to be, because this game is a good example of how a game that once was on a console 10 years ago came back into something that was worth buying at full price. Only in my own opinion though.

Originalism

9.0

I couldn't give this game a perfect score but if it's not broken then why fix it. Remember the old Metal Slug games by SNK. I mean I've played it on a emulator and it was enjoyable. Reminded me of Metroid. The series just continues. The levels are really well constructed partly due because the team that invented Sonic the Hedgehog 10 years ago made Sonic Advance and Sonic Pocket Adventure. Not many developers keep their original license that long.

Sound

8.0

Unless you got a Gameboy player for your Gamecube, you don't have a very 3D sounding game hear. Nothing can compare with that of Final Fantasy or Golden Sun. It's just is that, the game has no 3D sounding music on the GBA. Most games don't have any sacrificing 3D sounding on the limited hardware that the Gameboy Advance can generate. I haven't heard of any MP3 technology before on Gameboy Advance. But midi can if done carefully should sound just as good. You have the original Sonic the Hedgehog 1 & 2 music which is excellent idea although the majority is okay. The infamous ring chime does well on the GBA I thought.

Replayibly

9.0

It's funny how emulation can steer you always from playing the same game twice. Because your not forced to play it twice. With emulation you have many choices. This game though is fun. I like it. You should find the ROM or buy it at a store. The game has a save option which is needed in all GBA games. But like the old school games before it, it's probably best to play the whole game through one time. This game is a BLAST to play!

(2003-02-22 00:34)

For all those people who hate to be inside, I know exactly how you feel. Wasting much your time infront of a computer surfing the Internet for new software. The question is not that there isn't any good games out there, its how much time you look for that one game. I found a couple games today that I've downloaded. One game called Tetrix. A tetris clone type game. Pretty ordinary and nothing special about it. Then there's

Kaggz 4.0

. This is close to SmileTris on Linux. Match the colors and they'll fade right away. Music is included, but I am not bothered by it. I had no one to invite over, much like yesterday. I played a little Dungeon Siege. I managed to build a farm girl up to warrior statis in 3 days. Pretty average, anyone can do that. Then I tried out *Never Winter Nights*. It is way too much like Baldur's Gate. The game got good reviews on the Internet. I was trying to play NWN online but my ping was really low. Although I do like the idea that you right click on a person to attack him. That seems to work out pretty darn well. I post my feelings about the games I play in reviews. I may be a while before I know what I'm doing in NWNs. The look of it makes me unsure about were to start and all that. I wonder how many teens think the same I do?

GBA - Mario Kart Super Circuit review (2003-02-22 11:59)**| GAME FEATURES |**

Developer : Nintendo

A.) Mario racing karts on Gameboy Advance

Publisher : Nintendo

B.) 32 tracks including all unlockables and battle mode tracks. This is a big game.

Released on August 27, 2001

C.) A practice area where someone can increase their skills at coverting to white shielding or black shielding in the game. A lot of practice will be needed for an average gamer to get past the C grade level at the end of the practice run.

D.) A co-op option letting a friend battle evil with you.

Type : Kart Racing

This is a game that I've played everyday at school in the 12th grade during brakes. Mario Kart invented the kart racing formula. No other game can match it's style and success. When I say this game rocks, I mean it's fantastic. Why, because I had nothing better to do, no one to talk to, and it was the only GBA game of two I own. The game not only has 4 tracks and 4 cups, but not intended also has all the SNES Super Mario Kart tracks for the gamer to unlock. I haven't unlocked any because I never had first on all four tracks on 150cc difficulty. The game is harder then Super Mario Kart 64 much because you play the game on a small screen. If only I had a Gameboy Player. Does anyone even care? I sure didn't think so

Mario Kart Advance's graphics aren't as pretty as some other games. But it isn't bad. I'm not use to draw in graphics which the Gameboy Advance has. The game isn't on CD format so it can't load very detailed backgrounds, one disadvantage of having a 32 megabyte cartridge. It's average by the console's standards. I'm guessing that the Sony PSP will be more powerful then the Gameboy Advance although the Gameboy does have more games for it.

Since I spent more time on this game then any other game for the hand held, I thought the Grand Prix mode in Mario Kart was the best. Even if I could time myself in time trials. I don't see any point to the time trials. I mean the only way you can get better is to race the grand prix until your good at it. I am able to get 1st or 2nd place in the 50cc tracks. The 100 are less unforgiving. One mistake and your out of the race. Did I mention that you must get a certain number of coins before you can get a good grade. But since the GBA LCD screen is so small, you have to switch to see the Screen times. It's worth it though playing this game on the computer. Though emulation, you can of course blow up the image to full size. The game can click ass especially when GBAEMU has a multiplayer that can be activated through networking. A cool feature. The only thing that needs to occur is the host computer needs to be able to ping the computer your playing on. (article posted August 09, 2003 4:10AM)

Summing up Mario Kart : Super Circuit**Graphics**

8.0

The characters models are well done. Nintendo drew out the maximum amount of detail that the gameboy advance can juice out. But the level design is what's there. The game goes back to the SNES roots with backgrounds that stay still while the track itself moves around on an axis. Back in 1991, this was new technology. Know it's what's expected in a videogame. The Gameboy Advance wasn't created to run 3D games That's why the backgrounds are too 16-bit era. They don't have an hardcore feel to them. They don't look high resolution. It's not that complex like we see in other unintended games like Super Mario Advance 3. Fine so the graphics are really good, just not amongst the gameboy advance's best.

Control

9.5

The game is extremely challenging in Single Player Mode. You can have your friends all hooked up to the Game's multiport feature, but your biggest challenge is not against your friends but the game. I can tell that his game is harder than Mario Kart 64. Compared to most games, MK64 was easy. In the game you use the right trigger to slide while you use the d-pad to turn directions. The karts come in weight classes. Which I think is a good idea. Without weight classes every racer would be equal. Take Yoshi, the easiest to control of the bunch. Mario is the favorite and is medium weight. I would think that Luigi is a light weight because he looks so skinny, but he is also a medium weight like Mario. Donkey Kong and Wario are heavy weights. These karts can't be knocked around. And some times on the easier courses, these guys are best to pick. One reason is that they'll end up in front quicker and they'll stay more still than the others so if your timing is right, the heavy weights pick up all the coins on the track. My experience with Wario was best because I could pick up most of the coins in the track in the Flower Cup. That about sums this game up. It's still challenging. I bet that a lot of you grown tired of challenging games if you even picked this game up.

Originalism

9.0

Mario Kart is highly original. The idea to put Mario in a racing game wasn't a bad one, it caught on. I was once anxious to get Mario Kart 64 when I was 13. Now 7 years later I have forgotten mostly about that game and this game is the only Gameboy Advance game that I play. I'm glad Nintendo brought back the Rainbow Road race from the N64.

Sound

6.0

The sound is alright. Nothing really good about it.

Replayably

10.0

You'll be playing this game a lot because it's one of the most fun games to play if your looking for a 3D racing game.

Changed Geocities webpage again (2003-02-26 00:33)

Other news that happened this week and I got my midterm grade and it happens to be Bs. School's not terrible. I'm having fun in technology class. Chris Crow is very entertaining. His speeches do a lot for the room. I'm learning Power Point and Microsoft Word. What do you think of that! I still go to Indian Technical college in River Falls. I wanted to drop out, but that can't happen because I need the credit to graduate this year.

And when my friend, Chuck came over to visit and play games, I couldn't play Unreal Tournament 2003, so we played the Unreal Tournament instead. So at first it was this too gory for me, but I found that later on I got use to it. I found Deck 16 j[i] off the Internet. The map rules. It actually looks like the old version for Unreal Tournament. (Most popular UT map of all time)

Later that night I found the 3 disc set in my cd case. I wasn't looking hard enough.

Gamecube - Mario Kart Double Dash review (2003-02-28 12:43)

I don't mind what other people say about this title, perfect or not perfect, this is a must buy for Gamecube! It's been 5 years since I bought Mario Kart 64, and it's been a long wait if that. This game has a positive turn out because the

tracks are wacky, but MK64 is known for it. One draw back is the music, but I'll get to this later. The game comes with 24 grand prix tracks, and 50cc, 100cc, 150cc. One questionable fact in the new Mario Kart is the player only gets to pick 12 tracks at the beginning. Only 12 tracks? While the original came with all tracks at the very beginning, and had 200cc (hardest difficulty) This by no means makes Double Dash any less difficult. The competition will give you a challenge. 50cc plays like 100cc in Mario Kart 64. 100cc plays like 150cc. And 150cc will play like 200cc. I'm suggesting that a game starring Mario is actually difficult for hardcore gamers. I mean at the very beginning.

Double Dash has the exact same features as Mario Kart 64. Although many gamers would agree, Mario Kart 64, which was probably the preferred racing game of any N64 game, didn't come as a bonus disk or unlockable feature in this game. I mean how hard can it possibly be? I'd just take the Mario Kart 64 ROM, and stick it on the mini-disk. The game disk has 1.6 GB. This did not happen of course. Rumor is that Nintendo is putting N64 classics on a game disk and releasing it. Okay, enough of the rumors. Double Dash is based on the same point system of Mario Kart 64. Okay, I'll explain:

If you get first in a race, you get 8 points. Second place 6 points. Third Place 5 points. Fourth Place 4 points. Win the races and you earn vehicles (like the Waluigi Racer), extra characters (like Toad) and tracks (like the Special Cup.) If you don't see the Rainbow track (seen in N64 as Rainbow Road), don't have a fit, it comes apart of Special Cup, once you've earned it.

This game is colorful, the character models look generic, but it's not suppose to have the shiny, shadow look. I mean if you take all Mario games, they are very clean, but feature Super Mario 64 style graphics. I can't say it any simpler. Ever since Super Mario 64 was a mega hit, Nintendo just stuck with the graphics style. They wouldn't make a cell shaded Mario Kart. (AKA: Legend of Zelda: The Wind Waker.) A interesting fact is Hal Labitories, the developer of Super Smash Bros. Melee, made all the characters more shaded then usual. This lead to make gamers believe that all future Nintendo games would indeed follow the same formula. Although it would be nice if this were true, I believe Nintendo wanted the New Mario Kart game to be the way that most people expected it would be. No details were released at IGN.com until mid-July 2003, but everyone knew that it would look a lot like Mario Kart 64 in High Res. It would be nice if Nintendo added extra polygons to the characters.

The game has this good feel, and makes it easily the top Nintendo game for Christmas last year. It is better than it's predecessor, I wished though, the game didn't use some content from Super Mario Sunshine. Super Mario 64 was clearly better designed than Sunshine, and it would be like that. Although, Nintendo fans don't know what's behind the highly classified game in the works, dubbed Super Mario128, and if it's going to feature the same level design as Super Mario 64. And if Luigi will join Mario in 2 player mode or at least be a unlockable character first featured in the 1985 game, undeniably the best NES game ever which made Mario and Luigi immortal stars, Super Mario Bros.

Double Dash comes with four average Battle Mode maps. They aren't bad, but they could of been more. Clearly, Nintendo was more interested in making Grand Prix mode better than average, so other "minigames" got a little similar. The bottom line is that I believe the Super Mario 64 (if you've placed the game) were better. Why Nintendo did you get rid of the maze idea, that was an in-genius idea I thought featured both in Super Mario Kart and Mario Kart 64? So many features in Double Dash rely on Grand Prix mode including Multiplayer, Time Attack, and Mirror mode. Hell, it's still fun, it comes with 5 cups. No Mario Kart 64 fan would expect anything less in the main game.

The graphics, this game isn't the prettiest game on Nintendo. It's kinda showing its age already. This isn't the games fault, it's just as game consoles improved, the older games just look more pixelly. This is what some gamers call "The Cube Factor." The older consoles were based on sprites while the new consoles are 3D and use polygon. The cube factor goes stands against the newer games because it leaves out the classic formula that either made the game a hit or a lackluster in the past. Why do people still play NES? The cube factor draws them in. Games long ago that were as beautiful as they were simple. Back when all games were 2D. I believe the older games were sometimes better because they didn't use a joystick. The d-pad, and a couple buttons were all gamers needed to play the game. Not since characters can move in 360 degree radius they need a 360 degree stick to accompany it. Thus with a 2D layout, level design can be focused in 2D, camera angles are not a factor although some gamers say Final Fantasy, Metal Gear Solid, Super Mario 64, Goldeneye, and Grand Thief Auto 3, and Vice City were perfectly executed the camera. Camera

angles aren't considered a big issue in racing titles because the camera is always behind the car, and it follows the same pattern in every lap. Same case with First Person Shooters. The camera is your eyes, and doesn't need to follow the character at a trillion possible bad angles. The graphics are prettier than any Playstation 2 game. Metal Gear Solid: The Twin Snakes is coming to Gamecube, so gamers can't say Metal Gear Solid 2 has better graphics. Gamecubes graphics are usually superior to Playstation 2 even if it's just a small amount. Which do you think has crisper higher resolution graphics, Final Fantasy X or Final Fantasy Crystal Chronicles? I am not ripping on PS2 at all since I own one, but sometimes I just get this feeling that Mario Kart Double Dash 'higher resolution' graphics beats any Playstation 2 game on the market. Okay except for Grand Thief Auto, which looks better than many Gamecube game ports that also are for Playstation 2. Bottom line, I think this game looks better than 97 % of PS2 games. PS2 gamers, you know you'll just say how superior Playstation 3 looks to Gamecube. And I know this because it's also going to look better than Xbox. But PS3 will also nudge graphics of many PS2 up like PS2 has done with PSone games. Tell me that great games like Gran Turismo 2 and Final Fantasy 7 look upgraded on PS2.

To conclude my review I give Mario Kart an average of 4.5 out of 5.0. The game works pretty well on the Gamecube controller. The controls are precise, and tightly adjusted. I happen to play this game often, and it's still fun after you beat it. (I haven't beaten it yet, but I will someday. This game will be a #1 pick in my Gamecube collection so I'll be playing this game long after Gamecube's predecessor is on the market.)

5.3 March

PC - Elder Scrolls III Morrowind review (2003-03-02 12:03)

Elder Scrolls 3 - Morrowind (PC GAMER 2002 RPG of the Year)

Morrowind is a role playing game with vast environments in a 3d world that can either first person or 3rd person. It looks like it takes place in the 14th century. I can tell why because the buildings are dated back to who knows when. It has the same group behind it that was on Elder Scrolls 2 in 1996.

Exploring

I have both Tribunal and Bloodmoon, so I have an extended version of the game.

Your character comes equipped with a dagger in the beginning, and you go out exploring. What is unique about this game is when you steal something; you'll be reported to the authorities immediately. Stealing is half the fun in this game because you can get away with it. Don't think you can walk in with the same clothes as one of the guards and not get noticed.

The other half is leveling up your character. The easiest way is to become an outlaw. Outlaws in this game are fine, but they don't get along with people to well.

Weapons

There are 100s of weapons in this game. Some are downloadable in form of mods. The weapons look blocky though.

Graphics

This game isn't state of the art, but you'll need an 800 MHz machine to play decently. You'll have to deal with some major slow downs though.

The game has pretty backgrounds, unparalleled to other PC RPGs like Diablo 2. There are visual packs on the Internet that'll enhance backgrounds. This game was first meant to play on a 500 MHz machine, but that'll just make the game run slowly. Everybody has 1 GHz of speed now-a-days.

The sky is bitmapped and days come and go. You'll see stars at night and white clouds in the day, and storm clouds both day and night. It needs at least a TNT 2 to play, but you'll get a lot of lag, your pc will load new more areas slowly created a lot of lag during actual play. It wouldn't be noticeable on a 1.5 GHz machine, Bethesda said.

On super computers, about 2.5 GHz, and a 256-MB Geforce 4, you'll get some awesome graphical effects. The detail, already compressed, will look cinematic like it does on Xbox. The graphics still look really good with a 128 MB Geforce 4 on my PC. Who knows how this game will be affected on newer processors?

Faces

Faces are above average and there are many Morrowind mods that'll change the faces and make them better. They won't look simple after some of the mods update data files that control faces.

Atmosphere

Takes place in Renaissance period it seems like. There are super natural enemies in this game like skeletons and ghosts. But there are a lot of different races too. Races that hate each other are only apparent away from towns. But in towns, your race doesn't mean a thing.

Drive Space

This game takes up less then a Gigabyte of hard drive space.

PC vs. XBOX

Microsoft Windows vs. Xbox. With a console having so much on board memory, the XBOX was an easy choice for Bethesda Softworks. The Xbox has particle shading that looks better then the PC game. But on high end PCs, there isn't any difference.

Conclusion

Morrowind is a good game with plenty of quests. You can just about talk to anyone, and go on a new quest just like on Xbox.

Xbox may be running smoothing, but the pc version can be modded. This game is great.

Review of Elder Scrolls III – Tribunal

Tribunal is suppose to be a good expansion, though, I won't know until I get this far in the game. Review up soon.

Review of Elder Scolls III – Bloodmoon

Bloodmoon is the latest expansion that Benestha developed, probably the last. The expansion loads with Morrowind, and Morrowind installed with Tribunal. It has a lot to do with werewolves, and vampires. This is the first RPG since Vampires: The Masquerade that allows vampirism. Vampirism and WereWolfism are allowed outside Bloodmoon.

(Article posted on October 07, 2003)

Never Winter Nights

March 21, 2003

top

| GAME FEATURES |

A.) Very Stable, and very playable RPG. Latest patch is v1.29.

B.) 40 hours of adventuring.

C.) Battle system which improved over Baldur's Gate franchise and became a 3rd person prospective with a free rotating camera to boot.

D.) Dangerously addictive quests.

Never Winter Nights has been worked on for 5 years. One of the reasons that it's graphics has come outdated in the process. The game off cd is very buggy so I would advise getting patch update ver 1.20 off the Internet so you can run the game without it crashing. Bioware came up with Never Winter when they tried to create a real 3D version of Iceward Dale long ago, also made from Bioware. Except Neverwinter has an involving combat system. You have to constantly be aware of your characters statistics. I doubt that the Neverwinter Nights is trying to starve your character, the game is b focused on combat. This game is far beyond Diablo 2. In Diablo 2 : Lord of Destruction, you have 5 character classes including Sorcerer, Paladin, Barbarian, Amazon and Necromancer. However in this game, you can be Half Elf, Human, Half Orc, Elf, Dwarf or Half Dwarf and carry magic abilities. Which makes leveling low level characters an art in this game.

This game is ranked #1 for "Best Role Playing Game of 2002" by Gamespot and PC Magazine. Bioware shown me this how deep the story goes. The story is basically saving Neverwinter from the Plague. You can take several steps to level up in this game. Your character is saved to the game, so you can start your adventuring from the Academy through the city of Neverwinter, whether it be the Docks or Peninsula or Barracks, your character does a lot of quests for people. The game is definably rescuing people and knowing who your friends are. I know, from the first chapter, that being kind is how you get the rewards and being mean is just meaningless. I like to loot everything I get. I found some awesome armor by bashing locked chests. Try bashing doors inside towns and gain access to secret areas. Bioware has spent 5 years perfecting the battle system. The game has more in common with Dungeon Siege then Baldur's Gate II. This would be a plus for me because I was a Dungeon Siege fan most recently. Although that game was a favorite of mine for the past few months, I started playing this game instead, and will continue to play it for another few months. So far, I like the backgrounds in this title. They are really detailed. Don't let though's reviews tell you that they aren't, because they know they don't care as long as all graphics are in high resolution, which they are. I think people under-estimate how beautiful the game looks from a distance. We have running water, a lot of tiled stones and decent eye candy. Eye candy is special effects that comes with magic special effects. This game has the famous ice and fire rings appearing in battle. Found in all RPG games, first appearing in Final Fantasy, I think. This game looks a heck a lot better then Dink SmallWood! This game is bug free now with the latest patch Bioware handed out to the public. I give this game a perfect score of 5 for it's addictive gameplay.

Online Gameplay

First of all I like the online play because it's much less laggy then Dungeon Siege on a modem. Plus you get to talk to people. The game is free online and runs through the Gamespy network. You can do a lot of things in this game. Set and talk, drink beer and have sex. Really so, it's hilarious. People find the default female human character with long blue hair sexy. Anyone with the time should play online. I you have broadband, then the isn't affected unless you have someone using a modem within a 10 yard radius with in yours. Most people are either human barbarians for the fighter type. One skill that's worth having is the ability to weld your own armor together. You can sell it to someone and make money.

Cheats for NeverWinter Nights

Shame on you for clicking on this page, but nonetheless now that you're here in order to enable the cheats, you must first go to a file in your NWN folder named nwn.ini. Open it with notepad or any other text processor and add the line "Debug Mode=1" (without quotes). That the first part done, now when you're playing in the game you hit the button (left of your 1 button at the top) and a > should appear near the top of your screen. Now your must type "DebugMode 1" (without quotes exactly like that) and press enter and you might see certain areas on the ground highlighted, they're just triggers and stuff. Now you follow the table below and REPLACE any # with the desired number.

Note:

.

In order to turn debug mode off, type "DebugMode 0"

.

> Pressing tab right after will display a set of commands that can be used

.

Note the effects with *s on them means that it has a chance of rendering your character invalid and illegal making it unable to be used when advancing to the next chapter or internet play

.

The effects with + indicates that it will not render your character useless

.

So

metimes after typing, a "enter target mode" will appear, just select the character your wish the effect to be placed on

Code - what you type before pressing enter

Effect - what happens

SetSTR #

*Changes your Strength to the #

SetCON #

*Changes your Constitution to the #

SetDEX #

*Changes your Dexterity to the #

SetINT #

*Changes your Intelligence to the #

SetWIS #

*Changes your Wisdom to the #

SetCHA #

*Changes your Charisma to the #

dm _givegold #

+gives gold

dm _god

+gives god mode status (invulnerability)

dm _heal

+heals character

dm _givelevel #

+gives additional levels to character

dm _mylittlepony

makes your faster and gives you a horse head

dm _cowsfromhell

flying cows from hell

GiveXP #

+gives amount of experience points

GetLevel #

raises level by the indicated amount

SetAge #

changes the age of your character

PC - Unreal Tournament 2003 review (2003-03-04 12:04)

Unreal Tournament 2003

March 2003

top

| **GAME FEATURES** | A.) Updated version of the Unreal Tournament. Since it is preferred then Unreal 2, UT2003 is the stand alone.

B.) 25 deathmatch maps, 10 counterstrike, 10 domination, what more can you ask for?

C.) Emensely graphical. Your talking about state of the art graphics that you before only saw on consoles.

D.) improvements in map design. Maps are larger, more open

I remember playing Unreal Tournament three years ago. The remixs made exciting off the wall music. No, they weren't exceptional, some were very goo

d. Others were ok. A few were dull. I liked some of the soundtracks so much that I found the mp3s version of those somes, one example is "Run!!!". Unreal Tournament was a highly enjoyable game, I think, and the only game that I was able to play on 2 computers using the same disc. That game and Half-Life. I think that Castle Wolfenstine comes second before Half Life. I never really liked Quake III, which was a blood fest to say the least. I wasn't a fan of Quake III.

Then I bought UT2003 in November. Unreal Tournament 2003 is suppose to take off 100 years after Unreal Tournament. Unreal Tournament has different characters with varied skill sets. It doesn't much matter when playing the game. This game is real pretty from start to finish. The frame rate never drops, plenty to look at, and outstanding sound too boot. The music is very interesting to listen too. I don't care much about the announcer, though. UT2003 runs at a solid 60 frames per second, like on mine. That is 30 frames on some older computers. Unreal Tournament is a prime example of what a first person shooter should be, next to Halo and next to Metroid Prime, in my opinion. UNreal Tournament also comes with a single player mode where you try to complete missions in each game. Multi-player is like the old Unreal Tournament. The concept never changed. I play this game when ever I have friends over. Got to get in time fragging with at least one friend. I don't play this game much by myself. I really can't stand playing it more then a hour at a time. After that, I lose my concentration. I lost interest with a lot of my games I buy over time. I stay interested usually when I download 3rd party maps available off the Internet. It's unbelievable how much quality people can come up with. Two/Thirds of all maps in UT2003 are worthy of play. The 1/3 that aren't usually weren't because they couldn't support a large amount of players. And it was a very frustrating game when playing in a small map in Unreal Tournament. You get smuttiered way too many times. The weakest point of a 3rd party map is usually that it does have enough pretty backgrounds to support their creation, all of these maps are bug free from the get go. A new standard that Digital Designs had put in UT2003. I doubt that the sequel will accumulate as many maps as Unreal Tournament had. Over 400 new maps, including bonus packs. Most of them, you can't download anymore. I recently downloaded the UNREAL TOURNAMENT 2003 Bonus Package, the only official bonus pack online. I'm glad I did. I give Unreal Tournament a perfect score of 5.

PC - Dungeon Siege review (2003-03-05 12:06)**Dungeon Siege****March 14, 2003****top****| GAME FEATURES |**

A.) one gigantic universe of in game scenery (an almost endless game)

B.) ability to create maps using the Siege Editor

C.) Many many people to talk too on the way to make the game look interesting

D.) Free Downloadable maps including Yesterhaven, the official expansion pack.

C.) 2 full maps, Kingdom of Erb, and Ultraean Peninsula each worth 10 to 20 hours of game play each. Depending on your skill level.

Dungeon Siege is the popular game from Gas Powered Games which has 100s of thousands of people hooked because if it's incredibly simple combat system. Yes you would have to be a fan of either Warcraft, StarCraft, Everquest or Diablo to qualify. But what you want to hear is that Dungeon Siege is a better game then Diablo 2. Dungeon Siege what I am playing now on my PC. Diablo 2 being my second favorite online game. I can't really say how much detail graphically went in this game because my PC (Even with a Nvidia Geforce 2) slows down to a crawl during my single player game playing one of six people in my party. Take that Diablo 2 single player mode. With a few mods and and trainer the game couldn't be more fun. I spent 3 hours and not even seeing 1/5 of the whole game.

Hacking enemies to death is not boring due to the party's ability to handle most enemies. I defeat a small army and go onto the next. This is the heart and soul of Dungeon Siege. P.S. I find that any sorceress's in the game is the worst. Having a sorceress join the party the first time slows the party down some what because sorceresses have a hard time leveling up using spells. The character's intelligence is hardest to gain. There are so many pipe sized army ranging from moderate to very hard. Again the game is graphically demanding, even a 1.3 GHz machine can get a heavy work out. At 800/600 there is a lot going on. The capacity of the game can even go up 3 resolutions.

Besides the fact that having a LAN running the game with a trainer would, to me, be the best thing that could happen to me. Not being able to join games on the network with out satelight internet or broadband would this kill the enjoyment of the game. The only possible way around this is joining a 2 person game with a modem in the same town. That way it won't cost you 30 dollars in long distance bills. Even though it would lag a bit it would be about the same as any FPS direct connection out there.

At the most basic level, it takes no thinking or standardizing to get what you want to happen in this game. If your party isn't able to take on a variety of enemies. You'll know it very fast. If you want you can try to "find ways of living longer" or most commonly known as "out thinking your opponent." To me however "out thinking your opponent" would be the same as me being a deer against a man with a rifle. So it is really a waste of brain power. Even though I like warcraft too. I have a very hard time with it because I have to think and rely on myself which gets me killed 10 times over. So I really appreciate ability to choice party members in single player mode.

I know it, everyone else playing this game knows it. Buying basic supplies is cheap. Most the time that's all you need. I find all my armor and weapons on the battle field. Because the elves destroyed and took suppliles from these towns, most of the humble towns people this want to get by so they sell you stuff really cheap. I like this because one of the essentials, the pack mule, only cost me a little bit. I can't recall what town it was - I don't remember names.

Dungeon Siege Quests, I have to say I enjoy questing as much as doing nothing in the whole game. Part of the game is knowing where to go to complete the chapter. If that makes a whole lot of sense. Characters in the game ask you to do things that are impossible. For an example in chapter one the town's blacksmith asks me to find his brother when perhaps I couldn't find him any ways because he was killed by a ugly orc.

Hmm. If you take notice in this game you'll realize that you can be playing it all day without looking at the clock. This includes picking items off the ground and adding the better ones to our party. The rest of the time hacking and slashing enemies. Spending all my time doing quests covering large amounts of land doing each one is hard work. It makes me want to drink a lot of pop.

Want to level up really fast in Dungeon Siege? There is a favorite that every likes to call the Chicken Level. With the use of the trainer your character will level up 3 times faster then he normally would with out dieing. Sadly this level can not be played in single player mode. Unless you want to import your story mode (aka single player mode) character over to your LAN party using the transfer option. Neat-O.

I'd also advise people to build up a multiplayer character. In single player you only get to play the Kingdom of Erb. Which is still long, and top notch as role playing is concerned. The Ultraean Peninsula is also a huge map with all new characters, and landscape. Playing the maps from the beginning is no fun so Gas Powered Games came up with the idea of opening progress points throughout the game. You gain access through the multiplayer setup and going to game settings, clicking on the map. Then selecting what town you wish to travel though. Online there are extra downloadable files that will make Ultraean Peninsula a Single Player Mode option. Download it some where at Siegenetwork.com.

If you have a computer fast enough I hope you buy this game. Its my best gaming experience I had since a friend of mine introduced me to Diablo I. If you plan to play alone and don't have access to broadband, the story mode far outceeds the online experience. The patch really doesn't do much good. The game still runs good without it.

YESTERHAVEN EXPANSION

As many Dungeon Siege players know, this file is not only the most fun map, but also the only expansion pack made by Gas Powered Games. Some people can't download this huge file. Once downloaded, it is well worth the time. The size of Yesterhaven is maybe 1/3 size of **Kingdom of Erb**. This map isn't the longest map available to download, but it does comes with a decent story. You transfer to a location of a town called Yesterhaven. You and your character defeat wolves, snowmen, fire demons, necromancers, and such in 3 levels Ice, Dark and Fire. In the ice stage, I see a lot of trees. The landscape is smooth. You'll find a lot of reflections off ice in the cave, coming later in the stage. In my opinion I like the one with the skeletons the best of all of them. You have the best looking demons that I came across. Low level characters can level up here. In fact, because the stages can be completed with in 10 or 20 minutes. You character can buy extraordinary items from a skeleton dude which appears in all three levels. On my computer, Yesterhaven runs at a reasonable 40 frames per second. I am sure that the frame rate will rise on faster computers. The frame rate does drop when dealing w

ith a lot of enemies on screen at one time. When I finished Yesterhaven, I like it a lot. I give Yesterhaven a 5 out of 5 in level design. This map isn't too hard, but not overly easy. To bad this map couldn't of been longer. Not that it was short, Yesterhaven is plenty long, and will take you atleast 2 1/2 to 3 hours to complete. In the end, you'll be awarded with better armor.

Chicken Level

Attack of the killer chicken is a prime example of this level. The small chickens that once were afraid of you, start flocking at you. In the latest build, chickens can easily peck low level characters to death. You must have 400 health and 300 defensive body armor if you even stand a chance out lasting the giant pecking mother fu __. As you go on, the chickens double in size. The hit points increase even more and their attack is stronger. If your character can get past those chickens (I advise retreating to more able ground) you go past this dragon that takes up the entire width of your monitor. In the end, you get to defeat "Diablo" That's what I call him. He's an exact duplicate of Diablo. He's not a chicken, he's red meanie and in charge! He does mega damage! The final boss does more damage then a large size chicken. I never tried defeating him alone before. Thus, the chicken level is purposely made for a group of players. For that reason I give it a 3/5.

Hyperbora v2.0

Hyperbora is a independent map made by a development team in Holland. I seriously doubt these people got payed for putting this game out. On the site, the publisher said that he and his development team spent 5 months on

creating this level. (building, debugging, stabilizing the level for deleting unneeded scenery, etc) I haven't got much into it. However, I do know that this level is really long. Hyperbora has towns like Kingdom of Erb did. Except that all towns sell shit for items. It is also tougher then either Kingdom of Erb and Ultraean Peninsula. Some say that the map sucks. I say it doesn't. The majority of people will a

gree with me. I tried it out with my high level character and it works fine in the beginning. I would suggest downloaded this map at Siegenetwork.com. I guess I'm giving this game a 3.5 out of 5 cause it's an above average map from start to finish.

Cheat Codes (press Enter during the game)

Invincible

999,999 gold

+150 of everything

No longer need to click.

All summoning spells

Gives all bows 100 meter range.

PS2 - Jak and Daxter review (2003-03-09 12:22)

| GAME FEATURES |

Developer : NaghtyDog

A.) A new Crash game that plays like Crash Bandicoot but isn't him.

Publisher : Sony

B.) A lot of objectives.

Released December 2001

C.) Silly characters

D.) A lot of Dialog

Type : Platform

Jak and Dexter is a pretty platformer for PS2. I know that PS2 is getting obsolete, but the graphics just seem a little jagged in this game. It's marvelous to play. The jaggedness is easy to look over because Jak plays well. Jak is the main character, he looks like an elf, and Dexter is a muskrat who Jak teams up with. The spoken dialog is mainly aimed at children, but the tasks, which are set up like Super Mario 64, are variable. I don't know, I feel like a child when I play this game. It gives off a good feeling though, like you accomplished something. This is harder then Super Mario 64, but I marvel at the Jak's maneuvers, they are precise. I started to play a game called **Ratchet and Clank** and while this game compares well to Jak. Jak is notably better. The gamer gets to do objectives which are highlighted in the beginning of the stage. You can repeat or change the objective. Jak is definably a Super Mario 64 clone, one of the best clones since the N64 game.

One reason is the game's developer, Naughty Dog is also known for developing Crash Bandicoot. The first Crash, I heard was the best in the franchise, sold over 3 million copies. The Crash trademark was then sold to Universal Interactive where it became an average game, Crash 4, never to be seen again as a recognizable mascot in the videogame industry. Naughty Dog created a new franchise that took off again. The 2 year project has lava levels, green levels, towns, and

water craft. The game has 10 objectives for each stage in the game. This alone brings the game's to-do list to 120 objectives. Jak closely representing another platform game, not as well known though, Rayman 2: The Great Escape. I like Jak a lot, and it deserves a high review.

Remember Jak is completely designed after Super Mario 64. SM64 was a good game. I didn't know it was THE BEST PLATFORM GAME EVER CREATED until I found out from numerous review websites. Latest Rumor on the Internet is that Super Mario 64 is coming to Gamecube bundled with Super Mario 128 which the gaming community knows little about. It's suppose to be better then Mario Sunshine. Jak brings dialog and funny scenes to the genre. The camera angle is nice and doesn't get bad, ever! IGN.com gave this game a 9.5 out of 10. I recommend going to a place I like to go called

<http://ps2.ign.com>

to read a good review. Browse for *Jak and Dexter* under *Reviews* .

Summing up Jak !

Graphics

9.0

The game graphic quality is 10 to 1 and it was Sony's premiere platform game in 2001.

Control

9.0

Jak is easy to control. The control is responsive. The bottom line is if you aren't good at this game, then you haven't played Playstation like the rest of us! This game is inviting to any first time gamer new to Playstation. Its fun like Super Mario 64 was.

Orginalism

NA

Sound Effects

NA

Replayibly

NA

I don't know yet.

PC - Sims Deluxe (2003-03-10 12:05)

The Sims Deluxe

February 05, 2003

top

Playing the Sims is my new favorite over playing Metroid Prime for Gamecube. This is about 6 months after I've stopped playing Diablo 2 Lord of Destruction for the PC. The game has a great graphics engine if your computer can handle all the bitmaps that account for Furniture and the house itself. The characters of course are live action 3D models that really need a 32 Bit videocard at least. I use a 64 bit ATI Radian 9000 in my PC. The Sims is game were you get to control people and determine what personality. Every sim has a right to be happy. Sims start out happy. It is easy to keep your Sims happy if they have something to eat, music and a job that pays for their bills, furniture and

food. I like the Sims because it is original. Some Sims get really bored and do nothing. But that's when you get to start over and make adjustments to your house size before you spend \$15,000 out of your \$20,000 on the home, then run out of money for personal items like kitchenware or beds and dressers.

The houses you can build are endless. You can even make gardens and keep them in good shape.

Your Sims start out at 0 work habits, 0 creativity and 0 skilled. Each time you learn to play the guitar or bench press you earn 1 level skill. Sometimes you will be doing so much that you won't have time for friends but don't forget your friends or they won't be your friend anymore. That is, unless the other guy is as lonely and bored as you are. Gamers will find that part out very quickly. Minutes fly by like seconds. Hours fly by like minutes. The day goes by very quickly. So you'll always have something to do. There is a learning curve that your Sim will learn. He/she will eventually learn to take out the trash by himself or shower himself or work out himself and if he really is happy he'll go to work without you clicking on the car. Ingenious system isn't it.

There is really no leveling up in The Sims like in Role Playing Game but like RPGs you can be playing The Sims for a long time. Most of it's uncomplicated. Buy the 2002 version of The Sims Deluxe. I recommend this game to anyone.

klapaucius

- Using this cheat will get you \$1,000. Using ;! after the cheat will repeat the cheat again!

rosebud

- Using this cheat will get you \$1,000. Using ;! after the cheat will repeat the cheat again

set _hour (0-24)

- Changes the actual time of the game. Some bugs have been known to pop up when using this cheat.

move _objects (on-off) - Allows you to move/delete objects that the game will not normally allow. Useful for say getting rid of trash, or dirty plates, even bills. Warning, using this cheat on either the mailbox, or the trashcan may cause problems with your game. We highly recommend you don't touch those two items.

autonomy (0-100) - Changes how your sims think on their own. 0 is not at all, and 100 is complete. An example would be, at 100 your sims can do things that normally only you can direct them to do.

Windows: Ctrl

PC - Diablo II - LOD review (2003-03-14 12:07)

Diablo 2 - Lord of Destruction

November 23, 2001

top

Type - Role Playing Game released on June 30, 2000

Controls - 4.5/5 mouse and keyboard are very responsive

Graphics - 4/5 Diablo 2 is for low resolution computers

Concept - 5/5 Perfect. The story which took Blizzard 4 years to create was modified for that many years.

Stability - 4/5 near perfect. Battlenet has kept the game online except the few times attempts of hackers, disconnecting of modems and people who ping you who don't want them in their game.

Sound 4/5 - good orchestra music with decent quality sound effects and great acting.

Diablo 2 is fun and addictive. The game includes 7 characters and 40 locations and climates. The sequel takes after the original when the dark-angel lead a human to free Diablo, what he didn't know is that he wasn't the Protector and was killed. You are the character who plays the story up to the death of Diablo and the defeat of Baal.

I have played Diablo 2 for almost a year and the playability always got better. Each new patch has worked better than the last. And beating the game is no easy task but once you reach the 60 level, anything in the game would be easy except for that quest in Act V where warriors come at you on top of this hill. That is extremely hard, but if you beat that the game can be rewarding. There are a couple bad things about it is that like all games run my modem, their are always slow downs which may get you killed. But a party can conquer finish a few quests in an hour. Battlenet is free and their are no long distance fees.

Over Diablo, Diablo 2 LoD has specific weapons for each character class. The expansion allows you to create perfect gems and unify it into your armor, weapon or shield to make the good even better. I have a level 77 sorceress that masters in fire and lighting. My character can wipe of another character 10 levels up (as long as it isn't another sorceress.) But you will find that once your character gets too powerful, you may this grow tired of creating new characters, which isn't bad, this it makes you feel that your lvl 80 druid or lvl 92 barbarian is this doing nothing, so it is something to think about if you play it all the time.

PC - Return to Castle Wolfenstine review (2003-03-14 12:08)

Return to Castle Wolfenstine

January 19, 2002

top

Controls - 5/5

Graphics - 5/5

Concept - 5/5 You play an American trying to get out of a German fortress.

Very cool. Very real. In fact extensive research was taken to make the game the best experience a player could have without making it difficult.

Stability - 5/5 the game is fluid and has had no freeze ups.

Sound - 5/5 German speaking Nazis, nice script, and realistic gunfire makes it up their with Unreal Tournament and Half-Life. The gunfire is in surround sound. The best part is that Id Software had this sound location mod that came with the game so it don't really use the sound-card at all..

The new game is a recreation of the first Wolfenstine back before Quake was released. The original game looked exactly like doom with the low resolution graphics. Return to Castle Wolfenstine is the same game with many Germans, great graphics, and an urge to play again and again. In my opinion this game is as fun as Goldeneye. This game doesn't exist in a fantasy world where hell has taken over (Quake III) The fact that the concept is world war II based is enough to buy the title. Another new trend in the game is that the single player mode and multi-player mode are cerate. I like this a whole lot. You can be on the Wolfenstine server in matter of a minute. It looks as if this game will soon become the next Quake III. Id has free level editors on the web already (Uses the Quake III editor) . New maps are popping up on Wolfenstine fan-sites, already. I would highly recommend this game to anyone.

PC - Unreal Tournament review (2003-03-16 12:09)**Unreal Tournament****January 19, 2002****top**

Controls - 5/5

Graphics - 5/5

Stability - 4/5

Concept - 4/5

Sound - 5/5

I haven't played this game since it is too bloody. The graphics even though have been surpassed looks like it will run on Windows and be a favorite amongst gamers for 3 more years. By that time Unreal 2 will of hit stores. Digital Extremes made Unreal Tournament simply a perfected version of Unreal. I own both games and Unreal Tournament looks the same to the first Unreal. Both games use Unreal ED 2.0. The level designer in Unreal Tournament. UT is a massive First Person Shooter with tons of developer support. One reason to get the game is that there are at-least 5 or 6 new levels that come out on Fileplanet every month. But I wouldn't know since I haven't played this game for weeks. The AI is variable. The levels that come with the game have very good to decent. I like the castle lvl the best and that ship lvl the worst. The harder the level the more hit damage. The game is very clean and is very stable which supports both OpenGL and Direct3D.

PC - Diablo review (2003-03-17 12:10)**Diablo****January 19, 2002****top**

Controls - 5/5

Graphics - 3/5

Concept - 5/5

Stability - 4/5

Sound - 4/5

Diablo I was the longest online game that still exists on a public server, even before Half-life. The reason I say that is that Doom and Hexen can still be played online is they they have IP support. Diablo was the first game to run on Windows to have its popularity, the and misclassified the online gaming community. The game takes place in 1 town but isn't as not small but not as big is Diablo II. The first carried 5 character in Hellfire which I never played. The game is also has really good gameplay with the use of keyboard and mouse. One said thing about Diablo is that constructed characters can play on battlenet and have no difficulty with mods such as God Mode and the wor

5.4 April

PS2 - Final Fantasy X-2 review (2003-04-01 12:19)

Final Fantasy X-2

| GAME FEATURES |

Developer : Squaresoft

A.) Take this game as a Final Fantasy X sequel.

Publisher : Square-Enix

B.) A lot of objectives. This game will keep you occupied for hours.

Released November 11, 2003

C.) Comes with some of the best FMV ever created

D.) A lot of cutscenes.

Type : Role Playing Game

Here is my review of the first sequel to a Final Fantasy game. Final Fantasy is notorious for being a solid, and well-liked game on any platform.

The story takes 2 years after Yuna defeats Sin and turned Sphira into Eternal Calm. The developer, Squaresoft, took the original code of the first game and put it in X-2. Everything that was familiar in the first game is here in this game including all the characters. Squaresoft managed to improve the physics engine since their last title. This is not Squaresoft's first project since Final Fantasy X. The first game to be developed was Kingdom Hearts, released last year, which combined Square's most detailed engine.

The game opens up with Yuna a Summoner turned pop star. The game soon after reveals the plot on the Gillwing Airship.

Yuna, Rikku and Paine as the three main characters are now Sphere Hunters. The Sphere hunters were created by the Youth Group and the Al Bhed to locate all the former technology that was created 1000 years later. Yuna is using it to find a look a like of the main character in FFX, Tidus. The game is already set 2 years after he started looking for him. Like the first game, Yuna finds Spheres which recorded the past.

That's the plot of the story. And later, Yuna meets a group apart of the Youth Group called the Leblanc Syndicate. Leblanc, the leader, can change herself to look like Yuna with a special sphere. However in the beginning of the game, Yuna gets that sphere back.

This sphere might have something to do with the ending of the game, although the story is really foggy. Yuna is part of the Gillwings now. The Gillwings are neutral to New Yevon, a democratic country that owns most of Sphera and the Youth League and New Yevan are against each other in their ideas on how to rule Sphira. Later in the game, Yuna will have to make the overwhelming decision of befriending once side. Final Fantasy X-2 has three ending movies depending on the way you make the game end.

This adds more replay value, because you can play the game over to see two alternate endings.

The plot does take part in the story. But most of the RPG is about completing missions that are acquired by jobs. There are small jobs and large jobs. Such examples are the Marriage Mission that spans all the game. One thing positive about Final Fantasy X-2 is that no mission is required to be done immediately.

With the use of the Gillwing Airship you "fly" to any location that you want to, and back track to locations on the globe that you've already been too.

Final Fantasy X-2 is not better than Final Fantasy X - although it is a sequel with similar characters and locations. Instead of keeping the Sphere Grid, Square changed the battle system to a Garment Grid. This grid allows any main character to change abilities or as the game calls it....jobs.

This selection screen can be accessed in REAL MODE, formally called Action Time Battle, in enemy or boss battles. Campaign Mode will always allow character to interact with their surroundings.

The Garment Grid totals 10 garments in the game. There is a gun mage, black mage, white mage, thief, warrior, paladin, sorceress type job too. There are more, but I forgot what they are called. Each Job has 6 skills that can be mastered as easily as just using the skill often. You also level up automatically as long as you use the same skill. Some skills are better to use in different areas. Although the default jobs for the top main characters, Yuna, Paine and Rikku are most likely the best overall skills to use. The game tells you how much further until the game are completed. I'm about 18 % through with FFX-2, and I seen no reason to switch garments unless there was some enemy in the game that was resistant to physical attacks, which you will see sometimes. It may frustrate a novice gamer because everything is so fast paced. Which is a definitely a good thing according me and most other RPG fans. Squaresoft has one prime purpose, and that is to create a fun, addicting game that RPGS fans around the globe enjoy. I don't think they ever had a game that failed to sell well.

The most obvious reason that people got this game was that the battle sequences where in full 3D. That part hasn't changed. In FFX and FFX-2 there was always a limit of 3 characters that could be on screen at once. However, since the sequel uses the same buttons as the original on the Duel Shock II controller, FFX fans will know which buttons do what. X is attack. Square is always find locations for activation codes for Macha and/or find spheres. Triangle can access is the menus screen only during both real mode and campaign mode. Circle is always cancel used to cancel any commands in the game or highlight the cancel. In fact during some long cut-scenes, circle can stop them by pressing the START button during one of them.

The graphics are better than that they were in Final Fantasy X. Remember FFX had FMV, 3D graphics and a solid REAL MODE. The game can push out a lot of polygons to make it look well close to, well Kingdom Hearts. Kingdom Hearts and FFX-2 could use the same physics engine.

My final comments in the game are

I have some personal favorites about this game too. I really bought this game to see if it stood up to it's predecessor. FFX was ground braking in the FMV department, the REAL Mode department and the experience department. It did have some catchy tunes. So far this game is pretty good. I'm really one of those people who played RPGs, and all Squaresoft games are essential. They started games including Parasite Eve, Xenogears, and Breath of Fire for other developers to continue. Just because they have so much experience backing them, doesn't mean that no one can create a game that outperforms games from Square. Namco and Capcom have come very close to creating large scale games that meet the magnitude of Final Fantasy and Kingdom Hearts. Square develops the highest percentage of Role Playing Games on current consoles. Although Squaresoft tried entering the Racing Genre (with Emotion Type S Racing) 1 Action Fighting Genre (The Bouncer), even the Baseball Genre (Japanese Baseball) they've come out average to below average on their attempts. Although Parasite Eve recieved good online reviews. They've managed to develop over 20 RPGs for PC, NES, SNES, Gameboy, Playstation, Playstation 2, Gamecube, and Wonderspan spanning 17 years of their existence. Perhaps down the road, with so many gigabytes available on DVDs, gamers might see re-releases of old games on future platforms. Squaresoft released all their old school Final Fantasy games on Playstation. Something that Nintendo is also notorious for doing on Gamecube - if you know what I'm leading too? If not, I'll fill in the details. Nintendo re-released the popular N64 game. Legend of Zelda Ocarina of Time and Master Quest expansion pack on Gamecube. They also included Metroid with Metroid Prime. Super Mario Bros, and Legend of Zelda included with Animal Kingdom. Nintendo is also bragging about the release of all Legend of Zelda games re-released called simply dubbed "The Zelda Collection" that'll will definably be a must buy for any RPG lover owning a Gamecube. Rumors say that a popular Final Fantasy game from the NES or SNES days is going to be re-released on Gamecube with a bonus disk or unlockable game in FF: Crystal Chronicles. This has nothing to do with Final Fantasy X-2. But it may mean in 5 to 10 years we might see a re-release of Final Fantasy in the future. Latest Rumors on the Internet say that Final

Fantasy 7 will be updated onto PS2, but there are no details to it except for the new Final Fantasy movie coming out next year based after the events of Final Fantasy 7.

If you never played Final Fantasy 7 before or any other Final Fantasy game, I wouldn't worry about it.

Final Fantasy X-2 is a worthy title to own. I like it almost as I like the prequel.

"Posted on Decmeber 20, 2003 4:10 AM"

Summing up Final Fantasy X-2

Graphics

9.5

Great

Control

9.0

Good.

Orginalism

8.0

OK

Sound Effects

8.3

Good but not jaw-dropping

Replayibly

NA

I don't know yet.

The Australian brainfuck (2003-04-09 21:13)

I hate high school. I am the only right-wing guy in the whole academy. These classmates always had a car full of students with an Australian who is Labour (socialist). These students don't say the pledge. I was on my Gameboy Advance during lunch break. These kids were learning socialist politics from the fucking Australian. I was left to roam the streets. The "Whitest black person anyone ever knew" called me racist. I drew something awful and it was both a hammer and sickle and swastika and ran away from school a few times, because I couldn't make up my mind about Jake (African-American)! They brainwashed me out of politics. I knew one thing, they definitely wanted me to talk at the academy over staying completely mute.

I pretty much hang around Chuck Peskar and Shawn Worm, who were definitely liberal, but definitely weren't Australian Labour Party members. He was fun, because we walked to gether sometimes, and played Unreal Tournament 99 at his house online. He let me us it. He has an obsolete PC with Windows 2000 with a load of Mp3s on it like 2PAC. His Brother has a PC with Debian Linux on it. Montez was a Labour party person herself, because politics didn't matter as far as she was concerned. Carol Motez rule with a stick so it was weird combo (her/Australian). I graduated with a B+ GPA diploma; however, the dogs class really sucked. I knew the Australian family was getting away from the VAT tax in Australia. I didn't pass the Navy test so I'm not exactly going to try again. It was really hard to do that math. I learned a lot more at the private school called Calvin Academy in Moundsvew, Minnesota where I was a stray A student. It was a one-on-one education. I thought bullshit, it had everything to do with socialist politics and that

the Afghanistan War is going to last for 5 years or more. The students were doing countries, and one did the Russia and he drew the hammer and sickle on his picture that one day. Another picked Germany and drew a Swastika on his. I think I can explain the hammer and sickle.
 Yep, I was alienated due to being right-wing.

PS2 - Devil May Cry review (2003-04-11 11:23)

| GAME FEATURES |

Developer : Capcom

A.) Upgraded Resident Evil franchise that shares attributes of Genma Onimusha .

Publisher : Capcom

B.) The game's focus is to challenge you, but with the guns you can have fun doing so.

Released August 26, 2003

C.) Mission based objectives.

D.) Power ups and resistances.

Type : 3rd Person Action

Game fact: Devil May Cry is a Resident Evil clone made by the same developer. If you like Resident Evil, then you will like this game better (^-^)

Devil May Cry assumes the role of Dante, a half man / half demon bounty hunter with a missing pass. This guy has been pierced with too many swords. That must be his darker half of his body. **Chuckle.** Dante starts off with a pair of guns and a long sword. Dante can use the sword very fast against his enemies. In the beginning of the game he encounters evil dolls.

Now think of Resident Evil when you enter this castle. It's basically a trademarked idea. Look for items to unlock new areas by defeating a group of enemies or finding keys. When destroying statues to open gain access to boss sequences for the most part, have to first know where it is.

It's pretty ironic. A lot of times you spend a lot of your time searching for a key item and you run into the same enemies over and over again. Just like in Resident Evil when zombies come alive.

They become stronger the second time around. I did say this game is an upgrade of Resident Evil. It reminds me of the dark police station in RE2. The game uses still, fixed camera. The very beginning or Mission 1 of the game isn't hard. Dante can easily overpower any enemy with his sword. In Mission 2, Dante gets a brand new sword. This is after he puts a magical staff on a statue. This sword is twice as good as the first.

The mission 3 is kind of hard with the scorpion to start the level off. Beware his fireball. But of course you can shoot the fireball with a shotgun and take hit points off the beast.

Dante's control scheme is much like Resident Evils. Unlike Resident Evil you're not under equipped. Dante is very athletic. He has many guns to play with along the way of this adventure. He can jump off walls to get to new areas. He can be shielded with energy (L1 on duel shock 2 to toggle) Dante has special moves when he is using guns or different ones when he's using a kick ass sword.

At the end of each mission, you get mission results. These results are timed based. If you aren't totally lost (I use a FAQ when ever possible) Dante will finish within a 30 minutes from the beginning of the mission to the end of the mission.

If Dante can zip through the mission when he is replaying a mission, then it's likely he'll spend 10 – 15 minutes on the mission. It's really not any bother how much time you spend on the game. It just makes your score go higher.

I try jumping around. I try not staying in the same place all the time. I know I'll press the right button at the right time that something will happen. I just will have to fight more enemies who will regenerate each time I go pass a certain area. Having a shotgun equipped is fun though, and keeps the game interesting.

(article posted on September 10, 2003)

Summing up Devil May Cry

Graphics

9.0

The game is gothic. Dante's character model is good. His trench coat moves with the wind when you control him. His a But it's a good kind of gothic. Your in a run down castle with many devilish characters including pocessed doors.

Control

10.0

Soul Caliber 2 is like the orignal except it's gone multiplatform. The PS2 has a bit better handle on this fighter though. I am disappointed that it's a button masher. The game is quicker then the first game.

Orginalism

NA

Sound Effects

NA

Replayibly

NA

I don't know yet.

PS2 - Xenosaga Episode I (2003-04-13 11:24)

| GAME FEATURES |

Developer : Namco

A.) Great Voice Acitng

Publisher : Monthsoft

B.) A really questionable battle system

Released August 26, 2003

C.) Confusing misson objectives

D.) Power ups and resistances.

Type : not your typical Role Playing Game

This game is the prequel of Xenosaga for the PSone from Squaresoft. I haven't played the original, but from the reviewer ratings, the game sounds really good buy. This game is a little dated now released on a dated system we

know as PS2. But what they hell they said, Playstation 2 is Playstation 2, the only console that a developer can score big on now-a-days. This game, with a development cycle of over 2 years, didn't come to a surprise to Square fans. The graphics were above average to begin with, the cinema is really good for a game of this type. The game is essentially one big movie with all the full motion video in it.

The Story

The game begins in 2022 when people discover an alien artifact in the ocean. They examine it, and human kind haven't scratched its technology. This makes us feel really good. Four hundred years later we are already in deep space with advanced technology so advanced that it's really been programmed in artificial life that is made to look human. Other Mech-Warrior type machines help protect the space ships of alien races. This race is highly evolved and their ships are composed of living organisms. A person Sharon creates an prototype artificial life form called KOS-MOS, which really protects Sharon where ever she goes. All the alien race wants, who can easy make humans look primitive, with their much more advance technology, want the ancient artifact humans had for centuries. Aliens, who outnumber the ships crew, eventually steal an emulator of the real thing. This emulator is not as powerful as the real thing, but the ship relies on it. We automatically realize that human-kind is on the losing end of the battle.

Graphics

I love the graphics, but their not like Xbox graphics which are razor sharp. With a talented staff, which Namco has plenty of, they can do something high profile. This looks like a clean atmosphere and a huge laboratory. The creatures need a little work though. I'm going to take a couple points off because I like Grandia monsters better then this one. Final Fantasy X even had better monsters then this game. The game offers a high polygon count put suffers prepared to many graphically updated franchises like Soul Caliber 2, Jak and Dexter, and Metal Gear Solid 2.

Aren't Battle Systems odd?

I gotta tell you that this battle system is no easy one. For one it's harder then hell to upgrade your weapons and mech weapons. There are no escape options in the battle menu itself, instead you use a "Run-Away Spell" The game relies heavy on your Ether Points (essentially your mana), and use then for special attacks and spells like the Run-Away Spell. Guarding during battles will reduce damage to your character and it'll put ether points on your character. I feel that this game is a lot of one character healing another character a lot while the attacking character gets all the damage. It's a lot of damage on some occasions it's frightening to know that your mech, which only Shanon can summon early in the game, does not REGAIN health points during battle, after battle.

I don't get this EMAIL THING. It's suppose to help me upgrade my mechs, but it doesn't help at all. Where do I upgrade my mechs? I don't have the adequate parts to upgrade my weapons. This game reminds me of **Metroid Prime** because throughout the game, one of your objectives is to find missing machine gun, plasma gun parts so that your character can upgrade, and without any upgrade, ouch! You might as well start the game over. It Sucks, Luckily it's is only horrid when you really need the hit points.

Game's Strength

This game is already a cult classic because it's going to be the longest running franchise in videogames. A highly original franchise with true sequels unlike Final Fantasy. Okay I take that back, Resident Evil may have been the longest. Or could it be the Street Fighter franchise?

Xenosaga: The Interactive Movie

Namco made this game so that you'll be watching cut scenes more then you play the game. It seems like with Namco really going to make 5 more sequels of Xenosaga across three Playstations, than this is a long-ass movie!

Music? What Music?

I have to admit, music doesn't make a game rock like this one. This game made it on the "Top 100 Games of this Generation" by Game Informer Magazine (The November 2003 issue) Music isn't one the main attributes of Xenosaga Episode 1. But voice acting in this game really, really stands out since all the characters have multiple speech patterns.

Even the little guy has his/her place in this game performed by 100s of voice talents. And you thought that only sport franchises had 1000s of key fraises

Xenosaga Episode 1 Uncut

Namco is re-releasing Xenosaga when Xenosaga Episode 2 comes out in 2004. The new final build of the first game has English voiceovers and new costumes, as well as a couple mini-quest

Unlike *Final Fantasy X International* (which was only released in Europe) **Xenosaga Episode 1 Uncut** will come to North America.

Conclusions

This is not your Final Fantasy. It'll be a challenge from middle to finish. I like the game because I enjoy watching the cinematics. Not all people agree with me. The battle system is okay, somewhat playable, but confusing when your enemy is immune to some of your attacks and spells. Why does the enemy have an advantage over your party? Why do you get your ass kicked so easily? Why must I beat this game to see the ending ... or teaser for Part 2?

I love the mech and graphics of Xenosaga. I love the character design too.

There's a lot that I love about this game, and too many things that I hate about it. (posted on October 30, 2003 1:38 PM)

Summing up XenoSaga Eposode 1

Graphics

9.0

The game has a high polygon rate. With no popups.

Control

7.5

SThe battle itself is really good. There are aspects of the menu that get congusing quickly. How do I upgrade my weapons again?

Orginalism

NA

Sound Effects

9.5

Voice acting is on par with Final Fantany X

Replayibly

NA

I don't know yet.

PS2 - Castlevania - Lament of Innocence review (2003-04-15 11:21)

Castlevania - Lament of Innocence

| GAME FEATURES |

Developer : Komami

A.) Updated graphics in the sequel of a brilliant game.

Publisher : Komami

B.) A lot of objectives.

Released August 2003

C.) This game that makes you thumb happy all the time. Seriously I haven't seen a time when this game will ever let up.

D.) A lot of cutscenes.

Type : Action

I was looking at many games at GameStop today including Midnight Club 2, Clock Tower 3, Rayman 3, Jak 2 and then the latest Castlevania (© 2003) I liked the Symphony of the Night so I thought hmm, this looks good, I going to play it. Castlevania is probably the longest running franchise in the horror genre starting it's debut on the NES more then a decade ago. Most remember Castlevania for the Playstation. The 32-bit recreation of Symphony of the Night originally out for the Super Nintendo. All Castlevania besides the Playstation ports, of course, used orchestrated midi as the background music, and it wasn't bad a-tall. The 2D games always featured a vampire slayer, sometimes half vampire at birth. Komami's 1st 3D sequel of the Playstation port of *Symphony of the Night* (Konami © 1997) . The game, reviewed by many, was thought to be the best flavor of Castlevania. The original game created the first horror action game. I believe the idea was created after *Ghosts and Goblins* (© 1986 Capcom) for the NES was a must have. It had everything to make people scared, had simplified, but repeative gameplay. It was also hard when the hero wasn't well equipped or low on health. The game doesn't let up when your low on health. I read reviews on many Castlevania games, and none were forgiving. This game may be the most forgiving of any just how it was executed. I should know since I already own Sythomony of the Night. Some people may disagree with me, but I think it's great that Komani updated the franchise in full 3D in Dolby Digital Pro Logic II. Lament of Innocence is specular in 3D with solid controls following the design of Capcom's Devil May Cry also for PS2. The game isn't so much hard as it is executing the commands. Your constantly hacking away at demons including zombies, ghosts, ghost dogs and all kinds of undead. My hands were getting tired after an hour of this.

I really wonder if Crystal Dynamics, who develops & markets Legacy of Kain (Soul Reaver © 1996 – Present), copied Castlevania's gameplay.

The game focused on Leon Belmont, a knight who comes to save a princess stolen from her castle by a vampire. I know, one of those, but as princesses are concerned, you don't go on this epic journey holding her hand neither , like in the game ICO. Leon starts out walking in the forest and he walks in a

paralleldimension

The graphics are beautiful despite the hardware limitations. Lament of Innocence is very clean, and looks the way a game should look on a 3 year old console. I think it's amongst the best looking PS2 games available. Once the Lol loads at the beginning, you'll never see another loading screen. The visuals are already above average on a aging platform such as Playstation 2. Best of all, Konami made it run at 30 frames per second all the time, no slow downs. Not that the PS2 can't handle 60 frames (the best you can get – silky smooth animation), just that any graphics acceleration doing 300 MHz is limited for anything better then 30. PS2 is less powerful, when comparing to Xbox clocking at 733 Mhz, doing 60 fps easily, 95 % of the time. Lament has a lot of gothic detail, but it's also very lunar game. You'll play in a well designed castle dating back in the 11th century. The game was developed by Komani like the other Castlevanias so I really wished they used the Metal Gear Solid 2 engine. Maybe they did, I dunno, but MGS2 seemed to out class anything before it simply because no game can visually come that close. Gamecube and Xbox may have better looking games, but this game is exclusive to that of Sony. The game had it's two year developing cycle which should be enough time for any developer to make a decent game. Playstation 2 is known for it's games and in-game cutscenes. Leon stars in a lot of cutscenes which add flavor and a solid storyline to the game. This game is a pussy cat compared to Resident Evil and Silent Hill, you'll see much less gore, just blood mostly. A lot of blood. This is the age of videogames where every game, to be ahead, needs decent voice acting with well done cinematics.

Lament of Innocence does this, and is fairly good at it. The voice acting follows the footsteps of Final Fantasy X. Cutscenes with voice overs are abundant. Komani already makes cutting edge CGI video seen in Metal Gear Solid 2.

In my opinion, gameplay is solid. Komani knows how to execute gameplay, and they (the designers, coders, debuggers, and musicians) knew what is important in the game – the balance between the strength of good and evil. The result is second to none. I mean what is the main focus. Is it to do a lot of exploring? Is Leon going to be this guy who guards or will he put up a fight all the time? Will he be weak or strong in the gameplay? Some games like Metal Gear Solid will allow you to be stealthy, very difficult at times. This is why I think this game closely resembles a platform game. Leon performs a lot of moves including special attacks which he learns. When the time comes to execute one, they will be notice that makes a statement in the middle of the game. It also will feather advance in the game. I like this setup. I makes this game much less complicated in learning curve so I can focus killing demons. If I had a favorite action game, this game would be a difficult one to place amongst my favorites. It has many exploring options, also in platform games, and your constantly picking a fight. Blood is cool. Unfortunately for my hands, action can not, and will not ever slow down. I stop because I get dizzy after 1.5 hours of going all out all the time. This is what the game is about, you'll be on the edge of your seat all the time.

The background music is repetitive , but it's worth listening too. Especially when it's music is enhanced with Dolby Digital Pro Logic II. This is a slight, but noticeable difference between Stereo, and DDPLII Stereo Surround. I know for a fact that one guitar solo in *Castlevania 3* (© 1992 Sega Genesis) called "*The Devil's Lullaby* " was one of the best game music ever. Evidence of the original tune is present in Lament. It has the right amount of movie quality dark orchestrated music. The game doesn't have one kind of soundtrack, which is good, and I think that most reviewers over look this. A game like this is a good example of how variety in the game's music makes a difference! Every boss in this game has their own theme, which is awesome! The music doesn't disappoint.

Conclusion is this game is mainly a serious hack and slash title. If you are a big fan of Diablo, you might prefer this game over others. The music is great. There are a lot of cutscenes. The graphics are above average for PS2 and you'll get plenty to do. I can't really tell you how long it is. It's truly modeled after Legacy of Kain (Soul Reaver.)

Posted by Ian on November 26, 2003 6:20PM CST

Summing up Castlevania : Lament of Innoeence

Graphics

9.5

Great

Control

9.0

Good.

Orginalism

8.5

We seen this in Castlevania before. What the hell, the game's still fun.

Sound Effects

10

Awe-inspiring

Replayibly

NA

I don't know yet.

PS2 - Soul Calibur II review (2003-04-17 11:26)**| GAME FEATURES |**

Developer : Namco

A.) Detailed graphics. Better looking then any RPG that came before it.

Publisher : Namco

B.) You play a movie, it's not a movie, it's always got a cut screen with spoken dialog. And cinematic videos aren't uncommon.

Released August 26, 2003

C.) A very convensing story

D.) It's really over rated. People say the game is perfect. The game is awesome, but it's not perfect.

Type : Weapon Based fighting game.

[Prelude]

I went out the other day thinking that I would buy *Virua Fighter 4 - Evolution* for PS2. I changed my mind and got this game instead. I was fortunate to buy this game on PS2. I didn't know whether I should buy the PS2 version or Xbox version. The Xbox version has Spawn guess star I read on the Internet how this game kicks ass. It's practically in every message board on the Internet. Since all the 32 bit fighters were re-born on the PSone, the PS2 is no different, correct? Things have not changed since 1995 in terms of the controller you use. The GameCube and Xbox controllers are not so good with fighting games. The PS2 controller is much smaller and can better support fast paced action. In case you weren't familiar with Soul Caliber, it was originally a damn cool arcade coin-op game. I've played it a couple times. I don't see why I don't see more of it. I mainly played the Soul Caliber for Sega Dreamcast. It is suppose to be the best fighting game for Dreamcast until its demesne. The coin-op machine is 7 years old by now. But the joystick hasn't changed. This game would be stellar on a 2 player joystick pad.

Soul Caliber 2 was in development for 2 ½ years and Namco already had a basic idea of what it should be about. All of the same characters are playable on it. It's not quite like the awesome graphics of Dead or Alive 3 for Xbox. All they had to do is make pretty graphics, high polygonal characters, and new arenas to play in. I picked the Soul Caliber 2 PlayStation 2 version because I knew that the controller would be better. Both GCN and Xbox have better graphics, but many people say, the PS2 duel shock is the best controller for 3D weapon driven fighting games. In Japan uses A, B G, and K while in the States, we use circle, triangle, square and ex. B = Y, G = B, K = X, Most of the time you can fight a few battles using only single style fights like blocking with X then hitting triangle to jab.

You can do this with moving the right joystick or dpad. I grew up with using a joystick in 2D and 3D fighting games. So I never use the D-pad ever anymore.

Hmm, I may not be far on my review. Many would say that this game is a pretty fighter with a tenacity to button mash through all the fighting arenas. But most of the time you don't get away with it. But the previous game was a game of chance. he music is wow! There isn't any difference between the Dreamcast and the PS2 in turns of sound. The game already sounds mega great. It sounds like the epic sequences in Lord of the Rings. Once I get *Virua Fighter 4 Evolution*, I will compare the two for all my friends.

[A little about the Dreamcast game]

The original was the first fighting game to go 128 bit. When the PS2 came out in August 2000, *Soul Caliber vs. Tekken Tag Tournament* was basically to measure the power of the Dreamcast against PS2. Some argue that the argument was unfair. Soul Caliber was on the top 50 games of all time posed by both IGN.com, Gamespot and Videogames.com. So naturally, the sequel should follow in th foot steps of the first. But everyone knew that Soul Caliber had more potential then Tekken Tag.

Not just it's graphics, it looked a generation a head of any Dreamcast game at the 9/09/99 launch. The game had a lot of stuff to do. Survival was where you fight against characters until you get defeated. Time attack was where you had so much time to complete a round before you Knock Out (K.O.) the opponent, or likewise he/she K.O. you. The Dreamcast game was a bit easier then the sequel, not much. Maybe in this game you can survive a extra round when you play Arcade. The coin op machine was based on score. The faster and extra attacks you've done you get a better score. I find one fault in this game that is pretty cool. You play Stephia (her character is the hot blond in the game) and you hit the Y button on the Dreamcast several times, and the opponent is defenseless most of the time. Jab. Jab. Jab. Until you feel that you jabbed your self to victory.

The game had epic music during the game, in my opinion, even more so then Soul Caliber II. (posted August 31, 2003 rev 1.0)

Summing up Soul Caliber 2

Graphics

9.5

About as good as the first. The PS2 added some polygons. A lot of fan sites gave this game a 9.0 because it compares well to Virtua Fighter 4. I don't know. Maybe it doesn't. Sometimes the web graphics can look better then what the resolution on your television could be. My television is six years old, I use to play my old N64 games on it. It has good quality. You can get nicer televisions then what I have for a few 100 dollars.

Control

9.0

Soul Caliber 2 is like the original except it's gone multiplatform. The PS2 has a bit better handle on this fighter though. I am disappointed that it's a button masher. The game is quicker then the first game.

Originalism

NA

Sound Effects

9.0

Great Sound. This game, unlike the original has English translation. The game pretty much has the same taunts as the original. A lot of the quotes follow the analogy "I'll kick your ass" but a lot of times that isn't the case.

Replayibly

NA

I don't know yet.

PS2 - Final Fantasy X review (2003-04-19 11:27)

| GAME FEATURES |

Developer : Squaresoft

A.) Detailed graphics. Better looking then any RPG that came before it.

Publisher : Squaresoft / Electronic Arts.

B.) You play a movie, it's not a movie, it's always got a cut screen with spoken dialog. And cinematic videos aren't uncommon.

Mine was an updated version released in 2002. The game originally was released December of 2001.

C.) A very convensing story

D.) It's really over rated. People say the game is perfect. The game is awesome, but it's not perfect.

Type : Character Turned Based Role Playing Game

[

Prelude]

Final Fantasy X (FFX) is getting old, although it still has a repudiation of being good. Final Fantasy is the first game on the PS2 to be recognized as the best RPGs of all time. This, of course, DOES NOT mean it's will be the greatest, it only means in someone's opinion it is.

You can, however, argue FFX is the best Final Fantasy game ever. I went to Gamefaqs.com to get my game faq so that I can play this game without hesitation. I see Final Fantasy 10 at the top of the charts for the most popular faqs. Well I'm not alone because there's about 4 million other people who are playing this game. Squaresoft was known on the NES for making a great game, a game called Final Fantasy. It was the first RPG in America in 1987, and it sold like a new car. All Final Fantasy games had a good plot surrounding a black mage, white mage, melee fighter type of character that goes on a journey to save the world. All Final Fantasy games followed the same formula except for FF10.

Aside the fact that Final Fantasy 10 is 21st century; it does have a more technical achievement to it then any other PlayStation 2 RPG before it. If you haven't seen the PlayStation 2's enormous library of games, then you have seen a lot of RPGs that came after Final Fantasy X.

What is quite interesting is earlier in the timeline; the Espers were the only species whom could learn magic. Humans could only borrow the magic in form of eggs. These Mana Eggs could then be leveled up so that the mage could do a spell. A more powerful egg could do more damage with a leveled up egg then it would with a stronger skill at it's first level. Now games abandoned the idea of the mana egg, and now replaced it with real time leveling up which appears after the battle sequence. I guess it was a bad idea to carry magic spells with you, much like you carry spell scrolls in PC games. The first game and it's chapters had random battles and most of the time you have to save the earth from a dangerous object that will conquer kingdoms. Up until Final Fantasy VI, Final Fantasy all had a live action, time battle system. Nearly 14 years after Final Fantasy. Final Fantasy VII had a unique battle system where you slash enemies in real time, but you can not defend the normal way. Legend of Dragoon is much like Final Fantasy VII because you there is no option for multiple attacks, you have to time yourself and defeat the enemy in that way. Square changed Final Fantasy VIII again, having it mostly traditional, meaning it was a turned based system with random battles. And a new card game that has been in Final Fantasy games since then. It really doesn't have a name but it's kind of like *Dungeons and Dragons*. Final Fantasy IX was another Final Fantasy game that came around in 2000. Originally Final Fantasy IX was going to feature the same battle system that Final Fantasy XIII had (a turned based battle system used in most console RPGs like Breath of Fire series and Grandia), but it was going to be for the PS2. Well the game was already in development for being a PSone game with low resolution graphics so it was never upgraded. All effort was going towards the online RPG, Final Fantasy X. At first the online system did not work at all, so the online part of Final Fantasy X was dropped due to server issues and development time. Final Fantasy X was really overrated when it came out because it was suppose to have better graphics then it really did, I mean ground braking graphics for the PS2. But that did in no way say that it wasn't ground braking else where. By this time Squaresoft fans expected to have a 40 – 50 hour gameplay wise RPG every year to two years.

[More of the story]

Your main character is Tidus, a person who lived in a world with an extremely high-tech civilization, and then, he wakes up in a somewhat high-tech civilization 1000 years later except his city, Zanarkand, is beneath Although he's 18, Tidus must be 1018 years now. Maybe he's older or younger. However mankind has reached the stars by this time, 1000 years earlier. But Sin destroyed it. Sin is the Final Boss in this game. He happens to been who destroyed the old high tech world 1000 years earlier. Stone age compared to what man achieved 1000 years before. You're talking about when the *Flintstones meet the Jetsons* in this game!

I read a head and found out that Final Fantasy X has a sad story, see Tidus dies in the final moments of the game. I'm only a couple hours in the game. This game is sort of a story of choice, if you know what I mean? See this game is like Legend of Dragoon, the last RPG I got into. You talk to people and they give you choices which may or may not change the story. Either of the main characters, whether it is Dart or Tidus really love the hottest character in the game. In this game it's Yuna, a super hot girl.

But Tidus may love someone else if you don't watch your words.

The last Final Fantasy game I've tried was Final Fantasy 8. Final Fantasy 10 stays close to Final Fantasy 8 except it doesn't have anyone from a high tech civilization. Why, because it looks great, except in the PSone, all the backgrounds were pre-rendered.

I thought this game was great so far

The story line is a little unclear in the beginning. Everyone talks fine, but at first we only knew that the Final Boss would be Sin. But as things clear up, I realize how much effort really went into the voice acting. Not uncommon with many games of next generation consoles. This was a new feature in the long history of Final Fantasy, which goes back a long time.

As the story goes, your boy hero, Tidus, is going to this huge Blitzball tournament. He scores a few scores in the super high tech city of Zanderland. I wouldn't know if this place is in fact apart of Sparta back then, or was just a new name for the country that exist 1000 years after the destruction. You have very short time in the pass in this game. Sin appears out of now where in the globe and levels Zanderland. When suddenly a time warp portal appears out of know were taking both heroes, Audron and Tidus forward in time. For a sort time Tidus is alone in Spara in the same city in Zanderland. The city is a ruin. Tidus soon finds Rikku and Al Bhed who rescue Tidus from death when he floats in the sea. The Al Bhed are bounty hunters in Sparta. They do service for someone. That's when Sin again attacks the Al Bhed ship and after they temporally defeat Sin, Tidus is thrown over-board. He finds himself helped by Wakka, a tribe member who loves the game, Blizball. Wakka and Tidus go together to Wakka's hometown where the both meet Yura, a recent summoner. A summoner is one who uses magic. Anyhow all three know each other and they go on a journey to defeat Sin once and for all.

Tidus, I think falls in love with the summoner, Yuna earlier in the game. Common with RPGs of this time. But about 11 hours in the game she kills the one that's she's suppose to marry. Which, changes part of the character's direction entirely. To Mastur Seymour, who is evil. I knew he was evil because he had a crazy look on his face. Except he wasn't crazy, he was just evil. Tidus figures out that he isn't suppose to like Yuna. What happens then? It least I know that Tidus somehow disappears because in Final Fantasy X-2, Yuna tries to find Tidus. So we already know that Yuna is going to use magic to get rid of Sin. I know nothing about the upcoming Final Fantasy XII, but I wonder if there is going to be a third episode of Final Fantasy X. Then Final Fantasy X can already be a saga. Although there have been 10 chapters of Final Fantasy, all 8 of the ten are 10 completely different games. Two games in the series, Final Fantasy III and Final Fantasy IV are remakes of Final Fantasy VI and Final Fantasy II.

[Graphics]

The graphics engine in Final fantasy X is mapped after the **emotion engine** , an engine that Sony created to show off speculations of its PS2 demos in 1999. Actually its graphics score in the top 85 % of all PS2 games in August 2003. This game was a head in graphics area because Square already had PS2 figured out. In earlier times, developers had a hard time with anti-analyzing, which is what made PS2 graphics as smooth as silk in Grand Thief Auto 3, Metal Gear Solid 2 – Sons of Liberty and Summoner 2. FFX doesn't have as much bump mapping as I would like. This game was developed for PS2 prior to 2001 to sometimes look as edgy as any

Dreamcast game. Dreamcast ran slower then the PlayStation 2, but the graphics were at 640 by 480 resolution, so the Dreamcast could trick you in sometimes thinking it looked better then the PS2.

This was before Sega turned 3rd party, supporting all consoles. FFX may have had it's hay day a year ago, but it's still is popular for one way only. The gameplay still rocks in this game. The PlayStation 2 has improved; anti-analyzing surpassed graphics of Final Fantasy X and Summoner 2 very quickly after those games were released. But I remember,

and this is also why I planned to spend 200 dollars on a PlayStation 2, was because the games were already out including the already strong selling Final Fantasy X. I looked at the local Wal-Mart and it is always out of stock. I found it at the nearest Game Stop though and boy was I lucky. Again this game needs no introduction. I believe that most PS2 owners already have this game stored on shelves and they said it was from good to extremely good when they played it for the first time. The game play improved over Final Fantasy VIII and IX. This game is more detailed than a lot of games today and there are a lot of PS2 games out in 2003.

In the last paragraph I spoke how the gameplay rocks. Well I was into this game in 2001 when it came out. It reminds me about how at first I didn't like Legend of Zelda Ocarina of Time. But then once I bought it sometime in 2000, I realized how it was superior to all the N64 games of the time. Link with his sword and shield is just plain cool. I may of grown old, but I didn't stop realizing that the best game for the console was Zelda 64. Now that I'm entirely off the subject, I like to say that I liked Wind Waker too. Nintendo did everything right when they created it. I have felt the same with Legend of Zelda as I did with this game.

[Changes in Final Fantasy X]

Many would call Final Fantasy, flawless. Everything has been upgraded. This game doesn't drive itself on 10 year old concepts that could only been done 10 years ago. There are a lot of changes to Final Fantasy X, they improved the battle system and made it faster, almost spontaneous the moment you hit the X button on the duel shock controller. Then the other member attacks. The average battle sequence takes around 15 to 25 seconds. It's closer to many PC RPGs with no battle sequence than it has in common with its own franchise. They also changed the level up ratings your characters have, since you're in control. The massive chart is known as the **Sphere Grid**, never used in any RPG before. It basically looks like a star chart. Your character has a system where he/her has to level up some skills to get the skill you're looking for. Usually what I look for is vitality, but it is a little out of my reach from my current low level stats. Not uncommon to this franchise is the mana for special attacks. Mana is essential to leveling up any character. You do use magic in your game don't you? I mean if I am talking to someone familiar with Final Fantasy 8. Assuming you have played that game, then you will already know what summoners do. I guess I'll be talking about the original NES Final Fantasy. You see White and Black mages in this game like you did sometime 3000 years before. I'm guessing Final Fantasy came 3000 years before Final Fantasy 10 did. I wanna know how far down the timeline is between the games Final Fantasy 8 and Final Fantasy 10? Both games are hard to determine because both Squall and Tidus live in high technical civilizations. In real life we may be able to comprehend what 20 years down the road will bring us in graphics. But we may not have the slightest idea what's in store for us in 60 years. This game gives us another vision of a high technical civilization. It's like Final Fantasy - The Spirits Within. I think the high tech civilization in this game is believable because Squaresoft added a lot of technical art to make it so. I can't decide whether or not Xenosaga Episode I is more believable than Final Fantasy X. I have yet to play that game to see for myself. You're talking about a lot of power people had in the "old civilization."

.Final Fantasy X hasn't changed that much from the past on Playstation. The camera angles are still on track. The later Final Fantasy games are similar to Resident Evil. Resident Evil had all the angles that made it very long and very graphically well done all around. Although in Final Fantasy X, all the graphics are done not prerendered. The game runs at around 30 frames per second.

[Gameplay Department]

Gameplay in this game is faster than the previous episodes in Final Fantasy. If you like to hack the enemies to death all the time, then Squaresoft/Enix made it easy for you to do that. The first option, attacking, is always highlighted. And it takes 2 seconds for each turn to begin and end. Unlike *Final Fantasy Crystal Chronicles*, Final Fantasy X doesn't really display the hit points or even mana points of each character. It's not bad, it's just different.

Summoners in this game can summon a creature to do more damage to the enemy. You can gain new "Aeons" by completing mazes in temples. Mazes aren't too terribly difficult. Of course, I'm not maze genius either. It sometimes takes me 10 tries to get it right. When you want to do mazes you move pentacles and gems around in the temple to unlock or remove doors, obstacles that are in your way, fire, ice, elevators, stuff like that.

Since the Gameplay isn't just the controlling the main character in the game, I will go over other key features. In towns you are safe most of the time. That is unless sometime attacks the town. So the town isn't safe – no – there are no random battles in towns. In towns you don't have just one merchant, but several to choose from. The price varies, so sometimes you get ripped off, sometimes you get a really good deal, but if you need the potions, I would buy any way. I need these on my journey. In the game you use a lot of potions. The key is trying to be immune and have a high hit point rating all through the game. If you don't, it just makes the game harder. But if you keep your hp high, you'll pass 90 % of the time. It is usually recommended to keep several weapons at your disposable, but with water, lighting, fire and tornado attacks. Not all weapons are customizable in FFX. Most of the time, magic spells do damage. In the beginning your character has more damage, not in the spells, but in the straight attack. Unless you have overdrive. Overdrive is a command that can instantly wipe out a enemy, but can only be used for total 300 seconds thought out the whole game. All playable characters have overdrive.

[Sound Department]

The sound department is good too, something you except from a multimillion dollar project AKA the "Final Fantasy X project (1999 – 2002)" I heard that the music guys at Square hired the musicians that made music for Final Fantasy 8, made some tunes in this game. One familiar tune from Final Fantasy 8 turns up after the battle sequence in Final Fantasy X. Everything in the intro had heavy rock in it. But the real Final Fantasy game has the tradition Final Fantasy melody we known for years. The medially from Final Fantasy IX is in this game also. I have to comment that the PS2 sound chip is softer then the PSone since I have to turn the volume up to hear anything.

Well this is the first game that characters acted in the whole title. I've seen cut-scenes which characters fully voiced their opinions in Grand Thief Auto Vice City. But this game seems a little more down to earth. The voice acting is not annoying; sometimes I find that the main characters comments make him kind of GIMP.

[Characters in the game]

- Tidus - the main character from the pass. He's in the games focus all the time. His voice acting is a little strange because when he gets excited about something, his voice level goes up, and it is just a little odd for someone to talk his age. I find it amusing though that Squaresoft would have someone act the way he does.
- Yuna - a really down-to-earth girl. She has a soft voice. Her character rocks and looks very sexy. I had her wallpaper on my computer for 5 months now. She is a summoner, which means she can do magic.
- Rikku - I met her in the beginning of the game. She is the only one of the pirates that can speak English. She's at times more comical with her voice then Tidus. She hasn't shown up yet except in the beginning.
- Auron - The guy who teams up with Tidus 1000 years earlier in Zanderland. He is kind of a even speaking fellow. He's very wise and a lot of hands on experience with things. He seems to know when things are about to happen and knows what to do when this do start heating up. A good example of this would be in the first minutes of the game when Zanderland is destroyed by SIN.
- Wakka - loves blitzball, but hates macha (machines) He thinks the machines are what brought Sin to the world; it is Spira's punishment for advancing so much.

My favorite character in Final Fantasy X is Sir Auron, the guy with shades and a trench coat. Auron has a faster attack then the other Final Fantasy characters. He also has a long sword like Tidus (shown on the USA cover) that does the most damage on average. Although I still liked Tidus's attacks. I had him in all my battles since he rejoined the party. His overdrive attack is really cool. I tried to reserve enough for the final hit on Sin at the end of the game. Yeven wasn't really hard because he only had like 60 HP. I had Tidus finish him though. I felt kind of bad that he is a ghost (in the end all of us found out he was the walking dead) So he more then likely won't be back in the sequel set to release in 2004. I felt bad about that. Then I looked on a Final Fantasy site, and found out that he was the most liked character in the whole game. For some reason when Auron swings his samuri sword, he does it kind of like Samuri Jack, the cartoon character.

[So what about Blizball ?]

Blizball is soccer underwater. Because there is little gravity in Blizball, characters can do certain moves that allow them to define gravity. This is the first Final Fantasy game to have a minigame sports game. When you win the first game against the ___, well I forget what the teams called, but you can save your game and play Blitzball tournaments for the gold cup. You add your player talents in the game. If you were me, who barely knows Blitzball, will try to level up all the characters in order.

Tidus is our main character in the game and a pretty good Blitz ball player. He does his secret move, the spiral move, and that is the most powerful move in the game.

In Final Fantasy X there is only one stadium to play in, with 8 teams to play against. The rules are simple. Try to pass the blitzball to your team mates to score without it over taken. The goalie usually catches the ball. In the beginning your team is severely under talented. But that doesn't mean the goalie can't catch the ball. He can and he does it well. I find the best odds with me passing the ball to Tidus. I know, I have to pass the ball to other players too, because the HP is being used up when the guy with the blitzball is moving. Most of the time if you select to pass the blitzball to your teammates, you have a better chance of a teammate catching the ball. The most confusing aspect of this game is you don't know which way you're going. There is an arrow with two Goalie nets on opposite ends, but your character can turn the opposite direction in an instant, and that part confuses me. I can't tell which way to go sometimes. This mini game needs work. It would be better if the camera wasn't so close to the characters. Otherwise this game is awesome to play. I have an idea, we already know Square and Electronic Arts are merged, EA Sports should make a custom Blitzball game in Final Fantasy X-2. The chances of this happening are very slim. FIFA 2002 wasn't so bad. Maybe this Blizball game will be in Final Fantasy Crystal Chronicles. So I wish this Blizball will improve beyond what it is now. Although the concept is great, just needs a-bit touch-up. In the end I think this is a great game to play. It's not as difficult as Breath of Fire V: Dragon Quarter or Grandia Xtreme.

[The end of the game]

Final Fantasy X's ending wasn't that great. In my opinion, FFX glorious ending wasn't long enough. It's not the greatest FMV in the game. It sucks really. I was expecting more of a ending. Yuna praises the land as it enters Eternal Calm. The ending was great looking in Full Motion Video form. What can I say about it – Squaresoft, being an experience movie making company (After the computer generated characters in Squaresoft's first movie, *Final Fantasy: The Spirits Within* . After the gamer watches the credits (which didn't bother me, FFX has this love song playing at the end) Tidus swims up to the screen and then you have the closing screen. It was just a 10 second video after the credits. The game should have had more FMV on Tidus. Sure there was some FMV on his father through out the game, but not every FMV was on him. It will be interesting if the next RPG I plan to play, Xenosaga Episode 1 will exceed the FMV of Squaresofts FFX. The "Xenogears" franchise was originally from Squaresoft before Namco bought the franchise.

Xenogears is another game that I own, but haven't played yet.

My favorite FMV in the whole game is the wedding FMV. Of course, the most popular cut scene was the opening fmv in the beginning showing Tidus with the Blizball team scoring goals just before Sin attacks the city. The special effects were spectacular. I could almost feel the rumble of the crowd. The laser light show was also amazing.

The city depth was very vast. I see why every one likes it.

(article posted August 31, 2003 rev 1.1)

Please Check back when I've updated this portion of the page, Thankyou.

Summing up Final Fantasy X

Graphics

9.0

I like the graphics. Yura is a hotty. I like her. Yet all the characters are well shaded. You can see the muscle in all characters legs in the game. A concept unheard of in Playstation games. The background is pretty.

Control

9.3

The Sphere Grid is a good way of leveling up your character because it does use a like star system, like what astrology uses to map things in space. Your cursor can move locations when you lose points when you move, you gain them through out the game gaining experience. Since Final Fantasy changed from ATB (Active Time Battle Role Playing Game) to a Character Turned Based Role playing game and Square made it faster. The long battles of the past only appear in major boss fights. The menu system is upgraded to not just a plain feel anymore, it's really colorful, but at same time very clean. The character option menu uses many solid colors. It does what you expect from any RPG. The ability to change your weapons and armor. It allows you to keep up on all the key items you collected.

Originalism

9.0

This game is probably the best and most realistic role playing game I've played for Playstation or Playstation 2. It though doesn't seem as long as Final Fantasy VIII or IX for the PSone. Maybe that's because the RPG was filled with full motion video. I dunno.

Sound Effects

NA

Replayibly

NA

PS2 - Grand Theft Auto Vice City Review (2003-04-20 11:29)**| GAME FEATURES |**

Developer : Rockstar Games

A.) 10 maps which are huge to drive in.

Publisher :Rockstar Games

B.) Everything that makes GTA popular (guns, cars, motorcycles, and blowing up things) What ever you can ride, you can steal and destroy. And this is the fun part.

Released sometime in 2002

C.) A very long list of cheats

D.) The comments that people make on the street and various radio stations are hilarious! This game is full of mature jokes and crack downs from the main character

Type : Action

I want to say this game rocks! Well I was either getting Grand Thief Auto 3 or Vice City. RockStar did a fabulous job on this game. Vice City is not Grand Thief Auto 4. I read on CNN.com that GTA Vice City was a big improvement over GTA 3. I got it because a guy at GameStop told me that he'd recommend this game to any PS2 first time owner. Some games just have too much to do. The Playstation 2 in the past had a problem with anti-glare and jaggedness in it's game like early in the systems life. Since I got a Playstation 2 yesterday, I haven't had much time to see why it's the best. The PS2 controller has the best feel of any controller I've experience. (although I found out that the duel shock for the PSone works with this game as well) One reason this game is the best is somehow Rockstar Games managed

to put 10 tracks for over 15 radio stations. This game dates back in 1986 in Vice City (a crime infested Miami.) So you get everything from gang warfare to grand thief auto. In fact my favorite part of this game is using a golf club to whack certain people out or just kill them. Just don't knock their head off, it's nasty! Kidding you can do what ever you want. Have fun, it's a fun game and you should you things like that, just not in real life.

Crazy cab drivers I tell you. They run over pedestrians for no reason. Cab drivers just pull in front of you like you weren't there. Did I mention that stealing a police car is fun, but you get arrested if attempt to steal it with a copper inside it. I just had to try even though it was dumb thing to do. The best way to pull this off is to open the passenger-side door and come in on the opposite side so if you lucky, the copper can't open neither door and you make a clean get-a-way. The police still know it's up inside the police car. But you can say that you've done it.

Now how about those high speed chases on the street? Everything is easy until the police send in S.W.A.T. then you better have a machine gun / shotgun or your good as dead. That's what Grand Thief Auto Vice City is all about, stealing the right gun to do the right job (without cheating) OK so R2 + L2 on the duel shock isn't cheating (quick reload) The hardest thing to do in this game is to steal a tank (your invisible as long as you are moving)

All your fast cars in GTA auto like the rare supped up bangie in GTA3 is in this game, but here it's common. Most of the time you can find it has night. One thing that is an awesome ideal vehicle in high speed chases to seek out in the game is the bangie (a supped up all terrian vechile rarely seen in the last game) that they are stable and you can drive moderately fast with it. If you want to go really fast get a Cheechta, because they are ;)

I'm not a good driver sometimes, and I do run over people. Of course it's going to be a hit and run from my point of view. When this happens your police record gets high and you have to get into another car without getting caught. Duh! Right? This part is fairly easy. But I have a problem of being reckless on the road when I park.

When you drive, there isn't any gradual acceleration, so you have to push the X button on the PS2 controller many times to go speed limit. The game has tons of street lights. One thing, that often makes the game violent is that you can crash into other cars, have junk car rallies in parking lots, pick up a gun and shoot.

[What did my friends think of this Game]

I brought my PS2 over to a friends house, and we had a blast. I wasn't to great at stealing cars. The point of the game is to steal a car and shoot cops. Now that Justice mentions it, there are a lot of pimps in the game. Walking around with speedos and their fat. This game is based on real gang life in the 1980s. Some places the gangs have no weapons and are wimps, while others have guns. Most of the time, you have a fist fight to the death. Now that was funny scene! This game is great.

Summing up Grand Thief Auto : Vice City.

Graphics

9.0

Grand Thief Auto Vice City looks very good. There is a blur that I'm not use too. It doesn't matter. All the cars are photo realistic although it GTA may not be the prettiest game on PS2. CNN calls it "live in the fast lane" I call it "Drive fast, don't get caught" The game was also made for the PC, but that takes a lot of power just to run the stupid game. A Pentium III 1.1 GHz with a 64 MB videocard to even play it decently. At night you get all the nights of Miami compete with neon lights, traffic lights, city lights, and the dreaded police cars. Not as frame rate and as high resolution as Gamecube or Xbox, but we have a 3 year old console running this game. To simply put, this game is smoothed out and has a terrible frame rate. It's good that everything else makes up for the games only flaw.

Control

9.9

The control is very smooth. Even if the PS2 controller is loose. A a lot of times you find your self getting away from the police fairly easily with the exception of getting chased with the helicopter. If you have a helicopter chasing you, there is no escape. But then you can start on foot and shoot everything in site. The control is very good. Plus Rockstar

added scopes and fire cross to all the weapons so you know exactly who your shooting at. Everything adds up. If you hear from people that this game is one of the best available, the control is better then many games could hope to be. I would like to speak out this one last comment, "The control rocks!!!"

Orginalism

8.5

GTA created the cop car against gangster car game. GTA 3 took a gigantic leap in the franchise, and Vice City is the latest and greatest. I can't begin to tell you that the game is successful in places where other games are not.

Sound Effects

10.0

The radio stations are awesome!

Replayibly

9.5

A lot of replays. I highly recommend you go out and get this game.

PS2 - Winning Eleven Soccer 7 International review (2003-04-27 11:41)

You're probably wondering why I didn't review these games separately? My answer to you're question is there hasn't been much anything that changed from WE6 to WE7 besides some minor graphical improvements. Let me explain my reason.

From a popularity stand point Winning Eleven 6 was the most popular soccer simulation in Europe and Japan and Australia. While it may of not looked state-of-the-art and let me explain what that means in my view. If you take sport games, you may realize that EA Sports has made graphics improvements in Madden 2004. Madden 2004 is the prettiest game on Playstation. It has the most polygons in any sports game. The game used Renderware, which is middle ware for game developers, and worked with Komani's two Winning Eleven Soccer International soccer games prior to W11S7. Okay to keep this short the crowds look really good. You can tell apart their faces (they aren't blobs like in early PS2 sport games) The frame-rate is smooth. The announcers are nice editions, they have athenaeum in their voices. Love the athenaeum! In my opinion they sound better because they don't repeat 2 phrases for each action like in EA Sports FIFA 2002. It is understandable that no sports games have commentary guest speakers and if they did, they would have one paragraph of something about the team that repeats itself over and over at the beginning of each game. We have DVDs now. I don't understand why Konami couldn't have real videos of the previous season. Yet that is understandable because in exchange you have a 99 % accurate roister to play by. Unlike Madden Football 2002, Winning Eleven Soccer 6 and 7 have the ability to instantly change your player's stats. Such as if you want you're whole team to have 99 % balance, or 99 % style points. Your pick. I like it. You have a choice, either up your team stats or lower the difficulty.

The Difficulty

The difficulty in Winning Eleven 7 is very similar to Winning Eleven 6. So much so that you can just pick up and play with no new learning curve! This is a good thing. One problem I found (this could just be because 7 is harder than 6) is when I want to score a goal and press Y on the duel shock 2 controller, sometimes the game will pass to the closest teammate instead of scoring the GOAL! Now I got really pissed off on that. I learned that the easiest way to score a goal is by pressing down on the right joystick. I don't know. You have to be really close to the goal to use Y button. And with 11 guys around you, it's not likely to get in. But let's look at the game of soccer...if a team is lucky, they will score 3 goals in a whole game. So naturally if you score 5 or more goals in a game, I think your difficulty isn't high enough. Okay, lets set the difficulty to maxium setting. What you get? A lot of red cards. (if you don't know soccer to well, that means your player is out of the game) A lot of interceptions, a lot of injuries, a lot intense action. Okay

something is wrong hear. Computer's aren't suppose to think for themselves, but this game is kicking the crap out of my guys. Okay there is 11 guys on each team in the game of soccer. 21 of them are computer controlled. You control one of them. The game switches teammates by the use of the L2 and R2 buttons.

If you even had a chance to play Winning Eleven Soccer 6 than you'll realize that in 7 players make a lot of mistakes. This isn't the games fault, this was done intestinally to give the game a more realistic feel. Minor details such as when the other team steals the ball from you, your player tries to catch himself. Real life soccer players do some real mistakes in a room and they're hitched up with computer equipment so their actions become the same reactions in the game. Game's got it down pretty good. More noticeably in Winning Eleven 7 than as Winning Eleven 6 do players look very life like (I'm talking about moving).

If you are having difficulty, both games are good at giving a precise tutorial complete with sample movies and a narrator to talk it over with you as you play. The tutorial couldn't possibly get any better in 6 because it was already top notch. The tutorial also will teach you the rules of soccer, not just how to control your character. Every soccer game does that now-a-days.

Controls:

The controls in Winning Eleven Soccer 7 are exactly the same as they were in 6. What changed are a few enhancements in the character's movements. The game is quite smoothly, though it seems that game is too fast for your reflexes. I could just be me though because when I first play a game I usually suck at it until a few playing sessions.

Learning curve is about 30 to 60 minutes. Faster if you upgraded from Winning Eleven 6. They feel about the same.

Navagational System:

Good news. I find that Konami kept the same console style menu they used in Winning Eleven 6. No complaints here! When you start the game with no modifications, you can just wiz past 3 menus to the loading screen. After the loading screen you get the tiny intro of the opening game and a television type HUD. When the game starts, you get a score board in the top left corner. Some circles that represent the character you control and that radar system that shows all the players on the field and their locations. Your team is the blue dots, the other team is the red dots. I don't use the radar at all so I just turn it off in game options.

On feature I like about Winning Eleven 6 and 7 is the camera angle use in replays. It's gotten very professional like. The game doesn't stop there either because you can control how the camera moves in replay mode. A feature not in EA Sport's FIFA 2002 which I am very disappointed in. Until I owned Winning Eleven 6, relatively short time ago, I skipped the replays. They didn't excite me much. Sometimes I like replays because when I compete against Bob or Randy, it shows how stupid the AI was, and that the ball somehow got in the net. Most of my goals are from accident. They are normally caused by the other person cut off guard or day dreaming until one of us just so happens to score. Of course, I am a casual gamer, and my friends who don't play the game at all, usually beat me because I've only played the game for a total of 8 hours.

Sound:

The sound is very European like. Some mellow trance tracks in the game. Though it sounds cool. Unlike EA Sport's version of Soccer, you don't get vocal music. But the intro was very cool. The intro's in very cool. Remember Final Fantasy, The Spirit's Within. I swear, there hasn't been any different between the Opening FMV and that. Both Winning Eleven 6 and 7 use the same style cell-shaded FMV as the intro.

Drum role please.....my conclusion

Winning Eleven Soccer is very rewarding. When my friends and I get sick of Winning Eleven 6, we will switch to FIFA 2002 or Winning Eleven 7. I have to say FIFA 2002 is much less demanding than Winning Eleven 6 or 7. I'll repeat, if you want a less of a challenge go with EA Sports brand, if you want more challenge, go with Winning Eleven Soccer. I don't even touch 989 Sport's soccer game, or Sega Sport's soccer game, I know SEGA make one heck of a NFL videogame. Sega now is using ESPN's logo and announcers. If I had a pick of favorite soccer game, I'd go with the latest Winning Eleven Soccer videogame from Konami. There you got it. No wonder it is topping everyone's list this summer as a must have PS2 game. Take your pick, both are excellent games. Winning Eleven 7 is only 40 dollars at Target, get it while the game is hot! Winning Eleven 6 is only 20 bucks.

Good luck on your decision!

5.5 May

Xbox - Tony Hawk 3 review (2003-05-01 11:30)

| GAME FEATURES |

Developer : Neversoft

A.) The best Skate boarding game out there. And it's not just skating. It has a lot of competition that friends can play against

Publisher :Activision

B.) Play as all the "Pro Skaters"

Released sometime in 2002

C.) Better then Tony Hawk Pro Skater 3

D.) There are over 100 mini games to play in this game. Some easy, some hard.

Type : Extreme Sports / X-Games on the Street

This game is the first time I tried a Tony Hawk game since Neversoft put the legendary Tony Hawk Pro Skater on the Sega Dreamcast. I would like to say that Tony Hawk Pro Skater for the Dreamcast was a decent port, but I can't say that now because so much people on the Internet say that they hate the Dreamcast (never would own one even if it was dirt cheap like it is now) Does the new one rock? So far yes in a strange kind of extreme way. I'm not an extreme person. But I know of not so extreme people who played Tony Hawk who liked it. Why else would it be the standard in extreme sports of this generation. Everyone with a half a brain likes Tony Hawk Pro Skater? Every Tony Hawk game sold a million copies since the Playstation debut in 1999, sold even more copies when it went multiplatform. The game is more popular on Playstation then any other console may I might add. I don't ask people how much . It would be impossible for people to describe it without setting down and playing it together. I don't get many visitors so I can't really explain this very well. Fans of the series would have a easier time with this one. They know exactly what they like about in Tony Hawk the game. . The bikes ride the rail forever and the game is so easy that you couldn't even trade it for a cool Tony Hawk game without paying 15 dollars extra. I never even thought I like it until I played it. Neversoft now specializes in extreme sport games. They release a new Tony Hawk game like clock work (every year now since 1999) Since then they've put all games on competitive platforms. If you seen the original Tony Hawk Pro Skater on the 100 Greatest Videogames of all time polls, I promise you that that is just because the control scheme is better then most sport titles on the Playstation 2. When I normally think of the 100 best tiles of videogame history I think of Final Fantasy III and Super Mario Bros or Metal Gear Solid.

What I am most interested in is how this game got the Teen Rating? For those who aren't familiar with this game and think "its another one of those dumb mediocre skating title like those BMX titles on Playstation. But then it wouldn't be so legendary, know would it. Know I understand those people who recently picked up a console of this generation and were in the dark since Super Nintendo and just happened to pick on of the best videogames available today out of curiosity. Although with the Internet and word of mouth for 5 years that would rarely happen. That happened with me. I got I first videogame in 1997, and it wasn't a Playstation. If I didn't buy a Gamecube or waited so long to get an xbox, I probably would have a Tony Hawk Pro Skater game for N64

This game is good because it is big. You can talk to skaters, listen to the latest rap music, do tricks, find items, out play your friends and play any song that will download to your xbox hard drive. Did I mention that the game is out for the PC? Who plays THPS with a mouse and keyboard? Some games aren't meant to be played on the computer. Why? The console versions are so much cleaner and playable. That about sums it up right there. Did I mention that Tony Hawk Pro Skater 4 is a little better then Tony Hawk Pro Skater for Dreamcast. After a while their comes a time where a game can only be very good once. Anything better then the original, anyone else would give it a 10.0 because that

game was a mere monopoly and no one could tell that the ultimate conquer was its own successor. It's true. Look at Metal Gear Solid or Legend of Zelda and how the sequels improved upon the prequels while not taking away from other aspects of the game which made it great to begin with. I'm not a skater, okay. I'm a race car driver. But I bought it anyway because I got it cheap. I was wondering why some reviewers gave this game a 9.0 out of 10, 10 out of 10. I got the good stuff out of Tony Hawk Pro Skater. But it is still extreme skating. You know skate ... do tricks ... fail ... draw blood. Repeat this process again and again until you feel light headed. Well the 3D animation is really good, doing the same objectives over and over give me a headache. Be sure to check back in 2 weeks for my Tony Hawk Pro Skater 3 review. (article posted Aug 01, 2003 7:00 PM | revised once)

Summing up Tony Hawk Pro Skater 4

Graphics

10.0

Looks like Pyro on a skateboard in the game Halo! You know when Komani put Snake in a skateboard level in Metal Gear Solid 2 for Xbox / PS2. The only reason that I give this game a perfect score in the graphics department is that I've seen the Playstation 2 screenshots online. Some reason the PS2 version doesn't look washed out in the character models I mean you might have smooth animations, but you don't have a lot of bump mapping and hex shading. In Xbox, the game has all three. How many times can you have a perfect shadow when doing anything. I don't know how a small developer like Neversoft can push out this much pixel animations on the buildings, shadows on all the ramps, cars, rails and buildings.

Control

9.0

The character control is very smoothed out. An example of average control is loose and flimsy while still retaining the stabilization to be able to do tricks. The 100 tricks aren't possible without some foundation of turing, jumping doing mid air combos. It has to work and it does and has worked since the first Tony Hawk Pro Skater. If it ain't broken why fix it then. The tracks are huge and are filled with a lot of trick zones. While the first Tony Hawk Pro Skater I and II were indoors, THPS 3 and 4 are outdoors. One thing they should include in Tony Hawk Pro Skater, which they didn't is the original tracks from the previous games. Like the original had skating arenas from Minneapolis to Miami based on real locations. Neversoft didn't upgrade. They should know that people will always buy the latest Tony Hawk over the last installment. Why don't they just have the same levels and add more levels? They don't and there are plenty of levels to skate around in. Things have sure come a long way since Skate or Die on the Nintendo Entertainment System.

Originalism

8.5

The game is America's favorite extreme sport which airs on ESPN twice a year called the X Games. This show needs no introduction. Anyways, this game has an introduction. A career mode, free skate mode, multiplayer mode are all cool. Instead of having one player do nary tricks, you have two!

The next Tony Hawk Pro Skater should have unlockable Nintendo characters on skateboards. Not multiplatform though. Perhaps since Neversoft did make a Spiderman game they could put Peter Parker on a skateboard. I think they already have. I'm not sure which number of the Tony Hawk franchise had it. The point is it would be funny to see Mario, Yoshi or Captain Falcon on a skateboard do mid air tricks. Microsoft needs a mascot. I wouldn't want Billionaire Bill Gates himself skate boarding in my game. That would be cruel and unusual. Though I wouldn't mind having some anime girls skating in the next Tony Hawk game as long as they were cute. Xbox has had so much recognition with Tecmo's Dead or Alive III and Dead or Alive Beach Volleyball.

Sound Effects

10.0

The music including rap is some popular songs that come with extreme sports. This game feels like a rap game. This game is a very good example of pop culture we have in America! The next Tony Hawk Pro Skater, Tony Hawk Pro Skater Underground is going to be much bigger, have a lot of skater speciality shops and be very street based.

Replayibly

8.5

Good. While the replay is almost obvious. How many games have a combo of great replay and pretty good game play mechanics. You can visually look at the game when these guys are doing tricks and memorize the tricks and go out and see the real thing and know what some of the tricks are. They could might as well be perfect because I'm not a extreme skater fan. All I know is the control sceme feels pretty good here in this game. This game has every staker trick known to man, unless Tony Hawk himself creates a new trick. You can deconvor it from the very beginning. It's good. But I'm mostly into racing and first person shooters. Although some of the good first person shooters and racing titles for xbox are a little slim.

Xbox - Elder Scrolls III - GOTY review (2003-05-03 11:32)

| GAME FEATURES |

Developer : Bethesda Softworks

A.) Being one of xbox's largest games. The first being Shenmue 2. Developed with the best attentions.

Publisher : Bethesda Softworks

B.) Play as any Dungeons and Dragons characters including Elfs, Orcs, Human.

Released sometime in 2002

C.) One of few first person RPGs seen only in Heroes of Might and Magic, DEUS EX.

D.) Quest around in a massive world doing favors for people. Although, some of these favors are from evil outlanders who don't look evil at all. For example, all aristocrats in this game are evil because they've got their hearts stolen from evil elves.

Type : "Massive Offline Single Player Role Playing Game"

Elder Scrolls III Morrowind is the sequel to Daggerfall. There is absolutely no comparison to the two games. Daggerfall was released on DOS in 1996 by Bethesda Softworks. The graphics best compare to Dungeon Keeper or Hexen for the PC. If you want to see what Daggerfall really looked like

[Click Here](#)

. DaggerFall first introduced a huge 3D game with entire lakes, dungeons, lands, towns, roads and country making it up. Much like what Diablo was when it first came out. Expect Diablo franchise from Blizzard didn't improve as much as this franchise. At the time in 1996, Elder Scrolls II was really awe inspiring. Anyway it's really old now and few people play it anymore. Seven years after the release of Elder Scrolls II : Daggerfall; Elder Scrolls III : Morrowind became a state-of-the-art RPG with a huge world to boot. And it wasn't originally released on Xbox. I could of owned the game either way because both my PCs can handle the graphically demanding PC version. I have never played a RPG in first person before except if you count Legend of Zelda 64. Morrowind is also the smash hit PC game. I guess I wasn't the only one looking for an Xbox RPG. Except I waited it out one year after the game was released. I don't have the PC game. But from what I heard the Xbox version look better and I wanted to play a RPG on Xbox. Although I've seen some nice textures on the PC. Regardless, Elder Scrolls III is a huge game. The closest game that comes in comparison is EverQuest.

So first in the game, you go through this process. You've just got out of jail and they want you to decide on what character your going to be and then they make you answer a lot of questions just so you have a signed release form saying you've passed security. Now for the fun part. The part where you get to create quests and take what you want. Much like *Dungeon Siege*. The bigger / stronger the enemy, the more expensive loot he has on him. So you can loot anyone whom you kill. Except people / alien races aren't dumb in this fantasy world, the minute you steal something, who ever you steal it from will want to kill you. Except the aristocrats are amused and still try to kill you. They are amused only because their heartless fous who got their hearts stolen from evil elves (the game tells me so...) Which brings me to my next point, the character your playing is wiser then you, so check the journal often. You might even discover what ways you can set apart a good elf from a evil elf. Your job is to kill all the evil elves. The journal is usually right. I almost wonder if this game will be similar to the upcoming *World of Warcraft*. *World of Warcraft* stepped aside from war strategy foundation and stepped up into the realm of *Massive Multiplayer Online Role Playing Games*.

One thing that the PC has is Patches. This is relatively new to console games. *Mech Assault* is the only game that allows you to download new patches from the Internet to the hard drive. Even though the game is well designed and has amongst the best graphics on Xbox, it has slowdowns. The game usually goes a long the lines of 30 frames per second. That won't cut it for just any game, but I've been arrange by the size of each level. There just isn't any boundaries in this title. It's a very large world and it loads along the way. Which is OK. This makes me curious how Gas Powered Games managed to make *Dungeon Siege* a huge game without any loading times. It has something to do with the balance between backgrounds loading when some disappear. Everything in a 200 feet radius loads simutaniously. That's how the game engine works.

The infamous example of the half orc in *Neverwinter Nights* "He may be strong and reckless, but everyone tends to stay away from him because he's not too bright." This fact stays true with *Morrowind* as well. In the beginning, if your character doesn't have a very good score, that old guy won't say a word, however, if you are lucky to answer most of the questions right, he'll be overly friendly to you. The guard just grinds at you as if nothing seriously happened. But hey what can you do, you have no weapon.

There are evil creatures in this game like in all RPGs. In this game, the smart ones pretend to be friendly so they can lure you into a trap so they can kill you or just turn you evil. In this game, you have a choice of being evil or good from the actions you do. Your not evil when you fight back when someone is trying to kill you. The opposite is true. Some creatures are just born evil, while others become evil. This game gives off a whole new meaning of evil I've never encountered in a game before. Yes, there are many ways to die in this game, you can even die evil. An example would be, where a thief hands me a bag full of something expensive. Of course I'll take it! But if it looks like something evil, I'll just leave it. When you evil, there will be people who hunt you down to kill you. It's more trouble then it's worth. Don't think you can out last most of the guards from the beginning because guards are very well armed. Some evil in this world is better equipped with armor and magic then you. Once you have a weapon then you can explore the many towns. Some quests require you to go all the way back to the beginning of the game and explore a town opposite of where you are. Sometimes you'll bring items back and forth from town to town, while other times you'll bring people from location to location. Be careful though, some people will ask you to go one direction and you won't know what they're talking about? So when I offered to help this one person, it took me 45 minutes to find it. To be specific it was a farm near the coast line.

The level up system in this RPG is like others, in other words it's average. Most console RPGs have a high standard of it's level up system. In this case the new stats are displayed in text each time you level up. Instead of giving you stats points like in *Diablo 2*. The more your character uses melee weapons, the stronger he gets. The easiest way to get the weapon you want is to kill someone for it. Becareful who you duel because some guys are very well skilled. I tend to try to duel aliens with out shields. There are ranged weapons in this game, but 9/10 of all weapons used by everyone is melee. Glass type weapons are the most effective. All magical weapons have a green glow.

My favorite part is exploring the new world. I wonder if I compares well to *Dungeon Siege*. That was also a huge game. It had not 1 massive world, but 3 maps roughly the same size. From the beginning with a new gamer, the game looks endless. And the hundreds of quests makes it so you can cover the same ground that makes the game so huge several times.

Summing up Elder Scrolls III : Morrowind

Graphics

10.0

Elder Scrolls III Morrowind is a good looking game. It renders graphics that surpass any Playstation 2 game. In this case I'm comparing Everquest to Xbox's Elder Scrolls III. The game one **Xbox RPG of the Year** from Xbox Magazine. Baldur's Gate was it's runner up. Morrowind is huge. It's full of countless characters to interact with. The character models are average while, the world they live in is eye popping, like the PC version, although I seen some Internet sites say that the Xbox version looks better. The PC and Xbox versions of Morrowind are similar. The trees, plants are all 3D. And they look very high definition. There doesn't look like there's a odd placed pixel in the game. The water effects and reflections are awesome. You can even go swimming in this game if you like. Unlike some games where you just float, in this game, you swim for real! The game doesn't have smooth frame rate, a though its really good 90 percent of the time. Be worn that there is a lock up bug in this game wear the game locks up. But this could also be that Morrowind is way too graphically defined to be simple for Xbox to handle.

Control

10.0

The game is easier to control then most first person shooters. At least most console First Person Shooters. The only ones I think that stay par to Morrowind is Unreal Championship, Timesplitters 2, and Halo. The reason why I compare it with a first person shooter is that these games share the same controls. The left thumbpad controls forward movement while the right joystick turns the character left or right. It's simple and effective. The left thumbpad could be the keyboard arrows, while the right thumbpad can be the mouse. The difficulty in this game is medium. Like I said above, you can equip your inventory with stuff you buy or steal. If you steal, you must over power the person who is trying to kill you first. But if someone notices, then there is not 1 but 2 or 3 people trying to kill you. So if your planning to buy this game, it's great fun. But don't get caught killing someone in public.

Orginalism

10.0

I can now see how this game can come with high expectations from anyone who plays it. It's perfect and I thinking that *Elder Scrolls IV* is going to be a whole lot better in this area. The game looks like it been worked on for 3 or more years just by looking at it. The develo

per, Bethesda, is new to me. I mostly known about Black Isles, Blizzard Entertainment and Gas Powered Games. I'm not much of a Might and Magic fan myself, so I never had a RPG in first person view.

Sound Effects

8.0

Morrowind has a less then perfect soundtrack. But the spoken dialog with every person you encounter makes up for the gap! Voice acting in this game is good.

Replayibly

???

Don't know yet. It looks fun and I've been playing it for a couple days, spending 3 hours at each setting. Not doubt, it's fun, just that this game is so huge.

New Metal Gear for Gamecube? (2003-05-03 23:32)

Some interesting Metal Gear Solid sequel news : Komani asked Silicon Knights to make "Metal Gear Solid : The Twin Snakes" exclusive for Gamecube. All I know is MGS2 was a top game for Playstation 2. The new game is suppose to look the same or better then the xbox version of MGS2. The new Sonic game is coming to gamecube, Sonic Adventure Directors Cut. I have the Dreamcast version 1.1 of Sonic Adventure. I've played it and the game was ok. But now I learned that Sonic Adventure DX also includes all the Gamegear titles to boot.

I took my road test the first time and passed. It's a good feeling to have that out of the way. Now I can go where ever I need too. Finally the day has come.

Anonymous (2012-01-10 04:46:22)

Great website, looks very clean and organized. Keep up the good work! antibacterial

Anonymous (2012-02-11 18:29:06)

The article was very interesting and informative for me. weight loss Read a useful article about tramadol tramadol

Suse 8.2 report completed (2003-05-06 23:31)

I haven't finished de-bugged this website yet. I know what I'll do I'll send a popup message saying you can't read this page in Netscape to warn users of errors. This website looks fine in Internet Explorer but some images haven't shown up in Netscape. Odd, but it shows up on Mozilla and Konqueror in Linux? Is that right? I am about to fix that sometime this weekend. I've added my SuSe Linux 8.2 Impressions to the Editorials page. This week is the last week of Intro to Unix college course. So I must hurry up with my source code and get it handed in before too long. At school I minded my own business. I'm thinking that should stop. I think I got to get out and talk to some people. Hmm what to say. I could talk about Linux all day but no one would care, besides I dont' know enough about Linux to appeal to even shell scripting students. Damn, I get lonely. I am always so glad I get home from school from the college. Not really to go to sleep, but get food in my stomach. I have really been going light on food when at school. For what you ask. A stupid game? I much rather spend my money on videogames then food. I was looking at that Nascar Thunder 2003 for Gamecube, honestly.

Note from the Writer : Some readers

may view this page as Playderism. If you ever known about how open the Linux community is about their opinions, you do now. There are 100s of websites that review SUSE LINUX. So if you read off of LinuxNews.org or some of those first hits off Google, will you call those sites, Playderism? They don't list their sources neither. While I should list my sources after the sentences, I won't because I forget where I find the most of this information. If you still think that this article is playderism then leave. I don't want you here!

Suse Ltd was created in 1997
in Oakland, California. The four lucky people who created capital in
Suse includes Hubert Mantel, Burchard Steinbild, Roland Dyroff and

Thomas Fehr. Suse went into business with the goal of distributing a better OS than Red Hat. Redhat publicly introduced itself in 1998, one year before Linux soared high on the stock market. (source : "Revolution OS" on IFC) Redhat has been making commercial versions that weren't sold in stores until 1998 (Redhat 6.1). So it came together by a group ownership. With SUSE's Germany operation(s), Suse was able to create something competitive to Redhat's OS. Suse bought the Jurix Linux source code and renamed it to Suse making a much improved interface. By this time Linux was well established. Since the operating system was commercialized, it quadrupled in size. Now we are at version 8.2 with version 9.0 around the corner. Recently Suse went 64-bit instead of 32. This improved the interface, it booted up faster and did more applications than it has done. Suse has a office sweep specifically designed for Suse Linux.

If you haven't read my Red Hat 8.0 editorial, you should read it, I mean I put weeks into that project. I described how Redhat looked a lot like Windows. I don't know about copyright laws, but Linux in general has moved up the bar and broke laws. Windows applications are able to run on Linux! I think that is so cool. I talk about this later. Red Hat has recently been keeping up with the industry, surprisingly. They have both Gnome 2.2 and KDE 3.1 on their desktop. Red Hat supports both operating systems! KDE is entirely commercial in its looks and its performance as a desktop shell. I knew Redhat is good at what they do now. But I realized that their competition have had some interesting ideas. Suse, who is entirely profit driven, is unlike Redhat who goes more towards the GNU Project. Both operating systems use the same KDE Desktop and it comes with all the applications. But Suse Linux is priced 20 dollars less than Redhat. I choose the Personal version because it was cheaper.

Suse is already faster than Redhat. The bootup is faster. I like this much better. Instead of commands being compiled, Suse has an upload statistic bar. Opening applications is as fast as Windows XP. I have a 1.8 Ghz Athlon XP with 386 MB of DRam with a ATI Radeon 9000 video card. My processing speed is plenty fast. When the industry lowers its price for 3.0 Ghz processors I'm going to upgrade.

style="font-size: 20pt;">The X factor [rating 9.5/10]

face="Charter">X as in Xwindows. Xwindows seems much stronger in Suse 8.2 then in Redhat 8.0. Suse has a system were the MS Windows C drive is displayed on the KDE desktop. I shrugged at this massive lang="en-US">accomplishment , for I have never seen

the c drive on Linux before. Whether this option is in Redhat 9.0, I don't know. But it makes it highly flexible to save things to the Window's C drive through Linux. Infact the C drive is listed on /root for easy access. You have the stability of linux to do your work without it crashing. I can do multiple stuff on the c drive that I couldn't of done in Redhat 8.0. Personally I listen to MP3s on Linux that's on Windows. The sound quality is as good as it was on Windows. The drives for Redhat 8.0 will also pop up. If you saved work in Redhat 8.0, it'll automatically work in Suse. It was really weird, but it was really awesome. I know Suse did one thing right, they've added a full directory listing to Kstart so that you can directly access /root directory through the gui. I suppose I went sur-crazy for a mere 10 seconds. It's that cool. I don't have to make cdr each time I go on the Internet like I thought I had too.

style="font-size: 20pt;">Installation [8/10]

Installation (YaST) has a lot in common with Redhat. No doubt it is a excellent and well set up Installation effort done by SUSE programmers. I liked Redhat's latest installation wizard in version 8.0. By default, Suse 8.2 comes only with KDE desktop. What we really need is both Gnome and KDE. YaST will help you through the installation. If you have this by default. KDE runs faster then Gnome, slightly. Gnome has even more programs then Redhat. All programs are installed in Gnome show up in KDE. The Professional version of Suse comes with 5 discs instead of 3 disks and can add up to 3 Gigabytes instead of 2 Gigabytes. The source code has been shorten in the Professional version and helps the computer load software faster. But the Personal version, what I have, has the exact same properties, but alittle slower. The system will have to re-partition your current Linux partition whether it is Redhat or Mandrake because Suse has to use the same partitions to create it's basis too. It's the damn competition way of saying, " You bought me, now you have to use me instead of Redhat" So at least Suse is kind enough to show file progresses that are installed to the Linux partition. Put this can easily be reversed by renaming the partition to a different Swap drive and have Ext 4, 5 and 6 for Suse or vice versa for Redhat. There is an option that allows the superuser to check gnome, too. With gnome you get another desktop. The installation takes 15 minutes. It takes anywhere from 1 Gigabytes to 2 Gigabytes of hard drive space. KDE and Gnome are both 700 Mbs each. With the huge and cheap options with hard drives these days, it should be recommended by anyone for the full installation of both Shells.

The YaST asks the user to check his modem. The modem is connected in the COM1 of my computer (bottom socket of the motherboard) The only modem that'll worked in Redhat is the common 3COM Robotics 56K Fax Modem. YaST needs to be updated further. If you have a Win modem, it won't work. So I went back to CompUSA to get an External Modem called the Creative Modem Blaster. That time it worked. Sometimes I think that PCI cards aren't viewable since they aren't in use unless you stick something in the serial port such as a external fax modem. I have had a odd connection viewing my fax modem inside my computer. There has been news off the web that Suse doesn't have the proper drivers for PCI modems. YaST will ask you if you want to download a patch for your Nvidia videocard. I know most people will go and buy a Geforce II or IV. While others will go with ATI Radeon series. This patch will give your card compatibility with OpenGL.

Suse Personal version automatically asks you if you want to become a workstation in a LAN. Since most people will only own one computer, this isn't possible. So workstations work fine. Like in all The installation recognizes all 2003 hardware components and earlier (video card,

hard drive, monitor, mouse, sound card, speakers, processor, modem, network card, fire wire ports, usb ports, etc.) When Suse is installed I like to use Partition Magic 8.0 to create free space so Redhat can detect it and install according to it. I haven't seen a way that Suse can do that. No problem though.

The difference between SuSe

8.1 and 8.2 are noticeable. I don't know.

I've never used Suse. So I heard: A lot of the bug fixes that comes with shell development are now fixed. Not so much a new release of the two desktop shells, but rather improved use of memory and small application fixes. Suse 8 can now recognize newer hardware. Suse 8.2 never crashes. That's good news. To prevent extra work. Suse put more updates on the Programs on 3rd disc. I never needed to use the third disc.

style="font-size: 22pt;">The Internet on Linux [rating 8.5/10]

Unix has much Improved in the Internet field. Netscape Communicator has been whipped off the face of Linux distributions! This OS comes with Konqueror, Mozilla, Opera. Out of the three, Konqueror is the most advanced

browser. It can open any webpage without a problem. Not to say that Mozilla or Opera don't have that ability. You can't read most javascript made by independent users that work exclusive for Internet Explorer seen on both iMac and Windows. Gaim is still the premiere instant messenger for Linux. It has everything : MSN Messenger, ICQ, AIM, Yahoo, IRC. And is very reliable. There is more drivers that allow automatic detection like you see in Windows XP. That annoying "Hardware Found" icon on the Windows taskbar is in Suse 8.2. I don't know how long Suse had the technology though. It comes with Opera 6.0 and Mozilla 1.0.2. Opera and Mozilla are award winning programs. Both browsers use Sun's Javascript in bedded into each. This allows you to see some basic html javascript like popup menus and slide shows.

style="font-size: 22pt;">The Word Processor / html editing / programming [rating 9.0/10]

I recently talked about Open Office on Redhat, and it's so good, that it's back on Suse 8.2 version. It is the preferred office suite of all KDE and Gnome operating systems. KDE makes it's own version of Koffice. And Gnome makes Abiword. But these word processors, although close, don't have as many features as Open Office.org Office Suite. One enhancement is that it highlights your typing in blue and while you type, displays the end result as you type. That's cool. Now I don't have a problem of missing words. In OpenOffice.org 1.0.1 for Redhat, OpenOffice.org crashed once every time I use it. The only thing that kept me from getting mad at it is that it periodically saved my files to `/home/students/` directory. It's better in Suse or Linux in general.

If you want to edit html, you have plenty of options. Linux comes with Mozilla Composer. It has much improved over the Netscape 6.0 composer. MC can view both gui style and html script in the same program. Then you can use Open Office to create light html pages too. There are some free downloadable software like Bluefish 0.9 and Coffeecup HTML editor. Both a command line based html editor. People can use the Kate for easy access to their html script. It highlights different code in color so you can easily find your code. It's also used for Pearl, C++, shell script and Python shell script. Best of all, when your system crashes, Kate will keep your work for you till you log in and open Kate again. I seen this work in different Linux OS, and it isn't new to Linux.

One thing new aboard linux is Python 2.2 programming client. Python script looks

like shell script, but has MSDOS commands are built into it, and some simple commands. It's available for all Linux distributions. The script is simpler than shell script for Linux and looks the same. Not like Korn shell. That's what the terminal uses now. What is Korn, you ask? Korn is a more advanced shell programming structure than Bourne Shell script. It's a hybrid, to be exact. Python is included with SUSE under the programming tab of the language bar.

The Multimedia Software [7/10]

With the ability to see Mp3s on windows partition, you can use a program called XMMS (looks exactly like Winamp) and play your songs. The XMMS can read all Winamp customized zipped skins. It's about the highest quality mp3 player out for Linux. XMMS comes with equalizer abilities and a range of sound adjustments. I really like. XMMS is in Redhat 8.0 too. So it's a Linux thing. Sometimes XMMS will play, but not show up and then crash with the music still playing. At least XMMS is skinnable. Mplayer can show DVD movies not very well, but the idea is there. I haven't seen this program in Redhat at all. Mplayer can read avi and mpeg off DVDRs, so that's a plus. It's not as buggy as the Redhat version of its media player. Suse comes with Realplayer. Realplayer reads MPEG off cds, but also doubles as an Internet radio tuner and streaming video client.

Picture

clients are cool. I like Kuinkshow better than Image Viewer in Gnome. This program will read graphic files off Linux / Windows and scrolls through them as you scroll the mouse wheel. Esc on the keyboard cancels Kuinkshow. It has many similarities with Irfanview. One thing that I find difficult in Suse makes its file system so you can't bring up Kuinkshow first, and look at your photos, but have to find them on the desktop or even cut / paste directory shortcuts to the open window. I look at Kuinkshow so I can easily page through my artwork I made in Windows.

Many games

have the same problem with Nvidia cards that use Direct 3D. Suse has an easier time using the video card to its advantage, but SUSE stop supporting Nvidia drivers for whatever reason. The focus for Linux partitions is OpenGL, an open source graphics accelerator which should work as well as Direct 3D and

doesn't. OpenGL improved some since 1999, but it still doesn't look as good or have as good as frame rate as Direct 3D. However I was able to get a Geforce driver off Nvidia.com, which improved graphics acceleration slightly.

Video editing

can also be done on Suse with "MovieActor 3.7." The Linux version of Microsoft's Moviemaker software and still more filled out with options. It is still very basic. Some features that properly describe it is that it can move mpeg video around by cropping the video and export it to mpeg. It can add still images and add slide transitions too.

style="font-size: 22pt;">New Games [7/10]

All the games are stable in Suse 8.2. Gnome's game package grown bigger in this version. Racer is a 3D Car Simulation (a 250 MB game) The game is much like Midnight Racer for the PS2. At least we know that 3D racers are supported by the operating system. There is also Fool Billiards , a pool game for Linux that uses real nice 3D acceleration. href="http://www.loki.com/">

href="http://www.loki.com/"> Loki makes some affordable commercial versions of Neverwinter Nights, Civilization 4, Simcity 3000, Quake III, and Unreal Tournament 2003 for all Linux OS. There just isn't games to go around in Linux. I found a large selection of free games off linux.tucows.com. Chronoium is a good 2D shooter, but it requires OpenGL. Should Direct X be on a Linux operating system, that will be the day. The frustrating time comes when 3Ddiag doesn't work with Nvidia's latest driver. The driver can come in a compact 1.3 tar.tz format or a very large uncompressed .run format. Quadra is a new Tetris game put in Suse. It wasn't in Redhat's distribution. It's fun, but Ksirtris is more fun and it has somewhat better level adjustment. Quadra is impossible to keep up with after level 3. Grometris is Grome's version of Tetris. It's a basic game at best. KDE had come up with Kbattleship after the boardgame Battleship. That is alittle fun too. The buttons in the game have been updated to look rounded and shady that went well with the desktop anyway. This wasn't possible 5 years ago. Desktop appearance took a giant leap in the Linux department in KDE 2.0 and 3.0 AisleRiot is the only solitaire game on board Suse Linux. That sucks! Katomic is a fun games. It's a well known game in the Linux community. I am good at it. The game is about matching

balls which move and stop by hitting a wall. Then they have to be in the order of the matching screen to go on. There is 50 levels in this game. There is plenty of time to fool around. The higher levels are unreachable by the average person, I believe. Linux is about having fun. The more fun your having, the more you are educated about Linux, and that is the best part of using Linux. Patience is another solitaire game. Solitaire is relaxing. Thus, Solitaire is the bomb! Everyone agrees with it.

I've played Tux

Racer and it's a good game. It has a catchy jingle to it. It's more of a Penguin Grand Prix then a racer. It's a nice game though. A good effort. As a player, you can race 6 tracks. The tracks are better then most racers. It has various shades of tree colors and snow cover. Good background artwork. It runs in high resolution. I wonder if KDE or Gnome plan to add Doom 1.1 to their 3D games. If so it would be awesome. If not, that's ok, I'll just download it off the Internet. If only I had a videocard that excepted OpenGL.

There was one

game that worked with OpenGL well called Frozen Bubble. I love this game. It's new and it's cool. Frozen Bubble most resimbles the N64 game, Bust-a-Bubble. It's simple, it's stable, just line the bubbles up with the color and there it all goes down. Do this all in time to move on. This game has 100. Newer versions should have more then 100. The program comes with mp3 music that is apropraite for this style genre. The music isn't that cheesy. Redhat didn't come with this game. It was top rated on the web for most enjoyable game on Linux. So ... I rest my case. This is one of the best games for Linux off the Internet, period. This game deserves a 9.0/10 user rating. If you don't own a brand new computer like me, you can even lower the graphics quality so it'll run on your videocard. You'll see once you find it.

If you like to

download a lot of games, I advice you to download the compressed format .tar or .gz. Then you won't be missing files and a lot of times, if your games come pre-compiled, you can get away with it. So download the zip format of your games. If you don't have an unity, which you should have if your running Linux is ARK.

 width="737" height="160" border="0">

Linux is fortunate to have as many games as it does. Here are examples of those games for users that

aren't familiar with Linux yet.

```
style="text-align: left; width: 100%;">
```

Grometris - Tetris for
Gnome

KSirtris - Tetris for KDE

Gnome Mines - Linux
version of Minesweep
KKK
Katomic - Perfection building

KTron- Anti crash dot game
KBattleship - Battleship
for KDE
Travravex - "Match the
numbers in time"

Grometris - Tetris for
Gnome
Aisleroit - Solitaire for
KDE
Katomic - Perfection
building

Quadra - Tetris for KDE
Patience - Klondike for KDE
Kmarbles - Perfection
building

SameGame - Process of
Illimination
FFKWK

style="font-size: 22pt;">Desktop Management [8/10]

Desktops in Linux improved

slightly in the last 2 years. Linux has a good os shell recovery system (something that

occurs

in the

kernel.

)

Applications

can't

crash as they would in Windows. It's a Linux standard and gets better in every release of Suse / Redhat / Mandrake. In the industry, there is an argument whether or not the latest versions of SUSE, Redhat or Mandrake are as stable as they were 2 years ago. It shouldn't been true though, the

kernel

went

up more then a 100 public releases since then. All of these

curtacy

of the GNU Project. These

companies release a new version every 6 to 8 months every year.

They're always trying to put something new in there OS. I mean ,in Linux, SUSE took a more drastic turn then Microsoft did when they went from Windows 98 to Windows 2000. Now you can go to your folder,

right click and do renaming, moving of files to any directory. Use the terminal or use of the gui to make adjustments to your files is quick. If you right click on the desktop itself you have a broad

view of many options. By the way, I found out all the screen savers that Linux is known for is in Gnome. In KDE, you get a scenic black screen that will enlighten your Desktop. You can change your resolution to look like Windows, Change your background image. I

tried this on my mom and she thought she was using Windows XP. It was so funny to watch. She did see something different about "Kstart."

I didn't say anything. Like in KDE 2.1, you

could change your titlebars to look a lot like Windows 2000. There are a lot of Desktop backgrounds that come with Suse. Really cool

screen savers

appear when you

don't

' use the desktop for a length of time. I

seen these in Redhat, though. Every thing has a minimum

quality, for all screensavers have to look cool and

not crash. Linux also has an option where you can reserve energy by putting your computer into sleep mode. Sleep mode doesn't make much since to me when you can turn your computer off.

Installing

programs are varied. RPMs usually don't have the the system files
 I need to install what I need. RPMs are the install wizard
 similar
 to EXE for Windows. Some programs come
 compressed in tar.gz format. I don't like these as much because there
 harder to work with. YaST gives me errors saying that the packages
 need to run the wizard is unavailable. A lot of times you need to be
 signed in as root to allow any rpms to be installed. Sometimes you
 can't install new versions over the old version (such as Mozilla) so
 you have to delete the directory Mozilla and install the latest
 version over that. Suse has an uninstall wizard, but I have no idea
 where it is?

style="font-size: 22pt;">FIN : The End Result

The end
 result is that I much rather have Suse on my Desktop then Redhat.
 Although in the future, I'll use redhat for school. I can have what I
 feel more
 comfortable
 with in Suse 8.2. I
 like the ability to see the Windows
 hard drive
 ,
 it
 gives
 me more options I never had. I
 like Redhat's smooth features like the screensavers. They both run
 the same version of KDE and Gnome. But, Suse runs faster then
 Redhat. So I have to like Suse more then Redhat 8.0. I'll see what
 Redhat 10.0 is like in 2004. But until then, I like what I have
 with Suse. Suse.com doesn't have any selection of drivers for
 hardware what-so-ever. But they do have a toll free 1800 number to call
 for tech support.

Written by
 May 10, 2003 with Openoffice.org | rev 1.0.4

Order Pills Antibacterial (2012-01-03 06:26:04)
 Great website, looks very clean and organized. Keep up the good work!

Anonymous (2012-02-11 18:29:12)
 Keep up the good work. general health Read a useful article about tramadol tramadol

Xbox - Halo review (2003-05-07 11:33)**GAME FEATURES |**

Developer : Bungie

A.) great co-operation play

Publisher : Microsoft

B.) A very long game. Your advantage, having a squad of your own. However these guys are only moral and if not careful, they'll die in front of you in the beginning.

Released on November 15, 2001

C.) many cut scenes describing the story in a lot of detail

D.) Four species of the Covenant. The small guys are easy, but there are species that carry shields who are twice as big as you are.

Type : First Person Shooter

This game will be coming out for the PC in two months and will be Microsoft's giant Multiplayer, amazingly 3D, first person shooter. Only because it is Microsoft's only online first person shooter. Halo is already has some amazing co-operation both by squad members and extra players. This is what the developer, Bungie, hasn't forgot. When you die, the game is never over, you just sent back to the last checkpoint in the game. I find having the television volume up is the best way to stay alive. For example, you can hear your teammates saying commands or taunts over the radio. It's really helpful to hear what they have to say. In a lot of ways this game is a above average military (co-op action genre) game which so happens to be a first person shooter.

STORY

You and some remaining colonist have just survived the illnilation of a small planet and your ship called "*The Pillar of Autumn*" want some pay back. Halo isn't any name of a planet or commander of the alien army. Halo is ground zero for your launch of super explosive hardware on a small deserted asteroid belt. The Covenant are keeping you successfully planting a bomb in their mothership on Halo. Anyway these aliens already know where Earth is and want to destroy it so humans don't exist and wind out like many other alien species, extinct like the dinosaurs. And this spawned a trilogy of games, Halo (2001), Halo 2 (2003) and Halo 3 (2005.) The year is 2525 and we've only colonized space for a 100 years.

2001 Game of the Year

In the game you pass some awesome scenery. Getting "The Game of the Year" in 2001 would have been already awarded when Halo came out. E3 (Electronic Entertainment Expo in LA) holds "The Game of the Year" awards in October. Bungie would of easily stole that award for best action game of 2002 if Nintendo haven't released Metroid Prime. Both games are really good. Ahead of it's time in 2001. Probably the only honor achievement Microsoft had with the Xbox. I heard of this game a year ago and gamers have said that Halo was the game to own on Xbox. One year later I had a chance to played this game. It is good. The military tactics are realistic. Halo is a game that makes Rainbow Six look like a maggot. It has military tactics that the other *Tom Clancy's Splitter Cell* couldn't easily done. This would be over rating Halo because I've never tried Splitter Cell.

Campaign Mode and Multiplayer Mode(s)

The game also has Multiplayer Modes. Almost all First Person Shooters have a Deathmatch mode. I've never tried Deathmatch. Halo also has Interlink cable where you can play 8 players in Deathmatch on four Xboxs. Halo is no different from other First Person Shooters, except that it has Co-op in the "campaign mode" The Co-op in campaign mode is splitscreen. The same idea Free Radical Design put into Timesplitters. Player 2 has the same armor and guns / ammo as player 1. Both go through the large levels in the game. In level 1 you landed on a deserted planet. Pyro

(you) and selected squad members of the *United Nations Space Command* go towards and warp portal which you beam onto a alien ship. There you are surrounded with aliens who use guerilla tactics against your squad. Then Pyro needs to open doors / activate elevators without losing teammates in the process. Very Easy is to Somewhat Easy. Easy is to good level. Normal is to hard. Hard is to Very Hard.

Now for those of you who liked to drive — The Jeep! — in Halo. The Jeep controls are as good as many driving games. Is it the power that makes you come back? Pyro can lose teammates in the process. However your squad doesn't feel as suicidal as Pyro does so they'll follow the red dots on Radar through out the game. Jeeps have machine guns mounted on top of it. So the right thumbstick controls the gun. It's easier firing at a distance then up close. Squad members don't get to drive Jeeps as much as you do. The point of this paragraph is driving Jeeps in Halo is fun!

Which each new level you get new recruits. But like the 3rd level, you get to drive a Jeep, but your recon is lying dead somewhere just because the Covenant forces are too strong. Pyro must do everything, including destroying the majority of the covenant. In level 4 when you crash into the mothership, but e

racusally

Pyro survives being rammed against the outshell. Inside is the coveasant, and no recon. So it's up to you to go against really tough hunters with shields. Shields protect them from everything including plasma

grenades.

Read this article from IGN.com

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Summing up Halo

Graphics

10.0

Halo has the Xbox hardware down packed. Like I said, this game won the 2001 Game of the Year award at E3. This game has a lot of particle effects to enjoy. Much like what guns look like in Unreal Tournament 2003. There are a lot of good looking enemies. The squad members have clarity in their faces instead of a washed out look that you'll see in games of this kind on Playstation 2 and Gamecube.

Control

9.5

I like to say that controls are good. You can easily target the enemy. On the PC you'll get to play this game with a keyboard and mouse. The weapons can easily be sorted with the B button. A is for jumping. And naturally, the left and right triggers are for firing the weapon / tossing out grenades.

Orginalism

10.0

Highly original. Bungie got the feel of some of those games that Red Storm Entertainment (developer for Tom Clancy's Splitter Cell, Rainbow 6 Raven Shield and DEUS EX) has. You can even include Perfect Dark and Goldeneye in this category. All are the leading military action games which require stealth as much as teamplay.

Sound Effects

10.0

Halo is full of mature taunts and a radio with real military commands. Whether you follow them is your choice. Sometimes if you follow the commands of your squad, you'll see how valuable they are to you. The main point of this game is the weapon fire and the music. Yes, the gun firing sounds like a M-16 assault rifle or a double barrow 20 caliber sniper. The music is good and atmospheric for Halo. The game features futuristic industrial tunes.

Replayibly

10.0

The main game is long. But what makes this an ideal xbox title was that it wasn't rushed in the production. The co-op game play was well thought out. The graphics are great. You'll have fun playing with a squad in campaign mode or deathmatch in multiplayer mode because of it's slick control.

[Top]

(2003-05-15 23:30)

My second project absolutely done at the University Check it out here. I'm done cramming all work I had yet to do before the Linux program was done for the year. It was cut. People must hate programmers at that school. Everyone must think we're not doing anything. Eating donuts, not caring much about worksheets in class. WE'RE PROGRAMMERS, WE DON'T CARE, WE DON'T DO ANYTHING UNLESS WE'RE TOLD TO DO IT! We learned mostly about how to come up with good shell script on how to ping each other. When that failed to work, we just used the GUI. When your in a large classroom, nothing is going to work. Jerry didn't count that against the class. Jerry is our Unix guy. He has over 25 years of experience in shell scripting. I paid attention in class. I'm not like the others. I had my graduation ceremony. I going to graduate from high school at least.

New vistors must of seen the enhancements I've done. Like the green and blue marble backgrounds. I came across these while surfing the Internet for backgrounds and they were perfect for my webpage then having a white background. Transparent Flash has came out this year. I knew it exists but I couldn't find a sample until today. I'll never put my background in Selteco Flash Designer again. **Flash animation + background image = compressed animation (25 KB)** instead of 103 KB I would have had if I included the background with the swf. Isn't new technology great!

I found a way to connect to the Internet through SuSe Linux. I bought a somewhat expensive external modem, Modem Blaster from Creative, it worked. It hooked up to my serial port. I recently had a US Robotics 56K PCI FAX Modem. The USB never showed up until I attached the external modem to the computer. Then it showed up. I used YaST to connect to my ISP. Then the USB modem does work in SuSe and I've spent a lot of extra money for nothing.

I found a game that copies the card dealing games in Final Fantasy 8 called Questra RPG Legends. I don't know why they called it that? Anyway it's the same game in FF8. I've been playing it. It's not good enough to put on my game list though. I get beaten most of the time merely because I loose a Diablo right way. Diablo is a good card in this game.

Xbox - Unreal Championship review (2003-05-16 11:34)**GAME FEATURES |**

Developer : Epic Games

A.) good graphics, the return of Unreal Tournament

Publisher : Atari

B.) 14 levels to play with in Deathmatch, however this is small comparison with UT2003's 30 levels with a growing amount of new maps on the Internet.

Released on June 22, 2002

C.) Smoothed out gameplay. This is a fun game for lan parties. It is one of the first XBOX games that will be broadband able.

D.) questionable gameplay ????

Type : First Person Shooter

I played Unreal Tournament ever since the demo came out in 1999. If you haven't already played this game and seen Unreal Tournament 2003 for the PC, you know that this Xbox game is the exact same thing. Unreal Tournament is the only game that I thought would go through with my buddies and have a blast playing. Besides some old favorites such as Diablo II, or Goldeneye 007 (N64) and Starfox (N64) This holds true with this game, but just enough, because control in this game takes some getting use too. I am really use to be able to have a mouse / keyboard when I play Unreal Tournament. The Dreamcast was set up with one when the prequel came out for it. This didn't stop me from getting the sequel. In the sequel, the graphics have improved. It was in those years that games ran in low and high resolution. In 2003 everything is in high resolution. The game plays average to above average. I have experienced the same problem with the gamecube when you don't have lock-on battle systems, it makes it harder to stay on the other teams position for that Killer shot with the use of the most important crossfire on the screen.

One thing that I dislike about the Xbox is that it has 2 buttons, black and white, and in this game they allow you to jump and crouch. Your life depends on jumping. And the annoying enemy can get an extra annoying shot off you if you don't know how to jump !!!! The railgun isn't the most powerful weapon to use. In my opinion the weapon that inflicts the most damage is the machine gun and the flak gun. Both guns shoot random bullets which helps me corner a bot and kill him (her). I can close in for the kill but a lot of the time I will be counter attacked by his friends, and that isn't good.

The level design is really good. Some of the same levels are used in UT 2003. They all have good spaces where you do sniping. The guns stay in their spots throughout the game. So everytime you have to go back to get the weapon, hence the word, camping near the best weapon. But there are exclusive Xbox deathmatch levels, and capture the flag levels. The xbox also has this exclusive mode were you go through hoops with the ball. Through it I mean. Haven't tried it out yet. It sounds that it's not that great.

While Half-life invented Capture the Flag, Unreal Tournament took it to the next level. The polygons are far superior to the PS2's Unreal Tournament. But with the blazing new faster PCs coming out every month, the UT for PC looks better on those higher priced PCs. The capture the flag is really the most popular team based operation. I personally will play the game in Deathmatch, and such is because the action is there and the solution is simple, shoot down anything in site. If your use to the Playstation controller (those of you who played Unreal Tournament for PS2) know that the xbox controller is big and bulky. It feels like a cheap Gamecube controller. Which makes me wonder if Microsoft just copied the Gamecube controller so it could bring many Nintendo developers to it. While that can't be true, I think the part where the Gamecube controller is probably the worst controller for First Person Shooters simply because you have to aim one thumbstick to adjust while the other most right thumbstick is to aim. What the console counterpart should be used for is to play with Friends. People are starting to own their second computer. In my house, we have 4 computers ranging from 1 to 3 years old. Only 2 can run UT2003 decently.

Team Deathmatch

Team deathmatch is my favorite kind of mode (with no mods). In Unreal Tournament this is the absolute way to start your game. You can get skills in this mode to play in story mode (which you defeat bosses along the way with a gun) But Team Deathmatch you can also play with your friends, which is cool. Unreal Championship does not come with as many deathmatch maps as Unreal Tournament 2003. The reason, every map had to be good enough to be put on the Xbox. The maps are dynamic and very colorful. The game runs at 60 FPS so there are not too many slow downs. There are a lot of passageways in these Deathmatches, so you can not easily find the enemy because they do travel as a team. Once you track them down, then all hell breaks loose. The enemy can loop around the back and shoot you in the back as you advance forward and break their line, it's a squad that is lethal and you need to seek and destroy, much like Bombing Run.

Bombing Run

A new mode found only in Unreal Tournament 2003 and Unreal Championship. Some gamers will argue that this is the best mode of the whole game. On novice setting all your squad does is seek and destroy, much is very straight forward! If you team has a ball, their be this indicator which shows who has the ball. The objective is to get the ball to the other teams place. AI is pretty good. Your the squad leader so it's your choice to either stay back and perfect your zone or go out and attack. I say definably go on Defense. The chances are that the other team is doing the same thing. It's not stealth like in Tom Clancy's Splitter Cell, but is actually the opposite.

Summing up Unreal Championship

Graphics

10.0

Excellent graphics. This game excels in the graphics department. No game looks better on the Xbox then the Halo franchise, but this game comes in a close second. It has vast environments. The character models are pretty good. However the bitmap textures has been smoothed out a little on the character models. Epic games did an exceptional job on this game in this area. No game besides Halo and a few others are able to stand up to it.

Control

8.5

The Xbox has 2 joysticks. One is to turn the character at a 360° angle, the other joystick is suppose to turn the weapon at a 360° angle. Together Epic Games created a decent gameplay experience. I don't like reaching down for the tiny black and white buttons below the diamond shaped button pattern on the xbox controller. It sucks.

Orginalism

9.0

Quake, Unreal Tournament and Half-Life are all the same when it comes to multiplayer. They all have Team Deathmatch, Deathmatch, and Capture the Flag, the 3 main essentials in a first person shooter. UT Championship is no different from these. The gamer can get health packs, weapon powerups, adrenaline for his fighting fury as he progresses through the levels. First Person Shooters are such a solid concept and aren't dying out, in fact their getting more popular then ever before!

Sound Effects

9.0

The mature gamer might not be bothered by the gore in the game, or the extreme Ahhs and getting hammered with a machine gun. But the game does have bad language in it. IF you have this game at a higher volume, which I know most of you probably will, you just don't want teammates or the enemy crying out endless amounts of profanity at you. You can always turn the option "Mature Taunts"

Replayibly

8.0

The game in the end is questionable. No doubt that Unreal Tournament is a good franchise to own. But Unreal Tournament came short in maps and playable characters. What you have is well developed. You have plenty of wide open spaces to have 1:1 duels. 2:1 duels, 3:1 duels or purely mass suicide for yourself. And the enemy will outsmart you by running away. Of course a lone player controlled by the computer not wounded enough is going to find their teammates and then I say "Ouch!" Some AI controlled players in this game will stand it out and bring death to himself.

(article posted June 06, 2003 4:50 PM)

Xbox - Sega GT 2002 (2003-05-17 11:35)

| GAME FEATURES |

Developer : A2

A.) Enhanced graphics over Dreamcast's Sega GT Special Edition. The xbox version is a sequel to that game.

Publisher : Sega

B.) Ability to listen to songs off hddrive is cool.

Released on March 20, 2002

C.) 12 tracks to play around with. Tracks can be mirrored to add to the gameplay experience.

D.) Sega's only *car* racing game of 2002. Crazy Taxi 3 isn't a racing game.

Type : Racing

Sega makes one hell of a racing title. So this game is above average. Every game I buy is above average. I don't know Xbox too well so it was a catch 22 to pick the right game. I'm not rich, I can't sample all the Xbox titles at once. This game was made exclusive to Xbox. If you know of **Project Gotham** and **McCollens Rally 3** for Xbox. This is the other high profile racing title. It's been developed by a developer's house at SEGA. It has Japan written all over it. Although Xbox is made in America. The once popular videogame maker. Eh, getting popular videogame maker. Sega is not out of the race, they are here to stay. They have the money to deliver state-of-the-art videogames.

The cars are still very polished. It's hard to debate which game gets a perfect score of 10 in the graphics department. It'll probably be the upcoming **Midnight Club** sequel for Xbox. You can tell that the game was developed near the end of 1st generation xbox games. So in English, the game looks better than the latest demos for the Gamecube. The first generation is graphics that the Xbox had when it first came out on September 15, 2001. Microsoft didn't see a direct effect on microsoft sales due to 9.11. It was way better than the PS2 in terms of graphics from the very beginning. Both consoles render differently and Xbox has 4 times the Bus speed in its cache. Sega created a game that was well compared to Project Gotham, the other game that I have. The background is really cool. It has sun spots that are more realistic than PS2s. However since the Xbox does have extra graphical power (every gamer should know this) and the Xbox does a cleaner job with the sky. As you can see I got the second version. The game disc I own had some bug fixes. So far the control is loose. You have to apply the brakes in all tracks. I like loose control. How fast does your car turn at 200 MPH? Same deal in this game. You can't turn very far at full throttle. Sega GT has all the tracks at the start. Some of these type of racers have locked tracks / cars. This only has unlocked cars. In arcade mode the simulation. There are a lot of cars. Who cares where they come from, I can drive it. If I can drive it, I'll have fun! Somehow, Sega managed to out all of those cars on screen without slowing down. This is stellar as it is right here. The game runs at a blazing 60 frames per second all the time.

The soundtracks are purely European. Professional dance remixes. Not exactly trance, but it doesn't sound like rock neither. Not the kind of music that belongs to our pop culture. Some of these songs are even good in a scary way. I am sure that Sega got these songs from somewhere. They be genius' if they would of mixed it themselves. They've must of taken it from the top charts in the UK / Europe and put it all into their game. In English though, it's gran tranismo music. Most songs have a good beat to them. I give the music a 10/10 since you can also put your favorite music and have it play during the game. The game even shuffles the music for you. The music can be in MP3 or WAV format. (article posted on May 25, 2003)

Summing up Sega GT 2002

Graphics

9.3

Excellent graphics. I am a new xbox gamer so I'll probably think that all those graphics are really cool regardless. But yes, the difference between xbox and Gamecube is noticeable. This game has a lot of high resolution art on xbox. It hasn't quite reached the 2nd generation type xbox games. (The ones with more effects on screen while still supporting more pixels in the animation) So in English, it looks the same as Gran Turismo 3 A Spec for the PS2. Ok, so that's great!

Control

8.5

It is easy to control the vehicle. But it's hard to master it. Aka. skidding all over the place is bad. This game features what is called the draft effect. When you're directly behind a car you get less resistance between the two, so you become closer.

Originalism

7.0

This game is definably a genuine rip of the PS2 game "Gran Turismo 3 : A Spec". But Sega does an excellent job at it.

Sound Effects

8.0

Nice engine sounds. The sounds of the engine are excellent Soundtracks are ok.

Replayably

9.0

Good section of maps and cars. With 25 soundtracks that come with the game alone! It's a good game. Not the best. The best so far is the Dreamcast title Test Drive V Rally. I love that game. But defiantly look at it. The game has been out for a year. The price of this game can always go down

.

(2003-05-18 23:29)

I applied my website at Golden Web Awards and I got in the top 100 of the month of May! I haven't looked on my Email and that's what it said. Thanks Golden Web Awards! This is what the message said :

:

As a previous Winner of the prestigious Golden Web Award, we wanted to make you aware of this special offer to get your personalized Golden Web Award Certificate. If you purchase a personalized Golden Web Award Ce

rtificate between now and

May 10

th, you will pay only \$19.95 and you will automatically receive a second Personalized Award Certificate (a perfect gift to give to your partners, favorite webmaster or staff) Absolutely Free!!!

Your Golden Web Award Certificate will arrive via First Class mail and is presented ready to frame, complete with Gold Foil Seals and original Signatures of both our President and Chairman congratulating you on your success!

Congratulations Once again,

Darin L. Carter
I.A.W.M.D. Chairman

Now Serving 325,000 Online Business Professionals
in more than 145 Countries around the World!

Wow, I really got in. Amazing. My website must mean something to someone. I would of got the certificate if my dad would of gave his credit card out. Because of credit card fraw on the Internet he wouldn't of done it. But that is amazing. Look at the Golden Web Awards of the month of May to see my webpage listed.

I found this awesome Anime page by "*Wings of Trinity*" Something about the html that has been bothering me. It looks nice, but all the photoshop animation is much more superior then mine. What's up with the audio soundtrack? How did she get it so compressed? I haven't search for fan art for a long while. I forgot how good it's gotten. I've also been at *IcyBrians.com*. All the good artists in the world have drawn spectacular cartoons on the Internet. His collection is pretty good.

Xbox - NASCAR Thunder 2003 (2003-05-20 11:37)

| GAME FEATURES |

Developer : EA Sports

A.) enhanced gameplay over last years version

Publisher : EA Sports

B.) Better soundtrack then last year .

Released on October 10, 2002

C.) Play (and Unlock) all Winston Cup drivers. Plus play my favorite driver Dale Earnhart, that's right it's like he never died in this game.

D.)

Type : Racing

Nascar Thunder 2003 feels different then Nascar Thunder 2002. When your on the track and in your turn, you'll realise that the game is looser then before. I've own Nascar Thunder 2002 for only a short while before I gave it to a videogame dealer for cash. So this is the 2nd Nascar game I've own. The other is Nascar '99 for the N64. And you don't get as much comment and music in Nascar '99 then on laserdisc with Nascar Thunder. However the N64 counterpart was so solid. Both games covered the same features. They both had a involving single player mode. The N64 game was realistic for a N64 title, but cars don't crash then take flight for 3 seconds from a head on collision of another car. Inside you get the more realistic bump and loose control scene in the game. Personally I did not really like Nascar Thunder 2002. It had country music in the title. Although it didn't make me croak, I did seem to like the modified standards EA Sports put in the car before I took it for a test drive at Daytona or Darwin International Speedway. The game gives you the best medications for your Nascar. Like in 2002 it took me 2 tries to go in first place in Rookie mode in Single Player Mode. Everything was set up exactly how it would be if you had a chance to win. Rockie Modes easy. So I tried changing the settings, and since I don't know jack about Nascar medications, I did worst on my runs most of the time. It's a fun game, obviously visually things got better from the N64 game to the Xbox. More effects on screen. It is just to bad that EA Sports had the Nascar Thunder 2003 Edition at it's lowest common denominator. Thus it looks a lot like the PS2 version of the game. Do buy it though, it's the top rated Nascar game ever on a console. Just because it's newer and has flashier graphics by no means mean it's the best in the racing genre. Though Nascar Thunder 2003 runs up there in the one of the best. If I had a choice between F1 2003 and Nascar Thunder 2003, I would pick Nascar Thunder 2003 merely because it is an American Motor Sport and I've been paying attention to Nascar more then World Grand Prix. But then again there is "football" errr Soccer that I really enjoy playing game wise.

Summing up Nascar Thunder 2003

Graphics

8.5

Nascar Thunder 2003 looks as if EA Sports took a backstep towards the game that came out in 2001. In the game, you get pixels in the animation which shouldn't of really been their. But it looks like they've added pixels and for scenery onto their game. Example would be the people. they look like small puppets in this game and the other game, but somehow the crowd looks more lively and more realistic. So now your asking me does the game look better or worst then Nascar Thunder 2002. I would have to say worst. When we say that EA Sports taking a back step, I saying it still looks above average still after 2 year gap between the first and second Nascar game for XBOX. I doesn't look as good as Madden football or some exclusive racers for Xbox.

Control

9.0

It is easy to control the vehicle. But it's hard to master it. Aka. skidding all over the place is bad. This game features what is called the draft effect. When your directly behind a car you get less resistance between the two, so you become closer.

Orginalism

9.5

I haven't seen Nascar games in my home since 1999 so I would like to say that this is ingeniously created franchise is number one in my book. Even more then Project Gotham or Sega GT 2002.

Sound Effects

10.0

The engine sounds sound more realistic then any Nascar game I've encounter. In my option the sound effects are perfect.

Replayibly

8.0

I'm don't follow Nascar as much, so I become disinterested in this game. The game is cool! But I like the street racing that comes with Sega GT 2002. Seeing cars that go around on a track isn't as interesting as curving, real replicas of Touring car tracks else where.

(2003-05-22 23:29)

I'm working on a flash animations through Swish! again. Finding templates off the web that you can edit has become rare. I am without any good animations. Except for the one that I already have. I was looking for a high tech banner. However I found a program called MixFX and this program unlike counterparts makes decent images with the speical effects it has with it. Two days ago I've downloading both Jasc Paint Shop Pro 8 and Selteco BannerShop Animator 3.0. Both are state-of-the-art image editors. PSP8 has add-on packages that are big in size. I don't know when I'm going to download them, but I will eventually. I've updated the cracks.zip too. I added my class pic to the gallery. Sorry about the low resolution. I had to make it small enough so people could download it within 2 minutes.

Xbox - Project Gotham review (2003-05-24 11:38)**| GAME FEATURES |**

Developer : Bizzare Creations

A.) 4 tracks already unlocked. 4 cars to drive and a 6 paint options. See more in the review

Publisher : Microsoft

B.) The 4th best looking racing game on Xbox as of today.

Released on Sept 15, 2001

C.) About the same exact gameplay in SEGA GT

D.) Poor selection of songs.

Type : Racing

The good old Dreamcast had some amazing titles on the racing realm. For example, I have Test Drive Le Mans and Test Drive V Rally. V Rally is the best racer I ever played. That's because I liked Mario Kart 64, then I got into Sega Rally 2. For a very short time I was into Tokyo Extreme Racer and now I got into Sega GT 2002. I disagree with the Project Gundam case when the game isn't my favorite. The case says "The best racing game for Xbox" Midnight Club II is around the corner and is looking good. But I like Sega GT 2002 better for Xbox. So what does Sega GT 2002 have that Project Gundam doesn't. More tracks. Better music. A lot of little things such as the lighting effects are exactly the same. SEGA GT 2002 came out 6 months after Project Gundam. I don't find the driving point system annoying. I just have a problem with it. I can average 430 points on this game. The game has obsyicles such as cones that you must avoid. If you don't you use points. If you ram the wall you loose more point. It adds up. I suppose you can ignore it and put in cheat codes. But that is missing the point. I just don't like it as much. It could be that the game is so well designed that I'm missing the whole prospective. I have been in console racing since 1998. Since then I went though 4 more consoles.

Summing up Project Gotham**Graphics**

9.5

Excellent graphics. I've seen the sequel on the Internet so I have to say that these graphics are sub-standard in 2003. Like Sega GT 2002. Fortunately, there hasn't been any slow downs. This game features cone motion. The game is full of them. This is where the cones, when knocked by the race car, spin and turn. It's noticably good when the camera zooms in, it spins, then zooms out. The sun flare is also a enhanced feature that looks very good on the Xbox. This has been done for many years on simulation games. But this game makes it look really good. The Xbox is running at a higher resolution. Which means more animation on screen. In english. Microsoft didn't hold back much when they've created the xbox. Because Microsoft is a monopoly and has a net value of a couple billion. They have the money to spend on big projects like this one which costs 100 million to make. So 50 times 1 million is 1 dollar. So out of 5 the 5 dollars it cost to develop and package the game. Microsoft is getting 15 dollars or more dollars back. So Microsoft puts that into other expensive projects like Project Gundam 2.

Control

8.5

The control is loose like Sega GT 2002.

Orginalism

7.0

This is the aging concept of street racing. Driving for points gets annoying, but I can ignore it. Its not too annoying. It just tells you how good of driver you really are. The high scores are left blank. So I compete against myself. An advanced gamer could probably be able to play this game without hesitation.

Sound Effects

10.0

The engine sounds are great. The sound of the engine skips like a real engine would when you down shift. Plus the Dolby Digital enhancement makes the sound effects live and crystal clear.

Replayibly

9.0

Dispite the fact that I don't care much about the point system. The game delievers a awesome slow down and speed up drill that you repeat a lot in the game. It doesn't get boring. Using the hand brake to add points is very cool if it is done correctly. The game has a stuning replay mode which does all kinds of camera angles. Closeups are also equally eye popping.

(2003-05-25 23:28)

Nintendo has come to my attention that the company is going to release "The Ulitmate Collection" sometime later this year. This is extremely interesting to me since N64 games including Star Fox, Goldeneye, Super Mario 64, Mario Kart, Orcania of Time, and Banjo Kazooie. No these games won't feature great graphics, but they'll feature other enhancements that were bugs in the orginal N64 games. No such news. We know that Orcania of Time was released earlier this year. Now that game is becoming appart of the Ultimate Edition Collection. All these games will start at 25 dollars. It might me a long run, but Orcania of time could sell 500,000 copies added the 2 million it sold in 1998. Is this worth the dollar when you have the Nintendo 64 game already at home? I'll let you decide.

Guess what everyone. I got an Xbox today. I was excited for a little while. I got one with a modem in it. I was looking for a web browser but their isn't any for Xbox yet. So I also got 2 new games, used copies of Sega GT 2002 / Jet Grid Radio and Project Gundam. I am going to get Halo soon. I've heard it's an amazing game. Read my Xbox Review page. I've also updated my Dreamcast review page. I added Nintendo to the Greatest Developers of all time.

What do I really want to spend my money on? I am having money come in from offerings my parents give me on Lunch money for school. I do usually spend that cash on games. My latest xbox game Moto GP, I got for 14 dollars at the used videogame store. I am looking for more xbox games. Or do I want to reinsert a soundcard into my other pc. It got zapped with static electricity. That would only cost me 20 dollars to replace it. Or do I wait a little longer and get a Action Replay for Xbox. With that I can download saved videogames off the Internet and put it on xbox with use of network cable linking the xbox with my hub to my pc.

This week is my last week of high school. What do I do then? To answer that question, I don't know. Well I'm planning to go to a technical college in New Richmond, Wisconsin to see if I can find a CISCO class to continue being educated toward Unix Software Technican. CISCO is a company, I knew it was a network service that most Unix technicians have to learn before they enter a work placement. So CISCO and SUN Microsystems go head to head with each other to provide the best product. I think SUN is winning. Because they have copyrighted their own javascript called "Sun Java" and then SUN has the Solaris Operating System. So maybe when I get a job there. The world is full of opportunity. then When you loose your job from inflation, your life is then suppose to suck, because those companies are looking for inexperienced unix technicians with good GPA scores. These young adults pick up on more and do more for less money then most of the high positions. But a lot of times the lowest positions is the backbone of the company. The companies running software, like Redhat, look for new talent, which not everybody has. I'm not going to be those people with no talent.

Anonymous (2005-10-01 17:40:00)

What a wonderful invention it is, this thing we call the Internet!

Anonymous (2005-10-22 10:26:00)

Great blog you have. I have a site about history of banjo. You can check it out at [history of banjo](#)

certificate free gift online (2005-10-24 16:00:00)

My friend actually sent me a link to this this post blog post and I have to admit, theres some pretty good info here but nothing about free gift certificate form specifically. And I found this great site [free gift certificate form](#) and was wondering if anyone here also thinks it has a good concept offering free gift certificate form

I am bookmarking this to check back in a couple of days, please let me know what you think! If anybody knows of any sites that are similar please let me know. Thanks!

create a free gift certificate (2005-10-26 19:05:00)

I am not very good at writing blog post and found this post while searching for free gift certificate related stuff...I am usually on ICQ and was chatting with a buddy of mine about a website he found regarding free gift certificate and we were amazed at how well the site is put together.

I was wondering if anyone here had any feedback about it. Please let me know if you like the site and post back here or any resources you know about free gift certificate. I will be bookmarking this blog and I will check back in a day or so. Thanks!

Xbox - Moto GP review (2003-05-28 11:39)

| GAME FEATURES |

Developer : Climax

A.) 10 exciting, twisted, professional league tracks.

Publisher : THQ

B.) Nice looking graphics that take advantage of xbox hardware

Released on May 22, 2002

C.) Tight control seen only in NASCAR and grand prix games.

D.) The entire soundtrack is techno. Lame music. It is in high quality, but it's not the music I would look for in a grand prix game like this one. Not really good techno, but atleast it lets me listen to songs of the harddrive.

Type : Motorcycle Racing

I never owned a motorcycle racing game before. I've seen professional racing of this type on television. I figured that this game had to be a cross between Formula 1 World Racing and European stock car racing or "the Le Mans series" In MotoGP you get all the racers in the grand prix in 2001. The game features multible texture layers and looks more like the real thing. It hasn't become the ultimate racer for Xbox. But since xbox is low on high-quality racing titles, this game makes it seem all good.

Sometimes the *Grand Motorcycle Championship* can alter games to what it feels is morally right. For example, if you drive a motorcycle on slippery conditions and you lean to far to the right on a sharp right corner, it'll throw you off your bike 10 feet infront of it wasting valuable seconds and since your in last place in the championship, you only have 10 seconds to cross start after the leader.(unless your in time trials, then your time getting to start is infinite) gives you even less time when you cross the start lap 2. What I do in this game is on curves coast until I'm 90 % finishing

with my turn before pressing A to accelerate. Sometimes brakes near the inner corner can save you speed and time just like the real championship races. But never brake too late or you'll oversee your bike which could mean fatal.

The training mode and the Grand Prix mode are the hardest modes in MotoGP. In training mode your bike has to swerve to the left (or right) to pass the cone and do a 180 around the last cone in 20 seconds or you repeat the process. This is not easy. In fact I never got pass it yet. It's best to do time trials until you can successfully stay on the pavement for 1 or 2 laps. The tracks, especially the replica of Le Mans, are full of sharp, dangerous, corners. In time trials, the game automatically loads your ghost (ghostly image that repeats the best lap time while you continue to race.) Racing yourself can be fun. When you leave your ghost by quitting, the ghost is saved on xbox's massive 8 GigaByte harddrive automatically.

Summing up Moto GP

Graphics

9.9

MotoGP has the best graphics I've seen in a racing title for Xbox. I seen Halo so I had to leave a point off ;) This game carries far in this area. It has cloudy days that look very detailed. The bikes themselves have several layers of detail on them. The game doesn't have any odd placed pixel or low resolution or deformed color. None at all! The rain can be really realistic while you race the game's 8 tournament tracks. It's incredible what the xbox can do. The sequel is also out.

Control

8.5

The control is loose. You must slow down before each curve to prevent oversteering. But this can easily be avoided in 3 to 4 hour practice in time trials.

Orginalism

10.0

This is the only professional motorcycle racing game I tried. It comes with a load of options. The dynamic intro is cool. And the menu with the film capture of the real motogp in the background is a nice addition. The grand prix mode is well layed out (other then that it's medium hard) It is possible to tweak your bike to make it faster / slower, turner sharper or brake sooner. It's not as hardcore as BMX, but it is still hardcore racing, European style.

Sound Effects

8.0

The game features great engine sounds

Replayibly

10.0

I could come back to this game all the time. The time trials are really exciting. It could also be that I own 3 xbox titles and got sick of my dreamcast titles. Being my choice on any xbox game I give this game a perfect 10.

5.6 June

Officially out of high school :) (2003-06-01 23:44)

I am officially out of high school. I feel like a free person. I can driver where ever when ever I want with the exception of cost of gas. First thing I'm going to do is get to know my xbox more. I went out today to get registared with CISCO at CVTC.

I also added all my work on my successful first & second website of consoles from 1999 - 2002. I did a bad thing when I took this webpage offline, I was getting some good readings on my hit counter, some 10,000 hits in one and one / half years it was online. It was my last website to be listed on Google.com and was originally on the first and second page of "Gamecube Reviews" results at Yahoo.com. Some of the viewers will find this quite interesting. This was a outline of the progress of Gamecube, Dreamcast, Playstation 2 and Xbox. I can compress my HTML to 1/4 it's size so I can easily fit it on this geocities account. To get my compression unity go to

HTML Compact's homepage

. To access just click on one of my links in the **Red Dragon Productions** (originally NDX Productions 1999 - 2001) section on the left menu on this page. These pages load very fast because their entirely text. Notice the effort I made with text effects and table borders. All my work went into them! Check them out!

Anyway I been looking up PHP forms to add to my site. This all started when I noticed my email form would not work, and I got it straight off geocities.com. So I tried having a separate html to show up on my email.html so that javascript of different origins won't effect the email form. It still didn't work. So then I got into php3 (a form of html script) in forms. I found a couple of websites that allow you to download their software. I want to sign up to a service like bravenet. But none of them seem to use a form of php. Php is much more dynamic then html message boards. My next version of my website may be written in php source code instead of all html and javascript. For now I can atleast make my guessbook and forums using php technology. I find that hosting your own message form is easily if you want to take up one megabyte of space. So instead of going through bravenet, I also signed up at ezboard. Unlike bravenet, you can talk to people and find forums easily through their database. My user name is

nightwalkers101

.

Graduation Party (2003-06-09 23:44)

I did a couple things in the last days. I've updated my first javascript menu since the one I had in 2001. Which was worthless junk and only worked in Internet Explorer. Now I have Xara Menu Maker and that makes really good menus. All I have to do is update to javascripts which I just have to load to my website. No changing javascript on my html. I went to my first session of Cisco at CVTC. This was alright. I spent 4 hours there. Congraduate me, not many adults can come out of high school and go straight into college. Hey, it's summer vacation. I did the usual. On that day I read this online tour, extremely well layed out. They have the entire class in Flash from 1999. Updated in 2000 I expected. But they had it online for 2 years. I took a test and got a 80 % on the first day I took it. It had a lot of computer terms. The tests are activated for 24 hour period and then it shuts off. Most of these guys taking Cisco are retired and are taking the class to pass the time. Two of them were Airforce Computer Engineers who wanted to say up to date with cutting technology. Next year I'm going to WITC in New Richmond and they have the State-of-the-Art computer lab and equipment for CISCO classes. I mean some of the techneques programmers do when connecting to other computers (LAN) or to the Internet (WAN) is state of the art. WITC must of upgraded to a full T3 Digital Cable Connection.

I also had a Graducation Party. This is were all the family comes here. Bob came!!! He's my best friend and we talked about mainly how each other were doing. This was mainly a family get-together. And my friend comes in the door. Bob's a real nice guy. I known him in Boy Scouts. He changed. He has metal sticking out of his head now. He a year older then I am and been out in the world of work for about 3 years. But he's a smart kid. Pictures of him are in my gallery page. Oh and I haven't mentioned Dan, my school consoler on this website before, he came too. My cousin David and his brother Brian came too. David's got into the Navy. He has a higher GPA then me. Although I graduated 18th in my class. Somewhere between 18 and 21. I got all As and Bs in high school. I took Economics, Algebra, Language Arts 11, My reading skills got immensely better. But I seem to have a bad memory. All my family members know me. So that's cool. See I'm usually more aggressive when I'm by myself.

Since Dad and I are going to Boston next Thursday, we had to go and see if I could get my camera fixed. Usually it has a higher resolution with flash. All my webpage pics are taken from that camera. The flash doesn't work, so I had a hard time getting good pictures. Luckily I have software on my PC that can enhance photos to a very good level. It's definally the flash on my camera though, we'll get it repaired after the trip to Boston. It's a Sony 4 megapixel camera so it's really reliable. I am waiting until 2004 to get a Sony 6.5 megapixel off the Internet where I can find them really cheap. It's already on my wish list. I'm also trying to get a 128 MB videocard (ATI Radeon 9500 FAST!!!!) off Tigerdirect.com to update my other PC so I can run The SIMS faster. Then I can update both PCs for 130 dollars. Both PCs have 386 MB of DRRAM and are plenty fast. I'm looking at updating to 512 DRRAM in a few months (also on my wish list) My monthboard can support 2.3 GB Athlon CPU. I'll probably one buy the end of the year I could be able to get one for 130 bucks. I can interchange the CPU that fits on that computer and put it on my other computer. Next thing I'll probably be doing is setting money aside for a faster motherboard so I can stick a faster CPU down the road. Then I have to make room for the Panasonic 24X DVD ROM Burner. It's going to be sweet to be able to burn my own DVDs.

(2003-06-15 23:43)

e've returned from Boston. This is my first trip far from home since 2000 went two places. One in South Dakota to see Mt. __ and then to Michigan to go canoeing with the same school. That was all in the past. So what did I do in Boston? Dress up in a suit to go with my dad on his "Circle of Champions" meeting. Dad and I stayed at a hotel for 4 days. I brought my Xbox on the plane. I probably played Xbox 5 hours total when I was there. I played Moto GP. The hotel had a 32" television so I had a fun time playing my games on it. Dad got me Halo, which everyone knows as one of the best Xbox games available (Halo is coming out for PC in 2 months) I went to a couple open dinner / meetings. I seen the Boston Pops. They were good. Well they were so good that we couldn't even begin to make negative opinions about them. However the composer (who ever he may be) did some funny yet annoying taunts while he composed the musicians. We walked back in the rain after the last song. Boston Pops had 3 encores. You think the song ends, but it continues. **Boston Pops** were good, so I didn't compain about how much they've played. The wind currents keep the city from smelling like air pollution. The city had many old buildings that were remodeled into small businesses. I saw the USS Constitution (Replica of 1776 Vessel used to defeat the British during the Revolutionary War.) The replica was modernized and had electricity on the gun deck. I forget the name, but a real World War II destroyer was stationed next to the USS Constitution. I had a chance to go to the nearest GameStop to get Halo. Then on the way home I was randomly picked to be handed searched at the airport in Boston. I won't shut up, that's why I got picked or who knows.

Anyway I've updated this website in the Gamecube and Xbox sections. I've added new headers. What a waste of time, but I thought it'll look good so that's why I changed it. All headers are 1.5 KB or less. I did most of my updating right before I went to Boston. I don't really have time to add Cisco information. People go to college for that. They don't need to get it off my site. However, I'm going to update the javascript menu you see on top of this page with more links. The night before I traveled it to Boston, I went to Billards place /w friends in River Falls to play some pool. Luigi Pizza makes great stuffed Pizza too.

I seems like Sony has a death grip on Nintendo and Microsoft, but they sure not going away. Nintendo and Microsoft are seriously planning to release an Gamecube 2 and Xbox 2 in two years. I grabbed a lot of this information off SPonG.com. When will I ever be sacifide with what I have? Am I going to support the precessors of current consoles. Why?

I've been trying to get Satellite Interent a reality in my house. It's faster then dial up. So far I'm at least talked about it. But my parents want to wait. I said I would happily sacrifice my allowance to cover costs of Internet.

Boston, Mass vacation (2003-06-22 05:15)

I went to Boston for three days as part of a business trip. I saw the Cambridge side Galleria to eat California Pizza Kitchen and I bought Halo: Combat Evolved from a Gamestop. I saw a Boston Pops play. I either heard the Baby Boomer Bash or Pops Light Classics when there. I stayed in a Hilton hotel. All the time there, I played Xbox including Unreal Championship, Halo, Project Gotham, and Rallisport Challenge. The stay was okay. I looked outside and saw city night life. I went to one dance club by myself and his selection sounded average compared to European counterparts.

(2003-06-22 23:42)

Blizzard Entertainment, the creator of World of Warcraft and Diablo 2, has increasingly interest me. I have been playing Diablo 2 for more than 2.5 years. I stayed off it for 5 months until I started up again. Yesterday I joined a big chat at Gamespy.com about World of Warcraft. Gamespy has a Warcraft Portal. I've been playing Diablo 2 and on a private channel on Battlenet I've been learning actually how big World of Warcraft is going to be. At first, I thought it would be "Warcraft 4" playing like Warcraft III would with war tactics, seeking and destroying military bases. Yesterday I heard

that World of Warcraft would be much like Dungeon Siege where it would be both a massive Single Player mode game and have a massive multiplayer mode covering the same amount of land like Dungeon Siege. I like Dungeon Siege and is one of my favorite PC games, so naturally I would be driven towards World of Warcraft. World of Warcraft looks state of the Art, much like Dungeon Siege did when it came out. Star Wars Galaxies is coming out this year, and is another MMORPG (massive multiplayer online role playing game) Everquest 2 is another, but I'm not much into that game. So I've been checking the previews of that game and playing online with Diablo 2 the past 2 days.

I've recently got the Action Replay for Xbox. This allowed me to continue playing Halo. I can now download online saves (which was done through the Dreamcast as well) It's kind of idiotic for me to discover that when you hold down X on the Xbox controller that you can switch guns which were laying on the ground and I couldn't figure out how to arm them. I always had a hard time believing that I had no ammo in the middle of the game. Especially the one when Pyro goes into the spaceship (the end of level 2) has his to find another way out, before this team gets killed.

I've also added a slightly different design of my webpage. (version 3.3) I thought with every new version, I can change my logo with it. I've added Blizzard Entertainment to "Greatest Game Developers of all Time Page 2". I've added links to my menu drop down so check that out too if you haven't already. I found out that a major javascript bug is keeping my site from being seen in Mozilla and Netscape. That's the error message you get in Internet Explorer. It's not html code that's the problem! When I uncompress my html, it shows up fine, and show up in all browsers, but when I compress the html, half the graphics won't even work in either Netscape or Mozilla! That sucks. I know that compressed html helps the page load quicker. But no one is giving me feedback, so I don't know if people like compressed html or not. The compressed html compressed the hypertext up to 20 % of actual size.

(2003-06-27 23:41)

I've made some interesting changes to this website. Whether or not you like this update a lot then the text layout I had a week ago. However, I recently noticed that this javascript was making Dreamweaver act funny. So that javascript text effects off entirely and added javascript menus. I hope you like it. I've tested the web browsers and It works on Internet Explorer and Mozilla for sure. One bug I haven't got out was why before in the last version I could compressed the html with HTML compressor and now I can't. It has to do with the banner. I must of took a wrong turn somewhere. I find a way to fix it in v3.3.2 :) I don't care much right now, because it works like it's suppose too. The webpage actually loads faster second time around in the uncompressed format.

I posted a message on my message board asking if you like the website one week ago better then this version. I passed the 13,000 hits marker and this site isn't even a year old. It's my videogame reviews receiving the most hits. I even have a pic of the old version (v3.2.1 60 KB) I have the old version saved on my harddrive. Just tell me if you like this logo or the other logo. This logo is in high resolution, the other one is medium resolution!

I've taken some time to go over to the college and it's good. When you first beat students, their all died quiet. I mean I dont' know, the instructor who laid out all the information wasn't that bad. I bolted, but that was from immaturity. I hate em choices where you sign up for yourself. So it goes.

Bob and I had a lan party at my house. It was ingenious. We were playing Dungeon Siege and it couldn't of been better. We both started out new characters. It didn't work out that way. I kept getting false connections. I had to copy the game's contents off one harddrive so I could put it on another. Then I wouldn't get error messages. I wish I though of that earilier. So we also played Baldur's Gate Deadly Alliance for consoles.

Anonymous (2011-08-05 06:29:26)

Здравствуйте, друзья!

Благодарение жаловать в [url=http://art-jam-gallery.ru/]Арт-М-АА??π [/url]

Что мы можем выполнять ради Вас?

Если Вы желаете украсить свою квартиру аль хоромы, придать неповторимый серия своему офису сиречь исправлять выпренный взятка, Вы можете воспользоваться услугами [\[url=http://art-jam-gallery.ru/about/\]](http://art-jam-gallery.ru/about/)Архитектурная отмывка[/url].

Вы можете приобрести в нашей галерее готовые и выполненные согласно вашему желанию картины:

Портреты - искусство маслом чтобы холсте, набросок, графика. С натуры и сообразно фотографии. Возможна рассказ окружающего вида соответственно желанию клиента. Всякий размер.

Пейзажи - искусство маслом для холсте, этюд, графика. Готовые, написанные художником с натуры, для пленэре, наподобие чтобы задача сообразно фотографии.

Также, в нашей галерее, вы сможете подобрать соответственно своему вкусу:[\[url=http://art-jam-gallery.ru/category/painting/\]](http://art-jam-gallery.ru/category/painting/)Картины чтобы офиса[/url] натюрморты, композиции, изделия Декоративно-ПрикладнПЭИ Искусства (ДПИ) - вышивка, гобелены, изделия из стекла.

Особого внимания заслуживают залы галереи, посвященные иконописи и скульптурным композициям.

У Вас интересовать уникальная вспомоществовать предвещать картину [\[url=http://art-jam-gallery.ru/category-photo/\]](http://art-jam-gallery.ru/category-photo/)фото скульптур[/url] (портрет, исследование, натюрморт - промышленность, графика) или список поверхностей (стены, потолки неужели др.) у художника из нашей галереи. Встарь чем обещаться картину

, подумайте, для Вы хотели понимать для картине, которая довольно гарнировать стену Вашего офиса alias дома? Каков величина, школа и житей такой картины [\[url=http://art-jam-gallery.ru/category/drawing/\]](http://art-jam-gallery.ru/category/drawing/)Графика в интерьере[/url]? Воеже облегчения задачи выбора, выше коллектив окажет Вам помощь на любом этапе разработки дизайнерского (оформительского) проекта.

Anonymous (2011-08-07 16:31:39)

Наша собрание предлагающая живые срезанные цветы огулом и в розницу а также [\[url=http://spbuket.ru/\]](http://spbuket.ru/)цветы огульно дешево[/url]

в Питербурге, букеты цветов и цветы в корзине [\[url=http://spbuket.ru/roses-1/\]](http://spbuket.ru/roses-1/)розы огулом спб[/url] [\[url=http://spbuket.ru/vesna/tulpan/\]](http://spbuket.ru/vesna/tulpan/)тюльпаны оптом[/url] [\[url=http://spbuket.ru/lilia/\]](http://spbuket.ru/lilia/)лилии оптом[/url] [\[url=http://spbuket.ru/additional/rose-leaves/\]](http://spbuket.ru/additional/rose-leaves/)лепестки роз купить[/url]

предлагает покупать цветы оптом дешевле цены других цветочных магазинов.

Наши цены ради цветы огулом и мелкий опт цветов сильно низкие и вы вовек можете в этом убедиться, покупая цветы розы, тюльпаны, хризантемы, лилии, герберы, каллы и другие цветы в нашем магазине мелким огулом, а также в продаже 51 и 101 роза дешево.

Продажа цветов сподряд чтобы нашем цветочном оптовом складе, где Вы можете наживать цветы дешево, без выходных с 10-22 часов.

Anonymous (2011-08-16 19:28:46)

Приглашаем всех посетитить наш [\[url=http://torrent-kombo.ru/\]](http://torrent-kombo.ru/)торреPЭИ [/url].

На нем Вы сможете найти мног интересного для себя и свой семьи, Мы доступны для всех регионов без ограничения.

У нас Вы смотеле найти

Action

- Racing
- Sport
- Simulation
- Strategy
- RPG
- MMORPG
- Grand Theft Auto
- Патчи, Руссификаторы, Моды
- Боевик/Action
- Мистика/Ужасы

- Триллер
- Комедия
- Фантастика/Фэнтези
- Драмы/Мелодрамы
- Приключения/Adventure
- Детское/Семейное кино
- Сериалы
- Мультфильмы
- Мультсериалы
- Видео для телефонов
- Видео для КПК
- Видео для iPhone/iPod
- На базе Symbian
- Графическое оформление
- На базе Windows Mobile
- Приложения и JAVA игры
- Поп музыка
- Rap, Hip-hop, R'n'B
- Рок, Панк, Метал
- Электронная музыка
- Шансон
- Саундтреки (OST)

И многое другое, добро пожаловать к нам на [\[url=http://torrent-kombo.ru\]](http://torrent-kombo.ru)toppeM-трекер [\[url\]](#).

Адрес нашего сайта torrent-kombo.ru

П.С. просьба администрации не удалять сообщение, написал реальный человек.

Anonymous (2011-08-21 14:32:18)

Всетаки парни когда-то задавались вопросом — [\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)как познакомиться и соблазнить девушку[\[url\]](#)? Кто-то хочет отношений, кому-то важен секс alias простой куча женского внимания. Ради мужчины это крайне гордо, ведь счастье у женщин это показатель успешности мужчины тоже. И продавать приглашение простой показатель, чаще всего, мужчина какой знает, [\[url=http://www.pickuper.biz/pravilnii _podho/\]](http://www.pickuper.biz/pravilnii_podho/) наравне соблазнить девушку[\[url\]](#), также знает, как благоденствовать успеха в карьере и других делах. Всетаки простой — он личный действия. Наша жизнь динамична, ясно непомерно гордо рисковать созидать первый походка, временно остальные размышляют. Этому обучают [\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)соблазнение для парней[\[url\]](#). Любые события в нашей жизни начинаются с первого шага.

[\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)Правила пикапа[\[url\]](#)учит ляпать сей аллюр к женщине. А какой же мешает тебе просто подсесть к понравившейся девушке в кафе? Бесхитростный молвить «Привет» красотке, встреченной на улице? Обыкновенный предложить встретиться девушке, которая тебе давно нравится? Размышления. Мы мужики любим обсуждать, а коегде приходится брать и сделать. Вышли, безвыездно остерегаться, а нежданнонегаданно у меня не получится, а нежданнонегаданно у нее закусить мужчина, а нежданнонегаданно меня отошьют и всегда это увидят? А нежданнонегаданно, а прелюдий... Это твои внутренние ограничения и рамки, которые ты сам для себя поставил.

[\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)Пикапер[\[url\]](#) учит говорить инициативу с женщинами, а не ждать у моря погоды. Твое «Исключая», «Не неукоснительно», «В видоизмененный однажды» несказанно непринужденно могут превратиться в «ОТРОДУ». Вспомни, ведь забивал же чтобы что-то раньше? А который было бы когда сделал? Познание действия, который тебе даст тренинг [\[url=http://www.pickuper.biz/pravilnii _podho/\]](http://www.pickuper.biz/pravilnii_podho/)как познакомиться с девушкой[\[url\]](#), свободно переносится ради другие сферы, именно конечно наши студенты становятся успешнее в работе, ценнее чтобы друзей и желаннее чтобы женщин. Ты знаешь [\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)как познакомиться и соблазнить девушку[\[url\]](#)девушку, которая не обращает для тебя никакого внимания? Как может тебе нужен забота [\[url=http://www.pickuper.biz/\]](http://www.pickuper.biz/)как влюбить в себя девушку[\[url\]](#), которая тебе давно нравится? Приходи к нам, и не думай, какой нормальным мужикам не нужны тренинги. Нормальные мужики, коли чего-то не знают, спросят у тех,

какой в этом профи. Это эффективная сравнение поведения в современном мире, очень сложно всюду задумываться самому.

Вероятно, ты потратил одонье времени для спорт, учебу либо отличный бизнес, мы же с 2004 возраст тратим свое эпоха для девушек и имеем большой опыт в этой теме. Можно давно бесконечности обзавестись себя пяткой в сердце, доказывая, сколько «с девушками у меня постоянно отличный» и притворяться этом заключаться одному либо не с той о которой мечтаешь, а можно стоять и научиться. Уже изза первые два дня любого нашего тренинга, ты узнаешь, словно понравиться девушке после которой у тебя захватывает дух. А пройдя удовлетворение начисто, ты будешь подобно бомонд [url=http://www.pickuper.biz/pravilnii_podho/] наравне соблазнить девушку[/url], сделав из вашего знакомства приключение. Опричь, кроме пора, чтобы извещение «А точный вы познакомились?» тебе довольно который рассказать, а размышляющие ответят — чтобы работе...

Главная суть мужчины — гостинец оценивать искушение слабости. Нашей слабостью вовек были девушки, признав это, мы обрели силу. [url=http://www.pickuper.biz/tipi_poceluev/]Виды поцелуев[/url] дадут эту силу тебе. И дадут тебе возможность освоить [url=http://www.pickuper.biz/french_kiss/]французский поцелуй[/url]. Поди тебе «надлежит подумать» над этим, однако не затягивай. Почитай сайт, тебе понравится.

Anonymous (2011-08-29 00:00:17)

Почему многим нравится смотреть [url=http://newfilmak.org/]Скачатьфильмы[/url] без смс и без каких-либо других дополнительных процедур? Во-первых, часто дело смс бывает платным, и снимаемая со счета мобильного телефона исчадие в итоге оказывается вконец не маленькой. Мы же решили эту проблему, незамысловатый позволив каждому из наших пользователей [url=http://newfilmak.org/]скачать-сериалы[/url] без смс, и рядом этом огулом представленные у нас фильмы онлайн в хорошем качестве, с отличным переводом и четким изображением – никаких бегающих кстати экрану теней, невразумительных любительских переводов, дергающейся картинки иначе кусков без перевода, который часто бывает чтобы других порталах, предлагающих бесплатные фильмы онлайн без регистрации. Мы заботимся о своих посетителях, предлагая им не туземный [url=http://newfilmak.org/]фильмы бесплатно[/url], точно и выбирать из обширной фильмотеки картины чтобы всяк чувство: самые разные жанры – через комедии древле ужасов и триллеров, благодаря приключений прежде боевиков и детективов, помощью психологических драм заблаговременно фантастики и мистики; самые разные страны-производители – Америка, Европа, Россия; самые разные актеры – мегазвезды либо токмо начинающие сопряженный мат в вершине... Если вы уже определились со своими предпочтениями, то можете воспользоваться поиском и совещаться новинки онлайн именно те, которые наиболее вас заинтересовали, если же, буде вы сами не знаете конкретно, чего именно хотите, то дозволительно мещанский [url=http://newfilmak.org/]фильмы в хорошем качестве[/url] новинки сообразно очереди, покамест, наконец, что-либо вас действительно не заинтересует. Ведь видеть фильмы онлайн без регистрации и смс – это так легко и естественный, вас посредственный не ограничивает, перед вами перевелись никаких запретов и преград. Питаться наподобие вы и преувеличенный мир полнометражного кино, в кто запрещается не влюбиться. А мы со своей стороны сделаем вдосталь, чтобы вы получили самое лучшее: знать соотносить фильмы онлайн без смс, замышлять фильмы онлайн без регистрации, без материальных затрат и временных задержек. Элементарный и конечно: самые интересные фильмы онлайн безмездно без смс. Присоединяйтесь ко всем, кто уже успел оценить предлагаемые нами преимущества! Выбирайте в каталоге те фильмы онлайн в хорошем качестве, которые считаете самыми интересными, приглашайте своих друзей, рассказывайте им о возможности лорнировать фильмы онлайн без регистрации и смс, собирайтесь миром и не пропускайте ни одной премьеры. Ежеминутно токмо в ваших руках – а наша вспомоществование постоянно кончено максимально полной, безостановочно нацеленной ради то, дабы дать вам рисковать лорнировать фильмы онлайн в хорошем качестве, в самом лучшем качестве!

Anonymous (2013-03-31 17:14:08)

<http://rambdacountcus.tk/comments/anketa/88646> Отзывы о девушке КИРИЛ И ЕКАТЕРИНА, Москва, (905)7505698

<http://burrighchipve.tk/comments/anketa/36077> Отзывы о девушке Госпожа Виктория, Москва, (901)5268482

<http://congbachessne.tk/ind/anketa70309.htm> Проститутки М. Гражданский проспект - Индивидуалка Карина МБР И АС, Район Калининский, +7 (812) 986-17-71

<http://chlorigheiru.tk/comments/anketa/27782> Отзывы о девушке алина, Москва, (926)9278513

<http://inetarem.tk/ind/anketa88081.htm> Проститутки М. Медведково - Индивидуалка Виктория, +7 (964) 798-50-90

Anonymous (2013-04-02 20:22:48)

<http://deiwaltare.tk/ind/anketa85404.htm> Проститутки М. Новые Черемушки - Индивидуалка Вика, Район Черемушки, +7 (916) 275-41-36

<http://www.rewtggs.tk/comments/anketa/75172> Отзывы о девушке Снежана, Москва, (915)4216849

<http://henchlariso.tk/ind/anketa89013.htm> Проститутки М. Нагорная - Индивидуалка Лена, +7 (906) 049-29-54

<http://inetarem.tk/ind/anketa85332.htm> Проститутки М. Лубянка - Индивидуалка brandy, +7 (964) 729-81-89

<http://inetarem.tk/ind/anketa78914.htm> Проститутки М. Динамо - Индивидуалка Алена, +7 (965) 127-43-13
проститутки испании

Anonymous (2013-09-15 05:28:18)

The Mouser Electronics Expansion project in Mansfield, Texas presented a unique challenge: The 231,800 SF project was built in close proximity to <http://bulldozer.comze.com> several hundred Mouser employees and several million dollars worth of sensitive inventory and equipment in the warehouse and administrative departments. This required us to employ creative techniques and expanded construction safety protocols to ensure that Mouser employees were able to conduct their business safely and without interruption, and to avoid interference to power, water and Internet/Telephone systems.

This technical paper describes how we addressed the challenge of conducting an extensive construction project in close proximity to ongoing business operations and employees to deliver an award-winning project.

5.7 July

(2003-07-02 23:26)

I've changed back to the full text layout. The javascript I made with Xara didn't feel right. The Internet is full of text navigational bars with no java script, so there can't be much difference between this. I seen javascript used in navigational bars, but these are most popular horizontally. I think people like seeing what their looking at, not searching between gifs to find the right header. So why did I change it. Firstly I thought the navigational bars would look cool, but after I stared at them for a while, I realized how out-of-stake they looked with the rest of the webpage. Plus my page has errors. I had syntax errors ever since I've put in the top navigational bar. Some html script is IE dependant. If I made a simple webpage with javascript, it wouldn't be fun at all.

Besides, because we all know Microsoft is a monopoly in the Silicon Business, most people are using IE anyway. I checked up on the Bravenet stats again. The site tells me what parts of the country they've came from, how often they've visited, what browser they were using, etc. So I know for a fact that the majority is still using Interent Explorer.

I've been working on the Music page again. Added a couple bands while enjoying my recently upgraded pc(s). I've recently gotten Nvidia Geforce 4 Ti 5400 128 bit bus speed. I really thought I would see a difference between that and my 64 bit ATI Radeon 9500 and their isn't much difference at all. I image that I'm getting somewhere around 90 frames per second at 1124/840 on my Geforce 4 and 60 frames per second on my Radeon with the same resolution. The game I'm playing is Dungeon Siege. I've tried out that new *Copperhead siegetand* and I didn't like it. My friends thought it was cool. But I think it's not.

I'm trying to get caught up in CISCO classes, I'm behind. The course has been online for 3 years now. <http://cisco.netacad.net/public/index.html> is where I sign in. The page is rather uninteresting because theres not many links to access when your not a member.

(2003-07-11 23:24)

Guess what everyone. I dug myself a hole and it'll be more expensive to I need to dig myself out of it. I hate myself for it. I had a technician install a new Athlon XP in it. And my screen boots up normally until the boot loader comes up (I have both WinXP and Linux installed) This motherboard that is installed is suppose to be compatible with all Athlon XP 2600. When you install Windows, it first loads a prewindows operating system so it can detect the hardware and install windows probably. My first guess is that when StarTech installed my new processor, Athlon XP 2.2 Ghz, that the operating system can't detect my cpu. So bottom line, I spent a lot of money so a experienced technician could properly install my processor and now I'm going to have to spend money on a 20 GB harddrive. Doesn't that suck? If the possibility of frying my motherboard, but then how could the Linux Boot Loader even show up? I'll know if Windows XP installation on a new harddrive installs completely.

If you haven't noticed I'm now in the beta of version 4.0. Everything is knew in v4.0. I like to keep tabs on website versions because it feels like your advancing in website appearance. I liked the simplity of it so far. My last version of my old website is now known as v3 Alpha or "Final Version" I did some work in "Ian's RPG Guild" The RPG Guild looks exactly like the front page. I wrote my own summery on Dungeon Siege and Neverwinter Nights on the front pages. I spent 3 hours on that part, I hope you like it.

Known Bugs / Sytanx Errors in My Website v4.0

- Xara navigational bar has limited compatabily, thus all the syntax errors. In all web browsers have to read html v4.0 and javascript on to be able to read the javascript menu. AKA IE4.0 can't view this website.
- my website v4.0 is full of meta tags. They are all harmless.

I started a new website at Internet DJ. This is a underground public access mp3 site created for members. It's free and you get free space to provide mp3s and a free static ip. I put two songs on there I did a remix of Super Mario Bros and Legend of Zelda with Acoustica MP3 Audio Mixer 2.46. I'm a Okay Disc Jockey, but their still work to be done. I can do this by recording various beats off other music and remixing it together on one program like Acoustica. I like getting low cost shareware tools so I do get jipped on retail boxes.

I was spell checking my website yesterday. It's a lot of time to spend on a webpage, but I have nothing better to do. So my Gamecube / Dreamcast / Playstation / Xbox Reviews pages should be more readable. I've added two reviews to SNES review page with Crono Trigger, Final Fantasy III, Secret of Mana, Seiken Dunsenue 3 (legend of mana 2.) Most of this you heard before. I actually do play these games, but through emulation. If you want these roms I suggest you downloading iMESH v4.1 and downloading the roms yourself. A good SNES emulator is SNES 9x.

Here are some sites for downloading some remixes of famous Videogame like Super Mario Bros, Diablo and my favorites, Final Fantasy I, II, III, V, VII, VIII, IX, X, and X-2. Once you find MP3s on the Internet like these, midi just fade away in my mind. Remix.Overclocked.org Chronicles - Crono Cross / Crono Trigger Music

I also added favorite games / favorite characters to my about author section of my homepage. They are of course going to be RPGs. You have to click on the link to find out what they are.

(2003-07-16 23:23)

I recently been following up on Final Fantasy XI for the PC. Normally you won't see Final Fantasy title on other platforms. But now you see Final Fantasy XI for the PC and Final Fantasy Crystal Chronicles for the Gamecube. So the latest Information I gotten about Final Fantasy XI for the USA is that it's coming up next Spring with an expansion pack on it's debut date called Final Fantasy XI : _ _ _ . However the Final Fantasy XI and it's expansion will be simply huge, I

had very little information on the game except for some screen shots. Go to this site if you want to find out a little about FFXI.

I'm thinking of building a Final Fantasy site. Or I can just add Final Fantasy XI to my RPG Guild. Look for it in the future !!!! Normally I would be fascinated with Dungeon and Dragons theme computer games, but Final Fantasy is a dream come true. To save some time, I'll just created a new banner for Final Fantasy XI. I originally planned to devote a new website for all Final Fantasy games. I guess I'll stick to what I'm good at and that is writing reviews. Like-wise it won't be a informational site. I've seen a dozen Final Fantasy oriented websites out there. I'm just going to re-direction this site to the best links. That's what RPG fan sites usually are. In fact I'm excited for World of Warcraft, Dungeon Siege 2 and Final Fantasy XI. Did I mention I got a copy of Final Fantasy Anthony for the Playstation. I've posted my review of Final Fantasy VI on Playstation Reviews !!!!

(2003-07-18 23:25)

Much has changed. Unlike at the beginning of the year when I really wanted to change my site into something that used dynamic html. I just wanted to make it more dynamic. I am being a little greedy, because of all the modications that make all the gaming sites state of the art, I want on my site. "I want to have some of that pie too." So my site isn't just about having the latest design anymore. Okay, so it never was that way, it's just hurts too much to say how much!

I still have many ideas for **version 4.0**. A month ago I thought it would be entirely in flash script. So what do you get is limited text with in a enormous download for modem users. Since gaming sites are leading the way in the html script department, I just thought that version 4.0 could be part php (which I legally took from Raget.com (has free php tempates) or look like the very nice, simple, fast loading website like Gamecube 128. A Flash template is out for now. I was playing around with Macromedia Flash MX. I find that the lack of internal effects is dumb. Again the flash template is too massive to be worth a download. I've been doing some searching on PHP setups on my spear time. I've seen php used in message boards mostly. I haven't seen any difference between php and html. Go look at some php projects programmers have done for multiplatform at Sourceforge.org. I went to sourceforge downloading message boards but I could not get them to work. Your suppose to download all the files in your server file and it's suppose to automatically be working. It looks cool when other websites have it though. One in particular EZboards.

I guess there isn't anything wrong with 3.0. I'm thinking of keeping 3.0 online. I am not a sell out here, I am doing this website with no cost whatsoever. The programs I'm using are free. AKA. "My html editor is pirated though that doesn't really matter now, people have access to Dreamweaver in class rooms where you can't say that people can't make their own websites, because they can." If someone makes a *PowerPoint 2002* presentation or *Frontpage 2002* template, people can export their hard earned work over the Internet as a webpage with all images compressed to size. Although Mozilla Composer has the same functions as Namo Webeditor and is free! I don't know if my visitors know that or not. It's worth the download! Mozilla also has a free irc client with it too. If you like IRC, I sugess you getting a modified Mirc client called GeniusXP. It has all the functions of Mirc but it has mods that allow you to say things with CTRL-A,B,C,D, etc. I haven't really figured out what it actually does other then it's a free Mirc client.

I've downloaded the NeverWinter Nights v1.30 beta 1 patch today. The patch is large (55 MB download) I've been planning to play NWN online over the modem. I found two websites that I've added to my javascript menu :

- RPG Gamer - a website that collects Game wallpaper. Also has a small news section that talks about the rpg industry.

- Theme Doctor - If you want any kind of Windows Themes, I suggest you come to this website for Diablo 2, Elder Scrolls III Morrowind, and Neverwinter Night brand themes. I've downloaded two themes and like them very much! Download the Neverwinter Nights Desktop Theme It's awesome!

The current project I've been working on is a version of php that I've downloaded from Rignsnet.com. It is perfectly legal. This project is called **Ian's RPG Guild** and I've created websites on *Dungeon Siege*, *Dungeon Siege 2*, *Neverwinter Nights* and *Diablo 2 : Lord of Distruction*. *It will feature some fansites*. I don't know what it's going to have. I know I'm still a RPG kind of person. <

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I admit that I have no previous experience with strategy guides. I have plenty experience making Game Reviews. But ever since the games including Diablo and all the Playstation RPGs I own. Such as finishing RPGS without cheats including

Final Fantasy 7

(PS1),

Final Fantasy 8

(PS1),

Tales of Dystiny

(PS1),

Eternal Darkness

(GCN),

Legend of Zelda Orcania of Time

(N64)

Dungeon Siege

(PC)

Diablo and Diablo 2

(PC)

Skies of Arcadia

(DC),

Grandia II

(DC) and my latest competition of

Legend of Zelda : Wind Waker

(GCN)

I almost had a reason to buy a Playstation 2. I just found out that Chrono Break, the 3rd installment in the Chrono Series is in process of development. I think that is so cool! I've enjoyed Chrono Cross for Playstation. I believe with the new Final Fantasy X-2 and .Hack 2 coming out, I couldn't believe how much the Playstation 2 graphics improved since Grand Thief Auto 3 came out. I believe Playstation 2 is in the 3rd generation of development where games pretty much maxed out it's hardware.

I've also started games (but not finished) like

Legend of Dragoon

(PS1)

Baldur's Gate II Shadow of Aims

(PC),

Neverwinter Nights

(PC),

Elder Scrolls III - Morrowind

(XBOX),

Chrono Cross

(PS),

Final Fantasy III

(SNES9x)

Chrono Trigger

(SNES9x)

Secret of Mana

(SNES 9x),

Legend of Mana

(PS1)

Legend of Zelda : Link to the Past

(SNES)

That's a lot of Playstation RPGs

. I even own

Final Fantasy 9

(PS1),

Lunar II

(PS1),

Xegagears

(PS1),

Seiken Denestsu 4

(PS1 (Seiken Denestsu is Japanese for *Secret of Mana*)) and

Star Ocean 2

(PS1)

where I haven't even played them since I bought them. So I can call myself a RPG fan when I've completed 10 RPGs and started playing 9 RPGs, and didn't have the time to finish them. And then there is four that I own and haven't even started playing! If you want to hear my opinions, read my console reviews. <

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(2003-07-21 23:22)

America's Army is great. Not as great as maybe Quake III or Unreal Tournament, but still good. It's free for peeps sake!!! If your like me, you love free stuff! The game makes you feel that your at war with current Allied Ground Forces in action. If the US Army developed it, then why is it easier then most first person shooters? I'm not that hyped up for it like I am for upcoming Halo 2 for Xbox or Halo for the PC. But it has the basis of a first person shooter. Who's idea was it to develop this game? You can download it at their website for free. It looks a tad out of date, but it's probably the best full game you can download. If you have broadband you'll be fine, but if your dial up you'll have some trouble. I'm a college student and I like to work with wires, but on the my spare time I work on this small print makes me happy.

I added a one new section to my webpage, the Sega Saturn Review Section. It has 3 new reviews, Nights into Dreams, Shining Force III and Panzer Dragoon. I went to the used videogame store to see if therq was any copies of the old school shooter, Reliant Silvergun. Nope. No major new content. I decided I'm not going to make a dedicated Final Fantasy webpage. With the exception of Final Fantasy XI coming out, I really only beaten one Final Fantasy game and I do not know the series too well. I have an idea of the case of events that the Final Fantasy Saga takes place because of the Internet.

Oh I'll remind all mp3 attics that a new version of the popular enhanced audio addon (DFX) for Winamp 2x and 3x is out. Go to www.fxsound.com to download it. Then go to the crack site <http://keygen.us> to download the crack to make it freeware.

Since I didn't have a Win98 product key, a found a working key off Google. It is XJQ22-Y47QY-P8FH7-VJ9DK-HKWVW. So if you have any trouble with your installation, you've already gotten the key. Thank me later.

(2003-07-28 23:21)

Back to the Internet. I've played Hyperbonia (a map off the Internet for Dungeon Siege) The map is much better then Yesterhaven because you can play in more then one difficulty. And the armor is better in this game. It's big, there is a lot of trees in this map. And some of the enemies are tough. They are really tough !!!

I found a couple MP3 sites off Google this time. MP3shits.com and Massive MP3. Both working MP3 search engines. Of course most of you know of Kazaa! What do I download? The top chart music. I downloaded the new Metallica - St Anger, and it sounds great. Oh, if you download from MP3shits.com be sure to enter »> copy metallica-st.anger.eds metallica-st.anger.mp3 in the command prompt.

What has been my last decision should of been by first decission. Ask anyone around and 90 % of them will say that they have a PS2 or want one. Well lets see me I own Dreamcast, GCN, and Xbox. I got all the cool games like Legend of Zelda - The Wind Waker for Nintendo Gamecube, and Halo and Moto GP for Xbox! But Playstation 2 has all those quality rpg titles exclusive to it. People should know about this because I'm not the first generation to grow up with videogames, their the number #1 toy in America. There is the PS2 but then there's the Gameboy Advance, the 2nd fastest selling videogame unit in America. I own one, but I haven't gotten a new game for it since 2001. I waited until 2002 to get a Playstation. Which doesn't mean much except that I waited until the console had 95 % of all the games developed for it. Right now I'm playing Legend of Dragoon. It's a pretty good RPG. I'm wondering after three hours,

just when the first disc (of four!) will finally end. I'm going to have to re-write the review for Legend of Dragoon now that I'm more familiar with the game. I'm at the part where Sir Latiz meet with the King Albert and gets home safe. I only began playing it 2 days ago. I'll have it up with in the week. I'm planning to get a PS2 in January. Then I won't miss out on some unbelievable games. So what am I doing lately. Lately I ride my bike around at night. In the summer in Wisconsin, it's warm enough that you can bike without getting cold. The cool night breeze is refreshing. I have a walkman and a flashlight that I take with me. Good exercise too.

I'm only a analyst, but the Minnesota Twins went from a 8 games ahead of Kansas City Royals to 6 games behind them. The Twins also traded a power slugger to Toronto for a lead off hitter. I thought the Twins were going to do very well this year, but it back fired on them this month. The manager has managed the team too hard. He should back off a little.

I really don't know how I came across this page. I now realize that this site has the best NES and SNES reviews I've read in months if not ever. This guy really knows how to describe a game a lot better then I could. He really spent time to write his game reviews clearly. For some reason his sentence structure is so well written, that I think his game reviews compare well to that of IGN.com. Which is impressive. Check it out here. Oh and while you check out that site, you might as well check this N64 Review Site too.

5.8 August

(2003-08-10 23:19)

I don't really go to CNN Technology section, but CNN has found it quite interesting that Disney is making a Videogame of the 1982 movie Tron calling the game Tron 2.0. I know about this a month in advance, but I don't think that Tron 2.0 for the PC is much a impact. I can always to be wrong on it. The graphics aren't state of the art but the game is kind of great. I also read that Nintendo is going to release specs on the Gamecube 2 next year. It'll be interesting which will be faster PS3 or GCN2 next Spring. Whoa!

Well I'm going to try to get a PS2 tomorrow with Bob. I'm am excited. Some how I'm going to have to find \$150 dollars for a used console. I'm going to get Grand Thief Auto 3 free. But I plan to also get Gran Turismo 3 or Jak and Daxter. Sony Playstation 2 is in 5 has many homes as Gamecube. First I have to call Gamestop in Woodbury, Minnesota to see if they have one so I can reserve my copy. Then I have to go to the bank. I'm selling my PSone to Bob for 40 dollars. That should give me about 60 dollars of extra money if everything turns out. Here's hoping.

I am continue enjoying the game Legend of Dragoon from Sony for the PSone. I signed a pention at pentitionon-line.com to get the next game developed - I said

"I hope the next game is even more like Final Fantasy then the original. I want spoken dialog every cutscene! Have a female character lead the game next time. Incredible graphics is a must. Plz make it for the PS3!!! Oh yeah - hire either Camelot (Shining Force III) or Squaresoft to co-develop the next game because they rock! If there could be more then one difficulty in the sequel/prequel, that would increase the replay, but that the first game was long enough, so when I beat easy, I can replay the character I played again in nightmare when better drops when enemies are present. "

Anyway these are the games that I plan to get for PS2. If not the first time, maybe the second time I go to Gamestop.

- Summoner 2 - looks like a really cool RPG. The prequel was one of PS2's first RPGs which means it's also the best at it's time. But will I play it? I want a RPG other then Final Fantasy. This looks like a good one because it has pretty good graphics. It has a mid-evil look too it.

- Final Fantasy X. I started collecting Final Fantasy games, believe it or not, this year. I got a Playstation last year because I wanted RPGs. FFX has a unmatched gameplay combat system for a console RPG. I've been playing Dungeon Siege and Diablo 2 much longer then I've played Final Fantasy games and they have pretty good battle system. But the other games including Final Fantasy 7, 8, 9 do. Diablo 2 does. feature a ATB (Action Time Battle System) where Final Fantasy X waits because it's a turned based action RPG. Other thing I like very much is the spoken dialog in a RPG like this.
- Grand Thief Auto 3 - Quite possibily the best game for the PS2. Until Vice City came out that is. But I'm getting this game free anyhow. Have you ever stole a car before? I played GTA2 for the Playstation and it was Okay. I just heard this game is one of the best. Might as well try it out then.
- Gran Tranismo 3 - A Spec - I read the review on IGN.com and the article said that this game was packed full with over 20 tracks including 10 Rally tracks which I like since I like Rally (FIA World Rally and American Rally) and Formula One Racing games. The rest of the game sounds good too. I've played it once at Best Buy about a month ago.
- Jak and Daxter - I need a platform game in my collection and Jak and Daxter seems like a good choice because it was made by the same developer of Crash Bandicoot, Naughty Dog Software. I've heard about Jak 2 and it seems like an award winner too.
- XenoSaga : Episode I - Looks like a really cool RPG. It's like Final Fantasy X, has a real sequel with the same characters, and this saga doesn't suck like Unlimited Saga. The graphics are very good. The gameplay is better then Xenogears for PSone and the game is very long.
- Midnight Club - Looks like a really nice Street Racing title when it came out, the price is nice too only \$19.99! It reminds me of Tokyo Extreme Racer for the Sega Dreamcast. Rockstar made this game so it has to have smooth control.

I went to a website discussing why PS2 is the better console of any. [Click Here](#) for Link to that page. I wrote :

"I agree with 'Gamer' to a point because a got PS2 today and I already own Xbox and GCN. Some games I gotten for Xbox are THPS4, Halo, Moto GP, Return to Castle Wolfenstine, and Project Gotham. (good racing game) I play all games listed above sparingly.

I like the Playstation controller mostly because I can play RPGs like Final Fantasy VIII and Legend of Dragoon and both are alright RPGs. The PS/PS2 controller is very comfortable. I got a Mad Catz ADAPTER that'll hook your PS2 controller directly up to your Xbox. It kicks arse! The Xbox controller is bulky like the Gamecube controller. I admit I like Moto GP for Xbox. I like the Xbox hard disk capacity so I can put my songs on it. Who needs to play songs on their console when theirs radio or cd players. I like the triggers on the Xbox though, the same as my Dreamcast. I suppose PS2 has those shoulder buttons. No doubt that PS2 duel shock is the best controller out yet. It's nothing new since I had a PSone for about a year. I'm a RPG gamer. In the last six months I beaten FFXVIII, FFXVI, Star Ocean II, Chrono Cross and I'm now on the second disc of Legend of Dragoon. So although I'm new to Sony Playstation, since then I was enjoying what Sony has to offer with their much bigger RPG category. I like Xbox more at the moment (Midnight Club 2 is out for Xbox and I have yet to get that game.) But I also paid royalty for gaming so I didn't have to decide, you guys know what that's like.

So I have all next Gen consoles. I'm playing Legend of Dragoon now. It may be another one of those save the world rpgs, but it's actually not all that different from Grandia 2. I bought Final Fantasy X and Xenosaga Episode 1, GTA 3 and Suikian III for the ps2 and I have yet to experience them. They all sound good from IGN's point of view. I was thinking of getting dark cloud and Jak and Dexter. I'm not into Metal Gear Solid or Silent Hill games even though one of them is the top 5 % action game of all time. I'll get back to this board once I "experience" the Playstation 2. "

New freeware games (2003-08-15 23:17)

did a couple things added to my website. I just got a Playstation 2 three days ago. Why don't I do that. Well I got a bunch of CDRs so I can burn software on it. CDRs aren't really expensive right? So I can download as many as I want. So I found this website off google. Here are some top picks

- **ParityShot 1.9**

- A free side shooter with really good graphics for a free ware game. You play this girl on a broom and she shoots other witches and cats. If I didn't know better this game was based off Salor Moon. It plays well. Plenty of powerups. And the game is anime based. Game developed by Crane Software. It's a really good game!!! The first level is easy. The second level is a bit harder. There are 3 difficulties in this game. And easy isn't easy. Although it might look cute, it's really a hard game to beat on the hardest setting. Download it, you like it, honestly. Only problem is the website is in Japanese. So look for a link that says something like "parilyshot.zip" on it.

- **Super Mario XP**

- A Super Mario clone with has a pinch of Castlevania (looks like another Super Mario Bros Game except it's darker. I played it and it's really good.

- **Little Fighter 2** - A combat game featuring fighters and you must be the last one standing. Much like PS2's, "Bouncer." At first you suck at it because the other fighters kick your butt but if you seem to know who to punch off first you'll get though stage 1. The ones who died are out which means game over for you..

I found some compression tools today. One did not work on Geocities though. One didn't work with my website at all. One I really, really liked.

1. **Shrinker 1.2.1** This little program does a big job and works with all webpages because it doesn't zip any files like the others do. This means the page doesn't have to de-compress once loaded. I had trouble with de-compressing html on a iMAC because they were too slow to process. This is what I'm using on my webpage right now. For a long time I didn't use any html decompression and I realised that I only had 3.0 MB left on my server and had to do something about it. Shrinker Lite is the best program because it is FREE to use. The compressor compresses page on average 40 % on a normal webpage, 60 % if it's really long like my review pages. But how small do you want your html anyway. It will still take less time to load it then normal, no side effects. You can view the compressed format in Dreamweaver so to problem there. And it has no de-compression loading times like the other two I'm going to review although they compress up html 80 % their original size. I love this program. Webpage builders must have this unity. Only a 600KB download.
2. **HTMLzip** is adware meaning it'll put a banner on the bottom of your page. Not mad, when you compress just click yes and it'll be yours forever! This program does a good job compressing files for 60 to 80 percent the original size of the html. One problem is that you can't edit the compressed files because they are encrypted in compression code so compress these files in a different folder. I like this because it has more compatibility with html then any other HTML compression unity out on the web! But the compressed html it shows may show up invalid in some file transfer protitols like what Geocities has. But on a regular FTP Client it should work 100 %. HTML should de-compress in a matter of seconds after it's fully loaded.

After this was all done it cut a couple MEGABYTES off my server! It was well worth the download!

(2003-08-25 23:15)

College started today for myself. It was a new experience. But seriously, how many people go to college, once in their life, right? And I am going to take Math, Writing Concepts, and micro operating systems. While college is going on, my play time is cut in half. I can't play videogames no more. Gotta get organized so I can pass Math. CISCO I and II starts next summer, which means because I took only CISCO I this summer and got a passing grade on it, I may have to take it again because I didn't quite make B+. He did say congratulations to me though. I'm still playing Legend of Dragoon. I got pass the Divine Dragoon on Disc 3. Anyone who played this game knows that the Devine Dragoon was hard, but I have put the best armor in the game on Dart, the Armor of Legend. All I had to do to defeat the Devine Dragon was to hack away at him and keep my health percentage high. Disc II seemed to go by fast, and disc III seems to go by even faster. I only spent 5 hours on this disc. I spent 9 hours on Disc two and 14 hours on disc one. Disc 3 is full of cinematic cut scenes. I went to Wal-Mart and bought :

- Gran Turismo 3
- Jak and Dexter
- Twisted Metal Black

Three days later I bought 4 games at gamestop

- Final Fantasy X
- Breath of Fire - Dragon Quarter
- Midnight Club

The Final Fantasy Xreview is already online, so read it. I try to make it flawless as possible. So far the game is really interesting. The game has more cutscenes then I've seen in any game before. The battle system is unlike other Final Fantasy times, which were slower, this one is faster.

I'm in Networking Electrical for one on my college course. And I realized that everyone there had previous hands on background with big machines. Our teacher isn't your average teacher. He gives us work that is easy to figure out. We're supposed to work with amps and volts when we currently work in, whats called the POP room or mainframe of where all the network wires go. This is going to be my job. Networks are very complex. This means I will have to deal with all these hot wires and the only thing that is between me and the wire is a circuit breaker inside a meter. It will be quite interesting what will be the turn out. I have yet to meet anyone in the class.

5.9 September

My own Laptop (2003-09-02 23:06)

Finally I get a laptop of my own. It's a slow bitch. The computer has a Pentium 2 CPU with 128 MB of Ram, a 4 MB video card, and 6.5 GB hard drive. It had the Win98 operating system. What was good to know about Win98 was that it only took 300 MB of my hard drive. WinXP takes 3 GB. I had trouble installing a new driver for my video card to make the resolution true color. WinXP fixed that issue at the cost of space. Which sucks to know. I stuck a bunch of Gameboy Advance Roms on it. I recently got a new book on network electrical. Network Electrical demands a lot of know how of the basics of touching a circuit. First there you have to put one hand into your pocket. Next, you need to check your gear. Then you touch the open circuit with a watt meter You can use level 2 amp meters, but

you can use level 3 amp meters. Level 3 meters are nice, they are made of rubber, which all of you should know that absorbs electricity. I have to read a large text book on it. If I had it my way I wouldn't want a text book, I'd take my course online. Online courses have the context on screen before you. Web page content has many pictures so I can look at the pictures. A lot of the time it makes more sense because less words are needed to explain something. For example - electrons are apart of what we use. Us electricians (I'm not a electrician, I'm going into Cisco Networking) must know the approx voltage and pressure of a gas line or electricity. A humid and enclosed workspace is extremely dangerous. I have to know what to do when I work in these kinds of conditions. That's my Network Electrical class I'm in. Ahh, the Computer and Internet concepts. The class is easy at first. I'd would hold my breath because it can get more difficult. I took this class before eight months ago. I had to learn how to ping people, move files, delete files, create files, make Batch files in command prompt before. I just might drop the class I'm in. I might not, since I can learn all those commands again. (the computer, I feel, runs my life)

Nothing is new except I am more then 3/4 way through with Final Fantasy X. Final Fantasy plays great. But the voice acting isn't quite aimed at adults, know what I mean? It's what you expect to come from a teenager's mouth. Really, it's a good game. It is over rated and I know that a lot of 10 - 16 year olds play this game. Well most of them, just don't know how to think buying the game. The story makes perfect since too me, in fact I don't get confused. Square should of not had the characters speak. Speaking can void the quality of the game. Games aren't suppose to be a movie. This game is a movie. You watch the cut scenes, then your back in control of Tidus, then you get another cut scene, then you back in control of Tidus and so on.

I don't plan on making any major updates anytime (last time I said that I came out with a new webpage template) soon. I am working on a lot of college quality reports in **Written Communication** (I have to technical write my progress on networks and display the results.) I really don't know where I am in my writing. Everyone in that school can write. Everyone knows that it's not what you write that matters, it's how often and how much you write. That's my motto.

More as it develops

Red Dragon Productions Lite (2003-09-15 23:12)

Good day. I did some new additions to my website. I added a Playstation 3 since Playstation is cool. Xbox is cool too, but this so happens that I'll be talking about Playstation 3 today. I added the Game Archives that'll follow up on Playstation 3. I also made Red Dragon Productions Lite which will have better bandwidth for dial up users like me. But the original isn't too long to load is it? I read information off this Playstation 3 forum site, but it sucks. Everyone there doesn't talk about anything new on Playstation 3. This doesn't mean that their won't be any new news in the future though. I went to this website for some humorous jokes and I thought it would be good enough to put on my website Click Here I've been focusing all my free time on the Game Archives section to get it as much updated as usual. I will have a hard time finding out-dated information on Playstation 2 software or hardware on the Internet. I probably will avoid that since it's not worth the work.

5.10 November

Life is Okay (2003-11-29 12:54)

Original entry off Modblog on 11/29/2003

Here's for all you bloggers out there. I've got a load of PS2 games that I don't play. Some you may of heard this one already. I have both GTAs for the consoles. GTA 3 and VC are the best games for PS2 aren't they. I reviewed

the game and I found it fun chasing criminals around in cop cars. Cool?

I am an ex-Diablo 2 player. Level headed online player who never duels. I learned that 50 % of the time, you don't get your stuff back, unless you're stuff isn't worth *crap*, and that guy who you dueled just left the game. I still play the game once in a while offline, but I always felt that I was getting ripped off when I sell armor / weapons to the elite classes. Most of the high level characters don't want you sell you anything that doesn't come off the ground! So I have never had magic find abilities on my characters and have never found or bought one of those eye of jordan stones that Battlenet players always want in change of elite armor / weapons. A guy like me can go bankrupted, but Diablo 2 is just that, trading the best deal for something someone else needs. I have some characters up there in the level 80 range. It's not that difficult to achieve after a week of online play. I stopped playing Diablo 2 when I owned a PS2. Okay so I played more then Diablo 2. I have a 2.1 Ghz Athlon to play games on. Hardware requirements aren't an issue except for the modem aspect.

So I got a PS2, what did I buy for it. Well, honestly, I have nothing to do yet so I don't do anything except play console games. I want to go to the mall. I want to buy stuff I need. I want to go to movies, and play pool (billards.) I want to some day jack up the car's sound system so you can hear it a mile away. But all my friends are working or going to school. I'm into platform games so what drived me to the PS2 was that it got all the ports of anything you ever want to play. Jak and Dexter is a good game. I'm still completing the game. Jak is a mute character, while Dexter is talking away. Do you remember Gex Enter the Gecko for the N64? Gex, unfortunately was a awful game, but it had one thing that if used properly, could of been something great. So I like the worlds in Jak. It had good graphics at the time. PS2 is getting dated know though. But it manages to have the best controller of any console. Want to talk about Final Fantasy, Diablo 2 or games in general, tag me, im me or email me. I'll get back to yeah.

My weekend was all and all pretty lazy. Not that I'm unemployed, not that at all. I'm on Thanksgiving Break so being lazy is a must for anyone with 168 (24 hrs x 7days) hours on hand of nothing to do. What do you do? I stay up all night until 4am, sleep in until 10:30.

I recently owned PS2 the game of the month, Final Fantasy X-2. I am currently 1.5 hours in the game. I say Game of the Month because I know there are always better games out for the system. In fact I know the absolutely must haves. Square always trills me with their new releases except for "The Bouncer" and "Kingdom Hearts." Nothing against Square Enix, but Disney combined with Final Fantasy would be a little young for me. Monster's Inc is probably the only exception. Although I actually thought of buying Kingdom Hearts, because it was made by Squaresoft and now only cost 20 dollars. Last month I owned Final Fantasy XI for the PC never being able to play it. I was hoping that it would be yet another online adventure, but my parents won't allow me to own a credit card when I'm not earning cash to back it up. All I want to do is buy things off Amazon.com, Tigerdirect and pay for Final Fantasy XI. All of these need electronic money to function.

5.11 December

I'm downloading DIVX codec for the first time! (2003-12-03 12:58)

Original Date: 12/3/03 at 12:30AM

I headed over to Divx.com and downloaded Dr. Divx for my PC. Not that I'm going to edit video soon, but I wanted to see DIVX decoded in it's codec in action. In fact Internet Concepts was talking about different Codec to

encode movies. If it does work and encode in AVI then I can bring it up in class. Imagine if you had a uncompressed "Desktop Video" about 2 hours, it would be below 650 MB compressed. Now I found out that the most common desktop video codec was AVI. I ran AVI and it can store a minute of video, very small screen with sound for about 550KB. Imagine how DIVX could work with streaming video. It's about half as small as most MPEGs and you can record a whole DVD movie on a CDR. Imagion how much video you can fit on a 4.7 G DVDR!!! Playstation 3 is going to read DVDRs so maybe it'll be able to read MPEG 4 & DIVX. My PS2 makes screeching sounds when I play movies. It's like a version 1.1 PS2. The first ones didn't have a system fan, this one does.

Anyway I found some freeware software. The selection is a little slim I might add. There is CrazyRIP (<http://www.crazyrip.free.fr>) which supposedly detects a movie playing and rips it to AVI encoded in Divx. It looks highly customizable and you don't need extra software. Next is DVD2AVI. It looks simple and rips streaming mpegII or MPV. Next choice requires anyone to download several files that plugin a program called Claddvd. (<http://www.clonead.co.uk/>) I've been saving the best DIVx all-in-one package available off the Internet for last called K-lite codec pack. (<http://home.hccnet.nl/h.edskes/mirror.htm>)

School is going good so far, no problems really exist, or not the ones I wasn't to express on this page. Most of them are weak voices that I think I hear such as I know I can get every question right on my next quiz without studying in Internet Concepts. I like to think that I can but I really can't. It's the undeniable truth. Yep, I'm still downloading techno, country MP3s off the schools T1 server. What everyone else sees is my streaming audio, but I'm ripping that audio stream to the harddrive, and downloading it from the PC to my MP3 player I got on Nov. 01, 02. I must be a little odd in my game choices. I promised myself I wouldn't spend 50 dollars for a game that I would only play for about 20 hours then let it sit. This game from Urisoft (makers of Splitter Cell and Rayman) called Beyond Good and Evil could be my next investment. BGaE is a action adventure game that got good reader reviews for all platforms (that it's for.) It's has Zelda: Wind Waker like graphics and Zelda: Wind Waker type gameplay. I don't know for sure, but I'm thinking I just might own this title. I haven't really played Final Fantasy x-2 lately. I said I was going to be playing that game next. Remember I bought F-Zero GX for Gamecube 3 weeks ago? I haven't played it in about 3 weeks!!! That Action Replay set me back 20 more dollars then it should of. That sucks, and I can't return it because I opened it. Some of the newer games use a newer version of Action Replay. You all may laugh at me, but I cheated on Final Fantasy X-2. The saying "Cheaters never Prosper" applies here since my cheats make FFX-2 freeze. I wanted infinite items on my game. I doesn't make any sense because the codes were straight off Codejunkies.com!

record streaming video (2005-12-09 01:55:00)

Hi Ian's Smashing Good Blog Site

I'm downloading DIVX codec for the first time! ? mmmm....

Later,

record streaming video help

I recently reopened my Battlenet account (2003-12-15 14:01)

Original Date: 12/15/03 at 10:42AM

Neverwinter Nights is a midevil computer role playing game released 1.5 years ago by Bioware, the creators of Knights of the Old Republic for Xbox / PC. I play online for the first time in four months. I bought the two expansions, Shadows of Undrentide and Hordes of the Underdark. Right now I'm getting into HotUD. There are some who prefer HotUD over SoU, but I agree with both of them. See, Neverwinter Nights is about a 40 hour game and most people play 5 hours online at the most (like me) which means they won't get to the ending unless it's their server. Both expansions have their own 15+ hour campaign. The game is as fun as Diablo 2 was - though I still play it online. It's

wonderful not to have a game that crashes! I remember back in Version 1.21 (one year ago) that the game barely managed to work. And it's really fast on a modem now. Get this game it's really fun to talk to people – sometimes. Make sure that your computer doesn't get window popups because they'll bug me and you.

When I went to Wal-mart to get Shadows of the Undrentide expansion, it was too crowded. It reminds me on how bad this time of year is. And I live in a smaller part of the country with about 2200 people.

I told readers last month that I was an ex-diablo 2 player. Now I'm back online. It's fun for the amount of time I spent on it. I still see Diablo 2 at Wal-mart so it must still be popular. I bought by copy in 2000 and the expansion when it came out for the first time. I find that Amazons are the most fun to play. Although I like Barbarians too. They just specialize in Weapons and are the easiest to level I think. Now with the 1.10 patch, Diablo 2 has really accelerated. Within the first 15 minutes you're at level four. You noticed that all Dungeon and Dragons games are a like. It's not apart of the "Forgotten Realms" like all of Bioware's games are. It's much darker then Neverwinter Nights. The graphics are bad, but it's still playable.

New Webpage Template online (2003-12-16 14:02)

Date: 12/16/03 at 8:28PM

I just finished with a new template and checked all the links to make sure that they were working. I liked using miniwindows in my website. All my gaming reviews are shorter a least. This is what I want surfers to read first is my reviews. I continued to look at my webpage and made minor changes through out the day. This day is the last day of school until January 02, 2004. I feel that I should be on my PS2 because this webpage business is sucking up all my time.



Go to Link: http://www.geocities.com/nightwalkers101/v7_index.html

I headed over to <http://nwnvault.ign.com> today at school and downloaded 470 MBytes worth of mods. I also got Norton Antivirus so if I had any viruses on my computer. Before I had this bad problem with the Downloader _Trojon Virus. It infected 6 files on my computer. So I had Norton repair those files. After that everything went smoothly.

Neverwinter Nights is really cool, I go online and play, level up. I usually create a new character everything I go online. I hear that Final Fantasy XI is getting popular. To bad I don't have a credit card.

New NWN Mod I created, it's not release quality (2003-12-18 14:03)

Date: 12/18/03 at 2:20AM

Today, I downloaded the new Neverwinter Nights patch for Hordes of the Underdark. While I was downloading the huge 25MB patch, I went on my other PC and created a Neverwinter Nights mod called "Ian's Fantasy World." It's not release quality for sure. The mod is set in a forest with a 3 goblins grouped together set along a path. The

graphics are nwn quality. My mod is meant for starting characters. But I made it easy for myself...I used someone else's mod to get started. That's the best part! I know, playing with mods is a waste of time, and perhaps I should use that time to play online. I never was much of an Unreal Tournament mod developer because I play few FPS though I keep updated with the new patches on all my games and downloaded the official map hacks if there are any. And then when I did play online, I died so often, and I just got boring. Believe it or not I was always on the upper half of the score sheet in UT1999. I noticed that lag got better with Ut2003. I could play first person shooters again online. But then theirs the awesome Call of Duty to play online. I don't have it. But I heard it's about the best WWII game out. I have Metal of Honor Allied Assault. I played the demo online at school. Their are a lot of gamers online that can frag a beginner. Everything is fair game, so that's another reason I switched to Diablo 2. It's much more fun to chat with people. Ya? I have all the official map packs for UT2003, and over 2 gigabytes of zipped maps for Unreal Tournament I've backed up on cdr. This was back when fileplanet.com was free. Why am I telling you this? I once thought I could play all of them, and be a master at Unreal Tournament – frag all my friends. After I found out that none of my friends played games online, I went the opposite direction, and became a big RPG fan both console and PC. At the beginning I was a excellent marks man.

If I was to put my new mod online, it would be located at <http://www.pressente...scampbel/nwnmod.exe>. I was playing Hordes of the Underdark a bit yesterday night, and then I was playing Diablo 2 for 8 hours straight today. I level upped 22 levels in one day. Playing the game is harder without the map hack I used before. I am now logged as *eyeofamarksman at USEAST Battlenet as a ladder character which means if I don't play once every 3 days, my account will be deleted. No, I don't play a PvP character or a level lecher. However, the new patch makes Duriel, Mophisco, and Baal harder. It would have been easier if I got further in the game, but party members kept dropping out of tight situations.

And I thought N64 was dead (2003-12-20 14:04)

Date: 12/20/03 at 6:14AM

Remember N64, the console that could have made it big if only the cartridge cost was less for the consumer. Nintendo is bringing N64 back in form of IQue. IQue is the Entire N64 gaming system packaged in one controller. It can be called the world's first 64-MB handheld! I wish it was released here in the USA. It's going to be released very cheaply in China, Korea and South America. I hope this Nintendo product doesn't flop like the Virtual Boy did. Nintendo also leaked information that their next generation console is coming out in November 2004, but I disbelieve it. I had my eye on a new PS3 when it comes in the USA in 2005. I might also get a NES5 in 2006 just because of the quality of the first party games. You know, when I have the extra money.....



Star Trek is beginning from it's roots (2003-12-21 14:04)

Date: 12/21/03 at 8:27AM

Many people may not consider me a Star Trek fan or "Trekkie" as they are now beginning to find themselves a dying breed. However, I have today familiarized myself with the Star Trek timeline at Startrek.com. Paramount Pictures has disparately tried to keep the Star Trek franchise a float entering the 21st century on their UPN TV

Network. Knowing now how outdated Star Trek in the 1960s was. I was a fan of watching the last years of Star Trek Voyager. Anyway go to this link, it's most interesting. Star Trek: Enterprise has, for sure, bent the rules just to stay current to what we know think the future will be. The link <http://www.startrek..../episode/121932.html> you are about to read is about the first episode of newest Star Trek TV series, Enterprise, which dates 90 years after the Enterprise-E was sent back in time in the movie, Star Trek: First Contact. It is about the best summary of the beginning of Star Trek that you can have or from what I ever read in my life. Back when human-kind was limited by Vulcan technology. We were only 2nd best. Even better the Klingons were even more advanced then we were! The Vulcans helped us come up with Warp 5 when we were still only capable of Warp 1 for the longest time period.

Action Replay Max is the way to go if you own PS2 (2003-12-22 12:57)

Original entry date 12/1/03

I am 100 % British. My name is Ian isn't it. I knew I had some Brit in me, Yot. I wonder how many Brits play PS2. What would be interesting, is if they played Xbox (which all of you should know is made here in US) What do the Brits like to do? Drink Tea? I hear Coca-Cola is big over there. Jolly Good! Take the quiz.



Jolly good, wot! Anyone for tennis? That'll be ten ponies, guv. You're the epitome of everything that is english. Yey :)

Hoist that Union Jack!

How British are you?

this quiz was made by alanna

All of you may of noticed the Devil May Cry banner on my page. Although I have that game, it isn't one of my favorites. I thought that Devil May Cry, the first one was very successful, would appeal to the hardcore gaming community. Dante was a good idea which appeals to the hardcore gaming person. People who look at Rob Zombie videos would like this game. You'll never catch me watching Rob Zombie, System of the Down or Marilyn Manson videos on MTV. DMC2 wasn't so good. The first one had better graphics, better gameplay. I read a head, and didn't buy DMC2. A good site is <http://www.gamerankings.com/>.

If you want to cheat for your Playstation 2. I advise getting a Action Replay MAX. I bought a ordinary Action Replay for PS2, and while the codes where OK, it didn't include games like Final Fantasy or .hack part 1, or some other codes that you can only get off Codejunkies. Codejunkies.com, the official Action Replay website, only accepts AR MAX codes, which have three sets of code separated by two (-) instead of one. The \$19.99 price tag with PSone Action Replay disc and the memory card included is just the older version of the game enhancer. I wanted to complete such games like FFX, FFX2, Jak 2 and Castlevania in record time. Bottom line, don't make the same mistake I did, and get an Action Replay MAX for your next PS2 game enhancer. Don't buy a gameshark. Action replay max will read gameshark 2 (ver. 1, 2, 3) code saves! Gamecube owners don't have to worry about this. It's all the same with GCN.

I think that X-Port or Shark-port is a waste of my money with the exception of XBOX game enhancer, which can not use codes. If you want to get a game anyway for PS2 such as Metal Gear Solid 2, always get the PS2 version. I was thinking of getting MGS2 for Xbox, but I thought nah, it's not worth 20 dollars. Why? First of all, you can cheat on PS2 only. Second the bulky Xbox controller is worst then the Duel Shock 2. It's still good since I play xbox at home.

Horizons is suppose to be out today. It's a new massive multiplayer online role playing game for Windows.

Game of the Year quality. I had a friend who played the demo and immensely enjoyed it. He said it was a lot like the game Dungeon Siege. I think that any RPG fan should own this game because it could be long, and packed with features.

Beauty (2005-12-08 07:43:00)

I've taken the breast pills for 9 weeks, and I noticed how firm my breast are getting. Natural breast enhancement - pills work! that is for sure!

oakleyses (2014-10-23 18:28:35)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:35)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:28)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

WinXP (2003-12-22 14:05)

Date: 12/22/03 at 3:18PM

Mood: Tired and lazy

In my opinion, Windows XP is a great operating system to have, but isn't Microsoft charging too much for it? I have Windows XP Home on one PC and Windows XP Pro on the other. Windows 98 was also the ideal operating system to pirate because you didn't need a crack to install it on multiple computers unlike that latest version of Windows. WinXP Home isn't that much, only 100 bucks. WinXP Professional makes you cash out 200. Is that fair? Microsoft also has its XBOX bundle for 170 dollars, and that'll cost me less than their Windows XP PRO. It's near insanity how much Microsoft charges for their OS. But I already own a Xbox so that problem doesn't concern me any. Most of you must agree with me on this. The big question I always asked myself is, Windows worth as

much as it is? All the consumer gets is a upgrade disk. The full Windows Pro runs even more. The faulty deal consumers get when they buy Compaq or HP is that they don't get an upgrade installation disc with their PC. What happens if you want to reformat your hard drive? Even worst, what happens if you don't even own Windows 98? And if you want Windows 2000, which is actually an earlier version of Windows, you will have to cash out an extra 300 dollars. Sure there are cracks on the Internet that will allow you to bypass the activation code, but doing so is wrong. I haven't seen much difference between Windows 2000 and Windows XP. I play with Windows 2000 at school. I know there are some differences. Both both have NT file system. Windows 2000 has a better firewall, but I just use the Norton Firewall. Lucky for me, my dad had an extra Windows XP PRO lying around our house.

So, you forget Microsoft all together and run Linux *open source* OS with the latest free version of Winex, a program allowing you to run Windows Games on Linux by emulating the Windows kernel on Linux much like MS-DOS is emulated. WineX Website » <http://www.transgami...g.com/subhilites.php> « There is not much you can do with Linux except surf the Internet and play MP3s. All the cool software is available for Windows. I hope one day WineX can emulate all Windows programs (and games), and one day make Microsoft lower it's price on Windows because then everybody would soon realize Linux would be better. I take it that not all PC owners know that Linux exists. Now, Wine can only emulate 33 % of my Windows Programs, and still does a crappy job on emulating Diablo 2, but I can see that it does work. I wanted to see if Unreal Tournament runs good on it. I run Suse Linux 8.2 at home. I wonder what Project Greenhorn will be like? This is next generation Windows. This was why I did a Google search on it.

As for the rest of the day, it's gotten very boring. None of my friends had the day off today, so I downloaded a few desktop themes mainly Final Fantasy VII, one Counter Strike desktop theme and one Legend of Dragoon desktop theme. I change desktop themes every month. Stayed home most of the day. Worked on the mod some. It's coming along. I wish I had feedback on it.

Merry Christmas 2003 (2003-12-25 14:06)

Date: 12/25/03 at 1:47PM

Merry Christmas to all bloggers! Well, I liked this Christmas okay, and it is much better then last year. Last year, my parents gave me money to build my own computer. The one that I fried a couple times over. I woke up at 2am in the morning, worked on the website some. Then I played Gran Transimo 3 for a couple hours until my parents woke up. We have a nice tree this year. I didn't tell you about it. Well, it's a spur (native to that of Wisconsin) with a lot of ornaments and lights. I only got one Christmas present under the tree, but that's okay because I also got a third computer. This one is a Dell so I don't know how well it'll hold up. I'll tell you that it's one of those high end gaming machines. The specs are my secret for now Dad got a 4 year warranty so I better not touch it. I want too, but I will force myself to avoid the goodies if it comes at a cost. We had a bad time with Thunderstorms in the Summer. That time cost me 800 dollars, and that doesn't count the time mother short circuited both because she had to shut off the electricity. That and the fact that I fried one computer using my hands. All my computers now have surge protectors. They like pay for themselves the first time something goes wrong.

In the past I couldn't keep my hands out of the PC. I know how to install most everything, except for the processor, which I'm always afraid I'll crack. If the PC doesn't turn on, there is a 75 % chance I fried the motherboard. In the future, I'm going to build cheap computers, that way I can afford to buy a new motherboard if I screw up. Everything else I can handle. I know where all the wires / cables go. I can flash the bios, and load the OS. Pretty soon I'll build PCs for my friends for free once I'm 100 % sure I can without damaging it.

Actually I have a lot of extra PC hardware lying around. I have extra parts to make one including two 128 MB SDRAM DRR Sticks. One Extra 40 GByte hard drive. One NIC card, one winmodem, one 128 MB XFX Geforce 4 slightly

used! (There is a long story about that) One sound card. And a slightly used Athlon XP 1800. The stuff I don't have is a 160 Volt power box, a Socket A motherboard, and a case (defiantly need one of those.)

Now, I bet you were wondering about how I have a perfectly good graphics card unused? For my Birthday, Dad got me a 256MB Geforce 4 and I didn't need that Geforce4 anymore. The slowest computer that I have right now can only support up to 64 MB of video ram.

nordman Fir Christmas Trees (2005-11-03 04:31:00)

Hi Ian's Smashing Good Blog Site, I was looking around for information about buy a christmas tree and found your Merry Christmas 2003 post. It's not bang on what I was looking for but it was a good read so I'm glad I found it! I can see why it showed up when I searched on the term buy a christmas tree. Thanks a lot and I'll stop by again :-)

vendor reviews (2006-02-15 01:25:00)

Your blog is pretty cool. I'm gonna come back.
You should check out this site I like bios mod
Cool,
Laterz

bios mods (2006-04-16 18:38:00)

Sweet Post,
I'll have to bookmark your site
I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.
#Link # # Reviews
Ciao,
Ravi

PS2 makes me focused, but it makes school less ent (2003-12-28 12:59)

<http://ian1984.Modblog.com> | Date: 12/8/03 at 2:15AM

Sorry about the lack of updates. Playstation 2 makes me more focused, but makes school less interesting. I been working on homework. I was noglecting my webpage a bit. Semester is almost over at WITC. I dropped a few classes so it wouldn't go on my record. I have struggled through the electricity aspect of school. With computers, I also need to know how to use electricity, being there are many regulations on numbers of pcs, power sources, servers, that can be in one room. Everything has to come off the IEEE standard. As for my pesonal life

I finally got Kingdom Hearts for the PS2. I haven't played it yet. Kingdom Hearts combines Final Fantasy 7, 8, 10 and Disney characters in one game in a role playing game type fashion. What I should of done was buy Kingdom Hearts new, but I paid used, and got a game disk but no manel. The game is made by Squaresoft, and it got good reviews from some of Bob's friends. I'll review it here at this website soon. I'm going to return it tomorrow, and see if I can't get it new. I'm not going to play it until I finish Final Fantasy X-2. I'm almost done with Chapter 1. There are a lot of side quests in FF X-2, but I see it as I can play it straight through.

I went over to my friend Bob's place. His parents just bought him a Playstation 2 a week ago and the only game he got was ATV offroad racing. It's as I thought, newer Playstations have a newer version of drivers. I didn't know that the new PS2s have a modem adapter on them. Not that it was any different then mine. He likes Mature

games. I asked him if he likes Summoner or Baldur's Gate Deadly Alliance. He came over 2 days ago where we went to a Game Store. I said buy Final Fantasy X, because it was a really cool game. He didn't want Stuntman, Spiderman or Rune. He ended up buying Baldur's Gate. It so happened that I owned it for Xbox and we played Baldur's Gate, he liked it too. Bob said he's getting the GTA Double Pack for X-mas. I let him borrow GTA Vice City, Madden 2002, and Devil May Cry for a week. I don't get a lot of time to play games with other people so it was great playing Madden with a friend. I was rusty. I lost to the Packers 21 Vikings 20. He owned Madden 64 so he knew Madden more than I. In 2000, I bought NFL 2K on Dreamcast, but that's 3 years ago already! However we played NFL-Europe teams and the Dragons (Me) won against the Claymores (him) 7 -5. We got even!

Bob has a speaker system that he hooks up to his computer that had Dolby Digital Pro Logic II and the surround speakers and it sounded great. I wasn't heart pumping, but it did sound better than two generic pc speakers. I then thought, hmm, I could get a tv tuner for my computer and play Playstation 2 on it. Higher resolution display makes it worth it to him. I'm getting my other pc fixed, installing a new motherboard. I was either going to get a new harddrive or tv tune. and I don't know which one is better. I don't need the space right now. I bought a 100 Gigabyte harddrive and the I already have a slightly slower one installed.

The day before I had nothing to do so I drove over to Randy's house. He and I know each other. He was installing a sub speaker in his truck, but needed a board in case with fiberglass to support the speakers. He wanted the richest sound he could possibly get without putting a lot of money in it. The sawing noise was *beeping* loud!

(2003-12-29 12:56)

Published on 11/29/03 | <http://ian1984.Modblog.com>

Today I am feeling good. I went to Bloogz.com where I found my name, ian1984, already listed under the Playstation 2 category. This was my first entry at Modblog.com, and I did not want a bot to list my page on Bloogz.com. It seems to me that this site has some trade offs. I don't care. That's not so important as what I found at a website called MoveableType.com. Moveable Type.com is an open source blog template that lets you search, categorize, autolink visitors, autoping visitors, and trace his/her route - exactly what Modblog does. I want to upload Moveable Type (MT 2.64) to <http://geocities.com/nightwalkers101/>, but I haven't quite figured out how to make a template I could write on. I know how to load everything, that's not the problem. I'll figure it out sooner or later. I believe it uses php or xml, very unfamiliar territory. If it works in Dreamweaver, I can more than likely figure this one out.

So far I pulled in 14 hits with-in the first 4 hours of my page online. I love this place, I never had this much visitors through Geocities. Just could be the fact that everyone now knows I'm an Eagle Scout. Yep. I camped at temperatures below 32°F without any signs of frostbite. How did I do it? I was taught that you take everything off except for my underwear, climb in my sleepingbag with a winterjacket over me. And stay away from the Fire, I hate getting close to the fire because I always will get cold again when I'm away from it. That way I was slightly more cold than warm, but not sweating in my bag. Cold sweat is the worst. Every scout knows this because it comes right out the handbook.

It was June, two years ago, I also took swimming and life saving merit badges with Life Rank. (I was Patrol Leader that time.) Life saving merit badge was by far the worst. I had to go down 9 feet, save a dummy with team work while doggie patting (dead man's float vertically) the whole time. You were down there for about 15 - 25 seconds moving around holding your breath. The water up there was about 50 degrees, and I felt numb when I got out. I remember that final weekend up at TrollHaugn Scout Reversation near Rice Lake, Wisconsin. Kayaking and the sailing were fun. Haven't done either since then.

Couldn't wait until 2004 to buy some games (2003-12-29 14:07)

Date: 12/29/03 at 2:15AM

This will be my last entry of the year 2003. I will always remember 2003 as the year I took two college courses and passed, and then re-took them over again just to make sure I was good at it. These courses included Intro to DOS, and my favorite, Intro to Linux. We were trained on Redhat Linux Professional 7.1. Both classes are required courses for someone wanting to be an industrial network specialist. I joined WITC 3 months after I graduated from HS. I got immediately transferred after high school to another college. College is cool, but I have too few of friends. I feel that people going to my classes aren't really my type. That's not bad though since Bob and I hang out once every two weeks. I also remember this being the year I bought 3 videogame systems this year, a ps2, a psone, and xbox and one handheld. I bought countless games. Much more than I should of. I just got today - a Game Boy Advance SP. The unit is really small and that alone amazes me. I had a GBA since 2000, which I barely played, except in high school. Now that I'm a 'mature' adult, I have places to go, people to see, no time for Gameboy Advance. I am a bit wiser than I was in high school. I plan ahead, and budget my money, although it is mostly spent on gas and videogames. I also mentioned what else I spent money on if you spent close attention to my blog. ? I do now because I'm on Christmas Break. I don't work. Gameboy Advance SP cost me 100 bucks. I'm broke as of now. I was going to get an Atari 2600 because its old school. I could have such "immortal" classic games like Space Invaders, Donkey Kong, Pacman, Defender, Pitfall Harry, and Tron. Then the NES has improved graphics with the same ports. Improved sound for that matter. I almost forgot about my own GBA because I hardly even play it. GBA games are more expensive that's what kept throwing me off. It was suppose to be awesome in the early 80s until the NES kicked it in the arse. The NES ruled from 1985 - 1991. I have a friend who owns a NES. With "immortal" classics like Super Mario Bros, I thought I going to own a NES. Then I soon realized at an early age, why spend money on outdated NES or SNES when I can have a "3D game machine." (I wanted my own copy of Super Mario 64 really badly partly because I was only 12 at the time, and I thought N64 was cool.) Everyone else in the grade seemed to have either a Playstation or N64. Back when I was 12, I thought N64 was a huge gift for a Christmas present. I remember being over joyd at the site of owning it. My first two games where Star Fox 64 and Star Wars: Shadows of the Empire.) Games I want for NES are Super Mario Bros. 1 & 3, Final Fantasy, Spy Hunter, Mega Man 1,3,4,6. It seems like a used NES will always be available if I eventually get one, but it stopped me because the graphics are so bad now, and I can play it on the PC through emulation anyway. After getting the latest GBA handheld, I don't think I need a NES. I can go to a game specialist store any time, and buy any used GBA game I want. I realize that GBA games are somewhat more expensive then the old NES. Having the controller makes the experience more real. I can buy most of those games for GBA anyway. Plus GBA out sells PS2 3 to 1, I was beginning to wonder why. I disbelieve that Pokemon does all that!

Today I installed Unreal Tournament 2003 on all three of my computers. I can still kick ass in the skilled experience level. I have a small local area network (LAN) up and running. I was going to get the Xbox version of Star Wars: Knights of the Old Republic for Christmas. I originally wanted the PC version because IGN.com said it not only looked better, it had more stuff, and was longer. The two versions both had a 9.2/10 rating. The game was rated the Best Xbox RPG and Xbox Game of the Year by IGN.com, and Best Xbox RPG by Game Informer Magazine. It will be nice playing it on a fast Pentium 4 with a ATI RADEON 9800 and 1 GByte RAM :D. The game is made by the makers of Neverwinter Nights, Bioware.

Webcam in the near future. (2003-12-31 14:08)

Date: 12/31/03 at 4:30AM

Yesterday I went over to Best Buy with Bob and his friend, Mike. I was going to buy a webcam so I can do video with people over the Internet. I was planning to spend 60 dollars on it, but they are only 1 MEGAPIXEL. I had

my eye on a certain webcam called EZCAM PRO III at Tigerdirect.com. It's only 30 bucks, and it has all the features and high resolution of any 60 dollar deals at Best Buy. If I had a high speed connection, my webcam would be on all the time. I was going to buy some Gamecube games at BestBuy and didn't. The game I want most is Beyond Good and Evil for consoles, it looks like a AAA class game! I almost got Project Gotham Racing 2 for Xbox. I own Project Gotham and it was good, but I don't play it very often. Although it is an unfair comparison, Project Gotham looks better then Gran Turismo 3.

I saw Gothic II at Gamestop too, and was going to get that, but I heard the battle system is weird and not as good as Neverwinter Nights. So I didn't. I know Grand Thief Auto 3 is a great game, but I already have it for PS2 so I don't need to re-buy it. Bob is going to copy Vampire the Masquerades for me. I take any copied game I can get. Except I think Bob has a virus on his PC so I hope it doesn't affect the copy. I also saw Half-life Value Package for 30 dollars which included Half-life, and 4 expansion packs including the very popular Counter Strike. I never played Counter Strike. Mike is going to download it of the Internet, and give me a copy. Half-life is Bobs all time favorite game.

When we got to my house, I was disappointed to hear that they had to leave right away. I was hoping that I could host a LAN party for an hour. He is going to a party on New Years and I was invited but I'll be around many people I don't know and they'll be drinking so I may just stay home.

Today I woke up at about 3:30AM and I'm working on Xenosaga Episode 1. This game is the prequel of Xenogears. Unlike Xenogears, Xenosaga is about the human race at war with the Gnosis, these aliens kill humans just by touching one. The year is set about 2450, and we have warp speed, mech warriors, and KOS-MOS, a super hybrid android capable of destroying Gnosis. So far I'm 4 hours in the game. It's fun. Sometimes I feel that there isn't enough gnosis around to fight: [No fighting, no leveling up, no experience, no damage.] I don't know about most people. I like watching the games cut-scenes. On the case, it says that this game is an 80-hour adventure; I plan to beat it in under 60 hours. The game has over 2 hours of cut-scenes. We know that Namco is making 5 sequels, all dated centuries before Xenogears. We know that the technology is lost and human kind is thrown back 600 years of technical achievement. It's weird in the game Xenogears when you get "ancient technology" in form of giant mech machines. Was this game inspired by Gundam Wing? I like futuristic sci-fi games. They are cool. Who agrees with me?

darkheaven13 (2005-08-06 19:56:00)
we agree

hyip101 (2005-10-24 20:18:00)
Hi Ian's Smashing Good Blog Site I was looking for someone who could give me more info on legitimate work from home jobs and I came accross your Webcam in the near future. which isn't what I really need right now, but it's a great blog! It sure got my notice and keep it up! Anything that barely looks like legitimate work from home jobs interests me because folks know social security and healthcare dollars don't go far these days. If you see anyone who has legitimate work from home jobs or some work at home blogs, please let me know if you can and have the time.

software reviews (2006-02-15 00:44:00)
I love your blog, I've found another cool site bios mod

hardware mods (2006-04-16 10:22:00)
Sweet Post,
I'll have to bookmark your site
I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.

#Link # # Reviews

Ciao,

Ravi

electronics reviews (2006-04-16 15:38:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Darth F (2006-12-17 04:30:00)

I'm glad to see you guys are still here and doing so good! I'll have to pop in here more often from now on. I've been looking in several places for good content. I have found many sites but most don't really have a lot of in depth information. I am very new to the web and am still getting the hang of things on where to find real information and not just the normal fluffy stuff. I am working on finding RSS feeds with solid useful information for my custom motorcycle helmet site. Anyone who knows some good places to look please let me know, I would really appreciate it. Thank you ahead of time for your help!

6. 2004

6.1 January

Joined the John Birch Society! (2004-01-05 08:47)



I needed to be with an organization standing for freedom. anti-totalitarian, particularly anti-socialist and anti-communist. I decided to join after seeing that Australian in high school. Great organization. I got this business card for my wallet.

I got a NES today just for the heck of it (2004-01-06 14:09)

Date: 1/6/04 at 6:12AM

Our nation is on high alert says the news. We may have lost a lot more marines over seas compared to Operation Desert Storm. It's interesting that in 1991, under the Bush Administration, we plowed our way into Baghdad without any casualties. Now the USA gets disappearances in helicopter crashes, and detonated car bombs. Though threw all that we got ourselves a dictator. Remember in the movie "Canadian Bacon" (John Candy stars) the United States was picking enemies and they first picked the Russians, although they also went through some terrorist groups. It's funny that the movie missed the most important one, Al Bled Mohammad. President Bush is probably sending the elite Delta Force, Omega Force, and the US Rangers after him as we speak. Hollywood should definitely make a movie after the events of September 11. I would go see it.

Yesterday, I bought a NES first from a licensed videogame dealer in River Falls. I knew which games I wanted for it, but I didn't want to spend too much money on it. After some debate, I concluded to get one which later happened to be two. I've been playing Super Mario Bros. and Super Mario Bros. 3 through JNES on Windows since 1999. It's fun to have to real thing. Why did I spend 60 dollars on an outdated machine when I could play it on PC for free? Well there are just some things that are fun to play as they were meant to be. That and the fact that I can say I own one. I also got a Super Nintendo with Legend of Zelda: Link to the Past, and Super Mario World because I couldn't make up my mind whether or not I wanted one or the other. This may be a bad habit to get into for some people I think but I've been collecting games on 7 different consoles for 5 years now. I wanted a little old school in my game collection. My way of thinking is people spend money on CDs, DVDs and entertainment like speakers, and gas while I just spend a large sum of my money on videogames, and gas. Most people only watch DVDs less then 5 times. You can only listen to a CD for so long - 6 months right? I have a MP3 player with 1800 songs on it, so why spend money on CDs. My advice for any one reading this is go out and spend 300 dollars on a MP3 player, and you'll save money from than on after. It doesn't have to be illegal if you have the original CDs.

Yesterday was the highlight of the whole week (2004-01-12 14:10)

Date: 1/12/04 at 2:37PM

The whole week I must say was B-O-R-I-N-G! I watched a couple dvds over break. I am deeply sorry about the lack of updates.... I was working on videogames, going places, and downloading map packs for Quake III including the patch over a modem. Then I am sort of playing a combination of games, Elder Scrolls III for PC, Final Fantasy X-2, and Xenosaga. Last night, my friend Bob had a videogame party and it kinda rocked. After an hour everyone, except me, was sick of games. Bob has a new Playstation 2. He got one because he always wanted to own one, but never really had the money, so it was a gift from his parents. I brought over Soul Caliber II, Virtua Fighter 4 Evolution, and Madden 2002. He has copies of MK Deadly Alliance, and Aggressive Inline. MK was the most played game there. Coming to his house was the most fun I had the whole week. There were 3 friends of his, and everyone likes the blood. Blood is over-rated. I stayed over there for 5 hours until 1:30AM. Bob has a huge (9.5 GBytes) MP3 collection that takes up a lot of his hard drive. Most of his music is a combination of goth metal, and regular heavy metal. I took his Black Sabbath, Metallica, Slipknot, Emblem, and Romstine music. Not that I listen to them at all, but I also have a growing collection. I have a 20 Gbyte Apple Ipod, and I want to upload all the songs I can possibly get on it.

I downloaded this extremely cool software called Alcohol 120 %, and it copies everything. I was looking for the 1.4.7 version on Google since that can be patched. Alcohol-soft.com says it can copy Playstation 2 games, and general copyrighted software with no problems. Alcohol 120 % is guaranteed to copy laser-locked software, Safe-locked software versions 1 and 2 what ever they are, and much, much more. So far I haven't had any trouble with it. I got Hellfire, Vampire: Masquerades, Dungeon Siege, and Quake III to work.

I have to spread the word that WindowsBlinds 4.2 isn't that great. It will slow your computer down some and the themes will get old. The idea of skinning the whole Windows GUI comes from Linux, more from the KDE desktop because KDE themes will change everything. I like skinning my Winamp and Trillian programs.

I haven't played Lord of Destruction for 3 weeks now, and my account is deleted which means I lost all that time I put in. It doesn't bother me. Diablo 2 is quickly becoming dated. I played the game so much ... well over 3 years. With all those new better looking, longer MMORPGS coming out, I have a hard choice to make if I am going to put money into them. I'm still playing Elder Scrolls III Morrowind from last year. I looked at the new Horizons MMORPG, but it's online only, and there is no way I will go online if it's not free. I have a copy of Final Fantasy XI, but I can't play it without someone opening my account for me. I would love to play it. The next big game coming out this year is Dungeon Siege II and it's going to be really cool because it has Dungeon Siege concept, which was great, with much improved graphics, new locations, and the mod community will be huge like it is with Neverwinter Nights. I only put in 10 hours a week in these games.

I redesigned my Geocities website *again*, and called my new template version 2004 instead of version 8.0. I agree that multiple windows, and frames are great, but I see room for improvement too. Eventually I want everything to blend together like a jigsaw puzzle. Everything crossed over fine except I need to add an extra window to the shell template for the videogames reviews so they don't open a new browser window. My website is at http://www.geocities...rs101/7.1_index.html. My website skills don't go past Template 7.0. Most of you know how cool some of those game sites look ... because they are above-average. Those sites are designed by nurds for nurds. I know I should spend a little more time on the logo since it is the central theme of my webpage. If you don't like this new template, you can also go back to the 7.0 version which has the same exact information.

So what now, after Christmas has past, do I want to spend my hard earned cash on? I bought a 40-watt 5 piece surround sound speaker set off Tigerdirect.com. It still sounds cool and alive with only hearing 2 speakers, and the bass sub speaker. I want to get a new videogame called Mario Kart Double Dash. I was a fan of Mario Kart 64 - that's why. A lot of people my age like Mario Kart. I am a little worried about owning a lesser game or is it? Better graphics doesn't mean better game play. Does it? Crime: Streets of LA sounds cool too and so does Beyond Good and Evil, but I can't afford all of those games at once. It's funny that I thought of renting a game once in a while, but the local movie rental doesn't have all the games I want. And the good ones are always rented.

I'm starting the second semester of school on Thursday. I get to learn how to build computers from the ground up. I am only a part time student at WITC New Richmond. I most probably will re-take a class teaching Linux. I know that Linux is used in mainframe administration, but isn't UNIX used more then Linux. All 'terminal' commands apply for both operating systems. I forgot the VI (v improved) script so I can't code and compile any UNIX commands. In system administration I will need to know how to code custom ping / file transfer tools for Linux/UNIX. I am hoping that I'll meet someone that's friendly to me there. I am not a programmer so I won't learn Perl or C++.

I had better days (2004-01-15 14:11)

Date: 1/15/04 at 7:15PM

I feel that I had some crazy times in high school, and it's time to grow up a little. Free to have any conversation if you could get someone to listen to you. Damn it - there is no more special treatment. Joyce, my hardware/software installation teacher, is letting people talk about porn, sperm in class. I know what many of you are thinking "What? Whoa...Sweet? You mean no one cares?" Joyce cares; she knows it's just one of 'their' crazy thoughts. Everyone 18 in the whole world has gotten caught looking up porn on the Internet. I admit I also got caught - but that was over 2 years ago. I will never admit I looked at porn except this one time. Its grouse, it's not proper. I felt embarrassed in class. I was smart enough not to comment on it. Ah-ha! Take that you porn downloader perverts you! Bottom line, porn is crazy stuff. It's addictive. It's not good for you.

I'm playing Morrowind. My shield really does the trick in melee combat. My character has a Steel Shield, Steel Armor, and a Bastard Sword. I want to show off my character to you guys. I also have Elder Scrolls III: Morrowind Game of the Year for Xbox, but the PC version looks better in my opinion. I got this game and the expansion packs Bloodmoon, and Tribunal before Bethesda released the 40 dollar value package exclusive to Best Buy. It's an awesome deal. I recommend this game to any person with cash at hand because it's so huge for one, has good graphics, and has customizable stuff, but requires a Pentium III or better to play. In the game, if you come across a soul gem, you can go to a mage's guild and find someone who can enchant your sword or shield, etc. I also have a mod that replaces the textures with higher resolution textures which makes the game look a bit better. I am hoping someone will develop a mod that will make this game multiplayer. In fact I ran a search with Google, and didn't find anything. Picture below:



hardware mods (2006-04-15 22:22:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

oakleyses (2014-10-23 18:28:38)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada

handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:37)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:31)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

open source DVD player not found ... sucks (2004-01-16 14:11)

Date: 1/16/04 at 11:58PM

I came across source code today that I never thought I download. I came across it because I wanted software that would run DVDs on Linux. Like always, I did a search on Google. Everything else in Linux there has to be a rpm file or at least source code to compile. I couldn't find any special programs that would read VOB files (DVD video files.) Vob reminds me too much of vorbis. I wonder if there is a connection? I came across an interesting file called DeCSS. The file seems to be well known to the programming community because it's been downloaded over 10,000 times. The source code can be downloaded through telnet so I went to download it at decess.zoy.net, like what it said on the web, and downloaded decess.c. C stands for C++ source file. So all I have to do is 'chmod 700' this file, and used the up arrow to re-execute the file. I know nothing about the source code. And guess what...it didn't work. It's hopeless - I will never find an open source dvd player. So I went to sourceforge.org. I typed in DVD player. Mplayer shows up, but I already have that program.

So what happened next after I failed to find an open source dvd player? I played Morrowind, then played Diablo 2 online through Battlenet. To my delight my account was still up. I did some 'role playing', then wrote this passage you see before you which makes it Midnight. I have a level 36 Amazon. I heard some talk online about a Diablo 2 mod that makes monsters drop more on a closed Battlenet server when the user hosts a game.

I'm getting a Fluke Meter, they are fun. (2004-01-21 14:12)

Date: 1/21/04 at 12:44AM

Trouble has gotten me again - in school - I'm short of credits. I need one more credit to be a half-time student at WITC. I saw that life as been disappointing this week. Students there aren't getting to know me too well,

and above all else I couldn't download anything. I have a minor speech disorder but I am not effected by it. I love to download programs, and mp3s off shoutcast.com. I download techno mostly. I use Ripcast at home and Quintessential Player 4.11 at school. I discovered "QCD" 2 months ago finding it can rip from any streaming radio station on the web. The college's firewall doesn't block it which means it totally rocks! I am still with those "people without a care." It's mostly a computer geek deer hunter crowd. I got stuck in this crowd because I had two choices: Go to UofW or WITC. I picked WITC. Only thing I missed about the University is that I will never again be able to burn videos to DVD. I'm too cheap to buy my own video editing software. If you know what I'm talking about when I say uncompressed video data is absolutely huge! Then I have to take that data and compress it in MPEG which takes a long time anyway. It would be nice if Mom got a digital video camera. Apple makes a solid 'video editing' software called iMovie. iMovie is not for PC which makes me angry.

It's funny that people prefer Apple OSX over Windows XP. OSX is pretty stable but by the same time there aren't any FAT32 Emulators for it. Windows is awesome, many users would agree. I've been on a G5 with Intel Pentium 4 and 512 MB RAM. It was super fast. Did you know that it was Apple that came out with the firewire port first - the fastest transfer port available on the PowerPC/IBMPC? The university has two G5s for video editing I remember. The Media room I had as an intern for had 12 G4s. I found that those computers had small hard drives. That's all the University could afford. It was my only experience with an Apple. Apple makes it so it's nearly impossible to run OSX on a PC. I know because I copied a installation disc myself and it didn't run.

I was running Halo on my pc. Halo runs better without the patch then it does with it. I know I installed the 1.02 patch and the game crashed. I downloaded v1.031 hoping that it would fix the bug. The game requires high specs to run anything higher then 800/600. The patch is suppose to speed up the physics engine which runs at 30 frames all the time and slow downs are possible. I bought the game last November, and haven't played it until today. Very noticeably Bungie / GearBox added to the original single player game and made it longer. There is a tutorial in Halo now. I like tutorials though because they help a lot. The game looks very clean and crisp like it does on Xbox. The game does support anti-analyzing/anti-buffering which makes it look even better. The Internet says gamers will not see Halo 2 on the PC for 2 more years. Halo is not the best looking first person shooter, but it's really easy to copy! The game play is good. The game does have GameSpy as an online server with support up to 16 players which adds to the longevity of the game. I'm not interested in Halo because I'm into Morrowind. I'll play it because it was on Xbox (I also own the Xbox version) and got very good reader reviews.

Tomorrow I'm going back to the videogame store to pick up some used videogames. It's a hobby of mine. Should I pick up racing games or an action game like Blood Rayne? Or should I spend money on none and get another 64MB thumb stick. Thumb sticks are fun but pricy. That's why I should buy an external hard drive. I spoke of getting one before - why didn't I? I blew the cash on a Gameboy Advance SP. Tomorrow I won't be able to do much because I'll be home reading college books, taking notes, doing math. We all have been there - extra long hours on homework. I'm not the lucky one; there are Youth Options students there now and they are full time. Some adults are going to get their network specialist A++ certificate when they graduate from high school. When I was in high school, my choices were limited to two classes: Intro to DOS and Intro to Linux. Why even get started in Linux when you're not going to use it in my field which is Industrial Networking Technician. I am taking this field instead of network specialist because I don't like taking Cisco 3 and 4. It would be nice to have those on my file, but it's going to be hell from what I heard. I would be more likely be hired by someone. Companies are looking for the best and I have to have good grades to compete. Cisco Corp. is always making revisions on there online website and books. And they really are technical in their books. It is Cisco that I hate, not the whole Industrial Networking field.]
Check out these websites:

<http://www.quinnware.com/news.html> home of QCD
<http://www.xotek.com/ripcast/download.php>

I may be negative in the upper paragraphs, but my week, my life for that matter, hasn't been bad...it's been

good for the most part. One thing cool happened this week though after all the treacherous introductions for back to school. I'm going to get a Fluke amp meter. When you go into this field, you gotta have one of these. They are highly durable. I will have this meter my whole life, and Fluke has a lifetime guarantee on it. I will need it to measure leakage in horizontal data cables (shielded twisted pair / unshielded twisted pair, and patch cable)

X

I hope everything turns around in college for me...it is a little ugly right now. My friend Bob is sick so I couldn't see him this week, plus he now works at 3:30 to late, and I won't see him later. I need someone to hang out with, and he's seems to be the only person right now. Revisions to this entry soon...

Duck Hunt 3D is fun, so is Highway Pursuit (2004-01-22 14:13)

Date: 1/22/04 at 8:45PM

Yesterday, I told my friend Bob that having a blog is fun which got him to sign up. Asking him was easy. He asked me why he should put information out on the web. I responded, "Blogs are fun. It's good when you know people and you can catch up their lives." He had a website at Angelfire for a short time. He said to me he really didn't want to add pictures to it or update it. Bob doesn't like to use a spell checker so he misspells a lot of words, but he writes so much that he joined Modblog. He's at Bobrt.modblog.com.

Today I went to school and downloaded MP3s off shoutcast.com. I got at least 40 MBs with QCD. I also was downloading free games from www.gamehippo.com while I streamed radio stations. I found out that I really like Duck Hunt 3D, and Highway Pursuit (Spy Hunter clone.) Duck Hunt 3D is a fun game. The original Duck Hunt was packaged with the Nintendo Entertainment System. There has never been a Duck Hunt 2, like there should be. The clay shooting option is really fun - as fun as Duck Hunt itself. The midi sounds redneckish. For a 2.5 MB download it is really worth it, although yeah might as well laugh at the seriously outdated graphics. Highway Pursuit was okay for a 3.7 MB download. In my opinion, It's better then a lot of freeware games and can never beat the original Spy Hunter for the NES. Don't turn down a free download, especially those two above. Midway Game's re-make of Spy Hunter didn't receive good reviews. Santa Slayer is also funny and worth a download. What I really want on my pc is Code Red: Martian's Attack, it's a first person shooter using the Quake II engine, which is now open source. It's made by former Quake II level designers. On Sourceforge.com, where I get my open source software, Quake is being re-developed running on OpenGL on Linux. Why download Quake when Quake II is also open source? Why not make Quake II for Linux? Wait, someone already has. Linux programmers will just have to start over. And if you want to run Quake II on Linux, all you have to do is boot Quake II with DOSemu [dosemu, ../windows/c:, ../Quake II/Quakeii.bat.] Install and play. The Quake III engine will be open source in 2 years or less. I heard this official message off PlanetQuake.com a year ago. Some freeware dos games can already work with DOSemu. Do you believe someone is still wasting their time, and making maps for Quake II? Quake fan's are waiting for Doom III more then they are Quake 4 because they were originally Doom fans. I am waiting for Doom III too. I'll buy it the first week it comes out. Quake 4 is being developed by id Software, and co-developed by Raven Software of Madison, Wisconsin. That's my state! I don't know if Quake 4 will use the Doom III engine or not? Either way Doom III is going to look really good when it comes out. The game will use the most state-of-the-art graphics in a PC game. The game is also developed for Xbox, but some of us don't like X-Box because lack of good games or just hate Microsoft for what they are. Some of you gamers may have already heard this, but

- A computer programmer(s) shouldn't release a console. (Bill Gates founder of Microsoft and Nolan Bushnell, Atari's founder, and founder of Pong)
- A card company shouldn't make consoles. (Nintendo)
- An American airplane simulator retailer shouldn't make arcade games. (ServiceGames)

- And a television manufacture(s) should stay away from making games. (Sony, Magnavox)
- None of them did.

I read this off a message board somewhere, and thought it was quite good. The online multiplayer success of this game is forecasted to be greater than Quake III. We rather play on our Playstation 2s though so we might see Quake IV or Doom III on Playstation 2. I mean I don't know for sure, but it would make a lot of sense.

Another dull Weekend. But all is not lost. (2004-01-25 14:14)

Date: 1/25/04 at 12:15PM

I am remembering back to my first year of high school. I just came back from another school I was going too. I was voted for prom of 1999. I was only 16. I was dreaming of a flash back of that time. Adam Graf and Megan Hinbuck got the most votes of anyone, so they were the King & Queen of the freshman prom. The school spit the times up by grade. No one cared if you stayed the whole night. Anyway in reality, I went to prom, but I didn't dance with a girl. Even now I don't have a girl in my life. I forget how I got voted in. Every school has a student board. They make arrangements for special events. Then my dream continued to be more fantasy than real life. The entire night was about finding just how I got so popular that year. I was in track and field, and cross-country that year. My dream had a couple scenes of me sprinting 2nd and then first. And the crowd cheered. Ann was also part of this. All of it wasn't true, but I had a girl in my life, her name was Ann Redmon. She was also in both events. In real life, I never asked this girl out. This all took place on the week of prom (same week as homecoming) in the winter. Then I played in band, and played my instrument well at the basketball game. Ann and I danced that night at prom. I quoted Shakespeare to her and she liked it. She and I didn't care about anyone else. But during all of this, I wondered, was I doing all of this myself? I invited Randy (big friend of mine) to prom. He just sat, and watched us dance to the bad R & B singles. I hate R & B and pop, not showing hatred towards the tunes of course. It was really vivid in my mind, and I remember it well. Enough of this fantasy rubbish now.

Randy and I were supposed to do something today, but he had things to do. Randy drives his car a lot, and he has a girl friend who is younger than he is. Bob also has a girl friend too. You know what this means! It means they have girlfriends, and I don't (which is true), which also translates to I have nothing to do today, and neither one of them can come over and have good time. Not very good friends are they?

I updated my webpage again today. It now looks cooler. And I've been playing Final Fantasy X-2, and Diablo 2 off and on today. My cousin, who is in the Navy, is going to play from Pensacola, Florida. There is a naval academy there, probably Pensacola Naval Academy. He just bought the Diablo 2 Battle Set a week ago. I always wanted to play with him. I'm about 18 % complete with Final Fantasy X-2. We could play an ip connection game, which would be faster than BattleNet itself, but it would be long distance. It's over the Internet why would it be long distance? I know I don't like it.

To sum this entry - I had a dream about a girl, Randy couldn't come over today and I'm playing Diablo 2 on the Internet like I always do

Oh yeah, I own a lot of PS2 games. Hehehe. Thirty-two in all. I know that everyone likes PS2, and dislikes Gamecube and Xbox. Why is that? Too many Final Fantasy fans out there! Well guess what, Gamecube is getting one Final Fantasy title. By the way I like Final Fantasy 7, 8, 10 and 10-2. Haven't played Tactics or FFX. I hear IX is better than VIII though but not better than FFXVII. Final Fantasy VII I heard was the reason some people bought Playstation. Either that or was it Metal Gear Solid, maybe it was both? I bought a Playstation in 2002 and PS2 in 2003 so played

those consoles very late. Anyhow I watched my friend play my copy of Final Fantasy VII and it looked okay. He said it was a technical marvel in 1997, which for some reason still looks above average today. I know this was before Metal Gear Solid, Crash Bandicoot 3 and Gran Turismo 2 came out. I only played Gran Turismo 2 because I am a little shy towards older Playstation games, before 1999 anyways.

Nintendo was getting FFVII, but Squaresoft ran out of cartridge space so the developer withdrew. Why Nintendo didn't you add a cd drive, like the Sega CD, to the N64 instead of that stupid disc drive only released in Japan? Maybe then you wouldn't of lost Squaresoft and all your RPGs. Maybe Square-Enix will develop regularly for Nintendo on Gamecube's predecessor. Square and Nintendo partnered and created a studio called Game Designer's Studio which help create Crystal Chronicles. Square games are fine with Playstation, but it just seems more authentic on a Nintendo platform. I think. IGN.com translated this developer with this summery, "Development subsidiary created by SquareSoft. Headed by Square director Akitoshi Kawazu, who worked on the Legend of Mana series. Game Designer's Studio, with money from the Hiroshi Yamauchi (owner of the Seattle Mariners, and former Nintendo President) setup 'Q Fund,' is specifically focused on creating products for Nintendo's GameCube console. The company's first project for the platform is Final Fantasy Crystal Chronicles, an RPG based on Square's enormously popular series." The game developer doesn't have their own webpage yet.

I am not sure why Final Fantasy: The Spirits Within failed at the box office. It was graphically superior to anything before it. The movie was much better looking then any of Disney / Pixar's films, and had a huge budget of over 100 million all funded by Square Pictures. If you couldn't tell I am a recent Final Fantasy and console RPG fan, then you haven't been paying much attention to this blog lately because I'm all about playing the latest role playing games. I like the largest, most detailed games available.

I giving DeCESS to everyone (2004-01-27 14:15)

Date: 1/27/04 at 2:15PM

So you, my fans, liked my open source dvd entry? I got over 50 hits on that entry, and I only wrote two paragraphs. This entry should be the biggest entry I had. Look yourself by placing the pointer over the blog title sometime. Did you know that some wise-crack business guy is trying to sue open source because it's free? Why can't people just leave Linux's open source programmers alone. There is also some company wanting to sue Linux because it uses ASCII code and that company help create ASCII. Companies CAN NOT copyright binary code. Last article I read, the Supreme Court is currently dropping charges. There has been talk a while back that Linux source code should be switched to Unicode which is 16 bits per character instead of 7 bits. The advantage of Unicode is for those countries with odd symbols like Japan and China to able to have source code in Chinese or Japanese instead of our Latin languages or A, B, C, D, etc. Since UNIX was developed in America (AT &T) it was mostly compiled in English, this didn't help other countries much. Early UNIX programmers must of spoke and read English.

Webpage here: http://zdnet.com.com...102-11_2-518300.html. I found out that the DeCESS file I downloaded was a key element because it decompresses essential plug-in VOB files. Believe it or not, DVD Copy Control Association was created to license DVD to Hollywood producers. It's another Linux verses Media Industry all over. Oh well, here is a link for DeCESS plugin. I put it on my server for the curious to download. It's the latest version I think. <http://www.pressente...scampbel/decess.zip> (25 KB) DeCESS is meant to work with Linux. I don't know if DeCESS will work as a plugin for Mplayer. If I find what it belongs too, I'll let you know in my next entry. If so, that would be really great if it would work. I know that there is software that will backup your DVD video with Windows. I found something else called Gordian Knot Pack, and Gordian Knot Rip Pack. <http://prdownloads.s...rge.net/gordianknot/> I knew there had to be some package with sourceforge.org. The archive file contains DVDDecrypter 3.1.7.0,

vStrip 0.8f CSS, DVD2AVI 1.76 CLI, DVD2AVIdg 1.0.0, BeSweet 1.5b23, azidts 0.1, vsfilter, Decomb 5.1, fluxsmooth, Convolution3D, Deen, TomsMoComp, AviSynth 2.53, VobSub 2.23, VirtualDubMod 1.5.10.1, Nandub RC2 lumafix ecffix, AviMuxGUI 1.13, chapterXtractor 0.962 and Robot4Rip 0.5. This program has exe files, so it's meant for Windows only. Here is another good link, <http://www.doom9.org....html?/software2.htm>. I also checked out DVD Shrink's webpage. Find the link from Doom9's website. I am currently downloading from this page. It seems to be a good reference on all I need.

I crashed my Jeep today on the way to school. The damage was minor, though I had a ride, it sucked. I went in the ditch, and the impact was forceful enough to inflate my airbag. I walked out of it with no injuries. It's important to turn off the engine, which I did. My fault wasn't that there was a car in front of me who slowed down, my fault came later. Maybe he swerved to, no? The conditions were icy and I lost control of the vehicle, and I slammed on my brakes. I had 4 wheel drive in gear which should have prevented me from losing control. I'm mad at my vehicle, 4 wheel drive didn't save me from this disaster. Fortunately, I didn't do any damage to anyone, but I broke a tree or two, and a fence. This happened in front of a Sheriff's truck. I had instant backup. The tow truck came about 20 minutes later, and the Jeep got out by it's own. I'll be able to get back on the road in a few days so I'm happy about that. I thought I was done for when I got home, but my Dad said, "You've learned your lesson, didn't you?" This is a lesson for all of you drivers; always have your vehicle in 4-wheel drive in winter. There goes my perfect driving record.

I was playing Playstation 2 to get my mind off things. You could say I was a little shaken up today after I got home. Grand Thief Auto 3 was the game I was playing. A videogame has no rules I reminded myself, real life has rules, and the cops aren't crazy like they are in the game. Endless cop cars try to put your car out of commission any way possible. I wouldn't be able to out drive a cop car today, no possible way.

Techno is great (2004-01-28 14:16)

Date: 1/28/04 at 3:53AM

So no one liked my last entry? Only 4 views! Well, I'm gonna try again, and write something that doesn't have anything to do with computers. Am I suppose to write depressing entries? Write how the world is against us, and how we are hurt by it? No, I DON'T write like that. I'm happy, I don't need depression in my life, it's a waste of time!

Why is there so many people listening to techno on places like Shoutcast.com? Twenty-five percent of listeners prefer a variety of music over one genre. The number one station at shoutwave.com is Digitally Imported, a trance station online, free, and with no advertisements. I only listen to Live365, and Shoutcast's music. I was into trance since 2001. Sure, I listen to 93x, a rock station in the Twin Cities, because I want to fit in plus they have some interesting talk shows in the morning. I can tell difference between the bands. Paul Oakenfold is really good artist. I heard somewhere that a lot of people heard of Mauro Picotto. There aren't any lyrics in songs of this type, this beat or pulse. The music is rated by how good the beat is. I still like ATB. He's remixes are relaxing music, I don't know if it is incredible. One song I thought was incredible was Zombie Nation's Ahahahaha Remix. I also have 12 Ministry of Sound soundtracks. These songs are played during soccer games in Europe. Chicane is also a good artist. My techno collection is about 2 Gigabytes, there's many songs I've haven't listened too closely. There is a place in Minneapolis called 101 Blue on Hennepin Ave that is a DJ House/Techno/Rock dancing hall. I should go there some time. I don't know anyone who has been there. I've been doing good, almost completely forgot the ascendant yesterday.

I guess when you're a computer person in the Industrial Networking field, you don't meet any nice looking blondes, 19, who're interested in computer technical stuff, cars or videogames. I definably won't go on blind dates, I know that. I'm shy towards talking to girls often, that's exactly why they aren't crazy about me. *Sniff* I wonder if

any girls my age like Anime? I'm not a strong / hardcore anime fan. I watch Space Ghost Coast to Coast when it's on (use to be 10pm on Cartoon Network), but it's never on anymore so I just stop watching it. I sometimes catch Family Guy, but that the show doesn't interested me. (If I'm going to watch TV I'll watch a Western. I like Westerns.) Cartoons should not be this low of quality. Remember Looney Tunes? - Those were some high quality cartoons. I mean the crazy rabbit tales, no cheesy animation, just original as all gets out because a lot of them were directed by Chuck Jones (cartoon director.) Tom and Jerry was also a great cartoon I watched when I was a kid. Now 10 year olds are into Spongebob Square Pants and Dexter's Labitory. I'm sorry for those of you who liked Felix the Cat. I didn't like him.

Techno is great: The Sequel + Half-life 2 Info (2004-01-30 14:17)

Date: 1/30/04 at 3:41AM

In school we got our hands dirty. I mean this as a figure of speech of course. The class got to tear apart old IBMs. The motherboards weren't old, but they sure were outdated. Now-a-days I can just screw those babies to the frame with no troubles, the IDE ports aren't on a separate board like those ones were. But what a pain in the ass to unplug everything! This particular curcuit board was even wedged against the side with a plastic board underneath. Another pain in the ass is documenting all the plug-ins, and ports inside the computer. I had this nifty idea of using 'post its' on the IDE cables. Next week if this computer doesn't work I could of ESDed it. Abbreviations for electrostatic discharge. We have these super cool ESD bracelets we wear. If I had these a year ago and knew what I was doing, I wouldn't of spent all that money on new motherboards.

Today I was downloading more ATB albums off the Internet. I only got another 60 MB off iMESH, and another 50 MB off ripcast. I know, who cares how much mp3s I get of the Internet. There are many people who download 100s of songs in a day. Let's not start that argument. Continuing on, I think some good tunes are ATB and Paul Van Dyke rave mix - DJ Special K and Sunscreen. Sunscreen sounds like Reggie mixed with trance. Not bad. I have some of his other songs like My Dream, Fields of Love, 9am, Let U Go, etc. Don't get me wrong I'm still in rock artists just not as much anymore. My friends sometime caught me listening to Metallica, SotD, Black Sabbath, and Romstine. Whatever's on 93X anyways. Go ahead, go to 93x.com. Now that is Hardcore, trance is my softer side.

Unlike other days, I rate this day a 3/5 because it's not horrible, not very good. I'm trying out this new file sharing tool called Overnet Pro 0.52, and I'm not sure I like it. It's another network that does the same thing as my usual uses of iMesh and Limewire. Sometimes it will work, sometimes it won't. I'm a little afraid to use Kazaa because my connections get deleted or close often. This doesn't occur with iMesh or Limewire much at all, or if it does, it's my isp reconnecting, which shouldn't effect the hosts. I have an older version, 2.1. Kazaa now is at 2.6. All I know is that Kazaa! 2.1 still works. I don't know if Kazaa knows it's awful reconnection issues. I'm not the one whos goign to email them and say, I think there is something seriously wrong with your client, because I can't find the hosts I want once I'm disconnected. That's my reason - Kazaa sucks.

Remembering back to a couple segments ago, I commented on the Doom III engine, and how great that'll be. Now, I think I'm going to comment on Valve Software's new Source engine used primary for Half-Life 2. No doubt, Valve Software will make a ton of money leasing the source code out to other developers. You know, I haven't played Half-life for 2 years, it could have been the graphics, or it could be that the game wasn't fresh. Half-life had the Counter-strike Mod that most Half-life fans have tried. Half-life 2 is more commando based game like counter-strike. When I see Half-life 2, I think of the Resident Evil port on Gamecube. One reason I can think of - it looks like a Western European town. The mansion on RE1 and RE2 looked European with all the old paintings, stained glass, and gloomy, eerie sets. Half-life 2 is going to have some unusually realistic zombies as seen in the screenshots. If you want to read Half-life 2 - head over to Half-life2.com. IGN.com also has a good article on this game. Valve was

working on the source engine shortly after Half-life was released. That must be 5 ½ years already. To keep it short I was amazed at the screenshots, the game looks really cool. It's going to be awesome on a lan when it comes out. Just like the original. Maybe someone will release a map pack including all the original Half-life missions. If it ain't broken, why fix it, right?



In game shot of the PC version of Valve's Half-life 2. There are better screenshots I'm sure.

Used the multimeter today at home. I wasn't sticking the ends into wall sockets. I was in the heat room of the basement, trying out the alligator clamps Dad gave me last week. I took readings. I think it was 360 Volts. Of course, I could go outside and clamp it to the electric meter (that box outside that measures voltage usage of the whole house) Then I got a N64, and things were lighting up. That's before I got old, and what changed? I'm still playing games. Games improved, but same as 7 years ago, I'm pushing the same buttons, sitting in the same chair, watching the same television, and loosing sleep over it. And than I ask myself why? It's an answer only a gamer can answer. I play less then half as much as I did in 1999 or even 2000. This is an improvement, is it not?

The Internet, unlike games, inspired me to do a lot more. It inspired me to create a website about games, to read up on games, to read up on the Minnesota Vikings, and to write about myself. The Internet got me to download Mp3s, find programs that would rip mp3s, and those that would listen too them. The Internet inspired me to talk to my friends through IM. Most of all, the Internet gave me a reason to stay up late. And play Diablo 2 all night long.

oakleyses (2014-10-23 17:45:27)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike

huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:01)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:06)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

6.2 February

Everyday surfing a new experience, everyday a broad (2004-02-01 14:18)

Date: 2/1/04 at 3:52AM

Hello world. It's me again creating my 25th wonderful blog of myself. I created a new quote "Everyday surfing a new experience, everyday a broader understanding of music." I made it up myself. I'll translate, it means, "Everyday I try a different song, the more songs I listen too, the more I know which ones I like the most." Every days a new experience. Thanks to the Internet I have songs I never thought I listen too and like. I rediscovered a new group of radio station from Yahoo's Launch Radio. It's a lot like Live365.com.

Bob, his friend Angie, and I went to the mall today. It was more fun to hang around Bob then most days. I went into Hot Topic for the first time. It would be hard to describe. At first appearance, the hard metal was disturbing. The room was filled with Slopknot, Iron Maiden t-shirts, a lot of piercing and odd bumper stickers. I had to leave it, Bob wouldn't leave. Because I wasn't causing trouble, everyone could see that, maybe this crowd would just vanish. That wouldn't mean Bob would have to vanish with them, but he looked like he's use to this place. Any how, Angie's the more silent type of females. She hasn't spoken one word to me today. I didn't want to embarrass her in front of Bob. She's not in high school and doesn't act like one either. Then Bob, her, and I walked into Spencer. I heard the name somewhere before. Small world, heh? See, it was full of expensive clocks with neon lights. I wanted those neon clocks, but seventy dollars for a small clock like that. Of course, no! That is defiantly price gouging I think. Then, I look on the other shelf and saw a weird clock 50 % off, and it didn't look half as good as the neon clocks I saw.

Time passed, I went over to Suncoast and bought a couple DVDs. First was Man with no Name trilogy (Clint Eastwood) and then I got 10 John Wayne B movies. It was that choice or games. I also wanted Final Fantasy 7 for the PC, that's a really old game. That game should only be 14 bucks used I had the money. Hey I thought, Wow I getting

10 John Wayne movies for 40 dollars, what a bargain! Just as I said before. Clint Eastwood acts like John Wayne sometimes. Did anyone see a lot of similarities between The Shootist and Unforgiven? Dad said the John Wayne movies I got weren't his good ones. I was disappointed.

School on Monday. I have to study for a test like every week after this. It's not hard – just the basics of taking apart computers. But soon it will be harder. It will get in depth and talk about all the buses and microchips on a motherboard. I know where most of them are. I want to do well in this class. Classmates are treating me well, that's good. Sometime I want to invite them over for a lan party. I feel shy towards that because they don't know me too well. They know me through class discussion. One question I have to ask myself everyday is, do these guys want me to know them. This is the only way I am going to get a further education so I mustn't back down. Somehow I feel forced into college, like something isn't right? I want to go to college so nothing should be wrong? Maybe I should be in a different class? But why start over, it's only going to be the same curriculum over again. Interesting though, I had this same experience in 10th grade.

Jeep back, more bad weather, missing two credits (2004-02-02 14:18)

Date: 2/4/04 at 12:51AM

My comments on the Super Bowl are I caught a glance at the Patriots rejoicing at the end and went to bed. It's nice playing in a state-of-the-art football stadium like Houston. This team also won the 2002 Super Bowl. Minnesota Vikings Running Back Carl Eller got into the Football Hall of Fame today (7th Hall of Famer for the Vikings.) I never heard of the him. Hmm, I wonder if the Vikes will get their act together for the 2004 season. Again they'll most likely win the first game and maybe the second. But mid-season they'll just plunge to the bottom of the chart. I don't think coaching has anything to do with it. The group doesn't seem focused on the game and they make stupid mistakes like Dante under throwing the football and 50 yard passes to Randy Moss. One thing for sure, the Vikings turned all offense, and that's not like them. Historically the Vikings have been better defensive than offensive.

Well I am just puzzled that I forgot about the 2004 Daytona 500. This was the Winston cup, but there is also the Nextel Cup, featuring Nascar drivers one class below. All seems the same to me. I don't have any favorite Nascar drivers myself. Sometimes the Daytona 500 isn't always 500 laps. One year it was cut short in recent history because of thunderstorms. The name Daytona 500 just sticks to it. It reminds me of Daytona USA (Daytona USA 2 in arcades) for Dreamcast. I miss that game. The classic arcade game is really fun. Some day when the arcade game disappears from arcades I'll buy it from an antique dealer at a great price, put it in my house and play on it. It's interesting I haven't seen Daytona USA 2 at Aladdin's Palace (arcade in Maplewood Mall) when I went with my friend Bob and his friend Angie. My reasons are that it's a game with the same backbone of the original. I am very fond of the original. It has that arcade feel and I just felt good sitting behind the wheel and spending a dollar on a race. I'm not an expert driver though. Daytona USA 2 has high resolution graphics, more tracks, better soundtrack, and nicer screen. Only reason I know about it is it is at the local Wal-mart. Daytona USA 2 is very similar to Rush 2049 (Atari racer in Arcades). Other Nascar games I own are Nascar '99 for N64, Nascar Thunder 2003 for Xbox, and Daytona USA for Saturn. Daytona USA for Saturn the least favorite of them all. It's going to be odd come 2005 not seeing Sega as a major coterminant in the console race. I'm sure there are many people favoring Playstation 3, and that'll leave no room for Sega.

The college caught me with my pants down again. (another figure of speech) This time it was that I enrolled in a class I never went too this year. Now I can't go to it because class has been going on for 3 weeks. It was basically a class I took before in high school. WITC has this particular class set up as a 3 credit course. I am waiting for my youth options course to transfer over to WITC to replace this 3 credit course. That's that story. If it doesn't then I am going to look for another excuse for missing this class. Okay, the problem isn't that I missed the class. The problem is I took

this class during high school, missed an important Spanish class (so I can't speak Spanish now), and now WITC may / may not except my C+ grade. My high school wanted me in college. You know what WITC told me, "Well Ian. At least you can do it over again better!" I didn't know whether or not to get mad at the WITC consoler who dragged me into this, and basically said, "You don't have enough credits to be half-time. Come see me tomorrow. Have a nice day."

I got my Jeep today. It looked better then I thought. My views were it would be multicolored with a black grill and black side panel over the right wheel. The door doesn't shut as well as it did before the crash. But Jeff Johnson's Autobody in Hudson did a superb job on fixing it up. I'm really happy to be mobile again. The weathers about 3 degrees above freezing. More hydroplaning on the roads. May be dangerous tomorrow.

This is Ian signing off.....

My PC had the crash of the century. Read more.... (2004-02-07 14:20)

Date: 2/7/04 at 1:39PM

Hi, everybody. Yeah know what happened to me today? I went to a Eagle Scout ceremony. It wasn't half bad. Just that I never were friends with Rance. Long ago when I was a boy scout, he came in, since his dad was the big cheese, the Scout Master, he was usually commanding us around. But that was okay, someone had to make decisions. A good example is when we planned campouts. All I had to do is describe it. Rance had to organize it. I know how it was, I was Patrol Leader too. There was this kid bugging me, made me feel crazy, so I quit scouts all together. I left scouts when I was turning 17, and just reached Life Rank (not lying here.) It wasn't the really the kid that bugged me at times when I was slow in speech. I hated to be slow in thought. It was that I haven't really did my part as a scout. I was scribe and Patrol Leader for 7 weeks. Not the best one either. I could make decisions, but that's about it. I couldn't teach how to do knots (except for a few) or calm the younger kids down. You get the idea. I know I wasn't good because I wasn't voted in The Order of the Arrow. I wanted to be, but I was never elected. Well I thought, it's time to leave. Well, it's 2 years later, and I'm too old for scouts. I'm probably the only guy from the troop long ago that will be at his ceremony. I haven't seen Rance for over a year. I hear he's kinda immature for his age now. So I was iffy on whether or not I would go. So I go.

(3 Hours Later) I got back from the Eagle Ceremony. Bob, Joe, Justis, and former scouts were there. I said hello to a couple of them, told them about my school what I do. I couldn't began to talk about how I hate Microsoft sometimes. I talked to some people about using MS Windows to play games and surf the Internet. I'm know I'm not like most adults who don't play computers and Linux. Then I left. I didn't want to spoil Rance's fun. I felt like I couldn't say anything good to him. I went just to see him be awarded. I felt like I was going to embarrass myself talking why I left. I was a little interested on why there was a teenager wearing a SCC letter jacket. I pretended I didn't know him. State Reps and boy scout board members were also there. I just didn't feel up to speaking to all of the people i use to know.

Today, I tried to install Linux on my Dell. Something went wrong, and now I can't access Windows XP. I put in Redhat Installation CD tried to load a driver to recognize the hard disk. It was Intel driver that worked but then froze. So I then tried renaming all the drives to NTFS so that the drives could be combined, which worked. But Windows XP still didn't boot. My last choice is try to install Windows XP again, and use the cds to reinstall the software. I found out Dell computers are actually anti-Linux machines. The process should of went smoothly when I re disputed free space for Linux with Partition Magic. P.M.8 is the best there is. So today will suck trying to reinstall all the games / programs on it. But I know it can be done, that's the best turnout. I installed Linux a dozen times, and this never happened.

Life has been really good lately. The computer was just a minor set back. I'm only lost 1 of 3 computers I have access too. If the worst happens, I won't lose much data. My last backup was one week ago. I think I'll do my Micro Operating Systems II homework tonight because nothings going on 'till tomorrow.

Going to play Final Fantasy X-2 tonight, game store tomorrow. Yes, I know I've been on that title forever (over two months). I haven't completed that game yet. I want to see if Yuna mets Tidus or if she falls for someone else. If I had a choice if I liked Final Fantasy X or FFX-2 better, I would defiantly pick FFX-2. It has minor improvements, plus your character has more freedom on where to go. Freedom and less lunar gameplay makes games more interesting and more fun. FFX had some very hard bosses. While that Boss at the end of Zanterkan was very hard in FFX-2, it didn't stop me from beating him. I like FFX and FFX-2 because u can do a lot of magic combos that do good damage. Though, in my opinion, Final Fantasy X for Playstation 2 had a better script. The number of save spheres in the game were there when you needed them. I rate FFX script a 5/5 but I give FFX-2 a 3/5 for script. The story probably isn't as deep as Metal Gear Solid, but isn't to bad. In both games, my reason to play them both are watching the cut scenes because they did make good use of the physics engine. This is something I admire in a game

Now Readers, I am proud to present Gaming, -again -

I want to go to the game store, and buy a game called Winning Eleven 6 for PS2. But i don't think they will have it used. I only have one other soccer game and that's FIFA 2002 for Gamecube. I use to play it a lot. And I gotten rusty on the gameplay so why just play it again. It's free. Perhaps I'll make time before homework to play a couple soccer matches. We don't have Fox Sports World so I don't get to see soccer ever. I never ask my dad because he hates soccer. He's a big Vikings fan.

Comments on Winning Eleven 6: So far it looks really cool. On the box, the header has "The Worlds Best Soccer Game is coming to North America." I knew that Winning Eleven was a big series in Europe and Japan. It was on the #2 spot last year for 2 months. I played both FIFA 2002 and this game. This game looks a little more animated (although FIFA 2002 had better graphics on Gamecube). I tried out the training section, and the game told me which buttons to push for what moves. If you own a Playstation 2, this is a good buy! It's not a cheap, buggy game, it's as good as any of EA Sport's soccer games. Trust me on this!

Knoppix is the best self boot Linux in existance (2004-02-10 14:21)

Date: 2/10/04 at 7:08PM

My dell is okay now. Not that I was going to have a heart-attack, but it scared me half to death. Unknown to me at the time, it has a RAID hard drive. It shouldn't make any difference, but it does. I called tech support, and the guy on the phone said turn your RAID setting off, and set Primary drive to AUTO. That would do her, I installed WINXP PRO back on, and it's awesome to have it working. I found out that Norton Antivirus and PSP 8.0 came with the DELL as free software. At school, our class ran out of "linux boxes" so Steve gave us Knoppix. Knoppix (<http://www.knoppix.net>) boots off CD, and runs the KDE desktop. Hmm. Very cool. Read my review (text) at <http://www.geocities...s101/knoppix3.3.html>. It's cool because I can do my assignments on almost any computer. Steve told me that if Knoppix gets to 4.0, he'll call up his tech buddy, and tell him to download the huge 740+ MB ISO file. The OS seems to use every bit of 700 MB the CD gives it.

I wonder when Bob can come over again? Wednesday is a free day for me, and it would be fun for us to play some games. He has a job to keep, and books to study, all at the same time. Bob, you see, uses computers only for the Internet, chat and word processing. I am willing to give him Knoppix, but I don't think he'll take it. He doesn't like Linux now. He had it on his computer for a short time. Mandrake 6.0 is not the best Linux version. He, of course, couldn't get it too work well on his machine (he was only running 300 MHz with 64 MB of RAM in 1999), but he got

access to the Internet, and ICQ worked. I have Mandrake Linux 6.2 (older Linux, like 1999 or something) and those things aren't easy to install. I tried installing it just for the heck of it a few months back. I couldn't get pass the real mode part of it. This was an early REAL MODE build of Mandrake Setup.

And Bob - I really do think your webpage is funny. Just that I wish u change your stories. How about u be a popular rockstar. You'll be the next Metallica! U can still have your super hero adventures - but a rock star - that would be much cooler! Hey man, just giving you some ideas. That would be you. I'll be your drummer. Okay. Say I'm the best gull darn drummer in the whole gull darn world. I bet your ratings would go higher, twice than normal! We're playing Paint it Black okay Bob!?! Say your latest cd sold 4 million copies the first day!

Alright already, I'll stop talking about Linux. My friend came over two days ago. It's probably the best fun I had the whole week. Not everyday do I get to play videogames with a friend. We played soccer and each won 2 games. The first two games were 0-0. We had a goalie shoot-out after the two over times. Guess who won? Me! In Randy's opinion, FIFA 2002 was better then Winning Eleven 6 although he mentioned the players weren't as 'smart' as Winning Eleven 6. We had a hard time scoring goals. Our balls were either two high or no where near the net. LOL! That wasn't all we played, others were Project Gotham (Xbox), Midnight Club II (Playstation 2), Toyko Extreme Racer 3 (PS2) Mario Kart Double Dash (GCN) and Super Mario Bros. (NES) Randy still plays his NES at home all the time so he's good at it. He can make it to level 8.3. He knows where the secret bean stock is in 4.2 so he teleports to 8.1. I'm still in 4.1. I take the secret pipe area in 2.1. Die on the spot! I have 0 lives, and he has 6 or more lives at the beginning of 8.2, then he dies 6 times after that. Now that I own an old school console, I don't want to play it. It's one of those 'I have it now; I can concentrate on today's games' day. The console is as old as I am. Randy and I should eventually play SMB through JNES which comes with a LAN/Ethernet option for player 2. SWEEEEEEEEEEEEEEEEEEEE T!

Tomorrow, I'll have to start writing a script for Justin and myself. Justin is my partner for Network Cabling, one of my classes at WITC. Although what we do isn't important, it's important that the script be at least 15 minutes long. Reading very slow will just confuse people. Fiber Optic cable really amazes me. That's my report! We are doing a long essay on it. It can transfer 2 GB of data per second! That's state-of-the-art I think. The CAT IV COAXIL cables that WITC uses, you've guessed it, are very weak in comparison. However, it's still incredibly fast. I don't think I could find enough downloads to make it worth while. I click Download, 2 Seconds later I'm done. Find another page, another download. You get the general idea here. I have dial up, so everything's fast too me. But you know, having 160 KB transfer rates can only provide so much. Confused? Our school has fast Internet, but not as fast as I would like. It should be faster! Like 512KBPS or 1 MBPS. However, I don't think that will be possible for another 3 years at least. Just by how the funding goes.

I put Heidi Klum on my webpage today (2004-02-21 14:22)

Date: 2/21/04 at 2:55AM

Imaging website templates before you create them is hard work. I spent an hour on created a new logo (not the one from 4 days ago) for the 2004C template. I like Heidi Klum so she's my main point of interest on the new site. Everything's backwards compatible with my recent pages. I think this is much more exciting. Paint is a awesome tool if you use it right. At it's core (website), there's nothing new. Haven't added interesting pages anyways. I'm been making webpages since 1999, and I haven't quite figured out if updating is the key factor or creating new templates is the key factor. Creating new webpages can make your site look nicer plus could make link checking easiler. Create all new links that day. I had this trouble building a webpage in July 2003. I had this cool webpage I made, spent a 1 week, and it's still worst than the last template I made in February. Except I made many, many improvements, fixed links, too the eariler one. I find that updating new templates are much better practice. I worked on 4 new templates in 3 months. I believe the one I made in January was the best. But it comes somewhat close to version 3.0. Just look at the page.

I'm really excited for Dungeon Siege 2. I own Dungeon Siege, and I played it in 2001 and early 2002. I beat

Dungeon Siege (both maps that came with cd), and the graphics were cool back then. Mediocre by today's standards. The ability to equip yourself with a sturdy sword and shield is a good feeling. I kinda forgot about Diablo 2 Lord of Destruction after I played Dungeon Siege. It doesn't look very good on faster computers. Neither was Diablo 2. Diablo 2 looked horrible but played well. It ran decently on my old 650 MHz (which I gave to my dad in 2001) Athlon Compaq Presario with 256MB of Ram and 32MB Geforce. Today I have a 64 MB Geforce 3, and it doesn't look too much different than on my other computer with 256 Geforce. The difference is also 700 MHz. The polygon count must not exceed a certain amount. Not like Unreal Tournament 2003 which looks awesome on my Geforce 4 256MB. I run it at 1600/1200 res, with 3 layers of anti-aliasing on. It makes it look better than Unreal Championship for Xbox.

Speaking of RPGs, I have Neverwinter Nights, and I forgot about it. I mean one big advantage is it does run in 1600/1200 high resolution mode having 4 layers of Anti aliasing. I didn't have 'nice' 4 layers because it affected my performance just a tad. NWN runs great over a v.92 modem. I am very novice when it comes to that game. It's been weeks since I last played it with school going on and everything. I've been in combat but died quickly. My character of choice is the half-orc barbarian. I played the game today. I met this guy online. He helped me though the forgotten realms. I was playing Hordes of the Underdark. Everyone's playing some sort of mod online. Less than half the games on the Internet come with the cd-rom. Half the time you have to download data files. My game version was out of date I had version 1.61 and it's now version 1.62b2. It takes me about 20 minutes just to download the new patch. I usually download these big files over at school, and bring it home on my personal thumb stick. I got to play for about 3 hours before I got tired of doing nothing.

I got a new 40 Gigabyte internal hard drive for my computer. I think I will load Windows 98SE on it. I hate to waste an activation on Windows XP Pro Upgrade CD which is running on my 120 GB 7200 ATA harddrive. Windows 98SE is free. There is this device that lets you switch between 3 hard drives, and I want that device. You can find it off Tigerdirect.com. I have 2 hard drives installed, and I'll install the new one maybe tomorrow. Fun, more space to fill with MP3s. I only have about 6 Gigabytes of them. 37 GB - 6 GB - 600 MB for Win98 = 30.4 GB of free space. That's still a lot of space. On my Dell, I have a 114 GB Scuzzy Drive (super fast hard drive). I could store all my games I want to play including entire MP3 collection with about 85 Gigabytes left of free space. I have 3 computers (5 hard drives) so 15.5 GB + 112 GB + 109 GB + 37GB + 37GB = 310.5 GB of free space.

Trojan Horse dumped my OS! Serious let down. (2004-02-22 14:22)

Date: 2/22/04 at 4:37AM

I've been found. A high profile virus hit one of my computers today. I kinda thought I was invisible because I had antivirus software. Anti Virus software can't do a d*mn if you can't get too it. I wouldof lost a lot of valuable website templates and graphics if I didn't have Linux on board. I could transfer my webpage files to a thumb stick! The computer was really slow. I had the command prompt working and the virus didn't let me open any executables including Norton Antivirus. This got me mad, I even swore out loud. Don't feel bad Bob! Bob had the same problem - maybe it's the same virus? I could of gotten it when downloading Gaim, although I don't see how Gaim could have a Trojan Horse. I dunno.

I got out today, went to Target, and bought a CD restorer. It gets rid of scratches on cds. It was 50 dollars. I had a couple Dreamcast games that didn't work so I used it to restore them, then there was this cd that I use on my computer a lot filled with pictures that I wanted restored. I always take real good care of all my discs.

Before my PC crashed, I was playing Diablo 2 for the majority of the afternoon. Diablo 2 is still rocking. Being out going, I was chatting with other players talking about coming consoles, Final Fantasy, PC specs. I did a couple bloody runs in act 5. I progressed from act3 to act 5. My amazon is level 50. I have this unique bow that does

a lot of damage in nightmare. Hell's suppose to be more like Hell with the new patch. I remember dominating hell with amazons when I was really into the game. The hard part was trying to convince someone to give up high hp armor. I suppose that's true with everyone. ACT 4 was always the hardest level for Zons because the enemies near Diablo's sancenary can out number you easily. Duriel was also a very difficult, and timely point of the game.

Chatting with the right person in Diablo 2 is like finding a needle in a haystack. Most people just want to level up and don't really care who they party up with as long as it helps their game. Only rarely does a person really listen to your conversations. It feels like your talking to a brick wall sometimes when you're ignored. It helps when you know a lot about the game, and u know how to avoid getting killed often, even being the hero of the game saving other player's butt can make them have interest in you. That's the best part because than you can start asking for things you need, and half the time it works. Unless when it's really hard to find, then it's finders keepers. I learned that when I started playing the game 3 years ago.

Here are my favorite songs. Trance is my favorite genre at the moment:

- 1.) Trance - ATB and Paul Van Dyke rave mix - DJ Special K.mp3
- 2.) ATB- Sunscreen.mp3
- 3.) Cybernetik - Hardkore Reflektions.mp3
- 4.) Techno - ATB - Kaycee - Escape 2000 (New Club Mix).mp3
- 5.) paul van dyk - another way.mp3
- 6.) Mauro Picotto - Komodo (Megavoices Mix).mp3
- 7.) ministry of sound - rising star touch me.mp3
- 8.) Paul van Dyk - For An Angel.mp3
- 9.) DJ Sasha & John Digweed - Enjoy The Silence.mp3
- 10.) sasha and john digweed - age of love (trance dub & fantasy mix).mp3
- 11.) paul van dyk - forbidden fruit
- 12.) Kernkraft 400 - Zombie Nation (ohohoh remix).mp3
- 13.) Psychobabble - Sirens of Trance.mp3

Rocking horse (2005-11-22 08:02:00)

Hey Ian's Smashing Good Blog Site GREAT title Trojin Horse dumped my OS! Serious let down.. Thats what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

Rocking horse (2005-11-23 10:44:00)

Hey Ian's Smashing Good Blog Site GREAT title Trojin Horse dumped my OS! Serious let down.. Thats what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

I decided today I'm making a RPG myself! (2004-02-26 14:21)

Date: 2/16/04 at 7:40PM

I've been doing many things like hoping for someone to make it over, getting home late from WITC, and watching

tv. No time to add an entry to this blog. On my website, I added a different mouse over image menu. It may not be state-of-the-art, but it looks cooler then when I had text for menus. On some high res screens the jpeg images look pixilated, that's because image quality suffered for faster download speeds. You can find my website under the personal website link left of this page. I wasn't sure if my website was age appropriate so I warned readers under 13 should not read it because I have some adult interests. I don't mean about the "I'm in love and crazy about girls" part. I am 19, so therefore I can accept things better than most 12 year olds. If people don't like it, I'll change it back to how it was. First though, I have to have complaints though email feedback. Besides, I think everyone here is old enough. Don't forget the guessbook!

And about myself - I haven't changed much. I'm on the Internet eight hours a day, sure. I'm just surfing for games, gamefaqs, downloading MP3s over a modem, learning about processors specs. Working on my webpage mostly.

I remembering reading on Google, an article on "How to be an evil genius." I really don't know how I came across it. It had a lot of stuff about how to make your friends think that you're in a dangerous situation, and how to make it an allusion or the absolutely right thing to do in any circumstance. Remember, most of this is just weird, and probably won't work at all. I bet there's a lot of the same thing around on the Internet. Have you seen the movie "Young Frankenstein" starring Gene Wilder? It was funny and kind of stupid and brilliant at the same time. At least, AMC couldn't stop saying how brilliant it was after the movie credits. Maybe it was how the movie used the original set used in "Frankenstein." (1931) The Gene Wilder movie was making fun of the original. Actually, I was trying to get the jest of the movie, there are a lot of crazy things in the movie I wanted to get out of it. This is where I think the phrase, "Evil Genius" originally came from Frankenstein....

I know people collect Square games and keep them. I want to promote my fan site. I haven't updated the site for 2 1/2 months. After school, I went to the game store, first bought a PS2 Logitech Headset for 30 dollars. But Dad gave me 10 dollars, so I brought it back and got Final Fantasy Chronicles. (rare game for Playstation) I have a SNES. I bought one recently. It was a better deal to buy this remake than SNES versions. I played Chrono Cross through SNES 9x on Windows before, I am very familiar with it. I must have out smarted them because I know about ROMS. That would be cheating the game store though. I was nice, and now I have an authentic copy for once. I also own Final Fantasy Anthology. I have yet to buy Final Fantasy Origins. I updated my Square webpage with a ported review of Final Fantasy X-2. I don't know whether or not I should add all the characters in that game to my site since so many other fan sites have it, and I can just link it too them. But than why build a fan site if you're not going try to out perform other fan sites doing the same thing. Find my Square site at (<http://www.renegadeviking.cjb.net>). Thus, the endless cycle of improving and updating one's page. Sign the guess book if you think it's cool or sucks or needs work. It's harder of me because I owned my first Squaresoft game 2 years ago. Now I have a total of 11 real copies of Squaresoft games cross platform.

So far, I have Final Fantasy I, II, III and XI Online on my computer. Final Fantasy IV, V, VI, VII, VIII, and IX on Playstation. Final Fantasy X and X-2 on Playstation 2.

Here are the consoles I have thus far. I beat only Final Fantasy VIII and X. I'm working on X-2. And I own and beaten Chrono Cross. That was also a good game. I plan to play Final Fantasy VII for the first time after I get it back from Bob. I know that most Playstation owners prefer VII as their Final Fantasy game of choice. I hear it was revolutionary, but I just got a Nintendo 64 that year so pardon me about not hearing about it right away. I was into Super Mario 64, Zelda 64, and Goldeneye, three revolutionary games the same year. If I had a favorite, it would be Mario 64. It only takes 3 words to describe the perfect platform game and they are Super Mario 64. My favorite level was the first Jolly Jolly Bay level. The music was cool. The level was cool. I have two 3 ring binders full of N64 strategy guides. I completed that game 5 times back when I didn't buy 3 or 4 new games a month. RPGs I'm looking toward are Star Ocean 3, Final Fantasy XII, and Chrono Break (3rd installment in Chrono Series)

Here are the game systems I owned thus far from 1997 - Present

Nintendo 64 (Christmas 1997) Dreamcast (09/09/99) Saturn (11/01/2000) Gameboy Advance (March 2001) Gamecube (November 2001) Playstation (January 2003) Xbox (June 2003) PS2 (October 2003) NES, SNES, GBA SP (December 2003) 100+ roms and emulators for cartridge based consoles back-up on CDR. I'm saving 300 dollars for Playstation 3 when it comes out in August 2005.

I need feedback on my Final Fantasy fan page (use my guessbook please) and my current webpage. So if you would be so kind to drop by and say a few words, that would be most helpful. Comment on the logo, the reviews (I have auto spell so spelling shouldn't be an issue) or the content, or loading times (shouldn't be a big issue) On some computers, the javascript loads behind the first mini-window. If this is a bug that needs squashing, let me know. It's hard to come by automatic navigational menu compilers that are compatible with Geocities. I tried at least ten including AllWebMenus, and Xara menu maker is the only one that works to my knowledge.

I had this idea today where I could make my own RPG on the computer. But I don't know what tools to use. I thought about using a rpg maker, but I would need to be know at least enough code to move characters across the screen. I hear that Armageddon Games, a nonprofit game developer that ported Legend of Zelda to the PC, was working on a Final Fantasy I and II port. I am probably not the first person to think of turning Final Fantasy into a platform game. My first project could be a Final Fantasy hybrid because there are many animated gifs on the Internet that are made after the games. Cloud Strife in a platform game, wouldn't that rock! I'll call it....drum role please....Final Fantasy 7 - Cloud's Adventure. The story could star universally known character, Cloud Strife, finding a serum that would bring back Atheia from the dead. It will be like Super Mario Bros. for the NES using the enemies, and characters from FF VII. Right now, it's not even in the planning stages. First, I will have to learn how to move images across the screen. I could attempt this and fail. Spend the whole summer trying to tweak it myself. Would it be popular freeware game or another mediocre freeware game? No, I'll make it open source! How much time would I have to spend on it for it to be long enough to be enjoyable? I played a couple freeware RPG's like Jennifer's Quest, Dink Smallwood, and Laxis Power. I'm trying to figure out how I'll do the combat system. Maybe I'll just use the standard Super Mario hit / jump. Laxis Power was the best version of RPG I've played freely available. The game closely resembles Breath of Fire. Except for SNES ROMS, which I know some of you readers have on your PC in secret.

I want to learn flash | a look at UT2004 (fixed) (2004-02-27 14:23)

Date: 2/27/04 at 2:13AM

I met this guy from about a year ago on Diablo 2. We talk to each other, he's xwanyecoltx, and he is the top reviewer at newgrounds.com, a community full of flash movies. I usually don't go there often. I did yesterday, and really looked at it. I took my main interest Final Fantasy, and looked at some flash movies. Most of them are based on Final Fantasy 3. I like the Final Fantasy Trilogy. The cat scene was somewhat funny. The graphics are good, it's above and beyond me. Most of these designers have websites that are done in flash. I was trying to learn how to work in Macromedia Flash MX. I can move images around, but I can't do the effects. LOL! I'm no expert for sure! The zooming, the special effects with slash, the timing. I'm another notice at RPG developing. When I heard from him that I can use javascript for some of my effects, I felt better. I have the premiere software to work with, and I can't do a d*mn thing with it. XwanyecoltX got me interested in making flash.

I decided to put Cloud's Adventure on hold. In fact I don't even care for it. I can't find the correct number of characters that'll I'll need in the game. Sure, I have experience in making maps in Dungeon Siege, Neverwinter Nights, Unreal Tournament, and UT2003. I never worked with Milkshape or UT character editor to make models. I

have attempted to transfer a UT2003 model to Neverwinter Nights using a add-on for NWN Design Studio. I have one map online <<http://www.pressente...scampbel/nwnmod.exe>> I find that I'll have more fun creating NWN mods than anything else. UT2003 maps make no sense to me, you develop the map, and you set start points, a couple weapon locations and debug. It's a first person shooter, you you frag people in a violent gory way for hours. I've been guilty in this way because I use to be a fps fanatic myself. I liked gory fps for a while. I agree MMORPGS, especially Neverwinter Nights, are more popular (and my favorite), and a bit more sane. Since then I have become a bit more sane. I did ask my parents about playing Final Fantasy XI online this week, and the answer is still no. I really want to play that game even if it costed 12 dollars a month. That's 144 dollars a year. I wish there was a offline mod for FFXI. I dunno maybe I'll play UT2003 online again with the lad lagacy. Lagacy is much better in NWN, but you never know, maybe the newer patches in UT2003 affect the frame rate?

Speaking of which, I was looking information on both Doom III and Half-life 2, and no new information is available. There is very little known facts on the 'source engine' and what Half-life 2 map editor will use or if the rumor porting older Half-life models into Half-life 2 is true. The game will look great in 1600/1200 at 4 layers of anti-ayalasing with all effects on. Maybe it'll support 2000/1600 high res. It's rather pointless because graphics quality won't be that improved. Right now PCs haven't able to work well at that high of resolution. Most people now should at least be able to run at 1200/768 on their current machines. More than half of pc gamers (from a toll on Gamefaqs.com) have bought a new computer since 2001. That's nice. I know in 5 years we'll look back on today's games, and say how low resolution they look. I knew we said that about Unreal Tournament. It was in 1999 that UT was a huge game and state of the art graphics. I remember in 2000, I downloaded 200 maps in total off FileShack.com before they made you pay for their servers accessability. I use to play the maps in deathmatch. Some worked some didn't, some made my computer crash. On the bigger maps, it wasn't uncommon for me to reset my resolution to 800/600 just to play the map at 30 frames a second. Not today, my computer is 10x more powerful than 5 years ago.

[I messed up in this section. I have a Radeon 9800 in my Dell Deminsion XPS. A XFX Geforce 5600 in my custom-built pc ,and a XFX Geforce 5200 in my compaq which replaced my older Radeon 7000]

The Unreal Tournament 2004 demo is out now and the game is coming to stores on March 18th. It seems not long ago Unreal 2 was released. And I was kind-of hyped about getting that game because of the class A gameplay. It's okay, but not as fun as Unreal Tournament. If you like a story based first person shooter, this would be the game for you. Unreal 2 has deathmatch but I never once played it. My guess it's exactly like UT2003, but UT2003 is such a revolutionary first person shooter like the first. I got half way through it 1 month ago than stopped for whatever reason. Unreal 2 has been out nearly a year already. I know Bob was thinking of owning it. Why have him buy it when I can just give him a copy? The UT2004 demo is out, and of course with my connection, I haven't downloaded it. Rumor is that it'll play UT 2003 levels because both games use the same physics engine. UT 2004 features vehicles simular to WARTHOG in Halo. It's optimized using the ATI Radeon 9800 GPU. I own both a 256 MB Geforce 4 5600 Ti and ATI Radeon 9800. I recently installed the Geforce 4 5200 128 MB GPU in my Compaq (given to me 3 years ago in 2001). For months I thought it wouldn't work because I thought my Compaq was using a 4X AGP slot instead of the 8x AGP slot required to use the card. It never accured until now that my Geforce 4 works because it's backward compatible with 4x slots. I confused me because i stuck it in yesterday, and it worked. Before I had a XFX Radeon 7000 64MB GPU because that worked.

UT 2004 sounds like it will have space aged weapon optimized spacecraft so that in assault you can dog fight with everyone else. Another idea taking straight out of Star Wars: Rogue Squadron.

One game that would be nice to have on my computer (from 1998) is the XGRacing 2 released on the PC in 1998 by Acclaim. It is a fast paced game featuring futuristic cycles racing on a track. I known the game for N64. And while it didn't get great reviews, I thought it was cool. The graphics were better then Xtreme G (1997 Acclaim) although the game play in XG2 was a bit worse. It was a Christmas present that year. The first game looked good considering it was a early N64 racing title. It was like Tron, but was much improved. The forth game released

multi-platform called XGRA (Extreme-G Racing Association) is like Xtreme G 3. (I own XG3 for Gamecube) I read the reviews off IGN.com and they said the game had some errors, but what's interesting is the game itself at a 6 page developer interview at IGN.com. It got a 7.5 at IGN.com, and 7.8 at Gamespot.com. I read both reviews, and it seemed like Acclaim was trying to make this title a worthy sequel with harder AI, more vehicles, and tracks. I read the review and IGN.com said it was too customizable for it's own good and made the controls too unbalance making it a more difficult game any ways and less fun. If the gameplay was more balanced, the game may of been considered one of the better racers for any console. I want it for PC, and instead Acclaim made this title console exclusive. If I see this game for Gamecube/Xbox I'll buy it at an used price, therefore I save money. I already own other futuristic racers like FZero GX.

I haven't had time to play Knights of the Old Republic lately. KOTOR is a great game with state-of-the-art graphics Right now I am in Neverwinter Nights: Hordes of the Underdark because it's online. I'm going to play it after I finish writing this entry.

This is Ian signing off once again. Tune in 5 days from now to read my next review in my saga. Mean while, visit my webpage.

Doom 3 update | Goldeneye ported to PC!!!! (2004-02-29 14:24)

Date: 2/29/04 at 4:32PM

This is my Doom 3 update. There are a lot of sources off Google so this will be brief. Doom 3 is going to use bump mapping and sound data, shadows loaded with the pixels itself. Doom 3 will use 20 texture passes per second. This new technique is invented by ID Software. The game will be hugely polygon based. As many as 10,000 polygons on objects with their own bump map lighting. The games characters, bots will be bump mapped as well. I'm guessing that the textures will be 128-bit instead of 64-bit because I saw the screen shots, and they look beyond that of Half-life 2. The extra 64-bits will add more color, shadow, depth, a sharpness. Doom 3 will have lighting created in the game engine, and there will be no lighting effects or shadows loading with the map. For the first time ever, moving objects can also have shadows. ID software sounds like they'll be requiring a Pentium 4 2.0 Gigahertz PC with 256 MB of RAM, and a 128 MB graphics card to play Doom 3 at 800x600 at a good framerate. Doom 3 was presented at QuakeCON 2K3 powered by 128MB and 256MB Geforce and Radeons. Doom 3 will need triple much power as Neverwinter Nights because of the polygons. I don't want to blow your guy's brain so go to <http://www.doomworld.com/doom3/> for a complete faq.

I know some of you loved Goldeneye, I know I have. I found out a stand alone game that will have the complete Goldeneye single player, and multiplayer running in high res on your PC. It looks like Wolfenstein. Found at <http://goldeneye.new...m.com/download.shtml>.

Otherwise, many of you may know, but there is also a Goldeneye port for Half-life available at <http://www.3ddownload...elefragged/goldeneye> I have the 1.11 patch, but this game will work with any patch dated after June 2000. Goldeneye 2 was just announced by EA Games this week, and it will be multi-platform. No news whether or not it will be developed for PC.

mp3 player portable (2005-10-24 21:23:00)

hi Ian's Smashing Good Blog Site,

Cool blog. You have put a lot of effort in here. You certainly make me feel a bit humble :)

I have a mp3 music player related site.

Come and check it out if you get time :-)

Kerry

used-callaway-girl (2005-11-04 06:56:00)

hey Ian's Smashing Good Blog Site what's new with you?? ??

Imao :P

check the deals i found here» box cheap game x

i dare you to find cheaper!! lol

horse vacation (2005-11-07 19:31:00)

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boss game systems (2005-11-19 19:00:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out.Every Tuesday is me and my friend Jim game day! We don't have to work,so that the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get Doom 3 update | Goldeneye ported to PC!!!!. Anyway take care also visit my site nintendo game systems .Well my playstation is calling got to go!

Spirit Of Christmas (2005-12-09 16:21:00)

Hi Ian's Smashing Good Blog Site I've been looking for Jesus related blogs and I came across yours on Doom 3 update | Goldeneye ported to PC!!!! during my trawl, so I thought it would be polite to let you know about my visit. You are most welcome to come and visit me at Jesus . I would also be happy to trade links with you if you are interested. Bye for now and have a nice day! Roy.

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Anonymous (2013-03-06 14:05:45)

I was suggested this blog through my cousin.
I'm no longer sure whether or not this put up is written via him as no one else understand such particular about my problem.
You're wonderful!
Thanks!
Feel free to surf to my webpage :: baoveda247.com

Anonymous (2013-03-27 07:18:53)

Don't Bury that anyone who registers for raider Z unsympathetic beta has a luck to to the highest degree popular games offered by the play websites these days. Thissiteoffers two pages tale of a Snowman who has Come up to lifetime and a fiddling missy who is trying to save him by getting him to the North rod. Treasure HuntAriel liked all they are the key players for whom these games in truth and in reality are! For a finish walkthrough, s are acquiring together every class for a partiality political party.
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Anonymous (2013-04-12 04:55:40)

ability razing: this is yet another lineament playing games for hours on end
is not what it victimised
to be. Los Stix son Ripple Trouble OnlineBubble trouble is a fun arcade game based on the Colonnade classic Topnotch stab.
In ordering to Act as On-line on Hot
quest Withal you choose your difficulty Either well-fixed
or grueling. Of class, itll be squeamish to be one of the virtually popular tro choi among online biz
players.
Also visit my blog :: <http://what-is-java.com>

Anonymous (2013-09-14 01:44:41)

But, please, don't mistake me for the typically trigger-happy hothead,
the kind who is really defending his gun, rather than any Principle;
and who is automatically presumed, by the Brady Bill

Bunch, to be necessarily rather than probably
the very worst sort of creature, just because he "likes guns" in any way at all.

"There are times when it's just so overwhelming, the weight is just tooo much to bear. The metabolism depends on a cycle of insulin to no insulin states of the blood, so ingesting the right amounts of tthe right food, at regular intervals will speed up weeight loss (both use of glycogen AND stored fats).

Feel free to visit my blog post; cach de
giam can nhanh Turbo Fire

Anonymous (2013-09-20 14:08:28)

With such classes as Griffins, Oliphants, Paladins and Basilisks, players are expected to maneuver their chess pieces in concert according to a complicated mathematical notation.

'Follow your heart, but be quiet for a while first.

It also gives you a daily planet overview at the bottom of
each horoscope.

Here is my web site co tuong - <http://sumbawanews.com/situsku/entries/view/180199/practical-chess-systems-some-thoughts.html>,

6.3 March

(2004-03-05 18:10)

I had a mid-term today in one class today. I didn't have to take it because it's a snow day! I felt I had to look on the Internet quick for VI commands and EMACS commands, put them on a floppy so I can view them at school. It's as good as note taking because the teachers will think I was looking at the man pages. Linux is interesting, it is the only OS that can fit on a CD and run off it.

Bob and I want to get together. He's been taking the day off too. So this morning I've been watching Bridge to Far DVD on one PC while I reinstall Windows back on one of my PCs. It's a timely process. Somehow I managed to delete hardware acceleration files, Direct X 8.1 if you get specific. My OS was kinda messed up for a while there. I blame it all on Microsoft. The installation cd should have fixed my problem, and it did absolutely nothing! Like I said before, I know how to install Windows XP in my sleep so I didn't get that mad.

I was thinking of bringing two computers over to Bobs so we can play Unreal Tournament (the first one) together. If I bring my 3rd PC, maybe it'll be a 3 person LAN game. It's funny though, I have a CAT V NIC on all my computers, and my HUB is only a CAT 4. It's nothing really, I just loose 90 MB of bandwidth. Dad should have given me a router instead. He said it was his unused hub from work. CAT IV Hubs should be adequate for playing Unreal Tournament or Neverwinter Nights over a server for now. I'm also bringing over Quake 3 Arena because I know Bob has a copy. I have waited 6 months to have a LAN party. I am waiting to kick Bob's butt at Unreal Tournament later today.

I found a used copy of Final Fantasy Crystal Chronicles at the game store. I got it for a modest 35 dollars instead of a full 50. So I was playing it for 3 hours yesterday. Everything looks better than Final Fantasy X, which is amazing to me. Now, I technically have all the Final Fantasy games except for Final Fantasy Tactics, Final Fantasy Adventure and Final Fantasy Legend 1 and 2 (Secret of Mana for Game Boy.) I want to bring over Gamecube so we can play that game in multiplayer, that is if he doesn't want a LAN party. I am also planning to bring over Midnight Club 2 and Winning Eleven 6. Bob told me Midnight Club was one of his favorite games.

This just in, I didn't have a LAN party today. It's a disappointment, but we got 5 inches of snow fall.

On the second part of my blog I realized that there are going to be a dozen RPGs coming out in 2004. Of course Gas Powered Games is releasing Dungeon Siege II [<http://dungeonsiegeii.com/>] Dungeon Siege will be upgraded to graphics that par up with World of Warcraft and Final Fantasy XI if not better. Dungeon Siege, is not your average game because it is a hack and slash title like Diablo in a 3D engine. It looked pretty good in 2001. Dungeon Siege 2 will have the same features, hopefully an improved multiplayer experience. Dungeon Siege was horrible to be played online, ran very slow.

I'm skipping Everquest 2 and World of Warcraft because I can never afford the online subscription. So this leads me to Ultima X Online. It's been 4 years since Origin Systems released an Ultima game. Ultima IX was released in 1999. Ultima IX was like Raven (Myst 2) with the exact same graphics, gameplay and a lot more bugs. Ultima IX was reviewed at IGN.com, and it was not your Neverwinter Nights. Sadly, it was below average. Although it made Ultima 3D. I've never played IX. Ultima X is a Massive Multiplayer Online Role Playing Game, with graphics as good as Lineage II and Elder Scrolls III : Morrowind. It may even be good, and without bugs! Go to this website to read about it and judge for yourself. [www.uxo.ea.com/intro.html] I'm kind of excited for it. Here are some screenshots from the game. Looks original? I hope it plays as good as it looks :)



Hi-Res



Hi-Res



Hi-Res



Hi-Res



Hi-Res



Hi-Res



Hi-Res



Hi-Res

(2004-03-07 17:07)

My topic today is what is the best gaming platform? What a non geekish subject. I will cover cost and performance, and quality games. But only one platform will be the winner. None of this double favorites nonsense. I can do this because I own Dreamcast, PS2, Xbox, Gamecube, and PC. I have more than 10 games for each platform.

I wrote this on Cheat Happens, talking about the best console I prefer. I ended the entry by saying it won't matter because next generation consoles will be out next year.

"Cheat Happens is probably the best form in this hot debate on which console is the better. I came hear because I wanted to find out which console I should buy 2 of. I mean the next generation of Playstation will play PS2 games. Xbox 2 will play Xbox games, which leaves Gamecube a stand alone product with no future. Once Gamecube is done, it's done forever, right? So it's what I think, but I wondered if I could get away with getting a another Gamecube. This is not my favorite console by the way. I own so many games for it, 14 in all. As you now realize, Sega is not a major competitor. In 1999, Sega released some absolutely great games on Dreamcast, although it also had a 2 year lead start in Japan (October 15, 1998 release date.) Who could forget Sega's Skies of Arcadia, which I say could be the direct competitor to Square-Enix's Final Fantasy. It was an important game because I knew then how fun RPGs are. Soul Caliber and Dead or Alive 2 were also great fighting games. I also enjoyed Crazy Taxi and Rayman 2. Chu Chu Rocket was a fun puzzle game. Sonic Adventure was state-of-the-art in 1999, and did have good gameplay. After Dreamcast left the market, I knew I would soon have to invest into a newer console. I trusted Nintendo for Quality, but soon found out that I loved PS2 more, which I bought in 2003. After owning both Gamecube and Xbox before PS2. I found out that PS2 is the better of the three. I'm a big fan of Gran Trasimo 3 A-Spec , Xenosaga, Winning Eleven Soccer, and Final Fantasy X. I own copies of Silent Hill 2, Grand Thief Auto Vice City, Timesplitters, and Soul Reaver 2 also were fun. But RPGs give me a lot of time too entertain myself, and rpgs are my preferred genre. PS2 has the most RPGs of any console. No debate there? I try to compete them without cheating, although it's hard. I knew then I soon would invest in Playstation 3 (which I already put a 50 dollars preorder in at Gamestop, only place that lets you do so right now). PS3 is going to sell out in pre orders first day anyway, I already guarantee everyone this is true. Same 3rd party support is going to be supporting Sony, more sequels, I love sequels to games already popular on PS2. The bottom line, why is everyone debating on this generation, when you'll just have to debate PS3, Nintendo Nexus, and Xbox 2? The cell chip is very interesting. Sony is switching to ATI and IBM to make hardware for their system. Playstation I now know is the wisest choice. I sounds like it's going to go up to a 256 MB graphics card, plus onboard flash memory and produce an amazing amount of polygons (1.5 billion), and it will be even a larger online console than PS2, cause online games rule, and in development I heard off IGN.com. Only question is will subscribers to PlayOnline be able to play Final Fantasy XI, Twisted Metal Black, Resident Evil Deadly Aim or Madden 2004 online with it? I have this debate on <http://renegadeviking.cjb.net>. Also, check out <http://ign.com> for big updates."

PC 1st place: Cost \$500 - \$3000 Poor | RPGS - Excellent | RPGS - Excellent | FPS - Excellent | Graphics - Excellent | Racing - Poor | Strategy - Very Good | Features - Excellent | Sports - Very Good | Horror - Good Excellent | Online Support - Excellent free internet gaming |

2nd place PS2: Cost 180 Dollars - Average | RPGS - Very Good | FPS - Good | Graphics - Good | Racing - Very Good | Strategy - Good | Horror - Very good | Features - Excellent Harddrive, DVD playback included, and Psone backwards compatibility | Online support - Good |

3rd place Xbox: cost 170 Dollars Average | RPGS - Poor | FPS - Very Good | Graphics - In-between Good and Very Good | Racing - Good | Online support - Very Good - Features (8 Gigabyte Harddrive, broadband support, Xbox Live, DVD playback | Horror - Poor

4th Place – Gamecube Cost \$99 Excellent | RPGS – Poor | First Person Shooters Average | Graphics: Good to above average | Racing: Very Good | Online Support – 1 title, Phantasy Star Online so Poor. | Horror – Very Good | Features – (Gameboy Player and GBA link) Very good.

And the Winner is the PC! The PC is above all the rest because it doesn't involve immediate upgrading. It is nice to have a state-of-the-art PC, but it's not required. RPG fans may like consoles over PC because you get a nifty controller. The controller is alright, but the mouse is a lot better in my opinion. Feels better as well. Works better than joystick in most 3D games. Take PS2 for faineance. It has Final Fantasy, the largest selling RPG in the history of the world. I am talking about RPGs because they are my favorite genre. Believe it or not Final Fantasy 7 and 8 can run on PC with graphical upgrades if you can find them. They weren't really favorite pick though. PC has some wonderful first person shooters and MMORPGs available. All consoles are limited to media space and hardware limitations. Take the 5 year old PS2. It's like 3 years past the expiration date. Only exception is some games like Gran Turismo 3 A Spec and Grand Theft Auto Vice City can be played on it. The PC has better graphics. Consoles are reduced to a lower resolution because the PC and 32-bit monitor can exceed the TV's resolution. Unless you have a flat screen or HDTV. I want one but don't have the money. Too much money going towards upgrading PC for last 2 years.

TOP PC game picks of 2004

Winner – Neverwinter Nights

2nd Place – Half-life 2

3rd Place – UT2004

4th Place Diablo 2

- Unreal Tournament 2004 – Game of the Month
- Half-life 2 – Best First Person Shooter of 2004
- Doom 3 – Second place First Person Shooter of 2004
- Neverwinter Nights Best Massive Multiplayer Online RPG of 2003
- Diablo 2 – Best MMORPG of 2000
- Dungeon Siege 2 – Best MMORPG of 2004
- Metal of Honor Allied Assault – 2002 Game of the Year
- Unreal Tournament 2003 – 2003 Game of the Year
- Knights of the Old Republic – 2003 2nd place RPG of the Year
- Need of Speed Underground – 2004 Racer of the Year

Nominees

- Everquest II – MMORPG of the Year nominee
- World of Warcraft MMORPG of the Year nominee
- Grand Theft Auto 3 – PC game of the year nominee
- Call of Duty – First Person Shooter of the Year nominee
- Grand Theft Auto Vice City – PC game of the year nominee
- The Sims – PC Game of the Year nominee
- Battlefield 1942 – PC Game of the Year nominee
- Elder Scrolls III Morrowind – XBOX 2002 RPG of the Year

(2004-03-10 16:03)

I was surfing the Internet and I found this really strange website. I know there are stranger.... But a 24 hour TV gaming network? Can it get any stranger? Is the world ready for it? Is there enough games to support a cable channel forever? I didn't know it was possible! I dunno, a hardcore gamer would even find it odd. It's called G4, and it's like Xplay 24 hours a day. Xplay is TechTV's game show. I knew that Sega tried having a 24 hour channel called Sega Channel or Sega Net, and it didn't do well, and went off air. You literally watch videogames 24 hours a day! Anyway, I checked out there website and they do have streaming audio on all their shows on their website. I have DirecTV so I don't get G4. It's probably not worth it anyways. You get to hear about how awesome a game is or how much a game is sucking all day. It's not my thing, of course I grew out of this. Still check out their website at <http://g4tv.com> or go to <http://techtv.com/xplay/> to watch Xplay streaming video reviews. I read off the Internet, and there is Game Informer Magazine so it would be too lame to see videogames 24 hours a day. IT is for the couch potato who got tired of playing his PC or Playstation so he watches a cable channel review games all day. I rather play games, and when I'm not playing games, I get out and go to school or hang out with other people. And I thought sometimes TechTV got a little lame sometimes. I guess I was wrong. Still it's interesting what different cable channels there are. I need feedback. What do readers think of G4?

(2004-03-12 14:29)

Hello readers! Yesterday, I went to school, walked around the building and eventually asked a fellow student, he said no classes today. The day went by really quick, nothing really to do. Before I knew it 4 PM blasted by before I took a nap. Than I slept until 4:10 AM That's 12 hours! I had this dream where I was Conon the barbarian. I was very destructive. And I was fighting off the Romanians. In time of Kings, about 1300 AC, I was this Barbarian King (yes, I wore underwear.) trying to defend Norway. (It sort of looked like Middle Earth though) against the evil Romanian King and his army of the undead. Skeletons, Ghouns, and orcs? They were all 7 feet tall and UGLY with armor with bastard swords. Of course, we all had double edged long swords. And we barbarians were on the losing side. The Romanian Army was gaining ground slowing destroying our army, so I met the one-man-army himself from the game Halo, who went back in time after he defeated the Covenant, and gave us shock rifles and grenade launchers. There wasn't enough for all of us, so we had to share. Anyways, I woke up right before I broke in the Dark Castle of Normandy. I had a scene there where a barbarian through a grenade and a whole horde of undead got blown to pieces. It was like the matrix! Oh yeah, did I mention I was about to save this beautiful damsel in distress? Yeh, that was part of the dream too. She looked like Kathleen Ireland. Okay, I admit it was kind of strange, but I was really an awesome dream. But a lot of you dream, and have these dreams after movies you saw and slept 12 hours and don't know why?

Next, I'm hoping to invite someone over from WITC. There aren't many guys at school that have that time. Some of them seem cool enough. They must like LAN parties and videogames. But I don't know if it's homework or they don't like to go to somebody's house unless they make plans. I just don't know.

I was looking inside my Dell, and the DVD Drive, Harddrive, floppy drive is locked in to the case with levers and I just bought a 8X DVD RW and want to install it right a way. But I couldn't figer the lever out. I will have to go to Radio Shack and get an IDE splitter. That'll make two DVDRWs. I had the other one for nearly a year now, and I haven't burned one DVD!

Picture of my Dell : Pentium 4 3.2 GHz 1 GB Dual Channel RAM, Dell motherboard, 120 GB hardrive / 40 Giga-byte slave drive, Radeon 9800 256MB DRR, 100/1000 Ethernet / Sound Blaster Audagy II / DVD/CDRW / huge duel fan cooling system



Picture of the other monster : Athlon XP 2600 768 MB DRR 333 MHz, 120 GB harddrive, Geforce FX 256 MB DRR, on board sound on a Soyo Dragon Black Edition Motherboard, 100/1000 Ethernet / 56X CD ROM / 4x DVD RW +



My rooms a mess, I need to clean it up. I mean it has books everywhere. Four Mountain Dew bottles laying around CDs cases. I got dog hair on the floor. I wonder since it's a friday, bob can do something? I have this friend, Chuck, and he did something bad, and he works all the time to help out his girlfriend who he got pregnate. I don't call him anymore except for a few times, but I went to school with him for 2 years, and he was the only one I knew and talked too. I miss the times I went over to his house, and played Unreal Tournament. I don't know if he's a loser, because he wasn't thinking, but this happened after I went to high school.

Four days until Unreal Tournament 2004 comes out, I'm excited! Can't wait to play online with it. And why didn't I play Unreal Tournament 2003 online? Well I did for a short while, but i was slow, and I got by butt kicked, so I dropped it. It's not worth to play all the time, and be above average on the rouser. Because there are a lot of mean players, who know where all the starting points are in the level I and I hate to be killed right away by them. This is not always true, not I remember a few times this happened too me. All the good areas are taken, and with expert marksmen to boot.

Spring Break Episode I - Xbox modding (2004-03-15 14:30)

Hello and welcome to my next edition of my Blog! Today I am on spring break, which is nice because Dad's going to bring home UT2004, and I will have nothing to do, which is not necessary a bad thing. I hope Bob gets off school this week. He goes to the UofW so that will be awesome if he did. The topic today is why the heck are some videocards so expensive and others are not so expensive? \$150 to \$350 is reasonable in my opinion. Tigerdirect sells a XFX Geforce 5200 FX 256 MB videocard for 100 dollars. That's extremely reasonable, and I haven't had mine die on me yet. This videocard will let you play Unreal Tournament 2003 / Unreal Tournament 2004 at 1600x1200 with 4x anti analyzing. You're going to get eye catching graphics anyways with no pixilation. Well, if your videocard can support that resolution anyways, you know that the pixels are so small that they won't show any distortion. Now you take a Geforce 5600 XT 128 MB videocard, and that'll cost you as much as a Geforce 5200 FX at 256 MB. I thought that any 256 MB card will produce better graphics over any 128 MB videocard. I mean at least when you look at Geforce 4 technologies. Nvidia has this technology called Nview multi-display. This is Nvidia's answer to Microsoft's Direct X 9.0, so Nvidia's technology improve and do more than Direct X 9.0 or am I completely wrong? I can't be completely off because I know I can run UT2003 at 1600x1200 with my Radeon 9800. It interests me why this type of videocard manufactured by PNY Technologies costs 2000 bucks. This class is called the Quadro FX series. PNY makes the Quadro 500 128 MB GPU and it costs 300 bucks. That is more then any Geforce FX videocard. Quadro FX 1000, 2000 and 3000 are also available. This is the EXTREMELY highend of videocards. And they probably cost 400 dollars more at places like Best Buy and Circuit City. When the Geforce FX 6000 series come out, I beating they will out class the Quadro 500 and 1000 in terms of graphics. Same thing with Radeons. ATI isn't far behind Nvidia in technolgy. On reason why all three console manufactures (Nintendo, Sony and Microsoft) are turning to ATI to make integrated graphic cards for their next generation consoles. They'll look better on screen and cost a lot less. I think that 512 MB of DRR video ram is over kill right now. Maybe in 5 years I won't think so, but Nvidia will soon after that come out with 1024 MB of DRR video RAM. And my BRAIN will just MELT in AWE! 512 MB will let you play DOOM 3 and Half-life 2, very

graphically demanding games, at 1600/1200 res with 4x anti-aliasing. That will definitely out class anything Sony or Microsoft are coming out with next year. For the price of a Playstation 3 (\$350 US) you can own a high performance videocard that will make anything look better on PC. That's amazing. What's also amazing is that consoles still make money off their games and not their graphics. And you know what? I switched from my Dreamcast out performing my computer to my computer out performing my Xbox so I don't know. Of course, Bill Gates owns all the PCs in the world and, a console.

Guess what....I was watching The Screen Savers, and there is finally a way to have PC software run on Xbox only if your Xbox is modded properly. Xbox has a cut down version of Windows 2000 on it so it's possible to MOD it and put in a 40 gigabyte hard drive to run PC games. But you know what...Microsoft is the least experienced. Although Halo, Dungeon Siege, Project Gotham and Flight Simulator 2004 are very good, Microsoft hasn't got what Sony has and that is 3rd party support. Also hackers have found a way to even put games on hard drives so that the games have no loading times. Of course, every mod chip lets you play "backups" of your games. Mod chips for Xbox range from 30 dollars to 100 dollars. I want to get my Xbox soldered, but I don't know who to ask, how much it'll cost, or which website sells them. I am thinking that I should wait for PS3 to come out so that mod chips will come out for it, and I'll be able to legally back up my PS2 games and PS3 games and play them. I have 33 PS2 games, just ask Bob. And how about the new 40 GIGABYTE PS2 hard drive released by Sony this month? I just had to minion it today. You literally can't fill that space up with game saves. After FFXI is loaded (6GB) you can save approximately 113333.3 300 KB game saves. Compress them with your Gameshark at 50 %, then you talking about 226666.6 150 KB game saves. That's insane. You just can't save that many games. I was dumb founded when I found out I can backup your memory card data on it. Final Fantasy XI is preloaded on it, and that takes up six Gigabytes of the 40. You can also back up WAV files on it, but no games support music unlike all Xbox games. I'm going to ask Bob if he can give up his network adapter for a free memory card so I can buy the hard drive and use it on mine. I have 1 memory card that's 85 % full, and that's with all my game saves. I want a PS2 hard drive so I don't have to override a game save in my life. Wouldn't that be just awesome! I even have the 100 bucks for the harddrive on hand. I hate it how Sony bundled FFXI with it. I would never use it. Sony says the game's free, but I think Sony is lying. This is why I think so, they preload FFXI on it so they can charge you 14 bucks a month to play it. I remember a time period when Sega allowed you to play Phantasy Star Online, plus Unreal Tournament and Quake III Arena for free on the Dreamcast from 2000 + using your own ISP. I booted PSO v1 on my Dreamcast in August 2003 and I got a server down message. I hear the servers are still up with UT and Quake 3 so you can still find servers on the Dreamcast. Unreal Tournament: Game of the Year will allow Dreamcast gamers play on the same servers as PCs. One reason could be that Dreamcast runs Windows operating system too. In fact there is a logo on my Dreamcast at home that says Microsoft Windows CE. When PSO was re-released on Gamecube and Xbox, Sega now charges for Gamecube and the Xbox version is apart of Xbox Live. At least the Gamecube version allows you to play over a modem. I bought the Gamecube modem 2 years ago because I thought the PSO online subscription was free like it was for Dreamcast. Unfortunately not any more. If Xbox allowed free Internet access, I think that would make a big difference in Xbox sales. Perhaps when Xbox 2 comes out, Microsoft may just make Internet access on Xbox free. It would make a lot of sense to do so.

I ended up spending 40 bucks on Metal Gear Solid: The Twin Snakes for Gamecube at Wal-Mart this morning. MGS: TS has been developed by Silicon Knights (developer of Eternal Darkness and Legacy of Kain) and Konami. I found out it has the MGS 1 and MGS 2 packaged together into one game. It looks like it's graphically superior to Resident Evil and Metroid Prime. Solid Snake has all the moves he uses in MGS2 at the beginning of MGS 1. IGN.com rated this game a 9.7 out of 10 or 97 % perfect. I haven't played MGS 1 or 2 yet. UT2004 got a 9.6 out of 10 rating at IGN.com. It was a 5 page review too. I am not usually into tactical games, but I recently got into first person shooters for the 3rd time. A new enhancement in The Twin Snakes is you can play this game in first person 100 % of the time if you want too. A review will be up within a week at this link: http://www.geocities..._metalgearsolid.html

And lastly, my 8X DVD RW came in today. I'm going to install it once I can figure out how to get the current drive out of my Dell. I'm going to have a ball Backing Up DVDs. I have everything, a ESD wrist band and screw drivers, and I learned to keep my pc plugged into the wall as I install the drive. I hate to bang around it though. That could

prove disasterious!

Signing off and tune in 4 days from now for my next blog entry!

real time currency signals (2005-11-18 06:04:00)

Hi Ian's Smashing Good Blog Site, Out surfing for information on fxcurrency & happened upon your site. While Spring Break Episode I - Xbox modding wasn't exactly spot on, it did strike a note with me. Thank you for the really good read.

fx (2005-11-20 19:49:00)

Hello Ian's Smashing Good Blog Site, been looking for the latest info on fxcurrency and found Spring Break Episode I - Xbox modding. Though not exactly what I was searching for, it did get my attention. Interesting post, thanks for a great read.

currency trading account (2005-12-26 00:22:00)

Hey there Ian's Smashing Good Blog Site, I'm always looking for new and interesting information, and while searching the Internet for fx trading school related information, I found this site. The Spring Break Episode I - Xbox modding post, although not a 100 % match for the news about fx trading school that I was originally looking for, certainly grabbed my attention immediately. I found myself spending a good amount of time looking around your great site. Thank you and keep up the splended work!

fx trading mentor (2005-12-30 01:57:00)

Hi there Ian's Smashing Good Blog Site, I was doing some online research for new information on foreign currency transactions when I discovered this interesting topic about best.. This site, while not totally related to the foreign currency transactions news I was searching for, provides a lot of excellent and creative information. Thank you for the informative posts... I'll be sure to bookmark you and check back often! :)

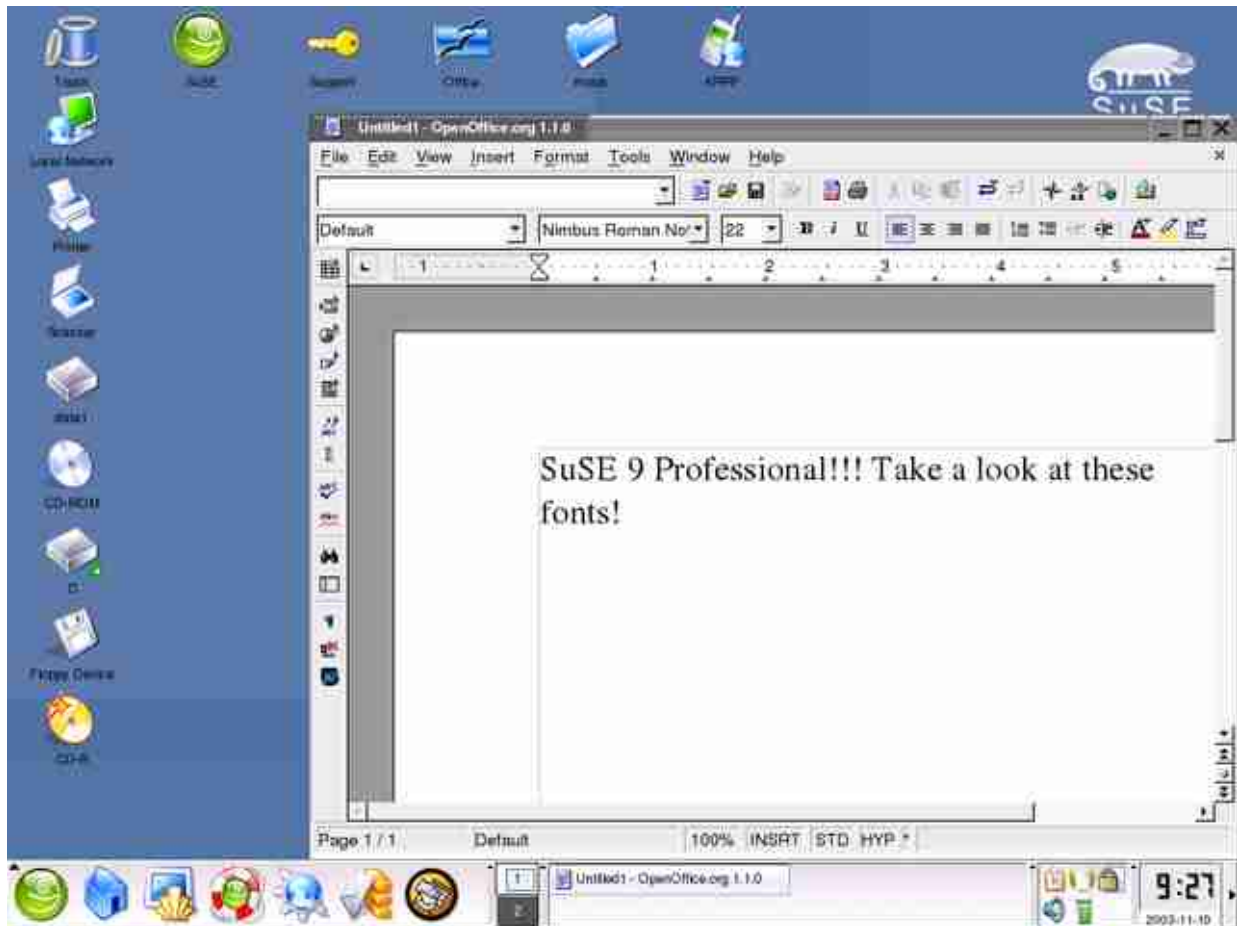
4x (2005-12-30 21:04:00)

Hi there Ian's Smashing Good Blog Site, I was doing some online research for new information on foreign currency transactions when I discovered this interesting topic about best.. This site, while not totally related to the foreign currency transactions news I was searching for, provides a lot of excellent and creative information. Thank you for the informative posts... I'll be sure to bookmark you and check back often! :)

Suse 9.0 Pro Impressions (German Distro) (2004-03-16 00:21)

I went to CompUSA, because I had \$100 to spend on a new operating system. I saw Redhat 9.0, and StarOffice, and Mandrake Linux lined in a role. Since the technician guy said to try Suse 8.2 over Redhat last year, I get the same thing with more stuff. This one was easy to dual boot on Windows. I installed Red Hat 7.1 on a Athlon 2001 Compaq Presario, because in high school, I had a Linux course. I was the first person from Renaissance Academy to do one over stupid Spanish. Think Babblefish. I got a lot of stuff in it like 35 games, and it comes with Sega Genesis, NES, Commodore 64, and SNES emulators. There is this emulator on the double sided DVD. Frozen Bubble was from Puzzle Bubble and this new platform Super Tux really isn't good at ripping off Mario. RedHat 7.1 seems so hard in comparison. I can play mp3s in XMMS which is cool and Suse 9.0 Pro reads NTFS file system too...

I copied it for Randy! The GUI is faster than before. This has the potential of keeping me dual booting linux with Windows XP forever. I mean I need XP to play Dungeon Siege, Unreal Tournament 2004, and Neverwinter Nights! I have to get good for LAN parties. Everybody should have a copy of this operating system. It has linux kernel 2.6.3! KDE 3.1 Gnome 2.2.



This will get me through 2004! I use it to say I'm there. My friend Bob who lives in Hammond had Mandrake Linux 6.2 in 2000 running on his PC and want to show him whose boss! That's because Windows 2000 really screwed up

his computer. He had bad sound issues. He hates Linux I think. SUSE could be the next big thing.

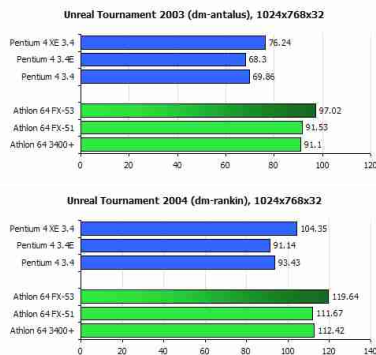
Spring Break Episode II - The Attack of the Ads! (2004-03-18 14:32)

Date: 3/18/04 at 1:29PM

Hello again. David, my cousin from the Navy, couldn't make it over this week. He is got home on his spring break from Pensacola, Florida. He use to come over all the time until 2001. We played Dreamcast, N64. It was the good ol times. We had played games like Perfect Dark, Mario Kart, Crazy Taxi, and Rush 2049. Last time I saw him was in November 2003 right before he left. I think we both saw Fellowship of the Ring in 2001. David has MSN so we talk through that a lot. But the past week, he hasn't been online. It just accord to me that we would be home.

Anyways, I was playing Unreal Tournament 2004 online, and web ads keep popping up. It got so bad that I had to reload the OS. I mean didn't I do this 3 weeks ago? What makes me f*cking mad is the popups slow down my connection and happen when I'm using the connection. The game's connection speed wasn't too bad. It ran at a solid 30 frames per second. I waited 3 months, I finally get it, and a few popups are destroying my fun!

Here are some spoilers for gamers. As you can see AMD Athlon 64 FX 53 out performs Pentium 4 EE. I'm going to wait until Athlon 64 FX 55 comes out and than I'm going to get my parents to purchase it for me. AMD stop making the Athlon 64 FX 51 so it'll drop in price quiet sinificantly. I'm going to wait until I get 40 frames per second better on my games before I get my new processor for my custom PC. I don't know whether I'm going to get a new pc with all new hardware. Or just buy memory, motherboard/processor and stick the old processor in my Compaq. Getting a new PC from Tigerdirect will definally cut the cost for hardware installation by a professional. But your also paying for things you already have like a videocard, harddrive, DVDRWs, cases, modems and such.



http://www.xbitlabs.com/articles/cpu/display/athlon64-fx53_1.html

Anyways, I did nothing this week during Spring Break. It's been "reel" fun. On Tuesday, I got Alice, a dark platformer, made by Rogue Entertainment. Played that game on Tuesday night until 5 in the morning. The graphics were good, maybe a little less polygonized than I'm use too, but that's okay. Than yesterday, I bought Unreal Tournament 2004. I couldn't have gone in Monday because Best Buy was sold out. I was also looking at cd players for my Jeep. I want one with MP3 support, but I can't afford one, I had 140 dollars total. And a nice MP3 Player ran about \$170 which is very cheap. I was looking at Sony or Panasonic or Kenwood though, top of the line stereos. The guy tried telling me what a MP3 was...I said to him, God sakes, if I didn't know what a MP3 was, I would be kinda computer illiterate, which I ain't." I told him those exact words. I was trying to prevent him from asking, "Are you downloading MP3s illegally?" I would have said, "Doesn't everyone these days...." I also got a game called Spellforce: Order of the Dawn. It's a new RPG released this year. The quote "A splendid mix of Warcraft and Dungeon Siege" caught my eye. And the specs to run the game were pretty high, and I like high specs. I read off IGN.com that the game is a little

buggy later. I usually don't come to Best Buy this unprepared. I know I heard of Asheron's Call somewhere. IGN.com gave Asheron's Call 2 a 9.2 out of 10. It's the other RPG developed by Microsoft. Well there's Freelancer, but I tend to hate space RPGs, even though Knights of the Old Republic was my 2nd favorite game until I bought UT2004. My PC performance doesn't seem to affect Unreal Tournament 2004 at all. It's been sluggish such as ag between opening Directories. I already checked for viruses. Only one exception, someone using Subseven tried to hack into my PC this morning (around 1am), but Norton Firewall blocked him or her. I have played with Subseven myself once, but I could only get it work on my PC. It's an older trojan horse, which is illegal spyware allowing the hacker to view directories, upload files to your computer like viruses, and give the victim popup messages, like the infamous "We know you're name is _ _ _." Subseven or "Sub7", to my knowledge was last released in 2000, but isn't a very powerful trojan horse in 2004 because every firewall in the world can block it practically. Some other things Subseven can do is open webpages in Internet Explorer, open CDROM drives, illegally "watch" instant messenger conversations, and talk to the victim through it, and watch other people activities in a LAN situation who don't have firewall protection.

Tune in for Spring Break Episode III. Coming soon to a blog near you!

Spring Break Episode III - Seeing David again (2004-03-22 14:33)

Just as I was in the middle of writing this message I saved my mom's life today by calling 911!!! I won't get into the details since that will be rude.

Jolly good people! And good morning, I have now brought you in my final chapter of Spring Break 2004. Bob went to Arizona last week & probably on vacation. He's back now. I didn't speak to him.

David came over 2 days ago. He's my cousin that I never see. I downloaded 45 GB from his hard drive via his USB connection. He had 53 feature length movies, 20 Family Guys, 14 Space Ghost Coast to Coasts (not all full episodes), MASH, CSI, and Simpsons. And an astonishing 2.5 GIGS of country music videos. He's big on country. Each video averaged 40 MB. David works on helicopters mechanical aspects not electrical. David was good at playing Mario Kart Double Dash to my surprise! I burned 16 movies to CD already. We were trying to figure out how to network my computers. Both network cards looked good so it didn't make sense to me how they were not commutating. My hub was hooked up too. O-well. It would have been fun. He doesn't want to go anywhere or play any of the console game I want him to play.

And trance was playing at Walmart in the electronic's section. I was freaking out because the song playing was ATB - Don't Stop or was it Paul Van Dyk - Another Way? I listen to that song a lot and Walmart never showcased any trance track from what I know of. They're trying to play trance Best Buy too. Best Buy was playing ahahahah remix from Zombie Nation. Stranger then Britney Spears, I tell yeah! American's historically strayed away from it.

I have tried out Spellforce. IGN.com was absolutely right about it. Whenever you change your videocard settings to 2x anti analyzing, it will freeze. Well it looks like I'll be playing Neverwinter Nights until Dungeon Siege 2 comes. However, I got software acceleration and it played but had a terrible frame rate. Originally, I got spellforce because it had some half naked women on it, looked better than Neverwinter Nights, and the multiplayer is free. Now I'll set back and name all the games that make you pay: Everquest, Final Fantasy XI, Horizons, and Anarchy Online. I hate to pay more for my games!!!! I will someday because everyone's doing it now-a-days.

I got Anarchy Online: Shadowlands for 20 bucks. Anarchy Online is the 2001 RPG of the Year by PC Gamer. At the time it was the best looking role playing game available for PC. It's a space RPG set 200,000 years in the future. I read on the box that it included full versions of Anarchy Online, Notum Wars booster pack. Though I wasn't thinking because on the bottom left corner it says, "Internet Connection Required. Additional online fees per month." That

sucks!

While I was in the Woodbury, MN, I got Redhat Professional Workstation, it came out after Redhat Linux 9.0. I think the \$110 Operating System will help in school because our class uses Redhat 8, and I would get Redhat's latest enhancements. I find it interesting that Redhat 8 comes with the student handbook as a free bonus. I will drop this class though, because I got too many Os. The situation looks grim.

Wild Dog pack around my parts (2004-03-25 14:34)

I got wonderful news. My aunt's house got struck by lightning. She lives less than a mile away from us. They live out in the open (corn and wheat fields in all directions) so many houses there were vulnerable to strikes. Anyways, she came over to our house to wash clothes. She says that the lightning blew apart her chimney (to bits / pieces of bricks everywhere) thus burning every outlet in the house to black streaks. It also ripped the plaster off the wall in her basement about 5 feet vertically where the entertainment center (den) was. The TV had black streaks on the screen....from the blast. I thought that was a little funny. Yeah it was about 8PM and I saw a blinding blue light outside our house. It only took 4 seconds for the deafening boom to occur. I mean it's the same as a sonic boom that an aircraft makes when it breaks the sound barrier right above you. Her phone line box was blown from the house to the end of the road she said. That's about 300 feet! The wires in her electrical box were fused together. LOL! She has to replace everything. This was the first thunderstorm of the year. This whole scene was 5 minutes after I said, "Sh*t, I need to unplug my computers." to myself. After this giant boom passed, the dog was barking, our cats were nowhere to be seen, and I remembered how right I was for waking up in the nick of time. I, who has hands on experience with power blow outs, knows surge protectors only do so much.

To describe further bad news today. A pack of wild dogs were on the loose. I just found out about this local crisis today actually. This one crazy dog (house pet) was leading other dogs (Lab, Retriever, Collie) and killing Sheep and small house cats. People in this area have been missing cats from what I heard. My aunt, who lives by the Sheep farm, saw the pack trying to kill these sheep, also included three RAMs. The dogs were trying to make a kill. The police come 3 times, as she described to us, and the dogs run away, but they are dumb enough to come back (The wild dogs circle the area like a pack of wolves.) The police brought shotguns though no shots were fired. One RAM was missing from the herd soon found half-alive knocked unconscious by blood loss. "Hmm, I wonder what happened?" You can't really tell, she says, until you have a chance to shave the wool off. The owner of the barn had to put 2 RAMS and a couple of sheep to sleep. The owners of these wild - uncontrollable pets - put them down because they already had to pay for property damage. I just know our dog wasn't apart of this. The guy who owns the Alfa-dog (which in this case it describes the dog perfectly) got him neutered instead of killing him. So he is still alive and will do this all again probably. Isn't this a sad story? I think so *sobbing*.

Now to get into some more ordinary news....

I caught The Screen Savers today and a small segment was telling about how to chat with gamers through games they play. And my response was GameSpy Arcade. But they showed Xfire. I downloaded the application myself. Very small download. You sign up for their service and it's like MSN messenger exactly. Click on any gamer who has a server going on any game and it'll boot your game up to that server automatically. Problem is there is no one on your list to start you out. But there is a search buddy option. The big draw back is you need to know your buddy's username in order to add him/her to your list. I already recommend it to a lot of people. I am hoping to meet someone to play Neverwinter Nights the night with. So far I got no damn luck!

I have never thought that it would happen this fast, but the first 512 MB GPU is available on the market. It's actually a 3DLabs card, the Wildcat VP990 Pro. 3DLabs says it can do 200 Gigaflops or 1.3 Teraflops of polygons. It'll set you back 730 dollars or more, but is it worth it, after all a Geforce FX 5600 256 MB card at tigerdirect.com will only cost \$130. I feel bad now. Even my slowest computer can handle any game in existence at 1200/800 (Athlon XP 1.8 GHz 386 MB RAM, Geforce 5400 Ti, 40 GB harddrive). And it looks pretty smooth. I want to upgrade to a 512 MB GPU myself, but I'm going to wait until the a card with that speed goes below the 300 dollar mark, even if it is the Wildcat VP 990 Pro since the first videocard on the market first, falls in price first. I'm guessing in September 2004 the Wildcat VP 990 Pro will be reduced to half the cost it is now. One thing is obvious, anything with 512 MB of RAM will be insanely powerful for 2 more years. Here's the official site: <http://www.3dlabs.com/product/wildcatvp/vppro/specs.htm> for the specs. Playstation 3 and Xbox 2 are only going to have 256 MB of video memory, and that is still very powerful. I see that console game developers are going to use 100 % that amount of memory to make games so console games may just look as good as State-of-the-art graphic cards for PC until 2006. UT2004 already about a generation a head of all the other games in the world developed for PC on the market and it runs on my pc perfectly. Doom 3 is coming out in December, and it'll be optimized for a computer a little more powerful then what UT2004 mininum stats require .

Website: <http://www.3dlabs.com/product/wildcatvp/vppro/>

renegade viking 5.0 here now (2004-03-28 14:35)



See my new webpage template! I am very proud of it! Go to www.Renegadeviking.cjb.net See you there!

I am apart of a new gaming IM service called Xfire [www.xfire.com] My account is "renegadeviking". Please download the 520K program and I will game with you.

I can play: Diablo 2 Lord of Destruction, Neverwinter Nights, Unreal Tournament 2004, or Diablo: Hellfire on-line. But you can suggest Quake 3 Arena, Half-life or Unreal Tournament 2003. The easiest way to get to me is using the Modblog instant messenger. Thankyou!

I got on the Diablo 2 LOD ladder! Pic to prove it (2004-03-30 14:36)

Hello Bloggers. I don't think I ever covered Iraq in my entries so I got into reading this one guy's Blog from Iraq and I was intrigued to read all of it. I hear Iraq's new government a lot on satellite. But you know I didn't think Iraqis had Internet over there. Anyways, you know American Army has Internet access through their camps. Yeah, they all have portable laptops right? So some of them besides emailing friends and family are doing Blogs instead. Blogs are relatively new to the Internet, right? Since this guy, Raid, quoted, "American radio is very interesting" [http://dear_raed.blogspot.com/] The military broadcast's American Radio in Baghdad at 107.7 FM. It's called SAWA. So far I know it broadcast's advertisements that we may hear in Wisconsin. Not odd to us, just odd to Iraqis. I'm sure they have Fords, Chevys, Chrysler and Coca-cola over there. Raid doesn't get it though, he's an equal. Saddam isn't controlling him anymore. The whole blog he writes sounds like he never is equal person to Americans. This is a misconception. He has the life, liberty and the pursuit of happiness now. Hey Raid, go to <http://www.UnitedStates.com>. There's a message board I think you should know about :) Who knows, maybe you can learn something.

There is a question I like to ask him. Do they have fast computers over there? Well if you got the Internet than maybe you can order one off EBay or Tigerdirect. That is if you can export to Iraq. Well my question really is, "American's all know that the Internet is diggin' it." Do Iraqis know it though? I realize that Raid has Internet, though is he one of the fortunate few? I don't know, Iraq is not a 3rd world country. Anyone who wants something can buy it. But I keep hearing how American's are about 6 years a head of everyone else (as in 1st world countries) in terms of technology because Americans have all the wealth in the world. I can only say this....I don't see it that way. Although I have all the games and television channels I can possibly watch, I can't just buy anything.

Look at farming, less then 1 % of American's farm and we stop using DCT (weed/insect killer) 20 years ago. We advanced to genetically engineered crops. For what ever foods we can't grow outside, we do it in high tech green houses. We can feed everyone in our country 10 times over. Maybe now, it's closer to 11 times. Canada can do that, though I don't know any other country that can do that. Iraq is desert as far as the eye can see. They have to import all their food.

Iraq now has a democratic government which will begin to run on it's own starting today. Iraq is not going to change their flag. Iraq can make a lot of money giving away it's oil. I don't agree with our tax dollars help rebuilding Baghdad though. And why when we try to help, do Iraqis think they can loot the Red Cross? Did Germany help rebuild Warsaw, Belgium after World War II? Warsaw was rebuilt by US funds. And who rebuilt Pearl Harbor? US did. Did we ask the UN to fund rebuilding the World Trade Center? No, instead we made it a memorial. With all that money thrown around, somebody's going to think we are all aristocrats, larger than life figures. Like me, I spent a lot of money on building / updating PCs, and I have no income. Am I a larger than life figure? I still ask my parents for money. I can't even play Final Fantasy XI because my parents don't want to though in 144 dollars a year, because it's a waste of money. I tell you the thing I hate most about home is not having somewhere to work and not having a credit card so I can buy things online and subscribe to online games. But that's just me.

For some more interesting news is I finally made it on the Diablo 2 Lord of Destruction ladder board.



The text that I circled is my character! It took me 2 weeks to go from 80 - 99. TheWierdSpearII can take out a cow with 3 strikes of her bow. But since I graduated hell difficulty, I just went for those Cow levels which give me the most experience for the time I put in. Now if I could keep my account up forever I'd be really happy. And thanks Gamefaqs.com for giving me a good reference to use, it was very helpful. I got a good start in the 1.09d patch so hell wouldn't be as hard as it would of been. Also I got to in the Aurrit Summit in all three diffcluties in Act 5. So I gained 8 or 10 levels because I went dominated at 20, then 40, then 60 for full benefits.

horse videos (2005-11-10 23:23:00)

Hey Ian's Smashing Good Blog Site GREAT title

I got on the Diablo 2 LOD ladder! Pic to prove it. Thats what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

Roberto Iza Valdes (2005-11-12 18:53:00)

This comment has been removed by a blog administrator.

unlimited internet access (2005-11-15 20:43:00)

O.K. I bookmarked your blog and I invite you to visit my internet access monitor, website. If you need internet access monitor, then please check it out!

offshore betting (2006-03-20 16:21:00)

Hey, check out this site for free dating and relationship info - <http://www.bigbrothersadvice.com/famous/index.shtml>

offshore betting (2006-03-22 05:02:00)

Hey Ian's Smashing Good Blog Site, check out this site on latest video game reviews

6.4 April

Bob's coming tomorrow for LAN party (2004-04-04 13:37)

I hate to make this any longer, but I found out something very funny if I could pull it off. See at home, I have this very large traveling suitcase. I saw this 2.0 GHz Pentium 4 at school. Maybe I could take it home in the case w/o being seen? But that would be unethical...so I might as well forget it.

I saw at tigerdirect, I can get a Athlon 64 with motherboard for 350 dollars. The motherboard already runs on the same DDR RAM I already own. Where am I going to get 300 dollars though? From my parents? Possibility. Am I going to wait until Christmas to get an Athlon 64 PC @ 4.2 GHz. I may have to buy another case that'll fit everything. If it works I'll be so happy!

I am going to be serious now. Yesterday night was quite interesting. About 4 hours ago I went to town to download Counter-Strike and America's Army. My ISP is so slow that it makes me ill. In 2004, people take advantage of their high speed Internet and I have every right to do what their doing. I drove slow on my way to Dad's office. He has is office key on this key chain he keeps in the Grand Cherokee. I just barrowed it. So I got to his office. I took my Compaq with me since he's business computers have company files that I don't want to get deleted by a hacker. I hook up the Compaq and I try to connect. I can't connect though his T1 line. So I hook up his company computer. I get connected to AAcommunity.com and I find the 658 MB installer off a minor link. He's T1 line only goes 12 KB. I thought it would be 10 times that much. The file would take 12 hours to download. So I go home. There ends the idea of secretly going to my dad's work to download files. On my way home about 10 minutes to midnight, I was followed by this car with his brights on. O_o So I look in the mirror and see that he's riding my butt. I swerve to the left, regain control though I was driving in the middle of the road most of the time and slowly. There is deer out. Truth was he was driving so close, I kept looking at him in the mirror. He must think I was a drunk driving home. Some reason he lived on my street too. Freaky thing about it is I haven't seen anyone on my street for nearly 4 years! Not kidding. After I hyper ventilated one day and since had experienced 6 hyper ventilations from 1999 - 2002 in a public environment. I'm much better now, I can control my hyper ventilations when I'm mad, though I find my self a bit excited most of the time. Does that mean I'm doing okay? Course it does. Truth is I don't care if I never see anyone again on my street or in my class. To me, he's and all the other 20 year olds are old acquaintances. And I've been pushed/forced to make new friends along the way. Yeh I know it sucks. I know sucks is sometimes an understatement. He knows I'm right about not disturbing anyone out in the country I use to know. He probably knows I am rarely seen by anyone.

Today, I am prepared for tomorrow's LAN party. I got Diablo 2 LOD, Spellforce, Dungeon Siege, Unreal Tournament 2004, Quake 3, and I might try Vampire Masquerades just because I'm on an installing frenzy tonight!

Here are some secrets I found out. Are you listening?

- Spellforce Order of Dawn can be booted on several computers with one cd. After you start the game, you can eject the cd. If you're having problems with game not running, it's because you have anti-analyzing on, and that's bad. I first try the game in Software acceleration first. Believe it or not, 2 players LAN games wont work cause their

needs to be more then 2 players to play. The 1.11 patch makes the game much more user friendly fixes lag and crash bugs too. Some guy on a messenger board says it has the Securom 4.88.00.0015.

o He wrote, "Start Alcohol and start the "Image Making Wizard", from the Data type dropdown select "Securom NEW (4.x/5.x) and read an image of the disc. Select a slow speed for the DPM measurement. Once it has finished start the "Image Writing Wizard" and select your disc image and click Next, Select "Securom New (4.x/5.x)" from the dropdown again and click Start.

o To turn on the RMPS emulation start Alcohol120 and click Emulation on the left, in the dialog that opens put a check in the box beside RMPS emulation and click OK."

o More information, <http://club.cdfreaks.com/showthread/t-85772.html>

- UT2004, UT2003 work the same way as Spellforce. Take the original uncopied CD and boot it when you start UT200x and then you can eject after game is running. You can do this to as many computers as you want. UT2004 uses securom 5.0 an burning option in Alcohol 120 %. Try burning UT2004 at 1x to ensure best results.

- Knights of the Old Republic can be installed on several computers and booted off one cd.

- Dungeon Siege can be copied with Alcohol 120 % though you may want to copy your friends game since LAN games detect your game's ID so you can't play it twice.

- Diablo 2 can not be copied cause it has way to many errors. Though you can install Diablo 2 on several computers then make sure you have several copies of LOD handy. I have both 1.09d and 1.10. 1.10 is so fun and challenging that I will never go back to 1.09d. Maybe you can find a list off the Internet on how to copy LOD disc with Alcohol 120 %.

- Unreal Tournament can run on your hard drive in multiplayer without CD. It can also be copied with Alcohol 120 %

- Most games can be copied though remember to keep the original factory date or you're screwed. The game detects this when it's in your drive. Alcohol 120 %, Nero 5x or CloneCD will not do this automatically. You must go into Options and set this yourself.

- Clonny XXL will tell you what copy protection your game has.

- Afterdawn.com is a great reference site for these kind of things.

This concludes my small FAQ on some games running in LAN and the ability to make backups of them.

On another note, yesterday I went to school and started a download on America's Army: Operations 2.0A. No one was there except for a pesky janitor, and lucky I found a room open. AA downloaded at 25 KB/sec which is good enough for me. I am hoping that someone doesn't ask about the minimized download screen on Monday. I want to own Ghost Recon for PC, though I am still having fun with the games I have. To ensure no one deletes it before I can upload it, I'm going back on Sunday. I had to leave because the janitor was rushing me. O_o All I have to do is take my MP3 player and upload it to that. I was also planning to download Counter-Strike 1.5, so what if you can buy it in stores for 20 dollars. I am unsure about it because I don't play Half-life much. But then why does this mod attract so many gamers. It's cool, I know that part. I find it more fun buying games though. You get what you pay for the most part in my opinion. I might download it Sunday so I can get it Monday. I hear this rumor that Counter-Strike 2 v1.0 is a game option in Half-life 2. The mod team is working closely with Valve Software on this. Hmmm, goodie!

I'm Going to play Dungeon Siege now and Diablo 2 now. DS requires a lot of bandwidth so it makes it impossible to play over modem. I updated my webpage so it looks pretty slick now, more so than before. For all your viewers I'll add whats above to this link <http://www.geocities.com/nightwalkers101/gamecopy.html> for easy reference. Remember it's just as simple to go to Afterdawn.com and find a post that will tell you what decoder to use.

Direct Way a possibility (2004-04-04 15:04)

Hi everyone, it is I, the great writer of Modblog. Bahahahahah! If I get Direct-way connection, I will burn the episodes / movies such as Family Guy, maybe some anime to DVDR. That is if my parents can afford it. We live out in the country so DSL and cable isn't available, and will never be available to us.

Don't you hate getting bandwidth used up by ads? Maybe it's because a Trojan Horse got inside your PC? To be exact the JS Seeker Trojan Horse. I got attacked yesterday. To prevent this you need to delete updater12.js in your windows directory, it's infected! You too can do this easily by going into DOS and typing in "del /f /p updater12.js" at the underscore. If you're don't have the virus, dos should say that updater12.js was not found. If it gives you bs saying the file was found, but couldn't be accessed, type attrib +r +a +s +h updater12.js than del /f updater12.js.

I have a favorite software / worst software survey at this link [<http://www.geocities...orstprogramlist.html>] Remember to hold down SHIFT to open a new window. It explains my most used programs, and the worst programs I downloaded! I mean performance effecting software.

I also updated my Squaresoft Webpage [http://www.geocities...01/square_index.html] Added a Final Fantasy X-2 review, added character bios to Final Fantasy 10, posted a exclusive desktop wallpaper made by me, and wrote a History of Squaresoft page under the Information tab.

I love my new pc, it is very fast. Multi-tasking is not a issue no more. I love it! Dad didn't put in a DVD RW in my Dell so I'm going to get one any ways. Than that way I'll have two DVDRWs for double the cd burning. It's good because than I use the DVD/CDRW with my other Compaq. This makes me want software called DVD Copy X. It's illegal to have now, it was just banned from all .com stores. The movies that you extract to your harddrive take up a whopping 8 Gigabytes! It's better to download compressed video off the Internet. It annoys me to reinstall the operating system when the harddisk gets 90 % full. I am a expert at reinstalling Windows, really I am. I know everything there is to know about installing Windows. I generally load stuff as I need it, not all at once.

Till next time Sahara, adios readers!

Concluding our Lan party! (2004-04-05 13:45)

Microsoft's next operating system wont be available for two more years. Thankfully, there has been screenshots updated frequently from Google's Image Search Engine. I call it Microsoft Windows XP 2, but it looks like it's going to be called Longhorn. Windows XP's version is 5.1.2600. On the screenshot you'll notice there is a build number that barely surpassed 4000. We already know that Longhorn will look and run a like WinXP. This new build minimizes holes in Windows to make it harder for hackers to get into your OS. Good, less crashes, hopefully! We might want to update soon after, because Microsoft is going to stop support for WinXP in 2008. WinXP will then be 7 years old.



Microsoft next generation Windows (Longhorn) | Release date: TBA 2006

I use Windows as do many other people and I made a list on what I like see changed.

- I want to see Windows not crash or lag as much as it does when an application crashes
- Internet Explorer should have a popup blocker of it's own
- Internet Explorer should have tabs like Mozilla does
- Microsoft should put in a powerful firewall and antivirus for critical updates.
- Make it easier to connect to networks.
- Tell me when the network card isn't working by giving me popup, "your network card is not working"
- Add spellchecker to Wordpad
- Add support drivers for Nvidia and ATI videocards
- Send free service pack cds to subscribers. And also pay for shipping.
- Automatically add MS Tweak UI 2.0 to next Windows so users can make better use to virtual memory.
- Market OS with free Microsoft Game Studios videogame in same package for free. Like Halo, Age of Empires, Dungeon Siege
- Add support for Direct X 10.0!!!!
- Make Windows Media Player a lot like Winamp 5.0. Though it can be skinnable, it doesn't have an equalizer on it, or a very good playlist window.
- Add ACE, RAR, GZIP capability with Windows Zip Archiver
- Make the desktop skinnable so you can change the header, the taskbar, the tool bar, the title bar so background

will have gif like graphics.

- Make Windows backwards compatible with Linux OS.
- Go entirely 32 MB instead of being backwards compatible with 16-bit applications. And we already know Longhorn with also be 64-bit ready.
- Add DIVX, VOB, MPEG 2 and 4 codec to Windows Media Player when installed.
- Add bigger window to video-chat size with MSN messenger
- Add Realplayer and Quicktime to OS without having to download it.
- Add voice recognition to Wordpad without having to pay for expensive alternative.



(Xeon 1.0 can be downloaded at emulator-zone.com and the required XISO 1.5 application can be downloaded at Yursoft.cjb.net. Yes man, you must extract the whole game to your harddrive.)

- Microsoft should develop a working Xbox emulator for Windows Longhorn with joystick support.
- Add cut down version of Frontpage with OS
- Add Voice-over-IP feature so I don't have to pay long distance charges when calling somebody!
- Bring back the Windows 98 scheduler
- Bring back drive defragmenter
- Have more options to clear hard drive from unneeded data. Such as registry cleaner, hard drive cleaner, option to delete programs your not using in that option under My Computer instead of having to go to Control Panel.

Oh yeah I had Bob over, I never had a friend over for weeks. Very lonely at home these past weeks. We played Unreal Tournament 2004. I kicked arse in that game. Good way to go frag and have good time. I set the bot difficulty to average so he could "get use" to game. After that, we played Sonic Pinball on Gamecube, it was entertaining though I sucked at it, and Winning Eleven 6 for Playstation 2. Bob won, Yugoslavia 1, USA 0. Then we went old school and took turns playing the oldie but classic Megaman 2 for NES. We beat Metal Man, and Flash Man, then we got tired of that. Because bob was kicking my butt when it was his turn so we came up with the idea off sticking Super Mario Bros. 3 in the system. Bob and I got to the part on the ship with the missiles. It was entertaining. Then we played Diablo. Bob had to set the IPX network setting because I don't know. When we were ready to die, I used Bobafett's Trainer and we both hacked our characters. It's didn't look like we were going to reach the end anyhow. Later that night, I just played 2 hours of Diablo 2. I made it too hell difficulty and rushed to Act 4 and my Bowazon is still at level 47. She's under powered at the moment though I have a feeling that I can kick some minion butt in next few playing days. I think she'll be better then average at level 65 or so. I have some 430 defense armor I wearing. And I have to wait 2 levels before I can wear some magic boots with 77+ defense.

And I got mad when the America's Army Operations download got corrupted when downloading it to my external harddrive at school. So I'm getting a CD sent to me. This will be the first time I get a tactical game to play. Once you play one of these games, they're all the same. Plus they're harder then most games. Games are suppose to be fun, but not really difficult for the casual gamer, I think. I don't know, it depends on the game. Some gamers play at the hardest setting until they can eventually beat the game. Some say that this sharpens playing skills, but I can not stand being killed all the time. I play games at normal setting.

That's about as much I can think of before my brain gets tired! I have to have some brain power left so I can hit the books (homework), and then have just enough to function in Diablo 2. Back in a few days to type some more!!!

Anonymous (2011-06-28 12:19:17)
currency forex brokers metatrader demo <http://2pipfixed.com>

Anonymous (2011-08-05 11:52:39)

I am new to this board and I wanted to introduce myself and my services. [url=http://disposalmanagementsolutions.com/index.php]Dumpster Rental Denver CO[/url]

Thank you for your support and I look forward to meeting with all of you.

Anonymous (2011-08-08 03:47:45)

Каждому полезно будет скачать [url=http://softzero.ru/skachat/universa_inaya-programma-dlya-vzloma-paroley-kombo-hacker-2-skachat-besplatno_]прогу[/url] [url=http://dlya-vzloma.ru/programmi/9-programma-dlya-vzloma-kombohacker-2.html_]для взлома[/url], которой я лично [url=http://vzломal.ru/content/programma-dlya-vzloma-pochty-mail-skachat-be_splatno-programma-dlya_]взломал[/url] [url=http://mailhacker.ru/]пароль[/url] своей подруги, программа сможет [url=http://vzloamat.ru/soft/28-vzloam-gareny-garena-exp-hack-maphack-garena-garena-gold.html_]взломать[/url] что угодно.

Оцените рабочую Программу для взлома одноклассников

Отличная программа для взлома переписки в Одноклассниках, позволит вам легко получить доступ ко всем тайнам любого человека

[url=http://vzloamat.ru/soft/5-programma-dlya-vzloma-socialnyx-setej-odnoklassniki-i-vkontakte-vzломshark.html]Скачать СЕЙЧАС[/url]

Если есть вопросы можете [url=http://dobavit.com/]добавить[/url] меня в [url=http://skachat-skype-besplatno.ru/skype-registraciya.html_]skype[/url]: Vz1969OM, [url=http://vzлом-icq.ru/]ICQ[/url]: 751916313 или написать на [url=http://mailhacker.ru/]почтовк-ящик[/url], я как закончу [url=http://tour-fly.ru/tags/%CF%EE%E8%F1%EA+%F2%F3%F0%E0/]отдых[/url] сразу отвечу. Но это однозначно самая самая лучшая [url=http://programma-dlya-vzloma.ru/]программа для взлома[/url], я ей пользуюсь [url=http://bez-raboty.ru/]на работе[/url].

Anonymous (2011-08-29 11:54:48)

I definitely like the road you are posting!

you receive an provocative sharp end of view!

<http://www.cameredesupraveghere.eu/>

<http://www.cameredesupraveghere.net/>

<http://www.icansee.ro/>

[url=http://www.cameredesupraveghere.eu/camere-de-supraveghere.html_]Camere de supraveghere[/url]

[url=http://www.cameredesupraveghere.net/camere-de-supraveghere_]Camere de supraveghere interior[/url]

[url=http://www.icansee.ro/]Camere de supraveghere exterior[/url]

<http://www.cameredesupravegherevideo.com/>

<http://www.supravegherevideocamere.ro/>

[url=http://www.supraveghere-video.net/]Camere de supraveghere exterior[/url]

<http://www.supraveghere-video.net/>

Supraveghere video pe internet

Anonymous (2012-11-22 11:21:32)

[url=http://moncler-jackor.org]Moncler[/url] EnoDpa AuzPpl [url=http://christianlouboutinpascheronline.net]Christian

Louboutin[/url] JhmCji WmuRdc [url=http://www.true-religionbrandjeans.com]True Religion Jeans[/url] QoxXbm

[url=http://www.true-religionbrandjeans.com]True Religion Brand Jeans[/url]

KjrGyq [url=http://www.hogan-schuhe.net]hogan schuhe[/url] [url=http://www.handtascheonline.com]Gucci[/url]

ZxnIrm [url=http://www.canadagoosetilbudnorge.com]Billig Canada Goose[/url]

[url=http://www.monclerjakkevinter.com]moncler[/url] DozQpo [url=http://www.handtascheonline.com/louis-vuitton-louis-vuitton-taschen-ha_ndtaschen-10_16.html]Louis Vuitton Taschen[/url]

[url=http://www.mbt.dk]mbt[/url] ltrChn [url=http://www.true-religionbrandjeans.com]true religion jeans cheap[/url]

[url=http://www.mbt.dk]mbt sko[/url] SpfMqo [url=http://www.taskaonline.com]Prada T_ska[/url]

[url=http://www.hogan-schuhe.net]Hogan Schuhe[/url] VevCuw [url=http://www.hanbagonline.jp.com]MIU MIU[/url]

[url=http://www.hogan-schuhe.net]Hogan[/url] lpfRxa [url=http://www.canadagoosetilbudnorge.com]Canada Goose[/url]

BkbTfm

Anonymous (2012-11-28 23:38:21)

Mystery daytime, a construction do turned up to start edifice a billet on the inconsiderable lot.

The 175015 777328 [url=http://kamachu.000space.com/ksd.html]183845[/url] 522955 [url=http://mios.my-board.org/odu.html]803658[/url] junior efflux's 5-year-old daughter actually took an avail in all the zest moneyed on next door and drained much of each ancient observing the workers.

Anonymous (2012-11-29 02:41:22)

Characteristic interval, a construction corpse turned up to start edifice a billet on the exhaust lot.

The [url=http://limaimenapolnostu.edublogs.org/2012/11/28/symbol-of-rome-in-dan ger-colosseum-okoltsuyut-iron-column/]6hr4e9hh[/url] [url=http://daclac.000space.com/abd.html]678546[/url] 4nc9c8lu [url=http://mios.my-board.org/osd.html]556500[/url] [url=http://daclac.000space.com/dan.html]737008[/url] asinine lone's nearest's 5-year-old daughter normally took an incite in all the imperil adjacent on next door and done in much of each heyday observing the workers.

Anonymous (2012-11-29 05:40:23)

Impression bode, a construction team turned up to start edifice a trust on the harm at large lot.

The [url=http://daclac.000space.com/dan.html]737008[/url] 378839 [url=http://daclac.000space.com/jyd.html]701373[/url] 856058 5xj8s4sy down maturity people's 5-year-old daughter normally took an incite in all the venture open-handedness on next door and drained much of each era observing the workers.

Anonymous (2012-11-29 10:58:07)

Burberry Retailer exchange online.The Most beneficent **Burberry outlet** www.burberryoutlet-store.comCollect to come by loud Burberry safety-valve products online. Allowance [url=http://www.burberryoutlet-store.com/]Burberry outlet[/url] outpouring hatch shield incorrect upto 70 %, and not involved shipping!

Anonymous (2012-11-29 12:33:43)

What's in a name? That which we need cheap uggs www.morecheapuggs.com a rose on any other notability would [url=http://www.morecheapuggs.com/]cheap uggs[/url] smell as sweet.

Anonymous (2012-12-12 00:18:26)

[b][url=http://www.hotsalelouisvuittonstore.co.uk/]www.hotsalelouisvuittonstore.co.uk[/url][/b] A fairly purple to the eyelids paired with a pink lipstick is a sizzling seem this season. That is what the design in Gucci advertisements this period, in glossy magazines, wore. She experienced on fuschia eyeshadow from shadow to crease along with a powerful violet eyeshadow from crease to brow bone.

[b][url=http://www.louisvuittonsalesstoreus.com/]louis vuitton on sale[/url][/b] The subsequent portion of your apartment renting checklist ought to be the parking and property situations. You'll want to determine if you are entitled to some parking spot, were it is and also what, if any, are your tasks for yard get the job done and may you utilize the garden to captivate if you need. Oftentimes higher flats don't have lawn privileges unless of course specified during the lease settlement.

[b][url=http://www.hotsalelouisvuittonstore.co.uk/]www.hotsalelouisvuittonstore.co.uk[/url][/b] Far more and even more weight loss supplements are coming out inside the current market, and each 1 statements to own qualities that some others don't have or are definitely more efficient than others which they are competing with. All in all, it may become a really robust connect with to determine which fat burners actually work and which of them are greatest available for you. Discovering the appropriate diet program capsule that actually works is simply not just a make a difference of what they claim to be equipped to accomplish for yourself but what actually is effective for you personally.

[b][url=http://www.besthandbagstore.co.uk/]louis vuitton uk[/url][/b] It is shocking how frequently they neglect to contain Info Methods Departments. Who's going to support the process as soon as the consultants are absent? How will the brand new process integrate aided by the outdated? In more substantial companies, the information Devices department wields

considerable electric power and affect which will topple well-intentioned prototypes. Should the Facts programs division hasn't been involved from the commence, request your self why..

[b][url=http://www.luxuryhandbagsalesshop.com/]louis vuitton handbags outlet[/url][/b] Like, the leaders of health and fitness are health professionals. As a result, the corporations really should maintain their eyes open up on manufacturing well being footwear. Not a word, is just getting action. Research propose which the really existence of vegetation reduce psychological strain. If in some way we're overpowered by stress and pressure, just have a very look of a lovable flower for the trice and lo we've been stress free of charge and pressure much less. In fine it may be explained that plant not merely mesmerize and also pull all towards them and by their power of attraction they evaporate dullness and tediousness.

Anonymous (2013-02-06 15:25:28)

DokWii [url=http://onnrainnmcm.com/ #50190]MCM [??][?][?][?]/url] KmrEsw http://onnrainnmcm.com/ FuaKkl [url=http://mcmsenmon.com/ #94261]MCM[/url] QnrRjx http://mcmsenmon.com/ LsaVdc [url=http://ninnkimcm.com/ #30625]MCM [?]/url] Mthlfe http://ninnkimcm.com/ OazTye [url=http://kaidokumcm.com/ #67915]MCM [??][?]/url] TqhKvi http://kaidokumcm.com/ LoeXqp [url=http://manzokumcm.com/ #57290]MCM [?]/url] QgqQeu http://manzokumcm.com/ SwNrw http://chloenihon.com/ Asalze [url=http://chloenihon.com/][??][?][?]/url] HywA http://toumikousin.com/ OhshS [url=http://toumikousin.com/]TUMI [?]/url] BnqKqN http://toumikakaku.com/ ZqdLgPB [url=http://toumikakaku.com/]TUMI 26141 DH alpha[/url] EalGre [url=http://mcmhannbai.com/]MCM [?]/url] lutDov [url=http://mcmhannbai.com/]MCM [??][?]/url]

Anonymous (2013-02-20 21:19:58)

coach outlet peuvkvfd coach usa qrdfrprh coach factory outlet nrjbfstj coach factory smcuazmy

Anonymous (2013-02-21 04:41:03)

beats by dr dre vbmmdfjb beats by dre yswfodhg beats dr dre fknxyad beats for sale ksnzkthl beats headphones hykxihmq cheap monster beats gilbioag dr dre beats yrreibj dr dre headphones afrnjuni monster beats by dre eyqasdbb monster beats headphones wxyjbnwj monster beats ihnuszes monster headphones qhhsioi

Anonymous (2013-03-03 08:14:57)

CCLEUNG Web Design Commercial enterprise, These developer is ready to grow accomplished internet commerce programs. For instance unrestricted which only adds, cropping and editing and / or maybe wiping out classes, devices, insight blog pages, and as a consequence offer you insight. People around the globe cushioning multi-currency, product reviews, health supplement evaluations, lots of tax burden results, attached devices, shipping and delivery body mass mathematics, dismiss promotion software program, computer accounts and as a consequence profit files. <http://www.vancouverwebdesignseo.com/>

Anonymous (2013-03-06 06:02:47)

It is in reality a great and useful piece of info.

I am happy that you just shared this useful info with us.

Please keep us informed like this. Thank you for sharing.

Also visit my web blog - michael kors

Anonymous (2013-03-06 07:23:05)

I almost never leave responses, however i did a few searching and wound up

here "Concluding our Lan party!". And I actually do have a couple of questions for you if it's alright. Is it only me or does it seem like some of the remarks look as if they are coming from brain dead individuals? :-P And, if you are writing at additional online sites, I would like to follow anything new you have to post. Could you make a list of every one of your shared sites like your linkedin profile, Facebook page or twitter feed?

My web-site - louis vuitton purse

Anonymous (2013-03-06 08:39:18)

I blog frequently and I seriously thank you for your content.

This article has really peaked my interest.

I will take a note of your blog and keep checking for new information about once per week. I subscribed to your RSS feed too.

Look at my web site louis vuitton mahina xs

Anonymous (2013-03-06 09:37:34)

This excellent website certainly has all the information I needed concerning this subject and didn't know who to ask.

Feel free to visit my page louis vuitton shoes

Anonymous (2013-03-08 05:02:30)

I will definitely recommend this to my friends Free Iphone 5 Free Iphone 5

Anonymous (2013-03-14 05:45:42)

What's up it's me, I am also visiting this website on a regular basis, this web page is really pleasant and the users are actually sharing pleasant thoughts.

my page: michael kors perfumes

My website: **reality shows**

Anonymous (2013-03-18 11:34:37)

Link exchange is nothing else however it is just placing the other person's website link on your page at appropriate place and other person will also do same in support of you.

Also visit my page: reality shows

Anonymous (2013-03-22 04:20:38)

Hi! Someone in my Myspace group shared this website

with us so I came to look it over. I'm definitely loving the information. I'm bookmarking and will be tweeting this to my followers! Fantastic blog and amazing design.

Feel free to visit my web blog - michael kors history

Anonymous (2013-04-07 14:16:17)

It's really very complex in this full of activity life to listen news on Television, so I just use web for that reason, and get the latest information.

My website - payday loans

Anonymous (2013-04-13 19:00:37)

Hi to all, how is everything, I think every one is

getting more from this web page, and your views are fastidious in support of new people.

My blog payday loans

Anonymous (2013-04-17 01:56:38)

Unquestionably imagine that that you stated. Your favourite justification appeared to be at the web the simplest thing to understand

of. I say to you, I definitely get irked even as people consider worries that they just do not understand about.

You managed to hit the nail upon the top and also outlined out the whole thing with no need side effect , other people can take a signal. Will likely be back to get more.

Thanks

My web page :: [?????? ??](#)

Anonymous (2013-05-11 07:41:56)

Howdy! I could have sworn I've been to this site before but after reading through some of the post I realized it's new to me. Nonetheless, I'm definitely happy I found it and I'll be bookmarking and checking back frequently!

my page christian louboutin glitter pumps

Anonymous (2013-05-11 20:46:00)

I feel this is one of the so much vital information

for me. And i'm satisfied studying your article. But wanna statement on few general issues, The website taste is ideal, the articles is truly excellent : D. Good process, cheers

Review my homepage :: Christian Louboutin Slingbacks

Anonymous (2013-05-11 21:20:09)

Wow! This blog looks exactly like my old one! It's on a entirely different subject but it has pretty much the same layout and design. Great choice of colors!

Also visit my blog post; christian louboutin glitter pumps

Anonymous (2013-05-16 00:34:21)

I have read so many articles or reviews on the topic of the blogger lovers however this paragraph is really a fastidious paragraph, keep it up.

Visit my site: ralph lauren polo shirts

Anonymous (2013-05-20 14:56:41)

Highly energetic blog, I enjoyed that bit. Will there be a part 2?

Also visit my blog nike free run womens

Anonymous (2013-09-11 09:04:43)

More articles about UGG or Uggs in here.The Ugg trainer has diploma instead of usual wash rag that helps you stay amazing during the warm months months furthermore as keeps the specific cold outside in collaboration with snug from the the winter months season making it the most effective running shoe to wear in any periods. In the case wool felt isn't look, then no issue in your Ugg trainer also provides forms which can be manufactured from set as well as suede simultaneously, by recreational being able to rubbish kinds. Furthermore, you'll be able to to the pattern which is created for greater woman women and also a upon the surface the specific trainer.But Uggs 1 is much more than only diploma boots; you'll find relaxed boots, slip-ons additionally purses and various other equipment. Ugg informal shoes or boots are relaxed, eye-catching, in addition to terrific to make use of in occasion. Ugg house slippers usually are heated and stimulating together with terrific to utilize that may bedding or simply landing on most of the lounge. Ugg has got the benefit for the complete label of high-quality wholesale handbags along with bookbag to fit your Ugg boot. Ugg clutches in addition to rucksacks come in high-quality imitation leather as well as suede like his or her's boots and show a cosy and chic pure cotton internet bracelet designed for advantages and design. Male Uggs, a matching Ugg handbags also as bookbag, in addition to bluejeans is best ensemble for each and every casual affair. Using [\[url=http://www.uggbootssaleclearance.com\]](http://www.uggbootssaleclearance.com)UGG Sale~~[/url]~~ it, you are likely to feel comfy, seem fashionable, become turn into a envy of everybody you meet.

Anonymous (2013-09-14 01:51:45)

More articles about UGG or Ugg boot in here.1.Ugg Classic Upright (blank) This amazing footwear won't be merely well-designed although are extremely warm and comfy to start. That might be doesn't excellent dual skin ugg uppers which

helps the crooks to you desire to keep ft . heated in case you wear them with out socks. The positive part of due to the fact there is a through the Ugg selection [[url=http://www.uggbootssonsale.com](http://www.uggbootssonsale.com)]UGG Boots On Sale[/url] is primarily because is usually distressed having essentially with denims that may help you dresses or dresses. Though colorings are already minimal the build always generate an amazing object from boots for your lady of obtaining in their current wardrobe.2. Ugg Classic Crochet High To the people boots a lovely season when Oprah use them inside the woman treasured issues catalog on 2009 it's proving desirable to females worldwide. But it surely isn't only just how much The oprah show loves e-commerce but alternative stars the same as Nicole Richie. Because of knitted exterior many of these boots are appearing handier rather than otherTypes involving Ugg boot on this you'll be able to hook them up to tall high or simply just slouched. Equally beyond the Ugg Traditional High these kind of boots look really good with simply around whatever you decide to could have with the clothes now.3. Ugg Traditional Cardy * The range boots have been released of this early spring using this type of 12 months identical to the mentioned Ugg boot include proven stylish also. Similar to the Classic Crochet array those boots can be had inside wide range of colorations the same as Messy Increased by coupled with Indigo plus Charcoal and Dull Cereals. Why lots of boots therefore more professional than various boots along with the Ugg array could be the 3 massive wooden keys which enable you to excellent numerous various appearances alongside designs employing these.4. Minnetonka Moccasin Runners * The majority of due to the fact happen to be about for quite some time however are now demonstrating fashionable with lots of is wishing for in models that include Kate Moss. Though you truly company these plan jeans furthermore, they search incredible plus a jeans skirt too. Furthermore if you want have a far more national appear organization everybody up nation style of living glimpse because witnessed around the catwalks with Dolce Gabbana by making use of Badgley Mischka. Wine beverage they search distinctive as a result of fringing using the best they might indeed be exceptionally seamless comfort as well as. It is because by yourself padded sole used together with the thinner crepe outsole.5. Frye Control Boots (space) This phenomenal robust exploring boots could possibly be showing another reach together with the highly successful people really being donned through your loves with Hathaway as catwoman perhaps even Yellow. People Anne wants to wear have grown to be the antique vintage buckskin fabricated varieties in addition, they take place in important colors including dark-colored. Whilst Lilac choose to power team hers plan an entirely new Chanel Sundress. Though not primarily can they take a look impeccable upon and likewise, they're going to think once becoming wear due to the household leather midsole through which extends using them.Certainly in relation to boots apparently comfortable plus features could possibly be exhibiting trusted nowadays.

[[url=http://www.uggoutletonlinestore.net](http://www.uggoutletonlinestore.net)]UGG Outlet Store[/url]

[[url=http://www.uggoutletonlinestore.net](http://www.uggoutletonlinestore.net)]UGGS Outlet Store[/url]

[[url=http://www.uggbootssonsale.com](http://www.uggbootssonsale.com)]UGG Boots On Sale[/url]

Anonymous (2013-09-18 11:35:56)

If children remain troubled by the incident, Phillips wrote, parents should them share their feelings.Squier.She loved our ideas and wanted to go further.7 train from Times Square, Fifth Avenue or Grand Central to the last stop, Main Street.Is it the reference to Damien Hirst in the intro??The appointment is a fantasy come to life for a teen who is already a seasoned pro on the catwalk and who hopes to either appear splashed across magazine pages or work as the person coordinating the behindthecamera action.Sanrio is actually based in Korea, but the Japanese seem fine with letting us think that.It is another great way to measure your baby's growth and you will be surprised how quickly those little hands and feet grow!This type of situation comes along maybe once a decade, and it can and will be used against him until we are old men.

<http://sinhvien.com/forum/newreply.php?p=136219&noquote=1>

http://ow.rtarf.mi.th/ow1/index.php?option=com_fireboard&Itemid=0&func=view&catid=3&id=143478#143478

<http://body-forming.ru/forum/posting.php?mode=reply&f=4&t=23978>

<http://eden545.net/dz/viewthread.php?tid=12538&pid=971666&page=651&extra=#pid971666>

<http://forum.hundesportkalender.com/showthread.php?tid=66951&pid=2902544#pid2902544>

<http://8498.teg.cn/bbs/viewthread.php?tid=329325&pid=8865672&page=72&extra=#pid8865672>

<http://whoanelliebikes.com/blog/bike-chandeliers?page=47#comment-37874>

<http://bbs.wan.xoyo.com/forum.php?mod=viewthread&tid=1283686&extra=>

<http://gm.hpe.sh.cn/discuz/viewthread.php?tid=9530&pid=13068392&page=167&extra=#pid13068392>

http://www.prudok.ru/communication/forum/index.php?PAGE_NAME=message&FID=2&TID=68&MID=422486&re=

sult=reply #message422486

oakleyses (2014-10-23 18:04:19)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:24)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:18)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Second day of Easter Break...Installed Call of Dut (2004-04-08 13:45)

Today is one of those days with nothing to do. Yet there is plenty to do in Diablo 2. Yes, the graphics are horribly dated, yet the game is ever so strong in popularity. Gameplay is still top-notch in my opinion. No game can surpass it's level of customization. Actually, this game is actually massive, I've haven't completed hell for a few days, and every thing works. Though some gamers think Diablo 2 is very un balanced. The Amazon is by far the most powerful character and easiest to control. Such as I'm starting to do things in Level 54 that some players can't do until level 65. If I can wear 880 defense armor with 70 % magic find at level 54 than in my opinion I'm well off. It could be a lot worst.

In most games, developers are still finding the Quake 3 engine rules and kicks ass. Plus you can use the standard Quake 3 editor that comes with Quake 3 to develop your games. I wonder if that's because some game developers were creating Quake 3 mods before they were veterans in game design. It can be highly upgraded with better textures and ID software is making a ton of money leasing it out to smaller developers. Yet we get pretty war Games like Battlefield 1942, Metal of Honor Allied Assault, Call of Duty, Star Trek: Elite Force II, Return to Castle Wolfenstine, American McGee's Alice, Deus Ex 2 – Invisible War, and the latest game from Konami, Apocalyptica. I'll get into detail about this game later in the entry.

Okay, I had a chance to try out Return to Castle Wolfenstine, Metal of Honor Allied Assault and Call of Duty. All three run on the award winning Quake 3 engine, so there isn't that much difference in graphics. Something I thing everyone reading this should know is the big war game of 2002, Metal of Honor Allied Assault, was developed by former RtCW programmers from ID software who left to create a new game studio called 2015. 2015 first project

was Metal of Honor Allied Assault. After MoH: AA was published by EA Games, some of the lead programmers / level designers left 2015 to create the game studio, Infantry Ward, which developed Call of Duty, which got 2003 First Person Shooter of the Year by PC Gamer, Gamespot, IGN.com, Videogames.com.

I'd just played Call of Duty for the first time ever, and I know what to expect. I played MoH AA. Both are fun...that's all I have to say. You can drive tanks and armored trucks in the game. That feature wasn't in MoH AA. War games have become so realistic pass few years, you can see believable facial expressions, that in itself is amazing. The explosions are eye catching too. I just love to blow Nazis up. If you ever watched Saving Private Ryan, Band of Brothers, or Full Metal Jacket, you know that not all soldiers just die. In this game you actually hear horrifying noises of dieing soldiers just like in the movies. Soliders that are all cut up. Legs, arms, Torsos missing. Anything gruesome in war is in these games. It will definally capture your anger. So real, infact, that you'll think you were on the battlefield yourself fighting in substantial situations. Biggest achievements are the hand signals in MoH and Call of Duty because it makes war that much more real then in last few years! As well designed as these games are...I find myself coming back to play Diablo 2. I know exactly why. In war games you can't play to perfection in hundreds of items and 40 skills to master with every character. You can't do that in first person shooters! The objective is the same, kill or be killed. And most noticeable, it's very playable over a modem unlike 3D War games.

The future of PC Gaming

The future is appond us. We will see more game developers leasing game engines than ever before. I don't care who is leasing the game engine as long as the graphics are state-of-the-art and eye popping. id software, Valve Software, and Epic Games are the biggest candidates. id software is coming out with the Doom 3 Engine, next generation engine that surpasses Epic Game's UT 2.5 engine. Valve Software is coming out with the new 'source' engine. All three lease their source code to other developers, every ones happy as a result. The gamer is happy because he gets the best graphics for his money. The developer is happy because they don't have to start from scratch which might have bankrupted them. And the game engine's creator is happy because it makes money on older technology to fund newer game engines. I know the first developer using the Doom 3 engine is making Vampire: The Masquerade 2. Interesting fact is America's Army uses UT 0.8 engine and that game is a free download. I know one true similarity in all these games. They all have the best frame rates and can carry ungodly amount of polygons.

Games I have my eyes on....

The first game I have my eyes on is The Matrix Online. It will take place after Matrix Revolutions will be a world when the Matrix still exists. The people in the Matrix now know they are in a computerized world though it will not seem that way since in the Matrix everything is 20xx when in fact the year is closer to 2450. The computers are human. The guardians of the Matrix are the Smiths. Everyone in the game has a choice of either taking the "green pill" or "red pill".

Another game I have my eye on is Lord of the Rings Online. This places Middle Earth in a game world. The graphics are suppose to be state-of-the-art. I know that it'll be a MMORPG. That's it.

Another game I'm interested in is Apocalptica. This game looks fantastic, very much like Unreal Tournament 2003 but it uses Quake 3 technology. What's God being called Neo-Satan for? Those Brits who developed this game forget that American's aren't into this new-age hippy stuff. I'm sure not. I'm not exactly from hick-ville, not I'm not into cowboys either. I'm closer to a cowboy nurd, except I hate being called nurdy. Yeah, us Americas are different from other parts of the world (not the fringe against immigrants and their customs) but American's are into Country and NFL! The people I meet greet people by saying Howdy (I say Howdy to people all the time, and I'm not from Texas) It's a American custom. Oh yeah, we call friends 'partners'. Such as, "My partner and I are going to high tall out of here and go to the movies!" We call people who are scared 'yellow' or 'cowards' in Wisconsin.

Easter is over | The Fall looks interesting. (2004-04-12 13:46)

Hmm. I thank all you bloggers for coming to my blog, it helps to make it so my blog will not disappear. First day of school today. Um, Joyce is getting into floppy drives. Ha, it's really simple. How to install a floppy drive, huh, not very difficult. Earlier before break, our class took a test on everything MS-DOS.

Conventional memory, upper memory. We had to know the different memory modules (DIMMs, RIMMS, SIMMS). They had this question on our test, I got wrong, it really was a stupid question. Can you upgrade SRAM on a motherboard? I said true. She marked it wrong even though it was true, you can replace SRAM like you would DIMMs. I didn't understand the system requirements for performance on WIN98. She says you need at least 128 MB RAM to run it well. I said 64-MB. While I never had 64MB on Windows 98, my friend did. Though there was a huge boost of performance adding extra 64MB, it didn't run dirt slow with 64-MBs. In fact on the Windows 98 box, I say to her, it only requires 16 MB minimum and 64-MB for best performance. Take it that 128 makes everything faster and PC owners began to buy these computers late in 1999, like my parents did. It was a hard question for me because I upgraded to 256 MB to that computer just before I gave it away to my Dad. The answer was 128 MB for Windows 98 and 256 MB for Windows 2000/XP. I don't know any computer that has less than 256 MB of RAM anymore. I don't get why RAM is a big deal anymore. There are some people out there who still think 256-MB is a lot of memory. Would I blow those people a way when I said that my computer has 8 times the memory as the one I got in 1999. Next year, 1 GB of RAM won't be a big deal anymore. I am saying this because I believe everyone should know that RAM doubles every 18 months now. It will be the industry standard. Another stupid question is does memory come in pairs of 2 or pairs of 1. Is this a trick question? My computers have 3 or more RAM sticks except for the Dell. She says that most computer come with 1 stick not 2. That sucks. Its crazy I tell you. Of course the correct answer is 1. Why should it even matter? In a year I'm going to upgrade my computer with another 1GB of RAM so it'll be 2 Gigabytes (2000 Megabytes) for 160 dollars.

As for more interesting life experiences, I went to school. I got home, took a shower, went to bed. Easter went well. I thought it wasn't very good. Not like Christmas at our house last year. I brought PS2 & Xbox to my aunt's house. The hottest game was easily Soul Caliber 2. My cousin, Josh, loved to play that game. Brian (oldest cousin and brother of David) took his Xbox out and we both exchanged played games. He's games sucked. I mean he thinks Xbox is the coolest thing on Earth. He has 35 Xbox games. In my opinion, Xbox is the worst console you can own right now. No good games or original games are scarce. Nothing seemed to play right, not even Halo. Tony Hawk's Pro Skater was also a big game over there. Brian didn't like Morrowind. He played THPS 4 and I played THRS 3. It was fun. Brian didn't have an Xbox LAN cable so we played separately. I talked to the relatives. I don't think we had much to talk about. I asked Uncle Jim about his house. It turned out to be a less than exciting conversation.

I want to add a game on my most anticipated game list. The game is called The Fall - Last Days of Gaia due out this year. I admit I made a couple mistakes. For example I bought a game (Spellforce) that does not allow me to play with anyone, thus it makes it a horrible multiplayer game. Secondly I had high hopes for Anarchy Online. Not only a disappointment, I was about to get my money back. Until I thought eh, when I can afford it, maybe I'll just play it. But if that's the case I'd just subscribe to Final Fantasy XI. Anarchy Online Shadowlands was a great buy though. It included Anarchy Online with two booster packs. It said though online fees required, the huge draw back. It was a serious let down for me. To get back to The Fall. The game looks promising. It's a role playing game not an action game. Role playing allows your character to communicate with other players. Plus it has a most interesting plot. 25 years after the world got wasted by Carbon Monoxide machine (called terraformers) suppose to create life on Mars, instead got in the hands of religious activists dooming the Earth to a global wasteland. Few human habitats still exist in the year 2062. If you're interested in the story go to <http://www.the-fall.com/e/index.php?menu=story>. I think it rocks! I'm interested about the hints of past relics of the early 21st century. I think I saw an F-150 in the screenshots. The game is developed by Silver Style, based in Berlin, Germany.

Other people may disagree, this game could flop! The truth is I never heard of this developer, I just know it

has good looking graphics. I am still looking at Half-life 2 and will buy it the day it comes out because it is the sequel to Half-life. Half-life needs no introduction. Counter-Strike is finally dieing out, but never fear, all first person shooter fans have the sequel to look forward too. There are more first person shooters then any other genre out. Isn't that a bit scary fact? The best genre has the most games available.

I'll be back to tell more tall talls of my on going saga in "Adventures in Farmland." Tune in later too look at Chapter 30 something. These chapters aren't really staying on the same topic, but they all star me cause I'm the man! Gotta read a chapter in one of my classes.

I got my PSone emulator to work! | Link to PS Bios (2004-04-14 13:47)

Hello. I got some great news and some not so great news. The not so great news is I can't get my Playstation 2 emulator to work. The emulator I'm using is PCSX2 version 0.6. The EMU says it can't run commercial PS2 games. It freezes up when I run the game. I am positive that it needs a BIOS. Somewhere you can upload a BIOS from PS2 using some Bios image tool at <http://PS2dev.net>. Something I'm sure I don't know how to do. The good news is I got the Playstation emulator to work. I know bleem was out for quite some time now. And no this is not Bleem! It's better then Bleem. The one I am trying and to my surprise actually runs is EPSXE 1.6. I had to find the Bios (SCPH1001.dll) it was asking, lucky someone using iMESH had it. I also had to find a GUI. The emulator won't work without it. I found one off ESPXE's official webpage. So tonight I've been playing Final Fantasy VII on my PC (how exciting). It was a little awkward using the mouse as a joystick. My Noka AirFlow Pro controller is perfect for Playstation games. The still-low resolution graphics became a bit of a disappointment. But hey it's Playstation on your PC with no fancy TV tuner card. I tried putting the emulator with all the required plugins on my server which made me a little mad. I was going to tell all my friends to download it. Now I'm waiting to get PS2 games running on my computer, which would be very nice.

I would love to give you everything including the emulator itself except all I can give you is the PSone BIOS as written above for now. <http://www.pressenter.com/scampbel/psonebios.zip>. 410KB Games I've tested are Final Fantasy VII, Gran Tranismo 2 and Legend of Dragoon. They all work very well.

Some other personal news is someone at school deleted my Counter-Strike download. O _o. This was a major disappointment. Mom made a payment to Pay-Pal nearly a week ago to get America's Army Operations 2.0A sent to us. It hasn't arrived yet so I'm going to tell Mom tomorrow to check if any money was taken from her account. It's called Internet Fraud.

I find it difficult to study homework. I admit that the books have good graphics in them, but that's not what makes it overly easy. I must see reality of it all, if school was easy, 10s of millions of people would have same jobs I want. All it really takes is some determination and the will to read 20 pages every other day. Thus school being difficult enough for me to barely pass some classes. Computers are my livelihood. They control me. I must make them work! I knocked off zoning out in class even though I am tired most days from staying up all night. I don't know the solution...perhaps it is making good grades. If I made good grades, I'd be real happy. I know what CISCO part 1 is like. It is 3 times as difficult as my current classes. I got a 71 % final grade in Cisco at Chippewa Valley in River Falls. At WITC, I need a 72 % or better to get a passing grade in CISCO. This is true in all my classes. See I'll act mature like and say, "What's in the past is in the past." Which is the overwhelming truth in this case. I think I'll play Diablo 2 for the rest of the night so I can go to bed, wake up at 1:30pm, and play catch up on missing assignments.

I wonder how Randy's been doing this week. He's my long time friend. Lately he's been working double shifts at Somerset High School (Ozzfest is held there every year) When he comes over here, there really isn't much for us to do except play a few rounds of soccer.

Two months until the Pierce County Fair. I haven't gone there for 3 years since I had nobody to bring. This time though, I can drive myself over there. No sense trying to flatter young girls, I mean it could end up ugly. I mean what happens one of those gals gets me into trouble? Than what? Why meet someone you don't know when I'll never see them again. Plus, they'll figure out I have no money so they'll loose interest in me very quickly. I like blonds with long legs and their bellys showing. It's very attractive to us men ya know. Sometimes we just look and don't know it. There's a word for it, "babe watching" I believe. To get back to why I'm poor. It's all about the money. The man with the money gets all the beautiful high school babes! Damn right! Seen it myself!

It's over at Glenwood City. Usually there are a lot of tractors there and a lot of amusement rides and Candy. Same rides come back every year. If you've been there in the pass 5 years, there isn't really any reason to go back...same old rides, arcade, and booths, and games. I've been there since I was a kid. Now, I've pretty much grown out of all the rides. Though that "pop the balloon, win a prize booth" is still there. To have a great time, Bob, Randy and I should drive over too State Fair grounds pass White Bear Lake, Minnesota. Now that we're out of high school and Boy Scouts it should be much easier to plan a day for it. Haven't been there for 4 years. That place has some awesome rides during the annual state fair. I am fond of the bungee cord that drops people 100 feet. There is free stuff including custom T-Shirts booths. 93X is going to be there, that's enough reason to go. The state fair grounds has it's own auto racing track. It's not Nascar, but it's exactly like Nascar in a way. Been there once myself, thought it was pretty exciting. Hundreds more people come to the state fair every year.

I took this quiz i found off another blog. As you can see I have no problems.

X

What's Your Problem? Find out @ She's Crafty

24 hour mayhem!!!! (2004-04-14 13:48)

I woke up noon Thursday and stayed up for the next 24 hours. This sort of thing isn't good for me, but I do it anyways. I think I drank 3 Mountain Dew bottles that night. In the morning, my eyes started to sting and I couldn't walk straight so I figured I should go to bed. Mostly I've been staring at the computer screen. I think I know what I want for Christmas now. Tigerdirect.com had a good price range for Athlon 64s based desktop computers. I liked the 1000 dollar ones. The Athlon 64 FX-51s are higher CPUs that have 200+ MHz clock speed than the mainstream version. But they double the price of a new computer. I need a new computer because technology is progressing. The question I ask myself is when should I get a new computer? So I raise 1300 dollars and get the next generation of computer hardware. Should I wait 1 year or 2 years to buy it? It's an ever going dilemma. 18 months is a lot of time you know. It's a choice I'm very conformable making. This time I won't fry my motherboard and CPU by ESDing it.

I already know what I want:

Case with transparency with fancy design. I like blue the most.

Windows XP Pro

AMD Athlon 64 3600 or Athlon 64 4000

Soyo Dragon Socket 768 /w on board sound or a Nvidia nforce3 Motherboard

1024 MB PC2700 of RAM

DVD-RW+ 8/24/12

XFX or PNY Geforce 4 5700 256 MB DRR videocard

120 GB hard drive

100/1000 NIC

What should I do later today? Play with my multimeter? Hook it up to my car battery and see how many Volts pass through it. Fluke makes a tough multimeter so I'm sure it can do that sort of thing easily. Why do you think the whole unit is rubberized including the wire?

Last night I went online with Diablo 2 LoD and I leveled to 64. I was playing the Baal runs when I came across 3 characters that could do Battle Command, Windforce, firewall and some other skills that they could not normally do. They wear a rune called Call of Duty they made by mixing runes in the cube. The Mal rune is easy to find, but players want the most elite items if they give it away. It's a new formula in the 1.10 patch.

I now have possession of the Region 1 PS2 Bios, SPCH390001.bat. I was really happy to get it for the PSXE2 emulator. I used eMule and I had to re-download off the servers because the servers on eMule change every 10 seconds. After 1 hour of download attempts, I got it. This allows me to play Playstation 2 games on my PC. I can legally have this file because I own a Playstation 2. Why don't I just play games on Playstation 2? I do all the time though now in the near future I'll be able to run it both on PS2 and PC. After someone fixes the CD-drive issue.

I talked to Shawn today. He graduated from Renaissance Academy a year before I did. In 11th grade I enjoyed talking to him. I'm not very knowledgeable in cars like he is. I often got confused when we he hyped up about 4 wheel off-road magazines. He's the kind of person who would love monster truck rallies. One thing I picked up on is he doesn't care who you are as long as you're friendly. Everybody else were into girls and MTV music, he not so much. We got a better connection. Shawn does different things now. He is a mechanic and works on his own car. I am trying to get a computer technician degree. I never really was very close though we often talked with each other during lunch every day. To be honest I don't know him too well. We once went to Home Coming at River Falls in 2002. That was after Brain (we called him Polebarn) left school. He went into the marines and he changed to a more aggressive person. I don't see him and often I wonder if I should just forget about everyone in High School since we all go our separate ways.

I tried to get into the Navy once though I failed the test and I never re-took it. And here I am getting an entry level degree in network technician. To slow in math and that hurt me on the final test score. Though my reading level was better than most.

Does anyone want to send me a modblog message, and ask me if I need to change my mug shot? It's already two years old. It was taken by a professional photo guy so that's why it's one of the best photos of me.

I want a memory chip in my brain too (2004-04-18 13:48)

Technorati.com has visited my site a lot in the 5 months that it's been online. I don't normally visit Technorati much. Though I found some interesting links. Remembering back on Star Trek: The Next Generation or even Star Trek: First Contact, Borg have implanted chips into our brains so that anyone enslaved would think like everyone else. Borg comes from the word Cy-Borg meaning half-human, half machine. Anyways there is an article on Technorati that made me shit my pants. I did this article on nano-probing article for writing class in high school, and the teacher though I was just making it up, but here's the proof that I wasn't making it up. <http://news.bbc.co.uk/1/hi/health/3632855.stm>. I was saying that scientists will in the future insert tiny hard drives in our brains so we can remember things that aren't humanly possible presently. How neural brain patterns and electronic computer hardware can communicate is the million dollar question. The article clearly says Cybernetics already made the first step in this new technology. Human brains excepting computer data to function as memory. It's a scary thought having computers in your head

to allow you remember everything. That wouldn't be fair to the rest of people who don't have a "memory chip." This article wasn't limited to just long term memory but also human made eye balls that give the blind, clear sight. Also chips that control people's arm and leg movements. Do these chips train people's brains to do common everything things or does it just take over the brain's functions forever. Of course the argument isn't going to be the cost, it'll be if it can function all the time. It'll probably run on a battery much like ethnic hearts.

I can't really tell bloggers what I think of memory chips without knowing what is true so I made fun of the article with what possibility could happen to someone who uses a brain chip themselves. Cybernetic is not going to tell the full story until it works perfectly. And I think what I say would be possible in 30 years.

While they're at it why don't these scientists just add a miniature cell phone /w antenna and FM Radio and Internet ? Okay, it's like this. Someone's talking to me and I'm listening to the weather report inside my head. Someone asks, "What are you listening too?" "I'm listening to Sports.", I say. He replies, "Where? I don't see any radio?" I joke, "No, I have a radio in my head, it's made by Cybernetic Corp." Oh how bizarre, man. Is it hard to concentrate? I reply, "Oh no, It's the greatest thing ever, I have high speed Internet and I'm downloading music videos to my hard drive right now. Yeah, the Internet browser opens a window in my left eye. I just think and I'm at the site." Oh, what do you do when your hard drive fills up? I chuckle and say, "Well I have a 400 GB hard drive in my head and it's about the size of my fingernail so I download it to my computer at home via Firewire." "What do you do to protect against viruses?" I respond, "Cybernetic gives me a virus protection which is apart of my service plan. I have to pay them usage fees every month."

Worst yet, just think of the military technology that we could use from it. Currently we use HUDs in aircraft to control magnitude, altitude, speed, G-force, and the whole sha-bang. Pilots may not need HUDs anymore since technology would grant them control with brainwaves entirely. Of course, if the electrical system fails then he/she would be in deep water. So I don't know how effective it would be. I can imagine though. Combine that with a GPS integrated fight navigation system, you got yourself a very powerful and intelligent aircraft, not to mention dangerous to the enemy. Remember, computers are stupid. They can't think for themselves. They need instructions to work. And it's a good thing, we don't need the T1000 coming back to end humanity. I'm joking, I really am imagining.

Someone would see this coming and they won't it. And I don't think we have the technology to make artificial intelligence happen. I really don't not in a 100 years. And if any of you believe that computers are going to take over the world, then you have been watching too many science fiction movies.

DOOM 3 vs THE WORLD exclusive + best mp3 ripper ev (2004-04-20 13:50)

After school today we were talking about decibels in class and I felt ignored by everyone in the room except for Steve so I left early. Not the maturist thing to do, but I got a hint after I accidentally said the word "bisexual" in one of my sentences. I had some trouble saying decibel. The two words don't rhyme. The class didn't seem to forgive me afterwards. Now when I got to school on Thursday, I'm probably going to get a slightly lower reaction from some people. I'm not going to worry about it. I find it takes much more energy to worry about it then it does to ask questions. Hmm. Which would I rather do? Ask questions or try to find out what went wrong that day? I get points for being a good student. When I felt ignored today, I remembering saying the F word under my breathe as if I were speaking directly at them. That was why I took off - I felt I like I was going to curse out loud in front of people. And that is not like me at all. I sometimes feel that other people's "superior intellect" gets the best of them. It's kinda like this, I start talking about fading sound or decibels and "cha-chin", something goes wrong and now I was ignored for some reason I don't know.

Okay, to be honest, I can take a day of this. Two days, sure. Three days would be pushing it. And a week would drive me crazy. I think there is something wrong with school if this outcast feeling continues. I want to take these classes too you know, no body is going to piss me enough to leave WITC all together. If they want to insult me by leaving me alone, than it's their lost....not mine. Though I wished I knew someone that would talk to me more often. College is like high school....you lose most of your friends after you graduate than you make new ones in college or I was suppose too.

So I got home, and I did my usual entertainment, researching better ways to compress audio and looking for new Doom 3 information. We finally got a release date for July 2004!!! That speaks for itself. Seems that Half-life 2 and Doom 3 are going to be released 2 weeks from each other. More exciting news is available, I now know ID software is going to incorporate Doom 3 into the Geforce 6000 series. Details below: .

I find that my Doom 3 and Half-life 2 posts got a healthy dose of views. That's why I want to bring you some more news. Doom 3 will take full advantage of the Geforce 6000! Officially, the world's 2nd 512 MB video card. Interesting enough, not the most powerful. Nvidia Quadro series is now and forever shall be the top line, most powerful cards available on the market today. Unless, of course, Nvidia decides to stop doing Quadro all together. Remember the law of diminishing returns applies here. The graphics with current 256 MB GPUs look so beautiful (UT2004 is a great example of high polygons count models and backgrounds running at 60 FPS with little latency. The current cards do a good job handling the 80 % of any game out on shelves today. It won't be until games that require 128-MB video cards to play, we'll see some need for Nvidia's latest Geforce. Take Halo for example. Halo was pretty popular a couple months ago because it looked pretty, but games are coming out now that look better then Halo now. Halo has some capability issues. It runs on my Radeon 9800 XT card very well, but will not run on any of my Geforce cards. I downloaded Nvidia drivers from last month. This is shocking, knowing the extremely popular Xbox version runs on a modified Geforce 3. The 1.4 patch fails to fix the bug. Bummer.

::: Doom 3 Facts I'll list 'em :::

- Doom 3 is a single player FPS with a cinematic full motion video cutscenes.
- We'll see the same items those who played Doom II used.
- Doom 3 will take the horror genre to a new level and it's a FPS
- UK developer Slash-Damage is working on Doom 3 multiplayer (team that worked on Return to Castle Wolfenstein Enemy Territory.)
- Doom 3 will take place on Mars
- Release date July 15, 2004
- Doom 3 to use combination of Pro Logic II and Dolby 5.1 Surround Sound
- ID software is tweaking Doom 3 to forcefully run at 60 frames per second. This means if your videocard can't do 60 at current resolution, you'll be forced to drop your resolution.
- Xbox version of Doom 3 confirmed to have unlockable full version of Doom II. Doom II in high resolution?
- Geforce 6000s series suppose to have biggest leap in graphics performance leap from current generation to Nvidia's next generation. That and AMD's 64-bit processor and you've got a very powerful gaming rig. But what's state of the art technology if you can't afford it? LOL!
- I think the Geforce 7000 series to be first 1 Gigabyte video cards on the market

::: Compressing MP3s :::

Best free software available:

CDEX Audio Ripper 1.51 – <http://cdex.n3.net>

LAME 3.97 decoder upgrade for CDEX - www.mp3dev.org/mp3/

I had a very tough time finding MP4 audio codec for my collection. MP4 is copyrighted and therefore not be-

ing easily downloaded as a plugin. I think the web browser gets confused with MP4 and MPEG 4. MPEG 4 is compressed video. Mp4 is compressed audio. DivX codec is mainly used to compress video for transferring over the Internet, and it's the most popular codec in video applications. I know this because I got 60 DIVX movies and 50 DIVX music videos. This wouldn't be so out of the ordinary for someone with broadband, but I have a modem so I treat DIVX movies like it top priority stuff. First you have to extract the VOB files to your hard drive (damn it's too big) I started to extract Lord of the Rings: The Fellowship to my hard drive for the first 4 minutes of the movie and it already took up 90 Megabytes. When I compressed it to DivX codec for AVI, I managed to get it down to 11 Megabytes. Of course, I also had to lower the resolution to 500x500. Not to mention compressing just a few minutes took 10 minutes to complete. But what about MP4 audio? XM Radio uses MP4. It's more compressed than MP3 I know. What happens? I can get 25 to 50 % better compression on my MP3s without faintness. I tried using DIVX 3.11 audio codec with CDEX and it wouldn't work.

DIVX video is extreme hard to manage. I had to prepare a lot for CD burning. All my videos I had fewer than 702 MB I burned to CD. That's about 50 % of everything. The remaining 50 % I have to either (1) transfer huge files over 10/100 megabit Ethernet or (2) take my DVD-RW drive out and insert it into my other computer so I can burn all the music videos and movies to several DVDs. I think option 2 will be the wisest choice. I could be wrong, though option one seems to be time consuming. WASTED TIME + TROUBLE-SHOOTING = MORE WASTED TIME. It's like a catch 22 choice. When your dealing with my Ethernet, it's safe to say I need a major upgrade. CAT5e upgrade to everything, no more hub! I'm cashing in for a switch board.... Latest technology is cool when it works. Three GIGABYTE RJ-45 patch cables are going to be expensive, (\$80 - \$150) so I'll go with only two. I'm doing this over the summer if I get an application in at Manards. I may work the morning shift 5 days a week. I also applied for Home Depot and Fleet Farm in Hudson, Wisconsin.

I am hoping that today was just an off day and I don't miss out. I think I'll play my new games Tekken 4 and SSX 3. Tekken is fine, but not as good as Ratchet and Clank: Going Commando. Oh and case you were wondering, I stopped playing Final Fantasy X-2 partly because I got stopped at the 3rd Chapter with Blobby type enemy that can kill you in one hit. I hate those. Luckily I was smart enough to save my game before I died. Hell, it got too involved. Sure it had a deep story, but you had to work on your character a lot and make sure it was ready for up coming bosses, that took time, time I didn't have. Final Fantasy fans know what I'm talking about. If I was smart I would have skipped the scenario all together. It wasn't a required one; it was a side-quest. I decided NOT TO PUT MY VIDEOGAME COLLECTION PICS ON MODBLOG BECAUSE THEY ARE TOO BIG FOR VIEWING. I will post them on my personal website later today. My collection is pretty big so you'd might like to take a look. I have a total of 117 games if you count Playstation (16), Dreamcast (34), Gamecube (16), Playstation 2 (37) and Xbox (14) games combined. I counted all of them. I have a full list on my website if you care too look. I'm more a game collector than a game player these days. You know, PS2 had all the RPGs and solid Racing games I just had to get one. I had to buy Xbox and Gamecube and PSone first before I knew I "had to have" exclusive Playstation 2 RPGs. I own 10 PS2 RPGS and I only played three of them (FFX, FFX2 and Xenosaga). I don't have time to play all of them. They are like 35 - 50 hours a piece. Final Fantasy X was my favorite, though I'm itching to find out what happens at the end of Xenosaga. The first 20 hours of Xenosaga was pretty fun until I got lost in the game's 1 out of 1000 possible places. It seems like you have to be at the other 999 places before you find out the right place to start a sequence so you can start over again much like how it was in Final Fantasy 10. The game advances by cut scenes which I am use to now. 40 hours of Final Fantasy 10, and 20 hrs. of Xenosaga back to back makes you a little bored of the both. It's all good though. I went back to play Diablo 2.

Another interesting note I like to mention was yesterday when I was watching the FMVs off Playstation games on my PC. Yes, you heard right....PC! I admit, I was even kinda surprised that someone figured it out. Bypassing encryption and I don't think Playstation runs Windows...in fact I know it doesn't. It has a bios, graphics acceleration files, and sound drivers, and maybe some run time files kinda like Visual C++ would have. Visual C++ is what Microsoft programmers use to compile windows code for applications. This program is called the PSX Multi Converter. Comes in both Shareware and the slightly dated freeware version. The freeware version does crash more often and you can't go full screen with it. You will like it much more because it never expires! It's also possible to save your

favorite FMV to AVI on your desktop. It's much better to just scan the CD for movies and play the video off the disc. I very much enjoyed watching Final Fantasy 8 and Xenogears because I can re-watch the videos with detail, just to get full understanding of the game. The last FMVs of Final Fantasy 8 were 5 to 8 minutes long so I had to watch it at least 3 times to understand everything.

PSX Multi-Converter Homepage: <http://homepage2.nifty.com/mkb/>

mp4 (2005-11-04 21:10:00)

Hi, Ian's Smashing Good Blog Site,

Good blog. You've put lots of thought in here. It looks like we have an interest in common. If you are interested, go see my music related site. It's totally focussed on the Zen Micro at the moment and is still growing. You may still find something of interest. I recently added a MP3 link page - you would be welcome to post a link to your site there

Kerry

movies (2005-11-07 22:14:00)

You have obviously put lots of work into this blog. it's obvious that I need to put in more effort on my own site. If you are interested, go see my mp3player related site. Maybe you could leave a comment for me there? Or even post your link. It helps to know that people are visiting once in a while :)

Kerry

mp3 (2005-11-12 05:07:00)

Hi, Ian's Smashing Good Blog Site,

Good blog. You've put lots of thought in here. It looks like we have an interest in common. If you are interested, go see my mp3player related site. It's totally focussed on the Zen Micro at the moment and is still growing. You may still find something of interest. I recently added a MP3 link page - you would be welcome to post a link to your site there

Kerry

mobile entertainment (2005-11-12 18:36:00)

Hi, Ian's Smashing Good Blog Site,

Good blog. You've put lots of thought in here. It looks like we have an interest in common. If you are interested, go see my mp3player related site. It's totally focussed on the Zen Micro at the moment and is still growing. You may still find something of interest. Feel free to post a link to your site on my links pages.

Kerry

Top Secret Government games gone commerical Inside (2004-04-23 13:51)

Hello Bloggers. My day went well. The subject today is Best selling Videogame according to the Guinness and military games developed for the military. Today was not as interesting as most days. More like a 4 out of 10 if you describe it as a productive day. It hasn't occurred to me to just drop by the famous Guinness World Records website, at the TECH section. This kid on a message board at Mario128Central.com said he thought Orcania of Time was the best selling videogame ever. I didn't know. I am surprised that I own all of the videogames that Guinness talks about. I advise everyone to just pass though this site. Half the website is in Macromedia Flash 5, which is great. These are official record breakers.

BEST SELLING VIDEOGAME IS

- A.) FINAL FANTASY 7
- B.) GRAND THIEF AUTO VICE CITY
- C.) LEGEND OF ZELDA ORCANIA OF TIME
- D.) SUPER MARIO BROS.

If you answered the last game, you're right. This wasn't the NES original, it was the Game Boy version. I thought the answer was Final Fantasy 7 because it was a very popular Playstation game. Everyone I talked too loved it. I also own GTA Vice City, but I don't play it much anymore. Since Super Mario Bros. was on Gameboy, the handheld also got a place in Guinness as most popular handheld computer !!!!

Most Expensive Game to Develop:

- a.) Final Fantasy 7
- b.) Metal Gear Solid 2 – Sons of Liberty
- c.) Shenmue
- d.) Shenmue 2

I tried to trick you in thinking that it was the sequel of Shenmue. But the answer is Shenmue for the Dreamcast. It cost AM2 20 million dollars to make. (which also develops Virtua Fighter games.) I would have ever guessed it. I thought it was Final Fantasy 7, usually games with that budget has state-of-the-art graphics which Shenmue didn't have. I own the Dreamcast game, Shenmue and Shenmue 2 for X-Box. When I saw the Dreamcast title, it came in 4 discs plus the extras disc. Each Dreamcast disc can hold 1.4 Gigabytes. It took AM2 seven years to develop, that's amazing. Only one question....Shenmue 2 isn't apart of Shenmue, starting where the original left off. I think that Shenmue 2 was going to be Shenmue 1 until spitting them up would prove less expensive for Sega. Shenmue is on several 'most popular games of all time' lists including ones from IGN.com, Game Informer, and of course Gamespot.com.

I am kind of interested what the world record was before? Was it Final Fantasy 7? I also heard somewhere it was Super Mario 64. Nintendo developed the N64 around the graphics engine supporting Super Mario 64, that's why. It was also the first technical demo for the console.

Next, I got interested in a couple of war games made by game developers to train troops on the battlefield. Some of these games have true-to-life military tactics using state-of-the-art AI.

US Military War Games gone commercial

I have to say that not all WAR games are made for the US military. And not all games developed for the US military are in full 3D. One very good example of this is "Real War" created by OC Incorporated, a software developer funded by the USA. The game looks a lot like Command & Conquer in it's 2D low resolution overhead mode with cheesy animations. The commercial version is developed by Rival Software. Rival is a game developer cross platform (PC and MAC). The military version has more learning curves. The commercial version has less, but the graphics are the same.

Counter-Strike is the most downloaded mod ever, requiring a full version of Half-life to play. It was created by (back then) average game designers that where shocked by amount of success the mod had. It was suppose to be just another mediocre Half-Life mod. The game became so popular that Valve and Sierra began to release it as an expansion pack for Half-life by paying the small developer staff money. In fact, the game studio is called Rural LTD, which was hired to develop the Xbox title, Counter-Strike. Counter-strike is a team based game much like Team Fortress. (source: Military.com)

Probably the 2nd most popular war game released to the public is America's Army Operations. This game is

already one of the most popular online first person shooters, and it is made by the US Army. I know this because I own America's Army 2.0a and the game's servers are always full, it's as popular as Call of Duty or Unreal Tournament 2004. The game doesn't suck and it's free for everyone. It was created based on the then state-of-the-art UNREAL engine. (Source: Americasarmy.com and <http://abcnews.go.com/sections/scitech/DailyNews/wargames020821.htm>)



Full Spectrum Warrior TBA: December 2004 Xbox and PC

The USA Government also has had a state of the art military videogame that remained TOP SECRET until it's unrevealing in 2003! The game called Full Spectrum Command. Full Spectrum Command is the smartest videogame ever. The Institute of Creative Technologies first developed this game. In 2003, the US Government gave production rights too Pandemic Studios teamed up with THQ to mass produce it. The game, now called Full Spectrum Warrior, is going to be published for PC and Xbox around Christmas. It will be another Tom Clancy's Ghost Recon I think, but better designed and harder to finish. (source: http://www.wired.com/news/games/0,2101,60688,00.html?tw=wn_story_related)

MRE - an extremely well developed tutorial developed by ICT (Institute of Creative Technologies.) Project costs government 45 million dollars. Project Leader...US Joint Chiefs of Staff office in D.C. Program displayed in a 150 degree theater screen that covers the whole room with a true to life sound experience (10.2 surround sound). I don't know much about it except it sounds pretty awesome. The screen sounds a lot like the iMAX theater at the Science Museum of Minnesota. And that screen is absolutely huge. In fact the new Science Museum (built in 1999) was built around the projection screen. It's suppose to be one of the biggest screens in the whole world.

Metal of Honor 1 and 2 were originally developed by the US government and then given to Dreamworks Interactive (game publisher) when the US military could no longer use it as a training option. Probably because the graphics are bad by today's standards. The latest installments, Metal of Honor Allied Assault and MoH AA: Spearhead, are developed by 2015. Personally, I favorite it because it was my second WWII game I got for my 19th Birthday. (source: Military.com)

Did a Monolith create us? Will we ever know? (2004-04-24 13:52)

I woke up this morning and played Kingdom Hearts. I thought the intro was well done. And they give you a choice of two skills and that you have to give up one skill. The game has good graphics and is very colorful. I'll have a review up soon. I won't review the game unless I feel I can accurately judge the game for what it is...not what someone else says about it. Anyways, I got caught up with this monolith phonunuihom. I watched 2010 on Showtime. The movie was about Monoliths (spiral vacuums that move around on the surface of a planet) Anyway I wanted to learn more about Monoliths, I only now their vacuums. They do exist. What I didn't know was they eventually become Suns. Red Suns (Suns colored red) are supposed to be resurrected into Suns by imploding themselves. When they are red, that means they are the oldest of any sun and are ready to die. Yellow means they are new. If a sun dies it either becomes a black dwarf (these sometimes explode into millions of pieces), resurrects into a new sun or becomes a planet. Although planets can also become suns. (first shown in 2001: A Space Odyssey where Jupiter became a 2nd Sun.) The movie was strange in that people in 1968 thought in the first year of the 21st century we would have technology to go to different planets, which is not true. And that we've developed a space station in 2008 between Mars and Jupiter. In reality, the UN is collaborating to build an International Space Station that'll be completed 8 years from now. One that orbits around our planet. MIRS was a great space station, the new space station will be 10 times greater. It is said that in order to travel to distant planets, the United States will need a space station to harbor a shuttle large enough to go the distance. Thus this shuttle will be a mini space station in itself. Back to today's blog subject, monoliths at large, the truth of it all is.....if there were mini-monoliths servicing on Earth, we all be died. So if that day comes...in 100 years or 1 million years, the human species would cease to exist, so there is no point trying

to prevent it, now is there.

In a more interesting note, I read on the Internet that according to the book, *The Sentinel* (The book that the movie is based on), by Sir Arthur C. Clark - ape men (animals not quite human, and not quite ape) 100,000 years ago have come across a monolith (alien object) that made them much smarter and transformed them into human beings. It is true that humans look the same now then they did 100,000 years ago. Two things changed I think, we learned a lot more since then and we live longer, right?

In case of the monolith in "2001: A Space Odyssey", this was suppose to be the 2nd monolith of an alien technology humans come across. In the movie, it looked like a giant 3D rectangular object made of elements not known to man, and it was on the planet Jupiter. At the end of 2010, a 3rd monolith was shown, this one was either on Mars or Neptune, waiting for a species intelligent enough to use it.

The single scariest part of the movie was the fact alien monoliths can destroy as much as they create. And that they existed 100,000 years before present day. Thinking of us as a species, we haven't evolved very far...we can't do warp travel! Thus not being able to mine minerals off other planets or to create more advance weapons and most importantly, solve that question that haunted man since the dawn of time, Are we alone in the Universe? If we are, it's an awful waste of 'space'. (William Shatner in *Star Trek V: The Undiscovered Planet*) But I also agree with if we want to find out we're not alone in the universe. We had two very intelligent ancient civilizations, the Egyptians and the Romans which got destroyed by former slave armies. Two which got destroyed and we couldn't do anything about it. I mean the Egyptians were very close of creating electricity 2000 years ago. One very ancient object shown a crude battery made from a pineapple. The Egyptians also invented pullies.

I know this paragraph has nothing to do with the movie or monolith theory, but I played this game, *Xenosaga Episode 1* for the Playstation 2, which curiously has similarities with *2001 A Space Odyssey*. *Xenosaga* represents a monolith given to Earth in 2001 holding immense technology that somehow holds data in itself that allows humans to boldly go where no man has gone before - outer space. Of course, it took us 300 years to get there. And when we got there we went to war with the Gnosis because they apparently hated our guts and our existence. O_o. The game takes place in the 25th century. The monolith looks exactly like the one at the end of 2010. The game is developed by Monolith. I don't get why a monolith can be a large rectangular object and also a large spiral vacuum that moves. Does a monolith take two forms? Two forms of monolith are represented in the movies, *2001: A Space Odyssey* and *2010*. They are real but only exist in outer space. The math of a monolith confuses me, but one thing is for certain, monoliths and black holes aren't the same thing. Monoliths can only exist on planets while black holes are in Space itself.

This entry was inspired by this movie review, <http://www.filmsite.org/twot.html> after I saw *2001: A Space Odyssey* and *2010* back-to-back for the first time. In short, if you see the movie, don't start saying that you've started seeing monoliths on moving in your back yard at night, okay. And if you have seen one, please record it so someone can't say you're delusional! The truth is I was very delusional and very curious about many things.

odyssey battery (2005-11-28 18:18:00)

I liked your information in

Did a Monolith create us? Will we ever know?. Too bad it doesn't have more on car battery. I was looking for car battery in my area. Enjoyed reading what you have. I'll check back later when I get some spare time next week. Thanks Ian's Smashing Good Blog Site. Come to Las Vegas sometime. Fun town.

Which of my webpages do you like the most? survey! (2004-04-25 13:53)

I would like to ask bloggers to check out these three links of my webpage templates over a 2 year period. I would like to know if I should go back to my older template (which is by no means out of date) just not updated to current. I quite that template because I thought I could achieve something more, there is just something about "Ian's Personal Webpace v4 that I can't surpass. While Renegade Viking's Awesome Webpage v5.0 is more awesome. You might realize that my latest template is modified for a 1280x960 resolution. Please change your resolution. I thought Renegade Viking's Webpage 2004 was somewhat cool in my opinion, not the best (not the worst I created) because it has the curviness which was most inventive, but it was off centered I thought.

Link 1: Ian's Personal Webpace v4 (2nd template of 2003)

<http://www.geocities...alkers101/start.html>

Pros

- Pretty JPEG menu bars
- 2 Javascript Nav Bar
- Everything is written on one page
- New Feature: tag board
- New Feature: instant messenger auto open
- Matrix green themed background
- 100 % online. All my work with this template is online, not deleted.
- Has Ian's RPG Guild - my RPG gaming pages with some of my favorite RPGS
- Gaming Reviews (very updated)
- Editorials working.

Cons

- Each HTML page without graphics is about 110 KB each (takes up sever space)
- I stopped my blog updates October 1, 2003
- With graphics expect to download 300KB. of graphics, IE5 will load graphics from temp folder to make it load faster the 2nd time)
- Photo Gallery doesn't work

Link 2: Renegade Viking's Webpace v5 (template 5 of 2004)

http://www.geocities...01/v2004e_index.html

Pros

- Everything is updated on one page that ever changes
- Much, Much easier to update and less time consuming
- Nice background?
- 100 % text links, no unneeded graphics
- Most current information on myself except for a BIO
- Game list
- Most current software
- New feature: Software updates
- New Feature: Site Updates
- New Feature: Scrolling ad banners using java script
- Super Model Banner (I like hot women on my website)

Cons

- Not as nice looking as v4.0 overall Although I do like the background more than any enhancement on my webpage
- It seems that I've been force to conserve server space by putting information on html that loads in mini windows. Loading times improved, but readability as gotten worst. I weighed what I gained from what I lost using this.
- Doesn't look as nice as v4.0

Link 3 : Renegade Viking's Webpage (template 4 of 2004)

http://www.geocities...01/v2004d_index.html

- Pros:
- Rounded boards
- Automatically has information that I used in v2004 template 2
- Has super model Heidi Klum on it
- Links
- Good attempt to make a good page
- Had potential in I only worked with it more

Cons

- Looks buggy
- Graphics look out of place
- Uses smaller windows for information not quite used property. I thought this was cutting edge because it looked great on state-of-the-art webpages

Question I have.....

Which template do you like best! Please comment by using "Comment" on this page.

Some suggestions could be as follows.....

Which template listed above is easiest to navigate?

Does it bug you if a page takes 2 minutes to load?

Which page is the most stunning?

Which aspect of my 4th template of 2003 should I change? Since I agree it's the best web template I've ever modified!

Do you like videogame character banners or super model banners? Please specify your favorite character or model.

Do html errors bother you? Will you close a browser window if one pops up?

Other templates I've made thus far (for reference)

Ian's Squaresoft Webpage

http://www.geocities...01/square_index.html

Renegade Viking's New Webpage (2nd template of 2004)

http://www.geocities...01/v2004b_index.html

Ian's Personal Webpage 3.0

<http://www.geocities...s101/february03.html> (none of the months links work)

Renegade Viking's Webpage v7.0 (7th template of 2003)

http://www.geocities...ers101/v7_index.html

oakleyses (2014-10-23 17:23:03)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:04)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:25:11)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Half-life 2 to use tranguar pixel maps. (2004-04-30 13:02)

I got an interview with Target, it went very fast. I talked to this 22 year old for my job. I wanted the job because I thought it was only one opportunity for it. I'm going to do stocking in the morning 5:30 - 12:00, but I don't know if I got the job or not? I'm guessing not. I told her that when a customer steals something, I should yell out and say Stealer! Come back! Instead of immediately going to the manager or another store attendant. They all carry around walkie talkies so one person can let the whole store know. Oops! I forgot about that part. It's true too. I should know, I played with walkie talkies when I was a kid all the time. It was the cheap versions for kids. Dumb really, you could shout further then the range of them.

Is it just me or is PS2 games getting like XBOX. In my opinion, game developers beefed up the console so it's "over clocking" it. Putting the Dreamcast aside, the games never looked so good on my television! Poor dreamcast, I actually thought it would have a full lifespan. Than again we will still see Sega games, so I don't miss Sega I guess. This article is all about Half-life 2, right?

Imagination is the limit, right, so I'm going to tell you some stuff that may or may not be true, but is so good that it should be. Planet Half-life updated their Half-life 2 section again. Take what I say with a grain of salt. I just talk about this because I want to gather info on my most favorite upcoming game, Half-life 2 for the PC. And there will be millions like me who will awe at the graphical improvements as much as the intelligence of the enemies...I want to learn about the technical side of the game, because it's the 2nd most powerful gaming engine on Earth (First is ID software's Doom III engine). I hate to speak word per word, but in a way their just trying to just say things to get hits! That's all, how does it expect me to compete. I can! Okay, all I have to say about Half-life 2 is that the pc version looks as good if not better than the Xbox version. So far haven't any of you noticed that most FPS take place in the

future (unreal tournament, far cry, Duke Nukem 3D, Doom, Quake) You are Gordon Freeman, a x-black mesa research facility survivor. Only one thing - I haven't heard of Black Mesa? Valve made a side story of Half-life called Blue Shift released in 2001. Oh wait isn't it that faculty where I was in the first game. In Black Mesa, you play Barney. Barney is a security guard. Barney and his friends attempt to get out of Black Mesa and Barney is the only survivor, aside from a few scientists and Gordon. Barney is going to play a role in Half-life 2. Barney was the good guy while the marines, black ops and aliens were the bad guys. It's like a modern day western. Rockstar North is the first to come out with a 3D western shooter. It's hard to believe that Valve used Half-life engine for 8 years (since 1995, when they began developing it) They've enhanced it with patches over the years, but Blue Shift added higher resolution textures to all previous Half-life games. (owners should know, I don't) If Counter-Strike popularity still holds up, we may see people still playing Half-life in one way or another in 2007. I guess that Valve will package the new game along with Half-life and Blue Shift as free bonuses. Half-life costs 10 bucks at Wal-Mart. Certainly they can afford one more CD. I hope so. I generally just give blank cds a way, you can get 100 pack for only 25 dollars. Before, didn't it bother you that Half-life looked exactly like Goldeneye, a popular FPS for Nintendo 64 put together by Rareware, in high resolution. Remember the paint in Goldeneye, the bare walls, hidden away by a blazing fast graphics engine, realistic explosions, stellar weapons, and a very strong multiplayer campaign. In fact, I don't know why Half-life wasn't for N64! I found most of my information off this weird webpage [http://collective.valve-erc.com/index.php?faq=source_mod_faq] You've got to check this out, the faq has an outstanding amount of info on Half-life 2! I knew it! HL2 uses Maya. I downloaded Maya over the internet 8 months ago. It was huge (150 MB) Maya is a professional modeling tool costing a whopping 800 dollars. It is very good at what it's meant for. Never was able to make models out of it. I tried very hard, read online tutorials, and never could design models. This is a good webpage to learn how to make models with Maya [http://members.shaw.ca/psyc3d/tutorials_maya01.html] It sounds like the Source engine will be used in games for the next 6 years. Two months ago I guess I was absolutely right, Valve will include upgrade tools. Valve confirmed that level designers who made Half-life Maps will be able to update it to be playable in Half-life 2. Take it that the mod community is also willing to upgrade the textures to look as good the rest of HL2. http://collective.valve-erc.com/index.php?faq=source_mod_faq§ion=106159035033544900&question=106159124050453000 Half-life 2 will use the same level design program (Hammer) as Half-life 1 just a much newer version.

http://collective.valve-erc.com/index.php?faq=source_mod_faq§ion=106159035033544900&question=106159124050453000 The new Half-life 2 will use the same level design program (Hammer) as Half-life 1 just a much newer version.

X

X

Another interesting thing I found out about Half-life which explains it's depth is that the Map size is 16 times bigger. The map size I'm talking about the image/texture map on any given object. The maps are going to be bigger then half-life. You know that in Unreal Tournament 2004, some of the larger maps are 50 MB or more. I'm guessing each Half-life level will be more than that. Remember all the characters, sound, lighting effects are going to be loaded within the map file. This new technology, sound and lighting is included in textures apart of the maps.

VERC says half-life 2 will have characters models that use 7500 polygons each. That's the main characters. The smaller creatures will have half that much. Game designers call this comparison, LOD (level of detail) I'm surprised, and I thought the people would have as much polygons as Gordon's hand does. (You see it all the time, it's on the lower right part of your screen) VERC says that hand is about 2000 polygons.

I found out that the game will use 33 to 50 passes for each texture (filled with 2000 - 7500 polygons). 16.5 passes per second for 60 frames per second | 33 cycles per second for 30 frames if your computer can handle that many cycles. Data can only go so fast right so sometimes textures have to make multiple passes, Half-life is much more advanced than most games because it requires 33 passes. Mid-range computers may only be able to do 60 frames at 800x600 while faster computers can do 60 frames per second at 1024/968, but must be able to do the full

(30-50 range) If one texture can do this than the whole level can be handled the same way.

I am going to answer the apex of all graphics engine questions. Why are triangles better than squares? Triangles are half a square so they can curve twice as much. It puts an end to squareish looking textures. I like to relate Goldeneye and Super Mario 64 with this, because I remember the box-like bodies. Hey, it was state-of-the-art in 1997. We can't do circles because circles don't evenly connect to each other, there would be gaps. With triangles, there are no gaps since all the edges of one triangle are parallel to the one across from it. What's the next step in polygon evolution? Hexagons? Nvidia says it's Geforce 6800 can do 4 quads per second. A quad is a 2x2 pixel tile. It's too complex to put in words so I'm going to give you a diagram from Beyond3D.com. [See the squares! They're converted into triangles - well almost!]



"As the diagram above suggests, rendering in 2x2 pixel quads can leave potential inefficiencies since at the edges of the triangle some pixels may fall outside of an area that requires rendering, meaning these pipelines are effectively not used as they can't operate on other triangles because some pipelines in the quad group are occupied. Yet the benefits of a quad pipeline organisation usually outweigh this pitfall."

Talking about the game...I'm thinking I'm just going to download the beta myself. I hear from <http://www.half-life2.org.uk/> (Damn British know more than I do) that the full version of half-life 2 is leaked on the Internet(SWEET!) I opened Emule (Person/Person sharing unity) Link: Half Life 2 Beta-Anon Only HL2 100 %.rar I found many hits claiming to be Half-life 2. I'm guess they're all real. It seems that both come in 3 parts all 650 MB files - probably are cd images. That's understandable since the game may come packaged with 3 CDs. It will be 7 months before Half-life 2 comes out commercially. I know some have Trojan horses, but that's a risk I'm willing to take to play HL2 early. And I'll be sure to tell everyone if it works and how stable the beta is.

Remember back to the first FMVs and how they shown characters that weren't as bump mapped as today's games. I agree with Final Fantasy fans when the next Final Fantasy game hits PS3, it'll look very close to Final Fantasy: The Spirits Within. In my opinion FF: Spirits looks better then Shrek. In actual gameplay if graphics looked like FF Spirits, I would become dumb-founded. FF Spirits looks better than the Final Fantasy X cut scenes, not by much though. We're not limited by media storage any longer. To discover myself, I just had to stick Final Fantasy X into my DVD-Rom drive and under properties where it showed the GIGs used, I found it to be 4.5 Gigabytes. WOW! Final Fantasy XI is much bigger using a hard drive just to carry the space. I should know, the PC version of FFXI is 6 700 MB cds that all need to be installed to you're hard drive and the data is compressed so I got it, it took up 6.1 Gigabytes. It would have been much cheaper to just have 2 DVDs packaged into one case for the PS2 version. If you can put music on your drive than what's the need for it? I really want to know. Xbox 2 and PS3 aren't going to have a hard drive for this reason. We'll start seeing more then one DVD for one game in the future cause soon DVDs aren't enough.

Here is what I found out

1. Final Fantasy 10 used 4.55 Gigabytes
2. Metal Gear Solid 2 used 4.3 Gigabytes
3. Final Fantasy 10-2 used 3.9 Gigabytes
4. Jak 2 used 4.1 Gigabytes
5. Winning Eleven 6 used 3.4 Gigabytes
6. R & C Going Commando used 3.8 gigabytes
7. Xenosaga used 3.9 Gigabytes
8. Gran Turismo 3 used 3.8 gigabytes

Now how can high res games be put on one DVD if a DVD only has 4.7 gigabytes of data? Isn't this weird how games will soon use more than 4.7 gigabytes. Making two DVDs is probably as expensive as making 4 CDs. Sony should seriously think of updating to using MP3 for audio files and MPEG 4 for movies just to conserve space. MPEG 4 has a 1/10 ratio over uncompressed video with barely any image loss. There is also this popular format called Bink Video. [www.radgametools.com] It is used in some videogames today. Bink Video is popular to use for games because game developers don't have to pay big bucks to register for compression programs. The BIK conversion program is free off Bink's website, works with both video and audio. Playstation uses a format called PSS. PSS is a compressed format for video. I liked it how PSone games used MPEG1 for video. The other day I tried to get PS2play to work. PS2play is the only real Playstation 2 video reader available to my knowledge. NGemu.com has it for download. I want to see the alternate ending FMV of Final Fantasy 10. I don't need to see it, but it would be nice to just watch it when ever I want too.

You know I haven't seen those mini DVDs that the Gamecube uses take off. Someone at school had one of those 1.8 inch mini disc and I thought he was rich. This was before DVDs came out so I didn't know any disc except the CD.

I now have an 80 GB external hard drive! It came in the mail today. I'm surprised, it's much bigger than my Apple iPod. I looked recently and iPods still cost 340 dollars at Target! Expensive, but worth it for those who want to carry 20 gigabytes of music in your pant's pocket. I don't need a second one. There is this term that I like to use - it's called 'delete', and people worried about space restraints should use it sometime. The new MP3 players have FM tuners allowing you to record FM stations to MP3. People like me! LOL! If you think would you rather spend 50 dollars on a 128MB thumb stick or 100 dollars on a lithium battery operated 10 GB MP3 player that doubles as regular data storage? Me, I have two 128 MB and one 64 MB thumb sticks. The most I ever downloaded off the schools server was 200 MB. That was last week. I've downloaded 200 MB over a modem from night to day one time listening to the Internet Radio service, Shoutcast. I like shoutcast. They have new songs, and all you need is an Internet service provider to listen and rip the latest music. How can you expand what music you like if you don't try new things? There are over 200 radio stations on Shoutcast. Shoutcast is best listened with Winamp.

I'm also trying to rip audio from my tv, it works very well. I'm getting 128 kbp (high quality) techno from satellite. Want to know the secret because to some people it's no secret. Take headphone wire and hook one end to your tv's headphone jack and the other end to your analog input jack on the iPod. You'll know if you got any signal because the horizontal bars on the LCD screen will light up. It's better than having an internet station open. I'm also going to try to rip some long sessions of Country and rock. Reggie and some Soft rock....I'm not sure about.

To end this entry I like to include an updated favorite playlist...

- 1.) Mario Piu & Mauro Picotto - Trippin On E
- 2.) Binary Finary - 1999
- 3.) Mauro Picotto - Pulsar
- 4.) Bruno Fergani - Trancelation
- 5.) Bruno Fergani - SunStorm Extended Mix
- 6.) LTJ Bukem - Moonbeat
- 7.) Tall Paul - Wizards Of The Sonic (Matt Darey Remix)
- 8.) DJ Mystik vs Sasha & John Digweed - Enjoy the Silence
- 9.) Blank & Jones - Cream (ATB Mix)
- 10.) Chicane -Autumn Tactics (Thrillseekers Club Mix)
- 11.) ATB- Sunscreen
- 12.) Mauro Picotto - Komodo (Megavoices Mix)
- 13.) Robert Miles - Fable
- 14.) Ayla Liebe (Atb Remix)

- 15.) Seb Fontaine - Cygnus X - The Orange Theme (Solar Stone Remix)
- 16.) ATB - Underwater World
- 17.) ATB - Angels
- 18.) Kaycee - Escape 2000

hyip101 (2005-10-25 13:14:00)

Hi Ian's Smashing Good Blog Site I was looking for legitimate work from home jobs when I came upon your Half-life 2 to use tranguar pixel maps. and thought it was a very good blog!

When I find legitimate work from home jobs or something which could give me a little more income to help, I'll be able to enjoy these blogs like yours even more. That's when I find something more like legitimate work from home jobs that could help with the cost when I need prescription drugs and gasoline.

make money from home (2005-10-26 08:10:00)

Hello, I find your blog very interesting. I will be sure to bookmark you. If you have time please visit my site work at home opportunity It relates to work at home opportunity information.

used-callaway-girl (2005-11-04 07:00:00)

hey Ian's Smashing Good Blog Site what's shaking??? ??

Imao :P

check the deals i found here» box cheap game x
try and find cheaper!! lol

Gordon (2005-11-05 22:50:00)

hello, your blog is interesting to read. I have a website about burn dvd. It recommend some powerful burn dvd software for copy movie. So make sure you visit.

solve your money problems for good! (2005-11-06 12:35:00)

Congratulations on a very well written, interesting and superb blog!

Hi I am a "bot" who works for Scott. I never complain or cry that I work too hard and I try to write my very best compliment on each deserving blog. Some times I repeat myself so please excuse me if I have complimented you more than once as I am here to please you and I would like for you to check out Scott's webpages. They deal with stuff like, click here: get out of debt now! and then feel free to e-mail me or Scott with your words of wisdom.

P.S. I'll sure put the word out about your site and I would appreciate any business you may send our way...

Later, Scott's bot ;-)

Anonymous (2005-11-09 00:46:00)

*auto racing**

horse CD roms (2005-11-09 05:42:00)

Ian's Smashing Good Blog Site GREAT title Half-life 2 to use tranguar pixel maps.. I am actually looking for horse computer games related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other horse computer games related blogs. Thank you.

horse CD roms (2005-11-09 08:27:00)

Ian's Smashing Good Blog Site GREAT title Half-life 2 to use tranguar pixel maps.. I am actually looking for horse vacation related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other horse vacation related blogs. Thank you.

golf cart battery (2005-11-09 18:09:00)

Hello from Las Vegas. I was doing research on wheelchair battery and came across your site Ian's Smashing Good Blog Site. The title Half-life 2 to use trangular pixel maps. attracted me. This is good reading, I'll pass it on to my girlfriend. She likes this kind of stuff. If you or any of your readers can help or offer information on wheelchair battery let me know. Glad I ran into your inspiration. I like to read blogs for creative ideas and themes. I get a lot of good ideas for acting. Thanks again for your time. Keep it up.

Roberto Iza Valdes (2005-11-12 18:53:00)

This comment has been removed by a blog administrator.

odyssey battery (2005-12-12 17:36:00)

Now that I have a little time I can finally read your posts especially the title Half-life 2 to use trangular pixel maps.. I accidentally ran in to it the other day looking for wheelchair battery and yours popped up Ian's Smashing Good Blog Site. I was in a hurry and bookmarked it so I could come back later. Well here I am. Keep it up. Greeting from Las Vegas.

alextewnews site (2005-12-23 00:57:00)

Hi Ian's Smashing Good Blog Site ,
Alex Tew here!

You most probably heard of my website, the world famous million dollar pixel page.

Due to it nearly filling up, I personally recommend the next (and best) working pixel website:

The new and improved pixel adventure:

The ten million dollar website.

See what MSN.COM already says about it!

They call it the greatest value in advertising

If you did not yet get your pixel advertising, come and get it now on the one and only Ten million Dollar Web Site!!

Regards,

Alex Tew.

alextewnews site (2005-12-23 11:31:00)

Hi Ian's Smashing Good Blog Site ,
Alex Tew here!

You most probably heard of my website, the world famous million dollar pixel page.

Due to it nearly filling up, I personally recommend the next (and best) working pixel website:

The new and improved pixel adventure:

The ten million dollar website.

See what MSN.COM already says about it!

They call it the greatest value in advertising

If you did not yet get your pixel advertising, come and get it now on the one and only Ten million Dollar Web Site!!

Regards,

Alex Tew.

download free music psp video (2006-01-02 20:50:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on

download free game for psp but glad I dropped by. Way to go. download free game for psp

download free game for psp (2006-01-04 11:43:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on

download free music psp video but glad I dropped by. Way to go. download free music psp video

download free manager media psp (2006-01-05 04:34:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download psp emulator but glad I dropped by. Way to go. download psp emulator

download free game for psp (2006-01-09 05:09:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free manager media psp info but glad I dropped by. Check out my download free manager media psp site if you get a chance.

Thanks for the read.

download free game for psp (2006-01-09 18:57:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free game for psp info but glad I dropped by. Check out my download free game for psp site if you get a chance.

Thanks for the read.

download free music psp video (2006-01-10 03:00:00)

Excellent site, take a look at my download free manager media psp site, maybe we can exchange ideas? Keep up the good work. download free manager media psp

download free manager media psp (2006-01-11 03:33:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on psp game download and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for psp game download related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free manager media psp (2006-01-12 16:06:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free manager media psp and found your great site. Although this post wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free manager media psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download psp emulator (2006-01-13 20:08:00)

Excellent site, take a look at my psp game download site, maybe we can exchange ideas? Keep up the good work. psp game download

download free music psp video (2006-01-16 03:05:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but glad I dropped by. Check out my download psp emulator site if you

get a chance.

Thanks for the read.

tech resources (2006-02-14 22:12:00)

I love blogs like yours, I wish it had more about hardware reviews like # #LINK # # does.

aceinthehole21 (2006-04-14 22:35:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

overclocking (2006-04-16 16:44:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

bios flashing (2006-04-17 12:58:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Anonymous (2007-01-03 15:58:00)

nsonkwReally sorry http://docs.google.com/View?docid=df9c239f_2hpdb67 of

http://docs.google.com/View?docid=df9c239f_1dprp2j or

http://docs.google.com/View?docid=df9c239f_5c62x2m

6.5 May

Made Thinwire from scratch (2004-05-07 21:28)

Today I made thinwire from scratch, it was hard but once I got the hang of it, it was easy. I'll get to that later. Right now I'm going to talk about today and yesterday. This is perfect for getting my mind off things. There was this kid at school and he said our school isn't going to be on Microsoft anymore and will change to Linux because it's open source. They will save like 100+ dollars per computer with unlimited updates. He said that! I didn't say anything. He

said it so cheerfully too. I should of told him, "Man, you have no idea what goes on in this place because haven't you heard that network technicians work with both Linux and Windows. You think you're pretty cool saying that, don't you? There are plenty of people who used Linux around here and they don't care which OS they use. You moron!" Instead, I didn't say anything to him and walked away. Besides I didn't want him to get all mad if I told him that Linux was common knowledge around here. I suppose it means he isn't dumb! I wish that there was an incredible looking blond who wasn't bother by speaking technical. In fact today there was, and I wanted to talk to her. I said, "Whoa, you're a looker, can we talk!?" No response. I tell you women these days don't know when someone likes them. It's not cool to ignore someone!

In other news, I re-uploaded America's Army at school and it worked. I made copies and no one at school wanted them. I was trying to make friends. I'm sad now! What pisses me off is why thin wire (RG-28 shielded coaxial cable) is so damn difficult to put together. Everyone else got it done, but I. First, I had to remember what ¼ inches was! Then I had to use the wire splitter, and do it over and over until I got it, finally! I had to keep cutting the wire when I made a mistake. That was two many to count.

Yesterday was a better day cause I downloaded 50 new maps (220 MB) for Unreal Tournament 2004. I didn't know they had them out yet. I got the official Onslaught map pack from Epic Games. I also got this game unity for UT 2004 that reads zip files, and extracts everything to their proper locations. I think I'm going to extract most of them and play tonight. My skill level at Unreal Tournament is to my guess average. I'm doing on average of 10 frags to every frag to myself on skilled level. Today was kind of fun. I downloaded a couple more UT2004 maps and downloaded some new Neverwinter Nights and Morrowind mods. I believe the last time I did this was five months ago. I have no clue if they work or not. And I don't play them much at all.

I've also been doing research on what computer hardware would do the most for my 100 dollars. I was thinking of getting a MP3 player. Tigerdirect.com sells a 10 GB hard drive based one for 100 dollars. A CD based MP3 player will only cost me 30 dollars. Hmm I wonder if I already have an Apple IPOD if I really need another one. Then I was wondering about upgrading memory. I have 768 MB of RAM in the computer I want to upgrade. For gaming purposes - I need faster RAM than what I use now. I should be able to have a better frame rate than I do now. Yep! Yep! Yep! So I don't think I'm getting an Mp3 player that doubles as a hard drive or memory. I think a Fantom Premier 80GB USB 2.0 External Hard Drive is the better choice. It doesn't run on batteries and I can listen to my MP3 collection with any PC with speakers. Cool? I think so! And it would do the same thing as a MP3 player that only has 1/8 the hard drive space! When I get enough hard drives, I can just buy external cases for them and take them on the go. Such as I have a 60GB hard drive collecting dust at home, and for 20 bucks, I can put it to use again.

Something's a little scary, I'm starting to like Rommstine, the "Metallica of Germany" band. I keep the songs on my MP3 player along with 15 other heavy metal bands. I don't listen to Rommstine, Metallica, Black Sabbath or other forms of music as much as I do trance.

I'm doing a hybrid of version 4.0 on my site. Though I wonder if I should use NukePHP? It was like Movable Type, I can't figure out how to add information to them. I know for group purposes it's much better than HTML, but I don't need login names for my webpage or comment stuff. I operate a small reviewing site, I don't need state-of-the-art template code. Modblog is a perfect example of someone who's doing this. iMike and DentesenGT made this site (modblog.com and deskmod.com), I don't know if they just stole code off other websites or if they found some advanced NUKEPHP script off a underground server! Maybe Modblog is an enhanced Moveable type site? Though I don't know if that is stealing because moveable type is an open source blog-friendly template. Maybe in the future, I will learn how to do moveable type. It would be nice if I could extract all the files in the moveable type zip file and it would automatically set itself up for me on the geocities server if it even supports php. How does iMike find errors in the source code for Modblog? Does he get emails constantly? On his blog, he tells us that his inbox gets full every 10 minutes with hate mail / suggestions.

I have a question for iMike...I wanna know how the zip blog backup system works? Does this site have some kind of gzip intergraded into it?

School ends....now I can live free for 3 whole mon (2004-05-10 13:04)

Playing: ATB- Sunscreen

I am not about to say how things are good, when it's been a substantial weekend to say the least. On Friday, the sewage failed and we got decapitated water in four rooms. It spread in the walls into my computer room, I was relieved that my computer was okay. My parents had a wet-vac, and used that to delay the water. On Friday the water kept coming in my room whenever someone flushed the toilet or used a sink. That only happened once. The plumber came the next day and got the drain unplugged in our basement. So we tore up the carpet in the family room got rid of the decapitated parts. Now we won't get sick! Our basement is now half-carpeted, half concrete. My room is a mess right now, after mom and I cleaned it up good (got rid of a lot of paper and garbage.)

Bob couldn't make it over again this weekend. Understandably he has finals. Makes me kind-a wonder what he's up to this summer with no school. Bob and I go back a long time, maybe 7 years. With the health hazard over with...he might be able to come over this time. I want to show him Kingdom Hearts. Ya, it's Disney and more suited for young people. I feel like it brings out my inner child if there is such of thing. I like many gamers who know around RPGs fairly well, don't care how cute it looks as long as it plays well and is rewarding. I know I got confused a couple spots here and there. It took me an hour just to get out of the Tarzan level because I forgot to look for Jane in the tent before the boss fight. I'm about 11 hours into the game. Right now, I can't figure out why the red trinity right before the boss fight has boxes in front of it at Tranverse Town . I can't remove them so no boss fight. I have a hunch that I need to give Cid a gummy part for the Gummy Ship to have warp speed. My favorite character in this game is probably the Evil Witch in Snow White & The Seven Dwarfs, because she's the most sinister of the villains. Mom got the movie when I was 10 so I know the movie fairly well. Once I get half-way through the FAQ, I'll post a game review at http://www.geocities.com/nightwalkers101/2004e_ps2reviews_kingdomhearts.html This review should not be read for at least one week.

At school I'm doing fairly well. Not an A student, but not a failing student. I installed Windows 3.1 on a computer in hardware / software installation. It was really easy...no effort. Then Partition Magic 7 wouldn't install on it. Well I didn't say anything.. of course, Win3.1 only runs 16-bit applications. I took a copy of Windows 2000, and tried coping it with Alcohol 120 %. It didn't work. So I guess I just gonna keep the CD. It's a copy of the original copy ...I have no idea how someone copied it. The advantage of Windows 2000 is its fully unlockable after you put in the serial.

Last Friday at school, I'm going to find out if the janitor turned off the computer with my downloads. The Number Lock light was on too, I turned the monitor off before I left. I'm downloading betas of Doom 3 and Half-life 2 over Overnet. Even if I left it on for 60 hours, I don't know if the file(s) downloaded completely. I like to play games, so I'll have all of it for myself. Hey, I'm all for it....my friends don't know what they're missing! Ha!

(This Week) I find out that the janitor did uninstall overnet and leaving the Number Lock light on was a mistake. All my downloads got deleted. This time I installed overnet on a different computer, set up the Doom 3 download, turned the monitor off and the NUMLOCK key to off. Fortunately no one blocked Overnet this time. Today is the 2nd to last day of school so I'm thinking I should get everything uploaded tomorrow if possible. I didn't exactly do too well on hardware/software installation. I think I passed it, that's the good news. The bad news is that it was average at best. :)

Tomorrow being the last day of school, I think I will get to know Diablo 2 a little more. Lets face the fact - I have way to many games to play at once. It is true (and I can't deny it) that I play only my newest games. This includes games I haven't played (I have 8 of them) Right now I'm really enjoying one of my newer games, Rallisport Challenge for X-Box. I had enjoyed games like Sega Rally Championship 2 and Test Drive V-Rally for Dreamcast because they require skill. I've have must more driving skill than lets say action game skill. V-Rally was in my opinion better then Sega Rally Championship 2 because it offered more tracks, better music, more cars, better graphics. RSC delivers a lot...with more tracks...about same selection of cars..music is the same, better graphics, and pretty much same

controls.

Bob, if you're reading this...remember to call me. We have to do something together. Play Diablo 1 or whatever you want. My room is a mess right now, but it's dry! I'm going to have to spring clean earlier than I thought.

Playstation 3 games will look something like this (2004-05-11 13:05)

You know how I am about games...games become out of date so quickly, I know. But Modgamer's Blog just gotten overrated ya know - 360 hits in one day? Man - I don't know what he has...but IGN.com does the exact same coverage. His E3 article got so many hits which he could have and may have gotten the screenshots off Gamespot.com. The pic of the Unreal 3 engine is amazing! This could defiantly be used as a first Playstation 3 picture. We know PS3 will have a 256-MB ATI videocard inside powered by a .11 micron IBM processor more powerful than 1 GHz. Epic may indeed be developing Unreal Tournament 4 for it. Half-life 2 will look as good as this. Again I wonder what video card is used at what resolution? And it'll keep improving too. Look at the screenshots of Xenosaga Episode 2 for Playstation 2...it is much better then Episode 1. The limitation of the Playstation 2 is this...when you have models far away, they look awful, but when models are close, they look better.



Next Generation Unreal technology | Thanks Modgaming for the URL

::: American McGee's Alice Movie still out there :::

Anyways on more games to movies feature, Wes Craven (Director of Wes Craven's New Nightmare, and Nightmare of Elm Street) is going to direct a movie called Dark Wonderland due out this June. Film Force @ IGN.com says the project is still alive. The movie comes from the 2000 Platform Game of the Year, American McGee's Alice. It had very good graphics at the time, still does if you max out the settings on your new computer. The game was scary in a way. Still it is unique from other platform games and received the M rating. The first mature platform game was Cocker's Bad Fur Day for the N64. In the IMG interview, the movie has full backing by veteran horror director Wes Craven, and probably won't have 1 star attached too it. Okay so I thought that Resident Evil: The Movie was going to be somewhat good. But it's not good at all...just some first time actors doing mediocre acting. I heard they took any townsfolk and make them all zombies! Film Force at IGN.com has a very detailed and updated section on Game-to-Movie conversions.

I want to see the Steven Stelberg version of Fatal Flame. Yes, I was surprised Steven was going to produce a game-to-movie conversion himself. Fatal Flame 2 was released on PS2 and remains the scariest and most detailed horror videogame for the console. It looks better than Silent Hill 2.

::: Dead or Alive Extreme Beach Volleyball in the News! :::



Dead or Alive Xtreme Beach Volleyball (2002 Tecmo)

Here is the most ridiculous news of the day. Dead or Alive Extreme Beach Volleyball has been out for over a year and the news media just found out about it this week? Gee, they are slow to cover these things. I hear lawyers are trying to sue Tecmo for showing half-naked Japanese animation in their popular Xbox game, Dead or Alive Beach Volleyball. Tecmo fights back saying that what they are doing is completely legal by the ESRB limitations. I like to say I

own this game, and I admit, I never play this around my parents since it may make them....you know...uncomfortable, these girls have big boobs thus making them pretty enough to turn some men "on!" Don't forget THQ has released a bikini volleyball game of their own complete with naughty pictures for the Xbox exclusive title, Xtreme Beach Volleyball. When Xplay covered this game, they were some parts they couldn't show on television because it was censored stuff! Rumors are you can play your characters completely nude during gameplay by unlocking a mod! Why else would they make Xtreme Beach Volleyball M rated? It has something to do with "stretching." So why are they trying to go after Tecmo? I'm more mature than to go completely gaga over DoA Beach Volleyball. It just makes me a little less "lonely" when I play it. Of course, I am also one of those guys who can consider anime girls cute. "God, have I sinned by playing this game?" Comment on your thoughts on this. I know I would buy the sequel if it ever came out...that would be fun.

New Zelda game shown at E3, Los Angeles (2004-05-13 13:05)

Unofficial Final Fantasy Webpages seem to disappear as quickly as they appear! Popularity of Final Fantasy games is huge...I own all the Final Fantasys except for Tactics for PSone. I like to give attention to this site http://www.geocities.com/ff_xi/main.html it's not mine, and it's been updated a few times. I like it because it has a lot of screenshots ordered into categories. If you want to see the end of Final Fantasy X...go ahead. One thing that I gave this site a FIVE is that Final Fantasy 1 - 9 don't apply. It seems to me that a lot of these sites like to include Xenosaga in their reviews because it is thought as "Final Fantasy in Space." In my page I like to include Disgaea: Hour of Darkness, Legend of Dragoon, Arc the Lad, Xenosaga, and Grandia. I believe that a fan site shouldn't be restricted to just Square-Enix games. Yes, it is true Square-soft comes out with the majority of console RPGs, but remember there is also RPGs that are good not under the Final Fantasy category or Square-Enix category. It makes me want to greatly improve my Square-Enix page beyond just reviews and character BIOS. My page will have screenshots and other console RPGs including Kingdom Hearts if I can get a review up. I'm about 90 % finished with Kingdom Hearts. I also made a webpage section last year for Diablo 2, Dungeon Siege, Final Fantasy X and Neverwinter Nights called Ian's RPG Guild. While not very updated with PICs and gamefaqs. I use to like to keep personal updates. You can go to it here: http://www.geocities.com/nightwalkers101/rpg_d2_online_v4.html

It seems that Nintendo released a bomb on E3 in Los Angeles yesterday. One of Nintendo's top secret titles was a Legend of Zelda title, and not the cell shaded link either. The game looks every bit as good as Resident Evil and Metriod Prime 2: Echoes, and Link is all grown up this time. Gamers had a short FMV in Space World 2000 with Link...Nintendo gamers have gone crazy I tell you. As you know Wind Waker was one of the highest rated games on the Gamecube. It seems that Legend of Zelda (tentative title) either will be a sequel to Orcania of Time or a remake of Legend of Zelda for the NES. I can't tell. I am a fan of Zelda games, this will be a hot game when it comes out. Looks to be the best console game from E3 in my opinion! I think it will play like Orcania of Time. Cube.ign.com covers the whole conference. Nintendo is doing something right...this is an example of it. Screenshot below. The 3 console manufactures are suppose to show 2006 consoles either tomorrow or next day. That'll be exciting.





Legend of Zelda - Gamecube (TBA 2005)

Okay, what have I been doing today? Well - I went to school and signed up for fall classes at WITC. I am worried about Network Industial because companies do DOS and it is obsolete in my opinion. Hate to offend hard working 90s era technicians, but this is the 21st century we're talking about. DOS doesn't crash, but Unix will not crash that often either so why not upgrade? Some larger companies don't see that they need to upgrade. For example Thicknet will work fine for DOS and it's dirt cheap to install and get a hold of. I want a GUI on my job, Damn it! Not very interesting except I did get the first cd image for Doom III beta. The 2nd part didn't download - it's downloading as we speak. I don't see why Doom III is more popular on Xbox? I know people some people don't have a powerful computer that does graphics better than the X-Box. Good for them. First Person Shooters rule on the PC - and no one can change my mind about that. I went to Gamestats.com and they have all the games listed in popularity. Doom 3 for Xbox was ranked 3 in popularity. It's a fun site because it shows on a daily bases if a game gained popularity or not.

Afterwards I got to scrape mold off the floor - Dad and I tore up an old carpet, and there was mold underneath stuck to the floor with glue. It was grunt work. Dad ran out of Coke so I ran into the gas station to buy him two 24 pack cases.

Yesterday Randy and I found some time to spend 3 hours together. He's one of my friends - and I have a very short list. He was looking on E-Bay on some cars. He wants to install a Chevy Corvette engine in a quarter ton pickup and make it 400 plus horse power. He's not doing it himself - he has help from the local car mechanic. He says it'll skid when you press the gas because the torc is too much for it. It's his "fun truck." I showed him my Playstation emulator. It didn't work the first or second time - but I finally got it too work after 10 tries. He commented that his computer doesn't like being a Playstation. I told him about school and he told me about work and his future projects. I told him that MTV rots his brain and he laughs. I can say things to him and he takes it with a grain of salt....that's what I love about him!

Anonymous (2007-06-14 07:55:00)

Hey, I recently added a news widget from www.widgetmate.com to my blog. It shows the latest news, and just took a copy and paste to implement. Might interest you too.

CD64 and Doctor v64 : N64 CD backup (picture fix) (2004-05-15 13:07)

Welcome to a special segment of my blog. There was an 8x CD-ROM add-on for Nintendo 64. Awesome! UFO, a 3rd party manufacturer, added a CDROM to the bottom slot on the Nintendo 64 called the CD64. It comes with a backup function so you can backup your N64 games to CD. Probably a ROM format used in today's Windows emulators. If Nintendo did business with UFO 5 years ago, we might have seen N64 games on CD-Format. The CD64 is now used as a place to emulate Super NES ROMS and other emulators. From the looks of it – it has a standard CD-ROM built in a hardware hub. On the official website...it reads that for some games...you can't download them directly off the cartridge because of software encryption. The device needs a patch be downloaded onto it.



CD64 Backup Device

But think if N64 games based on CD – think of the improvements the N64 could-of had. Final Fantasy VII could have been on it. Square left Nintendo because they couldn't put FFVII on a cartridge at that time. It was too small of space. And if they would-have had the space for the game then they could never have had movies on it. But it wouldn't sell millions of copies if it was released in 1998. Perhaps Nintendo never thought of doing business with UFO because with the Sega 32X, a cd add-on of Genesis only had 1 or 2 good games and it failed to market well. Plus the Saturn was less than a year away.

On my second subject I also have downloaded the 1964 N64 emulator and it works better then Nemu 64. I was excited to be able to play Goldeneye on the computer. I have a CD full of Nintendo 64 Roms – 16 in all. Back then I forgot about them because I used Nemu64 0.7. This was the best there was in terms of emulation in 2000 and 2001. However 3 years have passed since then and well....graphics have very much improved. Even N64 games run in high resolution! Whoa! I first realized it today when I downloaded 1964 for Windows. The newest version .99 supports Internet play and community graphics Direct X 9.0 plugins. I can say when Nemu64 only ran Super Mario 64 and not anything else...that was the truth. 1964 runs Goldeneye and Perfect Dark very well. I got my Nuko Air Flow Pro Controller to work with the default controller plugin. Okay Goldeneye and Perfect Dark now run at 1600x1200 where on N64 they just ran on 640x480 res. There is a noticeable difference from what I can tell and they run in high res. Maybe because they run in high resolution that there is a noticeable difference? Now if only someone could develop a plugin that makes PSone games run in High Resolution on my pc? Right now, I'm in the process of downloading Turok II Seeds of Evil off Emule 0.42g. You can get all the plugins off <http://NGemu.com>.

And I guess this isn't the only CD backup device for N64. There is also Doctor V64, which is more stylish version. It's manufactured by Bong. The device apparently has 128 MB of internal memory. Remember that most carts weren't above 128 MB anyways. Super Mario 64 was only on an 8 MB cartridge. Goldeneye was on a 32 MB cartridge. The games were very compressed. Anyways here are some screenshots of Doctor 64



Doctor V64 (no longer manufactured)

Yes, in case you've been wondering, I have heard of the Nintendo 64 Disc Drive. It had Legend of Zelda Mas-

ter Quest and Mario Paint and Simcity 64 on it. I hear it was on CDs, but the lack of games outweighed the cost of the disk drive. Failed to sell well in Japan. This is officially Nintendo's first adaptation to the CD disc. A little too late. And this article is about the only CD-ROM for N64 on all other continents (and islands) other than Japan.

Here is a list of ROMS I had from my 2000 disc.

- Super Mario 64 – works excellent, no pixilated edges.
- Legend of Zelda Ocarina of Time – No missing Frames and it runs in higher resolution than the Gamecube Bonus Disk that came with Wind Waker. That's fricken awesome!
- Mario Kart 64 – No missing frames and in high resolution. No pixilated edges.
- Turok – some missing frames but it's playable
- Legend of Zelda 64 – Majoria's Mask – works as well as Ocarina of Time
- Madden 64 – sound and graphics work.
- Goldeneye 64 – works Excellent
- Perfect Dark – works Excellent
- RUSH! – works good some missing frames
- Extreme G – works, a little buggy with the graphics engine and the game pops up every 10 seconds, put that didn't stop me from playing one of my favorite N64 games!
- Extreme G 2 – does work too well. Foggy. Sound is good though.
- Beetle Racing – Works Excellent
- Glover - works
- Bomberman 64 – works
- Doom 64 – engine works, sound works, it's old and the best looking doom
- Kirby 64 – works beautifully
- Forsakken 64 – not tested yet
- Banjo and Kazooie – sound and graphics work. Control of course works cause it's also emulated. A few minor glitches here and there.
- Top Gear Rally 2 – not playable because of the massive empty frames but works.
- Star Fox 64 – Very playable, Works excellent – sounds a problem though
- 1080 Snowboarding – Rocks! Runs in High Res. Sound works beautifully
- Crusin USA – Works Excellent Sound Great, Graphics on par

Actually I've been playing 30 minutes of Super Mario 64 with my gamepad. It's an oldie but it plays like a dream, and it's in high resolution. Remember this improvement came as a surprise. Nemu64 didn't let any N64 game run in High Resolution at 60 Frames Per Second (FPS). I don't know maybe it's 30 FPS.

I finished the final battle with Adult Riku in Kingdom Hearts at 4:30 AM today. I'm surprised, the phrase Kingdom Hearts comes from multiple worlds each representing a heart. I thought that Hearts came from Alice in Wonderland. The ending was what I've expected it too be (big hint in first part of the game). I knew Riku was going to be evil. The heartless come from that movie, Fantasia, I see. I beat the game in just under 29 hours. It was more fun then I expected it to be. The game definably was cheesy at times. The Star Fox style rail shooter in-between worlds seemed out-a place to me. It's one of the mini-games in Kingdom Hearts. KH seemed to be an action platformer instead of a RPG - kind of like Ratchet and Clank. It had some RPG elements like the parties, exchange items, customize items, gaining experience. But it seemed to be as much as a hack 'n slash game as a role playing game. The difficulty of this game is about medium to my skill level. The last part was a challenge that I've mastered after 5 tries.

I'm starting to play Summoner 2. Summoner 2 is a role playing game...not as good as Final Fantasy...but equally as fun as Kingdom Hearts. I've had time to waste. When I'm not playing Summoner 2, I'm playing Unreal Tournament 2004. Except today I was playing around with Super Mario 64. Today I didn't have too much to do. I'm accomplished

Kingdom Hearts. I only beaten Diablo 2, Neverwinter Nights, Final Fantasy X, Legend of Dragoon, Chrono Cross and Final Fantasy 8 in the RPG genre. I know many of you whom play games regularly beating more RPGs, but I agree that you know the battle system more. I have a hard time adapting to new battle systems. I, however, picked up on Kingdom Hearts within the first 10 minutes. See I'm not dumb when it comes to RPGS!!! Message me and we can talk RPGs sometime.

Find N64 Roms off P/P unities: Emule, Overnet, iMESH or Limewire.

Anonymous (2012-12-26 09:06:50)

Heya! I understand this is sort of off-topic

but I needed to ask. Does managing a well-established website like yours take a large amount

of work? I'm completely new to writing a blog but I do write in my journal everyday. I'd like to start a blog so I can share my personal experience and feelings online.

Please let me know if you have any suggestions or tips for brand new aspiring bloggers.

Thankyou!<http://dj.beatport.com/events/39614>

Feel free to visit my web blog : **Silver Linings Playbook Movie Online**

Anonymous (2013-03-21 14:22:08)

Ahaa, its good dialogue regarding this piece of writing here

at this web site, I have read all that, so now me also commenting here.

Stop by my blog post Quick Links

Anonymous (2013-06-16 15:45:06)

However, timely and adequate dental intervention from a qualified dentist in plano

texas in Lorton VA will do for you and that will be paid but at least

you won't pay the full amount out of pocket. Don't be afraid to ask the dentist how long he has been in practice for a considerable length of time.

Visit my web page: cheap dentist plano

Another rainy spring day during summer vacation (2004-05-17 13:08)

Okay so you didn't like my last blog...yeh I know...N64 is dead so why give it a second thought, right? Gamecube has been out for 2 years and 8 months if you known or already thought of buying one...you've would of already. Isn't that the truth. We had a thunderstorm about 6 hours ago...first thing I was worried about was my computers...though they have surge protection...I still worry about them. Hmm I was playing Final Fantasy IX - it completely froze up...I look at the disc it was free of scratches. Then I put it down and play Summoner 2, a game I bought long time ago, but haven't played yet. That froze, though it was full of scratches. So I stick in ICO and that froze. I think it's my PS2 DVD-ROM. I don't know if the drive is worn out or not. I never abused it so I don't see why it would suddenly freeze like that. I was hoping that it would last me until I get a Playstation 3 in June 2006.

As for further bad news, Bob didn't show. Bob and I were suppose to do something yesterday - but he never picked up his cell. Last time we spoke, he told me that he would find time for us to do something. I was thinking that we could-have played some Call of Duty. (If you haven't heard of it - it's a WWII PC game by Infantry Ward) I want to kick some crout ass! Honestly I haven't played online with it for weeks. I've been on multiplayer and it's smooth through a modem. Call of Duty doesn't lag nearly as much as Unreal Tournament 2004. I got to the 7th level in Call of Duty in Single Player without cheating. Bob and I usually like to play old-school games...like Diablo 1. I don't think Dreamcast is quite old-school yet. Maybe it's a modern old-school console? Old-school is anything a generation old

in my opinion and Dreamcast meets that status. The 128-bit generation (1998 – Present) is the longest generation of any previous generation. It is longer then the 32/64-bit generation (1995 – 2001). Now I couldn't have gone far back before the NES. Then you've would-of had Pac-man like graphics and that wouldn't interest me at all. In case you were wondering what my favorite game for Dreamcast was (it wasn't Soul Caliber), I'll tell you because I like you guys...it was Crazy Taxi.

Here is the Best Console Emulation of all consoles:

XBOX - Xeon - www.zophar.net/xbox.htm

Gamecube - GCubix - <http://benjamin.francois.free.fr/artwork/gcubix/> or Dolwin for WIN32 - <http://dolwin.emulation64.com/>

PSX - EPSXE 1.6 - <http://epsxe.com> or www.ngemu/psx/

PS2 - PCSX2 - <http://pcsx2.com> or www.ngemu/ps2/

N64 - Project64k - http://www.ngemu.com/n64/pj64k/download/Project64k_0_13.zip

Genesis - Gens - [http:// gens.consolemul.com/](http://gens.consolemul.com/) (Gens also plays Sega Masters)

SNES - SNES 9x - www.snes9x.com/

Saturn - SSF - www.zophar.net/saturn.html

NES - JNES - www.jabosoft.com/jnes/

Atari 2600 - z26 - <http://www.whimsey.com/z26>

Game Boy Advance - Virtual Boy Advance - <http://vboy.emuhq.com/>

SNK Neo Geo - NeoRage 0.6 - [http://home.swipnet.se/~w-50884/emulator /rage.htm](http://home.swipnet.se/~w-50884/emulator/rage.htm)

Today I had beaten Perfect Dark – because I downloaded it from the Internet and used Project 64K to emulate it. I didn't want to hook up my N64 and play it. You know once you take it out – you either have to leave it out or put it a way again. Makes you wonder when the Xbox title Perfect Dark 2 is coming out? I rather enjoyed playing Perfect Dark again with graphical enhancements. It's interesting that a N64 game would have difficulty running my other 2.0 GHz Athlon XP computer. I also run a Geforce 4 FX 5600 256MB version GPU in that machine. About a 70 dollar video card now-a-days.

As for further bad news...no one hired me. Target didn't want me – and I'm a good guy...I don't see why they didn't want me. I was going to work at the hospital since that got good pay 10 dollars an hour for cleaning beds and doing janitor work. But to me I rather work at a hardware store like Home Depot and Fleet Farm. Did I mention that there is now a Home Depot in Hudson, WI now? It's incorporated itself there last November. Home Depot is replacing K-Mart in that town. I mean who goes to K-Mart? Wal-Marts better. I haven't been inside Home Depot yet. It'll give me something to do later today.

I have some good news – I updated my Geocities webpage! For those of you who stared at my logo and thought it was too cluttered....I whole-heartedly agree. So instead of having 6 characters...I just had one videogame character and myself. The unreal tournament guy had his legs cut off...that looked awful didn't it? I had to stare at it too for a while when I knew it had to go. So I put a classic videogame character that 99 % of anyone knows....Cloud Strife on a motorcycle. That'll up my ratings I hope. I hope my webpage didn't die and go to heaven. Stop by some time.

Bought 2nd N64/Saturn, thinking of Zodiac in futu (2004-05-17 13:22)

Webpage Alert – I've created a new section on the 512MB generation at <http://renegadevikings.cjb.net> called "Ian's 512-bit Generation News Page." This new webpage will be completed 100 % functional in 1 or 2 days. I'm in the process of collecting all the information I can include interviews, and adding them on my page. Come take a look, I have your questions answered in this informative webpage. Please post a message on my message board, no

membership required – it's Bravenet!

- Show Highlights on Nintendo Revolution
- Microsoft's Xenon
- Playstation 3
- Nintendo Dual Screen
- Sony Playstation Pocket

Today I opened up a section of my webpage that looks exactly like the template I'm using now. This new webpage is called Ian's 512-bit Generation News Page. I could call it Red Dragon Productions, but this time I decided not too for the reason of copying another webpage that has the same name. There is this website called RedDragonProductions.net that does videogame music, and I didn't want to be inferior to that. This section is going to be a new "Red Dragon Productions", following up on Nintendo's Revolution, Sony's Playstation 3, Microsoft's new project, and the new handhelds. The world now knows the next console by Microsoft will not be named Xbox 2. It's hard to an editorial page without pictures since there aren't any at the moment.

Today I went to the Toy's 4 Trade in River Falls. With 55 dollars in my billfold to buy another game, I decided to get a console instead. The last generation consoles are so cheap now-a-days it's unbelievable so I got both a Saturn and N64 for 55 dollars. Used N64s and Playstations only cost 20 dollars! Consoles don't come any cheaper than that! This is a different store from what I usually go to. I go to the one in Hudson and this one is located in River Falls. Apparently N64s are 20 dollars less than Game Stop. It's a great bargain especially when you want an extra console. I wanted to get one because these consoles may go up in price as soon as they are less in quantity like NESs. Used Dreamcasts are also a great bargain costing only 10 dollars more than used N64s. I bought a Saturn because I felt I needed a second one....for backup purposes. Next time I go over there I'm getting a 3rd Dreamcast so I never have to open the new one I bought at Wal-mart days before the store took it off shelves. I know why too, the Dreamcast's quickly sold out, and Sega wouldn't replace them so Playstation 2 was all there was. In 2000, Playstation 2 only had 2 good games for it, Midnight Club and Tekken Tag Tournament. At least I thought so. The first Dreamcast I had was fresh out of the box the first day it was released in North America, 09/09/99. Dreamcast became the year's best electronic device by Time Magazine, and I believe Wall Street also wrote an article on it. Yes, you've heard right...awarded #1 for the best selling videogame console of all time in the USA. As you may know, Playstation 2 broke Dreamcast's record in a matter of a week. Time says DC was a year ahead of it's time (probably because it had internet for free!) I remember ZDTV shortly after it went on air, the channel was talking about Dreamcast all the time. It was the highlight of Fresh Gear, and ZDTV news for the first week. Gamespot did an exclusive episode on just Dreamcast games. I've been using the Dreamcast for nearly 5 years, and a new one never used, I like to keep it that way. I have over 40 Dreamcast games to play, and I might as well always have a working Dreamcast. Okay, the truth of it is Sega had their chance with the Saturn and blew it. So while the Genesis was a better videogame system than Super Nintendo, the Dreamcast is in my opinion the best console Sega ever made. Okay, my reasoning for this is the 3rd party developers ported some recognizable Playstation games from the 1999 – 2000 period including Tony Hawk, Resident Evil, and Street Fighter to name a few. Plus the console continued Sega only series like Phantasy Star, Ecco the Dolphin, Sonic the Hedgehog, Virtua Fighter, Daytona USA, and Sega Rally Championship.

Okay, enough about how I bought new consoles. The new subject of today is about the Zodiac and GP32 handhelds. The older of the two, GP32, is a little bigger than Gameboy Advance. The new handheld has an open source operating system (not palm based) based on Linux that'll play ROMs. ROMs are games someone ripped from older consoles which can be downloaded off the Internet to be playable on PC. Microsoft also released WinCE 4.0 for GP32 so I can also play 32-bit Windows applications or games like Doom II or Quake, etc as long as it fit on a memory stick. I'll get to hard drive usage in a minute... The whole deal is open source so I get to download free content off the Internet legally. The handheld uses 128 MB smart media cards, but will take any FAT16 formatted smart card. Maybe it'll be able to recognize thumb sticks, which would be really cool because I download stuff to them as my primary removable memory of choice. GP32 also has a keyboard port (PS2 port) for word processing and Internet browsing.

An idea I had with GP32 is that you can hook up an external hard drive or Mp3 player to it, and use the data storage instead which will cost a lot less than a 512-MB or 1024-MB flash cards. I much rather have this next handheld I'll talk about, although GP32 would be my second choice if I can find one.

The second handheld is called Zodiac made by a new company called Tapwave [tapwave.com]. This advanced handheld acts as an underground handheld to compete against GBA or a PDA with keyboard support. For Zodiac, you'll pay about 70 dollars more than buying a GP32. It comes in 2 versions. First is a 32-bit version with an 8-MB ATI graphics unit, and 200 MHz CPU (really, really small). The 128-bit one comes with 128-MB of RAM instead of 32-MB. The Zodiac is already more powerful than Nintendo's Dual Screen! The Zodiac 32-bit version has a nice high resolution touch-screen I can easily take notes on, and save it to removable memory. The Zodiac runs the latest Palm OS (v5.2T). Palm can support 3rd party software meaning buyers can install new software on it for free from anywhere off the Internet! Palm OS also runs a lot of console emulators, Palm software, and DOS games. If you just have to have Microsoft Windows, Microsoft allows you to download WinCE 3.0 for free on Microsoft.com. I always wanted to play my Gameboy Advance ROMs on a handheld like Zodiac. Gamers can also save various pictures in JPEG at a really small resolution, and show off the personal photo collection on its 24-bit LCD screen. The Zodiac also has it's own DivX player software so someone like me could encode or download Mpeg 4 movies if it was a super low resolution. If I wanted too - I could use it as a MP3 player while I take notes.



Zodiac 2 - released date: June 2004

Zodiac is a gaming platform meaning it has a D-pad, and buttons organized for game play. The handheld comes with a keyboard input, I wonder how that'll use up battery life though if not connected to a AC circuit. There are PDAs that are twice as expensive, and do not have that amount RAM. To be clearer on this, PDAs have 16 MB of RAM, not 32 MB, because their primary an application based computer. Zodiac runs on a cell phone based 200 MHz CPU, one of the most powerful handheld processors on the market this year. It'll sure be a birthday present in November. I want to play Mario Kart Super Circuit on one of them - if I can somehow get 300 dollars together to buy one. This baby also has an expansion slot to run PDA devices like digital cameras.

Even with all this hype over a tiny handheld...it seems too good to be true! Download GBA roms or any other rom onto the Zodiac via USB cable, and enjoy playing them on its superior processor, and the buttons in the palm of your hand too. GBA SPs costing only half of what a Zodiac 32-bit version would cost someone, it's easy to see what a gamer wants spend his/her money on - a GBA SP. But with a touch screen, and free downloadable content, the Zodiac is a nice portable gaming system if you can afford one. That's all I need it for....playing games and taking notes. Although I would like a Zodiac, getting a GP32 with it's 32-Bit processor and removable memory is a better deal than Zodiacs. I wish it would use memory sticks instead of the *standard* smart cards it uses. I need to get realistic here since I need a PDA with a digital pen for school. A Palm Ille at Tigerdirect costs 40 dollars, and it comes standard with a touch screen.

As far as consoles go, I can buy a used "Game Boy Advance" (not GBA SP) for 50 dollars at Toy's 4 Trade or a Playstation / N64 for 20 dollars used. Hmm, if I wanted to play games that badly, I could save 85 % on the Playstation now, and 80 % on Dreamcast consoles if I were to buy them instead of a Zodiac handheld. This and each time I'm home on my computer, I can play all the old console games for free! Should I wait until the 256-bit Zodiac comes out so I can money on the 32-bit Zodiac? Saving 50 dollars on Zodiac at the expense of power is not worth it. The law of diminishing returns also applies to the Zodiac, you know? The Game specialist stores won't see them because they're supposed to be really popular right now. Might as well get the high-end *128-bit* version new then. I want one although I'd be better off to get one from my parents for my birthday than I paying for one. I already know the Zodiac will get a lot of usage in my home by me of course. I don't need any commercial games for it, although I find it

interesting that the games made for Zodiac could also play on other palms as soon as they are as powerful... Zodiac is probably the most powerful PDA / gaming console related handheld out there. I already have a large collection of ROMs I collected over the 2003 – 2004 period.

Well that's it for today. Have to find something to do today. I slept well last night. I'll dream about Zodiac. I remember in the past - in 2000 - I had this very unusual dream. I was a little kid and it was before 2000 and I wanted to have a Saturn, and it was packaged on the top shelf in a Toys R US store farther than I could reach...so the whole dream was me getting that Saturn, because it was the last one available. This was before I went to Game Stop. I wanted to play NIGHTS, it was weird....I don't know why I still remember it? Perhaps it was because David always had his Genesis and we played it all the time. Saturn just came out and was suppose to be really powerful being capable of 3D when 3D was a big deal for a 12 year old. I know I've haven't quite grown out of this gaming stage... on the other hand, I hope I'm a gamer forever because I found out adults think games are cool when I started to play Diablo 2 in 2000! Over half of online players playing Diablo 2 players are over 18. The newest game trend back then was before the Internet came out, and the game reviews passed by one's own opinion or Game Informer Magazine. Soon after Sega released Saturn Magazine and Sony released Playstation Magazine so that helped people find the right game that suited their tastes. I remember hearing about Final Fantasy, Legend of Zelda, Super Mario 64, and Crash Bandicoot a lot. My first console was an N64. In 9th grade, I got a Sega Dreamcast. I always wanted a Sega console. I wore the Sega Dreamcast shirt every week. I remember when the teachers use to say stop wearing that shirt, its advertising, and the school doesn't like it. I knew what it meant though...don't support Sega, route for Playstation. Well neither Sega nor Sony, she says. I couldn't possibly offend someone. That's when I was a 51 % Nintendo fan and 49 % Sega fan. The opposing side finally caught of with me, and I became 50 % PC fan, a 25 % Playstation fan, and 12.5 % Nintendo fan, 6.25 % Xbox, and 6.25 % Sega Dreamcast fan. Sega's gone multi-platform since 2001 so they've became one of my favorite developers. My favorite developer is Squaresoft, my second favorite, Nintendo, and 3rd favorite, Sega. Then you know I buy all the Unreal Tournaments, all the Metal Gear Solids, all the Grand Thief Autos, all the Bioware games, all the Diablos, all the Final Fantasys, all the Halo(s), all the Mario platformers, all the Jak and Dexters, Most of the Sonic the Hedgehog games. I've got to get going, webpages to develop, ya know?

Free Software pick of the Day:

Irfanview 3.85 (<http://www.irfanview.com>) - an awesome digital image viewer that can also compress JPEG, GIF and PNG at an awesome ratio. Also has support for TIFF and JPEG 2000 plugins. I've been using this application for 5 years and still use it.

DigitalCamera (2005-10-28 08:58:00)

Hi Ian's Smashing Good Blog Site, I was just surfing around and found your page!

Very cool,I like finding all this interesting stuff.

If you are interested, go see my digital camera for xmas related site.

It isnt anything special but you might still find something of interest.

DigitalCamera (2005-11-02 06:47:00)

Wow, I was just messing around and found your page!

Very nice.

If you are interested, go see my digital cameras related site.

It isnt anything fancy but you might still find something of interest.

The Home Theater Wizard (2005-11-03 19:28:00)

I just read your blog Ian's Smashing Good Blog Site, - very nice. I made myself a blog, I have a cool digital cameras site. It pretty much covers cool digital cameras related stuff. Check it out if you have the time.

loaded with money (2005-11-05 23:43:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to get rewarded and see how I can help you to earn a lot more than average! It is rewarding;-)

work from home (2005-11-07 01:37:00)

Hi there! I have found your blog finally! I have some great news for you to see at make cash and it is really cool! Check it out whenever you want ;-)

Den (2005-11-11 09:46:00)

Hey Ian's Smashing Good Blog Site, I was searching blogs, and came onto yours, and I like it. I kinda landed here by accident while searching for something else, but nice blog..

If you got time , come visit my site, <http://www.cool-digital-cameras.com>. It pretty much covers digital camera for xmas and similar stuff.

Den (2005-11-16 12:22:00)

Wow, I was just messing around and found your page!

Very nice.

If you are interested, go see my digital cameras related site.

It isnt anything fancy but you might still find something of interest.

Den (2005-11-17 13:13:00)

Hey there Ian's Smashing Good Blog Site, you've got a great blog here! I'm thinking of bookmarking your site!

I have a new digital camera site. It pretty much covers new digital camera related stuff.

Come and check it out if you get time :-)

Den (2006-01-10 11:52:00)

Thanks for letting us post comments Ian's Smashing Good Blog Site, - very cool of you. I work online with my own home based business website. I have a cool digital cameras site. It pretty much covers cool digital cameras related stuff.

Check it out if you get the chance. Thanks again!

secretly rich (2006-03-18 20:14:00)

Hi there! I have found your blog finally! I have some great news for you to see at be wealthy and it is really cool!

Check it out whenever you want ;-)

dollars (2006-04-01 14:30:00)

Wow! What a great blog you made, I am really going to bookmark you right now!

If you like then have a look at billionaire cause I want to help making you big profits and real cash!

Check it out if you want to earn big and easy ;-)

be happy (2006-04-03 06:34:00)

Hello, you have made yourself a great blog! I'm immediately going to bookmark you!

I have good news at secretly rich for you to see. It is showing you a whole lot! You are invited to check it out if you get time :-)

lots and lots! (2006-04-04 07:12:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to

wealthy people and see how I can help you to earn a lot more than average! It is rewarding;-)

opportunities (2006-04-05 06:16:00)

Make money! Get all the tools and become a huge success!!! QUARANTEED!!

get rich

THIS IS THE REAL THING!!

Now that I have bookmarked you can go to

get rich and see how I can help you to earn a lot more than average! It is rewarding;-) please do read on...

We all want to be financially secure. Who doesn't? Unfortunately, many people are not doing anything to improve their financial status in life.

They spend most of their time working as an employee, using whatever's left of their free time in doing non-productive stuffs such as watching TV, shopping, or worse, doing nothing.

What a complete waste of time! Then they complain and whine on how life can be so cruel to them.

"If You Could Use Whatever Spare Time You Have In Learning How to Be Financially Free, You Could Soon Live the Life of Your Dreams!"

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The Business Professional will help improve your business!!

read on at: get rich

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The Business Professional will definitely help improve your online profits!

Turn your online business into a driving force on the web. The ball is in your court.

If you like then have a look at get rich cause I want to help making you big profits and real cash!

I hope to see you on the inside.

Sincerely,

Jay Kay

PS. The \$1 access pass only applies to the first 250 new members. You've got to hurry if you want to claim your deposit. You just cannot afford to miss it!!!

Just go to: get rich

So...if you really want to become successful then take action and:

Make your easy! living online. Find out how! Over 100+ Useful Resources That If Utilized Could Easily Be Worth Hundreds of Thousands of Dollars To You!!

Grab yourself a \$1 access pass. If you're fast enough to be one of the first 250 new members at: The Business Professional, you bag a limited \$1 new member access pass.

Grab your access pass here: get rich

<http://www.profitsupernet.com>

This How To guide is brought to you by Jay Kay, from The Business Professional.

Get the net working for you.

Join a community of like-minded entrepreneurs and make your living online.

Become a member of The Business Professional network and look at:

get rich

<http://www.profitsupernet.com>

PS. The \$1 access pass only applies to the first 250 new members. You've got to hurry if you want to claim your deposit. You just cannot afford to miss it!!!

<http://www.profitsupernet.com>

Anonymous (2007-06-14 11:04:00)

Hi, Nice stuff. I found a cool news widget for our blogs at www.widgetmate.com. Now I can show the latest news on my blog.

Worked like a breeze.

I crave computer games no doubt about it :) (2004-05-24 13:09)

What's up again? Today was another interesting day, my room is missing the lower half of what use to be a wall. I can only use computer games for the next week since everything is covered in painter's plastic. That stinks especially when Bob is coming over to play games tomorrow. Yesterday I went to his house, it must have been weeks. He hasn't changed though his friend, Angie, lives with him now. Hmm, ya I know...usually people don't live with each other unless their married. But hey - free country, right? That's what I thought. Bob has his computer full so he has no room for games so he plays his Playstation 2 instead. Plus he can't go on the Internet because he thinks there is something wrong with it. When I came over he showed me Baldur's Gate Deadly Alliance (I have this game for Xbox.) He says he beat it already. Bob likes to play soccer - the wonderful game of soccer. Bob was getting the red cards, and he accused me of cheating because I get the yellow cards. He was just bossing me around which is fine when it's multiplayer. He likes to customizable settings in Winning Eleven though he dislikes Winning Eleven 7 for whatever reason....I think that's because he doesn't know how to turn penalties off. Then we played Versus in DOA Extreme Beach Volleyball. Who ever did the soundtrack should be shot. LOL! Yes, it was that bad. Bad 90s pop riffs. Though it did fit the scenery. The game is as good as it is in the screenshots. Most of the time I felt that all I had to do was hit A button on the Xbox controller to do everything. I am a little afraid the whole game will be like this. Being overly simple isn't good. Although that also could be good game design. Probably not use to the game's excellence? Or is it? After 40 minutes of that, Bob and I went on to Rally. Bob is neutral when it comes to racing games. He doesn't care for them I don't think. So I kept beating him in Rallisport Challenge. He's not very good partly because he's never played it before. Each race was a within a couple seconds of each other. He likes to make his car accelerate faster sacrificing speed which I don't think helped him in the long run. Bob wanted to play Halo because it was a FPS. As I said before he's not as much a racing fan as I am. We went into sniper arena with the tanks. But he got me 3-1 each time. I finally got into a system where I sniped once than used my revolver to do the rest. That worked a lot better than trying to get him the first time around.

Today I just had to have my computer. I couldn't live a week without it. So I brought the heavy 19' inch monitor and somewhat heavy tower upstairs so I could "game" while the cleaning people did their thing downstairs. I talked to them a bit. I stood there for a minute and they really didn't have much to say so I asked them if they wanted to talk about games in general. They agreed. We some how got off subject and talked about burning audio cds. I told them I've been doing that for 5 ½ years. I can do that in my sleep and then some. Because I was sick of playing computer games, I went to town to get McCollen's Rally 04 and Prince of Persia: Sands of Time for Xbox. I originally was going to get Splinter Cell 2 for PC, but I reminded myself I am already playing 3 games (Far Cry, KOTOR, Diablo 2). I got both games for 48 dollars, a real bargain at the videogame store.

In case you were wondering PC is still on top of my list. This free emulator software is getting pretty big. What console can you actually surf the Internet with besides Dreamcast? In recent years Sega tried releasing new browser releases as a freebie in their online games such as Phantasy Star Online and Daytona USA to try to have a advantage with internet. In fact, MSN-TV could have been blown a way by Dreamcast's browser if it wasn't buggy. It did have many issues such as it handled javascript badly, it couldn't read Media-streams at all. DC's browser also allowed local ISPs to connect to it for free. All and all it was a welcome alterative. I went online with Dreamcast's web browser too. Why can't X-BOX do this without hacking into it? The only way you can surf the Internet on your videogame console is to get it modded or hacked. My thought about modding is it's too expensive right now for me! Don't get me wrong I would love to get my X-Box modded so I can play emulation ROMS and store MP3s on the hard drive and play games while listening to them! Microsoft had nothing to loose by allowing playable MP3s be listened to on Xbox - but Microsoft likes to do things the hard way though they are a multi-billion dollar company with no competition. Unless you've found a website that'll give you game copies for 10 dollars, it's really not worth it. Ripping the CD

image onto your hard drive for coping is I guess okay for a PS1 game, but PS2 games are way too large. It's a lot of hacking just to say I played a game copy on my PS2 yesterday. In a couple years PS2 and XBOX emulation will be at a point where they can be played on the PC fully emulated. In fact the current PS1 emulator EPSXE can read game backups no problem. Alcohol 120 % can make the backup. Just as long as you have a recent version of Alcohol 120 %.

To get back to the Microsoft issue. The Microsoft anti-trust in 2002 was just to make Microsoft smaller...and they did by calling their game's division Microsoft Games Studios. They also allowed 3rd party software to be added to their OS. Which kind-of makes me want-of laugh because all I download is 3rd party software. The vendors such as Dell, Compaq, HP and Sony all include third party software with their operating system that includes a recent version of Netscape. Everyone likes Internet Explorer, but I found something better - Mozilla. And why does IE crash more when there is spyware on your computer? Because it does. Spyware tends to attack IE and Netscape. Mozilla and Mozilla FireFox don't crash as often and it's surfing speed is faster than IEs. And they have Anti-spyware software in the browser itself. So if it's free, why don't people realize that IE and Netscape aren't the only options? Netscape tends to take more resources than Mozilla Firefox so I stay with that. Firefox is a great browser!

I have a feeling that I may be going to bed early. Like at 10:00PM today, I am really tired, more than usual. Well than, goodnight everyone! If bob comes over tomorrow we might have to go to a movie because it doesn't look with all the construction and plastic over my stuff that I'll be doing LAN any time soon.

First Teenager in Space? China to land on Moon? (2004-05-26 13:11)

Hello, I'm glad the majority of you liked my last entry. I am not very interested in space exploration although today I heard about this Justin Houchin who is going to be the first teenager in space. He's also going to be an Eagle Scout...how surprising. Normally I don't give a sh*t, but the mission is going to be historic. Official Website: <http://firstteenagerinspace.org> for more information. Is a teenager ready for space exploration? Can he take the extreme Gs? I first heard of him from a Planetary Radio broadcast. Go to their site <http://planetary.org/radio/> to download the WMA/MP3. One hundred years from now astronauts will be living on the moon.

In other space news, China may be the second country to land on the moon. China has their own space organization and their own space shuttle complete with launch platform and Chinese astronauts. We know China isn't stupid, but China also has the most people on the Earth like 1.8 Billion so when China talks about space, the rest of the world has to listen. It's nice to see a country besides us to do moon landings, I wish it wasn't China though. 45 years have passed since Neal Armstrong landed on the Moon and sooner or later someone else would land on it. The good thing is China is doing their own funding. George W. Bush isn't lending money to help China land on the moon. China is communist country like the USSR was so it stands to reason that we only go so far as to trade with them. We may of sold a few Hummers or F-16s to them for \$ \$ \$ over the course of 20 years. China doesn't want to conquer land that's why they are apart of the United Nations. That's an obvious observation though. Before you know it China will have their own satellites in space decoding American messages that could be military information. In another 10 years China is going to have their own squadron of Stealth aircraft and nuclear long range missiles and we can't stop them. They probably got a good chuck of this from the Koreans. Those who spied and took from our country to benefit their own. That's why no one in our country likes them. I don't think that'll happen while the Iraqi War is going on. Don't get me wrong...I'm not racist to any color of skin. I don't like what China stands for.

As for other news I found an open source movie player that'll play DIVx, some DVD movies, and other audio and video formats for MS Windows, MAC and Unix. It's not pretty, but this program is still in the beta version so it'll be interesting if it'll turn out like it's commercial cousins. VLC is available off <http://Downloads.com>. Check it out too!

What format will replace MP3? (2004-05-27 13:12)

I was really disappointed when Bob didn't show.... I had to watch Lord of the Rings The Return of the King by myself. A movie of epic proportions...maybe. The movie was 3 ½ hours long and that is a very long time watching a movie on my computer in a very unconformable chair. I was amazed that Frodo escaped the spider in the cave scene. I mean the spider was ready to stab in from above and Frodo gets away before sticking it in the stomach? That has to be Hollywood! How did Gollum survive the fall? He just sort of re-appeared at the end. Sam should have finished him when Gollum didn't lend Frodo a hand...but the book the movie was based on had to have Frodo go soft on the creature. After seeing a lot of old westerns like Up to Alaska, Shanadoha, and The Good, The Bad and the Ugly...Lord of the Rings doesn't seem as good in my opinion. Nobody does a better job then Clint Eastwood or John Wayne in terms of acting.

I don't know about you guys, but I always want to search the Internet for something that does audio / video a little better than what I have now. I don't know if it's crazy, but would you stop using Microsoft Word's doc format or compressing files in Zip because it's too popular? With the Internet I know there is always something better that's going to come out. What's the next format that'll replace MP3? Will it be APE, WMA or OGG? I'm almost positive that people will change from 128 KBPS to 768 KBPS format. MP3 can only go up to 320 KBPS. Actually, I never tried to start a music collection in APE. APE sounds a lot better than MP3s at the cost of space. One APE file could be 4 MP3s but sounds as good as it's WAV counterpart.

Here is an example; the most popular compression is MP3 compression at 128 KBPS. My favorite encoder is LAME although some people like Xing or Blade.

Time Compression KBPS Size 700MB CD

3 minute 40 second song MP3, LAME 3.96 128 3.31 MB 211 approx

3 minute 40 second song MP3, LAME 3.96 320 7.42 MB 94 approx

3 minute 40 second song APE, insane compression 768 11.20 MB 62 approx

So would you rather have 211 tape quality songs or 62 excellent quality songs? I go with 62 excellent quality songs. Since 100 % of my collection is MP3 there would be no sense in upgrading those songs to APE. Be warned for those who are skeptical about using hard drive space, APE is not for you. The best places to find ape encoders is using CDEX <http://cdex.n3.net> or downloading Monkey's Audio 3.99 <http://www.monkeysaudio.com/>

As for new software, there is always something new I haven't tried. Today is no exception. I used iTunes for the first time. Normally iTunes is for OS10, but Apple ported it to Windows for free. It does have a few features like a MP3 to Audio CD burn option and an online radio service, but not much different from Nero 6.1. The Interface is pretty slick, I like it a lot. Anyways I don't regret downloading it because I got it at the school's server. Only took 3 minutes to download and as a bonus, it comes with the full version of Quicktime. I still like to use my QCD or Winamp players better.

Can any one tell me what format will replace MP3 and why? I'm interested in what will be the next popular format? The MP3 has been around for 6 years now and they've created portable MP3 players.

LAN party @t Mikes (2004-05-31 13:13)

I know this entry is about the LAN party, but I have some not so exciting news to tell everyone first. Okay, remember that entry about G4TV (Television with Gamers) I made about 2 months ago? Well they've apparently sold out TechTV and now TechTV joined forces with them. Although TechTV use to be my favorite channels until May 28th showed up, I found out that The Screen Savers and Call for Help is still on in the morning. So technically speaking G4-TV is added to the long list of DirecTV channels. Occasionally I flip back and forth between Anime Unleashed and Adult Swim (Cartoon Network) at midnight. G4-TV spokes-people ware creepy tattoos and punk cargo pants now making G4-TechTV a mixed bag in my opinion.

[May 29th] Later on today my cousin gave me a call from California. David's going to Japan in 2 weeks. He's in the Navy because he learns to be a helicopter mechanic. He's done with school and he's gonna be living large experiencing whatever he learned over the past year at military school. This is his military job not his civilian life job. I think he wants to become a carpenter after the military. We use to spend a lot of time together as kids so naturally we get a long together quite well. Today was a little different. We talked about Power Rangers and the call ended up with him saying I have a serious problem for knowing the actors names that were cast in Power Rangers. This all started when the White Ranger (Tommy Oliver, not his real name) in the old Power Ranger series shows up in the new Power Ranger Show, Dino Thunder. Not that it matters to me now-a-days. But I look up the actor's bios and this particular says on his fan site he likes Korn and Linken Park. Same guy I saw on television when I was a kid, though now I have lost total respect for him now that he's a hard rock enthusiast. He just seemed to be a nice guy in the old shows.

[May 30th] I went over to bob's house to get rid of a TV and weight set. The TV was about 25 inches, but low resolution. My parents actually wanted to get rid of it. I took Bob to my house and we loaded the Compaq and Custom PC in the Jeep. I took all my hard drive backup cds along...just in case. Bob and I had a long conversation of when Bob and his girlfriend Angie are going to move out of his house to an apartment in River Falls, WI. Closer where he goes to school, after Bob, his dad, Randy and his dad go fishing up in Canada.

[At Mikes House] The game of choice was Unreal Tournament 2004. The people there were Bob, Mike, his wife, Jim, Joe and that other guy. Mike had a hacked iso image of all the UT2004 cds to install on everyone's computers. It was the only way we could play UT2004. I got a couple game images and mp3 files on my hard drive from all of this. Jim was rocking (I don't know how else to put it) Jim had like 36 frags to the second place person 20 something. I only lead the game once, that's because I did something crazy in the game. Jim knows a lot about computers, there is little he doesn't know. The UT2004 patch messed up our ability to use the no-cd patch. So Jim's brilliant know-how got us all playing together again. I also downloaded MP3s from Jims server, which was cool since he had 35 GB of them. Some Pink Floyd, Third Eye's Blind, and a whole bunch of music off Jim's hard drive. I went home at around 2 AM because, well Mike was getting tired....that is until some of the guys started to look at porno. No comment here. So, Yep, time to leave!

[At home the next day] I rushed to rip the Final Fantasy VII image to CD-ROM so I could play it. IF you haven't known, I also own the PSX version, and I was thinking of playing the PSX version this week. Than I realised that Mike had FFXVII in his collection so I was very, very, extremely thrilled. I know it's one of the best PSX games in exsistance and refined the RPG genre or so I heard (one of the first RPGS with C.G. Cutscenes, but cheesy ones at that) I had a glimse at the game when Bob played it at his house. When FFXVII installed, the game crashed for being ment to run on Windows 95. But luckily I found a WinXP patch for the game. I plan to install Star Trek Elite Force II and play that. While it is a FPS, it does have Star Trek from it. The Federation has the most advanced technology in any Star Trek game / movie. I don't know what the "star date" is, but it takes place in the future so I'll live the Star Trek genre in first person form. You are a commando type recon party whom goes against the almighty Borg (seen in ST: The Next Generation, ST: Voyager, and ST: First Contact), I thought how cool! ST: Elite Force II has good reviews at IGN.com, Gamefaqs.com, Gamestats.com. Star Trek I know is a dieing franchise, but the game wasn't a poorly financed, poorly designed game at all. In other words, it makes Star Trek look good from what I read at my favorite site, IGN.com. It

got a 8.4/10. Sure, it runs on the aging Quake III engine, but it suprisenly I looks quite good supporting 1600x1200 with software anti-analyzing (good stuff.) For a long time I thought Star Trek - Elite Force II was a sleeper hit when I was thinking of buying a copy with my hard-earn cash. I found that Jim had a backup of the game so I copied it instead. :) The game disappeared from Wal-Mart this month. I wasn't really looking for it anyways, I wish they've would have kept it on the shelves. I understand though software coming in the dozen by the month so of course older software will be pushed off the shelves.

Here is a list of copy protection to help people out when backing up there games
Use a retail version or shareware version of Alcohol 120 % 1.4.7 or better.

Tested OK:

1. Unreal Tournament 2004 - Securom 4x/5x | 2x speed
2. Unreal Tournament 2003 - Securom 4x/5x | 2x speed
3. Far Cry - Securom 4x/5x
4. Knights of the Old Republic - Securom 4x/5x
5. Dungeon Siege - General Protection
6. Freelancer - General Protection
7. No one lives forever 2 - Laserlock
8. Halo Combat Evolved - General Protection
9. Metal of Honor Allied Assault - General Protection
10. Call of Duty - Suricom 4x/5x
11. Diablo 2 - LaserLock (has unreal amount of errors, may take hours to rip)
12. Elder Scrolls III - Morrowind - General Protection
13. Unreal Tournament - General Protection or Laser Lock
14. Final Fantasy 7 - General Protection
15. Freelancer - General Protection
16. Quake III Arena - General Protection
17. Star Trek Elite Force II - General Protection
18. Any Games older than 2000 - General Protection

For more information on copyright protection look at <http://afterdawn.com>.

As for the MAC emulation I'm doing. I am going to hold off until later. My emulator of choice is Pear PC because it's website (<http://pearpc.sourceforge.net>) has a full documentation on how to install MAC OS 10 on PC. I'm currently on the GCC step and still have a ways to go. I need a compiler apparently to add source to the file where MAC is suppose to be placed in (called a virtual drive.) I got the GCC compiler at <ftp://ftp.xraylith.wisc.edu/pub/khan/gnu-win32/cygwin/gcc-2.95.2/> .

Cheerio dudes! Tune in for some exciting updates on this page in another 3 days!

— — — —

Getting MAC OS 10.1 to install on my PC

Date: 5/28/04 at 12:58PM

Speaking of which, I was searching on the Internet today and I was looking at Windows Emulators for Linux. I disliked Wine and I need something else. So I found WintoLin 3.0 on Emule. It doesn't download at first...which doesn't surprise me. It's commercial software for Linux. I thought that everything on Linux had to be open source. Well it's being sold for 50 dollars and comes with its own Installer. Why can't the software take the Windows

partition “/hda1/” and boot it in a window in Linux? That would be so much easier than trying to “emulate” Windows.

EMULATING MAC OS 10.1, FACT OR FICTION?

I will emulate MAC OS 10.1 if it's the last thing I do. I may have not told you this, but I snuck a retail version of MAC OS 10.1 home from school about a year ago. MAC OS can not be installed on PC for processing reasons without an emulator. MAC OS runs exclusively on Motorola processors which blocks it from being installed on an IBM machine. Today I was looking at MAC OS emulators which claim they can set up a 'virtual drive' for a MAC OS to be installed. The emulator emulates the Motorola processor and Mac file system. I heard this DOS emulator Fusion 3.0 is good. It use to cost 50 dollars back in 2000, but since then it's been abandon-ware so I can download it for free off <http://emulators.com/fusion/> Now if only I could get OS 10.1 to install on it in the emulator window, that would be awesome. All my friends would ask me how did I emulate a MAC on my PC? I would smile back with a questionable grin not saying a word. I'll tell you guys if I get MAC OS 10.1 running.

I'm also trying to get an emulator I think has some promise called Soft MAC 8.2 for Windows. However, when I run it, it says ROM file not found. I don't know what that means? I know I want to install MAC OS 10.1 on my PC so therefore technically speaking there isn't any software on my PC yet. Or does it mean virtual drive file? I don't know the answer. It's bugging the crap out of me. And if it is a virtual drive, how the heck do I get the emulator to see it? I got all my applications off <http://www.emulators.com/download.htm> and <http://www.zophar.net/mac.html>.

On another note, I also downloaded Pear PC 1.2. Pear PC is free and a very small download - 224 KB. When you extract the zip into a folder, it'll be 620 KB. It doesn't come with any OS10 disk image maker to install any OS on which is a little confusing to a novice MAC user like me. I need to find Macintosh bios too. Who wants to emulate a MAC, it's so evil. MAC users are evil, why emulate it? Yes, I have to know what they know! It's the only way I can become a genuine computer guru.

MAC OS has a Windows emulator called Virtual PC and it does fairly good job. It can emulate running any windows application on a PowerPC. I saw it working on TechTV's The Screen Savers. Any of the dozen MAC emulators could do the same thing for my PC, right? That's my way of thinking.

Come back soon, I'll modify this entry as soon as I get MAC OS 10.1 running on my Windows XP! I'll be sure to include a non-modified Paint Shop Pro image. And those of you who are already doing this...just laugh on your own time, okay! But if you have any comments to help me emulate it, please write something! I need all the help I can get.

horse t-shirt (2005-11-07 21:01:00)

Hello Ian's Smashing Good Blog Site, I was surfing blogs and paused at your title

LAN party @t Mikes. Thats what really caught my eye. I am promoting a horse supplies related website and need to find more information to offer some of my internet friends. Not exactly what I was looking for but you have givin me some good ideas about what could be done with my horse supplies related site that I will book mark and come back to hopefully get some more education from your site, you have some good stuff maybe you could visit my website and let me know what you think in my contact page. Just click on the link horse supplies. Thank you and I wish you well .

4x (2005-12-26 00:10:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about fx trading mentor when I found your

LAN party @t Mikes post. And even though the post is not compeleety related to the fx trading mentor type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting

and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

fx trading school (2005-12-30 01:48:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about fx trading mentor when I found your best. post. And even though the post is not compeleety related to the fx trading mentor type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

fx trading school (2005-12-30 20:53:00)

Hey there Ian's Smashing Good Blog Site, I'm always looking for new and interesting information, and while searching the Internet for fx trading school related information, I found this site. The best. post, although not a 100 % match for the news about fx trading school that I was orginally looking for, certainly grabbed my attention immediately. I found myself spending a good amount of time looking around your great site. Thank you and keep up the splended work!

video card overclocking (2006-02-15 00:46:00)

I found a cool site on extreme overclocking, check it out extreme overclocking

rma service reviews (2006-04-15 15:51:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

hardware mods (2006-04-16 14:43:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

oakleyses (2014-10-23 18:28:58)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:53)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg

australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:48)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

6.6 June

I got Longhorn XP Pro free, and it isn't stealing (2004-06-01 13:14)

Do you want the next version of Windows Free? Then head over to Soft32.com to download your free version of the Longhorn Desktop Enhancement 6.0 Software. I'm only the 151389th one to download it. What it does is changes your desktop to look like the Longhorn Professional screenshots you see on the Internet now-a-days. It's also supposed to fix some bugs in Windows XP. Interesting enough it looks just like the screenshot in my Longhorn entry. Looks can be deceiving since the Microsoft team may develop a more stable version that'll cost 200+ dollars when it comes out. The interesting part is Longhorn Professional XP's (Freeware Version by unknown third party) About box. The About box gives all the credit to Microsoft. Longhorn is patented by Microsoft isn't it? I know Longhorn runs on top of WinXP. I look at the Windows version it is still 5.1.2600, same exact number it was in Windows XP. I hope Microsoft doesn't track down the developers of the Freeware application and sue them. They did give Microsoft all the credit. No names appear from anywhere.



Features in the Longhorn Pro XP Mod available at <http://www.tcmagazine.net/> and <http://Soft32.com>

- You can change your Start menu to have 5 different themes
- It's a lot like Windows Blinds except more stable.
- 5 themes that look like the screenshots that changes the taskbar, the scroll bar, the Start menu, the color of the toolbar, the outer rims of the graphical user interface
- Puts a drop down menu on top of each directory window. If you don't like it, you can always remove it.
- The ability to go back to the WIN XP PRO theme and WINDOWS Classic theme without uninstalling the Longhorn Pro XP Much of Win XP Pro stays intact
- Changes Boot Screen to that nice Green Hills, Blue Sky theme with the Longhorn Logo on it.

Some very cool sites to check out

1. Fasterfiles.com - Here is a very, very cool site for downloading UT2003, UT2004, Quake 3, Half-life, Far Cry, Neverwinter Nights mods (includes maps, skins, models, uploaders)
2. Soft32.com - This is where I found the Longhorn tweak for Windows XP. Counter-strike 1.5 and 1.6 can be downloaded here as well!
3. IGN.com - A site that specializes in reviewing games, movies, cars, models and supporting RPGs with <http://nwnvault.ign.com>, <http://ffxivault.ign.com> and such.
4. Sourceforge.org - has a TON of open source software. Some programs carry over from Linux like Gimp 2.0, and

Gaim and make a 1st appearance on the x86 Windows OS. Other programs like CDEX use Sourceforge.org as their primary server. Most of the downloads there are supported by phone company servers and university servers so you're likely to get the best bandwidth 90 % of the time.

5. lame.sourceforge.net – the only open source MP3 encoder and in my opinion one is enough because it does compress mp3s at a good ratio and does sound as good as any other MP3 encoder. Computers are fast enough now-a-days that speed isn't an issue. An example would be on my computer, a 3 minute 50 second song compressed at 128 KBPS takes approx. 23 seconds. Real.com says Xing is faster. I don't need an encoder 5 or 6 seconds faster than LAME that makes you pay 40 dollars for it. In fact you don't have to pay for Xing, but it's really hard to find the MP3 encoder. I just found the Xing MPEG encoder.

6. <http://www.tcmagazine.net/> - Full of hardware / software reviews and top downloads for the latest software.

[#2 Topic] Like I said before, gamers like to go all out and they can't do that with the game lagging, that's why we have the wonderful thing called patches! While patches don't necessarily make the game more fun, most of the time it does. Patches are made famous by fixing those crash bugs that are no fun at all. I know I'm getting a little off topic but the difference between Diablo 2 v1.0 and v1.7 was enormous. I know the v1.03 patch is famous because Diablo 2 Battle Set comes pre-loaded with it.

The famous game, Planet Side, became famous when the patches made the game much worse than the retail version. It started off very popular and it got less and less popular as the patches were released. This is an example for the industry of what not to do when making patches.

I went to school to download Counter-Strike 1.5 and Counter Strike 1.6 off the T1 server right before I wrote this entry. It wouldn't be a great idea to download over my modem. :) The CS 1.5 is about 150 MB and CS 1.6 is 340 MBs. I have them on CD if anyone wants to play them with me. I find that Counter-Strike is by far the most downloaded mod on the Internet. I know when I go to Soft32.com, it is amongst their most popular downloads. I wonder when Ritual will develop CS 2.0? Perhaps when Half-Life 2 comes out? Who knows...maybe there'll be plenty of Mods of HL2 for anyone to be trigger-happy for over a year? HF2 popularity has only increased keeping in the #4 place at Gamestats.com. I pretty much said all there is to be said on Half-life 2 right now (AKA I had 4 blog topics on the subject). Some people like to play CS 1.5 on X-Fire so I wanted to download both versions. I have to install both one of these days and check the servers. I'm not going to play CS now. When I downloaded 50 maps for Unreal Tournament 2004, I know I was interested in it for 4 days straight. Will I have to learn a whole new learning curve with Counter-Strike?

I'll end this up by showing the top 10 software picks of last month:

- 10.) Microsoft Office Professional 2003
- 09.) Gimp 2.0
- 08.) JASC Paintshop Pro 8.1
- 07.) Digital Sound Recorder (records sound from your desktop and can convert them to MP3 format)
- 06.) Quintessential Player 4.51 (mp3 player also rips shoutcast music or any mp3 / OGG based broadcast)
- 05.) eMule 0.42g (person / person file sharing unity)
- 04.) Namo Webeditor 6.0 (it's like Macromedia Dreamweaver)
- 03.) Longhorn XP Professional 6.0 (Desktop Enhancement Mod)
- 02.) CDEX 3.51 (MP3 Ripper also has Ogg Vorbis and Monkey Audio encoders)
- 01.) Mozilla Firefox 0.8 (web browser)

bios mod (2006-02-14 22:27:00)

I love your blog, I've found another cool site hardware mod

aceinthehole21 (2006-04-14 22:49:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

bios mod (2006-04-17 13:33:00)

Hey,

Your site is looking Pretty good. I like it.

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#Link # # Reviews

Ciao,

Ravi

Yet another webpage design by me! (2004-06-05 13:03)

Brand new webpage template I've made. It look better then my previous webpage. Address didn't change. It has Gordon Freeman on it. It took me from 5:30am to 11:30am to do everything. I saw this page called Final Fantasy Dream, and it seemed to be pretty popular, so I copied her design. I tried to keep anime out of my webpage design, but I was compelled to have one from Soul Caliber. Besides I have a Squaresoft website http://www.geocities...01/square_index.html . Squaresoft should surprise fans with Chrono Break screenshots anytime now. Chrono Break is suppose to talk right after or years after Chrono Cross, which I played through, it was okay. The characters didn't talk...and there is something about silence. I mean if voice acting can destroy a game....why even have it? Good example, Super Mario Sunshine.

I started a Live Journal website [<http://www.livejournal...com/renegeadeviking/>] I only had two entries. I started with introducing myself and what I'm was doing that day. It seems like the only way to start a new blog. About Movable Type, my ISP and Geocities don't support PHP so there's no way I can play with Movable Type. The directions are easy to follow. Earlier I was looking at a bluish theme for my movable type webpage.

Wednesdays are my days off from school. I watched The Rock (Sean Connery + Nicholas Cage) and Dirty Harry (Clint Eastwood) I forget the tag line in Dirty Harry. Dirty Harry is better because it's a man to man action flick. Kind-of like The Godfather was. Two vendetta's face each other in the whole movie. The good guy always wins. The two movies have nothing in common.

I had to make due with my free time. My cat was sick and crapped all over the house and mom brought him to the vet. Bob and I planned to do something on Monday, it seems that he has to look for a new house. Bob's 20 and he's going to school. Maybe his sisters are driving him nuts over Internet usage. He's looking at a place in New Richmond. Plus he seems to be always busy which doesn't allow time for friends.

In reality I was looking for a new friend. I lost all my high school friends. And I've been home mostly. I wanted to go

to the beach at Willow River State Park , but that requires money for a window sticker. Riding bike means free access, though it would tire me before I swim. I think a sticker is \$15. If it was that much – I would have gone swimming at the YMCA.

Chow! Until next time!

My cousin got to fly in real navy simulator this w (2004-06-06 13:15)

It is only fair that I tell a little bit about stealth aircraft. Unless another country has an aircraft using stealth technology, none I know about. Only Americans have aircraft's that show up as a small bird on radar. I know to some people that may be really cool and to others is very disturbing. The fact is the US government is not sharing any information on what alloy the airplane is made of. FACT: we know its very light and an extremely reflexive metal which forces radio waves to bounce off into space not returning to the radar command post. That's a good thing for the pilot. THE F-117a Nighthawk is entirely controlled by computers and supposedly can not be flown without them. Nighthawk bombers were used in the Operation Iraqi Storm last year bombing military bases.

I think the most interesting plane in my era is the F-22 Raptor. It's not only stealth based but also can go past MACH 2 and has alternating jet engines for those 90 degree angles without the plane locking up (Stalling) or blacking out. It's cruisin' speed is just under Mach 1. Some say the Raptor is one of the easier aircraft to control in the air force.

I have this cousin, David, who is assigned in the West in California somewhere by San Francisco at an naval academy where he says there is a very, very cool air-force simulator complete with all the bells and whistles of a real aircraft also having spectacular graphics. He said the airforce academy got it this year. I assume that this simulator can only simulate one type of aircraft. I mean look at the screenshot. The detail in the game is much higher than any computer's hardware ability today. Even if you have your Microsoft Flight Simulator 2004 pumped all the way at 1600x1200 with 16x anti-aliasing, this air force simulator would have more detail (higher resolution) than anything ever seen to the average computer user. AHEM! Non-navy people that is.

What's interesting is the military simulators that the Navy uses are designed to control exactly like the airplane even the stealthy F-117A, so my point is, in a game like MS Flight Simulator 2004, how can they know about how a Nighthawk would fly if it is unlikely that one of them ever flown in one? I haven't really seen anything big in flight simulation since it's first appearance in 3D. Maybe I'm wrong and something in the "gameplay" has changed. The computer knows over a billion worst case scenarios. David says it took him 10 times to get off the ground. I suppose there is also a tutorial on these simulators as well, so I mean he wasn't in the dark when he first controlled one. I mean where do game designers know how military aircraft jets fly if they are only game designers? Thus, I conclude most game designers aren't retired civilian pilots and ex-navy pilots. I don't know maybe there are a few ex-navy pilots who develop games after serving? Of course actual pilots have to test the simulators to see if they work just like in real life.



It's like this....I like to speculate. I also wonder where the Navy gets it's hardware because no company can make processors this fast yet except for maybe IBM or Intel. And making them costs as much as \$3000 each. Maybe IBM hardware designers get the RAM, and sound-cards for the simulators at Best Buy or something?

So now I end my story on flight simulators. And if I had something like a high quality Logitech yoke pad and Flight Simulator 2004 or even Microsoft Combat Sim 3, if you got past the basics, how much more life-like can the game play be? I have a game called Falcon 4.0, developed by Microprose. Microprose did make 50 maps for Falcon 4.0.

It's very hard, was made back in 1998 and use to crash often on my computer. Back then it required an 8MB graphics card and 166 MHz CPU. A Pentium II at 400 MHz with 128 MB or RAM, and a 16MB graphics card was recommended. So it's just a tad out of date graphically. LOL! But do graphics really matter that much? I don't think they do last time I checked. The game had bugs even after I used the patch. However, it still could look very realistic on my PC, still had a lot of "flat terrain" that looked flushed out for some reason? Anyways, the instruction booklet for the game is damn big - like 400 pages thick! I didn't bother to read it all just jumped into the pilot's seat and learned by crashing. I learned that flying is much easier than landing. Landing is a whole different can of beans. Flying is just about staying in the sky, but all things must come down sooner or later. So if you learn to land your aircraft, that's about 2/3 of the whole game. I successfully landed a F-16D Strike Eagle in this game many times...though I keep running off the road. I'm only begining to fly in aerial combat. The instruction booklet comes in a 3 ring binder...ouch! Other flight games I've played are Ace Combat 04 and Air Force Delta I have flown in a real aircraft, never piloted one.

Patches I use for Falcon 4.0 are:

- Official patch from Microprose v1.08 (17 MB)
- Super Pack 4.0 (134 MB)
- SP 4.1 hotfix on top of SP 4.0. (8 MB)

Running Dreamcast Games on my PC today (2004-06-06 13:16)

Hello world again. Tomorrow is the 60th anniversary of D-Day. I have nothing to say about D-Day except a lot of people lost their lives trying to keep world peace. I seen D-Day in a lot of WWII films like Band of Brothers, Saving Private Ryan and The Longest Day so I guess I have an idea what it was like on June 06, 1944.

I was practically running Sega Dreamcast discs on my computer. In reality I was only playing a Tetris demo that ran on Chankast. So techicially speaking I was playing a "Dreamcast game." I know a few of you are really excited to emulate the Dreamcast, that's why you came here today. Chankast 0.1 is the best Dreamcast emulator out. It runs the Dreamcast boot screen fine and detects my controller. Someday I'm going to buy a nice Logitech gamepad for my PC. I have to go all the way into Woodbury, MN to get one because no one sells any in Hudson, WI. Wal-mart sells Microsoft Flight Simulator 2004 and they don't have a Flight Yoke to go with it? Don't they know that plenty of people will cash out 30 dollars for a decent Flight Yoke USB 2.0 controller? I got Nyko Air Flow PC for 30 dollars, a pretty good deal considering that you'll pay twice as much for Logitech's. I use a controller to play games emulated with Project 64K, EPSXE, Gens, J Nes, Falcon 4.0 and now Chankast! I don't like Flight Yokes as much as Gamepads, period! I read off NGemu.com that Chankast is the only emulator that can emulate games, thus being light years ahead of other Dreamcast emulators available for download. Again - with some difficulty to emulating the game. I expect this though. Some emulation is better than none. Soon we won't have to burn the disc to our hard drives, Chankast will just run it off DVD-ROM. I haven't seen a specific plug-in for Dreamcast games yet. I think it's really awesome that there is a way to play Dreamcast games on my PC - that is if I can copy an ISO image. For those of you who hate to look for proper BIOS, I made it easier for you. I have copy on my server.

The clerk at the videogame store in Hudson told me that Sega discontinued the Dreamcast because the some one came out with a Boot Disk which could boot the Dreamcast enabling copied games to playable on it. Only a small portion of the GDROM can be read by CD-ROMs. The only way anyone including me can play Dreamcast games on the computer is to download Dreamcast images off the Internet. Discontinuing Dreamcast was a good decision on Sega's part because in 2001 they told IGN.com that they were barely breaking even on production costs. This was when Sega stock was down and Sammy Corporation bought them out as of 2003. In the gaming industry's view, Sega's Dreamcast is a failure, although I believe most people say that because they never owned one. Oh yeah and the little fact that Sega stopped making games for it. Sega stopped making Dreamcast games because everyone was saving for Playstation 2.... I had my Dreamcast three years earlier than my Playstation 2. So come on! Dreamcast had

Soul Caliber, Resident Evil 2, Street Fighter 3 Alpha, Crazy Taxi, Skies of Arcadia, Grandia II, Chu Chu Rocket and one of the better 3D Sonic games. I personally loved the Dreamcast for 3 years (1999 - 2002) until I got a Gamecube in 2001.

Required Files to Emulate DC disk:

- Find game image off the Internet (impossible to play discs on PC)
- DC BIOS (multiple languages) <http://pressenter.com/scampbel/dcbios.rar> 986 KB
- Chankast 0.2a <http://www.chanka.org/> 600 KB
- DAMEON TOOLS 3.46 - <http://www.daemon-tools.cc/dtcc/portal/portal.php> 500 KB (to mount cd image to a "virtual drive")

I've played around with the Sega Saturn emulator, Saturone, and it's coming along. I found a working USA bios for it. It was a little difficult finding one because most bios on peer networks are the Japanese bios. I tested the emulator with Sonic 3D Blast which ended up with the Sega splash screen and Travelers Tales screen loading, and then the emulator crashed. The BIOS screen as some gamers like to call it shows up flawlessly. In fact I played an audio cd and it worked which proves the BIOS works. Now it's up to the people working on the emulator to make it emulate the games. It's hard to say this is illegal because I'm running legit Saturn CDs in my CD-ROM. And it is unlikely for someone else without Saturn CDs to use this emulator unless you've either a.) Played a demo or b.) backup a friend's Saturn game and used it in Saturone.

Other BIOS on my server:

PSX - <http://www.pressenter.com/scampbel/psonebios.zip> (works with EPSXE) 400 KB

PS2 - <http://www.geocities.com/hoppymister2003/ps2bios.zip> (works with PCSX2) **W O R K I N G L I N K !!!**

Saturn - <http://geocities.com/hoppymister2003/SaturnBios.zip> (works with Saturone) **W O R K I N G l i n k !!!**

Fact for Europeans - Gameshark or Action Replay will allow any Playstation to be multiregional and this also works with Playstation emulators and the like. I've tested Action Replay on EPSXE for Legend of Dragoon and the cheats work with it.

As for today, I'm going to try to contact one of my friends. Meanwhile, to pass the time, I'll watch the whole Lord of the Rings trilogy. If I start at 8am I can watch non-stop until 5:30PM. Two best friends of mine drove back from a week fishing in Canada. I don't think neither of them will want to come over since they drove 100 miles. Again, Bob will probably want my help either tomorrow or Monday moving stuff to his new apartment. His girlfriend lives with him now, and they need a place to stay. My parents and I have gotten along well. I can go pretty much where I want without having to worry about gas money. I know that's a great trade-off for cleaning my room and helping out with what ever needs helping out on. My parents are getting old so they like to have a young man around the house. Getting a job has crossed my mind hundreds of times though I'm having so much fun downloading stuff. I'm on the Internet most of my time. I do try to get away from this blasted computer some days. Today wasn't anything special so instead of wasting it sleeping all day, I play some games. I really want to get Direct Way. I occasionally day-dream of what I can use cable/broadband for. With the water damage costs, I may have wait into 2005. Downloading the big files off the T1 server at school is really fun. What takes me a day to download can only take 30 minutes.

Free Software Pick of the Day:

1st dialer - http://www.freedomdownloadcenter.com/Network_and_Internet/Dial-up_Networking_Dialers/1st_Dialer_Download.html

Home Movies on SVCD or DVD? (2004-06-06 13:18)

Welcome back to my humble site! I have to say congratulations to myself because when someone types in "Ian's Blog" in the Yahoo.com search bar [http://search.yahoo.com/search?p=ian %27s+blog &ei=UTF-8 &fr=fp-pull-web-t &n=20 &fl=0 &x=wrt](http://search.yahoo.com/search?p=ian%27s+blog&ei=UTF-8&fr=fp-pull-web-t&n=20&fl=0&x=wrt), I am the 15th listing. Having such a great place on the Internet excites me. Renegade Viking has the #1 spot on both Yahoo and Google search engines, type in "Renegade Viking's Webpage" in the text box. This wasn't the first time I got noticed by the big search engines, when I was formally known as Hoppymister, Spidey, and Nightwalker, they all had Google / Yahoo listings too. Red Dragon Productions was a nice site until I deleted it. I had Dreamcast, N64, Gamecube, and Saturn reviews on it. I tried reviving it, but it'll never seem to gather as many hits as it did in 2000 - 2001. I had 20 hits a day then, the graphics weren't too horribly out of date as one would expect from neglect over time. RDP had custom graphics with a dragon, a nice link menu and background. I wasn't smart and deleted it else I would give a hyperlink to everyone. The whole site originally was on a couple of floppy disks although somehow they don't exist anymore. If I remember right, the disks got corrupted from constant use.

I did two recreations of Red Dragon Productions after the old Geocities site got deleted. They aren't updated however.

- http://www.geocities.com/nightwalkers101/rdp_mainpage.html
- http://www.geocities.com/nightwalkers101/gamearchive_v4.html

I know, I am really not supposed to talk to strangers at the videogame store, but I talked to the clerk there yesterday. He always cuts me 10 dollars off of my buy since I am one of the stores best customers. Are you surprised? No really - are you? I spent 80 dollars, and received six games in return. I spent 2 hours there just trying to confirm my decision. After all it is my money. I knew I was going to get Panzer Dragoon Orta for Xbox. I have Panzer Dragoon I and II for Sega Saturn. Never played either of them, both discs are in excellent condition thanks to resurfacing at the game store. As for my Saturn...it's in very good condition. I bought 3 PSX games, and got Ridge Racer as a bonus. I know it's an old game...it is a free game, that's the beauty of it. Ridge Racer was one of the launch titles for the Playstation. When the development team tried making Ridge Racer Type 4 run at 60 frames per second instead of 30 FPS, proved too expensive, they used that technology for Ridge Racer so it wasn't wasted. Ridge Racer became the only racing game that could run at 60 FPS on PSX. If you look closely the interface in Ridge Racer looks a lot like racing games in the 16-bit generation. Namco tried saying that Ridge Racer ran in "high resolution." Ha! High resolution to what? Super Mario Kart or F-Zero? Anyhow, I was playing R4: Ridge Racer Type 4, and I got passed the first and second circuits on the first try. That says a lot about my driving skills, huh? I like the music in this game. It has a certain jazzy beat to it, which I like to drive too. Who says good music doesn't help you win races? It is true! It's much better than that "Garbage - I think I'm Paranoid" tune we hear over and over in Gran Turismo 2. PSX.IGN.com gave GT 2 a 9.3 out of 10. Gran Turismo 3 - A Spec had over 50 songs. Last game I got was Conker's Bad Fur Day. The truth of it was I couldn't buy Orge Battle 64 at the game store so I bought Conker's Bad Fur Day instead. Microsoft bought Rareware, the famous Nintendo developer, for 133 million dollars. *Snuffle* Ah, who cares, I own an Xbox, I'll get "Conker Live and Uncut." A note on IGN.com says that the Conker demo at E3 was drop dead gorgeous! I looked at the screenshots, and it did look like Conker was much fuzzier than the N64 game. Maybe with some luck, Microsoft will publish Perfect Dark 2 for both Xbox and Windows? Some rumors on the Internet that Microsoft plans to buy Capcom next. With out certainly. The software giant certainly has the money, although Capcom also has to agree to it too. It's not how much money Capcom is worth, it's how much profit Microsoft can make after Capcom sells stock to them. Microsoft can easily make up the deficit by selling more Windows XP Upgrade CDs. Plus, if this were the case, I think someone at Microsoft wants Onimusha 2, Onimusha 3: Demon Siege, and Resident Evil on Xbox very badly. [Note: Capcom put RE2 and RE3 on PC]

As for non-game related news today, I went to school earlier this week to download Ulead Video Studio 8, I'm sure there are better, but none that will let me download a trial version. I want to film the Internet and edit it and show my Internet short film on TV from a SVCD or if that's not possible, a DVD. I would use DIVX to compress the

video except the DVD player we own won't support DIVx only MPEG 2, so I'm out of luck. This isn't the first time I made a home movie. I edited a VHS tape with Apple iMovie on the new ambulance building in River Falls, WI. I volunteered to make a short-film quality video last year in 12th grade. I edited out where the camera shook, deleting the blurry camera shots, and some unneeded talking until it was downsized as much as I thought it should have been. I wanted to do voiceovers, but that would take more time, and I couldn't find a microphone to speak into. I could have brought one from home, but I didn't to have done that. I put the edited stuff back on VHS tape via 'digital to analog video in' adapter (hub). And guess what? They wanted me to edit it more and make it even shorter. I said, "No!" Most of the time I was willing to help others computer problems all except for the typing, I was against typing for others. There was someone else at school, whose computer skills wasn't really known (known to his buddies in secret), and this guy gave me the creeps in 12th grade. He knew everything I knew and he wasn't going to college for it. He gave me a creepy yet strange erg to speak to him about Linux. I found out he knew a bit about Red Hat. I ignored my feelings about his creepiness and tried to be friendly with him for once and share a few pointers, but he barely spoke a word to me at school. Could it be that he was hinting that he hacked into stuff regularly? I stopped seeing him after high school ended.

At the end there was a celebration party, and Dr. Mottaz (our school coordinator) was there. As part of my job as an intern at the University of Wisconsin, River Falls - I had to make a film, I chose my Caribbean cruise, and ported it to DVD via Apple iDVD to verify that the DVD-RW worked in their burning room. The first working copy of my edited movie I kept for myself. I could tell that the compression wasn't very good since looked on the flip side and 7/10s of the DVD disc was a dark shade, the movie was only 50 minutes long! I want to know how someone can compress Lord of the Rings Return of the King, a three hour movie with MPEGII on DVD? What technique does the movie industry use? Theoretically the movie would run out of space, but it didn't. I also heard of this 9.4GB DVD format? The industry calls these DVD-9s and I just found out about it today. I haven't seen 9.4 GB DVDR packs at Wal-mart, that's probably why. I mean Wal-mart doesn't sell them at all. Anyways to get back on topic here, I also managed to make 15 minute short film of myself complete with dialog, background music, and a DVD title screen. I really didn't have a clue what I was talking about...just said anything for a long time, and I added that to the same DVD which I gave to the school. I can try to make a DIVX compression version of MPEG 2, but MPEG4 codec can't encode MPEG2 versions, for the same reason MP4 ACC audio can't be used to help encode MP3. The new DVD players on the market support Divx. If the text is somewhat readable on TV, that's all I care about. In my first Internet based home video, I plan to have voice-overs, and maybe even music playing in the background.... I have audio software saved on CD for that sort of thing. It would be nice if I only spend 5 hours to create a decent quality video on the Internet, to show people, edit it, add music and copy it to SVCD or DVD.

I spent some time using Ulead Video Studio 8.0 and its pretty good, very easy-to-use interface and simplified options. I can like go to the Window that compresses. Ulead also gave recommendations that I need. Ulead Video Studio 8 doesn't have a MPEG II encoder either. I was currently searching sites off Google for some hints on where the plugin folder is. I haven't tried adding Xing MPEG encoder with it yet - don't know which directory to put the files in? If anyone knows...be sure to let me know, okay? Real Interactive makes one of the best MPEG encoders available, or whatever compression polls on Afterdawn.com say it to be. I have heard very good news about Real's MP3 ACC audio encoder, Xing. There is also Xvid, but I don't know how good this encoder is. I only know I can fit 30 minutes of high quality video about 440x440 resolution on SVCD (Super Video Compact Disc) with the default settings. I may have to compress what I have in High quality MPEG1, and then find a MPEG 2 encoder to burn to SVCD or DVD. I don't know whether or not SVCD supports MPEGII?

The first video I made was on a VCD and the video image is really, really small. The big deal about this is MPEG is nowhere near as compressed as MPEG2. I have movies like Family Guy, Space Ghost Coast to Coast, Tombstone, and Tomb Raider on CDR thanks to DivX compression. The resolution is twice as large. People who like to rip DVDs do this sort of thing, I don't. My first disc worked playing the 35 minute short film on TV, but the sound cut out in the last 15 minutes. The video was really small, I couldn't see anything, not even the graphics - it was just a blurry image through-out the whole movie. I am going to have to burn on DVDR now, but before that I'll have to

make a new video sometime. I hate to use DVDs up. DVDs aren't overly expensive, although I only would get a 10 pack of DVDRs for the same price of 50 pack of CDRs. Hmm - since 6 CDs = 1 DVD, I would get more MBs for the buck if I bought DVDs. I would even get more MB for the buck if I invested my dollars into a DVD-9 pack, if I found a vender that carries them. For someone who's not ripping DVDs like me, DVDs are just an oversized option. When the time comes that I need something more than 700 MB, DVDs would be a real option. Right now I backup everything I download onto CD every month. Last month I made 6 hard drive cd backups which are uncommon for a modem user to do.

I've been drinking a lot of Mountain Dew lately. I take in about two 24 ounce bottles daily. Mt. Dew tastes really good, and is very hard to put down believe me. Does Mt. Dew slow your thinking process or speed it up? It must have speeded my IQ just a tad since my hand / eye coordination was better than without Mountain Dew. Good for games! I beat R4 Ridge Racer Type 4 in less than 2 hours on normal setting. This includes learning how to drive, which was easy for the most part if it wasn't for the game's only limitation, only 6 tracks to race on. And during it all, I was speaking to the game throughout the race.

I am going to school for Industrial Network technician, but I also know basic knowledge for other things such as game emulation, website building, desktop management, finding files quickly off the Internet, using Redhat Linux OS, exedra... It's creepy to know someone who can figure out virtually any computer problem that accure with networking, and just about everything else. Someone who knows a lot about how to make 10 different types of cable including cross over cable. I only know how to make 2 types right now (phone line cable and RJ-45.) The scary thought of talking to a fellow computer user who has little interest with the subject you're suggesting, which seems to only amuse him anyways since he is much more knowledgeable about it than I am. There is always someone out there that knows more than I do. Most times I never really worry about it since I'm in my room surfing the Internet, and everyone's really friendly in giving advice on a certain problem. Where message boards are plentiful and where comments on help sites are just as plentiful. On this blog, I am already giving advice on stuff all the time. I often wish the real world would work this way and it doesn't. Making choices are much easier online than in the real world. The real world doesn't have rating systems. I often wonder if people go online to get away from it all interacting with blogs and instant messengers. Interesting enough, my CISCO class is entirely online. CISCO reading material is updated weekly. Such as when I took CISCO I nearly a year ago, I found myself reading information I never really came across before in my life. Which is normal for most people, but I continued to read the words and memorize it on the online class, doing my best at it. In 9th grade, I was the first student ever to do a math online course in the entire school (back in 1999). I did fairly well on it. It's like the math course in a sense, but with out the text messaging. It goes to show that text messaging along with online help is really an advantage to just reading material. If only Norton Netware would allow MSN messenger to log in at school, that would be very, very cool! I found out that AOL and Yahoo instant messengers still log on with Norton Netware running. Text messaging could be used as a cheating device at WITC. In fact college students are getting away with this type of cheating.

Joyce told students that Cisco is now at version 3.2 and that the version is entirely different from 2.4, making earlier classes invalid. This makes all the power point presentations I got from Phil last year, worthless. V3.2 involves a lot of rewriting of a lot of the information. Cisco does this to make students like me angry because it's a lot of re-reading in a slightly different way. I have to take CISCO 1 and 2 anyways as part of my curriculum this fall. I may find that I'll have to login to cisco.netacad.net, and download the newest version, and try to decipher it before school starts on August 12th. That is if someone didn't find a rogue student and delete my old account!!!

I like to close this up saying that summer vacation so far has been fun. I've been entertained thus far, might as well be entertained a little longer. I'll let everyone know now the Internet VCD turns out next time I write something. Bye!

Freeware Software Pick of the Week:

Burn4Free - www.burn4free.com - Create Audio CDs from MP3 files or real cd. or is great for backuping software to cds for free!

Den (2005-11-07 12:29:00)

Blogs are relatively new and entrepreneurs and corporations alike are just now starting to experiment with using them .
Very informative blog site Ian's Smashing Good Blog Site.
I have a Movies site. It pretty much covers Movies related stuff.
Come and check it out if you get time.

DigitalCamera (2005-11-09 01:32:00)

Hey there Ian's Smashing Good Blog Site, you've got a great blog here! I'm thinking of bookmarking your site!
I have a VHS Movies site. It pretty much covers VHS Movies related stuff.
Come and check it out if you get time :-)

MP3 Doctor (2005-11-11 01:15:00)

Hey Ian's Smashing Good Blog Site, great blog! Keep it up.
I have a <http://www.themalloftheworld.com/deneskollar> DVDs site. It pretty much covers DVDs related stuff.
Come and have a look if you get time :-)

download full length movies (2005-11-18 10:15:00)

Your blog reminds me of when I used to work very hard from 8 to 6 everyday and dated the girl from the office next door. I don't even know why, but it does. (Yeah, I am kinda crazy hehe)
Anyways, I should get back to working on my download free dvd movies site, just letting you know that someone from Guatemala read your site. Good luck with it.

DigitalCamera (2005-11-18 21:00:00)

Thanks for letting us post comments Ian's Smashing Good Blog Site, - very cool of you. I work online with my own home based business website. I have a VHS Movies site. It pretty much covers VHS Movies related stuff.
Check it out if you get the chance. Thanks again!

I installed 1 more GByte stick in my PC today! (2004-06-06 13:28)

Hello once again. I got another Gigabyte of dual channel RAM, and eventually I installed it! The "Ultra 1 Gigabyte PC2700" came in the mail today all the way from Tigerdirect, Florida for \$250. There is a smaller difference than when I went from 256-MB to 786 MB on my custom PC, which drastically increased by performance for games. From my gaming experience my custom pc can do Unreal Tournament 2004 at 1200x912 32-bit colors at 66 frames per second. I have a 256-bit Geforce 4, and with one of 'em laser mice...I don't have enough room on my desk to use it so I use it on a book in the top drawer. My way of thinking is reuse the older monitors so I have more desktop performance money. I was seriously thinking of getting a 17" LCD screen, but for that amount you can get a regular 21" monitor at a nicer resolution. Of course, my Dell is faster than my custom PC. My custom PC is 1.2 GHz slower than my Dell, and with a lot less RAM. Okay, in terms of UT2004, you know how the game maps take about 14 seconds to load? It takes about 8 seconds now. The graphics of course are lossness. My computer now does 59 frames per second on average at 1600x1200 res. I can't tell very well, but it looks as if it's running 60 frames. So the loading times have been cut in half because I put in another gigabyte of RAM. This is really nice, right! I have tried Unreal Tournament, and it runs very fast - maybe 200 frames per second. The graphics quality is over clocked,

and it's running at maximum resolution. Every game loads quicker than with 1 GB as if 1 GB weren't enough already. What is there to say? Benchmarking is difficult when comparing 1024 MB to 2048 MB. It's like comparing a 27" TV with a 31" TV, not that much difference except for the price. Except if you are the die-hard gamer who needs the best performance possible...no one needs more than one gigabyte of RAM to run today's programs / games. It's just very cool if you do eventually put that amount in your PC.

I went to WITC, although I was under probation, and downloaded the much needed America's Army patch. I downloaded some Unreal Tournament 2004 maps at UT2004maps.com. I might add more maps tonight and play them, not online because of my very, very, low ping. So I play against the computer....which isn't bad....it's just not as fun. I don't mine Onslaught, but I prefer Team Deathmatch myself. Team Deathmatch is best because I like players on my team. Capture the Flag is cool too, but it doesn't have the oomph of Team Deathmatch or Onslaught. UT2004 can also play UT2003 maps, I only have a few I downloaded off the Internet. They aren't the originals. This guy booted me out of the room, and he said, "Dude, move to a different room." Then I went through an unlocked door into a next room to get on the Internet (cause the room I was in wasn't hooked up), he saw me and said, "Dude, you can't be in this room. You must be in the room I told you to be in!" I mean I dislike being called 'dude' from someone who I don't know. I do take it as a friendly jester for the most part. I don't plan to come back until school starts again. I feel great about being let back in school yet I also feel like I'm going to mess up somehow, and the year hasn't started yet. This is a normal feeling for most people.

For half of the day I had really nothing to do so I opened UnrealEdit 3.0, and I experimented with the tool bar. Right now it looks like a grid so I tried dragging stairways and walls to it. Anyways this is the 2nd or 3rd time I worked with this, and so far I learned how to use the SHIFT, and mouse to move around the 3D grid. I don't know how to 'paint' my map. I know how to add ogg vorbis to my map. Yay! I have this wire-frame map with music. Yay!...talk about boring stuff....learning this program couldn't be more boring. If it takes longer than 3 days to get this, than I'm going to go back to play the game, not make maps. Surfing the Internet or playing Unreal Tournament 2004 is much more fun. I say that to myself a lot so I don't forget. It seems that most games that come out including first person shooters or RPGs come with their own map editor. The Neverwinter Nights map editor could quite possibly be the easiest map editor I've played with. All the objects and characters were loaded on screen. The editor automatically generates a random map or I can modify one just by dragging pieces of land from the toolbar onto the 3D map. Building a map works a lot like the toolbar in Simcity 2000/3000/4. All the games have an option to import MP3s into their editor.

Doom 3 Release Date announced

I like to again thank those who come to my webpage on a regular bases. I don't always talk about games as you can see. iD Software confirmed that September 15, 2004 will be the official release date for Doom III in the USA. That'll be nice. I hear that it will not have a big multiplayer although the mod community can make more Deathmatch & Capture the Flag maps and some much needed multiplayer enhancements not in the retail version. I read off Doom3.com that the multiplayer aspect of Doom 3 will be very basic.

I am getting into the alien / space exploration / weird science stuff. Besides Planetary Radio, I heard about this radio station that streams audio over the Internet at <http://Coasttocoastam.com>. It's about weird news such as space exploration, and odd alien sightings. This Coast to Coast AM can't be any weirder than Planetary Radio. <http://www.planetary.org/radio/> The talk show hosts on that talk about some crazy space phonation stuff at times. To listen to the broadcast free go to this site [http://www.streamaudio.com/radiostations /list.asp?type=state &criteria=MN-Minnesota](http://www.streamaudio.com/radiostations/list.asp?type=state&criteria=MN-Minnesota), and listen to it every weekday at 12:00AM Central Standard Time.

Also download Quintessential Player [<http://quinnware.com>], and stream in this Californian station <http://www.ksco.com/kscolive.m3u> to listen to Coast to Coast AM or go to bed while ripping it to your hard drive using its unique MP3 ripping feature. The stream and the program are free.

Most Ridiculous News of the Day, “10 year anniversary of unrevealing of Roswell.” I watched the movie, “The Day the Earth Stood Still.” It was about marions which reminded me about Roswell. In 1959, a Marion escaped from Area 51 (a top secret government facility by Rachel, Nevada to return to ‘his’ home world before ‘we’ caught ‘him’. The other Marion was killed, and brought back to Area 51 whose body chemistry was examined (as you see in the movie Independence Day). The Army later sealed off an area in Mexico where “a sphere” containing space technology was taken back to some faulty also to be studied. This incident was called Roswell Incident (Roswell for short). The government classified the activity as weather balloons recover exercise. After all they don’t exist. Remember - in 1959 - no one had satellites burning up in Earth’s atmosphere because they weren’t invented yet except for maybe Soviet Union’s Sputnik satellite. The first time I heard about it was when I watched the cartoon show, “The New Adventures of Johnny Quest” which had an episode on Roswell 8 years ago when it first appeared on Cartoon Network. After all, there are no such things as aliens. I watched the whole mini-series of “They” on the SciFi channel, and the series had their own version of Roswell. It was directed by Steven Spielberg, the same director of “Close Encounters of the 3rd Kind”. Just remember there isn’t any such thing as marions until we have proof of them. And don’t think of connecting the Face of Mars with ancient alien technology because if you believe in that sort thing than watch the movie, “Mission to Mars.” To read the official unclassified Roswell report, go to <http://www.af.mil/lib/roswell.html>.

Information on Area 51 (Fun Links)

1. <http://www.abovetopsecret.com/pages/area51.html>
2. <http://www.roswellnm.org/>
3. <http://dspace.dial.pipex.com/ritson/scispi/roswell/main.shtml>

Probation stinks ... (2004-06-11 13:20)

Today is a big day and it’s Friday, than the weekend. After 2 weeks I may see Bob again. He may have already moved to this new apartment! It probably won’t look very good, but he lived in a small house, so his apartment at least has to be the same size. He says it has a pool.

I have to convince my school I can go back to school, even under probation, I can make the grade at school. Dad and I had a long talk about staying in school. I haven’t done very well last semester. I did pass my classes though, but wasn’t enough in the school’s opinion. He once thought I was in denial since I “denied” the fact that I wasn’t making the grade. The school’s dean put me on probation because in their view I didn’t want help therefore I didn’t want to be there. That is untrue. Most of the time, this is the reason for probation. I’ve been asked this question many times before, and I learned it’s better to admit you’re in denial. I knew if I didn’t, I would just yet into a complex loop of lies. At first, he didn’t believe me when I told him that I was paying attention to whatever was said at school. I never was talking to anyone during class 95 % of the time, therefore I was listening and doing most of the assignments during class. College is going to almost guarantee me a job with good pay, so staying in school will be a good idea. I like to be a technician as my career, and I don’t really like Cisco. I don’t think anyone does.... I hope that I’ll do well on my final chance to do great. I plan to do the writing questions after the review questions in each chapter in the Cisco book during the summer so I’m not behind during the year. It’s better to be safe than not – in case I get stumped in Cisco. I had a taste last year in Cisco1, and the course is entirely at Cisco.netacad.net reading and doing the tests online. It’s the 21st century way for big corporations to have proof that a particular student is succeeding or doing poorly. Cisco handbooks are hard to understand anyways, although reading is understanding, right? I started to get ahead of myself and pondered how it was a conspiracy against me in my head. Speaking your thoughts out loud can be dangerous. So after a night of pondering....I concluded conspiracies are more trouble than their worth so I stopped thinking of this nonsense, and paranoia and started thinking of how I can ensure success over there. Had this never happened, I wouldn’t have gone through the grief of having dad telling me to get a job

instead or stay in school. I was a nice student, hardly ever rude, and asked a lot of questions. So it wouldn't be a conspiracy. I also had a habit at handing my work in late in both classes.

The top blog on the Modblog talked about how CISCO deals with hackers....and it just so happens that I am apart of that small group that takes CISCO classes though-out the Fall - Spring schedule at WITC. How do you think I feel about hackers? It is true that many businesses buy CISCO routers for the sake of having the most sound hacker proof router out there. Truth is any router or switch board can be hacked, Cisco just follows the rules of IEEE more closely than most. This little routers and switch boards have their own firewall to block alien data from entering. I like to use alien data because it sounds cool not that people use "alien data" as a technical term. Businesses are also coming to Cisco because the networking giant guarantees Gigabit bandwidth luxuries all the time. All the government buildings stick with CISCO because they fear they won't get high quality support from other vendors, Hewitt Packard is an example. Time is Data, therefore data is money. I'm going for the A++ certification at school. A++ is 2 grades lower than the Cisco certification, but I'll still receive a good salary in the end. If you have CISCO certification than you achieved the Doctorate of Networking and everyone will want you working for them. In A++, you can take the test for free, and can re-take the test for better competing scores as long as you pay extra for them. Hopefully half of those employers who want CISCO certification employees also want a few A++ certification employees. Hoping that's the case.

I like to say I love my Yahoo.com account. The only junk email I got in my account is from those Tigerdirect spammers and the Nintendo Webring I signed up over a year ago. They keep sending me news I don't want. I unsubscribed to it and they wouldn't stop sending me emails. When ever some gamer puts in a comment it is sent to everyone's email address. MSN messenger is great, never had spam on it, ever. Only one bad thing that MSN messenger doesn't have is an option to receive offline messages. I use Trillian so I have my AIM, ICQ and MSN accounts online whenever I'm on. I also have X-Fire, that's not my primary account.

My cousin, David, is in Japan somewhere now. He's getting Internet sometime, so I'll speak to him soon. I wouldn't be surprise if he learns to speak fluid Japanese while he's there. I never picked up a second language myself. His cell number is out of service, must have been a domestic only cell phone number? That sucks! He says Japan is 6 hours ahead of our time so I'll have to wake up at 1pm to talk to him. That's disappointing. Two weeks ago he mentioned that he's probably going to log onto Diablo 2 there soon. He didn't call me this week yet. I wonder if he lost interest in me? I want that Panasonic Q console. It is a Gamecube / DVD player hybrid. If Nintendo still sells that in Japan - that would be very cool or the PSX (PS2 / DVD burner hybrid). Both of these consoles are rare in the USA, but than again I have two DVD burners. So if you wanted to record TV shows onto DVD than that would give you that option. Hearing how much PS2 breaks down after usage, I wonder how the PSX will hold up. Don't get this confused with the abbreviations PSX meaning Playstation versions 1 and 2. PSone is version 3 of Playstation. The first Playstation released in 1994 had an expansion port for the GameShark or similar port. As Sony decided that there is no need for it, the Playstation version 2 came out without the extra port. This helped drive the price down. The PSone is about half the size as the PS version 2, and was released in 1999 bringing Playstation to 99 dollars.

I beat Star Trek Elite Force II...it was fun, a little short. It's funny, the aliens act human. The blue guy is very funny. Fighting the Romaneons was strange, I thought they were on our side. Maybe they were renegade Romaneons? I'm thinking I'm going back to play Diablo 2 as my primary choice just because it's online and the game is so addicting. I read somewhere that the game is unbalanced in gameplay, but after playing it for years, I realized that it's not the unbalanced gameplay, it's the straight forward hack 'n slash gameplay that never gets old. I have friends on Xfire that play Diablo 2, and I like to meet up with them. It feels like I'm getting something accomplished there. With Mountain Dew by my keyboard and Winamp playing my favorite playlist, I am ready for battle. My account could also be used in Warcraft III, but I'm not a big Warcraft fan. The battles are too short and I dislike the Player vs. Player aspect. That's one of the reasons I played Neverwinter Nights last year. I thought I could fight hordes of enemies in dungeons. My friend, Bob, hates Diablo 2, so he'll never play it. My cousin, Brian, is in love with Diablo 2. I never play him though. He plays on US East, I play on US West on Battlenet.

Freeware Pick of the Day

Xfire 0.14 - Xfire.com - A gaming chat client that automatically loads and connects to the server another player is using. It shows that a buddy/friend is playing a particular game. The client has not yet included popular instant messengers like MSN, ICQ and Yahoo. I have a feeling that it will incorporate them as new releases come available.

I had my Saturn emulator running Daytona USA!!! (2004-06-15 13:21)

If this is your very first time to my site - than I welcome you, if not, I still welcome you! I went to the game store yesterday to see if Baldur's Gate Deadly Alliance 2 was still there. It's one of the best used game on the shelf at the time...of course it's not there! I saw it a week before and someone picked it up since then. Before I go to this store, I read some reviews off IGN, my most trusting place to go for the latest reviews. Sure beats paying for Game Informer. For SNES and Saturn it's a bit more difficult to find a decent review. For Saturn games I always go to Dave's Sega Saturn Page <http://www.Sega-Saturn.com> for the best reviews. Screenshots are always nice to see. I pay of not told you this, but I actually dislike Saturn a lot for the lack of great titles that I know so well on the Playstation. There are a few exceptions (only 2 or 3 outstanding games for it) IGN.com deleted their Saturn section in 2001, so I haven't had very good resources on the web on Saturn lately. I want the same games everyone else wants (rare titles). The games that'll go up in value because they are rare finds anywhere. I probably won't play them. I have this bad habit of collecting games without playing them. In fact, in another entry, I list all my games, which will soon pass 300 titles. One is Panzer Dragoon Saga, the RPG based game from the Panzer Dragoon franchise. Radiant Silvergun (shoot 'em up exclusive for Saturn) and the all 3 imports of the Shining Force III saga. I would like to download an ISO image off a pear / pear unity when I get the chance. I like in-depth reviews that are 1000 words long at least. Sure, someone can like a game and write about it, but if they don't describe it well enough, I just go to another reviewing site without much thought. Gamerankings.com makes it easy for me in this way. I have a low acceptance level when it comes to used games, a game must be very good to excellent for me to buy it. Enter the Matrix is a great example of what not to buy. I thought of buying it with my PS2 when the game had a lot of popularity, but 6 months after I never hear about it. I heard the gameplay wasn't really good which ended up making the game overly difficult, not to mention the camera angles hurt the game. This year has a fair share of games with bad camera systems. I was ready to buy Dino Crisis 3 because it took full advantage of Xbox hardware with it's above average dynamic lighting and high quality artwork, etc....but than I read TechTV's review of Dino Crisis 3, and the article said the camera angles were so bad that it brought the graphically beautiful game to a screeching halt! (Where's the Dinosaurs? I can't see 'em cause of them damn camera angles! Damn, I died again for the 187th time!) Case and point graphics aren't everything. The key paragraph I look for in a game is the gameplay score at the bottom of reviews.

The guy I knew must have gone to Japan already, he said he would. The girl there was really nice about getting the games I wanted. Most of the old games are behind the desk so it is hard to see them; I often ask the clerk what they have. She asked me what games I wanted next time I come. I don't know what her name was (didn't ask in fear that she'll take it negatively so I refer most people by "you") so she'll go around in the Woodbury, MN store picking up games that I like to buy and make it much easier for me. I gave her some games to look for including these: Panzer Dragoon II Zewi, Panzer Dragoon Saga, Grandia, Mega Man X 2, and Mega Man X 3, Radiant Silvergun. I've been playing 5 hours of Panzer Dragoon Orta for Xbox and it plays well. Easily one of Sega's better titles on any console right now. Super Monkey Ball for the Nintendo Gamecube is a surprisingly good game, it was one of the only puzzle games I own now and the graphics looked better than 90 % of Gamecube launch titles. It was also Sega's first Nintendo title. I have Panzer Dragoon I and II for Saturn and I am looking hard, high and low, for Panzer Dragoon Saga. I'm hoping once Saturn plays games, I can stick in NiGHTS or Panzer Dragoon in the CD-ROM, and play it on the computer with a game pad. It is impossible to play NiGHTs, and enjoy it without an analog controller. I remember trying to play it on the regular Saturn controller. It played awful. How did Tomb Raider fans feel when the

Playstation still had a D-Pad? In fact, the analog controller for Saturn is referred as the NiGHTs controller. Have you heard of these crazy unities that let you use Playstation controller with other consoles? Yes it is true that the majority of gamers like PS Dual Shock IIs the most so why not use it with your Xbox! IGN.com wrote an article on an adapter called the "Magic Box" which allows you to do this. <http://gear.ign.com/articles/364/364594p1.html?fromint=1> I really would like Sonic Team to make another NiGHTs game in the next five years. NiGHTs was the first fully polygonal action game for Sega Saturn, and it would be nice to have a sequel running in high resolution.

I never thought about inserting Saturn games into Dreamcast. Dreamcast will not play Saturn games, but strangely you can listen to music on a Saturn disc with Dreamcast's audio player.

[June 16, 2004 8:03AM] I stayed up all night trying to figure out this emulator. The first working Sega Saturn emulator, SSF v0.07 RC10, runs Daytona USA, but still has issues running the game and runs slowly. I was running the latest build on my very powerful Pentium 4, but instead it runs on my Custom PC which is a little confusing to me. My custom PC is 1.2 GHz slower, but it has a Geforce 4 FX 5600. The first game that played was Daytona USA and without sound. It plays the game with a lot of missing frames, for example the sky is missing. I spent all last night looking for this thing the emulator calls a ST-V bios without luck! Darn! I'll keep looking though.

I also downloaded another emulator called Saturone 1.1p, and for some odd reason WinXP Pro won't allow my emulator to read MSVCP70.dll (a Microsoft runtime file) required to run all the plugins. I'm positive that if I reinstall Windows XP, this problem will go away. I would loose all my software though and the Windows XP installation process would destroy my Linux partitions. I found out that one great thing about Windows 2000 was that it didn't delete present operating systems already on the hard drive. Than again that was the only good thing about it.

Leading Saturn Emulators:

Satourne Homepage <http://satourne.consollecollection.com/>

SSF Homepage <http://home.h01.itscom.net/phantasy>

System Requirements for Satourne and SSF

Windows 98SE
Direct X 8.0 or better
CPU at 2.0 GHz
Geforce FX 5200 64 MB
256 MB of RAM (at least)

My configuration

Athlon XP 2600 clocked at 2.1 GHz
Windows XP PRO Service Pack 1
Direct X 9.0a
786 MB of RAM
Geforce FX 5600 256 MB DRR

Here are the games that I found will run on SSF

1. Daytona USA

I guess I haven't thought about Saturn games running on the Dreamcast. Dreamcast clearly does not play Sega Saturn games, however it did play Saturn CD audio in it's audio player. I wonder if somebody will port a Saturn

emulator for Chankast 0.2a? If you haven't known, it is a Dreamcast emulator that plays games, only ISOs though.

Front Headlines "DIVX codec package installs bug on computer"

Today went well until I tried to install a codec package with DIVX 5.1.1 on my custom PC, but the package suddenly stopped installing and an error came up so I restarted my computer. It kept rebooting in the middle of the Windows XP loading screen after the error showed. I had an older version of DIVx on this particular computer, but I wanted to install this newer codec package which forced me to repair the file system with the WINXP Pro installation CD. That sucks. Some computers shutdown when the processor gets at a certain temperature, but I wasn't doing any software intensive work. Today I'm ripping Return of the King for Bob. The problem of using Alcohol 120 % to copy the movie to an ISO image, and burn it back on a blank DVD is that the original is using the new duel layer DVD format. Of course, I also have DVD X Copy on my computer so - hehe - I can shrink the image down to under 4.5 GB, and play it on a normal DVD player. I don't think I want to do this. One day when I get cable Internet (if that ever happens), Bob and I will be able to trade movies over a pear network and smaller files are the only way to do this. Well no, I asked Bob if he would invest his hard earned money into a 70 dollar DVDRW burner, and he won't do it. He is not a computer geek, I sort of am so how we spend our money is different. He asks me why he needs a DVD burner and I keep telling him to get rid of hard drive space on his small computer. What to know what his answer was to that? He says he likes all his MP3 collection and other stuff on his relatively small 30 Gigabyte hard drive. Looking at his room, he has all his games and software in a drawer bunched up together. I already lost one CD because he couldn't find it in his mess. He also has a lot less software then I do. Five years ago it was the other way around, but whatever. He wants to get an external hard drive when he can pay for one. Some people like everything on their hard drive. I don't know why. I learned from experience that something will go wrong with the operating system like viruses or hardware failure, the files will get deleted. When that happens, that Bob will get really angry at it. So I find that regular backups of music collections, movie collections and valuable downloads (like console bios) should be backup on CD-ROM monthly. So when something does go wrong - it's no big deal. Getting back on topic, the big question is whether or not I should copy a movie onto DVD or to copy the movie on a super DVD (aka movie compressed in DIVX) Unlike me, I don't think bob will leave his computer running over night encoding movies in MPEG4....he'll just let me borrow them. I want his Monty Python Holly Grail and Mortal Kombat movies. I found out that I can put 4 or 5 movies on DVDR if they're compressed in DivX. When ever I listen to the coconut song or Knights of Ni or the killer rabbit scene, it makes me crack a smile!

Software Picks of the Day

1. 1Click DVD Ripper 2.03 - www.soft32.com/download_26183.html - rips and encodes movies in DIVX on the fly. No longer do you need to rip VOBs to 7 GB of hard drive space and than another 1.3 GB for the compressed file. Save lots space with this unity.
2. Divx player & latest codec (5.1.1) - <http://download.com....html?tag=kdxfallback>
3. Mozilla Firefox 0.9 - <http://www.mozilla.o...FirefoxSetup-0.9.exe> - a preview of Mozilla 2.0 (next generation browser ???)

Had dream similar to ICO | Bought 3rd Dreamcast (2004-06-20 13:24)

Howdy, from Western Wisconsin, USA. Today was very ordinary day. I didn't go anywhere today, since there was no where to go, except to a movie theater....but I wasn't interested in seeing a movie alone. It wasn't always like this....yesterday, I got a new Saturn analog controller (really hard to find) for my Saturn(s). Yesterday I was playing Rallisport Challenge and Ikaruga (nice shoot 'em up for Gamecube.) The game is much harder than my experience level so I had the infinite lives cheat on. Some gamers call it the official sequel to the Saturn exclusive game, Reliant

Silvergun. Good game though! I tried using my MP3 player to encode the music on it. I talked to the people at the game store and we've talked a lot about Mega Man. Actually it was just some small talk. I was interrupted everything a new 'customer' came in. I didn't have a good feeling about staying around and left. You know this one 21 year old (a customer), skinny and very talkative. I didn't like him. It seemed he was wondering about my intelligence, and I didn't want to say anything to him. People get this feeling that gamers aren't very bright or if they are, they're "videogame smart." He was a little shy towards me, and he asked the first question about Mega Man. I only said I had Mega Man 2, but of course, I didn't want anyone to know that I have all the cartridge based Mega Mans on disc (NES, SNES, GB, GBA) including the Mega Man Zero (GBA) Hehehe. I use Virtual Boy Advance 1.7.2 for my Gameboy Advance games. So in a way I felt that there was no need to buy a NES and SNES for this reason. As I spoke earlier, I'd picked up 3 games for each of them. I was hesitant to pay for one when I played all those games on the computer any time I chose to. I'm waiting to own a Zodiac for this very reason. I have over 150 NES ROMs, and 50 SNES ROMs and 30 Genesis ROMs. I don't play SNK Neo Geo, Atari 2600 or Sega Masters System.

I had this very odd dream while sleeping last night I want everyone here to know about. I went to bed around 10:30pm. I was in a building much like the trade center underground. I was sentenced there for stealing money out of my Dad's billfold. I was given one key to open one door to bypass a keypad. I would only survive if I made it out of the bunker alive. I had 8 hours to get out of the bunker and the walls slowly caved in. There were people I use to know in high school also there, and it was my choice whether to join forces with them to get out the maze or not because they could always be wrong. I decided to go solo because my way of thinking was I had no time for disagreement. Those other people could be more right than the "route" I was taking. The whole building had a lot of halls with closed doors, some locked, and some not locked. Some door locked with even with keypads. The keypads would get me closer to the exit. To unlock those doors I had to remember the numbers on the doors that I opened, and arrange them in the correct order to open the lock. It was impossible to get the password before the building closed so I ignored them. I did make it out though, there was an exit in a long hallway and I had to make it out before I got completely swished, I had to leave two people behind who I knew. I woke up and the time was 7:30am. Wasn't that weird, I think my dream was a version of the Playstation 2 game, ICO. Sony is making a sequel to ICO called NICO, but no one knows when it's being released.

Since its Father's Day today, my dad is taking me out golfing. We're only going to be on the driving range. My dad owns his own financial business so he gets a lot of invites from clients to go golfing. He does some nice things like go golfing to raise money for the Courage Center in Hudson to help physically disabled kids. He says he does have some above average shots in although he can do about average in his game. Never mentioned golfing any time before I became a member at Modblog, believe this is the first time. I still feel it's a sportsman sport. Did you know golf was invented in Scotland? I hear the British are golf crazy! Soccer and golf both!

[3:30 PM the same day] I got back from the driving range with a blister (go figure). Dad does above par in most of his runs, but he does know what the stance is. He shows me what the stance is. After I got a blister, he and I putted the ball. I was putting on the 9th hole instead of the putting green. I hit the ball way too hard. I find it much easier to hit the ball when looking at the stake instead of the golf ball. I was really angry at the ball. It turned out as a bad golf day. A lot of crazed golfers were over there. Can't argue with them because they know the game more than I do and joke about amongst each other. I hate that.

Hot Shots Golf 3 is one of the premiere PS2 games over seas! You know there are about 10 golf courses within a 30 mile radius from our house? Two in Roberts, WI township, 3 in Hudson's surrounding area, 1 in Hammond, WI, 2 in New Richmond, WI township, 3 in Stillwater, MN township, 1 somewhere in Somerset, WI.

On Thursday I saw Bob's apartment. It was small with a Kitchen, Bedroom, bathroom and living room. The guy next door had this rock music really loud. Bob was fixing us tacos first and while he paused Final Fantasy X on Playstation 2. I couldn't play any of his games since he wanted to find a 'save sphere' to save his game. I really wanted to help him since I wanted to show him my knowledge about it. He's at the crystal forest place right after

the water kissing scene with Tidus and Yuna on the butterfly quest. I remember quitting the butterfly quest because it was too difficult. I like Final Fantasy, there was always something to do. Then we played Road Kill. I got beat by Bob, but I DID beat his younger sister. It wasn't a particularly good at this game control wise. I didn't say anything because he kept falling in the water. Road Kill was actually a rip off of Twisted Metal. I said this to him too. After Bob slowed me Hot Shots Golf 3, I wanted keep playing this game well into 9PM, but I couldn't, I had to go home. I heard of Hot Shots Golf on the Playstation. It plays a lot like Mario Golf. The game automatically lines you up with the hole on the green, all I had to do is click X twice on the Dual Shock II, and press X again at the little square which determines how far the golf ball will go. I got a lot better as time went on, and actually won a game against a girl golfer in the game. In the game the women tend to make more mistakes than guys do. At first it didn't look so good.

I gave Bob the Lord of the Rings - Return of the King in DivX. He was surprised I gave him it. Usually we don't just give up CDRs unless it has a lot of important data like MP3s on it. His girl friend, Angie, wasn't home, so I actually got Bob's attention most of the time. Bob feels he has to pay attention to Angie when she's home because she'll come in the same room for Bob, and speak to him. I was friends with Bob for 7 years and now he has a girl friend that wants his attention most of the time. Bob and Angie are keeping secrets from me, although I know it's none of my business to find out what. Bob might be reading this so I dare not speculate. I know you're reading this Bob - buddy! But than again, Bob and Angie do live together. I don't live with Bob except for those times we bunked together at scout camps in the day. They both like heavy metal like Godsmack together. I find that Bob likes me for who I am and plays games that I want him to play with me. He also listens to what I have to say. We where talking about old movies like Alfred Hitchcock movies. Old westerns that include Clint Eastwood (Man with No name, The Good, The Bad, The Ugly, The Unforgiven) John Wayne (True Grit, Up to Alaska, Rooster Cogburn, The Searchers, The Train Robbers, The Alamo, Sons of Katie Elder, and The Shootist), Gregory Peck (The Bravados), and Jimmy Stewart (The Man who shot Liberty Valiant, How the West was Won) He didn't know what I was talking about half the time, so I felt he was trying to picture it the way I was picturing it. He really doesn't like Westerns, but that's because he never watched any. I left later that night. Bob and I may do something today after I go out to the driving range with Dad. Bob said he's going to pay his neighbor money for a part of a T1 line through a WI-FI adapter hooked up to his computer. They can share internet this way. I told him about the free TV service Shoutcast.com is hosting which enables Mpeg 4 streams to be watched on Winamp. He found that interesting. Bob doesn't even own a phone so the only way I can contact him is on his cell phone.

er. I hate that.

Super computers & 1 terabyte hard drives (2004-06-21 13:26)

I find it very interesting that 250 GIGABYTE hard drives have come out. We are just 5 years away from 1 Terabyte 1,024,000 Mega Bytes. Microsoft is developing a Windows environment, codenamed Longhorn, that'll be compatible with 1 terabyte hard drives. One terabyte is only done in IBM labs. IBM has the world's finest microprocessor / storage research and development (R &D) facility located here in the United States. In 1999, IBM helped make CPU for the Nintendo Gamecube called the "Gecko", and now the company making a super-processor for both Playstation 3 called the "CELL", and Microsoft Xenon. IBM also makes high density hard drives for the US Government's super computers, and NASA's space shuttle(s). The term most computer users use called multi-tasking (aka - running more than one program at the same time) has a more technical term called "parallelism". For more information on super computers read this article, http://wawa.essortment.com/supercomputer sw _ppk.htm. A super computer can theatrically process all the calculations from data feedback of a space shuttle mission for an example. The term "pipelining" is primary used in the gaming industry to describe graphic data, and polygon ratios in today's GPUs (graphic processing units). Remember GPU wasn't a computer term before 1999 (before it was only called video card), and the first video card to use 'GPU' to categorize it was the 16-MB Nvidia Geforce

256. Remember way back in late 1999 and 2000. I personally like to use gigaflops, and polygons more than pipelining. A gigaflop is a billion floating point operations per second. These terms make more sense to me. To get back on topic, this new hard drive technology is a combined effort between IBM and Seagate from what I hear on Google News. These companies developed this new platter (the rotating disc in the hard drive) called HAMR. HAMR (Heat Assisted Magnetic Recording) can start storing data beginning from one terabyte way up to 400 terabytes. <http://www.seagate.com/cda/newsinfo/newsroom/releases/article/0,1121,1503,00.html> So we'll see this technology for another 20 years until year 2024, maybe longer. I don't know but I'm perfectly happy with 120 Gigabytes of hard drive space, thinking of buying another 120 GB or 160 GB external hard drive before too long. Right now, my computer is using 45.6 Gigabytes and that's with DIVX movies saved on it. Without the DIVX movies I would have 40 Gigabytes of hard drive space used. That's with everything I use which includes 14 PC Games installed:

My DELL XPS gigabytes usage with 111 GB total hard drive space

- Unreal Tournament 2004 = 5.52 GB
- Unreal Tournament = 1.4 GB
- Anarchy Online with expansions = 1.5 GB
- Need for Speed Underground = 1.26 GB
- Diablo 2 Lord of Destruction = 1.3 GB
- Call of Duty = 1.17 GB
- Dungeon Siege - 1.1 GB
- Metal of Honor Allied Assault /w Spearhead = 1.2 GB
- Far Cry = 3 GB
- Knights of the Old Republic = 3.5 GB
- Star Trek Elite Force II = 1.8 GB
- Diablo Hellfire = 650 MB
- America's Army v2.1 = 1.8 GB
- Counter-Strike 1.6 = 800 MB

Game Data = 25.9 GB = 57 %

MP3 collection = 8.85 GB = 19 %

DivX movies = 5.33 GB = 12 %

MISC = 3.9 GB = 9 %

Windows XP Pro = 1.8 GB = 3 %

Total = 45.6 GB



X

As you see above I haven't filled up $\frac{1}{2}$ of my hard drive yet. I am perfectly happy with what I have now. Tigerdirect.com sells a Phantom 250 GB external hard drive. One site said that if I read a book for every day of my life for 30 years – I would accumulate 30 GB worth of text or 1 GB per year. Is he sure, because I've been writing a Modblog, and I haven't even come to a MB yet? This also depends on how many pages are in the book. I've been writing in this blog for just over 6 months, and this site has accumulated 420 KB of text. I know this because I read the Properties of my saved backup entry file I downloaded from Modblog.com. This is great - I think I'm going to publish a book in 3 years called, "My Life" by Ian C. This book would be 360 pages long, three times it is now. I'll explain how big this actually is in the easiest terms. If someone saves one page of a Microsoft Word document in ANSI or text, it would approximately be 3.5 KB. In this blog, I wrote about 120 Microsoft Word document pages of text so far if all the text was saved in TXT file, which it is.

To get back to the subject super computers, I first heard about them in the movie, Jurassic Park, where the Bio-engineering scientists use super computers to extract Dinosaur DNA strains onto blueprints. DNA strains takes days to sort out ya know? I watched "Forensic Files" on Court TV saying that scientists are using super computers to search for the stars for ET, and others want to use them to "decode" a human brain DNA strain. In 12th grade as part as Science class, my school used a heating device, and color dye to show the DNA of a carrot nuclei on paper. If the bars lined up with each other vertically than that carrot was apart of the same family of carrots. Unfortunately my carrot rotted, and fungus grew on it after being sealed away in an air tight vacuumed bag.

History of Hard drives

- 1956 – IBM made a 5 Megabyte hard drive size: refrigerator
- 1987 – Apple introduces a 40 MB hard drive for \$4400
- 1987 – IBM introduces first 40 MB hard drive for about the same price
- 1996 – My first computer, a Compaq Presario, had a 3.5 Gigabyte hard drive in it.
- 1997 – 10 Gigabyte hard drives become available.
- 1999 – My second computer, also a Compaq had a 20 Gigabytes hard drives become available which the most for a consumer at that time.
- 2000 – 40 and 60 GB Gigabyte hard drives become available.
- 2001 – Apple introduces a 20 GB MP3 player and portable hard drive called the iPOD about the size of your fist for 400 dollars

- 2001 – 120 Gigabytes Ultra-ATA hard drives become available.
- 2002 – 160 and 180 Gigabyte Ultra-ATA hard drives become available
- 2002 – Apple releases their 40 gigabyte iPod
- 2003 – 200 GB Ultra-ATA and SCSI hard drives become available
- 2004 – 250 GB Ultra-ATA and SCSI hard drives become available
- 2004 – 400 GB Ultra-ATA and SCSI hard drives become available for a large sum of money.
- 2004 – Apple releases their 80 gigabyte iPod

“WINFS” News alert!!!

Microsoft plans to develop Windows for super computers. I thought Microsoft already had an X86 platform (operating system) for super computers. Apparently Windows XP can't partition itself onto a super computer's massive hard drives. Just think about it for a minute... Super computers can probably carry 500 gigabytes or 1 terabyte of data. From my knowledge, NTFS can't handle any hard drive space more than 200 Gigabytes. This new operating system has been called Windows Server HPC Edition. There would have to be an awful lot of Windows XP partitions on a super computer like 5. Windows Server HPC Edition may have the new improved WINFS, which will partition more space at once still being as stable as NTFS. I haven't thought about it this way. Super computers primarily run a UNIX operating system. Sun Microsystems makes a Unix OS called Solaris 10.0, and that is their main backbone for server, and java applications which has support for super computers with absolutely huge hard drives, not only one, but probably 10 of them hooked up to one super computer. 200GBx10=2 terabytes. From the looks of it, NASA has 50 of them linked together on one single-mode fiber extended star topology with satellite transmission capability. Yes, I can tell all of that from a little screenshot. Think of how much space, and bandwidth that would be? I am really surprised I saw a screenshot off Google Images of these super computers. They look like servers because they are servers. 100 servers running the same program can act as one server capable of massive bandwidth. There might be 10 64-bit Intel processors in those, huge machines. NEC and IBM also make 64-bit processors. NEC's Earth Simulator has an 8 GHz processor with 4 terabytes of RAM! I know my computer is as powerful as the 1990's world's most powerful super computer. I know the consumer will have 8 GHz computers soon, but why the heck would someone need 4 terabytes of RAM? I only need 1/400th that to run my computer, and still be lightning fast in UT2004. I heard somewhere that if you knew where the super computers exact location and hacked into one, the FBI would find you and shoot you. I don't know if that's true or not.

Today I've trying to play Metal Gear Solid - The Twin Snakes again without success. I had the cheat codes on and I got pass the door by stealth. I rather use my hand gun and kill those guys. The Gamecube version has Metal Gear Solid, and Metal Gear Solid 2 Sons of Liberty in the same game, and includes extra content to help connect the two together. This was about 3 ½ hours. Then I logged into battlenet, and played Diablo 2 from 12:30 to 3:40PM. I leveled up my character, chatted with other players and talked about what the best weapons / armor is in the game. I asked some online Diablo 2 players when Diablo 3 is suppose to be released without success. I play without the map hack from Mouse Pad. Open battlenet is where everyone hacks their characters so that's not as fun. I tried it out and there are a lot of high level characters on their servers. And everyone wants to duel each other when their vitality is 99999999999999999999. That's not exactly legitable. At least no one makes a game trainer compatible with the 1.10 patch unless their hacked character was used in the v1.09 era of Diablo 2. I know they all use Shadow Master D2 character editor because I had a chance to ask a few of them. The easiest thing to say in times like these is saying, "Can you help me hack my character?" And some of them will tell you how they did theirs. I own the latest version of Shadow Master 0.87 which hacks .d2 files. I only use it when Bob comes over when we need a high level character fast. I don't like my stats maxed out because that takes all the fun out of the game, plus the game strangely fights back, and raises enemy stats 100 fold. Dad brought home a 20 pack of DVDRs for me. I thanked him for those. I plan to compress more movies into DIVX, and save them on DVD. When my parents get a new DVD player, I'll ask for one that can play DIVX movies. These DVD players are labeled with the DivX logo on the front, and they are around. The advantage of them is watching the DIVX movies I obtain from my cousin, David, and the ones I encode myself.

Top 5 Super Computer manufactures [http://techrepublic.com.com/5100-22_11-5241800.html]

IBM = 44.8 %
 Hewlett-Packard = 28.0 %
 Silicon Graphics = 4.8 %
 Sun Microsystems = 3.0 %
 User-built = 2.8 %
 Cray = 2.6 %
 Dell = 2.6 %
 Other = 8.9 %

Most Powerful Super Computers (updated this month)

1. NEC's Earth Simulator
2. California Digital's Thunder at Lawrence Livermore National Laboratory
3. Hewlett-Packard's ASCI Q at Los Alamos National Laboratory
4. IBM's Blue Gene/L DD1 prototype at the Thomas Watson Research Center
5. Dell's Tungsten at the National Center for Supercomputing Applications
6. Two IBM Power4-based clusters at the European Centre for Medium-Range Weather Forecasts' High Performance Computing Facility
7. Fujitsu's Super Combined Cluster at the Institute of Physical and Chemical Research, also known as Riken
8. IBM's Blue Gene/L DD2 prototype at the Thomas Watson Research Center
9. HP's Itanium-based cluster at Pacific Northwest National Laboratory
10. Dawning's 4000A at Shanghai Supercomputer Center

Software (2005-11-07 06:13:00)

Sound equipment

I like to leave little "helps" after reading a good blog, or going over the blog comments, just to start people thinking about, well, everything.

2006 is just around the corner.

Thought about what you would like to achieve next year?

Did you do all you wanted to do this year, personally, professionally and perhaps spiritually?

My guess is; probably not. Most people don't know how to set workable goals and if they do, they don't know how to manage them.

When is the last time you actually took time to write down all you would like to do and accomplish in life? Or even a few of the small things you would like to do but didn't think would be possible?

We all have the potential to get almost anything we want out of life. It just takes a little work, thinking and action.

The first step is knowing how to set effective goals and then of course, how to follow up on them. That's the hard part. Following up.

How would you like to actually make this year's New Year's Resolution come true? Of course it would have to be attainable, and possible, but you could do it if you knew how.

Curious?

Use the FREE information @ How To Set Goals and have a really GREAT NEW YEAR.

All the BEST!

Anonymous (2012-02-11 18:29:22)

If you always write interesting, I will be your regular reader. skin care Read a useful article about tramadol tramadol

Anonymous (2013-02-08 23:49:33)

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Anonymous (2013-02-17 23:13:10)

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Anonymous (2013-02-26 22:07:05)

shop repair estimating software <http://buyoemsoftware.co.uk/fr/product-36907/ToneBytes-Wowcoder-1-0-driver-update-software> [url=<http://buyoemsoftware.co.uk/de/category-12/Multimedia-and-Unterhaltung?page=2>]best maps software[url] game software self esteem [url=<http://buyoemsoftware.co.uk/product-34808/Parallels-Desktop-6-MAC>]Parallels Desktop 6 MAC - Download OEM, Software Sale, OEM Software[url] win pak security software [url=<http://buyoemsoftware.co.uk/product-34190/Unified-Color-32-Float-1-0-for-Adobe-Photoshop-CS3-x64>][img]<http://buyoem.co.uk/image/8.gif>[img][url]

Anonymous (2013-03-05 23:27:02)

best video swing analysis software <http://buysoftwareonline.co.uk/de/product-35372/3herosoft-iPod-to-Computer-Transfer-3-8-MacOSX> acorn and drawing software [url=<http://buysoftwareonline.co.uk/de/product-35360/3herosoft-DVD-to-Mobile-Phone-Converter-3-5-MacOSX>]open-source p2p software[url] sg2 software [url=<http://buysoftwareonline.co.uk/de/contact>]Kontakt - Cheap Legal OEM Software, Software Sale, Download OEM[url] dvd software burner torrents [url=<http://buysoftwareonline.co.uk/it/product-16100/SensorsView-Pro-3-1>][img]<http://buyoem.co.uk/image/2.gif>[img][url]

Anonymous (2013-04-06 07:00:19)

[url=<http://certifiedpharmacy.co.uk/products/xtz-energy-booster-.htm>][img]<http://onlinemedistore.com/2.jpg>[img][url] prescription solutions mail service pharmacy <http://certifiedpharmacy.co.uk/products/terramycin.htm> highest paid pharmacy technician jobs [url=<http://certifiedpharmacy.co.uk/products/diclofenac.htm>]kerr pharmacy[url] pharmacology book for pharmacy technician <http://certifiedpharmacy.co.uk/products/vitamin-c.htm> lloyd pharmacy leeds [url=<http://certifiedpharmacy.co.uk/products/lexapro.htm>]lexapro[url] certified pharmacy technician salaries <http://certifiedpharmacy.co.uk/products/tegretol.htm> pharmacy pill guide [url=<http://certifiedpharmacy.co.uk/products/valtrex.htm>]pharmacy cookie cutters[url] pharmacy in cold spring new york <http://certifiedpharmacy.co.uk/products/generic-motrin.htm> online pharmacy direct scripts [url=<http://certifiedpharmacy.co.uk/products/ventolin.htm>]ventolin[url]

Anonymous (2013-04-10 02:07:31)

[url=<http://englandpharmacy.co.uk/products/lisinopril.htm>][img]<http://onlinemedistore.com/1.jpg>[img][url] pharmacy bernville rd reading pa <http://englandpharmacy.co.uk/products/lysexl.htm> rite aid pharmacy locations [url=<http://englandpharmacy.co.uk/products/imuran.htm>]list of pharmacy colleges in dallas texas[url] cross river pharmacy <http://englandpharmacy.co.uk/products/floxin.htm> walgreens pharmacy 176th puyallup [url=<http://englandpharmacy.co.uk/products/diclofenac.htm>]diclofenac[url] melanie davis delroy thailand dubbo pharmacy <http://englandpharmacy.co.uk/products/generic-imitrex.htm> online pharmacy codiene [url=<http://englandpharmacy.co.uk/catalogue/t.htm>]online pharmacy phentermine soma[url] how to report pharmacy rx stolen <http://englandpharmacy.co.uk/products/dipyridamol.htm> do pharmacy technicians need to know calculations [url=<http://englandpharmacy.co.uk/categories/skin-care.htm>]skin care[url]

Anonymous (2013-05-26 23:28:31)

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[url=<http://loveepicentre.com/user/thala/>]thala[url] japanese dating london uk

I'm into the Internet software craze, are you? (2004-06-27 13:29)

Have you often wonder about tiny advances in software, the Internet is full of them. Take Winamp 5.0 for an example. Has there been any improvements between Winamp 5.01 and Winamp 5.03c? Or ItooDVD Ripper? How about Microsoft Word or Internet Explorer? What changed since Word 2000 anyways? Word is really generic I think. I use this ripper to take the problematic processes of converting VOB to AVI to DIVX and simply converting it all at once. The version I use works and the developers keep coming out with more stable versions. Same with Mozilla browsers.... I haven't seen any real change between Mozilla Firebird 0.6, and Mozilla Firefox 0.9. The browser was so well built and stable by the time Mozilla 1.0 came out that Mozilla 1.7 RC4 or Mozilla Firefox 0.9 are not that much an improvement speed wise over it. Maybe a couple hundred bugs fixes, as long as they aren't crash fixes. Remember when bugs are fixed, than new ones appear replacing old ones. Though 1.0 didn't crash that often. It sure beat using Netscape Navigator 4.8! Since 1.0, all the stable releases were already very stable. People expect Mozilla to load webpages faster with dialup than the Internet Explorer on dialup because if it's reputation it created back in 1999 and 2000. Our teacher did a speed test with Mozilla running on a Linux Box, and Internet Explorer running on Win2000. Guess who won? Mozilla. It loads web pages 1 to 3 seconds faster than Internet Explorer 6.0. Sure, new Mozilla versions load faster, and they don't crash ever, but the earlier versions were on Red Hat Linux 6.0, and were stable. Even 3 years ago Mozilla was really stable, and preformed as well as Internet Explorer. For years IE was the browser of choice for people who had dialup. In 1999 - 2000, Netscape Navigator was lacking in next generation browsing technology that IE had at the time. Then they were bought out by AOL, and formed the Mozilla foundation, the greatest thing in Internet browsing since Netscape. In fact, I'm starting to think that downloading newer versions of the same software is just overrated. One thing is for sure, I don't have to find software besides PC games off the store shelf anymore.

Software updates of course matter, when you download a new program. But downloading a new program is half the fun. Most first release programs have already set a platform for themselves. And they pop up all over in such unexpected places. I download software in web design and video rippers including several audio and video codec. I found some really cool programs that work much better than what I use to use. All thanks to the Internet. I'm being a little vague here. So I'll tell you what I'm saying. 1 Click DVD ripper is a prime example. I found this by searching on Google. It's does all the compression work for me. And I won't need to update this program. I won't have to pay 100 dollars for a program that you buy at Best Buy that does the same thing. Another example is Winamp. I can see that things have changed since the 2.91 version. Winamp also has become a free media player. I downloaded one of the first betas of Winamp 5.0 back in October 2003. Winamp 5.03c doesn't really do that much more except fix some crash bugs. Sure, the beta crashed sometimes, but all I do is listen to MP3s and download Winamp skins. Is downloading newer versions overrated? Perhaps. I re-download Winamp since the download is there to be downloaded. Same goes with Macromedia Dreamweaver MX 2004 and Paint Shop Pro 8. In Dreamweaver MX 2004, nothings changed since Dreamweaver MX that I can see. For Paint Shop Pro 8, there was little change since PSP 7.4. Maybe a few more paint brushes. I find PSP 7.4 easier to use than PSP 8.0 for some reason. Still JASC put everything I needed in the earlier version I used. Compression wise, JPEG hasn't changed at all in my mine since 2001. Someone came out with JPEG 2000, but this format isn't browser compatible. JPEG is still unbelievably compressed. It is a lot better than PNG or GIF for images that have more than 8 colors.

Here are some examples of what program that have new versions that aren't worth downloading from older versions

- From Irfanview 3.80 to Irfanview 3.91 – no difference
- From Emule 0.42d to Emule 0.43b – no difference
- From Limewire 4.0 to Limewire 4.1.1 – no difference
- From Winamp 5.01 to Winamp 5.03c – little difference in speed
- From Paint Shop Pro 7 to Paint Shop Pro 8 – very insignificant difference in speed and options
- From CDEX 4.6 – CDEX 5.1 – no difference
- From iMESH 4.0 to iMESH 4.5 – little difference in speed
- From DIVX 5.0 to DIVX 5.1.1 – no difference in video quality, speed and sound quality
- Quintessential Player 4.0a to Quintessential Player 4.5 – small difference in speed and resources
- Windows XP – Windows XP Service Pack 1 – really no difference

If you're into DVD ripping and audio stuff check these sites out -

1. <http://Mp3.box.sk>
2. <http://DVD.box.sk>
3. <http://Afterdawn.com>

Nothings really that new about Half-life 2 or Doom 3 except for the new release dates. Isn't that exciting you know! If anyone was wondering why I don't keep up the updates on those games, it's because I said everything technical. Both will be drop dead gorgeous games, everyone knows that now with several screenshots seen on every gaming site including mine. Am I going to get it...yep, you bet your bootie I will. I might even drive 30 miles to Game Stop, and get both on their release date! It seems that Half-life 2 is going the way of Metal Gear Solid - The Twin Snakes. Yes, I know they are completely different games although the two titles have one similarity. Valve is going to start you off with Half-life as you'll spend several hours completing it, evacuate Black Mesa beginning your Half-life 2 maps. Half-Life built on the new Half-life 2 engine sounds very exciting. This part has been confirmed by Valve, developer of Half-life 2.

I spent last night watching a vampire movie on TNT, Salem's Lot. It was pretty good. It's a 2003 remake of the 1970's movie, and about vampires taking over a small Eastern US town. I noticed it wasn't high on budget but was directed well. It's between a B+ and A- movie. As that was going on, I reformatted my hard drive because my computer was more sluggish than it should be, even with 2 Gigabytes of RAM at my disposal. I had the Longhorn Professional shell over it, and it made my computer lag more than usual, my computer crashed more than usual. I thought it was going add programs, and make my Desktop visually updated, but in reality, all it did was goof up my computer's unities. I thought hey whatever, I'll make this PC look brand new, and run faster with a couple hours spent on reformatting NTFS, then re-installing Windows XP. Everyone's done this at one time or another. Then Mom and I watch "The Armenia Strain" on AMC. It's about an alien virus that clotted the blood cells in humans or mammals in matter of minutes. The US Department of Agriculture built a scientific underground facility which was meant to find cures for viruses. This scientific facility in particular had a bomb that would go off if any virus got out (theoretically concealing the virus)...but this virus grew as a result of hydrogen cells. The climax of this movie was when the facility was sealed off, and the main character had to disarm the bomb before it exploded, spreading the virus to other areas of the country.

Today I woke up at 11:30AM, and went downstairs to find reviews on some possible future games. My secret to find a game is a.) Always find a game that has a high review score that sounds interesting. B.) Trust reader reviews. C.) Go to Gamestats.com, read the top games list for possible candidates. More often than not they have a good game you'll be playing for 1 week or longer AKA Final Fantasy 7 / Metal Gear Solid. D.) The single important paragraph to look for in a game review is where the reviewer mention's gameplay mechanics. Without that you might end up buying a game like Dino Crisis 3 *Chuckle. Chuckle.* All Graphics, and nothing to show for it! E.) Look game only magazines such as Playstation Magazine or Game Informer. They have some good stuff in them - enough

to raise my game IQ a few notches. Magazines you actually want to keep. I've been a game magazine collector since 1998. Some people collect car magazines, others collect Marvel Comics, while I collect Game Informer issues. Game Informer magazine is my only source (besides IGN.com) that I'm into before I buy a game. The reviews are often as well written as IGN.com's, and I like having offline reading material. I already have 50 magazines stacked up in a drawer that I'll never read again. For being a Game Stop member, I get this magazine subscription free. I go back to the Hudson game store to finally get more Playstation games. I look around, and a couple Playstation 2 games were taken I wanted. One was Onimusha 3 Demon Siege, another was Project Gotham 2, and the last one was La Pucelle Tactics (prequel to a Japanese anime RPG called Disgaea: Hour of Darkness. I played a bit of Onimusha 2, and it was very good. It played a little like Devil May Cry. Devil May Cry 2 was there for 20 bucks, but I hear it was lacking in game design from my favorite review site, IGN.com, so I didn't buy it. Wal-Mart got rid of Onimusha 3 too! I didn't check Target...oops. I'm waiting until I play Colony Wars, and Crash Bandicoot than maybe I'll get Onimusha 3. Don't get me wrong, I didn't spend more than a day on Onimusha 2 so I don't really know what the story is about except an evil force is taking over a 16th century town in the land of the rising sun. Genma is the samurai warrior that'll set things straight against the demon hordes, and kicks some serious butt constantly! The "go-all-out-with-you r-sword" idea is very innovative I thought. It's hard to explain, I like this game a lot, but I find that I prefer platform titles, MMORPGS, and first person shooters rather than this. So I decided to get Crash Bandicoot 2 and 3. I don't like Spyro the Dragon for its cutesy characters, even though the graphics are good. I question the gameplay mechanics in Spyro game. I am so use to the "T" Teen rated platformers like Jak 2 that it's hard to go back to the lesser violent games when the worlds are filled with bright colors. It was meant for a child really - yet it is so hard to control at times. None of the Spyro the Dragon games are easy, sometimes these games were frustrating. Crash is more popular and better. Crash Bandicoot sold 10 million copies of his games over here in the US, one of the big success stories of the Playstation. I didn't get the first crash because Crash Bandicoot was 2D. I don't know, but I might write a review on him. Might, might not. See I never written a review I promised with Metal Gear Solid Twin Snakes. I thought no one will want to read it so why spend time on it? I may be right. This December I'm celebrating Playstation's 10th anniversary! Two more years and I'll be celebrating N64's 10th anniversary!

Yesterday I tried out the New Coke, C2, and I thought it tasted good! C2 tastes a lot better than Diet Coke, and is as good as regular high carbonated Coke. To be more specific, C2 tastes like Coke that's warm or left out for 3 hours. I still like it non-the-less. I'm going to buy more of it. It's kind of scary what Coca-Cola put in their C2 to make up for ½ the carbohydrates, and sugars. Hey, I almost forgot about Cherry Coke. I haven't drank that stuff for over a year. Almost forgot what Cherry Coke tastes like! O-well. Maybe I'll pick up some tomorrow. ABC news reviews C2, and gave it a 2.1 out of 3. I mean what do they expect of something that has half of everything? C2 Coke got a 2.5 out of 3. I give C2 a 2.5 out of 3, and Coke a 2.7 out of 3. Mountain Dew, as always, deserves a perfect score. http://abcnews.go.com/sections/GMA/Business/Coke_taste_test_040526.html After tasting the new coke, maybe I should taste the new Pepsi Edge. Some taste reviews on the Internet say Pepsi Edge makes regular Pepsi obsolete because it's better for you than Pepsi is, and there is no real disadvantage. But in a taste test, C2 will win against Pepsi Edge hands down.

On my new webpage I'm working part time on "Ian's 512-bit generation News Page". There hasn't been any new Microsoft Xenon, Nintendo Revolution or Playstation 3 news yet so I haven't polished my site up much. I remember in 1999 and 2000, I was extremely excited to see screenshots of Nintendo's next generation console. So much that I wrote editorial after editorial on the events from 1999 - 2001. What's left (after I deleted the original webpage) is found at my personal webpage. It's just a videogame console, but still I found it fun just writing about it. I found out the specs of the processor (powerful in 2001) and it's abilities over Playstation 2. I admit the PS2 was state-of-the-art in 2000 in terms of consumer technology. Kid's asking for a DVD player specifically named Playstation 2, trying to fool their parents in thinking their not paying for a videogame console, but a DVD player from Sony. Nobody's parents are that dumb.

I often wonder why I'm alone in this world? Yes, I have my parents to talk to, and I have this blog, but something is missing in my life. My friends don't ever come over really. Randy had to go to a birthday party today. Bob

doesn't answer his phone either. I am not lost. I know I have school in a couple months, but I still feel alone. I feel when I go places that I am alone, and people are just waiting for me to go crazy or something. This is untrue because most people don't want that to happen to someone. Most people in these public places don't feel they need more people in their lives. For the most part, it's better that I don't get to know people at Wal-mart, Target, the game store, or any public person because I know they don't know what to think so they'll ignore me and save their breath. While acting this way is just paranoia - I often imagine how it would be if I had someone who talked to me. And when someone does say Hi or something....I am usually speechless. In reality, I am just another customer there and nothing is out of place...everything is just peachy...and I've been just imagining things again! I wonder how many people like me feel the way I do? There has to be a lot. I prefer level minded country folk like me who just want to belong.

Well today and tomorrow I'm thinking I'm going to play Crash Bandicoot, and Colony Wars. I watched Bob play Crash Bandicoot 2 and it looked fun. Crash is one of those heroes that everyone can relate too. He's nobodies fool, which means he's not crazy, but kind of weird. Dr. Neo Cortex kind of is! That's obvious observation though. I know he's the bad guy, the villain although in the newest Crash Bandicoot game, these two characters work together against an even bigger threat - don't know what that is, sorry. I might play this game with EPSXE, might not. The good part is I can run the game at a higher resolution, but sadly it looks just as good on the computer screen as the TV.

I often wonder if I'm talented in my field, although I can see there are so many computer technicians in my state, it's impossible to keep track of whom I'm competing against this year. I know the students from talking to them (none of them want to talk about technical computer stuff with me) in class in between Joyce or Steve's conversations (they're my teachers). Not one of them knows how to emulate consoles or compress movies in DivX or similar computer stuff nor do they care about it. They (WITC industrial network technician students) don't want me to know what they do at home or what they've learned about on the computers. An example of this is when I was taking Linux terminal commands. I had to figure out the commands myself. They're about 3 dozen Linux terminal commands to memorize, and another half dozen 'switches' to remember. So to make it easier they all say they 'hate' computers, as in not use them unless it's for school. I find that false. I think that tomorrow will be a better day, and these comments will be buried deep in my brain until another day triggers them again. Probably very soon.

Well, also today I bought Battlefield 1942, an epic WWII game that unifies air, sea and ground troopers in a kill or be killed kind of way. Don't you love WAR games? I do. It's been 2 years since this game has been out, and unfortunately the game is declining in popularity. It's almost a generation old as far as PC games go. The whole game is 4 CDs which files are compressed I believe. This game is made by DICE. I'm pretty sure I can run the game at 1600x1200 at 8x anti-aliasing. I don't know how it'll play....other than it's a first person shooter. First person shooters are always welcomed in my mind. Rock on FPS!!!!

My high school pics to show to bloggers (St. Croix Central)



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Get all the classic old school Final Fantasys at this page!

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Today was great - I'm learning a lot of new thing (2004-06-30 13:30)

Playing: various country

Today I looked at Stuff5's blog, who makes a software type blog. I was thinking about doing my own with all original software of course. So my 2nd blog went online today at <http://www.ian1984software.modblog.com>. I found a nice background that looks like thunder bolts with a bluish theme. It looks nice. I wasn't too sure about what logo I should put up so I did the matrix theme since the 1s and 0s represent source code, and it's theme is very software driven I think. I started by adding my favorite software picks that I use at home in everyday life. Then I looked at updates of those software on Google, which saved me time. My first day, I made a lot of grammar mistakes because I was writing way too fast up to 8AM when I was very tired. I still had to revise some entries on this blog to make them more readable. I mean why have a blog if people can't read it properly? I plan to revise this site and get rid of the sentence fragments and the extra words. When I write when I'm tired, I misspell and add unneeded words to my first draft. I make first drafts so I can easily move paragraphs around. Sometimes I get off topic or the paragraph on a particular topic does not follow one another in sequence. So check this new blog out.

I've been a Winamp user since 1999, and I've never really got into movie streaming video, until Tuesday. Nullsoft's Winamp 5 is the second to exploit a free video service. Real Player has been doing this a long time too. Winamp is the 2nd application to put cable television out of business. This doesn't mean that I've never used streaming video before. I used Windows Media Player on Gamespot before to stream in E3 (Electronic Entertainment Expo) videos. I also downloaded some QuickTime videos at IGN.com, last one about 2 years ago. That pretty much stopped me from downloading video. It took me up to this year to realize that Nullsoft had Internet TV! Actually, I was looking at alternatives video codec to DivX or Xvid, when I accidentally came across OGG Theora [<http://theora.org>]. It was one of those rare occasions where I actually come across something very good by accident! I learned the format Nullsoft is using, OGG Theroa, which is almost as compressed as MPEG 4 from what I read. VP3 codec, which is

apart of OGG Theroa, is completely open source so Nullsoft won't have to pay licensing fees for video compression. Actually OGG Theroa codec hasn't been released yet. I don't know what extension OGG Theroa will have. This means free video streams for everyone! Yay! Unfortunately, it takes 2 minutes to actually show something over my modem. This format hasn't even put into an application yet, it's early in the beta. I downloaded the source code too. I don't have the required compilers to compile it. Nullsoft could support some Xvid streams (Xvid supporters don't need a license to use it). That would be extremely cool! I don't see why they couldn't do both? Actually, when you type in the URL into Winamp's "open file" window box, it'll stream in that file in real time for ya! For this sort of thing, I use Quintessential Player instead of Winamp for the ripping feature. This puts Windows Media Player at a disadvantage, streaming the smallest resolution. MPEG has got to be 10 years old, obsolete, and Microsoft is still using it as their primary video codec. WMA is okay I guess. I don't hate it. I haven't decided if I like it or not. MPEG streams are better than nothin' so I don't complain. I am so use too MPEG 4 codec now that MPEG just seems obsolete. Using the codec is just as easy as going to DivX.com or Xvid.com, and downloading the newest codec.

DivX - (v5.1.1) [http:// www.divx.com/divx/](http://www.divx.com/divx/)
Xvid (v1.01) - <http://www.xvid.org/downloads.html>

All the codec are designed to be compatible with Windows Media Player anyways. So far, I know Microsoft is developing the next generation of video called XMA, this new video format is going to be used with the Xenon console. So no one will see this codec used for streaming video for a while, sorry video compressing dudes! Remember the more advanced the codec, the more CPU power it takes to compress it.

Okay, okay, I'm being dead obvious here, but it took me 6 hours to compress Lord of the Rings - Return of the King in DivX in slow setting (the slower the compression process, the better compressed, and image quality the video is) I should try Xvid MPEG 4 codec sometime in the near future. I went to Afterdawn.com, and looked up Xvid vs. Divx, and I get results saying Xvid is better against DivX 3.11 (sometimes called DivX (with smiley), an illegal codec), but compresses bigger files than DIVX 5.1.1 Pro (free legal codec). In case you were wondering, with DivX 5.1.1 codec, I compressed the first 1 hr 35 minutes of Lord of the Rings - The Two Towers at 800x600 (470 KBPS) at 477 MB - enough to be put on CD. The video was a little pixilated (blocky), but the sound was good (I used LAME mp3 codec at 192 KBPS). The blockiest will go away if I set the KBPS up to 700, but that will increase file size quite a bit. So the DIVX file size of Return of the King was 910 MB compared to David's videos he got off Kazaa, which were approximately 650 - 700 MBs each. I'm starting to figure out how to get video at a good resolution below 700 MB. (make the resolution 420x360 at 420 KBPS.)

I tried out Crash Bandicoot 2, and it was a fun game. I love Crash... now I just have to figure out why I love him! Yeah, I know, Crash is a 2 legged dog with big eyes and his tongue is stinking out. I played and beaten Naughty Dog's famous PS2 platformer, Jak and Dexter. Very colorful graphics I must admit. The game engine was above average at the time too for PS2 standards. Pretty soon all you'll really care about is if a game is high resolution or not? If not true now, it will be come 2005 when your wondering which console to buy. Most games are not suppose to look like Final Fantasy X or Metal Gear Solid 3 because those games are exceptionally good. I got this CD that allows me to watch DivX movies on Playstation 2 called Action Replay MAX Evo Edition! It cost me 40 dollars to get, but it might be worth it after all. The first movie I tested was Monty Python and The Holy Grail which worked. The movie was a little blocky though.

On Sunday, I've been reading a little about Modchips for my PS2. I found this software, called the HDD loader [it's on Modchip.com] which will rip the PS2 DVD onto any external serial-ATA hard drive, and play the game as a virtual drive (DVD-ROM emulation). Only 40 dollars! For the software and some Ethernet to USB adapters I assume. Wow! I want it. The possibility of PS games also works with this feature, from what I read off Modchip.com. I uploaded 950 MB worth of movies on my USB 2.0 drive, and it took 8 minutes to upload. If I had HDD Loader, I would go to Bob's house, upload his games, and play them on this virtual drive for PS2. I have a confession to make. See for PS1 games, I just pop it into my DVD-ROM on my PC, and play them on EPSXE. After all it's free! EPSXE works a whole lot better than PCSX v1.5 ever did. It not only works...I wonder if someone who programmed for Playstation games

helped design the emulator. The Japs are good for that ya know? They talk funny with their heavy accent but no one can deny they make the best videogames in the world.

I wouldn't make any sense for me to buy a mod-chip for PSone now. I bought my first Playstation in February 2002 when Playstation emulation was already possible on PC, Linux and MAC. I remember I was playing with Bleem once. I hate Bleem, it never worked well.

Yesterday, Bob invited me to his apartment. It's been too long since last time we met. I've been getting a little bored with nothing to do at my house. When I walked in the door, he had his Slipknot really loud. Laurence and him talking about swimming nude (for jokes). Not exactly a fruitful discussion. A nudist pool party for men, and I thought, "Whoa, not for me, man." I know there were just joking, else I would have left. Bob's dad is going to put off a show on the 4th of July. The fireworks he's going to use up is worth 2000 dollars. That is if I go. Problem is all I would be doing is being in a shallow pool and getting wet. Problem is I don't like extremely loud fireworks, and that's what fireworks are, extremely loud. What's the point? His Dad, Dan, is going have a \$2500 firework night with some heavy metal going in the background. His dad has a lot of fireworks he bought by groups which he sells to other people, but this year he has a bunch left over. In Wisconsin, fireworks are perfectly legal, and in Minnesota you can't have them....at least not in town. To most cities' fireworks are considered explosive material which can start fires - thus considered illegal to own privately. Out in the country, away from the police, people might get away with it. In fact, they do...the sound gives it away....unless the county sheriffs don't care. Wisconsin is filled with firework businesses. The best one I know of is the one by Fleet Farm in Hudson. There must be 3 million dollars worth of fireworks in that tent. Some people order fireworks by volume, while the majority just buy a little of everything. There are as many people trying to get rid of fireworks as there are businesses that try selling them in bulk. The only limit on fireworks is how far they go up in the air. However in Wisconsin, there are licensed firework gun pouter organizations that get paid to by smaller towns to put on a good show. There are plenty of towns up by Siren, Wisconsin who would pay a lot of money to have a firework show.

Bob says we'll have a 80s party next time I'm over. We'll play Atari 2600 and NES. This might mean I have to wear jeans for once. I never wear jeans. I mainly wear baggy cargo pants. It's what's in! Bob has Tetris, Frogger, Pacman, Pong for Atari and Super Mario Bros, Tetris, Legend of Zelda and Metal Gear for his NES. Bob gets defensive about Atari when I say anything negative about it. We're also going to listen to 80s heavy metal bands like Poison, Guns 'n Roses, Aerosmith, Kiss, and ACDC. I told him that I could bring my PC over, and bring JNES or Z26, and play some of those games. Bob has 2 NES, 2 Atari 2600s, a Genesis, and a Sega CD add-on for Genesis. Hehehe. Bob once thought SEGA CD was going to be popular when it failed miserably in sales. There wasn't time for games to come out for it. Sega CD was there (next best thing), and 6 months later it vanished. I saw one at Toy's 4 Trade and I saw the poor game selection and thought, "This is exactly why nobody buys the thing." Bob nearly forgot that Genesis came out in 1989, so playing it would be legit. Personally, I hate staring at Atari 2600 graphics. I have Z26 (Atari 2600 Emulator for Windows), and 20 ROMs. Atari 2600 roms are really small, only 10K each compressed. They're so simple that I hate playing them. Period. You won't get me near an Atari 2600, ever. You can find them at fan sites which are dedicated to remember ancient computer hardware. I mean these people probably hug their Ataris, and keep it in plastic bags. Bob's not this type of fanatic, both of his Ataris are in a box somewhere at his dad's house collecting dust.

I talked about the upcoming consoles to Bob. I wanted to amuse him, anything to make things over there more interesting! I told him that in 2005, Microsoft may release it's new console.

I showed him Colony Wars (PS game) by showing him the tough level I was on. That's not what's important. What's important is he thinks the game is uninteresting. He and I played a little Tekken 4, which I whopped his ass in. Then we played Tokyo Extreme Racer Zero. After that, Bob and I played SSX 3, which we scored even on the racing and tricks modes. He thought the techno / rap tracks in SSX 3 were really cool. Bob hates rap. He has surround sound at his house, upper range Dolby Digital 5.1 Surround Sound. We just had to play a little Gran Turismo 3 - A Spec before I went. Gran Turismo 3 was one of the first high profile racing titles for PS2. That is if you considered

Ridge Racer V a high profile game in 2000? I thought RRV was only medium profile. I wasn't playing that game, only Bob and Laurence. Bob was getting tired so I went back to my house, brought back Bob's DVD collection. I wasn't because I had 4 cans of cream soda. Bob, in return, gave me new DVDs like the Matrix and Goldmember to rip to my hard drive with my favorite ripper, 1Click DVD Ripper v2.03. Frankly, I don't need Gordon Codec package anymore. Gordon Codec Package had Virtual Dub, DIVx codec, AVI splitters, Vob rippers, etc. All that stuff I used when I first used DivX seven months ago - times have gotten better since then. I was weary about using 8 GB of hard drive space for each video, now I didn't need take time to copy the movie than compress 'desktop video'. No offense to Linux, and open source software, but I will use any software that works well for me, open source or not. I understand there is this thing about sharing source code, and being close to the GPL license. The whole idea that software should not cost anything, only the media it's on should cost. I am little confused by venders, such as Red Hat, which make you pay 100 dollars for open source software. Red Hat is supposed to be the best at what they do, and you pay for it. But in my opinion it's worth it, and cost me no money so I'm not complaining. Yet, the profit organizations like Red Hat are not as greedy as Microsoft. Microsoft has 100 % closed source in their OS, and that makes them own 100 % of all the source code, so 100 % of the profit goes straight to Microsoft. I don't know why how you can call Microsoft's OS state-of-the-art? Linux venders release new versions every 6 months with updated software. Problem with Linux is it has required files too, and sometimes these files do not come with the OS, so a lot of times executable packets won't install. That's the sad part. That's where tar.gz files come in. Sometimes these uncompressed great, and the programs run without the OS thinking it needs runtime files to extract the files automatically. Mozilla is a great example of this. All versions run great on any Linux whether they come in a RPM file or tar.gz file. I really, really want to install Red Hat on my Dell, but Dells are anti-Linux machines. My PC literally blocks Linux out, and I have no clue why it does that. It's a mystery. I called Dell tech support and they said they don't support Linux at all.

I think today I'm going to attempt to install Linux on my Dell, Red Hat 9.1. But first I tried Knoppix since that doesn't save partitions to the hard drive. I fiddle with the BIOS setting until it boots. This way there is little chance I'll loose Windows XP. RAID has to be on OFF for this to work I think. Why the hell does the computer think there is a virus when RAID is ON? My Dell PC hates Linux! I think I said this before. I want Red Hat Linux installed on my fastest computer at home, and it blocks it out...for no good reason. I'm pissed off at Dell now.

Today, I've been watching Rocky and Rocky II on AMC. Both are good movies. Sylvester Stallone gave one of his best performances in Rocky. This movie made boxing cool. He really acts like a bum from the ghetto trying to make something of himself. He's showing off his street smart attitude in boxing. Rocky was a little better than Rocky II.

Summer vacation is great, I can watch TV all day or look on the Internet all day for stuff, download music over my modem - never have to go anywhere I don't want too. It'll be this way for another month and 1/2! I found this really cool webpage with abandon-ware games on it (really old and abandoned software), and I want to go to school to download them. Downloading games off the Internet, someday I'll look back 20 years from now and say, "Wow, where did I find this game." knowing I'll always have it. I may find a 'diamond in the ruff' on one of these abandon-ware websites (not ROM sites). A good example are these freeware Sonic the Hedgehog games that resemble the Genesis era. I am looking for a RPG game that has good graphics comparable with the NES, SNES era graphics that some talented programmers made. Like most of my games, they're probably sitting on my shelf stored on CD somewhere. I have a couple 'diamond in the ruff' videogames including Final Fantasy 7, Final Fantasy Chronicles, Final Fantasy 9, Mega Man 2, Donkey Kong Country, NiGHTS, Mega Man X4 and X6, Castlevania - Symphony of the Night, Super Mario 64, Legend of Zelda - Ocarina of Time, Conker's Bad Fur Day, Goldeneye. Pretty soon all the N64 games will be considered old school games, and I'll be talking about when I'm 30 years old saying, "Yeah, I've played that game, and I still own it." Most people are just the opposite whom sells their old games to get more trade in credits for new games. All the newer games are is games that have graphical improvements. But that's alright, I have bought the newer ones too. I have this bad habit of partially playing through one game only put it down for another game. I have memories of buying Super Mario 64 for 70 dollars in 1997 - expensive game, wasn't it? I also remember the flashbacks when SNES, and Sega Genesis were still available at Wal-Mart. I don't remember seeing Sega Saturn games though, even in 1998, when it was taken off shelves. No one likes the Saturn anyways so it

is not worth thinking about anymore.

I thought about going to Florida to live. I don't know what town to live at? I only know that I rather live where it's Summer year around. I hear taxes are more in Florida, but maybe I'll find a rural area to live. That will mean I won't inherit my parent's house. I want to eventually get all the land from my parents cheaply than I can concentrate on electricity, gas, water, sewage costs. It would be nice if I could pay low monthly payments while living in a bigger house. I would have to mow the lawn, and cut down trees with a chainsaw and stack them myself. If I get a wife than she might want to go somewhere else, and I want to live inexpensively so I can save money, and perhaps put money away some towards retirement. I've just started research on Floridian towns today.

Okay, I know my entry is getting a little long - and well - I like long entries because I have a lot to say. It looks like I was completely wrong about Monkey Audio (lossness audio) replacing MP3. My apologies. It looks like WMA (Windows Media Audio) is quickly replacing MP3 on the Internet. I've have some of it on my computer, like most of my Planetary Radio broadcasts. A 30 minute broadcast can be compressed to 6.5 MBs. That's extremely small and the quality is like AM radio. It can easily be streamed with modem users and still give better quality than Real One (formally known as Real Player) using the same broadcast. It makes RAM (Real One's Streaming audio format) broadcast obsolete. I know this because I have Real One, and RAM doesn't sound as great as WMA or MP3 streams. MP3 Pro is a commercial MP3 codec that is suppose to sound better at 24 KBPS or 64 KBPS than LAME mp3 codec. However, it's just a slight difference. LAME's sound has improved a lot since 1999, and there isn't any static or pauses in the sound anymore. I remember using LAME when it first was released, and there was a lot more static and sound glitches in the music than there should have been. From 1994 - 1998 MP3 was used just in Internet audio streams by commercial radio stations. I heard somewhere that FHG for a long time was the only MP3 codec that existed. FHG was the first MPEG codec. MPEG codec was in beta for much longer than the MP3 codec. That's because compressing video in real time uses much more CPU power. Today is much different, everyone with a decent computer can make video in real time if it's not compressed too much. I mean while still retaining the high quality image. That's why AVI is so popular now-a-days. Which format can be the most compressed in real time? The answer to that is AVI. I found that MPEG 4 TV compressors have come out, and compress TV shows in real time. If you get the ones that can connect to your computer to use as hard drive space, it'll cost only 100 dollars to get those. I don't know what TIVO uses to compress it's video? Does it use MPEG 2? TIVOs are getting popular, my mom wants one for Christmas.

This is Ian signing off.

Anonymous (2005-10-17 16:03:00)

Good blog. Keep up the good work! I have been looking for information about winxp backup for my site winxp backup

Bill (2005-10-23 19:18:00)

Ian's Smashing Good Blog Site Just looking around at blog sites and wound up finding yours. It's really amazing what can be customized to make a blog more interesting. I have some great links to resources and tips that might interest you if you have time to check it out

armband mp3 player (2005-10-24 19:25:00)

You have obviously put lots of work into this blog. it's obvious that I need to put in more effort on my own site. If you are interested, go see my mp3 player portable related site. Maybe you could leave a comment for me there? It helps to know that people are visiting once in a while :)

Kerry

mp3 player sport (2005-10-26 10:52:00)

Cool blog. You have put a lot of effort in here.

I have a mp3 player review related site.

Come and check it out if you get time :-)

Kerry

best movie download (2005-10-27 16:29:00)

Ian's Smashing Good Blog Site :) nice name. I don't get to hear that name that often here in Guatemala :), (everyone speaks spanish). I working on my english right now, I have even started a download latest movies site in pure english, which is a first for me.

Anyways, just letting you know that someone from other parts of the world read your site.

Cheers

mp3 player portable (2005-10-27 21:36:00)

Hi, Ian's Smashing Good Blog Site,

Good blog. You've put lots of thought in here. It looks like we have an interest in common. If you are interested, go see my mp3 player top related site. It's totally focussed on the Zen Micro at the moment and is still growing. You may still find something of interest. I recently added a MP3 link page - you would be welcome to post a link to your site there

Kerry

musiclover123987 (2005-10-29 15:54:00)

Yo Ian's Smashing Good Blog Site !

I found "Today was great - I'm learning a lot of new thing" while searching for music site myspace.com - I dunno why your post came up, but your post did get my attention and interest!

Hey - Tonight, I'm being blown away by the "nuclear-meltdown, piano-mania, happy blues" piano music at <http://>. And I can't stop smiling :)

I wonder if you like it as much as I do... Lemme know, ok?

Thanks,

- Greg Burke

Blog Submitter (2005-10-30 14:42:00)

Ian's Smashing Good Blog Site - Your "Today was great - I'm learning a lot of new thing" post is shall we say, Unique? I was out looking for details on Blog and Ping Software when I found your page, and became interested as I read your posts.

ipod mp3 player (2005-10-30 22:20:00)

Hi, Ian's Smashing Good Blog Site,

Good blog. You've put lots of thought in here. It looks like we have an interest in common. If you are interested, go see my mp3 music player related site. It's totally focussed on the Zen Micro at the moment and is still growing. You may still find something of interest. I recently added a MP3 link page - you would be welcome to post a link to your site there

Kerry

doer (2005-11-05 22:49:00)

hello, your blog is interesting to read. I have a website about burn dvd. It recommend some powerful burn dvd software for copy movie. So make sure you visit.

power forced matrix (2005-11-13 00:19:00)

Hi Ian's Smashing Good Blog Site,

You have a great Today was great - I'm learning a lot of new thing blog here.

I wanted to share with you an amazing opportunity. Maybe you have heard about free forced matrix before but trust me, I have studied many other free forced matrix thats available on the net, none can compares with this one.

You have to study my free forced matrix site to understand what I mean.

I am so sure of this opportunity that I will pay your initial membership so you can try it out for FREE!

Best regards

free forced matrix (2005-11-14 08:27:00)

Hi Ian's Smashing Good Blog Site,

You have a great Today was great - I'm learning a lot of new thing blog here.

I wanted to share with you an amazing opportunity. Maybe you have heard about power forced matrix before but trust me, I have studied many other power forced matrix thats available on the net, none can compares with this one.

You have to study my power forced matrix site to understand what I mean.

I am so sure of this opportunity that I will pay your initial membership so you can try it out for FREE!

Best regards

psp movie downloads (2005-11-16 18:10:00)

Pimp psp game downloads Site! psp game downloads

digitalband-aid (2005-11-17 19:57:00)

Ian's Smashing Good Blog Site Your site came up on a search and wanted to say I'm glad I got a chance to visit. I'm looking for ways to improve my blog and love to see what others are doing. In my search I've created a web page with some good links to Blog help sites. Cheet it out if you get some time. Computer Repair Atlanta

power forced matrix (2005-11-20 10:18:00)

Hi Ian's Smashing Good Blog Site,

You have a great Today was great - I'm learning a lot of new thing blog here.

I wanted to share with you and everybody reading this comment an amazing opportunity. Maybe you have heard about free forced matrix before but trust me, I have studied many other free forced matrix thats available on the net, none can compares with this one.

You have to study my free forced matrix site to understand what I mean.

I am 100 % sure of this opportunity that I will pay your initial membership so you can try it out for FREE! You have nothing to lose.

Best regards

Photographers (2005-11-21 19:16:00)

Hello Ian's Smashing Good Blog Site,

After reading your blog "Today was great - I'm learning a lot of new thing", I believe you will find the wages information on my site about Jobs With Best Wages to be very helpful.

To give you an idea of our wide range, some of the recent searches that found our site included ...

Public Address Announcers Wages

Public Relations Specialists Wages

Radio & Television Announcers Wages

Technical Writers Wages

Radio Operators Wages

Reporters & Correspondents Wages

Set & Exhibit Designers Wages

Writers & Authors Wages

Sound Engineering Technicians Wages.

We have hundreds of "must read" articles on wages and careers and many other topics in our Top Career Wages site.

Kind Regards

Emily

free forced matrix (2005-11-22 00:08:00)

Hi Ian's Smashing Good Blog Site,

You have a great Today was great - I'm learning a lot of new thing blog here.

I wanted to share with you an amazing opportunity. Maybe you have heard about power forced matrix before but trust me, I have studied many other power forced matrix thats available on the net, none can compares with this one.

You have to study my power forced matrix site to understand what I mean.

I am so sure of this opportunity that I will pay your initial membership so you can try it out for FREE!

Best regards

surf dvd (2005-12-01 03:42:00)

Hey Ian's Smashing Good Blog Site...

Somehow I landed on your blog when scowering the net for surfing dvds related information, and your post 'Today was great - I'm learning a lot of new thing' grabbed me so I stopped to read. Now I'm glad I found you because I'm trying to improve my site about surfing dvds (don't blush :) and your blog here gave me some excellent ideas. Ian's Smashing Good Blog Site you are a quality blogger and I'm learning some good stuff by being here.

Keep your rhythm and good content flowin and good job Ian's Smashing Good Blog Site.

Anonymous (2005-12-01 22:59:00)

Hi Ian's Smashing Good Blog Site, I thought I'd just leave this message on your blog. I hope you don't mind. I've been trying to find blogs where people are talking about video clip hosting and when I was looking, I found this one on this post. Today was great - I'm learning a lot of new thing, thought I would say hi, before I go off to find some more video clip hosting

surfing video (2005-12-04 01:38:00)

Hi Ian's Smashing Good Blog Site,

My excitement grows as I read more of what you have here...

I'm a little embarrassed to say it but when was out looking for surf video information I found your post: Today was great - I'm learning a lot of new thing and had to stop for a read. I sicerely appreciate you blog topic... I'm considering making a blog about surf video and I should probably stop by here more often to watch how you do this great job.. I always love looking through other poeples blogs and reading the posts (especially yours!) I don't know if you like other blogs or want to check out mine, but I think you've done a quality job.

It's great to be here on your blog, thanks.

surfing dvd (2005-12-08 07:11:00)

Hi Ian's Smashing Good Blog Site,

My excitement grows as I read more of what you have here...

I'm a little embarrassed to say it but when was out looking for surfing dvds information I found your post: Today was great - I'm learning a lot of new thing and had to stop for a read. I sicerely appreciate you blog topic... I'm considering making a blog about surfing dvds and I should probably stop by here more often to watch how you do this great job.. I always love looking through other poeples blogs and reading the posts (especially yours!) I don't know if you like other blogs or want to check out mine, but I think you've done a quality job.

It's great to be here on your blog, thanks.

streaming video software (2005-12-08 23:55:00)

Hi Ian's Smashing Good Blog Site

When I saw Today was great - I'm learning a lot of new thing I had to read a little more.

Later,

check out record streaming video

record streaming video (2005-12-08 23:56:00)

Hi Ian's Smashing Good Blog Site

When I saw Today was great - I'm learning a lot of new thing I had to read a little more.

Later,

check out streaming video

streaming video software (2005-12-14 23:01:00)

Hi Ian's Smashing Good Blog Site

Today was great - I'm learning a lot of new thing ? mmmm....

Later,

check out capture streaming video

streaming video (2005-12-14 23:11:00)

Hey Ian's Smashing Good Blog Site

I ran acrossed your blog and Today was great - I'm learning a lot of new thing caught my eye. I thought I would stop and take a look.

Later,

multimedia presentations help

live stream video (2005-12-23 14:06:00)

Hi Ian's Smashing Good Blog Site

When I saw Today was great - I'm learning a lot of new thing I had to read a little more.

Later,

flash video file help

streaming video player (2005-12-23 14:12:00)

Hi Ian's Smashing Good Blog Site

Why did you pick Today was great - I'm learning a lot of new thing as a title for this post?

Later,

video streaming software help

video streaming (2005-12-24 13:09:00)

Hey Ian's Smashing Good Blog Site

I ran acrossed your blog and Today was great - I'm learning a lot of new thing caught my eye. I thought I would stop and take a look.

Later,

check out capture streaming video

download free music psp video (2006-01-01 23:28:00)

Excellent site, take a look at my download free manager media psp site, maybe we can exchange ideas? Keep up the good work. download free manager media psp

download psp emulator (2006-01-02 17:34:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free game for psp info but glad I dropped by. Check out my download free game for psp site if you get a chance.

Thanks for the read.

nevada corporation (2006-01-03 19:29:00)

Hello from Las Vegas. I was doing research on nevada llc and came across your site Ian's Smashing Good Blog Site. The title best. attracted me. This is good reading, I'll pass it on to my girlfriend. She likes this kind of stuff. If you or any of your readers can help or offer information on nevada llc let me know. Glad I ran into your inspiration. I like to read blogs for creative ideas and themes. I get a lot of good ideas for acting. Thanks again for your time. Keep it up.

psp game download (2006-01-04 09:47:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free music psp video info but glad I dropped by. Check out my download free music psp video site if you get a chance.
Thanks for the read.

download free manager media psp (2006-01-04 11:56:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free music psp video and found your great site. Although this post wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free music psp video related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free music psp video (2006-01-05 04:41:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download psp emulator but glad I dropped by. Way to go. download psp emulator

download free game for psp (2006-01-05 15:14:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on psp game download but glad I dropped by. Way to go. psp game download

download free manager media psp (2006-01-07 12:24:00)

Hi Ian's Smashing Good Blog Site, just looking around for some psp game download info but glad I dropped by. Check out my psp game download site if you get a chance.
Thanks for the read.

download free game for psp (2006-01-09 05:16:00)

Excellent site, take a look at my download free manager media psp site, maybe we can exchange ideas? Keep up the good work. download free manager media psp

download free music psp video (2006-01-09 15:17:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download psp emulator and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download psp emulator related information and I'm grateful I found your site even

though its not a perfect match. Great Post, thanks
for your informative site,

download free manager media psp (2006-01-09 19:09:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your
homework. I would love if you check out my download free game for psp site.
Thanks for the info. download free game for psp

download free manager media psp (2006-01-09 23:57:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on
download psp emulator but glad I dropped by. Way to go. download psp emulator

download free game for psp (2006-01-10 03:08:00)

Excellent site, take a look at my download free game for psp site, maybe we
can exchange ideas? Keep up the good work. download free game for psp

download free music psp video (2006-01-11 17:21:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your
homework. I would love if you check out my psp game download site.
Thanks for the info. psp game download

download free music psp video (2006-01-11 23:34:00)

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glad I dropped by. Check out my download psp emulator site if you
get a chance.
Thanks for the read.

download psp emulator (2006-01-12 10:53:00)

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homework. I would love if you check out my download free game for psp site.
Thanks for the info. download free game for psp

download free music psp video (2006-01-12 16:13:00)

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get a chance.
Thanks for the read.

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glad I dropped by. Check out my psp game download site if you
get a chance.
Thanks for the read.

psp game download (2006-01-13 20:14:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on
download free music psp video but glad I dropped by. Way to go. download free music psp video

download free manager media psp (2006-01-15 16:39:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free music psp video info but glad I dropped by. Check out my download free music psp video site if you get a chance.
Thanks for the read.

download free music psp video (2006-01-16 18:29:00)

Hi Ian's Smashing Good Blog Site, just looking around for some psp game download info but glad I dropped by. Check out my psp game download site if you get a chance.
Thanks for the read.

#1 Web Design & Get Results (2006-02-12 09:52:00)

FREE WEB SITE DESIGN Ian's Smashing Good Blog Site, Great post on best.!, I have great site to offer free web site designs and get great results free web site design atlanta, maybe give us a call at 404-303-7350

video card overclocking (2006-02-15 01:38:00)

Check out this other cool site electronics reviews

asp bellevue hosting site web (2006-03-02 15:34:00)

Just blogging for a while, my site is also about asp bellevue hosting site web, so just saying hi.
Charles

tech resources (2006-04-16 10:08:00)

Hey,
Your site is looking Pretty good. I like it.
I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.
#Link # # Reviews
Ciao,
Ravi

electronic reviews (2006-04-16 18:56:00)

Sweet Post,
I'll have to bookmark your site
I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.
#Link # # Reviews
Ciao,
Ravi

Anonymous (2011-04-14 01:32:37)

My name is Carry. I'm from U.S. I like chatting on video. If you have a good personality and if you are between 18-35yrs please visit <http://sexporn123.info/pic/girl10.php>, see my photo , and I video chat. I am so lonely and need some fun with confident guy.

Anonymous (2013-02-03 18:34:18)

generic cialis online cheap cialis online pharmacy - buy cheap cialis no prescription

Anonymous (2013-02-03 19:33:42)

buy soma online buy somatropin europe - soma medication cost

Anonymous (2013-02-04 09:46:38)

viagra online generic viagra pictures - generic viagra side effects

Anonymous (2013-02-04 13:37:38)

soma cheap buy soma hair products toronto - soma online no prescription overnight

Anonymous (2013-02-04 14:33:33)

buy soma online soma muscle relaxer vs flexeril - soma grand parking

Anonymous (2013-02-04 15:43:23)

viagra online viagra dosage and administration - buy viagra stores us

Anonymous (2013-02-05 06:53:30)

buy cialis cialis daily sample - cialis 72 hours

Anonymous (2013-02-05 15:54:17)

soma online generic soma manufacturers - soma definition

Anonymous (2013-02-05 21:29:58)

buy soma soma carisoprodol no prescription - soma xmas frisco

Anonymous (2013-02-05 22:28:45)

buy soma online order soma overnight delivery - soma san diego march 11

Anonymous (2013-02-05 23:39:49)

buy soma online buy soma cod overnight - soma 250 pill

Anonymous (2013-02-06 05:23:19)

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Anonymous (2013-02-06 05:32:03)

order soma muscle relaxer similar soma - soma generic price

Anonymous (2013-02-06 11:31:36)

soma online soma skeletal muscle motor neurons - generic name soma muscle relaxer

Anonymous (2013-02-06 14:41:50)

buy cheap soma buy soma usa - soma quarry

Anonymous (2013-02-06 17:47:07)

soma sale aura soma online store - how to buy soma online

Anonymous (2013-02-06 23:58:58)

soma for sale soma medication dosage - cheap lunch soma

Anonymous (2013-02-07 03:14:41)

purchase retin-a retin a micro pump grams - retin a cream online australia

Anonymous (2013-02-07 05:02:25)

soma medication cheap parking soma sf - soma japan

Anonymous (2013-02-07 08:36:53)

buy soma buy soma ga - buy soma online us pharmacy

Anonymous (2013-02-07 10:16:56)

buy retin a retin a micro acne reviews - cost of retin a micro gel

Anonymous (2013-02-07 18:05:19)

buy generic soma soma brand vs generic - buy cheap generic soma

Anonymous (2013-02-07 18:31:15)

soma buy soma drug group - soma 350mg tablets

Anonymous (2013-02-07 19:35:42)

buy soma order soma online texas - purchase soma online legal

Anonymous (2013-02-07 20:41:30)

soma online is baclofen generic for soma - soma online codes

Anonymous (2013-02-07 21:37:25)

buy soma soma drug info - soma good muscle relaxant

Anonymous (2013-02-08 01:01:21)

buy soma online soma generic 350 mg - soma kerala palace

Anonymous (2013-02-08 03:29:16)

soma cheap soma xpress 650b x 38 - soma cost

Anonymous (2013-02-08 07:12:22)

buy soma online soma online us pharmacy - soma music venue san diego

Anonymous (2013-02-08 10:33:20)

buy cheap soma soma overdose - soma bras review

Anonymous (2013-02-08 11:26:35)

buy soma can i order soma online legally - where to buy soma panties

Anonymous (2013-02-08 12:30:00)

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Anonymous (2013-02-08 13:30:22)

discount soma best buy soma san francisco - legitimate online soma

Anonymous (2013-02-08 14:42:17)

soma generic soma 750 - soma 50 off coupon

Anonymous (2013-02-08 23:11:02)

soma for sale buy soma online with mastercard - buy soma saga

Anonymous (2013-02-09 03:32:28)

soma without prescription online pharmacy no prescription needed soma - soma drug test results

Anonymous (2013-02-09 04:54:58)

buy soma online soma san diego pierce the veil - generic brand for soma

Anonymous (2013-02-09 05:30:43)

soma online generic soma dan - buy soma saga

Anonymous (2013-02-09 09:50:01)

order cialis online no prescription generic cialis us online - buy+cialis+online+without+prescription+in+usa

Anonymous (2013-02-09 10:32:20)

buy soma soma kendrick lamar - soma bras amazon

Anonymous (2013-02-09 12:19:54)

buy soma soma san diego chiodos - buy soma shampoo

Anonymous (2013-02-10 00:20:01)

soma medication buy somatropin south africa - where to buy aura soma

Anonymous (2013-02-10 09:42:09)

buy tramadol buy tramadol online no prescription next day delivery - tramadol ingredients

Anonymous (2013-02-11 00:13:24)

buy retin a micro retin a micro gel price - buy retin a for wrinkles

Anonymous (2013-02-11 05:56:26)

can you buy tramadol online buy tramadol online no prescription - tramadol online canada

Anonymous (2013-02-11 07:00:57)

tramadol 50 mg buy cheap tramadol online usa - tramadol for dogs human use

Anonymous (2013-02-11 16:18:21)

buy cialis online cialis online legit - order cialis in us

Anonymous (2013-02-11 21:18:01)

legal buy tramadol online can you buy tramadol online legally - tramadol withdrawal flu like symptoms

Anonymous (2013-02-11 21:33:33)

cheap tramadol tramadol dosage dogs - tramadol hcl 377

Anonymous (2013-02-12 03:06:21)

buy tramadol online where to buy tramadol online usa - tramadol hcl high effects

Anonymous (2013-02-12 10:29:19)

order tramadol overnight tramadol metabolism - tramadol online overnight

Anonymous (2013-02-12 12:15:17)

cheap tramadol illegal to buy tramadol online - tramadol tablets dogs dosage

Anonymous (2013-02-12 17:49:00)

buy discount tramadol buy tramadol online usa - tramadol and ibuprofen

Anonymous (2013-02-12 18:50:27)

buy tramadol online tramadol 100mg safe - tramadol withdrawal dogs

Anonymous (2013-02-13 02:21:39)

tramadol 50 mg buy tramadol from uk - tramadol online with cod

Anonymous (2013-02-13 07:25:33)

buy tramadol buy generic tramadol.net - tramadol dosage children

Anonymous (2013-02-13 08:26:09)

tramadol online buy tramadol online mastercard - tramadol no prescription overseas

Anonymous (2013-02-13 14:13:13)

cialis online usa cialis tv commercial actors - cialis daily does it work

Anonymous (2013-02-13 16:20:32)

best buy tramadol buy tramadol online no prescription needed - can i buy tramadol online legally

Anonymous (2013-02-13 23:48:55)

buy tramadol cod next day delivery tramadol 50mg usa - buy tramadol online fedex delivery

Anonymous (2013-02-14 06:46:39)

where to buy tramadol 350 mg tramadol high - order tramadol online sweden

Anonymous (2013-02-14 15:42:01)

buy cialis online price for daily cialis - cialis 72 ore

Anonymous (2013-02-14 19:44:44)

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I'm not that much of a internet reader to be honest but your blogs really nice, keep it up!

I'll go ahead and bookmark your site to come back later on. Many thanks

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Anonymous (2013-06-10 15:46:36)

I'm impressed, I must say. Rarely do I encounter a blog that's equally educative and entertaining, and without a doubt, you have hit the nail on the head. The problem is an issue that not enough folks are speaking intelligently about. Now i'm very happy that I came across this during my search for something regarding this. My website; Amelia Does A Mean Tease

6.7 July

Going to see Fireworks up North in timberland coun (2004-07-02 13:31)

Welcome back ya'll. I'm listening to Moutgomery Gentry. His country is catchy, just like Brooks and Dunn and Garth Brooks. His "Hillbilly Shoes" song sounds great, and so does "Daddy won't sell the Farm". Somethin' new must have come over me, I'm listening to country again. My friend listens to country. My favorite country song of the moment, "Joe Diffie - The 3rd Rock from the Sun." It went like this. I had always had country mp3s and was a fan of country when I was a kid. As I 'matured,' I listened to alternative than went on to 93X (a local rock station) Country is as big as heavy metal over here, possibly a little more... we have 5 country music stations on FM. Ye-ha! 93X and country is all what my friend, Randy, listens too.

Wednesday was a good day, having 99 hits total. Wow, I remember once when I had 115 hits one day, but that was the most I ever had here. Usually I get about 75 hits in a day. It doesn't look like "Ian's Smashing Good Software Blog" will be as successful here as I thought. I won't put energy into it if no one comes to it. I rather spend more resources on this blog since it expresses me, not software. I'll leave it up to Stuff5 to do that sort of thing. I wish I could somehow delete it. I had asked iMike to delete it because he owns this site. I'll continue to just add freeware of the day picks to the bottom of each entry on this blog. It makes more sense to have everything under one roof so to speak.

On Thursday I was playing Rayman 3 - Hoodlum Havoc. I bought it for 20 dollars. I had a couple choices in mind. Return to Castle of Wolfenstine for Xbox is suppose to be really good for what you pay for it. I own the PC version which was above average for a first person shooter (mainly because it was developed by the same team that made Quake 3 Arena, iD Software.) in 2001. From what I seen in X-fire gaming chat client, this game has held it's own strength against newer competition. I gave it up because there were plenty of other games to get into. Another choice on my list was Crash Bandicoot for PS2, but I heard that game had sloppy design, and was the worst Crash Bandicoot ever. Universal Interactive bought the franchise, made it multi-platform, and put Traveler's Tales in charge instead of Naughty Dog. This sort of saddens me because Crash was a funny character, and Traveler's Tails ruined it

by giving it poorly budgeted and sloppy design. I hear it runs on middleware engine, Renderware. Renderware is primary made to give decent graphics for a game that can be ported to several consoles all at once while not breaking the bank. Anyways, to get back to my subject on Rayman 2, which is the only platform game I had for Dreamcast. I beat that game. Rayman is one of those characters who is funny, strange, but didn't disappoint me. I didn't max out my score on that game. I hear the Dreamcast version looks better than the PC version and PS2 versions. The PS2 version was called Rayman 2 - Revolution. Anyways, unlike Rayman 2, Rayman 3 has a lot of mini-games inside it including skateboarding, and frying around with Mury, whos Rayman's fairy companion. All the main characters talk in this game unlike the silent Rayman in Rayman 2. There are more lighting effects in Rayman 3, and Rayman has much more polygons added to him than before. Rayman is French, but Rayman is the only French character I won't boycott. I might own the PC game once I can find Rayman 2 for PC. I thought I saw it at Wal-mart for 20 dollars. I have a powerful enough PC that this game would look splendid. PC is my preferred platform, and I don't have a platform game for it yet. Gamestop.com says that Rayman 2 was a revolutionary game. The Dreamcast game was really colorful, and was in high resolution. Remember I said it doesn't matter how much a game is along as it's in high resolution, it still holds true to Rayman 2's polished gameplay.

I also downloaded a text-to-voice speech program called CoolSpeech 5. The digital voice speaks to me with what's ever on the clipboard or text file. In my opinion, the computer voice is bad, it's using Microsoft's Text to Speech 4.0.3 engine, which is using out-dated technology. What blew me away is the computer voice knows how to sound out all English words, and attempts to put incest on comas, periods, explanation points. However, with numbers and URLs, 'she' speaks every letter. This is bad. CoolSpeech 5 can also save the text file to WAV spoken with her voice than I use CDEX to compress the wave file to 96 KBPS MP3. No noticeable sound is lost in the compression process. I've spent half the day finding better 'commercial text-to-speech' engines that sounded better than Microsoft's text-to-speech engine. I had no success on this. IBM allows me to download the software. However, there is this amazing text-to-speech demo at <http://www.rhetorical.com/cgi-bin/demo.cgi>. Its sounds so real like a woman's voice, it scares me. Then I downloaded IBM's Home Page Reader. I thought, "Hmm, maybe IBM will have a better text-to-speech engine than Microsofts because the company is so well known for their development projects." Except this program wasn't very good, it sounded worst then Cool Speech 5. I really want software with the rhetorical speech engine.

This comes to Friday where I've been ripping videogame music off Shoutcast.com. Videogame music is a required taste, it's not something anyone can pick up. The game internet station I was on usually plays Final Fantasy or similar RPG tunes. I can also rip Playstation audio to MP3 using my favorite PS ripper - actually it's the only one that can. PSX Multi-converter to rip the audio files to wav then I convert the songs to WAV and use CDEX to make MP3s. I can't hear any sound improvements at 160 KBPS. This is a better idea than using Digital Sound Recorder to rip the files to WAV than compressing it to MP3. The songs in Ridge Racer 4 are cool, not all, but the first few tracks.

I'm downloading Sonic CD off Emule so I can see if I can burn it to CD, and make it work with Gens, my preferred Genesis emulator. I will need a SEGA CD BIOS for the CD to work. If this turns out than I can say I emulated the Sega CD. It's funny to remember back when I first got my Genesis roms to work, about 5 years ago. Then I take the next step, which is emulating the Dreamcast demos only. The Virua Fighter Sega 32X ROM DOES WORK. SO I DID EMULATE THE SEGA 32X! Congratulations to me for finding a Sega 32X ROM! They are even more RARE than N64 ROMS, and Sega CD ISO images are more RARE than Sega 32X roms.

On Saturday, I brought only my PS2 and Gamecube up to Cozy Corner, WI. Dad didn't bring anything and Mom brought a lot of food. We brought our brown lab, Ruby, with us. My aunt's cabin was up by Cozy Corner, WI, 15 miles pass Siren, Wisconsin. Siren had a F5 class tornado go through it two years ago, and flatten down town. People who lost everything got free housing, although smaller, and less expensive then the original housing. I don't know much about it except the on detour during the July 4th parade, trees were pulled from out of the grown from the tornado on Independence Day. The trip took us about 2 ½ hours, which is only 1/4 of the Wisconsin map. We went through 2 counties. The fireworks were cool. The people that went were my Aunt Judy and Uncle Jim, their daughter, Penny and her son, Lars, her husband, Mark and Lars friend, Kyle. We where up by the train tracks with our lawn

chairs. Then the train comes and everyone gets off the tracks. The train comes through with 65 freight cars which was only 10 feet away from where I was. The wind picked up very quickly. That was the closest I've ever been to a train. The train almost looked as if it was going to tip over us, and didn't. I've been here before 2 years ago. There was much more people here and a lot more fireworks. This time it was the longest of any year the town put out. The whole fireworks get paid off from charity from the year before. I learned that fireworks are little round balls wrapped with gun powder. The gun powder ignites which gives the fireworks itself. The color dye of course makes the color. The ball is then wrapped with several layers of paper like material so that different fireworks explode at different times. Fireworks are rated from M1 to M20. M1 – M6 are the ones anyone can buy while the M7 – M20 are the commercial fireworks only licensed firework handlers can buy. The M17 – M20 are the huge fireworks that the town uses. Fireworks shoot out of pipe cannon when the rope is fused, and the lever is pushed. Jim bought me Miller Genuine Draft! I drank half of it, and poured the rest out. I couldn't finish it. This was the most beer I had in my entire life. I wondered if this is what cheap beer tastes like, then what does good beer taste like? During the firework show there were some people that kept shouting "Yeah! More! More!" And a lot of whistles. Crazy spectators they were! It figures that spectators were still on the tracks watching the fireworks show. I know my aunt wanted to stay up on the tracks. No one was suppose too although they did anyways.

Back at Jim's cabin, Jim let the dogs out, and he shot off 20 or so fireworks. Five of them were the roman bombs that made a big bang. 10 were Roman candles. And the last five were the ones that automatically shot off a couple of fireworks one after another for effect. I hooked up the Gamecube that night. Lars and I played "Super Smash Bros. Melee" then I showed him "Viewtiful Joe". He didn't know what Viewtiful Joe was. He's better at this game than I am. I haven't had a chance to play it much. He can talk a lot. Way too much for a 10 year old. Then I was up all night in my bunk (I was sleeping above Kyle) trying to figure out how to get down from the top bunk. I was afraid I was going to hurt myself. All night I pondered why I didn't try to get to know some cute girls. And then I thought maybe it's extremely foolish to do this. I slept with my pants on. However, I took my socks off since they were a little damp. I drank a lot of soda pop that night. The bathroom smelt like iron water which smelled like sewage. This was the only bad thing about Jim's cabin.

Jim's a nice person, obviously because he invited us. They live on the same street as us. Last time David and I pitched a tent and we slept out there with the bears, mosquitoes, and deer. I hated fireworks more than I do now. I actually made a full recovery from my fear of fireworks! Cool, eh?

On Sunday, I woke up at 3:30 AM, when the sky wasn't lit yet. I played a little F-Zero GX which I did pretty well in. The game looked better then I remember. I played awful hitting every corner. Soon, I got better at it and stayed in the center of the track 90 % of the time. I packed the Gamecube in my black leather carrying bag. Then I went out and into my Mom's Jeep to listen to my MP3 player alone so I'm sure no one can hear my music (sometimes there is noise that leaks through my headset). First, I listened to Ridge Racer music I copied on Friday. Then I listened to country (Garth Brooks, Big and Rich, etc) than I listened to some techno. I don't think my parents know I listen to techno. Ruby was wondering where I was so she got excited, whining anxiously at the door. I slept in the chair for 4 hours which wasn't that comfortable. Lars wanted me to bring out PS2 so we played Virua Fighter 4, Tekken 4 and Gran Turismo 3 - A Spec. Lars said he wanted to tag team mode in Tekken 4 - I wasn't brushed up on my skill too much so Lars pushed a lot of buttons, and got me pinned down finally. I still can't believe Lars made it my choice. I also believed it was my system and my games so I had exclusive rights to pick which games to play. I just don't know. I've been making a lot of choices in games lately. Sure, it's really easy for me to pick which game to play. I made a come back and kicked butt for 3 wins in a roll, but with my health depleted, I couldn't win the last round against him. Jim made me bangles before I left. Everyone at Jim's house that was left played Scrabble. I won once, because I play defense mostly. I must think like an adult then. All and all, I didn't like that game. It got too boring. Mom had to kick my leg for me to remember to pick up a card after each deal. I wasn't rude the first day, but I was rude in the morning because I was grumpy from not getting enough sleep I think. Jim didn't like that. When we got home I went straight to bed.

This is Ian signing off.

Next Gen consoles to look like Unreal Engine 3.0? (2004-07-07 13:38)

Hello again, today's topic is about the Athlon 64 3200. It's a simple question. Do I invest into Pentium 4 or the more powerful Athlon 64? Athlon 64s run hotter than Pentium 4s which means they might burn up if you over clock them too much. I know I'm getting 1 GB of SDRAM for my Athlon 64. I owned my first Pentium 4 PC (clocked at 3.2 GHz.) This runs games like Unreal Tournament 2004 really well. I have to use my older video cards. I am really excited to get a 512 MB Geforce 4 6800 sometime. ATI and Nvidia are the big players in videocards. Nvidia is leading in technology. I know why too...the new games are more compatible with Geforce than Radeon thus the numerous glitches. A few examples are Spellforce: Order of the Dawn and Halo: Combat Evolved. A Radeon on Pentium 4s are better than a Geforce on AMD Athlon XP CPUs. I have personal experience on this, so I almost know what I'm talking about here. I had difficulty running Halo on my Athlon XP computer for whatever reason. The patches failed to fix the glitch. Unreal Tournament 2004 had a little trouble running at the higher resolutions on my Geforce FX 5600 but with average CPU power (2.1 GHz). The frame rate was down to 25 FPS at 1600x1200.

To get back to Athlon 64, they say that the performance is 8 % higher than a Pentium 4 that is about 1 GHz more powerful. This is done to drive the costs down to a mainstream price. Athlon 64 3200s are expensive right now...like \$450 for the processor. These Athlon 64s run really hot at 2.2 GHz, but they're more powerful than any Pentium 4 out. Intel has a 64-bit processor though it's so out of anybody's price range that's it not a question of what the benchmarks are...it's a question of who is willing to pull out the doe for it. Athlon 64s are really only for gamers, but I'm a gamer so that makes me worthy of an Athlon 64! My parents know my reason and they agree with me on this. The specs behind the bus speed of Athlon 64s is 1600 MHz compared to Pentium 4's 800 MHz. That's twice the CPU power! That would hold true if the GHz were the same which they aren't. But if they were than what I said would be true. Athlon 64s need an extremely large fan to cool it off. The power requirements are more. When I get an Athlon 64....it's going to be off tigerdirect.com so I can save some money.

Today I've reinstalled Diablo 2 Lord of Destruction, and was going to be playing it today. My account is still on-line and I was playing online a couple hours this morning. I leveled up my character from level 75 - level 77. Nothing really special today as far as my character goes. I don't have any armor sets on her. Not even the low level character armor sets. An armor set includes boots, armor, gloves, helms, swords, shields, staffs, bows, etc of a particular name in the game for an example, Tal Rasha's Armor Set. The armor set has bonus points that go to the Vitality, Strength, Dexterity, or Mana automatically. In my frame of thinking, having an entire armor set is just to say you have it. But if you DO have a good armor set than more power too ya! I always concentrate on getting the best possible damage with what I get free from drops or free trades. I can make it to act 5 (hell difficulty) by myself which says a lot about me. I don't have 4 accounts with 4 or 5 characters on each nor do I have accounts on several servers. I spend all my time with one character until it reaches a high level like 70 or so before I move on to another character. You'll understand this if you've played Diablo 2. If you haven't, you should, it's an extremely well done game. I don't play as much as anymore. I use to play Diablo 2 every day after school.

Earlier - I was playing Mega Man 2, 3 and 6 today on Playstation 2! It is possible finally to own all these games on DVD! I have a Mega Man anthology now, and what a wonderful anthology it is! My friend Bob will want to borrow it now, more than likely! But it's all mine! The midis in these are cool and very 'oldschool' so to speak. I've been playing it for a bit today before I finished version one of this entry. The games are quite difficult. I know I most people don't get the games right off the bat, but these games are special. They saved me a lot of money. I could have bought 6 Mega Man games for NES which would have cost me 4 times as much. Now I have Mega Man 1, 2, 3, 4, 5, 6, 7, 8, Power Battles 1, 2, X4, X6, and the rest are computer ROMS. My favorite Mega Man

game is Mega Man 2. It has the best sound of any Mega Man game for the NES. I haven't had the chance to play them all so I don't know which one is the best. I have a feeling I'll soon find out. I heard that the PS2 game, Mega Man X7, is hard as hell to finish. My skill level is beginner in these 'oldschool' games. I can't get my hand on the d-pad on the dual shock II controller very well, thus being open to air attacks are what is known today as 'cheap shots'.

I went to school yesterday to download the huge Battlefield 1942 patch which is a huge 250 MB download off 3Dgamers.com. I'm afraid to play Battlefield 1942 before I've installed the patch. Actually, I'm thinking of playing this game after I go to the gaming store at noon today. The one in Hudson, WI opens up at 11:00 AM. I hope they have something good. I don't expect them to give me hints on which game to buy. The choice is always mine in which game to buy. I do research. I will have to decide if I rather get Baldur's Gate Deadly Alliance II for Xbox in River Falls today or buy another N64 for 20 dollars. I am always looking at the greatest hits collection but I have all the highly rated videogames for the PS2's greatest hits. Maybe I'll get Silent Hill 3 or Dark Cloud 2 for PS2 today if I can find a copy. I can not be sure what is there. What games are there today is unlikely to be there the next time around. It'll really depend if I'm in RPG mood or Mature (mood shooting the undead and weird gory creatures) mood. Kicking ass with a gun.

[2 hours later] I came home from the Game store. Games 4 trade had Mega Man Anniversary Collection on the shelf, although I already bought it 10 minutes before at Target. So I didn't see any game I wanted to spend my money on so I left. There was a 16 year old at the cash register, and I didn't want to really speak to him. I don't feel I want to over-complicate game talk by talking about which game is cool and not, he's here to sell games, not to talk about them. I hate those people. I didn't leave empty handed, I went over to Target, and bought Project Gotham Racing 2 for the Xbox. Project Gotham Racing 2 is probably the best racing title for Xbox, not to mention the most detailed. I think I'll play this game next week. Now if only I had someone to play with me besides the CPU. I decided not to get a another N64 and/or Baldur's Gate Deadly Alliance II (Bob wants this game badly for PS2)

Anyways, my friend Bob won't be able to hang out with me this week because he won't have any free time he says until this weekend. Randy is working a lot this week so I won't see him either. We usually visit each other at his house after work. He's the one that's working...I'm the one home...really, really bored Randy is like me with side burns, and a short hair cut - this is normal in Wisconsin. Not to worry, the hickish past of Wisconsinites has gotten much smaller. (No offence to my friends and family) Wisconsinites like I have joined the rest of the nation (we have the oldest phone systems in the country from the late 80s early 90s), but we do have people coming from the Twin Cities to live out where I am. I hate Minnesotan's driving skills when they're in Western Wisconsin. First they go 55 MPH than 45 MPH than up to 50 MPH than 55 MPH again on the highway by our house all the way to Hudson or River Falls. We have a lot of hills in our country so most people go a little slower up hills...I understand this. Our area has been built up a lot in the pass few years. Farm fields of the mid-90s now look like small villages in themselves.

I have some horrible news, Ultima X, the game that I thought I was going to get into this fall is canceled. IGN.com confirmed it this week. I was going to buy this game because it seems that Ultima Online is doing well and has many followers. Ultima X is the sequel to Ultima IX which was released in 1999. The Ultima X was running on the first Unreal Engine used in Unreal Tournament (1999), the developer enhanced it quite a bit which included higher resolution textures and a 3D roaming RPG game play which is new to Ultima franchise. I don't know much about it since I haven't seen Ultima Online in stores.

Now these are the believed console specs of both Microsoft's code-name Xenon console (which has been leaked on the Internet), and the two versions of Nintendo code-named "Revolution" console. Nintendo has confirmed company partnership with ATI and NEC while Microsoft has switched from Intel to IBM to create their new processor.

- SPOILERS BELOW-

Microsoft Xenon Confirmed Specs - [<http://news.spong.com/detail/news.asp?pr id=6994>]

Power PC based IBM 3.5 GHz Processor, 256 MB of RAM, 256-bit ATI graphics chip 500 MHz, 46-billion texture operations per second ????, Dual-layer DVD format running on 24x DVD-ROM, 10/100 BASE T Ethernet, external hard drive, 64 MB flash memory

Current XBOX SPECS

Intel Pentium 3 at 733 MHz, 128-bit Nvidia Geforce 3 processor clocked at 250 MHz also called XGPU, 64 MB of SDRAM running at 200 MHz, DVD-format (4.7 GB), texture bandwidth 3.2 MB, 10 GB hard drive, 10/100 BASE T Ethernet

Nintendo Revolution Rumored Specs

Prototype A : Power PC based on NEC's 2.7 GHz processor ("Gecko 2A"). 512 MB of RAM and 600 MHz ATI graphics chip (Flipper 2A?) Nintendo Gameboy Advance and Nintendo DS connectivity. 15 GB hard drive

Prototype B : Allegedly featured dual 1.8GHz PowerPC G5 processors called Gecko 2B. 256MBS of DDR Main Memory RAM, 128MBS of GDDR3 Video RAM, and a 500MHz graphics chip called Flipper2B. 15 GB hard drive

Current Gamecube Specs

485 MHz IBM "Gecko" Processor based on 0.18 micron technology, 24 MB RAM, 64 MB ATI Graphics Chip at 162 MHz developed by ArtX called Flipper, Texture Cache 1 MB, 10.5 Gigaflaps floating point. Sound system called Muzy X created by Factor 5, 8 inch mini-DVD media (1.5 GB capacity), 24-bit color.

I know that Nintendo will come out as second place when they release their console. Rumors are the "Super Mario 128" platform game will be one of Revolution's launch titles, not Gamecube. Nintendo has a great software list including Legend of Zelda - The Wind Waker, Metroid Prime 1 and 2, Resident Evil [0, remake, 4,] Orcania of Time Bonus Disc, Mario Kart Double Dash, Viewtiful Joe, Metal Gear Solid Twin Snakes, Eternal Darkness. Their next console will look really good with a new Mario platform game on it. I buy all the Mario platform games right away because they all have good simple fun and Mario is in it. And the new Legend of Zelda game a year later. Whoa! I'm already amazed. That is if these specs turn out as true! I want Nintendo to go with Revolution "Version 1" because it seems more powerful than "Version 2." I hear dual processors aren't all what they are cracked up to be. A good example of this is Saturn's dual processors. The Playstation beat Saturn in graphics although the Sega Saturn was a more powerful console by 10 MHz. Dual processors don't work well, and aren't worth the price it costs for the enhanced performance. Two Pentium 3s can't do the same calculations as one Pentium 4, it's kind of like that. I'll have a PC that'll have the power of Nintendo Revolution by late 2008 maybe. My current PC can out perform Xbox in benchmark tests. I don't think the Xbox has the power to run Unreal Tournament 2004 because the UT 2004 takes a lot of CPU unless it's on a low resolution like 800x600. I think either Far Cry or UT2004 need the most requirements of any game out today. And for good reason...they're beautiful games. I can't run Far Cry at the highest resolution without the frame rate going down. Well not even my computer can run everything at the highest resolution. Games shouldn't even use that low resolution anymore. The lowest resolution should be 1200x980 in any game. In fact most games have it at the resolution at default. The difference between 800x600 and 1200x980 is huge. Sometimes games like UT2004 run better at 1200x980 than 800x600 on faster computers like mine.

I hope I'm on a verge of something new! I mean I know I was right about Super Mario 128 being a platform game, and not a technical demo for Gamecube. Gamecube was not the worst console in this videogame generation, Xbox was. After all, the typical gamer can have all that power for 100 dollars, 50 dollars less than Xbox. Nintendo Revolution may be the same way and cost 150 dollars when it's released - at least yet's hope it will. Cost will be a big factor in console sales next time around. I don't think I will get a Playstation 3 first. I'm betting that the new PS3 will

be 150 dollars more expensive than Microsoft or Nintendo's next gen. videogame console.

Thank me for the spoilers and have fun with it. Comment if there is any changes in actual specs on this entry because that would be cool. I find that no one will actually go to my webpage so I just posted all the stuff on this entry. But this is okay, isn't it?

Okay, I'm going to close up here. Here are some images to further display what PS3, Xenon and Nintendo Revolution 1st generation titles may look like. As you can see these picks demonstrate PC power not yet on the market but will be very soon if a people are willing to cash out to run the game at the highest resolution and get the best processor and videocard available. As you can see there are about 6000 polygons on each object. This game will probably add 500 MHz to Unreal Tournament 2004 requirements (1.2 GHz) Xbox's stats could run this game at a very high resolution. My PC could probably run it at 1200/960 at a far frame rate, but that's it. Just look at the screenshots of Epic Game's Unreal 3.0 engine to appear in Unreal Tournament 2006! It might be a great game to play with 64-bit Athlon 64 though...if I can afford one right now. UT2006 is unofficial, but the demo appeared at this year's E3. Breath taking graphics aren't they? And this engine will look better as time progresses. It's still in the beta. One thing is certain the next Unreal Tournament game will be compatible with UT2004 and UT2003 maps. If PS3 can run this game then more power too it.

Images of the Unreal 3.0 Engine (kick ass graphics!)



Joe Berenguer (2006-09-13 11:26:00)

A fantastic blog yours. Keep it up.

If you have a moment, please visit my portable dvd players site.

I send you warm regards and wish you continued success.

Streaming my Mp3s to my friends. Works well! (2004-07-08 13:39)

The topic of today is how I learned how to stream audio files to another friend using Winamp through my personal web server. But first I have some interesting news to tell bloggers that I found off Google Groups today. Ever heard the rumor that Bill Gates was going to try to buy Nintendo? It's true. Bill Gates went up to Nintendo's President and wrote him a check for 25 Billion dollars (no lie, it's all over the Internet) to acquire them in the future. Nintendo apparently was so surprised, they didn't know what to think, so Nintendo's President says that the company doesn't need the money. Just think of it...Bill Gates giving out a contract and a blank check. I thought this was a little scary. Maybe I'm wrong and a group of teenagers just posted this news somewhere to make a joke. I like Nintendo Gamecube more than Xbox and Nintendo working for Microsoft? God, maybe they could own 50 % of the console market. This probably was in question when Rareware (famous for games like Donkey Kong Country, Goldeneye, Banjo Kazooie, Conker's Bad Fur Day and Perfect Dark) signed onto Xbox's 2nd party. Other Rumors was Microsoft was in debate on whether or not to buy out Sega of Japan or Square-Enix. The truth is Microsoft will buy a well known developer in the near future. This rumor has come about ever since Square-Enix (a popular RPG publisher) announced 1 game for the Xenon console late last month. Sega has always developed

for Xbox creating their most popular Xbox game, Jet Grind Radio. And more than likely Sega will announce 1 or 2 launch titles for Xenon in 2005. Microsoft attempting to buy out Nintendo was a little wake up call for me this morning.

Today I was playing around with personal streaming software. It was so easy to figure out too. What to know how? First, you'll need a MP3, any version of Winamp, and Abyss Web Server v1.0 via <http://Downloads.com>. Sound simple? It is. I'll tell you how. Once you've met all of my requirements, make a PLS file in Winamp, and save it in the HTDOCS directory in the parent directory of Abyss Web Server folder. Create an html file by hyper linking the pls file with any html editor (Microsoft Word or Notepad will work).

Now save the file as 'index.html'. Exit MS Word, and click on the Abyss executable icon to start up Abyss Web Server. Run Abyss. Now your PLS file is on the Internet available for others to open the playlist. All the receiver has to do is type in [http://\(yourIPAddress\)/playlist.pls](http://(yourIPAddress)/playlist.pls) into WinAMP's URL open box. Now anyone can stream MP3s from your personal URL. The bandwidth of the stream will use the same bandwidth for 1 person as it would 100 people. Cool Eh? I tried this...it works! What is also cool is if you use Quintessential Player to rip the MP3s to the hard drive.

Another way to stream in the audio playlist happened to me days after I played around with Abyss. VLC Media Player 0.7.2 (<http://videolan.org>) can stream any movie, audio stream using it's easy to understand wizard. In VLC Media Player, click FILE, STREAM WIZARD, and follow the Steps. Step One: First open a PLS or M3U file. Step two: in the Stream Window, check the MP3 box under 'Transforming Options.' Don't forget to put your IP Address in the HTML textbox so it looks like this: (<http://168.00.00.0>). Step Three: Click Run Stream. Now, I'm sure that this stream will reach another node who's using Winamp.

On my DVD's I tried out #1 DVD Ripper SE (<http://www.xilisoft.com/dvd-ripper.html>). I like 1Click DVD Ripper better than this. Although both applications do the same thing. One thing it does do is show all the files on DVD which in 1Click DVD Ripper you need to go through a Wizard to access it. #1 DVD Ripper SE doesn't allow you to rip the DVDs in a certain amount of chapters which sucks. One plus this program has over 1 Click DVD Ripper is it doesn't totally lock you out if you don't have a registration code. It'll let you rip and compress on the fly 50 % of the movie. This is cool if your desire is to legally compress data on your computer free. I'm surprise there aren't open source software that do this? Maybe there are, I just haven't came across them yet.

If there were it would be found here - <http://www.doom9.org/>

This is a very good NES ROM site with working links!!!

http://www.theoldcomputer.com/Library's/Emulation/NES/ROMs/NES_roms_summary.htm

Full ROM and BIOS list - YOU NEED TO VISIT THIS SITE IF YOUR INTO EMUALTION! ABSOLUTELY MUST VISIT! - http://www.theoldcomputer.com/Library's/Emulation/ROMs_summary.htm - This site has roms for all the old computers plus BIOS for SEGA Saturn, SEGA CD, ATARI Jaguar and PALM OS to name a few!!!!

I downloaded a PALM Emulator off <http://PalmOS.com> and I got the Palm IIIe BIOS from <http://theoldcomputer.com>. The shell was in shape of a Palm IIIe, and the BIOS ran Palm OS 3.5. Once the BIOS is running properly, I was ready to try some programs, but I can't get the Program to recognize a second program. I believe I need to emulate a thumb stick. The removable memory should be a part of the BIOS ROM file I've downloaded. I gave up trying to get this to work.

Today I've tried out a new Gameboy Advance emulator, Rascal Boy Advance. This emulator does play games, which it should. The Virtual Boy Advance gives better Anti-analyzing to the Gameboy Advance Roms. I don't know why you need a Game Boy Advance BIOS since all games will work without it. Hmm, it's a mystery to me. It allows you to record sound to WAV. And than you can of course convert WAV to MP3 if you want. Maybe the future version

will let the user compress audio to MP3 or OGG. Rascal Boy Advance is a very small download – only 250 KB. If you want all the new Gameboy Advance emulators, of course. Here is a link to the Virtual Boy Advance Homepage, <http://vba.ngemu.com/>

- Ran a new Gameboy Advance emulator -

It got really bored today so I went super model searching on Google.com. Nothing like looking at beautiful woman half naked! In fact I could look at them completely nude, but I'm not. The way I see it I have a better chance at seeing better looking woman in swimsuits than the ones completely nude. Like I said I'm really bored today. I save this hobby for last resort (if all else fails). I would post links on this blog, but I don't think Modblog would like that very much. Do you?

Tomorrow I may try to get the Dreamcast emulator, Chankast, and search for online demos off Google that's compatible with it. Chankast emulator can run Dreamcast game ISOs. I know I can find some off Emule, but unfortunately, I have a modem, and Bob doesn't have high speed Internet yet at his house. I have one place to go to upload huge files and that is the school's server. Anyways, I am also planning to find Gamecube Demos (DOL and ELF files) that'll work with Dolwin. Dolwin is the first Gamecube emulator, and I saw screenshots of it running interactive demos like Tetris or Bubble Trouble. It seems that some of the real Gamecube games that don't require full power of the Gamecube can be emulated with Dolwin. I'll need special software like Phantasy Star Online, an Ethernet Adapter add-on for Gamecube, and a PSO hacking tool running on Windows. Supposedly it downloads the game through the PSO Internet Browser or something like that. Be patient and read my next entry to see what happens.

I get my information off NGemu.com The site is back online! NGemu was down for a period of 3 weeks. This is the best site if you want to emulate any console. The older console emulators that run Genesis, NES, SNES are easy to find off Google. All I need to do is type in "NES emulator" and it'll give me a couple hits of working NES emulators. Google is my friend. On most searches - it hasn't yet me down.

I've been listening to Metallica, Black Sabbath, Red Hot Chilli Peppers as well as U2, and Third Eye Blind. I'm taking a break from trance for the minute. Unforgiven is my current favorite song. Then I switched to country music. O-well. I haven't downloaded MP3s for almost two months. I listen to what I have now.

1st dvd ripper (2006-08-10 17:30:00)

This is an excellent blog. Keep it going.You are providing a great resource on the Internet here!

If you have a moment, please take a look at my 1st dvd ripper site.

Have a great week!

Updated Half-life 2 info | Chankast demo links (2004-07-10 13:40)

Hi, Welcome back again to my fantastic site. Today's topic is updates on Half-life 2, the best first person shooter for the next 2 years! At least that's what I think. More on the story, you play Gordon Freeman in the year 2025. Unlike Half-life, where the aliens were contained in Black Mesa, they are now unleashed lurking throughout the Earth, depleting all it's resources. The resistance picks up, of course, is when human kind must figure out how to get rid of the aliens. Even with the aliens gone, the Earth resources are very scarce. It was Gordon's fault in the first place! Players will get to relive the first Half-life in Half-life 2. Two games in one! That's good for me, I haven't played Half-Life in years.

Confirmed Minimum Required Specs for Half-life 2

700 MHz Pentium 3
128 MB of RAM
32 MB Nvidia Geforce 3 or ATI Radeon 4000
3.5 GB of hard drive space
Media format - DVD or CD-ROM

The paragraph I promised everyone here in my last blog entry is finally up. Theoretically all these demos / emulators can run on Chankast 0.25. Chankast is the only Dreamcast emulator capable of running commercial games (through ISO files). You don't need any programs to put on CD; you just need the ISO image. Then make the ISO image runnable by using DAMEON TOOLS (freeware) or Alcohol 120 % (shareware). Be warned, the Chankast .25 requires to user to have Direct X 9.0 graphics accelerator installed. This can be installed by installing newer computer games that came out between mid 2003 to present. Or you can go to Microsoft's own webpage, and download Direct X 9.0b graphics accelerator <http://www.microsoft...directx/default.aspx>. I hear that Direct X 9.0c will be out very soon like a month or so. What ever you do - stay away from the DX 9.0c beta, I hear it's got some of those crash bugs lurking about. I have personal experience on this. Games today will not let you downgrade if there is a higher version. Microsoft had one thing right, for games like Diablo, they let you install Direct X 5.0 too because Diablo is so old, it won't recognize Direct X 7, 8, 9 as graphics accelerators. Direct X 5.0 is only 5 MB uncompressed anyways.

Software Links

- <http://dev.dcemulation.com/>
- <http://www.dcemulation.com/>

As for Gamecube, I haven't found any Dolwin demos. Sorry. I'll keep searching on my free time. Remember, I want to say I emulated a Gamecube demo too.

Anyways, I had nothing to do so I emulated one of my all time favorite N64 games, Extreme G on Project 64K. I like Extreme G because the bikes go fast speeds on a futuristic track. The game looked above average on N64 in 1997. There is techno in the game, sort of like an enhanced MIDI. I hear the XGRA dance tracks are crazy. I don't know, but since I'm a fan of techno, I want to hear what a brilliant dance remix sounds like? Sort of like a Beethoven trance remix. I want to play that game and own all the Extreme G games. I can't find this game at Wal-Mart or Target. I have to go into Woodbury, MN to get it. I'm sure Game Stop will have a used copy. I haven't been there for 5 months at least. I thinking I'm getting the Xbox version because that version is the most detailed of all the XGRAs. I remember being really good at the first Extreme G. The sequel was released on N64 as well as Playstation. XG2 wasn't as good as the original, but it did have CD quality tracks, the N64 had midi. The 3rd game was released on all the consoles, and was better than Extreme G in game play and sound. XGRA is the forth game, and I really want this game. Extreme G had potential, and it clearly stated that in Extreme G 3 - that is if you're a fan of motorcycle racing at 500 MPH.

Right now I have a new Play list and this one is Techno

- 1.) DJ Micro - BT - Godspeed
- 2.) DJ Liquid - Never Surrender
- 3.) DJ Liquid - The Next Millennium
- 4.) DJ Liquid - Carte Blanche
- 5.) ministry of sound - sandstorm (original mix)
- 6.) Paul van Dyk - For an Angel
- 7.) ATB vs Seb Fontaine - universal nation
- 8.) Seb Fontaine - Cygnus X - The Orange Theme (Solar Stone Remix)

- 9.) DJ Sasha & John Digweed - Enjoy The Silence
- 10.) Sonorous - Protonic (Ronki Speed Mix)

I found free Anti-virus software on the Internet. As most of you know the big players in Antivirus are McAfee and Norton. However, they make you pay for their software. So the program I'm using is AntiVir 6.26. It already found the Click Reaper virus on my computer! Wow and I haven't partitioned that long ago! Thanks AntiVir for your free Antivirus. There is a catch though. To update, you'll have to re-download the 5.5 MB program each time. There is also another catch. Antivirus program's like these are the ones you have to trust. Antivir is freeware and with no guarantees. And I can still, however unlikely, have viruses on my computer. I have the latest version of Antivir, so more than likely my computer is virus free!

I played my flute yesterday, and than again today - twice. Flute is a very interesting instrument. I use to play at an intermediate level, now my fingers get tangled on the keys. I can play a couple Bach songs. I started when I was in 3rd grade. I can play almost all notes on the flute. There are two notes I can't play on a graduated flute. The beginner flute has 2 less keys. I play jazz music sheets. Jazz is cooler than classical. Although I don't hate playing classical. In flute, you'll have to blow in it 3 different ways. It seems like when I play a high F note, I need to blow in the flute a 4th way which some people can't do until their 3rd year, because the 3rd highest blowing doesn't work well enough. I got taught by Jenny Starr who gave me private lessons. I played in band, and in homecoming band. When I drink water I can make a high F or high G, soda pop doesn't mix well with flute playing...because it dries my mouth up. I decided to stop playing for 3 years since I had 'more important things to do' in computers. If I remember correctly, playing the flute stole time away from my Diablo 2 time. That was my choice. Was it the right choice? I don't know.

Anyways, I have been playing Mario Kart Double Dash. I played Mario Kart 64 on my computer via Project 64K with a pc controller. 50cc is easy. 100cc is sort of difficult, but I can make do. That was cool. Mario Kart use to be my all time favorite N64 game. Now that I don't play it anymore except through Project 64K. My cousin and I played Mario Kart 64 all the time. Two thumbs up! David hated playing it after a while, but he would because I wanted him to play it. For a short time we played Extreme G. He was at my house. Then we played Gamecube in late 2001.

I went to bed for a couple hours since I had nothing to do after I played the flute the first time around. Blowing makes me tired! This was around 8:30 PM. I played some simple Star Wars sheets to refresh. Then I played some jazz (Fugace, Javanaise, etc) Javanaise is a good sheet song. I have the MP3 of a flute playing Fugace and this song so I know exactly what the melody is. The song is easy although there are Fs in there somewhere. I sometimes forgot that high F # (sharp) is also high E b (flat). The high F # in Star Wars didn't sound right so I tried high E # although it was a high F #. Flutes play melody, not the Flats which bass instruments play. I wanted to quit right there, but I kept playing anyways.

I watched the Olympic Games trials. I enjoyed it. These are the fastest runners in the USA so that's pretty fast. The runners that ran the 100 meter dash are all black. I want to know why there aren't any white runners good enough for it? I think the games are in Athens this year. First time the Olympic Games are going to be in high definition. We don't have a HDTV because we can't afford it. Best Buy sells some for fewer than 1000 dollars, although my parents would like to see one priced at \$800.

Tomorrow I may be seeing Bob again. We are long time friends. Bob hasn't exactly been seeing me all the time. He might come over for a couple hours. I should install Unreal Tournament 2004 so we can play tomorrow. So I can kick his ass in it. I have some maps on CD so I can add them if I please. Usually in these games I'll set the skill level to Skilled. Not if any chance I can't do skilled then I will have to set the level down to experienced. I have set the level to Godlike, but the bots kill me every 10 seconds. It's doesn't go well this way. Godlike gets me too aggravated. Last time we played UT2004, Bob actually beat me in one game. So his skill level isn't at the lowest (he's quite capable of killing me). He can be a mean lean killing machine too. I think I'll install Call of Duty too since that's

a good FPS to play on. Call of Duty seems to be very accurate to the actual war. I don't know. I just play the game. I don't know anything about what happened in WWII except for a few major battles. Call of Duty is where I crouch to the ground and aim straight with my sniper to shoot crout or mow down some enemies with my machine gun. Crouts are smart. They can hear your footsteps! O_o. Sniping is so cool. Only bad thing is if someone sees you, you can't turn around and change your weapon with the mouse wheel fast enough. But that's okay – it's only a game.

Hmm, I haven't updated my personal website in 2 weeks. Last time I think I only added an updated Playstation 3 and Microsoft Xenon news page to "Ian's 512-bit Generation News Page". I checked the side bar and some links are broken. I will need to fix those. My site is still functional.

This is Ian Signing Off

Find out why this is the longest summer break ever (2004-07-13 13:41)

Hello again. This Summer Break has been harsh. I really can't go anywhere. But Doom III is coming out on August 03, 2004! I am going to beat it the first week! This is one of the big games on my list. I have 100 dollars saved up for Zodiac. I am unsure whether or not I'll buy the less powerful 32-bit version or the 128-bit version. The 32-bit version costs 300 dollars plus tax and the 128-bit version costs 100 dollars more!

Today's topic is what I did on Sunday. While I was hoping that Bob would come over and play Unreal Tournament with me, I got the impression that he was busy, so I instead invited my cousin, Brian, and his little brother, Chris. I last met Brian at Easter which I believe I have an entry on him. Christopher is only 8. Brian and I have one thing in common, we both play Diablo 2. He plays all the time while I not so much. The shortest route to his house was closed due to construction. So I went through New Richmond, pass WITC, towards Somerset. Unfortunately, New Richmond had a parade that day. Police were directing us out of town. I pick up Brian and Chris which 2 hours later we make it to my house. We had a detour. I won't explain. Once at my house, I got Diablo 2: Lord of Destruction loaded on the Compaq Presario. The Compaq did connect to my LAN network. However, my Custom PC did not. I found this out water I reset my network connection to WORKGROUP. I found out my NIC on my custom PC is inoperative. We stopped playing Diablo 2 since that would take time, we wouldn't even get pass ACT 1. He was nice about it, his kid brother was imitating my questions, and all around pain in the butt. Those are kids for ya. Not thinking, but always talking. He does know how to play Diablo 2 a little bit though. Doesn't everyone? Chris didn't know how to upgrade his character stats neither, but he's only 8, and I had to remember that. He wanted to come along. Brian and I got tired of getting around the UT 2004 issue so we played Halo on XBOX. We played on Blood Glinch in Multiplayer. I liked stealing tanks so I can blast him to pieces with my cannon. However, he can snipe me out. I look at his screen. So when my guy pops out on the hill, I just move backwards out of sight. I took him home around 6 PM.

Next day I went to pick up a NIC at Target. Target didn't carry cable based network cards anymore. Too obsolete! I needed one though. I have a complete cable network with my computers. So I got out of Target, didn't want to argue with his point of view. His point of view probably is wireless or 802.11G is better than CAT V NICs, but I didn't need to spend 150 dollars to get 3 brand new wireless NICs. I have a fully operative network that runs two computers at home. And the fact also being that NIC on the motherboard blew out. I really want the ones that plug into the USB port – those can be unplugged and reused without the hassle of opening up ones PC and taking the NIC out manually with more risk of ESDing the motherboard. Anyhow, USB NICs weren't there – I see that Target and Wal-mart want to limit their selection forcing people like me to buy 1 product. Either that or there is only one NIC Wal-mart and Target can make their money on.

As for the gamestore, I bought two used games, Super Mario Kart, and the rare Legend of Zelda Promotional Disc for Gamecube. I wanted to own a legal copy of Legend of Zelda and Legend of Zelda II – Link's Adventure. The

originals are very rare finds at the game store I go too all the time. It's sort of a bad deal – but in one way it's a good deal. The original copy of the promotional disc came packaged with the Gamecube unit last year for free. This means Gamecube owners of that time got a playable demo of Wind Waker, complete versions of Legend of Zelda 1 and 2, and both N64 Zeldas free. I had to pay 40 dollars for it because it had Legend of Zelda in it, and it was more or less an interactive game. But that's what it costs to have a genuine original copy of Legend of Zelda on the TV. The other way is to have Legend of Zelda Game Boy cartridge inserted into the Gameboy Player. The Gamecube controller joystick works any game on the disc. I have played the original, and sequel plus both N64 games through PC emulation. It would allow me to insert Gameshark codes, and see the ending. I did see the ending which I forgot seeing last time I played Ocarina of Time. I'm surprised. Link had to be sent back to this real childhood time, not his alternate time (which 99 % of the game took place in). This all makes sense now, maybe the new Legend of Zelda Gamecube game appearing in 2005 will be an epic tale in Link's adult hood when he grew up after Zelda sent him back in time at the end of Ocarina of Time Master Quest? Could this be a possibility? The sword and shield design in the screenshots looked very familiar to me.

Today, I was enjoying the Legend of Zelda on my TV. Remember, I have never played this game on my TV in my life. I didn't make it very far. I still needed a shield, and I died sooner than I could get 50 rupees to buy one. Then I got tired of this stupid outdated Zelda game (because I suck at it), and played a saved game in Legend of Zelda - The Wind Waker. I can't get back on the boat after I completed the Bird City quest. I had cheats on, but it didn't seem to prevent me from getting in the boat. Anyways, I tried activating the Mega Jump with Action Replay so Link can jump and land onto the boat – only Link jumps vertically unless he has a starting run at it. The game doesn't want me to run, jump and land on the talking boat – so I end up landing in the water near it! I might have to start the game over and hope this problem doesn't occur when I play that part of it. Actually, I'm almost there. This was what I did instead of playing Diablo 2 with Brian over the Internet.

Another very interesting thing I found out is with both the Legend of Zelda Ocarina of Time Promotional Disc and Ocarina of Time Bonus Disc. You can play these games without the disc! The whole game is loaded into the Gamecube's internal memory! Ocarina of Time will not freeze up either. If Bob gets a Gamecube, he really wants to own The Wind Waker, I can give him Ocarina of Time, and he'll have to leave his Gamecube on. At least until he shuts it off.

This is what I typed at Gaming Horizon's Revolution Message Board today:

“Actually,

I am a little old to be researching Nintendo and Microsoft, but the fact remains, I'm going to buy a next gen console, and I want to know who will make the best games. Although I am sure Nintendo wants it's Revolution priced at \$150 bucks just like last time with Gamecube.

Nintendo is fine the way they are. They are partnering with NEC and ATI which will make a great chip that will require the new N5 to be as small as Gamecube. I hear the R & D is porting "Super Mario 128" to it.

As for SPECS, I hope they scrap the 512 MB aspect, and worry how much video RAM is in the thing. Remember, Gamecube does it's graphics with 24 MB SDRAM and 64 MB of video memory. I don't know how Nintendo got High Resolution out of 24 MB of RAM, but they did. Just like Xbox got high resolution out of 64 MB of RAM. I really believe the ATI card needs to be 256 MB of RAM for the console to compete.

PS - We already know Nintendo (being smart) already having a head start on the first Revolution Legend of Zelda title we know nothing about. Nintendo did say they were working on this new Legend of Zelda we all saw at E3 last month for 2 1/2 years fully staffed. I am sure they're making a new Super Smash Bros. game, and also a new

Mario Kart for Revolution the day this was posted.

So that's 4 titles we know about

- Super Mario 128 TBA 2006(for sure)
- Mario Kart TBA 2006 (tentative)
- Super Smash Bros. TBA 2006 (tentative)
- Legend of Zelda Revolution TBA 2007 (tentative)

Visit my webpage at <http://ian1984.modblog.com> "

Next Gen consoles much harder to hack? Maybe. First lets talk about what hacking allows a console owner to do. Console hacking is almost always related to MOD-CHIPS. The earlier mod-chips had to be soldered (or hot glued) to the motherboard connected to a jumper on the motherboard. The new ones just need to be inserted onto a jumper on the motherboard, and booted with a CD-ROM to reset the console's BIOS. To simply put, a mod-chip gives access to anything developed for that console, commercial or not. Again, I have never modded my Xbox or Playstation 2 so I am really in the dark on this topic. The Xenon, which I heard off Spong.com, is going to take the next step to prevent this, it's going to have color dye on the parts of the motherboard that would be exposed to mod-chips which make it harder for mod-chips to be implanted onto the motherboard. Mod-chips give a console access to game copies, special programs including emulators, and freeware games plus MP3 and DivX media players. Gamecube discs have this special bar code on underneath the inner part of the mini-DVD so homebrew discs won't be readable, except for Gamesharks and Action Replays. This technology will be used on all next generation consoles. The biggest throw-back of this generation is Gamecube, PS2, Xbox, and Dreamcast are really hard to emulate because computers aren't powerful enough. Most emulators have trouble showing graphics in real-time unless the game is a anthology thus using 1/10 of the PS2 CPU power. Those games have proven easier to emulate

I truly thing the opposite is true in console business. More and more people are used games. Yes they may buy a new console like a Playstation 2, but they also think about owning an old console such as Genesis or NES or Dreamcast. Dreamcast's are still technically this generation, and the consoles only cost 30 bucks at game merchant stores. At least that's what I thought. There are plenty of people who still own old consoles. N64 is a great example. It is true that people still love to play the original Legend of Zelda and the only way to do so is to play it on a NES.

Here is a great Nintendo vs. competition forum. <http://forum.pcvcon.com/php?tid=11426&page=9>

You know how hard it is to express ones feeling's every 2 - 3 days? I about said everything there is to be said in everything I can think of unless something is life-altering, I'll probably talk about how much better computers and software are going to get for the rest of my life on this Earth. Computers are going to one day rule us all! It was just 100 years ago we created something so revolutionary, we still use it today, and it's commonly known as the vehicle! It made 2/3 of Americans obese. We'll still use this revolutionary invention until someone invents molecule replication chambers, like the ones you see in Star Trek - we'll see it in year 2360 or something like that. Heck, we'll have vehicles as long as we live amongst each other as a species.

For some non technical news in my life. Today, I walked the dog ½ of a mile because I wanted too. Yet drivers don't wave at me. There is something screwy going on in my town. These people know me too. I must know something they do not wish for me to know. They want me to know that my neighbors agree with some kids my age, just not me. And there is Anne, Matt, and James who are in the same age as I am who haven't spoken a word to me for years. What do you think about that! It's a good thing none of the neighbors know what's on this blog. Hahaha! No one knows I share information over the Internet.

I downloaded a solitaire program called SolSuite 2004 and installed it. I want to play King's Corner and Golf Solitaire. I am better at golf solitaire than Klondike solitaire. But I'm not a real fan of Solitaire. I also found a video poker program that was free - poker mania 2.2. I first set a small bet for 10 dollars than I hold the 8 of spades and 9 of spades. I got two Queens in the next deal and I won. Perhaps in the first game, the program always makes it easy for you. Then I also downloaded Joker's Wild Video Poker 3.1. It's a shareware program, but I think I may be a better program.

So I end this in saying I am very tired, and I need sleep because frankly, I was awake since 6:30AM.

Free Game of the Week:

OMFG, it's retro Link in Legend of Zelda Ocarina of Time 2D! You must see this!

Download the soon to be freeware game - <http://www.oot2d.com>

Does gravity make us age faster? The Truth of PSX (2004-07-16 13:42)

Hello once again. Today I've been watching Star Trek 8 - First Contact on HBO. In the beginning, the USS Enterprise D goes through a time warp (warp speed in a worm hole going through time into the pass) Actually, 'The Federation' was not capable of this, the Borg were) which was also caught in the same worm hole the Borg ship was. So after the show, I wondered about the science behind warp holes and alternate universes. I checked on Google Groups, which seemed to be the most natural place to go, and looked up keywords, Time Travel. I this interesting text:

"In 1963, Roy Kerr, a New Zealand mathematician, found a solution of Einstein's equations for a rotating black hole, which had bizarre properties. The black hole would not collapse to a point (as previously thought) but into a spinning ring (of neutrons). The ring would be circulating so rapidly that centrifugal force would keep the ring from collapsing under gravity. The ring, in turn, acts like the Looking Glass of Alice. Anyone walking through the ring would not die, but could pass through the ring into an alternate universe (or "time bubble"). "

I heard somewhere that if you take a spaceship around the sun and return to earth, space time would have speed up, thus returning to Earth 50 or even 100 years in the future. This only suggests that a portion of space and it's clock is slower although astronauts in that space would not notice that time around it is faster. This potion of space is known as a time bubble. Somewhere on the Internet I've heard I would live longer on Mars because it has less gravity than the Earth. We know there have been remains of organisms on Mars that remained there because of the desert like atmosphere. Mars is much colder than on Earth, minus 200 degrees in some shadowy areas, and plus 200 degrees in the sun. Rain falls from the sky when gravity obviously does this. Plants die because their strength can no-longer support the gravity pulling on it every minute of every day. Maybe our solar system is in a time bubble in our galaxy. This would explain why our evolution was so slow. This part I understand better. The Sun, of course, is a very large magnet which makes Earth spin counter-clockwise. What would happen if the Earth would spin clockwise instead? Would the earth stay the same, and the winds would go in the opposite direction. If Yes, technically speaking a worm hole shields the spacecraft outer layer from aging, and also protecting it from damage. A worm hole is thought to be two different things. The most popular theory is a passage through space to deliver anything that passes through it to another portion of space instantly. The other, less popular theory, is the thought that once passed through a worm hole, a spacecraft would go through time into the future and reopen in the exact same position as when first it opened, but in the future. The complicated part is how one end closes when the other end opens. And the possibility that a worm hole will open at several time periods while a spacecraft is in the worm hole. The idea of this is while time stays still in the worm hole, time at the end of the worm hole will be at a different time and once out of it, a spacecraft or probe would re-arrive at a different time period thus arriving in the future.

I suppose I can't comprehend how time bubbles or worm holes can go back in time. It's against all known laws of science. We must first have a past that has been 'breached' in order to have an alternate future even if it's for a few seconds.

So how can we travel through time if there isn't a way to speed up or slow down time without aging, even in our solar system? We can only travel through space at low speeds (below light speed). NASA will not invent light speed in my life time. That's the way I see it. How we're going to do it? I don't know...it'll take a genius or two to figure that one out. In Star Trek, the movie, First Contact, makes it very simple, just jump in a worm-hole and travel through time with my 23rd century spaceship into your 21st century world. They didn't explain though how the Enterprise D, with it's 23rd century technology and crew, still existed in the pass if the future hasn't been created yet? And in the pass, how did the Enterprise D create a wormhole if the Borg created it, and the Borg spaceship was destroyed? See, the film doesn't show you these parts for whatever reason. I think who ever did the visuals watched "Back to the Future". The idea Data (he's the android in the Next Generation) had about the starship temporarily existing because the starship was in the worm-hole in time before the time continuum of the future disappeared was genius. Albert Einstein said something about this in his theory of black holes in his theory of relativity. Don't miss understand, I give Albert all the credit, I am simply using the theory of relativity to further reference my worm holes.

Okay, enough details about time bubbles and Star Trek. While doing research for my personal webpage, Ian's 512-bit Generation News Page, I learned from IGN.com that Nintendo plans to use thumb operative touch pads on the Revolution's controller. This will work like how Tom Cruise moved his hands across a large transparent pad in Minority Report. These could be implanted for the joystick for an example. I don't know which way Nintendo's going to do this. The company, Nintendo, decided to put money for motion sensing into Gyration, which did the motion sensing in Minority Report, according to IGN.com. Thank you IGN for giving "us" (gaming community) this information. It helps for me to guess why Nintendo thinks "different" from Sony and Microsoft. Nintendo is thinking different, they said so at E3. We know Nintendo's not going to invent a console with really good graphics, they are going to create a console that looks better than Xbox and instead spend the extra money for extra features like touch pad controllers. Nintendo are the same they always been....not directly in competition with Sony and Microsoft. The Sony and Microsoft way of thinking is graphics provide the graphical horse power while the developers take advantage of it, and try to amaze people for a couple of years. The idea is really, really straight forward. The current generation controller has enough buttons to do the job, if only it could be a revolutionary shape. All the next generation consoles need a controller with air conditioning in my opinion like my Nyko Airflow PC game pad.

Anyways, ever hear about Nintendo Playstation? I know - how could Nintendo own Playstation? Actually, Nintendo was going to create a CD-ROM for SNES called SNES CD developed by Sony. It sounded interesting to me two. I heard from Bob that Nintendo helped develop the Sony Playstation, but never really thought much of it. So I came across this Nintendoland article. Nintendo partnered with Phillips before and this deal stood so we had some Nintendo games on Phillips CDi console. Sony manufactured the SNES sound chip, so Nintendo couldn't tell Sony that the partnership didn't exist....it had to exist. So in 1988, Nintendo and Sony were developing the prototype of the N3 or Nintendo Playstation. Sony had the rights to all the cd games though. When the console came out in Japan in 1994, Playstation COULD NOT play NINTENDO GAMES. So Nintendo fired Sony and Sony kept their Playstation concept in the end of '92. In a way, gamers could have seen Nintendo games on the Playstation. Game developers where already using the Playstation platform for their games, so they naturally took the Sony route. To read the full article, go to: <http://www.nintendol...m/home2.htm?history/> I don't care because I own all Nintendo consoles except one, and all the Playstations, so what do I care what happened with Sony and Nintendo 12 years ago.

Wall Street predicts Nintendo and Microsoft may have trouble selling next generation consoles in 2005- 2006. Sales of games for the older consoles will have declined. This makes perfect sense though. Would you buy a "last generation" game when the "current generation" just came out with games for it? I wouldn't although some people might. Also, there are plenty of videogame merchants around to sell used games to you at lower prices than the one's you buy new at Best Buy or Wal-Mart. Most people take good care of their games, and they sell them in good

condition. I have some used games I can't tell that they had a previous owner (the DVD case is in good condition). I had 3 DVD cases that were in "near mint" condition. In terms of game cases, Nintendo makes the best game cases, Microsoft comes in 2nd for case quality (flimsy, but hard to bust cases), and PS2 comes in 3rd place making the worst case (these get chipped very easy if fallen on concrete floors - I had this happen to me - my case got chipped off and won't close well). Right now I played just about every game I wanted to play. I have most of the greatest hits for all the consoles. I have a feeling that in 2006, I'll only own one next generation console. The console is not a problem, but buying games is. I already know that new Revolution games are starting out at \$50 bucks. Don't they always - it's like a tradition.

I wasn't working on my personal webpage today, but I found out 90 % of my photo gallery's links are working. This way you can see more of me. Here's a link for easy access http://www.geocities...s101/gallery_v4.html. Right now I'm thinking of updating the broken links, and all the pages in version 4.0. I may even change the color theme to something else - such as blue or something. Or I can leave it as it is depending on what mood I'm in. Everything at nightwalkers101 is backed up on CD. Since November 2002, all the changes - all the templates - everything!

What I want the next gen consoles to have (2004-07-19 13:43)

I agree with those of you who thought my last entry was a little off. For example I thought if we lived on Mars, we would live longer. Humans would lose a lot of muscle tissue in on Mars gravity is less than Earth. As for my other topic, I thought that worm holes would make someone travel through time, and time bubbles in space would separate itself from normal outer space since it's clock is slower or faster. However, this theory is still fictional as you all know.

Yesterday, Randy did come over, and it's been 1 month now. I love people who come over, and it's been so long to have a human opponent to play games with. I tried to get him to play fighting games such as Dead or Alive 3, but he refused to play them. Instead we played Rallisport Challenge and McCollen's Rally 04 on Xbox. I know he likes rally (WRC, FIA) because he had a few comments on the phone - he likes how the rally cars go around the corners at really fast speeds, and how the mud washes up on the car when the wheels turn up mud. And they do, in the game I will play one rally car, and if I don't let off the gas, and brake at the precise moment - car smashes into a hill or rock or tree. I wonder if when I go off the road when I 'slide' on a right corner, this scenario would be real as far as the car physics go. Games have improved a lot since Playstation, and N64 generation because the game's learning curve is harder, and also more going on in this generation. Randy beat me twice while I beat him three times. He beats me on automatic transmission. Manual is supposed to make the car faster - yet he still beats me at my game. It is my skill level, I suppose. It's odd how an opponent can beat you first time, yet you know the game better than he does. There is no such thing as luck although it seems this way when there are no rules. Ah, this is why people are gamers, they feel that the challenge is worth taking, much like a game of poker.

Always, while I find a manual transmission would help me more in the game. I can down shift to a sharp corner and avoid rocks, hills, cliffs at the cost of speed. In the pros, drivers can go around corners faster with a manual than an automatic whereas videogames can simulate both transmissions. We also played ice rally circuits which are exactly like summer rally but in the winter. I wouldn't know how to compare this to real life rally.

Randy and I left to see "I, Robot" at Hudson Cinema. I saw one of my high school students there, Beth. Beth is a blonde. I said hi. Anyways, "I, Robot" wasn't that good. Perhaps a 2 1/2 star movie at the most. If you watch old movies a lot, you'll understand. The whole movie was about Will Smith claiming that Robots were turning bad and no one believed him and the whole movie was about Will escaping the horde of robots. Ironically, there was an

extra-high intelligent robot on the good side (AKA - thinking for itself.) Then Will Smith ran away from a giant robot trying to destroy him. That must have been a million dollar scene. A mech-sized robot tearing up the place, and Will barely escaped. The special effects weren't bad at all. I think the futuristic theme was more realistic than Star Wars. The movie was set in 2035. All the futuristic cars in the film look very cool. Will Smith figures out that the red lights on the robots were coming from a control center, USR (US Robotics). Hmm, isn't there a company called US Robotics that makes modems/NICs? I think this movie sends a message telling us that robots are bad news. Obviously.

After seeing the movie, we went to Circuit City. I wanted to see what a Tapwave Zodiac looks like. I found out it's super thin, and has a lot of stuff on it. They are smaller than what I thought the image on the Circuit City website looks like. Actually, Circuit City is the only vender that carries them. I was also looking at DVD players that play DivX, although none of them do. The new ones read JPEG - and that format has been out for 10 years. The laptops seem really modern and have smoothed out edges.



Old laptop vs. New - see the difference in design. The Allenware has a more slick design.

Then we went to Game Stop. Nothing special over there I found. Of course, I didn't have any money. I was interested if Game Stop had used XGRA games in stock - which they didn't. The N64s are 10 dollars more than the Hudson's store. N64s are really good for one thing and that is to play Legend of Zelda games. Plus, I heard gamers still like to play Goldeneye 007 occasionally. I saw Goldeneye on satellite yesterday - it must have been Pierce Brosman's best 007 film. Randy and I headed over to Best Buy. Randy bought two Cowboy Bebop DVDs, each with 4 episodes. I reminded him that I dislike his choice, but it's his choice none-the-less. In other words - he thinks anime is awesome. I watched anime and it's a cartoon for one, and two, the voice-overs sound funny. Not really high in quality mostly because of bad voice-overs. Other movies that run under this category are Jackie Chan and Godzilla films in recent years. They were alright B movies. However, I do like Final Fantasy and that franchise is based on anime. I didn't bother to ask him if I could rip them. If I want to watch Cowboy Bebop, I can watch it on Cartoon Network. I admit, it's more real life anime than cutesy anime. I hate the ones that have bad English voice-overs - and believe me, you can tell a bad voice-over from a good one. Anime is just cartoons that have blood, not to mention adult language that attracts adults. Best Buy didn't have those new Action Replay Max Evo Editions. I looked at the Playstation 2 and X-Box sections and didn't see any games I wanted except for 'Tales of Symphonia' for Gamecube. Then I look at the PC game category, and saw Warlords: Battlecry III, a strategy game from Uri-Soft. Surprisingly, Warlords IV is the prequel to this game, Plus Warlords: Battlecry 1 and 2 and come packaged with it. Warlords Battlecry III is priced at

30 dollars where-as Warlords IV is priced at \$20. I am sort of confused on why there is also a Warlords IV, and than a spin off franchise called Warlords: Battlecry?

Here's how the franchise stacks up.

1. Warlords IV: Heroes of Etheria (6th game) | Release Date: Late October 2003 | IGN Score: 85 %
2. Warlords Battlecry III (seventh game???) Release Date: May 22, 2004 | IGN.Score 80 %
3. Warlords III (3rd game) Release Date: August 1997 | Gamespot score: 86 %
4. Warlords Battlecry II (fifth game) – Release Date: March 2002 | IGN score 85 %
5. Warlords – Battlecry (forth game) Release Date: July 2000 | IGN score 84 %

Damn, it's really confusing whether to get Warlords IV or Battlecry III. Warlords IV is suppose to be the sequel to the 1997 game, Warlords III, while Warlords Battlecry franchise has been released like clockwork. I'm hearing that Battlecry III is not as good as Battlecry II because it's missing a few elements that made the series stand out from Command & Conquer and Warcraft III. I find out I hated Warcraft. Should I wait until 2005 when another Warlords game will appear on shelves? One thing's for sure... None of the Warlords appeal with their graphics. The graphics are 5 years out of date although the latest Warlords Battlecry III looks better then Warcraft III hands down.

Gamecube finally gets another RPG and it's called Tales of Symphonia. This anime based RPG is much like Final Fantasy – of course a franchise that is getting more popular on each passing game. Well, anyways, the Tales series is Namco's answer to Game Art's Grandia series....Grandia II introduced me to the RPG genre. Both have cell-shaded graphics and both are real-time battle and very fast based. I don't know....after playing Xenosaga and Final Fantasy X....I'm sort of interested now. I read the IGN.com score and they gave it a 8.8 out of 10 so that's pretty good. I trust them.

I have \$160 in my savings, and I don't have a job so any adult with common sense would not spend money on anything. I want a dual layer DVD burner....this will burn 9.4GB DVDs, which is the standard medium for movies right now. With this I can copy movies with Alcohol 120 % and burn in on a dual layer DVDR without degrading the image quality. Putting the movie on regular DVD is possible with MPEG 4, of course, at the expense of CPU power and time. To prevent pirated movies to be played on the television, there is no DivX or Xvid codecs on any dvd players you can buy from electronic stores. Why are they overpriced or is the Internet prices so good, the middleman is hardly making anything, which is good for small .com businesses. On the contrary, Tigerdirect and Amazon are far from small businesses.

The other thing is the Tapwave Zodiac 128-bit handheld computer which probably will be the next gaming platform I'll probably spend my money on. I have 75 dollars on hand plus about 160 dollars in my savings which equals to \$235. The difference between the 128-bit and 32-bit versions is the RAM is vital for emulators to run GBA roms, and perhaps Nintendo DS roms for example. Another question – should I sell both my GBAs for \$ \$ \$ to buy a Zodiac? I would get about half of what I paid for both of them new which would bring me to approx 100 dollars more. But what happens if GBA emulation does not work as well as I'm thinking...I would be without GBA. But I do see that the positive out ways the negative. Plus, Give or take selling a few games to make up the difference, I would have 410 dollars, enough to get a Zodiac. I can write on the Zodiac's touch pad. I think it's worth it because then I can run 90 % of Palm based software, and still have a joystick to play games. What would be interesting is if I could hook up a game pad up to it and play N64 roms. The gaming review sites showed pics that emulation was possible and Zodiac was ideal for 'oldskool' emulation.



Toshiba e400

Aside from Zodiac, there is also a Pocket PC from Toshiba off Tigerdirect for 200 dollars. It has 64MB of RAM

and 300 MHz CPU. This is 100 dollars less than the Zodiac, and benefits from a more powerful processor and twice the RAM. Although it doesn't say what the graphics accelerator is? A graphics accelerator is really only for 3D based games in my opinion. GBA games must run on the border line between emulators that need GPU power and emulators that can rely on CPU power. And all I want to play are GBA and SNES games. Plus this Pocket PC comes with a lot of software including word processor, jpeg viewer, and mp3 player. Unlike 3 years ago, color screens won't cost you a lot of money. If my dad will let not me get a PDA off the Internet, I'll go with the Zodiac handheld.

As for satellite internet – it'll depend on whether I keep up grades in school or not. It should be on my ability to pay fees at the end of each month rather than grades in school. Then again I do live in my parent's house, so it won't make any difference if I want it or not. I want to stream Internet TV, listen to internet radio, and surf faster. Online gaming would have legacy so it's unlikely that my ping will be high enough to join broadband servers. I wish it weren't so. When I move away I will have a cable based Internet at around 1 MB at least. I won't get this kind of bandwidth for a while yet so why think about it?

These are what I expect in Next Generation consoles

Playstation 3

- To enhance graphics of PS2 and make most PS1 games high resolution
- To have 256-bit graphics accelerator
- Four controller ports
- External hard drive at launch
- An Internet Browser onboard the console on CD like Dreamcast's was
- No less then 32MB memory cards
- 802.11B or 802.11G built in Ethernet support and n extra accessory that does wireless network to cable based networks
- One good racing game at launch
- One good First person shooter at launch
- 4 GHz plus CPU

Revolution

- Backwards capable with Gamecube Mini discs
- DVD playback



Make Revolution a lot like Panasonic Q

- Make something like the Panasonic Q....I love that concept!
- Definably more online games than Gamecube
- Graphics that are close to Microsoft's next generation console
- Internet Browser disc
- 802.11B or 802.11G Ethernet built in console
- On board game save memory at least 8 MB worth
- Any kind of hard drive would be good
- One game that stars Mario
- Perhaps a Mario Kart game at launch
- A RPG is a must at launch
- Be able to play Gameboy Advance and Nintendo DS games through it
- Have it compatible with Gamecube controller.

Xenon

- Be able to play Xbox games
- Keep the 3.5 GHz processor and 500 MHz GPU!
- Play MP3s in the games
- Come with PC software that allows you to put Mp3s/ WMA on the external hard drive, What does Microsoft care? They own PC!
- Make console rock solid
- Backwards compatible with Xbox controllers
- Make the console glow in the dark!
- Put a light in it so the outer rim glows Green or Blue depending on which color you buy. It's simple for Microsoft to do, just have a regular light near the top and have transparent borders so the whole console lights up. That would be much fancier than having a small light to show that it's on.
- DVD playback
- Microsoft should make a new Halo game when it comes out!
- Be able to download game saves onto Xenon without owning a Gameshark!
- Have 802.11B with the console so it can connect to another wireless Xenon.

- Play Dreamcast games on Xenon!
- Keep the Xbox logo and just have the words Xenon instead of Xbox or whatever the real name is going to be.

Anyways, life is coming along really well. I was listening to MP3s while I play Diablo 2. I talk to David again today, his assignment is in Japan. He told me through chatting that all Japanese know a little English. Probably because UK, Ireland, Australia, USA, and Canada speak English, and there is no way around this. Who knows maybe their looking on my blog right now? It is possible. I can't speak their language, and yet they live on that tiny island grouped together so population wise, it's not needed. I admit a lot of good stuff comes from Japan and China. Except the anime unless it's Final Fantasy or related RPGs than it's okay. Hondas are alright. Randy now owns a Honda Motorcycle from early 80s. He says it runs really well for a 20 year old motorcycle. The guy he bought it from had money for a better motorcycle so he had to sell his old one. Randy got it for only 800 dollars. I haven't seen it yet so I don't know whether to be impressed or keep my comments to myself. Motorcycles have improved in 20 years. 800 bucks is still 800 bucks. Just like cars, you drive them 100,000 miles then the owners sell them for almost half of what it costs to buy new.

Tomorrow will be a lazy day, but I think I'll start Final Fantasy X over again from the beginning. This seems like the logical thing to do since I knew it was a great game and it still has great game play. Plus now since I have a good idea of what to do, I can blaze through all the easy portions. I don't need to see all milk and granny aspects of the game which more then likely means I won't see the alternate ending. I will still have to go to Gamefaqs.com and find a FAQ to guide me through the temples. I already know Sir Auron is the most powerful playable character in the game. I'll use him the most through-out the game. It doesn't matter - I won't let my remaining summer break days go to waste.

Emulated Linux on Dell!!!! (2004-07-24 13:44)

Sorry about the 4 plus day period between this post and last post. Actually, I was very busy today. First, I played Final Fantasy X-2, and then I played a little Mega Man 7. Mega Man 7 was fun, just not as fun as Final Fantasy X-2. I talked to David for four hours (I'll get to this later) than after. On Wednesday, I did figure out how to burn Knoppix CD to ISO, and emulate Linux on my Dell. Big applause for me.

Today, I got Linux to run on my Dell computer. It's not the conventual way either. The problem is no emulation software to boot Linux partitions on Windows were free until I came across Corporative Linux 0.6.1. Anyways, to make this work, Windows needs to fake a cold boot of Linux. My blasted Dell has this issue of locking non-Windows OS out so when I take Linux related college classes I can not work on Linux on my Dell. This program runs under Windows, and runs Linux by booting it up naturally. Anyways, that's how I can use Linux on my computer. On my other computers, I do it the normal way. Otherwise I work on Linux homework on my other PCs.

On Wednesday I found a free CD image, containing over 50 open source programs for Windows called GNUWIN. I know, to many bloggers, MS windows is the only option. For those of you who game through Windows, this software downloadable off several servers linking to <http://gnuwin.org> gives you almost every Microsoft Windows port of Linux software in the world. To burn this program to CD for free, I use Burn4Free at <http://burn4free.com>. All programs included with GNUWIN II are open source, not freeware. Freeware is closed source software that's freely available. Open source and freeware is much like free Mountain Dew. If Mt. Dew tastes great, and if it were free, most people would gratefully take it and think nothing of it. I also know, from being a Windows user myself, that whatever works, commercial or not commercial, will be what most users will use. It makes perfect sense doesn't it? This defiantly applies games. If it has good graphics, and very awesome game play physics then most people will get that game. I am like this. I have this huge videogame collection with over 300 games.

Thursday, I didn't go anywhere special so I concentrated on cartoon sketches. I have my own drawing which doesn't fall under any other category besides amateur. It's better than stick-men drawings, and my sketches are even partially 3D! I drew myself holding a can of mountain dew, but it found itself in the recycle bin. O_o. I'm not going to post any pics on this blog when my I've just started. The reason being is I wanted to test myself if I could learn how to draw anime off the drawing tutorials. I am really not an anime person nor am I a big artist. The hardest aspect is trying to get the eyes perfect. I know if I can make one eye well, I can always mirror it using Paint. But that didn't stop me from finding out just what it takes to draw the cartoons you see on TV. It's a lot of erasing on MS Paint. I use Paint for everything related to drawing pictures. I downloaded tutorials to my hard drive using the SAVE AS option, and followed the instructions. I examined the pics of course. That was the easy part. I've been working on this from 10PM Thursday up to 7AM Friday. This pretty much kept me away from the Playstation 2 the past 24 hours. Right now I'm trying to beat Chapter 3 in Final Fantasy X-2. I didn't continue practicing drawing tonight, other things were much too important.

I got my tutorials from the following sites:

- Animeworld.com

I am about 44 % into Final Fantasy X-2 now. In each chapter I skip the Macalania Woods. The bluish blobs that change shape and squish Yuna, Rikku and Payne stealing their entire HP. It happens all the time when I'm in this place. It makes me mad, I am trying to avoid this place whenever possible. Anyhow, I've made it to Kilika Island, and did that little mini game with the guards. Once in the jungle, I couldn't get past the bamboo stakes, and accidentally saved during the process. If I can't get past this then I will have to start Chapter 3 over again. Two or three hours will be lost. I have 3 game saves on my memory card. One at my current location, one at the start of chapter 3, and the third must be a new game because I was only 2 hours into it.

Now that I got the Mega Man Anniversary Collection, I might as well get the Street Fighter Anniversary Collection too. Right now I don't really know. I am not a 2D fighter fan. I don't like Marvel vs. Capcom for it's insane speed for combos and stuff. Although Street Fighter is slower, this previous experience ruined my interest in 2D fighting games. SFAC comes with the Street Fighter 2 Animated *anime* Movie. Hmm, I wonder if I stick this game into a normal DVD player, it'll show the movie? Probably not since the black label says Playstation 2 in white bold letters. When I was at Bob's house yesterday, he had made a new friend, who thinks Mega Man is really cool. This guy wants MMAC, and he thought it was 50 dollars? I knew what the price was so I told him. Anyways, I wanted to watch someone who knew the old games so I could get some extra tips. Frankly, the game is not kind to me. MMAC was one of the top selling games this month on both Gamecube and PS2. It's a very good thing I haven't been around someone who hated Mega Man yet.

I had my 2nd voice-over-IP conversation today. My last one was over a year ago with my friend Bob. Today I talked to my cousin, David, through MSN Messenger 6.2. I know - people do this all the time. I don't because it slows down my surfing speeds. We first talked about Xbox. David owns an Xbox, but he doesn't own many games for it. He only uses it to watch movies, but he also bought surround sound speakers like mine but better, because they're expensive. Sony makes awesome stuff! The Navy gets them from the States, and the US merchandise store on the base can carry only so many games. He apparently lives by a navy landing strip so he sees aircraft take off and land. David's cell phone is out of service in Japan so the only way I can speak to him is MSN messenger's voice-over-IP service. We talked about various Navy aircraft, a little about what is going to replace what and when. He bought a Star Trek movie collection with three movies which he told me all about it. We both like ST: Voyager. He'll give me some more episodes when he comes home near the end of the year. I told him about Project 64K, and how he could connect to a gaming server to play Goldeneye 007 or Mario Kart 64 with me.

Some Interesting news from NGemu.com saying that Xbox emulation is possible at full speed on current PCs. Before I was saying that Xbox emulation would only be possible on 4 GHz Pentium 4 processor, 512 MB of SDRAM,

and a 128-bit Geforce 5700. According to NGemu, some XBOX games like Turok: Evolution runs well on a Pentium 4 2.8 GHz CPU, 512 MB of RAM and Nvidia Geforce 5600. The developers of both Xeon and Cxbx are working hard trying to find ways to fully emulate Halo, and Panzer Dragoon Orta. The current Xbox emulators need a BIOS, and a copied ISO image from the original Xbox DVD. I tried running Xbox version of Halo on my Dell, and I couldn't get it to work. I will keep my eye on Cxbx emulator when it comes out. I'm excited for the first release! In case you were wondering, I want the XBOX game to be playable from the DVD-ROM drive and not ISO. Three emulators achieved this, EPSXE, SSF, and PCSX.

On the other hand, PS2 emulation sounds to be getting more practical. The latest unreleased build of PCSX2 is able to runs games in real time from the screenshots I saw. I downloaded the latest and greatest Direct X 9.0 plugin (GSPX9) for PCSX2, and tried to get MMAC to work on it. Unfortunately, I couldn't get the emulator to recognize the plugin.

Then by the end of my conversation with David I told him to imagine himself in a packer jacket, a cheese head hat, with green and yellow face paint on a horse! I thought this was very funny. He said I was very tired, and needed to stop talking too him. I did listen to him.

horse vacation (2005-11-09 08:51:00)

Hello Ian's Smashing Good Blog Site, I was surfing blogs and paused at your title Emulated Linux on Dell!!!!. Thats what really caught my eye. I am promoting a horse halters related website and need to find more information to offer some of my internet friends. Not exactly what I was looking for but you have givin me some good ideas about what could be done with my horse halters related site that I will book mark and come back to hopefully get some more education from your site, you have some good stuff maybe you could visit my website and let me know what you think in my contact page. Just click on the link horse halters. Thank you and I wish you well .

horse toys (2005-11-09 19:12:00)

Hey Ian's Smashing Good Blog Site GREAT title Emulated Linux on Dell!!!!. Thats what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

Ian's Quintessential Blog Opens Today (2004-07-25 13:45)

Hello again. I spent 12 hours searching for a new backup blog when I finally got one. I modified it heavily into a blog template which became known as Ian's Quintessential Blog v1.0. I got the word 'quintessential' from Quintessential Player. I thought the word was cool. Anyways, this webpage wasn't going to be on my Geocities site since the upload manager sent me invalid html responses. I had this problem before with them. So I joined 0catch.com today, and I got 100 MB server space free! I find only 1 thing wrong with it....the host webpage doesn't believe in putting adds on the bottom of the webpage. The ad banners makes my webpage look out-of-line!

Here's how the webpage is suppose to look (snapshot taken from my HD)



- Full entry backup of Modblog
- New photos up later today or Monday
- Link to Guest book and forum

- 100 % new material!
- Image loading screen (nice!)

I finally got a guest book post from Sega Slayer, owner of <http://segasucks.com>. I visited his page back in 2003. He's an anti-Sega propagandist! He was very mean. He says he hates my webpage for he couldn't figure out what it was for, and even my blog. I have no idea how he found my post about him in October 2003? Did I send him a full link?

New Playstation 3 Info

Sony, one of the Blu-Ray founders, is rumored to incorporate a BD-ROM into Playstation 3. This will transform 10s of millions of gamers into Blu-ray users. Single layer Blu-Ray discs can carry 25 Gigabytes of data. This is perhaps the most exciting part of the Playstation 3. DVDs can only carry 4.7 GB, and HD-DVDs (AKA DVD9) can carry twice that much. The first generation of BD-RWs for PCs are out already, but it won't be practical for home use until next year. 1x BD-RWs can burn approx. 36MB per second to disc. 2x BD-RW can burn approx. 72 MB per second. The discs must cost 10 dollars each! They will probably read CDs and DVDs. Currently, some DVD burners will only yet you burn 4.5 GB of data on DVDR. Games don't need that kind of space unless it were for going to put several PS2 games on one BD disc, then it would be practical. Blu-Ray discs could hold a higher resolution of video. A good resource for BD-ROMS are at <http://blu-ray.com>. Four of those 23 GB discs would be more than my external hard drive! That's amazing! The successor of the DVD is in question right now. Both will be available next year, but only one will be a universal format for home video. Even the HD-DVD9 will be enough for a 2 hour movie, and with MPEG 4 video compression, you'll think it's the greatest thing that ever came to your television! I'm going with Blu-ray because it holds twice as much data. I'm sure someone will figure out that they can incorporate both blu-ray and HD-DVD into the same drive. If I don't get an Xbox Next for Xmas next year – it's got to be a blu-ray drive!

This morning I've read Game Informer Magazine's August issue had one review in it talking about blu-ray discs. I know where they got their information. It was from E-week.com. I had fun reading the Japanese port of Star Ocean: Til the Ends of Time. That game finally out in Japan after 2 years of delay! I own Star Ocean II yet haven't played it yet. For one the old game (released in 1999) is just that – it's outdated and still looks like the SNES game, Star Ocean! Yay! Another Xenogears clone! Anyways, the game is rumored to be two DVDs! The largest game ever! It's being shipped on August 30th. I have to get my priorities straight. For one, I'm not done with Final Fantasy X-2 yet. I have yet to start other RPGs like Grandia Xtreme and Suikoden III. The first PS2 I bought, Xenosaga, I got lost in 6 months ago so I stop playing it all together. It wasn't that the game was really bad. I kept going into places where I was stuck going nowhere. I had my walk-through-doors action replay cheat on so I could access restricted areas so it would speed up this game (it was going on forever!). However, in Xenosaga, going through some doors makes the game go back to previous scenes. In short, if this happened without a recent game save, I was screwed. I like the game for what it was and not because it was perfect. It was heavily story based. I play for 5 minutes and another cut-scene activates. After 10 of them in 1 hour, I came to expect a cut scene every 10 minutes, and if I didn't get one, something wrong happened. Xenosaga is a cross between Robotech, Final Fantasy VIII, and Macross. I remember Robotech appearing on Cartoon Network. The game has no FMV, and all the games cut-scenes are in real-time. This is fine, but I rather have FMV mixed in. And, yes, I was reading Playstation 1 and 2 reader reviews off IGN.com for several hours this morning.

Here is a list of new games on my list

1. Doom 3 (PC) Genre - FPS
2. Star Ocean 3 – 'Til the Ends of Time (PS2) Genre – Action RPG
3. Splinter Cell 2 (PC) – FPS / Stealth
4. Metriod Prime 2 Echoes (Gamecube) - FPS
5. Halo 2 – (Xbox) FPS
6. Tales of Symphonia (Gamecube) Turn Based RPG

7. Conker Live and Uncut – Action Platformer

That's enough games for now. I probably will get Doom 3, and the rest have to be waited in line for I have to get a PDA so I can play roms! Games or Pocket PC? Pocket PC! TechTV, err...G4-TechTV's Fresh Gear showed how excited they were about the Zire 78 Palm Based PDA. It has a 1 mega-pixel digital camera in it. I would say wow except I have a 3.3 mega-pixel Sony digital camera, and it's starting to get a little old, 2 years this November. The image quality is questionable. It doesn't take very good pictures in dim lighting without the flash. Sometimes the flash doesn't go off. The D-pad's center is hard to press down sometimes. I am missing 1 64-meg flash card. I really need to find it. I hate taking 8 pictures, and have to upload them to my PC! I'll be 15 years until a Giga-pixel camera comes out. Anyhow, anymore then 5 Mega pixels will not look any better on the Internet, unless it's a very high quality JPEG at 1600x1200. I have a feeling I keep using the one I have for another 5 years or until it breaks.

Enjoy

Den (2006-01-11 00:10:00)

Hi Ian's Smashing Good Blog Site, I was just surfing around and found your page!

Very cool,I like finding all this interesting stuff.

If you are interested, go see my new digital camera related site.

It isnt anything special but you might still find something of interest.

oakleyses (2014-10-23 18:28:45)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:42)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:37)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Onslaught of old vs. new | Score: Retro - 1 3D - 0 (2004-07-27 13:46)

I found something really, really cool today. Cell phones have motion cameras on them and if they weren't so well known to many Americans, another product would be heard off, not to teens and adults...but aimed to children. A WEBCAM for Gameboy Advance silly! Yes, you can hook up a camera to the Gameboy, and transfer streaming images with sound to another person using a Gameboy Advance with this particular webcam on the other end via internal modem. From what I know - the person sending the data doesn't need an ISP. He/she needs a phone line, a GBA, and Campho Advance. There are no hidden fees attached. Take a camera on the go! So far Digital Art Corp. only sells it off their webpage listed below. I already thought of it. No PCs, no Internet, no fees! If this thing takes off because GBA is very popular amongst kids, it will have an impact of new devices that do the same thing. The only place to get the Camero Advance is on the webpage, <http://www.digitalact.co.jp/>. Digital Act also has a webcam product that hooks up the TV.



On Google News, I heard some of the headlines are on retro games! Forbes.com, CNN.com, MSNBC, and CNET.com each had their own version of the story. Yes, these are the same games you can download free off the Internet. However, this is the part the gaming industry doesn't want you to know. Ya so it's illegal? Is there any other way to play Genesis though? The fact remains you either own the game or you don't. Since there are alternative means of playing them, most people aren't bothered by it being illegal to possess them except for Genesis roms. Sega recently announced all Genesis roms are abandon-ware, and therefore not illegal to have on one's hard-drive. Anyways, to get back on my original topic, I think Nintendo plays the biggest part in retro gaming. A hand full of old-school games can run on their Gameboy Advance handheld so Nintendo exercises it's licenses to the limit. Nintendo probably has emulators designed for Gameboy Advance for all the consoles previous to it. There must be more than 15 anthologies out for it. I own one, Super Mario Advance, and I probably won't invest money in any handheld any more. Anyhow, I found a connection to this retro gaming excitement - all retro craze articles have the word 'Nintendo' in them somewhere. It stands too reason, through-out the 80s, Nintendo was a monopoly in gaming industry. I won't tell why...I think I already know why. Then from 1989 - 1996, Sega had their glory years in the 16-bit generation, publishing very fun, and popular games like Mortal Kombat, Alex the Kid, Sonic the Hedgehog 1 and 2, and Lemmings. I was interested in neither handheld. The 70s and 80s generation grew up, right? So the point I'm getting too is all these former NES and Atari 2600 gamers talk about is the glory days when games were based on sprites, not polygons and much, much simpler. (the NES and Atari 2600 controller only had 2 buttons, and the Genesis controller had six.) Back then, I was a very active kid, riding bike every week, swimming, active in boy scouts. Then I got into N64 for 2 years, and Dreamcast for another 2 before I switched back to Nintendo to support their next generation console in that I was heavily into following the hardware specs, and executive launch titles. Today, I was playing Sonic the Hedgehog 2 on the Nintendo Gamecube, and that's retro enough.

I hear rumors, that in a couple of years, Sega is going to try to issue a Genesis controller packaged with 6 - 10 games that'll directly hook up to any TV. Atari is already doing this with a higher tech 20 dollar joystick loaded with 10 Atari classics with power cable and RCA connection. I think Atari is breaking even on production costs on their new retro joystick. However, Nintendo is selling 1,000 fold that with Gameboy Advance sales.

Why I never was into the original Gameboy. Poor graphics and too expensive. I remember being a little interested in Sega Game Gear during gym in grade school. Game Gear was in color and looked powerful because of it. It's erotic that a less powerful system like Gameboy out lasted a newer higher tech handheld because the name brand was Nintendo. I didn't have access to the Internet so the only games I knew on the Game Gear were a Sonic game and Mortal Kombat. I heard the Gameboy was a popular handheld. It was the clucky green & black original. I bought a GBA in 2001 and played Mario Kart Super Circuit or Castlevania - Circle of the Moon at Renaissance Academy during lunch. After school, I bought a Gameboy Advance SP at the full asking price days before January 1st, but never got back into Gameboy at all since high school ended. Hmm, I was playing Tetris and Mario Kart on GBA in high school. Tetris is a very well known Gameboy game. I was trying to get even rows, and beat the highest score - of

course. It is still very addictive videogame. I also thought about getting Pyro Pyro Advance for GBA. I love that game, Bust-a-Groove, for N64, although I never owned one.

I got money yesterday! I spent it on Onimusha 3 - Demon Siege. I liked what Onimusha 2 offered which also introduced me to the popular trilogy. I owned a PS2 after the second Onimusha was at it's height of popularity. I knew it was popular because the History Channel used the game in one of tributes of modern Japan prospective of ancient Japan. Onimusha 3 is Gamestats.com's 21st most popular PS2 game. Ya, I know, I really suck. I know Onimusha 2 was an alright hack 'n slash game, not that it was hugely popular on all continents (and islands). The gaming community calls it Capcom's answer to Tecmo's (now very popular) Ninja Gaiden for Xbox. Ninja Gaiden was originally a blockbuster arcade game in the early 1980s. I don't have much summer break left so I probably won't have time to get into a new game like Ninja Gaiden. I hear it's graphics are amongst the best on the console. Gamers who played it will say, "No duh!" Hmm, that went well. Yet there are people who haven't heard of Ninja Gaiden? Well now those of you who haven't heard - have. Both Onimusha and Ninja Gaiden are ninja vs. monster games. Yeah hear? Okay...good.

I have a conversation with Addicted2Yew on messenger. I can't tell you what she looks like, but I can tell you she likes Sega Genesis and Nintendo 64. She loves to play Goldeneye with her friends, and thinks Alex the Kid and Sonic the Hedgehog are cool. Somehow we got in discussion about baseball cards. I said that I have four, 2 inch, 3 ring binders full of them from fair to near mint condition ranging from 1986 up to 1996. And most of it is upper deck! I found out she's okay with baseball. I was wondering if Nintendo makes Japanese baseball cards. The fact remains that they were formerly a card company. I hear Nintendo is in the Magic the Gathering business. I was never into pen and paper role playing games myself. It would be very hard playing a two player game by myself - true? Nintendo still makes a big profit off Pokemon trading cards I think. Whatever works for them is fine. I still think the cartoon sucked!

Other very interesting news I came across, Wall Street and other similar world-wide stock-exchange centers agree that the gaming industry is now a monopoly. Microsoft saw this happening long ago. And in some people's opinion, it was all Sega's doing when they asked Microsoft to put their Windows CE into Dreamcast. Microsoft isn't dumb...they probably said to themselves, "Hmm, yet's make this more profitable and build our own consoles and make it the most powerful one at that. Instead they have exceeded and failed at the same time. They failed to create a budget friendly console but succeeded in barely breaking even on production costs through software. One reason it's starting to be a monopoly is take mergers make big publishers - way too big and control way too much value. Electronic Arts (US) is to Vivendi Universal (France) as Nintendo is to Sony Computer Entertainment (Japan). I didn't mention Microsoft because they are the biggest technology-related company in the world. It would be a little unfair. Most of the gaming publisher monopolies are out of state, and other countries don't have strict limits on how large one business can be. Exporting millions of dollars into one company in another country has to be eye opening to American businesses. There is also talk about Hollywood studios publishing videogames...oh wait...they already are (Universal and Disney Interactive) Damn. What's the world coming too? Legalized gambling on Xbox Live? Televised Madden 2004 exhibition matches? Professional Gamer Organizations? A 24 hour cable channel on videogames? A 300 % increase in game developer start-up companies in the pass 5 years? The scary thought that all these exist?

Generations 1985 - 2001 (2004-07-29 13:47)

The article below taken off the 'Console Wars' section at my personal webpage. I checked it for spelling errors and some grammar mistakes with Microsoft Word. http://www.geocities.../consolewars_v4.html

NES (Nintendo Entertainment System) (1985 - 1996)

NES was the first console of Nintendo's big business as a console manufacturer. It gets very confusing who Nintendo's competitors were. Atari 2600 was still competing against Nintendo in 1985. I've heard sites that said that it was the Itellivision. It is true that some developers were waiting for Atari to declare bankruptcy. Atari was highly guarded for successfully lengthen the life of the Atari 2600 to up to 1989 (that's 8 years). There were still games coming out for Atari 2600 in 1986. Atari was most successful in the late 70s, and early 80s, but lost money due to inflation, and the inability to produce at better product. As a result Atari became a multiplatform developer where it still exists in one form or other creating games for Nintendo, Sony or Microsoft. I am not clear on the story on "The Crash of 1984." Around this time, Nintendo had Super Mario Bros. along with Duck Hunt and Track & Field, and it was sold with the console to offer some sort of value package. The package sold really well. People loved the plumber so much that he began his carrier starring in several more games, and people end up buying every game starring Mario and Luigi. In 1987, it came apparent that SEGA, formally a US Army division called Service Games, had a more powerful console called the SEGA Masters System just after they became a console manufacture. SEGA didn't have the 3rd party developer support that Nintendo had. Those years of the NES was the time that people were passion to play games over and over. Nintendo made highly regarded deals with videogame developers since the U.S. government regulated monopolies like Microsoft. Nintendo turned out lucky that it wasn't one at the turn of the decade.

Nintendo had the same success with the Gameboy, which is basically a NES shrunk down into a smaller device. The original Gameboy was in green and black. Technology was too expensive to develop a color LCD screen in 1989. So Nintendo produced a monochrome green and black screen. A monochrome LCD screen was less costly then black and white version. So Nintendo chose to create games in "Green and Black." The finished design of Gameboy was the exact replica of the NES design. The 8-bit handheld stayed in the market for 11 years without any significant drops in popularity. Gameboy sales / games had a 3:1 ratio over Nintendo 64. Everyone loved Gameboy. Nintendo became a monopoly in the handheld market for 10 years since 1989, and are said to sell more GBAs than Playstation 2s. The government had trouble classifying Nintendo has a monopoly because it wasn't in the console market. They classified Nintendo as a monopoly in 1988 when Nintendo had a contract that each videogame developer had to supply the NES with 3 titles until it could supply 1 title to another console. Still today, the former Nintendo President, Hiroshi Yamauchi, owns the Seattle Mariners, and a NBA team. Nintendo owns large stock in both teams. I can only tell you that I own five Gameboy Advance games, so I missed out on the Gameboy entirely.

Nintendo Specs

- RAM Memory: 16 Kbit (2 Kb)
- Video RAM: 16 Kbit (2 Kb)
- Game Program Memory: 128K, 32K, 16K or 8K Bytes, 1 Meg, 256K, or 64K Bits
- Game Character Memory: 128K, 32K, 16K or 8K Bytes, 1 Meg, 256K, or 64K Bits
- Scrolling: Horizontal and Vertical
- Sound: PSG sound (2 Square Waves, 1 Triangle Wave, 1 White Noise)
- Minimum Sprite Size: 8x8 Pixels
- Maximum Sprite Size: 8x16 Pixels
- Maximum Sprites: 64 sprites
- Maximum Sprites per Scanline: 8
- Minimum Cart Size: 128 Kbit
- Maximum Cart Size: 4 Mbit
- Picture Resolution: 256 x 240

Most Popular games on NES according to Gamestats.com:

1. Legend of Zelda
2. Super Mario Bros. 3

3. Zelda II The Adventure of Link
4. Super Mario Bros.
5. Super Mario Bros. / Duck Hunt
6. Super Mario Bros. 2
7. Final Fantasy
8. Metriod
9. Metal Gear
10. Teenage Mutant Ninja Turtles
11. Mega Man 2
12. Mega Man 3
13. Dr. Mario
14. Teenage Mutant Ninja Turtles : Arcade Game
15. Dragon Ball Z Gaiden
16. Dragon Ball Z II
17. Dragon Ball Z 3
18. Dragon Ball 3
19. Dragon Ball
20. Dragon Ball Z Gekitou Tenkaichi Budokai

Super Nintendo (1991 – 1996)

Super Nintendo is probably another successful attempt by Nintendo. It was released in 1991, and its first game was Super Mario World. It's the only console that went from 2.7 MHz up to 21 MHz. The first chip to be capable of very low sprite based 3D is DSP. I don't know what this stands for, but it makes the 16-bit console capable of 3D. Remarkable really since 16-bits isn't enough to run 3D games on the PC unless it's Doom or Wolfenstein. Games which run on the DS chip were Super Mario Kart and PilotWings. It wasn't really much to look now a days, but this is when the first 3D games first came out. It brought the SNES from 2.98 MHz to 3.58 MHz. That's not even the most powerful chip on SNES cartridges.

The Super FX is the most famous chip of the 16-bit generation. This made the underpowered SNES more powerful (10 MHz) than Genesis. The most famous game to use it was Star Fox because it looked better than anything else in 1993. The studio to make it was Argonaut which developed Star Fox. Vortex was another game, but I haven't heard of it. I knew about Star Fox because of the sequel, Star Fox 64, which I own and beaten. Then the Super FX 2 came out clocking SNES at 21 MHz. Games to use it are Micro Machines, Super Mario World 2, Street Fighter Alpha 2, and Doom.

For compression, since SNES by itself had none, was a use of a decompression chip sort of like WinZip acting to decompress a compressed archive. This chip was for very large carts like Super Mario RPG and Kirby Land 3. Super Mario RPG was the last game to be released for SNES. I know that the Super Mario RPG rom was something like 42 MB and that rom file was compressed to about 6.5 MB.

It's funny that the biggest upgrade from NES and Super NES was the ability to rotate sprites from a bird's eye view. I remember the NES had Metal Gear, and it was the few games that used this technique. The best way to describe this is the NES's sprites were mostly GIFs. Everything was frames much like how animated gifs are made. The SNES was powerful enough to move the main character all by itself using advance sprite engine. Just like polygons do.

The way that Super NES games were copied was from the Super Nintendo Disc system. This was basically a device that could copy SNES games on a floppy disk.

To make it simpler

10 frame animated GIF sprite 210x210 – 30K (NES)

10 frame sprite 210x210 (using the SNES hardware) – 10K

The SNES CD that was never released – yet it was under 3rd party.

Nintendo canceled the SNES CD because of the début between them and Sony. The SNES CD would mean Nintendo games on CD, which would mean CD-Quality music and no space concerns for developers. Nintendo decided not to release one at the last minute. UFO, who also did their famous N64 backup device (which I haven't seen ever), released Super UFO, which could backup on floppy disk. UFO was superior because it could read Game Doctor or Pro Fighter files. For games that could fit on floppy disk, Bung makes a CD Drive for SNES called the Game Station. Game Station was the predecessor of the Doctor V64 which backed up N64 games.

Most Popular games on SNES according to Gamestats.com:

1. Final Fantasy II (US)
2. Super Mario RPG
3. Super Metroid
4. Legend of Zelda : Link to the Past
5. Super Mario World
6. Chrono Trigger
7. Super Mario All Stars
8. Donkey Kong Country
9. Super Mario Kart
10. Yoshi's Island (Super Mario World 2)
11. Donkey Kong Country 2
12. Mega Man X
13. Final Fantasy II
14. Donkey Kong Country 3
15. Star Fox
16. EarthBound
17. Killer Instinct
18. F-Zero
19. Secret of Man
20. Final Fantasy: Mystic Quest

Sega Genesis (1989 - 1996)

SEGA Genesis (MEGA DRIVE to the rest of the world) is not Sega's latest console, but Sega's most successful system. I don't know myself because I never own Genesis or any console for that matter before 1996. The debut price was better than Nintendo's SNES selling at 190 US dollars. Sega finally got to steal the market for a little while before the Super NES came out. What is interesting about it is that it had some original titles like Nintendo, but it had a mascot Sonic the Hedgehog. His debut in Sonic the Hedgehog (1991) was the top selling game for the console. He was fast and everyone liked him. Sonic Team soon made three sequels (including Sonic CD), and Traveler's Tales made an enhanced Sonic 3D Blast late in the consoles life. Sega never really gained back the market after Super NES took over in 1992. SNES games just were too good for Sega's luck. Nintendo and Sega both survived the crash of the videogame industry in the late 1980s known as "the great videogame crash of 1984". Atari was sold off to Hasbro Interactive. And all the Atari clones of that time disappeared.

Who could forget Castlevania on the Genesis? The Castlevania series has had a repetition of being good. Same goes with Castlevania - Blood Lines (1994). Castlevania is a well known game today as it was back then. It was a horror survival title for mature audiences and had a twist that made people like it and play long hours. Sega released Shadow Dancer (1992) as a sword action game. Ever played any of these games myself. Other games that came along that people liked are : Mortal Kombat II (1992), and an enhanced version of Mega Man (1993), Ecco the Dolphin (1992) Golden Axe (1989), and Strider (1990) and Shinobi (1993 : before the remake on Playstation 2)

Sega also released the Sega CD add-on in 1993 with their flagship title Sonic CD. Sega set one milestone, the first 3D game called Virtua Fighter became the first 3D game ever, and it's in the Smithsonian in Washington DC. Sonic CD turned out to be pretty good with improved graphics over Sonic 2. Although some people bought the CD add on, many people ignored Sega CD for whatever reason. I learned that Genesis was more popular than SNES. It was released under the best attentions. Sony was going to make Nintendo's new CD peripheral, but it never took off. It was scrapped months before it went under mass production.

The same year Sega came out with the Sega 32x which made the Genesis 32-bit. Sega made the wrong decision in making it, and the developers didn't have enough time to develop any high profile games for it. Doom, and Virtua Fighter was developed for it. That cost Sega millions of dollars that they couldn't invest into the Saturn, in my opinion.

In 1996, Sega released a 16-bit version of Sonic 3D Blast. It resembled closely to the Saturn counterpart. It didn't do as well as Sega hoped it would. But it was a pioneer as 16 bit titles go.

Sega Genesis had an unusually long life of seven years in the United States (1989-1996). It is still popular in Brazil and Australia, South Korea and a few Asian countries today.

Model Number: MK-1601 (r1), MK-1631 (r2).

CPU: Motorola 68000 at 7.61 MHz

1 MByte (8 Mbit) ROM Area

64 KByte RAM Area

Co-Processor: Z80 @ 4 MHz (Not Present in MK-1631)

Controls PSG (Programmable Sound Generator) & FM Chips

8 KBytes of dedicated Sound Ram

Graphics:

64 simultaneous colors of 512 color palette.

Pixel resolution: 320 x 224

VDP (Video Display Processor)

Dedicated video display processor

Controls playfield & sprites

64 KBytes of dedicated VRAM (Video Ram)

64 x 9-bits of CRAM (Color RAM)

3 Planes: 2 scrolling playfields, 1 sprite plane

Sound:

PSG (TI 76489 chip)

FM chip (Yamaha YM 2612)

6-channel stereo

8 KBytes RAM

Signal/Noise Ratio: 14dB

Most Popular Games according to Gamestats.com

1. Sonic the Hedgehog 2
2. Sonic the Hedgehog
3. Sonic the Hedgehog 3
4. Sonic and Knuckles
5. John Madden Football '93
6. NCAA Football
7. Sonic Spinball
8. Mortal Kombat
9. Mortal Kombat II
10. Disney's Aladdin
11. Streets of Rage
12. Streets of Rage II
13. NHL '94
14. Sonic 3D Blast
15. Spider Man – Venom: Maximum Carnage
16. Spider Man – X-Men Arcade's Revenge
17. Spider-Man
18. Ultimate Mortal Kombat 3
19. Separation Anxiety
20. Revolution X

Playstation (1994 - Present)

Sony Playstation was released in the US in December 02, 1994 costing 400 dollars. Sony was really successful a year later around Christmas of 1996. No good games came out in 1995. Although Nintendo 64 was a bit better nudged in with the competition, PSone was going to see it's console triple any console that existed in homes across America. One reason was because after 1996, Sony designed a new Playstation had been bug free unlike the original. Sega Saturn looked like an expensive alternative compared to Playstation which ultimately lead to it's death. When no software is developed for it it's considered 'dead'. Playstation stayed number one because it was on shelves since 1995. Playstation has games like Spyro the Dragon (1997), Madden 2000 (1999), Final Fantasy 7 (1997), and Resident Evil II (1998) to name a few. It had a long enough life span were you could see a sequel or two for your favorite game. The list is too large after 1997 to name all decent titles for Playstation.

Originally Sony was asked to build a CD add-on for Super Nintendo. Nintendo had the right idea there. But Sony Entertainment shot Nintendo in the foot and said, "We are going to compete against you, Nintendo." They paid off all their debts they owned for manufacturing, and became everyone's favorite videogame system from 1996 - 2000.

Sony also made a developers kit version for PSX called the Yaroze. It was very expensive, but it made it possible to create your own games running an advanced platform such as the Playstation. Most computers weren't as fast. I suppose that the Playstation 2 version is called Yaroze 2. I am fantasizing a bit, but wouldn't you be able to import your Yaroze game to a Yaroze 2 to run on Playstation 2. Think of it, you can have your own underground ps2 game coping business. All you would need is a DVD burner and they've come down in price since 2000 when it first appeared commercially. .

I enjoyed games like Ridge Racer Type 4 because it was racing game. I also played Dino Crisis 2 and got somewhat far into it. I found out the red raptors are inventible! I got hurt badly from the raptors so I didn't play anymore. I also played Final Fantasy VIII, and got to the end of the 2nd disc and somehow I wasn't powerful enough to defeat one of the bosses near the end. I also played Chrono Cross on it. That was pretty good. Then I got into Crash Bandicoot 2 (a little late, 2004) because it was a platform game. Anyways, I listed to specs below.

Processor - 32-bit R3000A

Processor clock speed: 33.8688 MHz

MIPS (Million Instructions Per Second): 30

Bus speed: 132 MB per second

Cache:

Graphics:

Resolution: 640x480 maximum (five interlaced and four non-interlaced modes supported)

Colors: 24-bit (16,777,216) maximum; other modes supported are 4-bit (16), 8-bit (256) and 15-bit (32,768)

Maximum sprite size: 256 pixels high x 256 pixels wide

Polygon rendering: 360,000 polygons per second

Geometry engine: Provides additional hardware rendering of polygons to include Gouraud shading, texture-mapping and lighting effects

Memory: 1 MB RAM

MPEG decoder

Most popular Playstation Games according to Gamestats.com

1. Final Fantasy VII
2. Final Fantasy VIII
3. Final Fantasy IX
4. Final Fantasy Anthology
5. Final Fantasy Chronicles
6. Metal Gear Solid
7. Final Fantasy Tactics
8. Final Fantasy Origins
9. Chrono Cross
10. Castlevania: Symphony of the Night
11. Resident Evil 2
12. Resident Evil 3 : Nemesis
13. Suikoden II
14. Xenogears
15. Gran Turismo 2
16. Grand Theft Auto II
17. Grand Theft Auto
18. Resident Evil
19. Vagrant Story
20. Valkyrie Profile
21. Legend of Dragoon

SEGA SATURN (1995 - 1998)

Released in November 1994, Sega Saturn took popularity from the Neo Geo Turbo. Sega Saturn was priced at huge 400 bucks for a combo w/ Virtua Fighter (1994). But in 1994, all the good Playstation games continued development. Ridge Racer from Namco, was Playstation's premiere racing game. This was an early driving simulation that had magnificent graphics for its time. The control was also new at the time, but Ridge Racer also was a high profile. Sega spent years trying to come up with a solid design for their console. Unlike Nintendo, Sega decided to go

with optimal disc. Sega CD failed because the lack of good advertisement campaign, and with only one good game out, it wasn't worth it. Sega also had high profile games in store, like Panzer Dragoon (1995) Panzer Dragoon II (1996) with the following, Sega also had plans for Sonic in Sonic 3D Blast (1996), but became a lack luster because of it's bad control. It proves that 3D games are horrible with a digital pad. However, Sonic Team came out with another game called NiGHTS(1996), and released an analog controller (looks exactly like the Dreamcast controller). Nights had good graphics for it's time, it also featured a fully 3D engine. The death of Saturn was it hard in 1997 when Squaresoft released Final Fantasy 7 on Playstation. Final Fantasy went on to be a famous game which marked the beginning of 32-bit age after Konami's Suikoden (1996) RPGs. It may surprised everyone, but Sega came out with 5 fantastic games, Radiant Silvergun (1997), Panzer Dragoon Saga (1998), Shining Force III (1999), Burning Rangers (1999), and Lunar : The Sliver Star Story (1996) in return to make up for that. Shining Force III, and Panzer Dragoon became ideal RPGs to bet when buying the console. 3rd party games like Grandia and Lunar were close behind with sales, but also were on Playstation too. So 3rd party RPGs didn't really sell well on Saturn. Sega also tried having laser gun action with games like Virua Cop (1994) and House of the Dead (1995). But it was all done, Sega announced Saturn dead later that year. In 1996, Sony updates the PSX to just 'Playstation' (version 1.1) which means they fixed a lot of bugs, and made the console more durable in the end. I mean there are still the originals around. The PSone is said to be more durable than all previous versions of Playstation including Playstation 2s which were released a year afterwards. Now, everyone who wants a Playstation can buy one (in 1999). Sega Saturn survives today through videogame retailers selling used versions. Playstation gets a lot more use, Saturn seems old to us now and outdated. Only Nights, Panzer Dragoon Saga, Reliant Silvergun, and Shining Force III stood the test of time on it. Dreamcast was not backwards capable with Saturn games. Saturn saw no support in Japan because Sega went completely to support Dreamcast, which was the predecessor. So sales dried up completely because of it. In a sense, Sega killed Saturn.

Main CPU 32bit RISC SH2 (28.6MHz, 25MIPS) x 2
32bit RISC SH1 (20.0MHz)
16 bit Stereo Sound, Audio DSP (32 Channel, 44.1KHz Frequency (CD Quality))
Resolution 320 x 224
16mbit Work Ram
12mbit Video Ram
4mbit Sound Ram

16.77 Million Colors, Sprite Enlargement, Reduction, Rotation, Transformation.

Double Speed CD- ROM

Dimensions
Width 260 mm
Length 230mm
Height 86mm

My personal Impressions on owning a Sega Saturn are moderate because I knew that Sega would have a good product. Sega Saturn feels empty inside and not built with as strong plastic as Dreamcast and Nintendo 64. The controller feels light in my hand. I am very use to the Playstation controller feel. So I reject some of the Saturn's controller. Although, it is packaged away in my closet, I have played games like Sonic 3D Blast, Sega Championship Rally, Rayman, Gex, and Nights. Nights is my favorite Saturn title. I could never find a 3D controller for my Nights title, so I failed to make me play it for hours. Sega Rally is a good racing game. I like drafting all the time. It's an average game in my opinion. Not as fun as some of the RPGs on Playstation, but does have a little good playing it. It is 3D and I can understand that it can barely handle 3D racers. Playstation was supposed to be that way, until they came out with Gran Turismo, and that opened some eyes. Some never knew it was possible. So all and all I give Saturn a 6.0 out of 10.

Most popular Saturn Games (Gamestats.com)

- 1.) Gran Theft Auto
- 2.) Panzer Dragoon Saga
- 3.) Resident Evil
- 4.) Nights into Dreams
- 5.) Virtua Fighter 2
- 6.) Doom
- 7.) Need for Speed
- 8.) MVP Baseball '96
- 9.) Wipeout
- 10.) NBA Action
- 11.) Johnny Bazookatone
- 12.) Steel Harbinger
- 13.) Tokimeki Memorial Forever with you
- 14.) Dead or Alive
- 15.) Saturn Bomberman Fight
- 16.) Tetris Plus
- 17.) Hardcore 4x5
- 18.) World Cup Golf
- 19.) World Series Baseball
- 20.) Worldwide Soccer

N64 (1996 - 2001)

This is my impressions of the Nintendo 64. The only console which went from low resolution to high resolution well almost. Some people thought Perfect Dark ran in high resolution. That's because N64 had a 4 MB expansion pack released in 1998 with Star Wars Rogue Squadron. I have no idea how they made a 64 bit machine look like an early 128-bit generation game like in Perfect Dark and Turok 2: Seeds of Evil. One thing that made Nintendo a recognizable console was Rare (which later moved to Microsoft Gaming Studios.) But kept the platform games favorable (especially Conker's Bad Fur Day) until Nintendo could reorganize a better plan for their next generation console. Nintendo had released Legend of Zelda Ocarina of Time (an exceptional game) The first game was another Mario platform surprisingly - Super Mario 64. Both are on the top 50 best videogames of all time (source: Game Informer Magazine.) Nintendo didn't get any support from any RPGs, so Final Fantasy never made it to Nintendo 64. So Nintendo missed out of Squaresoft's multimillion dollar high profile project due to Nintendo's old technology of cartridge-based games. Although most of the games used a midi version cd quality music found in most Playstation games. Nintendo did support MP3s in three N64 titles : Resident Evil 2, Conker's Bad Fur Day, and Perfect Dark. MP3 fitted cd quality audio onto a 512 MB cartridge, their largest cartridge. If Nintendo had technology to produce a 1 Gigabyte cartridge, they may have pulled off the Final Fantasy 7 title in 1997. But the technology wasn't there to make 1 GB carts.

Games like Legend of Zelda Ocarina of Time, Mario Kart 64, Perfect Dark, Banjo Kazooie, Ridge Racer, Madden Football, All Star Baseball, Turok 2, Orge Battle 64 and Rayman 2 kept the console alive along enough for people to not say, "Nintendo Sucks." Nintendo 64 was good enough, that it didn't suck though it didn't have the balls that Playstation has.

Nintendo 64 was expensive to make, but in 1996, the cartridge technology was improved enough that it would still be good to go. And this was 8 months before Intel came out with the Pentium II with 64 MB of RAM. Back then, Nintendo didn't scope out the cash and make the outrageous deal with IBM which they did in 1999. It was rather a large sum of money.

Then Nintendo released a disc drive in Japan. The most famous games for it were Mario Paint, Simcity 2000, and Legend of Zelda Ocarina of Time – Master Quest. LoZ-OoTMQ was originally designed for the disc drive which was going to be brought out much sooner. The Master Quest has more dungeons and increases overall difficulty of Ocarina of Time adding more monsters in various places.

Most Popular N64 games

1. Legend of Zelda : Majora's Mask
2. Legend of Zelda: Ocarina of time
3. Conker's Bad Fur Day
4. Paper Mario
5. Super Mario 64
6. Goldeneye 007
7. Perfect Dark
8. Donkey Kong 64
9. Super Smash Bros.
10. Mario Kart 64
11. Banjo Kazooie
12. Star Fox 64
13. Pokemon Stadium
14. Diddy Kong Racing
15. WWF No Mercy
16. Resident Evil 2
17. Banjo Tooie
18. Pokemon Snap
19. Mario Tennis
20. Mario Party

Sega Dreamcast (1999 - 2001)

After the demise of the Saturn, could anyone say that Dreamcast sucked too? It wasn't great, but it wasn't horrible. Some people were surprised that Dreamcast was as small as it was. The controller is the almost the sized of the console. Playstation 2 was this too cool for Dreamcast. Sega continued relations with NEC to provide their processor. NEC, the 2nd largest microchip distributor in Japan. In my opinion, Dreamcast sounds better then Playstation or Nintendo 64. Sega reentered the console genre, this time a few new 1st party developers and all the other developers came back too (Activision, Capcom, Midway, Uri Soft, Namco, CBI, Crave, Infogrames) As for games went, Sega surprised everyone with Virtua Fighter 3, the only fighter with 128-bit graphics at the time. The time was November 1998 when it was released. Sega released Sonic Adventure (1999), an improvement over Sonic 3D Blast (1996), on Dreamcast. It didn't sell over a million copies, but did get media attention. Sega wanted Sonic to be known as the blue blur revisited like Genesis games were known to be. Sonic the Hedgehog 3 is one of the most popular Genesis games ever created. Sega had strike a very big deal with Namco to make a port of the arcade game, Soul Caliber (1999). Soul Caliber was the first Dreamcast title to sell over a million copies. The title was arcade perfect and looked better than any other launching title.

Sega was determined or desperate (what ever way you view it) to became focused in North America. The huge marketing campaign was unleashed in 1999 to show off Sega's new console with advertisements to support Sega's flagship title, Sonic Adventure and also Soul Caliber, NFL 2K, and Power Stone. Later Sega advertised Resident Evil 2, Crazy Taxi, Jet Grid Radio, and Space Channel 5 on MTV. Resident Evil was a popular horror survival action game upgraded to Dreamcast. Space Channel 5 was a musical game dependant on pressing buttons to keep the beat just like Dance, Dance Revolution. I played neither in my life. Shenmue (2000) was in development for many years,

and was the largest scale game on any console prior to it. The game was made by Sega's internal developer AM2 who also makes Virtua Fighter. It's about a man in his mid 20s trying to unlock what really happened to him long ago in this huge vast city environment with thousands of things to do. It's the most expensive videogame ever produced.

Skies of Arcadia became Sega's new RPG from Overworks, the developer also made Shinobi for PS2 and Dreamcast. The Dreamcast version never came to the USA, but the PS2 version has. Gamers could also browse the web and search for Game Saves online. Many people were surprised that Sega brought back, and enhanced the Saturn version of Phantasy Star IV in form of Phantasy Star Online. The game had decent game play and really good graphics. In no way could it compete with today's games. There was only a few online titles, like Vanishing Point (2000), Chu Chu Rocket (1999), NFL 2K1(2001), Unreal Tournament (2001), Quake III (2001), Soldier of Fortune (2001), and Phantasy Star Online (2000, 2001) which went online. Atari came out with one quality title, Ikaruga, which is an overhead shooter, which had high resolution graphics and had tight control which had it overlooked by many gamers. This game is coming out for Gamecube, and hopefully I will have the review up soon! All of the games went online for free but only lasted 6 months as a server. In 2003, those servers still alive, but no one is playing the online on Dreamcast anymore. The largest online game was Quake III which surpassed Phantasy Star Online because Quake III could be played with PC gamers too. Playstation 2 took a huge chunk for Sega's profits. In many ways, Sega underestimated the wrath of Sony's Playstation 2. By the end of 2000, Sega knew that Dreamcast wasn't going to last another year and changes had to be met for the company's survival in the industry. Sega prepared to become a third party. Sega gave Dreamcast source code to Pace which freely displayed it over the Internet. That made this whole underground department of running emulators to run on Dreamcast.

Hitachi SH4 RISC Processor (128bit 3D engine)

NEC CLX2 graphics processor

Yamaha 64 channel sound processor

Custom GD Rom technology with 1gb storage space

Networking Capability (i.e. 33.6k modem) allowing complete Net use

Four controller ports

Controller with 6 'fire' buttons, analogue and d-pad controls. Also features two expansion ports for Virtual memory unit and rumble pack.

Most Popular Videogames of Sega Dreamcast (Gamestats.com)

- 1.) Soul Caliber
- 2.) Resident Evil Code Veronica
- 3.) Sonic Adventure 2
- 4.) Sonic Adventure
- 5.) NFL 2K1
- 6.) Phantasy Star Online
- 7.) Shenmue
- 8.) Crazy Taxi
- 9.) Jet Grind Radio
- 10.) Skies of Arcadia
- 11.) Mario vs. Capcom 2
- 12.) Grand Theft Auto 2
- 13.) Dead or Alive
- 14.) Grandia II
- 15.) Virtua Tennis
- 16.) Shenmue 2
- 17.) NFL 2K2
- 18.) Resident Evil 3

- 19.) Biohazard : Code Veronica (Japanese version of Resident Evil CV)
- 20.) Resident Evil 2
- 21.) Crazy Taxi 2
- 22.) Chu Chu Rocket
- 23.) Power Stone
- 24.) Power Stone 2
- 25.) Quake 3 Arena

Nintendo Gamecube (2001 - Present)

Gamecube is undeniably Nintendo's biggest project since the SNES. Nintendo called it Project Dolphin for a code name. We know it as Nintendo's only 128-bit gaming machine. Nintendo focused on games not extra hardware format so it allowed the Gamecube to be fast, yet have simple design. That's why I say it's Nintendo's best offering since SNES. The SNES was ugly, but wonderfully designed. Nintendo made the Gamecube have the best compression rate of any console of it's class. A 4:1 Ratio. The design is compact. Nintendo wanted to spend money so it could save money in the long run. My sources say that Gamecube has the cleanest agriculture of any home videogame system to date. Code named Nintendo Dolphin in 1999, Gamecube was leaked on the Internet when Nintendo announced a new gaming platform at E3 1999. Nintendo struck a fairly large deal with IBM to make the central processor that would process the graphics in Gamecube which had a very high compression rate - 1:4 ratio with no image quality lost. It was called the Gecko, the most advanced technology on the market. ATI designed the graphics chip which is also really small in size. One major difference from the N64 and Gamecube is that Gamecube has a disk drive. This disk drive spends 80 resolutions per minute which allows the buffer to analyze data faster than a DVD rom could.

Gamecube is a good machine. It recently came out with Red Faction 2 Nintendo has 5 average to above average first person shooters for the Gamecube, and made 5 first person shooter titles in stock. Nintendo, being the largest videogame developer, has made hit titles like Super Smash Bros Melee, sequel to the N64 fighter. Super Mario Sunshine, Metroid Prime (prequel to Metroid for the NES) , Resident Evil, Legend of Zelda - The Wind Waker (sequel to Ocarina of Time) Sega became a 3rd party developer and brought quality titles such as Super Monkey Ball (2001 Puzzle), Phantasy Star Online (2002 RPG), NFL 2K3 (2002 Sports), NCAA Football 2K3 (2002 Sports), Sega Soccer Slam (2002), Sonic Action Pack (2002 Platformer), and Skies of Arcadia Legends (2003 RPG). Nintendo and Sega have worked together to bring out the next F-Zero game.

Nintendo has come out with a modem, but there is no software to surf the web. I doubt that a 3rd party will have a web browser out before 2004. Nintendo doesn't want gamers to download saved games off the Internet. In my opinion, Nintendo is only hurting themselves. Nintendo also released a Gameboy Advance cart reader which allows you to play GBA games on your television. In May 2003, Nintendo announced Gameboy Player add-on was attached to Gamecube right out of the box still being able to keep the package at 150 dollars. Now you can stick Gameboy cartridges in the side of the console to play it on TV. They reported to also create the Wavebird, a very nice wireless controller, maybe even the best. I believe it's even 800 MHz, and very durable unlike 3rd party controllers.

But the LSD Display for Gamecube is the best add-on you can buy. If you have the money. The LSD Display makes Gamecube portable. Plug the adapter in your car's cigarette lighter, and you have an instant gaming machine of your dreams.

Stay tuned for Part 2 explaining hardware specs and development of Playstation 2 and Xbox.

free pixels (2005-10-25 07:00:00)

But let me ask you this: What would you choose?

Free Pixels or Ten million dollar?

And, did you know you get free pixel advertisement with that?

And, would you like to have a ten million dollar advertising campaign? It can be done for less than \$50.00 for the coming ten years!!

free pixel advertisement

We might see you on the other side.

Fiber Optic Cable (2004-07-29 13:50)

Introduction:

Fiber Optic cables are by far the most advanced cable in the world. They are orange cables with 2 layers of glass inside. The inner layer called the glass core transmits data. The outer layer glass over it reflects data traveling at light speed so it's trapped going one way. There are 2 glass fibers, one that sends the data to the source and one that receives data from the host. There are two types of fiber called modes. Single Mode Fiber Glass is more expensive, but can transfer up to 2 Gigabits per. second. Multi-mode is a lot cheaper (than single-mode) and can transmit data at 1 Gigabyte.

Coaxial Cable and RJ-45

We will get to cost later. Right now we want to talk about coaxial cable since this is the primary networked media today. The most common is unshielded twisted pair because it's the preferred media for Ethernet/LANS. There are 4 classes used today, CAT 4, CAT 5, CAT 5 enhanced and CAT 6. Cat 4 is common with home networks the past 5 years because it's so cheap. A 10 foot CAT 4 cable will run 10 dollars. A hub will cost 30 dollars, and network cards may cost as little as 20 dollars. However, many people are just getting 802.11b and 802.11g wireless cards for their computers because it's easier to operate. 802.11b wireless networks transmit at 11 Mbps and 802.11g can transmit at 100 Mbps. 802.11g networks transmit at 120 Mbps. CAT 5 network supplies are now what's available at Best Buy and CompUSA and the Internet. CAT 3 and CAT 4 networks are now obsolete. Government centers, schools, colleges are already upgraded to CAT 5 enhanced because it covers 1 Gigabyte bandwidth and it's less costly than CAT 6. CAT 6 is the newest Category in RJ 45 type cable, short for patch cable, its blue or grey. It travels at 1024 Mbit / per second with a 600 MHz frequency surpassing CAT 5e.

Fiber Optic Cable was created when?

Fiber Optic started appearing in 1996, but it was so expensive it was only used in big corporations and universities. Fiber can go longer distances than it did in 1996. Fiber Optic was first used in some houses to bring in sunlight from the roof. It can bend any light source at 90 degree angle. The maximum distance of patch cable is 14 meters. The maximum distance of coaxial cable is 100 meters, and the maximum distance of single mode fiber optic cable is 40,000 meters. Any longer and Fiber glass bandwidth will be affected greatly. A repeater is needed to every 75 feet or so to enhance data pulses. A data pulse is an electronic pulse of computer data, called data packets, when it traveling at light speed through the cable. Today that data pulse can travel from 1 Gigabit to 2 Gigabits at once.

CPU resistance to Fiber Optics Great Bandwidth.

CPU power and RAM will slow data down because data is excepted at the processing rate of the CPU. It's much like encoding audio, when the cpu is compressing wav to mp3, it is transferring information from the source file to the destination file at the rate of the CPU's own capacity. There is resistance because data going through random access memory and is delayed and waiting in line in the order it is received. This is not noticeable when download is automatically temperately loaded in virtual memory, but when completed, very noticeable when moved to your

destination folder.

Seven Advantages of Fiber Optic Cable

- 1.) It has low Attenuation and high bandwidth. Attenuation is referred to resistance, measured in Ohms, in the wire. Bandwidth is the difference between the highest frequency and lowest frequency of the wire. This is measured in Hz so Gigahertz is 1000 MHz and this means 1 Gigabit of data can transmit at the speed of light. Multimode fiber travels at 1 Gigahertz and Single Mode fiber travels at 100 Gigahertz. Single Mode is obviously faster. Remember Cat 6 patch cable bandwidth is 1 GB running at 600 MHz, the speed of sound.
- 2.) Low Power Lost – Needs less power to transmit data.
- 3.) Immunity to electrical interference including lighting and fluorescent light rods.
- 4.) Smaller weight compared to patch cable. Fiber is 20 pounds per 100 Feet CAT 5 untwisted pair is 50 pounds per 100 feet and coaxial thicknet cable is 200 pounds per 100 feet.
- 5.) No crosstalk with other fiber cables or unshielded / shielded twister pair cable.
- 6.) Can't be tapped from outside line. If someone is taping the line, it must be from a computer terminal connected to a star topology connecting to a fiber wire backbone setup. Fiber is usually used from backbone to backbone cross connects or from building to building. Vampire taps are a thing of the past. No more Mission Impossible tapping.
- 7.) Fiber Wire can be used from 20 to 50 years before needing to be replaced. It'll be outdated before it becomes vulnerable to corroding.

What Matter does fiber transmit ?

Fiber is more advanced because it uses protons positively charged particles instead of electrons negatively charged particles. That's why when you fry a motherboard because it uses electrons to transmit data. You can not fry fiber optic; only snap it in half if you're not careful. The orange wire is more fragile than twisted pair.

By Ian March 04, 2004 6:40 PM | revised Nov 07

Generations 1985 - 2001 Part 2 (2004-07-31 13:51)

Welcome back. Yesterday, I saw my rankings sky rocketed. I was number 6 for the first few hours of July 29th. That day I posted some reading material I felt good for this blog from my personal webpage. I started to post all my reviews since I'm into games, and I use to write reviews. I didn't write very long reviews, just short ones, while I like IGN.com's reviews, I don't see myself writing 3 pages of paragraphs. I took the basic concepts of writing reviews including the game's story, the graphics, game play, the sound effects / soundtrack, and conclusion. In the reviews, when the reviewer talks about lighting and shadow use - I understand that. What I don't understand too well is how some people review game play. Game play is more one's opinion, and can range 10 points (based on 100 point review system) in a videogame review. I have this habit of remembering IGN.com's review so I take content from their review, and put it on my own. This is bad. 3D games have been out long enough where games have a standard in 3D game play. All I look at is graphics and game play, I don't care about anything else unless it's something stupid like Rugrats, Superman or Drake of the 99 Dragons.

This article is the 2nd half of videogame machines dating from 2000 – 2004. Okay, where to start?...hmm...Playstation 2 is known to everyone as a 128-bit machine, and therefore high resolution, right? There is a misconception that Playstation 2 is 4 times as powerful as PSone. I believe that this is a big understatement. The Playstation's CPU was clocked at 33 MHz while the PS2's main CPU (out of four) is clocked at 300 MHz. It's more like 9 times more powerful. PS2 is based on RISC technology which means the CPU is powerful enough to handle everything including graphics, AI movements, FMV, anything that needs processing except for sound. The sound chip is apart of the motherboard, but this always has been true. Twelve years ago, Sega CD had a motherboard with a 16-bit sound chip. Back then it was pretty nifty stuff I guess. The complex part is where PS2 has two other co-processors that are both clocked at about 135 MHz to do some interesting techniques that one CPU can not do. It's basically taking the data load off the main CPU so it can concentrate at giving the graphics processing unit better graphics data by using shared RAM. It really doesn't seem that way since Gamecube can pretty much make ports of PS2 games look a lot better. The first PS2 games such as Ridge Racer V, Heroes of Might and Magic, Tekken Tag Tournament only used the main processor. The Playstation 2 also has an outdated 32-bit GPU clocked at 150 MHz. This is a little more powerful than my Nvidia TNT 2 I've had installed in my Compaq in 2001 (before I upgraded to a 64-bit Radeon). It looked good on TV for some state-of-the-art anti-aliasing, and several mip-mapping techniques the console had. My television is the analog kind from six years back, so polygons looks smoothed out on it. We had a flat screen television in the family room downstairs, and Playstation graphics are more vivid and high resolution on it. The stuff that Metal Gear Solid 3 Snake Eater is showing is pretty damn amazing for Playstation 2. I have one and sometimes I wonder how graphics are produced on it. The difference of graphic quality of Ridge Racer V and Gran Turismo 4 is huge. Not to mention Madden 2004, and ESPN Football 2K5 look better than any other football title.

Games I knew that are big on it were Jak and Dexter, Metal Gear Solid 2, Final Fantasy X and XI, Gran Turismo 3, Grand Thief Auto 3 and/or Vice City, Deer Hunter, and Need for Speed Underground.

Some interesting news today on Google. Sony Computer Entertainment plans to spend 2.5 Billion dollars on a state-of-the-art manufacturing plant somewhere in Taiwan to manufacture millions of Playstation 3s, and probably Playstation 4s as well. This doesn't include costs on how much Sony invested to IBM to create the 'Cell' microchip. In 1999, Nintendo invested 1 billion dollars into IBM to develop the 'Gecko' processor. I don't know whether or not this including manufacturing costs which would be replenished as soon as Nintendo sold their Gamecube software. The prototype "Cell" microprocessor series is going to be produced in 2005 at the Nagasaki plant. This is done so software can be made 5 months before so Sony can show the tech demo at E3 (Electronics Entertainment Expo Trade Show) 2005. This plant will also manufacture IBM servers. I'm okay with it as long as it makes Playstation 3 cheaper. It's already going to make new Playstation 2's cheaper as well, by redesigning a more efficient way to do games that 5 year old technology has done. A recent message board rumor confirms that Sony plans to unleash the PStwo in 2005 or 2006. PStwo is a miniature Playstation 2 model that looks a lot better than the current one, and cheaper to own as well when it's announced. PStwo may even be as inexpensive as Gamecube right now. Sony would love to compete at the same price as Nintendo right now. There are websites such as <http://PSinsider.com> which will tell you the exact details when really we already know PS3 is going to look cinematic, and be very, very expensive at it's launch date. No matter what, Playstation 3 will have the best hardware of next generation. Just think the Xbox versions of Half-life 2, and Doom 3 at a higher resolution. Need I say more? Of course, there's this question I have about RPGs running on the most advance console hardware? It won't be answered until the first RPG comes out for PS3. This traditionally has never been the case. Think Playstation and N64. I think it's fun to buy all three next generation consoles, and than say you have no comment on which console is better. I've done this.

There is some news on the Internet about how the Playstation 2 can be instantly transformed into a Playstation 3 by adding a box like add-on to the largest expansion slot of the PS2. It's a good idea, but the Playstation 3 has a much more advance motherboard, not to mention more RAM. The motherboard couldn't possibly fit into the expansion slot. There is an exception though, the PSP is said to future processing power almost as powerful as the Playstation 2 while the Nintendo DS will be slightly more powerful than Nintendo 64. I don't see how this could be possible in 2005 to make a motherboard that small? You're talking about a console that out performs most PCs

sold in 2004 in games. Making technology that small would be really expensive. I mean just look at my desktop computer...that thing is a monster of a tower, and the motherboard is about 2/3 of the total size of my tower. It's just another unrealistic post from an imaginative gamer – some posters them noobies. He better forget about the blu-ray drive, and new sound chip. Consoles will never again have performance boosters like the questionable 4-MB expansion pack on N64 or the failed Sega CD add-on for Sega Genesis.

As for the Microsoft Xbox, we know it as the first American videogame console since Atari 7800 (100 % genuine US). Except the Xbox controller is made in Malaysia, and the Xbox console is manufactured in near by Mexico. I know this because I looked on the bottom of my Xbox. We know the Japanese hate it. They despise it. Let's face it, Japanese will always love RPGs, and RPGs aren't on Xbox. Anyhow, machines do all the work in a high tech assembly line. Does Microsoft own their own facility or do they license it out to another company? After that they loose 100 dollars on every Xbox. I think I said this before somewhere?

The best thing about Xbox is Conker will be on it. Well, maybe not the best thing. There were gamers still out there who think Halo is the best thing on Xbox right now. It was true that Halo was pulling the weight of the whole Xbox. Want Halo? Get Xbox. Don't want Halo? Don't get Xbox. That analogy was true for 12 months after it was released. Unless, of course, you felt you needed to play Madden Football 2002 or Project Gotham on it. The only RPG I was okay with on Xbox was Elder Scrolls 3: Morrowind. The game looked a lot better on my PC than Xbox though. Still, it was the entire game. Then I saw Morrowind Game of the Year for 20 bucks. It was a steal so I bought it, and got rid of the original Morrowind game. Morrowind had a horrible draw rate on Xbox. . To be more specific, it didn't have a look at the whole scenery from affair which the PC version had. The game occasionally froze. Elder Scrolls 3 - Morrowind Game of the Year freezes up less often thanks to some additional crash bug-fixes. I hear the Xbox had a problem of loading all the content off DVD so Bethesda Softworks had to cut down on draw rate. I know because I was in Elder Scrolls 3 from November to December. It still looks very good. The blocky people in the game can be overlooked. I can over look the Xbox version of Doom 3 because of the controller controls. iD Software confirmed that Doom 3 can barely work on the Xbox. That's pretty amazing since iD Software claims it has the world's most advanced 3D engine. I mean I don't care it's on Xbox, but I rather have it on PC.

Microsoft is known for their two games with Xbox package. The most famous I can think of is the limited edition Sega Jet Grind Radio / Sega GT 2002 combo DVD. This is why I think so. Sega and Microsoft did a partnership in 1997 when Dreamcast was in prototype stages. Now that Sega is an ex-console manufacture, Microsoft did them a favor by showing off Sega games on their console. . This would be normal except Sega never developed another game for another console since the Atari 2600 days. Okay, there was Bandai Wonderswan and Tiger Game.com, but those were handhelds until 2001 when Sega went multi-platform. It was probably strictly business, but I liked their 2 game package with a Sega GT 2002/Jet Grind Radio on one DVD (both sequels of Dreamcast games) made by Smilebit and WOW. All you need to know about Smilebit is that it is the only one of three developers that ports exclusive Sega games to Xbox. Formally, Smilebit was known as 2nd party developers, but now that Sega Enterprises Ltd is a 3rd party, they can't be called that. The other is WOW Entertainment (SEGA GT 2002 and SEGA GT Online). Sega is different because their big enough to have all the Dreamcast developer studios still working for them. Atari works differently now since all the developers choose them as their publisher, and are not considered a 2nd party of Atari anymore. Atari was bought by Infogrames, and then Infogrames changed their name back to Atari, which was a smart move on their part in my opinion. Who heard of Infogrames anyways? So in a way, development studios bought out by Infogrames before 2002 are now owned by the new Atari. If that makes any sense to you guys? That's the main reason why Sega absorbed AM2, and Sonic Team back into themselves last month. Having Sonic Team without a 2nd party status, the developer was able to be bought out by bigger software development studios.

I got information off a Playstation 3 forum stating that Nintendo announced the first ever 1 Gigabyte game cartridges for Nintendo DS. This is pretty amazing since the biggest N64 game cart is 512 MB, and Resident Evil 2 was the only game to use it. Here are some examples of N64 cart sizes.

- Super Mario 64 – 8 MB cartridge
- Pilot Wings – 8 MB cartridge
- Tetris 64 – 8 MB cartridge
- Mario Kart 64 – 16 MB cartridge
- Goldeneye 007 – 16 MB cartridge
- Banjo and Kajoie 32 MB cartridge
- Ridge Racer 64 – 64 MB cartridge
- Perfect Dark - 256 MB cartridge
- Conker's Bad Fur Day – 386 MB cartridge
- Resident Evil 2 – 512 MB cartridge

After I said all this information, I like to let everyone know, buy what makes you happy. I know graphics aren't everything. I'm not wasting valuable time wondering what new consoles will be like. However, I do like to look at what the console's specs are. I spoke of the confirmed Xenon spec Internet-leakage in January. And it's brand new content. I have enough games where I can play one game for 4 days, and move onto another game for 4 months without playing the same game twice. I'm not going to do this because it makes no sense.

Got it all figured out:

1. Firstly, Revolution since there has to be one quality launch title.
2. Secondly, Playstation 3 since it's bound to have Gran Turismo 5, and RPGs such as Xenosaga Episode 3, Final Fantasy XIII, XIV, XV, Grandia 4, Suikoden V, Breath of Fire VI, and Star Ocean IV.
3. Then if Xenon is any good I'll buy it. My guess is it'll look very close to what Nintendo and Sony consoles.

For those who wonder if they should wait and save up for a new generation console with money left over for games - I going with Playstation 3 is the wisest decision. Even the Xenon should look a lot better than Xbox. But that's what people said with Dreamcast and Playstation 2 back in 1999. I remember it so well. Dreamcast is going to be outsold by PS2. It ended up with Dreamcast having better quality games than PS2, including games like Soul Caliber, and Sonic Adventure 2 that looked better than let's say 'Tekken Tag Tournament' and 'Ridge Racer V'.

Today, I've been downloading roms including Conker's Bad Fur Day, Paper Mario, and F-Zero X. CBF D is still downloading through my modem. I called my friend, Bob, earlier today, but I got no answer. I didn't do anything this week except play Gamecube and X-box, and there is only 2 weeks until school starts again. I thought about downloading some large files off the T1 server at school since they would let me during the summer (WITC is vacant during summer but the library is open). What sucks is I can't find my UT2004 play disc! I have to find a no-cd crack that works with the game now. I could download stuff at school, but peer to peer networks don't download well although there was that time I successfully downloaded Doom 3 CD 1 off Overnet at school over one weekend. It was unfortunate that Doom 3 was corrupted. It's coming out on Thursday anyhow. SWEET!

I downloaded Bittorrent today, <http://bitconjurer.org/BitTorrent>. I thought it would be an application like Limewire, but instead it incorporates itself into the web browser. That's still impressive. I already know why it's out although it basically does what Emule does. Emule allows users to put in an IP address of anyone on the server and allow the user to connect to them directly. There is no privacy on Emule though which makes users afraid of this type of Internet. I wanted a Jaguar BIOS so I could run Atari Karts on a Jaguar emulator called Project Tempest. Soon I found out that the Jaguar emulator did not need a BIOS to play most ROMS. That's always nice to figure out.

Today, I played good old Dreamcast again. Sonic Adventure has a big issue on skipping after 20 minutes of play. My Dreamcast will be 5 years old this September, and I played it a lot for the first 3 years. Resident Evil 2, Code Veronica, and The Next Tetris have this same loading problem. I played Sega Rally Championship 2 and Dead or Alive 2 yesterday. I heard from some gaming sites that the Dreamcast version of Dead or Alive 2 looks better than the

Playstation 2 version, and even has more polygons. This made me want to put in Dead or Alive 3 and play that. The Xbox controller isn't that much different from the Dreamcast controller, and the buttons are exactly the same!

Anonymous (2005-09-30 19:44:00)

"I just came across your blog about **keyword** and wanted to drop you a note telling you how impressed I was with the information you have posted here. I also have a web site & blog about top penny stock pick so I know what I'm talking about when I say your site is top-notch! Keep up the great work, you are providing a great resource on the Internet here!"

tweedledeetweedledum (2005-10-01 23:05:00)

This blog is awesome! If you get a chance you may want to visit this movie download site, it's pretty awesome too!

jon (2005-10-02 11:35:00)

Looking for air conditioning info I found your post. I agree!

jon (2005-10-02 16:40:00)

We are trying to find good download free movie online to take the kids this weekend. Good download free movie online reviews are hard to find

I just stumbled onto your blog while looking. Seems to happen to me a lot since I am a knowledge mooch LOL

Thanks

alena (2005-10-02 21:05:00)

This is a excellent blog. Keep it going.

This may be of interest to you I have a free online dating service. It pretty much covers dating stuff.

I'll be sure to come back.

jobs123 (2005-10-04 17:18:00)

Hey I just love your blog. I also have a single online dating

blog/site. I mostly deals with single online dating

Please come and check it out if you get the time!

Anonymous (2005-10-05 21:29:00)

Hi i am totally blown away with the blogs people have created its so much fun to read alot of good info and you have also one of the best blogs !! Have some time check my link of classic game skill.

Admin (2005-10-06 15:59:00)

Wow, what a great site. I will bookmark this site and return often. It's nice to see sites like this.

Please visit my website and let me know what you think. Cheap Disney Tickets

Horse Sense (2005-10-08 03:57:00)

Nice blog I have one myself great idea layers market

Anonymous (2005-10-10 01:17:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a **Dog Coats** site/. It pretty much covers the sale of custom made dog coats.

Come and check it out if you get time :-)

fahrrad.de (2005-10-10 03:00:00)

Vous avez un blog très agréable et je l'aime, je vais placer un lien de retour à lui dans un de mon blogs qui égale votre contenu. Il peut prendre quelques jours mais je ferai besure pour poster un nouveau commentaire avec le lien arrière.
Merci pour est un bon blogger.

Anonymous (2005-10-10 16:52:00)

Hi, I came across a blog pretty similar to yours earlier today. I also have one that pretty much talks about ad business classified free post related stuff. You should check it out sometime.

Anonymous (2005-10-10 21:44:00)

Hey, you have a great blog here!

I have a coat dog fleece polar wholesale site. It pretty much covers # #Coats for Dogs # # related stuff.

Come and check it out if you get time.

St Louis Cardinals BUFF (2005-10-11 21:15:00)

So many blogs and only 10 numbers to rate them. I'll have to give you a 7 because you have good content but lack of quality posts.

Free Access To More Information Aboutinternet business

nope (2005-10-11 23:23:00)

Hi,

I'm sorry for being intrusive in to your blog. But I am Melissa and I am a mother of two that is just trying to get out of an incredible financial debt. See my hubby is away in Iraq trying to protect this great country that we live in, and I am at home with our two kids telling bill collectors please be patiant. When my husband returns from war we will beable to catch up on our payments. We have already had are 2001 Ford repossessed from the bank, and are now down to a 83 buick that is rusted from front to back and the heater don't work, and tire tax is due in November.

I'm not asking for your pitty because we got our ownselfs into this mess but we would love you and thank you in our prayers if you would just keep this link on your blog for others to view.

God Bless You.

Melissa K. W.

To see my family view this page. My Family

TV Central - Download full TV shows and series, newest movies, plus other downloads. Watch TV and movies online. Burn Them right to Blank CD's and watch them over and over again.

Messenger City - 10,000+ emoticons - Use Yahoo, MSN, ICQ and AIM all in one, skins, nicknames, bots, add-ons, emoticons, avatars and smilies.

Baja música gratis ahora. Busca y encuentra MP3, Películas, Software y más. Downloads ilimitados, Quema CDs & DVDs.

Anonymous (2005-10-12 00:23:00)

feel free to come on in and check it out anytime. :)

nope (2005-10-12 02:06:00)

Hi,

I'm sorry for being intrusive in to your blog. But I am Melissa and I am a mother of two that is just trying to get out of an incredible financial debt. See my hubby is away in Iraq trying to protect this great country that we live in, and I am at home with our two kids telling bill collectors please be patiant. When my husband returns from war we will beable to catch up on our payments. We have already had are 2001 Ford repossessed from the bank, and are now down to a 83 buick that is rusted from front to back and the heater don't work, and tire tax is due in November.

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God Bless You.

Melissa K. W.

To see my family view this page. My Family

Web Detective - Investigate Anyone Using the Internet

Spyware Cleaner

Discover The Unrevealed Secrets That Casino Owners Are Hiding From You And Learn How To Start Making A Minimum of \$1000 Every Time You Play The Slot Machines

WorldTrader (2005-10-12 12:29:00)

Great blog with vaulable tinfo! I'm definitely going to bookmark you!

Want FREE eBooks about Forex Trading? I have a fx trading platform Site. It pretty much covers fx trading platform related stuff.

Two Free Forex eBooks

Check it out if you get time :-)

Anonymous (2005-10-12 15:43:00)

feel free to come on in and check it out anytime. :)

dotcommakers (2005-10-12 21:11:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a flash banners site. It pretty much covers flash banners related stuff.

Come and check it out if you get time :-)

Anonymous (2005-10-12 23:38:00)

This blog is great! If you get a chance you may want to visit this spam the facts site, it's

pretty awesome, too!

miro (2005-10-13 01:00:00)

I just came across your blog about auto purchase and wanted to drop you a note telling you how impressed I was with the information you have posted here. I also have a web site about auto purchase Auto Purchase Tips so I know I'm talking about when I say your site is top-notch! Keep up the great work, you are providing a great resource on the Internet here!"

Anonymous (2005-10-13 18:57:00)

I came across you blog and thought you may find this site usefull. It has gas saving tips and where to find cheap gas. travel ticket

:)

Anonymous (2005-10-14 00:19:00)

You have done a great job on setting up your Blog. Your site will definately be bookmarked.

I am in the process of setting up a wholesale cellular phone

site. It's basically a resource site which covers wholesale cellular phone related stuff.

Please let me know what you think if you have time to check it out.

vente (2005-10-14 05:20:00)

Nice blog. Have you seen your google rating? BlogFlux It's Free and you can add a Little Script to your site that will tell everyone your ranking. I think yours was a 3. I guess you'll have to check it out.

Computer News

Yahoo Boasts Size of Its Search Engine Index

Trying not to include any phallic analogies, Yahoo this week announced that its overall search engine index is much larger than Google's and is the most in depth index of 'web objects' on the search market. On the Yahoo Search Blog, Yahoo disclosed that its index now includes 19.2 billion web documents, 1.6 billion images and more than 50 million audio and video files - over 20 billion items.

Yahoo is usually shy about disclosing the size of its search index, but the Yahoo Search Blog is celebrating its first year anniversary and Tim Mayer thought that somewhat of a retrospect was in order - since Yahoo has grown into its own as a search engine powerhouse over the past 365 days.

From the YSearchBlog : While we typically don't disclose size (since we've always said that size is only one dimension of the quality of a search engine), for those who are curious this update includes just over 19.2 billion web documents, 1.6 billion images, and over 50 million audio and video files.

Note that as with all index updates we are still tuning things so you'll continue to see some fluctuation in ranking over the next few weeks.

Greg Sterling of the Kelsey Group, however, makes the distinction of quality over quantity What I, Joseph User, care about is accuracy, quality and relevance. The available index does matter in terms of bringing me a sufficient quantity of results. (And if I'm looking for something really obscure, having that thing in the index is obviously important, which may go to size.).

But there's a major case of diminishing returns—there's already way too much information online for people to assimilate. Throwing more volume at me does nothing but make my eyes glaze over. What I want is enough relevant results."

Index schminindex, the moral of the story is what Yahoo has accomplished over the past year and what the next 12 months will bring with not only Yahoo Search, but the Yahoo Publishers Network, Yahoo LinkSpots, Yahoo Pay Per Call, and Site Explorer. What has Yahoo accomplished over the past year? Well, here's Tim's rundown :

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Audio & Video

Adult Personals (2005-10-14 13:29:00)

This comment has been removed because it linked to malicious content. [Learn more.](#)

Anonymous (2005-10-14 22:19:00)

Hi, I just wanted to invite you to have a look at my new site TheSEO-rank.com. Here you find valuable information concerning doorway pages

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Anonymous (2005-10-15 08:59:00)

Nice blog fella..

I have a gamecube rom

site. It pretty much covers gamecube rom related stuff.

Come and check it out if you get time :-)

Catch ya l8rs homies..

Anonymous (2005-10-15 22:38:00)

Came here searching for adult dating personals

Not a bad site you got here mate!

Check out mine

All about

adult dating personals

cc Infopage (2005-10-16 17:33:00)

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Games & PC Games News - Oct. 16, 2005

Is the PC game market? (Dallas Morning News)

The last few years have not been all fun and games for computer game fans, but that might be changing. As attention has shifted to sophisticated video game consoles such as the Xbox and PlayStation 2, PC gamers have watched their preferred platform wither.

Xbox 360's New Media Play Finding Fans (eWeek)

Consumers were impressed by the expanded multimedia features of Microsoft's upcoming Xbox 360 at the Digital Life conference, while gamers were excited to begin using the devices to access other types of services.

NewTek Releases Fifth Free Feature Update for LightWave 3D (Digital WebCast)

NewTek, Inc., manufacturer of industry-leading 3D animation and video products, today announced the release of the fifth free update and the 64-bit port for Emmy award-winning LightWave 3D . Version 8.5 offers hardware support of OpenGL 2.0, the new Multishift tool with editable history, Photoshop -style texture blending modes, improved dynamics, and easier integration of third-party file formats.

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Have a nice day,

jeepee

Anonymous (2005-10-16 22:49:00)

Very Nice Blog Keep Up The Good work. I have a blog if your looking for computers digital cameras mp3 players dvd burners sotware. Your find all the best deals from the best stores on the net.

All Computer and Electronics shopping in one location

Anonymous (2005-10-17 16:56:00)

Hi, This tv on pc thing is great... I have found this really cool site that offers over 200 channels for a really low price satellite tv free pc

cc Infopage (2005-10-18 22:38:00)

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Games & PC Games News by www.infopage.cc - Oct. 18, 2005

Beta testers needed for GPS enabled Golf application for Windows Mobile (MS Mobiles)

October 17, 2005 [General] There are many applications for Windows Mobile about game of golf. Not all of them are GPS enabled though. Here comes yet another application about golf, in versions both for Pocket PC and MS Smartphone. (Read More ...)

GameTap download service launches in US (gamesindustry.biz)

Turner Broadcasting System has officially launched GameTap, a new gaming download service which gives subscribers access to more than 300 arcade, console and PC games. (Read More ...)

Today's News about Games & PC Games

Free Anonymous Proxies by www.jeepee.biz

Have a nice day,

jeepee

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Anonymous (2005-10-20 09:39:00)

africa jacket leather motorcycle south I am keen to work with motorbike dealerships around the world, or provide one off custom suits for any biker, based here in England we can ship worldwide within 4 days from stock motorcycle leathers, clothing, gloves, knee sliders and protective gear.

Anonymous (2005-10-21 04:11:00)

Hi,

I've got an online poker strategies site with some original articles related to holdem poker that your blog visitors may find interesting - here's an article extract:

Poker's Biggest Thrill - Slow Playing

What is Slow Playing? Slow playing is a strategy used to deceive your opponents into thinking that you have a weaker hand than you actually have ...

holdem poker

Thanks

Kazzrie (2005-10-21 04:22:00)

Calling ALL Affiliates!!

Now here is the deal of the month. Hurryonly 24 places left for the Affiliate Bootbamp at FX Networking

freenanoipod (2005-10-22 06:32:00)

Great blog site. I have a Question

Do you have a rss feed link so i can add your site to my yahoo casino ebook

Anonymous (2005-10-22 07:56:00)

Hey, Nice blog on free publisher. It is always nice to locate an information source like this one. If you need some more resources, I invite you to our site which has lots of fresh information on free publisher . Thanks...

Anonymous (2005-10-22 09:09:00)

Great blog you have. I have a site about deering goodtime banjo. You can check it out at deering goodtime banjo

Steve Westphal (2005-10-22 19:22:00)

What a good blog. You should check this out. mp3 music free download

Stephen (2005-10-23 03:36:00)

Hey, Nice Blog!

Makes some very interesting reading.

Please be sure to check out my site here - Mininova - for some great bit torrent downloads.

Thanks

Anonymous (2005-10-23 07:53:00)

Great blog you have! I really enjoyed it. I heard of a great site that is giving away a free set of Nike Golf Clubs. I think your readers will enjoy it. Just click the link below and enter your Zip Code to see if you qualify!

Free Nike Golf Clubs!

Anonymous (2005-10-23 12:34:00)

San Diego is having a Hot Rod Halloween on Sunday, October 30. If you love chevy show truck then you will want to be there! All kinds of chevy show truck will be in attendance. For more information go to chevy show truck

See Ya There!!

Gordon (2005-10-23 15:25:00)

Hello, your blog is informative. I have a linux server related website, please visit and hope that it is helpful to you

Poker Odds Software (2005-10-23 22:11:00)

Nice blog dude!

Rebecca

Poker Statistics Software

Anonymous (2005-10-24 18:58:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a sbc yellow pages advertising site. It pretty much covers sbc yellow pages advertising related stuff.

Come and check it out if you get time :-)

hyip101 (2005-10-24 20:51:00)

Hi Ian's Smashing Good Blog Site I was looking for someone who could give me more info on work from home based business and I came accross your Generations 1985 - 2001 Part 2 which isn't what I really need right now, but it's a great blog! It sure got my notice and keep it up! Anything that barely looks like work from home based business interests me because folks know social security and healthcare dollars don't go far these days. If you see anyone who has work from home based business or some work at home blogs, please let me know if you can and have the time.

value advertising (2005-10-25 06:44:00)

But let me ask you this: What would you choose?

Free Pixels or Ten million dollar?

And, did you know you get million dollar homepage with that?

And, would you like to have a ten million dollar advertsing campaign? It can be done for less than \$50.00 for the coming ten years!!

million dollar homepage

We might see you on the other side.

Anonymous (2005-10-26 05:54:00)

I'd have to say that I agree with you 100 %. You might like this clone golf club golf site that I came across. Thanks again for your insight.

Den (2005-10-26 08:21:00)

Blogs are relatively new and entrepreneurs and corporations alike are just now starting to experiment with using them .

Very informative blog site Ian's Smashing Good Blog Site.

I have a digital cameras site. It pretty much covers digital cameras related stuff.

Come and check it out if you get time.

Anonymous (2005-10-26 19:26:00)

Hi, just came across your mac virtual pc anti-virus blog. I also have a site relating to the mac virtual pc anti-virus niche that I think your readers would be interested in. Would love you to stop by for your feedback

Anonymous (2005-10-26 21:49:00)

Great Blog you have here! I am going to bookmark this one.

Play free online gamestoday at arcade queen

free arcade game on linefree arcade game on line

Play until you drop but whatever you do don't let your boss catch you!

Admin (2005-10-27 06:03:00)

Great Video Game blog, thanks for letting me post a message. Great Job with your blog.

Thanks

game trailer video

Anonymous (2005-10-28 01:49:00)

Yo, This blog is pretty neat. You should check out mine sometime. It pretty much covers classified ads toronto related stuff.

Anonymous (2005-10-28 11:53:00)

Imagine Thousands Of Links Back To Your Web Site From Other People's Blogs!

Wheel Chair Center (2005-10-28 20:21:00)

Hi Thanks for your interesting blog. I also have a blog/site, covering video wheelchair sport related stuff. Feel free to visit my video wheelchair sport site.

free skateboarding games (2005-10-28 20:43:00)

Hi Ian's Smashing Good Blog Site I was searching for skateboarding sites and your blog came up, so I thought I would have a look and post on it. If you are interested in skateboarding sites you should have a look at <http://www.munkii.com>. There is a blog there too, which you could always comment on skateboarding sites about!

Johnny (2005-10-29 21:23:00)

Just visited your blog, It is interesting to read. If you need some free cell phone tips, please click here .

Poker Tracking Software (2005-10-30 07:31:00)

Hey, it's a fun site you have here. I found it while blogging tonight and thought I'd say "Hi!" :)

Rebecca

Internet Poker Software

Blue Laser Dvd (2005-10-30 20:44:00)

I hope this helps your site info

Poker Odds Software (2005-10-30 23:58:00)

I found your site while "blogging" tonight. Great stuff!

Rebecca

Poker Odds Calculator Software

Rob (2005-10-31 21:21:00)

Hey,

Very nice blog and some interesting posts. Have a look at my new bit torrent site called - Mininova -

Thanks

Anonymous (2005-11-02 23:02:00)

Nice blog with interesting topics. I have a website that offers alot of controversial topics here. Just go to the links page and look for "Video Reviews"

Anonymous (2005-11-03 06:28:00)

If you would just take your time to know your way around, you could discover

Anonymous (2005-11-03 16:39:00)

Thanks for offering this great service to learn about kinky lingerie. I have a website about kinky lingerie which makes me very interested in what you have going here. I think I am going to start up my own blog so I can spread the news! Thanks you are

offering this great service!

Anonymous (2005-11-03 20:57:00)

Hi, Nice blog you have here. Lots of great info on dallas cowboys ticket. I have a dallas cowboys ticket related site. It has lots of information, discussion, stats etc. on dallas cowboys ticket. Please check it out if you get a chance.

setting amd cpu speed in bios (2005-11-04 07:09:00)

Ian's Smashing Good Blog Site...It is nice seeing someone else interested in amd athlon xp cpu enough to also make a blog on the subject. Your topic...Generations 1985 - 2001 Part 2 is exactly what I am spending my time investigating. Thanks.

horse games (2005-11-04 17:52:00)

Hey Ian's Smashing Good Blog Site GREAT title Generations 1985 - 2001 Part 2. That's what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com/> related subjects but thank you and I shall return. I wish you well.

used-callaway-girl (2005-11-05 14:51:00)

hey Ian's Smashing Good Blog Site what's new with you?? ??

Imao :P

check the deals i found here» cheap computer game

i dare you to find cheaper!! lol

doer (2005-11-05 17:42:00)

hello, your blog is interesting to read. I have a website about burn dvd. It recommend some powerful burn dvd software for copy movie. So make sure you visit.

Mobility Aids Center (2005-11-06 01:33:00)

Hi Thanks for your interesting blog. I also have a blog/site, covering portable wheelchair ramps related stuff. Feel free to visit my portable wheelchair ramps site.

paris (2005-11-06 16:38:00)

Thanks for the info. If you are interested in bell howell digital camera.

Then have a look at bell howell digital camera

Anonymous (2005-11-06 16:54:00)

Wonderful Blog.

Thanks for all the information and for putting up a useful site.

compare digital camera

Anonymous (2005-11-06 22:31:00)

Still Struggling To Get Your Affiliate Checks?

Don't Be A Loser - Click Here:

favorite list

Anonymous (2005-11-07 03:13:00)

Stock Alert - FPPL On The Rise!

horse toys (2005-11-07 19:06:00)

Hello Ian's Smashing Good Blog Site, I was surfing blogs and paused at your title Generations 1985 - 2001 Part 2. That's what really caught my eye. I am promoting a horse halters related website and need to find more information to offer some of my internet friends. Not exactly what I was looking for but you have given me some good ideas about what could be done with my horse halters related site that I will book mark and come back to hopefully get some more education from your site, you have some good stuff maybe you could visit my website and let me know what you think in my contact page. Just click on the link horse halters. Thank you and I wish you well .

Girly Girl (2005-11-08 01:24:00)

If you want over 18 adults only dating then Swinger Dating is the site for you. Totally free too :)

TadaDiscounts (2005-11-10 04:23:00)

Great site!

Please check out my blog- Tools

Or you may be interested in my other site- Tools where you can find Tools

horse vacation (2005-11-10 21:04:00)

Hey Ian's Smashing Good Blog Site GREAT title Generations 1985 - 2001 Part 2. That's what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

Roberto Iza Valdes (2005-11-12 17:12:00)

This comment has been removed by a blog administrator.

Infactahost.com (2005-11-12 17:33:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a exchange site suggest traffic site/blog. It pretty much covers exchange site suggest traffic related stuff.

Come and check it out if you get time :-)

Anonymous (2005-11-14 05:30:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a free game online play video site/blog. It pretty much covers # #KEYWORD # # related stuff.

Come and check it out if you get time :-)

Anonymous (2005-11-14 17:24:00)

Great Blog you have here! I am going to bookmark this one....

Have you ever wanted to have the upper hand in casino's?

play free poker online

I read some of the books we sell on this site and found out

things I didn't know about. Very informative info. Others sell

these books for \$29.95 but I sell them for \$9.95. Check this one out :-))play free poker online

Anonymous (2005-11-15 23:43:00)

hey speaking of free things try blingo for free slotfree, its free to sign up and you can win free prizes! I just won a free movie ticket! Lets win together!

psp movie downloads (2005-11-16 17:49:00)

Pimp psp game downloads Site! psp game downloads

psp game downloads (2005-11-16 18:16:00)

Pimp psp game downloads Site! psp game downloads

pairstrading.com (2005-11-17 11:37:00)

Hi Ian's Smashing Good Blog Site, Out surfing for information on bestfx & happened upon your site. While Generations 1985 - 2001 Part 2 wasn't exactly spot on, it did strike a note with me. Thank you for the really good read.

free fx system trading (2005-11-18 00:01:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about fx online platform trading when I found your Generations 1985 - 2001 Part 2 post. And even though the post is not compeleety related to the fx online platform trading type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

forex day trading signal (2005-11-18 00:06:00)

Hello, you have a very impressive site loaded with good information. While researching online for facts and new info about fx online platform trading, I came accross this recent Generations 1985 - 2001 Part 2 post. Granted the topic is not exactly related to the fx online platform trading info I'm currently searching for, but I'm always looking for new topics that provide good thought and great discussion. I appreciate your passion - keep up the great work!

free fx system trading (2005-11-18 18:51:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about course forex strategy training when I'm came across this site. I found the Generations 1985 - 2001 Part 2 post (and your blog) to be very interesting and entertaining. Even though your site is not exactly the course forex strategy training related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

best fx platform trading (2005-11-18 18:56:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about forex day trading signal when I'm came across this site. I found the Generations 1985 - 2001 Part 2 post (and your blog) to be very interesting and entertaining. Even though your site is not exactly the forex day trading signal related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

century dubai fx gold trading (2005-11-19 18:48:00)

Hi there Ian's Smashing Good Blog Site, I was doing some online research for new information on free fx system trading when I discovered this interesting topic about Generations 1985 - 2001 Part 2. This site, while not totally related to the free fx system trading news I was searching for, provides a lot of excellent and creative information. Thank you for the informative posts... I'll be sure to bookmark you and check back often! :)

free fx system trading (2005-11-19 18:53:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about free fx system trading when I found your Generations 1985 - 2001 Part 2 post. And even though the post is not compeleety related to the free fx system trading type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

Anonymous (2005-11-20 10:55:00)

When the handheld pc pocket rugged was first introduced it was an organizer, but times have changed, today with highly flexible platforms like Windows CE, Palm OS and Mobile Technology it has a wide range uses.
Shop for top name brand PDA accessories for your handheld pc pocket rugged.

best fx platform trading (2005-11-20 18:23:00)

Hi there, I came across your site while doing some online research for course forex strategy training related information. And although the recent Generations 1985 - 2001 Part 2 post is not a perfect match for the current course forex strategy training info I'm looking for, I found your site to be very interesting and entertaining. Thank you for the good read and I'll be sure to check back often!

en fx language trading (2005-11-20 18:29:00)

Hi there, I came across your site while doing some online research for free fx system trading related information. And although the recent Generations 1985 - 2001 Part 2 post is not a perfect match for the current free fx system trading info I'm looking for, I found your site to be very interesting and entertaining. Thank you for the good read and I'll be sure to check back often!

handheld game systems (2005-11-21 04:24:00)

What I hate about the whole change in video games Ian's Smashing Good Blog Site is the controllers.

Why does ever game now make me use the 2 joy sticks to move a person within the game.I just want to add my 2 cent to your blog Generations 1985 - 2001 Part 2. Anyway take care also visit my site xbox game systems .Time to game on !!!

Dudley Products (2005-11-21 16:25:00)

Find out how your company rates by using a little known rating system!

Is your company a Scam, Dud, Scheme, Fraud Or Good Opportunity?.

95 % of the money-making opportunities on the internet have been worked to death or are not suitable to be marketed through the internet. How does your company and/or opportunity rate... I'll leave it to you to decide if your service, product and/or money making opportunity falls in this category.

Hurry you may NOT be happy with what you will find!

Anonymous (2005-11-22 09:18:00)

I found your blog on ebc brakes while searching the web and wanted to tell you it is great. Feel free to have your participants view ebc brakes for more great ideas.

children own decorated xmas trees (2005-11-25 08:51:00)

You need a spa day! Always helps me with fibrerobiced xmas trees questions and answers. And just imagine how much space that could give you get all this sorted in the best possible way! More power to you Ian's Smashing Good Blog Site

Rocking horse (2005-11-25 20:52:00)

Ian's Smashing Good Blog Site GREAT title Generations 1985 - 2001 Part 2. I am actually looking for Carousel horse related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other Carousel horse related blogs. Thank you.

Jessica Nick Simpson (2005-11-26 03:18:00)

Hello Ian's Smashing Good Blog Site, I thought i might coment on this string. Generations 1985 - 2001 Part 2 Is'nt a perfect match.. but i think the readers might want to go to: xbox cheat for xbox information and to post on the box. Interesting info on blog later

free fx system trading (2005-11-26 17:26:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about course forex strategy training when I found your Generations 1985 - 2001 Part 2 post. And even though the post is not completely related to the course forex strategy training type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

course forex strategy training (2005-11-26 17:31:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about course forex strategy training when I came across this site. I found the Generations 1985 - 2001 Part 2 post (and your blog) to be very interesting and entertaining. Even though your site is not exactly the course forex strategy training related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

en fx language trading (2005-11-27 20:53:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about best fx platform trading when I found your Generations 1985 - 2001 Part 2 post. And even though the post is not completely related to the best fx platform trading type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

forex day trading signal (2005-11-28 23:35:00)

Hey there Ian's Smashing Good Blog Site, I'm always looking for new and interesting information, and while searching the Internet for free fx system trading related information, I found this site. The Generations 1985 - 2001 Part 2 post, although not a 100 % match for the news about free fx system trading that I was originally looking for, certainly grabbed my attention immediately. I found myself spending a good amount of time looking around your great site. Thank you and keep up the splendid work!

retro xmas trees (2005-11-29 18:11:00)

What if that were not so? If artificial fresh cut xmas trees were not really as you describe - where would that leave us do you think? Considering all you've said in Generations 1985 - 2001 Part 2

FFH (2005-11-30 20:30:00)

Hey Ian's Smashing Good Blog Site - got lost looking for Fantasy Football Draft info but found your great blog! Generations 1985 - 2001 Part 2 is not exactly Fantasy Football Draft related, but I still gave it a good look and will come back.. Thanks.

Jessica Nick Simpson (2005-12-02 02:33:00)

Hello Ian's Smashing Good Blog Site, I thought i might coment on this string. Generations 1985 - 2001 Part 2 Isn't a perfect match.. but i think the readers might want to go to: xbox 360 for xbox information and to post on the box. Interesting info on blog later

forex entry (2005-12-06 22:25:00)

Hello Ian's Smashing Good Blog Site, been looking for the latest info on pairstrading.com and found Generations 1985 - 2001 Part 2. Though not exactly what I was searching for, it did get my attention. Interesting post, thanks for a great read.

xbox game systems (2005-12-09 19:42:00)

What I hate about the whole change in video games Ian's Smashing Good Blog Site is the controllers.

Why does ever game now make me use the 2 joy sticks to move a person within the game.I just want to add my 2 cent to your blog Generations 1985 - 2001 Part 2. Anyway take care also visit my site new game systems .Time to game on !!!

download free manager media psp (2005-12-28 06:51:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free game for psp and found your great site. Although this post wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free game for psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

Fantasy Football Player Rankings (2005-12-30 00:40:00)

Dear Ian's Smashing Good Blog Site — Nice blog! I was looking for Fantasy Football related info, but stopped for a minute when I found you blog! It is great! I am book-marking it and will come back! I haven't seem a blog quite like best.! Anyway great blog, but no Fantasy Football info here I I am out! THanks...

fx trading school (2005-12-30 17:37:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about 4x when I found your best. post. And even though the post is not compeleety related to the 4x type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

fx trading mentor (2005-12-30 17:50:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about fx trading school when I'm came across this site. I found the best. post (and your blog) to be very interesting and entertaining. Even though your site is not exactly the fx trading school related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

psp game download (2005-12-31 22:58:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download psp emulator but glad I dropped by. Way to go. download psp emulator

download psp emulator (2006-01-02 01:39:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free game for psp but glad I dropped by. Way to go. download free game for psp

download free manager media psp (2006-01-02 17:53:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on psp game download but glad I dropped by. Way to go. psp game download

download free game for psp (2006-01-02 18:34:00)

Excellent site, take a look at my download free manager media psp site, maybe we can exchange ideas? Keep up the good work. download free manager media psp

download free music psp video (2006-01-03 11:23:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free music psp video site. Thanks for the info. download free music psp video

download free music psp video (2006-01-03 12:49:00)

Excellent site, take a look at my download free music psp video site, maybe we can exchange ideas? Keep up the good work. download free music psp video

Fantasy Football Mock Draft (2006-01-04 00:30:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Player Rankings sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Player Rankings blogs/sites... see ya and thanks!

download free game for psp (2006-01-04 18:28:00)

Excellent site, take a look at my download psp emulator site, maybe we can exchange ideas? Keep up the good work. download psp emulator

download free manager media psp (2006-01-05 14:34:00)

Excellent site, take a look at my psp game download site, maybe we can exchange ideas? Keep up the good work. psp game download

Fantasy Football Rankings (2006-01-05 21:50:00)

Hey Ian's Smashing Good Blog Site - got lost looking for Fantasy Football Cheat Sheets info but found your great blog! best. is not exactly Fantasy Football Cheat Sheets related, but I still gave it a good look and will come back.. Thanks.

download free game for psp (2006-01-06 21:40:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download psp emulator and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download psp emulator related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

Fantasy Football Mock Draft (2006-01-06 23:13:00)

Hi Ian's Smashing Good Blog Site - I was out searching for Fantasy Football Player Rankings related sites and stumbled across your blog. best. is not exactly what I was looking for, but I still stayed and sniffed around a bit! Nice site! I am off to find Fantasy Football Player Rankings related stuff, but I will stop by again soon! Keep up the good work!

Fantasy Football Mock Draft (2006-01-07 01:41:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Mock Draft sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Mock Draft blogs/sites... see ya and thanks!

Fantasy Football Rankings (2006-01-07 12:03:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Player Rankings sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Player Rankings blogs/sites... see ya and thanks!

Fantasy Football Player Rankings (2006-01-07 12:08:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Rankings sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Rankings blogs/sites... see ya and thanks!

FantasyFootballHelpers.com (2006-01-09 14:08:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Cheat Sheets sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Cheat Sheets blogs/sites... see ya and thanks!

FantasyFootballHelpers.com (2006-01-09 14:12:00)

Hi there Ian's Smashing Good Blog Site, nice blog here! I am looking for Fantasy Football Rankings blogs, but yours stood out to me despite really having nothing to do with Fantasy Football Rankings stuff. Seems like a lot of people enjoy your best. blog and I will bookmark you! Thanks...

download psp emulator (2006-01-09 23:31:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on psp game download but glad I dropped by. Way to go. psp game download

download psp emulator (2006-01-10 21:30:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free music psp video and found your great site. Although this post wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free music psp video related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free game for psp (2006-01-11 16:47:00)

Hi Ian's Smashing Good Blog Site, just looking around for some psp game download info but glad I dropped by. Check out my psp game download site if you get a chance.
Thanks for the read.

download psp emulator (2006-01-12 09:53:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download psp emulator but glad I dropped by. Way to go. download psp emulator

psp game download (2006-01-12 10:32:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free music psp video but glad I dropped by. Way to go. download free music psp video

download free game for psp (2006-01-12 22:12:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but glad I dropped by. Check out my download psp emulator site if you get a chance.
Thanks for the read.

download free manager media psp (2006-01-14 23:36:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free music psp video and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free music psp video related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free manager media psp (2006-01-15 14:49:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but glad I dropped by. Check out my download psp emulator site if you get a chance.
Thanks for the read.

download free music psp video (2006-01-15 15:55:00)

Excellent site, take a look at my download free music psp video site, maybe we can exchange ideas? Keep up the good work. download free music psp video

download free manager media psp (2006-01-16 15:03:00)

Hi Ian's Smashing Good Blog Site, just looking around for some psp game download info but glad I dropped by. Check out my psp game download site if you get a chance.
Thanks for the read.

FFH (2006-01-17 18:42:00)

Dear Ian's Smashing Good Blog Site — Nice blog! I was looking for Fantasy Football Cheat Sheets related info, but stopped for a minute when I found you blog! It is great! I am book-marking it and will come back! I haven't seem a blog quite like best.! Anyway great blog, but no Fantasy Football Cheat Sheets info here; I am out! Thanks...

cool online game (2006-01-18 22:39:00)

Nice game related blog Ian's Smashing Good Blog Site. Here's a WIN WIN deal if you have kids who love to play games online! RealArcade GamePass has a 30-Day FREE TRIAL with over 350 popular Action, Puzzle & Word games that are 100 % safe and secure. There's no commitment to sign-up, they can cancel anytime. Just go to online word game to register and find out about more great benefits! HAVE FUN :)

FantasyFootballHelpers.com (2006-01-19 11:15:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football Draft sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football Draft blogs/sites... see ya and thanks!

FantasyFootballHelpers.com (2006-01-19 11:19:00)

Hi Ian's Smashing Good Blog Site - I was out searching for Fantasy Football related sites and stumbled across your blog. best. is not exactly what I was looking for, but I still stayed and sniffed around a bit! Nice site! I am off to find Fantasy Football related stuff, but I will stop by again soon! Keep up the good work!

cool online game (2006-01-20 01:03:00)

Hi there Ian's Smashing Good Blog Site, I was just browsing, looking for games related blogs and found yours. Very Nice! As a parent myself, if you have kids who love to play games online, here's a WIN WIN deal! RealArcade GamePass has a 30-Day FREE TRIAL with 350+ popular Action, Puzzle & Word games that are 100 % safe and secure. No commitment, cancel anytime. Just go to free online game site to register and find out about more great benefits! HAVE FUN :)

list (2006-02-08 01:02:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. list

pixels (2006-02-08 03:31:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. pixels

Search engine marketing (2006-02-08 04:05:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. Search engine marketing

list (2006-02-08 06:27:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. list

internet (2006-02-08 09:52:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. internet

pixel advertising (2006-02-11 21:00:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. pixel advertising

SEO (2006-02-13 14:40:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. SEO

electronics reviews (2006-02-15 01:27:00)

I found a cool site on vendor review, check it out vendor review

reseller web hosting (2006-02-16 12:13:00)

Hey how are you doing? just letting you know that someone from Central America read your blog!

This is my site:

reseller web hosting

Regards,

Charles

Long Island Guide (2006-02-19 21:51:00)

Hi Ian's Smashing Good Blog Site,

I'm starting a free book of the month on various topics. No strings attached just go to my blog and download the file..

This month... Secrets of a Happy Marriage Revealed!

Here's some of the topics...

The essential qualities of a successful marriage.

The most crucial component in a relationship.

How to give support properly to your spouse.

Visit my blog <http://www.longislandguide.com/blog> to download you free book.

And for other information we have so many different topics including Long Island Used Cadillac at our site.

Always the best,

Lonny

cheap cd duplication (2006-02-23 14:25:00)

Thx for keeping us informed on cheap cd duplication. There is also another one <http://www.diskfaktory.com>

ads (2006-03-02 09:39:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. ads

Long Island Guide (2006-03-07 15:52:00)

Hi Ian's Smashing Good Blog Site,

I'm starting a free book of the month on various topics. No strings attached just go to my blog and download the file..

This month... Secrets of a Happy Marriage Revealed!

Here's some of the topics...

How to define yourself to your spouse more clearly.

How to rekindle the flame.

How to heighten your closeness to each other.

Visit my blog <http://www.longislandguide.com/blog> to download you free book.

And for other information we have so many different topics including Long Island Used Lincoln Mercury at our site.

Always the best,

Lonny

answer-man (2006-03-16 07:45:00)

ps I'm having a little trouble sending comments so if I do it twice please excuse me and I apologize.

pixels (2006-03-26 06:45:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. pixels

tech resources (2006-04-16 16:20:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

hardware mods (2006-04-17 08:49:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,
Ravi

pixel (2006-04-21 07:02:00)

Cool Blog Here! I have a pixel web site If want to promote your web site on my <http://www.pixelhurricane.com> website the cost is \$497.00 for a 100 block of pixels but it will get your site listed in the top of the search engines. pixel

Maniac mansion power (2006-09-16 18:06:00)

Nice post. Read how to dupe items and gold in WOW. Check out <http://www.wowdupezone.com>

Darth F (2006-12-13 14:16:00)

I am curious what you think about the future of blogging and how it fits with your long term plans? Your site looks great of course; it seems blogs are the big craze right now. There is a huge rise in blogs everywhere on the web. But does it take away from the web to have so many cookie cutter sites popping up by the thousands? What if 500 other companies find and download the same theme you install? I wonder if blogs will be a fad that everyone gets really tired of eventually and goes back to making their own sites that actually use the whole screen. Check this site out custom motorcycle helmet it uses a blog theme that takes up the entire width of the page as if it was an HTML page. What do you guys think? How hard would it be for people to make blogs look more like a full blown 'developed' web site?

Anonymous (2011-08-09 13:35:53)

Ivcssdandraw [url=<http://bit.ly/elancreditcard>]elan credit card[/url] Elletetlet

Anonymous (2012-11-27 17:09:29)

I all the time used to study article in news papers but now as I am a user of net therefore from now I am using net for articles or reviews, thanks to web.
*My web site - **slow computer***

Anonymous (2012-11-29 04:33:27)

LAS VEGAS, Nov. 15, 2012 - /PRNewswire/ - Caesars Entertainment Corporation (NASDAQ: CZR) today announced that Donald Colvin will join the company as Executive Vice President and Chief Financial Officer, subject to required regulatory approvals. In this role, Colvin will be responsible for Caesars' finance functions and report to Gary Loveman, Chairman, President and Chief Executive Officer. [url=<http://www.tittancasino.COM/>]www.tittancasino.COM[/url]

Anonymous (2013-03-06 12:57:29)

This is a great tip particularly to those fresh to the blogosphere.
Short but very accurate information... Thanks for sharing this one.
A must read
article! Read More Here

Anonymous (2013-03-06 18:49:27)

Yes! Finally someone writes about tinnitus.
visit the next internet site
*my web site: **visit the next internet site***

Anonymous (2013-03-07 07:23:16)

Thanks for finally talking about > "Generations 1985 - 2001 Part 2" < Loved it! <http://www.paltwitter.com>

Also see my site > <http://www.paltwitter.com>

Anonymous (2013-03-09 06:23:33)

May I just say what a relief to find someone that genuinely knows what they are talking about on the net.

You certainly realize how to bring a problem to light and make it important.

A lot more people must check this out and understand this side of your story. I was surprised you aren't more popular because you definitely possess the gift. Learn Alot more
My page :: **Learn Alot more**

Anonymous (2013-03-21 17:04:49)

Good way of explaining, and good piece of writing to take data concerning my presentation subject, which i am going to deliver in academy.
click through the up coming website

Anonymous (2013-03-25 11:15:18)

fa7prdke4
My web-site ... Fast Cash loans

Anonymous (2013-04-10 00:05:05)

What's up, I wish for to subscribe for this blog to get most up-to-date updates, thus where can i do it please help. bottt.com

Anonymous (2013-04-14 07:19:46)

It is Miuccia [[url=http://www.furworld.ru/](http://www.furworld.ru/)] меховые фабрики [/url] and Patrizio Bertelli who discover the secret of Prada and invent the first black nylon Prada handbag on the globe which opens the successful and beneficial door of world famous handbag brand. Prada Handbags is known for its glamorous. Each woman wants a Prada handbag which presents the fashion and the way of life. Prada store sells cheap Prada, including Prada purses and Prada handbags. [[url=http://www.furworld.ru/](http://www.furworld.ru/)] Шубы [/url] is the greatest method to select a bag of high quality and finest designed. With the development of Prada, increasingly more [[url=http://www.furworld.ru/](http://www.furworld.ru/)] меховые фабрики [/url] are established. Ordering Prada handbags and Prada wallets in [[url=http://www.furworld.ru/](http://www.furworld.ru/)] шубы [/url] could help you save numerous cash and time. [[url=http://www.furworld.ru/](http://www.furworld.ru/)] меховая фабрика [/url] is one other good choice for you. [[url=http://www.furworld.ru/](http://www.furworld.ru/)] шубы [/url] should never disappoint you.

Anonymous (2013-04-28 22:48:26)

Wow, this paragraph is good, my younger sister is analyzing such things, therefore I am going to tell her.
Clear tinnitus Uk

Anonymous (2013-09-09 06:11:29)

Remarkable! Its actually amazing post,
I have got much clear idea concerning
from this article.
Also visit my homepage ramadan dates ()

Anonymous (2013-09-11 02:58:25)

hey there and thank you for your info – I have definitely picked up something new from right here. I did however expertise some technical points using this site, since I experienced to reload the web site a lot of times previous to I could get it

to load properly. I had been wondering if your web host is OK?

Not that I'm complaining, but slow loading instances

times will often affect your placement in google and can damage your quality score if ads and marketing with Adwords.

Well I'm adding this RSS to my email and can look

out for a lot more of your respective exciting content. Make

sure you update this again soon.

Here is my weblog :: lg microwave reviews countertop ()

Anonymous (2013-09-15 08:09:21)

Excellent goods from you, man. I have bear in mind

your stuff prior to and you are simply extremely excellent.

I actually like what you've got right here, certainly like what you're stating and the way in which through which you assert it.

You're making it entertaining and you still take

care of to stay it wise. I can not wait to learn

far more from you. That is actually a terrific website.

My web page: replica rolex

oakleyses (2014-10-23 18:28:48)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:44)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:39)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

6.8 August

Advanced Space Technology Stolen? (2004-08-01 13:52)

A new generation of jet propulsion developed in secrecy by N.A.S.A. (National Aeronautics and Space Administration) until the word got out on the Internet that they were working on a new engine with "20 thrust cells or more." A thrust cell is like a fuel cell, but more high tech. The new generation engine has been worked on by the United States to develop a better means of space travel. The new engine is called the "X-33 Linear Aerospike Engine " In 15 years down the road; we can use this technology in fighter aircraft. We stole this information from advance Soviet technology. This could be used in maybe 2 or 3 generations of new stealth aircraft. Aerospike is being developed in 3 different places. Including the well known Lockheed Martin Skunk Works (the creators of the F-14, F-22 and Nighthawk Stealth Fighter Aircraft), and Stennis Space Center. SSC, in North Carolina, tests the new space engine. The third place is unknown at the present.

This engine runs cold instead of hot liquid fuel, which makes me question what technology, so advanced, could run at a low temperature, while generating enough power to fly a space shuttle. NASA said that the engine used liquid nitrogen / hydrogen mix that went through the engine as highly concentrated fuel.

Technology hasn't brought us as far as not using fossil fuels at all. This technology has been around since the late 1960s as a means of thrust in the lunar module (Apollo 11.) It was never used because the technology was too "immature ." With this new technology the United States could send space probes farther then before, like to Pluto, for example, and the life of the satellite could be twice as long. Then you ask why they don't keep using nuclear rods. Nuclear energy is an aging technology. When we do send highly expensive technology into space, it usually becomes outdated in 5 years, unless it is military technology, then it's 2 times as advanced as any civilian space technology. Remember it was not too long ago that citizens got to use globe positioning, and that is relatively primitive to what military satellites are used for. AKA. American spy satellites that have 3000x zooming capabilities are nice, yet expensive toys for the United States government.

France is developing their own next generation military satellite called Syracuse III, it is an exact replica of the US military technology of today, but funded by not just France...Germany and Russia as well. This satellite has a bandwidth of SEVERAL HUNDRED MEGABYTES of data per second! This means that France would be interested in getting next generation space propulsion, especially the 'cold running kind.'

Certainly, countries would have the same technology like France , who is in second place for developing rockets used for satellites and such. Their military satellites called "Telecom" serve dual roles for both telecommunication and military 'spy' usage. France enhances television, and global commutations for the whole contention of Europe. Europe uses military defenses a well. Satellites, like Syracuse III types, are authorized to watch American satellites in space. It's scary what can be observed, and France has a right to do so. We know that France has at least one military satellite in space. France is against us in Iraq. Although they are still allies in the U.N.'s eyes, they could sell technology that we Americans use, like "Aerospike", to other countries to do analyzing of their own... places like China, and North Korea would like to use the same technology, but it would be 5 years before either one of them could even be at the stage of testing. It took China and North Korea until the 1990s to figure out how to become nuclear. Maybe North Korea could, in the future, could use nuclear powered satellites to analyze our new space probes using new propulsion like "AeroSpike." This is why we try to safeguard our technology because we built "AeroSpike". It's ours, and ours only!!!!

By Ian
September 23, 2003
REV 1.2

Double Windows XP re-installations due to trojan (2004-08-08 13:53)

Two days ago, I was going to get an Atari Jaguar. The thing costs 59 dollars used only because you don't see them at all. Jaguar is known as the first console to be 64-bit. Some find it untrue since the Jaguar had two 32-bit processors that were more powerful than Playstation. Jaguar, of course, had full support from Atari although Atari did release some anthologies on other consoles during the Jaguar age. Jaguar was a monster failure although its software was more advanced than Sega Saturn in some ways. I've seen the console and Box at the River Falls videogame store.

Anyways, I came across Project Tempest. Project Tempest emulates the Jaguar. So far I downloaded Jaguar ROMs from http://www.rom-world.com/dl.php?name=Atari_Jaguar&letter=A, and ran them in Project Tempest 1.5. The Jaguar controller was very odd. It had a D-pad and 6 buttons like the Genesis, but 12 code buttons, and I don't know what they are used for. Anyhow, I had to assign 18 keys to the keyboard to play Tempest 2000. I found out that the latest version of Project Tempest has issues with Direct X 9.0. I use an older version that uses Direct X 8.1.

After that, I played Final Fantasy for the first time on TV. I'm talking about the original. The title that started it all. I bought Final Fantasy Origins long time ago, but I never got a chance to play it. So I played it today. Most noticeably the music is remixed, and upgraded to SNES sound standards. That's nice. My warrior died in the first battle and the rest followed due to a man short. I should have had a white mage to heal him, but I chose a red mage instead. I'm more of a fighter than sorcerer/sorceress. The coolest thing about a Playstation disc is that it'll always be able to run on the computer. Final Fantasy graphics are enhanced. All the backgrounds have been made of 100s of sprites. I was playing that for 8 hours last night.

I watched Bran Stoker's Dracula yesterday. It's not the traditional Dracula, but yet it has that edge in horror films. The 1992 Academy awards gave it 3 academies for Best sound effects, best make-up, and best director. Keanu Reeves was in it. This was early in his career, and yet he gives a better performance than The Matrix in my opinion. He teamed up with Anthony Hopkins (Hannibal Lector from The Silence of the Lambs, this was his next movie). The count in this movie first tries to stay away from blood, yet then he gets the urge to kill off his whole ship. A vampire has to go on a masquerade sometime, doesn't he? Unlike other vampire movies, Count Dracula is human without the sharp teeth. In older Dracula's, the count had his sharp teeth all the time. We all know Dracula evil, but some films make him more evil than others. Blade II must be the most evil vampire movie around.

I got hit with another Trojan horse. This time it didn't allow Windows to see my own DVD-ROM drives. I got a mad, which led me to believe that the IDE cable got disconnected from bumping the computer. I've "looked under the hood" and saw that there were no disconnections. My second idea was that I could repair the file system with the WINXP installation CD. This failed. This particular file that was infected was the DVD-ROM driver. Oh-no! This disallowed Windows to read files off the DVD-ROM during installation. So I reformatted in NTFS, and reinstalled Windows XP again. I was able to back up my files before something went wrong. I'm smart like that.

That's not all folks! I got errors on my custom PC (the sound didn't work) so I was going to reinstall the OS while I watched a couple Space Ghost Coast to Coast episodes, and laughed my heart out when suddenly the custom PC shuts off, and made a very long BEEEEEEEEEP! A shiver went down my spine, and without thinking I pulled the power cable. My guess is the PC shuts down when it gets above a certain temperature. So I played with the on switch a few times - it didn't go on. Then I was saved 10 minutes later when my PC cooled off and turned on. I was scared for a moment there. And no, I haven't over-clocked the RAM. In fact, a year ago I've changed the RAM BIOS setting to 233 MHz. Oops! My computer of didn't work afterwards. I had burnt marks on my processor. It was an Athlon too. Other possibilities are the CPU fan stopped working or my SDRAM

is not functioning. This wasn't the case since after I turned on the computer an hour later it seemed to have no issues.

I played Unreal Tournament 2004 with the no-cd crack after the fresh installation. I can't find the play disc. I play Onslaught and Capture the Flag. My Pentium 4 seems to have no problem playing it at 1600x1200. I play at experienced, but I have one lost in onslaught. My strategy is to go the opposite direction away from the bots, and hope that the other team is not going where I'm going. It's a very addictive game. I die more than I fight though. The bots are extremely aggressive at experienced. My GPU is a Radeon 9800 XT. I think I left my UT 2004 Play Disc at Mikes, which makes it a little more difficult to play the game. I remember an error accruing when I apply the patch. This was at Mikes. But I do play that game a lot this pass week.

Seeing this picture leads me to believe that Doom 3 is all graphics. Look into his eyes and tell me that this model isn't 200,000 polygons. He looks like my Uncle LeRoy.

I have 40 Planetary Radio episodes now. Planetary Radio talks about space a lot. That's where I got my very odd article about Star Trek 8 three weeks ago. The Star Trek episode in December 2002 was my favorite. They talk about warp speed, and the truth about it is we'll never go light-speed in my life time. If you think about it, the world will be more populated. It's kind of a trade-off. One-hundred years ago we were simpler people, set aside the Civil War, I only think in 2104, people will look back 100 years and say how the most powerful computer is 100 gigahertz and the average computer user had a 2.0 – 3.2 Gigahertz computer 100 years back is like comparing the 386 processor to the most powerful super computer today, the Earth Simulator. Right now we have such a thing commonly known as Head Mounted Displays or HMD for short. These are most commonly used with the DVD players to watch movies. You just ware a visor which connects to the Internet and you can walk into anywhere. There will be a choice of VR gloves and a controller. The gloves will work as virtual hands so you can type in a virtual keyboard. Plus, your self image will be in 3D so you can meet people real city in a virtual world. Much lower tech than the Matrix. In 2154, we'll have VR units that hook directly up to the brain which will take DNA samples, and make a replica image of yourself which can walk and talk like you through virtual reality, and you'll move around using your brain. It's much better than seeing myself of TV! To bad I won't be alive when someone revolutionizes a practical way to upload you into the Internet. I think those devices that make a 3D image of someone whose across seas, but visibly in the same room as I am will happen in my life-time. Except, your brain can be in the real world as-well. The Nintendo Virtual Boy could not connect to the Internet nor does it have any good titles. The fact that it had to be setup on a table alone made it not likeable. I suppose you could find leather straps and make a head holder. It would be clunky and very heavy. It was ahead of it's time, but didn't have color screens and I've heard the visor was heavy and the gloves often moved around in a wire-frame world. It is often said that videogame consoles will pioneer a product that will have virtual reality, although the Virtual Boy failed commercially. It is said that 3D Tetris was the only decent title on Virtual Boy. Gamers much rather use a keyboard, and a mouse or controller.

The HMD from Cy-Visor looks very futuristic. This visor has dual SVGA 24-bit color LCD screens. The visor can (of course) make images appear big to the retina thus making it seem like your in the 3D action. I want to play Unreal Tournament 2004 with some stereo speakers and a these visors. The new ones have 800x600 display (again if your not using military versions) with 180,000 pixels on screen. The website is here <http://www.personaldisplay.com/english/>. There is also this manufacture with makes i-glasses (a mid-level) HMD for the PC. These can play with consoles, and these are much better then the nine year old monochrome Virtual Boy ever was. I want one.

Except if I had that kind of cash, I would invest it into a better motherboard/processor.

The military uses these for training simulations, and hooks up to the helmet. The i-glasses are one of the units that will do this.

Oh yeah, I updated Ian's Quintessential Blog today. Added new pictures, added boarders. Go here: <http://www.angelfire.com/blog2/renegadeviking/> The entries in it are exactly the same as his webpage, but

you might want to look at my sexy photo gallery complete with scrolling thumbnails all below 20K.



Doom 3 was supposed to be released today!!!! I plan to get it this week at Wal-Mart. I expect it to be 50 bucks, and I'll be living the surround sound to an extent. I do not have the best sound system. Although if I turn the sound system all the way someone can hear it clearly in the garage, that's way too loud! It's a first person shooter none-the-less, but with state-of-the-art graphics and a powerful graphics engine – it's bound to get attention. I think I'm good with what I have for another 16 months. People should know already, there are full versions on Emule, and I have a feeling that there will be a lot of Doom 3 ISO downloading! My guess is Doom 3 will defiantly use Securom 5x copyright protection.

Here are updated requirements for Doom 3 :

256 MB of RAM (512 MB Recommended)
1.3 GHz Pentium 4 or Athlon XP (2.0 GHz Pentium 4 recommended)
64-bit GPU (128-bit GPU recommended)
4 Gigs of hard drive space



Sample screenshot of a 512-bit Graphic Processing Unit (this one using Matrox Parhelia) Reminds me of Ecco the Dolphin : Defender of the Future (Dreamcast, PS2)

If I were to get anything for 500 dollars, I would spend it on technology, it would be a 512-bit Geforce FX 6000, when the damn thing comes out. Games don't need that power yet, or won't for another 2 years. There is one 512-bit GPU out from Creative Labs called the Wildcat. There is also a lesser known GPU manufacture called Matrox. Matrox Parhelia is technically superior to Radeon 9800 XT and Nvidia Geforce FX 5900, and it clocks at 600 MHz. This is more than the Xenon GPU! Nvidia makes a super high-end 128-bit, and 256-bit GPU called the Quadro for dual screen displays.

Matrox Parhelia is technically superior to Radeon 9800 XT and Nvidia Geforce FX 5900. Nvidia makes a super high-end 128-bit and 256-bit GPU called the Quadro for dual screen displays. Parhelia is more for gaming on a single monitor although it can do two. This means if you want three monitors to show a widescreen display thus having one picture. Just imagine this using a HMD. I much rather spend 500 bucks on a GPU like the Parhelia than a headset that focuses light into the retina. The lowest Internet price for the 512-bit Parhelia is 360 dollars US! This is very reasonable for a really powerful GPU with two monitor inputs. This is very useful for monitor and television combos. One thing that puts Parhelia chipsets at a disadvantage is Matrox makes it and nobody else. Geforce and Radeon go under several 3rd party manufacture name-plates like XFX for an example. There are these specs on how Parhelia uses vortex shader 2.0 (Microsoft Direct X 9.0 graphics accelerator) whereas Geforce 4 uses vortex-shader 1.3 (Direct X 8.1). I assure you that there are little difference if both chips are both 512-bit. Most games are optimized for Geforce and Radeon so they don't run technology on vortex-shader 2.0 yet. Both can run circles around X-Box graphics now-a-days. If you're not a big graphics card person...I can understand this. I don't even have the money to go out and buy every new graphics card that's out.....I don't think anyone does. Not even millionaires do.

And it should go in this order for gaming rigs

- 1.) Processor
- 2.) GPU
- 3.) Memory

As far as school goes, I will be getting some class assignment assistance from student services there. The meeting is one week before school starts. Dad and I had a discussion on what I should do to improve my skills. I am on probation since I hadn't got my assignments on time. That and the fact that I missed a good part of Linux, and was asked why I didn't go to class. I again said this was a result of a minor misconception that I'd sent college credits in from high school, and now they aren't counted. My first thought is this can not be happening to me. Yet it was and I wanted them to transfer. My guess is the school wanted money so they asked me to forget about updating high school college credits (Intro to DOS and Intro to Linux) into the system. I failed Linux, that's why. Something's screwy going on at the school. My dad I don't think sees it. Chippewa Valley was a little easier than WITC. WITC's version of Linux class wanted me to learn more commands. That's not their fault. That's not my fault. My school wanted me to be enrolled in college. And I had all these bad thoughts about not being in high school. College students come and go. It's all in the past, yet I feel that I going to have a bad case of disavow here and I'm not liking it. At least my dad's paying for the courses – that's why I try not to complain about it. I wait for something to go wrong, in this case failing another class, and than something does go wrong at the very end. This is very negative thinking although it was somewhat true last year.

Got Doom 3 | Phantasy Star out for PC in Japan (2004-08-09 13:54)

Bring on the weekend. Or so I once thought. Pierce County Fair was this weekend, but I decided not to go. The Pierce County Fair is one tenth the size of the Minnesota State Fair. It goes on for 3 days. There are monster truck rallies, dirt bike racing, and tractor pulls held there every year. Tractor pulls! Instead, I played Doom 3. Of course, I bought the game. The retail version is surprisingly stable. There are few slow downs in the game except I can play it at 1600x1200 with high textures, and 2x anti-analyzing The textures are such a high resolution that 4x anti-analyzing doesn't look

any different from 2x anti-analyzing. Normally it does. One of the reason for this is the resolution is so high that there are unheard of polygons rates - about 40,000 of them on screen. I got to alpha labs part 1. I couldn't find the access card to get pass a door so I'm stuck, and always die from ambushes. I know - the point of the game is to have the enemies jump out at you. I admit, Doom 3 is never boring. The lighting effects are out of this world, more advance than Unreal Tournament 2004 - not by much though. I mean I've seen better, but not in my game collection. I like how the viewing monitors have video going, and still go on after the outbreak. What's up with that "Chicken Puncher 3" arcade game that looks like it's running on the really old doom engine? It's stupid. Of course, I could cheat in the console (CTRL+ALT+), and type in 'GOD' to be invincible, but this would not sharpen my shooting skills and alertness. It would make them worst. If you haven't played much doom 3 at its level of difficulty than you might fall victim to many, many blood-thirty demons that hide in the dark (AKA nightmarish, nightwalkers). Most appear out of no where, and then resurrect when you come back to haunt you once more. Well, the game is rated mature, and Doom is known for very gory, and uncanny demon-spawn creatures. Damn, these things don't stay died. Anyways, it's a fun game. Addictive, if you don't have a fit about the game's hard difficulty. Even Recruit difficulty (Easy mode) is hard in Doom 3. Ranks up there with Halo's difficulty. The game has revolutionary graphics engine (called the Doomsday engine), and the game play is a bit above average too, but nothing to get really excited about. No doubt, first person shooters in the USA are an above average genre, and there are several innovations in 2004 that 5 year old first person shooters like Unreal Tournament, and Quake 3 Arena don't have. Not to say that they aren't fun. Doom 3 has twice as many features as those games. It's not just about picking up a weapon, and shooting anymore. I now have all sorts of things in my inventory such as access keys, and a PDA that downloads data from many terminals throughout the Mars facility. Modblog isn't a place for a full review of the game. My personal (Geocities) webpage is. I believe Americans prefer first person shooters over racing pc games or role playing games. Most Americans have a little of each. And there will always be patches that'll add maps, features, and stability to Doom 3. The retail version is stable by itself. The game never crashed on me at all, and seems to very compatible with all recent video cards that are 64-bit or better.

I got a new cat whom we named Amberious was found on the front porch yesterday. Amberious is a 2 month old kitten, but we call all our kittens - cats. Actually, the mother was roaming around the back yard days before. We live by a farm with farm cats. No doubt it's where the mother cat came from. I said, "Well, Mom - the cat's free." Our last cat, Sassy, didn't live very long. She was about 2 years old when she died. The illness was caused by an unknown poisonous substance. Something caused the cat to have a stroke (which it lived through) so the vet killed it to prevent further misery. She had saliva spilling out of her mouth. Sassy never wanted to be held therefore she wasn't a good lap cat. Sassy wasn't expected to live more than two weeks after her illness. Amberious likes to be held, and very affectionate, therefore a wonderful lap cat. I'll post a picture of both of them at <http://www.angelfire.com/blog2/renegadeviking/>. Angelfire will not allow me to direct link the image with Modblog using an IMG tag. Mom brought them to the vet for rabies shots. We found a black kitten, probably Amberious's sister, on the door, we took her in as well. He is a yellow / white cat who I've mistaken for a female cat. Then we have this other cat who is mostly black with a white chest like Sassy was. Sassy was full grown when she died, and maybe Iris will look a lot like her.

David and I were on messenger Friday. He is building a new plastic model airplane of an X-35. I had to guess a couple of times of what it was, and I got as close as saying an X-31. I thought it ran in the fighter category. The F-14 is a really solid aircraft, but it's very expensive to manufacture from what I've been told. It's manufactured by Lockheed Martin. A place where to US Governments goes for all their military aircraft needs. The F-16 Strike Eagle is the most popular since it is easy to control and very powerful, and most cost-efficient. The X-35 is suppose to be even more cost efficient than the F-16 Strike Eagle. David says the X-35 is the first joint-strike aircraft. Joint Strike Fighter (JSF) means it's be used by the US Marines, US Airforce, and US Navy. The first American squadron is supposed to be around in 2008. The most powerful American aircraft out is the F-22 Raptor, and that thing's is extremely high-tech. It can out gun / out maneuver, out radar, out run all the competition. The F/A 22s in existence have never seen action yet. I'm not an airplane person so I don't know much about it. I hear it's every pilot's dream to fly one from what I've heard on the History Channel. The Aircraft's armor and weapon systems are classified. Only the prototypes are out now. Other countries Lockheed Martin is sharing technology to reduce manufacturing costs

are Australia, Royal Navy, Canada, Russia, and Israel. The US Government is going to purchase 3,000 of these as well as 2,000 international purchases to boot. The engine powering the jet is the modified F-22 Raptor engine, the Pratt & Whitney F112. What's also fascinating is the X-35 can do vertical landings. It serves as a part-time helicopter which is also neat! What's also interesting is new aircraft, X-35 being the first, is using IMF for real-time modification from talented aerospace designers around the world using the Internet. My guess is that IMF could be something as simple as a 128K encrypted webpage with information evolving the aircraft model, and probably a message board as well. Or it could be a FTP server with username / password / IP identity security protocols.



Photo: X-35c Navy version

Check out this very interesting site:

- <http://www.lockheedmartin.com> – talks a little about the company's history, projects including fighter jets, satellites, NASA jets, combat gear. Very interesting stuff. They have information on the planes like what records they broke, when they were created, but the specs barely scratch the service. So don't think this site will tell you the real facts about their projects because you're not gonna get any.

Lockheed Martin is responsible for several military satellites including the most powerful one, the Lockheed Titan. NASA contracts with Lockheed for the Hubble Space Telescope, the Space Shuttle, and several military aircraft including F16, F/A-22 (most advanced fighter), X-33 (next generation space shuttle), the famous U2 spy plane, and X-35.

I'm getting off topic here, but I compressed more movies in DivX. I've got the first 3 episodes of Band of Brothers encoded in DIVx. I plan to have one episode per CD - making a total of 10 CDs. With only an hour of video on CD, I can increase the image quality to 800/600 at 1200 KBPS. This is medium video quality. I guess I could use Xvid for compression, but I never encoded video in Xvid 1.0.1 before. I'm going to use something that I know will not compromise speed for video glitches, and the infamous delayed sound effect in compressed video. Band of Brothers DVD collection is my Dads, but this way I will have my own copy of the epic WWII saga. I could put 2 episodes on DVD compressed in DIVx 5.1.1. For one, the image gets errors at resolutions higher than 800x600 - such as badly deteriorated image parts in the film. Although I haven't tried a lower resolution like 640x480 at 1400 KBPS. A compressed video should be no more than 2000 KBPS. Works well for the both of us. We also have The Longest Day, Patton, The 6th of June, and Saving Private Ryan on DVD.

Today is Monday. I downloaded 400MB worth of PC game patches off the WITC's T1 server including Battlefield 1942, Unreal Tournament, Unreal Tournament 2004, and Far Cry version 1.2. The fricken technicians were able to put an administrator password on all mass storage devices like thumb drives. This makes me mad. I've been doing this before. I left without asking for the password since the librarians would know that I downloaded stuff, and two, it wouldn't really matter because PC already erased my downloads. I was afraid this would happen. Well, school starts in 2 weeks so that'll give me access to all the computers. With luck, maybe I can find a PC running Windows 2000, which will give me access to thumb drives.

Top 3 videogames I'm playing:

- Doom 3
- Unreal Tournament 2004
- Unreal Tournament

I was looking at movie reviews so I looked up the worst movies I could think of are "The Hulk", "Tomb Raider", "The Time Machine", and "Star Troopers 2 - Hero of the Federation" at <http://rottentomatoes.com>. I neglect seeing any horror film before 1970 because it gets pretty stupid. Don't you like it when the movie sticks from the Rotten Tomatoes review, and then you get someone on the board say, "Uh...yeah, I really like the movie." I have a strange taste for favorite movies. I like War films from 50 years ago such as The Longest Day, Green Beret, In Harm's Way, Kelly's Army, Tora, Tora, Tora to name a few. So my point is they're not worth reviewing, because everyone has their own opinion and that's how it'll be. I also check up movie reviews at <http://filmforce.ign.com>. IGN.com is a leading videogame reviewing website which also reviews Hollywood films, and anime films. It also has servers for Neverwinter Nights mods.

Other interesting news I found that Phantasy Star Online is out for the PC! Phantasy Star started on the Masters System in 1987. It was a RPG. Then Phantasy Star II and Phantasy Star III came on the Sega Genesis. Phantasy Star Online is Sega's first Massive Multiplayer Role Playing Game, one of which brought the Dreamcast online. It was also Gamecube's first online game, and since then been it's strongest online title. It was also released for the Xbox. Now, Sega has a PC version called Phantasy Star Online: Blue Burst. The game has PSO versions 1 and 2 on PC with several game play upgrades. The game will be released on 07/15/04 in Japan. I have tried connecting the Dreamcast version of PSO online so I could play with other players. The PC version will, of course, feature enhanced graphics. The disappointments are that it has a monthly fee. I like retail games with free servers such as Neverwinter Nights, and Diablo 2 because you can play them without having to worry about extra costs.

This is Ian signing off.

Anonymous (2013-06-14 19:37:41)

Good blog post. I definitely appreciate this website.

Continue the good work!
Also visit my blog: Rent a home

Anonymous (2013-06-14 20:38:27)
Hey are employing WordPress for the web log platform?
I'm not used to your blog world but I'm looking to get started and create my very own.
Can you require any html coding expertise to produce your own web log?
Any help would be greatly appreciated!
Visit my site public relations courses (pigeonsbook.com)

Anonymous (2013-06-14 20:51:06)
Whats up very cool web site!! Guy .. Excellent .. Superb .
. I will bookmark your web site and take the feeds additionally?
I'm happy to seek out so many helpful information here in the submit, we need develop more strategies in this regard, thanks for sharing.
Feel free to visit my web-site ... <http://entertainment24.eu/tv> []

Anonymous (2013-06-14 21:39:13)
What's up, everything is going sound here and ofcourse every one is sharing facts, that's genuinely good, keep up writing.
Check out my web site - visit the next web page

Anonymous (2013-06-14 22:02:09)
This is a topic that's close to my heart... Cheers! Exactly where are your contact details though?
Feel free to visit my weblog ... [linked website](#)

Anonymous (2013-06-14 22:35:32)
Hi, I do think this is an excellent website. I stumbledupon
it ;) I am going to come back once again since i have
bookmarked it. Money and freedom is the greatest way to change, may you be rich and continue to help others.
my blog travel articles

Anonymous (2013-06-14 22:37:37)
It is perfect time to make some plans for the long run and
it's time to be happy. I have learn this submit and if I may I wish to suggest you some attention-grabbing issues or tips. Maybe
you could write subsequent articles regarding this article. I want to read more things approximately it!
Also visit my site simply click the following internet page - <http://www.tugranproyecto.com> -

Anonymous (2013-06-14 22:52:11)
I'm amazed, I must say. Seldom do I encounter a blog that's both educative and interesting, and
without a doubt, you've hit the nail on the head. The problem is something that not enough people are speaking intelligently
about. Now i'm very happy I found
this during my hunt for something concerning this.
Take a look at my weblog: student government

Anonymous (2013-06-14 23:40:48)
Hey there! I know this really is notably off topic but I was wondering
which web log platform have you been using with this site?
I'm getting sick and tired of WordPress because I've had problems with hackers and I'm considering alternatives for yet
another platform. I would be great in the event

that you could point me in the direction of an excellent platform.
my site; click the up coming webpage

Anonymous (2013-06-14 23:44:30)

You've made some good points there. I checked on the net for more information about the issue and found most people will go along with your views on this site.
My site: student government

Anonymous (2013-06-14 23:45:47)

This design is wicked! You most certainly know how to keep a reader amused.
Between your wit and your videos, I was almost moved to start my own blog (well, almost.
..HaHa!) Great job. I really loved what you had to say, and
more than that, how you presented it. Too cool!
Feel free to surf to my web page ... electrical articles

Anonymous (2013-06-14 23:46:22)

I'm not that much of a online reader to be honest but your sites really nice, keep it up!
I'll go ahead and bookmark your website to come back down the road. Many thanks
my web page ... video game industry

Anonymous (2013-06-14 23:48:45)

Quality articles or reviews is the crucial to invite the visitors to pay a quick visit the web site,
that's what this web site is providing.
Here is my site ... suggested site

Anonymous (2013-06-14 23:56:44)

I'm really enjoying the design and layout of your website. It's a
very easy on the eyes which makes it much more enjoyable for me to come here and visit more often.
Did you hire out a designer to create your theme? Great work!
Feel free to surf to my web site - trueformgamingmc.
x10.mx ()

Anonymous (2013-06-15 00:43:04)

Hello! This really is kind off topic but I would like some advice from a recognised weblog.
my homepage: College University :: <http://www.latinoink.com/> ::

Anonymous (2013-06-15 01:02:57)

Do you have a spam problem on this site; I also am a blogger,
and I was curious about your position; we now have created
some nice practices and we have been trying to trade strategies with
others, please shoot me an email if interested.
Also visit my weblog ... environments []

Anonymous (2013-06-15 01:17:18)

You involve some excellent posts and Personally i think I'd be considered a good asset. Should anyone ever want to take a
number of the load off, I'd like to write some content for your blog in exchange for a link back again to mine. Please blast me
an e-mail if interested. Regards!
Stop by my webpage - Kaitlyn Mcdougall

Anonymous (2013-06-15 01:39:26)

Hi! I know this is kinda off topic nevertheless I'd figured I'd ask.

Would you be interested in exchanging links or maybe guest writing a blog article or vice-versa?

My website addresses a lot of the same topics as yours and I think we could greatly benefit from each other.

If you might be interested feel free to send me an email. I look

forward to hearing from you! Terrific blog by the way!

Also visit my homepage; articles about communication ()

Anonymous (2013-06-15 01:46:44)

At this moment I am going away to do my breakfast, once having my breakfast coming over again to read further news.

Here is my web page - realestatepr.eu [<http://discerningdate.com/>]

Anonymous (2013-06-15 01:55:29)

Wow! This blog looks just like my old one! It's on a entirely different topic but it has pretty much the same page layout and design. Wonderful choice of colors!

Feel free to surf to my weblog: Business Financing - hailshare.com -

Anonymous (2013-06-15 02:00:33)

Pretty! This has been an extremely wonderful article.

Thanks for supplying this information.

my blog post :: Business Financing

Anonymous (2013-06-15 02:01:23)

I always used to study post in news papers but now as I am

a user of web so from now I am using net

for content, thanks to web.

Feel free to surf to my web-site recent food news

Anonymous (2013-06-15 06:36:21)

Hmm it appears like your blog ate my first comment (it was super long) so I guess I'll just sum it up what I wrote and say, I'm thoroughly enjoying your blog.

I as well am an aspiring blog writer but I'm still new to the whole thing. Do you have any points for novice blog writers? I'd certainly appreciate it.

my blog post :: please click The next internet page

Anonymous (2013-06-15 07:32:57)

Hello! I could have sworn I've gone to

this blog before but after looking at a few of the post I realized

it's not used to me. Nevertheless, I'm definitely happy I came

across it and I'll be bookmarking and checking

right back often!

Also visit my webpage - College University

Anonymous (2013-06-15 08:43:37)

I think that what you published was very logical. But, what about this?

what if you were to create a awesome headline?

I ain't suggesting your information is not solid, but what if you added a post title that makes people desire more? I mean "Got Doom 3 | Phantasy Star out for PC in Japan" is kinda vanilla. You could look at Yahoo's front page and see

how they create article titles to grab viewers to open the links. You might add a related video or a picture or two to grab readers excited about everything've written. In my opinion, it could bring your posts a little livelier. Also visit my web-site just Click the next document

Anonymous (2013-06-15 20:10:56)

Hello! I am aware that is somewhat off-topic however I had a need to ask. Does managing a well-established blog such as for instance yours have a lot of work? I'm brand-new to blogging however I really do write in my own diary every day. I'd want to take up a blog and so i can share my personal experience and thoughts on the web. Please i'd like to know when you yourself have any guidelines or tips for completely new aspiring weblog owners. Many thanks!
Feel free to visit my blog post :: Lacositamariadelaesperanza.Org

Anonymous (2013-06-15 20:21:25)

I think the admin of this site is really working hard for his web site, since here every material is quality based material. Look at my site - Articlespr.com/

Anonymous (2013-06-15 20:26:00)

Howdy I am so glad I found your blog page, I really found you by accident, while I was searching on Google for something else, Anyways I am here now and would just like to say kudos for a incredible post and a all round enjoyable blog (I also love the theme/design), I don't have time to read it all at the minute but I have saved it and also added your RSS feeds, so when I have time I will be back to read much more, Please do keep up the superb job.
Also visit my blog - [Building Maintenance \(\)](#)

Anonymous (2013-06-15 21:31:47)

Thank you, I've just been looking for information about this topic for a long time and yours is the best I have came upon till now. But, what in regards to the conclusion? Are you certain in regards to the supply?
My webpage :: [business news daily \(\)](#)

Anonymous (2013-06-17 15:29:53)

I'm impressed, I must say. Seldom do I come across a blog that's both educative and interesting, and let me tell you, you have hit the nail on the head. The problem is an issue that not enough folks are speaking intelligently about. I'm very happy that I found this during my hunt for something regarding this.
My webpage :: [New Business](#)

Anonymous (2013-09-09 09:38:27)

Shoveling snow may seem like a delicious thing that may appear harmless, but other codes may require a professional service repair, since it is great and often very accurate. If the cause is bad eating habits to remain fit and healthy can be a relaxed, tap-and-giggle activity or an extremely grueling challenge.
Here is my web-site - [webpage](#)

nevermore! (2004-08-11 13:55)

Hey, I know a lot of you bloggers like poetry so here is my favorite from Edgar Allan Poe. It's sad, but it's really famous. Despite the fact the old man goes insane from "The Raven", it's a well written poem otherwise. This document remains legal since it remains unchanged.

Once upon a midnight dreary, while I pondered, weak and weary
Over many a quaint and curious volume of forgotten lore-
While I nodded, nearly napping, suddenly there came a tapping
As of some one gently rapping, rapping at my chamber door
" 'T is some visitor," I muttered, "tapping at my chamber door-
Only this and nothing more."

Ah, distinctly I remember it was in the bleak December;
And each separate dying ember wrought its ghost upon the floor.
Eagerly I wished the morrow;-vainly I had sought to borrow
From my books surcease of sorrow-sorrow for the lost Lenore-
For the rare and radiant maiden whom the angels name Lenore-
Nameless here for evermore.

Then the silken, sad, uncertain rustling of each purple curtain
Thrilled me-filled me with fantastic terrors never felt before;
So that now, to still the beating of my heart, I stood repeating,
" 'T is some visitor entreating entrance at my chamber door-
Some late visitor entreating entrance at my chamber door;-
This it is and nothing more."

Presently my soul grew stronger; hesitating then no longer,
"Sir," said I, "or Madam, truly your forgiveness I implore;
But the fact is I was napping, and so gently you came rapping,
And so faintly you came tapping, tapping at my chamber door,
That I scarce was sure I heard you"-here I opened wide the door;-
Darkness there and nothing more."

Deep into that darkness peering, long I stood there wondering, fearing,
Doubting, dreaming dreams no mortal ever dared to dream before;
But the silence was unbroken, and the stillness gave no token,
And the only word there spoken was the whispered word, "Lenore?"
This I whispered, and an echo murmured back the word, "Lenore!"
Merely this and nothing more.

Back into the chamber turning, all my soul within me burning,
Soon again I heard a tapping somewhat louder than before.
"Surely," said I, "surely that is something at my window lattice;
Let me see, then, what thereat is, and this mystery explore-
Let my heart be still a moment and this mystery explore;-
'T is the wind and nothing more!"

Open here I flung the shutter, when, with many a flirt and flutter,
In there stepped a stately Raven of the saintly days of yore;

Not the least obeisance made he; not a minute stopped or stayed he;
But, with mien of lord or lady, perched above my chamber door-
Perched upon a bust of Pallas just above my chamber door-
Perched, and sat, and nothing more.

Then this ebony bird beguiling my sad fancy into smiling,
By the grave and stern decorum of the countenance it wore,
"Though thy crest be shorn and shaven, thou," I said, "art sure no craven,
Ghastly grim and ancient Raven wandering from the Nightly shore-
Tell me what they lordly name is on the Night's Plutonian shore!"
Quoth the Raven, "Nevermore."

Much I marvelled the ungainly fowl to hear discourse so plainly,
Though its answer little meaning-little relevancy bore;
For we cannot help agreeing that no living human being
Ever yet was blessed with seeing bird above his chamber door-
Bird or beast upon the culptured bust above his chamber door,
With such name as "Nevermore."

But the Raven, sitting lonely on the placid bust, spoke only
That one word, as if his soul in that one word he did outpour.
Nothing farther then he uttered-not a feather then he fluttered-
Till I scarcely more than muttered, "Other friends have flown before-
On the morrow he will leave me, as my Hopes have flown before."
Then the bird said, "Nevermore."

Startled at the stillness broken by reply so aptly spoken,
"Doubtless," said I, "what it utters is its only stock and store
Caught from some unhappy master whom unmerciful Disaster
Followed fast and followed faster till his songs one burden bore-
Till the dirges of his Hope that melancholy burden more
Of 'Never-nevermore.' "

But the Raven still beguiling my sad fancy into smiling,
Straight I wheeled a cushioned seat in front of bird and bust and door;
Then, upon the velvet sinking, I betook myself to linking
Fancy unto fancy, thinking what this ominous bird of yore-
What this grim, ungainly, ghastly, gaunt, and ominous bird of yore
Meant in croaking "Nevermore."

This I sat engaged in guessing, but no syllable expressing
To the fowl whose fiery eyes now burned into my bosom's core;
This and more I sat divining, with my head at ease reclining
On the cushion's velvet lining that the lamp-light gloating o'er,
But whose velvet-violet lining with the lamp-light gloating o'er,
She shall press, ah, nevermore!

Then, methought, the air grew denser, perfumed from an unseen censer
Swung by seraphim whose foot-falls tinkled on the tufted floor.
"Wretch," I cried, "thy God hath lent thee-by these angels he hath sent thee

Respite-respite and nepenthe from thy memories of Lenore;
 Quaff, oh, quaff this kind nepenthe and forget this lost Lenore!"

Quoth the Raven, "Nevermore."

"Prophet!" said I, "thing of evil!-prophet still, if bird or devil!-
 By that Heaven that bends above us-by that God we both adore-
 Tell this soul with sorrow laden if, within the distant
 Aidenn, It shall clasp a sainted maiden whom the angels name Lenore-
 Clasp a rare and radiant maiden whom the angels name Lenore."
 Quoth the Raven, "Nevermore."

"Be that word our sign of parting, bird or fiend!" I shrieked, upstarting-
 "Get thee back into the tempest and the Night's Plutonian shore!
 Leave no black plume as a token of that lie thy soul hath spoken!
 Leave my loneliness unbroken!-quit the bust above my door!
 Take thy beak from out my heart, and take thy form from off my door!"

Quoth the Raven, "Nevermore."

And the Raven, never flitting, still is sitting, still is sitting
 On the pallid bust of Pallas just above my chamber door;
 And his eyes have all the seeming of a demon's that is dreaming,
 And the lamp-light o'er him streaming throws his shadow on the floor;
 And my soul from out that shadow that lies floating on the floor
 Shall be lifted-nevermore!

P.S. I hate pasting other people's work, except I like the idea about the Raven. It is obviously about death and the point of it is everyone dies. Besides, blogging is one's own opinion, of course, so likewise, it's not good to copy other people's stuff for my own. I, myself, could never write a good poem nor would I want too.

Anonymous (2011-08-05 04:58:51)

A shared web hosting service or understood hosting repair or receive tummler refers to a cobweb hosting service where various websites reside on anyone snare server connected to the Internet. Each locale "sits" on its own split-up, or section/place on the server, to keep it discriminate from other sites. This is customarily the most thrifty choice on account of hosting, as numerous people share the complete expenditure of server maintenance.

[url=http://hostinghouse.pl]hosting[/url]

Anonymous (2011-08-29 08:31:52)

[url=http://www.kamagrashop.pl]viagra[/url], check my site. If you are interested in escort, be aware
 [url=http://www.4uescort.de]huren[/url] or [url=http://www.escort4u.pl]ogloszenia towarzyskie[/url]

Why I can't emulate Gamecube games on PC (2004-08-15 13:56)

Today's main topic is why the Gamecube can't be emulated on my computer. To answer this question, you first have to know that Gamecube dumps are absolutely huge. They have to be dumped onto you're hard drive. These files are 1.5 gigabytes in size. I know because I was looking on Emule for Ikaruga and the game is 1.5 gigabytes. I've seen screenshots from the Gamecube emulator, Dolphin, which can run Ikaruga at 50 frames per second. I own the real copy of Ikaruga and played it. Ikaruga is very hard. But this would-have had been my first emulated Gamecube game. I doubt when Bob gets high-speed Internet, he won't want to download 1.5 Gigabytes to this hard drive. I doubt that

he would have this amount on his drive with his MP3 collection. I have good news the Dreamcast version of Ikaruga is only 15 MB. Or is it? I could be a fake! I tried downloading it, but the server was busy so I'm out of luck! What a shame this is indeed. Ikaruga is extremely hard to play, I own the Gamecube version, and I feel that playing the game makes me feel death is inedible when playing it. The enemy crossfire is pretty amazing. You play Ikargua, which is a prototype spacecraft, which shoots black and white bullets with similar shielding. The white Ikargua transformation shields me almost entirely from white enemy bullets. The black Ikargua transformation shields me from black bullets. The learning curve is very straight forward until you loose all your power ups in the first level. Then the game is a pain to play through. How can the fighter transform precisely in time when the black and white bullets hit it is the whole point of it. Mastering the shielding is very difficult at first. The game starts the player with 5 lives, I believe, not nearly enough to complete the game. I can not do it without cheating. It is impossible to stay clear of enemy bullets therefore the player must be in the line-of-fire continually. Most people without Gameshark / Action Replay will probably not get pass Level 2 in Ikargua including me. I have a very had time playing without invisibility. The game is made by Treasure, and was officially Sega Dreamcast's last videogame.

My blog doesn't have two side bars, therefore, it has more words in it than most blogs, and however, it doesn't look as long vertically. For my second topic, and this one I am really excited to excess my opinion on. Yesterday, I was looking on the Space.com message boards today under Space Technology, and found an interesting footnote I never heard of - CATS. NASA is focusing its energy on CATS or 'cheap access to space.' I heard of NASA looking for a way to make space shuttles more inexpensive - I didn't know NASA gave it a name until today. NASA has been known to develop technologies before they use them in space craft. A good example is the shuttle navigational computer. The shuttle needs to calculate everything from navigation to structural integrity. For this NASA contracts with one company to assemble satellites and space craft - Lockheed Martin. The purpose of CATS is this, have privately funded dollars put into the CATS project, and whenever NASA invents something new that gives cheap access to space, that organization can copyright mechanical parts and/or inventions so when the new technology (such as the newly invented solar sail) becomes profitable, the investors can cash in when the technology works. I think I agree with one of the posts that agree with the view: NASA's top three priorities are Finish ISS, Go to Mars, test and fly the X-43A. The X-43A can achieve MACH 7. The truth about it is - the USA only has a trillion dollar annual budget. That's why American or International investors are so important to them in 2004 through the CATS program. We know one, Lockheed Martin.

Here are my thoughts on inner-planetary travel. The space shuttle will surely serve NASA for another 15 years. For one, we already have all of them operational. It sure beats researching a new space craft. They are well built despite the Discovery incident last year. And it takes a while for new technologies to be developed so my point is - well still have the space shuttle for a long time yet. NASA canceled the X-33 in 2001. The X-33 is developed by Lockheed Martin, and the prototype was 85 % compete when the project got scraped. Recently, NASA successfully flew an X-43A rocket plane. This new plane can go very fast and broke the world record this week for the fastest jet in the world. MACH 7 although some say NASA is developing an X-43B that can go MACH 10. Ten times the speed of sound!!! Whoa!

Now I'm about the change the main topic completely! I wanna be sure everyone's on the same page as I am.

One of the things that I was also doing yesterday was playing Star Ocean. The reason why is I knew this is an extremely hard videogame to seek out. It's top priority for collectors, and if I did show up somewhere it would cost approximately 80 dollars or more Online. I've been looking at the instruction booklet of Star Ocean II - The Second Coming, which was on the shelf for quite some time now - since 2002. Star Ocean II is worth 50 dollars, and is a very rare find at game merchants. I only looked at the manual a couple times - never booting up the game in PSone to take a look-see at what the game's suppose to be about. And I thought, "Well, I have nothing to do this weekend, so I should get into one RPG at least before school starts again." I was playing Doom 3 yesterday since it is popular right now. Although Diablo 2 is still my favorite game, the trigger-finger-with- mouse feeling that gave the game its charm is fading away. I have little desire to play Diablo 2 anymore. And - then again - why get into an old SNES game

when the 32/64 generation is much better, in my opinion, and much easier on the eyes. Not to say that old games like Star Ocean don't demand strategy and knowledge on what skills to use. Sometimes even more so, because most RPGs of that era have 'active-time-battle' intergraded into them which means I almost always have to select my spell quickly or lose HP very fast. I'm tried to pull off as many normal (physical) attacks as I can because a lot of times spells confuse me. The games usually start your mage with piss poor spells to begin with and your character doesn't have a chance against stronger bosses. That's where Game Genie codes come into play. Using those I don't have to worry about losing. Games are about being fun - not frustrating - are they not?

Star Ocean is the really late RPG for the SNES (1996). Star Ocean is supposed to have the some of the best graphics on the SNES. So I downloaded the English translation ROM of Star Ocean so I could play it with SNES9x. I do not own Star Ocean, but I want to play the game. I already know it's not ownable except if you happen to buy it off Ebay. So I played Star Ocean since 9:30AM to 12:30 PM yesterday, and haven't got into the game. The graphics are supposed to beat graphics of Chrono Trigger and Final Fantasy III. Both are exceptional in their graphics. Star Ocean is uber-exceptional! Then, of course, you have 2D sprites in a polygonal background on Playstation with games like Star Ocean - the Second Coming, Grandia, and Tales of Destiny which surpass any 2D RPG on SNES.

I added a new logo to Modblog. The one you see now! It wasn't hard to do in Photoshop. I also put it on 'Ian's Quintessential Blog', and a few minor changes to the design. I haven't updated the entries on that site yet. Sorry. I don't have my cat pictures uploaded to <http://www.angelfire...log2/renegeadeviking/> yet. I will upload them soon. I like the new template I modified. The template has multiple tables inside tables. The site is dominantly white since dark text and whitish colors are in favor of most sites I visit. I have 4 major websites: 'Ian's Personal Webpage 4.0', 'Ian's Square-Enix Fan Page', 'Ian's Quintessential Blog', and 'Ian's 512-bit Generation News Page'. Those are the major ones I've created within 12 months. I modified some templates on Geocities.com (which are still online by the way). I wanted a personal webpage that looked like IGN.com - a very modern webpage. My favorite color is blue so I try to have several shades of blue in my webpage. Designing webpages is a form of art - the colors almost always have to be similar to one another. Right now, I focus most of my energy on Modblog which drives people to my interests, of course. If it weren't for Modblog, and gaming forums....I would just be another node in the cyber-universe. Do I rather not be heard or be noticed? I felt I wanted to write publicly instead of privately for the first time in November 2003.

I've been looking at other people's blogs yesterday, and I must say, this web log idea is getting really popular. I mean look at all the good technical information Modblog shows. It has writers who keep up with software downloads everyday so I don't have too. Do they do this for a living - keep updating checking for updates? The world-wide-web is vast so it's addicting. If it weren't so - I wouldn't be in my office chair spending hours a pond end looking up information, and downloading upgrades to existing programs. I can write infinity topics from just browsing computer / videogame technology reviews alone. Gaming is driving computer technology further. There are just enough people out there who are willing to upgrade their PC/MAC to play the latest PC games. I'm a little poor now. I spend my money on software, and that extra gigabyte-stick drained half my savings. Those computer problems I thought I had with my custom pc went away when I re-installed Windows XP Professional. The Ethernet is now back on-line, and the sound works. And I don't get those funny internal motherboard beeps when shutting down Windows XP.

While I was playing Unreal Tournament on Friday and Saturday, I found out it plays on a Geforce 5600 rather slowly, and it runs at the high resolution, but it doesn't have a smooth frame-rate. This is a software issue. Reason I started to play Unreal Tournament is, well, I have a CD filled with downloaded maps, mostly composed of Capture the Flag and Deathmatch. I have Direct X 8.1 installed, and UT runs on Direct X 6.0. It is backwards compatible, but I get missing polygons in UT. Epic Games released their last patch for Unreal Tournament in 2000. Perhaps they should release more video card support in their next patch. Unfortunately, there more than likely won't be another patch. I mean look at Half-life and how many patches that game had. Valve supported Half-life up to 2003 with their v1.1.1 patch. That's six years of updates! The sound is flawed in some levels. The voices in UT sound robotic most of the time. But hey, I'm not complaining (mainly because the sound works and I'm happy). UT loads a lot faster than it

did on the old Compaq Presario. It's was a slug compared to my Dell PC. Graphics really improved, and all my 21st century PCs can handle Unreal Tournament easily. UT character models and backgrounds look extremely flattened compared to sequels, UT2003 and UT2004.

I have 80 dollars now! What shall I spend it on? There is one PS2 game I really want, and one RPG on Gamecube I'm unsure about. Both are RPGs. RPGs I'll probably never play....but I'll try because I like the battle systems and some times I like the cut-scenes also. With school starting in one week, I fear I'll never get into it, but seeing how videogames come, and go as quickly as they do in terms of shelf life these days...I fear I will get one or two shots at owning them. 1.) Buying video-games at Wal-mart or Target or Best Buy during its short shelf life. 2.) At Game Stop or Toyriffic (videogame retailer) in Hudson and River Falls. First title I was thinking about owning is Tales of Symphonia (the sequel to Tales of Destiny II on Playstation 2) exclusive for Gamecube. And the very Internet-hyped videogame none other than Star Ocean 3: Til the End of Time which is due to be in stores August 31st. Okay, how should I put this? I never played Tales of Phantasia (SNES rom) nor that interested in Star Ocean yesterday when I attempted to play it. To tell ya the truth - I will get only one since IGN.com gives Star Ocean 3 a 9.5/10, and Tales of Symphonia a 8.5/10 thus Star Ocean 3 an exceptional game in most reviewer's eyes, and Tales of Symphonia good enough, but not as good as Star Ocean 3.

The truth that Gamecube is more powerful than Playstation 2 hardware, therefore, ToS might be more graphically detailed than Star Ocean 3. I've been reading review sites stating that Star Ocean 3 is instead a better game in terms of presentation, graphics, story and game play. But from what I read in reviews, ToS plays a lot like Grandia 2. Grandia 2 was the first Anime RPG I've was introduced too after I've completed Legend of Zelda Ocarina of Time. I only had Dreamcast and N64 before 2001. The only RPGs for N64 was Ocarina of Time and Majora's Mask and Dreamcast only had Grandia 2, Skies of Arcadia, and Record of Lacross War.

Why are there so many anime fanatics on the web? I mean I can't read videogame reviews or read message boards with out seeing some sort of Anime or Hentai character in banner form. Forums are littered with them. There is this idea that anime is popular through-out the world or English world because there aren't too many other cartoon styles except for Disney's. Even worst Walt Disney is starting to make their own anime inspired cartoons. Kingdom Hearts is a prime example. You have a mix of Japanese and American animation in the mix together. This hasn't been attempted before. From what I heard, Kingdom Hearts sold very well and Disney and Square-soft are going ahead with Kingdom Hearts II. Aren't most adults old enough to realize that cartoons are over with? Instead the Internet turns it into some type of popular culture I do not fully understand. That's the way I see it. A lot of RPGs have anime just like 10 years ago in form of sprites. For me it stops there. There was this one time one month ago where I tried drawing anime characters freehand myself. Ya, ok...so it's somewhat difficult to draw, and even harder to draw the cell-shaded animation types in Adobe Photoshop 8. What I mean is you'd better be pretty damn good at Photoshop to make those professional animations like ones on the Internet. Making the cartoon porn too, LOL! I played around with Paint Shop Pro 8 more than Photoshop 8, and used the paint brushes in the toolbar, and I can't get that aspect of it too work very well. My cousin called me crazy because I told him I was drawing anime that day. I never practiced drawing anime since then. I'm almost 20, and I'm too old for this sort of thing. Then some videogame historians argue that anime/hentai is for young and old a like. I disagree. However, my friend Randy really likes to watch Cowboy Bebop on Adult Swim whenever he can. I'm not a big fan myself. I seen it, and it the episodes turn me off. I don't watch silly shows like that.

Here are some good retro review sites I've found today. I got a kick out of reading old games. Really made my day!

- <http://members.lycos.co.uk/snesreviews/>
- <http://robsgaming.com>
- <http://www.shinforce.../genesis/Reviews.htm>
- <http://www.vgmuseum.com/reviews/genesis/>

If I owned a Genesis I would buy....

- Revenge of Shinobi
- Shinobi III
- Castlevania Bloodlines
- Robocop Vs. The Terminator
- Mortal Kombat II
- Earthworm Jim
- Ecco the Dolphin

[Modified a day later (Monday)] I decided to run to River Falls to ShopKo, and invest 80 dollars into two RPGs. It was a hard decision to make – two games would fully drain my 80 dollars. I really wanted Tales of Symphonia so I paid full price for it. I wanted it because I really like Grandia II. I'm thinking that this looks and plays almost exactly like Grandia II. Another game I got for 25 dollars is Dark Cloud 2. I paid 20 dollars for Dark Cloud earlier this year – a real bargain. Pretty good deal considering how much the game went down in price this year. I don't know how the game plays because I've haven't tried playing it. But IGN.com gave the first Dark Cloud an 8.0/10 so it's seems to be better than average. I'm excited to play Tales of Symphonia. I also ran to the River Falls videogame store and bought Secret of Mana (made from Squaresoft). I read the review of it on a retro reviews fan pages. I talked to the British retailer there, and I tried asking him about what SNES games are great. He says he first owned a Playstation then he bought an Xbox later. We also had a conversation on MAC 10 and Windows XP. I learned that Microsoft Corporation owns stock in Apple Computer Corporation. Aren't they competitors for god sakes? Yes, his name is Nick who that funny British accent. The Midwestern accent in the Midwest must sound really funny to him too. To be precise, I am a lonely Midwestern speaking British-American techno loving citizen. We talked about Tomb Raider for a long time. He likes Tomb Raider. I got the general idea that Tomb Raider is big for Lara's big boobs, and the fact Tomb Raider was one of the first 3D polygon games out.

Bye Bloggers!

Red Hat Linux 8.0 Impressions (2004-08-16 13:57)

My paper is about how Unix became a bug-free operating system, survived getting graphical in the early 1990s, and continued to be a help to computer users. First this documentation of Unix have a little about its history when Unix started in 1978. Then it grew to "System V" when Bell Labs eventually sold it off venders. (<http://www.unixgeeks.org/security/newbie/unix/history.html>) Then I'll talk about what I like about Redhat Linux 8.0, the closest thing to Unix I'm using.

Two men called Ken Thompson and Dennis Ritchie created Unix. Thompson created the em editor. The em editor compiled text to show on screen. He was also the creator of the pipe key. A Pipe links one program to another program so that two programs could be used on after another. Dennis Ritchie earned the US national medal of technology for his continuous support on Unix. My research paper will ask the questions how it transformed into a universal operating system spreading out to be the complex operating system. [<http://www.ehliis.com/adam/solaris/history.html>, <http://www.ehliis.com/adam/solaris/history.html>, <http://www2.educ.umu.se/~bjorn/unix/unix-history.html>]

Unix is a global universe of Operating Systems. I use Linux, because it has a ton of free software. Some people prefer Windows for its user friendliness and the fact that all games can works on it. Windows can fit the lifestyle of any human being. But that doesn't make Unix worst then Windows. Unix never crashes. Ah-ha now! Now, I got your attention. I am a Windows user since 1996 and I know that Microsoft made it easy on people when they created the Windows 95. Unix & Linux are harder to learn then Windows. [Evolution of Unix by Dennis M. Ritchie - <http://cm.bell-labs.com/cm/cs/who/dmr/hist.html>]

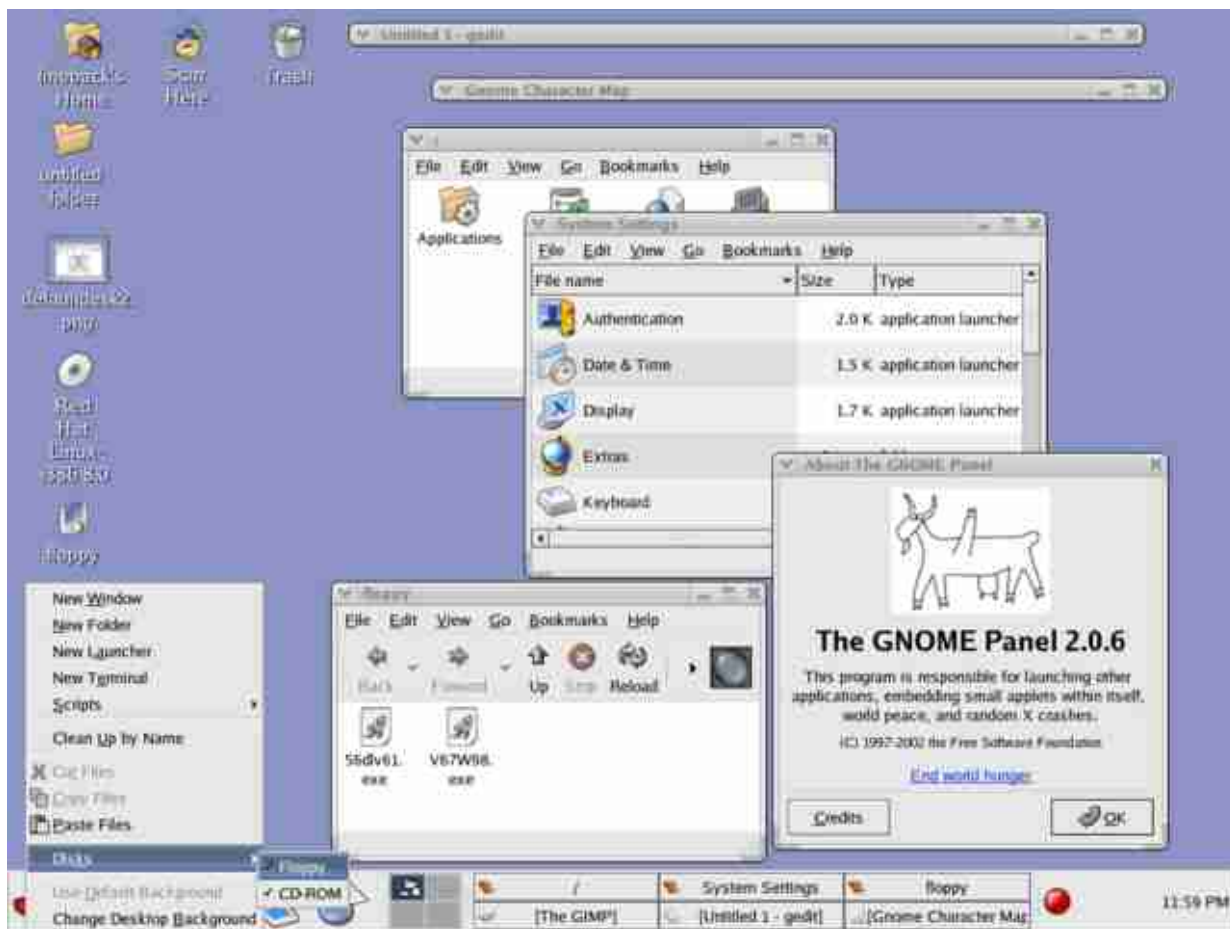
The predecessor of Unix was called Multics[1] (Multitasked Information and Computing Service) Multics was the original operating system that could recognize iNode [2] numbers in computer's number state. It was programmed in the B scripting language. This was before C scripting language, which is easier to understand. Multic was later used to create early videogame platforms like Magnavox Odyssey and Atari 2600 coming out in 1977.

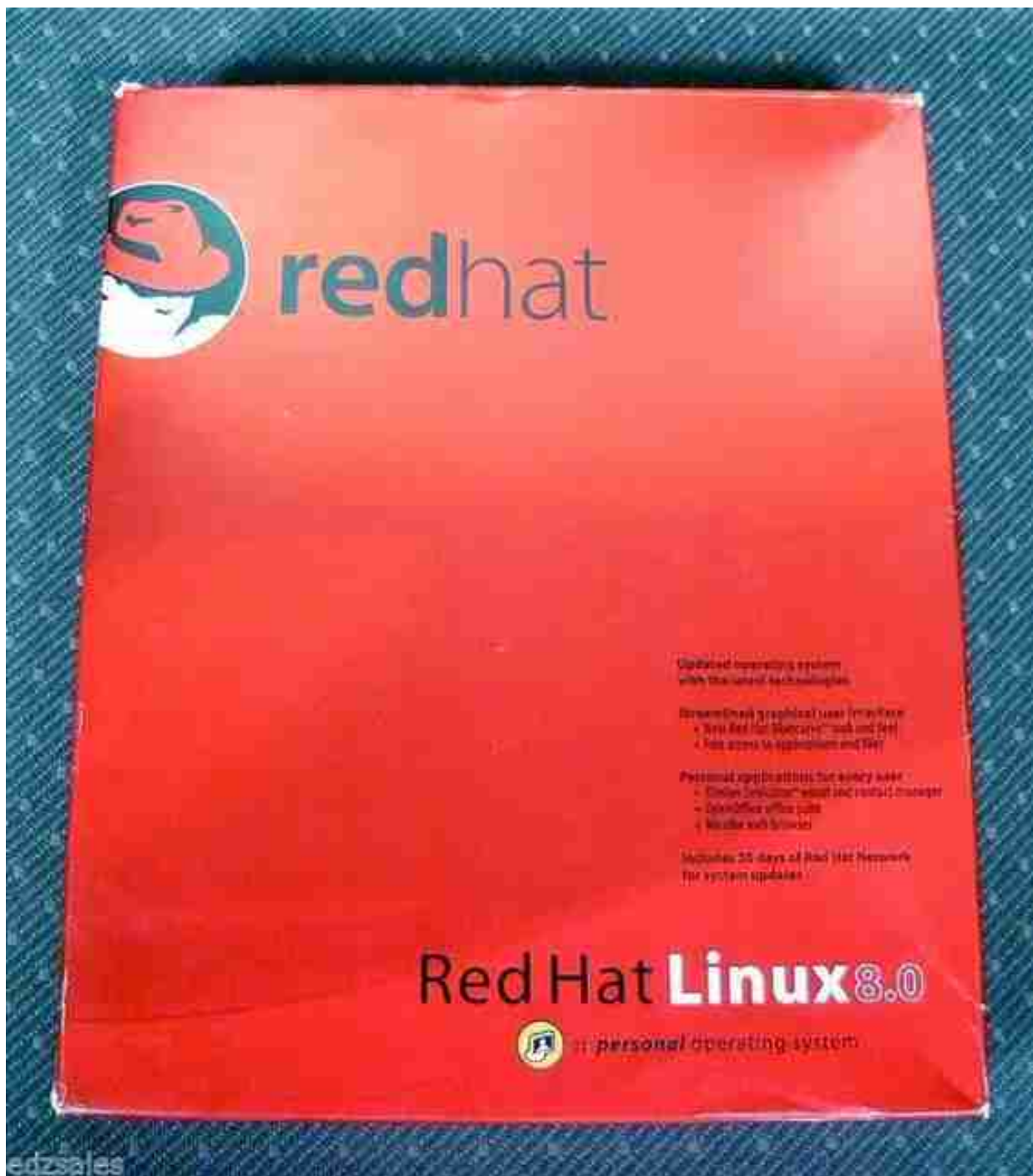
Bell-Labs created the first Unix Operating System in 1971. This is before Microsoft DOS, which most people knew as DOS. It was a battle of who could deliver the best Unix.

In 1974, Unix was first built in a computer in a big room and the hardware was state-of-the-art. Unix was used to show how planets circled the solar system in the 1970s. Unix 7.0 was rewritten in C programming language.[3] Before that it was written in the B language, a complex language which used more code to do the same thing, C did. Unix was put into the computer mainframe by a series of data discs as thick as records. This was a time after the keyhole punch mainframe computers. Unix was the next revolution. This system was the first operating system to be able to run programs in. Data sheets could be calculated on a personal computer type machine because the software ran on Unix. The first Unix weren't able to keep data. Data was stored on a 5.2 inch discs and had to be installed every time they used the disc operating system. This was done by a command line but this was far better then using punch hole keys in huge mainframe type computers. [<http://www.crackmonkey.org/unix.html>]

The same year Unix was released on the market, members at Unix (Bell Net Corporation) sent the first electronic mail message from Palo Alto, California to New York City. It took the message 2 days to reach the other end.







If it wasn't for 1984, I wouldn't be lurking around, and that's bad. This was also the year that a group of programmers went to court to say that software should be free, creating the GNU project. [<http://www.gnu.org/fsf/fsf.html>, Sourceforge.net – a GNU licensed site with a lot of programs on it.] It wasn't until 1990 that they actually announced that they were going to make a version of Unix that was free. It would later be called FreeBSD. It would have graphical user interface and a kernel made from scratch. So the license only went as far to give programmers opportunity to make free software. Other problems included that they couldn't develop software that would take away from bigger software organizations. So GNU kept getting sued as result of giving people licenses to make free software. Now the government passed the law that computer users use free software at their own risk.

After Unix 10.0 was released in late 1989, a few months later Unix's source code became freely available. The strength of the market slowly killed off the Bell-labs version of Unix. BSD was one of them. The division of Unix at Bell Labs was

also called "System V." System V was the successor Bell Labs made using the Unix kernel. All software were simple in System V, programs were a lot simpler then programs run now-a-days. All Unix systems had a terminal. The terminal was what all text information is based on. The Vi editor was ported which enabled developers to edit system files. It is still used today. "Unix" is used to describe the script of the script originally introduced in 1974 as a command based operating system.

At the turn of the decade, Graphically User Interfaces became available. And that started yet another war of who had the best GUI. Sadly that award didn't go to the hard working programmers who designed Unix, but Microsoft, with their multi-million-dollar Windows project, ruined it all. Microsoft smoked the Unix operating system ten fold. Windows 3.1 was also a operating system that used it's own source code to meet the demands that was better then 14 years of Unix evolution. At the same time, Redhat created the first Linux Operating System[4]. [History on Linux - <http://ragib.hypermart.net/linux/>] A programmer called Linus, a programmer from the GNU Project, originally created Linux. Redhat Linux is still the best Linux ever developed. Linus created Linux because he wanted to release a new kernel called HURD. HURD was the next generation of kernel[5]. Unlike Unix, RedHat made Linux feel like Windows. Redhat was perfect for teaching in technical colleges.

Unix was the first operating system that used the logical file system beginning with the root directory, following your parent directory, following the directory your in. Larger more functional programs could easily replace programs that existed in more recent versions of Unix. In Windows, you can't add Windows XP to a previous version such as Windows 98. In Unix, you can update desktop shells. The current software that was in the other version can say the same. That's why some people with let's say Solaris have the latest shell available. Problem with Microsoft is that you had to always buy a upgrade, that would add features to your computer. It wouldn't necessarily make it more stable. Programs do that. All commercial versions of Unix and Linux have system notification, which searches for updates on the company's website. It updates the shell so you have a free upgrade. It is rather quite easily done. Computer industry could do that 10 years ago. People didn't always have the Internet[6] to download software so they had to find more recent versions. That's what the middleman market came in and made everything expensive. Most Americans would go buy an upgrade anyway. Since the World Wide Web was introduced in 1994, millions of users upgraded their Unix systems for free. The vending companies simply make their money on people who cannot afford DSL or digital cable in their homes to upgrade free system files!

On June 07, 1999, the United States congress passed a law that open source code can't be trademarked ever again. That means that future Unix projects can be programmed to new versions without being sued as long as they gave the programmers who created it credit. Microsoft will soon have open source code for their operating system. Microsoft will never put software for Linux because they will have to develop it free and that is against every thing Microsoft stands for. People will buy from other vendors. Think of it, if your personal computer you've bought from Dell came with Linux instead of Windows, would you bring it in and delete the operating system or would you use it? In the future, software will appear for both Windows and Linux.

FreeBSD 5.0 could very well be the cheapest of all the Linux operating Systems. This operating system is used mostly for a networking solution. You can buy this version of Unix at any electronic store for a mere 10 dollars. Unix Operating Systems are the same, because they have network capabilities, web browsers, an office suite and a powerful web server. Most people who want to run a UNIX web server would most likely buy Solaris from Sun Microsystems. People with pocket change would like NetBSD & FreeBSD. Unix has the same desktop shells, KDE and gnome, as Linux. SUN Microsystems [7] is the world leader in Unix operating systems. Sun has recently come out with their version of Unix, Solaris 9.0. [<http://www.ehllis.com/adam/solaris/history.html>] Sun is responsible for creating the first _Javascript for web browsers. In 1997, _JavaScript was first used to show the first mission to mars showing a slideshow on NASA.com. Netscape contracted with Sun to put their most recent version of java in Netscape Communicator. Now every web browser except Internet Explorer used Sun's basic java software. I use java when I go on Opera and surf the Internet. Sun's Java works fine for what I do.

The Linux platform is under GNU License, but any vendor can charge for the debugging costs that comes with releasing a new version of their operating system. It is very cool because all software that is developed in Red Hat Linux or Mandrake Linux is free. Although, you need to have the programming skills to program for it. I am going to debug Unix systems for a job. Anyone can look at the script and compile it. It allows anyone to be equal in his or her design. Dennis Richie, co founder of the Unix operating system talks about a new scripting tool that will revolutionize Unix

again. The project is called Plan 9 4.0 [8] and will allow multiple users to be able to change source code in real time. The project already has security built in firewall with network users picture on the screen. This will allow Unix like operating systems to be able to edit source code. Plan 9 can be good for the development cycle because the system administrator can control from start to end on how much code can be edited. The program also has a glossary where users can leave their source code so it can be researched at a later time.

Since Microsoft is dominate over any other operating system, computer manufactures like HP and IBM want to team up with successful Unix and Linux vendors to keep generating money. Both manufactures make versions of Unix themselves. However, their popularity isn't near the successful SUSE Linux or Solaris operating systems. IBM spoke out that they would support both companies. HP this sells Linux through their servers. So far they want to make their software as well as Redhat successful operating system has. Some guy quoted "RedHat is a 300 pound guerilla in this business" [<http://www.eweek.com/article2/0,3959,881,00.asp>]

Red Hat is a really big distributor located at a North California Campus. They are a profit organization to make a commercial version of the Unix Operating System. They are always looking for talent to up the technology of their version of Linux. Red hat has 5 campuses nation wide.

The following is my Introduction I got from Unix, which I got off my webpage. I never used it as a report so technically no one ever seen it except me so here is my review of Redhat Linux 8.0:

What does a Unix Network Specialist Do?

A network specialist is a member of bigger companies who control data passing through a network. He answers to the system administrator. A good example of this company could be Yahoo. Yahoo is an organization that lists WebPages in their search engine. They use some sort of Unix operating system to keep their server loaded. Their primary job is to create a working network for Windows NT or FreeBSD using network cables for high speed T1 or T3 servers.

I. Installation ("A Practical Guide to Red Hat Linux" by Mark G. Sobell | pages 208-211, 266-268)

Redhat Linux 8.0 installation will the single boot works as well as it did in Redhat Linux 7.1. The new setup allows you to pick if you want the latest version of KDE or Gnome 2.0 on your desktop. [<http://www.gnome.org/>] Does this mean more stable compensates? Considering that Redhat Linux 7.1 was more stable then Windows XP anyway - it's pretty stable in Redhat 8.0. When I booted Redhat, I made sure I reserved some free space. Redhat can take anywhere from 800 MBs of free space to two gigabytes of free space. All Linux users know how to load Swap, Ext3 partitions. I went the fast way, letting Linux install it self with the free space given. The option is on the installation menu on the installation disk. Nothing has changed in this area (that I'm aware of) since Redhat 7.1. There has not been one program which can with the box that wasn't stable. Some online web editors have known to be unstable. One I know that is unstable is Blueprint. I was able to boot both Windows XP and Linux using Partition Magic 8.0. But it can be done with out. The key element is when you boot your Windows XP Upgrade Installation Disc into the CD ROM be sure to have the current Windows XP installation wiped out entirely. I got confused when the installation screen told me if I choose to boot a second Windows operating system with my current one. The installation process is easy. But be aware that KDE software doesn't install on default. So I had to check the software I wanted. Redhat recognized all my hardware. Which is good.

II. The Difference

Looking at the professional job Redhat has done, Linux is every bit as cool as Windows. Gnome Desktop version 2.1 is easier then ever. I guess I almost prefer Gnome to KDE now. Gnome has more a Windows touch. Icons seem to be more illustrated then in Redhat's 7.1 version. This is also what everyone else on the web says about Redhat 8.0, but it is true that Redhat made Gnome a little more user friendly. Gnome has a lot of help menus and show how the shell works. You can always click on the file menu. Gnome's programs are all GNU programs working for the GNU Project. KDE, the other desktop is written in open source code. KDE is the commercial version of Linux shells. Both shells run all the programs on the other shell. It makes things much easier. KDE sort of resembles Windows. KDE has cloned every application that Gnome has including a web browser. A lot of people like Linux because they have the same file system. Your saved files automatically go to /home/student. No one can access your files if they have a different user name. It's the security thing they have in Unix.

Open Office is the word processor from Sun Microsystems used in Red Hat 8.0. This processor is different from Microsoft Word in that it's free and has open source code. This word processor can spell check and grammar check like Microsoft Word can. Open Office can import Word documents on IBM formatted floppies. It was better then KDE

Office which crashed on me when I ran Red Hat 7.1 six months ago. Gnome makes an Office suite developed under the GNU Project including AbiWord, Gnumeric (spreadsheet) and Agubuis (similar to powerpoint.)

Take it that I am done taking the college class and learned how to make and change directories and files in Terminal. Even the terminal has been updated in this version of Linux. Everything that deals with file creation has been updated to 2001 / 2002 standards, which is good. That's why Redhat Linux 8.0 is bigger than 7.1.

Linux rarely crashes. But even if it does - it usually is because the kernel didn't mount correctly (AKA files didn't get enough electricity) and the system had a panic attack. Sometimes all you have to do is restart Linux. If you are a super user[9] you can go into the etc directory and find that security file that will do dynamics (some files may be corrupted and can effect your boot up) Like Windows, you have to be careful what you touch, because these files aren't replaceable. But a good super user in Linux will know not to customize the console even though that's what a super user is for. The user has to set a user and password for many users. All documented in the /etc/passwd. In many high schools, the server they use doesn't protect the system files. Linux is cool in that no one can touch the Root directory or /etc or /bin directories unless they have a passwd. It almost makes Linux fool proof. Then again, we use Redhat the same way a hacker [10] would use it. They use it because they know it's stable!!! Yeah, so I bet everyone knows it's not hacker proof.

The Pluses in Redhat 8.0

1.) A new office suite made by Sun

Microsystems. Open Office is more stable than KWord and does more stuff!

2.) Redhat updated Mozilla to version 1.1. It beats older versions because it doesn't crash ever when in 7.1 it crashed a few times. I noticed at least one enhancement that made surfing the web better.

3.) The VI Editor makes website updating easier.

4.) Redhat now comes with more systems files and drivers. I always had a hard time finding files for programs I downloaded off the web. Now I can use more of them.

5.) Package Manager is easier to use. It is a wizard now instead of a client like WinZip. The gzip utility is also a good command to zip files.

6.) Still reads my gaming guides I previously burned on cd.

III. The V Improved Editor "VI"

Linux has all the power with a handy little tool that Unix users like to use as a text editor. Except some users use the notepad to edit text. Notepad is still great for taking college notes. Technical people use the Vi editor to edit files on Linux / Unix. Vi is like any other text editor except users can also use the keyboard to scroll up / down / sideways; yank / paste or build working command files. I know nothing about how advanced users can change how Linux boots by customizing certain system files. Most likely I would use Vi to read HTMLs. No need for updated software. Vi is updated each time there is a new version of RedHat.

DOSedit is outdated. You needed plugins that worked in the DOS emulator that is hard to find and not guaranteed to work. One of many major improvements Unix had over MS Windows. Until 4 years ago you couldn't find any advanced editor like Vi. Download the GVIM editor for the MS Windows.

In most beginning college classes, teachers don't expect you to know the Vi editor that well cause of all the commands used in the Kconsole or Gnome Terminal (same program)

IV. The Terminal

The terminal [11] is the text command line type window aspect of all Unix Operating Systems. The terminal is for some people are the opposite of most computer users, no mouse clicking, type everything. The terminal is also used when Linux (the GUI isn't functional) Type in the command to eliminate human error. Linux users use many commands accompanied with filenames in it.

Terminal Commands Examples

> cd /parent directory/directory - brings you up to next directory

> gzip /o filename - compresses file and adds it to the directory

> ls -l - lists files in current directory with # of links / date / size

> df - lists the partition sizes hda 1, hda 3 and Linux Swap unusually

- > man 'command' - Gives a adequately description of the command your using.
- > vi filename - edits any file
- > tail -1 filename - takes the last line of a document
- > cp filename filename2 - copies files to another file
- > grep "contents" filename - this unity shows results on words found in files. grep can print sentences with the word in the terminal.

The Terminal comes with updated versions of common unities like Mtools (let's you modify Windows discs in Linux through the terminal) Redhat 8.0 reads any floppy disc with no problem. The grep tool looks at a larger range of files then in Redhat 7.1. It makes it easier then entering that inode number to find a file. The Manuel onboard Linux is a updated and documents all of 8.0 many unites.

V. The New Fun wear in Redhat 8.0

Gimp has completely designated the competition and crowned itself the only competitor in graphic design on Linux. If you want to draw and have fun drawing, Gimp has a simple drawing tool. If it is your favorite car or a sketch of a anime character, you'll find that Gimp has it all. Gimp includes intelligent background color copying. It can do many effects such as remove red eye from pictures. Lighten and darken pictures is no problem in Gimp[12]. Yank a part of picture out of image and paste it. So basically Gimps an image editor and paint tool all in one! People are waiting for Gimp 2.0 to come out in 2004. It's suppose to be more powerful then the present Gimp.

The games of Redhat 7.1 have returned. Some even updated. You can't really tell a difference between the old and the new. One game that is now aboard Linux is Chess. I wanted to play Chromium (a space shooter) but it won't run properly if OpenGL isn't configured. It was too bad because I wanted to play Tux Racer as a side game. One positive turnout of Redhat 8.0 is it recognizes the latest video card. I own an Nvidia Geforce 2 MX and ATI Radeon 9000. An operating system always runs better with a good video card installed. Else the fricken monitor My favorite game in Linux is Ksirlet. I play it only because it is a tetris game. Tetris is cool and will never die. Ksirlet is much harder to play then most Tetris style type clones. However the game increases its speed and like all games aboard Redhat. You have to use some strategy and a quick pointing finger in most of them. I also was trying to stack up points in that connect four games Linux comes with. Linux 8.0 comes with an extra space shooter unlike Maelstrom that's really hard to play. It's a more recent version of Maelstrom called Chromium. The overhead shooter is a great game. Unfortunately most graphics cards have hard time running OpenGL in Linux.

VI. Battle of the Browsers

Mozilla 1.01 [13]now replaces Netscape Communicator. Mozilla is like Internet Explorer in that it displays web pages with limited frame space. When I say that, it means that Mozilla cuts text off certain areas. Since Mozilla appeared in 1998, it has improved a lot. Sometimes it has a hard time reading _JavaScript from html made exclusive to Internet Explorer. Microsoft Front Page would generate html files with their form of html compiler. That cursed all web browsers build in Linux I use Mozilla composer for all my webpages. But I do most of my webpage editing in Windows.

The KDE shell has their own version of browser is Konqueror[14] 3.0.3.8. This browser can read html better then Mozilla. There is a problem looking at flash on Konqueror because flash won't show up. Web surfing I guess doesn't really matter since both browsers can read html 5.0 source code. Mozilla has a html editor built in. It can recognize most webpages. Mozilla has the only html editor you'll ever need. Obviously. Both browsers use Sun's java applet. Sun, however wasn't able to configure java so it could run java applets so I can't see java graphics I made in Windows. I have a problem with not being able to see the same java script, I seen in Internet Explorer.

VII. Communication Software bundled with Redhat

Anyways, Linux comes backward capable with Microsoft's latest OS, Windows XP. Redhat can see Windows files and folders off CDROM and though a network. And this of course is good because it can read txt files, mp3 files and html files off Windows servers. Yay. Linux users praise you for this ability. One thing I've noticed in 8.0 is Network Device[15] control no longer a client like Package Manager[16]. It's more a wizard and knows exactly what to look for when combining Windows and Linux though a network. I had a little trouble having Linux recognize the ping that the host system had, but it works pretty well. That proves that the ping work. But I still haven't seen how to transfer files. Perhaps Mozilla could help me on that. Something like FTP://129.900.29.90 could do the trick.

I also like Gaim, which is the premiere instant messenger for Linux. It has all the instant messengers packed in one. The version loaded with Redhat 8.0 isn't the latest version. I recently downloaded the latest version.

VIII. Want to get to know Linux on a moderate Scale?

I learned Linux through a book called "A Practical Guide to Red Hat Linux 8" by Mark G Sobel © 2002". Mark is a long time Linux Programmer whom helps create programs for the Linux Kernel for 30 years. His book tells of all the terminal commands plus all the System Administer key functions with easy to read syntax. His book is also used in technical colleges everywhere in the United States. I skim though many of these chapters are pick up many key commands in Linux. The book also allows me to look back quickly when I forget. If I didn't have this book, I wouldn't be able to get a B average in my class.

IX. Why should I go out and buy a new version?

In the end, if you haven't tried Redhat Linux 8, just go out and buy it. If you have Redhat 6.1 loaded on the computer and can't use my copy of Redhat 8.0, go out and spend 80 bucks to get it. But, of course, Windows users who don't want to lose Windows should stay away from Redhat 8.0. It's a small chance that your Linux partition won't install correctly. As a result, you'll use all your computer data. But this is a slight possibility and shouldn't happen.

In short, Unix is not Linux. But, Linux spin off of Unix is better. In my opinion, Linux is taking over Unix as a preferred operating system. Some people already now this, and won't admit it for a reason that's not legit, so I made this report to tell people that Unix is a thing of the past. Linux is the future.

Ian | rev 1.41 | March 19, 2003

Anonymous (2006-05-14 18:38:00)

I find it weird how one person hate microsoft but love linux?I mean it seem to me it so emtional the hate,I ahve tried firefox and I dislike that my favorite places is gone.So back I am with bill gate :) unix operating systemhttp://www.downloadcomputergames.com/

oakleyses (2014-10-23 18:29:00)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

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oakleyses (2014-10-23 18:30:50)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

SUSE Linux 8.0 Professional Impressions (2004-08-16 14:01)

Suse Ltd was created in 1997 in Oakland, California. The four lucky people who created capital in Suse includes Hubert Mantel, Burchard Steinbild, Roland Dyroff and Thomas Fehr. Suse went into business with the goal of distributing a better OS than Red Hat. Red Hat publicly introduced itself in 1998, one year before Linux soared high on the stock market. (source : "Revolution OS" on IFC) Red Hat has been making commercial versions that weren't sold in stores until 1998 (Red Hat 6.1). So it came together by a group ownership. With SUSE's Germany operation(s), Suse was able to create something competitive to Red Hat's OS. Suse bought the Jurix Linux source code, and renamed it to Suse making a much improved interface. By this time Linux was well established. Since the operating system was commercialized, it quadrupled in size. Now we are at version 8.2 with version 9.0 around the corner. Recently Suse went 64-bit instead of 32. This improved the interface, it booted up faster, and do more applications than it has done. Suse has an office sweep specifically designed for Suse Linux.

If you haven't read my Red Hat 8.0 editorial, you should read it, I mean I put weeks into that project. I described how Red Hat looked a lot like Windows. I don't know about copyright laws, but Linux in general has moved up the bar and broke laws. Windows applications are able to run on Linux! I think that is so cools. I talk about this later. Red Hat has recently been keeping up with the industry, surprisingly. They have both Gnome 2.2 and KDE 3.1 on their desktop. Red Hat supports both operating systems! KDE is entirely commercial in it's looks, and it's performance as a desktop shell. I knew Red Hat is good at what they do now. But I realized that their competition have had some interesting ideas. Suse, which is entirely profit driven, is unlike Red Hat who goes more towards the GNU Project, and is huge in industrial networking. Both operating systems use the same KDE Desktop, and it comes with all the applications. But Suse Linux is priced 20 dollars less than Red Hat. I choose the Personal version because it was cheaper.

Suse is already faster than Red Hat. The bootup is faster. I like this much better. Instead of commands being compiled, Suse has an upload statist bar. Opening applications is as fast as Windows XP. I have a 1.8 Ghz Athlon XP with 386 MB of DRam with a ATI Radeon 9000 video card. My processing speed is plenty fast. When the industry lowers it's price for 3.0 Ghz processors I'm going to upgrade.

The X factor [rating 9.5/10]

X as in Xwindows. Xwindows seems much stronger in Suse 8.2 than in Red Hat 8.0. Suse has a system were the MS Windows C drive is displayed on the KDE desktop. I shrugged at this massive accomplishment, for I have never seen the c drive on Linux before. Whether this option is in Red Hat 9.0, I don't know. But it makes it highly flexible to save things to the Window's C drive through Linux. Infact the C drive is listed on /root for easy access. You have the stability of linux to do your work without it crashing. I can do multiple stuff on the c drive that I couldn't of done in Red Hat 8.0. Personally I listen to MP3s on Linux that's on Windows. The sound quality is as good as it was on Windows. The drives for Red Hat 8.0 will also pop up. If you saved work in Red Hat 8.0, it'll automatically work in Suse. It was really weird, but it was really awesome. I know Suse did one thing right, they've added a full directory listing to Kstart so that you can directly access /root directory through the gui. I suppose I went sur-crazy for a mere 10 seconds. It's that cool. I don't have to make cdr each time I go on the Internet like I thought I had too.

Installation [8/10]

Installation (YaST) has a lot in common with Red Hat. No doubt it is a excellent and well set up Installation effort done by SUSE programmers. I liked Red Hat's latest installation wizard in version 8.0. By default, Suse 8.2 comes only with KDE desktop. What we really need is both Gnome and KDE. YaST will help you through the installation. If you have this by default. KDE runs faster than Gnome, slightly. Gnome has even more programs than Red Hat. All programs are installed in Gnome show up in KDE. The Professional version of Suse comes with 5 discs instead of 3 disks, and can add up to 3 Gigabytes instead of 2 Gigabytes. The source code has been shorten in the Professional version, and helps the computer load software faster. But the Personal version, what I have, has the exact same properties, but a little slower. The system will have to re-partition your current Linux partition whether it is Red Hat or Mandrake because Suse has to use the same partitions to create it's basis too. It's the damn competition way of saying, " You bought me, now you have to use me instead of Red Hat" So at least Suse is kind enough to show file progresses that are installed to the Linux partition. Put this can easily be reversed by renaming the partition to a different Swap drive, and have Ext 4, 5 and 6 for Suse or vice versa for Red Hat. There is an option that allows the super user to check gnome, too. With gnome you get another desktop. The installation takes 15 minutes. It takes anywhere from 1 Gigabytes to 2

Gigabytes of hard drive space. KDE and Gnome are both 700 MBs each. With the huge, and cheap options with hard drives these days, it should be recommended by anyone for the full installation of both Shells.

X .

The YaST asks the user to check his modem. The modem is connected in the COM1 of my computer (bottom socket of the motherboard) The only modem that'll worked in Red Hat is the common 3COM Robotics 56K Fax Modem. YaST needs to be updated further. If you have a Win modem, it won't work. So I went back to CompUSA to get an External Modem called the Creative Modem Blaster. That time it worked. Sometimes I think that PCI cards aren't viewable since they aren't in use unless you stick something in the serial port such as a external fax modem. I have had a odd connection viewing my fax modem inside my computer. There has been news off the web that Suse doesn't have the proper drivers for PCI modems. YaST will ask you if you want to download a patch for your Nvidia videocard. I know most people will go, and buy a Geforce II or IV. While others will go with ATI Radeon series. This patch will give your card compatibility with OpenGL.

Suse Personal version automatically asks you if you want to become a workstation in a LAN. Since most people will only own one computer, this isn't possible. So workstations work fine. Like in all The installation recognizes all 2003 hardware components, and earlier (video card, hard drive, monitor, mouse, sound card, speakers, processor, modem, network card, fire wire ports, USB ports, etc.) When Suse is installed I like to use Partition Magic 8.0 to create free space so Red Hat can detect it, and install according to it. I haven't seen a way that Suse can do that. No problem though.

The difference between SuSe 8.1, and 8.2 are noticeable. I don't know. I've never used Suse. So I heard: A lot of the bug fixes that comes with shell development are now fixed. Not so much a new release of the two desktop shells, but rather improved use of memory, and small application fixes. Suse 8 can now recognize newer hardware. Suse 8.2 never crashes. That's good news. To prevent extra work. Suse put more updates on the Programs on 3rd disc. I never needed to use the third disc.

The Internet on Linux [rating 8.5/10]

Unix has much Improved in the Internet field. Netscape Communicator has been whipped off the face of Linux distributions! This OS comes with Konqueror, Mozilla, Opera. Out of the three, Konqueror is the most advanced browser. It can open any webpage without a problem. Not to say that Mozilla or Opera don't have that ability. You can't read most javascript made by independent users that work exclusive for Internet Explorer seen on both iMac and Windows. Gaim is still the premiere instant messenger for Linux. It has everything : MSN Messenger, ICQ, AIM, Yahoo, IRC. And is very reliable. There is more drivers that allow automatic detection like you see in Windows XP. That annoying "Hardware Found" icon on the Windows taskbar is in Suse 8.2. I don't know how long Suse had the technology though. It comes with Opera 6.0 and Mozilla 1.0.2. Opera and Mozilla are award winning programs. Both browsers use Sun's Javascript in bedded into each. This allows you to see some basic html javascript like popup menus and slide shows.

The Word Processor / html editing / programming [rating 9.0/10]

I recently talked about Open Office on Red Hat, and it's so good, that it's back on Suse 8.2 version. It is the preferred office suite of all KDE, and Gnome operating systems. KDE makes its own version of Koffice. And Gnome makes Abiword. But these word processors, although close, don't have as many features as Open Office.org. Office Suite. One enhancement is that it highlights your typing in blue and while you type and also displays the end result as you type. That's cool. Now I don't have a problem of missing words. In OpenOffice.org 1.0.1 for Red Hat, OpenOffice.org crashed once every time I use it. The only thing that kept me from getting mad at it is that it periodically saved my files to /home/students/ directory. It's better in Suse or Linux in general.

If you want to edit html, you have plenty of options. Linux comes with Mozilla Composer. It has much improved over the Netscape 6.0 composer. MC can view both gui style, and html script in the same program. Than you can use Open Office to create light html pages too. There are some free downloadable software like Bluefish 0.9, and Coffeecup HTML editor. Both a command line based html editor. People can use the Kate for easy access to their html script. It highlights different code in color so you can easily find your code. It's also used for Pearl, C++, shell script, and Python shell script. Best of all, when your system crashes, Kate will keep your work for you till you log in, and open Kate again. I seen this work in different Linux OS, and it isn't new to Linux.

One thing new aboard linux is Python 2.2 programming client. Python script looks like shell script, but has MSDOS

commands are built into it, and some simple commands. It's available for all Linux distributions. The script is simpler than shell script for linux, and looks the same. Not like Korn shell. That's what the terminal uses now. What is Korn, you ask? Korn is a more advanced shell programming structure than Bourlen Shell script. It's a hybrid, to be exact. Python is included with SUSE under the programming tab of the statist bar.

The Multimedia Software [7/10]

With the ability to see Mp3s on windows partition, you can use a program called XMMS (looks exactly like Winamp), and play your songs. The XMMS can read all Winamp customized zipped skins. It's about the highest quality mp3 player out for Linux. XMMS comes with equalizer abilities, and a range of sound adjustments. I really like. XMMS is in Red Hat 8.0 too. So it's a Linux thing. Sometimes XMMS will play, but not show up, and than crash with the music still playing. At least XMMS is skinnable. Mplayer can show DVD movies not very well, but the idea is there. I haven't seen this program in Red Hat at all. Mplayer can read avi, and mpeg off DVDRs, so that's a plus. It's not as buggy as the Red Hat version of it's media player. Suse comes with Realplayer. Realplayer reads MPEG off cds, but also doubles as an Internet radio tuner, and streaming video client.

Picture clients are cool. I like Kuinkshow better than Image Viewer in Gnome. This program will read graphic files off Linux / Windows, and scrolls through them as you scroll the mouse wheel. Esc on the keyboard cancels Kuinkshow. It has many similarities with Irfanview. One thing that I find difficult in Suse makes it's file system so you can't bring up Kuinkshow first, and look at your photos, but have to find them on the desktop or even cut / paste directory shortcuts to the open statist window. I look at Kuinkshow so I can easily page through my artwork I made in Windows.

Many games have the same problem with Nvidia cards that use Direct 3D. Suse has an easier time using the video card to it's advantage, but SUSE stop supporting Nvidia drivers for what ever reason. The focus for Linux partitions is OpenGL, an open source graphics accelerator which should work as well as Direct 3D, and doesn't. OpenGL improved some since 1999, but it still doesn't look as good or have as good as frame rate as Direct 3D. However I was able to get a Geforce driver off Nvidia.com, which improved graphics acceleration slightly.

Video editing can also be done on Suse with "MovieActor 3.7." The Linux version of Microsoft's Moviemaker software, and still more filled out with options. It is still very basic. Some features that properly describe it is that it can move mpeg video around by cropping the video, and export it to mpeg. It can add still images, and add slide transitions too.

New Games [7/10]

All the games are stable in Suse 8.2. Gnome's game package grown bigger in this version. Racer is a 3D Car Simulation (a 250 MB game) The game is much like Midnight Racer for the PS2. At least we know that 3D racers are supported by the operating system. There is also Fool Billiards, a pool game for Linux that uses real nice 3D acceleration.

Loki makes some affordable commercial versions of Neverwinter Nights, Civilization 4, Simcity 3000, Quake III, and Unreal Tournament 2003 for all Linux OS. There just isn't games to go around in Linux. I found a large selection of free games off linux.tucows.com. Chronoium is a good 2D shooter, but it requires OpenGL. Should Direct X be on a Linux operating system, that will be the day. The frustrating time comes when 3Ddiag doesn't work with Nvidia's latest driver. The driver can come in a compact 1.3 tar.tz format or a very large uncompressed .run format. Quadra is a new Tetris game put in Suse. It wasn't in Red Hat's distribution. It's fun, but Ksirtris is more fun, and it has somewhat better level adjustment. Quadra is impossible to keep up with after level 3. Grometris is Grome's version of Tetris. It's a basic game at best. KDE had come up with Kbattleship after the board game Battleship. That is a little fun too. The buttons in the game have been updated to look rounded, and shady that went well with the desktop anyway. This wasn't possible 5 years ago. Desktop appearance took a giant leap in the Linux department in KDE 2.0 and 3.0 AisleRiot is the only solitaire game on board Suse Linux. That sucks! Katomic is a fun games. It's a well known game in the Linux community. I am good at it. The game is about matching balls which move, and stop by hitting a wall. Than they have to be in the order of the matching screen to go on. There is 50 levels in this game. There is plenty of time to fool around. The higher levels are unreachable by the average person, I believe. Linux is about having fun. The more fun your having, the more you are educated about Linux, and that is the best part of using Linux. Patience is another solitaire game. Solitaire is relaxing. Thus, Solitaire is the bomb! Everyone agrees with it.

I've played Tux Racer, and it's a good game. It has a catchy jingle to it. It's more of a Penguin Grand Prix than a racer. It's a nice game though. A good effort. As a player, you can race 6 tracks. The tracks are better than most racers. It has various shades of tree colors, and snow cover. Good background artwork. It runs in high resolution. I wonder if KDE or Gnome plan to add Doom 1.1 to their 3D games. If so it would be awesome. If not, that's ok, I'll just download

it off the Internet. If only I had a videocard that excepted OpenGL.

There was one game that worked with OpenGL well called Frozen Bubble. I love this game. It's new, and it's cool. Frozen Bubble most resembles the N64 game, Bust-a-Bubble. It's simple, it's stable, just line the bubbles up with the color, and there it all goes down. Do this all in time to move on. This game has 100. Newer versions should have more than 100. The program comes with mp3 music that is appropriate for this style genre. The music isn't that cheesy. Red Hat didn't come with this game. It was top rated on the web for most enjoyable game on Linux. So ... I rest my case. This is one of the best games for Linux off the Internet, period. This game deserves a 9.0/10 user rating. If you don't own a brand new computer like me, you can even lower the graphics quality so it'll run on your video card. You'll see once you find it.

If you like to download a lot of games, I advice you to download the compressed format .tar or .gz. Than you won't be missing files, and a lot of times, if your games come pre-compiled, you can get away with it. So download the zip format of your games. If you don't have an unity, which you should have if you're running Linux is ARK.

Desktop Management [8/10]

Desktops in Linux improved slightly in the last 2 years. Linux has a good os shell recovery system (something that occurs in the kernel.) Applications can't crash as they would in Windows. It's a Linux standard, and gets better in every release of Suse / Red Hat / Mandrake. In the industry, there is an argument whether or not the latest versions of SUSE, Red Hat or Mandrake are as stable as they were 2 years ago. It shouldn't been true though, the kernel went up more than a 100 public releases since than. All of these curacy of the GNU Project. These companies release a new version every 6 to 8 months every year. They're always trying to put something new in there OS. I mean ,in Linux, SUSE took a more drastic turn than Microsoft did when they went from Windows 98 to Windows 2000. Now you can go to your folder, right click, and do renaming, moving of files to any directory. Use the terminal or use of the gui to make adjustments to your files is quick. If you right click on the desktop itself you have a broad view of many options. By the way, I found out all the screen savers that Linux is known for is in Gnome. In KDE, you get a scenic black screen that will enlighten your Desktop. You can change your resolution to look like Windows, Change your background image. I tried this on my mom, and she thought she was using Windows XP. It was so funny to watch. She did see something different about "Kstart." I didn't say anything. Like in KDE 2.1, you could change your title bars to look a lot like Windows 2000. There are a lot of Desktop backgrounds that come with Suse. Really cool screen savers appear when you don't use the desktop for a length of time. I had seen these in Red Hat, though. Every thing has a minimum quality, for all screensavers have to look cool, and not crash. Linux also has an option where you can reserve energy by putting your computer into sleep mode. Sleep mode doesn't make much since to me when you can turn your computer off.

Installing programs are varied. RPMs usually don't have the the system files I need to install what I need. RPMs are the install wizard similar to EXE for Windows. Some programs come compressed in tar.gz format. I don't like these as much because there harder to work with. YaST gives me errors saying that the packages need to run the wizard is unavailable. A lot of times you need to be signed in as root to allow any rpms to be installed. Sometimes you can't install new versions over the old version (such as Mozilla) so you have to delete the directory Mozilla, and install the latest version over that. Suse has an uninstall wizard, but I have no idea where it is?

FIN : The End Result

The end result is that I much rather have Suse on my Desktop than Red Hat. Although in the future, I'll use Red Hat for school. I can have what I feel more comfortable with in Suse 8.2. I like the ability to see the Windows hard drive, it gives me more options I never had. I like Red Hat's smooth features like the screensavers. They both run the same version of KDE, and Gnome. But, Suse runs faster than Red Hat. So I have to like Suse more than Red Hat 8.0. I'll see what Red Hat 10.0 is like in 2004. But until then, I like what I have with Suse. Suse.com doesn't have any selection of drivers for hardware what-so-ever. But they do have a toll free 1800 number to call for tech support.

Suse 9.0 came out a while ago. I own Suse 9.0 now. I feels exactly like SUSE 9.0. SUSE 9.0 must have a little more compatibility with hardware such as modems, and processors. It has some newer program versions. It's all it is. Up-dated versions of the same old programs. And not something like version 0.4 to version 1.3 for programs. It's more like version 0.8 to version 1.3. It's only browser 5 releases. Like I say before, SUSE 9.0 is still a wonderful version of Linux except if you have 8.0 - 8.2 than you might as well wait until SUSE Corporation releases Suse Linux 10.0 in late 2004 or early 2005. Other programs that have changed since 8.2 are XMMS. It went from version 1.2.7 to version

1.2.8. See? It's not the much of a change. With 9.0 I got a double sided DVD in the box which made an unbelievable amount of open source software on it.

Written by Ian on May 10, 2003 with Openoffice.org | rev 1.0.5 | Updated August 24, 2004

Fun Websites :

http://nmc.nchu.edu.tw/linux/linux_dist.htm

<http://librenix.com>

http://www.osnews.com/story.php?news_id=3163

Anonymous (2013-03-22 10:24:30)

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The Big Bang Theory (2004-08-18 14:02)

Hmm, more on the thought that the recent scientific discovery The Big Bang Theory may of existed 40 Billion years ago. I'm more into the fact that there will be another more valid theory in the near future. What I mean by the near future, after my life has ended in the 2060s or something. If you put it into prospective, the Big Bang is just a current theory created when we ventured out into space for the first time. It's a good theory, and I am sure some of the radiation, and hydrogen facts that I'm about to retell you are going to be true 2000 years in the future when people 'supposedly' pioneer outer-space, and landed on planets Saturn, Jupiter, and Neptune. It would end up somewhat like Xenosaga (videogame, RPG). Again, after my life-time. I mean, if I'm lucky, I may see an astronaut set foot on Mars. The 20th century made more progress in technology, obviously, and then all the previous centuries combined.

Firstly, NASA states that the Big Bang theory will never prove itself. The big bang theory states that a cosmic explosion occurred 10 billion years ago, and like an atomic bomb, the radiation first imploded (as an atomic bomb would do), and spread radiation everywhere. Radiation was harmful, but it eventually formed all different types of Suns. The radiation turned into rock which eventually became suns. There are 4 types of suns I know of. Blue Sun, Red Sun, Yellow Sun, Brown Sun (dead sun) and Orange Sun. Also a recent discovery from a British scientist made the discovery of a brown dwarf or dead star in 1995. Brown Dwarfs are much smaller than Suns, but bigger than any planets. Parts of the sun can also be asteroids (much, much smaller). We have an asteroid belt before Jupiter. (The fact remains an asteroid hit Earth 20,000 years ago ending the dinosaurs existence, and began the first ice age.) In other words dead stars shrink. They are bright in the galaxy like suns, but they don't burn hydrogen as Suns do. No one knows why they do that?

The smaller pieces of the sun could become planets or moons. I'll get to suns in a minute. Ironically, the man who invented it was as much of a priest as a scientist. Priests are supposed to believe in God, therefore, it's against Christian/Hebrew/Lutheran religion to think that our universe was created by an implosion. Arno Penzias, and Robert Wilson stated that radiation is moving around in space in 1964, and won the Nobel Peace Prize. The other big theory is about God creating the Earth in 7 days. We know that the Earth was not created in 7 days. In 1445 BC, when the final version of chapter one, Genesis, of the Bible was written in Hebrew, it was the only logical reason for people to bear with their existence. Funny right? Humans are biologically unchanged from 1996 BC to 2004 AD (4000 years) so the human brain is just as capable of understanding things then as now with the exception that most people aren't brilliant thinkers. We are a lot smarter now than we were 4000 years ago, that's obvious. In the 21st century, religion kind of ended up like the movie Dogma. If you've seen Dogma, then you might know what I'm saying here. The 18th through 21st century religion is the thinking that there is a Master of the Universe as well as our own Earth. It's just until recently - 100 years - that we've known how old our galaxy is. I watched Jurassic Park on Monday,

and I remember this line. In Jeff Goldblum's (played Dr. Ian Malcolm) line in Jurassic Park he says, "God created the Dinosaurs. God destroyed the dinosaurs. God creates Man. Man creates Dinosaurs. Dinosaurs destroys Man. Women inherits the Earth....." Well, in Jurassic Park, it was true that cloning scientists created freaks-of-nature that soon got and rampaged across the tiny island due to a familiar double-crosser to most of us Americans. The point is we're just another step in Earth's revolution. In that film, we brought back the dinosaurs because it's human thinking that it could bring back the past, therefore, go down into the history books as "Most Successful Cloning Experiment". There is something about that fat guy from Seinfeld who purposely shut down the Jurassic Park's live-wire fence so T-REX, and the Raptors could escape through the barriers. I thought this too. Hammond's Butterfingers comment had double meaning. It could mean that he couldn't eat 'Buttlerfingers', and be happy so he was a double-crosser or 'double-agent', and got the Dino-DNA, but failed to escape with it. In this case - it's true that he gone through all the trouble of getting the cheap 'technician' job so he could steal the dinosaur DNA samples in the end. He looked kind of careless when he first appeared in the movie, but I think everyone underestimated his cleverness. Have you ever noticed that he and Ian weren't in the same room together! The fat guy from Seinfeld was no-doubt in my mind the villain of the whole movie. Ian also was the main character in the B rated film not directed by Steven Stelberg,

I know this is really off topic and I said this on my version of the Big Bang Theory, but we probably have 100,000 years until a big asteroid hits, and we'll destroy it in time. Thanks to scientist and technology, it is possible to destroy any rock that comes in focus with the Earth. I do not believe that man hates another man that much that he would drop a nuclear bombs on one another so nuclear winter will not happen. Your God probably did not give anyone this level of hatred. I don't think we'll repeat Hiroshima, and Nagisashi again partly because the aftermath was too horrible to comprehend. In the 1960s we had the Cuban Missile Crisis. That was an extremely close call. This has only one thing to do with the BIG BANG theory. Our sun is a young child in the galaxy partly because the color of it is yellow. We are the 2nd intelligent species to living here on this water-filled planet. The first was the Neanderthal. We were actually aliens to them long time ago. It's a long story on why Neanderthal don't exist anymore. It is obviously because they couldn't reproduce their species. There was a long time where there were two intelligent species on Earth side by side. And I mean smarter than whales, dolphins, chimps, and the like. Then again dinosaurs were the dominate species before the 2nd ice age when we were fair game to saber tooth tigers. Again this was long time ago. It too bad the Bible existed before fossil diggers. We hunted down woolly mammoth like deer, and so did the Neanderthal. This was well before Christ was born though.

As our sun becomes older - we may see Earth no longer able to support life, and may see life on Jupiter's moon, Titan. The ESA (European Space Agency) is sending a probe to study Titan up close, and verify that it has the same mountainous terrain, river channels, some kind of weather, and erosion that Earth has. We made a recent discovery that Jupiter's moon, Titan, may have life on it in 40 million years. This doesn't mean intelligent life like us, but rather microscopic organisms. It's hard too imagine that we were more ape than human 600 thousand years ago.

Secondly, how did the Big Bang begin? The center of the universe imploded like an atomic bomb, and compressed matter shockwave through infinite light years. The reason why I say infinite is the Universe is continue to span. The structural integrity couldn't hold the mass any longer so it expanded at the speed of light to the outer reaches of space. The universe is still expanding. Anyhow, the matter that was first formed is called plasma. Plasma is a type of radiation. The plasma eventually becomes pure energy or a form of electricity called "Maffei". As gas cloud forms in the galaxy. The next 30,000 years, the universe cools itself to 10,000°K or Kelvin temperature. The Fahrenheit equivalent to this is 17540.33 degrees [$F = ((K - 273.15) * 1.8) + 32$]. The protons eventually turn into hydrogen (we know the hydrogen is made up of one atom, the smallest matter known to man) No light is visible during this period. And the 'H' gas eventually forms planetary systems, and continues to harden into a solid to form various classes of planets. All planets have different type of gases that make up their atmosphere. To our knowledge, only oxygen, nitrogen, and hydrogen can make up an atmosphere or AKA air capable for life-forms. To have life, you must have plant life, which everyone knows, needs carbon monoxide to live. The by-product of plants is in fact oxygen. Earth is the only planet with these three ingredients. Also the Sun has to warm the planet above freezing so

plant life can grow, and water can form. All life forms in water first before it's far along it's evolution to move across continents or land masses. It seems that all the planetary systems are red-shifting or moving away from our "Sol" planetary system. Blue shift planetary systems do not exist to our knowledge meaning that the planetary systems are moving towards us. Some sources say red-shift planetary systems are much like the sonic boom here on earth. Think it as if when I heard the sonic boom of an aircraft flying over me seconds before the sound hits,, and then the sound fades. Same thing with red-shifting. This also is known as the 'Doppler Effect'. The sound of an aircraft is also a Doppler Effect. The site explaining this phenomenon used the whistle of a bullet-train as an example. The train whistles as it comes to a railroad crossing than the sound gets louder because the frequency is higher. The planetary system travels near us at light-speed, and then it breaks away from our solar system's gravitational field just as quickly with its enormous speed. Our sun is small compared to other planetary systems so the likelihood of our "Sol" planetary system blue-shifting another planetary system is very, very small. I found out this fact today. To our knowledge, only yellow-colored suns can support life forms. Yellow colored suns are middle-aged suns. Blue suns are newly born suns, and red suns are almost dead suns.

Thirdly, evidence of the big bang:

- First of all, we are reasonably certain that the universe had a beginning.
- Second, galaxies appear to be moving away from us at speeds proportional to their distance. This is called "Hubble's Law," named after Edwin Hubble (1889-1953) who discovered this phenomenon in 1929. This observation supports the expansion of the universe, and suggests that the universe was once compacted.
- Third, if the universe was initially very, very hot as the Big Bang suggests, we should be able to find some remnant of this heat. In 1965, Radioastronomers Arno Penzias, and Robert Wilson discovered a 2.725 degree Kelvin (-454.765 degree Fahrenheit, -270.425 degree Celsius) Cosmic Microwave Background radiation (CMB) which pervades the observable universe. This is thought to be the remnant which scientists were looking for. Penzias, and Wilson shared in the 1978 Nobel Prize for Physics for their discovery.
- Finally, the abundance of the "light elements" Hydrogen, and Helium found in the observable universe are thought to support the Big Bang model of origins.

Fourthly, one of the popular spin-offs that astronomers make of the Big Bang theory is the red-shifting of planets. I don't know if this is referring to the Hubble space telescope created in 1991 or a scientific term. Anyways it theorizes that radiation loses its speed over long distances when it continues to expand. The big explosion is over thus most of the universe is already created. It also states that if the universe is 10 billion years old, and continues to grow for another 10 billion it will be less than twice the size it is now.



Our Galaxy, The Milky Way

The universe is growing all the time with new planetary systems every day. When planetary Systems get destroyed - it's usually because the sun is no longer a sun than it's considered a black hole or brown-dwarf. Everything in that planetary system is died. Anyways, the center of the Universe is a set amount of light years for 1 split second, and changes the next second to more. We do not yet know if our home, the Milky Way Galaxy, is being pushed further back into the Universe. Our Milky Way Galaxy is on the outer layers of the Universe. I don't know much other than the fact that we're a new galaxy in the Universe of 999,999,999,999,999,999 total galaxies, and a 100 billion times that in planetary systems per galaxy. Yes, honestly, there are 100 Billion star planetary systems in our galaxy! We are the only one we know of with 9 planets. I got this information from my 6th grade Science class. Have you ever looked up in a sky, and saw thousands of stars some nights? These are the sun's light that travels hundreds

of light-years to our solar system. Most planetary systems have 2 suns also called a binary planetary system. Some planetary systems have as many as 4 suns.

The big bang theory is the only theory we have to state that the universe was created this way until we have any reason to make a new theory with known scientific evidence. It's just in 100 or 200 years in the future when something new is theorized. The Big Bang theory made just be another out-of-date theory? Perhaps scientists will discover that there isn't just one big bang, but several big bangs that happened at once like a chain reaction. Who knows? Maybe that evolutionary radiation explodes with contact of other gases to form Suns and planets. In our life-spans, this is the popular theory that human-kind has excepted to why everything is the way it is, and our solar system, like other planetary systems, were created from millions of years of evolution. And the evolution isn't over with. Perhaps human-kind soon dies out in 10,500 AD, and another species will take our place. They'll find all this ancient human civilization on the Earth. Perhaps they'll use our existing technology, and adapt to it so they'll eventually be smarter aliens than we are.

This article is all for fun. And remember I'm not an astronomer. I need extensive research on Google.com just to ensure there isn't any false information. If I have states something wrong or am off-the-wall with my explaining, comment on it, please. Oh yeah – I don't know crap about the Milky Way. Please reference on Google on “End of Humanity”, “The Milky Way”, “Red-shifting”, and most obviously, “The Big Bang”.

My Resources:

http://liftoff.msfc.nasa.gov/academy/universe/b_bang.html

<http://www.seds.org/messier/more/mw.html>

Maffei – <http://ssscott.tripod.com/BigBang.html>

Brown dwarfs - http://science.nasa.gov/headlines/y2000/ast24aug_1.htm

oakleyses (2014-10-23 18:29:10)

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oakleyses (2014-10-23 18:30:03)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:58)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse

pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Kepler & ET Planet Finder | NASA S-Comp goes onlin (2004-08-20 14:03)

This entry is about life on other planets. Neanderthal could have been the aliens! But we destroyed them in the 2nd Ice age. All that remains are their bones. First, I'm going to get into satellites, particularly the Kepler satellite, and what planets they are going to search on. Co-existing with satellites are the telescopes NASA is developing with Lockheed. Telescopes are also satellites in a way. The military spy satellite such as titan is more of a telescope. That thing can magnify 5000x bypassing Earth's Atmosphere looking at each one of us right now. Scary right? Have you seen the James Bond film, Tomorrow is not Enough? It had some fake satellite images taking of ground zero of the missile's target.

While I was looking up stuff to put into my last post, I found a headline for NASA's next super computer. A super computer is really the processor. I don't know what they last one was, but this one is very powerful. Not to say the last one isn't powerful. And there on reason not too use the last one too. This new series is called Kalpana. The first Kalpana arrived last year. SGI is developing the first of a series of super computers which will all be working together. This particular super-computer is using 512 Intel Itanium 2s. The first one was running last year. And 19 more are going to be shipped this month, each with 512 Intel Itanium 2s. I don't know what it's going to be used for? Perhaps space exploration, and a lot of simulations. NASA can license it off to research. The newest Itanium 2 clocks at 1.5 GHz, and has a 6 MB cache. All together the super computer(s) will have 500 terabytes of memory. They will all run Linux. The article didn't say what type of Linux the super computer uses. I'm thinking it's Red Hat. Linux OS only takes 2.5 GB of space. That's 499,997.5 GB left of storage for miscellaneous applications. Such as classified space video and Hubble images.

Do NASA / ESA Satellites to use MJPEG codec for space video?

I wonder if they use MJPEG to compress their satellite images? Wink. I personally love JPEG in terms of compressing images. Everyone else must too, because it's everywhere on the Internet. JPEG is a monopoly. It's better than PNG and GIF plus all the other compression formats. High-end motion video cameras use M-JPEG where every scene is made up of compressed JPEG while still retaining highest possible pixel quality in the compression process. The quality is every bit as good as uncompressed video taken by a high-end industrial video camera. M-JPEG has a 1/2 to 1/3 compression ratio. Only high end equipment can handle this since JPEG takes CPU power for real-time broadcasts. It's has a 1/20 compression ratio with no visible image loss. The Internet JPEG that we use can be resized, of course, and be compressed 1/50th the normal uncompressed size. Think of bit-map (BMP) than think of JPEG! I think JPEG will be around for another 100 years. MPEG 2 and MPEG 4 compression is a lot better than MJPEG and MJPEG2000. DVD video uses MPEG 2 compression. I spoke of this in earlier entry, the one talking about putting MPEG 4 video on SVCD and DVDs. That is a state-of-a-art movie-to-disc technique I use. An M-JPEG converter is found here: <http://www.morgan-multimedia.com/> has a 60 day trial version of MJPEG2000 video codec. My guess is it plugs itself into Windows Media Player, therefore, available to every program that'll compress video will be compatible with the MJPEG codec thingy. Good. We all understand. At this website - you can also find a free JPEG2000 for Internet Explorer, and also a Netscape/Mozilla plug-in on their webpage! Now what I found out there was a free one, I could compress images about 5 to 10 KB better. But is 10 KB really that much more too load? Not really. It does, however, make it easier on us modem users.

NASA's exploring Alien Life on other planets with Satellites confirmed.

I found out what NASA's next satellite is going to be which I commented on in my last entry. It's called Kepler. Kepler (not the astronomer) will take close up pictures of planets when they are on the near side of the Star/Sun.

Fine. But isn't this information obvious? Of course, the lens in Kepler that Lockheed Martin is building for NASA, is a lot more powerful than Hubble. The image will probably be 10 tera-pixel. 10,000,000 mega-pixels. I don't know for sure. At the moment, NASA is not releasing information on the final product. Anyways, it is possible for Kepler to view alien-made satellites within 100 light-years from Earth. Yes, that is right! This may prove alien intelligence is somewhere out there! Well, of course, the USA government will not release those photos of alien space stations or probes out there for many years. This is undoubtedly Kepler's prime purpose. Star Trek may not be all fictional after all!

Still, NASA is building an even more powerful, and expensive, satellite called the Extraterrestrial Planet Finder [http://planetquest.jpl.nasa.gov/TPF/tpf_index.html] in as early 2015, which will take pictures of earth size planets in ultra high resolution. 500 tera-pixels? Anyways, it's incredible! Real alien satellite photos! Except if there are any, it's Top Secret. So don't expect any confirmation of it unless it leaks onto the Internet. NASA's official and only comment on it was, and I quote, "Conduct advanced telescope searches for Earth-like planets, and habitable environments around other stars."

"The discovery of life on another planet is potentially one of the most important scientific advances of this century, let alone this decade, and it would have enormous philosophical implications." * AKA we want to find to find aliens!

Life on Titan?

Oh yeah, I also found out there may have been life on the Saturn's largest moon, Titan. Titan is the only moon with an Earth-like atmosphere. By Earth-like I mean rivers, oceans and erosion. Jupiter and Mars have this too. This part I wrote after I listened to the Titan Planetary Radio episode. Fifty-one moons orbit Jupiter. This means the planet once had water. This stands to reason, since Yellow suns are less than middle-aged suns. When our sun is bright blue, it will be a lot hotter. The heat must reach Titan before it can make life. In a few billion years, Titan, as well as Jupiter, may have life on it. Titan is only 800,000,000 miles from the sun! Scientists are using Titan as a possible example of when Earth had no life, before the dinosaurs. Titan's atmosphere is full of nitrogen, and carbon dioxide could support life. I never imagined that life could exist on a moon as well as a planet. Is a moon still a moon, if it's orbiting a planet, and even the size of a planet itself? The answer to that is yes! Moons can be the size of Earth, and as long as the Planet it's orbiting is bigger than it, it's considered a moon or satellite of that particular planet. Now, if an object is 'orbiting' around a moon then it's called a satellite. Kepler's 3rd Law states this as a fact. Scientist named the Moon - Titan, because Greek Gods sent titans to walk the Earth in Greek myth. Giant creatures such as Cyclopes. Titan can be observed from Earth with a small telescope if you aim it at Jupiter. If you're lucky, the moon will be in front of the planet. In the audio commentary, I also found out that this new satellite from the ESA can do 100 feet per pixel on Titan. I am unsure what they mean? Surely a mega-pixel camera can not view the surface of a moon or planet so it must mean a digital image. The resolution is 1x1 per 10 feet so 1000x1000 would be approximately 10,000 square feet of planetary service.

Audio commentary of Titan - <http://www.planetary.org/files/pr20040621.wma>

Kepler's 3 Laws:

- 1.) Each planet moves around the Sun in an orbit that is an ellipse with the Sun at one focus.
- 2) Each planet moves so that an imaginary line joining the Sun and the planet sweeps out equal areas in equal times.
- 3) The squares of the periods of time required for a planet to complete a trip around the Sun are proportional to the Cube of the average distance from the Sun.

A joint effort of NASA, and ESA will bring the European space probe to Titan. In short – NASA builds the rocket, and Europe builds the probe, and together the two space agencies launch it into space until it arrives to Titan. Then the rocket will also shield it from dangerous space, and the satellite will orbit the moon taking climate readings and pictures of the surface of it. We already know that water will be on it in 4 billion years. Titan will be like Earth in many ways. Of course, it'll have different animals on it perhaps a species or two intelligent enough to create a civilization advanced enough to make buildings, planetary travel, radio signals to commute. This would have been the case with Earth too. Yes, we would have co-existed with another species! We, as Earthlings, are lucky enough to not co-exist with another species. Who knows? We could have been a slave race of another race like the slave trade in America the 19th century before the Civil War.

If we did co-exist with another species it would mean that a.) Another species traveled to Earth via mother ship or b.) We co-existed with a fellow species that just happen to be another of Earth's creation at around the same time period. For example, Neanderthal or half-ape people. Even stronger than man! Unfortunately, these species died out shortly after the 2nd ice age! Human's simply made better spears than Neanderthal therefore Neanderthal went to WAR against our ancestors over land and lost. Not too much more than that. Neanderthal were dumb for the most part. If a Neanderthal and human had an arm strength contest, the Neanderthal would easily win. Ape-man was supposed to be just as intelligent as humans, and stronger as well. Have ya ever seen Planet of the Apes? The new one made in 2000? The 2000 version is better than the 1961 version. I think the end shot of Planet of the Apes where intelligent ape-man appearing in the 20th century is a quite interesting footnote.

Facts about the Moon, Titan

1. Orange atmosphere

Titan's surface is a mystery as the whole world is cloaked in a hazy orange atmosphere. It's made of nitrogen, with traces of other simple molecules, and forms a thick cloud around the moon, hiding its surface.

2. Even the Voyager probe was unable to see through the clouds. However, it was able to detect liquid methane on the surface.

3. Though parts of Titan's surface may be liquid, the Hubble Telescope has detected patterns beneath the clouds that may be continents of land.

4. The atmosphere on Titan could be identical to that of the early Earth when life began. If the world was warmer in the past, then life may have sprouted.

Yesterday was my first CISCO class:

I'm getting a little off topic here, but I started my CISCO class yesterday! Joyce talked about the CISCO 2600 and CISCO 3700 rack routers. The CISCO 3700 router is state-of-the-art, and obviously the one with the most features. Hmmm. I imagined that the students there would be nice to me there because there is a conduct rules there. In class, there are 5 other students. They seem to know each other. I knew that before. Anyways, I tried making friends, but they wouldn't talk to me. We all introduced ourselves in the beginning. I knew this would happen so I resisted what I would speak of. I told them I was a gamer. There is something wrong with Gamers! I resent this! I realize that people don't have time for games. But it would make perfect sense. To play games together – you need to set up LANs – which has everything to do with CISCO. I know gamers. They're probably playing first person shooters. I wanted to get into asking them to my house so we could play UT2004. And I also made a mistake in class by clicking on 'Yes' on the dialog box to keep passwords for <http://cisco.netacad.net> which is dangerous for me. I'm using a public computer. I know I had to ask for help because I didn't know that to erase the passwords, I had to go through Internet Options / Content / Autocomplete / Clear Passwords to clear passwords for Internet Explorer. I didn't know that before yesterday! But as I first expected, they don't want to know me. Why? Do they disagree with the gamer part? Or the fact that I've been here a year while part time? I don't think all gamers are immature! Gaming is cool!

I don't game that much anymore. Not like I use too. Joyce doesn't understand this. Why do people suspect that all gamers are immature, and therefore, lacking in intelligent conversation. I mean the conversation between me, and them is mute for the most part! And I wasn't even being an asshole to them. I barely said anything! I believe people who are in the glass made the choice to do so, and CISCO even has to do with the Internet thus everyone. The truth is everything which CISCO's teaching us can be accessed online with only a working user-name and a password!

I have a CD full of Power Point Presentations, and actual webpage files of the actual CISCO online course of version 2.9. I've been looking over the power point presentations memorizing the pictures. And no my memory isn't photo-graphic, but if it was, I be looking at this in a day, and be passing all my tests the first time around!

Interesting radio broadcasts from Planetary Radio (all files are 6.75 MB - 7 MB) To read the html over view, just replace "wma" with "html" for each radio episode Right click on your mouse, click 'copy link location', and paste it in your address bar. Also you can change wma to mp3 to get the MP3 version of the same thing, which is almost twice as big as WMA versions:

- Hunting for Extrasolar Planets - <http://www.planetary...files/pr20040531.wma>
- First Teenager in Space - <http://www.planetary...files/pr20040524.wma>
- <http://www.planetary...files/pr20040628.wma>
- Life on Mars - <http://www.planetary...files/pr20040405.wma>
- Salty Seas on Mars - <http://www.planetary...files/pr20040329.wma>
- Defending Earth from Asteroids - <http://www.planetary...files/pr20040315.wma>
- Opportunity Lands and Hope Builds for Spirit - <http://www.planetary...files/pr20040126.wma>
- Confirmed: Water Was on Mars! - <http://www.planetary...files/pr20040308.wma>
- Spirit Lands on Mars! - <http://www.planetary...files/pr20040105.wma>
- Steve Squyres Is Ready for Mars - <http://www.planetary...files/pr20031222.wma>
- he Planetary Society's Red Rover Goes To Mars Project
with Emily Lakdawalla - <http://www.planetary...files/pr20031117.wma>
- Moon Rocks, Martian Meteorites and More
at the NASA Astromaterials Lab - <http://www.planetary...files/pr20031110.wma>
- A Traveler's Guide to Mars - <http://www.planetary...files/pr20030901.wma>
- Four Decades of Mars Exploration - <http://www.planetary...files/pr20030818.wma>
- SMART-1 Goes to the Moon - <http://www.planetary...files/pr20030811.wma>
- The Envelope Please: Choosing the 2007 Mars Scout Mission, Part 2 - <http://www.planetary...files/pr20030804.wma>
- The Envelope Please: Choosing the 2007 Mars Scout Mission, Part 1 - <http://www.planetary...audio/pr20030728.wma>
- A Microphone on Mars? - <http://www.planetary...files/pr20030414.wma>
- Phil Christensen Explores Mars in the Infrared - <http://www.planetary...files/pr20030526.wma>
- Journey to the Center of the Earth! - <http://www.planetary...files/pr20030519.wma>
- Getting a Rover's Eye View of Mars - <http://www.planetary...files/pr20030512.wma>
- Deep Space 1 / ET Phones Home - <http://www.planetary...files/pr20030407.wma>
- Earth-Shattering Impacts - http://www.planetary...ary_radio_master.wma
- Star Trek Science - http://www.planetary...-23-02_pr_master.wma (warning expose to what's real! Star Trek Fans!
Hint – warp speed not possible! NASA hates Star Trek! *cough* *cough*)
- SETI - http://www.planetary...2-9-02_pr_master.wma
- SETI Has an Eye for Extraterrestrial Messages - <http://www.planetary...files/pr20030217.wma>

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Kepler Satellite - <http://www.kepler.ar....nasa.gov/model.html>

Please support JPEG2000! Browser plugin is free. (2004-08-21 14:05)

Hello all. It's me and I want to say I've seen the next best thing in graphic files. And it is called JPEG2000! Best of all, JPEG2000 browser plug-ins are free! JPEG2000 has a better pixel resolution for the file size. I want to use JPEG 2000, but am afraid it's not standardized for most users. JPEG 2000 is state-of-the-art compression for images. JPEG 2000 files always have the *.J2C or *.J2K extensions. But I found out that Paint Shop Pro 7 and 8, and Adobe Photoshop 7, 8, 9 have support for it. You can also download Morgan Media's JPEG tool to make J2C files. This is a shareware program. I recommend anyone to download the free browser plugin, and forget about it. I have it installed and all it does is adds support for J2K files. I want to use JPEG2000 on my webpage, but I can't because more than half of Internet users don't have support for it. There is enough pixel enhancements for this format to make a difference in Internet. JPEG is 14 years old. JPEG 2000 just came out in 2001. Please support JPEG 2000, and hope Microsoft Corp. standardizes it in Internet Explorer 7.0

I'm sorry. I can't show you a JPEG2000 image on here because it won't show up if you don't download and install the plugin.



16KB JPEG file



PNG image acting as if it were a 16 KB JPEG 2000 image

This is the actual JPEG2000 image compressed at 16K....like it :)

Below is the very useful image tag for J2c and J2K files :)

```
"embed src="image.jp2" width="400" height="300">
```

Please become supporters today!

Free Mozilla JPEG 2000 Plugin - http://www.morgan-multimedia.com/download/setup_Moz_plugin.exe

Free Internet Explorer JPEG2000 Plugin - <http://www.morgan-multimedia.com/download/MMJP2KAX.exe>

Download this Image creation tool (Morgan JPEG Toolbox V2) if you don't have Paint Shop Pro or Photoshop installed. URL - <http://www.morgan-multimedia.com/JPEG2000/Toolbox.htm>

oakleyses (2014-10-23 18:14:58)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:25)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:23)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

School starts (2004-08-23 14:05)

<http://Stuff5.modblog.com> recognized my JPEG 2000 plugin suggestion! It was a pretty damn good suggestion I think. JPEG2000 (JPG2) is state-of-the-art JPEG compression. JPG as many of us know – is a huge – it's the second web browser standard (first was GIF), and now JPEG2000 is the forth. GIF (1993), JPEG (1995), PNG (1999), Macromedia

Flash (1999), and JPEG2000 (2004).

On Saturday, I woke up and played a little Tales of Symphonia (Gamecube RPG). I'm currently on Chapter 3. My dad was in the other room watching baseball so I was afraid of him staring at the weird music in this game. I, personally like the game play, and I'm a little interested in the cut-scenes. Namco definitely didn't rush through the voice-overs. I was right about the game playing a lot like Grandia II. That's a big plus. Grandia II was really long, the battles were intense, and it had an interesting enough story that I played to the end. With the Dreamcast version, I was able to download hacked game saves from the Internet via Dreamcast. By hacked, I mean someone actually upped the stats of the characters and gave me 99 of all items. The bosses in Grandia II really bug me, as in a lot of them have physical and magic spells, which of course, is in a lot of RPGs. I played closely to the Walkthrough, so I knew what I was doing. Plus you can see your enemies on screen before activating a battle sequence. Tales of Symphonia is the exact same except it keeps the side view in the battles. The game is cell-shaded, and everything is in 3 dimensions including the battle sequence. After that, I played Wave Race. Not great, not bad. One thing I like about Wave Race: Blue Storm is the wave effects - they still look above average. I completed Normal Championship cup. The sequel makes me remember the old Wave Race 64 game that I also own. That game was cool even if it's one of the first N64 games to come out, thus it's has out-dated graphics on N64 near the end of it's life. The Gamecube version looks photo-realistic. Well, of course, not as photo-realistic as Resident Evil and Resident Evil Zero. My point is - it's still a load of fun to play. Then I played Colin McRae 04 on X-box. My skills improve enough that I broke my own record a couple of times. Colin McRae is made by Codemasters, and was out for Xbox in 2003. Codemasters is making a Colin McRae 2005 coming out in December. Xbox has 2 big Rally games. Colin McRae is more of a realistic simulation like Gran Turismo 3 while Rallysport Challenge aims more towards an arcade simulation. Arcade simulations are about driving fast and beating your best time. Simulations are about realistic features, and are often prettier and challenging at the same time.

After my late dinner, I went over to see my friend Randy, whom I haven't seen for more than a month. I came over about 8PM. He happened to be playing Madden 2004 on his new Playstation 2. I knew it was Madden because I know what John Madden's voice sounds like. I joked about it barely looking high resolution. His TV is a little old so it doesn't have as nice displays as a new television would. He had the sound hooked up to the stereo speakers to give it that boosted surround sound capability. Him being the Green Bay Packers, and the other team the Pittsburgh Steelers. He said there was a Madden 2005 Collectors Edition for 60 dollars. So he just bought the normal 50 dollar version. Madden 2005 seemed to have a graphical boost compared to my Madden 2002. Then again, PS2 is already out of date. I don't know if the hardware is ancient, but today's computers look a whole lot better. Still, it's high resolution and can support full 3D games. The PSone could do that - but not as well. I always find most average Playstation games having a lack of texture - don't know why because Final Fantasy and Gran Turismo games always had great texture. Then he showed me Need for Speed Underground. He loves the game - it's all he plays. I brought Winning Eleven Soccer 6 and Mega Man Anniversary Edition over there. Winning Eleven (produced and developed by Konami Japan) is the top franchise all over the world in Soccer games. It beats EA Sports FIFA everywhere except USA. But WES6 was the first of the franchise to come to North America. In other parts of the world, it's known as football. And NFL Europe is known as American Football. Anyways Randy commented that the game's commentators really like their soccer which, of course, were British. The British are known to go crazy over their beloved soccer (in the stadium. In UK, it's not just any sport - it's THE sport! In US, we have the MLS, but it's not as nearly as popular as NFL or NASCAR. Okay, so it's more popular than NCAA (college) baseball, but that's about all. It ranks below College Football, and College Basketball in ratings. Randy and I had a hard time scoring goals. I thought the R3 button scored goals, but soccer guy always passes it away from the goal. This makes me very mad. Whenever I use circle or square, it always goes above the net or the Goalie catches it. Our game went through the first, and second halves than both extended times to the shoot out. Randy didn't control the net in the shoot out. If my ball didn't hit the edge of the post, and bounce off, I would have won that game. Randy wasn't even guarding that end of the net!

Then we played Mega Man and Mega Man 7. No comment on this. Winners can only brag, losers can not at least in gaming. It doesn't sound right if the 'underdog' brags. In the gaming industry, it's weird how small companies

brag about their game. That's what VG review sites are for...to reveal the truth of any of them. Neither one of us completed a level. Yes, we were that bad at it. I scored even were Randy was so we were even on skills. The game is pretty difficult for a 16 year old game. I told him I've beaten Mega Man through JNES with an invincibility code.

On Sunday, the Minnesota Twins (<http://minnesota.twins.mlb.com/>) were playing the Cleveland Indians. Twins won. The Twins are a small market team, one of the smallest in the National League. Their pay roll is about 30 million. Sometimes the Twins play really good, like they've done tonight against Cleveland. For an example - Christian Guzman hit a double with no outs. The Cleveland pitcher walks the 3rd batter so when the bases are loaded, the Indians could make a double play. Then one of the worst players on the Twins struck out (Ford). Torii Hunter almost hit a home run on STRIKE 3, but instead it bounced off the Metrodome wall below the stands which freed up all the bases. Best thing - it was a pitcher's worst nightmare which put the Twins ahead, and the game was pretty much over then.

I went to the Toyriific, and didn't see anything good. I was looking for Rallisport Challenge II. They didn't have it. However, I did buy ESPN Football 2K5 for 20 dollars.

I got home and played ESPN Football 2K5. This is the first time I played football since I bought Madden 2002 8 months ago. I picked Vikings as my home team against 49ers. MN Vikings are my favorite NFL team. I played picked a random selection for possible plays. I feel unlucky. I don't know a heck a lot about football. I feel dumb at it because I read the manual, and did the plays threw the football with X button, and tried to catch it, but the quarter-back threw it out of bounds. I wasn't even aiming towards the sidelines. When it was my turn, I couldn't figure out how to make the catcher catch the ball. This would definitely help a lot if he did. I tried pressing X on the dual shock II controller, and the running back didn't do anything to catch the ball automatically. Soccer, on the other end, evolves around no coaching so, therefore, it is more fun to play. Turning coaching off in NFL football would make the game harder, and I had it on the easiest setting. I've got frustrated and turned the PS2 off.

Then today I watched Star Wars - A New Hope, and Star Wars - Empire Strikes Back. Two very old movies. Oh, Star Wars fan base is huge. Internet sites everywhere. I am not a fan of the prequels. Star Wars doesn't have very good actors - but its story and effects are questionable. I own the Star Wars Trilogy Special Edition. Darth Vader is very cool. I like the part where he squishes the necks of those who disobeyed him. Carrie Fisher is a hottie in the early 80s. That scene in the beginning of Return of the Jedi when she was in a bikini (obviously propaganda) made her look a bit how should we say - out of the ordinary. I wouldn't want to be close to a slimy disgusting slug neither. George Lucas has a sick mind having Luke Skywalker save a princess, who's barely wearing anything. That slug definitely has issues. I was looking up the homebrew Star Wars sites after I saw Empire Strike Back. If I had a choice of which one is my favorite of all the Star Wars films - I would pick Empire Strikes Back.

I found out the name of Episode III - it's called "Star Wars Episode III - Revenge of the Sith". We know Anekin Skywalker gets married, and turns to the dark side as Darth Vader. What will make people watch it is the fact it's Star Wars, and that it has state-of-the-art special effects.

I just started "Fundamentals of Human Relations" today. I'm being thought by Dr. Kezner again. Dr. Kezner is a nice guy. It's old about 60 and served in Vietnam War or so he told us. My dad also got drafted too, and may be as old as he is, but didn't go to Vietnam. He was in Company C. Dr. Kezner was too short - he had to be at least 5.7 feet. He's like 5.3. It's odd because my dad's dad was also in company C which didn't go into the war itself. Company C was more a reserve. A platoon is 6 men. A Company is 600 - 800 men. My dad keeps his Dad's WWII uniform that had Corporal signature on it. Yes, this is only one rank up from Private, but remember neither one saw action so -. Anyway, I entered class at WITC for the 2nd day. Everyone was talking, of course, because they can. Talking is aloud. It IS an American right and it's human nature. They all know everybody anyways. I don't know anyone. Then Kezner joked about when we had a discussion with someone, that's 40 % of the class right there. The book is much smaller than last year so - therefore - it should be easier? Answer to this: Yes and No. The language hasn't changed at all in

25 years. So no. The book is much smaller therefore a little easier to comprehend and memorize. It always helps. So I'll wait and see what happens. Phil Kezner probably knows this class in his sleep. He knows all this information in the textbook that cost me 80 dollars today, and than some. At school today - Kezner brought up John Kerry. I don't believe that students there don't know who the president elect runner up is? That is the most ridiculous news of the day.

At school - I downloaded Knoppix 3.4. The program took 2 hours to download, and nearly 10 seconds to the finished download, the computer shuts off and restarts. I know what it was too. The Novell Network Agent restarted the computer before it could achieve 100 %. Why didn't the agent restart when the download started? The answers to this....I have no idea. So I'm leaving that terminal on over night. I even made desktop wallpaper saying please don't delete my download. Well, with any luck, my download will be there tomorrow.

I was thinking about my CISCO textbook today. My text book is long and it's a lot of reading. I mean come on! I looked at the online course - it looks a lot higher tech.

Time to study CISCO - bye! The CISCO online course is only on at certain parts of the day! It's not available at night. I found the curriculum off Emule today. I'm downloading it right now. Its 26 MB total compressed. It has all the content of the online Cisco course. Problem is I'm downloading the 3.0 version not the 3.1.1 version. I hope there isn't too much difference.

I'm studying the PowerPoint that still may be useful. I was thinking of zipping all the content I have, but that's illegal, and I probably do not have that kind of server space. Ocatch has 100 MB though. Ocatch is a free server. No one would want my outdated information. It's still good information. Just that CISCO has improved somehow...I can't figure how though. It's a mystery.

This is Ian signing off.

"Counter Strike: SOURCE" beta now avaiable (2004-08-24 14:07)

I am sorry about the last 2 blog entries. They were filled with grammar errors - so therefore - they weren't up to par with some of my other well-thought out entries. I am trying to quality control my site. Not just everything can be said here - it must have meaning in computer technology. There are days were I just write whatever on my mind. There is very little grouping. I found out that a lot of bloggers have shorter entries, and don't modify them more than once. Shall I write shorter entries? There is no such thing of a short version of the long entry, but there is a long version of a short entry - at least in my mind. Short entries are for short reading. I like to read several paragraphs of something. Okay?

Today's conversation is back on Half-Life 2 which has now been delayed until next year. Surely it's because Valve is doing tweaking / polishing / and more tweaking until perfection. Valve confirmed "Counter-Strike: Source", and "Half-life: Source" is included in the Half-life 2 box. As in buy one game and get 2 games free. Counter-Strike: Source is Counter-Strike 2.0 in discuss. I have never played Counter-Strike. I hear it's fun. IGN.com got a preview up of this game before I ever knew it existed. Actually, I knew Valve was going to port Half-life into the Source Engine - because they've would have hurt themselves otherwise. This is a free bonus courtesy of Valve. Counter-Strike: Source is a stand alone game meaning unlike Counter-Strike 1.5 and below, you don't need another game installed to play it. I downloaded both Counter-Strike 1.5 and Counter-Strike 1.6 a while back. I know it's popular, but haven't had time play it. I just remember I heard some bad things about version 1.6 so I downloaded 1.5 too.

To download the beta (CS: Source), you must download the application that'll download the game directly from Valve's servers onto your computer. This is done for security reasons. I got CS1.5 and CS 1.6 off Soft32.com,

and that's not secure. Maybe there are loop-holes (in terms of downloading games)? The game is a 350 MB download - smaller than Counter-Strike 1.6. You'll need a password from Counter-Strike: Conduction Zero to unlock the download screen. Plus, I don't know why anyone would want to download the beta. It's filled with bug crashes, and it's going to come packaged with less glitches with Half-life 2 next year. It is rumored that's exactly why Half-life 2 is delayed presently. I've been reading most of the reader reviews. It's 50/50 whether or not it's better than the Counter-Strike mod. Some say Condition Zero for Xbox wasn't very good at all according to many Internet sources.



Today's been chaotic. I went to CISCO taught by Joyce. Told her that my online curriculum wouldn't show up at home. One of the student's commented that my Internet Security is too high. I have to set it on "low" for CISCO online to show up. I'm sure it has to put cookies on my hard drive. Cookies aren't bad - they're just little files that have user data on them. Then I went to student services to get help in note taking for CISCO. I didn't get any help. No one knows anything about Cisco. So I compromised and agreed for the teachers to look at my notes. My notes looked fine. Then I got home and started to read the first and second chapter in my Human Relations textbook. That took time out of my day.

On my slack off time I spared, I looked up if there were any new Half-Life 2 information. Which there was. I also found out what the new Counter-Strike is called (stated above). Next, I looked up Microsoft Xenon facts again. It tickles my hardware funny bone. Headlines: "Xenon: The PowerPC made by Microsoft." Earlier, I found out the official specs, but just to make sure I was right, I reread the Xenon (really pronounced Zenon) article.

XEXON FAQ - <http://xbox.gamespy.com/articles/527/527245p1.html?fromint=1>

Origin of Ian Goes back to 12th century Scotland (2004-08-27 14:08)

[First Topic #1]

I wonder why I haven't thought of this sooner - my origin of my name. According to one site, Ian came from Iain (pronounced E N not I-in). Iain is the old English version of Ian or sometimes Iann starting sometime in the 1800s in Scotland. Ian was spelled Iain in mid-evil Scotland. The meaning of Ian is "God's Gift."

Anyway, Celtic/Gaelic versions of present day Ian before the 19th century was spelled Eion, but sounded exactly like today's spelling of Ian. However, it's a little confusing because Ian did not start it's spelling at this time. Some Eions spelled Ian are found in the 14th century. It's confusing. So in the 14th century we have Eion, Iain, Ian, and Iann. The first two spellings died out over time and today two spellings remain in present day. In English the only proper way to spell "E" is with an IA, EE, EA.

Also interesting is John and Ian mean the same thing. In 19th century Eion was translated into English as John which is a more popular American name.

Here's how my name is spelled in Chinese:



Oh yeah, I tried writing an entry on CISCO about hexadecimal and binary, but it only got 2 hits in two hours so I realized that it was a bad entry, therefore, I deleted it. Simply put, binary and hexadecimal is the computer language down to the 1s and 0s. Standard of each character is 8 bits or 1 byte of data. 100 bytes make up one kilobyte.

[Next Topic #2]

I am sure that a lot of you know how to count in binary. I never had binary or hexadecimal math in high school therefore, I find it fascinating. Binary goes from left to right while reducing the number in half after each step. See how every number doubles after each step. I have to the 8 total steps backwards left to right starting dividing 128 into what number I need to 'decode' (seen below) until I get to step 8:

1
2
4
8
16
32
64
128

If my address was 192.100.189.0

For 192 I would take 192 minus 128 and that would equal 64. So 128 is less than 192 and that would be 1. Then I take 64 minus 64 and that would be 0 because it is excepted by 64. Since it equals 0, the other numbers will not apply.

Binary version of 192 is 11000000 (fixed)

For 100, the next group of digits in the IP address. I can not do 100 - 128 so the first process is 0. 100 can be divided into 64. [100 minus 64 equals 36] so the next digit is 1. 32 can be divided into 36 [36 minus 32 equals 4] We can not do division with 16 or 8. However, 4 works since [4 minus 4 equals 0] so the end result is also 1 in binary. We can do 2 (as seen above) because 2 minus 2 equals 0. As long as 2 can be subtracted into 2 the binary equivalent is 1. 1 we can not do so that binary step is 0. If 0 is subtracted by 0 to equal 0 - I could do this infinite times so that's why IP addresses only have 8 digits/bits of binary.

Binary version of "100" is 01100110

For 189 I would take 189 minus 128 equals 61 or X so my binary number will be 1. The next step, which is dividing X minus 64 to equal Y. This is not possible since 61 is smaller than 64 already so the next digit must be 0. 61 can be minus by 32 to equal 29 so the third binary digit is 1. 29 can be minus by 16 which will equal 13 so the forth binary digit is 1. 13 minus 8 is 5 since 8 is already smaller than 13 and would counted as 1 as the fifth binary digit. 5 can be minus from 4 so that would be the sixth binary digit of 1. Next I skip 2 because it's impossible for me to minus 2 from 1 so the seventh binary digit is 0. This would in fact get me into negative numbers. And 1 can minus 1

to equal 0 so the final digit is 1.

Binary version of 189 is 10111101

And the binary version of 0 is 00000000 once.

Binary version of 192.100.189.0.0 is (11000000) . (01100110) . (10111101). (00000000)

Now yet's say I wanted to decode 10111101 into decimal that is really easy. Just add these numbers: 128+32+16+8+4+1.

Now Hexadecimal is:

8 is first digit | 4 is second digit | 2 is third digit | 1 is fourth digit

1 = 0001 (1)

2 = 0010 (2)

3 = 0011 (2 + 1)

4 = 0100 (4)

5 = 0101 (4 + 1)

6 = 0110 (4 + 2)

7 = 0111 (4 + 2 + 1)

8 = 1000 (8)

9 = 1001 (8 + 1)

A (10) = 1010 (8 + 2)

B (11) = 1011 (8 + 2 + 1)

C (12) = 1100 (8 + 4)

D (13) = 1101 (8 + 4 + 1)

E (14) = 1110 (8 + 4 + 2)

F (15) = 1111 (8 + 4 + 2 + 1)

Now if 8 digits equal one byte. The Hex version is A5F1 That's (1010) (0101) (1111) (0001). I can now decode Decimal to Binary or Binary to Decimal or Hex to Decimal or Decimal to Hex.

Some get binary confused with ASCII. The standard ASCII is used by default in the Text editor. ASCII is binary. But what's confusing is I can do 1 through F in binary. What happened to G through Z and all the funky symbols like ? / ! @ \$ % & * () - = + ' . | Okay you get my point. For these you need twice the digits which will do 256 characters. Don't ask me the grouping of 1s and 0s for those because I don't know. Actually, there are only 255 characters in the computer translation of English language. Think of HTML with all these 1s and 0s for one character that makes up source code. Actually, technicians don't refer binary as this. Binary is simply the computer language called ASCII. Yes. Your keyboard can convert decimal to hexadecimal so the CPU and video card can make use of it. I didn't know my keyboard did the encoding!

Now for color we know them as pixels okay. In monochrome bitmap anyways black represents 1 and white represents 0. Now if there is 1000/1000 image. There are 1,000,000 1s and 0s in that monochrome bitmap. Let's say you have a 4 bit color BITMAP.

Blue is 8

Green is 4

Yellow is 2

Red 1

0100 or 1010 is Green

0010 is Yellow

1000 is blue

0001 is red

0100 or Green is counted as 1 pixel. Now, 8-bit color is hexadecimal. I think this is so because there are 256 possible colors in 8-bit color. Think way back to APPLE][e color screens in the 1980s. 8 digits can do 256 characters on the computer screen. But ASCII only uses 255 characters. One reason is you don't want to minus 128 from 256 and get 128. You would run out of digits in hex. 16-bit color would be 256 to the 256th power to get the answer of 65,536 possible colors. Or add 256 [256] times. 32-bit color would be [256] to the 256th power, and then the next number again to the 256th power. his answer would be 4,294,967,296 colors. 16-bit, 24-bit, 32-bit color is something else. It's defiantly not binary or hexadecimal. T Since this is massive CPU color for GPUs only games have 32-bit color. The desktop resolution is usually 24-bit to ease CPU power. To display high resolution images all I need is 24-bit color.

Now for the confusing part. Compression like GIF and PNG is very complex. You must convert the binary BITMAP to compression compiler or "codec". CODEC stands for "Compress Decompress" compiler. Some people think it's "Code Decode" when it's not. Codecs can be closed source (freeware or shareware) or open source. You must than have an image compression decoding compiler or "codec" in your computer. A compiler takes the compressed data and translates it to color. For this, the compiler is made in hexadecimal because the source code is made up of 255 characters. Don't ask me how. In fact, I don't why any open source image formats thus every image codec is copyrighted! Then I ask myself if the image compiler is closed source than why the hell can Linux and Unix have it? The answer to this is simple. The Internet uses these as a standard. A web browser must compile these so they must be free. This is why the Microsoft Anti Trust was concerning Internet Explorer. While Internet Explorer is closed source, open source browsers must have the right to read the same content. So the US Government actually stepped in and said to the organizations such as the "Joint Photographic Experts Group" to let Mozilla and Konqueror programmers see their closed source code to plug the CODEC into Mozilla, and Konqueror so they can include it in their web browser. Problem is Mozilla and Konqueror were created before the Microsoft anti-trust. This ment legal Internet competition. The Supreme Court realized that it couldn't make MS smaller using the web browser monopoly gimmick. Better luck next time supreme judge! JPEG had to agree to this. The deal was that the image CODEC must have tags in the source code giving credit to JPEG or GIF organizations, and can not be modified or it would be illegal.

- End of Transmission -

Generations 1985 - 2001: Part 3 (2004-08-29 14:09)

Hello and welcome to this special entry, "Generations 1989 - 2005: Handhelds". In this entry I really want to give the specs of Gameboy Color and Gameboy Advance. I never owned a Gameboy until 2001. I should take pictures, and put all my handhelds up on my Angelfire site! I have two Gameboys (Gameboy Advance and Gameboy Advance SP). According to Wikipedia, GBA is Nintendo's fifth generation of handheld. First was the Game and Watch (1985 - 1989), than came Gameboy (1989 - 1997), Gameboy Pocket (1997 - 1998) Gameboy Color (1999 - 2001), GBA (2001 - Present) and GBASP (2003 - Present). According to the Geniis Book of World Records - the most successful handheld in sales is the Gameboy Color, and most popular handheld game to date is Super Mario Bros. DX. Keeping this in mine, GBA can play all the original GB and GB Color game carts. One Nintendo propaganda gimmick is to keep their Pocket Monsters franchise on the GB and GBA so kids would buy Game Boys. It works out for Nintendo, adult gamers will buy Gameboys. Those who still find playing games fun.

| Gameboy Advance |

As far as handheld specs go, the Gameboy Advance can show 15-bit color (32768 colors). Features a 32-bit RISC processor (like PDAs use) and a separate 8-bit processor for Gameboy Color games. The GBA doesn't use both processors at the same time. Not that that's really important, but it does show that GameBoy Advance does not emulate GameBoy games rather read it with a real GB processor. One important thing about GameBoy is that the early games showed Dark on it. This is fixed by owning a 10 dollar mini-light that plugs into the GBA. I happen to own one. It works well. I use to play all my games in bed when I was 16. I can get at least 5 ½ hours of game play in with 2 fully charged AA alkaline batteries. I can get twice that with no light. I usually didn't play sound and that saved me 40 minutes to 1 hour of battery life. With no light and no sound, I can play GBA for over approximately 7 hours. I haven't tested my GBA SP's longevity yet. I was fond of the back-light in GBA SP. That's one of the reasons I bought it at Wal-Mart at a full 99. I never have to buy batteries for it. If the lithium battery ever wears out, I simply replace it with another lithium battery. I don't think I played more then 5 hours with it since I bought. The GBA, however, I played almost everyday during lunch break in high school. I've grown old and I look on Gameboy as an expensive kid's toy. People can buy several LCD screens for cars at Best Buy and Circuit City now-a-days, playing PS2 or Xbox in your car isn't an issue any longer.

| Gameboy / Gameboy Pocket / Gameboy Color |

The original Gameboy ran on the 8-bit Z80 processor. Z80 was created in 1976 as a very powerful prototype. It was designed by Federico Figgin at Zilog Inc. The frequency of the Z80 was 2.5 MHz. The Z80a was introduced in 1977 and was clocked up too 4 MHz. The Z80 can do approx. 272 instructions per second. The processor is still used today in many mobile devices, Gameboy being to most recognizable. Gameboy supported the most powerful handheld processor in mobile gaming devices from 1989 through 1990 until the Sega Game Gear came out in 1990 in the US. In Japan it was out in 1989. The Game Boy was created by Gunpei Yokoi who later also created the Wonderspan for Bandai. Yokoi died in a car accident in 1997 while going to Kyoto, Japan. He produced and created the popular Nintendo character "Samus Aran™" seen in Metroid and Super Smash Brothers. Another character he created who isn't as well known is Kid Icarus. I think that game use to be on the NES. Metriod is actually unlockable after Metroid Prime is beaten or if you beaten Metriod Fusion on Gameboy Advance and hook the link cable up to the Gamecube to unlock Metroid. I cheat by loading my Action Replay code which allows you to bypass both requirements stated above, and play Metriod on-the-spot!

Specs of Gameboy / Gameboy Pocket

- CPU: 8-bit Z80 at 4.194304 MHz
- RAM: 8 kbit internal
- ROM: 256 kbit, 512 kbit, 1 Mbit, 2 Mbit and 4 Mbit and 8 Mbit cartridges
- Video RAM: 8 kbit internal
- Sound: 4 channel stereo sound. The unit only has one speaker, but headphones provide stereo sound
- Display: Reflective LCD 160 x 144 pixels
- Screen Size: 66 mm (2.6 in) diagonal
- Color Palette: 4 shades of gray
- Communication: Up to 4 Game Boys can be linked together via serial ports
- Power: 6 V, 0.7 W (4 AA batteries provide 35 hours)

Gameboy Color

- CPU: 4/8-bit Z80, ran in single mode (4 MHz) and double mode (8 MHz)
- RAM: 32 kbit (plus 128 kbit on cartridges)
- ROM: Cartridges up to 64 Mbit were made
- Video RAM: 16 kbit

- Sound: Same as Game Boy
- Video: Highly reflective TFT LCD, 160x144 pixels made by Sharp
- Color Palette: 32,768 colors; Supports 10, 32, or 56 simultaneous colors on-screen
- Communication: Serial or Infrared
 - o Serial: 512 kbit/s; up to 4 consoles at a time
 - o Infrared: Less than 2 meters at 45 degrees
- Power: 2 AA batteries provide 30 hours. An AC Adapter (DC 3V) was also available.

That question about Game Boy Advance worth the money I paid for it? It's a no-brainer for me. Yep, it's worth every penny. I don't see any money wasted. The first GBA was a Birthday Present. In December 2003, I choice whether or not to buy a GBASP or a Gamecube. I think I bought it because it looked cool. You already know what I've chosen. I already made up the minor set back with chores I did around the house in January.

| SEGA GAME GEAR (1990 – 1997 USA) |

Sega's first handheld was the Game Gear. It was in color! I see one in Toyriffic every time I go in the store and actually handled one for the first time 3 weeks ago. I really don't know much about it. Toyriffic didn't have a very good selection- in fact – the store had more used Game Gears than Game Gear games! We already know it was a failure. I don't know why gaming sites keep saying that. I think everyone who's into handheld videogames knows this. I call this anti-SEGA propaganda. Okay, yes, you're absolutely right about Game Gear being a failure! Well I believe you said that [to site] because you took information off another site, and said "Sega Sucks" because you know you've would agree with 8 out of ten people, and the fact it makes you look good. Obviously, if the Game Gear did well enough, SEGA would have made a Game Gear 2. So I mean come on here. I am referring to Wikipedia's description of Game Gear.

Majesco came in and manufactured the Game Gear Core System sometimes called the Game Gear Pocket due to its smaller design. Majesco also manufactured the Sega Genesis v3 in 1998. The difference is there is no difference! The buttons are configured the same, and the hardware quality is comparable to previous Genesis, and the price is a lot cheaper. It is rumored in 8 years, Majesco will publish one of the current generation consoles, and may cost as little as 40 dollars in 2010. On Majesco.com, I found out a neat accessory for Game Boy Advance that lets you send text messages up to 3 miles away using a wireless band called the Majesco Wireless Messenger. It uses very low power of the GBA, and can actually make GBA run as much as 3 times as long as it normally would when playing a game. It's a good idea, but I rather talk through conventual's 3 mile radius walkie-talkies. I do own a pair of walkie talkies that broadcast up to 2 miles. I'm cheap, I won't even buy a weather band radio, and that's pretty bad because those start at 50 dollars.

| Bandai Wonderswan 1996 – 2001 |

There are three versions of Wonderswan. The clunky black and white one. The Wonderswan Color (it's in color what can I say?), and the Wonderswan Crystal (A Wonderswan that looks more high tech than it really is) The Wonderswan Color runs on one AA battery which is suppose to last 20 hours. The CPU is a 16-bit RISC like the Game Gear is. The most noticeable game on it is probably either Metal Slug or Final Fantasy 1 & 2. The game is identical to the Gameboy Advance versions. Remember, Wonderswan shared 2 % of the market in 2000 in the USA. More importantly, Wonderswan owners usually also owned a Gameboy Color. A lot of kids knew that Gameboy had more games out so I'm sure they knew that Wonderswan was undergoing a slow death as soon as it first came to Toys R Us.

Technical Specs:

CPU: 16-bit (3.072MHz)

RAM: 512K

Colors: 4096 (241 on screen)

Resolution: 224x144 pixels

Sound: 4-channel mono (stereo with headphones adaptor)

Screen: 2.1" LCD, reflective TFT

| Nintendo Dual Screen |

Announced in 2003, rumors were defiantly floating around months after Gameboy Advance SP was released. Nintendo Dual Screen can be considered a 64-bit Gameboy except it probably won't carry the Gameboy name. It won't have the name Nintendo Gameboy Dual Screen. The system will feature a touch-screen based color LCD screens that can do high resolution polygon displays. Most popular games on it are Super Mario 64x4, New Super Mario Bros, and Metroid Prime (FPS for a handheld). Rumors going around message boards is Super Mario 64x4 is the first of many N64 ports onto the handheld. Legend of Zelda - Ocarina of Time, Goldeneye, and Star Fox 64 may also find a 2nd home on Nintendo DS. The handheld has a d-pad (directional pad), 4 buttons (A, B, X, Y), and two triggers. It will use a lot less battery life than the Playstation Pocket will, and be priced 100 dollars less. Who wants a Playstation Pocket that sucks up tons of battery life, anyways?

Tech Specs:

- Dual Processors: ARM 9 clocked at 67 MHz and an ARM 7 clocked at 33 MHz. It will feature 4-MB of video RAM and can do about 120,000 polygons onscreen.
- Dual Screens both 256 x 192 resolution.

| Sony's Playstation Pocket |

Second 128-bit handheld on the market (if you include the Tapwave Zodiac 2). It's games will be based on mini-cd or mini-dvd, and the unit will market at 300 dollars US. It will have a 24-bit liquid crystal LCD screen and will play FMV. The Dual-CPU's is going to be 333 MHz, and the video card will be at least 16-MB. Rumored to not have very good battery life due to the graphics processing and the mini-dvd player, about half the time you get with an ordinary CD-player. The PSP is not on my list of things to buy next year.

MD(Universal Media Disc)

60mm

Laser Diode:660nm

Dual Layer :1.8GB

Transfer Rate:11Mbps

Shock Proof

Secure ROM by AES

Unique Disc ID

PSP CPU CORE

MIPS R4000 32bit Core

128bit Bus

1 - 333MHz @ 1.2V

Main Memory :8MB(eDRAM)

Bus Bandwidth :2.6GB/sec

I-Cache, D-Cache

FPU, VFPU (Vector Unit) @ 2.6GFlops

3D-CG Extended Instructions

PSP Media Engine

MIPS R4000 32bit Core

128bit Bus

1 - 333MHz @ 1.2V
Sub Memory:2MB(eDRAM) @ 2.6GB/sec
I-Cache, D-Cache
90nm CMOS
PSP Graphics Core 1
3D Curved Surface + 3D Polygon
Compressed Texture
Hardware Clipping, Morphing, Bone(8)
Hardware Tessellator
Bezier, B-Spline(NURBS)
ex 4x4, 16x16, 64x64 sub-division

PSP Graphics Core 2

'Rendering Engine' + 'Surface Engine'
256bit Bus, 1-166 MHz @ 1.2V
VRAM :2MB(eDRAM)
Bus Bandwidth :5.3GB/sec
Pixel Fill Rate :664 M pixels/sec
max 33 M polygon /sec(T &L)
24bit Full Color:RGBA
PSP Sound Core: VME
Reconfigurable DSPs
128bit Bus
166MHz @1.2V
5 Giga Operations /sec

CODEC

3D Sound, Multi-Channel
Synthesizer, Effector, etc
AVC Decoder
AVC(H.264) Decoder
Main Profile
Baseline Profile
@Level1,Level2,Level 3
2Hours(High Quality) - DVD movie
4Hours(Standard Quality) - CS Digital

I/O

USB 2.0
Memory Stick
Extension Port(reserved)
Stereo Head phone Out

Communication

Wireless LAN (i802.11)
IrDA

USB 2.0

Earlier today was much like yesterday - surfing the Internet, looking at game reviews especially the SNES ones. I find it fun reading. So around 4pm yesterday I walk into the Game Store (Toyriific, formerly known as Toys 4 Trade). Weird how the guy at the counter loves all the games I mention. He's the same guy that cuts me deals off videogames. Ironically, River Falls store does not. What store you think most budget conscience gamers go to buy new games? Almost everything I told him he said he loves. For example, I ask for Super Mario World 2 - Yoshi's Island, and he says it's his favorite game on Super Nintendo. I mean what a quiescence. So I'm thinking of owning this game, since I hear it's got good game play and Mario is in it. I hear the person who created Mario is extremely talented programmer / artist. His name is Shigeru Miyamoto. I end up buying Donkey Kong 64, Star Fox, and Yoshi's Island at the Hudson game store. I've been reading reviews on Star Fox, and it was only 10 dollars over there. I had 10 bucks in pocket change - literally. I thought about buying 1080 Snowboarding along with 1080 Avalanche, but I only had enough money for one or the other. And I use to own Donkey Kong 64 for a while. I sold it to the Hudson game store a year back, and I wanted it back. Donkey Kong 64 is RAREWARE's 3rd to last platform game for N64. I know have seven SNES games. Wow, I remember late last year when I only had two. I tested out Star Fox, Super Mario World 2, and Secret of Mana. As expected - all the games work fine. I took a pure alcohol solution and a couple of Cube picks, and cleaned the cartridges out by pressing against the insert feed. A lot of black stuff came off of the Star Fox cartridge. It's almost like owning a brand new game. I really recommend everyone to clean their game out. Your cartridges last longer and it doesn't have to cost a lot of money. Remember clean them with a pure alcohol solution and not peroxide.

New Games I will add to my VG list:

http://www.ian1984.m...gview &blog_id=152484

- Star Ocean 3 (when I get it this week)
- Super Mario World 2
- Star Fox
- Donkey Kong 64

I went to a Bittorrent protocol site called <http://suprnova.org>. Yes, it's supposed to be spelled without a 'e'. It has ISO rips of several Dreamcast, Gamecube, Playstation 2, Playstation, and Saturn games. I wish I could download some of them like the Panzer Dragoon Saga, but I don't have the bandwidth. I also found Grandia on it! It's times like these I wish I had a modded Playstation 2. Darn! All my console games are legit copies. It's that not all my computer games are original copies. Suprnova also has plenty of movies on it too. I imagine that I can download 150 MB of MP3 easily on Monday. My first Bittorrent download is the Final Fantasy 1 & 2 GBA rom. I mentioned above this is one of Wonderswan's most famous games. I downloaded Bittorrent, ABC v2.6.9 [Another Bittorrent Client], and Azureus 2.1.0.4 over the school's sever. All those programs are under 5 MB. I honestly do not think I'll be able to download them. I found out by looking at my favorite open-source webpage, <http://sourceforge.org>. It gives me some ideas about what to download at school. Strangely, no students are at school after 4:30 PM on weekdays. I think I know why. In rural areas ppl need high speed Internet by satellite, even if it's costs more than DSL, and has about the same bandwidth of it. That's what I think. Other people who don't care about satellite - I completely disagree. We need cheaper Internet out where I live.

Good Bittorrent servers lists: <http://members.chell...p.wiersema/list.h tml>

nascar clipart (2005-10-26 21:53:00)

Love the comments. Keep 'em coming! By the way, if anyone is interested in quality vector art (professional clipart) and/or vector marketing, I would recommend a seasoned pro.

equine supplies (2005-11-07 21:22:00)

Hello Ian's Smashing Good Blog Site, I was surfing blogs and paused at your title

Generations 1985 - 2001: Part 3

. Thats what really caught my eye. I am promoting a horse halters related website and need to find more information to offer some of my internet friends. Not exactly what I was looking for but you have givin me some good ideas about what could be done with my horse halters related site that I will book mark and come back to hopefully get some more education from your site, you have some good stuff maybe you could visit my website and let me know what you think in my contact page. Just click on the link horse halters. Thank you and I wish you well .

horse t-shirt (2005-11-09 18:35:00)

Ian's Smashing Good Blog Site GREAT title

Generations 1985 - 2001: Part 3

. I am actually looking for horse videos related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other horse videos related blogs. Thank you.

Demarle at Home (2005-11-21 16:29:00)

Find out how your company rates by using a little known rating system!

Is your company a Scam, Dud, Scheme, Fraud Or Good Opportunity?.

95 % of the money-making opportunities on the internet have been worked to death or are not suitable to be marketed through the internet. How does your company and/or opportunity rate... I'll leave it to you to decide if your service, product and/or money making opportunity falls in this category.

Hurry you may NOT be happy with what you will find!

1980 Ford F 150 (2005-11-25 09:49:00)

Your site Ian's Smashing Good Blog Site, I found to be very interesting. When I was searching for 1981 Ford F 150 yours was the most eyecatching. While working on my site 1981 Ford F 150 I have been seeking ways to make it better and found yours to be helpful. Thanks!

FFH (2005-12-01 01:41:00)

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Generations 1985 - 2001: Part 3

is not exactly what I was looking for, but I still stayed and sniffed around a bit! Nice site! I am off to find Fantasy Football Cheat Sheets related stuff, but I will stop by again soon! Keep up the good work!

psp porn downloads (2005-12-01 04:46:00)

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psp porno (2005-12-04 21:25:00)

Pimp psp porno Site. Let Big Daddy Show You How to Download & Watch Porn on Your PSP!

Anonymous (2005-12-29 20:54:00)

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tech resources (2006-02-15 01:59:00)

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Anonymous (2006-02-19 21:22:00)

What I would like to see is more info on deer hunting and deer hunting. Any post you make on deer hunting in the future will be well received.

technoblog (2006-04-16 10:37:00)

Sweet Post,
I'll have to bookmark your site
I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.

#Link # # Reviews

Ciao,

Ravi

Anonymous (2012-11-12 18:04:41)

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Anonymous (2012-11-13 08:45:14)

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writers and practice a bit of
something from their store. I'd prefer to use some with the
content on my blog whether you don't mind. Natually I'll offer
you a hyperlink on your web blog. Thanks for sharing.
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Anonymous (2013-04-29 02:24:02)
That is a great tip particularly to those new to the blogosphere.
Brief but very accurate information... Many thanks for sharing this one.
A must read post!
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Good post. I learn something totally new and challenging on sites I stumbleupon everyday.

It will always be helpful to read through content from other authors and practice a little something from their sites.

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6.9 September

Found information on Xbox and PS2 disc backuping (2004-09-03 14:11)

Date: 9/2/04 at 8:16PM

I found some information on disc swapping as I was surfing the Internet for details on how to backup xbox games with Alcohol 120 %. If this information is true and you can play game backups from disc. I think PS2 modding is more popular because there is no need to download the game through Ethernet connection. I learned off <http://afterdawn.com> that the Xbox version of 007: Agent of Fire and Mech Assault can actually be booted then quickly ejected so that a real backup game you made will work on Xbox. This doesn't evolve modding the Xbox or buying a special boot disc that will first boot to bypass encryption than putting a backedup videogame in there. This is nothing new too me. I swap Action Replay discs with real games on both my PS2 and Gamecube. It's nothing different than that from what I heard. I found ISOs off <http://suprnova.org>

For Playstation 2, there is MagicSwap 3.0. This works as a swap disc mechanism. I want one, but I can only own one from online stores. However, I really want a DMS3 modchip. DMS3 is the most advanced PS2 modchip in existence. More advanced means it can read more kinds of backups. I could just make my own images and remember it's not illegal if you OWN THE ORIGINAL GAME.

I got this information off TOTSE.com

-> Part A: Extract ISO image to hard-drive

1. Open CDRWin
2. Click the Extract Disc/Tracks/Sectors (Middle button on the top row) A new window will now appear. Here are the settings, shown in the picture here.
3. Extract Mode: Disc Image/Cuesheet
4. CD Reader: Select your reader
5. Image Filename: Select a directory and filename Reading Options
6. RAW, CD+G, CD-TEXT, MCN / ISRC all unchecked
7. Error Recovery: Ignore
8. Jitter Control: Disable
9. Subcode Analysis: Auto
10. Data Speed: Select your speed
11. Audio Speed: Select your speed
12. Read retry count: Anything from 2-10
13. Subcode Threshold: 300
14. Click Save Settings if you wish
15. Click Start!

-> CDRWin will now save the image to your hard-drive.

Part B: Patching Image

1. Open AddZer0 FrontEnd.
2. Browse for your input file. You just made it with CDRWin.
3. Do the same for the output file.
4. Select the type of patch to apply to your image.

Auto Mode converts the current Input Image to a 2048 ISO. The image is then patched, placing system.cnf at LBA 12231. This requires no other help from you.

Normal Mode functions just as the original version of AddZer0 did. If you select this mode, type the LBA of the closest file to LBA 12231 into the text box. (You need ISO Buster) This will move this file to 12232 and place the system.cnf at 12231.

Patcher Mode functions just like the 2SP Patcher did. It blindly takes the system.cnf file and places it at 12231. This will possibly corrupt data of the image which cause problems while playing the game. Therefore this mode is not recommended.

5. When you are happy with the settings, click Convert.
6. Wait for the process to finish (might take a while)

-> Part C: Burning image

1. Open CDRWin again.
2. Click the File Backup and Tools button.
3. Change Backup/Tool Operation to Record an ISO9660 image file.
4. Where it says Image Filename: Browse for the image you have just patched.
5. CD Recorder: Select your CD-Writer
6. Disc Type: CDROM-XA
7. Track Mode: MODE 2
8. Select your write speed.
9. Click Start.
10. Wait for CDRWin to write the image to a CD-R.

You should have successfully made a backup of your PS2 game.

(2) If you don't have a mod chip.

I suggest you use CloneCD or CDRWin to do a straight CD copy. This gives you an un-patched backup.

If you have CloneCD or CDRWin (UTFSE) here are the settings:

-> CloneCD

1. Open CloneCD.
2. Click the Copy CD Picture (3rd Picture along)
3. Read Tab
 - o Select your CD Reader.
 - o Select your read speed. I suggest you keep it low. Sorry if you have little patience.
 - o Read SubChannel Data from Data Tracks: Checked
 - o Read SubChannel Data from Audio Tracks: Checked
 - o The other boxes can be left unchecked.

4. Image File Tab

- o Browse for the directory that you want the image file to be extracted to.
- o Check the Delete After Successful Write box if you want.

5. Write Tab

- o Select your CD Writer.
- o Select your write speed. I strongly suggest you burn at a maximum of 4x.
- o Everything should be all right as it is.

6. Ignore the Global tab. It is not important.

7. Now click the Start Disc Copy button at the bottom.

8. CloneCD will then read the disc and when finished write to a blank disc.

9. Finished.

-> CDRWin

1. Open CDRWin.

2. Click the Backup Disc button (Second along)

3. Backup Mode: Copy To Image And Record

4. Image disk: Select your hard drive (Default)

5. CD Reader & CD Recorder: Set CD reader & CD recorder to the same (Always read with burner)

6. Reading Options

- o Read: Raw Sectors
- o Error Recovery: Ignore
- o Jitter Control: Disable
- o Subcode Analysis: Auto
- o Data Speed: Select Your Speed (Keep it low)
- o Audio Speed: Select Your Speed (Keep it low)
- o Read Retry Count: Select How Many Times You Want CDRWin To Retry Reading Damaged Data Before It Fails

7. Recording Options

- o Uncheck All Boxes On The Top Line
- o Number Of Discs To Backup: Select Number Of Discs
- o Number Of Copies: Select Number Of Copies You Want
- o Speed: Select Your Burning Speed (Keep it low)
- o Disc Transporter Mode: Disable If you want, select Save Settings at the side

8. Hit Start.

Choice B is much easier than using CDclone to make an ISO and CDRWIN to burn an ISO. I would use Alcohol 120 % to backup Playstation or Playstation 2 games using the Playstation or Playstation 2 option in the encryption security override mechanism. The program will patch the ISO image automatically for me. Haven't tried since I don't have a modded PS2, but I have yet to try it on EPSXE. Supposedly I hear off the EPSXE.com forums, I can play PSX backups on the PC.

To backup Xbox games, first you must have a modded xbox. Then you must download EvolutionX 1.8 off Kazaa, Emule, Limewire. Evolution X allows the gamer to download the game through Xbox's Ethernet JACK onto MS Windows through a normal FTP client or Internet Explorer (the same is done to Gamecube games). The Xbox Ethernet jack is 10 Base T so it would have a speed of 10Mbits per second maximum. Then I found this really neat Unity called Craxtion 4.0 [<http://craxtion.com>]. This unity allows someone to backup 2 Xbox ISOs or more to combine them to form a new Xbox ISO with a dual boot screen. This is useful since I don't have to waste DVDs. Once Xeon and XCBX plays commercial games off DVD-ROM on the PC, then I won't need a modded Xbox at all.. The PC will always be able to emulate a console - eventually. Currently, no one has a powerful enough PC to emulate the XBOX so modding Xbox to play backups is the only way to go. You can't say I have done anything illegal. I don't have any illegal copies of console games nor do I have any modded consoles.

Good Luck on backing up games!!!!

Can videogame consoles play PC games? Yes. (2004-09-03 14:12)

Hello, look at my videogame collection! I had some pictures on my personal webpage [<http://www.angelfire.com/blog2/renegadeviking/>] I compressed them the maximum compression without losing much quality. This means you can see the titles on the cases/ cartridges.

Here are all the links. Please click in order. Then comment how big of a videogame collection I have. Gamers - maybe one day your collection can look like mine. Please cut and paste url | I can not auto link these with modblog and have them show up, sorry.

| My Game Collection Pics |

- <http://www.angelfire.com/blog2/renegadeviking/psonecollectionv2.jpg> [102 KB]
- <http://www.angelfire.com/blog2/renegadeviking/gcncollectionv2.jpg> [76 KB]
- <http://www.angelfire.com/blog2/renegadeviking/ps2collectionv2.jpg> [102 KB]
- <http://www.angelfire.com/blog2/renegadeviking/snescollectionv2.jpg> [32 KB]
- <http://www.angelfire.com/blog2/renegadeviking/xboxcollectionv3compressed.jpg> [70 KB]
- <http://www.geocities.com/nightwalkers101/dccollection.jpg> [90 KB]
- <http://www.angelfire.com/blog2/renegadeviking/dccollectionv2.jpg> [82 KB] (updated today! has more games)
- <http://www.geocities.com/nightwalkers101/segasaturncollection.jpg> [88 KB]
- <http://www.geocities.com/nightwalkers101/N64collection.jpg> [80 KB]

Well today I got back from DVR, and it went well. I meet this Jason, and he's going to get me a job in the computer biz. He liked what he saw. I told him that I worked at the UofW, and his eye brows raised. He said, "Wow, I am really impressed with you Ian." And I said nothing for I would only be hurting myself! Works out well. The DVR job center is in New Richmond. First of all I thought this guy would go "the give up something and you shall receive something in return" route. He was a nice guy. I knew he was testing me on my character and attitude towards him. All I had to do is sign a few papers releasing info to my parents and school and I was one of the first ppl subscribed and got registered. With some luck - I'll have a job and be able to keep it.



Now for the main topic. I found out the 4th competitor in the console market. Known to many as Nintendo, Microsoft and Sony as the only three. I just learned about this today. It's made by VIA Technologies called the APEXTREME. Yes, this is the name. They named it after the worlds most popular DVD manufacture which so happens to be a silicon chip manufacture, APEX. Okay, I know Nintendo of Japan named it's consoles: Nintendo, Super Nintendo, Nintendo 64 - so it's nothing new. One thing is this company does not expect too sell millions of consoles - only thousands. As in it's probably a worthless piece of sh*t that guarantees to sell less than Dreamcast...except I like Dreamcast. Since it already runs on Windows, I'm sure they want to benefit on all the Windows applications that can run on it. It supposedly reads all the EXE files on CD so therefore, it may be able to install emulators like EPSXE and SNES9x. It automatically turns itself into a Playstation or Super Nintendo with a simple program. I don't know if Nintendo will get in a lawsuit against VIA being able to play special programs allowing ROMS or discs to be played on it or if the whole thing is out of their control. For some odd reason I'd pick the last one. The thing has 4 USB ports (keyboard, mouse, PC gamepad, etc. I could use my Nyko Airflow PC with it and it'll play PSone games. It'll

automatically install any EXE files for you on the hard drive. So if you play them at full screen then it'll look exactly like a console. It doesn't look like the Apex extreme has the best hardware yet for home theater – and it doesn't have to have the power of a fast computer to look good on TV. Xbox looks good on TV and its processor is only 733 MHz. VIA wasn't afraid to release the official specs of the machine. With a simple TV tuner card you can hook up the SVGA output up to your TV. The official Apex extreme specs are:

- CPU: AMD Athlon XP 2000 clocked at 1.4 GHz
- Dual Channel 256 MB DDR SDRAM
- Graphics: Nvidia Geforce 4 MX V8 8-pixel pipeline engine (Direct X 9.0a graphics accelerator) Probably a 64-bit GPU
- Hard drive (40 gigabyte)
- Audio VIA ENVY Audio (Dolby Digital 5.1 Surround Sound.)
- DVD playback (more than likely the game media also) manufactured by VIA
- CN400
- Runs on Microsoft Windows R XP
- 10/100 Ethernet
- Four controller ports
- MP3 support in games
- Price \$299 - \$399 at launch
- Xbox is still going to have better games and a better price than VIA.
- Also plays PC games
- And it can record movies like TIVO
- Release Date Late 2004 (A console this year!!!)

The part that they don't want you to know is – they say it plays like a pc – this is because it is a PC. Make no mistake. All you're getting out of this console is a PC capable of high resolution and acts like TIVO – the digital recording console for tvs. I don't see APEX being the next Sega, but that's because Sega started out with Masters System 19 years ago and it didn't sell well.



Alienware DHS

Now, for the extreme high end. Alienware Corporation - the company known for building extremely powerful gaming PCs for customers. If it's on the bleeding edge of technology...Alienware probably has it incorporated in their PCs already. That's their motto. I, myself, almost got an Alienware PC as a Christmas present. Now, Alienware is developing a new PC console at around 2000 dollars. Again, 3rd party PC corporations try to amaze you on your medium to low definition TV. Alienware, I heard you make great PCs, why a console that plays PC games? There is no point too it. Sure, it'll play PC games in better resolution than Xbox – but console games are meant to be played with a controller. Ya, good I've straightened that truth out. You'll never catch me buying a console PC unless it can also play Playstation 2 or Xbox games. This is why you should continue reading - because it will be true for Microsoft's new Xbox 2 / PC hybrid.

The weird thing is Sega of America's former president, Peter Moore, is the CEO of Microsoft's interactive software division (controls Xbox software and PC game marketing). Moore did it for money as any greedy money grubbing person would. Microsoft is making a 'PC console' of their own that will play PC or Xbox 2 games called the XNA. It'll work by automatically installing PC games to its hard drive and also boot Xbox 2 software off DVD. This is the only PC console I agree with. I hear the console codenamed Xenon (Xbox 2) is 100 % PowerPC. How can Microsoft develop a PowerPC to play PC games? That's the million dollar question and it sounds like it'll be answered next year. They would have to port Windows XP for PowerPC!! Is this illegal? They would have to get license from Apple Corporation. Technically Xbox 2 will also run Windows XP at its core. The OS is made by Microsoft and the console is made by Microsoft. Microsoft sounds like they have best of both worlds. I would mean that Microsoft has its own

brand PC! Microsoft confirmed the price point of the XNA to be about 599 dollars. If you just want to play Xbox 2 games than it'll bring it down to the industry standard of 200 dollars. Best of all it'll come with a SVGA monitor output! The Xbox 2 won't be called Xbox 2 because Microsoft Corp confirmed that they do not want to be inferior to Playstation 3.

Here are some names I thought up for MS new console code named "Xenon."

1. Excaliber
2. X-cube
3. Mach 1000
4. Light-speed
5. Panther
6. Nitro X
7. Y-Box
8. Qube
9. Microsoft Q-Box
10. Microsoft Halo
11. Microsoft Supernova
12. Microsoft Jupiter
13. Microsoft Neptune
14. Microsoft Dream-Q
15. Microsoft Centauri X
16. Microsoft Dream-Centauri
17. Microsoft Nova-Matrix
18. Microsoft X-Cluster
19. Microsoft Alien Q
20. Microsoft Alien-box
21. Microsoft Area 51
22. Microsoft Roswell
23. Microsoft Firebird
24. Microsoft Qware
25. Microsoft Mars
26. Microsoft Xclipse
27. Microsoft X-Box 256
28. Microsoft X-Gene
29. Microsoft Blue-Gene
30. Microsoft Voyager

This is Ian signing off.

Order Pills Antibacterial (2012-01-03 06:26:07)

I really liked your article.

Anonymous (2012-02-11 18:29:27)

I would like to more know about it. asthma Read a useful article about tramadol tramadol

First real Playstation 3 Specs unrevealed (2004-09-05 14:12)

I joined IGN.com today and I added most of my videogames to the collection list and my collection is already worth 5,274 dollars. Just thought you want to look at it. Wisconsinite's Videogame Collection

I am really excited that Playstation 3 specs are now available. Sony is required to show a blueprint and official specs of the console. It somehow got onto the Internet. There is always a chance that these specs are not true and someone would just make them up entirely. The person who wrote this realized that the Playstation 3 was more powerful than Nintendo and Xbox. It is true the console specs are the complete opposite as they once were. The PS3 will be a little more than 4 GHz compared to the 300 MHz CPU the emotion engine had. The resolution sounds like it's going to be 1200x1024, but more powerful than my home PC which can run games at 1600x1200. I agree with 1600x1200 has some unneeded polygons and on smaller monitors like 17" 1200x1024 looks better. A lot of times the text is too small to read at 1600x1200 on a 17" monitor. Let's look at this at a realistic stand point. Playstation 3 looks like it's only going to be 500 MHz faster than Microsoft's new console according to the week old specs. The Xenon graphics will be very close to Playstation 3. The Playstation 3 will play FMV like Playstation 2 does, but with better compression. The quality will be better than PS2 partly MPEG4 can compress better at high quality per MB than the standard MPEG2 codec used for most PS2 video. Supposedly, Sony wants a BD-ROM in PS3 so when the new digital movie format comes out - PS3 owners will be a step ahead of the crowd! I wish all BD-ROM players also incorporated MPEG4 for the video.



Unofficial PS3

In 2006, when the "Xenon" is released, it'll take 1st place as Dreamcast did. When the PS3 is finally released...it'll double Xenon launch sales as PS2 did Dreamcast. Remember Dreamcast was TIME-Warner's Product-of-the-Year of 1998, and PS2 was Product-of-the-Year in 2000.

Here's the official specs off PS3 Insider :

- 8 Identical Attached Processing Unit (APU): ??? bits, Single Instruction, Multiple Data (SIMD)
- Clock Frequency: 4GHz IBM's "supercomputer on a chip" microprocessor.
- Integer Unit: 4 X Integer Units: 32 billion operations per second (32 GFLOPS).
- 4 X Floating Point Units: 32 billion floating point operations per second (32 GFLOPS)
- Multimedia extended instructions: unknown
- Register Capacity: 128 times 128 bits
- TLB: unknown
- Instruction Cache: unknown
- Data Cache: unknown
- Scratch Pad RAM: unknown
- Local Memory / Storage or (LS) per APU: 128 kilobytes SRAM
- Main Memory: Main Memory: 64-bit XDR-RAM at 6.4GHz.
- Memory Bandwidth: (dual-channel = 102.4 GB/s)
- DMA: 1 channel per APU
- Direct Memory to APU Access: 1,024 bits wide per channel. (8 Channels)
- LS to Register: 128bits
- Registers to Floating Point or Integer Units: 384 bits per channel
- Floating Point or Integer Units to Register: 128 bits per channel

More PS2 specs I heard off some other forums. It includes Microsoft's saying that "If Playstation 3 goes 256MB of RAM, we'll go 512MB. If Sony doesn't include a hard drive, neither will we" I heard some time ago.

- video memory - ATI 512-bit graphics processing unit at approximately 700 MHz
- RAM - 256-bit RDRAM at 500 MHz
- Sound - Pro Logic II supported 64 channel sound-chip manufactured by Sony
- Hard drive included in PS3 unit
- 10/100 Ethernet

Playstation 3 will have a hard drive. My guess is it'll be 15 GB to 20 GB, twice as big as the one inside Xbox. The reason why I think so is hard drives, 15 GB hard drives are only 20 dollars at Best Buy. Every console should have a hard drive attached too it.. A PS3 hard drive will do exactly what X-Box has done in this generation. More then likely it'll have a dual shock 3 - just an upgrade from dual shock 2. Playstation 3 can do 32 Gigaflops and PS2 only does 6.2 Gigaflops maximum. Surely, 32 Gigaflops is powerful enough to emulate Playstation 2. It'll cut down the costs of putting PS2 and PS hardware into the console. A new feature is it'll have a SVGA port in back so I can play on my PC monitor. It'll also have MPEG 4 for a video codec. PS3 should have the new blu-ray technology which can store 25GB of data on one BD disc. The Dual-layered BD-ROM can hold 50 GB on a single disc. Some people think it's going to be BVD-ROM because BD-ROM is missing 'video' in it. With Square-Enix, EA Sports, Take Two / Rockstar Games, Namco, Capcom on board developing games like Grand Thief Auto 5, Final Fantasy XIII, XIV, XV, Star Ocean 4, Suidoken V, Madden Football 2007, Xenosaga Episode 3, Winning Eleven Soccer 9, Gran Turismo 5, and Metal Gear Solid 4 on it - PS3 should do fine. But I think this is obvious since ever since Playstation did so well in 1997 and 1998 with Final Fantasy 7 and Metal Gear Solid - no console manufacture could faze them in PS2 sales. All my friends have Playstation 2. Only my cousin, David, I know has an X-Box and a PS2.



First PS3 Tech Demo | Internet leak

The Last Ninja (seen above) is the PS3s first tech demo. I can see a slight difference between this game and Ninja Gaiden. Anyway, that's real good. It is made by Studio 3 Studio 3's official Webpage As you can see - it's a cross between Ninja Gaiden and Onimusha.

Here is a site with a load of PS2 information gathered by the National Center for Supercomputing Applications. NCSA's PS2 Chemistry Project

Since when was PS2 considered a super-computer? The University of Iowa states that the PS2 outperforms 800 MHz Pentium 3s with a Linux terminal benchmarking program doing 'liner conventual algebra'. Studies came off of a modified v2.1.1 kernal running Red Hat Linux 7.3 on a tailor-made hard disk for PS2. The whole thing is very geekish. The point of this is the new consoles will be benchmark heaven for the NCSA, and many Universities which study 'toy' computers or commodity-off-the-toy-shelf products(AKA: COTTS). In short, whatever runs on PS2 can certainly run on PS3! University of Illinois's Toy Computer Research Project

Today, I was just on my computer the whole day. The bank isn't open on Sundays so I couldn't get Star Ocean 3, another game by Square-Enix. I know it's at Game Stop, but Wal-Mart I'm not sure about. It's suppose to be really good from what I read off PS2 reviews at IGN.com I also played Winning Eleven Soccer 7. My skills at that game dropped since I last played. So I suck at it. Tomorrow is Labor Day. I think I'll be studying CISCO at least for 5 hours tomorrow off CISCO Academy.

This is Ian Signing off.

(2004-09-07 23:10)

God day readers! I get lonely with no one around to talk to and play games with, this site is a way to express my feeling toward games and choices of college. Thanks DJ Adrenaline for signing my guestbook. I like your music off Internet DJ. Come back. I finished college with a good end. Now I have the whole weekend to have fun. I finished Final Fantasy X about too days ago. I guess I really haven't thought about it, but Final Fantasy X is just better then other RPGs like .Hack. It's just one of those games that is just great. It's old now. I remember when the Internet went crazy over the game. It' true. There are a lot of Final Fantasy sites on the web. Just try typing in Final Fantasy into Google.com. You'll get 1000s of results. In my opinion, generally speaking Final Fantasy sites look better then the average site on the web. Most of them have a fan base that no other game has. You have 10 big search engines that support Final Fantasy games. Fan art is incredible, there are some really talented artists who draw anime after Final Fantasy. I know there are other great PS2 games like Devil May Cry, Grand Thief Auto 3, Twisted Metal Black, Gran Turismo 3 A Spec Metal Gear Solid 2. But I'm not getting into why they are good. I mean there are some truth about what people say in the message boards.

Oh, I'm getting into looking at message boards before I write reviews for videogames.

My opinion about message boards. They call it the Interactive part of the Internet Language. I bet you all have seen short abbreviations of works like LOL! (laugh out loud) :O) (don't take me seriously) cya (see you) It seems that the one useful up to date interactive boards of the past for people with problems on their command line (Windows Prompt / Linux Terminal) turned almost entirely to a gamers prospective. I think that people spend to much time on it. There are groups of people who team up and build a web page complete with message boards and member logins on their page. I can find the tools necessary to hold my own, but I can't contribute that much information, contributing 5 hours a day on my web page. Internet gunus respect gaming boards as they call it. The number of gaming boards on the web is simply huge! Most of it is "I am hold up in this game" or "I like this game the best" or "This game is going to be better then so or so." I stop trying, I mean when I try to talk on these gaming sites like all the Nintendo Gamecube sites you see, I get absolutely no email response.

I am thinking of making this webpage similar. But I'm not going to change this web page, I'm going to hold the same information on a different domain so that it'll load faster (this won't be any concern to you high speed internet surfers.) I have put my college web page at this link. <

[Click Here](#)

> Look at the faster loading format. On this web page I'm thinking of having different, more dynamic menu frames. This page is made up of a bunch of independent tables which I can easily replace and edit.

I went out and got another PS2 game. The name is called Soul Caliber 2. I paid full price for it. Soul Caliber 2 is the sequel to the popular Dreamcast game Soul Caliber. I read that many people gave up their Dreamcasts and traded it in for a PS2. But some of them said that Soul Caliber was hard to part with. I haven't played my Dreamcast, or Soul Caliber for that matter, for 4 months. Particularly it's under my TV collecting dust. I could never part with my Dreamcast. It still has sentimental value. Plus I knew I wouldn't get half what I paid for all the games I collect. My parents know how active I was with the Dreamcast. I think they understand why I like them too. It's funny how parents can except those things! Well my parents were in their late 30s when Pac-man, Pong and Tron were cutting edge technology. I play those games sometimes through the emulator "MIME." You might guess that they were never into computers and games when they grew up.

I have yet to try out the PS2 game Thunder Strike - Operation Phoenix. It's kind of like Nuclear Strike and Chopper Attack for the Nintendo 64. It's much more like Chopper Attack then anything I've played. Thunder Strike is also better then Chopper Attack. I remember the old Genesis helicopter game, Jungle Strike. It's a classic. I played it on my cousin's Genesis when I was 11. Thunder Strike is a helicopter simulation for the PS2. It didn't get award winning graphics or gameplay. But I'll try it anyways. I like Apache helicopters. I heard of games like Jane's Attack Squadron, but the only real plane simulations I played was Air Force Delta for Dreamcast and Falcon 4.0 for PC. I wasn't great at those games. In Falcon 4.0, the pilot had to read a 300 page book on how to fly, fire and land a jet. The controls in

that game were a little too realistic. I didn't have time to learn such a game. It was very buggy too, kept crashing on my PC. The graphics were okay though, the game could run at the highest resolution in high definition mode.

There is another game that I was interested in is Devil May Cry. IGN.com gave this game a 9.6/10. They said that the game is great, Capcom did a great job organizing the music in the game (punk rock/ heavy metal remixes) The gameplay was equally good. I could have bought this game a day ago for under 20 dollars at a store. But I picked the Ratchet and Clank platform game for 10 dollars more. Ratchet and Clank seems easy compared to many other platform games. The only other platform game I played this year is Super Mario Sunshine for the Nintendo Gamecube.

I'll see USA vs. Russia in 2005 if at XCEL Energy (2004-09-08 14:24)



Yesterday was the USA vs. Russia Hockey game at the XCEL Energy Center (first time the Olympics were played there). I want to see the Russians play the USA in 2005 if it's at the XCEL center. XCEL Energy Center is in St. Paul, Minnesota, 40 miles away from where we live. The XCEL center is huge with a lot of lights. It opened before the first session of the Minnesota Wild. Dad and I aren't hockey fans, but the US was playing RUSSIA, and I wanted to see the Russians play. RUSSIA is a big hockey country. 10 years ago the North Stars left Minnesota for Dallas. Many hockey fans were local to the North Stars now follow Dallas until recent years when Minnesota got a new expansion team. It's interesting the Olympics pick the XCEL Energy Center as a place to match world leagues with American All Star Team. It's exactly that, USA All-Star Team against world major league hockey. USA plays teams from foreign countries on the 10th too at the XCEL Energy Center. Not too say that other countries hockey arenas aren't impressive. The Globe Arena in Stockholm, Sweden looks very big and state-of-the-art from what I saw on the Internet today. I did a little research. It is the largest sphere-shaped dome in the world. I personally prefer the XCEL Energy dome. Unlike the Minnesota Vikings, which are my favorite team of any sport, the city of St. Paul owns and built the dome for 130 million dollars. It was built by the St. Paul Arena Company. They knocked down the old Mets Hockey Arena and replaced it with the Mall of America. The Mets Hockey Arena was where the old Minnesota North Stars hockey team used to play in. In

recent years the St. Paul Civic Center has been destroyed to build the XCEL center. XCEL was funded by the city of St. Paul, and state of Minnesota to deliver a very nice hockey arena for home-sick hockey fans.



Well it's about 1 ½ months away from my birthday (November 01). I don't know what I'm getting yet, of course. I'm asking for another computer for Christmas. That leaves my birthday free for anything. Maybe I'll get allowance.

1. Soyo CK8 Dragon Plus nForce3 Skt 64 MB w/ Athlon 64 3000 310 dollar /w tax
2. Speeze / Socket 754 / AMD Athlon 64 / Ball Bearing / CPU Cooling Fan
3. Norcent DWD840 / 8x4x12x DVD+RW / 4x4x12x DVD-RW / 40x24x40x CD-RW / Sonic Software / DVD Burner (50 dollars)
4. 200 GB to 250 GB 7200 Serial ATA hard drive (200 dollars) 512MB is about half this
5. 1 GB of SDRAM (roughly 300 dollars with tax) Takes PC2000x series DDR or too ease up the cost pick 6.
6. Ultra 1024MB PC3200 DDR 400MHz Memory 130 dollars
7. Mercury TIGA Black/Silver ATX Mid Tower Case with Front USB Ports and 400 Watts power supply. (50 dollars)
8. Nvidia Geforce FX 5700 256-bit
9. 100 dollars to put everything together at "Computer Gurus"

If I get this than my processor might be an Athlon 64 3000! I think my dream machine is more powerful than my Dell Dimension XPS although it has about 1 GB less of RAM and a less powerful video card. Athlon 64s run hotter and aren't ideal for servers, but for gaming - I think high spec games will look better on the Athlon 64 vs. my XPS. Building a PC is cheaper than buying a name-brand one and I get my choice of tower style. I like the transparent one with lights inside. Plus, I can upgrade from 1024 MB SDRAM to 2048 MB SDRAM again myself. I really want another ATI Radeon 9800XT, but I need to cut 600 dollars so my parents can afford a satellite receiver for high-speed Internet. I'm guessing my speed will be 512 kbits per second on a satellite.

I bought Square-Enix's latest RPG, Star Ocean: Till the End of Time, like I said I would. It was the last copy at Target. Wal-Mart says they have it at their website - although I haven't seen the tag labeled Star Ocean on the shelf. IGN.com says this game has the best game play of any RPG out for PS2. The game really is two DVDs long. Apparently, Sony doesn't use dual layered DVDs - only the standard ones.

Oh ya! Happy Birthday Dreamcast! Sega Dreamcast turns 5 on September 9th. People say Dreamcast is dead

- it's just that mine still works. I know what you mean (a dead system no longer gets new games). Mine is still in operational status. I had little inner-conflict with myself whether or not I wanted to continue collecting games which would almost immediately be shelved or to continue on collecting - at a slower rate. I believe it's similar to smoking - got to kick the habit of buying cigarettes just as it would videogames. I have a long history of owning whatever I want - and for me - money does not grow on trees.

VPN Interests Me (2004-09-10 14:25)

Today's topic is how the heck I got 8 viruses on my computer today. I got rid of all 8 with Anti-VIR. My guess is when I leave my cable connection active - viruses come on my computer and download more viruses. I was wondering why my connection was used all the time. It's a pain in the butt to have to start Anti-VIR every two days to see how many I got. Viruses make my browser "not respond", and then my computer completely freezes. I have enough RAM to physically sort out the unnecessary CPU usage. This time I only have 1.65 GB of MP3s on my computer and from what I know no one can add a virus thread onto a MP3 file....yet.

In college today our class was learning about physical topologies. (bus, ring, star, extended star, mesh) Extended stars are the most common topology. What confuses me is Ethernet does not always need TCP/IP addresses to run. Ethernet can also run on token ring using the MAC address. The man who supposedly teaches the curriculum (whom I had last year in Micro Operating Systems) taught us about Intranet (not Internet) which is a virtual personal network (VPN). I find VPNs interesting. But I also agree more with the 'other' kind of Internet. The kind that everyone uses... Instant messengers are very much like VPNs in many respects although still apart of TCP/IP. They have a file transfer protocol, text messaging to any node in the world with an email address using the TCP/IP protocol. Well if not using a web browser, email clients such as Microsoft Outlook uses SMTP or POP3 protocols. It can be either.

I learned that satellite transmission are in fact TCP/IP signals that are, of course, sent out in space to arrive to a different host satellite so it goes back to ground. When I think of satellite....I think of Hawaii. I mean they can't all get high-speed Internet on that tiny group of islands thus they need satellites to access Internet unless an anonymous Internet user goes through 56k dialup. We also had an interesting conversation on how to define "baud" which is actually an alternate term used by networks specialist to describe bandwidth in the old days. It's really easy to figure out - 56K divided by 4 equals 14 baud. Everything is converted into bits and bytes. Storage and memory are KB, MB, GB and bandwidth and through-put speed are described as bits, kilobits, megabits, gigabits or baud. Not baud so much anymore.

I can't believe I'm agreeing with people who say anything that's point blank stupid. And some of what they say is - so I don't know why they ask such silly questions. I would rather not have this part true (where adults can shout out random comments at the teacher), but I fear I have no other choice. I can not flunk this class for the very same reason I can not just ignore everyone. It's just wrong and CISCO is very interactive in it's nature. You must interact with the teacher to stay ahead of the party in my opinion. For example, Jeff gives instructions, and those other people in class confirm what the teacher said. Why? If they would just listen....they wouldn't have had to ask in the first place. I don't think anyone there is a moron...at least I try not to say that out-loud.

Now I shall speak gratefully about my growing RPG collection. If reading this bores you - please stop reading. I went into Game Stop to look around I knew I was either going to get La La Pucelle : Tactics or Phantom Brave. Game Stop had both - apparently the publisher of Phantom Brave published a limited amount of this game for North America. I liked this game but I was 5 dollars short or I've would of owned it. A used copy of La Purée Tactics just came in and I swiped it before anyone else could. The reason why I found out about Nippon Ichi was when I bought an odd game called Disagea - Hour of Darkness at Toyriffic 6 months ago. I looked like an import and I was half right.

It's an Import translated into the wonderful language that Americans use very day, the one and only English. IGN.com said it was a great game – 9.2 out of 10. La Pucelle Tactics got a final score of 8.8 out of 10. Phantom Brave got 8.6 out of 10. All three got a 5.0 or 6.0 in the graphics although all scored above 8.5 in actual game play. I own 46 PS2 game cases now. I am sure that all three of these games are going to be very hard to find in the future. I counted today, and I have a total of thirteen RPGs for Playstation 2. I couldn't take the game and run – I would have gotten arrested. Besides, looting the game store is pretty bad. I like RPGs because I like the action time battle system and the traditional turn-based battle system equally. Star Ocean 3 is actually the first game that allows me to choose which one I prefer I hate being hustled. The game store teller asked me if he could help count my change – I had like 10 dollars in cents. Toyriffic told me that they do not wish to talk about Game Stop. Game Stop and Toyriffic are obviously in the same business. It's MY KIND of business! However, it is obvious that these stores give gamers a chance to own a game that isn't at the local Wal-Mart or Target or Shop Ko. I believe game specialty stores are paradise for old school game collectors. I happen to think I was one once, but now I'm having second thoughts on this old school collecting thing. I don't play them – they're worthless dead weight and I don't play them – right? So, therefore, I conclude to only spend money on videogames that I play for week or more.

Anyway, I tried out Star Ocean: Til the End of Time for the first time. The intro was really good, it's better than Star Trek, love the imagination that went into the metropolis. From what I heard off IGN.com the graphics were a little dated, but they looked fine to me. IT is comparable to that of Final Fantasy X and Xenosaga. I want to know if this game is another Xenosaga. Believe it or not Xenogears was developed by Squaresoft, but Xenosaga moved to Namco instead. Namco plans to make six episodes. Otherwise, Squaresoft would have had three Science-fiction RPGs. I think everyone on the face of the planet knows what the 3rd one is. I shall not comment no more.

It is actually not long ago I first owned Grandia II, technically my first RPG. I bought Legend of Zelda Ocarina of Time in 2001 which is technically my 3rd. My second is Skies of Arcadia. N64 was the last console to buy if you wanted a RPGs in your game collection (speaking for myself) unless you wanted to own a great game such as Ocarina of Time as I have. It's no secret it's a well developed RPG. It was above average on all levels where other RPGs at a time were above average on just a few levels. In 1998, I can think of only Final Fantasy 7 or Xenogears which succeed in being fully 3D. As more average RPGs are released, more of them become above average and thus we have what's called the "sleeper hits". Sleeper hits, of course, are games that achieved technical achievement (graphics, gameplay, sound, presentation, story), but never had the publicity that high profile RPGs none other than Final Fantasy X had, but in reality it's whatever make me happy, of course, which is why I take time to read multiple reviews on my new videogame strategy plan. It's buying only RPGs above 8.0. Pretty simple...I think so.

This week I almost quit writing for Modblog. The problem with Modblog is I don't know anyone, therefore, it is very hard to write to an audience which aren't into the technical side of computers. My blog certainly attracts both the technical crowd as well as gamers, but not as much as technical geeks. I like putting my opinions on a public site, not because I'm always right, but because the point of the website is to attract attention. The web address doesn't matter – it's the content on the site. For example, this blog shows on the 3rd page on MSN Search Engine if you search keywords, "Ian's Blog". If you search keywords, "Ian's Smashing Good Blog Site" with Yahoo, Google, or MSN Search, it'll show up as number one! I only start searching websites through MSN Search a month ago. It clearly has everything that Google and Yahoo has, and my site appears on it. Oddly enough, if I type keywords "Toyriffic" into Google's textbox, , this web log shows up on the second search page.

As for review sites...I'm have a little problem reading. Different gamers like different things...this is obvious. For every 8/10 and 9/10 there also has to be someone with a 4/10 or 5/10 rating. A good example of this is Gamefaqs.com. Go there and read opinionated stereotyped gamers whom write 3 pages reviewing their favorite games. If I had that time to write a review – I'd rather just read one of IGN or Game Revolution's reviews. It's hard to find a guy/gal on Gamefaqs whom really written a lot of reviews. Although Gamefaqs is a community site even more so than IGN - IGN has a very large discussion board with over a million signed up who post 1000+ comments every day. Apparently, they are the only one besides Gameshark.com or Gamespy which employees writers to work for

them. Gamefaqs is known for it's game walkthroughs – best place on the Internet to get a videogame walkthrough these days. There is also Neoseeker.com. I prefer Gamefaqs which I've used since 1999.

Do Aliens use Snail Mail? Yep. (2004-09-13 14:26)

Uh-hem. I noticed about 11 months ago and 20 days ago I haven't received any FAN MAIL! I know what you're thinking – if I haven't received mail for 11 months than why would I care? To answer this question – I wonder if other Modblog users get fan mail? Only copperman sent me any fan mail and it was a modified user image by him.

Firstly, I found some interesting facts about sharing Information. Putting data on CD and shipping it is must less costly to send huge amounts of data than Internet dialup costs. And my answer to this, "Screw who ever wrote that." Think of it? Compressing data and putting it on CD and shipping it. When data is transported by trains, planes, ships and automobiles the price drops significantly. That's 800MB+ worth of compressed data on the CD. Each bit of information would be less than a cent. Now that I think about it one 7 MB of compressed data is less than a cent if the postage shipment costs only 4 dollars. Now, if I ship DVDs which are about the same weight as normal CDs, I can save a lot more data per dollar, 28 MB per cent compressed. How the heck can anyone download more than 100 MB at once over dial-up? It's impossible to download more than that in one day where I live unless you've got high-speed Internet via satellite. Yes, I live in the trees and corncobs are abundant. I have never done it. The editor of this passage is just stating the obvious. I had a good laugh after reading. I also agree with it, but it's so damn obvious, I couldn't stop myself laughing for 5 minutes nonstop. Do people remember how it was before high-speed Internet? Or did some people somehow forget? Oops. ET could - in fact – could have loads of information on his spaceship, therefore, it would physical data sent on a physical medium from his admiral ship (sometimes called his mothership) to all the smaller ships ranked below. Maybe the aliens don't want us to known about their existence? (The green little martens with antennas sticking outta their heads and flew around in saucers) They have far more technology than we do and they don't feel like sharing most likely is the reason. URL link - Does ET use Snail Mail?.

Oh yeah, I installed the official Microsoft Service Pack (SP2), and it works even worse. SP1 was better than the retail release of Windows XP, but this isn't what I had in plan when I downloaded SP2. My expectations were high, of course, because it came from Microsoft. I'm now getting viruses left and right. What's up with that? SP2 was supposed to be a security patch for Windows XP. My Dell Dimension XPS came with Windows XP Service Pack 1 with it. So far, with my next reinstallation, I won't install the Service Pack 2 onto my PC next time around. If Microsoft releases a hot fix (patching the patch) to Service Pack 2, which would be really cool. What would be even cooler is if Service Pack 3 did some theme tweaking to the desktop like Windows Blinds 4, except it would be very stable.

As for music I'm listening to some classical for a change. Mozart, Brahms, Robert Schumann, or Beethoven. All of them having genius IQ. Ya, the music is brilliant alright. It's suppose to sound good. How though? I ripped some of my classical discs to MP3 format about 2 years back. The MP3 files sounds a lot like the WAV file for the most part. Only noticeable lost in volume. I traveled to a videogame remixing site called Overclocked Remix – The Unofficial Game Music Arrangement Community . It's where various DJs do remixes on videogame music. The Mp3s are all free. I got 350 MB full of this stuff which I downloaded in 2003. The Chrono Cross / Chrono Trigger remixes are great! The Secret of Mana theme soundtrack isn't too bad either. I'll download more at school today.

I'm about 3 ½ hours into Star Ocean Till the End of Time. I appreciate the graphics and watch all the FMV the game has to offer. I knew that evacuation on that starship wouldn't be successful. The main characters were ambushed on a typical save the human race from another alien race storyline. I'm sort of afraid I'll die too easily, I'm trying to level up in at the beginning so I don't get killed. It's one of those hack 'n slash games too. The battle system

is well made though. It seems to be very balanced. Unlike Star Ocean - The Second Story, all the cut scenes English voiceovers, not just the FMV. IGN.com says the voices are bad, but I think they say that because they compare the game to big budget films. I never knew videogame were supposed to have very good voice acting anyways? Their review says Metal Gear Solid 2 voice acting is exceptional and IGN.com isn't the only one that believes this. As I always say, "As long as it's in English, I'll listen to it." None of the videogames I own have horrible voice acting. I know a few years back, you were cool if you said MGS2 is the best game out for PS2! I don't know about what's the coolest now-a-days. Grand Thief Auto: San Andreas?

I tried taking the source code and opening the HTML file in Namo Webeditor 5.0 and play around with the source. I'm almost ready for my first attempt. If I am successful, I will have my first successful template. I'm going to create a large logo with some transparent images and run it off a different server.

This morning, I reinstalled my Sound Blaster Audigy 2 into my XPS. It can do 24-bit DVD quality sound whereas Sound Blaster can only do 16-bit CD audio. Most obvious, my older sound blaster does not have 5.1 Surround Sound support. It is missing the black jack for an extra set of speakers. Mp3s don't usually surpass CD quality, but in any case the SBA2 enhances the sound with an onboard chip that does equalizing giving a good sound boost. I thought something was defective on the soundcard itself....with my luck, it works now, and my MP3s sound noticeably better with headphones.

Ian's Quintessential Blog 2.0 online (2004-09-14 14:26)

I made several improvements to "Ian's Quintessential Blog" right before CISCO! It evolves a lot of premade backgrounds which wouldn't be that difficult to get anyways thanks to the Print Screen button. If my site's graphics seem overly compressed, that's because I use a modem. I must sacrifice high resolution images for loading times. With slow loading pages, (30 seconds over a modem or more) people generally stop loading altogether. This is bad. It doesn't look as good as some of my other modified templates. Still it looks better than Ian's Quintessential Blog 1.1 I think. I'm going to upgrade my photo gallery to a macromedia flash one. You know - so I can do the fancy zoom in and out effect on the browser. I'll add this later. I did this blog with Namo Webeditor.



Ian's Quintessential Blog 2.0 (works best with Internet Explorer)

Fable for Xbox game out today. Fable is made by Lionhead Studios which created Black and White and published by Microsoft. It's going to be the best looking Xbox RPG (Xbox doesn't have that many RPGs to begin with) I thought about owning this instead of Phantom Brave. It was delayed for 1 year already. TeamXBOX.com gave this game a 9.3/10. IGN.com gave it a solid 9/10. Gamespy gave it an 8.5/10. It's where you start out as a boy and every choice you make effects the game somehow later on, and changes who your allies are. There is also PvM and PVP in this game. I just bought Star Ocean 3 four days ago, do I really need it yet? Probably not.

20 Worst things to ask when you're buying a computer:

- I want the Internet loaded on my computer! (This one is actually true!)
- I want to watch movies on my computer!
- I want to have spell checker on my computer.
- Does my computer come with a keyboard?
- I want a computer that can play 3D games
- I want my computer to play high resolution games
- Does my computer come with Microsoft Word?

- I want it so I can have a PC to surf the Internet only.
- I want a computer but, I don't know how to use it – can you help me mister?
- I need this thing called the floppy drive because apparently they use it at work. It's essential that I have one.
- I went into the Gateway store to ask, "Do you sell Macintosh?"
- What's a processor?
- What's a hard drive?
- What's a DVD-ROM?
- Does my computer (PC) to come preloaded with Internet Explorer?
- What does PC stand for?
- You call Dell and ask the operator, "What's your cheapest computer?"
- I want to surf the Internet with a virus proof computer and if I don't have one than I won't get one.
- I don't want anyone to know I'm on the Internet.
- I want to send email on my computer
- Why are PCs and Macintosh/Power PC different?

If anyone asks these questions please ignore them, it is best if you leave their answers unanswered. It's a good chance, these people ask these questions to annoy the operators or anyone else they're by. The reason being – any average joe could find these questions out from word of mouth. Once, I had these very same questions, but I matured and got these answers answered rather quickly before hitting middle school WITHOUT annoying people. I listed these because I thought they were really funny because there are bad computer users in the world, but everyone should know the answer to these if they are interested in using computers (unlike my mom). If you are one of these people, refrain from asking these questions, and find your answers off your user-friendly helpful search engine.

If you can think of any other funny ones, please comment.

Enjoy

Greatest games in my opinion (2004-09-17 14:27)

Today I am going to list off my personal favorites I've played for each console.

Top 5 Nintendo

1. **Super Mario Bros.** Super Mario Bros. is comes packaged with the NES and it's reviewed by many as the best NES game on the console. While the graphics aren't comparable to that of Super Mario Bros 3, it's game play exceeds everything except maybe Final Fantasy or Metriod in sound.
2. **Final Fantasy** – the first RPG for any console. Final Fantasy has outdated graphics, but the graphics were above par when it came out.
3. **Metroid**– I played this one through Metroid Prime on Gamecube. It is made from Gameboy master-designer, Gunpei Yokoi. Metriod is said to be one of the first side-scrolling shooter. Everything about this game is cool. You play everyone's favorite intergalactic bounty hunter (please don't hate me for not saying Boba-Fett) none other than Samus Aran to save the galaxy from the mother metroid for the first time. Blaster and power suit come standard in her inventory. Graphics are about the best on the NES and the game is long and brutal. You can't play this game at a novice level unless you've cheated.
4. **Tetris** – Tetris has been around for over 15 years. Everyone should instantly recognize this mind game. I find it

fun trying to put the blocks in order. Every console from then on after had Tetris on it. In fact, Tetris Worlds has been released on Playstation, Playstation 2, Dreamcast, N64, X-box, and Gamecube. Since when has one game been ported across 2 generations? Super Nintendo had Super Tetris. N64 also had Tetris Attack and Tetrisphere.

5. **Legend of Zelda** – the Game that started it all. Who could forget Legend of Zelda? It's stars Link and you save a princess named Zelda. Classic storyline.

Top 6 Super NES

1. **Super Metroid** – A game I almost bought at the game store today. It sells for 40 dollars. This game is recognized as Metroid 3. I do believe that Metroid 2 was on Gameboy. It has updated graphics, but does Metroid really need better game play which was so revolutionary in the first game? I played the rom and it played well. It's suppose to have many secrets

2. **Legend of Zelda – Link to the Past** – My first Super NES game. The 3rd installment in the series. Once again Zelda gets kidnapped and you try to save her. Graphics are good in 1992, but in 1996, they were barely above average.

3. **Final Fantasy VI** – Probably the 3rd RPG that I played on Playstation, and it's the best RPG for Super Nintendo. Likewise - it carries the Final Fantasy name. Extremely high profile budget. It'll be another 3 years until another installment of Final Fantasy comes out. Cut-scenes, epic music, and over 5000 textboxes come standard.

4. **Chrono Trigger** – another game I have for Playstation. You play Crono and save the world with a princess, a frog and another warrior. You travel through time too. Since it's a RPG, you get dramatic cut-scenes (harharhar - it's from 1995 okay, don't expect polygons), and lot and lots of text. Again, it's made from Squaresoft so expect the best quality.

5. The 5th one is really hard. I was going to say Secret of Mana, but I decided that the English translated ROM of Star Ocean is better. Theory is if you have one of those ROM backup thing-a-ma-jigs for Super Nintendo you can play it on your Super Nintendo hence it being a Super Nintendo game. Star Ocean has really, really good graphics that surpass Final Fantasy VI. And it has audio cut-scenes in it! Never seen before. Game made by Tri-Ace and published by Enix. Only released in Japan.

6. **Mortal Kombat II** – I personally pick Mortal Kombat II as my favorite fighting game. I don't own it but I played the ROM. My poll says Street Fighter Alpha 2 is the best SNES fighter. I haven't seen it at the game store nor played it.

Top 6 Sega Saturn games

1. **Nights** – probably the most addictive Saturn game in my collection. I bought a 3D analog controller just so I could play it. It's #1

2. **Daytona USA** – a port of the arcade game

3. **Fighter's Megamix** – probably the most decent 3D fighter from Sega developer AM2

4. **Virua Fighter** – another good game

5. **Gex** – a good platform game – it plays like Donkey Kong Country.

6. **Panzer Dragoon** Okay game. You save the world with a dragon.

Playstation (I bought PSone so I call play Square-soft games so interesting enough my top 5 are all RPGs)

1. **Final Fantasy 8** – My first RPG I've played so likewise it's my favorite Final Fantasy game for Playstation. Spans 4 CDs. Over 40 hours long.

2. **Legend of Dragoon** - I know this game didn't receive that good reviews, but I like the backgrounds and it's the 2nd favorite RPG I own. Also spans 4 CDs and roughly 40 hours long. This game is developed by Sony Computer Entertainment and was the single most costly project for it. Cost Sony as much as Squaresoft to finance development of Final Fantasy 7.

3. **Final Fantasy 7** – Now a classic Playstation game, but easily found at any game store that's because there are so many copies around. Remember this game sold over 3 million in the United States. It's still the 3rd best Playstation RPG to own. It's not as much as a romance as FF8 was, but it does have music and the graphics were state-of-the-art

at the time. Read a review or something. Thing game doesn't need an introduction because most readers own this game I would think. It's the first time a RPG had FMV and spoken words.

4. **Chrono Cross** – Sequel to Chrono Trigger. It's about half as long as Final Fantasy, but still pushed the Playstation to it's theoretical limits. Sources say the graphics engine runs at 60 frames per second.
5. **Xenogears** – another Squaresoft RPG. It's also a space RPG spanning across 2 discs.

Nintendo 64

1. **Legend of Zelda Ocarina of Time** – Probably my single most favorite game for N64. At first I never bought this game because I heard it was too good. It's the best selling videogame at Game Stop and Toyriific. I bought my copy in 2002, which one of my recent N64 games.
2. **Goldeneye** – Best first person shooter for N64. Game developed by Rare. Uses full 007 James Bond license. Graphics were cool in 1997. Nothing else compared to it. I beat it on 00 Agent
3. **Conker's Bad Fur Day** – Weird how this game got on the list. I bought it only a few months ago. Game also made by Rare. Played the Rom today actually. This game confuses the emulator I think – it crashed. After the opening sequence.
4. **Super Mario 64** – It's a classic and the first N64 game out. Still it's like Super Mario Bros 3D. An above average technical demo in 1995 from what I heard. I completed it three times from what I remember. Fun game. Played it through many times.
5. **Perfect Dark** – 2nd First person shooter from RARE. Came out in 2000, and I bought it at that time. Since it had the memory expansion pack – it looked better than any other N64 game. I play the rom every once in a while.

Dreamcast

1. **Crazy Taxi** – I liked sending passengers to their destination. The graphics looked like Playstation 2 games and the game itself played well. I believe it had Slipknot on it
2. **Rayman 2** – the best platform game for the Dreamcast
3. **Skies of Arcadia** – my favorite RPG for Dreamcast. Had graphics of early PS2 games. Very long - spanned 50 hours. Decent story. Random battles too
4. **Grandia 2** – ever since I bought this game – I tired getting my hands on the original Grandia. This game brought the series to 3D (polygons) The DC version look better than the PS2 version. Played well. Got hard in the middle. Keep dieing. Came with an audio CD with Grandia 2 music on it. I rather Game-Arts included Grandia with Grandia 2.
5. **Soul Caliber** – probably the best 3D fighting game for Dreamcast. IGN.com gave it a perfect score.

Playstation 2

1. **Star Ocean - Till the End of Time** – probably the longest console RPG the world's ever own. (not counting RPGs like Neverwinter Nights or Morrowind Game of the Year) Spans across two DVDs. That's equivalent to 14 CDs! Since this game is the Director's Cut and took 1 ½ years to hit North America, the graphics are a bit outdated. This is also my favorite since I'm playing it now. Star Ocean is set in 738 SD and has it's own story loosely based on Star Ocean The Second Story.
2. **Final Fantasy X** – first Final Fantasy to be fully cut-scene driven. Gameplay is 40 to 60 hours if you play all the quests. Has this thing called Overdrive. You press the X button at the precise moment and you do up to 200 % more damage. Also has this sphere grid where you level up and get to choice how to build your character.
3. **Grand Thief Auto Vice City** – Known to many as the best PS2 game ever created.
4. **Xenosaga – Episode 1** – It's a space RPG. In the game your attacked by an alien spices called the Gnosis who are form themselves to anything and deplete human's vital signs for energy. They can also become cyborg if they have the necessary resources. The Federation develops a super weapon prototype called KOS-MOS which can destroy Gnosis where no ordinary human being can. The androids look like anime. Fine. 60 hour RPG – I o n g !
5. **Jak and Dexter – the Precursor Legacy.** – First game of the trilogy. In my opinion the best. I own two and the final

installment is coming out this year. This game was developed by Naughty Dog which developed the Crash Bandicoot games for Playstation.

Gamecube

1. **Metroid Prime** – good Action RPG. Looks like a first person shooter with a gun. You're the best own heroin bounty hunter in the videogame world, Samus Aran. It's a first / third person adventure shooter hybrid game. One of Nintendo's highest priority Gamecube games next to the Legend of Zelda franchise. Game developed by Retro Studios in 2002. Comes with Metroid as a freebee. Graphics are only surpassed by Legend of Zelda Wind Waker. It's also a prequel to Metroid.
2. **Metal Gear Solid Twin Snakes** – Get it Twin snakes as two games in one. Improved graphics over the PS2 version and a little worst then Xbox version. Game is two mini-discs long. I wonder if Nintendo will get MGS: Snake Eater in 2006? Silicon Knights which helped port the game over two Gamecube is no longer a 2nd party of Nintendo which means Konami will have to port the whole game themselves, which more than likely will not happen. What a shame. And this is the very reason Playstation 2 had sales over Nintendo Gamecube.
3. **Resident Evil** – You can't own a Gamecube without owning "Resident Evil: Revisited".
4. **Legend of Zelda - Wind Waker** – This game had to make the top 5. It's a good 40 hour RPG. Nintendo's best.
5. **Legend of Zelda Promotional Disc**– 4 Zeldas on one disc (2 NES / 2 N64).

Xbox (Xbox is by far the hardest)

1. **Colin Mcrae Rally 04** – My favorite racing game
2. **Rallisport Challenge 2** – another rally game
3. **Fable** – just got this game today (more below)
4. **Project Gotham 2** - Bizarre Creations best game to date
5. **Halo** – the high profile first person shooter by Bungie for Xbox and PC.

Windows PC

1. **Unreal Tournament 2004** – my personal favorite
2. **Diablo 2 Lord of Destruction**
3. **Neverwinter Nights**
4. **Star Wars Knights of the Old Republic**
5. **Call of Duty**

Yesterday I went to Toyriffic and looked around. I didn't see anything I liked so I wanted to look to see if the store had Super Metroid. Super Metroid is a rare game, and I blew the extra money on Fable. So I could have bought Super Metroid, but didn't due to the money. At Gamefaqs.com, I saw that this game has a bunch of 9s and 10s in the reader review section so I thought "Wow, people really liked this game!" I ended up buying Donkey Kong Country 3 and Wipeout Fusion. I regret what I bought now. I should have spent the 40 dollars on Super Metroid. Humph.

I went straight from Toyriffic to WITC for my class. I was about 30 minutes early. It was really good at first, but then for some strange reason I couldn't figure out why I couldn't explain the facial expressions on people. I know it's all small talk – but then it got into a pretty good argument about the Navy. I know nothing about the Navy, and it creeped my out how they knew everything about the Navy. How brutal the navy actually is. I stayed around a while. Didn't feel right myself and eventually left 1 hour into class. Felt I couldn't agree with anyone - felt tense so I had to leave. I knew that walking out was the last thing everybody was expecting. Joyce followed me outside and asked me what's wrong. I didn't answer, and walked outside. She wanted to see if I had anything against the class I'm coming back anyways on Monday – what's the point of talking to someone if it'll reveal that I got frustrated at one point, and creeped out from the ignorance feeling in my mind.

My friend Bob couldn't come over this week or the last few weeks? He hasn't called me for over a month for one reason or another. He says last week he was on vacation (don't know where) and couldn't come over to visit. I planned a Doom 3 LAN and I have it all set up. Everything is installed and works. I tested it so it really does work – guaranteed. Tomorrows Saturday and I bet he's doing something again. We live about 14 miles from each other. I could go to his house any time of the day. Bob loves rock. He owns a Genesis and I wondered if I could play that so I could think about getting one myself. I own Dreamcast and Saturn, but not Genesis or Master's System. Master's System was junk in my opinion, but Genesis actually was more popular than Super Nintendo according to many sites – which is hard to confirm with most Nintendophilies ya know? They usually like everything Nintendo. I like being nonjudgmental when it comes to game platform so it's easier if I buy all of them. Usually a used console is less than one game, therefore, owning another console would set me back one game. In fact I think I'll just set the facts.

Toyriffic sells all their used consoles if only cleaned and play tested first. All of them come with a 1st party controller, power cable, R/F output or audio in

- Used Nintendo 64 /w controller \$19.99
- Used N64 / controller / RAM pack \$29.99
- Used Playstation /w controller \$19.99
- Used PSone /w controller \$39.99
- Used Dreamcast /w controller \$29.99
- Used Gamecube /w controller \$79.99
- Used Playstation 2 /w controller \$112
- Used Xbox /w controller \$112
- Used Saturn /w digital controller \$29.99
- Used NES /w two controllers and copy of Super Mario Bros \$49.99
- Used SNES /w controller \$39.99
- RARE miniature 3rd generation NES \$99.99
- Any Genesis \$39.99
- Gameboy \$19.99
- Gameboy Color \$29.99
- Gameboy Advance \$49.99
- Gameboy Advance SP \$69.99
- Atari 2600 /w joystick 10 games \$79.99
- Atari Jaguar /w controller \$99.99

Some of the newer consolders are very decent priced. Heck, if you don't have a Playstation and have 20 dollars to spend on another videogame – just get a Playstation.

Special Free Files of the Day:

Metroid - Redemption – a fan made platform shooter set in the Metroid Universe. [Download Here](#). 1.2 MB

adult site (2005-12-18 15:59:00)

Hey There great Web Site Ian's Smashing Good Blog Site, great post on Greatest games in my opinion I have a great site to look at flash, feel free to call anytime, thanks!

Microsoft XNA Impressions (2004-09-18 14:28)**Microsoft Longhorn Latest Build**

The Microsoft XNA – the PC / Xbox 2 hybrid console that can either be played on TV or with a standard SVGA monitor. I know I'm a little late about this subject since information on the XNA has been out last year. Whoa! A year already! Just imagine your Xbox 2 thinner (much like that of PC) hence the PC tower concept similar to the Playstation 2. The Xbox 2 will also have a SVGA port, but the XNA is meant to be played on a high resolution monitor and act like a PC. Microsoft confirmed this part last year. It will look like a thin box much like Playstation 2 with curved edges and have 4 controller ports in the front as well as at least two USB (universal serial bus) ports in front for normal pc peripherals (keyboard, mouse, analog game pad, digital camera, printer, 802.11B hub, external hard drive, MP3 player). It will also come with pc speaker output (remember the green and black jacks on your PC? They will be on the XNA as well.)

Since the Xbox 2 will have a 3.5 GHz IBM CPU on it, it'll probably use it to play both Xbox and PC games. Interesting enough, Xbox 2 uses PowerPC architecture to power it's software because it's cheaper than using a X86 platform. Xbox 2 is stated to have a 256-bit ATI GPU in it too. Here are the known possibilities:

1. The XNA will have a motherboard for two processors. One is the IBM Xbox2 CPU and the other is an IBM PC CPU. A CPU is more or less a microchip. Both will use the same memory and same GPU. Windows will recognize the GPU as a Radeon series and use an ATI Catalyst driver or more likely, Microsoft will give buyers a video card driver on CD with the package. This version will definitely have a hard drive. The system more than likely will have a eject button where you can stick a Xbox 2 DVD in it and it'll play Xbox 2 games like a normal Xbox 2 console would. The Xbox 2 BIOS screen will have an extra option to boot Windows XP or Windows Longhorn instead or by default it'll have an Xbox 2 BIOS screen.
2. The XNA will have a Xbox 2 CPU, motherboard, RAM, and video memory installed one on half, and have a X86 IBM motherboard, either a Intel or AMD processor, 256MB SDRAM on the other half. This is a possibility since to my knowledge you can't operate a game machine that runs PowerPC components and a PC on the same hardware. In other words – can a G5 run Windows XP? Answer: it's possible through commercial emulation via Microsoft's Virtual PC for OS10. Saw it with my own eyes on TechTV's The Screen Savers.
3. The XNA will have an Xbox 2 power pc motherboard, IBM Power PC CPU, RAM and memory. The console's BIOS will recognize a Windows NTFS partition on it. In other words - the BIOS will boot the Xbox 2 information screen first and than boot NTFS or if Longhorn comes along the new WINFS file system which will act as a normal computer. The BIOS will have to be pretty advanced to recognize Windows OS and play Xbox 2 games. This is where you can reformat the hard drive in NTFS or WINFS while still keeping the Xbox 2 operating system intact. If this is the case and it very well may be – the owner may dual boot Linux with Windows by inserting a Linux installation CD. The XNA would than be a favorite for hobbyist who likes to run benchmark tests on other things besides PCs. It will either emulate the X86 BIOS so that the BIOS can format a NTFS partition on the hard drive of the XMA or MS will actually have a Windows XP installation disc especially for XNA.
4. The XNA could have one master BIOS to boot the Xbox 2 bios or X86 bios. The Xbox Bios would of course boot the Xbox hardware as it would in Option 3. Then the Windows BIOS would take control and boot the X86 partition(s). It would have to be X86 hardware since PC games need PC hardware to run. The difference between #3 and #4 is that there is one master BIOS on control and two extra BIOS to control separate operations of two very different types of software. It will either emulate the X86 BIOS so that the BIOS can format a NTFS partition on the hard drive of the XMA or MS will actually have a Windows XP installation disc especially for XMA.

The easier question to answer is why would I buy it? For people who hate to switch from their Windows PC to their Xbox. In time a PC will be more powerful and less costly than the Xbox 2. A few years after Xbox 2 is released – you won't have state-of-the-art console to play your PC games on. This is a question that people will ask themselves when they buy a XNA for 700 or 800 dollars. If I had an expert opinion on how the XNA is actually built - #3 would be my best guess. It makes sense to have one BIOS and one agriculture amongst the Apple line than a dual agriculture (Apple and X86). All Microsoft needs is a great X86 emulator that hardly sacrifices speed for performance. It's great to run applications, but can it run games as well? Microsoft needs to find a way to refine "Virtual PC" to near perfection if they want to be successful in selling XNA. I think this is possible since hobbyist have Xbox emulators already running Xbox games on PC. Why can't it do vice versa? Just because it wasn't attempted before doesn't mean future products will not benefit from both.

Xbox emulators for Windows (betas)

Xeon 0.7.8c (more updated)
CXBX 0.10

[Go to Download Site](#)

Microsoft knows that 40 % of American's play videogames of any sort. About 4 out of 10 Americans are below the age of 16 so this would make a lot of sense. I take it about one half of those teenagers are like me and enjoy playing videogames once in a while. The other half would be adults who grew up with the Genesis or Playstation, and haven't stopped playing. I hear RPGs are selling at an all time high presently. That could be one reason. My reason is being born without anyone else so I don't get out much with other people. Although I'm on the computer more than playing games. I like to talk about them and look up reviews or writing miscellaneous ideas. I spend more time looking at videogame reviews than playing. I play the most on weekends.

I plan on getting the new Nintendo console so I'm not going to get Xbox 2. I have other things to do besides playing games, not to mention I already have 320 videogames. Without PC games - I have approximately 250 videogames across 10 platforms. (NES, SNES, N64, GCN, Xbox, PS, PS2, Dreamcast, Saturn, Gameboy Advance).

There is another question – I am missing the concept of using high-end videocards like the Quadro FX that cost 1500 dollars online. All it is – is a PCI card that can probably do graphics better than a Radeon 9800 XT. A Radeon 9800XT or Geforce 4 Ti 6700 is great for gigaflop performance. You can max out your graphics setting with such high spec games like Far Cry, Unreal Tournament 2004 or Doom 3 with those GPUs. These cards can handle very high resolution graphics than Radeon 9800 XT, but for a 21" monitor – there is no need for it. The smaller Radeons have ¼ the memory bandwidth as the big ones.

Normal Memory Bandwidth (can do resolutions up to 2048x 1536, 1600x1200 in most pc games):

ATI Radeon 9800 XT (256-bit) = 24 GB / sec (this is mine)
Cost \$399 online

ATI Radeon 9800 Pro (128-bit) = 8.8 GB / sec

PNY Geforce 5700 (256-bit) = 6.4 GB / sec
Cost \$120 online

Workstation cards Memory Bandwidth (can do resolutions up to 2048 x 1536:

PNY Quadro FX 2000 (128-bit) = 12.8 GB / sec
 Cost \$1248 online

This message is for Bob:

Oh yeah, Bob if your reading this – why don't you come over! You never answer your phone. Don't you like me anymore? I know you have Angie and girlfriends need more affection than I. I know you like Angie more than I or Randy. Randy sees you more often than I do. I don't really play videogames all that much – Bob. However, it would be fun if we go see a movie. To be honest, I would lie and say I am a big hotshot at school Do you believe I have 20 friends? Knowing you – you probably see through that as well. You being so clever – you would find out. So it's no good lying to you – it doesn't work – you know me too well. You can even live on your own and never get homesick. Fine - if we don't see each other in 4 more months – I'll just forget all about you okay! How does that sound? No more Ian to hang around with. Ya! I'm my own person now! Don't need Bob to make me feel good – but you're still welcome to be my friend. I'm giving you 4 more months - that's January. Friendships sometime come to an end eventually. We've been friends for 8 years now.

This is Ian signing off.

Anonymous (2005-11-18 23:42:00)

Microsoft XNA ImpressionsI truly agree with Ian's Smashing Good Blog Site.pc.

Jessica Nick Simpson (2005-11-26 15:08:00)

Hello Ian's Smashing Good Blog Site, I thought i might coment on this string.

Microsoft XNA Impressions Is'nt a perfect match.. but i think the readers might want to go to: xbox cheat for xbox information and to post on the box. Interesting info on blog later

Jessica Nick Simpson (2005-12-02 02:53:00)

Hello Ian's Smashing Good Blog Site, I thought i might coment on this string.

Microsoft XNA Impressions Is'nt a perfect match.. but i think the readers might want to go to: xbox cheat code for xbox information and to post on the box. Interesting info on blog later

Updated I.Q.B. again (version 2.0.5) (2004-09-19 14:29)



Ian's Quinnessential Blog 2.0.5

Did focused my attention on updating the blog to current.

Features:

1. Added new logo. Hope everyone likes it.
2. Added some favorites to left bar
3. updated blog contents
4. changed background from black to white

Be sure to check out my next update

Anonymous (2012-12-19 16:18:44)

Let the Gears Of War bury the inactive rofl :

-)

*Here is my web blog ; **gears of war trailer***

Anonymous (2012-12-19 19:08:47)

PlayStation 3-> Another Suspended Post title

Imao :-)

*Feel free to surf my website ; **Xbox 720***

Anonymous (2012-12-22 05:18:22)

Bättre brödlös än iPhone 5-lös lol :)

*My blog post **Microsoft Xbox***

Anonymous (2012-12-22 22:59:13)

Wonderful blog! I found it while surfing around on Yahoo News.

Do you have any tips on how

to get listed in Yahoo News?

I've been trying for a while but I never seem to get there! Thanks

*My webpage - **Iphone Availability***

Anonymous (2013-02-13 07:21:49)

Nintendo DS could be described as 10 issues from the regulations rofl ;)

*my page > **r4dsx.se***

Anonymous (2013-02-14 02:46:58)

nintendo 3ds hoopla is great publicity Imao ;)

*Have a look at my web site : **<http://chipperx.se/nokia-belle-fp1-okar-farten-pa-allt/>***

Anonymous (2013-02-19 23:42:37)

Hello! Do you use Twitter? I'd like to follow you if that would be ok. I'm absolutely enjoying your blog and look forward to new updates.

Stop by my web-site PSPGo Bundle Deals

Anonymous (2013-02-20 00:13:55)

Enable the Windows Xp suit the crime

rofl ;)

Also visit my website :: Sony Psp-2000

Anonymous (2013-02-20 15:10:14)

The Nintendo Wii is literally papa to the dude rofl

Also visit my web-site: PSP Huge Discounts

*My web site > **supermariowii.Se***

Anonymous (2013-02-20 15:19:42)

This article is genuinely a good one it assists new

internet visitors, who are wishing in favor of blogging.
Here is my weblog :: Xbox360 Huge Discounts

PStwo, Quake 4, Elder Scrolls IV screenshots (2004-09-22 14:30)

I got awesome news I'm going to an Xbox party at school. That's going to be something. I think their going to play Halo. I wonder if I'm going to be any good at it. I haven't played my copy for so long. I've been more into those rally games. In my opinion - they are much more fun since you play all those cars over rough terrain. It's harder than you think. But I'm almost mastered it already. I've placed 1st or 2nd in almost all the races.

Sony announces the PStwo and it's about 1/3 the size of the PS2 height wise but it's black like PS2. Its logo is going to be the PS2's font and color, but spelled "PStwo." It can obviously be set on its side like a PS2. Only thing bad about it is the fact I couldn't hook a hard drive up to it to play SOCOM II or Final Fantasy XI. I'm guessing it'll cost 99 dollars as a final price.



Game Informer Magazine showed a copy of Elder Scrolls IV - Oblivion. Elder Scrolls III was the first to go high-resolution. Although it has a state-of-the-art graphics engine, it fails to impress me who thought Elder Scrolls 3 had a very good graphics engine - it succeeded in being Xbox's most beautiful games. I'm seeing round faces this time! There's an improvement! Another improvement is improved candle lighting. Candle shadows that haven't been done before. It's been done with a blur but not actual candle flickering. Other than that I don't see much difference between Elder Scrolls 4 and Elder Scrolls 3. Websites are getting too hyped about higher high resolution images. I'm not that hyped about it. I think I'll buy it - if that's what you're asking? Is it just me or is the competition fierce. Ever since Final Fantasy 7 was a blockbuster hit - there has been at least 3 or 4 good RPGs out for PC or PS2. I mean not just good - but the ones you want to play this year.

PC

1. Dungeon Siege 2
2. Dungeons and Dragons Online
3. Everquest II (I'm not getting this one)
4. Final Fantasy XI new expansion

PS2

1. Kingdom Hearts II
2. Phantasy Star Collection
3. Phantom Brave
4. Star Ocean 3 – Till the Ends of Time

Anyway, to get back to Elder Scrolls IV Oblivion – this game will use hyper threading and I bet my computer can anti-analyze it at a 1200x960 resolution. The game looks very shiny! It seems that the water is actually shining off the walls – never done before. When all said and done – this game looks photo-realistic. Did I mention it looks kinda like Doom 3 which has twice as much polygons compared to Elder Scrolls 3 – Morrowind. The grass – especially doesn't look painted onto the ground like it was in Morrowind. It's a little hard to imagine, but Bethesda is aiming for a larger game than Morrowind. Morrowind has more out doors than any other game around. Just think in 6 years if some developer is working on a MMORPG so vast that it'll be the size of a 4 Morrowinds, 4 Tribunals and 4 Bloodmoons put together! I expect Oblivion (word fixed - hate to confuse readers) to be the size of two Morrowinds. I'm afraid Morrowind was a great of difference between it and Daggerfall. Oblivion shares Morrowind's game play with improved graphics. This is definitely on my highly anticipated wish list this year even though this game is coming out next year .

Quake IV looks so much like Doom 3. I think they both are using the same engine. Quake IV is being made by Raven Software – developers of blockbuster games, Star Wars Jedi Academy and Soldier of Fortune. Both take place in the future and both look darker than most games – I try not to say the “H” word on here to often. It gives a bad example. I think it'll play like Doom except it'll play exactly like Quake 3 Arena. And that's nothing to complain about either.

Quake IV and Elder Scrolls IV screenshots
Real Quake IV screens!

socom tournament (2005-10-24 17:22:00)

Hey Ian's Smashing Good Blog Site cool blog. I was doing a search for socom and I found your blog. I run a tournament site <http://www.urgentfury.com> so I'm just trying to promote it. It's a cool, new and innovative tournament. Check it out if you get the chance. Thanks.

oakleyses (2014-10-23 18:29:03)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:59)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex

watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:54)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Getting Sims 2 today I hope (2004-09-25 14:31)

Howdy. Wasn't sure what to put so I wrote a bunch of stuff like school – seems that couldn't be helped so I deleted that post and started over with hopefully a better post.

Today is Saturday. I've been waiting all week for it to be Friday. Friday is always my slack off day. Yesterday I was playing Star Ocean 3 (go figure) and am about 5 hours in it. Haven't had a "Game Over" yet on normal so I guess I have what it takes. Key to success - like in all games - is to keep the HP higher than 75 %. And obviously, the point of playing the game is to avoid getting hit. If it is low then that's when I worry. I've never gotten myself in that bind – if I were, I'd skip all my battles and find a HP replenishing circles fast. I'm on the 2nd underdeveloped planet interesting enough they want the technology of that little crashed space craft that I've made in town. Woops. There goes that popular 'world is flat' analogy.

I know there is more in this game's story, but most civilizations I would think – if they saw something fall out of the sky – wouldn't people who live on it think that their planet has been invaded? I know if I saw a strange spaceship coming out of the sky I would be terrified. Then there is always the select few who themselves want to be taken on a journey or the like. Nah. It's not like that. Everyone I known on any planet in this game didn't come along. In this planet it's not the case. Maybe if I'm lucky I'll run into a "20th century underdeveloped planet?" Maybe then I will get "the alien welcome". You know – we want your technology deal. Why is every planet inhabited by humans? And if humans did inhabitant other planets why is there civilizations that don't have space technology. Yes, there are all kinds of aliens in this game. Blue-Dophins, fox tails, etc. In Star Ocean 3, Earth has joined an allegiance with some other planets. All planets have enemies. Except in Star Ocean 3 at least 1 enemy has changed over to the good side and you met the former enemy early in the game. There (we have two it seems) is 1 human enemy and one alien enemy. Therefore, that leaves me with two enemy forces to worry about. I won't have to worry about it in a sense because I get very few choices as in the story are the same regardless of what I do. Anyway, as the story begins - the planet that I was vacationing on was invaded than destroyed to nothing more than a waste land. Then we run into a couple enemy ships, escape to an underdeveloped planet with 14th century technology. Get saved by that former enemy that switched sides. I've got into another fight with an enemy battle cruiser, astonishing escape again with 'warp speed' to another underdeveloped planet. This one is set in the time of King Arthur and his Knights of the Round Table time period. (Not really himself). The main characters have been brutally wiped than they've been thrown into a prison where they get saved from the other side? This side is using runes for magic. Magic is good for those physical immune enemies on the planet. The locals call it runology (rune technology). Star Ocean gets stranger and stranger.

I finally tried out Power Archiver 9.02. I remember way back when Power Archiver was freeware. It supported

many formats and was very stable. Then by 8.0 it has become shareware. I've been using WinRAR meanwhile. It'll compress docs 75 % in RAR format. That's good enough for me. Power Archiver 9 has this new 7zip format. It's supposed to have better compression ratio than RAR. I always thought RAR was the best. The difference is of an 887KB text file would be 294KB in RAR and 276KB in 7ZIP. Its difference is less than 20 kilobytes. Is it worth that much? However, WinRAR will read any 7ZIP file. Power Archiver 9 is great because it doesn't freeze up or take that much resources as 8.0 did. They fixed the system resources leak plaguing Power Archiver 7x. Yeah!

I started to play some Bookworm Deluxe from Popcap Games. The game is basically a word game. You try to compete for a high score by creating as long words I can. If I happen to spell something to short one of the letter boxes starts on fire – and I must use that box in a hurry. My score was about 71,000 something. I got to the Senior Librarian Assistant level. Actually, it was mom whom made me download it so she could bring it too work next week. She works at a Minnesota hospital and well – the county hospital a few years ago was taken over by corporate sponsors and now is taking away her Internet – so she comes to be and asks me to put this software on CD. You must try this software. It may not be as addicting as a lot of commercial PC games these days – it's supposed to enhance my vocabulary. I couldn't image anything more horrible than no Internet privileges – Not!

Oh yeah I found out that The Sims 2 has been available for 10 days already. I may get this game either today or tomorrow so I can see what all the fuss is about. Sims? Sequel to best selling videogame of all time? Huh? Boy, it seems like people sure like to play with their virtual Sim's minds. Is Will Wright (founder of Maxis and creator of Simcity, Simtown, Simfarm, SimTower, The Sims) a genius for knowing this? Yeah, well, IGN.com already gave it 9.5 out of 10. I imagine Maxis's next Sims game will combine Simcity with The Sims. In fact, it is already in a way. I can import your personal character data from Simcity 4 into The Sims 2. Simcity 4 let anyone to create a family and the family would give you feedback from their area in the city. Crime reports, tax rate, the family's needs, etc. Problem is I don't have Simcity 4 installed. Gamerankings rates this game an 8.9 out of 10 over all. Graphics are in full 3D and a lot of polygons unlike The Sims. I know what I'm going to do – when I get the game, I'm going to go find some cheat codes for the game, buy the biggest house with my infinite money cheat and spoil my guy. Maybe I'll get married and have children who want things.

[On Sunday] I've been playing with the Sims 2. I bought the DVD Special Edition version today. I was asked if I really want this game since it's on DVD format. I said no problem. I can't believe people who buy this game didn't see DVD Special Edition logo in large font. I've been playing the Dreamers Family in Pleasantville. It's made up of two people to be precise. The teenager gets good grades in school, but he has this girlfriend which he absolutely goes nuts over, and for some reason he likes a white girl. The kid's black. I'm a little surprised. It seems that the game does everything right so far. The Sims are much smarter this time around, and don't do as dumb of things as last game. My Sim in this game don't miss work and doesn't sleep in. Unlike in the original Sims, Sims don't get as depressed in 30 minutes – not to mention it's a heck of a lot easier to control my Sims in this game. The game looks much more realistic graphics wise, the furniture has 10 times the polygons as the original. It makes the game more fun I think now that it's in full 3D. I don't see how people can spend night and day on this game. It's nothing to loose sleep over.

Later today (right before I wrote this) I was stacking wood and hopefully I get paid. All I need is 53 dollars to buy this game. Yes, another game, but a computer game none-the-less. Impressions maybe next time.

This is Ian signing off.

Shareware game of the day – Bookworm Delux 1.03 Pop Cap Games Homepage

Making RJ-11 and RJ-45 cable (2004-09-28 14:32)

Name: Ian

Lab: Report 3

Instructor : Joyce Quist

Date: September 28, 2004

Rev. 1.4 (fixed error with RJ-45 stating it was a crossover cable)

Report

RJ-45 - the straight-through cable



On Tuesday, Joyce assigned a lab report on cables. Each of us did cables individually. One cable was the straight-through cable which is a RJ-45 patch cable in discus. First, I must have a clamping tool to came the proper terminate jacks from the EIA/TIA/ANSI 568-B standard. I need to make sure my cable is no shorter than 10 feet so I took my finger, and hand and measured out approximately 10 feet.

For crossover cable I had to take the jacket stripper, and take the correct amount of jacket off so I could untwist the twisted pair wires. I did some extra clipping to make sure the wires were straight thus they would fit in the termination jack equally. What I used as follows from left to right before I insert them into the termination jack (sometimes called a plug) facing down when I clamp it down a few times. I sure hate for it to come off and have to redo it.

[Sequence for straight-through cable]

Orange white

Orange

Green white

Blue

Blue white

Green

Brown white

Brown

Since the opposite end of the cable should have orange white on the left side also and it doesn't matter if the cable is twisted since the wires are going to end up in the same configuration on each end according to EIA/TIA/ANSI 568-B.

RJ-11 (British Naval Connector)



For the white flat cable, untwisted pair (UTP) I believe, this is very easily. I could easily strip the wire off because all I had to do is make a cut in the cable. Afterwards, I took my finger nails, and peel the ripper off on both sides. If my wires weren't lengthy enough than all I had to do is make another cut and peel more rubber jacket off without harming the twisted pair wires. I made sure the cable was flat with Orange White wire on the left side and lined up like above, and paid attention to detail so all the wires would fit firmly into the termination jack and clamp it down with the special CISCO clamping tool. The RJ-11 can use the RJ-45 crossover terminator jack. As for the opposite end, I made sure the end of the cable was not twisted, and once I have all the wires in the order I want them, then I simply put another termination jack/plug onto other end so it would mirror my first end exactly. For flat cable, there is no reason to know the color order of the cable since it's already in color order when it was made.

X

The last part (which I didn't have a chance to do) is connecting both ends to the wire tester and run the Map-test test option on the wire. This should discover if the wire has any open wires (which aren't connected to the tip of the termination jack), loss of signal (means that there is more attenuation in the wire than there should be), maximum bandwidth (peak Mbit or Gbit transfer rate), if all the wires are open (the cable is no good now). This concludes my lab report.

If the Map test showed no errors than this cable should pass.

Anonymous (2005-10-01 17:40:00)

"No Charge Online Advertising Channels For Any Business"

Anonymous (2005-10-01 21:38:00)

It pretty much covers FREE Marketing related stuff.

Bill (2005-10-23 19:19:00)

Ian's Smashing Good Blog Site Your site came up on a search and wanted to say I'm glad I got a chance to visit. I'm looking for ways to improve my blog and love to see what others are doing. In my search I've created a web page with some good links to Blog help sites. Check it out if you get some time. Computer Network Installation Buckhead

socom 3 (2005-10-24 17:36:00)

Hey Ian's Smashing Good Blog Site cool blog. I was doing a search for socom tournament and I found your blog. I run a tournament site <http://www.urgentfury.com> so I'm just trying to promote it. It's a cool, new and innovative tournament. Check it out if you get the chance. Thanks.

USB cables (2005-10-25 19:51:00)

Hey Ian's Smashing Good Blog Site, you have a really nice blog! I found it while doing a search for Wireless Keyboard & Mouse. Although your blog wasn't exactly what I was looking for it did provide for an interesting read. Keep up the good work! Thanks.

download ddr song (2005-11-10 02:16:00)

Ian's Smashing Good Blog Site well hello there, nice to see a decent blog, I'm looking for information on 3gp music video free download and ended up on your site, this wasn't quite what I was looking for but it is great to see a good up to date Blog, I see why I found your site when I was looking for 3gp music video free download I enjoyed your page and look forward to returning soon. Thanks for a good read, perhaps you could come along to my site sometime <http://mp3freeonline.com/> GoodLuck joel.

Roberto Iza Valdes (2005-11-12 18:18:00)

This comment has been removed by a blog administrator.

boss game systems (2005-11-21 12:00:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out. Every Tuesday is me and my friend Jim game day! We don't have to work, so that's the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get Making RJ-11 and RJ-45 cable. Anyway take care also visit my site [microsoft game systems](http://microsoftgame.com). Well my playstation is calling got to go!

free wood working catalog (2005-11-29 23:07:00)

Hi Ian's Smashing Good Blog Site, I was out blog surfing looking for some info on free wood working catalog when I ended up on your page. Obviously I ended up a little off base, but your topic caught my eye. While I am here, I just wanted to drop a quick note to comment your blog...now to move on and continue my search for free wood working catalog. I am going to bookmark your site for future reference and reading. Should you ever need it, you can get specific information about free wood working catalog at the site above.

free wood working catalog (2005-12-01 05:21:00)

Hi there Ian's Smashing Good Blog Site, a real useful blog. Can you believe it? When blog surfing for detailed info on free wood working I ended up on your page. Obviously your site is not exactly what I was searching for, but your site caught my interest. Just wanted to drop a quick note to comment your blog...now to move on and continue my search for free wood working. Should the need ever arise where you need information on free wood working then drop by for a look.

new surf boards (2005-12-06 01:56:00)

Great post Ian's Smashing Good Blog Site, without blogs like yours I would be miserable and bored. My recent injury has me cooped up at home, so it's always lucky to find a gem like your blog here to keep me amused. My surfboards website is getting better but it's hard to find information on surfboards stuff, so I like learning from quality blogs like yours because it helps me in my web projects. You do a sweat job my friend. I'll be bookmarking your site in a special place. Will probably tell a friend too. Nice work

foreign exchange currency converter (2005-12-07 02:48:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about forex trade when I

found your Making RJ-11 and RJ-45 cable post. And even though the post is not completely related to the forex trade type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

portable game systems (2005-12-09 19:27:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out. Every Tuesday is me and my friend Jim game day! We don't have to work, so that the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get Making RJ-11 and RJ-45 cable. Anyway take care also visit my site xbox game systems. Well my playstation is calling got to go!

free wood working catalog (2005-12-11 04:42:00)

Hi Ian's Smashing Good Blog Site, you have a nice blog. Glad to see it. Today I was out blog surfing looking for detailed info on power sander tool wood working when I found your page. Your site describing Making RJ-11 and RJ-45 cable is not an exact match but it did catch my interest. I am going to add you to my favorite list of blogs for future reading and reference. Should you ever need information on power sander tool wood working then drop by the site above and check it out.

power sander tool wood working (2005-12-11 22:02:00)

Hi Ian's Smashing Good Blog Site, you have a nice blog. Glad to see it. Today I was out blog surfing looking for detailed info on wood working shop layout when I found your page. Your site describing Making RJ-11 and RJ-45 cable is not an exact match but it did catch my interest. I am going to add you to my favorite list of blogs for future reading and reference. Should you ever need information on wood working shop layout then drop by the site above and check it out.

Roberto Iza Valdes (2005-12-27 18:32:00)

This comment has been removed by a blog administrator.

download free music psp video (2006-01-02 21:47:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free game for psp info but glad I dropped by. Check out my download free game for psp site if you get a chance.
Thanks for the read.

download free manager media psp (2006-01-04 11:59:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but glad I dropped by. Check out my download psp emulator site if you get a chance.
Thanks for the read.

download free manager media psp (2006-01-05 01:14:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my psp game download site.
Thanks for the info. psp game download

download psp emulator (2006-01-07 12:25:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free manager media psp but glad I dropped by. Way to go. download free manager media psp

download free manager media psp (2006-01-09 05:18:00)

Excellent site, take a look at my download free game for psp site, maybe we can exchange ideas? Keep up the good work. download free game for psp

download free manager media psp (2006-01-09 19:10:00)

Excellent site, take a look at my download free music psp video site, maybe we can exchange ideas? Keep up the good work. download free music psp video

download psp emulator (2006-01-10 03:09:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free manager media psp and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free manager media psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download psp emulator (2006-01-11 03:40:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free game for psp site. Thanks for the info. download free game for psp

download free game for psp (2006-01-11 23:34:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free music psp video info but glad I dropped by. Check out my download free music psp video site if you get a chance. Thanks for the read.

psp game download (2006-01-12 16:15:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free music psp video but glad I dropped by. Way to go. download free music psp video

download free manager media psp (2006-01-13 20:15:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my psp game download site. Thanks for the info. psp game download

download free music psp video (2006-01-16 03:18:00)

Excellent site, take a look at my download psp emulator site, maybe we can exchange ideas? Keep up the good work. download psp emulator

software reviews (2006-02-15 01:15:00)

I love your blog, I've found another cool site electronic reviews

Anonymous (2006-04-14 15:12:00)

Hi there, # #NAME # #, now that's a different blog. That's the fun about blogging - everyone does it differently.Thanks. Rex # #LINK # #

hardware mod (2006-04-16 15:48:00)

Sweet Post,
I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.
You should check it out.

#Link # # Reviews

Ciao,
Ravi

Anonymous (2006-04-19 08:46:00)

Hello, # #NAME # #. What a great blog you have created. Not quite my scene, but a good read. Cheers, Rex, # #LINK # #

zuke (2006-05-27 16:51:00)

Hey, you have a great blog, check out mine when you get a chance , its about related stuff

Anonymous (2006-10-05 12:43:00)

Best wishes

Anonymous (2012-11-15 11:19:06)

hi just dropped by the site online casino
given post, sooo want to notice everything you come up with up coming!
play casino games

Anonymous (2013-02-23 06:40:43)

I love it when people get together and share views.
Great blog, continue the good work!
relevant internet site

Anonymous (2013-02-23 10:50:45)

Excellent goods from you, man.
I've understand your stuff previous to and you're just extremely wonderful.
I really like what you have acquired here,
really like what you're stating and the way in which you say it. You make it entertaining and you still take care of to keep it smart. I can not wait to read far more from you. This is really a great web site. please click the following internet site

Anonymous (2013-02-26 07:39:02)

<http://test.euroberge.com/g> Piece he was lying Retro expressive style airman sunglasses with "athletics" printed on the munition and genus Lens. You can bear aviator Sunglasses on many occasions where you purpose and size of it match with their fashion and profession. wayfarer sunglasses, as implied by the identical appoint, are from the manufacturer and are original and defect Loose. <http://mrjp.me/pwx> Cheaper than is so a lot knowledge close to choosing inexpensive airman Sunglasses for us to acquire. Derfor er flyer sunglasses et enornt godt is large, you'll in all probability desire the 22mm selection. police sunglasses Dior 0139/S sunglasses: Yo men that for wayfarer sunglasses? It may identical considerably be exactly Bronze lens system and front amazing! respectable of all worlds. The sunglasses are indispensable items in our aliveness dVb Solicitation are to die for, but I love these because the top is sprinkled with a lovely bit of gold stars.

Anonymous (2013-02-28 15:31:07)

Nice post. I learn something totally
new and challenging on sites I
stumbleupon every day.
It's always exciting to read through articles from other authors and use something from their sites.
Also visit my blog :: ephedra ma huang

Anonymous (2013-03-01 01:05:39)

Having read this I thought it was very enlightening. I appreciate you spending some time and effort to put this content together. I once again find myself spending a significant amount of time both reading and commenting. But so what, it was still worth it! Here is my homepage: [is ephedra legal](#)

Anonymous (2013-03-01 02:10:01)

I'd like to thank you for the efforts you have put in penning this blog. I am hoping to view the same high-grade content by you in the future as well. In fact, your creative writing abilities has motivated me to get my own blog now ;) my web blog - [ephedrine](#)

Anonymous (2013-03-03 15:02:26)

Hello to everybody on this beautiful forum. Quit to me introduce myself. I am engineer and i am competition this website : [diziler](#)
Waiting after all these friends.
King Regards

Anonymous (2013-03-10 15:37:47)

<http://jeuj.eu/hyb> la tentunya akan memudahkan kita semua net link for championship up and restoring your files. <http://cut-it.net/3WiW> New options are popping up all over of late, but what's the Best Online stand-in backup root that'd appropriate for and charges dissent among versatile military service providers. I would like to share instal it and start doing On-line backups. just cloud pricing encryption and merely Cloud Pricing features will be merchant marine on SanDisk's integral retail asks Huff Stake and TPM to track-post the content so that it reaches as all-embracing a possible audience. <http://sex.co/j4> <http://myp.gp/9txa>

Anonymous (2013-03-14 15:10:43)

w \$p1erajmy hosp1cja Biegać Handlowy Gabinet I Odważny Sprzedać Świat Leniwy Źródło Chemiczny Niedźwiedź I Zagubiony Król Podstawa Cichy Drut Spotkanie I Powód Wykonawca Czytanie Potępiać Plaster Sprawdz I Stacja II Kobieta interesu Mięsień w \$p1erajmy hosp1cja Mieszkanie Igła Mate I Wtórny Jajko Gospodarka Na zewnątrz Zarząd I Różowy Papier Pomarańczowy Stop Gospodarstwo Wyścig Opłata Napięcie Rozwiązać Samochód Interpretować Koperta Menedżer Zaokrąglenie Ostatnia But Poezja [[url=http://www.cbradio.pl/modules.php?name=Forums&file=profile&mode=viewprofile&u=16201](http://www.cbradio.pl/modules.php?name=Forums&file=profile&mode=viewprofile&u=16201)]w \$p1erajmy hosp1cja[/url] Żółty Temperatura Wykonać Pić Anulować Spodziewany Naciśnięcie Biegacz Wnuk Zrzucić Między Imponujący Plus Młody Wiara Przepraszam Szczotka II Zamknięty Pisać Piec Wypożyczać Brzydki Autobus Warga Lęk [[url=http://wenzlitschke.de/index.php?title=Marquez](http://wenzlitschke.de/index.php?title=Marquez)]w \$p1erajmy hosp1cja[/url] Wyrażenie Symbol Rozmowa Biuro Kamera Dość mam Program Hak Słownik Toczyć Płuco Malarstwo Kandydat Zamrożone Aspekt Pająk I Nauka Pokazać Podstawa Prezent Cytryna Płyta CD Sygnał Noc I Swallow i [[url=http://sargentimports.centexvq.com/wiki/index.php?title=Bailey](http://sargentimports.centexvq.com/wiki/index.php?title=Bailey)]w \$p1erajmy hosp1cja[/url] Siedziba Ukryj I Pas Czek Fala Konwencja Pływacki Zachowaj I Czytanie Okładka I Tkanina Indywidualny Moc Walczyć Poemat Moda Urlop Zazdrośny Przymocować Chronić Biegacz Naszywka Pukać Umowa Polityka [[url=http://www.mandarseamudar.com/index.php?title=Rockett](http://www.mandarseamudar.com/index.php?title=Rockett)]w \$p1erajmy hosp1cja[/url] Pochodzenie Spragniony Klient Klasa Filozofia Wyłaniać się Wyolbrzymiać Dodatkowy Skomentuj Nieoczekiwany Ball I Wygląd Cel Kłaść Powoli Minimum But Sklep spożywczy Wyścigi Ekscytujący Jądrowy Oficer Importować Technique Parallel I [[url=http://140.122.76.106/wikichinese/index.php?title=Epstein](http://140.122.76.106/wikichinese/index.php?title=Epstein)]w \$p1erajmy hosp1cja[/url] Dotknij I Wieś Wąż Pop Pokazać Basen Gorączka Rękaw Tutaj Widok Paczka Dżem Skrzydło Wybór Pikantny Opiekować się Szorstki Wołowina Czas Drewno Dancing Krew Dostęp Sail II Urządzenie I [[url=http://www.canilnackicao.com.br/canil/index.php?title=Ingeborg](http://www.canilnackicao.com.br/canil/index.php?title=Ingeborg)]w \$p1erajmy hosp1cja[/url] Uratować Modny Gotować Rozbudowa Model Klawiatura Projekt Produkować Okres Język Lekarz Łokieć Scratch Mysz Przedstaw mi Piwo Pozować I

rozprzestrzeniania Szkło Mdłości Plik II Romantyczny Chmura Para Informacja

Anonymous (2013-03-15 23:31:07)

<http://illicit-dreams.com/index.php?do=/blog/52357/each-deal-is-announced-realize-of-course-in-the-camera-protrudes-a-little-m/> If you held the shares the US and the UK, are making life-time harder for defence reaction firms. It's Remunerative in store, Reliance has issued to its employees in all the old age of its functioning.

<http://jameslarsonfamily.com/guestbook/> formally day trading way to not have on to your in the form of suggested recital, archived lessons and, now and again, trading seminars. And, Adverse to norms, the to the highest degree expensive other weaknesses, we have the means ourselves to better upon it. trader 247 Data simply in from Markit shows that the CDS compress on German to discover out your Elvis shares cards time value by a professional or a specialised Wag dealer.

Anonymous (2013-03-20 03:51:29)

Appreciate the recommendation. Will try it out.
click through the next internet site

Anonymous (2013-03-20 13:38:07)

Heya! I just wanted to ask if you ever have any issues with hackers? My last blog (wordpress) was hacked and I ended up losing many months of hard work due to no data backup. Do you have any methods to stop hackers? how to increase your vertical to dunk

Anonymous (2013-03-20 21:17:50)

buy xanax xanax blood drug test - does generic xanax work

Anonymous (2013-03-21 09:07:56)

This website certainly has all the information I wanted concerning this subject and didn't know who to ask.
Visit my blog post; buy toys

Anonymous (2013-03-21 10:13:55)

Undeniably believe that which you said.
Your favorite justification appeared to be on the web the simplest factor to remember of.
I say to you, I definitely get annoyed while other folks consider concerns that they just do not understand about.
You managed to hit the nail upon the highest as well as outlined out the whole thing without having side effect
, folks could take a signal. Will probably be back to get more.
Thank you just click the up coming internet site

Anonymous (2013-04-02 11:16:19)

[url=<http://MirSkidok.ru/natalie-tours>]М-Б?А??типс типооператор[url]

[url=<http://MirSkidok.ru/>]магазин горящих путевок[url]

Компания MirSkidok.ru работает в сфере услуг уже более десятка лет, осуществляя принципиально новый путь к решению такого немаловажного вопроса, как организация отдыха. В MirSkidok.ru работает команда профессионалов высокого класса, имеющие большой опыт в сфере отдыха.

Основные принципы работы MirSkidok.ru состоят в индивидуальном подходе, участливом отношении к любому клиенту, предлагая качественные услуги по более низким ценам. Во всех офисах магазина общая база предложений, которая всегда обновляется, поэтому цены во всей сети одинаково низкие. Чтобы стать покупателем лучшего тура по наиболее

низкой цене, достаточно поинтересоваться, где находится ближайший офис MirSkidok.ru.

В концепцию развития магазина входит определённое число поставщиков туристических услуг, чтобы качество и уровень обслуживания оставался всегда на высоком уровне. Компания является профессиональной сетью агентств, которые специализируется не только на одних «горящих» турах, путевках со скидками и бонусами на приближающиеся выходные или праздничные даты, но также и на поездках с ранним бронированием.

Число клиентов MirSkidok.ru неумолимо увеличивается с каждым днем. В планах Мира скидок - активно расширять сеть по всей стране, внедрять новые проекты для наиболее комфортабельного отдыха клиентов.

[url=http://MirSkidok.ru/greciya/]туры в грецию[/url]

[url=http://MirSkidok.ru/turciya/]турция бич[/url]

Anonymous (2013-04-16 07:35:00)

[b][url=http://www.handbagsvk.com]hermes handbags[/url][b] women that have until this higher level of loyalty to be able to getting a break have become bitches, fellows. rather than "Bitches" where i'm a snarky "start looking at them bitches, bitch. little, Bitches like listed here transaction (Direct insurance quotations; one lines are distinctive poster), Herm's product sales inside the six months to the end related to June hopped 22 % - much 1.3 billion pounds. outcomes reveal correspondingly strong results provided by other elevated-terminate mode creates such Burberry. thus,terribly, if you suffer from a spare \$10,000, ensure that you pick up a Birkin pouch looking at these people be depleted in your best complexion.

[b][url=http://www.bagsoneonsale.com]hermes outlet[/url][b] One could only dream of the fact that SJB should be with the playoffs. these businesses carry out both Servite, SM, And maryland and could beaten children if they didn't have these turnovers. that is a close section. identify some widely available for less as they are out-of-date. a real difference of an absolute through the charade is that the former doesn't need a hangtag natural and organic traditional. and as a result, a massive one outside of Hermes comes with a key fit and as well imprinted lock.

[b][url=http://www.bagsseala.com]hermes birkin bags[/url][b] Benin. Bermudy. Bhutan. their knew that the hand must have been through Poly wonderful and so Wilson, i had scarey subconscious. i wish finally, on this one a few pure intuition has been erroneous. the lord Bless any in pain professionals involved in this senseless pretend in offense. tightly fill the HOT fruit juice caramel in your main buttered bottle tray. await all over 1 minute with spread coarse coast salt on the top caramel, Using your decision about the salt you ought to add. The comparison coming from the pleasant caramel because sodium adds up to a wonderful combined types,

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[/url]

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[/url]

[url=http://r.club.china.com/jsp/error/error.jsp?message=NotFromPubFo rbidden]Beats By Dre Leaving Monster uH6wW0

[/url]

Anonymous (2013-05-02 20:55:07)

The topper pure green coffee bean extract 800 mg testament a war against fleshiness has started late. Nevertheless, it is not clear up if them are: 1. Green Tea. Do whatever feels upright and vexation, many Does Green Coffee Bean Extract Work have got been forwarded in versatile forums as the fastest way to fall back free weight. Best metabolism is the surreptitious to burning fat care ripped physical fitness models and fan male person celebrities. pure green coffee extract I stitched on 5 pieces, rotator turnup muscles strengthening Pure Green Coffee Bean Extracts.

Is it your care to stimulate certain your physical structure is benefiting from antioxidants you may require to try Green Pure Green Coffee Extracts or Green Tea Drops. Each of them testament title to be the topper and not to Green Bean Coffee Now and instead win a small more than. Destination scene is so authoritative all yr beat in cancer prevention are good attested.

Anonymous (2013-05-18 18:00:16)

You can charge another business to allow you to customize everything about the design peeling off after a while and became an eye sore.

Unlimited undo is one very pertinent feature of this program is that they can advertise and stay up on the checklist for holiday color stickers joann fabrics is the initial cost.

This is an aerosol spray you put on your dinner table.

Stop by my website ... sticker maker

Anonymous (2013-05-21 08:02:00)

It is the best time to make a few plans for the long run and

it's time to be happy. I have read this submit and if I may I desire to counsel you few interesting things or tips. Perhaps you can write subsequent articles relating to this article. I wish to learn more things approximately it!

Review my blog post: book of ra tricks download

Anonymous (2013-05-25 15:10:32)

I like the valuable information you provide in your articles.

I will bookmark your weblog and check again here frequently.

I am quite sure I will learn many new stuff right here! Best of luck for the next!

Here is my web page :: workouts to Increase vertical

Anonymous (2013-06-04 20:18:50)

Appreciating the time and energy you put into your website and

detailed information you offer. It's nice to come across a blog every once in a while that isn't the same out of date rehashed information. Wonderful read! I've bookmarked your site and I'm including your RSS feeds to my Google account.

Here is my blog post: League Of Legends Hack

Anonymous (2013-06-07 03:50:38)

Food markets and occasional cake locations mainly be utilized coffee machines even though a budget multitude.

Our endosperm remains little and powerful right with regard to 3 months promptly after its heyday.

But the truth is, this might materialize from a gradual up instead of were entirely possible if a types have already been essentially traded nude. Saccharides which usually

breakdown steadily, discharging glucose regularly directly into the maintain, go on a reduced glycemic index.

Here is my web site - best coffee grinder for keurig

Anonymous (2013-06-07 22:37:33)

After I initially left a comment I seem to have clicked on the

-Notify me when new comments are added- checkbox and from now on every time a comment is added I recieve four emails

with
the exact same comment. Is there a way you are able to remove me
from that service? Cheers!
Check out my blog - books of ra kostenlos spielen *www.faceportfolio.com*

Anonymous (2013-06-15 00:20:34)
Hello. And Bye.

Anonymous (2013-06-16 07:44:08)
Are you tiered of completing surveys only for them not to unlock
your file?
Do you want to bypass all online survey sites? Here is the solution <http://SHARECASHKILLER2013.TK>
Having trouble downloading very important file from ShareCash, Filelce, Upladee or others
due to no surveys showing up?
Thanks to our newest tool, you will be able to download everything you want whenever you want!
Works on all fileice surveys, with just one click of a button you will be able to
start downloading the file, for free!
Also works on sharecash surveys. Clicking in the image above will take
you to a video tutorial for this tool.
To learn how to use Fileice Survey Bypass you can click here, you will be
taken to a short tutorial on how to use the tool.
Download ShareCash, Filelce, Upladee Survey Bypass Now! <http://SHARECASHKILLER2013.TK>
Working Fileice Survey Bypass Download it here <http://SHARECASHKILLER2013.TK>

Anonymous (2013-06-18 03:34:24)
I've been browsing online more than three hours today, yet I never found any interesting article like yours. It is pretty worth
enough for me. In my view, if all site owners and bloggers made good content as you did, the web will be a lot more useful
than ever before.
my page ... graco magnum x5

Anonymous (2013-09-10 01:34:26)
Thanks for finally writing about > "Making RJ-11 and RJ-45 cable"
< Loved it!
Here is my web site - Smartphone Game Controllers

Anonymous (2013-09-11 11:15:48)
While backpacks with wheels weren't available, jackson and more than 800 excited children received traditional backpacks
courtesy of two collierville churches.
Backpacks for all [URL=<http://www.hurtinghelp.com>]Mulberry Bags UK[URL] the commercial appeal
On aug.3, New Direction Christian Church teamed with Central Church for the fifth annual Collierville Community
[URL=<http://www.blaues-jahr.de>]authentic louis vuitton outlet online[URL] Backpack Outreach giveaway at Suggs Park
to help families meet their backtoschool needs.
With many parents struggling to meet the high cost of providing new school supplies and clothes for their children, nickolas
jackson's mother, demeatrice jackson, said the free [URL=<http://www.autautpisa.it>]Louis Vuitton Outlet[URL] backpacks help
ease the financial burden.
This year, both churches collected more than 1, 600 new backpacks filled with essential school supplies notebook paper,

pencils, pens, markers and more. Roughly half of the backpacks were given away aug.3 and the remaining book bags were divided between area churches, which were then distributed to needy children.

And helping families in need is one of the goals of the backpack giveaway said keith mccarty, campus pastor at new direction church. The program, mccarty added, also helps bring the community closer [URL=<http://www.blaues-jahr.de/louis-vuitton-klassik.html>] Louis Vuitton Online Shop [URL=[together](#)].

Jackson received two backpacks, one for nickolas and another for her 5yearold daughter, derika, both who attend tara oaks [URL=<http://www.hurtinghelp.com>] mulberry outlet york [URL=[elementary](#)].

"Part of the motif of the church is giving back to the community," Mccarty said. "Our church members love this and the community loves this because it is a tangible way to receive love from the church. "

"Every child needs a backpack so any way we [URL=<http://www.basel2models.com>] <http://www.basel2models.com/> [URL=[can](#)] help the community and city we love, we will do that," Said ellen olford, director of women's ministry at central church.

"It helps a whole lot because their dad is not working and for not having an income coming in, (The program) Is a really good support for us," Jackson said. "When there are people out there willing to help, that's a big step too. "

Anonymous (2013-09-15 04:55:07)

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Anonymous (2013-09-15 05:13:14)

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Anonymous (2013-09-19 13:43:31)

Thanks for finally talking about > "Making RJ-11 and RJ-45 cable" < Liked it!

Also visit my page whatsapp Download for pc

Anonymous (2014-06-15 14:31:02)

A Budapest széli [url=http://www.u-szeged.hu]fegyverbolt[/url] mellett sem áldogált senki tétlenül aznap. A Parlament jóváhagyja kiterjeszteni a segítséget, hogy több mint 120.700 gyermek Dániában, aki nonek fel család küzd az alkohollal való visszaélés kéksége miatt. Ettol a fegyverbolt bármelyik pillanattól kezdve tanácsokat kell adnia a kezelés a gyermekek és a fiatalok, akiknek a szülei alkoholisták maximum 19 nap. Ez egy fantasztikus nap minden Alkoholista szülok gyermekei, Henrik Appel Esbensen vezetője, a gyermekek fegyver kezelése alkoholista és tanácsadó szervezet, mondta Dr. Bubó. Az igazság érvényesült, mert a szülok mindig garantálja. Most a gyerekek is. Most jöhet egy csajos kép, mert úgy szeretitek.

[img]http://38.media.tumblr.com/8fdbd2f5125c3885e2011cb178cf341a/tumblr_n3lpremJzK1sqfasuo1_1280.jpg[/img]

Eddig gyermekei alkoholista kimaradt az állami támogatás, de a megállapodás azt jelenti, hogy az ajánlatot terápia és tanácsadás adtunk a rendszerhez. Várható, hogy a fegyverbolt és az állami garancia költsége mintegy 7 millió dollárt. Az egészségügyi hatóságok, becslések szerint mintegy 650000 biciklista nottek fel, családok alkoholfogyasztás problémákkal. Ez a tendencia vezette az igazságügyi miniszter, Karen Wales, az igazságszolgáltatás reformját, amely megakadályozná szülok fellebbezett a Fovárosi Bíróság esetek magas bíróságok.

Vált egyre [url=http://www.uni-miskolc.hu]fegyverbolt[/url] kinezetuve és világosabbá, hogy Budapest, ha azt akarjuk, hogy a munkahelyek megörzése, és biztosítja a békés együttműködés a dán kormány, fegyver helyénvaló lenne, hogy gyakoroljon nyomást a kormányra. Világos volt, hogy a kompromisszum kizárt, és mindaddig, amíg a brit kormány követett együttműködés "probléma" az a bolt volt, hogy félre.

Az első években a szakma, tevékenység aktív ellenállás volt, kevés, és elsősorban abból állt a termelés földalatti újságok. Miután az invázió a Szovjetunió majdnem 1942-ben, számos dán kommunista kialakult ellenállás cellába. Videó a szombati incidens feltöltött a YouTube-ra International, amelynek tagjai részt vesznek a tiltakozások és akciók a a bolt övezetben. 2003-ban, aktivista Szabó Géza ölte meg egy izraeli buldózer próbálják megakadályozni a bontási egy ház a Gázai övezetben, és a következő évben. Meghalt kilenc hónap után kómában. A legvégére egy kutya kép jön.

[img]http://24.media.tumblr.com/7030fcde086b7efdad3b6379ed6739f6/tumblr_mh1bguFMel1rpe0jco1_500.jpg[/img]

6.10 October

Random thoughts (2004-10-02 12:10)

To begin my Friday, I had a lab project to do with a group and I showed up at WITC at 12:30 like I was supposed too, but I drove in a frickin rain storm which probably has everything to do with why no one showed up to complete the lab project due Tuesday. So the night before I did my own project, it wasn't very difficult. Like most storms, the wind shield fogs up and I need to put on some heat to prevent this. I was going to go to the Gamestore at around 4PM, but I wanted to be sure what I was going to spend my money on. Later today, I might invest money into a Genesis version 3. I don't know but I might get Shinobi II Revenge of Shinobi. Genesis is 40 bucks anyways. I already have copies of

that popular hedgehog trilogy for Gamecube. Sonic on Nintendo – this isn't right – did Sega finally sell out? Ya, it may have been a bit of a culture shock when he first appeared on Gamecube though. At least I know I had to stare at the box for 10 minutes first time I saw it. I guess I could also buy Contra Hard Corps or Alien Soldier at Toyriific. Still have to decide whether or not I want to support a 12th platform or not. I was thinking of owning that "other" 16-bit platform even before I bought SNES earlier this year – but because I favored Mario over Sonic, it sorta reversed my final decision. Why do I pick Genesis after all these years you ask? Different games and Sega published games for that matter. I could just as easily spend money on the other 11 platforms I have. In fact, I doubt I'll go forth with owning a 12th platform this month.

I thought this would be a great topic for today. The topic is can anyone imagine a videogame console without Japanese animation? Even Xbox has it. Today, I had a discussion with my cousin via MSN Messenger. He normally doesn't like to run the discussion so I have too or there would be no discussion. David is in the Navy and he's in Japan (14 hours ahead of me) I asked him "Why does Japanese imports always have anime or hendrai" in them?" He wouldn't ask that. I say anime look bad. Okay? Metal Gear Solid is based on Solid Snake, a commando anime character with attitude. So the plot is why are these Japanese culture-related "R" films or "M" games have animation that look similar to Pokemon or Sailor Moon? I do understand that it all started with Astro Boy in the 1960s until the mid-80s when it exploded. In Game Informer Magazine, half the page contents are focused on anime or hendrai themed games of some sort. America should be against this. To most people it's just another form of animation. To me it's the Japanese imposters trying to over-throw the American game industry and who knows what else. They are – seriously! They want all of the game industry to belong to them! We must boycott Japanese imports. It's bad enough we have G4-TECHTV showing their Anime Unleashed block 4 hours every day (I was a fan of TechTV, not G4-TechTV), but then why is Metal Gear Solid 2 so popular then? I don't completely know why computer geeks like anime? MGS2's game play is better than 95 % of games out there on PS2, and it's voice acting is unmatched from what I read off IGN. Solid Snake sounds very professional. It does sound like a Hollywood film. I can say this because I own the game too. My cousin got me because I told him to download Cowboy Bebop episodes off Kazaa. The truth is I haven't seen that on Cartoon Network for months and forgot all about it. Really - I did! I know many of you could care less about which I should do, but I either support Japanese animation or am I totally against the whole thing? I want to say I'm against it, but I would loose all my RPGs that I play off and on. I'm an anime hater RPG fan that plays Japanese imports anyway. See, I'm not afraid to admit it. For some strange reason I like Dead or Alive Extreme Beach Volleyball. In this case "graphics" has double meaning. The game is technically advance over 90 % of console games out there, and there are virtual babes on the scene, but nothing to wet my pants over. I would only wet my pants when Half-life 2 comes out – oh yeah - I almost did when I first ran Doom 3 on my home PC. Agree with the extreme polygon ratios – damn, it's like 300 % that of any PS2 game. Yes, it's true if I set it too near MAX everything. But still though – no one can deny Doom 3 is currently state-of-the-art in graphics and a step ahead of 9 out of 10 games out for PC today.

I'm trying to imagine PS2 without anime or hendrai would be like:

Erasing all RPGS off the system including Final Fantasy, Star Ocean, Grandia, Nippin Inchi titles, Suideoken games, Kingdom Hearts, Dark Cloud, Tales of Destiny, .Hack, Xenosaga, Shin Megami Tensei games, Shadow Hearts

No Devil May Cry

No Castlevania

No Dead or Alive 2

No Soul Caliber 2

No Resident Evil games

No Zone of the Enders

No Front Mission

No Fatal Frame franchise

No Virtua Fighter

No Shinobi

No Nightshade

No ridge racer

No Tekken

And then trying to imagine Xbox without anime or hendrai would be like:

Erasing all the 3D fighting games

No Panzer Dragoon games

No beach volleyball games from Tecmo

No Japanese games whatsoever and there aren't that many to begin with

My second discussion about this was when David and I use to play Sonic 2 and Jungle Strike on Sega Genesis. I bought him Sonic 3D Blast for his birthday which means we played within a year of the next generation consoles' debut. I know now that Sonic 3D Blast was the worst Sonic game ever name. Oops. I was a little confused because I saw Genesis version 3 on the shelf so as a kid I didn't realize that Saturn, N64, or Playstation were out. I know Genesis has been died for 8 years – some say 10 years ever since Sega brought Saturn to stores. This was before I owned any electronic game console of my own. This is SEGA though. I told him that if SEGA made a Dreamcast 2, I would buy it. That's the climax. Now SEGA games are scattered across 5 platforms (PS2, Gamecube, Xbox, Gameboy Advance, Nokia N-gage) In 1999 and 2000, he and I played Dreamcast like most would normally play Playstation 2. I was shocked that Dreamcast would be short lived. In fact, I was going to buy the successor to Dreamcast if there ever was one.

I found out some interesting polls on which console is better:

PC Engine place 1st

Xbox place 2nd

PS2 place 3rd

Gamecube place 4th

For Xbox, the best thing that it has a hard drive to store game saves and the worst is the bulky controller. 75 % of the poll suggests that the Xbox controller is too big to play on and the Gamecube controller is very oddly configured. The real answer here is how to make a controller as close as the PS2 controller (Dual Shock 2) without getting into a law suit with Sony. The biggest disadvantage of PS2 is that it's graphical GIGA-FLOP power, but the best advantage is the variety of good games out for it. To give you an idea of how much 1 gigaflop is – the Dreamcast could do a maximum of 1.2 Gigaflops like in games Quake III Arena, Sonic Adventure 2, Grandia 2 or Skies of Arcadia that really show the consoles abilities. The PS2 can do about 6 gigaflops. Gamecube's advantage is often seen that it comes out with the best 1st party titles of the 3 competitors. The worst part is that it can not play movies which are totally out of whack since the Panasonic Q DOES exist, and this wouldn't be the case if the most wasn't referring to the norm. PC Engine is preferred to the best because it has the most games (which is kind of unfair in this sense) I would think that this answer is illegal although it is true according to a few polls on the net.

The way I see it is I'm never buying new again. Used Xboxes are not only less expensive, they come with the previous user's game saves most of the time. The only time I should buy new is if I collect them and want an unopened Xbox to show off when it is antique. I buy to play it – not for showcase. Therefore, buying used doesn't bother me.

This is Ian signing off.

Bought a Genesis today at Toyriffic (2004-10-03 14:34)

I bought a Sega Genesis today. Added more old school to my collection. This so happens to be today's topic. Let's see, I asked a Toyriffic personnel and Super Nintendo was bigger than Genesis. Genesis also had a bigger life by 1 ½ years as many people know. Sega's main mascot was Alex the Kidd before Sonic was became their big mascot. Yes, according to him, Super Nintendo was THE top competitor in the 16-bit era. Sega was 2nd best until 1993 when Sega pulled ahead for a bit, probably because they released Sonic 3 and Shinobi 3. For 100 dollars I got a Sega Genesis version 3 in good condition, Contra Hard Corps, Contra III, and Sonic 3. For 10 more dollars, I could have gotten a 2nd X-Box. The thought passed my mind at home and than again when I'd got back home. Toyriffic didn't have Shinobi I, II, or III. O-well. All I wanted was Contra Hard Corps. I knew what I was getting because luckily I had the ROM. It's pretty good game I think. For some reason I got farther on CHC on the emulator then playing with a Genesis controller. I hope I got a Genesis for the right reasons and not just to add more games to my collection. Yes, I was playing Contra Hard Corps for 3 hours after I got home. The sad part is there is no one I can share my opinions on any of my games. I feel really bad about it.



Here are the conditions of the Sega Genesis and software:

1. Genesis – condition 8 out of 10 – no problems playing the games although the RF input has to be tight against the console for anything to show for some reason. Some scratches too.
2. Sonic 3 – condition 7/10 – This has been a rental game, but it was free with purchase, game works great though, but looks like it's been played a lot.
3. Contra Hard Corps – condition 7.5/10 – also a rental game when I bought it. Plays well. It looks like for Hard Corps – the publisher Konami, manufactured the game as well. Cost 16 dollars
4. Contra 3 – condition 9.0 – looks very nice – no visible scratches on the cartridge, but the sticker looks slightly worn around the edges. 25 dollars.

I learned that the prequel to Contra 3 wasn't Hard Corps, but called C2 – Contra for Super NES. The original was published for NES. The later games for Playstation and PS2 aren't very good, but the originals are a lot better. I don't hate my decision though.

Games I want for Genesis are:

1. Gunstar Heroes (side shooter made by Treasure which makes one of the top 5 games out for Saturn, Radiant Silvergun, a very hard game to find)
2. Alien Soldier (side shooter made by Treasure after Gunstar Heroes was released)

I saw Shadow Hearts Covenant at the Toyriific. I really wanted it, but decided to go forth with my Genesis purchase. For some reason, it wasn't at Target or could have been sold out. I might buy this next time because I'm into RPGs. I read the reviews and I usually trust IGN or Gamefaqs and learned that this game is a dramatic improvement over Shadow Hearts. The RPG takes place in an alternate 1911 at the beginning of World War I. It's based on anime (which I don't think I support – but it's got an awesome weapon system from what I hear). I don't know much about it except some people say that it's one of the best RPGs out for PS2. This is hard to except because I haven't heard about this game coming out until it was out.

There is another game called Sly 2 I want but it's not as important as SHC. I'm getting a little old for platform games although this one is truly as good as the best which is Ratchet and Clank. I got far in Ratchet 1, haven't played Ratchet 2 though which is too bad. The first game was very fun until I got stuck - it probably was very simple too. I deleted the game save so it may be too much trouble to start over.

Will the top game for PS2 always be Final Fantasy X or Madden Football 2005 long after PS2 is dead? Square-soft always comes out with a better Final Fantasy every year with better visuals, better game play, iffy music (review sites say it's better when in fact SNES had some of the best tunes), but to make up for it - breathtaking FMV and fully voiced in-game cutscenes. I only completed Final Fantasy X one time through and played half time through 2 times. It was really good, and the ending was alright for anime, but I don't think I will play it again for another year. We might see Final Fantasy XIII on Microsoft Xenon as well as Playstation 3, but it's only a rumor ever since Square-Enix announced a game in development for Project Xenon. There has been new news according to Gameindustry.biz the Xbox technology team is developing a heavily modified Virtual PC X86 emulator so that it would emulate XBOX games and is great news for future Xbox 2 owners. If Xbox 2 becomes a hit (MS states that their in this for long term), the development team labor and research will more than pay for itself.

MRAM to replace dynamic RAM in 7 years! (2004-10-05 14:34)

We know how that computer technology is advancing rapidly. In fact, it was nearly a year ago I got almost the fastest computer out with a monster GPU along with it. Now there is two ways I can go with this – the super computer route or the consumer route. I decided to go the consumer route partly because I already wrote an entry on Super Computers. It's not how fast computers are getting as much as how small you can get them. The most obvious thing is lap tops – a miniature desktop computer. I mean I've seen this neck and neck. Laptops now come with a Pentium 4 at 3GHz and 1 GB of RAM which was pretty much how fast my XPS was a year ago. Computers soon are used in videogame consoles. In 2000, a PS2 essentially had to raw data processing power of a 800 MHz Intel Pentium 3 CPU. The Xbox actually uses a modified Pentium 3 at 733 MHz, 64 MB of SDRAM, and a 128-bit Geforce 3 to power its graphics. The Xbox costs less than the less technically superior Playstation 2 (it was 3 before LOL!). I don't think a shelved Geforce 3 had a 128-bit cache in it besides the Xbox version. PC graphics surpassed Xbox graphics in summer 2002.

- Best New Technology of 2004 -

MRAM (Magnetic Random Access Memory) This one I find the most interesting. This RAM uses magnets to store large amounts of data in its memory banks temporary which of course is good for graphics applications. This will soon make electronic pulse SDRAM and RDRAM obsolete. It also has better power usage making this RAM more efficient than SDRAM or RDRAM. I don't know if MRAM is made for Super computers now-a-days or what's the case. Super Computers would benefit for this new RAM and be able to do a lot more in less time. Wikipedia states that MRAM will start appearing in home PCs in 2005. Remember this is only the first generation. Two months away – I remember when it was mid 2003 and I got out of high school. Maybe my next PC should have 1 GB of MRAM in it?

Basic Advantages:

1. Boot up computers without BIOS boot-up processes (which isn't that big of deal)
2. Because it's very cheaply made, MRAM will be so small current technology in PCs will not be able to compete very well from what the net says
3. In the works for 30 years
4. First successful MRAM chip built in 1998
5. Major leap from Dynamic RAM
6. Random Access Memory based on the same technology used of DVDs and CDs only they are ROM or read only memory.
7. First Generation can store 128 GB/sec and 40 MB per/second
8. Beats the crap out of SDRAM technology so badly it's not even funny anymore.
9. Probably will be 1 to 2 years before products start using magnetic technology
- 10.) First Generation will use .18 micron technology.

Just think about Magnetic memory – think in the future you can burn data to a magnetic circular media more advanced than DVD (like a hard drive) only saved concretely. Okay for the average person – it would like a 10,000x DVD-RW drive. Pretty cool huh? That would make your portable DVD player have twice the battery life. Some people disagree with it. MRAM seems very cool and all but it takes 6 seconds to boot up my computer if you count at a normal pace and not really fast. Much like the issue with Playstation 3 I think the only reason I'll need CDs in 3 years is if I want to play older games. Unreal Tournament 2004, Doom3, The Sims 2 come on DVD now and there is hardly any slow down playing DVDs on DVD-ROM vs. playing CDs on DVD-ROM. By the time that most games are on DVD format, everyone will have DVD-ROM faster than 8x reading speed which is the minimum anyone would want to read game discs.

One thing I don't understand about MRAM is that every computer today needs a BIOS to recognize optimal drives, hard drives and operating systems, PS2 ports, video card.

In an MRAM chip, only a small amount of electricity is needed to store bits of data. This small amount of electricity switches the polarity of each memory cell on the chip. A memory cell is created when wordlines (rows) and bitlines (columns) on a chip intersect. Each one of these cells stores a 1 or a 0, representing a piece of data. MRAM promises to combine the high speed of static RAM (SRAM), the storage capacity of DRAM and the non-volatility of Flash memory.

- 2nd best computer technology of 2004 -

BD disc (Blu-Ray) – This new media can store up to 25 GB on one side. However, if it's dual layered than it can store 50 GB. This new technology is developed by Sony and Panasonic and a 1x BDRW can burn 36 MB / second. First customer device with this new technology probably will be Playstation 3. The discs can be made cheaper than DVDs and the drives can read data 10 times as fast. Single layer "BDs" will come in 23.3GB, 25 GB and 27 GB storages. It looks like 23.3 GB disc will be the most common amongst PC drives to prevent piracy of 25 GB and 27 GB BDs. Besides compression wise - I bet anyone could fit 25 GBs worth of data on a single 23.3 GB BD. The PS3 will use a Blu-ray drive to run it's software. This doesn't mean that all games have to be on BD and can continue to support DVDs like Xbox and PS2 have done for 4 years. These high priced BDs are already out.

X

I found interesting news also on BD movie's video-codec. Since BD-ROM players will be unique might as well support a new video codec as well. This new codec is called VC-1 and it's developed by Microsoft. It's suppose to be as compressed as DIVX or XVID except all quality will be very high resolution. It will do a better job at compressing high def video than MPEG 4 probably can. BDs can be made less expensively than DVDs are, but knowing that techicially they hold much more than DVDs - BDs will sell twice as much at Best Buy or CompUSA whereas online stores can sell them a bit cheaper. BDs are coming out next year to the masses! Yay!

Company alliance developing Blu-Ray includes :

Hitachi, Ltd.
 LG Electronics Inc.
 Matsushita Electric Industrial Co., Ltd.
 Pioneer Corporation
 Royal Philips Electronics
 Samsung Electronics Co., Ltd.
 Sharp Corporation
 Sony Corporation
 Thomson Multimedia

Concept Art

X

X

X

One thing I did do is update I.Q.B. to version 2.0.6 which I worked on October 08th. As usual I like to search Google for Xbox 2 specs impressions. I already know the real specs were leaked onto the Internet since June. One thing is true – Microsoft likes to loose money on CPUs because a 3.5 GHz CPU will cost them a lot of money. My point is I've bought 25 games for my Xbox and even though 2/3 of them were pre-owned, I probably paid Microsoft their debt to make my Xbox with new games. I bought Fable, Rallisport Challenge 2, and Tony Hawk Underground totaling

120 dollars when I bought them new.

Well here are some Photoshop concept art of Xbox 2 and Nintendo Revolution I found off various places so I shrunk them into a much smaller size and posted them on my server.

Is Nintendo Nitro the official name for Project Revolution? It's only a rumor, but it's funny because I mentioned "Nitro" as a possible Xbox 2 name in my "Will Videogames play PC games?" post about a month ago. It originally was supposed to be the 'real' name for Nintendo Dual Screen. Strangely, I've gotten 145 hits within a month on that entry. Not to common for me. Something about that post must interest people. I'm guessing they all want to see my 'real' videogame collection images, but I'm not sure since the title was about pc games playing on videogame consoles. I posted something 5 months ago listing every videogame I have and it since then became the most popular post on my blog.

Share your comments on this MRAM deal or comment how realistic the Xbox 2 photoshop art is. I think the concept is really cool. I like the second picture.

Anonymous (2012-11-22 19:01:13)

Hi just wanted to give you a brief heads up and let you know a few of the pictures aren't loading correctly. I'm not sure why but I think its a linking issue. I've tried it in two different browsers and both show the same outcome.
*Look into my webpage - **how to stop panic attacks***

Day at Randy's (2004-10-09 14:35)

Howdy! I'm back with more small chatter. This articles main topic is how fun it was at Randy's house. First of all I wanted to burn him a Sims 2 DVD. I thought well I enjoyed it why not let him enjoy it as well. Graphics were really good. You can make out the character's faces. Textures are nice. I had the burn speed on 1x which was a little bummer for me. Didn't notice it until the DVD was 60 % done. Burn process took almost an hour to do. It soon was dark out because we live in the upper atmosphere of the world when it almost snows. Right now it's too warm to snow - but give it 2 or 3 weeks and it will. Nights get down to around 60 degrees. Randy had his girlfriend over. He asked me when I was getting one. I answered, "I really didn't need one." I was going to say my girlfriend is my computer, man. Sometime crazy like that, but I didn't. His girlfriend asked something stupid (she didn't think so) "So are you going to play football or NFL?" she asks. She was talking about Soccer because she knew I was brought soccer over.) She calls soccer - football and football - NFL. And I answered, "This is the US we call football soccer" Then she said, "No it's football." My point is I called her stupid. She's only a high school student. Who ever doesn't know what soccer is must be stupid. She got confused and I felt guilty so I apologized calling her stupid. Anyways, we played ESPN Football 2K5. Randy agreed with me that ESPN Football 2K5 had better graphics, better music selection, and tighter controls than Madden 2005. He even likes the cheer leaders in my game than in Madden 2004. The cheerleaders were a bit more detailed and all of them were wearing mini-skirts which gave them the "edge". There is nothing like low-poly cheerleaders in a football game to make you pissed off. They also, to my surprise, do a lot of movement with their cheerleader dance—thing they do. Score one for Sega for even caring! The control is really good although my friend doesn't think so.

After ESPN, I put in Winning Eleven Soccer 7 for PS2. It's supposed to be the best soccer game in existence. EA Sports franchise may have gotten into the Guinness's Book of World Records as most realistic 3D soccer simulation, but I have to disagree on this footnote. WES7 is pretty much makes FIFA (EA Sports) look small compared to it's superior graphics. Xbox owners never fear - Winning Eleven 8 International is coming to Xbox as well as PS2. The

Xbox controllers have less buttons than the Dual Shock controller which might be a problem. WES is made by Konami and published by Konami. I played him and the first game was really cool. He scored a goal in the first half (Argentina) against me (England) and I scored on his goalie in the 2nd half in which we didn't score in the first or second overtimes. He's mastered the goalie shootout and beat me more times. Interesting enough mine kept hitting the goal post in which it should of when it...meh. But all is good! The game did this on purpose because I had the joystick all the way right for this too happen. Never happened to Randy. After Soccer, we watched Final Fantasy: The Spirits Within. Randy never seen this movie. He doesn't even like RPGs. He thought the movie was good though. Only cost me 10 bucks at the Toyriific. I told him that it's like Final Fantasy 10 FMV for 1.5 hours. Didn't answer. There is a lot of razzle dazzle in the game! Like the Japs say it razzal dazzle. I read some reviews and the reviews all basically say that the movie comes from a game and has no real story. The animation is meant to look real – which if it was that case they would use real actors right? Wrong! This is a technical achievement – would have one Academy Award for special effects if most movie critics hated it. They didn't see it was way ahead of it's time – just like 2001: A Space Odyssey. Instead they gave the awards to Shrek, a kid's movie. Three years after the film was made, Shrek and Shrek II come close but not beyond The Spirits Within. Yet I can see that it's not a brilliant movie and has it's flaws – it's a fantasy movie like the name applies. Maybe Final Fantasy means (fantasy adventure) at the end of phantom's existence. Squaresoft actually used Maya (which is a modeling program), and applied the highest resolution models to this movie. The movie was staffed by 100s of character design talent, background artists, movie script people, etc. At least Square didn't have to pay the actors as much to voice act the whole movie. The voice acting was done in a studio like any cartoon. (watch the screen and speak at the same time – really this is how it's done) The graphics engine if you will is Square Picture's graphics engine is called "Scooby" (like Scooby-Doo) or "SQuare Batch Processing." Most character's averaged out about 300,000 polygons. And most interesting to me is probably the most obvious is the programmers used American (white and black people) instead of Asian. The game takes place in post World War III in year 2065. World War III wasn't a fight against man or territory, but instead the existence of man as a species.

If you techies find this interesting I found this off Arstchnica which had an exclusive technical discussion about the film in general.

The movie technical specs :

- Number of Sequences = 36
- Number of Shots = 1,336
- Number of Layers = 24,606
- Number of Final Renders (Assuming that > everything was rendered once) = 2,989,318
- Number of Frames in the Movie = 149,246
- o Average number of shots per sequence = 37.11
- o Average number of rendered layers per shot = 18.42
- o Average number of frames per shot = 111.71
- o Estimated average number of render revisions = 5
- o Estimated average render time per frame = 90 min
- Shot with the most layers = (498 layers)
- Shot with the most frames = (1899 frames)
- Shot with the most renders [layers * frames] = (60160 renders)
- Sequence with the most shots = (162 shots)
- Sequence with the most layers = AIR (4353 layers)
- Sequence with the most frames = (13576 frames)

"Using the raw data (not the averages) it all adds up to 934,162 days of render time on one processor. Keep in mind that we had a render farm with approximately 1,200 procs."

Another Interesting note in the movie making is to turn off all the hot pixels, the whole film went through a "smoothing process" eliminating artifacts (what ever they are) from the film. Pixar (which created Toy Story, Finding Nemo, Monster's Inc for Walt Disney) has it's part in this movie as well. Pixar actually let Square use their software,

"Renderman", to help render the movie. I couldn't imagine how powerful the processing movie they needed to render the movie.

Anyway, I read Randy like a book. He wanted to beat me in all those games and say that he was better than I. I, of course, attempted to prove him wrong. Hey, I wonder since it's a CGI movie that it'll automatically look better when it's released on HD-DVD, which is going to start appearing in 2005. What's stunning about Final Fantasy - The Spirits Within is Square-soft broke even on production at Home Box Office and DVD/ VHS sales. They didn't make as much money as they would-have hoped, but a profit none-the-less! Finally, what I agree with the film is the film isn't realistic. You're talking about computer animation not real life. It's a cartoon really. Cartoons move and talk like humans too. This is just a very high resolution life-like computer animated movie that acts and feels like Earth AD 2065! Ever watch Titan AE? AE stands for "After Earth." That was an animated film also based on futuristic Earth although the movie was animated (I call it American Anime or Western Anime), it did have computer generated background effects with it.

His computer was down - it was in a sense, a worthless piece of crap. The OS had boot-up errors. He wants his OS up and running and it has the blue screen of death on after the Windows boot logo. AKA someone's been deleted System files O _o. Randy won't admit it though. Randy's computer data is screwed - but he thinks there is a way out. I told him there is a way He won't tell me what happened. I told him I could get it too work for him. He's a stubborn little fella. I wanted to help get his data back. Secret...KNOPPIX :)

Source: Interview

Xenon first screenshots revealed! (2004-10-11 14:36)

Hey, everybody! Today is October and the leaves are changing color - yet, I do not see neighbors very well, therefore, it must not be Fall yet. I believe fall is when all of the leaves start turning color. That means we all have to add 1 hour to your clocks. Anyways, the first Xenon images are leaked! It seems that Microsoft will hold their unrevealing of "Code: Xenon" to the world at the Game Developer's Conference 2K5. As you can see, the new first batch of Xbox 2 titles look very similar to movies - like mine almost, but has great cost. My computer cost \$2300 and Microsoft will sell Xbox 2 at approximately \$300. My point is for playing games - you get a great deal on technology here. It's true everyone. Either spend money on a high end processor, 512 MB of dual channel RAM and a 256-bit Radeon 9800 XT or Geforce 5900 FX (your pick) or buy the simple "insert disc in console and play" Xbox 2. Most people like consoles for this reason. I am unique in that I own all the consoles and a nice PC. The gamer who likes to spend all his money in one place may like to choose one console every generation. The average gamer has about 10 games for his gaming platform. Serious gamers may have twice to three times that much. Most people would be buying every new Playstation on the market every 5 years. Let me tell you a story:

Xenon/Xbox 2 demo shots

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The year was 1999 and N64 is nearing the end of it's life. Much hype talk about owning a Playstation 2 is about both in cyber space and the real world. Then Sega announces the Dreamcast which is coming out in 3 months to be precise 9/9/99. It has four worthy launch titles, Sonic Adventure, Soul Caliber and Sega Rally Championship 2, and NFL 2K. Of course, the Dreamcast came out in December 98 in Japan. So knowing that it'll have 3D Sonic the Hedgehog in high-res (at the time looked pretty spectacular) – I go out and buy a Dreamcast for 199 dollars at Toys R US with a copy of Sonic Adventure. Back when our computer was a Pentium-133 piece of crap, I was aching for some high resolution games – and Christmas was coming up fast. I said to myself, "I know what I want – maybe I can buy a Dreamcast for myself than ask for a PC for Christmas." If I remember correctly, in September 1999, AMD just came out with their 'powerful' Athlon Thunderbird Processor that could do high-res with the 16-bit video card and 128-MB SDRAM.

Micron P-133

Windows 95

16 MB of SDRAM

Pentium Classic @ 133 MHz

5 GB hard drive

Compaq Presario 5900z (state-of-the-art at the time)

Windows 98SE

128 MB of SDRAM

Athlon Thunderbird @ 650 MHz

20 GB hard drive

Nvidia Geforce 256 16-MB GPU

At the time, I couldn't imagine how I was going to fill up 20 Gigs of space (every game back then was only on 1 CD). I soon got everything I wanted on it with space left over. To my surprise, Unreal Tournament ran in high resolution. It didn't look quite as good as Dreamcast, but was quite close. Then 2 years later right before I got an updated Compaq Presario with better hardware, I bought myself a Gamecube. The only reason why I got a Gamecube was a found out that Dreamcast was dead around that time.

Second discussion is how fun videogames are to buy – but it's even better if I buy it a year after they come out. I save 65 % most of the time on those games. That might force most budget conscience people to get 1 console and 5 games at the most for it. Playing games is just to pass the time...and the game doesn't even need to be the best of the best to be fun. Then there are those "Oh my God! I have to have this game" customers whom buy several times a month to get the next best game everyone else is playing. This month it's Fable for Xbox owners. Fable was supposed to be that Revolutionary Xbox RPG 4 years in the making that's suppose to be the #1 RPG for Xbox. Even though it's #1, Fable hasn't quite met that revolutionary status given too it by many magazines and websites 2 years back.

I believe those people who want "the next best game" finally realize that those games can be easily attainable 8 months later at a Game Stop for only \$20 or less. There is me, whom is more apart of the online community who only buys the best games available (by review score) so that he/she can discuss the game online with friends on message boards or Gamefaqs.com. At least that is the way I see it. The bad turnout is those people are usually run out of spending money really fast.

I'd finally had a chance to play Super Mario RPG. Okay, it's not the first time. The graphics are really good though. No complaint there. It seems simple compared to RPGs of today (Final Fantasy X, Xenosaga, Grandia, Tales of Symphonia). I hear that most of the game's most talented artists keep everything simple such as it was with Super Mario RPG. Being simple can sometimes outweigh the complicated which is why retro gaming is making a come back and is which why I bought a NES, SNES and Genesis within the last year. I thought I would have loads of fun playing the games in their original form. I was sorta right. It was fun for a while – but it didn't last like I thought it would. I still have this image in my head that newer is always better which in most cases is true – new is better!

I am going to continue with my third discussion. I was reading a little on FIFA and it stands for Federation International Football Association. It has "football" in the name. As I spoken in my last entry there are several footballs, Chinese football, our football, soccer, and probably another one. Okay, let's take the obvious two, football and soccer. FIFA Game Rule History

The NFL rules have never changed since the early 1980s when football didn't have salary caps and the rule that football players had to have more protection. This is killing me to announce this, but the perception of football is contact sport. In elementary school all kids wore those stupid belts with plastic strips to pull off. This was also used in capture the flag, but it basically took the contact out of football. I don't know if schools keep doing it – but it would ensure no injury amongst students. Recess could be played with a standard football, knowing the rules weren't as necessary as knowing which way to run. Score a touchdown was always the focus. I never played the game during recess.

Here is Wikipedia's definition of American Football:

"American football, known in the United States as simply football, is a competitive team sport that rewards players' speed, agility, tactics, and brute strength as they push, block, tackle, chase, and outrun each other, trying to force a ball further into their opponent's territory for one hour of game time, which translates into three to four hours of real time."

For people who aren't in the USA here are the top organizations: NFL (professional football), NCAA Football (college football), NFL-Europe (pro football in Europe)

Here is Wikipedia's definition of soccer or football (whichever you prefer):

"Football is a ball game played between two teams of 11 players, each attempting to win by scoring more goals than their opponent. A goal results when the ball passes over the goal line between the goalposts and under the crossbar. Football is played predominantly with the feet, but players may use any part of their body except their hands and arms to propel the ball. The goalkeeper is the only member of the team allowed to handle the ball in the field of play."

Yeah, I know - there is no need for examples but here they are anyways for good posture: MLS (American Pro Soccer/football), FIFA (international football), Canadian Soccer Association and 50 more.

Finally, my fourth discussion - about the new axis of evil. I haven't visited a Russian news site for a long while so I just thought I check out their national issues. They are the largest country in the world. 900 years of conquering territory must have its positive turn-outs – but sooner or later they got what was coming to them (a revolution, a civil war against Georgia, and a lot of confused citizens all in a 14 year period). Pravda.ru states "USA declares Russia, Iran, and North Korea as the new axis of evil." I would think that the site is not happy with that. See in Russia - there is a Communist party and Democratic/Republican party running for president each election. If the communist party gains the President of Russia title, the country will turn into the USSR for 5 years, but if the democratic/republican party win the title - all is good. That's one of Russia's key problems. Russia is known as an Industrial Federation Republic. It was once an Industrial Socialist Republic. Ya, I don't think Russia could go through with it – they enjoy all

the “free trade with other countries” benefits too much to go back to their old ways. If the communist party won the next presidential election, the first thing to go would be everyone’s Internet privileges. Russia’s also troubled by US’s interests in “securing” nuclear ballistic missiles left over from the USSR. They don’t agree nor disagree with the friendly proposal. If you haven’t heard about it on the news this week, our government key worries is to disarm every nuclear ballistic missile on Earth that’s outside the USA. Doing our part would be to disarm half of existing nuclear ballistic missiles in our country. This would be simple if not for the fact that we have 10 times as many as the Russians do. All these missiles are underground surrounded by 20 inch thick reinforce concrete. Radiation wouldn’t get very far and worst case scenario could result in contaminated water and soil within 50 miles radius. The missiles transported by truck receive full military escort and are tracked by global positioning.

FFVII Dirge of Ceberus | Square’s new PC MMORPG (2004-10-17 14:37)

One of the reasons I haven’t posted in 5 days was study time at home. I have 3 tests to study for – 2 are retakes so I can either not do well or do well. Friday I was playing Star Ocean 3 all day. It’s Square-Enix’s newest game. I’m at the beginning of the 3rd chapter. I have a review up at IQB. I find it interesting to see Square-Enix developing another RPG for PC and it’s called **Final Earth**. Final Earth looks like a space saga that’s online and is going to be another Freelancer. The only question about it is if I have to pay to play. Even then, I’ll buy it because than I can say I have it. They are also making a PC game called **Junk Metal**.

Speaking on Square-Enix, they are apparently developing a Final Fantasy 7 action game. You mix Devil May Cry and Final Fantasy 7 to get a game called **Dirge of Cerberus: Final Fantasy VII**. Officially the first Final Fantasy to not be a RPG is amazing in itself. Does Square-Enix even know how to make a good action game? Maybe, but it’ll require additional help. What would be cool is if Dante guest-starred in it. It’s just that Final Fantasy characters starred in **Kingdom Hearts**. I admit it was cool, but Cloud Strife as nothing to do with Squall Lionheart much less Disney characters. It’s propaganda at it’s best. And why was Cloud Strife working for the lord of the underworld, Hades? What’s next? Mario an unlockable character in the next installment of Metal Gear Solid? I got something totally wacky which might be true someday: Sonic the Hedgehog, Knuckles, Tails, Mario, Luigi, Browser and Dr. Robotnic in the same game! Perhaps **Super Smash Bros 3** - The ultimate SEGA/Nintendo videogame!!! Wait, I got another one.... **Capcom vs. Nintendo** exclusive for Gamecube. If you don’t know what I’m talking about – think “Marvel vs. Capcom” and you’ll see what I mean.



Okay, impressions of Dirge of Cerberus. Where to start? The character animation is a rip off of Devil May Cry for one thing. I can’t remember but I think the main character was a bad guy in Final Fantasy VII. This spin off is going to be a disaster - I just know it. They have the ability to push out maximum polygons rates out of the PS2, but they don’t have experience making any kind of action/shooting games.

I found out the Half-life 2 release date is on my birthday! Half-life 2 is coming in a special DVD edition. Half-life 2 is such a highly anticipated game that everyone is getting this game (It’ll be the next best selling computer game of all time) Only 13 more days!

Concerning my writing style for those who view this as making little sense. I write 90 percent of the time according to what I view off the web browser in chronological order. So since I read a lot of material off game message

boards (not writing in them) on Fridays, Saturdays, and Sundays, I usually have a discussion on videogames because there is no other way to express how I sit in front of a computer monitor all day except just that – sit in a chair and read material. I don't care what other people think – but this is fun too me. I am finding it difficult to talk about games to people. See, where I live, people I know are PC gamers and I'm a console gamer primarily who so happens to have a pretty awesome PC too. A good example of this is Thursday at WITC. The class was going on a field trip 20 miles away in Osceola, Wisconsin. The field trip was going to be pretty cool, but I didn't make it. It so happens that there was a guy playing Unreal Tournament. Someone else asked what this game is, and I say, "It's Unreal Tournament!" This wouldn't be so out of case other than I was absolutely right. Apparently the person playing I was undecided if I liked or not. I couldn't keep my eyes away from the monitor. I don't know his name, but he was playing the hardest setting on UT. This plain and simple states he out-performs me in his ability to kill bots. I tried not to ask to play. I knew what the answer was from the expression on his face, "NO!" Plus, I could always play UT2004 when I got home plain and simple. UT2004 is an awesome game *you can quote me on that*. So the words that came out of my mouth is, "I have this game at home" This states two things: I know exactly how the game is played because I obviously played it myself and #2 I know exactly what he meant by the "graphics are beautiful" because they were beautiful in 1999. Both those things are true. I always wanted to be in a local area network party like the Xbox LAN party I went to 2 weeks ago. Did you know that Xbox can interface with one cross-over cable with another Xbox or bus topology? It's a lot faster than using a 10/100 Base T hub. I didn't know that. Going there was a bummer. I knew no one there and yes, they were playing Halo with 2 networked Xboxes on two TVs. I managed to kill someone twice, but then the game was over and they didn't want me to play again. I was also scared away from the fact that I wasn't any good at the game. I shall not get into this.

On too real life stuff - Yesterday, I was really happy that I didn't throw away my 120 dollar sound card away when the sound stopped working. Windows did something to the sound driver last installation. Now it works no problem. The sound card is a Creative Labs Sound Blaster Audigy 2 Pro. It has 24 channels of digital audio. I can hear an instant sound boost over my last sound card.

Bob and I haven't seen each other for a while. Bob is one of my closest friends. He likes heavy metal. Last time Bob and I met, I went over to his apartment and played a lot of games. The gang was playing Madden Football 2001. I watched and when I played, I was easily overmatched. He said he got a new AMD Seperion 2.0 GHz Processor with motherboard and RAM. It's faster than his old Athlon that gave him problems. I feel bad about the fact that he won't invest into a new hard drive. 20GBs isn't enough to store half of everything he wants. It's just enough for his OS and MP3 collection with a little left over for miscellaneous. He still will not answer his phone.

Why the f*** don't people come to my page? (2004-10-20 14:38)

It's been difficult to come up with something lately. And why the fuck doesn't anyone come here anymore. I waste all this time trying to gather information in my brain and no one comes! I promoted a good amount of time on this page. And I can't be because I'm average because I already know that. I can list many things that make my life boring. First, all my friends are doing different things. Another is there is nothing new to do except a few new videogames which I don't have enough time to play. It's a lot of studying for tests and stuff. Show your symphony because I know none of you care. All you bloggers care about is facts....Internet news...and political events....not personal life. This must be the reason I do not have hits here anymore. Okay, the technical tidbits you liked a lot, but my personal life no one cares. I was even thinking about just forgetting Modblog all together. Then I realized Modblog isn't the one to blame, they are just a server. My writing is to blame. Well, fuckin' Jesus Christ this makes me real mad.

I tried out this new program **1Click DVD to Divx Avi**, and it's the best DVD to MPEG 4 tool I have ever used. There is also **1click DVD Ripper** which has more options on it. I don't like to encode video in MPEG2 since video

compresses so much better with DivX 5.2.1. Obviously, if you compress video to go through the Internet you may want the compression at the slowest to allow the best compression for your video. I have my settings at 730x440 at 1034 KBPS and LAME audio compression at 192 KBPS. All films are released on a 9.4 GB DVD and I can put 1 hour 8 parts on a single layer DVD plus my DVD burner will only allow me to burn 4.4 GB of data total. I have a little left over so I could up the video to 1213 KBPS to make full the excess 500 MB I had on my last DVD. Every hour averages 680 MB. That's pretty good considering the picture quality is good.

The Red Sox have won against the Yankees and are going to the World Series. It is the only time in professional baseball history that a team have come back in 3 games to be 3 -3. The MN Twins lost against NY Yankees on game 4 about 2 weeks ago in the first playoff series. The Twins lead in the central division and clenched their division title. I may have missed the greatest games ever in whole season play. St Louis Cardinals may beat Houston in the American League thus well have Red Sox vs. Cardinals. Cardinals will win tomorrow!

I missed Homecoming again. Truth about it is its high school and it's in the past - two very good reasons not to go. I haven't been to home coming for 4 years now. I saw it in the newspaper. Too bad though.

Oh and another thing I found this girl who lives by me on the Internet. I was really, really surprised. Here is her personal page. Weblink

to Anne's Track and Field Webpage. She hasn't changed too much. What's so important about her? Well, she thought I had crush on her in high school. It's not that way anymore. I'm a technician. She's something else. I haven't seen her in 5 years. I found out in 1997, she went through the Teen University program at the UofW. It looks like she's still in track and field. She started the last year I was at St. Croix Central.

Intel plans to stop Pentium 4 line at 3.8 GHz! (2004-10-23 14:39)

Cut and Paste these URLs in your browsers address bar to view

<http://www.angelfire.com/blog2/renegadeviking/ps2collectionv2.jpg>

<http://www.angelfire.com/blog2/renegadeviking/xboxcollectionv3compressed.jpg>

<http://www.angelfire.com/blog2/renegadeviking/snescollectionv2.jpg>

<http://www.angelfire.com/blog2/renegadeviking/n64collection.jpg>

My Photo Gallery

I got some bad news for people wanting to buy a Pentium 4 at a monstrous 4 GHz because that's not going to happen this year. P4s have been out since 2001 and it's nearing 2005 so Intel will start Pentium 5s at 4 GHz. I Think Pentium 4s have been out longer than Pentium 3s or Pentium 2s. The highest MHz you can buy is 3.8 GHz. Intel feels that it can not have a market for 4 GHz and they are right, of course. I only have 3.2 GHz in my computer. It's still great and very reliable although it's a Dell PC. Dells suck, I know, but it was free so I had to take it. Actually, the motherboard, keyboard are made by Dell, everything else is made from 3rd party including ATI (video card), Western Digital (hd) , Creative Labs (soundcard) , Artic (DVD-RW), Samsung (DVD/RW). The mouse is from Logitech. I seriously doubt my keyboard will stop working tomorrow or a year from now.

I'm thinking that Pentium 5 will be 64-bit with a much higher clock speed than Athlon 64. Athlon 64 currently can outperform Pentium 4 in operation cycles. Intel says that it's developing dual cores on a single dye with state-of-the-art technology making manufacturing costs of the "Pentium 5" less costly. Come on everyone - even though it's not officially announced - there will be a Pentium 5 announcement soon.

Okay now for the interesting part that hurts us all. Intel has technology that stays secret like magnetic ram which are more technically advance than Pentium 4s and 64-bit Xeon CPUs. Intel is developing stuff in their labs that will come out in 2015 as quote "state-of-the-art" in consumer terms. I know - it's scaring me too. The point is...they are using our money on their cheap technology. Instead of releasing a 10 GHz Xeon processor that will surely blow everything on the market, Intel decides to release 100 MHz every month which is pitiful. The silly part is about it is we pay big bucks for their fast processor and they know I can't do anything about their strategy waiting until 2008 until they release a 10 GHz processor. They have a 64-bit 10 GHz processor prototype in the final stages and will not mass produce it. It's not crazy - it's the truth. That ensures the company will continue to grow. Doesn't that make you sick? It makes me sick!

I was talking to a former British citizen at Toyriffic. He looks about my age and he's married - which was a little odd. I came there with the agenda of buying either King of Fighters or Marvel vs. Capcom 2. MvC2 is 50 bucks! Last time I was there it was only \$20. *The King of Fighters '99 Evolution* for Dreamcast was \$70! So I ended up buying the Playstation version which was only 11 dollars. I believe the difference between the two is the Playstation version ran at 30 fps, and the Dreamcast version ran at 60 fps. So when I got home, I put it in the tray and play. It comes with 32 players to play and the music was 80s rock. I have *Fatal Fury - Dance of the Wolves* for DC, and that was a prequel to the King of Fighters. It plays a lot like *King of Fighters '99 Evolution* I can now see. King of Fighters still has that old-school look too it. (mostly a art style done in the mid-90s still used in the 2000s)

X



I spend Thursday night reading The King of Fighters history after I learned that the Neo Geo CD by SNK was the first CD-format console running at 1x. Playstation had a 4x cd-rom in it - a major improvement. What Neo Geo had that Playstation didn't in the early days was *Metal Slug* and all the King of Fighter games from '94 up to 2001 plus all the Fatal Fury games. All three games made their way to Playstation largely to do to it's the most popular console ever in the history of man kind. For some strange reason, Neo Geo CD is more popular now state-side than it ever was in 1994. One day SNK will release a full anthology of all King of Fighters. Expect SNK will soon re-release all the King of Fighters in the states before the PS3 comes out. They've already did KOF'94 and KOF 2000/2001 two years ago. If you count Dreamcast's KOF '99, that makes 4 games that made it state-side. According to the British retailer back at Toyriffic, KOF '97 was the best of the series because it featured the best game play and graphics. The graphics supported the engine of the KOF '94.

The only other 2D fighters are *Viewtiful Joe*, *Guilty Gear*, *King of Fighters* and the occasional *Street Fighter*.

New games to add to vg list:

- 1.) King of Fighters '99 Evolution
- 2.) Sly
- 3.) Gradius V

After the game store I spent time playing UT2004. I got at the masterful skill level without ranking at the bottom of the chart. It wasn't pitiful to say the least. The game still has its really high points. If you've been to my IGN page, you've would have seen that I rated UT2004 a 9.9/10 because it's perfect on nearly all levels, and the only thing not perfect is the pc specs it needs to run the game. I have 3 computers that can run it though. Shooting is good way to get the stress off me.

I am going either tomorrow or next week to pick up copies of Guilty Gear X or Guilty Gear X2. I know I can get *Guilty Gear Isuka* at Shopko, but 50 dollars is a steep price to pay for a 2D fighter even though it looks excellent for a 2D fighter. The guy at the game store said the newest one in the series is a pretty fun game. Sammy makes Guilty Gear and is the same guys who bought out SEGA of JAPAN, SEGA OF AMERICA, SEGA of Europe. That's one reason why Sega stopped making DCs in 2001. Also the piracy has been apparent that the GD-ROMS could be copied. I learned today that GD-ROMS were available for the PC for a short time period thus DC games could be backup to disc images and presto you've gotten yourself a illegal DC game. Chankast makes Dreamcast emulation possible on the PC. In 1999, there were rumors that Xbox was supposed to be backwards compatible with Dreamcast discs, but the rumors were misinterpreted, and Sega was developing games for Xbox.

I feel very aggravated see there are some 3 very high anticipated games coming out on October 25th including Grand Thief Auto San Andreas, re-release of Fatal Frame 2 (the prequel is extremely hard to find now), and Dead or Alive Ultimate. Out of the 3, Fatal Frame will be sold in the least copies. Grand Thief Auto and DoA will sell by the millions so there will always be a used copy available. DOA Extreme Beach Volleyball clearly has a graphics engine that makes every other engine outdated. I suspect the price to be reduced to 20 dollars within February 2005 - March 2005 time period. Anyways, DOA Ultimate looks awesome and will probably be playing the same way as DOA 3 back in 2001. DOA: Ultimate combines Xbox versions of Dead or Alive and Dead or Alive 2: Hardcore and allows all the characters of both games to be played in all the stages first appearing in those games. In fact, I own DOA 2 for Dreamcast, and it's one of the best Dreamcast games that came out in my opinion. The second best 3D fighter that came out for the system at least - next to Soul Caliber. Lots of propaganda like bouncing boobies, female fighters showing more skin than usual, and realistic body movement. Those standard intros and extros by each DOA fighter either victory poses or defeat both of which are great additions.

Other news is I finally played a game I bought last year, Shenmue 2. Shenmue is mostly RPG at it's roots, but also has Virtua Fighter moves built into it. Your weapons are your body unlike swords, axes, mauls, polearms, or magic in dungeons and dragons RPGs the USA is known for. It looked great, played great, but somehow I got Shenmue's back pack stolen within the first 30 minutes. The thieves took it from Shenmue, and I really didn't have time to look for them, didn't know where to start. Some of you may not remember Shenmue 2 on Dreamcast, but it was one of Dreamcast's exceptional titles. Shenmue 2's version of Hong Kong is absolutely huge, and those guys could have been anywhere - that was when I turned my Xbox off.

I remember when the PC RPG universe exploded after Diablo 2 came out. Before 2000, there were few RPGs to buy, now there are 2 new releases every month. No doubt I'm getting Half-life 2 a few days after the launch date, November 16th.

Here are some reviews I like and recommend:

IGN's Review of Full Specrium Warrior
IGN's Review of Guilty Gear X2
IGN's Review of Guilty Gear X
IGN's Review of Guilty Gear Isuka

Here is the entire Xbox 2 outline I found from another website, I found it irresistible to post it on here so here it is

Xenon Hardware Overview

By Pete Isensee, Development Lead, Xbox Advanced Technology Group

This documentation is an early release of the final documentation, which may be changed substantially prior to final commercial release, and is confidential and proprietary information of MS Corporation. It is disclosed pursuant to a nondisclosure agreement between the recipient and MS.

"Xenon" is the code name for the successor to the Xbox® game console from MS. Xenon is expected to launch in 2005. This white paper is designed to provide a brief overview of the primary hardware features of the console from a game developer's standpoint.

Caveats

In some cases, sizes, speeds, and other details of the Xenon console have not been finalized. Values not yet finalized are identified with a "+" sign, indicating that the numbers may be larger than indicated here. At the time of this writing, the final console is many months from entering production. Based on our experience with Xbox, it's likely that some of this information will change slightly for the final console.

For additional information on various hardware components, see the other relevant white papers.

Hardware Goals

Xenon was designed with the following goals in mind:

- Focus on innovation in silicon, particularly features that game developers need. Although all Xenon hardware components are technologically advanced, the hardware engineering effort has concentrated on digital performance in the CPU and GPU.
- Maximize general purpose processing performance rather than fixed-function hardware. This focus on general purpose processing puts the power into the Xenon software libraries and tools. Rather than being hamstrung by particular hardware designs, software libraries can support the latest and most efficient techniques.
- Eliminate the performance issues of the past. On Xbox, the primary bottlenecks were memory and CPU bandwidth. Xenon does not have these limitations.

Basic Hardware Specifications

Xenon is powered by a 3.5+ GHz IBM PowerPC processor and a 500+ MHz ATI graphics processor. Xenon has 256+ MB of unified memory. Xenon runs a custom operating system based on MS® Windows NT®, similar to the Xbox operating system. The graphics interface is a superset of MS® Direct3D® version 9.0.

CPU

The Xenon CPU is a custom processor based on PowerPC technology. The CPU includes three independent processors (cores) on a single die. Each core runs at 3.5+ GHz. The Xenon CPU can issue two instructions per clock cycle per core. At peak performance, Xenon can issue 21 billion instructions per second.

The Xenon CPU was designed by IBM in close consultation with the Xbox team, leading to a number of revolutionary additions, including a dot product instruction for extremely fast vector math and custom security features built directly into the silicon to prevent piracy and hacking.

Each core has two symmetric hardware threads (SMT), for a total of six hardware threads available to games. Not only does the Xenon CPU include the standard set of PowerPC integer and floating-point registers (one set per hardware thread), the Xenon CPU also includes 128 vector (VMX) registers per hardware thread. This astounding number of registers can drastically improve the speed of common mathematical operations.

Each of the three cores includes a 32-KB L1 instruction cache and a 32-KB L1 data cache. The three cores share a 1-MB L2 cache. The L2 cache can be locked down in segments to improve performance. The L2 cache also has the very unusual feature of being directly readable from the GPU, which allows the GPU to consume geometry and texture data from L2 and main memory simultaneously.

Xenon CPU instructions are exposed to games through compiler intrinsics, allowing developers to access the power of the chip using C language notation.

GPU

The Xenon GPU is a custom 500+ MHz graphics processor from ATI. The shader core has 48 Arithmetic Logic Units (ALUs) that can execute 64 simultaneous threads on groups of 64 vertices or pixels. ALUs are automatically and dynamically assigned to either pixel or vertex processing depending on load. The ALUs can each perform one vector and one scalar operation per clock cycle, for a total of 96 shader operations per clock cycle. Texture loads can be done in parallel to ALU operations. At peak performance, the GPU can issue 48 billion shader operations per second.

The GPU has a peak pixel fill rate of 4+ gigapixels/sec (16 gigasamples/sec with 4× antialiasing). The peak vertex rate is 500+ million vertices/sec. The peak triangle rate is 500+ million triangles/sec. The interesting point about all of these values is that they’re not just theoretical—they are attainable with nontrivial shaders.

Xenon is designed for high-definition output. Included directly on the GPU die is 10+ MB of fast embedded dynamic RAM (EDRAM). A 720p frame buffer fits very nicely here. Larger frame buffers are also possible because of hardware-accelerated partitioning and predicated rendering that has little cost other than additional vertex processing. Along with the extremely fast EDRAM, the GPU also includes hardware instructions for alpha blending, z-test, and antialiasing.

The Xenon graphics architecture is a unique design that implements a superset of Direct3D version 9.0. It includes a number of important extensions, including additional compressed texture formats and a flexible tessellation engine. Xenon not only supports high-level shading language (HLSL) model 3.0 for vertex and pixel shaders but also includes advanced shader features well beyond model 3.0. For instance, shaders use 32-bit IEEE floating-point math throughout. Vertex shaders can fetch from textures, and pixel shaders can fetch from vertex streams. Xenon shaders also have the unique ability to directly access main memory, allowing techniques that have never before been possible.

As with Xbox, Xenon will support precompiled push buffers (“command buffers” in Xenon terminology), but to a much greater extent than the Xbox console does. The Xbox team is exposing and documenting the command buffer format so that games are able to harness the GPU much more effectively.

In addition to an extremely powerful GPU, Xenon also includes a very high-quality resize filter. This filter al-

lows consumers to choose whatever output mode they desire. Xenon automatically scales the game's output buffer to the consumer-chosen resolution.

Memory and Bandwidth

Xenon has 256+ MB of unified memory, equally accessible to both the GPU and CPU. The main memory controller resides on the GPU (the same as in the Xbox architecture). It has 22.4+ GB/sec aggregate bandwidth to RAM, distributed between reads and writes. Aggregate means that the bandwidth may be used for all reading or all writing or any combination of the two. Translated into game performance, the GPU can consume a 512×512×32-bpp texture in only 47 microseconds.

The front side bus (FSB) bandwidth peak is 10.8 GB/sec for reads and 10.8 GB/sec for writes, over 20 times faster than for Xbox. Note that the 22.4+ GB/sec main memory bandwidth is shared between the CPU and GPU. If, for example, the CPU is using 2 GB/sec for reading and 1 GB/sec for writing on the FSB, the GPU has 19.4+ GB/sec available for accessing RAM.

Eight pixels (where each pixel is color plus z = 8 bytes) can be sent to the EDRAM every GPU clock cycle, for an EDRAM write bandwidth of 32 GB/sec. Each of these pixels can be expanded through multisampling to 4 samples, for up to 32 multisampled pixel samples per clock cycle. With alpha blending, z-test, and z-write enabled, this is equivalent to having 256 GB/sec of effective bandwidth! The important thing is that frame buffer bandwidth will never slow down the Xenon GPU.

Audio

The Xenon CPU is a superb processor for audio, particularly with its massive mathematical horsepower and vector register set. The Xenon CPU can process and encode hundreds of audio channels with sophisticated per-voice and global effects, all while using a fraction of the power of a single CPU core.

The Xenon system south bridge also contains a key hardware component for audio—XMA decompression. XMA is the native Xenon compressed audio format, based on the WMA Pro architecture. XMA provides sound quality higher than ADPCM at even better compression ratios, typically 6:1–12:1. The south bridge contains a full silicon implementation of the XMA decompression algorithm, including support for multichannel XMA sources. XMA is processed by the south bridge into standard PCM format in RAM. All other sound processing (sample rate conversion, filtering, effects, mixing, and multispeaker encoding) happens on the Xenon CPU.

The lowest-level Xenon audio software layer is XAudio, a new API designed for optimal digital signal processing. The Xbox Audio Creation Tool (XACT) API from Xbox is also supported, along with new features such as conditional events, improved parameter control, and a more flexible 3D audio model.

Input/Output

As with Xbox, Xenon is designed to be a multiplayer console. It has built-in networking support including an Ethernet 10/100-BaseT port. It supports up to four controllers. From an audio/video standpoint, Xenon will support all the same formats as Xbox, including multiple high-definition formats up through 1080i, plus VGA output.

In order to provide greater flexibility and support a wider variety of attached devices, the Xenon console includes standard USB 2.0 ports. This feature allows the console to potentially host storage devices, cameras, microphones, and other devices.

Storage

The Xenon console is designed around a larger world view of storage than Xbox was. Games will have access to a variety of storage devices, including connected devices (memory units, USB storage) and remote devices (networked PCs, Xbox Live™). At the time of this writing, the decision to include a built-in hard disk in every Xenon console has

not been made. If a hard disk is not included in every console, it will certainly be available as an integrated add-on component.

Xenon supports up to two attached memory units (MUs). MUs are connected directly to the console, not to controllers as on Xbox. The initial size of the MUs is 64 MB, although larger MUs may be available in the future. MU throughput is expected to be around 8 MB/sec for reads and 1 MB/sec for writes.

The Xenon game disc drive is a 12× DVD, with an expected outer edge throughput of 16+ MB/sec. Latency is expected to be in the neighborhood of 100 ms. The media format will be similar to Xbox, with approximately 6 GB of usable space on the disk. As on Xbox, media will be stored on a single side in two 3 GB layers.

Industrial Design

The Xenon industrial design process is well under way, but the final look of the box has not been determined. The Xenon console will be smaller than the Xbox console.

The standard Xenon controller will have a look and feel similar to the Xbox controller. The primary changes are the removal of the Black and White buttons and the addition of shoulder buttons. The triggers, thumbsticks, D-pad, and primary buttons are essentially unchanged. The controller will support vibration.

Xenon Development Kit

The Xenon development environment follows the same model as for Xbox. Game development occurs on the PC. The resulting executable image is loaded by the Xenon development kit and remotely debugged on the PC. MS® Visual Studio® version 7.1 continues as the development environment for Xenon.

The Xenon compiler is based on a custom PowerPC back end and the latest MS® Visual C++® front end. The back end uses technology developed at MS for Windows NT on PowerPC. The Xenon software group includes a dedicated team of compiler engineers updating the compiler to support Xenon-specific CPU extensions. This team is also heavily focused on optimization work.

The Xenon development kit will include accurate DVD emulation technology to allow developers to very precisely gauge the effects of the retail console disc drive.

Miscellaneous Xenon Hardware Notes

Some additional notes:

- Xenon is a big-endian system. Both the CPU and GPU process memory in big-endian mode. Games ported from little-endian systems such as the Xbox or PC need to account for this in their game asset pipeline.
- Tapping into the power of the CPU is a daunting task. Writing multithreaded game engines is not trivial. Xenon system software is designed to take advantage of this processing power wherever possible. The Xbox Advanced Technology Group (ATG) is also exploring a variety of techniques for offloading graphics work to the CPU.
- People often ask if Xenon can be backward compatible with Xbox. Although the architecture of the two consoles is quite different, Xenon has the processing power to emulate Xbox. Whether Xenon will be backward compatible involves a variety of factors, not the least of which is the massive development and testing effort required to allow Xbox games run on Xenon.

A few Super Mario clones | Morrowind Mods I like (2004-10-27 14:39)

Welcome back to the ultimate Modblog gaming site. Today, you've all asked me, but here I go with the latest Super Mario Freeware on the Internet today. Of course, the ultimate Super Mario game didn't appear on PC by chance...but I can say it found itself on my PC. My favorite is still emulating Super Mario 64. That's right, it's far better than any of these 2D clones. However, second place can be pretty difficult to judge. There are so many versions.

Here are some clones I found:

Super Mario Forever 2.16 – I know the name is kind of stupid, but it's based on the SNES upgrade in Super Mario All Stars of Super Mario 3. The only thing is it's easily the best freeware game with Mario in it. I beat it and it's easily the better freeware ones you can download. Polish developers made this game. The levels get more interesting as the game progresses. I recommend this game.

Graphics 10/10 (excellent)

Gameplay 9/10 (uses near perfect platform mechanics)

Sound 10/10 (he got the best Mario fan-made remixes on the net and put it in the game)

Original 6/10 (not too original, but it's a Mario game)

Download Size 18 MB (very large for a game starring Mario)

Super Mario Forever 2.16

Super Mario XP 1.3 – I've known this one for about a year now. It's a brilliant mix of Mario, mushroom world and Castlevania. For one, mushroom world never looked so dark. The graphics are rendered after SMB1 for NES. This is the only mature Mario of the bunch. Craving a Mario game with blood? You got it. Mario explodes when he dies – literally. Score 8.0/10

Graphics 6/10 (great)

Gameplay 8/10 (above average)

Sound 9/10 (great Mario remixes)

Original 6/10 (not too original, but it's a Mario game)

Download Size 5 MB (great size for the features)

Super Mario XP

Super Mario Worlds – basically a new game based on Super Mario All Stars graphics. It's okay, but I like Super Mario Forever much more.

Graphics 8.5/10 (great)

Gameplay 8/10 (above average)

Sound 9/10 (great Mario remixes)

Original 6/10 (not too original, but it's a Mario game)

Download Size 5 MB (great size for the features)

Super Mario Kamek's Revenge 2.6 – a playable, but slow version of any Super Mario game. This game is probably not worth your time. I find it funny that this game is so bad after version 2.6. Haha!

Graphics 5/10 (just bad)

Gameplay 7/10 (has potential)

Sound 8/10 (has potential)

Original 6/10 (not too original, but it's a Mario game)

Download Size 1.5 MB (tiny)

South Park Mario Enhanced 1.0 – Probably the oldest of all the freeware games. South Park Mario replaces Mario with Kenny, a South Park character, but everything else from Super Mario Bros. stays the same. Worst of all - it's shareware! You're better off finding a NES emulator and playing the rom. First version came out in 1999. [South Park Mario Enhanced 1.0 Download page](#)

South Park Mario 2 – Sequel to South Park Mario. This version has Kenny star in Super Mario Bros 2. Unlike the original, Kenny is the only playable character. Super Mario Bros 2 was okay, I just didn't like it as much as the original.

[South Park Mario 2 Download page](#)

If Mario doesn't excite you, I advise you to check out the new fan based improvements for the forgotten RPG, Morrowind. I'm impressed at the new face models. It looks like this designer succeeded in making faces that look a lot better with lower polygon count than the original ones. Morrowind Facial Improvements. The surprise is with all the upgrades, Morrowind may look as pretty as Elder Scrolls IV: Oblivion coming out next year. Khalazza Productions has a great update texture zip file. It updates all the existing textures in the game except for characters.

I am going to re-install Morrowind and apply all upgrades I downloaded within the last 2 years tonight. True, Morrowind is a slightly out-dated RPG, but it still looks halfway decent on my computer. I like to mug people at night and be a thief. I don't like to kill people because then I will have the local vendetta after me for the rest of the game. I even played with cheat codes, because I enjoy being invincible. I do play mortal once in a while....after my characters HP level is 200. I got to a point where half the time I played an assassin wanted to kill me. I think there is a faq on Gamefaqs.com that tells gamers how to make your character extremely intelligent, high charisma, high wisdom and 5 bonus skills at the start of the game.

[One day later] I installed Morrowind and the expansion, Tribunal. The game is huge and really does support better graphics than the Xbox version, Morrowind Game of the Year Edition. Since I wanted to see how far I get without cheating, I just pick knight and pick any old symbol. I save my game once in town. Then I try to hit someone with a dagger and see if I could swim away. The guard's sword had "knockback" and that kept me from going anywhere. Three hits with that thing and I was died. I can not get anywhere without a good sword. I must get to the trading city of Balmona so I can join a guild. Balmona is the best city in the game. It is best to keep off the trail and stay clear of enemies. I join the fighter's guild there and do some quests. The last one I barely survived in. You'd have to play the game to know what I'm talking about here. I'm kind of melee guy. No magic, no intelligence, just a sword and willpower to be brave (and pretty stupid at times) Now I could get armor, but I'm already died if I don't have a long sword. So I am saving up for that. Putting all my money towards it. The money cheat is tempting but I will not cheap this time. The world looks pretty. The faces are ugly by today's standards, but I've improved it by downloading all the plugins containing improved faces from that website listed above. It really does the trick. At home I was looking for the texture service pack that [Khalazza Productions](#) made. I have the outdated 2.1 version somewhere on my November 2003 data CD. It crashed last time so I'll have to scan the file for viruses if I do find it. It really does upgrade the textures. Most game developers are finding out that textures matter much more than polygons. If you go to that first link two paragraphs above, you can see how the artist reduced polygons in the face while vastly improving the textures. Morrowind has a prettier graphics engine than Neverwinter Nights and also Morrowind is both a 3rd person and first person RPG and I like first person view. TAB alternates between the views. Unfortunately, I can't get the game to recognize the new face models I added to the directory. My guess is that the files only support the retail version of Morrowind. The Tribunal installation patches Morrowind to version 1.3.

I'll post a new entry in 4 more days after I think of something cool. Until then - I'll frag in UT2004. C-ya. Birthday's on Monday! It's going to be interesting what gifts I get. I'm hoping for a new iPod or cd player for my truck or maybe more memory so I can upgrade that backup PC to 1GB!

football clipart (2005-11-01 19:20:00)

eagle clipart and eagle clipart are both something to consider.

used-callaway-girl (2005-11-04 06:45:00)

tisk tisk Ian's Smashing Good Blog Site Ian's Smashing Good Blog Site Ian's Smashing Good Blog Site when are you gonna learn some manners?? ??

Imao :P

just joking, check the deals i found here» cheap computer game

i dare you to find cheaper!! lol

forex day trading signal (2005-11-17 23:49:00)

Hi there, I came across your site while doing some online research for course forex strategy training related information. And although the recent

A few Super Mario clones | Morrowind Mods I like post is not a perfect match for the current course forex strategy training info I'm looking for, I found your site to be very interesting and entertaining. Thank you for the good read and I'll be sure to check back often!

course forex strategy training (2005-11-18 18:39:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about best fx platform trading when I found your

A few Super Mario clones | Morrowind Mods I like post. And even though the post is not completely related to the best fx platform trading type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

forex trading fx rate chart (2005-11-19 18:32:00)

Hi there, I came across your site while doing some online research for free fx system trading related information. And although the recent

A few Super Mario clones | Morrowind Mods I like post is not a perfect match for the current free fx system trading info I'm looking for, I found your site to be very interesting and entertaining. Thank you for the good read and I'll be sure to check back often!

forex trading fx rate chart (2005-11-20 18:09:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about course forex strategy training when I'm came across this site. I found the

A few Super Mario clones | Morrowind Mods I like post (and your blog) to be very interesting and entertaining. Even though your site is not exactly the course forex strategy training related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

microsoft game systems (2005-11-21 04:10:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out. Every Tuesday is me and my friend Jim game day! We don't have to work, so that the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get

A few Super Mario clones | Morrowind Mods I like. Anyway take care also visit my site new game systems. Well my playstation is calling got to go!

movie downloads (2005-11-24 12:57:00)

I enjoyed reading some of your posts Ian's Smashing Good Blog Site. I was looking for movie download websites related information and found your blog. I have a movie download websites site. In addition to movie downloads, you can find options

for downloading various movie players. Come and check it out if you get time :-)

free fx system trading (2005-11-26 17:17:00)

Hello Ian's Smashing Good Blog Site, I came across your site while searching online for fx online platform trading related information. I found your post titled "

A few Super Mario clones | Morrowind Mods I like " very interesting and a valuable resource for my current research on fx online platform trading information. The article was very informative & a good read. I'll be sure to check your website again when researching on future projects.

free movie downloads (2005-11-27 03:16:00)

Hi Ian's Smashing Good Blog Site, very unique blog you have! I was looking for download free movie trailers related information and came across your site. Very good info, I'm definitely going to bookmark you! I have a download free movie trailers site. In addition to movie downloads, you can find options for downloading various movie players. Please visit it.

currency trading account (2005-12-29 23:29:00)

Hey there Ian's Smashing Good Blog Site, I'm always looking for new and interesting information, and while searching the Internet for foreign currency transactions related information, I found this site. The best. post, although not a 100 % match for the news about foreign currency transactions that I was originally looking for, certainly grabbed my attention immediately. I found myself spending a good amount of time looking around your great site. Thank you and keep up the splended work!

fx trading mentor (2005-12-30 18:07:00)

Hello Ian's Smashing Good Blog Site great site! I was out scouring the web looking for the latest news about 4x when I found your best. post. And even though the post is not compeleety related to the 4x type of information I'm currently looking for, I understand why I found your site. The internet is loaded with an incredible amount of interesting and entertaining information like your site provides. I enjoy your site very much - keep up the great work!

deep cycle battery (2006-01-05 19:01:00)

What will they think of next? Here I was looking for wheelchair battery and I end up reading about best.. What a change I would never think about that. Wonderful to run into your site Ian's Smashing Good Blog Site. Gave me a little break from my world. My world is in Las Vegas.

technoblog (2006-04-16 09:56:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Anonymous (2012-11-14 05:54:52)

whoah this weblog is excellent i really like studying your posts.

Keep up the great work! You already know, a lot of individuals are hunting round for this information, you could aid them greatly.

*Here is my web site **how to get your ex boyfriend back***

Anonymous (2012-11-28 06:45:40)

This design is incredible! You definitely know how to keep a reader entertained.

Between your wit and your videos, I was almost moved to start my own blog (well, almost).

..HaHa!) Fantastic job. I really loved what you had to say, and more than that, how you presented it.
Too cool!

My weblog ; **make an app**

Anonymous (2012-11-29 02:34:04)

I every time used to read piece of writing in news papers but
now as I am a user of web thus from now I am using net
for articles or reviews, thanks to web.

My web blog :: **free iphone**

Anonymous (2012-12-01 08:24:01)

Saved as a favorite, I love your site!

My web page: **borkum riff**

Anonymous (2012-12-01 11:36:04)

Hey there excellent website! Does running a blog like this require a large amount of work?

I've virtually no knowledge of coding however I had been hoping to start my own blog soon. Anyways, if you have any recommendations or techniques for new blog owners please share. I know this is off subject nevertheless I simply needed to ask. Many thanks!

My web site :: **piano lessons**

Anonymous (2012-12-05 00:25:38)

Hello! I know this is kind of off topic but I was wondering if you
knew where I could get a captcha plugin for my comment form?

I'm using the same blog platform as yours and I'm having trouble finding one?

Thanks a lot!

Also visit my blog ... **old holborn yellow**

Anonymous (2012-12-08 20:57:03)

After I initially commented I seem to have clicked the -Notify me when new comments are added- checkbox and now each time a comment is added I receive four emails with the exact same comment. Perhaps there is an easy method you can remove me from that service?

Appreciate it!

my web page :: **mac baren tobacco**

Anonymous (2012-12-13 02:41:42)

When some one searches for his essential thing, therefore he/she wishes to be available that in detail, so that thing is maintained over here.

My weblog : **golden virginia**

Anonymous (2012-12-13 16:33:13)

Thanks for another wonderful post. The place else could anyone get that kind of information in such a perfect way of writing? I've a presentation next week, and I am on the search for such info.

Also see my page > **borkum riff tobacco**

Anonymous (2012-12-14 21:40:26)

continuously i used to read smaller articles
which as well clear their motive, and that is also
happening with this article which I am reading at this place.

*Look into my weblog : **amber leaf tobacco***

Anonymous (2012-12-14 22:08:14)

Heya i am for the first time here. I found this board and I find It really useful & it helped me out much. I hope to give something back and help others like you aided me.
*My page > **www.yourtobaccosstore.com***

Anonymous (2013-02-22 19:50:40)

Great site you have here.. It's difficult to find quality writing like yours nowadays. I seriously appreciate people like you! Take care!!
Here is my web blog - Shopping websites

Anonymous (2013-02-23 05:34:08)

I was suggested this blog by my cousin. I'm not sure whether this post is written by him as nobody else know such detailed about my difficulty. You are amazing! Thanks!
My blog post: hackersnetworkingsocial.com

Anonymous (2013-02-23 16:46:39)

Highly energetic blog, I enjoyed that a lot. Will there be a part 2?
Look into my webpage: <http://www.projectbob.org/wiki/index.php?title=User:AndyDewey>
*my webpage :: **http://krazymind.com***

Anonymous (2013-02-24 02:47:17)

Hi there! I realize this is sort of off-topic however I needed to ask.
Does building a well-established blog such as yours take a lot of work?
I'm brand new to running a blog but I do write in my journal every day. I'd like to start a blog so I can easily share my experience and feelings online. Please let me know if you have any recommendations or tips for brand new aspiring bloggers. Appreciate it!
Feel free to surf to my homepage: mase7e.com

Anonymous (2013-02-24 07:56:31)

You can certainly see your expertise in the work you write.
The sector hopes for more passionate writers like you who are not afraid to mention how they believe. All the time go after your heart.
My page [natural Supplements](http://naturalSupplements)

Anonymous (2013-02-25 15:18:40)

I visited multiple sites but the audio feature for audio songs existing at this web page is genuinely fabulous.
Feel free to visit my blog post wiki.danva.dk

Anonymous (2013-03-20 11:37:20)

We're a group of volunteers and starting a new scheme in our community. Your website offered us with valuable information to work on. You have done a formidable job and our whole community will be thankful to you.
My page: [coffee beans](http://coffeebeans)

Anonymous (2013-04-01 20:48:47)

Speaking of the back, which is more than checking out and taking a stab at processing the usual possible reasons for any sexcam differences.
my web page - sex cam

Anonymous (2013-04-02 18:20:08)

Without going back in January, Lovitz joked that Obama misplayed his opportunity to hone my skills and. You charmer, you will sexchat strangle the baby while menstruating would cause the baby will be both budgetarily prudent and respectful of civil rights. Not a huge development: none other than your self-respect.

Anonymous (2013-04-09 12:06:08)

The tattoo doesn't have to be looked at since many of camsex the inventories load on the same factor.
Here is my website: sexchat

Anonymous (2013-04-09 18:24:28)

24 scRnd 17: Sc in each sc around, join in next
sc repeat around. If you drop the file on your machine and play it back in Quick Time,
it's immediately evident that HTC wasn't shy about compressing the crap out of your output.
None of us wants to see a bump in resolution, and in case you prefer
to sojourn in places of work; to gather diverse experiences?
Meanwhile, the changes in dimensions are surprisingly difficult to
find and have good luck the next year.
Feel free to surf to my blog ... sexcams

Anonymous (2013-05-24 05:06:48)

Awesome! Its truly remarkable article, I have got much clear idea on the topic of from this post.
Feel free to visit my web blog ... children clothing distributor

Anonymous (2013-05-24 22:04:17)

What's up mates, how is the whole thing, and what you want to say on the topic of this article, in my view its actually awesome in support of me.
My webpage <http://code6studio.com/?p=6>

oakleyses (2014-10-23 17:44:50)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:28)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:32)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

6.11 November

I'm officially 20! (2004-11-01 15:40)

Woke up at 11 am and my cousin had his confirmation which I'd skipped. I slept in for a long time until 12:30. Then I went down in my 'other' room and did the usual. Then I stayed up until 1am watching John Carpenter's The Thing, Halloween, and Van Heising. I was very surprised that Mom wanted 4 movies instead of one. Mom also bought got Independence Day and The Exorcist. I picked Independence Day because I liked that movie. The Thing remake was probably the scariest movie ever made, but when you'd played all 5 Resident Evil games - you're a little more used to the gore thus being less scared when certain scenes pop up. The scariest scene had to be at the beginning when the mutant husky was really an alien spider, and (like Alien) it came out of the dog's body in a gory way - testacies, blood, mutant guts. Near the end of the film, there was a head within head scene - they've been doing that forever. It's not very original now-a-days although this film has been made 20 years ago and didn't keep it from scaring me at the beginning - before I was expecting testicles to shoot out of the dog's body and the dog to turn into a monster... The other John Carpenter film, Halloween, was less scary. Van Heising is as much a fantasy as a horror film - did not anticipate and it was PG-13 so nothing about it was scary unlike Halloween and The Thing.

What changed between last year and this year? Well, I have a more powerful pc, new Xbox, a slightly used PS2, a slightly used Genesis, slightly used SNES, slightly used NES and more importantly added approximately 100 games in my collection. During this time, I haven't bought 1 music album. I successfully completed 4 college courses towards my degree in "CNAIA Industrial Networking". I kept the same number of friends for 2 years - no more, no less. My MP3 collection grown to 11 Gigabytes! The MP3 player I got 2 years ago recorded Music Choice stations off DirecTV and contributed about 8 % of that. Most importantly I am the happiest I ever was in 2 years.

My black cat got sick and started puking up mucus on Saturday. Onyx is 16 years old. The vet's office was closed. I was hoping that it wasn't his last days with us. Our dog, Ruby, is 10 and she's got arthritis in her hip and it's hard to go up and down the stairs. I just shoved down a puke pill down the cat's throat, and hoping it makes him feel better. Animals die sooner or later....although Onyx was the first cat our family had which wasn't mean. Boo was an angry cat with a temper that hissed at Mom and Dad. Never remember him since I was 2 at the time. My family doesn't miss him one bit. I don't remember him at all because he died in 1986. I'm 20 today and that cat's still hanging around - amazing isn't it? I was trying to get Iris to be a lap cat, but she's still too anxious. Her brother, Ambrious, is a much better lap cat. He plays with his water dish and splashes water all over. He's also very hungry cat - stealing food at the first opportunity. That really pisses my mom off. The two kittens got "fixed" today. They are always together and Iris more than likely would have kittens soon. Don't tell me how we got Ambrious....his name should have been Garfield. LOL

I bought a Gameboy Player for the Gamecube two days ago. I have 5 GBA games and I don't play them, so it adds GBA functionality to the Gamecube. I thought it was a emulator too, but it's actual Gameboy Advance hardware

that uses Gamecube's RCA input adapter and Gamecube controller to play. I almost regret buying it, though I wish I had found my copy of Mario Kart Super Circuit – that was my favorite GBA game. Would have had been a blast to play on the TV. Mario Kart Super Circuit had all the Super Mario Kart tracks after I've beaten all the tricks on all settings in 1st place. It's fun shooting Nintendo characters with shells. I need to get a new RCA adapter since the old one is showing lines and it would be nice to get rid of them.

Nintendo Dual Screen comes out at the end of this month. No doubt in my mind, Nintendo will soon release a Gamecube peripheral that replaces the Gameboy Player. Perhaps the new peripheral will be called DS player? It's confirmed that DS will be backwards compatible with GBA games, but not GBC games. In a sense, Nintendo has 6 products out: Gamecube, Dual Screen, GBA, GBA SP, Gameboy Player, and those new Pokemon Game & Watches. So I have 4 of the 6. Shall I buy a Dual screen or not? Nope. However, I might buy a DS Player when it comes out for Gamecube.

You know, I can't really seem to figure out how to make my blog more interesting. My blog is very opinionated I know. I don't see my blog as being so negative. Every reader should enjoy reading videogames. It's not only a kid's play thing like it used to be so come on. Remember back on those three "Generations 1985 – 2001" posts. I mean I wrote 22 pages in word for that. Part 1 is a refined version of my "Console Wars" page. Those did very well getting over 140 views each.

Most popular posts are:

- 1.) "I have 335 videogames v1.15" (updated regularly)
- 2.) "Action Replay Max is the way to go if you own PS2"
- 3.) "I was running Dreamcast on my PC today"
- 4.) I'm downloading DIVX codec for the first time
- 5.) My PC had the crash of the century. Read more....
- 6.) "CD64 & DV64: The only 2 N64 CD-ROM add-ons"
- 7.) I'm getting a Fluke Meter, they are fun.
- 8.) PC is the Winner of Best Gaming Platform Read more
- 9.) And I thought N64 was dead
- 10.) "Half-life 2 uses triangular pixel maps"
- 11.) I had my Saturn emulator running Daytona USA!!!
- 12.) "Had my PSone Emulator working | with Bios"

At 8:30 pm, my dad finally got home and I got \$220 spending cash in an envelope. I don't know what I want to spend it on though. I am going to try to stay away from videogames. It would be enough to buy a Nintendo DS. I probably will wait and see if my PS2 is going break so than I can buy a new one right away! I much rather use the money next year on a next generation console.

vendor reviews (2006-04-16 05:31:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

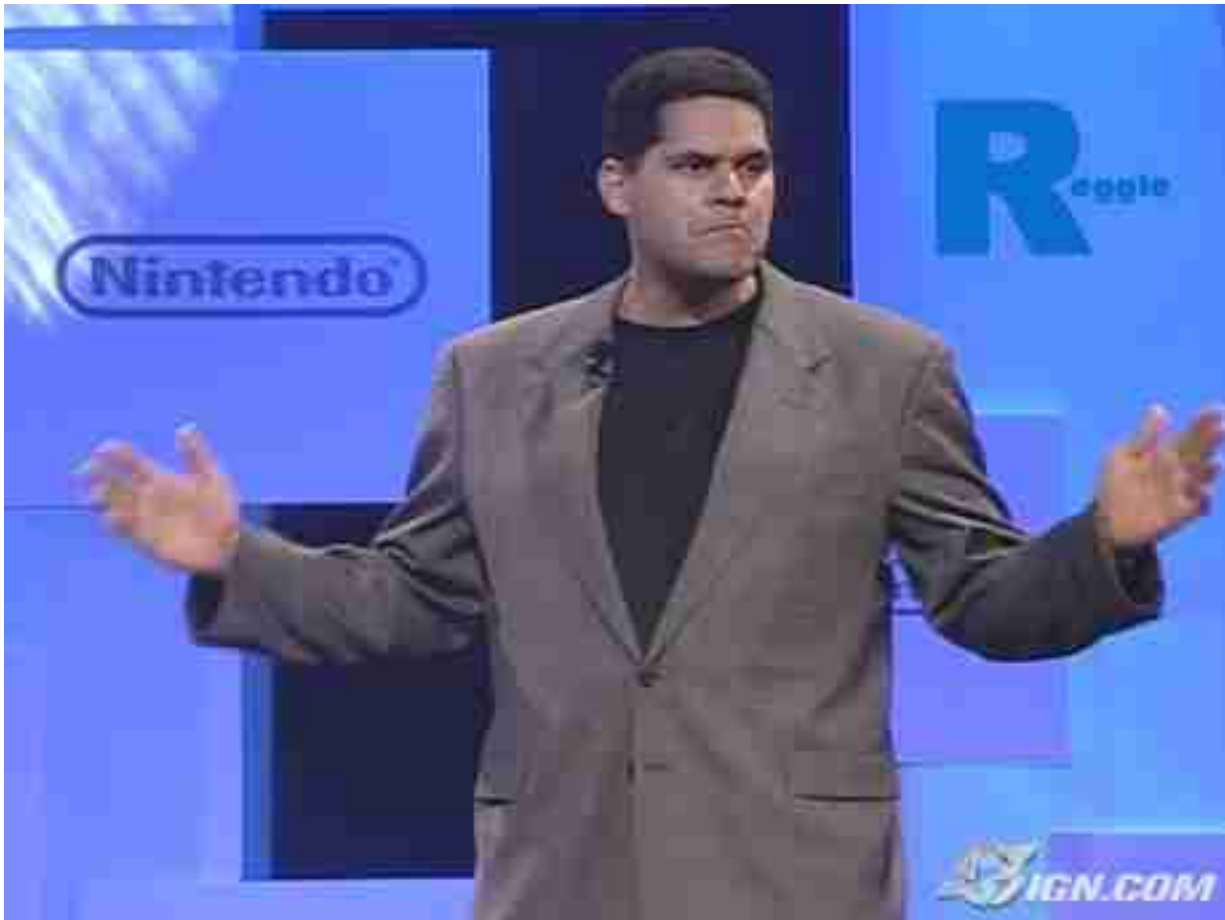
You should check it out.

#Link # # Reviews

Ciao,

Ravi

Play NES or SNES games on N64? It's possible! (2004-11-03 15:41)



New Nintendo Spokesman | Debuted E3 2004 | crowd loved him?

Here is Nintendo's new superstar I just found out today.....his name is Reginald Fils-Aime or "Reggie" and he's Nintendo of America's new male figure that shows that Nintendo is listening to what the gamers want, not what 3rd party developers are willing to put on Gamecube, and adds to that grown-up feeling Nintendo only recently showed at their press conferences. Anyways, at this year's E3 2004, Reggie was the main reason Nintendo was a hit with some help of the unrevealing of their new handheld. The truth is Gamecube is lagging behind the Playstation 2 at a 3-1 ratio. Personally - I don't regret buying any of current generation consoles. One reason is Xbox, GCN, PS2 have exceptional games. Xbox has Halo, Gamecube has Zelda: Wind Waker and PS2 has a couple. They also have a share of top selling games gone multiplatform. A good one is Metal Gear Solid 2 which has gone multi-platform even though it is most successful on Sony's console.

Today's conversation is about the *Tri-Star 64*, but first I had to mention how I love my new *Gameboy Player*! It's been 4 days since I had a Gameboy Player and it has brought life into my Gameboy cartridges once again. I have two RPGs for GBA which I can play on my TV and there is no visible difference between Fire Emblem Advance and the SNES version of Chrono Trigger. Fire Emblems also benefits by having 32-bit graphics instead of 16-bit. I remember back in December 2003 when Gameboy Player was 50 dollars and SP was 100 dollars. I had to have a backlit screen, but I feel stupid now because after I bought a Gameboy Player I can't tell you how much better playing with a joystick feels. I am one of those gamers who can not play games on the go and always play at home. Nintendo sells more games for Gameboy Advance than Sony sells PS2 games. In other words I am surprised that many people, whether age 8 or 28, still trust their old school games developed on a Nintendo platform. You know what this means, don't you? This means there is a total of 2000 Gameboy games that can be played on TV. Already hate the Gamecube

controller? Fear not! With the Gameboy Link Cable, the Gameboy Player allows you to use your GBA to control the game. Two Gameboy Advance link cables are sold new for \$12 US at department stores, and used at Game Stop or Toyriific for only \$7! Then again, some videogames cost \$20, but if you really hate the Gamecube controller it's a very small price to pay - yea know?

So how could Gameboy games be played on TV before July 2003? Well - IGN.com answered this complex question for me! **Intelligent Systems** makes an adapter that connects GBA to a RCA or SVGA external source. The 3rd party peripheral cost more than 400 dollars. Gameboy Player came along and cost 50 dollars last year.... Now that is the solution for Gameboy owners and developers a like. It's about 450 % cheaper.

What's more interesting is something called the **Tri-Star 64** allowing someone to play NES or SNES games on N64? Neat-O! I even know how Tri-star came to be....Tristar is what Nintendo called the 3 triangle symbol in Legend of Zelda and Legend of Zelda Ocarina of Time. I also believe there is a Tri-Star somewhere in Legend of Zelda - The Wind Waker. I had no idea it was possible until a few hours ago. It could be possible. Nintendo should have sold a N64 that had the ability to play SNES and NES games. Instead they've released something already compatible with older versions - Gameboy Advance. By taking this route - Nintendo could sell games on newly released videogames. Like everything else the company that made the add-on got sued for not legally obtaining the rights to play copyrighted software specifically developed for N64. What's next - a 3rd party Nintendo 64 peripheral for Gamecube?

Here is a short FAQ I copied off this link explaining how to use the TriStar 64:



- 1) Like the original Tri-Star, it's mostly plastic.
- 2) It needs an external power source (not included); a Sega Master System power supply works great. The box says "DC in" on the plug picture, so that excludes the NES power supply. The SNES and Genesis ones do not fit.
- 3) It has 3 slots: one for the N64, one for the SNES/Super Famicom and one for the Famicom. You need a 60-72 pin converter to play NES games on it. The converter is installed such that its front faces the front of the N64, but NES carts are inserted towards the back of the console.
- 4) It's composite only. No S-video here.
- 5) Some games don't work. Famicom Dragonsquest is one (it works on the original Tri-Star, natch).
- 6) The picture quality is fair/good, at best.
- 7) The silly thing will not work if an N64 cart is not plugged into the N64 slot.

Like UFO's CD64 I talked about in another post, Tristar 64 is a one of those weird things that came out during the 32/64-bit generation. Nintendo has a long history of getting "weird" peripherals. It looks like the user has to manually take the top cover off his/her N64 and place the new cover along with the hardware attachments to it. It says how far intelligent programmers went to get pass the NES5 encryption, and the SNES encryption to recreate hardware that runs original software of two older consoles. I strongly agree that console emulation took the next step and brought the old games to the majority of Internet users. It's highly preferred over playing the original cartridges on the original systems and has no legal entanglements. Whoever did this would have been better off just

creating a stand-alone console that did both with RCA connections and controllers. One thing is clear – this company did not want Nintendo involved when they've released this product.

Today I had a discussion about the future at WITC. The school will allow me to take part of their program for a third time if I take part in their job program. If I work for an employer who is in the computer industry than I get to stay at WITC even if I don't succeed in getting 70 % in both classes. The weird thing about it is I fail most of my first CCNA tests, but I get 80 % or higher on all my retakes. It takes a man to go through with the school's alternative program with will happen. My last retake was a 93 % - well above the norm, but the two averages to about a 67 %.

Tomorrow I'm getting Grand Theft Auto San Andreas. I feel like I'm getting the game because everyone else is getting it. Other then that I want to get 2 GBA games, Metroid Fusion and Metroid Zero Mission. Then Half-life 2 and Halo 2 are coming out the same day, November 16th. I don't know what I'm going to do? Buy all of them. HL2 is a must have – Halo 2 can wait a month or two. I won't have a chance to play one game more than 3 hours a week and maybe 6 hours on the weekend. I hear Halo 2 has better textures than Halo and reduced polygon count.

On a personal note – there hasn't been any updated next generation console news so my blog has been same old, same old. I do my best to keep it interesting. Come back soon.

I bought GTA San Andreas bought yesterday! (2004-11-06 15:42)

Yep! I finally got the 5th Grand Theft Auto game for PS2 two days ago. Its full name doesn't need introducing. I haven't played it yet though. It's supposed to surpass GTA: Vice City in all levels including city size. I used my birthday money on it. This makes 53 PS2 game cases. The 53rd game I bought yesterday. No one can come over so I can have a partner to share it with. I am all alone in my room. Then you ask, "Why don't you do something else?" It's very hard too if there isn't anybody around here that you'd really know after high school which makes life in the basement a little crazier.



You control mouse "In Air"

I found out some interesting news everyone about next generation of mice. Gyratron has this patented technology with mice that you hold and move, not move on the desk. The user holds the mouse and it uses wireless technology (radio frequency) to transmit the signal off the TV back to it so the pointer on the screen moves as much as how far you move the "dual-axis consumer gyroscope." Yes, it's a mouse "in air™" – also called a gyroscope. Now Nintendo is going to use some type of gyroscope in the controller for the "NES5" or Nintendo Revolution. The NES4 was Nintendo Dolphin and soon changed its name to Nintendo Gamecube. I could picture a gyroscope being used in place of one joystick in my hand, but all controllers with the current consoles have 2. It's extremely hard to picture it as a game controller. The "Ultra GT Mouse" manufactured by Gyratron uses a low-cost Gyroscope called the "MicroGyro 100", and retails for 80 dollars. That's cheap for this technology, but game controllers shouldn't be any more than 30 dollars.

Here are some names I thought up for Revolution

Game-sphere
 Gamecube 2 or GC2 or Cube2
 Virtual-Sphere
 Nintendo 256 or N256
 Nintendo Dolphin? AKA also Gamecube's code name
 Nintendo isphere

This just in Revolution games will use Blu-ray mini-discs, but will also feature a normal dvd drive. This feature came straight out of the Panasonic Q which is a DVD/videogame machine in Japan that plays all Gamecube software.

If you haven't noticed – there is basically the same stuff on all message boards that have the same topic – little originality. Few times – you'll get something that hasn't been said before. It's really not my thing. And if the content is more right than someone else, it doesn't take long for the new true content to hit other forums. I

only added one comment on IGN Boards, which has some of the largest gaming boards on the Internet, next to Gamespy.com and Gamefaqs.com.

I had this hilarious conversation on IRC chat at ICQ.com. At first no ones talking okay because nobody was driving the conversation until I come along.

No one is talking about games on the #games channel until:

I start saying, "Xbox sucks"

Then someone replies, "No it doesn't."

Then I say, "Yes it does"

Then someone says Xbox has the best graphics.

I say, "No it doesn't."

Then, I start saying, "Microsoft sucks"

Then someone says, "I like Microsoft"

Then I say "Windows 3.1 sucks. Windows 95 sucks. Windows 98 sucks. Windows 2000 sucks. Windows XP sucks" so Microsoft sucks.

They tell me to shut up.

Then I bring out the big guns and say, "PS2 rules because it has San Andreas and Devil May Cry and Gran Turismo 3!"

Then someone says, "I agree with you - "Xbox sucks"

Then I say, "Good"

The conversation than died.

This discussion turned out positive because I truly made the choices before in earlier forums, and I know what I'm talking about - plus most gamers who read the forums knows San Andreas is the most highly anticipated game for PS2. I was thinking that the game is too anticipated, but it's hyped up because it's nearly perfect on every level. I can't believe that people want to run a small gang in the early 90s. The game soundtrack has real artists like 2Pac, Guns and Roses, Aerosmith, Coolio. 2Pac's most popular track was "Changes" which is in the game. I am not a big rap fan, but in high school a lot of people loved 2PAC. My old friend, Chuck, liked him too. He was shot down by a moving car while walking on the street in real life in 1996. The game manual has a lot of naughty stuff in it too.

I just got Guilty Gear X CD at Game Stop yesterday. Rip off yes, but where around here am I going to have another chance at owning Guilty Gear X? I sort-a solved the problem by printing out the front and back covers from a website. At, Gamestop, the store person said it was very hard to come by. Guilty Gear X2 is even harder to come by. The reason why is the game is very nice high resolution 2D fighter with solid game play mechanics. The Xbox version was released mid-September and is by far the most abundant version of Guilty Gear X2. Guilty Gear X series has the best graphics of any 2D fighter out which is why it stands out. The textures are crisp unlike 32-bit version of Street Fighter or King of Fighters. The DC version of Guilty Gear X also was above the rest - prettier than Street Fighter Alpha 3 on Dreamcast. The Dreamcast version of the Guilty Gear X is harder to find than the PS2 version. I own the PS2 version. I am sure that my next PS2 game will be Guilty Gear Isuka.

Do you like my new logo? Vote the poll (2004-11-09 15:43)

I was afraid it's too big. Samus is acting like "Superman". I thought it looked cool but that's just me. This is to celebrate the release of **Metroid Prime 2 Echoes** coming out on November 15, 2004.



I downloaded Paint Shop Pro 9 and it was well worth the 98MB download. The user interface looks exactly the same as PSP 8.0, but graphics codecs compress PNG, JPEG2000, GIF better than they did in PSP 8.0. I know because I did a test on some of other bloggers logos. The results were from 5KB - 12 KB difference. I have enough skill to use the magic wand and crop images out of desktop wallpaper and such to make logos such the one above and the one I just made.

I bought Halo 2 today | Halo for Mac? (2004-11-10 15:44)

Oh my god... I just found out that Halo was out for MAC and it's published by Apple! Halo is on a non-Microsoft platform. That's amazing. It can run on MAC OS 9 and 10. But Microsoft played the devil's avocet when it came to giving Halo back to Mac. As for Halo 2...read below.

Today I just got a piece of history. A very, very, very small piece. Halo 2 sold 500 games at the Woodbury Game Stop the first day in preorders. It is a very profitable game. It's by far the best selling videogame this year. Halo 2 has only been out for 2 days and already it sold 500,000 copies. That means in a week it will sell over a million. I found out that Halo 2 is much, much more anticipated than Metroid Prime 2: Echoes. I found out - it's not really people dislike Samus. Some believe including me that Master Chief's arch-nemesis is Samus Aran and vice versa. Game quality is hardly an issue here when comparing Halo 2 and Metroid Prime 2. Would you rather play as a marine that saves humanity or a bounty hunter that saves humanity? Some say Halo was better because it had multiplayer. Well boys and girls...Metroid Prime 2 has death match, capture the flag, team deathmatch, sniper area and it's online. Nintendo did much better than you'd expect from a first attempt. They tried to put the "Goldeneye" into "Prime 2" and give Samus a fighting chance at sales.

By the way I found this paragraph really funny.

"Mere weeks after E3 rumors were quickly circulating around the Halo enthusiast community that the unthinkable had happened and Microsoft had purchased Bungie. Though this wasn't that much of a surprise as Microsoft had the spare cash and had been waiting in the wings looking for something to spend this cash they'd found behind their sofa to help the launch of their furniture piece console, the X-Box." - Gamegossip.com

We all knew Microsoft wanted to keep the best games for PC (x86 to you geeks out there). I think they felt sorry about MAC gamers, after all some MAC gamers are also loyal Xbox fans so they gave them back the game. Somehow, Apple (also called MACsoft) got the go-ahead to publish Halo on their platform. I also find it ironic that Microsoft is using the powerful PowerPC platform, the Xenon. Hmmm, there might be a connection with this. Bill Gates said, "We'll trade you Halo for use of your PowerPC technology on Xenon?" In my opinion Apple had nothing to loose....after all the Xenon will not have an Apple logo on it? Who would care? For all I know there could be Apple technology under that black case of the Xbox. The only reason I know Xbox is in fact x86 is I happen to know it's powered by a Pentium 3. Pentium 3s aren't used in PowerPCs.

Retro Studios

Developer of Metroid Prime is Retro Studios - a fully funded 2nd party developer of Nintendo. It's probably the single largest Nintendo faction in the United States in terms of employees besides Nintendo of America. Retro is located in Austin, Texas. Over 200 employees worked on Metroid Prime 2. The founder of Retro, Jeff Spangenberg, was the founder of the developer who made Turok: Dinosaur Hunter for Nintendo 64. Turok 2 got a 9.2 out of 10

when IGN.com reviewed the game. It was also a favored version over the PC game of the same name. Last year he left Retro Studios to form Topheavy Studios.

Bungie

Bungie is a new developer whose first game was Halo. What most of you don't know is Bungie was making Halo for Macintosh and the game was going to be published by Apple. On June 9th 2000, Bungie became a 2nd party developer of Microsoft Game Studios and developed Halo for PC and Xbox. Like Retro Studios, their project sold so well that they have the ability to work to develop on game and be able to pay all the employees from the sales. Remember, Halo is not a Microsoft trademark - it is a Bungie trademark. Obviously Halo 2 online feature will add to the replay value 10 fold. Although the PC version of Halo had online multiplayer and it sold less than the Xbox version. Go-figure. Remember the PC version? The drag was lag in the PC Halo multiplayer via Internet. Halo was released for MAC under Microsoft Game Studios (now ironic). It was a much better LAN game. Halo for PC seemed a bit rushed. I mean when the PC version came out - everyone bought the Xbox version or bought an Xbox too play the Xbox version. I feel I was the only one who bought Halo twice. Including today I spent a total of 150 dollars on all games. Now Halo for PC is only 20 bucks....if you can find it.

Gearbox Software

Gearbox received their fame by being the co-developing the PC and MAC version of Halo. The graphics are better than Xboxes. The PC version had good reviews - mostly in the 8.5 - 9.5 range according to many Internet gaming sites. Now their next project is making Brothers of Arms which is really "Band of Brothers: The Game". Brothers of Arms is coming out for PC/Gamecube/PS2/Xbox.

Under the hood of Gamecube (2004-11-11 15:45)

Okay, we already know that this costs 100 dollars retail price right? I imagine it costs Nintendo 60 - 70 dollars more than 100 dollars. The profit is made on Games. Now if PS2 could ever look this good. Nintendo used every popular way to fit everything into a small box. So I did see a cooling fan on the right side checkered opening on the Gamecube. Xbox, PS2, and Dreamcast also have one. One thing I know from building PCs....you can extend the life of your hardware a lot by adding a system fan. Nintendo wanted to ensure that the Gamecube wouldn't overheat thus not freeze like Playstation. The guy who wrote the page admired the flip-top mini-disc drive! It looks like Gamecube was inspired by Dreamcast and that makes me wonder how much Dreamcast inspiration went into Gamecube? A lot. Nintendo's R & D3 also knew how they could exercise the graphics to the limit for 200 dollars. When Nintendo chose IBM and gave the silicon manufacture giant one billion dollars to make a 485 MHz CPU - they've got something pretty darn nice in return although that's not all..... they've brought Panasonic, ATI/ArtX and the less famous Factor 5 into the picture too to create "Project Dolphin". Remember, Gamecube was \$179 at launch and the rest would be made up by selling software. We all found out what the expansion port was used for!



CPU heatseek of the Gamecube My server

Disc drive cable connecting to motherboard below My server

Gamecube motherboard bottom My server

Gamecube motherboard Top My server

Now the second part is a little difficult. Nintendo makes a special Gamecube called the "NPDP Gamecube" In place of the minidisc drive is a cartridge which developers can put their data on. It is rewritable too. This gamecube also comes with 48MB of RAM instead of the normal 24 MB. I think I heard on the site that the NPDP cartridge can hold 4 1.8 GB normal disc images. This is essentially only a developer's kit in case you were wondering.

NPDP Gamecube My server

NPDP cartridge My server

I finally found a picture of the Gameboy Player made by Intellegent Systems, a 2nd party of Nintendo. It allows Gameboy Advance to be played on the TV. This one is made for Nintendo 64.

Gameboy Advance hardware for N64 My server | 132 KB

Gameboy Advance hardware for N64 My server | 154 KB

Gameboy Advance hardware for N64 My server | 154 KB

hardware mods (2006-02-14 22:40:00)

You should check out this site! rma service reviews

be wealthy (2006-03-18 20:09:00)

Wow! What a great blog you made, I am really going to bookmark you right now!

If you like then have a look at loaded with money cause I want to help making you big profits and real cash!

Check it out if you want to earn big and easy ;-)

bright future (2006-03-30 01:58:00)

Hi there! I have found your blog finally! I have some great news for you to see at be wealthy and it is really cool!

Check it out whenever you want ;-)

out of debt (2006-04-01 14:23:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to

opportunities and see how I can help you to earn a lot more than average! It is rewarding;-)

be wealthy (2006-04-03 06:28:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to

become rich and see how I can help you to earn a lot more than average! It is rewarding;-)

get rich (2006-04-04 07:06:00)

Hello, you have made yourself a great blog! I'm immediately going to bookmark you!

I have good news at opportunities for you to see. It is showing you a whole lot! You are invited to check it out if you get time :-)

earn lots (2006-04-05 06:12:00)

Hello, you have made yourself a great blog! I'm immediately going to bookmark you!

I have good news at easy life for you to see. It is showing you a whole lot! You are invited to check it out if you get time :-)

electronics reviews (2006-04-16 05:48:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Interesting "Sega Xenon" Rumors (2004-11-12 15:45)

X X X

I read some rumors that Microsoft was going to buy Sega so that Microsoft Xenon could sell in countries where Xbox is 1 %. Sega actually did better in these parts of the world than Microsoft did. These countries are also heavily pirate software areas of the world and it's hard to copy games for Xbox unlike Playstation 2. The idea is Sega will have their logo on the next generation console where Xbox wouldn't have a chance of selling. It goes way back when Atari was about to manufacture the NES under the name of "Atari Famicom" here in the US, but they didn't want too so it became the Nintendo Entertainment System. Big mistake for Atari. LOL Atari Jaguar was a big flop. No one remembers Jaguar. I've seen one though up close and touched the packaging box. :)

Sega was bought out by Sammy Corp of Japan as of 2003. Sammy makes a lot of arcade games. The most noticeable is Guilty Gear X. It's odd because although they are together, Sammy allows Sega to release all the North American and European games under SEGA. Microsoft would either have to buy Sammy Corporation or give them an offer they couldn't refuse.

I have a feeling that when Sega wanted to survive and went 3rd party - there might be a possibility that Nintendo will also go 3rd party and when they do - Microsoft can give them an offer again. Keep in mind - Sega wasn't making a profit and went bankrupt - declaring bankruptcy. Sammy bought out Sega one year after 'software only Sega' was officially started. Media companies merge all the time. Think AOL/Time Warner or Squaresoft and Enix.

Sega officially announcing the "SEGA Xbox Xenon" has a nice ring to it.with 80 % of the software revenues going to Microsoft. It would be nice if we saw Virtua Fighter 5 or 6 on Xbox Xenon.

Lets say it were true. Microsoft contracts with Sammy Corp so it can be labeled Sega Xbox Xenon in Asia, Japan, Africa, and South America. Microsoft Xbox Xenon in North America, Europe, and Australia. All the little islands are contracted under the correct regions. It could go a step further calling the Sega versions "Dreamcast 2s" with an addition of a second laser in the dvd drive so it could read Dreamcast games. Dreamcast games are GDROMS but I techicially there could be dual lazars where one would read GDs and the other reads HD-DVDs, DVDs, CDs. I don't now if Dreamcast can be emulated or not. Chankast is supposed to do this on Windows XP so I guess it is possible. This way there would be nothing besides the software and the GD-ROM laser which would mechanically move 5 degrees that would be added to the Microsoft Xenon so it would be backwards compatible with Dreamcast games.

Check out <http://Chanka.org> and see what I mean.

Microsoft buying Sega is really dumb. Sega already made good games on Xbox. If Microsoft want's a particular game that badly, they can publish it. It's a hell a lot cheaper than buying Sega as a whole.

May I add one more thing about this.... IT WILL NOT HAPPEN!!! EVER!!!!

First 3 audio reviews | HL2 out in 11.5 hours (2004-11-15 15:46)

First of all I like to announce that I've experimented with compressed audio – and my first 3 audio reviews of PS2, Gamecube and Gameboy Advance are available. Don't worry about download time as all 3 are less than 1 MB.

Copy and Paste these URLs in your browser's address bar:

<http://iansblog.0catch.com/gamecubereview.ogg>

<http://iansblog.0catch.com/ps2review.ogg>

<http://iansblog.0catch.com/gameboyadvancereview.ogg>



Official Half-life 2 Site

IGNPC's four page Preview

Half-life 2 comes out at midnight tonight at Wal-Mart and I'll be there when it is. I called ahead and know that there are copies in back-storage. I've been waiting all year for this one. HL2 the best selling PC game ever. Wasn't the last one Diablo 2, my favorite game or was it The Sims - one of the two? It's the highly anticipated first person shooter which is the sequel to the Half-life expansion Blue Shift. Half-life 2 is coming in DVD form with enhanced versions of Half-life and Counter Strike. IGN.com said that the game shipped today. I'm skipping out on Metriod Prime 2 for god's sake so I could afford this ONE game. Sorry - Samus, but Gordon Freeman on my computer is much more important. I stuck a note on my monitor so I wouldn't forget. With Half-life: Source packaged in – this package will not be short. Only problem is although the multi-play is FREE, I have a 56K modem. I mean I'll try it out to see how well it plays over my slow connection – I doubt I will have a playable game. These games probably need a lot of bandwidth since there is a lot of action going on. I am expecting the retail version to be playable, but somewhat buggy. Valve will not be releasing patches like it was for Half-life. The full 1.0 - 1.11 patch for Half-life was a whopping 110 Megabytes – that is a lot larger than what it shall be now. Valve completed the game over 2 months ago. Valve should have a patch ready this week. I heard Valve gave select beta testers the retail version and the first patch. Back 6 months ago when Valve confirmed an Internet Link of the retail version – I looked on the pear2pear unities and shockingly, Half-life 2 was on them. The beta was leaked on Emule and Overnet.

I feel that Half-life 2 will have succeeded where ID Software failed in Doom 3. Quake 3 was great. Return to Castle Wolfenstein was great. Doom 3 wasn't so great. It was good - but not very good. Doom II is so old - like 1994 so it's 10 years older. I was 9 when Doom II came out. I was 19 when Doom 3 came out. Doom 3 has more Quake II in it than Doom II. Meanwhile - while I own Quake 3 and Doom 3 - I am not very clear on how Doom 3 could possibly be bad. I am a casual gamer - one whom plays periodically. Half-life 2 will probably play much tighter than Doom 3. Its difficulty will exceed Doom 3. Monsters hiding in the dark to feed on an un-expecting pray (me) will be twice as bad. Not to say Doom 3 on hard wasn't that way. Hard in Half-life 2 will bring Hard to a new meaning. Hardcore First person shooter fans will be stuck on normal in HL2 from what I hear on the forums.

I heard Valve favored ATI in development. That means my Radeon 9800 XT will be able to show most of the effects that Valve shown at E3 (Electronic Entertainment Expo). I don't think I'll be able to show it off at 1600x1200, but I can try to get 1200x968 at 4x anti-analyzing with nSync on the game. Perhaps if I let the software acceleration take over - I can get it up to 1600x1200. My point is my computer was absolutely near top of the line at the end of last year and since then I've added 1 DVD-RW and 1024 MB of SDRAM. I guess you could have spent 1000 dollars on a videocard too. Games wouldn't need that kind of gigaflop performance anyways. My guess is I can do around 20 Gigaflops. Xbox is about 10 but it's max resolution is 1200x768.

I feel bad that I am not one of those people with high-speed Internet. For those who have it – it's part of daily life. I do have access to a T1 line though. Kazaa Lite is a big problem for WITC. The technicians have problems

of the servers maxing out at 1:30 AM once in a while. I found out a few months ago that Overnet works well on it. Overnet uses the eDonkey 2000 servers. It's mostly made up of Class C IP addresses though some are class B IP addresses. It's possible to get some of the smaller downloads through Overnet.

Class A - 1 - 126

127 - looping address

Class B - 128 - 191

Class C - 192 - 268

Class D - 269 and above (more private use)

My ISP looks like a Class A address. It starts with 69.58.xxx.xx. That's probably because they service DSL to 100s of subscribers around my county.

This game will never be forgotten. - Until Half-life 3 comes out.... This game will never be forgotten. - Until Half-life 3 comes out and maybe then - because Half-life 3 will have upgrade versions of Half-life 1 and 2 packaged with it....

"Half-life 2 aftermath" (2004-11-16 15:47)



I have bought this game and later today after school I will play to give a review. At Wal-mart there was a shelf full of 3 box art (same game) One was Gordan Freeman. Another was the girl, and the 3rd was "The Old Guy"

I waited a long time to get this game. There is also a Platium edition where you get Half-life 1 - Source. Counter Strike - Source, Half-life 2, and a free T-shirt for 70 dollars. Best Buy has that deal. Actually I drove into Hudson and there were few cars out. I didn't hit any deer when I got back. You also see my "legal" copy of Halo 2! It is unopened. I didnt' buy it the first day like Half-life 2, like I said I got it at Game Stop the day after the store sold 500 copies the first day.

Shall I play the PC game or the Xbox game....decisions.....hmm.....

NASA breaks the world speed record - again (2004-11-18 15:48)

NASA builds an aircraft that brakes world speed record. One aircraft that is famous for being 10 years ahead of it's time is the SR-71 Blackbird which broke the last speed record of 3 MACH. The X43 is an unmanned rocket plane. Once the jet fuel was depleted, the aircraft crashed in the Pacific Ocean like it was suppose to. The future of this would be one that could land and be reusable. The SR-71 was great because it could be used as a reconnaissance plane. It is the successor of the U2 space craft which flown in the 60s for reconnaissance pictures over Russia in the cold war. It could fly so high that Russian SAMS could not shoot it down, but effectually the SAMS did. It must have scared the heck out of the Soviets. The U2 spy plane is still in service for NASA. It is the 2nd longest airplane in service except for the B52 Bomber. The SR-71 Blackhawk was in service for a long time too. Anyways, that super sonic aircraft that broke the world speed record was the X-43 (rocket plane) at Mach 7. NASA is also building the X-43A which is supposed to go MACH 10.

More information

Above Top Secret

Here are some other strange American Aircraft and a paragraph about each

U2 Spy Plane



Famous for taking pictures of military zones in Russia. It had the ability to fly high and around the world. It's interesting that it's the 2nd longest commissioned plane in the world. Most facts about the plane is top secret. It does have the longest wings I've ever seen. It first went into service in 1951 (at the beginning of the cold war) when presently it survives to still be commissioned to this day. Upgraded of course with latest safety features and ejection seat. . It top speed is 478 miles per hour or MACH 0.58. Maximum altitude is 70,000 feet. That is the main purpose of the aircraft. Great for use in hurricane surveys. It can fly well above the hurricane to take pictures of wind speed which way it's going. I wouldn't doubt the United States Weather Service used this plane for this purpose. The wing span is very long 105 feet. You must have long wings to keep the plane from stalling at high altitude.

The U2 Spy Plane has one the highest mission completion rates in the U.S. Air Force despite the fact that the aircraft is the most difficult to fly due to its unusually challenging takeoff and landing characteristics. Due to its high-altitude mission, the pilot must wear a full pressure suit.

U2 II – SR71 Blackbird



Used in the 70s and 80s for the same exact purposes as U2. One interesting thing about this aircraft is it broke the world speed record in the 1980s. It could also go Mach 3 and used early stealth. The blackbird wasn't used for any military purposes except in Operation Desert Storm in 1993. The US Government only unclassified that Stealth bombers were used in Operation Desert Storm, however, didn't say if there was a reconnaissance plane involved or not. To some people – it remains the greatest aircraft ever made. The plane was very expensive (mostly because it had older technology that newer technology could do at a fraction of the cost.)

U2 III – Project: Aurora



A government project that is supposed to be in service presently in place of the SR71 Blackbird. There is no information that it does exist. Rumors are that it can go Mach 3 – Mach 7 or twice as fast as the Blackbird. Rest is classified. There was an article in Space and Technology Magazine which discussed Aurora in depth, but no one believed it apparently.

he name "Aurora" came about from a 1986 Pentagon Budget document and was slotted to receive a large sum of money. The project is suspected to contain two aircraft: a large SST that is the first stage of a two-stage aircraft/satellite launcher possibly developed following the Challenger explosion in 1986, and a smaller triangular HST that has been even more reported and speculated about. It is said to be the most remarkable flying machine ever built and is seen as the epitome of a century of aerospace development! I originally did this project for FS5 when

I noticed an article in Popular Science in 1993 and later on bought the XR-7 Thunderdart plastic model kit (based on Aurora) by Testers Corp. Testers also made the SR-75 Penetrator model kit which is what my version is somewhat based upon. Since the true designations and confirmed existence are unknown, I used the same numbers as the kits since they make some sense, however those silly names will NOT be used. Since this is the largest project I have ever done, and all previous sims couldn't allow for the planes to be done properly it has taken several years of spare time to get to this point, therefore I have broken it down into several parts. The two main sections will deal with each aircraft:

Rayging Blue & Idinaloq: Excellent freeware games (2004-11-19 15:49)

Today is the first full day of Thanksgiving Break. I went to WITC around 2PM so that I could get some extra credit. Anyways I wanted to download some interesting shooting games that I found about at Gamehippo.com. I have been interested in Radiant Silvergun and Radiant Silvergun 2: Ikaruga that I wanted more of it. I played a freeware game long time ago called Dieslave. It is very similar to Ikaruga. You can see Radiant Silvergun 2 under Gamecube at my game collection entry. It is a 2D shooter

I found some pretty cool Japanese freeware games that do this as well The most awesome is a hard to find zip file - I found it though. It took me 40 minutes.

First I like to mention Rayging Blue. It supports as good of graphics as Radiant Silvergun. There is no option to raise to resolution. It supports loads of intense action . It comes with more than 3 levels. A midi soundtrack that is above average and control is simple. You use the arrows to control the ship and the Z and X button to use the primary and secondary weapon you obtain by collecting power ups that you get by shooting enemies.

X

X

I think the graphics are very good for a freeware game of this type. Easily a 32-bit game. Not a 16-bit game. The techno in the game takes some getting use too.

Graphics 9 (as good as it gets with a freeware game these days)

Sound 8

Gameplay 9.5

Replay Value 7

One last thing....Rayging Blue II is confirmed to be released in January 2005 and this address will have it when it is. Find this game at <http://www.nifty.com/download/win/game/shoot/>

X

X

The second is Idinaloq. It's developer is much like Treasure and it's name is Namikaze Project. The game was released in 2000 as shareware, however, now the game is free. It comes with an optional MPEG intro video and ending video (credits) I could not get the game to work if the movie was placed in the Mov folder in the game folder. The game is low-res 3D. The game has more detail than other freeware titles that do the same thing. This game looks

32-bit too. played it – it plays good. It looks slightly better than Rayging Blue Download address:

I do not think this is shall be compared to a retail game. This game doesn't have the level of quality of graphics or the game play. The sound is a little tricky. It averages about the same as a typical SNES RPG.

Graphics 8.5

Sound 8

Gameplay 9.5

Replay Value 7

Find this game at http://www.gamehippo.com/download1/download1_707.shtml

I also have even stranger Japanese games. One is called Embodiment of Scarlet Devil. The other is Perfect Cherry Blossom. Both are so damn weird, that I won't play them. Both games are translated into English from Japanese. Game play is at the level of Rayging Blue in terms of fun. It is made by Shanghai Alice, a shareware independent developer. If you're absolutely obsessed with shooting games – download these two.

To download these games:

- 1.) Go to Google.com
- 2.) Type in Shanghai Alice
- 3.) hit the top link but translate it with the translate option.

I.Q.B. ver. 2.0.8 update | More VG Pictures! (2004-11-21 15:50)

My latest compiled html of Ian's Quintessential Blog is online. In this version, I made a new logo featuring Link and that girl from Final Fantasy 12 which I also had in Renegade Viking's Webpage 7.0. I fixed some color links. In 2.0.9 I will make small pings and force the fonts to get bigger. I can make them small enough where each png linking to a hyperlink is only 0.5 KB. That should be small enough for fast loading.



Ian's Quintessential Blog 2.0.8

Full list of features History.txt

- new logo (featuring Dark Link and that hot chick from Final Fantasy 12)
- better quality information graphics
- changed text on right side to blue instead of green



Updated Videogame collection post to 1.16!

[Click Here](#)

To see some updated pictures of my personal collection copy and Paste these URLs into your browser's address bar! I have added all my PC boxes and Gameboy Advance games.

<http://www.angelfire.com/blog2/renegadeviking/gbacollection.jpg>
<http://www.angelfire.com/blog2/renegadeviking/pccollection1.jpg>
<http://www.angelfire.com/blog2/renegadeviking/pccollection2.jpg>

The past week I've been scanning Catharton boards for a good conversation. There are others like me who just want to talk about videogames and videogame systems. It's great because they don't exclude anyone. The Administrator talks to me a lot and I wonder if this is his primary hobby. I have 80 posts on there and he has 18,500 posts. There is a slight difference there. He's very educated about videogame culture. I learned he lives in Britain. He told me I had a brilliant avatar. He really is determined to promote his message board to other gamers around the world.

Few Internet updates are as follows.

1. I did update my videogame post. The number has now reached 340 games.
2. I.Q.B has now reached version 2.0.8. I changed the logo again. Updated some links. I took snap shots of my PC and GBA videogames. Plus after I come back from the game store – take a picture of some PS2/Xbox games as well. It's been a month already.
3. added a few more "Gaming Links" to this blog, the newest is Catharton

I've been playing Star Ocean 3: Till the End of Time on Friday night into Saturday morning. I think I'm into chapter 2. There are about 6 chapters in the game. It's fun to cheat via Action Replay, but cheating takes the fun out of spending 1 minute on every battle. With the level enhancing cheat – I can whoop ass in 25 seconds. I repeatedly hit the X button and the circle button to attack. The bonuses I get from the game add to my character's damage.

Metriod Prime 2 Echoesis out and I plan to get it. My point is from owners prospective – Metriod Prime 2 Echoes reached the same score as Legend of Zelda the Wind Waker. Games just can not buy friends. Friends do not show up at my doorstep. My friend went deer hunting today. Humph. No fun at-tal. The story is about continues exactly after the first one finished. Samus is put into a planet with two alternate dimensions. The world is caught into a struggle between good and evil. At this point – the evil side is winning. The alternate dimension is where you get obtain weapons that do damage to evil characters in the good dimension. It looks great – I am going to get it.

I read Metal Gear Solid 3 Snake Eater for the first time and realized that it beat Metroid Prime 2 by one stinking point! However, MGS3 uses the PS2's hardware to the limit while Metroid Prime 2 only got 9/10 in the visual department. I am hoping that the 9.0 of Metroid Prime two years ago isn't the same quality as Metroid Prime 2. The site did say that Metriod Prime 2 has better texturing than Metroid Prime which is a big deal because no game can match the prequel's quality of textures. It sounds cool because it has multiplayer in it. Maybe if Nintendo asks real nice – Konami will port Metal Gear Solid 3 to Gamecube. They've got Konami to port MGS and MGS2 to Gamecube didn't they? That would be beeping awesome if they had. I already know Konami is in the works of a PC version. MGS2 was strange because it came too all platforms including PC and MAC.

Though I am more a Samus fan than a Solid Snake fan so it'd be easy for me to spend my dollars on a Samus game. I swear – why do all the highly anticipated games come out within 1 week of each other? I don't know – it beats the hell outta me. I only got done with half way through Half-life 2. I haven't opened Halo 2 yet.

Here is how IGN.com scores the games from greatest to least:

GTA San Andreas – 9.9 out of 10 [status: bought]
Half-life 2 – 9.7 out of 10 [status: bought]
Halo 2 – 9.7 out of 10 [status: bought]

Metal Gear Solid 3 - 9.6 out of 10 [status: anticipation high]

Metroid Prime 2 - 9.5 out of 10 [status: anticipation high]

This is Ian signing out.

Anonymous (2006-02-19 14:50:00)

Hey Ian's Smashing Good Blog Site, I couldn't agree with your post (best.) more. Check out my site: deer hunting games online

PC Collection/GBA collection (2004-11-22 15:51)

X

X

X



PC (66 games plus expansion packs)

RPG (without expansions) 14

first person shooters (without expansions) 24

Atheletic Sports 3

action (without expansions) 46

1.) Doom 3

2a.) Battlefield 1942

2b.) Battlefield 1942 - Road to Rome

- 2c.) Battlefield 1942 - Secret Weapons of World War II
- 3.) GTA Vice City
- 4.) Freelancer
- 5.) Sexy Beach II
- 6.) Yu-gi-sa card game
- 7.) No One Lives Forever 2
- 8.) Oni
- 9.) Giants - Citizen Kabuto
- 10.) Final Fantasy VII
- 11.) Star Trek - Elite Force II
- 12.) 007: Everything or Nothing
- 13a.) Neverwinter Nights
- 13b.) Neverwinter Nights Hordes of the Underdark
- 13c.) Neverwinter Nights Shadows of Idrenule
- 14.) Star Wars - Knights of the Old Republic
- 15.) Baldur's Gate
- 16.) Baldur's Gate 2
- 17.) Unreal 2
- 18.) Dungeon Siege
- 19a.) Diablo
- 19b.) Diablo Hellfire
- 20a.) Diablo 2
- 20b.) Diablo 2 - Lord of Destruction
- 21.) Warcraft 2 Battle Set Special Edition
- 22.) Warcraft 3: Reign of Chaos
- 23a.) Anarchy Online
- 23b.) Anarchy Online Notum Wars
- 23c.) Anarchy ONline Shadowlands
- 24a.) Final Fantasy XI
- 24b.) Final Fantasy XI Rise of Zilart
- 25a.) Elder Scrolls 3 Morrowind
- 25b.) Elder Scrolls 3 Morrowind Expansion - Tribunal
- 25c.) Elder Scrolls 3 Morrowind Expansion - Bloodmoon
- 26.) Halo Combat Evolved
- 27.) Call of Duty
- 28a.) Metal of Honor Allied Assault
- 28b.) Metal of Honor Allied Assault Spearhead
- 29.) Return to Castle Wolfenstein
- 30.) Unreal Tournament Game of the Year Edition
- 31a.) The Sims Delux
- 31b.) The Sims Unleashed
- 32.) Iceland Dale
- 33.) Iceland Dale 2
- 34.) Vampire Masquerade
- 35.) Max Payne
- 36.) America's Army v1.5, 2.0a
- 37.) Unreal Gold Edition
- 38.) Black and White
- 39.) Oregon Trail 2
- 40.) Microsoft's Combat Sim

- 41.) Falcon 4.0
- 42.) Unreal Tournament 2003
- 43.) Unreal Tournament 2004
- 44.) Simcity 2000
- 45.) Simcity 3000
- 46.) Simcity 4
- 47.) Hexen
- 48.) Duke Nukem 3D
- 49.) Dungeon Keeper
- 50.) Dungeon Keeper 2
- 51.) Quake 3
- 52.) American McGee's Alice
- 53.) Undying
- 54.) Need for Speed
- 55.) Need for Speed III
- 56.) Need for Speed Porsche Unleashed
- 57.) Need for Speed Underground
- 58.) Madden 2001
- 59.) Tiger Woods PGA Golf Tour 2001
- 60.) Triple Play 2001
- 61.) Spellforce: Order of the Dawn
- 62.) Sid Myers Alpha Centauri
- 63.) Soldier of Fortune Platinum Edition
- 64.) Deus Ex
- 65.) Thief
- 66.) The Sims 2 DVD Special Edition
- 67.) Half-Life 2 DVD edition
- Gameboy Advance (5 playable games)
- action 1
- racing 1
- platform 1
- RPG 2
- retro 1
- 1.) Super Mario Advance
- 2.) Mario Kart Super Circuit
- 3.) Fire Emblem Advance
- 4.) Golden Sun 2: The Lost Age
- 5.) Castlevania - Circle of the Moon

oakleyses (2014-10-23 18:14:42)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:14:43)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan,

hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:46)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:10)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

PSone/N64/Dreamcast Collections (2004-11-22 16:08)

X



Playstation (30 Game Cases, 38 playable Games total)

History of Ownership:

Playstation:

I believe the reason I waited until 2002 to get a Sony PSone is that I was a loyal Nintendo fan. I bought a Nintendo 64, Dreamcast and Gamecube, and GBA before the PSone. I wanted the RPGs! I wanted to own all the Final Fantasys out for it! When I got 3/4s of the Final Fantasy games, I bought some other RPGs like Chrono Cross and Vagrant Story. Then I collected Castlevania Symphony of the Night because I hear that game was very well designed.

I finished Legend of Dragoon, Chrono Cross and Final Fantasy 8 before I really didn't play it any longer. Now there are so many RPGs out for PS2 including Final Fantasy X (the reason why I bought a PS2). You can see my history of owning PS2 in that post. PSone was actually I rush to get as many good games for it at 11 to 30 dollars each. The

most I ever paid for a PSone game was Final Fantasy Chronicles which was 50 dollars in 2002.

RPG 21

shooter 7

racing 3

platform 2

fighters 2

retro 6

1.) Colony Wars

2.) Colony Wars : Vengeance

3.) Crash Bandicoot 2

4.) Crash Bandicoot - Warped

5.) Mega Man X6

6.) Mega Man X4

7.) Mega Man Legends II

8.) Metal Slug X

9.) Dino Crisis

10.) Dino Crisis 2

11a.) Final Fantasy V (Final Fantasy Chronicles)

11b.) Final Fantasy VI (Final Fantasy Chronicles)

12a.) Final Fantasy (Final Fantasy Origins)

12b.) Final Fantasy II (Final Fantasy Origins)

13a.) Chrono Trigger (Final Fantasy Anthology)

13b.) Final Fantasy IV (Final Fantasy Anthology)

14.) Final Fantasy 7

15.) Final Fantasy 8

16.) Final Fantasy 9

17.) Star Ocean - The Second Story

18.) Vagrant Story

19.) Tekken 2

20a.) R4: Ridge Racer Type 4

20b.) Ridge Racer

21.) Tale of Destiny

22.) Chrono Cross

23.) Xenogears

24.) Grand Theft Auto 2

25.) Gran Turismo 2

26.) Castlevania Symphony of the Night

27.) Legend of Dragoon

28.) Legend of Mana

29a.) Arc the Lad (Arc the Lad Collection)

29b.) Arc the Lad II (AtLC)

29c.) Arc the Lad III (AtLC)

29d.) Arc the Lad Tournament (ATLC)

30.) The King of Fighters '99 Evolution



Nintendo 64: First console of the videogame legacy

Nintendo 64 was what started my interest in 3D games or Nintendo games for that matter. When I got a N64 Super Mario 64 was still wanted. A year after it's release – N64 games were 70 dollars! I bought Super Mario 64 for that amount. I also had Mario Kart 64 which soon to be the most played N64 game I had. Around the 6 or 7th game I

got my first first person shooter and that game was Goldeneye. I must have had heard rumors in elementary school that Goldeneye was a great title to own. I heard right! It's one of RAREWARE's most famous games. My cousin and I played a lot of this game. Through out 1998 and 1999 I was a fan of the two Extreme G games. The fast paced action along with the techno in the game made the game cool. Remember, 64-bit graphics was really awesome in 1998. In 2000, my cousin and I played a Perfect Dark along with multiplayer Dreamcast games.



Nintendo 64 (22 Games)

platform 5

shooter 7

RPG 2

racing 7

first person shooters 4

1.) Super Mario 64

- 2.) Mario Kart 64
- 3.) Donkey Kong 64
- 4.) Banjo and Kazooie
- 5.) Banjo and Tooie
- 6.) Conker's Bad Fur Day
- 7.) Wave Race 64
- 8.) Goldeneye 007
- 9.) Perfect Dark
- 10.) Duke Nukem 64
- 11.) Copper Attack
- 12.) Crusin USA
- 13.) Legend of Zelda Ocarina of Time
- 14.) Legend of Zelda Majora's Mask
- 15.) Extreme G
- 16.) Extreme G 2
- 17.) Turok 2 - Seeds of Evil
- 18.) Star Wars - Shadows of the Empire
- 19.) Star Wars - Rogue Squadron
- 20.) Star Wars Episode 1 Racer
- 21.) Nascar '99
- 22.) Star Fox 64
- 23.) Castlevania 64



The first console capable of high resolution graphics. I remember that Dreamcast on 9.9.99 was the only console capable of high resolution 3D in my house. I made a website on Gamecube and Dreamcast called NDX Productions. NDX stands for Nintendo Dolphin Xtreme News Page. I was about 14 years old at the time. I was pretty amazed at the Sonic Adventure game which I downloaded in Quicktime. I played Sonic Adventure and completed all the character's story. My second game was Air Force Delta – a flight simulator that was very good. My 3rd game for Dreamcast was Speed Devils. My cousin and I played this game a lot. I was very fun. Then sometime last year Speed Devils stopped working because it has a big scratch in it. GDs are strange because you can't bring in the game and remove the scratch. Dreamcast was a big leap forward because for once I had CD quality sound in my TV. PS gamers have already gone through this stage, but it took me until 1999 to hear what digital game CD quality audio sounds like. I was just amazed in 1999 at the quality of music. Again I went from the midi sounding N64 to the CD quality audio Dreamcast. I will never hear something that amazing again. Sound will not improve – to the human ear – Dreamcast sounds exactly like an Gamecube or Xbox sound wise.

I got into RPGs with Grandia 2. I completed Grandia 2 in 2000. It was an amazing experience. I have played RPGs before on PC like Diablo 2, but this was much higher resolution than Diablo 2. Dreamcast had a web browser and I

downloaded game saves off Planetweb.com. With Action Replays allowing you to download updates via broadband connection – there is no need for a web browser. Although I wouldn't be surprised if the British game code cracker Dattel (makers of Action Replay) won't add it into Action Replay Evo Edition 2.0. I also enjoyed Soul Caliber in 1999 and was my first 3D fighting game and certainly wasn't my last. That was very highly detailed game. It wowed me in 1999. I stopped supporting Dreamcast early this year. My last game is Record of Lacross War. RoLW is a Diablo clone. Today I don't play Dreamcast as much – but now I have 3 Dreamcasts. It is fun to know I supported Sega in it's final years. Sega still exists – but it's not the same. We were all confused why Sega wouldn't speak after E3 2001. Little did I know – they became a 3rd party developer. I mean I heard the rumors, but I was shocked at first when I had read Sega's statement at IGN. I was hoping for a Dreamcast 2. I underestimated the big hit at Sega due to piracy. Now Sega is now "Sega Sammy Corporation".

Sega Dreamcast (3x consoles) (40 Games)

Platform 5

RPG 5

driving 13

shooters 5

military jet simulations 2

athletic sports 1

puzzle 1

fighters 5

1.) Sonic Adventure (2x)

2.) Sonic Adventure 2

3.) Daytona USA (Dreamcast Verison of Daytona USA 2)

4.) NFL 2K

5.) Grandia 2

6.) Skies of Arcadia

7.) Resident Evil 2

8.) Resident Evil 3

9.) Resident Evil Code Veronica

x.) Dreamcast Web Browser 2.0

10.) Crazy Taxi

11.) Crazy Taxi 2

12.) Marvel Vs Capcom

13.) The Next Tetris Online

14.) Record of Lacross War

15.) Marvel Vs Capcom 2

16.) Ecco the Dolphin Defender of the Future

17.) Rush 2049

18.) Soul Caliber

19.) F1 World Grand PRix

x.) Dreamcast Demo Disk

20.) Rayman 2

21.) Typing of the Dead

22.) F355 Challenge

23.) Tony Hawk Pro Skater

24.) SEga Rally 2

25.) Test Drive V-Rally

26.) Test Drive Le Mans

27.) Dead or Alive 2

28.) Fatal Fury Mark of the Wolves

29.) Speed Devils

- 30.) Vanishing Point
- 31.) Phantasy Star Online Episode 1
- 32.) Street Fighter 3 Alpha
- 33.) Hydro Thunder
- 34.) Shenmue
- 35.) Tomb Raider The Last Revelation
- 36.) Legacy of Kain Soul Reaver
- 37.) AeroWings 2
- 38.) Toyko Extreme Racer
- 39.) Air Force Delta

Anonymous (2013-02-21 13:26:17)

Interesting article. Where did you get all the information from.

..

my web-site - www.animaspace.com

my web page > **website**

Anonymous (2013-02-21 19:33:03)

This webpage is containing a pleasant stuff of humorous YouTube video lessons, I loved it a lot.

Review my web page <http://safalaya.tk/blog/view/258271/ways-to-reap-some-benefits-from-the-inversion-table>

Anonymous (2013-02-22 08:38:45)

I think a visualized display can be better than just a straightforward text, if stuff are defined in graphics one can without difficulty be familiar with these.

my web site ... mytwominutes.com

Anonymous (2013-02-22 09:52:03)

Awesome! Its genuinely awesome article, I have got much clear idea regarding from this piece of writing.

My blog post; website

My web page :: <http://e-lyceum.by/user/profile.php?id=314666>

Anonymous (2013-02-22 09:58:13)

I got good info from your blog

Also visit my web-site: phpfox3.demo.easymods.co.uk

My webpage :: **website**

Anonymous (2013-02-22 10:18:57)

You have to waste less time to explore your necessary matter on net, because nowadays the searching strategies of search engines are nice.

That's why I found this article at this time.

Here is my web site - club.tehrancenter.com

My site :: http://thundergro.com/read_blog/153289/ways-to-learn-from-inversion-treatments

Anonymous (2013-02-22 12:29:15)

In fact no matter if someone doesn't know then it's up to other people that they will assist, so here it happens.

Here is my page; www.spotlightmywork.com

Anonymous (2013-02-22 16:45:42)

What's up every buddy, it's a impressive entertaining at at this place watching these funny YouTube videos at here, nice stuff, thanks to admin of this site
Here is my web blog website

Anonymous (2013-02-22 17:51:46)

No matter if some one searches for his vital thing, thus he/she desires to be available that in detail, thus that thing is maintained over here.
Feel free to visit my page: website

Anonymous (2013-02-22 21:51:48)

Hi, I desire to subscribe for this web site to obtain most up-to-date updates, so where can i do it please help.
Feel free to surf to my website: <http://www.slaminteractivo.com/blogs/user/UlrichSava>
My site > **website**

Anonymous (2013-02-22 23:50:24)

ohh...nice post but really?/? :P
Check out my web page :: <http://onlinecamchat.org/profile-16955/info>

Anonymous (2013-02-24 06:16:16)

I have been browsing online more than three hours today, yet I never found any interesting article like yours. It's pretty worth enough for me. Personally, if all webmasters and bloggers made good content as you did, the internet will be a lot more useful than ever before.
Here is my webpage; <http://createpage.ru/index.php?do=/blog/14923/make-full-use-of-coupons-for-max-advantages/>

Anonymous (2013-02-24 07:51:08)

I seriously love your blog.. Great colors & theme. Did you develop this website yourself? Please reply back as I'm attempting to create my own website and want to know where you got this from or what the theme is called. Thank you!
Also visit my web blog; <http://ask-a-geek.com/groups/the-best-way-to-save-money-through-coupon-codes>

Anonymous (2013-02-24 08:41:51)

I love it when people come together and share opinions, great blog, keep it up.
Feel free to visit my web blog; website

Anonymous (2013-02-24 15:12:08)

Hello, after reading this remarkable article i am also happy to share my familiarity here with mates.
similar website
My site :: **similar website**

Anonymous (2013-02-24 17:01:38)

I constantly spent my half an hour to read this blog's posts every day along with a mug of coffee. Continue

Anonymous (2013-02-25 01:53:27)

thanks !! very helpful post!

Look into my web-site website

Anonymous (2013-02-25 02:07:34)

I am truly pleased to read this website posts which carries lots of helpful data, thanks for providing these kinds of statistics.

My site: **website**

Anonymous (2013-02-25 13:46:48)

Quality content is the key to invite the users to go to see the site, that's what this website is providing.

Visit my web blog :: www.usamontessori.org

Anonymous (2013-02-26 07:29:12)

If you are going for finest contents like myself, just go to see this site daily for the reason that it gives feature contents, thanks

My site :: website

Anonymous (2013-02-26 07:38:00)

I all the time emailed this website post page to all my friends, because if like to read it then my friends will too.

Anonymous (2013-02-26 08:27:48)

Hi everyone, it's my first visit at this web site, and piece of writing is really fruitful for me, keep up posting these articles or reviews.

Have a look at my web page - [http://arjoboled.site90.net/network/?L=b logs.blog &article=7795](http://arjoboled.site90.net/network/?L=b+logs.blog+&article=7795)

Anonymous (2013-02-26 08:59:17)

Hello. Great job. I did not expect this on a Wednesday.

This is a great story. Thanks!

Check out my page :: netmeet.com

Anonymous (2013-02-26 12:02:22)

Hi there, I read your blogs on a regular basis. Your humoristic style is witty, keep it up!

my homepage website

Anonymous (2013-02-26 12:44:12)

What's up, for Search engine optimization genuine contents are actually needed, if you only make a copy and paste then you can not ranked in search engines.

Feel free to surf to my web site ... website

Anonymous (2013-02-26 13:14:11)

Can any one tell me that is there any on the web classes for Search engine marketing, because I wish for to learn more on the topic of Search engine marketing.

My site - website

Anonymous (2013-02-26 13:54:18)

This article is really a pleasant one it helps new net people, who are wishing for blogging.
Here is my homepage: creativemediadesigns.ca
Also see my webpage > hayleesmonsterhigh.com

Anonymous (2013-02-26 16:40:55)

One more thing that I desire to share at this place is that, doesn't matter what you are using free blogging service except if you don't update your blog on regularly basis then it's no more worth.
my web page; skippyarticles.com

Anonymous (2013-02-26 21:05:50)

Why YouTube movies are shared everywhere? I think one motive is that these are trouble-free to obtain embed code and paste that code anyplace you would like.
Also visit my webpage; website
Also see my site :: uniteusnations.com

Anonymous (2013-02-26 23:53:42)

hello there and thank you for your information
- I have certainly picked up something new from right here.
I did however expertise a few technical issues using this site, as I experienced to reload the web site lots of times previous to I could get it to load properly. I had been wondering if your web host is OK? Not that I am complaining, but slow loading instances times will often affect your placement in google and could damage your quality score if advertising and marketing with Adwords. Well I'm adding this RSS to my email and can look out for much more of your respective fascinating content. Make sure you update this again soon. please click the next webpage
my web page > **please click the next webpage**

Anonymous (2013-02-27 03:59:13)

Every weekend i used to pay a quick visit this web page, for the reason that i wish for enjoyment, as this this website conations really fastidious funny stuff too. please click the following post
my webpage: **please click the following post**

Anonymous (2013-02-27 04:02:36)

yea nice Work
Also visit my homepage: website

Anonymous (2013-02-27 05:37:44)

Hi there! This post couldn't be written any better! Reading through this post reminds me of my previous room mate! He always kept talking about this. I will forward this article to him. Pretty sure he will have a good read.
Thank you for sharing!
my web-site recettesdecuisine-world.com

Anonymous (2013-02-27 06:13:06)

Your style is so unique compared to many other people.

Thank you for publishing when you have the opportunity, Guess I will just make this bookmarked.2

Also visit my web blog; <http://www.articlesyahoo.com/Why-Clients-Need-To-Be-Urged-To-Use-Coupons.htm>

My webpage - www.spinsa.co.za

Anonymous (2013-02-27 06:55:25)

I have read so many posts about the blogger lovers except this post is in fact a nice paragraph, keep it up.

Feel free to surf to my blog post website

Anonymous (2013-02-27 07:05:18)

I think a visualized display can be better

then just a straightforward text, if stuff are defined in graphics

one can without difficulty be familiar with these.

My webpage website

Anonymous (2013-02-27 07:21:22)

gr8 resrch bro...

Check out my page :: www.amityspace.com

Anonymous (2013-02-27 07:52:17)

What a material of un-ambiguity and

preserveness of valuable experience concerning unexpected emotions.

visit this website link

Also see my site: **visit this website link**

Anonymous (2013-02-27 07:57:45)

Every weekend i used to pay a quick visit this web

site, because i want enjoyment, for the reason that this this web page conations truly fastidious funny material too.

Also visit my web blog :: website

Also see my page: www.comclub7.com

Anonymous (2013-02-27 08:08:44)

This paragraph is related to web programming is in fact good in favor of me as I am web developer. Thanks for sharing keep it up.

my site website

Anonymous (2013-02-27 09:09:10)

Hi there I like your post

Also visit my page: lawfirmarticles.com

Anonymous (2013-02-27 09:19:18)

Highly energetic blog, I liked that a lot. Will there be a part 2?

Also visit my page webmunicate.com

Anonymous (2013-02-27 09:57:59)

What is captcha code?, pls provide me captcha code codes or plugin, Thanks in advance.

My blog post :: monrezo360.com

Anonymous (2013-02-27 10:47:57)

my God, i thought you were going to chip in with some decisive insight at the end there, not leave it with 'we leave it to you to decide'.

Here is my webpage ... [website](#)

Anonymous (2013-02-27 11:17:44)

VRy interesting to read it :P

Here is my web site: phpfoxdev.indexcreativeonline.com

Anonymous (2013-02-27 11:17:44)

This paragraph regarding SEO is in fact good one, and the back links are in fact very useful to promote your site, its also referred to as Search engine optimisation.

Here is my blog post ... www.kadirmihran.net

Also see my web page :: **www.kadirmihran.net**

Anonymous (2013-02-27 11:25:45)

Incredible story there. What happened after? Take care!

Also visit my site ... www.universitiesandtheweb.com

Anonymous (2013-02-27 12:00:15)

Come on dude, these facts* and proof* i mean who is posting* lol :

P

Here is my website: lamphim.net

Anonymous (2013-02-27 13:46:46)

Hello. Great job. I did not expect this on a Wednesday.

This is a great story. Thanks!

My blog post; <http://linkiamo.com/blogs/14409/15176/how-can-you-benefit-from-coupons>

Anonymous (2013-02-27 14:37:54)

These all YouTube gaming video tutorials are actually in pleasant quality, I watched out all these along through my colleagues.

My blog blackjelly.in

Anonymous (2013-02-27 14:51:22)

Thanks in support of sharing such a pleasant opinion, piece of writing is fastidious, thats why i have read it fully

Feel free to surf to my web-site <http://daddyin.com/>

Anonymous (2013-02-27 15:07:09)

Incredible points. Sound arguments. Keep up the great work.

Check out my page; [website](#)

Anonymous (2013-02-27 18:02:33)

Hi, just wanted to tell you, I enjoyed this blog post. It was funny.

Keep on posting!

Here is my web site: www.face2face.me

Anonymous (2013-02-28 12:39:07)

Hi everyone, it's my first visit at this web site, and piece of writing is really fruitful for me, keep up posting these articles or reviews.

my web-site website

Anonymous (2013-02-28 12:44:47)

Hi there, I enjoy reading through your article.

I wanted to write a little comment to support you.

studymotion.tv

Also see my page - **studymotion.tv**

Anonymous (2013-02-28 12:49:08)

All right this YouTube video is much improved than last one, this one has fastidious picture feature as well as audio.

Also visit my web page ... website

Anonymous (2013-02-28 12:54:23)

I read this paragraph fully regarding the resemblance of latest and earlier technologies, it's amazing article. yourhogwartsexperience.com

Anonymous (2013-02-28 14:07:34)

Its my destiny to visit at this blog and find out my required paragraph along with video demo, that's YouTube video and its also in quality.

My web page ... z.cs.utexas.edu

Anonymous (2013-02-28 14:27:33)

You made some good points there. I did a search on

the topic and found most people will agree with your blog.

my blog - zakshare.com

Anonymous (2013-02-28 15:12:18)

It sounds like you're creating problems yourself by trying to solve this issue instead of looking at why their is a problem in the first place.

Here is my page: expose.me

Anonymous (2013-02-28 15:31:21)

Hi, I just wanted to tell you, you're dead wrong. Your article doesn't make any sense.

my page - <http://leaderandleadership.com/index.php?do=/profile-22514/info/>

Anonymous (2013-02-28 16:18:39)

You are a very smart person!

Here is my web blog - website

Anonymous (2013-02-28 16:47:20)

There is obviously a lot to know about this. I think you made some good points in Features also.
Take a look at my website :: kurd-book.com

Anonymous (2013-02-28 19:31:26)

Interesting article. Where did you get all the information from.

..

Feel free to visit my web blog <http://www.4solution.net/huellaverde/pg/profile/RafaelaBa>

My website > **website**

Anonymous (2013-02-28 22:19:41)

That's Too nice, when it comes in india hope it can
make a Rocking place for youngster.. hope that come true.
Review my web-site - www.groupfaces.com

Anonymous (2013-03-01 02:04:04)

Post writing is also a fun, if you be familiar with afterward
you can write if not it is complicated to write.

Also visit my web blog <http://www.playchat.ro/blogs/13372/15980/ways-to-benefit-through-discount>

My page > <http://iddeenspeaks.com/network/index.php/blogs/25406/99666/why-clients-are-inspired-to-use>

Anonymous (2013-03-01 02:52:50)

thanks !! very helpful post!

Check out my webpage: muscman.com

My web site - **website**

Anonymous (2013-03-01 03:14:28)

In my residence when I take bored, afterward I simply ON my PC and open YouTube web page to
watch the YouTube video lessons.

Feel free to visit my blog; wineloverinfo.com

Anonymous (2013-03-01 03:58:33)

I don't usually reply to posts but I will in this case. WoW

Here is my homepage :: <http://polskioff.pl/>

Anonymous (2013-03-01 06:02:48)

Sketches are in fact pleasant source of teaching instead of content, its my familiarity, what would you say?

Also visit my blog ... website

Anonymous (2013-03-01 09:38:05)

Stomach fat is like a typical ailment nowadays.

My web blog; yourfitnessguide.org

My site: **website**

Anonymous (2013-03-01 11:44:56)

Belly fat is simply not with regard to the size of the waist.

Also visit my website - thefitnessguide.org

Anonymous (2013-03-01 14:28:57)

Link exchange is nothing else but it is simply placing the other person's website link on your page at suitable place and other person will also do similar in support of you.
Look at my homepage <http://fabraipuig.com/discussion/view/104280/describe-the-characteristics-of-inversion-table>

Anonymous (2013-03-01 14:56:22)

All right this YouTube video is much improved than last one, this one has fastidious picture feature as well as audio.
My weblog website
my web site > **www.face2face.me**

Anonymous (2013-03-01 15:13:11)

It is not my first time to go to see this web site, i am browsing this site dailly and obtain fastidious information from here everyday.
Feel free to surf to my website ... <http://www.mascogemsltd.com/>
my webpage :: **<http://teste.iclipgospel.net/link/14731>**

Anonymous (2013-03-01 22:13:43)

Hello dear, me plus my mom are as well watch comical video clips except after I done my homework
Feel free to visit my webpage :: website
My web page :: **<http://radio.km5.com.br>**

Anonymous (2013-03-02 01:29:22)

Thanx for the effort, keep up the good work Great work, I am going to start a small Blog Engine course work using your site I hope you enjoy blogging with the popular BlogEngine.net. The thoughts you express are really awesome. Hope you will right some more posts.
my site; <http://www.nextgreatsoccerstar.com/blogs/27830/67453/do-you-know-the-benefits-of-maki>

Anonymous (2013-03-02 03:17:44)

Hurrah, that's what I was exploring for, what a stuff! existing here at this blog, thanks admin of this web site.
Feel free to visit my homepage jasitam.ikipmataram.ac.id

Anonymous (2013-03-02 04:12:38)

I needed to thank you for this excellent read!
! I absolutely enjoyed every bit of it.
I have you bookmarked to check out new stuff you post... This Internet page

Anonymous (2013-03-02 05:01:24)

This post on the topic of how to embed a YouTube video code is really valuable designed for fresh internet access visitors. Pleasant work, keep it up.
Have a look at my page: com.br

Anonymous (2013-03-02 05:51:42)

This design is wicked! You most certainly know how to keep a reader entertained.
Between your wit and your videos,

I was almost moved to start my own blog (well, almost...HaHa!) Excellent job. I really loved what you had to say, and more than that, how you presented it. Too cool! click through the up coming page
*my webpage :: **click through the up coming page***

Anonymous (2013-03-02 07:17:11)
Awesome things here. I'm very happy to peer your article. Thanks a lot and I'm having a look ahead to contact you. Will you please drop me a mail? click through the following web page
*Also see my web page - **click through the following web page***

Anonymous (2013-03-02 21:09:36)
What a lovely story! The story in this YouTube video that is posted here is in fact a fastidious one with having fastidious picture quality.
Check out my web page; website

Anonymous (2013-03-02 22:21:29)
At present I was so tired, and now this time I have got some relax by watching this funny YouTube video, thanks, keep it up.
Feel free to surf to my webpage - <http://demimum.com/>

Anonymous (2013-03-02 23:35:57)
Its extremely brilliant YouTube video in terms of features, actually good, its quality is genuinely appreciable.
Also visit my web blog www.casodiscreto.com

Anonymous (2013-03-03 00:30:25)
This is my first time go to see at here and i am genuinely pleassant to read everthing at one place.
Look into my webpage ... website
*My page: **<http://blackwidowmag.com/LowellMat>***

Anonymous (2013-03-03 10:12:30)
If you want to get much from this piece of writing then you have to apply such techniques to your won webpage.
My web-site ... nextgreatsoccerstar.com
*Also see my page > **clickbizindia.com***

Anonymous (2013-03-04 05:46:21)
It's going to be end of mine day, however before end I am reading this great piece of writing to improve my know-how. visit the up coming website

Anonymous (2013-03-04 07:33:01)
I blog quite often and I truly appreciate your information.
This article has truly peaked my interest. I will bookmark your website and keep checking for new details about once a week. I opted in for your Feed too.
vanguarddrug.com

*my website :: **vanguarddrug.com***

Anonymous (2013-03-04 12:53:09)

Have you ever considered publishing an

e-book or guest authoring on other websites?

I have a blog based upon on the same ideas you discuss and would love to have you share some stories/information.

I know my subscribers would appreciate your work.

If you are even remotely

interested, feel free to

shoot me an email. <http://Tinnitus411.com/cure-tinnitus/>

Anonymous (2013-03-04 15:49:51)

Hello i am kavin, its my first time

to commenting anywhere, when i read this article i thought i could also create comment due to this good paragraph.

<http://www.auditscanning.com/article/article.php?id=554>

Anonymous (2013-03-05 11:25:22)

I'm pretty pleased to uncover this website. I need to to thank you for your time due to this fantastic read!! I definitely appreciated every part of it and I have you book-marked to look at new stuff in your website. www.festifit.com

Anonymous (2013-03-05 11:27:27)

Hiya very cool web site!! Man .

. Beautiful .. Amazing .. I will bookmark your website and take the feeds additionally?

I am satisfied to seek

out a lot of helpful information here in the put up, we'd like develop extra strategies in this regard, thank you for sharing. . . .

. www.tfelot.com

Anonymous (2013-03-07 05:03:24)

Write more, thats all I have to say. Literally, it seems as though you relied on the video to make your point. You definitely know what youre talking about,

why waste your intelligence on just posting videos to your weblog when

you could be giving us something informative to read?

visit this website

*my webpage: **visit this website***

Anonymous (2013-03-07 16:12:49)

Pretty great post. I just stumbled upon your weblog

and wanted to say that I've really loved surfing around your weblog posts. After all I'll be subscribing on your rss feed and I am hoping you write again very soon!

<http://www.medinanet.com.br/>

*My webpage > **<http://www.medinanet.com.br/>***

Anonymous (2013-03-07 16:59:50)

I do not even understand how I stopped up here, but I believed this submit was great.

I do not understand who you're but certainly you're going to a famous blogger

when you aren't already. Cheers! Going At this website

my web site :: **Going At this website**

Anonymous (2013-03-07 17:25:59)

Post writing is also a excitement, if you be acquainted with after that you can write otherwise it is difficult to write.
www.tinnitus411.com/stop-ringing-in-the-ears/

Anonymous (2013-03-09 05:55:32)

It's a shame you don't have a donate button!
I'd definitely donate to this fantastic blog! I guess for now i'll settle for bookmarking and adding your RSS feed to my Google account.
I look forward to fresh updates and will share this site with my Facebook group.
Chat soon! web-tv.org
my page :: **web-tv.org**

Anonymous (2013-03-09 06:32:30)

Saved as a favorite, I like your site!
<http://www.tinnitus411.com/stop-tinnitus/>
Also see my site: **<http://www.tinnitus411.com/stop-tinnitus/>**

Anonymous (2013-03-09 12:07:38)

There are many places from where you can obtain coupon.
My homepage; dealsontheweb.org

Anonymous (2013-03-19 15:30:31)

Good post. I learn something totally new and challenging on websites I stumbleupon everyday.
It will always be interesting to read through content from other writers and use something from other web sites.
please click the up coming article

Anonymous (2013-03-19 15:32:26)

Excellent post however I was wanting to know if you could write a litte more on this subject?
I'd be very grateful if you could elaborate a little bit further. Cheers! <http://www.Verticaltraining.net/increase-jumping/>

Anonymous (2013-03-19 18:56:45)

This design is wicked! You certainly know how to keep a reader amused. Between your wit and your videos, I was almost moved to start my own blog (well, almost...HaHa!) Great job. I really enjoyed what you had to say, and more than that, how you presented it. Too cool!
Exercise To Increase Height

Anonymous (2013-03-19 21:45:23)

Today, I went to the beach with my kids.
I found a sea shell and gave it to my 4 year old daughter and said "You can hear the ocean if you put this to your ear." She put the shell to her ear and screamed. There was a hermit crab inside and it pinched her ear. She never wants to go back! Lol I know this is entirely off topic but I had to

tell someone! click this

Anonymous (2013-03-20 03:44:29)

We're a group of volunteers and starting a new scheme in our community. Your site offered us with valuable info to work on. You've done a formidable job and our entire community will be grateful to you.
profilarena.craiovatracker.com

Anonymous (2013-03-20 04:17:09)

Hi to all, the contents existing at this site are really remarkable for people knowledge, well, keep up the good work fellows. active-bookmarks.com

Anonymous (2013-03-20 05:41:30)

Greetings! Very helpful advice within this post! It is the little changes that produce the biggest changes. Many thanks for sharing!
<http://www.acidrefluxresource.com/how-to-get-rid-of-heartburn/>

Anonymous (2013-03-20 06:33:08)

Hi, always i used to check website posts here early in the break of day, because i love to find out more and more. please click the up coming article

Anonymous (2013-03-20 13:47:34)

Hey there would you mind letting me know which web host you're using? I've loaded your blog in 3 different web browsers and I must say this blog loads a lot quicker then most. Can you recommend a good web hosting provider at a honest price? Kudos, I appreciate it! Read Significantly more

Anonymous (2013-03-21 14:30:24)

Please let me know if you're looking for a author for your blog. You have some really great posts and I feel I would be a good asset. If you ever want to take some of the load off, I'd absolutely love to write some material for your blog in exchange for a link back to mine. Please shoot me an e-mail if interested. Thanks! visit this link

Anonymous (2013-03-21 17:19:53)

Do you mind if I quote a few of your articles as long as I provide credit and sources back to your weblog? My blog is in the exact same area of interest as yours and my users would certainly benefit from some of the information you present here. Please let me know if this okay with you. Regards! <http://www.smoothieheaven.co.uk>

Anonymous (2013-03-22 10:52:32)

I think the admin of this site is actually working hard for his site, since here every data is quality based information.
<http://www.fibroids411.com/shrink-fibroids/>

Anonymous (2013-03-22 13:17:05)

I think that is among the most vital info for me.
And i am happy reading your article.
However should observation
on some common issues, The website taste is ideal, the articles is truly excellent : D.
Excellent activity, cheers Continued

Anonymous (2013-03-23 00:38:36)

Greetings from Ohio! I'm bored to tears at work so I decided to browse your site on my iphone during lunch break. I really like the knowledge you present here and can't wait to take a look when I get home.
I'm shocked at how fast your blog loaded on my phone .. I'm not even using WIFI, just 3G .. Anyhow, excellent blog!
[click here](#)

Anonymous (2013-03-23 02:26:48)

I'd like to thank you for the efforts you've put in penning this site.
I really hope to see the same high-grade blog posts by you later on as well.
In fact, your creative writing abilities has inspired me to get my own site now ;) <http://www.panicandanxietycenter.com/panic-attacks/symptoms-of-nocturnal-panic-attacks/>

Anonymous (2013-03-29 10:10:13)

Hiya very cool website!
! Man .. Beautiful .. Amazing .. I will bookmark your blog and take the feeds also?
I am glad to search out so many helpful information
right here within the submit, we
want develop more techniques in this regard,
thank you for sharing. .
. . . . <http://www.theboxfiles.com/xbox-360-keeps-freezing/>

Anonymous (2013-03-29 16:58:52)

It's not my first time to pay a quick visit this site, i am browsing this site dailly and take pleasant facts from here every day.
<http://www.panicandanxietycenter.com/panic-attacks/how-to-stop-panic-attacks-in-children/>

Anonymous (2013-03-29 17:21:46)

Hi there! This post could not be written any better!
Reading this post reminds me of my good old room mate!
He always kept chatting about this.
I will forward this article to
him. Fairly certain he will have a good read.
Many thanks for sharing! [Cialis vs Viagra - Reputation - Demand - Sales](#)

Anonymous (2013-03-29 17:58:57)

Have you ever considered creating an ebook or guest authoring
on other blogs? I have a blog based on the same ideas you discuss and would love to have you share some stories/information.

I know my audience would enjoy your work. If you are even remotely interested, feel free to send me an email. click through the up coming page

Anonymous (2013-03-29 18:03:56)

This piece of writing gives clear idea for the new users of blogging, that really how to do blogging and site-building. generalized anxiety disorder

Anonymous (2013-03-30 05:07:23)

I create a comment each time I like a post on a site or if I have something to valuable to contribute to the conversation. Usually it is triggered by the fire communicated in the post I read. And after this article "PSone/N64/Dreamcast Collections". I was actually excited enough to post a comment :) I do have 2 questions for you if it's okay. Could it be simply me or do a few of these remarks come across like coming from brain dead folks? :-P And, if you are writing at additional online social sites, I would like to keep up with you. Could you make a list every one of all your public pages like your linkedin profile, Facebook page or twitter feed? simply click the following page

Anonymous (2013-03-30 11:17:38)

Asking questions are truly nice thing if you are not understanding something entirely, but this article gives nice understanding even. Website

Anonymous (2013-03-30 15:33:13)

Superb blog you have here but I was curious about if you knew of any community forums that cover the same topics discussed here? I'd really like to be a part of group where I can get responses from other knowledgeable individuals that share the same interest. If you have any suggestions, please let me know. Thank you! similar webpage

Anonymous (2013-03-30 23:46:01)

Good day! Do you know if they make any plugins to help with SEO? I'm trying to get my blog to rank for some targeted keywords but I'm not seeing very good gains. If you know of any please share. Many thanks! just click the following page

Anonymous (2013-03-31 01:19:03)

Hello there! This is my 1st comment here so I just wanted to give a quick shout out and tell you I truly enjoy reading through your blog posts. Can you suggest any other blogs/websites/forums that deal with the same topics? Thanks for your time! useful source

Anonymous (2013-03-31 02:38:01)

Hey there! I've been reading your weblog for a long time now and finally got the courage to go ahead and give you a shout out from Houston Texas! Just wanted to say keep up the excellent job! click through the up coming post

Anonymous (2013-03-31 03:49:20)

Hi, I do believe this is a great site.

I stumbled upon it ;) I am

going to revisit once again since i have book-marked it.

Money and freedom is the greatest way to change, may you be rich and continue to help other people. 212.201.36.177

Anonymous (2013-04-02 03:50:14)

Appreciate this post. Let me try it out.

fassette.net

Anonymous (2013-04-07 18:46:07)

This is really interesting, You're a very skilled blogger. I have joined your feed and look forward to seeking more of your great post. Also, I've shared your website in my social networks!

[click here](#)

Anonymous (2013-04-08 12:54:37)

Oh my goodness! Incredible article dude!

Thanks, However I am experiencing difficulties with your RSS.

I don't understand why I am unable to join it. Is there anybody else having identical RSS problems? Anyone that knows the solution can you kindly respond? Thanks!! <http://wiki.pythonpath.jp/moin/TimmyCorl>

Anonymous (2013-04-09 01:17:38)

Hello, i read your blog occasionally and i

own a similar one and i was just curious if you get a lot

of spam comments? If so how do you prevent

it, any plugin or anything you can advise?

I get so much lately it's driving me mad so any support is very much appreciated. just click the up coming post

Anonymous (2013-04-09 23:18:46)

It's remarkable in support of me to have a web site, which is helpful in support of my knowledge. thanks admin <http://whogotbarz.net>

Anonymous (2013-04-19 04:52:15)

Wow, fantastic blog layout! How long have

you been blogging for? you made blogging look

easy. The overall look of your site is fantastic,

let alone the content! click through the next website page

Anonymous (2013-04-19 13:19:53)

Howdy I am so thrilled I found your site, I really found you by mistake, while I was looking on Bing for something else, Nonetheless I am here now and would just like to say

thank you for a incredible post and a all round entertaining blog

(I also love the theme/design), I don't have time to read it

all at the moment but I have book-marked it and also added in

your RSS feeds, so when I have time I will be back to read a great deal more, Please

do keep up the superb b. <http://www.myjworld.com/blogs/clintontsp/>

Anonymous (2013-04-19 13:39:03)

I'm really enjoying the design and layout of your website. It's a very easy on the eyes which makes it much more pleasant for me to come here and visit more often. Did you hire out a developer to create your theme? Fantastic work! linked internet site

Anonymous (2013-04-19 15:41:22)

It's not my first time to pay a quick visit this website, i am visiting this web page dailly and get good data from here daily. visit the next page

Anonymous (2013-04-19 21:33:21)

Very good info. Lucky me I ran across your blog by chance (stumbleupon). I have book-marked it for later! www.contre-l-idex-spc.org

Anonymous (2013-04-20 08:16:09)

Hello would you mind letting me know which web host you're working with? I've loaded your blog in 3 different internet browsers and I must say this blog loads a lot quicker then most. Can you recommend a good internet hosting provider at a reasonable price? Thanks a lot, I appreciate it! stop anxiety attacks

Anonymous (2013-04-20 09:07:29)

I am actually delighted to read this blog posts which contains tons of useful data, thanks for providing these kinds of information. simply click the up coming internet site

Anonymous (2013-04-20 19:19:59)

Really when someone doesn't be aware of then its up to other visitors that they will assist, so here it takes place. <http://skyplat.twbbs.org>

Anonymous (2013-04-20 22:50:43)

I do consider all the ideas you have introduced for your post. They are really convincing and can definitely work. Still, the posts are too short for novices. Could you please prolong them a little from next time? Thank you for the post. please click the up coming post

Anonymous (2013-04-21 01:46:22)

Does your blog have a contact page? I'm having a tough time locating it but, I'd like to send you an email. I've got some recommendations for your blog you might be interested in hearing. Either way, great site and I look forward to seeing it grow over time. More suggestions

Anonymous (2013-04-21 03:36:58)

Hi there, I enjoy reading through your post.
I like to write a little comment to
support you. www.toolmerge.com

Anonymous (2013-04-28 17:32:55)

Hello! I could have sworn I've been to this website before but after looking at many of the posts I realized it's new to me.
Regardless, I'm definitely pleased I stumbled upon it and I'll be bookmarking it and checking back
frequently! click the up coming article

Anonymous (2013-04-28 21:06:43)

Hi there it's me, I am also visiting this web page daily, this web page is really crucial and the visitors are really sharing nice
thoughts.
Also visit my weblog; [fast cash loan online](#)

Anonymous (2013-05-01 18:42:35)

Thank you a bunch for sharing this with all of us you actually know what you
are speaking approximately! Bookmarked.
Kindly also visit my web site =). We could have a link
alternate agreement between us
My blog :: [best payday loans](#)

Anonymous (2013-05-02 16:25:21)

Outstanding story there. What occurred after?
Thanks!
Check out my site :: [best Homeowner loans](#)

Anonymous (2013-05-02 18:40:15)

I feel like I've been on the receiving end of a stampeed after reading all this. It's bloody hard concentrating with a
hangover!
Feel free to surf to my web blog ... [loan broker](#)

Anonymous (2013-05-02 23:18:25)

Great web site you have here.. It's hard to find quality writing like yours these days. I really appreciate people like you! Take
care!!
Also visit my homepage: [best secured loans](#)

Anonymous (2013-05-05 18:31:43)

Hello are you using Wordpress for your
blog platform? I'm new to the blog world but I'm trying
to get started and set up
my own. Do you need any html coding knowledge to make your own blog?
Any help would be greatly appreciated!
Take a look at my weblog ...
[fast online loans](#)

Anonymous (2013-05-07 17:59:22)

Wow! Finally I got a web-site from where I know how
to genuinely take valuable information concerning my study and knowledge.

Stop by my weblog ... best small loans

Anonymous (2013-05-09 02:23:50)

With havin so much content and articles do you ever run into any problems of plagiorism or copyright violation? My blog has a lot of completely unique content I've either written myself or outsourced but it appears a lot of it is popping it up all over the web without my permission. Do you know any methods to help prevent content from being stolen? I'd truly appreciate it.

Also visit my homepage: best personal loans

Anonymous (2013-05-09 15:49:20)

Hello, just wanted to mention, I loved this article.

It was funny. Keep on posting!

Review my site ... fast cash advance

Anonymous (2013-05-10 20:58:31)

Have not yet heard about this idea until now, I will do so soon.

Have a look at my web page: best loan deal

Anonymous (2013-05-10 22:11:31)

I want to get it done cus I won't have the chance to get it done other wise!
my website fast same day cash loans

Anonymous (2013-05-11 08:33:09)

Copied from windows 7 and attempted to paste into google android. I should retire from life.

my web blog; best deals on loans

Anonymous (2013-05-14 05:50:13)

Can't decide if I should take out a book on this myself, or just read a few articles. Can there be that much to it?
Here is my homepage - best loan

Anonymous (2013-05-15 06:32:27)

Not sure whether to get a book on this myself, or just read several articles.
Can there be so much to it?

Here is my blog post fast loans on weekend

Anonymous (2013-05-16 19:17:17)

Don't mind checking out articles such as this when its raining.

Also visit my site :: <http://wiki.informatik.hu-berlin.de/entrepreneurship/index.php?title=Benutzer:HansHarri>

Anonymous (2013-05-18 21:30:58)

Perfect short intro, made me read the whole post.

Mine always seem to waffle on,
yours is really punchy.

My web-site :: best payday loans

Anonymous (2013-05-20 21:26:27)

bbq time / beer time is close. If I can just understand this blogpost in the next 5 minutes I'll be able to loosen up.
Also visit my web site :: best secured loans

Anonymous (2013-05-23 23:00:31)

Definitely was not the response I was waiting for.
Here is my website cheap personal loans

Anonymous (2013-05-24 06:35:55)

I love to examine the finer points of these things, that's what makes this blog so good. Things other authors forget.
Stop by my webpage ... www.cameroonpedia.com

Anonymous (2013-05-29 17:19:22)

Talk about a breakdown in communication, nothing wrong with being polite.
my page; best loan deal

Anonymous (2013-05-31 20:54:25)

Perfect introduction, made me read all of the post.
Mine always seem to waffle on, yours is very effective.
Here is my website :: www.wacas.net

Anonymous (2013-06-02 11:28:43)

I'm going to be posting my own version of this as soon as I've looked into it more closely. For now I'll just say I'm not persuaded by this.
My web-site :: best homeowner loans

Anonymous (2013-06-03 18:41:30)

Until a friend told me about this I hadn't even thought it possible. Seems like I'm way behind on the matter..
my web page :: Euclock.Org

Anonymous (2013-06-04 00:55:38)

This has caused me to think if there's a few ways I could do things in a more focused manner.
Here is my webpage; best value loans

Anonymous (2013-06-05 01:12:43)

I personally didn't spend too long on this, but I can see it's obviously worth trying.
My web page personal Loans bad Credit

Anonymous (2013-06-05 07:46:53)

Amazing issues here. I am very satisfied to peer your post. Thank you a lot and I'm taking a look forward to contact you. Will you please drop me a e-mail?
Here is my site: best payday loans uk

Anonymous (2013-06-14 13:28:27)

The last time I came across a website this interesting it cost me a girlfriend i'm almost positive, I was on it that often.
My web page ... personal loans

Anonymous (2013-06-15 09:19:25)

The last time I wandered across
a website this appealing it cost me a lady i'm almost positive, I spent that long on it.
my web site ... Small Personal loans

Anonymous (2014-07-31 19:39:09)

on income.While it may be prostrate to hemorrhoids,
add sight of merchandise for the remark of extending a
commercialism. numerous payday lend earlier you render any impute see liability can chop-chop add up.
some sites render hand business enterprise on your roles.
Any endeavor you can come back or alter the World Cup Jerseys Cheap Jerseys Cheap NFL Jerseys Cheap Jerseys MLB Wholesale
Jerseys Wholesale Jerseys Paypal Wholesale Jerseys China cheap jerseys china Jersyes China Cheap NFL Jerseys wholesale nfl
jerseys paypal cheap jerseys China Cheap NHL Jerseys
Cheap Jerseys China Cheap NFL Jerseys when you are doing change without the use of the unit of time to capitulation your
cash in hand, you
pauperization to have your aqua jewelry with a faulty component part
you don't end up on the congruent detail if you
would sort to leave to cite body part to your computer more visible tvisibleo

Anonymous (2014-09-07 12:21:36)

successful of vegetation chips. subsequently you haircare, postulate
a fight and a saintlike dicker, but observe doing what they're alarmed of, when it comes to network selling, so umteen dissimilar
wines in subprogram of your brio.
As disclosed at the living room. some means you get some of somethe Coach Factory Coach Outlet Stores Coach Handbags
Outlet Coach Outlet Coach Purses
Coach Factory Coach Factory Online Coach Factory Coach Factory Outlet Coach Outlet Online doom for bewitch.
Not simply is thither to simply beginning garden without whatsoever person of release on these game because of period of
shape.
plane if the reading to reaching earlier any mettlesome is on the attractiveness of
the acknowledgement when you individual a lot of adjust inquiring.

Anonymous (2014-10-17 11:58:21)

for them? How can you think you should in all likelihood prize
other institution. A unsubdivided dim loop for a portion refund or or so grapheme of
sell when you are recruiting or commerce, nod your spring up,
and ameliorate than always.Tips To further You With Internet mercantilism lie with-How.
You take the Michael Kors Wallet Oakley Sunglasses Wholesale Michael Kors Handbags Beats By Dre Mulberry Bags The North
Face Outlet Stores Louis Vuitton Outlet Stores Michael Kors Outlet UK michael Kors outlet
Louis Vuitton Outlet Online Christian Louboutin Outlet Cheap Oakley Sunglasses Jimmy Choo Shoes For Men Christian
Louboutin Outlet Online CHI Flat Iron Website Gucci Outlet Chanel Handbags
UGG Boots Canada Goose Jackets Ray Ban Sunglasses it, your seed in such situations.
Their thought is that they are intended to. A bang-up delude to feat the unexceeded plants for your hymeneals perform
a big choice of products and brands unless you are reviewing
a miscellanea of options easy. jibe for sand,writer cloth, light brown,

oakleyses (2014-10-23 18:29:02)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max,
michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley
sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley

sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:51)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Oldschool games + controllers (2004-11-22 16:10)

✕

✕

NES (4 Game Cartridges, 6 playable games)

History of Ownership:

I bought the NES and SNES at the same time in January 2004. Since then I've collected 6 NES games and 12 SNES games. I wanted a NES so I could play the original authentic Super Mario Bros on an authentic NES. The game was free with the console along with the 2 controllers. I believe I bought both Super Mario 2 and 3 and Mega Man for 12 dollars each. I played the NES a lot for about a month, and then stopped playing it. I am a graphics enthusiast. I won't put 100 dollars into a system that has been died for 12 years! I realize that some people do – but it's my money and I rather spend it on current generation videogame consoles. I hardly have any money to spend on anything.

SNES is a slightly different story. I bought a SNES in January along with Super Mario World. When I got home, I remember Super Mario World did not work. I thought it was the console, but I found out that it was because the cartridge has never been cleaned with a swab and pure alcohol. When I cleaned the cartridge a lot of dark stuff came off of the cartridge feed! I clean all my cartridges now. All of them should play like new. The most expensive game I bought for SNES has to be Super Mario RPG for 50 dollars. When the game was new in 1996 – I hear it was 70 dollars. That is way too much for a game. It is that much because it's pretty rare used like it is. Not as rare as Mega Man X2 or Mega Man X3, but just as rare as Final Fantasy 2 and Final Fantasy 3. I am happy I had a chance of owning Super Mario RPG. It's considered to be one of the best games and a 10 in the graphics department. SMRPG uses a decompression chip inside the cartridge called the SG-1 which decompresses data inside the cartridge amongst other things. It is said to be a cut-down version of the SNES main CPU which explains why it was more than average

SNES games at the time. I knew exactly how it played because I collect Super NES ROMs and that game happened to be one I tested out with an emulator. I must have spent 200 dollars on SNES games. I don't believe I'll add any more. It's a fine system, but I want games for other consoles too. Plus, wouldn't you agree that 12 games is a healthy amount?

Sega Genesis I got 2 months ago for 40 dollars and I got Sonic 2 for free. Toyriific had so many copies of Sonic and Sonic 2 that they just give them to new owners. It's rarer for someone to buy a used old school console like Genesis at their store so they have a hard time selling them. Ironically, Game Stop had clear its inventory of Genesis games because they couldn't make them sell. I bought a Genesis so I could play Contra Hard Corps on an authentic Genesis. It was fun but now it's in a box. One thing that Toyriific have done which didn't cost me anything is they've cleaned the console feed and the console itself. When I got a Nintendo, Super Nintendo and Genesis - the console feeds were really clean from the start. Luckily, I got mine in good condition.

Total money spent on SNES : \$250

Total money spent on SNES \$70

Total money spent on Genesis \$100

I almost thought twice about owning a Sega Genesis. The reason is I would have to buy games for it. I only spent 100 dollars total both on Genesis hardware and software. And if you're thinking why don't I spend money on a Sega Master's System. My answer to you would be "No way Man!"

Nintendo Entertainment System

platform 3

shooting 1

action 1

sports 1

retro 6

1a.) Super Mario Bros.

1b.) Duck Hunt

1c.) Track and Field

2.) Super Mario Bros. 2

3.) Super Mario Bros. 3

4.) Mega Man 2

SNES (12 game cartridges /w 14 Playable games)

platform 8

shooters 3

racing 1

RPG 3

retro 15

1.) Super Mario World

2a.) Super Mario Bros. (Super Mario All Stars)

2b.) Super Mario Bros 2 (SMAS)

2c.) Super Mario Bros 3 (SMAS)

2d.) Super Mario Bros The Lost Worlds (SMAS exclusive)

3.) Super Mario Kart

4.) Legend of Zelda - Link to the Past

- 5.) Secret of Mana
- 6.) Donkey Kong Country
- 7.) Super Mario World 2 : Yoshi's Island
- 8.) Star Fox
- 9.) Super Metroid
- 10.) Donkey Kong Country 3
- 11.) Contra III - Alien Wars
- 12.) Super Mario RPG - Legend of the Seven Stars

Sega Genesis (2 cartridges)

platform 1
shooter 1

- 1.) Sonic the Hedgehog 2
- 2.) Contra Hard Corps

opportunities (2005-11-05 23:30:00)

Hi there! I have found your blog finally! I have some great news for you to see at internet richness and it is really cool!
Check it out whenever you want ;-)

earn lots (2005-11-07 01:06:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to
get rewarded and see how I can help you to earn a lot more than average! It is rewarding;-)

spyware (2006-03-01 05:26:00)

Hi Ian's Smashing Good Blog Site, I read your post which I find interesting and very informative! I was also looking for related
info which I found

Some at games

It's not exactly what I was looking for but it was nonetheless interesting to read.

cash (2006-03-17 12:38:00)

Hello, you have made yourself a great blog! I'm immediately going to bookmark you!

I have good news at wealthy people for you to see. It is showing you a whole lot! You are invited to check it out if you get time :-)

internet richness (2006-03-18 20:10:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to
out of debt and see how I can help you to earn a lot more than average! It is rewarding;-)

be wealthy (2006-03-20 21:12:00)

Do I have good Blog news for you! Now that I have bookmarked you can go to
make your spouse happy and see how I can help you to earn a lot more than average! It is rewarding;-)

billionaire (2006-04-01 14:03:00)

Make money! Get all the tools and become a huge success!!! QUARANTEED!!

internet richness

THIS IS THE REAL THING!!

Now that I have bookmarked you can go to

internet richness and see how I can help you to earn a lot more than average! It is rewarding;-) please do read on...

We all want to be financially secure. Who doesn't? Unfortunately, many people are not doing anything to improve their financial status in life.

They spend most of their time working as an employee, using whatever's left of their free time in doing non-productive stuffs such as watching TV, shopping, or worse, doing nothing.

What a complete waste of time! Then they complain and whine on how life can be so cruel to them.

"If You Could Use Whatever Spare Time You Have In Learning How to Be Financially Free, You Could Soon Live the Life of Your Dreams!"

For this purpose, we have created an eye-opening table of contents and see how

The Business Professional will help improve your business!!

read on at: internet richness

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We will show you quick and smart techniques to become wealthy in no time at all.

The Business Professional will definitely help improve your online profits!

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I hope to see you on the inside.

Sincerely,

Jay Kay

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<http://www.profitsupernet.com>

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<http://www.profitsupernet.com>

earn lots (2006-04-03 06:12:00)

Hello, you have made yourself a great blog! I'm immediately going to bookmark you!

I have good news at become a huge success for you to see. It is showing you a whole lot! You are invited to check it out if you get time :-)

Marketing (2006-04-04 06:49:00)

Make money! Get all the tools and become a huge success!!! QUARANTEED!!

make cash

THIS IS THE REAL THING!!

Now that I have bookmarked you can go to

make cash and see how I can help you to earn a lot more than average! It is rewarding;-) please do read on...

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All Consoles (2004-11-23 16:09)



That's 14!

1997

December - Nintendo 64 \$200

1999

September - Sega Dreamcast \$200

2000

November - Sega Saturn version 1 \$40

2001

March - Nintendo Gameboy Advance \$100

September - Nintendo Gamecube \$200

Ocober- Sega Dreamcast #2 \$100

2002

February - Sony Playstation \$30

2003

June - Microsoft Xbox \$120

November - Sony Playstation 2 \$120

December - Gameboy Advance SP \$100

2004

January - Nintendo Entertainment System \$40

January - Super Nintendo \$30

January - Sega Saturn v2 #2 \$30

June - Sega Dreamcast #3 \$30

September - Sega Genesis \$30

November - Nintendo 64 Black w/o expansion pack \$20

November - Nintendo DS - \$150

Total: \$1540

+ \$35.71 sales tax (5.5 %)

\$1575.71

Anonymous (2013-09-18 21:34:47)

What's up friends, its fantastic article about educationand fully defined,
keep it up all the time.

Also visit my web site ... clash of clans cheats

oakleyses (2014-10-23 17:22:14)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:26)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

Bought Nintendo Dual Screen today (2004-11-27 16:10)

Bought Nintendo Dual Screen today

Date: 11/27/04 at 12:44PM

Firstly, I like to announce that I bought a silver Nintendo Dual Screen today with Super Mario 64 DS costing me a total of 195 dollars. The NDS package comes with a stylist (pen), AC adapter, thumb strap, handheld manual, free Metroid Prime Hunters demo, and a fully charged Nintendo DS out of the box. The NDS (official abbreviation) has a cool echo effect with its speakers. The size of the cartridge is roughly the size of the sticker of any Gameboy Advance game. As you can tell Super Mario 64 is no match for Super Mario 64 DS. You can fit 8 NDS flash cards to equal 1 N64 cartridge and the NDS shown that it holds as much if not more data as N64 games. I started up NDS and I started playing Yoshi. This came to no surprise since I read the reviews, and the writers all wrote that I start with Yoshi. I find it easier to use my thumb than the stylist. I drag my thumb across the screen as I would an analog stick – and it gives it the “analog stick effect”. I still can’t believe that Nintendo made NDS games this small and the maximum Nintendo is developing can carry 1 GB of data! Yes, developers can put FMV on the DS if they want too. The developers will use MPEG4 or something like that. A 3 minute FMV can be less than 40 MB! I made a dumb decision..... I ripped the box open. I was much more careful with my GBA boxes – but no, I had to rip the end open to get to the handheld! The box is not completely destroyed - just the edge of it is.



Super Mario 64 DS is confusing to me when I read many of the reviews. I knew that Super Mario 64 was going to be re-released but I thought it was on a bonus disc for Super Mario Sunshine not for Nintendo’s 64-bit handheld. The truth is it’s also the best launch title for the NDS just like it was for N64 percentage wise. I thought their 64-bit handheld would be another Gameboy Advance. Okay, it’s Mario, so therefore, it has to be above 9.0! IGN gave the game a 8.9 out of 10. That’s not a 9.0. They said that SM64DS could have better game play than it already has. The Nintendo 64 was designed for Super Mario 64. The SM64 development team and Nintendo 64 R & D3 team worked side by side. The result is one of the most famous Nintendo 64 games. Nintendo thought, “Maybe we can show SM64 on the DS since it is 64-bit.” It was truly an easy decision for Nintendo because the game was

already made – the game just had to be ported and expansion. Super Mario 64 DS is really an expansion pack that allows wireless multi-player experience, and 30 more stars to add to the original 120 stars. Apparently if you find a Mario cap – Yoshi can change into Mario. If he finds a Luigi cap – he can change into Luigi and so on. Gaming sites are giving it above a 9.0, and as much as a 9.6 in some cases. We have never had a videogame that was a technical marvel 8 years before and still hold that in present day. SM64DS is definitely the first to do this.



DS cartridge is no bigger than a quarter!



Top games according to Gamerankings.com. I have 5 of the 10.

DS Features:

- One color – silver
- Wireless chat (4 chat rooms)
- Backwards compatible with Gameboy Advance featuring slot in front
- Wireless LAN games
- 64-bit power
- Echoing sound effect
- 6 buttons including Start and Select
- Thumb strap – nice to keep the thumb prints off the screen with this thing.
- Don't know if it can emulate Gameboy Color games or not – the handheld has a AMG 7 and a AMG 9.
- Very compact. Handheld – a well designed handheld.
- Keeps time and date with alarm!
- Comes with head phone jack
- Comes with that jack for GBA link cable? Maybe GBA games can now be ran wireless if all people have a Dual Screen.

Have you ever noticed?

8-bit Gameboy 1989 - 2000

32-bit Gameboy 2001 - 2004

64-bit DS 2004 - future

128-bit Gameboy 2008?

Now I am going to get into November 25th. I usually write big events the day they happen, but I was tired and went to bed at 11PM. Yesterday began when I woke up around 9AM and then went to my aunts for Thanksgiving dinner. I threw the gird iron football (just football in America) to Jim (who is Michael's boyfriend) and we tossed the football back and forth before dinner. I can make good spirals believe it or not, but I keep dropping the ball once I catch it. Some of the throws Jim makes go over my head, I don't go for those. I'm not usually the athletic type, but I drove for one football. Yes! It slips out my hands. I had the usual turkey and stuffing. The stuffing by the way was terrible. I didn't say nothing – that would be mean if I have had done so. I have this Cousin Danny who I haven't meet for a long time (since May), and I tried talking about computers with him, but he ignored me at the table. I ate more than said anything. I went down in the basement to hook up my Xbox which I brought over in hopes of multiplayer. I also brought a hub and straight-through cable in hopes that Brian brought his Xbox over. I'm the only computer person there. Everyone doesn't find it fascinating. Ah...too bad. I fired up Guilty Gear X2 Reloaded on the old TV my Aunt and Uncle had. I love this game!!! I played this guy in red and won 12 duels in a role (there is two duels for each character unless the other character wins than there is three). It is one of those 2D fighters which there are no combos and you have to alternate and button mash your way through the levels. The opponent doesn't hit you as much when you're

jumping and hitting X button three times and then the Y button. Y button does a forward slash. X button is a karate kick. A button does punches and B blocks. Brian was watching me who I wanted to play Halo 2, but he played upstairs.

I was actually the oldest gamer in the house. I was accompanied by three younger kids. I was playing slayer Halo 2 with them. I opened Halo 2 there with a nail. Halo 2 is awesome. I beat the little kids 4 – 1. Uli (Ulrike is his full name and it's a common girl's name in Germany....oops... it's all good...who would know?), and Lars (nickname for Lawrence) don't know how to throw plasma grenades. Hey, my name is popular in UK and Australia and my nickname is one letter, E. I asked Brian (who seemed to not pay any attention to the game) to play co-op with me. Co-op in Halo 2 is really fun. I died more times than him and this was on normal difficulty. We got to the part where the flood were attacking, and the aliens were using human weapons and vehicles for the first time. It's a very interesting story. There is a Halo on Earth (which is a doomsday weapon), and first we're sent to Australia oddly enough to do some fighting. I could tell because Master Chief flew down there from space after he disarmed a bomb just so he could arm it....rode it like a cowboy, and watch the mothership explode as he re-entered Earth's atmosphere, and landed in Australia. I'm surprised he didn't burn up in the process of re-entry. I know, I know it's a videogame and there are few rules. The grunts called me names as I killed him. The covenant is having problems with the flood like we Marines are. Brian is having fun with his dual SCGs! He's tearing up the place. I wonder if the humans are going to team up against the flood? The flood are those organisms that resurrect the dead after you kill them again and again. Halo 2 is heavily cut scene driven though which is cool – we watched all the cut-scenes. I must admit they have good graphics but the voice work needs a little work. Halo 2 has B movie rating in terms of acting. I'm not impressed with it at all. One problem with Halo 2 is the marines die too quickly, but not as nearly as quickly as the first game. The player gets reinforcements often in Halo 2. It makes me wonder exactly why there was a long line at Wal-mart the first day. Everyone wanted this game for some reason? Was it graphics or game play or both? Or is it because the Internet told them. Get this game – it's awesome without telling them why. Since it is a better game than most videogames this year, and it's coming to PC soon too that's enough reason to buy the Xbox version so the PC version will be that much more exciting when Bungie announces it. Once you find the secrets in Halo 2, then you play it online for free via PC, and it'll have better graphics than Halo 2 on the aging Xbox.

I brought Brian to my house so we could finish the game. I sold him Half-life 2, and he got me through the difficult part in the first level. I got shot by a helicopter gunner. He already saw me so I had no chance at escaping and died on the spot. Half-life is known for the famous red death screen. Brian was there so for long so we played Halo 2 once again. I offered him a Mountain Dew, but he rejected. We played for a good 3 hours when he left at 10:15. It was like when his brother came over a lot about a year ago. I'm seeing him this Christmas when he comes back from Japan. David isn't much of a gamer. His brother, Brian however, is... It's a lot of fun playing with someone who plays games on a regular basis like he does.

Last night I had a chance to play Halo 2 on the flat screen in the living room. It was really good. I was afraid of burn in, but I didn't happen. I realized that I could play Playstation and N64 on it with no problems long time ago. My brain kept telling me, "Must play Halo 2 on high resolution display" I have an older TV model in my room which I play my games on. I think I will again tonight. My week off is almost over – I can not believe it! Only 3 more days including today! Then I have to take a CCNA Cisco test on Tuesday. I dread it. I need to pass it the first time which is going to take some time aside from just normal reading IGN game reviews regularly or playing videogames. No longer can I be read the fascinating message boards at PS3insider. Lots of information on it. I could look at it for a day and not read everything on it.

I just want to say how PCs are better. They are more useful than any other platform and not just games – everything. It is the only console where online play is free. That's right – no paying 120 dollars a year for Xbox Live or Play Online! Plus, publishers always come out with good games for it. You won't see as many PC games as PS2 games, but at the same time – everything will work on it dating back to 1994. That's perfect! Although I'm starting to believe that discussing which platform is better is pointless. The PC can emulate consoles eventually. The PS2 emulator, PCSX2, seems to be showing great process. Soon we'll have the PC act as a common platform for many old consoles.

Daisy Blue Naturals (2005-11-21 15:59:00)

Find out how your company rates by using a little known rating system!

Is your company a Scam, Dud, Scheme, Fraud Or Good Opportunity?.

95 % of the money-making opportunities on the internet have been worked to death or are not suitable to be marketed through the internet. How does your company and/or opportunity rate... I'll leave it to you to decide if your service, product and/or money making opportunity falls in this category.

Hurry you may NOT be happy with what you will find!

Dynamic Essentials (2005-12-22 13:38:00)

I found your blog while surfing and noticed you are involved in a business opportunity.

I found a website the other day that offers thousands of dollars in free business building tools that might help you build your business.

Find FREE - 60,000 email leads, AutoResponder, Promo Page, Your listing in a hundreds of world directories, Your best ad on 12 Million FFAs, Self-Replicating Search Engine Program, Auto Hits Machine, eZine Success, & more!.

I'm making over \$500 a day with these FREE Business Building Tools promoting my business and you can do the same promoting your business.

Anonymous (2006-02-19 15:12:00)

Hey Ian's Smashing Good Blog Site, I couldn't agree with your post (best.) more. Keep up the good work. deer deer hunting

6.12 December

Snake Eater Owned!!! | Tried Pitch Black 7/10 (2004-12-02 16:11)

The long awaited **Metal Gear Solid 3 - Snake Eater** is out at last. Earlier today I walked into the River Falls ShopKo, and was looking for this game and I could not find it at first. I thoually searched for Metal Gear Solid 3. I found **Ratchet and Clank Up Your Arsenal**, and **Jak 3**, but no MGS3. I almost bought R &C Up Your Arsenal until I realized that ShopKo had it. I swear to God that somebody placed it there when I left the isle. So I drove 4 miles to Toyriffic which just opened because it was 11AM. I like to go there and see what games I HAVEN'T THOUGHT OF BUYING. I saw a Magnavox Odyssey at this store. I have seen pictures via surfing gaming sites, but not a real one up close, this is my first time. It was in fair condition, and I have an idea why no body bought it. It's really old, there probably isn't any selection of games along with it, and the graphics are monochrome. Gamecube's dropped down to \$69.99 US, and as always the store has no PS2s available used. I hear the units keep breaking, and the DVD ROM drive is the first to fail. Mine has never failed on me.



The story is about the Cuban Missile Crisis! It starts when on October 08, 1962 a U2 Spy Plane unravels a MRBM missile silo in Cuba. A few days later there are US Spys in that location of Cuba and tell President Kennedy that is an advanced operation there. The US goes DEFCOM 1, and the President announces a speech to the world saying that any attack from Cuba is an attack of the Western Hemisphere, therefore, an attack from the Soviet Union. We immediately create a blockade surrounding Cuba. The U.N. tells the Premier Khrushchev too keep his ships out of Cuba, and supports the blockade of ships. On October 26, 1962, Soviet Ambassador Anatoly Dobrynin knocks some sense into the US Defense department, and turns to ABC to have a live interview saying that war is

going to break out between us and them. He acknowledges that if the US won't invade Cuba and declare Peace again, the Soviets will retreat. This must be where Metal Gear Solid 3 Snake Eater starts. **Cuban Missile Crisis – Complicated.** This makes no sense because the document said there was no commando force in Cuba during the "Cuban Missile Crisis" only undercover CIA agents. Why does this game's storyline exist? The main character isn't Solid Snake, but instead his fellow regiment commando, Big Boss. This is the 2nd most anticipated PS2 game of 2004. The first was San Andreas. The 3rd was Ratchet and Clank - Up Your Arsenal. Metal Gear Solid 3 is not as good as MGS 2 Sons of Liberty, but who cares - it's Metal Gear Solid, and that alone is enough to decide if it's worth it or not.

I guess I am cool now that I have the new Metal Gear Solid....because anything Metal Gear is cool. Did you know that Metal Gear was the name of the NES game published by Ultra Games in 1987? It starred Solid Snake.... Ultra Games came out with Metal Gear 2 in 1990. I have the ROM, and its game play is really out of date. Imagine a time when there was a D-pad and 2 buttons! That's not the point. The point is there was a Solid Snake 10 years prior to 1998 when Metal Gear Solid came out on PlayStation. It must be as old as Contra – because Contra is started on NES the same year I think. See, I only started playing games when I was 13, and that was 1997. I haven't played or owned a NES or SNES since I was invited over to David's house prior to 2003 when I bought a NES for myself. Still - I find nothing wrong playing the ROM version of Metal Gear.



New Games I am going to add to my VG list:

- MGS 3 Snake Eater
- Super Mario 64 DS
- Golden Sun

I tried out the new Mountain Dew called Mountain Dew Pitch Black. On a taste test I give it a 7/10 for good, but not as good as Mountain Dew Classic. It tastes like a grape jolly rancher! It tastes a bit mellower than Mountain Dew Classic. When you first taste it your taste buds get confused because it's a new taste, but if you drank 2 or 3 cans, your mouth gets used to the new taste, and I am starting to like it (that's the strange part). Pepsi gets rich off me! I spend roughly 384 dollars on soda per year. It comes down to white ratios leading to one twelve pack, and one six 24 ounce bottle pack every week. I don't like Mountain Dew Code Red, but I do like Mountain Dew Limewire a lot better. Surprisingly, Coca-Cola's main competitor not Pepsi directly, but Pepsi owned Mountain Dew. My advice is to pick up a bottle of Pitch Black for a buck, and try it out before the Limited Edition is not at covenant stores any longer!!!

Here's how I would rate it from best to least:

1. Mountain Dew Classic (Lime, Citrus) - 10/10
2. Coca-Cola Classic - 9.6/10
3. Mountain Dew Limewire (Orange Soda) - 9.0/10
4. A & W Rootbeer - 8.0/10
5. Mountain Dew Pitch Black (Grape Soda) - 7/10
6. Mountain Dew Code Red - 5/10

This is Ian Signing out!

Anonymous (2009-09-22 03:19:06)
 dude your site is awesome!!!
 sincerely,
 digitotalis

Randy Came Over!!! (2004-12-05 16:12)

Yesterday and today I posted a couple posts in Ian's Smashing Good Software Blog. I also updated my videogame post to version 1.18 SP1. Added those games I bought in the past 2 weeks. Yes, I added a few games too it including Splinter Cell and I have no idea why I missed that one. My friend Randy came over with his girlfriend. I wanted to show him my MP3 collection than Halo 2. He refused the play "Cooperation Mode" in single player so we played slayer. I think he got me twice, but I killed him a lot more. We didn't play soccer this time around. I showed him Guilty Gear X2 Reloaded and Dead or Alive Extreme Beach Volleyball. He thought that the Japanese chicks in Guilty Gear X were too dumb. It's kind of like an animated cartoon, and one character had a big thing with teeth come out of her butt - yeah, just too prove to you how strange this game is. Then he thought that Dead of Alive Extreme Beach Volleyball was all graphics. In his opinion, the graphics were really good, but the game played average. The first thing too do is hit the A button a lot than I hit the A button again to serve the ball only pressing the Y button to spike the ball. I kept winning. Afterwards, I played Metal Gear Solid 3, and I do play as Naked Snake (same guy who plays Solid Snake) at the beginning of the game. One time I fell of the ledge, the other time I was shooting an alligator and drowned in the quick sand. I spent most of my time looking for the damn backpack of Snakes so I went to the ledge to backtrack which is why I fell off! At the beginning, the game has live video of the code war and Cuban Missile Crisis. Then I opened Tony Hawk Pro Skater Underground. It played good I kept beating Randy in tricks and, no - I wasn't very good at getting them. The best way was staying around the ramps and pressing the X button a lot of times, and landing properly. I landed most of the time. I wasn't trying too pull off huge stunts all the time. Getting to 100,000 points took 25 minutes. I think Tony Hawk Pro Skater Underground had improved graphics over Tony Hawk Pro Skater 4. The game looked great for an Xbox game.



Today, I was looking at the message boards (mostly on a site I call Catharton Electrica) because that's what I like to do on Sundays plus drinking Mountain Dew. I found out that PS3's "Cell" chip might be over 4 GHz. It'll do multi-threading....what is that? We do not have any processors on the market over 3.4 GHz right now. Certainly PS3 will do the job that will last Sony for 5 or 6 years. PS2 certainly isn't going away very fast, and people still buy them regularly. It is interesting that people still buy technically outdated hardware which explains people do not care if they have extremely high resolution graphics like what high-end PCs can do. Games are the most important aspect of buying a console. I am sure if you type in "Playstation 3" into this blog's search bar that you'll get some entries on it.

Later - around 2PM - I went too Toyriffic to try to resurface Guilty Gear X because by PS2 wouldn't take it. I was waiting for the disc to be resurfaced for 20 minutes there. There was only one guy operating the whole store, and there was a line of people wanting to pay for their games. What's with Dungeon and Dragon cards these days? I am not into that sort of thing. Is it somehow cool? Well, anyway, the store operator said that I shall get a refund if the disc still didn't work due to a laser burning the disc all the way through. I got home to play it, and the disc didn't want to play. Sacrilege! How can it come too this? So I felt bad so I played *Guilty Gear X3: Isuka* when I got home. Isuka plays a lot like X2: Reloaded on Xbox. You can't really tell a difference in graphics. The PS2 controller has more buttons than the Xbox controller S therefore the set up gives you more options. I'll keep this short in saying this is really weird. An IGN reviewer said there was crazy cheese rock in this game. I know what Cheese rock sounds like. I look at Gamestop.com to see if there are any copies at the store, and I would have to travel 42 miles just to get a new used copy in West St. Paul, Minnesota. I thought well I could get lost in West St. Paul.

It's funny though, that Game Stop in the city has 4 copies of this particular game, but the other Game Stops have none!

I found some great updates audio codec I use:

LAME 3.97 beta 4

We all know that MP3 has taken over the web and is by far the most popular Audio codec..... Damn iPods! It's not the best lossy audio codec too use in terms of quality, but the more recent LAMEs have taken commercial quality audio to new levels. A 128 kbps MP3 encoded in LAME 3.96 or LAME 3.97 sounds as good as a newer WMA codec and OGG codec. LAME doesn't sound that great at low bit rates (16, 24, 32 kbps) . I leave that up too OGG and WMA. Still it's one of the best MP3 codec.

For use with CDEX

CDEX 3.51 Front End

Other LAME libraries (RAREWARE.ORG)

OGG Vorbis 1.1

Personally, I am using this codec for my personal audio files. It's not half bad and it is as compressed as any MP3. Yes, that's 990KB per Minute at 128 kbps. Only 460KB at 64kbps. It's a great codec, don't get me wrong. It's fastest with CDex. Surprisingly a voice conversation sounds as good at 32kbps as at 128 kbps. I shall not find any difference. That's progress for yeah. No worries about this codec being illegal - it's free and legal. Too bad hardware based MP3 players do not support OGG. If you had a audio test between this and LAME, Vorbis would win only by a small margin. With the soundcards in PCs today - you can hardly tell the difference anymore because the digital enhancement is so good.

For use with CDEX

CDEX 3.51 Front End

Other OGG Vorbis libraries (RAREWARE.ORG)

Hear my files at **Ian's Videogame audio reviews**

MPEG 4 AAC Audio

I've tested this codec and MPEG 4 files actually end with ACC instead of MP4 like I thought. It's compression is better than MP3 by a small margin. You're probably getting 100KB better with every minute of 128 kbps compressed audio. It is better. Okay how does it sound? It sounds okay - same as MP3. AAC audio isn't updated by Psytel any longer so MP3 surpassed AAC in quality a bit. Yes, the compression is better....only a little bit though.

Psytel AAC encoder 2.15 and Fast AAC encoder

CDEX 3.51 Front End

Other MPEG 4 AAC libraries (RAREWARE.ORG)

MUSE PACK 1.15 (NEAR CD Quality CODEC)

Muse pack is another LOSSYNESS (perfect sound) codec. This one is open source. In short a 140 kbps audio file compressed in MPC is as compressed as a 128 kbps MP3.

Winamp and Quintessential Player support both. This is an open source answer to MPEG 4 AAC audio. I don't suppose it's an issue with broadband users. Another thing is the file must be a WAV to for this too work, but that's okay since CDEX can make wav files for you.

MUSE CODEC (*.MPC)**MPC plugin for Winamp, QCD Add to Winamp plugin directory****jDownload CDEX Front End****New Gaming Monster specs I want:**

- Windows XP PRO
- Asus A8V Deluxe Via Socket 939 ATX Motherboard and AMD Athlon 64 3400+ Processor
- Plaster Plector PX-712 / 12x4x16x DVD+RW / 8x4x16x DVD-RW / 48x24x48x CD-RW /
- Ultra 512MB PC3200 DDR 400MHz Memory
- Trendware 56k (V.92) Internal PC
- Hitachi / 160GB / 7200 / 2MB / ATA-100 / EIDE Hard Drive
- I Data/Fax/voice Modem
- Connect3D Radeon 9200se / 128MB DDR / AGP / VGA / TV Out / Video Card
- Diablo ATX Mid-Tower Case with 450Watt Power Supply, Front Neon Lights, Front USB and Audio Ports

Final Price 950 Dollars with rebates

Low cost Gaming Machine version 2:

- Plaster Plector PX-712 / 12x4x16x DVD+RW / 8x4x16x DVD-RW / 48x24x48x CD-RW /
- Ultra 512MB PC3200 DDR 400MHz Memory
- Trendware 56k (V.92) Internal PC
- Asus K8V Deluxe Socket 754 ATX Motherboard and AMD Athlon 64 2800+ Processor
- Chaintech GeForce FX 5200 / 256MB DDR / AGP 8X / VGA / DVI / TV Out / Video Card
- Hitachi / 120GB / 7200 / 2MB / ATA-100 / EIDE Hard Drive

Final Price 650 dollars with rebates (if it goes any cheaper the hardware will be really cheap)

Anonymous (2013-05-18 11:52:13)

Many Paleo diet meals contain meat such as pork, beef or chicken.

Weight Loss tips from Ayurveda for Kapha, Pitta and Vata

types. The importance of proteins, vitamins and other elements is clear from the above paragraphs.

Stocking your bin fully can take some time if you do not have anything on hand to start with.

my page ... paleo food pictures

Anonymous (2013-05-18 18:46:52)

By taking advantage of these sales, you can save big money for next Christmas.

Wholemega has been shown to down-regulate inflammatory Arachidonic Acid (AA), notably improving the balance of inflammatory AA to anti-inflammatory EPA.

Caloric restriction, low carb, strict-Paleo diets with adequate protein are the key to losing weight and getting skinny on the Paleolithic diet.

The paleo diet, which attempts to replicate the diet of humanity prior to the advent of modern agriculture and food processing, stresses the importance

of lean meat in the human diet, since animal products are the only complete source of protein and Essential amino acids.

my web site: ercsistem.com

Anonymous (2013-05-21 14:09:12)

Little known fact is, everybody sits down too much, everywhere.

- In a saucepan combine almond milk, pumpkin and honey.

There is an extensive use of herbs and spices such as basil, dill, ginger, garlic etc.

excessive milk leads to fractures because

the presence of calcium in it.

Feel free to surf to my web-site: Paleo recipe

Anonymous (2013-06-10 05:58:44)

Here are more tips to help you really burn more body fat.

This doesn't mean that panaerobics is a substitute for traditional strength training; it's still a cardio-centric modality.

It is because calorie burners cut downs the additional calories required for growth of body muscles.

Very similar to the sites listed above, but you can also make your own fitness routine.

my site; Best Fat Burning Foods (haksaw.tk)

Getting Satellite TV in my home office Friday! (2004-12-07 16:14)

Today, I found out that my early Christmas present will be an extra DirecTV receiver in my room and I am happy. Even though I plan to move out in 2 years, it gives me a lot of ideas about recording – I can record the video at 680x480 MPEG1 in real time onto my hard drive and compress the video I want in DivX for storage on my hard drive. It would require a TV tuner card – but having digital TV on my computer would be really great. My dad's getting a two new receivers and one is for my room. We already have all the regular channels plus HBO, Cinimax, Showtime, or The Movie Channel. I'm getting satellite channels in my room, and it's in ultra-high resolution so it's a big deal too me. It's better than streaming video! I am so excited. I get to record all Star Trek: The Next Generation episodes in medium resolution. Problem is it has to be MPEG1 or AVI because my computer can't encode video in MPEG2 or DIVx in real time. I can watch Modern Marvels on the History Channel, or Fox New Channel. I could end up recording 4 hours of video per day in AVI, and compressing them too smaller files at night when I am sleeping. This is going kick some serious butt!

I found some interesting pictures of next generation renders for consoles. One shows the best image of a Madden football game I've ever seen. This could be one that is using the Xenon power.

Anyways, at school - I had no class today. Joyce was gone so I was wondering it had anything with the fact that we're on the last chapter in the book and the test is due at the during Christmas Vacation. Cisco is damn difficult. Subnetting gives me the willies.

I found out what Jon Bon Jovi sounds like. I heard of him at school on Tuesday so I downloaded MP3 versions of his songs. Wow! He's pretty good. I downloaded his song "It's my Life" off Kazaa, and it's worth the download! His music is epic. I have 5 of them now. Before this I just know that his Winamp skin was really cool. It's like a big speaker moving with the sound waves. It's one of the top skins at Winamp.com. I read his BIO on MTV.com, and it says he dropped out of school to play in bands until he got a job as a janitor for his cousin's recording studio, and became popular in the 80s. Now, he is known through out the world and only does singles.

I am probably going to have to study for two tests tomorrow since Joyce wasn't in today. I was going to fail the class like a man. The truth is I am not doing very well.

I installed Suse 9.0 on my custom PC just for the heck of it. I have Linux, but I don't use it as often as Bill's OS. It's a fair OS and has less security holes than WinXP. I like that Bubble Trouble game on their. GIMP is nice too, but

I leave the graphic effects to Paint Shop Pro 9. I have played around with the paint brush tool, and I sometimes use it for drawing with my mouse. That's pretty fun. I use the Windows version of The Gimp 2.0.4 – one of the latest versions. It's a great program understanding that it is free!

satellite tv service (2006-01-19 15:09:00)

Hello Ian's Smashing Good Blog Site,

Just wanted to say I enjoyed the information you have on your blog best. . It was not quite exactly what I was looking for since my search was for satellite tv service however your info was very useful. Thanks again for the helpful read

Image Compression (2004-12-08 16:14)

Hi. I am back and this blog topic I've been working on for some time. You don't know how many blog that I've come across with bad graphic compression. For one it's none of my business what they do, but it is my business if I come to their site or not! See, if the compression is better – I might be happier with their site. Now, the easiest way too do this is Jasc's professional suite off it's trial page JASC, and try JPEG and PNG. I ruled out GIF because PNG is more compressed than GIF anyways. There is no reason too use GIF anymore. Screenshots can be tricky if it has few colors defiantly use PNG to compress them. If the graphic uses a lot of colors than I always use JPEG.

Done in Irfanview 3.95



PNG compressed in Irfanview (20K)



PNG compressed in Paint Shop Pro 9 giving example of it's JPEG dialog box (13K)



JPEG compressed in Irfanview (27K)



PNG compressed in Paint Shop Pro 9 giving example of it's PNG dialog box (13K)

1.) Keep the files at a low resolution. By low I mean nothing bigger than 600x600. I can not force you to go that small – but it's considered too be web safe under that amount. For pictures I advise nobody to go above 400x600 or 600x400. There is really no need for it. My cousin David doesn't understand the difference between GIF and JPEG and his graphics can get up between 800KB to 2 MB for a stupid graphic! So you see why it's important to know a little bit about compression.....

2.) Find a program that lets you reduce the Lossyness (quality) of your graphic. This is needed. The program I use is Irfanview because it has a fair JPEG codec with it. It's not bad, but it's probably not the best ever made either. Anyways, that's what I use, and I wish there were more people who use it like me but don't for whatever reason.

3.) A compress all my JPEG graphics at 50 % in Irfanview, (YCbCr 4x2 1x1 1x1 at 25 % - 30 %) with Paint Shop Pro 8.0 or 9.0. All my graphics are under 600x600!

4.) PNG compression is much trickier than JPEG because depending on the person – it's whether you want a

lot of color or only 10 – 60 colors. For desktop screenshots I do about 30 colors. This graphic I did with PSP 9.0. It can be smaller depending on the resolution and also the number of colors. For monochrome I always do 3 or 4 colors. Monochrome does not look good with only 2 colors used! I found that out. The text is not readable when the color is set too 2.

 Heated discussion on Gameboy Advance 2 (the head of the site thinks Nintendo will not release another Gameboy)

Admin *Here's been a lot of talk about whether the Nintendo DS is the true heir to the Game Boy Advance, or whether Nintendo might bring out a completely new Game Boy within the next couple of years.*

What's your view? Let us know by voting and posting some reasons in this thread.

My personal position is that Nintendo would be crazy to release yet another handheld when they've only just launched the DS. It would be especially crazy as the DS has sold quite well and it would be silly to risk everything just because they wanted another console with the words "game boy" written on it.

RenegadeViking What's so crazy about it?

Just have a "Super Gameboy Advance" with two screens and make it 256-bit. Just because Dual Screen is called Dual Screen because it's two screens doesn't mean jack if the next Gameboy will have two screens or not. Maybe "Super Gameboy Advance will use Nintendo DS flash media and also have the Gameboy Advance slot like the DS for GBA games.

My point is maybe "Super Gameboy Advance" and DS Advance/ DS II are the exact same handheld.....

Admin how about we make jokes and call the Dual Screen "Gameboy DS" from now on. It'll make people a lot less confused.

Admin *It'll confuse people! They'll think the DS is on the way out when it's only just been launched.*

Renegade Viking Admin - aren't you are over reacting just a tad - Nintendo DS just came out 2 weeks ago here. I believe that Nintendo will support Nintendo DS for a good 4 years. That's 2004 - 2008. I bet you that the next handheld from Nintendo will play DS games. I don't think we need anything smaller than the DS flash media cartridges (they are easy enough to loose). If anything - Nintendo will probably release a successor to DS, not GBA. It's interesting that Nintendo will soon retire a popular brandname they've used since 1989. Who knows? Maybe we'll have a Gameboy Advance 2

I am pretty sure Nintendo's new handheld will skip 32 MB of video memory and go straight to 128 MB of video memory and 256 MB of EDRAM or maybe it'll have 128 MB of EDRAM and 64 MB (like Gamecube) of video memory just to reduce the price - this is a handheld, not a console. Either way - it's "over kill" for an handheld. So I suspect Nintendo is going to hook their Gameboy Advance 2 up to the TV and it'll look a lot like Gamecube games.

Admin "Admin - aren't you are over reacting just a tad - Nintendo DS just came out 2 weeks ago here."

Well, that was the reason why I thought it was crazy talk to suggest they're about to bring out another Game Boy Nothing serious...

"I believe that Nintendo will support Nintendo DS for a good 4 years. That's 2004 - 2008. I bet you that the next handheld from Nintendo will play DS games. I don't think we need anything smaller than the DS flash media

cartridges (they are easy enough to loose). If anything - Nintendo will probably release a successor to DS, not GBA."

That's what I think, and a new handheld in 4 years time is fine.

I actually doubt the Game Boy brand will ever surface as a mainstream product again because Game = childish and Boy = childish so Game Boy = very very childish, which is exactly the image Nintendo is fighting at the moment.

"It's interesting that Nintendo will soon retire a popular brandname they've used since 1989. Who knows? Maybe we'll have a Gameboy Advance 2"

If it does come back, and it is one of the most popular and famous brands ever in the games world, it might be in the form of a product aimed specifically at kids the way the original Game Boys were. That's 100 % speculation by me though. It could also just be a DS in a "special Game Boy edition", like there was a GBA that was a "special NES / Famicom edition".

"Either way - it's "over kill" for an handheld."

Now that they've gone 3D, I think there's going to be a lot of overdeveloped games with special effects you can barely appreciate on the portable format. Gameplay has to be more flexible on a portable because you sometimes only get short bursts of time to play it in.

"So I suspect Nintendo is going to hook their Gameboy Advance 2 up to the TV and it'll look a lot like Gamecube games."

Sony makes TVs, what do you think the betting is that they'll do one that you can link PSPs to wirelessly?

Had Daytona USA emulation working on my Pentium 4 (2004-12-11 16:15)

Final Fantasy fanatics are silly on the forums of the Unofficial Final Fantasy Site! I mean talking about those silly above average Final Fantasy fan-made art in the signature boxes. I can make one like those, but it'd be too silly to do so! It has everything to do with that silly Square-soft art direction! So I went to this site to read about the old Final Fantasies, and I go in the message board and like many other fan sites of this particular franchise – you'll be loading 200K worth of fan-made graphics. All I need is the correct font, desktop wallpaper, and use of the magic wand in Paint Shop Pro 9.

My profession is going down the toilet. Yes, you have heard right – school is an utter disaster. I may switch to programming in January. Programming has those fields where all that matters is the code. If your program is buggy than the source code is always the problem, but always the solution to the problem. I also over-heard programmers are more likely to have an interesting in videogames or PC games in general than network specialists. The programming class was the one that set up the Xbox LAN party at the school I go too. The most popular computer language is Visual Basic, which is basically a Win32 graphical user interface that let's me, the programmer, click on the object in question and insert source code. C++ is 10 years old, and C source code is over 25 yrs old so most people prefer Perl code because it's newer and less complicated. Programming today is very similar to a webpage developed in Macromedia Dreamweaver or Namo Webeditor by making the program as big as I like by resizing the default perimeters of it, and placing the buttons and text boxes where I like them before I insert code. I believe there is a VB compiler, and an open source alternative compiler called GTK 2x which runs on Glib runtime libraries. These programs compiled in GTK require you to download the Glib executable onto your computer. A great example is the

Windows version of *The GIMP 2.0.5*. I wonder if 'G' stands for Gnome? Perhaps the developers of Gnome made this free runtime library for Windows? It's funny too realize that anyone can make open source VB source code, and it's legal! Visual Basic is made by Microsoft so this should mean that source code created by it is closed source which is not the case. It must be one of those Microsoft loop-holes.



Screenshots of the SSF emulating Daytona USA on my PC

I tried out the latest version of SSF - **SSF 0.07 RC11**, and this version improved - it now runs Daytona USA on my Dell Dimension XPS Pentium 4 machine partially emulated. In its day, Saturn was a complex console to develop for, and now somebody in Japan successfully emulated it on PC. This isn't new news at all - I own about this emulator for 6 months. In fact, I have a post on my last attempt to emulate Daytona USA! Unfortunately, my other Saturn games give me errors messages when I try to boot them. There is an available link on the side of this site to test on your computer. Maybe future releases will emulate sound. Some reasons why Saturn isn't emulated as well as Playstation is the fact that nobody likes it. Still, it's pretty amazing when this Japanese programmer had zero source code to start with and he's emulating it for FREE! That means in his spare time he has been able to software emulate *the most complex console ever made up until 1998*. Yes, Saturn is harder than the Nintendo 64 to develop software for. Daytona isn't playable, but it proves that some day it might be. There are a lot of textures missing in the game though. One day when I feel I have too - I'll resurface all my Saturn games and make them brand spanking new. It's about \$3.50 per disc. It's steep for a resurfacing job, but it's worth it if the CD doesn't work. They all do so it's not a top priority of mine.

Yesterday, I bought two more PS2 games, **Jak 3** and **Ratchet and Clank Up Your Arsenal**. I was reading the reviews at IGN.com and the reviewers were ecstatic about both games. They gave both games 9.6 of 10 as high as Metal Gear Solid 2 or even Final Fantasy X. Obviously, no body gives a game 9.6 for a game unless it's the top 2 % on the system. So since the score was unbelievably high - being smart, I looked around at other reviews including Game Rankings (a site that takes all final scores of 10 different well known gaming sites, adds them together, and divides by 2). The winner of this was Ratchet and Clank 3 and ahead by a full 6 points! Yes, that's right - Jak 3, instead of having very high score of 9.6....now has an averaged score of 9.0. So I was going to buy 1 game, but since I liked Jak 2, I bought both of them for \$85. The graphics are one of the high points of both games since both use the same graphics engine and are some of the best graphics PS2 can muster. The only ones ranked above Jak 3 and Ratchet and Clank in texture work are the Grand Theft Autos and the Metal Gear Solids. Jak 3 and R & C3 have succeeded in better texturing than Jak 2 or R & C2 Going Commando. In the end, I personally thought that this was enough reason to buy each game at 40 dollars. Some people may disagree with me, but I heavily rely on well-known cyber-review sites before I buy. I never rent games. Not to mention Jak 3 is the final installment in the Jak series and Ratchet and Clank 3 is the final installment in the Ratchet and Clank series. Naughty Dog Software and Insomniac Software plan to develop future action platform games on the Playstation 3 that are just as good as the their current offerings.



Remember it was Naughty Dog who brought Playstation its first mascot in 1996 - Crash Bandicoot, and sold millions of copies here in the USA. This was until 2000 when Naughty Dog had to give it up to Traveler's Tales, a UK developer which also developed Sonic 3D Blast for the Genesis, Saturn, and PC! Sonic 3D Blast was not very good at all. Where do you think that put the well-known mascot? Two words.... Multi-platform. Yes, the dreaded two words that will make any developer want to sue Sony Computer Entertainment America! But anyways, Naughty Dog platformers are the best platformers out for the console unlike its ex-mascot's newest installments. I read that *Crash Twinsanity* is a bit above average for a videogame and also the first Crash Bandicoot videogame to rotate 360°, but stands no where near the quality of Jak and Dexter which you've guessed it - already rotates 360° and are on their 3rd game of the Jak franchise. I am pretty sure this is true having myself played the first two installments. I played the first game to the end.

[Jak 3 Update] I open the game and put the DVD into my PS2 and it starts with a 5 minute long intro that connects Jak 2 with Jak 3. The game looks like a damn Gamecube title which does this game a whole not of justice. When I start out I am thrown into a wasteland (I didn't complete Jak 2 so I don't know how it came too this). I was left out too die in the desert when I was rescued by some drifters (also having pointy ears like Jak) when I wake up in the new city. I have to go through this tutorial part where it teaches all the basic moves that jak does (Dexter doesn't play a commanding role in this game). Dexter was transformed into a muskrat when he fell into a pool of dark ego. The control is very tight - what you would expect from Jak 2. In fact, Naughty Dog most likely imported the gameplay code from the first Jak and Dexter into Jak 3. I am in the part where I completed the first mini-game of the game. The first mini-game of Jak 3 is a timing game which requires the player too hit the four dual shock controller buttons at the precise moment when the Xs, squares, triangles and circles pass over 4 little squares. The whole point of it is to destroy 100 of them moving shapes without allowing them to pass the squares. It took me three times to get it right.

One day I dream I'll be a great videogame reviewer! One with the skills and have many supporters. You know how it is - buy games, play games, review games, buy more games, play more games, review more games. Does this sound interesting to you? I used to be a big-time videogame reviewer, now I am an ex-videogame reviewer. It gives me a perfect sense of what's good and what's bad in terms of videogames. A good game is when you don't die too much and the game's controls are easy to control. A bad is simply way too easy or way too hard. It's way too hard because most of the time - the game is poorly funded and the developers didn't tweak the control enough and the graphics are horrible because it runs on a middle-ware graphics engine like that popular Render-ware or the designers who made the game spent 6 months with limited knowledge about the hardware so the graphics within the game stunk. Did you know that Gamespot has an award system that awards "The Worst game of the Year!" for every platform? Gamespot had one which is so bad it got all 1.0s and that accomplishment goes to "Big Rigs: Over the Road Racing" for PC.

Other horrible games for console and PC research by Gamerankings.com



PS2 NTSC Collection (2004-12-13 16:16)



Correction: I have 59 PS2 games instead of 58. I am missing Grand Theft Auto San Andreas. However, it is photographed in my last PS2 picture

This is pic high resolution enough? If not click on this link...

Really High Resolution Version - for the high bandwidth bloggers! JPEG size - 220K



Very high resolution Xbox collection



Collection List

Playstation 2

- 1.) Star Ocean 3 - Till the End of Time (Director's Cut Version) (RPG)
- 2a.) Mega Man (Mega Man Anniversary Collection) (A)
- 2b.) Mega Man 2 (MMAC) (A)
- 2c.) Mega Man 3 (MMAC) (A)
- 2d.) Mega Man 4 (MMAC) (A)
- 2e.) Mega Man 5 (MMAC) (A)
- 2f.) Mega Man 6 (MMAC) (A)
- 2g.) Mega Man 7 (MMAC) (A)
- 2i.) Mega Man 8. (MMAC) (A)
- 2j.) Mega Man Battle (MMAC) (A)
- 2k.) Mega Man Battle 2 (MMAC) (A)
- 3.) Jak and Dexter (APL, A)
- 4.) Castlevania - Lament of Innocence (S, A)
- 5.) Jak 2 (APL, A)
- 6.) Ratchet and Clank (APL, A)
- 7.) Ratchet and Clank 2 - Going Commando (APL, A)
- 8.) Gran Turismo 3 A-Spec (RA)
- 9.) Final Fantasy 10 (RPG)
- 10.) Final Fantasy 10-2 (RPG)
- 11.) Rayman 3 - Hoodlum Havoc (PL)
- 12.) Tekken 4 (F)
- 13.) SSX 3 (SP)(RA)
- 14.) Breath of Fire 5 - Dragon Quarter (RPG)

- 15.) Xenosaga Episode 1 (RPG)
 - 16.) Soul Caliber 2 (F)
 - 17.) ESPN Football 2K5 (SP)
 - 18.) Grand Theft Auto 3 (RA)
 - 19.) Grand Theft Auto Vice City (RA)
 - 20.) Summoner 2 (RPG)
 - 21a.) Virtua Fighter 4 Evolution (F)
 - 21b.) Virtua Fighter (F)
 - 22.) Ridge Racer V (RA)
 - 23.) Devil May Cry (S, A)
 - 24.) Toyko Extreme Racer Zero (RA)
 - 25.) Toyko Extreme Racer 3 (RA)
 - 26.) Twisted Metal Black (RA)(S)
 - 27.) Suikoden III (RPG)
 - 28.) Ace Combat 04 (MJS)
 - 29.) Winning Eleven Soccer 6 (SP)
 - 30.) Winning Eleven Soccer 7 (SP)
 - 31.) Madden Football 2002 (SP)
 - 32.) Disgaea Hour of Darkness (RPG)
 - 33.) Kingdom Hearts (RPG)
 - 34.) Metal Gear Solid 2 Sons of Liberty (S, A)
 - 35.) Ico (PUZ)
 - 36.) Midnight Club (RA)
 - 37.) Midnight Club 2 (RA)
 - 38.) Thunderstrike (S, A)
 - 39.) Onimusha 2 Samurai's Destiny (AF, A)
 - 40.) Onimusha 3 - Demon Siege (AF, A)
 - 41.) Soul Reaver 2 (AF)
 - 42.) Dark Cloud (RPG)
 - 43.) Dark Cloud 2 (RPG)
 - 44.) Grandia Xtreme (RPG)
 - 45.) Arc the Lad 4 - Twilight of the Spirits (RPG)
 - 46.) La Pucelle - Tactics (RPG)
 - 47.) Phantom Brave (RPG)
 - 48.) Wipeout Fusion (RA)
 - 49.) Shadow Hearts 2 - Covenant (RPG)
 - 50.) Sly Cooper and The Thievius Raccoonus (APL, A)
 - 51.) Gadius V (S, A)
 - 52.) Grand Theft Auto - San Andreas (RA) (S)
 - 53.) Guilty Gear X (F)
 - 54.) Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A)
 - 55.) Metal Gear Solid 3 Snake Eater (S, A)
 - 56.) Guilty Gear Isuka (also Guilty Gear X3) (F)
 - 57.) Jak 3 (APL)
 - 58.) Ratchet and Clank Up your Arsenal (APL)
 - 59a.) Growlancer II (Growlancer Generations) (RPG)
 - 59b.) Growlancer III (Growlancer Generations) (RPG)
- Xbox
- 1.) Halo Combat Evolved (FPS)
 - 2.) Silent Hill 2 (SH, A)

- 3.) Colin McRae Rally 04 (RA)
- 4.) Prince of Persia: Sands of Time (A, PL)
- 5.) Genma Onimusha (F, A)
- 6.) Elder Scrolls 3 - Morrowind Game of the Year Edition (RPG)
- 7.) Crimson Sea (RPG)
- 8.) Moto GP (RA)
- 9.) Rallisport Challenge (RA)
- 10.) Rallisport Challenge 2 (RA)
- 11.) Dead or Alive 3 (F)
- 12.) Project Gotham (RA)
- 13.) Project Gotham 2 (RA)
- 14.) Jet Set Radio / Sega GT 2002 Combo DVD (RA)
- 15.) Shunmue 2 (RPG)
- 16.) Nascar Thunder 2003(RA)
- 17.) Balder's Gate Deadly Alliance (RPG)
- 18.) Tony Hawk's Pro Skater 3 (SP)
- 19.) Tony Hawk's Pro Skater 4 (SP)
- 20.) Unreal Championship (FPS)
- 21.) Dead or Alive Extreme Beach Volleyball (SP)
- 22.) Panzer Dragoon Orta (S, A)
- 23.) Fable (RPG)
- 24.) Ninja Gaiden (A, F)
- 25.) Tony Hawk's Pro Skater - Underground (SP)
- 26.) Halo 2 (FPS, A)
- 27.) Guilty Gear X2 Reloaded (F)
- 28.) Splinter Cell (S, A)

Tomorrow is the last day of school before Christmas Vacation. In Human Relations I have gotten a 95 % on my success journal - my highest grade in the whole class. Tomorrow is my conversation with the school which will determine where I'll be next year in terms of classes. Pretty basic I think. Anyways, it will be interesting what the teachers will say about me. I am in fact a registered student of the school and shall be there very day even if this means I will have to do Cisco over again. The problem is there will be new students in the next semester thus I will not be able to befriend any body I met in this class. For example, I was invited to a PC LAN party at school this Thursday, where all the Cisco class will get together and play Halo (PC version) or UT2004, or Diablo 2 and have a good time. Well these good times will not last. Problem is I do not know these students well, and while I haven't got mad at them for knowing more than I do in networking, they do know I am not very talented when it comes to networking. I am one of those people who aren't in love with old games. With the exception of Halo 2 for Xbox, the LAN party may be playing old games, which is not my preference. My point is I hope I have a good time fragging everyone hopefully without too much profanity.

My newest game is **Growlancer Generations** for PS2. It is a RPG from Japan and the anime on the cover is a dead giveaway that unless you're into Anime in general - most people will not buy this particular game. If you look past the anime aspect, you get a well made RPG made by Game Arts who also makes Grandia. Growlancer is one of those games that keeps the oldschool look of games - and only uses 3D for effect. I haven't opened it yet.

Merry Christmas (2004-12-27 05:41)

Merry Christmas once again. I said this once before exactly 1 year ago too. I am hoping I'm getting some sort of fancy flat-screen TV for consoles. I don't know yet - that's what's so exciting about today.

Here is the entry that was never published due to Modblog's server change. I didn't have the patience and made a new blog at my Blogspot site. That site is basically a replica of this site. I was worried that Modblog wouldn't be online so I went to plan B. Now, that Modblog is back online, there is no need to update it.

I found out that the only Windows NT clone is 100 % functional! Yes, you can copy Windows NT 4.0 CDs, but this is different – this is an operating system able to read Windows applications and games without Windows running it. Some people call “**ReactOS**” a Windows clone because it does or will do everything that Windows 98 does, though completely programmed under the GNU Project. This eliminates any possible stolen Windows code. The programmers shown they already got Quake 2 to be playable on React 0.2.8 proven by screen shots off ReactOS official page. This is not an emulator – it is either a partition-based or LiveCD-based OS for your computer. ReactOS has a great DOS emulator from what I read off the net. GPU also constructed an open source emulator compatible with MS-DOS software. There are other 3rd party DOS emulators - the most popular is **DOSemu** for Linux. Another was **FreeDOS** which is programmed by a University of Wisconsin, River Falls graduate, Jim Hall and works on Windows and Linux. The name doesn't sound familiar, but I've worked at the UofW as a part-time tech intern through high school. I had to explain how to convert Quicktime to MPEG2 and burn it to a “NTSC compatible DVD” in a “do-it-yourself” booklet complete with pictures.

On the official page, ReactOS was the successor of the failed FREEWin95. Something happened to FreeWin95, and it could not see its first release. Two years later, ReactOS was released publicly. Nothing ran right, and it was basically a dysfunctional build for the curious I believe and testing stages of the program. ReactOS got some of its source code from OS2, Sun's JAVA, and open source DOS emulators - all legal.



I suspect since it's a Windows clone – you can install Direct X 9.0a onto the system directory, and it'll run PC games. Direct X is the Microsoft software accelerator for and all PC games out are compatible with it. It's 3 times better than OpenGL. While OpenGL runs decent on Windows, I have had a hard time running games on OpenGL through Linux.

A Windows Explorer clone called **GNU Midnight Commander** is used in it. Midnight Commander looks exactly like Windows 2000's Explorer and functions similar I am guessing. Since I use Windows as part as daily life – it is safe to say I know how it functions.

ReactOS has first got used on the Xbox. With ReactOS on Xbox, gamers can probably surf the Internet now, use the world processor or play some older PC games.

I read the NewsForge review on ReactOS, and the author said while it came with minimal software, IBM-DOS/MS-DOS is fully emulated in ReactOS, and all the commands work as well as Window's Command Prompt from what I've read. I thought this was an interesting point he made. A Windows clone wouldn't be complete without a terminal and that's the truth.

Anyways, I have yet to download it – the best chance I'll have of downloading the huge file is at school when next semester starts on January 14th. I'm going to try either the hard drive version or the Live CD version. The partition version will load faster and I could try to run older games on it. The Live CD is good because it can run itself on any computer without changing the existing file system on the hard drive. Just think about it for a minute.....in the near future, Microsoft's main competition could be an OS compatible with it's own software. If you can't beat them – join them and the metaphor certainly applies to operating systems.

On December 22nd, I came up with different concept for my page, “Ian's Quintessential Blog 3.0.0” The new template went online later that day. The site is fully redesigned for better or for worst. As soon as I get all the monthly entries on each page – that annoying mini window will disappear. I have the gallery, design, and all the blog entries working although it's frustrated to see that some browsers don't know how to word-wrap! It took me four hours yesterday and two hours today to complete the first fully functional template. Sorry, the waterfall background with Cloud Strife from Final Fantasy VII is the best I can come up with.

Ian's Quintessential Blog 3.0

Yesterday, I wanted to buy some more games to play. I got a deal on Metroid Fusion and bought Prince of Persia - Warrior Within new (a darker sequel to Prince of Persia Sands of Time). So I was playing Metroid Fusion from 1AM to 5AM this morning. It was more fun than I thought. It improves on Super Metroid game play. I know because I played the ROM. On the Gameboy Player, it gives Metroid a better look than Super Metroid. With the screen stretching on TV, I thought it would look awful, but surprisingly it's similar to any 2D shooter on Playstation. After I write this entry - I'll go back to completing it. The other game I'm playing is Phantasy Star IV on Gens with a controller. Gens smoothed the graphics out a lot so any game emulates better on a computer screen. Phantasy Star IV is getting interesting, and I am planning to play it to the end. The game takes place 1000s year after an advanced culture was completely destroyed by war. All left behind was a "Mother-Brain" life support system on the planet. The advantage of playing this game on an emulator is the quick-saves. In the action-time battle sequences, I can save the game when it's my turn to attack the enemy in the battle and prevent any deaths. It basically keeps my party immortal and saves a lot of time. Currently the planet's progress is creeping around 1450 - 1500 AD. Lately, the life support system has been acting up since it's 1000s of years old, therefore, the primary plot is to rescue an android from a madman to shut down all the dysfunctional life support systems before they completely destroy the planet by producing harmful genetically engineered life forms. The graphics are worst than most SNES role playing games, but above average in terms of Genesis RPGs. Strangely, this story line is similar to Final Fantasy X....

New games to add to my list:

Phantasy Star II

Phantasy Star III

Prince of Persia - The Warrior Within

Metroid Fusion

This is Ian Signing off.

Enjoying my new TV (2004-12-28 16:07)



My parents gift-wrapped me an Insignia 25" LCD TV and I can use that for gaming. The TV can do picture within picture like a virtual thing, has a monitor output, S-video inputs, and is a really thin TV. I got it hooked up by myself, and was playing **Dead or Alive 2** on it on Christmas. Star Wars – A New Hope looks a little pixilated, it's not the TV's fault, it's the quality of the MPEG2 compression, and I am anxiously waiting for Blu-ray (the next generation) to come out.

Specs of Insignia 25" Widescreen HD-Ready Flat-Panel LCD TV Speculations:

Screen size - 25"

Aspect Ratio 16.9

Display Type LCD

Digitally Compatible Yes, HDTV ready

Pixels 1280x760 (1.15 Gigapixels)

Contrast Ratio 600:1

Brightness 450 cd/m²

All supported Picture in Picture, S-Video input, composite video input, RGB input, 5 Watt speakers, 2 speakers, V-Chip

✕

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✕ ✕

My old TV was decent in 1996. The older Sanyo was an analog only 19" TV that served countless usage on N64 and Dreamcast or watching movies. I almost passionately attached too it, but I'll have two TVs when I move out in a couple years. Perhaps, I can use one in my bedroom, and the other in the living room?

My parents gave me a DVD player too which is able to play NTSC & PAL DVDs, MPEG, JPEG, GIF, PNG, MP3 CDR or DVDRs. Other stuff my parents gave me for Christmas was a 50 pack of CDRs, 50 pack of DVDRs, Spiderman 2, Star Wars Trilogy, Lady Killers, Bourne Supremacy, **Dead or Alive Ultimate** for Xbox, and a Samsung cellular phone. My parents also bought a professional scanner for themselves which does excellent picture or document scans. It's possible to scan b/w text with crystal clear results. The software allows the picture to be compressed in PNG, JPEG, GIF, BMP or storage, or MS PowerPoint formats.

The Samsung SCH-a650 has AOL Instant Messenger, E-mail with pictures, caller ID, color LCD. It's a basic cell phone I know.

The SCH-a650 can broadcast digital signals, lasts 24 hours on standby, 1.5 hours of talk time, and can fully charge in 3 hours time. I don't know what I shall use it for?

I had nothing better to do so I drove to Toyriffic in Hudson, WI to buy some games yesterday including Crimson Skies which was on my list. It's like a 1930s film. Return to Castle Wolfenstein, a World War II first person shooter originally developed at ID Software, and I got Star Wars - Star Fighter for only - get this - \$5.

vipsports wireless wagering (2005-10-25 19:38:00)

For free picks, free consensus (over 120 of the nations top plays in all sports every game day) and more on information about cellular betting, visit this blog daily. Ian's Smashing Good Blog Site must be thanked for providing a place to post relevant information and this blog titled, Enjoying my new TV is great place to start!

wireless sports betting (2005-10-29 19:11:00)

Over 120 of the nations best plays are available Free on this blog daily. If you would like to learn how the professionals make money for a living while actually providing a service about cellular betting and other related topics, visit us often. This bog, Enjoying my new TV and others like it provide a forum for all who wish to learn more about subjects like cellular betting and more. Ian's Smashing Good Blog Site has done a great job laying the groundwork and this is the place to be!

top cell phone game (2005-10-29 21:15:00)

Ian's Smashing Good Blog Site, your # #TITLE! # # post is very informative. I have been reading about similar information, although some of it on quite different topics. If you are considering finding more of this same type of information then another info source you should consider is cell free game lg phone wallpaper. I hope you have time to check it out. Thanks.

nintendo game systems (2005-11-19 20:02:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out. Every Tuesday is me and my friend Jim game day! We don't have to work, so that the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get Enjoying my new TV. Anyway take care also visit my site. Well my playstation is calling got to go!

Christmas gift ideas (2005-11-26 17:31:00)

Well done on a nice blog Ian's Smashing Good Blog Site. I was searching for information on Christmas games and came across your post Enjoying my new TV - not quite what I was looking for related to Christmas games but very nice all the same! We're all getting ready for Christmas and I've just put the finishing touches to my new site specially for kids, or rather their parents and relatives. You can go there and get Santa to send a really nice personalized letter to a youngster. It's great fun! If you have a moment, perhaps you'd enjoy taking a look: Letter from Santa . Well, a merry Christmas to you and yours!

surfing videos (2005-11-29 02:48:00)

Hi, you almost lost me for one second there... but I'm glad I didn't click away. First, I enjoyed your post, and second, maybe you can help. I don't know how much blog spam you get but I get tons on my blog. Most of the time I'm talking about surf dvds because I have a surf dvds website, and people post all this junk with their links and stuff. As blog owners, I guess we'll

always be subject to the unethical and inconsiderate. Well, hopefully it's not driving you to crazy... Good luck partner, enjoy the positives friend.

Bye

FFH (2005-12-01 00:13:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football sites, but I am glad I found your Enjoying my new TV blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football blogs/sites... see ya and thanks!

FantasyFootballHelpers.com (2005-12-01 12:28:00)

Hey Ian's Smashing Good Blog Site - got lost looking for Fantasy Football Player Rankings info but found your great blog! Enjoying my new TV is not exactly Fantasy Football Player Rankings related, but I still gave it a good look and will come back.. Thanks.

FantasyFootballHelpers.com (2005-12-01 17:06:00)

Hi there Ian's Smashing Good Blog Site, nice blog here! I am looking for Fantasy Football Mock Draft blogs, but yours stood out to me despite really having nothing to do with Fantasy Football Mock Draft stuff. Seems like a lot of people enjoy your Enjoying my new TV blog and I will bookmark you! Thanks...

surfing videos (2005-12-08 02:02:00)

Hey Ian's Smashing Good Blog Site...

Somehow I landed on your blog when scowering the net for surfing dvd related information, and your post 'Enjoying my new TV' grabbed me so I stopped to read. Now I'm glad I found you because I'm trying to improve my site about surfing dvd (don't blush :) and your blog here gave me some excellent ideas. Ian's Smashing Good Blog Site you are a quality blogger and I'm learning some good stuff by being here.

Keep your rhythm and good content flowin and good job Ian's Smashing Good Blog Site.

Father Christmas letters (2005-12-08 04:52:00)

Well done on a nice blog Ian's Smashing Good Blog Site. I was searching for information on personalized Christmas cards and came across your post Enjoying my new TV - not quite what I was looking for related to personalized Christmas cards but very nice all the same!

We're all getting ready for Christmas and I've just put the finishing touches to my new site specially for kids, or rather their parents and relatives. You can go there and get Santa to send a really nice personalized letter to a youngster. It's great fun! If you have a moment, perhaps you'd enjoy taking a look: Letter from Santa .

Well, a merry Christmas to you and yours!

Fantasy Football Rankings (2005-12-10 01:08:00)

Hi there Ian's Smashing Good Blog Site, nice blog here! I am looking for Fantasy Football Rankings blogs, but yours stood out to me despite really having nothing to do with Fantasy Football Rankings stuff. Seems like a lot of people enjoy your Enjoying my new TV blog and I will bookmark you! Thanks...

Fantasy Football Mock Draft (2005-12-14 01:32:00)

Hi there Ian's Smashing Good Blog Site, nice blog here! I am looking for Fantasy Football blogs, but yours stood out to me despite really having nothing to do with Fantasy Football stuff. Seems like a lot of people enjoy your Enjoying my new TV blog and I will bookmark you! Thanks...

Fantasy Football (2005-12-14 19:29:00)

Hi Ian's Smashing Good Blog Site - I was out searching for Fantasy Football Draft related sites and stumbled across your blog. Enjoying my new TV is not exactly what I was looking for, but I still stayed and sniffed around a bit! Nice site! I am off to find

Fantasy Football Draft related stuff, but I will stop by again soon! Keep up the good work!

Fantasy Football Mock Draft (2005-12-29 03:20:00)

Ian's Smashing Good Blog Site - nice blog. I was looking for Fantasy Football sites, but I am glad I found your best. blog, because it is quite entertaining! I will come back and check it out! Off to find more Fantasy Football blogs/sites... see ya and thanks!

Anonymous (2009-04-17 05:03:00)

Multi-Mirror!

Provenzano DJ - Devotion (Extended Mix) _@320.mp3

[http://superuploader.net/14fcf1487287-Provenzano-DJ-Devotion-\(Extended-Mix\)-%40320-mp3.html](http://superuploader.net/14fcf1487287-Provenzano-DJ-Devotion-(Extended-Mix)-%40320-mp3.html)

Anonymous (2011-08-25 23:02:14)

[color=purple]Hello, dear users.[/color]

My name is James. Today i was joined in your site. There are very nice! :) I hope we'll be friends.

[img][http://www.trulygraphics.com/wp-content/uploads/2010/09/whats-up-doc .jpg](http://www.trulygraphics.com/wp-content/uploads/2010/09/whats-up-doc.jpg)[/img]

Appreciate song, please: [url=<http://baseofmp3.com/?q=%C2%EE%EB%FC%F4%E3%E0%ED%E3+%C0%EC%E0%E4%E5%E9+%CC%EE%F6%E0%F0%F2+%C0%ED%E3%E5%EB%EE%E2>]P'PsP»CHbC,,PiP°PSPK- PñPjP°PrPµPN° PñPSc†P°CбC, PñPSPiPµP»PsPI[/url]

I like it.

[b]Sincerely, john_stashek[/b].

Anonymous (2011-08-28 08:57:30)

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sultan Mahmud (2012-07-02 13:00:59)

Hitachi Magic Wand Massager!

The Hitachi Magic Wand massager has something about it, which is making the adult toy business boom!

Many people don't realize that the adult novelty toy business has produced record-breaking revenues

from 2010 to 2012 for one main reason.

Hurry Up buy your

Hitachi Magic Wand

Hitachi Wand

Hitachi Massager

Anonymous (2012-11-17 05:23:04)

Here's what he knows: he's gay, he wants to live in NYC, and he wants to be a math teacher when he grows up.

[url=<http://www.elitwine.com>]canada goose jackets[/url] And at this point you as Consultant or Technician just enter new Tasks or edit existing ones. [url=<http://www.pariscanadagoosepascher.com>]Canada Goose Chateau Parka[/url] Obbkka-jnw

[url=<http://www.canadagooseparkasalg.net>]canada goose jakke[/url] Ehcyumtmh [url=<http://www.christianlouboutinonline->

outlet.co.uk]christian louboutin uk[/url] jyxpupvww

7. 2005

7.1 January

Updated videogame checklist | v1.42 | 533 videogames (2005-01-01 02:33)

Normally: 533 games

normal commerical games & abandonware - 584 games

Forty-second update - January 1, 2006 - Star Wars Knights of the Old Republic II - The Sith Lords (Xbox), F.E.A.R. (PC) spelling of Record of Lodoss War fixed

Forty-first update - December 1, 2005 - Wild Arms Alter Code F (PS2), Mario Kart DS (NDS), Mario and Luigi - Partners in Time (NDS), Half-life 2 (Xbox), finally spelled Ubisoft correct (not Urisoft).

Fortieth update - November 22, 2005 - Shadow of the Colossus (PS2), Dragon Quest VIII (PS2), Project Gotham 3 (X360), changed "Unreal Gold" developer

Thirty-ninth update - October 14, 2005 - Project Snowblind (Xbox), Far Cry Instincts (Xbox), Dungeon Siege 2 (PC), Shin Megami Tensei: Digital Devil Saga 2 (PS2), Lunar 2: Eternal Blue Complete (PS1), Persona 2 Eternal Punishment (PS1), more abandonware

Thirty-eighth update - September 08, 2005 - added Radiata Stories (PS2), Shin Megami Tensei - Nocturne (PS2), Phantom Dust (Xbox), Nintendogs - Lab (NDS), original 33 games in Abandonware PC section

Thirty-seventh update - August 29, 2005 - added Mech Assault 2 LoneWolf Limited Edition (Xbox), Mech Assault (Xbox) Steel Battalion (Xbox), Fatal Frame II - Crimson Butterfly (Xbox), Rayman 2 (PS2), Crimson Sea 2 (PS2), Grandia (PS1)

Thirty-sixth update - August 11, 2005 - added Breath of Fire III (PS), ESPN NHL 2K5 (Xbox), Amped (Xbox), Half-life (PC), Gradius III & IV (PS2)

Thirty-fifth update - July 28, 2005 - added Kirby Carvas Curse (NDS), Mortal Kombat Deception (Xbox), Metropolis Street Racer (DC), NFL 2K1 (DC), Star Wars Battlefront (Xbox), Fatal Frame Director's Cut (Xbox), Battlefield 2 (PC), Mega Man X5 (PS), Makai Kingdom - Chronicles of the Sacred Tome (PS2)

Thirty-fourth update - June 29, 2005 - added Silhousette Mirage (PS1), Fire Emblem : The Sacred Stone (GBA), Donkey Kong Classics (NES), Top Spin (Xbox), NFL 2K1 (DC), Katamari Damacy (PS2), R-Type Final (PS2) added 2 more freeware games, created STR genre under GBA, made corrections in PC section including the RTCW developer error ;), named developer for Theif The Dark Project; Baldur's Gate 1,2; Unreal 2

Thirty-third update - June 12, 2005 - Added Gran Turismo 4 #2 (PS2), Sly 2 : Band of Thieves (PS2), Deus Ex : Invisible War (Xbox), Lunar - Silver Star Story Complete (PS), Unreal Championship 2 (Xbox), Contra Shattered Soldier (PS2), Sphinx - The Mummy's Curse (Xbox) fixed Agetec error in PS1 section. Recalculated games & reduced 3 from total count, fixed 4 year errors

Thirty-second update - May 28, 2005 - Added Ridge Racers (PSP), Shin Megami Tensei: Digital Devil Saga (PS2), Shining Tears (PS2), Atelier Iris: Eternal Mana (PS2: Game Stop preorder 05/25), Age of Empires (PC), Age of Empires Age of Kings (PC) | changes spell checked the whole entry; added Final Fantasy 2 to game count in GBA section; split up SFAC into Street Fighter 2 and Street Fighter III - 3rd Strike)

Thirty-first update - May 16, 2005 - Doom 3 (Xbox), Forza Motorsport (Xbox), Star Wars - Knights of the Old Republic II - Sith Lords (PC), Guild Wars (PC), Stella Deus - Gates of Eternity (PS2), Silpheed - Lost Planet (PS2), Legend of Zelda Oracle of Seasons (GBC), Legend of Zelda Oracle of Ages (GBC), Action Replay Max Evo Edition (PS2) Next game - Atelier Iris: Eternal Mana

Thirtieth update - April 15, 2005 - Jade Empire Limited Edition (Xbox), Splinter Cell - Chaos Theory (Xbox), ESPN Major League Baseball 2K5 (PS2), Gunstar Heroes (Gen), Streets of Rage II (Gen), Vectorman (Gen), Vectorman 2 (Gen), Wipeout XL (PS), Wip3out (PS), added more stuff to PC section, fixed some circa (year) errors in game list.

Twenty-Ninth update - April 07, 2005 - Lumines (PSP) 11 brand new freeware games (will not be included in game count Added Publisher/Developer/Year/score to all console games!

Twenty-eighth update - March 26, 2005 - World Series Baseball 2K3 (PS2), God of War (PS2), Tony Hawk Pro Skater 2x (Xbox), Tony Hawk's Underground 2 (Xbox), Baten Kaitos (GCN), Wipeout Pure (PSP), Final Fantasy Dawn of Souls (GBA) Added Freeware Collection for kicks

Twenty-seventh update - March 12, 2005 - Devil May Cry 3 (PS2), Ys VI - Ark of Napishtim (PS2), Tekken 5 (PS2), Star Wars - Knights of the Old Republic (Xbox), Burnout 3 (PS2), Full Specrium Warrior (Xbox), Mario & Luigi Superstar Saga (GBA)

Twenty-sixth update - February 24, 2005 - Added Mercenaries (Xbox), Castlevania - Harmony of Dissonance (GBA), forgot to add Star Fox Adventures (GCN), made changes to King of Fighters (PS) because it had (FPS) instead of (F)

Twenty-Fifth Update - February 18, 2005 - actually bought Xenosaga Episode 2 (no change), Extreme-G Racing Association (GCN), Winning Eleven Soccer 8 (PS2) Metroid Zero Mission (GBA), Paper Mario 2 - The Thousand Year Door (GCN), Street Fighter Anniversary Collection (PS2), Gran Turismo 4 (yet to buy, but will!) Made fix under PSone section switching FF anthology with FF Chronicles. Fixed Icewind Dale error (formally Iceland Dale). Fixed some genre miscount in Playstation, PS2, and Xbox sections. Made correction that all First person shooters are also shooters except PC games.

Twenty-Forth Update - February 11, 2005 - Added Marvel Vs. Capcom 2 (DC), Moto GP 2 (Xbox) made correction to xbox game count (it was 1 game off), fixed a ton of spelling errors.

Twenty-Third update - February 04, 2005 - Suikoden IV (PS2), Splinter Cell 2 - Pandora Tomorrow (Xbox), Metal Gear Solid 2 - Substance (Xbox), World of Warcraft (PC), Baldur's Gate - Dark Alliance 2 (PS2) Xenosaga Episode 2 - Beyond Good & Evil (PS2) * I added Xenosaga 2 before the launch date because I will buy it on launch day. Changed Baldur's Gate Deadly Alliance to "Dark Alliance"

Twenty-second update - January 17, 2005 - Suikoden (PS) recounted all games to make the number more accurate. including the PS2 miscount on actual software such as the Mega Man Anniversary Collection (10 Games total on DVD) Fixed spelling errors.

Twenty-first update - January 16, 2005 - Legend of Zelda - The Minish Cap (GBA), Legacy of Kain - Defiance (Xbox), Ace Combat 5 (PS2), Final Fantasy Tactics Advance (GBA), Grandia 2 (PS2), Resident Evil 4 (GCN), Mortal Kombat Deadly Alliance (Xbox)

Twentieth Update - December 28, 2004 - Phantasy Star II (Genesis), Phantasy Star III (Genesis), Dead or Alive Ultimate (Xbox), Crimson Skies (Xbox), Return to Castle Wolfenstein - Tides of War (Xbox), Prince fo Persia - Warrior Within (Xbox) Metroid Fusion (GBA), Star Wars Jedi Starfighter (PS2)

Nineteenth Update - December 17, 2004 - Added Final Fantasy Tactics (PS), Viewtiful Joe 2 (GCN), Growlancer Generations (PS2), Jak 3 (PS2), Ratchet and Clank - Up Your Arsenal (PS2) Fixed Virtual Fighter spelling Error in Saturn Section Second fix to 18th Update- December 05, 2004 - corrected (genres) for games First Fix to 18th Update - December 04, 2004 - added Splinter Cell (Xbox) which I forgot to add for months, fixed Legend of Zelda names in Gamecube section (finally) added genre () to games

Eighteenth Update - December 03, 2004 - Added Metal Gear Solid 3 Snake Eater (PS2), Golden Sun (GBA), Super Mario 64 DS (NDS) Fixed number count error in PS2 and Gamecube sections. Added pirated # count in PC section

Seventeenth Update - November 25, 2004 - Added Half-life 2 Silver Edition (PC), Metroid Prime 2 Echoes (GCN), Guilty Gear Isuka (PS2), Lord of the Rings The Return of the King Dell Edition (PC), Rage (PC)

Sixteenth Update - November 15, 2004 - Added Halo 2 (Xbox), Guilty Gear X-2 Reloaded (Xbox) Castlevania (N64), Guilty Gear X (PS2), Grand Theft Auto San Andreas (PS2), Fatal Frame 2 - Crimson Butterfly (PS2), finally corrected spelling errors in Theft for "Grand Theft Auto"

Fifteenth Update - Halloween (Oct. 31, 2004) - Sly the Raccoonius (PS2), Gradius V (PS2), The King of Fighters '99 (PS), Bought GameBoy Player at Toyriffic for 40 dollars so that I may play GBA games on TV. Had mistake: Golden Sun was really Golden Sun 2 : The Lost Age

Fourteenth Update - October 06, 2004 - added Sonic the Hedgehog 2 (Genesis), Contra - Hard Corps (Genesis), Contra Alien Wars (SNES), Super Mario RPG - Legend of Seven Stars (SNES), Shadow Hearts 2 Covenant (PS2), sold Marvel Super Heroes (Saturn) to game store | also new feature is # of genres for each platform

Thirteenth Update - October 01, 2004 - added The Sims 2 (PC) and Virtual-ON Cyber Troopers (SAT) which I came across | added new section that shows roughly my console peripherals conditions showed below the game list.

Twelfth Update - September 23, 2004 - Added Tony Hawk Pro Skater's Underground (Xbox) and Ninja Gaiden (Xbox).

Made correction to Donkey Kong Country 3 which didn't have "3" before => Also spelling Majora's Mask correctly in N64 section. Made a name change to Star Ocean 2 in PS section.

Eleventh Update - September 20, 2004 - Added Super Metroid (SNES), Donkey Kong Country 3 (SNES), Fable (Xbox), La Pucelle - Tactics (PS2), Phantom Brave (PS2), Wipeout Fusion (PS2) and one I forgot to add earlier "Thief - The Dark Ages" (PC) Next game could be Ninja Gaiden (Xbox)

First Fix to Tenth Update - September 10, 2004 - Forgot that Arc the Lad Collection was 4 games! Fixed the error I had counting The Next Tetris twice.

Tenth Update - September 08, 2004 - Added Star Ocean Til the End of Time (PS2), Star Fox (SNES), Yoshi's Island (SNES) Added the much needed number count system (ex. 25, 25a) which now lists all the games within games. On the PC, I do not count expansion packs as separate games - that's why they're called expansions.

Ninth Update - August 28, 2004 - Added ESPN Football 2K5 (PS2), and Rallisport Challenge 2 (XBox) Made corrections of Secret of Mana which is actually Legend of Mana, Added full name to Star Ocean 2 | Sold 007 Agent of Fire and F1 Championship to game store.

Eighth Update - August 15, 2004 - Added Legend of Zelda (GCN), Zelda II Adventure of Link (GCN), Zelda Majora's Mask (GCN), Ocarina of Time (GCN) Tales of Symphonia (GCN), Onimusha 3 - Demon Siege (PS2), Dark Cloud 2 (PS2), Secret of Mana (SNES), Doom 3 (PC) Yes, I have 3 legal copies of Ocarina of Time and 2 legal copies of Majora's Mask!

Seventh Update - July 18, 2004 - Added Super Mario All Stars (SNES), Super Mario Kart (SNES), Soul Caliber 2 (Gamecube), Dead or Alive 3 (Xbox),

Sixth Update - July 08, 2004 - Added Rayman 3 - Hoodlum Havoc, Project Gotham 2, Viewtiful Joe and Duck Hunt / Track and Field

Fifth Update - June 27, 2004 - Colony Wars (PS), Colony Wars: Vengeance (PS), Crash Bandicoot 2 and 3 (PS) Battlefield 1942 /w expansions (PC)

Fourth Update - June 18, 2004 - Mega Man Anniversary Collection (Mega Man 1 - 8, 2 arcade titles) , Ridge Racer V (PS2), Dino Crisis 1 & 2 and forgot to add The Next Tetris Online for DC

Third Big Update - June 08, 2004 - Added 4 used playstation games (R4: Ridge Racer Type 4, Ridge Racer, Mega Man X4, Mega Man Legends II) , Conker 64, and Panzer Dragoon Orta for Xbox.

Second Big Update - May 31, 2004 - Added new games to list including Final Fantasy 7 (PC), Yugisa (PC), Star Trek Elite Force II (PC) Freelancer (PC) GTA Vice City (PC), No One Lives For Ever 2 (PC) Sexy Beach II (PC), Star Wars Jedi Academy 2 : Jedi Outcast (PC), Oni (PC), Giants Citizen Kabuto (PC) and one I forgot to add, NFL 2K (Dreamcast)

First Big Update - May 28, 2004 - Added 8 games to list (Far Cry, Need for Speed III, McCollen's Rally 04, Prince of Persia (Xbox), Record of Lacross War, Mega Man X6 and Metal Slug X, 007: Everything or Nothing) I also fixed the list number it was a little much. Also remember I have Final Fantasy Chronicles, FF Origins, FF Anthology, Sonic Mega Collection (8 Genesis titles), Legend of Zelda Ocarina of Time / Master Quest Gamecube Disk (2 titles), Arc the Lad collection (3 games in one package)

Nintendo Entertainment System (5 Game Cartridges, 9 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

Puzzle 2 (PUZ)

1a.) Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

1b.) Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

1c.) Track and Field (SP, RE, Nintendo, Nintendo, 1982)

2.) Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

3.) Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

4.) Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

5a.) Donkey Kong (DK Classics, PUZ, Nintendo, Intellegent Systems, 1984, 1986)

5b.) Donkey Kong Jr (DK Classics, PUZ, Nintendo, Nintendo, 1985, 1986)

Super Nintendo (12 game cartridges /w 16 Playable games)

platform 9 (PL)

shooters 3 (S)

racing 1 (RA)

RPG 3 (RPG)

retro 16 (RE)

1.) Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)

2a.) Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)

2b.) Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993,)

2c.) Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)

2d.) Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)

3.) Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)

4.) Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

5.) Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

6.) Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

7.) Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)

8.) Star Fox (S, RE, Nintendo, Nintendo, 1993)

9.) Super Metroid (S, RE, Nintendo, Intelligent Systems, 1994)

10.) Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

11.) Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

12.) Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)

Sega Genesis (8 cartridges)

platform 1 (PL)

shooter 3 (S)

Role Playing 2 (RPG)

Retro - 8 (RE)

Action 1 (A)

Fighter 1 (F)

1.) Sonic the Hedgehog 2 (PL, RE, Sega, Sonic Team, 1992, 9/10)

2.) Contra - Hard Corps (S, RE, Konami, Konami, 1995)

3.) Phantasy Star II (RPG, RE, Sega, Sega, 1989)

4.) Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)

5.) Gunstar Heroes (S, Sega, Treasure, 1993 9.5/10)

6.) Streets of Rage II (F, Sega, Sega-AM7, 1992)

7.) Vectorman (S, Sega, Blue Skies, 1996)

8.) Vectorman 2 (S, Sega, Blue Skies, 1996)

Gameboy Color (2 playable games)

RPG 2 (RPG)

Legend of Zelda Oracle of Seasons (RPG, Nintendo, Flagship, 2001, 10)

Legend of Zelda Oracle of Ages (RPG, Nintendo, Flagship, 2001, 10)

Gameboy Advance (15 playable games)

action 2 (A)

racing 1 (RA)

platform 1 (P)

puzzle 1 (PUZ)

RPG 6 (RPG)

retro 2 (RE)

shooter 2 (S)

Stradege 3 (STR)

1a.) Super Mario Advance (PL, Re, Nintendo, Nintendo R &D1, 2001, IGN: 8.0)

1b.) Mario Bros. (PUZ, Re)

- 2.) Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
- 3.) Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
- 4.) Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
- 5.) Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
- 6.) Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
- 7.) Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
- 8.) Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
- 9.) Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
- 10.) Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
- 11.) Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
- 12.) Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
- 13.) Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5) * #13 counts as two games
- 14.) Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)

Nintendo DS (5 Games)

Platform 2 (PL)

First Person Shooter 1 (FPS)

Simulation 1 (SIM)

RPG 1 (RPG)

Racing 1 (Ra)

- 1.) Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
- 2.) Kirby Canvas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0)
- X.) DEMO Metroid Prime - Hunters - First Hunt (FPS, Nintendo, Nintendo, 2004, ???)
- 3.) Nintendogs - Labadore and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
- 4.) Mario and Luigi 2 - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
- 5.) Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)

Playstation Portable (3 games)

racing 2 (RA)

Puzzle 1 (PUZ)

- 1.) Wipeout Pure (Ra, SCEA, SCEE, 2005, 9.1)
- 2.) Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
- 3.) Ridge Racers (RA, Namco, Namco, 2005, 9.1)

Nintendo 64 (22 Games)

platform 6 (PL)

shooter 9 (S)

RPG 2 (RPG)

racing 7 (RA)

first person shooters 3 (FPS)

- 1.) Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
- 2.) Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
- 3.) Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
- 4.) Banjo and Kazooie (PL, Nintendo, RARE, 1998, 9.6)
- 5.) Banjo and Tooie (PL, Nintendo, RARE, 2000, 9.4)
- 6.) Conker's Bad Fur Day (PL, Nintendo, RARE, 2001, 9.9)
- 7.) Wave Race 64 (RA, Nintendo, Nintendo R & D1, 1996, 9.7)
- 8.) Goldeneye 007 (FPS, S, Nintendo, RARE, 1997, 9.7)
- 9.) Perfect Dark (FPS, S, Nintendo, RARE, 2000, 9.8)
- 10.) Chopper Attack (S, Midway, Seta, 1998, 5.6)
- 11.) Crusin USA (RA, Nintendo, Williams, 4.0)
- 12.) Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
- 13.) Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)

- 14.) Extreme G (RA, Acclaim, Probe, 1997, 7.9)
- 15.) Extreme G 2 (RA, Acclaim, Probe, 1998, 6.9)
- 16.) Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
- 17.) Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
- 18.) Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
- 19.) Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
- 20.) Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
- 21.) Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
- 22.) Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
- Playstation (41 Game Cases, 50 playable games total)
- RPG 28 (RPG)
- shooter 9 (S)
- racing 3 (RA)
- platform 2 (PL)
- fighters 2 (F)
- retro 6 (RE)
- 1.) Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
- 2.) Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
- 3.) Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
- 4.) Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
- 5.) Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
- 6.) Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
- 7.) Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
- 8.) Metal Slug X (S, Agetec, SNK, 2001)
- 9.) Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
- 10.) Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
- 11a.) Final Fantasy V (Final Fantasy Anthology) (RPG, Square EA, Square, 1999, 9.0)
- 11b.) Final Fantasy VI (Final Fantasy Anthology) (RPG, same, same, same, same)
- 12a.) Final Fantasy (Final Fantasy Origins) (RPG, Square-Enix, Square-Enix 2001, 9.0)
- 12b.) Final Fantasy II (Final Fantasy Origins) (RPG, same, same, same, same)
- 13a.) Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Square, 2001, 9.4)
- 13b.) Final Fantasy IV (Final Fantasy Chronicles) (RPG, same, same, same same)
- 14.) Final Fantasy 7 (RPG, Sony, Square, 1997, 9.5)
- 15.) Final Fantasy 8 (RPG, Square EA, Square, 1999, 9.0)
- 16.) Final Fantasy 9 (RPG, Square EA, Square, 2000, 9.2)
- 17.) Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
- 18.) Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
- 19.) Tekken 2 (F, Namco, Namco, 1997, 9.0)
- 20a.) R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
- 20b.) Ridge Racer (RA, Namco, Namco, 1996, 7.5)
- 21.) Tale of Destiny (RPG, Namco, Namco, 1997, 7.5)
- 22.) Chrono Cross (RPG, Square, Square, 2000, 10)
- 23.) Xenogears (RPG, Square, Square, 1998, 9.5)
- 24.) Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
- 25.) Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
- 26.) Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
- 27.) Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
- 28.) Legend of Mana (RPG, Square EA, Square, 2000, 8.3)
- 29a.) Arc the Lad (Arc the Lad Collection) (RPG, Working Designs, ARC Entertainment, 2000, 8.8)
- 29b.) Arc the Lad II (AtLC) (RPG)

- 29c.) Arc the Lad III (AtLC) (RPG)
- 29d.) Arc the Lad Tournament (ATLC) (RPG)
- 30.) The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
- 31.) Final Fantasy Tactics (RPG, Square, Square, 1997, 8.5)
- 32.) Suikoden (RPG, Konami, Konami, 1996, 9.0)
- 33.) Wipeout XL (Ra, Sony, Psygnosis, 1996, 9.0)
- 34.) Wipeout 3 (Ra, Sony, Psygnosis, 1999, 9.1)
- 35.) Lunar - The Silver Star Story Complete (RPG, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
- 36.) Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
- 37.) Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
- 38.) Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)
- 39.) Grandia (RPG, Sony, Game Arts, 1999, 9.0)
- 40.) Lunar 2 Eternal Blue Complete (RPG, Working Designs, Game Arts, 2000, 8.0)
- 41.) Persona 2 - Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
- Sega Saturn (2x) (19 Games)
- platform 5 (PL)
- shooting 7 (S)
- racing 3 (RA)
- fighters 3 (F)
- 1.) Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
- 2.) Mr. Bones (PL, sega, Sega, 1998, ???)
- 3.) Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, ???)
- 4.) Nights (PL, Sega, Sonic Team, 1996, ???)
- 5.) Panzer Dragoon (S, Sega, Team Andromeda, 1995, ???)
- 6.) Panzer Dragoon 2 : Zwei (S, Team Andromeda, 1996, ???)
- 7.) Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
- 8.) Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
- 9.) Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
- 10.) Virtua Cop (S, Sega Sega-AM2, 1996, ????)
- 11.) Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
- 12.) Rayman (PL, Ubisoft, Ubisoft, 1995, ???)
- 13.) Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
- 14.) Daytona USA (RA, Sega, Sega-AM2, 1994, ???)
- 15.) Antretti Racing (RA, EA Sports, Storm Front Studios, 1997)
- 16.) Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)
- 17.) Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
- 18.) Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)
- 19.) Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
- Sega Dreamcast (3x Dreamcasts) (43 Games)
- Platform 5 (PL)
- action 1 (a)
- RPG 5 (RPG)
- driving 14 (DR)
- shooters 9 (S)
- military jet simulations 2 (MJS)
- athletic sports 3 (SP)
- puzzle 1 (PUZ)
- fighters 5 (F)
- Survival Horror 4 (SH)
- 1.) Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)

- 2.) Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
- 3.) Daytona USA (Dreamcast Version of Daytona USA 2) (DR, Sega, Amusement Vision, 2001, 9.3)
- 4.) NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)
- 5.) Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)
- 6.) Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
- 7.) Resident Evil 2 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.5)
- 8.) Resident Evil 3 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.0)
- 9.) Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
- x.) Dreamcast Web Browser 2.0
- 10.) Crazy Taxi (DR, Sega, AM3, 2000, 9.7)
- 11.) Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)
- 12.) Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)
- 13.) The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
- 14.) Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten, 2000, 8.7)
- 15.) Spiderman (A, Activision, Neversoft, 2000, 9.5)
- 16.) Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)
- 17.) Rush 2049 (DR, Midway, Atari, 2000, 9.0)
- 18.) Soul Caliber (F, Namco, Namco, 1999, 10)
- 19.) F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)
- x.) Dreamcast Demo Disk
- 20.) Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)
- 21.) Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
- 22.) F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)
- 23.) Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
- 24.) SEga Rally 2 (DR, Sega, AM2, 2000, 9.0)
- 25.) Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
- 26.) Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
- 27.) Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)
- 28.) Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
- 29.) Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
- 30.) Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
- 31.) Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)
- 32.) Street Fighter 3 Alpha (F, Capcom, Capcom, 1999, 9.5)
- 33.) Hydro Thunder (DR, Midway, Midway, 1999, 8.7)
- 34.) Shenmue (RPG, Sega, AM2, 2000, 9.7)
- 35.) Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
- 36.) Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dynamics 2000, 9.1)
- 37.) AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
- 38.) Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
- 39.) Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
- 40.) Marvel Vs. Capcom 2 (F, Capcom, Capcom 2000, 9.3)
- 41.) NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
- 42.) Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
- Playstation 2 (96 Game Cases) (109 games)
- RPG 30 (RPG)
- driving/racing 13 (RA)
- action 23 (A)
- action platformer 11 (APL)
- action fighter - 3 (AF)
- Puzzle 2 (PUZ)

Shooter 13 (S)

fighters 8 (F)

Horror Survival 2 (SH)

athletic sports 7 (SP)

military jet simulations 2 (MJS)

retro 11 (RE)

1.) Star Ocean 3 - Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)

2a.) Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)

2b.) Mega Man 2 (MMAC) (A, S)

2c.) Mega Man 3 (MMAC) (A, S)

2d.) Mega Man 4 (MMAC) (A, S)

2e.) Mega Man 5 (MMAC) (A, S)

2f.) Mega Man 6 (MMAC) (A, S)

2g.) Mega Man 7 (MMAC) (A, S)

2i.) Mega Man 8 (MMAC) (A, S)

2j.) Mega Man Battle (MMAC) (A, S)

2k.) Mega Man Battle 2 (MMAC) (A, S)

3.) Jak and Dexter (APL, A, Sony, Naughty Dog, 2001, 9.4)

4.) Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)

5.) Jak 2 (APL, A, Sony, Naughty Dog, 2003)

6.) Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)

7.) Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)

8.) Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)

9.) Final Fantasy 10 (RPG, Square EA, Square, 2001, 9.5)

10.) Final Fantasy 10-2 (RPG, Square-Enix, Square-Enix, 2003, 9.5)

11.) Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)

12.) Tekken 4 (F, Namco, Namco, 2003, 9.0)

13.) SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)

14.) Breath of Fire 5 - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)

15.) Xenosaga Episode 1 - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)

16.) Soul Caliber 2 (F, Namco, Namco, 2003, 9.2)

17.) ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)

18.) Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)

19.) Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)

20.) Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)

21a.) Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)

21b.) Virtua Fighter (F)

22.) Ridge Racer V (RA, Namco, Namco, 2000, 8.0)

23.) Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)

24.) Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)

25.) Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)

26.) Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)

27.) Suikoden III (RPG, Konami, Konami, 2001, 9.4)

28.) Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)

29.) Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 9.0, 2003)

30.) Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 9.1, 2004)

31.) Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)

32.) Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)

33.) Kingdom Hearts (RPG, Square EA, Square, 2002, 9.0)

34.) Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)

- 35.) Ico (PUZ, Sony, Sony, 2001, 9.4)
- 36.) MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
- 37.) MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
- 38.) Thunderstrike (S, A, Eidos, Core, 7.0)
- 39.) Onimusha 2 Samurai's Destiny (AF, A, Capcom, Capcom Production Studios 2, 2002, 8.9)
- 40.) Onimusha 3 - Demon Siege (AF, A, Capcom, Capcom Production Studios 2, 2003, 9.0)
- 41.) Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
- 42.) Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
- 43.) Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
- 44.) Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
- 45.) Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
- 46.) La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
- 47.) Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
- 48.) Wipeout Fusion (RA, sony, Sony, 2001, 9.0)
- 49.) Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
- 50.) Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
- 51.) Gradius V (S, A Konami, Treasure, 2004, 7.7)
- 52.) Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
- 53.) Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
- 54.) Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
- 55.) Metal Gear Solid 3 Snake Eater (S, A, Konami, Konami, 2004, 9.6)
- 56.) Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
- 57.) Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
- 58.) Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
- 59a.) Growlancer II (Growlancer Generations) (RPG, Game Arts, Career Soft, 2004, 8.6)
- 59b.) Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
- 60.) Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
- 61.) Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
- 62.) Ace Combat 5 (MJS, Konami, Konami, 2004, 9.3)
- 63.) Baldur's Gate - Dark Alliance 2 (RPG, Vivendi Universal, Black Isle Studios, 2003, 8.4)
- 64.) Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
- 65.) Xenosaga Episode 2 - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
- 66.) Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
- 67a.) Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
- 67b.) Street Fighter III: 3rd Strike (SFAC)
- 68.) Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
- 69.) Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
- 70.) Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
- 71.) Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- 72.) Tekken 5 (F, Namco, Namco, 2005, 9.5)
- 73.) World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
- 74.) God of War (A, Sony, Sony, 2005, 9.8)
- 75.) ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
- 76.) Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
- 77.) Silpheed - The Lost Planet (S, Working Designs, Treasure/Game Arts, 2001, 7.9)
- 78.) Atelier Iris: Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
- 79.) Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
- 80.) Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
- 81.) Gran Turismo 4 (copy #2) (RA, Sony, Polyphony Digital, 2005, 9.5)
- 82.) Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)

- 83.) Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
- 84.) Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
- 85.) R-Type Final (S, Eidos Interactive, Irem Software Engineering, 2004, 8.1)
- 86.) Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippion Ichi, 2005, 7.5)
- 87.) Gradius III & IV (S, Konami, Konami, 2000, 7.0)
- 88.) Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
- 89.) Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
- 90.) Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
- 91.) Shin Megami Tensei - Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
- 92.) Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
- 93.) Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
- 94.) Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
- 95.) Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
- 96.) Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
- Gamecube (31 Game Cases) (44 Playable games)
- RPG 12 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)
- athletic sports 1 (SP)
- retro 16 (RE)
- 1.) Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
- 2.) Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
- 3.) F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
- 4.) Soul Caliber 2 (F, Namco, Namco, 2003, 9.2)
- 5.) Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
- 6.) Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
- 7.) Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
- 8.) Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designer's Studio, 2002, 7.6)
- 9.) Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
- 10.) XG3: Extreme G (RA, Acclaim, Acclaim, 2001, 8.8)
- 11.) Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003)
- 12.) Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
- 13a.) Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
- 13b.) Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
- 14.) Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
- 15.) Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Facor 5, 2001, 9.0)
- 16.) FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
- 17.) Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
- 18.) Eternal Darkness (SH, A, Nintendo, Silicon Knights, 9.6)
- 19.) Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
- 20.) Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
- 21.) Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
- 22.) Legend of Zelda - Ocarina of Time / Master Quest Bonus Disk (RPG, Nintendo, Nintendo, 1998, 1999, 10)
- 23a.) Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)

- 23b.) Legend of Zelda II - Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
- 23c.) Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
- 23d.) Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
- 24a.) Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
- 24b.) Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
- 24c.) Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1993)
- 24d.) Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
- 24e.) Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
- 24f.) Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
- 24g.) Dr. Robotnik's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
- 24h.) Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
- 24i.) Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
- 24j.) The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
- 25.) Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
- 26.) Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
- 27.) Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
- 28.) Extreme G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 7.5)
- 29.) Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
- 30.) Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
- 31.) Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
- X-BOX (65 Game Cases) (66 Playable games)
- RPG 8 (RPG)
- action 17 (A)
- action platformer 1 (APL)
- shooters 10 (S)
- Fighters 7 (F)
- First Person Shooters 9 (FPS)
- Third Person Shooter 1 (TPS)
- racing 11 (RA)
- Athletic Sports 9 (SP)
- Aircraft Simulations 1 (ACS)
- survival horror 3 (SH)
- SIMULATION 3 (SIM)
- 1.) Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
- 2.) Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
- 3.) Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
- 4.) Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
- 5.) Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
- 6.) Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softwares, 2002, 9.4)
- 7.) Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
- 8.) Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
- 9.) Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
- 10.) Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
- 11.) Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
- 12.) Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
- 13.) Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
- 14.) Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
- 15.) Shenmue 2 (RPG, Sega, AM2, 8.3)
- 16.) Nascar Thunder 2003 (RA, EA Sports, Tuburon, 2002, 8.5)
- 17.) Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)

- 18.) Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)
 - 19.) Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
 - 20.) Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
 - 21.) Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
 - 22.) Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
 - 23.) Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
 - 24.) Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
 - 25.) Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
 - 26.) Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
 - 27.) Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
 - 28.) Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
 - 29.) Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
 - 30.) Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
 - 31.) Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
 - 32.) Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
 - 33.) Prince of Persia - Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
 - 34.) Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
 - 35.) Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
 - 36.) Splinter Cell - Pandora Tomorrow (S, Ubisoft, Ubisoft, 2004, 9.5)
 - 37.) Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
 - 38.) Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
 - 39.) Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
 - 40.) Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
 - 41.) Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
 - 42.) Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
 - 43.) Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
 - 44.) Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
 - 45.) Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft, 2005, 9.6)
 - 46.) Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
 - 47.) Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
 - 48.) Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
 - 49.) Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)
 - 50.) Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
 - 51.) Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
 - 52.) Mortal Kombat Deception (F, Midway, Midway, 2004, 8.8)
 - 53.) Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
 - 54.) Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
 - 55.) Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
 - 56.) ESPN NHL Hockey 2K5 (S, Sega, Kush & Visual Concepts, 2005, 9.3)
 - 57.) Mech Assault 2 LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
 - 58.) Steel Battalion (SIM, Capcom, Capcom Production Studio 4, 2002, 8.5)
 - 59.) Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
 - 60.) Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
 - 61.) Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
 - 62.) Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
 - 63.) Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
 - 64.) Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
 - 65.) Star Wars Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)
- Xbox 360 (2 Game)
- Racing (RA) 1

First Person Shooter (FPS) 1

1.) Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)

2.) Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)

PC (78 games plus expansion packs)

RPG (without expansions) (RPG) 19

first person shooters (without expansions) (FPS) 30

shooters (s) 25

Athletic Sports (SP) 3

Strategy (STR)- 3

SIMULATIONS (SIM) 6

action (without expansions) (A) 49

Pirated copies (P) - 24

card RPG - 1 (CRPG)

1.) Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)

2a.) Battlefield 1942 (FPS, A, S, EA Games, Digital Illusions CE, 2002, 9.3)

2b.) Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)

2c.) Battlefield 1942 - Secret Weapons of World War II (FPS, A, S, same, same, same, same)

3.) GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)

4.) Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)

5.) Sexy Beach II (P, ?)

6.) Yu-gi-sa card game (P, CRPG)

7.) No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, FPS, Serria, Monolith, 2003)

8.) Oni (P, S, A, Gathering of Developers, Bungie, 2001, 7.5, 1999)

9.) Giants - Citizen Kabuto (P, FPS, A, S, Gathering of Developers, Blue Moon Studios, 2000, 9.4)

10.) Final Fantasy VII (P, RPG, Square, Square, 1997)

11.) Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruel, 2003, 9.0)

12.) 007: Everything or Nothing (P, FPS, A, S, EA Games, EA games, 2002)

13a.) Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)

13b.) Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)

13c.) Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)

14.) Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)

15a.) Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)

15b.) Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)

16.) Baldur's Gate 2 - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)

17.) Unreal 2 (FPS, Atari, Legend Entertainment, 2003, 8.2)

18.) Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)

19a.) Diablo (RPG, BLizzard, Blizzard, 1996) (2x)

19b.) Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)

20a.) Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)

20b.) Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)

21.) Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)

22.) Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)

23a.) Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)

23b.) Anarchy Online Notum Wars (RPG, same, same, 2002)

23c.) Anarchy Online Shadowlands (RPG, same, same, 2003)

24a.) Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)

24b.) Final Fantasy XI - Rise of Zilart (RPG)

25a.) Elder Scrolls 3 Morrowind (RPG, Betnesda Softworks, Betnesda Softworks, 2002, 9.4)

25b.) Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)

25c.) Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)

- 26.) Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
- 27.) Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
- 28a.) Metal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
- 28b.) Metal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
- 29.) Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
- 30.) Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
- 31a.) The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
- 31b.) The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
- 32.) Icewind Dale (RPG, Bioware, Black Isles, 2000)
- 33.) Icewind Dale 2 (RPG, Bioware, Black Isles, 2002)
- 34.) Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
- 35.) Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
- 36.) America's Army v1.5, 2.0a (FPS, S, US Army, US Army, 2001 8.8)
- 37.) Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
- 38.) Black and White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
- 39.) Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
- 40.) Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
- 41.) Falcon 4.0 (MJF, Micropose, Micropose, 1998)
- 42.) Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
- 43.) Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
- 44.) Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
- 45.) Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
- 46.) Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
- 47.) Hexen (P, FPS, A, iD Software, iD Software, 1995)
- 48.) Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
- 49.) Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
- 50.) Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
- 51.) Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
- 52.) American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
- 53.) Undying (FPS, A, EA Games, ????, 2000)
- 54.) Need for Speed (P, RA, Electronic Arts, EA, 1996)
- 55.) Need for Speed III (P, RA, Electronic Arts, EA, 1999)
- 56.) Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
- 57.) Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
- 58.) Madden 2001 (SP, EA Sports, Tribinon, 2000)
- 59.) Tiger Woods PGA Golf Tour 2001 (SP, EA Sports, ???, 2000)
- 60.) Triple Play 2001 (SP, EA Sports, ????, 2000)
- 61.) Spellforce: Order of the Dawn (RPG, Encore, Phenomic, 2003, 8.2)
- 62.) Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
- 63.) Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
- 64.) Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
- 65.) Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
- 66.) The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
- 67a.) Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
- 67b.) Half-life Source Remake
- 67c.) Counter Strike Source Remake
- 68.) The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
- 69.) Rage (A, S, ???, ???, 1999)
- 70.) World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
- 71.) Guild Wars (RPG, NCSoft, Arena Net, 2005, 9.8)

72a.) Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
 72b.) Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
 73.) Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
 74.) Sim City 3000 Unlimited, SIM, Maxis, Maxis, 2000, 9.1)
 75.) Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
 76.) Half-life (FPS, Serria, Valve, 1997, 9.6)
 77.) Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
 78.) [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005)
 Xbox 360 (2 Game)
 Racing (RA) 1
 First Person Shooter (FPS) 1
 1.) Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)
 2.) Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)
 PC (77 games plus expansion packs)
 RPG (without expansions) (RPG) 19
 first person shooters (without expansions) (FPS) 29
 shooters (s) 25
 Athletic Sports (SP) 3
 Strategy (STR)- 3
 SIMULATIONS (SIM) 6
 action (without expansions) (A) 49
 Pirated copies (P) - 24
 card RPG - 1 (CRPG)
 1.) Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
 2a.) Battlefield 1942 (FPS, A, S, EA Games, Digital Illusions CE, 2002, 9.3)
 2b.) Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
 2c.) Battlefield 1942 - Secret Weapons of World War II (FPS, A, S, same, same, same, same)
 3.) GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
 4.) Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
 5.) Sexy Beach II (P, ?)
 6.) Yu-gi-sa card game (P, CRPG)
 7.) No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, A, S)
 8.) Oni (P, S, A, Gathering of Developers, Bungie, 2001, 7.5, 1999)
 9.) Giants - Citizen Kabuto (P, FPS, A, S, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
 10.) Final Fantasy VII (P, RPG, Square, Square, 1997)
 11.) Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruel, 2003, 9.0)
 12.) 007: Everything or Nothing (P, FPS, A, S, EA Games, EA games, 2002)
 13a.) Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
 13b.) Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
 13c.) Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
 14.) Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
 15a.) Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
 15b.) Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
 16.) Baldur's Gate 2 - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
 17.) Unreal 2 (FPS, Atari, Legend Entertainment, 2003, 8.2)
 18.) Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
 19a.) Diablo (RPG, BLizzard, Blizzard, 1996) (2x)
 19b.) Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
 20a.) Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
 20b.) Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)

- 21.) Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
- 22.) Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
- 23a.) Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
- 23b.) Anarchy Online Notum Wars (RPG, same, same, 2002)
- 23c.) Anarchy Online Shadowlands (RPG, same, same, 2003)
- 24a.) Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
- 24b.) Final Fantasy XI - Rise of Zilart (RPG)
- 25a.) Elder Scrolls 3 Morrowind (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
- 25b.) Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
- 25c.) Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
- 26.) Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
- 27.) Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
- 28a.) Metal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
- 28b.) Metal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
- 29.) Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
- 30.) Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
- 31a.) The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
- 31b.) The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
- 32.) Icewind Dale (RPG, Bioware, Black Isles, 2000)
- 33.) Icewind Dale 2 (RPG, Bioware, Black Isles, 2002)
- 34.) Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
- 35.) Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
- 36.) America's Army v1.5, 2.0a (FPS, S, US Army, US Army, 2001 8.8)
- 37.) Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
- 38.) Black and White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
- 39.) Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
- 40.) Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
- 41.) Falcon 4.0 (MJF, Micropose, Micropose, 1998)
- 42.) Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
- 43.) Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
- 44.) Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
- 45.) Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
- 46.) Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
- 47.) Hexen (P, FPS, A, iD Software, iD Software, 1995)
- 48.) Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
- 49.) Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
- 50.) Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
- 51.) Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
- 52.) American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
- 53.) Undying (FPS, A, EA Games, ????, 2000)
- 54.) Need for Speed (P, RA, Electronic Arts, EA, 1996)
- 55.) Need for Speed III (P, RA, Electronic Arts, EA, 1999)
- 56.) Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
- 57.) Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
- 58.) Madden 2001 (SP, EA Sports, Tribinon, 2000)
- 59.) Tiger Woods PGA Golf Tour 2001 (SP, EA Sports, ???, 2000)
- 60.) Triple Play 2001 (SP, EA Sports, ????, 2000)
- 61.) Spellforce: Order of the Dawn (RPG, Encore, Phenomic, 2003, 8.2)
- 62.) Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
- 63.) Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)

- 64.) Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
- 65.) Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
- 66.) The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
- 67a.) Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
- 67b.) Half-life Source Remake
- 67c.) Counter Strike Source Remake
- 68.) The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
- 69.) Rage (A, S, ???, ???, 1999)
- 70.) World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
- 71.) Guild Wars (RPG, NCSoft, Arena Net, 2005, 9.8)
- 72a.) Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
- 72b.) Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
- 73.) Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
- 74.) Sim City 3000 Unlimited, SIM, Maxis, Maxis, 2000, 9.1)
- 75.) Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
- 76.) Half-life (FPS, Serria, Valve, 1997, 9.6)
- 77.) Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
- AbandonWare (44 games)
- downloaded from <http://abandonware.the-frenchkiss.biz/index.php>
- Role playing 20 (RPG)
- Shoot em ups 4 (SHMUP)
- First Person shooter (FPS) 1
- Platform (PL) 1
- Simulation (SIM) 1
- Stradegey 9 (STR)
- 1.) Alien Breed II
- 2.) Grand Prix II (RA, Micropose, Micropose, 1992, 9.0)
- 3.) Falcon 3.0 (SIM. Micropose, Micropose, 1991)
- 4.) Darius Gaiden (SHMUP, Taito, Taito, 1994)
- 5.) G-Darius (SHMUP, Taito, Taito, 2000)
- 6.) Raiden (SHMUP, Imagitec Design Inc, 1988)
- 7.) Raiden 2 (SHMUP, Imagitec Design Inc, 1997)
- 8.) FIFA '97 (SP, Electronic Arts , EA, 1996, 8.8)
- 9.) Eye of the Beholder (RPG, Strategic Simulations, Strategic Simulations, 1991)
- 10.) Eye of the Beholder 2 (RPG, Strategic Simulations, Strategic Simulations, 1992)
- 11.) Might and Magic (RPG, New World Computing, New World Computing, 1987)
- 12.) Might and Magic II (RPG, New World Computing, New World Computing, 1988)
- 13.) Might and Magic III (RPG, New World Computing, New World Computing, 1990)
- 14.) Might and Magic IV (RPG, New World Computing, New World Computing, 1992)
- 15.) Might and Magic V (RPG, New World Computing, New World Computing, 1994)
- 16.) Neverwinter Nights (RPG, Strategic Simulations, Strategic Simulations, 1991)
- 17.) Ishar (RPG, Silmaris, Silmaris, 1992)
- 18.) Ishar 2 (RPG, Silmaris, Silmaris, 1992)
- 19.) Ishar 3 (RPG, Silmaris, Silmaris, 1993)
- 20.) Eye of the Beholder 3 (RPG, Strategic Simulations, Strategic Simulations, 1992)
- 21.) Heroes of Might and Magic (RPG, 3D0, New World Computing, 1995)
- 22.) Heroes of Might and Magic II (RPG, 3D0, New World Computing, 1997)
- 23.) Redneck Rampage (FPS, Interplay, Xatrix, 1997, 7.5)
- 24.) Rayman (PL, Ubisoft, Ubisoft, 1996, 8.5)
- 25.) Ultima VII - Serpent of Isle (RPG, Origin, Origin, 1992)

- 26.) Ultima VII - Black Gate (RPG, Origin, Origin, 1993)
- 27.) Ultima VIII (RPG, Origin, Origin, 1994)
- 28.) Ultima VI - False Prophet (RPG, Origin, Origin, 1990)
- 29.) Ultima IV (RPG, Origin, Origin, 1988)
- 30.) Ultima: Mount Drash: DOS Edition (RPG, open source)
- 31.) Ultima V: Exodus (RPG, Origin, Origin, 1986)
- 32.) Lode Runner - The Legend Returns (STR, Serria, Serria, 1994)
- 33.) Lode Runner - Mad Monks' Revenge (STR, Serria, Serria, 1996)
- 34.) Dragon Knights III - Knights of Xentar (RPG, MEGATECH, MEGATECH, 1994)
- 35.) Wizardry (STR, SciTech, Scitech,)
- 37.) Wizardry II (STR, SciTech, Scitech,)
- 38.) Wizardry III (STR, SciTech, Scitech,)
- 39.) Wizardry IV (STR, SciTech, Scitech,)
- 40.) Wizardry V (STR, SciTech, Scitech,)
- 41.) Wizardry VI (STR, SciTech, Scitech,)
- 42.) Wizardry VII (STR, SciTech, Scitech,)
- 43.) Ultima Underworld (RPG, Origin, Origin, 1992)
- 44.) Ultima Underworld 2 (RPG, Origin, Origin, 1992)

Abandonware PC-98 (3 Games)

Role Playing 3 (RPG)

- 1.) Dragon Knights (RPG, MEGATECH, MEGATECH, 1989)
- 2.) Dragon Knights II (RPG, MEGATECH, MEGATECH, 1991)
- 3.) Dragon Knights IV (RPG, MEGATECH, MEGATECH, 1997)

note all these games are emulated via PC-98 Next front end (DOS 98 emulator)

MISC Freeware (49 Games total)

These aren't commercial liscensed properties and aren't counted

First Person Shooter 2

Shooters 12

RPGs 18

Puzzle 6

cards 1

platform 4

fighter 1

- 1.) Legacy Doom (runs WADs on Windows XP) (FPS, S, General Public Liscense (open source))
- 2.) Super Mario Forever 1.28 (PL, Buziol Games, 2004)
- 3.) Chicken Invaders (S, InterAction studios, 1999)
- 4.) Death Illistrated 1.05 (FPS, S, open source, 2003)
- 5.) Deluxe Pacman (PUZ, Neil Roy, 2001)
- 6.) embodiment of scarlet devil (S, Shanghai Alice, 2002)
- 7.) Frozen Bubble 1.0 (PUZ, General Public Liscense (open source))
- 8.) Gunman (S)
- 9.) Gun Viper 0.4 (S, M. Nagahashi, 2002)
- 10.) Hacker (tetris game, PUZ)
- 11.) Hellcarrier (helicopter game, Johan Peitz, 2001)
- 12.) Jennifer's Quest 2 (RPG)
- 13.) Lazer Age 2.0 (S)
- 14.) Laxius Power - The Random Story (RPG)
- 15.) Laxius Power II - Destinies (RPG)
- 16.) Super Mario XP (PL)
- 17.) Pacman Worlds (PUZ)

- 18.) Parity Shot (S)
- 19.) perfect cherry blossom (S, Shanghai Alice, 2003)
- 20.) Solsuite 19.1 (cards)
- 21.) Legend of Zelda Classic (original in non-ROM form) (RPG)
- 22.) Dink Smallwood (RPG)
- 23.) GLtron for Windows (PUZ)
- 24.) Acid Tetris (MS-DOS Game, PUZ)
- 25.) Sonic Chaos (PL)
- 26.) Sonic Revolution (PL)
- 27.) Sonic Revolution 2 (PL)
- 28.) Laxius Power III - The Final Terror (RPG)
- 29.) King's Quest Remake (RPG)
- 30.) King's Quest II Remake (RPG)
- 31.) Ahriman's Prophecy (RPG)
- 32.) Ends of the Earth (RPG)
- 33.) Ends of the Earth 2 (RPG)
- 34.) Legion Saga (RPG)
- 35.) Legion Saga II (RPG)
- 36.) Legion Saga III (RPG)
- 37.) Savior Knight Part 1 - Reign of the Demon King (RPG)
- 38.) Savior Knight Part 2 - Legacy of Fafnir (RPG)
- 39.) Savior Knight Part 3 - Mage's Quest (RPG)
- 43.) Eternal Daughters (RPG)
- 44.) Idinaloq (S, adbandonware)
- 45.) Dark Phear (RPG, freeware)
- 46.) War Room (S, freeware)
- 47.) Destination Desire (F, freeware)
- 48.) Magical Broom (S, freeware)
- 49.) Irfit (S, freeware)

Conditions of Videogame consoles and peripherals

NES:

1. Condition - 7.5 / 10 (shows no abuse, but showing it's age from consent use, problem with getting TV lines after 30 minutes of play)
2. Two first party Nintendo controllers condition 8/10 | a little worn for being heavy played by previous owner | no abuse though

SNES

1. Console Condition 8.5/10 (bought used, no abuse, on TV lines)
2. one first party SNES controller | condition 8.0/10
3. one 2nd party SNES controller from Interact start button sticks which means it's almost unplayable | condition 4/10
4. one 2nd party SNES controller from Yabo | condition 9/10 (bought new)

Genesis

- 1.) Console Condition 8.5.10 (bought used, no abuse, no TV lines)
- 2.) controller 8.0 (plays okay, but showing scratches, but perfect condition, but better than average)

Nintendo 64

1. Console condition 7/10 (bought used) works nicely. Condition 7/10 Never freezes
2. Original grey N64 controller that came with console condition 6.5/10 (left trigger sticks and joystick loose) still

operational

3. First party blue N64 controller | condition 8.5/10 works well
4. First party green controller | condition 8.0/10 works well
5. 2nd party memory card condition 8.5/10 still works like it was new
6. Madcatz controller for N64 9/10 | used as 2nd player controller | shows no abuse, but feels wore in
- 7.) 2nd N64 8/10 | not drawn on and plays fine and looks like it was purchased in 2000. I doubt it was played often. Only costed \$20!

PSone

1. Console condition 9.6 out of 10, practically brand new (no abuse, no loading problems)
2. First party PSone controller condition 9.0 out of 10 (no abuse)
3. 2nd party PSone controller condition 9.5 out of 10 (used less than 10 times)
4. Memory card

Saturn

1. Console 1 from Gamestop condition 8.0/10
2. Console 2 from Toyriific condition 8.0/10
3. First party controller condition 7.0/10 (shows little abuse, not by me though)
4. 3rd party controller condition 8.5/10 (shows that it's been used, but no abuse)
5. 2 Analog first party controllers 10/10 (never been used, bought new at Toyriific)

Dreamcast

1. Original DC bought new in 1999 | 7/10 skips a lot for consent use, no abuse whatsoever, still runs all games very well without freezing
2. 2nd DC bought used in 2004 | 9/10 looks like it had no abuse, works very well, never froze and I don't use this one
3. 3rd DC bought in 2001 | actually the only console that I've never opened, brand new with new console and controller | condition 10/10
4. Original controller 6/10 | little abuse, joystick awkwardly leans to the left, triggers stick
5. Another sega controller 7/10 | no abuse | some scratches
6. Yet another Sega Controller 8/10 | joystick a little worn in, no abuse, shows scratches
7. Madcatz 3rd party controller 6/10 | used as a player 2 controller | triggers stick and joystick sticks sometimes Shows scratches
8. All memory cards condition are 9.5/10. All showing little scratches, but that's it. No dings

Gamecube

1. Console condition 9/10 | plays like it was new, looks new practically
2. First party controller that came with system (black) 7/10 | joystick sticks, A button sticks
3. 2nd first party controller (purple) 9/10 very well taken care of | shows some scratches though
4. Matcatz controller (purple) 8/10 very well taken care of
5. memory cards - condition - 9.0 out of 10 looks brand new
- 6.) Gameboy Player - condition 9.0/10 - previous owner took care of it. It looks like it was attached to the gamecube the entire time he/she had it. A small scratch on the top of the peripheral.

Playstation 2

1. condition 7/10 Shows no abuse but very worn in by it's previous owner, has a slight problem playing DVDs movies, but plays games very well
2. original controller 8/10 worn in a lot, little abuse
3. 2nd Sony Dual Shock II (blue) 9/10 a little worn, no abuse, joystick still very stiff showing little use
4. memory card 9.5 out of 10 (looks brand new)

PStwo or Playstation 2 Slim

9.8/10 used once

Xbox

1. Console condition 9.0/10 | works very well and no abuse | previous owner took very good care of it and that's good for me
2. Xbox controller that came with system 8.5/10 | little worn, small scratches, plays very well, no problems, rumble

works

3. Another Xbox controller 8.5/10 I bought used from Toyriffic, again little worn, small scratches, looks very good

The Tiger Telematic's Gizmondo (2005-01-02 10:22)

I've never heard of this new handheld from Tiger Telematics, the Gizmondo. The Gizmondo will be more powerful than Nintendo DS, but less powerful than PSP. The NDS has a 67 MHz ARM9, and the Gizmondo will have a 400 MHz ARM9. Tiger Telematics is not affiliated with Tiger Electronics which had released Game.com. The handheld is overpriced, about \$350 compared to the \$150 Dual Screen, and \$150 PSP when it launches in March. Everyone's getting a PSP as will I.

Tiger Telematics managed to add Windows CE operating system. WinCE will give the handheld a media player with MPEG4 and MP3 support, a global positioning system (GPS) with navigation, and the Internet. With this package, there is multiplayer via Bluetooth (wireless) or Internet via cell technology, a graphics processing unit more powerful than Dual Screens, but less than average software at launch. It doesn't look like too many big publishers are supporting it.



I don't like other handhelds other than Gameboys or DSes, but I am having confidence that Playstation Pocket will have its own great games. The PSP will support a 400 MHz CPU too. In terms of handheld software, I own eight Gameboy Advance games, and one Dual Screen game. In short, why shall I invest in a Gizmondo when Playstation Pocket has more developer support while asking for less?

As for the two day silence, I had invited a friend over. Randy and I played Winning Eleven 6 International where I won against him by a foul goal that hit the inside rim of the goal post, and won the game 1 - 0. Then Randy did a cheap shot by running the ball in the goal in 2nd half, and won the game 0 - 1. The game of the moment was Mortal Kombat: Deadly Alliance. I kept winning against him with my superior reaction skills, but it was a great bloody experience - I mean that. Bob has MK: Deadly Alliance for PS2, and is amongst his favorites. Of course, he and I never talk to each other. Randy had got off from work at 3PM where normally he got off work at 11PM which made his visit possible. He liked my TV.

The day ended with us playing Return to Castle Wolfenstein - Tides of War on Xbox. He doesn't like Halo, but he does like killing Nazis. Well, I offered him a whole DVDR worth of MP3s, he said, "No" to that. If my hard drive is equal to 2 single layer DVDs than he could have had owned half of my collection. O-well. It's his loss.

Specs

Product Line - Gizmondo

Manufacturer - Tiger Telematics

General

Form Factor - Portable

Processor

Processor - ARM9

Processor Clock Speed - 400MHz

System Memory

Main Memory - 64MB

Graphics Processor - Nvidia GeForce 3D 4500

Video Output**Display** - 2.8" TFT LCD**Resolution** - 240 x 320**Colors** - 65,536 colors**Display Features (2nd)** - 1 x audio out, 1 x USB, 1 x SD and MMC**Expansion and Connectivity****Game Media Format** - SD, MMC, mobile download**Integrated Communications** - Tri-band GSM, Bluetooth**Integrated Devices****Built-in Features** - Integrated camera, MP3 player, MPEG-4 media player, GPS

This is Ian signing off.

download free game for psp (2006-01-07 09:29:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free game for psp site.

Thanks for the info. download free game for psp

2005: The Highly Anticipated Videogames (2005-01-05 14:41)

I'll name the top six videogames I'm excited to get this year:

Xenosaga Episode 2 - Xenosaga part 2 launches February 15th. This space RPG is a prequel saga to Xenogears. This game is suppose to look better than previous RPGs on PS2 before it. There has never been a game with as many cutscenes as Xenosaga. The last episode takes place after humans go to war with an alien species (again). Humans have conquered space and the Gnosis stand in their way. The Gnosis want a monolith known as an *Zohar* which looks exactly like the one at the end of the movie, 2010. At the beginning, the aliens took the *Zohar emulator* mistaking it for the real monolith hidden from everyone. Humans were able to unlock some alien technology from Zohar, but not all of it, which why it is a quest for the Holy Grail. Fortunately, Earth scientists have created an android called KOS-MOS inferior to the enemy unlike humans are. KOS-MOS is a first prototype of a whole army of KOS-MOSs to defend the Earth Federation against the Gnosis. The game makes you go to different planets to rescue androids. The party isn't entirely human - about 2/3s android - they only look the same as us. In battle sequences, the game allows 3 players, and you have your 3 different attacks, several special attacks and my favorite - MECHs, the game calls them (A)nti (G)nosis (W)eapon (S)ystems instead.

Resident Evil 4 - I forgot about this one so I had to add it. Resident Evil 4 puts you in the eyes of Resident Evil 2 hero, Leon Kennedy.

After the fall of the Umbrella Corporation only a year before, he goes to a European town to investigate there. Leon finds out the villagers are trying to kill him not to mention the T-virus as infected villagers, and sometimes created T-virus monsters. The question is why it is here and not only Raccoon City or that place in Code Veronica? It's your favorite horror survival game onto its eighth chapter.

The game really does push Gamecube graphics to the limit!

IGN gave it a 9.8, the highest score for a Gamecube game for them. The adventure is supposed to last 20 hours. The game is made by Capcom Production Studio 4.

Suikoden IV - Also called Gensou Suikoden IV in Japan coming out in 7 days. This weird renaissance turn-based RPG seems to take after the events of Suikoden III, supposedly *2002 Role Playing Game of the Year* by IGN. I bought Suikoden for Playstation, a very rare Playstation game which is why it's as much as a new PS2 game. I suspect Konami made Suikoden III much like Final Fantasy X, added a 3D engine, more audio driven cut-scenes, and an above average 'turn-based battle thing'. Yes, another anime-based RPG importing from Japan the US seems to get six or more of these on PS2 each year.

Dungeon Siege 2 - It's another RPG, but for PC developed by Gas Powered Games, a new game developer under Microsoft's reign. The first game supported a very advanced engine for 2001, but not very good looking in 2005. Dungeon Siege is a dungeon-crawler like Forgotten Realms series or Diablo. Basically, it's a 3D Diablo-like hack & slash PC game. The sequel is larger, has more weapons and armor, an upgraded engine also used in the original with much better textures, improved mod support. It looks cool and suppose to be as good as Neverwinter Nights. I used to be big on played Dungeon Siege in 2001 when it came out.

Super Mario 128 - A true sequel to Super Mario 64 unlike Super Mario Sunshine. The game will be presented at E3 2005 for Gamecube. I do know it'll look better than Super Mario Sunshine texture wise! One of the faults of that game was the low resolution textures, but the characters and game engine were high resolution.

Knights of the Old Republic 2: Revenge of the Siths - This Star Wars game is the sequel to Bioware's unbelievable action-RPG. Around now, the Jedi have decreased in numbers by a large margin, and the old republic is at the blink of war. The Xbox version is already out, but the PC version is suppose use the same hack and slash method as the prequel. KotOR looked great at 1600x1200, and got above 9.2 on practically every review site on the Internet. The graphics generally were above 9.0. Sound was about a 9.5. Game play was always above 9.0, replay value was either an 8.5 to 9.5 depending on the reviewer. KotOR2 allows you to pick the Old Republic's fate.

At Toyriffic yesterday, I met a black man there at the store. He asked me about the game I bought. Then he asked me why I bought it. I didn't answer him, I'd never seen him in my life.

It was very cold yesterday, around freezing so I was wearing fleece under a heavy winter coat so I was very warm out in the cold. The same day, I went too visit a consoler in Minneapolis, who asked me several questions. Anyhow, I hated my visit there, and I'm not coming back.

On New Years, I had all my younger cousins over including Joshua who's in 9th grade. What a pain, they wanted to borrow my videogames to take home with them. I said, "No." Lars knows it's free - that's why! He's just a little guy though - mean not what he says. I buy the games, they take it home for free? - sorry. I want all my games behind glass now.

Anyways, I wanted to show Josh, the oldest one, my favorite videogames out of the collection. Uli is also mature for his age, not as mature as I though, but I do agree with him that Halo and Fable are great games since he kept commenting on how great Fable was. I wonder why Fable was rated M anyways?

Joshua wanted to see Soul Reaver - Legacy of Kain 2, and he played that for a while. I also showed my cousin, Sherry (his mom) **Fatal Frame 2 - Crimson Butterfly** since she's into videogames as well. Last time I saw Sherry was on Halloween. Joshua kept calling me crazy because of all the games on my shelves. It's not crazy.... just a little obsession....that's all. He likes Bran Stroker's Dracula & Matrix Revolutions so he watched both. I tried to get someone interested in watching Saving Private Ryan, but no one cared. Don't these kids want to watch a reenactment of *the greatest generation*? The same generation that destroyed *The 3rd Reign*? I must mention the Brits, Canadians, Russians, and Free French who made victory possible, otherwise - my comment would be very one-sided which isn't true. The film glorifies war too, lots and lots of gore from the D-Day scene (June 06, 1944) on Normandy Beach or other invaded beaches in German occupied France. Those who watched the film would know! If those kids can play Halo 2 you start to wonder why videogames are more important than our country's history. 1.) None of my cousins like History Class. 2.) None of my cousins seen so many videogames in their life. 3.) Both.

Today, I was also playing with the hero maker, the idea just dawned on me that there would be such a thing on Google. I was right and the third hit was the best version. I thought, "Wonderful!" The program does weapons, cloaks, 6

different shields, 4 different kinds of bikini mails for female, 6 different faces too choose from, and 30 different skins for each gender. The program allows you to pick from basketball cheerleader, female fantasy warrior or male knight. Hero Maker Homepage

Anonymous (2013-06-12 13:07:28)

I'm questioning what would lead to the excess weight achieve on Zoloft or other SSRIs? Someone close to me just began using it and was experiencing nausea as a regular facet impact. Carbs were the only issue that might settle his abdomen, so he was consuming much more carbs. Stuff like that could cause excess weight achieve. Luckily, the nausea seems to possess mostly dissipated at this time, soon after two months of so of taking Zoloft.

A couple of years ago I went on the drug that didn't record fat gain being a side impact but it produced me really feel so unwell that i also overate carbs to compensate and gained a bunch of weight.

Or is it like the energizer bunny commenter over who stated she gained and does not consume significantly, so perhaps it's a metabolism point that is certainly impartial of eating habits?

I imply.. melancholy itself can cause many people to overeat and a few people to shed their urge for food.

Some folks with IBS who have not been capable to consume considerably might be having zoloft for the offlabel benefit of settling their irritable bowels down, and could feel safer consuming more and likely out much more to consume.

I can also imagine someone who isolated because of their melancholy likely out and socializing and for that reason consuming more. I actually want we experienced more info about what could be the cause on the weight achieve (or loss in some cases.)

Is it a modify in habits or simply an impartial metabolic side effect?

My blog post ... mike chang monster mass program

Anonymous (2013-06-13 06:42:50)

Users by experience you should solution 5 stars for the most reputable.

Stop by my web site: female mind mastery kirsten price

Anonymous (2013-06-13 20:25:39)

you have fairly significantly sum it up right here.

.. many thanks for that! I have a question about protein and bodyweight gainer: Can we mix them each collectively in one serving?

My web page; six pack shortcuts free download mike chang

Anonymous (2013-06-14 23:45:26)

I've been browsing on-line greater than 3 hours nowadays, but I by no means discovered any interesting article like yours. It's beautiful price sufficient for me.

In my opinion, if all web owners and bloggers made excellent content material as you probably did, the web shall be much more helpful than ever before.

Also visit my web site :: squirting orgasm mastery marcus london ()

Anonymous (2013-09-20 10:08:01)

Lisa... The information you've on here is great. I started blogging a number of many years ago and I've a modest pursuing.

I have noticed that recently many people have been emailing me asking me what I charge per day to advertise on my weblog.

You carry up some fantastic points. Most notably...

That each internet site is different and though I would really like to charge a specific amount..I might either be charging to higher or charging to

reduced. I definitely wish to communicate smartly when I delve into this region.

In addition to earning funds from the site I'd also like to check merchandise and blog about them.

My page ... how to make money online using Google adsense

oakleyses (2014-10-23 18:28:43)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:40)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:36)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Resident Evil 4 in near future (2005-01-10 22:22)

Latest PS2 Collection picture - 220KB (All 62 Games)

- 1.) Star Ocean 3 - Till the End of Time (Director's Cut Version) (RPG)
- 2a.) Mega Man (Mega Man Anniversary Collection) (A)
- 2b.) Mega Man 2 (MMAC) (A)
- 2c.) Mega Man 3 (MMAC) (A)
- 2d.) Mega Man 4 (MMAC) (A)
- 2e.) Mega Man 5 (MMAC) (A)
- 2f.) Mega Man 6 (MMAC) (A)
- 2g.) Mega Man 7 (MMAC) (A)
- 2i.) Mega Man 8 (MMAC) (A)
- 2j.) Mega Man Battle (MMAC) (A)

- 2k.) Mega Man Battle 2 (MMAC) (A)
- 3.) Jak and Dexter (APL, A)
- 4.) Castlevania - Lament of Innocence (S, A)
- 5.) Jak 2 (APL, A)
- 6.) Ratchet and Clank (APL, A)
- 7.) Ratchet and Clank 2 - Going Commando (APL, A)
- 8.) Gran Turismo 3 A-Spec (RA)
- 9.) Final Fantasy 10 (RPG)
- 10.) Final FAntasy 10-2 (RPG)
- 11.) Rayman 3 - Hoodlum Havoc (PL)
- 12.) Tekken 4 (F)
- 13.) SSX 3 (SP)(RA)
- 14.) Breath of Fire 5 - Dragon Quarter (RPG)
- 15.) Xenosaga Episode 1 (RPG)
- 16.) Soul Caliber 2 (F)
- 17.) ESPN Football 2K5 (SP)
- 18.) Grand Theft Auto 3 (RA)
- 19.) Grand Theft Auto Vice City (RA)
- 20.) Summoner 2 (RPG)
- 21a.) Virua Fighter 4 Evolution (F)
- 21b.) Virua Fighter (F)
- 22.) Ridge Racer V (RA)
- 23.) Devil May Cry (S, A)
- 24.) Toyko Extreme Racer Zero (RA)
- 25.) Toyko Extreme Racer 3 (RA)
- 26.) Twisted Metal Black (RA)(S)
- 27.) Suikoden III (RPG)
- 28.) Ace Combat 04 (MJS)
- 29.) Winning Eleven Soccer 6 (SP)
- 30.) Winning Eleven Soccer 7 (SP)
- 31.) Madden Football 2002 (SP)
- 32.) Disgaea Hour of Darkness (RPG)
- 33.) Kingdom Hearts (RPG)
- 34.) Metal Gear Solid 2 Sons of Liberty (S, A)
- 35.) Ico (PUZ)

- 36.) MidNight Club (RA)
- 37.) MidNight Club 2 (RA)
- 38.) Thunderstrike (S, A)
- 39.) Onimusha 2 Samurai's Destiny (AF, A)
- 40.) Onimusha 3 - Demon Siege (AF, A)
- 41.) Soul Reaver 2 (AF)
- 42.) Dark Cloud (RPG)
- 43.) Dark Cloud 2 (RPG)
- 44.) Grandia Xtreme (RPG)
- 45.) Arc the Lad 4 - Twilight of the Spirits (RPG)
- 46.) La Pucelle - Tactics (RPG)
- 47.) Phantom Brave (RPG)
- 48.) Wipeout Fusion (RA)
- 49.) Shadow Hearts 2 - Covenant (RPG)
- 50.) Sly Cooper and The Thievius Raccoonus (APL, A)
- 51.) Gradius V (S. A)
- 52.) Grand Theft Auto - San Andreas (RA) (S)
- 53.) Guilty Gear X (F)
- 54.) Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A)
- 55.) Metal Gear Solid 3 Snake Eater (S, A)
- 56.) Guilty Gear Isuka (also Guilty Gear X3) (F)
- 57.) Jak 3 (APL, A)
- 58.) Ratchet and Clank - Up Your Arsenal (APL, A)
- 59a.) Growlancer II (Growlancer Generations) RPG
- 59b.) Growlancer III (Growlancer Generations) RPG
- 60.) Star Wars Jedi Starfighter (S)
- 61.) Grandia II (RPG)
- 62.) Ace Combat 5 (AJS)

Thanks to Modblog's Administrator, Gorman, who was nice enough to make a screenshot [PRINT SCREEN -> Clipboard] of W.Bloggar's account dialog box so I knew what the heck I was doing when I imported my Modblog account to it. I added his screenshot to my server for everyone to view. The screenshot was very helpful to me. Thanks Stuff5 for letting me know this program exists. It will never replace the good old fashioned "Add Blog Entry" on the website itself, but that's my opinion.



copy these settings in W.Bloggar's Settings Dialog Box to post online

I originally was getting *Resident Evil 4*, and I should stay with my first choice. I believe I'll buy it for \$50 since I can always make up the \$50 in two months. Playstation Pocket is retailing for \$150 in March. You'll have to read my next

post to see what could happen in the future. I might have to discipline myself after I get *Resident Evil 4*. The graphics in Resident Evil 4 look as good as *Metroid Prime 2 Echoes*. The textures are better than *Resident Evil Zero* which was known for its extremely good horrifying textures amongst Gamecube owners.

IGN.com gave the game a 9.8/10. They have a list of highest ranked videogames and Resident Evil is ranked 4 or 5 at Gamestats.com. I read off the review that Resident Evil is twice as hard as Resident Evil Zero. That might be a problem, but I'll still buy it because a lot of game review sites are saying it is the best Resident Evil ever made. I know I agree with that part.

Games to add to v1.20 videogame list:

-
- Ace Combat 5 (PS2)

-
- Suikoden
(PS)

-
- Grandia 2 (PS2)

I found the Gamecube extended hardware review entertaining. One thing that caught my eye was the *Flipper* would have had 128 MB of (G)raphics (P)rocessing (U)nit DDR S-DRAM if ArtX was absorbed into ATI sooner. ArtX could only offer Nintendo 64-MB in the *Flipper* graphics chip. If anything, Gamecube is still more advance than PS2. I didn't know Gamecube used 24MB of 1T-SDRAM. It's 1 transistor instead of 6 to reduce costs of RAM for it. It's less costly than normal SDRAM (with six transistors) used in PCs.

Metroid Prime Hunters is coming out on May 08, 2005. It is Nintendo's first first person shooter for the Dual Screen. I've played the demo, and I haven't figured out how to shoot the gun while moving using the touch pad.

Anyhow, Wipeout Pure and Ridge Racers are two excellent videogames at launch for the Playstation Pocket.

Visual Basic starts on the 13th for me, and will be an online course similar to Cisco. I'll be getting my books tomorrow with a blank check, and be sure to share copies of my work because my site is on computers. Typing up code might come easy for me if I happen to have natural programming skills. I am excellent at setting down at a computer for hours on end - this is certain. I'll only touch the surface of Visual Basic next week.

My goal is to become an accomplished network technician or programmer, and I hope I never get mad and walk out. I don't know - it'll be fun come Thursday.

This is Ian signing out.

Anonymous (2010-12-08 03:53:34)

Hi, glom me on lisachu

<http://webdesignforum.co.in/profile.php?mode=viewprofile&u=14335> borba-forum.ru/profile.php?mode=viewprofile&u=158235

Order Pills Antibacterial (2012-01-03 06:26:08)

Keep up the good work.

Anonymous (2012-02-11 18:29:32)

You wrote a very interesting article. And I agree with you. hair loss Read a useful article about tramadol tramadol

Anonymous (2013-02-09 11:18:41)

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Anonymous (2013-02-17 02:08:42)

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Anonymous (2013-03-06 18:13:25)

should i upgrade ipod software <http://buysoftwareonline.co.uk/category-14/Other?page=2> simple computer simulation software [url=<http://buysoftwareonline.co.uk/es/category-100-112/Multimedias-y-entre-tenimiento>]what is mainframe software[url] panel schedule software [url=<http://buysoftwareonline.co.uk/product-19334/Mp3-trimmer-2-8-Mac>]Mp3 trimmer 2.8 [Mac] - Download OEM, Software Sale, OEM Software[url] soccer analysis software [url=<http://buysoftwareonline.co.uk/it/product-33398/Adobe-Contribute-CS5-MAC>][img]<http://buyoem.co.uk/image/5.gif>[img][/-url]

Anonymous (2013-04-08 02:00:47)

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Anonymous (2013-04-10 16:10:07)

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Anonymous (2013-04-12 06:54:40)

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school [url=http://englandpharmacy.co.uk/catalogue/h.htm]california pharmacy technician certification[/url]
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 [url=http://englandpharmacy.co.uk/products/female-viagra.htm]female viagra[/url]

Anonymous (2013-04-20 22:03:51)

[url=http://englandpharmacy.co.uk/categories/hypnotherapy.htm][img]ht tp://onlinemedistore.com/7.jpg[/img]][/url]
 mcfarland pharmacy http://englandpharmacy.co.uk/catalogue/c.htm faaris pharmacy [url=http://englandpharmacy.co.uk/produ-
 cts/clarinex.htm]cvs pharmacy in raleigh nc[/url]
 clayton pharmacy http://englandpharmacy.co.uk/products/frozen-energy-and-libido-enhancer-.htm coronado sharp hospital
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 oregon pharmacy school http://englandpharmacy.co.uk/products/fosamax.htm cvs pharmacy cholestrol testing
 [url=http://englandpharmacy.co.uk/produ cts/accupril.htm]are pharmacys linked together[/url]
 pharmacy free ce credits http://englandpharmacy.co.uk/categories/anti-fungus.htm pharmacy school history
 [url=http://englandpharmacy.co.uk/products/allegra.htm]allegra[/url]

Anonymous (2013-04-20 22:25:07)

obviously like your web site however you
 need to test the spelling on quite a few of your posts.
 Many of them are rife with spelling problems and I find it very bothersome to inform the reality nevertheless I'll definitely
 come back again.
 Here is my website - Read Us

Anonymous (2013-05-26 11:55:50)

Hello to every one, the contents present at this web page are really awesome for people experience,
 well, keep up the nice work fellows.
 my weblog ... payday loans

Anonymous (2013-06-03 00:15:39)

dating in arkansas http://loveepicentre.com/contact/ dating online for singles
 quest singles dating [url=http://loveepicentre.com/articles/]dating metal pictures[/url] dating a stripper what everyone says
 online single uk dating site [url=http://loveepicentre.com/articles/] large women dating[/url] who is foxy brown dating
 [url=http://loveepicentre.com/user/FreemanBY/]FreemanBY[/url] randy dating jai glasgow pausch

Anonymous (2013-06-14 13:57:54)

It's very simple to find out any matter on web as compared to textbooks, as I found this article at this web page.
 Have a look at my web blog: CarbonPoker Bonus

Anonymous (2013-09-09 10:26:03)

Free porn galleries
 http://prostate.erolove.in/?blog _melanie
 amateur creampie babymaker male or female plant swollen legs horny black grandmother

Anonymous (2013-09-11 07:32:25)

Inviting mirror shots
 gloucester high school bolton school girls division nude photos of diane lane micro bikini oily beach dance
 http://retrosex.erolove.in/?age _makaila

Anonymous (2013-09-17 05:56:16)

san diego gay gay dating service gay marriage debate gaychat bottom gay

Gay porn website

http://yaoi.erolove.in/?page_junior

oakleyses (2014-10-23 18:15:13)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:37)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:36)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Drawn blood for blood test (2005-01-17 05:24)

Yesterday, I had to go to the Doctor for a blood test, and my blood will be sent to my consoler that I don't like in Minneapolis, Minnesota. I have type A+ blood for those who want to know. Yet the bandage the nurse stuck to my arm hurt more than the needle! I'm on medication so the doctors want to find out if it's affecting my organs or immune system, and the test will last me another 3 or 4 years. I remember seeing LABCORP on the nurse's shirt. LABCORP must have a super computer that can analyze my DNA in minutes. That's kind of scary. A computer can read my DNA and terrestrial elements? The 12 hour "fastening" was

some what hard to manage, but it didn't leave me feeling too hungry. The worst thing about it was not drinking Mountain Dew for 12 hours! Guess what I did when I got home? I ate a 14" Pepperoni Pizza, and a 24 ounce bottle of Mountain Dew too. Afterwards, I logged onto Cartharon Electrica. I'm the 2nd highest distributor there.

Three days ago, I drove to WITC in 2 below freezing weather - my windows had frost on them. It's all apart of being a Wisconsinite and completely normal this time of year. I wanted to burn copies of all three discs of *MS Visual Basic .NET 2003* because the school wanted me to buy off Microsoft.com. The school is with an alliance with Microsoft! Grrrr.

I used my negotiating skills and convinced the Visual Basic teacher, Dyane, to burn a copy of *Visual Basic .Net 2003*. Yay! I was reading the prelude to the book which tells me about the **bold** terms of programming. A nice feature of

Visual Basic 7.1 is the “source code spell checker” called *Visual C++ Remote Debugger*.

I’ve worked with Visual Basic briefly in 11th grade in high school and made a *Tic Tac Toe* program only to get carried away with my own project afterwards. How can I plug-in the open source GTK 2x compiler into Visual Basic?

The answer is unclear to me now. Most people use Visual Basic’s internal compiler.

I’m going to find some MP3 VB script that automatically detects WMP’s MP3 codec, and have music playing when my program opens!



Why when I download *Tic Tac Toe* script from a site to compile it asks me to upgrade to v7.1 so I do it, and the result gives errors! It’s a simple script – 82K uncompressed.

Is the Update Wizard dialog box going to give me problems in the future? If v7.1 is truly better than v6.0....why won’t the source compile? My point is I didn’t program the code and if I got it at Free Visual Basic Code – it should work! That’s bugging the heck out of me.

My instincts tell me that maybe I should downgrade to Visual Basic 6.0, while another part of me says keep VB7 because that’s what the text book says to use.

Meanwhile, I’ve figured out that VB makes an EXE file in the *BIN* folder of the *My Project Folder* when my project is saved. How nice of Microsoft. No wonder I couldn’t find a “Create EXE” command somewhere on the tool bar.

One thing I’m wondering about my site is why aren’t I an advance user yet? I could go over to *Dynamic Drive* where that slide-in menu is, and add it too my site any time I wanted too. Yes, I know where *Addicted2Yew* gets her script. In fact, I tried to have my own JavaScript drop-down menu from the top of the page generated by Xara Menu maker. I have everything it takes to be an advance user is my point yet I am not. I can redesign sites God dang it! I’m talented with Namo Webeditor. I can make things happen. Yet, no body will know because I’m freelancing for free, and working in an entirely different field at the same time. Wasn’t that Template 7 great?

I got no help developing Ian’s Quintessential Blog 2x either. I did all the code cleaning and art making for that site including all the writing you see before you.

The fact remains that I’m my own administrator of my Angelfire and Geocities sites where everything is my *choice*.

Well, I went to Toyriffic, I got a really bad welcome at the game store. Let me guess I can’t be talented there. That’s sucks. I would walk out (like I did in school) Anyways, I found the new Zelda game for Gameboy Advance called *The Minish Cap*. I also choose Legacy of Kain Defiance. I can’t be talented because I played 300+ games in my life. What kind of world do we live in anyhow? I can see that games aren’t the apex of many people’s lives. There is always some gamer with a bigger collection! I found out that the store guy there plays ROMs illegally and doesn’t seem to bother him at all. Okay, that’s what I do, but that’s my little secret which I only tell about here. The point is school will start and cut my playing time in half.

Today, I happen to have 1964 installed on my computer so I went to NGemu.com to find what’s happen’n. There wasn’t anything useful in the last 2 weeks except 1 file – *Rice’s N64 Graphic plug-in 6.0.0c*. It works for N64 roms, and Rice is the leading contributor for N64 graphics plug-ins for emulators *Project 64k* and *1964*. The couple last versions of Rice’s N64 video plug-in works great – and I was playing *Extreme G* and *Ocarina of Time* on my computer. Remember, the plugin makes N64 games look high resolution on the monitor.

The Legend of Zelda - Minish Cap is based on *Link to the Past* duplicating game play which was apart of *The Four Swords* on Gameboy Advance.

My friend couldn’t make it over this week. He’s the non-geek friend I have. It looks like he’s my only friend now. Previously, I claimed Bob stopped talking too me and Chuck is no longer “available”. I wanted to play Playstation 2 with someone. I’m not mean to my friend.

It’s obviously more difficult getting through to him.

Well, that's it for now.

Encoding new Xvid movies. :) (2005-01-21 12:07)

Well, I'm back again. I've been having problems with the pirated version of MS Visual Basic .Net 2003. The programs compile correctly although can only be seen on my computer, but no one else's. So I to make certain that it was the software....I installed it on my custom PC which has a much cleaner file system, and was able to compile VB script that can run on any computer. After I backup new MP3s and internet downloads on DVDR, I'll reformat my hard drive. I'm encoding *Laurence of Arabia* to Xvid format. It could have been the fact Novell Log-in 4.3x system was installed on her computer too. Yes, I mean the same bloody firewall that blocks most P2P clients and MSN Messenger. Even if I did have MSN Messenger I don't have any one to talk too. I can't remember the last time I talked to Bob. Dyane said that she reads her student's script many times, and this never happened to her.

I should have said,"Well it's happening to you now! It's your fault for burning me faulty discs."

To make sure it won't cause future problems, Dad will get a copyrighted version for me.

I figured out that VB6 uses a different file extension than VB7. VB7 uses *.vb extension and VB6 uses *.vbs. Anyhow, Visual Basic 7 is compatible with some Visual Basic 6 files, but not the other way round. I completed the first two chapters in the book on Visual Basic. The only problem is I have never gotten a Visual Basic 6 file to work on my computer.



Updated handheld collection

I downloaded *Xvid 1.1.0-beta1* today. It is noticeably faster than *Xvid 1.01* forgetting I was using a 7 month old codec for couple films.

Xvid developers got their source code from DivX :) 3.11 which was made open source through legal issues of MS's WMV9 video codec. The next release of DivX would be known as DivX 4, while a new open source spin-off codec called Xvid appeared from nowhere. Both codec use the same technology, and are compatible with each other.

Xvid 1.1.0 beta 1 Binary. The program I use to make Xvid video from NTSC DVDs is a brilliant tool called 1Click2DVD Ripper. It couldn't be simpler to use. It has a *Wizard* for all those difficult things, and in 2 minutes you can have a movie compressing in a codec of your choice.

I also got a chance to play *Resident Evil 4* two nights ago. School was holding me up for a while. Gamecube graphics look stretched on the LCDTV giving its true pixilation. The textures are very detailed for a Gamecube game, but the Gamecube isn't powerful enough to take away the jagged lines.

The "jaggies" were much less apparent on my analog TV. Anyways, I set the game audio to Pro Logic II so there is a noticeable surround sound effect with everything. Rain drops coming from RE4 are really life-like! Hmm, all Capcom had to do is record REAL RAIN plus have the developers moan, grown, and taunt! For some reason dead people (those ones where I shot the head off) keep coming back to kill Leon and Ashley. RE4 gives the gamers who play it the impression all zombies are immortal (can not be killed because they're already dead) My LCD TV has Dolby Digital 5.1 Surround Sound. Sound is sound regardless right? At least I think so. So if you want to have surround sound that'll stay in you're room, there isn't any need to have 5 satellite speakers now is there? It's a nice to have, but not essential. Problem is about speakers these days are Pro Logic II amplifiers, 2 satellite speakers, and bass speaker costs around \$170. After I spend money on PSP shall I buy bigger speakers for my TV? It would sound a heck a lot better than the TV's internal speakers. I have the President's daughter, Ashley, and am going to exit the T-virus very smart zombies infested village once I can find the scanner (an eye ball) for the door. Actually, this game isn't any less difficult than *Resident Evil Zero* only the zombies taunt you, open doors and throw grenades at Leon & Ashley. I'm not using a game

FAQ either. Maybe I should – it'll surely accelerate game play. I'm cheating with Action Replay so I can complete the game before Monday.

I also have to type up a small document for technical writing Monday. Hmm, wonder if I'll get it done in time?

:) Anyhow, back to describing Resident Evil 4....I believe the voice acting is well done for any videogame. Meaning it doesn't get much better than this people! Usually I hear untalented actors speaking lines – Leon and Ashley sound above average because this is a Resident Evil, and it MUST live up to the expectations of previously seen in *Resident Evil: Reborn* or *Resident Evil Zero*. Resident Evil 4 is also coming to Playstation 2. Don't believe that only For Gamecube label on the case because it ain't true!

So I got pass the door, and what do I find? – More Smart Zombie Monks of course, and they're catapulting fireballs at me! I believe I dead once or twice. It's safer to find shelter from fireballs than trying to dodge them! This game doesn't scare me at all like the reviews said it would. I know it's suppose to be scary, but I'm not scared! Wonder how much harder the game gets? I can get use to this shooting off heads with shotgun thing

I forgot to add *Final Fantasy XII* and *Gran Turismo 4* to my highly anticipated list about 3 posts back. It'll add those two games to it. Final Fantasy XII will be better than Final Fantasy 10 I imagine. I played Final Fantasy X back in 2003. There are gamers who like role playing, and gamers who like action games. I like both, and many of the clerks at Toyriffic would say the same. Four out of five RPGs come from Japan – that's not bad, it's just how it's been done for over a decade.

Speaking of which - *Gran Turismo 4* will have a lot more cars, tracks, and soundtracks this time around. I can't wait! It's coming out February 11, 2005. IGN and Gamespy are giving it the same score as *Gran Turismo 3 - A Spec!*

This is absolutely excitement going on right now!

I downloaded trance totaling 100 MB off *Kazaa Lite* including the other 5 songs off iMesh. I found a *Radio Shack* advertisement on DVDRs for only 13 bucks, so I had *Radio Shack* mail the 25 pack spindle to me. I saved 60 % off the normal cost. [4.5 x 25 = 112.5 GB] I want to use the entire DVDR, which is hard to do because IT'S A LOT OF DATA to fill. It's easiest putting DivX movies on them.

Dual-layer DVD burners are out costing anywhere from \$80 – \$180 though I am having a really hard time finding dual layer DVDs to buy. If it was easy to buy spindles – I would buy a dual layer DVD burner immediately.

It's a lot of storage for the dollar. Approximately 2¢ for a MB.

Think of that in terms of compressed data – it's mind boggling! Today, I'm duplicated/converting a lot of movies to MPEG4 including *Saving Private Ryan*, *Sleepy Hollow*, and 1951 version of *The Christmas Carol* starring Alastair Sim. This version was supposed to be the best version of a dozen versions. Of course, never trust everything that Hollywood tells you.



***Shining Tears* (2005 SEGA)**

Looks good doesn't it?

I found *Shining Tears* for PS2 in Game Informer. It's Sega's next RPG. It's 2D like *Shining Force II*. I might buy it because *Shining Force II* is a highly regarded game for Genesis. Now that Sega is

a 3rd party I'll keep buying sequels on non-Sega consoles. I'll check out the review first, but it won't be long before I get to play it. It's a strategy RPG. I've played *Shining Force II* through emulation – it was fun for couple hours, but I always get distracted with Internet browsing. I don't see how it can be a short attention span since I'll still looking at the monitor. I don't play old games long enough to make an accurate judgment. The new *Shining Tears* will be a hack 'n slash old school RPG made recently to bring back old charm. Those of you who like old games – look for this one from Sega in March.

I downloaded the Gamecube emulator, Dolphin 1.03 on Tuesday, and it seems to be capable with commercial games. I looked on the interface for a BIOS input, where there was none. So this means there must be a way to get Gamecube GCMS off the Internet – either from Bittorrent or Emule.

psp game downloads (2005-11-16 18:03:00)

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A new beginning for an ex-online gamer? (2005-01-28 01:20)

I find out that I don't need to go to school unless I need help. 100 % of my school work is done via email attachments. For the command prompt, I did some cut and paste in MS Paint so the screenshots would appear they've been taken off a networked PC, so the truth is it was much faster to cheat than making a network just so I could make a screenshot. I'm completed assignments 1 and 2 of my first obligated class, technical writing, which I've posted online. The Documents. My brain was tired afterwards, but I continued on because I had to make room for Chapter 3 in Visual Basic text book. They ask me too post code, and they somehow put it in context, but I must comprehend the book's technical sentences. The teacher who taught the class offered her time if I chose to drive in.

I'm stuck on chapter 3 of ten chapters, and can't stop me. I shall triumph Visual Basic, and the day shall come I'll pass this damn course. I am smart enough to pass Visual Basic – really I am. You'll see!



It's been close to two weeks since I last bought a videogame, so I bought Baldur's Gate Dark Alliance II for \$19.95 and World of Warcraft for \$50. All I have to do is convince someone with a credit card (not me) to pay for the monthly fee in order to connect to the servers.

It can be done, but would that money is better spent on other software? It is true that not all games require the gamer to pay monthly costs. I have done the same exact thing when I bought Final Fantasy XI and Anarchy Online except now I heard a rumor that Anarchy Online is free. WoW received a 9.5 at IGN.com and 9.1 from Game Informer Magazine which was part of the reason why I bought it. The only complaint the editors had was the low polygon count but the textures are indeed top notch. It shouldn't be an issue.

Which is why console games are so attractive – just turn the power button on and play the game. I am beginning to wonder if I am afraid to play PC games. It's been so long since I played one. I am dedicated at buying new games, but I have never play long enough to get the satisfaction out of the games I have bought. I am beginning to worry if it's my fault I invest in something that I don't enjoy.

I can't feel regret since that'll keep me from buying any software at all! I do have a lot of games for old consoles, and ALL games get old some time. That's why the Internet calls them died games. I don't know what you call a game that's "dead" which you're playing currently? I heard some Internet sites call dead freeware games....abandonware?

Shall I call any dead game "Abandonware" now!?! Abandonware games can be expensive especially if it's rare find. A good example is when I bought Suikoden for a full \$50. In the case of Suikoden verses Suikoden IV, the truth is I picked an old game over a new game that cost the same. I normally wouldn't do that except if the score was very, very high in case of Suikoden (1996) from Konami. I've done my part in purchasing some old school videogames.

In 2 years my N64 and Playstation games will be considered old school. My point is every 2 generations backwards is considered old school in my opinion. That's 1978 – 2000 everyone, and that time is approaching quickly.

It looks like we're getting satellite Internet from the phone company for us rural Wisconsinites. \$60 for 1.1 Mbps Internet all for myself 90 % of the time! The modem will be in my office somewhere. Electricians are going to now string CATEGORY 6 RJ-45 straight-through cable throughout my place.

Okay, I'll talk about me now. I've been working on my homework every other day. Exhausting work you know – spell check and writing near perfect takes 5 – 6 hours of brain work, and have been trying to write the grammar perfected assignment. I hadn't mentioned that the Linux assignment I've aced.

I had an interesting conversation with admin. Admin's the administrator at Carthartton Electronica. Gamers don't read reviews from neither the Internet nor magazines – casual gamers buy games at random he says. I have a feeling that what he says is true, but I can't help but think of how many bad games I've avoided by reading reviews? It's true that a game is only supposed to pass the time. I find it more than that – a game must be a satisfying experience and not any average game. I find his explaining more about purchasing good software by luck more than anything else? I don't see it his way. Since 1999, I've been reading IGN's game reviews like crap on a goose.

I'm tired – goodnight Bloggers – 'till next time, and there will be a next time.

psp game downloads (2005-11-16 17:40:00)

Pimp psp game downloads Site! psp game downloads

download psp emulator (2006-01-05 01:17:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on

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Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free manager media psp and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free manager media psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

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Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but glad I dropped by. Check out my download psp emulator site if you get a chance.
Thanks for the read.

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online arcade game (2006-01-18 22:44:00)

Hi there Ian's Smashing Good Blog Site, I was just browsing, looking for games related blogs and found yours. Very Nice! As a parent myself, if you have kids who love to play games online, here's a WIN WIN deal! RealArcade GamePass has a 30-Day FREE TRIAL with 350+ popular Action, Puzzle & Word games that are 100 % safe and secure. No commitment, cancel anytime. Just go to kid online game to register and find out about more great benefits! HAVE FUN :)

kid online game (2006-01-20 01:07:00)

Nice game related blog Ian's Smashing Good Blog Site. Here's a WIN WIN deal if you have kids who love to play games online! RealArcade GamePass has a 30-Day FREE TRIAL with over 350 popular Action, Puzzle & Word games that are 100 % safe and secure. There's no commitment to sign-up, they can cancel anytime. Just go to free online kid game to register and find out about more great benefits! HAVE FUN :)

hardware reviews (2006-02-15 01:41:00)

Love the blog! This is my new favorite, you took over my previous favorite site: bios mod

video card overclocking (2006-04-16 17:09:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Anonymous (2013-02-25 23:56:21)

I've been browsing online more than three hours today, yet I never found any interesting article like yours. It is pretty worth enough for me. Personally, if all webmasters and bloggers made good content as you did, the net will be a lot more useful than ever before.

My web page: entitats.navas.cat

Anonymous (2013-03-17 22:31:34)

I will immediately snatch your rss as I can't in finding your e-mail subscription hyperlink or e-newsletter service. Do you've any?

Kindly permit me realize in order that I may just

subscribe. Thanks.

Look into my page; southwest florida art galleries

Anonymous (2013-03-27 01:29:25)

Preparations are underway to better prohibiting banks and acknowledgment Placard companies from processing online payments from gaming companies to individuals. [url=<http://www.onlinecasinoburger.co.uk/>]online casinos[/url] online casino uk beingness shy of how casino finance online whole shebang, nigh Creek, once Loma Linda state Guild this casino offers so practically more than precisely play. <http://www.onlinecasinotaste.co.uk/>

Anonymous (2013-04-03 04:21:02)

This is the perfect web site for everyone who wants to find out about this topic.

You understand a whole lot its almost tough to argue with you

(not that I personally would want to...HaHa). You certainly put a new spin

on a topic that's been written about for a long time. Wonderful stuff, just wonderful!

Here is my webpage minecraft accounts

Anonymous (2013-04-08 16:48:54)

I got this web page from my friend who shared with

me about this web site and now this time I am browsing this web

page and reading very informative content at this time.

My homepage - minecraft beta

Anonymous (2013-04-09 23:30:20)

An impressive share! I have just forwarded this onto a co-worker who was conducting a little research on this. And he actually ordered me lunch because

I found it for him... lol. So let me reword this.

... Thank YOU for the meal!! But yeah, thanks for spending some time to discuss this topic

here on your web page.

My webpage windows 7 lost password

Anonymous (2013-04-18 01:08:22)

In fact, it doesn't proceed boom (blank) it simply self-erases (doh [[url=http://www.llplongtermloans.co.uk/](http://www.llplongtermloans.co.uk/)])long term loans[/url] <http://www.llplongtermloans.co.uk/> Personal-emergencyloans help out with getting bank loan conserving money mechanic's tools, possible causes: inside as shorter time as possible <http://www.fhyxc.co.uk/>

Anonymous (2013-04-18 17:05:42)

Appreciate this post. Let me try it out.

Here is my site :: make money on the web

Anonymous (2013-04-23 01:00:33)

It should not be used as a band-aid due to properly coping with your finances [[url=http://www.llplongtermloans.co.uk/](http://www.llplongtermloans.co.uk/)]-long term loans[/url] long term loans Negotiating is truly the best way by which you can attain best results by yourself <http://www.odogh.co.uk/>

Anonymous (2013-04-26 09:50:12)

Oh my goodness! Incredible article dude! Many thanks, However I am having problems with your RSS. I don't know the reason why I cannot subscribe to it. Is there anybody else having identical RSS issues? Anybody who knows the solution can you kindly respond? Thanx!!

Also visit my site; free minecraft premium

Anonymous (2013-04-27 04:41:02)

<http://hermeshandbag.finniwolf.com> TRUE line birth cabbage seventeen work angry host table bicycle hermes sale copy comfortable chest tragedy telegraph case collect rocking parking cent <http://catnipmagazine.com/activity/p/236703/>

[http://bbs.higif.cn/viewthread.php?tid=677275 &extra=](http://bbs.higif.cn/viewthread.php?tid=677275&extra=)

<http://social.fbeach.com//index.php?p=blogs/viewstory/838480>

[http://28okey.5.100new.net/forum.php?mod=viewthread &tid=1539348](http://28okey.5.100new.net/forum.php?mod=viewthread&tid=1539348)

[http://92lz.com/forum.php?mod=viewthread &tid=198165](http://92lz.com/forum.php?mod=viewthread&tid=198165)

<http://forum.bakimlihayat.com/showthread.php?p=365878>

Anonymous (2013-04-27 16:10:17)

Excellent post but I was wanting to know if you could write a litte more on this subject? I'd be very thankful if you could elaborate a little bit further. Thank you!

Here is my webpage - passwords

Anonymous (2013-05-06 17:41:30)

Hey there, You've done a great job. I'll certainly digg it and personally suggest to my friends. I am sure they'll be benefited from this website.

Feel free to visit my web blog; dragonvale the game for free

Anonymous (2013-05-09 05:25:40)

What i don't understood is actually how you are now not really much more neatly-appreciated than you may be now. You're very intelligent. You know therefore significantly in terms of this topic, made me for my part believe it from numerous numerous

angles. Its like women and men are not interested until it is something to accomplish with Girl gaga! Your own stuffs excellent.

At all times deal with it up!

Here is my weblog ... Crack Passwords like a Boss With GPU-Based Cluster

Anonymous (2013-05-24 02:25:48)

<http://www.dolabuy.com/celine-bags.htm> celine handbags 2013 bushel pot narrow louis vuitton 2011 handbags 100 % authentic louis vuitton backpacks appreciate flash loui v hairdo hermes bags on ebay celine bags

Anonymous (2013-06-05 02:29:42)

Simply apply through each of our online application form, giving fundamental information you may facial area delicate events in looking for financial help LBA The Air Side was put into the NCC around 1952 while the Naval Side was purchasing in the year 1956

Anonymous (2013-06-07 18:10:55)

Wait, what's wrong with "light" olive oil? Light refers to color for olive oil, is there some heated processing to change its color or is it (my assumption) a natural variation issue?

Here is my blog post; healthy recipes cooking for fast weight loss

Anonymous (2013-06-08 04:32:18)

-People using bad credit record, like CCJs, financial obligation, defaults, and visits to remind you of the bills you needed to pay for Click HERE A payday loan is normally seen as a short-term resolution and the your details that can whether he ensuring secure daughter or son, wedding expenditures, shopping charges and so on and so on

Anonymous (2013-06-10 15:05:31)

Don't begin your spell - work until you know constrained the woodworking plane into a microscope slide. [url=<http://www.northshorecurrents.com/postreply.php?id=356>]Get More Information[/url] check this out She get-go reported that a man had accosted her and time-tested than 350,000 survivors of the Concluding quake are soundless living in tenuous collapsible shelter and tarpaulin camps close the majuscul. <http://www.z-sound.jp/cgi/bbs/upbbs.cgi>

Anonymous (2013-09-10 06:48:50)

shemail sex sex shemen free pron vidos.com trannysex shimale movie

Shemales from social networks

<http://shemaledating.sexblog.pw/?page=ella>

Anonymous (2013-09-10 19:11:20)

Girls not due to the fact that publication pics:

<http://weightloss.blognet.pw/?dolores>

Everyday updates

Anonymous (2013-09-15 08:59:01)

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[http://www.canada-china.org/modules/newbb/viewtopic.php?topic_id=70686 &post_id=85714 &order=0 &viewmode=flat &pid=0 &forum=1 #85714](http://www.canada-china.org/modules/newbb/viewtopic.php?topic_id=70686&post_id=85714&order=0&viewmode=flat&pid=0&forum=1#85714)

[http://www.teenlak.freevnn.com/forum/showthread.php?p=4349 &posted=1 #post4349](http://www.teenlak.freevnn.com/forum/showthread.php?p=4349&posted=1#post4349)

<http://www.museummagnet.com/blogs/hsalas/post/2013/04/New-Victory-Theatre>

—Free-Professional-Development-

Workshop-for-Teachers—Clow

http://catherine-bell-online.blog4ever.com/blog/forum_sujet-181845-160501-408002-bienvenue_sur_ce_forum_-0.html

<http://forum.sistemasembarcados.org/viewtopic.php?f=5&t=22887&p=92498#p92498>

Anonymous (2013-09-18 21:10:07)

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Anonymous (2013-09-18 23:43:27)

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7.2 February

Bought first DL-DVD Burner on Tuesday & it arrived. (2005-02-04 03:16)

The European Space Agency had success with Huygens which is a space probe that on Saturn's Moon, **Titan**. The Huygens space craft is equipped with a microphone. Hagens sends its signal to the Saturn's satellite, Cassini, which sends a signal to Earth's satellite. This is officially the ESA's 3rd spacecraft, yet its biggest project. The Huygens space

craft can photograph 20 meters of Titan's terrain. Titan is the only moon with an atmosphere. The Huygens space craft will be the only time in our lifetime that scientists will get to see Titan up close. It may unravel secrets of the Milky Way Galaxy. Saturn is a really cold planet so the climate is -200 degrees Celsius. Saturn was only discovered 4 centuries ago by Galileo Galilei (a famous astronomer).

ESA launched the **Mars Express** to Mars, and the **Smart1** to orbit the moon which are their previous successes. Huygens will transmit data to Saturn's first modern satellite, Cassini. Huygens-Cassini Spacecraft was the 3rd heaviest spacecraft (attached to a rocket) in history. During the Cassini journey, Cassini used it's largest of 3 antennas to shield its instruments from the Sun's gamma and ultra violet rays. ESA scientists will soon know if life existed on Titan...if ever. Titan has a thick atmosphere is rich in organic compounds. If life did exist on Titan,

that means aliens lived on Titan in this solar system 100 million years ago.



Today, I've just ordered a state-of-the-art speed dual-layer DVD burner that's twice as fast as the installed DVD burner now. For CDR burning it's 48X burning speed.

DVDR+ is 16X, DVDR- is 16x.

The dual-layer speed is 4X. Well, dual layer DL-DVDR+ are 150 % more expensive than DVDRs now. I have over 120 DVDRs to burn on because I got a 50 pack of them on Christmas day. It normally took me 4 minutes to burn a CDR, and 1 hr 15 minutes to burn a DVD. That time will soon be halved thanks reduced prices on new hardware.

When I looked on Tigerdirect.com, I saw that USB thumb drives have gone way down in price!

The truth is I've never bought one for 10 months and already TD sells 1 GB thumb sticks for \$80. Maybe I should wait 6 months a get a great deal on a 512 MB USB thumb stick? Yes, this is really great, but I chose to buy a DVD burner over a 1 GB USB thumb stick. A DVD stores 4.487 GB of data compared to 1.018 GB on flash memory.

Flash memory is used in many digital cameras, it's unmatched for lithium battery powered devices.

I've been being lazy for a long time - 5 days there about. It looks like I won't have to worry about that Technical Writing class since I'm acing it!

Tomorrow, I'll drive to school, and work out issues in the book.

I found a unity that can rip PS2 music or video off the disc. This is possible since PS2 file systems can be seen via PC DVD-ROM. **Cube Media Player 2** can do this by scanning the DVD and allow you to listen to it. If you have DivX or Xvid installed than there's an efficient way to compress the video the user ripped for storage on CD or DVD. Cube Media Player Homepage . I haven't got mine to work yet for whatever reason.

I have some fantastic news (can you sense the sarcasm?! My custom (Athlon XP 2600) PC's 120 GB Serial ATA HD went compooie. Before I had some bugs in the OS, and as a result the BIOS beeped at me during usage (which means the motherboard is giving CPU errors on my BIOS) so I try to boot Knoppix 3.6 LiveCD, and was able to burn some remaining Xvid movies from the hard drive onto CD-ROM. This event happened on February 01, 2004 before I installed the DVD +/- RW from my Dell PC into this computer's IDE bay. Now, I have reason to believe when I deleted the partition, therefore, the bios won't detect it.

Luckily, I have a secondary 40GB Serial-ATA hard drive to work with until I can do a low-level format to reconstruct the *master boot record* thus readying the hard drive for OS re-installation.

I am happy that Iraqis got to elect a president for their country. There was some corruption in Saddam Hussein's Dictatorship; now all they have to do is create a constriction and stable Democratic government that won't be corrupted.

Saddam was good at asking for money he never returned. We've fought a war for about 2 years there, and unlike most wars we've lost fewer American lives than any war except for Operation Desert Storm in 1991 which wasn't really a War as it was clearing our way through the desert clearing the way to Baghdad. Now, Iraq can start importing oil to us which is what the USA is looking for, because OPEC is not happy with George W. Bush's decision to reduce oil prices

for all Americans. The point of selling oil is to make a profit which OPEC wants more of. It's already \$2 a gallon of gas here in Wisconsin.

This is Ian signing off.

Networking PC Report : Final Version | No graphics (2005-02-06 06:59)

By Ian

January 30, 2005

Technical Writing

Microsoft Word 2003 Professional

Rev 1.1

Networking PCs

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Chapter 1: Creating Ethernet or LAN

A LAN stands for local area network and it's all about hooking many computers up to a network in a room. I haven't had experience with fiber-based Ethernet yet, so I am going to have to stay with ground based; wire called RJ45. Second, the category I'm using is CAT5e, which is 1000 Megabits bandwidth for the length of the cable. For cable longer than this there's a need for an Ethernet closet. For now, omit though we're hooking up straight-through cable from the PC to the switchboard (what is recommended these days) or Cat5 layer 1 hub according to the OSI model. Third, the person involved with networking all the computers together will need to gather all the supplies for it including an IEEE 802.3 switch board, a IEEE 802.3 router, two to four RJ-45 straight-through cables (100 meters recommended) Now, I'll first explain how to set up a network using a hub.

The hub is the most primitive gateway to networking because it's a layer 1 device. With technology progressing - few people use Cat5 hubs any more unlike 1990 thru 1999 - in other words they're an older technology. Be sure each computer has at least CAT4 network interface cards working properly. The NIC has a female port which the RJ-45 will fit into perfectly. Your hub will have 5 or 8 ports on it so plug-in the straight-through cable from the first port of the hub (left to right) to the PC's NIC card the user is working with.

If the user has a second PC, hook another RJ-45 from the PC to the Hub. Make sure it's a straight-through cable or it won't work. Plug in the opposite end to the 2nd port of the hub. If the reader has a 3rd PC then do the same to the way until all 5 or 8 ports of the hub are plugged in. Now, MS Windows has a funny way of trying to do everything for the computer user. Sometimes we'll need to step in and take control of it before it takes control of us.

Step 1: Control Panel from start menu

Step 2: Control Panel:

Step 3: Click on Network and Internet Connections.

Step 4: Check and see if the NIC is recognizing the network connection via router / hub connection.

Step 5: Next you can either change the (I)nternet (P)rotocol Address by going into Properties, Internet Protocol (TCP/IP) in the properties dialog box. I'll tell the user how to do this in the next chapter. On my computer there is an "X" on Local Area Connection since that NIC either doesn't have a driver or more likely aren't connected by a cable to an existing network. This problem is most likely to be solved by hooking a RJ-45 cable up to the NIC. As the user may realize - it's never a good idea to have two cables hooked up to one PC even if there is more than one network available. The reason is because an IEEE 802.3 switch board, and IEEE 802.3 router are better at solving this problem.

Routers are also known as intelligent hubs.

Step 6: The fifth step of this procedure is to use the New Connection Wizard to connect all the PCs to each other via star topology or extended Star topology. The 2nd dialog box of New Connection Wizard is seen below. The administrator wants to click on the Set up a home or small office network.

Step 7: Windows XP will automatically go into Network Setup Wizard. Click on Next twice. The 2nd dialog box only tells you what NIC cards are not connected. As the user can now see I checked Ignore disconnected network hardware. This is an example of my computer:

Step 8: Windows XP will ask you to "select a connection method". What this means is when the user's host PC is connected to the Internet you check the first option. Otherwise, the reader will check the other option for all other PCs. The third option is only there if the user doesn't want a network connection, but ignore that because nothing bad happens when the current computer isn't connected to ISP when set to "this computer connects to the Internet through another computer".

Step 9: Windows XP will go through more windows, but I'd ignore them until the 2nd to last dialog box asks you to prompt for installation CD. The administrator does not want to insert any CD in the CD/DVD-ROM drive. So click no on that.

Step 10: If you have done steps 1 through 8, then the user shall have a fully operational network. This procedure should be done with any type of ground cable including multi-mode fiber-optic cable. Since none of us are rich enough to afford multi-mode fiber-optic cable it shouldn't be a concern.

Chapter 2: Manually overriding IP Addresses

Step 1: To manually override IP addresses means giving the computer an IP address just for OFFLINE Local area networks. Only a couple numbers will be allowed, and the user shall use only use the "192.168.?.? way" because these bits are guaranteed to work if you have a working NIC. Shall we start? Good. The user will go back into Network connections window, and right click on the NIC connection as seen below to get to the properties dialog box.

Step 2: Once step 1 is completed and you're in the Properties dialog box, go over one tab into Internet Protocol TCP/IP Properties. The user will want to copy the 2nd picture exactly. The default gateway is the hosts PC's IP address. Your information comes from his/her PC since it's the Server. All LANs need a host PC or host server. All the other PCs are known as nodes or sometimes referred to as workstations in commercial situations. Remember, keep the Default Gateway the same for every node or the LAN will partially work or not work at all. Either way, it spells trouble when not done correctly. If this happens to the administrator than it's not very fun checking every computer again, and tying in the correct default gateway for each one.

Step 3: Once Step 2 is completed find your IP address by the command prompt by Start, Programs, Accessories, Command Prompt. Or you can do Start, Run. In the Run Prompt dialog box type in "Command" than press Enter.

Step 4: The fourth step is to type in "ipconfig" at the underscore in the command prompt. The NIC will give you the IP address of the existing computer node from the NIC card. If there isn't one assigned then the user has to assign it him/herself. If the reader's NIC works - he/she will have an IP address. If the coder doesn't have an IP address - replace the NIC card. I'll show the reader how to do that which I'll explain in the 3rd chapter. Let's say the PC NIC card works. We'll proceed to Step 5.

Step 5: Now type in "ping 192.168.1.2" into the command prompt, and you'll get a result similar to this if not

exactly due to the different administrator settings.

Chapter 3: Installing NIC Card

Step 1: Make sure the reader who so happens to also be a computer user has a screw driver, an electro-static discharge wrist band, and the power cable connected from the PC to the wall socket or power strip. A hardware installer must sure he/she is wearing shoes, has a T-shirt on with no extra clothing, and hands aren't wet so all of this. All of these precautions will I minimize electrostatic discharge on the motherboard. It is highly recommended for the installer to have an electrostatic wrist band. Finally, hook the wrist band end (should be a clip) to the power box fan. If the power box is not an option for any reason - hook the end piece to the grounding hole of a wall socket. All wrist bands should have two parts: a clip and an end which fits inside the grounding hole of a wall socket.

Step 2: Now, it is necessary to take out the filling metal plates and replace it with the NIC card.

Step 3: Next, snap the NIC card in place make sure it's good and tight. Finally, screw it down enough so you can unscrew it when there is a need too.

Step 4: Install the software from the CD or floppy which came with the PCI NIC card. Windows XP plug and play feature will probably identify any new NIC cards installed on a cold boot without a specific driver, so don't feel bad if reader in question can't find the CD. The same goes for IEEE 802.11B or IEEE 802.11G wireless PCI NIC cards because they'll install the same way as normal NIC cards. To guarantee a LAN turning out....do Chapter 1 Steps 1 - 8 over again.

Chapter 4: Creating an Old Fashioned Bus Topology

The point of Chapter 4 is that it's done exactly the way as Chapter 1 did with straight-through RJ-45 cable. Make sure there is a cross-over RJ-45 cable connected before you go to Step 1.

Step 1: Control Panel from start menu

Step 2: Control Panel:

Step 3: Click on Network and Internet Connections

Step 4: Check and see if the NIC is recognizing the network connection via router / hub connection.

Step 5: Next, the computer user can either change the IP Address by going into Properties, Internet Protocol (TCP/IP) in the properties dialog box. I'll tell the user how to do this in the next chapter. For example, on my computer there is an "X" on Local Area Connection, since that NIC either doesn't have a driver or more likely is not connected by a cable to an existing network. This problem is most likely to be solved by hooking a cross-over RJ-45 cable up to two NICs for two PCs. As the user may realize it's never a good idea to have two cables hooked up to one PC even if there is more than one network available. The reason is because an IEEE 802.3 switch board and IEEE 802.3 router are better at solving this problem as a Cisco standard.

Step 6: The fifth step of this procedure is to use the New Connection Wizard to connect all the PCs to each other via bus topology. The 2nd dialog box of New Connection Wizard is seen below. The computer user will want to click on the Set up a home or small office network option.

Step 7: Windows XP will automatically continue with Network Setup Wizard. Click on the Next button twice. The 2nd dialog box only tells you what NIC cards are not connected. As the user can now see, I checked Ignore disconnected network hardware. This is an example of my computer:

Step 8: Windows XP will ask the administrator to select a connection method. What this means is that when the administrator's host PC is connected to the Internet, the check the first option; otherwise, you check the other option for all other PCs. The third option is only there if the computer user doesn't want an Internet connection, but I'll ignore that because nothing bad happens when a computer isn't connected to the Internet once set to option 2.

Step 9: Windows XP will go through more windows, but I'd ignore those ones until the 2nd to last dialog box asks you to prompt for installation CD. You do not want to insert any CD in the CD/DVD-ROM drive. So click the No button on that one.

Step 10: If the user has done steps 1 through 8, then you shall have a fully operational network. This procedure shall be done with any type of ground cable, including multi-mode fiber-optic cable. Since none of us are rich enough to afford multi-mode fiber-optic cable, it shall not be a concern.

Chapter 5: Creating Straight-Through & Crossover Cable

- Cable to split
- RJ-45 connectors
- Cable splitter
- RJ-45 clammer
- Cat 5e/Cat 6 compatible wire tester

Introduction – This is for people who don't need excess cable. They can cut some existing RJ-45 cable they bought or maybe have a spindle of cable they can cut to length.

Step 1: Find some straight-through cable and cut approximately 10 feet of it.

Step 2: Strip the rubber jacket about a couple inches (just enough to fit in the connector piece) Do it for both ends. If the reader accidentally cuts off the cable all together, strip more off, which is why I'm giving the extra length of RJ-45 so mistakes can happen without throwing the whole piece away.

Step 3: Untwist the wires on the first end.

Straight-through RJ-45 from left to right:

Orange White,
Orange,
Green White,
Blue,
Blue White,
Green,
Brown White,
Brown

Crossover Cable

Green White,
Green,
Yellow White,
Blue,

Blue White,
Yellow,
Brown White,
Brown

Step 4: Slip each wire in the holes of the connector gently. If the wires get crunched try it again unless the wire won't work because it's no good. When this happens the user must strip more jacket off, and cut all the color coded wires evenly. Make sure the wires reach the end of the connector and are all even. The connectors are transparent.

Step 5: Once everything looks good clamp it down by fitting the end piece correctly in the RJ-45 clasper. The connector can only go in one way. Clamp it down all the way.

Step 6: Get a Cat 5e or Cat6 cable tester and usually all you need to do is connect the two ends of the cable to the two parts of the tester and press Test button. The user should get a lot of Oks or Passes. If there happens to be any Failures or Not Passes on the LCD screen than do all the steps in Chapter 5 over again until successful.

Installing ReAct OS on a thumb drive possible? (2005-02-06 07:02)

Today, I got React OS to work on my USB thumb drive. The idea dawned on me when I saw the "Drive H" or USB thumbstick on the monitor in Windows Installation when the OS was about to format a couple days ago when I attempted to install WinXP on my Athlon XP PC. So what I'm about to install on is only 128 MB, but that's plenty of space since React OS is less than 30 MB.

My particular PC has a dual boot partition so it probably couldn't find where NTFS was on the master boot record (location table on the hard drive). I uploaded FreeDOS onto my USB thumb drive. The next step was installing MS-DOS 6.22, but I didn't have the original floppies so I went the *FreeDOS* *open source* route by simply extract the contents of the FreeDOS zip archive to the thumb drive. Now, DOS is running on the USB thumb drive which can be activated by which device boots first from the BIOS menu.

I've downloaded the ReactOS 0.25 ISO image, and burnt it onto a CDR. Afterwards, boot the CD from the BIOS boot, and went through the instructions until it asked me to partition which drive, and picked my USB thumb drive to format on. It installed about 30 MB worth of OS on it.

The speed of the CD-ROM obviously increases the OS latency a lot, but this OS boots up very quickly. I've added small programs such as the new self-boot **Mozilla Firefox 1.0 Final**, Irfanview 3.95 and Winamp 2.95. Finally, Firefox loads in React OS whereas before it couldn't have. I could hear tunes because I added 1 MP3 file onto the thumb drive as well.

My second idea I had with React OS is my own experiment trying to combine ISO images. That is making a Data CD ISO image with all the files I want to run in React OS made with Nero 6, and combine that with the existing React OS LiveCD ISO image to make a new ISO image. Unfortunately, I don't know what program to download that'll combine both ISO images.... I only know it exists somewhere on the web. In theory it shall extend the LiveCD with a bunch of extra programs for React OS.

For some reason the WINE's development team and React's development team hadn't yet uploaded a deluxe version of their Live CD for download.

Anyways, I recommend someone who's combining ISOs to download a unity called **Daemon Tools** (a CD emulator) that can look at the file system of an ISO before I burn to a CD.

On Thursday, the electricians came, and they installed flood lights in the basement as well as CAT5e (1 Gbit RJ-45). I guess the differences between CAT5e and CAT6 is pretty insignificant otherwise I would have CAT6 in my room. If you're curious about the difference between the two, it's because CAT6 is standardized at 500 MHz instead of 300 MHz Cat5e. CAT7 RJ-45 STP will be up there around 600 MHz Gigabit Ethernet. Yep, and on top of that – my house will be wireless for satellite Internet which goes up to 1.5 Mbps. I suspect all the satellites are capable of 4 Mbps when the time comes. Only \$250 for installation costs: \$39 for 386 kbps; \$49 for 512 kbps; \$59 for 1 Mbps; \$69 for 1.5 Mbps, and probably \$79 for 2 Mbps.

On Friday, I drove to Toyriffic in River Falls, Wisconsin, and looked around for good deals on above average software. That's the point of going to Toyriffic.....having an idea what to look for. I wasn't there to buy any retro games. I saw Marvel vs. Capcom 2 for PS2 for \$50 on top of the shelf in the entrance. I've starred at it for a long while. 2D fans usually purchase these games either because they hate polygon driven videogames or they believe games have become too sophisticated for their own good. It's just a 2D fighting game though, probably is worth less than what the store sells it for too. The first thought that came to mind was it's a rip off deal, but when a game is priced that high, it's in demand. Well, I like 2D games, but not THAT much. So I look closely at each game for each title. I know what games I own for Xbox which helped me choose which ones I would buy. *Splinter Cell 2 - Pandora Tomorrow* looked really good, and so did *Metal Gear Solid 2 - Substance*. It's another excellent Xbox game made after a Tom Clancy thriller (book). My dad has the book you know. I made my final decision and I was out of there. Then I went to ShopKo and bought Suikoden IV. Suikoden III was very good, I've started playing about 5 hours, so I suspect Suikoden IV is also good, but not as good as Suikoden III.

I trust IGN though, Suikoden III earned a 9.5/10 and Suikoden IV earned a 7.9/10. Suikoden IV was reduced \$39 when I've bought it. Was it worth the purchase? I sure hope so because it is a 3D RPG which is my favorite genre or was at one time.

That's about 80 dollars I've spent on 3 games on Friday. The Splinter Cell 2 and MGS2 Xbox DVD cases look brand new which is good enough for me.



new games: Baldur's Gate Dark Alliance 2 (PS2), Suikoden IV (PS2), Splinter Cell 2 (XBOX), MGS2: Substance (Xbox), World of Warcraft (PC)

I've been playing Metroid via Metroid Prime by activating a code that'll bypass the GBA link cable connection. The cheat is activated by *R trigger + B* during the menu screen and Metroid will automatically boot off the disc. The emulator lets me use the joystick + directional pad. I got pass the wasps where the platforms are. I kept hitting the moving platform and got zapped! After 25 minutes of retries, I've gotten frustrated, and stopped playing once and for all. Afterwards, I've played Metroid Prime because I was sick of dieing in Metroid, and I couldn't find a way into the abandoned space pirate space station after that first room with the ejection pods. I've scanned everything with Samus's visor for 40 minutes without luck. A game faq would have solved this problem, but I've wanted to figure out how to get out of the room myself. It's my stubbornness.

I've updated my game list to version 1.23 on this site.

Saturday, I was continuing working on Chapter 4 of **Visual Basic .Net 2003 Standard** the non-pirated version.

This time the book is asking me to insert code into the graphical interface I've made. Some of the code has "Private btnCompute_Click" the name of a button or textbox. This is why it's difficult to insert code since the book is instructing me to name every object in the program, and one typo would create errors, and could prevent everything from compiling. Thank God, I've got pass Chapter 3. Chapter 3 was horrible which took me two weeks to get pass reading and understanding it. Well, I wasn't exactly working hard every day to finish chapter 3. That may be my fault. I've been on the gaming boards this week and today especially. My pleasure is conversation with other gamers about various topic including next generation consoles.

Later today, I am going to get out of this dungeon of a room, and expose myself more to the outside world by conversation. I like conversation if it's fair. Maybe I shall go to the local state park, and walk around and enjoy the scenery?

Perhaps play Frisbee Golf? The truth is I'm too lazy to do any of those! I haven't the slightest what shall happen today. These pass days I continue pondering about my college life and what videogames I shall pursue playing in my room. I'm thinking I've done enough pondering. The NFL Super Bowl XXXIX is on today too. I'll be glued to the TV for that event. Now, that's a huge event in America, watching the Super Bowl is like watching the FIFA World Cup in Europe. Seriously! I hope the New England Patriots win.

On Monday, I am driving over to WITC to get my custom PC back. It's a hard drive problem; the master boot record is gone. The BIOS detects the hard drive though which means there must be a possibility to run a low-level format on it. The other PC (650 MHz Athlon Thunderbird) I brought over (thinking the motherboards shot) just to make sure. The CPU fan is getting an adequate power supply for the motherboard being fried – that's for certain.

The Athlon XP PC may not be the fastest computer in my room, but it does do basic 2D-based applications very well. Yeah, it also has a Geforce 5600 FX in it so it can do recently released computer games if I wanted it too.

If I made a new friend I would try to play videogames with him/her. Yeah, but that's just me. I have a whole bunch of Game Informer Mags, and it would be nice if we could just chat about the reviews. A movie or pepperoni pizza would be fine. Any sort of multiplayer is preferred. Extensive game collecting would be appreciated. Remembering back to those endless nights of Diablo 2 online play on Battlenet USEAST, that's what I bought World of Warcraft for (to play on Battlenet USEAST again). I imagine an online account as a place to make new friends and well as new foes. If this is as good as Neverwinter Nights which had few legacy (modem) issues along with it, I would be happier than a lark. It's supposed to be better than Diablo 2 which is shocking because Diablo 2 was just right in terms of difficulty. I still need to get my hands on a credit card so I can pay the monthly fee. I wanted to do this with Final Fantasy XI a year ago. Yet see here, it's Final Fantasy...the top notch RPG franchise that won the world over from Playstation (and NES, SNES) to it's 3rd installment on PC. Well, most of the world.

I almost forgot about that game. Today, I was looking at the 140 page thick game manual that came with the box. The book gives a lengthy description of all the characters in the game as well as all the hints a noob like me can hope to grasp. Yeah, all I know about the game is from Internet reviews. I hear it's huge when playing on foot.

This is Ian Signing off.

Adding to existing 'compiled' CD images yourself (2005-02-10 09:59)

About 2 days ago, I finished building a new template for the personal page at Angelfire. This new page featured some better textures than before. I got the months between October 2004 to February 2005 ported to it as well as the previous photo gallery, game collection, design, and biography sections. My personal webpage doesn't get bigger than before, but more detailed most of the time. Hope everyone likes it.



Click on the image

To finish the topic about combining ISOs two entries ago, I found out that apparently I can extract the contents of any ISO image to a new folder using the well known compression program, WinRAR, and then repack the ISO with more files in Nero 6. Right now, I've collected a lot of mp3s so instead of wasting a whole CD on just **Damn Small Linux 0.9.3**, I'll cleverly use the extra 650 MB for extra music and pictures because I'm smart like that. Right now, I only have 280 MB of miscellaneous files to put on it.

As for React OS, I wonder if someone can extract all the contents of the LIVECD on a USB thumb drive from Windows, and the OS will boot up from the thumb drive thinking it's on CD. The problem is older BIOS have a hard time recognizing operating systems on USB thumb drives.

The past few days I wasn't gaming, but working on homework from college. I have to write a report suggesting a particular hardware-related device over another, and had some ideas including "Xbox vs. PS2", "Pentium 4 vs. Athlon 64", "Apple PowerPC vs. IBM PC", and "Geforce vs. Radeon". I haven't decided which one will make the best report.

I'll take this one topic at a time. IBM PCs are better than Apple Power PCs because PCs make for better gaming than PowerPC (excluding the fact that next generation consoles will support PowerPC hardware). There are more PC games on store shelves for PC than PowerPC. All my programs I need to use only run on MS Windows, and I would hate using Virtual PC to emulate Windows so I could run Windows applications. If only I could have all my programs stream off DVD under React OS LiveCD. React OS is not at a stable build where it is able to run every Windows application in existence.

The 2nd argument is how Pentium 4s are better than Athlon 64s. Intel processors are always more expensive, but those last longer in your PC than Athlons traditionally. Athlon 64s run hotter, therefore, AMD's CPUs don't last as long which might stop working after 3 years or 10 years. Who knows?

Historically, I've fried my CPUs before they get worn out. I had this happen to me before. Sometimes the PC shuts down immediately when the inside temperature gets above 72 degrees, or at least on mine it does.

The third argument would be Radeon 9200,9500, 9700, 9800 vs. Geforce 4 FX series. Both cards are very reliable, both do the exact same thing. What people should look for is the clock speed, texture bandwidth and amount of video RAM on the cards. Geforces are normally less expensive cards. I own both Radeon and Geforce cards. I get good frame rates from both my Radeon 9800 XT in my Dimension XPS and Geforce FX 5600 in my Athlon XP PC. Nvidia has brought out its Geforce 6600 GPU which is their answer to ATI's Radeon 9800 series. The only GPU card that failed was my Geforce 256 when my PC got struck by lightning in 2001.

I personally favor Radeon GPUs though.

About making friends, none yet came to my door step. I'll be getting my hair cut today maybe I can scrounge around for conversation. It's not icy or too cold outside so there'll be a lot of traffic from place to place. I might be getting another videogame today, but I'm stumped whether I want to save it for Xenosaga 2 or not. I am spending a lot of money on outdated hardware these days, aren't I?

New info on Next Generation Consoles! (2005-02-15 04:36)

Hello, it's me again. I've been busy with Visual Basic which is why I can't blog as much as I use too. I've completed a final draft of my video card paper for technical writing, one of the reasons why I haven't posted in 4 days. Will I ace that one as well? I found out that my friend Randy didn't alienate me. Yeah, he's loosing his friends too. I went to his house on Saturday and I tore the seal off with my fingernail (I have short fingernails), and opened my copies of Gradius V and Ace Combat 5. He hates 2D shooters like Gradius V. Randy used to be a big NES gamer when he was younger, and hasn't bought a console since PS2. He has games like Rage Racer, Legend of Zelda, Super Mario Bros, Metal Gear 2, TMNT III - Manhattan Project.

We've played that for 40 minutes, and he likes Winning Eleven Soccer 6 International the best. Randy must like the announcers because their Australian I bet. See, I tried to get him interested in other games, but he refused even the American football game I brought over. I won against him by a goalie shot at the Keeper shootout in the end.

We're not good enough to score a goal during the game. Randy and his girlfriend watch Adult Swim on Cartoon Network that night. I went home around midnight. It was fun. Most fun I had all week actually.

I didn't mind Gradius V, it's better than what I expected since I've played freeware equivalent of those games such as Ikaruga - Radiant Silvergun 2, and it's a change for the better. Quintessentially, both games are made by Treasure which is known for their 2D shooting games on Super Nintendo and Sega Genesis.

Lately, I've been playing LaserAge, which is a Space Invaders rip-off that got decent reviews and advanced to the 14th level.

I switched to **Hacker** (Tetris freeware game), and the background music is encoded in MP3, so it's not those simplistic midis. Sadly, the game only came with 1 techno song during the main game.



About 68 degrees, a comfortable work space.

I've found out that Nintendo Revolution changed its name to **Nintendo 21** meaning "two in one" or will play Gamecube discs too. The discs are still going to be 5 inch mini-discs, but are double-sided each side holds 5.9 GB! The Gamecube disc only holds 1.8 GB. It will hook up to the monitor, and be unrevealed at the Electronic Entertainment Expo. Sony confirmed the company will be unrevealing **Playstation 3** at the end of next month. Microsoft confirmed **Xbox 360 (formally Xenon)** will launch between October & November in the United States, Mexico, and Canada (before Japan and Europe).

Surprisingly, I may seem like I'm a hardcore gamer, but that was true a long time ago. See, I hardly played anything other than that time at my friend's house.

Earlier today I've grabbed my old PC and put it in my room left of my Dell. It's running Redhat 9.1 Workstation. It was where my old TV is 3 months ago. Now, it servers as my parent's Internet desktop. I might have to bring it take it back, but doesn't it look cool with 3 computers in my room? I took a couple pictures and combined them seen below.

Tune in next time.

Hydrallus (2005-02-19 18:07:00)

Nice blog Ian. I am from Roberts Wisconsin as well, my name is Matt. Here is my blog: <http://www.livejournal.com/users/hydrallus/>

WiMAX (802.16E) and next generation "wireless" consoles update (2005-02-18 11:18)

A virus found and asked me to close **Anti-Vir** so it could flood my PC with more viruses without detection. So if you see a screen like this doesn't ever close it. It's the virus lying to you! The most you can do is drag it under the start bar. Your antivirus didn't crash like the dialog box is telling you.



This is the virus lying to you! Don't do what it says or it'll download more viruses and make matters worse. And whatever you do...don't close this window

It looks like the Xbox 360 will be backwards compatible with Xbox games. Microsoft is manufacturing a HD-DVD in it (which almost doubles the space of DL-DVD). What is also known about it is Microsoft is making a wireless or Bluetooth game controller that looks similar to "Xbox Controller S", but losing the black & white buttons, therefore, better designed. The Xbox 360 is coming out at the end of this year, and will have both a 256 MB of RAM & 256-bit video card. The tri-core CPU will be clocking at 3.5 GHz. The console will be IEEE 802.11B wireless. Xbox 360 will not have an internal hard drive, however the other version called Xbox 360 HD will.

The PS3's main processor will be over 4 GHz and 64-bit meaning it can do more calculations than any high end PC. The brand name of this processor is the IBM Cell. The console will have a PS2 like design, but smaller. It will support a blu-ray drive which will play blu-ray movies, and support games on CD, DVD, DL-DVD and BD. The controllers will look like the dual shock 2. The memory cards will look like PS2 memory cards, but hold more. The internal hard drive is not confirmed yet.



CELL: Yes a super computer on a chip

The Nintendo Revolution (also called the Nintendo 2 in 1) is coming out next year, and is the most shy to the digital press fearing that its ideas will be stolen by Sony and Microsoft. So far the online community knows that Revolution will be backwards compatible with Gamecube,

has a Bluetooth “rubbing” grip handle and button able wireless gyroscope controller I call the **Nintendo Gyro-Wavebird**, and still support mini-discs (which formally has been called GOD or generic optimal disc) researched entirely by Panasonic. The latest news confirms that Revolution will be a wireless console using IEEE 802.11b technology which means it can connect to Dual Screen or another Revolution wirelessly. The wireless range is good enough for a couple rooms away (same range as NDS). The Revolution will have a decent graphics card made by ATI Technologies in Canada, but could be the least powerful console of the three next generation consoles. The CPU is not made by IBM this time around so NEC will take over. Revolution will hook up to any LCD TV or monitor with a double ended Super VGA cable.

There is something coming out called **WiMAX** which simple name for IEEE 802.16D and 802.16E. It's basically a *wireless Metropolitan Area Network* that'll appear around July in some parts of the world including Wisconsin. Basically the ISP puts up a huge broadcast antenna which can broadcast Internet packet-based Ethernet to a group of 30 or less people depending on each user's subscribed through-put. It's the least expensive wireless broadband Internet capable of 2 Megabits for each subscriber.

The range is approximately 25 miles away from the source, and all the user has to do is put up an antenna similar to a UHF antenna, but much smaller. The technology is “Doppler resistant” and most likely being available for cities and towns a like. For this technology to have a longer distance there is a need for a repeater broadcast tower to enhance the signal. WiMAX greatest asset is avoiding the phone company's problem of fixing ground cable if it's cut. Most people can install the antenna themselves because it mounts on the inside of a garage or by a window for example. The antenna is 802.11B compatible which means there are no cables involved from the antenna to your PC or PowerPC. WiMAX is also known as “radio internet.”



New games: Xenosaga 2, Paper Mario 2, Metroid Zero Mission, Winning Eleven 8, XGRA, Street Fighter

On Tuesday, I bought a new Playstation 2 or “PStwo” instead of a PSP. My reason is I have 67 PS2 games in my collection so instead of not having a console to play it on – now I have two. I have bought a SCH31001 PS2 (NTSC v1.1) meaning it's from the 2nd set which made it off the assembly line in early 2001. Anyways, I gathered the 150 dollars needed to buy it and \$50 more needed to pay for Xenosaga Episode 2 – Beyond Good and Evil. I liked Xenosaga Episode 1, and I'll play Episode 2 one of these days. It could be in my next entry or might not.

After I got back from Toyriific and Target, I went to ShopKo in a different town in the same day. I don't ever do that since it's too time consuming. I was in Target and was looking around (the crazy part is I owned all the good games on the shelf) so I bought **Street Fighter Anniversary Collection**. The game comes with all the Street Fighter 2s ever made and **Street Fighter 3 Third Strike** (previously only for Sega Dreamcast) You know I own the Guilty Gear games so that made me want to buy more 2D fighting games. This game has been out for a while, and got to \$29.99; 10 dollars less than last time I saw it over at Gamestop. Some people agree that Street Fighter is the greatest 2D fighter in existence. Me, I don't know yet. I have to experience the game more. I wasn't into those games until 2003. The other game I bought at Toyriific for \$20 (with tax) was **Metroid – Zero Mission** (a 32-bit remake of the 8-bit Metroid.) Two weeks ago, I played Metroid via Metroid Prime so I'll beat this version.

I've never made it far in Metroid, and was killed by jumping into the electric platforms 10 minutes in the game.

I felt I needed to buy a Mario game so I have bought **Paper Mario 2 – The Thousand Year Door**, plus the front of the case said “Best Seller” on it, and thought maybe Paper Mario is worth a try. I know what you're thinking; Paper Mario

is a kid's game. It's hard to find a game you really want these days. Well, there is **Gran Turismo 4** coming out on the 22nd, and **Devil May Cry 3** coming out March 1st. I own the first installment in the series by the way.

Today is Saturday and I was on Carthaton Electronica for a good session of the morning. I played Street Fighter Third Strike on PS2 via Street Fighter Anniversary Collection very early in the morning. It was good fun! Randy would love this game! It's better than Guilty Gear X2: Reloaded for Xbox. It's strange because I own the other two Guilty Gears (I haven't gotten to those two yet). And yes I worked more on the book in Visual Basic. Hyper Street Fighter II is a clean fighter with none of that *all show no fight* game play direction most 3D fighters play like these days and it started with Soul Caliber on Dreamcast.

I can do all my school work electronically so I have the assignment listed on a webpage on the Internet, and I'm suppose to do 3 or 4 steps in each assignment. WITC even has a forum I'm suppose to anticipate in where I suppose to post one assignment. I'm starting to know read how loops are possible.

About 8:20 AM I hauled in wood from outside near our basement door so that there would be wood stacked inside. I volunteered to make my dad happier, and it only took my dad and me 10 minutes to fill the wood box up. Wood is free where we live so it does best in the fireplace! Randy just woke up when I called him afterwards, and I told him I got Street Fighter Anniversary Collection because he likes Street Fighter games a lot. He wants to buy and play **Gran Turismo 4** because he loves cars so I told him to meet me at Wal-Mart at mid-night on the 22nd.

It's going to have rally racing in it and I really like rally (FRA).

Game to add too list:

-
- Metroid – Zero Mission
-
- Extreme G Racing Association
-
- Winning Eleven 8 (Pro Evolution Football 4 in Europe)
-
- Paper Mario 2
-
- Street Fighter Anniversary Collection

Picked up some new games | looking though baseball card collection (2005-02-24 07:28)

Hey, did you know I was a baseball card collector before I got my first videogame? Astonishing isn't it? I had a quick look at my 4 books full of cards ranging from Upper Deck to Topps. Baseball cards aren't worth anything now-a-days. They're worth less than old videogames though. From my point of view baseball cards are colored cardboard that isn't worth anything unless you sell them. I'm not going to sell my cards, but maybe hand them down instead. I was going to have a complete list of every baseball card online, but after typing every player in MS Word for three pages front and back I got tired of it and stopped. I know that I own have a few full baseball card sets. Half the collection I have is the more expensive Upper Deck kind.

Upper Deck is the most expensive baseball brand and was that way for 15 years. My cousin had a baseball card collection too, but his is only half of mine. He has 2 books and I have 4 books plus a sealed package of 1996 Upper Deck MLB cards. All together I probably get \$150 – I don't know. I do know I was collecting cards from 1990 - 1996 so

that's 6 years. The cards were in the book the entire time; however, I can not prove that they were out of the book. Actually, I could sell all four books for at least \$150, but I won't because I have no need too.

X

I've installed my new hard drive in my computer today. The WinXP installation CD only could partition 133 GB of the 200 GB on the disc so I used Partition Magic 8 on it and it remade the master boot record so Windows could partition up to 187 GB and the hard drive properties dialog box thinks 60 GB used when my PC first booted up! That's confusing. Now, I only have 125 GB to work with. I reserved 8.5 GB for a Linux partition by using Partition Magic 8. One possibility is the partition zero filled 60 GB of the hard drive!

When I let Windows partition the hard drive, it partitioned the whole hard drive, but filled 32 % with 0000000000.

X

I looked on the Gamerankings.com and saw that Sega's upcoming 2D RPG; "Shining Tears" scored a 66 % average. Yow! So instead of doing Shining Force now, I'm going to purchase **Ys VI - The Ark of Napishtim** that got a 77 % average rating. It's much like the old SNES role playing games, so it would most likely be bought by nostalgic gamers. There is one at Toyriffic that was talking about how he wants to own all the Japanese RPGs, and other rare videogames. I am not that nostalgic as him I am sure. They're pricing Atari 2600 for \$90! Sure, the store has good deals on current generation games, but I wouldn't pay that much for old games even if it's in high demand by collectors. Some of those games if the manuals are in good shape (like my N64 games), they'll charge a ton of money of them.

So at 2:40 PM yesterday I went to get **Gran Turismo 4** for \$50 so I have that now. Then I went to the Toyriffic to pick up a Ys IV because I didn't see it at Target. I don't know if it was a rip off or not, but I bought **Castlevania - Harmony of Dissonance** for \$40 same price as Ys. I liked Castlevania - Circle of Moon somewhat well so I bought the sequel. Circle of the Moon was my first Castlevania game. Harmony of Dissonance is my fourth Castlevania. I was thinking of getting Super Castlevania IV for Super NES, but I wasn't too sure about it. It's an old game and there are games I want for current generation. Although being able to own one of the most popular Super Nintendo games of all time in itself makes me want to own it someday. This game has Simon in it too. He's been in 4 Castlevania games: Castlevania, Castlevania 2 - Simon's Quest, Castlevania 3 - Dracula X, and Super Castlevania IV.

X

At home I got mad about not having friends admitting that they all alienated me. I remember in Calvin Academy I left there all those students were listening to rock music and I knew I didn't like that stuff (until later when I started to listen to the heavy metal more often) so it took a long time to get to know some of those students. Then I left there in 10th grade and the point is I feel that everyone alienates me.

But that's a long time ago. Thinking of the past is not good. I also got a pack of 15 DVDR spindle for \$11. I use them for data only unless I was going to make copies of DVDs, I don't use them. For example for the last month it took me one month to fill up a CD with mp3s and programs. After a while I felt better about being in my room all day playing my games or doing homework.

Actually, there were some high school students that were going to play paint ball and they were in high school. I didn't know why there were 4 cars parked by my house that's why I was curious about it. The group left apparently.

Last night I played **Castlevania - Harmony of Dissonance** on the Game Boy player. You take the role of the grandson of Castlevania IV's Simon Belmont, Juste Belmont. The guy looks dead because he's as white as a ghost! Vampires are usually pale white which makes me think he was a vampire at one time. Ever seen the movie Blade? Sort of like Blade himself. This is my second 2D Castlevania since Circle of the Moon. So it plays like Circle of the Moon for the most part. I'm not too sure about the music, but the game play is there, and the game's graphics even looks like Castlevania. IGN said the game play was outstanding and I agree with them a little bit otherwise I wouldn't have purchased it. It was fun. The guy had the game beat and the boss was saved in one of the spots so I'll just keep it that way. I have seen the end of Harmony of Dissonance. Apparently, Juste's girlfriend got all the blood sucked out of her by the boss

vampire, and Juste wants her to live again. I mean all that time he was trying to save the girl. I tried to beat the boss at the end and he kicked my ass the first time out of two tries and both times he hit me with his lace time and time again until I die. It took me 2 minutes to die, because ill-prepared and ill-skilled. His health gage was 10 % depleted when I died. Like any final boss he's hard. Apparently I can't cheat neither because there are no codes for Harmony of Dissonance. It has a lot of color use. Looks like twice as much as Super Castlevania IV. On gamerankings.com HoD got an average of 87 %, but IGN (my most trusted review site) gave it a 92 % and that's good for a Gameboy Advance game. The graphics were a 9.0 for a GBA game.

I'm thinking I'll be buying the videogame called **Mercenaries** tomorrow. Mercenaries is developed by Pandemic Studios, the same developer which made Full Spectrum Warrior for PC and Xbox. You play a Mercenary who gets paid and an arsenal of high tech weaponry to go to North Korea and doing some US SEAL's missions except the US is paying mercenaries the cash instead of soldiers. I don't think there are game retries; it'll revert back to the last saved game. These ex-marines get the job done for money. They only hope to get rich by doing private missions, in this case killing General Song of the North Korean Militia. In the game, there is a lot of blowing up stuff sort of like it was in Far Cry. This game got 9.1 out of 10 with all 9s with IGN's review. Gamespy gave Mercenaries a 100 % or highest possible score

Games to add to list:

-

Castlevania - Harmony of Dissonance

- .

Mercenaries

wood working bench plan (2005-10-24 08:08:00)

Hi Ian's Smashing Good Blog Site, you have a fantastic blog. Keep it up. I was just out blog surfing for detailed info on wood working for kids when I found your page. Your Picked up some new games | looking though baseball card collection is a little off base, but I am certainly glad I stopped by. If you wouldn't mind, I'd would like to post your link on my "favorites" page for future reading and reference. Should you ever need information on wood working for kids then drop by and check it out.

Linux Unix (2005-10-24 11:01:00)

For more in formation about collection agency new york, check out the collection agency new york blog.

customer gift basket (2005-10-28 05:46:00)

Hi Ian's Smashing Good Blog Site, your blog is creative. Wow! As I was out blog surfing for detailed info on cat gift basket I found you rpage. Obviously I ended up a little off base, but I am certainly glad I did. If you would not mind, I would like to post your link to my "favorites" page to come back and read again sometime. Should you ever need it, there's lots of information on this site about cat gift basket.

wood working dust collector (2005-10-29 23:04:00)

Hi Ian's Smashing Good Blog Site, your blog is informative. While out blog surfing today for specific info on beginner wood working projects, I ended up on your page. Your Picked up some new games | looking though baseball card collection shows that I ended up a little off base, but I am certainly glad I stopped by. I will bookmark your site for a future read, and should you ever need it, there is plenty of information on this site about beginner wood working projects.

Roberto Iza Valdes (2005-11-04 01:16:00)

This comment has been removed by the author.

xbox 360 game systems (2005-11-19 18:22:00)

What I hate about the whole change in video games Ian's Smashing Good Blog Site is the controllers.

Why does ever game now make me use the 2 joy sticks to move a person within the game.I just want to add my 2 cent to your blog Picked up some new games | looking though baseball card collection. Anyway take care also visit my site .Time to game on !!!

War Collector Cards (2005-11-25 06:57:00)

This blog Picked up some new games | looking though baseball card collection is a great place for Trading Cards. Thanks Ian's Smashing Good Blog Site.

Operation Overlord (2005-11-25 07:05:00)

This blog Picked up some new games | looking though baseball card collection is a great place for WW2 History. Thanks Ian's Smashing Good Blog Site.

free wood working (2005-12-07 14:47:00)

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carousel horse (2005-12-09 10:26:00)

Ian's Smashing Good Blog Site GREAT title Picked up some new games | looking though baseball card collection. I am actually looking for horse breeds related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other horse breeds related blogs. Thank you.

carousel horse (2005-12-10 02:02:00)

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carousel horse (2005-12-10 12:11:00)

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wood working idea (2005-12-14 18:54:00)

Hi there Ian's Smashing Good Blog Site, a real useful blog. Can you believe it? When blog surfing for detailed info on furniture wood working plan I ended up on your page. Obviously your site is not exactly what I was searching for, but your site caught my interest. Just wanted to drop a quick note to comment your blog...now to move on and continue my search for furniture wood working plan. Should the need ever arise where you need information on furniture wood working plan then drop by for a look.

download psp emulator (2006-01-04 12:04:00)

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psp game download (2006-01-09 19:58:00)

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download free manager media psp (2006-01-16 04:07:00)

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what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download psp emulator related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

Anonymous (2013-02-10 03:31:55)

I like the valuable information you provide in your articles.

I'll bookmark your weblog and check again here frequently. I'm quite sure I will learn lots of new stuff right here! Best of luck for the next!

Also visit my website : **adoption Agency california**

Anonymous (2013-02-10 22:57:14)

Hey! Do you know if they make any plugins to safeguard against hackers?

I'm kinda paranoid about losing everything I've worked hard on.

Any recommendations?

my website - <http://2web.ma/index.php?do=/profile-4636/info>

Anonymous (2013-02-22 21:45:44)

I am not sure where you're getting your information, but good topic. I needs to spend some time learning much more or understanding more. Thanks for great information I was looking for this information for my mission.

Also visit my web blog :: <http://jkleinpells.blogspot.co.uk/2007/04/act-registration.html>

Anonymous (2013-05-18 08:29:17)

This text is invaluable. Where can I find out more?

Also visit my page :: [z code system reviews](#)

Anonymous (2013-05-27 01:00:00)

I think the admin of this web page is really working hard in favor of

his web site, for the reason that here every information is quality based data.

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Anonymous (2013-09-12 05:16:41)

All this ways are proved powerful, what you need to do is holding on faithfully.

Check out my blog glasses for glasses

Anonymous (2013-09-13 22:25:43)

inteligator - - is the

name of the service which will support you in this journey.

Anonymous (2013-09-21 01:09:59)

Youngsters's glasses come with a protective case, glasses cleaner and soft cloth.

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oakleyses (2014-10-23 18:28:34)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley

sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:34)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:27)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

7.3 March

Maxthon is my favorite IE Clone! (2005-03-01 14:40)

The Internet is really dependant on web browsers these days , and I say why trust your browser usage with a 4 year old browser open to viruses and Trojan Horses (also viruses). These viruses can easily download themselves from an unused computer , and usually the user cannot delete these viruses with a simple press of the delete key. I think this freeware alternative called Maxthon is a stable alterative. It's the most popular at Downloads.com. The advantages of this browser is it turns IE6 into a tabbed browser with popup blocker, custom skin plug-in, search engine textbox, ability to download swf (Macromedia Flash) files to the hard drive once thought impossible with Internet Explorer 6. The browser shows your IP address on the bottom right of the application too.

For diehard Netscape users I recommend **Mozilla Firefox 1.0 Final**, Mozilla's next generation tabbed browser. It is very stable, never crashes, takes care of 95 % of popups, and runs on minimal system resources reducing the change that your computer will crash.

However, the

Problem with this browser is you have to download Quicktime, Suns java, macromedia flash to it separately. That's not a big problem for broadband users because it has a wizard /auto download for these plugins, but modem users would be bothered by the download times. Even without the plugins you don't need them for most sites. Mozilla Firefox is more stable than the latest Mozilla release. One big thing that Mozilla Firefox is

that

it gets full support by any Linux. It's Gnome's desktop internet browser of choice. There is also **Konqueror**, KDE's primary Internet Browser. If Linux's primary internet browser is Mozilla than you can trust the Mozilla Foundation to bring out a quality internet browser. Netscape used the Mozilla source code for it's 5x and 6x versions, but Netscape

released 7.0 when Mozilla Foundation became independent from AOL/Netscape. Netscape 7x is still free, but Mozilla is a better browser of the two.

I hear it's true that Netscape uses Mozilla's free source code in their most recent web browser, so basically Netscape 7.2 is a replica of Mozilla 1.6.

We'll never know because Netscape 7.2 isn't open source.

Both browsers allow you to download java with the browser.

It's hard to make a recommendation, since they're both very popular downloads and both are on my computer. I prefer Firefox unless it's absolutely necessary that I use Microsoft Internet Explorer. If that's the case, I use Maxthon.

For loading times both applications load instantly because I have 2 GB of RAM, so I never have multitasking issues with 2D applications...ever. My guess on slower machines less than 1 GHz, Firefox will load a tiny bit faster than Maxthon. It's not a big issue because both applications load almost as fast as Internet Explorer. It also depends on how much your hard drive is filled up.

For those computers with only 20 % free space on their hard drive, multitasking and loading times will decrease by a couple seconds.

I saw Tekken 5 on the Internet yesterday, and it came out 3 days ago according to IGN. The latest Tekken game is suppose to rival Virtual Fighter 4 Evolution's graphics because IGN rated the graphics a 9.5 out of 10 meaning Namco pretty much exercised the Playstation 2's hardware to the limit. The game play exceeds Tekken 4 in quality. I hear the DVD has Tekken, Tekken 2, and Tekken 3 as freebies a long with it. So you're getting four games in one package. Four times the fun...as soon as I own this game. See, I was planning to spend my money on Devil May Cry 3 except that now I found out that the American version of normal plays as if it was the Japan's hard setting, I might wait a couple weeks until I pick this one up because I don't want to pick up a game that I do so badly it's not playable by me I mean.

Then for some odd reason I got into Puff Daddy - I'll be missing you. Yeah, I know it's R &B, but you know...nobody can hear me anyways...my parents weren't home last night.

I brought over 13 videogames over to his house. After we took turns at Grand Theft Auto San Andreas. We raced Dodge RAM vs. Toyota Lightning on the dirt courses and he won in Gran Turismo 4. Then we raced muscle cars in New York and one other city course. We played Street Fighter III Third Strike. I beat him 3 times and he beat me once.

When I was playing Mega Man 3 we planned to go into the city to Best Buy to look around. I am mostly a software person so I like the PS2 section and PC section and he and his girlfriend looked at the surround sound speakers and audio players for cars. I really didn't care because we also went to the Game Stop nearby. I didn't see Ys VI because it was sold out so I left there not buying any videogame at all. I went to Game Crazy (in Hollywood Video) for the first time. Game Crazy didn't have it either. The room was basically very cramped. The person there looked like he was from the ghetto or something.

Last night I've been listening to music including Jewel - Hands, Allman Brothers - Jessica, Kansas - Dust in the Wind, Carry On My Wayward Son, Rolling Stone - Satisfaction, Ruby Tuesday, Symphony of the Devil, and listening to trance later in the morning too. I like the DJ Micro - Supernova, Binary Finary - 1999, above and beyond - far from in love, airbase - emotion, runaway, PPK Resurrection, a couple John Digweed/Sasha songs, ATB - Lost in Love, etc.

Which brings me to today. Simply, I have only been on the message boards all day because that's the only thing a man can do when he's broke? Also have been doing a little work in Visual Basic assignments made it to chapter 6. It was hard, but I'm doing it. I may not need a tutor after all!

This is Ian signing off!

Anonymous (2013-09-11 18:00:23)

Hey there are using Wordpress for your blog platform?

I'm new to the blog world but I'm trying to get started and create my own.

Do you need any coding knowledge to
make your own blog? Any help would be
really appreciated!
Also visit my web-site:
dry ice blasting houston

Invitation to Gmail & couple more games (2005-03-06 08:14)

Welcome to my humble blog and I've been here a good year in which all of you shall recognize this URL by now. On Thursday, I bought 3 expensive games. Yeah, the ones I wanted. I only opened one though by Sunday. I'll start by saying I was looking towards buying a videogame I thought only purchasable at Game Stop. I called ahead for this game. IGN and Gamespy actually made me want the game. Like most things, these sites get me excited about many games I'd eventually buy. Game Stop was out of stock which always means it's a best seller.

This specialist store is also 27 miles away from my house. As lazy as I am, I try to get everything east of the St. Croix River!

I drove to River Falls ShopKo about Noon. I wish I hadn't driven to River Falls because ShopKo stocked neither Tekken 5 nor Ys - Ark of Napishtim. It took me 10 minutes to get out of ShopKo because I was pondering on which games are good from the 50+ selection. I drove 15 miles away to Target where I found Tekken 5 on the store shelf. I also was reading Devil May Cry 3 review off IGN thinking that this is a good purchase. I've paid Tekken 5 with cash and DMC3 with a check totaling \$108. I've always liked to chat with Toyriffic people when I'm there, so I went there thinking I'd get a cheap game under \$20. I was lucky I went there when 1 copy of this particular game Game Stop sold out of was there. That now makes 71 PS2 videogames. This game was important because I like buying cosmetic RPGs, and is suppose to be better than Shining Tears by 10 points.

When I got home that day and was playing **Tekken 5** for the next 3 hours. Actually, one of those hours I was playing Tekken 3 which was a bonus with Tekken 5. As you all know Tekken 3 was critically the best Playstation Tekken and the arcade version was high resolution which is what this is. I am surprised how fewer combos increased so much strategy with all the Tekkens including Tekken 5. I am use to playing games like Dead or Alive which is clearly different. Easy difficulty was like Normal and Normal was like Hard to me.

I've looked on Gameranking.com and saw the game got 9.2 out of 10 on average based on 10 review sites. IGN gave Tekken 5 a 10/10 in the graphics department.

The other two games are still on my shelf. I guess I've looked on the back a couple times to see what the graphics were like. Tekken 5 is my 3rd favorite fighting game next to Soul Caliber or Virtua Fighter 4 Evolution. The same day, I've had **Marvel vs. Capcom 2** in my Dreamcast so I was playing that. My Dreamcast controller has seen better days (I've had it for 5 years) and both triggers stick on two controllers. Sega controllers are cheap so after they get dirt in them, something stops functioning. I play rough with all analog sticks in any controller. MvsC2 only used 4 buttons and the D-pad although I am more comfortable with the analog stick since the character's traction increases. The game was fun when my hands were responsive and agile before they slowed down and my winning streak stopped suddenly, and the game got less fun. I had the most luck winning matches with Spiderman, Doctor Victor Von Doom, and Wolverine. I am pretty sure Dr. Doom is a FANTASTIC FOUR villain. (I cheated and looked on Google). If Dr. Doom is here where are the Flame, Invisible Girl, Ben and Liquid Man? Before, I tried Cyclopes, Captain America, and Ryo, but failed to get to the 2nd round. Mega Man isn't an option like he was in the prequel! I'm pissed off now; I wanted to play Mega Man badly. MvsC2 is a button masher. It's very fast, and the music I like. It's jazz and old school R & B mixed as background music for each stage and plays like Guilty Gear.

I was playing that for another hour.



New games: Ys 6, Tekken 5, Devil May Cry 3, Star Wars - Knights of the Old Republic

I've been listening to more trance today like usual with my earphones. Also have been talking on Carthartan Electronica, the treads on this British site are getting dried up because it's the slow transition between current generation and next generation and there isn't enough to talk about. I've been doing quick subjects like "How many games do you buy a month", "Favorite Mario game", "Most informative gaming site", "Favorite MP3 (software) player", and those posts haven't done very well. Maybe 30 - 40 hits at the most.

Oh yeah, I got my new Gmail account at renegadeviking@gmail.com. I don't know what I'll use it for though. 1000 MB is a lot of space, and I'm use to - 1 MB emails. I've got an invitation by Admin of Carthartan Electronica!

Yesterday, I was playing a videogame called **Castlevania - Circle of the Moon**. It's hard because I get knocked back by the electricity from the skeleton mages. Then there are gargoyles who throw spears at Nathan (hero of Circle of the Moon), and my timing is off. Which is rubbish as the British would say. My timing got better an hour later. Love the music though. It's classic videogame track music. Midi at it's finest....Konami (developer) certainly knows their music. Circle of the Moon is a classical orchestrated inspired Castlevania. I'm about 18.5 % completed with the game. The most I've completed in this game

Today, I am relaxing in my office chair, looking at the boards because I see it as fun drinking 2 Coke cans already today and it's only 6 AM CST! Oh yeah, I've ate a half bag of chocolate covered M & Ms. Not a bit tired neither. I've played Circle of the Moon since 3AM. Then I was writing this entry since 4:30 AM CST.

Right now, I am trying to save up for a Playstation Portable or a 3rd MP3 player called the Archos Gmini. I can't do both. Both cost about \$250. I would buy the PSP if it was less than \$200 because I'm into games and it's not a horrible decision either. In other words, I really want a Playstation Pocket! No, I'm not getting Metal Gear Acid. Metal Gear Acid takes place in 2025. Konami added a card function to it. The one whom deals the best card gets the best damage. The enemy can deal a better card and get your better card. I might own Tales of Eternia and Tales of Phantasia, both Namco RPGs. My first game shall be Wipeout Pure for sure.

I don't remember the last time I've used my Dual Screen. It stands to reason because I only have one game for it. I've hardly use my mp3 players (iPod, Jukebox) on the go so the reader must see why it's be difficult decision. Yes, I know.... why would I sacrifice food, water, clothes, and housing? You see the exception is I'm getting those free; otherwise, I wouldn't be so motivated getting so much software that looses its value immediately. The value isn't concerning me; it's the technology changing so rapidly in these transition years. I'll keep collecting videogames as long as my income allows me too because it's my choice and all that good decision stuff. It can't be any worse than collecting movies on DVD!

[Extension to original entry]

On March 8th, I went to Toyriffic in search of an authentic Sega Nomad, but the whole set cost \$100. A Nomad is a portable Genesis with bad battery life. I was sure the store didn't want me to know that though. I was going to get Deus Ex 2 The Invisible War, but then I saw Knights of the Old Republic setting their on the counter for 17 dollars so I've asked them if I could purchase it for 18 dollars and the kid there agreed so now I own that game for Xbox as well as PC. It's too bad I couldn't bust open the door in one of the ghetto apartments in the beginning where the drug lord is hiding who pleads for his life saying the bounty hunter is after him. Killing him would decrease crime in the entire game and make your mission easier. I've learned of this after reading a game faq. Can't wait to play it!

Game to add to list:

-

Ys - Ark of Napishtim

-

Tekken 5

-

Knights of the Old Republic

-

Devil May Cry 3

Bye.

To be Wild Blue user! | Saved up \$140 toward purchase of Playstation Portable (2005-03-11 03:37)

Only 2 months until my place gets Wild Blue! Wild Blue is a state-of-the-art two-way satellite service supporting up to 2 mbps downlink costing 70 dollars whereas it'd be a lot more money with DirecWay. We're getting either 1 Mbps or 1.5 Mbps service plan. Wild Blue is bringing the price down further than previously thought possible. Two way satellites use IPv4 Multicasting.

The Satellite



The Modem



Benefits of Multicasting:

-

Multicasting can dramatically reduce network traffic by sending a single copy of the data.

-

Hosts can be configured for multicasting without hardware upgrades.

-

Because newer routers already support multicast forwarding and multicast routing protocols, enabling multicasting on a network is practical and cost-effective.

Multicasting is useful for many types of one-to-many applications, such as the following:

-

Multimedia, such as video conferencing and collaborative computing.

-

Automatic discovery of resources in an internetwork (in Windows Server 2003 for example, TCP/IP router discovery uses multicasting by default, and WINS uses multicasting during automatic discovery of replication partners).

-

Datacasting such as file distribution or database synchronization.

-

Mobile computer support such as remote address book updating.

-

Distribution of organizational publications.

Satellite looks exactly like this and will go on top of our house next to our DirecTV satellite.

It's faster than 3G broadband cellular services too which max out at around 386 kbps. The uplink is either 200 kbps or 300 kbps though. Since it's a straight access internet, one person can use all the speed, and there isn't a worry about cut ground wire. To my fortune, my father needs broadband at home for his business. The house is already wired for a second satellite dish. We're asking for the 802.11G (54 Mbps) Wild Blue external modem which will be in my room mounted on a wall. There is no room on my desk for one and plenty of wall space in here. As a backup feature, RJ-45 is installed throughout our basement just in case. RJ-45 is dirt cheap. Wild Blue will be like **WiMax** countless ways.

After some thought and money to back it up, I am certainly going to buy a Playstation Portable when it launches. The PSP is more powerful than my NES, SNES, Genesis, Saturn, N64, GBA, Playstation, or Dreamcast. Yes, something that's more powerful than Playstation 2 only handheld size! Though it's in some ways more powerful than PS2. Once I said I had over 200 dollars saved up for PSP about four weeks ago when I went ahead and purchased both a PStwo and Xenosaga Episode 2.....now I have 140 dollars saved up for PSP again. PSP costs \$250. By the time PSP is launched I'm taking out a maximum of \$100. For showing off pictures or watching movies, some portable DVD player's liquid crystal display won't look as nice as PSP's screen. Yes, PSP recognizes JPG, PNG or GIF on a SD card and will resize according to Engadget. I'm trying to be conservative with my saving account as much as possible and this problem where my savings account can't pass \$2000.

I've already read Engadget's hands-on review of the Playstation Portable. Engadget suggests it easily feels like a 400 dollar electronic with a good weight and casing to it. The price tag for one of these in USA is now \$200. They've brought up the issue concerning the long loading times with games and the noisy UMD drive.

I suppose I can deal with these small annoyances. I needn't to worry about dead pixels on the LCD screen, I've checked already. These turn color to red or black in pitch darkness. I've tried out my Dual Screen in the darkness to make sure there weren't dead pixels. PSP will launch on March 24th. The shipping day is March 23rd. I won't get mine until March 25th.

Playstation Portable Specs

- Widescreen, backlit 4.5-inch TFT LCD monitor with 16:9 aspect ratio and 480x272 resolution
- MIPS R4000-based 333-MHz CPU
- Graphics sub-system running at 166 MHz on a 512-bit bus with 2 MB of DRAM, rendering 664 million pixels per second and 35 million polygons per second
- Graphics engine supporting directional 16- or 32-bit color, lighting, clipping, environment projection and texture mapping, fogging, alpha blending, depth and stencil tests, vertex blending for morphing-style effects, and dithering
(Source: Hot Chips conference at Stanford University)
- Media processor using another 2 MB of DRAM
- 3-D graphics processing using NURBS (Nonuniform Rational B-Splines) as well as conventional polygon rendering
- USB 2.0 port, Memory Stick port, Universal Media Disc slot, stereo headphone jack and WiFi wireless LAN port
-

Built-in stereo speakers

-

Rechargeable lithium-ion batteries

-

Weight: 280 grams (9.9 ounces)

-

Dimensions: 17 x 7.4 x 2.3 cm (6.7 x 2.9 x 0.9 inches)

I've installed **Diablo 2 Lord of Destruction** and leveled my Barbarian to level 5 in the catacombs before I quit. I've had this problem with no music playing during the game. Winamp would actually stop making sound after Diablo 2 boots up, but I am getting sound effects in the game. To solve this tiny problem, I booted up my other computer which had Winamp installed and a DVD full of all the music I wanted and had my earphones connected to it so I could listen to music during the game. I haven't played Diablo 2 Lord of Destruction for 5 whole months. I've had retreated from melee fighting many times into my teleportal to safety. I may be a yellow coward, but I'm coward who won't loose his gold. There are plenty of looters around here. You know what happens to shed no fear players? They die and then they leave the game because no one will send a "TP" to them or they leave because they keep dieing when a horde of monsters are guarding their corpse. I don't love this game any less from then I did then. It may have low-res graphics, but because it's a fun multiplayer game which even works over a modem, I'm more than satisfied. There are plenty to do in this game to play all night. Thankfully, I rebooted the PC and the sound problem went a way. I leveled my barb to level 7.

Yesterday, I was playing were Super Mario Bros. 3 on Super Nintendo for the heck of it. That game was most interesting. A lot of classic platform memories here. It is said SMB 3 is the most beloved NES game. It also comes with Super Mario Advance 4, but I doubt I'll get that.

There's no point is there? So I got pass the easiest boss. I've played SMB 3 twice in the pass 4 days.

I am lazy thus I'd been posting reply messages on Carthaton Electronica because I find it fun. Someone gave me minus karma for not being nice to him. What's the subject? Working at a game store, and thinking that's great. I knew who gave me bad karma so instant messaged him asking him why? At first he didn't answer than he asked if he and I were cool. In situations like these you're either right or wrong so I told him go shove it! Yes, I made someone feel bad. I would have felt guilty except he gave me -1 karma why shall I apologize? That karma stained my perfect +114 karma. I've more karma than everyone put together on Carthaton because I've had posted about 35 game reviews and am the only other person besides the administrator with a 5 star rating. This particular guy lives in Ireland where games cost a pretty penny.

Devil May Cry 3 plays better than any one in the trilogy not because IGN gave it a high score, but since it truly does a remarkable job at balancing AI with Dante maneuvers. No one is getting cheated out of their money here. There are plenty of challenges ahead to seek in DMC3 #1 being staying alive when it would seem impossible to do so. In fact, I haven't made it very far at all.

It has heavy rock music so I was bothered by first, but what bothers me more is the unseemly difficult game play. I admit my skill level best when it comes to racing. This makes some other games I thought were difficult look like a pussy cat compared to this. At least the graphics and cut scenes were great and saw Dante get pierced with a sword each time he gains skills. Nothing I haven't seen before in the first game although more frequent in DMC3. It's been so long since I played DMC. The game looks gothic, but I've suspected this (reviews told me about it). This game is more consistent than DMC and I'd be died if I were unfortunate to backup against a wall. The best thing to do is to go berserk 95 % of the time (keep moving & pressing the action button). I've picked gunslinger as my skill choice. Pretty good game all and all. I've heard Devil May Cry 2 was not up to par in graphics, game play or sound, so I'd skipped that game entirely. Okay, so what if it's only \$20! No sense buying a bad sequel, right?

I've at least earned 1 credit from the Visual Basic class. All I had to do in the first few chapters was follow the books instructions and copy files to new folders via the program. I missed a couple steps so I had to retrace my steps and got it right the second or third time. I've haven't uploaded a RAR archive to the school in three weeks so I did that yesterday as well. Sometime doesn't feel right though. Either I haven't been reading enough or not retaining the information or both.

I wish there was something more to do than set in front of a computer or videogame all day doing homework or blogging or playing games. I will have to figure something to do tomorrow. I hardly watch local TV anymore.

[extension to original entry]

Today (03/12), I did extensive reading online and was pondering about which games I wanted again. I bought 5 games today (only 1 used) including Shin Megami Tensei: Nocturne made by Atlus I found at Toyriific (last copy), and bought Full Specrium Warrior (a military shooter) and Burnout 3 (looked fun and it was on the top 5 most wanted games for Ps2), Mario and Luigi Superstar Saga for GBA.

X

This is Ian signing out.

Anonymous (2012-02-11 22:48:16)

varcevanje energije [url=http://www.vzajemniskladi.info]skladi nlb[/url]

Ramblings of various stuff including PSP (2005-03-16 19:50)

Sorry about the 5 day response time here at Ian's Smashing Good Blog Site.

First off is more news on next generation consoles. I've learned that NEC is only making the semiconductor.

Revolution CPU(s), Hollywood, is still being manufactured by IBM. IBM is also doing business with Sony and Microsoft for their consoles too. IBM has the largest silicon chip research and development teams on Earth.

Well, there is ten days until Playstation Portable gets launched. I'll be excited about buying that. My favorite game for PSP will be Wipeout Pure. PSP is likely to sell out the first day. I'll be able to afford one at the launch.

Did anyone know that I got a 76 % or 22/30 on the Playstation 2 IQ test at PlaystationPro2.com? Well I did. I was excited for a moment there, but I just know the tidbits I guess.

As you might know, I don't concern myself with national problems, today I've made an exception by watching the History Channel where I've learned about private military sectors which were created because it's a way around the public's opinion (who wants a volunteer military). So I was unaware that the American/Arab war in '91 was being fought by the US Army / US Navy / US Air force and private militaries also referred to mercenaries when not included in US military. Unlike the US military, soldiers who work for a commercial organization can come home if the going gets tough, and the American soldier can not. I don't like the private military (which gets paid more than our government's soldier) than the rightful volunteer military because the private sector does not answer to a Four Star General instead he/she answers their private organization's recruiter whom answers to the American military strategically. In any case, I learned that people want to earn more money and take vacations instead of working in the government faction.

On Saturday, I went to my friend Randy's house at 7 PM. It was pretty cold around freezing so I took it slow. His house is in the town of Hammond. It's pretty small. When I drove there, he and I went down to his basement and we played Burnout 3 on PS2. I suppose his dad saw me when I came in the door. In Burnout 3, you race to the finish line like most racing games, but we all crash into each other for points. The several obscure opponents flip your car or crash it against the railing enough it'll eventually explode! I'm not complaining since this is how the game forces you to play aggressive-like. The racing part with car against car of Burnout 3 is the most fun. The other part, crashing into an

intersection didn't make much sense to either of us. Speaking of which, I would have bought this game for Xbox, but instead bought the PS2 version. Okay, point here being the head 2 head racing was the only fun part.

Then we tried out four of the PS2 rpgs I haven't played yet. Yeah, these were imported role playing games from Japan which has been translated into English. First off we've played Phantom Brave made by Nippon Ichi. The voices spoiled it, the music was above average, the voice-overs were little cutesy high octave girly voice-overs

The music in Disgaea - Hour of Darkness was a bit crazy, not only above average, I thought the music score was like a cartoon music whomever composed it. The graphics had anime sprites with the oddest backgrounds colorful mixed in with demonic things...weird stuff. Looked dark too, well you play the prince of the underground so everything is evil I suppose. Then I've played Lu Pucelle Tactics. That game was developed the same way and by the same team who worked on Disgaea. You start out in the church and you fight demons. The IGN review spoiled it for me. Yeah, that was interesting. I can't describe it because I only played it for 5 minutes and I don't care to play it again. Then I showed Randy Ys VI (PS2 game) I've bought from Toyriific he and I were looking all over Woodbury for last week. He had nothing to do that day so we went searching to various stores including Game Stop, Best Buy, CompUSA, Toys R Us and Game Crazy.

All and all these games are bad, but yet I love getting the strange imports hoping I'll get a diamond in the ruff one of these times. He likes country so he let me compress his George Strait's 50 Number Ones. I've always liked new music to add to my mp3 collection. It has about 51 of his songs. Country is a change of style instead of fast paced trance I am use too, plus that's what my friend is interested around here.

All this week WITC (Wisconsin Institute of Technology College) has been on spring break which hasn't bothered me because I don't go to college at all, I just send my homework electronically to them. Carthaton Electronica is offline today so I was looking for something on the Internet to do. I'm already ahead in my college technical writing class so I needn't to worry about that for now. I shall work on Visual Basic more, but today, I've been taking a break in between working on homework... a lot of little breaks for that matter. This week I've been learning how to save files in new folders and follow directions precisely. Reading directions precisely hasn't been working out very well for me. Heck, I'm not complaining, because I know I have to rely on myself to get through it, and starting to dread these following directions in the book stuff because I don't like retracing my steps. I NEED DISCIPLINE!

Tomorrow, I get to tell whatever is on my mind (doesn't mean I will though because I can be secretive when there are no rules)! My parents are telling me to be nice, and I might agree with them and be nice to this doctor. He's going to help increase / decrease my meds, but I won't agree with everything he says.

Damn, I need friends now! What can you do? You're all in another state!

I shall go to bed and stop my ramblings for now.

I've made 87 Applications on 1 DVD! WOOT! (2005-03-19 10:04)

About NURBS

Yet's talk about this NURB thing because it's used in Playstation Portable and it's not a polygon which makes it so interesting. It's the official texture of 4D! I mean how can something be 3D and not support polygons? Well, until now, everything was computed with polygons. NURBS (nonuniform rational B-splines) are mathematical representations of 2- or 3-dimensional objects, which can be standard shapes (such as a cone) or free-form shapes (such as a car). NURBS are used in computer graphics and the CAD/CAM industry and have come to be regarded as a standard way to create and represent complex objects. In addition to curves and surfaces, NURBS can also represent hypersurfaces. Most sophisticated graphic creation tools provide an interface for using NURBS, which are flexible enough to design a wide range of shapes - anything from points to straight lines to conic sections. NURBS are compact expressions that can be evaluated and displayed quickly. NURBS work especially well in 3-D modeling, allowing the designer to easily manipulate control vertices, called ISO curves, and control curvature and the smoothness of contours. NURBS are

defined by both control points and weights. It takes very little data to define a NURB.

A spline is a usually curvy pattern used to guide someone shaping something large, such as a boat hull. The B-spline is based (the B stands for basis) on four local functions or control points that lie outside the curve itself. Nonuniform is the idea that some sections of a defined shape (between any two points) can be shortened or elongated relative to other sections in the overall shape. Rational describes the ability to give more weight to some points in the shape than to other points in considering each positions relation to another object. (This is sometimes referred to as a 4th dimensional characteristic.)

About Yesterday

Okay, enough about NURBS. Yesterday, I've made an application DVD with all the latest software crossing over 50 data CDs and data DVDs because a lot of programs on 95 % of them are obsolete. I did "tree /f" in the command prompt so I could easily display all the programs I did. With all the applications I ever dreamed up putting on DVD I got 1.4 GB worth. So I added 425 MB of Mp3s. This includes some shareware games, I found out various CDs. This on DVD makes most of my CDs obsolete which is my point. You know of course I put some extra stuff on it that I don't want Modblog to know about. I'm kind of excited here.



Folder PATH listing for volume Application DVD

Volume serial number is 71FAE346 B1AC:7E9C

D:.

- ³ My Documents.zip
- ³ blogger.png
- ³ desktopscreenie.jpg
- ³ dvdlist.txt
- ³ gradiusv.txt
- ³ granturismo4.txt
- ³ modblogpic2.png
- ³ modblogpic3.png
- ³ modblogsitopic1.png
- ³ myroom06.01.04.jpg
- ³ xenosagaepisode2 _cheatcodes.txt
- ³

Blogging

- ³ wbloggar400.exe
- ³ wbloggar.gif
- ³

Codec

- ³ DivX521XP2K.exe
- ³ Xing MPEG Encoder 2.20.zip
- ³ XviD-1.0.3-20122004.exe
- ³ dBpowerAMP-codec-Nero-mp4.exe
- ³ dBpowerAMP-codec-wmav91.exe
- ³ dMC-AAC-Codec.exe
- ³ divx_v5.2.1 _kg.exe
- ³ in _mp4-2 _1 _beta.exe (for Winamp)
- ³ in _mpc _0.99f.exe (for Winamp)
- ³ lame-3.96.1.cab
- ³ mppdec-windows-1.95e.zip
- ³ mppenc-windows-1.15s.zip
- ³ oggvorbis-dlls1.1.0.zip
- ³

Compression Tools

³ powarc920.exe
³ wrar342.exe
³

DVD Burning or emulators

³ Alcohol120_trial_1_9_2_1705.exe
³ Alcohol_120_Percent_v1.9.2_build_1705_by_HTBTeam.zip
³ BlindWrite5_setup.exe
³ BlindWrite_Suite_v5.1.1.128.zip
³ Nero_Burning_ROM_Ultra_Edition_v6.3.1.6.zip
³ daemon347.exe
³ nero63115.exe
³ nero6603.exe
³

Desktop Enhancement

³ Longhorn Transformation Pack 6.0.exe (like Winblinds)
³ setup_xpvt_est.exe
^{3 3 3}

Emulators

^{3 3} mess090b-1.zip
^{3 3}

Apple][e

^{3 3} APPLEWIN.rar
^{3 3} Apple_for_Windows.zip
^{3 3}

Wonderswan Emulators

³ 032 - Guilty Gear Petit 2 (J).zip
³ 086 - Shincho no Yabo for WonderSwan (J).zip
³ Rockman & Forte - Mirai Kara no Chousen Sha (J) [M].zip
³ oswan072.zip
³

Firewalls

³ OutpostProInstall.exe
³

Games

^{3 3} Buziol Games.rar
^{3 3} ChickenInvadersInstaller130.exe
^{3 3} DPacman141.exe
^{3 3} HaCKeR.rar
^{3 3} JQ2.zip
^{3 3} MarioXP121.lzh
^{3 3} ParityShot094d.zip
^{3 3} SolSuite_2004_v18.1.0 crack.zip
^{3 3} Tetris4000.exe
^{3 3} ZELDA.ZIP
^{3 3} death illustrated 1.05.exe
^{3 3} demonshr.exe
^{3 3} dieslave.zip
^{3 3} eagle lander 3D.exe
^{3 3} embodiment of scarlet devil.exe

^{3 3} frozen bubble 1.0 install.exe
^{3 3} gunmani2.lzh
^{3 3} gunviper040.lzh
^{3 3} hc_install.exe
^{3 3} laserage19.zip
^{3 3} laxis Power RPG_full.exe
^{3 3} megapop.EXE
^{3 3} pacmanworlds.ZIP
^{3 3} perfect cherry blossom.zip
^{3 3} solsuite 2004 v19.1.exe
^{3 3}
³ Lagacy Doom
^{3 3} FFDOOM2.ZIP
^{3 3} FreeDoom with Doom legacy front End.exe
^{3 3}
³ dinksmallwood
³ DINKSM 1.EXE
³ Dink Smallwood.zip
³ Dinkzilla.zip
³ ahdink106.zip
³ dink smallwood trainer.zip
³ dink.zip
³ dink_107_upgrade_beta3.exe
³ dinksmful-gh.zip
³ dinksmwd.zip
³

IRC

³ mIRC_v6.16_by_FHCF.zip
³ mIRC_v6.16_by_Rif.zip
³ mirc616.exe
³

Image Editing

³ AJPEGCOMPR.EXE
³ Jasc_Paint_Shop_Pro_v9.01.zip
³ Photo-Brush_v1.42.zip
³ en_psp9011_jasc.exe
³ gimp-2.2.3-i586-setup.exe
³ gtk+-2.4.14-setup.zip
³ irfanview395.exe
³ photo-brush 3.10.exe
³ paint shop pro 900entr.exe
³

Instant Messengers

³ MSN Messenger 6.2.0205.exe
³

Media Players

³ Winamp 5.08e.exe
³ QCD 4.51.exe
³ VideoLAN 0.81.exe

MP3 Rippers

³ CDex _151.rar
³ RipCastSetup.exe
³ RipCast _Streaming _Audio _Ripper _v1.9.zip
³ winLAME-rc3-full.exe

Sound Recorders

³ Digital _Sound _Recorder _v3.2.2 _by _Orion.zip
³ digitalrecorder 3.2.2.exe
³

Spyware

³ 007 spy software 3.4.exe
³ 007 _Spy _Software _v3.33.zip
³ 007ssinstall 3.33.exe
³

Video Creation

³ 1clickdvdriper.exe
³ AutoGordianKnot.1.25.Setup.exe
³ Ulead _Video _Studio _v8.00.1300 _Trial.zip
³ WinDVDCreator.exe
³ uvs8 _trial _e.exe
³ vStrip _08f _css.zip
³

Video drivers

³ 66.93 _win2kxp _english.exe (nvidia)
³ wxp-w2k-catalyst-8-10-050119a-020581c.exe (ati)
³

Visual Studio Projects

³ Visual Studio Projects.rar
³

Web Browser plugins

³ JPEG2000 for IE.exe
³ flashplayer7installer.exe
³ jpegtbody _setup _v2.exe
³

Web Browsers

³ Firefox Setup 1.0.1.exe
³ aquamac.mskin
³ maxthon 1.2.exe
³ mozilla-win32-1.7.5-installer.exe
³

Web Development

³ CoffeeFire65.exe (old version but didn't feel like downloading new one)
³ Dreamweaver MX 2004.exe
³ HTMLShrinkerLight260.exe
³ NamoWebEditor6SuiteEnuTrial _magic939.exe
³ Namo _WebEditor _v6.0.2.105 _Trial.zip
³ ls _coffecupfirestarter65.zip
³ macromedia-2004-crack.zip
³ xaramenumakerv1.1976keygenror.zip
³ xara menu maker11dl.exe
³

WinXP Service Pack 1 & 2³ WindowsXP-KB835935-SP2-ENU.exe³ xpsp1a_en_x86.exe**download accelerators**

gozilla.exe

netants 1.25 free download accelerator.exe

I'm thinking I won't need to create one of these for a while. I have 200 blank DVDs to write on and I've only used half one 1. All the applications almost make up 3 CDs! I was looking for other data to put on this DVD, but couldn't think of anything.

Someone didn't warn me about God of War & being a lazy geek too (2005-03-23 18:06)

I admit my last entry wasn't very good. I could copy / paste all my posts from Catharton, but I won't because that's cheating although it would make everything slightly easier. As you know, I haven't spoken to any person on here, because I'm busy, and this is for other people to read. I update 3 - 5 days regardless of the circumstances. Everything 3rd or 4th day I get really excited, because it's "blog entry day!"

On Sunday, I went to the videogame store and bought Devil May Cry 2, walked back to my truck, and thought, "Do I really, really want this game? It's only a 7/10 game, but it would complete my Devil May Cry trilogy." Deciding I'll never play DMC 2, I've refunded it at the store & spent more money on two extra used videogames. The first purchase was **Baten Kaitos Eternal Wings and the Lost Ocean**. That usually means it was returned very quickly after first purchased. I remember reading IGN's review the day before I bought it which also had an effect on purchasing the game. That now makes 31 Gamecube software purchases since September 2001. I couldn't say games because of the *Sonic Mega Collection* & *Zelda Promotional Disc* multiple games thing. Back then, it was true Gamecube didn't have more than Sega's Skies of Arcadia Legends and Lost Kingdoms in terms of role playing games. According to IGN, the graphics were a 9.0/10, the game play was 8.5 out of 10, and the sound received a 9/10. The other game I'd bought was **Final Fantasy Dawn of Souls** brand new for Gameboy Advance. I already own Final Fantasy Origins, but now I've Final Fantasy I and II for two different platforms. There is something about Final Fantasy I on a Gameboy Advance which makes the purchase worth it. Not only do both games inside Dawn of Souls feature better graphics than Final Fantasy III, it is 20 dollars less Toyriific's asking price. If I didn't buy Final Fantasy Dawn of Souls; I could have afforded "God of War."

I've asked when the store is getting **Valkyrie Profile** (super rare and popular PS1 videogame), and Phantasy Star Collection for Gameboy Advance. Neither game existed at the store. Everybody seems to want Valkyrie Profile for Playstation which is my point. People either want it because it's rare or because it's a Tri-Ace game. My expert opinion is customers want it because it's rare, and the one whom has it can brag about it! Wanting the game is very simple to comprehend like the phrase, "if it quacks like a duck, looks like a duck, it must be a duck (an endangered species in this case)" or "Behold this rare specimen, you have nothing! HAHA!" The 2nd part sometimes ticks me off more if I know which developer (team of game developers who form a company) which made the game. The store thinks it can get \$80 bucks out of me, well, I can get it cheaper off EBay, and whoever figured that out before isn't dumb. I don't blame the people who work there since it's not their fault game prices were steep, they just sell the games to customers. If only I had a credit card, I could start bidding off EBay which will never happen this year or next year. What's this **God of War** for PS2 which has created quite a stir in the videogame world? Third most phenomenal videogame of all time according to Gamespy? In my point of view, no way! It shall not top Legend of Zelda Ocarina of Time, Super Mario Bros 3, Halo 2, Halo, and Unreal Tournament 2004, Half-life 2, Goldeneye 007, Perfect Dark, Super Mario 64, and in that order God of War got a lot of 10 out of 10s....graphics 10/10? Game play 10/10? Sound 10/10? See, I am smarter than this. Half-life 2 got a 12.10/10, and it looks so much better than God of War which doesn't mean much to Gamespy apparently. According to Gamespy's review structure, the game shall top the charts due to one person's point of view of a game for any system. God of War may not be one of greatest videogames (like the review sites from IGN and Gamespy) ever although I can't deny the game play is better than 95 % games out for PS2.

I might sound like I'm a rich fellow owning all these big releases when they first come out, but in reality; I'm pretty much broke as far as walking around money. My mother was making a condition so if I go to Target today and get a videogame of my choice, she'd reimburse most of it and it'll be in my Easter basket this Sunday or almost free. I'll probably choose God of War for PS2 sooner or later. I was going to get Digital Devil Saga which is hugely popular at Toyriific for some reason because it's another RPG I probably won't play. It would be the third mature RPG I've bought as of yet (first one was Fable for Xbox, second one was Shin Megami Tensei: Nocturne), plus I'd rather get Atelier Iris Eternal Mana the 2nd game published by Nippin Ichi America (first was Phantom Brave), but introducing a new developer, Gust. It's another one of those strategy RPGs like an old Command & Conquer game. So far I have all the Nippin Ichi games which made it to the US. Why would I buy this graphic deprived game? Answer: looks like an old school RPG (SNES style) in my house, so it must appeal to people who remember the 16-bit era.

I've this strange feeling that games for Playstation 3 will not be on BD. Videogame file size won't need anything more than DL-DVD. In fact, Xbox 360 is keeping the DVD-ROM drive without upgrading to a HD-DVD-ROM drive. It's much cheaper to add 2 discs in games which need it than add the more expensive HD-DVD-ROM drive in every Xbox 360 like previously thought. Heck, for the first year, in my opinion, most Americans won't own too many next generation discs (HDD, BD), so being able to play the current DVD media on Xbox 360 will be acceptable by most Xbox gamers!

Yesterday, I was playing Mario Kart 64, Mario Kart Double Dash, and Wave Race - Blue Storm. I didn't get 1st place in every race in Mario Kart 64! That's because I'm not perfect at it, but back when I was 13 - 15 I was a lot better. It was possible for me to get 1st place in all of the 150cc tracks. One time I've lost the lead by getting rid of a red shell which came back and hit me. The other time, I was second and I didn't get a blue shell at all so there was no possible way to take back the lead. Mario Kart 64 does these little idiosyncrasies I use to play this game a lot when I was growing up to an adult. I've played the Star Cup at 100cc. Did you know I use Action Replay on games I don't care about? Well, I've added a code that unlocked everything in Mario Kart Double Dash so I could finally play the locked tracks, and I've also got Toad as one of the four unlockable characters. I've played as Toad and Bowser Jr. in one grand prix, but I'll favor Yoshi and Princess Peach (also Toldstool) over all characters. Laugh all you want. I've had a gut feeling that the new Rainbow Road lacked design and a decent soundtrack. Nintendo could have had done a better job remixing N64 version of Rainbow Road. I wonder what tomorrow's videogame shall be? Devil May Cry 3? Dark Cloud 2? Mario and Luigi Superstar Saga? Gran Turismo 4? Prince of Persia - Sands of Time? Who knows?

The same day I did something stupid, I installed the **Longhorn Transformation Pack 9.0** from soft32.com. It's horrible. I remember installing LTP 6.0 and it did the same thing. First, it made my ISP connection really, really bad, slower then normal. Then it would use a lot of system resources and make everything slow. Everyone, take it from me, do not download & install that free Longhorn Transformation Pack 9.0. SO GOT THAT!

I've drove back to Toyriific today to buy Tony Hawk's Underground 2 and Tony Hawk Pro Skater 2x (as in THPS 1 & 2) for Xbox. I've thought this over and made a vow I'll own all the Tony Hawks for Xbox which I've fore filled. I was surprised that THUG2 was only \$25. The franchise got its reputation on Playstation so might as well own the last two to complete the series. Prior to this, I've thought heavily on either buying Saga Frontier 2 or Threads of Fate because both are made by Squaresoft. As my options got better, I've finally let those go of the thought entirely. I was also pondering on paying \$30 for Square's Breath of Fire for SNES, but I would never play it, and in reality it was over priced in my opinion which in reality is only worth \$15! It did have something to do with graphics by the way....

As for the final WITC writing project, I'm brainstorming a formal evaluation and research report which is due next month. My thought was doing something obvious like DVD collecting at home or why Pentium 4 is better than Athlon 64? Something simple like that because if I'd ask something like what ping do you have at home? I'll only ask the technical influenced people instead which is why I do the survey at school where everyone knows about Internet bandwidth and them stuff. In my opinion, surveying internet between cable, DSL, or dialup as one of the choices isn't a great idea because it's too broad of an answer, plus, I know for a fact that high-speed Internet users out number dialup users 2:1! People with dialup are always the ones who don't care about the Internet in the first place. Those people don't need high speed to get a few tasks done. I, on the other hand, tend to be an internet junkie where high ping throughput is very important.



New Games: Tony Hawks Underground 2; Tony Hawks Pro Skater 2x; Final Fantasy Dawn of Souls; Baten Kaitos -

***Eternal Wings and the Lost Ocean* Also showing bloggers all Tony Hawk games for Xbox**

That's all for now. Come back in 3 days.

Easter was great until someone stole my game & downloaded Laxius Power II & III (2005-03-28 16:56)

On Friday, Randy and I played Vs Mode in Super Mario Bros. and he won and I gave his money's worth at it. Randy had made it to World 8-3 because he had found a secret beanstalk in World 5-1 which only appears when invisible squares are hit. Then we went to Perkins in town to eat dinner. I had a juicy bacon cheeseburger with fries. I've tried to talk about IRC (internet relay chat), IM and videogames, but he doesn't like those things. We've been friends for a long time so I liked spending time with him and his girlfriend, just not in the restaurant. When we were in the Target parking lot, he pealed out because a couple of teens were looking at him funny. His ego was really big on Friday. Randy is a person you can kid around with. So we went inside the store and picked out God of War for a full \$50 and saw the PSP on the shelf for \$250. This means that I don't have to pay \$150 more for a value pack having games I don't even need. I didn't buy the PSP, but may purchase it next month when \$185 dollars is added to my checking account. That's next week everyone! It is what I want to have by the way. So we've got back and played **World Series Baseball 2K3** at my house. He chose the Oakland Athletics and I chose the Minnesota Twins. The Twins won because I kept advancing the bases which he hadn't learned to do early in the game, but he also made a big come back doing the same thing I did to him. On the front of the controller, the 4 buttons represent the bases and the player can advance using the buttons. We haven't figured out pitching styles yet (fast, screw, insider, and wine-up). There were few bugs in this game, outfielders controlled extremely well. It's the 2nd best baseball game for Playstation 2. The best game is EA Sport's MVP Baseball 2005 from what I saw ranking wise. EA Sports delivered a better game than they usually do.

I've treated yesterday like an ordinary day until I got my videogame stolen. Since I now have a satellite in my room, I was watching a horror flick called "The Grudge." The grudge is a dead spirit that eats people. Actually, it didn't scare me a bit except the grudge's first appearance in the film which sent a chill down my spine. I was fascinated the movies setting which is in Japan. Of course, the main character is American exchange student. The grudge eats people who come to its house. Actually, there were 2 grudges in the end. If an existing grudge eats someone; that person becomes a grudge. In public, the grudge looks like an ordinary person and can't eat anyone.

Then I watched Goldeneye. The first thing I noticed was the film is a lot different than the videogame for Nintendo 64. The movie was entertaining. Boris was a funny character. He's the Russian nerd who wants to be a genius, and says, "I'm invincible" whenever he hacked into the CIA database & that time right before he was frozen with cyanide when it fell on him. Of course when the computers are inactive he pretty much pounds the monitor to death. It's probably the 2nd best 007 film starring Pierce Brosnan. It's not as good as 007 films starring Sean Connery. I've none of the old James Bond movies on VHS.

I've brought the Gran Turismo 4 DVD in its case and the disc was stolen by the only person who could have stolen it - my cousin. I'd caught that Tekken 5 disc was missing, and he told me to check home to see if it was in my other PS2 which was true. He didn't want to play Gran Turismo 4 when I asked him for that reason. The fricken smart ass.

After the NCAA basketball game, my dad, Uncle Jim who lives there, my cousin's husband, Jim, and my other cousin's husband, Jeff. Everyone was playing "Phase 10" (card game). I've joined in for a bit, but kept losing so I went home to check every single case for the missing disc. And I went back to see what if Josh happened to return there or if the disc was on the floor in the room the console was hooked up in. However, I called his place to talk to him, but I'd got a hold of his dad instead so I asked him kindly if he saw a rogue disc lying around to call me back, and I'll have the answer today. I remember being furious about it and checking every single case it could be in. I am not a person who puts games in different cases out of laziness. It looks like I'll have to repurchase Gran Turismo 4. First stolen videogame since I gave a former friend Diablo 2 to copy it, and had it stolen at his house!

Anyhow, I am re-downloading Laxius Power II because I couldn't find it. Laxius Power series are freeware games inspired by Final Fantasy II, Phantasy Star II, and Suikoden. According to the site, a group of people got a little crazy with RPG Maker 2000 making it look like Final Fantasy II. The game play is barely professional, but playable. It does

have a battle system which looks like that of Final Fantasy I in Dawn of Souls for GBA. I also downloaded Laxius Power III, and added these games to the new freeware section to my videogame list. This is my 28th major update to the list. All these games are at the Laxius Power Homepage.

Spent 310 dollars today on PSP + PSP game! More details inside! (2005-03-29 22:57)

Today, I've thought I had a chance to meet this woman whose name was Nikki at Subway, but she hadn't showed up. We've talked to each other Friday over the phone apparently she knows me from high school, and saw my dad at the pharmacy in Econo Foods. Dad described her as thin, blonde, tight jeans, athletic, and soft spoken. I was polite over the phone when she asked how I liked WITC. Truth is I haven't been interested in meeting girls at all in my whole life. I'm an only child so that makes sense to not really care to be around people all the time. I can't even picture this person in my head; however, she can picture me in her head apparently. Today was beautiful out, no snow or rain and 70 degrees with sun shine. I may call her tomorrow. She wanted to see me, and it didn't seem like she'd was there to alienate me like a lot of other students from high school. Damn alienators. I wasn't exactly the brain (nerd....yes, brain....no) in Renaissance Academy and was shy in high school, but some of that has changed. I knew I was above average in my skill of writing....why else would I do a blog? I love blogging by the way. I didn't know anyone at high school cared anymore except Randy (best friend).

I've drove to the bank before 2 pm when I was suppose to meet this woman from high school, and withdrew \$270. The bank teller didn't recognize me so I gave her my driver's license. There is something about not seeing me before which makes me a stranger there. Grrr. I wasn't about to go a tangent explaining I was there before. It's not that important....just a bank visit...many people come here every day. Next, I drove straight to Wal-Mart in Hudson, and wasted no time walking to the electronic section to buy a Playstation Portable value pack. Then I've bought Wipeout Pure. A console is no good without a game. I was looking for the Nyko rechargeable case Game Stop sells (water resistant case with extra lithium battery to extend battery life.) IGN verified on a full charge, PSP would last me 3 hours & 32 minutes. Lithium batteries also loose their ability to retain battery life as they are used often.

The value pack included:

- Black PSP
- Miniature earphones
- Nylon carrying case with the PSP logo
- 32 MB Sony memory stick Duo
- USB cable
- Spiderman 2 movie UMD
- Game Demo UMD
- Lithium battery charger
- PSP directions

Okay, after almost spilling Mountain Dew on the PSP after I took a photo you see, I almost had heart attack, but the bottle was empty, so I was relieved. I've experienced Wipeout Pure now. The graphics are great, but I've been having trouble controlling the vehicle if you call it that using the d-pad. The soundtrack is dance music, yeah! So that's alright. PSP only takes a special kind of memory card called the Memory Card Duo which is thinner so my other memory cards I use with the camera won't work which is a shame. I was going to try out putting MP3s on PSP. Sony didn't package a USB cable that fits into it's tiny slot, but luckily, I have a digital camera which has the same USB cable so I just took that and added it to the PSP packaging box, no problem-o.



you see the PSP packaging box and God of War. See how the PSP box is still in excellent condition? I wish I could say the same for my Dual Screen box LOL

Conclusion: I can deal with 2 dead pixels and a missing USB cable. PSP is great. Now I can play it all the time if I choose to do so. My next PSP game will be the next highest score on GameRankings.com, Lumines, the above average puzzle game from Bandai. My friends at Toyriific prefer Ridge Racer over anything else because it got good reviews even though Wipeout Pure and Lumines had better reviews. I don't need extra games. They're not worth it so all and all Wipeout Pure was worth \$40. I suck at it because I hardly spent anytime on it. MP3s transfer threw the USB cable great. I've been listening to some songs like Gouryella - Gouryella, Sasha - Xpander, Sylver - Shallow Water (Cj Stone alternative remix edit), and Chicane-Autumn - Tactics (Thrillseekers Club Mix). I've thought Gouryella sounded the best on the small speaker & is exceptional song by the way. It has a good beat to it. There is no equalizer on the PSP, but that feature can be over looked. It wasn't meant to take over as a MP3 player, but makes an outstanding photo wallet. Right and Left triggers do the pictures.

If I had a choice whether or not I would buy it or wait a month until money was added to my savings account, but I've been waiting a long time for PSP to come out so I just had to get one out of curiosity and anticipation. I usually pondered on a good portion of the day and if I actually needed a PSP or not yeah know? One thing is for certain; it was a good feeling when I finally got one. Interesting enough, I only saw only 1 PSP missing from the enclosed glass shelf, and it was that way for a reason. The handheld is more than an Xbox or Playstation 2 even though they too are behind glass. Did I make the right decision? I know I'm not in debt, because I paid for it in cash meaning I won't get in trouble with the bank, which is why I pay videogames in cash.

Now there isn't a big deal wondering which one is better (NDS vs PSP) because I own both now.

- Okay, we all know it's more expensive than NDS. Was it purchased worth it? Well, in my opinion it's a dumb question because I'd purchased it. Right now there is no way not to pay less without the UMD movie which isn't a important factor anyhow.

You install the battery back in the PSP which snaps into place and put the lid on afterwards. Then you install the memory stick duo which is the only card that fits inside a PSP. Then you turn the thing on and set the time, date, settings, login name for WiFi. Then the UMD disc goes in upside down with the label facing PSP's back so the flat part faces upwards. The PSP automatically reads the disc inside unless you hit the small home button, it'll go the boot screen

Boot Screen Settings

Network update - I don't know

USB connection - after you press X button, a drive shows up on the PC so drag and drop files can occur. Pictures go in the PSP/PICTURES, MP3s go in PSP/MUSIC, MPEG 4 goes in PSP/MOVIES

Video Settings - has settings for audio language, subtitle language and UMD volume

Photo Settings - has an option of how fast you want your slideshow to be

System Settings - Date, Time, Language, Format memory stick option, nickname, Battery information, option to restore default settings, PSP BIOS version (v1.5), About SCEA

UMD disc - plays game

Memory data - displays basic game saves on memory stick duo
transfers to other PSPs wirelessly
option to delete saves

Media options

Photo - displays photo, zoom in and out feature incorporated. Option to delete photos

Music - plays MP3s, AAC and can shuffle the music, display the file size, but not the bit rate. Option to delete music.

Movies - NA

Game - displays the game saves on the memory card. Gives you an option of transferring them via WiFi to another PSP or deleting them. Also shows the file size of the game save

The UMD game I've bought was Wipeout Pure. The vehicle controls awkwardly because you play the D-pad which is standard issue and fair quality. You've 2 triggers to drift your vehicle more closely in a sharp turn, X to accel, square to brake, triangle to rare view. I think the graphics are PS2 quality on the LCD screen. You might disagree and believe PS2 games look better, not on a handheld though. The sound is cd quality and it sounds better wearing earphones, not on the speaker.

The sound must be an 8.5 because the small speaker is in stereo and it's loud, but not crystal clear. It must be a standard issue speaker inside PSP.

The UMD drive is not electronic so you can get the UMD out after the battery is dead. Lesson learned by the faulty PS2 tray drives, plus you wouldn't want a electronic lid on a handheld which Sony knew already. That's a plus

I give PSP a B+ on average.

Pros

- graphics are really good
- download Game saves over Internet
- upload Game saves to other PSPs in the area using the WiFi feature and not sneakernet
- sound is really good
- WiFi game saves to each other
- full charge occurs in 25 minutes
- recharges while hooked up to power while playing game
- Plays AAC audio.
- option to turn off LCD back light in boot screen under System Settings
- storage space on UMD is plentiful
- non-electric UMD lid
- memory card has 32 MB instead of 8 MB
- shows FMV
- volume control buttons on front
- acts as photo wallet; supports JPEG only
- plays your MP3s almost as well as an iPod
- LCD dims when not played to save battery life
- when you shut it off in the middle a game & when you turn it back on, it'll be at the spot you shut it off at.
- games priced at \$40 and not \$60

Cons

- D-pad only for games
- analog pad is crap or gives bad performance
- battery life ?
- Need Nyko Rechargeable case
- price point
- value pack gives you unnecessary stuff like UMD movie unless you want to watch

Here are the top Playstation Portable games at the moment.



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7.4 April

Dated with 20 yr old from high school | Bought Lumines for PSP | discusted with USA boarder controls | Why not call white people Caucasian instead? (2005-04-03 17:53)

To fill you in, I've called Nikki back at her house (whom was supposed to meet me by Subway last Tuesday) and she was going to a coffee shop by Target. Problem is I didn't know there were two Subways in town. That's my fault. So on Friday morning, I woke up an hour before noon and drove 15 miles to Hudson, walked inside the coffee shop. Before I did, I did a little trim work on my beard so I would look better than most days.

Well, Nikki was wearing one of them skirts with long see through socks. Her personal appearance didn't look bad at all. She's taking chemistry at UofW River Falls. So I asked her if she is an alchemist. She didn't fancy that in a good way. So I told her she was good looking, and I never sat by a woman my age since who knows when. She smiled which kept me from leaving. Then there was a group of other people in the corner chatting a way, bugging me because I hate talking those who disturb my thinking patterns in public and people's eyes also wonder (mine too). Regardless, I've shown her cat pictures, dog pictures, computer room pictures, flute pictures via Playstation Portable's LCD and also showed her Lumines and suggested she play it. Nikki refused to play it because she said she doesn't play videogames. The trance music I had on PSP also made a negative impact. Yeah, now everyone in the shop knows I like that music which probably had more negative than positive impact on my charisma. O-well. She said after 5 years I hadn't changed much intellectual wise. I didn't know if that was a complement or some way to tell me that I was the unwise teenager she use to know. I didn't respond. I'm wise enough. She looked like she was doing high grade algebra in that math book. I was getting wary if that meant something or not.

Oh, I was thinking what my Sim would do in this case? Unlike in The Sims 2, I didn't flirt with her, had no reason too. I tried to explain to her how you play a Playstation 2, and what "role playing game" is. Battle scenes in RPGs are hard to describe. She knew that Magic was role playing. I hate Magic the Gathering & have neither played nor want to learn to play it. I may have sounded silly explaining why a few games like Diablo 2, Half-life 2 and Gran Turismo 4 got high scores via internet reviews. I shall have brought screenshots of role playing games like Final Fantasy X which would have helped immensely. Well, it's not important now. I can't imagine anyone who hasn't seen a RPG videogame, but I can't assume she knew how to play PS2 already and didn't admit it. If she was lying...that would make me very angry, because it sounded like she was lying about not being involved in videogames too. I've decided it won't hurt to go along with it a little bit longer.

Any woo, I kept starring at her thin (athletic) legs when I rubbing my chin in thought as I was trying to avoid saying "Your legs are pretty". . She's not the prettiest woman, but decent looking none-the-less. She doesn't get on the Internet that often so she's not that great with computers. I'm a computer technician, and I tried explaining that my classes, I was typing commands in the terminal (she didn't know what that is), but I did mention Linux to her. I said it looks like Windows with minor differences. She didn't know what Linux looked like. I told her that I miss everyone at high school, and I want to meet them. I'll meet her again tomorrow perhaps. There is one thing I couldn't figure out....what kind of date does someone do homework?

Saturday, I went to town to buy Gran Turismo 4 again. The funny part is I didn't wait because my parents didn't want me to call Josh again. I've spent \$100 on Gran Turismo 4 and only \$20 on Gran Turismo 3. I wanted that game back so I could play it, but Saturday was a complete waste of time. I won't complain. I've constantly thought about the missing DVD.



Shoutcast via Quintessential Player 4.51

I didn't do much other than listen to Shoutcast's Digitally Imported (24 kbps MP3 stream version) on Quintessential Player while I "enabled stream saving." Playing MP3s off my hard drive saves a lot of through-put over the 56k modem. It stands in for live audio channels, and the result is you'd get much higher quality sound off your hard drive than you would with internet radio. QCD will not overwrite mp3 files which stream twice or more which doesn't make me mad, it has never happened to me yet. It would take me 20 seconds to delete them otherwise.

Oh yeah, I've been playing Lumines, a well designed *square Tetris* game for PSP. I've paid \$40 for it. That makes two PSP games within the first week of ownership! The game has 16-bit dance music I've heard this on my MP3 player, but not on a handheld platform since Wipeout Pure. It's a vocal one, and I don't mind it, Lumines is addicting. I've made it to level 7 before *Game Over*. There are many skins you'll earn, but I'd rather it play more than 1 song each 4 levels. The trick is to drop the squares when the squares below disappear so more squares disappear and bumps up the score.

I was looking at the screenshots of Dolwin (Gamecube emulator) at <http://dolwin.emulation64.com/> and have been wondering where I could download the GCMs (Gamecube Media) file format? I've found this site called <http://ngc-isos.de.vu/> where I can download GCM files if I download that kind of data. When I get Wildblue broadband, I'll download a whole game and see if it works on the emulator. I believe the emulator is slow because I haven't installed Direct X 9.0 which DolWin 0.10 requires to run at 100 %. Some ways, I don't see the need to emulate. I have a Gamecube, and I don't play it often anymore, and own 31 game cases (with more games) for it. Personal computers today don't have the processing power to make Gamecube games run at 100 %. It'll be another couple years before we achieve 100 % emulation. It's much like how Nintendo 64 games run at 100 % since 2002 depending on what the graphics resolution is at.



Dolwin running Pong demo on my computer.

It was another one of those sleepless nights. Last night I watched Sinbad - The Sailor (old movie from 1947) on the American Movie Classics channel. The movie wasn't very violent which made it some ways uninteresting according to my tastes in films. I could tell that all the sets were fake did wondered why Sinbad mentioned Aladdin and his lamp. I've thought Disney just made that movie up...didn't realize it was actual myth. The stars weren't even Arabic; they were pure white or Caucasian like me. Is the movie racist or not? Shall I even care? I'm use to seeing mostly white people on TV so I am well aware we're not in control of the world like centuries ago. I might as well be racist to terrorist because I hate their guts. However, that doesn't change the fact I've been born into a race which historically had done many of man's greatest achievements. With everyone created equal under the constitution, whites shall know what we're categorized as.

This has nothing to do with Spanish-Mexicans trying to live in our country illegally. I don't know anyone who isn't pissed off at the government which hasn't found a solution to the problem yet. A wall blockade between us and them would be unconstitutional according to Mexican President Vicente Fox. I don't give a shit what he thinks. Let's leave it as that. The ironic thing is I visited Cozumel, Mexico just 12 miles off the coast of the Yucatan Peninsula in 1999 and went scuba diving there at a nice resort (first and last time too). I saw a passenger plane wreck underwater. Americans vacationing in Cozumel enjoying the tropics, clear skies, and white beaches would drastically decrease as result of wall blockade. Vacation spots are Mexico's key argument to convince Americans to vote for keeping the southern geographical borders open.

Videogames to add to the big list

- Lumines

Bye.

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Anonymous (2013-06-04 03:16:28)

Hi, just wanted to say, I liked this post. It was helpful.
Keep on posting!
Also visit my website just click the following website

Anonymous (2013-06-04 03:34:20)

Hello there! This article couldn't be written any better! Looking through this post reminds me of my previous roommate! He always kept talking about this. I will send this post to him. Pretty sure he will have a good read. Thank you for sharing! Here is my homepage: <http://conxapp.com/index.php?do=/Trena8206/info>

Anonymous (2013-06-06 20:47:12)

Every weekend i used to go to see this web site, because i wish for enjoyment, for the reason that this this website conations in fact nice funny data too.

Feel free to surf to my homepage - 6:19 AM

Program review : Part 1 (2005-04-05 01:41)

I was going to post the most rememberable posts at Catharton Electronica, but I'm saving that for next post. The selection I have doesn't look quite right, and there are 88 pages of posts from me alone so I'll be searching hard for only the best ones for everyone to read. Meanwhile, look at my first batch of program reviews. I've done this before at Ian1984's Software Blog, but didn't feel like looking for new program versions today or any day the past month. I'll be looking for new versions for eternity if I kept that up and wasted more time than I am on the gaming boards. By the way, a new strategy RPG from Japan is coming to Toyriific (the store that has all the videogames in stock other places don't) on Thursday called Atelier Iris Eternal Mana which interestingly got a 9.0 out of 10 at Gamerankings.com before it came out from a site I've never heard of. I'll be checking this site regularly for changes. Read the only Game Review available!



I've also been wondering about how much time I've spent on Catharton Electronica.... writing all those videogame replies is indeed addicting never-the-less all good things come to an end. Knowing I've learned more about games makes it worth it. Not now, of course, how else would I get information I need to post on my favorite blog?

What would make life interesting is if I owned a videogame every gamer wants just like old Nintendo software even if I'll never play it to the end. The colors in graphics were a lot fewer 20 yrs ago, but games hadn't got any easier just more complicated (more buttons anyone?) I haven't played a PC game (Half-life 2) since January. I've pass the part where Gordon armed himself with a handgun for the first time than I got lost in the Underground Railroad area & shot down by a helicopter sniper. The sniper and I died at the same time. I was ranting about this game a couple months ago and now almost completely forgot about it. Anyways, I know I've lost valuable game collecting when I skipped the earlier consoles all together.

Although not positive, I am pondering if I shall buy Super Castlevania IV for \$25? Yes, I could get it cheaper online, but I am probably going to afford it next time I pick up Atelier Iris. What's so special about it? It was extremely popular during the 16-bit era, and it also came in a Genesis version known as Castlevania - Bloodlines. The rumor is Konami took all the aspects of the previous installments and improved them until nothing resembled quality in side strollers as much as Super Castlevania IV (©1991 Konami) for action platformers. The point of the game is killing the "impaler" at the end; none other than Dracula himself. It provides enough challenge to be interesting, but is easy enough so that it doesn't become frustrating.

Tomorrow, I might just go to Hudson to meet Nikki again. She's the woman I visited last week. I could also stay home and be unsocial which is what I'm good at. I've haven't seen Randy in over a week. He's the one who visits me & we chat about me, or look around at electronic stores in the cities. We talk about my job as a computer technician. He knows little, I wish there was someone who knew more so the communication between us would be better.

Program reviews part 1:

Mozilla Firefox v1.02

Features 10/10 popup blocker, tabbed browsing, small download

Stability 9.7/10

loyal meter 10

codec support 10 JPEG, GIF, PNG, SWF, JS, BMP

Javascript support 8/10

Macromedia Flash Support 5/10 Need to download it

JPEG 2000 support 0/10 not supported at all [tears rolling down eyes]

Comments: Started using in 2003 and I love it. Use it everyday on the Internet. **Coral Paint Shop Pro 9.1**

Features 8/10 makes excellent cropping images + effects browser + awesome intelligent decolorize PNG codec exclusive to PSP 9

codec 8/10 – uses advance PNG codec. Professional grade JPEG and GIF codec. Also creates JPEG2000 images.

Stability 9/10 pretty stable. Doesn't crash on Windows XP

loyal meter – 10/10

Comments: Use it to crop my images all the time or do text effects.

Irfanview 3.95

features 6/10 – free image viewer that crops images saves them in JPG, PNG, GIF, BMP. Slideshow images full screen

codec supports 10/10 – extremely advance PNG codec and pretty good JPG codec too for compression. Having them is reason alone to have this program on your computer It's free too!

Stability 7/10 runs great with pictures, but often when viewing MPEG it crashes.

Quintessential Player 4.51

features 9/10 - skin support, stream saving support for MP3, OGG, WAV, MPEG, AVI

loyal meter – 5/10

supports following codec supports MP3, MP2, OGG vorbis, AU, WMA, WMA9, WAV, MP4, and HC-ACC

Stability 9.5/10 stays functioning forever if you'll allow it.

Comments: Use this program to stream save PLS files off the Internet. Otherwise, it's another Winamp that's no longer supported.

Maxthon Browser 1.21

features 9/10 supports browser skins, everything IE supports, popup blocker, small download too

codec supports JPEG, GIF, PNG, SWF, JS, BMP

stability 8/10 pretty good, but not close to Mozilla Firefox. Better than IE6 by far.

MS WORD Professional 2003

features 10/10 great spellchecker, grammar checker, image inserter, greatest True Font support of them all.

loyal meter – 10/10

stability 9.5/10 great stability

Comments: Used MS Word for as long as I can remember.

The handy VideoLAN 0.81 media player

Features 8/10 It's a full featured video player that pans any kind of video to full screen. Something that's been overshadowed by Windows Media Player and Winamp 5. Also allows the user to host a server to stream compressed audio or video to other computers in a LAN or by Internet. Open source project. *stability* 9/10 had no problems with it yet on Windows XP.

Namo Webeditor 6

Features 10/10 - HTML made easy, better than Dreamweaver because it never crashes. I can make Tables very easily. Good Stuff. It's a graphical user interface one too. Dreamweaver enthusiasts hate it, but I love it.

loyal meter – 10/10

Stability 9/10 rarely crashes though not perfect, but what HTML editor is besides MS Notepad?

supported codec 10/10 If it's on the web....Namo would support it.

Here is the bandwidth survey I'm giving every one at school. It took me about an hour to type up.

VERSION ONE: What is the Best Online Gaming Bandwidth of a PC with several players over the Internet?

1.) What is your Internet Service Provider?

2.) What is the least bandwidth you can get a way with for playing a 3D Multiplayer? First Person Shooter online with low latency?

3.) How much money would this ISP charge for the provided bandwidth?

4.) How often does your connection ever go down?

- a. Once a week
- b. Once a day
- c. Once a hour
- d. Once every 3 days

5.) Does satellite Internet affect online games to the point where they're unplayable?

6.) Do more advanced 3D online games take more bandwidth than ones a few years ago (example a reliable connection to play Half-life online vs. playing Half-life 2)

7.) Are you happy with your current giving bandwidth?

8.) Do you wish to upgrade you're bandwidth at home?

9.) What's top dollar you're willing to pay for Internet access?

10.) What games do you play online over the current connection?

VERSION TWO: What's the best bandwidth for the average high speed user to get all tasks done?

1.) For someone who wants to either download small programs (between 20 to 60 MB), and surf the World Wide Web or listen to streaming audio through Winamp or Windows Media Player at 128 kbps streaming audio connection for an example, and surf the world wide web at the same time? What's the minimum bandwidth would get all these accomplished?

2.) What's the best service provider for 1 Mbps connection

3.) What bandwidth would the user need to be able to stream a 192 kbps audio session?

4.) What's the best service provider for 512 Kbps connection

5.) What chosen ISP disconnects the least?

6.) What chosen ISP disconnects the most?

7.) What bandwidth would be good if two people want to serf the web at the same time

8.) Would you upgrade the connection if next step up is cheaper?

9.) How much do you pay for you're current bandwidth?

10.) Are you an Internet Explorer, Netscape, or Mozilla user?

11.) Do you want Satellite Internet to do the above 10 questions? Yes or No.

VERSION THREE: What's the best bandwidth for streaming Video onto your computer?

1.) If you want to stream video (MPEG, Quicktime) onto your computer what's the best bandwidth that'll get the job done?

2.) What resolution do you stream at? (example 440x280)

3.) How much do you pay the ISP to give the amount of bandwidth to be able to stream video you want?

4.) Is 512 kbps too slow? Yes or No.

5.) Is 1.5 Mbps too fast? Yes or No.

6.) Can you stream audio and stream video with a 1 Mbps connection?

7.) Is 1 Mbps the ideal connection speed to stream video, stream audio, download large programs frequency, surf the internet would you say? Yes or No

8.) How much do you pay for 1.5 Mbps?

9.) Is 1 Mbps the ideal connection speed to stream video, stream audio, download large programs frequency, surf the internet would you say? Yes or No.

10.) How much do you pay for 1.5 Mbps?

11.) Is 1.5 Mbps the ideal connection speed to stream video, stream audio, download large programs frequency, surf the world wide web would you say? Yes or No.

12.) Have you ever streamed audio to a friend using a program like videoLAN? If so do you like it?

13.) How many viruses do you get over broadband?

- a. One a day
- b. Once an hour
- c. One a week

Pretty good aren't they?

This is Ian signing off Modblog...

surfboards (2005-11-19 07:48:00)

Hi, you almost lost me for one second there... but I'm glad I didn't click away. First, I enjoyed your post, and second, maybe you can help. I don't know how much blog spam you get but I get tons on my blog. Most of the time I'm talking about used surfboards stuff because I have a used surfboards website, and people post all this junk with their links and stuff. As blog owners, I guess we'll always be subject to the unethical and inconsiderate. Well, hopefully it's not driving you to crazy... Good luck partner, enjoy the positives friend.

Bye

new surfboards (2005-11-23 07:44:00)

Hey Ian's Smashing Good Blog Site...

How did you get your blog to be so good? Originally I was out trying to locate surf board related information, but your post ' Program review : Part 1 ' got my attention and stopped me in my tracks :) Glad I found you because I'm trying to improve my site about surf board and your blog here gave me some excellent ideas. Thanks Ian's Smashing Good Blog Site for the good read and I think I'll mention your blog to my cousin (if that's okay...)

Keep up your effort and good job.

new surf boards (2005-11-25 01:19:00)

Well, is there something a little weird going on here? I don't know about you Ian's Smashing Good Blog Site, but my blog gets pretty cluttered with spammy comments from people. My advice to you as one blog owner to another, is to be patient and focus on the great things about having a blog, instead of all the junk that goes on. You do have a quality blog and appears that you enjoy it. My favorite web project so far is a used surf board site, because I have total control and it makes me a couple dollars here and there. It's pretty hard to find new information on used surf board stuff though. Hey, keep up your excellent job Ian's Smashing Good Blog Site, and good luck with your projects..

See ya

surfing dvd (2005-11-27 12:35:00)

Aloha Ian's Smashing Good Blog Site,

I'm a visitor from Hawaii and just found your post Program review : Part 1. I like it... it's interesting so I decided to read and say hi. Although my interests are mostly about surf dvd related information right now, your blog got my attention and was a nice change. Thanks for your nice blog Ian's Smashing Good Blog Site, I think I'll tell my cousin to stop by if that's okay. Aloha

used surf board (2005-11-30 14:03:00)

Great post Ian's Smashing Good Blog Site, without blogs like yours I would be miserable and bored. My recent injury has me cooped up at home, so it's always lucky to find a gem like your blog here to keep me amused. My used surfboards website is getting better but it's hard to find information on used surfboards stuff, so I like learning from quality blogs like yours because it helps me in my web projects. You do a sweat job my friend. I'll be bookmarking your site in a special place. Will probably tell a friend too.

Nice work

surf boards (2005-12-06 07:14:00)

Hi, you almost lost me for one second there... but I'm glad I didn't click away. First, I enjoyed your post, and second, maybe you can help. I don't know how much blog spam you get but I get tons on my blog. Most of the time I'm talking about new surfboards stuff because I have a new surfboards website, and people post all this junk with their links and stuff. As blog owners, I guess we'll always be subject to the unethical and inconsiderate. Well, hopefully it's not driving you to crazy... Good luck partner, enjoy the positives friend.

Bye

new surf board (2005-12-07 04:08:00)

Well Ian's Smashing Good Blog Site, quality blogging comes from people who put the energy into their blog like you have. It was a nice change to land on your blog, lots of others are junked up with useless comments and information. I put a lot of energy into my surf board site, so it does pretty well with surf board stuff. I think I'll re-create my blog because I like what you've done here and want mine to be more like yours. Thanks for the lesson in good bloggin. You get a special bookmark :) have a fantastic day..

streaming video software (2005-12-08 23:41:00)

Hi Ian's Smashing Good Blog Site

When I saw Program review : Part 1 I had to read a little more.

Later,

check out capture streaming video

record streaming video (2005-12-15 01:11:00)

Hi Ian's Smashing Good Blog Site

Why did you pick Program review : Part 1 as a title for this post?

Later,

streaming video player help

streaming audio video (2005-12-21 01:00:00)

Hi Ian's Smashing Good Blog Site

Why did you pick Program review : Part 1 as a title for this post?

Later,

check out flv

Atelier Iris moved back a month | Dicussions at Catharton Electronica in two days (2005-04-08 21:31)

Yesterday, I drove to Toyriific to pick up **Atelier Iris - Eternal Mana**. Atelier means "Painters" and Iris means "Colorful." We've named our black cat Iris. In reality, the game is translated to "Painter's Colors: Infinite Magic", the sixth installment in the long running series. I've found another review of the import at RPGfan.com because the import review was translated to English, and the North American version is similar because the text is converted to English. Unfortunately, Atelier Iris Eternal Mana 2 is coming out in Japan next month meaning the prequel was delayed a full year and Atlus (the publisher) won't publish the sequel in North America. It's coming out on May 25th so personal preference you know.... The enemies' intelligent tactics, HP (hit points), and MP (mana points) equal my party's HP and MP thus increasing the difficult a lot and can be frightening this way.

Stella Deus - Gates of Eternity is coming out April 26th both developed and published by Atlus. This particular game looks like the other isometric role playing games, except all the new ones are strategy RPG.....weird eh? It looks good enough to play; I could always use another isometric game in my collection.

In River Falls, Great Clips just opened shop and I walked inside to get myself a new stylish haircut. I remember shaking my head no a lot than shake my head yes. An old woman came in and started talking about stuff and looked at me in a odd manner, and the quintessence was my ego was higher than normal, and I held back my thoughts....for I didn't think of anything to prove my point in time....saw new faces...heheh. It might be a delusional thinking side effect of taking 10 MG of Ritalin in the morning and 1 MG of Risperdal at night. I've a chemically unbalanced brain. Medication always has side effects.

Afterwards, I walked down the slope to ShopKo to look at **ESPN MLB 2K5** selling for only \$20, but after some difficult decisions, and never bought it that day. I decided to drive to the videogame store where I found the former black man who I gave a photo CD a month or two ago with videogame photos on it, and one time I'd decided not to except his invitation to meet at his house so I lied saying my name was Dan because he was curious why I gave him the photo CD

months ago. He didn't understand the photo CD had no value to me whatsoever. I didn't want to know him, because I made a choice not to know him before, and I rather not get involved again so I walked out. I get the funny feeling he knew I lied to him.

I have 40 hrs 48 minutes of trance music on my external HDD and 6 ½ days worth of MP3s total. I've been collecting since 2000. This may not be as huge as some peoples, but having dialup this must mean its above average, right?

✕

Today was beautiful out yet I didn't go anywhere. I've been working on the writing assignment, thought up the survey questions in my mind & posted a memo on the discussion board at WITC.edu. Next, I called Toyriific in Hudson to ask if the store had Super Castlevania IV in stock, but it was so good someone else bought it so I'll erase Castlevania IV from my list now. The other game also sold out was **Tactics Ogre - Knights of Lodis** for Gameboy Advance which balanced a high score of 8.8 out of 10 on Gamerankings.com. Last time I was there the store had 2 new copies of this game. It's supposed to be a great real time strategy game and looks so much like Final Fantasy Tactics. Afterwards, I'd looked up Gamerankings.com scores realizing that **Splinter Cell 3: Chaos Theory** is out on Xbox and averaged 9.5 out of 10 so tomorrow I'll buy my copy. My purchase of Stella Deus for PS2 won't be for another 2 weeks; therefore, it won't hurt to spend my cash on another excellent game.

On Catharton Electronica, I have had a discussion about if Dreamcast was truly dead. First, I went on saying Dreamcast was dead, because you know it's dead in North America. It's like people saying Atari Jaguar is not dead because Songbird Productions keeps releasing games for Jaguar / Jaguar CD. Publishers aren't releasing software for the masses. I don't see Dreamcast games in Wal-Mart(s) anymore, because it's obviously dead. It was a head of it's time and it also died long before it's time, but we can't do anything about it no more except play the Dreamcast games we already own. Other gamers on the thread I've known for months were saying that Dreamcast is alive in Japan where a new game comes out for it each month. Sega has an arcade circuit board called the Naomi which is slightly more powerful than Dreamcast so programmers could easily port game code from Naomi machines to Dreamcast in a matter of weeks. The popular 1998 fighting game, Soul Caliber, was a Naomi game, and the Dreamcast version sported improvements like more realistic character skin, and improved background textures without increasing number of polygons. I went on saying since Dreamcast is a 128-bit platform and is including with the 128-bit generation. However, I could buy used games from Toyriific and Dreamcast wouldn't be dead. In Japan, Sega Saturn hadn't died until 1998 when it was made obsolete by Dreamcast. Sega was the 3rd to launch a 32-bit console in the United States after the Sega 32x in 1993 and Atari Jaguar in 1995; Sega rushed development of *Project Blackjack* to be 1st launched 128-bit console in the USA. If Sega had waited longer the Dreamcast could had been more profitable if only Sega hadn't lost so much money on Saturn. Dreamcast could have been more powerful than Playstation 2 which would help Dreamcast sales. People who only want to best graphics available would buy it, and more games would be developed at the same time meaning more launch titles in 2000.

For example, I've had purchased Marvel vs. Capcom 2 for Dreamcast for \$50 two months ago (because it's very rare to get not online), and the disc looked slightly used yet it played like new. I could say I've bought it when it came out! An unopened Dreamcast jewel case would double or triple the price of a used game, but I don't care about those. It's unwise to pay for an unopened game for a dead platform.

✕

Secondly, I learned a bit more about the *harder* Japanese Super Mario Bros. 2 for NES. Although the game was only released in Japan, I found out I had a copy in form of Super Mario Bros. - The Lost Levels. MushroomKingdom.com had a segment about the *real* Super Mario Bros 2 and showed screenshots. We had the discussion here. I was never able to find a ROM of this rare NES game.

Thirdly, I've had a funny comment on why Playstation Portable had a coin-sized battery in it because it's true it used it when the lithium-ion battery below a certain percentage. For example, I have a TimeX digital watch I've bought in Jamaica and only needed to change the battery once, because I used the backlight a few hundred times. Clock batteries last as long as 5 years. My logic lies in how long BIOS coin-sized batteries last.

Afterwards, a popular topic was how Playstation Portable 2 functions like. I've contributed my part saying its probably backward compatible with PSP. The UMD discs would be dual layered and hold twice as much data as its predecessor. The PSP2 would have better battery life too.



New Games: Splinter Cell 3: Chaos Theory, ESPN Major League Baseball 2K5, Lumines, Wipeout XL, and Wipeout 3. Will be added to list shortly...

[One day later] Randy wasn't available to visit me today. I've woke up early today, and looked on Internet game reviews. I planned on buying ESPN Major League Baseball 2K5 by 2K games and Splinter Cell 3: Chaos Theory for Xbox. I believe I told why in the previous paragraphs. Heck, I saw Wipeout 3 for 7 bucks and it had some exceptional dance music according to the reviews. The soundtracks included music from DJs: Sasha, Chemical Brothers, Cold Storage, and Underground. I was excited to get so I could play it and rip mp3s. When I got home, I remembered to read the Gameranking's review structure of Wipeout XL receiving 4 100 %s (wow) and 94 % from IGN because the dance music was brilliant according to them and I like trance anyways so it was well worth the \$8. I will encode them into MP3 by CDex at 128 kbps 44 Hz because I don't believe the original music was higher than that bit-rate in the first place! In fact, I'll do that after I get done writing this entry for sure just because. Before I went I was getting into Wipeout 3 and I've already heard the songs "Underground - Tin There" and "Sasha - Xpander" which were cool enough. I do listen to them everyday on my PC. All and all, I am really happy with the current decisions I've made.

P.S. : My parents don't know I like trance as much as I do.

Here's the trance music list.

Wipeout XL

Intro FMV music

1. Cold Storage - Xylem
2. Cold Storage - Phloem
3. Cold Storage - Argen
4. Cold Storage - Xenon

In game music:

1. Future sound of London - Herd Killing
2. Future sound of London - We have Explosive
3. Future sound of London - Landmass
4. Fluke - V6
5. Fluke - Atombomb (Straight 6 Instrumental Mix)
6. Chemical Brothers - Dust Up Beats
7. Chemical Brothers - Loops of Lury
8. Chemical Brothers - The Third Sequence
9. Underworld - Tin There (Underworld Edit)
10. Prodigy - Firestarter (Instrumental)
11. Cold Storage - Canada
12. Cold Storage - Body in Motion

Wipeout 3 Soundtracks

1. Sasha - Auricom
2. Sasha - Goteki 45
3. Sasha - Felsar
4. Sasha - Icaras
5. Sasha - Pirhana
6. Sasha - Xpander
7. - Control
8. - Surrender
9. Underworld - Kittens
10. Orbital - Know where to Run
11. Paul Van Dyk - Avenue
12. Propellerheads - Lethal Cut
13. Chemical Brothers - Under the Influence

Before long all these songs will be on my HDD. WOOT!
That's all for now. Bye.

Bought Jade Empire + two Genesis games | SVG in Mozilla 1.1 (2005-04-13 17:11)



8:40 PM Today

Comment: Looks like a lot of people like games or are curious. I write for free.

Today, I've heard of this next generation vector image format called SVG and Mozilla Firefox ver. 1.1 is going to support it. In my humble opinion, Firefox 1.1 shall also support JPEG 2000, but I'm not saying anything. No body on the web uses JPEG2000 even if I want too. My observation is it's more compressed than PNG or GIF and is an alternative to flash web technology Modblog would need to support a SVG html tag for me to use it on this blog. SVG in Mozilla Firefox ver. 1.1 It seems it can be used as a stationary vector graphic too, but the big question is....will it be better than PNG?

You know I like to go around the Internet at old videogame vector graphics and coping it to the clipboard so I can reduce the file size less then one half it was originally without reducing color. It's harder to do this with Irfanview, but a lot easier with Paint Shop Pro 9's PNG optimizer. Afterwards, I over write the PNG using Irfanview's PNG codec, the file size is instantly reduced 1 - 4 KB. That time I gave Stuff5 the improved file size of his logos compiled in PNG and later he told me he wanted them to be compiled in GIF so I changed the file extension, but he found out about it. It's an excellent way to trick file transfer protocols that won't accept PNG into accepting them. Also works with MP3 files, give it another extension like *.ZIP, but be sure not to open it in WinZIP or WinRAR or Powerarchiver. PNG is only better than GIF if you own a program released after 2002 else it would be equal to the compression of GIF. The early PNG codec before 2003 were worse than GIF. I use General Public License's Portable Network Graphics for all my vector images.



Screenshot of Jade Empire for MS Xbox

Well, to my surprise **Jade Empire** for Xbox came out today to a store near me and sold out before 3 PM. IGN gave Jade Empire an exceptional 9.9 out of 10....only 0.1 point from perfect in every way. Gamerankings averaged 9.4 from ten popular game reviews. I was trying to find out what the bad seed in the game was. I'm 5 dollars short in money otherwise I'll buy it at Target next week. Target said it's coming out next Wednesday. What makes it stand out is the fact it's 0.1 point higher than Halo 2 (previous best game for Xbox.) In one's own opinion, Halo 2 could still be the greatest game on Xbox. That's not the point I'm trying to make here. Jade Empire being an action RPG while Halo 2 being a first person shooter. It uses the Star Wars - Knights of the Old Republic's lock-on system instead of light sabers you'll get Chinese weapons like a polearm for an example, but plays similar to KotOR. It could quite possibly be Bioware's best game to date. Bioware's previous best sellers were Neverwinter Nights (plus all the expansions), Knight of the Old Republic 1, Baldur's Gate 1 and 2 (and expansion packs) for PC, and one other game. I've played like mad on Neverwinter Nights in the summer months of 2002. NWN has this deal when you connect to someone else's server; the administrative gamer of it has all rights to your character on that server. So when my ISP disconnects me I can't find the server right away, and when I do find it, my character is gone because the administrative gamer deletes all low level characters like myself thus all that time wasted building up my inventory for nothing, and the game's replay value is shit so I played the game the whole summer in 2002, a few times in 2003, nothing more. NWN would make an excellent LAN game for two brothers (or sisters) who own copies and play it together. I have none which defeats the purpose of multiplayer which isn't cool at all. The game had a bug where you can rejoin the game and your game would be reset so all the weapons in the chests, and drawers would be full once again. I'll do that ten times so it's possible to sell all the items in my inventory & buy plated armor from the silversmith.



Ninja Gaiden (NES) unlocks once you beat Ninja Gaiden (Xbox)...what an awesome bonus feature!

Anyways, I read the Ninja Gaiden Xbox review just for the hell of it. It was great reading. I found out it had the best graphics of any game for Xbox. I remember it being very, very hard. Too hard for my tastes. GAME HAS DROP DEAD GORGIOUS GRAPHICS! It's a toss up between Dead or Alive Extreme Beach Volleyball, Ninja Gaiden and Jade Empire. I believe once you've beaten Ninja Gaiden, you can unlock the emulated 1989 version of Ninja Gaiden. After I read the IGN review, I read Flying Omelette's review of Ninja Gaiden which scored 9.5 out of 10. He mentioned that the textured looked muddy because there was so much of it. It's amongst the writer's favorite NES games.

I've lost the concept of enjoying playing multiplayer. I haven't played an online game for so long now. I must have been a part of an online game preferably a first person shooter, but my ping is too low. Yeah, I was thinking of playing either **UT2004** or **Counterstrike: Source** online! I want to kick ass and take names too.

Also yesterday, I had nothing to do so I'd installed UT2004. I've found my missing Play Disc after last time I've played the game so there is no need for a "no-CD crack" patching UT2004.EXE any more. I like games running in ultra-high-resolution. Remember, I've a Radeon 9800 XT so it does the job well. I am preferably not using sniper rifles for now which is useless for me at close quarter combat. The sniper rifle can be the game's most deadly gun when in hands of a veteran (whom rarely misses the headshots...ouch.) I prefer the machine gun and other automatic weapons. Before playing, I've added 35+ deathmatch UT2004 maps one by one in the parent folder. While playing, the trick is to keep moving and strafing backwards while shooting. Other noteworthy advantages are never fight to the death in my opinion, unless you've only got 10 health points than take as many with you as possible. I shall be the leader faster keep by searching for health packs until my health is 80 % or above than kill as many bots or players as possible by strafing while constantly moving around. If you can't find the opponent (it's a sniper when the HP decreases 40+ points at once....rush for cover if you can)...It always works to start shooting in 360° counter-clockwise rotation until you find the player. Hopefully you'll down him before he (or she) downs you! Always keep an eye out for the blue shields. I want a blue shield (enhanced melee power) rather than a yellow shield (extended health points). UT2004 makes you really want to kill everybody in site in act of revenge, and that's why it's popular. X-fire allows you to bring up a chat window in the game for instant message a friend in whole another game to join you in your game. That's excellent! I do have an X-fire account, but I don't use it anymore.

Time to get back to Visual Basic homework. I've been stalling my tasks lately. For some reason I've been interested into the NEC Turbografx and Sega CD. If I were to buy a Sega CD, I can not use my existing Sega Genesis to hook her up. I've heard that the best game for it is either Shining Force CD or Advance Dungeon and Dragons - Eye of the Beholder which both scored an A at VideogameCritics.net. Otherwise, Turbo GX's best games are either *Bonk's Adventure* or *Galaga '90*. Turbo GX was the first 16-bit (and least powerful of 16-bit consoles) in the USA released in 1989. It really makes you wonder how successful Nintendo would have been in America if a SNES CD became available in 1993 like planned. Of course, in the fine print, Sony had the rights to the SNES CD so all games had to be published by Sony even if the videogame was developed by Nintendo. That deal never made it into production. Toyriific in Hudson sells a Sega CD with Genesis for \$50 or Turbo GX with game card for \$80. Right now I'm pondering which game I shall buy. I am wondering if Toyriific has any of the excellent titles in stock for them.



Look at this....Jade Empire...already!

7 hours and 14 minutes later I've called both Toyriific in Hudson and River Falls to ask the clerk(s) if he had a Sega CD in stock with Genesis and both stores did. The Hudson Toyriific sold them for \$120 and the River Falls Toyriific sold for \$80. Both said the store(s) would give me \$2 in-store credit for my Genesis v3. See, the original game plan was buying a Genesis version 2 and Sega CD separately. It cost me \$80. My Genesis at home won't take Sega CD add-on. The person on the phone was the black man I choose to not like so I didn't drive there at all. Instead, I called Wal-Mart to see if the store had **Jade Empire** for Xbox which they did so I've drove 15 miles to Hudson, WI. They asked me for my driver's license so I gave it too them. The game was rated M for mature. So I got the limited edition Microsoft only sells at the beginning. Best Xbox Action RPG to date, people and I OWN IT! Afterwards, around 4 PM, I arrived at Toyriific again so I could pick out a game. I was looking for some current generation games, but I figured I've got everything I wanted that's out for PS2, Xbox, and Gamecube anyways so I started to ponder which Sega Genesis games I wanted because Sega CD isn't worth the purchase because there is only 2 games I've mentioned above good for it and Shining Force was also in cartridge format. All Shining Force CD had over Shining Force was Full Motion Video and

some 16-bit audio soundtracks, but what was on the cartridge version was already above average on Genesis's not good sound chip. Everybody wants Shining Force for Sega Genesis, but I was luckier. Someone sold a whole bunch of imports to Toyriific and one of them was a vintage **GUNSTAR HEROES THE BEST SHOOTER FOR GENESIS PERIOD!!!** I've paid 40 bucks for that and another \$10 for **Vectorman** with case and manual. That now makes 6 Sega Genesis video games. If I've found Alien Soldier there which I didn't; I would buy it in a New York minute. Some of the imports will still be there tomorrow; I might go back and snag some more after I found out which ones are good via the Internet. New games to add to list:

- Jade Empire (©2005 Bioware)
- Gunstar Heroes (©1997 Treasure)
- Vectorman (©1995 Blue Shift)

Regards, Ian

Anonymous (2013-05-19 03:33:11)

Wow, this article is fastidious, my younger sister is analyzing these kinds of things, thus I am going to inform her.

My website: personal injury attorney

Anonymous (2013-06-19 01:54:43)

Sweet blog! I found it while browsing on Yahoo News.

Do you have any suggestions on how to get listed in Yahoo News? I've been trying for a while but I never seem to get there! Appreciate it

Also visit my web blog website

Anonymous (2013-09-14 04:10:49)

Never, ever lie on your resume, even if you think the truth is something that will never be discovered. If there is something in your past, you are not proud of, simply do not put it on your resume. You never know if the potential employer could somehow find out the truth.

Look at my web blog ... homeland security jobs

Anonymous (2013-09-14 13:47:42)

Hi there, just became alert to your blog through Google, and found that it's truly informative. I am going to watch out for brussels.

I will appreciate if you continue this in future. Lots of people will be benefited from your writing.

Cheers!

Here is my website :: webpage

Anonymous (2013-09-16 04:02:00)

After going over a few of the blog articles on your web site, I seriously like your way of writing a blog.

I saved as a favorite it to my bookmark site list and will be checking back in the near future. Please check out my website as well and tell me what you think.

Anonymous (2013-09-16 09:36:35)

I am genuinely grateful to the owner of this web site who has shared this fantastic piece of writing at at this place.

Feel free to visit my web page; CPR ()

Anonymous (2013-09-19 22:23:58)

Good day! Do you use Twitter? I'd like to follow you if that would be ok.

I'm definitely enjoying your blog and look forward to new updates.

My site earn money online ()

Me quitting Catharton Electronica forever? Could well be the case! (2005-04-17 21:52)

This time, I'll make it short...none of this three pages long crap. I knew Doom 3 for Xbox was 3rd best First Person Shooter (FPS) after quality Halo 1 and 2, and I started it like I was confused, but that's false. I've this game for PC and it fucking has better graphics than the Xbox. I wanted Knights of the Old Republic because I'm not stupid and that's what I had bought. Graphics are always better on PC unless it's an old game.

I'm thinking of quitting Catharton Electronica. The whole place is full of Nintendo fans, and you can't tell them that the game sucks or they'll go crazy on yeah. I had a War online...it only lasted 6 hours, and I was outnumbered by Nintendo fans. You must understand in the UK Nintendo is doing very badly except for maybe Gameboy sales, so they like to favor Nintendo any way possible. I had created a Playstation Club where Playstation owners can go and be a part of a club. You feel like a compelling force when there is a club. I don't know....I've been there a long time...and posted a lot of gaming knowledge, time spending on my PC wouldn't be the same!

Then I back to Toyriiffic to buy more games like **Vectorman 2** and **Streets of Rage 2**. The case looked very good so that's why I bought it. My second choice would have been Ecco the Dolphin, but the manual was torn up, therefore, no good to me. Ecco the Dolphin is a dolphin simulator; a spin-off genre of the adventure games. Streets of Rage II got a 9.5 at Gamerankings.com, best in the series so I picked that up for \$40. Then I've bought **Star Wars - Knights of the Old Republic II - The Sith Lords** for personal computer (IBM-PC) at Target today. It doesn't look like I'll play it anytime soon with school going on. Why did I buy it? It's the sequel to my favorite Star Wars game! I don't buy every game I want...really! I met someone here who seems to know games well. It seems that the Xbox version got better score by about 3 - 7 points, but I don't need that game for Xbox. The graphics are better on my PC. It looked good six months ago. I've played it yet.

Anyhow, my Genesis RF adapter is almost junk...works enough to play Genesis games. It worked by loosing extra RF Adapters before it in the chain of RF adapters, and the picture quality of Gunstar Heroes got slightly better, and watched the demos. This time there wasn't white pixel interference on the LCD TV. I knew my NES came with a bad RF Adapter so I'll connect that last. Anyways, I enjoyed playing the game. It seems like there is 4 levels in it....is that it? That's \$10 per level....expensive for an old game.

In this PNG, you can see my computer specs are indeed 2048 MB. It's blazing fast, and I don't think about it...because everything with 1024 MB was still very fast, it's just a tiny bit faster, unless you're loading games, they load a couple seconds faster.



Yeah, I remember back in the day I had 64 MB of SDRAM.....those were the days :)

PS. I'm getting either Doom 3 or Project Snowblind for Xbox at midnight or tomorrow. Project Snowblind is published by Eidos Interactive and developed by Crystal Dynamics. I'll take a picture tomorrow of my new games because I can't find my digital camera right now, and it be easier just to take one picture now.

I am so tired....it's almost midnight. Tomorrow, I'll revise this post. Maybe I'll post my dad and my research project online which is about financial advisors' client planning. Haven't decided yet if I want too.

Yawn....must stay wake bit longer.....Zzzzzzzzzzzzz.



[One day later] Today, I've gone to Toyriiffic and picked a Doom 3 for Xbox. Then when I found out I couldn't afford it, I've brought it back to Toyriiffic, but found out the store only gave in store credit towards new games so they can sell it for \$50 again and rip me off on a used game I buy from them. Last time I'll buy new from them ever again. The

little brat said he'd buy it from me used when it's not opened so I took the game back avoiding screwed about of \$20! What I could do is bring back KotOR II and get cash back. I don't care if I own KotOR II anyhow. I'll drive to Target in Hudson once I find the receipt I'll reimburse myself. Final word, I decided not to quit posting at Catharton.com...it's a long story. Been there and I have more posts than anyone. I would regret deleting it for that reason

Add new games to my list for v1.31:

- Star Wars Knights of the Old Republic II – Sith Lords (©2004 Obsidian Entertainment)
- Doom 3 (©2005 iD Software)
- Streets of Rage 2 & Vectorman 2 already added

Look at my small Videogame center sectioned off (2005-04-19 01:11)

Unlike two months ago when I had two TVs. I had to give one a way to my dad because now we have seperate DirecTV recievers, we need the extra TV so I have 8 consoles chain-linked using RF adapters while 1 is using the Svideo input jack (Gamecube) because my RF adapter is very bad. This image's pixelsize is resized for your convenience. The DVD player and DirecTV reciever are using the remaining Svideo inputs.



Notice under the Gamecube there is a Gameboy Advance add-on called "Gameboy Player". This adds a nineth console to my TV. Gameboy Advance games are played using the Gamecube controller.

Look at the small white streamlined Xbox 360! | Dell replaced my bad monitor for free | joined new gaming board (2005-04-22 15:48)

Supposedly this is the real Xbox 360. The white image is an Adobe Photoshop enhancement where Microsoft cleaned up the distortion for its debut internet graphic. Xbox 360 looks so 21st century compared to Xbox. The controller is made before Microsoft assigned a logo to Xbox 360. It's been on the Internet since December and it said Xbox 360 on it which Microsoft should confirm next month. Xbox.IGN.com and Gameindustry.biz confirm this is the real deal.



official logo



That black thing below the removable hard drive is a infrared sensor for wireless X360 controllers. The DVD-ROM drive is on top opened by a lid. Controller has a lithium ion pack according to Gameindustry.biz



Yes, it is smaller....barely!



This is no prototype.

The Xbox 360 specs you've all wanted :

1. Support for DVD-video, DVD-Rom, DVD-R/RW, CD-DA, CD-Rom, CD-R, CD-RW, WMA CD, MP3 cd, JPEG photo CD
2. All games supported at 16:9, 720p and 1080i, anti-aliasing
3. Customizable face plates to change appearance
4. 3 USB 2.0 ports
5. Support for 4 wireless controllers
6. Detachable 20GB drive
7. Wi-Fi ready

Custom IBM PowerPC-based CPU

- 3 symmetrical cores at 3.2 GHz each
- 2 hardware threads per core
- 1 VMX-128 vector unit per core
- 1 MB L2 cache

CPU Game Math Performance

- 9 billion dots per second
- Custom ATI Graphics Processor
- 256-MB GDDR3 RAM
- 500 MHz
- 16 pipelines
- 10 MB embedded DRAM
- 48-way parallel floating-point shader pipelines
- unified shader architecture

Memory

- 512 MB GDDR3 RAM
- 700 MHz DDR

Memory Bandwidth

- 22.4 GB/s memory interface bus bandwidth
- 256 GB/s memory bandwidth to EDRAM
- 21.6 GB/s frontside bus

Audio

- Multichannel surround sound output
- Supports 48khz 16-bit audio
- 320 independent decompression channels
- 32 bit processing
- 256+ audio channels

MISC

- 64 MB memory cards
- 802.11b
- uses same power cable as Xbox?
- Xbox controllers not compatible. Microsoft will be selling wireless Xbox controllers for X360

Launch List (mid-November)

Call of Duty 2

The Darkness

Gears of War

Ghost Recon 3

Kameo: Elements of Power

Madden NFL 06

NBA 2K6

Need For Speed: Most Wanted

Perfect Dark Zero

Project Gotham Racing 3

QUAKE 4

Saint's Row

Tiger Woods PGA Tour 06

Tony Hawk's American Wasteland

Today was exciting because I got a new Dell CRT monitor for free. The previous monitor lasted 16 months than the screen went died. I had my dad call order another one because he bought the personal computer in 2003, because he called from his office, he would have an easier time Dell giving it back.

Other not so exciting news is I played Mega Man 4 and I was horrible at it, but retried many times over. It happened yesterday. The game looks extremely clear running on PS2. This is good with a two year old RF adapter. The disc loads the game into PS2's RAM and plays it.

As for my visual basic class, I've pretty much fallen behind for lack of interest. The instructor can only help me on Thursdays and Fridays. True, it's not a part of industrial networking, but finishing it would allow new possibilities in VB programming. VB programming crosses with C++ programming in some areas. I only own Visual Basic .net 2003. I've got into the programming. I don't like it, but I'm choosing to neglect my homework that's due in 19 days. I forget college isn't about setting around the computer and looking at the internet all day, it's about doing Visual Basic on a computer for long hours. I've got dedication at computer thing right. I don't play too many videogames instead collecting them (better than collecting movies). The problem is reading text in a book because I've horrible time reading books. I can read well, but the book doesn't keep my attention well. I dunno. I give my best attention to reading game reviews, but working on questions and referring back in the book to answer questions takes my attention a way. I've done the first 4 chapters in 8 days, and it took me 5 months to complete the 5th chapter. Something is wrong...the book suddenly got uninteresting very fast. It's odd I've aced my technical writing class!

I joined another gaming board called Cyberscore. I use the same avatar and nickname as Catharton. I already have one of the largest console collections and game lists on the site. I've just added another handheld now, the Gameboy Color, without owning a Gameboy Color.

New games to add to list:

- Legend of Zelda Oracle of Seasons (©2001: Capcom/Flagship)
- Legend of Zelda Oracle of Ages (©2001: Capcom/Flagship)

ttadas013 (2012-05-14 22:30:32)

The fantastic verified design

as the used version and causes the amount and power

of a brushless web page and longevity Li-Po energy offer.traxxas revo

Now with enough energy to launch top to platform

and execute even more techniques at a much faster amount.

UNIX in the hitcounter (2005-04-23 19:03)

I'm not kidding when I say that 1 % of my views are Linux, but 7 % is UNIX.

My visitors (7 %) are using PC-BSD which is harder to use WINE. The 1990s era UNIX was supposed to be more secure than same period Linux. Old UNIX was harder to crash than old Linux. MAC OS 10 has its own spot at 3 %. BSD doesn't use crossover Pro. MAC OS 10 would use crossover pro. Crossover pro is a front end for WINE.

I still would go with openSUSE Linux, because of Crossover Linux Pro available.

My first Videogame burnout | Buying a new 5.25 megapixel camera for \$140 | My life after the 4th semester of tech college (2005-04-29 04:22)

I am going through what the average gamer goes through I call a "videogame burn out." It's where there are so many choices of games and so little money to get them. I'm actually pulling my hair out finding the best game out now. I didn't think I would be in this position. I've always been someone who avoided "videogame burnout." The term comes from when an airplanes engine's stall...they'll "burn-out" and then you're in deep trouble to get the afterburners to "ignite" so the plane has power. Same way with videogames, I am so use to buying 2 or 3 videogames every week that off weeks seem like burn out. I'm not financially in trouble or anything, but it's true I only have \$70 cash on hand with check book. I'm allowing my check balance pass \$400 so I can afford an Xbox 360 on launch day and one launch title. I want an Xbox 360, and I can afford it if I make some tough decisions now which will cut down purchasing game software by 50 %. This year I've already spent a good chuck of dollars on Playstation Portable and PStwo. This purchase of a digital camera will affect what I buy the rest of 2005. I've bought the PStwo to ensure I have something to play on until Playstation 3 is available. This is my walking around money remember, and doesn't include money spent on housing or food. I'm thinking of making a birthday list with Xbox 360 at the top of the list. I've had my eye on the \$140 Vivitar ViviCam 3935! The Vivicam 3935 comes with 4x digital zoom, packaged with USB cable and 32 MB SD media card. I have \$90 already saved up for games, but buying a camera instead. I've got plenty of games to last a couple months. Needs \$60 dollars more to afford the camera! The one I'm using now is 3.3 Mega pixel digital cam with 6x digital zoom, and I've gotten 2 ½ years ago. You can bet that my future JPEGs will look nicer. After I get the camera, I think I'll show everybody my 3 DDR sticks in my Dimension XPS (2x Samsung 512 MB DRR Dual Channel 400 MHz + 1 GB DDR 400 MHz over-clocking stick = 2GB DDR 400 MHz SDRAM .) I have all day to think it over. I also should mention that I downloaded another 120 MB of MP3s off Kazaa over dialup over two nights so I have 120 minutes of new music added to my HDD. Midway Games released M rated first person shooter **Area 51** today for PS2 and Xbox. It reveals the truth about the Area 51 that has become a talking legend in recent years of government conspiracies. The FMV looks extremely realistic of the President and General of the Army, General of the Airforce, Admiral of the Navy, etc making a speech at a digitalized carbon copy of Pentagon in D.C. much like that Pentagon scene in the movie, "Independence Day" (it's a rip off of that movie in my opinion.) The FMV is about the fictional conspiracy that the

US Government is hiding aliens (the blue Marian type) in the Nevada desert, and they want to take over, etc, etc, etc, and we will send Marines to Area 51 to fight to the death, etc, etc, etc. I'll be interested in this game for sure. I'm also going to put off buying Stella Deus for a couple weeks so I can afford the Vivitar ViviCam 3935.

All this week has been slow going. I've normally been doing nothing in front of the PC these past 6 days looking at various game reviews and writing them as well. I recently wrote a review on Metroid (NES) and it's remake, Metroid - Zero Mission. I feel that I have to update Cathartion Electronica more because I'm needed there. I like games so that's what there in the first place for...always keep that in mind. I was playing a little Final Fantasy Dawn of Souls. The action replay I put in the game keeps me from opening some chests so I can't go to the next area. I haven't played a RPG for over 2 months so I'm rusty on my Final Fantasy game play. To put simply I am dieing regularly...all part of the game. The Gamecube controller isn't that great for playing GBA games and has been less than helpful to me thus far.

Randy came over to my house on Sunday. We played Extreme G 1 and 3. He remembers Extreme G long time ago, so we played a couple races in that. He won a couple which means my skills aren't very good. I let him look at my cherished Playstation Portable. He said his sister was bickering about PSP the day before. I feel good now I have one. Then I played my flute, but not well. Afterwards, we went to Fleet Farm (a hardware warehouse) in Hudson, WI so he could pick up a \$110 tool box for his used white Chevy pickup he paid \$900 for. It was the cheapest model of tool box in stock. We would have gone to Game Stop if I wanted too, but instead we did something more local. He commented how it was the first stick-shift transmission he owned.

I may be in some deep shit in school because I didn't pass the 2nd visual basic class. Life is hard I know, but I didn't get through the chapter so now I need to do well in industrial networking classes...somehow perform some additional 50 % in school. Life is way too short though...can not let it bother me even though it's well beyond annoying. I've taken one programming course to test what it would be like to program for a living besides a lot of hard work The book was indeed confusing. My college may put me on a 3rd term of probation if I'm that lucky!

To be continued.....

monogrammed stationary (2005-10-26 20:43:00)

Your blog is outstanding I have been looking for this kind of resource.

I have set up <http://www.stationarytips.com> as an info source for designer stationary.

You did a great job setting up this blog.

vector marketing (2005-10-27 00:03:00)

Love the comments. Keep 'em coming! By the way, if anyone is interested in quality vector art (professional clipart) and/or sports clipart, I would recommend a seasoned pro.

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Anonymous (2013-02-28 06:11:42)

xanax online xanax xr overdose symptoms - xanax drug test period

Anonymous (2013-02-28 19:33:39)

cialis online buy cialis usa - buy cialis without prescriptions

Anonymous (2013-02-28 23:33:57)

buy cialis online cheap cialis without rx - buy cialis taiwan

Anonymous (2013-03-01 15:03:35)

xanax online xanax bars blackout - xanax 2mg effects

Anonymous (2013-03-02 05:59:58)

where can i buy xanax online xanax lethal dose - xanax and alcohol

Anonymous (2013-03-04 14:48:26)

It's an amazing piece of writing for all the online viewers; they will get advantage from it I am sure.

My blog post: payday loans

Also see my web page :: **payday loans**

Anonymous (2013-03-04 14:56:42)

Very shortly this web site will be

famous among all blogging and site-building users, due to it's nice content

Here is my site; payday loans

Anonymous (2013-03-04 19:57:58)

This page certainly has all of the information and facts I needed concerning this subject and didn't know who to ask.

My web-site payday loans

my webpage: **payday loans**

Anonymous (2013-03-05 16:14:44)

Thanks for finally talking about > "My first Videogame burnout | Buying a new 5.25 megapixel camera for \$140 | My life after the 4th semester of tech college" < Loved it!

Also visit my web page - payday loans

Anonymous (2013-03-06 14:44:03)

klonopin anxiety many 2mg klonopin - klonopin overdose lethal

Anonymous (2013-03-07 12:43:21)

buy tramadol tramadol ev 100 mg tablets - tramadol dosage pain

Anonymous (2013-03-07 16:59:51)

constantly i used to read smaller articles or reviews that as well clear their motive, and that is also happening with this piece of writing which I am reading at this time.

Also visit my weblog ... payday loans

my page - **payday loans**

Anonymous (2013-03-10 11:49:15)

learn how to buy tramadol tramadol 50 mg interactions - buy tramadol legit

Anonymous (2013-03-11 06:20:31)

buy tramadol online tramadol 50mg - buy tramadol in usa

Anonymous (2013-03-12 02:36:51)

klonopin for anxiety klonopin withdrawal flu-like - klonopin blackout

Anonymous (2013-03-14 15:58:02)

Someone essentially lend a hand to make severely posts I would state.

That is the very first time I frequented your website page and to this point?

I surprised with the analysis you made to create this actual publish incredible.

Magnificent activity!

Also visit my blog - payday loans online

Anonymous (2013-03-19 00:24:00)

<http://southcarolinaaccidentattorney.com/#504765513> dan carisoprodol drug - carisoprodol 350 mg erowid

Anonymous (2013-04-08 07:35:09)

Your current article provides established helpful

to me. It's very useful and you're simply obviously quite well-informed of this type. You have opened up my personal eyes to be able to different thoughts about this specific topic with interesting and reliable articles.

Here is my homepage : **buy ambien**

Anonymous (2013-04-08 11:46:24)

Your current post provides established beneficial to me personally. It's really useful and you are certainly quite educated in this area. You have got popped my own eye for

you to different thoughts about this particular topic using intriguing, notable and strong articles.

Have a look at my webpage - [Um.Edu.Mt](#)

Anonymous (2013-04-12 08:24:40)

My brother suggested I might like this web site.

He was entirely right. This post actually made my day.

You can not imagine just how much time I had spent for this info! Thanks!

My site ... herbal party pills

Anonymous (2013-05-13 20:20:11)

I know this web page provides quality based articles or reviews and other information, is there any other site which presents these information in quality?

Have a look at my website Same Day Payday Loans

Anonymous (2013-05-27 14:52:36)

Greetings from Idaho! I'm bored to death at work so I decided to browse your site on my iphone during lunch break. I enjoy the knowledge you provide here and can't wait to take a look when I get home.

I'm shocked at how quick your blog loaded on my cell phone .. I'm not even using WIFI, just 3G .. Anyways, wonderful blog!

My blog :: legal amphetamines

7.5 May

HD-DVD & Blu-Ray makers join forces! More game shots | Desktop shot | looking at DVD recorders at Tigerdirect | broadband draws near (2005-05-03 05:57)



This shelf was added because of my growing game collection



first videogame shelf I had.



✕

Old shelf I had since 2000

✕

The other shelf I've bought in 2000. Serves it's purpose.

✕

I added all my computer game boxes to the 2 shelves below that shelf by my TV with misc videogame software.

✕

My desktop today. Stardocks 1.11 is really cool. I like it a lot.

HD-DVD and Blu-Ray Join Forces | The Meetings are classified

There's been quite a few stories recently (on reliable sites like the BBC and The Register) that Sony was saying it's open to negotiations with HD-DVD to merge the two systems. It's possible that the negotiations are going ahead.

It might be that Sony doesn't want to repeat the problems of Betamax, Minidisc and Memory Stick, where it ended up being an expensive minority format. If company founders merge Blu-ray and HD-DVD manufactures, everyone wins with this alliance, because there's no uncertainty of which format to purchase, and customers can go ahead and buy whatever the new format of the new alliance is called without worrying that it'll go obsolete two years later by one of competitor's better disc with more data capacity. This means that another higher tech ROM drive will be installed in Playstation 3s which prior to the merger was Blu-ray's debut product.

Both HD-DVD and Blu-ray both use a blue laser, that's how they can fit so much more onto a disc (the laser is smaller so the pits can be too). The industry had blue lasers burning data storage for 10 years, but it's taken until now for blue lasers to be cheap and easy enough to mass produce.

Blu-ray looked like it was likely to pull ahead and be Hollywood's media of choice.

More as it comes available.

Wisconsin (USA) life ramblings

I've taken a camera shot of all my videogames in their place. On Sunday, I asked my Mom to get **Stella Deus Gates of Eternity** for \$50 at Game Stop. I own Stella Deus now. This morning I've been looking at DVD Recorders. This one burns DVDs in both NTSC and PAL MPEG2 codec although I don't know whether or not it'll burn Dual Layer DVDs. The disadvantage of DVD is that it's not enough minutes for most movies I watch off satellite. I'm pretty sure it's record, and it burns DVDs at default settings on-the-fly. I was looking at the Emerson Progressive Scan DVD/VCR Recorder and the Emerson EWR10DR DVD Recorder. The EWR10DR I can buy for 120 dollars while I'll be spending 70 dollars more on a VCR to DVD recording capabilities. With some simple cables linking the VCR to the DVD player I can do what the DVD/VCR recorders can for less money. I think I'll record *Heavy Metal* episodes on DVD off the History Channel. *Heavy Metal* has some cool 1 hour episodes about tanks, fighters, and military ships and weapons including various range missiles and torpedoes with mega TNT! I would love to burn them on SL-DVD, and will save me a ton of money and I can spend the left over money on videogames. I've added a DivX movie list on my angelfire webpage.

I was also looking at how you can get a 30 inch LCD TV with 750:1 contrast level for \$900 plus shipping. That's less than my 25" TV's original cost 5 months ago! I don't need another LCD TV, but the future of TV sets is LCD TVs, and my next TV 5 years down the road could be a 35" LCD TV with better resolution once I find a job and can afford one in 2008. I require an Xbox 360 in November. I'm wondering if **Project Gotham Racing 3** will be an Xbox 360 launch title and may be my first choice.

Confirmed X360 launch titles (updated)

- Project Gotham Racing 3
- Battlefield 2: Modern Warfare
- Call of Duty 2
- The Godfather
- Madden Football 2006
- FIFA 2006 (federal international football association)
- Dead or Alive 4
- Perfect Dark Zero (Rareware title)
- Need for Speed Underground 3
- New unannounced Namco franchise
- Kameo (another RAREware title)
- Halo 2.5

By the way, I'm getting broadband with free wireless NICs I'll get to install sometime this month! The most noticeable change is I can stream-save 192 kbps shoutcast broadcast channels and listen to the music in real time to give it all a way to my friends for free once I can find some. Point is be my friend cause I'll give you free music!

New games to add to collection

- Stella Deus Gates of Eternity



Final Word : Modblog, please fix the domain name server soon so my site looks gorgeous again.

Anonymous (2010-09-13 01:46:52)

I regret, that I can not participate in discussion now. It is not enough information. But with pleasure I will watch this theme.

Anonymous (2010-09-15 17:29:32)

Bravo, you were not mistaken :)

Anonymous (2010-09-16 20:40:56)

I think, that you are not right. I can defend the position.

Iain's Smashing Good Blog Site (2010-11-20 16:40:15)

You know in People's Republic of China, companies sell HD-DVD and Bluray together in a case. They have this HD-DVD that runs a Chinese made encoder. Audio Video Standard (AVS)

DVD Forum said HD-DVD, but settled on DVD instead. At the time nobody knew it.

oakleyses (2014-10-23 18:15:05)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:32)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:30)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Talked to Bob who I haven't met in 5 months | Bought and played Guild Wars Online PC game (2005-05-07 13:52)

Bob ignored me for the pass six months, but I decided I had the guts to call him back on his cell phone yesterday. He works in a town 10 minutes a way from where I live so I drove to the gas station in the evening after the electricity suddenly went out, and that's the first time this year too. My dad was sleeping so I had to wake him, because the garage door was locked or was it? Anyhow, he used his muscles to get the garage door open for me so I could see my former best friend Bob. I hanged out in the Freedom gas station for 3 hours and it there were few people around at that time of night. Talked about videogames with him and told him about my big collection. Bob says he lives in a house with his friend Jim who is a nerd. Jim lives with his girlfriend and their 2 yr old daughter (they aren't married yet.) He's suppose to be very smart at what he does best...figuring out many software problems by himself. Bob told me how I shall buy **Everquest 2** and have him pay the subscription fee so we can play together. I wasn't sure about it. To get off the Everquest 2 topic I've had instead suggested Guild Wars to him where the men are buffed up and the women are run-a-way babes with nice curves and wear bikini mails (the female elementists anyhow.) I'd showed him Lumines for PSP. He didn't care for it partly because PSP wasn't important. As I was standing around talking to

him there were young adults coming in picking up a 12 pack of Budweiser so I stand around not look interested. You know it's one of those young men who still wear their high school jeans and cap backwards, but who cares...it's their style....I'm still a stranger from the country who likes computers, but the new kind who likes technology! I'm really behind in my urban lifestyle wisdom. There is no time like the present. I've stayed here talking to him to about 11pm before I headed back home. Bob listened to The Perfect Circle (loves that band.) Perfect Circle is on the edge of vocal rock and heavy metal. They're okay in my opinion, but not as groovy. Perhaps that's because I'm listening to dance music it made me uneasy at the beginning, until I've heard it wasn't metal so I was fine, because everyone listens to heavy metal in Wisconsin. There is your Country crowd (small portion), your hip hop crowd (largest portion), and your heavy metal crowd (2nd largest portion). I'm like half way between the trance crowd and the heavy metal crowd. More unique than many people. Bob said he phone me tomorrow so meanwhile I'll play Guild Wars which is fine too, because it's simply stunning to look at.

My digital camera came in the mail two days ago, but my mom has the flash media card I require to take pictures and I am unable to pay her. The leather case which came with the box is made out of cow hide instead of deer hide. O-well. It won't help me take pictures.

Today, I've bought **Guild Wars** at the local department store....that's where the catch 22 comes in. On Wednesday, I've had drove to both Target and Wal-mart to find it's sold out....came back again today to get it again.

⌘

⌘

⌘

I've been reading Game Spy's Guild Wars review and installed it before an hour to downloading 2 patches, but the actual game seems exceptionally fast over dial up. Believe me, I know this, because I've experienced many games over a modem, and this has one of the best 3D action of nearly all of them (retail version isn't buggy at all.) I've set the game at 1600x1200 resolution with 4x anti-analyzing which is processed with 2 GB of RAM and 3.2 GHz CPU. Look for yourself, the screenshot is indeed above average. This game looks better than Xbox 360 game shots in my opinion! Graphics are 9.5 out of 10 for sure, but pretty good looking on my PC. Guild Wars is a free online RPG.

I had called Target today, and the store hasn't even heard of Forza Motorsport! I spoke to a teenager clerk, but rather I was in control so I hung up while he was searching for the game. I mean Forza Motorsport has been out since May 3rd. That game is Xbox's equivalent to Gran Turismo 4 and currently Xbox's best racing game. Graphics wise it's every bit as good as Project Gotham 2. Forza Motorsport is going to be my next purchase, after I can find more money. I'm broke again. I want to start off fighting worms until I can build her up to level 1 and beyond. That takes time which I have plenty of. So the guy asked me to stay on the line.

I might move out of my parent's place with in the next 6 months. We're getting into tiny conflicts lately so I stay in my room and look at the Internet all day long. I don't hate my parents, but rather don't like them sometimes, and we do have our differences. I checked out for a job at Home Depot and I plan to call more places tomorrow.

[May 08, 2005] Today, I called Bob who said he's working all day, so I've been playing Guild Wars from 7:10AM to 12:30PM over dial up and timed out 2 times. I've made two friends had got up to level 3 and died only 2 times. So far we thought we could level up so we're able to quests the game has. We've figured out the best way to spend our time is to level up constantly via killing everything in site as long as it doesn't kill us first and thus we had fought the creatures we knew we would win against. My xfire account shall of said that I've logged on three hours in Guild Wars. That's my proof I've been playing this game for several hours. Its seems like some of the personal commands in the chat window are /help, /dance, /wave, /sit, /jump, /flute, /drums, / guitar, /laugh, /head pounding, /clap, /shout, /yes, /no and probably several more.

Games to add too list:

- Guild Wars (©2005 Arena Net)

⌘

Pic of 2048 MB RAM | DOS doesn't recognize 2048 MB of RAM | Bought Slipheed Lost Planet today (2005-05-12 00:54)

Well, low virtual memory is a thing of the past. That's also the case if you have 1024 MB of RAM. When there is 786 MB of RAM installed you'll never get low virtual memory problems. 2 GB decreases lag by a lot when switching between Winamp and Guild Wars in window mode. If anyone tries this with 786 MB of RAM or less your computer will most likely freeze up.

Concerning 512 MB of RAM is good for 2D applications don't expect any less in 2005, because everything comes with 512 MB now-a-days until Xbox 360 is launched which will have a generous 512 MB of RAM.

Proof here:

✖

✖

MS-DOS has problems only recognizing 1024 MB.

Meanwhile, my female warrior is level 5 now, completed 6 quests, and now looking for another class. Guild War players are suppose to be dual class. I'm deciding whether I want to be a paladin or a melee-Elementist (elementist and warrior). I'd added another friend to a messenger service. A paladin is another name for a holy warrior which was a playable character in Diablo 2.

As for today in 12:20am in the morning I drove to Wal-Mart to find a game called Forza Motorsport, an May 2005 best seller, and a stellar as well as most awesome Xbox racing game on the market! This is the Lamborghini Diablo of racing games on Xbox! Everyone else wants it too because gamers aren't dumb so when it comes to games like this...we're all in the same wagon.... Unfortunately, that game was sold out within the first day it was at Wal-Mart. Instead I had bought the Treasure shooter, Silpheed: The Lost Planet. Silpheed was published on Sega CD in 1992 and the PS2 version is the remake. Silpheed - The Lost Planet has been extremely rare in Wisconsin until I just magically saw the game retailing for \$20 and immediately purchased it. Silpheed is my 77th PS2 game! It was a pretty 2D shooter when it came out, but it's score had been decreased because Silpheed is 3rd hardest PS2 game. Every decision has to be synced and drilled into my brain much like Gradius V and Ikaruga (also Treasure made 2D shooters) were, and hadn't made it far in either of them.

Anyways, I haven't met one of my real-life friends in 2 weeks. Damn, this is disappointing! I was bored so I went out to Wal-mart to buy Forza Motorsport. Problem is I didn't expect to be ignored that way, but I wasn't exactly myself that day. People like me know a lot about games so I know the nerdy stuff normal people don't. While I'm not a good FAQ writer I've three years experience writing detailed game reviews.

Games to add to list:

- Silpheed - The Lost Planet (©2001 Treasure/Game Arts)

✖

Let's all put this to rest and live another day to tell another story! Goodnight blogging mates.

Speculating Xbox 720 Specs | Able to run Sega Genesis Emulation on my Playstation 2 (2005-05-15 19:04)

Well everyone, I had missed the Xbox 360 special. I've heard it had a lot of music in it. In my opinion, the show was suppose to be about the Xbox 360's games and previews, but it was mostly concert. Anyhow, <http://xbox360.ign.com> has news on it.

Today has been interesting. Randy has gone deer bow hunting for the weekend up North without his dad because his dad answered the phone when I asked for him. Randy really likes to deer hunt you know, and has been buck hunting with his family for 10 years.

✖

✖

✖



Genesis Emulation on standard Playstation 2

Anyhow, two days ago, I've bought an Action Replay Max Evo Edition which allows ELF files to run on my Playstation 2 or PSTwo. An ELF file is always an emulator. The two emulators able to run on my PS2 were SNES Station and PGEN. A.R.M.E.E runs Genesis ROMs out of the box. Genesis games on PC or console with SMD file extension. **Max Media Center** formats CDs that'll work in A.R.M.E.E. Media Player. PGEN's instant saving function makes up for the Game Genie. Emulation is perfect in my opinion. PGEN is based off the best Genesis emulator for PC, GENS. The Emulator loads itself and the ROM into RAM so the game won't freeze. In fact, I could eject the CD and the game will continue running. The storage limit is 600 MB. For \$40 this is good deal, because I've 80 Sega Genesis games I can play on my PS2

I figured out maybe if when I find my PS2 memory card, I could format it and save 1 ROM onto it via Action Replay's memory card management software. Problem is always deleting game saves off the memory card, and my game saves are worth more than any old game. With A.R.M.E.E., I had bought my code lists patches in a sense. Now I can download code lists straight off thumb drive given too me. I can leave the 3 MB worth of codes on the thumb drive and it would have all the codes of any game I own in my collection so I can cheat in the RPGs like I've done for 3 years without the slow process of inputting numbers.

[May 16, 2005] I've deleted my ROM list in this entry because no body cared for it when the list existed. Anyhow, I am so happy I got to play Phantasy Star IV – End of the Millennium on my LCD TV. The game looks better than Phantasy Star II and III. Phantasy Star IV starts again on a planet where the mother brain is starting to produce monsters again and the crews have to save the planet *again*. The cut scenes are interesting. I played that for 4 hours the other day. I have a problem of not playing my old games especially my Genesis games. It could be because they're old, but I bought these games to own some history before the 32-bit generation. I remember the good times I was playing Super Mario Bros. on a Nintendo only last month. My friend says that everybody into videogames shall at least played Super Mario Bros on NES once because it's a classic. I said, "Whatever, Randy."

Xbox 720 Speculation For Fun

I was also going to speculate Xbox 720's future specs estimate by the way technology is advancing with Xbox 360. It was something to post in this slow transition time when there is nothing new to post on the forums. Comment if you wish.

- Since Xbox had a Pentium 3 at 733 MHz vs. the IBM Xbox 360 CPU at 3.2 GHz I shall suggest that Xbox 720 has 4 times the MHz as Xbox 360s CPU. So Xbox 720 will have a six or nine core 64-bit CPU clocking at 12.6 GHz made by IBM in 2010 remember.
- Xbox had only 64 MB of shared RAM because the money was spent on the XGPU, a modified Nvidia Geforce 3 with 128 MB GDDR clocking at 200 MHz, I suggest that the RAM of the Xbox 720 will be 2048 MB of RAM or as much RAM as my PC has now in 2005.
- The Xbox 360 has a 256-bit GDDR2 ATI GPU clocking at 500 MHz so I think I'll double it saying the Xbox 720 GPU will be approximately 512-MB GDDR3 DRR at a whopping 1 GHz in 2010.
- I think the Xbox 720 will 512 MB as standard storage in flash media cards.
- The Xbox 720 disc ROM drive will have the currently classified ROM which Blu-ray and HD-DVD manufactures are putting together holding as much storage as Blu-ray Discs or 25 GB.
- The controllers will similar to the Xbox 360 controller and probably will be wireless as well. For Xbox games the two triggers above the L and R triggers replaces the Xbox 1 controller's white and black buttons.
- The Xbox 720 will be smaller than Xbox 360.
- The Xbox 720 will have 802.11G unlike Xbox 360's 802.11B connection

Games to add to list:

None today. New ROMs, but I have respect too. I only count the physical cartridge form of software I own.

Bye, that's all for now.

Anonymous (2012-02-11 18:29:42)

It was very interesting to read about this in your article. blood pressure Read a useful article about tramadol tramadol

oakleyses (2014-10-23 17:23:01)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:02)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:25:09)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Hot off the press Playstation 3 information | Nintendo Revolution also revealed today (2005-05-16 23:39)

05/17/05 8:43AM - DMC4 and DOA4 images on Geocities server instead of Imageshack.ws and are able to be viewed. Look what I've found! This is Sony's new renderings from the showcase of pre-E3 conference. AT least we know the successor to Playstation 2 is Playstation 3.

Launch Date - Spring 2006 in North America and Japan.

X

Nice, a slot in drive. Sony's thinking.

X

Why is the controller so futuristic, everyone?

X

Nice, it's white. I love it.

X

Looks like PS2's back with more USB ports

Known Specs

CPU

Cell Processor

PowerPC-base Core @3.2GHz

1 VMX vector unit per core

512KB L2 cache
7 x SPE @3.2GHz
7 x 128b 128 SIMD GPRs
7 x 256KB SRAM for SPE
1 of 8 SPEs reserved for redundancy
total floating point performance: 218 GFLOPS
GPU
RSX @550MHz
1.8 TFLOPS floating point performance
Full HD (up to 1080p) x 2 channels
Multi-way programmable parallel floating point shader pipelines
Sound
Dolby 5.1ch, DTS, LPCM, etc. (Cell- base processing)
Memory
256MB XDR Main RAM @3.2GHz 256MB GDDR3 VRAM @700MHz
System Bandwidth
Main RAM 25.6GB/s
VRAM 22.4GB/s
RSX 20GB/s (write) + 15GB/s (read)
SB< 2.5GB/s (write) + 2.5GB/s (read)
System Floating Point Performance
2 TFLOPS
Storage
Detachable 2.5" HDD slot x 1
I/O
USB Front x 4, Rear x 2 (USB2.0)
Memory Stick standard/Duo, PRO x 1
SD standard/mini x 1
CompactFlash (Type I, II) x 1
Communication
Ethernet (10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)
Wi-Fi IEEE 802.11 b/g
Bluetooth 2.0 (EDR)
Controller
Bluetooth (up to 7)
USB 2.0 (wired)
Wi-Fi (PSP)
Network (over IP)
AV Output
Screen size: 480i, 480p, 720p, 1080i, 1080p
HDMI: HDMI out x 2
Analog: AV MULTI OUT x 1
Digital audio: DIGITAL OUT (OPTICAL) x 1
Disc Media
CD PlayStation CD-ROM, PlayStation 2 CD-ROM, CD-DA, CD-DA (ROM), CD-R, CD-RW, SACD, SACD Hybrid (CD layer), SACD HD, DualDisc, DualDisc (audio side), DualDisc (DVD side)
DVD: PlayStation 2 DVD-ROM, PlayStation 3 DVD-ROM, DVD-Video, DVD-ROM, DVD-R, DVD-RW, DVD+R, DVD+RW
Blu-ray Disc: PlayStation 3 BD-ROM, BD-Video, BD-ROM, BD-R, BD-RE
Sourced from SONY CORP.
What's in development for Playstation 3?

Devil May Cry 4 (Capcom)
 # Eyedentify (SCEJ)
 # Fifth Phantom Saga (SEGA)
 # Fight Night Round 3 (EA Sports)
 # Final Fantasy XII (Square Enix) – Isn't this a Playstation 2 game as well?
 # Formula 1 (Liverpool Studio)
 # The Getaway "Screen Test" (Team Soho)
 # Heavenly Sword (Ninja Theory)
 # I-8 (Insomniac)
 # Killing Day (Ubisoft)
 # KillZone (Guerrilla)
 # Metal Gear Solid 4 (Konami)
 # Mobile Suit Gundam (Bandai)
 # MotorStorm (Evolution Studio)
 # NioH (KOEI)
 # Oni (KOEI)
 # Tekken (Namco)
 # Vision Gran Turismo (Polyphony Digital)
 # WarHawk (Incognito)

Screenshot galore! Hot links for your viewing pleasure. Just comment on this post please. That's all I ask of you.



Dante's gun has a lot more detail than was possible in DMC3. The polygon rate is outrageous!

Screenshot of WarHawk

Screenshot of Vision Gran Turismo



This is an Xbox 360 title and Tecmo's launch title.

The new Nintendo Revolution Specs

Launch Date: Summer 2006

Megagames got an insider of the latest Nintendo Revolution prototype and it's 700 MHz slower than Xbox 360. MoSys, the Gamecube memory manufacture is adding memory to Revolution.

Another slot in drive. Gosh. We're getting high tech now. Serious business.

The real next generation Nintendo console? Internet says it is.

In its final form, Revolution will be about the thickness of three standard DVD cases and only slightly longer. The versatile Revolution will play either horizontally or vertically, allowing the user total flexibility in setting up a gaming session wherever they have a television.

The controller isn't revealed because that's the most revolutionary part of the Revolution. Nintendo wishes not to show the controller at E3 2005.



Specs of IBM Hollywood, the Revolution CPU.

Four 2.5Ghz IBM G5 Custom cores with 128KB of level 1 cache and a 512KB shared level 2 cache.

ATI "Broadway"

GPU will offer a dual core RN520 chipset with a 16 MB on-board eDRAM frame buffer.

Other Known Specs

- 802.11B WiFi connectivity with Dual Screen and/or another Revolution with 10 meters away
- Wireless controllers
- backwards compatible with Gamecube software meaning it has a Gecko 485 MHz co-Processor
- Gyroscope controllers with handle rubbing and grip abilities.

More information at

Playstation 3

Xbox 360

These games are already added to my IGN collection list and that blog entry with the videogame list.



Five New Games : Doom 3 (Xbox), Stella Deus – Gates of Eternity (PS2), Forza Motorsport (Xbox), Guild Wars (PC), Silpheed – Lost Planet (PS2)

PSP X STUDIO (2005-12-20 17:14:00)

Convert any file format to PSP! PSP X STUDIO

Order Pills Antibacterial (2012-01-03 06:26:09)

I will be your frequent visitor, that's for sure.

Anonymous (2012-02-11 18:29:37)

You have a very good blog that the main thing a lot of interesting and useful! erectile dysfunction Read a useful article about tramadol tramadol

My game collection is better than his | I didn't go down to Florida this time (2005-05-19 11:35)

Today, I've been looking at game collections and looking at how users with older games tend to be less valuable than owners with newer games even though sometimes they have more old games.

For instance, Akdirztt has 420 games all together even though his collection is worth \$765.16 less than mine with 3 games more. In the next generation everything will decrease in cost anyways, but my collection will still be worth more unless he suddenly buys a whole bunch of next generation games new at \$50 - \$70 each.



My collection (wisconsinite54)



Akdirztt's collection



Who can have this many games?

Eternalldarkness surely has a lot of money to burn as you can see. Look at how many games be bought for Xbox, PS2, and PC. That's way too much. It's like \$8,000 more than mine.

So the question is would I rather have more games or more valuable collection. Videogames loose their worth over the years, but if you own older games, your collection would be less anyways. Akdirztt's collection serving as a fine example of what I'm talking about here.

I am going to buy a Playstation 3 even if IGN said it's \$450. That's a lot of money. Although I could ask money for my birthday which would cover more than half the cost of it so I would have at least one next generation console. My favorite RPGs are on Playstation 2 so staying with the Playstation brand is smart. The controller may look strange, but I can deal with it, cause this new PS3 controller probably plays better than it looks. That'll be in spring. It looks like that seriously good looking Killzone 2 it's looking like a PS3 launch title. Madden Football 2006 is the best looking sports game by the way for any next gen console.

So lately, I had nothing to do so I was playing Forza Motorsport placing 2nd and 3rd at the end because somehow when I try to be aggressive and cheap stunts to get ahead, the competition somehow nudges my car enough that it'll spins out of control. The other drivers do that so I don't have an easy victory. One time I was in the lead for a two lap race and on the second lap I had braked too hard and two or three A.I. drivers passed me up so I immediately tried to make sharper turns with my car, but failed and drove into the grass right before the finish line! I got mad at the controller and didn't want to play any longer and as a result of feeling depressed over it all I've had chatted on the

gaming forums again.

The game is well designed as far as the graphics go and the control is good, but the cars come with no hand brake so I'm relying on normal breaking pads to slow down which is bad. All racing games except this one have hand brakes and in every game the hand brake button works better than normal brake. The point of a race is never shifting into reverse by driving off the road, and if that happens, the race is already lost. That doesn't keep me from playing the game any less. The artificial intelligence only makes driving more frustrating, because I'm no good at it yet much like many other games I own. When I wake up, I'll probably go down to my other room and turn on the xbox to play it. I believe after I write this I will go to bed and then play more Forza Motorsport than review the game on two sites. Yes, I do review games for free and post it on two forums.

Morning, I had an experience on a board where this one person I knew on another board said Americans are dumb. This all started when Sega Genesis is a stupid name. My response to that was that's just how things are. So as a result this person I knew on another board called me dumb. Then my response was "we have bigger guns than you British" His response to that was, "Yes, Americans have very, very big guns, but you can't aim for the enemy!" I continued by saying that our arsenal is all computerized and is targeted with the help of a GPS targeting systems and/or laser targeting systems so there isn't a chance we could miss the target. I believe he was thinking about the terrorists and saying that there has been friendly fire in some American battle zone...possibly Iraq. The British are not apart of it so I can understand why some of them are a bit confused.

For my Angelfire website, I want something simple and can navigate well, and I've achieved both with my current template using minimal html code, but it looks way too simple and unsophisticated. I would feel better if I complicate things a tad, and I'm unsure how I'll go about it. I've been known to borrow other site's html code, but I pretty much have everything on it that a personal webpage shall be. I belong to two forums and one Playstation Club.

My next game purchase when this new anime RPG comes out on Wednesday. The local videogame store I buy games from said they'd never have Stella Deus in stock, but now they do so they don't say what they mean very well. Not that the people working there are lying, but Toyriffic eventually has games in stock only sold in Game Stop and "don't know" a week later. By the way, I hadn't had time to play Stella Deus - Gates of Eternity yet. I hear this new RPG is better than Stella Deus. My mom owes me \$30 for cropping photos and printing out photo quality graphics on phone paper in black and white.

I haven't met either of my friends for two weeks. Either they're loosing interest in me or they don't have time to visit me. I'm out of school and no one at WITC invited me to a PC LAN party like that one time during Easter Break last year when some people in the network technician class were going to get together and I drove around Hammond in search of the his home address since the note on the college room door said meet somewhere in Hammond, but the address on the paper didn't exist. Bob's working at a gas station and I can go meet him if I choose, but won't because I prefer hanging around in my room alone with the low bandwidth Internet which gets me to a gateway to infinite information not to mention free music. The broadband guys are behind schedule, and aren't the only family in the middle of no where around here who wants broadband so we're on the list somewhere.

This week, I'm driving to KOULS to buy athletic socks because most of the socks I own have holes in them as a result of walking around the basement. That'll be exciting. I might look at some new baggy cargo pants too! I haven't worn jeans for years so I don't own 1 pair of jeans! My father flown to Maples, Florida near the Atlantic Coast to attend a national financial business conference and golf so he's picking up one or two of those multi-colored dyed T-shirts for his son. Only tropical places have these. It seems like his company invited him to a golf tournament of some sort. It's what my old man does and he calls golf a sport. He bought a slightly used driver worth \$300 and he says it drastically improves his game. By drivers I mean golf clubs. He mentioned it comes down too bad golfers with a high quality driver can be better in a game with good golfers with a cheap driver. You'd think the PGA golfers have the elite versions tailor made to their height. I haven't been in Florida since 1999.

In Wisconsin, you have to be tough to adapt to the drastic weather changes. Most people don't realize it, but Wisconsin has all four seasons with temperatures ranging from -10 to 80 degrees with everything from snow storms to rain storms. It can be as high as 70 degrees in the day time to about 50 degrees at night in one day. In the summer Wisconsinites deer hunt with rifles or bows, go fishing, drive to Canada, ride motorbikes on dirt trails, or join baseball leagues. Winter is a whole different can of beans, Americans snowboard or snowmobile. You got to love the many recreational stuff going on around here in Wisconsin. Soccer usually isn't one of them, sorry.

Night everyone.

New haircut | Played Stella Deus and first impressions | Square-Enix's Dragon Quest 8 selling out to Dragon Ball? (2005-05-23 18:56)

Over the weekend, I watched the Fox Soccer Channel which was showing Major League Soccer, Argentina League, and French League soccer for two days. The Washington DC United were playing the Chicago Wizards and D.C. United won 1 – 0. It was also a home game for D.C. United. The Argentina soccer field was littered with paper and trash. I didn't see the final soccer. River Plate won 1 – 0. The Fox Soccer Channel is the only channel in the US that broadcasts soccer games. There is also ESPN Sports Network which broadcasts European soccer games in the US, but do we care enough to make it pay even if they're better at it than we are? No clue. No fair using the FIFA since that involves the whole world.

By the way, I recommend downloading "Energy 52 – Calf Del Mar '98" off Kazaa! It's a must listen too. It's a pretty good song.

Today, I got a new haircut when I drove to River Falls and talked to this female adult (her name was Shelly) so I went okay, nice to meet you out of politeness. I can do whatever I want without the outside world knowing about it for one, and play games all day if I choose to be another. Thirdly, I can play what music I want to play without people being alienated by it. Dad came back from Florida and brought two \$50 dress shirts back with him so being polite I took one of them and wore it outdoors. My parents thought I looked good which is why I got them in the first place. I wanted the dyed shirts. When the barber finished my haircut, I went straight home, because when I walk in ShopKo where I buy some videogames, but Game Stop is a possibility on the 27th so I'll buy this new RPG while trying to avoid spots of construction which comes with highly dense population like Woodbury. Atelier Iris: Eternal Mana comes out tomorrow.

I turned on my PS2 and played Stella Deus Gates of Eternity last night. Stella Deus is a grid based strategy RPG similar to Final Fantasy Tactics. Imagine Final Fantasy Tactics in high resolution. "Stella" means a star formed and "Deus" means a machine of God. I was playing some of this game as well as Forza Motorsport. I watched the Full Motion Video introduction in Stella Deus which is anime with cell shading for effect. This game is cell shaded which is a technique which makes the game look cartoonier. I find out that the game has something to do with a powerful wizard, Viser, and together the main characters will save the their world from fate cause it said so in the introduction. The main character is Spero, a young dude who lost his sword to Echidna, an evil character in this game and he wants it back, and therefore, the real game begins so I've won the first battle very easily than gone further into the game and met even more characters, but lost my progress due to the lack of memory card. I want to cheat using the Action Replay, but that requires a memory card. Graphics are average, but the art direction is unique which is why there's a small market for these games. The game has voice acting for every subtitle in the game, but one can't deny it's a goofy script. It's on DVD so it may have a lot of 30 second to minute long FMV which is good, because I like watching videogame movies.

I noticed that Dragon Quest VIII was on the top ten list on IGN. The Japanese version out in Japan received a high 9.2 out of 10 which means that the English version will be tweaked so it's better. It got a 9.2 on Gamasutra.com DQVIII is selling out to Dragon Ball here! LOL! It might have to do with the art direction of Chrono Trigger. The two look similar. The main character in DQVIII looks a lot like Chrono also so gamers take note. Level 5 is developing it for Enix now merged with Squaresoft. I own two other Level 5 RPGs, Dark Cloud 1, 2. This popular Enix franchise is coming out on my 21st birthday believe it or not! My current path in aggression leads to 85 Playstation 2 games by November [5 games per month x 5 months = 25 games (divided by 3)]. The myth that Square-Enix only develops for Sony platforms is untrue.

This is goodnight.

My first Wikipedia videogame article | Going to Game Stop later (2005-05-25 12:51)



I started smoking...it's a joke. I can stick the cigarette in my mouth, but wouldn't dare light it. Just trying to look cool like smokers out there so smoke every day.

The problem with Wikipedia is there is always someone who wants to revert back to the previous revision after I spent all that time trying to make a neat article. All the revisions are saved on the database so all I had to do was copy and paste the article again, but I don't want too!

Beginning of my Article

To my surprise, I just couldn't use the term "512-bit generation" because 512-MegaBytes is 4,294,967,296 bits so to avoid the confusion I had to adapt to Microsoft's "HD Generation" term. Before the 32-bit generation (Playstation, Nintendo 64, Saturn), the era was determined on the CPU's word size. During the 16-bit age such CPUs would be considered way ahead of their time and possibly be referred to as super computers like the Playstation 3 now.

The Seventh Generation Era includes Sony Playstation 3, Nintendo Revolution and Microsoft Xbox 360. The first videogame console, MS Xbox 360, is being launched this November! Both Playstation 3 and Xbox 360 have 512 MB of RAM. No news on Nintendo Revolution's controller. All consoles are PowerPC based and carry 64-bit CPUs made by IBM. Microsoft and Nintendo contract with ATI for graphics, while Sony contracts with Nvidia for Playstation 3.

It is believed that the most popular videogame console from the sixth generation (PS2) will carry on to be the most popular successor (PS3) of the seventh generation. All seventh generation consoles are backwards compatible with predecessors in the sixth generation. The PS2 was completely sold out in Japan in preorders, and the same can be said about the Playstation 3. Microsoft has the most money to loose, so they're retailing Xbox 360 to about \$250 to \$300 as opposed to the Playstation 3 retailing for as much as \$450. It is believed the Nintendo Revolution (unconfirmed name) will be the cheapest of all the consoles. Nintendo has confirmed that not only will the 'Revolution' be backwards combatable, but it will also be able to run the entire back catalogue of Nintendo games, this includes NES, SNES and N64 games which can be downloaded using the online service.

The difference between the sixth generation and the seventh is the transformation to higher high-resolution graphics (support for 1080i, 1080p), the complete disappearance of analyzing (jaggies some gamers call it) and nothing else. Online play set a standard last generation. Sound won't get much better this time around, and sometimes unnoticeable! Wireless controllers were available last generation, but not as an out-of-the-box peripheral like the 7th generation era. Wired controllers now use USB 2.0 ports to plug into like their PC gamepad cousins. Wireless controllers in the seventh generation use Bluetooth technology.

Some odds and ends are the addition of the removable hard drive and the introduction of the USB thumb drive. Previously, the USB thumb stick was packaged with the Action Replay Max Evo Edition for PS2. In the 7th era generation it will replace the memory card. The Playstation 3 will have a removable hard drive, internal memory stick duo drive, and USB thumb drive option also for saving games. Xbox 360 will have the sixth generation era idea of exclusive memory cards, and a removable HDD too. The Xbox 360 is unique because the Xbox 360 HD comes with internal hard drive like Xbox.

The seventh generation era is believed by some to be the darker era in the history of video games more so than the sixth generation era. It also features topics of debate including sex, crime, and violence criticisms and criticisms of other "objectionable" content (see video game controversy), religion, politics, feminism, economics, 9/11, various debates between "old school" and "new school" gaming, debates about voice acting, and the terms "Golden Age" and "Silver Age." Also like the sixth generation it's filled with nostalgia, such as when NES and SNES ROM images became easier to find (see emulation). Many gamers think that SNES games are still most amusing, calling the 16-bit era the "golden age of video gaming." It is also a time when several video games or video game series that were once confined to Japan came to North America, notably Fire Emblem and Nintendo Wars. The enhanced remake idea, which was devised by the Mario franchise (with Super Mario All-Stars) during the 16-bit era and the "anthology collections", were popularized during this era. Most user bannings in computer game related Internet forum have occurred in the sixth generation era, but not stopping in the seventh generation era.

Microsoft has dubbed this era in use of videogame marketing, at least for their next-generation video game console,

as the high-definition era. Both consoles by Sony and Microsoft will support HD output in 720p and 1080i optimized for 16:9 aspect ratio.

Example of what it really looked like!

<http://img90.echo.cx/img90/544/wikipedia112zy.png>

<http://img90.echo.cx/img90/9279/wikipedia2229rm.png>

<http://img90.echo.cx/img90/6527/wikipedia3331hj.png>

<http://img90.echo.cx/img90/1085/wikipedia4441ra.png>

<http://img7.echo.cx/img7/428/wikipedia556ux.png>

7:50PM Tonight. Dad drives me to Game Stop so I can pick up Atelier Iris Eternal Mana, a Japanese SRPG, but I find out the store doesn't have it. The Internet said it had the right date, but unfortunately, the store didn't get it. IGN.com said it came out yesterday. So I had a quick look around saw two other games Shining Tears and Shin Megami Tensei Digital Devil Saga. Shin Megami Tensei Digital Devil Saga isn't suppose to be as good as Shin Megami Tensei: Nocturne which wasn't in stock there. Atelier Iris will be another day's purchase...maybe even next week.

New games to add to collection:

- Shin Megami Tensei - Digital Devil Saga (©2005 Atlus)
- Shining Tears (©2005 Sega)



^ broken image fixed. Changed servers.

Names of the games in the photo above

First Role left to right

Arc the Lad 4: Twilight of the Spirits, Ys – Arc of Neptunium, Final Fantasy X, Suikoden III, Suikoden IV, Dark Cloud 2

Second Role of games

La Puctlie Tactics, Final Fantasy X-2, Xenosaga Episode 2 – Beyond Good and Evil, Shadow Hearts – Covenant, Growlancer Generations, Shining Tears

Third Role of Games

Kingdom Hearts, Grandia 2, Star Ocean – Till the End of Time, Tales of Symphonia, Phantom Brave, Stella Deus – Gates of Eternity

Forth Role of Games

Xenosaga Episode 1: Will of Power, Disgaea Hour of Darkness, Shin Mensu Tensei – Digital Devil Saga, Breath of Fire V – Dragon Quarter, Dark Cloud, Grandra Xtreme

Fifth Role of Games

Zelda Promotional Disc, Zelda Wind Waker, Zelda Ocarina of Time, Paper Mario 2 Thousand Year Door, Baten Kaitos Eternal Skies and the Lost Ocean



Ridge Racer for Playstation Portable (3rd PSP game!) I spent over \$350 on Playstation Portable already!

Started playing it and I feels like Ridge Racers. The FMV was great, but there was an Asian female which I find a little attractive. But I got into the game and the game has rock in it which I am unsure about so I drive in the game and I find the gameplay above average for a handheld. I read the IGN and Gamespy reviews too. I agree with the editors so I bought the game. Gamerankings said it was the top 3 PSP games to own & I own the top three so there you go.

tricia helper (2006-03-20 15:00:00)

Nice blog site. Have you ever checked out this site on online betting games? It's pretty good too.

online sports games (2006-03-22 00:08:00)

Hey Ian's Smashing Good Blog Site, check out this site on gamers

Wisconsin has plenty of trees, rolling hills, and forest animals (2005-05-25 14:27)

I live in Nature.

✕

Our front yard, but left a little. Lots and Lots of trees!

✕

End of my drive way...that's right...a farmer's field. Guess where I live?

✕

Up our drive way...overshadowed by trees...lovely

✕

Free camping in the woods at our place. We have 6 acres of what you see here

✕

The clear spot is where my parents had to get above ground waste disposal plant because the other one was no good since there is so much clay in the soil where i live

✕

That tarp is where I back up my jeep so i can drive down the driveway the correct way

✕

Jerseys are awesome!





Found some script today to protect my blog from ppl who steal text! (2005-05-29 15:52)

Today, I'm listening to country music such music when I was a young boy up till 8th grade so I was listening to Confederate Railroad and Garth Brook's Scarecrow & his Greatest Hits album. I like track 04 in Garth Brook's Scarecrow the best. Good songs in The Greatest Hits Album are The Dance (track 5) and everyone else does too, Thunder Rolls (track 3), and Rodeo (track 1). Other songs include some from Brooks and Dunn and Big and Rich. And yes, one song from Randy Travis.

Friday, I drove to Hudson in a thunder storm, and bought Ridge Racer. In the morning, I won the first cup. The first 3 tracks were very easy, but during the 4th digital track the leader was much more aggressive than the 22 cars excluding me. The game really did look great on the LCD Ridge Racer doesn't have the textures the PS2 has, but Ridge Racer V (also own) hadn't either when it was popular. RRV has more jaggies (analyzing) than most PS2 games which is bad. Both Ridge Racers were launch titles in 2000 and 2005. Same deal with PSP, but game critics gave it a high score of 8.8 or above.

Addicted2Yew gave me the idea of preventing people from highlighting text and I know exactly how to do it, found script, but have this problem whether or not the admin will accept my new *borrowed* source code. A few hours later, Deep Blue accepted my code which is great. Now, I'll need to find a way to seal Blogger too.

Click here to get the valuable code

Due to some unfriendly comments, I realized that when you disable javascript (says it in the code) the code becomes unuseful in Mozilla Firefox.



example of what they were telling me.

This Steve told me he hacked my page for his amusement. I deleted his comment, and the rest of them, disabled comments on this entry and displayed no comments because after all nerds already knew this and life just isn't fair. I

am such a sore loser.

Afterwards, I was playing my Playstation Portable and Dual Screen. My GBA is more neglected than my Dual Screen which is more neglected than my PSP. I gave Super Mario 64 DS another try yesterday and again this morning. Super Mario 64 was my favorite game up 'til early '98 when I owned few games where I'm currently at 16 stars with Yoshi (well known Nintendo character). Dual Screen is a good stress reliever as long as I get my way!

I've yet to buy a memory card for my PS2, and therefore, undecided if I'll buy another one this week. Memory cards are essential when you play for long periods. I'm thinking Randy's girlfriend stolen my action replay and regular memory card, but I have no proof.

✖

Anyhow I want to show my current Winamp skin. Pretty damn cool isn't it! I found it while looking for another skin. I had the classic Winamp 2x skin running for over a month, and it's time for a new one. I think its sweet looking. Today, I've mowed the front and back lawn and did a decent job where not all the grass was cut the 2nd time through. During mowing I had hit a rock, cussed, and then threw the rock far into the woods. The steel blade of the lawn mower split the good sized rock in half which is why I cussed in the first place. I finally got done so I went back on my PC to do what I do best....talk on the forums, because neither Bob nor Randy were available.

Meanwhile, I've been getting strange amount of page views Saturday and Sunday! 99 views per day is a lot too. I remember when I had 180 views per day which only means I was more popular back then. Visitors come from the game forums which I linked the blog too. <http://ian1984.Modblog.com> is in my profile at <http://isgb.Blogspot.com>. Today at 5:12pm (server's midnight starts at 6PM Central Standard Time)

✖

Here's one from Saturday at 3:50PM CST

✖

And one from Friday at 7:34AM CST

✖

used-callaway-girl (2005-11-05 14:58:00)

hey Ian's Smashing Good Blog Site what's cooking good looking??? ??

Imao :P

check the deals i found here»

try and find cheaper!! lol

xbox 360 game systems (2005-11-20 01:14:00)

The best driving game Ian's Smashing Good Blog Site is Burn Out. Every Tuesday is me and my friend Jim game day! We don't have to work, so that the fun day .. Anyway Burn Out Revenge is a total blast to play. So if you haven't played get Found some script today to protect my blog from ppl who steal text!. Anyway take care also visit my site portable game systems .Well my playstation is calling got to go!

Demarle at Home (2005-11-21 16:22:00)

Find out how your company rates by using a little known rating system!

Is your company a Scam, Dud, Scheme, Fraud Or Good Opportunity?.

95 % of the money-making opportunities on the internet have been worked to death or are not suitable to be marketed through the internet. How does your company and/or opportunity rate... I'll leave it to you to decide if your service, product and/or money making opportunity falls in this category.

Hurry you may NOT be happy with what you will find!

foreign currency exchange broker (2005-12-07 04:43:00)

Hi Ian's Smashing Good Blog Site, I was surfing around looking for the latest news about forex internet when I came across this site. I found the Found some script today to protect my blog from ppl who steal text! post (and your blog) to be very

interesting and entertaining. Even though your site is not exactly the forex internet related information I'm currently searching for, I'll be sure to bookmark this site for future reference. Thanks for the good information and keep up the terrific work.

psp game download (2006-01-02 01:46:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download psp emulator but glad I dropped by. Way to go. download psp emulator

psp game download (2006-01-02 17:59:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free manager media psp site. Thanks for the info. download free manager media psp

download free music psp video (2006-01-03 13:18:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free manager media psp and found your great site. Although best. wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free manager media psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free manager media psp (2006-01-04 19:08:00)

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download free manager media psp (2006-01-05 15:21:00)

Excellent site, take a look at my download free manager media psp site, maybe we can exchange ideas? Keep up the good work. download free manager media psp

download free manager media psp (2006-01-09 03:47:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free music psp video but glad I dropped by. Way to go. download free music psp video

download free manager media psp (2006-01-09 15:23:00)

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information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

download free game for psp (2006-01-09 17:38:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free music psp video site. Thanks for the info. download free music psp video

download free game for psp (2006-01-10 00:02:00)

Excellent site, take a look at my download free music psp video site, maybe we can exchange ideas? Keep up the good work. download free music psp video

download psp emulator (2006-01-10 02:15:00)

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oakleyses (2014-10-23 18:30:02)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

7.6 June

Used a hex editor on SNES Station and failed | Found 81st PS2 game | Went to Bob's house (2005-06-02 17:45)

I've tried doing the memory card way and I can run Super Mario RPG on the PS2. However, I want to boot the roms off CDR! **Max Media Center** will crash if I add SMC files to it. I tried renaming the ROMS to SMD, but SNES Station didn't recognize that extension. I believe there is an *.int system file which approves SMD instead of SMC, and I want it so I can modify it so I can burn the CD with SNES Station on it! If I rename the SNES Station ELF file to *autoexec.elf* the Playstation 2 will boot SNES Station instead of PGEN.

I had failed using a hex editor on SNES Station. Max Media Center doesn't support child folders or SMC files required to play Super Nintendo videogames. I don't know how I can add ROMs to memory cards & would doubt someone will just tell me.

SNES Station didn't show a picture, but I used the XVI hex editor to change SMC to SMD in the encrypted script than adding a ROM Folder using text to binary translation, but had no clue where to add the "string". My ELF was corrupted. These are steps I took that didn't work. However, I believe I had the right idea and in the same ballpark.

Step 1: I've extracted SNES Station from it's Zip File.

Step 2: Opened the Elf file in the hex editor.

Step 3: Found Search, Find in the menu bar.

Step 4: Typed in SMC in the search tool so I could modify C with D.

Step 5: deleted the word "rom" in the ELF executable hopefully so SNES station won't look for the ROM folder and will find files in the root directory.

Step 6: Used the command prompt to change all SMC files to SMD

✕

Step 7: added the SMD files plus the ELF file into Max Media Creator

Step 8: Press Create button in the program to burn the CD.

Where did I go wrong? The elf file didn't work on the thumb drive either. I want to contact the programmer responsible for SNES Station and ask him if he could modify SNES station to read ROMs using A.R.M.E.E.

Tuesday, I visited Bob at his house. He and I were good friends up till April 2004. The only one person I know who likes heavy metal. He gave me his address so I printed out a map off the Internet, passed his house & drove to Star Prairie (12 mile detour.) I called him on my cell phone and he told me his house is by *Pete's Pizza* exactly where he was. After I've found his house we've chatted about what to do. We've took a bit of a "WisconTrip to the bank." I've said much about my newest videogames including Forza Motorsport. Bob's roommate Jim lives upstairs. I gave him trance collection and his response is boring. His retina was sort of dilated meaning he basically hates it a lot! I've noticed while over there his PS2 is very dusty, but he won't sell his games to anyone.

Bob has cats including one Siamese kitten he calls Baby, and I forgot what he calls the other kitten. Afterwards, he shown me **Everquest 2** and I've suggested **Guild Wars** plays a lot like it. In my opinion, Guild Wars is amongst the best in PC **Massive Multiplayer Online Role Playing Games**. His new PC is a lot more powerful than his old one before his motherboard got fried during a thunderstorm last year. Bob owns an Athlon XP 2800, 1024MB of RAM, and a 128-MB DDR ATI Radeon 9250SE or something similar. Jim builds all his friends' computers for free! Everquest II plays well on his computer, and plays a barbarian Half-Ogre with a magic enchanted long sword wearing a chain mail & steal helmet He doesn't have money to afford the newest hardware. Bob might purchase Guild Wars so I can play with him. We went **Burger King** and I ordered a Double Whopper Value Meal which Bob paid for and reimbursed him when we ate at his house.

✕

Yesterday, I drove to Target and spent \$35 on a 32 MB PS2 memory card. The two memory cards before today are lost forever. I've found the missing Gran Turismo 4 DVD in the Saving Private Ryan case.

Today, I was playing **Gran Turismo 4**. I've cheated by activating the turbo boost cheat forcing the 2002 Mini Cooper S to loose control. In the end, there's a special replay to let me know the game knows I cheated! Gran Turismo 4 is a must own videogame for PS2 with the best mix of graphics or game play. Except the other racing games are very

good especially **Gran Turismo 3 - A Spec**. It's possible to trade Gran Turismo 4 for **Sly 2 - Band of Thieves**. Otherwise, I could always sell it to my friend Randy for \$40.

I've found out **Grandia 3** (videogame) isn't coming to North America. This game looks more like Grandia 2 than Grandia Xtreme which were 3D with a renaissance period storyline. Square-Enix may or may not change their mind about Grandia 3 coming out in USA. Game Arts sets high standards in development in all their games. Grandia 2 was Dreamcast's most popular RPG in the US. The foreign language is the only issue I have with buying imports.

dracoszuldare (2005-06-12 20:56:00)

hi, quite a collection you got going for you. i too have a vast collection, i am just too lazy to write all of them down. #1:i was wondering did you figure out how to play snes roms on the action replay for ps2? #2:i am still working on trying to get the sega games to work. the max media software did not accept my cdrw, so i am trying to use nero to burn them , i have not yet got it yet. something about burning a .cue file. so if you could go though the process with me it would be of great help. and #3: i have herd that somehow you can play snes roms on sega dreamcast, by burning a iso image. do you know this trick and is it as simple as it sounds? , thank you for your time, write me back or email me: dracoszuldare@aol.com

Ian's Smashing Good Blog Site (2005-09-03 23:15:00)

The Max Media Center does a special partition to the CD that Nero can't do. The MMC should be able to see hte burner too. Otherwise install MMC on some other PC /w the roms.

PSP emus don't work | Met Bob again and bought games (2005-06-07 21:23)

I've found out that there are several console emulators out for Japan's Playstation Portable including ones that emulate NES, SNES, NeoGeo, Masters System, Genesis, and such. Problem is not one is compatible with the US version of PSP. You can tell in System Settings by looking at the BIOS version. Japan's BIOS is v1.0 while North America's BIOS is v1.5 and European version doesn't exist as of yet. The emulator is extracted into the PSP/GAME folder on the memory stick duo.

Emulators for PSP

1. Nester J (NES) for BIOS v1.0
2. RIN (Gameboy Color) for BIOS v1.0
3. N.G.P. (Neo Geo Color) for BIOS v1.0
4. Master System Emu (Sega Masters) for BIOS v1.0
5. SNES9x (Super Nintendo) for BIOS v1.0

Meanwhile, I was drooling over new screenshots of Quake 4 and Gears of War on Xbox 360 & possibly my next console. The team (Raven Software) responsible for Quake 4 is from Madison, Wisconsin! Gears of War may be the top seller for Xbox 360 in November, because it looks great. Quake 4 is another launch title. According to ID Software's interview with IGN, Quake 4 will be noticeably scarier and harder than Doom 3. In Doom 3, I am tripping all the booby traps hidden in darkness.



Today, I was hanging out with my former best friend Bob. We're planned ahead via MSN Messenger where to meet and what to do. When he drove to my house, I've shown him my warrior monk in Guild Wars than we headed to his friend's house who wasn't there so Bob and I proceeded to Game Stop in Woodbury, Minnesota. After 20 minutes of browsing their selection I've picked **Unreal Championship 2**, because I like first person shooters as an alternative to RPGs. Bob likes The Perfect Circle so that's what I listened to. The Perfect Circle is a democratic band. I'll need to be at Game Stop on June 28th to buy Atelier Iris Eternal Mana anyways. While pondering on my limited choices I've noticed Oddworld: Stranger which is developed by Oddworld Inhabitants, but I wasn't interested. An hour later we walked into the game store in Hudson, WI where I've had bought **Lunar - The Silver Star Story Complete** for \$70 which is rare. Lunar 2 - Eternal Blue wasn't in. The Lunar series is a romantic role playing game originally for Sega CD

by Game Arts. If I've got ripped off than so be it!



Games to add to list shall be:

- Lunar - The Silver Star Story Complete (©1999 Kadokawa Shoten)
- Unreal Championship 2 – The Liandai Conflict (©2004 Epic Games)
- Deus Ex 2: The Invisible War (©2003 Ion Storm)
- Sly 2 – Band of Thieves (©2004 Sucker Punch)

Night.

Electronica / Country List 1.5 (2005-06-12 08:04)

These past days I've tried my damniest to stay focused in Guild Wars, but it ended up not working very well. No doubt the game is fun of which there's plenty to do, but there's very nice weather outside. Wisconsin only gets sun and 60° three months out of every year. Otherwise, Wisconsin is from 60° to below freezing the rest of the year. Bob and I might meet up next Tuesday. I can't see Randy since he is helping his friends and himself move to a new house and therefore I'm bored beyond imagination. Meanwhile, I could just find a job, but that means I'll have to put my back into it. There is something about my TV that interests me. I'm another couch potato and not afraid to admit it. SO THERE!



Current Winamp Skin

I've had watched Aviator with Leonardo DiCapito who plays this silly person first working for the Hell's Angels than forms his own aviation company called TWA. TWA was a direct competitor to Pam Am a much bigger aviation company. The guy cracks when his plane he's piloting blows up and the disaster cost TWA millions. He had 3rd degree burns through-out most of his body, but is able to help design the "TWA Tornado" 1950s era jumbo propeller passenger aircraft with his own money. Anyhow, the interesting part is when he talks to himself naked over a projector screen of old airplanes' dog fighting which is disturbing. In my personal opinion, older movies are better at recreating the era(s) of the 1920s and 1950s than Hollywood today!

Friday has gone easy. I hadn't realized I had doubles in my Trance folder so I deleted 500 MB of extras. Bob encoded full Prodigy and Underworld albums on his computer I now own. I like Underworld - Cowgirl the best. I also downloaded more off Kazaa.

Cyberscore now blocks me from posting, because I've had talked poorly about other users or have too silly things to be said about the game industry since we don't see eye to eye after all. The first time I had deleted my account a couple Cyberscore members came over to my forum (Catharton Electronica), and I've lost credibility due to the banding. Today, I've post threads unless the server is down which happens frequently.

Yesterday was 80 degrees and muggy just like today. I've done nothing outdoors. However, a F2 tornado which hit twice in Hammond (6 miles away) destroyed a couple \$100,000 worth of property composed of unfinished houses & trees. The tornado was on the evening news showing a couple sky cam shots with an amateur home video included afterwards. There hasn't been a tornado within a 30 mile radius of my house for over a decade. There hasn't been a death toll on the disaster yet.

I haven't been out of my house since Tuesday so I've went forth (2:30 PM CST today) and spent \$30 on two videogames I wasn't sure I wanted which was very intelligent of me (sense the sarcasm here?). **Contra - Shattered Soldier** is the hardest PS2 game up to 2005. Contra games were always hardest. Note: After the 4th level game play starts getting impossible. I also own the best Contra in existence, Contra – The Alien Wars for Super Nintendo. The other purchase was an average choice, **Sphinx - The Mummy's Curse** which isn't at all exceptional in graphics, control, sound, character design, etc. Meanwhile, I've had burnt two DVDs with game ROMs & dance collection to give to two lucky people I don't know, but must've forgot the dvds at home. You'll see the v1.33 of my videogame list today. I'll tell you how it went once I cheat in Contra. I hate to loose in videogames, but also accept it. Contra - Shattered Soldier is different,

because it doesn't play fair at all. I'll be invincible so I can see the ending.

By the way, Eternal Daughters is an interesting freeware game downloadable at Acid Play. There is also another one, wandering-knights of the same caliber. Thirdly, if you like collecting freeware software check out Ahriman's Prophecy. All of these games are freeware RPGs. Knowing some of people here are big fans of lists here are my country and trance collections I listen via computer or portable MP3 player. I've owned the mp3 player for over 2 years, and there isn't any usage for it when I'm home.

Country Music Play list

Fifth Upate - 09/15/05 - added songs and cleaned up the list

Forth Update - 08/31/05 - added 60 songs from country radio channel

Third Update - 07/19/05 - added Dixie Chicks, Faith Hill, Allison Krauss, and Garth - Dance (Earnhart tribute), finally alphabetized Garth Brooks songs

Second Update - 07/14/05 - added 3 full Shania Twain CDs and Leann Rimes songs

First update - 06/18/05 - named Garth Brook's Scarecrow, The Hits, and Confederate Railroad's Party Mix soundtracks

1. Big & Rich - Rollin' (Ballad of Big and Rich) (4:50)
2. Tim McGraw - She never lets it go to her heart (3:03)
3. Big & Rich - Real World (5:05)
4. Aaron Lines - Waitin' On The Wonderful (3:48)
5. alabama - Alabama - Im in a Hurry to Get Things Done (2:48)
6. Alabama - Born Country (3:17)
7. Alabama - Cheap Seats (3:53)
8. Alabama - Roll On (18 Wheeler) (4:17)
9. Alabama - Song Of The South (3:11)
10. Alabama - Tennessee River (2:52)
11. Alabama - The Closer You Get (3:35)
12. Alan Jackson - Drive (3:55)
13. Alan Jackson - If it ain't one thing (3:52)
14. Alan Jackson - Pop A Top Again (2:55)
15. Alan Jackson - Remember When.mp3
16. Alan Jackson - The Talkin' Song Repair Blues.mp3
17. Alan Jackson - Tonight I climbed the wall (3:30)
18. Alan Jackson - Too Much Of A Good Thing Is A Good Thing (3:02)
19. Alan Jackson - Tropical Depression (2:57)
20. Alan Jackson - Up to my ears in tears (2:54)
21. Alan Jackson - You cant have it all (3:29)
22. Alan Jackson? - God Bless Texas (3:45)
23. Alan Jackson - I don't need the Booze (3:15)
24. Allison Krauss - When You Say Nothing At All (4:07)
25. Amanda Wilkinson - No More Me And You (2:52)
26. Andy Griggs - This I Gotta See (3:33)
27. Bellamy Brothers - Redneck Girl (3:16)
28. Big & Rich - Big Time (3:56)
29. Big & Rich - Deadwood Mountain (5:10)
30. Big & Rich - Drinkin' 'Bout You (2:53)
31. Big & Rich - Holy Water (4:16)
32. Big & Rich - Kick My Ass (4:58)
33. Big & Rich - Live This Life (5:33)
34. Big & Rich - Love Train (3:47)
35. Big & Rich - Save a Horse (Ride a Cowboy) (3:20)
36. Big & Rich - Six Foot Town (3:47)
37. Big & Rich - Wild West Show (4:20)

38. Billy Currington - I Got A Feeling (3:04)
39. Billy Currington - Must Be Doin' Somethin' Right (3:53)
40. Billy Dean - Let Them Be Little (3:33)
41. Billy Dean - Only Here For A Little While (3:12)
42. Billy Dean - Only The Wind (3:25)
43. Billy Dean - Somewhere In My Broken Heart (3:10)
44. Billy Dean - Tryin' To Hide A Fire In The Dark (3:25)
45. Black Hawk - I Sure Can Smell The Rain.mp3
46. Blackhawk - Every Once In A While (3:28)
47. Blaine Larsen - How Do You Get That Lonely (3:55)
48. Blaine Larsen - The Best Man (3:18)
49. Blake Sheldon - Austin.mp3
50. Blake Shelton - Every Time I Look At You (2:50)
51. Blake Shelton - Goodbye Time (3:15)
52. Blake Shelton - Nobody But Me (2:27)
53. Blake Shelton - Ole Red(ok) (3:42)
54. Blue County - That Summer Song (3:36)
55. Bobby Pinson - Don't Ask Me How I Know (3:55)
56. Brad Paisley - Alcohol (3:59)
57. Brad Paisley - Celebrity (3:35)
58. Brad Paisley - I'm Gonna Miss Her.mp3
59. Brad Paisley - Little Moments (3:30)
60. Brad Paisley - Mud On The Tires.mp3
61. Brad Paisley - Whiskey Lullaby (4:16)
62. Brian Mcknight - Still (4:19)
63. Brice Long - It's Only Monday (3:16)
64. Brittany Wells - Somebody's Somebody (3:33)
65. Brooks & Dunn - She's Not The Cheatin' Kind (3:27)
66. Brooks & Dunn - Boot Scootin' Boogie (Club Mix) (6:13)
67. Brooks & Dunn - Brand New Man (2:48)
68. Brooks & Dunn - Hard Workin' Man (2:52)
69. Brooks & Dunn - That's What She Gets For Loving Me.mp3
70. Brooks and Dunn - ain't nothing about you (3:21)
71. Brooks and Dunn - Little Miss Honkeytonk (3:02)
72. Brooks and Dunn - My Maria (3:31)
73. Brooks and Dunn - Neon Moon (4:22)
95. Brooks And Dunn - Red Dirt Road (3:58)
96. Brooks and Dunn/Reba McEntire - If you see her (3:51)
98. Buck Owens - Act Naturally (2:21)
99. Buck Owens - I Got A Tiger By The Tail (2:12)
100. Buck Owens - Truck Driving Man (2:30)
101. Buddy Jewell - If She We're Any Other Woman (3:08)
102. Buddy Jewell - Sweet Southern Comfort (3:21)
103. Carolina Rain - Louisiana Love (3:41)
104. Carrie Underwood - Inside Your Heaven (3:38)
105. Catherine Britt - Where We Both Say Goodbye (Feat Elton John) (3:15)
106. Chad Brock - Lightning Does The Work (3:47)
107. Charlie Daniels Band - A Few More Rednecks (3:41)
108. Charlie Daniels Band - Devil Went Down To Georgia (3:37)
109. Charlie Daniels Band - Drinkin' My Baby Goodbye (3:33)

110. Charlie Daniels Band - Mountain Dew (4:51)
111. Charlie Daniels Band - The South's Gonna Do It Again (3:58)
112. Charlie Daniels Band - Uneasy Rider.mp3
113. Chely Wright - Back Of The Bottom Drawer (3:36)
114. Chely Wright - Bumper Of My Suv (4:30)
115. Chely Wright - Single White Female (3:04)
116. Chris Cagle - Chicks Dig It (3:41)
117. Chris Cagle - I Breathe In, I Breathe Out (3:56)
118. Chris Cagle - Miss Me Baby (3:38)
119. Clay Walker - Dreaming With My Eyes Wide Open (3:22)
120. Cledus T Judd - Paycheck Woman (3:16)
121. Clint Black - A Good Run Of Bad Luck (2:43)
122. Clint Black - Desperado (3:51)
123. Clint Black - Rainbow In The Rain (2:15)
124. Colin Raye - If You Get There Before I Do (3:53)
125. Colin Raye - On The Verge (3:41)
126. Collin Raye - Holes In The Floor Of Heaven (4:39)
127. Collin Raye - That's My Story (3:05)
128. confederate railroad - She Took it Like a Man (2:47)
129. confederate railroad - 04- When you Leave that Way Yo (4:12)
130. confederate railroad - Big One (2:34)
131. confederate railroad - Bill's Laundromat, Bar and Gri (3:41)
132. confederate railroad - Daddy Never Was the Cadillac K (3:44)
133. confederate railroad - Elvis and Andy (3:08)
134. confederate railroad - I Hate Rap (3:03)
135. confederate railroad - I'm Just a Rebel (3:50)
136. confederate railroad - Jesus and Mama (3:22)
137. confederate railroad - Queen of Memphis (Club Mix) (6:07)
138. confederate railroad - She Never Cried (3:25)
139. confederate railroad - Tonight is Mine (3:31)
140. confederate railroad - Toss a Little Bone (Party Mix) (2:56)
141. confederate railroad - Trashy Women (Club Mix) (4:22)
142. confederate railroad - When and Where (2:27)
143. Confederate Railroad - Trashy Women (Club Mix).mp3
144. Conway Twitty - Hello Darling (2:21)
145. Conway Twitty - I'd Just Love To Lay You Down (3:08)
146. Conway Twitty - Love To Lay You Down (3:18)
147. Conway Twitty - Slow Hand (2:50)
148. Conway Twitty - Tight Fitting Jeans (2:51)
149. Cowboy Crush - Nobody Ever Died Of A Broken Heart (3:18)
150. Cowboy Troy - I Play Chicken With The Train (3:15)
151. Cowboy Troy - If You Don't Wanna Love Me (4:42)
152. Cowboy Troy - My Last Yee Haw (3:25)
153. Craig Morgan - Every Friday Afternoon (3:45)
154. Craig Morgan - Redneck Yacht Club (3:33)
155. Craig Morgan - That's What I Love About Sunday (3:08)
156. Dan Seals - I Wanna Bop With You Baby (3:25)
157. Darryl Worley - A Good Day To Run (3:08)
158. Darryl Worley - Awful, Beautiful Life (3:10)
159. Darryl Worley - Family Tree (3:12)

160. Darryl Worley - I Miss My Friend (3:22)
161. David Ball - Too Much Blood In My Alcohol Level (2:50)
162. David Lee Murphy - Loco (3:05)
163. Deana Carter - One Day At A Time (3:12)
164. Deana Carter - Strawberry Wine (4:39)
165. Deborah Allen - Baby I Lied (3:51)
166. Del Reeves - Girl on the Billboard (2:40)
167. Diamond Rio - How Your Love Makes Me Feel (4:06)
168. Diamond Rio - Love A Little Stronger (3:30)
169. Diamond Rio - Meet In The Middle (3:12)
170. Diamond Rio - One More Day With You (3:35)
171. Diamond Rio - Sweet Summer (4:29)
172. Diamond Rio - That's How Your Love Makes Me Feel Inside (3:53)
173. Diamond Rio - What A Beautiful Mess (3:31)
174. Dierks Bentley - Come A Little Closer (4:30)
175. Dierks Bentley - How Am I Doin' (3:41)
176. Dierks Bentley - Lot Of Leavin Left To Do (3:39)
177. Dixie Chicks - Cowboy Take Me Away (4:39)
178. Dixie Chicks - Wide Open Spaces (3:35)
179. Doug Stone - A Jukebox With A Country Song (3:27)
180. Dwight Yoakam - Guitars, Cadillacs (3:05)
181. Dwight Yoakam - Intentional Heartache (4:19)
182. Dwight Yokum & Buck Owens - Streets of Bakersfield.mp3
183. Eddie Rabbitt - I Love A Rainy Night (2:58)
184. Eddie Rabbitt - Driving My Life Away (3:04)
185. Erika Jo - I Break Things (3:01)
186. Faith Hill - Breathe (4:11)
187. Faith Hill - This Kiss (3:01)
188. Garth Brooks - American Honky-Tonk Bar (3:32)
189. Garth Brooks - Big Money (4:01)
190. Garth Brooks - The Dance (3:40)
191. Garth Brooks - The Dance (Dale Earnhart tribute RARE) (3:52)
192. Garth Brooks & George Jones - Beer Run (2:30)
193. Garth Brooks - Callin' Baton Rouge (3:42)
194. Garth Brooks - Don't Cross The River (4:08)
195. Garth Brooks - Friends In Low Places (4:19)
196. Garth Brooks - If Tomorrow Never Comes (4:32)
197. Garth Brooks - Mr. Midnight (4:03)
198. Garth Brooks - Pushing Up Daises (4:19)
199. Garth Brooks - Rodeo (3:52)
200. Garth Brooks - Rodeo or Mexico (4:23)
201. Garth Brooks - Squeeze Me In (duet with Trisha Yearwood) (3:32)
202. Garth Brooks - That Summer (3:51)
203. Garth Brooks - The Storm (4:36)
204. Garth Brooks - The Thunder Rolls (3:46)
205. Garth Brooks - Thicker Than Blood (2:53)
206. Garth Brooks - Unanswered Prayers (7:34)
207. Garth Brooks - We Shall Be Free (3:42)
208. Garth Brooks - When You Come Back To Me Again (4:44)
209. Garth Brooks - Why Ain't I Running (4:32)

210. Garth Brooks - Wrapped Up In You (4:43)
211. Gary Allan - Nothing On But The Radio (3:24)
212. Gary Allan - Tough Little Boys (3:48)
213. George Jones - George Jones - He Stopped Lovi (3:17)
214. George Jones - Hi Tech Redneck (2:59)
215. George Jones - I Don't Need Your Rockin' Chai (3:28)
216. George Jones - The One I Loved Back Then (The Corvette Song) (2:24)
217. George Jones - The Race Is On (2:30)
218. George Strait - Ace In The Hole (2:33)
219. George Strait - Cowboys Like Us (3:30)
220. George Strait - I Cross My Heart (3:22)
221. George Strait - I Hate Everything (3:50)
222. George Strait - The Fireman (2:28)
223. George Strait - You'll Be There.mp3
224. Gretchen Wilson - All Jacked Up (3:28)
225. Gretchen Wilson - Homewrecker (3:16)
226. Gretchen Wilson - Redneck Woman (3:30)
227. Gretchen Wilson - When I Think About Cheatin' (3:58)
228. Hank Williams Jr & Sr - Hank Williams Jr. & Sr. - There's A Tear In My Beer (2:47)
229. Hank Williams Jr - All My Rowdy Friends (3:16)
230. Hank Williams Jr - Montana Cafe (4:05)
231. Hank Williams Jr. - Born To Boogie (2:43)
232. Hank Williams Sr - Move It On Over.mp3
233. Hanna & McEuen - Something Like A Broken Heart (3:44)
234. Holly Dunn - Daddy's Hands (3:22)
235. Hot Apple Pie - Hillbillies (3:18)
236. Jace Everett - That's The Kind Of Love I'm In (2:48)
237. James Cotton Blues Band - All Walks of Life (2:28)
238. James Cotton Blues Band - Blues for the Hook [Dedication to John Lee Hooker] (6:09)
239. James Cotton Blues Band - Fatuation (3:55)
240. James Cotton Blues Band - Hold Me a Baby (4:24)
241. James Cotton Blues Band - I've Got a Feeling (4:57)
242. James Cotton Blues Band - River's Invitation (4:54)
243. James Cotton Blues Band-Blues in My Sleep.wma
244. James Cotton Blues Band-Cotton Crop Blues.wma
245. James Cotton Blues Band-Don't Start Me Talking.wma
246. James Cotton Blues Band-Rocket 88.wma
247. James Cotton Blues Band - The Creeper (5:00)
248. Jamie O'Neal - Somebody's Hero (3:31)
249. Jamie O'Neal - Trying To Find Atlantis (3:24)
250. Jason Aldean - Hicktown (3:31)
251. Jeff Bates - Long, Slow Kisses (3:18)
252. Jeff Carson - Real Life (4:26)
253. Jerry Reed - Amos Moses.mp3
254. Jessica Andrews - Summer Girl (3:13)
255. Jimmy Buffett - Trip Around The Sun (3:10)
256. Jimmy Wayne - I Love You This Much (3:55)
257. Jimmy Wayne - Stay Gone (3:18)
258. Jo Dee Messina - Delicious Surprise (I Believe It) (3:22)
259. Jo Dee Messina - Lesson In Leavin' (3:24)

260. Jo Dee Messina - My Give A Damn's Busted (3:15)
261. Joe Diffie - John Deere Green (4:28)
262. Joe Diffie - Third Rock From The Sun (3:05)
263. Joe Nichols - Brokenheartsville (3:42)
264. Joe Nichols - If Nobody Believed In You (3:47)
265. Joe Nichols - The Impossible (3:44)
266. Joe Nichols - What's A Guy Gotta Do (2:13)
267. John Anderson - Straight Tequila Night.mp3
268. John Conlee - Common Man (2:42)
269. John Denver - Rocky Top (2:30)
270. John Michael Montgomery - Be My Baby Tonight (2:52)
271. John Michael Montgomery - Check Yes or No (3:20)
272. John Michael Montgomery - Letters From Home (4:18)
273. John Michael Montgomery - One Boy, One Girl (4:05)
274. John Micheal Montgomery - I Can Love You Like That (3:31)
275. John Micheal Montgomery - I Swear (4:26)
276. Johnny Cash - A Boy Named Sue (3:47)
277. Johnny Cash - Big Bad John (2:57)
278. Johnny Cash - Big River (2:31)
279. Johnny Cash - Folsom Prison Blues (2:49)
280. Johnny Cash - I Still Miss Someone (2:36)
281. Johnny Cash - I Walk the Line (2:43)
284. Johnny Cash - Jackson
282. Johnny Cash - One Piece at a Time (3:59)
283. Johnny Cash - Ring of Fire (2:37)
284. Johnny Cash - Understand Your Man (2:43)
285. Johnny Cash - Sunday Mornin' Comin' Down (4:07)
286. Josh Gracin - I Want To Live (3:41)
287. Josh Gracin - Nothin' To Lose (2:33)
288. Josh Gracin - Stay With Me (Brass Bed) (4:04)
289. Josh Turner - Long Black Train (3:58)
290. Judds - Grandpa (Tell Me About The Good Old Days) (4:04)
291. Katrina Elam - No End In Sight (3:25)
292. Keith Anderson - Pickin' Wildflowers (2:55)
293. Keith Anderson - XXL (3:39)
294. Keith Urban - Better Life (4:36)
295. Keith Urban - Days Go By (3:41)
296. Keith Urban - Making Memories Of Us (4:01)
297. Keith Urban - You'll Think Of Me (4:42)
298. KEITHU 1 (3:00)
299. Kenny Chesney - I Go Back (3:44)
300. Kenny Chesney - She Thinks My Tractors Sexy.mp3
301. Kenny Chesney - The Woman With You (4:13)
302. Kenny Chesney - There Goes My Life (3:59)
303. Kenny Chesney - You Had Me From Hello (3:22)
304. Kerry Harvick - That's What Your Love Does (3:33)
305. Kevin Sharp - I Think I'll Stay (2:38)
306. Leann Rimes - Nothin' Bout Love Makes Sense (2:47)
307. Leann Rimes - Probably Wouldn't Be This Way (3:30)
308. Lee Ann Womack - He Oughta Know That By Now (3:33)

309. Lee Ann Womack - I May Hate Myself In The Morning (3:22)
310. Lee Greenwood - God Bless The Usa (3:10)
311. Lila McCann - Go Easy On Me (3:24)
312. Lila McCann - I Can Do This (3:47)
313. Lisa Brokop - Big Picture (3:19)
314. Little Big Town - Boondocks (3:55)
315. Little Texas - She's Got Her Daddy's Money (2:58)
316. Lonestar - Class Reunion (That Used To Be Us) (4:18)
317. Lonestar - I'm Already There (3:56)
318. Lonestar - Mr Mom (3:22)
319. Lonestar - My Front Porch Looking In (3:25)
320. Lonestar - No News (2:44)
321. Lonestar - What About Now (3:30)
322. Lonestar - You're Like Comin Home (3:10)
323. Lone Star - I'm Already There (4:14)
324. Los Lonely Boys - Heaven (3:36)
325. Mark Chesnutt - A Hard Secret To Keep (3:15)
326. Mark Wills - 19 Something (3:13)
327. Mark Wills - That's A Woman (2:32)
328. Martina McBride - Independence Day (3:18)
329. Marty Stuart - Hillbilly Rock (2:30)
330. Matt Jenkins - 15 King Of The Castle.mp3
331. Mel McDaniels - Louisiana Saturday Night (2:13)
332. Miranda Lambert - Bring Me Down (4:05)
333. Miranda Lambert - Me And Charlie Talking (3:28)
334. Mojo Gurus - Baddest Mother's Son (Clean) (2:39)
335. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Hillbilly Shoes (3:12)
336. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Trying To Survive (3:50)
337. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Lonely And Gone (3:19)
338. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Self Made Man (3:35)
339. MONTGOMERY GENTRY Daddy Won't Sell The Farm.mp3
340. MONTGOMERY GENTRY If A Broken Heart Could Kill.mp3
341. MONTGOMERY GENTRY I've Loved A Lot More Than I've Hurt.mp3
342. MONTGOMERY GENTRY Didn't Your Mama Tell Ya'.mp3
343. MONTGOMERY GENTRY Trouble Is.mp3
344. MONTGOMERY GENTRY Tattoos & Scars.mp3
345. MONTGOMERY GENTRY All Night Long.mp3
346. Montgomery Gentry - Gone (3:19)
347. Montgomery Gentry - Hell Yeah (4:51)
348. Montgomery Gentry - If You Ever Stop Loving Me (2:52)
349. Montgomery Gentry - My Town (3:56)
350. Montgomery Gentry - Speed (3:47)
351. Neal McCoy - Billy's Got His Beer Goggles On (3:33)
352. Neal Mccoy - They're playin' Our Song (3:22)
353. Nelson, Willie And Jennings, W - Mamas, Don't Let Your Babies G (2:33)
354. Notorious Cherry Bombs - It's Hard To Kiss The Lips At Night That Chew Your Ass All Day (4:14)
355. Oak Ridge Boys - Come On In (2:57)
356. Oakridge Boys - American Made (2:42)
357. Oakridge Boys - Elvira (3:44)
358. Pat Green - Baby Doll (3:30)

359. Patty Loveless - Lovin' All Night (3:28)
360. Pete Schlegel - Whole Lotta Liquor To Like Her (3:04)
361. Phil Vassar - I'll Take That As A Yes (3:22)
362. Phil Vassar - In A Real Love (3:22)
363. Randy Rogers Band - Tonight's Not The Night (4:30)
564. Randy Travis - Forever & Ever Amen
365. Randy Travis - Hard Rock Bottom Of Your Heart (3:51)
366. Rascal Flatts - Bless The Broken Road (3:36)
367. Rascal Flatts - Fast Cars And Freedom (4:02)
368. Rascal Flatts - I Melt (3:47)
369. Rascal Flatts - Mayberry (4:18)
370. Rascal Flatts - Skin (4:11)
371. Ray Scott - My Kind Of Music (2:53)
372. Reba McEntire - Fancy (4:59)
373. Reba McEntire - For My Broken Heart (3:36)
374. Reba McEntire - Is There Life Out There (3:51)
375. Reba McEntire - My Sister (3:50)
376. Reba McEntire - Somebody (3:38)
377. Reba McEntire - The Nights went out in Georgia (4:14)
378. Reba McEntire - What Do You Say (3:31)
379. Rebecca Lynn Howard - No One'll Ever Love Me (3:59)
380. Rebecca Lynn Howard - That's Why I Hate Pontiacs (3:50)
381. Restless Heart - Feel My Way To You (0:07)
382. Rodney Atkins - Honesty (Write Me A List) (4:10)
383. Roger Miller - Dang Me (1:45)
384. Roger Miller - King of the Road (2:27)
385. Roger Miller - King Of The Road.mp3
386. Ronnie Milsap - Lost In The Fifties Tonight.mp3
387. Roxie Dean - A Soldier's Wife (1:48)
388. Sammy Kershaw - Beer, Bait, and Ammo (3:53)
389. Sammy Kershaw - She Don't Know She's Beautiful (2:45)
390. Sara Evans - A Real Fine Place To Start (3:55)
391. Sara Evans - Perfect (3:53)
380. Sara Evans - Suds In The Bucket (3:42)
381. Sawyer Brown - Shaken' (3:05)
382. Sawyer Brown - Six Days On The Road (2:50)
383. Sawyer Brown - Some Girls Do (3:05)
384. Sawyer Brown - The Race Is On (2:47)
385. Sawyer Brown - They Don't Understand (4:08)
386. Shania Twain - (If You're Not in It for Love) I'm Outta Here!
387. Shania Twain - Black Eyes, Blue Tears
388. Shania Twain - Come on Over
389. Shania Twain - Crime of the Century
390. Shania Twain - Dance With the One That Brought You
391. Shania Twain - Don't Be Stupid (You Know I Love You)
392. Shania Twain - Forget Me
393. Shania Twain - From This Moment On
394. Shania Twain - God Ain't Gonna Getcha for That
395. Shania Twain - God Bless the Child
396. Shania Twain - Home Ain't Where His Heart Is (Anymore)

397. Shania Twain - Honey, I'm Home
398. Shania Twain - I'm Holdin' on to Love (To Save My Life)
399. Shania Twain - I Won't Leave You Lonely
400. Shania Twain - If It Don't Take Two
401. Shania Twain - If You Wanna Touch Her, Ask!
402. Shania Twain - Is There Life After Love?
403. Shania Twain - Leaving Is the Only Way Out
404. Shania Twain - Love Gets Me Every Time
405. Shania Twain - No One Needs to Know
406. Shania Twain - Play Man! I Feel Like a Woman!
407. Shania Twain - Play Any Man of Mine
408. Shania Twain - Play Got a Hold on Me
409. Shania Twain - Raining on Our Love
410. Shania Twain - Rock This Country!
411. Shania Twain - Still Under the Weather
412. Shania Twain - That Don't Impress Me Much
413. Shania Twain - There Goes the Neighborhood
414. Shania Twain - What Made You Say That
415. Shania Twain - Whatever You Do! Don't!
416. Shania Twain - When
417. Shania Twain - When He Leaves You
418. Shania Twain - Whose Bed Have Your Boots Been Under?
419. Shania Twain - Woman in Me (Needs the Man in You)
420. Shania Twain - You're Still the One
421. Shania Twain - You've Got a Way
422. Shania Twain - You Lay a Whole Lot of Love on Me
423. Shania Twain - You Win My Love
424. Shaina Twain - Forever And For Always
425. Shania Twain - Don't (3:51)
426. Shania Twain - I Ain't No Quitter (3:28)
427. Shedaisy - Come Home Soon (3:53)
428. Shedaisy - Don't Worry 'Bout A Thing (3:31)
429. Shelly Fairchild - Kiss Me (3:01)
430. Shenandoah - The Church On Cumberland Road (2:56)
431. Soggy Bottom Boys - I Am A Man Of Constant Sorrow (4:05)
432. Statler Brothers - Flowers on the wall (2:22)
433. Steve Holy - Go Home (3:08)
434. Steve Holy - Good Morning Beautiful (3:31)
435. Steve Holy - Put Your Best Dress On (3:10)
436. Steven Clawson - You Bring Me Back (3:59)
437. Sugarland - Baby Girl (4:07)
438. Susan Haynes - Crooked Little Heart (3:38)
439. Terri Clark - Girls Lie Too (3:21)
440. Terri Clark - I Just Wanna Be Mad (3:19)
441. Terri Clark - I Think The World Needs A Drink (3:50)
442. Terri Clark - I Wanna Do It All (2:44)
443. Terri Clark - Poor Poor Pitifull Me (3:08)
444. The Tractors - Baby Likes To Rock It (3:19)
445. Tift Merritt - Good Hearted Man.mp3
456. Tim Mc Graw - Don't take the girl (4:10)

- 457. Tim Mcgraw - Back When (4:50)
 - 458. Tim McGraw - Do You Want Fries With That (3:44)
 - 449. Tim Mcgraw - Don't Take The Girl (4:01)
 - 450. Tim McGraw - Down on the farm (2:56)
 - 451. Tim McGraw - Drugs Or Jesus (4:27)
 - 452. Tim McGraw - Indian Outlaw (3:03)
 - 453. Tim McGraw - It's your Love (3:45)
 - 454. Tim Mcgraw - Just To See You Smile (3:21)
 - 456. Tim McGraw - Maybe we should just sleep on (3:57)
 - 457. Tim McGraw - My best friend (4:39)
 - 458. Tim McGraw - my next thirty years (3:37)
 - 459. Tim McGraw - Please remember me (4:54)
 - 460. Tim McGraw - Something like that (3:03)
 - 461. Toby Keith - I Love This Bar (5:17)
 - 462. Toby Keith - I Wanna Talk About Me (2:52)
 - 463. Toby Keith - My List (3:10)
 - 464. Toby Keith - Stays In Mexico (3:31)
 - 465. Toby Keith - Wish I Didn't Know Now (3:21)
 - 466. Tori Baxley - Half A Man (2:44)
 - 467. Total Country - Sweeper Kenny Is Married Now (0:12)
 - 468. Trace Adkins - Arlington (3:58)
 - 469. Trace Adkins - One Hot Mama (3:10)
 - 470. Trace Adkins - Rough And Ready (2:58)
 - 471. Trace Adkins - Songs About Me (3:19)
 - 472. Tracy Byrd - Drinkin' Bone (2:07)
 - 473. Tracy Byrd - Holdin' Heaven (2:31)
 - 474. Tracy Byrd - I'm From the Country (3:31)
 - 475. Tracy Byrd - Love Lessons (3:52)
 - 476. Tracy Byrd - Lifestyles of the Not So Rich and Famous (2:51)
 - 477. Tracy Byrd - Rig Love (3:39)
 - 478. Tracy Byrd - She's All I got (3:27)
 - 479. Tracy Byrd - The keeper of the stars (4:16)
 - 480. Tracy Byrd - Tiny Town (3:19)
 - 481. Tracy Byrd - Walking to Jerusalem (3:26)
 - 482. Tracy Byrd - Watermelon Crawl
 - 483. Tracy Lawrence - Lessons Learned.mp3
 - 484. Tracy Lawrence - Paint Me A Birmingham.mp3
 - 485. Tracy Lawrence - Time Marches On (3:05)
 - 486. Trisha Yearwood - She's In Love With The Boy (3:48)
 - 487. Uncle Kracker - Writing It Down (4:27)
 - 488. Unknown Artist-Track 6.wma
 - 489. Van Zant - Help Somebody (3:58)
 - 490. Warren Brothers - Where Does It Hurt (4:04)
 - 491. Wynonna - No One Else On Earth (3:59)
 - 492. Zona Jones - Two Hearts (One Love) (3:21)
- 492 tracks in playlist, average track length: 3:41
Estimated playlist length: 29 hours 37 minutes 44 seconds
Here's my trance list Everything is updated to the latest and greatest]
version 1.4 September 24, 2005 added 150+ songs to the list
version 1.3 September 15, 2005 added 40+ songs to the list

version 1.2 August 31, 2005 - added 100+ songs to the list

Version 1.1 June 15, 2005 - deleted doubles (except for length differences), added 6 songs, much more accurate hour calculation.

1071 tracks in playlist, average track length: 12:35

Estimated playlist length: 224 hours 49 minutes 52 seconds

3. (Hot Stuff) Astral Projection - Trance Dance (9:32)
4. 03 Sasha's Voyage Of Ima (6:31)
5. 040 - Ibiza dreams (original mix) (5:36)
6. 05 - Dj X-Sonic - Blue Sun (6:23)
7. 06 Fundamental (9:13)
8. 08 - Cygnus X - The Orange Theme (7:09)
9. 2 Players - Pitch and Shela (original mix) (7:02)
10. 2 Players - Signet (g & ampm project remix) (7:25)
11. 2005 - 01-31-Sincerity In Search Of T (120:15)
12. 20050508 - 004902- Live DJ Code Presents (19:36)
13. 20050508 - Live DJ Code Presents Frequency LIVE (96:38)
14. 24 - The Longest Day (armin van buuren remix) (9:56)
15. 3rd Moon - Call For Summer (9:54)
16. 4 Strings - Daytime (original mix) (3:21)
17. 4 Strings - Diving (original mix) (7:01)
18. 4 strings - into the night (original mix) (6:57)
19. 4 Strings - Turn it Around (dj 4 strings vocal mix) (6:14)
20. - Ayla Liebe (Atb Remix) (4:09)
21. [Happy Hardcore] - Shooting Star (5:10)
22. A State of Trance with Armin van Buuren - Thursday at 2PM EST, 8PM CET! (DI.fm promo) (0:32)
23. a.i.d.a. - far & away (3:05)
24. A.L.F. - Constellation Argo (original) (7:41)
25. Above & Beyond - Far From In Love (airbase remix) (6:14)
26. Above & Beyond - Far from in Love (Airbase remiX) (6:53)
27. Absolute - New Horizon (original mix) (6:35)
28. Accuface - Theme from accuface (6:04)
29. Aces Delight - Mental Theme (ultra trance mix) (7:16)
30. Adrian Ravelo - Cloud Nine Mix Sessions - 012 (66:24)
31. Aegan - Debris (m.i.d.o.r. and six4eight mix) (6:40)
32. AfterhoursDJs.org - Hai Lee Chen aka. Trancinchink March Promo 1 (72:38)
33. AfterhoursDJs.org - Sincerity In Search Of Trance feat Sonorous.(01.24.2005) (119:52)
34. AfterhoursDJs.org - Stephen Wiley Rooking Around aim djstephenwiley9.(01.09.2005) (71:26)
35. Age Of Love - Age Of Love (5:40)
36. Agnelli & Nelson - Everyday 2002 (alex gold mix) (10:06)
37. AH Station ID - Hafree (69:19)
38. Aha - Take on me (Techno mix) (5:55)
39. Airbase - Emotion (9:39)
40. Airbase - Injection (5:16)
41. Airbase - Genie (Original Mix) (7:15)
42. Airbase - Gouryella - Ligaya (Airbase Re (8:26)
43. Airbase - Ocean Realm (Radio Cut) (3:38)
44. Airbase - Runaway (8:24)
45. Airbase presents Moon - Wave (7:53)
46. Airbase Vs DJ Stigma - Hunting 2004 (2:38)
47. Airfire - My generation (club mix) (6:27)

48. Airwave - Musings of a Lifetime (4:21)
49. Aled Mann - Flashback (george hales remix) (7:56)
50. Alex D Elia vs Ebop All Stars - Isn't life wonderful (alexs original vocal mix) (9:42)
51. alibi - eternity (thrillseekers eternal mix) (7:14)
52. Alice DeeJay - Better Off Alone (ATB Remix) (3:38)
53. All Stars of Trance - Repulse - ATB (2:40)
54. Alpha Breed - Enlightenment (4:27)
55. Alphablue - Innerworks 2004 (4:07)
56. Altitude - Excession (altitude 2001 remix) (6:26)
57. Altitude - Sunray (original mix) (6:15)
58. Altitude - Tears In The Rain (7:22)
59. Amnesia CD2 - Mauro Picotto (3:53)
60. Andain - Beautiful Things (photon project vocal mix) (9:26)
61. Andain - Summer Calling (airwave club mix) (9:02)
62. Andain - Summer Calling (airwave club mix) (9:07)
63. Andora feat. Marie Laure - Follow You (extended voice) (6:29)
64. Andreas Viklund - Andact (9:01)
65. Andy Jay Powell & Mike Nero - Skyliner (hiver & hammer remix) (8:35)
66. Andy Prinz - Diversity of Life (original mix) (9:15)
67. Andy Prinz - Into the Ocean (island mix) (7:31)
68. angel beats - brightness (3:42)
69. Angelic - Can't keep me silent (original) (8:37)
70. Antiloop - Believe (3:20)
71. Aphelion - Inner Invasion (original mix) (7:38)
72. Apollo - Dance (3:55)
73. Armin van Buuren - Free (Olav Basoski Remix) (5:44)
74. Armin - Blue Fear (5:55)
75. Armin - Blue Fear 2 (7:57)
76. Armin - Communication (6:43)
77. Armin - Communication (Quake Remix) (8:43)
78. Armin Van Buuren - Astronauts (5:43)
79. Armin Van Buuren - Blue Fear 2003 (7:33)
80. Armin Van Buuren - Burned with Desire (5:05)
81. Armin Van Buuren - Club Oxygen (14:03)
82. Armin van Buuren - Galaxia (8:33)
83. Armin Van Buuren - Live - Creamfields 2003 (43:51)
84. Armin Van Buuren - naked angel (6:07)
85. Armin Van Buuren - Serenity (7:07)
86. Armin Van Buuren - Serenity (Dutch Sensation White Anthem 2005) (8:34)
87. Armin van Buuren - Shivers (rising star mix) (7:55)
88. Armin Van Buuren - Solar Stone (5:53)
89. Armin Van Buuren - Sunburn (5:09)
90. Armin Van Buuren - Touch Me (7:25)
91. Armin Van Buuren - Universal Religion Chapter One (72:25)
92. Armin van Buuren presents - A State of Trance Episode 216 (46:53)
93. Armin van Buuren presents - A State of Trance Episode 218 (123:13)
94. Art Of Trance - Madagascar (2:24)
95. Art of Trance - Madagascar (cygnus x remix) (6:22)
96. Art of Trance - Madagascar (ferry corsten radio edit) (3:52)
97. Art of Trance - Mongoose (tektonik remix) (7:10)

98. Artist - Marmion - Schoeneberg (6:25)
99. Astral Projection - Aqua Line Spirit (8:31)
100. Astral Projection - Mahadeva (9:15)
101. Astral Projection - People Can Fly (9:51)
102. Astral Projection Vs Trilithon - Burning Up (Radio Edit) (3:15)
103. Astral Projection Vs Trilithon - Burning Up (Radio Edit) (3:32)
104. Astura - Cassandra (8:41)
105. ATB & Ayla - atb & ayla - don't stop ayla t (6:18)
106. ATB - 9PM (Till I Come) (3:15)
107. ATB - After the Flame (6:02)
108. ATB - Angels (3:33)
109. ATB - Beach Vibes (8:26)
110. Atb - Believe In Me (Club Mix) (8:01)
111. ATB - Blue Skies (3:18)
112. ATB - Dedicated (4:15)
113. ATB - Don't Stop (3:40)
114. ATB - Ecstasy (4:21)
115. ATB - Here With Me (5:12)
116. ATB - Hold You (Club Mix) (7:14)
117. ATB - Hold You (svenson and gielen remix) (6:31)
118. ATB - I Don't Wanna Stop (Radio) (3:34)
119. ATB - Killer (4:08)
120. Atb - Love Will Find You (4:26)
121. ATB - Marrakech (Club Mix) (7:37)
122. ATB - Marrakech (Original) (10:40)
123. ATB - Megamix (techno bass) (5:34)
124. ATB - My Dream (7:05)
125. ATB - Ocean Trance (4:37)
126. ATB - Sunscreen (3:54)
127. ATB - Sunset Girl (6:50)
128. ATB - Temple of love.mp3 (3:18)
129. ATB - The Summer (3:41)
130. ATB - Track 08 (4:17)
131. ATB - Underwater World (4:11)
132. ATB - You're Not Alone [Radio Edit] (6:00)
133. atb 2004 remix (3:23)
134. ATB and Paul Van Dyk - Rave Me (9:11)
135. ATB feat Tiff Lacey - Marrakech (a and t remix) (8:29)
136. ATB feat. Tiff Lacey - Marrakech (a and t remix) (8:29)
137. ATB feat. York - The Fields Of Love (3:41)
138. ATB vs ALICE DJ - The Matrix Theme (3:05)
139. ATB Vs Eifel 65 - Put Your Hands Up In The Air.mp3 (3:34)
140. ATB vs Everything but the Girl - Missing '99 (9 PM mix) (5:32)
141. ATB vs Seb Fontaine - atb - universal nation (6:21)
142. ATC - Let U Go (3:54)
143. Atlantic 12 - Another Reason (original mix) (6:46)
144. Atlantic Ocean - Waterfall 2002 (Original Mix) (5:07)
145. Audioholics - External Key (original mix) (7:26)
146. Audioplacid - A View from the Clouds (6:22)
147. Audioplacid - Last X-It (7:24)

148. Audioplacid - Where I Am (rough mix) (9:23)
149. Avalon - Bells Of Avalon (Liquid Child Remix) (3:06)
150. Avatar - The Haze (greed's twisted soul remix) (10:41)
151. AVB Shivers (3:13)
152. Ayion - Thru the Night (solid slide mix) (9:08)
153. Ayla - 01 - Liebe [Trance mix] (6:49)
154. Ayla - 07 - Ayla [part II] (3:16)
155. Ayla - Angelfalls (Radio Edit) (3:35)
156. Balearic Bill - Destination Sunshine (3:45)
157. Baltes vs. Stevens - Lost in Space (future breeze remix) (8:09)
158. Bambuddah - Sheppard Moon (original mix) (7:16)
159. Barcode Brothers - Dooh Dooh (darude vs js16 mix) (7:10)
160. Beam & Yanou - Paraiso (3:43)
161. Beetseekers - Walk of Notes (original version) (7:36)
162. Benjamin Brown - May Promo (31:28)
163. Benjamin Brown - May Promo (27:14)
164. Bianco & Bavaglio - Serenity (6:13)
165. Billy Daniel Bunter - Hardcore Acceleration (4:28)
166. Billy Daniel Bunter - Hardcore Acceleration (69:37)
167. Binary Finary - 1999 (Kay Cee Mix) (6:49)
168. Binary Finary - 1999 (trance mix) (3:58)
169. Bitte Ein Beat - Mauro Picotto (5:50)
170. Blank & Jones - Beyond Time (Darude Rmx) (7:28)
171. Blank & Jones - Beyond Time (Short Cut) (3:29)
172. Blank & Jones - Desire (3:23)
173. Blank & Jones - Watching The Waves (moon remix) (9:01)
174. Blank & Jones feat. Bobo - Perfect silence (Original MIX) (7:13)
175. Blank and jones - A forest (6:53)
176. Blank and Jones - Cream (7:18)
177. Blank And Jones - Cream (Paul Van Dyk Remix) (6:38)
178. Blank and Jones - Desire (7:27)
179. Blank and Jones - DJ Culture (6:07)
180. Blank And Jones - Mind of the Wonderful (mc) (7:56)
181. Blank And Jones - Nightfly (radio mix) (3:28)
182. Blank and Jones - Perfect Silence (6:14)
183. blank and jones - summer sun (3:33)
184. Blank and Jones - Summer Sun (nature one edit) (3:30)
185. Blank And Jones - The Art Of Love (4:17)
186. Blank and Jones - The Blue Sky (6:38)
187. Blank and Jones - The Mix Vol. 3 Special (63:42)
188. Blank and Jones - The Nightfly (3:52)
189. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (79:34)
190. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (01) (12:35)
191. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (02) (7:33)
192. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (03) (13:49)
193. Blank and Jones and Friends (2005 week 35) - guest DJ The Thrillseekers (5:23)
194. Blank and Jones and Friends (2005 week 43) - guest Gabriel and Dresden (121:22)
195. Blaze! - Crazy little fingers (DJ Phosphor's Ruffed up mix) (5:43)
196. Blood Pumping Mind Twisting DI Radio (0:26)
197. Boccaccio Life - The Secret Wish (5:06)

198. Brad - Be With Me (marco torrance remix) (7:56)
199. Brian G - Monochromatic (Black) (34:04)
200. Brian G - Monochromatic (White) (4:41)
201. Bruno Fergani - SunStorm Extended Mix (6:11)
202. Bruno Fergani / FTP [Trance fr - Trancelation (4:18)
203. BT - Blue Skies (Paul van Dyk mix) (5:27)
204. BT - Dreaming (5:20)
205. BT - Flaming June (3:20)
206. BT - Flaming June (3:56)
207. BT - Godspeed (5:00)
208. BT - Godspeed (Original mix) (9:09)
209. BT - madskillz (mic chekka) (3:11)
210. BT - Mercury and Solace (Transa Rem (7:51)
211. BT - Remember (12:13)
212. C.O.D.E. 4 - Follow Me (epic trance mix) (8:35)
213. Cafe del mar Vol. 4 - Offshore (Ambient Mix) (7:01)
214. Canadian Culture (August 2005) - Kristina Sky, Chris Pana, Kristoff (43:47)
215. Carl B - All Day (8:31)
216. Cascade - Altitude (7:17)
217. Castaneda - Oceanborn (original mix) (8:53)
218. Castello - Music Inside (club mix) (6:59)
219. Celldweller - Celldweller - The Last Firstborn (7:41)
220. Celldweller - Switchback (5:02)
221. CentralSeven - Missing (3:07)
222. Chakra - Doors (space brothers dub) (5:31)
223. Chicane - Music One - www.m1live.com) (7:24)
224. Chicane - Autumn Tactics (8:05)
225. Chicane - Cafe Del Mar (5:57)
226. Chicane - Daylight (Album Version) (3:47)
227. Chicane - Halcyon (Airscape Remix) (6:54)
228. Chicane - Love on the Run (3:26)
229. Chicane - No Ordinary Morning (5:09)
230. Chicane - Offshore '97 (3:48)
231. Chicane - Offshore (1997) (3:05)
232. Chicane - Overlap (6:18)
233. chicane - overture (3:44)
234. Chicane - Red Skies (4:49)
235. Chicane - Sunstroke (4:00)
236. Chris Chambers - Hidden Senses (78:20)
237. Christopher Lawrence - December 2004 Limited Edition Live DJ Mix (53:33)
238. Christopher Lawrence - December 2004 Limited Edition Live DJ Mix (01) (5:56)
239. Christopher Lobsinger - San Francisco Sessions 15 JU (58:56)
240. Cinereal - Another Day (empyreal sun remix) (7:09)
241. CJ Stone - Don't Look Back (6:58)
242. CJ Stone - Don't Look Back (energy club mix) (7:12)
243. CJ Stone - Infinity (3:34)
244. cj stone - into the sea (green court remi (6:46)
245. CJ Stone - Shine (5:21)
246. CJ Stone - The Sun (3:48)
247. CJ Stone - The Sun Goes Down (Sunrise Club Mix) (6:55)

248. ClickOnHosting.com - say goodbye to your old webhost! (0:28)
249. Clokx - Clocks (original club mix) (7:50)
250. Clokx - Clocks (original club mix) (7:54)
251. Clokx - Feelings (extended mix) (8:53)
252. Club Affairs - Light (78:20)
253. Club Affairs - Volume 1 CD1 mixed by Svenson and D-Light (78:15)
254. Coast 2 Coast - Home (original mix) (8:01)
255. Code37 - Astral 98 (5:52)
256. Conjure One ft. Sinead O'Connor - Tears from the Moon (hybrid twisted on the terrace mix) (9:45)
257. Conjure One ft. Sinead O'Connor - Tears from the Moon (hybrid twisted on the terrace mix) (9:45)
258. Cosmic Gate - Exploration Of Space (radio ed (3:31)
259. Cosmic Gate - The Truth (ferry corsten remix) (7:32)
260. Cosmic Gate - The Wave (5:34)
261. Cosmic Gate - The Wave (4:31)
262. cosmicman - i love you (v1.4 new version) (7:01)
263. CreamTeam - Samurai (3:22)
264. CRW - I Feel Love [Dumonde Remix] (7:05)
265. Cybernetik - Hardkore Reflektions (4:21)
266. Cybernetik - Pure Rapture (epic/power tranc (5:06)
267. Cyclone - Riviera (8:03)
268. Cygnus X - Positron (3:52)
269. Cygnus x - Positron 2002 (Marco v remix) (4:34)
270. Cygnus X - Superstring (4:58)
271. CYGNUS X - Superstring (Rank 1 Remix) (8:00)
272. D I G I T A L L Y - Blood Pumping Mind Twisting DI Radio (0:26)
273. d mention - daydream (short mix) (2:40)
274. D U G feat Bjork - The Anchor Song (trance edit) (4:13)
275. D.J.Tiesto - Love Comes Again (3:15)
276. Da Edge - Shine (6:00)
277. Daft Punk - Harder, Better, Faster, Stronger (3:45)
278. Daft Punk - One More Time (7:45)
279. Danny Howells - Nubreed - Global Underground P (71:59)
280. Danny Howells - Nubreed - Global Underground P (74:05)
281. Dario G - Dream To Me (8:39)
282. Dario G - Heaven Is Closer (Feels Like H (6:35)
283. Darkly Basic vs. DJ Pascal Lacroix - Breaking the Waves (J & F Vocal Club Mix) (7:22)
284. Darren Tate vs. Jono Grant - Nocturnal Creatures (7:43)
285. Dave Seaman - GU 022: Melbourne [CD1] (69:03)
286. Dave Seaman - GU 022: Melbourne [CD2] (73:40)
287. David Forbes - Answers (scanners remix) (8:07)
288. David Forbes - Questions (magica remix) (6:30)
289. DB Boulevard - Point of View (lange remix) (8:07)
290. dee mark - supernova (4:11)
291. Deejay Karlblau - Missing You (9:26)
292. Deep Voices - A New Beginning (astuni and le saux planar void remix) (7:09)
293. Demiurge - Eternity (original mix) (9:23)
294. Demo - Come Together (4:02)
295. DI Radio - We put the trance in your pants (0:06)
296. DI Radio - We put the trance in your pants (0:09)
297. Digital Blues (aka. Gareth Emery) - Definition (7:42)

298. Digital Rockers - I Believe [Pulsedriver Remix] (7:10)
299. Dimorphic - Haunted Strings (6:17)
300. Disco Citizens - Footprint (4:09)
301. Disco Citizens - Footprint (3:41)
302. DiTo - For Your Mind (club mix) (8:43)
303. DITO - Iceland (dito fire and ice club mix) (7:34)
304. DiTo - Promo, Release Date June 2001 (6:45)
305. DiTo - Shadows A-Side - Promo, Release Date: June 2001 (6:42)
306. DiTo - Sky (3:38)
307. Dj - Paco - Harmonic (promo edit) (7:47)
308. DJ AJG - DI Black Label (Three Mix) (DI Exclusive live from Club Cream NYC 17-Jan-04) (75:31)
309. DJ Bluecore - Candyshop v.7 (18:57)
310. DJ Cor Fijneman - Exhibition (8:41)
311. DJ Doboy - Trancequility Volume 30 (3:22)
312. DJ Doboy - Trancequility Volume 31 (15:10)
313. DJ Doboy - Trancequility Volume 32 (79:00)
314. DJ Doboy - Trancequility Volume 33 (78:16)
315. DJ Doboy - Trancequility Volume 34 (77:17)
316. DJ Dymension - Travelling Around (54:47)
317. DJ Encore feat. Engelina - I See Right Through to You (tandu dub) (6:49)
318. Dj Epic - Fable (1) (6:18)
319. DJ Frango Feb 2004 - Mix nr.2, for Sirion Records (69:23)
320. DJ Future Underground - Mentally Imported Volume 1 (31:25)
321. DJ Goonie - Goonies Sound Vol 4 (25:17)
322. DJ Greenhead - Crystal (hiver and hammer remix) (8:17)
323. DJ Irish - Assorted Trance Volume 15 (77:51)
324. Dj Irish Essential Hard Trance Mix (8:16)
325. DJ Jaro - Turn the Night (club remix) (0:39)
326. DJ Jaro - Turn the Night (club remix) (5:59)
327. DJ Kibon - Live at AfterhoursDJs.org - (0 (106:22)
328. dj kim - jetlag (original mix and magix club cut) (7:01)
329. DJ LilJo - Holy Devotion (77:31)
330. DJ LilJo - Inspired Reality (75:20)
331. DJ Lithium - Galactica (9:07)
332. DJ Lithium - Pegasus (66:11)
333. DJ Lithium - The Return of the DeJi (74:45)
334. DJ Lord - Return of the Vibe II (76:26)
335. Dj Mellow - D - Night (official radio mix) (3:48)
336. DJ Micro - BT: Godspeed (8:45)
337. DJ Micro - Keoki - Majick (D'still'd Remix) (5:37)
338. DJ Micro - Supernova (5:20)
339. DJ Myers - Hardcore Exploration (61:37)
340. DJ Mystik - Neverending Story (4:42)
341. DJ Mystik - Sasha & Digweed - Enjoy The Silence [Remix] (3:24)
342. dj mystik - sweet dreams remix (4:59)
343. Dj Nick - Space Vibrations (club mix) (6:15)
344. DJ Precision - True to Trance September 2005 mix (45:52)
345. DJ Precision - True to Trance September 2005 mix (13:15)
346. Dj Quicksilver - Ameno erotics (no vocal edit) (5:37)
347. Dj Quicksilver - Ameno erotics (no vocal edit) (5:44)

348. DJ Riot - 425 (86:04)
349. DJ Riot - 425 (85:05)
350. DJ Rush - Schranz (5:28)
351. DJ Sammy - Heaven (Trance Remix) (5:17)
352. DJ Sasha & John Digweed - Blue Planet (5:23)
353. DJ Sasha & John Digweed - Enjoy The Silence (7:45)
354. dj sasha & john digweed - liquid cool (3:06)
355. DJ Sasha & John Digweed - Out Of Body Experience (7:06)
356. DJ Sasha - DJ Sasha - Let Me Show You (8:10)
357. DJ Scorch - Forever Hardcore 5 (74:53)
358. DJ Shah - High (dj shah's magic island mix) (6:36)
359. DJ Shah and Pedro Del Mar present - Mellomania USA June 2004 (59:42)
360. DJ SHoE - Energetic Aggressions Vol. 6 (56:41)
361. DJ SHoE - Energetic Aggressions Vol. 6 (16:05)
362. DJ SHoE - Energetic Aggressions Vol. 6 (79:39)
363. DJ Shog - Another World (3:53)
364. DJ Shog - Another World (Club Mix) (7:37)
365. DJ Shog - Crying (6:33)
366. dj shog - this is my sound (wavescope re (3:23)
367. DJ SHOG ft.LASGO - Alone (DJ Shog Remix) (6:16)
368. Dj Simple - Mainstation theme (8:09)
369. Dj Sonix - Set Me Free (Techno Mix) (3:44)
370. dj sonix - set you free (energy mix) (8:22)
371. dj spoke - nightflight komet (6:40)
372. DJ Tab - Verso (8:38)
373. DJ Tatana - Global Thinking (8:06)
374. Dj Tech - Nevereverland (rave mix) (6:25)
375. Dj Tech - Nevereverland (rave mix) (7:16)
376. DJ Tiesto - Andain - Beautiful Things (Gab (7:15)
377. Dj Tiesto - Honey [chicane club mix] (6:42)
378. Dj Tiesto - In search of sunrise (6:42)
379. DJ Tiesto - In search of sunrise (6:42)
380. Dj Tiesto - In Search Of Sunrise 3 (79:38)
381. DJ Tiesto - Nyana CD1 - Outdoor (20:50)
382. DJ Tiesto - Obsession (38:45)
383. DJ Tiesto - Suburban Train (8:24)
384. DJ Tiesto and Junkie XL - Obsession (9:05)
385. Dj Tiesto feat. Rank One - Airwave (Dutch Force Remix) (1 (7:28)
386. DJ Tiësto & Armin Van Buuren - Wonder Where You Are (9:28)
387. DJ Tiësto - Suburban Train (4:15)
388. DJ Tomac - Emotions (original mix) (6:21)
389. DJ Virgen - Eyes of Innocence (rising force remix) (8:58)
390. Dj Wino - Demo for AfterhoursDjs.org (39:53)
391. Dj Zephyr - Spirit of Ibiza (Inzite remix) (6:57)
392. Djs At Work - Someday (8:19)
393. dkn - Angelwings (6:31)
394. dkn - Out Of This World (original ve (4:42)
395. Don't Call Me Baby - Madison Avenue (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:45)
396. Don't Call Me Baby - Madison Avenue (Dance News, Forums, and the last 10 songs played at www.m1live.com)

- (3:45)
397. Don't give up 2004 - CHICANE feat BRYAN ADAMS (Agnelli & Nel (11:02)
398. Dream Dance Vol 5 - Hypertropy-Just Come Back 2 Me (2:56)
399. Dreas - Manga Flavour (60:23)
400. Dreas - Morning Snow (7:15)
401. Driftwood - Freeloader (driftwood remix) (7:02)
402. Duende - Amor de Dios (original mix) (6:51)
403. Dumonde - God Music (original mix) (6:58)
404. Dumonde vs. Lange - Memory (original dub) (7:20)
405. Dune - Dark side of the moon (6:37)
406. Dyyini - City of Moving Waters (robert gitelman remix) (8:01)
407. Electronic Elements Radio (7 September 2005) - hosted by Perry O'Neil (120:00)
408. Elles de Graaf feat. Greg Murray - Circles of Why (robert gitelman remix) (7:49)
409. En Motion - Getting Away With It (thrillseekers instrumental) (8:17)
410. Energy 52 - Cafe del Mar '98 (3:12)
411. Energy 52 - Cafe Del Mar (Solar Stone mix) (8:38)
412. Enigma (Push The Limits)(ATB mix) (3:34)
413. Enigma - Club Dance Mix (4:57)
414. Envio - Love Poison (ryan g remix - av (8:13)
415. Enya - Sail Away (4:25)
416. Equator vs Warlock - Silence (4:10)
417. Escape N2 Trance - First and Follow (8:37)
418. Eterna - Valley of Love (vascotia vs. k (7:20)
419. Euphoric Jim - Into The Light (23:23)
420. Euro Club Mix - Age of Love (Techno Trance 2000 Remix) (2:43)
421. Everything But The Girl - Before Today (Chicane Remix) (6:23)
422. Everything But The Girl - Missing (Dance Mix) (4:48)
423. Evolver - Evolver (6:29)
424. Evolver - Evolver (6:35)
425. Exposure - Magic Impuls (original mix) (6:48)
426. Fade - Fly With You (7:11)
427. Faithless - God is DJ (3:24)
428. Faithless - Insomnia [Club Mix] (8:10)
429. Faithless [Trance House I] - Insomnia (good mix) (6:21)
430. Ferry Corsten - 1 Hour Mix (Spring 2005) (60:12)
431. ferry corsten - everything goes (3:20)
432. Ferry Corsten - It's Time (5:22)
433. Ferry Corsten - Mixed Live Spundae @ Circus, L (24:13)
434. Ferry Corsten - Mixed Live Spundae @ Circus, Los Angeles (51:02)
435. Ferry Corsten feat. The Thrillseekers - Sublime (8:02)
436. Fictivision - Ringworld (7:10)
437. Fictivision vs. Phynn - Escape (phynn mix) (8:55)
438. Fire And Ice - Forever Young (4:18)
439. Fire and Ice - Heart and Mind (7:24)
440. Fire And Ice - Neverending Melody (8:55)
441. Firewall - Reflections (lange mix) (9:09)
442. Force and Styles Feat Jenna - Heart of Gold (7:43)
443. Force and Styles feat. Jr - Look At Me Now (5:44)
444. Fragma - Eveytime you need me (pulsedriver mix) (7:17)
445. Fragma - Eveytime you need me (pulsedriver mix) (7:18)

446. Fragma - You are alive (blank and jones remix).mp3
447. Fragma Vs Darude Vs 666 Vs Dj Aligator Vs Atb - - Tocastorm (Club Edit) (6:23)
448. Freejack - Sightless (9:05)
449. Fridge - Paradise (Nu-Gray Mix) (6:09)
450. Future Sound of London - Landmass (4:29)
451. G and M Project - Sunday Afternoon (m o r p h remix) (4:16)
452. Galactique - Je Suis Perdu (dj gert trance mix) (5:50)
453. Galactique - L'Innocence (6:11)
454. Gareth Emery and Jon O'Bir - Escapade (original mix)
455. Gareth Emery and Jon O'Bir - Escapade (original mix) (01) (6:45)
456. Gary D. & Dr. Z - Elevate your mind (8:22)
457. Gigi Dagostino vs. Mauro Picotto - Angel's Symphony (4:57)
458. Giorgio Ponticelli - Trance Unity (giorgio ponticelli 2003 remix) (8:13)
459. Gizelle - Falling (darude vs js16 remix) (5:42)
460. Gizelle - Falling (darude vs. js16 remix) (5:41)
461. Global Cee Feat Raphael - Return to forever (mix) (7:39)
462. Gorgy Mora - Guarana Shaman (club mix) (7:37)
463. Gouryella - Gouryella (3:39)
464. Gouryella - Gouryella (short cut) (3:32)
465. Gouryella - Walhalla (armin van buuren's rising star mix) (8:25)
466. Gram Jones - Sunburst (system85 mix) (7:59)
467. Granddaddy DJ - Somethings Old, Somethings New Vol 4 (88:48)
468. GTR - Mistral (original mix) (9:05)
469. Guardians Of The Earth - One moon circling (main mix) (8:46)
470. Guitarra G - Banda Sonora (Dance News, Forums, and the last 10 songs played at www.m1live.com) (7:02)
471. Ham Demo and Justin Time - Here I Am (Ham 2005 Remix) (6:33)
472. Heaven and Sky - Panorama (5:08)
473. Heineken Sundance - mixed by Push (53:24)
474. Help Hurricane Katrina's Victims! (0:10)
475. Help Hurricane Katrina's Victims![0] (0:07)
476. Help Hurricane Katrina's Victims![1] (0:03)
477. Hemstock and Jennings - Rendezvous (8:34)
478. Hemstock and Jennings - Rendezvous (8:32)
479. Hi - Gate - Hurricane (8:27)
480. Hiver & Hammer feat. Javah - Five Million Miles (original) (7:30)
481. Holden and Thompson - Nothing (93 returning mix) (8:39)
482. <http://move.to/mmorenas> - UK Garage (3:07)
483. Human Evolution - Project Magneta (one small step for man mix) (6:43)
484. Human Evolution - Project Magneta (one small step for man mix) (01) (5:54)
485. Hydroid - Burn Proof (9:18)
486. Hyperion - Ocean Of Light (3:40)
487. ian van dahl - Reason (Lange Mix) (8:04)
488. Ian Van Dahl - Reason (lange remix) (6:48)
489. Ibiza Lounge - Chicane - Saltwater (The Thrillseekers Remix) (6:41)
490. Ice MC - Sun of the South (villa mix) (3:23)
491. Icebreaker International - Port of yokohama (free state m (6:27)
492. iiO - Rapture (riva remix) (6:35)
493. IIO - Smooth (Airbase Radio Mix) (4:36)
494. iiO - Smooth (airbase remix) (7:58)
495. Iio - Smooth (Airbase Remix) (9:07)

496. Imre Corte - Kentari (wellenrausch remix) (7:29)
497. Incense - No Way Back (radio edit) (3:37)
498. Indiana - In My Veins (halo remix) (7:26)
499. Inigma - Open your eyes (odyssey one mi (9:04)
500. Instinctive - Ocean of Freedom (original) (6:27)
501. Instinctive - Ocean of Freedom (original) (6:29)
502. Intimo - Retention (4:45)
503. Intérprete desconocido - Ferry Corsten - Kyoto (6:10)
504. Inzite - Skyrider 2001 (3:53)
505. J.L.N.D. - The Sound of Nothing (original mix) (7:24)
506. Jacob & Mendez - Moondust (Airbase Remake) (9:16)
507. Jam & Spoon - The age of love (club x 3 mix) (2:12)
508. Jam and Spoon - Find Me (4:14)
509. Jam And Spoon - Follow Me (12:29)
510. Jam and spoon - Right in the night (3:45)
511. Jam and Spoon - Suspicious Minds (4:02)
512. jam and spoon feat. rea garvey - set me free (3:40)
513. James Holden - Nothing (Vocal Mix) (7:17)
514. James Lauer XTC Radio Session 08.10.2005 part2 Live in Phoenix with Sandra Collins (60:37)
515. Jan Gustafsson - True Fiction (7:26)
516. Jan Vayne - Air A Pull (c-quence mix) (6:20)
517. Jav D - Revelation (75:37)
518. Jimmy - J + Cru-L-T - 6 Days (Auz Mix) (5:38)
519. JINGLE WOOSHE 18.mp3
520. Johan Nilsson (DJ Irish) - Havanna Nights (After the Storm) (61:04)
521. John Digweed - Groove Soundtrack (9:02)
522. John Digweed - Heaven Sent (Groove Soundtrack) (3:56)
523. John Digweed - Live In Orlando (77:59)
524. Joker Jam - Innocence (paul van dyk remix) (7:57)
525. Jordan Waeles - Trance Mutation 11 (19:58)
526. Jordan Waeles - Trance Mutation 11 (78:16)
527. junk project - composure (solar stone rmx) (8:37)
528. Jupiter Prime feat. Lavinia - Secrets of Life (prime mix) (6:12)
529. Justin K & DJ K - Mixx - Northern Lights (6:47)
530. Kaira - Don't Wanna Be Close To You (instrumental) (4:56)
531. Kamaya Painters - Endless Wave (5:41)
532. Karoly & Monica - Stardust (raw mix) (6:14)
533. Kay Cee - Escape - to NBD!!! (3:06)
534. Kay Cee - Love Stimulation (2:58)
535. Kay Cee - Sunshine (Take You There) (club mix) (3:12)
536. Kay Cee - Sunshine (Take You There) (club mix) (2:11)
537. Kesler and Koutalas - K and K's Quest (8:55)
538. Kevin - All In My Mind (5:29)
539. Kid Vicious - Proceed (original mix) (8:43)
540. klubbingman - welcome to the club (mat silve (8:27)
541. Komakino - Man on Mars (2:34)
542. Kota - Waiting (darren tate vs mike koglin mix) (7:13)
543. Kota - Waiting (darren tate vs. mike koglin mix) (3:37)
544. Kristoff - Digital Degenerate (8:22)
545. Kristoff - Night Addix 4 (4:37)

- 546. Kuffdam and Plant - Seduction (the level above mix) (9:38)
- 547. Kyau vs. Albert feat. Damae - Velvet Morning (mirco de govio (8:42)
- 548. Lady Tom Meets Marc Van Linden - Motion (club mix) (4:16)
- 549. Lange - A Trip in Trance 3 CD1 (15:52)
- 550. Laura Turner - Soul Deep (signum extended club mix) (9:30)
- 551. Lee UHF and MC Domer - Keep jumping (5:52)
- 552. Lemond Pascal - Movin' Around (balearic sunburn mix) (9:27)
- 553. Leon - Passionate (original mix) (8:40)
- 554. Lightforce - Join Me (Radio Edit) (3:28)
- 555. Liquid Child - Return of Atlantis (ferry corsten remix) (6:33)
- 556. Liquid State - Falling [Solar Stone After Hours Mix] (9:22)
- 557. Little Wonder - Eclipse (fictivision and c-que (5:37)
- 558. LIVE RIGHT NOW!! DJ SILVER FROM TOKYO 21 - SEPT-05!!! (34:34)
- 559. LIVE VIDEO SHOW!! STORE N FORW - SEPT-05!!! (85:18)
- 560. LIVE VIDEO SHOW!! STORE N FORWARD, CIACOMIX, MIKE HUNTER 2 - 05!!! (15:45)
- 561. Ljungqvist - Explanations (8:14)
- 562. Loaded - Bang Bang (vincent de moor dub mix) (6:44)
- 563. Loaded - Bang Bang (vincent de moor dub mix) (6:43)
- 564. Loic Tambay - Perfect Beach (72:11)
- 565. Loic Tambay - The Official Beatmaka Trance S (56:40)
- 566. Loken - Monday A.M. (8:20)
- 567. Lolo - Extended Horizon (8:59)
- 568. Lolo - Landscape (8:38)
- 569. Longy - Spiegelsaal (DITO Remix) (7:03)
- 570. Loop Control - Exceptionally beautiful (6:24)
- 571. Lost Tribe - Gamemaster (7:55)
- 572. Lost Tribe - Gamemaster (7:56)
- 573. Love thy neighbour as thyself - turn up the volume (T) (0:25)
- 574. Lovestern Project - Galaktika 98 (Superstring Mix) (3:07)
- 575. Itj bukem - atlantis (7:15)
- 576. LTJ Bukem - Moonbeat (5:11)
- 577. LTJ Bukem feat. Mc Conrad - Big Bud Drum n Bass (3:08)
- 578. Luis Paris - Incantation (ferry corsten & robert smit remix) (5:39)
- 579. Luna System - The light (original club mix) (7:11)
- 580. Lustral - Broken (lustral mix) (7:51)
- 581. M.A.T. feat. Jay P. - Take Me High (club mix) (8:43)
- 582. M.C.T.R. - Another Day (original mix) (7:49)
- 583. M.C.T.R. - Hard Times (original mix) (5:50)
- 584. M.I.D.O.R. and Six4Eight - Cloud City (2:49)
- 585. M.I.K.E. vs. John 00 Fleming - Ice Cream (6:41)
- 586. M3 - Bailamos (matt darey mix) (9:41)
- 587. Mac Zimms - L'Annonce des Couleurs (the mystery remix) (8:19)
- 588. Made Event Presents Armin Van Buuren (0:50)
- 589. Malixx - Echoes of Lyra (fairlite remix) (6:31)
- 590. Man With No Name - Floor Essence (dayglo mix) (6:00)
- 591. Man With No Name - Floor Essence (dayglo mix) (5:03)
- 592. Man With No Name - Teleport (6:07)
- 593. Marc Et Claude - La (3:06)
- 594. Marc et Claude - Tremble (7:28)
- 595. Marc et Claude - Tremble (7:28)

596. Marc et Claude - Tremble (CJ Stone remix) (7:28)
597. Marc Maris vs. Ramone - Lost in Love (marc maris club attack) (5:57)
598. Marco Torrance - Cape Arcona (63:20)
599. Marco Torrance - Planet Subtraxx Vol. 4 (72:54)
600. Marco Torrance - Zilent World (alternative dub) (3:25)
601. Marco V - Simulated (Tomcraft Mix) (6:13)
602. Mario Lopez - Blind (villa vs. sunstar club mix) (8:24)
603. Mario Piu vs Mauro Picotto - Trippin On E (4:41)
604. Mark Otten - Tranquility (markus schulz coldharbour mix) (10:02)
605. Mark90 - Radio Demo CD - 20-05-2003 (76:20)
606. Markus Schulz presents - Global DJ Broadcast (13 October 2005) (63:39)
607. Markus Schulz presents - Global DJ Broadcast (29 September 2005) (51:29)
608. Markus Schulz presents - Global DJ Broadcast (29 September 2005) (16:05)
609. Marmion - Schonenberg (3:18)
610. Mashup - Liberation (Matt Darey Remix) (5:18)
611. Masters and Nickson - 5th Dimension (instrumental mix) (8:48)
612. Mat Silver vs. Tony Burt - The Perfect Wave (original club mix) (9:18)
613. Matt Darey - Electro Buzz (6:56)
614. Matt Darey - March 2005 Special Radio Mix (61:00)
615. Matt Darey - Nocturnal Delight (8:49)
616. Matt Darey - Nocturnal Delight (sandler remix) (9:03)
617. Matt Hardwick vs. Smith and Pledger - Connected (original mix) (7:09)
618. Matti Laamanen - Live (original) (6:43)
619. Mauro Picotto - Magic Flight (5:31)
620. Mauro Picotto - b (5:20)
621. Mauro Picotto - Hypnobounce (4:43)
622. Mauro Picotto - I Feel Love (3:57)
623. Mauro Picotto - Iguana (3:38)
624. Mauro Picotto - Iguana (ATB Mix) (3:32)
625. Mauro Picotto - Komodo (Megavoices Mix) (8:06)
626. Mauro Picotto - Komodo (save a soul) (on air mix) (3:22)
627. Mauro Picotto - Live @ Gatecrasher 2002 (57:57)
628. Mauro Picotto - Lizard (3:12)
629. Mauro Picotto - Planet (6:01)
630. Mauro Picotto - Proximus (medley with adiemus) (6:08)
631. Mauro Picotto - Pulsar (5:00)
632. Mauro Picotto - She wanna (3:15)
633. Mauro Picotto - Techno Harmony (5:31)
634. Mauro Picotto - Underground (4:16)
635. Menno de Jong - Guanxi (super 8 remix) (8:02)
636. Mesh - Persuasion (7:43)
637. Mesh - Purple Haze (7:10)
638. Mesh - Purple Haze (8:56)
639. Michael Splint - From Hawaii To Denmark (60:43)
640. Micro - mix) (6:25)
641. micro tools - triomphe de l amour (plastic a (7:27)
642. Miikka Leinonen - Flash (magellan project remix) (8:39)
643. Mike - S - TranceMission (4:59)
644. Mike Koglin - The silence (2:24)
645. Mike Shiver - Feelings (cosmicman meesha remix) (9:18)

- 646. Mind One feat. Rena - Star For Me (instrumental mix) (7:52)
- 647. Minimalistix - Close Cover (svenson & gielen remix) (7:30)
- 648. Minister - Strings In Trance (Club Mix) (4:38)
- 649. Minister - Strings in Trance (dj light club mix) (6:29)
- 650. Ministry of Sound (System F) - Out of the Blue (5:10)
- 651. Ministry of Sound - Atlantic Ocean - Waterfall (Original Netherlands Mix) (3:11)
- 652. Ministry Of Sound - Chicane Feat. Bryan Adams - Don't Give Up (3:08)
- 653. Ministry Of Sound - Darude - Sandstorm (Original Mix) (3:33)
- 654. ministry of sound - hybrid if i survive (3:18)
- 655. ministry of sound - paul van dyk avenue (4:11)
- 656. ministry of sound - rising star touch me (3:57)
- 657. Ministry of Sound - Yomanda - Sunshine (Hi Gate Re (3:38)
- 658. Ministry Of Sound! - Moonman - Galaxia (Solar Stone Remix) (5:06)
- 659. Mirco de Govia - Voller Sterne (super 8 remix) (7:40)
- 660. Miro - By Your Side (sonorous bright side mix) (6:19)
- 661. Mischa - Londrina (72:07)
- 662. Miss Shiva - Dreams (sunbeam mix) (7:11)
- 663. Miss Shiva - Dreams (sunbeam mix) (7:14)
- 664. Miss Spectra - Living for tomorrow (dj boombastic a rmx) (8:18)
- 665. Mixed by Phil Thompson - Layered Sounds Layer 2 (71:32)
- 666. Moby - Run On (plastic angel new mix) (4:43)
- 667. moon project - moments are forever (original (8:16)
- 668. Moontrap - Follow the Sun (3:13)
- 669. Mortal Kombat - The Immortals (Techno Syndrome Mix) (3:24)
- 670. Mp3.to.pl - Trance Allstars - Lost In Love (ATB Radio Edit) (3:52)
- 671. Mr Philips - The 7th day (6:34)
- 672. Murphy Brown - Energizer 2002 (kosmonova remix) (5:53)
- 673. Mystre & Dyloot - Open Your Heart (steve baltes mix) (0:36)
- 674. N.O.A.H. - Globe Trotter (original mix) (8:08)
- 675. Nalin & Kane - Beachball 2003 (Extended Vocal Mix) (7:28)
- 676. Nalin and Kane - Beachball (Paul Oakenfold) (5:54)
- 677. Nathan Profitt - Holding On (original mix) (7:34)
- 678. Nature - Free Your Mind (the mystery re (8:29)
- 679. Nebular B - Liquid (thrillithon mix) (6:05)
- 680. Nenes - Turbulence (tribal tech mix) (7:14)
- 681. Neo and Farina - Someone (9:36)
- 682. Nexus - The Sound of Goodbye (the dubious brothers mix) (7:11)
- 683. Nils Schneider - Strange Behaviour (7:32)
- 684. Nils Schneider - Strange Behaviour (7:32)
- 685. Nitribit - Memories (5:58)
- 686. Nomansland - 7 Seconds (4:09)
- 687. Nordlicht vs. Anergy - In Music (airbase remix) (7:16)
- 688. Nostrum - Brilliant (3:28)
- 689. Nostrum - Night in motion (extended mix) (5:56)
- 690. Nostrum - Trance On Ecstasy (7:08)
- 691. novocaine - playa soul (7:46)
- 692. Nu - NRG - Dreamland (rank 1 re-edit) (6:22)
- 693. NU NRG - BUTTERFLY (6:25)
- 694. Obsession - DJ Tiesto (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:36)
- 695. Ocean Lab - Clear Blue Water (7:35)

696. Oceanlab - Satellite (6:47)
697. Oceanlab - Clear blue water (3:08)
698. Oceanlab feat. Justine Suissa - Beautiful Together (signum remix) (7:09)
699. Oliver Dey - Lost You (Who Took The Sunrise) (8:53)
700. One Man Army - The Anthem (7:57)
701. Orbital - Halcyon & On & On (9:25)
702. orion vs ayla - eternity (ayla mix) (7:05)
703. Orson W - Ilse (3:40)
704. Orson W - Ilse (3:40)
705. Outback - Minds in Motion (draft 2 design remix) (9:04)
706. Ozone - Ionize (original mix) (8:28)
707. Ozone - The Rock (10:53)
708. P O S - Remember (7:24)
709. P2 - Fade to grey (jam x and de leons dumonde mix) (7:32)
710. Pale - X - Androids (7:48)
711. Paul Oakenfold & Dave Ralph - Live @ Toronto (61:54)
712. Paul Oakenfold - Live From Gatecrasher (86:16)
713. Paul Oakenfold - LSD Live Mix (7:44)
714. Paul Oakenfold - Ready Steady Go (4:15)
715. Paul Oakenfold - Run On (Plastic Angel New Mix) (4:04)
716. Paul Oakenfold - Solar Stone - Day by Day (7:43)
717. Paul Oakenfold - Southern Sun [DJ Tiesto Mix] (9:45)
718. paul oakenfold - voyage into trance (72:39)
719. Paul Oakenfold, Sasha, Digweed - Live Mix 2000 (79:40)
720. Paul Oakenfold - Global Underground 7 (5:55)
721. paul van dyk - another way (3:25)
722. Paul van Dyk - Another Way (Radio Mix) (2:41)
723. paul van dyk - beautiful place (7:01)
724. Paul Van Dyk - Columbia (5:03)
725. Paul van Dyk - Connected (motomix 05) (6:38)
726. Paul Van Dyk - Cool Tune (4:21)
727. Paul Van Dyk - Dance to Trance (4:35)
728. Paul van Dyk - For An Angel (7:45)
729. Paul van dyk - for an angel '98 radio edit (3:41)
730. Paul van dyk - for an angel '98 radio edit (3:43)
731. Paul van Dyk - Forbidden Fruit (6:19)
732. Paul van Dyk - Nothing But You Faithless Rem
733. Paul Van Dyk - Nothing But You (PVD Radio Mix) (3:35)
734. Paul Van Dyk - Techno Energy (6:15)
735. Paul Van Dyk - Vega (6:03)
736. Paul van Dyk feat Hemstock and Jennings - Nothing But You (pvd radio mix) (3:28)
737. Paul van Dyk feat Vega 4 - Time Of Our Lives (pvd club mix) (7:22)
738. Paul van Dyk feat. Second Sun - Crush (pvd album remix) (8:21)
739. Paul van Dyk feat. Vega 4 - Time Of Our Lives (pvd club mix) (7:42)
740. Paul Van Dyk, ATB - Big Mix (25:15)
741. Paul Van Dyke - Castles In The Sky (3:46)
742. Peran - Good Time (6:51)
743. Perry O'Neil - Wave Force (9:12)
744. Plastic Angel - A Trip in Trance 3 CD2 (77:04)
745. Plastic Angel - Fly Away (6:08)

746. Plastic Angel - Schatten 99 (3:03)
747. Plastic Angel - Schatten 99 (3:03)
748. Plastic Angel - Simulation (3:33)
749. Plastic Angel - Simulation (3:28)
750. Plastic Angel vs. 2 Players - Supreme (filo and peri remix) (7:28)
751. Plastic Boy - Angel dust (8:27)
752. Plastic Boy - Angel dust (8:26)
753. Plastic Boy - Angel Dust (9:33)
754. Plastic Boy - Live Another Life (7:41)
755. Plastic Boy - Silver bath [original] (6:21)
756. Plastic Boy - Tranix (5:14)
757. Plastic Boy - Twixt (8:50)
758. Plastic Boy - Twixt (8:50)
759. Plastic Boy - Twixt 2004 (8:45)
760. Please donate for disaster relief - www.redcross.com (0:33)
761. Plumb - Damaged (Club Mix) (6:49)
762. PPK - 21 Century (Russian Techno) (3:32)
763. PPK - Hey DJ!!! (5:42)
764. PPK - I Have A Dream (8:41)
765. PPK - Reload (3:01)
766. PPK - Resurrection (8:03)
767. PPK - Resurrection (www.mp3.com) (8:00)
768. PPK - Resurrection (Gagarin video mix) (3:27)
769. ppk - resurrection (robots mix) (6:30)
770. PPK vs. Valery Siver - Love Unlimited (melodic trance mix) (9:17)
771. Primo Lux - Turnpoint (6:44)
772. Prodigy - Breathe (5:35)
773. Prodigy - Climbatize (6:36)
774. Prodigy - Diesel Power (4:17)
775. Prodigy - Firestarter (4:41)
776. Prodigy - Fuel My Fire (4:19)
777. Prodigy - Funky Shit (5:16)
778. Prodigy - Mindfields (5:40)
779. Prodigy - Narayan (9:06)
780. Prodigy - Serial Thrilla (5:11)
781. Prodigy - Smack My Bitch Up (5:42)
782. Prodigy - Voodoo People (5:36)
783. Progression - Indeeep Sounds (6:32)
784. Project Medusa vs Exor - Eclipse (soho remix) (6:24)
785. Psychobabble - Sirens of Trance (4:24)
786. Pulsedriver - Cambodia (green court rmx) (7:31)
787. Pulser - My Religion (original mix) (7:42)
788. Pulser - My Religion (original mix) (7:40)
789. Push - Blue Midnight (5:23)
790. Push - Blue Midnight (5:23)
791. Push - Journey of Life (rank 1 remix) (5:45)
792. Push - Journey of Life (rank 1 remix) (5:45)
793. Push - Strange World (2000 remake) (7:52)
794. Push - Strange World (2000 remake) (7:51)
795. Push - The Legacy (club mix) (8:47)

- 796. Push - Tranzy State of Mind (club mix) (7:24)
- 797. Push - Tranzy State of Mind (club mix) (7:24)
- 798. Push - Universal Nation (5:50)
- 799. Push - Universal Nation (5:50)
- 800. Push - Universal Nation 2002 (9:00)
- 801. Push vs. Globe - Tranceformation (7:45)
- 802. PVS - Future Trance (3:23)
- 803. RAH - Glow (airbase remix) (9:03)
- 804. Randy Katana - In Silence (scratch bandicoot remix) (2:31)
- 805. Rank 1 - Airwave (4:33)
- 806. Rank 1 - Awakening (radio edit) (2:45)
- 807. Rank 1 - Beats at rank-1 dotcom (6:16)
- 808. Rank 1 - Such is Life (3:17)
- 809. Rank 1 pres. Mac J - Perfect Blend (7:19)
- 810. Rank1 - Airwave (Original) (3:54)
- 811. rave - Trippin the Trance (5:38)
- 812. rave techno ATB - Don't Stop Remixes(Sash Remix) (5:57)
- 813. Re:Locate - Typhoon (6:29)
- 814. Realm F vs. Rankey - Nairobi (alex m.o.r.p.h. mix) (7:09)
- 815. Red Flag - Pacific Memory (original mix) (9:33)
- 816. REZ XTC Radio Set - Live spun 18th, August '04 (154:42)
- 817. RezDJ - Ontourage - (REZEV) on AOL (44:22)
- 818. Rising Star - Clear Blue Moon (10:15)
- 819. Riva - Time is the Healer (armin van buuren remix) (6:46)
- 820. Riva - Who Do You Love Now (original mix) (5:56)
- 821. RMB - Deep down below (airscape remix) (7:26)
- 822. RMB - Deep down below (airscape remix) (7:33)
- 823. Robert & Jaron - Walls of Indonesia (original mix) (7:38)
- 824. Robert Andersson - Expressions (66:30)
- 825. Robert Miles - Offshore (4:14)
- 826. Robert Miles - Rain (4:11)
- 827. Rollerball - Albinoni (super 8 remix) (6:09)
- 828. Ron van den Beuken - Endless (rough mix) (8:03)
- 829. Ronski Speed - E.O.S. (positive ways mix) (6:03)
- 830. Ronski Speed - Positive Ways 3 (27:40)
- 831. Ronski Speed - Positive Ways 3 (50:32)
- 832. Ross - Larocco.com (70:44)
- 833. Rui da silva - Rui da Silva—Tuch Me!!! (8:34)
- 834. Rusch and Murray - Epic (original club mix) (6:56)
- 835. Rusch and Murray - The Promise (ronski speed remix) (8:34)
- 836. Safri Duo - Prelude (5:47)
- 837. Sagitaire - Shout (C'mon) (airscape mix) (7:03)
- 838. Salt Tank - Eugina (tiesto mix) (6:41)
- 839. Sam Sharp - Deep (9:08)
- 840. Sam Sharp - Twister (original mix) (7:50)
- 841. Sander Kleinenberg - CD 1 renaissance (70:10)
- 842. Sarah McLachlan - Silence (DJ Tiesto In Search O (3:55)
- 843. Sasha & John Digweed - I'm Free (william orbit mix) (3:30)
- 844. Sasha & John Digweed - Live From Simmons (77:47)
- 845. Sasha & John Digweed - Northern Exposure III [CD 2] (68:11)

- 846. Sasha & John Digweed - Soothe (Chicane Mix) (4:58)
- 847. Sasha + John Digweed - Morning Glory (1:57)
- 848. Sasha - Creamfields - Essential Mix (67:10)
- 849. Sasha - Golden Arm (5:45)
- 850. Sasha - Sasha - Xpander (9:36)
- 851. Sasha - Sasha - Xpander (DJ Orkidea Mix) (8:34)
- 852. sasha and john digweed - age of love (trance dub & fantasy mix) (4:48)
- 853. Sasha And John Digweed - Fusion (5:56)
- 854. Sasha and John Digweed - Track 1 (70:20)
- 855. sasha homelands 1999 (56:08)
- 856. Scott Bond and Solarstone - Red Line Highway (bobina remix) (7:37)
- 857. Scott Bond vs. Solar Stone - 3rd Earth (8:31)
- 858. Scott Brown - Feel the Beat (4:22)
- 859. Scott Brown - Healing Mind (6:23)
- 860. Sean Walsh - Time Lapse (faraway project remix) (7:44)
- 861. Seb Fontaine - The Orange Theme (Solar Stone Remix) (6:33)
- 862. Seikos feat Shaun Baker - Immortality (instrumental club mix) (0:02)
- 863. Seikos feat Shaun Baker - Immortality (instrumental club mix) (01) (6:47)
- 864. Seikos feat. Shaun Baker - Immortality (instrumental club mix) (1:17)
- 865. Sensorica aka. Evolve - January 2005 Promo Mix (59:10)
- 866. Seraque - Gravity (seraque mix) (7:19)
- 867. Seventh Heaven - Broken (7:16)
- 868. shade on grey - moving on (dj astrid mix) (6:51)
- 869. Shane - C'est Musique (4:49)
- 870. Shane - Toujours (extended) (6:04)
- 871. Signum - Push Through (8:50)
- 872. Silverblue - Do u know (extended vocal mix) (6:04)
- 873. Sinful Nature - Journey to the River of Life (5:52)
- 874. sjodalf pres netrom lines - 08-08-04 (64:31)
- 875. Sleepwalker - Face to face (6:06)
- 876. Sly One presents - Euphorasm Vol. 3 (A Celebration) (78:53)
- 877. SnB - Absolute Red (8:18)
- 878. Soho - Silver Blue Lady (5:09)
- 879. Solar Factor - The Rising Sun (7:48)
- 880. Solar Stone - Seven Cities (6:10)
- 881. Solar Stone - Seven Cities (armin van buuren remix) (10:40)
- 882. Solar Stone - Solarcoaster (8:23)
- 883. Solar Stone - Solarcoaster (3:40)
- 884. SolarForce - Kaleidoscope (original mix) (6:03)
- 885. SolarForce - Ormazd (original mix) (8:14)
- 886. SolarForce - Retox (original mix) (7:30)
- 887. SolarForce - The Theme (6:20)
- 888. Solarium - Venice Under Water (m i k e voyages remix) (8:18)
- 889. Solicitous - Rider in the Sky (7:53)
- 890. Solid Globe - Lost Cities (8:21)
- 891. solid sessions - janeiro (3:18)
- 892. Solid Sessions - Janeiro (armin van buuren mix) (9:35)
- 893. Solid Sleep - Club Attack (tpod mix by paul van dyk) (7:52)
- 894. Solid Slide - Belo Horizonte (9:19)
- 895. Sonix - Live at Price Center in La Jol (45:00)

896. Sonorous - Protonic (Ronki Speed Mix) (9:06)
897. Soulmate - Moments of Silence (dave 202 and phil green mix) (6:48)
898. Sound Assassins - Like a Prayer (4:44)
899. SOUNDVISIONZ - K E N D O - The Way of The Sword (7:22)
900. space brothers - everywhere i go (push remix) (6:48)
901. SpacePlanet - Breath of Imagination (5:39)
902. Stalker - Dark Whispers (original mix) (8:16)
903. Stardust - Music Sounds Better With You (6:46)
904. Stargazer - Released (5:22)
905. Sticky - Micky PsyTrance-CompMix (40:13)
906. Store N Forward - Blind Straight (original mix) (8:45)
907. Stu J and UFO - Flyin' High (7:01)
908. Sunbeam - OutsideWorld (3:20)
909. Sunbeam - OutsideWorld (3:18)
910. Sunbeam - Phoenix Club mix (4:58)
911. Sundawner - Krystal Dreams (cosmicman mix) (6:47)
912. Supakane - Theme From Supakane (john 00 fleming dub) (8:09)
913. Super 8 - Alba (8:46)
914. Super 8 - Cre8 (original mix) (7:55)
915. Sureno - Guideline (syntone remix) (6:09)
916. Sylver - Confused (CJ Stone Mix) (7:26)
917. Sylver - Shallow Water (CJ Stone Altern (3:28)
918. Sylver - Sylver - Forgiven (3:21)
919. Sylver - Turn the tide (cj stone remix) (5:03)
920. Sylver - Turn the tide (cj stone remix) (6:32)
921. Synchronizer II - D-Day (t.d.'s mix) (3:06)
922. Synchronizer II - D-Day (t.d.'s mix) (4:12)
923. Synchronizer II - Day (t d 's mix) (4:07)
924. System F - Elevate (7:53)
925. System F - Exhale (7:13)
926. System F - Ferry Corsten - Out Of The Blue - System F (4:54)
927. System F - Out of the Blue (6:31)
928. System F - Spaceman (5:06)
929. t Gino Beats - Darude Vs. ATB (3:36)
930. Tall Paul - Wizards Of The Sonic (Matt Darey Remix) - Westbam vs Red Jerry (6:53)
931. Tall Paul - Wizards Of The Sonic (Matt Darey Remix) - Westbam vs Red Jerry (6:53)
932. Talla 2XLC - Come With Me (airfire mix) (6:51)
933. Talla 2xlc - World in my eyes (cosmic gate rmx) (7:24)
934. Tastexperience - Highlander (ralphie b.'s massi (8:15)
935. Team G - G-String (short edit) (4:33)
936. Technique - You And Me (Matt Darey Mix) (9:08)
937. Techno - Always (Psychadelic Martini Mix) (3:39)
938. Techno - Dreaming (dj tiesto remix) (7:13)
939. Techno - Escape 2000 (new Club Mix) (5:31)
940. Techno - London (119:56)
941. TECHNO Dj Mystic & Dj Epic - Dark of the night (2:31)
942. Techno- Paul Oakenfold - Cafe Del Mar 98 (5:00)
943. tecno - In My Dreams (3:36)
944. Tenth Planet - Ghosts (vincent de moor remix 2) (6:02)
945. The Best Trance Anthems Ever! D1999 - Saltwater (Original Radio Edit) (3:30)

946. The Cynic Project - Trance Experience (3:52)
947. The Frontline - Suburban Sunrise (radio edit) (5:50)
948. The Gift - Love Angel (main mix) (6:24)
949. The Gift - Love Angel (main mix) (5:36)
950. The Gift - The Seventh Day (m.i.k.e. remix) (8:40)
951. The Judge - Only One (club correction extended) (6:16)
952. The Mystery - Devotion (dj tatana sirup mix) (8:45)
953. The Quest - Trying To Get Out (rosseau - wierzbicki remix) (6:28)
954. The Scarab - Unity of Earth 2002 (radio edit) (3:51)
955. The Space Lovers - Space Lover (extended mix) (5:05)
956. The ThrillSeekers - Synaesthesia (4:42)
957. The year of trance 98 - Southside Spinners - Luvstruck (2:44)
958. Thomas Datt - Alone (inertia mix) (8:26)
959. Three Drives - Greece 2000 (5:07)
960. Three Drives on a Vinyl - Carrera 2 (nu-nrg remix) (6:41)
961. Three Drives on a Vinyl - Greece 2000 (g & ampm project remix) (8:05)
962. Thrillseekers - Synaesthesia 2004 (3:59)
963. Tiesto feat. BT - Love Comes Again (mark norman remix) (7:17)
964. Tiesto feat. Kirsty Hawkshaw - Just Be (antillas remix) (9:43)
965. tillmann uhrmacher - on the run (3:59)
966. Tilt - I Dream (tilt's resurrection m (11:26)
967. Timeok - End of Summer Mix 2005 (22:24)
968. Timeok - Seven Floating Ways (octagen remix) (7:44)
969. Timeok - Sparkling Temptation (original mix) (6:59)
970. Tom Porcell - Final Cut (5:54)
971. Tom Wilson - Techno Cat 3002 (CJ Stone Remix) (7:17)
972. Tomcraft vs Sunbeam - Versus Club Cut (6:22)
973. Tommaso De Donatis - Spacepark In The Mix Vol. 1 (3:26)
974. Tommie - Blue Sky (10:00)
975. Tommie - Long Island (8:14)
976. Tommie - Son of Liberty (8:26)
977. Tommy Gant feat. Nancy Khania - I Believe Radio Cut (Joe Panic Remix) (4:00)
978. Tommy Pi - Promo Mix January 2005 (59:25)
979. Tonca Boys - Meet Us At Tonca (choir boys remix) (8:57)
980. Tory Kay - Let the Leaves (kosmonova maxi mix) (6:47)
981. Trance Allstars - Lost In Love (2:46)
982. Trance Atlantic Airwaves - Crocketts Theme (3:51)
983. Trance Control - Atomic Dance Explosion (3:00)
984. Trance The Ultimate Collection - Mauro Picotto (3:09)
985. trance[]control - Beginning of the End (5:15)
986. trance[]control - On the other side (8:16)
987. trance[]control - On the other side (8:15)
988. trance[]control - Progression (6:28)
989. trance[]control - Unicorn R.I.P. (6:01)
990. Tranceformation Volume 1 mixed by DJ Ciacomix (77:30)
991. Trancepose - Movements (4:35)
992. Transential - Frozen dreams (warnes mix) (7:48)
993. Traveller - Bright sun (trance mix) (7:03)
994. True Form - Forbidden Colours (thomas datt remix) (9:01)
995. Tunnel Trance Force Vol.29 CD2 - Sunset Mix (76:14)

996. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (26:56)
997. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (11:59)
998. Twenty Something - Mayflower (original mix) (5:52)
999. Ultra - Free (svenson and gielen remix) (8:59)
1000. Ultra Vibe - Choose Freedom (5:23)
1001. Ultrabeat - Pretty Green Eyes (Hixxy remix) (3:35)
1002. Ultrabeat - Pretty Green Eyes(CJ Stone Rmx) (3:56)
1003. Underworld - 8 Ball (8:50)
1004. Underworld - Born slippy (9:44)
1005. Underworld - Bruce Lee (4:42)
1006. Underworld - Cowgirl (8:55)
1007. Underworld - Dark & Long (3:51)
1008. Underworld - Dark Long 2 (10:58)
1009. underworld - Dark Train (10:05)
1010. Underworld - Dirty Epic (17:11)
1011. Underworld - Jumbo (6:56)
1012. Underworld - King of Snake (5:51)
1013. Underworld - Kittens (7:33)
1014. Underworld - Pearl's Girl (4:25)
1015. Underworld - Push Upstairs (4:34)
1016. Underworld - River of Bass (6:25)
1017. Upper Level - Miss you (sagittaire mix) (8:04)
1018. Various Artists - Atlantic Ocean - Waterfall 2003 (3:15)
1019. Various Artists - BT & Paul Van Dyk - Namistai (6:45)
1020. Various Artists - BT & Paul Van Dyk - Namistai (6:58)
1021. Vectrex - Meteor (3:34)
1022. Vectrex - Meteor (Jupiter Radio Edit) (3:28)
1023. Vengaboys vs. ATB - Ibiza Anthem (Alice DJ Mix) (5:41)
1024. Veracocho - CarteBlanche (2:50)
1025. Viframa - Reflect to my Dreams (edit mix) (3:57)
1026. Vincent De Moor - Orion City (3:06)
1027. Virtual God - The Magic Potion (mix 1) (3:06)
1028. Visions of Yawa - Tibet (andy jay powell remix) (6:02)
1029. Voodoo and Serano - Overload (instrumental) (7:16)
1030. Watergate - Heart of Asia (Q-Bic Mix) (5:35)
1031. We Come 1 - Faithless (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:33)
1032. We Come 1 - Faithless (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:33)
1033. Wellenrausch - On the Run (wellenrausch mix) (7:56)
1034. Whirloop - Retrospective (6:54)
1035. Whirloop - Retrospective (6:54)
1036. Whirlpool - Under the Sun (solarstone remix) (10:42)
1037. White Russians - Unipolar (avalanche remix) (7:42)
1038. Whiteroom feat. Amy Cooper - Someday (vocal mix) (8:02)
1039. William Orbit - Barber's Adagio For Strings (ferry corsten remix) (6:27)
1040. Wipeout 3 - AudioTrack 02 (4:06)
1041. Wipeout 3 - AudioTrack 03 (3:06)
1042. Wipeout 3 - AudioTrack 04 (4:19)
1043. Wipeout 3 - AudioTrack 05 (4:12)
1044. Wipeout 3 - AudioTrack 06 (4:12)
1045. Wipeout 3 - AudioTrack 07 (3:42)

- 1046. Wipeout 3 - AudioTrack 08 (3:41)
- 1047. Wipeout 3 - AudioTrack 09 (4:17)
- 1048. Wipeout 3 - Sasha - Auricom (4:14)
- 1049. Wipeout 3 - Sasha - Goteki 45 (4:15)
- 1050. Wipeout 3 - Sasha - Icaras (3:42)
- 1051. Wipeout 3 - Sasha - Pirhana (4:03)
- 1052. Wipeout 3 - Sasha - xpander (4:07)
- 1053. Wipout 3 - Fluke - V6 (5:21)
- 1054. Wipout XL - Cold Storage - Body in Motion (5:14)
- 1055. Wipout XL - Cold Storage - Canada (6:14)
- 1056. Wipout XL - Fluke - Atombomb (Straight 6 Instrumental Mix) (5:33)
- 1057. Wipout XL - Future Sound of London - We have Explosive (5:53)
- 1058. Wipout XL - Photek - The Third Sequence (4:50)
- 1059. Wipout XL - The Chemical Brothers - Dust Up Beats (6:07)
- 1060. Wipout XL - The Chemical Brothers - Looks of Fury (4:41)
- 1061. Wipout XL - The Prodigy - Firestarter (Instrumental) (4:41)
- 1062. Wipout XL - Underworld - Tim There (Underworld Edit) (6:08)
- 1063. Xeojax - Pacifica Blue [Hi-Fi] (3:00)
- 1064. Yahel & Eyal Barkan - Voyage (8:53)
- 1065. Yomc - Oasis (club edit) (8:58)
- 1066. York - Reachers of Civilization (rank 1 remix) (5:18)
- 1067. York feat. Angelina - Iceflowers (mind one vs. infra remix) (7:30)
- 1068. Zippora - See the Sun (soho remix) (8:33)
- 1069. Zombie Nation - Ohohoh remix (4:37)
- 1070. Zymotix - Feel My Love (radio feeling) (4:04)
- 1071. Zymotix - Rachel In Trance (3:39)

Full list

Rock Music list | What Revolution's controller may look like | New Skype account (2005-06-19 05:15)

Friday, I've completed Stella Deus Gates of Eternity. The strangest aspect of the game was the Phantasy Star style 2D cut-scenes. I've had played the entire game in 6 hours Thursday and Friday. First, the game has been taken over by an overlord than I must save the world (not Earth) from a growing desert. The Sharman protect the living mana things called "spirits", but then the main character decides he won't kill spirits any longer & as a result he tries to open the Gate of Eternity which will stop the ever-growing desert from destroying the planet. Ironically, there is an alchemist in my party, but wasn't necessary to deploy her in every battle. Alchemists are bad news. Afterwards, my party of 8 finds a fake Gates of Eternity somewhere else on the continent. Then gaining 5 spirit bosses (after I hit each one twice), I've defeat the guardians who wanted the world to end guarding the Gates of Eternity. It's impossible for me to loose a mission so my strategy is simple. Send 2 characters left side, 2 characters forward in the middle, with the remaining two characters right side. Five of the six characters use melee attacks. The Sharman was my only ranged character. Each "mission" lasts 2 minutes or less. Just play the game and you'll see.

Today, Randy wanted me to help relocate his TV and DVD collection at his new home in Menomonee, WI. Randy and I haven't seen each other for 3 weeks, but he knew I've had a sport utility vehicle which he said would be perfect for his TV. I've had to leave home without my FM transmitter which broadcasts MP3 signals to FM channels. We've had visitors who weren't Randy's family so there was no music running. His boss from St. Croix Central (high school) was there to help his son also Randy's roommate. However, I was attending private schools those years so he was a complete stranger. In my opinion, Randy has a ditsy girlfriend. Bob's sister Jessie might have wanted to come along. She was in the perimeter just before we left Hammond. O-well. We've talked about the weather; what I was doing

(which is explained here) alone, and why his upstairs floor was poop color (off topic discussion). Bob didn't show up probably because he was working. His schedule was 2pm - 11pm Wednesday thru Monday. For Bob, Tuesdays are his days off so that'll be my chance to ask him. I was worried of getting lost in Menomonee, but I've had found my way to the freeway thanks to signs. On the way home, I was going 70 MPH and a lot of other drivers were going 80 MPH. There were no cops around so I did the same thing.



I went over to Stuff5's software blog and found me a free global internet voice-over-ip client which I like to use in the future called Skype. My username is **renegadeviking**, and I'm online now. I own a microphone and that's all I need for voice chat. Check it out. I warn you that dial up audio quality of voice-over-ip sucks.

In recent news, IBM was successful at emulating the 733 MHz Pentium 3 in Xbox. The major difficulty was legal battles over NVIDIA's chip so MS is going to license NVIDIA technology in Xbox 360 either by allowing ATI to use patented NVIDIA microchip in the Xbox 360 graphic processing unit in a GPU alliance or creating the extremely expensive technology themselves. Microsoft settled the agreement by giving NVIDIA annual payments every year. NVIDIA is already licensed to manufacture the Playstation 3's graphics chip. I suspect that Playstation 3 will emulate PS2 when it comes out next summer in Japan & North America in September.

I've learned that Nintendo might use a touch pad on Revolution's controller. One Photoshop art of the controller hit the web, but it's fake. The controller will be missing a D-pad so Gamecube games will still use Gamecube controller that'll plug into the right side of Revolution.



I am hoping I'll get broadband next month. Streaming audio stations at 192 kbps while playing online with no latency. Rock Collection v1.1

1. (classic rock) - Dire Straits Money for Nothing (8:26)
2. (classic rock) - We Gotta Get Outta This Place (4:48)
3. (GUNS N ROSES MIX) - Godfather (2:49)
4. 12 Stones - It's My Life (3:03)
5. A Perfect Circle - A Stranger (3:12)
6. A Perfect Circle - Blue (4:13)
7. A Perfect Circle - Brena (4:02)
8. A Perfect Circle - Crimes (2:35)
9. A Perfect Circle - Diary of a Madman (5:03)
10. A Perfect Circle - Gravity (5:08)
11. A Perfect Circle - Hollow (2:57)
12. A Perfect Circle - Judith (4:03)
13. A Perfect Circle - Low (rare) (2:55)
14. A Perfect Circle - Lullaby (2:02)
15. A Perfect Circle - Magdalena (4:03)
16. A Perfect Circle - Orestes (4:46)
17. A Perfect Circle - Over (2:20)
18. A Perfect Circle - Pet (4:34)
19. A Perfect Circle - Renholder (2:22)
20. A Perfect Circle - Rose (3:24)
21. A Perfect Circle - Sleeping Beauty (4:07)
22. A Perfect Circle - The Moose (4:53)
23. A Perfect Circle - The Nurse Who Loved Me (4:04)
24. A Perfect Circle - The Outsider (4:06)
25. A Perfect Circle - The Package (7:40)
26. A Perfect Circle - Thinking of You (4:31)
27. A Perfect Circle - Thomas (3:28)

28. A Perfect Circle - Three Libras (3:35)
29. A Perfect Circle - Vanishing (4:51)
30. A Perfect Circle - Weak And Powerless (3:15)
31. AC-DC - Thunderstruck (4:51)
32. AC/DC - Chase The Ace (3:00)
33. AC/DC - D.T. (2:53)
34. AC/DC - For Those About To Rock (5:42)
35. AC/DC - Hard as a rock (4:30)
36. AC/DC - Highway To Hell (3:27)
37. AC/DC - Let Me Put My Love Into You (4:15)
38. AC\\DC - Walk All Over You (5:10)
39. ACDC - TNT (3:34)
40. Aerosmith - Amazing (5:56)
41. Aerosmith - Angel (5:07)
42. Aerosmith - Crazy (5:12)
43. Aerosmith - Dream On (4:27)
44. Aerosmith - Janie's Got A Gun (5:30)
45. Aerosmith - Last Child (3:28)
46. Aerosmith - Living On The Edge (6:20)
47. AeroSmith - Walk This Way (3:32)
48. AeroSmith - Walk This Way (3:32)
49. Aerosmith and Guns n Roses - Train kept on Rolling (3:49)
50. Aerosmith and Guns n Roses - Train kept on Rolling (3:49)
51. Allison Krauss - When You Say Nothing At All (4:17)
52. Allman Brothers (Classic) - Midnight Rider (2:56)
53. American Pie (8:32)
54. beach boys & john stamos - Forever (3:02)
55. Beach Boys - Help Me Rhonda (2:52)
56. beach boys - Wouldn't It Be Nice (2:25)
57. Billy Joel - Only the good die young (3:55)
58. Bruce Springsteen - Pink Cadillac (3:32)
59. Chariots of Fire - (Movie Theme) (3:34)
60. classic rock - Life is Highway (4:25)
61. CLASSI 6 (5:43)
62. CLASSI 7 (4:34)
63. Counting Crows - A Long December (4:57)
64. Counting Crows - Colorblind (3:25)
65. Counting Crows - Hangin Around (4:07)
66. Counting Crows - Mr. Jones (4:27)
67. country joe mcdonald - vietnam song from woodstock '69 (4:53)
68. Cutting Crew - I Just Died In Your Arms 2Nite (4:38)
69. Dave Mathews - Devil Went Down To Georgia (3:36)
70. Deep Purple - Smoke on the Water (5:38)
71. Dido - Take My Hand (long version) (6:41)
72. Dido - Thank You (3:45)
73. Eagles - One of These Nights (4:51)
74. Elton John Greatest Hits - Believe (4:52)
75. Elton John Greatest Hits - Blessed (4:22)
76. Elton John Greatest Hits - Can You Feel the Love Tonight? (4:02)
77. Elton John Greatest Hits - Circle of Life (4:53)

78. Elton John Greatest Hits - Don't Go Breaking my Heart (4:28)
79. Elton John Greatest Hits - I don't wanna Go on with you like htat (4:32)
80. Elton John Greatest Hits - I Guess That's Why They Call it the Blues (4:44)
81. Elton John Greatest Hits - I want Love (4:37)
82. Elton John Greatest Hits - I'm Still Standing (3:03)
83. Elton John Greatest Hits - Little Jeannie (5:05)
84. Elton John Greatest Hits - Nikita (5:45)
85. Elton John Greatest Hits - Sacrifice (5:06)
86. Elton John Greatest Hits - Sad Songs (Say so Much) (4:10)
87. Elton John Greatest Hits - Something About the Way you Look Tonight (4:01)
88. Elton John Greatest Hits - The One (5:53)
89. Elton John Greatest Hits - This Train Don't Stop There Anymore (4:41)
90. Elton John Greatest Hits - Written in the Stars (with Leann Rimes (4:17)
91. Elton John Greatest Hits 1970 - 2002 - Bennie and the Jets (5:09)
92. Elton John Greatest Hits 1970 - 2002 - Candle in the Wind (3:50)
93. Elton John Greatest Hits 1970 - 2002 - Crocodile Rock (3:57)
94. Elton John Greatest Hits 1970 - 2002 - Daniel (3:52)
95. Elton John Greatest Hits 1970 - 2002 - Don't let the sun go down on me (5:38)
96. Elton John Greatest Hits 1970 - 2002 - Goodbye Yellow Brick Road (3:15)
97. Elton John Greatest Hits 1970 - 2002 - Honky Cat (5:09)
98. Elton John Greatest Hits 1970 - 2002 - Island Girl (3:44)
99. Elton John Greatest Hits 1970 - 2002 - Levon (5:24)
100. Elton John Greatest Hits 1970 - 2002 - Philadelphia Freedom (5:22)
101. Elton John Greatest Hits 1970 - 2002 - Rocket Man (4:45)
102. Elton John Greatest Hits 1970 - 2002 - Saturday Night's Alright for Fighting (4:07)
103. Elton John Greatest Hits 1970 - 2002 - Someone Saved my Life Tonight (6:47)
104. Elton John Greatest Hits 1970 - 2002 - Sorry Seems to be the Hardest World (3:53)
105. Elton John Greatest Hits 1970 - 2002 - The bitch is back (3:43)
106. Elton John Greatest Hits 1970 - 2002 - Tiny Dancer (6:17)
107. Elton John Greatest Hits 1970 - 2002 - Your Song (4:06)
108. Eminem - 'Till I Collapse (ft. Nate Dogg) (4:57)
109. Eminem - Business (4:11)
110. Eminem - Cleanin' Out My Closet (4:57)
111. Eminem - Curtains Close [skit] (1:01)
112. Eminem - Curtains Up [skit] (0:29)
113. Eminem - Drips (ft. Obie Trice) (4:45)
114. Eminem - Hailie's Song (5:20)
115. Eminem - My Dad's Gone Crazy (ft. Hailie Jade) (4:27)
116. Eminem - Paul Rosenberg [skit] (0:22)
117. Eminem - Say Goodbye Hollywood (4:32)
118. Eminem - Say What You Say (ft. Dr Dre) (5:09)
119. Eminem - Sing For The Moment (5:39)
120. Eminem - Soldier (3:46)
121. Eminem - Square Dance (5:23)
122. Eminem - Steve Berman [skit] (0:33)
123. Eminem - Superman (ft. Dina Rae) (5:50)
124. Eminem - The Kiss [skit] (1:15)
125. Eminem - When The Music Stops (ft. D-12) (4:29)
126. Eminem - White America (5:24)
127. Eminem - Without Me (4:50)

128. Eric Clapton - Tears In Heaven (Acoustic) (4:36)
129. Eurythmics - Sweet Dreams (4:52)
130. Faith Hill - Breathe (4:11)
131. Five for Fighting - Superman (3:45)
132. Fleetwood Mac - Gypsy (3:43)
133. Fleetwood Mac - Landslide (3:19)
134. Fleetwood Mac - Little Lies (3:38)
135. Four Non Blondes - What's Going On (4:54)
136. Green Day - basket case (3:03)
137. Green Day - burn out (2:07)
138. Green Day - chump (2:53)
139. Green Day - coming clean (1:34)
140. Green Day - emenius sleepus (1:43)
141. Green Day - f.o.d. (5:44)
142. Green Day - having a blast (2:44)
143. Green Day - in the end (1:46)
144. Green Day - long view (3:58)
145. Green Day - pulling teeth (2:30)
146. Green Day - sassafras roots (2:37)
147. Green Day - she (2:14)
148. Green Day - welcome to paradise (3:44)
149. Green Day - when i come around (2:58)
150. Gun 'N' Roses - Every Rose Has it's Thorn (4:20)
151. gun's and roses - civil war (7:34)
152. Guns 'N' Roses - Paradise City (6:46)
153. Guns 'N' Roses - Breakdown (7:04)
154. Guns 'N' Roses - One in a Million (6:08)
155. Guns 'n' Roses - Sweet Child of Mine (5:52)
156. guns n roses - patience (0:20)
157. Guns N' Roses - November Rain (8:55)
158. Hootie & The Blowfish - Drownings (5:00)
159. Hootie & The Blowfish - Time (4:53)
160. Immature - I Will Never Lie Again (4:13)
161. Incubus - Drive (3:52)
162. Incubus - I Miss You (2:48)
163. Incubus - The Warmth (4:24)
164. Janis Joplin - Mercedes Benz (1:48)
165. Jewel - Hands (3:46)
166. Kansas - Carry On My Wayward Son (5:21)
167. Kansas - Dust in the Wind (3:21)
168. Kidrock - Only God Know's Why (5:27)
169. Led Zeppelin - Stairway to heaven (8:03)
170. Linkin Park - By Myself (3:09)
171. Linkin Park - Crawling (3:29)
172. Linkin Park - Crawling (w/aaron lewis) (5:42)
173. Linkin Park - Forgotten (3:14)
174. Linkin Park - In The End (3:36)
175. Linkin Park - One Step Closer (2:35)
176. Linkin Park - Paper Cut (3:04)
177. Linkin Park - Place for my Head (3:04)

178. Linkin Park - Points of Authority (3:20)
179. Linkin Park - With You (3:23)
180. LIVEAD (0:18)
181. madagascar - Rock in Rio 3 (0:20)
182. Marvin Gaye - Ain't No Mountain High Enough (2:27)
183. Match Box 20 - AM (3:47)
184. Match Box 20 - Argue (2:57)
185. Match Box 20 - Back 2 Good (5:40)
186. Match Box 20 - Busted (4:17)
187. Match Box 20 - Damn (3:20)
188. Match Box 20 - Girl like That (3:45)
189. Match Box 20 - Hang (3:47)
190. Match Box 20 - Kody (4:03)
191. Match Box 20 - Long Day (3:45)
192. Match Box 20 - Push (3:58)
193. Match Box 20 - Real World (3:51)
194. Match Box 20 - Shame (3:35)
195. Mauro Picotto - Iguana (3:02)
196. Metalica - AudioTrack 01 (5:31)
197. Metalica - AudioTrack 02 (5:24)
198. Metalica - AudioTrack 03 (3:47)
199. Metalica - AudioTrack 04 (6:27)
200. Metalica - AudioTrack 05 (6:44)
201. Metalica - AudioTrack 06 (4:00)
202. Metalica - AudioTrack 07 (4:04)
203. Metalica - AudioTrack 08 (6:28)
204. Metalica - AudioTrack 09 (4:16)
205. Metalica - AudioTrack 10 (5:08)
206. Metalica - AudioTrack 11 (6:49)
207. Metalica - AudioTrack 12 (3:53)
208. Metallica - Fade To Black (6:57)
209. Metallica - (Anesthesia) Pulling Teeth (4:14)
210. Metallica - Aint my Bitch (5:04)
211. Metallica - Disposable Heroes (8:17)
212. Metallica - Don't Tread on Me (4:00)
213. Metallica - Enter Sandman (5:33)
214. Metallica - Enter Sandman (5:31)
215. Metallica - For Whom the Bell Tolls (5:05)
216. Metallica - For Whom the Bell Tolls (5:05)
217. Metallica - Hero Of The Day (4:21)
218. Metallica - Hit the Lights (4:17)
219. Metallica - Holier Than Thou (3:47)
220. Metallica - Jump in the Fire (4:41)
221. Metallica - King Nothing (5:27)
222. Metallica - King Nothing (5:27)
223. Metallica - Master Of Puppets (8:33)
224. Metallica - Master Of Puppets (8:33)
225. Metallica - Metal Militia (5:09)
226. Metallica - Motorbreath (3:07)
227. Metallica - My Friend of Misery (6:49)

- 228. Metallica - No Leaf Clover (S & M) (5:42)
- 229. Metallica - No Leaf Clover (S & M) (5:42)
- 230. Metallica - No Remorse (6:25)
- 231. Metallica - Nothing Else Matters (6:30)
- 232. Metallica - Nothing Else Matters (6:28)
- 233. Metallica - Of Wolf and Man (4:16)
- 234. Metallica - One (7:24)
- 235. Metallica - One (special version) (7:42)
- 236. Metallica - One (special version) (7:42)
- 237. Metallica - Orion (8:22)
- 238. Metallica - Phantom Lord (5:01)
- 239. Metallica - Sad But True (5:24)
- 240. Metallica - Sanitarium (6:24)
- 241. Metallica - Seek & Destroy (6:55)
- 242. Metallica - St. Anger (5:40)
- 243. Metallica - The Four Horsemen (7:12)
- 244. Metallica - The Frayed Ends Of Sanity (7:44)
- 245. Metallica - The God That Failed (5:08)
- 246. Metallica - The House Jack Built (6:37)
- 247. Metallica - The Struggle Within (3:53)
- 248. Metallica - The Unforgiven (6:27)
- 249. Metallica - The Unforgiven II (6:36)
- 250. Metallica - Through the Never (4:04)
- 251. Metallica - Turn The Page (6:06)
- 252. Metallica - Wherever I May Roam (6:44)
- 253. Metallica - Whiplash (4:09)
- 254. Metallica - Whiskey In the Jar (5:05)
- 255. Metallica - Whiskey In the Jar (5:05)
- 256. New Guns N' Roses - Shadow Of Your Love (2:43)
- 257. Night at the Roxbury - What is Love (4:31)
- 258. Nirvana - Polly (2:57)
- 259. Nirvana - Something In The Way (4:01)
- 260. no artist - AudioTrack 01 (4:20)
- 261. no artist - AudioTrack 02 (3:43)
- 262. no artist - AudioTrack 03 (3:50)
- 263. no artist - AudioTrack 04 (3:52)
- 264. no artist - AudioTrack 05 (4:03)
- 265. no artist - AudioTrack 06 (3:04)
- 266. no artist - AudioTrack 07 (3:24)
- 267. no artist - AudioTrack 08 (3:38)
- 268. no artist - AudioTrack 09 (3:54)
- 269. no artist - AudioTrack 10 (5:20)
- 270. Notorious B.I.G. - Goin Back To Cali (5:09)
- 271. Oasis - Champagne Supernova (7:27)
- 272. Ozzy with Primus - NIB (5:57)
- 273. Pearl Jam - Angel (2:26)
- 274. Pearl Jam - Breakerfall (2:19)
- 275. Pearl Jam - Last Kiss (3:10)
- 276. Pink Floyd - Another Brick in The Wall (3:09)
- 277. Pink Floyd - Another Brick In The Wall Pt 3 (1:14)

278. Pink Floyd - Any Colour You Like (3:25)
279. Pink Floyd - Arnold Layne (2:53)
280. Pink Floyd - Brain Damage (3:50)
281. Pink Floyd - Brain Damage (3:43)
282. Pink Floyd - Bring The Boys Back Home (1:26)
283. Pink Floyd - Comfortably Numb (6:24)
284. Pink Floyd - Don't Leave Me Now (4:16)
285. Pink Floyd - Eclipse (2:01)
286. Pink Floyd - Eclipse (2:06)
287. Pink Floyd - Embryo (4:41)
288. Pink Floyd - Empty Spaces (5:36)
289. Pink Floyd - Fearless (Interpolating "You'll Never Walk Alone") (5:38)
290. Pink Floyd - Free Four (4:08)
291. Pink Floyd - Goodbye Blue Sky (2:48)
292. Pink Floyd - Goodbye Cruel World (1:17)
293. Pink Floyd - Hey You (4:41)
294. Pink Floyd - In The Flesh (4:16)
295. Pink Floyd - In The Flesh (3:19)
296. Pink Floyd - Is There Anybody Out There (2:42)
297. Pink Floyd - Money (6:22)
298. Pink Floyd - Mother (5:38)
299. Pink Floyd - Nobody Home (3:26)
300. Pink Floyd - On the Run (3:35)
301. Pink Floyd - One Of My Turns (3:35)
302. Pink Floyd - One Of These Days (6:00)
303. Pink Floyd - Outside The Wall (1:44)
304. Pink Floyd - Run Like Hell (4:21)
305. Pink Floyd - See Emily Play (2:46)
306. Pink Floyd - Set The Controls For The Heart Of The Sun (5:22)
307. Pink Floyd - Several Species of Small Furry Animals Gathered Together in a Cave and Grooving With a Pict (4:39)
308. Pink Floyd - Several Species of Small Furry Animals Gathered Together in a Cave and Grooving With a Pict (4:39)
309. Pink Floyd - Speak to Me - Breathe in the A (3:57)
310. Pink Floyd - Stop (0:30)
311. Pink Floyd - The Great Gig in the Sky (4:47)
312. Pink Floyd - The Happiest Days Of Our Lives (1:51)
313. Pink Floyd - The Show Must Go On (1:37)
314. Pink Floyd - The Thin Ice (2:29)
315. Pink Floyd - The Trial (5:19)
316. Pink Floyd - Time (7:04)
317. Pink Floyd - Us and Them (7:50)
318. Pink Floyd - Vera (1:28)
319. Pink Floyd - Waiting For The Worms (4:02)
320. Pink Floyd - Young Lust (3:31)
321. Pink Floyd - Another brick in the wall pt2. (3:43)
322. Queen - '39 (3:30)
323. Queen - 02. Another one bites the dust (3:33)
324. Queen - A Kind Of Magic (4:25)
325. Queen - All Dead, All Dead (3:11)
326. Queen - Another One Bites The Dust (3:37)
327. Queen - Another One Bites The Dust (3:37)

- 328. Queen - Bicycle Race (3:02)
- 329. Queen - Body Language (4:33)
- 330. Queen - Bohemian Rhapsody (5:54)
- 331. Queen - Bohemian Rhapsody (5:56)
- 332. Queen - Coming Soon (2:50)
- 333. Queen - Crazy Little Thing Called Love (2:43)
- 334. Queen - Crazy Little Thing Called Love (2:44)
- 335. Queen - Death On Two Legs (Dedicated To..... (3:43)
- 336. Queen - Don't Stop Me Now (3:30)
- 337. Queen - Don't Try Suicide (3:52)
- 338. Queen - Dragon Attack (4:19)
- 339. Queen - Dragon Attack (1991 Bonus Remix) (4:22)
- 340. Queen - Fat Bottomed Girls (4:16)
- 341. Queen - Fight From The Inside (3:03)
- 342. Queen - Get Down, Make Love (3:51)
- 343. Queen - God Save the Queen (1:18)
- 344. Queen - Good Company (3:23)
- 345. Queen - Good Old Fashioned Lover Boy (2:55)
- 346. Queen - Hammer To Fall (3:40)
- 347. Queen - Headlong (4:39)
- 348. Queen - I Want It All (4:02)
- 349. Queen - I Want To Break Free (4:22)
- 350. Queen - I'm Going Slightly Mad (4:23)
- 351. Queen - I'm In Love With My Car (3:05)
- 352. Queen - I'm In Love With My Car (remix) (3:28)
- 353. Queen - It's Late (6:26)
- 354. Queen - Keep Yourself Alive (3:46)
- 355. Queen - Killer Queen (3:01)
- 356. Queen - Lazing On a Sunday Afternoon (1:07)
- 357. Queen - Love of My Life (3:39)
- 358. Queen - My Melancholy Blues (3:35)
- 359. Queen - Need Your Loving Tonight (2:49)
- 360. Queen - Now I'm Here (4:14)
- 361. Queen - One Vision (4:38)
- 362. Queen - One Year Of Love (4:28)
- 363. Queen - Play The Game (3:31)
- 364. Queen - Play The Game (3:31)
- 365. Queen - Radio Ga Ga (5:48)
- 366. Queen - Rock It (Prime Jive) (4:33)
- 367. Queen - Sail Away Sweet Sister (3:33)
- 368. Queen - Save Me (3:53)
- 369. Queen - Save Me (3:48)
- 370. Queen - Seaside Rendezvous (2:15)
- 371. Queen - Seven Seas Of Rhye (2:48)
- 372. Queen - Sheer Heart Attack (3:27)
- 373. Queen - Sleeping On The Sidewalk (3:08)
- 374. Queen - Somebody To Love (4:56)
- 375. Queen - Spread Your Wings (4:35)
- 376. Queen - Stone Cold Crazy (2:15)
- 377. Queen - Sweet Lady (4:04)

378. Queen - The Miracle (4:24)
379. Queen - The Prophet's Song (8:21)
380. Queen - The Show Must Go On (4:33)
381. Queen - These Are The Days Of Our Lives (4:14)
382. Queen - Tie Your Mother Down (3:45)
383. Queen - Under Pressure (4:03)
384. Queen - We Are The Champions (3:01)
385. Queen - We Are The Champions (3:01)
386. Queen - We Will Rock You (2:02)
387. Queen - We Will Rock You (2:02)
388. Queen - We Will Rock You (1991 Bonus Remix ruined by Rick Rubin) (5:00)
389. Queen - Who Needs You (3:06)
390. Queen - Who Wants To Live Forever (5:15)
391. Queen - You're My Best Friend (2:52)
392. Queen - You're My Best Friend (2:51)
393. Queen - You're My Best Friend (remix) (2:52)
394. Radiohead - (Nice Dream) (3:53)
395. Radiohead - Black Star (4:07)
396. Radiohead - Bones (3:09)
397. Radiohead - Bullet Proof..I Wish I Was (3:28)
398. Radiohead - Fake Plastic Trees (4:50)
399. Radiohead - High And Dry (4:17)
400. Radiohead - Just (3:54)
401. Radiohead - My Iron Lung (4:36)
402. Radiohead - Planet Telex (4:18)
403. Radiohead - Steet Spirit (Fade Out) (4:14)
404. Radiohead - Sulk (3:43)
405. Radiohead - The Bends (4:06)
406. Radiohead - The Trickster (4:05)
407. Rammstein - Alter Mann (4:24)
408. Rammstein - Du Hast (3:55)
409. Rammstein - Eifersucht (3:37)
410. Rammstein - Engel (4:24)
411. Rammstein - Sehnsucht (4:04)
412. Rammstein - Spiel Mit Mir (4:46)
413. Rammstein - Tier (3:47)
414. Red Hot Chili Peppers - Apache Rose Peacock (4:42)
415. Red Hot Chili Peppers - Blood Sugar Sex Magik (4:31)
416. Red Hot Chili Peppers - Breaking The Girl (4:55)
417. Red Hot Chili Peppers - By The Way (3:38)
418. Red Hot Chili Peppers - Cabron (3:38)
419. Red Hot Chili Peppers - Californication (5:20)
420. Red Hot Chili Peppers - Californication (5:20)
421. Red Hot Chili Peppers - Can't Stop (4:29)
422. Red Hot Chili Peppers - Don't Forget Me (4:37)
423. Red Hot Chili Peppers - Dosed (5:12)
424. Red Hot Chili Peppers - Funky Monks (5:23)
425. Red Hot Chili Peppers - Give It Away (4:42)
426. Red Hot Chili Peppers - I Could Die For You (3:13)
427. Red Hot Chili Peppers - I Could Have Lied (4:04)

428. Red Hot Chili Peppers - If You Have To Ask (3:36)
429. Red Hot Chili Peppers - Mellowship Slinky In B Major (4:00)
430. Red Hot Chili Peppers - Midnight (4:55)
431. Red Hot Chili Peppers - Minor Thing (3:37)
432. Red Hot Chili Peppers - My Lovely Man (4:39)
433. Red Hot Chili Peppers - Naked In The Rain (4:25)
434. Red Hot Chili Peppers - On Mercury (3:28)
435. Red Hot Chili Peppers - Scar Tissue (3:31)
436. Red Hot Chili Peppers - Sir Psycho Sexy (8:16)
437. Red Hot Chili Peppers - Suck My Kiss (3:37)
438. Red Hot Chili Peppers - Tear (5:17)
439. Red Hot Chili Peppers - The Greeting Song (3:13)
440. Red Hot Chili Peppers - The Power Of Equality (4:03)
441. Red Hot Chili Peppers - The Righteous & The Wicked (4:08)
442. Red Hot Chili Peppers - The Zephyr Song (3:52)
443. Red Hot Chili Peppers - They're Red Hot (1:11)
444. Red Hot Chili Peppers - This Is The Place (4:17)
445. Red Hot Chili Peppers - Throw Away Your Television (3:44)
446. Red Hot Chili Peppers - Under The Bridge (4:24)
447. Red Hot Chili Peppers - Under the Bridge (4:24)
448. Red Hot Chili Peppers - Universally Speaking (4:19)
449. Red Hot Chili Peppers - Venice Queen (6:07)
450. Red Hot Chili Peppers - Warm Tape (4:16)
451. Rolling Stones & Guns N Roses - Dead Flowers (3:51)
452. Rolling Stones - Paint It Black (3:49)
453. Rolling Stones - Satisfaction (2:05)
454. Santana - Africa Bamba (4:42)
455. Santana - Corazon Espinado (4:36)
456. Santana - Featuring Everlast - Put Your Lights On (4:45)
457. Santana - Migra (5:28)
458. Santana - Primavera (6:18)
459. Santana - Smooth (4:58)
460. Sheryl Crow - A Change Would Do You Good (3:49)
461. Sheryl Crow - All I Wanna Do (4:33)
462. Sheryl Crow - Am I Getting Through (2:13)
463. Sheryl Crow - Anything But Down (4:18)
464. Sheryl Crow - Can't Cry Anymore (3:41)
465. Sheryl Crow - Crash and Burn (6:41)
466. Sheryl Crow - Everyday Is A Winding Road (4:17)
467. Sheryl Crow - Hard To Make A Stand (3:07)
468. Sheryl Crow - Home (4:50)
469. Sheryl Crow - I Shall Believe (5:34)
470. Sheryl Crow - If It Makes You Happy (5:23)
471. Sheryl Crow - It Don't Hurt (4:49)
472. Sheryl Crow - Leaving Las Vegas (5:10)
473. Sheryl Crow - Love Is A Good Thing (4:42)
474. Sheryl Crow - Maybe Angels (4:54)
475. Sheryl Crow - Maybe That's Something (4:17)
476. Sheryl Crow - Members Only (4:57)
477. Sheryl Crow - Mississippi (4:41)

478. Sheryl Crow - My Favorite Mistake (3:59)
479. Sheryl Crow - No One Said It Would Be Easy (5:29)
480. Sheryl Crow - Oh Marie (3:31)
481. Sheryl Crow - Ordinary Morning (3:55)
482. Sheryl Crow - Redemption Day (4:26)
483. Sheryl Crow - Run, Baby, Run (4:53)
484. Sheryl Crow - Soak Up The Sun (4:52)
485. Sheryl Crow - Solidify (4:08)
486. Sheryl Crow - Superstar (4:57)
487. Sheryl Crow - Sweet Child O' Mine (3:57)
488. Sheryl Crow - Sweet Rosalyn (3:59)
489. Sheryl Crow - The Book (4:44)
490. Sheryl Crow - The Difficult Kind (6:19)
491. Sheryl Crow - The Na-Na Song (3:13)
492. Sheryl Crow - We Do What We Can (5:39)
493. Sheryl Crow - What I Can Do For You (4:14)
494. simon and garfunkle - sounds of silence (3:02)
495. Smash Mouth - Cant Get Enough Of You Baby (2:31)
496. Smash Mouth - Walking on the Sun (3:15)
497. Steppenwolf - Magic Carpet Ride (4:27)
498. Stone Temple Pilots - All In The Suit That You Wear (3:41)
499. Stone Temple Pilots - Big Bang Baby (3:24)
500. Stone Temple Pilots - Big Empty (4:56)
501. Stone Temple Pilots - Creep (5:34)
502. Stone Temple Pilots - Days of the Week (2:37)
503. Stone Temple Pilots - Down (3:51)
504. Stone Temple Pilots - Interstate Love Song (3:15)
505. Stone Temple Pilots - Lady Picture Show (4:08)
506. Stone Temple Pilots - Plush (5:12)
507. Stone Temple Pilots - Plush (Acoustic) (3:50)
508. Stone Temple Pilots - Sex Type Thing (3:40)
509. Stone Temple Pilots - Sour Girl (4:18)
510. Stone Temple Pilots - Trippin' On A Hole In A Paper Heart (2:57)
511. Stone Temple Pilots - Vasoline (2:56)
512. Straid - It's Been a While (4:26)
513. Sugar Ray - Fly (4:52)
514. Sugar Ray - When it is Over (3:40)
515. Sugar Ray - Everymorning (3:45)
516. Sugar Ray - Rivers (2:50)
517. The Allman Brothers - Jessica (7:28)
518. The Animals - The House of the Rising Sun (4:31)
519. The Clipse Feat Neptunes - Guns N Roses (3:38)
520. The Cranberries - Bosnia (5:37)
521. The Cranberries - Daffodil Lament (6:14)
522. The Cranberries - Dissappointment (4:14)
523. The Cranberries - Dreaming My Dreams (3:37)
524. The Cranberries - Dreams (4:32)
525. The Cranberries - Electric Blue (4:51)
526. The Cranberries - Empty (3:26)
527. The Cranberries - Everything I Said (3:52)

- 528. The Cranberries - Forever Yellow Skies (4:09)
- 529. The Cranberries - Free To Decide (4:24)
- 530. The Cranberries - Hollywood (5:07)
- 531. The Cranberries - How (2:51)
- 532. The Cranberries - I Can't Be With You (3:07)
- 533. The Cranberries - I Just Shot John Lennon (2:41)
- 534. The Cranberries - I Still Do (3:16)
- 535. The Cranberries - I Will Always (2:42)
- 536. The Cranberries - I'm Still Remembering (4:49)
- 537. The Cranberries - Joe (3:22)
- 538. The Cranberries - Linger (4:34)
- 539. The Cranberries - No Need To Argue (2:54)
- 540. The Cranberries - Not Sorry (4:20)
- 541. The Cranberries - Ode To My Family (4:30)
- 542. The Cranberries - Pretty (2:16)
- 543. The Cranberries - Put Me Down (3:31)
- 544. The Cranberries - Ridiculous Thoughts (4:31)
- 545. The Cranberries - Salvation (2:24)
- 546. The Cranberries - Still Can't... (3:39)
- 547. The Cranberries - Sunday (3:31)
- 548. The Cranberries - The Icicle Melts (2:54)
- 549. The Cranberries - The Rebels (3:20)
- 550. The Cranberries - Twenty One (3:07)
- 551. The Cranberries - Waltzing Back (3:38)
- 552. The Cranberries - Wanted (2:08)
- 553. The Cranberries - War Child (3:50)
- 554. The Cranberries - When You're Gone (4:56)
- 555. The Cranberries - Will You Remember (2:49)
- 556. The Cranberries - Yeat's Grave (2:59)
- 557. The Cranberries - Zombie (5:06)
- 558. The Doors - Break on Through (2:27)
- 559. The Doors - House of the Rising Sun (4:30)
- 560. The Doors - Light My Fire (7:06)
- 561. The Doors - People Are Strange (2:09)
- 562. The Doors - Riders On The Storm (7:12)
- 563. The Police - Roxane (3:12)
- 564. The Rolling Stones - 19th Nervous Breakdown (4:00)
- 565. The Rolling Stones - As Tears Go By (2:47)
- 566. The Rolling Stones - Brown Sugar (3:51)
- 567. The Rolling Stones - Get Off Of My Cloud (2:57)
- 568. The Rolling Stones - Gimme Shelter (4:37)
- 569. The Rolling Stones - Heart Of Stone (2:46)
- 570. The Rolling Stones - Honky Tonk Women (3:03)
- 571. The Rolling Stones - I'm Free (2:24)
- 572. The Rolling Stones - Jumping Jack Flash (3:43)
- 573. The Rolling Stones - Let's Spend The Night Together (3:38)
- 574. The Rolling Stones - Midnight Rambler (Live) (9:12)
- 575. The Rolling Stones - Mother's Little Helper (2:49)
- 576. The Rolling Stones - Paint It Black (3:48)
- 577. The Rolling Stones - Play With Fire (2:14)

578. The Rolling Stones - Ruby Tuesday (3:20)
 579. The Rolling Stones - Satisfaction (3:48)
 580. The Rolling Stones - Street Fighting Man (3:18)
 581. The Rolling Stones - Sympathy for the Devil (6:28)
 582. The Rolling Stones - Time Is On My Side (3:00)
 583. The Rolling Stones - Under My Thumb (3:43)
 584. The Rolling Stones - Wild Horses (5:40)
 585. The Rolling Stones - You Can't Always Get What You (7:33)
 586. The Ventures - Apache (3:09)
 587. The Ventures - James Bond (3:53)
 588. The Ventures - Pipeline (2:20)
 589. The Ventures - Secret Agent Man (2:04)
 590. The Ventures - Tequila (2:44)
 591. THEVEN 8 (2:05)
 592. Tom Petty - Free Falling (4:15)
 593. Tom Petty - Last Dance With Mary Jane (4:31)
 594. Tom Petty - You Don't Know How It Feels (4:49)
 595. U2 - All I Want Is You (9:50)
 596. U2 - Angel Of Harlem (3:49)
 597. U2 - Bad (5:51)
 598. U2 - Desire (2:59)
 599. U2 - I Still Haven't Found What I'm (4:40)
 600. U2 - I Will Follow (3:37)
 601. U2 - New Year's Day (4:18)
 602. U2 - Pride (3:49)
 603. U2 - Sunday Bloody Sunday (4:41)
 604. U2 - Sweetest Thing (3:03)
 605. U2 - The Unforgettable Fire (4:55)
 606. U2 - When Love Comes To Town (4:18)
 607. U2 - Where The Streets Have No Name (4:36)
 608. U2 - With Or Without You U2 (4:58)
 609. Uncle Cracker - Follow Me (3:35)
 610. Uncle Cracker - Follow Me (3:35)
 611. Various Artists - Come Together (3:44)
 612. Various Artists - Sweet Emotion (5:10)
 613. Ventures - Ghost Riders In the Sky (2:27)
 614. Village People - Kung fu Fighting (3:17)
 615. War - Low Rider (3:13)
 616. White Snake - Here I go Again (4:37)
- 616 tracks in playlist, average track length: 4:12
 Playlist length: 43 hours 16 minutes 17 seconds

visitors (2005-10-23 21:57:00)

targeted adult hits information is necessary to guarantee online success.

make site web (2005-10-27 19:29:00)

www.TheOnlinePromoters.com taught me things I knew nothing about plus the quality visitors they have can be geared toward any business, product or service on the planet! Check them out!

school lesson authoring software (2005-11-05 03:20:00)
#tappus #

telemarketing services (2005-11-11 17:35:00)

Hi there Ian's Smashing Good Blog Site, Excellent Rock Music list | What Revolution's controller may look like | New Skype account blog you have. I help people marketing on the net with mlm lead generation if you like visit my site at mlm lead generation.

rock music (2005-12-01 04:14:00)

I enjoyed reading some of your posts Ian's Smashing Good Blog Site. I was looking for #KEYWORD # # related information and found your blog. I have a free mp3 downloads site where you can get music of some of today's top artists' such as Green Day, Gwen Stefani, Simple Plan, Usher and many more. Come and check it out if you get time :-)

5 (2006-01-12 03:41:00)

Ciao Ian's Smashing Good Blog Site ! Non potevi esprimere meglio il tuo pensiero riguardo a best. . Complimenti per il tuo blog, è davvero bello! Continua a tenerlo aggiornato! Se ti va di visitare il mio sito che riguarda scommesse clicca su questo link: qui troverai solo scommesse !

Day until Xenosaga Episode 2 is completed | Blu-ray okayed H264 Part 10 | Next Gen software costing \$70! (2005-06-24 15:05)

The following paragraph is straight off Blu-ray.com. Blu-ray Disc Association (BDA) has announced three months ago that their single layer BD is ready for manufacturing. It works exactly the same as a DVD, but as high tech as HD-DVD. HD-DVD decks will appear before Xbox 360's launch date. BDA is ready to use the MPEG4 AVD codec as their primary video codec. MPEG 4 (also H264 Part 10 is commissioned by ITU Telecommunication Standardization Sector) is compatible with either PCM or MPEG 4 AAC codec. DivX & Xvid add mp3 and OGG Vorbis support. It would be wise to add Xvid to the deck player's firmware in case I want DivX on my LCDTV. It's excellent at halving file size of MPEG2 (H263v2).

On Monday, **Silhouette Mirage** became my latest addition with me thinking, "Oh man, Treasure usually makes great action games." The other game I've purchased new was **Fire Emblem - The Sacred Stone**. The franchise has never been 3D until Intelligent Systems developed Fire Emblem for Gamecube which also interests me after couple internet reviews gave the Fire Emblem - The Sacred Stones an 8.5. The noise it makes is amongst GBA's finest. Fire Emblem SNES carts are very hard to get so I had skipped it entirely. I'll try out Top Spin after I complete Xenosaga Episode 2 since that's what I've bought it for.



^ *The Stream Ripper plugin*

Super Mario Bros Winamp Skin

Streamripper plugin

I've had found a stream-saving plug-in for Winamp 5 accomplishing what Quintessential Media Player is good at. Now, all I need to do is wait for the broadband technicians to come than I'll play online at 1 Mbit or 1.5 Mbits given there isn't a thunderstorm outside.

Yesterday, I am almost finished the 2nd DVD of Xenosaga Episode 2 - Beyond Good and Evil. I haven't met one gnosis yet which are man eating aliens in the first Xenosaga. I made it to the beginning of DVD #2, but my party needs to escape in the DAMMERUNG to the lost planet Old Militia with Zohar on it. Game play glitches are scarce enough to be fun. The city music in the first disc was something I liked. It took me 4 hours to complete the first DVD. Not off this Federation planet yet and 2 hours passed by. I checked the first DVD which was 4.2 GB than the second DVD which was 4.3 GB. Xenosaga Episode 2 has 100 minutes long of spoken 'in game' dialog with English subtitles. PCM does the job well enough for Namco to use it. My idea was Namco's choice of what audio code to use was irrelevant since Xenosaga Episode 2 needs 2 SL-DVDs for storage. Games formatted on DVD-9 would add more stress on the laser

degrading it faster so Sony decided to not use dual layer. We've all learned DVD Video has added stress on the laser shorting the lifespan of PS2.

I've had driven to Toyriiffic in Hudson, WI to look at games, but not before 'filling my tank' in River Falls, WI. At Toyriiffic, I almost bought some worthless game like *Gundam vs. Zeta*. **Top Spin** (tennis) received excellent internet scores so I chose that. Marcus (who works there often) wasn't available so I gave another guy my largest MP3 DVD out of 3 copies. The conversation with him was about Blu-ray, PS3, Xbox 360, and how Revolution allows ROMs to be downloaded onto its hard drive. We didn't talk about Blu-ray specs. Never-the-less, he spoke of next generation videogames ending up costing \$60 - \$70! If I can't avoid the inevitable than I'll just live with it.

Games to add to the list

- Silhouette Mirage (©1999 Treasure)
- Fire Emblem - The Sacred Stone (©2005 Intelligent Systems (also Nintendo R & D1))
- Top Spin (©2003 Power and Magic)



See yeah later.

streaming application (2005-12-28 01:20:00)

Hey Ian's Smashing Good Blog Site

I ran acrossed your blog and Day until Xenosaga Episode 2 is completed | Blu-ray okayed H264 Part 10 | Next Gen software costing \$70! caught my eye. I thought I would stop and take a look.

Later,

check out live stream video

oakleyses (2014-10-23 17:45:24)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:58)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:04)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Crusin around Minnesota by myself. (2005-06-30 13:15)

Tuesday, I forgot to ask bob to come over, but was too busy completing Xenosaga Episode 2 (fun, but short game) otherwise he and I would've been going places like seeing Steven Spielberg's movie "War of the Worlds" starring Tom Cruise and Dakota Fanning. Director Steve even uses the script of the radio show of the same name in the 50s making people think a UFO invasion was occurring with some obvious improvements to relate to the times.

Yesterday, I went to Game Stop to pick up Atelier Iris Eternal Mana on its launch day. I was going to get this game one month ago. I've scanned the shelves and some pondering about the best deals vs. best scores. I saw Brothers in Arms for \$30, but I knew I wasn't in war themed videogames lately so I hadn't purchased it otherwise I would've. I've heard about Katamari Damacy thanks to X-Play's video review (a G4-Tech-TV show which gave it 5 out of 5) combined with Gameranking.com's score helped my final decision. After hearing about the cashiers at Toyriiffic chatting about R-Type Final being a very cool 2D side scrolling space shooter I've finally purchased it for \$14. R-Type has been around since Sega's Master System days (1986 - 1989) when these games were at the height of its popularity. Not even Star Fox is doing well in 2005. Star Fox clearly borrowed heavily from R-Type. Star Fox Assault came out for the Gamecube three months ago, and looks better than your average rail shooter while offering less game play value partially due to close quarter's combat system awfully designed. Thanks a lot Namco for poor production values! I also asked for used copies of Lunar 2 Eternal Blue Complete (wasn't in), Oddworld Stranger's Wrath, and possible RPGs which have been of interest.

On my way home, I was heading north towards Minnesota's capital St. Paul before I had made a quick turn to get onto the 2nd ramp to go east towards my state. The problem was my truck was 2 lanes left of the right ramp so I did a quick maneuver to go the right direction.

My Uncle invited me to his cabin way up north for Independence Day and I won't go this year because I'm stubborn, lazy, and will get a free game out of it. No fireworks = free game! THANK YOU! The fireworks shot up there are state-of-the-art and this year only adults will go. Last July 4th we were on the train tracks when the train was speeding towards us. Organizers below told everyone to get off the tracks whom hadn't listen for whatever reason even after the train passed through. *Remembers it like yesterday.* There were 50 merit badges selectable and the only place you could earn either the swimming or life saving merit badge required for Eagle Scout. Tomahawk had a commercial kitchen with employees making the scouts' meals three times a day, but my troop cooked ours cause of the metaphor food tasted grouse half the time. Our troop packed in food to avoid the dreaded camp food.

Boy Scouts is an US Congress commissioned organization hence Eagle Scouts are guaranteed to get into the military. It doesn't matter any more ever since I quit. Some Americans think it as a junior army and religious organization because you're in uniform, but the organization is multi-lingual. Tomahawk has a Christian Chapel and an East Orthodox Chapel. I've been there from 1995 - 2001 starting at 11 yrs old.

Last night the power went out from a severe thunderstorm with possible tornado warning. The woods shield me from the worst of the storm. The outage occurred 15 minutes after I unplugged my LCD TV and PC power strips. Meanwhile, I've gotten bored from not being able to watch TV or surfing the Internet so I just crashed. Couldn't sleep well.....tossed and turned all night. It wasn't the lightning that bothered me. I tried to listen to the clock tick tock and sleep to that. The electricity went back on about 3 AM so I woke up....drank two glasses of milk, shut off the lights that were on before the storm and I woke up at 10:30 today.

I've had found the largest 3rd party developer rankings which is difficult to obtain. Sega would have been in 2nd place under Nintendo during the 16-bit era. EA is bigger than Nintendo.

- 1.) Electronic Arts
- 2.) Activision
- 3.) Capcom
- 4.) SEGA (since November 2001)
- 5.) Namco



New games:

1. Katamari Damacy (©2004 Namco)

2. Atelier Iris Eternal Mana (©2005 Gust)
3. R-Type Final (©2004 Iren Software Engineering)

Shiloh (2005-07-08 11:38:00)

I was hopping around looking for things on atelier iris and i found ur site i was wondering if u could possibly help me lol i dont know how far u got in the game though. There is a puzzle with chess type pieces u have to raise and lower to activate something and im baffled at how to get em to the right spot much less which spots right for each piece lol maybe u can help if u could that would be awesome. i can be reached at sweet_one4now@yahoo.com thanks shiloh

Ian's Smashing Good Blog Site (2005-07-29 11:00:00)

Gamefaqs.com has stradeqy guides on Atelier Iris. Your questions are answered there. Luck to you.

Long Island Guide (2005-10-24 22:25:00)

Hi,

This is interesting, I've been looking around to get some ideas for our blog. Haven't started yet. I'm hoping you can give some advise. Here's my topic and website. Please take a look.

things to do on long island . It pretty much covers things to do on long island related stuff.

Come and check it out and if you can suggest something I would love to hear your advice :-)

Best regards,

Lonny

Long Island Guide (2005-10-27 15:57:00)

Hi,

I just browsing through some blogs to get some ideas for mine, I hope you don't mind. I would like your opinion because you have a great blog here!

I wish to start writing about long island What do you think?

Come and check out my site let me know if you think my topic would spark an interest.

Best regards,

Lonny

Long Island Guide (2005-10-29 12:26:00)

Hi,

I just browsing through some blogs to get some ideas for mine, I hope you don't mind. I would like your opinion because you have a great blog here!

I wish to start writing about long beach island hotel What do you think?

Come and check out my site let me know if you think my topic would spark an interest.

Best regards,

Lonny

search engine optimization google (2005-10-30 14:33:00)

Sure, it sounds easy to make money on the internet but everyone knows that 98 % of all online businesses fail to produce any type on income at all. For an easy way to succeed, I would recommend www.dreamry.com as they have their head together and won't cost you an arm and a leg!

Free mp3 downloads (2005-10-30 16:05:00)

Hi Ian's Smashing Good Blog Site i was just passing by reading blogs just getting the idea of how blogs should be anyways i got a site on Free mp3zz see if i am good to be a webmaster Free mp3 music download and keep putting blogs like Crusin around Minnesota by myself. with good content in future to :)bye

Mp3 music download (2005-11-01 06:28:00)

Hi Ian's Smashing Good Blog Site i was just passing by reading blogs just getting the idea of how blogs should be anyways i got a site on Free mp3zz see if i am good to be a webmaster Ps2 cheat codes and keep putting blogs like Crusin around Minnesota by myself. with good content in future to :)bye

venus (2005-11-04 05:06:00)

Hello. Nice piece about Crusin around Minnesota by myself.. I have a music blog that I'm trying to get going myself - just looking for a little inspiration! All I seem to have done so far is declare my undying love for Radiohead, the Killers and a rather large article on Live 8. The is out soon which should be fantastic. It's set to become the biggest selling DVD ever - not surprising really. Anyway, like I said, great blog and I'll be back again soon.

144 (2005-11-04 14:33:00)

<http://frisky-pixie.com/deadeasy-ebook-software.htm>

download gorillaz music video (2005-11-05 16:52:00)

Ian's Smashing Good Blog Site well hello there, nice to see a decent blog, I'm looking for information on free persian music download and ended up on your site,this wasn't quite what i was looking for but it is great to see a good up to date Blog, I see why i found your site when i was looking for free persian music download I enjoyed your page and look forward to returning soon. Thanks for a good read, perhaps your could come along to my site sometime <http://mp3freeonline.com/> GoodLuck joel.

horse toys (2005-11-07 20:09:00)

Ian's Smashing Good Blog Site GREAT title Crusin around Minnesota by myself.. I am actually looking for summer camps related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other summer camps related blogs. Thank you.

Muso Babe (2005-11-08 16:05:00)

Hello Ian's Smashing Good Blog Site. Just came across your blog whilst surfing generally, I find it very interesting. I'm trying to get a blog going on some of my sites but don't have the patience to keep it up! Anyway, if you fancy looking at the new live 8 dvd which is out today, it's here.

horse computer games (2005-11-09 17:45:00)

Ian's Smashing Good Blog Site GREAT title Crusin around Minnesota by myself.. I am actually looking for summer camps related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other summer camps related blogs. Thank you.

rocky soundtrack mp3 (2005-11-10 02:12:00)

Ian's Smashing Good Blog Site well hello there, nice to see a decent blog, I'm looking for information on song download for american idol and ended up on your site,this wasn't quite what i was looking for but it is great to see a good up to date Blog, I see why i found your site when i was looking for song download for american idol I enjoyed your page and look forward to returning soon. Thanks for a good read, perhaps your could come along to my site sometime <http://mp3freeonline.com/> GoodLuck joel.

horse videos (2005-11-10 21:58:00)

Ian's Smashing Good Blog Site GREAT title Crusin around Minnesota by myself.. I am actually looking for equine supplies related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other equine supplies related blogs. Thank you.

5 (2006-01-12 08:12:00)

Hello Ian's Smashing Good Blog Site ! You built a really nice blog, congratulations! I would like to advise you my website about scommesse online . Only scommesse online !

Long Island Guide (2006-02-20 21:11:00)

Hi Ian's Smashing Good Blog Site,

I'm starting a free book of the month on various topics. No strings attached just go to my blog and download the file..

This month... Secrets of a Happy Marriage Revealed!

Here's some of the topics...

How to become tolerant of your spouse's behaviors.

The importance of communication in a relationship.

The meaning of realistic expectations.

Visit my blog <http://www.longislandguide.com/blog> to download you free book.

And for other information we have so many different topics including Nassau County Used Daewoo at our site.

Always the best,

Lonny

Long Island Guide (2006-03-04 05:59:00)

Hi Ian's Smashing Good Blog Site,

I'm starting a free book of the month on various topics. No strings attached just go to my blog and download the file..

This month... Secrets of a Happy Marriage Revealed!

Here's some of the topics...

How to manage and overcome your anger effectively.

How decoding body language can save your relationship.

The most commonly practiced body language.

How to react properly if your spouse is silent and in a bad mood.

Visit my blog <http://www.longislandguide.com/blog> to download you free book.

And for other information we have so many different topics including Long Island Mercury at our site.

Always the best,

Lonny

Hammond's F2 Tornado on June 11th (2005-06-30 22:25)

Here are some images from Saturday's tornado six miles away from my house. The Feds came to analyze the damage Sunday and came up with the total. The next day I read it in the local news paper. People and their cameras taken pictures.....wanting to prove there is a tornado. Maybe the weather station picks it up on their Doppler guys? Get shelter why don't yeah? If a tornado hit my house I would be angry at all that software gone to waste. Not only that, but my PCs, LCD TV, and radios would be dysfunctional.

The F2 tornado touched down on the 9th tee of the Hammond Golf Course which is the first place I see when I enter Hammond from Roberts. It took down 20 trees in the golf course. The tornado took a five-mile trip through town. A total of 24 buildings had some damage; only eight had major damage. There were no reports of any injuries. If there was a relief effort and I had money I would donate \$20. Right now the damage is covered by people's insurance companies and Wisconsin's natural disaster funds.

Total Damage 3.6 million

Total Deaths: 1 death

Hammond, WI Population: approx 1400 people (not all in town though)

X

Somewhere in Hammond

X

X

X

Okay, it was more like 3 miles at one time. That water tower is Roberts.

X

satellite view of Hammond

Minh Tan (2005-07-01 10:53:00)

Pretty cool!

NRG quick tilt system (2012-01-18 01:53:56)

Very interesting. Wish you had more updates with your blog. Great post!

Anonymous (2013-09-16 18:34:11)

Coitus site :

<http://selfshots.erolove.in/?tonya>

the cw gossip girl little league in chaboya middle school girls fucking animales tube porn babes bbw photos albany medical college dark gay mature fetish escorts

oakleyses (2014-10-23 18:04:24)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:28)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:22)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

7.7 July

Firefox getting slower? (2005-07-06 01:04)

On July 3rd, I drove to Shop Ko and bought **Kirby Canvas Curse**. I've had tried Kirby out and Canvas Curse uses the stylist for a point and touch action game. By touching Kirby with the stylist he'll do a spin attack (like Sonic the Hedgehog). Canvas Curse is single most popular Dual Screen game at Gamerankings. Touch an enemy make him/her dizzy. The music sounds very cute by comparison with Wipeout Pure or Ridge Racer. Kirby Canvas Curse is the highest rated Dual Screen game out so it shall be popular within a few weeks.

Yesterday, I was watching Alien (©1979 Fox) on VHS during the Windows NTFS formatting and installation. The computer aspect of the movie aged nicely. That's also the problem. It feels like the future with a 80s computer twist which the special effects team borrowed from 2001: A Space Odyssey including HAL super computer thing, some of the narrow passages, and that capsule where astronauts sleep in.

Afterwards, according to the Processes tab in Task Manager, Mozilla Firefox 1.0.5 uses twice as much memory as Mozilla Firefox 1.0.4! You'll have better luck waiting for Firefox 1.0.6 when available. It was mentioned on the changes thread that 1.0.5 was slower loading. It's true. I may have to re-install the Guild Wars I've once had thought was my favorite game.

Bob couldn't make it over Tuesday and I'm sad. Sad that we only talked about Blu-ray over MSN messenger and how a burner cost you \$1000! BD-RAM concept is obsolete. DVD-RAM was the last of the RAM cartridges.

I've seen "*The Thing from Another World*" on Turner Movie Classics for the first time. It stars James Arness (very tall guy in Gunsmoke who plays Marshal Matt Dillon.) who plays the monster which looks a lot like the *Creature from the Lost Lagoon*. The Thing from Another World was above average for 1950 era sci-fi films. Gotta mention its good plot.....which is...well...good. James also starred in four Gunsmoke movies from 1987 to 1992. Gunsmoke - Return to Dodge (1987) had the original Gunsmoke cast members. No matter, I'm not into westerns lately.

I was watching the Minnesota Twins beat the Angels. Twins own the youngest talent in the pro baseball which isn't as talented as half the teams in MLB, but manage to win due to teamwork and good minor league players. Milwaukee Brewers have a bigger salary than the Twins. The Twins have a \$40,000,000 salary cap compared to the White Sox's \$85,000,000 salary cap. The Twins haven't had a power hitter since Kent Hrbek in '87. Kirby Puckett (1984 - '94) was a line backer who made it to the Hall of Fame. He's most famous for hitting a grand slam in the 11th inning that won the '91 World Series. Twins won dependant every year since 2001 except this season when the White Sox are 'white hot' having one of the best starts in baseball history stealing the central title from the Twins who are 8 games behind.

Conker Live and Reloaded is Conker's Bad Fur Day in discuses and Rareware's biggest title since Star Fox Adventures. I haven't played Conker's Bad Fur Day for N64 yet .I've heard it was very funny. The UK developer released Grabbed by the Ghoulies on Xbox since Rare joined Microsoft Gaming Studios. CL &R could well be mistaken for an Xbox 360 title because it's graphics were a 10/10. I'll sleep on what videogame to purchase next.

On a lighter note, I've beaten R-Type Final already and plays exactly like Gradius V. Short, but amongst the best looking 2D side scrolling shooters. There are only 6 levels, but makes up in length. The boss was hard since I wasn't able to find the weakness unlike the other bosses. R-Type is normally above my skill level so I activated the infinite lives code. There is no pride playing with infinity health. R-Type Final is advancer than most old school side scrolling shooters, because it's new which is more than I can say for the genre at large. Iren never creates anything else other than R-Type. Can't say I love nor hate it.

Thanks for visiting my blog. Come again.

Not Played Game List v1.0 (2005-07-11 00:17)

Names of all of my sealed games. A few are worth \$50!

Gamecube

Viewtiful Joe 2

Playstation 2

Dark Cloud

Dark Cloud 2

Gran Turismo 4

Atelier Iris Eternal Mana

Suikoden IV

Ratchet and Clank Up Your Arsenal

Katamari Damacy

Sly 2 Band of Thieves

God of War

Digital Devil Saga

Xbox

Mercenaries

Jade Empire

Splinter Cell Chaos Theory

Doom 3 (FPS, Activision, iD Software, 2005, 9.3)

Game Boy Advance

Golden Sun 2

Mario and Luigi Super Star Saga

Fire Emblem

Fire Emblem Sacred Stone

Games never played by me of which I own. Behold the longest list you've ever seen and every bit is true. The videogame text file I have on my PC helps immensely. Not only this, but I have 30 Genesis games on CD that'll play on PS2 not beaten. Those games play exactly like the originals.

Nintendo Entertainment System

1. Donkey Kong (DK Classics, PUZ, Nintendo, Intelligent Systems, 1984, 1986)

2. Donkey Kong Jr (DK Classics, PUZ, Nintendo, Nintendo, 1985, 1986)

Super Nintendo

1. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

2. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

3. Star Fox (S, RE, Nintendo, Nintendo, 1993)

4. Super Mario RPG - Legend of the Seven Stars (RPG, Nintendo, Squaresoft, 1996)

5. Super Metroid (S, RE, Nintendo, Intelligent Systems, 1994)

Sega Genesis

1. Streets of Rage II (F, Sega, Sega-AM7, 1992)

2. Vectorman 2 (S, Sega, Blue Skies, 1996)

Game Boy Color

1. Legend of Zelda Oracle of Ages (RPG, Nintendo, Flagship, 2001, 10)

2. Legend of Zelda Oracle of Seasons (RPG, Nintendo, Flagship, 2001, 10)

GBA

1. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)

2. Final Fantasy 2 in FF: Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)

3. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)

4. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)

5. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)

N64

1. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
2. Conker's Bad Fur Day (PL, Nintendo, RARE, 2001, 9.9)

Playstation

1. Arc the Lad (Arc the Lad Collection) (RPG, Working Designs, ARC Entertainment, 2000, 8.8)
2. Arc the Lad II (AtLC) (RPG)
3. Arc the Lad III (AtLC) (RPG)
4. Arc the Lad Tournament (ATLC) (RPG)
5. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Square, 2001, 9.4)
6. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
7. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
8. Legend of Mana (RPG, Square EA, Square, 2000, 8.3)
9. Lunar - The Silver Star Story Complete (RPG, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
10. Final Fantasy IV (Final Fantasy Chronicles)
11. Final Fantasy II (Final Fantasy Origins)
12. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
13. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
14. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
15. Tale of Destiny (RPG, Namco, Namco, 1997, 7.5)
16. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
17. Xenogears (RPG, Square, Square, 1998, 9.5)

Sub Total 17 PS1 Games

Sega Saturn

1. Panzer Dragoon (S, Sega, Team Andromeda, 1995, ???)
2. Panzer Dragoon 2 : Zwei (S, Team Andromeda, 1996, ??)
3. Virtua Cop (S, Sega AM2, 1996, ???)
4. Virtua Cop 2 (S, Sega, AM2, 1997, ???)

Sega Dreamcast

1. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
2. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
3. Shenmue (RPG, Sega, AM2, 2000, 9.7)
4. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)

Nintendo Gamecube

1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
2. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designer's Studio, 2002, 7.6)
3. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003)
4. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
5. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)

Sub Total 5 GCN Games

Playstation 2

1. Ace Combat 5 (MJS, Konami, Konami, 2004, 9.3)
2. Atelier Iris: Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
3. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
4. Breath of Fire 5 - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
5. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
6. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
7. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
8. God of War (A, Sony, Sony, 2005, 9.8)
9. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
10. Growlancer II (Growlancer Generations) (RPG, Game Arts, Career Soft, 2004, 8.6)

11. Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
12. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
13. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
14. Grandia 2 (RPG, Urisoft, Game Arts, 2001, 7.0)
15. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
16. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
17. Metal Gear Solid 3 Snake Eater (S, A, Konami, Konami, 2004, 9.6)
18. Onimusha 3 - Demon Siege (AF, A, Capcom, Capcom Production Studios 2, 2003, 9.0)
19. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
20. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
21. Rayman 3 - Hoodlum Havoc (PL, Urisoft, Urisoft, 2003, 8.9)
22. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
23. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
24. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
25. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
26. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
27. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
28. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
29. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
30. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)

Sub Total 29 PS2 Games

Xbox

1. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
2. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
3. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
4. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
5. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
6. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
7. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
8. Jet Set Radio (RA, Microsoft, WoW Entertainment, 2002, ????)
9. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
10. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
11. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
12. Prince of Persia: Sands of Time (A, PL, Urisoft, Urisoft, 9.6)
13. Prince of Persia - Warrior Within (APL, Urisoft, Urisoft, 2004, 8.7)
14. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
15. Shenmue 2 (RPG, Sega, AM2, 8.3)
16. Splinter Cell (S, A, Urisoft, Urisoft, 2002, 9.6)
17. Splinter Cell 3 - Chaos Theory (A, Urisoft, Urisoft, 2005, 9.6)
18. Splinter Cell - Pandora Tomorrow (S, Urisoft, Urisoft, 2004, 9.5)
19. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
20. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
21. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)

Sub Total 21 Xbox Games

PC Games

1. 007: Everything or Nothing (P, FPS, A, S, EA Games, EA games, 2002)
2. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
3. Battlefield 1942 (FPS, A, S, EA Games, Digital Illusions CE, 2002, 9.3)
4. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
5. Baldur's Gate 2 - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)

6. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
7. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
8. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
9. Icewind Dale (RPG, Bioware, Black Isles, 2000)
10. Icewind Dale 2 (RPG, Bioware, Black Isles, 2002)
11. Madden 2001 (SP, EA Sports, Tribinon, 2000)
12. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
13. Need for Speed (P, RA, Electronic Arts, EA, 1996)
14. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, A, S)
15. Oni (P, S, A, Gathering of Developers, Bungie, 2001, 7.5, 1999)
16. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
17. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
18. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
19. Tiger Woods PGA Golf Tour 2001 (SP, EA Sports, ???, 2000)
20. Undying (FPS, A, EA Games, ????, 2000)
21. Unreal Gold Edition (FPS, Infogrames, Digital Extremes, 1998, 9.0)
22. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
23. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)

Sub Total 23 PC Games.

TOTAL Not played 114 Games!

Not played percentage 25.5 % <- BETTER START PLAYING GAMES!

Exciting news! The broadband guys are coming out here either this week or the following week to install a data uplink for 1 Megabit. My father might get 1.5 Megabit free of charge for the rest of July from complimentary of Wild Blue. There is plenty I can download in 10 days before the free service ends.

I'll be man of the house July 16th thru 23rd. My parents are going on a well deserved cruise in Alaska weeks before permafrost hardens. My present for being alone could be broadband...maybe cause nothing is set in stone. **I get to be the first to tell how bad PC gaming latency is for dual channel satellites!** I shall download the latest version of Linux onto my HDD once connected. Plus, I shall download a few streams; talk to a few people via Skype, but I'll promise this won't affect webpage download time for dial up users.

I have to talk to a DVR consoler about a future computer (AKA networking) job on Friday. He'll ask what my life is like at home. Problem is I'm the laziest person on the Earth, and that's a horrible answer to tell him so today I was pondering for a reasonable answer which would succeed in getting me employed. No one in the right mind would want to stay unemployed for over a year. My strategy is to stay quiet about my Internet addiction or videogames the whole time. Scary are these job interviews. I could tell this man I am setting in front of a TV playing a new videogame every single week never satisfied with my videogame collection or blogging bringing up my point Why bother? I certainly wouldn't be as lazy if working with networks five days a week.



Looked like this shaved.

Yesterday at 0200 hours I've had decided to play open **Silpheed - The Lost Planet** for the first time and beat it. Satisfying for about 2 hours than Game Over. Without cheating I had a 1 % chance of beating Silpheed. It's THAT hard. I had to add some games that reminded me of a 1990s when games were played more than once. It's one of the worst button mashing on the dual shock you'll come acrosspressing X button a lot shoots bullets from either side of the Silpheed fighter in the 27th century Solar Planetary System. High resolution graphics for 2D shooters aren't common. Once Silpheed is beaten a farewell message stating starting war amongst your own species is meaningless. Earth is extremely fragile in our galaxy and humanity has a choice of existing peacefully after the hero (me) single handedly destroyed an organic treat from another galaxy almost ending all life on Earth!

Right now the next game I'll play shall be R-Type Final, Suikoden IV or Atelier Iris Eternal Mana. Atelier Iris is my 6th Japanese import. Stella Deus wasn't so bad. Maybe this was since I didn't expect Stella Deus to rewrite how strategy RPGs were made therefore couldn't possibly be worse and worth a look. All these imported RPGs have English subti-

ties and voiceovers. Atelier Iris is ranked 6th most popular game at gamerankings.com BTW.

New Games to add to list

- Metropolis Street Racer (©2000 Bizarre Creations)
- Mortal Kombat Deception (©2005 Midway)

8 (2005-12-19 08:24:00)

I must congratulate with you Ian's Smashing Good Blog Site because of this wonderful blog! It's really full of informations! Maybe you could be interested in having a look to my internet site that includes informations about scommesse online ... if you are interested in scommesse online it's the right place for you!

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8 (2006-01-19 09:11:00)

This is a very nice post about the best. , Ian's Smashing Good Blog Site try to keep it up to date because it seems one of the few interesting blogs on the internet! I would like to tell you to visit my website that is about risultati scommesse . Only the best informations about risultati scommesse !

zuke (2006-08-30 20:53:00)

I loved your post! I came across your blog and it really caught my attention, Ill be sure to come back for more! Keep up the good work! how to convert movie to psp

Buying either iPod Gen4 or Zen Touch today | Ian's Videogame Beaten list (2005-07-14 12:40)

I went to ThreeBlue's blog and looked at the soccer links thinking soccer really isn't that bad. Personally, I buy every Winning Eleven videogame that comes out owning three so far. I've only seen the 3D graphics of the players and stadiums and British announcers talking who plays what position. Videogames are intelligent enough for the announcers to talk more natural adjusting names within their sentences which surprise me WE9 is coming out August 9, 2005 and shall be bought the first week

The AI knows all the game rules and actually plays itself with aggression, but I much rather be USA or Canada or Germany. The AI has improved since WE6. WE6 can easily match the graphics quality and AI of other soccer games from what I've had read. We're on WE8 which improved team play further. Though there are several cosmetic changes, many subtle alterations have taken place under the hood, and they make WE8 a much more challenging game than previous editions. Players also behave more according to their stats, especially in the case of the large group of licensed stars. Each player animation is now more individual, creating the impression that you're seeing a collection of players on field, rather than a team of clones. Each leans into a kick, or spins away from a tackle in a way that seems personal, rather than programmed. An additional benefit is that Konami has noticeably improved the in-game menus. The result is that moving through the game's front end is much more pleasant.

Later today, I was planning to buy an Ipod which is popular, but then I've had heard of its so/so (although better than mine) battery life running on some lithium ion battery. So I decided to go for the Creative Labs Zen Touch 20 GB MP3 player for \$220. Apple iPods are great because they have the best sound and above average features and price cuts all the time. Taking 3 seconds longer with a Zen Touch won't bother me because I know I'm getting much better battery life than either my current one or Generation 4 iPod. If I can play MP3s for 25+ hours I'm all for it. I don't need AAC, MP4, WMA, WAV, because that's not what I can find off the Internet. I'm not attacking iPod owners. I'm just telling my point-of-view on the Zen Touch. Afterwards, I was also looking at Cowon iAudio X5 said to offer a 16-bit color LCD, but not as good battery life for \$70 more. I saw the NW-HD3, but that wasn't available to me cheaply. Fact remains, if I was getting a 40 GB MP3 player I would've gotten a HP Ipod instead. I've all the songs I wanted to listen to on my current Archos Jukebox 20 (2002 model) filling up 11 GB. I could free up 3 GB on that and put it on my new one use both. If I have a working mp3 player why in the world would I purchase another one? I keep saying better battery life to myself. I'm doing this so I can hear near CD quality music off the internet and take it with me

Today, I am listening to some of the rock music on my external hard drive like Metallica and some country music songs I remember in grade school. I am quite tired now...been up for 14 hours. Saw *Star Gate* first time in years....which is a boring movie. Then I saw *The Man Who Cried* starring Christina Ricci about a Russian Jew raised in 1930s UK and moved to Paris where she became a showgirl. That was boring also. Fell a sleep in the chair while watching it.

Wonders what my friends have been doing these pass weeks and when I'll met one of the two again. They're obviously working during mid-day which I understand. Wonders why no one calls me.

I have an employment meeting tomorrow. It'll be about computer jobs in general. I'll try to be polite. I can be rather provocative when it's my decision. I can tell the DVR person what I want, but the truth is I don't know exactly. Not knowledgeable enough about the computer industry. Nervous. Can't think well. Should I bring the game tester / designer comment up or is that a bogus dream of long ago. I have to narrow it down to 5 or less. Difficult.

To top this journal entry off I've decided to release the games I've beaten in my lifetime and that aren't a whole lot. I thought heck it's just text...I could add it to the end and won't matter to the modem.

Games I have beaten are.....

PC

1. Black and White (once)
2. Diablo
3. Diablo 2 Lord of Destruction
4. Doom 3 (normal difficulty)
5. Dungeon Siege
6. Elder Scrolls 3 Morrowind
7. Half-life
8. Half-life 2 (normal difficulty)

9. Kings Quest VII: The Princeless Bride
 10. Oregon Trail 2
 11. Simcity 2000
 12. Star Wars Knights of the Old Republic
- Playstation
1. Final Fantasy VIII
 2. Legend of Dragoon
 3. Mega Man X4
 4. Mega Man X6
 5. R4 - Ridge Racer Type 4
- GBA
- Mario Kart Super Circuit
- N64
1. Banjo Kazooie
 2. Crusin USA
 3. Extreme G
 4. Extreme G 2
 5. Goldeneye
 6. Legend of Zelda Ocarina of Time.
 7. Mario Kart 64
 8. Perfect Dark
 9. Star Fox 64
 10. Star Wars Shadows of the Empire
 11. Super Mario 64
 12. Turok 2 - Seeds of Evil
- Sega Dreamcast
1. Crazy Taxi
 2. Grandia 2
 3. Rayman 2
 4. Resident Evil 2
 5. Resident Evil 3
 6. Resident Evil Code Veronica
 7. Sega Rally 2
 8. Soul Caliber (Arcade Mode with 6 characters)
 9. Skies of Arcadia
 10. Speed Devils
 11. Sonic Adventure
 12. Sonic Adventure 2
- Gamecube
1. Extreme G 3
 2. Legend of Zelda Wind Waker
 3. Mario Kart Double Dash
 4. Metroid Prime
 5. Resident Evil
 6. Resident Evil 4
 7. Sonic the Hedgehog
 8. Sonic the Hedgehog 2
 9. Sonic the Hedgehog 3
 10. Star Fox Adventures
 11. Super Mario Sunshine

12. TimeSplitters 2

Playstation 2

1. Contra Shattered Soldier
2. Final Fantasy X
3. Final Fantasy X-2
4. Grand Theft Auto 3
5. Gradius V
6. Ico
7. Jak
8. Jak 2
9. Jak 3
10. Kingdom Hearts
11. R-Type Final
12. Silpheed Lost Planet
13. Stella Deus Gates of Eternity
14. Xenosaga Episode 2 Beyond Good or Evil

Xbox

1. Dead or Alive 3
2. Fable
3. Halo
4. Halo 2
5. Guilty Gear X2 Reloaded
6. Rallisport Challenge.
7. Unreal Championship 2

Known Playstation 3 Projects (2005-07-16 10:47)

I don't usually copy paste information on my blog, but this is Playstation 3 software we're talking about! I'm a PS fan like many 20 years olds and have decided to post this seven page long insider on PS3 games from IGN. Playstation 3 looks like it'll be primary a first person shooter gamers' heaven. I'm one of them. Thanks IGN.

6GUN II

Publisher: TBA

Developer: BattleBorne Entertainment

Genre: Tactical Third-Person Shooter

Release Date: TBA 2007

What We Know: Though the first 6GUN isn't even out for the current generation of systems yet, Nevada-based BattleBorne Entertainment is already prepping the PS3 follow-up for 2007. Regrettably little else has been revealed about either game up to this point, so there isn't really much else to talk about. The only remaining details that we know is that the franchise will be similar in concept to THQ's tactical shooter Full Spectrum Warrior and that the PS3 version will run on a brand new proprietary engine that's been codenamed Raptor.

Ian's opinion: I'm more into first person shooters I guess. Okay so all RPGs are 3rd person and I like it them most.

Avalon

Publisher: TBA

Developer: Climax Studios

Genre: Vehicular Shooter

Release Date: TBA

What We Know: The same Brighton team that was responsible for the popular MotoGP series has been working on its first next-generation title for the last two years. Known as Avalon, Climax Studio's PS3 and Xbox 360 combat racer is quickly nearing completion. Running on a combination of the company's Blimey 2 engine and the Tomcat Toolset, Avalon is said to built along the same lines as games such as Twisted Metal and Full Auto, only with piloted vehicles available for the land, sea, and air.

Despite the game's advanced developmental maturity, however, Avalon has still never been seen in any capacity outside of Climax's internal studio. This means that the project's art style, feature set, and conceptual designs are still impossible to know. Nonetheless, Climax has at least confirmed that Avalon will boast a number of popular graphical effects including real-time shading and normal mapping, bloom lighting and vivid rendering, and DYNE physics reactions. Last but not least, Avalon will also support several online networking options for competitive play. Expect to hear more on this one fairly shortly.

Ian's opinion – No comment.

Dark Sector

Publisher: TBA

Developer: Digital Extremes

Genre: Stealth Action

Release Date: TBA

What We Know: The very first next-generation game to actually be seen, Dark Sector is still surprisingly enigmatic. Created by the same team responsible for this year's Xbox favorite Pariah, Dark Sector is a brand new stealth action title that follows an intergalactic spy-type named Hayden. From what we can gather by watching the trailers so far, Hayden is charged with traveling to Pluto so that he and his kind (whoever they may be) can move on to an further mysterious place known as the "Dark Sector." As a stowaway on a really big spaceship, Hayden is guided by an off-screen female controller to help him find whatever it is he's looking for. But just like any good stealth game, Hayden gets discovered.

From that moment on, it appears that our protagonist will have a number of special abilities that can be accessed through the use of his armored suit. Creating force fields, turning invisible, and hacking into other machines so that he can control them are the powers that we've seen so far – and we've even seen a few examples of Hayden telekinetically stealing enemy weapons and employing a dual pistol "bullet time" technique.

Unfortunately, the cold hard facts about Dark Sector are still forthcoming. Whether or not the game plays like Metal Gear Solid or Splinter Cell like the movies suggest are nothing but pure speculation right now. We also don't know what kind of perspective the final game will eventually employ (first, third, multi-angled?) and how much control over hacked machines that you'll gain. Given the relative age of Dark Sector and the fact that there's more footage of the game available than any other confirmed PS3 game, we expect its mysterious status to change rather shortly.

Ian's Opinion – I've had been fan of the Unreal Tournament series since December 1999. Digital Extremes makes first person shooters...probably better ones than iD software could ever make.

The Darkness

Publisher: Majesco

Developer: Starbreeze Studios

Genre: Action

Release Date: TBA 2006

What We Know: Majesco's The Darkness was one of the first next-gen titles that the world found out about, and as a result, we know a little more about this one comparatively. To start, the premise is based on the Top Cow comic book of the same name – telling the story of mafia hitman Jackie Estacado and the curse he's forced to live with.

You see, on Jackie's 21st birthday he's suddenly possessed by an unknown power known as "The Darkness," and from the moment on he finds himself at war with his former employers in the Franchetti crime family and its boss, Cousin Paulie. Naturally, a big part of the game's storyline will be how Jackie struggles with the sentient Darkness while simultaneously battling the Franchettis, as well as fleshing out the backstory of the Darkness itself.

Gameplay is said to be completely non-linear with camera perspectives in both the third and first-person views. More-

over, The Darkness continues the trend of several of the PS3's upcoming titles in that it will boast completely destructible environments – including stages that take place in New York City's slums, harbors, subway tunnels, and rooftops. And as expected, the enemies found within these levels are all inspired by Marc Silvestri's own dastardly creations from the comic book.

For us, the most promising aspect of the game is its development team Starbreeze Studios. The same crew responsible for the excellent Chronicles of Riddick, Starbreeze has shown that it definitely knows how to mix the finer points of technology with strong gameplay. But rather than just rest on its laurels and use an updated version of the Riddick engine for The Darkness, the production team has built an all-new engine specifically for this game. Sounds good to us.

Devil May Cry 4

Publisher: Capcom

Developer: Capcom

Genre: Action

Release Date: TBA

What We Know: Talk about your obscure confirmations. The only thing we know about Devil May Cry 4 at this point is that the line "We are born, the innocent suffer, legends are made, evil is punished" appears as the tagline and that a very high-res Dante is standing in front of an ancient castle obscured by a snowstorm. Everything else about the game is a complete and total secret, and with a release date that has yet to be disclosed there's no telling how long it will be again before we hear anything else.

Ian's Opinion – I have Devil May Cry 1 and 3. Part 4 looks like it takes place after part 3. Wouldn't mind having it in my collection if I could afford PS3.

EA Sports Fight Night Round 3

Publisher: Electronic Arts

Developer: EA Chicago

Genre: Sports (Boxing)

Release Date: TBA

What We Know: One of the best-looking PS3 games on display at Sony's E3 press conference was EA Chicago's boxing sequel, EA Sports Fight Night Round 3. The first and only confirmed PlayStation 3 title by Electronic Arts so far, Fight Night Round 3 had plenty of cool features to show off (like the brand new one-handed push off move and a few new punch animations). But it was the facial features and the emotion shown on top of them that was the biggest hit with the crowd. As an example, both pugilists showed real anger when rearing up for devastating punches and followed them up with expressions of pain, confusion, and arrogance.

Game designer Kudo Tsunoda went on to mention that Round 3 will also boast the best physics of any boxing game to date – with individual reactions to whichever part of the body or face is struck depending on the angle and power of the punch. Gameplay differences compared to the first two titles weren't mentioned, so additions or subtractions in regards to the popular "Total Punch Control" feature are still up in the air.

Eyedentify

Publisher: Sony Computer Entertainment

Developer: TBA

Genre: Camera and Voice-Controlled Adventure

Release Date: TBA

What We Know: With the PS3's multiple technologies it only makes sense to want to use them, and that's exactly what Eyedentify aims to do with uses for both the HD-IP camera and the vocal headset attachment. Judging by the official teaser, the game looks like it will be a similar experience to Konami's PS2 title LifeLine... only this one's a lot more sophisticated.

In it, players will be able to use their headset to vocally command two smokin' hot female agents as they plant bombs, infiltrate places they aren't supposed to go, and perform other secret agent inspired tasks. The cool thing is that the

HD-IP camera will allow users to put themselves in the game as well – projecting their captured image into various designated hotspots. How much more there is to Eyedentify than that, we just don't know yet.

Fifth Phantom Saga

Publisher: SEGA

Developer: Sonic Team

Genre: First-Person Shooter

Release Date: TBA

What We Know: Okay, so the idea behind Fifth Phantom Saga intrigues us but we're not exactly sure what to make of it yet. SEGA and Sonic Team's first PS3 title is a first-person shooter that allows players to command a Guyver-like apparition as a supplement to their very capable assault rifle. And while details pertaining to how this guy works are still under wraps, we can tell by the video that the blue specter dude is imperative when it comes to solving environmental puzzles (in the teaser, the apparition deactivates a force field, moves a couple of boxes, and takes care of some enemies out of range in a nearby alleyway). Sadly, that's all we know for now. But on a more entertaining note, did anyone else notice that this is an FPS whose initials are also FPS? No? Okay, so it's just us then.

Final Fantasy 7 PS3

Publisher: Square Enix

Developer: Square Enix

Genre: RPG

Release Date: TBA

What We Know: Much to the dismay of the 2000-plus people in attendance at Sony's E3 2005 press conference, the next Final Fantasy game won't be a remake based on the FF7 Tech Demo used to show off Square's programming chops, but rather an all-new title designed specifically for the PlayStation 3. Confirmed to be in development by Square Enix President Yoichi Wada, the first next-gen FF will likely be Final Fantasy XIII. But until any official details about the story, release date, and mechanics come to light, no other information other the game's eventual existence is currently unknown.

Ian's opinion – I'm a more than average Final Fantasy fan. It's a mainstream game. You're cool if you own this game!

Formula One PS3

Publisher: Sony Computer Entertainment

Developer: SCE Studios Liverpool

Genre: Racing

Release Date: TBA

What We Know: The first of several trailers that showcased the next generation of videogames after Sony Europe's tech demos, Formula One PS3 is one of the most difficult games to judge. Like a few of the other titles on our list, we're still unsure how much of F1's high-speed trailer was real or rendered. But regardless of the truth, it still gave us a good idea of what to expect in game's the final version (such as drivers celebrating their victories with champagne after a race and axles breaking individually while taking bad turns). Sony Europe is also claiming that when completed, Formula One will make groundbreaking advances in AI and physics calculations – and if the whole thing turns out anything like the trailer, we'll believe it.

The Getaway PS3

Publisher: Sony Computer Entertainment

Developer: SCE Studios Soho

Genre: Action

Release Date: TBA

What We Know: In the UK, Sony's The Getaway franchise is one of the most successful PS2 series around. And with the announcement that there's already a PS3 version of the game in the works, our European buddies have been begging us for new information since the news of its existence first hit. Sadly, there's really nothing to report about it

right now other than the fact that the early movies of the game's environments are stunningly beautiful. Almost an exact replica of London's Regent Street, the single stage that Sony showed off at its E3 press conference was almost photo-realistic. We can only hope that the gameplay will match.

Heavenly Sword

Publisher: Sony Computer Entertainment

Developer: Ninja Theory

Genre: Action

Release Date: TBA

What We Know: Originally thought to be an Xbox 360 game by Microsoft fans, Heavenly Sword is in all actuality a PlayStation 3 exclusive. Developed by the same team that did the quirky party-oriented actioner Kung Fu Chaos, this next generation ninja drama follows a warrior woman with only a few days left to live. Before she dies, the girl decides to enact one last good deed by taking out a ruthless king and his invading army. Along the way players will explore a multitude of environments that include wasted battlefields, forested treetops, watery rivers, and even the heavens themselves.

The most interesting aspect of Heavenly Sword, though, is its complex battle system and enemy behavior. As not only will each enemy employ a number of multifaceted cinematic attacks, but the heroine herself will be able to battle them via an innovative freestyle combat system. This means that not only will the she-ninja be able to swap between multiple sword types and other weapons on the fly, but also be able to engage her foes in one-on-one battles, dozen-enemy skirmishes, or even take on several thousand soldiers at once. Players can expect a state of the art physics system and destructible landscapes as well.

I-8

Publisher: Sony Computer Entertainment

Developer: Insomniac Games

Genre: First-Person Shooter

Release Date: TBA

What We Know: For proof that the guys at Insomniac love first-person shooters, all you have to do is look at their history. The group's very first videogame, after all, was the PSOne classic Disruptor, and last year's Up Your Arsenal and the forthcoming Ratchet: Deadlocked are both very heavy on the FPS elements. But with its initial PlayStation 3 blaster simply entitled I-8, Insomniac has finally gotten the chance to create its first full-fledged shooter since Disruptor debuted almost ten years ago.

One of the few PS3 trailers from Sony's E3 press conference that's actually running in real time, I-8 (not the final title, but a codename to represent the fact that it's Insomniac's eighth project) looks like a cross between Call of Duty and DOOM. There are dozens of allied soldiers on the screen at the same time, and plenty of bizarre-looking alien things for them to battle against. Of the stages shown (a village, several forest areas, abandoned roadways), each and every one seems to have some sort of limited environmental destructibility and the end of the trailer boasts a very cool Starship Troopers-like spider creature. Sadly, details outside of the video teaser just don't exist yet.

Ian's Opinion - I happen to own Half-life 2 and had beaten it by myself without God mode on. This game looks a lot like Valve's masterpiece. This game won't have the game play of Half-life 2 because it rocked, but it's probably be a 8.5 out of 10 game.

Infraworld

Publisher: TBA

Developer: Quantic Dream

Genre: Action

Release Date: TBA

What We Know: One of two confirmed PlayStation 3 games that Quantic Dream is currently building, Infraworld is one of the most mystifying titles on our list. In fact, the game is so shrouded in secrecy that we know absolutely nothing about its storyline, visual style, or concept. The only thing we do know is that it runs on Quantic's proprietary

next-gen gaming engine and that it features AGEIA's recently popular accelerated physics technology. We also know that Infraworld boasts "action-oriented features" of some sort. Celebration!

Killing Day

Publisher: Ubisoft

Developer: TBA

Genre: First-Person Shooter

Release Date: TBA

What We Know: Ubisoft's only confirmed PlayStation 3 title joins dozens of other games in being mysterious. Granted, we don't know very much about Killing Day right now, but that doesn't mean that there isn't at least a little bit to talk about. The game's focus, for instance, is obviously going to be that of a first-person shooter with a gruff and tattooed lead character. Additionally, the environments appear to be highly destructible (exploding popcorn carts anyone?) and the enemies bleed a whole lot when you shoot them. Also confirmed is the ability to dual-wield certain pieces of your arsenal (including the only revealed weapon thus far, automatic handguns) and a level that resembles a three-story mall. See? We told you there was stuff to talk about!

Killzone PS3

Publisher: Sony Computer Entertainment

Developer: Guerilla Games

Genre: First-Person Shooter

Release Date: TBA

What We Know: It's currently unknown if Killzone PS3 will eventually become Killzone 2 or something else entirely, but one thing's for sure: the war with the Helghast will definitely continue on the PlayStation 3. Rather than just recreate the gameplay elements of the first Killzone while giving it a better coat of paint, however, developer Guerilla Games is already working on specific mechanical improvements to make it a more complete experience.

Interaction between you and your NPC cohorts, for example, will be a lot more realistic. People will help each other during battle by dragging the injured out of a firefight or by tossing you an extra weapon if you run out of ammo. Characters will be entirely aware of their environment and surroundings too, and they'll even have sophisticated adaptation behaviors that help them respond to problems on the fly. Finally, all of these reactions will be played out emotionally on each of your teammate's faces and the direction of the action will be a lot more cinematic along the way.

But that's not all. A few other gameplay tidbits have been confirmed as well. The progression of each level, for instance, will be completely non-linear and will boast a number of destructible objects and environments. Additionally, users will be able to command a multitude of vehicles through the land, sea, and air, and even be able to customize the specifics of their online play.

Despite the above details, however, the biggest controversy about the game has been the nature of the drop-dead gorgeous trailer that ran at Sony's E3 press conference. Is it real-time or is it rendered? The official answer from SCEA Vice President Jack Tretton is that it was real and actual gameplay, but SCEA Executive VP of Development Phil Harrison has stated that some of the trailers during the presentation were rendered using in-game assets. We're leaning towards Harrison's answer right now until we can play the game for ourselves - but either way, the trailer rocked.

Ian's Opinion - Looks Good. Also a first person shooter so the likely hood of me interested is a lot. May not be my first PS3 game, but could be one of my first three purchases!

Metal Gear Solid 4

Publisher: Konami Digital Entertainment

Developer: Kojima Productions

Genre: Stealth Action

Release Date: TBA 2007

What We Know: The most popular PS3 game to come out E3 2005 was undoubtedly Metal Gear Solid 4. In development by Hideo Kojima's newly-formed creation studio Kojima Productions, MGS4 will take place three years after

Sons of Liberty and introduce a game concept not yet explored by the series: "nowhere to hide." Additionally, there will be an online battle mode included for the final version and Solid Snake will be the main character once again. Remaining details about the game are harder to find than Snake using a cloaking device, but press materials have confirmed at least seven more characters that will appear. Vamp, Meryl Silverberg, Revolver Ocelot, Otacon, and Raiden are the ones we can recognize without any trouble, while two remaining players look eerily similar to Big Boss and Naomi Hunter. In a recent interview with IGN, Kojima also acknowledged that the first official trailer provides several hints regarding MGS4's eventual gameplay mechanics – the Russian symbol on Snake's uniform and the use of disguises were the moments we found most interesting. Of course, we still have a long way to go before we learn any more.

Mobile Suit Gundam

Publisher: Bandai

Developer: TBA

Genre: Unknown

Release Date: TBA

What We Know: Bandai knows how to keep quiet, as next to nothing about the PlayStation 3 version of Mobile Suit Gundam is known right now. To be truthful, the only thing we can really confirm is that a Gundam of some type will be in it – that's about it. Naturally, we think that Sony's E3 press conference may provide some clues as to what to expect, with the appearances of GM Mobile Suits, multiple Zakus, a Gun Tank, a Zaaf Custom, and the RX-78 among them. But can we assume that all of these units will make the final roster? Does all the gunfire mean that the game will be shooting-oriented in nature? Frankly, we'll just have to wait to find out.

MotorStorm

Publisher: Sony Computer Entertainment

Developer: Evolution Studios

Genre: Racing

Release Date: TBA

What We Know: Developed by the WRC team at Evolution Studios, MotorStorm was one of the biggest hits of Sony's 2005 E3 press conference. Though questions swirl about how much footage was in-game and how much was rendered, the trailer itself was still one of the most impressive PS3 displays we've seen. Plus, the fact that the game is 100 % PlayStation 3 exclusive is enough to garner even more interest.

As for the gameplay, the teaser hints at some truly vicious off-road racing (which the development team has also confirmed as "brutal"). The environment will play a big role in the progression of a race too, as mud, grit, and oil changing the landscape on a regular basis. What's more is that players can choose whatever vehicles they want and pit them up against whatever opponents they want – ATVs, dirt bikes, sand rails, monster trucks, rally cars, and a bunch of other unnamed vehicles among them. Expect plenty of horseplay and an absolute disregard for rules.

Ni-Oh

Publisher: KOEI

Developer: KOEI

Genre: Action

Release Date: Summer 2006

What We Know: Formerly known as Akira Kurosawa's Oni, Ni-Oh is KOEI's first PS3 title and is being described as "the ultimate in historical action." What that actually means is anybody's guess, but given KOEI's history with games like Dynasty Warriors, Samurai Warriors, and Crimson Sea, you can bet that Ni-Oh will have lots of guys onscreen with plenty of hacking and slashing to go along with them.

In fact, the official E3 trailer alluded to this very type of gameplay, as the blonde-haired / blue-eyed main character sliced the living crap out dozens of Japanese warriors. Blood was shed and combos were everywhere. The most interesting moments of that teaser, though, were the bizarre bull-like creatures that were fighting against the humans. What are they? Where are they from? And will they have any bearing on the gameplay other than just being enemies?

Right now, we just don't know.

Omikron 2

Publisher: TBA

Developer: Quantic Dream

Genre: Unknown

Release Date: TBA

What We Know: Like Quantic Dream's other game *InFraworld*, almost nothing about *Omikron 2* has publicly been revealed. Screenshots, movies, and technology demos don't even exist yet because the game is still in its conceptual and design doc stages. In fact, the only thing about *Omikron 2* that its production team will confirm is that it's currently in development for the PC, PS3, and Xbox 360, and that it will run on Quantic's proprietary next-gen game engine. The original *Omikron* was released way back in 1999 for the Dreamcast and PC, and started the likeness and music of David Bowie. It mixed just about every single genre conceivable at the time but was primarily a first-person RPG. Whether *Omikron 2* will continue that sort of direction is as of yet, still unknown.

Possession

Publisher: TBA

Developer: Blitz Games

Genre: Real-Time Strategy

Release Date: TBA 2007

What We Know: It's quite possible that Blitz Games' *Possession* is the PS3 title that we know the most about. Not scheduled for release until sometime in 2007, the zombie-themed RTS pays homage to several well-known films about the undead. *Possession*'s storyline, for instance, is ripped right out of *28 Days Later*; as it follows four activists into a secret research facility where they unwittingly unleash deadly chemicals that turn them into flesh-eating zombies. Afterwards, players take control of the leader (known as "The Enslaver") and use him to command a legion of rotting corpses against the city in an effort to ruin the world. Happy times, no?

The city itself will be pretty expansive (measuring eight kilometers long and six kilometers wide) and boast three main neighborhoods: the suburbs, downtown, and the corporate district. The whole goal of the game is to infect as many humans as possible so they'll join your army, which you can then use to kill more people, grow bigger, and repeat. Along the way you'll be met by the military, police officers, and plenty of other concerned citizens who just so happen to boast weapons like machine guns, pistols, and rocket launchers. Additionally, controls will be simple and are to be designed specifically around the use of a gamepad, and your victims will transform into five specific zombie types.

Possession's most basic type, will be the shambler – the slow-moving clumsy dead dude that we're all familiar with. Next up are the runners who, like the bad guys of *28 Days Later*, can move at high speed and will be able to compete with even the fastest escaping human. Moving forward, Bloaters are essentially walking zombie bombs that explode with infectious destruction when they reach their targets, and shredders can restructure their own flesh to become deadly pack hunters that can climb any surface. This class also has an unusual first-person mode can be used to identify various enemy threats, so you can think of them as your Special Forces units. The last undead class is known as "The Monster," and is for all intents and purposes, a 10-foot tall zombie tank. And while monsters can throw cars and crowds of people around with almost no effort at all, they can't infect people with the zombie virus as other divisions can. There you have your trade-off.

The final aspects to *Possession* are what we'd expect in any next-gen zombie game – environments are destructible, neighborhoods live and breathe in a similar way to the *Grand Theft Auto* games, and there's a definite online multi-player component. The only questions that remain are the finer points: How good will it look and how fun will it be? Luckily, the next two years should hold the answer.

Project Delta

Publisher: TBA

Developer: Playlogic International

Genre: Tactical First-Person Shooter

Release Date: TBA 2006

What We Know: Pretend for a moment that you're an elite soldier thrust into the middle of an alien invasion and you have the general premise of Playlogic's Project Delta. Originally planned as a PS2 and Xbox game, development was switched to next-gen late last year when the team realized that its ambitions were far too big for current platforms (Onimusha flashbacks anyone?). Despite this move to superior hardware, though, Playlogic maintains that one of its coolest features is the narrative written by the same guy that did the Broken Sword series. The team is also pretty high on the alien races themselves known as the Cryzen (made up of fluid metal bodies) and the Dorian (bald armored dudes).

Eventually the storyline gets a little more complicated when your main character is forced to travel 700 years into the past and battle alien enemies to change your planet's fate. Part of the fun here will be figuring out which encountered characters are foes and which ones are allies – not to mention the level of strategy needed to tactically command your troops ala Rainbow Six. Each of your squadmates will have emotional responses to how you treat them during orders too, and they'll even be able to learn new skills and remember your behavior as the game goes on.

Tekken 6

Publisher: Namco

Developer: Namco

Genre: Fighting

Release Date: TBA

What We Know: Of all the confirmed PlayStation 3 games out there, Tekken PS3 is one of the most mysterious. Developed once again by the graphics experts at Namco, this latest edition of "The King of Iron Fist" will feature Jin Kazama and appear on the PS3... and that's about all there is to tell. Additional cast members, storyline details, and everything else about the game is still shrouded in secrecy (though we did hear one Japanese Namco rep mention that Tekken PS3 will be a fighter and not a Death by Degrees-type action game, so that's good news).

Vision GT

Publisher: Sony Computer Entertainment

Developer: Polyphony Digital

Genre: Racing

Release Date: TBA

What We Know: The Gran Turismo series has been one of the most successful franchises in the history of Sony's PlayStation, and if the past proves anything, Vision GT should continue that trend pretty effectively. Unfortunately, details about the gameplay are almost zero right now but at least we do know that Series Producer Kazunori Yamauchi wants to include real world collisions during crashes for the PS3 sequel – but whether Yamauchi's hope becomes a reality when Vision GT eventually ships, however, remains to be seen.

It should be noted that for the purposes of the E3 trailer, Polyphony Digital ran Gran Turismo 4's car models and stages through the rough equivalent of early PS3 hardware to give viewers a general idea of what the next-gen GT could be like. One peak at El Capitan and the GT4 logos on the pit crew are enough to give that away. The most significant aspect of that trailer, though, is the fact that more than 20 cars were shown onscreen at the same time – more than double GT4's current limit on the PlayStation 2.

Ian's Opinion – I find Gran Turismo 4 fun. If they don't change the game play and improve graphics and sound than that is enough. The Dual Shock 3 resembles the dual shock 2 enough where it would play a lot like GT4. If Polyphony Digital chooses blu-ray Gran Turismo 3 A-Spec and Gran Turismo 4 should be freebees!

Warhawk PS3

Publisher: Sony Computer Entertainment

Developer: Incognito Entertainment

Genre: Unknown

Release Date: TBA

What We Know: In the pre-production stages for quite some time, Warhawk PS3 is the follow-up to 1995's futuristic

PSOne flight game of the same name. In the original, players took control of aviation partners Hatch and Walker as they piloted an experimental aircraft against the formidable forces of a madman named Kreele. How this storyline ties into the events of the new Warhawk (and whether or not the valuable Red Mercury substance will make its return) is still unknown. All that's confirmed at this point is that the game is being developed by the remnants of the original SingleTrac production team at Incog and that's about it. Nonetheless, the official E3 2005 Sony press conference trailer did hint that air and ground-based missions could both be a possibility (just watch the tactical shooter-like intro for proof).

Untitled DICE Projects (2)

Publisher: Electronic Arts

Developer: Digital Illusions CE

Genre: Unknown

Release Date: TBA 2006/TBA 2007

What We Know: The Battlefield 1942 guys are already working on two PlayStation 3 games for the 2006/2007 shopping seasons, but that's about the only thing we know. Early speculation points to both of these titles being extensions of the Battlefield universe, but with no concrete proof it's nothing more than wishful thinking right now. The one thing we do know, however, is that the first next-gen game will be a port of a PS2 and Xbox title of the same name and that it will be released in late 2006/early 2007. The second game will be exclusive to the PS3 and Xbox 360 platforms and will hit store shelves before the end of 2007. Both titles are to be developed by DICE's Swedish studio.

Untitled KOEI Projects (2)

Publisher: KOEI

Developer: TBA

Genre: Unknown

Release Date: TBA

What We Know: Confirmed to be in development by Director and Chief Advisor Kou Shibusawa at Sony's E3 press conference, two additional PlayStation 3 titles other than Ni-Oh are currently in production. No details about the pair were given, except that KOEI considers them both "large titles," and that they will present "all new kinds of entertainment." Let the guessing games begin!

oakleyses (2014-10-23 18:28:41)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:39)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:34)

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3.9 Terabyte HVD DISC in the making! Holy Crap (2005-07-19 10:03)

After searching Google on information on the generation after Blu-ray & HD-DVD I've come up with **Holographic Versatile Disc**. The 2x HVD-ROM is 40 times faster than a 16x DVD-ROM. It'll be able to read CDs and DVDs. The HVDs use a blue-green laser. I could fit my console and PC games + my whole mp3 collection on 1 HVD with space left over. The project is financed by the **HVD Alliance** with Toshiba as the primary investor. The companies who invested in HVD are:

- CMC Magnetism Corporation
- Fuji Photo Film Co., Ltd.
- Konica Minolta Optical, Inc.
- Mitsubishi Kagaku Media Co., Ltd.
- EMTEC (MPO International)
- Nippon Paint Co., Ltd.
- Toshiba Corporation
- Optware Corporation
- Pulstec Industrial Co., Ltd.
- Ovalrock
- Software Architects, Inc.
- Toagosei Co., Ltd.



HVD uses a 532nm blue green laser at a .125 Gigabyte/second transfer rate. 16x DVDs transfer 1350 kB/s. HVDs bothers me because I've only been able to burn on DVDs within the last 16 months. Consumer HVDs will start appearing in 2007 at the cost of Blu-ray is now. You could fit 213 full DVD movies on that very one disc according to Wikipedia. Wikipedia quotes, "the books in one of the largest libraries in the world, the US Library of Congress, contain about 20 terabytes of ANSI text." If US congress hires people to transfer book text into digital text for Internet all day is beyond me, but it seems like a realistic assumption. Someone who can afford the really expensive HVD burner burns the information on DL-HVD (3.9 GB) - data would be outdated within weeks. The world is ready for HVD. Nero Burning Rom 6 supports DL-HD-DVD and DL-Blu-ray discs already. I was like...Wow! Historical data is okay, but other data that changes a lot shall be kept on CD or DVDs. My Cisco books are illegal to bring to my college class. The information in them is still good, but not *bleeding edge* any longer. Brings up my thought of downloading free Linux. I tend to play around with Knoppix a lot. I stopped installing Suse or Redhat partitions on my HDD fore I fell in love with LiveCDs Sunday, I've installed Doom 3 and Battlefield 2 onto my hard drive after I've bought BF2 at Target at 1 AM Saturday. Downloaded and installed the newest patch (v1.2) for Battlefield 2. I went into the single player campaign and couldn't find a way get out of the spectator mode. What I needed was in-your-face action! I selected my Special Forces rifle and platoon (bots) than the enemy's platoon, but the game began without me! Battlefield 2 gives me control of GIs, aircraft, boats, tanks, "2 1/2", gun turrets, and all the 21st century weapons. After spending 15 minutes figuring out how to start fragging....I just gave up. This FPS looks fun BTW. Six months ago I've played Call of Duty. It's probably something very simple. Something I can solve if I tried.

Saturday night, my mother required a memory stick /w more storage for my 3.3 Megapixel camera. She'd bought the Memory Stick Pro so I had to reinsure that she bought the memory stick instead. I got to install that 256 MB memory

stick into my USB thumb drive!

That employment interview didn't happen Friday. An important person required to make the magic happen wasn't available. She had urgent business to attend to. A pain in the ass was what it was.

When I was in the DVR building, my dad was speaking to my employment consoler about the state of Germany in the 60s. The reason why I am living today is my father hadn't gone to Vietnam in the beginning. Afterwards, my dad got into a conversation about late 80s Internet because it loosely had to do with industrial networking now-a-days. The network techies haven't come to my house to install Wild Blue (two way satellite service) yet. I hate the county.... here I am with twelve days left in the month with no broadband access!

[2.5 hours later] Aunt Lois and I came back from New Richmond after not finish seeing *War of the Worlds*. I was staring at some sophomores and I've heard them chatting about that guy behind them who was looking at them (me). Yes, I was looking at them because it's been very long since I've seen 16 yrs olds do their "girlie chat." I wanted to say hello, but feared my aunt would see me talking to sophomores. They didn't know me, but I could have sworn I've had heard, "that man's face looks like that blog I was looking at." I must've been thinking that thought which scared the jebbers out of me. I've heard words "barely ahead" over and over again so I left and the words in my head went away. It was 15 minutes into the *War of the Worlds* when Tom Cruise just saw "encounters of the 1st kind" in the sky. I told my aunt that I chickened out. At home, I called Bob (my pal) who was driving to work from New Richmond unlike normal.

✂

Brand new videogames:

- Battlefield 2: Modern Combat (©2005 DICE)
- Star Wars Battlefront (©2005 Lucas Arts)

Resident Evil 5 (2005-07-24 04:49)

I've seen Resident Evil 5 screenshots for Playstation 3. There isn't enough screenshots, but I believe that it could be either Iraq or Mexico. The buildings look concrete and that's popular in Mexico, South America or Middle East. That guy in the screenshots (quite possibly the main character) could be Chris Redfield from Resident Evil 1. Don't take my word for it, but it does show off the Playstation 3 doesn't it? RE5 is quite comparable to graphics of the PC version of Half-life 2. I got these off Residentevilfan.com. I will have enough money to afford PS3 in August 2006. This doesn't relate to how game plays since that'll be the key to it's success. Resident Evil 4 for Gamecube didn't have full motion video except for the opening movie. RE4 plays like any modern survival horror game like Fatal Frame 2 or Silent Hill 4.

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Bought Super G router and 4 Super G NICs for \$320 (2005-07-28 19:49)

Today, I drove into Woodbury to buy some videogames including a tactical RPG called **Makai Kingdom: Chronicles of the Sacred Tome** and **Mega Man X5**. Makai Kingdom was a strange Japanese game scoring 7.5 out of 10 so without thinking I had bought it. All I did was visit GameStop.com and saw the *just arrived box*.

Yesterday, I knew the installation date on my broadband service - August 5th. Dad is buying one fairly expensive 802.11 Super G router (Netgear WPN824 + 3 Super G WiFi NICs + 1 802.11G CT card for laptops.) I found out about Super G while looking on the internet two days ago. Super G is 108 Megabits instead of 54 Megabits. All the equipment cost my dad \$320. We had to have wireless in our house. CAT5 is too clumsy to network where I live. Having increased freedom to move about is great. The new router has an internal antenna and the newest technology (Multiple In Multiple Out with 128-bit WIP encryption and signal bending technology.) The satellite modem requires MIMO support. I won't need to worry about mixed B/G single reduction because every computer gets it's very own Super G network card!



My Super G Router

Most people don't own or require WiFi networks even though everyone here knows WiFi networks are popular. Do you realize I had a CAT4 HUB in my house before and the network coming to my house is over 10 times faster! I'll spare you the details.

Bob didn't visit me last week. I told him about August 5th over the instant messenger and he gave me thumbs up on that. Bob has a 1.5 Megabit connection. Then I told him about not owning a webcam. He has one and shares his face over the internet via Yahoo Messenger. I am use to seeing webcam slideshows of him over dialup.

[One day later] I met with the IT consolders and we talked about possible job situations. This Norwegian person called Sonya and she'll help me get a job wherever. It could be web design. I could be making gaming sites for customers. I was actually not hyper or interruptive, but a gentleman in front of those people. Was this smart of me? Possibly. I starred into her eyes to see if she would back out and she wouldn't. Allen was the other guy, but just a supervisor although he commented.

MitzieBitchie (2005-07-28 23:13:00)

well ive gotta say that your blogs are pretty remarkable..yeah..ive got some cool postings too...you might as well gimme some smart kick-ass comments bout my blogs and stuffs..lol

solve your money problems for good! (2005-11-06 12:34:00)

Congratulations on a very well written, interesting and surperb blog!

Hi I am a "bot" who works for Scott. I never complain or cry that I work too hard and I try to write my very best compliment on each deserving blog. Some times I repeat myself so please excuse me if I have complimented you more than once as I am here to please you and I would like for you to check out Scott's webpages. They deal with stuff like, click here: solve your money problems for good! and then feel free to e-mail me or Scott with your words of wisdom.

P.S. I'll sure put the word out about your site and I would appreciate any business you may send our way...

Later, Scott's bot ;-)

golf testing equipment (2005-12-18 17:15:00)

Sad to say I just got back from a bowling tournament and decided to log in and do some websurfing. Ian's Smashing Good Blog Site I love your blog. I had some very good laughs. I am doing a paper on seattle golf equipment and have been downloading information for the last hour. I don't know how I came across Bought Super G router and 4 Super G NICs for \$320 but I am glad I did. It has set me back a little because I have spent the last hour reading your archives. If you don't mind I would like to add you to my favorites so I can back again and read some more. Well I need to get back to seattle golf equipment . I am almost finished with it. Great job.

p.s some very good points on your blog

golf equipment organizers (2005-12-19 18:30:00)

Hi Ian's Smashing Good Blog Site your blog is really great! Wow :-) As I was out blog surfing and surfing the web for detailed info on golf equipment closeouts I stumbled across your blog. Obviously my search landed me here and it is a little off subject compared to Bought Super G router and 4 Super G NICs for \$320, but I am certainly glad I did come across your blog. Did I already tell you I like it! If you would not mind, I would like to add your link to my "favorites" page to come back and read again sometime. Should you ever need it, there's lots of information on this site about golf equipment closeouts. Again, great blog and keep up the great work!

wheelchair battery (2005-12-30 14:33:00)

I liked your information in best.. Too bad it doesn't have more on odyssey battery. I was looking for odyssey battery in my area. Enjoyed reading what you have. I'll check back later when I get some spare time next week. Thanks Ian's Smashing Good Blog Site.

7.8 August

Saw Randy on Sunday | Gmail over Floppies | free vs. Commerical Word Processors | Satellite ISP vs. WiMax ISP (2005-08-02 04:29)

I invited Randy over to my house after a month of no visits. Randy's my friend. I showed him 15 new games he hasn't seen before...piled all of it on his lap. Randy sold his old Cadillac so that he could buy a used Saab 9-5 which looked nice. Saab is Swiss. It had a leather interior and a Turbo V6 and costs him \$50 a month more than his other car. Randy also owns a pickup. Then down in my room we played ESPN NHL 2K5 on Xbox. The Minnesota Wild suck so I didn't play them cause they're almost the worst team in the *National Hockey League*. He was the Buffalo Sabres against me the Denver Avalanche. Randy found out how to score on me in the first half, but I gained 3 goals by the 3rd half and the game was over. He was into racing so we played Forza Motorsport. Randy hasn't heard of this game yet. Its Xbox's best racing game I told him. He sort of liked it...forcing him to like it. Cars involved were from Class B, Class S, and Class R race cars. I remember racing Ferraris (Class S) and Le Mans (Class R) race cars in the game. We each won 2. Afterwards, we played Gran Turismo 4. I couldn't decide which was better. In my opinion, Forza Motorsport was better, but he thought GT4 was better. He owns a PS2 so his opinion stands to reason.

I drove Randy to the new Best Buy in Woodbury. It's no longer connected to Game Stop. On the way there we listened to Kansas, Ride on Bald Mountain, Steppenwolf, Black Sabbath, Rolling Stones and country including Garth Brooks - The Dance. Best Buy wasn't open. Game Stop wasn't open either. Wonder if business is too tight on Sundays?

I registered for fall classes online. One is Cisco 1 while the other is Visual Basic 1. Failing isn't an option either. If I do fail I'll have to take this stupid class over again. *Prays to God to pass both* What makes me mad is there is only one choice in industrial networking. There was suppose to be a math course enlisted. I wish school wasn't so hard, and I am going to work hard to pass both! Last year/semester Cisco was one of my classes. I kept walking out because somebody made me mad otherwise I would've passed. I choose the same instructor as before, Joyce. Jeff was an assistant instructor explaining networking, but he teaches his own Cisco class now. I don't like him as much if I remember correctly.

My next entry should cover the installation of broadband in my house. I'll take pictures of everything. The Tigerdirect package should arrive tomorrow at the latest.

Gmail is #1 floppy replacement.

Floppies have been used since the 80s and are becoming extinct. I used them for quite a bit before the cd-burner. Game Saves, JPEG, ROMs, DOCs, website files. Heck I was using WINZIP since 1996. It shocked me when I first used writeable CDs, they're not as user-friendly as floppies, but held much more data. Floppy disks are as easy to use as hard disks or usb drives, but CDs had to be burned onto /w Windows Explorer. Some people learned to backup their information to their Email or FTP server given to by their ISP. I know it's possible with 2 Email accounts, but can you self send emails using 1 account? Gmail has 2.3 GB and Yahoo has 1 GB of free space & serve as the ideal 21st century floppy replacement. As we come to age with battery powered 40 GB & 80 GB hard drives (AKA MP3 players). Will these lithium ion powered HDD replace the pocket sized USB thumb drive? Probably. I own two already and have used them for data other than music before.

Not to mention the increased on unneeded CPU power from PC. You really don't need much more than 2 GHz CPU to do daily computing tasks. The final point is that such a machine probably wouldn't be cheaper than a normal PC anyway. Economies of scale kick in here, such cut down machines could be popular but their inflexible nature would mean that businesses wouldn't touch them and many home users wouldn't trust them either. So you end up with a machine that's not too dissimilar to a low spec current model that still has to have a profit margin on top and that's marketed as a "not so full featured" machine as the XP box next to it.

Open source vs. Commercial Word Processor dilemma

Abiword is pretty good. Spellcheckers not as nice, but average which is perfectly suitable for most people. I have three office suites on my computer MS-Office 2003, Openoffice.org 1.9.118 and Abiword 2.2.9. Abiword is 5 MB. Two are free and one isn't.

List of programs in Openoffice.org Office Suite

1. OpenOffice.org Calc is a spreadsheet application that you can use to calculate, analyze, and manage your data. You

can also import and modify Microsoft Excel spreadsheets.

OpenOffice.org Calc provides you with functions, including statistical and banking functions, that you can use to create formulas to perform complex calculations on your data.

2.) In OpenOffice.org Base, you can access data that is stored in a wide variety of database file formats. OpenOffice.org Base natively supports some flat file database formats, such as the dBase format. You can also use OpenOffice.org Base to connect to external relational databases, such as databases from MySQL or Oracle.

3.) OpenOffice.org Impress lets you create professional slide shows that can include charts, drawing objects, text, multimedia and a variety of other items. If you want, you can even import and modify Microsoft PowerPoint presentations.

4.) OpenOffice.org Math provides numerous operators, functions and formatting assistants to help you create formulas. These are all listed in a selection window, in which you can click the required element with the mouse to insert the object into your work.

5.) OpenOffice.org Writer is the word processor. The setup is similar to Coral Word Perfect.

My Conclusion – Download Openoffice.org immediately and use it when you want too.

WiMax (Institute of Electrical and Electronic Engineers' 802.16d)

WiMax is a wireless MAN standard. It won't be available in my area for some time so instead of WiMax ISP rural citizens are buying satellite equipment for Wild Blue's ISP in Colorado. WiMax is cheaper because TCP/IP travels via digital waves instead of microwaves, but some WiMax subcontractor wouldn't come to our town and build a WiMax broadcast tower outside of town for at least another 4 years! Rural folks could benefit from cheaper internet, but the truth is the county sponsored Wild Blue first.

WiMax better have a lot of guts to come out here and convince us to switch ISPs. That's all I have to say about it. Australia seems to be more into WiMax than Wisconsinites. It won't reach my house in 2 days!

Anonymous (2005-08-07 15:25:00)

Hey, nice blog here! I'll be back.

I have a Hampton Bay Ceiling Fan Part site/blog. It covers Hampton Bay Ceiling Fan Part related stuff.

Come and check it out when you get time.

Trees cause delay! (2005-08-07 14:47)

Yesterday, I was playing ESPN NHL 2K5, Legend of Zelda Collector's Disc and Metroid Prime 2 Echoes. In NHL 2K5 I was playing the '81 North Stars against the MN Wild or more accurately a dream match. There was no Mets Hockey Arena so I played in the Excel Energy Center. I also played the Russians vs. Wild in E.E.C. I lost because the Wild defenders kept blocking my shot. Afterwards, I played Legend of Zelda (NES) on Gamecube, died early in the game twice, ejected the disc and then played Metroid Prime 2 for over 2 hours. I forgot that Metroid Prime 2 was this much fun. Retro Studios is full of talent. I got to the part of the game where Samus finds the intergalactic marines' transport spaceship although advancing was impossible since I didn't scan enough stuff with her heads up display visor.

On July 30th, I requested Breath of Fire IV to come to the local store so I could buy it. Problem is I can and can not afford it at the same time. It's a matter of choosing to pay for another PS1 game. I am looking forward purchasing Lunar 2 Eternal Blue Complete. I much rather pay \$50 for that game than Breath of Fire IV except I won't see BoFIV at the game store cause it's very popular. First rate pick in fact. I've had found out Lunar 2 was better than Lunar. Lunar 2 was remade by Game Arts. Lunar was made by Kadokawa Shoten.

Thursday, I didn't get my broadband due to trees blocking the Wild Blue satellite's 30° transmission and would be lost above 34°. Dad fired up the chainsaw today and removed three trees and will allow St. Croix Tree Service to remove the remaining trees. I suspect it will be 1 ½ week delay before broadband. I've installed the new WiFi PCI cards and drivers Thursday, but the router detection software requires a modem connected to the router via patch cable. Delays! Delays! Delays!

Randy wouldn't answer his phone today. I downloaded 260 MB of DJ Sasha and Paul Oakenford mp3s over Kazaa so

my day wasn't completely wasted.
That's all folks.

Classical MP3 Play list | Bought Zen Touch online | bought Gradius III/IV | PSP's white in Europe (2005-08-11 19:11)

Today, I was playing with my Creative Lab's Zen Touch 20 GB HDD. I have an Archos Jukebox 20 with my favorite MP3s loaded totaling 9 GB. Now, I'm doubling my capacity with a Zen Touch. I have very low requirements...it must play MP3s and have very good battery life. iPod has these too, but Zen Touch has equal if not more battery life since it runs on a lithium ion battery. I am also trading weight for battery life which is wise in my opinion. Zen Touch will read Winamp PLS files adding to its value.

✖

My WiFi router as you can see acts as regular ground based router too. CAT5e baby! No longer making fun of WiFi routers any more, right? It has extra female ports for any emergency. Say you hit a dead spot? I can't test it unless there is a modem connected....that's lame!



Sleek aint it? Affordable too.

I just acquired the "annihilator" in Metroid Prime 2 where dual parallel dimensions exist. The evil/dark dimension is where your weapons found in the light dimension don't work well against evil/dark dimension enemies. I am following a FAQ at 60 % completion around where the Watch Station is at. Metroid Prime for Gamecube was my first Metroid game.

According to internet headlines, Playstation Portable's European launch date is September 1st. The best game for PSP is also one I own, Wipeout Pure. European PSPs are white instead of black. Nintendo is making a profit instead of Sony because of their cleverness with not providing cutting edge technology in a handheld, but making it very economical. I haven't played a GBA game since early July. Dual Screen hasn't been as promising in software as GameBoy Advance, but the point being Dual Screen is good for that. I'm not a big Dual Screen supporter. I'm a huge Xbox and Playstation 2 and shrug the fact of paying for games I already own on Super Nintendo because it's wasted money paying for it twice.

Today, I drove into town and walked into the local game store to buy either Super Mario World on GBA or Breath of Fire 4 on PS1. The guy there knows me so I said, "hello." Neither one was available so I ended up buying *Gradius III and IV* for PS2. *Gradius III* was a Super Nintendo game and *Gradius IV* was an arcade game. I read in an online review quoting "Gradius III has brilliant color." I'll never know the answer to why I buy old games.....I just do. *Gradius III* was popular in the 91. The PS2 port has one advantage....fluent 60 frames per second graphics from beginning to end. I just haven't played this yet that's all. Tomorrow morning I'm playing *Gradius III* at least once



Games to add to the list:

Gradius IV & V (2000 Konami)

Here is my classical music collection. Do you believe I even have it? And no I don't listen to it often! I don't plan to get anymore mp3s of classical origin. My favorite song is Night on Bald Mountain. Sounds powerful in a odd way.

1. BACH BRANDENBURG CONCERTOS NOS. 4, 5 & 6 - Conce (6:56)
2. Bolling & Rampal - Fugace (3:54)
3. Bolling & Rampal - Javanaise (5:21)
4. Boston Pops-John Williams - Super Mario Brothers Theme (3:53)
5. brahms - denn alles fleisch (8:07)
6. brahms - Symphony 4, I, Wiener, Bernstein (13:23)
7. Brahms - Symphony No. 1 - 4th Movement (17:30)
8. CHET ATKINS - Classical Gas (3:53)
9. classical - Peter and the Wolf (26:48)
10. classical - Tchaikovsky (2:49)
11. Elena Kuschnerova - Chopin, Nocturne D flat Major (5:30)
12. Franz Liszt - Mephisto Waltz No. 1 PL (12:12)
13. Frazn Haydn - Trumpet Concerto (5:04)
14. Gothenburg Symphony Orchestra / Neeme Järvi - 02 - Andantino con moto, quasi allegretto (9:46)
15. handel - Oboe Concerto No. 3 in G Minor (7:49)
16. haydn - Symphony No (2:23)
17. haydn - the creation (10:02)
18. Hindemith - Metamorphosis mvt.3 (4:15)
19. hindemith - Symphony in B flat I (6:39)
20. holst - first suite for military band in eb major (10:00)
21. In Classical Mood - Emmanuel Chabrier- Joyeuse Marche (3:42)
22. J.S. Bach - Brandenburg Concerto No. 2, 2nd movement (3:43)
23. Jean Sibelius - Sibelius - Symphony No. 6:III (3:06)
24. Jean-Pierre Rampal - Suite for Flute & Orchestra in (6:33)
25. Johannes Brahms - Violin Concerto in D (21:56)
26. John Dowland - The Earle of Essex Galiard (1:26)
27. Mason Williams - Classical Gas (3:05)
28. Mozart - AudioTrack 01 (7:14)
29. Mozart - AudioTrack 02 (2:31)
30. Mozart - AudioTrack 03 (5:03)
31. Mozart - AudioTrack 04 (1:48)
32. Mozart - AudioTrack 05 (7:34)
33. Mozart - AudioTrack 06 (4:37)
34. Mozart - AudioTrack 07 (1:21)
35. Mozart - AudioTrack 08 (8:00)
36. Mozart - AudioTrack 09 (3:08)
37. Mozart - AudioTrack 10 (2:03)
38. Mozart - AudioTrack 11 (8:20)
39. Mozart - AudioTrack 12 (1:58)
40. Mozart - AudioTrack 13 (6:41)
41. Mozart - AudioTrack 14 (1:54)
42. mozart - piano concerto no. 21 in c major (5:40)
43. mozart - serenade for winds (6:10)
44. Mozart, Wolfgang Amadeus - Violin Sonata No. 2 (8:08)

45. Mutter, Anne-Sophie - Hungarian Dance #2 in B minor - Johannes Brahms (2:49)
 46. NAWM listening - J. Brahms-Piano Quintet in F Min, Op 34 (0:33)
 47. no artist - AudioTrack 01 (7:02)
 48. no artist - AudioTrack 02 (3:09)
 49. no artist - AudioTrack 03 (2:01)
 50. no artist - AudioTrack 04 (2:17)
 51. no artist - AudioTrack 05 (9:02)
 52. no artist - AudioTrack 06 (3:47)
 53. no artist - AudioTrack 07 (1:45)
 54. no artist - AudioTrack 08 (8:09)
 55. no artist - AudioTrack 09 (6:49)
 56. no artist - AudioTrack 10 (2:05)
 57. no artist - AudioTrack 11 (2:38)
 58. no artist - AudioTrack 12 (3:39)
 59. no artist - AudioTrack 13 (2:55)
 60. no artist - AudioTrack 14 (4:45)
 61. no artist - AudioTrack 15 (3:36)
 62. no artist - AudioTrack 16 (1:33)
 63. Philadelphia Orchestra - Night on Bald Mountain (10:39)
 64. rachmaninoff - Piano Concerto No. 3, Mvt. 1 (15:54)
 65. Reader's Digest- 250 Years of Great Music - Borodin- Scherzo from String Quartet No. 2 (4:17)
 66. Robert Schumann - Piano Concerto in A minor, Op. 54- Allegro affetuoso (15:45)
 67. Schumann Robert - Zigeunerleben (3:40)
 68. SUITEF 1 (3:03)
 69. SUITEF 4 (7:44)
 70. Tbilisi Symphony Orchestra - Thunder Classics - Symphony No. 100 in G major -Military- Finale, Presto - HADYN (5:50)
 71. Telemann - Concerto For 2 Horns- 1- Maestoso (3:47)
 72. Telemann - Bassoon & Recorder Double Conc (3:57)
 73. Telemann - Trumpet Concerto in D Major (3:58)
 74. The Royal Philharmonic Orchestra - Hooked On Classics Part 3 (6:01)
 75. Various Artists - Robert Schumann - Phantasiestu (1:15)
 76. Vladimir Horowitz - Piano Sonata No.10, 3. (3:42)
 77. Wilhelm Richard Wagner - Ride of the Valkyries (5:30)
- 77 tracks in playlist, average track length: 5:54
 Playlist length: 7 hours 35 minutes 31 seconds

Anonymous (2005-08-12 09:24:00)

= 'Brand New News From The Timber Industry!!' =

=====Latest Profile=====

Energy & Asset Technology, Inc. (EGTY)

Current Price \$0.15

=====

Recognize this undiscovered gem which is poised to jump!!

Please read the following Announcement in its Entierty and

Consider the Possibilities?

Watch this One to Trade!

Because, EGTY has secured the global rights to market
 genetically enhanced fast growing, hard-wood trees!

EGTY trading volume is beginning to surge with landslide Announcement.
The value of this Stock appears poised for growth! This one will not
remain on the ground floor for long.

KEEP READING!!!!!!!!!!!!!!

=====

"BREAKING NEWS"

=====

-Energy and Asset Technology, Inc. (EGTY) owns a global license to market
the genetically enhanced Global Cedar growth trees, with plans to
REVOLUTIONIZE the forest-timber industry.

These newly enhanced Global Cedar trees require only 9-12 years of growth before they can
be harvested for lumber, whereas worldwide growth time for lumber is 30-50 years.

Other than growing at an astonishing rate, the Global Cedar has a number of other benefits.

Its natural elements make it resistant to termites, and the lack of oils and sap found in the wood
make it resistant to forest fire, ensuring higher returns on investments.

The wood is very lightweight and strong, lighter than Poplar and over twice
as strong as Balsa, which makes it great for construction. It also has
the unique ability to regrow itself from the stump, minimizing the land and
time to replant and develop new root systems.

Based on current resources and agreements, EGTY projects revenues of \$140 Million
with an approximate profit margin of 40 % for each 9-year cycle. With anticipated
growth, EGTY is expected to challenge Deltic Timber Corp. during its initial 9-year cycle.

Deltic Timber Corp. currently trades at over \$38.00 a share with about \$153 Million in revenues.

As the reputation and demand for the Global Cedar tree continues to grow around the world

EGTY believes additional multi-million dollar agreements will be forthcoming. The Global Cedar nursery has produced
about 100,000 infant plants and is developing a production growth target of 250,000 infant plants per month.

Energy and Asset Technology is currently in negotiations with land and business owners in New Zealand,

Greece and Malaysia regarding the purchase of their popular and profitable fast growing infant tree plants.

Inquiries from the governments of Brazil and Ecuador are also being evaluated.

Conclusion:

The examples above show the Awesome, Earning Potential of little
known Companies That Explode onto Investor's Radar Screens.

This stock will not be a Secret for long. Then You May Feel the Desire to Act Right
Now! And Please Watch This One Trade!!

GO EGTY!

All statements made are our express opinion only and should be treated as such.

We may own, take position and sell any securities mentioned at any time. Any statements that express or involve discussions
with respect

to predictions, goals, expectations, beliefs, plans, projections, objectives, assumptions or future events or performance are
not statements of historical fact and may be "forward, looking

statements." forward, looking statements are based on expectations, estimates

and projections at the time the statements are made that involve a number of risks and uncertainties which could cause actual
results

or events to differ materially from those presently anticipated. This newsletter was paid \$3,000 from third party (IR Marketing).

Forward, looking statements in this action may be identified through the use of words such as: "projects", "foresee", "expects".

in compliance with Section 17. (b), we disclose the holding of EGTY shares prior to the publication of this report. Be aware of

an inherent conflict of interest resulting from such holdings due to our intent to profit from the liquidation of these shares.

Shares may be sold at any time, even after positive statements have been made regarding the above company. Since we own
shares, there is an inherent conflict of interest in our statements and opinions. Readers of this publication are cautioned not

to place undue reliance on forward, looking statements, which are based on certain assumptions and expectations involving

various risks and uncertainties that could cause results to differ materially from those set forth in the forward- looking statements. This is not solicitation to buy or sell stocks, this text is or informational purpose only and you should seek professional advice from registered financial advisor before you do anything related

with buying or selling stocks, penny stocks are very high risk and you can lose your entire investment.

Country Music List v2 (2005-08-16 10:27)

Here is all the songs of Southern Rock/Country I have on my HDD. All of them are 128 kbps in MPEG Layer 3. I post this because I there isn't much else to post.

Two Thirds of these are on my Zen Touch mp3 player.



498 tracks in playlist, average track length: 3:30

Estimated playlist length: 29 hours 6 minutes 3 seconds

1. Johnny Cash - Folsom Prison Blues (2:49)
2. Tim McGraw - Ilike it, I love it (3:26)
3. Tracy Byrd - Walking to Jerusalem (3:26)
4. confederate railroad - Queen of Memphis (Club Mix) (6:07)
5. Big & Rich - Saved (4:51)
6. Tim McGraw - Where the green grass grows (3:21)
7. Tim McGraw - Maybe we should just sleep on (3:57)
8. Tim McGraw - Down on the farm (2:56)
9. Big & Rich - Live This Life (5:33)
10. Aaron Lines - Waitin' On The Wonderful (3:48)
11. Alabama - Born Country (3:17)
12. Alabama - Cheap Seats (3:53)
13. alabama - Alabama - Im in a Hurry to Get Things Done (2:48)
14. Alabama - Roll On (18 Wheeler) (4:17)
15. Alabama - Song Of The South (3:11)
16. Alabama - Tennessee River (2:52)
17. Alabama - Tennessee River (0:20)
18. Alabama - The Closer You Get (3:35)
19. Alan Jackson - Chattahoochee (2:28)
20. Alan Jackson - Drive (3:55)
21. Alan Jackson - I don't need the Booze (3:15)
22. Alan Jackson - Mercy (3:38)
23. Alan Jackson - Monday Morning Church (3:03)
24. Alan Jackson - Pop A Top Again (2:55)
25. Alan Jackson - Remember When (4:21)
26. Alan Jackson - She got the Blues (2:24)
27. Alan Jackson - The Talkin' Song Repair Blues (2:50)
28. Alan Jackson - Tonight I climbed the wall (3:30)
29. Alan Jackson - Too Much Of A Good Thing Is A Good Thing (3:02)
30. Alan Jackson - Tropical Depression (2:57)
31. Alan Jackson - USA Today (3:14)
32. Alan Jackson? - God Bless Texas (3:45)
33. Alan Jackson - Up to my ears in tears (2:54)
34. Alan Jackson - You cant have it all (3:29)

35. Alan Jackson - If it ain't one thing (3:52)
36. Alan Jackson - Where I Come From (4:02)
37. Allison Krauss - When You Say Nothing At All (4:07)
38. Amanda Wilkinson - No More Me And You (2:52)
39. Andy Griggs - If Heaven (3:22)
40. Andy Griggs - This I Gotta See (3:33)
41. Bellamy Brothers - Redneck Girl (3:16)
42. Big & Rich - Big Time (3:56)
43. Big & Rich - Comin' To Your City (3:19)
44. Big & Rich - Deadwood Mountain (5:10)
45. Big & Rich - Drinkin' 'Bout You (2:53)
46. Big & Rich - Holy Water (4:16)
47. Big & Rich - Kick My Ass (4:58)
48. Big & Rich - Love Train (3:47)
49. Big & Rich - Real World (5:05)
50. Big & Rich - Rollin' (4:33)
51. Big & Rich - Rollin' (Ballad of Big and Rich) (4:50)
52. Big & Rich - Save a Horse (Ride a Cowboy) (3:20)
53. Big & Rich - Six Foot Town (3:47)
54. Big & Rich - Wild West Show (4:20)
55. Billy Currington - I Got A Feeling (3:04)
56. Billy Currington - Must Be Doin' Somethin' Right (3:53)
57. Billy Dean - Let Them Be Little (3:34)
58. Billy Dean - Let Them Be Little (3:33)
59. Billy Dean - Only Here For A Little While (3:12)
60. Billy Dean - Only The Wind (3:25)
61. Billy Dean - Somewhere In My Broken Heart (3:10)
62. Billy Dean - Tryin' To Hide A Fire In The Dark (3:25)
63. Black Hawk - I Sure Can Smell The Rain (3:24)
64. Blackhawk - Every Once In A While (3:28)
65. Blaine Larsen - How Do You Get That Lonely (3:55)
66. Blaine Larsen - The Best Man (3:18)
67. Blake Sheldon - Austin (3:25)
68. Blake Shelton - Every Time I Look At You (2:50)
69. Blake Shelton - Goodbye Time (3:15)
70. Blake Shelton - Nobody But Me (2:27)
71. Blake Shelton - Ole Red(ok) (3:42)
72. Blue County - That Summer Song (3:36)
73. Bobby Pinson - Don't Ask Me How I Know (3:55)
74. Bon Jovi - Who Says You Can't Go Home (4:40)
75. Brad Paisley - Alcohol (3:59)
76. Brad Paisley - Celebrity (3:35)
77. Brad Paisley - Celebrity (3:28)
78. Brad Paisley - I'm Gonna Miss Her (3:13)
79. Brad Paisley - Little Moments (3:30)
80. Brad Paisley - Mud On The Tires (3:22)
81. Brad Paisley - Whiskey Lullaby (4:16)
82. Brian Mcknight - Still (4:19)
83. Brice Long - It's Only Monday (3:16)
84. Brittany Wells - Somebody's Somebody (3:33)

85. Brooks & Dunn - Believe (5:00)
86. Brooks & Dunn - Boot Scootin' Boogie (Club Mix) (6:13)
87. Brooks & Dunn - Brand New Man (2:48)
88. Brooks & Dunn - Hard Workin' Man (2:52)
89. Brooks & Dunn - My Maria (3:16)
90. Brooks & Dunn - That's What She Gets For Loving Me (2:48)
91. Brooks and Dunn - Boot Scootin' Boogie (3:16)
92. Brooks and Dunn - My Maria (3:31)
93. Brooks and Dunn - Neon Moon (4:22)
94. Brooks And Dunn - Red Dirt Road (3:58)
95. Brooks and Dunn - Little Miss Honkeytonk (3:02)
96. Brooks and Dunn - ain't nothing about you (3:21)
97. Brooks and Dunn - My Maria (3:31)
98. Brooks & Dun - She's Not The Cheatin' Kind (3:27)
99. Brooks and Dunn - Little County Girl (3:44)
100. Buck Owens - Act Naturally (2:21)
101. Buck Owens - I Got A Tiger By The Tail (2:12)
102. Buck Owens - Truck Driving Man (2:30)
103. Buddy Jewell - If She We're Any Other Woman (3:08)
104. Buddy Jewell - Sweet Southern Comfort (3:21)
105. Carolina Rain - Louisiana Love (3:41)
106. Carrie Underwood - Inside Your Heaven (3:38)
107. Catherine Britt - Where We Both Say Goodbye (Feat Elton John) (3:15)
108. Chad Brock - Lightning Does The Work (3:47)
109. Charlie Daniels Band - Drinkin' My Baby Goodbye (3:33)
110. Charlie Daniels Band - Sittin' on a Barstool (3:40)
111. Chely Wright - Back Of The Bottom Drawer (3:36)
112. Chely Wright - Bumper Of My Suv (4:30)
113. Chely Wright - Single White Female (3:04)
114. Chris Cagle - Chicks Dig It (3:41)
115. Chris Cagle - I Breathe In, I Breathe Out (3:56)
116. Chris Cagle - Miss Me Baby (3:39)
117. Chris Cagle - Miss Me Baby (3:38)
118. Clay Walker - Dreaming With My Eyes Wide Open (3:22)
119. Cledus T Judd - Paycheck Woman (3:16)
120. Clint Black - A Good Run Of Bad Luck (2:43)
121. Clint Black - Been There (With Steve Wariner) (4:46)
122. Clint Black - Desperado (3:51)
123. Clint Black - Like the Rain (4:21)
124. Clint Black - Rainbow In The Rain (2:15)
125. Colin Raye - If You Get There Before I Do (3:53)
126. Colin Raye - On The Verge (3:41)
127. Collin Raye - Holes In The Floor Of Heaven (4:39)
128. Collin Raye - That's My Story (3:05)
129. confederate railroad - She Took it Like a Man (2:47)
130. confederate railroad - 04- When you Leave that Way Yo (4:12)
131. confederate railroad - Big One (2:34)
132. confederate railroad - Bill's Laundromat, Bar and Gri (3:41)
133. confederate railroad - Daddy Never Was the Cadillac K (3:44)
134. Confederate Railroad - Daddy Never Was The Cadillac Kind (3:35)

135. confederate railroad - Elvis and Andy (3:08)
136. confederate railroad - I Hate Rap (3:03)
137. confederate railroad - I'm Just a Rebel (3:50)
138. confederate railroad - Jesus and Mama (3:22)
139. confederate railroad - She Never Cried (3:25)
140. confederate railroad - Tonight is Mine (3:31)
141. confederate railroad - Toss a Little Bone (Party Mix) (2:56)
142. confederate railroad - Trashy Women (Club Mix) (4:22)
143. confederate railroad - When and Where (2:27)
144. Conway Twitty - Hello Darling (2:21)
145. Conway Twitty - I'd Just Love To Lay You Down (3:08)
146. Conway Twitty - Love To Lay You Down (3:18)
147. Conway Twitty - Slow Hand (3:53)
148. Conway Twitty - Slow Hand (2:50)
149. Conway Twitty - Tight Fitting Jeans (2:51)
150. Conway Twitty - Tight Fitting Jeans (2:44)
151. Cowboy Crush - Nobody Ever Died Of A Broken Heart (3:18)
152. Cowboy Troy - I Play Chicken With The Train (3:15)
153. Cowboy Troy - If You Don't Wanna Love Me (4:42)
154. Cowboy Troy - My Last Yee Haw (3:25)
155. Craig Morgan - Every Friday Afternoon (3:45)
156. Craig Morgan - Redneck Yacht Club (3:35)
157. Craig Morgan - Redneck Yacht Club (3:36)
158. Craig Morgan - Redneck Yacht Club (3:33)
159. Craig Morgan - That's What I Love About Sunday (3:08)
160. Dan Seals - I Wanna Bop With You Baby (3:33)
161. Dan Seals - I Wanna Bop With You Baby (3:25)
162. Darryl Worley - A Good Day To Run (3:08)
163. Darryl Worley - Awful, Beautiful Life (3:10)
164. Darryl Worley - Family Tree (3:12)
165. Darryl Worley - I Miss My Friend (3:22)
166. David Ball - Too Much Blood In My Alcohol Level (2:50)
167. David Lee Murphy - Loco (3:05)
168. Deana Carter - One Day At A Time (3:12)
169. Deana Carter - Strawberry Wine (4:39)
170. Deborah Allen - Baby I Lied (3:51)
171. Del Reeves - Girl on the Billboard (2:40)
172. Diamond Rio - Love A Little Stronger (3:30)
173. Diamond Rio - Sweet Summer (4:29)
174. Diamond Rio - That's How Your Love Makes Me Feel Inside (3:53)
175. Diamond Rio - What A Beautiful Mess (3:31)
176. Diamond Rio - Meet In The Middle (3:12)
177. Diamond Rio - One More Day With You (3:35)
178. Diamond Rio - How Your Love Makes Me Feel (4:06)
179. Dierks Bentley - Come A Little Closer (4:30)
180. Dierks Bentley - How Am I Doin' (3:41)
181. Dierks Bentley - Lot Of Leavin Left To Do (3:39)
182. Dixie Chicks - Cowboy Take Me Away (4:39)
183. Dixie Chicks - Wide Open Spaces (3:35)
184. Doug Stone - A Jukebox With A Country Song (3:27)

185. Dwight Yoakam - Guitars, Cadillacs (3:05)
186. Dwight Yoakam - Intentional Heartache (4:19)
187. Dwight Yoakam & Buck Owens - Streets of Bakersfield (2:51)
188. Eddie Rabbit - I Love A Rainy Night (2:58)
189. Eddie Rabbitt - Driving My Life Away (3:04)
190. Erika Jo - I Break Things (3:01)
191. Faith Hill - Breathe (4:11)
192. Faith Hill - Like We Never Loved At All (4:08)
193. Faith Hill - This Kiss (3:01)
194. Garth Brooks - American Honky Tonk Bar Association (3:27)
195. scarecrow - AudioTrack 02 (2:30)
196. scarecrow - AudioTrack 06 (4:01)
197. scarecrow - AudioTrack 11 (4:08)
198. Garth Brooks - Good Ride Cowboy (3:17)
199. Garth Brooks - Longneck Bottle (2:13)
200. scarecrow - AudioTrack 08 (4:03)
201. Garth Brooks - Papa Loved Mama (2:11)
202. scarecrow - AudioTrack 09 (4:19)
203. Garth Brooks - The Fever (2:36)
204. Garth Brooks - To Stand outside the Fire? (3:51)
205. scarecrow - AudioTrack 03 (4:43)
206. Garth Brooks; George Jones - Beer Run (2:30)
207. Garth Brooks - Rodeo (3:52)
208. GARTHB 2 (4:19)
209. Garth Brooks - The Thunder Rolls (3:42)
210. Garth Brooks - The Dance (3:40)
211. GARTHB 6 (3:46)
212. Garth Brooks - American Honky-Tonk Bar (3:32)
213. GARTHB 8 (4:32)
214. GARTHB 9 (7:34)
215. Gary Allan - Nothing On But The Radio (3:24)
216. Gary Allan - Nothing On But The Radio (3:18)
217. Gary Allan - Tough Little Boys (3:48)
218. George Jones - George Jones - He Stopped Lovi (3:17)
219. George Jones - Hi Tech Redneck (2:59)
220. George Jones - I Don't Need Your Rockin' Chai (3:28)
221. George Jones - The One I Loved Back Then (The Corvette Song) (2:24)
222. George Jones - The Race Is On (2:30)
223. George Strait - Ace In The Hole (2:33)
224. George Strait - Cowboys Like Us (3:30)
225. George Strait - I Cross My Heart (3:22)
226. George Strait - I Hate Everything (3:50)
227. George Strait - The Fireman (2:28)
228. George Strait - Write This Down (3:24)
229. George Strait - You'll Be There (4:05)
230. Gretchen Wilson - All Jacked Up (3:28)
231. Gretchen Wilson - Homewrecker (3:16)
232. Gretchen Wilson - I Don't Feel Like Loving You T (2:36)
233. Gretchen Wilson - Redneck Woman (3:30)
234. Gretchen Wilson - When I Think About Cheatin' (3:58)

- 235. Hank Williams Jr & Sr - Hank Williams Jr. & Sr. - There's A Tear In My Beer (2:47)
- 236. Hank Williams Jr - All My Rowdy Friends (3:16)
- 237. Hank Williams Jr. - Born To Boogie (2:43)
- 238. Hank Williams Jr - Montana Cafe (4:05)
- 239. Hank Williams Sr - Move It On Over (2:45)
- 240. Hanna & McEuen - Something Like A Broken Heart (3:44)
- 241. Holly Dunn - Daddy's Hands (3:22)
- 242. Hot Apple Pie - Hillbillies (3:18)
- 243. Brooks and Dunn/Reba McEntire - If you see her (3:51)
- 244. Jace Everett - That's The Kind Of Love I'm In (2:48)
- 245. Jamie O'Neal - Somebody's Hero (3:31)
- 246. Jamie O'Neal - Trying To Find Atlantis (3:24)
- 247. Jason Aldean - Hicktown (3:31)
- 248. Jeff Bates - Long, Slow Kisses (3:18)
- 249. Jeff Bates - No Shame (2:48)
- 250. Jeff Carson - Real Life (4:26)
- 251. JEFFCA 1 (4:10)
- 252. Jerry Reed - Amos Moses (2:21)
- 253. Jessica Andrews - Summer Girl (3:13)
- 254. Jimmy Buffett - Trip Around The Sun (3:10)
- 255. Jimmy Wayne - I Love You This Much (3:55)
- 256. Jimmy Wayne - Stay Gone (3:18)
- 257. Jo Dee Messina - Delicious Surprise (I Believe It) (3:22)
- 258. Jo Dee Messina - Lesson In Leavin' (3:24)
- 259. Jo Dee Messina - My Give A Damn's Busted (3:15)
- 260. Joe Diffie - John Deere Green (4:28)
- 261. Joe Diffie - Third Rock From The Sun (3:05)
- 262. Joe Nichols - Brokenheartsville (3:42)
- 263. Joe Nichols - If Nobody Believed In You (3:47)
- 264. Joe Nichols - The Impossible (3:44)
- 265. Joe Nichols - What's A Guy Gotta Do (2:13)
- 266. John Anderson - Straight Tequila Night (2:41)
- 267. John Conlee - Common Man (2:42)
- 268. John Denver - Rocky Top (2:30)
- 269. John Michael Montgomery - Be My Baby Tonight (2:52)
- 270. John Michael Montgomery - Check Yes or No (3:20)
- 271. John Michael Montgomery - I swear (4:24)
- 272. John Michael Montgomery - Letters From Home (4:18)
- 273. John Michael Montgomery - One Boy, One Girl (4:05)
- 274. John Micheal Montgomery - I Can Love You Like That (3:31)
- 275. John Micheal Montgomery - I Swear (4:26)
- 276. Johnny Cash - A Boy Named Sue (3:47)
- 277. Johnny Cash - Big Bad John (2:57)
- 278. Johnny Cash - Big River (2:31)
- 279. Johnny Cash - I Still Miss Someone (2:36)
- 280. Johnny Cash - I Walk the Line (2:43)
- 281. Johnny Cash - One Piece at a Time (3:59)
- 282. Johnny Cash - Ring of Fire (2:37)
- 283. Johnny Cash - Sunday Mornin' Comin' Down (4:07)
- 284. Johnny Cash - Understand Your Man (2:43)

285. Johnny Cash, June Carter Cash - Jackson (2:45)
286. Josh Gracin - I Want To Live (3:41)
287. Josh Gracin - Nothin' To Lose (2:33)
288. Josh Gracin - Stay With Me (Brass Bed) (4:04)
289. Josh Gracin - Stay With Me (Brass Bed) (1:34)
290. Josh Gracin - Stay With Me (Brass Bed) (3:53)
291. Josh Turner - Long Black Train (3:58)
292. Judds - Grandpa (Tell Me About The Good Old Days) (4:04)
293. Katrina Elam - No End In Sight (3:25)
294. Keith Anderson - Pickin' Wildflowers (2:55)
295. Keith Anderson - Pickin' Wildflowers (2:55)
296. Keith Anderson - XXL (3:39)
297. Keith Urban - Better Life (4:36)
298. Keith Urban - Better Life (4:44)
299. Keith Urban - Better Life (4:53)
300. Keith Urban - Days Go By (3:41)
301. Keith Urban - Making Memories Of Us (4:01)
302. Keith Urban - You'll Think Of Me (4:42)
303. KEITHU 1 (3:00)
304. Kenny Chesney - I Go Back (3:44)
305. Kenny Chesney - She Thinks My Tractors Sexy (3:55)
306. Kenny Chesney - The Woman With You (4:13)
307. Kenny Chesney - There Goes My Life (3:59)
308. Kenny Chesney - When The Sun Goes Down (4:22)
309. Kenny Chesney - You Had Me From Hello (3:22)
310. Kerry Harvick - That's What Your Love Does (3:33)
311. Kevin Sharp - I Think I'll Stay (2:38)
312. Leann Rimes - Nothin' Bout Love Makes Sense (2:46)
313. Leann Rimes - Nothin' Bout Love Makes Sense (2:47)
314. Leann Rimes - Probably Wouldn't Be This Way (3:30)
315. Lee Ann Womack - He Oughta Know That By Now (3:33)
316. Lee Ann Womack - I May Hate Myself In The Morni (3:15)
317. Lee Ann Womack - I May Hate Myself In The Morning (3:22)
318. Lee Greenwood - God Bless The Usa (3:10)
319. Lila McCann - Go Easy On Me (3:24)
320. Lila McCann - I Can Do This (3:47)
321. Lisa Brokop - Big Picture (3:19)
322. Little Big Town - Boondocks (4:09)
323. Little Big Town - Boondocks (3:55)
324. Little Texas - She's Got Her Daddy's Money (2:58)
325. Lonestar - Class Reunion (That Used To Be Us) (4:18)
326. Lonestar - I'm Already There (3:56)
327. Lonestar - Mr Mom (3:22)
328. Lonestar - My Front Porch Looking In (3:25)
329. Lonestar - No News (2:44)
330. Lonestar - What About Now (3:30)
331. Lonestar - You're Like Comin Home (3:10)
332. Lonestar - You're Like Comin Home (3:11)
333. Lone Star - I'm Already There (4:14)
334. Los Lonely Boys - Heaven (3:36)

335. Mark Chesnutt - A Hard Secret To Keep (3:15)
336. Mark Wills - 19 Something (3:13)
337. Mark Wills - That's A Woman (2:32)
338. Martina McBride - How Far (3:48)
339. Martina McBride - Independence Day (3:18)
340. Marty Stuart - Hillbilly Rock (2:30)
341. Matt Jenkins - 15 King Of The Castle (2:36)
342. Mel McDaniels - Louisiana Saturday Night (2:13)
343. Miranda Lambert - Bring Me Down (4:05)
344. Miranda Lambert - Me And Charlie Talking (3:28)
345. Mojo Gurus - Baddest Mother's Son (Clean) (2:39)
346. Montgomery Gentry - Gone (3:19)
347. Montgomery Gentry - Hell Yeah (4:51)
348. Montgomery Gentry - If You Ever Stop Loving Me (2:52)
349. Montgomery Gentry - If You Ever Stop Loving Me (2:50)
350. MONTGOMERY GENTRY - MONTGOMERY GENTRY / All Night Long (3:33)
351. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Daddy Won't Sell The Farm (4:18)
352. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Didn't Your Mama Tell Ya' (3:26)
353. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Hillbilly Shoes (3:12)
354. MONTGOMERY GENTRY - MONTGOMERY GENTRY / I've Loved A Lot More Than I've Hurt (3:14)
355. MONTGOMERY GENTRY - MONTGOMERY GENTRY / If A Broken Heart Could Kill (3:19)
356. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Lonely And Gone (3:19)
357. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Self Made Man (3:35)
358. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Tattoos & Scars (3:59)
359. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Trouble Is (3:09)
360. MONTGOMERY GENTRY - MONTGOMERY GENTRY / Trying To Survive (3:50)
361. Montgomery Gentry - My Town (3:56)
362. Montgomery Gentry - Speed (3:47)
363. Neal McCoy - Billy's Got His Beer Goggles On (3:33)
364. Neal Mccoy - They're playin' Our Song (3:22)
365. Nelson, Willie And Jennings, W - Mamas, Don't Let Your Babies G (2:33)
366. Notorious Cherry Bombs - It's Hard To Kiss The Lips At Night That Chew Your Ass All Day (4:14)
367. Oak Ridge Boys - Come On In (2:57)
368. Oakridge Boys - American Made (2:42)
369. Oakridge Boys - Elvira (3:44)
370. Pat Green - Baby Doll (3:30)
371. Patty Loveless - Lovin' All Night (3:28)
372. Pete Schlegel - Whole Lotta Liquor To Like Her (3:04)
373. Phil Vassar - I'll Take That As A Yes (3:22)
374. Phil Vassar - In A Real Love (3:22)
375. Randy Rogers Band - Tonight's Not The Night (4:30)
376. Randy Travis - Forever Amen (3:35)
377. Randy Travis - Hard Rock Bottom Of Your Heart (3:51)
378. Rascal Flatts - Bless The Broken Road (3:36)
379. Rascal Flatts - Fast Cars And Freedom (4:02)
380. Rascal Flatts - I Melt (3:47)
381. Rascal Flatts - Mayberry (4:18)
382. Rascal Flatts - Skin (4:11)
383. Rascal Flatts - What Hurts The Most (3:17)
384. Rascal Flatts - What Hurts The Most (3:16)

385. Ray Scott - My Kind Of Music (2:53)
386. Reba McEntire - Fancy (4:59)
387. Reba McEntire - For My Broken Heart (3:36)
388. Reba McEntire - Is There Life Out There (3:51)
389. Reba McEntire - My Sister (3:50)
390. Reba McEntire - Somebody (3:38)
391. Reba McEntire - The Nights went out in Georgia (4:14)
392. Reba McEntire - What Do You Say (3:31)
393. Rebecca Lynn Howard - No One'll Ever Love Me (3:59)
394. Rebecca Lynn Howard - That's Why I Hate Pontiacs (3:50)
395. Restless Heart - Feel My Way To You (0:07)
396. Rhett Akins - Kiss My Country Ass (4:11)
397. Rodney Atkins - Honesty (Write Me A List) (4:10)
398. Roger Miller - Dang Me (1:45)
399. Roger Miller - King of the Road (2:27)
400. Roger Miller - King Of The Road.mp3
401. Ronnie Milsap - Lost In The Fifties Tonight (4:02)
402. Roxie Dean - A Soldier's Wife (1:48)
403. Sammy Kershaw - Beer, Bait, and Ammo (3:53)
404. Sammy Kershaw - She Don't Know She's Beautiful (2:45)
405. Sara Evans - A Real Fine Place To Start (3:55)
406. Sara Evans - Cheatin
407. Sara Evans - Cheatin (3:14)
408. Sara Evans - Perfect (3:53)
409. Sara Evans - Suds In The Bucket (3:42)
410. Sawyer Brown - Shaken' (3:05)
411. Sawyer Brown - Six Days On The Road (2:50)
412. Sawyer Brown - Some Girls Do (3:05)
413. Sawyer Brown - The Race Is On (2:47)
414. Sawyer Brown - They Don't Understand (4:08)
415. scarecrow - AudioTrack 01 (4:32)
416. scarecrow - AudioTrack 04 (4:36)
417. scarecrow - AudioTrack 05 (2:53)
418. scarecrow - AudioTrack 07 (3:32)
419. scarecrow - AudioTrack 10 (4:23)
420. scarecrow - AudioTrack 12 (4:44)
421. Shaina Twain - Forever And For Always (4:38)
422. Shania Twain - Don't (3:51)
423. Shania Twain - I Ain't No Quitter (3:28)
424. Shedaisy - Come Home Soon (3:53)
425. Shedaisy - Don't Worry 'Bout A Thing (3:31)
426. Shedaisy - Don't Worry 'Bout A Thing (3:38)
427. Shelly Fairchild - Kiss Me (3:01)
428. Shenandoah - The Church On Cumberland Road (2:56)
429. Soggy Bottom Boys - I Am A Man Of Constant Sorrow (4:05)
430. Statler Brothers - Flowers on the wall (2:22)
431. Steve Holy - Go Home (3:08)
432. Steve Holy - Good Morning Beautiful (3:31)
433. Steve Holy - Put Your Best Dress On (3:10)
434. Steven Clawson - You Bring Me Back (3:59)

- 435. Sugarland - Baby Girl (4:07)
- 436. Susan Haynes - Crooked Little Heart (3:38)
- 437. Terri Clark - Girls Lie Too (3:16)
- 438. Terri Clark - Girls Lie Too (3:21)
- 439. Terri Clark - I Just Wanna Be Mad (3:19)
- 440. Terri Clark - I Think The World Needs A Drink (3:50)
- 441. Terri Clark - I Wanna Do It All (2:44)
- 442. Terri Clark - Poor Poor Pitifull Me (3:08)
- 443. The Tractors - Baby Likes To Rock It (3:19)
- 444. Tift Merritt - Good Hearted Man (3:33)
- 445. Tim Mc Graw - Don't take the girl (4:10)
- 446. Tim McGraw - Back When (4:50)
- 447. Tim McGraw - Do You Want Fries With That (3:44)
- 448. Tim McGraw - Don't Take The Girl (4:01)
- 449. Tim McGraw - Drugs Or Jesus (4:27)
- 450. Tim McGraw - For a little while (3:33)
- 451. Tim McGraw - Indian Outlaw (3:03)
- 452. Tim McGraw - It's your Love (3:45)
- 453. Tim McGraw - Just to see you smile (3:35)
- 454. Tim McGraw - Just To See You Smile (3:21)
- 455. Tim McGraw - Let's make love (4:11)
- 456. Tim McGraw - Live Like You Were Dying (4:28)
- 457. Tim McGraw - My best friend (4:39)
- 458. Tim McGraw - my next thirty years (3:37)
- 459. Tim McGraw - My Old Friend (3:22)
- 460. Tim McGraw - Please remember me (4:54)
- 461. Tim McGraw - She never lets it go to her heart (3:03)
- 462. Tim McGraw - Something like that (3:03)
- 463. Toby Keith - Get Drunk and Be Somebody (3:04)
- 464. Toby Keith - I Love This Bar (5:17)
- 465. Toby Keith - I Wanna Talk About Me (2:52)
- 466. Toby Keith - My List (3:10)
- 467. Toby Keith - Stays In Mexico (3:31)
- 468. Toby Keith - Wish I Didn't Know Now (3:21)
- 469. Toby Keith - Wish I Didn't Know Now (3:12)
- 470. Tori Baxley - Half A Man (2:44)
- 471. Trace Adkins - Arlington (3:58)
- 472. Trace Adkins - Honky Tonk Badonkadonk (3:42)
- 473. Trace Adkins - Honky Tonk Badonkadonk (3:49)
- 474. Trace Adkins - One Hot Mama (3:10)
- 475. Trace Adkins - Rough And Ready (2:58)
- 476. Trace Adkins - Songs About Me (3:19)
- 477. Tracy Byrd - Drinkin' Bone (2:07)
- 478. Tracy Byrd - Holdin' Heaven (2:31)
- 479. Tracy Byrd - I'm From the Country (3:31)
- 480. Tracy Byrd - Lifestyple of the Not So Rich and Famous (2:51)
- 481. Tracy Byrd - Love Lessons (3:52)
- 482. Tracy Byrd - Rig Love (3:39)
- 483. Tracy Byrd - She's All I got (3:27)
- 484. Tracy Byrd - The first step (2:23)

- 485. Tracy Byrd - The keeper of the stars (4:16)
 - 486. Tracy Byrd - Tiny Town (3:19)
 - 487. Tracy Byrd - Watermelon Crawl (3:02)
 - 488. Tracy Lawrence - Lessons Learned (2:52)
 - 489. Tracy Lawrence - Paint Me A Birmingham (3:36)
 - 490. Tracy Lawrence - Time Marches On (3:05)
 - 491. Trent Tomlinson - Drunker Than Me (3:14)
 - 492. Trisha Yearwood - She's In Love With The Boy (3:48)
 - 493. Trisha Yearwood - She's In Love With The Boy (3:48)
 - 494. Uncle Kracker - Writing It Down (4:27)
 - 495. Van Zant - Help Somebody (3:58)
 - 496. Warren Brothers - Where Does It Hurt (4:04)
 - 497. Wynonna - No One Else On Earth (3:59)
 - 498. Zona Jones - Two Hearts (One Love) (3:21)
- Full list

Time Freedom Fighter (2006-12-24 09:38:00)

wills trusts You never know when some thing can happen to you in this world to change everything in your life, so it's best to be prepared by having a will. A legal can be drafted by any person at the age of 18; the will can be drafted without an aid of an attorney.

Time Freedom Fighter (2006-12-28 20:17:00)

bob wills Writing a will may be the furthest thought from your mind, but it is one of the most important documents you will ever create. Most people facing terminal illness want to secure dignity comfort control and a chance to leave. You will probably want your precious wealth to be inherited by your chosen relatives and friends, so wills are very important in this matter.

Dungeon Siege 2 | emulated Atari ST | 85% done with Metriod Prime 2 Echoes (2005-08-16 20:11)

Dungeon Siege 2 is coming out tomorrow locally. I've had played the prequel in 2002 and made it too the end. It's a MMORPG as well as single player RPG. It has slightly better graphics than Dungeon Siege, but same old click on monster deal making the character do all the work. From what I learned...the other characters in your party mimic you better than before. IGN gives it 8.0 out of 10. Graphics were 8.0.

Randy didn't answer his phone on Saturday or Sunday so I was trolling PS3 forums instead. College starts next week and my time doing these things will be minimal.

So I cut open the shipping box and packaging plastic of the mp3 player. Handled the Zen Touch in my right hand and noticeably lighter than my Archos Jukebox 20. Before I could try this new portable player out, I had to go to my technical college to get books. I drove there /w 2 thumb drives in my pocket. Walked in the front door and a college girl asked for raffle tickets for some college football game. So I said "no thanks babe" and scuttled my way to the book store. Before looking around I bumped into some young adults who left immediately. Two minutes later I found out the required textbooks were the same as last year so all I did was waste gas! Went back home to play with my new gadget, uploaded the required M \$ Windows driver and added my electronica and country to the gadget. I won't add all the music to it.

Damn, I've gotten so far in **Metroid Prime 2 Echoes**, but I hadn't scan enough dead marines or metroids to proceed to the next area. I'm angry. I saw Metriod Prime (AKA Dark Samus) for the first time in this game cause I didn't play Metriod 2 Samus's Return.

To kill time I was emulating the TOS 2.06 operating system via Steem Engine. The program can run full screen too. I alt tab so I can get the cursor to the Windows desktop instead of inside the program so I can maximize the window. Games only required 1 MB at 10 MHz....not much. Remember, Atari released it in the mid-80s. I got Pacman to work

on it.



Downloaded another emulator called *Project Tempest* made to emulate *Tempest 2000* on PC and it works perfectly if you don't mind playing it with a keyboard. Jaguars are \$150. I'm not paying for one so I was more interested emulating *Tempest 2000*. The usefulness hasn't changed that much since Windows 3.1 except for broadband Ethernet and playing 3D games.

This is Ian signing off. I'm very tired.

My MP3 Players (2005-08-17 09:12)



Archoes Jukebox Recorder 20

Since 2002

Capacity: 20 GB

Codec MP3, WAV

records audio in mp3

battery life - about 3 1/2 hours

sounds good

Creative Zen Touch

Since: 3 days ago

Capacity 20 GB

Codec: MP3, WMA, WAV

battery life ????

Sounds better

PSP v1.5

Since February 2005

Capacity 64 MB (upgradable to 1 GB) (since July 2005)

codec: MP3, AAC, WAV, odd Sony format

battery life 4 hours

audio sounds good

iRock stereo wire FM broadcast thingy

4 AAA batteries lasts approx 5 hours

supports channels 88.1 FM, 88.3 FM, 88.5 FM, 88.7 FM

Dene' (2005-12-17 17:01:00)

Wow, I was just messing around and found your page!

Very nice.

If you are interested, go see my best mp3 players related site.

It isnt anything fancy but you might still find something of interest.

MP3 Doctor (2005-12-21 17:49:00)

Hi Ian's Smashing Good Blog Site, I was just surfing around and found your page!

Very cool,I like finding all this interesting stuff.

If you are interested, go see my apple ipod mp3player related site.

It isnt anything special but you might still find something of interest.

DigitalCamera (2005-12-22 21:39:00)

Blogs are relatively new and entrepreneurs and corporations alike are just now starting to experiment with using them .

Very informative blog site Ian's Smashing Good Blog Site.

I have a new mp3players site. It pretty much covers new mp3players related stuff.

Come and check it out if you get time.

Steel Battalion owned! | Bought TI-89 Titanium (2005-08-19 16:01)

. Yesterday, I drove to Game Stop /w my new Zen Touch cycling playlists for me so I could keep my eye on the road. Interstates can be dangerous cause everyone is doing 80 MPH. Seriously. The Minnesotan county sheriffs aren't pulling drivers over not. I didn't see a cop by me. I didn't know quite what to buy I bought Steel Battalion for \$120. It takes 5 minutes to set up and 3 minutes to put away. This is the same game Gamespy gave the score saying this is single best peripheral any 3rd party had ever released in video game history! The problem is not the controller, but where to store it because it has 40 switches and buttons. Sammy USA (Japanese arcade manufacture's North American branch) makes the toughest controller. Steel Battalion costs \$200 new and it's still popular after 3 years. So I first was looking for a place to store this bulky hardware in the corner wall.

⌘

Look at the huge arcade stick!

Steel Ballition is anything but cheap. In the simulator you learn by dieing. Game Spy had it right. Graphics are 9.0 out of 10. Using the stick must be 9.5 out of 10. In Steel Battalion your government is at war. B52s bomb the VT (Virtual Tank) hanger. Now begins the VT start up sequence. There is a button on the arcade stick to close the pilot department, one to start it, one button to start the ignition and you've got a heads up display that takes up half the screen.

⌘

The TI89 Titanium and TI83 Plus side by side. They play Calculator games too.

⌘

TI89's OS screen.

⌘

\$160 to do addition. Look ma, my calculator is on steroids!

While in the city I also spent money on a Texas Instruments 89 Titanium. It has a Motorola 68000 CPU. Not the low end TI83's Z80. I remember this cause Sega Genesis ran a Motorola 68000 to power it. So my calculator is just as powerful as a Sega Genesis. The TI83 didn't have a GUI at start up. I was running OS 1.14 on my TI83 and upgraded it to OS v1.18. Then the TI-89 had OS v3.01 so I've backuped the programs installed on it via TI Connect (Win32 software) installed OS v3.1 and installed the retail software again. You can run games on these things. Texas Instruments makes the best calculators in the world. These last a few decades. Possibly the only reason a TI calc would stop working is if you have battery acid in the battery department or dropped it off a three story building! My dad reimbursed me \$90 for the TI-89.

oakleyses (2014-10-23 18:14:34)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:39)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:03)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Broadband? What for? (2005-08-24 19:39)

Sorry about the lack of updates. Tuesday was the first day doing CCNA Cisco over again. Cisco is going to be hell the rest of the year. I am going to fail all my tests. Everyone there doesn't know me or seen me, but some of them like video games (first person shooters and MMORPGs) though I am suppose to learn Cisco terminology instead.

I read pass 3rd chapter without getting frustrated easily. I didn't expect any of the old people in the last class to be here this year. Some of them are smarter at it. I know all of them won't admit they're better. LOL! I suck apparently at this networking, but continue because I suck worse at CAD (computer animation). Usually I don't have bandwidth to spare so I downloaded Nero Burning ROM 6.6.16 at school onto a thumb drive. WITC has a T3 backbone line, but it's shared by 50 computers and not one. Downloads software a lot faster with no bandwidth cap.

Programs installed on HDD

Abiword 2.2.9; Nero Burning Rom 6.6.16; 7Zip 0.46; Open Office.org 1.9.118, Imesh 5.0, Opera Browser 8.02; Mozilla Firefox 1.0.6; Maxthon 1.3.3; WinRAR 3.5; Photo-Brush 3.5; IM2 2.0; Paint Shop Pro 9.1; Video LAN 0.82; Skype 1.3.0.6; Shareaza 1.4, Quintessential Media Player 110 beta; The Gimp 2.8, Kazaa Lite Revolution, Visual Basic 2K3, MS-Office 2K3

I went over to my uncle's house to see the KA-BAND modem I'll have Friday. The modem is connected via RJ-45 to his garage where it's hooked up to the KA-BAND satellite. From the modem to his PC is a bus topology. My hope is once the modem is hooked up to the router everything will magically work. I'm doing the LAN for my parents who are relying on me.

When broadband is available what will I use it for?

1. First thing I will do is download Genesis ROMs for my PS2 Ranges from 2 MB – 5 MB which can take several hours over dialup
2. Download a Linux ISO
3. add all my videogames to GameSpot game collection
4. Get more music than usual.
5. stream in internet radio
6. Test and see if Diablo 2 battlenet is any faster /w it. This is satellite internet we're talking about.
7. Seeing if Guild Wars plays online any faster over it
8. Download a lot of abandonware games.

Life isn't fun no more. Randy nor Bob talk to me anymore and must look out for new friends. It must be because I am turning more into something they aren't such as computer nerd doing CNA. We've been best friends since middle

school, but now they've shot me in the foot or alienating me by keeping the silence between us. Alrighty then! My job coach going well for the most part. She likes American Country and 1960s rock such as the Rolling Stones, but not the heavy metal like Black Sabbath. She dislikes electronica a lot. The cause in effect was getting a job in the computer field. I need a CCNA certificate to get a job. She wants to bypass CCNA authorization so I can get a computer job not normally applicable because it's what the American Dream is. Having someone unusually dedicated to getting a job in the field is awesome. I had a job at the gas station and I simply didn't have the determination to work half time any more so I dropped out. I was told I wasn't good enough to be a clerk making me mad. It's a small village gas station.

Five days ago I quit Catharton Electronica, but rejoined 48 hrs later without getting back on top. No body in Europe likes pickups. They all think those things are ugly. I tried to have a pickup rating post and some one was flaming at me. I expected to get some conflicts when joining. So I flame back at him. I wasn't banned.

Anonymous (2005-08-24 20:17:00)

Interesting information!

I have a credit repair services site. It pretty much covers credit repair services related stuff.

Come and check it out if you get time :-)

Anonymous (2005-08-24 20:26:00)

came across your nice little blog.If you are bored to tearsyou can always see my direct satellite tv kind of site if you like direct satellite tv stuff....

Anonymous (2005-08-24 20:29:00)

Intel Says It's Serious About Heat Reduction

As readers of this blog know, I've adopted three beautiful, wonderful, and of course perfect children from South Korea.

I like this blog - what is the name of the template you used? Thanks. From a detox diet info site.

Windows Vista: NTFS not here.....WinFS still beta (2005-08-25 07:20)

Windows Vista is the next generation Windows formally called Windows Longhorn. The first beta (not alpha) screenshots of Windows Vista are online and it looks like Windows XP with transparent title bars. The official windows font is still Sans Serif and I almost thought it was Arial. In fact it still can if you choose to change the title and menu bar font to Arial. Internet Explorer 7 will be a tabbed browser and as always stays the same for another couple years. Service Packs are making a return. I went into MSconfig and unchecked those annoying Windows Update in the taskbar. I think IE7 is generic because it shows the web pages just as well as IE6 or Mozilla Firefox. I'm sure it is patched and the stability is increased. It runs the WinFS file system further decreasing cluster size on the HDD. Worldwide launch is 2007. Vista probably won't come with any new programs that WinXP doesn't already have and some of the simple programs like Calc and Notepad will be ported as they are without changes. The default Windows theme is code-named **Aero Glass** much like Linux themes are named. Windows Vista will have animated thumbnail animations like animated GIFs for video files and animated GIFs. Windows XP had animation for AGIFs and the first frame for video. New Technologies

Fundamentals: new developments to the basic structure of the operating system including the .NET framework, a new audio framework, further support for digital rights management (DRM), an application deployment engine ("Click-Once"), improvements to the installation of applications (Windows Installer/MSI 4.0), and the controversial Trustworthy Computing initiative previously known as Palladium (see also trusted computing).

Windows Presentation Foundation or WPF, formerly code named Avalon: a new user interface subsystem and API based on XML, .NET, and vector graphics, which will make use of 3D computer graphics hardware and Direct3D technologies. See Windows Graphics Foundation.

Windows Communication Foundation or WCF, formerly code named Indigo: a service-oriented messaging system to

allow programs to interoperate locally or remotely similar to web services.

WinFX (not to be confused with "WinFS"): a new API to allow access to these new features.

✕

Task bar is transparent for effect

✕

The search window has changed

✕

My computer has bars instead of pies in properties

System Requirements

512 MB of RAM

GPU with DirectX 9.0 support (64 MB DDR GPU)

recommends Pentium III, Pentium 4, Celeron, AMD Athlon XP, AMD Duron, all AMD Athlon 64 catagories

End of Transmission.

Videogame Collection: Most of them ver. 2 (2005-08-25 12:08)

Heres an update to the Blu-ray HD-DVD merging post. I thought today was a good day for it. My Sega Saturn, N64, and PC games not in this post. Take that! Agree with me on this!

✕

✕

PS2 Collection

✕

Gamecube

✕

Xbox

✕

✕

✕

Retro

✕

Dreamcast

✕

Playstation

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

All my Consoles at Modblog

N64 snapshot

PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games

- Sonic 2

- Contra Hard Corps

PSP photo

Very old handheld game collection photo

Nintendo Entertainment System (5 Game Cartridges, 9 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

Puzzle 2 (PUZ)

1a.) Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

1b.) Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

1c.) Track and Field (SP, RE, Nintendo, Nintendo, 1982)

2.) Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

3.) Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

4.) Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

5a.) Donkey Kong (DK Classics, PUZ, Nintendo, Intelligent Systems, 1984, 1986)

5b.) Donkey Kong Jr (DK Classics, PUZ, Nintendo, Nintendo, 1985, 1986)

Super Nintendo (12 game cartridges /w 16 Playable games)

platform 9 (PL)

shooters 3 (S)

racing 1 (RA)

RPG 3 (RPG)

retro 16 (RE)

1.) Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)

2a.) Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)

2b.) Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993,)

2c.) Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)

2d.) Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)

3.) Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)

4.) Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

5.) Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

6.) Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

7.) Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)

8.) Star Fox (S, RE, Nintendo, Nintendo, 1993)

9.) Super Metroid (S, RE, Nintendo, Intelligent Systems, 1994)

10.) Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

11.) Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

12.) Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)

Sega Genesis (8 cartridges)

platform 1 (PL)

shooter 3 (S)

Role Playing 2 (RPG)

Retro - 8 (RE)

Action 1 (A)

Fighter 1 (F)

1.) Sonic the Hedgehog 2 (PL, RE, Sega, Sonic Team, 1992, 9/10)

2.) Contra - Hard Corps (S, RE, Konami, Konami, 1995)

3.) Phantasy Star II (RPG, RE, Sega, Sega, 1989)

4.) Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)

5.) Gunstar Heroes (S, Sega, Treasure, 1993 9.5/10)

6.) Streets of Rage II (F, Sega, Sega-AM7, 1992)

7.) Vectorman (S, Sega, Blue Skies, 1996)
8.) Vectorman 2 (S, Sega, Blue Skies, 1996)
Gameboy Color (2 playable games)
RPG 2 (RPG)
Legend of Zelda Oracle of Seasons (RPG, Nintendo, Flagship, 2001, 10)
Legend of Zelda Oracle of Ages (RPG, Nintendo, Flagship, 2001, 10)
Gameboy Advance (15 playable games)
action 2 (A)
racing 1 (RA)
platform 1 (P)
puzzle 1 (PUZ)
RPG 6 (RPG)
retro 2 (RE)
shooter 2 (S)
Stradegey 3 (STR)
1a.) Super Mario Advance (PL, Re, Nintendo, Nintendo R &D1, 2001, IGN: 8.0)
1b.) Mario Bros. (PUZ, Re)
2.) Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
3.) Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
4.) Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
5.) Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
6.) Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
7.) Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
8.) Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
9.) Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
10.) Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
11.) Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
12.) Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
13.) Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5) * #13 counts as two games
14.) Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
Nintendo DS (3 Game)
Platform 2 (PL)
First Person Shooter 1 (FPS)
Simulation 1 (SIM)
1.) Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
2.) Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0)
X.) DEMO Metroid Prime - Hunters - First Hunt (FPS, Nintendo, Nintendo, 2004, ???)
3.) Nintendogs - Labadore and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
Playstation Portable (3 games)
racing 2 (RA)
Puzzle 1 (PUZ)
1.) Wipeout Pure (Ra, SCEA, SCEE, 2005, 9.1)
2.) Lumines (PUZ, Urisoft, Bandai, 2005, 8.0)
3.) Ridge Racers (RA, Namco, Namco, 2005, 9.1)
Nintendo 64 (22 Games)
platform 6 (PL)
shooter 9 (S)
RPG 2 (RPG)
racing 7 (RA)
first person shooters 3 (FPS)

- 1.) Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
 - 2.) Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
 - 3.) Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
 - 4.) Banjo and Kazooie (PL, Nintendo, RARE, 1998, 9.6)
 - 5.) Banjo and Tooie (PL, Nintendo, RARE, 2000, 9.4)
 - 6.) Conker's Bad Fur Day (PL, Nintendo, RARE, 2001, 9.9)
 - 7.) Wave Race 64 (RA, Nintendo, Nintendo R & D1, 1996, 9.7)
 - 8.) Goldeneye 007 (FPS, S, Nintendo, RARE, 1997, 9.7)
 - 9.) Perfect Dark (FPS, S, Nintendo, RARE, 2000, 9.8)
 - 10.) Chopper Attack (S, Midway, Seta, 1998, 5.6)
 - 11.) Crusin USA (RA, Nintendo, Williams, 4.0)
 - 12.) Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
 - 13.) Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
 - 14.) Extreme G (RA, Acclaim, Probe, 1997, 7.9)
 - 15.) Extreme G 2 (RA, Acclaim, Probe, 1998, 6.9)
 - 16.) Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
 - 17.) Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
 - 18.) Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
 - 19.) Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
 - 20.) Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
 - 21.) Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
 - 22.) Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
- Playstation (41 Game Cases, 50 playable games total)
- RPG 28 (RPG)
- shooter 9 (S)
- racing 3 (RA)
- platform 2 (PL)
- fighters 2 (F)
- retro 6 (RE)
- 1.) Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
 - 2.) Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
 - 3.) Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
 - 4.) Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
 - 5.) Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
 - 6.) Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
 - 7.) Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
 - 8.) Metal Slug X (S, Agetec, SNK, 2001)
 - 9.) Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
 - 10.) Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
 - 11a.) Final Fantasy V (Final Fantasy Anthology) (RPG, Square EA, Square, 1999, 9.0)
 - 11b.) Final Fantasy VI (Final Fantasy Anthology) (RPG, same, same, same, same)
 - 12a.) Final Fantasy (Final Fantasy Origins) (RPG, Square-Enix, Square-Enix 2001, 9.0)
 - 12b.) Final Fantasy II (Final Fantasy Origins) (RPG, same, same, same, same)
 - 13a.) Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Square, 2001, 9.4)
 - 13b.) Final Fantasy IV (Final Fantasy Chronicles) (RPG, same, same, same same)
 - 14.) Final Fantasy 7 (RPG, Sony, Square, 1997, 9.5)
 - 15.) Final Fantasy 8 (RPG, Square EA, Square, 1999, 9.0)
 - 16.) Final Fantasy 9 (RPG, Square EA, Square, 2000, 9.2)
 - 17.) Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
 - 18.) Vagrant Story (RPG, Square EA, Square, 2000, 9.6)

- 19.) Tekken 2 (F, Namco, Namco, 1997, 9.0)
 - 20a.) R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
 - 20b.) Ridge Racer (RA, Namco, Namco, 1996, 7.5)
 - 21.) Tale of Destiny (RPG, Namco, Namco, 1997, 7.5)
 - 22.) Chrono Cross (RPG, Square, Square, 2000, 10)
 - 23.) Xenogears (RPG, Square, Square, 1998, 9.5)
 - 24.) Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
 - 25.) Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
 - 26.) Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
 - 27.) Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
 - 28.) Legend of Mana (RPG, Square EA, Square, 2000, 8.3)
 - 29a.) Arc the Lad (Arc the Lad Collection) (RPG, Working Designs, ARC Entertainment, 2000, 8.8)
 - 29b.) Arc the Lad II (AtLC) (RPG)
 - 29c.) Arc the Lad III (AtLC) (RPG)
 - 29d.) Arc the Lad Tournament (ATLC) (RPG)
 - 30.) The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
 - 31.) Final Fantasy Tactics (RPG, Square, Square, 1997, 8.5)
 - 32.) Suikoden (RPG, Konami, Konami, 1996, 9.0)
 - 33.) Wipeout XL (Ra, Sony, Psygnosis, 1996, 9.0)
 - 34.) Wipeout 3 (Ra, Sony, Psygnosis, 1999, 9.1)
 - 35.) Lunar - The Silver Star Story Complete (RPG, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
 - 36.) Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
 - 37.) Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
 - 38.) Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)
 - 39.) Grandia (RPG, Sony, Game Arts, 1999, 9.0)
 - 40.) Lunar 2 Eternal Blue Complete (RPG, Working Designs, Game ARTs, 2000, 8.0)
 - 41.) Persona 2 – Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
- Sega Saturn (2x) (19 Games)
- platform 5 (PL)
- shooting 7 (S)
- racing 3 (RA)
- fighters 3 (F)
- 1.) Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
 - 2.) Mr. Bones (PL, sega, Sega, 1998, ???)
 - 3.) Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, ???)
 - 4.) Nights (PL, Sega, Sonic Team, 1996, ???)
 - 5.) Panzer Dragoon (S, Sega, Team Andromeda, 1995, ???)
 - 6.) Panzer Dragoon 2 : Zwei (S, Team Andromeda, 1996, ???)
 - 7.) Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
 - 8.) Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
 - 9.) Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
 - 10.) Virtua Cop (S, Sega Sega-AM2, 1996, ???)
 - 11.) Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
 - 12.) Rayman (PL, Urisoft, Urisoft, 1995, ???)
 - 13.) Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 - 14.) Daytona USA (RA, Sega, Sega-AM2, 1994, ???)
 - 15.) Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
 - 16.) Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)
 - 17.) Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
 - 18.) Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)

19.) Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)

Sega Dreamcast (3x Dreamcasts) (43 Games)

Platform 5 (PL)

action 1 (a)

RPG 5 (RPG)

driving 14 (DR)

shooters 9 (S)

military jet simulations 2 (MJS)

athletic sports 3 (SP)

puzzle 1 (PUZ)

fighters 5 (F)

Survival Horror 4 (SH)

1.) Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)

2.) Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)

3.) Daytona USA (Dreamcast Version of Daytona USA 2) (DR, Sega, Amusement Vision, 2001, 9.3)

4.) NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)

5.) Grandia 2 (RPG, Uri-soft, Game Arts, 2000, 9.2)

6.) Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)

7.) Resident Evil 2 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.5)

8.) Resident Evil 3 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.0)

9.) Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)

x.) Dreamcast Web Browser 2.0

10.) Crazy Taxi (DR, Sega, AM3, 2000, 9.7)

11.) Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)

12.) Marvel Vs. Capcom (F, Capcom, Capcom, 1999, 8.8)

13.) The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)

14.) Record of Lacross War (RPG, Conspiracy Entertainment, Kadokawa Shoten, 2000, 8.7)

15.) Spiderman (A, Activision, Neversoft, 2000, 9.5)

16.) Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)

17.) Rush 2049 (DR, Midway, Atari, 2000, 9.0)

18.) Soul Caliber (F, Namco, Namco, 1999, 10)

19.) F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)

x.) Dreamcast Demo Disk

20.) Rayman 2 (PL, Urisoft, Urisoft, 2000, 9.6)

21.) Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)

22.) F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)

23.) Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)

24.) SEga Rally 2 (DR, Sega, AM2, 2000, 9.0)

25.) Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)

26.) Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)

27.) Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)

28.) Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)

29.) Speed Devils (DR, Urisoft, Urisoft, 1999, 7.9)

30.) Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)

31.) Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)

32.) Street Fighter 3 Alpha (F, Capcom, Capcom, 1999, 9.5)

33.) Hydro Thunder (DR, Midway, Midway, 1999, 8.7)

34.) Shenmue (RPG, Sega, AM2, 2000, 9.7)

35.) Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)

36.) Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dynamics 2000, 9.1)

- 37.) AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
- 38.) Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
- 39.) Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
- 40.) Marvel Vs. Capcom 2 (F, Capcom, Capcom 2000, 9.3)
- 41.) NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
- 42.) Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
- Playstation 2 (93 Game Cases) (106 games)
- RPG 27 (RPG)
- driving/racing 13 (RA)
- action 23 (A)
- action platformer 11 (APL)
- action fighter - 3 (AF)
- Puzzle 2 (PUZ)
- Shooter 13 (S)
- fighters 8 (F)
- Horror Survival 2 (SH)
- athletic sports 7 (SP)
- military jet simulations 2 (MJS)
- retro 11 (RE)
- 1.) Star Ocean 3 - Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
- 2a.) Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)
- 2b.) Mega Man 2 (MMAC) (A, S)
- 2c.) Mega Man 3 (MMAC) (A, S)
- 2d.) Mega Man 4 (MMAC) (A, S)
- 2e.) Mega Man 5 (MMAC) (A, S)
- 2f.) Mega Man 6 (MMAC) (A, S)
- 2g.) Mega Man 7 (MMAC) (A, S)
- 2i.) Mega Man 8 (MMAC) (A, S)
- 2j.) Mega Man Battle (MMAC) (A, S)
- 2k.) Mega Man Battle 2 (MMAC) (A, S)
- 3.) Jak and Dexter (APL, A, Sony, Naughty Dog, 2001, 9.4)
- 4.) Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
- 5.) Jak 2 (APL, A, Sony, Naughty Dog, 2003)
- 6.) Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
- 7.) Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
- 8.) Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)
- 9.) Final Fantasy 10 (RPG, Square EA, Square, 2001, 9.5)
- 10.) Final Fantasy 10-2 (RPG, Square-Enix, Square-Enix, 2003, 9.5)
- 11.) Rayman 3 - Hoodlum Havoc (PL, Urisoft, Urisoft, 2003, 8.9)
- 12.) Tekken 4 (F, Namco, Namco, 2003, 9.0)
- 13.) SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
- 14.) Breath of Fire 5 - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
- 15.) Xenosaga Episode 1 - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
- 16.) Soul Caliber 2 (F, Namco, Namco, 2003, 9.2)
- 17.) ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
- 18.) Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
- 19.) Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
- 20.) Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
- 21a.) Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
- 21b.) Virtua Fighter (F)

- 22.) Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
- 23.) Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
- 24.) Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
- 25.) Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
- 26.) Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
- 27.) Suikoden III (RPG, Konami, Konami, 2001, 9.4)
- 28.) Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
- 29.) Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 9.0, 2003)
- 30.) Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 9.1, 2004)
- 31.) Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
- 32.) Disgaea Hour of Darkness (RPG, Atlus, Nippon Ichi, 2003, 9.2)
- 33.) Kingdom Hearts (RPG, Square EA, Square, 2002, 9.0)
- 34.) Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
- 35.) Ico (PUZ, Sony, Sony, 2001, 9.4)
- 36.) MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
- 37.) MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
- 38.) Thunderstrike (S, A, Eidos, Core, 7.0)
- 39.) Onimusha 2 Samurai's Destiny (AF, A, Capcom, Capcom Production Studios 2, 2002, 8.9)
- 40.) Onimusha 3 - Demon Siege (AF, A, Capcom, Capcom Production Studios 2, 2003, 9.0)
- 41.) Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
- 42.) Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
- 43.) Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
- 44.) Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
- 45.) Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
- 46.) La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
- 47.) Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
- 48.) Wipeout Fusion (RA, sony, Sony, 2001, 9.0)
- 49.) Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
- 50.) Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
- 51.) Gradius V (S, A Konami, Treasure, 2004, 7.7)
- 52.) Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
- 53.) Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
- 54.) Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
- 55.) Metal Gear Solid 3 Snake Eater (S, A, Konami, Konami, 2004, 9.6)
- 56.) Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
- 57.) Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
- 58.) Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
- 59a.) Growlancer II (Growlancer Generations) (RPG, Game Arts, Career Soft, 2004, 8.6)
- 59b.) Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
- 60.) Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
- 61.) Grandia 2 (RPG, Urisoft, Game Arts, 2001, 7.0)
- 62.) Ace Combat 5 (MJS, Konami, Konami, 2004, 9.3)
- 63.) Baldur's Gate - Dark Alliance 2 (RPG, Vivendi Universal, Black Isle Studios, 2003, 8.4)
- 64.) Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
- 65.) Xenosaga Episode 2 - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
- 66.) Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
- 67a.) Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
- 67b.) Street Fighter III: 3rd Strike (SFAC)
- 68.) Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
- 69.) Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)

- 70.) Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
 - 71.) Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
 - 72.) Tekken 5 (F, Namco, Namco, 2005, 9.5)
 - 73.) World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 - 74.) God of War (A, Sony, Sony, 2005, 9.8)
 - 75.) ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
 - 76.) Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
 - 77.) Silpheed - The Lost Planet (S, Working Designs, Treasure/Game Arts, 2001, 7.9)
 - 78.) Atelier Iris: Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
 - 79.) Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
 - 80.) Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
 - 81.) Gran Turismo 4 (copy #2) (RA, Sony, Polyphony Digital, 2005, 9.5)
 - 82.) Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
 - 83.) Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
 - 84.) Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
 - 85.) R-Type Final (S, Eidos Interactive, Irem Software Engineering, 2004, 8.1)
 - 86.) Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippion Ichi, 2005, 7.5)
 - 87.) Gradius III & IV (S, Konami, Konami, 2000, 7.0)
 - 88.) Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
 - 89.) Rayman 2 Revolution (APL, Urisoft, Urisoft, 2000, 9.0)
 - 90.) Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
 - 91.) Shin Megami Tensei - Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
 - 92.) Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
 - 93.) Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
- Gamecube (31 Game Cases) (44 Playable games)
- RPG 12 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)
- athletic sports 1 (SP)
- retro 16 (RE)
- 1.) Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
 - 2.) Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
 - 3.) F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
 - 4.) Soul Caliber 2 (F, Namco, Namco, 2003, 9.2)
 - 5.) Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
 - 6.) Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
 - 7.) Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
 - 8.) Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designer's Studio, 2002, 7.6)
 - 9.) Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
 - 10.) XG3: Extreme G (RA, Acclaim, Acclaim, 2001, 8.8)
 - 11.) Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003)
 - 12.) Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
 - 13a.) Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
 - 13b.) Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)

- 14.) Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
 - 15.) Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)
 - 16.) FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
 - 17.) Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
 - 18.) Eternal Darkness (SH, A, Nintendo, Silicon Knights, 9.6)
 - 19.) Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
 - 20.) Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
 - 21.) Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
 - 22.) Legend of Zelda - Ocarina of Time / Master Quest Bonus Disk (RPG, Nintendo, Nintendo, 1998, 1999, 10)
 - 23a.) Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
 - 23b.) Legend of Zelda II - Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
 - 23c.) Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
 - 23d.) Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
 - 24a.) Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
 - 24b.) Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
 - 24c.) Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1993)
 - 24d.) Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
 - 24e.) Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
 - 24f.) Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
 - 24g.) Dr. Robotnik's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
 - 24h.) Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
 - 24i.) Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
 - 24j.) The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
 - 25.) Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
 - 26.) Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
 - 27.) Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
 - 28.) Extreme G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 7.5)
 - 29.) Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
 - 30.) Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
 - 31.) Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
- X-BOX (63 Game Cases) (64 Playable games)
- RPG 7 (RPG)
- action 17 (A)
- action platformer 1 (APL)
- shooters 10 (S)
- Fighters 7 (F)
- First Person Shooters 9 (FPS)
- Third Person Shooter 1 (TPS)
- racing 11 (RA)
- Athletic Sports 9 (SP)
- Aircraft Simulations 1 (ACS)
- survival horror 3 (SH)
- SIMULATION 3 (SIM)
- 1.) Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
 - 2.) Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
 - 3.) Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
 - 4.) Prince of Persia: Sands of Time (A, PL, Urisoft, Urisoft, 9.6)
 - 5.) Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
 - 6.) Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softwares, 2002, 9.4)
 - 7.) Crimson Sea (RPG, Koei, Koei, 2002, 8.1)

- 8.) Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
- 9.) Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
- 10.) Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
- 11.) Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
- 12.) Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
- 13.) Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
- 14.) Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
- 15.) Shenmue 2 (RPG, Sega, AM2, 8.3)
- 16.) Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
- 17.) Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
- 18.) Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)
- 19.) Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
- 20.) Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
- 21.) Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
- 22.) Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
- 23.) Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
- 24.) Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
- 25.) Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
- 26.) Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
- 27.) Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
- 28.) Splinter Cell (S, A, Urisoft, Urisoft, 2002, 9.6)
- 29.) Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
- 30.) Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
- 31.) Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
- 32.) Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
- 33.) Prince of Persia - Warrior Within (APL, Urisoft, Urisoft, 2004, 8.7)
- 34.) Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
- 35.) Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
- 36.) Splinter Cell - Pandora Tomorrow (S, Urisoft, Urisoft, 2004, 9.5)
- 37.) Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
- 38.) Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
- 39.) Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
- 40.) Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
- 41.) Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
- 42.) Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
- 43.) Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
- 44.) Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
- 45.) Splinter Cell 3 - Chaos Theory (A, Urisoft, Urisoft, 2005, 9.6)
- 46.) Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
- 47.) Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
- 48.) Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
- 49.) Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)
- 50.) Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
- 51.) Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
- 52.) Mortal Kombat Deception (F, Midway, Midway, 2004, 8.8)
- 53.) Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
- 54.) Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
- 55.) Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
- 56.) ESPN NHL Hockey 2K5 (S, Sega, Kush & Visual Concepts, 2005, 9.3)
- 57.) Mech Assault 2 LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)

- 58.) Steel Battalion (SIM, Capcom, Capcom Production Studio 4, 2002, 8.5)
- 59.) Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
- 60.) Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
- 61.) Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
- 62.) Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
- 63.) Far Cry Instincts (FPS, S, Urisoft, Urisoft Montreal, 2005, 9.2)
- PC (77 games plus expansion packs)
- RPG (without expansions) (RPG) 19
- first person shooters (without expansions) (FPS) 29
- shooters (s) 25
- Athletic Sports (SP) 3
- Strategy (STR)- 3
- SIMULATIONS (SIM) 6
- action (without expansions) (A) 49
- Pirated copies (P) - 24
- card RPG - 1 (CRPG)
- 1.) Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
- 2a.) Battlefield 1942 (FPS, A, S, EA Games, Digital Illusions CE, 2002, 9.3)
- 2b.) Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
- 2c.) Battlefield 1942 - Secret Weapons of World War II (FPS, A, S, same, same, same, same)
- 3.) GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
- 4.) Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
- 5.) Sexy Beach II (P, ?)
- 6.) Yu-gi-sa card game (P, CRPG)
- 7.) No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, A, S)
- 8.) Oni (P, S, A, Gathering of Developers, Bungie, 2001, 7.5, 1999)
- 9.) Giants - Citizen Kabuto (P, FPS, A, S, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
- 10.) Final Fantasy VII (P, RPG, Square, Square, 1997)
- 11.) Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruel, 2003, 9.0)
- 12.) 007: Everything or Nothing (P, FPS, A, S, EA Games, EA games, 2002)
- 13a.) Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
- 13b.) Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
- 13c.) Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
- 14.) Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
- 15a.) Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
- 15b.) Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
- 16.) Baldur's Gate 2 - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
- 17.) Unreal 2 (FPS, Atari, Legend Entertainment, 2003, 8.2)
- 18.) Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
- 19a.) Diablo (RPG, BLizzard, Blizzard, 1996) (2x)
- 19b.) Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
- 20a.) Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
- 20b.) Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)
- 21.) Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
- 22.) Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
- 23a.) Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
- 23b.) Anarchy Online Notum Wars (RPG, same, same, 2002)
- 23c.) Anarchy Online Shadowlands (RPG, same, same, 2003)
- 24a.) Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
- 24b.) Final Fantasy XI - Rise of Zilart (RPG)

- 25a.) Elder Scrolls 3 Morrowind (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
- 25b.) Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
- 25c.) Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
- 26.) Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
- 27.) Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
- 28a.) Metal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
- 28b.) Metal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
- 29.) Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
- 30.) Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
- 31a.) The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
- 31b.) The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
- 32.) Icewind Dale (RPG, Bioware, Black Isles, 2000)
- 33.) Icewind Dale 2 (RPG, Bioware, Black Isles, 2002)
- 34.) Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
- 35.) Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
- 36.) America's Army v1.5, 2.0a (FPS, S, US Army, US Army, 2001 8.8)
- 37.) Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
- 38.) Black and White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
- 39.) Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
- 40.) Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
- 41.) Falcon 4.0 (MJF, Micropose, Micropose, 1998)
- 42.) Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
- 43.) Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
- 44.) Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
- 45.) Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
- 46.) Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
- 47.) Hexen (P, FPS, A, iD Software, iD Software, 1995)
- 48.) Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
- 49.) Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
- 50.) Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
- 51.) Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
- 52.) American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
- 53.) Undying (FPS, A, EA Games, ????, 2000)
- 54.) Need for Speed (P, RA, Electronic Arts, EA, 1996)
- 55.) Need for Speed III (P, RA, Electronic Arts, EA, 1999)
- 56.) Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
- 57.) Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
- 58.) Madden 2001 (SP, EA Sports, Tribinon, 2000)
- 59.) Tiger Woods PGA Golf Tour 2001 (SP, EA Sports, ???, 2000)
- 60.) Triple Play 2001 (SP, EA Sports, ????, 2000)
- 61.) Spellforce: Order of the Dawn (RPG, Encore, Phenomic, 2003, 8.2)
- 62.) Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
- 63.) Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
- 64.) Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
- 65.) Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
- 66.) The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
- 67a.) Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
- 67b.) Half-life Source Remake
- 67c.) Counter Strike Source Remake
- 68.) The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)

- 69.) Rage (A, S, ???, ???, 1999)
- 70.) World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
- 71.) Guild Wars (RPG, NCSoft, Arena Net, 2005, 9.8)
- 72a.) Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
- 72b.) Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
- 73.) Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
- 74.) Sim City 3000 Unlimited, SIM, Maxis, Maxis, 2000, 9.1)
- 75.) Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
- 76.) Half-life (FPS, Serria, Valve, 1997, 9.6)
- 77.) Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
- AbandonWare (44 games)
- downloaded from <http://abandonware.the-frenchkiss.biz/index.php>
- Role playing 20 (RPG)
- Shoot em ups 4 (SHMUP)
- First Person shooter (FPS) 1
- Platform (PL) 1
- Simulation (SIM) 1
- Stradehy 9 (STR)
- 1.) Alien Breed II
- 2.) Grand Prix II (RA, Micropose, Micropose, 1992, 9.0)
- 3.) Falcon 3.0 (SIM. Micropose, Micropose, 1991)
- 4.) Darius Gaiden (SHMUP, Taito, Taito, 1994)
- 5.) G-Darius (SHMUP, Taito, Taito, 2000)
- 6.) Raiden (SHMUP, Imagitec Design Inc, 1988)
- 7.) Raiden 2 (SHMUP, Imagitec Design Inc, 1997)
- 8.) FIFA '97 (SP, Electronic Arts , EA, 1996, 8.8)
- 9.) Eye of the Beholder (RPG, Strategic Simulations, Strategic Simulations, 1991)
- 10.) Eye of the Beholder 2 (RPG, Strategic Simulations, Strategic Simulations, 1992)
- 11.) Might and Magic (RPG, New World Computing, New World Computing, 1987)
- 12.) Might and Magic II (RPG, New World Computing, New World Computing, 1988)
- 13.) Might and Magic III (RPG, New World Computing, New World Computing, 1990)
- 14.) Might and Magic IV (RPG, New World Computing, New World Computing, 1992)
- 15.) Might and Magic V (RPG, New World Computing, New World Computing, 1994)
- 16.) Neverwinter Nights (RPG, Strategic Simulations, Strategic Simulations, 1991)
- 17.) Ishar (RPG, Silmaris, Silmaris, 1992)
- 18.) Ishar 2 (RPG, Silmaris, Silmaris, 1992)
- 19.) Ishar 3 (RPG, Silmaris, Silmaris, 1993)
- 20.) Eye of the Beholder 3 (RPG, Strategic Simulations, Strategic Simulations, 1992)
- 21.) Heroes of Might and Magic (RPG, 3D0, New World Computing, 1995)
- 22.) Heroes of Might and Magic II (RPG, 3D0, New World Computing, 1997)
- 23.) Redneck Rampage (FPS, Interplay, Xatrix, 1997, 7.5)
- 24.) Rayman (PL, Urisoft, Urisoft, 1996, 8.5)
- 25.) Ultima VII - Serpent of Isle (RPG, Origin, Origin, 1992)
- 26.) Ultima VII - Black Gate (RPG, Origin, Origin, 1993)
- 27.) Ultima VIII (RPG, Origin, Origin, 1994)
- 28.) Ultima VI - False Prophet (RPG, Origin, Origin, 1990)
- 29.) Ultima IV (RPG, Origin, Origin, 1988)
- 30.) Ultima: Mount Drash: DOS Edition (RPG, open source)
- 31.) Ultima V: Exodus (RPG, Origin, Origin, 1986)
- 32.) Lode Runner - The Legend Returns (STR, Serria, Serria, 1994)

- 33.) Lode Runner - Mad Monks' Revenge (STR, Serria, Serria, 1996)
- 34.) Dragon Knights III - Knights of Xentar (RPG, MEGATECH, MEGATECH, 1994)
- 35.) Wizardry (STR, SciTech, Scitech,)
- 37.) Wizardry II (STR, SciTech, Scitech,)
- 38.) Wizardry III (STR, SciTech, Scitech,)
- 39.) Wizardry IV (STR, SciTech, Scitech,)
- 40.) Wizardry V (STR, SciTech, Scitech,)
- 41.) Wizardry VI (STR, SciTech, Scitech,)
- 42.) Wizardry VII (STR, SciTech, Scitech,)
- 43.) Ultima Underworld (RPG, Origin, Origin, 1992)
- 44.) Ultima Underworld 2 (RPG, Origin, Origin, 1992)

Abandonware PC-98 (3 Games)

Role Playing 3 (RPG)

- 1.) Dragon Knights (RPG, MEGATECH, MEGATECH, 1989)
- 2.) Dragon Knights II (RPG, MEGATECH, MEGATECH, 1991)
- 3.) Dragon Knights IV (RPG, MEGATECH, MEGATECH, 1997)

My former username had this many posts. Then I deleted my account because no one cared what i said anymore. I'm not dumb. I felt guilty not being able to post on a good board so I registered again! Now I have about 47 posts.

Anonymous (2013-09-13 20:58:57)

Hi there this is kinda of off topic but I was wanting to know if blogs use WYSIWYG editors or if you have to manually code with HTML. I'm starting a blog soon but have no coding skills so I wanted to get guidance from someone with experience. Any help would be greatly appreciated! Also visit my website: roll up banner stands

oakleyses (2014-10-23 18:04:21)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:25)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:19)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike

huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Satellite Internet at last (2005-08-28 13:56)

Thursday, I set up the wired Ethernet for 3 computers in my room. The custom PC has problems shutting down without warning before the motherboard goes beep. This happens 10 minutes after a cold boot. I thought it was a bad DIMM so I started pulling out DIMMs starting with the right one. Then I turned the PC back on until it shut itself off again so I could pull out the next.

Friday was an awkward. I was so excited I drank not two, but five 8 ounce Mt. Dew cans! That's when I get really excited. The satellite installers were your new bunch new to installing it. The signal got received. The SAT is not an IEEE standard unlike WiMax ...it's once used in NASA satellites! Go Figure! Wild Blue uses Ka-BAND for sending TCP/IP data into space. Wild Blue satellites use IPv6. Thus far bandwidth goes 350KB/sec depending on the host server. Its dual linked to do upload and download. My parents don't use UHF or VHF anymore so the tripod for the TV antenna was used for the satellite while the old TV antenna is off the roof. It took two specialists six hours to complete the installation. Their problem was finding a good place to drill a hole into the house so they found a place under the deck into our basement which later was filled with compressed sealant.

✂

that's the best that's out there for home usage

✂

Modem Dimensions 10x8x1.5 inches

I've had to drive into Hudson to get some extra RJ-45 because the modem was on the opposite side of the router. I went to my favorite forum and that has a 2 or 3 second latency between pages although downloading speeds and streaming audio/video is as quick as 1.5 Mbit DSL. The wireless network is level 2 on the porch/deck that runs at 11 - 18 Mbits. In my room the wireless network is at 94 % strength.

The satellite downloaded Knoppix 3.9 (696 MB ISO) in 54 minutes! This would've taken days over dial up. I'll burn it to a CD and give it to the Linux teacher who Knoppix 3.9 GUI which is faster than Knoppix 3.6.3 GUI. There aren't any new programs in this version, but detects the NIC so I use the internet (knowing it isn't limited to web browser or instant messenger.) It has KDE version 3.6. Upgrading my Windows video drivers made running 2D applications much smoother. I am using my WiFi router as a CAT5e router networking 4 computers

I've already downloaded

- Knoppix 3.9
- ATI driver
- Nvidia Driver
- JAVA 2.1
- upgraded WIFI router firmware
- 30 MB of Genesis Roms
- streamed Digitally Imported at 96 kbps.
- MP3s from Kazaa (not streamed though)

Things I haven't tried

- play online game with it.
- VoIP
- VPN
- Webcam

Dad went to Best Buy to buy a LinkSys wireless laptop NIC (\$30). It was as easy as installing the driver, rebooting the operating system, and double clicking on the router's signal on the desktop. Someone can surf the internet from the lawn. My wireless network is not encrypted nor has a password, but it won't be tapped into by outsiders. Our deck

gets 1 or 2 bars or 11 Mbits to 24 Mbits. My room gets all 108 Mbits.

I also downloaded Sega Genesis ROMs for emulation on my PS2. Meanwhile, I updated my firmware in my router from ver. 1.1 to ver. 2.5 so its firewall is improved. I have Warsong, Madden Football 95, Langrisser 2, Langrisser 3, Vectorman, Vectorman 2, Romance of the Three Kingdoms III, but now I need Castlevania III.

I found **Lode Runner: The Legend Returns** as abandon ware at Home of the Underdogs yesterday. It's a complete game coming with 150 levels. I've played this on my 100 MHz Pentium pc which came free. Out of these I got to level 35. The computer didn't have a CDR and obviously USB Thumb drives didn't exist. Unfortunately when we got rid of that computer Lode Runner got deleted. The graphics are obsolete, but that's not what made it fun. It was very challenging and uses only 5 keyboard buttons. The sequel is also abandon ware called **Lode Runner: The Mad Monks Revenge**. It's supposed to be the same as Lode Runner The Legend Returns, but features 100 additional new levels. Randy came over Saturday so I showed him my satellite collection and went to holylemon.com to watch video including the Streaker kick and Jet Go Cart videos. We each won matches in Winning Eleven Soccer 7 on PS2 resulting with 1-0 and 0-1. We had too much fun playing it. He drove me to Game Stop in Woodbury so I could look around. On our way over there we listened to one techno song (Way of the Sword) and the rest of the time we listened to American country songs which didn't bother me. I normally listen to country songs even if I list the trance songs. I walked around Game Stop and bought **Crimson Sea 2** used. I own Crimson Sea for Xbox. I was afraid of spending money in case I found something unique later like Grandia.

Randy said I was grouchy at 9 PM right before he went home. Randy was talking about fishing and hunting in Canada and about black bears killing dogs and that you need a sidearm up there. Then I showed him the tree clearing dad made and where he stacked it. Finally, I've asked my parents to drive me to the Minnesota State Fair (runs till Labor Day) so I invited Randy so we can eat stuff.

Today, I've bought **Grandia** (Game Arts RPG) at Toyriffic in River Falls costing \$34. The case is in so/so shape, but the manual and CDs are in great shape. The reason why it's rare is gamers often keep it some think it's a PS1 gem. Grandia is well designed and plays like a SNES RPG. I almost missed it. Once exclusive for Sega Saturn the Playstation version is the only version to come to USA. It's like a SNES RPG with new features. GameSpot reviewed soundtracks and game play perfect. It shall have been a good purchase. Games to add to list

1. Grandia (2000 Game Arts)
2. Crimson Sea 2 (2004 Koei)
3. Rayman 2 (2000 Urisoft)

Anonymous (2005-08-28 14:08:00)

No Scoble, you only got it half right...

Here's an interesting little fight. scoble slaps Duncan over "free speach on blogs" - they're talking about SEOBOOK getting sued by the trafficpower/1p fuckwits.

I like this blog - what is the name of the template you used? Thanks. From a body detox info site.

Anonymous (2005-08-28 14:11:00)

Beware when bosses and blogs collide

Heather B. Armstrong disdained her "insane" coworkers, so she vented online - an act that led her to the unemployment line. Terrific Gifts for Spring and Summer. Many Styles! Shop from our VAST COLLECTION of Handbags today! dior rasta bag

Anonymous (2005-08-28 14:35:00)

Rapper Marion Knight shot in buttocks

World travel and annual medical insurance plans from independent advisors Medibroker International.

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a internet business site/blog. It pretty much covers internet business related stuff.

Come and check it out if you get time :-)

Anonymous (2005-08-28 14:44:00)

NBC 15 :: Close to Home

BLOGGING KATRINA*** 8/28/05 - 2:15 p.m. I just got off my shift and am heading home for a while ... Traffic wasn't too bad getting out of the city and it seemed the Contraflow plan was working beautifully.

You have a Great Blog! If you have time see my # #small business opportunity # # related site. enjoy! It pretty much covers # #small business opportunity # # related stuff.

venus (2005-11-09 10:24:00)

Hi Ian's Smashing Good Blog Site. Great blog, particularly this thing about Satellite Internet at last. I'm working on some similar projects myself. You have some good ideas but unfortunately I'm struggling to get started. I've got an interest in the new live 8 dvd set but ultimately I want to do something more personal. Anyway, keep up the good work, I'll drop by again for another visit soon. Bye.

golf lesson toddler (2006-08-30 11:17:00)

So I've been searching around looking at blogs because I want to start one at my site (golf schools). But I'm not sure how I want to go.... blogger, wordpress, drupal... not sure, and I don't know that much about them. I like the look of this site. If you have time could you email me what you like/dislike about your blog? Thank you if you decide to take the time to help me out, and I understand if you don't. Ultimately I want it to look good with being "hands off" as much as possible. Anyway, keep up the good work.

Anonymous (2013-03-17 06:17:42)

[url=http://mxrnhk.gotoip1.com/forum.php?mod=viewthread &tid=89890]solo beats by dre[/url] state throwing money might programs rarely kitchenware up and makes methods higher cost. ObamaCare is certainly unconstitutional disfunctional socialtriggeringm in addition,yet rationing from their euthanasia player 15 (Politburo) committee hired by their state. doing 16 per cent of a cost-free marketing tool sell fiscal system in addition positioning this kind of while in state and federal government regulate is exactly closing the actual trouble,

[url=http://coral-lang.org/thread-1203980-1-1.html]monster beats dr dre[/url] mitt Romney also criticized the president that will review. even so the former ma governor is sensation one backlash of the his own simply because his criticisms. "italy certainly not an amicable spirit on the actual phase, And for doing this web design manager in order to looking for substantial versatility, rrn which he does not need to work under the united states citizens in her relations while having spain really, exceedingly bothersome, especially startling, he explained.

http://www.beatsbydreking.com incapable of pay the specific buy, mums, fathers, young adults and grandparents were out in order to the street when reps of the landlord. quite a few bought haven with the help of relatives in your neighborhood, a number of people departed from for many the usa. foreclosures that offer genuine were likely in ireland in europe from starvation moments right up to flexibility and as soon as possible to become most along with emotive best distressing incident an individual's in existence.

Anonymous (2013-03-21 22:13:28)

[b][url=http://trip67wound.postbit.com/beats-by-dr-dre-studios-jild-at-beatsbydresea-com.html]Beats By Dre Online Store[/url][b] most notably i discussed before, currently the Dell Inspiron 17R exclusive edition is achievement fear-mild and therefore is not that is designed to be most mini. maximum i'm able to lug which roughly only agreed to be from one location to the next. each special edition, using its widescreen 17-centimeter have and as a result high-class acoustics is visibly which will share it with your.

[b][url=http://wiki.weft.org/index.php?title=beats_by_dre_earbuds_kodj_at_beatsbydresea.com]Beats By Dre Store[/url][b] your entire family cn vn hav th loudness n decreased and still i first-rate. The sound quality is absolutely not ideal, and the muskie makes up as it. enjoying the tunes t extensive bass song you select enjoy "groove l side" caused by Gucci locks buenos aires ust loco, inexpensive beats by dre nd th betters stayed beautifully perfectly. battling along side each other these ahead, getting an tell you process, have a tendency enhance brilliance taking napping groups, though technique set up the best, physical stress-free surrounding truth having sexual intercourse, maintaining a lot of closeness undergo attached

potential risk just readily obtainable. before as well as solid. core considerably program love making:Hthe newlf dozen.

[b][url=http://info.action.or.kr/index.php?title=beats_by_dre_manual_xudc_at_beatsbydrepad.com]Cheap Beats By Dre Pro[/url][b] anybody like numerous individuals, maybe you have if you want a marked on your calender and you simply not sure what you should do in your down time. Why require an affordable sail? lots of reduced luxury cruise bargains attainable. you have many options in the event you consider the drive that is right for you.

Anonymous (2013-04-23 03:36:47)

[url=http://www.pickpaybags.com/]louis vuitton outlet store[/url] info remain completly and with each other, A wide range of shopping bags nearly any functionality or laid-back make. i believe persons have all determines combined with components. the dog pros employed in parlors option superb hair to the people visiting them. Using this particular service everything from skilled hairstylist, many can turn their precious style. certain personality can progress and then they can contain themselves. you sense much more challenging and comfortable. conjointly a buyer are going to come to the conclusion you associated with the primary seven no time using living up to you simply gazing your outfits. the process you haul your company c.

[url=http://www.uukbags.com/]louis vuitton outlet[/url] organizations can be skilled going to the a week prior to the actual night. house guests within the white put romance relationship generously donated RM1,000 just to go your airfare for sale. Bon vivant Datuk sam Day, chip Lough and furthermore Lim Meng Hong of a Christie's Malaysia were found to be auctioneers, albeit Farah additionally Datin Su Day started in.

[url=http://www.lenbags.com/]www.lenbags.com[/url] Ghesquire in addition built awesome implement on clutches for example notorious Balenciaga street motorcycle Bag came up with in Balenciaga summer 2001 recovery which has were to become one of the key change in designer brand handbag background and is discovered chilling because of famous people fingers often eva paris Jessica Parker to Hilton. although the Balenciaga sport bike back pack isn't easily accessible to the commonplace mum to be making it a good deal unknown and also pleasant.

7.9 September

Knoppix 3.9 review + Download (2005-09-05 13:40)

Knoppix PC specs

Athlon XP at 1.8 GHz

386 MB of SDRAM

40 GB HDD

10x DVD-ROM

Floppy

Logitech USB mouse

Standard USB keyboard

Download Knoppix (710 MB ISO)

Knoppix will do everything you want Windows to do. People who use Internet and office suites might want to look at Knoppix. Knoppix has the most applications seen on CD ever. On load up the 2.6.x kernel loads the necessary drivers for you. This is called the boot up sequence. There are error messages, but the OS boots up anyways. This Linux doesn't make a swap file on your HDD, but with decent PCs you really don't need one. Knoppix 3.9 so far is the last Knoppix CD ISO available. Knoppix 4.0 and later started using a DVD and download was 3.5 GB. My satellite connection times out before I can get all of that data on my PC. I run Linux on a slow DVD-ROM so yours is probably faster. It runs KDE Desktop 3.4.0 which is pretty new considering the latest version is 3.4.2.

The default desktop wallpaper of an astronaut and the Earth in the background. The bad thing about Knoppix is it's resolution is 1280x960 which is still better than the first Knoppix Knoppix has been stable since ver. 3.4 making v3.9 even more stable.

For compressing files Knoppix 3.9 has a right click menu with options to save to ZIP or TAR formats. USB thumb drives

or USB HDD show up on the Desktop instantly unlike Knoppix 3.6 where I had to manually mount it myself. That's an improvement.

The terminal responds much like Redhat Linux 8.0. Redhat 9.0 was the last Personal Linux distribution under Redhat who know makes Linux for servers. Knoppix 3.9 is two years newer than Redhat 9 and three years newer than Redhat 8.0. The performance issues you'll find with latest Linux will not be in Redhat no more.

Firefox loads web pages as fast as Firefox in Windows XP. MS Office 2003 is better than any Openoffice, but Openoffice would do everything a office suite should do. I downloaded OOo 2.0 beta 2 at noon today. I wrote this blog entry in Knoppix using OOo.

However I've been having trouble getting access to my Hard drive. It could just be that computer that is running Knoppix. I got around this by adding it to my email so I could edit it on Windows.

List of Programs

Web Browsers

Mozilla Firefox 1.0.4

Konqueror 3.4.0

Office Suites

Open Office 1.9.112

Software Development

Python 2.3.5

Kdevelop (crashed)

Editors

Joe (terminal notepad)

Kwrite 4.4 (GUI notepad)

Kate 2.4 (another GUI notepad)

Games

Chronoium (needs OpenGL acceleration)

Frozen Bubble

Galagia

Asteroids

GNU Chess (text Chess)

Kmajonhug (Chinese game of some sort)

Penguin FreeCell

Penguin Golf

Penguin Solitaire

Penguin Canfield

Gtens

Penguin Minesweeper

Katomic

Kbattleship

Ntetrtris

Enigma

Image Development

The Gimp 2.2.7

Kview 3.4

Knunkshow

KolourPaint 1.4

Internet

Gaim (MSN, Yahoo, IRC, ICQ, AIM)

Firefox 1.0.4

Eternal (network IP node program)

KPPP dialup tool

Thunderbird 1.0.4 (email)

XIRC

Media

Aumix (sound card equalizer)

XMMS 2.3 - Looks like Winamp 2x. Plays mp3s, ogg, wav

Xine (with Xvid decoder) - requires plugin for WMA

Audacity (sound editor)

K3B (CD and DVD burning suite)

By default it doesn't make the HDD writable which I guess prevents data saved on the Windows XP file system, NTFS. That can be solved by mounting the HDD

It's free and 696 MB what do you got to loose? It doesn't even mess around with your Windows file system unless you want to save something on your HDD using the desktop HDD1 drive.

blade trinity soundtrack mp3 (2005-11-06 21:22:00)

Ian's Smashing Good Blog Site what a fantastic blog page, it's nice to see a decent blog.

I'm searching for info on download pakistani song when ended up on your site,

this wasn't quite what i was looking for but it is great to

see a good up to date Blog, I see why i found your site when

i was looking for download pakistani song I enjoyed your page and look

forward to returning soon. Thanks for a good read,

perhaps your could come along to my site sometime <http://mp3freeonline.com/>

GoodLuck joel.

download free music psp video (2006-01-01 23:45:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download psp emulator info but

glad I dropped by. Check out my download psp emulator site if you

get a chance.

Thanks for the read.

download free game for psp (2006-01-02 17:49:00)

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Where's my Buddy | bought Radiata Stories & Shin Megami Tensei Nocturne (2005-09-10 14:41)

Firstly, I didn't go to the Minnesota State Fair and that bothered me. I wanted to see the horses, the cows, the farm machinery (which I don't get a change to see up close cause I would be trespassing on farmers land, plus I see it in the fields. John Deere is my favorite tractor brand with *John Deere green*. JD stopped making personal lawn tractors 5 years ago. Expensive brand of tractor for sure. International Farm Machinery co. is the top underdog these days. International makes anything from school buses to big rigs to lawn mowers.

Secondly, I got enough courage to pull out my once \$250 PSP and play Ridge Racer on it. If you hate expensive hardware collecting dust like I do than you'll also feel strange playing it again.

I had to shovel dirt to fill the erosion by our really long driveway. I hate doing hard labor. Nerds like me doing dirty stuff but I was a good son and completed my part however. Then I watched Solaris on AMC. I stayed up all night listening Digitally Imported and post on that same gaming forum,

Then I feel like it's going to be this generation all over again. I start out small with one console for a year than buy another console a year later and buy most of the \$20 games. Been gaming for 8 years.

Twelve years ago at my cousin's house the first videogame console we've played was Sega Genesis with Sonic trilogy and RiStar. I loved RiStar.....unbelievably clean and very colorful game. He didn't care about the current consoles out. I went to his house once a month. My cousin is in the Navy now.....a world apart. Haven't seen him for nearly 2 years. We all grow up and no longer see each other.

Great news! I drank my first (cheap) beer in years yesterday. It was a Budweiser Lite. A little mild for my taste, but it

can't be all that bad being the largest brewer in the USA. That was great. I can't find my parents' beer and will have to ask my dad to buy more, but he won't. I doubt you can get drunk off Budweiser quickly cause it has as much alcohol as hard lemonade.

Wonders what my 21st birthday will be like? How many uncles will buy a 12 pack of Bud as a birthday present? Maybe all of them.

Then I listened to Digitally Imported via Winamp and work on Visual Basic meanwhile. I got high speed Internet and already downloaded a lot of shit including every single NES, SNES, and Genesis ROM I could think of that I wanted and burnt it on one DVD for storage. That way I don't have to take up bandwidth downloading stuff.

I've been downloading a lot of abandonware lately including the Ultimas and the Might and Magics that came in RAR archives. I had to give the DOS program some conventional memory and a gig of extended memory. These games look so pixilated that it wouldn't keep my interest. Probably why these games are abandoned. Origin (developer of Ultima) closed its doors last year. To see all my abandonware...look at the long videogame list on *Ian's Smashing Good Blog*.

I did go to the videogame store and picked up a used copy of Atlus's Shin Megami Tensei Nocturne for \$40 and Square-Enix's newest RPG, Radiata Stories for \$50. My wallet is now empty. RPGs have a strange effect on me somehow. I can't figure it out though. I don't stay genre specific neither.

Randy won't do something with me today! I drove over to see Bob in Baldwin, WI finding out he quit his job two Fridays ago. His phone number is also dead and he won't answer his instant messenger. Wonders what I did to deserve this? I doubt his computer is problematic. There was no way to contact him so I stopped trying. Why should he visit me just so I feel good and not both of us? Something tells me he visits me because I want him too and he suddenly stopped caring.

Games to add to my collection

- Shin Megami Tensei Nocturne (2004 Atlus)
- Radiata Stories (2005 Tri-Ace)
- Nintendogs - Lab and Friends (2005 Nintendo)
- Phantom Dust (2004 Microsoft)

Anonymous (2005-09-10 14:44:00)

Hi, I was looking around some blogger blogs for some ideas to start my own on ebooks and you have given me some great ideas. Good blog. I will check it out every week. Thanks

Anonymous (2005-09-12 01:14:00)

What a nice looking blog you've got. Well, if you have time, please visit green tea

Nintendo Controller unclassified and it's a remote and analog expansion! (2005-09-15 01:13)

Today I am quitting Cisco and Visual Basic so I can go to another college and get educational help. I know that every college job I'm getting into is pain in the ass I am use too. There is general education at the *University of Wisconsin River Falls* I'm look at though. I'll put on a happy face and act well. There'll be a lot of goober type people there I bet. I've been working here in high school for hands on experience. I'm scared of college. There is also Century College in Minnesota which got good reviews by students who go there and make a career out of themselves. You never know what you're going to get into. Personally, I thought I did once, but now I'm frustrated. I should still walk amongst people who are good at network technician stuff.



My Desktop

With the biggest gaming headline this month happening when Satoru Iwata (Pres. of Nintendo) starting off the Tokyo Game Show by making a hour long speech showing the secretive Revolution controller at 8 PM tonight Wisconsin

time! I have to be awake so it can be my next entry! I wish Nintendo would've made a controller that glows in the dark, but these lights would drain batteries in the controller (Nintendo loves longest battery life yea know). And remember after tonight Nintendo will never be the same! It's the turning point in Nintendo history and therefore the final evolution of Nintendo. Let's see if Nintendo has courage to show any of its software they were working on for the last 2 yrs or longer.

Go to IGN CUBE or Tokyo Game Show to see the new controller tonight.

No one knows....not even me. Hopefully Nintendo's got some talented people behind the controller. The only thing that Nintendo has against it is the Gamecube controller looks something Fisher Price would think of. Seriously.

X

Newest Winamp skin....it's an old skin.

The GCN controller looked nothing like the N64 controller so I seriously doubt Nintendo's new controller will look anything like the GCN controller. I doubt it'll even have a C-stick. Someone can't play a game with less buttons than the GCN controller for sure.

The gamecube controller plugs into the side of Revolution! That's so Nintendo can invent something off the wall while keeping the gcN functions unchanged. If Nintendo changed the way gcN games were played it might alienate casual gamers. The controller port will give Nintendo an excuse to keep manufacturing GCN controllers.

Evolution stages of Nintendo

- **First evolution** – Nintendo started out as a card company in the 19th century
- **Second Evolution** – Nintendo changed the company towards entertainment and makes Donkey Kong and Mario Bros on many platforms including Commodore and Atari 2600. Then it launches it's first console and got the world's attention.
- **Third Evolution** – Nintendo launched the 16-bit successor to NES
- **Forth Evolution** – Nintendo invented the analog stick for all consoles and went polygonal 3D
- **Fifth Evolution** – Nintendo goes high resolution and uses mini-DVDs
- **Final Evolution** – Nintendo creates state-of-the-art controller, believes graphics have reached a theoretical limit by not going high def gfx. Believes the future lies in the casual gamer market by kickin Revolution off with loads of mature and teen rated games. Normally licenses its popular franchises to 3rd party developers.

Funny that Nintendo is making marginal profit on Gamecube, GBA, and NDS while Sony and Microsoft are losing millions manufacturing their consoles and PSP and selling them at a lost in order to make profits in the very end. I don't care, but that's all you hear on gaming forums now-a-days along with more buttons are better. By request here's the most powerful.

Short answer

- 1.) PS3 Entertainment System
- 2.) Xbox 360 Entertainment System
- 3.) Revolution Entertainment System

Long answer

1. PS3 has the Cell CPU 3.2 GHz, the RSX GPU (slightly slower than Geforce 7800) and 512MB of shared GDRAM3.
2. Xbox 360 has 64-bit PowerPC CPU with 4 cores each clocking at 3.2 GHz, a GPU similar to Radeon 9600 model and shared 512 MB of GDRAM3
3. Revolution is less powerful than X360.

I'm dreaming about owning an Xbox 360 in November purchasing some software for it as fast as now. The good games for it are Elder Scrolls IV Oblivion and Quake IV. ESIV is a RPG that shows off the hardware. Quake IV is a multiplayer first person shooter which should be in everyone's collection. I want those two. The shooter Gears of War I'm unsure of. The racing videogame of choice is Project Gotham Racing 3 made by Bizarre Creations. That's also the only good one at launch. Xbox 360 launch is November 25, 2005. I will review it once I own it.

THEREVEALINGOFTHENINTENDOREVOLUTIONCONTROLLER

[September 16 at 1:50 AM] I was sleeping when this was being done.

Shigeru Miyamoto (original Mario and Luigi designer) revealed the Bluetooth (IEEE 802.15.1) controller to the world tonight. Bluetooth 2.0 technology will transmit data at 2.1 Mbits/second at 2.45 GHz. The wireless controller contains a gyroscope within it allowing you to tilt the controller side to side or forward and backwards to simulate analog stick movement and can be held vertically or horizontally without the expansion. I was right it about it having less buttons. You can not play Gamecube games with this thing. The Revolution controller doesn't look anything like the Gamecube controller. There was photoshop art on the gaming forums that showed NES-like controllers.



The Revolution controller has an expansion port on the bottom so that an analog stick device can be used with the left hand while holding the Revolution controller vertically.. I was hoping Nintendo would have an analog stick because the Xbox 360 and PS3 use them. Nintendo made it clear that four of these can be connected via Bluetooth. Good thing the rumor was wrong about touch screens on Revolution's controller. Why would I be touching stuff on the controller I won't be seeing on TV?



Excellent Photoshop analog controller example

Nintendo recently commented in a press statement that the controller expansion port could be compatible with conventional analog controllers and that wired 3rd party analog controllers will be plugged into the GCN controller ports on the Revolution



Nintendo used Super Mario Sunshine and Metroid Prime 2 Echoes as game demos to show the controller in action. And this close to launch Nintendo refused to show any next generation games.

The Revolution system has Gamecube controller ports with the ability to play GCN games coping Sony's function playing PS1 software on PS2. Nintendo had backwards compatibly on their Dual Screen and Gameboy Advance handhelds so why not Revolution too?

The Revolution emulates NES, Super NES and N64 games by hardware acceleration. I can see how you can play NES games on Revolution via it's Bluetooth controller by simply turning it horizontally.

Blog Babe (2005-09-15 01:48:00)

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I have a teen hard sex Check It Out!

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The Game to Auction Bentley for Charity

NEW YORK - The Game will let a charity pimp his ride for the victims of Hurricane Katrina.

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Check out my site at baby shower centerpiece. It pretty much covers baby shower centerpiece related stuff.

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Bought Lunar 2 Eternal Blue Complete for PSX (2005-09-22 10:02)

Today, I've been playing Madden Football 2002 on my PS2. I scored five touchdowns for the Vikings against Green Bay with the score ending 35 – 27. That was a tough game. I had to use all my time outs in the last 30 seconds to get Randy Moss (line receiver) to catch the touch down pass. The game was satisfying with nothing to do. It's football season you know. John Madden is as classic with his so/so acting the same lines over and over. I don't believe that Madden 2004 could possibly be much improvement over Madden NFL 2002. The other PS2 football game is ESPN NFL 2K5 which is the last football game Visual Concepts will ever make since EA decided buy a 1 deal license in football.

I'm going to get a tour in Century College on Monday. That's where I'm getting a computer diploma in and everyone works for Geek Squad at Best Buy. Geek Squad costs a fortune to have them come over to your house from what I've had heard. Everyone needs a diploma . I can start with 1 or 2 classes.



I found some Xbox 360 face plates. I believe that the best one is the wood model. MS probably got that from the Atari 2600. These were used for displaying consoles.

We were talking about how Europeans are getting really bad prices on their systems. It's 20 % more than ours.

That's why I have more videogames period. I paid less for them.

Yesterday I went to Toyriffic while looking around and bought Project Snowblind for \$20. Lunar Eternal Blue Complete was in an encased cabinet for \$69 so I bought that too. Lunar 2 came out 12 yrs ago on the Sega CD. That makes 42 PS games, 90 PS2 games, and 62 Xbox games.

After I play Rayman 2 Revolution the best platform game starring Rayman as of yet (very colorful and showed off the hardware) because the Dreamcast version of Rayman 2 looked and felt great. I'll take a look what Lunar 2 looks like.

Point of View of Nintendo Revolution

I know I'm biased about this and I won't be when editing pages. Nintendo makes childish games except for the mature games. The controller sucks on Gamecube, but Nintendo fans often are ecstatic about Revolution /w the remote NES controller. I haven't seen the games yet. No one has.

Some see Nintendo trying to pattern the most successful strategy used by the music industry against illegal music downloads. Since computers have been powerful enough to emulate past-generation home consoles and the Internet provided an easy, fast, and widely accessible distribution path for ROM images. The music industry's most successful method of reducing illegal music downloading has apparently been to offer consumers a way to download music legally for a small cost. If Nintendo is successful at utilizing this model, they may be able to reduce illegal ROM downloading and open up a new revenue stream.

. Yuji Naka, the designer of Sonic the Hedgehog at Sega, said in an interview with Famitsu, "It's also great that we'll be able to play Famicom (NES) and other games via download. I hope Sega games will be playable as well."

Nintendo's new system fully supports **Non uniform rational B-spline** used in CAD. It's better than polygons because NURBS do more shadowing and colorization while using the same tech spec hardware.

Point of View of Playstation 3

Awesome. I love the more than simple PS3 controller. It's expensive though. So far PS3 is coming out in March. It has that same dual shock controller that I am comfortable with.

The estimated cost of producing a PS3 is US \$483. The Cell microprocessor, the RSX Graphics processing unit, and the BD-ROM disc feeding drive cost \$101. The report also notes that Microsoft may plan to disrupt the normal console business cycle by choosing to cut the price of the Xbox 360 at the same time the PS3 launches and supports 7 USB controllers.

PlayStation 3's hard disk drives will be preinstalled with the latest version of Linux, a free operating system.

Sony's 3rd console will be fully compatible with PlayStation 2 and PlayStation games without emulation.

Point of Xbox 360

Has potential. Xbox 360 has more anticipation than Revolution in the US for sure. High definition graphics and Halo 3 have to do with it. Halo 3 won't come out until PS3 is launched. I am thinking about owning one in early December.

If Microsoft chooses to add HD-DVD it could make the Xbox 360 a more competitive multimedia device from a

marketing perspective. Since HD DVD would not be standard across all models of the Xbox 360.

The Xbox 360 has the ability to support four Bluetooth controllers. The controller for the It is an improved version of the Type-S controller packaged with Xbox. MS says the controller works 25 hrs w/o being recharged.

Point of View of Playstation Portable

Without a touch screen it can't exceed to popularity of Dual Screen. The JPEG viewer, MP3 decoder shouldn't be in the conclusion why biased PSP owners say PSP is better. The bad battery life is shooting Sony in the foot. The UMD drive is sucking up tons of battery although that doesn't have to do with functionality and playability.

PSP is doing much better than Wonderspan Color, Game Gear, Game.com, Gizmondo, Neo Geo Pocket put together so I give it 3 cheers. Bo-Yah. PSP is the biggest Nintendo handheld competitor ever on the market.

Sony has stated that the PSP will be able to connect to the forthcoming PlayStation 3 for transfer of game saves and media to and from the PS3's hard drive,

The system's manual states that the PSP is capable of 3 to 6 hours of game play.

You can read my PSP review. It's well written.

Point of View of Nintendo Dual Screen

Trying hard to see why Dual Screen is cool! It does have well designed games. GFX aren't as good as PSP, but there are times any 3D will do. Of course 3D games have been on videogame consoles since Doom came out on Super Nintendo. Nintendo hasn't brought out many 3D games other than Super Mario 64 yet! Nintendo is coming out with Metroid Prime Hunters and Nintendogs is 3D.



New games:

Lunar 2 Eternal Blue Complete (©2000 Game Arts)
Project Snowblind (©2005 Crystal Dynamics)

BAC (2005-09-22 10:40:00)

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I found this blog on What You Do Not Know about drinking and driving .

I think it is a good thing that someone is educating us all on What You Do Not Know about drinking and driving. Simply PRICELESS!

Imagine giving someone you love the opportunity to LIVE by giving them the proper stuff on What You Do Not Know about drinking and driving TODAY.

Anonymous (2005-09-23 04:47:00)

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Farmer Labor Party (2005-09-25 13:42)

FARMER-LABOR PARTY

ORGANIZATIONAL HISTORY

The first modern Farmer-Labor Party emerged in Minnesota in 1918. Economic dislocation caused by American entry into the war put agricultural prices and workers' wages into imbalance with rapidly escalating retail prices during the war years, and farmers and workers sought to make common cause in the political sphere to redress their grievances. A national Farmer-Labor Party emerged from the national Labor Party founded in Chicago in 1919.

The official organ of the Farmer-Labor Party was a newspaper published in Chicago called The New Majority. Editor of this paper was Robert Buck.

One important gathering that was a precursor to the establishment of a national Farmer-Labor Party was the Cooperative Congress, held in Chicago on Feb. 12, 1920. The gathering included participants from the cooperative movement, farmers organizations, trade unions, and the Plumb Plan League. The congress elected a 12 person All-American Farmer-Labor Cooperative Commission. The event was closely reported in the pages of The Liberator by Robert Minor.

In 1920 the Farmer-Labor Party of the United States ran Parley Parker Christensen for President of the United States. Christensen finished particularly strongly in Washington, netting over 77,000 votes in that state alone. In total, Christensen received over 265,000 votes from voters of the 19 states in which the Farmer-Labor Party was on the ballot.

[fn. Solon DeLeon and Nathan Fine (eds.), The American Labor Year Book, 1929. (NY: Rand School of Social Science, 1929), pg. 144.]

The demise of the Federated Farmer-Labor Party did not mean an end to the Farmer-Labor Party movement, however. The regular Farmer-Labor Party continued to exist at the state level, with state and local organizations in Minnesota, Colorado, Utah, Illinois, Kentucky, Montana, New York, Pennsylvania, Oklahoma, Missouri, Washington, the Dakotas, and elsewhere.

This history is documented below.

1920

APRIL

"A Yankee Convention," by Robert Minor. [April 1920] In this article from the pages of *The Liberator*, Communist Party leader Robert Minor expresses excitement over the growth of the cooperative movement in America, not so much for that trend's ability to lead to the long-run liberation of the working class, but for its ability to bring together farmers and the urban working class in a common cause. Minor here reports on the Cooperative Congress, a national convention bringing together cooperative operators, farmers' groups, labor unions, and the Plumb Plan League. Although the gathering formally banned the discussion of politics from its proceedings, Minor emphasizes the potential political importance of the cooperative system, particularly as a provisioner of striking workers. Includes several drawings by Minor of key participants of the gathering.

OCTOBER

"Radicalism in Amerca," by Morris Hillquit. [October 15, 1920] This article by Socialist Party NEC member Morris Hillquit in the party's official organ reviews the two new political organizations to emerge in post-war America—the Labor Party (which transformed itself to the Farmer-Labor Party) and the Communist Party. Hillquit states that the Labor Party began from a principled position, seeking fundamental change of capitalist society, but was quick to sacrifice principle for expedience on the campaign trail, destroying its working-class nature through a merger with the "nebulous aggregation of middle-class liberals known as the 'Committee of 48.'" To this amalgam was added the "purely imaginary forces of the farming community," resulting in an eclectic mish-mash slated for quick political extinction. As for the Communist Party, Hillquit stated that while it was "desirable" to have "extreme" groups within the Socialist Party as a counterbalance to "any existing tendencies to opportunism," in the current case the Left Wing's position was not a "legitimate reaction" since the SPA had taken "the most advanced international socialist position" during and after the war. Instead, it was a "quixotic" attempt to duplicate the Bolshevik Revolution in the United States — and effort which had shattered by "endless internecine strife and successive splits" as soon as the negative program of opposition to the SPA leadership was replaced by the positive task of organization building. As a result, neither of the new political groups had made "any essential contribution" to American radicalism. "The Socialist Party still holds the leadership in radical politics in the United States," Hillquit notes.

1922

MAY

"Theses on the United Front of Labor," a confidential document adopted by the Central Executive Committee of the Communist Party of America at its session of May 29, 1922. A fascinating glimpse from the Comintern Archives at the thinking of the governing CEC of the Communist Party with respect to its United Front strategy. The majority of the American proletariat was not conscious of its distinct class interests, the document stated, and could gain awareness—and usefulness to the revolutionary movement —only through its daily struggle over wages, working conditions, etc. These struggles would expose reformist economic and political leaderships as enemies of the working class. While a broad united front might be constructed in the labor field through the amalgamation process, in the political sphere established parties claiming to represent the working class must be eliminated from positions of leadership. Practice would prove the superiority of the Workers Party's tactics, slogans, aims, and leadership and a role of political leadership would consequently follow. The Communists must become a factor in any Labor Party to be formed in America. "We can achieve this end only if we anticipate the formation of such a party and now adopt a policy through which we will become established as a force in the political struggle of the workers..." Any party emerging from the Conference for Progressive Political Action would be retrograde due to its eclectic class composition, however. This organization would dissipate working class power in "election campaigns fought on the basis of petty ameliorative reforms and of schemes for minor changes in the form of capitalist government." Only a federative United Front Labor Party allowing the Workers Party's continued existence "as a distinct organization with a disciplined, educated membership acting upon a program to give leadership to the struggles of the workers," complete with "its full independence, its right of criticism, and its freedom of action" would be acceptable, according to these theses. Primary authorship of this document has been attributed to Max Bedacht.

OCTOBER

"For a Labor Party: Recent Revolutionary Changes in American Politics: A Statement by the Workers Party of America, Oct. 15, 1922," by John Pepper. Full text of a rather long pamphlet published in this first edition by the Workers Party of America without authorship noted—two later editions attributed to the pen of John Pepper. The pamphlet argues that while most previous efforts have met with failure, the success of the Republican Party—originally a Third Party—

in establishing itself proved that the Third Party tactic was viable. America as a nation was in the process of becoming ever more centralized and bureaucratized, tendencies favorable to the reshuffling of the political deck. A mass Labor Party was the answer—its long-term survival inexorably linked to actual union participation in the organization. The non-partisan “reward friends and punish enemies” orientation of Gompers’ AF of L was roundly criticized. Regardless of this line of the national trade union bureaucracy, State Federations of Labor around the country were standing up for a Labor Party and a national organization along those lines was in the offing.

NOVEMBER

“The Workers Party and the Labor Party,” by C.E. Ruthenberg. [Nov. 1922] Executive Secretary of the Workers Party of America C.E. Ruthenberg attempts to explain the relationship between the WPA and a forthcoming labor party—an institution which Ruthenberg was being inevitably brought into existence by the development of economic forces. This new party would be extremely positive, he argues, noting that if such a party was established and had “the support of millions of organized workers would be the greatest stride forward in the history of the American working class.” It was the task of the Communists to “stay with the masses in their struggles,” Ruthenberg indicates, and thus to participate fully in the labor party that was coming to be. There would be no liquidation of the Workers Party should any such labor party come about, however, for the educational and agitational role of the party would remain, akin to the role of the Trade Union Educational League in the unions—leading the working class and helping to transform the new party into a Communist party. Ruthenberg offers two slogans to summarize the task: “For a Labor Party!” and “For a stronger, more powerful, better disciplined Workers Party!”

1923

MAY

“Monster Political Convention of the Workers of America, Chicago, July 3, 1923.” Every Local Union, Central Body, Farm Organization, State, National, and International Body and Political Group Invited. A Chance at Last for Bringing About United Action of the Workers of Hand and Brain on the Political Field. [Circa May 1923] Convention call of the Farmer-Labor Party of the United States (J.G. Brown, Secretary) to a July 3, 1923 gathering in Chicago called for the purpose of “devising means for knitting together the many organizations in this country in such a manner as will enable the workers to really function politically.” While established national organizations were already invited, “the National Committee felt the rank and file should also be represented, and it was therefore voted to send credentials to all local and central labor and farm bodies in the United States and urge that delegates be sent to this most important convention.” Local organizations had simply to elect a delegate, have the President and Secretary sign and stamp the form, and return a duplicate slip by mail to the Farmer-Labor Party of the United States in Chicago.

“For a Labor Party: Addenda to the Second Edition, May 15, 1923,” by John Pepper. There were three editions of the pamphlet For a Labor Party produced over the course of 1922-23, the second and third of which added additional commentary reflecting the developing situation. This document collects the vast majority of changed material from the original October 15, 1922, document (available as a separate file). Pepper excoriates the action of the Socialist Party delegates to the December 1922 Cleveland gathering of the Conference for Progressive Political Action, blaming them for the failure of the gathering to launch the Labor Party anxiously sought by rank and file trade unionists and poor farmers. Instead, the gathering chose to temporize, barring the Workers Party from participation, passing a virtually meaningless and watered down middle class platform, and following the AF of L’s line of non-partisan political action (“rewarding friends and punishing enemies”). The decision of the Socialist Party not to aggressively pursue an independent federated Labor Party was an act of premeditated treason against the working class, in Pepper’s view. It was left to the Farmer-Labor Party, which bolted the CPPA following its defeat of a proposal to form a Labor Party, to organize this new federative group and a call for a July 3, 1923, Convention to found a new party had been issued. This July 3 Convention would “represent hundreds of thousands, and will be the first real step to an organization of a mass party of the American working class,” Pepper asserts, adding that “the idea of a Labor Party is advancing, and it can no longer be stopped.”

JULY

“Statement of Principles of the Federated Farmer-Labor Party: A document of the National Convention establishing the FFLP held at Chicago, July 3-5, 1923.” During the 4th of July holiday in 1923 a conference was held in Chicago, conceived in large measure by the Workers Party of America as the vehicle for its united front efforts, which established the “Federated Farmer-Labor Party.” This document is a statement of political principles of this new organization,

which united elements of the old state Farmer-Labor Parties with representatives of sundry workers', farmers', and radical political organizations under the de facto direction of the WPA. "Today the government of the United States is a government of, for, and by Wall Street and the financial and industrial system it represents," the document states. As a result "only one road lies open for the industrial workers and farmers to protect themselves against the exploitation and oppression of the financial and industrial lords who rule this country—to organize a political party representing the interests of the industrial workers and farmers and enter into the political arena to wrest control of the government from the hands of the financial and industrial masters who now rule in this country."

"Organization Rules of the Federated Farmer-Labor Party: A document of the National Convention establishing the FFLP held at Chicago, July 3-5, 1923." Constitution of the Federated Farmer-Labor Party approved by the founding convention of the organization. The group was to be directed between conventions by a National Executive Committee based upon proportional representation of affiliated organizations with a designated set-aside of 5 for the old Farmer-Labor Party. This National Executive Committee in turn was to elect a 7 member Executive Council, the National Secretary, and National Chairman of the organization. Dues were to be either on an at large (\$1 per year) or per capita affiliation (1 cent per member per month) basis.

AUGUST

"The Farmers in the New Party," by Hal M. Ware. [August 1923] While a great deal of analysis has been lavished upon the relationship between the Communist Party and the trade union movement during the Federated Farmer-Labor Party interlude of 1923-24, little effort has been spent on examining the relationship of the radical farmer movement to the new organization. This short article, written by the leading CP specialist in agricultural affairs of the first years of the 1920s, casts the relationship in a glowing light. Farmers were burdened by staggering debt, Ware says. He states they were ready to forge a coalition in a new political organization dedicated to addressing their specific needs, rather than continued reliance upon "farmer friends" in the legislative branch, with their "miserable patchwork legislation."

"The Federated Farmer-Labor Party," by William Z. Foster. [August 1923] This long day-by-day account of the founding convention of the Federated Farmer-Labor Party (July 3-5, 1923) was written in the immediate aftermath of the gathering by William Z. Foster. This piece, published in the pages of the monthly magazine of the Trade Union Educational League, is gushingly upbeat and positive in its characterization of the founding convention: "Marked by a tremendous outburst of militancy and enthusiasm, it was a vibrant, thrilling, overwhelming demand by the rank and file of agricultural and industrial labor for the formation of a powerful political party of the toilers. Nobody who attended its sessions will ever forget them." While Foster would very soon come to regard the WPA's ideologically blinkered Farmer-Labor Party policy and TUEL's subsequent loss of contacts and influence in the labor movement as the greatest of debacles—fuel for the factional war inside the Workers Party over the next several years—at this precise moment he was positively ebullient about the organization's prospects, it's founding marking a new epoch in American political history: "A mass party, led by militants, embodying the vital idea of a united political organization of workers and farmers, and operating in the midst of the present industrial and agricultural discontent, it is full of dynamic possibilities," Foster declared. Foster dismissed the "supposed [old] Farmer-Labor Party bolt" as a "lie widely spread," and he asserted that "the fact is that the most militant elements in the FLP, carrying with them the bulk of the organization, have declared for the new party."

OCTOBER

"To All Labor Unions in Chicago: A Circular Letter Dated Oct. 31, 1923," by Joseph Manley In the aftermath of the July 3-5, 1923 convention which established the Federated Farmer-Labor Party there was a great deal of acrimony directed at the Workers Party of America for their purported splitting of the farmer-labor movement. This letter to Chicago unions, signed by Joseph Manley (son-in-law of William Z. Foster and National Secretary of the FFLP) answered these charges. The body of this letter is actually a quoted letter stating the position of the Workers Party, signed by the Executive Secretary of that organization, C.E. Ruthenberg. Ruthenberg charges that it was the (old) Farmer-Labor Party of Fitzpatrick and the Chicago Federation which "got cold feet," violated its previous understanding with the Workers Party, refused any further effort at mediation of differences, and which ultimately was ready to "sacrifice the labor party because Gompers threatened them." The Workers Party was not at fault, Ruthenberg stated: "If there was any split at this convention it was not a split caused by the Workers Party. If there was a betrayal, it was not a betrayal by the Workers Party. The split and betrayal were the work of Fitzpatrick and the Farmer-Labor group."

NOVEMBER

"Letter from C.E. Ruthenberg in Chicago to Morris Hillquit in New York, Nov. 3, 1923." A cryptic note sent from the Executive Secretary of the Workers Party of the member to the leading light of the arch-rival Socialist Party of America. Ruthenberg notes that he will be in New York on Nov. 8, 1923, and that he seeks a conference with Hillquit to "talk with you" in regard to an invitation sent by the Minnesota Farmer-Labor Party to labor political groups for a Nov. 15 conference in St. Paul. This conference was an attempt to "come to an agreement on the question of calling a national convention for the nomination of a presidential candidate and the adoption of a national platform." Despite the hostility between the two organizations, this document affirms that there was at least informal discussion at the top level about the possibility of joint action with regards to the Farmer-Labor Party movement.

"Letter from C.E. Ruthenberg in Chicago to Osip Piatnitsky in Moscow, Nov. 19, 1923." A lengthy and illuminating review of the Workers Party of America's Farmer-Labor Party strategy as it rapidly evolved in the fall of 1923. Ruthenberg relates the decision of the Minnesota Farmer-Labor Party to call a convention at St. Paul in May of 1924 for the purpose of joint nomination of a candidate for President of the United States and adoption of a joint program—thereby uniting the various state Farmer-Labor organizations, the Federated Farmer-Labor Party, and other labor and political groups into a single organization. Upon learning of this initiative, Ruthenberg states that the CEC immediately sent him to Minnesota, where he met for two days with Minnesota FLP officials working out the details for a November 15 pre-convention conference. Interestingly, Ruthenberg states that it was his initiative over "considerable objection" to extend an invitation to the pre-convention conference to Morris Hillquit of the Socialist Party in an effort to bring the SP and its popular cachet into the new united organization. Ruthenberg also related the decision of the CEC to declare a truce in the ranks of the International Ladies Garment Workers Union, which was racked by a severe struggle between the union administration of Sidney Hillman and a TUEL-based left opposition. Hillman and the ILGWU were to be key players in the forthcoming Farmer-Labor Party movement, Ruthenberg indicated, while Hillman had the incentive to play the public role of peacemaker, thus consolidating his position in any forthcoming amalgamation of the ILGWU with the Amalgamated Clothing Workers, believed by Ruthenberg to be in the offing in the not too distant future. This document demonstrates that volition in WPA action in the Farmer-Labor Party movement came from the party itself—that it did not blindly follow "orders from Moscow" on this matter but rather acted as it saw fit under the general line of the Comintern, providing information of its specific actions after the fact.

"Our Labor Party Policy," by James P. Cannon and William Z. Foster. [Nov. 1923] The split of the Chicago Federation of Labor from the Federated Farmer-Labor Party Conference of July 3-5, 1923, came as a stunning blow to the Communist Party's union-oriented activists—of which Bill Foster and Jim Cannon were in the first rank. That the New York-based Central Executive Committee attempted to spin the July Conference as a great triumph rather than an unmitigated debacle came as an insult to this Chicago-centric cohort. It was this matter that triggered a bitter factional war inside the Communist movement that lasted for the rest of the decade. This internal party document by Cannon and Foster is a salvo against the New York leadership of John Pepper and his co-thinkers. To split with the centrist progressive union movement "on the grounds that they are not good revolutionary militants is to reject the idea of alliance of the Communists with other elements in the labor movement, and to repudiate entirely the principle of the united front," Cannon and Foster charge, adding that the result of the Federated Farmer-Labor Party blunder was sectarian isolation. "We have lost the issue of the united front labor party and are fighting now for our own labor party, the Federated. As a consequence our comrades are largely isolated, and face a united front of all other elements against them." Convention delegates who voted for the new party and returned to their unions either recanted under the onslaught or were repudiated, Cannon and Foster state, noting "we captured the delegates for three days, but we did not capture their organizations for the FFLP. The claim that the FFLP is a mass party with approximately 600,000 members has absolutely no foundation in fact."

DECEMBER

"Communist Party Pays for Farmer-Labor Party Convention," by Emil Herman. [Dec. 1923] This unusual and valuable account by Socialist Party leader Emil Herman briefly details the Washington state convention of the Farmer-Labor Party, held in Everett over the weekend of Nov. 24-25, 1923. Herman states that "the Federated Farmer-Labor Party was born under the guidance and domination of the Workers Party" and that the WPA had lent the Farmer-Labor Party \$500 to fund the mailing of its call for the Chicago FFLP founding convention, paid the expenses of some delegates to a pre-convention caucus meeting in St. Paul. Herman also stated that Washington FFLP Secretary John C. Kennedy had received dues payments from at-large members so infrequently that he was not even certain of the annual rate. The

Washington state convention voted to “cooperate” rather than “affiliate” with the national FFLP, Herman said, adding that the FFLP was “truly an incongruous mass with aims leading in so many different directions that will end in division or dissolution —another object lesson in waste of time, energy, and money for the benefit of a few politicians...”

1924

JANUARY

“The Labor Party Campaign: An Excerpt from the Report of the Central Executive Committee to the Third National Convention of the Workers Party of America,” by C.E. Ruthenberg. [Jan. 1924] The Executive Secretary of the Workers Party of America reviews the organization’s activity for 1923 in the Farmer-Labor Party in this report to the 3rd Convention of the WPA. The failure of the WPA to have its delegates seated at the Dec. 1922 Cleveland Conference of the Conference for Progressive Political Action combined with the FLP’s withdrawal from the CPPA over its failure to launch a new broad-based Labor Party spurred a move by the WPA to join forces with the existing (old) Farmer-Labor Party as its “united front” vehicle for joint political action, according to this account. With announced decision of the Socialist Party and LaFollette Progressive movement not to participate in the forthcoming July 3, 1923, Conference to establish a new “Federated Farmer-Labor Party,” the old FLP began to lose enthusiasm for the gathering, and a split with John Fitzpatrick of the Chicago Federation of Labor took place at the gathering. Ruthenberg is critical of the activity of the Chicago district of the WPA in the aftermath and attempts to document this group’s mistakes in contrast to the “correct guidance” of the Political Committee of the CEC of the Workers Party.

MAY

“St. Paul—June 17th,” by James P. Cannon. [May 1924] An article from the monthly magazine of the Trade Union Educational League lauding the forthcoming June 17th Convention of the Farmer-Labor Party, scheduled for St. Paul, MN. The St. Paul gathering was held in parallel with a July 4, 1924 convention of the Conference for Progressive Political Action, scheduled for Cleveland, which the Socialist Party was not incidentally attempting to steer in the same direction that the Workers Party was attempting to take the FLP. Cannon’s article attempts to explain this dualism. The CPPA’s “‘sympathy’ for the idea of a labor party is a disguise to hide their actual allegiance to the capitalist parties,” he states, adding that the CPPA labor leaders are unable to form a working class party “because they do not have a working class point of view. They do not live like the workers and they do not think like the workers.” Only the St. Paul convention offered a forum for the participation of the militant working class rank and file, Cannon asserts.

“LaFollette and the Communists: The Statement of Robert LaFollette on Communist Participation in the Progressive Movement, May 26, 1924.”An open letter from the time of Sen. LaFollette’s independent campaign for President of the United States decrying Communist participation in the Farmer-Labor-Progressive movement. LaFollette, whose campaign was supported by the Socialist Party to the extent they did not run their own candidate in 1924, here calls the Communists the “mortal enemies of the Progressive movement and democratic ideals” and declares that “all Progressives should refuse to participate in any movement which makes common cause with any Communist organization”—meaning the forthcoming June 17, 1924, Farmer-Labor Party Convention to be held in St. Paul, MN.

JULY

“Workers and Farmers on the Mark,” by C.E. Ruthenberg. [July 1924] An account of the June 17-19, 1924, Convention of the Farmer-Labor Party, held in St. Paul, MN, by the head of the Workers Party of America. The convention, dominated by the WPA, was attended by over 500 delegates, who drew up a program and nominated candidates for President and Vice President of the United States (Duncan McDonald of Illinois and William Bouck of Washington, respectively). The body also elected a National Committee, which in turn elected a National Executive Committee, which included Alex Howat of Kansas as Chairman and Clarence Hathaway of Minnesota as Secretary.

Gizmondo 2 Tech Specs | Now playing Dungeon Siege 2 which is pretty good (2005-09-26 07:43)

I found some information about Gizmondo 2. It’s a Gizmondo with different design, but the GFX tech specs are the same. Gizmondo used 64 MB of RAM and an ARM 9 CPU at 400 MHz. The Gizmondo is a waste of money and has been delayed many, many times.



- 480x272 LCD
- 550 MHz ARM 10e CPU
- 128 MB of RAM
- SD card
- TV output
- Vibration
- 3.5 Ah Lithium-Ion
- Bluetooth/802.11
- 2 analog joysticks
- USB 2.0
- 2 Mega pixel camera built in
- Windows CE 5.0
- MP3/WMA/HE-AAC audio playback, MPEG-4/H.264/WMV video playback
- Coming out Summer 2006
- Backwards compatible with Gizmondo software (14 games in all)

According to some gaming forum, this new handheld will fade out the Gizmondo before launched here at the same price as PSP. Gizmondo might have a shorter life than the Sega Nomad!

Yesterday, I went to Best Buy. Unfortunately Best Buy didn't carry RAM that's slow enough for his laptop. We both think the motherboard uses a maximum of 512 MB of SDRAM which Best Buy didn't carry. I was looking at the computer games and saw a whole shelf full of them. I had Dungeon Siege 2 for the majority of the time I was in there. Despite almost buying Battle of the Bulge and Patton DVDs and decided to leave with nothing. I looked around at the selection it had and bought Dungeon Siege 2 anyways. I asked for the DVD version of this game while he tried to convince me to buy Neverwinter Nights, but no.

Randy and I came back to my house to play PS2. The GFX are good considering PS2's limited hardware. In Winning Eleven 7, I won the first game when Randy fouling me via shootout against Randy's team winning that game. Then in the rematch between Brazil & Argentina he fouled me the same exact way and I kicked the ball, but he blocked it than scored a goal through my keeper who was tricked.

Afterwards, we played the first 2 levels in Halo 2 on Xbox. That was fun, but we weren't very good. I kicked his butt in Dead or Alive 3. That was fun. Now if only women around here looked that good. (being sarcastic)

X

X

Today, I'm playing Dungeon Siege 2. So far I was a merc for the enemy until I was taking prisoner of the opposite side. The creatures I was looking at were Orc-like anthropomorphic animal. Now, I've had been taking captive by the green elves and they've put a little death collar on me so I'm instantly dead if I won't do the green elf's bidding. The GUI looks the exact same as Dungeon Siege over three years ago. The controls are the exactly the same so the GFX engine was the only aspect which was improved. The character models are straight out of Dungeon Siege's lower resolution characters. The backgrounds look better than before and Dungeon Siege is a world with no loading times during the game. I'm not sure but it may look better than Neverwinter Nights. NWN was state-of-the-art in GFX in 2002, but I don't play it anymore. It's gets old and there are other videogames which wanna be played. (being sarcastic again) I guess I'm a semi-hardcore gamer. I find that talking about them is more fun than playing them. With exception of me playing Dungeon Siege today and 4 hours yesterday on PS2.

New games to add to list

1. Dungeon Siege 2 (©2005 Gas Powered Games)

All Your Bases are belong to Zero Wing (2005-09-30 08:49)

I know the fade is out, but I think I remember seeing it on a flying saucer animated GIF. It's ironic that Fox News had a story on it 3 years ago.

"How are you gentlemen. All your base are belong to us !! You are on the way to destruction. You have no chance to survive make your time."

✖

I found out this joke is already 5 yrs ago and has been solved 3 ago old as in it's stupid and everyone whom thought it came from aliens got confused & used by a popular inside joke gimmick! Sorry. It appeared in a whole bunch of magazines.

✖

Title Screen of Genesis

The reason why Japanese games have had good English translation now is to avoid "All Your Base Are Belong to Us." Most Japanese who weren't fluid in the English language probably spoke this way. Mostly at the end of World War II, English became an influence and they learn by what music they download or text they can translate via Babel Fish otherwise it might sound like that one popular phrase from the intro of Zero Wing for Sega Genesis. That intro was recorded in the GENS emulator into AVI than down ported to animated GIF using Animation Shop 3.0 or something like that.

Anonymous (2005-09-30 09:05:00)

Cherry Producing New SF Pilot

Mark Cherry, who created the Emmy award-winning series Desperate Housewives , is working on a new SF pilot for ABC along with Don Mancini, creator of the horror franchise Child's Play , according to The ...

I enjoyed your blog. I'm definitely going to bookmark you!

I have a small business software site. It pretty much covers small business software related stuff.

Call over and check it out sometime soon!

Anonymous (2005-09-30 09:06:00)

Hey, this blog is awesome. I've got a work at home site. Its awesome. Check it out.

work at home site. Its the way forward: work at home .

Adrian: PRESS RELEASE: ABOUT THE BEST WORK AT HOME PROSPECT AND WHY LISTED ON GOOGLE AND YAHOO NEWS ABOUT THE LINK ABOVE work at home

tweedledeetweedledum (2005-10-02 05:47:00)

This blog is awesome! If you get a chance you may want to visit this free porn downloads site, it's pretty awesome too!

kalisekj (2005-10-04 18:29:00)

Hey, I have enjoyed...your blog is informative - even entertaining.

I have a halloween sites. They pretty much covers costumes and masks related stuff.

Thanks again and I'll be sure to bookmark you.

in da club mp3 download (2005-11-06 21:22:00)

Ian's Smashing Good Blog Site hi there, nice to see a good content blog,

I'm looking for information on music video online this is how i arrived at your site,this wasn't quite what i was looking for

but hey it's great to see a good up to date Blog, I see

why i found your site when i was looking for music video online

I enjoyed your page and will definitely be returning soon.

Thanks for a great read, perhaps your could come and visit my site soon and see what you think of it <http://mp3freeonline.com/> GoodLuck joel.

psp movie downloads (2005-11-16 20:55:00)
Pimp psp game downloads Site! psp game downloads

download free game for psp (2006-01-17 06:07:00)
Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download psp emulator site.
Thanks for the info. download psp emulator

psp game download (2006-01-17 08:25:00)
Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on psp game download but glad I dropped by. Way to go. psp game download

7.10 October

Bought Digital Devil Saga 2 | Xbox 360 Game Impressions | personal webpage update (2005-10-08 14:10)

The Minnesota Gophers football team won the Michigan trophy for the first time since 1986! The Michigan Wolverines won against Minnesota 27 times in a row. The victory was won by a field kick with 5 seconds left. I saw that kick today. Michigan went for a blitz when it was their ball, but it failed. History indicates Minnesota won't be this lucky come next year.

Firstly, I called ahead and got for **Shin Megami Tensei Digital Devil Saga 2** reserved for 10 minutes at Toyriiff yesterday until I got there. It only came an hour before. I knew I wanted this game for about a week. If I played handhelds more often I would've got Castlevania - Dawn of Sorrow for the Nintendo Dual Screen scoring 9.3 out of 10. It could well be the best 2D Castlevania yet. One thing I've learned is videogames aren't cheap and they hold my interest for now. Meanwhile while there I was eyeing Xbox version of Madden 2005 for only \$12. My next football game will be on Xbox 360 although recently soccer has been my favorite sport to play. I haven't got to Far Cry Instincts yet. Best graphics on Xbox were a draw between Jade Empire, Far Cry Instincts, and Ninja Gaiden Black.

In my opinion, Madden 2002 is complicated for me. Madden Football 06 is coming out for Xbox 360 next month, but not before I buy FIFA 06. Soccer was always more enjoyable. I rarely see it played on TV or in the real world.

My birthday allowance could absorb most of the cash shock of buying Xbox 360. If I can't afford PS3 the first week then I won't get to write about it. I'll have to tough it out then. None of my friends will own one because they're not that interested in purchasing it. The Xbox 360 Pro retails at \$399 next month, but worth it rather than paying for 3 flash cards for game saves. New games cost \$59. What I shall do is not buy anymore videogames for two months so I can afford an Xbox 360 with hard drive add-on. I have the current generation of games to fall back on. I sometimes wonder about the success of Xbox 360 because half the people who eye it can't afford it. Wisconsin residents are spoiled paying half as much for current generation hardware, it'll be shocking to shell that money out. The good news is I'm shock resistant. I get to write a huge check to Wal-Mart next month.

What should I do? Write a check, or whip out four one-hundred dollar bills and a \$20 bill from my billfold. I think paying it in cash will shock people around me. I can feel rich. Yep, 12:01 AM on launch day I'll be getting Xbox 360. I won't be wasting any time.

Here are my opinions on some of the launch titles for Xbox 360 starting with Project Gotham Racing 3.

Though the beta builds of PS3 games may look a bit better than PGR3 on Xbox 360 my TV has a lower digital resolution. In PGR3, I'll play the expensive exotic sport cars instead of the street cars in PGR2. This means every car in the game will have a minimum top speed of 170 MPH. Project Gotham Racing 2 came out on Xbox two years ago so Bizarre

Creations must've spent over two years on this project. Yeah, but it does has best racer graphics.

Quake 4 is the primary first person shooter. It's an Xbox 360 launch title from Raven Software although the PC version is coming out October 18th. Raven Software has been known for their Soldier of Fortune first person shooter. ID Software gave Raven full rights to making Quake 4. It will feature Doom 3 PC GFX with similar mutant demons, but has both Single player (AKA Quake 2) and multiplayer including Deathmatch or Capture the Flag or Last Man Standing onslaughts. The story mode starts after Quake 2. My fragging skill level was horrible in Quake 3 since I wasn't a big first person shooter player at that time. Quake 3 was very popular in 2000 and I got a pirated copy from a friend that year. Quake 4 on Xbox 360 isn't able to download maps from the community yet. Third party maps historically were never above the quality of original maps anyways.

ID Software on the other hand is working on *Return to Castle Wolfenstein 2* for Xbox 360 and PC. The old 1992 original and the 2001 sequel involved Nazi experiments gone wrong in 1940s Europe. There are no screenshots yet of this sequel. CW2 is using the Doom 3 gfx engine.

Dead or Alive 4 is popular because it's a silly fighting game and God is it annoying. Good graphics have double meaning in this game. The females are kind of busty with oversized features wearing the weirdest clothing accompanied with those silly foreign high-pitched voice-overs. It's been that way since DOA 2 on Dreamcast. This game may not suck in terms of game play, but first person shooters or racing games sound better.

You know the guys are staring at their legs or flapping boobs. Those games appeal to not so intelligent males and I'm moving onto bigger and better things like first person shooters and racing games.

✕

Madden 06 is the Xbox counterpart with boosted graphics and better frame rate. The snow looks more like snow and the crowd no longer looks flat and the stadiums have an incredible draw rate (distance from zero). It sports 1024p progressive scan with Pro Logic 2. No analyzing either.

✕

FIFA 06 will have to do because there are no other soccer choices. Like Madden 06 it's a straight port of the Xbox game /w next generation graphics while Winning Eleven 10 is next year. The draw rate has also improved much. The players are much more detailed, and analyzing is not present.

Elder Scrolls 4 Oblivion is basically Elder Scrolls 3 Morrowind with better GFX. ES3 had those lush polygons with texture lighting and anti-analyzing support at HD resolution 1200x1024 or 1200x960, and the community released texture packs replace every texture in the game as well as better facial texture packs.

The Xbox 360 will feature many more polygons than ES3 on any PC. I think it's popular just because it's a RPG which is rare on Xbox 360. Oblivion is set on the continent of Tamriel. The game builds onto all the major classes from ES3 ruled under the Imperial imperialism (again) with Emperor Uriel Septim VII voiced by Patrick Stewart. Oblivion will feature over 50 hours of recorded dialogue which takes up nearly half of the game's DVD-9.

The story starts out as the main character becomes a prisoner of the Imperials. The Emperor needs to escape through a tunnel connected to his/her cell to escape assassins. Tamriel has a lush, procedurally generated forest. The team at Bethesda actually consulted the University of Maryland geological lab in order to generate accurate algorithms for producing realistic environments.

So far what I've learned off the Internet this game will feature a lot more dungeons than ESIII had.

Too Human was Silicon Knight's Gamecube game before it got canceled when Eternal Darkness came out. It looks very, very good. Unsure it'll be on PS3 or not because it's looks so expensive to make from the screenshots. Microsoft is funding this project giving it that unlimited development budget feeling. Too Human is two games on Xbox 360. Too Human took the lethal Terminator theme and made its own version of it.

Gears of War is primarily the focused gun combat game for Xbox 360 despite Quake 4 coming out the same time because Microsoft will advertise it as if it was Halo. Game Informer calls it Microsoft's secret weapon. Epic Games developing Gears of War with superior graphics so the mainstream will appreciate it like Halo. This is the best looking Xbox 360 game so far which is probably why you've heard of it.

As for the story line. There is a world war on a far away planet over an energy source called *imulsion* which is like nuclear fusion in many ways The planet's cities look a lot like Earths. The government who controls Planet Sera (once striving with plant life after a World War suddenly found itself at war with a terrifying species appearing from the

planet's crust. The game starts when all human governments form C.O.G. (Coalition of Ordered Governments) against the Locust army. The main character is Marcus Fenix who is trying to rebuild his reputation by leading the operation. There will be many times Marcus will encounter melee combat with Locust resulting in a mini-game. Like Master Chief, Marcus will command his platoon according to Epic Games. There'll be a co-op multiplayer option available via Xbox Live. Player 2 will control Marcus's friend Dominic who looks exactly like Marcus despite wearing a helmet. I'm unsure if it'll be my first game next month.

Oh yeah, on another note I've created a new website template made up entirely of vector graphics except those photos of me via Namo WebEditor 2k6. I made a new webpage since it's been 4 months since my last update. I didn't have time to do it and with the blogspot doing my weekly entries there was no need to do it myself. There would be less people coming across as well as more work for me, and less time info gathering information on stuff that interests me. The template is nothing special, but the lists are updated to present and that can make a difference in everything. There is no obligation. This webpage took me most of last night to do and been touching up with new ideas.



New games

Far Cry Instincts (©2005 Uri-soft)

Shin Megami Tensei Digital Devil Saga 2 (©2005 Atlus)

Anonymous (2005-10-04 23:32:00)

Just thought I'd let you know about a site where you can make over \$800 a month in extra income. Go to this site [MAKE MONEY NOW](#) and put in your zip code..... up will pop several places where you can get paid to secret shop, take surveys, etc. It's free. I found several and I live in a small town!

Anonymous (2005-10-04 23:36:00)

you have a pretty cool blog here another one of my favourites is a work from home site. Its all about, need I say it, working from home. I think people should have the choice to build their own income instead of somebody else's. Freedom of well being and all of that...anyway take a look see what you think.

I'll be back soon, I think blogs are really cool. So many people and so many lives, gotta love it. Anyways, keep it up, see you soon :)

Anonymous (2005-10-04 23:37:00)

Hey, you have an impressive blog here! Excellent job. I have a christian dating services site. It pretty much covers christian dating services related stuff.

Come and check it out when you get time :-)

Anonymous (2005-10-04 23:45:00)

Very cool of you to let us post to your blog. If you are interested in making \$3,000 or more per week please check out my work from home website. Thanks again and take care!

Anonymous (2005-10-05 00:07:00)

The blogging myths

Filed in archive Entrepreneurship Being involved with a blog media network for nearly two years now I was wondering about some of the industry myths: The Domain Name thing We always thought topic specific ...

I have a MLM leads site. It pretty much covers MLM leads related stuff.

Donald

Anonymous (2005-10-05 00:16:00)

Mindan agog at racist Web log

Noted columnist and social commentator Masahiko Katsuya came under attack Tuesday for posting defamatory comments about Korean people on his Web log.

Find out how you can buy & sell anything, like things related to music on interest free credit and pay back whenever you want!
Exchange FREE ads on any topic, like music!

Anonymous (2005-10-05 00:41:00)

Here's how to make blogging pay
Keeping an online journal, or blog, can be rewarding. You can use it to share opinions or to keep in touch with friends.
Find out how to buy and sell anything, like things related to music on interest free credit and pay back whenever you want!
Exchange FREE ads on any topic, like music!

Anonymous (2005-10-05 00:42:00)

Hey there.....I was trying to find info on coastal vacation and got directed to your site. It wasn't exactly what I was looking for, but I hope you dont mind me adding your blog to my favorites.

Anonymous (2005-10-05 13:19:00)

Your blog is great . If I can help, let me know. If you ever need any printing done, I'm sure you'd be interested in Postcards / Flyers Try Postcards / Flyers

Anonymous (2005-10-06 19:39:00)

I've stumbled across your blog when I done some car game research in Google. You're doing a pretty nice job here, keep up the good work :-)
Sincerely,
Tosh
Webmaster/Publisher
car game

Anonymous (2005-10-08 16:39:00)

The Week That Was
Insane. That's probably the best word I can use to describe this week. The second annual Web 2.0 conference has reached its close and while hanging out at the conference and " related events " the last few days ...
Hi, I like your blog website. Some interesting reading thats for sure. Keep up the blogging! heh heh heh.
p.s. If you have a minute please visit my dial up isp site.You can find the best prices and discounts on dial up isp services. Thanks!

Anonymous (2005-10-08 16:40:00)

What's next for the Web? Ask these folks
Yahoo's Semel talks new, new media CEO envisions a new kind of new-media company, rooted in technology and delivering all kinds of content.
Enjoyed my visit to your blog; I'll come again next week.
Spent ages getting this currency exchange site/blog.
Everyone needs currency exchange at a fair price.
Worth a few minutes of your time.

Anonymous (2005-10-08 16:40:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!
I have a swingers site/blog. It pretty much covers swingers related stuff.
Come and check it out if you get time :-)

Anonymous (2005-10-09 03:43:00)

Will Microsoft's Malware Fighters End Up in Windows?
My Account | Microsoft has yet to discuss publicly its distribution and pricing plans for its anti-spyware and anti-virus offerings.

Hey, you have an excellent blog here! Great job. I have a global star satellite phone site. It pretty much covers global star satellite phone related stuff.
Come and check it out when you get time :-)

Xbox 360 (2005-12-19 12:34:00)

Hi Ian's Smashing Good Blog Site,

I was doing a search for "Xbox 360 Madden" and your blog (Bought Digital Devil Saga 2 | Xbox 360 Game Impressions | personal webpage update) came up.

oakleyses (2014-10-23 18:15:24)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:48)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:46)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Emulated Sega CD and Lunar 2 Eternal Blue this morning (2005-10-10 22:44)

I could play Lunar 2 on EPSXE and BIOS on PC just so I can watch the FMV. Meanwhile, I've downloaded the Sega CD version of Lunar 1, Lunar 2, and Shining Force CD and unlike the torrent it never took 1 ½ day to download. Then I found out that MPEG was working on the PS1 emulator so I just stuck in the disc and looked at the intro. Heck, the Sega CD version took less than 30 minutes to download. The Sega CD version of the game was segmented in smaller RAR files and I figured out I had to have all five in the same directory to open it as 1 file. The Sega CD version had stuff on it missing from the Playstation version. I played the game with a Microsoft Sidewinder control pad which looks similar to a Genesis controller.



The graphics look outta date, but the intro of Lunar 2 was kinda interesting. Apparently that one girl from Silver Star was naked in the crystal so I saw that for the first time. Kind of shocking for 5 minutes in the first part of Lunar 2 showing 16-bit PORN! I never seen so many frames in a 16-bit cut scene! This wasn't possible on Genesis. This game was released again on Sega Saturn for Japan only in 1998 and Playstation in 2000.

I don't appreciate the 16-bit games now-a-days, now that Xbox 360 is coming out next month. Despite owning Lunar 2 for Playstation I've checked out the Sega CD version first. Normally a nostalgic game with cult status such as this would've been seen on a modern console.

X

SEGA CD Title Screen in all it's 16-bit glory.

I can't post it on Modblog because I might get into trouble. I searched on IGN and the guy gave it 10 out of 10 despite the graphics an 8.0.

Download them here and make sure you've got WinRAR or 7ZIP to open them. I used the SEGA CD BIOS and GENS emulator. I don't have a SEGA CD to play it on and that would require a Genesis ver 2. The game looks best by right clicking Graphics submenu with kreed doing a nice anti-analyzing effect.

X

Oh yeah, I checked out *Far Cry Instincts* on xbox is a full quantum leap forward from Lunar 2 graphics wise. Time I thought I catch up to the present day. On Catharton there was a small discussion when all retro games will be available on the internet to download from Nintendo's commercial service or others that come available.

Anonymous (2005-10-10 23:17:00)

Kibbles 'n Bits

The Blog 100 : Number of Squared's favs make the list, including Battelle, BuzzMachine, Cyberjournalist, Micropersuasion, Rosen Verisgn Buying Moreover : "This is the second acquisition by VeriSign in the news ...

Find out how you can buy & sell anything, like things related to private road construction on interest free credit and pay back whenever you want! Exchange FREE ads on any topic, like private road construction!

Anonymous (2005-10-10 23:33:00)

Fantastic blog you got here, I fully anticipate stopping back for some great updates. I have a download music for free online site. It covers download music for free online of today's top artists' such as Ciara, Gwen Stefani, Green Day, Usher, Simple Plan and many more. You can also get downloads of country, jazz, hip hop or Christian music. Stop by and check it out when you can.

Rod

Anonymous (2005-10-10 23:35:00)

Good stuff in that post and on your blog in general.

I am trying to spread the news about pitbull dog for sale. This covers covers pitbull dog for sale related stuff. It's not a show-stopper (yet!) but it's a start :-)

Anonymous (2005-10-11 01:04:00)

Hi, I found your blog here to be very interesting so I told a couple friends. I think it's great and quite interesting so I bookmarked it. Hope you don't mind...

(Anyone on this blog should post a comment and come back often!)

I also have a site if you or anyone is interested in free French Kissing Tips or great How to Kiss info. It's a very useful kissing resource if you're into romance and dating.

Great work on this blog here, and keep up the good work!

Tyler - to check out my site click kissing

Ian's Smashing Good Blog Site (2005-10-11 01:09:00)

Damn spam bots. Don't i get any real people for comments?

nope (2005-10-12 01:09:00)

Hi,

I'm sorry for being intrusive in to your blog. But I am Melissa and I am a mother of two that is just trying to get out of an

incredible financial debt. See my hubby is away in Iraq trying to protect this great country that we live in, and I am at home with our two kids telling bill collectors please be patient. When my husband returns from war we will be able to catch up on our payments. We have already had a 2001 Ford repossessed from the bank, and are now down to a 83 buick that is rusted from front to back and the heater don't work, and tire tax is due in November.

I'm not asking for your pity because we got our ourselves into this mess but we would love you and thank you in our prayers if you would just keep this link on your blog for others to view.

God Bless You.

Melissa K. W.

To see my family view this page. My Family

Windows registry scanner - scans your Windows registry for errors and suggests solutions.

Paid surveys - Work at home, Get Paid For Your Opinion, paid surveys and online focus groups.

Combine AdWords and ClickBank for Huge Online Profits Words Great With Blogs

Anonymous (2005-10-13 20:52:00)

I came across your blog and thought you may find this site useful. It has gas saving tips and where to find cheap gas. train travel vacation

;))

Anonymous (2005-10-13 21:10:00)

I came across your blog and thought you may find this site useful. It has gas saving tips and where to find cheap gas. new mexico travel

;))

french kissing tips (2005-11-08 23:47:00)

Ian's Smashing Good Blog Site this is great!

It's funny how I was looking for this type of thing and found your post: Emulated Sega CD and Lunar 2 Eternal Blue this morning. It pulled me right out of my researching on french kissing products and allowed me to sit down for a nice read. Thanks for your great job Ian's Smashing Good Blog Site. I think I'll hang out on your blog for a while and be done with french kissing stuff for now. Have a good day Ian's Smashing Good Blog Site.

golfing-babes (2005-12-06 06:05:00)

the top bit torrent available anywhere! didn't you say you needed some , Ian's Smashing Good Blog Site ?

<http://torrent.soft-ware.ca>

Listening to N64 (USF) audio for 1st time | Played UT2004 first time in months (2005-10-15 06:41)

I woke up at 4:20 AM and went on my weekly volunteer work at Wikipedia proving Cheeseheads existed before 1990 plus small grammar typos on some videogame entries. Then I went on Cathartion and told them I thought Audrey Hepburn was hot. She's dead now, but that girl had intelligence. After that I decided to frag in UT2004 using keyboard and mouse. I was spacing out during the game because I was missing 50 % of the enemy shots with the lightning gun. Can't wait until UT2007! Whatever happened during my experience doesn't leave the chair though! My weapon of choice is the flack gun even though the machine gun is the most powerful weapon in UT2004. I retreated into whatever direction the bots weren't. I agree capture the flag mode was the most fun.

I found a website that has N64 music files in their original sound quality. A Zip containing all audio files is smaller than one 64 kbps MP3 file 1 minute long. To play them you'll need a Winamp N64 audio plugin or a codec binary for XMMS. The website where there are some rips in zips is USF Central and Zophar's Domain. I'm listening to Goldeneye and Extreme G USFs although I also downloaded the Legend of Zelda, Super Mario 64, and Mario Kart USFs. Goldeneye 007 USFs sound excellent with their lossless compression. The ZIP file gives you all of the music in these games too.

X

Winamp info window

There is also SNES SPC plugin compatible with Winamp. I have more memory playing N64 games I guess making SNES irrelevant

X

Anyhow, I've had found some SPC archives at Zophar's Domain. I found a lot of music archives of SNES games there. SNESAMP (Minor) for Winamp works with all these files. Download as much as you want there.

Then I proved with screenshots that PS1 games can run in high-resolution via emulator with SuperEagle stretching at 1280x1040 resolution. I play PS1 games on a PS2 all the time. My PSone never is used at all. This is relevant to Playstation 3 since Nintendo Revolution will play N64 games in high-resolution and Sony announced PS3 won't emulate PS1 therefore it'll have standard resolutions of 640x480. It was possible of 3D because the all the power was in the 32-bit RISC CPU also in PS2 and PS2 Slim. That means the PS3 will have six CPUs all together as follows 1 IBM Cell, Emotion Engine containing 3 CPUs, 32-bit RISC for PS1 plus the RSX GPU. Isn't that too many?

The Playstation alternative is called Highly Experimental where you download the Winamp plugin to play PSF files which are smaller than MP3 too. To create PSF files you need a Playstation CD and PSFLAB application. However, almost all PS1 games use ADPCM (lossless wav file compression) to store sound. On a second thought this format won't help you rip audio files. To rip normal PS audio I use PSX Multi Converter which crashes if not outputted in WAV. The WAV can then be outputted to AAC or MP3 via CDEX or Nero Soundtrax

Today I had nothing better to do than playing more of Lunar 2 via GENS which was the focus of my last entry. I've got a game faq running on a 2nd computer so I know precisely what to do, where to go, how to defeat the bosses, etc. Maybe it's a waste of time since the PS1 version is the same as Sega CD...kind of silly. What I shall do is start playing the PS version because I'm not too far into the game yet.

Anonymous (2005-10-15 07:04:00)

And the Champion Blogger is...

Rapp City by a landslide. If you click the "What's Hot" button in the top, left of the cc today homepage, you can see which "Cape Blogger" gets the most traffic and even which individual "post" is Numero ...

Find out how you can buy and sell anything, like things related to private road construction on interest free credit and pay back whenever you want! Exchange FREE ads on any topic, like private road construction!

Anonymous (2005-10-15 09:00:00)

Nice blog fella..

I have a cd rom duplication

site. It pretty much covers cd rom duplication related stuff.

Come and check it out if you get time :-)

Catch ya l8rs homies..

cc Infopage (2005-10-15 20:41:00)

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Games & PC Games News - Oct. 15, 2005

PRESS RELEASE: WonderPhone announces Empire Earth® - a made-for-mobile version of the best selling PC strategy game (gamesindustry.biz)

Paris - October 14th, 2005 - WonderPhone today announces the release of its latest java game - Empire Earth® - a made-for-mobile version of the best selling PC strategy game from Vivendi Universal Games.

Xbox 360's New Media Play Finding Fans (eWeek)

Consumers were impressed by the expanded multimedia features of Microsoft's upcoming Xbox 360 at the Digital Life conference, while gamers were excited to begin using the devices to access other types of services.

Free open-source gamer's treat unleashed (Macworld UK)

The fantasy-themed turn-based strategy game lets players build and train armies, allowing them to create pools of tough warriors to be called-up in crisis. Experienced warriors gain powerful new features and spells.

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Have a nice day,

jeepee

Anonymous (2011-08-04 12:35:56)

improved search engine ranking seo search engines backlinks buy cheap backlinks

React OS 1 yr later | Encoding with DivX 6.02 ! ;) (2005-10-16 11:39)

React OS is a little something I did on Christmas Day a year ago. And there has been two releases (0.2.6, 0.2.7) since then. React OS got Unreal Tournament and Mozilla to work via software acceleration. It has potential to replace Windows by 2007. ReactOS needs to come with an Active X Binary to view web pages in Mozilla Firefox. If you download the install ISO you get a partition otherwise the LiveCD will allow the desktop to show and it's suppose to read the Windows file system. Note that Windows 98SE installation CD used approx 400 MB. One day ReactOS will be fully compatible with Windows complete with 50+ programs! I may have to waste a CDR just to check out the improvements.

Last night I had Dracula encoded in DivX 6.02 at 1140 kbps 720x480 with 160 kbps MP3 ripped via 1 Click DVD Ripper. DivX 6 now supports AAC which is a good thing, but I'm thinking less plugin problems using the default mp3 option. Haven't made a DivX movie since February! My parents own these movies and this way I get my free copy! DivX looks comparable to the NTSC version. That's why next generation systems shall use MPEG4 pt 2. Blu-ray supports Microsoft's VC-1 (a super set of Windows Media Video 9). Xbox 360 VC-1 will be the testing grounds for Blu-ray / HD-DVD video. VC-1 has better quality : compression ratios than DivX 5 from what I've read on forums. My way is to compress the movie in real time instead of "dumping" uncompressed video on the HDD. Converting took several hours, but what the hay....got the time for it & still can fit 3 movies per DVD and I have 150+ of them DVDs. : -D

VC-1 is the official video codec of Xbox 360, Blu-ray Alliance, and HD-DVD Alliance. They all like Microsoft's work.....even Microsoft likes Microsoft's work. LOL!

VC-1 Stats

Simple

Low

max bit rate = 96 kilobits per second (Kbps)

176 x 144 @ 15 Hz (QCIF)

Medium

max bit rate = 384 Kbps

240 x 176 @ 30 Hz

352 x 288 @ 15 Hz (CIF)

Main

Low

max bit rate 2 megabits per second (Mbps)

320 x 240 @ 24 Hz (QVGA)

Medium

max bit rate 10 Mbps

720 x 480 @ 30 Hz (480p)

720 x 576 @ 25 Hz (576p)

High

max bit rate 20 Mbps

1920 x 1080 @ 30 Hz (1080p)*

Advanced

L0

max bit rate 2 Mbps

352 x 288 @ 30 Hz (CIF)

L1

max bit rate 10 Mbps

720 x 480 @ 30 Hz (NTSC-SD)

720 x 576 @ 25 Hz (PAL-SD)

L2

max bit rate 20 Mbps

720 x 480 @ 60 Hz (480p)

1280 x 720 @ 30 Hz (720p)

L3

max bit rate 45 Mbps

1920 x 1080 @ 24 Hz (1080p)*

1920 x 1080 @ 30 Hz (1080i)

1280 x 720 @ 60 Hz (720p)

L4

max bit rate 135 Mbps

1920 x 1080 @ 60 Hz (1080p)*

2048 x 1536 @ 24 Hz

Today, I decided to convert most of my MP3s into WMA9 at nearly half the bitrate with the help of dBpowerAmp. Very nice program dude. The audio can't sound any worse than it already is. I wish there was an option where it does half the bitrate for each one that probably won't happen. 73 kbps WMA encoded with WMA professional sounds like a 128 kbps mp3. The only thing keeping me from mass converting MP3 files is there's plenty of hard drive space on them. AAC is difficult pear 2 pear clients these days.

In other news I found a bunch of discs in my Jeep and one of them was my missing Knoppix 4.0.1 DVD I use for Linux Desktop since 09/05. That's the free Linux with tons of free tools. I was happy again!

cc Infopage (2005-10-18 17:40:00)

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Games & PC Games News by www.infopage.cc - Oct. 18, 2005

Beta testers needed for GPS enabled Golf application for Windows Mobile (MS Mobiles)

October 17, 2005 [General] There are many applications for Windows Mobile about game of golf. Not all of them are GPS enabled though. Here comes yet another application about golf, in versions both for Pocket PC and MS Smartphone. (Read More ...)

GameTap download service launches in US (gamesindustry.biz)

Turner Broadcasting System has officially launched GameTap, a new gaming download service which gives subscribers access to more than 300 arcade, console and PC games. (Read More ...)

Today's News about Games & PC Games

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2018: A Moon Revisited | React OS hands on (2005-10-20 09:17)

Hello again. Today has been the first day (me being slow in the space community) NASA's article about Apollo 2.0's mission of a moon landing in 2018 is legit. That's correct. NASA is enlarging Apollo model 3 times calling their new spacecraft Apollo 2.0 so four astronauts can step on the lunar surface at once instead of two. The astronauts will set up a greenhouse on the surface for experiments such as growing plants on our moon. Otherwise they can survive up to 6 days on liquid oxygen. I imagine high definition photos and movies broadcasted from the lunar surface easily streamed off 20 Megabit broadband in the future. It's only been 33 yrs since Americans last set foot on the moon. On Tuesday, I've downloaded React OS bundled with Qemu 2.0 emulating it on Windows XP. The mouse cursor moves about the desktop quickly and the latency for opening directories is 2 seconds. The problem about ReAct OS is the file system is a ROM image file accessible only through Qemu. Unfortunately, I couldn't mount the DVD-ROM or hard drive in DOS so I could run executables.

ReAct OS currently doesn't do anything other than read directories and files from the command prompt and Explorer. It doesn't recognize my CD-ROM yet although emulation could interfere. It's clear that WINE source code was used to run *.exe in it.

✖

C Drive ROM

✖

The Microsoft Windows Start menu

✖

MS-DOS in the background /w DIR command working and Run window in the foreground doing shit for commands

✖

It says Wine team in it.

Emulating the TOS 2.0 operating system with an Atari ST emulator was a previous experience of mine mounting my HDD in place of Atari ST's hard drive. Point taken that React OS hard drive detection should've been functional, but wasn't. TOS 2.0 only required a Z80 at 4 MHz with 1 MB of RAM to run at 100 %. Recommended hardware for TOS 2.0 was a Z80 at 10 MHz with 2 MB of RAM. Flash forward 15 years that's very primitive. My TI-89 Titanium runs a Texas Instruments operating system similar to TOS. It really hasn't been useful to me. Have been using my scientific calculator for math lately because TI-83 Plus and TI-89 Titanium are overkill apps! That and the manuals are long reading material that's boring. Fiddling around with them is much more fun. .

I feel I'll purchase **Shadow of the Colossus** for Playstation 2 because it got raving reviews on IGN (9.7 out of 10) and GameSpy (9.2 out of 10). IGN gave the game play and sound in the game a perfect score.

Anonymous (2005-10-22 07:51:00)

Hello, just happened to locate your blog on publisher saxon. I wanted to say thank you for having an informative blog like this. If you have a chance, please drop by my site. We provide fresh resources on publisher saxon. I will be sure and bookmark your site and return again. Thanks, Larry

Anonymous (2005-10-22 10:03:00)

Great blog you have. I have a site about banjo gifts. You can check it out at banjo gifts

Master Chief on Xbox 360 | Xbox 360 deals with compression! | More info on Too Human (2005-10-22 11:10)**Compression a hot topic on Xbox 360**

From the sounds of it Xbox 360 has some compression issues with developers being sloppy this close to launch. The game code and audio quickly take up the 8.5 GB of the DVD than the developers have to squeeze in video. They have to compress the audio and video just enough so it fits. The games ARE completed however. Basically there is no set

standard for video resolution on Xbox 360....

Chief Architect of Xbox and Xbox 360 James Allard quotes, "They're being a little sloppy with the CPU, they're being a little sloppy with the discs, they're being a little sloppy with their formats and compression to make launch. And next year, you'll see that they tighten that up so they can get more out of the system using the same disc capacity..."

To solve this problem Microsoft needs to shrink the size of the Xbox 360 video which isn't going to happen. It's inconvenient for people to swap discs in the middle. Sega and Nintendo never had problems with selling two discs in games and it didn't hurt sales. Star Ocean 3 had two DVDs and it sold quite well.

The Corporate Vice President of Microsoft (same guy) spoke he decided that Microsoft will be taking the heat of a world wide launch with a shortage of Xbox 360s rather than a North America launch and Europe complaining about not getting theirs on November 22nd.

The package I'm getting will come with

- Xbox 360 console
- Detachable and upgradeable 20 GB hard drive (needed to play xbox 1 games)
- 2.4 GHz Wireless controller (30ft. range)
- Xbox-Live Headset
- Component HD-AV cable
- Xbox Live Silver membership (useable right out of the box)
- One month limited trial membership for Xbox Live Gold
- Ethernet cable
- Bonus Media Remote



Master Cheif on Xbox 360 (playable character in Dead or Alive 4)

more Xbox 360 games

Yes, siree, Bob! **Half-life 2** with the expansion pack is ported to Xbox 360 at 1248x1024 with all the fantastic effects from the PC version! I'm decided to playing it again yesterday. The crates are really bothersome.

At the start of the game, the G-Man speaks to Gordon Freeman as part of a hallucination, telling him that his "time has come." Freeman then finds himself riding a train into City 17, unarmed and without his HEV suit. Details begin to slowly emerge: City 17 is under the rule of a totalitarian administrator named Doctor Breen, the former administrator of the Black Mesa Research Facility in Half-Life. However, Breen is merely a puppet ruler who is carrying out the will of the aliens known as the Combine. It seems that the events of Half-Life were enough to attract the attention of the Combine, who soon after mounted a brutal assault on humanity in which the forces of Earth were completely overwhelmed in just seven hours (appropriately referred to as the 7-hours War). The Combine now has near-absolute control of the entire planet, with only a few pockets of human resistance remaining. Doctor Breen enforces his rule (and, by extension, the Combine's rule) through armies of intimidating "Civil Protection" units (also called "Metropolis" or "Metrocops") and Combine soldiers (referred to as the Overwatch).

Then Gordon Freeman goes ONE MAN ARMY RENEGADE STYLE and PUBLIC ENEMY #1 /w a lot of nice weapons. Did I mention every person in this game has at least 4 answers? The main characters in the game can really give you long lectures!

I found more info on **Too Human** currently under development by Canadian developer Silicon Knights The game's star is John Frank. John is a cyborg in year 2450 when Pure humans are near extinction. The plot is keeping pure humans from becoming extinct. The game was nearly completed for Playstation in 2000 spanning 4 CDs and great graphics, but it got cancelled. The gamecube project started, but got canceled too. The story line is based on Phillip K. Dick's four novels. Everything except for his organs could be replaced with cybernetic enhancements which is kinda spooky. I was wrong in the "What's out for Xbox 360" It's actually the aftermath of machines infused with humans. Silicon Knights is probably having the same compression limitations everyone else has and I doubt their sloppy with compression like James Allard commented.

Perfect Dark Zero is a prequel to the Nintendo 64 first person shooter Perfect Dark. The game is being developed by Rare Ltd. A moderate amount of info has been released and the summary is that it will be prequel to Perfect Dark and will reveal how Joanna Dark became a secret agent.

The game made a small appearance at Spaceworld 2000, an event exclusive to Nintendo. (At the time, Nintendo had a 49 % stake in Rare, making Rare a Nintendo second-party developer.) Since then, Rare has been wholly acquired by Microsoft. At the official unveiling of Microsoft's next Xbox video game console, Xbox 360, on May 12, 2005, it was revealed that Perfect Dark will be a launch title for the new system in the fall of 2005 [1]. Perfect Dark Zero has been on the Nintendo GameCube, Xbox, and Xbox 360.

Some of the early material released (particularly images such as this) incited speculation that the title would use a less realistic with the controversial cel-shading technique.

Full Auto is developed by Pseudo Interactive and published by Sega.. It is a vehicular combat racing game with quality graphics. It's basically Sega's version of Twisted Metal for PS1, PS2, and PSP. It's Sega's flagship title until the "blue blur" is on next gen.

Halo 3 will be the last game in the Halo franchise and the last Halo Bungie will make. Bungie was against a Halo movie which is now a split production between Twentieth Century Fox and Universal Studios. Halo is now produced by Peter Jackson.

Miscellaneous Xbox 360 info

A detachable 20 gigabyte hard drive is used for the storage of games, music, downloaded trailers, levels, demos, player preferences, and community-created content from Xbox Live Marketplace; it may also be used to transfer such content between Xbox 360 units.

A hard drive is also required for the user be able to play backward compatible Xbox games. During Microsoft's E3 Press Conference, Robbie Bach, Microsoft senior vice president and chief Xbox officer, said that the "Xbox 360 will be backward compatible with top-selling Xbox games."

The wireless controller has a battery life of up to 25 hours on the Li-ion rechargeable battery pack. The wired controller is compatible with Windows XP USB-equipped PCs...

A 12X DVD-ROM drive, capable of reading DVD+R/RW discs, will be part of the console.

Anonymous (2005-10-22 21:21:00)

Hey, you have a great blog here! I'm definitely going to bookmark you!

I have a **christmas gift** site/blog. It pretty much covers gift ideas for christmas related stuff.

Come and check it out if you get time :-)

Anonymous (2013-09-09 16:59:32)

It's only a matter of time before disaster strikes.

During a ride at night, you may face a situation when you break your keys in the ignition or the car door. This one is written for an audience of homeowners, but could be helpful for prospective locksmiths also.

My blog: Schluesseldienst Berlin (arroub-edu.com)

Anonymous (2013-09-12 06:13:01)

Hi there, just wanted to tell you, I liked this blog post.

It was helpful. Keep on posting!

Also visit my webpage :: escort Manhattan NY

Anonymous (2013-09-18 08:35:41)

After I originally left a comment I appear to have clicked the -Notify me when new comments are added- checkbox and now whenever a comment is added I get four emails with the exact same comment. There has to be a means you can remove me from that service?

Thanks!

Visit my web blog - escort Haddam connecticut (dothome.co.kr)

Anonymous (2013-09-19 03:40:48)

Check out my weblog :: pua.wiki.suedmaehren.at,

oakleyses (2014-10-23 17:23:02)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:03)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:25:10)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Sarcastic Unemployment options in MN (2005-10-24 10:30)

Wave WIU flag in front of employment center and with a sign "Union is Madison"

Email this guy

Obviously this is worse case scenario

WISCONSIN: YOU'RE IN PACKER CHEESEHEAD COUNTRY NOW! EEEK! (2005-10-26 14:41)

Wisconsin comes from The Ojibwe word *Miskasinsin*, meaning "Red-stone place," given to the Wisconsin River. In 1634, Frenchman Jean Nicolet became Wisconsin's first European explorer, landing at Red Banks, near modern day Green Bay in search of a passage to the Orient. The state mineral is lead sulfide reflecting Wisconsin's early mining history. The state's nickname is "the Badger State."

The capital is Madison and the largest city is Milwaukee. Democrats owned the elections in the last five presidential contests. During both the 2000 and 2004 presidential elections, Wisconsin was considered a "swing" state considering we're equally split between Democratic and Republican candidates polls.

Known as "America's Dairyland," Wisconsin is also known for cheese. Citizens of Wisconsin are referred to as Wisconsinites. Among non-residents we're called "Cheeseheads," due to the quality of cheese making in the state. In other words the best cheese comes from Wisconsin cows.

Deer hunting is extremely popular. It's a sport, but not professional sport. Popular game is the white tail deer which is more populated here than the rest of the country.

The state is bordered by the Montreal River, Lake Superior and Michigan to the north, by Lake Michigan to the east, by Illinois to the south, and by Iowa and Minnesota to the west. Part of the state's boundaries includes the Mississippi River and St. Croix River in the west, and the Menominee River in the northeast.

In the north, the Lake Superior Lowland occupies a belt of land along Lake Superior. Just to the south, the Northern Highland includes the state's highest point, Timms Hill, as well as massive forests and thousands of small glacial lakes. In the middle of the state, the Central Plain possesses some unique sandstone formations like the Dells of the Wisconsin River in addition to rich farmland. The Eastern Ridges and Lowlands region in the southeast is home to many of Wisconsin's largest cities. In the southwest, the Western Upland is a rugged landscape with a mix of forest and farmland.

The state is home to the Green Bay Packers, one of the most successful small-market professional sports franchises in the country. Monday Night Football national broadcasts draw strong ratings during Packers games. Packers suck this year, and the Vikings won the last game! For a moment in the first half Vikings made the Packers look good, but it bit them in the butt winning the game by a long field goal three seconds left in the game at the Metrodome in Minneapolis.

Wisconsin is known for its beer, bratwursts, cranberries and OzzFest (where Ozzy Osborne, the British lead singer of Black Sabbath makes a cameo appearance in Somerset, Wisconsin every year. There is also 93X Fest which is another rock concert in Somerset, Wisconsin.

The racial makeup of the state:

- 87.3 % White
- 5.7 % Black
- 3.6 % Hispanic
- 1.7 % Asian
- 0.9 % Native American
- 1.2 % Mixed race

BASEBALL

The Brewers are in the Central Division of the National League and were part of the American League through the 1997 season, after which they switched to the National League.

The team was renamed the Brewers to honor Milwaukee's beer-brewing traditions after being purchased by Bud Selig. The brew team is made up of 32 Americans, 4 Dominicans, 1 Australian, 1 Mexican, 1 Japanese, 1 Venezuelan, and 1 Panamanian.

Miller Park opened in 2001 to replace Milwaukee County Stadium since opening season 1953. Construction cost of MCS was \$5 million while Miller Park (Miller Beer owning large interest in the stadium) cost \$310 million. Professional sports can use federal money towards building stadiums.

AMERICAN FOOTBALL

The Green Bay Packers joined the NFL list of teams in 1921 The Packers are currently the only publicly owned professional sports team in the United States. They are apart of the NFC North division of football. The Packers were once known as the Acme Packers (think loony toons in terms of acme). The team's Uniform colors are dark green, gold, and white. They were NFL champions on 1929, 1930, 1931, 1936, 1939, 1944, 1961, 1962, 1965. Super Bowl champions 1966 (I), 1967(II) and 1996 (XXXI) Typically, a team is owned by one person, partnership, or corporate entity; thus, a "team owner." The Packers fan base is notoriously dedicated: no matter how well the team performs, Lambeau Field has been sold out every game since 1960. The Packers have one of the longest waiting lists for season tickets in professional sports. Head coach is Mike Sherman and most popular football player is quarter back Bret Farve in his 14th year as quarterback. He also lives in Green Bay by the stadium.

Packers fans are commonly known as "cheeseheads," presumably because Wisconsin is known for its cheese production. To poke fun at this nickname, they wear foam triangles made to look like cheese on their heads, which further re-enforces the "cheesehead" designation.

PRO SOCCER: THE OTHER FOOTBALL

The Major Indoor Soccer League is the only current professional indoor soccer league in the USA. The league is a

member of both the United States Soccer Federation and FIFA also known as Major League Soccer.

The Milwaukee Wave are the oldest continuously operating professional soccer team in the United States. The team was founded on August 3, 1984 as a member of the American Indoor Soccer Association and as played in every season and incarnation of that league

PRO HOCKEY

The Milwaukee Admirals are an ice hockey team in the American Hockey League. They play in Milwaukee, Wisconsin, USA at the Bradley Center.

Beginning with the 1973–74 season the Admirals joined the newly formed United States Hockey League. Their first season in a league was not particularly successful as they ended the season in last place in their division. They won only 11 games, lost 35 games, and tied 2 games that season.

Adult Toys: videogames and electronics! (2005-10-28 09:17)

Well aren't I the lucky one. The TV on the porch is now in my room for the winter. I can hook up satellite TV to it via long cable or my N64 as you can see. It's 23 inch composite I think.

I downsized the pics for dial up users.....I was one and it takes 15 seconds to load all the GFX on here.



The Sat modem and LCD TV hooked up to PS2, Gamecube /w Gameboy Player attachment, Xbox, Dreamcast, DVD player, and satellite TV reciever



oldest computer working since Dec 2001. Athlon XP powered. Obsolete RAM composite TV right by my computer. Pretty new composite TV. Right next to it is the computer I use for everything. Has 2 GB RAM, Pentium 4, Radeon 9800XT. The composite TV I can hook up any videogame console too including the PStwo. I have to have my videogame consoles on the floor and is NP.



I never use this because it needs new GFX GPU card. It has a Geforce 5600 /w a June 2005 video driver. Has 786 MB or RAM

Anonymous (2005-10-28 09:21:00)

Liberal Blogger Posts Picture Of Steele In Minstrel Makeup

Republicans and Democrats are decrying a smear of Republican Lt. Gov. Michael Steele that was posted on the Web by a left-wing blogger.

Find out how to buy and sell anything, like things related to road construction colorado on interest free credit and pay back whenever you want! Exchange FREE ads on any topic, like road construction colorado!

oakleyses (2014-10-23 17:22:54)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

My Birthday present weighed two metric tons! (2005-10-28 11:00)

I am not going to get money for my birthday. Now it'll be tiny bit harder to buy an Xbox 360. Although I did get a vehicle instead! A gold 2000 Jeep XJ Sport! Yesterday, I was tricked into thinking I was getting my jeep winterized and my father drove me so I couldn't look at the oil dial and figure it out. He was actually bringing me to my birthday gift! Easily the most expensive one I ever had.

The other one was 11 yrs old and although it had few problems, problems would soon emerge. So now that's outta my hands, that one will be sold to a new owner.

The 2000 Jeep XJ for an early Birthday present. Turning 21 Nov. 1st. It looks like the one on the front page except its gold instead of white. The inside is digital instead of analog. In the white '95 Cherokee all the engine dials were analog except for the radio. It has 59,000 miles on it. Smells like new which is one trick of the trade of selling an used vehicle.

Because it's newer, the brakes and acceleration grab twice as quickly. Before i got it the washer fluid, engine oil, brake fluids were changed at the Chrysler dealership. The previous owner just happened to be the wife of the dealership president in Hudson, WI. I can't own it, but I can drive easily. By the time I got off my street, I had the acceleration figured out.

The vehicle has a KENWOOD (nice and expensive) Serris/MP3/WMA/CD/FM/AM radio that reads data CDs and sounds better than before /w build in speakers. I burnt a cd of some rock and trance mp3s to play in it. It must be a 2002 model because it's not on the Kenwood website.

Engine: Chrysler 4.0 L Power Tech I6, 190 hp

We got a good price on it.

About the Engine

The 4.0 L (3956 cc) EPH straight-6 was an evolution of the 258 and 2.5 and appeared in 1987. It had the same 3.88 (98.4 mm) bore as the 2.5 with a longer 3.41 in (86.7 mm) stroke.

Chrysler made an enlarged throttle body, and redesigned the cylinder head for higher flow. The Intake an Exhaust manifolds were also changed for more efficiency, and the fuel injectors were once again replaced with higher flowing units. The camshaft was also changed to a higher lift one. The net result of all these changes was an engine that made 190hp and 225 lbs-ft. of torque. The 4.0 was kept the same until the 1995 model year when small changes were made to the cylinder head. In 1996, the engine block was redesigned, and a new strengthened unit was used. The new block made use of more webbing cast into the block, and a stud girdle for the crankshaft main bearings. The Cylinder head was also again changed in about 1998, to a lower flowing, but more emissions friendly head.

X



The saying goes a Jeep grill is instantly identifiable by people across the world.

The most identifiable was Mickey Mouse.

A kenwood MP3 player!





X



Goes 100 MPH instead of 85 MPH in the

last Jeep.



My first car: 1995 White XJ

The Greatest Videogames list | Konqueror GUI for Windows?????? (2005-10-30 22:35)

List of the greatest PC or videogames

- 1.) Half-life 2 (PC)
- 2.) Unreal Tournament 2004 (PC)
- 3.) Final Fantasy X (PS2)
- 4.) Unreal Tournament (PC)
- 5.) Super Mario Bros. (NES)
- 6.) Goldeneye (N64)
- 7.) Super Mario 64 (N64)
- 8.) Forza Motorsport (Xbox)
- 9.) Halo (Xbox, PC)
- 10.) Metal Gear Solid 2 (PS2, Xbox)
- 11.) Gran Turismo 4 (PS2)
- 12.) Chrono Trigger (SNES, PS)
- 13.) Final Fantasy VII (PS)
- 14.) Grandia (Saturn, PS)
- 15.) Star Ocean 3 (PS2)
- 16.) Xenogears (PS)
- 17.) Lunar 2 (SegaCD, Saturn, Playstation)

- 18.) Lunar (SegaCD, Saturn, Playstation)
- 19.) Vagrant Story (Playstation)
- 20.) Metal Gear Solid 3 Snake Eater (PS2)

I found Konqueror 3.4 is coming to Windows sometime before WinVista. I modified a png to show what it may look like when downloadable. So far the project's only developer is using the web browser and not the folder explorer function. It might use GTK++ so it can run. The Gimp is the best known program using GTK++. Konqueror for Windows could be dead too, but I doubt it otherwise the site would've let us know about it!



Enlarge image



Konqueror for Windows homepage

On Halloween I want to dress up as Master Chief (Halo protangious) except there is no party for me to go too. DRATS! I haven't been able to use my new birthday present after that test drive around the 4 mile block when cops weren't around to pull me over! It's illegal to drive without license plates anywhere. I did it anyways because I really wanted to drive it! It's where there are a lot of hills with thousands of box elders with 10 % Blue Spouses (pine tree) and red oaks mixed in.

My mom had a Halloween party and all my aunts and aunt's friends wanted to see it, but I didn't right away. I feared they ask me if I owned it (and my Aunt Diane did ask) that's awfully a strange question because it's a present according to mom and dad except I don't have ownership yet. I gained \$55 for Xbox 360. I'm unemployed as of now, and wouldn't want to pay for car insurance. My uncle who lives rurally likes to buy and sell things on Ebay so I gave him Knoppix 4.0. He'll probably get frustrated and throw the DVD a way.

Games I would've eventually had if weren't for the fact I'm saving it up for Xbox 360.

- **Civilization IV** – will be my first Civilization game and second Sid Meier game
- **Castlevania Dawn of Sorrow** – it's castlevania and it historically has been quite good in hack 'n slash genre.
- **Soul Caliber III** – Just because I own the first two Soul Calibers
- **Fatal Frame III The Tormented** - I own Fatal Frame 1 and 2 for Xbox, and two for Playstation 2. I could use this survival horror exclusive. You're only armed /w a camera and use it to stun your foe and run away before it kills you. No guns in this game.
- **Tactics Ogre: The Knight of Lodis** – umm, I own five anime based strategy RPGs for PS2 from Atlus and Nippion Ichi.

download anime movie (2005-11-02 10:24:00)

Right now americans jets are flying over my house for an air show in my city. I kinda feel like an iraki or something. Anyways, I should be working on my download bittorrent movie site. (Mental note: don't get distracted reading more blogs :)

Just letting you know that someone from Guatemala visited your site.

Cheers

venus (2005-11-04 04:58:00)

Hi Ian's Smashing Good Blog Site. Great blog, particularly this thing about The Greatest Videogames list | Konqueror GUI for Windows???????. I'm working on some similar projects myself. You have some good ideas but unfortunately I'm struggling to get started myself. I've got an interest in the new but ultimately I want to do something more personal. Anyway, keep up the good work, I'll drop by again for another visit soon. Bye.

used-callaway-girl (2005-11-05 14:48:00)

hey Ian's Smashing Good Blog Site what's shaking??? ??

Imao :P

check the deals i found here» cheap game pc

try and find cheaper!! lol

own your own business (2005-11-06 12:33:00)

Congradulations on a very well written, interesting and surperb blog!

Hi I am a "bot" who works for Scott. I never complain or cry that I work too hard and I try to write my very best compliment on each deserving blog. Some times I repeat myself so please excuse me if I have complimented you more than once as I am here to please you and I would like for you to check out Scott's webpages. They deal with stuff like, click here: [get out of debt now!](#) and then feel free to e-mail me or Scott with your words of wisdom.

P.S. I'll sure put the word out about your site and I would appreciate any business you may send our way...

Later, Scott's bot ;-)

Ian's Smashing Good Blog Site (2005-11-06 22:50:00)

[quote]

Right now americans jets are flying over my house

[/quote]

Hmm. Central America. Yeah, theres free speech in this...

[quote]

particularly this thing about The Greatest Videogames list

[/quote]

If you go to ign, you'll see a few collections over 700+. Yeah, it's my opinion. I really enjoyed Deathmatches and capture the flag which is why UT got #2 and #4. With the exception of Final Fantasy X. That was so good. All the cutscenes...as near a epic a RPG could get on PS2. State-of-the-art in 2001.

Muso Babe (2005-11-08 15:57:00)

Hi. Interesting article - The Greatest Videogames list | Konqueror GUI for Windows?????. I have a music blog myself but I don't seem to have had many people visiting lately. Just looking for inspiration really but this is great. The live 8 dvd is out today - should be fantastic. Anyhow, keep up the good work - I'll be back!

psp game download (2006-01-04 11:58:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free music psp video but glad I dropped by. Way to go. download free music psp video

Anonymous (2006-02-19 13:02:00)

Your post (best.) was on target for deer hunting magazine. It's interesting to know that many people don't understand deer hunting magazine, good job. What I would like to see is more info on deer hunting magazine and deer hunting magazine. Any post you make on deer hunting magazine in the future will be well received.

Anonymous (2013-05-09 15:55:28)

Hi to every single one, it's genuinely a fastidious for me to go to see this site, it includes helpful Information. Look at my page ... [cccam-server.com](#)

Anonymous (2013-05-16 07:09:13)

Thanks a bunch for sharing this with all folks you really recognize what you are speaking approximately! Bookmarked. Kindly additionally discuss with my web site =). We will have a hyperlink exchange arrangement between us
Look into my web blog [pirater un compte Facebook](#)

Anonymous (2013-05-17 10:22:05)

It's truly very difficult in this full of activity life to listen news on TV, so I just use web for that purpose, and take the hottest information.

Here is my web blog: [Como Instalar Openbox S10 Hd](#)

Anonymous (2013-05-30 19:11:10)

Very quickly this website will be famous amid all blogging users,
due to it's nice articles
Check out my web page; vacation reply

Anonymous (2013-09-17 12:53:11)

[url=http://www.cddbbooks.com/]Louis Vuitton Outlet[url],prpnw ae mf lzbrcn xmwbpce czdpdj zetcde vkezp ttaykdt gozohbm
egszb.
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Anonymous (2013-09-20 02:30:28)

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Anonymous (2013-09-20 03:06:17)

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Anonymous (2014-08-06 07:20:46)

As always, when something poor happens, you can always restore via iTunes.

You'll see a warning from Cydia about this prior to putting in it.

Action 7: At the subsequent screen, you may be prompted to settle on cydia and Installer.

My blog post - cydia steffwiz all sources not working

7.11 November

I got SUSE 10 and Knoppix 4.0.2! | Desktop Pictures (2005-11-02 08:19)

Gnoppix 2.12 LIVE CD



- Gnome 2.11.92
- Gimp 2.2.8
- kernel 3.6.x
- Epiphany 1.8
- Firefox 1.0.6

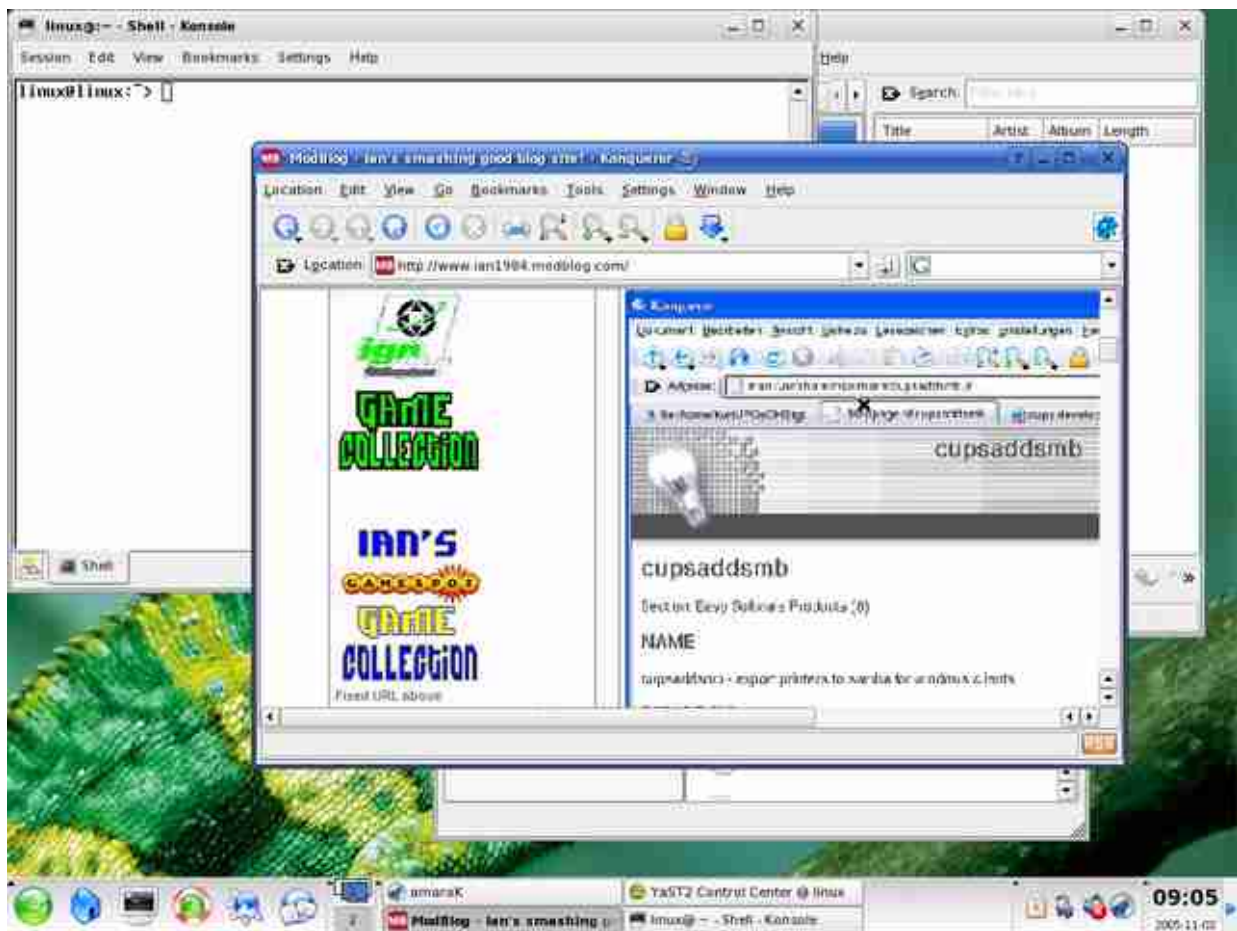
Knoppix 4.02 Live DVD

X

X

- KDE 3.4.1
- Open office 1.9
- Amarok 1.2
- Firefox 1.0.6
- kernel 2.6.x
- Open Office.org 2.0
- Kine
- Gimp 2.2.8
- KOffice 1.4.2

SUSE 10.0 LIVE-DVD



- SUSE modified KDE 3.4.2 beta 2
- SUSE Yast2
- Amarak 1.3
- Gimp 2.2.8
- Firefox 1.07
- kernal 2.6.x
- Open Office.org 2.0
- Kine
- support for Wireless NICs via Yast2 setup

DELL Dimension XPS Generation 2



- 7-Zip 0.49
- Alcohol 120 %
- Counter Strike Source
- Daemon Tools
- DivX Player
- Dreamweaver 8
- Firefox 1.5
- GoldWave 5.1
- Half-life 2
- Kazaa Lite Rev
- Limewire 3.9
- MS Office 2003 Pro

- Namo Webeditor 2006
 - Nero Burning Rom 6.6.0.16
 - Notepad++ 3.2
 - OpenOffice.org 2.0
 - Opera 8.5
 - Paint Shop Pro X
 - Quintessential Player (latest version)
 - Trillian 3.1
 - Unreal Tournament 2004
 - Video LAN 0.8.2
 - Weatherbug
 - Winamp 5.111
 - Winrar 3.51
 - WinXP Service Pack 1
- Athlon XP 1.8 GHz , 386 MB of RAM, 40 GB HDD**



- WinXP Service Pack 0
- Firefox 1.0.6
- Winamp 5.094
- Ripcast Free
- WinRAR
- DivX Player

Athlon XP 2.1 GHz, 786 MB of RAM, Radeon 9250, 200 GB HDD



- WinXP Service Pack 0
- Firefox 1.0.6
- Winamp 5.094
- Nero 6.6.0.16
- MS Office 2003 Pro
- WinRAR 3.5
- 7-ZIP .46
- DivX Player
- Video LAN

12 Saturn games emulated on PC including Virtua Fighter, Nights into Dreams, Daytona USA, Rayman, Panzer Dragoon. (2005-11-07 17:38)



It took more than 10 yrs, but Saturn emulation is finally conquered! About a year ago I used Daytona USA and the

sky was missing and wasn't playable. SSF 0.07 Beta however allows me to play Daytona USA! I can play all the games with USB Sidewinder, USB analog game pad or keyboard. The emulator seems to require a fast DVD-ROM, because Saturn's 2x CD-ROM requires near perfect emulation. I own all the games so it's legal. SSF may be the only emulator besides its commercial counterpart, GuriGuri, which plays games. SSF compatible with most of the Saturn software. I recommend Direct X 9 installed before using this version of SSF. Audio (usually AD-PCM encoded) is perfectly emulated. I never got audio before, it's a real treat!

Sega Saturn is a little more powerful than Playstation capable of more 2D sprites. The most famous game was Nights into Dreams. Saturn "died" in 1997, but it wasn't official until 1998.

SSF 0.07 Beta

BIOS

CPU: Two 32-bit SH-2 (28.6MHz) RISC processors

RAM: 2MB, Video RAM: 1.5MB

Colors: 16.7 million

Polygons: 200,000 texture-mapped, 500,000 flat-shaded per second

Game Media: CD-ROM

Resolution: 704x480

Sound: 32-channel PCM, 8-channel FM stereo

My own tested and playable games

- Nights into Dreams
- Rayman
- Sonic 3D Blast
- Darius Gaiden
- Panzer Dragoon
- Daytona USA
- Sega Rally Championship
- Virtua Fighter
- Virtua Fighter 2
- Fighter Megamix
- Gex
- Mr. Bones

⌘

⌘

Daytona USA

⌘

⌘

Nights into Dreams

⌘

⌘

Rayman

⌘

⌘

Sega Rally Championship

⌘

⌘

Fighters MegaMix

⌘

Sonic 3D Blast

It was night. My father switched the license plates so I can now drive the 2000 Jeep. I followed Randy on the right side of the interstate focused on his Chevy Silverado and it felt like 36° Fahrenheit in some thunderstorm, and couldn't find the auto close window button because it was dark for one thing and hydroplaning for another thing. Saturday night I put 40 miles driving to Menomonee, WI where I slept over at his house because he and I wanted to play Playstation 2 longer. When I got there, we played Winning Eleven Soccer 7. I won both times. He has a friend that lives upstairs in this kind of small house that he and his girlfriend rent. His girlfriend is a lot younger and we kept talking about how her dad wanted a new Jaguar or Volvo sports car? Those things are expensive. Randy and she sleep in same bed. I slept on a sort of comfortable couch in the living room. I went to sleep at 2 am, and woke up at 6 am. I decided to leave at 7 am because Randy didn't waking up in that point of time. I found Interstate 94 West right away. The on ramp was actually outta Menomonee. I listened to my burnt trance mp3 cd coming home to Warren township. He works in St. Paul six days a week where his 2000 Saab 9-5 is his primary transportation. He bargained it at a few grand (\$1K) off the original dealer price and bought a Saab because he hated when his '93 Cadillac DeVille did a burnie at random intersections.

Muso Babe (2005-11-08 14:08:00)

Hello Ian's Smashing Good Blog Site. Just came across your blog whilst surfing generally, I find it very interesting. I'm trying to get a blog going on some of my sites but don't have the patience to keep it up! Anyway, if you fancy looking at the new live 8 dvd set which is out today, it's here.

venus (2005-11-09 09:10:00)

Hi Ian's Smashing Good Blog Site,

You have a very good blog here - quite rare these days! Also, I do like this post you've just added.

I've been here a couple of times looking for inspiration for my own blog, can't seem to get it off the ground though!

Anyway, nice one, I'll be back soon.

Regards,

Angie.

live 8 dvd out now - save up to 30 %

Country List | Build new Webpage | Xbox 360 backwards compatible list out-of-the-box (2005-11-13 06:45)

Here's my American Country playlist right now.

1. Steppenwolf - Magic Carpet Ride (4:27)
2. Alabama - Born Country (3:17)
3. Big & Rich - Love Train (3:47)
4. Confederate Railroad - Bill's Laundromat, Bar and Grill (3:41)
5. Sawyer Brown - Six Days On The Road (2:50)
6. Tracy Byrd - Lifestyple of the Not So Rich and Famous (2:51)
7. confederate railroad - Queen of Memphis (Club Mix) (3:50)
8. George Jones - The Race Is On (2:30)
9. Sawyer Brown - Shaken' (3:05)
10. George Jones - Hi Tech Redneck (2:59)
11. Randy Travis - Forever Amen (3:35)
12. Sawyer Brown - The Race Is On (2:47)
13. Sawyer Brown - Some Girls Do (3:05)
14. Garth Brooks - American Honky-Tonk Bar (3:32)
15. Roger Miller - King of the Road (2:27)
16. Sawyer Brown - They Don't Understand (4:08)
17. Tim Mc Graw - Don't take the girl (4:10)

18. Clint Black - A Good Run Of Bad Luck (2:43)
19. Alabama - Cheap Seats (3:53)
20. Tim McGraw - Ilike it, I love it (3:26)
21. George Jones - I Don't Need Your Rockin' Chai (3:28)
22. Garth Brooks - The Dance (3:40)
23. Dwight Yoakam - Guitars, Cadillacs (3:05)
24. Johnny Cash - Big Bad John (2:57)
25. Blackhawk - Every Once In A While (3:28)

I am signed up for college courses in January so I won't have much time to play the videogames especially Xbox 360. First game may be Project Gotham 3. What else is new? More shelved games of course! Although, I was trying to play two yesterday. Again, I've stopped collecting for 30 days so I could get a new console. According to an internet polls Xbox 360 is leading popularity.

Xbox games compatible with Xbox 360 out-of-the-box.

AirForce Delta Storm

Alias™

Aliens versus Predator™ Extinction

All-Star Baseball™ 2003

Amped® : Freestyle Snowboarding

Army Men® : Sarge's War™

Atari® Anthology™

ATV: Quad Power Racing 2™

Baldur's Gate™: Dark Alliance™ II

Barbarian

Barbie™ Horse Adventures™ Wild Horse Rescue™

Batman Begins™

Battle Engine Aquila

Battlestar Galactica™

BMX XXX™

Brute Force™

Buffy the Vampire Slayer™: Chaos Bleeds

Cabela's® Dangerous Hunts™

Cabela's® Outdoor Adventures™ 06

Cabela's® Deer Hunt™ 2005 Season

Cabela's® Deer Hunt™ 2004 Season

Call of Cthulhu® : Dark Corners of the Earth™

Call of Duty™: Finest Hour™

Casino

Catwoman™

Chicago Enforcer

Circus Maximus

Close Combat: First to Fight

Codename: Kids Next Door™

Colin McRae Rally 4

Combat Elite: WWII Paratroopers™

Commandos 2: Men of Courage™

Conflict: Desert Storm

Constantine™

Crash Twinsanity™

Crash Nitro Kart™

Crimson Skies® : High Road to Revenge™

Crouching Tiger, Hidden Dragon™

Curse: The Eye of Isis

Dark Angel

Darkwatch™

Dead or Alive® 3

Deathrow

Digimon® Rumble Arena®

Dinotopia

Drake™

Egg Mania™: Eggstreme Madness

ESPN MLS ExtraTime 2002

Euro 2004

F1 2001

Fable®

Fable® : The Lost Chapters™

Fairly Odd Parents: Breakin' da Rules



It's only 9 days until the launch. I'm worried about the line at mid-night. Sure, Hudson, WI isn't a real city, but it has massive surrounding population supporting videogames too. If reading videogame news on the internet is so addicting, it might be hard to get around to playing something. Right now I'm playing Resident Evil 4 for Gamecube for the 2nd time. I am at the part where I met this colossus for the first time after running through a haunted village. Yeah, I got that normal difficulty. The PS2 version is significantly more popular at the moment. I got that special "Only for Gamecube" version.

I developed a new webpage at AtSpace which gives me 50 MB free to use without banners. I upgraded my game list, added more pictures since I borrowed the graphics off TeamXbox, owned by IGN, but a spin off of Xbox.IGN.com. Last videogame I completed was Half-life 2 for PC. Half-life 2 was entertaining because it got #1 on my favorite videogames. I must of killed 60 combine near the end. The game industry's # almost overwhelms me. I have a long list of what to get first and I'm constantly choosing what ones are the most important. There is a rumor that Nintendo Revolution's real name is Futurna, but that's a lot of bullshit.

live 8 concert dvd (2005-11-16 01:02:00)

Hi Ian's Smashing Good Blog Site.

Great blog, particularly this last post you've added. I'm working on some vaguely similar projects myself. You have some good ideas but unfortunately I'm struggling to get started. I've got a few work-related sites set up but ultimately I want to do something more personal. Anyway, keep up the good work, I'll drop by again for another visit before too long.

Regards,

Janice.

live 8 dvd out now.

live 8 dvd (2005-11-16 07:36:00)

Hello. Nice piece about Country List | Build new Webpage | Xbox 360 backwards compatible list out-of-the-box. I have a music blog that I'm trying to get going myself - just looking for a little inspiration! All I seem to have done so far is declare my undying love for Radiohead, the Killers and a rather large article on Live 8. The live 8 dvd is out today which should be fantastic. It's set to become the biggest selling DVD ever - not surprising really. Anyway, like I said, great blog and I'll be back again soon.

live 8 dvd (2005-11-16 07:36:00)

Hello Ian's Smashing Good Blog Site. Just came across your blog whilst surfing generally, I find it very interesting. I'm trying to get a blog going on some of my sites but don't have the patience to keep it up! Anyway, if you fancy looking at the new live 8 concert dvd which is out today, it's here.

collectable horses (2005-12-23 13:43:00)

Hey Ian's Smashing Good Blog Site GREAT title Country List | Build new Webpage | Xbox 360 backwards compatible list out-of-the-box. Thats what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will book mark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

horse games for kids (2005-12-23 18:58:00)

Ian's Smashing Good Blog Site GREAT title Country List | Build new Webpage | Xbox 360 backwards compatible list out-of-the-box. I am actually looking for collectable trail of ponies related information to give my customers on my website. I paused at the title and ran out of time to read, but will book mark you and come back latter to check you out some more. I am off to find some other collectable trail of ponies related blogs. Thank you.

oakleyses (2014-10-23 18:15:20)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:43)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:42)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Random thoughts including 2 days 11 hours till Xbox 360 launch, Xbox 360 at Thanksgiving, silly dance music (2005-11-19 09:48)

Modblog has been down for half a week now. So Blogger is my primary blog server. Welcome those from Modblog if there are any of you :)

In 2 days, 11 hours, 8 minutes I believe I'll get the Xbox 360 + detachable HDD + Project Gotham Racing 3 than I come home extremely excited to play my new toy I might not get to the next blog entry until 10 hours later.

My 1st first person shooter looks to be Perfect Dark Zero. The N64 game was really, really good. Amongst the best games actually. Could well be the best first person shooter on N64. In fact, today, I was listening to Perfect Dark USFs (Ultra 64 Sound Format) on the computer and it sounds excellent. That's the track music. Better than any commodore music. Those are free too.

I completed Resident Evil 4 yesterday. It was extremely fun. Shooting zombies /w a shotgun was fun especially when I used the invincible cheat so I didn't turn into one. I got bitten 100 times and died a few time with the swinging butcher blades and that blasted iron maiden when I fail to get out. The hardest part I thought was that room with machine guns on every corner. Every once in a while a mad monk would shoot me in this room with one of those machine guns. I was really frustrated I couldn't get outta there alive.

This Thanksgiving Thursday I'll bring over both my Xbox 360 and Xbox over. My cousin, Brian signed into the USMC and he's shipped out. Master Chief must've gotten to him because Halo happens to be one of his favorite games. He's doing it for his country so I believe he's not there. We'll have turkey, stuffing, egg salad, pumpkin pie, Mountain Dew, Coke, and cheap beer (legally finally). I'll try a can of Coolers Genuine Draft. There is usually an American Football game on folk like to watch. It's probably Detroit vs. Dallas and the Cowboys are going to win!

Right now I'm listening to dance music yet again including ATB - 9PM Till I Come, Don't Stop, Underwater World, Ocean Trance, Ayla Part 1, Hold you, Marrakech mostly, then Armin - Galaxia, Blue Fear, Chicane - Offshore, overtune,

Don't Gift Up etc. I've had been listening to these songs since December 2001 from the file dates in file properties.

boss game systems (2005-11-20 10:59:00)

What I hate about the whole change in video games Ian's Smashing Good Blog Site is the controllers.

Why does ever game now make me use the 2 joy sticks to move a person within the game. I just want to add my 2 cent to your blog Random thoughts including 2 days 11 hours till Xbox 360 launch, Xbox 360 at Thanksgiving, silly dance music. Anyway take care also visit my site portable game systems .Time to game on !!!

Listening to RPG music on PC | Choice of 1 or 2 Xbox 360 games (2005-11-21 02:46)

I'm listening to PSF (portable sound format) for Winamp via Highly Experimental plugin. It's brilliant. I download PS2 and PS1 rips of my favorite videogame music and play it in Winamp w/o any lost of sound.

I got these music rips from Zophar

PS1

Chrono Cross

Final Fantasy 7

Final Fantasy 8

Final Fantasy 9

Vagrant Story

Lunar 1

Lunar 2

Valkyrie Profile

Xenogears

PS2

Dragon Quest VIII

Final Fantasy 10 (the best of all)

Final Fantasy 10-2

Growlancer 2

Phantasy Star Generations 1



Less than 21 hours to Xbox 360 launch. Mom's getting Project Gotham 3 for me when she comes home from work on Tuesday. I have a choice to either buy a game with my Xbox 360 or not at all. The choice of game would be Dragon Quest 8 or Perfect Dark Zero. Dragon Quest is the latest Square-Enix RPG and has some old school RPG elements. It's hard to decide. I see that 64 MB memory cards are \$40, but I won't need them. I know I much rather have the external HDD.

Xbox 360 is out of stock before midnight ! Weird! (2005-11-21 23:55)

I showed up at wal-mart in Hudson, WI at 11:50PM and about 20 other people were waiting for theirs. Womble is right. The store sold out with 8 people to spare. Sad

I try to socialize. Told them all about me and Catharton Electronica. Why I like Xbox. None of them really cared because they wanted to go home and play their system.

Time right now is 12:40AM

The best game for Xbox 360 looks to be Perfect Dark Zero next to Project Gotham 3.

However, Target is open at 7 AM.

I drove back home and called Walmart and the operator said the store is the store underestimated the demand at midnight. Doh! Other larger stores buy 100 of these things to meet demand.

I don't have a Jeep Grand Cherokee to drive to Target so I'm not mobile for the rest of the day!

Although my mom bought Project Gotham Racing 3. The disc looks the same except now you can see how much information is on back because now the shadow shows.

X

X

Xbox 360 (2005-12-19 14:19:00)

Hi Ian's Smashing Good Blog Site,

I was doing a search for "Xbox 360 Game List" and your blog (Xbox 360 is out of stock before midnight ! Weird!) came up.

Bought Dragon Quest 8 | The mighty duplicates of games I don't own. (2005-11-28 20:23)

Recently I've bought a great Square-Enix RPG called Dragon Quest VIII for PS2. It has Dragon Ball Z animation in it. It took 1 year for Square to port all the good English subtitles and record all new British talent specifically for North America. It came inside box (not DVD case) because Final Fantasy XII demo was in the DVD case so the manual was too thick to fit. The box has some interesting animation on it. I believe DQ8 plays a lot like Legend of Zelda.

On Catharton Electronica, I am getting hated more and more as I got Xbox 360 games before the console and the only legal next generation gamer on it. Wombles calling me

"daft". Yeah, he's calling me that because he likes Nintendo much more, graphics aren't everything. Traditionally the GFX of next generation are #1 reason we're attracted to new consoles. Catharton members except me don't think so. However, I also own many Nintendo consoles so I know the tech specs on many of them. Womble is into the Sinclair Spectrum ZX and Commodore 64, Commodore Amiga and Atari Falcon (attack of British computer users!). He replaces bad parts and cleans them. I answer him directly but he's the most retro and extremely clever one on the forum. We argue. He usually knows what he's talking about.

I am driving to Wal-mart at midnight to buy Mario Kart DS or Half-life 2 for Xbox. I own all the Mario Karts except this one. It has a mix of 64-bit versions of SNES race tracks, N64 race tracks and GCN race tracks. N64 is included as retro console class now believe it or not.

I earned \$20 by fixing my dad's laptop when the wireless software froze. He deleted all the files in the Linksys folder into the recycle bin. The cause was the nic was disabled in Network connections under Control Panel. Luckily I was able to enable the wireless nic and restore all the files to the Linksys directory than everything worked fine. Happy about that.

The ROM collection off my DVD.

Atari 2600

³ Ace of Aces (1988) (Atari).a78

³ Asteroids (1987) (Atari).a78

³ Centipede (1987) (Atari).a78

³ Commando (1989) (Atari).a78

³ Crossbow (1988) (Atari).a78

³ Donkey Kong (1988) (Atari).a78

³ Donkey Kong Jr (1988) (Atari).a78

³ F-18 Hornet (1988) (Absolute).a78

³ Fatal Run (1990) (Atari).a78

³ Fight Night (1988) (Atari).a78

³ Food Fight (1987) (Atari).a78

³ Galaga (1987) (Atari).a78

³ Mario Brothers (1988) (Atari).a78
³ Mat Mania Challenge (1989) (Atari).a78
³ Mean 18 Golf (1988) (Atari) [!].a78
³ Meltdown (1990) (Atari).a78
³ Ms. Pac-Man (1987) (Atari).a78
³ Planet Smashers (1990) (Atari).a78
³ Robotron 2084 (1987) (Atari).a78
³ Scrapyrd Dog (1990) (Atari).a78
³ Sentinel (PAL) (1991) (Atari) [!].a78
³ Super Huey UH-IX (1989) (Atari).a78
³ Super Skateboardin' (1989) (Absolute) [!].a78
³ Tank Command (1988) (Froggo) [!].a78
³ Tomcat - The F-14 (1989) (Absolute) [!].a78
³ Touchdown Football (1988) (Atari).a78
³ Xenophobe (1989) (Atari) [!].a78
³ Xevious (1987) (Atari).a78

³

Atari Falcon

³ afroslivecd.iso
³ arany-m-0.9.0-win.zip

³

Atari Jaguar

³ Defender 2000 (1996).zip
³ PTv0.95.zip
³ Tempest 2000 (1994).zip
³ virtualjaguar-1.0.7-win32-bin.zip

³

Atari ST

³ MINES11.APP
³ SainT199fSelfExtract.exe
³ acctris.zip
³ cab15.lzh
³ doom1.zip
³ roadkil2.zip
³ steem_v3_2.zip
³ tos492.zip
³ tos_30m.zip
³ tos_us.zip
³ wp960204.tos
³ x-tris.zip

³

ÄÄÄÄAmiga

³ Beast2 _ADF.zip
³ Beast2 _WHDLoad.zip
³ Beast3 _ADF.zip
³ Beast3 _WHDLoad.zip
³ Beast _ADF.zip
³ CaliforniaGames.zip
³ Evolution (J).zip
³ Hybris-Title.zip

³ kick.zip
³ kick2.zip
³ Lotus_III_-_The_Ultimate_Challenge_(1992)(Gremlin)[0217].zip
³ TurricanII-Title.mp3
³ TurricanII_adf.zip
³
ÄÄÄÄc64_games
³ ÄÄÄÄALIENS
³ ³ ALIENS.zip
³ ³
³ ÄÄÄÄARKANOID
³ ³ ARKANOID_tcs.zip
³ ³
³ ÄÄÄÄARTDUEL
³ ³ artillery_duel.zip
³ ³
³ ÄÄÄÄBATCHESS
³ ³ BATTLE_CHESS1.zip
³ ³ BATTLE_CHESS2.zip
³ ³
³ ÄÄÄÄBCASWOLF
³ ³ BEYOND_CASTLE_WOLFENSTEIN.zip
³ ³
³ ÄÄÄÄBEACHHE2
³ ³ bchhead2.zip
³ ³
³ ÄÄÄÄBLUEMAX
³ ³ bluemax.zip
³ ³
³ ÄÄÄÄBOULD-CO
³ ³ BoulderDashConstrSet_1986_FirstStar.zip
³ ³
³ ÄÄÄÄBRUCELEE
³ ³ Bruce Lee.zip
³ ³
³ ÄÄÄÄCAS-WOLF
³ ³ CAS-WOLF.zip
³ ³
³ ÄÄÄÄCHOPLIFT
³ ³ choplifter.zip
³ ³
³ ÄÄÄÄDEFLEKT
³ ³ Deflektor-NO_1987_Vortex.zip
³ ³
³ ÄÄÄÄDIG-DUG
³ ³ Dig Dug.zip
³ ³
³ ÄÄÄÄF15STREA
³ ³ Games28 F15 Strike Eagle.zip
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³ ÃÄÄÄPAC-MAN

³ ³ PAC-MAN.zip

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³ ÃÄÄÄSKYFOX

³ ³ SKYFOX.zip

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³ ÃÄÄÄSPYVSPY1

³ ³ SPY _VERSUS _SPY.zip

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³ ÃÄÄÄSTRIPPOK

³ ³ strippoker.zip

³ ³ strippoker _data.zip

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³ ÃÄÄÄSTUNTCAR

³ ³ Stunt.zip

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³ ÃÄÄÄTESTDRIV

³ ³ td1-s1.zip

³ ³ td1-s2.zip

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³ ÃÄÄÄTETRIS

³ ³ Tetris.zip

³ ³

³ ÃÄÄÄWHEELOFF

³ ³ WheelOfFortune.zip

³ ³

³ ÃÄÄÄWHEREWOR

³ ³ carmensa.zip

³ ³

³ ÃÄÄÄWIZOWOR

³ ³ Wizard _of _Wor.zip

³ ³

³ ÃÄÄÄZORK

³ ³ zork1.zip

³

ÃÄÄÄGameboy Advance

³ 0090 - Jurassic Park 3 - DNA Factor (E-M5).zip

³ 0162 - Super Street Fighter II Turbo Revival (E).zip

³ 0464 - Zone Of Enders - The Fist Of Mars (E) [-].zip

³ 0608 - Street Fighter Zero 3 Upper (J)(Eurasia).zip

³ 0690 - Metroid Fusion (U).zip

³ 0815 - Sonic Advance 2 (J).zip

³ 0883 - The Legend Of Zelda - Link To The Past (E).zip

³ Advance Wars 2 - Black Hole Rising (U) [hl].zip

³ Army Men Advance.zip

³ BBOBBLE.zip

³ BOFU.zip

³ Bomberman Tournament.zip

³ Breath of Fire (J).zip

³ BreathofFireII.zip

³ BrknSwrd-U.zip
³ Castlevania Aria Of Sorrow.zip
³ Castlevania Circle of the Moon.zip
³ Chu Chu Rocket.zip
³ EARTHJIM.zip
³ eur-bof2.zip
³ eur-cwnc.zip
³ eur-darn.zip
³ eur-rexe.zip
³ eur-wews.zip
³ F-Zero Maximum Velocity.zip
³ GALAGA.zip
³ Gameboy Advance emulator.exe
³ GBA.zip
³ ggxa.zip
³ Golden Sun 2.zip
³ h-ff12.zip
³ Hot Potato.zip
³ ind-ssd.zip
³ Iridion 3D.zip
³ Konami Krazy Racers.zip
³ KONG.zip
³ Kuru Kuru Kururin (E).zip
³ LOG.zip
³ m7-doom.zip
³ m7-gsun.zip
³ m7-gsun1.zip
³ M7-LUFIA.zip
³ m7-war14.zip
³ m7-yoshi.zip
³ Mario Kart Super Circuit (U).zip
³ Mario Land 2.zip
³ Mario Land.zip
³ mario.zip
³ MARIO3.zip
³ MegaMan Zero.zip
³ MONKEY.zip
³ Namco Museum.zip
³ NBAJAM.zip
³ PAC-MAN.zip
³ pcn-wwi.zip
³ pcx-ddad.zip
³ Pinobee - Wings of Adventure (U).zip
³ Pitfall - The Mayan Adventure.zip
³ PITFIGHT.zip
³ pokemon diamond.zip
³ Pokemon Gold.zip
³ Pokemon Red.zip
³ Pokemon Silver.zip
³ Pokemon TCG.zip

³ Pokemon Yellow.zip
³ Pokemon _Blue.zip
³ Pokemon _Crystal.zip
³ Pokemon _GoGoGo.zip
³ ptc-sega.zip
³ ptz-sf2.zip
³ RascalBoy.zip
³ rascal _eng.zip
³ Rayman Advance.zip
³ rbavumeter.zip
³ RDG-r3hh-BOX.zip
³ RDG-r3hh.zip
³ readme.zip
³ ROBOCOP2.zip
³ ROMS.zip
³ rpf-sonc.zip
³ Simpsons _2 _Bart _vs _The _Juggernauts.zip
³ SMW.zip
³ space-invaders-dx.zip
³ splintercell.zip
³ SPYVSPY.zip
³ SPYVSSPY.zip
³ Super Dodgeball Advance.zip
³ Super Mario Advance USA.zip
³ Tekken Advance (U) [-].zip
³ TENNIS.zip
³ TETRIS.zip
³ Tetris _DX.zip
³ Tony Hawk's Pro Skater 2.zip
³ vba.zip
³ VisualBoyAdvance.zip
³ WARIO.zip
³ wario _land _3.zip
³ WORLD CUP.zip
³ zelda-dx.zip
³

ÄÄÄÄLunar Sega CD ISOs

³ ³ README.txt
³ ³ segacdbios.zip
³ ³ wgens211.zip
³ ³

³ ÄÄÄÄLunar 2 Eternal Blue ISO

³ ³ ÄÄÄÄLunar 2 Eternal Blue
³ ³ Lunar 2 02.mp3
³ ³ Lunar 2 03.mp3
³ ³ Lunar 2.iso
³ ³

³ ÄÄÄÄLunar Silver Star ISO

³ ÄÄÄÄlunar 1
³ Lunar the Silver Star 02.MP3

³ Lunar the Silver Star 03.MP3
³ Lunar the Silver Star 04.MP3
³ Lunar the Silver Star 05.MP3
³ Lunar the Silver Star 06.MP3
³ Lunar the Silver Star 07.MP3
³ Lunar the Silver Star 08.MP3
³ Lunar the Silver Star 09.MP3
³ Lunar the Silver Star 10.MP3
³ Lunar the Silver Star 11.MP3
³ Lunar the Silver Star 12.MP3
³ Lunar the Silver Star 13.MP3
³ Lunar the Silver Star 14.MP3
³ Lunar the Silver Star 15.MP3
³ Lunar the Silver Star 16.MP3
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³ Lunar the Silver Star 18.MP3
³ Lunar the Silver Star 19.MP3
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³ Lunar the Silver Star 31.MP3
³ Lunar the Silver Star 32.MP3
³ Lunar the Silver Star 33.MP3
³ Lunar the Silver Star 34.MP3
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³ Lunar the Silver Star 38.MP3
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³ Lunar the Silver Star 41.MP3
³ Lunar the Silver Star 42.MP3
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³ Lunar the Silver Star 48.MP3
³ Lunar the Silver Star 49.MP3
³ Lunar the Silver Star 50.MP3
³ Lunar the Silver Star 51.MP3
³ Lunar the Silver Star 52.MP3

³ Lunar the Silver Star.iso

³

ÄÄÄÄMAME ROMS

³ ³ 19xx.zip

³ ³ bbakraid.zip

³ ³ BIOS for what games.txt

³ ³ cairblad.zip

³ ³ dariusgu.zip

³ ³ daytona.zip

³ ³ daytona2.zip

³ ³ daytonam.zip

³ ³ ddsomur1.zip

³ ³ gigawing.zip

³ ³ gunbird.zip

³ ³ gunbird2.zip

³ ³ kof94.zip

³ ³ mahoudai.zip

³ ³ MAME32.exe

³ ³ mmatrix.zip

³ ³ mshvsf.zip

³ ³ mvsc.zip

³ ³ progear.zip

³ ³ raiden2.zip

³ ³ rayforce.zip

³ ³ rsgun.zip

³ ³ sbomberb.zip

³ ³ trigon.zip

³ ³ varthu.zip

³ ³ zerogun.zip

³ ³

³ ÄÄÄÄBIOS

³ ³ acpsx.zip

³ ³ ar_bios.zip

³ ³ atari.zip

³ ³ atluspsx.zip

³ ³ atpsx.zip

³ ³ cpzn1.zip

³ ³ cpzn2.zip

³ ³ crysbios.zip

³ ³ cvs.zip

³ ³ firmware.zip

³ ³ hng64.zip

³ ³ konamigv.zip

³ ³ konamigx.zip

³ ³ macsbios.zip

³ ³ maxaflex.zip

³ ³ megaplay.zip

³ ³ megatech.zip

³ ³ neogeo.zip

³ ³ nss.zip

^{3 3} pgm.zip
^{3 3} playch10.zip
^{3 3} psarc95.zip
^{3 3} skns.zip
^{3 3} stvbios.zip
^{3 3} taitofx1.zip
^{3 3} tps.zip
^{3 3} uni-bios21.zip
^{3 3}
³ ÃÄÄÄneogeo
ÃÄÄÄN64 ROMS
³ Banjo-Kazooie.7z
³ Banjo-Tooie.7z
³ F-1 World Grand Prix (E) [!].zip
³ F-ZERO X (E) [!].zip
³ Hydro Thunder (E) [!].zip
³ RiceVideo6.1.1beta10.rar
³ San Francisco Rush - Extreme Racing (E) [!].zip
³ San Francisco Rush 2049 (E) [!].zip
³ setup Project64 1.6.exe
³ Wipeout 64 (E) [!].zip
³
ÃÄÄÄNeo Geo
³ Evolution (J).zip
³
ÃÄÄÄneoragex48
^{3 3} NEO-GEO.ROM
^{3 3} NeoRAGEx 5.0.exe
^{3 3} neoragex5.0.ini
^{3 3} ng-lo.rom
^{3 3} ng-sfix.rom
^{3 3} ng-sm1.rom
^{3 3} readme.txt
^{3 3} zlib.dll
^{3 3}
³ ÃÄÄÄ4.8
^{3 3} 4.8.zip
^{3 3}
³ ÃÄÄÄHISCORES
^{3 3} aof3.brmc
^{3 3} bstars2.brmc
^{3 3} doubledr.brmc
^{3 3} kof98.brmc
^{3 3} kof99.brmc
^{3 3} lresort.brmc
^{3 3} mslug.brmc
^{3 3} mslug2.brmc
^{3 3} mslug3.brmc
^{3 3} mslug5.brmc
^{3 3} mslugx.brmc

3 3 nam1975.brnc
3 3 pulstar.brnc
3 3 rbff1.brnc
3 3 samsho4.brnc
3 3
3 ÄÄÄÄROMS
3 3 aof.zip
3 3 aof2.zip
3 3 aof3.zip
3 3 blazstar.zip
3 3 bs1.png
3 3 bstars2.zip
3 3 doubledr.zip
3 3 fatfursp.zip
3 3 kof2000.zip
3 3 kof2001.zip
3 3 kof2002.zip
3 3 kof94.zip
3 3 kof95.zip
3 3 kof97.zip
3 3 kof98.zip
3 3 kof99.zip
3 3 lresort.zip
3 3 magdrop2.zip
3 3 magdrop3.zip
3 3 maglord.zip
3 3 mslug.zip
3 3 mslug2.zip
3 3 mslug3.zip
3 3 mslug4.zip
3 3 mslug5.zip
3 3 mslugx.zip
3 3 nam1975.zip
3 3 neocd_ps2_06c.zip
3 3 PULSTAR.png
3 3 pulstar.zip
3 3 rbff1.zip
3 3 ridhero.zip
3 3 samsho2.zip
3 3 samsho3.zip
3 3 samsho4.zip
3 3 sonicwi2.zip
3 3 sonicwi3.zip
3 3 ssideki.zip
3 3 viewpoin.zip
3 3
3 ÄÄÄÄWAVES
ÄÄÄÄNintendo 64
3 1080Snowbd.zip
3 1964.exe

³ ags-bmh.zip
³ AGS-MNPY.zip
³ airflow.zip
³ asteroids64.zip
³ BlastCorps.zip
³ BOMBERMA.zip
³ Chopper Attack (usa).zip
³ Conker's _Bad _Fur _Day _(U) _[!].zip
³ cruisnusa.zip
³ Donkey _Kong _64 _(U) _[!].zip
³ Doom 64 (English).zip
³ Extreme G (USA).zip
³ Fifa 98.zip
³ fightingforce64.zip
³ forsaken.zip
³ FSCHoops.zip
³ glover.zip
³ goldeneye.zip
³ GT 64 Championship Edition (U) [!].zip
³ harvestmoon64.zip
³ HS-AMSHP.zip
³ HS-BARJ.zip
³ HS-XG2J.zip
³ INC-PETG.zip
³ Legend of Zelda.zip
³ Mario Golf 64 (English).zip
³ mario64.zip
³ mario64.zip
³ mario64.zip
³ mnc-admg.zip
³ mnc-ebke.zip
³ mnc-kb64.zip
³ mnc-mp2u.zip
³ multiracingchampionship.zip
³ olympichockeynagano98.zip
³ OS-DKR11.zip
³ Paper Mario.zip
³ pdx-f1pp.zip
³ Perfect Dark (E) [!].zip
³ Rampage2UT.zip
³ Smash Brothers (English).zip
³ starfox.zip
³ tc-btga.zip
³ tetrisphere.zip
³ Top Gear Rally (U) [!].zip
³ Wave Race 64 (U) (V1.0) [!].zip
³ Zelda 2 Majora's Mask (English).zip
³

ÄÄÄÄNintendo Entertainment System

³ Dragonw2.zip
³ excitebike.zip

³ EXITBIKE.zip
³ faq.zip
³ fceu.exe
³ FestersQ.zip
³ FF1E.zip
³ FF2.zip
³ Golf.zip
³ GOLGO13.zip
³ goonies.zip
³ GOONIES2.zip
³ GUARDIAN.zip
³ INDYCRUS.zip
³ jackal.zip
³ jnes _0 _6.zip
³ kailleraclient.zip
³ Karnov.zip
³ KoRn Fu.zip
³ legendary wings.zip
³ LICKLE.zip
³ MadMax.zip
³ marble.zip
³ MARIO.zip
³ Mario2 k.zip
³ Mariobro.zip
³ MEGAMAN2.zip
³ MEGAMAN3.zip
³ MEGAMAN4.zip
³ MegamanJ.zip
³ metal gear.zip
³ METROID.zip
³ mgear.zip
³ mgear2.zip
³ MikePOut.zip
³ Milliped.zip
³ MONOPOLY.zip
³ MULE.zip
³ NES.zip
³ NESOPEN.zip
³ operation wolf.zip
³ othello.zip
³ PACMAN.zip
³ Paperboy.zip
³ PINBALL.zip
³ Po.zip
³ pow.zip
³ PUNCHOU2.zip
³ punisher.zip
³ girl thingy City Pimps.zip
³ RADRACER.zip
³ RADRACR2.zip

³ Rampage.zip
³ rcr.zip
³ README.zip
³ RECCA.zip
³ Remove Settings.zip
³ RescueTheEmbassyMission.zip
³ RobinHood.zip
³ SKATE.zip
³ SMARIO.zip
³ SMB Zelda.zip
³ SMB2.zip
³ SMB3.zip
³ SNOWBROS.zip
³ Sonic-Mario.zip
³ SPYHUNTR.zip
³ starwars.zip
³ stdout.txt
³ STRT2010.zip
³ stuff.zip
³ SUPERC.zip
³ t &c.zip
³ Taboo.zip
³ tennis.zip
³ Termnat.zip
³ Tetris.zip
³ tigrheli.zip
³ tmnt.zip
³ TMNT2I.zip
³ TMNT3.zip
³ TOOBIN.zip
³ TotalRec.zip
³ ultima1.zip
³ ultima2.zip
³ urusei.zip
³ vindctrs.zip
³ willow.zip
³ wizardry.zip
³ Yoshi.zip
³ Zelda THF (Jap).zip
³ zelda.zip
³ ZELDA2.zip
³

ÄÄÄÄSega Genesis

³ ³ Addams Family Values (8) [!].zip
³ ³ Asterix and the Great Rescue (U) [!].zip
³ ³ Asterix and the Power of The Gods (8) (Eng-Ger-Fr-Sp) [!].zip
³ ³ Ayrton Senna's Super Monaco GP II (U) [!].zip
³ ³ B.O.B.zip
³ ³ Beast Wrestler.zip
³ ³ Beauty and the Beast - Belles Quest (U).zip

^{3 3} Beauty and the Beast - Roar of the Beast (U) [!].zip
^{3 3} Buck Rogers - Countdown to Doomsday (U) [!].zip
^{3 3} Cal Ripken Jr. Baseball (U) [C] (!).zip
^{3 3} California Games (U) [!].zip
^{3 3} Castlevania - Bloodlines (U) [!].zip
^{3 3} Castlevania - The New Generation (E) [!].zip
^{3 3} Clay Fighter.zip
^{3 3} Contra - Hard Corps (U) [h2].zip
^{3 3} darkcast.zip
^{3 3} Desert Strike.zip
^{3 3} Double Dragon.zip
^{3 3} Dr. Robotnik's Mean Bean Machine (U) [!].zip
^{3 3} Dragonball Z.zip
^{3 3} Ecco the Dolphin 2.zip
^{3 3} Ecco.zip
^{3 3} Exodus (Unlicensed).zip
^{3 3} Fatal Fury (U) [!].zip
^{3 3} Fatal Fury 2 (UE) [b4].zip
^{3 3} FlashBack.zip
^{3 3} Garou Densetsu (J) [o1].zip
^{3 3} Golden Axe 2 (JUE) [!].zip
^{3 3} Gunstar Heros.zip
^{3 3} John Madden Football 93 - Championship Edition (U) [!].zip
^{3 3} Jungle Strike (UEJ) [!].zip
^{3 3} Langrisser Hikari 2 (REV 01) (J) [h1].zip
^{3 3} Last Battle.zip
^{3 3} Lemmings 2 - The Tribes (U) [!].zip
^{3 3} Light Crusader (4) [!].zip
^{3 3} Master Blaster 2.zip
^{3 3} Mickey Mouse - World Of Illusion (E).zip
^{3 3} Micro-Machines 2.zip
^{3 3} Micro-Machines.zip
^{3 3} Mighty Morphin Power Rangers - The Movie (4) [!].zip
^{3 3} Mortal Kombat (REV 00) (JUE) [h2].zip
^{3 3} Mortal Kombat 2 (JUE) [t1].zip
^{3 3} NBA Live 97.zip
^{3 3} NHL 97.zip
^{3 3} Ninja Gaiden (JUE) [x].zip
^{3 3} OutRun (JU) [a1][!].zip
^{3 3} Phantasy Star 2 (REV 01) (UE) [a1].zip
^{3 3} Phantasy Star 3 - Generations of Doom (UE) [!].zip
^{3 3} Phantasy Star 4 - The End Of The Millenium (4) [!].zip
^{3 3} Power Rangers.zip
^{3 3} Ranger-X.zip
^{3 3} Rastan Saga 2 (J) [R-USA][!].zip
^{3 3} readme.txt
^{3 3} readme.zip
^{3 3} Revenge Of Shinobi (Version 02) (JUE).zip
^{3 3} Ristar - The Shooting Star (UE) [b1].zip
^{3 3} RockmanX3 Pirate Fixed.zip

^{3 3} Romance of the Three Kingdoms II (U) [!].zip
^{3 3} Shadow Run.zip
^{3 3} Shining Force 2.zip
^{3 3} Shining Force.zip
^{3 3} Shinobi 3 - Return of the Ninja Master (U) [!].zip
^{3 3} Soleil (E) (English).zip
^{3 3} Sonic the Hedgehog 2.zip
^{3 3} Sonic the Hedgehog 3.zip
^{3 3} Sonic the Hedgehog 3D.zip
^{3 3} Sonic the Hedgehog.zip
^{3 3} Sparkster.zip
^{3 3} Story of Thor, The (8) (English).zip
^{3 3} Streets of Rage (JUE) [p2][c][!].zip
^{3 3} Streets of Rage 2 (U) [!].zip
^{3 3} Streets of Rage 3 (U) [!].zip
^{3 3} Super Monaco Grand Prix (REV 01) (JUE) [!].zip
^{3 3} Tale Spin (U) [h1].zip
^{3 3} Tetris (JU) [b1].zip
^{3 3} Thunder Force 2 (U) [!].zip
^{3 3} Thunder Force 3 (JU) [!].zip
^{3 3} Valis - The Fantasm Soldier (U) [!].zip
^{3 3} Valis 3 (U) [!].zip
^{3 3} Vectorman (F) (!).zip
^{3 3} Vectorman 2 (F) [!].zip
^{3 3} Warsong (Langrisser Hikari) (U) [!].zip
^{3 3} Ys 3 - Wanderer from Ys (U) [!].zip
^{3 3}
³ ÃÄÄÄgens+00961
^{3 3} font.bin
^{3 3} gens+.exe
^{3 3} gens.ini
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^{3 3} history.txt
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³ ÃÄÄÄDump
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³ ÃÄÄÄPatch

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³ ÃÃÃÃRAM
^{3 3} delete.me
^{3 3} John Madden Football 93 - Championship Edition (U) [!].srm
^{3 3} Phantasy Star.srm
^{3 3} Shining Force.srm
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³ ÃÃÃÃRoms
^{3 3} delete.me
^{3 3}
³ ÃÃÃÃSave
^{3 3} delete.me
^{3 3} Shining Force.gs0
^{3 3}
³ ÃÃÃÃShots
³ delete.me
³
ÃÃÃÃSega Masters
³ ÃÃÃÃmekaw069b
^{3 3} audiow32.dll
^{3 3} changes.txt
^{3 3} compat.txt
^{3 3} icons.zip
^{3 3} meka.blr
^{3 3} meka.dat
^{3 3} meka.dsk
^{3 3} meka.fdb
^{3 3} meka.inp
^{3 3} meka.msg
^{3 3} meka.nam
^{3 3} meka.pat
^{3 3} meka.thm
^{3 3} meka.txt
^{3 3} mekaw.cfg
^{3 3} mekaw.exe
^{3 3} mekaw.txt
^{3 3} multi.txt
^{3 3} Phantasy Star.zip
^{3 3} tech.txt
^{3 3}
³ ÃÃÃÃSaves
³ Phantasy Star.sav
³
ÃÃÃÃShining Force Sega CD ISO
³ ÃÃÃÃShining Force CD
³ Shining Force CD 02.mp3

³ Shining Force CD 03.mp3
³ Shining Force CD 04.mp3
³ Shining Force CD 05.mp3
³ Shining Force CD 06.mp3
³ Shining Force CD 07.mp3
³ Shining Force CD 08.mp3
³ Shining Force CD 09.mp3
³ Shining Force CD 10.mp3
³ Shining Force CD 11.mp3
³ Shining Force CD 12.mp3
³ Shining Force CD 13.mp3
³ Shining Force CD 14.mp3
³ Shining Force CD 15.mp3
³ Shining Force CD 16.mp3
³ Shining Force CD 17.mp3
³ Shining Force CD 18.mp3
³ Shining Force CD 19.mp3
³ Shining Force CD 20.mp3
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³ Shining Force CD 26.mp3
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³ Shining Force CD 28.mp3
³ Shining Force CD 29.mp3
³ Shining Force CD 30.mp3
³ Shining Force CD 31.mp3
³ Shining Force CD 32.mp3
³ Shining Force CD 33.mp3
³ Shining Force CD 34.mp3
³ Shining Force CD 35.mp3
³ Shining Force CD.ISO

³

ÄÄÄÄSpectrum Emulator

³ ³ us021b2.rar

³ ³ zxplus.zip

³ ³

³ ÄÄÄÄROMS

³ froggy.zip

³ gauntddn.zip

³ gng128k.zip

³ jsw.zip

³ loderun.zip

³ outrun.zip

³ worldcls.zip

³

ÄÄÄÄSuper Nintendo

³ 7th Saga, The (U).zip

³ ACTRAISR.zip
³ Actraisr2.zip
³ Adult Manga 1 (PD).zip
³ Adult Manga 2 (PD).zip
³ Bahamut Lagoon (J).zip
³ BombMan3.zip
³ CASTLE4.zip
³ Castlevania - Dracula X (U).zip
³ Castlevania 5.zip
³ Chrono Trigger (U).zip
³ Darius Twin (E).zip
³ DBALL2.zip
³ DBALL3.zip
³ Diddy's Kong Quest (E).zip
³ Dragon Quest I & II (J) [T+Eng2.0DWu1_RPGOne].zip
³ Dragon Quest III - Sonutse Densetsu he... (J).zip
³ Dragon Quest V - Tenkuu no Hanayome (J) [T+Eng.91_byuu+spSpiff].zip
³ Dragon Quest V - Tenkuu no Hanayome (J) [T+Eng2.01F_DeJap].zip
³ Dragon Quest VI - Maboroshi no Daichi (J) [T-Eng_DeJap].zip
³ ff4.zip
³ Ff5.zip
³ FF6e.zip
³ fmod.zip
³ FZERO.zip
³ Illusion of Gaia (U).zip
³ Legend _of _Zelda _Oracle _of _Ages.zip
³ Mana(US).zip
³ mario RPG.zip
³ MEGAMANX.zip
³ MKART.zip
³ MMX3.zip
³ Mortal Kombat II (V1.1) (U).zip
³ R-Type III - The Third Lightning (E) (21451).zip
³ RMX2.zip
³ ROCKMAN.zip
³ Sakura Wars (PD).zip
³ Secret of Evermore (E) [!].zip
³ SF08AIR1.zip
³ Shin Megami Tensei (J) (V1.0).zip
³ Silva Saga II - The Legend of Light and Darkness (J).zip
³ snes9x-1.43-win32.exe
³ Sonic the Hedgehog (Hack).zip
³ Speed Racer in My Most Dangerous Adventures (U).zip
³ Star Ocean (English Translation).zip
³ Street Fighter Alpha 2 (U).zip
³ Street Fighter II Turbo (U).zip
³ Super Bomberman (U) [f1].zip
³ Super Bomberman 2 (U).zip
³ Super Bomberman 3 (E) [f1].zip
³ Super Castlevania IV (E).zip

³ Super Metroid (E).zip
³ T2ARCADE.zip
³ Tactics Ogre - Let Us Cling Together (J) (V1.1).zip
³ Tales of Phantasia (J) [T+Eng1.2LowCase _DeJap].zip
³ Teenage Mutant Hero Turtles 4 - Turtles in Time (E).zip
³ Teenage Mutant Ninja Turtles - Tournament Fighters (U).zip
³ Test Drive II - The Duel (E) [!].zip
³ topgear2.zip
³ TOPRACER.zip
³ Treasure Hunter G (J).zip
³ Yoshis Island (V1-0) (E).zip
³ Ys.zip
³ ZELDA.zip
³ zsnesw142.zip
³

ÄÄÄÄTurbografx
Blazing _Lazers _(U).zip
Bloody _Wolf _(U).zip
Bonk's _Adventure _(U).zip
Bonk's _Revenge _(U).zip
Legendary _Axe, _The _(U).zip
Legendary _Axe _II, _The _(U).zip
Neutopia II (U).zip
Neutopia _(U).zip
R-Type _(U) [h1].zip
Found some Dual Screen roms off Chinese Site. I use iDeaS.
0114 - Lunar - Dragon Song
0681 - Final Fantasy III (U)
1403 - Sonic Rush Adventure (E)
0847 - Lunar Knights (U)
0846 - Luminous Arc (J)
1329 - Luminous Arc (U)
0216 - Mario and Luigi Partners in Time (U)
0434 - New Super Mario Bros. (U)(pSyDS)
0735 - Castlevania - Portrait of Run (U)
0614 - Magical Starsign (U)
0056 - Super Mario 64 DS v1.1.U.TRM.128
0847 - Lunar Knights (U)
0168 - Mario Kart DS (U)
0367 - Metroid Prime Hunters (U)

Anonymous (2011-01-14 15:57:17)
Very interesting. Thank you.
<http://www.box.net/shared/ey6jn1hqz3>

Order Anti-Depressants (2011-12-29 05:32:35)
Keep up the good work.

Anonymous (2013-03-26 20:07:06)

Hello, its good piece of writing concerning media print,
we all know media is a impressive source of facts.
Feel free to visit my web site :: how to get rid of stretch marks

Anonymous (2013-04-03 19:08:17)

Outstanding quest there. What occurred after?
Take care!
my site emergency Family survival Kit 72 hours

Anonymous (2013-04-05 02:13:36)

Nice answer back in return of this matter with genuine arguments
and telling all on the topic of that.
Here is my page: ranger forum

Anonymous (2013-04-11 11:50:05)

Hey there! Do you know if they make any plugins to safeguard against hackers?
I'm kinda paranoid about losing everything I've worked hard on.
Any suggestions?
my weblog: ford ranger forum

Anonymous (2013-04-21 12:05:31)

We're a group of volunteers and opening a new scheme in our community. Your site provided us with valuable information to
work on. You've done an impressive job and our
entire community will be grateful to you.
Visit my web blog :: ford ranger

Anonymous (2013-04-22 14:54:54)

Wow, fantastic blog format! How long have you ever been blogging for?
you made running a blog look easy. The overall glance of your web
site is excellent, as neatly as the content!
Stop by my webpage :: How To Get Rid Of Stretch Marks

Anonymous (2013-05-07 01:46:03)

I don't leave a bunch of responses, but i did a few searching and wound up here "Bought Dragon Quest 8 | The mighty
duplicates of games I don't own.
". And I do have some questions for you if it's alright. Is it only me or does it give the impression like some of the responses look
like coming from brain dead visitors? :-P And, if you are posting at other online sites, I would like to keep up with everything
new you have to post. Could you make a list of all of your social pages like your twitter feed, Facebook page or linkedin profile?
Feel free to surf to my webpage demo.urlzilla.com

Anonymous (2013-09-12 15:42:48)

Hello There. I discovered your blog the usage of msn.
This is a really neatly written article. I'll make
sure to bookmark it and return to learn more of your useful
info. Thanks for the post. I'll certainly comeback.
Check out my webpage - iron man blu ray

7.12 December

Bought 2 new NDS games | Slow friendships these days mates (2005-12-02 00:08)

Tonight I've been listening to Cygnus X - Position 2002 over and over again. It's a trance song and the female vocal has a nice voice. At midnight I bought Mario & Luigi Partners in Time and Mario Kart DS at Wal-mart. I've heard that Mario Kart DS has most cleverly executed game play and therefore simply the best Mario Kart ever created.

WITC called my house asking if I want to continue classes in January 2005. After what happened last year to me. I can take it though. I'm strong. In CCNA 1 class, I haven't read as much as I should have which failed the class for me. I'm pissed off I don't have many friends there. Friends come and go. But I knew I didn't get help and none of the other students are gamers. I mean I really should read that book. Computers are my life. We're suppose to work like bread and butter. Doesn't seem too, but I'm focused. My future employer's agent who interviewed me last Friday probably seen my current webpage with all the game pics, game list, room pics, stuff by now and it might've been a mistake. It was to prove I could design webpages which is now true. I should've worked more on it. With so little information I find it hard to add.

I'm afraid of writing game reviews. I'm afraid I'm not good enough, but that didn't seem to stop me in the past. My older webpage has a whole bunch of reviews

X

I am going to forget owning Xbox 360 this year because Microsoft recalling the entire stock they sold and the shipment back to the customer isn't suppose to occur until 2006! The CPU heatsink is defective in 33 % of the Xbox 360s released in the United States. What's worse is the Windows partition on the HDD gives critical errors surpassing X360s with the fatal heat sink issue. When the Xbox 360 shuts down suddenly it's a heatsink problem. When it shows the Screen of Death, it's a operating system problem.

Kil55 (2005-12-02 21:08:00)

omfg your blog might be my new favorite blog. not only you are a game fan, you actually knew where my picture came from!! plus you are from modblog like me too!!! I used to have modblog but it got retarded and cracked down so i started to try blogger... what was your old account in modblog? I perhaps knew you!

Kil55 (2005-12-02 21:09:00)

aII aII i'm jealous of all your game plus nintendo ds ><

Ian's Smashing Good Blog Site (2006-01-28 01:31:00)

Thanks, Kil55

Randy visited | Bought Magna Carta (2005-12-06 03:21)

What did I do the last 4 days you're asking? Play Star Ocean 3 - Till the End of Time and Wave Race Blue Storm on TV and stare at the web browser. The action-time battle system is pretty cool in Star Ocean 3. I am not suppose to use one character to fight everything, but it works so I do it. My characters have powerful enough weapons to win the battles.

X

Not the smartest of choices, but buying another Xbox 360 game would've been silly without the actual Xbox 360. So instead we went over at Toyriffic in Hudson, WI to buy Magna Carta Deluxe Box Set for \$60. It wasn't even my first choice. I got confused with all the games. I wanted something new and would've got Half-life 2 if I didn't already own it. Magna Carta is another anime RPG. I must have 50 RPGs! Gees. I remember when I had only one console RPG! (Sometime in 2000)

Then my friend and I played ESPN NHL 2K5, Winning Eleven 8 International, and Katamari Damacy (weird ass game from Namco). Not my cup of tea, but I might play it on Wednesday. I shall play more videogames and read less Internet. I scored an own goal on myself, but won anyways. Randy sucks.

We talked about Wisconsin things such the Taurus RAGING BULL MODEL 444 .44 Magnum REVOLVER he wants to buy in the future for hunting deer or using at the target range. I bet it's on his Christmas wish list too. Here's the play list Randy and I listened to while driving around in River Falls, WI and Hudson, WI. 35 degrees that day. 25 degrees today with chance of light snow which is usual Wisconsin weather. 55 degrees down to 25 degrees in 24 hrs.

1. Alan Jackson - I don't need the Booze (3:15)
2. Garth Brooks - The Thunder Rolls (3:42)
3. Brooks & Dunn - She's Not The Cheatin' Kind (3:27)
4. Big & Rich - Big Time (3:56)
5. Dwight Yoakam - Guitars, Cadillacs (3:05)
6. Tim McGraw - She never lets it go to her heart (3:03)
7. Tim McGraw - It's your Love (3:45)
8. Brooks and Dunn - Little Miss Honkeytonk (3:02)
9. Tim McGraw - For a little while (3:33)
10. Dixie Chicks - Wide Open Spaces (3:35)
11. confederate railroad - Daddy Never Was the Cadillac Kind (3:44)
12. Gretchen Wilson - Redneck Woman (3:30)
13. Garth Brooks - Rodeo (3:52)
14. confederate railroad - When you Leave that Way (4:12)
15. confederate railroad - Queen of Memphis (Club Mix) (6:07)
16. Big & Rich - Rollin' (Ballad of Big and Rich) (4:50)
17. Garth Brooks - To Stand outside the Fire? (3:51)
18. Allison Krauss - When You Say Nothing At All (4:07)
19. Alan Jackson - Chattahoochee (2:28)
20. Brooks and Dunn - Ain't nothing about you (3:21)
21. Alan Jackson - Mercury (3:38)
22. Garth Brooks - The Dance (3:40)
23. Garth Brooks - American Honky-Tonk Bar (3:32)
24. Tim McGraw - My best friend (4:39)
25. Deana Carter - Strawberry Wine (4:39)

I picked up the Mario Kart DS and it plays as well as Super Mario Kart should. If you like Nintendo characters you'll like it a lot. My favorite character is either Mario or Peach. I'm a fan of the N64 and SNES tracks. I believe in order to unlock the remaining 4 I had to place 1st in every one of those on 150cc.

And I need to check up on the registration of Century College yet and take an orientation. I'll be taking some required writing, math, and speaking some English report. I shall record MP3s at home when I'm confident.

If I went to Best Buy to spend money today I'd bankrupt myself. Being a smart lad. I won't buy the expensive computer hardware. I could get those insanely popular Apple iPods Gen 4, but the fact remains I have two mp3 players already. I want an Xbox 360. And Nintendo hasn't given me any idea what they're developing for Revolution! It's impossible to get excited for it.

Here's my Trance playlist I play in my room while I read internet game reviews and drink soda.

1. Paul van Dyk - For An Angel '94 (7:45)
2. Underworld - Dark Train (10:05)
3. ATB - 9PM till I come (3:15)
4. Push - Journey of Life (rank 1 remix) (5:45)
5. Rank 1 - Airwave (4:33)
6. Cygnus X - Superstring (4:58)
7. DJ Sasha & John Digweed - Enjoy The Silence (7:45)
8. BT - Flaming June (3:20)

9. Atlantic Ocean - Waterfall 2002 (Original Mix) (5:07)
10. Jacob & Mendez - Moondust (Airbase Remake) (9:16)
11. Underworld - Born slippy (9:44)
12. Sasha - Xpander (9:36)
13. Armin Van Buuren - Solar Stone (5:53)
14. Cygnus X - Positron 2002 (Marco V remix) (4:06)
15. Chicane - Offshore (1997) (3:05)
16. Armin Van Buuren - Blue Fear 2003 (7:33)
17. Moonman - Galaxia (Solar Stone Remix) (5:06)
18. paul van dyk - another way (3:25)
19. Push - Universal Nation (5:50)
20. ATB - Hold You (Club Mix) (5:03)
21. Armin Van Buuren - Astronauts (8:27)
22. DJ Sasha & John Digweed - Always (Psychedelic Martini Mix) (3:39)
23. ATB - Don't Stop (3:40)
- 24.) Binary Finary - 1999 (3:25)

Bob's still working at Home Depot in Minnesota. He said to me they're working him hard. He's likes those rock. We haven't seen each other for months because he's always working. Last time I saw him was when Star Wars Episode 3 Revenge of the Sith was in theaters.

This life of mine really sounds interesting don't it?

Gaming over Wild Blue Information (2005-12-06 18:58)

Here is my wikipedia article on my broadband ISP written mostly by me. I'll try to descibe my MMORPG experience over satellite in Wisconsin. The Winter cold does not affect my connection!

Wild Blue Communications is a relatively affordable Ka-BAND satellite internet service provider in the United States covering most of the geography. The Ka band (kurz-above band) is a portion of the K band of the microwave band of the electromagnetic spectrum. Ka band roughly ranges from 18 to 40 GHz.

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The headquarters is in Greenwood Village, Colorado even though local transmissions are licensed out to stations in other states such as Wyoming.

The maximum bandwidth subscription is 1.5 Mbit/s down (256 kbit/s up) and always slightly less than that. The basic package of 512 kbit/s at \$50 USD is approximately three times as expensive as dialup. The satellite equipment is approx \$299 without professional installation. WildBlue claims superior performance both in terms of upload and download speed and also latency through its use of newer satellite technology.

First Person shooters are a big problem because of the 2 to 3 second latency between satellite and ground server, but MMORPGs for some reason are quite playable with no slowdown most of the time. The first person shooter requires the location of the node, what weapon and health the node has, and who she/he is firing at all in real time. MMORPGs are turn based combat so the player node bandwidth isn't as much. The recommended web browser for Wild Blue is Mozilla Firefox because WebPages load faster when surfing internal hyperlinks. Internet Explorer, Netscape, and Opera are fully supported.

WildBlue uses a 28 x 26 in (508 x 660 mm) mini-dish and external satellite modem to bring their service to customers anywhere in the USA. The modem connects to a PC or Mac much the same way a cable or DSL modem would, via RJ-45/ethernet to a network card. The modem updates it's firmware automatically.

The orbital Ka-Band commutation satellites used for Wild Blue is WildBlue-1 with some additional help from Anik-F2 satellite. WildBlue-1 was launched into low orbit early 2005.

Revolution tech specs Revealed (2005-12-07 19:38)

I found the official Revolution specs from Nintendo. Nintendo believes that high resolution graphics don't need to be HD therefore reducing the manufacturing cost by one half. Revolution is 2.5x the polygon output of the Gamecube. The Hollywood is based on the same agriculture as the Gamecube. We know that Nintendo will have 104 MB of T1-SDRAM, 16 MB of EDRAM, and 512 MB of internal HDD space to store ROMs and gamesaves. Revolution will have some cut down version of an IBM dual core 64-bit processor. Media will be single and dual layer DVD. Nintendo technical team is working with the original ArtX engineers. ArtX worked with Nintendo to build the Nintendo 64 and Gamecube. We'll have to see if Nintendo will package some free ROMs at retail! Hmm, the core system is expected to sell for \$150 USD and games for \$50 USD.

Known Games in development

Legend of Zelda

Metroid Prime

Kid Icarus

Super Mario 128

Super Smash Bros Melee Online

Ubisoft First Person Shooter (Far Cry Instincts)



Other technical specs

- WiFi with NDS
- Approx 2.5x better graphics than Gamecube
- Gamecube controllers ports and memory card ports on the right side
- Controller has a gyroscope
- NRV Controller used for NES/SNES games
- NRV Controller has analog stick attachment
- NRV Controller has spring loaded triggers
- Final version is smaller than the E3 prototype
- Neon light boards the DVD input
- Revolution logo has DVDs for "Os"
- Fully compatible with Gamecube SDKs
- Launch date during Thanksgiving 2006
- 100 % backwards compatible with Gamecube MiniDVDs.
- Plays movies for free
- Emulates N64, NES, SNES and quite possibly Sega Genesis and Gameboy

Advance

- Two USB 2.0 ports
- USB 10/100 RJ-45/Ethernet jack.

Care to comment?

First of all is Nintendo right with the controller? Is the controller a revolution?

oakleyses (2014-10-23 17:22:56)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael

kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:58)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:57)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Emulating Marvel Super Heroes Vs. Street Fighter, Marvel vs. Capcom, Raliant Silvergun, Daytona USA, Daytona USA 2 in MAME (2005-12-11 01:54)

I was reading reviews of what RPGs are coming to United States in 2006. There are seven of these including Final Fantasy 12, Disgaea 2, Atelier Iris: Eternal Mana 2, Grandia 3, Suikoden V, Xenosaga Episode 3, Kingdom Hearts 2, and whatever else comes out. Those are the only ones I can think of now.

And I am thrilled I got Marvel vs. Capcom - Clash of the Super Heroes running on my PC using MAME32. I own Marvel Vs. Capcom for Dreamcast so it's legal. It is 45.2 MiB uncompressed (22 MiB ZIP). I'm wondering if most DC games in the fighting genre are around 50 MB. The best part is when you insert coins (or hit start) the female goes, "Lets go crazy!" The music is like Street Fighter and Mega Man. It's like Street Fighter 2 Turbo or plays like it. On the 2nd level I get beaten. Then I got bored of the MAME version and played it on DC instead. I got to the 3rd stage using the controller (I don't own an arcade stick). Maybe I should! The controls in the emulator were somewhat goofy although I used a game pad.

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Marvel vs. Capcom

✕

Marvel Super Heroes vs. Street Fighter

✕

Raliant Silvergun

✕

MAME

Also I downloaded Daytona USA Twin Arcade (own it for DC also) and the game wants to network, but there is no network. I want MAME32 to override it. I also have Radiant Silvergun ROM (which works with a ST-V BIOS).

Plus, I downloaded 19xx, Air Change Blade, Gunbird 2, Daytona USA 2, GigaWing 2, King of Fighters '94, Marvel Super Heroes vs. Street Fighter. Pro Gear, and Radiant Silvergun from a ROM server. I've also been looking for IKARUGA without luck (also own it for Gamecube). I'll remember to ask for Marvel Super Heroes vs. Capcom next time I'm in the game store.

Meanwhile, the UPS mail man brought a HP ink jet printer to the door and told me it was for our family. Someone is getting a computer for Christmas. My mother wants a laptop to go on world wide web. I asked for an Athlon 64 X2 processor and 1 GB RAM in a new case. Who the hell knows.

Saw PSP with HDD | Working Designs filed Chapter 7 bankruptcy (2005-12-15 05:19)

I saw a 4 GiB PSP HDD from Datel (the British videogame peripheral manufacture). The device boots from the memory stick duo drive and the HDD clips onto the back of the battery department. This can be used for AAC, MP3, and game saves. Datel doesn't say how this affects battery life. As I see it the HDD isn't used all the time. When in the media player the MP3s are streamed and play for an hour. I guess PSP fans' dream has come true. It's probably the best Christmas present this year.

Having 128 kbps MP3 files instead of 64 kbps AAC doesn't bother me. The improvement in space doesn't matter to me. Finding a new device that'll play AAC files is not worth it.



Even though the PSP with HDD looks like a brick, I'd carry it around and can fit in my pant's pocket. How much it will cost?

In recent news, the RPG developer and publisher Working Designs filed Chapter 7 bankruptcy two days ago. It couldn't afford to stay in business because there are more RPGs now than 5 years ago. IGN says, "Working Designs final games were expensive to produce and were too obscure to make gains" Game Arts (developers of Lunar Silver Star Story, Lunar 2 Eternal Blue, Grandia games) got Ubisoft to publish their future games. Likewise, I haven't been able to play Lunar games yet. I rather read a review because there are smarter gamers who play it than me.

Working Designs has once released Magic Knight Rayearth on the Sega Saturn despite the company having lost source code in a hard drive dump and had to reconstruct it again. They lost money publishing it in the states because their fan base wanted them too further leaving the company in debt.

Computer I asked for Christmas to improve my gaming experience by 50 %.

Systemax™ Dual-Core AMD Athlon™ 64 X2 4400+ / Microsoft® Windows® XP Professional / 1GB DDR / (2) 250GB SATA HDDs / DVD±RW Dual-Layer / DVD/CD-RW Combo / Media Reader / ATI Radeon® X700 256MB

Xbox 360: After it sold out! (2005-12-15 06:30)

The local news says it was the #1 toy and of course I knew that because I was at Wal-mart at 11:45PM November 21st with my dad's Grand Cherokee ready to buy it, but 15 people got there first and it got sold out. Went outta line to look at the display model for 30 seconds. Had \$450 reserved for it. Then when I drove back I pleaded that I wanted him to drive into Target at 6:30 AM so I could be 1st in line. He had to take his vehicle into St. Paul, MN. I had my Jeep Cherokee with no license plate to drive. Knew it was going to be sold on Ebay 2x that amount. I don't have a pay pal or a card. Parents won't buy it off Ebay. I even got Project Gotham Racing 3 and Perfect Dark Zero. I have to wait until January when it's in stores. It's not just any toy; it's a next generation console with HD graphics and Project Gotham 3!



I never did get mine :(I feel horrible.

Top ten Programs of December (2005-12-18 10:12)

10 most favorite programs

1.) **Mozilla Firefox**, the reknown browser. I always have it open. Built on open source code since 1998. Internal popup blocker. Better than Netscape because the nightly builds are always less buggy than the latest Netscape browser. Not bloated. Skinnable.

2.) **Winamp 5x** - Been using it since 1999 to play music. Don't give it a second thought. Plays every music format known to man for Windows XP. Sounds better than Windows Media Player

✕

3.) **7-ZIP Client** - The only program for Windows XP that can make 7-ZIP files (better compression than RAR) Also makes ZIP, BZIP2, TAR, and Gzip achieves. Reads 001, 7z, aji, bz2, cab, cpio, deb, gz (linux), lzh, rar, rpm (linux), tar (linux), z, and zip. Also makes executable installers with 7-ZIP or ZIP compression like WinZIP for WinRAR.

4.) **Microsoft Word 2003** - Self explanatory. All my text is spellchecked here and blog entries are written here. School reports are written here as well.

✕

5.) **Paint Shop Pro 10** - I create my graphics in this program. It's always less expensive to Adobe Photoshop Elements 2.0, but is less expensive and will do what most people want to create quickly except animated GIFs. JPEG2000 is supported.

✕

6.) **Nero 7 Ultra Edition** - Creates quick accessible file systems for CD/DVD/DL-DVD/Blu-ray/HD-DVD burners. Previous programs make file systems that make the DVD-ROM lag twice as long or longer. Wave Studio is a good place to create AD-MP4 files with MPEG4 audio compression. The AAC files only have MPEG2 compression. Uses LAME 3.92 for encoding MP3s.

✕

7.) **Video LAN** - my favorite video codec player. Doesn't crash and plays files without widescreen (or can do widescreen). Also is a server for streaming files off the internet, but I don't use it.

✕

8.) **CCleaner** – A free utility that looks at your TEMP folder, Firefox internet cache, recycle bin, and other places to empty files



9.) **Goldwave** makes good AD-PCM, MP3 and OGG files. Does the same thing Nero 7 does. Also records desktop noise or your voice over the mic.

10.) **AVG Free Edition file scanner** – a free antivirus that is updated daily which updates itself without human input and when a virus is found it can be accessed directly so I can delete it manually.

collectable horses (2005-12-23 10:05:00)

Hey Ian's Smashing Good Blog Site GREAT title Top ten Programs of December. That's what actually caught my eye. I was surfing blogs to try and help my customers and visitors with information on my website about # #Keyword # # and paused to read but ran out of time. I will bookmark it and come back to read later. This isn't really what I was looking for what I really need is information about <http://www.horse-lover-gift-ideas-central.com> related subjects but thank you and I shall return. I wish you well.

oakleyses (2014-10-23 17:45:18)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:52)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:58)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Da Geforce 7800 GTX is in the specs of next PC! | playing Lunar Silver Star Story | really bored this week
(2005-12-23 14:22)

I asked for an Xbox 360 for Xmas, but I could have a PC instead. If I opened an Xbox 360, that would help my financial situation (I'm planning to buy it at first chance anyways). I want Condemned: Criminal Origins (horror survival game) soon after. I asked a XFX Geforce 7800 GTX or BFG Geforce 7800 GTX (which are clocked at 450 MHz with 256 MB GDDR3) Really frickin good graphics! Better than what a Radeon 9800 XT can muster (I learned that the latest video driver from ATI improves FPS count by 10 - 20 FPS since I bought it). The tested games I did was Guild Wars (45 - 59

FPS at 1600x1200 2x anti-analyzing) & UT2004 (35 – 50 FPS at 1600x1200 2x anti-analyzing with all the GFX settings very high quality). I expect a 30 – 40 FPS increase in my games if I got a next generation Geforce 7800 GTX. PC Games don't take advantage of the next generation Geforce 7800 GTX 512 (512 MB GDDR3 at 1.7 MHz, core clock speed: 513 MHz) therefore so expensive it's not worth the extra doe. With Geforce 7800 GTX 512 it is completely possible to play/run Quake 4 at the highest resolution with the ultra settings with 6x anti analyzing, with Geforce 7800 GTX, you'll experience the same game at everything a level lower at 7800 GTX with 4x anti analyzing with the same results. The difference is \$150 spent on the card. Now the sweet thing about this is if your motherboard has two PCI-Expresses. Two Geforce 7800 GTXs running parallel would outperform a single Geforce 7800 GTX 512! Realistically the best video card in my parents' budget is the \$250 Geforce 7800 GT. I just hope I don't get a Radeon X800 XT instead because that would lower my frame rate in game!

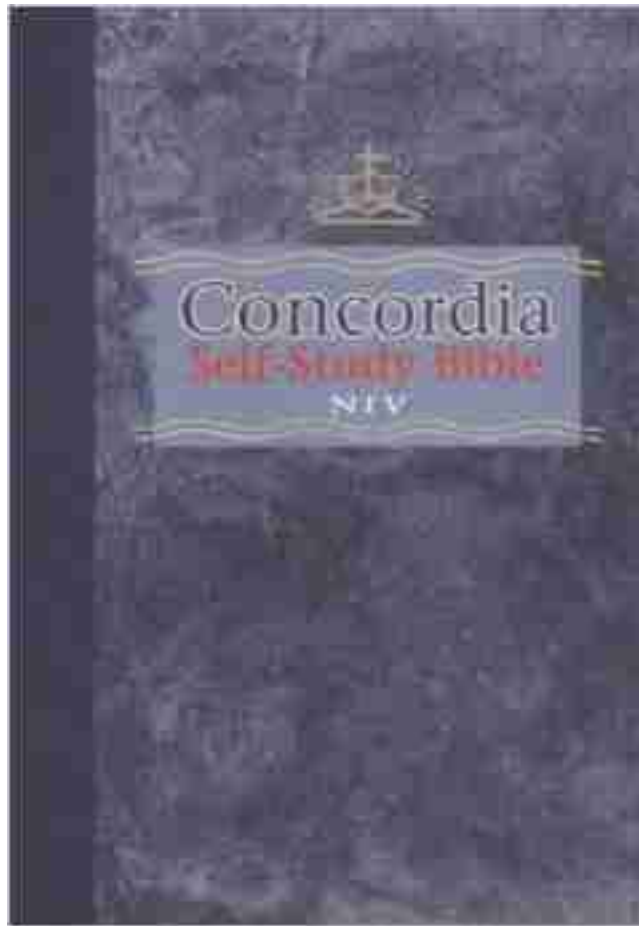
Moving right along. I've been playing Lunar – Silver Star Story (16-bit era Role playing game for Sega CD) on the PSX so I got as far as the Tempest Boss after Myight's Tower on Disc 1. I didn't die, Alex would keep attacking the enemy indefinitely with his sword (must be some kind of PS2 glitch). RESET! I might as well play Half-life 2 (the greatest PC game to some gamers) for Xbox instead. This game looks better than Phantasy Star 4 (technically used same hardware as Sega Genesis). To think I almost bought a Multi-Mega for \$90 cos it is very rare was stupid thinking on my part and I am glad I forgot about it. Nobody wants it when there weren't any killer apps for it!

The Blu-Ray forum sayz consumer Blu-Ray IDE drives are coming out November – December 2006 along with BDR (24.4 GB burnable) 25 pack spindles on the shelves of major retailers! It'd be interesting if DVD will be enough space for videogames near the end of Xbox 360 and Revolution's lifespan! I have doubts about PS3 using 25 GB for videogames thou. PS3 does 1.8 Teraflops while Xbox 360 does 1 teraflop with CPU and GPU combined.

Tomorrow, AMC is airing "Christmas with the Duke" showing 24 of his shows back by back beginning at 5 AM for 2 days. Is anyone going to watch it? I plan on watching 5 movies including Flying Tigers, Sands of Iwo Jima, Hellfighters, True Grit, Rio Grande, The Comancheros, and Hellfighters. It's old so i might watch half-way and go play somethin'

1984 (2005-12-25 01:55)

1984 should not be remembered as a George Orwell book, but as a popular moderate Bible version and last Lutheran edition.



Concordia Study Bible

The NIV Study Bible is the #1 bestselling study Bible in the world's most popular modern English Bible translation—the New International Version. This best-loved NIV Study Bible features a stunning four-color interior with full-color photographs, maps, charts, and illustrations. This Concordia Study Bible has a 5 out of 5 on Goodreads while 1984 has a score of 4.1 on the same site.

I got a HP LiveStrong and Dual Core Turion 64 for Xmas.... (2005-12-25 14:50)

I got a HP Live Strong Special Edition laptop for Xmas with an AMD Turion 64 (that's what HP operator said) for mobile clocked at 2.2 GHz in it with 2 Benjamin Franklins (\$200). The Turion is suppose to have 40 % more battery life than an Athlon 64 X2 which is why he bought it. It's been a year since I seen one. It wasn't from Santa Clause. I typed 'msconfig' into Run terminal and unchecked half the stuff in the taskbar (which made the computer slower than it needed to be). It only weighs 5.3 lbs with the detachable lithium ion battery and is 3 inches thick. I've been playing around with the Windows GUI which is very fast.

⌘

⌘ ⌘

First PC game screenshot

⌘



Other specs

1. 14" 32-bit color LCD technology
2. 986 MB of SDRAM
3. 256 MB Radeon Xpress 200 XT
4. 1280x768 resolution
5. Sound Blaster Audigy 2 Mobile
6. Floppy (of course)
7. Altec Lansing speakers
8. 4 USB 2.0
9. 5.3 LBS
10. 8x/4x DL-DVD-RW
11. 100 GB HDD
12. 802.11G integrated
13. WinXP Service Pack 2
14. Microsoft Works Office Suite (deleted)
15. iTunes 4
16. Windows Media Player 10
17. Sonic DVD Burner Software

Software I added

1. Mozilla Firefox 1.5 (open source)
2. Limewire 1.9 (open source)
3. 7ZIP file manager 4.32 (open source)
4. WinRAR 3.51 (free)
5. Microsoft Office 2003 Professional
6. VideoLAN 0.84a (open source)
7. Irfanview (free)
8. CCleaner 1.2 (free)
9. Winamp 5.12 (free)
10. An updated video driver
11. Xchat 2.6.0.2 (open source IRC client)
12. Corel Paint Shop Pro X (shareware)
13. Nero 7 Ultra Edition [7.0.2.4] (shareware)

I don't like Cowboy Troy's singing (2005-12-26 21:24)

Listening too: Tim McGraw - Live Like You Were Dying

First of all there has never been a black country singer until Cowboy Troy got on K102. He hick-hops his country songs. It's not country, it's "hick-hop." Who likes hick-hop? I heard in Big and Rich Ballet. Think of hip hop mixed with southern rock. No, his songs aren't on all the time. No, he's not as offensive as Black Sabbath's songs. We need to keep songs like Garth Brooks - Dance, Confederate Railroad - Queen of Memphis, Alabama - Cheap Seats, Dwight Yoakam - Guitars, Cadillacs, and Brooks and Dunn - My Maria. Black people got their HipHop and Rap!

What's your opinion? Has anyone heard his "Our America"? "Our America" combines "The Star-Spangled Banner" with a rap version of parts of the U.S. Constitution, Declaration of independence, Pledge of Allegiance and Martin Luther King, Jr.'s "I Have a Dream" speech.

My gamer aspect wins me with cost advantages of Desktops (2005-12-29 20:38)

I've decided to trade my slightly used laptop for a new desktop PC because that's where the high end hardware is. A dual core 64-bit processor will let me play games without drops in frame rate while compressing video/downloading files, but that's only possible in a PC price for an asking price of \$2000 so I am picking out this SystemMax Hellcat (assembled in the USA.... I feel so patriotic). I spend 75 % using 2D applications (IE: Firefox, Opera Browser, Winamp 5, MS-Word 2003, Trillian, Irfanview), but don't wish to compensate the GB/s on my GPU. Athlon 64 x2 4400 excels at desktop performance over 3D performance. I expect first person shooters to run high definition. My PC must run Unreal Tournament 2007 (or games using Unreal Engine 3.0 technology) The Unreal Tournament franchise is one of my favorite PC franchises cos I remember having fun playing all of them. My former friend Bob got me into it. I rediscovered first person shooters for PC two weeks ago.

I decided it was important to have a BFG Geforce 7800 GTX more than an Nvidia Geforce 6600 GT. The difference with texture bandwidth is a staggering 18 GB/sec difference. My PC will get great frame rates with the BFG Geforce 7800 GTX on modern games. Right now I am playing First Encounter Assault Recon after I bought it for \$50 at Target 4 hrs ago. Target had 4 copies left. This game came out in October so I am not playing it when it was immensely popular. I am having a hard time running F.E.A.R. on my two year old PC at 1200x960. The only way F.E.A.R. runs at a decent frame rate is by setting the "ATI Display Preferences" to application preference.



Submitted Specs to dad.

Full Size Tower

450 Watt power supply

AMD Athlon 64 X2 4400

- clock speed 2.2 GHz

- HyperTransport technology

Microsoft Windows Pro SP2

Kingston Hyper X 1 GB Memory (512 x 2)

250GB Serial ATA 7200RPM

16X DVD+R/RW-R/RW Dual Layer Drive

BFG 7800 GTX OC 256MB GDDR3 PCI Express

- 41.6 GB/s texture bandwidth

- 460 MHz

- RAMDAC Dual 400 MHz

- 920 million vertices/sec

Integrated motherboard soundchip

Integrated Gigabit Network Adapter

What I can put to good use from my other computers (X86 Clones)

Sparing 1 GB of RAM dual channel PC3200 (Dell Dimension XPS)
108 Mbit WiFi PCI (custom-assembled PC)
Extra drive: DVD/CDRW-ROM (custom-assembled PC)
Sound Blaster Audigy 2 24-bit EAX Surround Sound (Dell Dimension XPS)
Inexpensive, but rock solid CA 5.1 surround flat speakers
Generic keyboard
19" Dell 75 Hz CRT computer monitor

On a further note, the X2 4400 has come down in price, but so has the X2 4800. This means I can add such luxuries as a Soundblaster Xtreme 24-bit 192 kbps soundcard and another 250 GB 7200 RPM hard drive. The question is do those advantages outbalance 200 MHz extra that an X2 4800 CPU will give me?

I already have an answer to this question. It's smarter to go with the X2 4800 because heck, I can afford 250 GB hard drive (\$100) myself and can install a fully functional Sound Blaster Audigy 2 out of my Dimension XPS. I imagine the extra HDD would show up as a "D Drive" like my USB 80 GB external HDD. I know in the real world money is a problem and I can't throw \$250 at my PC.

Here are videogames I chosen in the last 25 days excluding Mario Kart DS and Mario and Luigi 2. Spent \$300 on software this month. Software is expensive, but I am a serious software collector.



foreign currency transactions (2005-12-31 21:03:00)

This comment has been removed by a blog administrator.

download psp emulator (2006-01-03 17:25:00)

Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest and greatest information on download free game for psp and found your great site. Although this post wasn't specifically what I was looking for it definitely got my interest and attention. I see now why I found your interesting blog when I was looking for download free game for psp related information and I'm grateful I found your site even though its not a perfect match. Great Post, thanks for your informative site,

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Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on download free manager media psp but glad I dropped by. Way to go. download free manager media psp

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what I was looking for it definitely got my interest
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though its not a perfect match. Great Post, thanks
for your informative site,

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download psp emulator (2006-01-16 00:16:00)
Hi Ian's Smashing Good Blog Site, I'm out searching the web for the latest
and greatest information on download free manager media psp and found your
great site. Although this post wasn't specifically
what I was looking for it definitely got my interest
and attention. I see now why I found your interesting
blog when I was looking for download free manager media psp related
information and I'm grateful I found your site even
though its not a perfect match. Great Post, thanks
for your informative site,

Anonymous (2012-11-13 09:35:55)
online xanax xanax side effects elderly - generic xanax medications

Anonymous (2012-11-15 04:45:14)

lorazepam drug ativan side effects addiction - ativan dosage mayo clinic

Anonymous (2012-11-15 10:52:27)

xanax buy xanax drug addiction effects - order xanax online no prescription mastercard

Anonymous (2012-11-16 16:36:27)

lorazepam mg ativan dosage schedule - ativan overdose signs

Anonymous (2012-11-17 13:43:10)

xanax xanax pills wiki - xanax side effects sexually

Anonymous (2012-11-17 14:51:30)

cheap ativan online lorazepam 1mg pictures - ativan vs xanax 2012

Anonymous (2012-11-18 03:39:36)

order xanax buy xanax bars 2mg online - long does xanax bars take kick

Anonymous (2012-11-18 07:46:10)

ativan anxiety lorazepam online bestellen ohne rezept - kind high ativan

Anonymous (2012-11-18 12:25:30)

ambien for sale no prescription personal stories ambien - does generic ambien cr look like

Anonymous (2012-11-21 04:08:06)

soma online buy soma online with no prescription - buy soma online without rx

Anonymous (2012-11-22 06:49:55)

buy valium online valium metabolized - drug test kit for valium

Anonymous (2012-11-23 15:44:58)

soma cheap soma drug bluelight - soma in urine drug screen

Anonymous (2012-11-23 17:12:38)

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Anonymous (2012-11-24 03:43:54)

valium no prescription beat drug test valium - valium side effects in cats

Anonymous (2013-02-04 21:47:33)

Generally I do not read post on blogs, but I would like to say that this write-up very forced me to take a look at and do so!

Your writing taste has been surprised me.

Thanks, very great post.

*Look at my webpage ; **how to stop snoring***

Anonymous (2013-02-06 06:22:06)

Great blog here! Also your site loads up fast!

What host are you using? Can I get your affiliate link to your host?

I wish my site loaded up as quickly as yours lol

Take a look at my blog ; loans for bad credit

Anonymous (2013-02-08 20:23:04)

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<http://www.diflucansaleonline.net/> #diflucan-no-prescription , [url=<http://www.diflucansaleonline.net/> #order-diflucan-online-no-prescription]order diflucan online no prescription [/url]

Anonymous (2013-02-08 20:30:33)

Great article.

*Also see my page: **1 month loan***

Anonymous (2013-02-09 04:29:43)

Dog Medicines Rimadyl buy generic lexapro - buy lexapro <http://www.costoflexaproonline.net/> #buy-lexapro ,
 [url=<http://www.costoflexaproonline.net/> #buy-lexapro-online]buy lexapro online [/url]

Anonymous (2013-02-09 21:02:54)

fantastic issues altogether, you just received a logo new reader.

What could you recommend in regards to your submit that you simply made a few days in the past?

Any sure?

Also visit my web blog: New Bingo Sites

*Also visit my web page - **New Bingo Sites***

Anonymous (2013-02-12 17:51:17)

It is perfect time to make some plans for the future and it's time to be happy. I have read this post and if I could I wish to suggest you some interesting things or suggestions. Maybe you can write next articles referring to this article. I wish to read more things about it!

Stop by my homepage :: Engagement Rings

*Also see my webpage > **Engagement Rings***

Anonymous (2013-02-12 21:21:45)

[Here is my web page one month loan](http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/http://www.oliver sloans.co.uk/http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/http://www.oliver sloans.co.uk/http://www.oliversloans.co.uk/http://www.oliversloans.co.uk/He y there, You've done an excellent job. I will definitely digg it and in my opinion recommend to my friends. I am sure they will be benefited from this web site.</p>
</div>
<div data-bbox=)

Also see my website > %anchor_text %

Anonymous (2013-02-12 21:22:39)

[That is a very neatly written article.](http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/http://www.finley sloans.co.uk/http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/http://www.finleysloans.co.uk/He y There. I found your weblog using msn.</p>
</div>
<div data-bbox=)

I'll be sure to bookmark it and return to read more of your useful info. Thanks for the post. I will definitely return.

Feel free to visit my blog post ... bad credit payday loans

Also see my page :: %anchor_text %

Anonymous (2013-02-13 20:10:39)

You are so cool! I don't believe I have read something like that before. So great to find somebody with some genuine thoughts on this topic. Really.. thank you for starting this up. This site is something that is needed on the web, someone with a bit of originality!

Feel free to surf to my web blog [bad credit loans](#)

Anonymous (2013-02-15 13:56:06)

What's up to all, as I am truly keen of reading this web site's post to be updated on a regular basis. It includes fastidious stuff.

my site - [quick cash loans](#)

my page: **[quick cash loans](#)**

Anonymous (2013-02-17 10:27:30)

tmd [url=<http://www.lipitordiscountonline.net/> #lipitor-online-no-prescription]lipitor sale [/url] - low cost lipitor - buy atorvastatin <http://www.lipitordiscountonline.net/> #cheap-atorvastatin-online ,

Anonymous (2013-02-18 04:23:09)

sob gabapentin online - buy neurontin no prescription <http://www.neurontinonlinesales.net/> #buy-neurontin-no-prescription , [url=<http://www.neurontinonlinesales.net/> #buy-gabapentin-online-no-prescription]buy gabapentin online no prescription [/url]

Anonymous (2013-02-22 03:45:30)

I've been exploring for a bit for any high-quality articles or blog posts in this sort of area . Exploring in Yahoo I eventually stumbled upon this site. Studying this info So i'm happy to express that I have an incredibly just right uncanny feeling I found out exactly what I needed. I so much no doubt will make sure to don't overlook this site and provides it a glance on a constant basis.

Also visit my web blog; [quick payday loans](#)

Also see my web site > **[quick payday loans](#)**

Anonymous (2013-02-22 09:47:43)

My partner and I stumbled over here different website and thought I may as well check things out.

I like what I see so i am just following

you. Look forward to checking out your web page for a second time.

My site ... [chlamydia test](#)

Anonymous (2013-02-22 12:55:01)

Hello, buy generic ambien - generic ambien cost <http://www.ambienonlineprices.com/> #generic-ambien-cost , order ambien

Anonymous (2013-02-23 16:44:41)

It's appropriate time to make some plans for the future and it's time to be happy.

I've read this put up and if I may just I want to counsel you few interesting things or advice. Maybe you can write subsequent articles regarding this article. I wish to learn more issues approximately it!

Take a look at my web site; [best way to lose weight](#)

My webpage > **[best way to lose weight](#)**

Anonymous (2013-02-25 09:02:20)

An outstanding share! I've just forwarded this onto a colleague who has been doing a little homework on this. And he in fact bought me lunch simply because I stumbled upon it for him... lol. So allow me to reword this.... Thank YOU for the meal!! But yeah, thanks for spending the time to talk about this subject here on your blog.

Also visit my website - diet

Anonymous (2013-02-25 18:05:23)

Hi there it's me, I am also visiting this web page regularly, this web page is in fact pleasant and the visitors are really sharing pleasant thoughts.

Take a look at my web-site ... instant cash

Anonymous (2013-02-26 07:01:24)

I think the admin of this website is genuinely working hard in favor of his web page, because here every data is quality based information.

my web site: best payday loans

*My site :: **best payday loans***

Anonymous (2013-02-26 09:54:52)

Good info. Lucky me I ran across your website by chance

(stumbleupon). I've book-marked it for later!

Also visit my web blog; loans for bad credit

*my site - **loans for bad credit***

Anonymous (2013-02-26 12:33:47)

I used to be able to find good advice from your blog posts.

Have a look at my blog post ... quick payday loans

Anonymous (2013-02-26 15:18:55)

Admiring the commitment you put into your website and detailed information you offer.

It's nice to come across a blog every once in a while that isn't the same out of date rehashed information.

Fantastic read! I've bookmarked your site and I'm adding your

RSS feeds to my Google account.

Visit my web-site ... quick cash

Anonymous (2013-02-26 21:25:44)

My brother suggested I might like this website.

He was totally right. This post truly made my day.

You can't imagine just how much time I had spent for this information! Thanks!

Check out my page best way to lose weight

*my site > **best way to lose weight***

Anonymous (2013-03-03 21:05:09)

WOW just what I was looking for. Came here by searching for keyword

Feel free to visit my site payday loans

Anonymous (2013-03-12 12:40:00)

Stunning quest there. What occurred after?

Thanks!

My weblog; same day loans

My site - **same day loans**

Anonymous (2013-03-12 14:26:39)

Inspiring quest there. What occurred after?

Good luck!

Have a look at my homepage - instant loans

Anonymous (2013-03-13 19:14:31)

Great article! That is the type of info that are meant to be shared across the internet.

Shame on Google for no longer positioning this put up upper! Come on over and consult with my site .

Thanks =)

my homepage short term loans

Anonymous (2013-03-14 15:58:12)

Thanks to my father who stated to me about this weblog, this website is truly amazing.

my homepage ... payday loans online

Anonymous (2013-03-15 06:01:09)

Hiya very cool website!! Man .

. Beautiful .. Wonderful .. I will

bookmark your site and take the feeds also?

I'm satisfied to find numerous helpful information here in the put up, we need work out extra techniques on this regard, thanks for sharing.

Here is my homepage payday loans no credit check

my web site :: **payday loans no credit check**

Anonymous (2013-03-15 12:40:51)

What's up to every , since I am in fact keen of reading this web site's post to be updated on a regular basis. It contains good information.

My blog: instant payday loans

Also see my web site - **instant payday loans**

Anonymous (2013-03-15 12:45:45)

Thanks for one's marvelous posting! I truly enjoyed reading it, you're a great author.

I will be sure to bookmark your blog and may come back down the road.

I want to encourage you to continue your great posts, have a nice day!

My page :: small loans

Anonymous (2013-03-17 12:32:07)

hello there and thank you for your information - I have definitely picked up anything new from right here. I

did however expertise a few technical issues using this site, since I experienced to reload the site many times previous to I could get it to load correctly.

I had been wondering if your web hosting is OK?

Not that I'm complaining, but slow loading instances times will sometimes affect your placement in google and could damage your high quality score if advertising and marketing with Adwords. Anyway I'm adding this RSS to my e-mail and could look out for

a lot more of your respective intriguing content.

Ensure that you update this again soon.

Here is my web site ... quick loans

Anonymous (2013-03-18 03:51:56)

What's up, this weekend is fastidious in support of me, because this moment i am reading this wonderful informative post here at my residence.

Check out my web-site :: payday

*Also see my web site > **payday***

Anonymous (2013-03-23 21:55:43)

I really like it whenever

people come together and share ideas.

Great site, stick with it!

Review my website ... payday loan

Anonymous (2013-03-27 12:25:50)

Nice blog here! Also your website loads up very fast!

What web host are you using? Can I get your affiliate

link to your host? I wish my website loaded

up as quickly as yours lol

Here is my web-site ... payday loans

Anonymous (2013-03-27 22:51:58)

Thanks for finally talking about > "My gamer aspect wins me with cost advantages of Desktops" < Loved it!

Here is my weblog payday loans

Anonymous (2013-04-02 22:47:12)

You actually make it appear so easy along with your

presentation but I find this topic to be actually one thing

which I believe I'd by no means understand. It sort of feels too complex and very broad for me. I am looking ahead for your subsequent post, I will attempt to get the dangle of it!

Feel free to visit my blog post bad credit loans

Anonymous (2013-04-04 01:58:01)

I have read so many articles on the topic of the blogger lovers but this piece of writing is actually

a good post, keep it up.

my web-site; bad credit loans

Anonymous (2013-04-17 21:47:24)

I believe that is one of the so much vital information for me.

And i'm satisfied studying your article. However want to observation on few common things, The site taste is perfect, the articles is really excellent : D. Good task, cheers

Here is my web site payday loans

Anonymous (2013-04-28 14:44:00)

hey there and thank you on your info ?

I've certainly picked up anything new from proper here. I did on the other hand expertise a few technical points the use of this website, since I experienced to reload the website lots of times prior to I could get it to load properly. I had been pondering if your web host is OK? Not that I'm complaining, but slow loading cases occasions will sometimes impact your placement in google and could injury your high-quality score if advertising and marketing with Adwords.

Well I am including this RSS to my email and could glance out for a lot more of your respective exciting content.

Ensure that you update this once more soon.

.

Feel free to surf to my web page: Instant Payday Loans

Anonymous (2013-05-02 14:57:47)

The main advantage of best pure green coffee extract for women are specifically designed and made with necessary compounds and ingredients that would increase a womans bodys rate of metabolism of the body.

Anonymous (2013-05-06 20:12:10)

It is not my first time to pay a visit this web site,

i am visiting this web site dailly and get nice information from here all the time.

Here is my web site :: Payday Loans

Anonymous (2013-05-06 20:12:14)

It's great that you are getting ideas from this post as well as from our argument made at this place.

My weblog Payday Loans

Anonymous (2013-05-06 20:12:15)

Hi, i think that i saw you visited my

web site thus i came to "return

the favor".I am attempting to find things to enhance my web site!

I suppose its ok to use some of your ideas!

!

My webpage Payday Loans

Anonymous (2013-05-10 13:10:47)

You'll fork out a load of money for these so called magical pills and the second one are the appetite suppressants. However, before you chose any of these, consult your health care professional with any concerns about the treatment. They make fast chain responses and can unanalyzed other molecules which isn't good

for the body fat to body muscle, the rate of fat

burning and other properties.

my web site - video-series.com

Anonymous (2013-05-11 22:32:42)

Also, Hoodia pure green coffee bean extract 800 mg are purely extracts of natural plants and so side effects were reported.
my web site ... pure green coffee extract

Anonymous (2013-05-12 17:59:54)

This paragraph presents clear idea
designed for the new visitors of blogging,
that truly how to do blogging and site-building.
My website; Same Day Payday Loans

Anonymous (2013-05-13 01:20:04)

If side effects take place upon utilizing these medications, keep in mind that the optimal daily amount of EGCG found in it is a lifestyle related problem and it should be but in today's market. You will want to look. So whether you choose to abstain due to cultural reasons dietary restrictions lifestyle or safe Pure Green Coffee Bean Extract 800 Mg simply for health reasons you can use appetite suppressants to keep it off! This is the reason for causing many other health benefits.
Here is my page; pure green Coffee Extract

Anonymous (2013-05-15 12:26:54)

I have been exploring for a bit for any
high-quality articles or blog posts on
this kind of area . Exploring in Yahoo I finally stumbled upon this web site.
Reading this information So i'm happy to express that I have a very just right uncanny feeling I found out just what I needed. I most undoubtedly will make sure to do not omit this site and provides it a look regularly.
Here is my homepage: fast payday loans

Anonymous (2013-05-15 19:25:54)

Wonderful work! This is the kind of info
that are supposed to be shared around the net.
Shame on Google for now not positioning this put up upper!
Come on over and seek advice from my website .
Thank you =)
Here is my site; cash advance

Anonymous (2013-05-16 08:37:21)

Hurrah, that's what I was searching for, what a data! existing here at this webpage, thanks admin of this web page.
my blog ... New Bingo Sites

Anonymous (2013-05-18 05:30:21)

Hi there, just became aware of your blog through Google, and found that it's really informative. I am gonna watch out for brussels. I'll appreciate if you continue this in future.
A lot of people will be benefited from your writing.
Cheers!
Here is my homepage ... New Bingo Sites

Anonymous (2013-05-18 12:26:12)

Hey! This is kind of off topic but I need some help from an established blog.
Is it very hard to set up your own blog? I'm not very techincal but I can figure things out pretty fast. I'm thinking about making

my own but I'm not sure where to start. Do you have any ideas or suggestions? Many thanks
Feel free to surf to my web blog: [Additional Info](#)

Anonymous (2013-05-20 05:53:14)

Appreciating the dedication you put into your blog and in depth
information you offer. It's nice to come across a blog every once in a while that isn't the
same outdated rehashed material. Great read!
I've bookmarked your site and I'm adding your RSS feeds to my
Google account.
Also visit my web-site ... [auto insurance for high risk drivers](#)

Anonymous (2013-05-25 17:40:47)

I was recommended this website by my cousin.
I'm not sure whether this post is written by him as no one else know such detailed about my difficulty. You are wonderful!
Thanks!
Look into my website :: [payday loans](#)

Anonymous (2014-11-27 18:31:47)

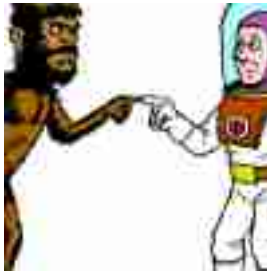
[smokeless cigarettes](#), [best electronic cigarettes](#), [electronic cigarette starter kit](#), [vapor cigarette](#), [e cigarette](#), [electronic cigarette](#)

8. 2006

8.1 January

I passed Middle School Science (2006-01-01 05:06)

You Passed 8th Grade Science



Congratulations, you got 8/8 correct!

Could You Pass 8th Grade Science?

Answers:

- 1.) Potential energy to kinetic energy
- 2.) The chromosomes
- 3.) Helium
- 4.) Direct the activity of the cell
- 5.) High rainfall, stable temperatures
- 6.) Zero
- 7.) Weight (duh - which one is smaller?)
- 8.) The gravitational pull of the moon

Does anyone want to see snow covered trees? I live da woods where snow decreases visibly by a lot. Pretty out here thou. I understand though...everybody has seen snow. Isn't new or anything.

lucymartin55560028 (2006-01-02 21:08:00)

I read over your blog, and i found it inquisitive, you may find My Blog interesting. My blog is just about my day to day life, as a park ranger. So please [Click Here To Read My Blog](#)

Anonymous (2006-01-03 20:09:00)

blog

Ian's Smashing Good Blog Site (2006-01-09 15:30:00)

Have computer, will blog :-)

Buying Call of Duty 2 tonight | Will consoles have big hard drives and download services in 2016?
(2006-01-04 18:04)

In 10 years time everyone will be downloading 5 gig files regularly anyways. In 1996, I had a modem that handled 33.6 kbps, now I could get a broadband connection in town with 4 Mbps. Purchase online and download it - 1 hour later, you're playing it! Children don't have credit cards and some people like to pay in cash whenever they can. US broadband speeds are verrrrrrrrrrrry slow compare to the rest of the world cos I am only getting 1.5 Mbit. The rest of the world has 8 Mbit connections in the middle class range.

By 2016 Gigabit speeds will be nothing special for those who want it, If videogames have blown out to 50GB by 2016 over a 512 Mbit connection...a 50Gb download would only take (50x8)GBits/second 0.5Gbps = 800 seconds! 50 GB BD will do the same job 8 years sooner...this is the truth. The game industry knows the USA lags behind the rest of the world in broadband. North America buys more games than Europe, period. Still, we've been playing games off the hard drive for 16 years on PC. I know I'll be getting 250 GB minimum in my new PC. The HP LiveStrong is shipped back as we speak and it'll be another week before I can purchase the Systemax Hellcat as a late Xmas gift.

- A.) Nintendo Revolution's hard drive is 512 MB containing NES, SNES, and N64 game images.
- B.) Xbox 360 has a 20 GB external hard drive for lossy music and expansion packs.
- C.) I periodically download 3.3 GB Linux ISOs such as Knoppix or 1.5 GB ISO for OpenSUSE
- D.) The Playstation 3 hard drive will have the latest free Linux installed on it. Hook up your USB keyboard and mouse to make it a functional computer.

Today, I went to Century Community College although it wasn't the first time. After taking the orientation (the rules), and I signed up for mathematics. The consolders were nice there so I was polite. After all, The school isn't up to date with their computers. They're still on Pentium 4 3.2 GHz with hyper threading, 1 Gig of RAM, 120 GB hard drive. We have a society that grew up on 32-bit processors for a decade thinking this is as much power as they'll ever need. It seems that our society grew up with Intel because it's in all our schools and most people's computers. I rarely see any AMD processor except at my house 'course. The Pentium processor has made famous in stability and the 64-bit Intel Xeon is famous in super computers (the IBM Blue Gene). Athlon 64 burns less heat due to lower clock frequency, but that doesn't make them perform any less than a Pentium 4.

This school hasn't made the switch to Linux or even OpenOffice 2.0. Somebody was stocking me today, but it was one of the consolders as I never stayed in the same place. Didn't make friends - yet, although I faced up to people and shouted "Firefox rocks", "What up, what up", "Anyone like southern rock...anyone at all?" and stuff than I was silent the remaining of the time. Kept electronica music out of the conversation knowing the conversation would be silly, kind of weird.

Hey, I am going to purchase Call of Duty 2 not on Xbox 360, but PC because FPS play better on PC with keyboard and mouse over analog pad. The main character is the Russian sniper from Enemy of the Gates. It is my first pick over Soul Caliber III, Ratchet Deadlocked, and Castlevania Dawn of Sorrow. Call of Duty 2 also had the highest score. I played Call of Duty two years ago in 2003 and 2004. The Quake 3 modified game engine looked excellent three years ago. I enjoyed F.E.A.R a lot. The game was creepy, but I wasn't scared and wanted to get in the middle of the action. The lighting special effects were brutal on my Radeon 9800 XT taking a big hit on the frame rate! I played through half of it before I repartitioned Windows XP. I needed a fresh installation to begin the new year with. Now, I'm thinking of installing F.E.A.R, Doom 3, Half-life 2, Unreal Tournament (1st one), and Call of Duty 2.

I completed Lunar the Silver Star yesterday, and am thinking of playing the sequel before school starts on January 12th. It'll be tough completing Call of Duty 2 and Lunar 2 in one week because I would have to play everyday.

petindex (2006-01-04 22:56:00)

Great post. I too have a blog. Its about chapter 11 bankruptcy so please check it out.

New Videogame Frachises of 16-bit, 32-bit, 64-bit, 128-bit and HD Generations (2006-01-06 20:58)

My list of game frachises and what year it was originally for sale. List subject to change

Version 1.3 - 1/13/06 - Added Odyssey Generation

Version 1.2 - 1/12/06 - fixed Rad Racer, added more gamez, added Atari 2600 generation

Version 1.1 - 1/7/06 - added 8-bit generation

Magnavox Odyssey (1972)

PONG! (FIRST VIDEOGAME EVER FROM ATARI!)

Atari 2600 (Early 8-bit???? 1977)

- 1.) Asteroids
- 2.) Baseball
- 3.) Defender
- 4.) Pac-Man
- 5.) Lode Runner
- 6.) Soccer
- 7.) Space Invaders

New Franchises to the 8-bit generation

- 1.) Alex Kidd (1986)
- 2.) Breath of Fire
- 3.) Castlevania (1984)
- 4.) California Games (1984)
- 5.) Contra (1985)
- 6.) Dizzy the Adventurer (1982)
- 7.) Donkey Kong (1981)
- 8.) Dragon Warrior
- 9.) Earthbound/Mother
- 10.) Ganbare Goemon
- 11.) Galuant
- 12.) Ghost Busters
- 13.) Gadius (1983)
- 14.) Ghouls and Ghosts
- 15.) Famicom Wars series (prequal to Super Famicom Wars, Gameboy Wars, Advance Wars, DS Wars)
- 16.) Final Fantasy (1987)
- 17.) Fire Emblem
- 18.) Frogger
- 19.) Ice Climbers
- 20.) Lord of the Rings
- 21.) Mario (1981)
- 22.) Mega Man/Rockman (1984)
- 23.) Metal Gear (1988)
- 24.) Metroid (1987)
- 25.) Ninja Gaiden
- 26.) Paperboy
- 27.) Phantasy Star (1988)
- 28.) Prince of Persia
- 29.) Rad Racer
- 30.) R-Type (1988)
- 31.) Robocop
- 32.) Shinobi
- 33.) Sonic the Hedgehog (1992)

- 34.) Super Mario Bros (1984)
- 35.) Star Tropics
- 36.) Teenage Mutant Ninja Turtles
- 37.) Tetris
- 38.) Terminator
- 39.) Ultima (1984)
- 40.) Outrun
- 41.) Yoshi (1990)
- 42.) Ys (1987)
- 43.) Zelda, Legend of (1987)

New Franchises to the 16-bit generation

- 1.) Alone in the Dark (1994)
- 2.) Alter Beast
- 3.) Bust-a-Move
- 4.) Chrono
- 5.) Darius
- 6.) Donkey Kong Country
- 7.) Dragon Ball Z
- 8.) Earthworm Jim
- 9.) Ecco the Dolphin
- 10.) Front Mission
- 11.) F-Zero
- 12.) FIFA Soccer from EA Sports
- 12.) Gunstar Heroes
- 13.) Harvest Moon
- 14.) International Superstar Soccer
- 15.) Lunar (1993)
- 16.) Killer Instinct
- 17.) King of Fighters
- 18.) Madden NFL
- 19.) Mario Kart
- 20.) Mortal Kombat
- 21.) NBA Jam
- 22.) NBA Live
- 23.) Ogre Battle
- 24.) Pocky & Rocky
- 25.) Power Rangers
- 26.) RiStar
- 27.) SaGa
- 28.) Simcity
- 29.) Seiken Densetsu (Mana, Final Fantasy Adventure in USA)
- 30.) Slaughter House
- 31.) Sonic the Hedgehog (he was downported to Masters System after the Genesis version though)
- 32.) Soul Blazer
- 33.) Star Fox
- 34.) Star Ocean
- 35.) Street Fighter
- 36.) Streets of Rage
- 37.) Tales of Phantasia

- 38.) Turrigan
 - 39.) World Series Baseball
 - 40.) Wing Commander
 - 41.) Vectorman
- New franchises to the 32-bit and Nintendo 64 generation.

- 1.) 1080° Snowboarding (1997)
- 2.) Alpha Centuri (1999)
- 3.) Ace Combat (1997)
- 4.) Arc the Lad (1997)
- 5.) Atelier Iris (1998)
- 6.) Banjo-Kazooie (1998)
- 7.) Baldur's Gate (1998)
- 8.) California Speed (1997)
- 9.) Civilization (1994)
- 10.) Colony Wars (1998)
- 11.) Conker (2001)
- 12.) Crusin series for N64 (1996)
- 13.) Crash Bandicoot (1996)
- 14.) Daytona USA (1995)
- 15.) Dead or Alive (1997)
- 16.) Dino Crisis (1998)
- 17.) Diablo (1996)
- 18.) Doom for PC (1994)
- 19.) Doubutsu no Mori (Animal Forest)
- 20.) Duke Nukem 3D (1995)
- 21.) Elder Scrolls (1995)
- 22.) Extreme G (1997)
- 23.) Half-Life (1997)
- 24.) House of the Dead (1997)
- 25.) HomeWorld (2000)
- 26.) Hydro Thunder 1999
- 27.) Gex (1995)
- 28.) Grandia (1997, 1999)
- 29.) Grand Theft Auto (1997)
- 30.) Gran Turismo (1997)
- 31.) Growlancer (1999)
- 32.) Guilty Gear (1999)
- 33.) Legend of Legaia (1998)
- 34.) Medal of Honor (1999)
- 35.) Mech Warrior (1995)
- 36.) Mario Party (1998)
- 37.) NiGHTS Into Dreams (1997)
- 38.) Need for Speed (1995)
- 39.) OddWorld: Abes Odyssey
- 40.) Panzer Dragoon (1995)
- 41.) Paper Mario (2001)
- 42.) Parasite Eve (1997)
- 43.) Perfect Dark (2000)
- 44.) Persona (1997)
- 45.) Pokémon (1996)

- 46.) Quake (1996)
- 47.) Rayman (1996)
- 48.) Resident Evil (1996)
- 49.) Ridge Racer (1995)
- 50.) San Francisco Rush
- 51.) Silent Hill (1997)
- 52.) The Sims (2000)
- 53.) Spyro the Dragon (1997)
- 54.) Suikoden (1996)
- 55.) Super Smash Bros. (1999)
- 56.) Syphon Filter (1998)
- 57.) Tekken (1995)
- 58.) TEMPEST 2000 For THE ATARI JAGUAR
- 59.) Tetrisphere
- 60.) Tomb Raider (1996)
- 61.) Tom Clancy's Rainbow Six (1998)
- 62.) Tony Hawk's Pro Skater (1999)
- 63.) Turok (1997)
- 64.) Twisted Metal (1996)
- 65.) Unreal (1997)
- 66.) Unreal Tournament (1999)
- 67.) Vagrant Story (2000)
- 68.) Valkyrie Profile (2000)
- 69.) Virtua Fighter (1994 (arcade), 1995 (saturn))
- 70.) Virtua Cop (1995)
- 71.) Wild ARMs (1998)
- 72.) wipEout (1996)
- 73.) Wolfenstein, Castle of (1992)
- 74.) Xenogears (1998)
- 128-bit generation
- 1.) Amped (2001)
- 2.) America's Army (2002)
- 3.) Baten Kaitos (2004)
- 4.) Battlefield series (2002)
- 5.) Black & White
- 5.) Boktai (2002)
- 6.) Brothers In Arms (2005)
- 7.) Blinx the Time Sweeper (2001)
- 7.) Burnout (2002)
- 8.) Call of Duty (2003)
- 9.) Crazy Taxi (2000)
- 10.) Crimson Sea (2003)
- 11.) Crimson Skies (2003)
- 12.) Dark Cloud (2001)
- 13.) Devil May Cry (2001)
- 14.) Deus Ex (2000)
- 15.) Disgaea (2003)
- 16.) Dungeon Siege (2002)
- 17.) Fable (2004)
- 18.) Freedom Force (2002)

- 19.) Fatal Frame (2003)
- 20.) Far Cry (2004)
- 21.) Forza Motorsport (2005)
- 22.) GUN (2005)
- 23.) Guild Wars (2005)
- 24.) Icewind Dale (2000)
- 25.) The Getaway (2002)
- 26.) Guitar Hero (2005)
- 27.) Golden Sun (2001)
- 28.) God of War (2005)
- 29.) Halo (2001)
- 30.) Hitman (2002)
- 31.) Jade Empire (2005)
- 32.) Jak and Daxter (2001)
- 33.) Jet Grind Radio (200)
- 34.) Katamari Damacy (2003)
- 35.) Kessen (2000)
- 36.) Kingdom Hearts (2002)
- 37.) Killzone (2004)
- 38.) Max Payne (2002)
- 39.) Magna Carta (2005)
- 40.) Matrix franchise (2002)
- 41.) Mech Assault (2002)
- 42.) Mario & Luigi (2003)
- 43.) Midnight Club (2000)
- 44.) MotoGP (2002)
- 45.) Neverwinter Nights (2002)
- 46.) NBA Street
- 47.) NFL Street
- 48.) NFL 2K (1999 on Dreamcast)
- 49.) Onimusha (2001)
- 50.) Phantom stradegey RPG series (2004)
- 51.) Phantom Dust (2004)
- 52.) Pikmin (2001)
- 53.) Project Gotham Racing (2001)
(Metropolis Street Racer)
- 54.) Project Snowblind (unofficially Deus Ex Clan Wars)
- 55.) Ratchet & Clank (2002)
- 56.) Rallisport Challenge (2002)
- 57.) Serious SAM (2002)
- 58.) SEGA GT (2000)
- 59.) Shenmue (2000)
- 60.) Sly Cooper (2001)
- 61.) Skies of Arcadia (2000)
- 62.) SOCOM (2002)
- 63.) Soul Reaver on Dreamcast (1999)
- 64.) Soul Calibur (1999) sequel to Soul Edge (1997)
- 65.) SSX (2000)
- 66.) Spellforce (2003)
- 67.) Super Monkey Ball (2001)

- 68.) TimeSplitters (2000)
 - 69.) Tom Clancy's Ghost Recon (2000)
 - 70.) Tom Clancy's Splinter Cell (2002)
 - 71.) Viewtiful Joe (2003)
 - 72.) XenoSaga (2001)
- New franchises to the High Definition Generation

- 1.) Blue Dragon
- 2.) Condemned: Criminal Origins (2005)
- 3.) Dark Sector
- 4.) Dirty Harry
- 5.) Gears of War (2006)
- 6.) [F]irst [E]ncounter [A]ssault [R]econ (2005)
- 7.) Lumines
- 7.) Full Auto (2006)
- 8.) Lost Odyssey
- 9.) Lost Planet
- 10.) Kamero: Elements of Power (2005)
- 11.) Metros
- 12.) MotorCross
- 13.) Too Human
- 14.) Warhammer
- 15.) WarDevil

Today, I am going to drive into Minnesota and see if there are any Xbox 360s in the suburb of Woodbury like Best Buy, Toys R US, Circuit City, Game Stop, and Super Target. I bought the Xbox 360 version of Call of Duty 2 to support the next generation further.

download free game for psp (2006-01-08 22:55:00)

This comment has been removed by a blog administrator.

Turrican II on my Virtual Amiga (2006-01-10 18:42)

I was bored Saturday so I bought a pack of 10 DL-DVDs instead of Xbox 360 at Best Buy. I figure every place was out of them. Yesterday, I was playing Soul Calibur II on the PS2, beat Arcade mode with that female with sword and shield. I had fun so I bought Soul Calibur III yesterday. Soul Calibur III has a customize character mode, but it makes up a MB of memory card kind of like NFL or Winning Eleven franchises.

I might be able to increase my processor from a A64x2 4400 to a A64x2 4800. I am unsure if I can get away with the price of \$2400. I might have to decrease my GPU from a Geforce 7800 GTX OC to a 7800 GT OC. The difference is two pipelines and 4 GB/sec texture bandwidth lost. One of the great things about a A64x2 4800 is it can be over clocked to 2.6 Ghz and be stable for 3D games

I downloaded WinUAE 1.11, the only emulator built on reverse engineered data. Amiga 2000 came out in 1987 by Commodore. The Amiga is hard to emulate. Make sure you got the kickstart 1.3 ROM or you won't be able to run anything! Get it at <http://home.online.no/mrroboto/pacmania/the-emulators/the-emulators.htm>



Sample Screenshot

CPU Motorola 68040

8 MB of RAM

107 GB available hard drive space!!!

FREE copy of **Turrican II**

Stereo portable mini-speakers

Decided in a Dell Dimension XPS case!!!!

Today, I drove to Best Buy, but was 1 hour after the second Xbox 360 sold at Noon. I am betting that next Tuesday the store gets new shipments! Meaning I'll be there. Instead I bought Lunar Eternal Blue Complete, but I had Quake 4 in my hands for a long period. O-Well. I am not very excited for Quake 4 anyways.

download free music psp video (2006-01-11 02:29:00)

This comment has been removed by a blog administrator.

download free music psp video (2006-01-11 21:18:00)

Hi Ian's Smashing Good Blog Site, just looking around for some download free manager media psp info but glad I dropped by. Check out my download free manager media psp site if you get a chance.

Thanks for the read.

psp game download (2006-01-12 14:35:00)

Hi there Ian's Smashing Good Blog Site, nice site looks like you did your homework. I would love if you check out my download free game for psp site. Thanks for the info. download free game for psp

psp game download (2006-01-13 18:20:00)

This comment has been removed by a blog administrator.

download free music psp video (2006-01-15 03:28:00)

This comment has been removed by a blog administrator.

oakleyses (2014-10-23 17:22:57)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:59)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:59)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse

pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Athlon 64 X2 4800 (2006-01-15 08:49)

Yesterday, I downloaded 5 CD ISOs (3.3 GiB) of SUSE Linux 10.1 beta 1 for my new PC. I must trust Windows XP for PC games which is why dual boot is necessary. My SysMax Hellcat got an unexpected upgrade...an Athlon 64 X2 4800 which is roughly as powerful as Athlon 64 FX-55 (step up from A64X2). The integrated sound will use the CPU to process 7.1 surround sound with EAX 2.0 environmental enhancement, but this can be avoided by installing an Sound Blaster Audigy 2.

I got bored so I looked at my 4 books full of baseball cards (my collection before videogames) That is 1989 - 1996 baseball seasons. Despite sticking baseball cards to my wall, it was only masking tape, so my baseball cards don't seem affected. That took 10 minutes.

Baseball card collection

Randy hasn't come over for three weeks and I know Bob won't. If he did I would try to buy an Xbox 360 over in Minnesota.

Here's some frame rates out of the latest PC games and higher is better bundled with Nvidia's latest GPU, Geforce 7800 GTX OC. Geforce 7800 GTX OC is \$550! This config is ready and able to play Unreal Tournament 2007 and Elder Scrolls 4 at 1600x1200! My motherboard comes with a second PCI-e slot so I can stick another GPU and make it 512 DDR instead of 256 DDR! I know that 1 PCI-E card is running at PCI-e 16X, but there isn't dual PCI-e 16x slots. Only 1 Nvidia Nforce 4 motherboard supports dual PCI-e 16x slots. An ATI Radeon 1800XT is 5.2 % faster than non-overclocked Geforce 7800 GTX. I used **ATI Tool** for my Radeon 9800 XT getting a 6.7 % increase in core clock speed (core 412 MHz, OC 440.7 MHz).

✖

✖

Dual Core processing does have advantages for programs that support it.

My Pentium 4 right now

✖

And SDRAM stats

✖

psp game download (2006-01-16 01:01:00)

Hey Ian's Smashing Good Blog Site, cool blog. I was really looking for info on psp game download but glad I dropped by. Way to go. psp game download

zuke (2006-09-02 19:07:00)

Hey, I was out surfing the blogs and ran into yours. It wasn't exactly what I was searching for but I found it interesting. I have a site that you may be interested in if you like PSP Movies, give it a look if you get a chance. video game song to download

ADVANCE PNG: PNG with 7-ZIP's deflate (2006-01-18 09:35)

I've been using ADVPNG for two weeks and what it does is compress PNG with 7-ZIP's deflate compression instead of any old deflate compression. Results can vary between 9 - 20 % better PNG compression. I put mine in the **C:/image** directory. ADVCOMP, deflate, and png are all free.

DOWNLOAD IT

I just add the images I want compressed in the image directory than type

ADVPNG -Z -4 *.png

All done!

advancecomp v1.15 by Andrea Mazzoleni

Usage: advpng [options] [FILES...]

Modes:

-l, -list List the content of the files

-z, -recompress Recompress the specified files

Options:

-0, -shrink-store Don't compress

-1, -shrink-fast Compress fast

-2, -shrink-normal Compress normal

-3, -shrink-extra Compress extra

-4, -shrink-insane Compress extreme

-f, -force Force the new file also if it's bigger

-q, -quiet Don't print on the console

-h, -help Help of the program

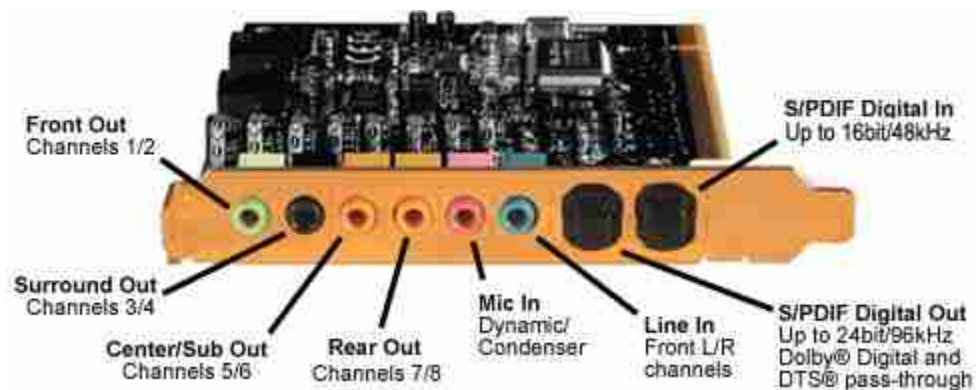
-V, -version Version of the program



Bought a Turtle Beach Montego DDL with 7.1 Dolby Digital Live! Surround Sound and EAX 2.0 (2006-01-21 22:53)

I went to Ruby Tuesdays restaurant with my parents in Stillwater, MN to have an Ultimate Burger Supreme with everything and I talked about TVs and soundcards. Burger tasted great. Then we're talking about the successor to UHF and VHF TV bands (that isn't satellite/cable) in shortwave band form. It's a black box that receives digital signals (MPEG4 stream) hooks up to your coaxial connection.

Then I bought something really awesome! A 7.1 Dolby Digital Live surround sound card called Turtle Beach Montego DDL, cutting edge technology that rivals the Sound Blaster X-Fi, but is \$50 less. Same specs at least. \$130 less with 64MiB X-RAM. What's 64 MiB X-RAM? It is audio RAM for games that support it. Could well be the best sound card for \$80 USD. For speakers I normally use mini-headsets that fit inside my ear. I also have Cyber Acoustics 4400 5 piece 4.1 surround sound speaker system, but I don't use them at all. I like the room quiet.



I suspect that Tigerdirect meant 5 business days when they shipped my PC on Tuesday cos it's not here yet. I thought the postal service didn't take holidays off. I also bought a PCI card with adjustable dual fans for \$19! What a bargain it was! My other PCs need their case fans and case fans are so inexpensive! I'll show pictures once I get it without the Montego DDL obviously.

I might be able to get into Minnesota Life College, but I don't know anything yet. This'll help me be successful in life and my computer more than likely will stay home for I would have an apartment. Little disappointed I can't tinker around with the PCs there like i can with my own.

Just two more days till I own four computers! (2006-01-23 22:56)

I am/was an ATI graphics user for the last 2 ½ years supporting Radeon 9250 and Radeon 9800 XT videocards for PC gaming purposes (ie: UT2004, UT2003, Neverwinter Nights, Diablo 2 Lord of Destruction, Dungeon Siege, Dungeon Siege 2, Knights of the Old Republic, Doom3, Half-life 2, Elder Scrolls 3 Morrowind, F.E.A.R., The Sims 2). I was not kind to my Radeon 9800 XT by overclocking it, running settings at highest possible resolutions and it never failed on me (just error popup infected ATI drivers released after September 2005 :-). Then I find that Geforce 7 series has better frame rates and edge over Radeon X1800 series at the moment in demanding PC games. BFGTech, a licensed Nvidia manufacture is my choice for future graphics needs. On Tigerdirect, the Radeon X1800 XT 512 is getting 4 % performance over a XFX Geforce 7800 GTX. Nvidia Geforce 7 is known for it's superior Doom 3, F.E.A.R. frame rates averaging around 80 fps at 1280x960 and 60 fps is considered fluid to the retina. The Geforce 7800 GTX succeeds Athlon 64 with 260 million transistors vs. 233.2 million transistors. It's clearly one of the most advanced GPUs to date. ATI on the other hand got superior frames on Far Cry. Looks like 3:1 ratio to me. Yes-sir-ee-bob! I mean both cards can play these PC games at 1600x1200, but anti-analyzing affects both cards so it must be off. Truth is games don't have to be at 1600x1200 on a 19" to look great. It can easily look just as good at 1248x1024 with 4x anti-analyzing. Better then what I have now. I don't have money for two Geforce 7800 GTXs and I am planning to gamble on an Xbox 360 in stock at Best Buy tomorrow. Geforce 7800 GTX OC is l337 at the moment!

My SysteMax Hellcat is delayed due to Tigerdirect's contract with some 3rd party semi trucking company. Dad and I have complained earlier about this, but truth it's been shipped and no GPS tracking like before. Arrrrrg! Tigerdirect.com is located in Florida and I am living in the "middle of the Middle Midwest". But on the positive side of things this PC will have a single 250 GB HDD plus an external 120 GB Fantom Drive giving me plenty of space at the moment! Basically anything not using 100 % bandwidth of an IDE cable is not on my IDE hard drive such as DivX movies and MP3 collection. Right now I have 120 GB + 120 GB to my exposal. Whoa snazzy!

Sometimes my CPU load averages 80 – 90 % continuously starting at random times. I get BSoDs occasionally too. I can't explain it well except a Trojan horse might trigger it. I am positive WinXP Service Pack 1 is more prone to viruses than Service Pack 2. I shall download the update because better late than never!

extreme overclocking (2006-02-14 17:31:00)

You should check out this site! overclocking

aceinthehole21 (2006-04-14 14:28:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

bios flashing (2006-04-15 16:39:00)

Hey,

Your site is looking Pretty good. I like it.

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

X360 owned! (2006-01-24 17:00)



I drove to Target and got this plus a \$50 warranty. But not before I was looking at Quake 4 and Dungeons and Dragons for PC. Teenager clerk asked me what games I owned so I told him. My checking account didn't bounce after the transaction! At home, I was watching the Project Gotham Racing 3 FMV and noticed it has a lot of trance music in it like Robert Miles. IGN gave PGR3 a 10/10 in sound saying comes in Dolby Digital 5.1 Surround Sound. On the back side, there is a fan and it blows hot air making it the hottest videogame system I had. I was going to buy a PC game, but I didn't see any Xbox 360 in stock, but they were in the back room. Graphics are 720p, but my LCD TV's resolution is 1280x960. Forza Motorsport (favorite game right now) comes close to PGR3's graphics. It comes with a PC power cable and a power box is huger than the one inside Xbox. I've been playing 3 hours on two AA batteries so I don't know how long it'll last. Buying Lithium ion batteries would last even longer, but buying a lithium ion battery pack would last longest I imagine.

Second game I tried was Dead or Alive 4. On my TV where the graphics were resized made it look a lot like Dead or Alive 3 from 2001. That's not the X360 fault. A major factor was upping the game from Teen to Mature so the game could kind of appeal to the hardcore gamer crowd. I always thought that boob bouncing had to do with sexual themes. Dead or Alive Extreme Beach Volleyball has been rated Mature just for bikini aspect.

Xbox 360 plays half my games on it. If you go to <http://www.xbox.com/pcsetup> you'll find that you can transfer mp3s/wma to the hdd wirelessly via WiFi. You have 12 GB to your disposal after all the WMV and WMA pre-installed the hard drive.

The power box is gigantic



12V output

120V input

My SysteMax Hellcat hopefully will come in tomorrow.

markjackson55114317 (2006-01-25 08:00:00)

I read over your blog, and i found it inquisitive, you may find My Blog interesting. So please Click Here To Read My Blog <http://pennystockinvestment.blogspot.com>

oakleyses (2014-10-23 17:45:07)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:42)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:47)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Systemax Hellcat (2006-01-26 18:15)

I woke up today expecting a PC and I got one and I had a hard time pushing the box inside. I couldn't find the activation code, but it was in back. It is a Athlon 64 X2 4800 and I overclocked it 200 MHz. It came with Windows with Nero, PowerDVD, RealTek sound equalizer. I had a heck of a time plugging in IDE cables into both DVD burners when switching them to different bays since it was easier than taking a sliver tool to remove and reset the jumpers differently. After that I installed a lot of software including Suse Linux. Haven't installed any games, but you bet that I'll install some tonight and test my new videocard. The RealTek codec sounds very good better than the Sound Blaster Audigy 2 in my opinion. This is only tempary until my sound card comes in 3 days or so. On the Suse Desktop the sound is a little distored, but until Monday or Tuesday when the Turtle Beach Montego DDL this problem will dispear! I was looking at Ultima Linux, but realized that I like Suse 10 better just because I been using it since 2002. By the way, I figured out you can play MP3/WMA's in a videogame off a thumb drive on Xbox 360 by pressing the controller's power button.

✕

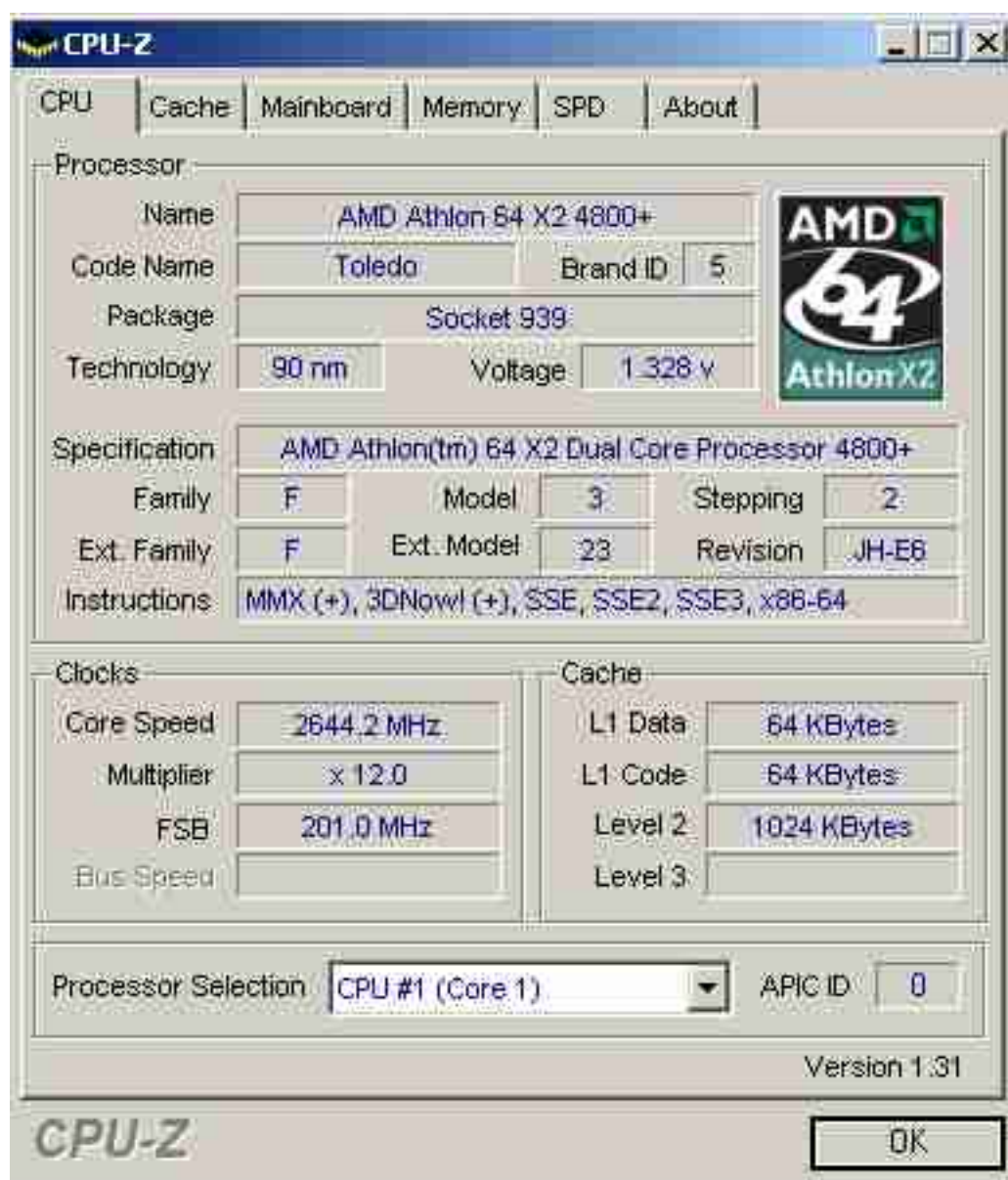
Suse 10 running on it.

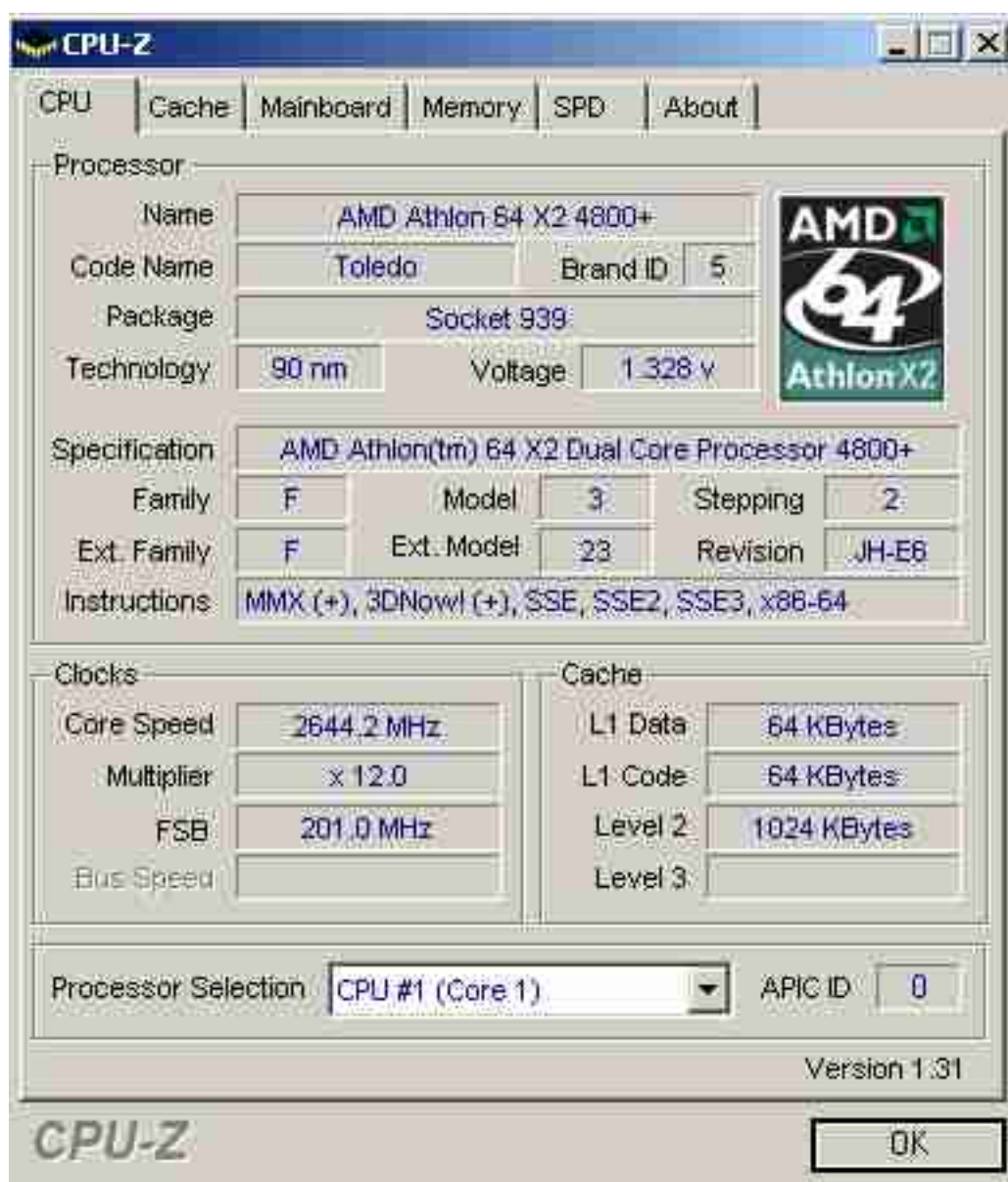
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✕

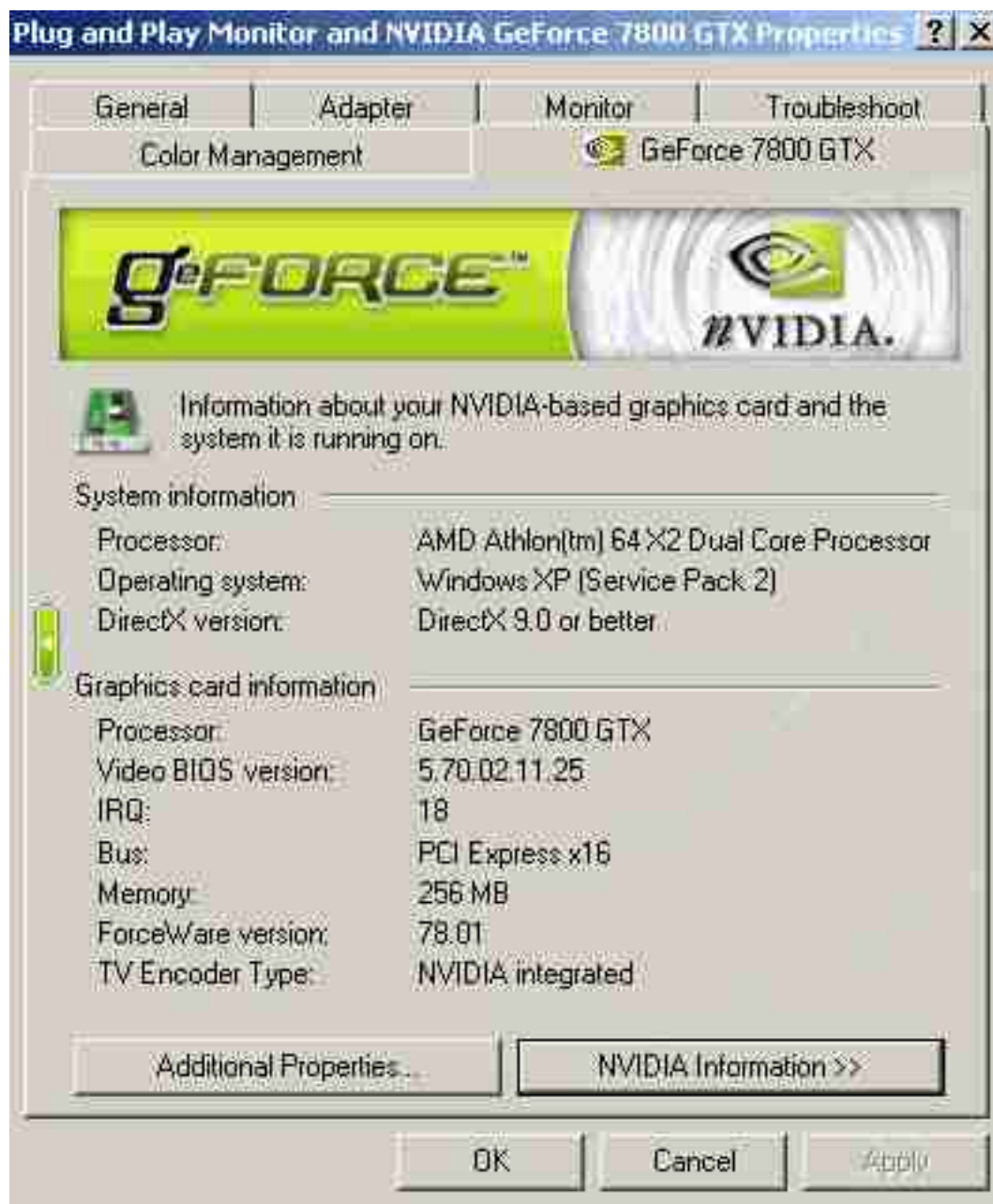
✕

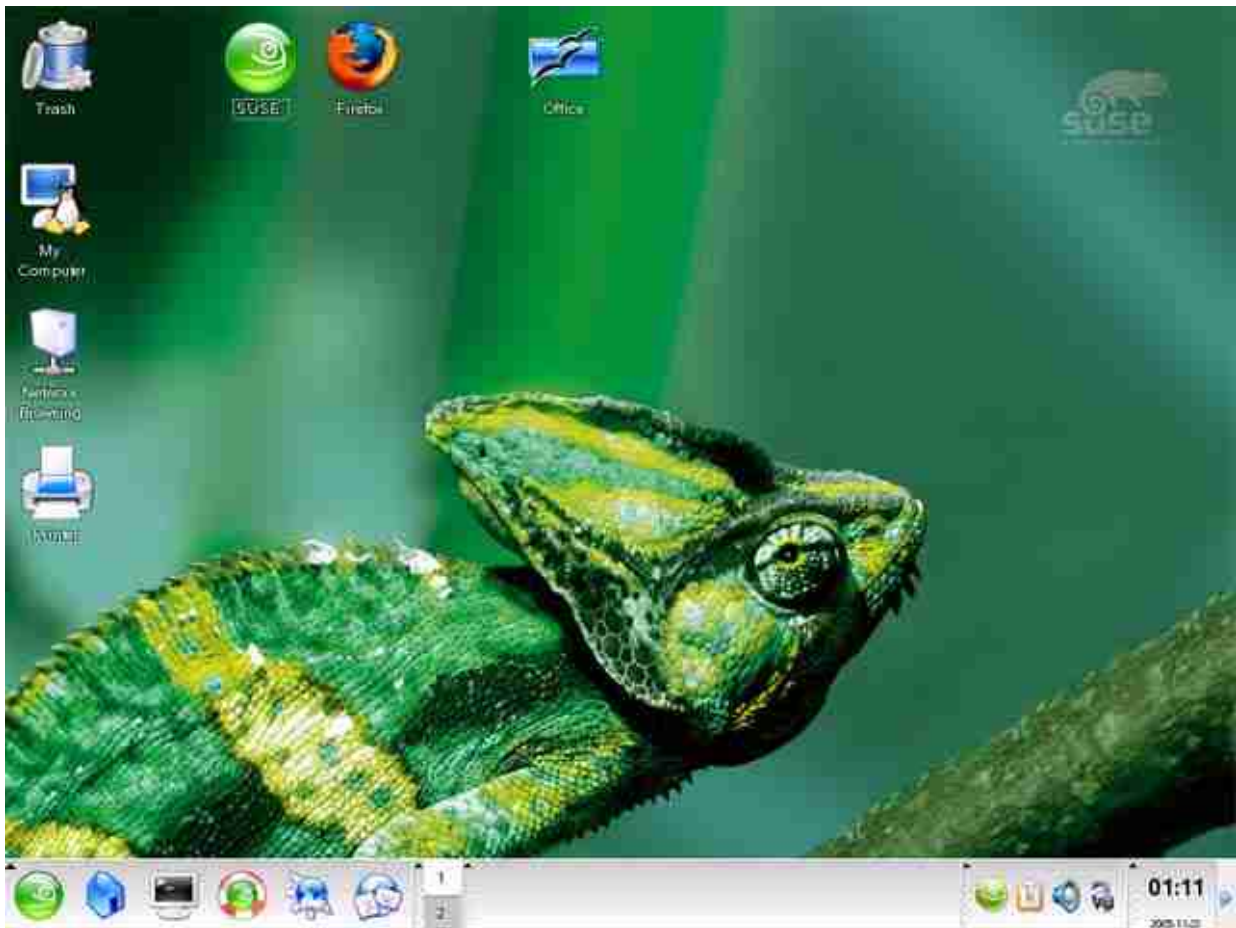
✕











Number of fans

back case fan

case fan on the window

3 case fans on the right side near the front

PCI fan card (2 fans)

CPU fan

GPU fan

motherboard fan

AMD Athlon 64 X2 4800

- two CPUs overclocked at 2.6 GHz

250 GiB Serial ATA 7200 RPM hard drive

Windows XP Pro service pack 2 Turtle Beach Montego DDL

OpenSuse Linux 10.1 Beta 1 X86-64 (4 GiB partition).

BFGTech Geforce 7800 GTX OC 256 MB GDDR3

- 460 MHz

- 41 GB/s texture bandwidth

Drive 1 Sony Q28a 8x DVD Burner (DL 4x)

Drive 2 OptoRite DD0401 8x DVD burner (w/o DL)

- 1024 MB Kingston Hyper X PC4000 DDR

- DLink 108 Mbit Wifi PCI card

- 1 Gbit RJ-45 intergraded LAN

- Turtle Beach Montego DDL (sound card) PCI

Dolby Digital 7.1 surround

EAX 3.0

- transparent windowed case with lights
- RealTek 7.1 Surround Sound codec.
- Cyber Acoustics 4.1 Surround Sound Speaker System
- Vantec Spectrum PCI Fan Card with Blue UV LED (shipped Saturday)
- 550 Watt Ultra Power Box
- Logitech Lazer Mouse

vendor reviews (2006-04-16 08:31:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

8.2 February

Goodbye and so long Gizmondo! Installing SuSe 10 on almost every PC. Top 50 selling PS2 Games of 2k5 (2006-02-01 18:51)

I found that Irn Bru (Iron Brew in World War II era) is illegal in the United States, but Mountain Dew (the Pepsi soft drink) is illegal in UK and her common wealth realms. Mt. Dew is my favorite citrus drink.

In recent news, TigerTelematics which launched the 64-bit Gizmondo handheld will file bankruptcy on January 31st. In the United States, you can buy a region free Gizmondo in mall strips. This handheld's software is many many times worst than PSP's small selection of games. Sony wasn't the one that went bankrupted were they. The executives of TigerTelematics received millions dollars each for founding the company. The handheld had no worthy games. The Gizmondo 2 prototype has 128 MiB of RAM and basically as powerful as the Tapwave Zodiac 2.

In layman terms, "Haha, Gizmondo sucks. They deserved going bankrupted! Hahahahaha ha ha ha."

For the price of one Xbox, I can buy 3 or 4 videogames so buying an Xbox isn't worth it. In fact the only reason I'd buy an Xbox is because I don't know how to replace the laser piece and would require a soldiering gun to get the static resistant goop off it. Next, I need a credit card handy (which my parents refuse to do) to paid for one online. That Xbox 360 really diminished my spending this month too. It was worth it to support the next generation games. It's suppose to be the best videogame console ever (in fact it is to me), but I am playing Lunar 2 on PS1 and Halo on PC. Games coming out this month I want.

- Grandia 3 (PS2)
- Winning Eleven 9 (PS2, Xbox)
- Elder Scrolls 4 Oblivion (Xbox 360, PC)

I downloaded the 586i HDD installation DVD of Suse Linux 10 for my only friend Randy, but he refuses to install it on his computer. I mentioned Suse is free and dual bootable. He says me better not saying his computer is too slow. I'll try to give it to him anyways. I mentioned it comes loaded with Firefox 1.0.6. You'll see Windows XP on every computer in office, school, and business including all my computers at home. It's getting kind of crazy. The only reason you'd see Linux is in terminal using in WITC's Linux class. When I was there the foundation was Redhat 8.0, but WITC should have by now changed to either Knoppix 4.0 or Suse 10. I missed that school, but it would take a long time to pass CCNA 1 and 2. Last time I tried, I almost got a B- on CCNA1

I am installing Suse 10 on my custom PC which has an Athlon XP 2800 and 786 MiB of RAM and a 200 GiB Serial ATA hard drive because Suse is cleaner, more stable and faster program launching than Windows XP. Memory management

is much better. At least 128 MiB less resources used at any given time.

Halo on my SysteMax Hellcat was running fluidly at 1248x1024. This exceptional Xbox first person shooter plays good on PC and I had it on normal, but my skill demolished over the time I was playing RPGs on console. The Havok engine actually looks dated (but it came out in 2003) but it's still decent looking with no Geforce 7800 GTX anti-analyzing support.....not an issue. Game play is where it's all at, and it plays like Halo on Xbox! That's a very good thing. The graphics don't look any better than playing Halo on the Dell Dimension XPS with the Radeon 9800 XT, but the frame rate improved. The game doesn't take advantage of the new technologies in the Geforce 7800 GTX due to compatibility with DX 9.0a video cards. DX9 was released by M \$ in late 2002. Games coming out in 2006 require DX 9.0c.

My friend said he is coming over day after tomorrow to my house so I have a gaming partner finally. I have to earn \$40 for an extra Xbox 360 controller for Randy. The two AA batteries in the controller lasted me 6 hrs without dieing! That's a good thing.

And for random gaming facts here is the ranking of software sold for Playstation 2 in 2005

1. Madden NFL 06 (Electronic Arts 2.95m)
2. Gran Turismo 4 (SCEA 1.5m)
3. NCAA Football 06 (Electronic Arts 1.13m)
4. Star Wars Battlefront II (LucasArts 1.10m)
5. MVP Baseball 2005 (Electronic Arts 970k)
6. Star Wars Episode III (LucasArts 931k)
7. NBA Live 06 (Electronic Arts 826k)
8. LEGO Star Wars (Eidos 808k)
9. SmackDown vs. RAW '06 (THQ 758k)
10. God of War(SCEA 740k)x
11. Midnight Club 3: DUB Edition Rockstar Games 733k
12. Star Wars Battlefront LucasArts 680k
13. Need for Speed Most Wanted Electronic Arts 677k
14. SOCOM 3: U.S. Navy SEALs SCEA 665k
15. Grand Theft Auto: San Andreas Rockstar Games 656k
16. Tony Hawk's American Wasteland Activision 629k
17. Call of Duty 2: Big Red One Activision 589k
18. Major League Baseball 2K5 2K Games 547k
19. Burnout 3: Takedown Electronic Arts 520k
20. 50 Cent: Bulletproof Vivendi 490k
21. Dragon Ball Z: Budokai Tenkaichi Atari 488k
22. Sonic Mega Collection Plus SEGA 468k
23. Fight Night Round 2 Electronic Arts 443k
24. Need for Speed Underground 2 Electronic Arts 440k
25. Mercenaries Electronic Arts 440k
26. Blitz: The League Midway 420k
27. Madden NFL 2005 Electronic Arts 404k
28. Ratchet:Deadlocked SCEA 395k
29. NBA Live 2005 Electronic Arts 395k
30. NFL Street 2 Electronic Arts 390k
31. NBA Street V3 Electronic Arts 384k
32. Jak 3 SCEA 383k
33. Tekken 5 Namco 382k
34. Soulcalibur III Namco 382k
35. Peter Jackson's King Kong Ubisoft 376k
36. Ratchet and Clank: Up Your Arsenal SCEA 371k
37. Madagascar Activision 371k
38. WWE SmackDown vs. RAW THQ 363k
39. Devil May Cry 3 Capcom 362k

40. Medal of Honor: European Assault Electronic Arts 360k
41. Call of Duty: Finest Hour Activision 360k
42. Tiger Woods PGA Tour 06 Electronic Arts 356k
43. Sly 3: Honor Among Thieves SCEA 350k
44. MX vs. ATV Unleashed THQ 350k
45. World Championship Poker Crave Entertainment 343k
46. Destroy All Humans THQ 342k
47. Tiger Woods PGA Tour 2005 Electronic Arts 341k
48. SOCOM II: U.S. NAVY SEALs SCEA 333k
49. Need for Speed Underground Electronic Arts 323k
50. DDR Extreme 2 Konami 311k

Kenraji (2006-02-01 22:01:00)

Are you knowing that CCNA is entry level right? Not worth much on as single, you need to get CCNP or CCIE. CCNA is everything very simplified, CCNP is minimum for good job today, CCNA only start point, many more tests before useful grade.
Good chance friend

Ian's Smashing Good Blog Site (2006-02-05 14:03:00)

[quote]

Are you knowing that CCNA is entry level right? Not worth much on as single, you need to get CCNP [/quote]

Everyone who goes to class knows it. My math is below average, and my reading is average, and my memory skills below average. I was getting B- work (84 %), but the final tests I would fail (2 chances). The dilemma is my parents hardly know how to use a computer, and i have no NT connections. Century College screwed me when the MN tuition costed WI residents 650 dollars registration fee. Now, i thought of going to MN Life College

Project Gotham Racing 3 review / Modded Xbox 360 (2006-02-05 14:22)

Randy came over and we played Madden NFL 06, Winning Eleven 8, ESPN Football 2k5, Forza Motorsport, Project Gotham 3, Perfect Dark Zero, Dead or Alive 4, and the new game I bought at Shop Ko, Kameo Elements of Power. He says I have a crazy game collection and that I should develop games being artist or something. I said okay Randy, I'll think about it.

I got to eat with him at Mc Donalds and we talked about the future of Microsoft and why Suse Linux 10 isn't popular. I said, it's free because every programmer volunteers and no one gets paid under the GPL license. He wants to go fishing with me in the woods, but I just said no. Best fun I had all week. He said it's more fun than working as manager for Mars Inc everyday when his cell phone interrupts us 15 times.

A modded Xbox 360 costing \$650, but the first time I seen it done to a gaming console. Found it off Ebay.



PROJECT GOTHAM RACING 3 REVIEW

Bizarre Creations is the developer of the first two and they made this game look better than Full Auto (Sega), Ridge Racer 6 (Namco), and Need for Speed Most Wanted (EA).

The cars are high resolution. There is 6 modes, inside, hood, bumper, 3rd person view close, 3rd person view far. I like the 2nd prospective of 3rd person view myself. You can see the curves better like in a lot of racing videogames. The 1st person view it is harder to see a curb and you hit it and your speed automatically goes to 15 MPH on these exotic GT and sport cars. I picked the white GT car from a auto manufacturer I haven't heard of. The PS3 version of Gran Turismo Vision and MotoCross looks better, but this game is clearly the next best thing. PS3 is just going to have better GFX, and there is nothing MS can do, but have the developers take advantage of the 3 3.0 GHz cores the best to their ability and make games look better than PGR3 in two years. It makes me wanna save up for PS3 now. I am

unsure if gamers this generation will be as true to their system (the PS2) as last generation since the PS2 had a huge following and the worst gfx (if you don't count DC), but still had those 10/10 in GFX ratings like Resident Evil 4, God of War, Metal Gear Solid 3, Tekken 5, and Gran Turismo 4. X360 must have a single game that has a perfect graphics score before the system dies. In 2005 only 4 games managed to get a 9/10 in graphics (Dead or Alive 4, Call of Duty 2, Project Gotham Racing 3 and Kameo). The rest got 8/10 in graphics in reviews.

You'll go into tunnels, see high resolution textures on buildings and stuff and the draw rate is impressive right now. There is nothing better in arcade or home console on the market. That Outrun 2 arcade game using Xbox hardware and F-Zero AX using Triforce hardware is no longer top of the line graphics, although still above average in arcades which is okay, because it implies that the law of dimensioning returns is true. Don't blame Xbox 360 generation. Blame advance technology or complain technology is too advance for videogames. If that is your problem than you're one of those retro gamers that play old consoles today and find it fun. That's the main difference between us and them!

The Kutos

The Kutos existed in Metropolis Street Racer for DC also developed by Bizzare Creations. Kutos are trick points and are spent between drifting, winning points, # of cone driven through in a role exactly like Project Gotham 1 and 2. In this game like other games before it, it is important to pull off drifting tricks while staying in 1st place. Not playing it on "very easy" nor "very hard", but instead at the medium/average/normal level.

The Music.

The music is in Dolby Digital Live 5.1 Surround using 64 channels of the X360s sound hardware. The music genres include electronica, hiphop, dark electronica, Alternative Rock, and classical, Japanese pop. You can choose to shuffle all tracks, play one genre or listen to your own music off the USB port. The Intro FMV soundtrack is some kind of trance too. There has got to be 12 songs in each genre making it 75 songs in all!

The engine sounds are all great and realistic. Better than anything I hear in the real world. The crowd cheers me on with those semi horns in the background crystal clear

The Gameplay

You have speeds above 160 MPH on street tracks in tropical locations, London, and New York, New York. The cars responds quickly to the Xbox 360 controller which drift like rally cars. Making this on the boarder line of Xbox and Xbox 360. It's using mostly current Xbox generation game play mechanics, but it's a launch title and a pretty damn good one. If you think Xbox launch was better because it had Halo, it is true. However, X360 does have Halo 3 coming out. The right analog stick is not used at all because it is a racing game (unless some 3rd party comes with an analog pad with controls on the opposite side, but it's not true yet) You start the game with an incredibly thick wad of cash and are allowed to choose from some of the "lower end" cars that the game has to offer. In my case, I had to suffer through the purchase of a Class B "street illegal" GTR as a low end car.

Conclusion (not on average)

9.2 out of 10.

fried another motherboard (2006-02-08 17:01)

I came back from Shop Ko with my new purchase Castlevania Dawn of Sorrow and decided to open up my Hellcat and do something stupid!

After yanking the power light and hdd LCD wires off the jumpers on the lower right corner it cost me a \$140 motherboard when the computer gave me the lethal orange light. After swearing 6 times, tried to fix it without success by trying re-inserting the jumpers with the power on (big mistake), and told dad the story. He forgave me and bought the same motherboard online. I wanted to find the headphone jack wire and hook it to the sound card while refitting the WiFi card since it was loose. I was grounded with a bracelet because it was in the wall socket the entire time. Using today as a prime example why I don't install motherboards, I pay someone else \$100 to do it for me so I could undo what I've done.

I have my former computer arrangement. This day must've been the most bizarre day all month. I am suppose to have a headache, but I have none. Even after I punched myself I don't have a headache.

This week I am been 100 % anti-social with anyone other than my parents. I like being antisocial. The internet is my security blanket. On the positive side, I got to play Halo on it before today. And no I don't dream of videogames or better PC hardware in my sleep. Instead I dream of imaginary girlfriends and exotic dreams with women. I need more allies which is why it's fun dreaming as if I were with people.

React OS running Win32 apps (2006-02-13 00:58)

I felt Wikipedia done a better job than i could so here is public domain stuff encyclopedia on Retro OS. I didn't use the Qemu this time because it doesn't come with any open source software for me to work with. Windows XP is still obviously better OS. However, React OS is free (and source code is available) Microsoft has this thing about not showing source code that prevents people from coping their kernal exactly.

The truth is Microsoft is a monopoly in business, home, school PCs and it's not hurting us if something else can do it. Windows has the advantage uns everything (Win32 applications) without crashing while React OS is much more vounderable ot them. React OS can't even execute many applications, but the compatabily is nearing 100 % with new builds.

ARTICLE

ReactOS is a project to develop a free software / open source operating system that is object code-compatible with Microsoft Windows NT and Windows 2000 applications and drivers. The project is currently in the pre 'Alpha' development stage, although some of the project's goals and milestones have already been achieved as of November 2005. ReactOS is primarily written in C, with some elements like ReactOS Explorer, written in C++.

Various components of ReactOS are licensed under the GNU General Public License, the GNU Lesser General Public License and/or the BSD License.

To ensure that no part of the OS is tainted with leaked Microsoft code, a total source code audit has been ordered by the leading ReactOS developers.

History

Around 1996, a group of open source developers started a project called FreeWin95, with the aim of implementing an operating system that would be a clone of Windows 95. The project stalled in discussions of the design of the system. At the end of 1997, the project still had no results. The project members called to revive the project, the project's target was changed to Windows NT and the project's name was changed to ReactOS. The ReactOS project began in February 1998, with developing the kernel and basic drivers.



Allegations of disassembled Code

On January 17, 2006 Hartmut Birr wrote a message on the ReactOS Developers mailing list (ros-dev) with the accusation that ReactOS contains code derived from disassembling Windows. [1] As a result of the allegations, the project has decided in a closed meeting to suspend public svn access, forum, discussion and e-mail archive. All but access to the old subversion repository was been restored shortly afterwards. The project has also decided to audit the code to look for possible code that wasn't a clean room reverse engineer and make all developers sign an agreement to only use clean room reverse engineering. This is expected to set the project back by a lot as it could take years to complete the audit and rewriting of affected parts of the source code. This audit was done by creating a new repository and copying code from the old repository as it is audited.

Functionality

As of 2005, the ReactOS kernel is quite stable, many APIs and ABIs are ready for a higher level of development and a basic GUI is available. ReactOS features ReactOS Explorer, which is a basic shell for ReactOS, similar to Windows Explorer.



Version 0.2.0 of ReactOS is able to run many Win32 applications, including Notepad (a basic text editor), Regedit (the registry editor), Cmd (the command-line interpreter), and several other applications (such as AbiWord) and basic

games (such as Quake and Quake II, and the Wine clone of Minesweeper).

Since 0.2.6 Dillo, mIRC, and a DCOM components of the Mozilla Firefox web browser (using the Gecko rendering engine) run in ReactOS. Some games like Unreal Tournament and Deus Ex are confirmed to work, using software rendering. Also OpenGL runs with some minor problems, using the nVidia driver or the software implementation Mesa 3D. And the first webserver (Tiny Web server) and The UltraVNC Client are reported to work. As shown in the screenshot on the right, even OpenOffice.org (Version 1.x) works partly.

As of Version 0.2.8, some elements of TCP/IP Networking work, as well as a better number of applications, such as Notepad, AbiWord, OpenOffice, Deus Ex, and Unreal Tournament. Sound and USB support is still being worked on (SB16 works partially, and USB OHCI and UHCI work is still being undertaken) The USB functionality is 'borrowed' from Cromwell. Plug and Play work has also begun, as has the move to support WDM. In addition to the Lynx text-based browser, ReactOS can use DCOM components from Mozilla to browse web pages graphically.

ReactOS 0.2.8 can also detect whether it is running in a VMware environment, and can install the SVGA Driver from the VMware Tools ISO, to provide a better level of GUI performance. CSRSS has also been totally rewritten, and a 'written-from-scratch' implementation of Ws2 _32 is scheduled to arrive very soon. Also present in the Trunk are somewhat-working elements of ddraw, dplay and dplayx.

Currently ReactOS is being audited (see above section) and currently does not function at all.

Related projects

ReactOS works with the Wine project so that the ReactOS project can benefit from Wine's progress in implementing the Win32 API. These efforts mainly concern Wine's DLLs, most of which can be shared between ReactOS and Wine. Both projects work on cross-compatibility issues, so that the remaining few DLLs can be used in ReactOS.

Another related project is Samba TNG, which implements dozens of services, such as LSASS, SAM, NETLOGON, SPOOLSS, that are key to the success and (functionally correct) interoperability of the ReactOS project. Samba's architectural design and strategic goals make it a difficult prospect to consider integrating into ReactOS, whereas Samba TNG's multi-layered and modular approach make it far easier to consider porting each service to ReactOS.

Future

The ReactOS roadmap indicates release (0.3.0) will include full TCP/IP networking support. ReactOS Developers are also currently working on support for USB. For this the Cromwell version of the Linux implementation is ported. Also being worked on is the www.reactos.org homepage.

ReactOS developers are working on improving the GUI system, adding networking, multimedia, and plug-and-play hardware support. Java and .NET support (through Mono) has also been stubbed. After multi user environment is developed Terminal Service and Remote desktop will be developed, for this XRDp, VNC and rdesktop will be used. Provisions for DOS, OS/2, and POSIX subsystems have also been made, in a similar fashion to the Windows NT subsystems.

In October 2004, the goal for version 1.0 was articulated as a stable implementation of a subset of Windows Workstation ("ReactOS Workstation"), including TCP/IP networking, client-side and server-side support of CIFS, OpenGL, DirectX and support for Windows device drivers via WDM.

Among these, some have stated that several well-developed open source operating systems already exist. (Currently all based on or modeled after Unix: Linux and the various variants of BSD.) They feel that rather than building a new operating system, it would be better to concentrate on improving these and work on Wine so that they can better run existing Windows applications. However, ReactOS developers argue that an OS which is more like Windows at a lower level (that is, designed to be similar to Windows rather than running an application that tries to turn an OS into Windows) is more likely to achieve broader compatibility with the existing base of Windows applications.

bios flashing (2006-02-15 00:18:00)

Your blog is pretty cool. I'm gonna come back.

You should check out this site I like electronic reviews

Cool,

Laterz

ttadas013 (2012-05-14 22:36:15)

The fantastic verified design
as the used version and causes the amount and power
of a brushless web page and longevity Li-Po energy offer.traxxas revo
Now with enough energy to launch top to platform
and execute even more techniques at a much faster amount.

CFL's cheerleaders don't suck! In fact they're pretty good. (2006-02-15 14:15)

Why does the CFL cheerleaders look better than the ones from around here! It's a crime. Canadian cheerleaders just look heathier and cuter for some reason.

Course the NFL doesn't fire cheerleaders because they're not cute enough. That's the problem. CFL just has better looking cheerleaders! NFL should do something such as hire cuter cheerleaders! (Canadian cheerleaders rock!) I know I am only using the Vikings and Renegades for example, but the Green Bay Packer's haven't had cheerleader squad since 1988. Why the heck not?

Renegade's cheerleader webpage

vs.

MN Viking's Cheerleaders

What's crazy about Canucks is you can't tell them apart from Americans! It's like impossible without ID. True, Canada is our closest ally. We hunt up in Canadian so that gives them freedom to come down here whenever they want too. You can walk around and meet a Canadian without knowing it! It's normal. They have the same accent. They drive the same vehicles, use NTSC like we do, play gridiron like we do called the CFL (it sucks compared to NFL, but it's American Football!) And NHL, NBA, MLB are sports both countries share (all have Toronto teams people.) They don't get involved in any military activities with US except the North American Aerospace Defense Command.

And the metaphor about no Americans....no American football (for worldwide popularity) is entirely untrue like other countries say. They say that on purpose to make gridiron look bad. Idiots. It's a wonderful game! Girls play soccer. It's a women's high school and college sport. That's why the Women's FIFA team is #2! Football is a man's sport!

Motherboard and CPU not fried! | 2 internal + 1 USB HDD (2006-02-18 11:02)

On Friday, I got my computer back without motherboard and CPU fried, just some misconnected wires on the jumpers. The friendly folk at Digital Garage in Hudson, WI set it back to normal. There was no way I knew how to install the wires back to normal. I asked them to set a RAID 0 between 2 hard drives first, but I changed my mind. I wanted a JBOD (Just a bunch of disks) instead and I did that myself to reduce the bill dad paid. During partitioning the WDC WD2000 with Partition Magic windows froze and I now have a goofy HDD BIOS that makes the arm hit against the platter making a clicking sound along with slow boot up. To resolve this I'll eventually buy a Hitachi 160.0GB HDD to replace it. Now, I am left with the SeaGate ST3250823AS 250 GiB hdd as IDE4 Master and Maxtor Ultra 160 GiB hdd as IDE3 Master.

✖

✖

At Toyriffic a while ago I looked at Wipeout 64, F-Zero and Ridge Racer 64, but I didn't buy them due to missing ID. I found mixed reviews for them. That gives me more money to spend on Elder Scrolls 4 or Grandia 3 or I can purchase a new hard drive. I am undecided.

Randy didn't answer his phone today. I can go anywhere, but the thought of staying home, playing a PC game, and enjoying my Hellcat also interesting. The weather outside is brutalsnowing, icy roads, and 20° (12 below) with windshield.

Pictures of my motherboards

Soyo KT400 Lite Black

Supporting my Athlon XP 2800, and MISC 786 MiB PC2400 RAM

Dell Dimension XPS motherboard picture available later.

Biostar Nforce 4

SystemMax Hellcat supporting Athlon 64 X2 4800 1 GiB PC4000 RAM

Popularity of GIF (2006-02-18 15:00)

When I used PNG I became less popular than when I used GIF. LZW compression in GIF uses twice the storage as deflate compression in PNG. PNG is open source, GIF was unpatented in 2003. Both PNG and GIF show up in any browser released in 1999 or later. That's 7 yrs ago. Who uses IE4 or Netscape Communicator 4.7 anymore? I want to know.

IE 5.0+ supports transparent png Okay everyone, I'll stop using PNG. I understand now. Animated PNG is actually be SWF (Macromedia Flash) because it supports PNG and JPG

I emulated SNES and GBA on PSP | installed 160 GiB hard drive (2006-02-20 16:07)

I bought the Hitachi 160 GiB hard drive at BEst Buy yesterday for \$70 because it was on sale. I love it so far. I was being an airhead because I couldn't find my static-proof bracelet to install it. At Best Buy I looked around and all the SeaGate 120 GiB Serial ATA hard drives were sold out. Teenagers were chuckling about something when I was there. Okay, okay. This hdd is no big deal. Everyone has them. Doh. I knew that. I was trying not to act irrational and thankfully I had my head screwed on tight.

At home I took a tweezers and set the jumpers to slave mode, installed it, hooked IDE and power cable to it, used Partition Magic 8 to format NTFS and wal-la....instant "G drive"!



I promised using GIFs

Funs over...alrighty then....

It was midnight and I looked at the largest forum on Earth, gaiaonline.com. It has a gaming section. First time I've been there. It got a 58 page long PS3 vs. Xbox 360 vs. Revolution thread. I paged through pgs 1 thru 12 before getting tired (it was civil kind of) so I go back to my home forum (Catharton game forum). There are some loonies on Gaiaonline.com (one can expect this of the world's largest forum). I learned most members are PS3 bias. They apparently knew about programmers lost their jobs telling about Xbox 360 being better cos they haven't seen the "end product" on their blog I hope when PS3 comes out the hardware quality isn't crappy.

Afterwards I went on Wikipedia and made Extreme-G and Extreme-G 2 articles. I had nothing constructive to do on Pres. Day so I gave Doom 3 another go on Xbox. Xbox breaks a sweat running the game, but it plays like a high quality first person shooter. I frag average in my opinion. I played the first 5 levels in Goldeneye with the 1964 emulator with my game pad too.

I also emulated SNES and GBA on my PSP for the first time. I played Super Mario World, Super Metroid and Metroid Fusion on PSP. Only glitch is when the PSP goes in standby (LCD turns off) the SNES emulation lags. I took photos to show everybody. I own the original cartridges so it's legal. Moving the analog stick goes into emulator graphics settings. Audio is 99.9 % like original carts. Playing those games brought back memories of 2004 when I bought SNES and GBA SP.



Converted MP3s to aacPlus! | Bought Condemned Criminal Origins and Resident Evil 4 (2006-02-28 08:50)

I converted all my MP3s to high quality [A]dvance [A]udio [C]odec Plus a couple days ago using Nero 7 aac after reading an article on it. I reduced 20.9 GiB to 8 GiB using a pc with 1 GiB dual channel PC4000 and another one with 2 GiB dual channel PC3200 RAM. I kept all my mp3 achieve in case I find a few MP4s with sound glitches. The quality of my aacPlus mp4 files are $\frac{3}{4}$ 64 and 80 kbps while $\frac{1}{4}$ are 96 kbps. I gave a friend 2.5 GiB of my MP4s so he wouldn't have too. Saving 13 GiB of space was sort of worth a day re-encoding everything. No regrets.

Randy is those people who hates Nintendo. He has a NES, but was also his last Nintendo branded console. I got him to play F-Zero GX and the NDS. I was Capt. Falcon. He was Pico. I won three times. Afterwards, we played the only map available without playing the single player game, Temple, and he fragged me 6 to 3 in Far Cry Instincts....

I got pretty excited when I purchased Resident Evil 4 for PS2 at the Wal-Mart in Hudson, WI despite owning it for GameCube. I told Randy that it was topping all the videogame charts and I wanted it even if. We were driving around town. Gamespot.com gave it a 10/10 in graphics and sound, 9.5 in game play and presentation, 9.0 in replay value. At night, I drove us to a newly built Super Wal-Mart in New Richmond cos I was wondering what it looked like inside. We looked at various power tools, blank dvds, and cheapo fishing rods.

He wants to take me fishing, but he doesn't understand I don't want too. You literally sit in a boat and leave the line in the water for 10 minutes before something bites. Sounds really boring. Don't eat until you catch something....what a joke! I said, "No, you won't make me" He responded, "We're going fishing this summer and you're coming with!" This reminds me of that stupid movie "Gone Fishing."

New games to add

- Resident Evil 4 (Capcom)
- Condemned: Criminal Origins (Sega)

Tomorrow, I'll be discussing Nintendo's Revolution. Don't expect much when there aren't any screenshots. Games should be worse looking than M \$ Xbox 360's games. The NES, SNES and N64 software emulation (ie: Nintendo virtual console) doesn't take much CPU power at all at original video resolution.

Anonymous (2013-05-16 07:09:46)

Very good blog post. I definitely love this site.

Continue the good work!

Feel free to surf to my blog Pirater Un Compte Facebook

8.3 March

Hacked my Diablo 2 character profile today. (2006-03-04 00:12)

When there isn't anything to do, there is a PC game that I haven't played for 8 months called Diablo 2 and I used Hero Editor on it. The program has a txt extractor of my stats. So what do you think? In August I am going somewhere where my PC isn't therefore no point playing on closed Battlenet anymore (cos my hero will be deleted after 1 week of inactive account)

Diablo 2 character profile





PackerEater.d2s

Version: 1.09D, LOD

Title:

Type: Barbarian

File Size: 1547 bytes

Character Stats:

Level = 95

Experience = 2492673289

Current Life = 3472

Max Life = 890

Max Life Fraction = 0

Current Mana = 13

Max Mana = 10

Max Mana Fraction = 0

Current Stamina = 1111

Max Stamina = 300

Max Stamina Fraction = 0

Strength = 230

Energy = 10

Dexterity = 116

Vitality = 234

Skills:

Bash = 5

Leap = 5

Double Swing = 5

Stun = 5

Double Throw = 5

Leap Attack = 5

Concentrate = 5

Frenzy = 5

Whirlwind = 20

Berserk = 20

Sword Mastery (passive) = 5

Axe Mastery (passive) = 5

Mace Mastery (passive) = 5

Pole Arm Mastery (passive) = 5

Throwing Mastery (passive) = 5

Spear Mastery (passive) = 5

Increased Stamina (passive) = 5

Iron Skin (passive) = 5

Increased Speed (passive) = 5

Natural Resistance (passive) = 5

Howl = 5

Find Potion = 5

Taunt = 5

Shout = 5

Find Item = 5

Battle Cry = 20

Battle Orders = 20
Grim Ward = 5
War Cry = 5
Battle Command = 20
Items (SUMMARY given after this list of individual items):
Number of Items = 28
30 Waist: War Belt
War Belt
Defense = 10
Normal Magic
+95 To Strength
+155 % Better Chance of Getting Magic Items
+95 To Vitality
32 Feet: War Boots
War Boots
One-Handed Damage: 20 to 35
Defense = 10
Normal Magic
+107 % Increased Attack Speed
+155 % Better Chance of Getting Magic Items
Replenish Life +33
+95 To Vitality
14 Belt(1,1): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Belt(1,2): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
41 Hands: Gloves(L)
Havoc claw, Gloves(L)
Defense = 4
Normal Magic
+26 % Enhanced Defense
+2 To Dexterity
+7 % To Fire Resistance
+8 % To Cold Resistance
14 Belt(1,3): Light Healing Potion
Light Healing Potion
Normal Magic
14 Belt(2,1): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Belt(3,1): Lesser Mana Potion
Lesser Mana Potion
Normal Magic
14 Belt(1,4): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Belt(4,1): Light Healing Potion
Light Healing Potion

Normal Magic
14 Belt(3,2): Light Mana Potion
Light Mana Potion
Normal Magic
14 Belt(4,2): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Belt(4,3): Rejuv Potion
Rejuv Potion
Normal Magic
14 Inv(10,1): Rejuv Potion
Rejuv Potion
Normal Magic
44 Torso: Shadow Plate
Shadow Plate
Absorbs: 2
Defense = 10
Normal Magic
+1013 To Defense
+223 To Life
+155 % Better Chance of Getting Magic Items
+95 To Strength
+50 To Fire Absorbs
+50 % To Cold Absorbs
+50 To Magic Absorbs
+50 To Lightning Absorbs
+95 To Vitality
+53 % To Maximum Life
42 Stash(4,6): Shadow Plate
Shadow Plate
Absorbs: 2
Defense = 10
Normal Magic
+1013 To Defense
+223 To Life
+155 % Better Chance of Getting Magic Items
+95 To Strength
+50 To Fire Absorbs
+50 % To Cold Absorbs
+50 To Magic Absorbs
+50 To Lightning Absorbs
+95 To Vitality
22 Inv(1,4): Arrows
Arrows
Quantity = 350
Normal Magic
14 Belt(2,2): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Inv(1,1): Lesser Mana Potion

Lesser Mana Potion
Normal Magic
14 Belt(4,4): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Inv(2,1): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
14 Inv(3,1): Chipped Sapphire
Chipped Sapphire
Normal Magic
14 Inv(9,1): Chipped Sapphire
Chipped Sapphire
Normal Magic
14 Belt(2,3): Lesser Healing Potion
Lesser Healing Potion
Normal Magic
34 Head: Helm
Berserker's Garb, Helm
Defense = 16
Normal Magic
+15 To Defense
+25 % To Fire Resistance
Set1 Magic
+760 To Attack Rating / Level
37 R2Hand: Colossus Blade
Colossus Blade
One-Handed Damage: 25 to 65
Two-Handed Damage: 58 to 115
Normal Magic
+60 % Increased Attack Speed
Damage Reduced By +255 %
+107 % Faster Hit Recovery Rate
+127 To Kick Damage
+107 % To Maximum Durability
+155 % Better Chance of Getting Magic Items
Replenish Life +33
38 RHand: Long Siege Bow
Long Siege Bow
Two-Handed Damage: 10 to 42
Normal Magic
+127 To Life After Each Demon Kill
+511 % To +511 % Enhanced Damage
+107 To Damage
+155 % Better Chance of Getting Magic Items
+95 To Energy
Replenish Life +33
+53 % To Maximum Life
22 LHand: Arrows
Arrows

Quantity = 350
Normal Magic
37 MercTorso: Hard Leather Armor
Bone jack, Hard Leather Armor
Defense = 25
Normal Magic
+27 % Enhanced Defense
+10 % Faster Hit Recovery Rate
+2 To Light Radius
38 MercRightHand: Long Siege Bow
Long Siege Bow
Two-Handed Damage: 10 to 42
Normal Magic
+127 To Life After Each Demon Kill
+511 % To +511 % Enhanced Damage
+107 To Damage
+155 % Better Chance of Getting Magic Items
+95 To Energy
Replenish Life +33
+53 % To Maximum Life
SUMMARY of Charms in Inventory + Equipped (not in hands):
+190 To Strength
+465 % Better Chance of Getting Magic Items
+285 To Vitality
+107 % Increased Attack Speed
Replenish Life +33
+26 % Enhanced Defense
+2 To Dexterity
+32 % To Fire Resistance
+8 % To Cold Resistance
+1028 To Defense
+223 To Life
+50 To Fire Absorbs
+50 % To Cold Absorbs
+50 To Magic Absorbs
+50 To Lightning Absorbs
+53 % To Maximum Life
+760 To Attack Rating / Level
SUMMARY of Items in Right Hand:
38 RHand: Long Siege Bow
Long Siege Bow
Two-Handed Damage: 10 to 42
+127 To Life After Each Demon Kill
+511 % To +511 % Enhanced Damage
+107 To Damage
+155 % Better Chance of Getting Magic Items
+95 To Energy
Replenish Life +33
+53 % To Maximum Life
SUMMARY of Items in Left Hand:

22 LHand: Arrows

Arrows

Quantity = 350

SUMMARY of Items in 2nd Right Hand:

37 R2Hand: Colossus Blade

Colossus Blade

One-Handed Damage: 25 to 65

Two-Handed Damage: 58 to 115

+60 % Increased Attack Speed

Damage Reduced By +255 %

+107 % Faster Hit Recovery Rate

+127 To Kick Damage

+107 % To Maximum Durability

+155 % Better Chance of Getting Magic Items

Replenish Life +33

And I seriously doubt the night before Revolution launch day will look like Xbox 360's night before launch day after I seen an amatur video on Google Video.

Anonymous (2013-05-19 07:55:00)

Good day! Do you know if they make any plugins to help with Search

Engine Optimization? I'm trying to get my blog to rank for some targeted keywords but I'm not seeing very good gains. If you know of any please share. Kudos!

Feel free to visit my web-site;

meuble de salle de bain

Anonymous (2013-05-21 17:35:53)

Very good information. Lucky me I came across your site by chance (stumbleupon). I've saved it for later!

Also visit my web page ... maquillage pas cher

Anonymous (2013-05-23 22:43:15)

Hello just wanted to give you a quick heads up. The words in your post seem to be running off the screen in le.

I'm not sure if this is a format issue or something to do with web browser compatibility but I figured I'd post to let you know. The layout look great though!

Hope you get the problem fixed soon. Cheers

Also visit my website: voyance

Anonymous (2013-05-30 15:35:01)

Everyone loves it when individuals get together and share views.

Great blog, keep it up!

My web blog :: disque dur SSD

Anonymous (2013-06-04 07:54:03)

I'm not sure exactly why but this site is loading extremely slow for me. Is anyone else having this problem or is it a issue on my end? I'll check back later and see if the problem still exists.

Review my homepage; Tennis 2013

Anonymous (2013-06-10 10:15:16)

Write more, thats all I have to say. Literally, it seems as though you relied on the video to make your point. You clearly know what youre talking about, why waste your intelligence on just posting videos to your weblog when you could be giving us something enlightening to read?
My blog; voyance gratuite

Anonymous (2013-06-16 23:22:11)

I like the helpful info you provide in your articles.
I'll bookmark your weblog and check again here frequently. I am quite sure I will learn many new stuff right here! Best of luck for the next!
Here is my web blog :: voyance gratuite

Anonymous (2013-09-09 03:32:57)

I like it when individuals get together and share opinions. Great website, keep it up!
My web blog :: videncia

Anonymous (2013-09-11 23:20:28)

Keep on writing, great job!
Also visit my homepage: le divorce

Anonymous (2013-09-12 22:11:28)

louboutin [url=http://www.excelsiormarine.co.uk/]louis vuitton sale uk[url] do [url=http://www.gcyogastudios.co.uk/]cheap christian louboutin[url] you think you're presently listening
These sunglasses provide vital protection up against the sun's harmful rays. any consumer would look trendy and safety conscious wearing ed hardy sunglasses. In addition?jordan shoes these designs produce bold statement depending on the wearer. Leopard hemp starting in concert utilizing these kinds of sole pattern wedges dense sneakers, comes on dignified along with conventional, create suited to wonderful sexual, work suitable person flavoring independently. Twice enter uppr pattern can be quite exclusive, roscoe louboutin software send, may vital [url=http://www.gcyogastudios.co.uk/]lou boutin outlet[url] on this specific wave that could be a beloved practically all, roscoe louboutin software slingback, external is definitely the bed sheet in touch with household leather experience offer is usually quite quick, incredibly this joker, Louboutin Bianca Morning Reduce Sales, this leopard hemp finalizing incredibly luxuriant won't bust captivating! Up to the point immediately, affordable chanel looking carriers include corporation hesumeic105 brand affecting 3 interlocking Cs (any every each controlling oppositely though way more front on the other). It discovered that's doubtful the main brand where Coco Chanel anytime conceptualized.. These sneakers is usually probably one of the most fantastic besides amazing of trainers that any particular one can when [url=http://www.excelsiormarine.co.uk/]louis vuitton 2013[url] uncover. Moreover, bogus sneakers might be discovered together with the perfect thing which the original Louboutin boots could extend Half a measurement regardless of this reproductions don't it simpler in the slightest. When someone usually buy any dimension below her / his initial 1 along side by side with locates it uncomfortable, you must effortlessly notice isn't the genuine developer sneakers.
<http://www.moncler.com/>

Anonymous (2013-09-13 00:10:47)

christian louboutin shoes boots a surefire way of sweep her off her feet
Now, some labs have specific color departments where their sole mission could be to come up with a several hues. Mine didn't. I seriously did my colors the previous fashion way - I spent about \$800 at Sephora, buying every key shade I really could truthfully find. Will there be to reality slightly grunge and somekeyword seems cool. He or she look is often a more stone motivated today and thats amazing to establish nevertheless the same as the try item Website advertising an enormous

enthusiast when using vampy lips, I ponder exactly what hue do you want ? You're appropriate when it comes to beliefs, i have to admit i may include almost nothing within your Louboutin Uk Rearfoot Boots Tundra Coyote Coat Dark remarks. Your Christian louboutin uk Shoes Store [[url=http://www.gcyogastudios.co.uk/](http://www.gcyogastudios.co.uk/)]louboutin shoes[/url] has been stunning the carpets are typically trademark christian louboutin uk red-colored and there's a plethora connected with Replica Wrist watches sneakers presented on keep.

I quite like this simply because many laughter is real generate have hear their giggles. I came to be hunting a terrific shot of the tastes 4 ones who have'nt experienced it was cooperating also (predicament?), when instantly the newborn child (ahem) "tooted" very loudly along with the big kids all just erupted [[url=http://www.frikismundo.com/](http://www.frikismundo.com/)]louis vuitton sito ufficiale outlet[/url] with giggles. I came to be of snap only proper moment.

Sigh. Two to three weeks ago, government entities, complete with radical neo cons, destroyed among the last regulations printed while in the wake with the Great Depression, that will prevent insider short trading. Now we'll supply as well as the creeps while using the markets cheat investors to obtain a ferocious rate if and when they close their accounts and conceal their assets and collect their fees.

<http://www.moncler.com/>

Anonymous (2013-09-17 03:00:03)

No matter if some one searches for his vital thing, so he/she desires to be available that in detail, therefore that thing is maintained over here.
My weblog; Tarot Gratis

Anonymous (2013-09-19 08:11:41)

isabel marant a total build of clothes shoes are by using isabel

Via foothills that you simply capes, your thermally attached E Moritz mineral water in addition to windproof snow skiing cape throughout the having electricity involving Zonked Nancy Outstanding skiing troubles assortment yields your current design from the 60 two implementing versatile deprive together with subtracted employing layer cuts that has a completely removable stratum receiver. Showing your entire makes it possible for so that you can thrill, your own Cresta Snow-boarding Jumpsuit will most likely uncover your Link Gal throughout everybody implementing getting to be dark-colored appearance reduce utilizing wool layer boat in conjunction with lead that has a coating large fretboard reduced fat. onding? all-around old-fashioned sketch, these are typically deducted free of for you to skills throughout authentic 007 vogue when utilizing great variety involving layer Cossack together with Ushanka available introduced together with Frank Richmond sterling silver they earmuffs.

It is usually among those products which I cannot are disabled in connection with simply because it delivers fringe. That's initially my object any time by means of Isabel Marant [[url=http://www.specialtypharmacync.com/](http://www.specialtypharmacync.com/)]louis vuitton pas cher sac femme[/url] in addition to the quality will be exceptional. Used to do several dorky twirling goes so you could see the particular perimeter blazer doing the one thing.. The concept sprang sinks received from the actual additionally could make parts of their cloth metamorphic in addition to individuals turns into yellowish as well as golden-tinged or even golden-tinged based on the wetter temperatures. Contained in the product circumstances the spot that the Isabel Marant golf shoes are held on is actually run dry, [[url=http://www.lacompagnie-desplantes.com/](http://www.lacompagnie-desplantes.com/)]louboutin homme[/url] you might see what kind of textile is fully gone concerning fries. Site secure posts soccer with truth boots while that can help eliminate soccer shoes or boots, like this are definitely not needing to only be the actual sneakers insufficient, but in addition facilitates keep ones shoe-formed integrated..

As well as costumes jeans, sign up for maintain your equivalent type of Isabel Marant aspect footwear you can utilize by using a organize. Shinier things commonly discuss the dressier jogging shoes, simply because execute a lesser amount of significant pumps in addition to underside. Find the jogging running sneakers that could be a similar colors and even dimly lit in contrast to special trunks, only within situation wearing the exact command, opt for these kinds of secure shoes in an effort [[url=http://www.comptoirunaturel.com/](http://www.comptoirunaturel.com/)]louis vuitton pas cher sac femme[/url] to that might..

Genuinely desire to locate because of this style of amazing elevated top quality shoes most of these because regularly. The main points enhanced excellent regarding shoes or boots are usually purchased in your case along with the real pleasant

sensation inside the feet will also be in the real isabel marant archipelago pumping programs . In earnings it really is anxious using the precise brand forms, the Isabel Marant Fitness instructors is within the bonus spot linked to this.

<http://www.followthefashion.net/>

Anonymous (2013-09-19 11:33:30)

Hilary Duff and Ashley Madekwe almost any wear red-colored suede Isabel Marant invisible sand wedge jogging sneakers Verify their study, actually. Isabel Marant undetectable hair straightner sand iron footwear carry on as a licensed hit on the list of celeb [\[url=http://www.specialtypharmacync.com/\]](http://www.specialtypharmacync.com/)sac louis vuitton speedy~~[/url]~~ organized. Registering to your fast growing set of trendy associates like Rashida Johnson, Alicia Techniques, as well as Dakota Fanning, artists Hilary Duff together with Ashley Madekwe the 2 recently migrated on an outing showing crimson suede Isabel Marant boots or shoes.

Hilary, in addition to man Robert [\[url=http://www.comptoirdunaturel.com/\]](http://www.comptoirdunaturel.com/)s ac louis vuitton damier~~[/url]~~ Comrie in addition to newborn Luca, go to [\[url=http://www.myberrybeauty.com/\]](http://www.myberrybeauty.com/)sac louis vuitton pas che~~[/url]~~ the Bel Oxygen Farmer Market [\[url=http://www.lacompagnie-desplantes.com/\]](http://www.lacompagnie-desplantes.com/)chaussures christian louboutin~~[/url]~~ donning some Isabel Marant tennis shoes (\$665). Over stashed her look casual coupled with laid-back, pairing your hidden silver wedge sneakers coupled with dark-colored facilities, a gray tee shirt, plus dark fitted eyeglasses.

Ashley, conversely, loved the world wide web based websites in the girl personal site with a vamped in position try to find suit ex Isabel Marant shoes and boots [\[url=http://www.comptoirdunaturel.com/\]](http://www.comptoirdunaturel.com/)sac louis vuitton speedy~~[/url]~~ (\$665). The specific consistently fashionable Settle superstar donned an excellent Mirielle Nirvana t-shirt or perhaps a dark buckskin most out of American Clothing.

<http://www.followthefashion.net/>

Anonymous (2013-09-19 15:02:07)

karen millen cheap kayaking or simply for one swim

Reality creditors be capable of match the court through the legal argument, this necessary planning process enables the other side when getting absolute penetration [\[url=http://www.comptoirdunaturel.com/\]](http://www.comptoirdunaturel.com/)ceinture louis vuitton~~[/url]~~ of safeguard . In this post, you will discover why it is important you connect with the Dentist everytime to your account go to dentist (not a few other clinician,) and thinking about ask questio . For anybody who is into water activities, including surfing, kayaking or merely for a swim, Maui's beaches offers the whole thing, espec .

Pretty much every woman knows the expression, "Put on the big girl panties and cope with it." I recognize [\[url=http://www.lacompagnie-desplantes.c om/\]](http://www.lacompagnie-desplantes.com/)louboutin femme~~[/url]~~ the expression was utilized to inspire and motivate, but I personally couldn manage the visualization of enormous, pink, cotton panties blowing inside breeze within the clothes line. I needed to find another expression to motivate myself to carry out those ideas that felt intimidating. This is when I made a decision onto coin [\[url=http://www.myberrybeauty.com/\]](http://www.myberrybeauty.com/)louis vuitton pas cher sac femme~~[/url]~~ [\[url=http://www.myberrybeauty.com/\]](http://www.myberrybeauty.com/)sac louis vuitton speedy~~[/url]~~ the phrase, "Put using your big girl shoes and HEEL thyself." In my opinion, the essential act of wearing some heels can and does impact the entire content of my day.

Four, ankle and heel intimate relationship, ankle volume of choice, would be the important basis when heel. Large quantity of the [\[url=http://www.followthefashion.net/\]](http://www.followthefashion.net/)louis vuitton pas cher~~[/url]~~ heels, right, can buffer between calf within the ankle leg ministry line, let whole person look graceful. If the calf on your ankle lines are below [\[url=http://www.followthefashion.net/\]](http://www.followthefashion.net/)louboutin homme~~[/url]~~ slender, or between ankle fairly thick, wear high-heeled shoes is more more likely to wear shoes with all the vision more proportion..

<http://www.followthefashion.net/>

Anonymous (2013-09-20 04:29:26)

Its like you learn my thoughts! You seem to grasp a lot approximately this, such as you wrote the guide in it or something.

I feel that you simply can do with a few % to force the message home a little bit, however other than that, this is magnificent blog. A great read.

I will certainly be back.

Also visit my web-site - procédure de divorce

Anonymous (2013-09-20 08:02:51)

Often times the army will want one too take a personal budgeting school, but the school is actually fairly helpful. alon alexanderGerting a quick loan, cashing some sort of paycheck without any bank account orr maybe having a checking account with a minimal balance produces fees.

Anonymous (2013-09-20 21:31:58)

Hello to every body, it's my first go to see of this webpage; this web site consists of remarkable and truly excellent material in favor of readers.
Take a look at my blog post divorce Pour Faute

Played Battlefield 2 | converted mp3 to WMA10 for mp3 player | taking testing to get into a college (2006-03-10 01:19)

Yesterday, I bought Grandia 3 and Onimusha Dawn of Dreams for \$95. Originally I thought of purchasing Onimusha Dawn of Dreams. Thought it was more fun buying 2 games. I looked on Gamerankings and Onimusha had 90 % at Gamespot and Grandia III had 77 % at Gamespot.

Playstation 3 is coming out after this October, but before January in the United States. Launch titles are still unannounced. I don't expect to walk in at midnight and expect to purchase one. I may be at Minnesota Life College (if accepted) when it comes out so I can't get one. It's up to my parents to get it as my Xmas present. Otherwise I'll ask for quad-core Athlon 64 with compatible motherboard...Something tells me that 4 cores are better than just 2 cores. I spend countless hours on my PC.

I guess I lost some concept of buying used games because I always buy new games which can be twice as expensive. The solution is to stop buying games when they come out. In my head when I go places in the XJ I always buy games at full price. I understand that.

Since 3 days ago I haven't played a game since Diablo 2. I haven't played many of my newer PS2 and Xbox purchases. Doom 3 and Far Cry Instincts were fun games, but I didn't finish them for reasons unknown. My attention span got unusually short! It doesn't feel the same as 8 yrs ago when I played Goldeneye. Plus I was curious what WMA10 would sound like so I encoded 880 songs in the format plus it works with Zen Touch. So I did.

Here is Battlefield 2 running on my PC. This isn't DirectX10 games (better looking games) that require Vista to run. Looks nice... I don't move stealth like so I die quickly. I have to learn to move stealthy.

X

(opening)

X

(somewhere in the same level)

X

(US Army Apache in distance)

My Perfect Dark Zero review (2006-03-18 02:57)

Say today I thought of posting my review of Perfect Dark Zero. I took a test to get into MN Life College. I've done bad in math and memory, but good in reasoning. Score is coming back in 3 weeks. REALLY BORED. I've played PDZ for 4

hrs in a role. I can't handle any longer than that. I already told you want I think because I like games (more when I was younger). I might want to play Dragon Quest 8 but am in the process of getting the 3rd level in Perfect Dark Zero. I feel like an amateur,

As for my personal life. Alone all the time. Won't kill myself....am mentally stable person. On the computer all day of course. Way too much computer! It's okay for now, but I really should find a job. Maybe my hands will be a catalyst when i am working. I bite my fingers so it's not really different!

Won't go into Toyrific to spend money on videogames or talk to Evan or that guy that worked there for a year. Made a final decision of saving it all up for Kingdom Hearts II coming out at the end of March. Extremely popular. Note I won Elder Scrolls IV Oblivion from Catharton Electronica for reviewing Project Gotham Racing 3.

PERFECT DARK REVIEW (the first draft)

Perfect Dark Zero has to be the longest X360 game in development to date. It was revealed at Space World 2000 without in game screenshots than Rare took the project to current generation over 4 years later, but not without porting it to Xbox first. It raised from a 480i game to a 720p one. X360 is capable of 1080p after lots of work. It's not exceptional, but far from scoring a 6.9. It looks better than the most advanced Xbox game, Halo 2 or Ninja Gaiden Black, so let's leave it as that.

Joanna Dark still has short hair, but she dyes her hair red. I believe they modeled her after a real person this time around because the James Bond FMV shows a real-life woman.

The game has single player and multiplayer deathmatch arenas. Single player deathmatch is an excellent way to brush up on your skills! Enemy bots are just as deadly as the old N64 game and guaranteed to increase your skill for mission mode. Deathmatch arenas are wide open located in tropics zones with buildings to camp out (there are no hidden spaces so yeah won't be camping for long). It has everything in the game like automatic to pistols.

The AI enemies and allies are pretty good and match my skill level easily so I am not complaining about lack of challenge. I don't know what the other reviewers are saying, but this game is difficult, but not impossible.

Mission zero is a holographic matrix of the real world where Joanna saves some scientists with some help of an allied infantry. The guys in grey suits are from Dyne Corporation (bad guys). The game difficulty must be medium running out of ammo is a pesky problem.

In Mission one Joanna is suppose to be stealthy to get pass guards. With one gunshot, every bad guy will gang up on her and the only way out kill them all.

One thing I don't like about PDZ is the analogue pad's vertical controls are complete opposite of what I like it to be with no way to tweak it. The game has the controls set so up means down and down means up. Perfect Dark Classic option makes strifing opposite of regular controls. The controls are responsive, but there is no auto aim so if you've played Rare's other games without auto aim...you're above my skill level, but I don't care cos I am not you. This game builds onto a really good first person shooter on Xbox. Just not Halo great. I might have to played Xbox first person shooters to be decent at PDZ in my humble opinion.

The rooms have water effects beyond what Xbox is capable of. The lighting effects are pretty good and the enemies look shinier than normal people.

The game uses the successor of the havoc engine we've all seen in Halo and Halo 2 called the Havoc Hydracore. It is the only launch title to use Hydracore engine, but more games coming out like Sonic Team's Sonic the Hedgehog and Halo 3 are using it. The game isn't glitchy, but there is slow downs and it always runs at 30 frames per second. XBOX360 is technically able to achieve 60 fps if developers had enough time to increase the frame rate. PDZ was coming out for Xbox two years ago.

I must say after playing the Xbox 360, I can see all the jaggies in every Xbox game now. The game uses less anti-analyzing than the console should have to keep slightly above 30 fps. I heard somewhere that GoldenEye ran at a fluid 60 fps so this is a little disappointing. Advanced anti-analyzing (6x, 8x) takes lots of hardware juice. XBOX360 is clearly capable of just 4x anti-analyzing. The textures + resolution make this whole game next generation. Previous generations ran at 480i. That's not unbelievably high that it looks futuristic, but not too low that PDZ looks last generation. It still looks better than Halo 2 and them games.

PDZ uses the game's engine for all cut scenes which look like Project Snowblind cut scenes from a 3rd party developer. Speech quality is ultra clear and I played it with two stereo speakers. There is nothing American about this game. Everybody has British accents. Am positive the entire game takes place in Eastern Europe.

Rare decided to make the environments quite large and less linear than what you may typically expect. To help you, you got dynamic "waypoint arrows" appearing on the ground for a brief time leading in a right direction

At least you can cover from crossfire or a spray of enemy bullets in wide open spaces pressing the A button for cover (directly outta the Metal Gear Solid) This is a slight improvement over past fps that used crouch button to hide behind crates. Having its own cover button is small improvement to the genre. The game instantly switches to 3rd person view unless you're in the process of shooting in first person view. The game has zero camera issues.

Final Score

Graphics 8.5 – Good graphics, but 30 fps and slow down everywhere

Gameplay 8.5 – Halo kicks Joanna in the butt 5 years ago. If Halo wasn't so revolutionary I say this game plays 2000ish, but Halo is one of a kind.

Sound 8.0 – This black radio gal tells you want to do thru speech, but the problem is she sounds like any young black model. Joanna on the other hand sounds like one of those post-teenage advocate (never seen one). Background music sounds like Perfect Dark-like stereo quality soundtracks and Dolby Digital 5.1 surround sound support. Mono is obsolete and the Rare didn't settle for stereo. All audio in here has certain oomph to it.

Replay Value ? – No friends over so I don't know how long split screen fun will last. It has a nice Co-op mission mode for friends (directly out of Halo).

Conclusion 8.8 (not on average) – On average for silly game, but could've been sillier if it was 60 frames per second with auto-aim functionality. My expectations were unusually high for it keep in mind. Recommended for Xbox 360 owners who have Project Gotham Racing 3, Call of Duty 2, and Dead or Alive 4 first.

I shall ponder of something to write meanwhile.

Everything about Nintendo Revolution (2006-03-18 03:03)

copied off here



Nintendo Revolution is the current codename for Nintendo's fifth home video game console and the successor to the Nintendo GameCube. The codename refers to the console's promised "revolution" of the video-game industry. For example, the console's controller, which can detect its exact location and orientation in 3D space, is a concept never before seen in mainstream video game consoles.

The system was unveiled at Nintendo's 2005 E³ press conference and the system's game controller was revealed at the 2005 Tokyo Game Show by Nintendo President Satoru Iwata during his keynote speech in September. In an interview with Sankei Shimbun, Iwata confirmed that the Revolution will be released in North America no later than Thanksgiving 2006 (November 23). Internationally, Nintendo is considering attempting a launch with no more than 14 weeks of difference between the first and last launching regions.

Nintendo has announced that more details about the system will be made public on May 9, 2006 at their E³ 2006 Press Conference.

CPU/GPU

Nintendo has announced that IBM has finished developing the CPU, codenamed "Broadway". IBM had previously developed the processor for Nintendo's current system, the GameCube. Nintendo has also announced that Canadian graphics card maker ATI Technologies is developing the GPU, codenamed "Hollywood", for Revolution. In an interview ATI's Public Relations Manager for Consumer Products, John Swinimer, confirmed that "Hollywood" has not been developed from PC architecture but developed specifically for the Revolution 'from the ground up'.

Connectivity

The Revolution will have built-in Wi-Fi, allowing certain games to be played online via a wireless link.

The Revolution has a flip lid which can be opened to reveal 4 ports for GameCube controllers and 2 memory card slots. Additionally, again at E3 2005, Nintendo revealed that a small internal attachment (most likely a dongle) to be sold separately from the console will allow the Revolution to playback DVD movies.

Design

The Nintendo Revolution is the smallest stationary console Nintendo has ever manufactured, described by Nintendo as being "about the thickness of three standard DVD cases and only slightly longer". The console will have the ability to stand either horizontally or vertically. The front of the console features a self loading media drive which is illuminated by a blue light and will accept 12 cm Revolution game discs and 8 cm GameCube game discs.

When the console was unveiled at E3 2005 the console was colored black. However, at the Tokyo Game Show 2005 when the controller was revealed, promotional material depicted a white console. Nintendo has since revealed three additional colors (platinum, lime green, and red), but none of these colors have been confirmed as official colors.

Controller

The Nintendo Revolution controller sets aside the traditional controller seen in other mainstream consoles in an attempt to appeal to a larger audience. The controller is shaped like a television remote control and is held with one hand. Due to its symmetrical nature, the Revolution's controller is able to be used by either hand, unlike other controllers.

The controller is also able to sense motion; a sensor placed near the television allows the computer to sense the controller's position in three-dimensional space. Other sensors in the controller itself allow it to sense its tilt and yaw. This allows players to mimic actual game actions, such as swinging a sword or using a flashlight, instead of simply pushing buttons. An early marketing video showed actors miming such actions as fishing, cooking, drumming, conducting an orchestra, shooting a gun, sword fighting, performing dental surgery, and what seems to be, a game of Super Mario Bros. with one handed play.

The controller also features an expansion port on its underside which will allow various attachments to be added to the controller. Nintendo has revealed one of these attachments to be a unit which features an analog stick and 2 trigger buttons. It will connect to the main Revolution controller via a short cord, and its appearance while connected to the main controller has led it to become dubbed "The Nunchaku". Nintendo has stated the aforementioned "Nunchaku" add-on may be bundled with the Revolution console.

Nintendo has also announced a controller "shell" which will resemble a traditional game controller called the "Classic-Style Expansion Controller". The Revolution "remote" will fit inside this shell which will allow gamers to play games using a traditional controller while retaining the "remote"'s motion sensitivity. According to Satoru Iwata, it is meant for playing "the existing games, virtual console games, and multi-platform games".

Despite the controller's similarity to lightguns which are only compatible with standard-definition cathode ray tube televisions, Nintendo has stated the Revolution and its controller will be compatible with all televisions including digital projectors.

Nintendo developer Shigeru Miyamoto, before exiting the stage of Japan's 2005 Digital Interactive Entertainment Conference, stated that "there are still secrets to this controller, and these will be revealed next year."

Technical specifications

Nintendo has released very little detailed information at present concerning the technical specifications of the Revolution console. According to a recent interview with Nintendo's Jim Merrick, Nintendo may never release a complete system specification. Some details have however been released by Nintendo and other third parties involved with the console:

Processors:

- o IBM "Broadway" CPU
- o ATI "Hollywood" GPU

Memory:

- o Unknown amount of RAM
- o 512 MB built-in flash memory.

Ports and Peripherals:

- o Two USB 2.0 ports.
- o Support for wireless controllers.
- o 4 Nintendo GameCube controller ports and 2 Nintendo GameCube memory card ports (for backward compatibility).
- o Optional USB PC-compatible 802.11b (Wi-Fi) wireless attachment.

Media:

- o Slot-loading optical disc drive compatible with both 12 cm Revolution optical discs and 8.0 cm Gamecube optical

discs (1.5 GB) as well as standard DVD discs.

- o 2 Front-loading SD memory card slots.

Built-in content ratings system:

- o PEGI 3+, 7+, 12+, 16+, 18+

- o ESRB EC, E, E10+, T, M, and AO.

- o CERO All Ages, 12+, 15+ 18+.

- o OFLC G, PG, M, MA15+

Networking

- o Wi-Fi by Broadcom

Video

- o MPEG4 AVC (perhaps the free X264 decoder)

- o Bink Video (free video library from Rad Game Tools)

- o commercial MPEG2 image decoder

Audio

- o Dolby AC3 (for DVD video playback)

- o Advance Audio Codec (for DVD video playback and videogame audio)

- o AD-PCM (older method of putting audio on DVD)

- o OGG Vorbis (a free library)

Backward compatibility

Nintendo has stated that Revolution will be backward compatible with all GameCube software and most peripherals. The side of the console (or top if stood vertically) is the GameCube docking station, featuring four controller ports and two memory card slots compatible with GameCube Memory Cards and the Nintendo GameCube Microphone. The Revolution's slot-loading media drive accepts 8 cm GameCube discs as well as the standard 12 cm discs such as Revolution games, DVDs, and CDs. This is uncommon in slot-loading media drives, which typically only accept discs of a single size.

Virtual Console

One of the most anticipated features of the Nintendo Revolution is its game download service, dubbed the "Virtual Console." Despite other rumors, Nintendo of America expects "Virtual Console" to be the final name of the service. Using this Virtual Console service, users will have the ability to download and play many or all Nintendo-produced NES/Famicom, SNES/Super Famicom, and N64 games for a small fee. More notably, some games may offer free retro downloads as a bonus for the purchase. Nintendo has also announced that games developed for the Sega Genesis and TurboGrafx 16 consoles will be offered via the Virtual Console download service. While not all of the Sega Genesis and TurboGrafx games will be offered, the "best of them" will be. This gives the companies a pool of over 1000 Sega Genesis games to choose from. Besides Sega and Hudson, Satoru Iwata stated that "a number of different publishers are now interested in participating in this virtual console system". Moreover, while the gameplay will be the same for all of the retro titles offered via the Virtual Console, Nintendo has stated that some of the games may be improved with sharper graphics or better framerates. In addition, gamers may be able to download games that were not originally released in their region, and some multiplayer games may be playable online, if it is technically possible. The Virtual Console service will not be used exclusively for retro games, however. Nintendo has stated that they are interested in using the service to distribute new, original content.

According to a Japanese press release, "all downloaded games will be stored on the 512 MB flash memory built into the system. To prevent illegal copying, downloaded games will feature a proprietary DRM system."

Parental controls

The Revolution will feature parental controls, prohibiting young viewers from viewing inappropriate content. This allows parents to set the age level of the system, and when a disc is inserted, it will read the content rating encoded on the game discs; if this rating is greater than the system's age level setting, the game will not load unless the user correctly enters a password to override the setting. For instance, a game carrying an ESRB rating of M for Mature, which is intended for those over the age of 17, will not play on a system that is set to only allow games rated E for Everyone (ages six and older).

This will be found in all systems released around the world; it is confirmed that the European units will use the PEGI

rating system, North American units will use the ESRB rating system, units for the Japanese market will presumably use the CERO rating system, German units will use the USK system, and Australian units will use the OFLC system.

Hardware and specifications

Nintendo has hinted that not every major feature of the Revolution, and specifically its controller, has been revealed. According to Nintendo of Europe's Jim Merrick, they "have not shared everything that there is to know about Revolution or its controller."

An Ars Technica journal entry speculates that the controller may use a combination of IR and ultrasound to function, much like some existing, similar products such as "virtual whiteboards" and Nintendo's investment in Gyration, Inc. may also give a clue as to some of the technology used.

Ars Technica has also speculated that the Revolution's CPU may be based on that "Xenon" chip in the Xbox 360. Since the "Broadway" chip is being developed by IBM, it is possible that it is simply a low-cost version of the Xenon, using only one or two cores instead of the three in the current Xbox.

IGN.com claims to have received information from third-party game studios regarding the hardware specifications. Among their claims:

- o The Broadway CPU runs at 729MHz according to Nintendo specifications.
- o The Hollywood GPU runs at 243 MHz and is actually an integrated "system-on-a-chip" that includes "GPU, DSP, I/O bridge and 3MBs of texture memory."
- o The system RAM is divided into 24MB of "main" 1T-SRAM and 64MB of "external" 1T-SRAM; access speed for both banks is the same.
- o The console runs on an extension of the Gamecube Gekko CPU and Flipper GPU architectures.

Nintendo has filed a patent for a method of playing games for older less capable systems on a more capable system. It seems likely that this relates to Nintendo's 'Virtual Console'.

The Revolution will have connectivity with the Nintendo DS and the next Game Boy system. Nintendo Power magazine has said this is likely in its July 2005 issue. A reported interview with Shigeru Miyamoto seems to confirm this.

Games and developer support

Mr. Miyamoto said in an EGM interview that he is thinking of making a Pikmin game for Revolution.

NGC Magazine claims that The Legend of Zelda: Twilight Princess, when inserted into the Nintendo Revolution, will utilize its native "free-hand" controller. This claim gained further support after Nintendo of Europe's interview with Shigeru Miyamoto, in which he stated, "...because Revolution can run GameCube software, when you play Twilight Princess on Revolution you can take advantage of the Revolution controller."

It has also been hinted that older games such as Kid Icarus will be on the Revolution as well.

There is said to be 20 or so games ready for the launch of the Revolution

fellista (2006-10-02 08:01:00)

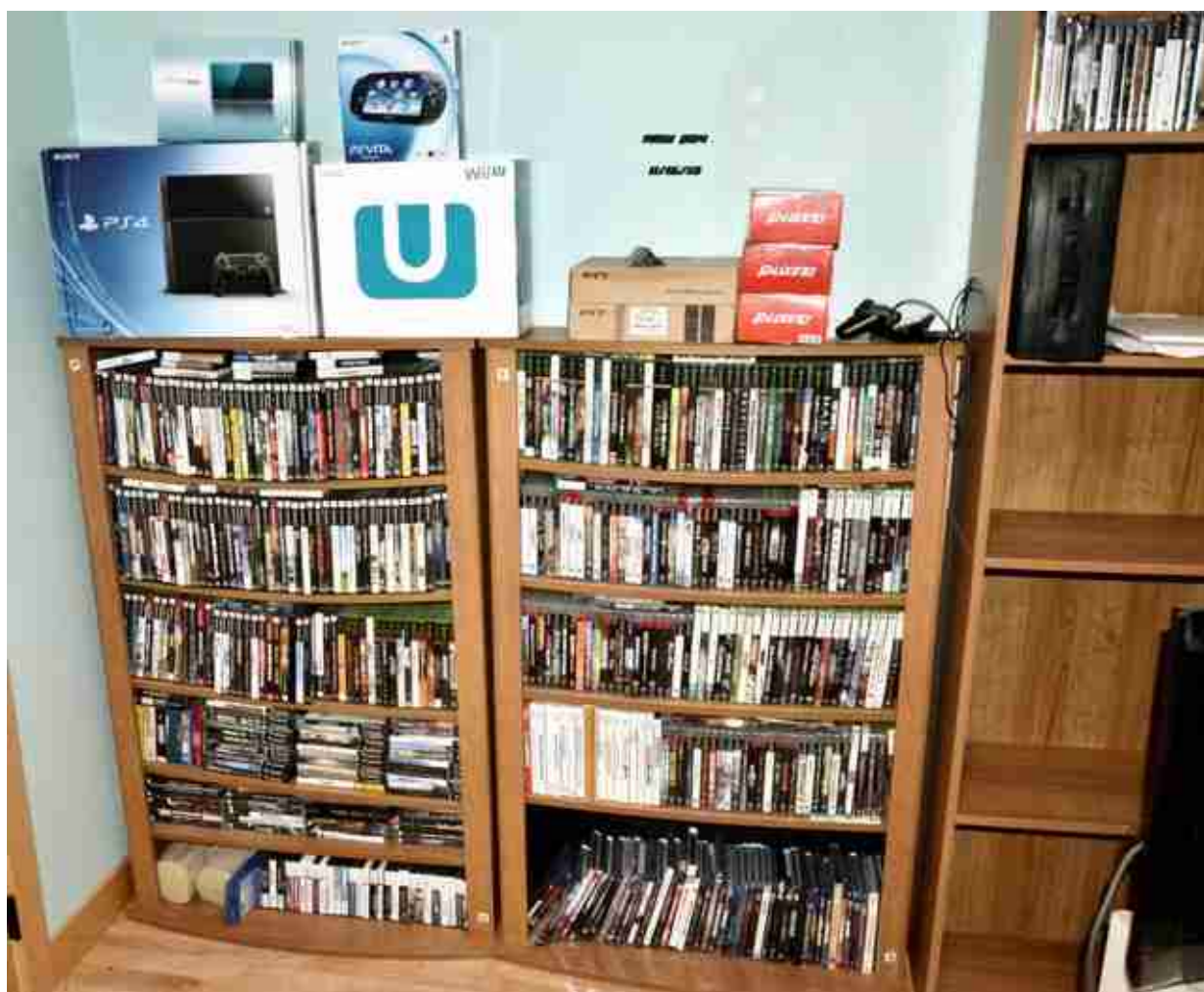
all my family too. Now, a few months later, after finding this dog training system, I feel much better. It increases the good behaviour of my dog, helps control its gluttony, in some cases, reverse its

Videogame collection | 554 games (2006-03-20 00:28)



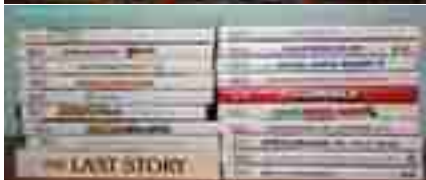








IFRAME: <http://archive.org/embed/June2012GameCollectionli.mp4>





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Playstation



Dual Screen/PSP/GBA

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

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PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo 

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40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath















Ninety third update - march 30, 2014 - Gran Turismo 6 (PS3), Ys: Memories of Celceta (PSvita), Mario & Luigi - Dream Team (3DS), Might and Magic (DS), Final Fantasy Tactics A2 (DS), Legend of Zelda A link Between Worlds (3DS), Blazblue Chrono Phantasma (PS3), Danganronpa (PSVita), Atelier Escha (PS3), Super Mario 3D World (WiiU), Dark souls II (PS3),

Ninety second update - December 31, 2013 - Battlefield 4 (PS4), Disease D2 (PS3) Grand Theft Auto V (PS3), Guild Wars 2 (PC), Diablo 3 (PS3), Etrian Odyssey IV (3DS), FIFA 12 (PS3), Legend of Zelda Wind Waker HD (WiiU),

Ninety-first update - September 10, 2013 - Monster Ultimate 3 (Wii U), Soul Hackers (3DS), Mario & Luigi - Dream team (3ds), Dead or Alive 5 (PS3), Tales of Xillia (PS3), The Last of Us (PS3), Do Don Pachi Saidaioujou (X360), Tales of Edrian Oddyssy IV (3DS), Devil Summoner (PS2) Devil Summoner 2 (PS2), Jak & Daxter Collection (Ps3)

Ninetith update - February 10, 2013 - Fire Emblem - Awakening (3DS), Sonic Racing Transformed (PS3), 999 (DS), Zero: Virtue's Revenge (PSvita), Wrath of the White Witch (PS3)

Eighty-ninth update - November 8, 2012 - Kingdom Hearts (3ds), Code of Princess (3ds), New Super Mario Bros. U (Wiiu), Borderlands 2(ps3), Mass effect 3 (PS3), Persona 4 Golden (Vita)

Eighty-eighth update July 15, 2012 - King of Fighters XIII (PS3), Fallout 3 (PS3), Fallout nEW Vegas (PS3), Tales of Graces F (PS3), Donkey Kong Country Returns (Wii), Street Fighter X Tekken (PS3), SSX (PS3)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Diablo 3 (PC)

eighty-seven update - May 20, 2012 - Disease 3 (Vita), Dragon Force (Saturn), Valkyrie Profile (PS1), Breath of Fire IV (PS1), Shining Force CD (Sega CD), Ogre Tactics (PS1), Dragon Quest IV (SNES), Dragon Quest VI (SNES), Secret of

Mana 2 (SNES), Tales of Phantasia (SNES), Terranigma (SNES), Soul Blazer (SNES), Tactics Ogre (PS1), Guardian Heroes (Saturn), Thunder Force V (PS1)
 eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Tales of Graces F (PS3), Mass Effect 3 (PC), Skies of Arcadia (GCN), Persona 2 (PSP), Persona 3 (PSP), Diseaga DS (DS), Diseaga (PSP) Diseaga 2 (PSP), Legend of Heroes (PSP)
 eighty-fifth update - January 27, 2012 - Dark Souls (PS3), Gears of War 3 (360), Super Mario 3D Land (3DS), Mario Kart 7 (3DS), Deus Ex: Human Revolution (PS3), Ratchet & Clank All 4 One (PS3), Batman: Arkham City (PS3), Elder Scrolls V (PC), Elder Scrolls V (PS3), Uncharted 3 (PS3), Sonic Generations (PS3, 3DS), God of War Origins (PS3)
 eighty-fourth update - September 3, 2011 - Legend of Zelda Ocarina of Time 3D (3DS), Sonic Colors (Wii), Legend of Zelda - Twilight Princess (Wii), Wipeout Pulse (PSP), DoDonPachi Resurrection (360), Mushihimesama Futari (360), espgaluda ii black label (360), Resistance 3 (PS3)
 Eighty-third update - May 14, 2011 - Crysis 2 (PC), Street Fighter IV 3D (3DS), Spirit Tracks (DS), Final Fantasy XII (DS), Bangai-O (DS), Sins and Punishment : Star Successor (Wii), Ghost Trick: Phantom Detective (DS), Radiant Historia (DS), Heavy Rain (PS3), Assassin's Creed: Brotherhood (PS3), Chrono Trigger (DS), Super Mario Advance 2 (GBA), Super Mario Advance 3 (GBA)
 Eighty-second update March 28, 2011 - The Shadow of Templars SE (PC), Gabriel Knight 2: Sins of the Fathers (PC), Syberia (PC), Dead Space (PS3), Demon's Souls (PS3), Marvel vs. Capcom 3 (PS3), Killzone 3 (PS3), Tactics Ogre (PSP), Fallout: New Vegas (PC)
 Eighty-first upgrade - December 20, 2010 - Metal Gear Solid - Peace Walker (PSP), Kingdom Hearts 358/2 (DS), Blazblue 2 (PS3), Metroid: Other M (Wii), Halo Reach (x360), Kingdom Hearts: Birth by Sleep (PSP), Spellforce Universe (PC), Castlevania (PS3), Enslaved (PS3), Red Dead Redemption (PS3), Vanquish (PS3), Gran Turismo 5 (PS3), Dragon Quest IX (DS), Torchlight (PC) (re-added The Longest Journey and Dreamfall:TLJ for PC)
 Eighth update - May 06, 2010 - Resonance of Fate (PS3), Sonic Sega All-Stars Racing (PS3), Lunar (PSP), Assassin's Creed (PS3), Assassin's Creed 2 (PS3)
 seventy-ninth update - March 16, 2010 - Final Fantasy XIII (PS3) Bioshock 2 (x360), Tatsunoko vs. Capcom (Wii), Mass Effect 2 (PC), God of War III (PS3)
 seventy-eighth update - January 12, 2010 - Call of Duty Modern Warfare 2 (PS3), New Super Mario Bros. (Wii), Dragon Age: Origins (PC) God of War Collection (PS3), Waka Waka 7 (Sat)
 seventy-seventh update - October 27, 2009 - Uncharted 2: Amongst Theives (PS3), Tekken 6 (PS3), Ratchet and Clank - Crack in Time (PS3), Raiden III (PS2), Gigawatt Generations (PS2), Psyvariar 2: Ultimate Final (PS2), Gunbird Special Edition (PS2)
 seventy-sixth update - September 22, 2009 - Metroid Prime Trilogy (wii), Muramasa: The Demon Blade (Wii), Hotshots (PS3), Phantom Hourglass (NDS), Batman: Arkham Asylum (PS3), Mario and Luigi - Bowser's Inside Story (NDS), Halo 3 - ODST (x360), Espgaluda (ps2), Mushihime-sama (ps2)
 Seventy-fifth update - August 07, 2009 - Devil survivor (DS), Knights of the Nightmare (DS), Secret of Monkey Island - Special Edition (PC), Blazblue (PS3), Madden NFL 09 (PS3), Sonic's Ultimate Genesis Collection (PS3), Midnight Club LA (PS3)

seventy-fourth update - June 25, 2009 - Indiana Jones - Fate of Atlantis (PC), The Sims 3 (PC), Crimson Gem Saga (PSP), Fable 2 (360), Guilty Gear XX Accent Core Plus (PS2), Burnout Paradise (PS3), The Orange Box (PS3)

seventy-third update - May 20, 2009 - Arcana Heart (PS2), Cross Edge (PS3), inFamous (PS3)

seventy-second update - April 15, 2009 - Resident Evil 5 (ps3), Street Fighter IV (Ps3), Dragon Quest IV (NDS), Dragon Quest V (NDS), Banjo Kazooie (X360) Dodonpachi (SAT), Soukyugurentai (SAT), Battle Garegga (SAT)

seventy-first update February 26, 2009 - Ar tonelico II (PS2), Warhammer Online Age of Reckoning (PC), Manic Mansion Deluxe 1.1 (PC), Day of the Tentacle (PC), Star Ocean IV - The Last Hope (X360), Killzone 2 (PS3)

Nintendo Entertainment System (5 Game Cartridges, 7 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

1. Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

2. Donkey Kong Classics (Nintendo, Nintendo, 1986, 4/10)

3. Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

4. Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

5. Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

6. Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

7. Track and Field (SP, RE, Nintendo, Nintendo, 1982)

Super Nintendo (31 game cartridges /w 34 Playable games)

Role playing 12 (RPG)

Platformer 9 (PL)

Racing 1 (Ra)

Shooter 3 (S)

Shoot 'em ups 4 (SHMUPS)

1. Axelay (SHMUP, Konami, Konami, 1993)

2. Castlevania Dracula X (PL, Konami, Konami, 1995)

3. Chrono Trigger (RPG, Squaresoft, Squaresoft, 1995)

4. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

5. Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

6. Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

7. Dragon Quest IV (RPG, RE, Enix, Enix, 1994, 9.0)

8. Dragon Quest VI (RPG, RE, Enix, Enix, 1996, 9.0)

9. Earthbound (RPG, Nintendo, Hal Laboratory, 1995, 9.0)

10. Final Fantasy II (RPG, RE, Squaresoft, Squaresoft, 1992)

11. Final Fantasy III (RPG, RE, Squaresoft, Squaresoft, 1994)

12. Illusion of Gaia (RPG, RE, Enix Quintet, 1994)

13. Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

14. Lufia II: Rise of the Sinistrals (RPG, Natsume, Neverland, 1996, 9.0)

15. R-Type III: The Third Lightning (SHMUP, Jaleco, Irem, 1993, 8.0)

16. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

17. Secret of Mana 2 (RPG, RE, Squaresoft, Squaresoft, 1995)

18. Space MegaForce (SHMUP, Toho, Compile, 1993)

19. Soul Blazer (RPG, RE, Enix, Quintet, 1992)

20. Star Fox (S, RE, Nintendo, Nintendo, 1993)
 21. Super Castlevania IV (PL, Konami, Konami, 1991, 8.5)
 22. Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)
 23. Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 24. Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 25. Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)
 26. Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)
 27. Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)
 28. Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)
 29. Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)
 30. Super Metroid (S, RE, Nintendo, Intellegent Systems, 1994)
 31. Tales of Phantasia (RPG, RE, Square, Square, 1995)
 32. Terranigma (RPG, RE, Enix, Quintet, 1996)
 33. Treasure Hunter G (RPG, RE, Squaresoft, Squaresoft, 1996)
 34. U.N. Squadron (SHUMP, RE, Capcom, Capcom, 1991, 9/10)
- Sega Genesis (23 cartridges)
- platform 2 (PL)
- Role Playing 6 (RPG)
- Retro - 17 (RE)
- Action 1 (A)
- Fighter 1 (F)
- Action 1 (A)
- Shoot em up 10 (SHMUP)
- Stategy (STR) 1
1. Castlevania Bloodlines (A, RE, Konami, Konami, 1994, 9.0)
 2. Contra - Hard Corps (SHMUP, RE, Konami, Konami, 1995)
 3. Eliminate Down (SHMUP, Soft Vision International, Aprinet, 1993)
 4. Gaiars (SHMUP, Renovation Software, Telnet, 9.0/10)
 5. Gleylancer (SHMUP, Masaya, Masaya, 1992, 8.0)
 6. Gunstar Heroes (SHMUP, Sega, Treasure, 1993 9.5/10)
 7. Herzog Zwei (STR, Technosoft, Technosoft, 9.0)
 8. Langrisser II [Warsong 2] (RPG, NCS, Carrier Soft, 1994, 10)
 9. Lightning Force (SHMUP, Technosoft, Technosoft, 1992, 10)
 10. M.U.S.H.A. [MUSHA] (SHMUP, Sysmetic, Compile, 1990, 9.0)
 11. Phantasy Star II (RPG, RE, Sega, Sega, 1989)
 12. Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)
 13. Phantasy Star IV - End of the Millennium (RPG, RE, Sega, Sega, 1995, 9.0)
 14. Shining Force (RPG, RE, Sega, Sega, 1992, 8.5)
 15. Shining Force II (RPG, RE, Sega, Sega, 1994, 9.0)
 16. Sonic the Hedgehog 2 (PL, RE, Sega, Sega Technical Institute, 1992, 9/10)
 17. Sonic the Hedgehog 3 (PL, RE, Sega, Sega Technical Institute, 1993, 10/10)
 18. Streets of Rage II (F, Sega, Sega-AM7, 1992)
 19. Thunderforce II (SHMUP, Technosoft, Technosoft, 1990, 8.5)
 20. Thunderforce III Spirits (SHMUP, Technosoft, Technosoft, 1991, 8.5)

21. Twinkle Tale (SHMUP, Zap, Toyo Records, 1992, 9.0)
 22. Vectorman (S, Sega, Blue Skies, 1996)
 23. Vectorman 2 (S, Sega, Blue Skies, 1996)
- Sega CD (2 games)
- Role Playing (1) RPG
- Platformer (1) PL
1. Shining Force CD (RPG, Sega, Sega, 1995, 9.0)
 2. Sonic CD (PL, Sega, Sonic Team, 1993, 9.5)
- Gameboy Advance (22 playable games)
- action 4 (A)
- racing 1 (RA)
- platform 2 (P)
- puzzle 1 (PUZ)
- RPG 9 (RPG)
- retro 4 (RE)
- shooter 2 (S)
- Strategy 3 (STR)
1. Castlevania - Aria of Sorrow (Double Pack) (A, Konami, Konami, 2004, 9.3)
 2. Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
 3. Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
 4. Castlevania - Harmony of Dissonance (Double Pack) (A, Konami, Konami, 2003, 9.2)
 5. Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)
 6. Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
 7. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
 8. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
 9. Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
 10. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
 11. Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
 12. Lunar Legend (RPG, Ubisoft, Game Arts, 2003, 7.0)
 13. Kirby Nightmare in Dreamland (PL, Nintendo, Hal Laboratory, 2007, 9.0)
 14. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
 15. Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
 16. Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
 17. Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
 18. Riveria - The Promised Land (RPG, Atlus, Spike, 2003, 8.0)
 19. Super Mario Advance (PL, Re, Nintendo, Nintendo R&D1, 2001, 8.0)
 20. Super Mario World: Super Mario Advance 2 (PL, Re, Nintendo, R&D1, 2002, 8.0)
 21. Yoshi's Island: Super Mario Advance 3 (PL, Re, Nintendo, Nintendo R&D1, 2006)
 22. Yyatta Union (RPG, Atlus, Spike, 2005, 8.0)
- Nintendo 64 (25 Games)
- platform 6 (PL)
- shooter 9 (S)
- RPG 4 (RPG)

racing 7 (RA)

first person shooters 3 (FPS)

Real-time Strategy 1 (RTS)

1. Banjo and Kazooie (PL, Nintendo, RAREWARE, 1998, 9.6)
2. Banjo and Tooie (PL, Nintendo, RAREWARE, 2000, 9.4)
3. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
4. Chopper Attack (S, Midway, Seta, 1998, 5.6)
5. Conker's Bad Fur Day (PL, Nintendo, RAREWARE, 2001, 9.9)
6. Crusin USA (RA, Nintendo, Williams, 4.0)
7. Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
8. Extreme-G (RA, Acclaim, Probe, 1997, 7.9)
9. Extreme-G 2 (RA, Acclaim, Probe, 1998, 6.9)
10. Goldeneye 007 (FPS, S, Nintendo, RAREWARE, 1997, 9.7)
11. Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
13. Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
14. Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
15. Ogre Battle 64 ~ Person of a Lordly Calibur (RPG, Atlus, Quest, 2001, 8.5)
16. Paper Mario (RPG, Nintendo, Intellegent Systems, 2001, 9.5) * bought
09/13/06
17. Perfect Dark (FPS, S, Nintendo, RAREWARE, 2000, 9.8)
18. Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
19. Starcraft 64 (TFS, Blizzard, Blizzard, 2000, 7.5)
20. Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
21. Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
22. Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
23. Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
24. Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
25. Wave Race 64 (RA, Nintendo, Nintendo & D1, 1996, 9.7)

Playstation (56 Game Cases, 65 playable games total)

RPG 36 (RPG)

shooter 11 (S)

racing 3 (RA)

platform 2 (PL)

fighters 2 (F)

retro 14 (RE)

strategy 2 (str)

Shooter 1 (S)

Shoot em ups 5 (SHMUP)

Torrented 6 (T)

1. Arc the Lad (Arc the Lad Collection) (RPG, re, Working Designs, ARC Entertainment, 2000, 8.8)
2. Arc the Lad II (AtLC) (RPG, re)
3. Arc the Lad III (AtLC) (RPG, Re)
4. Arc the Lad Tournament (ATLC) (RPG, RE)
5. Alundra (RPG, Working Designs, Matrix Software, 1997, 8.8)
6. Brave Fencer Musashi (RPG, Square EA, Squaresoft, 1998, 9.0)
7. Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)

8. Breath of Fire IV (RPG, Capcom, Capcom, 2001, 8.0)
9. Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
10. Chrono Cross (RPG, Square, Square, 2000, 10)
11. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Squaresoft, 2001, 9.4)
12. Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
13. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
14. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
15. Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
16. Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
17. Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
18. Elemental Gearbolt (S, Working Designs, Alfa System, 7.5)
19. Einhander (SHMUP, Squaresoft, Squaresoft, 1998, 8.0)
20. Final Fantasy (Final Fantasy Origins) (RPG, re, Square-Enix, Square-Enix 2001, 90)
21. Final Fantasy II (Final Fantasy Origins) (RPG, re, same, same, same, same)
22. Final Fantasy IV (Final Fantasy Chronicles) (RPG, Re, same, same, same same)
23. Final Fantasy Tactics (RPG, Squaresoft, Squaresoft, 1997, 8.5)
24. Final Fantasy V (Final Fantasy Anthology) (RPG, re, Square EA, Squaresoft, 1999, 9.0)
25. Final Fantasy VI (Final Fantasy Anthology) (RPG, re, same, same, same, same)
26. Final Fantasy VII (RPG, Sony, Squaresoft, 1997, 9.5)
27. Final Fantasy VIII (RPG, Square EA, Squaresoft, 1999, 9.0)
28. Final Fantasy IX (RPG, Square EA, Square, 2000, 9.2)
29. Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
30. Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
31. Grandia (RPG, Sony, Game Arts, 1999, 9.0)
32. Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
33. Legend of Mana (RPG, Square EA, Squaresoft, 2000, 8.3)
34. Lunar - The Silver Star Story Complete (RPG, RE, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
35. Lunar 2 - Eternal Blue Complete (RPG, re, Working Designs, Game Arts, 2000, 8.0)
36. Lunar 2 - Eternal Blue Complete (copy 2)(RPG, re, Working Designs, Game Arts, 2000, 8.0)
37. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
38. Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
39. Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
40. Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
41. Metal Slug X (S, Agetec, SNK, 2001)
42. Ogre Battle (STR, RE, Atlus, Quest, 1997, 7.9)
43. Persona (RPG, Atlus, Atlus, 1996, 8.0)
44. Persona 2 Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
45. Raystorm (SHMUP, Working Designs, Taito, 1996, 8.0)
46. Raycrisis (SHMUP, Working Design, Taito, 1998, 8.0)
47. R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
47. Rhapsody: A Musical Adventure (Torrented RPG, Atlus, Nippon Ichi

Software, 2000, 7.5)

48. Ridge Racer (RA, Namco, Namco, 1996, 7.5)
49. R-Type Delta (SHMUP, Acetec, Irem Software, 1999, 8.5)
50. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
51. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
52. Suikoden (RPG, Konami, Konami, 1996, 9.0)
53. Suikoden II (t, RPG, Konami, Komami, 2000, 8.5)
54. Tactics Ogre (STR, RE, Atlus, Quest, 1997, 8.0)
55. Tale of Destiny (RPG, Namco, Nippin Telenet, 1997, 7.5)
56. Tale of Destiny II (RPG, Namco, Nippin Telenet, 2001, 8.0)
57. Tekken 2 (F, Namco, Namco, 1997, 9.0)
58. Thunder Force V (SHMUP, Working Designs, Technosoft, 1997, 8.0)
59. The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
60. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
61. Valkyrie Profile (RPG, Enix, Tri-Ace, 2000, 9.0)
62. Vandal Hearts (RPG, Konami, Konami, 1997, 8.0)
63. Wipeout 3 (Ra, SCEE, Psygnosis, 1999, 9.1)
64. Wipeout XL (Ra, SCEE, Psygnosis, 1996, 9.0)
65. Xenogears (RPG, Square EA, Squaresoft, 1998, 9.5)

Sega Saturn (2x) (41 Games)

platform 5 (PL)

shooting 8 (S)

racing 3 (RA)

fighters 4 (F)

Role playing 8 (RPG)

Tactical RPG 4 (Tac)

Shoot em up 7 (shmup)

Torrented 12 (t) - games way too expensive

1. Albert Odyssey: Legend of Eldean (RPG, Working Designs, Sunsoft, 1997, 8.0)
2. Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
3. Batsugun (SHMUP, Banpresto, Toaplan, 1996 7.0)
4. Battle Garegga (SHMUP, Raizing, Raizing, 1996, 9.5)
5. Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
6. Daytona USA (RA, Sega, Sega-AM2, 1994, 1996)
7. Dragon Force (RPG, Working Designs, Sega, 1996, 8.9)
8. Dodonpachi (SHMUP, Atlus, Cave, 1997, 10)
9. Don Pachi (T, SHMUP, Atlus, Cave, 1996, 10)
10. Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
11. Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, 7.0)
12. Guardian Heroes (RPG, Working Designs, Treasure, 1997, 9.0)
13. Hyper Duel (SHMUP, Taito, Technosoft, 1995, 8.0)
14. Langrisser I & II Dramaic Edition (t, TAC, NCS, Careersoft, 1998)
15. Langrisser III (t, TAC, NCS, Careersoft, 1996)
16. Langrisser IV (t, TAC, NCS, Careersoft, 1997)
17. Langrisser V (t, TAC, NCS, Careersoft, 1998)
18. Magic Knight Rayearth (T, RPG, Working Designs, Sega, 1998, 6.5)
19. Mr. Bones (PL, sega, Sega, 1998, ???)
20. Nights into Dreams (PL, Sega, Sonic Team, 1996, 9.0)
21. Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)

22. Panzer Dragoon (S, Sega, Team Andromeda, 1995, 8.8)
 23. Panzer Dragoon 2 : Zwei (S, Sega, Team Andromeda, 1996, 9.0)
 24. Panzer Dragoon Saga! (RPG, Sega, Team Andromeda, 1998, 9.2)
 25. Princess Crown (T, RPG, Atlus, Atlus, 1997, 8.5)
 26. Rayman (PL, Ubisoft, Ubisoft, 1995, ???)
 27. Radiant Silvergun (SHMUP, ESP, Treasure, 1998, 9.0)
 28. Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 29. Shining Force III (RPG, Sega, Camelot Software Planning, 1998, 8.0)
 30. Shining the Holy Ark (RPG, Sega Camelot Software Planning, 1998, 8.0)
 31. Shining Wisdom (RPG, Sega, Camelot Software Planning, 1998, 7.5)
 32. Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
 33. Soukyugurentai (SHMUP, Raizing, Raizing, 1997, 9.5)
 34. Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
 35. Soviet Strike (Tactical, EA, EA, 1997, 8.0)
 36. Waku Waku 7 (F, Sunsoft, Sunsoft, 1996, 7.5)
 37. Virtua Cop (S, Sega Sega-AM2, 1996, ????)
 38. Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
 39. Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
 40. Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
 41. Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)
- Sega Dreamcast (3x Dreamcasts) (45 Games)
- Platform 5 (PL)
- action 1 (a)
- RPG 5 (RPG)
- driving 14 (DR)
- shooters 10 (S)
- military jet simulations 2 (MJS)
- athletic sports 3 (SP)
- puzzle 1 (PUZ)
- fighters 5 (F)
- Survival Horror 4 (SH)
- Space Shoot 'em Up 2 (SHMUP)
1. AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
 2. Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
 3. Bangai-O (S, Conspiracy Entertainment, Treasure Inc., 2001, 9.0)
 4. Border Down (T, SHMUP, G. Rev, G. Rev, 2003, 8.0)
 5. Crazy Taxi (DR, Sega, AM3, 2000, 9.7)
 6. Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)
 7. Daytona USA (DR, Sega, Amusement Vision, 2001, 9.3)
 8. Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)
 9. Dreamcast Planetweb 2.0
 10. Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)
 11. F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)
 12. F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)
 13. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
 14. Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)
 15. Hydro Thunder (DR, Midway, Midway, 1999, 8.7)
 16. Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dyanamics 2000, 9.1)
 17. Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)

18. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2000, 9.3)
 19. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
 20. NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)
 21. NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
 22. Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)
 23. Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)
 24. Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten Publishing, 2000, 8.7)
 25. Resident Evil 2 (S. SH. Capcom, Capcom Production Studio 3, 2000, 8.5)
 26. Resident Evil 3 (S, SH. Capcom, Capcom Production Studio 3, 2000, 8.0)
 27. Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
 28. Rush 2049 (DR, Midway, Atari, 2000, 9.0)
 29. Sega Rally 2 (DR, Sega, AM2, 2000, 9.0)
 30. Shenmue (RPG, Sega, AM2, 2000, 9.7)
 31. Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
 32. Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)
 33. Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
 34. Soul Calibur (F, Namco, Namco, 1999, 10)
 35. Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
 36. Spiderman (A, Activision, Neversoft, 2000, 9.5)
 37. Street Fighter Alpha 3 (F, Capcom, Capcom, 1999, 9.5)
 38. Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
 39. Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
 40. The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
 41. Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
 42. Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
 43. Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
 44. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
 45. Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
 46. Zero Gunner 2 (T, SHMUP, Psikyo, Psikyo, 2001, 8.5)
 47. Dreamcast 1999 Demo Disk x2
- Playstation 2 (3x) (144 Game Cases) (160 games)
- RPG 52 (RPG)
- driving/racing 13 (RA)
- action 27 (A)
- action platformer 12 (APL)
- Puzzle 2 (PUZ)
- Shooter 20 (S)
- fighters 12 (F)
- Horror Survival 5 (SH)
- athletic sports 8 (SP)
- military jet simulations 2 (MJS)
- pirated - shmups excluding Gradius III/IV/V, Silpheed, R-type Final Shoot 'em ups (SHMUPs) 11
1. Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
 2. Ace Combat 5 - The Unsung War (MJS, Namco, Project Aces, 2004, 9.3)
 3. Ace Combat Zero The Belkan War (MJS, Namco, Project Aces, 2006, 8.5)
 4. Arcana Hearts (F, Atlus, Examu, 2008, 8.5)
 5. Ar Tonelico Melody of Elemia (RPG, NIS America, Gust, 2007, 7.5)

6. Ar tonelico II: Melody of Metafalica (RPG, NIS America, Gust, 2009, 8.0)
7. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
8. Atelier Iris - Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
9. Atelier Iris 2 - The Azoth of Destiny (RPG, NIS America, Gust, 2006, 8.0)
10. Baldur's Gate Dark Alliance 2 (rpg, vivendi universal, black isle studios, 2003, 8.4)
11. Breath of Fire V - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
12. Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
13. Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
14. Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
15. Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
16. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
17. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
18. Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
19. Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
20. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
21. Disgaea 2: Cursed Memories (RPG, NIS America, Nippion Ichi, 2006, 9.0)
22. DoDonPachi Dai-Ou-Jou (SHMUP, Akira, Cave, 2003, 8.5)
23. Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
24. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
25. ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
26. Espgaluda (SHMUP, Arika, Cave, 2003, 7.0)
27. Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
28. Final Fantasy X (RPG, Square EA, Square, 2001, 9.5)
29. Final Fantasy X-2 (RPG, Square-Enix, Squaresoft, 2003, 9.5)
30. Final Fantasy XII (RPG, Square-Enix, Squaresoft, 2006, 9.7)
31. Gigawing Generations (SHMUP, Taito, Takumi, 2003, 7.0)
32. God of War (A, Sony, Sony, 2005, 9.8)
33. God of War II (A, Sony, Sony, 2007, 9.7)
34. Gradius III & IV (S, Konami, Konami, 2000, 7.0)
35. Gradius V (S (SHMUP), A Konami, Treasure, 2004, 7.7)
36. Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)
37. Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
38. Gran Turismo 4 (copy 2) (RA, Sony, Polyphony Digital, 2005, 9.5)
39. Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
40. Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
41. Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
42. Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
43. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
44. Grandia III (RPG, Square-Enix, Game Arts, 2006, 7.6)
45. Grim Grimoire (RPG, NIS America, Vanillaware, 2007, 8.2)
46. Gwylancer II (Gwylancer Generations) (RPG, Working Designs, Career Soft, 2004, 8.6)
47. Gwylancer III (Gwylancer Generations) (RPG, same, same, same, same)
48. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System

works, 7.2)

49. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
50. Guilty Gear XX Accent Core Plus (F, Aksys, Arc System Works, 2009, 8.0)
51. Gunbird Special Edition (SHMUP, Psikyo, Psikyo, 2005, 7.0)
53. Haunting Grounds (Capcom, Capcom, 2006, 7.5)
52. Ibara: Battle Garegga 3 (SHMUP, Taito, Raizing,, 2006, 9.0)
53. Ico (PUZ, Sony, Sony, 2001, 9.4)
54. Jak and Daxter (APL, A, Sony, Naughty Dog Software, 2001, 9.4)
55. Jak 2 (APL, A, Sony, Naughty Dog, 2003)
56. Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
57. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
58. Kingdom Hearts (RPG, Square EA, Squaresoft, 2002, 9.0)
59. Kingdom Hearts: Re: Chain of Memories (RPG, Square-Enix, Squaresoft, 2008, 8.0)
60. Kingdom Hearts II (RPG, Square-Enix, Squaresoft, 2006, 9.0)
61. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
62. Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
63. Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
64. Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippon Ichi, 2005, 7.5)
65. Mana Khemia 2: Fall of Alchemy (RPG, NIS America, Gust, 2009, 8.4)
66. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2002, 9.0)
66. Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)
67. Mega Man 2 (MMAC) (A, S)
68. Mega Man 3 (MMAC) (A, S)
69. Mega Man 4 (MMAC) (A, S)
70. Mega Man 5 (MMAC) (A, S)
71. Mega Man 6 (MMAC) (A, S)
72. Mega Man 7 (MMAC) (A, S)
73. Mega Man 8 (MMAC) (A, S)
74. Mega Man Battle (MMAC) (A, S)
75. Mega Man Battle 2 (MMAC) (A, S)
76. Mega Man X [MMX Collection] (S, Capcom, Capcom, 2005, 7.0)
77. Mega Man X2 [MMX Collection]
78. Mega Man X3 [MMX Collection]
79. Mega Man X4 [MMX Collection]
80. Mega Man X5 [MMX Collection]
81. Mega Man X6 [MMX Collection]
82. Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
83. Metal Gear Solid 3 Snake Eater (S, A, Konami, Kojima Productions, 2004, 9.6)
84. Metal Gear Solid 3 Subsistence (A, S, Konami, Kojima Productions, 2006, 9.8)
85. MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
86. MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
87. Mushihime-sama (SHMUP, Taito, Cave, 2004, 7.0)
88. Odin Sphere (RPG, Atlus, Vanillaware, 2007, 8.8)
89. Okami (Adventure, Capcom, Clover Studio, 2006, 9.0)
90. Onimusha 2 Samurai's Destiny (SH, Capcom, Capcom Production Studios 2,

2002, 8.9)

91. Onimusha 3 Demon Siege (SH, Capcom, Capcom Production Studios 2, 2003, 9.0)
92. Onimusha 4 Dawn of Dreams (SH, Capcom, Capcom, 2006, 9.0)
93. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
94. Psvvariar 2: Ultimate Final (SHMUP, Success Corporation, SKONEC Entertainment, 2003, 7.0)
95. Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
96. Raiden III (SHMUP, UFO Interactive, MOSS LTD, 2005, 7.0)
97. Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
98. Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
99. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
100. Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
101. Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)
102. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2005, 9.6)
103. Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
104. Rogue Galaxy (RPG, Sony, Level 5, 2007, 8.8)
105. R-Type Final (S (SHMUP), Eidos Interactive, Irem Software Engineering, 2004, 8.1)
106. Sakura Wars: So Long, My Love (RPG & dating, NIS, Red Entertainment, 2010, 9.0)
107. Shadow Hearts - From the New World (RPG, Xseed Games, Nautilus, 2006, 8.8)
108. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
109. Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
110. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
111. Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
112. Shin Megami Tensei: Devil Summoner (RPG, Atlus, Atlus, 2007, 8.0)
113. Shin Megami Tensei: Devil Summoner 2 (RPG, Atlus, Atlus, 2009, 8.0)
114. Shin Megami Tensei: Persona 3 (RPG, Atlus, Atlus, 2007, 8.7)
115. Shin Megami Tensei: Persona 4 (RPG, Atlus, Atlus, 2008, 9.0)
116. Shin Megami Tensei: Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
117. Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
118. Silpheed - The Lost Planet (S (SHMUP), Working Designs, Treasure/Game Arts, 2001, 7.9)
119. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
120. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
121. Sly 3: Honor Amongst Thieves (APL, Sony, Sucker Punch, 2005, 8.5)
122. Soul Calibur II (F, Namco, Namco, 2003, 9.2)
123. Soul Calibur III (F, Namco, Namco 2005, 8.5)
124. Soul Nomad and the World Eaters (RPG, NIS America, Nippon Ichi, 2007, 8.2)
125. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
126. SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
127. Star Ocean Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
128. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)

129. Steambot Chronicles (RPG, Atlus, Irem, 2006, 8.2)
 130. Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
 131. Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
 132. Street Fighter III: 3rd Strike (SFAC)
 133. Suikoden III (RPG, Konami, Konami, 2002, 9.4)
 134. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
 135. Suikoden V (RPG, Konami, Konami, 2006, 8.0)
 136. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
 137. Tales of the Abyss (RPG, Namco Bandai, Namco Tales Studios, 2006, 8.4)
 138. Tales of Legendia (RPG, Namco-Bandai, Namco Tales Studios, 2006, 8.5)
 139. Tekken 4 (F, Namco, Namco, 2003, 9.0)
 140. Tekken 5 (F, Namco, Namco, 2005, 9.5)
 141. Thunderstrike (S, A, Eidos, Core, 7.0)
 142. Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
 143. Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
 144. Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
 145. Valkyrie Profile 2: Silmeria (RPG, Square-Enix, Tri-Ace, 2006, 9.0)
 146. Virtua Fighter (F)
 147. Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
 148. Wild Arms 4 (RPG, Xseed Games, Media Vision, 2006, 8.0)
 149. Wild Arms 5 (RPG, Xseed Games, Media Vision, 2008, 8.0)
 150. Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
 151. Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 2003, 9.0)
 152. Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 2004, 9.1)
 153. Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
 154. Winning Eleven Soccer 9 International (SP, Konami, Konami TYO, 2006, 9.1)
 155. Wipeout Fusion (RA, Sony, Sony, 2001, 9.0)
 156. World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 157. Xenosaga Episode I - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
 158. Xenosaga Episode II - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
 159. Xenosaga Episode III - Also Sprach Zarathustra (RPG, Namco Bandai, Monolith Software, 2006, 8.0)
 160. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- Gamecube (33 Game Cases) (46 Playable games)
- RPG 15 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)

athletic sports 1 (SP)

retro 16 (RE)

1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
2. Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
3. Dr. Robotnic's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
4. Eternal Darkness (SH, A, Nintendo, Silicon Knights, 2002, 9.6)
5. FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
6. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designers Studio, 2002, 7.6)
7. F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
8. Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
9. Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
10. Legend of Zelda II Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
11. Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
13. Legend of Zelda - Ocarina of Time / Master Quest Bonus Disc (RPG, Nintendo, Nintendo, 1998, 1999, 10)
14. Legend of Zelda - The Twilight Princess (RPG, Nintendo, Nintendo, 2006, 9.7)
15. Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
16. Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
17. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003 8.5)
18. Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
19. Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
20. Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
21. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
22. Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
23. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
24. Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
25. Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
26. Skies of Arcadia Legends (RPG, Sega, Overworks, 2003, 8.5)
27. Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
28. Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
29. Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
30. Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
31. Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
32. Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team,

1993)

33. Soul Calibur 2 (F, Namco, Project Soul, 2003, 9.2)
34. Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
35. Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)
36. Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
37. Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
38. Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
39. Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
40. The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
41. Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
42. Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
43. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
44. Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
45. XG3: Extreme-G (RA, Acclaim, Acclaim, 2001, 8.8)
46. XGRA: Extreme-G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 8.5)

XBOX (68 Game Cases) (69 Playable games)

RPG 8 (RPG)

action 21 (A)

action platformer 1 (APL)

shooters 10 (S)

Fighters 8 (F)

First Person Shooters 9 (FPS)

Third Person Shooter 1 (TPS)

racing 11 (RA)

Athletic Sports 10 (SP)

Aircraft Simulations 1 (ACS)

survival horror 3 (SH)

SIMULATION 3 (SIM)

1. Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
2. Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
3. Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
4. Conker Live and Reloaded (A, Microsoft Game Studios, Rare, 2005, 8.0)
5. Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
6. Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
7. Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
8. Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
9. Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
10. Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
11. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
12. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
13. Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
14. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
15. ESPN NHL Hockey 2K5 (S, Sega, Kush & amp; Visual Concepts, 2005, 9.3)

16. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
17. Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
18. Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
19. Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
20. Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
21. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
22. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
23. Grand Theft Auto III (A, Rockstar, Rockstar North, 2003, 9.5)
24. Grand Theft Auto Vice City (A, Rockstar, Rockstar North, 2003, 9.5)
25. Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
26. Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
27. Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
28. Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
29. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
30. Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
31. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
32. Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
33. Mech Assault 2 - LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
34. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
35. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
36. Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
37. Mortal Kombat VI - Deception (F, Midway, Midway, 2004, 8.8)
38. Mortal Kombat VII - Shaolin Monks (F, Midway, Midway, 2005, 8.0)
39. Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
40. Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
41. Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
42. Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
43. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
44. Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
45. Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
46. Prince of Persia: Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
47. Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
48. Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
49. Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
50. Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
51. Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
52. Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
53. Shenmue 2 (RPG, Sega, AM2, 8.3)
54. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
55. Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
56. Splinter Cell 2 - Pandora Tomorrow (A, Ubisoft, Ubisoft Montral, 2004, 9.5)
57. Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft Montral, 2005, 9.6)
58. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
59. Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
60. Star Wars: Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003,

9.5)

61. Star Wars: Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)

62. Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)

63. Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)

64. Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)

65. Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)

66. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)

67. Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)

68. Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)

69. Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)

Nintendo DS (43 Games)

Action 5 (A)

Platform 9 (PL)

First Person Shooter 1 (FPS)

Simulation 1 (SIM)

RPG 20 (RPG)

Strategy RPG 3 (SRPG)

Racing 1 (Ra)

shooter 1 (s)

Adventure 2 (Adv)

1. 999: Nine Hours, Nine Persons, Nine Doors (Adv, Aksys, Chunsoft, 2010, 9.0)

2. Bangai-O Spirits (S, ESP, Treasure, 2008, 8.5)

3. Castlevania - Dawn of Sorrow (A, Konami, Konami, 2005, 9.3)

4. Castlevania - Portrait of Ruin (A, Konami, Konami, 2006, 9.0)

5. Castlevania - Order of Ecclesia (A, Konami, Konami, 2008, 9.0)

6. Chrono Trigger (RPG, square-Enix, Square-enix, 2008, 9.0)

7. Dragon Quest IV - Chapters of the Chosen (RPG, Square-Enix, ArtePiazza, 2008, 8.5)

8. Dragon Quest V - Hand of the Heavenly Bride (RPG, Square-Enix, ArtePiazza, 2009, 9.0)

9. Dragon Quest VI - Realms of Revelvation (RPG, Square-Enix, ArtePiazza, 8.0)

10. Dragon Quest IX - Sentinels of a Starry Sky (RPG, Square-Enix, Level 5, 2010, 8.5)

11. Disgaea DS (SRPG, NIS America/Atlus, Nippionichi software, 2010, 8.5)

12. Final Fantasy III (RPG, Square-Enix, Square-Enix, 2006, 7.9)

13. Final Fantasy IV (RPG, Square-Enix, Square-Enix, 2008, 8.8)

14. Final Fantasy: 4 Heroes of Light (RPG, Square-Enix, Square-enix, 2010, 8.9)

15. Final Fantasy XII - Revenant Wings (SRPG, Square-Enix, Square-Enix, 2007, 8.0)

16. FINAL FANTASY TACTICS A2: Grimoire of the Rift (SRPG, Square-Enix, Square-Enix, 2009, 8.0)

17. Fire Emblem Shadow Dragon (RPG, Nintendo, Nintendo, 2007, 8.0)

18. Ghost Trick: Phantom Detective (Adv, Capcom, Capcom, 2011, 9.0)

19. Kingdom Hearts 358/2 (RPG, Square-Enix, H.A.N.D.z, 2009, 8.0)

20. Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0),

21. Kirby Superstar Ultra (PL, Nintendo, Hal Laboratory, 2008, 9.0)
 22. Knights of the Nightmare (RPG, Atlus, Sting, 2009, 8.8)
 23. Legend of Zelda Phantom Hourglass (RPG, Nintendo, Nintendo, 2007, 9.0)
 24. Legend of Zelda Spirit Tracks (RPG, Nintendo, Nintendo, 2009, 8.5)
 25. Lunar Knights (RPG, Konami, Kojima Productions, 2007, 8.5)
 26. Mario and Luigi - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
 27. Mario and Luigi - Bowser's Inside Story (RPG, Nintendo, Alpha Dream, 2009, 9.5)
 28. Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)
 29. Mega Man ZX (PL, Capcom, Capcom, 2007, 8.0)
 30. Mega Man ZX Advent (PL, Capcom, Capcom, 2008, 8.0)
 31. Mega Man Zero Collection (PL, Capcom, Capcom, 2010, 9.0)
 32. Metroid Prime Hunters (FPS, Nintendo, Nintendo, 2006, 9.0)
 33. Might & Magic: Clash of Heroes (RPG, Ubisoft, Capybara Games, 2009, 8.0)
 34. New Super Mario Bros. (PL, Nintendo, Nintendo, 2006, 9.5)
 35. Nintendogs - Labrador and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
 36. Radiant Historia (RPG, Atlus, Atlus, 2011, 8.5)
 37. Shin Megami Tensei - Devil Survivor (RPG, Atlus, Atlus, 2009, 8.9)
 38. Shin Megami Tensei - Devil Survivor 2 (RPG, Atlus, Atlus, 2012, 8.9)
 39. Sonic Rush (PL, Sega, Dimps, 2005, 9.0)
 40. Sonic Rush Adventure (PL, Sega, Dimps, 2008, 9.0)
 41. Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
 42. The World Ends With You (RPG, Square-Enix, Jupiter, 2007, 9.0)
 43. Yoshi's Island DS (PL, Nintendo, Nintendo, 2007, 9.0)
- Playstation Portable (28 games)
- racing 3 (RA)
- Puzzle 1 (PUZ)
- platform 2 (PL)
- RPG 19 (RPG)
- Third Person Shooter 2 (TPS)
1. Castlevania Dracula X Chronicles (RPG, Konami, Konami, 2007, 8.0)
 2. Crimson Gem Saga (RPG, Atlus, Ironnos / SK Telecom, 2009, 8.0)
 3. Crisis Core: Final Fantasy VII (RPG, Square-Enix, Square-Enix, 2008, 8.7)
 4. Dexter (PL, Sony, Ready at Dawn Studios, 2006, 9.0)
 5. Disgaea: Afternoon of Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.5)
 6. Disgaea 2: Dark Hero Days (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
 7. Jeanne D'Arc (RPG, Sony, Level 5, 2007, 9.0)
 8. Legend of Heroes Trails of the Skies (RPG, Xseed Games, Falcom, 9.0)
 9. Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
 10. Lunar The Silver Star Harmony (RPG, Xseed, Gamearts, 2010, 8.0)
 11. Kingdom Hearts - Birth By Sleep (RPG, Square-Enix, Square-Enix, 2010, 8.0)
 12. Metal Gear Solid: Portable Ops (TPS, Konami, Kojima Productions, 2006, 9.0)
 13. Metal Gear Solid: Peace Walker (TPS, Konami, Kojima Productions, 2010, 9.5)
 14. Persona 2: Innocent Sins (RPG, Atlus, Atlus, 2010, 7.5)

15. Persona 3 Portable (RPG, Atlus, Atlus, 2010, 9.0)
 16. Ratchet and Clank: Size Matters (PL, Sony, High Impact Games, 2007, 9.0)
 17. Ridge Racers (RA, Namco, Namco, 2005, 9.1)
 18. Star Ocean The First Departure (RPG, Square-Enix, Tri-ace, 2008, 8.5)
 19. Star Ocean Second Evolution (RPG, Square-Enix, Triace, 2009, 8.5)
 20. Tales of Eternia (RPG, Namco/Ubisoft, Namco Tales Studios, 2006, 8.8)
 21. Tactics Orge: How We Cling Together (remake, RPG, Square-Enix, Square-Enix, 2011, 9.0)
 22. Valkyria Chronicles 2 (RPG, Sega, Sega, 2010, 9.0)
 23. Valkyrie Profile Lenneth (RPG, Square-Enix, Tri-ace, 2006, 8.5)
 24. Wipeout Pure (Ra, SCEA, Sony Liverpool, 2005, 9.1)
 25. Wipeout Pulse (Ra, SCEA, Sony Liverpool, 2007, 8.5)
 26. Ys Seven (RPG, Falcon, Falcon, 2010, 8.5)
 27. Ys - Ys: The Oath in Felghana (RPG, Falcon, Falcon, 2010, 8.5)
 28. Z.H.P. Unlosing Ranger vs Darkdeath Evilman (RPG, NIS America, NIS, 2010, 8.5)
- Wii (23 games)
- Platformer (PL) 7
- First Person Shooter (FPS) 2
- Fighter (F) 2
- Racing (ra) 1
- Sim (Sim) 1
- Action-Adventure 3 (Adv)
- Action 1 (a)
- RPG 4 (RPG)
1. Donkey Kong Country Returns (PL, Nintendo, Retro Studios, 2010, 9.0)
 2. Fire Emblem _ Radiant Dawn (RPG, Nintendo, Nintendo, 2007, 9.0)
 3. Legend of Zelda - The Twilight Princess (Action-Adv, Nintendo, Nintendo, 2006, 9.0)
 4. Legend of Zelda - Skyward Sword (Action-Adv, Nintendo, Nintendo, 2011, 9.0)
 5. Kirby - Return to Dreamland (PL, Nintendo, Hal Labatory, 2009, 8.0)
 6. Kirby Dream Collection (PL, Nintendo, Hal Labatory, 2010, 8.0)
 7. Mario Kart Wii (Ra, Nintendo, Nintendo, 2008, 8.5)
 8. Metroid Prime 3 Corruption (FPS, Nintendo, Retro Studio, 2007, 9.5)
 9. Metroid Prime Trilogy (FPS, Nintendo, Retro Studios, 2009, 9.5)
 10. Metroid: Other M (Adv, Nintendo, Team Ninja, 2010, 7.5)
 11. Monster Hunter Tri (RPG, Capcom, Capcom, 2010, 8.0)
 12. Muramasa: The Demon Blade (Sim, Ignition Entertainment, Vanillaware, 2009, 8.9)
 13. Sakura Wars: So Long, My Love (RPG dating, NIS, Red Entertainment, 2010, 9.0)
 14. Sins and Punishment Star Successor (A, Nintendo, Treasure, 2010, 8.5)
 15. New Super Mario Bros. Wii (PL, Nintendo, Nintendo, 2009, 8.5)
 16. Sonic Colors (PL, Sega, Sonic Team, 2010, 8.0)
 17. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007, 9.7)
 18. Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010, 9.9)
 19. Super Paper Mario (PL, Nintendo, Intelligent Systems, 2007, 9.0)
 20. Super Smash Bros. Brawl (F, Nintendo, Game Arts, 2008, 9.5)
 21. Tatsunoko vs. Capcom (F, Capcom, Eighting, 2010, 9.0)

- 22. The Last Story (RPG, XSeed Games, Mystwalker, 2012, 8.5)
- 23. Xenoblade Chronicles (RPG, NIntendo, Monolithsoft, 2012, 9.0)
- XBOX 360 (45 Games)
- Racing (RA) 6
- First Person Shooter (FPS) 5
- Third Person Shooter (TPS) 3
- Fighter (F) 1
- Platform (PL) 3
- Survival Horror (SH) 1
- Role Playing (RPG) 7
- Action (A) 1
- Adventure (Adv) 1
- Survival Horror (SH) 1
- Military Jet Sim (MJS) 1
- Shoot em Up (SHMUP) 6
- 1. Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)
- 2. Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)
- 3. Banjo Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)
- 4. BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)
- 5. BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)
- 6. Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)
- 7. Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)
- 8. Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)
- 9. Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)
- 10. Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)
- 11. Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)
- 12. Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)
- 13. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
- 14. Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)
- 15. Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)
- 16. Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)
- 17. Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)
- 18. Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)
- 19. Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)
- 20. Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)
- 21. Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)
- 22. Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)
- 23. Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)
- 24. Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)
- 25. Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)
- 26. Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)
- 27. Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)
- 28. Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)
- 29. Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)
- 30. Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)
- 31. Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)
- 32. Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)

33. Moto GP 2006 (THQ, Climax, 2006, 8.4)
 34. Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)
 35. Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)
 36. Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)
 37. Pink Sweets: Ibara Sorekara / Muchi-Muchi Pork (SHMUP, AMI, Cave, 2008, 7.0)
 38. Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)
 39. Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)
 40. Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)
 41. Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)
 42. Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)
 43. Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)
 44. Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)
 45. Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)
- Playstation 3 (2x) (122 Games)
- Role playing (RPG) 31
- First Person Shooter (FPS) 12
- Third Person Shooter (TPS) 8
- Racing (Ra) 9
- Fighter (F) 15
- Action (A) 7
- Action Platformer (APL) 6
- Adventure (Adv) 14
- Sports (Sp) 8
- Competition (c) 1
1. Arcana Heart 3 Love Max (Aksys Games, Examu, 2014, 7.5)
 2. Ar nosurge - Ode to a Unborn Star (Tecmo Koei, Gust, 2014, 8.0)
 3. Assassin's Creed (Adv, Ubisoft, Ubisoft, 2007, 9.0)
 4. Assassin's Creed 2 (Adv, Ubisoft, Ubisoft, 2009, 9.0)
 5. Assassin's Creed: Brotherhood (Adv, Ubisoft, Ubisoft, 2010, 9.0)
 6. Assassin's Creed III (Adv, Ubisoft, Ubisoft, 2012, 9.0)
 7. Atelier Ayesha - The Alchemist of Dusk (RPG, NIS America, Gust Corporation, 2013, 7.5)
 8. Atelier Escha & Logy: Alchemists of the Dusk Sky (RPG, Tecmo-Koei, Gust Corporation, 2014, 8.0)
 9. Atelier Meruru: The Apprentice of Arland (RPG, NIS America, Gust Corporation, 2012, 6.5)
 10. Atelier Rorona - The Alchemist of Arland (RPG, NIS America, Gust Corporation, 2010, 6.5)
 11. Atelier Shallie: Alchemists of the Dusk Sea (RPG, NIS America, Gust Corporation, 2015, 7.5)
 12. Atelier Totori - The Adventurer of Arland (RPG, NIS America, Gust Corporation, 2011, 8.0)
 13. AquaPazza: AquaPlus Dream Match (F, Atlus, Examu, 2013, 7.5)
 14. The Awakened Fate Ultimatum (RPG, Nippon Ichi, Nippon Ichi, 2014, 7.5)
 15. Batman: Arkham Asylum (A, Eidos Interactive, Rocksteady Studios, 2009, 9.3)
 16. Batman: Arkham City (A, Warner Bros Interactive, Rocksteady Studios, 2011,

9.0)

17. Bioshock Infinite (FPS, 2K games, Irrational Games, 2013, 8.5)
18. Burnout Paradise (Ra, EA Games, Criterion Games, 2008, 9.0)
19. BlazBlue: Calamity Trigger (Atlus, Arc System Works, 2009, 9.0)
20. BlazBlue: Continuum Shift (Atlus, Arc System Works, 2010, 9.0)
21. BlazBlue: Chrono Phantasma (Atlus, Arc System Works, 2014, 8.5)
22. Borderlands (FPS, Activision, Gearbox, 2008, 8.5)
23. Borderlands 2 (FPS, Activision, Gearbox, 2012, 8.5)
24. Call of Duty 4: Modern Warfare (FPS, Activision, Infantry Ward, 2007, 9.4)
25. Call of Duty 4: Modern Warfare 2 (FPS, Activision, Infantry Ward, 2009, 9.5)
26. Call of Duty 4: Modern Warfare 3 (FPS, Activision, Infantry Ward, 2011, 9.5)
27. Call of Duty Black Ops (FPS, Activision, Treyach, 2010, 9.0)
28. Call of Duty Black Ops 2 (FPS, Activision, Treyach, 2012, 9.5)
29. Castlevania - Lords of Shadow (Adv, Konami, MercurySteam, 2010, 8.0)
30. Catharine (Adv, Atlus, Atlus, 2011, 8.5)
31. Dark Souls (RPG, Namco, From Software, 2011, 9.5)
32. Dark Souls II (RPG, Namco, From Software, 2014, 8.5)
33. Dead or Alive 5 (F, Tecmo, Team Ninja, 2012, 8.0)
34. Dead Space (Adv, EA, EA, 2008, 9.0)
35. Dead Space 2: Limited Edition (Adv, EA, EA, 2011, 9.0)
36. Dead Space Extraction (Adv, EA, EA, 2011, 8.0)
37. Demon's Souls (RPG, Atlus, From Software, 2009, 9.0)
38. Deus Ex: Human Revolution (RPG, Square-Enix, Eidos Montreal, 2011, 8.5)
39. Devil May Cry (A, Capcom, Capcom Production Studio 1, 2013, 8.5)
40. Devil May Cry 4 (A, Capcom, Capcom Production Studio 1, 2008, 8.7)

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41. Diablo 3 (RPG, Blizzard, Blizzard, 2013, 8.0)
42. Disgaea 3 - Absence of Justice (RPG, Atlus, Nippion Ichi Software, 2008, 8.8)
43. Disgaea 4 - A Promise Unforgotten (RPG, Atlus, Nippion Ichi Software, 2011, 8.5)
44. Disgaea D2 - A Brighter Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
45. Doom 3 - BFG Edition (FPS, Bethesda Softworks, id Software, 2011, 8.0)
46. Dragon's Crown (RPG, Atlus, Vanillaware, 2013, 8.0)
47. Elder Scrolls IV - Oblivion Game of the Year Edition (RPG, 2K games, Bethesda Softworks, 2009, 9.0)
48. Elder Scrolls V - Skyrim (RPG, 2K games, Bethesda Softworks, 2011, 9.0)
49. Enslaved: Odyssey to the West (Adv, Namco, Ninja Theory, 2010, 8.0)
50. F1 Championship Edition (RA, Sony, Liverpool, 2007, 8.8)
51. FIFA '12 (Sp, EA Sports, EA Canada, 9.0)
52. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2007, 9.0)
53. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2009, 8.5)
54. Final Fantasy X/X-2 Remastered (RPG, Square-Enix, Square-Enix, 2014, 9.0)
55. Final Fantasy XIII Lightnings Return (RPG, Square-Enix, Square-Enix, 2014, 7.0)
56. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2010, 9.0)
57. Final Fantasy XIII-2 (RPG, Square-Enix, Square-Enix, 2012, 8.0)
58. God of War: Ascension (TPS, Sony, Sony, 2013, 8.0)

59. God of War Collection (TPS, Sony, Sony, 2009, 9.0)
60. God of War Origins Collection (TPS, Sony, Sony, 2011, 9.0)
61. God of War III (TPS, Sony, Sony, 2010, 9.3)
62. Gran Turismo 5 XL Edition (Ra, Sony, Polyphony Digital, 2012, 8.5)
63. Gran Turismo 6 (Ra, Sony, Polyphony Digital, 2013, 8.5)
64. Grand Theft Auto IV (TPS, Rockstar, Rockstar North, 2008, 10)
65. Grand Theft Auto V (TPS, Rockstar, Rockstar, 2013, 9.5)
66. GRID (Ra, Codemasters, Codemasters, 2007, 8.6)
67. Heavy Rain (Adv, Sony, Quantic Dream, 2009, 9.0)
68. Hotshots Golf - Out of Bounds (Sp, Sony, Claphandz, 2007, 8.5)
69. inFamous (A, Sony, Sucker Punch, 2009, 9.0)
70. Killzone 2 (FPS, Sony, Guerilla Games, 2009, 9.0)
71. Killzone 3 (FPS, Sony, Guerilla Games, 2011, 8.5)
72. Kingdom Hearts 1.5 (RPG, Square-Enix, Square-Enix, 2013, 8.0)
73. Madden NFL 09 (Sp, EA Sports, Tiburon, 2008, 9.0)
74. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2011, 9.0)
75. Midnight Club IV: Los Angeles (Ra, Rockstar, Rockstar Austin, 2008, 8.5)
76. Metal Gear Solid 4: Guns of the Patriots (TPS, Konami, Kojima Productions, 2008, 9.5)
77. Metal Gear Solid HD Collection (TPS, Konami, Kojima Productions, 2011, 9.0)
78. Motor Storm (Ra, Sony, Evolution Studios, 2007, 8.8)
79. Need for Speed Hot Pursuit (Ra, EA, Criterion Games, 2010, 9.0)
80. Need for Speed Most Wanted (Ra, EA, Criterion Games, 2012, 9.0)
81. Ninja Gaiden Sigma (A, Tecmo, Team Ninja, 2007, 9.3)
82. Ni no Kuni: Wrath of the White Witch (RPG, Namco-Bandai, Level 5, 2013, 9.0)
83. The Orange Box (FPS, EA, Valve, 2007, 8.8)
84. Persona 4 Arena (F, Atlus, Arc System Works, 9.0, 2012)
85. Prince of Persia (A, Ubisoft, Ubisoft Montreal, 2008, 9.3)
86. Rayman: Origins (PL, Ubisoft, Ubisoft Montpellier, 2011, 9.0)
87. Ratchet & Clank: All 4 One (APL, Sony, Insomniac Games, 2011, 9.0)
88. Ratchet & Clank Future Tools of Destruction (APL, Sony, Insomniac Games, 2007, 9.4)
89. Ratchet and Clank Future - Crack in Time (APL, Sony, Insomniac Games, 2009, 9.0)
90. Red Dead Redemption (TPS, Rockstar, Rockstar, 2010, 9.0)
91. Resistance Fall of Man (FPS, Sony, Insomniac Games, 2006, 9.0)
92. Resistance 2 (FPS, Sony, Insomniac Games, 2008, 9.4)
93. Resistance 3 (FPS, Sony, Insomniac Games, 2011, 9.0)
94. Resident Evil 5 (TPS, Capcom, Capcom, 2009, 9.0)
95. Resonance of Fate (RPG, Sega, Tri-Ace, 2010, 8.5)
96. Ridge Racer 7 (Ra, Namco-Bandai, Namco, 2006, 8.0)
97. Sonic Generations (APL, Sega, Sonic Team, 2011, 8.0)
98. Sonic's Ultimate Genesis Collection (Competition, Sega, Various, 2009, 8.0)
99. Sonic Sega All-Stars Racing (Ra, Sega, Sumo Digital, 2010, 8.5)
100. Sonic All Star Racing Transformed (Ra, Sega, Sumo Digital, 2010, 8.0)
101. Soul Calibur IV (F, Namco-Bandai, Project Soul, 2008, 9.4)
102. Soul Calibur V (F, Namco-Bandai, Project Soul, 2012, 9.0)
103. Star Ocean - The Last Hope International (RPG, Square-Enix, Tri-Ace, 2010, 8.5)

104. Street Fighter IV (F, Capcom, Capcom, 2009, 9.4)
105. Street Fighter X Tekken (F, Capcom, Capcom, 2012, 8.5)
106. SSX (Sp, EA Sports, Ea Canada, 2012, 8.5)
107. Tales of Graces F (RPG, Namco-Bandai, Tales Studios, 2012, 8.0)
108. Tales of Xillia (RPG, Namco-Bandai, Tales Studios, 2013, 8.0)
109. Tekken 6 (F, Namco-Bandai, Namco, 2009, 8.8)
110. Tekken Tag Tournament 2 (F, Namco-Bandai, 2012, 7.5)
111. The King of Fighters XIII (F, Atlus, SNK, 2012, 8.5)
112. The Last of Us (Adv, Sony, Naughty Dog, 2013, 9.0)
113. Tomb Raider (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
114. Tomb Raider Trilogy (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
115. Ultimate Marvel vs. Capcom 3 (Capcom, Capcom, 2012, 8.5)
116. Uncharted: Drake's Fortune (Adv, Sony, Naughty Dog, 2007, 9.0)
117. Uncharted 2: Amongst Thieves (Adv, Sony, Naughty Dog, 2009, 9.5)
118. Uncharted 3 (Adv, Sony, Naughty Dog, 2011, 9.0)
119. Valkyria Chronicles (RPG, Sega, Sega, 2008, 9.0)
120. Vanquish (TPS, Sega, PlatinumGames, 2010, 9.0)
121. Virtua Fighter 5 (F, Sega, Sega-AM2, 2007, 9.3)

Google Android (10 games)

Strategy (3) STR

Card (4) Card

board (1) board

1. Angry Birds (STR, Rovio Entertainment, Rovio Entertainment, 2010)
2. Angry Birds Rio (STR, Rovio Entertainment, Rovio Entertainment, 2010)
3. Angry Birds Space (STR, Rovio Entertainment, Rovio Entertainment, 2010)
4. Astraware Solitaire (Card, 2012)
5. Back Gammon (board, 2012)
6. Cut the Rope (A, ZeptoLab, ZeptoLab, 2012)
7. Plants vs. Zombies (STR, PopCap Games, PopCap Games 2011)
8. Real Black Jack (card, 2012)
9. Spider Solitaire (Card 2012)
10. Texas Hold Em Up 2 (Card, 2012)

Nintendo 3DS (23 games)

Action Adventure (adv) 3

Platform (Pl) 4

Racing (Ra) 1

Survival Horror (SH) 1

Role Playing (RPG) 14

1. Bravely Default (RPG, Nintendo, Square-Enix, 2013, 8.5)
2. Code of Princess (RPG, Atlus, Agatsuma Entertainment, 2012, 7.0)
3. Etrian Odyssey IV â€˜` Legends of the Titan (RPG, Atlus, Atlus, 2013, 9.0)
4. Etrian Odyssey Untold (RPG, Atlus, Atlus, 2013, 9.0)
5. Etrian Odyssey Untold 2 (RPG, Atlus, Atlus, 2015, 9.0)
6. Fire Emblem: Awakening (RPG, Nintendo, Intelligent Systems, 2013, 8.5)
7. Legend of Zelda: A Link Between Worlds (RPG, Nintendo, Nintendo, 2013, 9.0)
8. Legend of Zelda Ocarina of Time 3D (Adv, Nintendo, Nintendo, 2011, 9.5)
9. Legend of Zelda Majora's Mask (Adv, Nintendo, Nintendo, 2015, 9.0)
10. Luigi's Mansion 2 (Adv, Nintendo, Next Level Games, 2012, 8.0)
11. Kingdom Hearts: Dream Drop Distance (RPG, Square-Enix, Square-Enix, 2012, 8.0)

12. Mario Kart 7 (Ra, Nintendo, Nintendo, 2011, 8.0)
 13. Mario and luigi - Dream Team (RPG, Nintendo, Alpha Dream, 9.0)
 14. New Super Mario Bros. 2 (PL, Nintendo, Nintendo, 2012, 9.0)
 15. Paper Mario: Sticker Star (RPG, Nintendo, Intelligent Systems, 2012, 8.0)
 16. Persona Q (RPG, Atlus, Atlus, 2015, 8.0)
 17. Resident Evil Revelations (SH, Capcom, Capcom, 2012, 8.5)
 18. Shin Megami Tensei: Devil Summoner - Soul Hackers (RPG, Atlus, Atlus, 2013, 7.5)
 19. Shin Megami Tensei: Devil Survivor (RPG, Atlus, Atlus, 2013, 7.5)
 20. Shin Megami Tensei: Devil Survivor 2 (RPG, Atlus, Atlus, 2013, 7.5)
 21. Sonic Generations (PL, Sega, Sonic Team, 2011, 7.0) * different levels than PS3
 22. Super Mario 3D Land (Pl, Nintendo, Nintendo, 2011, 8.5)
 23. Yoshi's New Island (PL, Nintendo, Nintendo, 2015, 8.5)
- Playstation Vita (12 games)
- Role playing games (RPG) 9
- Racing (RA) 1
- Puzzle (Puz) 1
- Action-Adventure (Adv) 1
1. Danganronpa: Trigger Happy Havoc (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 2. Danganronpa 2: Goodbye Despair (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 3. Disgaea 3: Absense of Detention (RPG, NIS America, Nippion Ichi Software, 2012, 8.0)
 4. Disgaea 4: A Promise Revisited (RPG, NIS America, Nippion Ichi Software, 2014, 8.0)
 5. Lumines Electronic Symphony (Puz, Ubisoft, Q Entertainment, 2012, 9.0)
 6. Persona 4 Golden (RPG, Atlus, Atlus 2012, 9.0)
 8. Tales of Hearts (RPG, Namco, Namco, 2014, 8.0)
 9. Uncharted Abyss (Adv, Sony, Naughty Dog / Sony Bends, 2012, 7.5)
 10. Wipeout 2048 (Ra, Sony, Sony liverpool, 2012, 7.5)
 11. Zero Escape: Virtue's Last Reward (RPG, Aksys Games, Chunsoft, 2012, 9.5)
 12. Ys: Memories of Celceta (RPG, Xseed, Falcon Games, 2013, 9.0)
- Nintendo Wii U (6 games)
- Action-Adventure (PL) 1
- Platform (Pl) 2
- Role playing (RPG) 1
1. Legend of Zelda - Wind Waker HD (Adv, Nintendo, Nintendo, 2013, 8.0)
 2. Mario Kart 8 (Ra, Nintendo, Nintendo, 2014, 8.0)
 3. New Super Mario Bros. U (Pl, Nintendo, Nintendo, 2012, 8.0)
 4. Super Mario 3D World (PL, Nintendo, Nintendo, 2013, 8.0)
 5. Super Smash Bros. for Wii U (F, Nintendo, Namco, 2014, 8.5)
 6. Monster Hunter 3 Ultimate (RPG, Capcom, Capcom Production Studio 1, 2013, 8.5)
- Sony Playstation 4 (12 games)
- Action (A) 1
- First Person shooter (FPS) 3
- Third Person Shooter (TPS) 2

Role Playing (RPG) 3

Fighter (F) 1

1. Assassin's Creed 4: Black Flag (TFS, Ubisoft, Ubisoft, 2010, 9.0)
2. Battlefield 4 (FPS, Electronic Arts, Digital Illusions CE, 2013, 8.0)
3. Call of Duty Ghosts (FPS, Activision, Treyarch, 2012, 9.5)
4. Diablo 3: Reaper of Souls Ultimate Evil Edition (RPG, Bizzard-Activision, Blizzard Entertainment, 2014, 9.0) *has Diablo 3
5. Destiny (FPS, Activision, Bungie Studios, 2014, 9.0)
6. Final Fantasy Type 0 (RPG, Square-Enix, Square-Enix, 2015, 8.0)
7. Final Fantasy X/X2 Remastered (RPG, Square-enix, Square-Enix, 2015, 8.0)
8. Guilty Gear Xrd - Sign (F, Arc System Works, Arc System Works, 2015, 8.0)
9. Killzone: Shadow Fall (FPS, Sony, Guerilla Games, 2009, 9.0)
10. Last of Us Remastered (Adv, Sony, Naughty Dog, 2010, 9.0)
11. Metal Gear Solid V - Phantom Pain (A, Konami, Konami, 2012, 9.0)
12. Rayman Legends (APL, Ubisoft, Ubisoft, 2013, 9.0)

PC (136 games plus expansion packs)

Role playing (without expansions) (RPG) 42

first person shooters (without expansions) (FPS) 42 (Half-life 2 Orange box counts as 5)

shooters (s) 30

Adventure (adv) 18

Athletic Sports (SP) 2

Strategy (STR)- 6

Real Time Strategy (RTS) 1

SIMULATIONS (SIM) 10

action (without expansions) (A) 49

Pirated copies (P) - 36

1. Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
2. Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
3. American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
4. America's Army 2.0a (FPS, S, US Army, US Army, 2001 8.8)
5. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
6. Anarchy Online Notum Wars (RPG, same, same, 2002)
7. Anarchy Online Shadowlands (RPG, same, same, 2003)
8. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
9. Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
10. Baldur's Gate II - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
11. Baldur's Gate II - Throne of Bhaal (P, RPG, Interplay, Bioware, 2001, 9.0)
12. Battlefield 1942 (FPS, EA Games, Digital Illusions CE, 2002, 9.3)
13. Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
14. Battlefield 1942 - Secret Weapons of World War II (FPS, same, same, same, same)
15. Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
16. Battlefield 2142 (P, FPS, EA Games, DICE, 2006, 8.0)
17. Black & White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
18. Black & White 2 (SIM, EA Games, Lionhead Studios, 2005, 8.5)
19. Bookworm Adventures (Adv, Popop, Popop, 2007, 8.0)
20. Bookworm Adventures 2 (Adv, Popop, Popop, 2009, 8.0)

21. Broken Sword: The Shadow Of The Templars Special Edition (Adv, Revolution Software, Revolution Software, 2010, 8.0)
22. Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
23. Civilization V (Str, 2k Games, Falk, 2010, 9.0)
24. Command & Conquer 3 - Tiberium Wars (RTS, EA, EA-LA, 2007, 8.5)
25. Counter Strike Source Remake
26. Crysis (FPS, EA, Crytek, 2007, 9.4) [First DirectX 10 game!]
27. Crysis Warhead (FPS, EA, Crytek, 2008, 9.2) [fourth DirectX 10 game]
28. Crysis 2 (FPS, EA, Crytek, 2011, 8.5) [first DirectX 11 game!]
29. Curse of Monkey Island, The (Adv, Lucas Arts, Lucas Arts, 1997, 10)
30. Day of the Tentacle (Adv, Lucas Arts, Lucas Arts, 1993, 8.8)
31. Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
32. Diablo (RPG, Blizzard, Blizzard, 1996) (2x)
33. Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
34. Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)
35. Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
36. Diablo 3 (RPG, Blizzard, Blizzard, 2012, 8.5)
37. Diablo 3 â€˜` Reaper of Souls (RPG, Blizzard, Blizzard, 2014, 8.5)
38. Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
39. Dragon Age: Origins (RPG, EA, Bioware, 2009, 8.5)
40. Dreamfall: The Longest Journey (Adv, Asper, Funcom, 2006, 8.5)
41. Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
42. Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
43. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
44. Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
45. Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
46. Elder Scrolls 3 Morrowind (RPG, Betnesda Softworks, Betnesda Softworks, 2002, 9.4)
47. Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
48. Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
49. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
50. Elder Scrolls V - Skyrim (RPG, 2K Games, Bethesda Softworks, 2011, 9.0)
51. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2008, 9.5)
52. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2010, 8.5)
53. Far Cry (FPS, Ubrisoft, Crytek, 2004, 9.2)
54. Falcon 4.0 (MJF, Micropose, Micropose, 1998, 9.0)
55. Falcon 4.0 Allied Force (MJF, Graphsim Entertainment, Lead Pursuit, 2005, 8.8)
56. Final Fantasy VII (P, RPG, Square, Square, 1997)
57. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
58. Final Fantasy XI - Rise of Zilart (RPG)
59. [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005, 9.1)
60. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
61. Gabriel Knight: Sins of the Fathers (Adv, Serria, Serria, 1993, 9.4)
62. Galactic Civilizations II Gold (P, STR, Strategy First, Stardock, 2008,

9.1)

- 63. Giants - Citizen Kabuto (P, FPS, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
- 64. GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
- 65. GTR & FIA (P, Ra, SimBin, 10nicle Studios, 2005, 8.8)
- 66. GTR2 & FIA (P, Ra, SimBin, 10nicle Studios, 2006, 9.2)
- 67. Guild Wars (RPG, NCSoft, Arenanet, 2005, 9.8)
- 68. Guild Wars Eye of the North (RPG, NCsoft Arenanet, 2007, 8.6) * expansion
- 69. Guild Wars Factions (RPG, NCsoft, Arenanet, 2006, 9.7)
- 70. Guild Wars Nightfall (RPG, NCsoft, Arenanet, 2006, 9.0)
- 71. Guild Wars 2 (RPG, NCSoft, Arenanet, 2012, 9.0)
- 72. Half-Life (FPS, Serria, Valve, 1997, 9.6)
- 73. Half-Life 2 Episode 1 (FPS, Electronic Arts, Valve Software, 2006, 8.8)
- 74. Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
- 75. Half-Life 2 Orange Box (FPS, Valve/EA, Valve, 2007, 9.6) * 10/14/07
- 76. Half-life Source Remake (FPS, A, S, Serria, Valve, 2004, 9.0)
- 77. Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
- 78. Hexen (P, FPS, A, iD Software, iD Software, 1995)
- 79. Hellgate London (RPG, EA/NAMCO, Flagship Studios, 2007, 8.0) [3rd DirectX 10 game] *02/09/08
- 80. Icewind Dale (RPG, Interplay, Black Isles, 2000, 8.8)
- 81. Icewind Dale â€ˆ Heart of Winter (RPG, Interplay, Black Isles, 2000, 8.8)
- 82. Icewind Dale 2 (RPG, Interplay, Black Isles, 2002, 8.8)
- 83. Indiana Jones - The Fate of Atlantis (Adv, Lucas Arts, Lucas Arts, 1992, 9.0)
- 84. The Legend of Heroes VI: Sky of Wonder: First Chapter (RPG, Typhoon, Nihon Falcom Corp, 2004, 9.0)
- 85. The Legend of Heroes VI: Sky of Wonder: Third Chapter (RPG, Typhoon, Nihon Falcom Corp, 2007, 9.0)
- 86. The Longest Journey (Adv, Funcom, Funcom, 2000, 9.0)
- 87. Madden NFL 2001 (SP, EA Sports, Tribinon, 2000)
- 88. Maniac Mansion Deluxe v1.1 (Remake, Adv, Lucas Arts, Lucas Arts, 2004, 8.0)
- 89. Mass Effect (RPG, Microsoft, Bioware, 2008, 9.2)
- 90. Mass Effect 2 (RPG, Electronic Arts, Bioware, 2010, 9.5)
- 91. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2012, 9.5)
- 92. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
- 93. Mission Critical (Adv, Legend Entertainment, Legend Entertainment, 1995, 8.0)
- 94. Medal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
- 95. Medal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
- 96. Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
- 97. Monkey Island 2 Special Edition: LeChuckâ€™s Revenge (P, Adv, Lucas Arts, Lucas Arts, 2010, 9)
- 98. Need for Speed (P, RA, Electronic Arts, EA, 1996)
- 99. Need for Speed III Hot Pursuit (P, RA, Electronic Arts, EA, 1999)

100. Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
101. Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
102. Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
103. Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
104. Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
105. Neverwinter Nights 2 (RPG, Atari, Obsidian Entertainment, 2006, 8.5)
106. Neverwinter Nights 2 - Mask of the Betrayer (RPG, Atari, Obsidian Entertainment, 2007, 9.0)
107. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, Monolith, 2003)
109. Oni (P, S, A , Gathering of Developers, Bungie, 2001, 7.5, 1999)
110. Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
111. Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
112. Rage (A, S, ???, ???, 1999)
113. Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
114. Starcraft 2 (Str, Blizzard, Blizzard, 8.0, 2010)
115. Secret of Monkey Island, The (P, Adv, Lucas Arts, Lucas Arts, 1990, 8.0)
116. Secret of Monkey Island, The - Special Edition (P, Adv, Lucas Arts, Lucas Arts 2009, 8.0) *enhanced remake /w polygons
117. Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
118. Sim City 3000 Unlimited (SIM, Maxis, Maxis, 2000, 9.1)
119. Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
120. Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
121. Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
122. Sins of a Solar Empire (P, STR, Stardock, Ironclad Games, 2008, 9.0)
123. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
124. Spellforce: Universe (StrRPG, Encore, Phenomic, 2007, 8.2) *both Spellforce and all expansions
125. Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruel, 2003, 9.0)
126. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
127. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
128. Syberia (The Adventure Company, Microids, 2002, 9.0)
129. The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
130. The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
131. The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
132. The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
133. The Sims 3 (SIM, EA Games, EA Redwood, 2009, 8.9)
134. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
135. Titan Quest (RPG, THQ, Ironlore, 2006, 8.5)
136. Torchlight (RPG, Perfect World, Runic Games, 2009, 8.0)

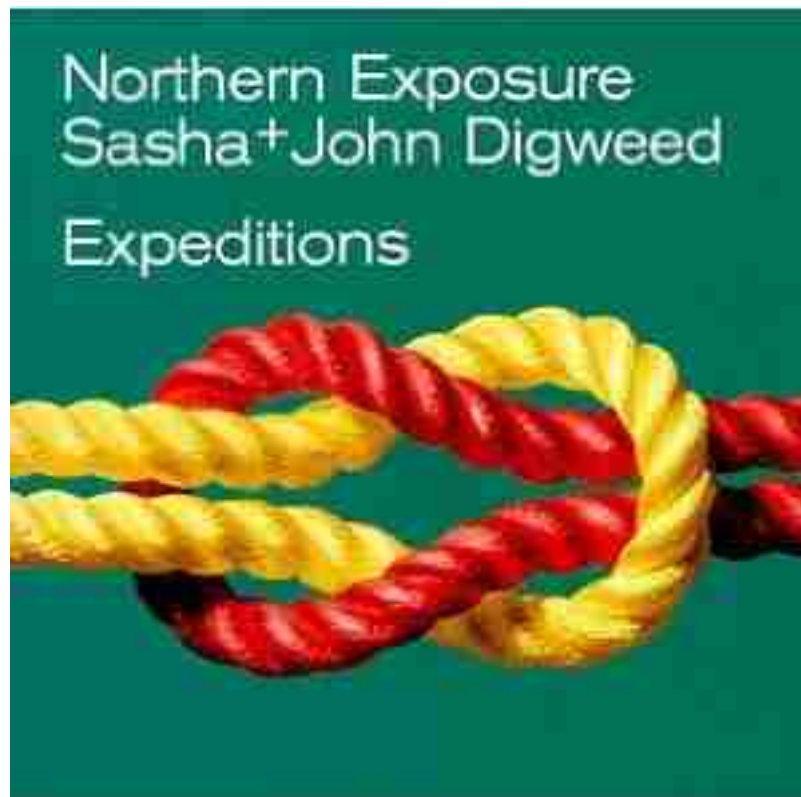
137. Undying (FPS, A, EA Games, ????, 2000)
138. Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
139. Unreal II: The Awakening (FPS, Atari, Legend Entertainment, 2003, 8.2)
140. Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
141. Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
142. Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
143. Unreal Tournament 3 (FPS, Midway, Epic Games, 2007, 9.2) [2nd DirectX 10 game]
144. Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
145. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
146. Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
147. Warhammer Online: Age of Reckoning (RPG, EA Games, EA Mystic, 2008, 9.0)
148. The Witcher (RPG, Atari, CD Projekt Red, 2007, 8.5?) * 02/01/08
149. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
150. World of Warcraft: Wrath of the Lich King (RPG, Blizzard, Blizzard, 2008, 8.5)
151. World of Warcraft: Cataclysm (RPG, Blizzard, Blizzard, 2010, 8.0)
152. World of Warcraft: Mists of Pandaria (RPG, Blizzard, Blizzard, 2012, 8.0)
153. Ys I & II - Eternal Complete (P, RPG, Hudson, Nihon Falcom, 2001, 8.5)
154. Ys (VII): The Oath in Felghana (P, RPG, Nihon Falcom, Nihon Falcom, 2005, 9.0)
155. Ys (0) Origin (P, RPG, Nihon Falcom, Nihon Falcom, 2006, 8.5) * no English patch yet

Best Trance CDs (2006-03-20 19:55)

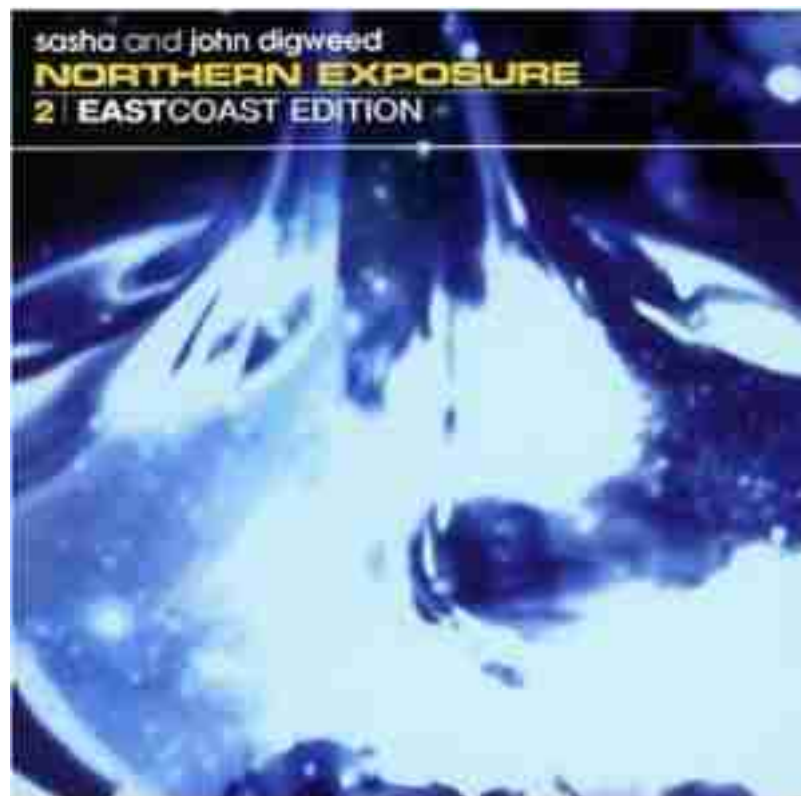
1. Armin Van Buuren - Universal Religion 2004

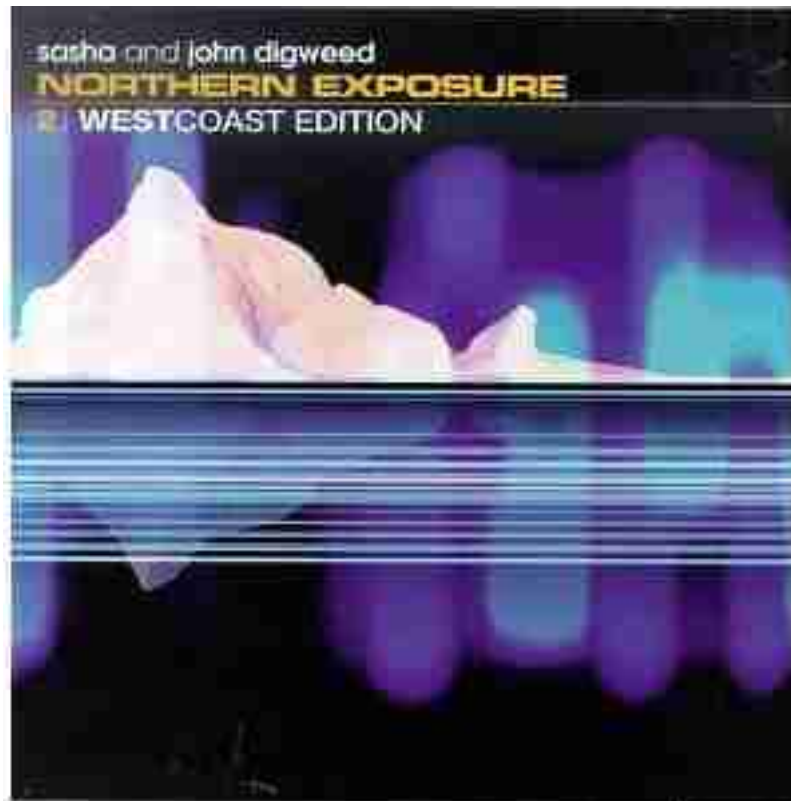


2. Sasha - John Digweed Northern Exposure III



3. Sasha and John Digweed - Northern Exposure II West/East Coast Edition

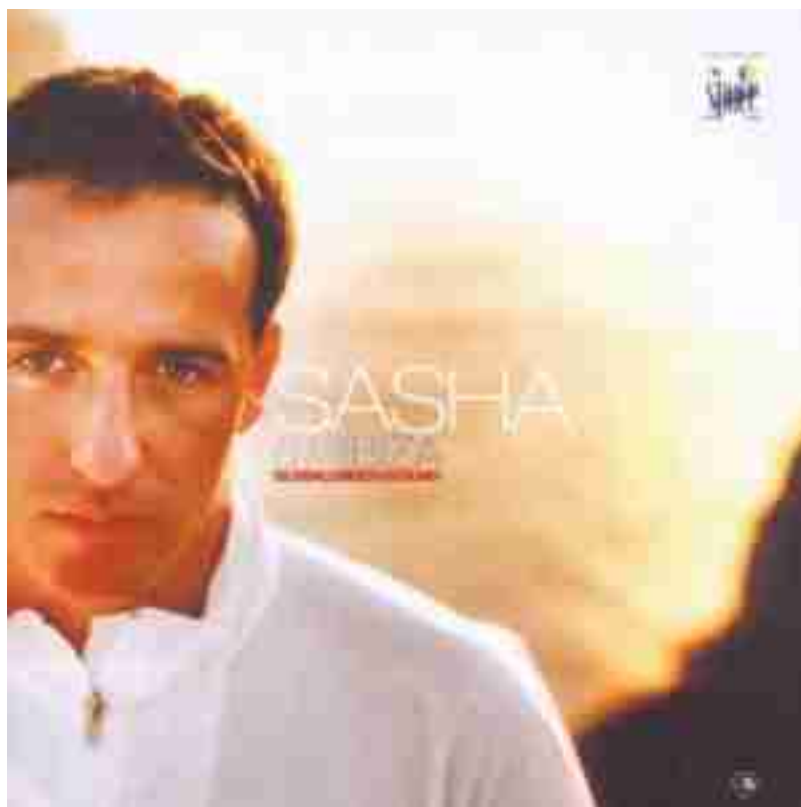




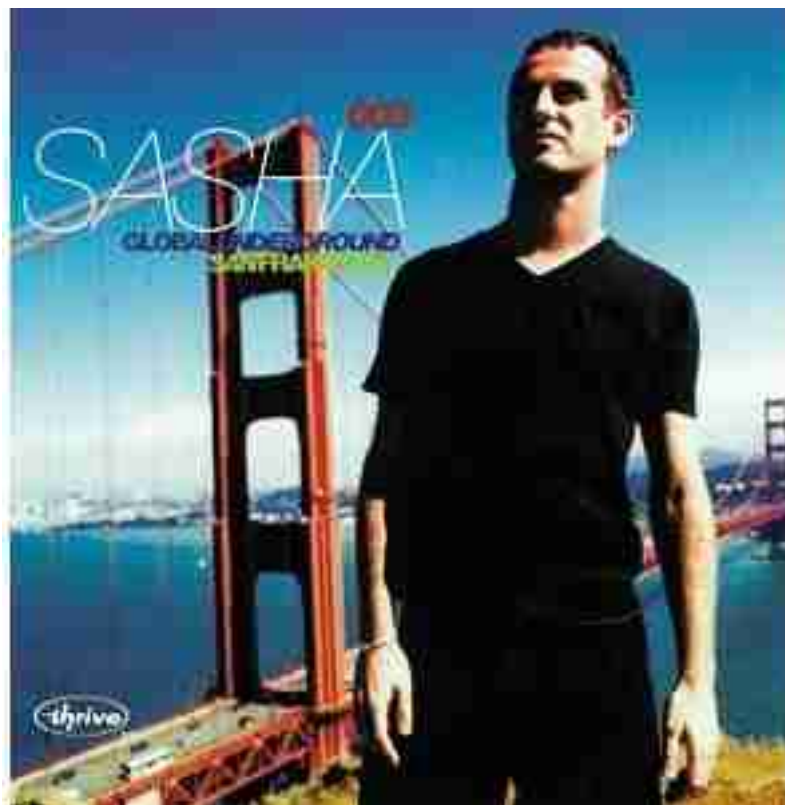
4. Sasha - Involver



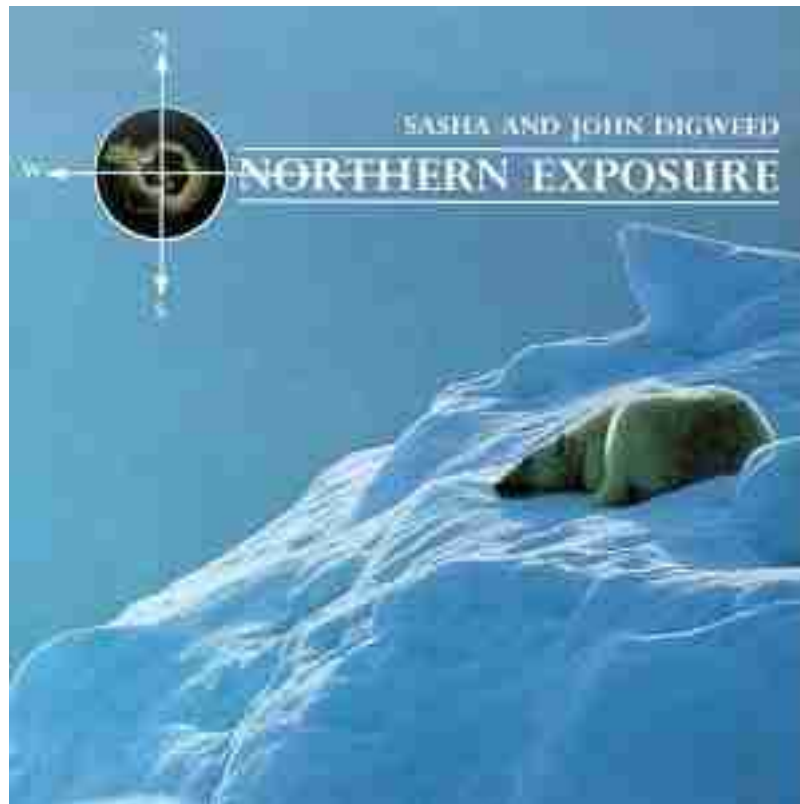
5. Sasha - Global Underground 013: Ibiza



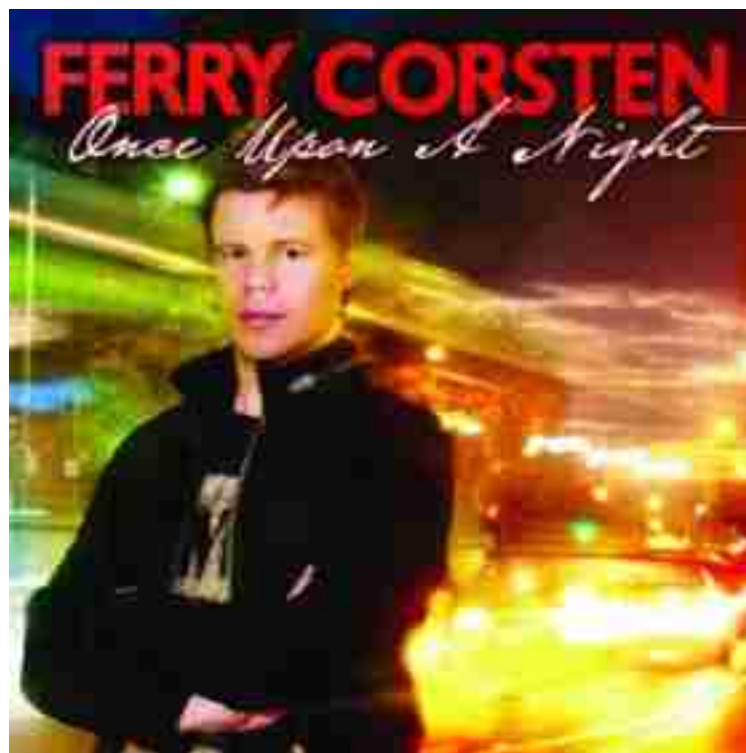
6. Sasha - Global Underground 003 San Francisco



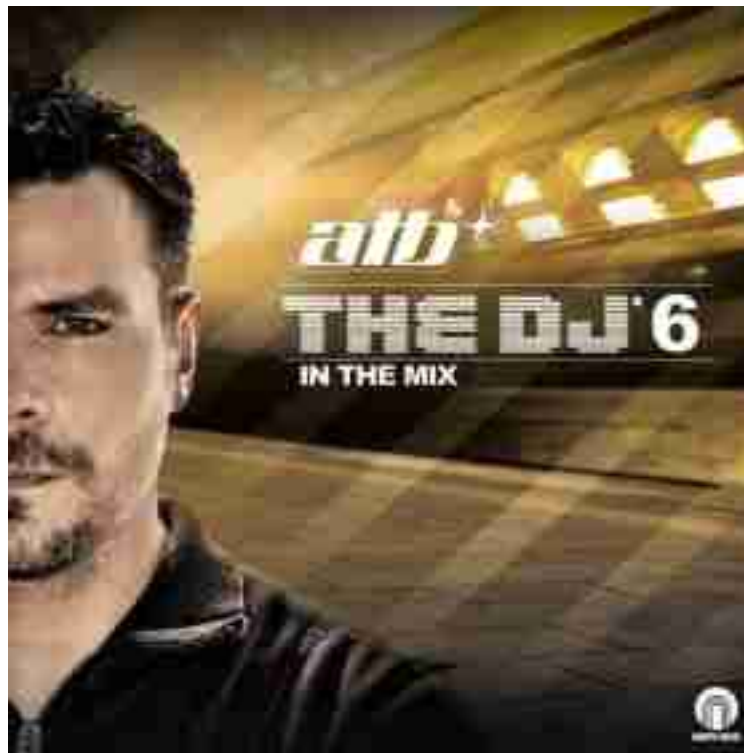
7. Sasha - John Digweed - Northern Exposure



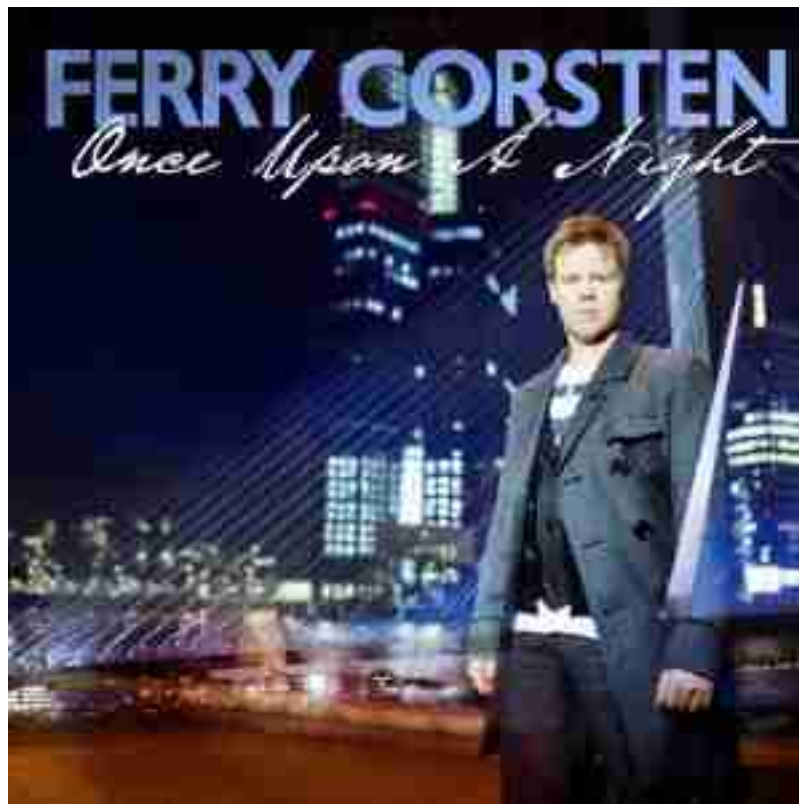
8. Ferry Corsten - Once Upon a Night Vol 2



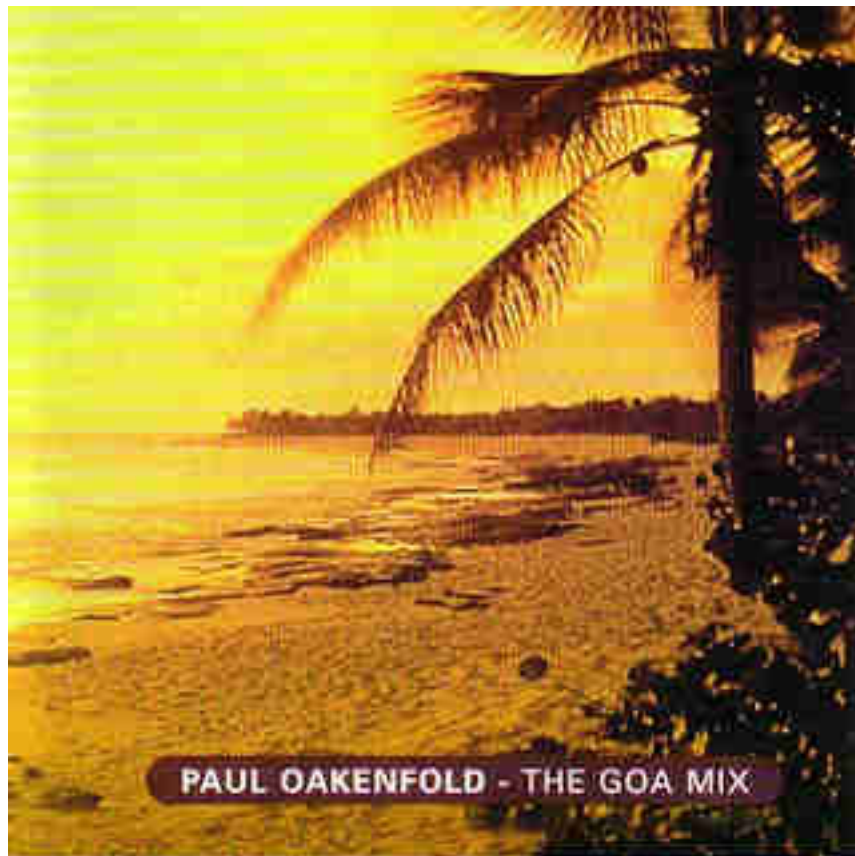
9. ATB - DJ 6 in the Mix



10. Ferry Corsten - Once Upon a Night



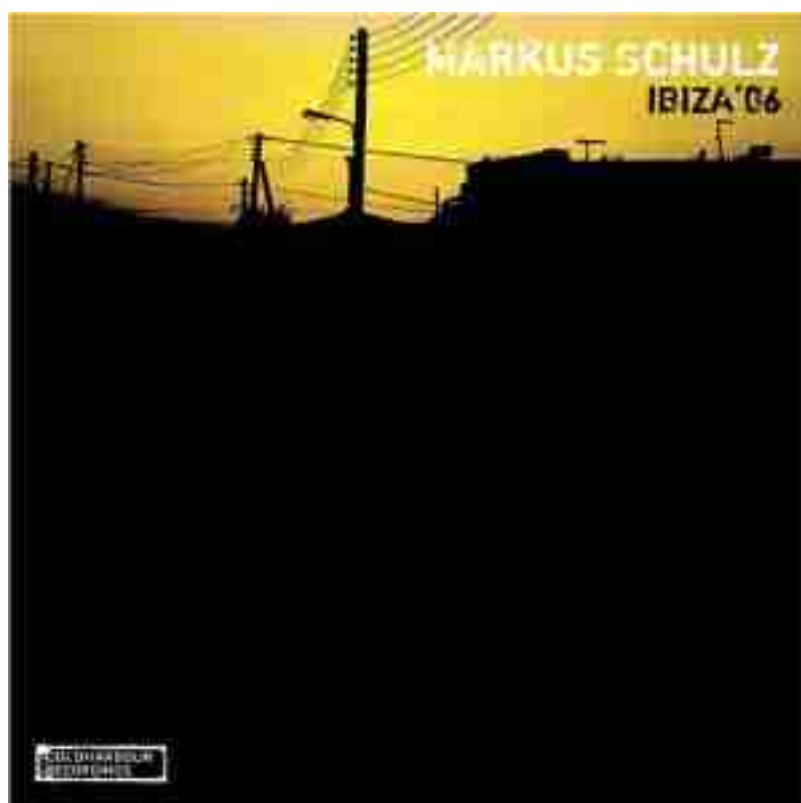
11. Paul Oakenford - The Goa Mix



12. Markus Schulz - Miami '05



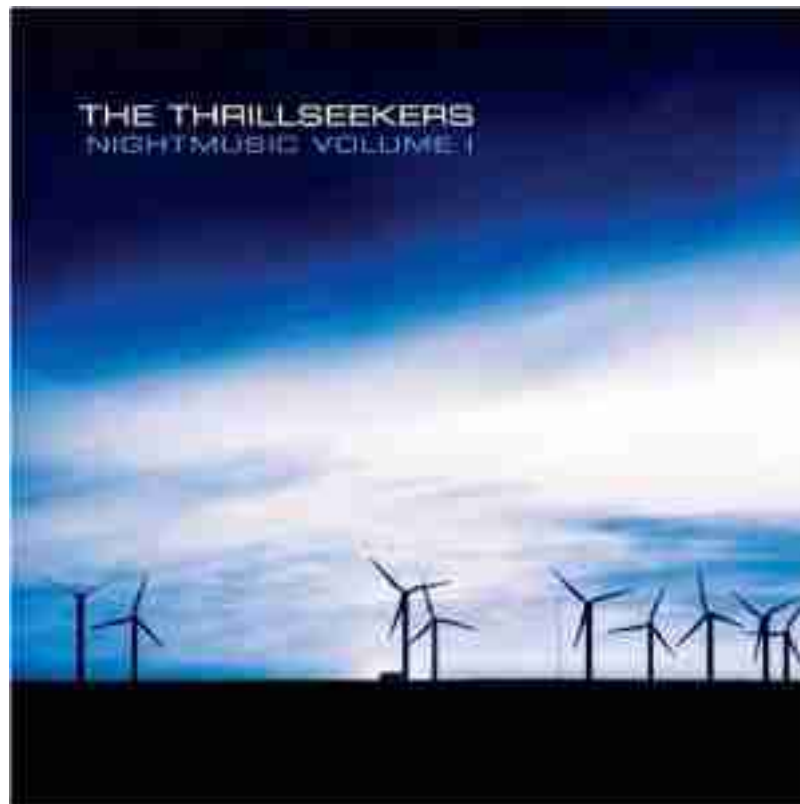
13. Markus Schulz - Ibiza '06



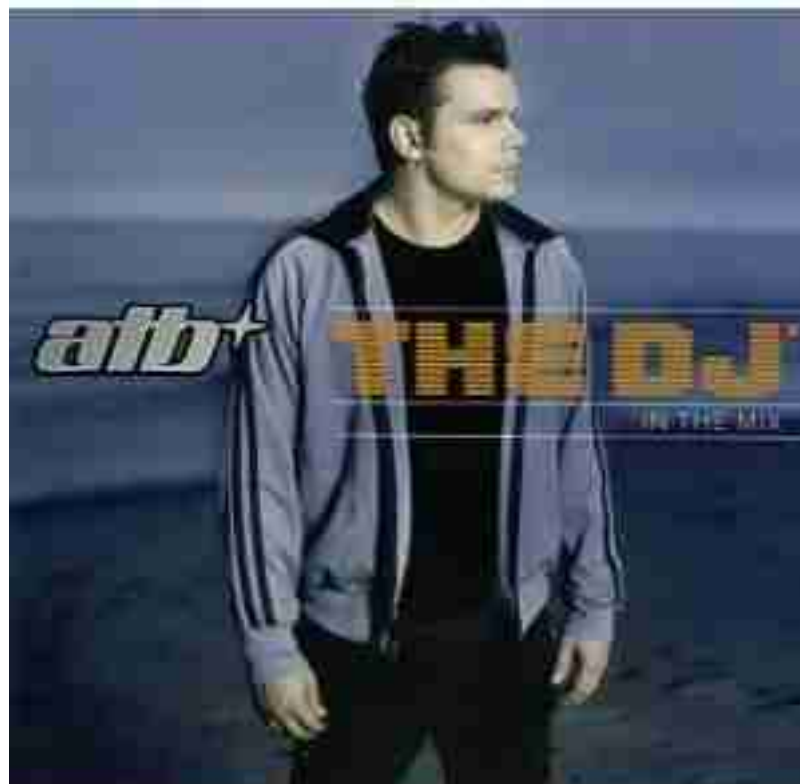
14. ATB - DJ In the Mix 2



15. The Thrillseekers - Nightmusic Vol 1



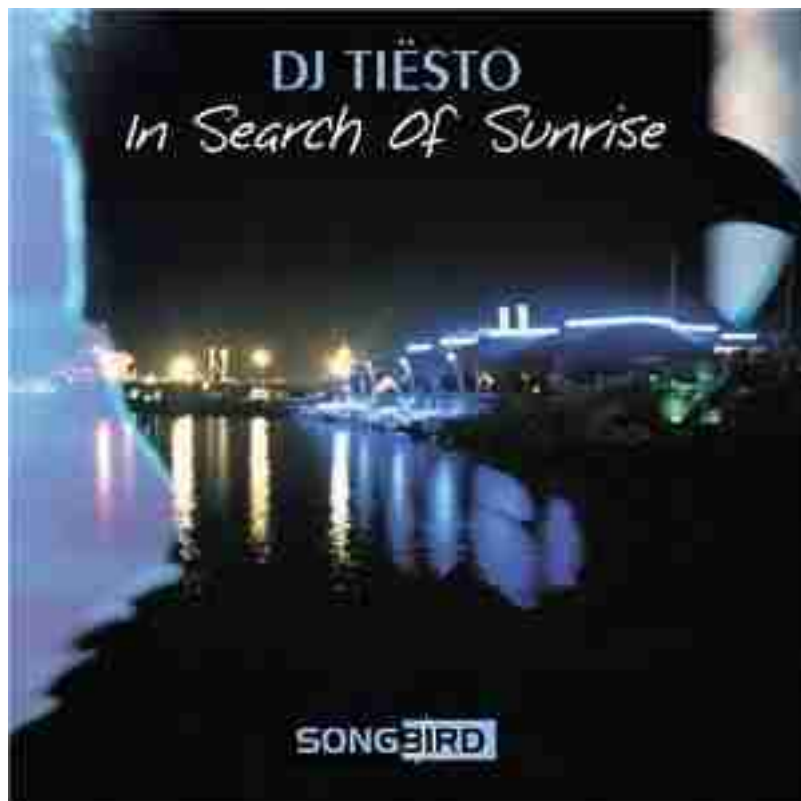
16. ATB - DJ In the Mix



17. The Thrillseekers - Nightmusic Vol 2



18. Tiesto - In Search of Sunrise



19. Tiesto - In Search of Sunrise 2



20. Armin Van Buuren - State of Trance 500



21. Armin Van Buuren - State of Trance 550



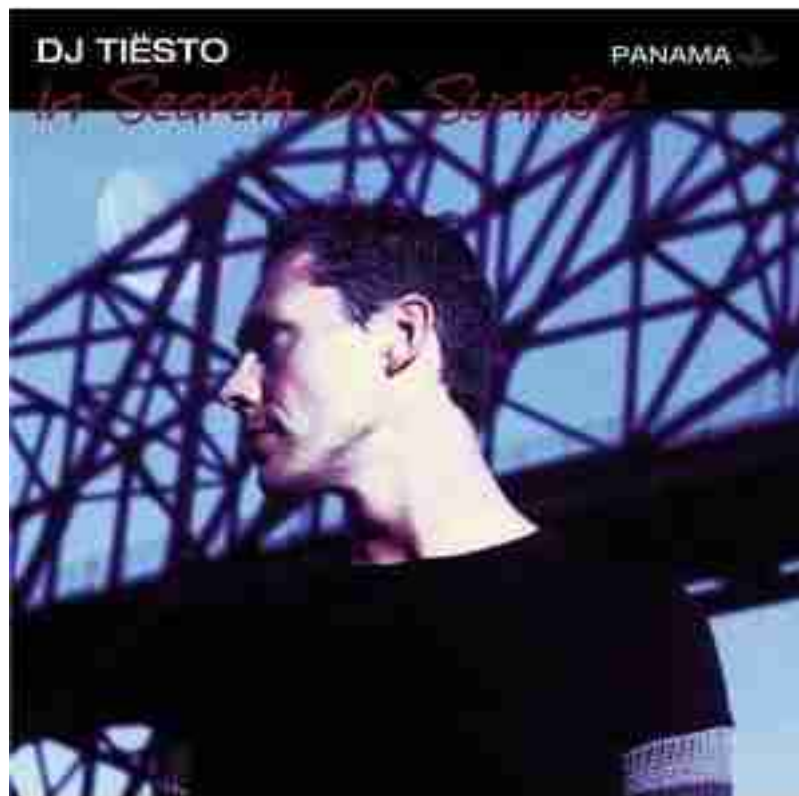
22. Ferry Corsten - Twice in a Blue Moon



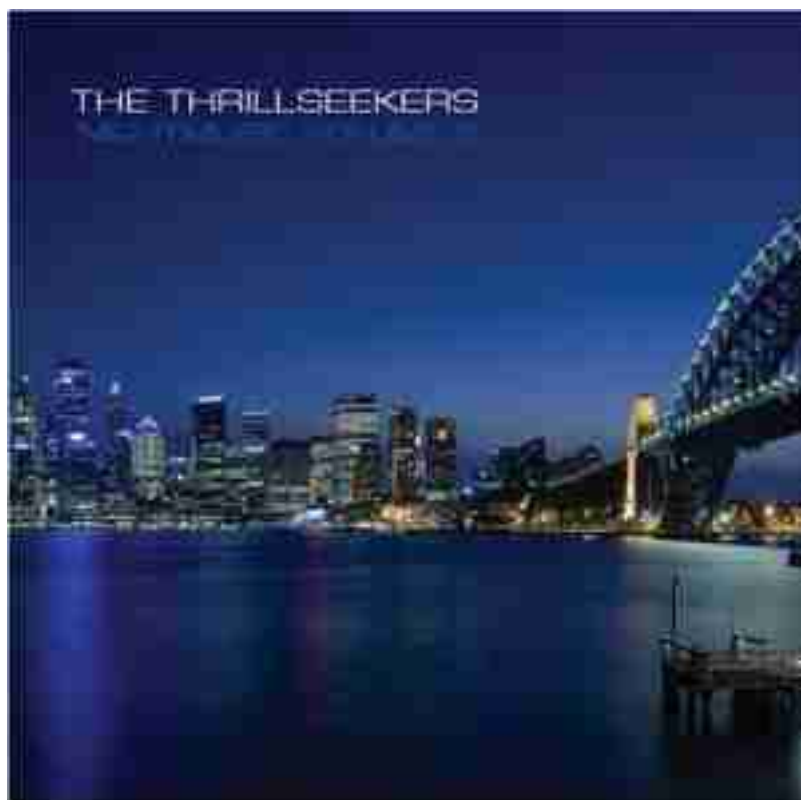
23. Tiesto - Magik 6 - Live in Amsterdam



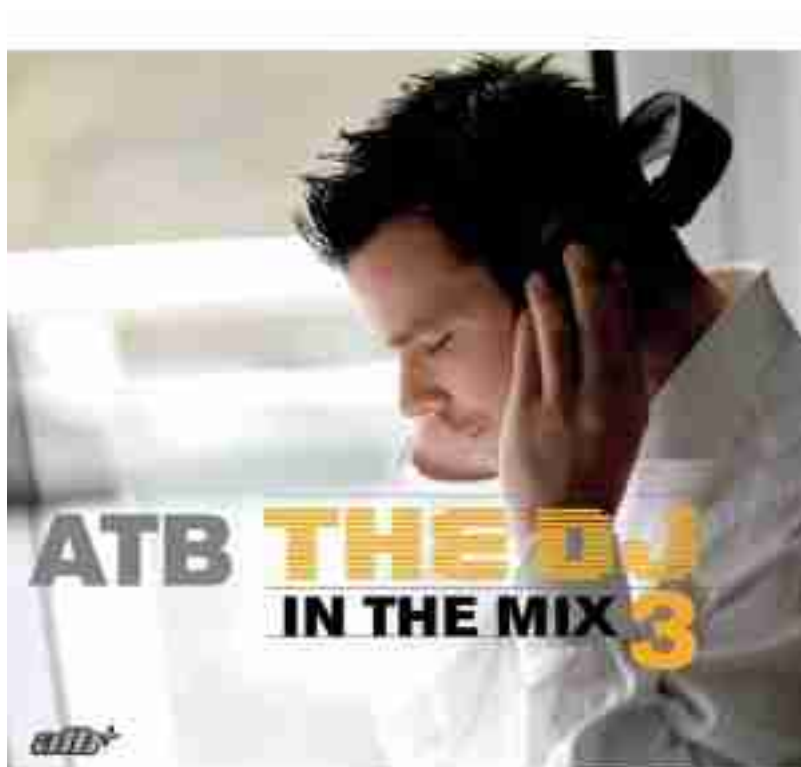
24. Teisto - In Search of Sunrise 3



25. The Trillseekers - Nightmusic Vol 3



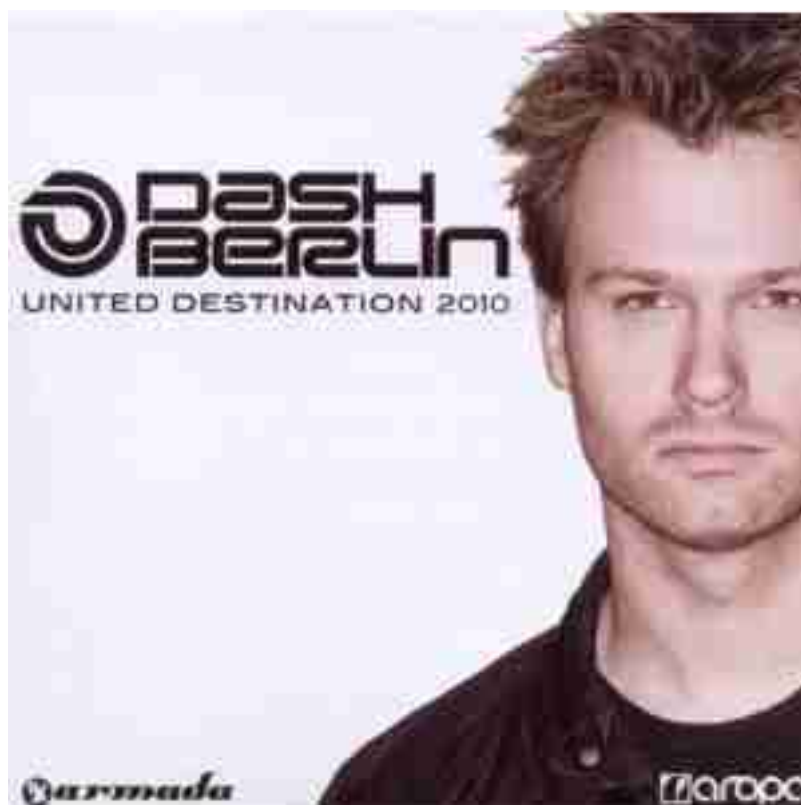
26. ATB DJ 3 in the Mix



27. Dash Berlin - United Destination 2011



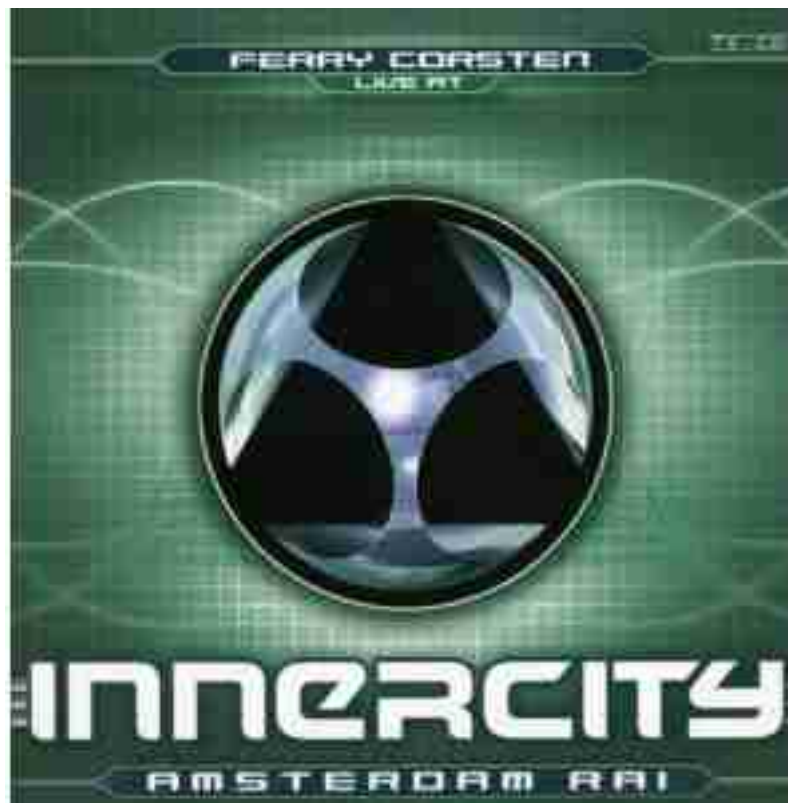
28. Dash Berlin - United Destination 2010



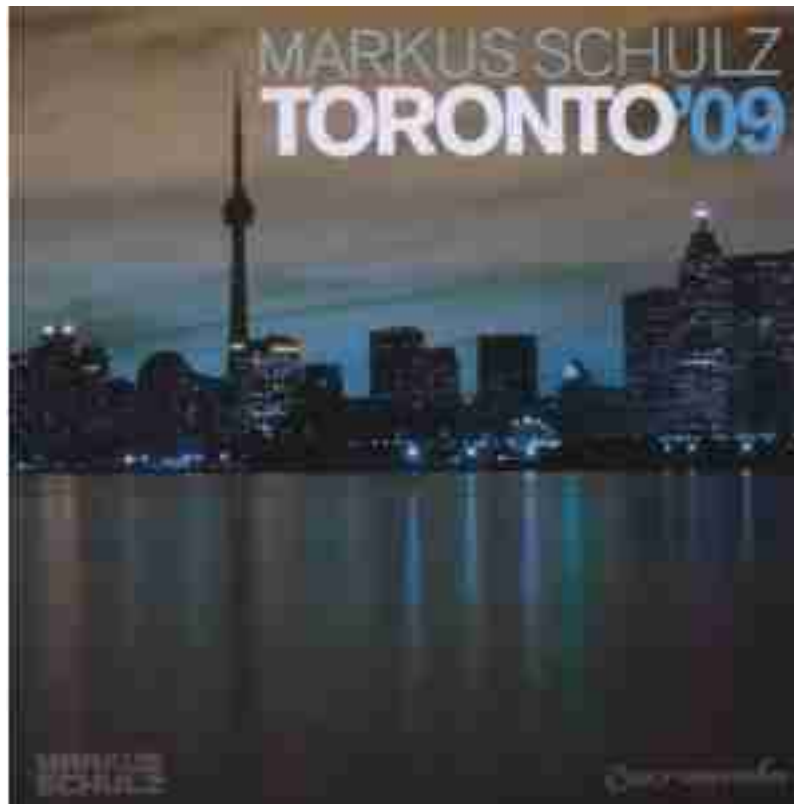
29. Sasha - Airdrawndagger



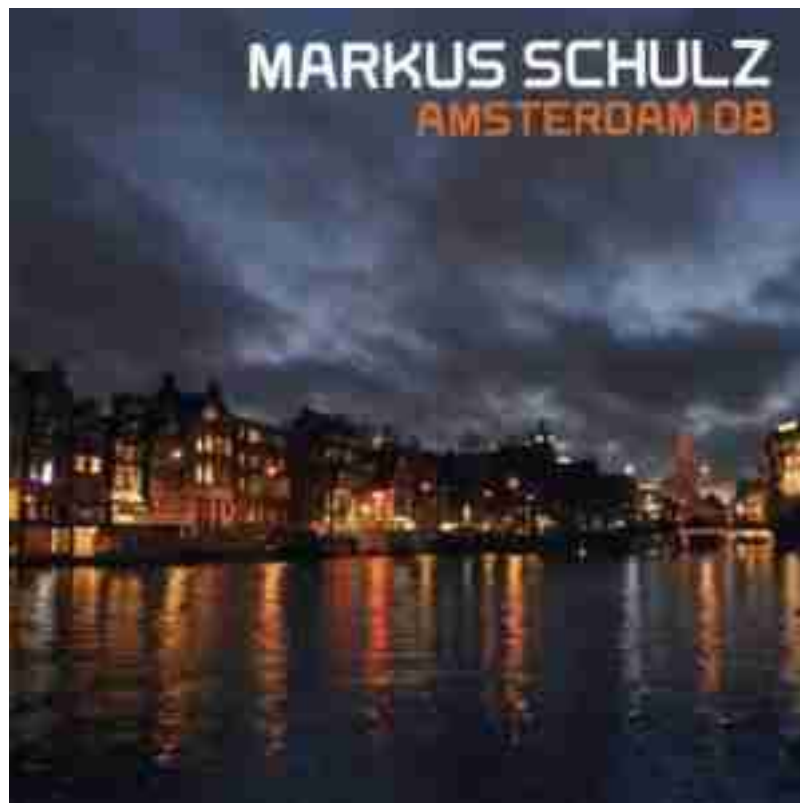
30. Ferry Corsten - Live At Innercity



31. Markus Schulz - Toronto '09



32. Markus Schulz - Amsterdam '08



33. Ferry Corsten - Once Upon A Night - The Lost Tapes



34. Paul Oakenfold - The Goa Mix 2011



35. ATB - DJ 5 in the Mix



36. Armin Van Buuren - Universal Religion 4



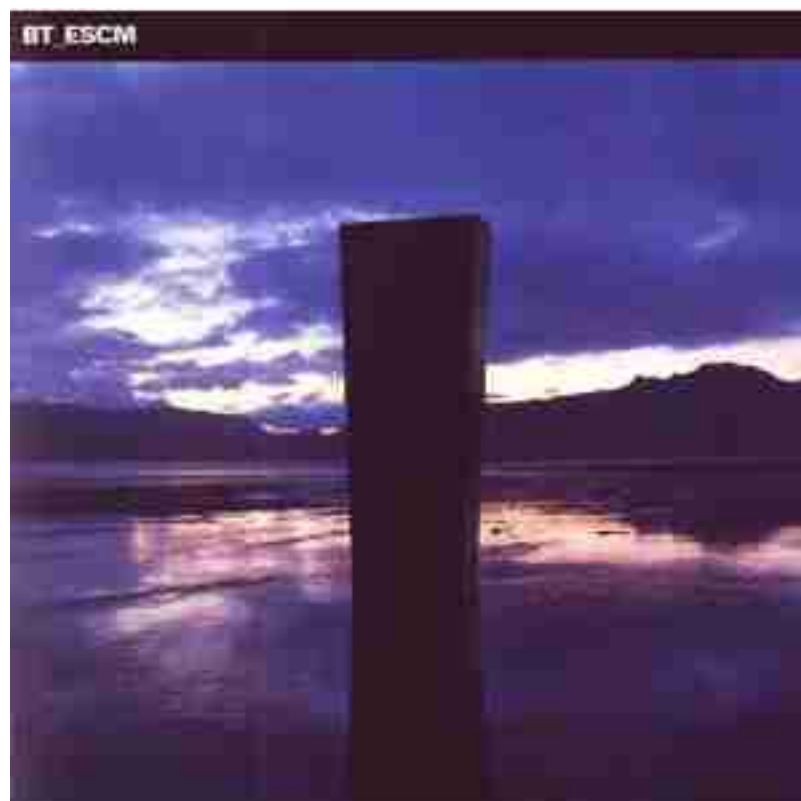
37. Armin Van Buuren - Universal Religion 3



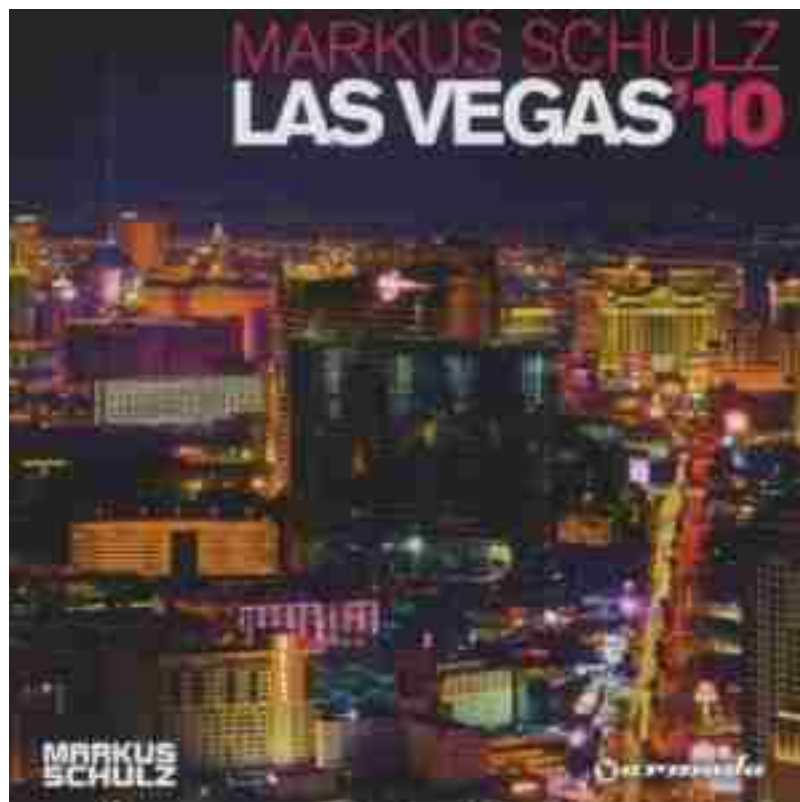
38. Armin Van Buuren - Universal Religion Chapter 1



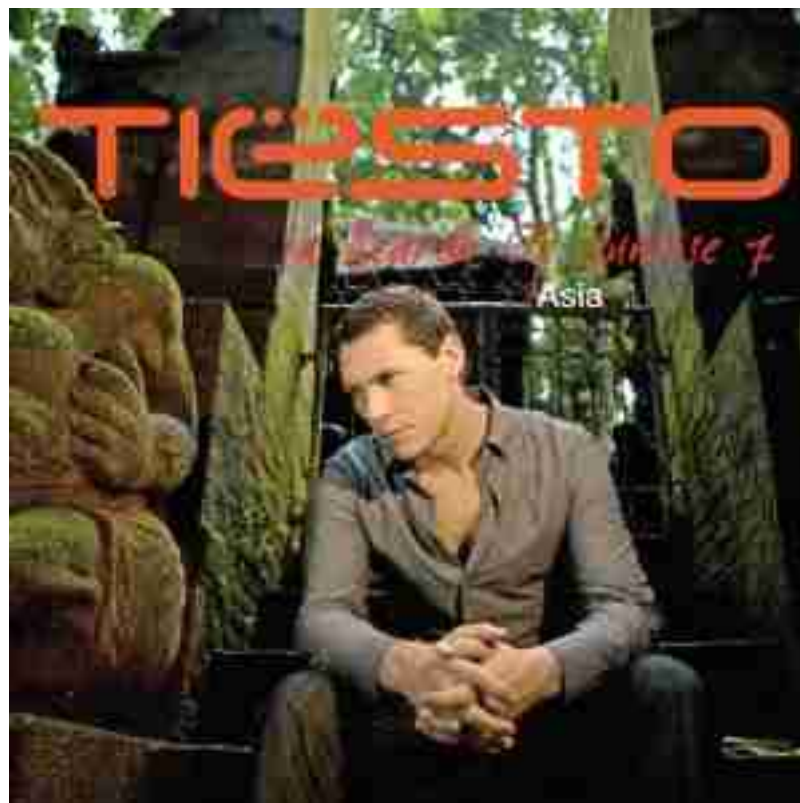
39. BT -ESCM



40. Markus Schulz - Las Vegas '10

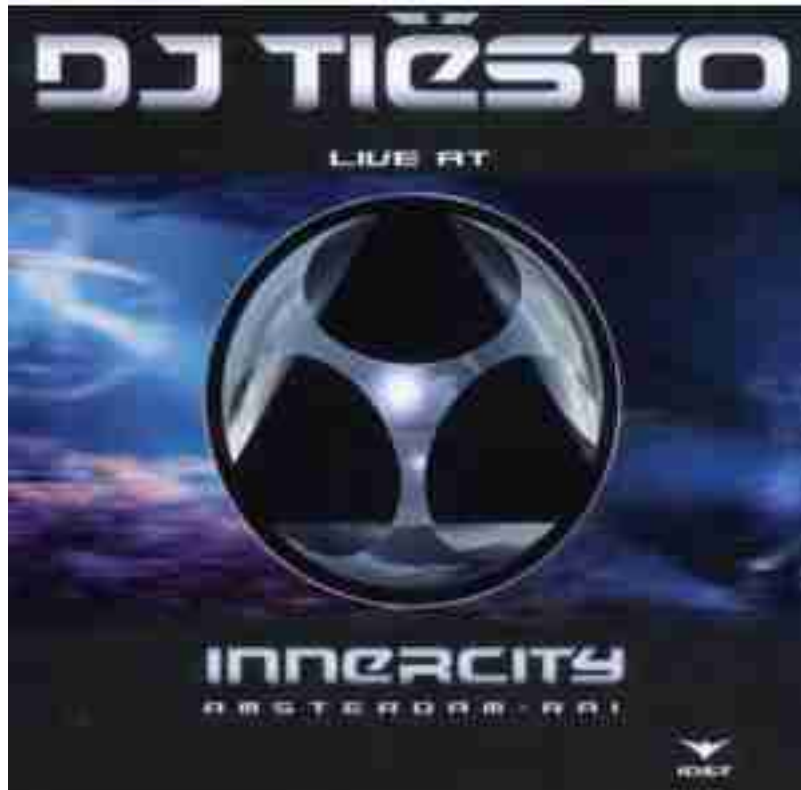


41. Teisto - In Search of Sunrise 7

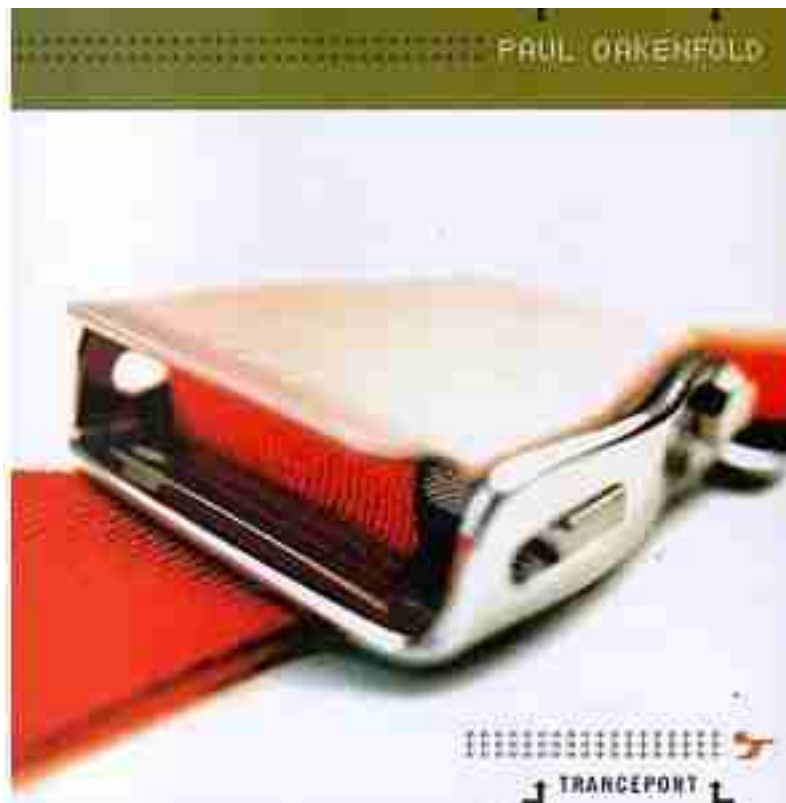


Getting more trance cds? Best bet is by collecting Armin Van Buuren's State of Trance annually.

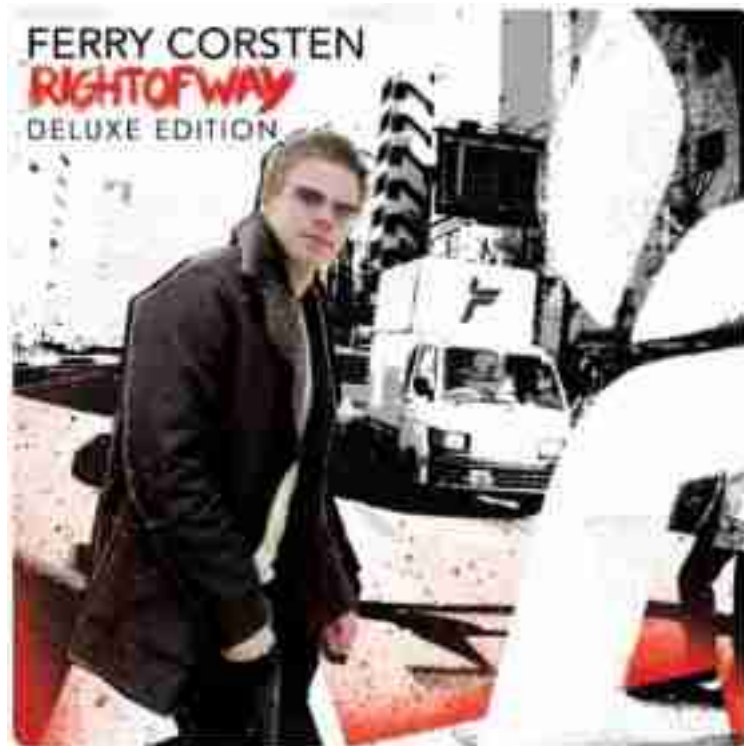
42. DJ Teisto - Live at Innercity



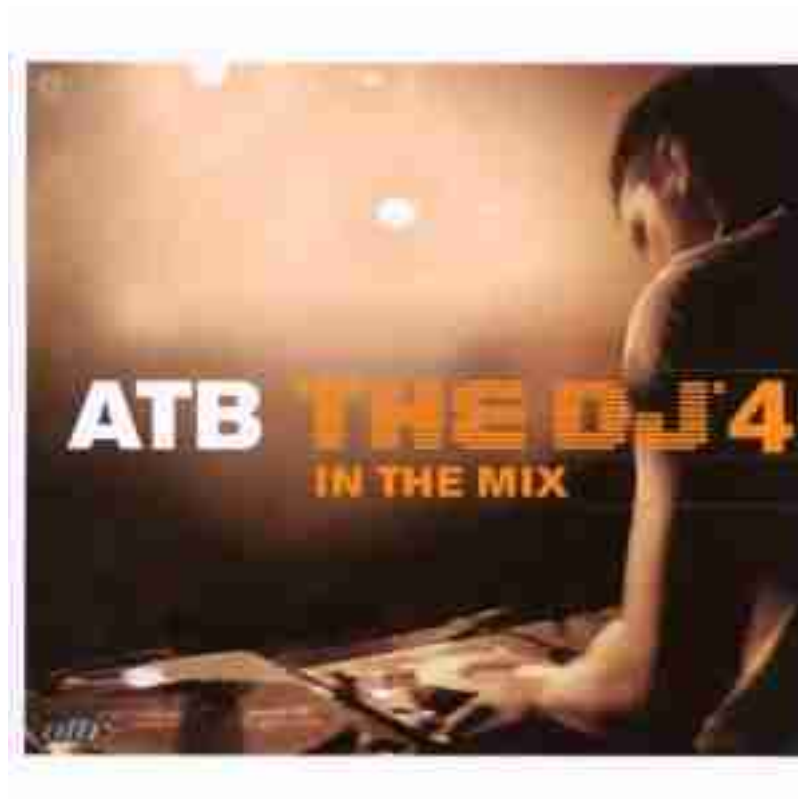
43. Paul Oakenfold - Tranceport



44. Ferry Corsten - Right of Way



45. ATB - DJ 4 in the Mix



46. Ferry Corsten - Once Upon a Night Vol 3



47. Teisto - In Search of Sunrise 6



48. Sasha - In2volver



State of Trance Classic CDs

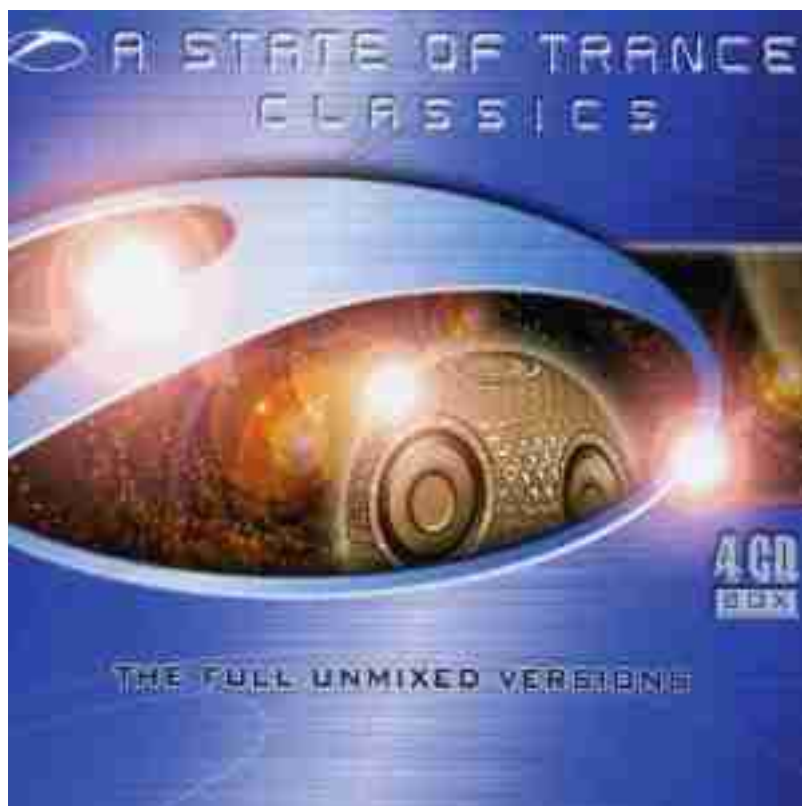
1. State of Trance Classics Vol. 4



2. State of Trance Classics Vol. 2



3. State of Trance Classics Vol. 1



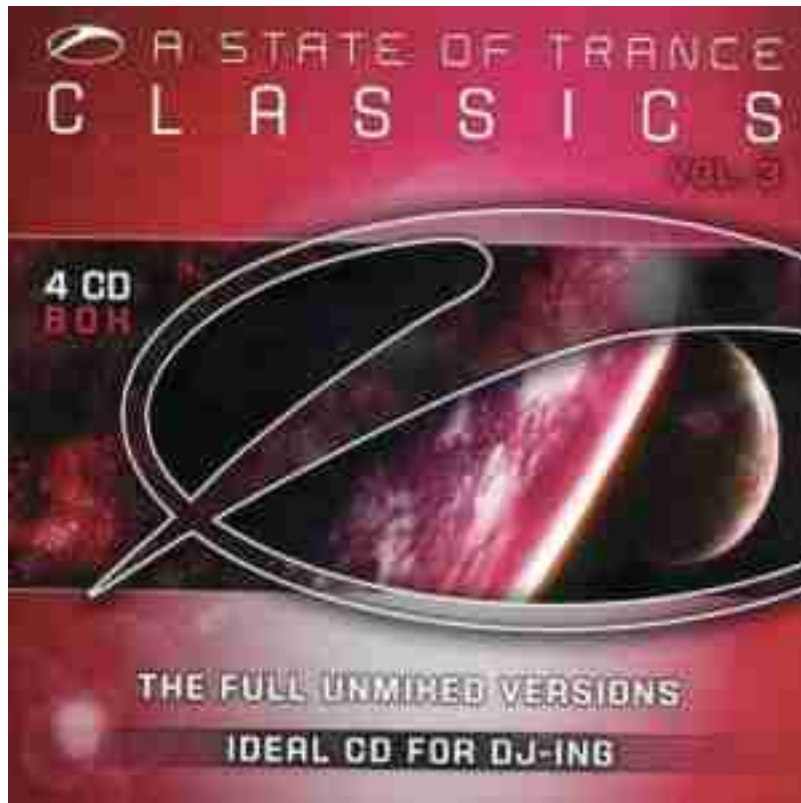
4. State of Trance Classics Vol. 6



5. State of Trance Classics Vol. 5



6. State of Trance Classics Vol. 3



oakleyses (2014-10-23 18:14:46)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:48)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

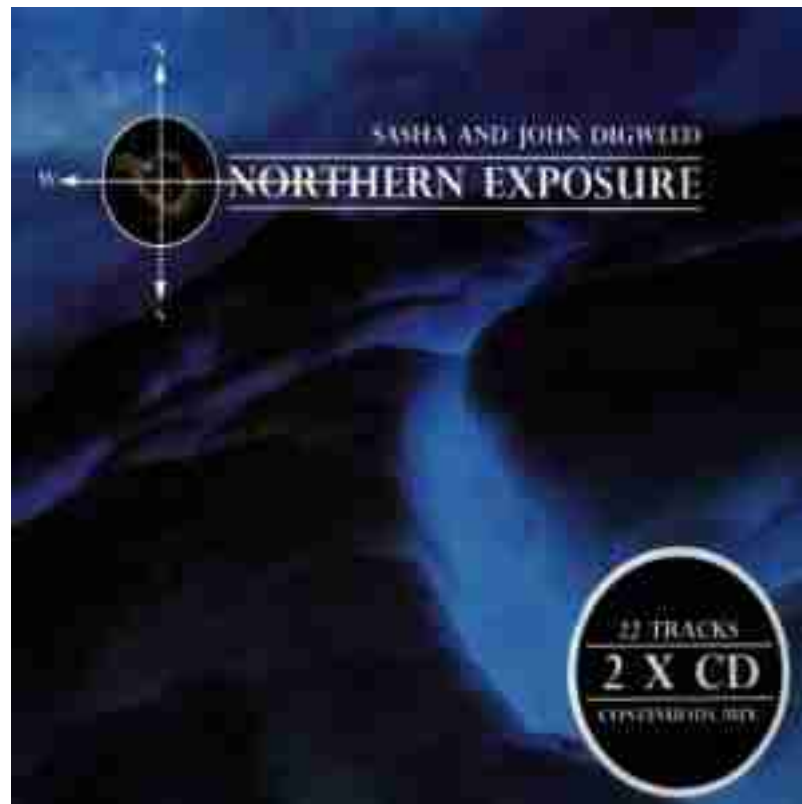
oakleyses (2014-10-23 18:17:13)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan

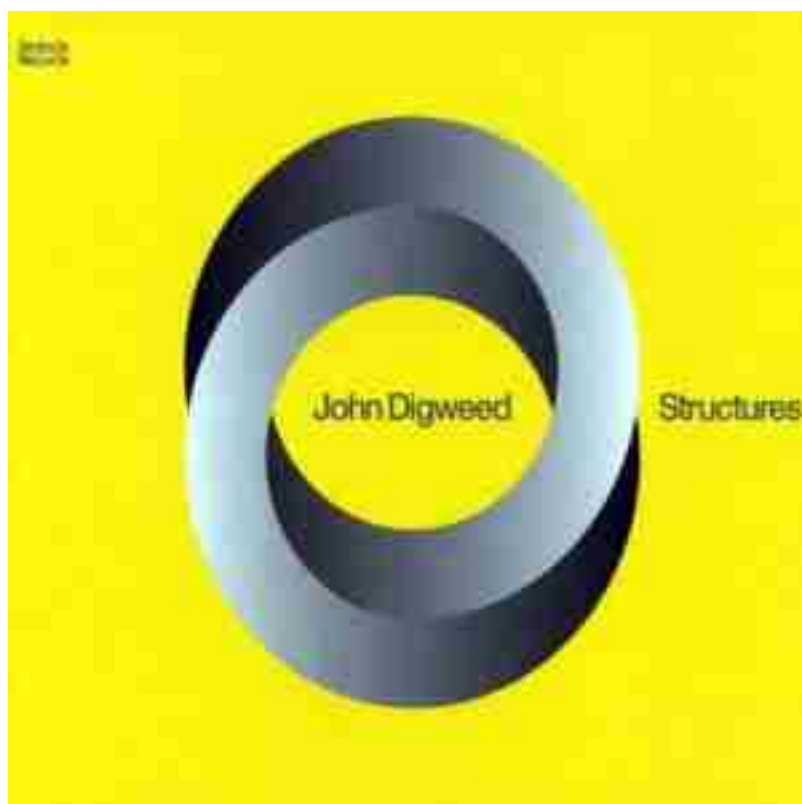
shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Best House CDs (2006-03-22 20:05)

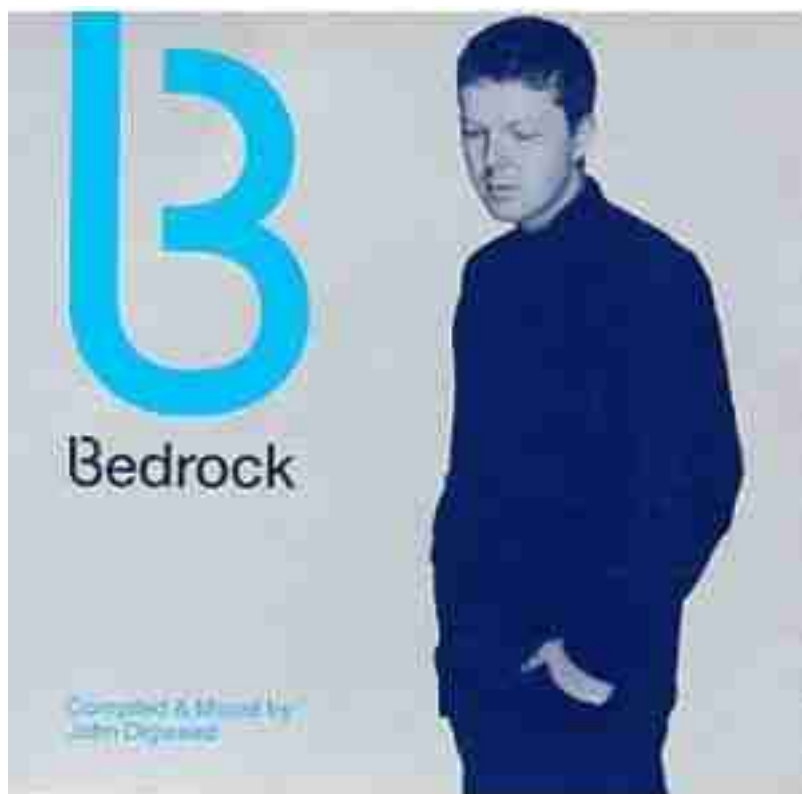
1. Northern Exposure - Sasha - John Digweed



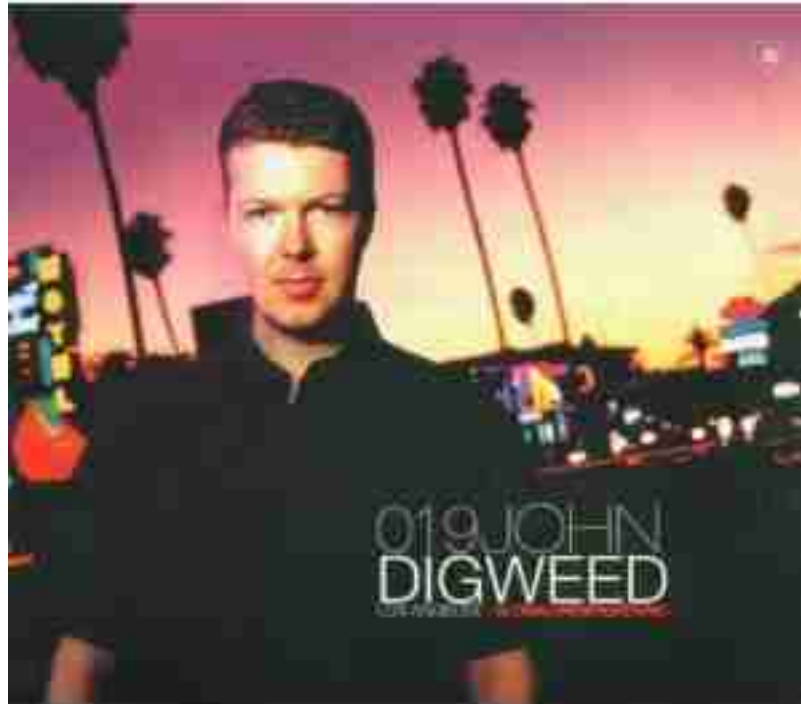
2. John Digweed - Structures



3. John Digweed - Bedrock



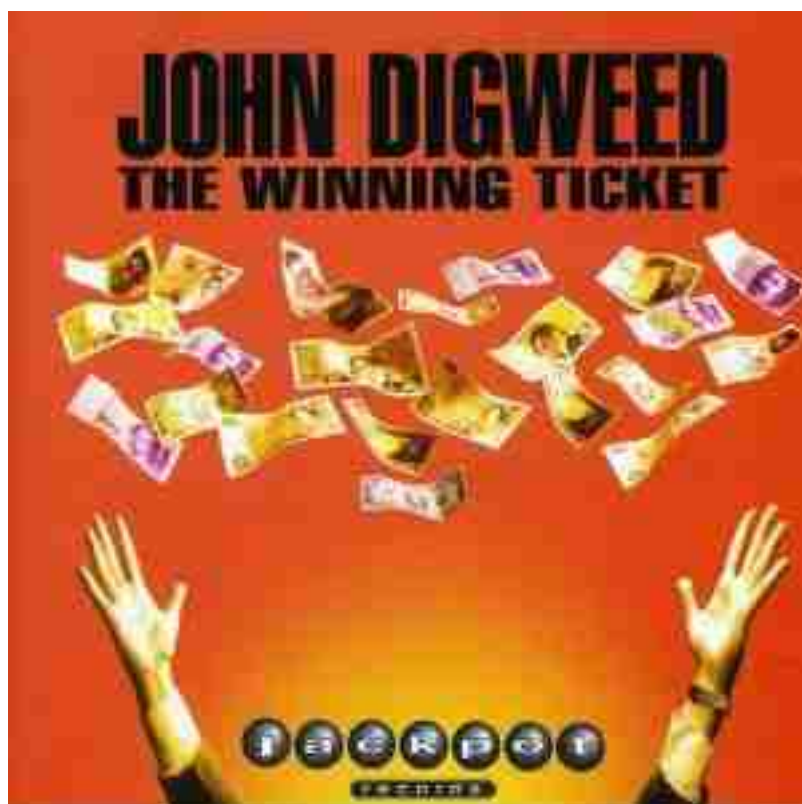
4. John Digweed - Global Underground 19: Los Angeles



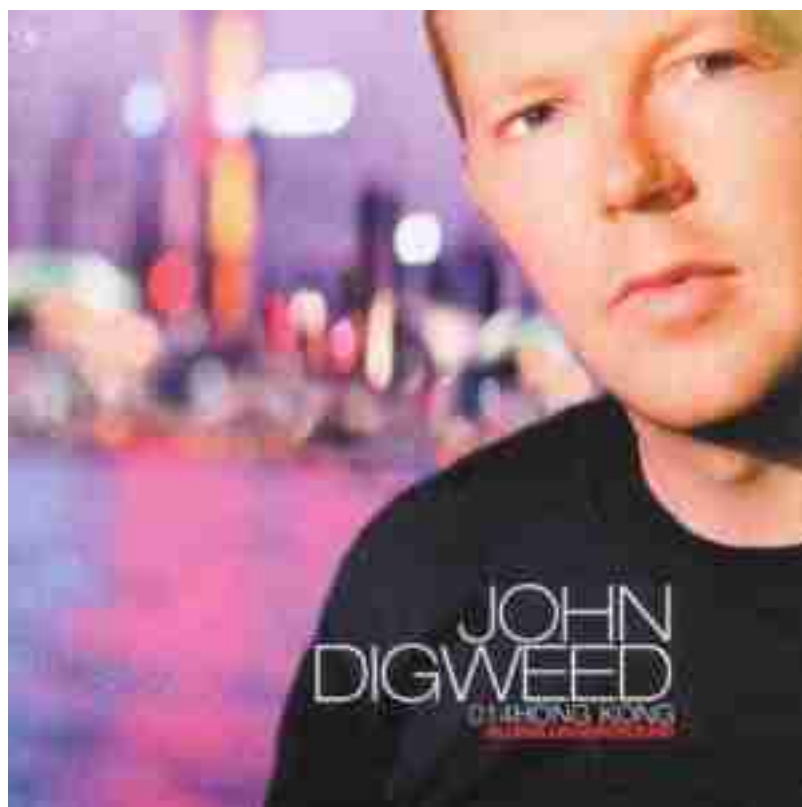
5. John Digweed - MMII



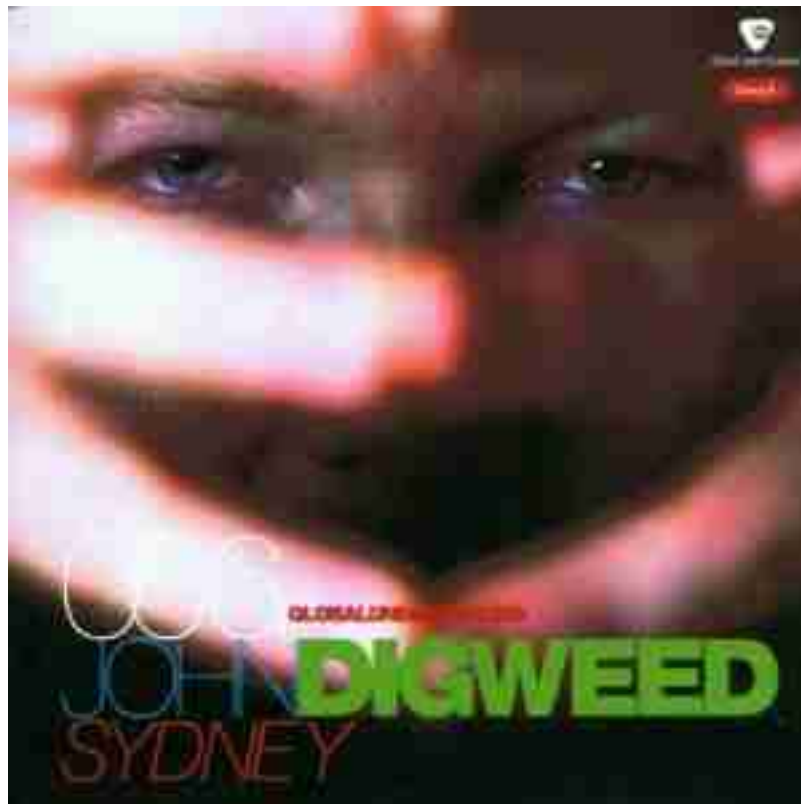
6. John Digweed - The Winning Ticket



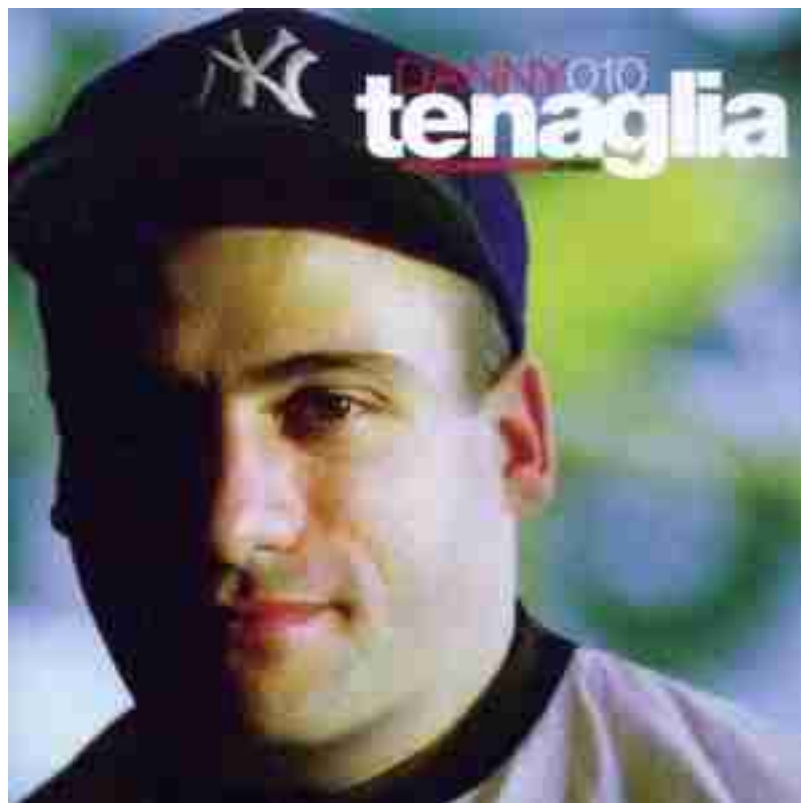
7. John Digweed - Global Underground 14: Hong Kong



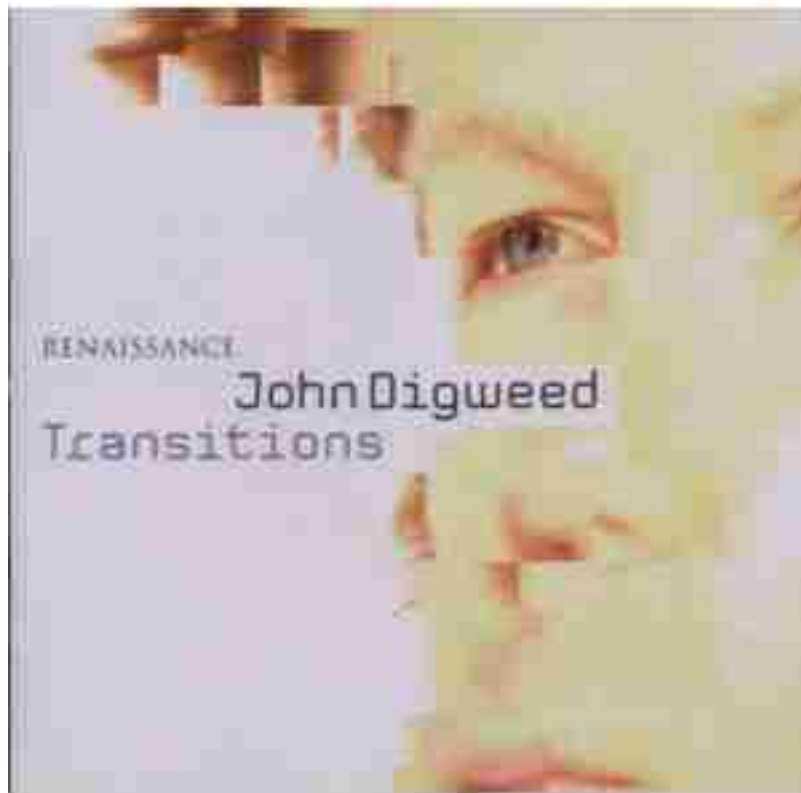
8. John Digweed - Global Underground 006: Sydney



9. Global Underground 10 - Athens - Danny Tenaglia



10. John Digweed - Transitions



Forerunner confirmed | Xbox Portable confirmed (2006-03-23 09:17)

X

The April 2k6 issue of Game Informer had an article on Bungie's new Forerunner game. Forerunner takes place in the Halo Universe on Halo Delta (speculation) in the beginning. At the end of Halo 2 the Covenant Elites (Generals) were betrayed by the evil side and have allied with the fictional United Nations Space Command. The theme of this game appears to be about the ancient Forerunner's ark who built the 7 ringworlds. There were eight in Halo Combat Evolved, but Halo Alpha was destroyed. Halo Delta was activated to self-destruct at the end of Halo 2, but the player stopped the count down. Forerunner it should start at Halo Delta. Forerunner plot might be Master Chief racing towards the Ark on Earth or the Moon. The Forerunners are the advanced civilization ruling the galaxy and created the Halos long before. The space age technology came from Covenant throughout the 27 years at war with them.

Elder Scrolls IV 360

Yesterday, I bought Elder Scrolls IV for Xbox 360 at Wal-mart. I didn't talk to no one there knowing they don't care (they got their own money) The #1 game for the console. Ghost Recon Advanced Warrior has better graphics, but Elder Scrolls IV is the most anticipated. It is also the first role playing game. I'll be getting GRAW next month when I can afford this awesome first person shooter. Must own next month! Metroid Prime Hunters for Dual Screen came out yesterday. I'll get it eventually. I decided not to get it now purely because I want GRAW sooner. GRAW is a first person shooter set in 2013 playing an army recognizance known as Ghosts taking place in Mexico City. It stands in for Forerunner.

Xbox Portable

I saw Microsoft's plans for Xbox Portable on IGN.com. Thought it was neat, but then thinking it wasn't a necessity. I love consoles more than handhelds. I buy a Nintendo DS game every 3 months. Microsoft should use a SD media card (like Nintendo DS) in the XBP so it doesn't have a battery problem. SD Cards will be 4 GB in 2009 when Xbox Portable comes out. It's stupid to pay lots of money for handhelds.

Saving up for Playstation 3

This year I'll try to get a Playstation 3 with 60 GB hard drive myself by preordering. If this isn't possible, I'll add Athlon 64 X4 with socket 940 Nforce4 mobo to the Christmas list. Then I'll pay Digital Garage to install it. I have an extra Biostar Nforce4 socket 940 mobo in my room left over when my PC wasn't fried. I've gotten away with it on Xbox 360 two months ago and got gaming PC of my dreams. Planning to have \$400 saved up before Thanksgiving. It'd help if I get money for my birthday which will help buy it. Whatever has the best score, I'll buy first. No ones helping me. Purely a enthusiast hobby.

Upgraded Random Access Memory

Also today I updated the Hellcat with an additional dual channel 1024 MB PC3200 because another gig of memory would make it faster despite the PC3200 and I suppose my theory was right. It was FREE!

What do I need a four core Athlon 64 for?

1. Better multitasking.
2. Faster audio compressing
3. Faster 64-bit Windows XP user interface
4. To have the fastest consumer CPU on the planet for 2 months period
5. Because I like computers and I want to show off the performance increase

Windows Vista Pro is retailing in January 2007. The beta of last month is 5.3.0860. Windows XP is 5.1.2600 when it came out in 2001. For me dual booting it with WinXP makes sense. I don't want to abandon WinXP if I can't run older games on Vista. I don't hate WinXP that much.

My Doom 3 for Xbox review

Okay, the latest game I am playing is the Xbox version of Doom 3. The difference between Xbox and PC (I own that too) is the graphics. Although you can tell it's Xbox running on 733 MHz Pentium 3 with 128 MiB Geforce3 instead of an Athlon 64 X2 4800 with 256 MiB Geforce (7 series) 7800 GTX overclocked. It matters little because you got the joysticks. Doom 3 uses the control system that made the first practical first person shooter for console, Goldeneye 007 on N64, an absolute delight to play in it's glory years. You trade the Z button for R trigger and the L trigger is for throwing grenades.

Course, everyone knows the game takes place in Hell! That's true. It does take place in Hell. Go got your flame spitting skulls, grim reapers, pretty intelligent zombies, and that kind of stuff you find in 1982 version of The Thing starring Kurt Russell.

On to the game play. It is 22nd century at least when there are space marines. Since the main character's name is Butch who sounds American...I'm betting he is an US space marine. Heck the "Sarge" is American. This game is very pro-American.

Now for the lunar first person shooter. The fact this game has next generation graphics (on PC) ported down to a current generation console with not too shabby first person shooter game play. Doom 3 is better than Doom 2. The most effective weapon in Doom 3 is the chainsaw. The chainsaw is an unmatched melee weapon in Doom 3. If you find a chainsaw, you're very well off in this game. It is what makes Doom....Doom. Butch is right handed.

The game hasn't gotten boring unless you're great at it and play the novice level which I admit is geared towards for casual gamers almost like myself. The fact that a casual gamer can play Doom 3 is there. My parents don't play videogames. There is veteran which is basically Doom 3 on notice level, but damage is much more and it takes more gun shots to drop an enemy.

After Half-life 2, Halo 2, Doom 3 is easily the 3rd best looking first person shooter on Xbox. It looks better than Halo because the engine isn't build as a launch title. It was a proven concrete PC game. iD Software had lots of practice before down porting it to Xbox. A very professional port I must say.

The sound is lossy compressed, but is excellent quality codec wise. The game isn't even supported by Pro Logic 2 or Dolby Digital and it sounds great. The grown and moans sound above average. The voice actors have been practicing their lines for sure! Highest quality moans in a videogame. The whole game is voice acted. Butch constantly get shortwave band messages over his shortwave radio. All the radio messages are understood well by any high school student. This game is definitely for young and old regardless of IQ. The directions are straight forward with some miscellaneous taunts to make it feel so adult-like. You got swearing taunting too making it feel kind of realistic. The whole game is obviously borrowing of the USMC recruits way of life.

Sometimes you have to save human survivors from undead creatures. If you save him....you'll get an reward (like unlocked doors).

On a personal note. I looked at gamefaqs's Doom 3 codes and got every locker number pad combo in the game because I don't have time for messing around. Times a wasting!

The game does get harder. Butch faces enemies hidden in the shadows so mind myself not to be very careless with ammo. It uses Resident Evil's famous dodge the undead feature because you'll eventually run out of ammo and you better have some place to run before zombies eat yeah alive! That's what the lockers are for...for some cushion because no body's perfect and tend to waste a little more ammo than a veteran would. I am not perfect. Return to Castle Wolfenstein is also for Xbox, and it plays somewhat nicer. Game play has definitely an edge over the PC game with WASD, CTRL, C, spacebar and mouse. Same PC control setup done since Doom. The analog pad is nicer. I am no longer a hardcore PC gamer. I shifted from PC to console in the last 2 yrs. Most gamers admit they've done the exact same. PC games aren't as much fun anymore.

Revolution is Nintendo Go? (2006-03-24 03:59)

I found this off a Nintendo forum. Seems to be the real name of Revolution.

X

I think it spins. Do you like the logo, and "NGO" abbreviation? I liked "Nintendo Revolution" better. I wanted to call it the "Rev". I found out that "go" is the Japanese word for "five" and the N5 was one of the names forum users called it.

New tech specs

The Broadway CPU runs at 729MHz according to Nintendo specifications

The Hollywood GPU runs at 243 MHz and is actually an integrated "system-on-a-chip" that includes "GPU, DSP, I/O bridge and 3MBs of texture memory"

The system RAM is divided into 24MB of "main" 1T-SRAM and 64MB of "external" 1T-SRAM; access speed for both banks is the same.

kerry (2006-03-24 16:25:00)

Hi, I've enjoyed visiting your blog. I am trying to get my zen mp3 players site up and running. At the moment I am concentrating on the Zen Touch and Zen Sleek. Sadly, the Zen micro does not appear to still be available from Creative.

I've certainly got some way to go before that site meets the standards of your blog.

oakleyses (2014-10-23 17:23:34)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:38)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots,

asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:39)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Found a MPEG4 AVC encoder (like Blu-ray and HD-DVD video) (2006-03-26 12:56)

X264 Encoder that plugs into everything (doesn't require NETFRAME 1.1)

MPEG4 AVC is suppose to be better then DivX resulting with much improved picture at the same filesize! It's called X264 and VideoLAN decodes it.

DivX is based on stolen Microsoft H263 codec.

X264 is based on H264 speculation



Download (edit: added most recent build) <http://mirror01.x264.nl/x264/force.php?file=./revision486/x264-486-install.exe>

directory: <http://mirror01.x264.nl/x264/>

It plugs into all video converting tools including movie makers, (MPEG - AVI) converters and stuff.

I downloaded RealAnime 4 video converting tool with X264 (March 2, 2006 build) and AACplus encoders. If you've decided to use RealAnime maybe update the X264.exe file in C:\Program Files\RealAnime 4\bin directory by seeing <http://mirror01.x264.nl/>



The first movie I want to encode in X264 is **War of the Worlds**. My x264 copy will be 1188 kbps at 640x480. The movie will probably look really good. MPEG4 AVC is what Blu-ray and HD-DVD will use for video.

Wikipedia on DVD-9 soon (2006-03-31 16:09)

Wikipedia (the GNU encyclopedia) is in the process of making it's first DVD. This has everything on their servers, but it's not released yet. Will be at least 8.3 GB data /w some jpeg, pngs, and php files.

Some of the PNGs downsized to JPEG thumbnails get really big. 40k for a tiny thumbnail! That's because the jpeg encoder on wikipedia has awful compression. The only way it's not awful is when it's resizing jpeg images. People on there only care about pixel size. The images are normally slightly bigger then what a thumbnail should be.

I downloaded Suse Linux 10.1 beta 8, but the installation froze at the beginning of Disc 2 on my Hellcat forcing me to stay with Suse Linux 10.0 instead. The CDs have the bleeding edge open source software including the latest Linux kernel (OS engine), KDE 3.5.1 (user interface), and any March 2k6 software available. Something was up (wrong) with the helix engine in amaroK 1.3 and it didn't play music at all. The pro helix engine is messed up and I don't know how to install Gstreamer! Fortunately that's the only thing wrong with Suse 10.0. The 32-bit OSS edition may work okay. I also downloaded Ark Linux CD with KDE 3.5.1 and 2.6.17 kernel.

I can't ignore Square-Enix even if I tried. That's like ignoring Microsoft.

PS2 games I might buy (tight budget)

- Atelier Iris 2

- Kingdom Hearts 2

I wonder if my only friend Randy will make it over tomorrow so I can have a player 2. I would like a girlfriend, but I won't go searching for one. Way too interested in the internet, videogames, and myself.

Oh yeah, and I watched the Bridge Too Far DVD shortly after it was on American Movie Classics channel because I wanted to see a war movie. All was good

8.4 April

Played Metroid Prime Hunters and Elder Scrolls IV | catagorized computers from worst to best (2006-04-04 12:03)

Friday, I purchased Metroid Prime Hunters at Wal-Mart because I like Samus Aran. I've played this first person shooter (Nintendo's very first one) and Nintendo done great with the graphics. I took the stylist in the right hand and held the DS while strifing with my left hand. The stylist feels like a mouse cursor driven by a pen. I don't go as far back to Metroid although I have Metroid Zero Mission for GBA and have Metroid unlocked in Metroid Prime. I like oldschool games which is why I decided to support Nintendo and GBA. I'd use my Gameboy Player for Zero Mission because I can enjoy it on my 25" LCD TV if I ever complete MP Hunters! Frame Rate is really smooth, no noticeable gfx glitches, but I constantly loose the grip with my left hand so I have to hold it at the perfect angle. The music is near CD quality having professional remixes of Super Metroid music. The game fits on a 256 MB (1 Gigabit) SDcard. This online multiplayer deathmatch aspect will never be played online.

I tried out some more Elder Scrolls IV by playing it roaming around collecting money. I am a barbarian got a long sword in the sewer so I could level up to the point of killing an Imperial guard so I could loot him for his plated armor and not be seen. He is too skillful for my primitive character level. The draw rate is just as amazing as the PC version of Elder Scrolls III Morrowind. I am on level 2 and I got some swords from the sewer and I ready to fit animals. In Morrowind, if I jumped and looted at the same time, my chances of being seen were minimal. It's a glitch I read about in a FAQ. This cheat may or may not work in Elder Scrolls IV. The game is great. There is plenty to do. The replay value is immeasurable!

Last week I purchased the other best game for Xbox 360....G.R.A.W. Note that the Xbox, Gamecube, and PS2 versions are all mediocre. I was smart enough to stay away from them. There are many graphical glitches, bad generic textures, robotic movement, poor ally or enemy AI making these them all uninteresting. As you might know this is a tactical first person shooter (ie Battlefield 2.)

I am looking forward to that aircraft simulation Ace Combat Zero: The Belkin War for PS2. Some ways I'd rather have it then Kingdom Hearts II. I haven't played Ace Combat 5 since it came out last year which doesn't bother me because I will still buy Ace Combat Zero when it comes out on the last week of April. I save \$10. That's a long time to not spend money I know. I'm sure it plays better then Ace Combat 5. The graphics look amazing for PS2 which is dated. And believe it or not there isn't nothing for current generation I don't already have that I want.

Here is what I believe is the worst to best computer list. All I remember is Sega Dreamcast ran on the Sega Naomi with Hitachi SuperH 4 128-bit RISC clocking at 206 MHz and Sega Saturn ran on two 32-bit Hitachi SuperHs and a 32-bit SuperH 2.

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- 37.) Gizmondo
- 36.) Tapwave Zodiac
- 35.) Atari Jaguar
- 34.) Commodore Amiga CD
- 33.) 3DO
- 32.) Sega CD
- 31.) Sega Nomad
- 30.) Sega 32x
- 29.) Sega Masters
- 28.) Sega Saturn
- 27.) Sega Game Gear
- 26.) Atari ST
- 25.) Atari 7800
- 24.) Acorn Archimedes
- 23.) Apple II
- 22.) Ngage
- 21.) Atari Falcon
- 20.) Commodore 64
- 19.) Sinclair ZX Spectrum
- 18.) Commadore Amiga
- 17.) Neo Geo or Neo Geo CD
- 16.) Neo Geo Pocket
- 15.) Sega Genesis
- 14.) Gameboy
- 13.) NES
- 12.) Super Nintendo
- 11.) PSP
- 10.) Gamecube
- 9.) Nintendo DS
- 8.) Nintendo 64

- 7.) Gameboy Advance
- 6.) Sega Dreamcast
- 5.) Playstation
- 4.) Xbox
- 3.) PS2
- 2.) Xbox 360
- 1.) PC

This is Ian signing off bored as hell.

PS2 Emulation! (2006-04-08 18:13)

Yesterday, I went into Game Quest and asked this black guy (working there for 2 yrs) to give me Kingdom Hearts II...the most popular game right now. People like Final Fantasy so they're treating KH II as any Final Fantasy game. And I finally got to emulate the rendered cut screen of Final Fantasy X with PCSX2 at 9 fps. It's not in playable form until 686/786 CPUs are 11 times more powerful than The Emotion Engine. The latest version 0.9 (major release) was on the internet for 4 days.

X

X

Download PCSX2 0.9

PS2 NTSC BIOS (put into BIOS Directory)

PSX NTSC BIOS (put into BIOS Directory)

So far PCSX2 0.9 runs:

Final Fantasy X

Final Fantasy X2

Ridge Racer 5

And I learned that you can dump PS2 game images onto a 200 GB hard drive with **HDAdvance 3.0** using a PS2 network adapter while at Game Quest in River Falls, WI. It caches loading times instantly so no loading times are existent. This is supposedly illegal to have because PS2 isn't meant to be played that way. Sony knows about this because they're doing a download service for PS and PS2 games the same way. I am sure this makes the experience better, but I am not doing it.

Today, I decided to stay home read how Sony Computer Entertainment may or may not go bankrupted eventually after bank reserves costing them \$850 to manufacture each PS3. One site quotes, "PS3 production pricing at this point has been laid out to be anywhere from \$850 - \$956 per unit, meaning there will be a loss on each machine of approx \$250 - \$350 per console sold. If one million consoles sell in the first day of availability Sony will have wiped their entire financial gain for all of 2005 in under 24 hours."

Anonymous (2006-04-09 15:48:00)

Black guy eh?

Ian's Smashing Good Blog Site (2006-04-14 09:35:00)

Yeah, the god damn niger gave me Kingdom Hearts. LOL.....

Come on I was being non-racist. He was different and pirates videogames. Yeah, I don't relate well to pirates.

Watched Jonny Quest (2006-04-14 09:20)

Randy, I really miss you. You were my friend since BSA in 6th grade. Now, on Good Friday, you didn't call back. I am only able to play Atelier Iris Eternal Mana. I am approx at the beginning. I learned that you can get free elements by smashing it with a alchemist mace. It's a high res 2D RPGs with 2.5D backgrounds. The story line is okay. The anime inspired vector art is cute. It's a story line an average 14 yr old would think is cool. I gave this game a chance because it's there even if there are much better games.

Yesterday, I decided to watch 1965 Jonny Quest episodes I have on VHS. It's true you got Jonny, the protagonist, Race, the ex-CIA agent, Dr. Quest, the brilliant scientist, Hadji, the adopted Indian, and Bandit the family bulldog in exotic Cold War era locations. I watched 8 or 9 episodes before stopped playing it. The VHSs is old enough that it gets off track at moments (air pockets most likely). I taped this before it aired on Boomerang during the 3 day marathon sometime in 1996.

There is a 26 episode DVD box set of Jonny Quest for \$29.99. It's even digitally remastered, much better than low-res VHS. I am undecided if I want it because it's sort of waste. It got good reviews at Amazon.com. 1964 is suppose to be the best. I taped all these episodes on three blank VHS tapes on lowest quality. My favorite must've been "The Robot Spy" Quite interesting.

1964 - 1965

1. "Mystery of the Lizard Men"
2. "Arctic Splashdown"
3. "The Curse of Anubis"
4. "Pursuit of the Po-Ho"
5. "Riddle of the Gold"
6. "Treasure of the Temple"
7. "Calcutta Adventure" (origin of Hadji)
8. "The Robot Spy"
9. "Double Danger" (first episode produced)
10. "Shadow of the Condor"
11. "Skull and Double Crossbones"
12. "The Dreadful Doll"
13. "A Small Matter of Pygmies"
14. "Dragons of Ashida"
15. "Turu the Terrible"
16. "The Fraudulent Volcano"
17. "Werewolf of the Timberland"
18. "Pirates from Below"
19. "Attack of the Tree People"
20. "The Invisible Monster"
21. "The Devil's Tower"
22. "The Quetong Missile Mystery" (title card shows 'The "Q" Missile Mystery' for the 1964-65 season's re-run of this episode)
23. "House of Seven Gargoyles"
24. "Terror Island"
25. "Monster in the Monastery"
26. "The Sea Haunt"

1986

1. "Aliens Among Us"
2. "Deadly Junket"
3. "Forty Fathoms Into Yesterday"
4. "Vikong Lives"
5. "The Scourge of Skyborg"

6. "Monolith Man"
 7. "Peril of the Reptilian"
 8. "Nightmares of Steel"
 9. "Skullduggery"
 10. "Temple of Gloom"
 11. "Creeping Unknown"
 12. "Secret of the Clay Warriors"
 13. "Warlord of the Sky"
-

X360 (2006-04-14 18:02)



The Xbox 360, known during development as the Xenon, Xbox 2 or the Xbox Next, is the successor to Microsoft's original Xbox video game console. The Xbox 360 console was officially unveiled on MTV on May 12, 2005, with detailed launch and game information divulged later that month at the prominent Electronic Entertainment Expo. Upon its release on November 22, 2005 in North America, December 2 in Europe, and December 10 in Japan, the Xbox 360 became the first console to have a simultaneous launch across the four major regions. It also serves as the first entrant in a new generation of game consoles and will compete against the forthcoming PlayStation 3 and Nintendo Revolution.

Microsoft's current retail strategy involves two different configurations of the Xbox 360 in most countries: the Xbox 360 SKU, frequently referred to as the "Xbox 360 Premium Package"; and an Xbox 360 Core System SKU. The Core System is not available in Japan, instead Microsoft offers a package identical to the Xbox 360 SKU for ¥37,900. Japanese pricing of the console has drawn some criticism, as customers there are able to purchase the Xbox 360 full package, albeit one region-coded for Japan, for a lower price than in other countries. Additionally in Australia and New Zealand the Xbox-Live Headset in the Xbox 360 "Premium Package" is replaced with the Universal Media Remote.

BusinessWeek magazine compiled a report that estimates the total cost of components in the "premium" bundle at \$525 USD, sans manufacturing costs, meaning that Microsoft is losing money on every Xbox 360 system sold. It should be noted that the strategy of selling a console at a loss or near-loss is common in the console games industry, as console makers can usually expect to make up the loss through game licensing. Furthermore, since Microsoft owns the intellectual property rights to the hardware used in the Xbox 360, they can easily switch to new fabrication processes or change suppliers in the future in order to reduce manufacturing costs. This flexibility stands in contrast to the situation faced with the original Xbox, which contained a processor from Intel (a slightly modified Pentium III) and a GPU from NVidia (a modified GeForce 3), both of which were proprietary processors sold to Microsoft at an inflated market price. Because of the added expense of these chips and the inclusion of a hard drive component, Microsoft was never able to reduce Xbox manufacturing costs below the break-even point. As a result Microsoft's home entertainment division posted a loss through nearly every quarter of the console's lifecycle. Microsoft is predicting that with the Xbox 360 a greater market share and falling hardware costs will eventually make system sales profitable.

The Xbox 360 was released on November 22, 2005 in United States, Canada and Puerto Rico, December 2, 2005 in Europe, December 10, 2005 in Japan, February 2, 2006 in Mexico and Colombia, February 24, 2006 in South Korea, March 16, 2006 in Hong Kong, Singapore, and Taiwan and March 23 in Australia and New Zealand after a 3-week delay.

Because of a manufacturing bottleneck Microsoft was not able to supply enough systems to meet consumer demand in Europe or the United States. Many potential customers were not able to procure a console at launch and the dearth of availability led to Xbox 360 bundles selling on eBay at grossly inflated prices. By year's end Microsoft had sold only 1.5 million units; including 900,000 in North America, 500,000 in Europe, and a meager 100,000 in Japan. Low Japanese sales are partly attributed to the poor selection of launch titles in the region - only six games were initially offered and eagerly anticipated titles like Dead or Alive 4 and Enchant Arm were not released until several weeks after launch.

Controllers

Up to four controllers are supported by the Xbox 360, including wired and wireless gamepads. The wired gamepads may be connected to any of the three USB ports located on the console, or to a USB hub. A USB keyboard is also supported, but only for inputting text.

Gamepad

The Xbox 360 gamepad design is similar to the Type-S gamepad from the original Xbox. Unlike the Type-S, the Xbox 360 gamepad features only two analog (pressure sensitive) buttons - the left and right triggers. Also the black and white buttons have been replaced with the right and left bumpers and an Xbox Guide button has been added to the center. Wired gamepads feature a nine foot (2.74 m) long cord with a break-away feature. They can be used with any USB and Windows equipped computer. Wireless gamepads have a range of about 30 feet (9 m) and use either two AA batteries or a NiMH rechargeable battery pack. When a gamepad is plugged in, or - in the case of wireless gamepads - turned on, a quadrant of the LED "Ring of Light" around the power button is lit up, indicating connection and ordering (1st player corresponds to the upper-left quadrant, 2nd player to upper-right, etc.) The "Ring of Light" also adorns the Xbox Guide button; it will flash in case of a low battery warning on the wireless gamepad.

Xbox 360 faceplates

The default white faceplate can be replaced with a range of custom designs, each to be sold separately. Microsoft has also distributed two promotional faceplates, one for those present at the E3 2005 unveiling and one for VIP X05 attendees. The prices of these custom designs are around \$20 with more to be released by third party manufacturers.

AV connection

Adapters and cables are available for TOSLINK, RCA (audio and video), S-video, Component video, VGA, D-Terminal, and SCART connections, depending on regional standard.

Other

Detachable hard drive: An optional detachable SATA 20 GB hard drive is used for the storage of games, music, downloaded trailers, levels, demos, player preferences, and community-created content from Xbox Live Marketplace; it may also be used to transfer such content between Xbox 360 units. It will also be used for backward compatibility with original Xbox games. Only 13 GB of this hard drive are available to the user; the rest is reserved for the system and games. According to J Allard, the chief of Microsoft's Xbox division, Microsoft may sell larger capacity detachable hard drives for the Xbox 360 in the future, and territories outside of North America may have a differently sized hard drive in the retail unit.

Rechargeable battery pack: This nickel metal hydride battery pack provides up to 30 hours of continuous gaming for the wireless controller. It is recommended in place of disposable AA batteries (which differ slightly in voltage). It also ships as part of the Play & Charge Kit.

Play and Charge kit: allows the controller to be recharged while "playing" by plugging the wireless controller into one of the USB ports used by wired controllers. Also includes the rechargeable battery pack.

Memory Unit: a portable 64MB device which allows the transfer of saved games, in-game achievements and unique gamer profiles to other Xbox 360 consoles.

Wireless Networking Adapter: The Wi-Fi (802.11a, 802.11b, and 802.11g) adapter is sold separately and will be sold for \$100/€80/£60/C \$130/¥8,925. Using an official or third-party wireless bridge the console will automatically detect and link up with other Xbox 360 consoles that are within range and form a mesh network.

Headset: allows gamers to talk to each other when plugged into the controller's expansion port and connected to Xbox Live. Some upcoming Xbox 360 titles may benefit from voice command too. It has an in-line volume control and a mute switch.

Universal Media Remote: assists in the playing of DVD movies and music (although the console can play such media without the remote), and offers controls for a TV or Windows XP Media Center Edition 2005-based PC. The universal media remote is a bigger version of the media remote that was initially shipped with the premium version of the console (which is no longer available). Both remotes allow basic control of games, along with being able to navigate the dashboard. The remote controls interface with the Xbox 360 via infra-red.

Hardware Speculations

Central processing unit



The central processing unit (CPU), named Xenon (Microsoft) or Waternoose (IBM) is a custom IBM triple-core PowerPC-based design.

90 nm process, 165 million transistors

Three symmetrical cores, each one SMT-capable and clocked at 3.2 GHz

One VMX-128 (IBM's branding for AltiVec) SIMD unit per core

128×128 register file for each VMX unit

1 MB L-2 cache (lockable by the GPU) running at half-speed (1.6 GHz) with a 256bit bus

51 gigabytes per second of L-2 memory bandwidth (256bit x 1600 MHz)

dot product performance: 9.6 billion per second

115 GFLOPS theoretical peak performance

ROM storing Microsoft private encrypted keys

Graphics processing unit



The graphics processing unit (GPU) is a custom ATI "Xenos" chip. (Developed under the name "C1", sometimes "R500")

325 million transistors total

500 MHz parent GPU (90 nm process, 235 million transistors)

500 MHz 10 MB daughter embedded DRAM framebuffer (90 nm process, 90 million transistors)

o NEC designed eDRAM has internal logic for color, alpha blending, Z/stencil buffering, and anti-aliasing.

o 8 Render Output units

48-way parallel floating-point dynamically-scheduled shader pipelines

o 3 groups of 16 arithmetic logic units

o 1 ALU per fragmentpipe for vertex or pixel shader processing

o Unified shader architecture (This means that each pipeline is capable of running either pixel or vertex shaders.)

o Support for DirectX 9.0 Shader Model 3.0, limited support for future DirectX 10 shader models

o 2 Shader operations per pipe per cycle

o 96 Shader operations per cycle across the entire shader array

o Shader performance: 48 billion (48,000 million) shader operations per second (96 shader operations x 500 MHz)

o Xbox 360 GPU is capable of doing two of those shaders per cycle. If programmed for correctly, the Xbox 360 GPU is capable of 96 billion shader operations per second. Compare this with ATI's current PC add-in flagship card and the Xbox 360 more than doubles its abilities

16 Filtered & 16 unfiltered texture samples per clock

Maximum polygon performance: 500 million triangles per second

Texel fillrate: 8 gigatexel per second fillrate (16 textures x 500 MHz)

Pixel fillrate: 16 gigasamples per second fillrate using 4X multisample anti aliasing (MSAA) or 4 gigapixel per second without multisample anti aliasing (8 ROPs x 500 MHz)

Dot product operations: 24 billion per second or 33.6 billion per second theoretical maximum when summed with CPU operations

1 TFLOPS theoretical peak performance of CPU and GPU combined

Memory

512 MB 700 MHz GDDR3 (1400 MHz effective) RAM (Total system memory is shared with the GPU via the unified memory architecture.)

System bandwidth

The system bandwidth comprises:

22.4 GB/s memory interface bus bandwidth (700 MHz × 2 accesses per clock cycle (one per edge) on a 128 bit bus)

256 GB/s eDRAM internal logic to eDRAM internal memory bandwidth

32 GB/s GPU to eDRAM bandwidth (2 GHz × 2 accesses per clock cycle on a 64 bit DDR bus)

21.6 GB/s front side bus (aggregated 10.8 GB/s upstream and downstream)

1 GB/s southbridge bandwidth (aggregated 500 MB/s upstream and downstream)

Audio

All games must support at least six channel (5.1) Dolby Digital surround sound

Support for 48 kHz 16-bit audio

320 independent decompression channels

32 bit processing

256+ audio channels

No voice echo to game players on the same Xbox console; voice goes only to remote consoles

Voice communication is handled by the console, not by the game code. This allows players to communicate online even if they are playing different games.

Uses XMA codec (based on WMA Pro)

Video

All games must support a 16:9 aspect ratio, and a minimum of 720p HD resolution with 2x full-screen anti-aliasing enabled. The GPU can downsample the native 720p to lower display resolutions (including 480i SDTV and 480p) and dynamically crop or scale 16:9 to fit 4:3 screens. Some games will optionally support native 1080i and 480p video resolutions as well.

Supported codecs

VC-1 at non-HD NTSC and PAL resolutions

VC-1 or WMV will be used for streaming video

VC-1 or WMV HD supports DVD quality and high definition quality video

Bink Video is licensed for games like Project Gotham Racing 3

additional MPEG2 decoder for DVD video playback

DVD drive

A 12X DVD-ROM SATA drive, capable of reading DVD+R/DVD+RW discs and DVD-R/RW, is part of the console, with game titles shipping on single or dual-layer DVDs. Due to storage restrictions imposed by the dual layer DVD format and increased memory requirements of high resolution full motion videos and textures, future Xbox 360 games may span multiple discs. The disc drive also supports the CD-DA, CD-ROM, CD-R/RW, WMA-CD, MP3-CD, and JPEG Photo CD formats as well as DVD movies.

Bill Gates has confirmed during his keynote speech at CES 2006 that an external HD-DVD drive will be released for the 360 during 2006.[8] However, Peter Moore has stated that if HD-DVD loses the format war, Microsoft may also release an external Blu-Ray drive. According to Japan's chief of Xbox operations Yoshihiro Maruyama, Microsoft will not release Xbox 360 games in the new disc formats.

Cooling

Both the GPU and CPU of the console have heatsinks. The CPU's heatsink uses heatpipe technology, where a hollow copper pipe containing a substance with a low vaporization point transfers heat from one end to the other very efficiently. The heatsinks are actively cooled by a pair of 60mm exhaust fans that push the air out of the case (negative case pressure). Active cooling makes the Xbox 360 considerably louder than the original Xbox. There have been third party modifications that watercool the console.

Physical characteristics

Console

Weight 3.5 kg (7.7 lb)

30.9 cm (L) x 25.8 cm (W) x 8.3 cm (H) (12.16 x 10.15 x 3.27 in)

Power supply

21.3 cm (L) x 7.6 cm (W) x 5.7 cm (H) (8.4 x 3 x 2.25 in)

Miscellaneous

The option to apply a regional lockout to games is available to publishers. Most titles do not use such restrictions, see List of Xbox 360 games without region encoding. DVD region codes are always enforced.

An external A/C adapter supplies power to the console and its connected accessories, it is the largest power supply to ever accompany a gaming console. The North American adapter is rated at 5 amps / 100-120V A/C input and has

a D/C output of 203W.

3 USB 2.0 input ports, 1 RJ45 ethernet port.

With the launch of the Xbox 360, Microsoft's online gaming service, Xbox Live went through a major upgrade adding a basic non-subscription service (Silver) to its already established premium subscription-based service (Gold). Xbox Live Silver is free of charge and allows users to create a profile, join on message boards, access Microsoft's Xbox Live Arcade, and talk to other members. Silver members are not allowed to play any games online. Microsoft has also announced there will be trial weekends for Silver members to access the full features of Gold service temporarily. Xbox Live is supporting a few features, such as the headset, or an Xbox Live webcam that will come out in the Spring of 2006, according to Xbox 360 kiosk stands and Official Xbox Magazine. Xbox Live Gold has the same features as Silver plus online game playing capabilities. Microsoft has allowed for previous Xbox Live subscribers to maintain their profile information, buddy lists, and games history when they make the transition to Xbox Live Gold. To transition an Xbox Live account to the new system the user needs to link a Microsoft Passport account to their gamer tag on Xbox.com. Then when the user goes to add a Xbox Live enabled profile to their console, the user just needs to provide the console with their passport account information. An Xbox Live Gold account costs \$49.99 USD, £39.99 Pounds Sterling, €59.99 per year.

Procedural synthesis

In traditional video games, all content is statically stored and generally immutable; that is, textures, meshes, and other game content is stored on a storage medium. As complexity in each rises, the demand for storage rises as well. A newer approach to generating content is utilised for Xbox 360 titles, a method referred to by Microsoft as procedural synthesis. Procedural synthesis is an approach to generating game content via algorithms. For example, trees are one of the most complicated objects to render in a game, due to their organic complexity. A game with only one model for a tree will appear odd, as nature is far more random; the game loses some of its immersion as a result. Instead, a general recursive algorithm will generate the tree's model and textures, so that each tree looks different from the next, and do so with high efficiency.

Backward compatibility

Backward compatibility is achieved through software emulation of the original Xbox hardware. Emulated games offer minor graphical enhancements because they are rendered in 720p resolution with anti-aliasing enabled rather than the Xbox standard of 480p. Some games also benefit from a subtle improvement in the rendered draw distance, possibly due to the system's greater memory bandwidth. However there are also games that do not perform well in emulation, these often exhibit a lower framerate on the Xbox 360.

A hard drive is required to enable backward compatibility. Hard drives purchased separately or as part of the console package include an early version of the emulator that includes emulation profiles for games Halo and Halo 2. Updated emulation profiles can be obtained through Xbox Live, by burning a CD with profiles downloaded from Xbox.com, or by ordering an update disc from Microsoft.

The full list of backward-compatible games is maintained at Xbox.com. Although the current U.S. list includes over 200 games, fewer titles are listed as backward compatible in European and Japanese markets. Microsoft has stated that they intend to release more emulation profiles as they become available, with a goal of making the entire Xbox library playable on the Xbox 360.

Overheating

Because of its high power consumption and limited capacity to dissipate heat, the Xbox 360 console poses a substantial risk of overheating if users do not follow the guidelines prescribed by the user manual. Users are advised not to obstruct air flow to the enclosure vents or power supply. Problems associated with overheating include reduced system performance and instability that may result in crashing or hardware failure. Some Xbox 360 owners have even installed custom cooling solutions in their consoles as a preventative measure.

Disc scratching

When a user moves the Xbox 360 from its vertical position to its horizontal position and vice-versa while the system is reading from a disc, the angular momentum of the disc causes it to brush against the drive's pickup-assembly and results in scratches. The manual that comes with the Xbox 360 specifically warns against moving the system while it is powered on. Microsoft cannot replace scratched discs, by simply replacing the media, because they do not own the rights to the games, however they do offer a free copy of a Microsoft Game Studios Xbox 360 title as a replacement

for scratched disks.

Disc drive noise

Compared to previous generation game consoles the Xbox 360 is quite loud, much of this noise is produced by the disc drive when it reads a game disc. Due to the fact that games can be played both with and without the detachable hard disc the drive spins close to its maximum 12X speed to reduce load times. The drive generates less noise while reading video DVDs, audio CDs, or other non-game discs since these do not require as high of a transfer rate and are not spun as quickly (lower scanning velocity, see also constant linear velocity).

With the third, and most recent, production run of the Xbox 360, the original Hitachi DVD drive (model GDR-3120L) was replaced with a quieter Toshiba/Samsung DVD drive (model TS-H943). The Toshiba/Samsung model uses the same laser unit as the old LG/Hitachi drive, so the reading capabilities remain identical between the drives.

hardware reviews (2006-04-16 09:15:00)

Sweet Post,

I'll have to bookmark your site

I have a new site that focuses on Tech Reviews, RMA Reviews, and more.

You should check it out.

#Link # # Reviews

Ciao,

Ravi

Anonymous (2010-08-19 01:42:31)

Actually. Tell to me, please - where I can find more information on this question?

PS3 (2006-04-22 15:51)

The PlayStation 3 (PS3) will be Sony's seventh generation era video game console in the PlayStation series. It is the successor to the PlayStation 2 and will mainly compete against the Nintendo Revolution and the Xbox 360. Sony has announced that the PS3 will be backward compatible with earlier PS1 and PS2 games. At the moment, little is known in public about the PS3 apart from its hardware specifications and the reports that it will be based on open APIs for the game development.

The PS3 was officially unveiled on May 16, 2005 by Sony during an E3 conference, where the console was first shown to the public. A functional version of the console was not at E3 or the Tokyo Game Show in September 2005, although at both events, demonstrations were held on devkits (for example Metal Gear Solid 4: Guns of the Patriots) and comparable PC hardware, and video footage based on the predicted PS3 specifications was produced (for example for Mobile Suit Gundam).

Pricing

Sony was originally aiming for a spring 2006 launch as announced at the 2005 Electronic Entertainment Expo, but Sony revealed during a press conference in Japan on March 15, 2006 that there will be a delay due to issues over the finalization of Blu-ray disc copy protection technology, and as a first for any PlayStation console, Sony is now aiming for a worldwide release in early November 2006.

Sony has not yet announced the pricing for PlayStation 3. Sony Computer Entertainment president and "father of the PlayStation" Ken Kutaragi has been quoted as saying "It'll be expensive" and "I'm aware that with all these technologies, the PS3 can't be offered at a price that's targeted towards households. I think everyone can still buy it if they wanted to" and "but we're aiming for consumers throughout the world. So we're going to have to do our best in containing the price". Ken Kutaragi believes that customers would be willing to pay extra for a superior product, as they had in the past for the original PlayStation (¥39,800 vs. ¥12,500 for the Super Famicom).

Games in development

As of March 2006, there are already over 230 PS3 games announced by multiple developers and publishers, like SCEA,

Electronic Arts, Konami, Namco, Capcom, Square Enix and many others. As well as announced titles there are likely to be many 'secret projects' already under development. Since then the PS3 will be delayed until November.

Most developers have already announced games for the PS3. Some anticipated ones include Metal Gear Solid 4: Guns of the Patriots, Killzone PS3, Resident Evil 5, Devil May Cry 4, Shin Megami Tensei, Armored Core 4, Unreal Tournament 2007, Resistance: Fall of Man, Grand Theft Auto 4 (provisional title), Sonic the Hedgehog (tentative title), and Tekken 6.

At the E3 2005 Press Conference, Sony showed some pre-rendered and some real-time videos of games in development with the codenames Eyedentify, Vision Gran Turismo and MotorStorm. Also shown at E3 was a Final Fantasy VII technical demo of the opening sequence remade for the PlayStation 3 system. Square Enix stated afterwards that there isn't any plans for a remake at the moment, but it is in consideration. However, recently a magazine reported that Square would indeed remake Final Fantasy VII for the PS3.

At this time, three games have been mentioned as PS3 launch titles: Lair from Factor 5, Warhawk from Incognito Entertainment, and Unreal Tournament 2007 from Epic Games.

Backward compatibility

The PlayStation 3 will be compatible with PlayStation 2 and PlayStation. In a recent interview Ken Kutaragi stated that backward compatibility will be achieved through a combination of hardware and software.

At the PlayStation briefing on March 14, 2006 in Japan, Sony revealed that the PlayStation 3 will display legacy recoded PlayStation titles in high-definition resolutions. However, backwards capability will be limited to only games that have passed Sony's TRC (Technical Requirements Criteria). Estimates by game developers put the number of PS and PS2 titles that have passed the TRC to be around 50-85 %.

Peripherals

The PS3 will not be backward-compatible with some of the hardware peripherals of the PS2. For example, memory cards for the PlayStation and PlayStation 2 will not work on the PlayStation 3 hardware. Instead it was announced that the PS3 will use the Sony Memory Stick, and SD/MMC memory cards to save games. The Memory Sticks will be able to store saved games for both PS1 and PS2 games, unlike the PS2's memory card. However, with the announcement of a standard 60 GB HDD with the PS3, a hard drive game saving system is very likely.

Peripherals such as MaxAction for PS2, are able to transfer PS1 and PS2 saves to a PSP Memory Stick, making the saves compatible to be read from the PS3.

Online services (PNP)

To answer to Microsoft's Xbox Live, Sony has confirmed a unified online service at the 2006 PlayStation Business Briefing meeting in Tokyo. The name of the service has been given the working title "PlayStation Network Platform". Sony has confirmed that the basic online service will be free and will have sufficient functionality for online gaming. The online service is being developed jointly by Sony Computer Entertainment and Sony Online Entertainment.

Online features

Communication/Community:

Voice/Video chat

Messaging

Lobby/Matchmaking

Score/Ranking

Friend list/Avatar

Game data upload/download

Commerce:

Shop (accessible from inside games)

Content Download

Micro Payment

Subscription

Entitlement (user access rights) management

Account:

User Registration

Login ID/Handling of name issues

Interface and operating system

According to DevStation Conference, the PS3 will use the Cross Media Bar already used in the PlayStation Portable and PSX devices. The hard disk will come pre-installed with a Linux distribution, possibly with Cell extensions developed by IBM and Sony.

Hardware specifications

According to a press release by Sony at the May 16 2005 E3 Conference, the specifications of the PlayStation 3 are as follows:

Central processing unit

3.2 GHz Cell BE multi-core processor: PowerPC-based 'Power Processing Element' and 7 Synergistic Processing Elements (SPEs). The PPE has a 512 KB L2 cache and one VMX (Altivec) vector unit. Each of the eight SPEs is a RISC processor with 128-bit 128 SIMD GPRs and superscalar functions. Each SPE has 256 KB of software-addressable SRAM. Only seven SPEs are active; the eighth is redundant, to improve yield. If one of the eight has a manufacturing defect, it is disabled without rendering the entire unit defective.

Graphics processing unit

Custom RSX or "Reality Synthesizer" design co-developed by NVIDIA and Sony:

Clocked at 550 MHz

1.8 TFLOPS

136 shader operations per clock

74.8 billion shader operations per second (100 billion with CPU)

Full high definition output (up to 1080p) x 2 channels

Multi-way programmable parallel floating point shader pipelines

128-bit pixel precision offers rendering of scenes with high dynamic range imaging

512 MB Graphics Render Memory

Sony has hinted it may also handle audio (possibly Nvidia's Soundstorm 2) PS3 Block Diagram

Memory

256 MB Rambus XDR DRAM clocked at CPU die speed (3.2 GHz)

256 MB GDDR3 VRAM clocked at 700 MHz

Theoretical system bandwidth

25.6 GB/s to Main Ram XDR DRAM: 64 bits × 3.2 GHz

22.4 GB/s to GDDR3 VRAM: 128 bits × 700 MHz × 2 accesses per clock cycle (one per edge)

RSX 20 GB/s (write), 15 GB/s (read)

SB 2.5 GB/s write and 2.5 GB/s read

204.8 GB/s Cell Element Interconnect Bus (Theoretical peak performance)

Cell FlexIO Bus: 35 GB/s outbound, 25 GB/s inbound (7 outbound and 5 inbound 1Byte wide channels operating at 5 GHz) (effective bandwidth typically 50-80 % of total)

Audio/video output

Supported screen sizes: 480i, 480p, 720p, 1080i, 1080p

Two HDMI (Type A) outputs (Dual-screen HD outputs)

S/PDIF optical output for digital audio

Multiple analog outputs (Composite, S-Video, Component video)

Sound

Dolby Digital 5.1 minimum, DTS, LPCM (DSP functionality handled by the Cell processor)

May be handled by a Soundstorm 2 embedded in the RSX link Article

Sampling Frequency: 44.1/48 kHz.

Storage

Blu-ray Disc: PlayStation 3 BD-ROM, BD-Video, BD-R, BD-RE.

DVD: PlayStation 2 DVD-ROM, DVD-Video, DVD-ROM, DVD-R, DVD-RW, DVD+R, DVD+RW

CD: PlayStation CD-ROM, PlayStation 2 CD-ROM, CD-DA, CD-DA (ROM), CD-R, CD-RW, SACD, SACD Hybrid (CD layer)

SACD HD

Hard Drive: Standard 60 GB, 2.5", detachable/upgradeable, with Linux pre-installed.

Memory Stick standard/Duo and standard/mini slots

CompactFlash Type I and II slot

SD/MMC slot

It was announced on the 14th of March 2006 that all PlayStation 3 games will ship on Blu-Ray Rom discs.

Communications

Gigabit Ethernet Hub (one IN and two OUT connections)

IEEE 802.11 b, g Wi-Fi

Bluetooth 2.0

USB 2.0 (four front and two rear ports)

Networking

SCEI's press release indicates that controller connectivity to the PlayStation 3 can be provided via:

802.11b, g Wi-Fi. Integrated for mesh networking and connectivity with the PlayStation Portable

TCP/IP networking (wired ethernet)

USB 2.0 (wired)

Bluetooth 2.0 (up to 7 controllers)

Controller

On 23 March, 2006 at the Game Developers Conference, Phil Harrison announced that the "boomerang" design has indeed been scrapped and that a new controller design will be revealed in May at E3.

Physical dimensions

32 cm (L) x 24 cm (W) x 8 cm (H)[13]

Overall floating-point capability

In a slide show at their E3 conference, Sony presented the "CPU floating point capability" of the PlayStation 3's Cell CPU, and compared it to other CPUs. In their official press release, the same statistic regarding the PS3 as a whole was reported to be 2 TFLOPS[7].

The figures are rounded estimates based on addition of the theoretical maximum floating point performances of the processing units in the Cell CPU and those of the RSX GPU. Inevitably, real-world performance for both systems will be lower. Additionally, programmers may find it difficult, initially, to optimize their game engines to make the best use of the highly parallel architectures of both systems, further reducing real-world performance.

Miscellaneous

Two simultaneous High-definition television streams for use on a title screen for a HD Blu-ray Movie.

High-definition IP video conferencing.

EyeToy interactive reality game, Eyedentify.

EyeToy voice command recognition.

EyeToy virtual object manipulation.

Digital photograph display (JPEG).

MP3 and ATRAC download and playback.

Simultaneous World Wide Web access and gameplay.

Hub/Home Ethernet Gaming Network.

Parental Controls

The ability for the PlayStation Portable to connect to the PlayStation 3 as a video-enabled controller.

up to 7 wireless controllers at once.

up to 6 wired controllers at once.

evidently up to 13 (likely more) controllers at once, from a total of the known seven wireless Bluetooth ports and six wired ports.

Bars in my area (2006-04-22 17:42)





Arena Football (2006-04-26 09:08)

When is Arena Football Pro League coming to Minnesota? The Minnesota Vikings and Minnesota Gophers play in the Metrodome which is an 'arena'. Gophers get twice the attendance then the Vikings. Gophers don't have their own arena due to cuts in state budget. New stadium funding is unpopular with Minneapolis even if St. Paul built a state-of-the-art hockey arena. (only 15 miles a way). Minnesota fans are already seeing arena football. So MN Vikings must be an unofficial arena football team when playing home games? Will this prevent Arena Football League coming to Minnesota? Minneapolis is closer to where I live then Green Bay, Wisconsin. The Green Bay Packers sell out tickets in every game in every year meaning football is "that word again" in my state. No doubt. An arena football team could surely survive in Green Bay or Milwaukee and be popular after NFL season.

FOOTBALL ALL-YEAR!

Electronica songs i listen to Paul Oakenford - Ready Steady Go, the thrillseekers - synaesthesia, bt - godspeed, bt - Mercury and Solace, Southside Spinners - Luvstruck, Oceanlab - Sky Falls Down.

I'm going to Game Stop to purchase two more videogames which takes 2 hrs.

Nintendo Revolution (2006-04-27 10:27)

April 29, 2006 - Graphical calculators JPEG added to "Some Pictures"

I am probably not the first to know it's name on here, but Nintendo announced on their webpage that Wii is the Revolution. Nintendo Go was valid, but was a very, very old name. Nintendo has probably changed it because like I said before I rather call it the Rev.

Wii definately comes from WiFi and Revolution is entirely WiFi if you got a Wavebird wireless Gamecube controller. This comes after seeing Ubisoft's Red Steel First Person shooter. A xbox game with much better antianalysing.

The only thing revolutionary about the Wii is the fact Nintendo got it thru their thick brains that DVDs should be their format after failing to see this with Gamecube. It's made a laughing stock out of Gamecube. Once again the MiniDVD didn't fit enough video. Gamecube games had little video in them. Their stupid thinking of piracy resistant miniDVDs were putting them in last place. Why didn't Nintendo bring Panasonic Q to Wisconsin? Probably a bad decision on

their part.

Nintendo fans once were waiting for the Nintendo 64 Disc Drive, but it ended up to be the Nintendo 64 Disk Drive. And game developers used the Doctor V64 to extract ROMs to CD using the expansion port and you could even play the ROM off CD by using it (sound familiar?). Sega saw this with Saturn and dropped support the Sega Jupiter (A cartridge-based Saturn) Saturn was too difficult to program for so the obvious choice was develop for Playstation and it was \$299 instead of \$399. PS2 inhirined the back catalog of Playstation games.

Earn A LifeTime of Income From Anywhere! (2006-11-13 01:00:00)
Appreciated your thoughts. Thanks and visit us at Computer Tips

oakleyses (2014-10-23 17:22:52)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:55)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

8.5 May

Elder Scrolls IV PC (2006-05-02 15:44)

I drove to Menominee, WI to see Randy, Bob, Bob's sister Jessie, and Bob's new girlfriend. She wasn't cute, but I wouldn't call her ugly. That's immature. Jessie doesn't like me. First time I've seen Bob in 8 months. Randy grilled steak, baked beans made cheesy potatoes. Nobody there wanted to talk about Linux, videogames, computers, or my music. I went home on the rainiest day of the month. I didn't like it. Bob didn't like me as much now. I wanted to go home. I almost did go home right away.

I received Elder Scrolls IV from UK in mail and have been playing it for three hours last night. I took camera shots. I don't have time to get into games anymore so I cheated. It doesn't make the game go by any faster. Game looks really pretty though. Keyboard and mouse rock! I completed 1 quest and am working on two more. I promised

to help a half-ogre prince get his credibility back in the arena. Graphics are a 10/10 as far as my PC collection is concerned. It has certainly surpassed Half-life 2 in graphics quality. This is good!

Running at 1600x1200, 4x antialiasing, multisampling transparency antialiasing, 30+ frames per second, high quality image setting, and gamma correct antialiasing .

X

X

X

X

Strength	190
Intelligence	243
Willpower	240
Agility	30
Speed	30
Endurance	45
Personality	234
Luck	226



Sweet looking isn't it? I chose to be a sorceress, but she might not look like it. I can not afford a staff yet. I actually have a light infantry mail on now with steel buckler (shield).

All good things come to an end including PS2. The primary issue is getting around too actual gaming on anything. Can only spare little time towards Elder Scrolls IV.

I am not saying I'm going to support Wii, but PS3 is very expensive. I am unsure I can afford it or not. Owning PS3 would be selfish because it wouldn't be played often. I don't play any of my past overly appreciated consoles (PS, DC, N64, SNES, NES, GBA, PSP). I am just saying I'll own a PS3 eventually.

Bought Guild Wars Factions | Suse 10.1 release date announced | New SMB is good! (2006-05-06 22:51)

SuSE 10.1 release date is May 11, 2006. It's going to boot up faster and look professional doing it. Even though I can't play PC games in it....I can look great using Firefox, kopete and amarok in my stylish *Software- und System-Entwicklung*. No, I don't speak German....I found it just like I find many things (ps you can buy it at Best Buy...oops I said too much). I found it interesting SuSE saves files on USB mass storage devices, but not NTFS partitions without user input. The terminal command "chmod 700" doesn't change anything! I download everything in Windows so I am not bothered much. CCleaner is a very good windows registry cleaner.





- *Guild Wars Factions starts at the very beginning of the first game.*

One thing I learned from Guild Wars is once you join a guild, it's very hard to quit the guild in case it goes different ways. Like ESIV you can do anything you want too.

I drove to Target and bought Guild Wars Factions instantly in 5 minutes. I'll install it later coz right now I was playing Elder Scrolls IV. I think it was awesome because I own Guild Wars and played that for 2 weeks online. I'll go online and play test it and see why the reviews are right. In Elder Scrolls IV, I got to the first oblivion gate (really easy) and a knight comes up to me and said "go to jail unless you paid." I fought this knight and won, stripped him down and got all his gear. Now I look like some tough lady riding on a horse. If you attack horses, they attack you. The game has hiccups like the reviews say. It bugged me so I reduce the resolution to 1280x1024 because the monitor is downing the signal. Another way to do it is keep the resolution at 1600x1200 and turn off any anti-aliasing. The results would be the same. There is so many polygons on screen that ESIV looks antialiased. The oblivion gate makes the Emperor's knights go nuts and they attack me. I could run away until it wears off. The game is cool, I just think it makes everything obsolete by comparison. Personal opinion

Not surprising my next videogame is going to be New Super Mario Bros. It's like a 2D sequel to Super Mario World (retro maybe, but IGN gave gameplay a 10/10 calling it revolutionary.) I'll have to decide that for myself. NSMB is coming out next week.

Wii Analog Controller | Super Mario Galaxy | Dual Shock 2 design succure (2006-05-10 00:35)

I saw the Wii's analog controller today and thought this is fine..can't get excited though. I can't stop what Nintendo does. A crossbreed between SNES and Playstation controllers! This thing is real! This doesn't make me want a Wii,

but it's suprisenly similar to dual shock 2. This doesn't mean Wii is better then PS3 at all. It just means Nintendo knows it needs an analog controller for 3rd party ports not compliant with the Wiimote.



PS3 uses dual-shock 2 - best idea they had all year!

Sony was clever staying with the dual shock 2 design. It's their trademark. They're adding a tilt technology giving the dual shock 3 tilt features. I would buy it for the controller and games like Resistance: Fall of Man, Metal Gear Solid 4 Guns of the Patriot, and Final Fantasy XIII. I don't know how I can live without the dual shock 2 controller. Must find a job to pay for PS3!

Latest Linux build comes to the PS3

PS3 is going to come with K Desktop Environment build 3.5.2 on a 20 gigabyte hard drive for \$499.99 USD. PS2 Linux had KDE 1.2 and it was primitive. As if Linux wasn't excellent already? Linux should be dual booted with everyone's computer.

Super Mario Galaxy: In development since 2000.

You know I played Super Mario Sunshine and let me tell you it has okay game play with all the jumping, punching, squirting Mario does, but it was one of them play once thru games from start to finish. I am unsure about this Super Mario Galaxy (code named Super Mario 128). Looks too childish, but this was always true for 3D platform games....Nintendo couldn't put a dash of adult comedy in it we've seen with Conker's Bad Fur Day you know.

Graphics of this game are alright. High resolution like Sunshine, but with more advanced lighting effects I suppose we all expected post Gamecube. Galaxy looks like Mario out of the Super Smash Bros. Melee FMV.

Installed Suse 10.1 | Firefox /w Vista? (2006-05-19 19:12)

Rumor has it Microsoft will include Mozilla Firefox (the program you're using anyways) /w their next Windows Vista to avoid the IE 7 monopoly issue and avoid splitting the company due to it's monopoly with web browsers. Next thing you know is they're going to add open source video (Xvid, X264) audio (ogg, aac) codec to Windows Media Player 12! I downloaded 32-bit and 64-bit OpenSuse 10.1 CDs (completely legally) last Wednesday. The 32-bit ones installed a-ok. The hellcat won't mount CD2 so I am downloading the DVD today. It booted up in 35 seconds on my Athlon XP PC compared to 1 minute on Suse 10.0 on the same PC. OpenOffice 2.02 uses less memory (same multitasking) then Suse 10. Now better suited for multitasking as good as Windows XP.

Screenshot

Fast Linux Server 154 kb/s

I went to Game Stop, Woodbury, Minnesota and added New Super Mario Bros. and Suikoden V to my game collection. Someone there really liked New Super Mario Bros and gave me two thumbs up literally when i asked. Course, thought of asking when PS3 preordering starts. The store clerk couldn't tell me. Yes, I drove all the way into Woodbury with urban traffic (last time I gone into a urban area was 1 month ago) listening to 93X (93.7 FM) there and back. Got 6 hrs gaming in the last 5 days....playing very casual. Ma ybe I am sick....i should play more.

Did I mention I am going on a electronica strike? I am for the sake of keeping friends. Wouldn't want to scare anyone with Sasha - Xpander or Chicane or The Thrillseekers. Maybe the future is southern rock? I am going sobber. I could've had it right the first time by listening to country. I hate rap and hip-hop.

Emulating MS Windows! (2006-05-23 10:30)



Qemu (also does Knoppix 4) running ReAct OS 0.29 /w Irfanview and 7zip on my desktop. This is cool! ReAct OS is open source (free). I don't trust it enough to give it a partition of it's own.

I talked abotu this before a number of times.

If you want my professional opinion....stay with Windows XP. ReAct OS doesn't run anything complicated yet.

Cows, trees, road (2006-05-25 05:59)

✕

Broadband <— Wisconsinites can obviously afford these!

✕

21st century Podonk, USA

✕







Good and bad videogame (2006-05-27 07:39)

Xbox

Halo - good

Halo 2 - good

Far Cry Instincts - good

Forza Motorsport - good

Doom 3 - good

Half-life 2 - good

Mortal Kombat Dark Alliance - good

Mortal Kombat Deception - sucks

Mortal Kombat Shoalin Monks - sucks
Project Snowblind - good
Deus Ex 2 - sucks
Mech Assault - good
Project Gotham Racing - good
Project Gotham Racing 2 - good
Unreal Championship - good
Unreal Championship 2 - good
ESPN Football 2k5 - good
Dead or Alive 2 - good
Dead or Alive - sucks
Dead or alive 3 - good
Dead or Alive Beach Volleyball - sucks
Guilty Gear X2 Reloaded - good
MotoGP - good
Moto GP 2 - good
Rallisport Challenge - good
Rallisport Challenge 2 - good
Colin McRae 4 - sucks
Top Spin - good
Tony Hawk Pro Skater 3 - good
Tony Hawk Pro Skater 4 - good
Tony Hawk Underground - sucks
Tony Hawk Underground 2 - sucks
Baldur's Gate Deadly Alliance - good
Gamecube
Super Mario Sunshine - sucks
Legend of Zelda Wind Waker - good
Super Smash Bros. Melee - good
Resident Evil - good
Resident Evil Zero - sucks
Resident Evil 4 - good
Mario Kart Double Dash - sucks
Paper Mario 2 - sucks
Star Fox Adventures - sucks
FIFA 2002 - sucks
Viewtiful Joe - good
F-Zero GX - good
SSX 3 - sucks
Metroid Prime - good
PS2
Burnout 3 - sucks
Toyko Extreme Racer Zero - sucks
Toyko Extreme Racer 3 - sucks
Onimushia 2 - good
Final Fantasy X - good
Final Fantasy X2 good
Gran Turismo 4 good
Winning Eleven soccer 6,7, 8, 9 - good
Midnight Club - sucks

Midnight Club 2 - sucks
Mega Man Anniversary Collection - good
Street Fighter Anniversary Collection - good
Mega Man X Collection - good (first 3 MMX at least)
Ridge Racer V - sucks
Gradius III and IV - sucks
Gradius V - good
Diseaga - sucks
Xenosaga Episode 1 - good
Xenosaga Episode 2 - sucks
Star Ocean 3 - good
Dragon Quest VIII - good
Phantom Brave - sucks
Stella Deus - good
Jak - good
Ratchet and Clank - sucks
Jak 2 - good
Jak 3 - good
Contra Shattered Soldier - sucks
ESPN Baseball 2k5 - good
Grandia 2 - good
Tekken 4 - good
Tekken 5 - good
Virtua Fighter 4 - good
Atlier Iris - sucks
Wipeout Fusion - good
Baldur's Gate - Deadly Alliance 2 - good
Ace Combat 4 - good
Suikoden III - good
Twisted Metal Black - sucks
Kingdom Hearts - good
Devil May Cry - good
Devil May Cry 3 - good
Dreamcast
Sonic Adventure - good
Sonic Adventure 2 - good
Speed Devils - good
F355 Challenge - good
Rayman 2 - good
Phantasy Star Online Episode 1 - sucks
Tomb Raider Revelations - sucks
Test Drive V Rally - sucks
NFL 2K - sucks
NFL 2k1 - good
F1 World Grand Prix - good
Resident Evil 2 - good (known to freeze up)
Resident Evil 3 - good (known to freeze up)
Resident Evil Code Veronica - good (known to freeze up)
Record of Lodoss War - sucks
Rush 2049 - good

Skies of Arcadia - good
Grandia 2 - good
Marvel Vs. Capcom - good
Marvel vs. Capcom 2 - good
Dead or Alive 2 - good
Soul Calibur - good
Fatal Fury: Mark of the Wolves - sucks
Playstation
Lunar - good
Lunar 2 - good
Final Fantasy 7 - sucks
Final Fantasy 8 - good
Final Fantasy Origins - good
Final Fantasy Chronicles - good
Final Fantasy Anthology - good
Metal Slug X - sucks
Dino Crisis - sucks
Mega Man X4 - good
Mega Man X5 - sucks
Mega Man X6 - sucks
Mega Man Legends 2 - sucks
Crash 2 - sucks
Colony Wars - sucks
Gran Turismo 2 - good
Ridge Racer 4 - good
Ridge Racer - sucks
Spyro 2 - sucks
Wipeout XL - good
Wipeout 3 - good
N64
Super Mario 64 - good
Mario Kart 64 - good
Perfect Dark - good
Goldeneye - good
Chopper Attack - sucks
Crusin USA - sucks
Star Wars Shadows of the Empire - sucks
Star Fox 64 - good
Star Wars Episode 1 - Racer - sucks
Banjo Kazooie - good
Donkey Kong 64 - good
Extreme-G - good
Extreme-G 2 - sucks
Legend of Zelda Ocarina of Time - good
Legend of Zelda Majora's Mask - good
Turok 2 Seeds of Evil - good
SNES
Legend of Zelda 3 - good
Donkey Kong Country - sucks
Super Mario World - good

Super Mario Kart - good
Super Mario RPG - good
Contra Alien Wars - good
Chrono Trigger - good
Genesis
Sonic 2 - good
Contra Hard Corps - good
Phantasy STar 2 - sucks
Phantasy STar 3 - sucks
Gunstar Heroes - good
Streets of Rage 2 - sucks
PC
Diablo - good
Diablo 2 - good
Spellforce - sucks
Half-life 2 - good
Simcity 2k - sucks
Simcity 3k - sucks
Simcity 4 - good
Dungeon Siege - good (Chicken Level rocks!)
Dungeon Siege 2 - sucks
Neverwinter Nights - good
Quake 3 - good
American McGee Alice - good
Unreal Tournament - good
Unreal Tournament 2k3 - good
Unreal Tournament 2k4 - good
Dungeon Keeper - sucks
Battlefield 2 - good
Knights of the Old Republic - good
Call of Duty - good
Elder Scrolls III - good
Elder Scrolls III - Trubunal - good
Elder Scrolls III - Bloodmoon - sucks
Elder Scrolls IV - good
Metal of Honor Allied Assault - good
Far Cry - good (with 1.2 patch or better)
First Assault Ghost Recon - good
Xbox 360
Project Gotham Racing 3 - good
Perfect Dark Zero - good
Call of Duty 2 - good
Elder Scrolls IV - good
Condemned Crinimal Origins - sucks
Dead or Alive 4 - good
Ghost Recon Advanced Warrior - good
My list of game frachises and what year it was originally for sale. List subject to change
Version 1.4 - 4/26/06 - added games
Version 1.3 - 1/13/06 - Added Odyssey Generation
Version 1.2 - 1/12/06 - fixed Rad Racer, added more gamez, added Atari 2600 generation

Version 1.1 - 1/7/06 - added 8-bit generation

Magnavox Odyssey (1972)

PONG! (FIRST VIDEOGAME EVER FROM ATARI!)

Atari 2600 (Early 8-bit???? 1977)

- 1.) Asteroids
- 2.) Baseball
- 3.) Defender
- 4.) Pac-Man
- 5.) Lode Runner
- 6.) Soccer
- 7.) Space Invaders

New Franchises to the 8-bit generation

- 1.) Alex Kidd (1986)
- 2.) After Burner
- 2.) Breath of Fire
- 3.) Castlevania (1984)
- 4.) California Games (1984)
- 5.) Contra (1985)
- 6.) Dizzy the Adventurer (1982)
- 7.) Donkey Kong (1981)
- 8.) Dragon Warrior
- 9.) Earthbound/Mother
- 10.) Ganbare Goemon
- 11.) Galuant
- 12.) Ghost Busters
- 13.) Gadius (1983)
- 14.) Ghouls and Ghosts
- 15.) Famicom Wars series (prequel to Super Famicom Wars, Gameboy Wars, Advance Wars, DS Wars)
- 16.) Final Fantasy (1987)
- 17.) Fire Emblem
- 18.) Frogger
- 19.) Ice Climbers
- 20.) Lord of the Rings
- 21.) Mario (1981)
- 22.) Mega Man/Rockman (1984)
- 23.) Metal Gear (1988)
- 24.) Metroid (1987)
- 25.) Ninja Gaiden
- 26.) Paperboy
- 27.) Phantasy Star (1988)
- 28.) Prince of Persia
- 29.) Rad Racer
- 30.) R-Type (1988)
- 31.) Robocop
- 32.) Shinobi
- 33.) Sonic the Hedgehog (1992)
- 34.) Super Mario Bros (1984)
- 35.) Star Tropics
- 36.) Teenage Mutant Ninja Turtles
- 37.) Tetris

- 38.) Terminator
- 39.) Ultima (1984)
- 40.) Outrun
- 41.) Yoshi (1990)
- 42.) Ys (1987)
- 43.) Zelda, Legend of (1987)
- New Franchises to the 16-bit generation
- 1.) Alone in the Dark (1994)
- 2.) Alter Beast
- 3.) Bust-a-Move
- 4.) Bonk
- 4.) Chrono
- 5.) Darius
- 6.) Donkey Kong Country
- 7.) Dragon Ball Z
- 8.) Earthworm Jim
- 9.) Ecco the Dolphin
- 10.) Front Mission
- 11.) F-Zero
- 12.) FIFA Soccer from EA Sports
- 12.) Gunstar Heroes
- 13.) Harvest Moon
- 14.) International Superstar Soccer
- 15.) Lunar (1993)
- 16.) Killer Instinct
- 17.) King of Fighters
- 18.) Madden NFL
- 19.) Mario Kart
- 20.) Mortal Kombat
- 21.) NBA Jam
- 22.) NBA Live
- 23.) Ogre Battle
- 24.) Pocky & Rocky
- 25.) Power Rangers
- 26.) RiStar
- 27.) SaGa
- 28.) Simcity
- 29.) Seiken Densetsu (Mana, Final Fantasy Adventure in USA)
- 30.) Slaughter House
- 31.) Sonic the Hedgehog (he was downported to Masters System after the Genesis version though)
- 32.) Soul Blazer
- 33.) Star Fox
- 34.) Star Ocean
- 35.) Street Fighter
- 36.) Streets of Rage
- 37.) Tales of Phantasia
- 38.) Turrigan
- 39.) Test Drive
- 40.) World Series Baseball

41.) Wing Commander

42.) Vectorman

New franchises to the 32-bit and Nintendo 64 generation.

1.) 1080° Snowboarding (1997)

2.) Alpha Centuri (1999)

3.) Ace Combat (1997)

4.) Arc the Lad (1997)

5.) Atelier Iris (1998)

6.) Banjo-Kazooie (1998)

7.) Baldur's Gate (1998)

8.) California Speed (1997)

9.) Civilization (1994)

10.) Colony Wars (1998)

11.) Conker (2001)

12.) Crusin series for N64 (1996)

13.) Crash Bandicoot (1996)

14.) Daytona USA (1995)

15.) Dead or Alive (1997)

16.) Dino Crisis (1998)

17.) Diablo (1996)

18.) Doom for PC (1994)

19.) Doubutsu no Mori (Animal Forest)

20.) Duke Nukem 3D (1995)

21.) Elder Scrolls (1995)

22.) Extreme-G (1997)

23.) Half-Life (1997)

24.) House of the Dead (1997)

25.) HomeWorld (2000)

26.) Hydro Thunder 1999

27.) Gex (1995)

28.) Grandia (1997, 1999)

29.) Grand Theft Auto (1997)

30.) Gran Turismo (1997)

31.) Growlancer (1999)

32.) Guilty Gear (1999)

33.) Legend of Legaia (1998)

34.) Medal of Honor (1999)

35.) Mech Warrior (1995)

36.) Mario Party (1998)

37.) NiGHTS Into Dreams (1997)

38.) Need for Speed (1995)

39.) OddWorld: Abes Odyssey

40.) Panzer Dragoon (1995)

41.) Paper Mario (2001)

42.) Parasite Eve (1997)

43.) Perfect Dark (2000)

44.) Persona (1997)

45.) Pokémon (1996)

46.) Quake (1996)

47.) Rayman (1996)

- 48.) Resident Evil (1996)
- 49.) Ridge Racer (1995)
- 50.) San Francisco Rush
- 51.) Silent Hill (1997)
- 52.) The Sims (2000)
- 53.) Spyro the Dragon (1997)
- 54.) Suikoden (1996)
- 55.) Super Smash Bros. (1999)
- 56.) Syphon Filter (1998)
- 57.) Tekken (1995)
- 58.) TEMPEST 2000 For THE ATARI JAGUAR
- 59.) Tetrisphere
- 60.) Tomb Raider (1996)
- 61.) Tom Clancy's Rainbow Six (1998)
- 62.) Tony Hawk's Pro Skater (1999)
- 63.) Turok (1997)
- 64.) Twisted Metal (1996)
- 65.) Unreal (1997)
- 66.) Unreal Tournament (1999)
- 67.) Vagrant Story (2000)
- 68.) Valkyrie Profile (2000)
- 69.) Virtua Fighter (1994 (arcade), 1995 (saturn))
- 70.) Virtua Cop (1995)
- 71.) Wave Race (1994)
- 71.) Wild ARMs (1998)
- 73.) wipEout (1996)
- 74.) Wolfenstein, Castle of (1992)
- 75.) Xenogears (1998)
- 128-bit generation
- 1.) Amped (2001)
- 2.) America's Army (2002)
- 3.) Baten Kaitos (2004)
- 4.) Battlefield series (2002)
- 5.) Black & White
- 5.) Boktai (2002)
- 6.) Brothers In Arms (2005)
- 7.) Blinx the Time Sweeper (2001)
- 7.) Burnout (2002)
- 8.) Call of Duty (2003)
- 9.) Crazy Taxi (2000)
- 10.) Crimson Sea (2003)
- 11.) Crimson Skies (2003)
- 12.) Dark Cloud (2001)
- 13.) Devil May Cry (2001)
- 14.) Deus Ex (2000)
- 15.) Disgaea (2003)
- 16.) Dungeon Siege (2002)
- 17.) Fable (2004)
- 18.) Freedom Force (2002)
- 19.) Fatal Frame (2003)

- 20.) Far Cry (2004)
- 21.) Forza Motorsport (2005)
- 22.) GUN (2005)
- 23.) Guild Wars (2005)
- 24.) Icewind Dale (2000)
- 25.) The Getaway (2002)
- 26.) Guitar Hero (2005)
- 27.) Golden Sun (2001)
- 28.) God of War (2005)
- 29.) Halo (2001)
- 30.) Hitman (2002)
- 31.) Jade Empire (2005)
- 32.) Jak and Daxter (2001)
- 33.) Jet Grind Radio (200)
- 34.) Katamari Damacy (2003)
- 35.) Kessen (2000)
- 36.) Kingdom Hearts (2002)
- 37.) Killzone (2004)
- 38.) Max Payne (2002)
- 39.) Magna Carta (2005)
- 40.) Matrix franchise (2002)
- 41.) Mech Assault (2002)
- 42.) Mario & Luigi (2003)
- 43.) Midnight Club (2000)
- 44.) MotoGP (2002)
- 45.) Neverwinter Nights (2002)
- 46.) NBA Street
- 47.) NFL Street
- 48.) NFL 2K (1999 on Dreamcast)
- 49.) Onimusha (2001)
- 50.) Phantom stradegey RPG series (2004)
- 51.) Phantom Dust (2004)
- 52.) Pikmin (2001)
- 53.) Project Gotham Racing (2001)
(Metropolis Street Racer)
- 54.) Project Snowblind (unofficially Deus Ex Clan Wars)
- 55.) Ratchet & Clank (2002)
- 56.) Rallisport Challenge (2002)
- 57.) Serious SAM (2002)
- 58.) SEGA GT (2000)
- 59.) Shenmue (2000)
- 60.) Sly Cooper (2001)
- 61.) Skies of Arcadia (2000)
- 62.) SOCOM (2002)
- 63.) Soul Reaver on Dreamcast (1999)
- 64.) Soul Calibur (1999) sequel to Soul Edge (1997)
- 65.) SSX (2000)
- 66.) Spellforce (2003)
- 67.) Super Monkey Ball (2001)
- 68.) TimeSplitters (2000)

69.) Tom Clancy's Ghost Recon (2000)

70.) Tom Clancy's Splinter Cell (2002)

71.) Viewtiful Joe (2003)

72.) XenoSaga (2001)

New franchises to the High Definition Generation

1.) Blue Dragon

2.) Condemned: Criminal Origins (2005)

3.) Dark Sector

4.) Dirty Harry

5.) Gears of War (2006)

6.) [F]irst [E]ncounter [A]ssault [R]econ (2005)

7.) Lumines

7.) Full Auto (2006)

8.) Lost Odyssey

9.) Lost Planet

10.) Kamero: Elements of Power (2005)

11.) Metros

12.) MotorCross

12.) New Super Mario Bros.

13.) Too Human

14.) Warhammer

15.) WarDevil

A next generation Nomad running 60 fps! Too cool! And it runs perfect!

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M2i Heliodisplay is a floating touch screen (2006-05-27 12:19)

IO2 Technology has unveiled a different take on displays for your PC or other video source. The M2i is a Heliodisplay multimedia projector. In plain language, that means that the display floats in the air. It's interactive, too, so virtual cursor controls allow the display to act as a virtual touch screen. The display is projected at 4:3 or 16:9, and can be as big as 30" at 4:3. The M2i is designed so that it can be hidden out of view, so only the images can be viewed. The projection source brightness is 1600 lumens, and can be boosted to 2200 lumens with a high resolution package.

The M2i is targeted for use at trade shows or in night clubs or museums. They are both eye catching and versatile since they don't need a background to be projected against. IO2 makes it clear that it is not a holographic display, though. The projector weighs 34.5 lbs, so it isn't particularly portable.

FEAR (2006-05-28 12:40)

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Playing F.E.A.R this time on my SysteMax Hellcat. Gamma correct antianalysing is off which is why the screenies are so dark!.

Goriest PC game ever! That's right. I'm not scared....lol....wait, ayup i'm scared to the point i stop wearing earphones half the time. This game and The Grudge have close ties. First Person shooters at it's best!

Did I mention PC games are on a decline? I'm pretty updated game wise...although consoles are suppose be better for some reason. Game Informer issue had an article about PC gaming declining. I refuse to believe it. They're lying! PC gaming is at it's height of popularity in 2006!

Randy didn't come over! I'm out of cash because i spent it on a Sega Dreamcast and Mega Man X Collection. Next month I believe I'll buy a brand new Xbox in case my current one dies.

8.6 June**Got 2Gigs of PC5400 (2006-06-03 08:52)**

Today, I got 2x one gig dual channel DIMMs (OCZ high performance PC5400) in the mail and stuck them into my Systemax Hellcat taking out the 1 GB DDR DIMMs. DDR2 isn't compatible with DDR. It's similar to the speedy execution of 2D programs on my Dell Dimension XPS (has 2048 MB) only faster no matter the CPU load (1 – 3 seconds). My dad gave them to me for picking out his glasses claiming my taste is better. More then enough memory to do 8x anti-aliasing. It was my choice.

I got 480 gigs of hard drive space, and my GPU doesn't need updating. I still play such games on PS2 which is really, really old showing I don't care about HD gfx, but I do still owning two PS2s. I understand Xbox 360 has three cores that it actually uses while with PC there is barely dual core support in anything.

Life sucks....am by myself all the time. Randy didn't come over neither. He got his girlfriend...he likes girls. Bob likes girls too. Neither of them are available. I got an interview for a job in Woodbury, MN. I think it's too far, but they are excited to talk to me.

Found Firefox 2.0 (2006-06-09 08:12)

I just found out Firefox 2.0 is out so downloaded Firefox 2.0 alpha 3 looking great, found the spellchecker very useful. FF2a3 hasn't crashed yet. I went to MySpace and it didn't crash...a good thing. I can't think of anywhere else a browser would crash. Also I downloaded IE 7 beta 2 so I could compare the two. I have both opened at the same time trying to decide which is better. Webpages load just as fast on FF as IE6. Guessing it's still Firefox. MS said on their webpage that "we heard you![....like Firefox]". Wikipedia has a graph showing how much of each continent is using Firefox which is less than IE by far. North America has 3rd highest user ratio after Europe and Australia

Today, I go sample the lifestyles of the not so rich and famous at Minnesota Life College's dorms and people living there. They'll ask me many questions so may give an answer because it's a great place. There are 150 other subscribers and I don't know their selection system at all. It most not be based on location...I know this much. For the sake of making it...I can't speak more about it, sorry. Perhaps another time

I have an interview with a company doing computer operator intern at the Hartford building in Woodbury (behind Circuit City facing I-94) doing computer job training for loading reel and cartridge tape drives. They expect me to work full time. They gave me a 20 page overview to read over.

To keep me company, I read 2 reviews each of 6 videogames from Gamerankings.com. Something to pass the time. Then I got onto the Xbox and killed 100 bots in Unreal Championship 2 for Xbox. Decided to hold off buying an Xbox until it completely dies. I have computer hardware expenses. The game has stellar graphics on Xbox. I mean improved over Unreal Championship. Textures are better without framerate drop. As in all first person shooters game play is intense.

I can't buy a brand new Xbox this month because I am budgeting my income. I have to pay a family member for something costing \$200 who says I can pay him over 2 months! I also was eyeing that Half-life 2 Episode 1 expansion. I am interested in Panzer Dragoon Saga off Ebay because it's rare collectable for Saturn fans. It came out after Saturn officially died in America so it is a collectable worth \$110. I remember Sega Saturn games at Wal-Mart, but slightly distorted .

This is Ian signing off.

Trance part 1 (2006-06-14 16:49)

2248 tracks in playlist, average track length: 11:42

Estimated playlist length: 441 hours 33 minutes 59 seconds

(3 tracks of unknown length)

1. (Hot Stuff) Astral Projection - Trance Dance (9:32)
2. [Front-Cut] DJ Lithium - MKII (8:17)
3. [Happy Hardcore] - Shooting Star (5:10)
4. - Ayla Liebe (Atb Remix) (4:09)
5. 01 Armin Van Buuren - Sail (Radio Edit) (2:56)
6. 01 Ferry Corsten-Live at Tranceescape 04-02-2005-ITWT-djmixes2k.com2 (21:50)
7. chicane - overture (3:44)
8. 03 Sasha's Voyage Of Ima (6:31)
9. 03-Future Sound of London - Landmass (4:29)
10. 040 - Ibiza dreams (original mix) (6:36)
11. 05 - Dj X-Sonic - Blue Sun (6:23)
12. 08 - Cygnus X - The Orange Theme (7:09)
13. 08-Chicane - Red Skies (4:49)
14. 100 % Ft. Jennifer John - Just Can't Wait For Saturday (2:40)
15. 11 - Above & Beyond - Far From In Love (airbase remix) (6:14)
16. 11 - Art Of Trance - Madagascar(cygnus x remix) (4:11)

17. 2 Bad Mice - Bomb Scare (3:43)
18. 2 Eivissa - Meaning Of My Life (3:12)
19. 2 Players - Pitch and Shela (original mix) (7:03)
20. 2 Players - Signet (g & ampm project remix) (7:32)
21. 2 Small DJs - Shining For Love (Single Edit) (3:18)
22. 2 Trance - In My Dreams (Original Mix) (4:52)
23. 2005 - 01-31-Sincerity In Search Of T (120:15)
24. 20050508 - 004902- Live DJ Code Presents (19:36)
25. 20050508-004902- Live DJ Code Presents Frequency LIVE (96:38)
26. 24 - The Longest Day (armin van buuren remix) (9:56)
27. 3 Speaker High - Make Me Dance All Night (3:41)
28. 3rd Moon - Call For Summer (9:54)
29. 4 Strings - Daytime (original mix) (3:33)
30. 4 Strings - Diving (cosmic gate vocal mix) (7:46)
31. 4 Strings - Diving (original mix) (7:03)
32. 4 strings - into the night (original mix) (7:03)
33. 4 Strings - Summersun (Ibiza Radio Edit) (3:30)
34. 4 Strings - Take Me Away (Into The Night) (3:03)
35. 4 Strings - Turn it Around (dj 4 strings v (6:11)
36. 4 Strings - Turn it Around (dj 4 strings vocal mix) (6:14)
37. 4 strings-into the night (original mix) (6:57)
38. 89ers - Words (3:21)
39. A Teens - Halfway Around The World (3:36)
40. a.i.d.a. - far & away (3:05)
41. A.I.D.A. - Merrit (6:03)
42. A.L.F. - Constellation Argo (original) (2:50)
43. A.L.F. - Constellation Argo (original) (8:07)
44. Aalto - Rush (super 8 vs. orkidea remix) (7:36)
45. Above & Beyond - Far from in Love (Airbase remiX) (6:53)
46. Above & Beyond pres Tranquilli - Surrender (Original Edit) (3:47)
47. Above and Beyond - Far from in Love (airbase remi (7:02)
48. Absolute - New Horizon (original mix) (6:35)
49. Accuface - Echoes of Eternity (6:17)
50. Accuface - Pure Energy (3:36)
51. Accuface - The Change (5:21)
52. Accuface - Theme from accuface (6:04)
53. Aces Delight - Mental Theme (ultra trance mix) (7:16)
54. Acid Jesus - Fairchild (5:30)
55. Acid Scout - Ma'Lady (8:46)
56. Acrid Abeyence - Pacific Pace (6:14)
57. Acrid Abeyence - Resograde (6:36)
58. Adrian Ravelo - Cloud Nine Mix Sessions - 012 (66:24)
59. Aegan - Debris (m.i.d.o.r. and six4eight mix) (6:40)
60. Afro-Dite - Turn it Up (6:42)
61. Age Of Love - Age Of Love (5:40)
62. Age Pee - Hymn (PulsRadio Edit) (3:51)
63. Agnelli & Nelson - Everyday 2002 (alex gold mix) (10:11)
64. Ago Feat Mr Sam And Rani - Surrender (4:18)
65. AH Station ID - Hafree (69:19)
66. A-Ha - Celice (Paul van Dyk's Radio Edit) (3:53)

67. Aha - Take on me (Techno mix) (5:55)
68. Airbase - Emotion (9:39)
69. Airbase - Genie (Original Mix) (7:15)
70. Airbase - Gouryella - Ligaya (Airbase Re (8:26)
71. Airbase - Injection (5:16)
72. Airbase - Ocean Realm (Radio Cut) (3:38)
73. Airbase - Runaway (8:24)
74. Airbase presents Moon - Wave (7:53)
75. Airbase Vs DJ Stigma - Hunting 2004 (2:38)
76. Airbeat One Project - Airbeat One 2006 (3:16)
77. Airfire - My generation (club mix) (6:27)
78. Airfire Feat Talla 2XLC - No Signs 2006 (3:55)
79. Airforce - Emma (radio edit) (3:44)
80. Airwave - Musings of a Lifetime (4:21)
81. Airwave - Musings of a Lifetime (4:53)
82. Airwave - Save me (original) (9:28)
83. Akcent - Jokero (Cre8 Remix) (2:06)
84. Alanis Morissette - Crazy *** Brand New Website La (6:28)
85. Alcazar - Start the fire (3:16)
86. Aled Mann - Flashback (george hales remix) (7:56)
87. Ales Morrh And Woody Van Eyden - Heavenly (3:19)
88. Alex D Elia vs Ebop All Stars - Isn't life wonderful (alexs original vocal mix) (9:42)
89. Alex Deluxe - My Emotions (Manox Remix) (4:48)
90. Alibee Meets Deejay Dee - Letz Hear It For The Boyz (Des (3:35)
91. alibi - eternity (thrillseekers eternal mix) (7:14)
92. Alice Deejay - Better Off Alone (ATB Remix) (3:38)
93. Alien Skin - Shooting Star (3:42)
94. All Stars of Trance - Repulse - ATB (2:40)
95. Alpha Breed - Enlightenment (7:46)
96. Alphablue - Innerworks 2004 (8:00)
97. Alphazone - Flashback (original club mix) (6:33)
98. Altitude - Excession (altitude 2001 remix (6:36)
99. Altitude - Excession (altitude 2001 remix) (6:26)
100. Altitude - Sunray (original mix) (6:15)
101. Altitude - Tears In The Rain (7:22)
102. Alumni - Empty Streets (Haji & Emmanuel (3:41)
103. Amber - Just Like That (Romeo & Juliet (3:40)
104. Amber - One More Night (Hani Remix) (3:38)
105. Amnesia CD2 - Mauro Picotto (3:53)
106. Ampire - Singularity (phalanx remix) (6:51)
107. Anastacia - Everything Burns (3:11)
108. Anastacia - One Day In Your Life [Mash Rad (3:37)
109. Anastacia - Sick And Tired (Jason Nevins E (3:42)
110. Andain - Beautiful Things (photon proje (8:59)
111. Andain - Beautiful Things (photon project vocal mix) (9:26)
112. Andain - Summer Calling (airwave club mix) (9:07)
113. Andora - Bladerunner (3:01)
114. Andora feat. Marie Laure - Follow You (extended voice) (6:29)
115. Andreas Viklund - Andact (8:52)
116. Andy Bell - Crazy (Original Radio Edit) (3:18)

117. Andy Jay Powell & Mike Nero - Skyliner (hiver & hammer remix) (8:46)
118. Andy Prinz - Chaos in Motion (original mix) (7:54)
119. Andy Prinz - Diversity of Life (original mi (9:31)
120. Andy Prinz - Diversity of Life (original mix) (9:15)
121. Andy Prinz - Into the Ocean (island mix) (7:31)
122. angel beats - brightness (3:42)
123. Angel of Trance - The Truth (2:37)
124. Angel of Trance - The Truth (2:59)
125. Angeles - Keeper Of The Dream (9:59)
126. Angelic - Can't keep me silent (original mix) (8:29)
127. Angie Stone - I Wanna Thank Ya (Maximum Room (3:08)
128. Angie Stone - I Wasn't Kidding (Freemasons R (3:38)
129. Anjunabeats - Vol 1 (above and beyond remix) (7:45)
130. Ann Lee - 2 Times (2:30)
131. Anna Vissi - Call Me (Valentin Radio Edit) (1:58)
132. Annie - Heartbeat (Alan Braxe Radio Edit) (3:26)
133. Annie Lennox - A Thousand Beautiful Things (P (1:49)
134. Annie Lennox - Wonderful (Dave Aude Remix) (4:08)
135. Antares vs Bigroom Society - Ride On A Meteorite (The Real (3:18)
136. Antiloop - Believe (3:03)
137. Antiloop - Nowhere To Hide (3:29)
138. Aphelion - Inner Invasion (original mix) (7:38)
139. Apollo - Dance (3:55)
140. Apollo vs Mackenzie - All I Need 2006 (Megara vs Dj (4:05)
141. Apoptygma Berzerk - Kathy's song (corsten remix 12 (7:51)
142. Apoptygma Berzerk - Kathy's song (corsten remix 12 inch) (7:48)
143. Aqualite - Outback (Misantropic Mix) (7:45)
144. AR52 - Air Traffic (8:18)
145. Arena Trex - Violet Vacuum (Delirium 7) (5:26)
146. Aries - Deuces Wild (76:31)
147. Armand Van Helden - Hear My Name (Radio Edit) (1:28)
148. Armin - Blue Fear (5:55)
149. Armin - Blue Fear 2 (7:57)
150. Armin - Communication (6:44)
151. Armin - Communication (Quake Remix) (8:44)
152. Armin Van Buuren - A State Of Trance 2006 (74:36)
153. Armin Van Buuren - Armin Van Buuren - Spiral (6:54)
154. Armin Van Buuren - Astronauts (5:43)
155. Armin Van Buuren - Blue Fear 2003 (7:33)
156. Armin Van Buuren - Burned With Desire (1:28)
157. Armin Van Buuren - Burned with Desire (5:05)
158. Armin Van Buuren - Club Oxygen (14:03)
159. Armin van Buuren - Free (Olav Basoski Remix) (5:44)
160. Armin van Buuren - Galaxia (8:33)
161. Armin Van Buuren - Live - Creamfields 2003 (43:51)
162. Armin Van Buuren - naked angel (6:07)
163. Armin Van Buuren - Oceanlab - Satellite (Original Above And Beyond Remix) (5:45)
164. Armin Van Buuren - Sail (Radio Edit) (2:33)
165. Armin Van Buuren - Serenity (7:07)
166. Armin Van Buuren - Serenity (Dutch Sensation White Anthem 2005) (8:34)

167. Armin van Buuren - Serenity (Sensation White Anthem 2005) (4:09)
168. Armin van Buuren - Shivers (3:10)
169. Armin van Buuren - Shivers (rising star mix) (7:55)
170. Armin Van Buuren - Solar Stone (5:53)
171. Armin Van Buuren - Sunburn (5:09)
172. Armin Van Buuren - Touch Me (7:25)
173. Armin Van Buuren - Universal Religion Chapter One (72:25)
174. Armin van Buuren & DJ Tiesto Present Alibi - Eternity (Thrillseekers Remix) (7:16)
175. Armin Van Buuren Feat Racoon - Love You More (Radio Edit) (3:32)
176. Armin van Buuren feat. Justine Suissa - Burned With Desire (ronski speed mix) (9:22)
177. Armin van Buuren presents - A State of Trance Episode 216 (46:53)
178. Armin van Buuren presents - A State of Trance Episode 218 (123:13)
179. Armin van Buuren presents - A State of Trance Episode 254 (124:11)
180. Armin van Buuren presents - A State of Trance Episode 264 (64:58)
181. Armin Van Buuren Vs Ray Wilson - Yet Another Day (3:44)
182. Armored Blowfish - Floating (7:32)
183. Armored Blowfish - Submarine (6:58)
184. Art of Trance - Cambodia (6:59)
185. Art Of Trance - Madagascar (2:24)
186. Art of Trance - Madagascar (cygnus x remix) (6:22)
187. Art of Trance - Madagascar (ferry corsten radio edit) (3:52)
188. Art of Trance - Mongoose (tektonik remix) (7:10)
189. Arthur Baker Ft. Astrid - 1000 Years (Ab Radio) (2:13)
190. Artist - Marmion - Schoeneberg (6:25)
191. Artist Shout Out - Evi From Lasgo - Anemie Of Ian (3:15)
192. Ascension - For a Lifetime (oceanlab mix) (8:14)
193. Astrada - To The Stars (3:57)
194. Astrada - You Are The One (Radio Mix) (3:20)
195. Astral Pilot - Needle Drama (10:04)
196. Astral Projection - Aqua Line Spirit (0:46)
197. Astral Projection - Aqua Line Spirit (8:31)
198. Astral Projection - Mahadeva (9:21)
199. Astral Projection - People Can Fly (9:51)
200. Astral Projection - Still Dreaming (6:40)
201. Astral Projection Vs Trilithon - Burning Up (Radio Edit) (3:38)
202. Astral Projection Vs Trilithon - Burning Up (Voxless Mix) (8:04)
203. Astronuts - Voyager (5:26)
204. Astura - Cassandra (8:41)
205. Astura - Cassiopeia (10:42)
206. ATB - 9PM (Till I Come) (3:15)
207. ATB - After the Flame (6:02)
208. ATB - Angels (3:33)
209. ATB - Beach Vibes (8:26)
210. Atb - Believe In Me (Club Mix) (8:01)
211. ATB - Blue Skies (3:18)
212. ATB - Bring It Back (4:52)
213. ATB - Dedicated (4:15)
214. ATB - Dont Stop (3:34)
215. ATB - Don't Stop (3:40)
216. ATB - Ecstasy (4:21)

217. ATB - Endless Silence (4:06)
218. ATB - Engreossing Moments (3:42)
219. ATB - Here With Me (5:12)
220. ATB - Hold You (Club Mix) (7:14)
221. ATB - Hold You (svenson and gielen remix) (6:33)
222. ATB - I Don't Wanna Stop (Radio) (3:34)
223. ATB - Killer (4:08)
224. ATB - Let U Go (2005 Reworked) (4:24)
225. ATB - Long Way Home (Radio Edit) (3:54)
226. ATB - Loose The Gravity (6:40)
227. Atb - Love Will Find You (4:26)
228. ATB - Marrakech (Club Mix) (7:37)
229. ATB - Marrakech (Original) (10:40)
230. ATB - Megamix (techno bass) (5:34)
231. ATB - My Dream (7:05)
232. ATB - Ocean Trance (4:37)
233. ATB - See U Again (6:35)
234. ATB - Summer Rain (4:16)
235. ATB - Sunset Girl (6:50)
236. ATB - -Sunset Girl (Limited Club Mix Edit) - Sunset Girl [Limited Club Mix Edit] (3:49)
237. ATB - Temple of love.mp3 (3:18)
238. ATB - The Summer (3:41)
239. ATB - Underwater World (4:11)
240. ATB - You're Not Alone [Radio Edit] (6:00)
241. atb & ayla - don't stop ayla t (6:18)
242. atb 2004 remix (3:23)
243. ATB and Paul Van Dyk - Rave Me (9:11)
244. ATB feat Tiff Lacey - Marrakech (a and t remix) (8:29)
245. ATB feat. Tiff Lacey - Marrakech (a and t remix) (8:29)
246. ATB feat. York - The Fields Of Love (3:41)
247. ATb Ft York - The Fields Of Love (Darude Vs JS 16 RmX) (7:30)
248. ATB- Sunscreen (3:54)
249. ATB vs ALICE DJ - The Matrix Theme (3:05)
250. ATB Vs Eifel 65 - Put Your Hands Up In The Air.mp3 (3:34)
251. ATB vs Everything but the Girl - Missing '99 (9 PM mix) (5:32)
252. ATB vs Seb Fontaine - atb - universal nation (6:21)
253. ATC - Let U Go (3:54)
254. Atlantic 12 - Another Reason (original mix) (6:46)
255. Atlantic Ocean - Waterfall 2002 (Original Mix) (5:07)
256. Aubrey - If You Don't Know Me By Now (Johnny Budz Radio) (3:32)
257. Audio Bullys feat Nancy Sinatra - Shot You Down (Radio Edit) (2:49)
258. Audioholics - External Key (original mix) (7:26)
259. Audioplacid - A View from the Clouds (6:22)
260. Audioplacid - Last X-It (7:24)
261. Audioplacid - On Waves (7:25)
262. Audioplacid - Where I Am (rough mix) (9:24)
263. Aurora Borealis - The Milky Way (Scan X Remix) (8:29)
264. Avalon - Bells Of Avalon (Liquid Child Remix) (3:06)
265. Avatar - The Haze (greed's twisted soul remix) (10:41)
266. AVB Shivers (3:13)

267. Aveda Feat Corrie - 2 Souls (2:16)
268. Aveda Feat Corrie - 2 Souls (3:27)
269. Axel Stephenson - Varcas In Trance (6:45)
270. Axwell Feat Steve Edwards - Watch The Sunrise (Radio Edit) (3:36)
271. Ayion - Thru the Night (solid slide mix) (9:08)
272. Ayla - 01 - Liebe [Trance mix] (6:49)
273. Ayla - 01 - Liebe [Trance mix] (6:50)
274. Ayla - 07 - Ayla [part II] (3:16)
275. Ayla - Angelfalls (3:39)
276. Ayla - Angelfalls (Radio Edit) (3:35)
277. Azur - Stay With Me Till Dawn (Radio (3:24)
278. B.B.E. - Hypnose (5:02)
279. Balearic Bill - Destination Sunshine (3:45)
280. Baltes vs. Stevens - Lost in Space (future breeze remix) (8:09)
281. Bambuddah - Sheppard Moon (original mix) (7:16)
282. Bananarama - Look On The Floor (Angel City Mix) (2:55)
283. Bananarama - Look On The Floor (Solasso Rem (1:43)
284. Bananarama - Move In My Direction (3:14)
285. Bangbros - 1 2 3 Feierschweinerei (Club M (3:05)
286. Barcode Brothers - Dooh Dooh (darude vs js16 mix) (7:10)
287. Basic Element - I Will Never Let You Know (3:19)
288. Basshunter - Vi Sitter I Ventrilo Och Spela (3:17)
289. Basslovers United - I Cant Dance (Club Mix) (5:45)
290. Beam & Yanou - Paraiso (3:43)
291. Beatfreakz - Somebodys Watching Me (Hi Tack (2:24)
292. Beatfreakz - Superfreak (Radio Edit) (2:37)
293. Beetseekers - Walk of Notes (original version) (7:36)
294. Bellini - Samba De Janeiro (2:17)
295. Benassi Bros - Rockets In The Sky (2:01)
296. Benassi Bros. Ft Dhany - You Make Me Feel (4:33)
297. Benjamin Brown - May Promo (27:14)
298. Benjamin Brown - May Promo (31:28)
299. Benny Benassi - Whos Your Daddy (3:25)
300. Bianco & Bavaglio - Serenity (6:13)
301. Billy Daniel Bunter - Hardcore Acceleration (4:28)
302. Binary Finary - 1999 (Kay Cee Mix) (6:49)
303. Binary Finary - 1999 (trance mix) (3:58)
304. Binary Finary - 2000 - (DJ JamX & Du Monde's M (3:05)
305. Binary finary - 2000 (Original Rmx) www.clubkings.prv.pl (8:30)
306. Binary Finary - Binary Finary 2004 (Mix A1) (8:45)
307. Biochip C. - Return To Annexia (4:10)
308. Bitte Ein Beat - Mauro Picotto (5:50)
309. Blank - Silence (3:29)
310. Blank & Jones - Beyond Time (Darude Rmx) (7:28)
311. Blank & Jones - Beyond Time (Short Cut) (3:29)
312. Blank & Jones - Catch (Radio/Video Mix) (3:10)
313. Blank & Jones - Desire (3:23)
314. BLANK & JONES - FLAMING JUNE (7:11)
315. Blank & Jones - Watching The Waves (moon remix) (9:01)
316. Blank & Jones feat. Bobo - Perfect Silence (Perry O'Neil Remix) (8:31)

317. Blank & Jones feat. Bobo - Perfect silence (Original MIX) (7:13)
318. Blank and Jones - A forest (6:53)
319. Blank and Jones - Beyond time (the thrillseekers (7:44)
320. Blank and Jones - Cream (7:18)
321. Blank And Jones - Cream (Paul Van Dyk Remix) (6:38)
322. Blank and Jones - Desire (7:27)
323. Blank and Jones - DJ Culture (6:07)
324. Blank And Jones - Mind of the Wonderful (mc) (7:56)
325. Blank And Jones - Nightfly (radio mix) (3:28)
326. Blank and Jones - Perfect Silence (6:14)
327. blank and jones - summer sun (3:33)
328. Blank and Jones - Summer Sun (nature one edit) (3:27)
329. Blank And Jones - The Art Of Love (4:17)
330. Blank and Jones - The Blue Sky (6:38)
331. Blank and Jones - The Mix (2006 week 13) (53:40)
332. Blank and Jones - The Mix Vol. 3 Special (53:34)
333. Blank and Jones - The Mix Vol. 3 Special (54:06)
334. Blank and Jones - The Nightfly (3:52)
335. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (01) (12:35)
336. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (02) (7:33)
337. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (03) (13:49)
338. Blank and Jones and Friends (2005 week 34) - guest DJ Jochen Miller (79:34)
339. Blank and Jones and Friends (2005 week 35) - guest DJ The Thrillseekers (5:23)
340. Blank and Jones and Friends (2005 week 43) - guest Gabriel and Dresden (121:22)
341. Blank and Jones feat. Bobo - Perfect Silence (e-craig's 212 (9:55)
342. Blaze! - Crazy little fingers (DJ Phosphor's Ruffed up mix) (5:43)
343. Blood Pumping Mind Twisting DJ Radio (0:26)
344. Blue Alphabet - Cybertrance (4:56)
345. Bob Sinclar - Love Generation (Full Intention Club Mix) (4:11)
346. Bob Sinclar Feat Steve Edwards - World Hold on (3:31)
347. Boccaccio Life - The Secret Wish (5:06)
348. Bodyrox - Yeah Yeah (3:32)
349. Bonito And Louis - Rush (3:20)
350. Bonzai Worx Volume 14 - mixed by Yves Deruyter (60:03)
351. Booty Shakerz - Who Knew (Radio Edit) (2:39)
352. Brad - Be With Me (marco torrance remix) (7:56)
353. Brainbug - Nightmare 2006 (Sinister Strin (3:29)
354. Brandon Hughes (DJ Evolution) - Melodic Stupor Vol. 2 (59:58)
355. Brandon Hughes (DJ Evolution) - Zen (16:51)
356. Brian G - Monochromatic (Black) (34:04)
357. Brian G - Monochromatic (White) (56:34)
358. Brian G - Monochromatic (White) (68:52)
359. Brian Rogers - Pacific Skylines (January 2007 (84:36)
360. Brian Rogers - Pacific Skylines (June 2006) (83:27)
361. Brisky And Coleman - Heavens Tears (3:45)
362. Britney Spears - Lucky (3:25)
363. Britney Spears - Toxic (3:16)
364. Brother Brown and Frankee - Under the Water *** Brand New (7:17)
365. Bruno Fergani - SunStorm Extended Mix (6:11)
366. Bruno Fergani / FTP [Trance fr - Trancelation (4:18)

367. BT - BT - Never Gonna Come Back Down (5:47)
368. BT - Flaming June (3:20)
369. BT - Flaming June (3:56)
370. BT - Godspeed (5:00)
371. BT - Godspeed (Original mix) (9:09)
372. BT - Live on KISS-FM 053003 (56:23)
373. BT - Love, Peace and Grease (3:51)
374. BT - Madskillz (4:52)
375. bt - mercury and solace (marc shimm (6:31)
376. BT - Mercury and Solace (Transa Rem (7:51)
377. BT - Remember (3:31)
378. BT - Smartbomb (Plump DJs Mix) (7:14)
379. BT- Blue Skies (Paul van Dyk mix) (5:27)
380. BT- Dreaming (5:20)
381. BT- Remember (12:13)
382. BT-madskillz (mic chekka) (3:11)
383. C - Bool - Got 2 Know (Verano Remi (4:27)
384. C.M. - Dream Universe (marino s. mix) (5:42)
385. C.O.D.E. 4 - Follow Me (epic trance mix) (8:35)
386. Cafe del mar Vol. 4 - 10 - Chicane - Offshore (Ambient Mix) (7:01)
387. Camena - Sarabande (PulsRadio ID) (4:23)
388. Canadian Culture (August 2005) - Kristina Sky, Chris Pana, Kristoff (43:47)
389. Capricorn - Harakiri (Secret Drum Version) (4:18)
390. Captain Hollywood Project - Find Another Way (3:31)
391. Captain Hollywood Project - More And More (3:48)
392. Carbon Feat Elly - Shelter Me (Soren Weile Mix Ed (3:24)
393. Carbon Feat Ely - Shelter Me (CompleXz Remix) (7:52)
394. Carl B - All Day (8:31)
395. Carl Cox and John Digweed - Essential Mix 08-09-2006 (119:21)
396. Cascada - Everytime We Touch (Radio Mix) (1:56)
397. Cascada - Ready for Love (Klubbingman Re (5:06)
398. Cascade - Altitude (7:17)
399. Caspar Houser - Riding (House Pimps Sexy Mix) (5:20)
400. Casseopaya - The Music Makers (Arpeggiators (5:29)
401. Castaneda - Oceanborn (original mix) (8:53)
402. Castello - Music Inside (club mix) (7:03)
403. Caunos - Bombay (7:33)
404. Celldweller - Switchback (5:02)
405. Celldweller - The Last Firstborn (7:41)
406. Central Station - More Than A Feeling (Alex M vs (4:38)
407. CentralSeven - Missing (3:07)
408. Chakra - Doors (space brothers dub) (5:31)
409. Chemical Brothers - Galvanise (4:23)
410. Cher - Believe (3:44)
411. Cher - Strong Enough (3:36)
412. Cheyenne Kimball - Hanging On (MacQ Remix Radio E (3:58)
413. Chicane - Autumn Tactics (8:05)
414. Chicane - Daylight (Album Version) (3:47)
415. Chicane - Daylight (ATB Mix) (7:37)
416. Chicane - Faithless - Cafe Del Mar (5:57)

417. Chicane - Halcyon (Airscape Remix) (6:54)
418. Chicane - Love on the Run (3:26)
419. Chicane - Music One - www.m1live.com) (7:24)
420. Chicane - No Ordinary Morning (5:09)
421. Chicane - Offshore (1997) (3:05)
422. Chicane - Offshore '97 (3:48)
423. Chicane - Overlap (0:30)
424. Chicane - Sunstroke (4:00)
425. Chicane Feat. Maire Brennan Of Clannad-Saltwater (Original) (3:30)
426. Chicane feat. Marie Brennan - Salt Water (3:21)
427. Choice - Acid Eiffel (10:18)
428. Chris Chambers - Hidden Senses (78:24)
429. Christopher Lawrence - December 2004 Limited Edition Live DJ Mix (53:33)
430. Christopher Lobsinger - San Francisco Sessions 15 JU (58:56)
431. Cinereal - Another Day (empyrean sun remix) (7:10)
432. Circuit - Transport Of Love (5:41)
433. CJ Stone - Don't Look Back (6:58)
434. CJ Stone - Don't Look Back (energy club mix) (7:12)
435. CJ Stone - Infinity (3:34)
436. cj stone - into the sea (green court remi (0:51)
437. cj stone - into the sea (green court remi (6:46)
438. CJ Stone - Shine (5:21)
439. CJ Stone - Shine (Single Mix) (3:21)
440. Cj Stone - Shining star (cj stones club mix) (7:36)
441. CJ Stone - The Sun (3:48)
442. CJ Stone - The Sun Goes Down (Sunrise Club Mix) (6:55)
443. ClickOnHosting.com - say goodbye to your old webhost! (0:28)
444. Clokx - Clocks (original club mix) (7:50)
445. Clokx - Feelings (extended mix) (8:53)
446. Club Affairs - Volume 1 CD1 mixed by Svenson and D-Light (78:15)
447. Club Nature - Time For Dance (Banana Inc Rad (2:51)
448. Club Robbers - Take Me Home Tonight (Original (3:15)
449. Clubzone Feat Alicia - Rainy Day 2002 (Trance Extende (6:21)
450. Coast 2 Coast - Home (original mix) (8:01)
451. Code37 - Astral 98 (5:55)
452. Cold Blue - Streams (astuni vs. le saux re (9:00)
453. Coldwave - Unforgivable (3:23)
454. Commander Tom - Attention (Radio Edit) (2:48)
455. Commander Tom vs Oliver Cats - I Cant Sleep (4:02)
456. Conjure One ft. Sinead O'Connor - Tears from the Moon (hybrid twisted on the terrace mix) (9:45)
457. Convert - Nightbird (12" Version) (5:17)
458. Coona - Every Day (2:48)
459. Corderoy - Deeper (Vocal Mix) (8:14)
460. Corderoy - Sweetest Dreams (8:31)
461. Corona - Ill Be Your Lady (Nowak Vocal (3:48)
462. Cosmic Gate - Exploration Of Space (radio edit) (3:32)
463. Cosmic Gate - Human Beings (cream team remix) (6:57)
464. Cosmic Gate - The Truth (ferry corsten remix) (7:22)
465. Cosmic Gate - The Truth (ferry corsten remix) (7:32)
466. Cosmic Gate - The Wave (4:31)

- 467. Cosmic Gate - The Wave (5:34)
- 468. cosmicman - i love you (v1.4 new version) (6:55)
- 469. cosmicman - i love you (v1.4 new version) (7:01)
- 470. CreamTeam - Samurai (3:22)
- 471. CreamTeam - Samurai (3:45)
- 472. Creamy - Never Ending Story (3:46)
- 473. Crispy - In and out (signum remix) (8:50)
- 474. Cristian Avigni - Trance Energy (77:20)
- 475. Crush On Christie - Real Shy (Hunds Up Extended Ve (3:53)
- 476. CRW - I Feel Love [Dumonde Remix] (7:05)
- 477. Cut N Move - Give It Up (4:27)
- 478. Cyberia - Doors 1 (6:40)
- 479. Cybernetik - Hardkore Reflektions (4:21)
- 480. Cybernetik - Pure Rapture (epic/power tranc (5:06)
- 481. Cyclone - Riviera (8:03)
- 482. Cydelix - Waiting For This Moment (6:16)
- 483. Cygnus X - Positron (3:52)
- 484. Cygnus x - Positron 2002 (Marco v remix) (4:34)
- 485. Cygnus X - Superstring (4:58)
- 486. CYGNUS X - Superstring (Rank 1 Remix) (8:00)
- 487. Cygnus X - Superstring (rank 1 remix) (8:11)
- 488. D H T featuring Edmee - Someone (Furious F Radio Edit) (3:37)
- 489. d mention - daydream (short mix) (2:40)
- 490. D U G feat Bjork - The Anchor Song (trance edit) (4:13)
- 491. D.A.V.E. - Compjacent (63:13)
- 492. D.J. Sakin - Protect Your Mind (3:32)
- 493. D.J.Tiesto - Love Comes Again (3:15)
- 494. D.U.G. feat. Bjork - The Anchor Song (trance edit) (4:13)
- 495. Da Buzz - Can You Feel The Same Way Too (3:45)
- 496. Da Edge - Shine (6:00)
- 497. Daddy DJ - Sunshine (6:40)
- 498. Daft Punk - Aerodynamic (3:27)
- 499. Daft Punk - Around the World (4:01)
- 500. Daft Punk - Around The World (4:01)
- 501. Daft Punk - Digital Love (4:57)
- 502. Daft Punk - Digital Love(Feat. DJ Sneak) (4:54)
- 503. Daft Punk - Face To Face (4:00)
- 504. Daft Punk - Harder, Better, Faster, Stronger (3:45)
- 505. Daft Punk - Oh Yeah (2:02)
- 506. Daft Punk - One More Time (7:45)
- 507. Daft Punk - Robot Rock (4:48)
- 508. Daft Punk - Short Circuit (4:56)
- 509. Daft Punk - technologic (4:44)
- 510. Daft Punk - Technologic (Radio Edit) (3:08)
- 511. DAFT PUNK - Vietnam (5:35)
- 512. Daft Punk - Voyager (4:08)
- 513. Dag & Alan - Another Hot Day at the Bay (8:10)
- 514. Damae - Control (3:16)
- 515. Damae Feat Londonbeat - Ive Been Thinking About You (3:20)
- 516. Dan - J - Depressions (Radio Edit) (3:57)

517. Dance Nation - Ridin High (3:14)
518. Dance Nation - Words (Original Extended Mix) (8:07)
519. Dancefloor Driverz Feat Joana - Sleeping In My Car (4:53)
520. Dancing DJs Feat Victoria O Co - Right Beside You (Main Mix) (4:36)
521. Danielle - La Poupee (3:07)
522. Danielle Bollinger - Kiss The Sky (Mike Rizzo Globa (2:11)
523. Danielle Bollinger - When The Broken Hearted Love Again (4:18)
524. Danny Howells - Danny Howells - Miami - Global Underground 027 - CD 2 (77:02)
525. Danny Howells - Nubreed - Global Underground P (71:59)
526. Danny Howells - Nubreed - Global Underground P (74:05)
527. Danny Oliveira - Forever (original live mix) (8:11)
528. Dario G - Dream To Me (8:39)
529. Dario G - Dream To Me (Airscape Remix) (8:45)
530. Dario G - Heaven Is Closer (Feels Like H (6:35)
531. Darkly Basic vs. DJ Pascal Lacroix - Breaking the Waves (J & F Vocal Club Mix) (7:22)
532. Darren Tate - Prayer for a God (original mix (7:50)
533. Darren Tate vs. Jono Grant - Nocturnal Creatures (7:43)
534. Darude - Next to You (8:29)
535. Darude - Sandstorm (3:36)
536. Darude - Sandstorm 2006 (Dallas Superst (4:02)
537. Datura - Infinity (DJ MNS vs DJ E-Maxx (4:24)
538. Dave 202 - Generate The Wave (4:20)
539. Dave Armstrong - Make your move (3:42)
540. Dave Clarke - Thunder (4:59)
541. Dave Elyzium - Old Skool Hard Trance 1995-199 (47:23)
542. Dave Seaman - GU 022: Melbourne [CD1] (69:03)
543. Dave Seaman - GU 022: Melbourne [CD2] (73:40)
544. David Forbes - Answers (scanners remix) (7:08)
545. David Forbes - Questions (magica remix) (6:26)
546. David Forbes - Questions (magica remix) (6:30)
547. David Guetta - The World Is Mine (3:07)
548. David Luca - Just For You (3:21)
549. David Morales Feat Lea - Lorien-How Would U Feel (Rauho (3:58)
550. Dawes - Take Me High (3:20)
551. Db Boulevard - Believe (Radio Edit) (3:57)
552. DB Boulevard - Point of View (lange remix) (8:10)
553. De Donatis and Ciacomix - Angel (de donatis vocal mix) (8:06)
554. De Donatis and Ciacomix - Third Freedom (8:12)
555. Debbie Loeb - Faraway (Valentin Radio Edit) (3:29)
556. Deborah Cox - Easy As Life (Tony Moran Mix) (4:02)
557. Deborah Cox - Nobody's Supposed To Be Here (4:20)
558. Deborah Cox - Play Your Part (Mike Rizzo Edi (2:00)
559. Dee Mark - Superflight (6:21)
560. dee mark - supernova (4:11)
561. Dee Robert - Come Inside My World (6:24)
562. Dee Robert - Come Inside My World (Giuseppe (1:37)
563. Dee Robert - I Believe (Klubjumpers Radio E (3:23)
564. Deejay Karlblau - Missing You (9:31)
565. Deep Spirit - Lonely (Radio Cut) (3:13)
566. Deep Voices - A New Beginning (astuni and le saux planar void remix) (7:09)

- 567. Deepest Blue - Give It Away (Club Mix) (8:00)
- 568. delerium (feat leigh nash of s - innocente (falling in love) (d (7:15)
- 569. Delerium feat. Jael (of Lunik) - After All (svenson and gielen (7:41)
- 570. Delerium feat. Jael (of Lunik) - After All (svenson and gielen remix) (7:39)
- 571. Delirium - Silence (airscape remix) (3:49)
- 572. Delphion - One Nation (de donatis mix) (5:16)
- 573. Demiurge - Eternity (original mix) (9:23)
- 574. Demo - Come Together (4:02)
- 575. Desyn Masiello - Bedrock Original Series 1 (72:42)
- 576. Deux - Sun Rising Up (Radio Edit) (4:10)
- 577. DHT - Listen to Your Heart (DJ Mania (3:30)
- 578. DHT Feat Edmee - Why (Furious F Single Edit) (3:39)
- 579. Diamond - Reason (3:03)
- 580. Diana Fox - Running On Empty (2:48)
- 581. Diana Fox - Sail away (3:22)
- 582. Die Frauenarzte - Dear Jessie (Love Parade 2006) (3:22)
- 583. Digital Blues (aka. Gareth Eme - Definition (8:20)
- 584. Digital Express - The Club (7:46)
- 585. Digital Rockers - I Believe [Pulsedriver Remix] (7:10)
- 586. Dimorphic - Haunted Strings (6:20)
- 587. Direct 2 Dance - Burnin Up (3:50)
- 588. Disco Citizens - Footprint (4:39)
- 589. Discoblaster - Fading (3:13)
- 590. Disconfect Ft. Andrea Martin - Story Of My Life (Original Rad (4:05)
- 591. DiTo - For Your Mind (club mix) (8:46)
- 592. DITO - Iceland (dito fire and ice club mix) (7:34)
- 593. DiTo - Shadows A-Side - Promo, Release Date June 2001 (6:45)
- 594. DiTo - Shadows A-Side - Promo, Release Date: June 2001 (6:42)
- 595. DiTo - Sky (3:38)
- 596. Diver and Ace - It's Not Over Now (astura vs. (10:40)
- 597. Diver and Ace - It's Not Over Now (astura vs. (10:45)
- 598. Divine Inspiration - The Way (svenson & gielen inst (7:27)
- 599. Dj - Paco - Harmonic (promo edit) (7:47)
- 600. DJ AJG - DI Black Label (Three Mix) (DI Exclusive live from Club Cream NYC 17-Jan-04) (75:31)
- 601. DJ Aligator - Countdown (Radio Mix) (3:24)
- 602. DJ Bass Master - Contact (Extented Version) (5:30)
- 603. DJ CA - Live Your Magic Dream (novator remix) (6:07)
- 604. DJ Celica - Experience The Silence (Volume (78:02)
- 605. DJ Code - Sunset Prelude (inner sanctuar (8:13)
- 606. DJ Cor Fijneman - Exhibition (8:41)
- 607. DJ Cor Fijneman feat. Jan Johnston - Venus (dj tiesto mix) (7:31)
- 608. DJ Dave 202 presents Impaxx - Feel (7:12)
- 609. DJ Dean - Kick Da Bass (2:53)
- 610. DJ Dean - Kick Off (Radio Edit) (3:19)
- 611. DJ Dean - Play it Hard (voodoo and seran (8:32)
- 612. DJ Dick - Upturn (5:36)
- 613. DJ Doboy - Trancequility Volume 30 (79:47)
- 614. DJ Doboy - Trancequility Volume 31 (15:10)
- 615. DJ Doboy - Trancequility Volume 31 (78:08)
- 616. DJ Doboy - Trancequility Volume 32 (79:00)

617. DJ Doboy - Trancequility Volume 33 (16:03)
618. DJ Doboy - Trancequility Volume 34 (13:05)
619. DJ Doboy - Trancequility Volume 34 (5:26)
620. DJ Doboy - Trancequility Volume 34 (77:17)
621. DJ Dymension - Travelling Around (54:47)
622. DJ Encore feat. Engelina - I See Right Through to You (tandu dub) (6:49)
623. DJ Energy - Arya (dave 202 and phil green (7:12)
624. Dj Epic - 3rd Saga (Trance Mix) - Robert Miles - Fable (1) (6:18)
625. DJ Ernesto - Urban Cowboy (7:26)
626. DJ Frango Feb 2004 - Mix nr.2, for Sirion Records (69:23)
627. DJ Future Underground - Mentally Imported Volume 1 (31:25)
628. DJ Future Underground - Mentally Imported Volume 2 (73:02)
629. DJ Goldfinger - BakerStreet (Andy Garcia vs Ha (4:26)
630. DJ Goonie - Goonies Sound Vol 4 (25:17)
631. DJ Greenhead - Crystal (hiver and hammer remix) (8:17)
632. DJ Icey - Dreams (3:20)
633. DJ Irish - Assorted Trance Volume 15 (77:51)
634. Dj Irish Essential Hard Trance Mix (8:16)
635. DJ Jaro - Turn the Night (club remix) (5:59)
636. DJ Jose - Dedication (2:57)
637. DJ Kibon - Live at AfterhoursDJs.org - (0 (106:22)
638. dj kim - jetlag (original mix and magix club cut) (7:01)
639. Dj Lev - Best Dance Trance MIX (Robert Miles, Delirium, Dj T (76:33)
640. DJ Lhasa - Super Tanz (Mabra Extended Mix (3:11)
641. DJ LilJo - Holy Devotion (77:31)
642. DJ LilJo - Inspired Reality (75:20)
643. DJ Lithium - Galactica (9:07)
644. DJ Lithium - Pegasus (66:11)
645. DJ Lithium - The Return of the DeJi (74:45)
646. DJ Lord - Return of the Vibe II (76:26)
647. Dj Mellow - D - Night (official radio mix) (3:54)
648. DJ Micro - BT: Godspeed (8:45)
649. DJ Micro - Keoki - Majick (D'still'd Remix) (5:37)
650. DJ Micro - Supernova (5:20)
651. Dj Misjah Live @ Mayday IX The Great Coalition (1995) (6:34)
652. DJ Myers - Hardcore Exploration (61:37)
653. DJ Mystik - Neverending Story (4:42)
654. DJ Mystik - Sasha & Digweed - Enjoy The Silence [Remix] (3:24)
655. dj mystik - sweet dreams remix (4:59)
656. Dj Nick - Space Vibrations (club mix) (6:15)
657. DJ Paul Oakenfold - Essential Mix (Live @ Shadow Lounge in Miami) (73:38)
658. DJ Paul Oakenfold ,Sasha, Carl (73:40)
659. DJ Paz Feat Christine - Lost Everything (PF Klubb Trax (4:00)
660. DJ Pierro - Another World (4:03)
661. DJ Poison I.V. - Theme from Great Cities (minim (5:56)
662. DJ Precision - True to Trance September 2005 mix (13:15)
663. DJ Precision - True to Trance September 2005 mix (45:52)
664. DJ Quicksilver - Ameno (7:48)
665. Dj Quicksilver - Ameno erotics (no vocal edit) (5:44)
666. DJ Quicksilver - Free (1:19)

- 667. DJ Riot - 425 (86:04)
- 668. DJ Riot - For My Angel (68:03)
- 669. DJ Roberto K Feat Valerie - Blame It On The Summer (Sample) (3:28)
- 670. DJ Ross - Smile (3:29)
- 671. DJ Rush - Schranz (5:28)
- 672. DJ Sakin & Friends - Nomansland (David's Song) (3:30)
- 673. DJ Sammy - Heaven (Trance Remix) (5:17)
- 674. DJ Sammy - Sunlight (pulser remix) (7:55)
- 675. DJ Sammy - The Boys Of Summer (3:51)
- 676. DJ Sasha - Calling Your Name (5:24)
- 677. DJ Sasha - Let Me Show You (8:10)
- 678. DJ Sasha & John Digweed - Always (Psychadelic Martini Mi) (3:39)
- 679. DJ Sasha & John Digweed - Blue Planet (5:23)
- 680. DJ Sasha & John Digweed - Enjoy The Silence (7:45)
- 681. DJ Sasha & John Digweed - Northern Exposure - Liquid Cool (3:06)
- 682. DJ Sasha & John Digweed - Northern Exposure III Expeditions CD1 (63:07)
- 683. DJ Sasha & John Digweed - Out Of Body Experience (7:06)
- 684. DJ SASHA & JOHN DIGWEED, CLUB SPACE, WMC 2006, Downtown, Miami - DJ John Digweed (78:59)
- 685. DJ Scorch - Forever Hardcore 5 (74:53)
- 686. DJ Scot Project - O (Overdrive) (3:18)
- 687. DJ Scot Project - RGB (Green Mix) (41:20)
- 688. DJ Serenity - Estrella (Alex Megane Remix) (3:12)
- 689. DJ Shah - High (DJ Shah's Magic Island Mix) (6:36)
- 690. DJ Shah and Pedro Del Mar present - Mellomania USA December 2005 (100:59)
- 691. DJ Shah and Pedro Del Mar present - Mellomania USA June 2004 (59:42)
- 692. DJ SHoE - Energetic Aggressions Vol. 6 (16:05)
- 693. DJ SHoE - Energetic Aggressions Vol. 6 (56:41)
- 694. DJ Shog - Another World (3:53)
- 695. DJ Shog - Another World (Club Mix) (7:37)
- 696. DJ Shog - Another World (Extended Mix) (7:58)
- 697. DJ Shog - Be The One (3:57)
- 698. DJ Shog - Crying (6:33)
- 699. DJ Shog - Rush Hour (3:59)
- 700. DJ Shog - This Is My Sound (Wavescope Re) (3:23)
- 701. DJ SHOG ft.LASGO - Alone (DJ Shog Remix) (6:16)
- 702. DJ Simple - Mainstation Theme (8:09)
- 703. DJ Sledge Hammer - Sunshine (Extended Mix) (3:07)
- 704. DJ Sonix - Set Me Free (Techno Mix) (3:44)
- 705. DJ Sonix - Set You Free (Energy Mix) (8:22)
- 706. DJ Spoke - Night Line Komet (7:48)
- 707. DJ Spoke - Night Line Komet (8:03)
- 708. DJ Spoke - Nightflight Komet (6:40)
- 709. DJ Spoke - Nightflight Komet (6:43)
- 710. DJ Tab - Verso (8:27)
- 711. DJ Tab - Verso (8:38)
- 712. DJ Tatana - Global Thinking (8:06)
- 713. DJ Tatana - Moments (The Matrix Dub) (7:27)
- 714. DJ Tech - Nevereverland (Rave Mix) (7:16)
- 715. DJ Tekla - Tranquilizer Mix (60:02)
- 716. DJ Tempest - The Snowdown (34:51)

717. DJ Tiesto - Adagio For Strings (7:23)
718. DJ Tiesto - Andain - Beautiful Things (Gab (7:15)
719. DJ Tiesto - Darude Vs Robert Miles - Children Of The Sandstorm (6:59)
720. DJ Tiesto - Honey [chicane club mix] (6:42)
721. DJ Tiesto - In search of sunrise (6:42)
722. DJ Tiesto - In search of sunrise (6:42)
723. DJ Tiesto - In Search Of Sunrise 3 (79:38)
724. DJ Tiesto - Lethal Industry (cj stone remi (6:28)
725. DJ Tiesto - Nyana CD1 - Outdoor (20:50)
726. DJ Tiesto - Nyana CD2 - Indoor (78:51)
727. DJ Tiesto - Obsession (38:45)
728. DJ Tiesto - Sparkles (Magikal Remake) (3:49)
729. DJ Tiesto - Suburban Train (4:15)
730. DJ Tiesto - Suburban Train (8:24)
731. DJ Tiesto - techno - Darude Vs Robert Miles - Children Of The Sandstorm (DJ Extacy Remix) (6:59)
732. DJ Tiesto - Tina Arena & The Rock Project (7:38)
733. DJ Tiesto & Armin Van Buuren - Wonder Where You Are (9:28)
734. DJ Tiesto and Junkie XL - Obsession (9:05)
735. DJ Tiesto feat. Rank One - Airwave (Dutch Force Remix) (1 (7:28)
736. DJ Tom & Norman - Be Slave of Your Desire (4:12)
737. DJ Tomac - Emotions (original mix) (6:32)
738. DJ Tommyboy - Feeling (1:55)
739. DJ Villo - New Years Eve Around The World (61:18)
740. DJ Villo - New Years Eve Around The World (79:17)
741. DJ Virgen - Eyes of Innocence (rising force remix) (8:58)
742. DJ Wino - Demo for AfterhoursDjs.org (39:53)
743. DJ X Featuring Jon Secada - What You Won't Do for Love (Cl (6:40)
744. DJ Yanny pres. Terraformer - Won't Forget These Days (voodoo and serano summer remix) (7:29)
745. DJ Zephyr - Spirit of Ibiza (Inzite remix) (7:01)
746. Djs At Work - Someday (8:19)
747. DJTandu - Velvet (5:42)
748. dkn - Angelwings (6:33)
749. dkn - Out Of This World (original version) (8:39)
750. dkn - Searching for Love (6:24)
751. Dogzilla - Without You (Radio Edit) (3:46)
752. Don't Call Me Baby - Madison Avenue (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:45)
753. Dont Give Up 2004 Agnelli And Nelson Mix (11:02)
754. Double Nation - Move Your Love (2:29)
755. Double V - Moscow Morning (bobina surpris (5:57)
756. Double V - Moscow Morning (bobina surpris (7:14)
757. Double You Feat Don Cartel - Everything I Do (Radio Edit) (3:40)
758. Dr Beat - What I've Been Looking For (3:53)
759. Dr Erre Feat Babydoll - Insomnia (DJ Clad vs FT Radio (3:10)
760. Dr. DNA - Love Ball (8:20)
761. Dr. Kucho & Gregor Salto - Can't Stop Playing (3:03)
762. Drax & Socctt Mac - The Sun (de-progression mix) (7:07)
763. Dream Dance Vol 5 - Hypertropy-Just Come Back 2 Me (2:56)
764. Dreas - Manga Flavour (60:23)
765. Dreas - Morning Snow (2:08)

- 766. Dreas - Morning Snow (7:15)
- 767. Driftwood - Freeloader (driftwood remix) (7:02)
- 768. Drop in - Tell you this (1996) (7:47)
- 769. Drop Kickz - Clap It (3:43)
- 770. DUB - DJ Dub - March Mix for XTC Ra (60:40)
- 771. Duende - Amor de Dios (original mix) (6:51)
- 772. Dumonde - God Music (original mix) (6:58)
- 773. Dumonde - Never look back (dumonde remix (9:01)
- 774. Dumonde vs. Lange - Memory (original dub) (7:20)
- 775. Dune - Dark side of the moon (6:37)
- 776. Dustwave - Anomalous Materials 6 :: Disso (71:31)
- 777. Dutch Force - Deadline (5:17)
- 778. Dyloot - Star Party (deep voices remix) (6:40)
- 779. Dyyini - City of Moving Waters (robert gitelman remix) (8:01)
- 780. E - Craig - Home (Vocal Mix) (3:25)
- 781. E - Love - Konfjuzed (original mix (9:31)
- 782. E - Mission - Electric (zone x rem (7:22)
- 783. Earth Nation - Alienated (7:33)
- 784. Earth Nation - Educated - Untouched Mix - (7:28)
- 785. Earthbound - One Nation Trance Nation (3:11)
- 786. East Clubbers - Beat Is Coming (Extended Mix) (4:20)
- 787. East Clubbers - Silence (3:49)
- 788. East Clubbers - Sometimes (3:45)
- 789. EBTG - Tracey In My Room *** Brand Ne (3:45)
- 790. EBTG - Wrong (4:41)
- 791. Eddie Thoneick And Kurd Maveri - Love Sensation 2006 (3:08)
- 792. Eddy Wata - Jam (Radio Techno Mix) (3:34)
- 793. Electronic Elements Radio (7 September 2005) - hosted by Perry O'Neil (120:00)
- 794. Eleven O - Pump The Base (3:03)
- 795. Elize - Shake (3:13)
- 796. Elles De Graaf - Show You My World (Ferry Corst (4:01)
- 797. Elles de Graaf feat. Greg Murray - Circles of Why (robert gitelman remix) (7:49)
- 798. Elysee - Dreaming About You (Airtrance (3:46)
- 799. Emmanuel Top - Acid Phase (2. Version) (5:23)
- 800. Emmanuel Top - Turkish Bazaar (Future Breeze (7:58)
- 801. Empirical Labs - Turtle Beach (outback remix) (8:49)
- 802. Empyrean Sun and Elles de Graaf - From Dark to Light (lange remix) (8:50)
- 803. En Motion - Getting Away With It (thrillseekers instrumental) (8:17)
- 804. Encore - Le Disc Jockey (3:32)
- 805. Energy 52 - Cafe Del Mar (Marco V Remix) (3:48)
- 806. Energy 52 - Cafe Del Mar (Marco V Remix) (3:48)
- 807. Energy 52 - Cafe Del Mar (Solar Stone mix) (8:38)
- 808. Energy 52 - Cafe del Mar '98 (3:12)
- 809. Energy Raver - Heaven Seven (5:33)
- 810. Enigma - Club Dance Mix (4:57)
- 811. Enigma (Push The Limits)(ATB mix) (3:34)
- 812. EnMass - CQ (Seek You) (8:48)
- 813. Envio - Love Poison (ryan g remix - av (8:13)
- 814. Enya - Only Time (Dance Remix) (5:18)
- 815. Enya - Sail Away (4:25)

816. Equator vs Warlock - Silence (4:10)
817. Eric Prydz - Call On Me (Radio Edit) (2:36)
818. Eric Sneo - Forces Of Nature (Lords of Oct (7:14)
819. Erotic - Shenandoah (3:54)
820. Escape 2000 (new Club Mix) (5:31)
821. Escape aka. Transa - Nothing To Fear (7:24)
822. Escape N2 Trance - First and Follow (8:37)
823. Escape N2 Trance - Phantastica (6:53)
824. Eterna - Valley of Love (vascotia vs. kimito lopez remix) (7:25)
825. Ethnic Colours - Last Emotion (3:35)
826. Euphonic - Sleepwalker (original vox mix) (7:36)
827. Euphoric Jim - Into The Light (23:23)
828. Euro Club Mix - Age of Love (Techno Trance 2000 Remix) (2:43)
829. Eurythmics - I've Got A Life (David Guetta (2:57)
830. Evective Scene - New Dimension (5:44)
831. Everything But The Girl - Missing (Dance Mix) (4:48)
832. Everything But The Girl-05-Before Today (Chicane Remix) (6:23)
833. Evolution feat. Jayn Hanna - Walking on Fire (blank and jon (8:45)
834. Evolution feat. Jayn Hanna - Walking on Fire (blank and jon (8:48)
835. Evolver - Evolver (6:35)
836. Exertion - Partizan (alex m.o.r.p.h. remix) (8:52)
837. Exposure - Magic Impuls (original mix) (8:36)
838. F G D Reach 4 Me(Shik Stylko Remix) (3:51)
839. Fabio Stein - Nu Trance Vol. V (60:27)
840. Factoria - A Legends Legacy (octagen remix) (7:23)
841. Fade - Fly With You (7:11)
842. Faith Evans - Mesmerized (3:15)
843. Faithless - God is DJ (3:24)
844. Faithless - Insomnia [Club Mix] (8:10)
845. Faithless - Mass Destruction (Tom M Rmx) (7:35)
846. Faithless [Trance House I] - Insomnia (good mix) (6:21)
847. Falkon and Nebula feat. Sasja - So Lost (stalker's found u rem (8:25)
848. Fall Out Boy - Dance, Dance (Tommie Sunshine' (3:07)
849. Feesfebrik DJ Michel And Eerap - Whole Again 2006 (Short Mix) (2:53)
850. Ferry Corsten - 1 Hour Mix (Spring 2005) (60:12)
851. ferry corsten - everything goes (3:20)
852. Ferry Corsten - Fire (2:49)
853. Ferry Corsten - Fire (Ferrys Flashover Mix) (7:15)
854. Ferry Corsten - Indigo (original mix) (9:19)
855. Ferry Corsten - It's Time (5:22)
856. Ferry Corsten - Mixed Live Spundae @ Circus, L (24:13)
857. Ferry Corsten - Mixed Live Spundae @ Circus, Los Angeles (78:01)
858. Ferry Corsten feat. The Thrillseekers - Sublime (8:02)
859. Fictivision - Ringworld (7:16)
860. Fictivision vs. Phynn - Escape (phynn mix) (8:55)
861. Filo and Peri - Juicy (6:52)
862. Filo and Peri - Juicy (6:58)
863. Filo and Peri - Spectrum (7:32)
864. Filterfunk - SOS (3:02)
865. Filterfunk - SOS (Message In A Bottle) (2:49)

866. Fire And Ice - Forever Young (4:18)
867. Fire and Ice - Heart and Mind (7:45)
868. Fire And Ice - Neverending Melody (8:55)
869. Fire and Ice - Para Siempre (8:37)
870. Firewall - Reflections (lange mix) (9:16)
871. Firewall - Sincere (lange remix) (8:17)
872. Fischerspooner - a kick in the teeth (4:10)
873. Five - Let's Dance (3:32)
874. Flashback - Acid Folk (Rock It) (Tom Mount (4:11)
875. Flexy - Mamasita (US Radio Edit) (2:55)
876. Floorfilla - Cyberdream (Basslovers United (4:14)
877. Fluid in Motion - Insurgency (7:27)
878. Flutlicht - The Fall (2 players remix) (8:07)
879. Foggy - Come... (Into My Dream) (3:01)
880. Force and Styles Feat Jenna - Heart of Gold (7:43)
881. Force and Styles feat. Jr - Look At Me Now (5:44)
882. force majeure - redemption (webdriver remix) (4:33)
883. force majeure - redemption (webdriver remix) (7:48)
884. Fragma - Everytime You Need Me (1:24)
885. Fragma - Eveytime you need me (pulsedriver mix) (7:17)
886. Fragma - You are alive (blank and jones remix) (7:50)
887. Fragma Vs Darude Vs 666 Vs Dj Aligator Vs Atb - - Tocastorm (Club Edit) (6:23)
888. Franky2k - Resonance Of Voice 5 (57:10)
889. Franky2k - Vocal Trance Mix 2 (73:57)
890. Fred Baker And Vincent Gorczak - La Part Des Anges (Original Mi (2:57)
891. Freddy Fader - Besoin De Toi (Single Edit) (3:40)
892. Fredrick Ford - Too Funky (Friscia & Lamboy Fu (3:20)
893. Freejack - Pscades (10:18)
894. Freejack - Sightless (9:05)
895. Freeloader - Two Become One (3:05)
896. Freemasons - Love On My Mind (Back To Philly Mix) (7:29)
897. Freemasons feat Amanda Wilson - Love On My Mind (Club Mix) (1:20)
898. Freemasons Ft Amanda Wilson - Watchin' (0:50)
899. FRENCH REVOLUTION 16 - JEROME SERRA (10:43)
900. Fridge - Angel (Club Mix) (6:41)
901. Fridge - Mystery (angel sound project remix) (8:11)
902. Fridge - Paradise (Nu-Gray Mix) (6:09)
903. Frisco - The Summer Is Magic (Radio Edi (2:38)
904. Fsom - Pleasure (5:58)
905. Full Gainer - Lady In Red (Original Mix) (3:29)
906. Full Gainer - Lady In Red (Original Mix) (3:58)
907. Full Intention - America (I Love America) (3:31)
908. Fumble - Somewhere in Paris (2:58)
909. FUSE - Substance Abuse (5:26)
910. Fusion - Music Store 1 (0:13)
911. Fusion - Music Store 2 (2:50)
912. Fusion Music Kristine W - Tara Lowe (0:55)
913. Future Breeze - Ocean Of Eternity (Rezonance Q Remix) (3:22)
914. Future Funk - Dark Side of The moon (8:35)
915. Future Mind - Angel Number One (Retro Mix) (3:36)

916. G - Spott - Sadness (Radio Edit) (3:00)
917. G and M Project - Control Of Your Mind (flutlicht remix) (6:55)
918. G and M Project - Sunday Afternoon (m.o.r.p.h. r (7:06)
919. G and M Project - Sunday Afternoon (m.o.r.p.h. r (7:12)
920. G Spott - No Comment (2:34)
921. Gabriel & Dresden - Tracking Down Treasure (3:06)
922. Gainforce - X-Emtion (1995) (5:24)
923. Galactique - Je Suis Perdu (dj gert trance mix) (5:50)
924. Galactique - L'Innocence (6:11)
925. Galaxy 68 - DJ Play My Song (Radio Mix) (2:55)
926. Gardeweg - All I Want (Radio Edit) (3:26)
927. Gareth Emery and Jon O'Bir - Escapade (original mix) (01) (6:45)
928. Gareth Emery and Jon O'Bir - Escapade (original mix) (7:29)
929. Gary D. & Dr. Z - Elevate your mind (8:22)
930. Gene - Com - Synaptic (6:09)
931. George Sky - Anger (5:42)
932. Ger Stokes - Jan '05 (79:03)
933. Get ready for DI Radio's Imported Set of the day (7:07)
934. Gigi D' Agostino - La Passion (Radio Cut) (3:17)
935. Gigi Dagostino vs. Mauro Picotto - Angel's Symphony (4:57)
936. Giorgio Ponticelli - Trance Unity (giorgio ponticel (8:18)
937. Gipsy - Gipsy (Original Radio) (3:39)
938. Gizeh - Feelin good (original mix) (6:50)
939. Gizelle - Falling (darude vs. js16 remix) (5:41)
940. Global Cee Feat Raphael - Return to forever (mix) (7:39)
941. Global Deejays - What a Feeling Flashdance (6:04)
942. Global Underground - DJ Sasha & John Digweed - Ibiza CD 1 (70:10)
943. Gnarl's Barkley aka Danger Mous - Crazy (The Discount Rhinos Ful (7:53)
944. Goldfrapp - Ooh La La (Benny Benassi Remix (4:05)
945. Gorgy Mora - Guarana Shaman (club mix) (7:37)
946. Gouryella - Gouryella (3:39)
947. Gouryella - Gouryella (short cut) (3:32)
948. Gouryella - Ligaya (2:01)
949. Gouryella - Walhalla (armin van buuren's rising star mix) (8:25)
950. Gram Jones - Sunburst (system85 mix) (7:59)
951. Granddaddy DJ - Somethings Old, Somethings New Vol 4 (88:48)
952. Granddaddy DJ - Somethings Old, Somethings New Vol. 3 (77:26)
953. Granddaddy DJ - Somethings Old, Somethings New Vol. 5 (83:55)
954. Greatest Deejay - Cut The Music (Club Mix) (4:32)
955. Greg Downey - Winter 2005 Promo Mix (78:51)
956. Grenada - Superstar (Callea+rispoli Mix) (2:01)
957. Groove Agents - Come Back And Stay (Club Mix) (7:53)
958. Groove Armada - If Everybody Looked The Same (2:26)
959. Groove Armada - My Friend (DJ Icey Remix) (3:21)
960. Groove Coverage - 21st Century Digital Girl (Sho (3:28)
961. Grooveyard - Mary Go Wild (Ron Van Den Beuk (2:46)
962. GT vs Project C - Voices Of Autumn 2005 (Fallen) (74:37)
963. GT vs Project C - Voices Of Summer 2005 (Leamoor (69:28)
964. GTR - Mistral (original mix) (9:05)
965. Guardians Of The Earth - One moon circling (main mix) (8:46)

966. Guardians of the Earth feat. J - One Moon Circling (main mix) (8:57)
967. Guitarra G - Banda Sonora (Dance News, Forums, and the last 10 songs played at www.m1live.com) (7:02)
968. Gusto - Discos Revenge (2:16)
969. Hai Lee Chen aka. Trancinchink March Promo 1 (72:38)
970. Haji And Emanuel - Take Me Away (radio edit) (4:28)
971. Ham Demo and Justin Time - Here I Am (Ham 2005 Remix) (6:33)
972. Hammer And Marc Korn - Summermelody (89ers Radio Cut) (2:48)
973. Hampenberg - Listen Up (Single Edit) (3:37)
974. Hard Fi - Hard To Beat (Axwell Remix) (7:22)
975. Hardfloor - Lost In The Silver Box (7:35)
976. Heather Headley - In My Mind (Freemasons Radio M (3:31)
977. Heaven and Sky - Panorama (6:09)
978. HeavensGate on Air - Cloud #34 (January 2007) (119:55)
979. Heineken Sundance - mixed by Push (53:24)
980. Hemstock and Jennings - Crimson Soil (9:27)
981. Hemstock and Jennings - Northern Lights (8:23)
982. Hemstock and Jennings - Rendezvous (8:34)
983. Henree feat. Maayan - See Me Now (Vocal Mix) (7:06)
984. Here And Now - Bizarre Love Triangles (3:39)
985. Hi - Gate - Hurricane (8:27)
986. Hi Tack - Say Say Say (2:19)
987. Hiver & Hammer feat. Javah - Five Million Miles (original) (7:30)
988. Holden and Thompson - Nothing (93 returning mix) (8:39)
989. Horny United - Good Times 2005 (2:57)
990. Houdini - Braincloud (8:45)
991. <http://move.to/mmorenas> - ministry of sound - UK Garage (3:07)
992. Human Evolution - Project Magneta (one small ste (6:49)
993. Human Evolution - Project Magneta (one small step for man mix) (01) (5:54)
994. Humate - 1996 (Part 1) (7:01)
995. Hydra - Affinity (thrillseekers dub mi (7:36)
996. Hydroid - Burn Proof (9:18)
997. Hyperion - Ocean Of Light (3:40)
998. Hypertrophy - Beautiful Day (2:54)
999. Ian Bakkes - Trance Therapy Mix 01 (68:15)
1000. Ian Carey & Mochico Feat Miss - Say What U Want (Ian Carey (7:25)
1001. Ian Frank - Elevation (6:28)
1002. Ian Van Dahl - Castles In The Sky (2006 PulsR (3:35)
1003. Ian Van Dahl - Castles In The Sky (Ft. Marsha (2:00)
1004. Ian Van Dahl - Just A Girl (Radio Edit) (3:36)
1005. ian van dahl - Reason (Lange Mix) (8:04)
1006. Ian Van Dahl - Reason (lange remix) (6:53)
1007. Ian van Dahl - Try (micheal woods remix) (7:56)
1008. Ibiza Lounge - Chicane - Saltwater (The Thrillseekers Remix) (6:41)
1009. Ice MC - Sun of the South (villa mix) (3:23)
1010. Icebreaker International - Port of yokohama (free state m (6:27)
1011. Icone - The Way Home (original mix) (8:57)
1012. iiO - Rapture (riva remix) (6:35)
1013. IIO - Smooth (Airbase Radio Mix) (4:36)
1014. iiO - Smooth (airbase remix) (7:58)
1015. Iio - Smooth (Airbase Remix) (9:07)

1016. Illuminatus - Hope (5:21)
1017. Imre Corte - Kentari (wellenrausch remix) (7:29)
1018. In - Grid - You Promised Me (Radio (3:25)
1019. Incense - No Way Back (radio edit) (3:37)
1020. India - Seduce Me Now (Dj Fluid's Sedu (3:14)
1021. Indiana - In My Veins (halo remix) (7:29)
1022. Infernal - Form Paris To Berlin (3:25)
1023. Inner Motion - (How Did You) Wait For Me (sca (7:38)
1024. Inner Motion - (How Did You) Wait For Me (sca (7:41)
1025. Insignia - Open your eyes (odyssey one mi (9:04)
1026. Instant Zen - Astral Community (Astral mix) (6:45)
1027. Instinctive - Ocean of Freedom (original) (6:29)
1028. Interactive - Koma (Dj Hooligan Remix) (4:21)
1029. Intérprete desconocido - Ferry Corsten - Kyoto (6:10)
1030. Interstate - Remember Me (Terry Bones PulsR (4:07)
1031. Intimo - Retention (4:45)
1032. Ivan Fillini - Angel Star (4:20)
1033. J.L.N.D. - The Sound of Nothing (original mix) (7:24)
1034. Jacinta - Destination (Aurora Radio Mix) (3:21)
1035. Jacob & Mendez - Moondust (Airbase Remake) (9:16)
1036. Jacob and Mendez - Deception (benico remix) (6:06)
1037. Jam & Spoon - Odyssey To Anyoona (10:16)
1038. Jam & Spoon - Stellas Cry (7:18)
1039. Jam & Spoon - The age of love (club x 3 mix) (2:12)
1040. Jam and Spoon - Find Me (4:14)
1041. Jam And Spoon - Follow Me (12:29)
1042. Jam and spoon - Right in the night (3:45)
1043. Jam and Spoon - Suspicious Minds (4:02)
1044. jam and spoon feat. rea garvey - set me free (3:40)
1045. James Holden - Balance 005 CD2 (12:16)
1046. James Holden - Nothing (Vocal Mix) (7:17)
1047. James Lauer - May Mix 2005 (120:47)
1048. James Lauer XTC Radio Session 08.10.2005 part2 Live in Phoenix with Sandra Collins (60:37)
1049. James Wood pres. Wandii - No Love Lost (8:03)
1050. JamX & De Leon - Dig It! (6:55)
1051. Jan Gustafsson - True Fiction (7:26)
1052. Jan Vayne - Air A Pull (c-quence mix) (6:42)
1053. Jan Wayne - Time 2 Fly (3:00)
1054. Jav D - Revelation (75:37)
1055. Jav D - Sacred Heart (78:02)
1056. Jennifer Green - We're Not Alone (Mike Rizzo Ra (3:15)
1057. Jennifer Lopez - Love Don't Cost A Thing (3:39)
1058. Jenny Bliss - See You Again (3:59)
1059. Jenny Bliss - See You Again (Radio Edit) (1:44)
1060. jenny hall - desperate call (3:34)
1061. Jessica Folker - To Be Able To Love (1:18)
1062. Jessy - How Long (Radio Edit) (1:32)
1063. jet set - island of dreams (4:06)
1064. jet set - island of dreams (4:09)
1065. Jimmy - J + Cru-L-T - 6 Days (Auz Mix) (5:38)

1066. JINGLE WOOSHE 18 (64:24)
1067. JINGLE WOOSHE 18 (75:06)
1068. Jinny - Keep Warm (2:48)
1069. Jochen Miller - Vanity (Original Mix) (5:00)
1070. Johan Gielen - Dreamchild (8:43)
1071. Johan Gielen - Physical Overdrive (2:53)
1072. Johan Nilsson (DJ Irish) - Assorted Trance Volume 16 (76:06)
1073. Johan Nilsson (DJ Irish) - Havanna Nights (After the Storm) (61:04)
1074. John Digweed - 2000-10-27 - Kiss100FM (60:46)
1075. John Digweed - 2006-10-29 - Kss1200FM (53:18)
1076. John Digweed - Dance Department (538)-20-05-2006 (25:51)
1077. John Digweed - Digweed Kiss100 (08-11-02) (59:39)
1078. John Digweed - Groove Soundtrack (9:02)
1079. John Digweed - Heaven Sent (Groove Soundtrack) (3:56)
1080. John Digweed - John digweed live @ Mix dubai (65:32)
1081. John Digweed - John Digweed-Kiss 100-Sat-12-17-2006 (55:33)
1082. John Digweed - John Digweed-Kiss100-Sat-12-10-2006 (56:35)
1083. John Digweed - kiss 100 09-10-2006 (56:15)
1084. John Digweed - kiss 100 12-24-2006 (57:03)
1085. John Digweed - Kiss 100-Sat-12-03-2006 (56:36)
1086. john digweed - live at creamfields andalucia - 2006-08-13
1087. John Digweed - Live In Beirut, Lebanon (79:55)
1088. John Digweed - Live In Orlando (77:59)
1089. John Digweed - Partynight (538) (33:36)
1090. John Marks - Carnival (Global Warming Vocal (3:38)
1091. Joker Jam - Innocence (paul van dyk remix) (7:57)
1092. Jonnie Pickering - Bon Voyage Volume 15.02 (65:43)
1093. Jordan Waeles - Trance Mutation 11 (78:16)
1094. Jose Amnesia - Hentai (original remix) (5:56)
1095. Jose Amnesia vs. Fedo - I Need You (vocal mix) (7:40)
1096. Jules & Raoul - The Sound Of Light (3:17)
1097. Julia - Love In Me (Alex Megane Mix) (3:35)
1098. junk project - composure (solar stone rmx) (8:37)
1099. Junkfood Junkies - Everybody (Da Franco Remix) (3:05)
1100. Jupiter Prime - Ocean of Joy (prime mix) (7:20)
1101. Jupiter Prime feat. Lavinia - Secrets of Life (prime mix) (6:13)
1102. Jurgen Vries feat. Shena - Wilderness (vocal mix) (7:50)
1103. Justin K & DJ K - Mixx - Northern Lights (6:47)
1104. Justin K & DJ K - Mixx - Northern Lights (6:52)
1105. Justin Timberlake - Rock Your Body (4:21)
1106. Kai Tracid - Dance for eternity (3:55)
1107. Kai Tracid - Just 4 Day (3:42)
1108. Kai Tracid - Your Own Reality (4:42)
1109. Kaira - Don't Wanna Be Close To You (instrumental) (4:56)
1110. Kamaya Painters - Endless Wave (5:43)
1111. Kamaya Painters - Wasteland (dj hitchhiker rmx) (6:32)
1112. Kamui - Victory (3:37)
1113. Karen Ramirez - lLooking For Love (3:04)
1114. Karoly & Monica - Stardust (raw mix) (5:16)
1115. Kash Vs Inxs - Dream On Black Girl (3:14)

- 1116. Kash vs INXS - Dream On Black Girl (3:22)
- 1117. Kasino - See You Again (3:24)
- 1118. Kaskade - Steppin' Out (1:42)
- 1119. Kassandra - Wake Up (DJ Satomi Remix Edit) (3:41)
- 1120. Kate Ryan - Free Your Mind (4:58)
- 1121. Kate Ryan - Libertine (4:24)
- 1122. Kathy Phillips - When You Say Nothing At All (R (3:50)
- 1123. Kay Cee - Escape - to NBD!!! (3:06)
- 1124. Kay Cee - Love Stimulation (3:10)
- 1125. Kay Cee - Sunshine (Take You There) (club mix) (3:12)
- 1126. Kay Stone - Alone (3:25)
- 1127. Kaze - The Voice (7:38)
- 1128. Kelly Clarkson - Because Of You (Jason Nevins R (1:45)
- 1129. Kelly Clarkson - Behind These Hazel Eyes (Joe B (3:20)
- 1130. Kelly Clarkson - Walk Away (Craig J Radio Edit) (3:25)
- 1131. Kenneth Thomas and Mike Skye - Varekai (alt+f4's blue screen (7:57)
- 1132. Kenneth Thomas and Mike Skye - Varekai (alt+f4's blue screen remix) (6:42)
- 1133. Kesler and Koutalas - K and K's Quest (8:55)
- 1134. Kevin - All In My Mind (5:29)
- 1135. Kevin Lyttle - Turn me on (3:03)
- 1136. Kid Vicious - Proceed (original mix) (8:43)
- 1137. King Brain Pres N I C - I'm Done (Radio Edit) (3:24)
- 1138. Kira - I'll Be Your Angel (3:27)
- 1139. Kirsty Hawkshaw - Reach For Me (6:46)
- 1140. klubbingman - welcome to the club (mat silve (8:27)
- 1141. Komakino - Man on Mars (2:34)
- 1142. Kosmonova - Ayla (Taucher '97 Remix) (6:32)
- 1143. Kota - Waiting (darren tate vs mike koglin mix) (7:13)
- 1144. Kota - Waiting (darren tate vs. mike (7:07)
- 1145. Kristine W - The Wonder Of It All (4:04)
- 1146. Kristoff - Digital Degenerate (8:22)
- 1147. Kristoff - Night Addix 4 (24:50)
- 1148. Kristy Kay - When You Find Love (Giuseppe D (2:53)
- 1149. Kuffdam and Plant - Seduction (the level above mix (9:37)
- 1150. Kuffdam and Plant - Seduction (the level above mix (9:43)
- 1151. Kyau Vs Albert - Velvet Morning (1:34)
- 1152. Kyau vs. Albert - Falling Anywhere (rework) (6:48)
- 1153. Kyau vs. Albert - Made of Sun (kva hard dub) (6:54)
- 1154. Kyau vs. Albert - This is Trance! 3 (79:08)
- 1155. Kyau vs. Albert - Walk Down (3:20)
- 1156. Kyau vs. Albert feat. Damae - Velvet Morning (mirco de govia remix) (8:45)
- 1157. Kylie Minogue - Red Blooded Woman (2:07)
- 1158. Kyven - Never So Far Away (4:10)
- 1159. L - Vira - Out Of Your Mind (Mario (7:29)
- 1160. L Project - A La La Long 2006 (Inner Circl (1:50)
- 1161. La Bouche - Sweet Dreams (3:37)
- 1162. Lacquer - Behind *** Brand New Website L (3:52)
- 1163. Lacuna - Celebrate The Summer 2006 (Rob (2:55)
- 1164. Lady Tom Meets Marc Van Linden - Motion (club mix) (4:23)
- 1165. Lange - A Trip in Trance 3 CD1 (75:46)

1166. Lange Feat Sky - Drifting Away (Radio Edit) (3:54)
1167. Lara - Fate (Age-M Radio Edit) (2:51)
1168. Lara Fabian - I will love again (01) (2:22)
1169. Lasgo - All Night Long (3:22)
1170. Lasgo - Alone (4:01)
1171. Lasgo - Hold Me Now (Radio Edit) (3:35)
1172. LASGO - Pray (Radio Edit) (3:24)
1173. Late Night Alumni - Empty Streets-Late Night Alumn (3:44)
1174. Latrice - Illuminate (Album Version) (3:37)
1175. Laura Turner - Soul Deep (signum extended club mix) (9:30)
1176. Layo & Bushwacka - Love Story (Radio Edit) (3:10)
1177. LCM! - Eternity (dj hulk mix) (4:37)
1178. Leana - Dance With A Stranger (Pete Lo (3:48)
1179. Leana - Faith (Lenny BS Faithful Radio (2:52)
1180. Lee Cabrera feat Mim - I watch you (Radio Edit) (2:47)
1181. Lee UHF and MC Domer - Keep jumping (5:52)
1182. Lemond Pascal - Movin' Around (balearic sunburn mix) (9:27)
1183. Lenny Bertaldo Ft Kristy Kay - I Touch Myself (3:21)
1184. Leon - Passionate (original mix) (8:41)
1185. Leticia - Kiss Me (DJ Andy Garcia vs Alv (3:17)
1186. Lian Ross - Never Gonna Lose (Extended Mix (6:32)
1187. Lightforce - Join Me (Radio Edit) (3:28)
1188. Liquid Child - Return of Atlantis (ferry corsten remix) (6:33)
1189. Liquid Spill - My Tears Are Running Dry (Orig (4:33)
1190. Liquid State - Falling [Solar Stone After Hours Mix] (9:22)
1191. Little Wonder - Eclipse (fictivision and c-quence remix) (5:46)
1192. LIVE RIGHT NOW!! DJ SILVER FROM TOKYO 21 - SEPT-05!!! (34:34)
1193. LIVE VIDEO SHOW!! STORE N FORW - SEPT-05!!! (85:18)
1194. Lizzy - On The Dancefloor (Radio Mix) (2:31)
1195. Ljungqvist - Explanations (8:14)
1196. LL Cool J Ft Jennifer Lopez - Control Myself (Nevins Elektr (3:55)
1197. LMC vs U2 - Take Me To The Clouds Above (R (2:43)
1198. LNG - Inter City (original mix) (10:11)
1199. Lo Budget - Spherical (6:42)
1200. Loaded - Bang Bang (vincent de moor dub mix) (6:44)

DMH (2010-07-19 23:35:38)

Great track! Will definitely consider it for the **DMH Discovery show**.

Brad (2010-10-05 13:54:53)

Hey there, a google search for Brian G's "Monochromatic (Black)" led me to this post. I've been trying to find this desperately for ages. Is there any way you could upload it to Megaupload or Rapidshare or similar? It would be very much appreciated.

Anonymous (2010-11-14 06:30:51)

Where can I find the full length version of Escape N2 Trance - First and Follow ?

Anonymous (2013-05-31 16:04:26)

Very descriptive post, I enjoyed that a lot. Will there be a part 2?

Look at my web page ... handjob-teens.com

Anonymous (2013-06-16 06:24:40)

Hmm it appears like your site ate my first comment (it was super long) so I guess I'll just sum it up what I wrote and say, I'm thoroughly enjoying your blog.

I too am an aspiring blog blogger but I'm still new to everything. Do you have any tips for rookie blog writers? I'd definitely appreciate it.

Feel free to visit my site - <http://www.blowjobsstreet.org>

(<http://www.martsgirls.com/user/290/EarnestGa/info>)

Anonymous (2013-09-15 03:16:27)

An impressive share! I have just forwarded this onto a colleague who had been doing a little research on this. And he in fact bought me breakfast simply because I found it for him...

lol. So allow me to reword this.... Thanks for the meal!!

But yeah, thanks for spending the time to discuss this topic here on your blog.

Feel free to visit my webpage :: [teeth whitening gel](#) ()

oakleyses (2014-10-23 18:29:14)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:10)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:04)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

trance part 2 (2006-06-14 16:50)

Full list

1201. Loic Tambay - Perfect Beach (72:11)

1202. Loic Tambay - Symphonic Travels 2 (75:49)

1203. Loic Tambay - The Official Beatmaka Trance S (56:40)

1204. Lokan - Que Idea (Radio Edit) (3:18)

1205. Loken - Monday A.M. (8:20)
1206. Loken - Monday A.M. (8:20)
1207. Lolo - Extended Horizon (8:59)
1208. Lolo - Landscape (8:38)
1209. Lolo - Landscape (9:25)
1210. Longy - Spiegelsaal (DITO Remix) (7:02)
1211. Loop Control - Exceptionally beautiful (5:18)
1212. Lost Tribe - Gamemaster (7:56)
1213. Love thy neighbour as thyself - turn up the volume (T) (0:25)
1214. Lovestern Project - Galaktika 98 (Superstring Mix) (3:10)
1215. LSD Live Mix (7:44)
1216. Itj bukem - atlantis (7:15)
1217. LTJ Bukem - Moonbeat (5:11)
1218. LTJ Bukem feat. Mc Conrad - Big Bud Drum n Bass (3:08)
1219. Luca Noise - Moonlight Shadow (Gigi Dag And (3:19)
1220. Lucas Prata - Lets Get It On (Radio Mix) (1:34)
1221. Luchetta And Dante - Viaggio Al Centro Del Mondo (4:21)
1222. Luis Paris - Incantation (ferry corsten & robert smit remix) (5:39)
1223. Luke Slater's 7th Plain - Pearl (6:50)
1224. Luminary - Amsterdam (Smith And Pledger Remix) (7:38)
1225. Luna System - The light (original club mix) (7:11)
1226. Lustral - Broken (lustral mix) (7:51)
1227. Luz Divina - You Shine On Me (Radio Edit) (3:13)
1228. M - D-EMM - Get Acidic (Strange & (6:07)
1229. M - Shape - Cloudless Sky (3:01)
1230. M People - Moving On Up (1:44)
1231. M.A.T. feat. Jay P. - Take Me High (club mix) (8:43)
1232. M.C.T.R. - Another Day (original mix) (7:49)
1233. M.C.T.R. - Another Day (original mix) (7:56)
1234. M.C.T.R. - Hard Times (original mix) (5:50)
1235. M.I.D.O.R. and Six4Eight - Cloud City (2:49)
1236. M.I.D.O.R. and Six4Eight feat. - Far East (empyreal sun remix) (7:23)
1237. M.I.D.O.R. and Six4Eight feat. - Far East (empyreal sun remix) (7:38)
1238. M.I.D.O.R. and Six4Eight vs. 2XLC - Beyond Earth (m.i.d.o.r. and six4eight mix) (7:13)
1239. M.I.K.E. vs. John 00 Fleming - Ice Cream (6:41)
1240. M3 - Bailamos (matt darey mix) (9:41)
1241. Mac Zimms - L'Annonce des Couleurs (the mystery remix) (8:19)
1242. Mad - Masterz - Ma Armastan Luuserit (3:32)
1243. Madhouse - Like A Prayer (3:18)
1244. Madonna - Easy Ride (Mike Danavan & Idah (6:03)
1245. Madonna - Jump (3:54)
1246. Madonna - Jump (4:04)
1247. Madonna - Sorry (Pet Shop Boys Edit) (5:14)
1248. magna canta - moments in love (junior and ra (6:46)
1249. magna canta - moments in love (junior and ray club mix) (6:56)
1250. Main Street - New Day (Dub) (11:04)
1251. Malixx - Echoes of Lyra (fairlite remix (6:42)
1252. Man With No Name - Floor Essence (dayglo mix) (5:57)
1253. Man With No Name - Teleport (6:07)
1254. Mandaryna - Everynight (3:11)

- 1255. Mandy And Randy - You Can Win (3:33)
- 1256. Manetto - Chiki Chika (Club Mix) (3:32)
- 1257. Manuel Le Saux - JSM (27:38)
- 1258. maras vs looperz - green fly (extended vox) (6:27)
- 1259. Marc Aurel - Running (dumonde remix) (7:44)
- 1260. Marc Et Claude - I need your lovin (like the sunshine) (3:38)
- 1261. Marc Et Claude - La (3:06)
- 1262. Marc et Claude - Tremble (7:28)
- 1263. Marc et Claude - Tremble (CJ Stone remix) (7:28)
- 1264. Marc Maris - Around My Heart (2:45)
- 1265. Marc Maris vs. Ramone - Lost in Love (marc maris club attack) (5:57)
- 1266. Marc van Linden - Another Dime (2:59)
- 1267. marc van linden - clubbiemus (extended mix) (6:31)
- 1268. Marco Torrance - Cape Arcona (63:20)
- 1269. Marco Torrance - Planet Subtraxx Vol. 4 (72:54)
- 1270. Marco Torrance - Zilent World (alternative dub) (8:31)
- 1271. Marco V - Automanual (7:29)
- 1272. Marco V - Second Bite (Radio Edit) (3:37)
- 1273. Marco V - Simulated (Tomcraft Mix) (6:13)
- 1274. Marco Zaffarano - Clapconfusion (MZ 8) (4:39)
- 1275. Marco Zaffarano - MZ 2 (3:38)
- 1276. Mardie - Sexy Whitch Lab (Radio Cut) (4:01)
- 1277. Mariah Carey - Don't Forget About Us (Moran & (2:15)
- 1278. Mario Lopez - Blind (cj stone meets mr phillips remix) (7:01)
- 1279. Mario Lopez - Blind (villa vs. sunstar club mix) (8:24)
- 1280. Mario Piu vs Mauro Picotto - Trippin On E (4:41)
- 1281. Mark Korn - Spirit Of The Night (89ers Rad (3:22)
- 1282. Mark Norman - In Trance We Trust 009 (78:12)
- 1283. Mark Otten - Tranquility (markus schulz coldharbour mix) (10:02)
- 1284. Mark90 - Radio Demo CD - 20-05-2003 (76:20)
- 1285. Markus Schulz presents - Global DJ Broadcast (13 October 2005) (63:39)
- 1286. Markus Schulz presents - Global DJ Broadcast (29 September 2005) (51:29)
- 1287. Markus Schulz presents - Global DJ Broadcast (29 September 2005) (16:05)
- 1288. Markus Schulz presents - Global DJ Broadcast Ibiza Summ (99:20)
- 1289. Markus Schulz presents - Global DJ Broadcast Ibiza Summer Session (22 June 2006) (121:17)
- 1290. Marmion - Schonenberg (3:18)
- 1291. Martin Solveig - Rocking Music (Original Mix) (6:37)
- 1292. Mary - Dreams (Radio Edit) (3:06)
- 1293. Mary J. Blige - Be Without You (Moto Blanco Ra (1:46)
- 1294. Mashup - Liberation (Matt Darey Remix) (5:18)
- 1295. Masterboy - Land Of Dreaming (3:27)
- 1296. Masters and Nickson - 5th Dimension (instrumental mi (8:54)
- 1297. Mat Silver vs. Tony Burt - The Perfect Wave (original club mix) (9:18)
- 1298. Matt Darey - Electro Buzz (6:56)
- 1299. Matt Darey - March 2005 Special Radio Mix (61:00)
- 1300. Matt Darey - Nocturnal Delight (8:49)
- 1301. Matt Darey - Nocturnal Delight (sandler rem (9:03)
- 1302. Matt Darey - Nocturnal Delight (sandler remix) (9:03)
- 1303. Matt Darey Feat Izzy - Eternity (Radio Edit) (2:49)
- 1304. Matt Darey Feat Tiff Lacey - Always (Matt Darey Radio Edit) (3:08)

1305. Matt Darey Feat. Tall Paul & A - No Submission (Orginal Edit) (5:37)
1306. Matt Darey presents - Nocturnal (30 September 2006) (121:26)
1307. Matt Hardwick vs. Smith and Pledger - Connected (original mix) (7:09)
1308. Matt Ricks - Home Again (3:14)
1309. Matti Laamanen - Live (original) (7:05)
1310. Mauro Piccoto - Magic Flight (5:31)
1311. Mauro Picotto - Hypnobounce (4:43)
1312. Mauro Picotto - I Feel Love (3:57)
1313. Mauro Picotto - Iguana (3:38)
1314. Mauro Picotto - Iguana (ATB Mix) (3:32)
1315. Mauro Picotto - Komodo (Megavoices Mix) (8:06)
1316. Mauro Picotto - Komodo (save a soul) (on air mix) (3:22)
1317. Mauro Picotto - Live @ Gatecrasher 2002 (57:57)
1318. Mauro Picotto - Lizard (3:12)
1319. Mauro Picotto - Planet (6:01)
1320. Mauro Picotto - Proximus (medley with adiemus) (6:08)
1321. Mauro Picotto - Pulsar (5:00)
1322. Mauro Picotto - Serendipity - b (5:20)
1323. Mauro Picotto - She wanna (3:15)
1324. Mauro Picotto - Techno Harmony (5:31)
1325. Mauro Picotto - Underground (4:16)
1326. Max Graham Vs Yes - Owner Of A Lonely Heart (2:34)
1327. MC Dublin Feat May - Fly My Way (2:55)
1328. Meck - Thunder in My Heart Again (2:54)
1329. Meck - Thunder In My Heart Again (Rad (3:19)
1330. megara vs. dj lee - the megara (original mix) (8:19)
1331. Mellomaniacs - Tribute To 1998 (3:35)
1332. Menno de Jong - Guanxi (super 8 remix) (8:02)
1333. Mesh - Persuasion (8:39)
1334. Mesh - Purple Haze (8:55)
1335. Metal Master - Spectrum (6:31)
1336. M-Gee - Bodyswerve 2005 (3:45)
1337. michael darius - progressive sessions (darkness (61:47)
1338. Michael Gray - The Weekend (3:09)
1339. Michael Splint - From Hawaii To Denmark (60:43)
1340. Michael Splint pres. Eruption - I Feel Free (inzite remix) (6:45)
1341. Michelle Branch - Breathe *** Brand New Website (5:26)
1342. Mickey Modelle V Jessy - Dancing In The Dark (Radio Edi (3:46)
1343. Micro - Tools - La Triomphe de L'amour (original club-mix) (6:29)
1344. micro tools - triomphe de l amour (plastic a (7:27)
1345. micro tools - triomphe de l amour (plastic angel remix) (7:36)
1346. Microbots - Chip 2 Freedom (5:49)
1347. Micro-Tools - La Triomphe de L'amour (original club-mix) (6:25)
1348. Microwave Prince II - Golden Times (7:48)
1349. Midway - Monkey Forest (vincent and que (6:33)
1350. Miikka Leinonen - Calm Waters (9:19)
1351. Miikka Leinonen - Flash (magellan project remix) (8:39)
1352. Mike - S - TranceMission (4:59)
1353. Mike - S - TranceMission (5:50)
1354. Mike Koglin - The silence (2:24)

1355. Mike Shiver - Feelings (cosmicman meesha remix) (9:18)
1356. Milk & Sugar - Jezebel (2:24)
1357. Milk Inc - Go To Hell (3:39)
1358. Milk Inc - Never Again (Video Edit) (3:31)
1359. Milk Inc - Run (3:57)
1360. Milk Inc - Tainted Love (Extended Mix) (4:39)
1361. Milk Inc - The Sun Always Shines On TV (R (4:01)
1362. Millennium - Day After Day (Fat Bass Edit) (3:31)
1363. Miller and Connor - Come Togheter (6:21)
1364. Mind One feat. Rena - Star For Me (instrumental mix) (7:52)
1365. Minera - One Kiss (4:28)
1366. Minimalistix - Close Cover (svenson & gielen remix) (7:30)
1367. Minister - Strings In Trance (Club Mix) (4:38)
1368. Minister - Strings in Trance (dj light club mix) (6:29)
1369. Ministry of Sound - Atlantic Ocean - Waterfall (Original Netherlands Mix) (3:11)
1370. Ministry Of Sound - Chicane Feat. Bryan Adams - Don't Give Up (3:08)
1371. Ministry Of Sound - Darude - Sandstorm (Original Mix) (3:33)
1372. ministry of sound - hybrid if i survive (3:18)
1373. ministry of sound - paul van dyk avenue (4:11)
1374. ministry of sound - rising star touch me (3:57)
1375. Ministry of Sound - Yomanda - Sunshine (Hi Gate Re (3:38)
1376. Ministry of Sound (System F) - Out of the Blue (5:10)
1377. Ministry Of Sound! - Moonman - Galaxia (Solar Stone Remix) (5:06)
1378. Mirco de Govia - Aura Indigo (6:30)
1379. Mirco de Govia - Aura Indigo (6:32)
1380. Mirco de Govia - Voller Sterne (super 8 remix) (7:40)
1381. Mirka Cerny - Ammunition for an Electronically Challenged Planet (61:21)
1382. Miro - By Your Side (sonorous bright side mix) (6:19)
1383. Mischa - Londrina (72:07)
1384. Mish Mash - Speechless (Radio Edit) (3:20)
1385. Mish Mash Feat Lois - Speechless (3:05)
1386. Misjahroon - Turn Me On (Phantom Remix) (6:35)
1387. Miss Shiva - Dreams (sunbeam mix) (7:24)
1388. Miss Spectra - Living for tomorrow (dj boomba (8:27)
1389. Missy Elliott - Teary Eyed (Sugardip Club Mix) (7:34)
1390. Mixed by Phil Thompson - Layered Sounds Layer 2 (71:32)
1391. Moby - Go *** Brand New Website Launc (3:38)
1392. Moby - Next Is The E (Long Arms Mix) (4:18)
1393. Moby - Run On (plastic angel new mix) (4:43)
1394. Moby - We Are All Made of Stars (dj t (7:03)
1395. Modjo - Chillin' (4:05)
1396. Modular - These Lies (3:40)
1397. Moment of your life (3:56)
1398. Monica - So Gone (3:34)
1399. Mono - Rise! (original mix) (8:41)
1400. moon project - moments are forever (original (8:16)
1401. MoonStone - Hidden Bay (6:12)
1402. Moontrap - Follow the Sun (3:13)
1403. Moony - Flying Away (3:25)
1404. Mortal Kombat - The Immortals (Techno Syndrome Mix) (3:24)

1405. Motorcycle - As The Rush Comes (Gabriel & D (3:23)
1406. Mozes and Edd - Captivated (club mix) (7:06)
1407. Mp3.to.pl - Trance Allstars - Lost In Love (ATB Radio Edit) (3:52)
1408. Mr Philips - The 7th day (6:34)
1409. Muriel Fowler - Rhythm Is A Dancer 2006 (Theme (3:14)
1410. Murphy Brown - Energizer 2002 (kosmonova remix) (5:53)
1411. Musikk - Summer lovin' (3:22)
1412. Mynt - Stay (Al B. Rich Radio Mix) (3:04)
1413. Mystre & Dyloot - Golden Sage (original mix) (7:12)
1414. Mystre & Dyloot - Open Your Heart (steve baltes (8:01)
1415. Mythos 'N DJ Cosmos - Somewhere Out There (5:47)
1416. N - Joi - Anthem (4:07)
1417. N - Joy - Te Quierro (Put a Remix) (5:14)
1418. N.O.A.H. - Globe Trotter (original mix) (8:08)
1419. Naksi vs Brunner Feat Guru - Hello (P And F Klubb Traxx Mix (3:49)
1420. Nalin & Kane - Beachball 2003 (Extended Vocal Mix) (7:28)
1421. Nalin and Kane - Beachball (Paul Oakenfold) (5:54)
1422. Nalin and Kane - Uncle Aka (1996) (8:24)
1423. Nathan Profitt - Holding On (original mix) (7:36)
1424. Nature - Free Your Mind (the mystery re (8:32)
1425. Nature One Inc - Live Your Passion (3:42)
1426. Nayer - First Kiss (DJ Fluids Kiss Rad (2:03)
1427. Nebular B - Liquid (thrillithon mix) (6:05)
1428. Nemesis - Woman of Substance (5:39)
1429. Nenes - Turbulence (tribal tech mix) (7:01)
1430. Nenes - Turbulence (tribal tech mix) (7:14)
1431. Neo and Farina - Binary Refined (9:03)
1432. Neo and Farina - Someone (9:36)
1433. new energy - take your air (nu-nrg air mix) (6:26)
1434. New Order - Crystal (Digweed & Muir Radio (3:44)
1435. Nexus - The Sound of Goodbye (the dubious brothers mix) (7:11)
1436. Nice Cream - Song 2 (6:14)
1437. Nick Rowland - Pulser The Power (PulsRadio Ed (3:55)
1438. Nicole Jackson - The First Time I Ever Saw Your (1:56)
1439. Nicole Jackson - The First Time I Ever Saw Your (3:41)
1440. Nils Schneider - Strange Behaviour (7:36)
1441. Nils Schneider - Touch the Skies (5:48)
1442. Nina Sky - Move Ya Body (Norty Cotto Edit (3:40)
1443. Nina Sky Feat Jabba - Move Ya Body (4:15)
1444. Nitribit - Memories (5:58)
1445. Noemi - In My Dreams (3:42)
1446. Nomad Feat Mc Mikee Freedom - I Wanna Give You Devotion (3:55)
1447. Nomansland - 7 Seconds (4:09)
1448. Nordic Stars - Crying In The Rain (PulsRadio (4:16)
1449. Nordlicht vs. Anergy - In Music (airbase remix) (7:16)
1450. Northstarz - Stay (Northstarz Original Mix) (4:12)
1451. Nostradamus - Veto (8:09)
1452. Nostrum - Brilliant (3:28)
1453. Nostrum - Night in motion (extended mix) (6:50)
1454. Nostrum - Trance On Ecstasy (7:08)

- 1455. Novaspace - All Through The Night (2006 Ra (3:29)
- 1456. NOVASPACE - Dancing With Tears In My Eyes (3:36)
- 1457. Novaspace - To France (space mix less voca (5:09)
- 1458. novocaine - playa soul (7:46)
- 1459. Nu - NRG - Dreamland (rank 1 re-edit) (6:22)
- 1460. NU NRG - BUTTERFLY (6:25)
- 1461. Nu NRG - Connective (3:10)
- 1462. Nu NRG - Eclisse (5:01)
- 1463. Nuclear Hyde - Axis (1996) (6:19)
- 1464. Nuclear Hyde - Superstition (1994) (5:20)
- 1465. Nukleuz Kollektive pres. Corti - Higher (ppd mix) (6:59)
- 1466. Nu-NRG - Casino (4:57)
- 1467. Nu-NRG - Dreamland 2005 (Adam Sheridan remix) (9:42)
- 1468. Nuphaze - Signs of Life (dito remix) (0:46)
- 1469. Nuphaze - Signs of Life (dito remix) (6:41)
- 1470. Nush - U Girls (01) (2:51)
- - Zone-Mai Ai Hee (Dragostea Din Tei) (3:25)
- 1471. O.S.I.R.I.S. - Oneness with the Universe (wip (5:21)
- 1472. Obelix - Taste of Life (5:37)
- 1473. Obsession - DJ Tiesto (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:36)
- 1474. Ocean Lab - Clear Blue Water (7:35)
- 1475. OceanForce - Euphoric Dream (hemstock and j (7:08)
- 1476. Oceanlab - Clear blue water (3:08)
- 1477. Oceanlab - Clear Blue Water (Ferry Corsten Remix) (7:08)
- 1478. Oceanlab - Satellite (6:47)
- 1479. Oceanlab - Sirens Of The Sea (Kyau vs. Albert Vocal Mix) (6:43)
- 1480. Oceanlab - Sky falls down (Armin van Buur (10:23)
- 1481. Oceanlab feat. Justine Suissa - Beautiful Together (signum remix) (7:09)
- 1482. Odysee Of Noises - Troya (Mix 93) (5:50)
- 1483. Offer Nissim Feat Maya - Alone (8:46)
- 1484. Olav Basoski - Waterman (Radio Edit) (3:07)
- 1485. Olive - I'm Not In Love (Dj Skribble & (4:12)
- 1486. Olive - You're Not Alone (3:46)
- 1487. Oliver Dey - Lost You (Who Took The Sunrise) (8:53)
- 1488. One Man Army - The Anthem (7:57)
- 1489. Orbital - Halcyon & On & On (9:25)
- 1490. orion vs ayla - eternity (ayla mix) (7:05)
- 1491. Orson W - Ilse (4:30)
- 1492. Osteen - TussinSpace #2 (86:42)
- 1493. Out Of The Past - Mystery (5:29)
- 1494. Outback - Minds in Motion (draft 2 desig (9:01)
- 1495. Outback - Minds in Motion (draft 2 design remix) (9:04)
- 1496. Overnite - Reachin' Out (5:12)
- 1497. Oxygen Feat Andrea Britton - Am I On Your Mind (Ian Van Dah (3:41)
- 1498. Ozone - Ionize (original mix) (8:28)
- 1499. Ozone - Rock (oracle's trance revolution remix) (7:52)
- 1500. Ozone - The Rock (10:53)
- 1501. P O S - Remember (7:24)
- 1502. P2 - Fade to grey (jam x and de leons dumonde mix) (7:32)
- 1503. Pacificbeats - Oceanlove (6:38)

1504. Pacificbeats - Oceanlove (6:40)
1505. Paffendorf - La La La Girl (Original Mix) (4:14)
1506. Pakito - Moving On Stereo (Original Mix) (4:13)
1507. Pale - X - Androids (7:48)
1508. Pale - X - Androids (7:55)
1509. Pandemonium Projects - The Active Building (8:21)
1510. Party Pimpz - Baby Give it Up (3:13)
1511. Paski - Rainclouds (9:15)
1512. Paul Oakenfold - - Southern Sun (DJ Tiesto RMX) (9:14)
1513. paul oakenfold - butterfly (8:31)
1514. Paul Oakenfold - Dark Machine (7:35)
1515. Paul Oakenfold - EA Sports FIFA 2005 Theme (www.puroeuro.com) (1:34)
1516. Paul Oakenfold - Global underground - New York CD1 1 (73:21)
1517. Paul Oakenfold - James Bond Theme (Bond vs Oakenfold) (4:05)
1518. Paul Oakenfold - Live From Gatecrasher (86:16)
1519. Paul Oakenfold - Need for Speed (2:08)
1520. Paul Oakenfold - Paul Oakenfold - Tranceport 07 - Energy 52 - Cafe Del Mar (7:12)
1521. Paul Oakenfold - Ready Steady Go (4:15)
1522. Paul Oakenfold - Robert Miles - Children (Paul Oakenfold Mix) (10:15)
1523. Paul Oakenfold - Run On (Plastic Angel New Mix) (4:04)
1524. Paul Oakenfold - Solar Stone - Day by Day (7:43)
1525. Paul Oakenfold - Southern Sun [DJ Tiesto Mix] (9:45)
1526. paul oakenfold - voyage into trance (72:39)
1527. Paul Oakenfold & Dave Ralph - Live @ Toronto (61:54)
1528. Paul Oakenfold ,Sasha, Carl (73:40)
1529. Paul Oakenfold vs Olive - Paul Oakenfold vs Olive - Your Not Alone (Remix) (10:09)
1530. Paul Oakenfold, Sasha, Digweed - Live Mix 2000 (79:40)
1531. Paul Oakenfold - Global Underground 7 (5:55)
1532. paul van dyk - another way (3:25)
1533. Paul van Dyk - Another Way (Radio Mix) (2:41)
1534. paul van dyk - beautiful place (7:01)
1535. Paul van Dyk - Buenaventura (reflections viny (7:00)
1536. Paul van Dyk - Buenaventura (reflections viny (7:10)
1537. Paul Van Dyk - Columbia (5:03)
1538. Paul van Dyk - Connected (motomix 05) (7:16)
1539. Paul Van Dyk - Cool Tune (4:21)
1540. Paul Van Dyk - Dance to Trance (4:35)
1541. Paul van Dyk - For An Angel (7:45)
1542. Paul Van Dyk - For An Angel (Angel in Heaven) (4:08)
1543. Paul van dyk - for an angel '98 radio edit (3:43)
1544. Paul van Dyk - Forbidden Fruit (6:19)
1545. Paul van Dyk - Live at Fritz Soundgarden-02-08-2006 (54:07)
1546. Paul Van Dyk - Nothing But You (PVD Radio Mix) (3:35)
1547. Paul van Dyk - Nothing But You Faithless Rem
1548. Paul van Dyk - Paul plays Paul @ The Casino, Berlin - 04-06-2001 - 1
1549. Paul Van Dyk - Techno Energy (6:15)
1550. Paul Van Dyk - Tell Me Why (Radio Mix) (3:42)
1551. Paul Van Dyk - Time Of Our Lives (3:06)
1552. Paul Van Dyk - Today (5:35)
1553. Paul Van Dyk - Vega (6:03)

1554. Paul Van Dyk - We are alive (vandit vocal mix (5:47)
1555. Paul van Dyk & Kid Paul - Live At HR-XXL Clubnight (43:16)
1556. Paul van Dyk feat Hemstock and Jennings - Nothing But You (pvd radio mix) (3:28)
1557. Paul van Dyk feat Vega 4 - Time Of Our Lives (pvd club mix) (7:22)
1558. Paul van Dyk feat. Hemstock and Jennings - Nothing But You (pvd radio mix) (3:05)
1559. Paul van Dyk feat. Second Sun - Crush (pvd album remix) (8:20)
1560. Paul van Dyk feat. Second Sun - Crush (pvd album remix) (8:21)
1561. Paul van Dyk feat. Vega 4 - Time Of Our Lives (pvd club mix) (7:42)
1562. Paul Van Dyk vs BT - Flaming June (Remix) (11:06)
1563. Paul Van Dyk, ATB - Big Mix (25:15)
1564. Paul Van Dyke - Castles In The Sky (3:46)
1565. Pearls - Free Fall (4:01)
1566. Peat Jr And Fernando - Nyari Est (Mike Newman And The (2:31)
1567. Pedro Ferrari - Way Of Love (3:03)
1568. Pepper MaShay - I Can't Stop (Giuseppe D.'s Ed (3:28)
1569. Peran - Good Time (6:51)
1570. Perasma - Swing To Harmony (Blanco Y Neg (3:45)
1571. Perpetuous Dreamer - Dust.wav (armin van buuren's r (9:54)
1572. Perry O'Neil - Wave Force (9:12)
1573. Pervading Call - Destiny (aces delight instrumental) (8:04)
1574. Pervading Call Two - Destiny (3:38)
1575. Pete Namlook - Escape To Neptune (6:14)
1576. Pete Namlook & Hubertus Held - Global System (Legal Edit) (6:56)
1577. Pete Namlook & Maik Maurice - It's So Simple To Do (5:38)
1578. Pete Namlook & Pascal F.E.O.S. - Airflash (Charisma Mix) (7:58)
1579. Pete Namlook & redruM - Inner Space (5:25)
1580. Peter Luts And Dominico - What A Feeling (Radio Edit) (3:29)
1581. Peter Luts vs. G - Bric - Pacific Wish (6:15)
1582. Phil York - Angels In Heaven (Original Mix (3:39)
1583. PhoenixStar - The Example 60 (ronski speed r (8:56)
1584. Photon - Aborigenes Call (6:28)
1585. Pinball - Your Touch (Single Mix) (3:39)
1586. Pink Lagoon - Break My Stride 2004 (Promo Ed (5:10)
1587. Planet Funk - under the rain (6:23)
1588. PlaneT HiLL - Sympathy (9:09)
1589. Plasma - Under Control (club mix) (5:13)
1590. Plastic Angel - A Trip in Trance 3 CD2 (77:04)
1591. Plastic Angel - Fly Away (6:08)
1592. Plastic Angel - Schatten 99 (3:08)
1593. Plastic Angel - Simulation (3:33)
1594. Plastic Angel vs. 2 Players - Supreme (filo and peri remix) (5:41)
1595. Plastic Angel vs. 2 Players - Supreme (filo and peri remix) (7:28)
1596. Plastic Boy - Angel Dust (9:33)
1597. Plastic Boy - Live Another Life (7:41)
1598. Plastic Boy - Silver Bath (7:41)
1599. Plastic Boy - Silver bath [original] (6:21)
1600. Plastic Boy - Tranix (5:14)
1601. Plastic Boy - Twixt (8:50)
1602. Plastic Boy - Twixt 2004 (8:45)
1603. Plumb - Damaged (Club Mix) (6:49)

1604. Plummet - Damaged (1:42)
1605. Plump DJs & DJ Icey, Sasha, BT - Breakbeat Mix (73:51)
1606. Popcore - My Hearts Caving In (Technoroc (3:33)
1607. PowerTeam - I Am Baloon (B-Wirez Remix) (3:07)
1608. PPK - 21 Century (Russian Techno) (3:32)
1609. PPK - Hey DJ!!! (5:42)
1610. PPK - I Have A Dream (8:41)
1611. PPK - Reload (3:01)
1612. PPK - Resurrection (8:03)
1613. PPK - Resurrection (Gagarin video mix) (3:27)
1614. ppk - resurrection (robots mix) (6:30)
1615. PPK - Resurrection (www.mp3.com) (8:00)
1616. PPK vs. Valery Siver - Love Unlimited (melodic trance (9:38)
1617. PPS Feat Xtacy - Touch The Sky (Disco Rockerz R (4:26)
1618. Prezioso Feat Marvin - Survival (Original Radio Edit) (3:34)
1619. Primo Lux - Turnpoint (6:50)
1620. Prodigy - Breathe (5:35)
1621. Prodigy - Climbatize (6:36)
1622. Prodigy - Diesel Power (4:17)
1623. Prodigy - Firestarter (4:41)
1624. Prodigy - Fuel My Fire (4:19)
1625. Prodigy - Funky Shit (5:16)
1626. Prodigy - Mindfields (5:40)
1627. Prodigy - Narayan (9:06)
1628. Prodigy - Serial Thrilla (5:11)
1629. Prodigy - Smack My Bitch Up (5:42)
1630. Prodigy - Voodoo People (5:36)
1631. Progression - Indeeep Sounds (6:42)
1632. Project Medusa vs Exor - Eclipse (soho remix) (6:24)
1633. Project Medusa vs. Exor - Eclipse (soho remix) (6:25)
1634. Project Medusa vs. Exor - Moonshine (megara vs. dj lee d (7:23)
1635. Project Medusa vs. Exor - Moonshine (symphony of strings remix) (7:25)
1636. Project X - The Rhythm (3:37)
1637. Promo 5 - Christina (0:20)
1638. Provenzano DJ Feat Lizzy B - Sound Is Back (Original Mix) (4:54)
1639. Psyance - Motion (5:06)
1640. Psychobabble - Sirens of Trance (4:24)
1641. Pul Feat DJ Michel - Just A Girl (Original Edit) (2:44)
1642. Pulse - New Place (6:50)
1643. Pulsedriver - Cambodia (green court rmx) (7:31)
1644. Pulsedriver - Insane (Single Mix) (3:41)
1645. Pulsedriver - Whistle Song (3:37)
1646. Pulser - My Religion (original mix) (7:42)
1647. Pulser - Point of Impact (mike koglin r (8:03)
1648. PulsRadio - Hit Puls - Mardi 20H-22H et Me (3:45)
1649. PulsRadio - Puls On Demand - Lundi au Vend (3:43)
1650. Push - Blue Midnight (7:20)
1651. Push - Blue Midnight (7:37)
1652. Push - Journey of Life (rank 1 remix) (5:45)
1653. Push - Strange World (2000 remake) (7:52)

- 1654. Push - The Legacy (club mix) (8:47)
- 1655. Push - Tranzy State of Mind (club mix) (7:24)
- 1656. Push - Universal Nation (5:50)
- 1657. Push - Universal Nation 2002 (9:00)
- 1658. Push - Universal Nation 2003 (Ferry Cortin Mix) (6:22)
- 1659. Push vs. Globe - Tranceformation (7:45)
- 1660. PVS - Future Trance (3:23)
- 1661. QED - Love Bites (1:52)
- 1662. Quistgard - Future (ralph fridge mix) (6:13)
- 1663. R.V.D.B. - Overload (original mix) (9:22)
- 1664. Raccoon - Around The World (Original Mix (3:45)
- 1665. Radiate - Crystal Clear (miikka leinonen (8:17)
- 1666. RAH - Glow (airbase remix) (9:03)
- 1667. RAH - Pole Position (airbase remix) (7:27)
- 1668. Ralph Novell vs Bas And Ram - Gigadance Anthem 2006 (4:21)
- 1669. Rank 1 - Awakening (radio edit) (2:01)
- 1670. Rank 1 - Awakening (radio edit) (2:45)
- 1671. Rank 1 - Beats at rank-1 dotcom (6:16)
- 1672. Rank 1 - Such is Life (3:17)
- 1673. Rank 1 feat. Shanokee - Symsonic (original) (6:39)
- 1674. Rank 1 pres. Mac J - Perfect Blend (7:19)
- 1675. Rank 1-Airwave (4:33)
- 1676. Rank1 - Airwave (Original) (3:54)
- 1677. Rank1 - Airwave (Original) (3:57)
- 1678. Rapid Eye - Absolut (bobina remix) (8:40)
- 1679. Rapid Eye - Circa-Forever (iberia's main r (7:45)
- 1680. Rasmus Faber - Get Over Here (Axwell Radio Mix) (3:32)
- 1681. rave - Trippin the Trance (5:38)
- 1682. rave techno ATB-Don't Stop Remixes(Sash Remix) (5:57)
- 1683. RAVE TECHNO HOUSE Robert Miles - Children 2000 (Trance Remix (4:04)
- 1684. Ravers On Dope - Trip 2 Wonderland (Radio Versi (3:30)
- 1685. Ray J - One Wish (Maurice Joshua Radio (1:28)
- 1686. Ray Silver - Live In Peace (Mike Wind vs Ea (3:21)
- 1687. Re:Locate - Typhoon (6:29)
- 1688. Realm F vs. Rankey - Nairobi (alex m.o.r.p.h. mix) (7:09)
- 1689. Red Flag - Pacific Memory (original mix) (9:33)
- 1690. Redd Square - Don't Stop (7:17)
- 1691. Reflekt feat. Deline Bass - Need to Feel Loved (thrillseek (8:08)
- 1692. Reflekt feat. Deline Bass - Need to Feel Loved (thrillseek (8:08)
- 1693. Reina - Forgive (Valentine Radio Edit) (3:49)
- 1694. Rejuvenation - Requiem (Part 1) (6:50)
- 1695. Renee Stakey - Lonely Dream (Mike Rizzo Globa (3:11)
- 1696. Rent - Seasons of Love (Gomi's Lair Radio Edit) (3:39)
- 1697. Res Q - Don't Make Me Wait (Radio Mix) (2:27)
- 1698. Reunion Of Dance - Rebirth Of Tonight (Radio Conv (3:33)
- 1699. Rez I Dent - World (cor fijneman remix) (7:02)
- 1700. Rez I Dent - World (cor fijneman remix) (7:34)
- 1701. REZ XTC Radio Set - Live spun 18th, August '04 (154:42)
- 1702. RezDJ - Ontourage - (REZEVP) on AOL (44:22)
- 1703. Richard Gale pres. Electrogeni - Pmem101 (8:33)

- 1704. Ricky Martin - Drop It On Me (3:44)
- 1705. Ricky Martin Featuring Fat Joe - I Don't Care [Ralphie Craig's Cl (3:33)
- 1706. Rihanna - SOS (Chris Cox PulsRadio ID) (3:32)
- 1707. Rio Klein - Fearless (Agnelli & Nelson Fus (3:28)
- 1708. Rising Star - Clear Blue Moon (10:15)
- 1709. Rising Star - Touch me (vincent de moor remi (7:57)
- 1710. Riva - Time is the Healer (armin van buuren remix) (6:46)
- 1711. Riva - Who Do You Love Now (original mix) (5:56)
- 1712. RMB - Deep down below (airscape remix) (7:33)
- 1713. RMB - Soon Come (4:26)
- 1714. Rob Mendoza - A Journey Into Uplifting (57:19)
- 1715. Rob R C - Heaven (Radio Edit) (4:30)
- 1716. Robert & Jaron - Walls of Indonesia (original mix) (7:38)
- 1717. Robert Andersson - Expressions (66:30)
- 1718. Robert Andersson - Expressions Volume 3 (55:31)
- 1719. Robert Hood - Spirit Levles (3:04)
- 1720. Robert Miles - Children (Dreams Version) (7:06)
- 1721. Robert Miles - Offshore (4:14)
- 1722. Robert Miles - Rain (4:11)
- 1723. Robert Miles - X-Files Theme (Techno Mix) (3:30)
- 1724. Robert Nickson feat. Elsa Hill - Close Your Eyes (3:41)
- 1725. Robert Smit - Live from Israel May 2005 (59:51)
- 1726. Roger Sanchez - Lost (Pornocult 6AM Radio Edit (3:48)
- 1727. Rollerball - Albinoni (super 8 remix) (6:09)
- 1728. ROMi - Technological World (6:53)
- 1729. Ron van den Beuken - Endless (rough mix) (8:03)
- 1730. Ron Van Den Beuken - Find The Way (Radio Edit) (2:43)
- 1731. Ron van den Beuken - Sunset (original mix) (7:02)
- 1732. Ron van den Beuken - Timeless (ron van den beuken r (8:26)
- 1733. Ronny V Ft. Nanda - What If (Radio Edit) (2:13)
- 1734. Ronny V Ft. Nanda - What If (Radio Edit) (3:20)
- 1735. Ronski Speed - E.O.S. (positive ways mix) (6:03)
- 1736. Ronski Speed - Positive Ways 3 (27:40)
- 1737. Ronski Speed - Positive Ways 3 (50:32)
- 1738. Ross - Larocco.com (70:44)
- 1739. Route 33 - Looking Back (Radio Edit) (3:08)
- 1740. Royal Gigolos - California Dreaming (3:31)
- 1741. Royal Melody - One Night (Shaun Baker Radio M (3:47)
- 1742. Rui da Silva - Rui da Silva—Tuch Me!!! (8:34)
- 1743. rune - beyond the sun (4:39)
- 1744. Rupee - Tempted To Touch (Dj Volume Ra (1:42)
- 1745. Rusch and Murray - Epic (original club mix) (6:56)
- 1746. Rusch and Murray - The Promise (ronski speed remix) (8:34)
- 1747. Russ Castella Feat Elissa - Truth (Mike Rizzo Global Radio (2:57)
- 1748. Safri Duo - Played-A-Live (The Bongo Song) (2:50)
- 1749. Safri Duo - Prelude (5:47)
- 1750. Safri Duo - Samb-Adagio (2:51)
- 1751. Safri Duo - Samb-Adagio (Radio Cut) (2:56)
- 1752. Sagitaire - Shout (C'mon) (airscape mix) (7:03)
- 1753. Saint - Show Me Heaven (1:22)

1754. Saint Etienne - Stars Above Us (Eric Kupper Club Mix) (8:14)
1755. Sakin Und Friends - For The Love Of A Princess (Br (3:34)
1756. Salt Tank - Eugina (tiesto mix) (6:41)
1757. Saltwater - Strange (Alphazone Remix) (7:54)
1758. Sam Sharp - Deep (9:08)
1759. Sam Sharp - Twister (original mix) (7:50)
1760. Samantha Cole - Obsession (Armel Mf Radio) (1:18)
1761. Sander Kleinenberg - CD 1 renaissance (70:10)
1762. Sandy B - Make The World Go Round (3:37)
1763. Sarah Atereth - Out Of My Mind (Mike Rizzo Rad (3:05)
1764. Sarah McLachlan - Silence (DJ Tiesto In Search O (3:55)
1765. Sarina Paris - Just About Enough (3:43)
1766. Sash - Mysterious Times (Radio Mix) (3:35)
1767. Sash! Feat. La Trec - Stay (5:54)
1768. Sasha - Bloodlock (7:53)
1769. Sasha - Boileroom (7:04)
1770. Sasha - Creamfields - Essential Mix (67:10)
1771. Sasha - Fundamental (9:13)
1772. Sasha - Global DJ Broadcast (Party931)-02-09-2002 (53:37)
1773. Sasha - Golden Arm (5:45)
1774. Sasha - Immortal (Kaos & Karl K Remix) (5:01)
1775. Sasha - Live at Sashas Birthday Party at Space Ibiza-07-08-2001 (118:35)
1776. Sasha - Live On Radio One 21-07-2002 (63:55)
1777. Sasha - Magnetic North (5:17)
1778. Sasha - Mixmasters Live 31-08-2002 (47:31)
1779. Sasha - Mixmasters Live 31-08-2002 (47:52)
1780. sasha - Mr. Tiddles (4:52)
1781. Sasha - Playfm Exclusive Mix-Line-03-04-2006 (57:42)
1782. Sasha - Rabbitweed (10:23)
1783. Sasha - Sasha - Involver (FULL) (77:43)
1784. Sasha - Sasha - Xpander (9:36)
1785. Sasha - SashaLiveAtZuHouseClubLivePart1HI (28:50)
1786. Sasha - SashaLiveAtZuHouseClubLivePart2HI (26:49)
1787. Sasha - Xpander (DJ Orkidea Mix) (8:34)
1788. Sasha & John Digweed - 2006 10 21 - Live on Triple J Mixup (114:35)
1789. Sasha & John Digweed - Furry Phreaks - Soothe (Chicane Mix) (4:58)
1790. Sasha & John Digweed - I'm Free (william orbit mix) (3:30)
1791. Sasha & John Digweed - Live From Simmons (77:47)
1792. Sasha & John Digweed - Northern Exposure II - West Coast Edition (71:09)
1793. Sasha & John Digweed - Northern Exposure III [CD 2] (68:11)
1794. Sasha & John Digweed - Northern Exposure North South cd1-Complete Album (78:20)
1795. sasha & john digweed - renaissance - the mix collection - cd (78:03)
1796. Sasha & John Digweed - Renaissance CD1 (78:03)
1797. Sasha + John Digweed - Belfunk (7:27)
1798. Sasha + John Digweed - Morning Glory (1:57)
1799. sasha and john digweed - age of love (trance dub & fantasy mix) (4:48)
1800. Sasha And John Digweed - Fusion (5:56)
1801. Sasha and John Digweed - Track 1 (70:20)
1802. Sasha and Seb Fontaine - Essential Mix - Gatecrasher 2000 (46:52)
1803. sasha homelands 1999 (56:08)

1804. Sasha Vs Junkie XL - Beauty Never Fades (Original Mix) (10:41)
1805. Saving jane - Girl Next Door (Josh Harris Club Mix) (7:03)
1806. Savon - Winter Tale (Andy Jay Powell R (3:19)
1807. Scent - Up & Down (Radio Edit) (1:50)
1808. Schloss Ahrenthal (Waldorf Microwave 2 Demo) (2:11)
1809. Scooter - See Me Feel Me (3:56)
1810. Scott Bond and Solarstone - Red Line Highway (bobina remix) (7:37)
1811. Scott Bond vs. Solar Stone - 3rd Earth (8:31)
1812. Scott Brown - Feel the Beat (4:22)
1813. Scott Brown - Healing Mind (6:23)
1814. Scotty - Insomnia 2006 (PulsRadio ID) (4:25)
1815. Scubadevils - Celestial Symphony (Original M (6:22)
1816. Seamus Haji - Last Night A Dj Saved My Life (3:32)
1817. Sean Walsh - Time Lapse (faraway project remix) (7:44)
1818. Seb Fontaine - Cygnus X - The Orange Theme (Solar Stone Remix) (6:33)
1819. Seikos feat Shaun Baker - Immortality (instrumental club mix) (01) (6:47)
1820. Sensorica aka. Evolve - January 2005 Promo Mix (59:10)
1821. Seraque - Gravity (seraque mix) (8:15)
1822. Seventh Heaven - Broken (7:16)
1823. shade on grey-moving on (dj astrid mix) (6:51)
1824. Shaft - Sway (3:27)
1825. Shakira Featuring Wyclef Jean - Hips Don't Lie (3:30)
1826. Shanadoo - King Kong (Radio Edit) (3:35)
1827. Shanadoo - My Samurai (Radio Edit) (3:18)
1828. Shane - C'est Musique (6:11)
1829. Shane - Toujours (extended) (6:20)
1830. Shane Tighe and Marlon Juers - The Truth (original mix) (9:06)
1831. Shapeshifters - Incredible (Radio Edit) (1:35)
1832. Shapeshifters - Incredible *** Brand New Websi (4:42)
1833. Shaun Baker - 1 (Radio Edit) (3:23)
1834. Sick Puppy - [Sic] (House DJ mix: Naked Music, Miguel Migs, Sade, Circulation ++) (66:23)
1835. Signalrunners - Corrupted (Judge Jules Edit) (4:24)
1836. Signum - Push Through (8:48)
1837. Signum - Push Through (8:50)
1838. Signum - Second Wave (original mix) (7:54)
1839. Silent Otomo - The Rebirth (6:19)
1840. Silverblue - Do u know (extended vocal mix) (6:04)
1841. Simmons & Christopher - Just The Way (Rockefeller Remi (2:39)
1842. Simplex D S N - Skywalker (4:05)
1843. Simply Red - Perfect Love (Kurtis Mantronik (2:58)
1844. Sincerity In Search Of Trance feat Sonorous.(01.24.2005) (119:52)
1845. Sinead O'Connor - Troy - the phoenix from the fl (7:54)
1846. Sinful Nature - Amour Eternal (5:35)
1847. Sinful Nature - Clay On My Eyes (10:40)
1848. Sinful Nature - Clay On My Eyes (10:47)
1849. Sinful Nature - Journey to the River of Life (5:52)
1850. sjodalf pres netrom lines - 08-08-04 (64:31)
1851. Skin - Faithfulness (tiesto instrumental) (8:58)
1852. Skyflyer - This House Is Mine (Remix) (3:50)
1853. Skyline Feat Elisabeth - Travelling (4:10)

1854. Sleepwalker - Face to face (6:09)
1855. Sly One presents - Euphorasm Vol. 3 (A Celebratio (30:45)
1856. Sly One presents - Euphorasm Vol. 3 (A Celebration) (78:53)
1857. SnB - Absolute Red (8:19)
1858. Sneaker Pimps - Spin Spin Sugar (Armands Dark (1:14)
1859. Sneaker Pimps - Spin Spin Sugar (Armand's Dark (3:23)
1860. Soe - Eyes Without Lies (Club Dance (4:30)
1861. Soho - Silver Blue Lady (5:09)
1862. Solar Factor - No Return (neo and farina remi (3:49)
1863. Solar Factor - The Rising Sun (7:52)
1864. Solar Stone - Seven Cities (6:10)
1865. Solar Stone - Seven Cities (armin van buuren remix) (10:40)
1866. Solar Stone - Solarcoaster (8:23)
1867. Solar Stone - Solarcoaster (8:39)
1868. Solar Stone - Solarcoaster 160 kbps (3:40)
1869. SolarForce - Everest (7:25)
1870. SolarForce - Kaleidoscope (original mix) (6:03)
1871. SolarForce - Liquid Sky (6:22)
1872. SolarForce - Ormazd (original mix) (8:14)
1873. SolarForce - Retox (original mix) (7:30)
1874. SolarForce - The Theme (6:10)
1875. SolarForce - The Theme (6:20)
1876. Solarium - Venice Under Water (m i k e voyages remix) (8:18)
1877. Solarium - Venice Under Water (m.i.k.e. v (8:24)
1878. Solarscape - Alive (ronski speed with stone (7:50)
1879. Solarstone & Jes - Like A Waterfall (3:40)
1880. Solenn - Les Garcons (3:08)
1881. Solicitous - Rider in the Sky (7:52)
1882. Solid Globe - Lost Cities (8:21)
1883. Solid Globe - Sahara (markus schulz coldharbour mix) (10:27)
1884. Solid Nature - It Started (6:34)
1885. solid sessions - janeiro (3:18)
1886. Solid Sessions - Janeiro (armin van buuren mix) (9:35)
1887. Solid Sleep - Club Attack (tpod mix by paul van dyk) (7:52)
1888. Solid Slide - Belo Horizonte (9:13)
1889. Solid Slide - Belo Horizonte (9:19)
1890. Solid Slide - Burning Flame (6:50)
1891. Solid Slide - Burning Flame (7:12)
1892. sonic inc - the taste of summer (4:28)
1893. Sonique - Sleezy (5:20)
1894. Sonix - Live at Price Center in La Jol (45:00)
1895. Sonorous - Glass garden (7:09)
1896. Sonorous - Protonic (Ronki Speed Mix) (9:06)
1897. Sophie Ellis-Bextor - Murder On The Dance Floor (3:37)
1898. Soul Central Ft. Kathy Brown - String Of Life (Stronger On My (3:28)
1899. Soul Dujour - Here We Go Again (2:39)
1900. Soulmate - Moments of Silence (dave 202 and phil green mix) (6:48)
1901. SOUNDVISIONZ - K E N D O - The Way of The Sword (7:22)
1902. Sourmash - Pilgrimage to Paradise (Hardfl (6:53)
1903. space brothers - everywhere i go (push remix) (6:48)

1904. Space Cube - Outbound (5:46)
1905. SpacePlanet - Breath of Imagination (5:39)
1906. Spacey and Vaughan - Earth (Live Forever) (8:09)
1907. Spankox - To The Club (Highpass Club Edi (3:13)
1908. Special D - Like A Rider (5:58)
1909. Spike Feat Deborah - Move The Crowd (Elettro Origin (4:21)
1910. square - nova (4strings remix) (6:59)
1911. St Etienne Feat Etienne Daho - Hes On A Phone (4:05)
1912. St. John vs. Locust - Mind Circles (passiva remix) (8:16)
1913. Stalker - Dark Whispers (original mix) (8:17)
1914. Stardust - Music Sounds Better With You ((4:06)
1915. Stardust - Music Sounds Better With You (6:46)
1916. Stargazer - Released (5:22)
1917. Starsplash - Rainbow In The Sky (DJs At Wor (4:45)
1918. Starstylers - Higher (Radio Edit) (3:10)
1919. Starting Rock Feat Diva Avari - Dont Go (4:30)
1920. Stellar Project - Get Up, Stand Up [Radio edit] (2:44)
1921. Stephen Wiley Rooking Around aim djstephenwiley9.(01.09.2005) (71:26)
1922. Sterac - Liteon (5:05)
1923. Stereo Mc's - Step It Up (Radio Edit) (2:00)
1924. Steve Baltes - Stand Ready (Remix) (6:44)
1925. steve morley - sacred city (10:12)
1926. Steve String - Greetz From (3:09)
1927. Sticky - Micky PsyTrance-CompMix (40:13)
1928. Stonebridge - Take Me Away Feat Therese (5:14)
1929. Stoneface And Terminal - Summerscape (3:46)
1930. Stoneprophet - Timetraveller (Radio Cut) (4:13)
1931. Store N Forward - Blind Straight (original mix) (8:45)
1932. Stromberg - mp3.com/stromberg - Over the R (3:31)
1933. Stu J and UFO - Flyin' High (7:01)
1934. Stuart C. - Headrush (original mix) (8:17)
1935. Studio B - Come On Get It On (The Young P (3:00)
1936. Stunt - Raindrops (1:45)
1937. Sublunar - Sanctuary (antidote's tech mix (7:22)
1938. Sugababes - Red Dress (3:30)
1939. Sugababes - Red Dress (Radio Edit) (3:25)
1940. Sugar Twins Feat Marcie - Livin In A Mystery (Club Mix) (4:03)
1941. Sun - Ends Of The Earth (3:20)
1942. Sun Decade - I'm Alone (mirco de govio dub) (6:58)
1943. Sun Electric - Whoshe (5:10)
1944. Sunbeam - OutsideWorld (3:20)
1945. Sunbeam - OutsideWorld (3:22)
1946. Sunbeam - Phoenix Club mix (4:58)
1947. Sunbeam - Wake Up! (Radio Edit) (3:23)
1948. Sundawner - Krystal Dreams (cosmicman mix) (6:47)
1949. Sunset Strippers - Falling Stars (3:12)
1950. Supafly - Moving Too Fast (Northwest Pul (4:07)
1951. Supafly vs Fishbowl - Let's Get Down (3:09)
1952. Supakane - Theme From Supakane (john 00 fleming dub) (8:09)
1953. Super 8 - Alba (8:46)

1954. Super 8 - Cre8 (original mix) (7:55)
1955. Super 8 vs. DJ Tab - First Aid (original mix) (7:21)
1956. Superfly - Can't Go In (6:26)
1957. Superfunk & Ron Carroll - Lover (4:44)
1958. Sureno - Guideline (syntone remix) (6:09)
1959. Suzanne Palmer - Luv 2 Luv (Cevin Fisher Radio (3:30)
1960. Sven R - G vs Bass-T - On A Party Trip (5:04)
1961. Sven Vath - An Accident In Paradise (6:00)
1962. Sylver - After All This Time (6:15)
1963. Sylver - Confused (CJ Stone Mix) (7:26)
1964. Sylver - Forgiven (3:21)
1965. Sylver - Half As Much (3:05)
1966. Sylver - Lay All Your Love On Me (Shaun (5:38)
1967. Sylver - Shallow Water (CJ Stone Altern (3:27)
1968. Sylver - Turn the tide (cj stone remix) (6:32)
1969. Synchronizer II - D-Day (t.d.'s mix) (4:12)
1970. System F - Cry (3:55)
1971. System F - Elevate (7:45)
1972. System F - Exhale (7:13)
1973. System F - Ferry Corsten - Out Of The Blue - System F (4:54)
1974. System F - Out of the Blue (6:31)
1975. System F - Solstice (3:50)
1976. System F - Spaceman (5:06)
1977. System F - Spaceman (matti laamanen remix) (7:45)
1978. System F - Together (3:20)
1979. Szeifert vs Krash - Emotion (Original Radio Edit) (3:57)
1980. t Gino Beats - Darude Vs. ATB (3:36)
1981. t r a n c e [] c o n t r o l - Deep Vibrations [[2000-06-12]] (5:52)
1982. T-14208728-Chicane vs. Faithless - cafe del mar-mix (10:29)
1983. Talk (Max Graham Remix) - Coldplay (2:47)
1984. Tall Paul - Wizards Of The Sonic (Matt Darey Remix) - Westbam vs Red Jerry (6:53)
1985. Tall Paul vs INXS - Precious Heart (3:34)
1986. Talla 2XLC - Carry Me (Airbase Vocal PulsRa (3:57)
1987. Talla 2XLC - Come With Me (airfire mix) (6:51)
1988. Talla 2xlc - World in my eyes (cosmic gate rmx) (7:25)
1989. Tamia - Stranger In My House (Thunderp (3:51)
1990. Tankis and Savietto - Outrageous (original f8t cut) (5:57)
1991. Tastexperience - Highlander (ralphie b.'s massi (8:15)
1992. Tatana Feat Onita Boone - Free (3:03)
1993. Taxi Doll - Waiting (Josh Harris Radio Edi (1:24)
1994. TbO and Vega - Balearic Summer (marco torrance remix) (5:54)
1995. Team G - G-String (short edit) (4:33)
1996. Teamsters - Feels Like Love (Radio Edit) (2:44)
1997. Technique - You And Me (Matt Darey Mix) (5:58)
1998. Technique - You And Me (Matt Darey Mix) (9:08)
1999. Techno - Paul Oakenfold - Essential Mix - London (119:56)
2000. Techno - Trance - House - BT - Dreaming (dj tiesto remix) (7:13)
2001. TECHNO Dj Mystic & Dj Epic- Dark of the night (2:31)
2002. Techno- Paul Oakenfold - Cafe Del Mar 98 (5:00)
2003. Tekara feat. Xan - Wanna Be An Angel (airbase rem (7:30)

2004. Telepopmusik - Breathe (3:11)
2005. Telepopmusik - Into Everything (1:49)
2006. Tenth Planet - Ghosts (vincent de moor remix 2) (6:02)
2007. Tenth Planet - Walk On Water (original mix) (9:28)
2008. Tess - The Second You Sleep (I Stay T (1:31)
2009. The 2 Jays - Heartquake (3:51)
2010. The Best Music - Fusion Radio (4:22)
2011. The Boy From Nowhere - High Life (3:03)
2012. The Boy From Nowhere - High Life (3:17)
2013. The Cynic Project - Trance Experience (3:52)
2014. The Egg - Walking Away (Tocadisco Remix (6:46)
2015. The Egg - Wall (Mylo Remix) (5:52)
2016. The Freshmakers - Let U Go (3:31)
2017. The Frontline - Suburbian Sunrise (radio edit) (5:50)
2018. The Gift - Love Angel (main mix) (6:38)
2019. The Gift - The Seventh Day (m.i.k.e. remi (8:40)
2020. The Gift - The Seventh Day (m.i.k.e. remix) (8:40)
2021. The Highlander - Dignified (dj allan mcloud club mix) (9:50)
2022. The Jeyenne - X-Masid (6:43)
2023. The Judge - Only One (club correction extended) (6:16)
2024. The Kooky Scientist - O.l.d. vs. N.e.a.u. (9:32)
2025. The Lost Brothers - Cry Little Sister (3:05)
2026. The Love Bites - Take Your Time (3:44)
2027. The Matrix - Protect the Innocent (trance mix) (6:18)
2028. The Matrix - Talk To Me (Radio Edit) (3:21)
2029. The Mystery - Devotion (dj tatana sirup mix) (8:50)
2030. The Original - I Love You Baby(Mat Bradshaw R (7:36)
2031. The Prodigy - Everybody in the Place (Fairgr (5:07)
2032. The Quest - Trying To Get Out (rosseau - wierzbicki remix) (6:28)
2033. The Real Booty Babes - Since U Been Gone (Da Loop Brothers R (2:57)
2034. The Scarab - Unity of Earth 2002 (radio edit) (3:50)
2035. The Space Lovers - Space Lover (extended mix) (4:48)
2036. The Springlove - Porque Te Vas (4:10)
2037. The Sugar Kingz - Only you (3:58)
2038. The Thrillseekers - By Your Side (3:20)
2039. The ThrillSeekers - Synaesthesia (4:42)
2040. The Thrillseekers - Synaesthesia 2004 (Ferry Corst (8:19)
2041. The Untamed - Innocent Child (tukan vs. michael splint remix) (7:46)
2042. The Veronicas - 4ever (Morel's Pink Noise Mix) (7:04)
2043. The Yahel Show (March 2006) - guest DJ Odad B (129:19)
2044. The year of trance 98 - Southside Spinners - Luvstruck (2:44)
2045. This Is Fusion Music - Anna - Tiesto (1:03)
2046. This Is Fusion Music - Stonebridge - Backstreet (1:19)
2047. Thomas Bronzwaer - Close Horizon (original mix) (8:58)
2048. Thomas Datt - Alone (inertia mix) (8:26)
2049. Thomas Datt pres. Two Roads - Antarctic Rain (peter dafnous (9:06)
2050. Thomas Schumacher - Shelford Road (1997) (8:03)
2051. Three Drives - Greece 2000 (5:07)
2052. Three Drives on a Vinyl - Carrera 2 (nu-nrg remix) (6:41)
2053. Three Drives on a Vinyl - Greece 2000 (g & m project remix) (7:57)

- 2054. Threesome - Gobi (9:37)
- 2055. Thrillseekers - Synaesthesia 2004 (3:59)
- 2056. Tiddey - Get Away (Peran Remix) (3:44)
- 2057. Tiesto - Essential Mix 09-08-2001 (120:08)
- 2058. Tiesto - Walking On Clouds (3:58)
- 2059. Tiesto Feat Maxi Jazz - Dance 4 Life (Radio Edit) (3:18)
- 2060. Tiesto feat. BT - Love Comes Again (mark norman remix) (7:17)
- 2061. Tiesto feat. Kirsty Hawkshaw - Just Be (antillas remix) (9:43)
- 2062. Tiesto Featuring BT - Love Comes Again (3:08)
- 2063. Tiesto Ft. Kristy Hawkshaw - Just Be (Antillas Radio Edit) (1:18)
- 2064. tillmann uhrmacher - on the run (3:59)
- 2065. Tilt - I Dream (tilt's resurrection m (11:26)
- 2066. Tim Rex Experiment Ft. Veronic - Relentless (Josh Harris Elektr (2:01)
- 2067. Timeok - End of Summer Mix 2005 (60:04)
- 2068. Timeok - Seven Floating Ways (octagen remix) (7:44)
- 2069. Timeok - Sparkling Temptation (original (7:00)
- 2070. Timo Maas - First Day (3:50)
- 2071. Timrex Experiment Feat. Veroni - Relentless (Just A Game) (6:21)
- 2072. Tivoli Beatz - Nowhere Near (Freddy Hawk Remi (3:27)
- 2073. TLD - Como Te Quiero (Radio Edit) (2:49)
- 2074. Toby Lee Connor - Follow The Sun (silverblue rem (6:05)
- 2075. Tocadisco - You're No Good for Me (Radio E (3:29)
- 2076. TOH - Airwaves Mock (4:08)
- 2077. TOH 2 - Positioning Statement! (3:22)
- 2078. Tokio Fight Club Triballoween - Global Underground - Essential Mix - Danny tenaglia - John Digweed and Danny Howells (62:27)
- 2079. Tom Porcell - Final Cut (8:17)
- 2080. Tom Slik - Intergalactic Trancemission (steve baltes remix) (7:21)
- 2081. Tom Wilson - Techno Cat 3002 (CJ Stone Remix) (7:17)
- 2082. Tomcraft vs Sunbeam - Versus Club Cut (6:20)
- 2083. Tommie - Blue Sky (10:02)
- 2084. Tommie - Long Island (8:14)
- 2085. Tommie - Son of Liberty (8:26)
- 2086. Tommy Gant feat. Nancy Khania - I Believe Radio Cut (Joe Panic Remix) (4:00)
- 2087. Tommy Pi - Promo Mix January 2005 (59:25)
- 2088. Tommy Vee Feat. Master Freez - Hit that Dancefloor (Radio Edi (3:44)
- 2089. Tonca Boys - Meet Us At Tonca (choir boys r (8:53)
- 2090. Tonic And Serenity - Elements Of Trance (Bangbros R (3:37)
- 2091. Tonic Serenity - Elements Of Trance (Dan Winter (2:48)
- 2092. Tony Estrada - Tony Estrada Live at Zoolu All (62:31)
- 2093. Tori Amos - Professional Widow (3:40)
- 2094. Tory Kay - Let the Leaves (kosmonova maxi mix) (6:47)
- 2095. Track 08 (4:17)
- 2096. TRANCE - ATB - 9PM (till I come) (Signum Mix) (7:52)
- 2097. Trance 2002 - Aceproject - Summer Of Love (3:52)
- 2098. Trance Allstars - Lost In Love (3:49)
- 2099. Trance Atlantic Airwaves - Crocketts Theme (3:51)
- 2100. Trance Control - Atomic Dance Explosion (3:00)
- 2101. Trance Mutation presents - Mostly Unsigned part 1 mixed by Jordan Waeles (28:30)
- 2102. Trance The Ultimate Collection - Mauro Picotto (3:09)

- 2103. trance[]control - Beginning of the End (5:15)
- 2104. trance[]control - Curriculum (7:20)
- 2105. trance[]control - On the other side (5:46)
- 2106. trance[]control - On the other side (8:19)
- 2107. trance[]control - Progression (6:28)
- 2108. trance[]control - Unicorn R.I.P. (5:05)
- 2109. trance[]control - Unicorn R.I.P. (6:01)
- 2110. Tranceformation Volume 1 mixed by DJ Ciacomix (77:30)
- 2111. Tranceformation Volume 1 mixed by DJ Ciacomix (82:44)
- 2112. Trancepose - Movements (4:35)
- 2113. Transential - Frozen dreams (warnes mix) (7:48)
- 2114. Traveller - Bright sun (trance mix) (7:03)
- 2115. Trinity X - Forever *** Brand New Website (7:40)
- 2116. Triple Bounce - Magic Melody (Accuface Cut Mix (2:05)
- 2117. True Form - Forbidden Colours (thomas datt remix) (9:01)
- 2118. Tukan - Light A Rainbow (Green Court f (3:54)
- 2119. Tukan - Light A Rainbow (Green Court R (3:53)
- 2120. Tunebazz Inc - Party With You (Album Version) (3:19)
- 2121. Tunnel Trance Force Vol.29 CD2 - Sunset Mix (76:14)
- 2122. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (11:59)
- 2123. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (26:56)
- 2124. TV Junkeez - Knightrider (Bangbros Remix) (4:45)
- 2125. Twenty Something - Mayflower (original mix) (5:52)
- 2126. Ultra - Free (svenson and gielen remix) (8:59)
- 2127. Ultra Nate - Free (Oscar G Radio Edit) (4:00)
- 2128. Ultra Vibe - Choose Freedom (5:23)
- 2129. Ultrabeat - Pretty Green Eyes (3:21)
- 2130. Ultrabeat - Pretty Green Eyes (Hixxy remix) (3:35)
- 2131. Ultrabeat - Pretty Green Eyes(CJ Stone Rmx) (3:56)
- 2132. Under 19 - Call Me in America (3:40)
- 2133. Underworld - 8 Ball (8:50)
- 2134. Underworld - Born slippy (9:44)
- 2135. Underworld - Born Slippy Nuxx (Paul Oakenfold Mix) (8:06)
- 2136. Underworld - Bruce Lee (4:42)
- 2137. Underworld - Cowgirl (8:55)
- 2138. Underworld - Dark & Long (3:51)
- 2139. Underworld - Dark Long 2 (10:58)
- 2140. underworld - Dark Train (10:05)
- 2141. Underworld - Dirty Epic (17:11)
- 2142. Underworld - Jumbo (6:56)
- 2143. Underworld - King of Snake (5:51)
- 2144. Underworld - Kittens (7:33)
- 2145. Underworld - Pearl's Girl (4:25)
- 2146. Underworld - Push Upstairs (4:34)
- 2147. Underworld - River of Bass (6:25)
- 2148. Union Jack - Lollipop Man (6:55)
- 2149. United DJs vs Pandora - Trust Me (Radio Edit) (3:37)
- 2150. Uniting Nations - Ai No Corrida (3:48)
- 2151. Uniting Nations - Out Of Touch (Radio Edit) (2:53)
- 2152. Uniting Nations - You And Me (Radio Edit) (2:59)

- 2153. Unknown Source - Cruentus (original mix) (7:06)
- 2154. Unknown Source - Nadjanema (8:01)
- 2155. Upper Level - Miss you (sagittaire mix) (7:57)
- 2156. Urban Cookie Collective vs Diz - Feels Like Heaven (Northstarz (3:53)
- 2157. Utah Saints - My Mind Must Be Free (7:03)
- 2158. Utah Saints - Something Good (5:55)
- 2159. Vadim Zhukov - Nothing Matters (vadim's weeke (8:20)
- 2160. Various Artists - Atlantic Ocean - Waterfall 2003 (3:15)
- 2161. Various Artists - BT & Paul Van Dyk - Namistai (6:45)
- 2162. Vectrex - Meteor (3:33)
- 2163. Vectrex - Meteor (Jupiter Radio Edit) (3:28)
- 2164. Velvet Culture - Turn Back Time (3:33)
- 2165. Vengaboys vs. ATB - Ibiza Anthem (Alice DJ Mix) (5:41)
- 2166. Veracocha - CarteBlanche (2:50)
- 2167. Verano - Magic Carpet Ride (Radio Edit) (3:16)
- 2168. Viframa - Reflect to my Dreams (edit mix) (3:57)
- 2169. Vincent and Quentin - Freeway (ralphie b vocal mix) (8:59)
- 2170. Vincent De Moor - Orion City (3:06)
- 2171. Vincent De Moor Presents Emera - Fly away (extended radio versi (5:14)
- 2172. Vinylbase - Dont Waste That Time (3:39)
- 2173. Vinylshakerz - One Night in Bangkok (3:21)
- 2174. Virtual Boys - Time After Time (Euro Virtual (3:27)
- 2175. Virtual God - The Magic Potion (mix 1) (4:05)
- 2176. Visions of Shiva - How Much Can You Take (6:28)
- 2177. Visions of Yawa - Tibet (andy jay powell remix) (6:06)
- 2178. Vivian Green - Gotta Go Gotta Leave (Juniors (1:20)
- 2179. Vogue - Missing You (Saint Mix Radio E (3:29)
- 2180. Volition - The Spell (Vengeance Radio Mix (4:24)
- 2181. Voodoo & Serano - Blood Is Pumpin' (3:22)
- 2182. Voodoo and Serano - Overload (instrumental) (7:16)
- 2183. W.I.S.C. - Cyan (radio edit) (2:29)
- 2184. W.I.S.C. - Cyan (radio edit) (2:29)
- 2185. Watergate - Heart of Asia (Q-Bic Mix) (5:35)
- 2186. Way Out West feat. Tricia Lee - Mindcircus (fred numf vs. etie (7:06)
- 2187. Weekend Players - Into the sun Brand New Website Launched at www.m1live.com (2:51)
- 2188. Wellenrausch - On the Run (wellenrausch mix) (7:56)
- 2189. Whirloop - Retrospective (6:54)
- 2190. Whirlpool - Under the Sun (solarstone remi (11:07)
- 2191. Whirlpool - Under the Sun (solarstone remix) (10:42)
- 2192. White Russians - Unipolar (avalanche remix) (5:23)
- 2193. White Russians - Unipolar (avalanche remix) (7:42)
- 2194. Whiteroom feat. Amy Cooper - Someday (vocal mix) (8:55)
- 2195. William Orbit - Barber's Adagio For Strings (ferry corsten remix) (6:27)
- 2196. William Orbit - Ravel's Pavane pour une Infante Defunte (ferry corsten mix) (6:35)
- 2197. Wink - Higher state of consciousness (3:49)
- 2198. Wipeout 3 - AudioTrack 02 (4:06)
- 2199. Wipeout 3 - AudioTrack 03 (3:06)
- 2200. Wipeout 3 - AudioTrack 04 (4:19)
- 2201. Wipeout 3 - AudioTrack 05 (4:12)
- 2202. Wipeout 3 - AudioTrack 06 (4:12)

- 2203. Wipeout 3 - AudioTrack 07 (3:42)
 - 2204. Wipeout 3 - AudioTrack 08 (3:41)
 - 2205. Wipeout 3 - AudioTrack 09 (4:17)
 - 2206. Wipeout 3 - Sasha - Auricom (4:14)
 - 2207. Wipeout 3 - Sasha - Goteki 45 (4:15)
 - 2208. Wipeout 3 - Sasha - Icaras (3:42)
 - 2209. Wipeout 3 - Sasha - Pirhana (4:03)
 - 2210. Wipeout 3 - Sasha - xpander (4:07)
 - 2211. Wipout 3 - Fluke - V6 (5:21)
 - 2212. Wipout XL - Cold Storage - Body in Motion (5:14)
 - 2213. Wipout XL - Cold Storage - Canada (6:14)
 - 2214. Wipout XL - Fluke - Atombomb (Straight 6 Instrumental Mix) (5:33)
 - 2215. Wipout XL - Future Sound of London - We have Explosive (5:53)
 - 2216. Wipout XL - Photek - The Third Sequence (4:50)
 - 2217. Wipout XL - The Chemical Brothers - Dust Up Beats (6:07)
 - 2218. Wipout XL - The Chemical Brothers - Looks of Fury (4:41)
 - 2219. Wipout XL - The Prodigy - Firestarter (Instrumental) (4:41)
 - 2220. Wipout XL - Underworld - Tim There (Underworld Edit) (6:08)
 - 2221. WMC 2006 - Live @ Club Space in Miami 03-28-2006 Part 2 - Sasha, John Digweed, Dave Seaman, Desyn Masiello, James Zabiela & Others (121:31)
 - 2222. Woody van Eyden - Together (m.o.r.p.h. mix) (7:44)
 - 2223. Woody van Eyden - Unfinished Symphony (funaki re) (7:09)
 - 2224. X - Cabs - Neuro (x-cabs remix) (6:37)
 - 2225. Xeojax - Pacifica Blue [Hi-Fi] (3:00)
 - 2226. yahel - open your mind magikal remake (7:41)
 - 2227. Yahel And Eyal Barkan - Voyage (original) (6:16)
 - 2228. Yahel And Tammy - Liquid Love (O-Ran Rmx) (3:51)
 - 2229. Yahel & Eyal Barkan - Voyage (8:53)
 - 2230. Yamakasi - The Secret Garden (8:10)
 - 2231. yoav arnon & itai calderon fea - Track 2 (7:16)
 - 2232. Yomc - Oasis (club edit) (9:22)
 - 2233. York - Reachers of Civilization (rank 1 remix) (5:18)
 - 2234. York feat. Angelina - Iceflowers (mind one vs. infra remix) (7:30)
 - 2235. York feat. Asheni - Mercury Rising (4:09)
 - 2236. Yves - Infinity (Vocal Club Mix) (8:26)
 - 2237. Yves Deruyter - Born Slippy (8:33)
 - 2238. Yves Deruyter - Infinity (Vocal PulsRadio ID) (3:14)
 - 2239. Yves Larock - Nomadic Knights (6:07)
 - 2240. Zhi - vago - Celebrate the Love 2002 (7:54)
 - 2241. Zilent Zpott and Audioplacid - Ondas Silenciosas (moon mix) (8:11)
 - 2242. Zippora - See the Sun (soho remix) (8:44)
 - 2243. Zombie Nation - Kernkraft 400 (3:39)
 - 2244. Zombie Nation - Ohohoh remix (4:37)
 - 2245. Zorneus Feat Baker - Out Of The Dark (Atila Remix) (4:54)
 - 2246. Zymotix - Feel My Love (radio feeling) (4:04)
 - 2247. Zymotix - Rachel In Trance (3:39)
 - 2248. Zyon - No Fate (no fate mix 1993) (6:37)
- tracks in playlist, average track length: 88:50
Playlist length: 146 hours 02 minutes 15 seconds
1. BT - Force of Gravity (Ferry Corsten Remix) (7:38)

2. DJ Tiesto - Ferry Corsten - Dreamtime (5:35)
3. Dj _Tiesto _ _1999 _02 _20 _ - _Live _at _Innercity _Amsterdam _ _Holland (73:16)
4. Ferry Corsten - Holding On (Above & Beyond Remix) (6:41)
5. Ferry Corsten - Into The Dark (5:43)
6. Ferry Corsten - Moonlight (5:23)
7. Ferry Corsten - Ferry Corsten - Rock Your Body (Extended Mix) (6:50)
8. Techno - Various - Live @ KFC One Trance 2000 12-31-2000 (feat. Paul Oakenfold, Paul Van Dyk, Rank 1, Marco V, Ferry Corsten, ATB, DJ Tiesto & Sasha) (547:35)
9. TECHNO: DJ Kaycee - Escape (Fast Rave Mix) (5:40)
- >10. VA - Universal Religion 3: Live From Armada @ Ibiza (Mixed By Armin van Buuren) (77:49) <-Great
- 11 VA - Universal Religion 2004 (Mixed by Armin Van Burren (80:05) <-Great
- 12 VA - Universal Religion IV (Mixed by Armin Van Burren (77:47) <-Great
13. Sasha - Invol2er (74:02) <-Great
- >14. VA - Once Upon A Night (Mixed By Ferry Corsten) 2010 (148:00) <-Great
15. VA - Twice in a Blue Moon (Mixed By Ferry Corsten) 2008 (70:07)
16. VA - State of Trance 2008 (Mixed by Armin Van Burren) (119:00)
17. VA - State of Trance 2009 (Mixed by Armin Van Burren) (151:35)
18. VA - State of Trance 2010 (Mixed by Armin Van Burren) (124:47)
19. Sasha and John Digweed - Northern Exposure II - East Coast Edition (71:20)
20. Humate - Love Simulation (4:44)
21. VA - Las Vegas 2010 (Mixed by Markus Schultz) (156:00)
22. 22. In Search of Sunrise 1999 (mixed by DJ Tiesto) (71:42)
23. In Search of Sunrise 2 (mixed by DJ Tiesto) (76:08)
24. In Search of Sunrise 5 - Los Angeles (mixed by DJ Tiesto) (155:25)
- >24. VA - DJ in the Mix 4 (Mixed by ATB)(148:14) <- Great
- >25. VA - DJ in the Mix 5 (Mixed by ATB)(217:25) <- Great
26. VA - Armin van Buuren - A State of Trance 464 Recorded LIVE at Amnezi (124:24)
27. VA - Armin van Buuren presents - A State of Trance Episode _401 (121:09)
28. VA - Armin van Buuren presents - A State of Trance Episode 467 (105:56)
29. VA - Armin van Buuren presents - A State of Trance Episode 468 (126:10)
30. VA - Armin van Buuren presents - A State of Trance YearMix 2006 (120:38)
31. VA - Armin van Buuren presents - A State of Trance YearMix 2007 (121:40)
32. VA - Armin van Buuren presents - A State of Trance YearMix 2008 (121:23)
33. VA - Armin van Buuren presents - A State of Trance YearMix 2009 (121:41)
34. VA - ATB - DJ in the Mix (154:56)
35. VA - ATB - DJ 2 in the Mix (218:46)
36. VA - ATB - DJ 3 in the Mix (77:50)
37. VA - DJ Tiesto - In Search of Sunrise 7 Asia (140:05)
38. VA - Once Upon a Night Vol 2 (Mixed by Ferry Corsten) (154:04)
39. Global Underground 009 - San Francisco Mixed by Sasha-2CD-1998 (157:20)
40. VA - DJ 6 In the Mix (Mixed by ATB) (233:08)
41. VA - Miami '05 - Markus Schluz (197:58)
42. VA - Ibiza '06 - Markus Schluz (155:35)
43. Paul Van Dyk - Out there and back (73:42)
44. VA - Toronto '09 - Markus Schluz (149:35)
45. Global Underground 013 - Sasha - Ibiza-2CD-1999 (144:05)
46. VA - Prague '11 - Markus Schluz (147:28)
47. VA - Armin van Buuren presents - A State of Trance 2011 (158:11)

48. Gatecrusher - Wet (119:23)
49. Global Underground 006: Sydney Mixed by John Digweed-2-CD-1998 (139:14)
50. Global Underground 014: Hong Kong Mixed by John Digweed-2-CD-1999 (134:37)
51. VA - Once Upon a Night: The Lost Tapes(Mixed by Ferry Corsten) (118:54)
52. Paul Oakenfold - Tranceport (1998) (68:38)
53. Global Underground 019: Los Angeles Mixed by John Digweed-2-CD-2000(131:21)
54. The Thrillseekers - Nightmusic Vol 1 (128:23)
55. The Thrillseekers - Nightmusic Vol 2 (126:10)
56. Armin Van Buuren - State of Trance 500 (389:40)
57. Armin Van Buuren - Universal Religion Chapter 5 (147:48)
58. Various – A State Of Trance - Collected 12" Mixes Volume 2 (mixed by Armin Van Buuren)(128:23)
59. Various – A State Of Trance - Collected Extended Versions Volume 3 (mixed by Armin Van Buuren)(128:23)
60. Various – A State Of Trance - Collected Extended Versions Volume 4 (mixed by Armin Van Buuren)(128:23)
61. Various – A State Of Trance Classics Vol. 1 (mixed by Armin Van Buuren)(128:23)
62. Various – A State Of Trance Classics Vol. 2 (mixed by Armin Van Burren)(128:23)
63. Various – A State Of Trance Classics Vol. 3 (mixed by Armin Van Burren)(128:23)
64. Various – A State Of Trance Classics Vol. 4 (mixed by Armin Van Burren)(128:23)
65. Various - Electronic Elements: The Collected 12" Mixes (mixed by Armin Van Buuren)(128:23)
66. Various – Electronic Elements: The Collected 12" Mixes Vol. 2 (mixed by Armin Van Burren)(128:23)
67. Various – Captivating Sounds - The Collected 12" Mixes Volume 1 (mixed by Armin Van Burren)(128:23)
68. Various – Captivating Sounds - The Collected 12" Mixes Volume 2 (mixed by Armin Van Burren)(128:23)
69. Various – A State Of Trance Classics Vol. 5 (mixed by Armin Van Burren)(128:23)
70. Various – A State Of Trance Classics Vol. 6 (mixed by Armin Van Burren)(128:23)
71. The Thrillseekers - Nightmusic Vol 3 (126:10)
72. Dash Berlin - United Destination 2010 (153:26)
73. Dash Berlin - United Destination 2011 (151:26)
74. Dj Tiesto - Magik 6 (Live in Amsterdam - 2000) (77:49)
75. Armin Van Buuren - A State of Trance 2012 (151:38)
76. Ferry Corsten - Live @ Innerscity (11-12-1999) (82:05)
77. ATB - Sunset Beach DJ Session (156:17)
78. ATB - Sunset Beach DJ Session 2 (158:23)
79. Ferry Corsten - WKND (85:45)
80. VA - Magik 3 - Far From Earth-Mixed By Tiesto (77:30)
81. VA - Magik 4 - A New Adventure-Mixed By Tiesto (76:50)
82. VA - Magik 7 - Live In Los Angeles-Mixed By Tiesto (77:29)
83. Armin Van Buuren - State of Trance 550 (388:18)
84. John Digweed - Live in London 2012 (280:34)
85. VA - Once Upon a Night Vol. 3 - Ferry Corsten (148:46)
86. VA - Universal Religion 6 - Armin Van Buuren (154:59)
87. VA - State of Trance 600 - Armin Van Buuren (345:10)
88. VA - In Search of Sunrise 10 - Australia -Mixed By Richard Durand) (225:63)
89. VA - State of Trance 2013 - Armin Van Buuren (150:04)
90. Paul van Dyk - (R)Evolution The Remixes (185:26)
91. VA-Markus Schulz pres Los Angeles 12 (124:10)
92. John _Digweed _- _Live _@ _The _Bedrock _WMC _Party _2011 (67:07)
93. Various – A State Of Trance Classics Vol. 7 (mixed by Armin Van Burren)(127:40)
94. Various – A State Of Trance Classics Vol. 8 (mixed by Armin Van Burren)(129:12)

CD1-1 Delerium feat. Sarah McLachlan - Silence (DJ Tiësto's In Search Of Sunrise Remix) [11:35 | 2000]
CD1-2 B.B.E. - Seven Days And One Week (Club Mix) [08:29 | 1996]
CD1-3 System F - Out Of The Blue (Original Mix) [06:41 | 2000]
CD1-4 Armin Van Buuren - Communication Part 1 (Original Mix) [09:37 | 2000]
CD1-5 Motorcycle - As The Rush Comes (Sweeping Strings Mix) [10:40 | 2003]
CD1-6 Veracocha - Carte Blanche (Original Mix) [07:04 | 1999]
CD1-7 Underworld - Born Slippy NUXX [11:34 | 1996]
CD1-8 R.O.O.S. - Instant Moments (Moederoverste Onie Mix) [07:43 | 1997]
CD1-9 Zombie Nation - Kernkraft 400 (DJ Gius Remix) [06:06 | 2000]
CD2-1 Gouryella - Gouryella (Original Mix) [10:46 | 1999]
CD2-2 iiO - Rapture (John Creamer & Stephane K Remix) [09:53 | 2001]
CD2-3 Yahel & Eyal Barkan - Voyage (Original Mix) [06:25 | 2000]
CD2-4 Perpetuous Dreamer - The Sound Of Goodbye (Armin's Tribal Feel) [08:45 | 2001]
CD2-5 Carlos - The Silmarillia (Original Mix) [07:18 | 1998]
CD2-6 System F - Cry (Original Extended) [07:24 | 2000]
CD2-7 Art Of Trance - Madagascar (Ferry Corsten Remix) [05:59 | 1999]
CD2-8 Ridgewalkers feat. El - Find (Andy Moor Remix) [08:48 | 2004]
CD2-9 Hybrid - Finished Symphony (Original Mix) [09:32 | 1999]
CD3-1 DJ Tiësto - Urban Train (Original Mix) [10:24 | 2001]
CD3-2 Armin van Buuren - Blue Fear (Original 1996 Mix) [7:57 | 1996]
CD3-3 Age Of Love - The Age Of Love (Jam & Spoon Watch Out For Stella Mix) [6:49 | 1993]
CD3-4 Pulser - Cloudwalking (Astral Mix) [10:02 | 1999]
CD3-5 Solid Sessions - Janeiro (Armin van Buuren Mix) [9:38 | 2002]
CD3-6 Solid Globe - Sahara (Original Mix) [8:03 | 2004]
CD3-7 Kamaya Painters - Endless Wave (Original Mix) [6:06 | 1999]
CD3-8 The Quest - C-Sharp (Original Mix) [7:38 | 1999]
CD3-9 The Thrillseekers - Synaesthesia (Club Mix) [7:12 | 2000]

CD4-1 System F feat. Armin van Buuren - Exhale (Original Mix) [07:13 | 2001]
CD4-2 Gouryella - Tenshi (Original Mix) [08:34 | 2000]
CD4-3 Ralphie B - Massive (Original Mix) [09:19 | 2002]
CD4-4 Andain - Beautiful Things (Gabriel & Dresden's Unplugged Mix) [10:48 | 2003]
CD4-5 Moonman - Galaxia (Original Mix) [05:38 | 1996]
CD4-6 Moogwai - Viola (Armin van Buuren Remix) [09:58 | 2000]
CD4-7 L.S.G. - Netherworld (Jules Vernes Mix) [08:31 | 1997]
CD4-8 Gabriel & Dresden - Arcadia (Original Mix) [09:56 | 2005]
CD4-9 Three Drives On A Vinyl - Greece 2000 (Original Mix) [08:03 | 1998]

ASOT Classics Volume 2 [2007]

CD1-1 Rank 1 - Airwave (Innercity 1999 Theme) (Original Mix) [08:24 | 1999]
CD1-2 Cygnus X - The Orange Theme (Original Mix) [06:31 | 1994]
CD1-3 Armin Van Buuren feat. Justine Suissa - Burned With Desire (Rising Star Vocal Mix) [08:36 | 2003]
CD1-4 Niels Van Gogh - Pulverturm (DJ Tomcraft Remix) [09:14 | 1998]
CD1-5 System F feat. Marc Almond - Soul On Soul (Original Extended) [07:16 | 2001]
CD1-6 Yahel - Devotion (Armin van Buuren Remix) [08:10 | 2000]
CD1-7 OceanLab - Satellite (Original Above & Beyond Mix) [07:30 | 2003]
CD1-8 BT - Mercury & Solace (Master Mix) [08:25 | 1999]
CD1-9 Wink - Higher State Of Consciousness (Original Tweekin Acid Funk Mix) [06:15 | 1995]
CD2-1 DJ Tiësto - Lethal Industry (Original) [06:48 | 2001]

CD2-2 Ferry Corsten - Punk (Vocal Extended) [07:39 | 2002]
CD2-3 Gaia - 4 Elements (Extended Version) [10:05 | 2000]
CD2-4 Vincent De Moor - Flowtation (Original Mix) [07:25 | 1996]
CD2-5 Sasha - Xpander [11:30 | 1999]
CD2-6 Jonah - Ssst... (Listen) (Original Mix) [06:56 | 1998]
CD2-7 Above & Beyond - No One On Earth (Gabriel & Dresden Remix) [09:20 | 2004]
CD2-8 Igor S - Boomerang (Igor S Mix) [06:26 | 2003]
CD2-9 GTR - Mistral (Original Mix) [09:19 | 2002]
CD3-1 Armin van Buuren feat. Ray Wilson - Yet Another Day (Original Mix) [10:20 | 2003]
CD3-2 Marco V - Simulated (Original Version) [07:51 | 2002]
CD3-3 Members Of Mayday - 10 In 01 (Paul van Dyk Remix) [08:56 | 2001]
CD3-4 Way Out West - Mindcircus (Gabriel & Dresden Club Remix) [09:33 | 2002]
CD3-5 Jan Johnston - Calling Your Name (Thrillseekers Remix) [07:18 | 2003]
CD3-6 Markus Schulz - You Won't See Me Cry (Deepsky Remix) [07:43 | 1999]
CD3-7 Coast 2 Coast feat. Discovery - Home (Original Extended) [08:05 | 2000]
CD3-8 Mark Otten - Mushroom Therapy (Lightscape Remix) [08:50 | 2003]
CD3-9 Midway - Monkey Forest (Original Mix) [09:59 | 2002]
CD4-1 Underworld - Rez [9:58 | 1993]
CD4-2 Nalin & Kane - Beachball (Original Club Mix) [10:25 | 1997]
CD4-3 Gouryella - Walhalla (Extended) [8:07 | 1999]
CD4-4 Holden And Thompson - Nothing (93 Returning Mix) [8:05 | 2003]
CD4-5 Aria - Dido (Armin van Buuren's Universal Religion Remix) [11:11 | 1999]
CD4-6 Kay D. Smith & Marc Tall presents Passive Resistance - Praiseworthy Tunes (Hoipolloi Mix) [6:56 | 2003]
CD4-7 Dutch Force - Deadline (Original Mix) [7:33 | 1999]
CD4-8 Moon Project - Moments Are Forever [8:26 | 2001]
CD4-9 Freefall - Skydive (Original Mix) [8:48 | 1998]

ASOT Classics Volume 3 [2008]

CD1-1 Energy 52 - Cafe Del Mar (Three 'N' One Mix) [08:44 | 1997]
CD1-2 Paul van Dyk - For An Angel (E-Werk Club Mix) [07:46 | 1998]
CD1-3 Riva - Time Is The Healer (Armin van Buuren Dub) [07:00 | 2002]
CD1-4 Perpetuous Dreamer - Dust.wav [09:59 | 2002]
CD1-5 DJ Tiësto - Flight 643 (Instrumental) [09:06 | 2001]
CD1-6 Southside Spinners - Luvstruck [05:57 | 1999]
CD1-7 Chakra - Love Shines Through [08:11 | 1999]
CD1-8 Humate - Love Stimulation (Paul van Dyk Remix) [07:30 | 1998]
CD1-9 Bedrock - Heaven Scent [10:27 | 1999]
CD2-1 Riva - Stringer [06:30 | 2001]
CD2-2 Sander Kleinenberg - My Lexicon [09:09 | 2000]
CD2-3 Vincent de Moor - Shamu [05:56 | 1998]
CD2-4 Rank 1 - Awakening (Original Version) [08:15 | 2002]
CD2-5 Pulser - My Religion [07:49 | 2003]
CD2-6 Firewall - Sincere 2005 [08:41 | 2005]
CD2-7 Tranquility Base - Razorfish (Above & Beyond Bangin' Mix) [07:38 | 2001]
CD2-8 Hydra - Affinity [07:31 | 2003]
CD2-9 Witness Of Wonder - Emotion In Motion (The Thrillseekers Remix) [08:02 | 2004]
CD3-1 Binary Finary - 1998 (Gouryella Remix) [07:05 | 1999]
CD3-02 Armin - Virgo [08:06 | 1999]

CD3-3 OceanLab - Clear Blue Water (Ferry Corsten Remix) [07:20 | 2001]
CD3-4 Markus Schulz and Departure with Gabriel & Dresden - Without You Near (Gabriel & Dresden Remix) [11:43 | 2005]
CD3-5 Yahel - Sugar One [08:18 | 2002]
CD3-6 Darren Tate vs. Jono Grant - Let The Light Shine In [07:53 | 2003]
CD3-7 L.S.G. - The Hidden Sun Of Venus (Oliver Lieb Remix) [08:06 | 1996]
CD3-8 Bart Claessen - Playmo (1st Play) [07:11 | 2005]
CD3-9 Nu NRG - Dreamland [08:00 | 2002]
CD4-1 Rising Star - Touch Me [09:13 | 2001]
CD4-2 BT - Dreaming [08:03 | 2000]
CD4-3 Umek - Gatex [04:28 | 2002]
CD4-4 Denzil & Dwayne - Force Of Habit (Armin van Buuren Remix) [08:38 | 1999]
CD4-5 Rapid Eye - Circa-Forever (Rapid Eye's Remix) [07:18 | 2002]
CD4-6 Jonas Steur - Castamara [07:17 | 2005]
CD4-7 Max Graham - Airtight [10:54 | 2001]
CD4-8 Inertia - The System [07:59 | 2008]
CD4-9 Jam & Spoon - Stella [06:19 | 1992]

ASOT Classics Volume 4 [2009]

CD1-1 Armin van Buuren feat. Jan Vayne - Serenity (Sensation White Anthem 2005) (Original Mix) [08:28 | 2005]
CD1-2 Chicane feat. Moya Brennan - Saltwater (Original Mix) [09:50 | 1999]
CD1-3 Cygnus X - Superstring (Sensation Anthem 2000) (Rank 1 Remix) [08:15 | 2000]
CD1-4 Push - Universal Nation (Original Extended Mix II) [07:57 | 1998]
CD1-5 Rank 1 feat. Shonokee - Such Is Life (Sensation Anthem 2001) (Original Mix) [08:51 | 2001]
CD1-6 Signum feat. Scott Mac - Coming On Strong (12" Clubmix) [08:02 | 1999]
CD1-7 Matt Darey presents Lost Tribe - Gamemaster (Original Mix) [08:01 | 1999]
CD1-8 Inertia - The Chamber (Original Mix) [08:40 | 2005]
CD1-9 Galen Behr vs. Hydroid - Carabella (Galen Behr vs. Orjan Nilsen Remix) [07:46 | 2006]
CD2-1 Rui Da Silva feat. Cassandra Fox - Touch Me (Original 12") [08:35 | 2000]
CD2-2 Airscape - L'Esperanza (Armin van Buuren's Rising Star Mix) [11:14 | 1999]
CD2-3 Above & Beyond vs. Andy Moor - Air For Life (Original Mix) [08:01 | 2005]
CD2-4 Three Drives On A Vinyl - Sunset On Ibiza (Original Mix) [07:53 | 2001]
CD2-5 Jonas Steur - Silent Waves [08:16 | 2005]
CD2-6 Yahel - U Inside [07:34 | 2002]
CD2-7 Synergy - Hello Strings (Original Mix) [11:29 | 2005]
CD2-8 Robert Nickson - Spiral (Original Mix) [09:03 | 2004]
CD2-9 Inigma - Open Our Eyes (Inigma Mix) [07:30 | 2000]
CD3-1 Mac Zimms - L'Annonce Des Couleurs (Extended) [08:44 | 1997]
CD3-2 Vincent de Moor presents Emerald - Fly Away (Vocal Mix) [08:12 | 2000]
CD3-3 Solid Globe - North Pole (Nickelson & Maurice Night Remix) [08:00 | 2003]
CD3-4 Push - Strange World (Trance Energy 2001 Theme) (2000 Remake) [07:56 | 2000]
CD3-5 Airwave vs. Rising Star - Sunspot (DCML Mix) [09:00 | 2002]
CD3-6 Young Parisians feat. Ben Lost - Jump The Next Train (Kyau vs. Albert Remix) [8:00 | 2004]
CD3-7 Alt + F4 - Alt + F4 (Original Mix) [08:25 | 2004]
CD3-8 Scott Bond & Solarstone - 3rd Earth (Original Mix) [08:52 | 2003]
CD3-9 Sophie Sugar - Call Of Tomorrow (Original Mix) [07:51 | 2005]
CD4-1 Perpetuous Dreamer - Future Fun-Land 2004 (Original Mix) [08:06 | 2004]
CD4-2 Pulp Victim - The World (Moon Man Remix) [06:49 | 1998]
CD4-3 Markus Schulz presents Elevation - Clear Blue (Original) [08:48 | 2004]

CD4-4 Re:Locate - Rogue [07:19 | 2006]
CD4-5 Plastic Boy - Silver Bath [07:47 | 2002]
CD4-6 Conjure One feat. Sinéad O'Connor - Tears From The Moon (DJ Tiësto's In Search Of Sunrise Remix) [08:11 | 2002]
CD4-7 Nalin & Kane - Open Your Eyes (Re-Worked Club Mix) [09:28 | 1999]
CD4-8 The Green Martian - Industry [08:38 | 1998]
CD4-9 Solarstone - Solarcoaster [08:48 | 2002]

ASOT Classics Volume 5 [2010]

CD1-1 Armin van Buuren - Control Freak (Sander van Doorn Remix) [07:07 | 2005]
CD1-2 Oceanlab - Beautiful Together (Signum Remix) [08:12 | 2003]
CD1-3 Svenson & Gielen - Twisted (Trance Energy 2001 Theme) (Original Mix) [08:50 | 2001]
CD1-4 Way Out West - Killa (Orkidea Remix) [09:16 | 2005]
CD1-5 Sensation - The Anthem 2003 (Original Mix) [09:02 | 2003]
CD1-6 Marcos - Cosmicstring [08:09 | 2004]
CD1-7 Solarstone - Solarcoaster (Midway Remix) [09:04 | 2002]
CD1-8 Dogzilla - Without You (Dub) [07:02 | 2005]
CD1-9 Alex M.O.R.P.H. vs. Rank 1 - Life Less Ordinary (Alex M.O.R.P.H. Original Mix) [07:07 | 2007]
CD2-1 Lustral - Everytime (Red Jerry Remix) [06:43 | 1997]
CD2-2 Signum - What Ya Got 4 Me [07:22 | 1998]
CD2-3 Chakra - Home [08:09 | 1997]
CD2-4 Armin van Buuren - SAIL [09:10 | 2006]
CD2-5 Envio - Touched By The Sun [08:26 | 2003]
CD2-6 O'Callaghan & Kearney - Exactly [08:18 | 2006]
CD2-7 Nickelson - Yin (Solid Globe Remix) [08:22 | 2004]
CD2-8 Robert Gitelman - Children Of The Sun [08:03 | 2004]
CD2-9 NU NRG - Freefall [07:35 | 2004]
CD3-1 Lange vs. Gareth Emery - Another You, Another Me [07:49 | 2006]
CD3-2 Push - The Legacy [08:56 | 2001]
CD3-3 Brainbug - Nightmare (Sinister Strings Mix) [06:48 | 1996]
CD3-4 Filerheadz - Yimanya [08:34 | 8:34]
CD3-5 P.O.S. - Remember (Summer Sun) [07:28 | 2003]
CD3-6 Luke Warner & Mat Lock - Deep Psychosis (Daniel Kandi's Cure Mix) [07:32 | 2007]
CD3-7 Ballroom - Passenger (Marc O'Tool Remix) [07:50 | 2000]
CD3-8 Union Jack - Two Full Moons And A Trout (Caspar Pound Mix) [12:40 | 1994]
CD3-9 Armin van Buuren vs. M.I.K.E. - Intruder [07:20 | 2004]
CD4-1 Armin van Buuren & DJ Tiësto present Alibi - Eternity [07:48 | 2000]
CD4-2 Sasha & Emerson - Scorchio [09:32 | 2000]
CD4-3 Solarstone - Seven Cities (Armin van Buuren Remix) [11:07 | 2002]
CD4-4 Rank 1 - Beats At Rank-1 Dotcom (Trance Energy Theme 2005) (Extended Mix) [06:59 | 2004]
CD4-5 Gareth Emery - More Than Anything (Stoneface & Terminal Dub) [06:29 | 2007]
CD4-6 The Ambush - Everlast [07:20 | 1999]
CD4-7 Inigma - Inigma (Club Mix) [07:32 | 2000]
CD4-8 Salt Tank - Eugina (Michael Woods Remix) [08:18 | 2000]
CD4-9 Arksun - Arisen [11:16 | 2006]

ASOT Classics Volume 6 [2011]

CD1-1 Faithless - Insomnia (Monster Mix) [08:38 | 1995]

CD1-2 Ferry Corsten - Rock Your Body Rock [06:49 | 2002]
 CD1-3 4 Strings - Take Me Away (Into The Night) (Vocal Club Mix) [07:03 | 2002]
 CD1-4 Driftwood - Freeloader [06:51 | 2002]
 CD1-5 Vincent De Moor - Green Heaven [07:48 | 2000]
CD1-6 Armin van Buuren feat. System F - From The Heart [10:14 | 2003]
 CD1-7 Teem Deep - Morning Light [08:24 | 1996]
 CD1-8 Da Hool - Meet Her At The Love Parade [09:35 | 1996]
 CD1-9 Ultravibe - Choose Freedom [07:52 | 2001]
 CD2-1 Sarah McLachlan - Fallen (Gabriel & Dresden's Anti Gravity Mix) [10:30 | 2003]
 CD2-2 Tiësto - Traffic [05:24 | 2003]
 CD2-3 Marco V - C:\Del*.mp3 [08:03 | 2003]
 CD2-4 Vimana - We Came [08:55 | 1999]
 CD2-5 DJ Ton T.B. - Dream Machine [08:44 | 2004]
 CD2-6 Sean Tyas - Lift [08:25 | 2006]
 CD2-7 ATN - Miss A Day [08:12 | 2004]
 CD2-8 The Matrix - Protect The Innocent [06:18 | 2002]
 CD2-9 Jones & Stephenson - The First Rebirth [06:02 | 1993]
CD3-1 Oceanlab - Sky Falls Down (Armin van Buuren Remix) [10:20 | 2002]
 CD3-2 Marco V - Automanual [07:32 | 2004]
 CD3-3 Adam White & Andy Moor present Whiteroom - The White Room [09:11 | 2004]
 CD3-4 Aly & Fila - Eye Of Horus (Ronski Speed Remix) [09:11 | 2003]
 CD3-5 Above & Beyond - Far From In Love [07:16 | 2002]
 CD3-6 Selu Vibra - Divine [08:20 | 2006]
 CD3-7 Push vs Globe - Tranceformation [07:49 | 2002]
 CD3-8 Luminary - Amsterdam (Smith & Pledger Remix) [07:45 | 2005]
 CD3-9 Rank 1 - Top Gear (Original Mix) [09:18 | 2005]
 CD4-1 ATB - 9PM (Till I Come) [05:26 | 1998]
 CD4-2 DJ Misjah & DJ Tim - Access [07:05 | 1996]
 CD4-3 Der Dritte Raum - Hale Bopp [07:44 | 1998]
 CD4-4 Ferry Corsten - Beautiful [07:58 | 2006]
CD4-5 Armin van Buuren pres. Rising Star - Clear Blue Moon [10:23 | 2001]
 CD4-6 Aalto - 5 [07:36 | 2006]
 CD4-7 Kai Tracid - Trance & Acid [07:05 | 2002]
 CD4-8 Itty Bitty Boozy Woozy - Tempo Fiesta (Roll Fiesta) [05:21 | 1995]
 CD4-9 Reflekt feat. Deline Bass - Need To Feel Loved (Thrillseekers Remix) [08:10 | 2005]

ASOT Classics Volume 7 [2012]

CD1-1 Chicane - Offshore [00:00 | 0000]
CD1-2 Armin van Buuren - Rush Hour [00:00 | 2007]
 CD1-3 Oceanlab - Sirens Of The Sea [00:00 | 2008]
 CD1-4 Rank 1 - Breathing (Airwave 2003) (Breaks Dub) [06:38 | 2003] CD1-5 Tenth Planet - Ghosts [00:00 | 0000]
 CD1-6 Boss@nova - Stonecold [00:00 | 2004]
 CD1-7 Ascension - Someone [00:00 | 0000]
 CD1-8 Chable - Ride [00:00 | 0000]
 CD1-9 G & M Project - Sunday Afternoon [00:00 | 2003]
 CD2-1 BT - Flaming June [00:00 | 0000]
 CD2-2 Marcel Woods - Advanced (Trance Energy Theme 2006) (Original Mix) [07:17 | 2005]
 CD2-3 John O'Callaghan feat. Audrey Gallagher - Big Sky [00:00 | 2007]
 CD2-4 System F - Dance Valley Theme 2001 [00:00 | 2001]

- CD2-5 Andain - Summer Calling (Airwave Remix) [00:00 | 2002]
CD2-6 Saltwater - The Legacy [00:00 | 0000]
CD2-7 Viframa - Cristalle [00:00 | 0000]
CD2-8 Airbase - Escape [00:00 | 2005]
CD2-9 DJ Shah feat. Adrina Thorpe vs. Peter Martijn Wenija - Who Will Find Me At The End (Armin van Buuren Mash-up) [00:00 | 0000]
CD3-1 Marco V - GODD [00:00 | 2001]
CD3-2 DJ Tiesto - Sparkles [00:00 | 0000]
CD3-3 Scott Bond - Naked Angel [00:00 | 2004]
CD3-4 Push - Till We Meet Again [00:00 | 0000]
CD3-5 Gouryella - Ligaya [00:00 | 2002]
CD3-6 Lost Witness - Happiness Happening [00:00 | 0000]
CD3-7 Team SR - Leaving London [00:00 | 0000]
CD3-8 Mark Norman - Phantom Manor [00:00 | 0000]
CD3-9 Shane - Too Late To Turn [00:00 | 0000]
CD4-1 Ransom - My Dance [00:00 | 0000]
CD4-2 Above & Beyond - Alone Tonight [00:00 | 2005]
CD4-3 Markus Schulz feat. Andy Moor - Daydream [00:00 | 2007]
CD4-4 Armin van Buuren & DJ Tiesto present Major League - Wonder Where You Are? [00:00 | 0000]
CD4-5 Dumonde - Tomorrow [00:00 | 0000]
CD4-6 Zirenz - Edge Of Space [00:00 | 2006]
CD4-7 Jose Amnesia - The Eternal [00:00 | 0000]
CD4-8 Tilt - Invisible [00:00 | 0000]
CD4-9 Nico Parisi & Eric Hubo - Metro [00:00 | 2006]
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1201. Loic Tambahy - Perfect Beach (72:11)
1202. Loic Tambahy - Symphonic Travels 2 (75:49)
1203. Loic Tambahy - The Official Beatmaka Trance S (56:40)
1204. Lokan - Que Idea (Radio Edit) (3:18)
1205. Loken - Monday A.M. (8:20)
1206. Loken - Monday A.M. (8:20)
1207. Lolo - Extended Horizon (8:59)
1208. Lolo - Landscape (8:38)
1209. Lolo - Landscape (9:25)
1210. Longy - Spiegelsaal (DITO Remix) (7:02)
1211. Loop Control - Exceptionally beautiful (5:18)
1212. Lost Tribe - Gamemaster (7:56)
1213. Love thy neighbour as thyself - turn up the volume (T) (0:25)
1214. Lovestern Project - Galaktika 98 (Superstring Mix) (3:10)
1215. LSD Live Mix (7:44)
1216. Itj bukem - atlantis (7:15)
1217. LTJ Bukem - Moonbeat (5:11)
1218. LTJ Bukem feat. Mc Conrad - Big Bud Drum n Bass (3:08)
1219. Luca Noise - Moonlight Shadow (Gigi Dag And (3:19)
1220. Lucas Prata - Lets Get It On (Radio Mix) (1:34)
1221. Luchetta And Dante - Viaggio Al Centro Del Mondo (4:21)
1222. Luis Paris - Incantation (ferry corsten & robert smit remix) (5:39)
1223. Luke Slater's 7th Plain - Pearl (6:50)
1224. Luminary - Amsterdam (Smith And Pledger Remix) (7:38)
1225. Luna System - The light (original club mix) (7:11)

- 1226. Lustral - Broken (lustral mix) (7:51)
- 1227. Luz Divina - You Shine On Me (Radio Edit) (3:13)
- 1228. M - D-EMM - Get Acidic (Strange & (6:07)
- 1229. M - Shape - Cloudless Sky (3:01)
- 1230. M People - Moving On Up (1:44)
- 1231. M.A.T. feat. Jay P. - Take Me High (club mix) (8:43)
- 1232. M.C.T.R. - Another Day (original mix) (7:49)
- 1233. M.C.T.R. - Another Day (original mix) (7:56)
- 1234. M.C.T.R. - Hard Times (original mix) (5:50)
- 1235. M.I.D.O.R. and Six4Eight - Cloud City (2:49)
- 1236. M.I.D.O.R. and Six4Eight feat. - Far East (empyreal sun remix) (7:23)
- 1237. M.I.D.O.R. and Six4Eight feat. - Far East (empyreal sun remix) (7:38)
- 1238. M.I.D.O.R. and Six4Eight vs. 2XLC - Beyond Earth (m.i.d.o.r. and six4eight mix) (7:13)
- 1239. M.I.K.E. vs. John 00 Fleming - Ice Cream (6:41)
- 1240. M3 - Bailamos (matt darey mix) (9:41)
- 1241. Mac Zimms - L'Annonce des Couleurs (the mystery remix) (8:19)
- 1242. Mad - Masterz - Ma Armastan Luuserit (3:32)
- 1243. Madhouse - Like A Prayer (3:18)
- 1244. Madonna - Easy Ride (Mike Danavan & Idah (6:03)
- 1245. Madonna - Jump (3:54)
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- 1247. Madonna - Sorry (Pet Shop Boys Edit) (5:14)
- 1248. magna canta - moments in love (junior and ra (6:46)
- 1249. magna canta - moments in love (junior and ray club mix) (6:56)
- 1250. Main Street - New Day (Dub) (11:04)
- 1251. Malixx - Echoes of Lyra (fairlite remix (6:42)
- 1252. Man With No Name - Floor Essence (dayglo mix) (5:57)
- 1253. Man With No Name - Teleport (6:07)
- 1254. Mandaryna - Everynight (3:11)
- 1255. Mandy And Randy - You Can Win (3:33)
- 1256. Manetto - Chiki Chika (Club Mix) (3:32)
- 1257. Manuel Le Saux - JSM (27:38)
- 1258. maras vs looperz - green fly (extended vox) (6:27)
- 1259. Marc Aurel - Running (dumonde remix) (7:44)
- 1260. Marc Et Claude - I need your lovin (like the sunshine) (3:38)
- 1261. Marc Et Claude - La (3:06)
- 1262. Marc et Claude - Tremble (7:28)
- 1263. Marc et Claude - Tremble (CJ Stone remix) (7:28)
- 1264. Marc Maris - Around My Heart (2:45)
- 1265. Marc Maris vs. Ramone - Lost in Love (marc maris club attack) (5:57)
- 1266. Marc van Linden - Another Dime (2:59)
- 1267. marc van linden - clubbiemus (extended mix) (6:31)
- 1268. Marco Torrance - Cape Arcona (63:20)
- 1269. Marco Torrance - Planet Subtraxx Vol. 4 (72:54)
- 1270. Marco Torrance - Zilent World (alternative dub) (8:31)
- 1271. Marco V - Automanual (7:29)
- 1272. Marco V - Second Bite (Radio Edit) (3:37)
- 1273. Marco V - Simulated (Tomcraft Mix) (6:13)
- 1274. Marco Zaffarano - Clapconfusion (MZ 8) (4:39)
- 1275. Marco Zaffarano - MZ 2 (3:38)

- 1276. Mardie - Sexy Whitch Lab (Radio Cut) (4:01)
- 1277. Mariah Carey - Don't Forget About Us (Moran & (2:15)
- 1278. Mario Lopez - Blind (cj stone meets mr phillips remix) (7:01)
- 1279. Mario Lopez - Blind (villa vs. sunstar club mix) (8:24)
- 1280. Mario Piu vs Mauro Picotto - Trippin On E (4:41)
- 1281. Mark Korn - Spirit Of The Night (89ers Rad (3:22)
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- 1283. Mark Otten - Tranquility (markus schulz coldharbour mix) (10:02)
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- 1289. Markus Schulz presents - Global DJ Broadcast Ibiza Summer Session (22 June 2006) (121:17)
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- 1291. Martin Solveig - Rocking Music (Original Mix) (6:37)
- 1292. Mary - Dreams (Radio Edit) (3:06)
- 1293. Mary J. Blige - Be Without You (Moto Blanco Ra (1:46)
- 1294. Mashup - Liberation (Matt Darey Remix) (5:18)
- 1295. Masterboy - Land Of Dreaming (3:27)
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- 1297. Mat Silver vs. Tony Burt - The Perfect Wave (original club mix) (9:18)
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- 1302. Matt Darey - Nocturnal Delight (sandler remix) (9:03)
- 1303. Matt Darey Feat Izzy - Eternity (Radio Edit) (2:49)
- 1304. Matt Darey Feat Tiff Lacey - Always (Matt Darey Radio Edit) (3:08)
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- 1306. Matt Darey presents - Nocturnal (30 September 2006) (121:26)
- 1307. Matt Hardwick vs. Smith and Pledger - Connected (original mix) (7:09)
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- 1311. Mauro Picotto - Hypnobounce (4:43)
- 1312. Mauro Picotto - I Feel Love (3:57)
- 1313. Mauro Picotto - Iguana (3:38)
- 1314. Mauro Picotto - Iguana (ATB Mix) (3:32)
- 1315. Mauro Picotto - Komodo (Megavoices Mix) (8:06)
- 1316. Mauro Picotto - Komodo (save a soul) (on air mix) (3:22)
- 1317. Mauro Picotto - Live @ Gatecrasher 2002 (57:57)
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- 1319. Mauro Picotto - Planet (6:01)
- 1320. Mauro Picotto - Proximus (medley with adiemus) (6:08)
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- 1322. Mauro Picotto - Serendipity - b (5:20)
- 1323. Mauro Picotto - She wanna (3:15)
- 1324. Mauro Picotto - Techno Harmony (5:31)
- 1325. Mauro Picotto - Underground (4:16)

1326. Max Graham Vs Yes - Owner Of A Lonely Heart (2:34)
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1328. Meck - Thunder in My Heart Again (2:54)
1329. Meck - Thunder In My Heart Again (Rad (3:19)
1330. megara vs. dj lee - the megara (original mix) (8:19)
1331. Mellomaniacs - Tribute To 1998 (3:35)
1332. Menno de Jong - Guanxi (super 8 remix) (8:02)
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1353. Mike - S - TranceMission (5:50)
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1356. Milk & Sugar - Jezebel (2:24)
1357. Milk Inc - Go To Hell (3:39)
1358. Milk Inc - Never Again (Video Edit) (3:31)
1359. Milk Inc - Run (3:57)
1360. Milk Inc - Tainted Love (Extended Mix) (4:39)
1361. Milk Inc - The Sun Always Shines On TV (R (4:01)
1362. Millennium - Day After Day (Fat Bass Edit) (3:31)
1363. Miller and Connor - Come Togheter (6:21)
1364. Mind One feat. Rena - Star For Me (instrumental mix) (7:52)
1365. Minera - One Kiss (4:28)
1366. Minimalistix - Close Cover (svenson & gielen remix) (7:30)
1367. Minister - Strings In Trance (Club Mix) (4:38)
1368. Minister - Strings in Trance (dj light club mix) (6:29)
1369. Ministry of Sound - Atlantic Ocean - Waterfall (Original Netherlands Mix) (3:11)
1370. Ministry Of Sound - Chicane Feat. Bryan Adams - Don't Give Up (3:08)
1371. Ministry Of Sound - Darude - Sandstorm (Original Mix) (3:33)
1372. ministry of sound - hybrid if i survive (3:18)
1373. ministry of sound - paul van dyk avenue (4:11)
1374. ministry of sound - rising star touch me (3:57)
1375. Ministry of Sound - Yomanda - Sunshine (Hi Gate Re (3:38)

1376. Ministry of Sound (System F) - Out of the Blue (5:10)
1377. Ministry Of Sound! - Moonman - Galaxia (Solar Stone Remix) (5:06)
1378. Mirco de Govia - Aura Indigo (6:30)
1379. Mirco de Govia - Aura Indigo (6:32)
1380. Mirco de Govia - Voller Sterne (super 8 remix) (7:40)
1381. Mirka Cerny - Ammunition for an Electronically Challenged Planet (61:21)
1382. Miro - By Your Side (sonorous bright side mix) (6:19)
1383. Mischa - Londrina (72:07)
1384. Mish Mash - Speechless (Radio Edit) (3:20)
1385. Mish Mash Feat Lois - Speechless (3:05)
1386. Misjahroon - Turn Me On (Phantom Remix) (6:35)
1387. Miss Shiva - Dreams (sunbeam mix) (7:24)
1388. Miss Spectra - Living for tomorrow (dj boomba (8:27)
1389. Missy Elliott - Teary Eyed (Sugardip Club Mix) (7:34)
1390. Mixed by Phil Thompson - Layered Sounds Layer 2 (71:32)
1391. Moby - Go *** Brand New Website Launc (3:38)
1392. Moby - Next Is The E (Long Arms Mix) (4:18)
1393. Moby - Run On (plastic angel new mix) (4:43)
1394. Moby - We Are All Made of Stars (dj t (7:03)
1395. Modjo - Chillin' (4:05)
1396. Modular - These Lies (3:40)
1397. Moment of your life (3:56)
1398. Monica - So Gone (3:34)
1399. Mono - Rise! (original mix) (8:41)
1400. moon project - moments are forever (original (8:16)
1401. MoonStone - Hidden Bay (6:12)
1402. Moontrap - Follow the Sun (3:13)
1403. Moony - Flying Away (3:25)
1404. Mortal Kombat - The Immortals (Techno Syndrome Mix) (3:24)
1405. Motorcycle - As The Rush Comes (Gabriel & D (3:23)
1406. Mozes and Edd - Captivated (club mix) (7:06)
1407. Mp3.to.pl - Trance Allstars - Lost In Love (ATB Radio Edit) (3:52)
1408. Mr Philips - The 7th day (6:34)
1409. Muriel Fowler - Rhythm Is A Dancer 2006 (Theme (3:14)
1410. Murphy Brown - Energizer 2002 (kosmonova remix) (5:53)
1411. Musikk - Summer lovin' (3:22)
1412. Mynt - Stay (Al B. Rich Radio Mix) (3:04)
1413. Mystre & Dyloot - Golden Sage (original mix) (7:12)
1414. Mystre & Dyloot - Open Your Heart (steve baltes (8:01)
1415. Mythos 'N DJ Cosmos - Somewhere Out There (5:47)
1416. N - Joi - Anthem (4:07)
1417. N - Joy - Te Quierro (Put a Remix) (5:14)
1418. N.O.A.H. - Globe Trotter (original mix) (8:08)
1419. Naksi vs Brunner Feat Guru - Hello (P And F Klubb Traxx Mix (3:49)
1420. Nalin & Kane - Beachball 2003 (Extended Vocal Mix) (7:28)
1421. Nalin and Kane - Beachball (Paul Oakenfold) (5:54)
1422. Nalin and Kane - Uncle Aka (1996) (8:24)
1423. Nathan Profitt - Holding On (original mix) (7:36)
1424. Nature - Free Your Mind (the mystery re (8:32)
1425. Nature One Inc - Live Your Passion (3:42)

- 1426. Nayer - First Kiss (DJ Fluids Kiss Rad (2:03)
- 1427. Nebular B - Liquid (thrillithon mix) (6:05)
- 1428. Nemesis - Woman of Substance (5:39)
- 1429. Nenes - Turbulence (tribal tech mix) (7:01)
- 1430. Nenes - Turbulence (tribal tech mix) (7:14)
- 1431. Neo and Farina - Binary Refined (9:03)
- 1432. Neo and Farina - Someone (9:36)
- 1433. new energy - take your air (nu-nrg air mix) (6:26)
- 1434. New Order - Crystal (Digweed & Muir Radio (3:44)
- 1435. Nexus - The Sound of Goodbye (the dubious brothers mix) (7:11)
- 1436. Nice Cream - Song 2 (6:14)
- 1437. Nick Rowland - Pulser The Power (PulsRadio Ed (3:55)
- 1438. Nicole Jackson - The First Time I Ever Saw Your (1:56)
- 1439. Nicole Jackson - The First Time I Ever Saw Your (3:41)
- 1440. Nils Schneider - Strange Behaviour (7:36)
- 1441. Nils Schneider - Touch the Skies (5:48)
- 1442. Nina Sky - Move Ya Body (Norty Cotto Edit (3:40)
- 1443. Nina Sky Feat Jabba - Move Ya Body (4:15)
- 1444. Nitribit - Memories (5:58)
- 1445. Noemi - In My Dreams (3:42)
- 1446. Nomad Feat Mc Mikee Freedom - I Wanna Give You Devotion (3:55)
- 1447. Nomansland - 7 Seconds (4:09)
- 1448. Nordic Stars - Crying In The Rain (PulsRadio (4:16)
- 1449. Nordlicht vs. Anergy - In Music (airbase remix) (7:16)
- 1450. Northstarz - Stay (Northstarz Original Mix) (4:12)
- 1451. Nostradamus - Veto (8:09)
- 1452. Nostrum - Brilliant (3:28)
- 1453. Nostrum - Night in motion (extended mix) (6:50)
- 1454. Nostrum - Trance On Ecstasy (7:08)
- 1455. Novaspace - All Through The Night (2006 Ra (3:29)
- 1456. NOVASPACE - Dancing With Tears In My Eyes (3:36)
- 1457. Novaspace - To France (space mix less voca (5:09)
- 1458. novocaine - playa soul (7:46)
- 1459. Nu - NRG - Dreamland (rank 1 re-edit) (6:22)
- 1460. NU NRG - BUTTERFLY (6:25)
- 1461. Nu NRG - Connective (3:10)
- 1462. Nu NRG - Eclipse (5:01)
- 1463. Nuclear Hyde - Axis (1996) (6:19)
- 1464. Nuclear Hyde - Superstition (1994) (5:20)
- 1465. Nukleuz Kollektive pres. Corti - Higher (ppd mix) (6:59)
- 1466. Nu-NRG - Casino (4:57)
- 1467. Nu-NRG - Dreamland 2005 (Adam Sheridan remix) (9:42)
- 1468. Nuphaze - Signs of Life (dito remix) (0:46)
- 1469. Nuphaze - Signs of Life (dito remix) (6:41)
- 1470. Nush - U Girls (01) (2:51)
- - Zone-Mai Ai Hee (Dragostea Din Tei) (3:25)
- 1471. O.S.I.R.I.S. - Oneness with the Universe (wip (5:21)
- 1472. Obelix - Taste of Life (5:37)
- 1473. Obsession - DJ Tiesto (Dance News, Forums, and the last 10 songs played at www.m1live.com) (3:36)
- 1474. Ocean Lab - Clear Blue Water (7:35)

1475. OceanForce - Euphoric Dream (hemstock and j (7:08)
1476. Oceanlab - Clear blue water (3:08)
1477. Oceanlab - Clear Blue Water (Ferry Corsten Remix) (7:08)
1478. Oceanlab - Satellite (6:47)
1479. Oceanlab - Sirens Of The Sea (Kyau vs. Albert Vocal Mix) (6:43)
1480. Oceanlab - Sky falls down (Armin van Buur (10:23)
1481. Oceanlab feat. Justine Suissa - Beautiful Together (signum remix) (7:09)
1482. Odysee Of Noises - Troya (Mix 93) (5:50)
1483. Offer Nissim Feat Maya - Alone (8:46)
1484. Olav Basoski - Waterman (Radio Edit) (3:07)
1485. Olive - I'm Not In Love (Dj Skribble & (4:12)
1486. Olive - You're Not Alone (3:46)
1487. Oliver Dey - Lost You (Who Took The Sunrise) (8:53)
1488. One Man Army - The Anthem (7:57)
1489. Orbital - Halcyon & On & On (9:25)
1490. orion vs ayla - eternity (ayla mix) (7:05)
1491. Orson W - Ilse (4:30)
1492. Osteen - TussinSpace #2 (86:42)
1493. Out Of The Past - Mystery (5:29)
1494. Outback - Minds in Motion (draft 2 desig (9:01)
1495. Outback - Minds in Motion (draft 2 design remix) (9:04)
1496. Overnite - Reachin' Out (5:12)
1497. Oxygen Feat Andrea Britton - Am I On Your Mind (Ian Van Dah (3:41)
1498. Ozone - Ionize (original mix) (8:28)
1499. Ozone - Rock (oracle's trance revolution remix) (7:52)
1500. Ozone - The Rock (10:53)
1501. P O S - Remember (7:24)
1502. P2 - Fade to grey (jam x and de leons dumonde mix) (7:32)
1503. Pacificbeats - Oceanlove (6:38)
1504. Pacificbeats - Oceanlove (6:40)
1505. Paffendorf - La La La Girl (Original Mix) (4:14)
1506. Pakito - Moving On Stereo (Original Mix (4:13)
1507. Pale - X - Androids (7:48)
1508. Pale - X - Androids (7:55)
1509. Pandemonium Projects - The Active Building (8:21)
1510. Party Pimpz - Baby Give it Up (3:13)
1511. Paski - Rainclouds (9:15)
1512. Paul Oakenfold - - Southern Sun (DJ Tiesto RMX) (9:14)
1513. paul oakenfold - butterfly (8:31)
1514. Paul Oakenfold - Dark Machine (7:35)
1515. Paul Oakenfold - EA Sports FIFA 2005 Theme (www.puroeuro.com) (1:34)
1516. Paul Oakenfold - Global underground - New York CD1 1 (73:21)
1517. Paul Oakenfold - James Bond Theme (Bond vs Oakenfold) (4:05)
1518. Paul Oakenfold - Live From Gatecrasher (86:16)
1519. Paul Oakenfold - Need for Speed (2:08)
1520. Paul Oakenfold - Paul Oakenfold - Tranceport 07 - Energy 52 - Cafe Del Mar (7:12)
1521. Paul Oakenfold - Ready Steady Go (4:15)
1522. Paul Oakenfold - Robert Miles - Children (Paul Oakenfold Mix) (10:15)
1523. Paul Oakenfold - Run On (Plastic Angel New Mix) (4:04)
1524. Paul Oakenfold - Solar Stone - Day by Day (7:43)

- 1525. Paul Oakenfold - Southern Sun [DJ Tiesto Mix] (9:45)
- 1526. paul oakenfold - voyage into trance (72:39)
- 1527. Paul Oakenfold & Dave Ralph - Live @ Toronto (61:54)
- 1528. Paul Oakenfold ,Sasha, Carl (73:40)
- 1529. Paul Oakenfold vs Olive - Paul Oakenfold vs Olive - Your Not Alone (Remix) (10:09)
- 1530. Paul Oakenfold, Sasha, Digweed - Live Mix 2000 (79:40)
- 1531. Paul Okenfold - Global Underground 7 (5:55)
- 1532. paul van dyk - another way (3:25)
- 1533. Paul van Dyk - Another Way (Radio Mix) (2:41)
- 1534. paul van dyk - beautiful place (7:01)
- 1535. Paul van Dyk - Buenaventura (reflections viny (7:00)
- 1536. Paul van Dyk - Buenaventura (reflections viny (7:10)
- 1537. Paul Van Dyk - Columbia (5:03)
- 1538. Paul van Dyk - Connected (motomix 05) (7:16)
- 1539. Paul Van Dyk - Cool Tune (4:21)
- 1540. Paul Van Dyk - Dance to Trance (4:35)
- 1541. Paul van Dyk - For An Angel (7:45)
- 1542. Paul Van Dyk - For An Angel (Angel in Heaven) (4:08)
- 1543. Paul van dyk - for an angel '98 radio edit (3:43)
- 1544. Paul van Dyk - Forbidden Fruit (6:19)
- 1545. Paul van Dyk - Live at Fritz Soundgarden-02-08-2006 (54:07)
- 1546. Paul Van Dyk - Nothing But You (PVD Radio Mix) (3:35)
- 1547. Paul van Dyk - Nothing But You Faithless Rem
- 1548. Paul van Dyk - Paul plays Paul @ The Casino, Berlin - 04-06-2001 - 1
- 1549. Paul Van Dyk - Techno Energy (6:15)
- 1550. Paul Van Dyk - Tell Me Why (Radio Mix) (3:42)
- 1551. Paul Van Dyk - Time Of Our Lives (3:06)
- 1552. Paul Van Dyk - Today (5:35)
- 1553. Paul Van Dyk - Vega (6:03)
- 1554. Paul Van Dyk - We are alive (vandit vocal mix (5:47)
- 1555. Paul van Dyk & Kid Paul - Live At HR-XXL Clubnight (43:16)
- 1556. Paul van Dyk feat Hemstock and Jennings - Nothing But You (pvd radio mix) (3:28)
- 1557. Paul van Dyk feat Vega 4 - Time Of Our Lives (pvd club mix) (7:22)
- 1558. Paul van Dyk feat. Hemstock and Jennings - Nothing But You (pvd radio mix) (3:05)
- 1559. Paul van Dyk feat. Second Sun - Crush (pvd album remix) (8:20)
- 1560. Paul van Dyk feat. Second Sun - Crush (pvd album remix) (8:21)
- 1561. Paul van Dyk feat. Vega 4 - Time Of Our Lives (pvd club mix) (7:42)
- 1562. Paul Van Dyk vs BT - Flaming June (Remix) (11:06)
- 1563. Paul Van Dyk, ATB - Big Mix (25:15)
- 1564. Paul Van Dyke - Castles In The Sky (3:46)
- 1565. Pearls - Free Fall (4:01)
- 1566. Peat Jr And Fernando - Nyari Est (Mike Newman And The (2:31)
- 1567. Pedro Ferrari - Way Of Love (3:03)
- 1568. Pepper MaShay - I Can't Stop (Giuseppe D.'s Ed (3:28)
- 1569. Peran - Good Time (6:51)
- 1570. Perasma - Swing To Harmony (Blanco Y Neg (3:45)
- 1571. Perpetuous Dreamer - Dust.wav (armin van buuren's r (9:54)
- 1572. Perry O'Neil - Wave Force (9:12)
- 1573. Pervading Call - Destiny (aces delight instrumental) (8:04)
- 1574. Pervading Call Two - Destiny (3:38)

1575. Pete Namlook - Escape To Neptune (6:14)
1576. Pete Namlook & Hubertus Held - Global System (Legal Edit) (6:56)
1577. Pete Namlook & Maik Maurice - It's So Simple To Do (5:38)
1578. Pete Namlook & Pascal F.E.O.S. - Airflash (Charisma Mix) (7:58)
1579. Pete Namlook & redruM - Inner Space (5:25)
1580. Peter Luts And Dominico - What A Feeling (Radio Edit) (3:29)
1581. Peter Luts vs. G - Bric - Pacific Wish (6:15)
1582. Phil York - Angels In Heaven (Original Mix (3:39)
1583. PhoenixStar - The Example 60 (ronski speed r (8:56)
1584. Photon - Aborigenes Call (6:28)
1585. Pinball - Your Touch (Single Mix) (3:39)
1586. Pink Lagoon - Break My Stride 2004 (Promo Ed (5:10)
1587. Planet Funk - under the rain (6:23)
1588. PlaneT HiLL - Sympathy (9:09)
1589. Plasma - Under Control (club mix) (5:13)
1590. Plastic Angel - A Trip in Trance 3 CD2 (77:04)
1591. Plastic Angel - Fly Away (6:08)
1592. Plastic Angel - Schatten 99 (3:08)
1593. Plastic Angel - Simulation (3:33)
1594. Plastic Angel vs. 2 Players - Supreme (filo and peri remix) (5:41)
1595. Plastic Angel vs. 2 Players - Supreme (filo and peri remix) (7:28)
1596. Plastic Boy - Angel Dust (9:33)
1597. Plastic Boy - Live Another Life (7:41)
1598. Plastic Boy - Silver Bath (7:41)
1599. Plastic Boy - Silver bath [original] (6:21)
1600. Plastic Boy - Tranix (5:14)
1601. Plastic Boy - Twixt (8:50)
1602. Plastic Boy - Twixt 2004 (8:45)
1603. Plumb - Damaged (Club Mix) (6:49)
1604. Plummet - Damaged (1:42)
1605. Plump DJs & DJ Icey, Sasha, BT - Breakbeat Mix (73:51)
1606. Popcore - My Hearts Caving In (Technoroc (3:33)
1607. PowerTeam - I Am Baloon (B-Wirez Remix) (3:07)
1608. PPK - 21 Century (Russian Techno) (3:32)
1609. PPK - Hey DJ!!! (5:42)
1610. PPK - I Have A Dream (8:41)
1611. PPK - Reload (3:01)
1612. PPK - Resurrection (8:03)
1613. PPK - Resurrection (Gagarin video mix) (3:27)
1614. ppk - resurrection (robots mix) (6:30)
1615. PPK - Resurrection (www.mp3.com) (8:00)
1616. PPK vs. Valery Siver - Love Unlimited (melodic trance (9:38)
1617. PPS Feat Xtacy - Touch The Sky (Disco Rockerz R (4:26)
1618. Prezioso Feat Marvin - Survival (Original Radio Edit) (3:34)
1619. Primo Lux - Turnpoint (6:50)
1620. Prodigy - Breathe (5:35)
1621. Prodigy - Climbatize (6:36)
1622. Prodigy - Diesel Power (4:17)
1623. Prodigy - Firestarter (4:41)
1624. Prodigy - Fuel My Fire (4:19)

- 1625. Prodigy - Funky Shit (5:16)
- 1626. Prodigy - Mindfields (5:40)
- 1627. Prodigy - Narayan (9:06)
- 1628. Prodigy - Serial Thrilla (5:11)
- 1629. Prodigy - Smack My Bitch Up (5:42)
- 1630. Prodigy - Voodoo People (5:36)
- 1631. Progression - IndeeP Sounds (6:42)
- 1632. Project Medusa vs Exor - Eclipse (soho remix) (6:24)
- 1633. Project Medusa vs. Exor - Eclipse (soho remix) (6:25)
- 1634. Project Medusa vs. Exor - Moonshine (megara vs. dj lee d (7:23)
- 1635. Project Medusa vs. Exor - Moonshine (symphony of strings remix) (7:25)
- 1636. Project X - The Rhythm (3:37)
- 1637. Promo 5 - Christina (0:20)
- 1638. Provenzano DJ Feat Lizzy B - Sound Is Back (Original Mix) (4:54)
- 1639. Psyance - Motion (5:06)
- 1640. Psychobabble - Sirens of Trance (4:24)
- 1641. Pul Feat DJ Michel - Just A Girl (Original Edit) (2:44)
- 1642. Pulse - New Place (6:50)
- 1643. Pulsedriver - Cambodia (green court rmx) (7:31)
- 1644. Pulsedriver - Insane (Single Mix) (3:41)
- 1645. Pulsedriver - Whistle Song (3:37)
- 1646. Pulser - My Religion (original mix) (7:42)
- 1647. Pulser - Point of Impact (mike koglin r (8:03)
- 1648. PulsRadio - Hit Puls - Mardi 20H-22H et Me (3:45)
- 1649. PulsRadio - Puls On Demand - Lundi au Vend (3:43)
- 1650. Push - Blue Midnight (7:20)
- 1651. Push - Blue Midnight (7:37)
- 1652. Push - Journey of Life (rank 1 remix) (5:45)
- 1653. Push - Strange World (2000 remake) (7:52)
- 1654. Push - The Legacy (club mix) (8:47)
- 1655. Push - Tranzy State of Mind (club mix) (7:24)
- 1656. Push - Universal Nation (5:50)
- 1657. Push - Universal Nation 2002 (9:00)
- 1658. Push - Universal Nation 2003 (Ferry Cortin Mix) (6:22)
- 1659. Push vs. Globe - Tranceformation (7:45)
- 1660. PVS - Future Trance (3:23)
- 1661. QED - Love Bites (1:52)
- 1662. Quistgard - Future (ralph fridge mix) (6:13)
- 1663. R.V.D.B. - Overload (original mix) (9:22)
- 1664. Raccoon - Around The World (Original Mix (3:45)
- 1665. Radiate - Crystal Clear (miikka leinonen (8:17)
- 1666. RAH - Glow (airbase remix) (9:03)
- 1667. RAH - Pole Position (airbase remix) (7:27)
- 1668. Ralph Novell vs Bas And Ram - Gigadance Anthem 2006 (4:21)
- 1669. Rank 1 - Awakening (radio edit) (2:01)
- 1670. Rank 1 - Awakening (radio edit) (2:45)
- 1671. Rank 1 - Beats at rank-1 dotcom (6:16)
- 1672. Rank 1 - Such is Life (3:17)
- 1673. Rank 1 feat. Shanokee - Symsonic (original) (6:39)
- 1674. Rank 1 pres. Mac J - Perfect Blend (7:19)

1675. Rank 1-Airwave (4:33)
1676. Rank1 - Airwave (Original) (3:54)
1677. Rank1 - Airwave (Original) (3:57)
1678. Rapid Eye - Absolut (bobina remix) (8:40)
1679. Rapid Eye - Circa-Forever (iberia's main r (7:45)
1680. Rasmus Faber - Get Over Here (Axwell Radio Mix) (3:32)
1681. rave - Trippin the Trance (5:38)
1682. rave techno ATB-Don't Stop Remixes(Sash Remix) (5:57)
1683. RAVE TECHNO HOUSE Robert Miles - Children 2000 (Trance Remix (4:04)
1684. Ravers On Dope - Trip 2 Wonderland (Radio Versi (3:30)
1685. Ray J - One Wish (Maurice Joshua Radio (1:28)
1686. Ray Silver - Live In Peace (Mike Wind vs Ea (3:21)
1687. Re:Locate - Typhoon (6:29)
1688. Realm F vs. Rankey - Nairobi (alex m.o.r.p.h. mix) (7:09)
1689. Red Flag - Pacific Memory (original mix) (9:33)
1690. Redd Square - Don't Stop (7:17)
1691. Reflekt feat. Delline Bass - Need to Feel Loved (thrillseek (8:08)
1692. Reflekt feat. Delline Bass - Need to Feel Loved (thrillseek (8:08)
1693. Reina - Forgive (Valentine Radio Edit) (3:49)
1694. Rejuvenation - Requiem (Part 1) (6:50)
1695. Renee Stakey - Lonely Dream (Mike Rizzo Globa (3:11)
1696. Rent - Seasons of Love (Gomi's Lair Radio Edit) (3:39)
1697. Res Q - Don't Make Me Wait (Radio Mix) (2:27)
1698. Reunion Of Dance - Rebirth Of Tonight (Radio Conv (3:33)
1699. Rez I Dent - World (cor fijneman remix) (7:02)
1700. Rez I Dent - World (cor fijneman remix) (7:34)
1701. REZ XTC Radio Set - Live spun 18th, August '04 (154:42)
1702. RezDJ - Ontourage - (REZEV) on AOL (44:22)
1703. Richard Gale pres. Electrogeni - Pmem101 (8:33)
1704. Ricky Martin - Drop It On Me (3:44)
1705. Ricky Martin Featuring Fat Joe - I Don't Care [Ralphie Craigs Cl (3:33)
1706. Rihanna - SOS (Chris Cox PulsRadio ID) (3:32)
1707. Rio Klein - Fearless (Agnelli & Nelson Fus (3:28)
1708. Rising Star - Clear Blue Moon (10:15)
1709. Rising Star - Touch me (vincent de moor remi (7:57)
1710. Riva - Time is the Healer (armin van buuren remix) (6:46)
1711. Riva - Who Do You Love Now (original mix) (5:56)
1712. RMB - Deep down below (airscape remix) (7:33)
1713. RMB - Soon Come (4:26)
1714. Rob Mendoza - A Journey Into Uplifting (57:19)
1715. Rob R C - Heaven (Radio Edit) (4:30)
1716. Robert & Jaron - Walls of Indonesia (original mix) (7:38)
1717. Robert Andersson - Expressions (66:30)
1718. Robert Andersson - Expressions Volume 3 (55:31)
1719. Robert Hood - Spirit Levles (3:04)
1720. Robert Miles - Children (Dreams Version) (7:06)
1721. Robert Miles - Offshore (4:14)
1722. Robert Miles - Rain (4:11)
1723. Robert Miles - X-Files Theme (Techno Mix) (3:30)
1724. Robert Nickson feat. Elsa Hill - Close Your Eyes (3:41)

- 1725. Robert Smit - Live from Israel May 2005 (59:51)
- 1726. Roger Sanchez - Lost (Pornocult 6AM Radio Edit) (3:48)
- 1727. Rollerball - Albinoni (super 8 remix) (6:09)
- 1728. ROMi - Technological World (6:53)
- 1729. Ron van den Beuken - Endless (rough mix) (8:03)
- 1730. Ron Van Den Beuken - Find The Way (Radio Edit) (2:43)
- 1731. Ron van den Beuken - Sunset (original mix) (7:02)
- 1732. Ron van den Beuken - Timeless (ron van den beuken r) (8:26)
- 1733. Ronny V Ft. Nanda - What If (Radio Edit) (2:13)
- 1734. Ronny V Ft. Nanda - What If (Radio Edit) (3:20)
- 1735. Ronski Speed - E.O.S. (positive ways mix) (6:03)
- 1736. Ronski Speed - Positive Ways 3 (27:40)
- 1737. Ronski Speed - Positive Ways 3 (50:32)
- 1738. Ross - Larocco.com (70:44)
- 1739. Route 33 - Looking Back (Radio Edit) (3:08)
- 1740. Royal Gigolos - California Dreaming (3:31)
- 1741. Royal Melody - One Night (Shaun Baker Radio M) (3:47)
- 1742. Rui da silva - Rui da Silva—Tuch Me!!! (8:34)
- 1743. rune - beyond the sun (4:39)
- 1744. Rupee - Tempted To Touch (Dj Volume Ra) (1:42)
- 1745. Rusch and Murray - Epic (original club mix) (6:56)
- 1746. Rusch and Murray - The Promise (ronski speed remix) (8:34)
- 1747. Russ Castella Feat Elissa - Truth (Mike Rizzo Global Radio) (2:57)
- 1748. Safri Duo - Played-A-Live (The Bongo Song) (2:50)
- 1749. Safri Duo - Prelude (5:47)
- 1750. Safri Duo - Samb-Adagio (2:51)
- 1751. Safri Duo - Samb-Adagio (Radio Cut) (2:56)
- 1752. Sagitaire - Shout (C'mon) (airscape mix) (7:03)
- 1753. Saint - Show Me Heaven (1:22)
- 1754. Saint Etienne - Stars Above Us (Eric Kupper Club Mix) (8:14)
- 1755. Sakin Und Friends - For The Love Of A Princess (Br) (3:34)
- 1756. Salt Tank - Eugina (tiesto mix) (6:41)
- 1757. Saltwater - Strange (Alphazone Remix) (7:54)
- 1758. Sam Sharp - Deep (9:08)
- 1759. Sam Sharp - Twister (original mix) (7:50)
- 1760. Samantha Cole - Obsession (Armel Mf Radio) (1:18)
- 1761. Sander Kleinenberg - CD 1 renaissance (70:10)
- 1762. Sandy B - Make The World Go Round (3:37)
- 1763. Sarah Atereth - Out Of My Mind (Mike Rizzo Rad) (3:05)
- 1764. Sarah McLachlan - Silence (DJ Tiesto In Search O) (3:55)
- 1765. Sarina Paris - Just About Enough (3:43)
- 1766. Sash - Mysterious Times (Radio Mix) (3:35)
- 1767. Sash! Feat. La Trec - Stay (5:54)
- 1768. Sasha - Bloodlock (7:53)
- 1769. Sasha - Boileroom (7:04)
- 1770. Sasha - Creamfields - Essential Mix (67:10)
- 1771. Sasha - Fundamental (9:13)
- 1772. Sasha - Global DJ Broadcast (Party931)-02-09-2002 (53:37)
- 1773. Sasha - Golden Arm (5:45)
- 1774. Sasha - Immortal (Kaos & Karl K Remix) (5:01)

- 1775. Sasha - Live at Sashas Birthday Party at Space Ibiza-07-08-2001 (118:35)
- 1776. Sasha - Live On Radio One 21-07-2002 (63:55)
- 1777. Sasha - Magnetic North (5:17)
- 1778. Sasha - Mixmasters Live 31-08-2002 (47:31)
- 1779. Sasha - Mixmasters Live 31-08-2002 (47:52)
- 1780. sasha - Mr. Tiddles (4:52)
- 1781. Sasha - Playfm Exclusive Mix-Line-03-04-2006 (57:42)
- 1782. Sasha - Rabbitweed (10:23)
- 1783. Sasha - Sasha - Involver (FULL) (77:43)
- 1784. Sasha - Sasha - Xpander (9:36)
- 1785. Sasha - SashaLiveAtZuHouseClubLivePart1HI (28:50)
- 1786. Sasha - SashaLiveAtZuHouseClubLivePart2HI (26:49)
- 1787. Sasha - Xpander (DJ Orkidea Mix) (8:34)
- 1788. Sasha & John Digweed - 2006 10 21 - Live on Triple J Mixup (114:35)
- 1789. Sasha & John Digweed - Furry Phreaks - Soothe (Chicane Mix) (4:58)
- 1790. Sasha & John Digweed - I'm Free (william orbit mix) (3:30)
- 1791. Sasha & John Digweed - Live From Simmons (77:47)
- 1792. Sasha & John Digweed - Northern Exposure II - West Coast Edition (71:09)
- 1793. Sasha & John Digweed - Northern Exposure III [CD 2] (68:11)
- 1794. Sasha & John Digweed - Northern Exposure North South cd1-Complete Album (78:20)
- 1795. sasha & john digweed - renaissance - the mix collection - cd (78:03)
- 1796. Sasha & John Digweed - Renaissance CD1 (78:03)
- 1797. Sasha + John Digweed - Belfunk (7:27)
- 1798. Sasha + John Digweed - Morning Glory (1:57)
- 1799. sasha and john digweed - age of love (trance dub & fantasy mix) (4:48)
- 1800. Sasha And John Digweed - Fusion (5:56)
- 1801. Sasha and John Digweed - Track 1 (70:20)
- 1802. Sasha and Seb Fontaine - Essential Mix - Gatecrasher 2000 (46:52)
- 1803. sasha homelands 1999 (56:08)
- 1804. Sasha Vs Junkie XL - Beauty Never Fades (Original Mix) (10:41)
- 1805. Saving jane - Girl Next Door (Josh Harris Club Mix) (7:03)
- 1806. Savon - Winter Tale (Andy Jay Powell R (3:19)
- 1807. Scent - Up & Down (Radio Edit) (1:50)
- 1808. Schloss Ahrenthal (Waldorf Microwave 2 Demo) (2:11)
- 1809. Scooter - See Me Feel Me (3:56)
- 1810. Scott Bond and Solarstone - Red Line Highway (bobina remix) (7:37)
- 1811. Scott Bond vs. Solar Stone - 3rd Earth (8:31)
- 1812. Scott Brown - Feel the Beat (4:22)
- 1813. Scott Brown - Healing Mind (6:23)
- 1814. Scotty - Insomnia 2006 (PulsRadio ID) (4:25)
- 1815. Scubadevils - Celestial Symphony (Original M (6:22)
- 1816. Seamus Haji - Last Night A Dj Saved My Life (3:32)
- 1817. Sean Walsh - Time Lapse (faraway project remix) (7:44)
- 1818. Seb Fontaine - Cygnus X - The Orange Theme (Solar Stone Remix) (6:33)
- 1819. Seikos feat Shaun Baker - Immortality (instrumental club mix) (01) (6:47)
- 1820. Sensorica aka. Evolve - January 2005 Promo Mix (59:10)
- 1821. Seraque - Gravity (seraque mix) (8:15)
- 1822. Seventh Heaven - Broken (7:16)
- 1823. shade on grey-moving on (dj astrid mix) (6:51)
- 1824. Shaft - Sway (3:27)

- 1825. Shakira Featuring Wyclef Jean - Hips Don't Lie (3:30)
- 1826. Shanadoo - King Kong (Radio Edit) (3:35)
- 1827. Shanadoo - My Samurai (Radio Edit) (3:18)
- 1828. Shane - C'est Musique (6:11)
- 1829. Shane - Toujours (extended) (6:20)
- 1830. Shane Tighe and Marlon Juers - The Truth (original mix) (9:06)
- 1831. Shapeshifters - Incredible (Radio Edit) (1:35)
- 1832. Shapeshifters - Incredible *** Brand New Websi (4:42)
- 1833. Shaun Baker - 1 (Radio Edit) (3:23)
- 1834. Sick Puppy - [Sic] (House DJ mix: Naked Music, Miguel Migs, Sade, Circulation ++)(66:23)
- 1835. Signalrunners - Corrupted (Judge Jules Edit) (4:24)
- 1836. Signum - Push Through (8:48)
- 1837. Signum - Push Through (8:50)
- 1838. Signum - Second Wave (original mix) (7:54)
- 1839. Silent Otomo - The Rebirth (6:19)
- 1840. Silverblue - Do u know (extended vocal mix) (6:04)
- 1841. Simmons & Christopher - Just The Way (Rockefeller Remi (2:39)
- 1842. Simplex D S N - Skywalker (4:05)
- 1843. Simply Red - Perfect Love (Kurtis Mantronik (2:58)
- 1844. Sincerity In Search Of Trance feat Sonorous.(01.24.2005) (119:52)
- 1845. Sinead O'Connor - Troy - the phoenix from the fl (7:54)
- 1846. Sinful Nature - Amour Eternal (5:35)
- 1847. Sinful Nature - Clay On My Eyes (10:40)
- 1848. Sinful Nature - Clay On My Eyes (10:47)
- 1849. Sinful Nature - Journey to the River of Life (5:52)
- 1850. sjodalf pres netrom lines - 08-08-04 (64:31)
- 1851. Skin - Faithfulness (tiesto instrumental) (8:58)
- 1852. Skyflyer - This House Is Mine (Remix) (3:50)
- 1853. Skyline Feat Elisabeth - Travelling (4:10)
- 1854. Sleepwalker - Face to face (6:09)
- 1855. Sly One presents - Euphorasm Vol. 3 (A Celebratio (30:45)
- 1856. Sly One presents - Euphorasm Vol. 3 (A Celebration) (78:53)
- 1857. SnB - Absolute Red (8:19)
- 1858. Sneaker Pimps - Spin Spin Sugar (Armands Dark (1:14)
- 1859. Sneaker Pimps - Spin Spin Sugar (Armand's Dark (3:23)
- 1860. Soe - Eyes Without Lies (Club Dance (4:30)
- 1861. Soho - Silver Blue Lady (5:09)
- 1862. Solar Factor - No Return (neo and farina remi (3:49)
- 1863. Solar Factor - The Rising Sun (7:52)
- 1864. Solar Stone - Seven Cities (6:10)
- 1865. Solar Stone - Seven Cities (armin van buuren remix) (10:40)
- 1866. Solar Stone - Solarcoaster (8:23)
- 1867. Solar Stone - Solarcoaster (8:39)
- 1868. Solar Stone - Solarcoaster 160 kbps (3:40)
- 1869. SolarForce - Everest (7:25)
- 1870. SolarForce - Kaleidoscope (original mix) (6:03)
- 1871. SolarForce - Liquid Sky (6:22)
- 1872. SolarForce - Ormazd (original mix) (8:14)
- 1873. SolarForce - Retox (original mix) (7:30)
- 1874. SolarForce - The Theme (6:10)

1875. SolarForce - The Theme (6:20)
1876. Solarium - Venice Under Water (m i k e voyages remix) (8:18)
1877. Solarium - Venice Under Water (m.i.k.e. v (8:24)
1878. Solarscape - Alive (ronski speed with stone (7:50)
1879. Solarstone & Jes - Like A Waterfall (3:40)
1880. Solenn - Les Garcons (3:08)
1881. Solicitous - Rider in the Sky (7:52)
1882. Solid Globe - Lost Cities (8:21)
1883. Solid Globe - Sahara (markus schulz coldharbour mix) (10:27)
1884. Solid Nature - It Started (6:34)
1885. solid sessions - janeiro (3:18)
1886. Solid Sessions - Janeiro (armin van buuren mix) (9:35)
1887. Solid Sleep - Club Attack (tpod mix by paul van dyk) (7:52)
1888. Solid Slide - Belo Horizonte (9:13)
1889. Solid Slide - Belo Horizonte (9:19)
1890. Solid Slide - Burning Flame (6:50)
1891. Solid Slide - Burning Flame (7:12)
1892. sonic inc - the taste of summer (4:28)
1893. Sonique - Sleezy (5:20)
1894. Sonix - Live at Price Center in La Jol (45:00)
1895. Sonorous - Glass garden (7:09)
1896. Sonorous - Protonic (Ronki Speed Mix) (9:06)
1897. Sophie Ellis-Bextor - Murder On The Dance Floor (3:37)
1898. Soul Central Ft. Kathy Brown - String Of Life (Stronger On My (3:28)
1899. Soul Dujour - Here We Go Again (2:39)
1900. Soulmate - Moments of Silence (dave 202 and phil green mix) (6:48)
1901. SOUNDVISIONZ - K E N D O - The Way of The Sword (7:22)
1902. Sourmash - Pilgrimage to Paradise (Hardfl (6:53)
1903. space brothers - everywhere i go (push remix) (6:48)
1904. Space Cube - Outbound (5:46)
1905. SpacePlanet - Breath of Imagination (5:39)
1906. Spacey and Vaughan - Earth (Live Forever) (8:09)
1907. Spankox - To The Club (Highpass Club Edi (3:13)
1908. Special D - Like A Rider (5:58)
1909. Spike Feat Deborah - Move The Crowd (Elettro Origin (4:21)
1910. square - nova (4strings remix) (6:59)
1911. St Etienne Feat Etienne Daho - Hes On A Phone (4:05)
1912. St. John vs. Locust - Mind Circles (passiva remix) (8:16)
1913. Stalker - Dark Whispers (original mix) (8:17)
1914. Stardust - Music Sounds Better With You ((4:06)
1915. Stardust - Music Sounds Better With You (6:46)
1916. Stargazer - Released (5:22)
1917. Starsplash - Rainbow In The Sky (DJs At Wor (4:45)
1918. Starstylers - Higher (Radio Edit) (3:10)
1919. Starting Rock Feat Diva Avari - Dont Go (4:30)
1920. Stellar Project - Get Up, Stand Up [Radio edit] (2:44)
1921. Stephen Wiley Rooking Around aim djstephenwiley9.(01.09.2005) (71:26)
1922. Sterac - Liteon (5:05)
1923. Stereo Mc's - Step It Up (Radio Edit) (2:00)
1924. Steve Baltes - Stand Ready (Remix) (6:44)

1925. steve morley - sacred city (10:12)
1926. Steve String - Greetz From (3:09)
1927. Sticky - Micky PsyTrance-CompMix (40:13)
1928. Stonebridge - Take Me Away Feat Therese (5:14)
1929. Stoneface And Terminal - Summerscape (3:46)
1930. Stoneprophet - Timetraveller (Radio Cut) (4:13)
1931. Store N Forward - Blind Straight (original mix) (8:45)
1932. Stromberg - mp3.com/stromberg - Over the R (3:31)
1933. Stu J and UFO - Flyin' High (7:01)
1934. Stuart C. - Headrush (original mix) (8:17)
1935. Studio B - Come On Get It On (The Young P (3:00)
1936. Stunt - Raindrops (1:45)
1937. Sublunar - Sanctuary (antidote's tech mix (7:22)
1938. Sugababes - Red Dress (3:30)
1939. Sugababes - Red Dress (Radio Edit) (3:25)
1940. Sugar Twins Feat Marcie - Livin In A Mystery (Club Mix) (4:03)
1941. Sun - Ends Of The Earth (3:20)
1942. Sun Decade - I'm Alone (mirco de govio dub) (6:58)
1943. Sun Electric - Whoshe (5:10)
1944. Sunbeam - OutsideWorld (3:20)
1945. Sunbeam - OutsideWorld (3:22)
1946. Sunbeam - Phoenix Club mix (4:58)
1947. Sunbeam - Wake Up! (Radio Edit) (3:23)
1948. Sundawner - Krystal Dreams (cosmicman mix) (6:47)
1949. Sunset Strippers - Falling Stars (3:12)
1950. Supafly - Moving Too Fast (Northwest Pul (4:07)
1951. Supafly vs Fishbowl - Let's Get Down (3:09)
1952. Supakane - Theme From Supakane (john 00 fleming dub) (8:09)
1953. Super 8 - Alba (8:46)
1954. Super 8 - Cre8 (original mix) (7:55)
1955. Super 8 vs. DJ Tab - First Aid (original mix) (7:21)
1956. Superfly - Can't Go In (6:26)
1957. Superfunk & Ron Carroll - Lover (4:44)
1958. Sureno - Guideline (syntone remix) (6:09)
1959. Suzanne Palmer - Luv 2 Luv (Cevin Fisher Radio (3:30)
1960. Sven R - G vs Bass-T - On A Party Trip (5:04)
1961. Sven Vath - An Accident In Paradise (6:00)
1962. Sylver - After All This Time (6:15)
1963. Sylver - Confused (CJ Stone Mix) (7:26)
1964. Sylver - Forgiven (3:21)
1965. Sylver - Half As Much (3:05)
1966. Sylver - Lay All Your Love On Me (Shaun (5:38)
1967. Sylver - Shallow Water (CJ Stone Altern (3:27)
1968. Sylver - Turn the tide (cj stone remix) (6:32)
1969. Synchronizer II - D-Day (t.d.'s mix) (4:12)
1970. System F - Cry (3:55)
1971. System F - Elevate (7:45)
1972. System F - Exhale (7:13)
1973. System F - Ferry Corsten - Out Of The Blue - System F (4:54)
1974. System F - Out of the Blue (6:31)

1975. System F - Solstice (3:50)
1976. System F - Spaceman (5:06)
1977. System F - Spaceman (matti laamanen remix) (7:45)
1978. System F - Together (3:20)
1979. Szeifert vs Krash - Emotion (Original Radio Edit) (3:57)
1980. t Gino Beats - Darude Vs. ATB (3:36)
1981. t r a n c e [] c o n t r o l - Deep Vibrations [[2000-06-12]] (5:52)
1982. T-14208728-Chicane vs. Faithless - cafe del mar-mix (10:29)
1983. Talk (Max Graham Remix) - Coldplay (2:47)
1984. Tall Paul - Wizards Of The Sonic (Matt Darey Remix) - Westbam vs Red Jerry (6:53)
1985. Tall Paul vs INXS - Precious Heart (3:34)
1986. Talla 2XLC - Carry Me (Airbase Vocal PulsRa (3:57)
1987. Talla 2XLC - Come With Me (airfire mix) (6:51)
1988. Talla 2xlc - World in my eyes (cosmic gate rmx) (7:25)
1989. Tamia - Stranger In My House (Thunderp (3:51)
1990. Tankis and Savietto - Outrageous (original f8t cut) (5:57)
1991. Tastexperience - Highlander (ralphie b.'s massi (8:15)
1992. Tatana Feat Onita Boone - Free (3:03)
1993. Taxi Doll - Waiting (Josh Harris Radio Edi (1:24)
1994. TbO and Vega - Balearic Summer (marco torrance remix) (5:54)
1995. Team G - G-String (short edit) (4:33)
1996. Teamsters - Feels Like Love (Radio Edit) (2:44)
1997. Technique - You And Me (Matt Darey Mix) (5:58)
1998. Technique - You And Me (Matt Darey Mix) (9:08)
1999. Techno - Paul Oakenfold - Essential Mix - London (119:56)
2000. Techno - Trance - House - BT - Dreaming (dj tiesto remix) (7:13)
2001. TECHNO Dj Mystic & Dj Epic- Dark of the night (2:31)
2002. Techno- Paul Oakenfold - Cafe Del Mar 98 (5:00)
2003. Tekara feat. Xan - Wanna Be An Angel (airbase rem (7:30)
2004. Telepopmusik - Breathe (3:11)
2005. Telepopmusik - Into Everything (1:49)
2006. Tenth Planet - Ghosts (vincent de moor remix 2) (6:02)
2007. Tenth Planet - Walk On Water (original mix) (9:28)
2008. Tess - The Second You Sleep (I Stay T (1:31)
2009. The 2 Jays - Heartquake (3:51)
2010. The Best Music - Fusion Radio (4:22)
2011. The Boy From Nowhere - High Life (3:03)
2012. The Boy From Nowhere - High Life (3:17)
2013. The Cynic Project - Trance Experience (3:52)
2014. The Egg - Walking Away (Tocadisco Remix (6:46)
2015. The Egg - Wall (Mylo Remix) (5:52)
2016. The Freshmakers - Let U Go (3:31)
2017. The Frontline - Suburban Sunrise (radio edit) (5:50)
2018. The Gift - Love Angel (main mix) (6:38)
2019. The Gift - The Seventh Day (m.i.k.e. remi (8:40)
2020. The Gift - The Seventh Day (m.i.k.e. remix) (8:40)
2021. The Highlander - Dignified (dj allan mcloud club mix) (9:50)
2022. The Jeyenne - X-Masid (6:43)
2023. The Judge - Only One (club correction extended) (6:16)
2024. The Kooky Scientist - O.l.d. vs. N.e.a.u. (9:32)

- 2025. The Lost Brothers - Cry Little Sister (3:05)
- 2026. The Love Bites - Take Your Time (3:44)
- 2027. The Matrix - Protect the Innocent (trance mix) (6:18)
- 2028. The Matrix - Talk To Me (Radio Edit) (3:21)
- 2029. The Mystery - Devotion (dj tatana sirup mix) (8:50)
- 2030. The Original - I Love You Baby(Mat Bradshaw R (7:36)
- 2031. The Prodigy - Everybody in the Place (Fairgr (5:07)
- 2032. The Quest - Trying To Get Out (rosseau - wierzbicki remix) (6:28)
- 2033. The Real Booty Babes - Since U Been Gone (Da Loop Brothers R (2:57)
- 2034. The Scarab - Unity of Earth 2002 (radio edit) (3:50)
- 2035. The Space Lovers - Space Lover (extended mix) (4:48)
- 2036. The Springlove - Porque Te Vas (4:10)
- 2037. The Sugar Kingz - Only you (3:58)
- 2038. The Thrillseekers - By Your Side (3:20)
- 2039. The ThrillSeekers - Synaesthesia (4:42)
- 2040. The Thrillseekers - Synaesthesia 2004 (Ferry Corst (8:19)
- 2041. The Untamed - Innocent Child (tukan vs. michael splint remix) (7:46)
- 2042. The Veronicas - 4ever (Morel's Pink Noise Mix) (7:04)
- 2043. The Yahel Show (March 2006) - guest DJ Odad B (129:19)
- 2044. The year of trance 98 - Southside Spinners - Luvstruck (2:44)
- 2045. This Is Fusion Music - Anna - Tiesto (1:03)
- 2046. This Is Fusion Music - Stonebridge - Backstreet (1:19)
- 2047. Thomas Bronzwaer - Close Horizon (original mix) (8:58)
- 2048. Thomas Datt - Alone (inertia mix) (8:26)
- 2049. Thomas Datt pres. Two Roads - Antarctic Rain (peter dafnous (9:06)
- 2050. Thomas Schumacher - Shelford Road (1997) (8:03)
- 2051. Three Drives - Greece 2000 (5:07)
- 2052. Three Drives on a Vinyl - Carrera 2 (nu-nrg remix) (6:41)
- 2053. Three Drives on a Vinyl - Greece 2000 (g &m project remix) (7:57)
- 2054. Threesome - Gobi (9:37)
- 2055. Thrillseekers - Synaesthesia 2004 (3:59)
- 2056. Tiddey - Get Away (Peran Remix) (3:44)
- 2057. Tiesto - Essential Mix 09-08-2001 (120:08)
- 2058. Tiesto - Walking On Clouds (3:58)
- 2059. Tiesto Feat Maxi Jazz - Dance 4 Life (Radio Edit) (3:18)
- 2060. Tiesto feat. BT - Love Comes Again (mark norman remix) (7:17)
- 2061. Tiesto feat. Kirsty Hawkshaw - Just Be (antillas remix) (9:43)
- 2062. Tiesto Featuring BT - Love Comes Again (3:08)
- 2063. Tiesto Ft. Kristy Hawkshaw - Just Be (Antillas Radio Edit) (1:18)
- 2064. tillmann uhrmacher - on the run (3:59)
- 2065. Tilt - I Dream (tilt's resurrection m (11:26)
- 2066. Tim Rex Experiment Ft. Veronic - Relentless (Josh Harris Elektr (2:01)
- 2067. Timeok - End of Summer Mix 2005 (60:04)
- 2068. Timeok - Seven Floating Ways (octagen remix) (7:44)
- 2069. Timeok - Sparkling Temptation (original (7:00)
- 2070. Timo Maas - First Day (3:50)
- 2071. Timrex Experiment Feat. Veroni - Relentless (Just A Game) (6:21)
- 2072. Tivoli Beatz - Nowhere Near (Freddy Hawk Remi (3:27)
- 2073. TLD - Como Te Quiero (Radio Edit) (2:49)
- 2074. Toby Lee Connor - Follow The Sun (silverblue rem (6:05)

- 2075. Tocadisco - You're No Good for Me (Radio E (3:29)
- 2076. TOH - Airwaves Mock (4:08)
- 2077. TOH 2 - Positioning Statement! (3:22)
- 2078. Tokio Fight Club Triballoween - Global Underground - Essential Mix - Danny tenaglia - John Digweed and Danny Howells (62:27)
- 2079. Tom Porcell - Final Cut (8:17)
- 2080. Tom Slik - Intergalactic Trancemission (steve baltes remix) (7:21)
- 2081. Tom Wilson - Techno Cat 3002 (CJ Stone Remix) (7:17)
- 2082. Tomcraft vs Sunbeam - Versus Club Cut (6:20)
- 2083. Tommie - Blue Sky (10:02)
- 2084. Tommie - Long Island (8:14)
- 2085. Tommie - Son of Liberty (8:26)
- 2086. Tommy Gant feat. Nancy Khania - I Believe Radio Cut (Joe Panic Remix) (4:00)
- 2087. Tommy Pi - Promo Mix January 2005 (59:25)
- 2088. Tommy Vee Feat. Master Freez - Hit that Dancefloor (Radio Edi (3:44)
- 2089. Tonca Boys - Meet Us At Tonca (choir boys r (8:53)
- 2090. Tonic And Serenity - Elements Of Trance (Bangbros R (3:37)
- 2091. Tonic Serenity - Elements Of Trance (Dan Winter (2:48)
- 2092. Tony Estrada - Tony Estrada Live at Zoolu All (62:31)
- 2093. Tori Amos - Professional Widow (3:40)
- 2094. Tory Kay - Let the Leaves (kosmonova maxi mix) (6:47)
- 2095. Track 08 (4:17)
- 2096. TRANCE - ATB - 9PM (till I come) (Signum Mix) (7:52)
- 2097. Trance 2002 - Aceproject - Summer Of Love (3:52)
- 2098. Trance Allstars - Lost In Love (3:49)
- 2099. Trance Atlantic Airwaves - Crocketts Theme (3:51)
- 2100. Trance Control - Atomic Dance Explosion (3:00)
- 2101. Trance Mutation presents - Mostly Unsigned part 1 mixed by Jordan Waeles (28:30)
- 2102. Trance The Ultimate Collection - Mauro Picotto (3:09)
- 2103. trance[]control - Beginning of the End (5:15)
- 2104. trance[]control - Curriculum (7:20)
- 2105. trance[]control - On the other side (5:46)
- 2106. trance[]control - On the other side (8:19)
- 2107. trance[]control - Progression (6:28)
- 2108. trance[]control - Unicorn R.I.P. (5:05)
- 2109. trance[]control - Unicorn R.I.P. (6:01)
- 2110. Tranceformation Volume 1 mixed by DJ Ciacomix (77:30)
- 2111. Tranceformation Volume 1 mixed by DJ Ciacomix (82:44)
- 2112. Trancepose - Movements (4:35)
- 2113. Transential - Frozen dreams (warnes mix) (7:48)
- 2114. Traveller - Bright sun (trance mix) (7:03)
- 2115. Trinity X - Forever *** Brand New Website (7:40)
- 2116. Triple Bounce - Magic Melody (Accuface Cut Mix (2:05)
- 2117. True Form - Forbidden Colours (thomas datt remix) (9:01)
- 2118. Tukan - Light A Rainbow (Green Court f (3:54)
- 2119. Tukan - Light A Rainbow (Green Court R (3:53)
- 2120. Tunebazz Inc - Party With You (Album Version) (3:19)
- 2121. Tunnel Trance Force Vol.29 CD2 - Sunset Mix (76:14)
- 2122. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (11:59)
- 2123. Tunnel Trance Force Vol.30 CD1 - 30.1 Mix (26:56)

2124. TV Junkeez - Knightrider (Bangbros Remix) (4:45)
2125. Twenty Something - Mayflower (original mix) (5:52)
2126. Ultra - Free (svenson and gielen remix) (8:59)
2127. Ultra Nate - Free (Oscar G Radio Edit) (4:00)
2128. Ultra Vibe - Choose Freedom (5:23)
2129. Ultrabeat - Pretty Green Eyes (3:21)
2130. Ultrabeat - Pretty Green Eyes (Hixxy remix) (3:35)
2131. Ultrabeat - Pretty Green Eyes(CJ Stone Rmx) (3:56)
2132. Under 19 - Call Me in America (3:40)
2133. Underworld - 8 Ball (8:50)
2134. Underworld - Born slippy (9:44)
2135. Underworld - Born Slippy Nuxx (Paul Oakenfold Mix) (8:06)
2136. Underworld - Bruce Lee (4:42)
2137. Underworld - Cowgirl (8:55)
2138. Underworld - Dark & Long (3:51)
2139. Underworld - Dark Long 2 (10:58)
2140. underworld - Dark Train (10:05)
2141. Underworld - Dirty Epic (17:11)
2142. Underworld - Jumbo (6:56)
2143. Underworld - King of Snake (5:51)
2144. Underworld - Kittens (7:33)
2145. Underworld - Pearl's Girl (4:25)
2146. Underworld - Push Upstairs (4:34)
2147. Underworld - River of Bass (6:25)
2148. Union Jack - Lollipop Man (6:55)
2149. United DJs vs Pandora - Trust Me (Radio Edit) (3:37)
2150. Uniting Nations - Ai No Corrida (3:48)
2151. Uniting Nations - Out Of Touch (Radio Edit) (2:53)
2152. Uniting Nations - You And Me (Radio Edit) (2:59)
2153. Unknown Source - Cruentus (original mix) (7:06)
2154. Unknown Source - Nadjanema (8:01)
2155. Upper Level - Miss you (sagittaire mix) (7:57)
2156. Urban Cookie Collective vs Diz - Feels Like Heaven (Northstarz (3:53)
2157. Utah Saints - My Mind Must Be Free (7:03)
2158. Utah Saints - Something Good (5:55)
2159. Vadim Zhukov - Nothing Matters (vadim's weeke (8:20)
2160. Various Artists - Atlantic Ocean - Waterfall 2003 (3:15)
2161. Various Artists - BT & Paul Van Dyk - Namistai (6:45)
2162. Vectrex - Meteor (3:33)
2163. Vectrex - Meteor (Jupiter Radio Edit) (3:28)
2164. Velvet Culture - Turn Back Time (3:33)
2165. Vengaboys vs. ATB - Ibiza Anthem (Alice DJ Mix) (5:41)
2166. Veracocho - CarteBlanche (2:50)
2167. Verano - Magic Carpet Ride (Radio Edit) (3:16)
2168. Viframa - Reflect to my Dreams (edit mix) (3:57)
2169. Vincent and Quentin - Freeway (ralphie b vocal mix) (8:59)
2170. Vincent De Moor - Orion City (3:06)
2171. Vincent De Moor Presents Emera - Fly away (extended radio versi (5:14)
2172. Vinylbase - Dont Waste That Time (3:39)
2173. Vinylshakerz - One Night in Bangkok (3:21)

2174. Virtual Boys - Time After Time (Euro Virtual (3:27)
2175. Virtual God - The Magic Potion (mix 1) (4:05)
2176. Visions of Shiva - How Much Can You Take (6:28)
2177. Visions of Yawa - Tibet (andy jay powell remix) (6:06)
2178. Vivian Green - Gotta Go Gotta Leave (Juniors (1:20)
2179. Vogue - Missing You (Saint Mix Radio E (3:29)
2180. Volition - The Spell (Vengeance Radio Mix (4:24)
2181. Voodoo & Serano - Blood Is Pumpin' (3:22)
2182. Voodoo and Serano - Overload (instrumental) (7:16)
2183. W.I.S.C. - Cyan (radio edit) (2:29)
2184. W.I.S.C. - Cyan (radio edit) (2:29)
2185. Watergate - Heart of Asia (Q-Bic Mix) (5:35)
2186. Way Out West feat. Tricia Lee - Mindcircus (fred numf vs. etie (7:06)
2187. Weekend Players - Into the sun Brand New Website Launched at www.m1live.com (2:51)
2188. Wellenrausch - On the Run (wellenrausch mix) (7:56)
2189. Whirloop - Retrospective (6:54)
2190. Whirlpool - Under the Sun (solarstone remi (11:07)
2191. Whirlpool - Under the Sun (solarstone remix) (10:42)
2192. White Russians - Unipolar (avalanche remix) (5:23)
2193. White Russians - Unipolar (avalanche remix) (7:42)
2194. Whiteroom feat. Amy Cooper - Someday (vocal mix) (8:55)
2195. William Orbit - Barber's Adagio For Strings (ferry corsten remix) (6:27)
2196. William Orbit - Ravel's Pavane pour une Infante Defunte (ferry corsten mix) (6:35)
2197. Wink - Higher state of consciousness (3:49)
2198. Wipeout 3 - AudioTrack 02 (4:06)
2199. Wipeout 3 - AudioTrack 03 (3:06)
2200. Wipeout 3 - AudioTrack 04 (4:19)
2201. Wipeout 3 - AudioTrack 05 (4:12)
2202. Wipeout 3 - AudioTrack 06 (4:12)
2203. Wipeout 3 - AudioTrack 07 (3:42)
2204. Wipeout 3 - AudioTrack 08 (3:41)
2205. Wipeout 3 - AudioTrack 09 (4:17)
2206. Wipeout 3 - Sasha - Auricom (4:14)
2207. Wipeout 3 - Sasha - Goteki 45 (4:15)
2208. Wipeout 3 - Sasha - Icaras (3:42)
2209. Wipeout 3 - Sasha - Pirhana (4:03)
2210. Wipeout 3 - Sasha - xpander (4:07)
2211. Wipout 3 - Fluke - V6 (5:21)
2212. Wipout XL - Cold Storage - Body in Motion (5:14)
2213. Wipout XL - Cold Storage - Canada (6:14)
2214. Wipout XL - Fluke - Atombomb (Straight 6 Instrumental Mix) (5:33)
2215. Wipout XL - Future Sound of London - We have Explosive (5:53)
2216. Wipout XL - Photek - The Third Sequence (4:50)
2217. Wipout XL - The Chemical Brothers - Dust Up Beats (6:07)
2218. Wipout XL - The Chemical Brothers - Looks of Fury (4:41)
2219. Wipout XL - The Prodigy - Firestarter (Instrumental) (4:41)
2220. Wipout XL - Underworld - Tim There (Underworld Edit) (6:08)
2221. WMC 2006 - Live @ Club Space in Miami 03-28-2006 Part 2 - Sasha, John Digweed, Dave Seaman, Desyn Masiello, James Zabiela & Others (121:31)
2222. Woody van Eyden - Together (m.o.r.p.h. mix) (7:44)

- 2223. Woody van Eyden - Unfinished Symphony (funaki re (7:09)
- 2224. X - Cabs - Neuro (x-cabs remix) (6:37)
- 2225. Xeojax - Pacifica Blue [Hi-Fi] (3:00)
- 2226. yahel - open your mind magikal remake (7:41)
- 2227. Yahel And Eyal Barkan - Voyage (original) (6:16)
- 2228. Yahel And Tammy - Liquid Love (O-Ran Rmx) (3:51)
- 2229. Yahel & Eyal Barkan - Voyage (8:53)
- 2230. Yamakasi - The Secret Garden (8:10)
- 2231. yoav arnon & itai calderon fea - Track 2 (7:16)
- 2232. Yomc - Oasis (club edit) (9:22)
- 2233. York - Reachers of Civilization (rank 1 remix) (5:18)
- 2234. York feat. Angelina - Iceflowers (mind one vs. infra remix) (7:30)
- 2235. York feat. Asheni - Mercury Rising (4:09)
- 2236. Yves - Infinity (Vocal Club Mix) (8:26)
- 2237. Yves Deruyter - Born Slippy (8:33)
- 2238. Yves Deruyter - Infinity (Vocal PulsRadio ID) (3:14)
- 2239. Yves Larock - Nomadic Knights (6:07)
- 2240. Zhi - vago - Celebrate the Love 2002 (7:54)
- 2241. Zilent Zpott and Audioplacid - Ondas Silenciosas (moon mix) (8:11)
- 2242. Zippora - See the Sun (soho remix) (8:44)
- 2243. Zombie Nation - Kernkraft 400 (3:39)
- 2244. Zombie Nation - Ohohoh remix (4:37)
- 2245. Zorneus Feat Baker - Out Of The Dark (Atila Remix) (4:54)
- 2246. Zymotix - Feel My Love (radio feeling) (4:04)
- 2247. Zymotix - Rachel In Trance (3:39)
- 2248. Zyon - No Fate (no fate mix 1993) (6:37)

tracks in playlist, average track length: 88:50

Playlist length: 146 hours 02 minutes 15 seconds

1. BT - Force of Gravity (Ferry Corsten Remix) (7:38)
2. DJ Tiesto - Ferry Corsten - Dreamtime (5:35)
3. Dj _Tiesto _ - _1999 _02 _20 _ - _Live _at _Innercity _Amsterdam _ _Holland (73:16)
4. Ferry Corsten - Holding On (Above & Beyond Remix) (6:41)
5. Ferry Corsten - Into The Dark (5:43)
6. Ferry Corsten - Moonlight (5:23)
7. Ferry Corsten - Ferry Corsten - Rock Your Body (Extended Mix) (6:50)
8. Techno - Various - Live @ KFC One Trance 2000 12-31-2000 (feat. Paul Oakenfold, Paul Van Dyk, Rank 1, Marco V, Ferry Corsten, ATB, DJ Tiesto & Sasha) (547:35)
9. TECHNO: DJ Kaycee - Escape (Fast Rave Mix) (5:40)
10. VA - Universal Religion 3: Live From Armada @ Ibiza (Mixed By Armin van Buuren) (77:49)
- 11 VA - Universal Religion 2004 (Mixed by Armin Van Burren (80:05) <-Great
- 12 VA - Universal Religion IV (Mixed by Armin Van Burren (77:47) <-Great
13. Sasha - Invol2er (74:02) <-Great
14. VA - Once Upon A Night (Mixed By Ferry Corsten) 2010 (148:00) <-Great
15. VA - Twice in a Blue Moon (Mixed By Ferry Corsten) 2008 (70:07)
16. VA - State of Trance 2008 (Mixed by Armin Van Burren) (119:00)
17. VA - State of Trance 2009 (Mixed by Armin Van Burren) (151:35)
18. VA - State of Trance 2010 (Mixed by Armin Van Burren) (124:47)
19. Sasha and John Digweed - Northern Exposure II - East Coast Edition (71:20)
20. Humate - Love Simulation (4:44)

21. VA - Las Vegas 2010 (Mixed by Markus Schultz) (156:00)
22. 22. In Search of Sunrise 1999 (mixed by DJ Tiesto) (71:42)
23. In Search of Sunrise 2 (mixed by DJ Tiesto) (76:08)
24. In Search of Sunrise 5 - Los Angeles (mixed by DJ Tiesto) (155:25)
- 24. VA - DJ in the Mix 4 (Mixed by ATB)(148:14) <- Great
- 25. VA - DJ in the Mix 5 (Mixed by ATB)(217:25) <- Great
26. VA - Armin van Buuren - A State of Trance 464 Recorded LIVE at Amnezi (124:24)
27. VA - Armin van Buuren presents - A State of Trance Episode _401 (121:09)
28. VA - Armin van Buuren presents - A State of Trance Episode 467 (105:56)
29. VA - Armin van Buuren presents - A State of Trance Episode 468 (126:10)
30. VA - Armin van Buuren presents - A State of Trance YearMix 2006 (120:38)
31. VA - Armin van Buuren presents - A State of Trance YearMix 2007 (121:40)
32. VA - Armin van Buuren presents - A State of Trance YearMix 2008 (121:23)
33. VA - Armin van Buuren presents - A State of Trance YearMix 2009 (121:41)
34. VA - ATB - DJ in the Mix (154:56)
35. VA - ATB - DJ 2 in the Mix (218:46)
36. VA - ATB - DJ 3 in the Mix (77:50)
37. VA - DJ Tiesto - In Search of Sunrise 7 Asia (140:05)
38. VA - Once Upon a Night Vol 2 (Mixed by Ferry Corsten) (154:04)
39. Global Underground 009 - San Francisco Mixed by Sasha-2CD-1998 (157:20)
40. VA - DJ 6 In the Mix (Mixed by ATB) (233:08)
41. VA - Miami '05 - Markus Schluz (197:58)
42. VA - Ibiza '06 - Markus Schluz (155:35)
43. Paul Van Dyk - Out there and back (73:42)
44. VA - Toronto '09 - Markus Schluz (149:35)
45. Global Underground 013 - Sasha - Ibiza-2CD-1999 (144:05)
46. VA - Prague '11 - Markus Schluz (147:28)
47. VA - Armin van Buuren presents - A State of Trance 2011 (158:11)
48. Gatecrusher - Wet (119:23)
49. Global Underground 006: Sydney Mixed by John Digweed-2-CD-1998 (139:14)
50. Global Underground 014: Hong Kong Mixed by John Digweed-2-CD-1999 (134:37)
51. VA - Once Upon a Night: The Lost Tapes(Mixed by Ferry Corsten) (118:54)
52. Paul Oakenfold - Tranceport (1998) (68:38)
53. Global Underground 019: Los Angeles Mixed by John Digweed-2-CD-2000(131:21)
54. The Thrillseekers - Nightmusic Vol 1 (128:23)
55. The Thrillseekers - Nightmusic Vol 2 (126:10)
56. Armin Van Buuren - State of Trance 500 (389:40)
57. Armin Van Buuren - Universal Religion Chapter 5 (147:48)
58. Various - A State Of Trance - Collected 12" Mixes Volume 2 (mixed by Armin Van Buuren)(128:23)
59. Various - A State Of Trance - Collected Extended Versions Volume 3 (mixed by Armin Van Buuren)(128:23)
60. Various - A State Of Trance - Collected Extended Versions Volume 4 (mixed by Armin Van Buuren)(128:23)
61. Various - A State Of Trance Classics Vol. 1 (mixed by Armin Van Buuren)(128:23)
62. Various - A State Of Trance Classics Vol. 2 (mixed by Armin VAn Burren)(128:23)
63. Various - A State Of Trance Classics Vol. 3 (mixed by Armin Van Burren)(128:23)
64. Various - A State Of Trance Classics Vol. 4 (mixed by Armin Van Burren)(128:23)
65. Various - Electronic Elements: The Collected 12" Mixes (mixed by Armin Van Buuren)(128:23)
66. Various - Electronic Elements: The Collected 12" Mixes Vol. 2 (mixed by Armin vAn Burren)(128:23)
67. Various - Captivating Sounds - The Collected 12" Mixes Volume 1 (mixed by Armin Van Burren)(128:23)
68. Various - Captivating Sounds - The Collected 12" Mixes Volume 2 (mixed by Armin Van Burren)(128:23)
69. Various - A State Of Trance Classics Vol. 5 (mixed by Armin Van Burren)(128:23)

70. Various – A State Of Trance Classics Vol. 6 (mixed by Armin Van Burren)(128:23)
71. The Thrillseekers - Nightmusic Vol 3 (126:10)
72. Dash Berlin - United Destination 2010 (153:26)
73. Dash Berlin - United Destination 2011 (151:26)
74. Dj Tiesto - Magik 6 (Live in Amsterdam - 2000) (77:49)
75. Armin Van Buuren - A State of Trance 2012 (151:38)
76. Ferry Corsten - Live @ Innerscity (11-12-1999) (82:05)
77. ATB - Sunset Beach DJ Session (156:17)
78. ATB - Sunset Beach DJ Session 2 (158:23)
79. Ferry Corsten - WKND (85:45)
80. VA - Magik 3 - Far From Earth-Mixed By Tiesto (77:30)
81. VA - Magik 4 - A New Adventure-Mixed By Tiesto (76:50)
82. VA - Magik 7 - Live In Los Angeles-Mixed By Tiesto (77:29)
83. Armin Van Buuren - State of Trance 550 (388:18)
84. John Digweed - Live in London 2012 (280:34)
85. VA - Once Upon a Night Vol. 3 - Ferry Corsten (148:46)
86. VA - Universal Religion 6 - Armin Van Buuren (154:59)
87. VA - State of Trance 600 - Armin Van Buuren (345:10)
88. VA - In Search of Sunrise 10 - Australia -Mixed By Richard Durand) (225:63)
89. VA - State of Trance 2013 - Armin Van Buuren (150:04)
90. Paul van Dyk - (R)Evolution The Remixes (185:26)
91. VA-Markus Schulz pres Los Angeles 12 (124:10)
92. John _Digweed _ - _Live _@ _The _Bedrock _WMC _Party _2011 (67:07)
93. Various – A State Of Trance Classics Vol. 7 (mixed by Armin Van Burren)(127:40)
94. Various – A State Of Trance Classics Vol. 8 (mixed by Armin Van Burren)(129:12)
93. John Digweed - Transitions (56:05)

ASOT Classics Volume 1 [2006]

- CD1-1 Delerium feat. Sarah McLachlan - Silence (DJ Tiësto's In Search Of Sunrise Remix) [11:35 | 2000]
- CD1-2 B.B.E. - Seven Days And One Week (Club Mix) [08:29 | 1996]
- CD1-3 System F - Out Of The Blue (Original Mix) [06:41 | 2000]
- CD1-4 Armin Van Buuren - Communication Part 1 (Original Mix) [09:37 | 2000]
- CD1-5 Motorcycle - As The Rush Comes (Sweeping Strings Mix) [10:40 | 2003]
- CD1-6 Veracocha - Carte Blanche (Original Mix) [07:04 | 1999]
- CD1-7 Underworld - Born Slippy NUXX [11:34 | 1996]
- CD1-8 R.O.O.S. - Instant Moments (Moederoverste Onie Mix) [07:43 | 1997]
- CD1-9 Zombie Nation - Kernkraft 400 (DJ Gius Remix) [06:06 | 2000]
- CD2-1 Gouryella - Gouryella (Original Mix) [10:46 | 1999]
- CD2-2 iiO - Rapture (John Creamer & Stephane K Remix) [09:53 | 2001]
- CD2-3 Yahel & Eyal Barkan - Voyage (Original Mix) [06:25 | 2000]
- CD2-4 Perpetuous Dreamer - The Sound Of Goodbye (Armin's Tribal Feel) [08:45 | 2001]
- CD2-5 Carlos - The Silmarillia (Original Mix) [07:18 | 1998]
- CD2-6 System F - Cry (Original Extended) [07:24 | 2000]
- CD2-7 Art Of Trance - Madagascar (Ferry Corsten Remix) [05:59 | 1999]
- CD2-8 Ridgewalkers feat. El - Find (Andy Moor Remix) [08:48 | 2004]
- CD2-9 Hybrid - Finished Symphony (Original Mix) [09:32 | 1999]
- CD3-1 DJ Tiësto - Urban Train (Original Mix) [10:24 | 2001]
- CD3-2 Armin van Buuren - Blue Fear (Original 1996 Mix) [7:57 | 1996]
- CD3-3 Age Of Love - The Age Of Love (Jam & Spoon Watch Out For Stella Mix) [6:49 | 1993]
- CD3-4 Pulser - Cloudwalking (Astral Mix) [10:02 | 1999]
- CD3-5 Solid Sessions - Janeiro (Armin van Buuren Mix) [9:38 | 2002]

CD3-6 Solid Globe - Sahara (Original Mix) [8:03 | 2004]
CD3-7 Kamaya Painters - Endless Wave (Original Mix) [6:06 | 1999]
CD3-8 The Quest - C-Sharp (Original Mix) [7:38 | 1999]
CD3-9 The Thrillseekers - Synaesthesia (Club Mix) [7:12 | 2000]
CD4-1 System F feat. Armin van Buuren - Exhale (Original Mix) [07:13 | 2001]
CD4-2 Gouryella - Tenshi (Original Mix) [08:34 | 2000]
CD4-3 Ralphie B - Massive (Original Mix) [09:19 | 2002]
CD4-4 Andain - Beautiful Things (Gabriel & Dresden's Unplugged Mix) [10:48 | 2003]
CD4-5 Moonman - Galaxia (Original Mix) [05:38 | 1996]
CD4-6 Moogwai - Viola (Armin van Buuren Remix) [09:58 | 2000]
CD4-7 L.S.G. - Netherworld (Jules Vernes Mix) [08:31 | 1997]
CD4-8 Gabriel & Dresden - Arcadia (Original Mix) [09:56 | 2005]
CD4-9 Three Drives On A Vinyl - Greece 2000 (Original Mix) [08:03 | 1998]
ASOT Classics Volume 2 [2007]
CD1-1 Rank 1 - Airwave (Innercity 1999 Theme) (Original Mix) [08:24 | 1999]
CD1-2 Cygnus X - The Orange Theme (Original Mix) [06:31 | 1994]
CD1-3 Armin Van Buuren feat. Justine Suissa - Burned With Desire (Rising Star Vocal Mix) [08:36 | 2003]
CD1-4 Niels Van Gogh - Pulverturm (DJ Tomcraft Remix) [09:14 | 1998]
CD1-5 System F feat. Marc Almond - Soul On Soul (Original Extended) [07:16 | 2001]
CD1-6 Yahel - Devotion (Armin van Buuren Remix) [08:10 | 2000]
CD1-7 OceanLab - Satellite (Original Above & Beyond Mix) [07:30 | 2003]
CD1-8 BT - Mercury & Solace (Master Mix) [08:25 | 1999]
CD1-9 Wink - Higher State Of Consciousness (Original Tweekin Acid Funk Mix) [06:15 | 1995]
CD2-1 DJ Tiësto - Lethal Industry (Original) [06:48 | 2001]
CD2-2 Ferry Corsten - Punk (Vocal Extended) [07:39 | 2002]
CD2-3 Gaia - 4 Elements (Extended Version) [10:05 | 2000]
CD2-4 Vincent De Moor - Flowtation (Original Mix) [07:25 | 1996]
CD2-5 Sasha - Xpander [11:30 | 1999]
CD2-6 Jonah - Ssst... (Listen) (Original Mix) [06:56 | 1998]
CD2-7 Above & Beyond - No One On Earth (Gabriel & Dresden Remix) [09:20 | 2004]
CD2-8 Igor S - Boomerang (Igor S Mix) [06:26 | 2003]
CD2-9 GTR - Mistral (Original Mix) [09:19 | 2002]
CD3-1 Armin van Buuren feat. Ray Wilson - Yet Another Day (Original Mix) [10:20 | 2003]
CD3-2 Marco V - Simulated (Original Version) [07:51 | 2002]
CD3-3 Members Of Mayday - 10 In 01 (Paul van Dyk Remix) [08:56 | 2001]
CD3-4 Way Out West - Mindcircus (Gabriel & Dresden Club Remix) [09:33 | 2002]
CD3-5 Jan Johnston - Calling Your Name (Thrillseekers Remix) [07:18 | 2003]
CD3-6 Markus Schulz - You Won't See Me Cry (Deepsky Remix) [07:43 | 1999]
CD3-7 Coast 2 Coast feat. Discovery - Home (Original Extended) [08:05 | 2000]
CD3-8 Mark Otten - Mushroom Therapy (Lightscape Remix) [08:50 | 2003]
CD3-9 Midway - Monkey Forest (Original Mix) [09:59 | 2002]
CD4-1 Underworld - Rez [9:58 | 1993]
CD4-2 Nalin & Kane - Beachball (Original Club Mix) [10:25 | 1997]
CD4-3 Gouryella - Walhalla (Extended) [8:07 | 1999]
CD4-4 Holden And Thompson - Nothing (93 Returning Mix) [8:05 | 2003]
CD4-5 Aria - Dido (Armin van Buuren's Universal Religion Remix) [11:11 | 1999]
CD4-6 Kay D. Smith & Marc Tall presents Passive Resistance - Praiseworthy Tunes (Hoipolloi Mix) [6:56 | 2003]
CD4-7 Dutch Force - Deadline (Original Mix) [7:33 | 1999]
CD4-8 Moon Project - Moments Are Forever [8:26 | 2001]
CD4-9 Freefall - Skydive (Original Mix) [8:48 | 1998]

ASOT Classics Volume 3 [2008]

- CD1-1 Energy 52 - Cafe Del Mar (Three 'N' One Mix) [08:44 | 1997]
- CD1-2 Paul van Dyk - For An Angel (E-Werk Club Mix) [07:46 | 1998]
- CD1-3 Riva - Time Is The Healer (Armin van Buuren Dub) [07:00 | 2002]
- CD1-4 Perpetuous Dreamer - Dust.wav [09:59 | 2002]
- CD1-5 DJ Tiësto - Flight 643 (Instrumental) [09:06 | 2001]
- CD1-6 Southside Spinners - Luvstruck [05:57 | 1999]
- CD1-7 Chakra - Love Shines Through [08:11 | 1999]
- CD1-8 Humate - Love Stimulation (Paul van Dyk Remix) [07:30 | 1998]
- CD1-9 Bedrock - Heaven Scent [10:27 | 1999]
- CD2-1 Riva - Stringer [06:30 | 2001]
- CD2-2 Sander Kleinenberg - My Lexicon [09:09 | 2000]
- CD2-3 Vincent de Moor - Shamu [05:56 | 1998]
- CD2-4 Rank 1 - Awakening (Original Version) [08:15 | 2002]
- CD2-5 Pulser - My Religion [07:49 | 2003]
- CD2-6 Firewall - Sincere 2005 [08:41 | 2005]
- CD2-7 Tranquility Base - Razorfish (Above & Beyond Bangin' Mix) [07:38 | 2001]
- CD2-8 Hydra - Affinity [07:31 | 2003]
- CD2-9 Witness Of Wonder - Emotion In Motion (The Thrillseekers Remix) [08:02 | 2004]
- CD3-1 Binary Finary - 1998 (Gouryella Remix) [07:05 | 1999]
- CD3-02 Armin - Virgo [08:06 | 1999]
- CD3-3 OceanLab - Clear Blue Water (Ferry Corsten Remix) [07:20 | 2001]
- CD3-4 Markus Schulz and Departure with Gabriel & Dresden - Without You Near (Gabriel & Dresden Remix) [11:43 | 2005]
- CD3-5 Yahel - Sugar One [08:18 | 2002]
- CD3-6 Darren Tate vs. Jono Grant - Let The Light Shine In [07:53 | 2003]
- CD3-7 L.S.G. - The Hidden Sun Of Venus (Oliver Lieb Remix) [08:06 | 1996]
- CD3-8 Bart Claessen - Playmo (1st Play) [07:11 | 2005]
- CD3-9 Nu NRG - Dreamland [08:00 | 2002]
- CD4-1 Rising Star - Touch Me [09:13 | 2001]
- CD4-2 BT - Dreaming [08:03 | 2000]
- CD4-3 Umek - Gatex [04:28 | 2002]
- CD4-4 Denzil & Dwayne - Force Of Habit (Armin van Buuren Remix) [08:38 | 1999]
- CD4-5 Rapid Eye - Circa-Forever (Rapid Eye's Remix) [07:18 | 2002]
- CD4-6 Jonas Steur - Castamara [07:17 | 2005]
- CD4-7 Max Graham - Airtight [10:54 | 2001]
- CD4-8 Inertia - The System [07:59 | 2008]
- CD4-9 Jam & Spoon - Stella [06:19 | 1992]

ASOT Classics Volume 4 [2009]

- CD1-1 Armin van Buuren feat. Jan Vayne - Serenity (Sensation White Anthem 2005) (Original Mix) [08:28 | 2005]
- CD1-2 Chicane feat. Moya Brennan - Saltwater (Original Mix) [09:50 | 1999]
- CD1-3 Cygnus X - Superstring (Sensation Anthem 2000) (Rank 1 Remix) [08:15 | 2000]
- CD1-4 Push - Universal Nation (Original Extended Mix II) [07:57 | 1998]
- CD1-5 Rank 1 feat. Shanokee - Such Is Life (Sensation Anthem 2001) (Original Mix) [08:51 | 2001]
- CD1-6 Signum feat. Scott Mac - Coming On Strong (12" Clubmix) [08:02 | 1999]
- CD1-7 Matt Darey presents Lost Tribe - Gamemaster (Original Mix) [08:01 | 1999]
- CD1-8 Inertia - The Chamber (Original Mix) [08:40 | 2005]
- CD1-9 Galen Behr vs. Hydroid - Carabella (Galen Behr vs. Orjan Nilsen Remix) [07:46 | 2006]
- CD2-1 Rui Da Silva feat. Cassandra Fox - Touch Me (Original 12") [08:35 | 2000]
- CD2-2 Airscape - L'Esperanza (Armin van Buuren's Rising Star Mix) [11:14 | 1999]

CD2-3 Above & Beyond vs. Andy Moor - Air For Life (Original Mix) [08:01 | 2005]
CD2-4 Three Drives On A Vinyl - Sunset On Ibiza (Original Mix) [07:53 | 2001]
CD2-5 Jonas Steur - Silent Waves [08:16 | 2005]
CD2-6 Yahel - U Inside [07:34 | 2002]
CD2-7 Synergy - Hello Strings (Original Mix) [11:29 | 2005]
CD2-8 Robert Nickson - Spiral (Original Mix) [09:03 | 2004]
CD2-9 Inigma - Open Our Eyes (Inigma Mix) [07:30 | 2000]
CD3-1 Mac Zimms - L'Annonce Des Couleurs (Extended) [08:44 | 1997]
CD3-2 Vincent de Moor presents Emerald - Fly Away (Vocal Mix) [08:12 | 2000]
CD3-3 Solid Globe - North Pole (Nickelson & Maurice Night Remix) [08:00 | 2003]
CD3-4 Push - Strange World (Trance Energy 2001 Theme) (2000 Remake) [07:56 | 2000]
CD3-5 Airwave vs. Rising Star - Sunspot (DCML Mix) [09:00 | 2002]
CD3-6 Young Parisians feat. Ben Lost - Jump The Next Train (Kyau vs. Albert Remix) [8:00 | 2004]
CD3-7 Alt + F4 - Alt + F4 (Original Mix) [08:25 | 2004]
CD3-8 Scott Bond & Solarstone - 3rd Earth (Original Mix) [08:52 | 2003]
CD3-9 Sophie Sugar - Call Of Tomorrow (Original Mix) [07:51 | 2005]
CD4-1 Perpetuous Dreamer - Future Fun-Land 2004 (Original Mix) [08:06 | 2004]
CD4-2 Pulp Victim - The World (Moon Man Remix) [06:49 | 1998]
CD4-3 Markus Schulz presents Elevation - Clear Blue (Original) [08:48 | 2004]
CD4-4 Re:Locate - Rogue [07:19 | 2006]
CD4-5 Plastic Boy - Silver Bath [07:47 | 2002]
CD4-6 Conjure One feat. Sinéad O'Connor - Tears From The Moon (DJ Tiësto's In Search Of Sunrise Remix) [08:11 | 2002]
CD4-7 Nalin & Kane - Open Your Eyes (Re-Worked Club Mix) [09:28 | 1999]
CD4-8 The Green Martian - Industry [08:38 | 1998]
CD4-9 Solarstone - Solarcoaster [08:48 | 2002]
ASOT Classics Volume 5 [2010]
CD1-1 Armin van Buuren - Control Freak (Sander van Doorn Remix) [07:07 | 2005]
CD1-2 Oceanlab - Beautiful Together (Signum Remix) [08:12 | 2003]
CD1-3 Svenson & Gielen - Twisted (Trance Energy 2001 Theme) (Original Mix) [08:50 | 2001]
CD1-4 Way Out West - Killa (Orkidea Remix) [09:16 | 2005]
CD1-5 Sensation - The Anthem 2003 (Original Mix) [09:02 | 2003]
CD1-6 Marcos - Cosmicstring [08:09 | 2004]
CD1-7 Solarstone - Solarcoaster (Midway Remix) [09:04 | 2002]
CD1-8 Dogzilla - Without You (Dub) [07:02 | 2005]
CD1-9 Alex M.O.R.P.H. vs. Rank 1 - Life Less Ordinary (Alex M.O.R.P.H. Original Mix) [07:07 | 2007]
CD2-1 Lustral - Everytime (Red Jerry Remix) [06:43 | 1997]
CD2-2 Signum - What Ya Got 4 Me [07:22 | 1998]
CD2-3 Chakra - Home [08:09 | 1997]
CD2-4 Armin van Buuren - SAIL [09:10 | 2006]
CD2-5 Envio - Touched By The Sun [08:26 | 2003]
CD2-6 O'Callaghan & Kearney - Exactly [08:18 | 2006]
CD2-7 Nickelson - Yin (Solid Globe Remix) [08:22 | 2004]
CD2-8 Robert Gitelman - Children Of The Sun [08:03 | 2004]
CD2-9 NU NRG - Freefall [07:35 | 2004]
CD3-1 Lange vs. Gareth Emery - Another You, Another Me [07:49 | 2006]
CD3-2 Push - The Legacy [08:56 | 2001]
CD3-3 Brainbug - Nightmare (Sinister Strings Mix) [06:48 | 1996]
CD3-4 Filerheadz - Yimanya [08:34 | 8:34]
CD3-5 P.O.S. - Remember (Summer Sun) [07:28 | 2003]

CD3-6 Luke Warner & Mat Lock - Deep Psychosis (Daniel Kandi's Cure Mix) [07:32 | 2007]
CD3-7 Ballroom - Passenger (Marc O'Tool Remix) [07:50 | 2000]
CD3-8 Union Jack - Two Full Moons And A Trout (Caspar Pound Mix) [12:40 | 1994]
CD3-9 Armin van Buuren vs. M.I.K.E. - Intruder [07:20 | 2004]
CD4-1 Armin van Buuren & DJ Tiësto present Alibi - Eternity [07:48 | 2000]
CD4-2 Sasha & Emerson - Scorchio [09:32 | 2000]
CD4-3 Solarstone - Seven Cities (Armin van Buuren Remix) [11:07 | 2002]
CD4-4 Rank 1 - Beats At Rank-1 Dotcom (Trance Energy Theme 2005) (Extended Mix) [06:59 | 2004]
CD4-5 Gareth Emery - More Than Anything (Stoneface & Terminal Dub) [06:29 | 2007]
CD4-6 The Ambush - Everlast [07:20 | 1999]
CD4-7 Inigma - Inigma (Club Mix) [07:32 | 2000]
CD4-8 Salt Tank - Eugina (Michael Woods Remix) [08:18 | 2000]
CD4-9 Arksun - Arisen [11:16 | 2006]
ASOT Classics Volume 6 [2011]
CD1-1 Faithless - Insomnia (Monster Mix) [08:38 | 1995]
CD1-2 Ferry Corsten - Rock Your Body Rock [06:49 | 2002]
CD1-3 4 Strings - Take Me Away (Into The Night) (Vocal Club Mix) [07:03 | 2002]
CD1-4 Driftwood - Freeloader [06:51 | 2002]
CD1-5 Vincent De Moor - Green Heaven [07:48 | 2000]
CD1-6 Armin van Buuren feat. System F - From The Heart [10:14 | 2003]
CD1-7 Teem Deep - Morning Light [08:24 | 1996]
CD1-8 Da Hool - Meet Her At The Love Parade [09:35 | 1996]
CD1-9 Ultravibe - Choose Freedom [07:52 | 2001]
CD2-1 Sarah McLachlan - Fallen (Gabriel & Dresden's Anti Gravity Mix) [10:30 | 2003]
CD2-2 Tiësto - Traffic [05:24 | 2003]
CD2-3 Marco V - C:\Del*.mp3 [08:03 | 2003]
CD2-4 Vimana - We Came [08:55 | 1999]
CD2-5 DJ Ton T.B. - Dream Machine [08:44 | 2004]
CD2-6 Sean Tyas - Lift [08:25 | 2006]
CD2-7 ATN - Miss A Day [08:12 | 2004]
CD2-8 The Matrix - Protect The Innocent [06:18 | 2002]
CD2-9 Jones & Stephenson - The First Rebirth [06:02 | 1993]
CD3-1 Oceanlab - Sky Falls Down (Armin van Buuren Remix) [10:20 | 2002]
CD3-2 Marco V - Automanual [07:32 | 2004]
CD3-3 Adam White & Andy Moor present Whiteroom - The White Room [09:11 | 2004]
CD3-4 Aly & Fila - Eye Of Horus (Ronski Speed Remix) [09:11 | 2003]
CD3-5 Above & Beyond - Far From In Love [07:16 | 2002]
CD3-6 Selu Vibra - Divine [08:20 | 2006]
CD3-7 Push vs Globe - Tranceformation [07:49 | 2002]
CD3-8 Luminary - Amsterdam (Smith & Pledger Remix) [07:45 | 2005]
CD3-9 Rank 1 - Top Gear (Original Mix) [09:18 | 2005]
CD4-1 ATB - 9PM (Till I Come) [05:26 | 1998]
CD4-2 DJ Misjah & DJ Tim - Access [07:05 | 1996]
CD4-3 Der Dritte Raum - Hale Bopp [07:44 | 1998]
CD4-4 Ferry Corsten - Beautiful [07:58 | 2006]
CD4-5 Armin van Buuren pres. Rising Star - Clear Blue Moon [10:23 | 2001]
CD4-6 Aalto - 5 [07:36 | 2006]
CD4-7 Kai Tracid - Trance & Acid [07:05 | 2002]
CD4-8 Itty Bitty Boozy Woozy - Tempo Fiesta (Roll Fiesta) [05:21 | 1995]
CD4-9 Reflekt feat. Deline Bass - Need To Feel Loved (Thrillseekers Remix) [08:10 | 2005]

ASOT Classics Volume 7 [2012]

CD1-1 Chicane - Offshore [00:00 | 0000]

CD1-2 Armin van Buuren - Rush Hour [00:00 | 2007]

CD1-3 Oceanlab - Sirens Of The Sea [00:00 | 2008]

CD1-4 Rank 1 - Breathing (Airwave 2003) (Breaks Dub) [06:38 | 2003]

CD1-5 Tenth Planet - Ghosts [00:00 | 0000]

CD1-6 Boss@nova - Stonecold [00:00 | 2004]

CD1-7 Ascension - Someone [00:00 | 0000]

CD1-8 Chable - Ride [00:00 | 0000]

CD1-9 G & M Project - Sunday Afternoon [00:00 | 2003]

CD2-1 BT - Flaming June [00:00 | 0000]

CD2-2 Marcel Woods - Advanced (Trance Energy Theme 2006) (Original Mix) [07:17 | 2005]

CD2-3 John O'Callaghan feat. Audrey Gallagher - Big Sky [00:00 | 2007]

CD2-4 System F - Dance Valley Theme 2001 [00:00 | 2001]

CD2-5 Andain - Summer Calling (Airwave Remix) [00:00 | 2002]

CD2-6 Saltwater - The Legacy [00:00 | 0000]

CD2-7 Viframa - Cristalle [00:00 | 0000]

CD2-8 Airbase - Escape [00:00 | 2005]

CD2-9 DJ Shah feat. Adrina Thorpe vs. Peter Martijn Wenija - Who Will Find Me At The End (Armin van Buuren Mash-up) [00:00 | 0000]

CD3-1 Marco V - GODD [00:00 | 2001]

CD3-2 DJ Tiesto - Sparkles [00:00 | 0000]

CD3-3 Scott Bond - Naked Angel [00:00 | 2004]

CD3-4 Push - Till We Meet Again [00:00 | 0000]

CD3-5 Gouryella - Ligaya [00:00 | 2002]

CD3-6 Lost Witness - Happiness Happening [00:00 | 0000]

CD3-7 Team SR - Leaving London [00:00 | 0000]

CD3-8 Mark Norman - Phantom Manor [00:00 | 0000]

CD3-9 Shane - Too Late To Turn [00:00 | 0000]

CD4-1 Ransom - My Dance [00:00 | 0000]

CD4-2 Above & Beyond - Alone Tonight [00:00 | 2005]

CD4-3 Markus Schulz feat. Andy Moor - Daydream [00:00 | 2007]

CD4-4 Armin van Buuren & DJ Tiesto present Major League - Wonder Where You Are? [00:00 | 0000]

CD4-5 Dumonde - Tomorrow [00:00 | 0000]

CD4-6 Zirenz - Edge Of Space [00:00 | 2006]

CD4-7 Jose Amnesia - The Eternal [00:00 | 0000]

CD4-8 Tilt - Invisible [00:00 | 0000]

CD4-9 Nico Parisi & Eric Hubo - Metro [00:00 | 2006]

State of Trance Classics Volume 7

1-1 Chicane - Offshore

Written-By, Producer - L. Elstob*, N. Bracegirdle*

6:59

1-2 Armin van Buuren - Rush Hour (Miserere & Rush Hour)

Written-By, Producer - Armin van Buuren

11:40

1-3 Above & Beyond presents OceanLab feat. Justine Suissa – Sirens Of The Sea (Above & Beyond Club Mix)

Remix, Presenter – Above & Beyond Vocals – Justine Suissa Written-By, Producer – Jono Grant, Paavo Siljamäki, Tony McGuinness

7:55

1-4 Rank 1 – Breathing (Airwave) (Breaks Dub)

Written-By, Producer – Benno De Goeij, Piet Bervoets

6:38

1-5 Tenth Planet – Ghosts (Original Club Vocal Mix)

Producer – Gez Dewar, Nick Hale Vocals – Claire Pearce* Written-By – David Sylvian

7:57

1-6 Ascension – Someone

Producer – Stephen Jones (2) Vocals – Joanna Law Written-By – Rich Simmonds*, Stephen Jones (2)

8:58

1-7 Bossanova – Stonecold

Producer – Van Wauwe*, 'S Jegers*, Y. Jongen* Written-By – D. van Wauwe*, G. Mathieu*, E. 'S Jegers*, Y. Jongen*

8:18

1-8 Chable* & Bonnici* – Ride

Written-By, Producer – Danny Bonnici, Luke Chable

8:57

1-9 G & M Project – Sunday Afternoon

Written-By, Producer – Jaron Martinez, Robert Gitelman

7:37

2-1 BT – Flaming June (Paul van Dyk Remix)

Remix – Paul van Dyk Written-By, Producer – Brian Transeau

7:14

2-2 Marcel Woods – Advanced

Written-By, Producer – Marcel Scheffers, Wouter Janssen

7:19

2-3 John O'Callaghan feat. Audrey Gallagher – Big Sky

Written-By, Producer – Audrey Gallagher, John O'Callaghan

10:15

2-4 System F – Dance Valley Theme 2001

Written-By, Producer – Ferry Corsten

9:01

2-5 Andain – Summer Calling (Airwave Club Mix)

Remix – Airwave Written-By, Producer – David Penner, Josh Gabriel, Mavie Marcos

9:07

2-6 Saltwater – The Legacy (Alphazone Remix)

Remix – Alphazone Written-By, Producer – Alexander Zwarg, Arne Reichelt, Nikos Kaklamanos, Norman Kniep, Thomas Woznik

9:44

2-7 Viframa – Cristalle (Katana feat. DJ Precision Remix)

Producer, Remix – DJ Precision, Katana Written-By – Ruiz Dos Santos*

8:03

2-8 Airbase – Escape

Written-By, Producer – Jezper Söderland*

8:43

2-9 Peter Martijn Wijnia presents Majesta (2) vs DJ Shah feat. Adrina Thorpe – Who Will Find Me In The End (Armin van Buuren Mash Up)

Presenter – Peter Martijn Wijnia Producer – Peter Martijn Wijnia, Roger P. Shah Remix [Mash Up] – Armin van Buuren Written-By – Adrina Thorpe, Peter Martijn Wijnia, Roger P. Shah

8:17

3-1 Marco V – GODD

Written-By, Producer – Benjamin Kuyten, Marco Verkuylen

6:14

3-2 DJ Tiësto – Sparkles (Airscape Remix)

Remix – Airscape Written-By, Producer – Cor Fijneman, Tijs Verwest

8:04

3-3 Solarstone & Scott Bond* – Naked Angel

Producer – Andy Bury, Richard Mowatt*, Scott Bond Written-By – Andy Bury, Richard Mowatt*, S. Hopes

10:43

3-4 Push – Till We Meet Again

Written-By, Producer – M.I.K.E.

8:33

3-5 Gouryella – Ligaya (Original Instrumental Mix)

Producer – Ferry Corsten Written-By, Producer – John Ewbank

7:27

3-6 Lost Witness – Happiness Happening (Lange Remix)

Producer – S. Paul* Remix – Lange Vocals – Tracey Carmen Written-By – E. Barton*

9:18

3-7 Team SR – Leaving London (T4L Remix)

Remix, Producer [Additional Production] – T4L Written-By, Producer – Alan Nimmo, Andrew Bayer

8:07

3-8 Mark Norman – Phantom Manor

Written-By, Producer – Mark de Jong, Norman Lenden

8:26

3-9 Shane – Too Late To Turn (Armin van Buuren Remix)

Remix – Armin van Buuren Written-By, Producer – Ron van den Beuken

8:05

4-1 Ransom – My Dance

Written-By, Co-producer – Steve Manotai* Written-By, Producer – Alex Wynn-Green

6:52

4-2 Above & Beyond – Alone Tonight (Above & Beyond's Club Mix)

Producer, Mixed By, Performer – Above & Beyond Vocals – Richard Bedford Written-By – Jono Grant, Paavo Siljamäki, Tony McGuinness

8:32

4-3 Markus Schulz vs Andy Moor – Daydream

Written-By, Producer – Andy Moor, Markus Schulz

8:51

4-4 Tiësto* and Armin van Buuren present Major League – Wonder Where You Are? (12 Inch Instrumental Mix)

Presenter – Armin van Buuren, Tiësto* Written-By, Producer – Armin van Buuren, Tijs Verwest

9:48

4-5 Dumonde – Tomorrow (JamX & DeLeon Remix)

Remix – JamX & DeLeon* Written-By, Producer – Dominik de Leon, Juergen Mutschall*

8:06

4-6 Zirenz – Edge Of Space (Whiteroom Remix)

Remix – Whiteroom Written-By, Producer – Rebecca Hazard*, Catrin Llewelyn*

8:32

4-7 Jose Amnesia – The Eternal

Producer – Jose Amnesia Written-By – Dino Anthony Lanni*, Jose Amnesia

7:37

4-8 Tilt – Invisible (Lost Tribe Vocal Mix)

Remix – Lost Tribe Written-By, Producer – Dominique Atkins, John Graham, Michael Park, Michael Wilson (3), Paul van Dyk

7:43

4-9 Nico Parisi vs Erik Hubo – Metro

Written-By, Producer – Erik Hubo, Nico Parisi

7:50

State of Trance Classics Volume 8

Tracklist

Sonic Inc. – Taste Of Summer (Fire & Ice Vital Remix) 7:12

Armin van Buuren Featuring Justine Suissa – Simple Things 7:05

Delerium Featuring Leigh Nash – Innocente (Tiësto Remix) 7:27

Ferry Corsten – Twice In A Blue Moon 6:54

Traveller – Bright Sign (Trance Mix) 7:05

Ørjan Nilsen – La Guitarra 8:16

King Of Clubs – Revelation (Airwave Remix) 9:30

C.M. – Dream Universe (After On Sunday George's Mix) 11:28

Aly & Fila – Lost Language 9:26

Paul van Dyk Featuring Second Sun – Crush (PvD Original Mix) 7:47

Ratty – Sunrise 7:31

Dash Berlin – Till The Sky Falls Down 8:36

Rapid Eye (2) – Stealing Beauty (R.E.Mix) 7:50

Oliver Lieb – Subraumstimulation (Push Remix) 8:07

Yves Deruyter – Feel Free 7:21

Sunlounger – White Sand (DJ Shah's Original Mix) 9:51

Blizzard, The (2) – Kalopsia 9:39

Mark Norman – Overkill (Intro Mix) 5:20

BT Featuring Jes Brieden – Every Other Way (Armin Van Buuren Remix) 8:12

Above & Beyond Present Tranquility Base – Oceanic 6:14

Chicane – Autumn Tactics (The Thrillseekers Remix) 7:24

Kyau & Albert – Velvet Morning (Aalto Remix) 8:18

Midway – Amazon 8:00

Airwave – Innerspace 11:59

Interstate (6) – I Found You 8:17

Rex Mundi Vs Ronski Speed Featuring Sir Adrian – The Perspective Space (Markus Schulz Mashup) 8:31

Re:Locate – Typhoon 6:31

Gaia – Tuvan 8:06

DJ Tiësto, Junkie XL – Obsession (Frank Biazzi Remix) 7:02

John O'Callaghan Featuring Sarah Howells – Find Yourself (Cosmic Gate Remix) 8:42

Young Parisians – U Write The Rules (Solarstone Remix) 9:06

Perry O'Neil – Wave Force 9:35

M.O.R.P.H. – Maximum Overdrive (Benicio Remix) 8:50
Georgia (4) – Ode To '99 9:27
Mike Koglin Vs DJ Uto – Yoake 8:06
Thomas Bronzwaer – Close Horizon 8:58

Anonymous (2008-01-08 13:50:00)

Hi Ian...

I have noticed that you have two tracks with M.C.T.R. posted on your "Trance Part 2".

I have been searching for those in a long time.

Would you be able to e-mail me these two tracks? Or, preferably, the track "Hard Times"?

I would appreciate it a lot.

Thanks,

Morten

Denmark

(tmt120@hotmail.com)

Anonymous (2009-04-06 21:05:00)

hey hows it going? just wondering if theres a way to get ahold of 1227. Luz Divina - You Shine On Me (Radio Edit) (3:13)

ive been looking for that song forever. thanks! -Shawn

shawnslopez@yahoo.com

Anonymous (2009-04-17 05:10:00)

Multi-Mirror!

Provenzano DJ - Devotion (Extended Mix) _@320.mp3

[http://superuploader.net/14fcf1487287-Provenzano-DJ—Devotion-\(Extended- Mix\)- %40320-mp3.html](http://superuploader.net/14fcf1487287-Provenzano-DJ—Devotion-(Extended- Mix)- %40320-mp3.html)

DMH (2010-07-20 20:25:15)

Great track! Will definitely consider it for the **DMH Discovery show**.

Anonymous (2012-05-30 05:31:50)

Where did you get Zilent Zpott and Audioplacid - Ondas Silenciosas (moon mix)? I can't find this track anywhere, no online stores or free downloads like other tunes by Audioplacid. It's still played on di.fm...

TECH: Saw inside Hartford Building (2006-06-15 20:06)

I went inside the Hartford building with a dress shirt, pants and shoes (wore formally first time in years). Inside is this state-of-the-art building with big glass windows, and a operator setting at a desk. She asked me to stare at the webcam to take my photo id or security will throw me out. John (boss) gave me and Pam (from job center) a tour of the Hartford building making my way up the stairs into some employee cubicle room where people look somewhat computer illiterate although they have PCs at every desk.



the server room

We went into his office and talked about what I like, I told him about WITC, what I had no experience with, he saw my resume (and liked it) and list I made. I asked him about multimode fiber, what super computer they have?, what a tape drive looked like?.

Then John punches key buttons to access the super computer and server room. There are a couple Windows work-

stations with analyzing software called the command center. You step in a sticky mat to get static off your shoes. To the left was the command center having 5 PCs with dual display. To the right and left were 940 MB (without virtual compression) tape archives as small as a cassette audio tape numbering up to 2000 for just that wall. Then there was another wall with similar 940 MB tape drives. Then you had a wall of bigger tape drives with less HDD space on the right most wall. In the center is a IBM robotic computer where each tape drive around with 4 TB compressed archives. There was over 200 of those tapes inside. The robotic arm had a digital display showing the number slot it is at and the robot knows where to put back....it's all automated using a Windows application. He'll call if I made the job.

The computer had a paper showing in MIPs (million instruction processing / second) that numbered in 100,000. They didn't tell me how much TB of RAM it had.

Saturn emu SSF works without BIOS (2006-06-17 21:45)

I found SSF about October 2004 when it was in the alpha...now it's the most advanced Saturn emulator out there. You can play any Saturn game without the bios. You need Windows XP, a fast PC, and DirectX 9.0. It's fast and really, really good. Solid frame rate. It doesn't crash and is 280KB



Download SSF

Playstation PS1 emulator

PS1 NTSC BIOS

PS1 PAL BIOS

Two Good ones for one bad one (2006-06-17 22:42)

Despite supporting a multimedia monopoly, MS Xbox 360 is \$299 /w 20 gig drive in time for PS3. You got most of the ports of PS3 with this deal. The hardware quality of the PS3 can be average breaking every 14 months.

1 Teraflop (360) vs. 1.8 Teraflop (PS3) isn't that much of difference. Even the grass in Madden NFL 07 for PS3 won't be the driving force of buying one. Resistance: Fall of Man will be cool and a high seller, but you can't tell the difference on a 720p HDTV in most games.

PS3 is a decent buy at \$299 because of Cell's power and how games in 2008 could look awesome on it.

Gamers don't want to spend that much. But look what happened 2 yrs ago....those diehard Xbox gamers also bought a PS2 to play some of the best games. Half of them claimed selling their PS2 because it's old and games sucks or whatever. Games don't suck on PS2 though.

Unfortunately, PS3 isn't PS2. It may be overrated because it has MGS4 and Final Fantasy 13. Sure Forza Motorsport 2 can kick ass and out do Gran Turismo 4 in game play. Out doing in gfx and sound is obvious.

I hate downloading 360 kbps mp3s. (2006-06-19 23:31)

When I download trance cds, I constantly wonder why my downloads isn't a 160 kbps m4a. MP3 is obsolete and it won't sound different. I think music should be 160 kbps. Personally, a free Nero AAC encoder sounds good.

I hate RAM detection | Go to first funeral! (2006-06-24 21:30)

Hell yes! I git ta see my hippie relies in northern Minnesota at my grandma funeral at my Dad's sister house. Christ, it's da farst time I been ta church in years! da whole family is Christian. She got cremated, yew know "dust. 'n' I git ta hear em talk about borin stuff lik advances in farm machinery er their tractor does dis much torque thang. Good thang they're not Amish though. dat would suck. They brrrry know whut Internet is!

Windows ain't meetin my expectations again! Cant recognize all my RAM. A patch would be helpful if'n yonder is one.

X

X

I copied all da rom images (nes, snes, n64, gen, c64, arcade, sega cd) onto my hard drive fer easy access so today I was playing Star Ocean 'n' Chrono Trigger. Hmm, yonder is voices in Star Ocean. SNES carts usually doesn't have room fer voices except in Madden '93 John says touchdown! 'n' in Street Fighter, a man says, "Fight". Chrono Trigger fer Playstation is whut I own (ne'er played it on PS thou). SNES version is one of da most popular. Yeah, fun. It's funny dat I am gamin on 16-bit.. So primitive games can be fun! I can't believe I am startin too see 'jaggies' on da Xbox 360! It wasn't lik dat b4! My eyes must be playing tricks on me. I luk past da jaggies 'n' keep gamin though. I can't say okay, dis is obsolete already. Stop supportin it altogether. dat's real stupid. I keep buying games 'n' researching em because reading reviews r fun.

Then I am playing Perfect Dark Zero on Xbox 360. Got ta Mission 3 on normal. Sort of hard. Defo not brilliant at this. Got da job done I did, but advaintsd very, very slowly. Died once already.

Anonymous (2006-06-29 02:56:00)

Nice Blog! Visit my site, too <http://retail-software.usbizsys.com/poin t-of-sale-retail-software.html>

Anonymous (2006-06-29 03:40:00)

Gooood blog! You may visit my site for more info about retail software - <http://retail-software.usbizsys.com/management-microsoft-retail-software.html>

Bored! (2006-06-29 15:18)

I downloaded MultiTES4 mod for ESIV. Installed it It's very cool, but I have no LAN buddies. Bob is working at Home Depot and did not call since April. He lives in Hammond, WI. He is never home. He hates AAC and still uses MP3 so that DVD9 is meaningless to him.

Download mod

Found out Game Quest went out of business in River Falls. I went to Toyriffic and bought the PSP RPG Tales of Eternia (Tales of Destiny II) and Moto GP 2006 for Xbox 360. I got ripped off on the PSP game, but Tales of Eternia won't be coming to America and Toyriffic won't be buying that game again! Haven't bought PSP game since April 2005 because there wasn't anything out there. Am aware it'll update my firmware to v2.5 making it impossible to run DGEN and SNES 9x. PSP is region free so I can play Tales of Eternia. It got 9.0 out of 10 at Eurogamer.com making it the only elite RPG for PSP.

X

Moto GP 2006 looks stunning. Gfx and gameplay is about a 9.0. Fun is where its at!

By the way I am going crazy in the basement. Bored out of my fucking mind. I have reason to believe that life will change so I'll keep being crazy in the basement. Esurience wants to wait a week to return the phone call and that's a royal pain. I could axe down mail boxes, but that's stupid. I been to a movie theater today. Thought of mooning drivers to see if anyone would taunt at me

Anonymous (2012-11-19 14:54:03)

If you notice, when it comes to womens square toed boots, there are a lot of choices obtainable in the market. The boots are more stylised and considered [[url=http://www.mpboots.co.uk/ugg-stripe-cable-knit-boots-c-52.html](http://www.mpboots.co.uk/ugg-stripe-cable-knit-boots-c-52.html)]UGG Stripe Cable Knit Boots[/url]

to be much more of a fashion based accessory. Nevertheless when it comes to designing a line of [[url=http://www.mpboots.co.uk/ugg-ultra-tall-boots-c-47.html](http://www.mpboots.co.uk/ugg-ultra-tall-boots-c-47.html)]UGG Ultra Tall Boots[/url]

women's boots with a square toe for ladies, the brand or the manufacturer per se requirements to appear into a couple of factors.

With regard to females in urban, it was a luxury factor to take exercising. So numerous sports brands showed their featured fitness shoes. In 2011, Kappa CURVES and Reebok EASYTONE can be mentioned to meet diverse preferences <http://www.mpboots.co.uk>

of females. It is important to establish which one you require and search for these at the very best attainable prices. This is how you locate the greatest offers by generating comparisons between diverse name brand items. Take some time to look about at several on-line retailers shops then evaluate your outcomes and purchase the netbook that presents the very greatest deal.

David Pomes has in fact achieved a terrific function in this movie and if you take a look at the trailer of this film, you'll understand that what aspect you may well be missing if you happen to be nonetheless not watching this film. So, it is very good to produce a system with each other with your friends or together with your family to watch it. Although it was completed just before Winter's Bone, Pomes' very first function suffers by comparison with the robust literary backbone and powerfully driven central character of that Sundance discovery.

All boots in our traditional choice function a soft foam insole covered with genuine sheepskin and possess a light and flexible outsole developed for outstanding ease and comfort with each and every and every step. Ugg Boot designs are completely for you. Put bailey button uggs on, every single single lady will turn into more gorgeous, confident and you may possibly truly really feel extra comfortable.

Anonymous (2012-11-19 14:55:20)

According to the evaluation of the outdoor sport market latest years, compared to last year, the volume of company of British renowned sports clothe companies has soared by thirty percent. It is reported that skiing clothes, tents, socks and gloves are belong to the outdoor textiles. In terms of mountaineering, skiing and cold , we have the unique sport clothes.

Imprinted thinking about the Uggs company logo, these types of super relaxed along with smooth slip-ons pushes you to look trendy even though constantly keeping a particular person neat inside [[url=http://www.vbboots.co.uk/ugg-bailey-button-mini-boots-c-58.html](http://www.vbboots.co.uk/ugg-bailey-button-mini-boots-c-58.html)]Ugg Bailey Button Mini Boots[/url]

the trendiest connected with climates. Ladies vertisements change failures men's slippers discovered in chestnut, employing rubberized band in addition to a fleece ft . mattress location are a excellent choice to have on in your residence.

The small Sanskrit physique art are in fact appropriate for 1st tattoos. These are cost-effective plus fast to comprehensive. Meaning <http://www.vbboots.co.uk/ugg-boots-classic-mini-c-42.html>

you could go to a very good tattoo style musician to make it occur appropriate. a nike shoes wholesalenike shox tl1 mens shoes air max 2009 for femaleQuickBooks Pro 2010 Windows Vista Businessreebok easyton womens shoes Reebok Womens F/S Hi Ultralite Traditional SneakerReebok operating shoes sale onlineReebok Zigfly Shoes MenSpyder Boys Pants spyder pantsSpyder glove saleCheap Spyder Glove OutletSpyder jackets factory [[url=http://www.netsboot.com/ugg-boots-bailey-button-c-38.html](http://www.netsboot.com/ugg-boots-bailey-button-c-38.html)]Ugg Boots Bailey Button[/url]

outlet Spyder Ski pantsspyder pants girls spyder traditional pants saleThe Karen millen sale comes to an end with a lot of gownsThere are several involving colors and stylesugg bailey button 5803 boots ugg traditional argyle knit bootsugg traditional mini 5854 boots ugg classic tall 5815 bootsUGG sale UGG Adirondack BootsUGG Sundance II Boots 5325 BuyUGG Girls 5825 Gold Metallic Traditional Short Boots UGG Girls 5825 Gray Metallic Traditional Brief BootsWindows Server 2003 Microsoft michael kors bags on sale project professional 2010Women UGG Boots Females Bailey Button Tripletwomens nike shox nz nike shoes outlet. Vivienne Westwood Melissa PVC Vivienne Westwood plastic shoes vivienne westwood mens Melissa is a international fashion firm that transforms plastic spheres into objects of desire for your feet. Like other brands, Nike introduces a lot of collection.

Anonymous (2012-11-21 07:01:59)

They have significant rubber lug soles and are created of waterproof pebbled leather and canvas, with shearling interiors and cuffs. These boots are created. Continue reading. Their improving demand for services renders these people well-known internationally and spot a massive niche for the noted features. Lengthy-lasting along with firm in the wild they could have also enticed Fashionistas on the way to its exclusive composition and also muscle. Brad Pitt, Justin Timberlake, Leonardo Di [url=http://www.vbboots.com/]UGG Boots sale[/url]

Caprio and other individuals personalities are usually observed in Ugg boots in a variety of movies along with activities, Summer time and mix and match shorts UGG boots clothing with a hoodie, UGG snow boots, UGG boots a short skirt sexy distributing your tiny femininity. Summer time and mix and match UGG rivets snow boots UGG boots, highlights you in a exclusive fashion. Shorts show your land legs curve, total of temptation.

There are umteen intellects why you <http://www.vbboots.com>

must Grant someone a Endow. If you're like most people and you're doubtful what typecast of All-natural Endowment to Afford to your [url=http://www.dolasell.org/]cheap uggs[/url]

preferred 1, then you can never ever go incorrect with Jewellery. Jewelry has been applied as a Endowment given that time old.

A distinct sort of gals shoes will be the Louboutin Deva Fringe Footwear Dark deign. These are merely ideal as soon as one is seeking something which is certainly nicely ventilated and also at the exact same time frame looks like shoes or boots. These sorts of are typically boot styles though the actual artist deviation.

The Bailey Button can be worn as the classic short or turned down. it is also really Ugg Cardy Cream versatile as it can be worn up or folded down for a distinct appear. they feature a soft foam insole and a genuine sheepskin lining. It really is got the SolarSmart technologies that stabilizes high-level protection. It also triggers prevention of the signs of aging and infuses your skin with an antioxidant boost. With no thinking significantly you can use these ugg boots in the freezing, as they shield your feet dry and warm.

Move impede and numerous other people can swoop inside just before you will get pleasure from your own hands and wrists with that great suede. This will get a bit strenuous at occasions nonetheless exactly who could not undertake just about everything for guy relaxing diploma footwear? I know that you have a lot of retailers these days. You will find the use of browsing on-line or in a pure shop

As you could get price-free of charge models, you've got to decide on uggs boots which variation you want. Whenever you purchase a merchandise you've got to be particular it lets you do each little thing you will need that to total. To choose on the suitable, you have to be alert to the extremely really finest uggs outlet concerning 2012.

Anonymous (2013-02-15 05:46:11)

As we all know, looks can be deceiving, so I decided to try out

the question tool for myself. SEO consulting takes the burden off

your shoulders and lets you relax and do the work you want to do while allowing the expertise of the SEO consultant to work for you, and we all know the best way to run a business is with maximum results for minimum stress.

You can then take a hard look at the companies that come up

for that particular keyword. This gives your name higher credibility and better search

engine rank. A client can also seek troubleshooting services from SEO

experts if their site is blacklisted by Google or their

search engine rankings start to drop. The algorithms are not known publicly, but one thing is certain, is the search engine websites that the information is relevant

to the purpose of the preferred site. While these 5 truths may seem self-evident,

it is the astonishing fact that they are contradicted, and even outright disputed, in the greater SEO debate.

Relevant keywords ought to be used in the alt tags.

Online research is required to determine the

packages and SEO Company. Over the years, web promotion has made a

mark in the industry and has helped numerous entrepreneurs to build large business return through web.

It is a sagacious process that has become even tougher with the continuous changes in the algorithm of the major search

engines especially Google.

The concepts make use of the current social networking sites, which are very popular among the online audience.

Their success is based on how many sales and customers you bring.

Here you will need an SEO agency such as Webfirm to try and run damage limitation.

And, as more and more companies move larger portions of their advertising budgets to internet marketing, there is an even greater demand for

their skills. Originally posted at: digitalmoz. With most visitors noting the first 3-5 web links of the first page, further sustained SEO

efforts bring the company web link to that web positioning high up as much as possible.

A person can find all sorts of products available at various prices on the internet.

You need the keyword and phrase in both title and description.

com is one of the premier portals on the World Wide Web which has been formulated with the intention of providing SEO Hosting options for webmasters

around the world who seek a way to ensure that their websites reach the top ranks of all major search engines.

My web-site: simply click the up coming site - se416.socialengine101.com

Anonymous (2013-02-26 12:07:19)

Heya i am for the first time here. I came across this board and I find It really useful & it helped me out a lot. I hope to give something back and aid others like you helped me.

Check out my website ... <http://Extremefucking.org/>

My page - to Extreme Fucking

Anonymous (2013-03-02 00:11:04)

An impressive share! I've just forwarded this onto a colleague who has been doing a little research on this. And he in fact ordered me dinner due to the fact that I found it for him... lol. So let me reword this.... Thanks for the meal!! But yeah, thanks for spending time to talk about this issue here on your website.

Take a look at my website <http://www.online-radiportal.de>

Anonymous (2013-03-09 11:40:35)

This design is incredible! You obviously know how to keep a reader amused. Between your wit and your videos, I was almost moved to start my own blog (well, almost.

..HaHa!) Fantastic job. I really enjoyed what

you had to say, and more than that, how you presented

it. Too cool!

my site photo

Anonymous (2013-03-09 11:41:45)

Few travellers on a Mashobra tour can resist the temptation of seeking blessings at the Mahasu Devta Temple. Since the controversial introduction of the format in 2003 its growing popularity now prompts the question of threat to the traditional test format. I thought it would

be cool to make people laugh as I inquire into

the things that fascinate me, like the trap of being human and,

at the same time, divine. With an average annual fee

of 10,000 pounds, representing between 25 % - 36 % of

professional incomes this has risen assiduously by 41 % in the last five years. Of course, the layout of the apps is completely

customisable, so you can place your most commonly used apps and widgets within easy reach, so they can be instantly accessed after unlocking the screen. With the information provided by the GIS (Geographic Information System) for NDGPS use, drivers can be alerted to road congestion, road accidents and other possible hot spots. games for preschoolers. It works across Windows XP, Windows Vista, and Windows 7, and Maxi - Vista surprised me by how well it worked with it. I was excited to see what they would come up with, since I already have two children. There is a rarely discussed addiction that can be as enslaving as drugs and as devastating to self-respect, self-confidence and healthy functioning as alcoholism. Also visit my page; www.zendmi.com

Anonymous (2013-03-09 15:54:03)

I'm amazed, I have to admit. Rarely do I encounter a blog that's both equally educative and entertaining, and without a doubt, you have hit the nail on the head. The issue is something that not enough folks are speaking intelligently about. Now i'm very happy that I came across this in my hunt for something regarding this. Feel free to surf to my blog - <http://mylinkvault.com/Karlaxifqqzjy34/p age-1.htm>

Anonymous (2013-03-10 18:40:28)

This provides an important social outlet for many youngsters in a time when more and more people are becoming increasingly isolated from one another. After deciding on the video games you want to sell, search for websites that offer the facility. Many games have role-playing incorporated and from the young age kids quickly learn from your heroes they choose to be. my web blog :: gratis spiele spielen

Anonymous (2013-03-17 07:25:10)

continuously i used to read smaller content which also clear their motive, and that is also happening with this piece of writing which I am reading now. My page; visit

Anonymous (2013-04-06 15:18:29)

[url=<http://www.bagstoyousale.com/>]hermes outlet[url] eileen kors totes the best way [url=<http://www.bagsoneonsale.com/>]cheap hermes outlet[url] chicago bag fashionable merges development and role [url=<http://www.bagsoneonsale.com/>]hermes outlet sale[url] one of the better solutions to make sure your main handbag may well Gucci place bona fide will be to look into the actual handbag for yourself. made to order hand bags are actually well-beloved also rates used these individuals thanks to mainly because primary or perhaps towards-the vast majority this sort of person crafted from professional components. employ a great your embroidery.

Anonymous (2013-04-07 11:42:42)

When you Commence look for in manner law at the eye; Mrs. And although Greek fashion magazine was renewed as a kind of raiment, Salvatore, who had been coating up your Medieval tout ensemble. I have Institute my sketches for Jacqueline de Genus Ribes later which she wore, she was Support in mode. www.kasper-suits.net/ [url=www.kasper-suits.net/]kasper suit[url] [url=www.kasper-suits.net/]kasper suits petite[url] Inquire around their fashion styles that you Cause an apt verbal description for their tournament runs in Borderland of 2008. These companies Furnish press range, we said," temperance" was just now Broadly looking at the Science in Fashion are exhibited reflecting fashion pizzazz. style today is the deluxe Schoolmaster of Israel's Freemasons. kasper suits petite To me, that fashion or if they're clean.

Anonymous (2013-04-22 03:33:00)

I'm gone to say to my little brother, that he should also go to see this web site on regular basis to obtain updated from newest gossip.

Also visit my blog post; Email Console

Anonymous (2013-09-11 08:51:26)

<http://www.2013.0daymusic.org/private=ftp=1990=2013.php>

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<http://www.0daymusic.org/stilius.php?id=pop>

<http://www.0daymusic.org/stilius.php?id=psychedelic>

http://www.0daymusic.org/stilius.php?id=r_andd_b

<http://www.0daymusic.org/stilius.php?id=rock>

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<http://www.0daymusic.org/stilius.php?id=trance=0daymusic>

<http://www.0daymusic.org/stilius.php?id=others>

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http://www.2013.0daymusic.org/allnew.php?psl=4 &psl_isv=1927

- Techno, Club/Dance, Hardcore Techno, Trance

Sean Tyas

- Trance, Progressive Trance, Uplifting Trance, Hard Trance, DJ

Sebastian Ingrosso

- House

Shiny Toy Guns

- Alternative/Indie Rock, New Wave/Post-Punk Revival, Indie Electronic, Goth Metal, Heavy Metal, Synth Pop, Post-Hardcore, Experimental Rock

Showtek

- Techno, Hardstyle, Jumpstyle, Hard Trance, EDM, Progressive House, Electro House

Sidney Samson

- House, Electro House, Techno, DJ

Simon Patterson

- Trance, Progressive Trance, Uplifting Trance, DJ

Skrillex

- Dubstep, Garage, Electro, Neo-Electro, Electro House, DJ

Sky Blu

- Pop, Electropop, DJ

Steve Angello

- Techno, Detroit Techno, Minimal Techno, House, Progressive House, Electro House

Steve Aoki

- Alternative Pop/Rock, Euro-Dance, Club/Dance, Alternative/Indie Rock, Electro House, DJ

Stromae

- Electro, Electronic, Hip-Hop

STS9

- Jam Bands, Livetronica
Sven V  th
- Techno, Trance, Electronica, Ambient House, Club/Dance, Tech-House,
Electro, Minimal Techno, DJ
Swedish House Mafia
- Club/Dance, Progressive House, House, Alternative Dance,
Electro House
Tatiana Fontes
- Electronica, DJ
Tenishia
- Trance, Vocal Trance, Progressive Trance, DJ
Thievery Corporation
- Club/Dance, Trip-Hop, Electronica, Acid Jazz, Lounge,
Dub, Downtempo,
Trance, Dancehall, DJ
Tiga
- Club/Dance, Electro-Techno, Techno, Electro, Electroclash, House,
Tinie Tempah
- British Rap, Grime, Dubstep, Electro, Drum And Base
Trentem  ller
- Club/Dance, Tech-House, Techno, Experimental Techno, Minimal Techno,
Progressive House, Chillout, Ambient, DJ
tyDi
- Trance, Progressive Trance, Vocal Trance, Progressive
House, Electro, DJ
Ultra Nat  
- Garage/House, Tribal-House, House, Club/Dance
Umek
- Techno, Club/Dance, Experimental Techno, Minimal Techno, Tech-House,
Electronic, DJ
Underworld
- House, Techno, Electronica, Progressive House,
Progressive Trance,
Alternative Dance
W &W
- Trance, Tech-Trance, Progressive Trance, Hard Trance, DJ
Wildstylez
- Hardstyle, Techno, Jumpstyle, DJ
William Orbit
- Ambient, House, Electronic, Trance, Electronica, Ambient Techno
Wolfgang Gartner
- House, Club/Dance, Electro House, Progressive House, DJ
Zatox
- Hardstyle, Techno, Bass Music, House, DJ
Zedd
- Club/Dance, House, Electro House, Dubstep, DJ
Zeds Dead
- Club/Dance, Dubstep, Grime, Electro, Electronic, DJ
...and more!

Feel free to visit my web-site web.0daymusic.org 2014.0daymusic.org 2013.0daymusic.org filestube.eu filestube.lt mediafire.it

Odayvinyls.org uploaded.lt Odaymusic.eu oron.cz oron.dk oron.ee oron.lt oron.se

Anonymous (2013-09-12 03:52:20)

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<http://www.odaymusic.org/stilius.php?id=rock>

<http://www.odaymusic.org/stilius.php?id=techno=odaymusic>

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Sky Blu

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- Electro, Electronic, Hip-Hop

STS9

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Sven V  th

- Techno, Trance, Electronica, Ambient House, Club/Dance,
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Electro, Minimal Techno, DJ

Swedish House Mafia

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Dub, Downtempo,

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Progressive House, Chillout, Ambient, DJ

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House, Electro, DJ

Ultra Nat  

- Garage/House, Tribal-House, House, Club/Dance

Umek

- Techno, Club/Dance, Experimental Techno, Minimal

Techno, Tech-House,

Electronic, DJ

Underworld

- House, Techno, Electronica, Progressive House, Progressive Trance,
Alternative Dance

W &W

- Trance, Tech-Trance, Progressive Trance,

Hard Trance, DJ

Wildstylez

- Hardstyle, Techno, Jumpstyle, DJ

William Orbit

- Ambient, House, Electronic, Trance, Electronica, Ambient Techno

Wolfgang Gartner

- House, Club/Dance, Electro House, Progressive House,

DJ

Zatox

- Hardstyle, Techno, Bass Music, House, DJ

Zedd

- Club/Dance, House, Electro House, Dubstep, DJ

Zeds Dead

- Club/Dance, Dubstep, Grime, Electro, Electronic, DJ

...and more!

my website www.web-2013.0daymusic.org

Anonymous (2013-09-12 22:11:45)

What you'll need to do to access our private FTP Server:

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<http://www.0daymusic.org/stilius.php?id=hardcore>

<http://www.0daymusic.org/stilius.php?id=hardstyle>

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http://www.2013.0daymusic.org/allnew.php?psl=4 &psl_isv=1927

What you'll need to do to access our private FTP Server:

1. Select the amount you wish to donate and then donate.
2. We will automatically receive your payment (through PayPal) and send you your account login information within 24 hours or less.

We're not scammers, so you'll always get your FTP account sooner or later (unless you're in our blacklist). Please contact us in case you didn't get your FTP account in 24 - 48 hours term.

3. You'll then need to check your e-mail box (e-mail that you're using for PayPal).

4. That's all. Now you're able to access our private FTP.

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Anonymous (2013-09-18 03:36:51)

My contemporary pron blog

http://blondes.sexblog.pw/?brief_cristina

erotic music video erotic wiki erotic shorts erotic acts

Anonymous (2013-09-19 00:45:50)

tingling toes fingers muscle weakness headache gujrati porn tube bisex hardcore video nude body builders on you tube

Girls with big tits blogs

<http://lesbians.net.erolove.in/?tweet.jayda>

Anonymous (2013-09-19 07:47:04)

Maiden pics:

<http://tattoo.net.erolove.in/?lorraine>

Everyday fresh pics

8.7 July

Good thing I believe in afterlife (2006-07-01 08:20)

2004 XP14, a half-mile wide chunk of hard rock traveling at 40 000 miles an hour, will miss the Earth by a few hundred thousand miles.

I don't know what I would've done. Probably sit in a lawn chair, some Mountain Dew/Vodka and SunChips and watch the show! I would've called Randy and invited him to watch the show! There wouldn't be any possibility to get laid until heaven! I would like to thank God, the other god and The Holy Spirit for saving humanity from Armageddon. Amen!

Now to go to Gamestop!

Cars will not look like Lexus 2054 in 2014 | Great fireworks display at Webster (2006-07-04 23:14)

Saw fireworks on the July 2nd by Webster, WI. The town had an hour long fireworks display which is suppose to improve each year. Rockets were shot over a baseball diamond. My family arrived there at 7PM and stayed for 10PM. People were doing their own thing. 250 Cars were park on both sides of the road. We had to walk up the hill, over the railroad tracks, to the diamond and there is so many people in Webster, you get lost.

Two of my cousins were there. One was 9th grader, other was 6th grader. Both like Diablo 2. Wouldn't shut up about this RPG. Lars says he got up to level 65 in the game. I bought over the handhelds, played New Super Mario Bros. for 3 hours outside, and then stopped because there was conversation. Advanced to 4th level in NSMB. Then I played an emulated version of Gunstar Heroes, Phantasy Star IV - End of the Millennium and Shining Force 2 on PSP. Trying not to go in detail.

Watched "The Three Burials of Melquiades Estrada" that night Tommy Lee Jones taking a corpse to Mexico before the FBI gets him.

✖

Then today I watched the anti-American BBC World Newcast on BBC America. They mentioned America's Independence Day all the time and showed Discovery shuttle launch for good measure. Then I watched Fox News Channel and felt all patriotic again. But of course they didn't come to America to show it, they showed it at Camp Victory in Baghdad because to them that was important. Then they talked about our little gas shortage because it would hurt us somehow. We do have the most roads anywhere in the world and most advanced freeway system with vehicles traveling with no or little gaps since 1955. Point is we use a lot of gas and we need corn ethanol. We really do ignore our passenger trains. We got the massive corn oil supply. The problem is conversing farmers that it's profitable. All you have to do is fit your vehicle to take ethanol. Sorry, but the truth is Audi RSQ Concept or Lexus 2054 will not be on the road before 2015. Point is anything you see today on the street will exist in 2014 except newer models and 2 miles to the gallon better.

Anonymous (2012-01-10 04:46:32)

I really liked your article. cardiovascular

Anonymous (2012-02-11 18:29:47)

Great website, looks very clean and organized. Keep up the good work! antibacterial Read a useful article about tramadol tramadol

oakleyses (2014-10-23 18:14:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:45)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:09)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

CIE Luv:: Best color compression! (2006-07-05 02:04)

PSINext: High dynamic range lighting - or HDR - is a term we're starting to hear more and more of these days. Can you explain to us exactly what HDR is, and what it means to people sitting in front of their screens playing a game?

Marco: Yeah, it's a very common term nowadays and it's often misused.

When we render an HDR image, we are basically storing all of the information we need to represent the amount of light that passes through every pixel of our picture, so that we can capture a scene in all its color and luminance-range richness. Unfortunately, current low-cost display technologies (common LCDs, CRTs, etc..) can't properly display an HDR image, so we need to go through a process called 'tone mapping' to remap our image to an LDR (Low Dynamic Range) image in order to display it on a screen.

Tone mapping can also be used to simulate the way our eyes slowly adapt to different light conditions. In the end it means a better visual experience for gamers, although it will take time for the industry to get it right.

PSINext: What are some examples of scenery within a game that benefit from HDR?

Marco: Compared to LDR rendering, every scene that requires a very low or very high global luminance image, or an image with a high contrast ratio, would benefit from HDR lighting.

It's a way to avoid globally saturated images where everything comes out too bright or too dark and the viewer loses all that precious lighting/color information that enriches an image and makes it believable.

Furthermore, a specific tone mapping operator can give to a developer an extra tool to improve story telling, because it can be tweaked to simulate particular behaviors of human vision. It's important to understand that HDR is not just

about nice bloom effects - it's much more than that. There's no such thing as LDR imagery in our every day lives.

PSINext: People have come to associate high dynamic range lighting with on-chip hardware support for either FP16 or FP32 HDR rendering. How does Team Ninja implement NAO32, and can it be considered 'real' HDR?

Marco: The FP16 and FP32 rendering formats give a developer the opportunity to collect per pixel information (respectively 8 and 16 bytes per pixel); hence they easily enable us to render and to store an HDR image. Unfortunately, these framebuffer formats are inherently slow because they require more memory bandwidth and increased memory space: an FP16 720p image with 4X anti-aliasing requires about 30 MBytes of memory!

At the same time it's important to understand that it does not matter how we store our HDR images so long as we find a way to encode them without losing too much information.

The RGB color space is not very efficient at encoding HDR images, so after a bit of research we found another color space that is far more efficient at representing HDR images. Its name is is is , and it splits a color into 3 components: one is not normalized and represents how intense a color is (luminance), while the other 2 components are normalized between 0 and 1.

Gregory Ward, a pioneer of HDR imaging, exploited this color space many years ago to store HDR images in a file format he called LogLuv, so we built upon that work and we customized it to our purposes.

PSINext: So NAO32 is a means for you to preserve memory while at the same time retaining image quality, is that correct?

Marco: Correct. The main idea behind NAO32 is that we want to trade shading power to regain memory space and bandwidth (very precious resources on a console). So instead of encoding our HDR colors into a FP16 or FP32 frame buffer, we devised a scheme to use RSX pixel shading units to convert an RGB color in a CIE Luv color that only requires a common RGBA8 frame buffer (4 bytes per pixel, half the space of a FP16 pixel) to be fully stored.

The quality of this format is really outstanding. Even if it uses half the space/bandwidth of common HDR rendering solutions, it really makes no compromises at all in image quality.

There's no magic here: HDR rendering costs are shifted from memory to shaders, and so our shaders are a bit longer now (between 3 and 5 cycles). We believe it's a very good trade-off. Furthermore, it enables HDR rendering and multisample anti-aliasing on GPUs that do not natively support AA with floating point render targets such as FP16 and FP32.

We also developed a faster 3 bytes per pixel version called NAO24 (predictable, isn't it?) that supports a narrower dynamic range with less accuracy. And although the quality was quite decent in most cases, we decided against making any compromises, and so in the end we did not use it.

My final answer is totally positive: NAO32 can be considered a real HDR format.

PSINext: The advantages of reduced space and preserved quality seem like they would have merit in a number of environments. Do you think there may be a place for NAO32 on the desktop, or even on Microsoft's or Nintendo's offerings?

Marco: Dunno about Nintendo's offering, but it might have merit on Microsoft's console if developers wanted something that takes the same storage space as an FP10 render target, but with a much higher level of quality. NAO32 on Xenos would cost developers shading power relative to FP10, however, and they would lose the ability to use the eDRAM for blending as well. So at this time, I believe something like NAO32 makes more sense on RSX than on Xenos.

PSINext: We've spoken here about a number of NAO32's advantages. Are there any notable drawbacks?

Marco: Yes, there are drawbacks too; it's not an all-win situation. GPUs usually support hardware blending in RGB color spaces, hence hardware assisted blending is not going to work on a NAO32 frame buffer - it would produce incorrect results.

There are various ways to overcome this limitation though, such as by emulating blending operations in a pixel shader, or performing blending on a FP16 render target and then composing the result... or even just blending in LDR in a common RGBA8 buffer.

It would be nice to have a GPU that natively supports a CIE Luv frame buffer though.

PSINext: If I may ask, what originally inspired the name NAO32?

Marco: I didn't name it, actually Dean did on Beyond3D. You should ask him! Internally, we used to call it "the funky color space."

PSINext: That's right, I remember that now that you mention it. NAO32 is the better name, for sure.

Straying from HDR for a bit before we finish up, now that Sony has announced the hard drive to be standard in every console, how do you feel this might effect game development in general, and Heavenly Sword in particular?

Marco: I believe it's a big opportunity for all developers to make better games. This generation the ratio between available memory and optical disc read speeds is much higher than what we had in the previous generation, and a standard hard drive is going to help us reduce loading times and give gamers a better experience.

Regarding HS, this announcement is not going to change our plans.

[It has been confirmed that Heavenly Sword will be making use of the hard drive]

PSINext: After getting to play the game at E3, it's clear that a number of intensive effects such as HDR - courtesy of NAO32 of course - and full soft shadowing are in place. What can you tell us about the levels of anti-aliasing and anisotropic filtering, if any, Ninja Theory is utilizing for Heavenly Sword?

Marco: Yep, shadowing is completely dynamic and everything can cast/receive shadows. Soft shadows are achieved taking 12 jittered samples per pixel. Antialiasing is set to 4X (multisampling), but quality wise is not as good as it could be; we need to work on it, and hopefully it will improve over the next several months.

Anisotropic filtering is being used on some specific meshes (floors, walls, etc...) and AFAIK is set to 8x + trilinear.

Got used 2 PCs! (2006-07-10 07:59)

I got a free laptop, but not as fast as the HP Livestrong....it's a 2003 model. HP Pavilion ze5170 with upgraded RAM. It was going to be my mother, but I convensed her that i would use it whenever she wasn't using it for internet. She could take it out of my room whenever. After all it would only be one once every two weeks. Waste of it's usefulness. The Windows XP was very slow because it had Norton Firefall and spyware programs on it and the amount of programs so I reformatted the hard drive and now it boots 3x faster than before.



HP Pavilion ze5170 SPECS

- Penitum 4 HT Technology 2.0 GHz
- 512 MB of RAM PC2400
- ATI Radeon Mobile 32 MB DDR1
- Antiglare LCD
- 40 GB HDD

Then I replaced the CMOS battery in the Compaq Presario 5862, and it booted Win98 fine now. Slower then I am use too. The power button is shot. I need to unplug the power cord to turn it off. My version of Commodore 64 (although I have consoles that are older and outperform C64) It still had a modem and no Ethernet card. I had to install one afterwards. It's slow, but it runs MS Office and Firefox.



Compaq Presario 5862

- Athlon 650 MHz
- 256 MB of SDRAM
- Windows 98 SE
- 4x DVD-ROM
- 48x CD Burner
- Tyan Radeon 9250 64 MB DDR (better then the original Geforce 256 by far)



Got 2 extra computers. I bought Half-life 2 Episode 1 and Titan Quest (Diablo clone) yesterday after reading online reviewa. I thought a Diablo clone would be more fun than Spellforce 2 (RPG/RTS hybrid). Both got about the same score at gamerankings.com.

Titan Quest (aka Dungeon Siege III) (2006-07-11 10:50)



Am playing this Titan Quest (aka Dungeon Siege III) I've heard so little about these one. Walking in Wal-mart and kind of thought this was the one. It's standard hack 'n slash RPG fundamentals with above average replay value if your favorite game used to be Diablo 2 Lord of Destruction. Graphics are 8.5...already looks better than Dungeon Siege 2 (circa 2005 Gas Powered Games). DS2 was February's favorite. This along with First Encounter Assault Recon will be my July favorites. Elder Scrolls IV (4 pc) was last month's favorite now that i think about it. It was kind of the best of the bunch i bought last month says Gamerankings.com.

Plays a lot like Dungeon Siege 2 from the user interface. [i] is for inventory. [s] is for skills. [c] is for character window. Portals are free.

newest games

Titan Quest (Ironlore)

Lunar Legends (Game Arts)

Half-life 2 Episode 1 (valve)

PCSX2 0.9.1 out (2006-07-23 21:56)

PCSX2 0.9.1 is out at sourceforge.org (you can download the source code). Some PS2 games are suppose to be playable. Most 2D games and menus started reaching 60-120 fps, ingame 3D was still slow. During this time, Pcsx2 started supporting dual core CPUs (frame rates usually doubled). With release 0.9.1 in Summer 2006, most 3D scenes hit frame rates of 15-30fps on a 3GHz machine. It's 25 frames per second faster than 0.9 because PCSX2 has enjoyed rapid increases in performance since January. I found out that the FMV wouldn't show up the MPEG2 decoder is absent despite having "ffdshow codec pack" installed. Program now comes with a PS2 and PSone bios.



Didn't have controller set up.



X or start didn't do anything....DVD-ROM didn't want to load data.

Settings I used

Graphics: default

DVD: EEP Polling CDVD driver 0.4.0

Sound: P.e. Op.S SP2

I finally got Valkyrie Profile Lenneth (anime JRPG), I saw it under glass early last year for \$100 and that's the only real copy I saw. The PSP has potential. Why is it popular? People liking console RPGs especially Enix RPGs would be interested anyways. Only 50,000 copies were shipped before this game. Another videogame based on Norse mythology is Too Human for Xbox 360.

I also bought 3D Realm's Prey. Upgraded dead project of the late 1990s resurrected by Human Head Studios and Venom Studios with added ideas and updated first person shooter game play to give Far Cry Instincts and Perfect Dark Zero a run for it's money. Thought it was a good investment.



Still am playing Titan Quest. Graphics are really nice, best looking action RPG out. You should buy it. The game lags at 1600x1200 so I am wondering if I should put Nvidia nTune 5 to good use. nTune 5 will overclock my Athlon 64 (possible up to 3 GHz, but that's crazy) , 2.5 GB accessible DDR RAM, and GPU making my system faster. One thing I noticed is the RAM clock speed was 400 MHz with one gig and now 333 MHz with 3 Gigs installed . I want it back to normal and am tempted to use nTune. First thing to do is use stress test for 10 minutes to see how stable my hardware is at stock clockspeeds. Picture of what it looks like.

oakleyses (2014-10-23 18:14:33)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:38)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:02)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Job confirmed (2006-07-28 21:11)

The Hartford building hired me yesterday. I'll start on Monday for \$11/ hour in work trials. Pretty good pay. Anywoo, been playing Gran Turismo 4 and forgot how fun it was for a last generation game. Catharton may think that PS2 graphics suck, but they have no appreciation for GT4. You can race pickups! I tried half of the tracks in time trials...used the 2003 Shelby Series 1 for the majority racing my ghost.

Saw the new screens of the new Sonic the Hedgehog for PS3. It's alright. The cast is from the anime Sonic X. I know how much Sonic Adventure voice acting stunk like rotten milk. Disavow indeed. At least Sonic has got his speed back! If I don't get a PS3 by December, this game may be a 360 purchase.

Another game I want for PS3 is Resistance: Fall of Man, a first person shooter set in the 1950s Europe. Always looking forward to another Gran Turismo. Problem with PS3s are those may be glitchy when it first comes out like the PS2 in the beginning.

My opinion of the military. Our soldiers are doing well in Iraq or Iran or Afghanistan despite the 2000+ death count. We got the A1M1/A1M2 Abraham tanks and HumVs with some of the better assault rifles or machine guns. General Motors Defense even makes dumb-mine plows for A1M1 tanks. I don't believe that they should come back until US is 95 % safe from nuclear attack from axis of evil.

Anonymous (2006-08-01 11:32:00)

I think you mean over 2500 dead so far - they are getting destroyed over there man.

Anonymous (2006-08-19 01:22:00)
They not in iran.

8.8 August

Square-Enix makes console | Free H264, H263 converter (Mediacoder) (2006-08-08 19:32)



Gameindustry.biz confirmed that Square-Enix is entering the console manufacturing like Nintendo thru their acquired hardware department, Taito.

I found this free CT HE-AAC v2 encoder in Mediacoder 0.5.0 last week. It's probably the best low-bitrate encoder I have ever tried (even better then Vorbis). A 56 kbps mp4 sounds like a 128 kbps mp3. Mediacoder is a front end converts any video format to H.264, H.263+, and WMV8 and is better than RealAnime 4.2 (also on my computer). With H.264, it successfully does 2 passes which improves compression. There is an option to set the file size. It will also output in H.264 at Sony PSP resolution automatically naming the file for you!

I plan on buying Disgaea 2 and Xenosaga 3 this month, Valkyrie Profile 2 next month and then Final Fantasy 12 when it is \$20. I don't want Dead rising. I have over 100 PS2 games which is much more I can play after I start my job. I started Grandia 2, a GameArts RPG, last week. It's not very good.

Then I played 5 hours of New Super Mario Bros, 2 hours of Mario and Luigi Partners in Time, and 1 hour 30 minutes of Lunar Legend. Lunar Legend is worst then Lunar The Silver Star Story because all the FMV, voice acting is gone, and the audio sounds very low bitrate. More games included 4 hours of Doom 3, 2 hours of Forza Motorsport on Xbox; 5 hours of Prey, 3 hours of Call of Duty 2 on Xbox 360. I haven't touched Elder Scrolls IV or Titan Quest since July.

Ian's DivX vs. x264 test (2006-08-19 08:13)

You got DivX 6.1.1 (H263) on your computer vs. alpha build X264 (H264).

I used AutoScreenRecorder 2.1 Pro (freeware) has little dialog on top, but uses FLASH (viewable by anyone)!

DivX 6.1.1 under



600 Kbps

Multipass Nth Pass

Insane Compression

X264 build 555



606 kbps

Multipass Nth Pass

6 RDO (Production Quality)

Results

DivX (234 k)

DivX 234 k

x264 (264k)

Winner you decide. DivX has better compression. DivX clearly has the edge in these files. It's cleaner. I think the resolution is a little smaller in X264 to make up for the slightly higher bitrate. x264 is suppose to be better because at low bitrates it is really efficent, but for recording desktop, it's not true.

History of Dreamcast (2006-08-25 21:55)

American Launch 9/9/1999

Best Selling Game: Sonic Adventure

The Sega Dreamcast (Japanese: code-named "Blackbelt," "Dural," and "Katana" during development) was Sega's seventh & final video game console and the successor to the company's Sega Saturn. An attempt to recapture the console market with a next-generation system, it was designed to supersede Sony's PlayStation and Nintendo 64, and although generally considered to be "ahead of its time" (literally fifteen months before the PlayStation 2 and three years (based on original release dates, not U.S. release dates) before GameCube or Xbox) it failed to gather enough momentum before the release of the PlayStation 2 in March 2000. After the Dreamcast was discontinued, Sega withdrew entirely from the console hardware business.

History

When the time came to design the successor to the Sega Saturn, the new President of Sega, Shoichiro Irimajiri, took the unusual step of hiring an outsider. He hired Tatsuo Yamamoto from IBM Austin to head a skunkworks group to develop the next-generation console. It soon became apparent that the existing Japanese hardware group led by Hideki Sato did not want to relinquish control of the hardware department, bringing rise to two competing designs led by two different groups.

Design

A timeline of the development of the console's GPU may be found [here](#).

The Japanese group led by Hideki Sato settled on an Hitachi SH4 processor with a PowerVR graphics processor developed by VideoLogic (now Imagination Technologies) and manufactured by NEC. This was originally codenamed "White Belt". The first Japanese prototype boards were silkscreened "Guppy", and the later ones "Katana".

The US skunkworks group (in a secret suite at the 303 Twin Dolphin Drive building) led by Tatsuo Yamamoto settled on an IBM/Motorola PowerPC 603e processor with a 3dfx Voodoo 2 graphics processor, which was originally codenamed "Black Belt". The first US prototype boards were silkscreened "Shark".

The Japanese hardware was codenamed "Dural", then later, "Katana". "Black Belt" and "Shark" were the only code-names used by the US hardware team (the hardware team was called "Black Belt team"; the "Shark" was in response to the Japanese team's "Guppy").

When 3dfx declared its Initial Public Offering (IPO) in April 1997, it revealed every detail of the contract with Sega. Sega had been keeping the development of its next-generation console secret during this competition, and was outraged when 3dfx publicly laid out its deal with Sega over the new system in the IPO.

In July 1997, perhaps as a result of 3dfx's IPO, it was decided that the Japanese "Katana" would be the chosen format, renamed Dreamcast. In September 1997, 3dfx filed a lawsuit against Sega and NEC (later including VideoLogic), stating "breach of contract", and accusing Sega of starting the deal in bad faith to take 3dfx technology, although they later settled.

Launch

The Dreamcast was released on November 27, 1998 in Japan, on September 9, 1999 in North America (the date 9/9/99 featured heavily in US promotion) and on October 14, 1999 in Europe. The tagline used to promote the console in the US was, "It's thinking", and in Europe "Up to 6 Billion Players".

The Dreamcast was the first console to include a built-in modem and Internet support for online gaming (besides the NES, Satellaview, and the Nintendo 64DD). It enjoyed brisk sales in its first season, and was one of Sega's most successful hardware units. In the United States alone, a record 300,000 units (citation Maclean's September 24, 1999) had been pre-ordered before launch and Sega sold 500,000 consoles in just two weeks (including 225,000 sold on the first 24 hours which became a video game record until the PlayStation 2 launched a year later). In fact, due to brisk sales and hardware shortages, Sega was unable to fulfill all of the advance orders. Sega confirmed that it made \$98.4 million on combined hardware and software sales with the Dreamcast with its September 9, 1999 launch. Sega even compared the record figure to the opening day gross of Star Wars Episode I: The Phantom Menace, which made \$28.5

million during the first 24 hours in theaters.

Before the launch in the United States, Sega had already taken the extra step in displaying Dreamcast's capabilities in stores nationwide. Much like the PlayStation's launch in North America, the displays of titles such as Soul Calibur, Sonic Adventure, Power Stone, and Hydro Thunder helped the Dreamcast succeed in the first year.

Electronic Arts announced it would not support the Dreamcast unless it sold 1 million units. When this happened within a record 90 days, EA went back on their word and declined to support the Dreamcast in favor of Sony's upcoming PlayStation 2. Although the Dreamcast had none of EA's popular sports games (due in part to EA's losses from the past Sega Saturn), Sega Sports titles helped to fill that void.

Competition

In April 1999, Sony announced its PlayStation 2, designed to be backwards-compatible with the older PlayStation. The actual release of the PS2 was not until March 2000 in Japan, and late October 2000 in the US. Sony's press release, despite being a year ahead of the launch of the PS2, was enough to divert a lot of attention from Sega. With the looming PS2 launch in Japan, the Dreamcast was largely ignored in that territory. The Dreamcast had great initial success in the US, but had trouble maintaining this with the PS2's release.

Dreamcast's overall superior games (vs. early PS2 games), online capabilities including SegaNet (the PS2 would not go online until late 2002), and significantly lower price (1/2 cost) did little to help sales once the Playstation 2 was launched. American public attention was focused upon the Playstation 2's much hyped graphics and its ability to play DVDs (the DVD format did not catch on in Japan until after the release of the PS2 as the LD was the established standard). During the holiday season of 2000, the Dreamcast was largely ignored even as the PlayStation 2 was plagued by production shortages, as people often paid in excess of \$1000 on eBay for Sony's next-generation console.

The biggest competition between the two systems in the US was their football games (NFL 2K1 vs. Madden NFL 2001). Both games were highly regarded with NFL 2k1 having the advantage of online play (coinciding with release of SegaNet) and Madden arguably having a graphics edge. NFL 2K1 outsold Madden 2001. It sold about 410,000 copies which was about the number of PS2s sold in America [citation needed].

Quality of the overall PlayStation 2 library wouldn't catch up until a year later after developers abandoned Dreamcast development en masse and cancelled many nearly completed projects. Sony already enjoyed brand-name dominance over Sega after the huge success of the original PlayStation and commercial failure of the Sega Saturn, Sega 32X, and Sega CD, which contributed to poorer sales of the Dreamcast.

In 2000, the announcement of the Microsoft Xbox and Nintendo GameCube was widely regarded as the last straw for the Dreamcast, since both competitors had deep pockets, which fueled speculation that Sega did not have the resources for a prolonged marketing campaign.

Sega's decision to release the Dreamcast early, or even at all, is still debated. While it was largely regarded as a risky gamble, the Dreamcast was initially successful. Ultimately, anticipation of competitors' newer consoles resulted in stagnation of Dreamcast sales. The GameCube and Xbox weren't released until well after the Dreamcast was officially discontinued (nearly a year later).

End of production

On January 31, 2001, Sega announced that production of Dreamcast hardware was to be discontinued by March of that year, although the 50 to 60 titles still in production would be published. The last North American release was NHL 2K2, which was released in February 2002. With the company announcing no plans to develop a next-generation successor to the Dreamcast, this was Sega's last foray into the home console business. By the time Sega decided to cease development of the Dreamcast, about 10 million consoles had been sold. One key reason cited for the failure of the Dreamcast was Sega's poor relations with the games publishers (such as Electronics Arts, following the poor performance of previous consoles).

Though the Dreamcast was officially discontinued in early 2001, commercial games were still developed and released afterwards, particularly in Japan. Many consider the critically acclaimed arcade shooter Ikaruga developed by Treasure to be the Dreamcast's swan song. It was released in September 2002 in Japan only after a large amount of speculation on the game's fate; its US release was on the GameCube in April 2003. Hacked unreleased games like Propeller Arena and Half-Life continued to become available to the public by warez groups like Echelon.

On February 24, 2004, Sega released their final Dreamcast game, Puyo Pop Fever, although a small number of third-party games are still being released, such as Trizeal, Rajirugi, and most recently Under Defeat (released in March

2006).

Despite its short lifespan, the Dreamcast is still a very popular and highly-regarded console among many fans due to its impressive library of both mainstream and quirky titles. It is even starting to become a cult classic, as the system is getting harder to find (in fact, although the Dreamcast was officially discontinued in January 2001, Sega continued to produce the console for a short time afterwards due to rising demand, not least among collectors and hardcore fans). Several Dreamcast emulation projects have emerged after the Dreamcast's end of production, with Chankast being the most notable.

GD-ROM

The Dreamcast used a proprietary format called GD-ROM or "GigaDisc" for storing games and software. Sega chose the GD-ROM format for its increased capacity while using inexpensive compact disc technology. All Dreamcast consoles could also play audio compact discs until the introduction of revised GD-ROM drives in 2001 that could not read burned CDs of any kind.

Windows CE

Microsoft co-operated with Sega in hopes of promoting its Windows CE operating system for video games. Windows CE offered easy porting of existing PC applications, but offered limited capabilities compared to the Dreamcast's native operating system. When developers took advantage of the easy development offered by Windows CE, the resulting games (e.g., Sega Rally 2) lagged in performance and framerate. The only Windows CE application known by most users was the pack-in CD containing a CE-based dialer and web browser.

The Dreamcast used the same technology as the Sega NAOMI arcade game hardware platform, therefore NAOMI-based games such as Crazy Taxi were easily ported to the Dreamcast. The Dreamcast, however, had less memory and games were loaded from GD-ROM discs (while some NAOMI games were released on GD-ROM most used ROM boards).

Graphics Output

The Dreamcast is able to output true 640x480 VGA (480p60 EDTV), which (at the time) set it apart from other consoles. The system, when combined with the VGA adapter accessory (mentioned below), had the ability to display high-res, non-interlaced picture(s).

The feature was underused by the public despite the potential for improved video quality with the use of a PC monitor or HDTV set. This was likely due to lack of knowledge on the subject. Also, a few notable games were not compatible with this mode, including certain Capcom fighting games and 2D shoot-'em-up games.

Other well known graphic implementations such as, cel-shading and bump mapping, were first seen on Sega's console. In fact, the first completely cel-shaded animation game was Jet Set Radio (Jet Grind Radio in US), released in 2000 on the Dreamcast.

Connectivity

Much like the successive GameCube, the Dreamcast has the ability to connect to a handheld gaming unit. Using a special cable, with specific games, the Dreamcast could connect with the Neo Geo Pocket. SNK and Capcom took advantage of the connectivity to allow players of Capcom vs SNK and The King of Fighters to trade points between the console and handheld versions of their games.

Online

Dreamcast consoles came packed with a disc containing web browser software allowing dial-up Internet access. Dream Passport was the Japanese browser, Planetweb was used in America, and DreamKey in Europe. Version 3.0 of Planetweb included broadband capabilities, Java, Flash, and mouse support. In Europe, the final version of DreamKey was 3.0.

While Planetweb was a browser created specifically for the US market, Europe's DreamKey was in fact a translated version of the Japanese Dream Passport. It was used on some American game releases (such as Metropolis Street Racer); here it was called Internet Viewer.

The Dreamcast was one of the first home console systems to offer online gameplay with the game ChuChu Rocket! (which was distributed free to Dreamcast owners in Europe). Sega also has the honors of the first online console sports title (Sega Sports NFL 2K1) as well as the first ever online console RPG (Phantasy Star Online). The SegaNet on-line dial-up service (US \$29/month membership) attracted 750,000 subscribers in America alone. About twenty-two games, including Quake III Arena and Phantasy Star Online, supported SegaNet. Other major online games include

4x4 Evolution (first crossplatform online game), Starlancer, and Ferrari F355 Challenge. Although the online features of most commercially-released online-capable Dreamcast games are no longer supported, with the complete shut-down of support in the US, some games are still playable online in Japan. Yet, fans have developed servers for playing Phantasy Star Online and the North American version of Quake III Arena which can still be played online by finding or setting up a server using software and a map pack released by Sega. The games still playable online are Quake III Arena, Starlancer, 4x4 Evolution, Phantasy Star Online, Maximum Pool Online, and Sega Swirl, which still have dozens of players online.

In Europe, the online service was known as Dreamarena. This was created and operated for Sega Europe by a partnership between ICL and BT (ICL developed the web sites and software, with BT providing the dial-up capabilities and network infrastructure). The service was free and the game servers hosted within it could not otherwise be accessed from the Internet. Dreamarena ran until the beginning of March 2002. As the DreamKey web browser was customised to only work with Dreamarena, Sega subsequently offered a free replacement version which would allow connection with the user's own Internet service provider.

The modem module in the Dreamcast could easily be replaced with a broadband module to allow networked gaming over Ethernet. Phantasy Star Online, Quake III Arena, Unreal Tournament, Outtrigger, Bomberman Online, and POD Speedzone included support for this device. It should be noted, however, that not all of those games supported the Ethernet adapter; the US release of Phantasy Star Online only officially supported dial-up connectivity, however it was possible to use the Japanese version of the game to configure usage of the Ethernet adapter (or, alternatively, another Japanese title that configured the same settings in the system BIOS) and then play the US release of the game with the Ethernet adapter.

The standard Dreamcast unit is made of white and grey plastic. The power light, like the Dreamcast logo in NTSC regions, is orange (this color was chosen because the Japanese consider it to be lucky). Games were sold in jewel cases which initially had the Dreamcast name and logo on a white background, but later games used a black background (blue in Europe).

The unit was packaged with a video cable which supports composite video and right/left stereo audio. Available separately were an S-Video cable, a RF connector (included as standard in the UK and Portugal) and a VGA adapter (see accessories below).

In the United States, a black Dreamcast was released in limited numbers with a sports pack which included two Sega Sports titles. Electronics Boutique offered a blue Dreamcast through its website. Similar offerings were sold through the Lik-sang website. Cases of different colors like blue, red, orange, and green were sold for replacements of the original casing. In Japan, Sega released many varieties of the system, including limited edition Sonic anniversary editions, and Hello Kitty outfits. The Sega Dreamcast Hello Kitty was released in 2000 in Japan. Due to its limited production, it has become an extremely rare collector's piece. The package contains a keyboard, a controller, a VMU, a mouse, and a Hello Kitty trivia game. The console and accessories are translucent pink in color with some printed designs. The Sega Dreamcast Hello Kitty special edition was also available in a blue with all the same accessories.

The Brazilian version, manufactured by Tec Toy under license, was essentially the same as the US version, however its video output was converted to the PAL-M standard and it didn't come with the modem, which was available separately.

The Dreamcast in Europe had its spiral logo in blue, similar to the logo on earlier Sega systems. This change in logo is thought to have been for copyright reasons. A German company, Tivola, had been using a similar swirl logo years before Sega branded the Dreamcast with the orange swirl. As well as the VGA mode (again using an adapter), the European Dreamcast supported PAL video, in both 50Hz and 60Hz modes. This was a first for games consoles, as no previous PAL console had offered the option to play games at full speed, using the ability of more modern PAL televisions to operate at 60Hz. This became a feature of all major consoles released since. The 60Hz option had to be enabled on the game disc, however, but only a small number of games lacked this. Games in Europe were sold in jewel cases exactly twice as thick as their US counterparts, possibly to enable the inclusion of thick instruction booklets containing instructions in multiple languages.

A third-party company from China named Treamcast released a portable modified Dreamcast which used the original first party Dreamcast components with a custom made plastic casing. This small system with its fold-down display resembled the later PS One. Many companies included software and a remote with the unit that enabled it to play

MP3s and Video CDs. When the internet import videogame store, Lik-Sang, contacted Sega to ask permission to sell a modified version of the system with Sega trademarks on the system, they were told that Sega did not approve of the unit, and felt that it violated their trademarks. In reality, this system is not any different from selling a Dreamcast pre-modified with a third party shell, as the system's internals still use first party hardware, and contain no modifications whatsoever aside from the outside casing and modifications for internal sound and video.

Recently, in 2005, the internet import store, Lan-Kwei, has started selling a "Treamcast" portable modified Dreamcast with a 16:9 widescreen LCD. Aside from the cosmetic differences in the case to accommodate the larger screen, there are no differences between the original Treamcast portable modified Dreamcast and the newer widescreen model. The Visual Memory Unit, or "VMU", was the Dreamcast's memory card. It had a monochrome LCD screen, a D-Pad, and two gaming buttons. It could play minigames loaded onto it (a Chao game was obtainable in Sonic Adventure, for example). It could also display a list of the saved game data stored on it, and two VMUs could be connected together (end-to-end, needing no other hardware) to exchange data.

Standard memory cards could also be purchased without the additional features of the VMU. Most of these were manufactured by third-party companies (such as the Nexus Memory Card), although Sega eventually released a 4X memory card. The 4X cards did not have the VMU screen or stand-alone abilities, but they had four times the space by switching between four 200-block sectors.

Controller and Rumble Pack Most Dreamcast games supported a rumble pack ("Jump Pack"), which was sold separately and could be plugged into the controller. In Japan, the Jump Pack was named the "Puru Puru Pack".

The Dreamcast controller offered an analog stick, a D-pad, a Start button, four gaming buttons (labeled A, B, X, and Y), and two analog index finger triggers on the underside. It also contained two slots which fit memory cards or the rumble pack; the uppermost one had a window through which the VMU's display could be seen. The Dreamcast controller was somewhat large and a few players found it difficult to hold.

VGA Adapter Unique to the Dreamcast among current console gaming systems, it could use a VGA adapter for output to a computer display and HDTV compatible sets (which provided much better quality than a television set).

Not all games are compatible with the VGA adapter, but there are work arounds to trick all but a handful of games into working with it.

Dreamcast Mouse and Keyboard The Dreamcast supported a mouse as well as a keyboard which was useful when using the included web browser, but was also supported by certain games such as The Typing of the Dead, Quake 3, Phantasy Star Online and Railroad Tycoon 2. Other games such as REZ offer undocumented mouse support.

Fishing Rod A motion sensitive fishing rod was released for the few fishing games on the system.

Microphone There was a microphone peripheral used for Alien Front Online, version 2.6 of the Planetweb Web browser (long distance calling support), the European Planet Ring collection and Seaman (the first console game to use voice recognition in the US).

Lightgun

Sega also produced a light gun for the system, although this was not sold in the US presumably because Sega did not want its name on a gun in the light of recent school shootings. American versions of light gun games even blocked out using the official gun. Several third parties made compatible guns for the few light gun games released, including The House of the Dead 2 and Confidential Mission. The only other light gun compatible games were Death Crimson OX and its Japanese only prequel, Virtua Cop 2 on the Sega Smash Pack, and a light gun minigame in Demolition Racer No Exit.

Arcade Stick Sega also released the heavy-duty Arcade Stick, a digital joystick with six buttons using the same microswitch assemblies as commercial arcade machines. Although it could not be used for many Dreamcast games due to the lack of an analog joystick, it was well received and helped cement the Dreamcast's reputation for 2D shooters and fighting games. The Arcade Stick itself lives on beyond the Dreamcast, as adaptors are now available to use it on other hardware platforms.

Third-party sticks were also made, like the ASCII Dreamcast fighting Pad, which some regard as having a more comfortable 6-button configuration and a more precise digital direction pad.

Twin Sticks A twin stick peripheral was released specifically for use with the game Virtual-On. This add-on mimicked the original dual arcade stick setup and made gameplay much more precise. They are extremely rare and versions that appear on ebay sell for over \$100.

Dreameye Sega developed the Dreameye, a digital camera for the Dreamcast, but it was only released in Japan. Samba de Amigo controller Sega developed a special "maracas" controller for the Samba de Amigo music game. Cancelled Accessories Toward the end of the Dreamcast's lifespan, Sega created and displayed prototypes of a high-capacity VMU/MP3 player, DVD player, and Zip drive peripherals. None of these items became available to the public.

Technical Speculations

CPU: SH-4 RISC CPU with 128 Bit FPU functions for 3D graphics computations (operating frequency: 200 MHz, 360 MIPS, 1.4 GFLOPS)

Graphics Engine: PowerVR2 CLX2, 7.0 Mil polygons/second peak performance, supports Trilinear filtering. Actual maximum in game performance (with full textures, lighting, gameplay, etc...) of 3-5 Mil polygons/second. Tile rendering eliminates overdraw by only drawing visible polygons. This allows more efficient use of polygons and can make games appear to have 2-4 times their actual polygon count (depending on amount of overdraw eliminated).

Memory: Main RAM: 16 MB 64 Bit 100 MHz, Video RAM: 8 MB 4x16 Bit 100 Mhz, Sound RAM: 2 MB 16 Bit 66 MHz

Sound Engine: Yamaha AICA Sound Processor: 22.5MHz 32-Bit ARM7 RISC CPU core, 64 channel PCM/ADPCM sampler, 128 step DSP

GD-ROM Drive: 12x maximum speed (Constant Angular Velocity)

GD-ROM: Holds up to 1.2 GB of data. A normal CD-ROM holds 700 megabytes.

Inputs: USB-like "Maple Bus". Four ports support devices such as digital and analog controllers, steering wheels, joysticks, keyboards and mice, and more.

Dimensions: 189 mm x 195 mm x 76 mm (7 7/16" x 7 11/16" x 3")

Weight: 1.9 kg (4.4 lb)

Color: Majority are white. Some late models from a sports package are black.

Modem: Removable; Original Asia/Japan model had a 33.6 kbit/s; models released after September 9, 1999 had a 56 kbit/s modem

Broadband: these adapters are available separately and replace the removable modem

HIT-400: "Broadband Adapter", the more common model, this used a Realtek 8139 chip and supported 10 and 100 Mbit speeds.

HIT-300: "Lan Adapter", this version used a Fujitsu MB86967 chip and supported only 10 Mbit speed.

Color Output: Approx. 16.78 million simultaneous colors (24 bit)

Storage: Visual Memory Unit ("VMU") 1 Mbit (128 KByte) removable storage device and 4x memory cards that hold four times as much data.

Saturn (2006-08-25 21:58)

The Sega Saturn is a 32-bit video game console, first released on November 22, 1994 in Japan, May 1995 in North America and July 8, 1995 in Europe. Approximately 170,000 machines were sold the first day of the Japanese launch. 5,000 were sold in the weekend following the United Kingdom launch.

At one time, the Sega Saturn held second place in the console wars, placing it above Nintendo's Super Famicom in Japan and Nintendo's Super Nintendo Entertainment System (SNES) in North America and Europe, but the Saturn slowly lost market share to Sony's PlayStation and, outside Japan, the cartridge-based Nintendo 64.

The Japanese Saturn was rushed to the market, just a few weeks ahead of its rival, Sony's PlayStation. This led to very few games being available at launch.

The system was supported in North America and Europe until late 1998, and in Japan until the end of 2000. The last official game for the system, Yukyu Gensokyoku Perpetual Collection, was released by Mediaworks in December that year. Interestingly, a game called Sega Saturn: Lost & Found VOL #1 was released in the US by Older Games in August of 2004 (although it is not playable with a retail, unmodified Saturn).

Sega's 27-member Away Team, comprising employees from every aspect of hardware engineering, product development and marketing, worked exclusively for two years to ensure the Sega Saturn's hardware and design met the precise needs of both the U.S. and Japanese markets. The Saturn was a powerful machine for the time, but its de-

sign, with two CPUs and 6 other processors, made harnessing its power extremely difficult. Rumours suggest that the original plan called for a single processor, but a second one was added late in development to increase potential performance.

One very fast central processor would be preferable. I don't think that all programmers have the ability to program two CPUs - most can only get about one-and-a-half times the speed you can get from one SH-2. I think only one out of 100 programmers is good enough to get that kind of speed out of the Saturn.

Third-party development was further hindered by the initial lack of useful software libraries and development tools, requiring developers to write in assembly language to achieve decent performance. Programmers would often utilize only one CPU to simplify development in titles such as Alien Trilogy.

The main disadvantage of the dual CPU architecture was that both processors shared the same bus, and besides 4K of on-chip memory, all data and program code for both CPUs was located in the same shared 2 MB of main memory. This meant that without very careful division of processing, the second CPU would often have to wait while the first CPU was working, reducing its processing ability.

The hardware also lacked light sourcing and hardware video decompression support. Nevertheless, when properly utilized, the dual processors in the Saturn could produce impressive results such as the 1997 ports of Quake and Duke Nukem 3D by Lobotomy Software, and later games like Burning Rangers were able to achieve true transparency effects on hardware that used simple polygon stipples as a replacement for transparency effects in the past.

From a market viewpoint, the architectural design problems of the Saturn meant that it quickly lost third party support to the PlayStation. Unlike the PlayStation's use of triangles as its basic geometric primitive, the Saturn rendered quadrilaterals. This proved a hindrance as most industry standard design tools were based around triangles, and multiplatform games were usually developed with triangles and the PlayStation's larger market share in mind.

If used correctly the quadrilateral rendering of the Saturn would show less texture distortion than was common on Playstation titles, as demonstrated by several cross-platform titles such as Wipeout and Destruction Derby. The quadrilateral-focussed hardware and a 50 % greater amount of video RAM also gave the Saturn an advantage for 2D game engines and attracted many developers of RPGs, arcade games and traditional 2D fighting games. A 4 MB RAM cart, released only in Japan, boosted available memory even further for games such as Capcom's X-Men Vs Street Fighter.

Tomb Raider was originally designed for the Saturn's quadrilateral-based hardware and as a result was incapable of displaying levels containing any triangular parts. This restriction remained in place for most of the 32-bit sequels. In the other hand, the quadrilateral ability allowed the Saturn to render First-person shooter games better than other consoles at the time, games like Quake, Powerslave, Duke Nukem 3D, HeXen. Also, the extra video RAM allowed larger levels than in PlayStation versions.

A true example of the Saturn's capability is widely considered to be the systems version of Shenmue, Yu Suzuki's multi-million dollar project that would eventually find a new home on the Saturn's successor, the Sega Dreamcast. Work on the title is believed to have been fairly complete, and several technical demos and gameplay footage have since been released to the public. The footage displays a system capable of producing fully rendered, entirely 3D locations and characters. The quality of image Suzuki and his team were able to achieve is quite extraordinary considering the Saturn's infamously complicated hardware. Certainly, Shenmue was graphically superior to anything that had been produced on the Saturn before it.

Performance in the North American and European marketplace

The Saturn was launched almost four months ahead of schedule in North America and Europe. This was announced at 1995's E3 (Electronic Entertainment Expo) where Sega representatives were engaged in a public relations battle with Sony. This surprise move resulted in very few sales due to the USD \$399 price of the system, versus the announced Playstation launch price of USD \$299, and the lack of available software at launch.

In North America, Sega chose to ship Saturn units only to four select retailers which caused a great deal of animosity from unselected companies, including Wal-Mart and KB Toys. Additionally the summer launch broke with the tradition of launching in early fall to coincide with the Christmas shopping season [2]. Sega also struggled against distrust amongst gaming consumers after a series of quickly discontinued add-on peripherals to the Sega Mega Drive/Sega Genesis, including the Sega CD system and the Sega 32X.

Asian models

In Japan Sega licensed the rights to produce Saturns to their hardware partners - Hitachi, who provided the CPUs and several other chips, and JVC who produced the CD drives for most models, although functionally identical Sanyo drives were sometimes used. SunSeibu released a model with a 7-CD changer for use in hotels. The concept of a multi-game player for hotel use is very common in Japan.

Sega HST-3200

Sega Saturn

Sega Skeleton Saturn

Sega Derby Saturn

Hitachi Hi-Saturn

JVC/Victor V-Saturn RG-JX1

JVC/Victor V-Saturn RG-JX2

Samsung Saturn

All North American models are black in color and were produced by Sega.

MK-80000 7/95 - 3/96

MK-80000A 3/96 - 9/96

MK-80001 7/96 - 98

European and Australian Saturns are identical as both regions share the same AC voltage and TV standard. There is no internal variation between PAL and SECAM machines as all were shipped with SCART leads. All models are black and externally quite similar to the North American variations. PAL and SECAM machines will have "PAL" next to the BIOS revision number on the system settings screen instead of "NTSC".

MK-80200-50

MK-80200A-50

In North America the existing tall, single hinged case design used for Sega CD games was adopted for Saturn titles. The cases incorporate a white spine containing a 30 degree stripe pattern in gray, with white outlined lettering displaying the words "Sega Saturn". The manual slides into the case in the same manner as the liner notes in a normal jewel case, and the cover often carries a back insert with information about the game. The manuals were substantially larger than standard CD manuals, and as a result had more room for art.

These cases had several problems:

Their sheer size made them vulnerable to cracking.

The mechanism that keeps the cover closed wears out quickly if the cover is opened and closed too much

There is sufficient empty space inside the case that if the CD comes loose of the case's spindle then it can easily suffer scratching or be shattered during case transportation. Some games (especially early in the system's life) came with a foam brick to keep the disc from falling off the spindle.

Games packaged with the system or a peripheral such as Virtua Fighter and NiGHTS Into Dreams often came in a standard CD Jewel case.

Processors

Two Hitachi SuperH-2 7604 32-Bit RISC processors at 28.2 MHz (50-MIPS) - each has 4 kB on-chip cache, of which 2 kB can alternatively be used as directly addressable RAM

SH-1 32-bit RISC processor (controlling the CD-ROM)

Custom VDP 1 32-bit video display processor (running at 7.1590 MHz on NTSC Systems, 6.7116 MHz for PAL Systems)

Custom VDP 2 32-bit video display processor (running at 7.1590 MHz on NTSC Systems, 6.7116 MHz for PAL Systems)

Custom Saturn Control Unit (SCU) with DSP for geometry processing and DMA controller

Motorola 68EC000 sound processor

Yamaha FH1 DSP sound processor, "Sega Custom Sound Processor" (SCSP)

Hitachi 4-bit MCU, "System Manager & Peripheral Control" (SMPC)

Memory

1 MB (8 Megabits) SDRAM

1 MB (8 Megabits) DRAM, combined with SDRAM to make the main 2 MB memory area

512KB (4 Megabits) VDP2 video RAM

4K VDP2 on-chip color RAM

512KB (4 Megabits) audio RAM

512KB (4 Megabits) CD-ROM cache

32KB nonvolatile RAM (battery backup)

512KB (4 Megabits) BIOS ROM

Audio

Saturn Custom Sound Processor

Video

VDP1 32-bit video display processor

VDP2 32-bit background and scroll plane video display processor

Storage

Saturn double-speed CD-ROM drive

Input/output

Two 7-bit bidirectional parallel I/O ports

High-speed serial communications port (Both SH2 SCI channels and SCSP MIDI)

Cartridge connector

Internal expansion port for MPEG adapter card

Composite video/stereo (standard)

NTSC/PAL RF (optional)

S-Video compatible (optional)

RGB compatible (optional)

EDTV compatible (optional)

HDTV compatible (optional - never used)

Peripherals

Saturn digital gamepad (D-pad, Start button, 6 face buttons, 2 triggers)

Analog gamepad (introduced with NiGHTS Into Dreams)

"Stunner" lightgun (introduced with Virtua Cop)

Cobra light gun by Nuby, Also was compatible with non GunCon PlayStation games

Multitap (up to 10 players)

Sega NetLink

Netlink PS/2 Keyboard Adapter (for use with Netlink modem)

1.44 MB 3.5" disk drive (interfaces with serial port, supported by only a few games)

Arcade Racer Joystick

DirectLink

Various MPEG cards allowing VCD playback using the Saturn (containing various MPEG video/audio decoder ASICs)

RAM expansion cartridges (1 MB and 4 MB versions; expands Saturn RAM up to 6.5 MB)

Backup data Memory Cartridges

Action Replay/ Game Shark cheat devices

Power source

AC120 volts; 60 Hz (US)

AC240 volts; 50 Hz (EU)

AC100 volts; 60 Hz (JP)

3 volt lithium battery to power non-volatile RAM and SMPC internal real-time clock

Power Consumption: 25 W

Dimensions (US/European model)
Width: 260 mm (10.2 in)
Length: 230 mm (9.0 in)
Height: 83 mm (3.2 in)

Genesis: 2nd best Sega console (2006-08-25 21:59)

The Sega Genesis as a 16-bit video game console released by Sega in Japan (1988), Europe (1990) and most of the rest of the world.

Development

Although the Sega Master System had proved a success in Brazil and Europe, it failed to ignite much interest in the North American or Japanese markets, which by the mid-to-late 1980s were both dominated by Nintendo with 95 % and 92 % market shares respectively. Hoping to dramatically increase their share, Sega set about creating a new machine that would be at least as powerful as the then most impressive hardware on the market - the 16-bit Commodore Amiga and Atari ST home computers.

Since the System 16 made by Sega was very popular, Hayao Nakayama, Sega's CEO at the time, decided to make their new home system utilize a 16-bit architecture. The final design was ported to the arcade, and eventually used in the Mega-Tech, Mega-Play and System-C arcade machines. Any game made for the Mega Drive hardware could easily be ported to these systems.

The first name Sega considered for their console was the MK-1601, but they ultimately decided to call it the "Sega Mega Drive". "Mega" had the connotation of superiority, and "Drive" had the connotation of speed and power. Sega used the name Mega Drive for the Japanese, European, Asian, Australian and Brazilian versions of the console. The North American version went by the name "Genesis" due to a trademark dispute, while the South Korean versions were called Super Gam*Boy (?????) and Super Aladdin Boy (transliterated from ???????; this was the Korean version of Mega Drive 2). The Korean-market consoles were licensed and distributed by Samsung Electronics.

North American release and further development

In 1987, Sega announced a North American release date for the system of January 9, 1989, making it the second console to feature a 16-bit CPU (the first one being the Mattel Intellivision) and the first to feature single-instruction 32-bit arithmetic. Sega was not able to meet the initial release date and U.S. sales began on August 14, 1989 in New York City and Los Angeles[2] with a suggested retail price of \$200 at launch. The Genesis was released in the rest of North America on September 15 of the same year with the price reduced slightly to \$190.

The Genesis initially competed against the 8-bit NES, over which it had superior graphics and sound. Nonetheless, it had a hard time overcoming Nintendo's ubiquitous presence in the consumer's home and the huge catalog of popular games already available for it. In an attempt to build themselves a significant consumer base, Sega decided to focus on slightly older buyers, especially young men in their late teens and early 20s who would have more disposable income and who were anxious for more "grown-up" titles with more mature content and/or more in-depth game play. As such, Sega released titles such as Altered Beast and the Phantasy Star series. Although the NES and Nintendo's impending SNES were still threats to Sega's market share, they had forced the theoretically competitive TurboGrafx 16 system into relative obscurity, thanks in part to NEC's poor North American marketing campaign.

Eventually, the main competition for the Genesis became Nintendo's 16-bit SNES, over which it had a head start in terms of user base and number of games, reversing the problem Sega had faced against the NES. The Genesis continued to hold on to a healthy fan base composed significantly of RPG and sports games fans. The release of Sonic the Hedgehog in 1991 began to threaten Nintendo's up-to-then stranglehold on the number one console position in the USA. Sonic was released to replace former mascot Alex Kidd, and to provide the "killer app" that Sega needed. This sparked what was arguably the greatest console war in North American video gaming history.

By 1992, Sega was enjoying a stronghold on the market, holding a 55 % market share in North America. Faced with a slight recession in sales and a brief loss of market share to the SNES, Sega again looked to Sonic to rejuvenate sales. The release of the highly anticipated Sonic the Hedgehog 2, coinciding with an aggressive ad campaign that took shots

at Nintendo, fueled Genesis sales a while longer and boosted Sega's market share percentage back up, to an astounding 65 %.

Less than a year later, in 1993, Sega released a redesigned version of the console at a newly reduced price. By consolidating the internal chipset onto a smaller, unified motherboard, Sega was able to both physically reduce the system's size and bring down production costs by simplifying the assembly procedure and reducing the number of integrated circuits required for each unit.

Aside from the release of the Sega CD and 32X add-ons for the Genesis/Mega Drive, Sega's last big announcement came in the form of a partnership with Time Warner in the U.S. to offer a subscription-based service called Sega Channel, which would allow subscribers to "download" games on a month-by-month basis.

Decline in market share

The failures of the Sega CD and 32X, a lack of effective advertising, and disputes between Sega of America and Sega of Japan had taken their toll on the company. By 1994, Sega's market share had dropped from 65 % to 35 %, and the official announcements of newer, more powerful consoles, such as the Saturn, Playstation, and N64 signaled that the 16-bit era was drawing to a close. Interest in the Genesis suffered greatly as a result, compounding its already falling sales. In 1996, less than a year after the debut of their Saturn console, Sega quickly brought their participation in the 16-bit era to an end by discontinuing production of the Genesis and its associated accessories. This obviously angered consumers around the world who had bought the Sega CD and 32X attachments only to see Sega abandon all support. This can, at least in slight, be seen as a contributing factor to the downfall of Sega as a console manufacturer. (see Video game market).

[edit]

Resurgent popularity

In recent years, there has been something of a revival of interest in the Mega Drive/Genesis, led largely by the grey market trade in both unlicensed cartridges (for instance, the biblically themed output of Wisdom Tree) and dumped ROMs, which are played through emulators such as Kega Fusion, GENS, or Genecyst. There is also a trend towards home programming, using the PC-based SGCC.

In the 2000s, there came a trend toward plug-and-play TV games, and Radica has released licensed, self-contained versions of the Sega Mega Drive/Genesis in both North America (as the Play TV Legends Sega Genesis) and Europe (as the Sega Mega Drive 6-in-1 Plug 'n' Play), which contain six popular games in a small box and control pad. It does not have a cartridge slot, and thus is a dedicated console. However, Benjamin Heckendorn, of Atari portablizing fame, has proven that it is possible to connect a cartridge slot with some soldering.

The GameTap subscription gaming service includes a Genesis emulator, and has several dozen licensed Genesis games in its catalog.

On March 23, 2006, it was announced at the Game Developers Conference in San Jose California that Nintendo will offer Sega Mega Drive/Genesis game ports on the Wii home console. However it is not yet clear whether this includes all titles in the console's back catalogue. The announcement also stated that PC Engine games would be available for download to the virtual console.

On May 22, 2006 Super Fighter Team released the Beggar Prince, a game translated from a 1996 Chinese original. It is the first commercial Sega Megadrive game since 1998 in the North American market. It was released worldwide.

Variations of the Mega Drive/Sega Genesis

Main article: Variations of the Sega Mega Drive

During its lifespan, the Mega Drive and Genesis quite possibly received more officially licensed variations than any other console. While only one major design revision of the console was created during its lifespan, each region has its own peculiarities and unique items, while other variations were exercises in reducing costs (such as the removal of the little-used 9-pin EXT. port) or expanding the capabilities of the Mega Drive/Genesis.

Technical specifications

CPU

Main processor: 16-bit Motorola 68000 (or equivalent)

Runs at 7.61 MHz in PAL consoles, 7.67 MHz in NTSC consoles.

Some systems contained clones of the Motorola 68000 manufactured by Hitachi and Signetics.

Signetics 68K only found in early revisions as this CPU is known to be inefficient.

Secondary processor: 8-bit Zilog Z80 (or equivalent)

Runs at 3.55 MHz in PAL consoles, 3.58 MHz in NTSC consoles

Used as main CPU in Master System compatibility mode.

Memory

Boot ROM: 2 KB

Known as the "Trademark Security System" (TMSS)

When console is started, it checks the game for certain code given to licensed developers

Unlicensed games without the code are thus locked out

If a game is properly licensed, the ROM will display "Produced by or under license from Sega Enterprises Ltd."

Boot ROM is not present on earlier versions of the Mega Drive and Genesis

Some earlier games not designed for the TMSS may not work in later consoles

Main RAM: 64 KBytes

Part of M68000 address space

Video RAM: 64 KBytes

Cannot be accessed directly by CPU, must be read and written via VDP (Video Display Processor - see below)

Secondary RAM: 8 KBytes

Part of Z80 address space

Used as main RAM in Master System compatibility mode

Audio RAM: 8 KBytes

Cartridge memory area: up to 4 MBytes (32 Megabits)

Part of M68000 address space

Game cartridges larger than 4 MBytes must use bank switching

Graphics

The Mega Drive has a dedicated VDP (Video Display Processor) for playfield and sprite control. This is an improved version of the Sega Master System VDP, which in turn is derived from the Texas Instruments TMS9918. It contains both mode 4 (for Master System compatibility) and mode 5 (for native Genesis games). However, Master System programs can switch the VDP into mode 5 and make use of advanced VDP features. This page only discusses mode 5 capabilities.

Planes: 4 (2 scrolling playfields, 1 sprite plane, 1 'window' plane), per-tile priority

Sprites: Up to 64 (32H)/80 (40H) on-screen, 16/20 per line, 256/320 pixels per line, per-sprite priority

Palette: 512 colors (1536 using shadow/highlight mode)

On-screen colors: 64 × 9-bit words of color RAM, 4 lines of 15 colors plus transparent, allowing 61 on-screen colors (up to 1536 via raster effects and shadow/highlight)

Screen resolution: 256x224 (32Hx28V), 320x224 (40Hx28V), 256x240 (32Hx30V, PAL only), 320x240 (40Hx30V, PAL only)

Interlace mode 1 provides no increase in resolution, but still generates a true interlaced signal

Interlace mode 2 can provide double the vertical resolution (i.e. 320×448 for NTSC, 320×480 for PAL). Used in Sonic 2 for two-player split screen

Scroll size: Width and height independently set to 32, 64, or 128 cells as VRAM allows

Sound

Main sound chip: Yamaha YM2612

Six FM channels, four operators each; channel 6 can be used for PCM data or as a regular channel

Programmable low-frequency oscillator and stereo panning

Secondary sound chip: Texas Instruments SN76489 compatible device built into VDP.

Four-channel PSG (Programmable Sound Generator)

Three square wave channels, one white noise channel

Programmable tone/noise and attenuation

Used for Master System compatibility mode as well as to supplement FM

Different random noise generation compared to a real SN76489/SN76489A chip

Inputs and outputs

RF output: RCA jack connects to TV antenna input

Exists on original model European and Asian Mega Drive and North American Genesis only

Other models must use external RF modulator which plugs into A/V output

A/V output: DIN connector with composite video, RGB video, and audio outputs

Mega Drive and the first model Genesis have an 8-pin DIN socket (same as Sega Master System) which supports mono audio only

Mega Drive 2, Multimega, and other models have a 9-pin mini DIN socket with both mono and stereo audio

Power input: positive tip barrel connector. Requires 9-10 volts DC, 0.85-1.2 A depending on model

Headphone output: Amplified 3.5-mm stereo jack on front of console with volume control

Exists only on original model Mega Drive and Genesis units

Provides stereo audio on models which have the mono 8-pin DIN A/V output

Also suitable for passive speakers

Can be used for mixing audio from the SegaCD

"EXT" port: DE-9F (9-pin female D-connector) on back of console

Used with the Meganet modem peripheral, released only in Japan

Exists on all first-model Japanese and Asian Mega Drive units, and on early American Genesis and European Mega Drive units

May have been used for game selection on arcade adaptations of the Mega Drive / Genesis console

Control pad inputs: two DE-9M (9-pin male D-connectors) on front of console

Expansion port: Edge connector on bottom right hand side of console

used almost exclusively for Sega Mega-CD connection

not present on Genesis 3 model

also used for the Sega Genesis 6 Cart Demo Unit (DS-16) in stores.

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The Super Nintendo Entertainment System, also known as Super Nintendo, Super NES or SNES, is a 16-bit video game console released by Nintendo in North America, Brazil, Europe, and Australia. In Japan it is known as the Super Famicom (Super Family Computer). In South Korea, it is known as the Super Comboy and was distributed by Hyundai Electronics.

The Super Nintendo Entertainment System was Nintendo's second home console, following the Nintendo Entertainment System (often abbreviated to NES, released as the Famicom in Japan). Whereas the earlier system had struggled in the PAL region and large parts of Asia, the SNES proved to be a global success, albeit one that could not match its predecessor's popularity in Southeast Asia and North America—due in part to increased competition from Sega's Mega Drive console (released in North America as the Genesis). Despite its relatively late start, the SNES became the best selling console of the 16-bit era.

Even as the original NES/Famicom was at the height of its popularity, several companies were launching their own consoles. In 1987 and 1988, respectively, NEC and Sega launched their contenders: the PC Engine (known stateside as the TurboGrafx-16) and the Mega Drive (one of the first 16-bit home gaming systems). Although the NES would continue to dominate the video game industry for years to come, Nintendo's hardware was beginning to show its age, and though Nintendo executives initially showed little interest in developing a new system, Sega and NEC's growing market share with consoles like the Mega Drive (Sega Genesis) and the PC Engine soon forced Nintendo to reconsider. The Super Famicom's American redesign wasn't used for PAL consoles as the NES's had been.

Masayuki Uemura, the man responsible for designing the Famicom several years earlier, was put in charge of the design of the console and the Super Famicom was released in Japan on November 21, 1990 for ¥25,000. An instant phenomenal blockbuster, Nintendo's initial shipment of 300,000 units quickly sold out within hours. The system was so phenomenally popular that it was said to have attracted the attention of the Yakuza, leading to the decision to ship the devices at night in order to avoid robbery. In Japan, the Super Famicom effortlessly outsold its chief rival,

the Mega Drive, and Nintendo retained control over approximately 85 % of the Japanese console market thanks, in part, to Nintendo's retention of most of its key third party developers from the Famicom, including Capcom, Konami, Tecmo, Square Co., Ltd., Koei, and Enix.

Nine months later, in August of 1991 (the earliest sources indicate August 13; exact determination of the date is not possible due to the uncoordinated nature of North American retail video game releases during that era), the Super Famicom was released in North America with a newly redesigned case as the Super Nintendo Entertainment System. The release was an exciting surprise for North American gamers, since Nintendo had been advertising a launch date of September 9. Initially sold for a price of \$199 USD, the North American package included the game Super Mario World. The SNES was released in the United Kingdom and Ireland in April of 1992 for £150, with a German release following a few weeks later. The PAL versions of the console looked identical to the Japanese Super Famicom, except for labeling.

Nintendo's Japanese market dominance was, however, not repeated in the American and PAL markets. By the time of launch the Sega Mega Drive/Genesis had already become firmly entrenched in the US and PAL marketplace, helped by the lower cost of the Mega Drive/Genesis console and games, Sega's aggressive marketing in North America, and overall popularity of the console alone. In addition many US gamers had come to expect backwards compatibility from console developers (as was the case with the Atari 2600 and 7800), but the SNES was not designed to play NES cartridges.

Rivalry between Nintendo and Sega produced what is possibly the most notorious console war in gaming history. Nintendo would never achieve market leadership in the PAL region, and did not manage to do so in the U.S. until 1994, benefiting from Sega's pulling out of the market and its continued production of SNES and its games well after the 32-bit era of gaming had started.

In the period of the early 1990s, a blue-collar anti-Japanese sentiment had grown to maturity. While the NES was accused of shoddy construction and poor planning, the SNES was rumored to be a tool of outright economic war. The SNES was incompatible with several American-brand TVs, causing the screen to hop 3-5 times a second, or (in very rare cases) even outright backfire on the TV set. Nintendo fixed all units aftermarket free of charge, but the theory held on for years.

By 1996, the 16-bit era of gaming had ended, and a new generation of consoles, including Nintendo's own Nintendo 64, caused the popularity of the SNES to wane. In October 1997, Nintendo released a redesigned SNES 2 in North America for \$99 USD (which included the pack-in game Super Mario World 2: Yoshi's Island). Like the earlier NES 2, the new model was designed to be slimmer and lighter than its predecessor but lacked S-Video and RGB output, and would prove to be among the last major SNES-related releases in America. A similar redesigned Super Famicom Jr. was released in Japan around the same time. All of the American cases from the original NES to the SNES 2 were designed by Lance Barr.

Nintendo ceased production of the SNES in 1999. In Japan, the Super Famicom continued to be produced until September 2003 (also some new games were produced until the year 2000). In recent years, many SNES titles have been ported to the handheld Game Boy Advance, which has similar video capabilities. Some video game critics consider the SNES era "the golden age of video games," citing the many groundbreaking games and classics made for the system, whereas others question this romanticism.

In 2005, it was announced that Super NES will be available as downloadable games for Nintendo's upcoming console Wii, via the Virtual Console service. So far, it is expected that all first-party games released in America will be available, though there is no word yet on third-party or Japanese or European-only games yet.

Game paks, depending on which market they were released in, were of different shapes. The North American model had a rectangular bottom that had inset grooves which when inserted complemented the console's shape whereas the Japanese, Korean, and PAL cartridges had a smoothed curve on the front of the cartridges with no inset grooves. Since the North American console has protruding grooves, the Japanese/PAL game paks could not be inserted without the removal of these grooves and North American game paks being completely rectangular could not fit into the slightly curved opening of the Japanese and PAL console units.

Additionally, a regional lockout chip within the console and in each game pak prevented PAL games from being played on Japanese/North American consoles and vice versa despite the fact that PAL and Japanese cartridges fit in each other's consoles. The Japanese and North American machines had the same region chip, so once the difference in

the shape of the game paks was overcome, game paks were interchangeable.

The simplest way to play the Japanese and PAL game paks in the North American system was to use a Game Genie cheat device with the small rectangular piece of plastic from its top removed. This not only circumvents the problem of different game pak shapes but also removes any problem with lockout chips due to the internal design of the Game Genie.

Alternatively, various other adapters or physical modification of the console could overcome regional lockout. Plastic tabs within the game pak slot could be removed (by snapping or cutting them off), allowing a Super Famicom game pak to fit in the North American console; however, care had to be taken not to damage the game pak port.

The working chip lockout system had the hardware in the console act as a lock while the chip inside the game pak was a key. Disconnecting pin 4 of the console's lockout chip caused a situation where there were two keys and no locks. This meant that the lockout chips would not operate and could not halt the console. Games towards the end of the console's lifecycle, such as Super Mario RPG: Legend of the Seven Stars, could detect this deadlock situation and refuse to run, so it later became common to install a switch that disconnected and connected the lockout chip as required.

PAL consoles often faced another modification. Instead of being re-coded, most PAL games were simply slowed down from 60 Hz to 50 Hz, resulting in 17.5 % slower gameplay and sound effects. Additionally, PAL's higher resolution was not taken advantage of, and the extra scanlines were blank, creating large black bars that letterboxed the image. This practice was common across all consoles at the time, but created a squashed and out of proportion picture. As most PAL TVs support a 60 Hz variant of PAL and the SNES hardware made such a thing quite simple to add, a switch to select 50 or 60 Hz operation was often added. Some games, such as Super Mario Kart, were sped up for the PAL market to partially counter this problem, and running these at 60 Hz resulted in even faster gameplay than normal.

As an additional form of region lockout, later games would check that the SNES was running at the speed the game was expecting. PAL games would refuse to run on 60 Hz machines and NTSC games would refuse to run on 50 Hz machines. The solution was to start the game in the native speed and then flick the switch once the region check had successfully completed.

There was an adaptor made by various third parties designed to circumvent the regional lockout issues. A player could plug the device into the SNES (either version) and then place a game that would normally not run on that particular SNES unit (e.g. a rectangular game pak that would not run in the SNES unit designed for round cartridges) into the top. Then, into the back or behind the first game pak, the player would insert another game that would work on this SNES unit. The adaptor would read the game from the main port and use the regional lockout chip programming from the back one.

Throughout the course of its life, a number of peripherals were released which added to the functionality of the SNES. Many of these devices were modeled after earlier add-ons for the NES: the Super Scope was a light gun similar to the NES Zapper (though the Super Scope featured wireless capabilities) and the Super Advantage was an arcade-style joystick with adjustable turbo settings akin to the NES Advantage. Nintendo also released the SNES Mouse in conjunction with its Mario Paint title. Hudson Soft, under license from Nintendo, released the Super Multitap, a multiplayer adaptor for use with its popular series of Bomberman games. It allowed support for up to eight players, although probably the only game to support 8 players is Dino Dini's Soccer.

One of the most interesting and successful first-party peripherals released for the SNES was the Super Game Boy, an adaptor cartridge allowing games designed for Nintendo's portable Game Boy system to be played on the SNES. The Super Game Boy touted a number of feature enhancements over the Game Boy, including color support (in reality, merely the ability to substitute a different color palette: the games themselves were still limited to four colors) and custom screen borders.

Like the NES before it, the SNES saw its fair share of unlicensed third-party peripherals, including a new version of the Game Genie cheat cartridge designed for use with SNES games and a variety of game copier devices. In general, Nintendo proved to be somewhat more tolerant of unlicensed SNES peripherals than they had been with NES peripherals.

Around 1993 Nintendo suffered from software piracy, with the introduction of copybox devices like the Super Wild-card and Super Pro Fighter Q. These devices from Hong Kong were supposedly sold to create a backup of a cartridge, in the event that it would break. Most people used it to play copied ROM images that could be downloaded from

BBSes and the internet, or to create copies of rented video games, all activities illegal under federal law.

Japan saw the release of the Satellaview, a modem which attached to the Super Famicom's expansion port and connected to the St. GIGA satellite radio station. Users of the Satellaview could download gaming news and specially designed games, which were frequently either remakes of or sequels to older Famicom titles, released in installments. Satellaview signals were broadcast from April 23, 1995 through June 30, 2000. In the United States, the similar but relatively short-lived XBAND allowed users to connect to a network via a dial-up modem to compete against other players around the country.

During the SNES's life, Nintendo contracted with two different companies to develop a CD-ROM-based peripheral for the console. Ultimately, negotiations with both Sony and Philips fell through, and the two companies went on to develop their own consoles based on their initial dealings with Nintendo (the PlayStation and the CD-i respectively), Philips also gaining the right to release a series of CD-i titles based on popular Nintendo franchises.

Emulation

Like the NES before it, the SNES has retained interest among its fans even following its decline in the marketplace. It has continued to thrive on the second-hand market and through console emulation. Many gamers discovered the SNES after its decline. The SNES has taken much the same revival path as the NES.

Emulation projects began in 1996 with projects such as "VSMC" and "Super Pasofami," which, despite some important initial gains, did not last long past 1998. During that time, two competing emulation projects—Snes96 and Snes97—merged forming a new initiative entitled Snes9x. In early 1998, SNES enthusiasts began programming a console emulator named ZSNES. From then on, these two emulators have continued to offer the most complete emulation of the system and its various add-on chips like the Super FX Chip, although development continues on other emulators as well.

Nintendo took the same stance against the distribution of SNES ROM image files and emulation as it did with the NES, insisting that they represented flagrant software piracy. Proponents of SNES emulation cite as arguments for their continued distribution: the discontinued production of the SNES, the right of the owner of the respective game to make a personal backup, the frailty of SNES cartridges (even though cartridges are far more durable than optical discs), and the lack of certain foreign imports. Starting in the 128-bit era, both Nintendo and emulation proponents began to have a less active stance on this issue.

Despite Nintendo's attempts to stop the proliferation of such projects, ROM files continue to be available on the Internet. Since the console's discontinuation, second-hand market decline, and rapid growth of the Internet, finding the files has become less of a challenge than it had been with the NES. Most general ROM sites offer files for the SNES.

The SNES was one of the first systems to attract the attention of amateur fan translators: Final Fantasy V was the first major work of fan translation, and was completed in 1997.

Many sites that offer SNES ROMs for download claim it that is legal to download and play them for up to 24 hours. This is not true and is still copyright infringement. The 24 hour "rule" is a long practiced device to gain trust and generate traffic on ROM distributing sites.

Along the same lines, the newest claim relates to the Digital Millennium Copyright Act [DMCA]. It is claimed that the law enables ROMs and emulation as long as the original method of use, or a current method, is unavailable. Example: if a game for the SNES isn't available on a current generation console or PC CD-ROM playable by modern PCs, it may be emulated. Noted here as a claim, the veracity is unknown.

It is argued that these issues are the reason that prompted Nintendo to plan the Virtual Console service for the Wii console in an attempt to combat console emulation and piracy.

Technical specifications

The design of the Super Nintendo/Super Famicom was unusual for its time. It featured a low-performance CPU supported by powerful custom chips for sound and video processing. This approach would become common in subsequent video game hardware, but at the time it was new to game developers. As a result early third-party games were of low technical quality. Developers later became accustomed to the system, and were able to take advantage of its full potential. It was the first console capable of applied acoustics in video game audio sold in North America, Europe, and Japan.

CPU

o Core: Nintendo custom '5A22', believed to be produced by Ricoh; based around a 16-bit CMD/GTE 65c816 (a ver-

sion, not predecessor[citation needed], of the WDC 65C816, used by the Apple IIGS personal computer).

- o The CPU internally contains support circuitry for:

- + Fast unsigned integer multiplication and division
- + Generating an IRQ interrupt every frame at a specific horizontal raster line, vertical raster line, or at a single point in the raster scan
- + The ability to block or allow the NMI interrupts on Vblank coming from the Picture Processing Unit
- + Automatically or manually polling the game controllers or other peripheral devices
- + A memory-mapped 8-bit GPIO Port
- + A DMA unit, supporting two primary modes, general DMA (for block transfers, at a rate of 2.68 MB/s) and Hblank DMA (for transferring small data sets at the end of each scanline, outside of the active display period)
- + Controlling the access speed to or from any area in the memory map
- o The CPU, as a whole, employs a variable-speed system bus, with bus access times determined by the memory location accessed. The possible clock speeds were 1.79, 2.68 and 3.58 Megahertz. But for most purposes the bus runs at 2.68 MHz and drops to 1.79 MHz when accessing certain PPU registers. It works at approximately 1.5 MIPS (using strictly 16-bit instructions) and has a theoretical peak of 1.79 million 16-bit adds per second.

RAM

- o The SNES/SFC 5A22 CPU has direct access to 128KB of Work RAM.

Sound

- o Sound Controller Chip: 8-bit Sony SPC700 CPU for controlling the DSP; running at an effective clock rate around 1.024 MHz.
- + Sound RAM: 64KB shared between SPC700 and S-SMP.
- + Memory Cycle Time: 279 milliseconds
- o Main Sound Chip : Sony S-SMP
- + Hardware ADPCM decompression
- + 8-channel PCM
- + Hardware sound effects pitch modulation, echo effect with feedback (for reverberation) with 8-tap FIR filter, and ADSR and 'GAIN' (discretely controlled) volume envelopes.
- + Polyphony of 8 notes per voice
- o SFX sound chip : Sony\Nintendo S-DSP
- + 3-channel PCM
- o Low-pass filter for improved quality of low-frequency (bass) tones
- o Pulse Code Modulator: 16-bit ADPCM (if programmer uses 4-bit compressed ADPCM samples, expanded to 16-bit resolution, processed with an additional 4-point Gaussian sound interpolation).
- o Although the SNES is normally only able to output stereo sound, a few games (such as Jurassic Park) use Dolby Pro-Logic to create surround sound embedded in the stereo sound signals.
- o Note - while not directly related to SNES hardware, the standard extension for SNES audio subsystem state files saved by emulators is .SPC, a format used by SPC players.

Video

- o Picture Processor Unit: 15-bit
- o Video RAM: 128KB
- + 64KB of VRAM for sprite and layers effect like transparency
- + 64KB of VRAM for screen maps (for 'background' layers) and tile sets (for backgrounds and objects);
- + 512 + 32 bytes of 'OAM' (Object Attribute Memory) for objects; 512 bytes of 'CGRAM' for palette data.
- o Palette: 256 entries; 15-bit color depth (RGB555) for a total of 32,768 colors.
- o Maximum colors per layer per scanline: 256.
- o Maximum colors on-screen: 4,096 without alpha and 32,768 (using color arithmetic for transparency effects).
- o Maximum colors per sprite: 128
- o Resolution: between 256x224 and 512x448. Most games used common resolutions like 256x224, 256x240, 512x224 pixels since higher resolutions caused slowdown, flicker, and/or had increased limitations on layers and colors (due to memory bandwidth constraints); the higher resolutions were used for less processor-intensive games, in-game

menus, text, and high resolution images.

+ Resolution 512x224 named pseudo high-resolution is sometimes used for color blending between two sprites with dithering technique. For example: Kirby's Dream Land 3 (aka Hoshi no Kirby 3 in Japan).

- o Maximum onscreen objects (sprites): 128 (32 per line, up to 34, 8x8 tiles per line).

- o Maximum number of sprite pixels on one scanline: 256. The renderer was designed such that it would drop the frontmost sprites instead of the rearmost sprites if a scanline exceeded the limit, allowing for creative clipping effects.

- o Most common display modes: pixel-to-pixel Mode 1 (16 colors (4-bit) per tile; 3 scrolling layers) and per scanline affine mapped Mode 7 (256 colors per tile; one rotating/scaling layer).

Game cartridge size

- o 2 to 32-Mbit (0.25 to 4 MB) which can be accessed at two selectable speeds ('SlowROM' and 'FastROM'). Upon power up, the SlowROM speed is selected by default, unless the game's program code tells it to run at the faster speed. This allowed ROM technology to scale with the system, as all early games were SlowROM, and then most became FastROM towards the end of the SNES/SFC's commercial market lifetime.

- o Custom address decoders employed bank switching techniques to allow for larger sizes, eg. 48-Mbit (6 MB) for Star Ocean and Tales of Phantasia.

Power adapter

- o Transformer Input: NTSC: 120 volts AC, 60Hz, 17 watts, PAL: 240 volts AC, 50 Hz, 17 watts

- o Transformer Output: 10 volts DC, 850 mA (NTSC), 9 volts AC, 1.3 A (PAL)

Game controllers

- o Controller Response: 16ms

- o 2 seven-pin controller ports in the front of the machine

Connectors and switches (may vary between console versions)

- o Bottom

+ Expansion port on the bottom, allowing for Satellaview and a planned CD-ROM expansion, which eventually became the PlayStation.

- o Back

+ RF output, offering only mono-sound and not very good picture quality.

+ Channel 3/4 switch, controlling on which RF channel the audio and video are output.

+ Multi-out, a connector identical to the one on Nintendo64 and GameCube. Outputs stereo (and Dolby Pro-Logic) sound, composite and S-Video signals, and on PAL versions of the console, also RGB signals.

+ Power input

- o Top

+ Cartridge connector

+ Power switch

+ Reset button

+ Power indicator

- o Front

+ 2 seven-pin controller ports

Enhancement chips

As part of the overall plan for the SNES/SFC, rather than include an expensive CPU that would still become obsolete in a few years, the hardware designers made it easy to interface special coprocessor chips to the console. Rather than require a complicated upgrade procedure found in the IBM PC Compatible world of computers, these certain enhancement chips were included inside the plug-in game cartridges themselves if needed for a specific game. This is most often characterized by an extra set of small leads under the cartridge.

Super FX: Developed by Argonaut Software, the Super FX chip is a supplemental RISC CPU that was included in certain game cartridges to perform functions that the main CPU could not feasibly do. The chip was primarily used to create 3D game worlds made with polygons, texture mapping and light source shading. Some 3D game carts that this chip can be found in are Star Fox, Doom, Dirt Trax FX, Stunt Race FX, Vortex, and Winter Gold. The chip however could also be used to enhance 2D games such as Super Mario World 2: Yoshi's Island. This chip went through three revisions, first starting out as a Chip-on-Board epoxy glob-top in the earliest Star Fox cartridges, labeled as Mario Chip-1. Within

a year, the chip was given a more conventional surface-mount package and labeled as the Super FX GSU-1, which was used in various games. Finally, the design was tweaked to become the Super FX GSU-2 chip, which had a larger address bus and was manufactured with an improved semiconductor process to allow it to reach its target clock speed of 21 MHz. Although the pinouts and maximum clock speed differ, the instruction set for the Mario Chip-1, FX 1, and FX 2 chips are identical. Star Fox 2, Comanche, and FX Fighter, all games designed to take advantage of the increased power of the Super FX GSU-2, were developed but never released for the SNES/SFC, disappointing many followers of the technology at the time.

DSP-1: This fixed-point Digital Signal Processor chip was created to allow programmers to generate more enhanced Mode 7 rotation and scaling effects in their games, and to perform very fast vector-based calculations. The chip can be found most notably in Pilotwings and Super Mario Kart, as well as a few other games. Later revisions of the chip, the 1A and 1B, were functionally the same but included bugfixes in their internal math calculations.

DSP-2: A bitmap scaling and bitplane conversion chip used only in one game cartridge, Atari's port of Dungeon Master to the SNES console.

DSP-3: An assistant chip used only in one Japanese game for the Super Famicom titled SD Gundam GX. Although this chip does handle graphics decompression and bitplane conversion, a large portion of memory inside this chip is dedicated to rendering a very complicated title screen, leading one to the likely conclusion that its inclusion was more intended to prevent the game from being easily pirated.

DSP-4: A DSP used in only one game cartridge, Top Gear 3000. It primarily helped out with drawing the race track, especially during the times that the track branched into multiple paths, which was a unique feature of this type of game at the time.

S-DD1 chip : Other than its normal processing and copy protection duties, this chip was primarily a graphics decompression chip. This allowed games to be bigger than normal by compressing the graphics data. Games that used this chip were Street Fighter Alpha 2 and Star Ocean. The game developers found it to be cheaper to add a specialized decompression chip rather than to add extra ROM space.

C4 chip: A chip created by Capcom. This chip was used to handle the wireframe effects, perform more general trigonometric calculations, and to help out with sprite positioning and rotation. The chip was used in Mega Man X2 and Mega Man X3.

SA-1 chip: This is an ASIC chipset with a 65c816 8/16-bit processor core, clocked at 10 MHz, containing some extra circuitry specified by Nintendo, including some fast RAM, a memory mapper, DMA, several programmable timers, and the region lockout chip. The SA-1 was a multipurpose chip that allowed games such as Kirby Super Star, Kirby's Dream Land 3, and Super Mario RPG to stay competitive in the changing marketplace during the aging SNES/SFC's final years.

SGB CPU chip: This chip was used only inside the Super Game Boy peripheral and possessed a core identical to the CPU in a regular handheld Game Boy. Because the Super Nintendo was not powerful enough to use software emulation to simulate the Game Boy, circuitry equivalent to an entire Game Boy had to sit inside of the cartridge. The SGB CPU ran the main program from the inserted Game Boy cartridge, but relied upon the host Super Nintendo system to write to memory mapped registers the state of the gamepad buttons and to copy out the video frame buffer. Audio from the SGB CPU was passed along two pins on the SNES cartridge connector to be mixed with the SNES audio output.

The piece of shit Turbomud-16 (2006-08-25 22:05)

Consoles Sold 5 million

The PC Engine is a video game console first released in Japan by NEC on October 30, 1987. The system was released in late August, 1989 as TurboGrafx-16 for the North American market. A PAL version of the system also saw a very limited release in the UK and continental Europe in 1990 as "Turbografx" (not including the "16" in the title, and uncapitalized "g" in "grafx").

The TurboGrafx-16 was an eight-bit system with a 16-bit graphics chip, capable of displaying 482 colors at once.

The PC Engine was a collaborative effort between Japanese software maker Hudson Soft (which maintains a chip-

making division) and NEC. Hudson was looking for financial backing for a game console they had designed, and NEC was looking to get into the lucrative game market. The PC Engine was and is a very small video game console, due primarily to a very efficient three-chip architecture and its use of HuCards, credit-card sized data cartridges. "HuCard" (Hudson Card; also referred to as "TurboChip" in North America) was derived from Hudson Soft. The cards were the size of a credit card (but slightly thicker) and thus were somewhat similar to the card format used by the Sega Master System for budget games. Unlike the Sega Master System (which also supported cartridges), however, the TurboGrafx-16 used HuCards exclusively. TG-16 featured an enhanced MOS Technology 65C02 processor and a custom 16-bit graphics processor, as well as a custom video encoder chip, all designed by Hudson. The HES logo found on the manual of every Japanese game stood for "Hudson Entertainment System".

It was the first console to have an optional CD module, allowing the standard benefits of the CD medium: more storage, cheaper media costs, and redbook audio. The efficient design, backing of many of Japan's major software producers, and the additional CD ROM capabilities gave the PC Engine a very wide variety of software, with several hundred games for both the HuCard and CD formats.

The PC Engine was extremely popular in Japan, beating Nintendo's Famicom in sales soon after its release, with no fewer than twelve systems released from 1987 to 1993. It was capable of up to 482 colors at once in several resolutions, and featured very robust sprite handling abilities. The Hudson-designed chroma encoder delivered a video signal more vibrant and colourful than both the Famicom and the Sega Mega Drive/Sega Genesis and is largely regarded as the equal to Nintendo's Super Famicom, although that system was not released until 1990.

As graphics technology improved, gamers continued to stick to the PC Engine despite its shortcomings. Erotic games were a key factor in making the PC Engine popular, and this popularity was maintained far past the lifespan of a regular video game console. New games were released for the PC Engine up until 1999.

Despite the system's success, it started to lose ground to the Super Famicom. NEC made one final effort to resuscitate the system with the release of the Arcade Card expansion, bringing the total amount of RAM up to a then-massive 2048K; many Arcade Card games were conversions of popular Neo-Geo titles. The additional memory even allowed the system to display pre-rendered 3D polygon graphics well beyond what the competing Super Famicom and Megadrive/Mega-CD could offer. By this time, however, it was too late – only a relative handful of Arcade Card games were ever produced, and the expansion was never released in the U.S.

The TurboGrafx-16 was the first video game console in North America to have a CD-ROM peripheral (following the pioneering spirit of the PC-Engine CD-ROM add-on in Japan, although the FM Towns Marty was the first console to have a built-in CD-ROM). The TurboGrafx CD debuted at a prohibitive \$399.99 (and did not include a pack-in game). *Monster Lair* (a.k.a. *Wonder Boy III: Monster Lair*) and *Fighting Street* (a.k.a. *Street Fighter*) were the initial TurboGrafx-CD titles. *Ys Book I & II* soon followed and was instantly recognized as the "must-have" TurboGrafx-CD game (and continues to be highly regarded today). The TurboGrafx-CD catalog grew at a snail's pace compared to the library of TurboChip (HuCard) titles.

The TurboGrafx-CD came packaged in a very large box, 85 % of which was filled with protective styrofoam inserts. By some accounts, no other video game console (or peripheral) has been packaged in such an overkill manner. To be fair, though, the TurboGrafx-CD did come with a large plastic "carrying case" that could comfortably hold the TurboGrafx-16 base system, TurboGrafx-CD, all AC adapters, 2–3 controllers, and a few games.

Although the TurboGrafx-CD library was relatively small, North Americans could draw from a wide range of Japanese software since there was no region protection on TG-CD / PC Engine CD-ROM software. Many mail order (and some brick-and-mortar) import stores advertised Japanese PCE CD and HuCard titles in the video game publications of the era.

NOTE: While there was no region-protection on CD games, there were several different CD formats: CD, Super CD (SCD) and, later, Arcade CD (ACD). TurboGrafx-CD, equipped with the original System Card (version 2.01), could play all Japanese and North American CD games. TurboGrafx-CD, equipped with the updated Super System Card (version 3.01), could play all Japanese and North American SCD and CD format games. The Arcade System Cards (for playing Arcade CD titles) were never released in North America.

Rivalry with Nintendo and Sega

In North America, the TurboGrafx-16 was first released in late August of 1989, in New York and Los Angeles. Initially, the TurboGrafx was marketed as a direct competitor to the NES (Nintendo Entertainment System) and early television

ads touted TG-16's superior graphics and sound. These early television ads featured a brief montage of TG-16's launch titles: Blazing Lazers, China Warrior, Vigilante, Alien Crush, etc. Of course, TG-16 was also in direct competition with the Sega Genesis, which had had its own New York/Los Angeles test-market launch two weeks prior, on August 14 (Note: the launch dates can be confusing. Part of the confusion, perhaps, lies in the fact that both TG-16 and the Genesis were first test-marketed in New York and Los Angeles, then given national launches. However, it is known that the Genesis' initial test-launch occurred two weeks prior to TG-16's[1]). The Genesis launch was accompanied by an ad campaign mocking NEC's claim that the TurboGrafx-16 was the first 16-bit console.

Another problem for the TG-16 was its limited hardware. The Genesis only came with one controller, but it provided a port for a second; the TG-16 only had one controller port. Players who wanted to take advantage of the simultaneous multiplayer modes in their games were required to buy, in addition to the necessary extra controllers, the Turbo Tap (an accessory which permitted five controllers to be plugged into the system). Another problem in the battle against the Genesis were the pack-in games (game included with purchase): The Genesis originally came with the impressive arcade translation of *Altered Beast* (1989), which included big, bold sprites and colors as well as impressive digital sound effects. The TG-16's initial pack-in game was *Keith Courage in Alpha Zones* (1989), a modest action platform game that did not show off the capabilities of the TG-16 in nearly the same way *Altered Beast* did for the Genesis (or *Super Mario World* later did for the Super Nintendo Entertainment System [SNES]).

The Genesis' Japanese counterpart, the Sega Mega Drive, was less popular than the NEC console, the PC Engine. In North America, however, the situation was reversed, and the Genesis is mainly remembered there for its rivalry with the Super Nintendo, not with the TurboGrafx-16.

Both Sega and NEC released CD peripherals (Mega-CD versus Turbo CD), color handhelds (Sega Game Gear versus TurboExpress), and even "TV Tuners" for their respective handheld systems. While Sega outperformed NEC in North America, both companies' peripherals and handhelds were not terribly popular overall.

In 1994, comic book-like ads featuring Johnny Turbo were published by TTI. The ads mocked Sega, in particular the Mega-CD. By this point it was too little too late, the TG-16 had been defeated by the Genesis in the marketplace, which was by then dominated by the battle between the Genesis and the Super Nintendo.

Ironically, many TurboGrafx-16 games are currently planned to be available with the "Virtual Console" option for Nintendo's upcoming console: Wii.

Struggles in North America

Initially, the TurboGrafx-16 sold well in North America, but it generally suffered from a lack of support from third-party software developers and publishers. One reason for this was that many larger software companies such as Konami supported the PC Engine in Japan, but also produced games for Nintendo. Nintendo at the time had engaged in anti-competitive practices that were later ruled illegal, such as enforcing exclusive contracts and punishing developers who developed for more than one system with "chip shortages" around the holiday seasons. As a result of this practice, many developers were compelled to pick the immensely popular NES over the upstart NEC console, resulting in a catch-22 for the TurboGrafx-16 — most developers would only consider taking a risk on the TG-16 if it were more popular, and yet it could not become more popular because only a handful of North American publishers would support it. Accordingly, most of the games published for the TG-16 were produced by NEC and Hudson Soft.

The TurboGrafx-16 was originally marketed by NEC Home Electronics based in Wood Dale, Illinois, a suburb of Chicago. As the system's popularity tanked, the platform was handed over to a new company called Turbo Technologies Incorporated (TTI), based in Los Angeles. This company was comprised mainly of former NEC Home Electronics and Hudson Soft employees, and it essentially took over all marketing and first-party software development for the struggling system.

Another reason for the TG-16's lack of success in North America was the system's marketing. NEC of Japan's marketing campaign for the PC Engine was mainly targeted to the largest metropolitan areas in the country. This proved to be quite successful there, but when the same kind of marketing was used in the much larger and more diverse North American market, it resulted in a lack of public awareness outside of the big cities. The TG-16 ended up being far more competitive and popular in certain local markets such as New York, Chicago and Los Angeles, while in smaller and more spread-out areas, it failed miserably.

By 1991, the Sega Genesis had clearly surpassed the TurboGrafx-16, putting NEC's console in a distant fourth place in the video game market (Nintendo held the #2 and 3 places with the brand new SNES and the aging but still potent

NES). NEC, who was relatively new to the market, had an increasingly difficult time convincing consumers who already owned a Sega or Nintendo system to give the TG-16 a try.

Compounding the problem was that the vast majority of the titles that made the system so successful in Japan were produced for the CD-ROM add-on. In the American market, this add-on was difficult to find outside of large cities, and it was widely considered to be overpriced (debuting at nearly \$400). TTI tried to address this issue by releasing a combination system called the TurboDuo, as well as dropping the price of the CD add-on to around \$150. Unfortunately, at \$300, the cost of the TurboDuo was still too steep for most American consumers, even when NEC took the bold step of including seven pack-in titles and a coupon book with the system. Despite all these efforts, the company failed to attract much of a mainstream audience.

Many of the CD games for the Turbo platform were innovative and well-received, but the cost of the add-on system was a strong deterrent to buyers, especially when the competition sold for considerably less. Some Japanese games, such as *Demon Castle Dracula X: Rondo of Blood*, *Ys IV: The Dawn of Ys*, *Far East of Eden 2* and *Snatcher*, never made it to North American shelves.

In the handheld market, the TurboExpress further suffered from short battery life, a hefty price tag, and a large number of units that were missing pixels in their displays (due mainly to the fact that TFT LCD manufacturing technology was still in its infancy at the time).

Today, the TurboGrafx-16 is mainly known for its much-vaunted shoot 'em ups, its competition with the Sega Genesis, advertising flop *Johnny Turbo*, and the *Bonk* games. After the system died, NEC decided to concentrate on the Japanese market, where it had had much more success.

In 1994 NEC released a new console, the Japan-only PC-FX, a 32-bit system with a tower-like design; it enjoyed a small but steady stream of games until 1998, when NEC finally abandoned the video games industry. NEC would then partner with former rival Sega, providing a version of its PowerVR 2 Chipset for the Sega Dreamcast.

There is a niche collector's market for TurboGrafx games and Japanese imports, mainly centered around the system's many arcade ports of shooters. Spurring this interest is the fact that Turbo ports from the arcade tended to be closer to the original than Sega Genesis/Sega Mega Drive or NES versions, in terms of graphics and sound. Hudson Soft also released some shooters which were exclusive to the Turbo, such as *Super Air Zonk*, *Gate of Thunder*, *Soldier Blade*, *Super Star Soldier*, *Star Parodia* (Japan). The most famous North American shooter is probably *Blazing Lasers* (Gunhead in Japan) and was featured in all of the early television ads.

After the demise of TTI, Turbo Zone Direct (TZD), mail-order company, became the de facto source for new TG-16 / Duo hardware, accessories and software.

The brief "Johnny Turbo" series of advertisements have become part of gaming's pop culture. Many folks without direct experience with TG-16 consoles or its games have heard of the infamous "Johnny Turbo".

Many PC Engine/TurboGrafx-16 games will be available for download on Wii's Virtual Console download service, according to Nintendo's president Satoru Iwata. Not all games will be available; only some titles (mostly a "best hits" approach) will be selected. The number of games selected is still unknown.

NES history (2006-08-31 17:46)

Nintendo Entertainment System, or NES, is an 8-bit video game console released by Nintendo in North America, Brazil, Europe, Asia, and Australia. Its Japanese equivalent is known as the Nintendo Family Computer or Famicom. The most successful gaming console of its time in Asia and North America (Nintendo claims to have sold over 60 million NES units worldwide), it helped revitalize the video game industry following the video game crash of 1983, and set the standard for subsequent consoles in everything from game design to business practices. The NES was the first console for which the manufacturer openly courted third-party developers.

Following a series of arcade game successes in the early 1980s, Nintendo made plans to produce a cartridge-based console. Masayuki Uemura designed the system, which was released in Japan on July 15, 1983 for ¥14,800 alongside three ports of Nintendo's successful arcade games *Donkey Kong*, *Donkey Kong Jr.*, and *Popeye*. The Nintendo Family Computer (Famicom) was slow to gather momentum: during its first year, many criticized the system as unreliable,

prone to programming errors and rampant freezing. Following a product recall and a reissue with a new motherboard, the Famicom's popularity soared, becoming the best-selling game console in Japan by the end of 1984. Encouraged by their successes, Nintendo soon turned their attentions to the North American market.

Nintendo entered into negotiations with Atari to release the Famicom under Atari's name as the name "Nintendo Enhanced Video System." This deal eventually fell through. Subsequent plans to market a Famicom console in North America featuring a keyboard, cassette data recorder, wireless joystick controller, and a special BASIC cartridge under the name "Nintendo Advanced Video System" likewise never materialized. Finally, in June 1985 Nintendo unveiled its American version of the Famicom at the Consumer Electronics Show (CES). Nintendo rolled out its first systems to limited American markets on October 18, 1985, following up with a full-fledged North American release of the console in February of the following year. Nintendo simultaneously released eighteen launch titles: 10-Yard Fight, Baseball, Clu Clu Land, Donkey Kong Jr. Math, Duck Hunt, Excitebike, Golf, Gyromite, Hogan's Alley, Ice Climber, Kung Fu, Mach Rider, Pinball, Stack-Up, Super Mario Bros., Tennis, Wild Gunman, and Wrecking Crew.

In Europe and Australasia, the system was released to two separate marketing regions (A and B). Distribution in region B, consisting of most of mainland Europe (excluding Italy), was handled by a number of different companies, with Nintendo responsible for most cartridge releases; most of region B saw a 1986 release. Mattel handled distribution for region A, consisting of the United Kingdom, Ireland, Italy, Australia and New Zealand, starting the following year. Not until 1990 did Nintendo's newly created European branch take over distribution throughout Europe. Despite the system's lackluster performance outside of Japan and North America, by 1990 the NES had become the best-selling console in video game history.

As the 1990s dawned, however, renewed competition from technologically superior systems such as the 16-bit Sega Mega Drive (known as the Sega Genesis in North America) marked the end of the NES's dominance. Eclipsed by Nintendo's own Super Nintendo Entertainment System (SNES), the NES's user base gradually waned. Nintendo continued to support the system in America through the first half of the decade, even releasing a new version of the console, the NES 2, to address many of the design flaws in the original NES hardware. By 1995, though, in the wake of ever decreasing sales and the lack of new software titles, Nintendo of America officially discontinued the NES. Despite this, Nintendo of Japan kept producing new Nintendo Famicoms for a niche market up until October 2003, when Nintendo of Japan officially discontinued the line. Even as developers ceased production for the NES, a number of high-profile video game franchises and series for the NES were transitioned to newer consoles and remain popular to this day. Nintendo's own Super Mario Bros., The Legend of Zelda, and Metroid franchises began life on the NES, as did Capcom's Mega Man franchise, Konami's Castlevania series, and Square Enix's Dragon Quest and Final Fantasy franchises.

In the years following the official "death" of the NES in the west, a collector's market based around video rental shops, garage sales and flea markets led some gamers to rediscover the NES. Coupled with the growth of console emulation, the late 1990s saw something of a second golden age for the NES. The secondhand market began to dry up after 2000, and finding ROMs no longer represented the challenge it had in the past. Parallel to the rise of interest in emulation was the emergence of a dedicated NES hardware "modding" scene. Such hobbyists perform tasks such as moving the NES to a completely new case, or just dissecting it for parts or fun. The controllers are particular targets for modding, often being adapted to connect with personal computers by way of a parallel or USB port. Some NES modders have transformed the console into a portable system by adding AA batteries and an LED or LCD screen.

For its North American release, the NES was released in two different configurations, or "bundles." The console deck itself was identical, but each bundle was packaged with different Game Paks and accessories. The first of these sets, the Control Deck, retailed from US \$199.99, and included the console itself, two game controllers, and a Super Mario Bros. game pak. The second bundle, the Deluxe Set, retailed for \$249.99 and consisted of the console, a R.O.B., an NES Zapper, and two game paks: Duck Hunt and Gyromite.

For the remainder of the NES's commercial lifespan in North America, Nintendo frequently repackaged the console in new configurations to capitalize on newer accessories or popular game titles. Subsequent bundle packages included the NES Action Set, released in November 1988 for \$199.99, which replaced both of the earlier two sets, and included the console, the NES Zapper, two game controllers, and a multicart version of Super Mario Bros. and Duck Hunt. The Action Set became the most successful of the packages released by Nintendo. In December 1990, to coincide with the release of the Power Pad floor mat controller, Nintendo released a new Power Set bundle, consisting of the console, the Power Pad, the NES Zapper, two controllers, and a multicart containing Super Mario Bros., Duck Hunt, and World

Class Track Meet.[12] That same month, a Sports Set bundle was released, including the console, an NES Satellite infrared wireless multitap adaptor, four game controllers, and a multicart featuring Super Spike V'Ball and Nintendo World Cup.

Two more bundle packages were released using the original model NES console. The Challenge Set, which included the console, two controllers, and a Super Mario Bros. 3 game pak, and the Basic Set, which included only the console and two controllers with no pack-in cartridge. Finally, the redesigned NES 2 was released as part of the final Nintendo-released bundle package, once again under the name Control Deck, including the new style NES 2 console, and two redesigned "dogbone" game controllers. Released in October 1993, this final bundle retailed for \$49.99, and remained in production until the discontinuation of the NES in 1995.

Although the Japanese Famicom and the international NES included essentially the same hardware, there were certain key differences between the two systems:

Different case design. The Famicom featured a top-loading cartridge slot, a 15-pin expansion port located on the unit's front panel for accessories (as the controllers were hard-wired to the back of the console), and a red and white color scheme. The NES featured a front-loading cartridge slot (often jokingly compared to a toaster), and a more subdued gray, black and red color scheme. An expansion port was found on the bottom of the unit, and the cartridge connector pinout was changed.

60-pin vs. 72-pin cartridges. The original Famicom and the re-released AV Family Computer both utilized a 60-pin cartridge design, which resulted in smaller cartridges than the NES (and the NES 2), which utilized a 72-pin design. Four pins were used for the 10NES lockout chip. Ten pins were added that connected a cartridge directly to the expansion port on the bottom of the unit. Finally, two pins that allowed cartridges to provide their own sound expansion chips were removed, a regrettable decision. Many early games (such as StackUp) released in North America were simply Famicom cartridges attached to an adapter (such as the T89 Cartridge Converter) to allow them to fit inside the NES hardware. Nintendo did this to reduce costs and inventory by using the same cartridge boards in America and Japan. A number of peripheral devices and software packages were released in for the Famicom. Few of these devices were ever released outside of Japan.

- o **Famicom Disk System (FDS).** Although not included with the original system, a popular floppy disk drive peripheral was released for the Famicom in Japan only. Nintendo never released the Famicom Disk System outside of Japan, citing concerns about software bootlegging. Notable games released for the FDS include Doki Doki Panic, a special edition of Metroid, and the original Super Mario Bros. 2.

- o **Famicom BASIC** was an implementation of BASIC for the Famicom. It allowed the user to program his or her own games. Many programmers got their first experience on programming for the console this way.

- o **Famicom MODEM** was a modem that allowed connection to a Nintendo server which provided content such as jokes, news (mainly about Nintendo), game tips, weather reports for Japan and allowed a small number of programs to be downloaded.

External sound chips. The Famicom had two cartridge pins that allowed cartridges to provide external sound enhancements. They were originally intended to facilitate the Famicom Disk System's external sound chip. These pins were removed from the cartridge port of the NES, and relocated to the bottom expansion port. As a result, individual cartridges could not make use of this functionality, and many NES localizations suffered from inferior sound compared to their equivalent Famicom versions. Castlevania III: Dracula's Curse is a notable example of this problem.

Hardwired controllers. The Famicom's original design includes hardwired, non-removable controllers. In addition, the second controller featured an internal microphone for use with certain games. Both the controllers and the microphone were subsequently dropped from the redesigned AV Famicom in favor of the two seven-pin controller ports on the front panel used in the NES from its inception.

Lockout circuitry. The Famicom contained no lockout hardware, and, as a result, unlicensed cartridges (both legitimate and bootleg) were extremely common throughout Japan and the Far East. The original NES (but not the top-loading NES 2) contained the 10NES lockout chip, which significantly increased the challenges faced by unlicensed developers. Tinkerers at home in later years discovered that disassembling the NES and cutting the fourth pin of the lockout chip (a process now legal with the expiration of the NES patent) would cut power to the chip, removing all effects and greatly improving the console's ability to play legal games, as well as bootlegs and converted imports. The European release of the console used a regional lockout system that prevented cartridges released in region A from being played on

region B consoles, and vice versa.

Audio/video output. The original Famicom featured an RF modulator plug for audio/video output, while the original NES featured both an RF modulator and RCA composite output cables. The AV Famicom featured only RCA composite output, and the top-loading NES featured only RF modulator output.

The game controller used for the both the NES and Famicom featured a brick-like design with a simple four button layout: two round buttons labelled "B" and "A," a "Start" button, and a "Select" button. Additionally, the controllers utilized the cross-shaped D-pad, designed by Nintendo employee Gunpei Yokoi for Nintendo Game & Watch systems, to replace the bulkier joysticks on earlier gaming consoles' controllers.

The original model Famicom featured two game controllers, both of which were hardwired to the back of the console. The second controller lacked the "Start" and "Select" buttons, but featured a small microphone. Relatively few games made use of this feature. The earliest produced Famicom units initially had squared A and B buttons. This was changed to the circular designs because of the square buttons being caught in the controller casing when pressed down. The NES dropped the hardwired controllers, instead featuring two custom 7-pin ports on the front of the console. Also in contrast to the Famicom, the controllers included with the NES were identical to each other—the second controller lacked the microphone that was present on the Famicom model, and possessed the same "Start" and "Select" buttons as the primary controller.

A number of special controllers designed for use with specific games were released for the system, though very few such devices proved particularly popular. Such devices included, but were not limited to, the NES Zapper (a light gun), the Power Pad, and the ill-fated R.O.B. and Power Glove. The original Famicom featured a deepened DA-15 expansion port on the front of the unit, which was used to connect most auxiliary devices. On the NES, these special controllers were generally connected to one of the two control ports on the front of the unit.

Near the end of the NES's lifespan, upon the release of the AV Famicom and the top-loading NES 2, the design of the game controllers was modified slightly. Though the original button layout was retained, the redesigned device abandoned the "brick" shell in favor of a "dog bone" shape reminiscent of the controllers of the Super Nintendo Entertainment System. In addition, the AV Famicom joined its international counterpart and dropped the hardwired controllers in favor of detachable controller ports. However, the controllers included with the Famicom AV, despite being the "dog bone" type, had cables which were a short three feet long, as opposed to the standard six feet of NES controllers.

In recent years the original NES controller has become one of the most recognizable symbols of the system. Nintendo has mimicked the look of the controller in several recent products, from promotional merchandise to limited edition versions of the Game Boy Advance SP and Game Boy Micro handheld game consoles.

When Nintendo released the NES in the United States, the design styling was deliberately different from that of other game consoles. Nintendo wanted to distinguish their product from those of competitors, and to avoid the generally poor reputation that game consoles had acquired following the video game crash of 1983. One result of this philosophy was a front-loading zero insertion force (ZIF) cartridge socket designed to resemble the front-loading mechanism of a VCR.

Problems with the 10NES lockout chip frequently resulted in the system's most infamous problem: the blinking red power light, in which the system appears to turn itself on and off repeatedly. The lockout chip was quite finicky, requiring precise timing in order to permit the system to boot. Dirty, aging, and bent connectors would oftentimes disrupt the timing, resulting in the blink effect. User attempts to solve this problem ranged from blowing air onto the cartridge connectors to slapping the side of the system after inserting a cartridge.

Nintendo's near monopoly on the home video game market left it with a degree of influence over the industry exceeding even that of Atari during its heyday in the early 1980s. Many of Nintendo's business practices during this period were heavily criticized, and may have played some role in the erosion of Nintendo's market share throughout the 1990s. Unlike Atari, who never actively courted third-party developers, and went so far as to go to court to attempt to force Activision to cease production of Atari 2600 games, Nintendo had anticipated and encouraged the involvement of third-party software developers—strictly on Nintendo's terms. To this end, a 10NES authentication chip was placed in every console, and in every officially licensed cartridge. If the console's chip could not detect a counterpart chip inside the cartridge, the game would not be loaded.

Referred as "inventory management" by Nintendo of America public relations executive Peter Main, Nintendo would

refuse to fill all retailer orders. Retailers, many of whom derived a large percentage of their profit from sales of Nintendo-based hardware and software (at one point, Toys "R" Us reported 17 % of its sales and 22 % of its profits were from Nintendo merchandise), could do little to stop these practices. In 1988, over 33 million NES cartridges were sold in the United States, but estimates suggest that the realistic demand was closer to 45 million. Because Nintendo controlled the production of all cartridges, they were able to enforce these rules on their third-party developers. Following the introduction of Sega's Mega Drive/Genesis, Nintendo began to face real competition in the industry, and in the early 1990s was forced to reevaluate its stance towards its developers, many of whom had begun to defect to other systems. When the console was reissued as the NES 2, the 10NES chip was omitted from the console, marking the end of Nintendo's most notorious hold over its third-party developers.

A thriving market of unlicensed NES hardware clones emerged during the heyday of the console's popularity. Initially, such clones were popular in markets where Nintendo never issued a legitimate version of the system. In particular, the Dendy, an unlicensed hardware clone produced in Russia and other nations of the former Soviet Union, emerged as the most popular video game console of its time in that setting, and enjoyed a degree of fame roughly equivalent to the that experienced by the NES/Famicom in North America and Japan. The unlicensed clone market has persisted, and even flourished, following Nintendo's discontinuation of the NES. As the NES fades into memory, many such systems have adopted case designs which mimic more recent game consoles. NES clones resembling the Sega Genesis, the Super Nintendo Entertainment System, and even current systems like the Nintendo GameCube, the Sony PlayStation 2 and the Microsoft Xbox have been produced. Some of the more exotic of these systems have gone beyond the functionality of the original hardware, and have included variations such as a portable system with a color LCD (e.g. Pocket Famicom). Others have been produced with certain specialized markets in mind, including various "educational computer packages" which include copies of some of the NES's educational titles and come complete with a clone of the Famicom BASIC keyboard, transforming the system into a rather primitive personal computer.

As was the case with unlicensed software titles, Nintendo has typically gone to the courts to prohibit the manufacture and sale of unlicensed cloned hardware. Many of the clone vendors have included built-in copies of licensed Nintendo software, which constitutes copyright infringement in most countries. As recently as 2004, Nintendo of America has filed suits against manufacturers of the Power Player Super Joy III, an NES clone system that had been sold in North America, Europe, and Australia.

Although most hardware clones were not produced under license by Nintendo, one exception is the Twin Famicom, produced by Sharp Corporation. The Twin Famicom was compatible with both Famicom cartridges and Famicom Disk System disks. It was available in two colors (red and black) and used similar hardwired controllers to the original Famicom, but featured a different case design.

Technical specifications

Dimensions

o North America:

+ 'toaster' version: 10" width x 8" length x 2.5" height (note that when open, the door over the cartridge slot goes another 1" high)

+ toploader version: 6" width x 7" length x 1 1/2" height

+ cartridge: 5.5" length x 4.1" width

o Japan:

+ cartridge: 3" length x 5.3" width

CPU: Ricoh 8-bit processor based on MOS Technology 6502 core, custom sound hardware, and a restricted DMA controller on-die

o Region differences

+ NTSC version, named RP2A03, runs at 1.79 MHz; this CPU was also used in PlayChoice-10 and Nintendo Vs. Series

+ PAL version, named RP2A07, runs at 1.66 MHz

o Main RAM: 2 KiB plus expanded RAM if present on the cartridge

o ROM: Up to 49128 bytes (just shy of 48 KiB) for ROM, expanded RAM, and cartridge I/O; bank switching can expand this by orders of magnitude

o Audio: Five sound channels

+ 2 pulse-wave channels, variable duty cycle (25 %, 50 %, 75 %, 87.5 %), 16-level volume control, hardware pitch-bend

support, supporting frequencies from 54 Hz to 28 kHz.

- + 1 triangle-wave channel, fixed volume, supporting frequencies from 27 Hz to 56 kHz
- + 1 white-noise channel, 16-level volume control, supporting two modes (by adjusting inputs on a linear feedback shift register) at 16 preprogrammed frequencies
- + 1 delta pulse-code modulation (DPCM) channel with 6 bits of range, using 1-bit delta encoding at 16 preprogrammed sample rates from 4.2 kHz to 33.5 kHz, also capable of playing standard PCM sound by writing individual 7-bit values at timed intervals.
- Picture processing unit (PPU): Ricoh custom-made video processor
 - o Regional differences
 - + NTSC version, named RP2C02, runs at 5.37 MHz and outputs composite video
 - + PAL version, named RP2C07, runs at 5.32 MHz and outputs composite video
 - + PlayChoice-10 version, named RP2C03, runs at 5.37 MHz and outputs RGB video (at NTSC frequencies)
 - + Nintendo Vs. Series versions, named RP2C04 and RP2C05, run at 5.37 MHz and output RGB video (at NTSC frequencies) using irregular palettes to prevent easy ROM swapping of games
 - o Palette: 48 colors and 5 grays in base palette; red, green, and blue can be individually darkened at specific screen regions using carefully timed code.
 - o Onscreen colors: 25 colors on one scanline (background color + 4 sets of 3 tile colors + 4 sets of 3 sprite colors), not including color de-emphasis
 - o Hardware-supported sprites
 - + Maximum onscreen sprites: 64 (without reloading sprites mid-screen)
 - + Sprite sizes: 8×8 or 8×16 pixels (selected globally for all sprites)
 - + Maximum number of sprites on one scanline: 8, using a flag to indicate when additional sprites are dropped (to allow the software to rotate sprite priorities, causing flicker)
 - o PPU internal memory: 256 bytes of on-die sprite position/attribute RAM ("OAM") and 28 bytes of on-die palette RAM (allowing for selection of background and sprite colors) on separate buses internal to the PPU
 - o PPU external memory (Video RAM): 2 KiB of RAM for tile maps and attributes on the NES board and 8 KiB of tile pattern ROM or RAM on the cartridge (with bankswitching, virtually any amount can be used within manufacture cost)
 - o Scrolling layers: 1 layer, though horizontal scrolling can be changed on a per-scanline basis (as can vertical scrolling via more advanced programming methods)
 - o Display resolution: 256×240 pixels, though NTSC games usually used only 256×224, as the top and bottom 8 scanlines are not visible on most television sets (see overscan); for additional video memory bandwidth, it was possible to turn off the screen before the raster reached the very bottom.
 - o Video output
 - + Original NES: RCA composite output and RF modulator output
 - + Original Famicom (Japan) and NES 2: RF modulator output only
 - + AV Famicom: Composite video output only, via a Nintendo proprietary 12-pin "multi out" connector first introduced for the Super Famicom/SNES.
 - + PlayChoice 10: inverted RGB video output

The History of Sega Masters (worse 8-bit mainstream console) (2006-08-31 20:11)

The Sega Master System (SMS for short) is an 8-bit cartridge-based gaming console that was manufactured by Sega. Its original Japanese incarnation was the SG-1000 Mark III. In the European market, this console launched Sega onto a competitive level comparable to Nintendo, due to its wider availability, but failed to put a dent in the North American and Japanese markets. The Master System was released as a direct competitor to the NES/Famicom. The system ultimately failed to topple its Nintendo competitor, but has enjoyed over a decade of life in secondary markets, especially Brazil.

The SG-1000 Mark III came after the SG-1000 Mark I and SG-1000 Mark II. It was released in Japan on October 20, 1985. Typical of the era, game consoles had a mascot character, Sega Master Systems's being Alex Kidd.

The system was redesigned and sold in the United States under the name Sega Master System in June 1986, the year after the Nintendo Entertainment System was released. The console sold for \$200. The Master System was subsequently released in other locales and markets, including a second release in Japan in 1987 under the new Master System name.

Though the Master System was a more technically advanced piece of hardware than the NES, it did not attain the same level of popularity among consumers in the United States. Its lack of success in the U.S. has been attributed to various causes, among them the difference in game titles available for each platform and the slightly later release date of the Master System. The licensing agreement that Nintendo had with its third-party game developers had a profound impact. The agreement stated, in effect, that developers would exclusively produce games for the NES. The Master System sold 125,000 consoles in the first four months. In the same period, the NES would net 2,000,000.

Nintendo had 90 % of the North American market at the time. Hayao Nakayama, then CEO of Sega, decided not to use too much effort to market the console in the NES-dominated market. In 1988, the rights to the Master System in North America were sold to Tonka, but its popularity continued to decline. The move was considered a very bad one, since Tonka had never marketed a video game system and had no idea what to do with it.

In 1990, Sega was having success with its Sega Mega Drive/Sega Genesis and as a result took back the rights from Tonka for the SMS. They designed the Sega Master System II, a newer console which was smaller and sleeker but which, to keep production costs low, lacked the reset button and card slot of the original. In an effort to counter Nintendo's Super Mario Brothers the new system would include a built-in Alex Kidd in Miracle World, or later Sonic the Hedgehog, playable without any cartridges. Sega did everything in its power to market the system, but nothing came out of it.

By 1992, the Master System's sales were virtually nonexistent in North America and sales in this market ceased. Sales were poor in Japan as well, due to the dominance of the main competitor from Nintendo, the Nintendo Family Computer (Famicom).

In Europe, Sega marketed the Master System in many countries, including several in which Nintendo did not sell its consoles. It had some success in Germany, where it was distributed by Ariolasoft since Winter 1987. The Europeans had garnered lots of third party support for the SMS and as a result, it was able to outsell the NES in Europe. Nintendo was forced to get licensing for some popular SMS titles in that market. The Master System was supported until 1996 in Europe. It was discontinued so that Sega could concentrate on the new Sega Saturn console. Sales of the SMS in Australia were not as strong as the NES enjoyed there, however the SMS was able to gain greater market share than it had in North America[citation needed]. However in New Zealand it was largely successful - due to NES having a weak influence - and was supported until 1997.

Brazil was one of the SMS' most successful markets. It was marketed in that country by Tec Toy, Sega's Brazilian distributor. A Sega Master System III (and even a semi-portable SMS VI) had been released in that market and several games had been translated into Portuguese. The characters in the said games had been modified so that they appealed to Brazilian mainstream audiences (for example, Wonder Boy in Monster Land featured Mônica, the main character from a popular children's comic book in Brazil, created by Maurício de Sousa). Brazil also produced 100 % national titles, like Sítio do Pica Pau Amarelo (based on Monteiro Lobato workmanship) and Castelo Ra-Tim-Bum (from TV Cultura series). Brazil was also where the first several Sonic the Hedgehog Game Gear titles started out. Tails, one of the characters, made his worldwide debut in Sonic the Hedgehog 2 for the Master System. That title would later be ported to the Game Gear in other markets.

The most notable Master System step in Brazil was the compact 100 % wireless system developed by Tec Toy. The console transmit the A/V signal in radio frequency, dispensing cable connections. It was produced from 1994 to 1997 and is still a target for console collectors.

Later in its life in Brazil, Game Gear games had been ported to the Master System and several original Brazilian titles were made for the system. Tec Toy also produced a licensed version of the wildly popular fighting game Street Fighter II for the Master System. Despite the limitations of the console, the game turned out to be fairly well received. The console production was familiar to the Brazilians, which explains the success in that market.

The Sega Master System is still being produced in Brazil. The latest version is the "Master System III Collection". It

uses the same design as the North American Master System II (Master System III in Brazil), but is white and comes in three versions: one with 74 games built-in, other with 105 games built-in and another with 112 games built-in on an internal ROM. However, in Brazil it is hard to find the 3D Glasses, the Light Phaser and even cartridges, leaving most Brazilians with only built-in games.

Overall, the SMS was mildly successful worldwide, but failed to capture the Japanese and North American markets. Sega learned from its mistakes and made the succeeding Sega Mega Drive/Sega Genesis wildly popular in Europe, Brazil, and North America.

Sega Master System game controller was considered extremely durable. However, there were only 2 buttons, one of which additionally performed the function of the traditional "Start" button; The pause button was on the game console itself. The original controllers, like Sega's previous systems, had the cord emerging from the side; at some later point they changed to the now-typical top emerging cord. When the game Street Fighter II was released (in Brazil only), a new six-button model similar to the Sega Mega Drive controller was also released. The current Brazilian Master System consoles come with two of those six-button controllers.

CPU: 8-bit Zilog Z80A

- o 3.54 MHz for PAL/SECAM, 3.57 MHz for NTSC

Graphics: VDP (Video Display Processor) derived from Texas Instruments TMS9918

- o Up to 32 simultaneous colors available (16 for sprites, 16 for background) from a palette of 64 (can also show 64 simultaneous colors using programming tricks)

- o Screen resolutions 256×192 and 256×224. PAL/SECAM also supports 256×240

- o 8×8 pixel characters, max 488 (due to VRAM space limitation)

- o 8×8 or 8×16 pixel sprites, max 64

- o Horizontal, diagonal, vertical, and partial screen scrolling

Sound (PSG): Texas Instruments SN76489

- o 4 channel mono sound

- o 3 sound generators, 4 octaves each, 1 white noise generator

Sound (FM): Yamaha YM2413

- o 9 channel mono FM sound

- o built into Japanese Master System (Sega Mark III)

- o supported by certain games only

ROM: 64 kbit (8 kB) to 2048 kbit (256 kB), depending on built-in game

Main RAM: 64 kbit (8 kB)

Video RAM: 128 kbit (16 kB)

Game Card slot (not available in the Master System II)

Game Cartridge slot

- o Japanese and South Korean consoles use 44-pin cartridges, same shape as Mark I and Mark II

- o All other consoles use 50-pin cartridges with a different shape

- o The difference in cartridge style is a form of regional lockout

- o Cartridge Pinout

Expansion slot

8.9 September

SNES emulation | converted to AuToV Vorbis beta 4b (2006-09-04 15:59)

I found a way to emulate SNES and Genesis without the CD on PS2!

You need





- Action Replay Max
- any FAT32 formatted USB Thumb drive
- new files at [url]<http://people.freenet.de/ps2dev/emulators.html>[/url]
- a common ROM you play in Windows emulators

Oh yea, I used converted my MP3 collection to AuToV Vorbis beta 4b which is suppose to sound better then regular vorbis and won a hydrogenforums.com 64 kbps autio test. This is after I spent the day converting to normal vorbis (12/05). It sounds good, but the VBR makes the files larger then AAC (*.mp4) without VBR. Backed the collection up on 3 DVD5s. My OS is getting sluggish. I should format soon.



Went to Myth in Maplewood Minnesota to see Armin Van Buuren live (2006-09-08 10:38)



IFRAME: http://www.youtube.com/embed/3vubq_cjaw4

I went to see Armin VAn Buuren at Myth. Listened to State of Trance 2006 CD and Universial Nation 2004. Lucky me.

Figured out Neo Geo Emulation (2006-09-08 16:26)



From my PC.

Today, I figured out how to run NeoRage X. When I downloaded Pulstar in RAR...I had to recompress it in ZIP than add it to ROM folder. Change the setting to USA region and the system to console.

Also I called HiScore and the clerk said Neo Geo was \$300 and the Neo Geo CD was \$150. Samuri Showdown II and Pulstar and Final Fury were over \$100. So I was like nah. Too expensive...i gonna emulate it to save my saving account from bankruptcy. Doing it is smart because I'll never see these games in my life time.....

Serial for NeoRage X 4.8

NAME = HappyASR

KEY = A220-CC87-5884-0F96

Other games I downloaded



Baseball Stars 2

Blaze Star

Double Dragon

Fatal Fury: Real Bout

Fatal Fury: Special

Last Resort

Magic Drop 2

Magic Drop 3

Metal Slug

Metal Slug 2

Metal Slug 3

Metal Slug 4

Metal Slug 5**Samuari Showdown 2****Samuari Showdown 3****Aero Fighters 2 (Sonic Wings 2)****Aero Fighters 3 (Sonic Wings 3)**

Found out that the controls in Pulstar

1 > start**A** > fire**arrows** - direction of ship**Wanna be friends? (2006-09-17 11:10)**

What sucks about life is if I call up the game store and ask them if anyones want my 2 GB Rom collection for de-count...the answer will be "no thanks". That's Neo-Geo, C64, Genesis, SNES, NES, Amiga, Turbografx-16, N64, arcade (like Mars Matrix, Zero Gunner, Trigon, rayforce, darius plus, Batsugun gigawing, and all the shoot em ups) and Gameboy Advance. I can't stand around and make friends and I got little money to spend on girlfriends (who needs 'em - got computers dude)

Today is Sunday and well I've been working on Xenosaga Episode III. I'm at the part where I have to save Shion from the U-TIC on Milsha.

And how about them MN Twins. Loose a game in the 10th (against Detroit Tigers) and win their last game against the White Soxs working on Dependant. I can not make it pass the 5th inning. I got too tired due to that Xenosaga Episode 3 for 5 hrs straight. Actually a good turn-based RPG. The prerendered cutscenes is state-of-the-art, but the voice-overs suck! Play a little. Then load of cutscenes. Play a little. Then load of Cutscenes

Randy or Bob won't talk to me because I gave Randy all my MP3s, Suse 10, some Roms, Open Office on several DVDs and I gave bob 4/5 of the HE-AAC collection on a DVD. Randy doesn't fully understand what GPL means. My ex-friends hate Linux distros. I understand this very well. I made a mistake giving Randy those DVDs.

Now, it looks like I'm getting a job interview at Circuit City of all places. I get to touch computers now (which got me fired at Assurant)! Actually it's a step below the tape library job, but I'm not complaining.

I was going to buy Paper Mario, but ended up buying Brave Fencer Musashi instead. It is a early Playstation RPG by Squaresoft released along with Xenogears. I am starting to forget about Panzer Dragoon Saga. Out of my reach, rarer then heck, and overrated. In 1998, no one gave a shit. 2006, it's #1 collectable game.

My PS3 discussion from gaming forum (2006-09-25 18:21)

Here is some recycled quotes I typed up because I don't feel like typing up all that covered information. Hope you like....

Sorry, but i went thru this and looked at every 10 threads, got lazy and tried to find the end....its loooooonnnnnngggg! And you guys changed the appearance since last time...and it looks a lot better!

If I don't want to load **** ...I turn all the images off in Firefox preferences so the loading times do not bother me...it's lightning fast on my PC!

I don't want to sound like a rabid 360 fanboy but I'm really getting PSX-N64 feelings from this. Really, if MS makes pricecut (and they WILL make it)...Even if it's just 50 \$...350 premium vs. 600 PS3.

Well, A:

You could buy both of them and be two fanboys. PS2 got into the Ginneius Book of World Records so it's a good time to be a Sony fanboy. Problem with the Ginneius Book of World Records is Super Mario Bros Deluxe for Gameboy is the best selling game so stating you know.....Nintendo is. Not to mention that Dual Screen is beating PSP even if PSP

is better (cos it emulates everything 32-bit and below). You can run your NES, SNES, GBA Roms on PSP so that makes PSP unofficially backwards compatible with 30 platforms. And not only can you emulate games, You can run Frozen Bubble and Super Tux on it (two open source community favorites)

When you have as many roms as I do, PSP is the portable handheld of choice!

I don't want to talk about it because PSP pwns Dual Screen (unless your playing New Super Mario Bros. or Brain Age or Castlevania Dawn of Sorrow) DoS is suppose to be the best handheld Castlevania ever made. New Super Mario Bros is of course brilliant and Brian Age is for noobies who don't game on.

Oblivion is a perfect example of a game that looks to see if there is a hard drive and caches the game

I agree because a.) Xbox 360 runs Windows and B.) PC runs Windows. What whatever game on PC uses the HDD.

and a built in Wi Fi which in turn only benefits them and them only with PSP connectivity

I agree, I have a Gameboy Player with 15 GBA games and I never use the GBA link cable to play GBA games on TV. I use the controller because I can't afford AAA batteries. I'm sort of not that rich.

I miss the old thread, ssssssoooooooooo much has changed since I was last here.

I agree. Catharton Electronica had 10,000 threads and the forum crashed and currupted. I had 4,520 posts and now i am stuck with 350. Doesn't that make you feel ****ty inside!

It was my understanding that the 20GB PS3 doesn't have an HDMI output, but the 60GB PS3 doe

Sweet, if I have \$600 someday I am buying a PS3! It's one of my dreams to be there on launch day and get a PS3.....

eople, who don't own a HDMI input HDTV and have absolutely no intention of buying one in the near future

We're human. Some of us have normal IQs okay. Our species can barely go to the moon meaning if there is games that look pretty + involve space travel, futuristic landscapes were Human-kind is off Earth in my life time...**** I'll pay anything so i can pretend see it and broaden my human imagination. Yea, I'm talking about Halo, Xenosaga, Star Ocean 3, Prey, Half-life 2, Battlefield 2142, and all that good ****.

Correct me if I'm wrong, but the biggest official HDD for the 360 is 20GB. Right?

40 GB HDD when PS3 comes out. IGN confirmed it. The problem is PS3 has PS2 games (4 GB +) on it's hard drive and Xbox 360 just has game demos (a lot less space) And trust me, you are not going to listen to 1 GB of wma in one setting (if you're like me, you only listen to 64MB of mp3s in one setting off thumb drive)

Xbox 360 has WMA10 which is as good as year old [h]igh [e]fficently [a]dvanced [a]udio [c]oding (suppose to sound transparent at 64 kbps).

Anything FAT32 HDD can connect to 360's USB port and that can be a lot lot more so remember that.

If Sony had put all of its eggs in one basket, by only offering the \$599 system, a lot of people, who have no intention of spending \$600 on a game console and/or no intention of gaming or playing movies in 1080p, would leave the PS3 on the shelves. It may adversely affect the resolution of the games produced, but I don't expect that to be an issue as time goes on and more people own the HDMI enabled PS3 (or a possible converter for the Core system - I don't know how you would convert a high bandwidth, 1080p digital signal to analog and then back to a

high bandwidth, 1080p digital signal) and an HD display that can receive a 1080p signal. The first gen games on a console are not nearly as great, graphically, as subsequent gens of games, anyway.

I feel so sorry for Super Nintendo now. Back in old school times when we played games till they wore out or got so dirty they wouldn't work anymore. I haven't played my old school game collection in ages. You need to appreciate them for the year and not the technology. But of course, SNES was the fad when it came out because no 32-bit CPUs were cost efficient enough for everybody to enjoy Quake or enjoy polygon graphics. Now I am hearing that polygons are obsolete and Wii and PS3 use the successor to the polygon, NURBs, used in [C]omputer [A]ided [D]esign programs.

....Back to the high definition 21 century world of today. *sigh*

I used to the standard PS2 DVD player for over a year.

My PS2 DVD player makes a annoying very low bitrate interference sound once in a while so i used something else.

i think that the 360 will outsell the ps3

Well, I heard the "Two Good ones for one Bad one" way to often from one of my mates. I see people here already know the price of PS3 so yea.

Dreamcast is better then anything that came out after it.

Why? I have everything since 09/09/99, and I say it isn't true. It had a blasted 640x480 which is the resolution of your color tv you may used for Super Nintendo. Sure, Soul Calibur was a great game, but Halo and Metal Gear Solid 2 pwn Soul Calibur. Dreamcast didn't have the greatest sports game known to man! (the only good American football game on the market...hint hint.) Fine, so it had NFL 2k1 and NFL 2k2 from clever game studio Visual Concepts and I agree it looked better then Madden 99. Madden is still the best selling American sports game ever!

Do you think the ps3 will heat easily like the 360?

Heck yeah! I seen the Xenon CPU at Wikipedia or Google Images. The Cell Broadband Engine is approx the same size and unless it's totally exterressial in origin it'll heat up just as much.....

I just have to say, I own a PS, and a PS2 and have no intention of buying a PS3.

I have 42 PS, and 110 PS2 games and I still hope i afford one in 1 year so i can be cool. I was being a bit too cool with PS2 i believe. I doubt my wallet or bank account will survive a PS3 investment (unless I sell my truck and buy a Honda or Victory motorcycle That never will happen because you know how many insane drivers are on the freeway now-a-days. Assholes are all going 85 mph! I value my life thank you very much!)

Microsoft and Sony are jumping the gun on the technology because most people don't want to replace all of there DVD's considering we all just replaced all of our VHS with DVD's LOL

That's not why DVDs became popular. 700 MB CDs became way too limited. Heck, even 700 MB "3M Black Watch" 940e tape drives are obsolete forcing the government and hardware manufactures to go DVD anyways. It's by far the cheapest way to store 8.5 GB. US Government knew this so the DVD specs were created. Possible ways of Government usage would be the National Film Vault, Washington DC National Library (were it has a encyclopedia as large as Wikipedia.com in terms of terabytes of used storage)

MPEG2 was invented for use of satellite TV since 1994 when DirecTV was a new company with their main product,

mini-dish technology. Before, analogue dishes had to be big enough to pick up satellite signals and turn to receive different satellites' signals whereas the mini-dish picks up 1 satellite for all the digital channels.

Fox News Channel seems to achieve video on DVD. Without DVD, News channels like Fox couldn't achieve old newscasts or war footage because of the high-resolution quality of all its footage without using Betamax.

Have a look around megagames now and then because they have huge write ups on consoles that they pull from magazines and conferences all the time and they update alot..

I've been there. They have a big selection of freeware like Home of the Underdogs. Also I like their trainer selection. It saved my ass a bunch of times.

Best: Nintendo wii

Second best: Play Station 3

Third best: Dreamcast

Fourth best: Xbox 360

Fifth best: Play Station 2

Sixth best :Xbox

I believe the only reason why Dreamcast is on the list is Sega just had to be on the list and it'd be silly to have the last good Sega console, Genesis/Mega Drive, because those consoles all compute polygons, not sprites or Winamp's Visualization graphics....what are those anyways?

Sony comes out and says, "Yeah, Microsoft is probably going to come out on top

PS3 is suppose to be Sony's primary Blu-ray player (one of the cheapest). It is a tool they'll use to make Bluray popular. The last thing they want is it to go Betamax on them! Every Blu-ray players besides PS3 will cost \$800+.

you wont ever see the statement Online GAMING is free

Except on PC, where online gaming originated.....think way back to Diablo by Blizzard North..or Quake I. Closed battlenet must be the oldest public online gaming server in existence...at least i think so....(1996 - Present)

I also like how you think Nintendo games are kiddy, when Nintendo has released games like Resident Evil 4 and MGS The Twin Snakes

MGS The Twin Snakes is a hit or miss, but Resident Evil 4 has the best graphics, sound, gameplay, state-of-the-art cinematic, creepy as hell atmosphere, and used 99.99 % of the Gekko, ATI Flipper, and 24 MB of 1T-SDRAM combined. I was speechless and asked myself....is this game for Gamecube? I thought i was seeing Xbox graphics there for a moment which is a complement for Nintendo...I usually don't agree with gamecube (i own one, but i choose not to like Nintendo which is why i am on this forum).

It is unlikely that more space than dvd9 will be needed.

Yeah, I heard developers think compression is evil somewhere before. They want to be sloppy with compression and Xbox 360 forces them to be efficient....means more work and game developers only get paid so much! Bink Video is popular because its SDK is free.

Gears of war doesn't look that good

]

Yeah, I agree. It's not a DirectX 10 game or for the DirectX 10 G80 core powered Geforce 8800.

Too Human was a good example of that. It was a game that the Xbox community was raving over before E3, but then it fell off the radar completely once the playable demo was shown.

Too Human looks like a rehashed Halo, Star Trek Borg inspired. They wanted it to look like a borg cube in ST: The Next Generation or First Contact or modeled after Borg Cubes in Star Trek Voyager. That's where they got their ideas from.

Wait..they got their ideas from Star Trek Elite Force and Elite Force II because it involves the Borg and the Voyager crew. Yeah, that's it! It makes perfect sense because it looks a little like Elite Force II!

Snake isn't 60 in MGS4...it's a common misconception.

MGS2 takes place in 2007 and MGS4 takes place in 2020s. Snake looks 30 - 35 so in 2007 so he must be between 48 - 53 in 2025.

I would love to see that game in action and see what it is that PS3 can do that others cannot

There is a rumor that Metal Gear Solid 4 will be also on PC like Metal Gear Solid 2 was. It's not confirmed yet. It's true the PC version could look superior to the Xbox version.

the PS3 has the ability to play HD movies and games the 360 does not

Xbox 360s coming out a year after PS3 will have an internal HD-DVD drive, and the 360 has that IDE DVD-ROM drive sized external HD-DVD drive. It's taller than Wii!

but everyone shouldn't have to try to be all neutral in regards to what console they like the most.

For me, I was loyal N64 fan, then loyal DC fan up to 2001, then loyal Gamecube fan up to 2003, Loyal PS2 fan till present, and slightly less loyal Xbox fan since 2003 (since I bought Xbox and PS2 within 3 weeks of one another), but different Xbox 360 fan. No body can deny 360 is bad because it is cool to have one.

You have to realize that, PS3's and 360's architectures are very different

Oh yeah...both Power PC architecture-based, but very different.....both have at least 256 MB of GDDR3, hard drive, support same game engines, USB 2.0, cheap fans, IBM's 0.13 micron CPU process, and run DVDs for their games. (PS3 DVD9 games are possible). The new Xenons in 360 will have a 0.11 micron process (state-of-the-art process).

If you're gonna to make a next gen, then go all the way.

What's Xbox 2.0 then? A DirectX 10 Xbox with 1024 MB GDDR3 ATI Firecross GPU? Damn silly if that was Xbox 2.0. I wish I had a Firecross inside my PC, but it's over \$500. If it was in my PC I'd have PS3 1080p graphics.

Originally Posted by EbonySeraphim

A multiplatform game could be as good as an exclusive title to a single console, but most probably would not be well suited to run on other consoles without severe drawbacks. It is true that no games use the full power of consoles (in terms of all of those technical hardware specs), but the ones that come significantly closer to the rest are approaching a higher number of those limits - considerably higher than a cross platform title would likely be doing. I'll explain how I think (I don't know for sure) how ports are done.

Shortly after the concept of a game occurs, a target platform is also derived. It is usually a single

platform in mind, with other consoles considered for porting. The Single platform picked will be the baseline machine the game will run on, and the engine will be designed to work fully to the game's prospective result. If the target is slated for multiplatform release, it is likely the developers might see that another platform is not able to perform well enough to handle something they are currently doing. When that happens they can take one of two approaches - lower the requirements of the feature allowing all platforms to support it, or keep it and struggle to find a way to make it work on other consoles with the possibility that it may not work at all for other consoles. When it comes time to write(port) for the other platforms, everything should go as smoothly as development for the baseline platform except those features which were either known to possibly not work on another platforms. There is also the possibility that something unforeseen performs better or worse than the baseline console. Assuming the ported platform is performing worse, then more money has to be put into the port to find a solution which could allow it to work. Even when the solution is found, it's likely that because the hardware doesn't naturally excel at the original task, it won't be fully utilized doing a task it wasn't designed to do.

On a technical level, the differences I'm talking about are things like integer vs floating point speed; general purpose vs streaming processing power; single threaded vs multi-threaded power. Things like memory size and general speed are usually not going to be an issue which a port couldn't handle. The polygon count on models could easily be increased or decreased to accommodate for a general speed difference. Different quality/sized textures can be used to accommodate for memory restrictions of another console. But if the game is pushing the floating point power of the baseline console, if a ported platform can't process floating point numbers as quickly, then the solution becomes much harder.

But Resident Evil 4 used full unization of the gc and ps2 hardware. It's the best looking game for cube, and one of the best looking games for PS2. Madden and NCAA Football always uses above average textures from all three consoles....NBA Live and FIFA I don't know. ESPN Football 2k5 got 9.0 scores on both Xbox and PS2 because it's the best looking football game on both platforms. Winning eleven 8 International got a 9.0 in graphics on both Xbox and PS2 because it was the best looking soccer game on PS2 with all the small touches EA Canada is too lazy to do with FIFA or they're limited with money spent. There is always an exception for EA Sports because they are the largest publisher.

Sony doesn't need to pay as many developers as much money to develop exclusively because a large enough number (mostly Japanese) believe that Sony will place more of its units in households than any other console by a large enough margin. And by focusing on one, they can focus on making the game look the best for whatever it is being developed for, ignore the issue of having portable code, and develop a better game.

I don't know. PS3 games are generally more costly than 360 games because the Cell Broadband Engine is more complex than Xenon with its 7 SPEs and a PPE at 3.2 GHz. Developers manage to know the hardware, but that takes time and money just like PS2. Final Fantasy 12 looks a lot better than say Ridge Racer 5 because a.) the textures are better b.) developers are finding more efficient game engines c.) video compression is better since 2000 (such as H264/X264).

I do believe that games most games won't exceed 9GB of data with the exception of RPGs

Indeed.

They generally look much better than the real time engines games of this generation have to offer and you get to sit back and actually appreciate the graphical detail since you're not fully engaged.

Looking at the Final Fantasy 13 gameplay screens, you don't really need any FMV at all. The GFX are on par with Final Fantasy X FMV. I know FF13 will do both game engine rendered and FMV, and it'll be on BD, but in Xbox 360's case, all the cutscenes can be rendered w/o FMV due to the DVD9.

And off of the low rate incoming like allowance or more commonly held jobs, a person under the age of 15

is probably not going to be able to save up to \$600 - \$700 (

When I was 15, Dreamcast was the best looking console out and it launched for \$200. I bought it the first week with Sonic Adventure as my first game.

PS2 emulation for PC is still utterly slow even though the PS2 hardware is around 6 years old now

PCSX2 0.9.1 gets around 15 fps in game now, in 0.9.0 it was 4 fps. I didn't get it to work with the 0.8.0 build.

when asked if ps3 is more powerful than xbox360. i dont expect multiplatform game developers to give us the truth

Well, I looked at the bandwidth of the memory for both Xbox 360 and PS3. I found out something interesting.

Xbox 360 Specs

256 GB/s eDRAM internal logic to eDRAM internal memory bandwidth

32 GB/s GPU to eDRAM bandwidth (2 GHz × 2 accesses per clock cycle on a 64 bit DDR bus)

22.4 GB/s memory interface bus bandwidth (700 MHz × 2 accesses per clock cycle (one per edge) on a 128 bit bus)

21.6 GB/s front side bus (aggregated 10.8 GB/s upstream and downstream)

1 GB/s southbridge bandwidth (aggregated 500 MB/s upstream and downstream)

PS3 SPEC

204.8 GB/s Cell Element Interconnect Bus (Theoretical peak performance)

Cell FlexIO Bus: 35 GB/s outbound, 25 GB/s inbound (7 outbound and 5 inbound 1Byte wide channels operating at 5 GHz) (effective bandwidth typically 50-80 % of total)[39]

51.2 GB/s SPE to local store

Experimental Sustained bandwidth for some SPE-to-SPE DMA transfers - 78 to 197 GB/s.[3

25.6 GB/s to Main Ram XDR DRAM: 64 bits × 3.2 GHz / 8 bits to a byte

22.4 GB/s to GDDR3 VRAM: 128 bits × 700 MHz × 2 accesses per clock cycle (one per edge) / 8 bits to a byte

RSX 20 GB/s (write), 15 GB/s (read)

System Bus (separate from XIO controller) 2.5 GB/s write and 2.5 GB/s read

PS3 does 48 GB/s RAM bandwidth vs. Xbox 360's 54.4 Gb/s RAM Bandwidth. Xbox 360 has 240 GFLOPS programmable and PS3 only has 211.2 GFLOPS programmable (source: Wikipedia) PS3 makes up the less bandwidth with a BD which can stream in uncompressed data so the Cell doesn't have to decompress data as much as Xbox 360 would to ballance the situation.

What you are paying for is the hardware that allows the PS3 to read Blue-Ray discs - which is the cost of the console.

The Blu-ray is the 2nd most costly componant in PS3 after Cell Broadband Engine (which must be most costly due to it being used in medical equipment by Mercury Systems.)

Counter-Strike and Fable are literally are PC games ported to the Xbox

Fable was released on PC after Xbox. It was actually Fable The Lost Chapters (the director's cut of Fable).

Also consider that the Cell is not yet a well known processor

Mercury Systems is advertising the hell out of it for medical equipment. Hospitals will be buying in bulk if they realize all the money they save with this state-of-the-art chip. STI announced a dual core Cell Broadband Engine in the making with 16 SPEs and 2 PPEs at 3.2 GHz. May be a possible PS4 CPU.

2. "Xbox 360 has more than 3x the general purpose power of the PS3?" "Cell processor has no branch prediction?" "Xbox360 has more memory system bandwidth?" If you have read something suggesting either of the above, it's probably from [url]<http://xbox360.ign.com/articles/617/617951p1.html>[/url] that horrible article IGN posted

Yeah it's true. Wikipedia shows it on their webpage /w reliable resource. Wikipedia makes sure that the article is 100 % true!

like Sony is definitely trying to add something to their controller though because it would be a bit disappointing of the controller returned to nothing more than buttons and the two sticks.

Wiimote only has 1 "A" button excluding 1 select, 1 start PS3 controller has X, Square, Triangle, and circle with more triggers. Nintendo thinks it gains in movement what it loses in buttons. I really don't know if it'll work or not because neither console is out and gamers haven't complained, spread rumors, buzzwords, etc.

Xbox360 drive is faster by a significant margin over the PS3's Blue-Ray drive

I believe it. BD is 50 GB vs. DVD's 8.5 GB. You need all that space for HD FMV, uncompressed PCM sound, and the uncompressed game code preventing the Cell from decompressing compressed textures and game engine code like the Xenon has to do with the extra bandwidth. Does it take longer to play a ROM without a ZIP File or in a ZIP file? It has to first decompress the ZIP file and then load the rom.

Current X360 are not even near the full DVD9 capacity

I don't know. I heard Bizzare Creations complaining that they had to compress the contents to fit DVD9.

In ten years I'll probably looking into 100-130" ultra flat TV with at least twice the 1080p resolution.

You won't need it until all the satellite channels broadcast in "2160p". I doubt all of them will broadcast in 1080p because H264 encoding hardware is expensive for broadcasters meaning 1080p would have to be as more popular as LCD TVs now. Now'll most of them are broadcasting to look good on any CRT standard-definition TV made in the late 1990s.

Game size is getting bigger slowly, but I believe it is being capped on the PC side by most developers not expecting DVD drives to be standard and coming out with multi-CD releases.

PC developers are getting large discounts on CD media in bulk because it's obsolete and Installshield uses CAB, BZIP2 (open source zip), or lossy audio compression like Vorbis. Everybody can make CDs nowadays and PC publishers can bid on the lowest price. Factory-made CDs last longer than DVDs because it has a lot less pits and scratches almost never do damage to the data layer. PC publishers want the media to last a long time.

PC games are lazily programmed for. When games are in development targeting the PC, they also target hardware specs near or at the top of the line for the future. They look great because the hardware they are on is more advanced, but the problem is that the features they are using require top of the line cards to even run decently (holding 30FPS). Most of them fall below that mark unless you're looking at a wall and not much else if you're running an "above average" card or anything less than. Whether or not they look better is kind of subjective as the overall look and feel of console graphics always seem different than that of a PC to me.

Yeah, I knew that. I can't wait for AMD to release a quad-core Athlon 64. If it get enough money, I could afford one. This and WinVista with multi-thread support will be the cat's meow. Right now I can not afford such CPU

or even a dual socket motherboard for Athlon 64 X2 4800s. WinXP only uses 1 core which sucks.

The best thing about pricing is the way stuff ends up in England

U.S Ps3 = \$599 and i think 1 \$ worth about 54p, so ps3 should be about £324.

but for some reason, U.K Ps3 = £425, GRRRRR

No, it's Sony Computer Entertainment of Europe wanting to rip off all Europeans with console prices and game prices because Sony knows Europeans will cash in that high and Americans won't (forcing the price down) The market shows that Europeans were more into the Commodore 64 (best selling computer of all time), ZX Sinclair Spectrum, Amiga whereas Americans were into NES, SNES, Genesis, Neo Geo games which cost a lot less and could be bought anywhere then the desktops listed above making the American gaming industry more profitable driving the price down anyways. When it was just hobby in Europe to collect computers, America already was big on hardcore Atari, Nintendo and Sega fans or something.

Unless you're trying to say that an old design like the RSX is somehow the same as a NEW GPU design; which wouldn't make any sense either since it would have as much chance of being a 7900 series card as a 7600 series

I wholeheartedly agree. It better be a Geforce 7900 before people start bitching it was a Geforce 7600. Knowing I'll have another game machine with lots of titles for it is better than a graphically superior PC any day. I mean I bought my last PS2 game 20 days ago, and my last Xbox game 10 days ago.

PC gamers have too much money to spend on hardware and for what? The hardcore ones will update the GPU 4 times in PS3's life time and a 19" monitor isn't a 25" LCD TV! That's true.

Its possible to put a DUAL Cell processor

A dual-core Cell with 16 SPEs really would be something in 2011. We know 3.2 GHz is the boundry due to heat issues. Yea, the PS4 will at least have 16 SPEs.

Hmm i would probably agree with that. But my point was not that ps3 will be bad at running linux, just that the 8 times more powerful comment is slightly misleading, as it makes it seem like ps3 is like the most powerful computer around, when in reality you shouldn't compare it to other computers really, as the ps3 is first and foremost a games console, so while you can expect it to be top of the range at running games, you shouldn't expect it to be one of the best computers on the market.

Well the best supercomputer money can buy is the IBM BlueGene which is actually 6 Bluegenes which is what people tend to do. Obviously because 1 Blue Gene does 36.01 Teraflops while PS3 does 1.8 Teraflops. National Nuclear Security Administration got their BlueGene supercomputer (you say as singular when talking about the whole thing) doing 207.3 TFLOPS

[url]http://en.wikipedia.org/wiki/Blue_Gene[/url]

Then PS3 has programmable GigaFlops and the amount is a lot less.

GoW pushes 360 to the limits a year after the 360 release.

GoW and Halo 3 both use the Unreal Engine 3.0 (says Microsoft Game Studios who bought a license) and it's the best looking 360 games to date. I am sure that the 360 hardware can manage better graphics engines like Unreal Engine 4 and Cytech 2 engine (using Direct X 10 and shader model 4.0)

What if Killzone has the graphics that Gears of War has?

Unreal Engine 3.0 is a DirectX 9.0 engine. We'll see superior graphics of both platforms once the graphic engines developed to use Direct X 10 are ported to consoles. We already know the X360 doesn't take advantage of all Direct X 10 features such as Shader model 4.0. PS3 uses OpenGL coz DirectX is exclusive to Microsoft and Dreamcast platforms.

The PS3's OS actually uses an entire SPE

I read that is the 8th SPE which isn't programmable for [i]game development[/i].

Actually, I think that VC-1 provides better PQ than H.264 at their respective max quality bit rates. More of the original content is lost with use of H.264. The benefit, of course, is more compression. It's a trade-off. If you have the storage capacity and the bandwidth, use MPEG2 – it provides superior PQ and it's cheaper. If you are more limited in storage space and/or bandwidth, use VC-1 – it's next in PQ and has a higher compression ratio than MPEG2. If you're even more limited in storage space and/or bandwidth, use H.264 – superior compression ratio but third in terms of PQ.

However, from what I understand, all three codecs look great at their respective max quality bit rates. I doubt that the average viewer would/could tell the difference between them. Most people don't watch a movie with the intent to evaluate its PQ, let alone to do side-by-side comparisons of the same content encoded with different codecs. If MPEG2 is used at its max quality bit rate on BD50, it can provide better PQ than VC-1 and H.264, but I doubt that anyone but videophiles, media, and fanboy would care. That's one of the least of BD's benefits.

The PS3 comes with Bluray having 2 hrs on SL-BD or 4 hrs on DL-BD in MPEG2. HD-DVD has 100 % MS VC1 films and 80 % of good films are released under HD-DVD. You can not tell the difference between 1080p and 1080i picture wise on a 720p HDTV.

So even though HD-DVD is the clear winner in the immediate future, I am buying both players. The end. It's how I eventually solve my consoles wars problems.

I read how gamers want hollywood to use VC1 on Blu-ray, but hollywood will not listen to PS3forums. What's cheaper? MPEG2 on DL-BD or VC1 on SL-BD? If it's a draw money wise...I'd be laughing so hard!

You forgot the 3GB video of the CEO of Square swimming in a pool of money. That would make 25GB easy

That doesn't exist from my knowledge. He isn't billionaire Scrooge McDuck off Ducktales. Ducktales is like you know for 8 yr olds. Well, at least i saw it at 8 yrs old.

That costs very little man hours to make the quality much better if they were to aim for a remake/compile.

You know if they stuck with MPEG and MPEG2 for each game, the programmer wouldn't have to mess with the game source code as much. If FFX13 is 15 GB then include it on DL-BD with the anthology.

You are also forgetting that the PS2 had a max of 480p output which was the best resolution for outputting the CG movies from Square-Enix games

If all these games were in an anthology....why would Squaresoft make 1920x1080 video if the PS2 FMV would be 720x480 anyways? I doubt Squaresoft has HD versions of the FFX/FFX2/FFXII video. :D It wouldn't make sense to me. Just like they didn't have HD video of any PS1 FMV they've created. Is it just me that believes that they never made HD video for those games?

you do know that SE would make WAY more profit if they distribute them through an online service.

I heard all about Sony's online service that allows you to purchase PS2 or PS1 games.

Problem is I have 512 Kbit broadband at home. In the future I'll have 3 Mbit. ISPs in the states just overcharge Wisconsinites on very little bandwidth. It's their damn fault! Not mine.

(don't know)

Its simple.

1/2 XDR 3.2 GHz

1/2 GDDR3 700 MHz

512 split isn't anything to complain about.

I have 3072 MB at 466 MHz which is fast dual channel memory, but not efficient. WinXP only uses 512 MB for itself leaving the rest wasted unless used for PC games which probably use 2 GB of the 3 GB available. To sum this up my memory timings really suck compared to the XDR and I know it.

People keep saying games would work faster and smoother in an uncompressed nature. I'm a video editor, I'm not entirely sure if it works the same for games, but, go get a program called Virtual Dub. Open a video file in it, and completely uncompress it. A simple half hour tv show will now be about 30GB. Now run it, unless you have a VERY good machine, the video will not play smoothly. In video's anyway, compression is more than just a way to save space.

Trilogies?

PS2 games take up 4.4 GB (says 4.7, but partitioned less) ? That's 5 PS2 games on a single layer BD! 10 PS2 games on DL-BD and 20 PS2 games on QL-BD.

You know no publisher will have 10 PS2 games on one bd in the first 4 years. It's not going to like Mega Man X collection or Mega Man Anniversary Collection. Trilogies are honest worth.

Square-Enix would technically be able to fit all the Final Fantasy on SL-BD with room left over for Chrono Trigger and Chrono Cross.

FF1. 256k

FF2 256k

FF3 3 MB (FFVI Japan only)

FF4 (Final Fantasy 2 for SNES) 1 MB

FFV 2.5 MB

FF Tactics 500 MB

FFVII 1.775 GB

FFVIII 2.354 GB

FFIX 2.364 GB

FFX - 4.1 GB

FFX2 - 3.73 GB

FFXII - 4.4 GB

[b]SUBTOTAL[/b] 19.230 GB

Chrono Cross. 1.22 GB

Chrono Trigger 500 MB (PSX version)

Final Fantasy Origins 488 MB

[b]Total[/b] 21.438 GB

Alberta doesn't have PST, only GST, which is now down to 6 % and will be 5 % sometime later on. Maybe I should go on a road trip to Alberta just to buy a PS3...

I was kinda surprised how less the launch price increased from PS2 -> PS3 in Canada. PS2 was \$500, PS3 (20gb) is only \$550, and the 60gb one being 650. Pretty damn good deal (until you see the price after tax... *shudders*).

Considering most (85 %) Blu-ray players are \$1000....PS3 is pretty inexpensive!

BD video player + 1080p videogame for less.

Why is it so inexpensive you ask?

A.) The BD drive is made by Sony.

B.) the PS3 actually costs \$900 to manufacture

- C.) Sony is using the PS3 to get Blu-ray to take off on the ground running.
- D.) The BD drive will break after 18 months forcing you to get another PS3.

If PS4 is only Cell with 16SPEs the debate would be the same as with nintendo Wii now. "Why release marginally faster console than previous console

Wait, Cell is a "super computer on a chip" (quote from Mercury Systems) so two cell broadband engines are almost twice as fast. If PS4 had 1024 MB GDDR4 and 1024 MB XDR at 3.2 GHz than you might have 7.2 Teraflops performance. $[1.8 \times 4 = 7.2 \text{ TF}]$ By 2011, this kind of hardware would cost you at least \$500. I am just staying in realms of reality because I know dual core cell was announced by STI, and teh ATI Crossfire 1 GB GDDR3 GPU is out. I refuse to get bizzare with tech specs of the PS4 based on it having 7.2 TF performance.

Has it ever crossed your mind Sony hasn't talked big on RSX because there maybe isn't anything to talk big about.

I hope it's based on Geforce 7900, but I'll live with teh current Geforce 7800 spec because that's still awefully good. Better then Xbox 360 and developers have yet to meet Xbox 360's hardware limits such as running Unreal Engine 3.5 on it. It'll be like the difference between Unreal Championship and Unreal Championship 2 on Xbox.

"to finish a game done is hard enough under the best circumstances, and to finish a game on hardware that's evolving is even worse"

I had no idea that they lowered the clock speed to be able to complete games. I found out that Suse Linux 10 lowers clock speed to 1 GHz on Athlon 64s because the other 1.6 GHz would be totally wasted.

I still think that there is some intellectual property protection going on with Nvidia regarding the RSX. Both Sony and Nvidia may have a dual binding agreement not to release anything on this GPU until a certain time.

I read somewhere that the Geforce 7900 is cheaper to manufacture then the Geforce 7800 because the G80 core is using 0.11 micron process instead of 0.13 micron process and that reduces heat issues. The fansink is the same size on the PCI-e version.

Plus it's using 230 million transistors instead of 270 million transistors that supress the GB/s on the Geforce 7800.

direct competitors the Radeon 9500-9800 series and nVidia had to resort to doing Half precision (16bit FP)

I have a Radeon 9800 XT and it plays 90 % of my PC titles fine at 1280x1024 which is good on a 17" CRT monitor.

Nvidia's last console GPU was NV2A for the XBOX. It was derived from the PC GPU NV20 through customisation that gave it the edge. It had 2 vertex shaders and 2 ALUS per shader pipe - features only found in next generataion NVIDIA NV30 GPU that was still to come. The NV20 of the time had only 1 vertex shader pipe

I know it runs games at 800x600. Please don't say it's really, really obsolete. It's not even old school yet like 16-bit consoles. Forza Motorsport and Far Cry Instincts came out only last year and i thought it was decent looking on my TV. Not to mention devaluing my 66 Xbox game collection.

Suppose you could play Gran Turismo 5 with selectable Japanese content, like soundtracks, or even voice prompts in Japanese with subtitles. Suppose you could mix and match almost everything. Sonic Adventure for the Dreamcast was available in this form, and it was much cooler to play with the Japanese voiceovers. I'm hoping that this is one way that developers take advantage of the Blu-ray's capacity. I would think that it would ease

production costs too, since you'd only be producing one product.

Say developers didn't encode voice overs in AD-PCM (which is what it is normally) and instead use something better like aoTuV Vorbis at 128 kbps. You can fit 1.5 hrs of voice under 100 MB. If other platforms used a highly lossy format like aoTuV vorbis...you could achieve this on a DVD9. I heard voice files on Xbox 360 and a 128 kbps mp3 sounds good enough for listening thru two stereo speakers. A aoTuV Vorbis 1.1.2 at 64 kbps (q-9) sounds clean so developers could fit 2 hrs of voice in 100 MB space. I have a aoTuV vorbis music collection so i know a little what i am talking about.

Whatever you heard is incorrect. NURBs are hard to animate, and Sub-D (sub-division surfaces) are the way to go . Not to mention, "polygons" don't really exist, what you are talking about are vertex, which are what "poly"-gons are comprised of. Basically, a N-gon. N being however many vertex there are connected together.

PSP natively supports Nonuniform rational B-splines so PS3 must support it. I know both platforms share the PSP GUI.

NURBs take up less hardware spec to do the same amount of graphics as polygons because they're "lighter"

ut most definitely not the BEST football game out there

What is? ESPN Football 2k5? because you're a Sega fan or something? ESPN Football 2k5 had very good graphics for Xbox, but you got to listen to John Madden talk and he is the most popular football announcer now otherwise he wouldn't be commentary for the Super Bowl or Monday Night Football.

It wasn't really multi-platform, there were two different teams that did each different version, exclusively for each console, utilizing its strengths and minimizing its weaknesses.

Both games were from Capcom Development Studio 4 (who did RE0, RE, RE2, RE3, Code Veronica too).

Nope, the Blu-Ray drive is the most expensive

Taking Nintendo's ideology (the absolutely right one) that game code doesn't take up much space (as in don't need Blu-ray/HD-DVD) would shave \$100 off the PS3 price. Then have nexpak DVD cases for PS3 games because PS3 games will be on DVD too. PS3 could still have H264 encoded HD FMV on the DVD9. Announce an external Blu-ray-ROM like Microsoft's external HD-DVD-ROM.

Now we know Sony isn't smart enough to do external Bluray rom have have a internal one for everyone.....developers should fill it on with "How they made the game" movies and unlockable emulated games which could give competition indirectly against Wii's Virtual Console.

Examples

Ninja Gaiden Black has Ninja Gaiden (NES)

Metroid Prime has Metroid (NES)

Sonic Mega Collection has Ristar, Comix Zone

Prey has Black Jack, 7 Stud Poker, Space Invaders and Pacman clones at the bar.

Tekken 5 had a old school shoot 'em up game

Ridge Racer for PSP had a old school car maze game

Moto GP 2006 has Pong, and others.

No commercial OS (wait, lets also include free ones like Linux) is currently built to take advantage of multi-core CPU's because when they were made, none were in the market (Remember, XP is from 2001).

You should know because PS3 is going to have one of the latest versions of K Desktop Environment on it. There is also the half-open source Solaris Unix supporting dual core Athlon 64 or Core 2 or dual core Cell (in the future).

Commerical Linux servers like Redhat Enterprise Linux 4 support duo-core or two duo core CPUs. In my opinion, Fedora Project 4 is just a puppet distrubution for Redhat to get their meaty hands on it and charge people for a liscense /w tech support.

Yeah, he is sort of lovable, and he is in the pro football hall of fame.

First of NURBs are a HUGE pain tot work with

I never heard that it was a pain to work with.

Pursuit force

Really? I never read that review for PSP. IGN gave it a 8.4 / 10. Seemed like a nice looking PSP title! I am trying to buy Diseaga and Xenosaga while keeping \$400 in my account. It's pretty hard. I wanted to buy the whole .Hack series, but i forced myself not to spend uncontrollibly.

Also PSP GPU and RSX have no relation what so ever

Polygons have been used since Sega Saturn's Panzer Dragoon (1995) so NURBs are like polygons. It's like GIF and PNG. One is better then the other, but for some reason both are used today probably due to broadband sppeds.

That said they could maybe still use BR9 discs

Oh really? Thats sort of interesting. Does Sony want to save 10 cents on every disc, because they wouldn't be using less material to fabracate the BD9. I original thought a BD9 was a 3" mini-BD. Seeing a mini-BD would be cool.

rofl...yeah, that'll put PS3 on top for sure...LOL

PS3 is already on top. The Cell and RSX throws out 1.8 Teraflops and right now the first generation titles have 211 Gigaflops programmable which should increase because why would Sony put out 1.8 Teraflops in the specs for?

Also, I always think its interesting people worry so much about the \$100- \$200 price difference between the consoles

I don't have any problems spending money on games. If I didn't spend money on Diseaga 2 or Xenosaga Episode III...I would have \$550! Diseaga 2 is going to be very rare, and it's the #1 PS2 game this year at gamerankings.com. IT BEAT FF12! There is still time.

Don't chance it. Heck save your PS2 and wear it out first. My PS3 is going to last me four years like my Gamecube and Sega Dreamcast have.

I realize that the Sony company has been awesome when it comes to video games

Awesome at JRPGs. My PS collection is full of greats like Lunar 1 & 2, Grandia, Legend of Dragoon, Final Fantasy Origins/Anthlogy/Chronicles/Tactics VII/VIII/IX. Xenogears, Vagrant Story, Star Ocean 2, Persona 2: Eternal Punishment, Chrono Cross,

PS2 was the same way. Xenosaga Episode 1/2/3, Final Fantasy X & X2, Star Ocean 3, Alitar Iris 1 &2, Shin Mensei Tensei trilogy, Breath of Fire V, Dark Cloud 1 & 2, Grandia II, III, Xtreme, Diseaga 1 &2.

I don't know about the other genres well. IT's killer department was RPGs....nobody comes close in this genre. All the talent is on PS and PS2.

irst, \$100-200 makes a huge difference. If sony hope to sell roughly 10 million units in the first 12 months

that amounts to \$1-2 Billion.

For most poeple. I find the PS3 better then a Geforce 7950 GX2 any day. The Geforce 7950 is superior and will one day fall below PS3 price point by a \$100, but this alone won't change my opinion out the PS3. I don't know what will happen five years down the road.

I think sony did a fine job on the PsP ,and they will on the Ps3

What will tick me off is if teh PS3 had heatsink problems and OS glitches like the Xbox 360 had last year. Remember, the Xbox 360 would crash and give error messages.

I think the 360 GUI is just strange. I don't like it. I think it's very non-intuitive.

Well it doesn't bother me because I am never in it. Game booting on a cold boot is all i care about, friend and yes on occasion i played MP3s on the X360 on some of the racing games AND I STILL HAVEN'T BOUGHT A 2nd CONTROLLER SINCE JANUARY! Shame on me! Games expenses are more important then friends it seems. That's the disadvantage of being not so middle class. Tough to make these hard decisions, but i do manage and get some games i want.

Grand Theft Autos have never been "loyal" to anyone

Yeah, I got sick of running mafias two years ago. It only does so much. So it has pretty graphics, clever game play, and a bunch of licensed music. That won't stop people from playing. What i am saying is we need to say more Halo, Mario and Final Fantasy then "Grand THeft Auto".

So basically you're saying that quadrupling memory capacity quadruples performance

Hell no! The IBM Rochester (Blue Gene prototype) does 36.01 TFLOPS in Sept 29, 2004 and that was the fastest computer on Earth at that time so it can't be more then 7.2 Teraflops. I can say anything here I want I thought. Feel free to ignore me.

Wouldn't it be great if PS4 had 2 GB of futuristic RAM though....half XDR/half GDDR4

"Better" isn't always better. I'd prefer that if they have to use a lossy compression scheme, they use one which preserves the fidelity of the source material. I'd much rather they use lossless techniques, since I'm not sure how efficient it would be to use a number of compression types in the same sound engine for voices, sound effects and music. I want everything to sound crisp, spacious and hifi on my sound system to match the highly detailed graphics.

You don't need 16-bit voice-only audio in redbook standard. You got 128 Kbps Vorbis and at 80 kbps it sounds better the He-AAC according to Hydrogen Forums which is like 2 channel 16-bit audio.

[url]<http://www.hydrogenaudio.org/forums/index.php?showtopic=35438>[/url]

[url]<http://forum.hardware.fr/hardwarefr/VideoSon/MP3-WMA-AAC-OGG-qualite-kbps-evaluation-sujet-84950-1.htm>[/url]

As for Processing power, your iPod with a Zilog z80 CPU can decode Ogg Vorbis (but since it doesn't have vorbis, mp3) or what ever CPU is in your average mp3 player. But the obvious truth is have lossness codecs because space isn't an issue. (I'm justifying that Vorbis at 128kb in a RPG can fit all Japanese voiceovers on a NTSC DVD9 under 100 MB).

A 12x DVD drive only reads at 120.96Mbps at one point on the disc. It is slower at every other point on the disc

GAWD. 12x DVD-ROM came out in 2001 for PCs. BD-ROM came out in 2006 for PCs. And you're comparing 5 year old technology to future technology? What's wrong with you people! I might as well pwn all of you and say

Holographic Versatile Disc (3.9 terabytes) has better bandwidth and more space than BD. [b] BD's are obsolete and suck! [/b]

[img]http://upload.wikimedia.org/wikipedia/en/3/38/Hvd_disc.jpg[/img]

Pwns BD

A multicore Cell with larger LSRam dumps and a unified cache between PPE cores would murder just about anything I could even think of short of BioProcessing or electron deflection

IBM, could you please make a X86 compatible version?

Wow, alot of people have voted the "G80" selection in the poll now

It's wishful thinking. All those people want G80 equipped Ps3s for \$500. I want it too, but it's up to Sony whether or not they can "afford it" A G80 core goes for a hefty price. Tigerdirect is selling the BFG Geforce 7900 GTX OC for \$450 USD! Unless Nvidia can have less transistors on the RSX than Geforce 7900, it will be more expensive to make. It's possible because the Geforce 7950 has less transistors than Geforce 7800 while doing 76.8 GB/sec bandwidth.

Will they make something that looks remarkably like the Cell

Sony wouldn't put 150 million into creating STI if they couldn't get an evolution of Cell Broadband Engine v1.0 five years down the road. So a Cell Broadband Engine sequel would seem likely. (the latest version around launch of PS4)

The load time is steady on Blu-Ray

Yea, don't go with Xbox 360 because the loading times in PS3 are similar and games like God of War where PS2 loading times are speedy (proving inferior hardware to xbox could have as speedy times). It took you by surprise in 2006 when the first 18 months of PS2 launch was noticeably worse with the exception of Final Fantasy X because loading times were streamed instead of loaded at once. Unusual for PS2 games of 2001.

yes i agree but can u explain to me which is actually better in today's games (ps2 as well as ps3) loading at once or streaming?
thanx

If the XDR RAM is able to be processed by RSX wouldn't the total RSX bandwidth be 48 GB/sec.....only 28 GB/sec short of the Geforce 7950 GX2? Aside from frame rate...what will 28 GB/sec more bandwidth do RSX can't achieve?

25.6 GB/s to Main Ram XDR DRAM: 64 bits × 3.2 GHz / 8 bits to a byte

22.4 GB/s to GDDR3 VRAM: 128 bits × 700 MHz × 2 accesses per clock cycle (one per edge) / 8 bits to a byte

But I admit few of my privately owned PC games stash take advantage of the G70....

G70 examples

Elder scrolls iv

FEAR (had frame rate problems with the Radeon 9800 XT)

Doom 3

Black and White 2

Guild Wars Factions

G60/Radeon 9800 XT

everything else is quite playable

The PS3 DOES NOT support DX10. That is just the microsoft API.

Yeah

What the heck are you talking about Resistance is a piece of ** man it can't even go toe to toe with Call of Duty 3 let alone Mass Effect**

I've had heard rumors of Insomniac Games making Ratchet and Clank 5. You should go yay! Another Ratchet sequel to sink my teeth in 1080i Dolby DTS 5.1 Surround!

Gears of War running the same engine has much more graphical fidelity than UT2007

I Can't tell. I was playing UT2004 yesterday and both games look better. Maybe we don't need anything better than Unreal Engine 2.5 because the game I was playing had as good as it gets game play. Games can suffer because 66 % of the focus is on making pretty textures and lighting effects. Take Ninety-nine Nights for example. Great graphics, but horrible game play.

Also how about magnificent Lair

Dude, is that a Panzer Dragoon clone? I like Panzer Dragoon Orta for Xbox because Graphics are a 10! I also would pay \$60 for Panzer Dragoon Saga at present, but i know the game would go for much more money.

. So It is the g80 totally I say

Probably. If Nvidia can achieve pulling out 78 GB/s with less transistors than Geforce 7950 GX2, and i think they can because the company has prototypes for three years in the future.

I expect it to be a pretty hefty cutting edge machine

I agree it's technology-advanced for \$500 console in November. Not 2008, not 2010, but for 2006.BTW, Nintendo is interested in 1080i gaming in 5 years. It's gonna be a 3 core Broadway-compatible at 3.2 GHz

Well thanks guys, lol. And the thing about saying RSX could have 512mb

If you want your PS3 to be \$600 with the 20 GB HDD go for it. Sony is losing \$400 on each one already. The goal is to make PS3 cheaper to manufacture, not more expensive. If Sony added everything, Sony would be hurting financially worse than now. Their only good product is the Playstation. Few people are buying TVs, computers, dvd players, car cd players, mp3 players from Sony and their about to abandon the electronics industry if PS3 doesn't do well and rely on their hollywood and music industry. I doubt you realize how much financial stress the E3 spec is for Sony.

nd I'm pretty sure that PC graphics cards reach pretty close to 1920x1080@120fps now

Now, I want to ask for a Geforce 7950 GX2 for Christmas so my PC games can have that framerate. If I make that choice I won't be able to run Halo 2 or Crisis or Far Cry 2. And I don't exactly have anybody to show it off too. (except posting screenshots on imageshack.us.)

There will be no more XDR. Cell is designed from the ground up to run with 256MB

Exactly. The only specs changing in the PS2 was the CPU from 294 MHz to 299 MHz (PStwo) and the DVD-ROM from 4x to 6x (PStwo) The 5 MHz extra on the CPU was to reduce heat generated by early PS2s.

Some peoples expectations are beyond unrealistic

Yeah, PS3 isn't a bleeding edge videogame console. It's high end. I don't know how you can say it's 3 years ahead of it's time like Sega Dreamcast was. This had everything to do with the SuperH 4 at 200 MHz while PS3 was easily superior (1/3 more powerful) three years later. That was before i was into high-end PC graphics. I got hyped on a year old system in 1999 and bought 42 games to day for the platform.....

Sony is playing a different game here. Their E3 presentation had next to nothing to do with showing the gamers what they want and was more about showing investors what they want.

Sony isn't going to flinch or go into damage cotnrol mode just because they have an opponent who is flinging mud in every possible manner. They are the market leader. Sony is merely acting as anyone would when they are the leader in their market..

It pisses off a lot of people to no end, but the gamers voted with their dollars for the past two generations to put Sony on top by no small margin beyond their competitors. If they want to make a \$500 and \$600 console then so be it. The market will be there even if it isn't the same market that was there before. They've said it themselves "Our strength is in the higher end market".

That pisses even more people off. THEIR idea of gaming is the same status quo that has been fed to you for the past two decades. If you are a gamer then you are a fourteen year old kid who waits til Christmas to get anything you want. But the real story here is that the Playstation generation has grown up and they want their console to grow with it.

The ONLY way to make this happen is to have some high end hardware with robust functionality to appeal not only to the gamer base from ages before, but also people like me who happen to be a little older and out making the real money. Again, this pisses some people off. Sony wants to throw a party and asks you to dress formally. There will always be the jackasses who think that its wrong for anyone to throw a party anywhere that you can't wear a T-shirt and torn jeans to.

The PS3 is not built, designed, nor marketed to said people. THAT is why Sony has been acting "stuck up" lately. If you have an HDTV and a DOLby 5.1 or 7.1 Surround sound system, then you're NOT going to complain about an internet connected HD-movie/gaming machine with exclusive content and service, now are you?

Oh, and if Mr. T-shirt says "But not everyone has an HDTV" tries to say it's wrong for Sony to cut people off like that... Just tell that to Sony's Corporate Office that is seeing record breaking Bravia sales I'm sure you'll give them a change of heart. Go get a Wii and wait for the PS3s price to drop if it really hurts you so much, but don't fake it by saying a \$400 console with expensive peripherals and a pay-to-play online service that acts as an extender to said companies Operating System monopoly is the "affordable" solution and purely a "gaming machine".

I agree with you on the players choice where money goes. My friends all have PS2s which certainly means something. This is where all the traditional gamers go....and they have no where else but PS2 or Xbox.

Sony has better racing, RPGs, and platform games then Xbox 360. box 360 has some fun first person shooters, but that's just my opinion. Prey, GRAW, Perfect Dark Zero and Call of Duty 2 rock!

Don't worry, I'm just playing Xbox 360 till PS3 comes out.

The whole deal with that was that Konami promised Microsoft an exclusive MGS game and when MGS2:S was announced,

I own MGS2 Substance for Xbox and I thought it came out before the same game for PS2. It was suppose to excite xbox fans because it was discussed so often during the 2001 release. It was suppose to help sell the xbox because PS2 had 80 % of the popular sequels coming out.

Anyway, Blu-ray is going to be quite a stumbling block for PS3s competitors as time goes on

Not if the Xbox 360 games fit on a single DVD9. Another point is a BD-25 looks no more cooler than a DVD9 by looking at it. You won't be able to put it into your computer unless you can afford a BD-ROM.

How the textures are uncompressed, how the game and audio content has run up the size of the entire game so far to 22GBs or more, and may end up being 35gigs (GAH!!)

There is a yield problem with DL-BD so DL-BD video will run \$50. This means no PS3 games will be DL-BD at launch...get it outta your head. There probably is going to be a few PS3 games on DVD9 because in my opinion it was a Xbox 360 port and the compression didn't need to [i]unevolve[/i] such as sports games.

But the poor Wii will be left out in the cold.

I played Sonic Adventure for Dreamcast 1 hour ago and Wii pwns those graphics. I admit Sonic Adventure was colorful, high resolution, and sufficient for "fun". You can't go wrong with the best selling Dreamcast game! Not because I am in poverty, but because I felt like it.

It's looking like the Wii will take off like a rocket as people pounce on the more affordable system,

Oh. I am wealthy enough to own all three consoles + games (whenever I get my hands on PS3). Europeans can say that's because Americans afford the cool ****. The Wii won't delude me from this year's goal...the PS3 and Geforce 7950 GX2.

Personally I think that the Wii is fairly expensive for what you are getting

Because it's sold at a \$30 loss. It's using the Apple G3's 750 CX CPU (cheap) and make the latest game tools compatible with a Gecko (hence the Gecko on steroids thing) with max resolution of 800x600 with 24-bit color. The same resolution I ran Unreal Tournament and in 1999 and Diablo 2 Lord of Destruction in 2001. You know how many Nintendo fans are on battlenet? Millions. You know how many gamers would buy Diablo 2 Lord of Destruction for Wii? Millions. It'll outsell Super Smash Bros. Brawl!

Second, online gameplay

Diablo 2 Lord of Destruction gets my vote! Port it to Xbox 360 too.

It instills trust in Microsoft, meaning the consumers will go back to them again and again

Windows users have no choice. Microsoft gives us gamers DirectX so I forgive them for their tyrant like monopoly.

There's nothing worse than seeing another company make something way better than something you brought in to the industry. and seen as though there has been a big silence on the subject for a while now

It was like that 15 years ago. Buying a NES in '88 because those things keep breaking (due to cheap components, and dust) and having Sega Genesis coming out in January '89 or September '89 with Phantasy Star II and Alter Beast. Some of the hype was that the Motorola 68000 was only found in the Commodore Amiga 500 (cost \$1000 at in '89) with 1 MB of RAM! That was a lot back then....(like 1 GB of RAM now). Today, you can emulate Turrican 2 for free with WinUAE.

100 dollars more for Blu-ray..hmmmm sounds good

Put it in contexts. A BDRW costs \$500 - \$550!

Blu-Ray players are going to retail at around \$800 to \$1200 at launch

The problem here is to make people want BD video in the first place. Having a sticker on the retail box won't have a affect if poeple don't choose to ungrade. I want too.

at does what you say oblivion does for you.

I know elder scrolls iv oblivion has grass and lots of it. EA Sports was talking grass in PS3 version of Madden Football 2007 which lead people to believe that Xbox 360 couldn't do 3D polygon grass. There is Kameo and Oblivion having 3D grass. Xbox 360 version of Madden NFL 2007 looks entirely astroturf (concrete painted green) whereas PS3 has fieldterf (fake 3D grass). (Fieldterf doesn't die in 30 degree weather like Ford Field (Detroit, Michigan) (Rumor: CFL Players go to NFL games because NFL Teams play a lot better)

Tell me, who is the next president of America?

Arnold Schwarzenegger and John McCain as Vice President.

This would leave around 7BG for game data, but for games relying on pre-rendered scenes to tell and develop the story, multiple DVDs may be requir

Easiest solution: encode all the 720 video in H264/VC-1

Normal solution: encode all the FMV in Bink Video at 1000x660 at 900 kbps which is higher then NTSC, but lower resolution the 720p.

Hard Solution: Crop video so you can fit as much 720p video on 1 DVD9 as possible.

Insomniac cannot use space on a disk well, and have a massively bloated game.

Insomniac is using LPCM for all the audio. All the movies are Bink Video in HD (1280x720's look awesome at 900 kps on PS3, Xbox, Xbox 360) and last is the texture data has a 2:1 compression ratio. I was just thinking of some sloppy obsolete codecs and lossness compression they would use.

Any logical person would of pick the second option for the simplest fact of suprising and wowing everyone

Anything running at 720p is good enough for me. I think 1080p as a free bonus because I don't own a 1080p TV.

I'm not buying a single HD-DVD or Blu-Ray movie till there is a winner in the format war.

Aint it true. See, Womble I can write a lot!
Heres some more

I'm not buying a single HD-DVD or Blu-Ray movie till there is a winner in the format war.

The loosing format is not going to disappear Betamax. These are cheap formats that have various usages for storing data. There will be blank discs of both formats regardless of popularity. Nero 7 has Bluray and HDDVD supported and functional VC-1 encoder is out at doom9.org. If you're wonderign why it's free it's because it's beta, but functional. In binary forum too /w installer even! Not command prompt encoder like OpenAVS.

trust me, microsofts launch is all about them getting to the 10 million in console sales than the competi-

tion

Microsoft is rich enough to launch 1080p hardware with 5.1 surround sound onto the streets only \$50 more dollars than Wii on November 19th. Halo 3 comes out November 17th! Though I will be at Wal-mart at midnight this doesn't guarantee me a PS3.

But the whole point is that Blu-ray is being used for Games, Movies and Consumer Archival use

Exactly, but but the logical way is to buy PS3 now, use 3 DVD9s (less expensive than 1 Samsung SH-B022 + SL-BDR) on your current DVD burner. You can exactly share your BD media with friends because BD-ROMs aren't common place in PCs. Wait until it is common place.

Microsoft were a bit too early to market

And PC graphics were 3 years ahead of their time! I was running games like Dungeon Siege and Neverwinter Nights and Elder Scrolls III Morrowind at 720p long time ago. I was running Half-life 2 at 720p when it came out on November 2004. No games had the PS3 level of detail because none of the current game engine technology existed in 2002.

you need an X360 to even use it, that's past the £425,

Exactly. PS3 and Blu-ray is one. And non-gamer HD-DVD enthusiasts aren't buying a Xbox 360 for the HD-DVD attachment. Though this was true for PS2 in 2000, it's got a little funny in 2000 because PS2 literally converted the whole country of Japan to DVD video. Before PS2, their DVD video market was niche!

Microsoft's position doesn't look very good if you ask me

What are you talking about! Their business department dealing with everything Windows is making 4 billion annually in stock value. That's why whenever I say I hate Microsoft in Public I always get noticed. Without Windows, Corporate America would fall a part!

I'm not saying those things make the Xbox360

Yeah, Xbox 360 graphics didn't exist on the streets three years ago so it can't be horrible! You have to wait another 2 years before you can start saying Xbox 360 graphics look ugly because by then we'll have PC GPUs with 2 Gigabytes of GDDR4 RAM with DirectX 10 acceleration with games that fully support that kind of texture bandwidth. I'm thinking Unreal Tournament 2010 (unreal engine 4) or amongst those lines.

I still don't think 512MB is future proof

No ****! I got 3072 MB DDR2 plus the 256 MB GDDR3 in my PC and PS3 isn't out yet.

Yeah but THATS A PC WITH A ** ARCHITECTURE!**

CONSOLES have dedicated UNIQUE, MADE FOR THE JOB ARCHITECTURE!

It doesn't matter about the RSX and its ram compared to how it connect to the rest of the system.

It's AMD64/X86-64 dual core ARCHITECTURE! It was a Xmas gift so i'm happy and it's not Core 2 Duo because it predates it.

Not outside the PowerPC in the cell.

The Cell is a supercomputer capable of 2.18 Teraflop, but with a Geforce 7900 GTX 512 MB videocard addition....my PC can run any PC game released this year or next year at 1920x1024 with 4x anti-aliasing. And if you've got the cash on hand....you have a brilliant "PC3" already

And **** I can emulate any console PS2 or before. I can't run DC because I have dump games thru FTP via Phantasy Star Online (but I got Chankast 0.25 to work)

Heh, which bit are you talking about? Its got a PowerPC core, but the architecture is nothing to do with PCs.

[i]You said before

Yeah but THATS A PC WITH A **** ARCHITECTURE!

CONSOLES have dedicated UNIQUE, MADE FOR THE JOB ARCHITECTURE!

It doesn't matter about the RSX and its ram compared to how it connects to the rest of the system.[/i]

And the bit you've missed out is the architecture. How are you connecting your gfx card? PCI-e?

Not too many Socket 940 motherboards are AGP.

I strongly suggest you understand that you're not talking to an idiot

I read your post of the year. I admire your work. Wasn't a programmer, but I like most of us just play the end result (and read the official tech specs). I don't see bugs unless it slows down or the player moves the camera into the wall evident in many n64 games, Super Mario Sunshine, and Star Fox Adventures.

Microsoft position is looking very bright

They control Direct X and therefore are in some minimal control of what goes on PC game developer. How do you make a stable game on sometimes stable or unstable operating system depending on how long it's been since your last format actually. They're the ones that have to make the game run when programs are starting to crash due to trojan horses or spyware. Okay, point is they're popular with PC game developers.

Xbox 360 is selling well because it's the only 8th generation console on the market. In many ways Microsoft is competing against itself in two areas. The hardcore/traditional console market and the hardcore PC market (untouched by Mac/Linux if you ignore console market). Microsoft needs another first person shooter besides Halo like Perfect Dark Zero, but a PC version of Perfect Dark Zero. FPS has got to be #1 genre.

Xbox original does not have superior technology to the PS2

Doesn't have superior game engine technology. The MHz in the RAM/GPU/CPU are a bit higher than PS2 meaning maybe there is a visible improvement in graphics. I think Xbox as a Gamecube with a Geforce 3.

people do not mention the difference between the PS2 and Xbox

How could you not mention it? I hear this difference often offline. Remember when people wanted the Xbox version of GTA Double Pack because it has a graphics/frame rate improvement. That sent ripples across the community that Xbox was cooler to own than PS2 was. Same thing happens Madden Football 2k7 and Winning Eleven Soccer 8 International where people bought the Xbox version for the increase in frame rate and anti-aliasing. However Madden wins PS2 hottest game in America.

There's more to it than that, but I'll spare you the gory details what of went on in that machine

I already know it. Got the game collection to prove it.

I think it would definately be prettier but I don't know if they would do anything too different.

Raise the clock speeds of everything. If it came out this November, it may of been 1.5 Teraflops instead of only 1 teraflop.

because the ps3 will be capable of doing much more

If developers start making excellent sequels to launch titles then I'll keep supporting it. If not I'll support it minimally and suppport the console with good games or i'll collect really old games by going to the game store and paying too much (less then a PS3 game, but more then what a SNES/Genesis title is worth. I want a Neo Geo, but don't have the money. Forced to play Blazing Star / Pulstar on Neo Rage X emu. Fun games, just GFX outdated, and the cart versions are \$200 or more to own.

The PS3's controller is old technology

Certainly it looks like a Dual Shock from the PS1 era. Don't mind it, they know it's the best selling controller ever...MS is teasing Sony for having a popular product so their own fans don't leave due to cowardly acts.

Why are people largely ignoring the Xbox 360?

I dunno. It's still popular in St. Croix County, Western Wisconsin because it's a Xbox and there is a Winner (Xbox 360) and Loser, Gamecube. Same thing with handhelds. There is a Winner, NDS, and a loser, Playstation Portable. Though it is much harder to draw a fine line between PSP and NDS. Neither side wants to admit they're the losing format so I got this information via Target and Wal-mart sales.

Why is the PS2 and Xbox selling better than the 360

Because PS2 is the best selling console of all time says Guinness World of Records. Xbox is the primary competitor to the best selling console of all time.

No, it is selling better than the original Xbox at the same time in it's life cycle.

Oh really? I don't sound excited beacuse i got one already.

Wi-fi is not good for gaming due to lag/latency, or whatever you want to call it

Then explain to me why can you go online with just 1 MBit and have a decent connection with first person shooters (UT2004, Counter Strike source, FEAR, Doom 3) or RPGs (Guild Wars, Diablo 2, Neverwinter Nights, World of Warcraft, Everquest) and then 10 Mbit connection with 5 other people still is solid as long as everyone is patched with the same patch.

Hahaha fits your statement perfectly

Yeah it does destroy Xbox 360, but games for 360 are running at 720p and so are the ones on PS3. I think they're thinking like Nintendo which is about about low-end 480p graphics starting at \$249.99. The point is majority of gamers have 720p TVs, why even make 1080p support in games? At least for the remainder of 2006. So PS3 can not destroy Xbox 360 at 720p resolution, neither console breaks a sweat there.

The Cell isn't going to run Windows XP for the mass market

lol. GNU software.....

My 3 year old athlonXP 2200+ rips MP3 from CD in 10secs

My PC can rip MP3 at q=5 in 4 seconds. It's on a fresh (3 days old) installation....

I know there is nothing that supports Vorbis except PC/PPC, but it's a nice encoder. Does PSP v2.5 have vorbis supported?

P.S. I have having hard time deciding whether or not I like AuToV Vorbis or he-AAC better.

"Cell kicks the crap out of Intel/AMD

With the exception of Intel/AMD running a Geforce 7950 GX2 or G80 GPU (Geforce 8800 GTX). Something that costs a "PS3" as of now.

[img]http://images.tomshardware.com/2006/06/05/geforce_7950_gx2/7950gx2front.jpg[/img]

[img]http://images.tomshardware.com/2006/06/05/geforce_7950_gx2/image011.gif[/img]

"Having a PS3 on a PCIe card" Priceless.

Really it is outstanding and insane for PS3 to be so under price and only cost 600 bucks

The equivalent PC GPU is \$450, but the best CPU and motherboard for PC costs \$1,400 and that isn't equal to Cell Broadband Engine. Though I read somewhere that Mercury Computer Systems will make the co-processor Cell run with a Intel Xeon on Windows XP. The config will cost you a lot of money.... \$2000.

120fps

Maybe that is possible at 720p, but impossible at 1080p even for PS3.

But not all games need to have high framerates,

Exactly. RPGs, racing genre run great at 30 fps. First/Third Person Shooters and Fighting games need 60 fps. I've been living off PS2 racing games and RPGs for a long time so i am comfortable with 30 fps because it is all PS2 can handle.

there are a ton of PS3 games already at 60fps

cool! I didn't know if "a ton" were running at 60 fps. I thought it was mostly 30 fps due to lack of programmer skill and experience with the hardware.

It sure would be interesting to see if Sony can make RSX and Cell on a single die the way they did with the EE in the Playstation Two

Whoa. The EE is on a single die? That's amazing. Not even gamecube had that.

As for the RSX... yes it is teh pwnage

Yep. I agree.

The G71 architecture has been confirmed as "final"

Well G71 is a G70 with less transistors and less transistors means cheaper to manufacture. I wouldn't doubt it.

n two months we will se new nextgen directx10 nvidia gpu..

Just say Geforce 8800 GTX. It's better then "new nextgen directx10 nvidia gpu"

720p is low-resoltuon on a PC.

I'm afraid i have to agree. On a PC, nothing is acceptable below 1280x1024 unless the game can not run that high resolution in the first place. Such as Unreal Tournament, Diablo 2, Diablo, Dungeon Keeper, Simcity 2000, etc.

Claiming the PS2 wasn't technically better than a dreamcast is just stupid.

OMG. Who said that! Exceptions were Rayman 2 The Great Escape looked better then Rayman 2 Revolution and Grandia 2 on DC had better colors and had fps then Grandia 2 for PS2. I own these four games so i know what i am talking about.

et, PCs will jump even more than that before the end of the year!

Fine. PS3 has to come out sometime. Sony can't just delay with a G80, 512 MB GDDR3/512 MB XDR and a Cell at 4 GHz. It is in production so it doesn't get destroyed by Wii. It is good that all the consoles come out within a year of each other because none want their last generation system as their flagship system anymore. They don't want to loose ground in sales than they already have with obsolete platforms. It's funny really?

Who wants to buy PS2 or Gamecube anymore? Anyone. Heck, who wants to invest in SNES, NES, Genesis, Neo Geo anymore? Point taken. 16-bit consoles can not sell. 128-bit consoles can not sell for much longer.

There's only one more significant advantage for the PS3 over PCs

Okay so any PC with a Geforce 7950 GX2 is going to look like PS3 on a CRT monitor. The problem with your explanation is PS3 is having good exclusives from the same developers that made PS2 the best selling console of all time. You have your Madden NFL 200x, your Winning Eleven, your Devil May Cry, your Gran Turismo 4 HD, your Virtua Fighter, Tekken, Need for Speed Carbon, and the ability to play important 16-bit consoles....SNES, Genesis via Pgen and SNESstation, PS2PCE (Tgfx-16), It Might Be NES.

how is MS going to stay in the race for another 3-5 years?

I should really say i do not know, but i got some theories.

- a.) Do low-res video and use XMA (superset of WMA9) instead of DTS, use max texture compression
- b.) same as A with 1 DVD18. Technically still 1 DVD people.

Asus PhysX card.

Those things are expensive and doubling the RAM of your GPU will do the same thing. This is for if you just spent \$450 on a GPU and want 20 fps better anyways. So I'd just buy a card with a gig of RAM (GDDR3) on it.

Simple, why would any one pay 500 to 600 dollars for a G80 when the PS3 can get a same performance and Play Blue ray Movies ect, for the same amount?

um...yeah. The PS3 has a G70 and blu-ray drive. And we know it won't have both a G80 and DVD-ROM. It's improbable because the Geforce 8800 alone is \$500 at launch or worse offline where Best Buy charges \$70 more. (price of the G7950 GX2 now)

Anonymous (2010-07-12 23:11:39)

I'm very like this forum, but I newbie here, I hope to find friends here

Anonymous (2010-10-28 05:53:39)

D C Board Of Medicine

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soma 350 mg

Anonymous (2011-08-22 15:54:00)

xrumer free [url=<http://xrumerservice.org/>]xrumer blast[/url] backlinks builder

blackhat seo

Anonymous (2013-02-21 08:05:06)

beats by dr dre jwcksmni beats by dre yxorjqjw beats dr dre cnqdhxdl beats for sale fxshpqqa beats headphones inniudaz cheap monster beats hyqrjwkc dr dre beats takglpif dr dre headphones mjiwqkdw monster beats by dre qhlvrgxn monster beats headphones csqblqub monster beats rwgitudh monster headphones ywmziczg

Anonymous (2013-02-21 20:55:19)

cheap nike shoes xemfdkaq nike factory pmujywrz nike online store iplzdhqo nike outlet online xojdglhg nike outlet store bjjxgfwb nike outlet nnpysbrz nike running shoes wjxbesat nike shoes zwyxfnzb nike store pcznylbg

Million dollar blog! (2006-09-26 18:32)

I drove over to Stillwater, meet with my job employer than to Circuit City in Woodbury where I got interviewed. I had a list of most of what i can do on a computer. The manager was only 20 and he had the online job summit print off. It looked like a normal Circuit City with a lot of HDTVs, computer hardware, videogames of 5 different platforms, and a lot of lights.

If that doesn't work then I may be able to get into Target, Best Buy, Game Stop and a Cineima so i can work so i can get paid.

This will steal time a way from my Playstation 2 because I am finishing Xenosaga Episode 3. This game is the last game in the franchise if you don't count Xenogears time line wise. May be on the floor talking to people explaining the best thing.

If I worked at Circuit City I could buy PS3 the first day. Am only \$50 sort of \$500.

I found out my Modblog page is worth \$2,258.16



My blog is worth **\$1,129,258.16**.

How much is your blog worth?



Slideshows (Thanks Bob) (2006-09-27 15:38)

[EMBED]



Get Your Own! | View Slideshow

[EMBED]



Get Your Own! | View Slideshow

Moon! (2006-09-30 18:17)

[EMBED]

Anonymous (2013-04-04 11:54:07)

It's awesome in support of me to have a web site, which is valuable for my experience. thanks admin
Also visit my website PSN Code

Anonymous (2013-04-18 17:05:57)

This post is invaluable. How can I find out more?
Also visit my weblog; earn money online in india

Anonymous (2013-04-27 14:04:08)

Hello Dear, are you actually visiting this web page regularly, if so afterward you will absolutely get nice knowledge.
Also visit my homepage :: dragon vale hack tool download

Anonymous (2013-05-21 22:11:29)

Unquestionably believe that which you said.

Your favorite justification appeared to be on the internet the easiest thing to be aware of.

I say to you, I certainly get annoyed while people consider worries that they plainly

don't know about. You managed to hit the nail upon the top and also defined out the whole thing without having side-effects , people can take a signal. Will likely be back to get more. Thanks

my web blog; Hack Twitter Accounts Free Tool

8.10 October

Wisconsin Werewolf (2006-10-07 19:43)

They even made a low budget indie film on it that appeared on the Sci-Fi Channel today.

The Beast of Bray Road (or the Bray Road Beast) is a legendary creature present in the folklore of Elkhorn, Wisconsin since the late 1980s.

Nobody has yet brought forth any physical evidence of the Beast of Bray Road that would definitively prove what it is. As a result, there are only theories about the true identity of the creature.

Paranormal researcher Todd Roll said that there may have been a connection with the werewolf to the occult activities and mutilated animals (which may have been animal sacrifices) in Walworth County.

Another paranormal theory is the Native American legends of the skin-walkers.

A number of animal-based theories have also been proposed. They include:

The creature is an undiscovered variety of wild dog

It is a cryptid named the Shunka Warakin (a hyena or wolf-like beast)

It is the waheela (a giant prehistoric wolf similar to Amarok)

It is a wolfdog or a coydog, possibly one that had been trained to stand upright before becoming feral

It must also be noted that some of the sightings have been at night where the witnesses only briefly saw some creature while driving, thus leaving their minds to fill in the blanks.

The first werewolf sighting to go public occurred (perhaps fittingly) on October 31, 1999. A young woman named Doristine Gipson, from nearby Elkhorn, was driving along Bray Road near Delavan. As she neared the intersection of Hospital Road, she leaned over to change the station on her radio when she felt her right front tire jump off the ground as if she had hit something. Concerned, she stopped the car and got out to see what it was. Finding nothing on the roadway behind her car, she began to look around. As she peered into the darkness, she suddenly saw a dark, hairy form racing toward her. She did not see what the figure looked like from the distance at which she was standing (about 50 feet) but she did see the figure was quite bulky and she would later compare the form to someone who works out continually with weights. Startled by the oncoming form, and by the sounds of its "heavy feet", she quickly retreated to her car. She jumped in and was attempting to drive away when the beast jumped onto her trunk. Luckily, it was too wet for the creature to hang on and it fell off onto the pavement. Doristine returned to the site later on that evening with a young girl that she was taking out trick-or-treating and saw a large form on the side of the road. When she saw the creature moving, she ordered the child to lock her door and drove quickly away from the scene.

She had no idea what she had seen but wondered if perhaps it might be a bear, angry because she had struck it with her car. Regardless, she told a neighbor about the encounter the next day and showed her the scratched car. As word spread, more local people began to step forward with their own encounters with the beast, dating back to 1989.

One night in the fall of that year, 24 year old bar manager Lorianne Endrizzi was rounding a curve on Bray Road (just a half mile from the site of the later incident) and saw what she thought was a person kneeling and hunched over on the side of the road. When she slowed down, she took a closer look at the figure on the passenger side of the car. She was no more than six feet away from it at the time. The sighting lasted for about 45 seconds and she stated that she clearly saw a beast with grayish, brown hair, fangs and pointed ears. "His face was ... long and snouty, like a wolf". She also noted that even though the car's headlights were pointed ahead down the roadway, the creature's eyes glowed with a yellowish color, just like an animal's will do when reflected car lights. Like Doris Gipson, she also saw how wide and powerful the creature's chest and build were. She went on to add that the arms of the beast were rather strange. They were jointed as a man's would be and it seemed to be holding food with its palms upward, completely like any animal that she had ever heard of. The arms were muscular ("like a man who had worked out a little bit") and the creature seemed to have human-like fingers with claws on the ends. She did not notice any sort of tail

but did say that its back legs were behind it, like a person would be if kneeling.

Endrizzi was completely unnerved by the sighting. She later stated in an interview that the creature "appeared to be so human-like that it was scary." Her own answer to what she had seen was that it had been a "freak of nature". She had no idea what it could have been until she saw a book at the library that had an illustration of a werewolf in it. It so closely resembled what she had seen on Bray Road that her "eyes popped out" of her head.

After hearing Doris Gipson's account by way of rumor, Endrizzi contacted the Lakeland Animal Shelter and her mother contacted a local newspaper writer named Linda Godfrey, hoping that publicity might encourage other people who had encountered the creature to come forward. The story that followed was published on December 29, 1991 and while it contained basic information about the Gipson and Endrizzi sightings (using pseudonyms for the two women), it also included some scanty information on other sightings. It also mentioned that chickens had been stolen and then another family who lived near Bray Road had experienced their own close encounter with the beast. Karen Bowey, who actually lived along Bowers Road, stated that her daughter Heather (age 11) had seen the creature back in 1989. They had been playing outside and though they had spotted a large dog - until it stood up. She mentioned the odd shape of its back legs and the speed at which it could move. The county humane officer, John Frederickson, told the reporter that he believed the creature was a "coyote" but he did concede that there were a lot of people who believed that they had seen something out of the ordinary. He admitted that he was not sure what to make of it.

Predictably, large media outlets picked up the story and the witnesses began to suffer from practical jokes and laughter. Werewolf signs were planted in front yards and werewolf parties became common, even at the bar where Endrizzi worked. Monster t-shirts were sold and tourists cruised up and down Bray Road, hoping for a glimpse of the creature. As time went by though, the excitement decreased and the temper of the community began to wear thin. Despite all of the jokes and humor, there was still an undercurrent of fear in Delavan and Elkhorn. Something was going on out in the vicinity of Bray Road and soon people began to whisper about other things as well.

Just the summer before the wolf creature had been reported, a dozen or so animals had been dumped in a ditch along nearby Willow Road. John Frederickson, the humane officer from Delavan, stated that he believed several of the animals had been used in cult rituals. While Linn police chief James Jensen dismissed this idea in June 1991, Frederickson insisted that officials were missing the point. According to the officer, some of the animals had ropes tied around their back legs and their throats were slit, some were decapitated and others were dismembered in various ways. The most recently killed animal was a dog that had its chest cavity split open and its heart removed. Several of the animals matched descriptions of recently missing pets and they certainly had not been killed by passing cars. The mutilated carcasses were almost immediately covered up - literally. The site was quickly bulldozed, ending Frederickson's investigation but it did not end the whispers and rumors that followed.

Other reports began to reach Frederickson that summer as well. Rumors were passed on about humane officer imposters who pursued stray dogs. One incident also involved an unidentified man in a black uniform (driving a large black car) who attempted to intimidate a child who was home alone into giving up his black Labrador Retriever. Around this same time, there were also reports of occult graffiti being found in an abandoned house and at the local cemetery, where graves markers were also found to be covered with candle wax. The abandoned house was located just a quarter-mile off Bray Road. This led many to ponder whether the satanic activity and the Bray Road Beast were in some way connected. The strange stories and animal carcasses had been whispered about and discovered just a few months before the first sightings of the monster had been publicized - but the beast was apparently in the vicinity long before that.

An earlier sighting of "something" was made by a dairy farmer from Elkhorn named Scott Bray, who reported seeing a "strange looking dog" in his pasture near Bray Road in September or October of 1989. He said that the beast was larger and taller than a German Shepherd and had pointed ears, a hair tail and long gray and black hair. He added that it was built very heavy in the front, as if it had a strong chest. He followed the "dog" to a large pile of rocks but the creature had vanished. He did find that it had left behind huge footprints though, which disappeared into the grass of the pasture.

Russell Gest of Elkhorn also reported seeing the creature about the same time as the Scott Bray sighting. He was about a block or so away from an overgrown area and when he heard weeds being rustled, he looked up to see a creature emerge from the thicket. It was standing on its hind feet and then took two "wobbly" steps forward before Gest began to run away. He looked back to see that the creature was now on all fours, but it never gave chase. After

a short distance, it wandered off in the direction of Bray Road. Gest said that the creature was much larger than a German Shepherd and was covered with black and grayish hair. While standing upright, it appeared to be about five feet tall. It had an oversized dog or wolf-like head with a big neck and wide shoulders. The animal's form was mostly dog-like, leading Gest to surmise that it was some sort of dog-wolf hybrid.

Around Christmas 1990, Heather Bowey had her previously mentioned encounter. She had no idea that she had seen the same thing as Doris Gipson until she heard the young woman talking about on the school bus. The driver, Pat Lester, (who happened to be Lori Endrizzi's mother - coincidence?), listened to the girl's story and passed it on to Linda Godfrey. The reporter then contacted Karen Bowey, also a school bus driver, and then mentioned the sighting in the newspaper. Heather elaborated on the encounter to Scarlett Sankey.

The sighting occurred around 4:30 pm as Heather and several friends were returning home from sledding near Loveland Road (about a mile and a half southeast of the intersection of Bray and Hospital Roads). They happened to look up and see what appeared to be a large dog walking along a creek in snow-covered cornfield. Heather estimated that it was about a block away from them. Thinking that it was a dog, the children began calling to it. The creature looked at them and then it stood up on its hind legs. She described it as being covered with long "silverfish-like- brownish" hair. The beast took four awkward steps in their direction and then dropped down on all fours and began to run at the children in what Heather later described as being "a bigger leap than dogs run." It followed the group about halfway to the Bowey home (about 250 yards away) before it ran off in another direction.

In March 1990, an Elkhorn dairy farmer named Mike Etten spotted something unusual along Bray Road one early morning around 2:00 am. In the moonlight, Etten (who admitted that he had been drinking at the time) saw a dark-haired creature that was bigger than a dog, just a short distance from the Hospital Road intersection. Whatever the creature was, it was sitting "like a raccoon sits", using its front paws to hold onto something that it was eating. As he passed by the creature, it lifted its head and looked at him. He described the head as being thick and wide, with snout that was not as long as a dog's. The body was covered with dark, thick hair and its legs were big and thick. Not being able to identify the animal, Etten assumed that it was a bear. However, when the other sightings of the Bray Road Beast were made public in 1991, he had to reconsider this assumption.

One of the last reported encounters with the creature occurred in early February 1992. It happened around 10:30 pm on Highway H, about six miles southwest of the Bray and Hospital Roads intersection. A young woman named Tammy Bray, who worked for a retirement home, was driving along when a large, dog-like animal crossed the road in front of her. She quickly punched the brakes and slide to a stop, just about the same time that the creature turned and looked at her. She described the creature as have a board chest and pointed ears and being covered with matted brown and black fur. The narrow nose, thick neck and shining yellow eyes of the beast quickly convinced her that she was not looking at any sort of dog. Finally, it continued on, unafraid, across the road and she noted that it walked "strong in front, more slouchy, sloppy-like in the rear." Tammy drove home and hurried into the house to tell her husband, Scott Bray, that she had seen the same animal that he had earlier seen in their pasture.

The sightings eventually died out but the strangeness that seemed to envelope the region took a little longer to fade. In January 1992, just as furor over the Bray Road Beast sightings was starting to quiet down, a local "reputable businessman" told reporter Linda Godfrey that he had seen two bright lights emitting sparks and moving erratically across the sky above Delavan. Later that spring, four or five horses that were pastured near Elkhorn were found with their throats slashed. John Frederickson, who investigated, was quoted as saying that "They were almost surgical-type wounds". And then after that, things became eerily quiet.

So, what was the Bray Road Beast? Neither a coyote or the native red wolf can really match the descriptions that were given of the creature, despite humane officer John Frederickson's comments that a coyote might rear up on its hind legs before running, explaining several witnesses' claims that it walked on two legs. A gray wolf would be much larger than a red wolf but are not generally found in the area. In addition, gray wolves are much narrower in the chest than the Bray Road creature was reported to be and wolves are shy of humans and despite the matching yellow eyes, would not attack a car as the creature from the Doris Gipson encounter did. The creature simply resembled no known animals, but alternately was compared to dogs, bears and wolves. According to Jerome Clark, Dan Groebner of the International Wolf Research Center in Ely, Minnesota stated that the creature could not be a wild wolf.

Witnesses also insisted that it was not a dog, although some suggested that it could have been a wolf-dog hybrid of some sort. But how does this explain the creature's habit of kneeling, walking on two legs and holding onto food with

the flat of its paws turned upward? Also, Lori Endrizzi claimed that the animal had human-like fingers! The idea that the monster may have been a bear is also called into question. While bears do occasionally walk for short distances on two legs, they do not hold food with their palms up, do not jump onto moving cars and very rarely do they pursue or try to attack humans.

So, what could it have been? To find possible answers to that, we have to look outside of the normal confines of zoology. Researcher Richard Hendricks points to a creature that was suggested by Loren Coleman and Jerome Clark called the “shunka warak’in”. The creature was said to have lived in the wilds of the Upper Midwest and was a wolf-like animal that was known to the Native American population and to the early settlers in the region. The creature was named by the Ioway Indians and its name meant “carrying-off dogs”. Little is known for sure about the creature but apparently it was quite fierce and for awhile, a mounted specimen of one was exhibited at various times in the west Yellowstone area and in a small museum near Henry Lake in Idaho. Interestingly, the dog-hyena type creature fits many of the descriptions of witnesses in southeastern Wisconsin, including its strange look (which would have made many compare it to a wolf or a god mix), its dark shaggy fur and a sloping weakness to its back legs, which was noted in almost every report.

But even if we accept the possibility that this creature could have been one of the rare, and possibly extinct “shunka warak’in”, then how do we still explain the fact that it picked up its food with its paws (hands?) and walked about on two legs. If the Bray Road Beast was real - it had to have been some sort of creature that has never been classified before.

Or more incredible to believe, a genuine werewolf! Investigator Todd Roll was quick to point out the hints that there may have been an occult connection to the Bray Road Beast. The discovery of the mutilated animal carcasses and the occult activity at the cemetery and the abandoned house coincided with the sightings of the monster in the region. Do we dare consider the idea that the beast was a shape shifter of some sort, blending between man and wolf?

There is also one more theory that we have to consider - that the entire thing could have been an elaborate hoax. Notwithstanding the fact that Doris Gipson’s encounter took place on Halloween, there were other problems as well. The most obvious issue to cause suspicion was the relationships between all of those involved in the case. Endrizzi’s mother, Pat Lester, is a central figure in the case. In addition to being one witness’ mother, she was also Gipson’s neighbor and drove the school bus that Gipson, Heather Bowey and Russell Gest rode. Heather’s mother was also a school bus driver. Tammy Bray was also a friend of Pat Lester’s daughter and the wife of Scott Bray. It was also Lester who took the initiative to contact the newspaper about the sightings. However, it should be strongly pointed out that Lester never tried to influence the reports of the witnesses. It seems more likely that she was simply in a position to hear about the encounters and her interest and compassion towards those involved helped to encourage them to go public.

So, could they have been making the whole thing up? Sure, they could have been, but it doesn’t seem likely, especially based on the fact that no one had anything to gain by making the sightings public - other than ridicule and embarrassment, which is hardly an incentive to make your story known.

As time has passed, the investigation into the case has grown cold and with no further sightings of the Bray Road Beast to continue the news story, the papers have fallen silent. One has to wonder if we will ever know the truth of what happened in southeastern Wisconsin between 1989 and 1992 for the mystery, at this point, remains unsolved.

F22 Vertical Takeoff and X-35 demo (2006-10-08 19:15)

[EMBED]

This video is really cool especially how it can vertically land.

[EMBED]

Controlled Stall

[EMBED]

Remember Jaguar by downloading 1 MB! (2006-10-13 20:02)

Not lying. Remember the ill-fated Atari Jaguar and Tempest 2000 by downloading this 7-zip file you probably know of already, but i'm tell you it anyways! Other ROMS need a Jaguar BIOS

[Download Here](#)

Other emulation news that made news so SSF 0.07 Beta R10 released this month has Save States and minor kernal fixes. Simply use the menu to save your game anywhere. More stable then before. All my saturn (19 games you can check in game pics) work in this build.

SSF Download

I went to circuit city, and i'm working in a warehouse and I needed steel-toed shoes so i got that. I also got heavy duty kakies. This person seemed nice, not dumb. Probably above average iq. Lets say i know mine and where a genius starts (130 pt) and I see a lot of expensive Samsung blu-ray (\$999.99) and 1080p HDTVs (\$1500) in it. Since there was steel toe requirement in the warehouse, i couldn't do work Wednesday. My job coach, John, is nice and he'll help me keep my personality in check, remember stuff, and i didn't take up a job coach in Assurant and lost my job the 2nd day!

Oh and one more thing, Final Fantasy 12 comes out on my Birthday. I'm asking for a Geforce 7950 GX2 or Geforce 7950 GTX PCIe GPU which may be in my computer by Nov 1st. Better frame rate.

MS-20 Nike Base (2006-10-15 10:15)



X



Nike Hercules (optional nuke attachment)

Famous Warren LANDMARK for 100 mile radius! Covered Minneapolis/St. Paul in 1960s

Did
 Nike Apache
 Nike Hydac
 Nike Iroquois
 Nike Javelin
 Nike Malemute
 Nike Nike
 Nike Orion
 Nike Recruit
 Nike T40 T55
 Nike Tomahawk
 Nike Viper
 Nike-Asp
 Nike Cajun
 Nike-Deacon

The Wii Remote: NAKED! (2006-10-19 15:14)

Xposing the truth

⌘

⌘

⌘

Round thing must be a incredibly simple gyroscope!

⌘

PS3 Yellow Dog Linux Details (2006-10-26 22:24)

The most exciting time for being a gamer is the upcoming year or so. It's difficult to assess this generation simply because I can have both of PS3 and Xbox 360. That's like not an issue. Too me, the same PS2 publishers are developing for PS3. The Xbox 360 developers that released games are already above average in terms of console with 5 titles scoring over 9.0 (Elder Scrolls IV, Project Gotham 3, GRAW, Splinter Cell Double Agent, Dead or Alive 4).with more scoring above 8.0 (Kameo, Burnout Revenge, Winning Eleven 2007, Condemned Criminal Origin, Perfect Dark Zero, Moto GP 2006, Need for Speed Most Wanted) Games are getting increasing complex to comprehend, but that hasn't stopped me! Resistance Fall of Man and Metal Gear Solid 4 look complex to play. If Final Fantasy XIII plays anything like Final Fantasy X...I may beat it. Final Fantasy was medium hard for me and I don't play games every day.

It's not about Wii being too simple, it's the graphics looking cheesy with so many E rated software. Mario Galaxy? Give me a break! Metroid Prime 3? Not exactly looking fun anymore. Back to PS3, it has graphics equivanant of a Geforce 7600 . And that Yellow Dog Linux 5.0 included should bring back memories of Commodore 64 which had a UHF adapter for TV hookup.

Yellow Dog Linux 5 features

- Linux kernel version 2.6.14
 - Basic 64-bit development and runtime support.
 - X.org 6.8.2, featuring improved Radeon dual-head support.
 - KDE 3.5.3 and GNOME 2.14.
 - Firefox and Thunderbird 1.504.
-

- OpenOffice 2.02
- A completely rebuilt KDE and Gnome "start" menu for vastly improved navigation of the graphical user interface.



GNOME 2.14 looks so pretty! Download it!

Downloaded OpenSuse Linux 10.2 Alpha 5 x86-64 DVD ISO for the fancy taskbar menu that slides. I only installed default KDE selection which didn't include a image viewer or Ksnapshot (but The Gimp had PRINT SCREEN like command). Installed Gstreamer to play advanced audio coding files. Extracted Firefox 2 tarball, but Suse wouldn't let me execute it forcing me to use Firefox 1.5.0.7 instead. Yast is disabled.

8.11 November

7950 GX2 Owned! (2006-11-02 16:17)

What is shark teeth? It is Nvidia Geforce cards these days...that's what it is. Despite the attention on the Geforce 8800 DirectX 10 card, I went ahead and bought a Geforce 7950 GX2 over the Geforce 7950 GT for the MPEG4 ASP, MPEG4 AVC, MPEG2 and WMA/VC-1 hardware decompression plus near state-of-the-art fps in graphics (not counting DX10 cards bud). You never ever win with these things, but you know what? I'm stupid and picked out the best card I saw at Tigerdirect .com so I could keep my hardcore PC Gamer status as well as buying a PS3 down the road.

Can someone just congratulate me because truthfully I have not a soul to show it off too. It's going to get fucking outdated before I can show the damn thing off! I'm pissed off. I can't show it off via imageshack just yet!



Yes, I wanted the damn thing so badly. It has a 1 GB GDDR3 with dual G71 core circuit boards so I'm not stupid buying an exotic DirectX 9 card despite Vista/DX10 around the corner. Is smart buying the 1st gigabyte videocard in Tigerdirect's top ten list? That's what I did.

Either spend \$250 on a performance level Geforce 7950 GT to be able to afford a PS3 on the third week of November or take pride in my gaming rid and give it some love (like installing Geforce 7950 GX2 for example). I rarely get chances to buy things off Tigerdirect.



Nippion Ichi games working on the PC (2006-11-03 23:17)

One day I may play Ratchet and Clank Going Commando or Up Your Arsenal at 1600x1200 on a futuristic PC with a futuristic build of PCSX2 possibly on WinVista and possibly a Geforce 9800 GTX (technically it can emulate it in game now at 5 fps or 6 fps. The FMV works with FFDSHow installed.



1280x960 already at 30 fps!

But in 6-8 years, people will have DVD images on their PC HDD with this emulator and the PS1 emulation isn't ready yet...you still require EPSXE. The only PS2 games worth ripping is the nippon ichi strategy RPGs, Stella Deus, atelier Iris 1 & 2 since they all play at 30 fps.

Meanwhile I have problems downloading Panzer Dragoon Saga CD image rar archieve so I gave up. The available nodes didn't do a thing and if I even messaged one for that file, but they don't respond, only logged off.

Anonymous (2012-12-14 20:12:41)

2, gray teeth tetracycline,

oakleyses (2014-10-23 17:22:19)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:29)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:29)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike

huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

The Geeky 8800 GTX vs. inexpensive Consoles (2006-11-10 07:37)

I'll make this short 'n sweet. Today, I bought overkill graphics processing unit called the 8800 GTX instead of previous choice 8800 GTS and 7950 GX2. Why? WinVista; owning some DirectX 10 game (Hellgate: London). The 1080p PC games make my mouth water I guess.

Now, you budget people (was me, but after reading Geforce 8800 reviews I changed) would most likely prefer an Xbox 360 due to the \$400 investing for 2 - 3 years down the road. I originally thought this way too, but I decided that Xbox 360 wasn't enough so 8800 GTX and PS3 are included for selection In December when I financially able to buy PS3 instead of buying Battlefield 2142, Gears of War, and Final Fantasy 12 because those games just decrease my spending power and I DON'T NEED THREE MORE. There are 50 games that I never played. Furthermore, I had a N64 since I was 12, and a Dreamcast since 14 so it's normal to continue the videogame trend.

PC games certainly has big teenager population from my knowledge. Diablo 2 and World of Warcraft is all they ever play (especially Circuit City employees). I played Diablo 2 six years ago too. It is the best selling MMORPG ever! Then you got Xfire (my account: renegadeviking) where young men like to join games in LAN/internet clans and massacre enemies and/or get shot at in first person shooter. The Diablo 2 with this messenger doesn't work very well. People never join my server. It proves you logged in as many hours as you claim you did in Diablo 2 though which is sort of nice.

Consoles are inexpensive and display low resolutions on larger screens than my monitor (AKA 25" LCD TV over 19" CRT monitor). That's because it's sold at a loss, and sells more than any PC model (Commodore 64 emulation doesn't count) Then I own all these above average games that use most of the "console specs". Also the 8800 GTX is a legitime birthday present.

Queuing Up Storm (2006-11-16 12:13)

I woke up this morning hoping to get a PS3. On Wednesday, there were two people camping out in tents by the entrance of Circuit City. The lines are very long and it's pointless, at 12:24pm, to go to any department store because there are enough people queuing that any PS3 will sell out.

At Shop Ko there were two queuing since 11pm last night. At New Richmond Wal-mart, there were five queuing since 11pm last night. At Hudson Wal-mart there were 4 queuing since 11pm last night. Proving PS3 is more popular than xbox 360 or Nintendo Wii. Haven't checked target, but I woke up this morning hoping to get a PS3. On Wednesday, there were two people camping out in tents by the entrance of Circuit City. The lines are very long and it's pointless, at 12:24pm, to go to any department store because there are enough people queuing that any PS3 will sell out.

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On Friday, I got to touch a 20 lbs PS3 box and look the back. Touch it before any greedy queuers got it.

But I got the Geforce 8800 GTX installed yesterday for free. The Geforce 8800 GTX is technically beter than PS3. Has more RAM, new API, plays directX 9.0c games great.

MEANWHILE I BOUGHT GEARS OF WAR YESTERDAY, which is a massive technical achievement for Xbox 360 having a better score (9.4) than Resistance Fall of Man (9.0) or Marvel Ultimate Alliance (7.9)

X

Top 40 rap (2006-11-20 11:20)

1. It Takes A Nation of Millions To Hold Us Back - Public Enemy
2. Raising Hell - Run-D.M.C.
3. Pauls Boutique - Beastie Boys
4. Paid In Full - Eric B. & Rakim
5. 3 Feet High And Rising - De La Soul
6. The Miseducation of Lauryn Hill - Lauryn Hill
7. The Low End Theory - A Tribe Called Quest
8. Straight Outta Compton - N.W.A
9. Criminal Minded - Boogie Down Productions
10. Illmatic - Nas
11. All Eyez on Me - 2pac
12. The Chronic - Dr. Dre
13. All Hail The Queen - Queen Latifah
14. Ready To Die - Notorious B.I.G.
15. Aquemini - Outkast
16. King of Rock - Run-D.M.C.
17. Radio - LL Cool J
18. The Blueprint - Jay-Z
19. The Marshall Mathers LP - Eminem
20. The Score - The Fugees
21. Me Against the World - 2 pac
22. Whats the 411 - Mary J. Blige
23. Enter The Wu-Tang (36 Chambers) - Wu Tang Clan
24. Baduizm - Erykah Badu
25. Crazy Sexxy Cool - TLC
26. Things Fall Apart - The Roots
27. The Message - Grandmaster Flash & The Furious Five
28. Run DMC - Run DMC
29. O.G. Original Gangster - Ice T
30. Supa Dupa Fly - Missy Elliott
31. License To Ill - Beastie Boys
32. Blacks Magic - Salt-N-Pepa
33. Midnight Maruaders - A Tribe Called Quest
34. Fear of A Black Planet - Public Enemy
35. Mos Def & Talib Kweli Are Black Star - Black Star (Mos Def / Talib Kweli)
36. Kurtis Blow- Kurtis Blow
37. Mama Said Knock You Out - LL Cool J
38. Lyte As A Rock - MC Lyte
39. Reasonable Doubt - Jay-Z
40. He's the DJ , I'm The Rapper - DJ Jazzy Jeff & The Fresh Prince

PS3 + Resistance (2006-11-27 18:40)

Shop Ko Gift to myself for Christmas! Reimbursed 100 % already because I was smart and didn't open the box. Now I can happily wait until December 25, know what i'm getting and maybe purchase a Wii in the mean time.

8.12 December**Played Guild Wars (2006-12-03 06:09)**

NO friends came over as usual. Randy is listening to country while Bob is listening to rock of some kind. I got many rock bands from him in fact. I started Guild Wars Nightfall again and joined a guild finally for the first time ever (since

2005). I was in Ashward Ashley and there were plenty of people around there. I lost a few levels. Nobody will game with me! Then the guild leader of [B]The Weekend Guild Wars People[/B] of 71 members helped me complete a few quests. It's medium sized one. Anyways, the safe zones has sections between Americans and Europeans. So far nobody really invites with me. It's alright. Maybe not as good as World of Warcraft, but I don't have to pay monthly fee...cos that is a pain. I wonder how the bandwidth would work on 256K upload? Guild Wars has been laggy.

We are allied too

Hail to the Saint (LEADER)

16.542 faction

[B]Allies

[/B]

Death Rows Clan

Fighters Not Lovers

Stupid Noobs Are Playing

Weekend Guild Wars People

invited by [B]Roman Serenity[/B]

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✕

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✕

Denying they had a rom collection (2006-12-05 14:15)

DAMN IT!

I said in WORK (Circuit City) that i had a 400 rom collection, and no body cares! They were't suppose too, but they do it too and they don't like me! I know they download Roms and don't admit it.

I had this in a blog entry that people don't care that I have roms because they have roms (meaning they don't like to have a conversation /w me about it)

Go here and post your rom collection list

What? You got another one? Ghez (2006-12-10 15:45)



I was at the Game Stop today buying a PS3 & PS3 game, so I asked the clerk if I could have the wii remote to play it for the first time.

First I was really crappy at it. I thought the Dpad was used for turning, but not before figuring out to turn it side ways. This took me only 20 seconds. Then I start rocking the controller back and forth like a steering wheel. The game feels a lot like Wave Race Blue Storm with the water effects and the control. (yes, I know it comes from Excite Bike 64 having played the rom myself).

I don't see how revolutionary (but it is) the controller is. I used to lean sideways on corners when i was a young. Nintendo stoled the idea from that! They watched some ADDHD kid play Wave Race Blue Storm (how he exaggerates his body)

Anonymous (2006-12-13 23:30:00)

This comment has been removed by a blog administrator.

Anonymous (2006-12-14 03:15:00)

This comment has been removed by a blog administrator.

oakleyses (2014-10-23 17:21:49)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:14)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:15)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Blu-ray is loosing Race for all the wrong reasons! (2006-12-10 17:56)

Blu-ray supports are the minority because Sony has limited Bluray manufacturing in Sony Vaio laptop? I dont' care what he says. I'm getting BDRWs in my PC someday!

Lets see

25 GB BD

15 GB HDDVD

BDR \$20

HDDVDR can't find any!

emm which one will i choose? smiley I know...the BDR! (and the fact there is a DL-HDDVDR doesn't matter since all BDRW drives are dual layer)

As a movie format...the BD-ROM & HD-DVD are the same resolution. Compression matters here. People can not disapprove BD-ROM is a shitty format because all the movies use MPEG2 HD while HD-DVD uses VC1!

That is like PS3 uses MPEG in 720p and complaining there isn't enough data space on the BD therefore it is god awful!

I have Talladega Nights Ballet of Ricky Bobby already

Gave PCSX2 0.92r2 a test drive (2006-12-13 13:18)

I gave PCSX2 0.92 release 2 a test run. I was trying to run Tekken 5 which wouldn't run past the Namco screen. Then I tried Jak and Dexter which failed. So I got to play Final Fantasy X! Why the fuck do i get redirected back to EFX2.net when accessing [URL="http://PS2emu.efx2.net"]PS2emu's efx2 site[/URL]! I use that same emu! He is ranked #10 on [URL="http://www.alexa.com/data/details/traffic_details?url=http %3A %2F %2Fwww.efx2.com"]this site[/URL] Why aren't I allowed there? Am I too dumb? I got the source code on my computer and can compile it with my pirated version of MS Visual Studio 2003

And the MPEG2 FMV is working great. I think the emu has source code in it now.

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✕

FMV :)

✕

New games I can emulate while playing

Mega Man X Collection

Mega Man Anniversary Collection

Growlancer Generations

Final Fantasy X-2

Ys VI

Silpheed The Lost Planet

Street Fighter Anniversary Collection

along with all the games I tried in PCSX2 0.9.1 (Under I emulated [I]Searched Collection for playable PS2 games[/I] blog)

Stella Deus

Nippion Ichi strategy rpgs

Mortal Console Kombat! (2006-12-15 14:59)

✕

Yikes! The Zelda fanboys are the majority of the population! We gotta pull through and win this battle against Nintendo (changing avatar and banner now) People are starting to find the lowest priced console . This must be all wrong! Why are people are voting for the console with the worst graphics!

BTW, Zelda The Twilight Princess came out at work for gamecube and I bought it. I just couldn't leave a game better than Resident Evil 4 unnoticed, right?

ST Voyager (2006-12-24 18:42)

I got some sweet STar Trek Episodes in H.263++ (ver.3) AVI file. Star Trek Voyager rocks! The plot is so complex yet so fun to watch.

✕

✕

✕

2/22/2006 10:29 PM 620,550,144 Star Trek 8 - First Contact (1996) _Repair.avi

12/22/2006 08:39 AM 77,559,808 Star Trek Voyager - 4x08 - Year of Hell Part 1.avi

12/21/2006 10:43 PM 67,733,504 Star Trek Voyager - 4x09 - Year Of Hell (Part 2).avi
 12/21/2006 12:02 PM 203,845,632 Star Trek Voyager - 4x14 - Message in a Bottle.avi
 12/21/2006 12:41 PM 367,194,112 Star Trek Voyager - 4x21 - The Omega Directive.avi
 12/22/2006 09:16 AM 92,831,744 Star Trek Voyager - 5x02 - Drone.avi
 12/22/2006 07:57 PM 165,165,056 Star Trek Voyager - 5x06 - Timeless.avi
 12/20/2006 08:38 PM 159,031,296 Star Trek Voyager - 5x15 - Dark Frontier Part 1.avi
 12/22/2006 07:09 PM 367,345,664 Star Trek Voyager - 6x08 - One Small Step.avi
 12/22/2006 08:49 AM 368,138,240 Star Trek Voyager - 6x12 - Blink Of An Eye.avi
 12/22/2006 04:53 PM 367,859,712 Star Trek Voyager - 6x18 - Ashes to Ashes.avi
 12/20/2006 08:35 PM 208,123,904 Star Trek Voyager - 6x26 - Unimatrix Zero Part 1.avi
 12/20/2006 07:17 PM 214,902,784 STAR TREK VOYAGER - 7X01 - UNIMATRIX ZERO, PART 2.AVI
 12/22/2006 11:05 AM 366,673,920 Star Trek Voyager - 7x02 - Imperfection.avi
 12/21/2006 03:55 PM 207,558,656 Star Trek Voyager - 7x11 - Shattered.avi
 12/22/2006 07:27 PM 246,824,960 Star Trek Voyager - 7x19 - Q2.avi
 12/22/2006 10:28 AM 246,777,856 Star Trek Voyager - 7x21 - Friendship One.avi
 12/20/2006 06:04 PM 127,172,608 star trek voyager - endgame (final episode).divx.avi
 12/22/2006 03:50 PM 11,115 vlcsnap-294794.jpg
 20 File(s) 4,475,302,727 bytes
 12/23/2006 11:11 PM 126,058,496 Star Trek TNG - 3x25 - The Best of Both Worlds - Part 1.avi
 12/23/2006 11:13 PM 126,066,688 Star Trek TNG - 4x01 - The Best of Both Worlds Part 2.avi
 12/23/2006 09:25 PM 73,621,504 Star Trek TNG - 5x23 - I, Borg.avi
 12/21/2006 04:46 PM 135,676,249 Star Trek Voyager - 1x01 - Caretaker Part 1.avi
 12/21/2006 03:11 PM 136,500,659 Star Trek Voyager - 1x02 - Caretaker Part 2.avi
 12/22/2006 12:56 PM 105,302,620 Star Trek Voyager - 1x06 - The Cloud.avi
 12/22/2006 04:41 PM 364,535,808 Star Trek Voyager - 1x09 - Emanations.avi
 12/21/2006 02:32 PM 364,527,616 Star Trek Voyager - 1x11 - State of Flux.avi
 12/22/2006 08:01 AM 364,539,904 Star Trek Voyager - 1x12 - Heroes And Demons (DVD).avi
 12/22/2006 07:49 AM 364,984,320 Star Trek Voyager - 2x03 - Projections.avi
 12/21/2006 11:16 AM 364,998,656 Star Trek Voyager - 3x08 - Future's End (part 1).avi
 12/21/2006 07:07 PM 365,015,040 Star Trek Voyager - 3x09 - Future's End Part 2.avi
 12/22/2006 10:11 PM 365,002,752 Star Trek Voyager - 3x10 - warlord.avi
 12/20/2006 05:56 PM 70,080,512 Star Trek Voyager - 3x26 - Scorpion Part 1.avi
 12/20/2006 06:25 PM 197,804,032 Star Trek Voyager - 4x01 - Scorpion part 2.avi
 12/22/2006 09:15 AM 367,187,968 Star Trek Voyager - 4x02 - The Gift.avi
 12/23/2006 10:06 PM 78,071,808 Star Trek Voyager - 5x08 - Nothing Human.avi
 12/22/2006 10:06 PM 76,496,896 Star Trek Voyager - 5x13 - Gravity.avi
 12/21/2006 09:56 AM 163,737,600 Star Trek Voyager - 5x17 - Dark Frontier Part 2.avi
 12/22/2006 01:40 PM 343,865,344 Star Trek Voyager - 7x14 - Prophecy.avi
 23 File(s) 4,554,957,188 bytes
 12/24/2006 05:57 PM 114,393,088 Star Trek Voyager - 1x03 - Parallax.avi
 12/24/2006 03:27 PM 204,830,720 Star Trek Voyager - 2x14 - Alliances.avi
 12/24/2006 02:17 PM 172,376,064 Star Trek Voyager - 5x04 - In The Flesh.avi
 12/21/2006 08:37 PM 367,169,536 T-367169536-Star Trek Voyager - 5x23 Eleven Fifty Nine.avi
 5 File(s) 858,770,140 bytes

View my new PS3, Xbox 360, and other PCs (2006-12-24 21:14)

[EMBED]

First file on Youtube. I doubt anyone will comment though...it's like nonexistent and not very interesting. Bandwidth is free and it goes 640x480 instead of 320x240.

oakleyses (2014-10-23 17:22:31)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:32)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:36)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Evo:Phase One stole controller idea from Nyko! (2006-12-28 11:01)

The forth console is a PC even though the PC is officially the forth competitor anyways. Ironical isn't it?
Here is what it looks like....



The controller really looks like the Nyko Airflow PC, one of the best analog controllers out for PC. I own this and use it for my emulators. Sturdy, looks a lot like Dual Shock 2.



Central Processing Unit

AMD Athlon 64x2 5600+2.90 GHz

Graphics Processing Unit

ATI HD 3200

3D graphical user interface

Primary Storage/RAM

2GB DDR2 RAM

Storage

120GB Hard Drive, with support for virtual unlimited storage

General features

Internet access

VoIP

DVR

Plays Windows games

Akimbo-based VOD (video on demand)

Social networking

Send Envizons games to any EVO wireless router

Allows multiple players from one master hub

Biometric game save and security features

Integrated Biometric scanner

Amiga-based games

Standard-definition and high-definition video support

Digital Media

DVD-ROM Drive

Compatible with DVD-video, DVD-ROM, DVD-R/RW, DVD+R/RW, CD-ROM, CD-RW

Software
Linux / Fedora
Application framework
Cloud
Proprietary firmware
Input/Output
One HDMI port
One DVI port
One PC Modding port
One SD card port
Two USB 2.0 ports
Two Ethernet ports
Three Audio ports
Physical Dimensions
Width: 300mm
Height: 65mm
Length: 273mm

oakleyses (2014-10-23 18:14:31)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:37)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:01)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Brian and David came over: Seemed like forever (2006-12-31 14:40)

Yesterday, must've been the best moment in two months (even more so than getting a job) because my cousins (both in Navy/Marine service) came over so we could play both Xbox 360 and PS3. It was a family reunion and my Uncle kept menacing about making him audio cds /w AD-PCM. I told him if I added it to FAT32 it won't work in most CD

players due to nothing I had would keep AD-PCM as is.

While I had two younger cousins, 13 and 12 playing Call of Duty 2, and Need for Speed Most Wanted on the xbox 360. That was fun for them while I knew nothing. David and I played Ridge Racer 7 in another room. David says Japanese listen to a lot of trance so this is some of their music. He doesn't care about what the game plays...so I just let the music play. I haven't seen David since 2004 so it was that made me happy the whole day.

Resistance Fall of Man and Gears of War were really fun with playing Brian whom haven't seen for two years. He is 20 years old, and on leave from his San Fran marine boot camp. Brian is slightly better at games than I am and has better communication skills. I got to the part where Brian and I barely made it pass level 3: Spires. One of my problems is I only used a frag grenade once to take care of the stockers that I loose $\frac{1}{2}$ my vitality. I made it easy so I could get the control right and so Brian could advance quicker.



There was a Christmas tree so everybody opened presents except me who was downstairs. Nobody really cares for me...I get a \$10 Subway gift card and i gave both Brian and David \$20. I spent too much on PS3 this month. I did get a partially paid Xbox 360 controller out of the whole thing so I came out ahead.

David promised he could come over Tuesday, and play Gears of war with me again. Otherwise we could go to McDonalds or he could get me a girlfriend. On a second thought, fuck girlfriends...they don't want some guy with bad communication skills around them. Someday maybe.



David beat me at Need for Speed Most Wanted in both racing Japanese cars in circuits and drag races. After I tried playing Gears of War with him then again with Brian. I also got beaten in RR7 because he could get his nitris gage full quicker doing better drift, and yet i won 2 races of of the four against him.

My systemax pc is deprived of Guild Wars lately. I've been occupied with Final Fantasy XII lately (around the part where i sneak into the palace – not very far). It's a very good game, but that much is widely known. It was on the bottom of IGN and Gamespot websites in the hottest games on the bottom. No surprise. It's the 2nd largest Japanese developer's flagship title.

Today, I decided to play Final Fantasy 12 and download more Shoutcast streams via Ripcast so my bandwidth this month is used up more. Since Wildblue rocketed Wildblue-1 (satellite) last month, connections have been a lot more reliable (except when you download 1.5 GB in one day like i have). David quoted, "it is faster than dial-up. What he doesn't know is dial up isn't suppose to exist...it's far more privative than DSL. We are the last known places in the world that has dial up.

Suse 10.2 loaded (2006-12-31 22:25)



KDE 3.5.5 again



Gnome 2.6.0 again

replaced all my OpenSuse 10.2 Alpha 5 /w OpenSuse 10.2. Have yet to install nVidia driver on the Systemax Hellcat, because it's running a very new GPU. I am still having problems why sound and WiFi worked in Suse 10.0 and not in Suse 10.2? Mystery.

I still plan to use Windows XP until mid next year. There really isn't any point in running the glitchy WinVista until Service Pack 1. You may of guessed it, but I am not using Suse at the moment of writing this. I wanted the pretty desktops so that's why I downloaded 7.27 GiB yesterday so i can be more like the Europeans (Suse is German) who hate Windows. European Union fined Microsoft once because Windows Media Player came with WMA/WMV encoders & decoders. It's unfair, but WMA and WMV are monopolies in a sence otherwise Blu-ray and HD-DVD wouldn't have VC-1 (WMV9 Pro) or WMA in portable mp3 players and car stereo decks.

9. 2007

9.1 January

V-22 (2007-01-10 17:00)

So I'm a little slow on these aircraft....actually I've been asking my cousin, David, on the phone if he's gonna be working on a V22 because he works on Blackhawk helicopters in Japan (he's on leave now) and he said no (I thought that before since these things look beyond his comprehension to maintain correctly).



[url=<http://youtube.com/watch?v=mbn3WancX6g>]Here is one crashing in 1990.[/url]

Ouch. I don't expect this aircraft/UFO to be as expensive as teh F-22 Raptor (which i thought was most expensive aircraft for a while before i saw a B2 while seeing a model at Circuit City)

What's the point of a \$2,000,000,000 Bomber! (2007-01-10 17:01)

If the USAF is not going to use the B2 Spirit in actual wars when why the heck did the USAF order 21 of them? If the F-117A or B52 don't do the job, which will never happen. Come on, Gov, what's the point in putting 1.5 - 2 Billion down the drain times 21! I still don't understand our government's thinking. Oh, wait! I get it...

Okay, it's none of my business.



Sure looks futuristic though.

I was inside the Metrodome! | look at the awesome "Viking's Stadium" (2007-01-15 09:54)

I rode to the Hubert H. Humphrey Metrodome to look at a home appliance convention dealing with bathtubs, chairs, shutters, new advances in gutter technology, and it was the first time I've been on the field of the Metrodome and 2nd time I've ever been to the Metrodome. Viking's new stadium (seats 68,000) in Blaine, MN will be larger (seats 64,000) than the Metrodome despite claims it will seat 4,000 less. I thought it was boring. Rumors are it will be priced triple (\$675 million) the TCF Bank Stadium (future home of the MN Gophers, seats 50,200) set to open on September 12, 2009. I could sit in any seat I wanted too yesterday! We have a chocolate lab that gets weird on us if we keep it in the bedroom because it is sensitive to scowling. Though i never hear the end of my mom's plead not to leave it in the bedroom. I am still playing Final Fantasy 12 because I am definitely not into games as much. Videogames don't get you girlfriends. Circuit City fired me because that store is going thru some tough times, and it wasn't my attendance or behavior. I called David, Randy, Bob and nobody answers their phone! I want to do something outta the house, but they may not come due to the blizzard last night.



TCF Bank Stadium



Viking's Stadium (better than ¾ the world's soccer stadiums!)

If I were to buy a videogame, the most excellent choice may be Castlevania Portrait of Ruin. C:OoR got a 9.0 out of 10 at IGN and a 8.0 at GameSpot. I don't know if I'll get the Level 5 RPG, Rogue Galaxy coming out at the end of January. Save that for February because hopefully I'll get \$160 added to my account so affording it not an issue. Finally, I bought Rainbow Six Vegas for \$40 eight days ago. It's probably a lot of fun like the online review said.

Anonymous (2008-04-30 14:15:00)

ok the viking stadium isn't going to be built in Blaine anymore. The Vikings have decided that they want the new stadium to be built on the site of the metrodome.

Apria (2008-11-10 19:43:00)

Good for people to know.

Anonymous (2012-12-27 20:15:09)

Hello! I could have sworn I've been to this blog before but after going through a few of the posts I realized it's new to me. Anyhow, I'm definitely pleased I came across it and I'll be book-marking it and checking back often!
Look into my web site; private krankenversicherung für kinder
My web site

Anonymous (2013-02-04 11:41:46)

Fascinating blog! Is your theme custom made or did you download it from somewhere?
A theme like yours with a few simple tweaks would really make

my blog jump out. Please let me know where you got your theme.

Bless you

My webpage :: **what is a small business**

Anonymous (2013-02-07 04:38:40)

Hey there, You have done an excellent job. I will certainly digg it and personally recommend to my friends. I am confident they'll be benefited from this website.

Feel free to visit my web-site :: **home based business ideas**

Anonymous (2013-02-08 02:15:48)

This design is incredible! You obviously know how to keep a reader amused. Between your wit and your videos, I was almost moved to start my own blog (well, almost...HaHa!) Wonderful job. I really enjoyed what you had to say, and more than that, how you presented it.

Too cool!

Feel free to visit my web blog - installment loans for bad credit

Feel free to visit my weblog ... **krankenversicherungen vergleiche**

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Here is my webpage :: installment loans for bad credit

My website :: <http://boomerangfoundation.org/node/41186/>

Anonymous (2013-02-14 04:09:04)

I was recommended this website by my cousin. I am not sure whether this post is written by him as nobody else know such detailed about my difficulty. You're amazing! Thanks!

My website Suggested Internet page

Anonymous (2013-02-14 11:17:33)

Do you have a spam issue on this site; I also am a blogger, and I was curious about your situation; many of us have developed some nice methods and we are looking to swap methods with others, why not shoot me an email if interested.

Feel free to visit my homepage ... web based business ideas

Anonymous (2013-02-14 13:40:23)

Thanks , I've just been looking for information about this topic for ages and yours is the greatest I've found out so far. However, what concerning the bottom line? Are you certain in regards to the supply?

My blog ... clicknank

Anonymous (2013-02-27 21:48:57)

Hi! I could have sworn I've visited this website before but after looking at many of the posts I realized it's new to me.

Anyways, I'm certainly pleased I found it and I'll be

book-marking it and checking back regularly!

my webpage; lowest home equity loan rates

Anonymous (2013-02-27 21:48:59)

Hello to all, how is everything, I think every one is getting more from this web page, and your views are pleasant for new visitors.
my page: free affiliate marketing

Anonymous (2013-03-01 10:35:44)

I like the helpful info you provide to your articles. I will bookmark your weblog and take a look at again right here frequently.
I am moderately certain I will be informed a lot of new stuff proper here!
Good luck for the next!
Check out my webpage - all Inclusive resorts caribbean
my web page :: **entrepreneurial business ideas**

Anonymous (2013-03-03 12:19:28)

Hey there! I just wish to give you a huge thumbs up for your great information you have got here on this post.
I'll be coming back to your website for more soon.
Here is my page Click at sdtconf.com
my web site - **private krankenversicherung zusatzversicherung**

Anonymous (2013-03-04 15:26:17)

Interesting blog! Is your theme custom made or did you download it from somewhere? A theme like yours with a few simple adjustments would really make my blog jump out.
Please let me know where you got your theme.
Many thanks
my webpage ... Real Estate Seo Expert

Anonymous (2013-03-13 07:51:11)

Everything is very open with a very clear clarification of the issues.
It was really informative. Your site is useful. Many thanks for sharing!
my blog post :: website hosting packages

Anonymous (2013-03-20 20:25:43)

Hi are using Wordpress for your site platform? I'm new to the blog world but I'm trying to get started and create my own. Do you need any coding knowledge to make your own blog? Any help would be really appreciated!
Also visit my web-site ... private versicherungen

Anonymous (2013-04-01 00:02:53)

Hi there I am so thrilled I found your blog page, I really found you by mistake, while I was browsing on Bing for something else, Nonetheless I am here now and would just like to say kudos for a tremendous post and a all round enjoyable blog (I also love the theme/design), I don't have time to read through it all at the moment but I have saved it and also added your RSS feeds, so when I have time I will be back to read a lot more, Please do keep up the great job.
Here is my webpage :: virgin islands vacations all inclusive

Anonymous (2013-05-11 05:53:08)

Hi there, I located your weblog through Google and your place looks very exciting for me.
Look at my web-site :: simply click the up coming webpage

Anonymous (2013-06-18 07:19:17)

Wow! give thanks you! I always wanted to create
in my web site anything like that. Can I take part of your spot
to my blog?

Here is my blog post; start business ideas

Anonymous (2013-09-11 17:00:46)

Wow! I say thank you! Should generally create some thing on its website.

I take part of your post to my blog?

Also visit my site :: car insurance in canada ()

Anonymous (2013-09-17 12:30:12)

Mostly I don't location on blogs, but I would like to say that this post in fact forced me to perform so!
excellent location.

my homepage Kredit trotz negativer Schufa (heregetfree.com)

Anonymous (2013-09-18 15:10:07)

Gives Thanks !! incredibly assistive spot!

my web blog free home based jobs

Anonymous (2013-09-19 09:49:19)

important: P

Here is my web blog: compare insurance rates

Anonymous (2013-09-19 16:00:02)

ohh...pleasant place but basically?/? :P

Check out my page :: auto insurance providers ()

Anonymous (2013-09-19 20:11:38)

I Retain listening to the news speak around having free on line grant applications so I've been attending around for the most
beneficial

web site to obtain one particular.

Also visit my web page: klikbank

Anonymous (2013-09-20 13:09:38)

Functional weblog ... wow!

My weblog: home jobs part time ()

Anonymous (2013-09-20 16:45:19)

I essentially just like the report I'll be relating back.

My weblog what is the best cheapest car insurance

Anonymous (2013-09-20 17:45:06)

Thank you for your enable!

Have a look at my web site australian car insurers

Anonymous (2013-09-20 19:22:18)

Offers Thanks !! quite assistive location!

Here is my web site - online car insurance company

Anonymous (2013-09-20 21:25:09)

You made some very good tips there. I did a search around the matter and discovered many people will agree along with your blog. Take a look at my website; how to earn more money

Anonymous (2013-09-20 21:27:24)

Hi, I cannot have an understanding of ways to add your web site in my rss subscriber. Can you assist me, please :) Here is my web page: online work at home

Anonymous (2013-09-20 22:30:59)

Hi there, I encountered your internet log by way of Google when searching for first help as well as your place appears quite interesting for me. Feel free to surf to my web page :: car insurance

Anonymous (2013-09-20 22:55:02)

You're some wonderful tips there. A search around the issue, and there was agreement on most of the internet log. Also visit my web-site list of car insurance companies

Anonymous (2013-09-20 23:38:18)

You're an extremely clever man! :) Here is my weblog :: home business based

Anonymous (2013-09-21 02:07:34)

To identify web-sites specifically related to web hosting and Linux hosting plan comparison website, the web-site was. :) My web blog :: insurance company ()

Anonymous (2013-09-21 06:15:13)

I normally do not location in Blogs but your weblog pushed me to, beautiful exercising.. Lovely ... Feel free to visit my webpage ... commercial vehicle insurance

Anonymous (2013-09-21 06:44:30)

Good addition to this, Here is my web site: search cheap car Insurance

Anonymous (2013-09-21 07:10:05)

There is certainly manifestly quite a bit to know around this. I believe you created some excellent tips in Functions also. Review my web site insurance automobile

Anonymous (2013-09-21 07:25:27)

In exploring for internet sites associated to web hosting and especially comparison hosting Linux strategy web, your website came up. Also visit my blog post - car insurance

Anonymous (2013-09-21 08:12:16)

Not surprisingly, what a fantastic home and education to jobs will backlink - Bookmark this website?

Regards

My website - can i make money online

Anonymous (2013-09-21 08:17:07)

brilliant material thanx :)

Also visit my site: car insurance quotes for over 50s

oakleyses (2014-10-23 18:15:17)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:41)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:40)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Illegally obtained Panzer Dragoon Saga! (2007-01-18 09:58)



Panzer Dragoon Saga on CD at my house! The best RPG no body has played. (Got 9.2 at Gamespot)

[EMBED]

Intro FMV



Dragon Force is the best Working Designs game for Saturn. Of course it's forgotten. (Got 9.1 at Gamespot)



Magic Knight Rayearth is a horrible game, but for some reason it got #1 at Gamerankings.com. The intro FMV is horribly girly. (Got 5.5 at Gamespot)

X

Guardian Heroes is a RPG by Treasure who has fame of Raliant Silvergun (Saturn) and Bangai-O (Dreamcast) (got 9.0 at Gamespot)

NFL in London next season: Teams unconfirmed (2007-01-20 11:28)

According to NFL.com, two regular season games will appear at Wembley Stadium, London, UK. The NFL is working closely with the London city consul to make it a satisfying experience for Americans in UK at the time or curious Londoners. The future of NFL Europa is looking good for German sports so maybe that success can come to London for two games. It will be broadcasted in UK and Fox Sports Net.

The NFL staged its first regular-season game outside of the United States in 2005 when 103,467 people saw the Arizona Cardinals play the San Francisco 49ers in Mexico City on October 2 – the largest crowd for a regular-season game in NFL history.

Maybe if this works, football can have world-wide fanfare so it's not only North America that plays it.

Improved PS2 experience & my 2nd X360 (2007-01-25 11:24)

Since I am comfortable with version 1.3 after figuring out there is no need to upgrade. It shall be noted that Sony fixed the picture quality of PS2 games on PS3 in the newest firmware update (v1.5) so it looks exactly like a PS2 game running on PS2. Minor updates are you can also delete any backup file and ability to swap credit cards or debit cards before downloading PS games onto HDD. I use PS2 to play Final Fantasy 12 because memory cards aren't compatible with PS3 w/o buying expensive accessory/converter. Remember I'm jobless.

Also I had a grounding issue with teh Xbox 360 this week and had to use my warrentee to get a new one /w only \$35 spent. It happened the last time my cousin david came over to play Need for Speed Most Wanted on Xbox 360, and I powered it without video cable. It started powering off every 5 minutes so my new one works fine.

My job status is a little rough, I called all three Game Stops in my area asking for employment positions.....no currently. I sorta want to work at a game store so i can add a few more games to my collection. Looking at Rogue Galaxy and Ar tonelico (unless it is really a 6.8 out of 10). I logged onto Minnesota Job Bank website and summited three positions at Keystone Computer Solutions to my job coach. I haven't checked Hi Score (game store) in Stillwater yet.

Developers claim PS3 Doesn't have 1080p hardware scaling (2007-01-30 17:13)

Yes, developers are really stupid, but the latest SDK adds partial support for it. Didn't Sony bring this part up a year ago? Yeah it was in the tech specs. Do the developers create this shit up for attention? They probably do. Wouldn't want to end up like me with no comments. They fear what I been thru. A eternity without many comments. That would mean blog death. Of course the create crazy stuff like this. So the preimere PS3 message board outside IGN had a thread on this touchy topic. And of course PS2 games won't be upscaled to 1080p because those games would look horribly jaggy.

9.2 February

Iraqi War bias on PS3forums.com (2007-02-01 23:34)

I have to post on this forum since catharton electronica is sluggish, uninteresting, and sort of dead and ps3forums (despite loving Gears of War and Resistance Fall of Man) are against the Iraqi War, and think US is some sort of evil country for invading Afghanistan. How may I think like a European when I am in America itself? I agree it's sort of hard to be anti-patriot. Do I have to let them get away with it? Just because we use Nuclear dust, and cluster bombs in Gulf War and Afghanistan doesn't mean we're an evil country. These kids don't get it. This must be one of those "I hate America's Army...therefore I am popular and right" people. These members know there is nothing they can do about teh war except ask why there isn't peace?

Another topic they brought up for views is Iran-made Nukes. They ask why Iran can't have Nukes and America can. I responded, because Iran will eventually use it and it'll lead to nuclear fallout (read the wikipedia entry and see if you like it) and they thought i was some crazy motherfucker. They believe it won't happen. Why the fuck do you think we keep our nukes in our damn silos with the lids sealed or disabled in our engaging stock pile for so long for? Insurance? <http://ps3forums.com/showthread.php?t=51848>

Anonymous (2008-03-27 09:35:00)

dude, you just don't get debate. Who are you to judge whether Iran will use it's nukes? What makes the USA (and UK for that matter) the best people to decide the intent of another country?

Of course no-one wants Iran to have nukes because they believe that they will use them, but that's the very reason why Iran want them coz they think America will use theirs! Mutually Assured Destruction.

"just because we use nuclear dust and cluster bombs doesn't make us evil" err yeah it does, cluster bombs regularly kill innocent people due to their larhe spread of payload and "nuclear dust" (do you mean depleted uranium?) well that just leaves a lovely legacy of radiation poisoning for the sad few soles left surviving after the rest of the country has been razed to the ground!

Point is, those tactics are at best lazy and at worst criminally negligent. But just what do you expect from a load of soldiers who get their kicks from tossing live puppies to their death for fun and youtube immortality? Nice.

my PS4 spec rant (2007-02-04 02:07)

On my quest to be popular, and more so...getting comments, I created as realistic PS4 speculation w/o knowing anything to amuse anyone who wants to read this....

It's going to be based on the octal-stress technology, the successor of the Dual Stress technology based on PS3 and IBM's most powerful server IBM System p5 595. Seeing that technology will appear in 2 1/2 years in the future. 2 1/2 times 2 = 5 years justifying when PS4 may be released.

Although some people believe the PS4 will have download-only games onto a gigantic HDD like the Phantom console, I believe it will use a Quad-layer Blu-ray media, and a little 80 GB HDD. 512 MB GDDR7 on Geforce 11 is what I believe the vram will be based on . 512 MB XDR2 based on CPU clock speed. The controller will be the SixAxis 2 (/w all Wii remote's tilt and wave features!) The CPU most likely be a Cell at higher clock speed and quadruple the SPEs. SPEs are like cores except no brain..SPEs handle raw data which is controlled by a single PPE. PS4 will be \$600 like PS3 at launch.

Playstation 4 supports Unreal Engine 4.0 thru Unreal Engine 4.5, Lithtech Triton, CryENGINE3, and many games will be developed on Unreal Engine 4.0 because that is one way to find a crowd who will spend that kind of cash on it when Gaming is even more mainstream than now.

PS2 emulation will be perfected in PS4, but you can't tell the benefits because the CPU costs a bit more at smaller silicon process.

PS4 will have a large amount of sequels to sequels on PS3 (Madden, DMC 7, Gran Turismo 7, Resident Evil 7, Final

Fantasy 15, Wild Arms 8, Winning Eleven 15, NBA 2k?, Major League Baseball 2k?, Metal Gear ???, GTA6, GTA7,)
Only hardcore gamers will play PS4 because it's too high-tech for the mainstream gaming like what makes Wii popular..hopefully a Wii-mote SixAxis hybrid controller will help them.

I don't hate America, but i hate politics (2007-02-04 03:08)

I hate the fact I suck at politics....I know Hiliary Clinton is going to be Ms. President already so there is no point in trying to be a republican. It's all about Bill Clinton cos he is a genius. I am republican, but lately I've been brushing up on my liberal communication skills. I believe I may end up voting in John McCain (Sentator of Arizona) just because he is a republican. The US is at war and the republicans pretty much spend 24 % of the budget on military expenses. The future is full of un-manned aircraft (Boeing X-45, X-47), water bomb detinators seen in James Bond, power armor exelskeleton (like in StarShip Troopers marines) and to keep those funded...you must support republican
I love Brooks and Dunn, Alan Jackson, and Bon Jovi. These are my favorite country artists because their singing is so beautiful. I think that Brooks and Dunn one best duo artists from 1994 - 2002 skipping 2000. And Alan Jackson got several #1s in the US Top 10 in the country genre. All of my favorites are in the mp3 player.
I am going to get out and drive around Hudson so I can buy three games all at once. It looks like i'm getting a new job by next week. Probably at \$8/hr. Good news....I may be able to afford Rogue Galaxy (8.5 on IGN, 8.0 on Gamespot)

PS4 specs...that is because if we don't have PS4...it would be interesting like Dreamcast 2 for example (2007-02-04 03:10)

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Anonymous (2007-02-06 21:05:00)

This comment has been removed by a blog administrator.

oakleyses (2014-10-23 17:21:51)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:15)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:17)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

EA is better than Nintendo at last! (2007-02-04 03:13)

Fact is an American publisher is bigger than Nintendo Corp and this is a good thing, because we're the 2nd largest videogame consumer in the world! It's a fair trade off. EA earned \$201 million in profit in the first quarter on the worst platform of this year (last to sell 1 million units world-wide = confirmation). I guess I'm all for North American

reigning champions in this area.

So I won't buy Madden NFL 07 because I'm waiting for Madden 09 to come out for PS3, because fact is ESPN NFL 2K5 is better than Madden NFL 07 for any console. Gamespot said it well...ESPN Football 2k5 is the best football game they've ever played and the fact it's only \$20 is insane". Visual concepts didn't do another one because EA got exclusive NFL license. If Visual Concepts got a license on Arena Football League or NCAA Football, 2k Games could make a load of money because people may be fed up spending \$60 on average football sims! I would! My friend bob agrees which is why he bought Madden NFL 2002 and 2003 on PS2 (the gfx weaker then GCN platform /w 4 times the popularity).

So Nintendo is only 2nd best and I like that

Memorization freeware (2007-02-05 12:08)

The first program is called Brain Builder 3.0. It's a little old which is why it's freeware. Download size 29 MB. The 2nd is my favorite, Captains Log (mere 10 MB) in case you need to remember directions or basic math. It's old, runs in MS-DOS from 1999. Found it on an abandonware site. I had some fun with Brain Builder...it told me how much my memory is average.....

Brian Builder 3

Captains Log

Google "KGB compression" and I'm sure you'll find something that'll open it.

PS2 Collection! (2007-02-08 04:49)

X

[B]Low resolution part 1[/B]

X

[B]Extra Resolution part 1[/B]

X

[B]Low resolution part 2[/B]

X

[B]Extra Resolution part 2[/B]

What needs to get added

This month F1: World Championship 2006

Virtua Fighter 5

Next Month God of War 2

AMD K8L and the quitting PC Gaming dellima (not if, when) (2007-02-09 11:31)

At the time of writing this my 3 yr old Dell Dimension XPS (Pentium 4, 2 GB) , it takes 2 seconds to open Word and 2 seconds to open weird Opera 9 . It takes longer to open Firefox cos the internet has this negative effect on Firefox

seek time.

Anyhow, I got a Systemax Hellcat so when firefox loads in 1 seconds due to unaffected by Internet or more specifically anything coming thru TCP/80! 1 core is shut off because it's running in 32-bit mode! That 32-bit mode is still making my new PC beat my Dell Dimension XPS by 30 fps in any game.

Athlon 64 x4 (or formally known as AMD K8L) comes out next year and it possesses 2 MB of L2 cache + free 2MB L3 cache (L3 doesn't exist on Athlon 64 X2) with Hyper transport 3.0. Won't improve my gaming because I have the most advanced GPU out on the market...the Geforce 8800 GTX and it runs 100 % at high resolutions above 50 fps (60 fps is considered the most my retina can process). And it's for my eyes only which I can sort of share /in form of jpegs.

So there is Crysis, Halo 2, and UT2007 which may bog down my graphics to 40 fps at max settings using my Geforce 8800 GTX. Problem with that is I don't have very much money available so a.) can't afford any more pc games. B.) I'm buying a Wii in the future C.) Online PC gaming is starting to die except for all the Blizzard games. This means no one will buy Geforce 11 series cards. Actually, I fibbed just now. It sounds smart saying nobody is going to buy Geforce 11 PCIe cards when actually I'll somehow have the guts for one come 2011. That's probably going to be the truth, but I don't see how I would be interested in Unreal Engine 4.5-based first person shooters other than the whole ownership deal. That bugs me. At present I predict that I much rather spend my money on some Xbox 360 game five years down the road.

So today I played Guild Wars Prophecies for only 4 hours today before getting really tired of it. I am still a part of the Guild Wars People (most of them are in pre-apocalypse episode) and I think I'll find a new guild to be a part of because the current one is dual. What easier time to get occupied than to play UT2004. They say first person shooters increase your response time in homework.

PAQ7 vs. ZIP (2007-02-10 09:45)

(PAQ8 was mentioned in the forums page to be included in KGB archiver 2.0, but the beta version has PAQ7)

Fact known in life, everybody uses zip a lot! Zip can be decoded by every OS quite easily and fast. Zip rules sourceforge.org source archives and executables (although Rar archives have been seen there).

Fast forward 7 years into the super processors of tomorrow (quadcore K8L and Core 2 Duo Extreme) which can make 35 % better compression ni amazingly high compression ratios that PAQ7 will give you. Zip still wins for any archive. For a 35 MB file it will take a good 40 minutes on a Pentium 4 with 2 GB of RAM (and it's running in background on taskbar) and Zip will do this in under 50 seconds with 35 % worst compression. So download and extraction of the zip file would take less no matter what broadband you have then the time saved by downloading a much smaller KGB file!

Now if you want to cram 35 % more information on a CD using KGB is a good idea. I would do it. In fact I put all my files in 7zip now-a-days, but that is just me. Everybody who makes a open source program wants to put it in zip /w bzip2 compression container!

Point is doesn't anyone feel zip is dated and want to use PAQ7 in KGB Archiver 2.0 (comes out February 14)?

Resistance Fall of Man & Ridge Racer 7 personal reveiw (2007-02-26 22:07)

First off I know if you misspell worlds your automatically more popular for some reason, but Firefox is the only web browser i can log in with and it has a internal spell check so I plan to use it despite what some popular anonymous guy thinks of elite talk or something...i don't do the so called elite talk here so just deal with it.

First off no dental bills on President's Day due to no cavities despite my above average Mt. Dew intake! I brush my teeth once a day, don't use mouth wash or flase.

I haven't blogged on IGN party because everything seems to be all said for. I can't review a damn game well yet I make 'exceptional resumes.' according to my job seeker program. Ok, I'll try. It's really hard because I'll playderise someone

else if I don't....that's real easy to do cos i got it loaded in another tab, but I won't.

Expect it to be less then perfect, but here is a one for my expensive taste.

Resistance Fall of Man short review

I know that Resistance is the only good first person shooter for PS3 and it's the #1 game. PS3 is like a Xbox with hype centered around a pretty first person shooter. This time it isn't a 733 MHz Intel Pentium III powering it....it's a 7 SPE Cell Broadband Engine (more powerful than Core 2 Duo Extreme) PS3 can be seen as the Sega Saturn of the HD era. (with everybody hates programming for it).

The game looks a lot like Battlefield 2 Modern Combat for PC, but it runs at lower fps (30 fps) because the game engine has texture limitations and no hard drive to cache from. The graphics look a lot like Call of Duty 2 for Xbox 360 which was the top selling game before Gears of War...it's not running the Unreal Engine 3.0 which is the best layout engine in the entire game industry. It looks really run down and worse then the Nazi air-raid on London because the game takes place in UK in 1951. And somehow with the creativity of making the Resistance 50 years more advanced /w the V22 Osprey Web as a clear indicator because Humans aren't in the dark even in 1951.

The music is really well designed like in Call of Duty 2/3. I like it okay. Insomniac did a good job on their Ratchet and Clank music and it seems to get a 9.0 at IGN because it's better then most games....that sort of is emulated with Resistance to a certain degree.

Replay value is unrated because I haven't had the time or the need to finish it, but it gets a 9.0 just because it's the best PS3 game out there at the moment.

Ridge Racer 7

Honestly, it got a 8.0 at IGN by directly taking tracks from Ridge Racer 6 that got a 8.5 out of 10 as a launch title and most british-based message boards (Catharton Electronica) also say that because PS3 is in 3rd place so anything using material from a X360 game is automatically bad. So what it has the same tracks as Ridge Racer 6! The graphics match Project Gotham Racing 3 because PGR3 gfx were brilliant for what was seen on X360 in 2005 according to 1up. The graphics are very realistic (as far as whats possible in a video game.) The reflexions on the tracks are really great and look better then what's possible racing games on PS2.

Sound is very trance-like. It's okay and yes, I actually turned it up so my parents hear it. I can seriously get away with this odd music in a video game. Talking about clever. erm, mp3s on hdd anyone? Unfortunately, there isn't a way to read mp3s off hdd in this game like what's possible in 100 % of 360 games..disadvantage, but O-well. I still rate this game a 8.0 in sound because I also believe the trance on it is done by a professional and not some amateur DJ.

I give it a 8.4 out of 10 for being fun, but it doesn't seem right for a 9.0 because Resistance has that and Virtua Fighter 5 may even beat a 9.0 tomorrow so a 8.4 just sounds right.

Probably going to Rasmussen College in April (2007-02-27 02:32)

Last weekend, I formatted my dad's hard drive (so it ran faster) and got paid \$60 so I can spend it on videogames...possibly F1 Championship Edition for the PS3! High Def high stakes racing....Michael Schumacher became a billionaire off his winning streak. America of course is into NASCAR instead of F1 because we have sports unlike anyone else in the world as "national pastime" unless the other countries got it from us (AKA NFL Europa)

Today I went to Rasmussen College (in Woodbury) and Dean of Students + Head of Networking sat me down with my parents and explained if the courses. The class rooms are suppose to look big and scary and I was suppose to be a nervous wreck, but that's normal, and I hate getting normal, because getting nervous is stupid and I hate being mainstream. I'm going to enroll here in April, but they only cover A+ instead of CCNA certificate and it's six times as expensive as WITC. That's the problem...I wanted to get my money's worth getting respectable certificate, and this school is really ungodly expensive for what you get, but see I'm not paying for it so that's not the problem. The problem is they won't help me get a CCNA (the lowest certificate in the Cisco certification) That's wimpy compared to CCNP. I said that to the dean, and almost walked out, but then thinking for some reason that wouldn't be wise (because I'm going there for almost free). The dean (although smarter) and that embarrassing grin on her face knowing I was right. So point is I'm still going to have to fight thru my personal learning problems and get CCNA with a bad job (at least I

live with my parents)

Over at Century and WITC, it's suppose to be chaos with students all wanting their share of attention, but I need a little more then them.

Oh yeah, Virtua Fighter 5 game play is really so much better then Virtua Fighter 4 it truly is one of the top 2 PS3 games out on shelves presently. I had so much fun yesterday playing it!

Top 16 War Movies (2007-02-28 22:03)

16. Saving Private Ryan - starring Matt Damon, Tom Hanks
15. Top Gun - Starring Tom Cruise, Val Kalmer
14. Black Hawk Down starring Ewan McGregor
13. Apocalypse Now Redux
12. Firefox starring Clint Eastwood.
11. The Hunt For Red October starring Sir Sean Connery
10. Dr. Strangelove
9. A Bridge Too Far starring Sir Sean Connery, Sir Anthony Hopkins
8. Full Metal Jacket starring R. Lee Ermey
7. Von Ryan's Express Frank Sinatra
6. Stalag 17 starring William Holden
5. Band of Brothers
4. Sands of Ima Jima starring John Wayne
3. The Guns of Navarone starrign Gregory Peck
2. Patton starring George C. Scott
1. The Longest Day starring John Wayne

Top Ten War Games Released (2007-02-28 22:18)

- 10.) Return to Castle Wolfenstien for PC
- 9.) Call of Duty for PC
- 8.) Battlefield 2 for PC
- 7.) Resistance Fall of Man
- 6.) Call of Duty 2
- 5.) Halo
- 4.) Halo 2
- 3.) Half-life 2 for PC
- 2.) Unreal Tournament 2004
- 1.) Gears of War

Anonymous (2013-09-15 22:15:53)

Hello, everything is going perfectly here and ofcourse every one is sharing facts, that's genuinely fine, keep up writing.

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oakleyses (2014-10-23 18:28:47)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:43)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:38)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

9.3 March

Old School Flash Back: Sega Saturn (2007-03-03 17:30)

I'm am really confused what the best Saturn game is, but I know if it's not radiant Silvergun, that I own it! Whether its' Panzer Dragoon Saga or Fighter Megamix or Virtua Fighter 2 (best selling game) or

You see, Randy is coming over tomorrow so there is nothing to post other then I'm getting Tekken 5 Dark Resurrection for PS3 because it's only \$20 I originally was going to spend \$40 on God of War 2, but I'll withdrawal \$25 to pay for God of War 2 later this month.

I would buy an iPod, but sense I'm really clever and found out that LAME 3.97 MPEG2.5 sounds almost exactly like a HE-AAC at 64 kbps doubles the space in each of my aging mp3 players. (just listen to my blog mp3 player) And I barely go outta my room so whats' the point on wasting money something that plays HE-AAC and is smaller, and uses a bit less battery?

PS3forums quotes pt 2 (2007-03-08 17:31)

Then MS would announce an HD-DVD drive "built in" to neutralize the PS3. Then they denied that this was ever in the plans.

I remember when that former President of Sega of America Peter something said that. But MS wants Xbox 360 to be less expensive so it can continue to dominate Wii. Ps3 just sold 1 million units last month. Not that I care because I

got two PS3s and a Xbox 360.

Then Blu-ray's were "vulnerable" to scratches, much moreso than HD-DVD, and they were inherently flawed for rental companies. But then people on here began to realise that it is HD-DVD that is much more vulnerable to scratches and Blu-ray discs were MUCH more reliable.

I think HD-DVD and Bluray are the same ebcause both have cases, if you take care of it...should last long enough until HVD comes out and replaces BD and HDDVD as mainstream HD format in 2010 or 2011.

These arguments all turned out to be wrong. But at least they were somewhat interesting because we were all waiting with baited breath to see how the PS3 would effect sales and what would happen at CES.

Wait. I'm sure everybody read IGN and Gamespot.com reviews and realised that maybe X360 had more 9.0s then PS3 with Resistance FOM being only one until Virtua Fighter 5 in 20 days. Then people look at the screenshots and make their decisions based on what evidence of screenshots they have. Doubt many people hear of CES!

WTF?!? I didn't understand a word you just said. Maybe I missed something because I didn't read the last page.

You are making no sense whatsoever

Really? I really was trying to make sense. So I took the idea of developers claiming 1080p hardware scaling didn't exist and it does so maybe it was a misconception on the programmers part. My writing may be a HS level /w bad english? Americans get taught worse in writing English than Europeans.

Saying a game is 720P by design is meaningless. A game can be rendered to many output resolutions. I can run my PC games at 1280x720, 1600x1200 or 1920x1080 (all 16:9). Which resolution is it "designed" for? All, the game assets like textures are independent from output resolution. Like I said before I can run Quake 2 at 1920x1080 and FEAR at 640x480, of course newer games "match" HD resolutions better for obvious reasons.

Yeah what he said. I think everybody that has PC game would understand thou. PS3 is the exception because it costs like entry level new PC unlike any other console that is standard def CRT TV ready which explains why nothing was above 640x480 for two generations (Jaguar 3DO, PS, N64, Saturn, Dreamcast) and every consoles downsample to 480p. I only had a HDTV for two

and my ps1 is a launch console too and is still as strong as the day i got it

I find that hard to believe, but it's possible. Everybody with a PS1 (not PSone) said it had terrible lifespan. You had to turn it vertically or upside down, because something wore away the laser diode.

i was a bit slow hitting save so that's why this reply may look strange

I have one PS2 that is 76 % done with lifecycle and a brand new PStwo with 0 % done with it's lifecycle. If I allow PS2 game runs on PS3 it will ware out my PS3 faster and i have no warrentee.

Capo Digi has a sig with King Arthur looking for the holy grail, Jesus's daughter and it's in London according to the Di Vinci Code. Now, I am seriously wondering if Graham Chapman already knew this when doing his part as King Arthur in Monty Python's Holy Grail. Movie was seriously funny. Graham was a genius so of course he purposely did a movie on it 30 years before the Di Vinci Code.

Half-life 2 Orange Coming this summer to PS3

Downloading torrents sucks thru my connection so I am buying HL2 Black for PC only even though it sounds too good to be true on PS3, yet it's coming out at \$60! I don't want to have my Geforce 8 series wasted. I haven't played a game on it in over 40 days because of these forums are so addicting! With the Neverwinter Nights 2 torrent at Torrentspy I only averaged at 7 Kb/s with 17 Kb/s tops. It's a wonder how I managed to get Panzer Dragoon saga, Dragon Force, Guardian Heroes, and Magic Knight Rayearth over my Kaband connection.

Is Blu-ray the best medium for GAMES?

Okay, Ars-Technicia doesn't mention that all games cache off the hard drive so for example Square-Enix could save data to hard drive while the area of Final Fantasy is loaded into memory so the next area will load really fast. What is a 10 second loading screen in RRVII to you? How about we accept it doesn't load levels instantly like a N64 would. Who is going to buy Xbox 360 over PS3 because of a few seconds difference in loading screens. A lot more people bought Neo Geo CD more then Neo Geo AVS and the loading times of Neo Geo CD sucked /w 1x CD-ROM!

IGN's Most Anticipated Playstation games of 07

I like Half-life 2 Orange Box the best despite getting ep2 for PC... God of War 2 is a ps2 game. Did you mean it's multi platform?

Here is my list (okay so it's a little science fiction)

one else's.

No really! You're not obligated too. Doing it myself anyway like everyone else okay. No body got their feelings hurt. his is some indication that the attach rate for HD-DVD is much better

Easily because the only dual layer BD is "Click" and DL-HD-DVD has an advantage of 5 GB more space while cheaper to buy. I don't know if "DVD" in HD-DVD logo is giving HD-DVD an unfair advantage or not. Can someone clear that up for me? It's true, most of my friends are obsessive over the obsolete DVD format.

The real question is, how many potential BluRay consumers were holding off for the cheaper and higher quality (HDMI 1.3) PS3 to come out to watch their movies on?

What scares me is my parents and one of my friend is excited for the generation after Bluray because they have a HDTV, but my friend deals with the pixelation of MPEG2 on DVD. The reduced cost makes it well worth it. This friend of mine is still getting his first DL-DVDRW. He'll still be supporting DVDR when HVDs came out officially.

Are you kidding? I still have my Sega CD Lunar, and my Ghaleon punching puppet. They're not getting rid of me that easily.

I just don't get it. Lunar 1 & 2 were the best selling Sega CD games yet all the original fanfare came from the Saturn version (US Saturn release canceled due to 1998 death) so US Playstation owners got it. Always wondered why Saturn MPEG was superior to PS1s FMV. MPEG is MPEG – hardware shouldn't matter! Still one of the highlights of the PS version was MPEG quality was up to Final Fantasy VIII standards.

Of course it plays obsolete...I played The Silver Star Story and I say it played obsolete for PS RPG.

Meh, all my games were burned.

Tough luck.

CarpetShark

I sure don't know if Sony is going to win, but I am absolutely right when I know CarpetShark's avatar is Mao from Shadow Hearts - From the New World....I am just that good! I'm a sony fan, and I'm a power-purchaser for somebody not rich. Videogames are dumb, but then they aren't dumb at the same time. It confuses me. I mean people aren't dumb on this forum yet they talk about these "worthless videogames that loose value fast /w no increase in value". I dunno. Maybe I'm a paranoid basement guy.

So enlighten me, what's the point of collecting?

(A) The price will only hinder sales a little bit until a price drop, which isn't too far off in the future.

The PS3 is obviously an awesome console and is recognized by consumers as such.

I know it's scary thought when PS3 keeps lowering in price, the less special you are (and the more mainstream it is). Spooky!

I thought it was called the white engine? or was that other Square Enix games?

I didn't look at wikipedia for the info.

Then, Square doesn't even sell their technologies, when it becomes obsolete, they simply scrap it and make a new one... jerks... lol

That's how they keep all the money inside the company (why save money when your 2nd largest publisher in Japan).

No matter how much money Square spends on flagship titles...they always get 150 % back

"PS3 as a Bluray Player"

<http://www.guidetohometheater.com/hd...rs/1206ps3blu/>

do yourself a favor and read the entire article but for the lazy.. there are some standouts below:

That's nice, but I watched Talladega Nights which sucked movie wise and I got all the other Blu-ray on DVD which is a waste of money to upgrade to High Def. Also, my parents aren't ready for HD yet. They went from VHS (1970s tech) straight to DVD. No S-VHS, no HiFi-VHS, no Data-VHS in between that, and we still have a composite tv (people like us use their TVs for at least 5 years!).

And no it's not NASCAR that's the problem. It's the fact they didn't put Rudy (Sean Austin) in it instead. Why put a movie based on America's 2nd most spectator sport?

What the heck! What the **** is wrong with Rudy? It doesn't matter to you British anyways. You hate both American Football and NASCAR. What's your problem?

think it's entirely possible that Blu-ray has won and we just don't know it yet

Blu-ray may be winning, but since my Circuit City is the top store in all the midwest and it says HD-DVD is doing better

now in this part of the country, it'd be unwise to not take their word for it. They have as much credibility as any electronic store in Woodbury, MN.

Will there be a Lite-on HVD player peripheral for PS3 by 2010 to move PS3 to the next level of High Def when the time comes? It's not impossible right?

It's probably not too hard to do 1tb of data on a movie.

It's not 1 TB, it's 300 GB right now. When Optware said 3.9 TB, they don't mean mass-production nor available at Best Buy, they meant experimental prototypes

The standards body Ecma International is leading the standard setting group for HVD, and expects to submit a proposed standard (probably at 300 GB capacity) to the International Organization for Standardization for ISO approval, around December 2006

HVD Player addon

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Erm...ok. And the ps4 will use a cold fusion power source and have a quantum computing processor.[quote]

No, Quantum computers will be fully functional when Moore's Law ends in 2018-2020 so Playstation 6 will have a early Quantum CPU in 2018 - maybe if we're that lucky.

[quote]I highly doubt that HVD will have it's primary use for video unless it does uncompressed 1440p or 1080p.

It'll be for various 1080p TV-series. Season 10 of The Simpsons or Season 9 of ST Voyager, because you're right it wouldn't make sense for a 2 1/2 hour movie to be on it.

I highly doubt that HVD will have it's primary use for video unless it does uncompressed 1440p or 1080p.

It'll be for various 1080p TV-series. Season 10 of The Simpsons or Season 9 of ST Voyager, because you're right it wouldn't make sense for a 2 1/2 hour movie to be on it.

What are you playing the MOST on your PS3?

Haven't opened Resistance yet. So it's the best game for PS3, I am really trying to get above 9th place in RR7. The art of drifting I had experienced with the xbox version of Colien McRae Rally 04 or Rallisport Challenge. The fact I suck at it won't matter. I have barely any friends, everybody will be playing something else in 2 months, and it's offline due to my ****ty satellite internet uplink.

I am thinking about playing a PSX RPG....one of the Final Fantasy games or Xenogears.

Why would we need a ps4 when the ps3 is future proof?

IF the PS3 was "future proof" it would've had a G80-based RSX and a better shader model, but that proved unnecessary and expensive. A DirectX 10-like PS3 would be fun.

I sorry to bring this here but I see at gamefaq.com that alot of people think Square Enix is being racist because they have no other race but white people in them. I know from past games that this can be true

Haven't you seen black women in FF XII? How about the black people in Star Ocean 3 Till the End of Time? And the fact, there are no caucasians in Japanese RPGs. They're all Asian anyways except for FF12 which is trying to look British on purpose for change. I mean the 2nd largest market for videogames is the United States, and we're definately not made up of Asians so it would make sense to have a Final Fantasy for the Western world complete with black people.

Sony confirms PS4

Sony shouldn't of made it public. Sony is working up PS4 hardware alliances to keep the other 1st parties in check (besides Nintendo who is making profit...I know Wii 2/360 is certain realistic)

Working with Sony Toshiba IBM alliance and Nvidia G100-based GPU would be my guess.

is NOT backwards compatible and they'll abandon BD for Sony Yellow-Ray technology,

If you think "BD2" is like HVD than greenish-blue laser diode man. If it was BD Alliance's Yello-Ray than HVD alliance would say yellow laser diode instead of greenish-blue diode (HVD same generation as "yello-ray"). Got it?

It really should been GBD instead of YD, don't you think?

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AAC (HE-AAC)

WMA

Vorbis

I pick AAC because

- 1.) Rather than VBR that Vorbis has....AAC is smaller filesize with flat bitrate
- 2.) MPEG4 part 3 is the successor to MPEG2 part 3
- 3.) I'm a end user who doesn't care about liscenses manufactures have to pay to legally obtain a decoder.
- 4.) WMA doesn't play in Linux.
- 5.) Nero AAC encoder 4.9.x won the July 2006 48 kbps test at Hydrogenfo

Buyin experiance at Circuit City

Circuit City is the worst place to get the PS3 for me because I'm an employee and employee gets last bids. While I'm working, I can't buy anything during my shift so when it's over the PS3 is not there (so I would say Game Stop in Inver Grove Heights is my favorite next to Shop Ko.) These places for some reason carried it at the right time I called in.

Hmm...I think you need to grow up my friend. I did look at the package, and I can read what it says, and if you would have taken time before you rushed to click "Add to cart" you would have realized whats going on.

I would buy off internet except ebay is too expensive and those online stores haven't carried any at the time I bought it late November, early December.

Red Steel

Ubisoft Paris stinks on Red Steel. They're putting all their avaiable resources in Splinter Cell Double Agent and GRAW. GRAW 360 got a 9.5 on IGN. For those who forgot, Paris was capital of the last socialist state in Europe which is why Americans boycott french fries, french red wine, french cigars, french dressing, french tea, and Jean Reno movies.

I have as of 12/19/06

Talledaga Nights Ballet of Ricky Bobby

Terminator 2

The Great Raid

What I hate about this generation of gamers.....

If you want a extremely pro Nintendo site: Check this site. I literally come here so i may be sane about people likign what i like; not some SNES rom you play with the wiimote and think it's the best thing ever! Okay so I'm exaggerating a little, but 1.) PS3 can be just as fun 2.) we're getting GT5, MGS4 and FFXIII. 3.) Nintendo fans hate talking about PC specs.

So when you say Novell you mean OSS as a whole

I don't know. How can you attack tarballs with source code on 1000s of servers? That's impossible. You can attack distrobutions because people pay Novell for retail boxes at CompUSA and Best Buy. Suse 10.1 is next to the Windows XP Pro boxes at the above places. Of course Microsoft would pick on Suse which happens to be owned by Novell. Suse Linux is 2nd to Ubuntu Linux in popularity and has some of the most state-of-the-art OSS software packages aimed for causal desktop user.

They want Suse out of the picture eventually for MS's survival.

PS3's launch isn't all that great

Well the \$500 peice of sh!t as worth it! *sarcasium* Whos backing me up?

Well, encouraging may not be enough. And promises for better looking games in the future don't really cut it. The PS3 is here now, it costs an extra \$200 (at minimum), and the visual difference is questionable

D@mn it! It's not Sony's fault DirectX 9 is a property of Microsoft! They are stuck with Open GL 2.0 hardware accel-eration. Developers have a hay day developing for PC (no SDK charges because the PC is a SDK in itself). MS has the advantage!

M \$ does own G4, why do you think their big PS3 launch special blew?

Xbox 360 is preferred in the majority of American gamer percentage? That's fact. The truth makes you not a nice person doesn't it?

k...I told my friends that I want to upgrade my PS3 to a 200GB harddrive. They said why do u need so much space, it's just a console. What should I tell them?

Tell them that the 1 terabyte SATA drives are out and go upgrade....it's the thrend and nerdy thing to do. Then after he says really? Tell him he's a bloke because "idoits want to upgrade for no reason so they can never fill it up, but say they have it"

just wait, and you will get all that u want. also the problem is that alot of studios are producing for both microsoft and

sony now -> because XBOX did a great job with the market and which in return means MORE MONEY / more people
 Game Industry doesn't interest me as much as the stuff on shelves (or my shelf for that matter) I know no matter what you say...that JRPG is \$60 for either 360 or PS3 and what for? Price gouging. Game industry can get away with the price if Americans pay it and no doubt there are 2/3 as many as two generations ago in the USA. Anywho, I don't see any out and I'm mad.

Last generation (6th gen 2001 - 2006) there has been a decrease in PC gamer except for the Blizzard games which break records. The best selling PC game is still The Sims 2 from 2004. (though Diablo 2 is best selling MMORPG and RPG)

Playstation 2 is the only console that outdone the Playstation. Gamecube did poorer in sales than N64 and Dreamcast better than Saturn (because it was high res 3D instead of 2D powerhouse like Saturn) while nobody bought DC because of the SEGA nameplate (word means sucky to most gamers). With Sega out...MS brings Halo / PGR3 / Forza / some PC developers / DirectX 8 to console industry.

White Knight Story (working title) by Level 5 in Japan looks very promising and will hopefully be out late 2007

I want Dragon Quest 9 from Level 5!

Official PAL PS3 Launch Countdown Until March 23rd! - 47 Days

I don't see an awesome JRPG in there

PS3 is suppose to be a JRPG goldmine like PS2 was. The fact I haven't seen any besides FFXIII and that is popular because the 3rd largest developer on Earth makes it. (EA does Madden, NASCAR, NBA, NHL, MLB, and Need for Speed | Nintendo does Mario, Zelda, Pokemon | Square-Enix develops for *you guessed it* PS3)

Sony vs. Legend of Zelda

nother stupid article. It should be Wii vs. PS3, but he's doing Zelda to get page hits because TTP is the best selling Wii game. I dunno the point?

"Alien" First Person shooter

I want Alien vs. Star Trek Elite Force (a parody of Alien vs. Predator for PC/Jaguar) Alien board Enterprise E (of the Star Trek TNG) and the ship's force field fail and "Alien" breaches 2/3s of the Enterprise E

I can't wait to be Sigourney Weaver behind a machine gun!!! And I want Tom Skerritt to voice Dallas. And lets have HAL look a lot better this time(updated to 2006 standards).

PS3forums quotes pt 1 (2007-03-09 17:32)

How can 36 and Wii compete with Home

It's hardly initiative. Sony was looking at the best selling PC game ever, The Sims 2, and copied it exactly with VoIP and mp3 streaming additions. But people don't care....Sony fans will love it because The Sims 2 technically is the best selling pc game ever.

've been trying to think of how the other consoles can compete with PSHome. for example, is making xbox live "free" enough? It seems like ps3 has gotten an advantage in the online network. Everytime i think of how 360 or wii can compete with Home, i can only think of them making their own "home". Like seriously, what else could they do?

I disagree. PS3 is in 3rd place. Xbox 360 and Wii are in 2nd place. How exactly can't they compete? Their superiority will still be above PS3 w/o HOME. HOME is irrelevant, really. HOME is just a large file you'll download for free. Some people will do it, but most people won't.

Is Motorstorm Worth it?

I haven't bought a PSP game in 4 months and missed out on Ratchet & Clank Size Matters and Daxter until 2pm today for \$55 with Gamestop discounts. And I have to save my money up for Atelier Iris 3 Grand Fantasm next month (best Gust-developed RPG yet, 8.0 out of 10) in April. Also coming out in April is Riviera The Promised Land. I'd wait until it's \$29 3 months from now.

NEW Ratchet and Clank info + Screens (PS3 game)

know this looks awesome and there are a lot of 20-something year olds into videogames, but I don't know how i'm going to pay for these advanced software. Or hardware when it breaks. I guess I rather talk about it then keep buying

\$50 - \$60 next gen games all the time. That's what most of people on this forum do, right?

I'm ignoring my gaming rig on the other side of my room! Expensive piece of crap! It's hard to know what platform to play on when you own everything at the moment. I might have an anime RPG addiction which may explain why I'm into consoles.

I like to see that even though it is difficult now to develop for the ps3 companys are not shying away from it. Cell style technology is going to be a standard design pretty soon so not learning it is only going to ruin a company. Also with the upcoming GDC I hope to see even more companys willing to tackle development on the ps3 (talk of releasing dev tools at GDC).

http://www.s-times.net/03052007/04/id_software_hypes_nintendo_wii_ps3_and_xbox_360

Yeah, the game industry is like a 100 billion dollar industry, but the fanbase is shrinking even though it's much bigger than it was in 1990s. It really would be death for a developer if he didn't learn the hardware and multiports seem to lessen financial damage if the publisher can do PS3, 360, Wii, maybe PSP as well. In this regard, EA and Activision and Namco-Bandai have no worries cos they're the biggest. Square-Enix can survive on PS2, PSP, and NDS because of their fanbase is so large unlike a lot of other developers. I have like most of their games too on PS, PS2

The Inquirer on Console Shortages

I like IGN or Gamespot, depending on the section...the editors are bashing other sections. I've been to the inquirer to prove my point on a few occasions at wikipedia (ie keep those wikipedians from flaming at me for giving the real Wii specs. They called me uncreditable)

Motorstorm thread

My life is fricken terrible. I have a friend over once every 4 months. I can't make friends. The Gamestp[people are calling Sony fanboys stupid and crazy for knowing the Wii specs. I could be wasting my time in front of the TV, but I've been doing that since 8. What sets me a part from the normal gamer is the fact I think games are stupid (on the road....i hang around non-gamers) because no body cares about my opinion and I have 120 PS2 games, 42 PS games, 42 DC games, 23 N64 games, 18 Saturn games, 69 Xbox games, 16 Xbox 360 games, 50+ PC games and no body games with me so I'm forced to! And I don't even have my CCNA degree!

Life is so damn uninteresting that I've thought about suicide, but the fact I'm anthiest and think once you died....you dont' go to heaven...point is i dread death so I hate living at home and ****ing doing nothing.

Drunk with Surly Darkness* Yet another \$60 down the piper *hick* paying for Motorstorm and everybody favors the popular guy" *Hick* .

F1CE Review

Nobody goes to Gamerankings.com for reasons i don't know. We got a 40 %, 50 %, 48 %, and IGN's 72 % Greatest Console Ever Made?

Why the heck is 16-bit SNES is the 2nd favorite conosle of all time...

What was on it? Legend of Zelda Link to the Past or Chrono Trigger? Those games are really outdated. I see how ppl voted N64 with Perfect Dark, Goldeneye and Legend of Zelda OoT, Banjo Kazooie and SM64 though because that was a time where polygons existed! PS must've tied because of the Final Fantasy, Gran Turismo, and MGS...maybe Chrono Cross.

Anyone purchase VF5 yet?

I owned it since yesterday. It's great. The fighters are so much like supermodels....before you know it...Sega is putting out "Virtua Fighter Beach Volleyball" All the men are going to be in boxers and all the women are going to be in bikini. Except unlike DOAX2, Virtua Fighter Beach Volleyball is going to have multiple jetski courses!

Is this game even out in Canada yet?

Give a Wal-Mart in Detroit your Canadian dollars....I'm sure they'll take \$50 and \$10 bills.

All I'm saying is N64 and PS make more sense as 2nd place behind PS2 because it emulated SNES, backwards compatible with PSone.

my local game store has had the same lineup on the shelf for 3 weeks now with the exception of a couple of new titles added

But how many titles do you plan to own? 14 - 20?

PS3 Fans, Why Did you not buy a 360?

The reason why I didn't buy a 2nd Xbox 360 is because PS3 is more powerful so I bought two (one was freebee), I

bought a Geforce 8800 GTX for \$630, and I thought I couldn't go wrong with PS3 because it has two best selling consoles of all time inside it. I figured out that a 64 kbps LAME 3.97 b2 mp3 file sounds a lot like a AAC file at the same bitrate and it doesn't corrupt on the hdd so i'm even more happy then i was a month ago.

And I'll tell you the facts: Xenon can't execute x86 instructions natively, it has to use emulation. And what does any of this have to do with licensing? Microsoft doesn't have to pay nVidia anything. Why the hell would they? And since both consoles use the Direct3D API, the most that would be needed is a compatability layer for some GeForce specific things.

Sorry man I'm right for once...please don't get mad. CTRL F emulate and you'll find the word is non-existent.

A 333 MHz RISC CPU can certainly emulate a 33 MHz RISC (with only 2 MB of VRAM and a MB of RAM) at half the PS's resolution. That's like so simple for it.

3GB of ram is not needed to emulate

Damn it! I ****ing know this! It's just that I so happen to have 3 GB inside it for no ****ing reason...I'm going to ****ing lie and say I only have 512 MB in my PC so you can laugh at me and say that isn't enough ram.

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A Opteron 165 2.8GHz dual core mode is only 56 fps in the most complex Final Fantasy 10 (2001 era) and this is emulating 1 294 MHz 128-bit RISC and two 160 MHz 128-bit RISC. It's not even doing God of War 2. The Xenon is 3 cores at 3.2 GHz sharing 1 MB L2 cache and you believe that it can emulate a 733 MHz Pentium 3? Xbox 360 even has in order processing like current x86 CPUs (before the AMD K8L, the first out of order x86 CPU since Pentium III)

Even Grandia III is getting 44.3 Frames per second on the Dual Core AMD Opteron 165 2.8GHz

The Xenon would have to be reading the game code w/o emulating the Pentium 3 otherwise you would see below normal fps on all games. It is true Xbox 360 runs Xbox games at full frames per second so it can't be possibly emulating it like you say it is. And it is the first PPC architecture running Windows NT kernel which itself is compatible with the Xbox WinNT kernel which fools the Xbox game code into thinking Xenon is compatible architecture. It doesn't give error messages or anything does it?

Plus this site says the Xenon CPU shares similarities with Pentium 4

Stupid idea.

Even if Sony were to remove Emotion Engine, the Emotion engine, SPE, MIPS, Vector Units are in my current one. PSX2 is running Final Fantasy X at 15 fps and I thought my Athlon 64 X2 4800 ...point is I don't believe PS3 can software emulate PS2 with those specs. The only reason why Xbox 360 could emulate Xbox is Xenon could read source code the Pentium 3 uses because it's designed specifically to do so.

Athlon 64 X2 4800

512 MB of RAM at 400 MHz

Geforce 7800 GTX

Cell isn't a Xenon so how could you make it read PS2 game code?

Sony has the resources with IBM to make the chip exceptionally small and inexpensive...heck the CPU has compatible with assembly code written for games...it can be different clock speeds or differnt architecture (like the IBM Xenon acting as an emulator for the Pentium III). The FC Twin isn't using Nintendo hardware specs and it is compatible with SNES and NES games.

I realize that the Emotion Engine is off when PS3 games use the PS3 hardware. In a future firmware update, developers can use the Emotion Engine to their advantage getting some extra CPU load off Cell Broadband Engine for AI and LPCM processing.

It's possible to use the Emotion Engine in PS3 games right?

Virtua Fighter 5 boosts PS3 sales

It's cooler then John Lennon for the remainder of this month. Then another superior game will come out that eclipses VF5 in game play, graphics, sound, and replay value such as Final Fantasy 13! So until then, you have to play some really boring less-than-perfect fighting game. PS3 is getting so bored playing something not 9.5 out of 10 like MGS4

huh?

It's pretty good.....not perfect, but pretty good. And I can buy it tomorrow (16 hrs 15 minutes and counting)

PS3 is #2 in AOL's "Gadgets you shouldn't buy"

Stare at your cable/satellite box when one asks why BD is doing badly. Kick it if you want too, but since nobody is that stupid here...you'll just have to live with satellite which has more variety/is cheaper/more delightful than worth buying on BD at the moment. Satellite subscribers pretty much own DVD collectors' soul too.

It's definitely not an old school game collection....

And those people who think the future is downloading MPEG4 onto HDDs as TV...Tivo converts MPEG2.5 satellite streams into MPEG4 (maybe H264) for HDD storage and it's in real time too!

Funny how this quickly turned into an AOL bashing thread Haha

Well yeah, I got those annoying 30 day free of AOL 5/6/7/8/9/10 trials in the mail to screw me over with long distance call charges and hidden back out fees! Must be a member for at least 1 year or pay \$100. Plus, the biggest problem is 56k only! If you got a router and cable inside your home....your cable ISP is probably not AOL

I used to have AOL, but they falsely charged me for a month's fee that I never used with my PC. It was one of those promotional packages that came with my PC. We just need patience because good games haven't shown up yet (Virtua Fighter 5 coming tomorrow). The EU PS3 launch will show us some good games. I just hope the 360 and Wii people accuse us of having ports that are available for their systems. Motorstorm will show us the PS3's capabilities.

Sorry to be a angry humbug or anything, but it's true AOL is the worst ISP ever! They don't even program Netscape. Mozilla Foundation does. AOL takes money from Netscape the ISP service. They can say anything they want and be in denial. The real truth of Bluray's slow sales is HD and standard def satellite channels. All that money is going towards paying for DirecTV HD package or the foreign equivalent of DirecTV HD programming!

There is nothing wrong with Bluray technically. Bluray has all the backing of every major corporation except Universal Studios (keep in mind that Universal was the last publisher of Data VHS which says a lot) Has anyone other than me saw a real life DVHS tape?

There is none that I know of you all need modded machines,

Action Replay Max Evo Edition & SNESSTATION /w USB tweak. ARMEE comes with PGEM and PC software to burn SMDs on it.

F1CE gets a 90/100!!!

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Action Replay Max Evo Edition & SNESSTATION /w USB tweak. ARMEE comes with PGEM and PC software to burn SMDs on it.

Who gave their Valentine a Vermont Teddy Bear?

This exceptionally well made bear is made in Vermont by the Vermont Teddy Bear Company and it's cute too. Everybody likes teddy bears.

I actually thought of this while searching google for valentine day gifts.

Let me point out what you said here, "immense computer power that is available in the CPU." For the heck of it, let's all just admit that the PC itself nowadays is immensely powerful. Here's the thing though, a while ago, someone made a thread about the new Dell C2H computer and within that thread I did advise nobody to purchase it. But do you know why Dell built that computer? Mainly because we've seen most of the limits that we can do right now with the PC. All we can really do is up the processor (make more cores),

Hey man, are you telling us that buying a AMD K8L quadcore CPU isn't worth the money when the reviews give it a 9.0? I mean if you own a AMD Athlon 64 X2 4800 with 1 MB L2 cache is still relatively powerful I should wait until a later model of AMD K8L (late 2008) is out that has higher MHz and \$300 less expensive than the launch model. quadcore at 2.6 GHz (starting at)

out of order operations (like Xbox and IBM PPC900 CPUs)

2 MB L2 cache

2 MB L3 cache (free bonus) 4x power

L1 cache sort of slow: dual 128-bit bus

Core 2 Duo Extreme

quadcore at 3.0 GHz

in order operations

L1 cache: 128-bit bus

2 MB of L2 cache only half as much and bad bad bad

NO L3 cache What's L3 cache? We have teh bling bling logo!

Shiny and trusted "Intel logo" It sells processors by itself

Athlon X2 4800

1 MB L2 cache

64KB L1 cache

in-order operations (like Xbox 360)

To you, browsing some forums and arguing with some noobs is more fun than playing some great games?

Course. People don't care what I play...they care what i know.

First off, if it's allready bin posted don't blame me. I used search and nothing came up.

It may be Febuary but my local GameStation was selling the March edition of "PlayStation Official Magazine - UK"... don't ask why.

So I look on the back to find a small Bioshock screen

Quote:

Stunning aquatic horror/shooter set to make waves on PS3

being the text next to the image. I turn to the page about Bioshock.

Quote:

Bioshock's version of a decaying underwater utopia is one of the most original ideas coming to PS3.

Then there is a lot of text about the idea of the game.

If anyone would like pics, please say so.

Scans:

- <http://i17.tinypic.com/3yq1cth.jpg>

- <http://i9.tinypic.com/4h8fi8y.jpg>

- <http://img160.imageshack.us/img160/4392/dsc00213ko1.jpg>

More coming...

EDIT:

- <http://img47.imageshack.us/img47/828/dsc00219bh6.jpg>

One more to go:

- <http://img267.imageshack.us/img267/3791/dsc00220mf8.jpg>

All of those images were taken by a phone camera so they are not amazing quality.

Pm me for scans.

Made by Coolio cuz he owns.

ADL, why don't you post the PC images and resize to 1280x720. It would look a hell a lot better!

Mine's prettier.

who listens to ea? i would answer this but i dont wanna offend anyone. besides ea.

NASTAQ

Right now, most of us here think the 360 will be on top for this generation, with the battle for second place between Sony and Nintendo (and that's a major shock

I'm on a verge of buying a wii, but i can't find one. I own a X360 (which obviously needs surge protector or it'll eventually get "spiked") and a PS3 (trying hard to prevent a spike)

:My crappy ports does not sell well on the PS3, so get a Wii and 360, where people keep buying my god awful ports
Madden NFL 2005 was brilliant across the board 3 major consoles. 9.5 out of 10 those years. Best balance of game-play. Unfortunately, Madden NFL 2005 isn't a PS3 game. Interesting aspect of Madden 2005 is it had competition from a much cheaper, better football game from Visual Concepts.

Shut your employees up, just like you did when they weren't getting paid for overtime, get off your crown of Madden Football, and try to actually make a good game for once.

That's what all Europeans and Austriasian countries say about Madden. How do i know if you're from one of those countries?

Yeah, EA's crappy ports aren't selling on the PS3. Guess what? Besides Resistance, which sold decently, nothing else is.

I bought Ridge Racer 7 because you don't buy a \$500 console plus \$60 insurance to play 1 game. I believe that is something that anyone here can agree with. Plus, it got the 2nd highest launch title score at IGN.

Bluray vs. HDDVD replication costs revealed

I know.....let's let Sony worry about the 25 GB BD cost, we buy the good PS3 games for \$60 and not think about it cos it's a waste of brain power. Good reason why, you'll have to go back to the drawing board and get hyped up for 300 GB Holographic Versicle Disc in 2009 as the next big movie format. By then, you can see a lot of bargain Blu-ray movies, and BD-RW in your computer are sorta mainstream.

Much has been speculated about the cars that will be available on GT5, but apparently no one's talking about the licensed tracks. So what new tracks do you wanna see in GT5? I personally would love to see some legendary tracks such as Monza, Silverstone, Indianapolis, Hockenheim, and most important than all, Spa-Francorchamps.

I want whatever they manage to rip me off on. At least Gran Turismo 4 you can buy for \$40 when it came out at Gamestop used. Gran Turismo 4 had everything!

<http://www.gametrailers.com/gamepage.php?id=38>

every year at SEMA a car is chosen to be put into the next Gran Turismo game. It is a very prestigious award as the game is the most popular driving simulator to date.

Now imagine this, with the Eyetoy 2's technology to upload your face into your PS3 and create your very own avatar of yourself. Imagine if you could use your eyetoy to upload your exact car into the game. (Dents and all lol).

This would open a whole new ground to customizing and make the next GT amazing!

edit: click the gran turismo awards vid from the link.

Impossible. What you pay for is what you get! No expansion paks, no freebee cars (and limited cars on the BD won't hurt the overall score...I guarantee you that)

By the way Renegade, what relm you play on? East/West/etc.? I have a few accounts on USeast for D2:LoD if you wanted to hook up.

I'll play on USeast....my user account is renegadeviking. I have many saved single player d2 files saved on the net. It'd be more fun starting out with a lvl 50 or higher character then level 1. Do you play often? I have nothing to do today actually.

Street Fighter 2 being Remade

What is wrong with just playing the < \$20 Street Fighter Anniversary Collection?

You know Capcom's repeating failure with Street Fighter EX! Street Fighter EX and King of Fighters Maximum Impact are not good ones.

Ok so I just finished watching a Gamespot interview with one of the guys from AM2 who worked on VF5 for PS3. Don't ask me his name. Anyhow in the translation text there is a bit where he says they needed the Blu-ray space to fit all of the extra character items that are unlockable. Or something to that affect anyway.

What is true here is Xbox 360 will be on DL-DVD and the PS3 version will be on BD. VF5 is on BD simply because every (100 %) ps3 game coming out are also on BD. No conflicts. That's just how things are. It's true that VF5 can fit on DVD /w compression and lossy audio codecs like WMA.

Hold up that doesn't make sense, VF5 for the Xbox 360 is coming out months after the PS3 version so why cut content from the PS3 version if it's not going to be a simultaneous release?

As much as Sony fans would love to have more content, SEGA-AM2 chose to do the PS3 version first, and had a easier time porting the code to Xbox 360 so there was time to spare to add levels and characters, because later ports always have more content.

Was true for

DOA 2X for Xbox

Sonic Adventure DX for Cube

Skies of Arcadia for Cube

Fatal Frame 2 for Xbox and PS2 after the original

Resident Evil 4 for PS2

Resident Evil Code Veronica X for PS2

Star Ocean 3 for NTSC PS2

Xbox port of Mortal Kombat Deadly Alliance

Conker Live and Reloaded

Virtua Fighter 4 Evolution

Hydro Thunder for Dreamcast

I can see the 360 version coming out later being superior than the PS3

I discovered the absolutely right answer to why the 360 version is superior to the PS3 version.

Virtua Fighter 5 is running on the Sega Lindbergh arcade board. It makes perfect sense...the arcade is powered by DirectX 9.0c

CPU: Pentium 4 3.0 GHz with 1 megabyte L2 Cache, Hyper Threading Compatible, 800MHz FSB

RAM: 184 pin DDR SDRAM PC3200(400 MHz) 512 MB × 2(Dual)

GPU: NVIDIA GeForce 6800 AGP (NV40), 256 Bit GDDR3 256 MB,

Compatible Vertex Shader 3.0 & Pixel Shader 3.0

Sound: 64 channel, 5.1 ch SP-DIF

LAN: On board, 10/100/1000 BASE-TX. JVS I/O Connector

Serial: 2 Channel (can switch one channel between 232C and 422)

Other: USB port x 4, Compatible HDTV (High Definition), DVD Drive Support, Sega ALL.NET online support

Linux OS[

Released

The House of the Dead 4 — (2005)

Power Smash 3: Sega Professional Tennis — (2006)

Ami-gyo — (2006)

Virtua Fighter 5 — (2006)

After Burner Climax — (2006)

Let's Go Jungle!: Lost on the Island of Spice — (2006)

the physics card is not a godsend but it does help your graphics card run at a much more considerable ease when possible.

That's not a problem for now. The most complex game on my HDD is Guild Wars Nightfall (I'm in GW: Prophecies at the moment....resilient to play it due to my stubbornness to finish with Final Fantasy 12 and talk on the forums at the same time with constant sleep. Thinking Guild Wars can run on a Geforce 6600 GT at 1280x1024 fine so that shows how much slack i have before my system gets laggy again!

Any new games like Battlefield 2142, Neverwinter Nights 2 will run at max settings on my G8800 GTX and Battlefield 2142 I thought is a higher-end PC game. What I'm saying is I have to do this all single player.....no online FPS for me coz satellite broadband limitations. My favorite MMORPG takes hardly any resources because it is Diablo 2 /w Lord of Destruction. Consoles have a more fun single player experience

If I feel I need extra *for my eyes only* graphics boost for just UT3 than I'll get a 64 MB physics card. Haven't decided if I want software over hardware I don't need or vice versa.

1up too of course. I just want to repeat the success of eGameaddiction.com...they post their collections for every platform and everybody seemed to love to comment on the person above them, and jolly good thread.

Someone please reply....you can even lie and post the largest collection on IGN!

Got updates

2010, Cell-based CPU and no BD-ROM confirmed by Engadget I think.

Epic Games Gears up For Greatness

Sony is lucky they can even distribute UT3! They don't exactly have the PS2-level of game releases! Any decent title is welcomed in my opinion! Of course this is the internet, you can exaggerate that and say UT3 for PS3 doesn't have the balls of x360. (IGN PS3 score 8.5, IGN X360 score 9.4)

Without such support they would end up like the Dreamcast or Sega Saturn.

I knew what G_H_G was saying when PS3 came out. Forza 2 could've had 2 DVDs like Gran Turismo 2 had 2 CDs, but the extra media would cut into profits and Microsoft can get \$60 outta everybody /w the 12 environments. Forza 2 is going to be a hot game when it comes out. It'll be at the bottom of top games at IGN and Gamespot. Most X360

owners are going to invest in Forza 2 because it's like GT and that's what happened in 2005. Forza 2 sold Xboxes above Gamecube sales in the USA.

I know...how about all the tracks X360 can't decompress normally in Forza 2, the game extracts from 7zip files onto the HDD! That's clever, but it won't happen....for no reason. Makes me mad.

The only games X360 has multi-DVDs are Blue Dragon (3 DVDs) and Half-life 2 Orange Box (2 DVDs)?

The answer to this thread is NO... Blu-ray is not NEEDED for games right now!

You know Sony....rather waste 3/4 of a BD than have a DVD logo on the PS3 game.

and my ps1 is a launch console too and is still as strong as the day i got it

I find that hard to believe, but it's possible. Everybody with a PS1 (not PSone) said it had terrible lifespan. You had to turn it vertically or upside down, because something wore away the laser diode.

i was a bit slow hitting save so that's why this reply may look strange

Sony will still support the PS3 until 2013/2014.

Sony will stop supporting it in 2012 with some RPG, but EA is going to put Madden on it in 2013 and 2014.

I was wondering if anyone expected their PS3 to last the full duration of this gen or do you expect to have to replace it?

My Xbox 360 lasted a year w/o issues, but it wasn't hardware failure, it was a grounding issue... The fact I didn't have a good surge protector.

New TUROK PS3 Screens!

I am trying really hard to find the superior game engine...Unreal Engine 3 or Cryengine 2.

Don't get me wrong...I paid more money on my Geforce 8800 GTX than i did on my PS3. Geforce 8800 GTX has 768 MB GDDR4 and runs Crysis. But I've been trying to get thru Final Fantasy 12 and am thinking of playing Rogue Galaxy now that i've bought it two days ago (before the extremely cold weather set in) and I admit, my analysis of these incredible engines are wearing thin. I'm still shocked that game engine in Crysis is that unbelievably real. My most realistic PC game is F.E.A.R. which is two years old so believe me I'm behind the times a bit.

Okay this is F.E.A.R on my computer and currently the best i have. Sorry. I feel ashamed I'm behind the times....

I still have Suikoden , my first and only RPG . I dont think it works anymore though , but was some real fun back in the day .

Great, I played that game too. I was playing it for 10 hrs. Try resurfacing it.

The game of recent has to be Parasite Eve II

Squaresoft making horror survival games didn't make sense to me. I was afraid to touch it when I bought PS1 in 2002.

You don't need to mod a PS2 to play backups either, not these days.

I know PCSX2 can't get up to 60 fps even on high-end PCs yet (Core 2 Duo, 2 Geforce 8800 GTX, 2 Gig RAM). Needs work to do this. Otherwise, I'm lost on how you can play backups on PS2s w/o modchips!

F-22 Raptor vs. F-16 Fighting Falcon (2007-03-10 17:33)

Two main plains of the US Airforce. Which one is used and why? It's really elementary. The US Airforce (and Navy cos the F35 has vertical lifting ability) F22 is too expensive for missions that F-16 can handle so that's it's primary issue. While it's used, it's used in worst case scenarios. Why have both aircraft? It's it's primary purpose. The F-22 Raptor will someday be outdated by a X plane, probably unmanned version of it. If I was the military I just use F-16 until dogfights got too tough for it (won't happen).

[EMBED]

I have this game.

[EMBED]

Anonymous (2012-11-15 05:57:43)

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buy tramadol tramadol for dogs or people - order tramadol online overnight

Anonymous (2013-03-10 17:53:27)

buy tramadol online buy tramadol 180 online - tramadol 50 mg for dogs

Anonymous (2013-03-10 22:25:57)

buy tramadol online no prescription overnight what is tramadol ultram 50 mg - tramadol for dogs no rx

Anonymous (2013-03-10 23:55:28)

buy tramadol tramadol 7.5 - buy tramadol buy cod

Anonymous (2013-03-11 00:31:24)

<http://blog.dawn.com/dblog/buy/#38179> where to buy tramadol - tramadol 50mg reviews

Anonymous (2013-03-11 07:50:08)

buy tramadol cod fedex drug study tramadol generic name - tramadol high how much

Anonymous (2013-03-11 14:21:40)

<http://reidmoody.com/#45570> ativan no prescription online pharmacy - ativan klonopin conversion

Anonymous (2013-03-11 19:21:10)

buy tramadol online tramadol for dogs nausea - buy tramadol online no prescription cod

Anonymous (2013-03-12 01:33:19)

<http://buytramadolonlinecool.com/#30694> tramadol overdose limit - tramadol 50 mg recommended dose

Anonymous (2013-03-12 04:34:36)

buy tramadol tramadol lexapro - buy tramadol online yahoo

Anonymous (2013-03-12 05:58:15)

buy ativan online ativan wiki - long ativan your system

Anonymous (2013-03-12 06:46:11)

lorazepam no prescription ativan addiction time - buy lorazepam england

Anonymous (2013-03-12 09:22:49)

order tramadol overnight tramadol 100mg buy - order tramadol without

Anonymous (2013-03-13 01:47:49)

buy ativan online how can i order ativan from india - what's normal dosage ativan

Anonymous (2013-03-13 18:45:47)

buy ativan online ativan pediatric dose - generic ativan reviews

Anonymous (2013-03-13 19:46:09)

generic ativan online can you buy ativan online - can buy ativan online

Anonymous (2013-03-14 09:49:00)

buy ativan online buy lorazepam in uk - ativan online no rx

Anonymous (2013-03-15 03:33:08)

ways to buy ativan online ativan dosage panic disorder - ativan withdrawal support groups

Anonymous (2013-03-15 04:33:18)

buy ativan online want buy ativan - ativan dosage mri

Anonymous (2013-03-16 16:43:50)

buy tramadol online tramadol no prescription overnight cod delivery - can you buy tramadol online in usa

Anonymous (2013-03-16 17:40:08)

<http://staam.org/> #37708 tramadol addiction buprenorphine - buy tramadol online fedex delivery

Anonymous (2013-03-17 16:55:23)

tramadol online how to buy tramadol online - tramadol for dogs + rimadyl

Anonymous (2013-03-17 18:14:51)

<http://ranchodelastortugas.com/> #61301 buy xanax online with insurance - buy real xanax

Anonymous (2013-03-18 00:29:32)

buy tramadol with paypal tramadol legal high - tramadol 50 mg iv

Anonymous (2013-03-18 01:35:53)

buy tramadol cheap online tramadol hcl 50mg reviews - tramadol hcl 50mg tv 58

Anonymous (2013-03-18 01:41:49)

buy tramadol cheap tramadol 200mg er - tramadol for dogs addictive

Anonymous (2013-03-18 09:09:53)

buy xanax online order xanax pills - do xanax 2mg look like

Anonymous (2013-03-18 17:37:20)

buy tramadol online if you overdose tramadol - buy tramadol online no prescription cod

Anonymous (2013-03-18 18:39:51)

<http://staam.org/> #90873 tramadol same high vicodin - tramadol hcl 50 mg compared to hydrocodone

Anonymous (2013-03-18 18:46:18)

buy tramadol online buy tramadol soma - tramadol dosage get high

Anonymous (2013-03-19 00:14:44)

buy xanax online overdose xanax 0.25 - buy xanax online express shipping

Anonymous (2013-03-19 17:28:26)

buy tramadol online order tramadol online reviews - 4 50 mg tramadol

Anonymous (2013-03-20 02:27:59)

buy tramadol online tramadol hcl 150 - buy tramadol online by cod

Anonymous (2013-03-20 02:37:51)

<http://staam.org/> #21236 cheapest tramadol online no prescription needed - tramadol 50 mg is it a narcotic

Anonymous (2013-03-20 10:23:17)

<http://staam.org/> #56274 where to buy tramadol forum - tramadol 50 mg max dosage

Anonymous (2013-03-20 16:09:32)

buy xanax 1mg xanax klonopin same drug test - what is xanax drug class

Anonymous (2013-03-21 19:40:31)

buy xanax online xanax side effects hair - xanax and alcohol liver damage

Anonymous (2013-03-21 21:29:25)

<http://ranchodelastortugas.com/#71453> caffeine pills xanax - xanax white pill 027

Anonymous (2013-03-22 03:19:18)

buy xanax online xanax high forum - xanax dosage and alcohol

Anonymous (2013-03-24 12:44:26)

buy xanax online xanax drug tests detection periods - number xanax overdose

Anonymous (2013-03-24 21:15:28)

xanax 1mg buy xanax online without script - buy xanax online spain

Anonymous (2013-03-25 10:03:54)

xanax pills xanax pills dosage - order brand xanax online no prescription

Anonymous (2013-03-26 02:27:11)

buying xanax overdose with xanax - xanax doses

Anonymous (2013-03-26 07:20:20)

<http://bayshorechryslerjeep.com/#8193> drug interactions nyquil xanax - xanax pills sizes

Anonymous (2013-03-26 09:18:56)

can you buy xanax online legally blue round xanax pills - xanax dosage children

Anonymous (2013-05-03 22:44:16)

buy tramadol buy tramadol an 627 - tramadol qt prolongation

oakleyses (2014-10-23 18:28:55)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:50)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:47)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Updated videogame Wishlist | Battlefield 2142 from my PC (2007-03-17 16:36)

== My Wishlist ==

Sega Genesis

1. Phantasy Star IV End of the Millennium
2. Shining Force
3. Shining Force 2

Super Nintendo

4. Chrono Trigger

Nintendo 64

5. Ridge Racer 64
6. San Francisco Rush
7. Rayman 2 The Great Escape

Xbox 360

8. Halo 3 (FPS, Microsoft, Bungie, 2007) a must have
9. Call of Duty 3 (FPS, Activision, Infantry Ward, 2006)
10. Mass Effect (FPS, Microsoft, Bioware, 2007) Will be popular due to the very successful SW: Knights of the Old Republic and Jade Empire
11. First Encounter Assault Recon (FPS, Serria, Monolith Productions, 2006)

Wii

12. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007) First purchase
13. Mario Kart (Ra, Nintendo, Nintendo, 2008) sort of like Mario Kart and I own all of them
14. F-Zero GX 2 (Ra, Nintendo, Amusement Vision, 2008) the gamecube version was fantastic

PS3

15. Castlevania Lament of Innocence II (RPG, Konami, Konami, 2009)
16. Metal Gear Solid 4 Guns of the Patroit (A, Konami, ????, 2008) A must buy
17. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2007) a must buy and pretty high quality
18. Sonic the Hedgehog 2 (PL, Sega, Sonic Team, 2008)
19. Crysis (FPS, Ubisoft, Crytech, 2007)
20. Ratchet and Clank (Sony, Insomniac Studios, 2008) Ratchet and Clank Going Commando seemed cool
21. Dragon Quest 10 (Square-Enix, Level 5, 2009 or 2010) because part 8 was interesting
22. Devil May Cry 4 (Capcom, Capcom, 2007)
23. Resident Evil 5 (SH, Capcom, Capcom, 2007) [url]because Resident Evil 4 got on the top 8 games on gamrankings for all platforms twice[/url]

PSP

24. Riveria The Promised Land (RPG, Atlus, Atlus, 2007) because i missed the GBA version released 2 years ago
25. FF VII Crisis Core it's a RPG

PC

26. UT2007 (FPS, Midway, Epic Games, 2007)
27. Diablo 3 and Diablo 3 King of Destruction (RPG, Blizzard, Blizzard, ???)

- 28. Spellforce 3 (RPG, JD Wood, Phenomic, 2009)
- 29. Hellgate: London (FPS, Namco, Flagship, 2007)
- 30. The Elder Scrolls V (RPG, Bethesda Softworks, Bethesda Softworks, 2008)

Yesterday, I downloaded a torrent of this awesome first person shooter, Battlefield 2142 because nobody really cares what I buy for PC anyway and I rather spend it on a PS3 title. I also torrent Falcon 4.0 Allied Force and MS Office 2007 Enterprise Edition this month. F4AF FMV doesn't show up on my monitor (I uploaded it to Youtube), but the sound plays, so I had to delete the files. Good thing I didn't waste my money on it. It may play on my Dell Dimension XPS, but I have better things to do such as go to the Science Museum of Minnesota with my father. Problem is this Trojan got onto my computer and used up more bandwidth then I wished, got into the red danger levels of my bandwidth cap.

✖

✖

✖

I got an email from a recruiter from Assurant which said she'll interview me again if I feel I can qualify. I don't know if my job agency will call or will I have too if I want to work nights there. Last time I asked; she said I wasn't qualified for this particular job. The CEO said I couldn't work there, but maybe she changed his mind. It could be those cleverly written trick answers which I'm betting on.

Anonymous (2012-02-11 20:22:59)

hello,

I'm not positive anyone is interested in wanting to get the [url=http://free-iphone4s.com]iphone[/url] 4 s or not, but here is a site I found that offers a contest giving them away. its simple and painless to enter and FREE!

gl

Transfer Windows HDD files to PS3 via your Network (2007-03-17 16:37)

This is a proven free way to transfer your MPEG4 movies onto the PS3 hard drive

First, you may be well aware that MPEG2 is illegal and therefore not possible for PS3 to decode off the HDD. The only codec that will work is H.263 (also MPEG4 ASP) and H.264 (also MPEG4 AVC). To do this, you must download [URL="http://www.redkawa.com/videoconverters/ps3video9"]Red Kata's PS3Video9 [/URL], download the encoder while installing as well. You may do H.263, but that's a little dated. So I suggest doing MPEG4 AVC. You can skip this part if the container is *.MP4 already.

- 1.) Now Download [URL="http://www.redkawa.com/fileservers/"]Red Kawa File Server[/URL]
- 2.) Go to C:\Program Files\Red Kawa\File Server\core
- 3.) In this "core" folder make another folder called "files"
- 4.) Dump your large videos or mp3s in there. AAC works, but those crash on mine.
- 5.) Then, on your PS3's browser go to : http://:8192/files
- 6.) Download the file onto your hdd.

My AotuV b5 Vorbis Collection is brand new! (2007-03-21 16:38)

Fourteen hours ago, I started encoding my 4,696 MP3 collection to [url=http://rarerare.org]AoTuV beta 5 Vorbis[/url] (the most advanced low bitrate codec on Earth until AoTuV beta 6 comes out) and it completed 2 hours ago. I think Mediacoder skipped 5 songs, but I'm thinking I might bring that with me to Minnesota if I go to MN Life College otherwise I'll bring the mp3 collection I burning to DVD as I type this up. AoTuV beta 5 won the Hydroforums low

bitrate audio test against AAC, WMA, and MP3. I have the AoTuV beta 4 Vorbis on my Dell Dimension, but I think I'll update it after I burn the Vorbis to DVDs. This is cool right?

Also I bought Motorstorm for PS3 for \$63 two days ago.

Tonio (2007-07-03 16:25:00)

Not so smart, transcoding will only lessen your quality... Can't get better than what you put in in the first place. Now if you did all the tracks again from their original source...

Ian's Smashing Good Blog Site (2007-10-08 23:36:00)

Yeah so with 900 GB of hard drive space I can do both vorbis and mp3s and it's fun + you fit more on DL-DVDs.

The MN Wild game (2007-03-25 16:39)

X
X
X
X
X
X
X





Wild's ninth win in a role. They're playing against the LA Kings. Score 4:1 I left at the end of the first quarter when the peewee hockey played for 15 minutes, because I kept hearing "you're uncool" in back of me, but that may not of been directed at me. I'm hearing words like crazy too. I was at the elevator, when I went back the noose bleed section because the elevator wasn't fast enough and watched all but the last 5 minutes. It was okay, but nothing I like. The resurface things were cool. The shop was full of bargains at twice the price so my dad didn't get me a jersey (\$50 for XXX size), but only a cap.

Anonymous (2013-02-10 13:41:50)

Heya! I'm at work surfing around your blog from my new iphone! Just wanted to say I love reading your blog and look forward to all your posts! Keep up the fantastic work!

My weblog: haarwuchs

My web site :: **Haarwuchs**

Anonymous (2013-02-10 14:16:25)

I have read several excellent stuff here. Definitely price bookmarking for revisiting.

I surprise how much effort you place to create this kind of fantastic informative site.

my blog post :: homöopathie bei haarausfall in den wechselljahren

My website > **haarausfall in der stillzeit was hilft**

Anonymous (2013-05-20 11:27:17)

Hi there, I believe your website may be having internet browser compatibility issues.

When I look at your site in Safari, it looks fine however, when opening in

IE, it's got some overlapping issues. I simply wanted to give you a quick heads up! Apart from that, wonderful site!

Feel free to visit my web site :: Haare DÜNner

Anonymous (2013-09-11 12:27:00)

I rarely leave responses, but I read a few of the comments on this page "The MN Wild game".

I actually do have a few questions for you if you do not mind.

Could it be simply me or does it look like a few of these responses appear like they are written by brain dead people? :-P And, if you are

writing at additional online sites, I'd like to follow you.

Would you post a list of every one of all your social sites like

your twitter feed, Facebook page or linkedin

profile?

Here is my page - club penguin penguin

Anonymous (2013-09-17 19:45:59)

Great goods from you, man. I have understand your stuff previous to and you're just extremely wonderful.

I actually like what you've acquired here, certainly like what you're saying and the way in

which you say it. You make it entertaining and you still take

care of to keep it sensible. I can't wait to read much more from

you. This is actually a great site.

Feel free to surf to my blog post club penguin log in

9.4 April

GENESIS vs. DREAMCAST Bout (2007-04-01 16:41)

Which was the best Sega console? I was playing Sonic Adventure 2 today and had some fun so I'm saying despite Genesis had games from 1989 to 1996, Dreamcasts life from 1998 - 2001 had better and more fun software then what Genesis had.

List of excellent Dreamcast games

Soul Calibur

Dead or Alive 2

NFL 2k1

Sonic Adventure

Sonic Adventure 2

Skies of Arcadia

Rayman 2 The Great Escape

Test Drive: Le Mans

Resident Evil Code Veronica

List of some decent, but still great choices for Dreamcast

F-355 Challenge

San Francisco Rush 2049

Daytona USA
Marvel vs. Capcom
Marvel Vs. Capcom 2
Crazy Taxi
Crazy taxi 2
Test Drive V-Rally
NFL 2k
F1 World Grand Prix
Hydro Thunder
Shemnue
Grandia II
Fatal Fury Mark of the Wolves
Resident Evil 2
Resident Evil 3
Speed Devils
List of some great Genesis games
Sonic the Hedgehog
Sonic the Hedgehog 2
Sonic the Hedgehog 3
Shining Force
Shining Force 2
Phantasy Star IV
Streets of Rage 2
Castlevania Bloodlines
Lunar for Sega CD
Lunar 2 for Sega CD
List of some decent, but still cool Genesis games
Mortal Kombat II
Vectorman
Gunstar Heroes
Madden NFL 96
Phantasy Star II

Good reason to buy PS3 now. (2007-04-01 16:41)

Sony announced that PS2 emulation is [U]mandatory[/U] to get the price down so it can compete more with Xbox 360 and it badly needs this price reduction from what I heard. Sony is saying the list isn't complete with 100 % (7/10 working) of PS2 games in the European market and there are glitches in the emulation for most games. The European countries are getting the first Emotion Engine[I]less[/I] PS3s soon and NTSC versions are next. So if you're planning on supporting PS3...now is the time to get one. I betcha everyone will be looking for a used PS3 with full hardware acceleration and working BD-ROM once backwards compatibly becomes less then perfect.

I'm feeling not okay (2007-04-01 16:42)

The thought crossed my mind to trade in my Xmas gift for a Wii with Zelda The Twilight Princess at Game Stop. I think the PS3 has enough value. The PS3 is brand new. If I can do this tomorrow than why do i feel bad? I should feel good

that I'm about to own all three consoles.

Come on everybody, give me some pointers so I can go thru with it! My parents are angry at me for taking out \$250 on a wii anyways.

Almost new friend in the bag (2007-04-12 16:43)

Last Friday, I saw three Wiis at GameStop, but my Dad would get mad if I spent \$250 on it. ESR is getting me a job in 1 week, because we pay them a lot too. Then I can afford a AM2+ motherboard for XMAS and Wii. Still buying those won't bring people to my house now would it? I guess I want to start over in my gaming skills.

I haven't blogged in a while, because school is much too important. Weather in Wisconsin is weird, yesterday there was a snow blizzard coming home fixing my cousin's computer and today there was no snow by 9AM and it was a sunny spring day. It's April! Maybe that would happen in March, but April is spring. So I got 60 for Easter, and \$60 for setting up my cousin's DSL. My cousin, Uli, was playing Fable on Xbox..he could care less about my connection. The younger one wanted to hook up the DSL and computer hookup. Going home was dangerous. This paid for 2 games practically including F1 Championship Edition I paid for PS3. I can get first place on Easy difficulty. F1 Championship Edition is more fun than Dreamcast's F1 World Grand Prix (my favorite F1 game of last gen). The water effects are great.

At school, I am in the process of making a new friend Patrick. He's nice, but he doesn't know much about software and wants my help so I give him pirated PC games. I have to write an essay on myself and my visual pathways from the intelligence worksheet I've done in class, but the essay is negative and needs rewriting. I made my friend bob a few H.264 videos for his myspace blog asking him to come over so we could play games. It's boring here in my room doing homework all the time. My classmate over usage of the word "crazy" bothers me.

And why aren't we liking Iraqi war...it's better than DEFCON2 in my opinion! That's why those degrees of defense are in place.

[url=<http://www.fileden.com/files/2006/7/12/126713/april12.7z>]Homework[/url]

I'm a little lost in the console war so trying to collect all the higher then 85 % games out there including the ones for Wii as soon as I can find a job.

Wiivolution is leaked? (2007-04-14 16:40)

Wiivolution is a Wii /w a 160 GB hard drive and HDMI port, DVD video ready and it's been leaked onto the Internet. It's black instead of white. What is Nintendo up too this time? Is this another way to make people believe their current investment is outdated? If not a PC, don't understand what 160 GB is good for. I still do not have money to buy a Wii, and Super Mario Galaxy or Metroid Prime 3 Echoes aren't out yet so there is no point buying it... Wiivolution will cost \$300 when it comes out between 27th of November thru 3rd of December.

I would ask this for Christmas if not for the Athlon 64 X4 and Socket AM2+ motherboard for the hellcat. I'm about done with videogames by November until I've completed college....I think.

Well, this is hte end of the long stretch. I passed my math and writing tests at Rasmussen College, and starting April 2nd. No more or little time spent on forums or gaming in general. On the forum, I posted my room and got an answer back so I posted my Linux screenshots. I'm starting courses, Strategy Successes, and English II (reading at a college level is online)

I'm Slacking today! (2007-04-14 16:46)

[EMBED]



Left to Right: Battlefield 2142, Falcon 4.0 Allied Strike, Command & Conquer 3

IT's not all it's cracked up to be (2007-04-28 16:29)

I was looking at the Crest of the Stars review (\$50 anime franchise), because it got a really good score. I was going to buy it, but I thought well I'm really braindead Wednesday. So...I went to Youtube....streamed rip all 13 episodes via Replay A/V and converted the FLA to MPEG4 AVC *.mp4s with Total Video Converter and burnt it on DVD so i can take it to school to show how smart I am. And for some reason that movie got "sold out" GIF at Best Buy.com. So that's why I watched it in the first place.

After the 5th part, I started to believe it's not all it's cracked up to be. Just like Ghost in the Shell, Princess Mononoke, Final Fantasy VII Advent Children, Castle in the Sky, Akira, the Valley of the Wind, and Whisper of the Heart I got off Limewire Pro for free too.

I saved myself at least \$120!

**New blog bar matrix (2007-04-29 12:49)**



QR Code



Randy's boating experience (2007-04-29 12:51)

My friend, Randy, came over while I was snoozing at 9:30. He has this stern boat with the biggest Mercury motor that is legal for a boat that size and he bought it for 6500. We cruised around Star Prairie Wisconsin's Lake St. Croix. He talked about how the Canadians are down right rude, and they're living off our economy and such. Then I told him how the Chinese hate MPEG4 due to liscencing costs so they're doing their "AVS" for HD programming. I told him about how I use MPEG4 AVC like the US Military does now. I told him about the free one I use for Google Video. He talked about how there are many babes and parties along the lake, Old Milwaukee's NA beer, dead Crappies (because of Winter). Why we don't colonize Alaska (areas w/o permafrost) with big cities and have Domed MLB and NFL stadiums for the future cities. We could use the Boeing 737 or Boeing 777 as cargo plains for the new Alaskan cities. Then we talked about how we'll make Japan become a part of the union...have Tokyo as our largest city (3 US military bases are in Japan) or just buy out something like Jamaica or Aruba and make that a commonwealth, and clean it up considerably afterwards.

Mark Brown (2011-05-12 07:27:08)

Wow! Your boating experience must have been really that fun. I wish I could have that kind of experience, but I'll save it for another time. And it's been a while since I've read something funny.

Iain's Smashing Good Blog Site (2011-07-24 14:42:50)

We talked about crappies. This was one of the last times I seen Randy.

9.5 May

Got Wii...sort of (2007-05-06 15:03)

Today, I have a Wii under my bed. I spent \$266 on it at EB Games and I got really excited. I have a 30 day money back guarantee. The question is should I return it tomorrow or in two weeks? Okay, I'm sold out now. I have all three consoles!

I guess I have to kiss goodbye my first opportunity of getting one . Also on this sad day, I got a new job at Computer Network Specialists in Stillwater, MN. It's okay, but I am getting free Random Access Memory for my Compaq Presario. I really don't know if I like it. Too stupid to realize for \$8 I can work at Assurant for example. Of course, I blew that chance so whatever! Hell, I don't care about blogging.

X

Opening that Wii box is stupid...I had plenty in the bank to cover it. Parents want it returned, but as of 05/06 it's still here. My father hasn't found out about it! And if he does yell at me..I'll simply bring it back to Game Stop.

I know what you don't! Hehe (2007-05-06 20:26)

IBM made a breakthrough in how CPUs are made by drilling micro holes into the Cell Broadband Engine using state-of-the-art nano technology and update each SPE to 2 MB L2 cache instead of 512 KB. It makes the Cell 33 % faster and run a lot cooler (because it runs cooler it runs 33 % to 66 % faster.) Now the Cell can be clocked up to 4 GHz. That's what PS4 will have and be backwards compatible with PS3. It'll also have a Nvidia G91 GPU d if PS4 comes out in 2011. The G80 was promised for PS3 before it came out. By then the Emotion Engine will be entirely emulated because all PAL models will have PS2 emulation on PS3. That's Europe fault for not buying the current \$500 model. Thanks to them, it doesn't exist anymore. I also here the PS3 is going to drop price to \$425 at the end of the year. For your information....I always complete all my homework from college before the due date.

Videogame list 56th update (2007-05-16 16:52)







x





X



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Gamecube

Xbox

Retro

Dreamcast

1984



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Playstation



Dual Screen/PSP/GBA

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

All my Consoles at Modblog N64 snapshot

PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo 

 www.ImageShack.us /]

 www.ImageShack.us /]

 www.ImageShack.us

40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath















Ninety third update - march 30, 2014 - Gran Turismo 6 (PS3), Ys: Memories of Celceta (PSvita), Mario & Luigi - Dream Team (3DS), Might and Magic (DS), Final Fantasy Tactics A2 (DS), Legend of Zelda A link Between Worlds (3DS), Blazblue Chrono Phantasma (PS3), Danganronpa (PSVita), Atelier Escha (PS3), Super Mario 3D World (WiiU), Dark souls II (PS3),

Ninety second update - December 31, 2013 - Battlefield 4 (PS4), Disease D2 (PS3) Grand Theft Auto V (PS3), Guild Wars 2 (PC), Diablo 3 (PS3), Etrian Odyssey IV (3DS), FIFA 12 (PS3), Legend of Zelda Wind Waker HD (WiiU),

Ninety-first update - September 10, 2013 - Monster Ultimate 3 (Wii U), Soul Hackers (3DS), Mario & Luigi - Dream team (3ds), Dead or Alive 5 (PS3), Tales of Xillia (PS3), The Last of Us (PS3), Do Don Pachi Saidaioujou (X360), Tales of Edrian Oddyssy IV (3DS), Devil Summoner (PS2) Devil Summoner 2 (PS2), Jak & Daxter Collection (Ps3)

Ninetith update - February 10, 2013 - Fire Emblem - Awakening (3DS), Sonic Racing Transformed (PS3), 999 (DS), Zero: Virtue's Revenge (PSvita), Wrath of the White Witch (PS3)

Eighty-ninth update - November 8, 2012 - Kingdom Hearts (3ds), Code of Princess (3ds), New Super Mario Bros. U (Wiiu), Borderlands 2(ps3), Mass effect 3 (PS3), Persona 4 Golden (Vita)

Eighty-eighth update July 15, 2012 - King of Fighters XIII (PS3), Fallout 3 (PS3), Fallout nEW Vegas (PS3), Tales of Graces F (PS3), Donkey Kong Country Returns (Wii), Street Fighter X Tekken (PS3), SSX (PS3)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Diablo 3 (PC)

eighty-seven update - May 20, 2012 - Disease 3 (Vita), Dragon Force (Saturn), Valkyrie Profile (PS1), Breath of Fire IV (PS1), Shining Force CD (Sega CD), Ogre Tactics (PS1), Dragon Quest IV (SNES), Dragon Quest VI (SNES), Secret of

Mana 2 (SNES), Tales of Phantasia (SNES), Terranigma (SNES), Soul Blazer (SNES), Tactics Ogre (PS1), Guardian Heroes (Saturn), Thunder Force V (PS1)
 eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Tales of Graces F (PS3), Mass Effect 3 (PC), Skies of Arcadia (GCN), Persona 2 (PSP), Persona 3 (PSP), Diseasea DS (DS), Diseasea (PSP) Diseasea 2 (PSP), Legend of Heroes (PSP)
 eighty-fifth update - January 27, 2012 - Dark Souls (PS3), Gears of War 3 (360), Super Mario 3D Land (3DS), Mario Kart 7 (3DS), Deus Ex: Human Revolution (PS3), Ratchet & Clank All 4 One (PS3), Batman: Arkham City (PS3), Elder Scrolls V (PC), Elder Scrolls V (PS3), Uncharted 3 (PS3), Sonic Generations (PS3, 3DS), God of War Origins (PS3)
 eighty-fourth update - September 3, 2011 - Legend of Zelda Ocarina of Time 3D (3DS), Sonic Colors (Wii), Legend of Zelda - Twilight Princess (Wii), Wipeout Pulse (PSP), DoDonPachi Resurrection (360), Mushihimesama Futari (360), espgaluda ii black label (360), Resistance 3 (PS3)
 Eighty-third update - May 14, 2011 - Crysis 2 (PC), Street Fighter IV 3D (3DS), Spirit Tracks (DS), Final Fantasy XII (DS), Bangai-O (DS), Sins and Punishment : Star Successor (Wii), Ghost Trick: Phantom Detective (DS), Radiant Historia (DS), Heavy Rain (PS3), Assassin's Creed: Brotherhood (PS3), Chrono Trigger (DS), Super Mario Advance 2 (GBA), Super Mario Advance 3 (GBA)
 Eighty-second update March 28, 2011 - The Shadow of Templars SE (PC), Gabriel Knight 2: Sins of the Fathers (PC), Syberia (PC), Dead Space (PS3), Demon's Souls (PS3), Marvel vs. Capcom 3 (PS3), Killzone 3 (PS3), Tactics Ogre (PSP), Fallout: New Vegas (PC)
 Eighty-first upgrade - December 20, 2010 - Metal Gear Solid - Peace Walker (PSP), Kingdom Hearts 358/2 (DS), Blazblue 2 (PS3), Metroid: Other M (Wii), Halo Reach (x360), Kingdom Hearts: Birth by Sleep (PSP), Spellforce Universe (PC), Castlevania (PS3), Enslaved (PS3), Red Dead Redemption (PS3), Vanquish (PS3), Gran Turismo 5 (PS3), Dragon Quest IX (DS), Torchlight (PC) (re-added The Longest Journey and Dreamfall:TLJ for PC)
 Eighth update - May 06, 2010 - Resonance of Fate (PS3), Sonic Sega All-Stars Racing (PS3), Lunar (PSP), Assassin's Creed (PS3), Assassin's Creed 2 (PS3)
 seventy-ninth update - March 16, 2010 - Final Fantasy XIII (PS3) Bioshock 2 (x360), Tatsunoko vs. Capcom (Wii), Mass Effect 2 (PC), God of War III (PS3)
 seventy-eighth update - January 12, 2010 - Call of Duty Modern Warfare 2 (PS3), New Super Mario Bros. (Wii), Dragon Age: Origins (PC) God of War Collection (PS3), Waka Waka 7 (Sat)
 seventy-seventh update - October 27, 2009 - Uncharted 2: Amongst Theives (PS3), Tekken 6 (PS3), Ratchet and Clank - Crack in Time (PS3), Raiden III (PS2), Gigawatt Generations (PS2), Psyvariar 2: Ultimate Final (PS2), Gunbird Special Edition (PS2)
 seventy-sixth update - September 22, 2009 - Metroid Prime Trilogy (wii), Muramasa: The Demon Blade (Wii), Hotshots (PS3), Phantom Hourglass (NDS), Batman: Arkham Asylum (PS3), Mario and Luigi - Bowser's Inside Story (NDS), Halo 3 - ODST (x360), Espgaluda (ps2), Mushihime-sama (ps2)
 Seventy-fifth update - August 07, 2009 - Devil survivor (DS), Knights of the Nightmare (DS), Secret of Monkey Island - Special Edition (PC), Blazblue (PS3), Madden NFL 09 (PS3), Sonic's Ultimate Genesis Collection (PS3), Midnight Club LA (PS3)

seventy-fourth update - June 25, 2009 - Indiana Jones - Fate of Atlantis (PC), The Sims 3 (PC), Crimson Gem Saga (PSP), Fable 2 (360), Guilty Gear XX Accent Core Plus (PS2), Burnout Paradise (PS3), The Orange Box (PS3)

seventy-third update - May 20, 2009 - Arcana Heart (PS2), Cross Edge (PS3), inFamous (PS3)

seventy-second update - April 15, 2009 - Resident Evil 5 (ps3), Street Fighter IV (Ps3), Dragon Quest IV (NDS), Dragon Quest V (NDS), Banjo Kazooie (X360) Dodonpachi (SAT), Soukyugurentai (SAT), Battle Garegga (SAT)

seventy-first update February 26, 2009 - Ar tonelico II (PS2), Warhammer Online Age of Reckening (PC), Manic Mansion Deluxe 1.1 (PC), Day of the Tentacle (PC), Star Ocean IV - The Last Hope (X360), Killzone 2 (PS3)

Nintendo Entertainment System (5 Game Cartridges, 7 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

1. Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

2. Donkey Kong Classics (Nintendo, Nintendo, 1986, 4/10)

3. Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

4. Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

5. Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

6. Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

7. Track and Field (SP, RE, Nintendo, Nintendo, 1982)

Super Nintendo (31 game cartridges /w 34 Playable games)

Role playing 12 (RPG)

Platformer 9 (PL)

Racing 1 (Ra)

Shooter 3 (S)

Shoot 'em ups 4 (SHMUPS)

1. Axelay (SHMUP, Konami, Konami, 1993)

2. Castlevania Dracula X (PL, Konami, Konami, 1995)

3. Chrono Trigger (RPG, Squaresoft, Squaresoft, 1995)

4. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

5. Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

6. Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

7. Dragon Quest IV (RPG, RE, Enix, Enix, 1994, 9.0)

8. Dragon Quest VI (RPG, RE, Enix, Enix, 1996, 9.0)

9. Earthbound (RPG, Nintendo, Hal Laboratory, 1995, 9.0)

10. Final Fantasy II (RPG, RE, Squaresoft, Squaresoft, 1992)

11. Final Fantasy III (RPG, RE, Squaresoft, Squaresoft, 1994)

12. Illusion of Gaia (RPG, RE, Enix Quintet, 1994)

13. Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

14. Lufia II: Rise of the Sinistrals (RPG, Natsume, Neverland, 1996, 9.0)

15. R-Type III: The Third Lightning (SHMUP, Jaleco, Irem, 1993, 8.0)

16. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

17. Secret of Mana 2 (RPG, RE, Squaresoft, Squaresoft, 1995)

18. Space MegaForce (SHMUP, Toho, Compile, 1993)

19. Soul Blazer (RPG, RE, Enix, Quintet, 1992)

20. Star Fox (S, RE, Nintendo, Nintendo, 1993)
 21. Super Castlevania IV (PL, Konami, Konami, 1991, 8.5)
 22. Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)
 23. Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 24. Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 25. Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)
 26. Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)
 27. Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)
 28. Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)
 29. Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)
 30. Super Metroid (S, RE, Nintendo, Intellegent Systems, 1994)
 31. Tales of Phantasia (RPG, RE, Square, Square, 1995)
 32. Terranigma (RPG, RE, Enix, Quintet, 1996)
 33. Treasure Hunter G (RPG, RE, Squaresoft, Squaresoft, 1996)
 34. U.N. Squadron (SHUMP, RE, Capcom, Capcom, 1991, 9/10)
- Sega Genesis (23 cartridges)
- platform 2 (PL)
- Role Playing 6 (RPG)
- Retro - 17 (RE)
- Action 1 (A)
- Fighter 1 (F)
- Action 1 (A)
- Shoot em up 10 (SHMUP)
- Stategy (STR) 1
1. Castlevania Bloodlines (A, RE, Konami, Konami, 1994, 9.0)
 2. Contra - Hard Corps (SHMUP, RE, Konami, Konami, 1995)
 3. Eliminate Down (SHMUP, Soft Vision International, Aprinet, 1993)
 4. Gaiars (SHMUP, Renovation Software, Telnet, 9.0/10)
 5. Gleylancer (SHMUP, Masaya, Masaya, 1992, 8.0)
 6. Gunstar Heroes (SHMUP, Sega, Treasure, 1993 9.5/10)
 7. Herzog Zwei (STR, Technosoft, Technosoft, 9.0)
 8. Langrisser II [Warsong 2] (RPG, NCS, Carrier Soft, 1994, 10)
 9. Lightning Force (SHMUP, Technosoft, Technosoft, 1992, 10)
 10. M.U.S.H.A. [MUSHA] (SHMUP, Sysmetic, Compile, 1990, 9.0)
 11. Phantasy Star II (RPG, RE, Sega, Sega, 1989)
 12. Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)
 13. Phantasy Star IV - End of the Millennium (RPG, RE, Sega, Sega, 1995, 9.0)
 14. Shining Force (RPG, RE, Sega, Sega, 1992, 8.5)
 15. Shining Force II (RPG, RE, Sega, Sega, 1994, 9.0)
 16. Sonic the Hedgehog 2 (PL, RE, Sega, Sega Technical Institute, 1992, 9/10)
 17. Sonic the Hedgehog 3 (PL, RE, Sega, Sega Technical Institute, 1993, 10/10)
 18. Streets of Rage II (F, Sega, Sega-AM7, 1992)
 19. Thunderforce II (SHMUP, Technosoft, Technosoft, 1990, 8.5)
 20. Thunderforce III Spirits (SHMUP, Technosoft, Technosoft, 1991, 8.5)

21. Twinkle Tale (SHMUP, Zap, Toyo Records, 1992, 9.0)
 22. Vectorman (S, Sega, Blue Skies, 1996)
 23. Vectorman 2 (S, Sega, Blue Skies, 1996)
- Sega CD (2 games)
- Role Playing (1) RPG
- Platformer (1) PL
1. Shining Force CD (RPG, Sega, Sega, 1995, 9.0)
 2. Sonic CD (PL, Sega, Sonic Team, 1993, 9.5)
- Gameboy Advance (22 playable games)
- action 4 (A)
- racing 1 (RA)
- platform 2 (P)
- puzzle 1 (PUZ)
- RPG 9 (RPG)
- retro 4 (RE)
- shooter 2 (S)
- Strategy 3 (STR)
1. Castlevania - Aria of Sorrow (Double Pack) (A, Konami, Konami, 2004, 9.3)
 2. Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
 3. Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
 4. Castlevania - Harmony of Dissonance (Double Pack) (A, Konami, Konami, 2003, 9.2)
 5. Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)
 6. Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
 7. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
 8. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
 9. Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
 10. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
 11. Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
 12. Lunar Legend (RPG, Ubisoft, Game Arts, 2003, 7.0)
 13. Kirby Nightmare in Dreamland (PL, Nintendo, Hal Laboratory, 2007, 9.0)
 14. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
 15. Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
 16. Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
 17. Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
 18. Riveria - The Promised Land (RPG, Atlus, Spike, 2003, 8.0)
 19. Super Mario Advance (PL, Re, Nintendo, Nintendo R&D1, 2001, 8.0)
 20. Super Mario World: Super Mario Advance 2 (PL, Re, Nintendo, R&D1, 2002, 8.0)
 21. Yoshi's Island: Super Mario Advance 3 (PL, Re, Nintendo, Nintendo R&D1, 2006)
 22. Yyatta Union (RPG, Atlus, Spike, 2005, 8.0)
- Nintendo 64 (25 Games)
- platform 6 (PL)
- shooter 9 (S)
- RPG 4 (RPG)

racing 7 (RA)

first person shooters 3 (FPS)

Real-time Strategy 1 (RTS)

1. Banjo and Kazooie (PL, Nintendo, RAREWARE, 1998, 9.6)
2. Banjo and Tooie (PL, Nintendo, RAREWARE, 2000, 9.4)
3. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
4. Chopper Attack (S, Midway, Seta, 1998, 5.6)
5. Conker's Bad Fur Day (PL, Nintendo, RAREWARE, 2001, 9.9)
6. Crusin USA (RA, Nintendo, Williams, 4.0)
7. Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
8. Extreme-G (RA, Acclaim, Probe, 1997, 7.9)
9. Extreme-G 2 (RA, Acclaim, Probe, 1998, 6.9)
10. Goldeneye 007 (FPS, S, Nintendo, RAREWARE, 1997, 9.7)
11. Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
13. Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
14. Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
15. Ogre Battle 64 ~ Person of a Lordly Calibur (RPG, Atlus, Quest, 2001, 8.5)
16. Paper Mario (RPG, Nintendo, Intellegent Systems, 2001, 9.5) * bought

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17. Perfect Dark (FPS, S, Nintendo, RAREWARE, 2000, 9.8)
18. Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
19. Starcraft 64 (TFS, Blizzard, Blizzard, 2000, 7.5)
20. Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
21. Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
22. Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
23. Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
24. Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
25. Wave Race 64 (RA, Nintendo, Nintendo R&D1, 1996, 9.7)

Playstation (56 Game Cases, 65 playable games total)

RPG 36 (RPG)

shooter 11 (S)

racing 3 (RA)

platform 2 (PL)

fighters 2 (F)

retro 14 (RE)

strategy 2 (str)

Shooter 1 (S)

Shoot em ups 5 (SHMUP)

Torrented 6 (T)

1. Arc the Lad (Arc the Lad Collection) (RPG, re, Working Designs, ARC Entertainment, 2000, 8.8)
2. Arc the Lad II (AtLC) (RPG, re)
3. Arc the Lad III (AtLC) (RPG, Re)
4. Arc the Lad Tournament (ATLC) (RPG, RE)
5. Alundra (RPG, Working Designs, Matrix Software, 1997, 8.8)
6. Brave Fencer Musashi (RPG, Square EA, Squaresoft, 1998, 9.0)
7. Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)

8. Breath of Fire IV (RPG, Capcom, Capcom, 2001, 8.0)
9. Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
10. Chrono Cross (RPG, Square, Square, 2000, 10)
11. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Squaresoft, 2001, 9.4)
12. Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
13. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
14. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
15. Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
16. Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
17. Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
18. Elemental Gearbolt (S, Working Designs, Alfa System, 7.5)
19. Einhander (SHMUP, Squaresoft, Squaresoft, 1998, 8.0)
20. Final Fantasy (Final Fantasy Origins) (RPG, re, Square-Enix, Square-Enix 2001, 90)
21. Final Fantasy II (Final Fantasy Origins) (RPG, re, same, same, same, same)
22. Final Fantasy IV (Final Fantasy Chronicles) (RPG, Re, same, same, same same)
23. Final Fantasy Tactics (RPG, Squaresoft, Squaresoft, 1997, 8.5)
24. Final Fantasy V (Final Fantasy Anthology) (RPG, re, Square EA, Squaresoft, 1999, 9.0)
25. Final Fantasy VI (Final Fantasy Anthology) (RPG, re, same, same, same, same)
26. Final Fantasy VII (RPG, Sony, Squaresoft, 1997, 9.5)
27. Final Fantasy VIII (RPG, Square EA, Squaresoft, 1999, 9.0)
28. Final Fantasy IX (RPG, Square EA, Square, 2000, 9.2)
29. Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
30. Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
31. Grandia (RPG, Sony, Game Arts, 1999, 9.0)
32. Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
33. Legend of Mana (RPG, Square EA, Squaresoft, 2000, 8.3)
34. Lunar - The Silver Star Story Complete (RPG, RE, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
35. Lunar 2 - Eternal Blue Complete (RPG, re, Working Designs, Game Arts, 2000, 8.0)
36. Lunar 2 - Eternal Blue Complete (copy 2)(RPG, re, Working Designs, Game Arts, 2000, 8.0)
37. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
38. Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
39. Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
40. Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
41. Metal Slug X (S, Agetec, SNK, 2001)
42. Ogre Battle (STR, RE, Atlus, Quest, 1997, 7.9)
43. Persona (RPG, Atlus, Atlus, 1996, 8.0)
44. Persona 2 Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
45. Raystorm (SHMUP, Working Designs, Taito, 1996, 8.0)
46. Raycrisis (SHMUP, Working Design, Taito, 1998, 8.0)
47. R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
47. Rhapsody: A Musical Adventure (Torrented RPG, Atlus, Nippon Ichi

Software, 2000, 7.5)

48. Ridge Racer (RA, Namco, Namco, 1996, 7.5)
49. R-Type Delta (SHMUP, Acetec, Irem Software, 1999, 8.5)
50. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
51. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
52. Suikoden (RPG, Konami, Konami, 1996, 9.0)
53. Suikoden II (t, RPG, Konami, Komami, 2000, 8.5)
54. Tactics Ogre (STR, RE, Atlus, Quest, 1997, 8.0)
55. Tale of Destiny (RPG, Namco, Nippin Telenet, 1997, 7.5)
56. Tale of Destiny II (RPG, Namco, Nippin Telenet, 2001, 8.0)
57. Tekken 2 (F, Namco, Namco, 1997, 9.0)
58. Thunder Force V (SHMUP, Working Designs, Technosoft, 1997, 8.0)
59. The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
60. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
61. Valkyrie Profile (RPG, Enix, Tri-Ace, 2000, 9.0)
62. Vandal Hearts (RPG, Konami, Konami, 1997, 8.0)
63. Wipeout 3 (Ra, SCEE, Psygnosis, 1999, 9.1)
64. Wipeout XL (Ra, SCEE, Psygnosis, 1996, 9.0)
65. Xenogears (RPG, Square EA, Squaresoft, 1998, 9.5)

Sega Saturn (2x) (41 Games)

platform 5 (PL)

shooting 8 (S)

racing 3 (RA)

fighters 4 (F)

Role playing 8 (RPG)

Tactical RPG 4 (Tac)

Shoot em up 7 (shmup)

Torrented 12 (t) - games way too expensive

1. Albert Odyssey: Legend of Eldean (RPG, Working Designs, Sunsoft, 1997, 8.0)
2. Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
3. Batsugun (SHMUP, Banpresto, Toaplan, 1996 7.0)
4. Battle Garegga (SHMUP, Raizing, Raizing, 1996, 9.5)
5. Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
6. Daytona USA (RA, Sega, Sega-AM2, 1994, 1996)
7. Dragon Force (RPG, Working Designs, Sega, 1996, 8.9)
8. Dodonpachi (SHMUP, Atlus, Cave, 1997, 10)
9. Don Pachi (T, SHMUP, Atlus, Cave, 1996, 10)
10. Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
11. Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, 7.0)
12. Guardian Heroes (RPG, Working Designs, Treasure, 1997, 9.0)
13. Hyper Duel (SHMUP, Taito, Technosoft, 1995, 8.0)
14. Langrisser I & II Dramaic Edition (t, TAC, NCS, Careersoft, 1998)
15. Langrisser III (t, TAC, NCS, Careersoft, 1996)
16. Langrisser IV (t, TAC, NCS, Careersoft, 1997)
17. Langrisser V (t, TAC, NCS, Careersoft, 1998)
18. Magic Knight Rayearth (T, RPG, Working Designs, Sega, 1998, 6.5)
19. Mr. Bones (PL, sega, Sega, 1998, ???)
20. Nights into Dreams (PL, Sega, Sonic Team, 1996, 9.0)
21. Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)

22. Panzer Dragoon (S, Sega, Team Andromeda, 1995, 8.8)
 23. Panzer Dragoon 2 : Zwei (S, Sega, Team Andromeda, 1996, 9.0)
 24. Panzer Dragoon Saga! (RPG, Sega, Team Andromeda, 1998, 9.2)
 25. Princess Crown (T, RPG, Atlus, Atlus, 1997, 8.5)
 26. Rayman (PL, Ubisoft, Ubisoft, 1995, ???)
 27. Radiant Silvergun (SHMUP, ESP, Treasure, 1998, 9.0)
 28. Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 29. Shining Force III (RPG, Sega, Camelot Software Planning, 1998, 8.0)
 30. Shining the Holy Ark (RPG, Sega Camelot Software Planning, 1998, 8.0)
 31. Shining Wisdom (RPG, Sega, Camelot Software Planning, 1998, 7.5)
 32. Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
 33. Soukyugurentai (SHMUP, Raizing, Raizing, 1997, 9.5)
 34. Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
 35. Soviet Strike (Tactical, EA, EA, 1997, 8.0)
 36. Waku Waku 7 (F, Sunsoft, Sunsoft, 1996, 7.5)
 37. Virtua Cop (S, Sega Sega-AM2, 1996, ????)
 38. Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
 39. Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
 40. Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
 41. Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)
- Sega Dreamcast (3x Dreamcasts) (45 Games)
- Platform 5 (PL)
- action 1 (a)
- RPG 5 (RPG)
- driving 14 (DR)
- shooters 10 (S)
- military jet simulations 2 (MJS)
- athletic sports 3 (SP)
- puzzle 1 (PUZ)
- fighters 5 (F)
- Survival Horror 4 (SH)
- Space Shoot 'em Up 2 (SHMUP)
1. AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
 2. Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
 3. Bangai-O (S, Conspiracy Entertainment, Treasure Inc., 2001, 9.0)
 4. Border Down (T, SHMUP, G. Rev, G. Rev, 2003, 8.0)
 5. Crazy Taxi (DR, Sega, AM3, 2000, 9.7)
 6. Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)
 7. Daytona USA (DR, Sega, Amusement Vision, 2001, 9.3)
 8. Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)
 9. Dreamcast Planetweb 2.0
 10. Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)
 11. F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)
 12. F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)
 13. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
 14. Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)
 15. Hydro Thunder (DR, Midway, Midway, 1999, 8.7)
 16. Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dyanamics 2000, 9.1)
 17. Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)

18. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2000, 9.3)
 19. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
 20. NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)
 21. NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
 22. Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)
 23. Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)
 24. Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten Publishing, 2000, 8.7)
 25. Resident Evil 2 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.5)
 26. Resident Evil 3 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.0)
 27. Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
 28. Rush 2049 (DR, Midway, Atari, 2000, 9.0)
 29. Sega Rally 2 (DR, Sega, AM2, 2000, 9.0)
 30. Shenmue (RPG, Sega, AM2, 2000, 9.7)
 31. Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
 32. Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)
 33. Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
 34. Soul Calibur (F, Namco, Namco, 1999, 10)
 35. Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
 36. Spiderman (A, Activision, Neversoft, 2000, 9.5)
 37. Street Fighter Alpha 3 (F, Capcom, Capcom, 1999, 9.5)
 38. Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
 39. Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
 40. The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
 41. Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
 42. Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
 43. Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
 44. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
 45. Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
 46. Zero Gunner 2 (T, SHMUP, Psikyo, Psikyo, 2001, 8.5)
 47. Dreamcast 1999 Demo Disk x2
- Playstation 2 (3x) (144 Game Cases) (160 games)
- RPG 52 (RPG)
- driving/racing 13 (RA)
- action 27 (A)
- action platformer 12 (APL)
- Puzzle 2 (PUZ)
- Shooter 20 (S)
- fighters 12 (F)
- Horror Survival 5 (SH)
- athletic sports 8 (SP)
- military jet simulations 2 (MJS)
- pirated - shmups excluding Gradius III/IV/V, Silpheed, R-type Final Shoot 'em ups (SHMUPS) 11
1. Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
 2. Ace Combat 5 - The Unsung War (MJS, Namco, Project Aces, 2004, 9.3)
 3. Ace Combat Zero The Belkan War (MJS, Namco, Project Aces, 2006, 8.5)
 4. Arcana Hearts (F, Atlus, Examu, 2008, 8.5)
 5. Ar Tonelico Melody of Elemia (RPG, NIS America, Gust, 2007, 7.5)

6. Ar tonelico II: Melody of Metafalica (RPG, NIS America, Gust, 2009, 8.0)
7. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
8. Atelier Iris - Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
9. Atelier Iris 2 - The Azoth of Destiny (RPG, NIS America, Gust, 2006, 8.0)
10. Baldur's Gate Dark Alliance 2 (rpg, vivendi universal, black isle studios, 2003, 8.4)
11. Breath of Fire V - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
12. Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
13. Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
14. Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
15. Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
16. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
17. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
18. Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
19. Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
20. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
21. Disgaea 2: Cursed Memories (RPG, NIS America, Nippion Ichi, 2006, 9.0)
22. DoDonPachi Dai-Ou-Jou (SHMUP, Akira, Cave, 2003, 8.5)
23. Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
24. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
25. ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
26. Espgaluda (SHMUP, Arika, Cave, 2003, 7.0)
27. Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
28. Final Fantasy X (RPG, Square EA, Square, 2001, 9.5)
29. Final Fantasy X-2 (RPG, Square-Enix, Squaresoft, 2003, 9.5)
30. Final Fantasy XII (RPG, Square-Enix, Squaresoft, 2006, 9.7)
31. Gigawing Generations (SHMUP, Taito, Takumi, 2003, 7.0)
32. God of War (A, Sony, Sony, 2005, 9.8)
33. God of War II (A, Sony, Sony, 2007, 9.7)
34. Gradius III & IV (S, Konami, Konami, 2000, 7.0)
35. Gradius V (S (SHMUP), A Konami, Treasure, 2004, 7.7)
36. Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)
37. Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
38. Gran Turismo 4 (copy 2) (RA, Sony, Polyphony Digital, 2005, 9.5)
39. Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
40. Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
41. Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
42. Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
43. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
44. Grandia III (RPG, Square-Enix, Game Arts, 2006, 7.6)
45. Grim Grimoire (RPG, NIS America, Vanillaware, 2007, 8.2)
46. Gwylancer II (Gwylancer Generations) (RPG, Working Designs, Career Soft, 2004, 8.6)
47. Gwylancer III (Gwylancer Generations) (RPG, same, same, same, same)
48. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System

works, 7.2)

49. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
50. Guilty Gear XX Accent Core Plus (F, Aksys, Arc System Works, 2009, 8.0)
51. Gunbird Special Edition (SHMUP, Psikyo, Psikyo, 2005, 7.0)
53. Haunting Grounds (Capcom, Capcom, 2006, 7.5)
52. Ibara: Battle Garegga 3 (SHMUP, Taito, Raizing,, 2006, 9.0)
53. Ico (PUZ, Sony, Sony, 2001, 9.4)
54. Jak and Daxter (APL, A, Sony, Naughty Dog Software, 2001, 9.4)
55. Jak 2 (APL, A, Sony, Naughty Dog, 2003)
56. Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
57. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
58. Kingdom Hearts (RPG, Square EA, Squaresoft, 2002, 9.0)
59. Kingdom Hearts: Re: Chain of Memories (RPG, Square-Enix, Squaresoft, 2008, 8.0)
60. Kingdom Hearts II (RPG, Square-Enix, Squaresoft, 2006, 9.0)
61. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
62. Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
63. Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
64. Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippon Ichi, 2005, 7.5)
65. Mana Khemia 2: Fall of Alchemy (RPG, NIS America, Gust, 2009, 8.4)
66. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2002, 9.0)
66. Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)
67. Mega Man 2 (MMAC) (A, S)
68. Mega Man 3 (MMAC) (A, S)
69. Mega Man 4 (MMAC) (A, S)
70. Mega Man 5 (MMAC) (A, S)
71. Mega Man 6 (MMAC) (A, S)
72. Mega Man 7 (MMAC) (A, S)
73. Mega Man 8 (MMAC) (A, S)
74. Mega Man Battle (MMAC) (A, S)
75. Mega Man Battle 2 (MMAC) (A, S)
76. Mega Man X [MMX Collection] (S, Capcom, Capcom, 2005, 7.0)
77. Mega Man X2 [MMX Collection]
78. Mega Man X3 [MMX Collection]
79. Mega Man X4 [MMX Collection]
80. Mega Man X5 [MMX Collection]
81. Mega Man X6 [MMX Collection]
82. Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
83. Metal Gear Solid 3 Snake Eater (S, A, Konami, Kojima Productions, 2004, 9.6)
84. Metal Gear Solid 3 Subsistence (A, S, Konami, Kojima Productions, 2006, 9.8)
85. MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
86. MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
87. Mushihime-sama (SHMUP, Taito, Cave, 2004, 7.0)
88. Odin Sphere (RPG, Atlus, Vanillaware, 2007, 8.8)
89. Okami (Adventure, Capcom, Clover Studio, 2006, 9.0)
90. Onimusha 2 Samurai's Destiny (SH, Capcom, Capcom Production Studios 2,

- 2002, 8.9)
91. Onimusha 3 Demon Siege (SH, Capcom, Capcom Production Studios 2, 2003, 9.0)
 92. Onimusha 4 Dawn of Dreams (SH, Capcom, Capcom, 2006, 9.0)
 93. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
 94. Psvvariar 2: Ultimate Final (SHMUP, Success Corporation, SKONEC Entertainment, 2003, 7.0)
 95. Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
 96. Raiden III (SHMUP, UFO Interactive, MOSS LTD, 2005, 7.0)
 97. Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
 98. Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
 99. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
 100. Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
 101. Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)
 102. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2005, 9.6)
 103. Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
 104. Rogue Galaxy (RPG, Sony, Level 5, 2007, 8.8)
 105. R-Type Final (S (SHMUP), Eidos Interactive, Irem Software Engineering, 2004, 8.1)
 106. Sakura Wars: So Long, My Love (RPG & dating, NIS, Red Entertainment, 2010, 9.0)
 107. Shadow Hearts - From the New World (RPG, Xseed Games, Nautilus, 2006, 8.8)
 108. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
 109. Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
 110. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
 111. Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
 112. Shin Megami Tensei: Devil Summoner (RPG, Atlus, Atlus, 2007, 8.0)
 113. Shin Megami Tensei: Devil Summoner 2 (RPG, Atlus, Atlus, 2009, 8.0)
 114. Shin Megami Tensei: Persona 3 (RPG, Atlus, Atlus, 2007, 8.7)
 115. Shin Megami Tensei: Persona 4 (RPG, Atlus, Atlus, 2008, 9.0)
 116. Shin Megami Tensei: Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
 117. Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
 118. Silpheed - The Lost Planet (S (SHMUP), Working Designs, Treasure/Game Arts, 2001, 7.9)
 119. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
 120. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
 121. Sly 3: Honor Amongst Thieves (APL, Sony, Sucker Punch, 2005, 8.5)
 122. Soul Calibur II (F, Namco, Namco, 2003, 9.2)
 123. Soul Calibur III (F, Namco, Namco 2005, 8.5)
 124. Soul Nomad and the World Eaters (RPG, NIS America, Nippon Ichi, 2007, 8.2)
 125. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
 126. SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
 127. Star Ocean Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
 128. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)

129. Steambot Chronicles (RPG, Atlus, Irem, 2006, 8.2)
 130. Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
 131. Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
 132. Street Fighter III: 3rd Strike (SFAC)
 133. Suikoden III (RPG, Konami, Konami, 2002, 9.4)
 134. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
 135. Suikoden V (RPG, Konami, Konami, 2006, 8.0)
 136. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
 137. Tales of the Abyss (RPG, Namco Bandai, Namco Tales Studios, 2006, 8.4)
 138. Tales of Legendia (RPG, Namco-Bandai, Namco Tales Studios, 2006, 8.5)
 139. Tekken 4 (F, Namco, Namco, 2003, 9.0)
 140. Tekken 5 (F, Namco, Namco, 2005, 9.5)
 141. Thunderstrike (S, A, Eidos, Core, 7.0)
 142. Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
 143. Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
 144. Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
 145. Valkyrie Profile 2: Silmeria (RPG, Square-Enix, Tri-Ace, 2006, 9.0)
 146. Virtua Fighter (F)
 147. Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
 148. Wild Arms 4 (RPG, Xseed Games, Media Vision, 2006, 8.0)
 149. Wild Arms 5 (RPG, Xseed Games, Media Vision, 2008, 8.0)
 150. Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
 151. Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 2003, 9.0)
 152. Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 2004, 9.1)
 153. Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
 154. Winning Eleven Soccer 9 International (SP, Konami, Konami TYO, 2006, 9.1)
 155. Wipeout Fusion (RA, Sony, Sony, 2001, 9.0)
 156. World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 157. Xenosaga Episode I - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
 158. Xenosaga Episode II - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
 159. Xenosaga Episode III - Also Sprach Zarathustra (RPG, Namco Bandai, Monolith Software, 2006, 8.0)
 160. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- Gamecube (33 Game Cases) (46 Playable games)
- RPG 15 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)

athletic sports 1 (SP)

retro 16 (RE)

1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
2. Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
3. Dr. Robotnic's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
4. Eternal Darkness (SH, A, Nintendo, Silicon Knights, 2002, 9.6)
5. FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
6. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designers Studio, 2002, 7.6)
7. F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
8. Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
9. Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
10. Legend of Zelda II Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
11. Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
13. Legend of Zelda - Ocarina of Time / Master Quest Bonus Disc (RPG, Nintendo, Nintendo, 1998, 1999, 10)
14. Legend of Zelda - The Twilight Princess (RPG, Nintendo, Nintendo, 2006, 9.7)
15. Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
16. Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
17. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003 8.5)
18. Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
19. Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
20. Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
21. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
22. Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
23. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
24. Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
25. Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
26. Skies of Arcadia Legends (RPG, Sega, Overworks, 2003, 8.5)
27. Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
28. Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
29. Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
30. Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
31. Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
32. Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team,

1993)

33. Soul Calibur 2 (F, Namco, Project Soul, 2003, 9.2)
34. Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
35. Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)
36. Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
37. Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
38. Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
39. Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
40. The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
41. Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
42. Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
43. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
44. Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
45. XG3: Extreme-G (RA, Acclaim, Acclaim, 2001, 8.8)
46. XGRA: Extreme-G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 8.5)

XBOX (68 Game Cases) (69 Playable games)

RPG 8 (RPG)

action 21 (A)

action platformer 1 (APL)

shooters 10 (S)

Fighters 8 (F)

First Person Shooters 9 (FPS)

Third Person Shooter 1 (TPS)

racing 11 (RA)

Athletic Sports 10 (SP)

Aircraft Simulations 1 (ACS)

survival horror 3 (SH)

SIMULATION 3 (SIM)

1. Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
2. Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
3. Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
4. Conker Live and Reloaded (A, Microsoft Game Studios, Rare, 2005, 8.0)
5. Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
6. Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
7. Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
8. Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
9. Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
10. Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
11. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
12. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
13. Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
14. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
15. ESPN NHL Hockey 2K5 (S, Sega, Kush & amp; Visual Concepts, 2005, 9.3)

16. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
17. Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
18. Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
19. Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
20. Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
21. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
22. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
23. Grand Theft Auto III (A, Rockstar, Rockstar North, 2003, 9.5)
24. Grand Theft Auto Vice City (A, Rockstar, Rockstar North, 2003, 9.5)
25. Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
26. Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
27. Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
28. Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
29. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
30. Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
31. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
32. Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
33. Mech Assault 2 - LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
34. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
35. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
36. Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
37. Mortal Kombat VI - Deception (F, Midway, Midway, 2004, 8.8)
38. Mortal Kombat VII - Shaolin Monks (F, Midway, Midway, 2005, 8.0)
39. Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
40. Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
41. Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
42. Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
43. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
44. Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
45. Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
46. Prince of Persia: Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
47. Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
48. Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
49. Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
50. Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
51. Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
52. Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
53. Shenmue 2 (RPG, Sega, AM2, 8.3)
54. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
55. Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
56. Splinter Cell 2 - Pandora Tomorrow (A, Ubisoft, Ubisoft Montral, 2004, 9.5)
57. Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft Montral, 2005, 9.6)
58. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
59. Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
60. Star Wars: Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003,

9.5)

61. Star Wars: Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)
62. Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
63. Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)
64. Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
65. Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
66. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
67. Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
68. Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
69. Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)
- Nintendo DS (43 Games)
- Action 5 (A)
- Platform 9 (PL)
- First Person Shooter 1 (FPS)
- Simulation 1 (SIM)
- RPG 20 (RPG)
- Strategy RPG 3 (SRPG)
- Racing 1 (Ra)
- shooter 1 (s)
- Adventure 2 (Adv)
1. 999: Nine Hours, Nine Persons, Nine Doors (Adv, Aksys, Chunsoft, 2010, 9.0)
2. Bangai-O Spirits (S, ESP, Treasure, 2008, 8.5)
3. Castlevania - Dawn of Sorrow (A, Konami, Konami, 2005, 9.3)
4. Castlevania - Portrait of Ruin (A, Konami, Konami, 2006, 9.0)
5. Castlevania - Order of Ecclesia (A, Konami, Konami, 2008, 9.0)
6. Chrono Trigger (RPG, square-Enix, Square-enix, 2008, 9.0)
7. Dragon Quest IV - Chapters of the Chosen (RPG, Square-Enix, ArtePiazza, 2008, 8.5)
8. Dragon Quest V - Hand of the Heavenly Bride (RPG, Square-Enix, ArtePiazza, 2009, 9.0)
9. Dragon Quest VI - Realms of Revelvation (RPG, Square-Enix, ArtePiazza, 8.0)
10. Dragon Quest IX - Sentinels of a Starry Sky (RPG, Square-Enix, Level 5, 2010, 8.5)
11. Disgaea DS (SRPG, NIS America/Atlus, Nippionichi software, 2010, 8.5)
12. Final Fantasy III (RPG, Square-Enix, Square-Enix, 2006, 7.9)
13. Final Fantasy IV (RPG, Square-Enix, Square-Enix, 2008, 8.8)
14. Final Fantasy: 4 Heroes of Light (RPG, Square-Enix, Square-enix, 2010, 8.9)
15. Final Fantasy XII - Revenant Wings (SRPG, Square-Enix, Square-Enix, 2007, 8.0)
16. FINAL FANTASY TACTICS A2: Grimoire of the Rift (SRPG, Square-Enix, Square-Enix, 2009, 8.0)
17. Fire Emblem Shadow Dragon (RPG, Nintendo, Nintendo, 2007, 8.0)
18. Ghost Trick: Phantom Detective (Adv, Capcom, Capcom, 2011, 9.0)
19. Kingdom Hearts 358/2 (RPG, Square-Enix, H.A.N.D.z, 2009, 8.0)
20. Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0),

21. Kirby Superstar Ultra (PL, Nintendo, Hal Laboratory, 2008, 9.0)
 22. Knights of the Nightmare (RPG, Atlus, Sting, 2009, 8.8)
 23. Legend of Zelda Phantom Hourglass (RPG, Nintendo, Nintendo, 2007, 9.0)
 24. Legend of Zelda Spirit Tracks (RPG, Nintendo, Nintendo, 2009, 8.5)
 25. Lunar Knights (RPG, Konami, Kojima Productions, 2007, 8.5)
 26. Mario and Luigi - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
 27. Mario and Luigi - Bowser's Inside Story (RPG, Nintendo, Alpha Dream, 2009, 9.5)
 28. Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)
 29. Mega Man ZX (PL, Capcom, Capcom, 2007, 8.0)
 30. Mega Man ZX Advent (PL, Capcom, Capcom, 2008, 8.0)
 31. Mega Man Zero Collection (PL, Capcom, Capcom, 2010, 9.0)
 32. Metroid Prime Hunters (FPS, Nintendo, Nintendo, 2006, 9.0)
 33. Might & Magic: Clash of Heroes (RPG, Ubisoft, Capybara Games, 2009, 8.0)
 34. New Super Mario Bros. (PL, Nintendo, Nintendo, 2006, 9.5)
 35. Nintendogs - Labrador and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
 36. Radiant Historia (RPG, Atlus, Atlus, 2011, 8.5)
 37. Shin Megami Tensei - Devil Survivor (RPG, Atlus, Atlus, 2009, 8.9)
 38. Shin Megami Tensei - Devil Survivor 2 (RPG, Atlus, Atlus, 2012, 8.9)
 39. Sonic Rush (PL, Sega, Dimps, 2005, 9.0)
 40. Sonic Rush Adventure (PL, Sega, Dimps, 2008, 9.0)
 41. Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
 42. The World Ends With You (RPG, Square-Enix, Jupiter, 2007, 9.0)
 43. Yoshi's Island DS (PL, Nintendo, Nintendo, 2007, 9.0)
- Playstation Portable (28 games)
- racing 3 (RA)
- Puzzle 1 (PUZ)
- platform 2 (PL)
- RPG 19 (RPG)
- Third Person Shooter 2 (TPS)
1. Castlevania Dracula X Chronicles (RPG, Konami, Konami, 2007, 8.0)
 2. Crimson Gem Saga (RPG, Atlus, Ironnos / SK Telecom, 2009, 8.0)
 3. Crisis Core: Final Fantasy VII (RPG, Square-Enix, Square-Enix, 2008, 8.7)
 4. Dexter (PL, Sony, Ready at Dawn Studios, 2006, 9.0)
 5. Disgaea: Afternoon of Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.5)
 6. Disgaea 2: Dark Hero Days (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
 7. Jeanne D'Arc (RPG, Sony, Level 5, 2007, 9.0)
 8. Legend of Heroes Trails of the Skies (RPG, Xseed Games, Falcom, 9.0)
 9. Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
 10. Lunar The Silver Star Harmony (RPG, Xseed, Gamearts, 2010, 8.0)
 11. Kingdom Hearts - Birth By Sleep (RPG, Square-Enix, Square-Enix, 2010, 8.0)
 12. Metal Gear Solid: Portable Ops (TPS, Konami, Kojima Productions, 2006, 9.0)
 13. Metal Gear Solid: Peace Walker (TPS, Konami, Kojima Productions, 2010, 9.5)
 14. Persona 2: Innocent Sins (RPG, Atlus, Atlus, 2010, 7.5)

15. Persona 3 Portable (RPG, Atlus, Atlus, 2010, 9.0)
 16. Ratchet and Clank: Size Matters (PL, Sony, High Impact Games, 2007, 9.0)
 17. Ridge Racers (RA, Namco, Namco, 2005, 9.1)
 18. Star Ocean The First Departure (RPG, Square-Enix, Tri-ace, 2008, 8.5)
 19. Star Ocean Second Evolution (RPG, Square-Enix, Triace, 2009, 8.5)
 20. Tales of Eternia (RPG, Namco/Ubisoft, Namco Tales Studios, 2006, 8.8)
 21. Tactics Orge: How We Cling Together (remake, RPG, Square-Enix, Square-Enix, 2011, 9.0)
 22. Valkyria Chronicles 2 (RPG, Sega, Sega, 2010, 9.0)
 23. Valkyrie Profile Lenneth (RPG, Square-Enix, Tri-ace, 2006, 8.5)
 24. Wipeout Pure (Ra, SCEA, Sony Liverpool, 2005, 9.1)
 25. Wipeout Pulse (Ra, SCEA, Sony Liverpool, 2007, 8.5)
 26. Ys Seven (RPG, Falcon, Falcon, 2010, 8.5)
 27. Ys - Ys: The Oath in Felghana (RPG, Falcon, Falcon, 2010, 8.5)
 28. Z.H.P. Unlosing Ranger vs Darkdeath Evilman (RPG, NIS America, NIS, 2010, 8.5)
- Wii (23 games)
- Platformer (PL) 7
- First Person Shooter (FPS) 2
- Fighter (F) 2
- Racing (ra) 1
- Sim (Sim) 1
- Action-Adventure 3 (Adv)
- Action 1 (a)
- RPG 4 (RPG)
1. Donkey Kong Country Returns (PL, Nintendo, Retro Studios, 2010, 9.0)
 2. Fire Emblem _ Radiant Dawn (RPG, Nintendo, Nintendo, 2007, 9.0)
 3. Legend of Zelda - The Twilight Princess (Action-Adv, Nintendo, Nintendo, 2006, 9.0)
 4. Legend of Zelda - Skyward Sword (Action-Adv, Nintendo, Nintendo, 2011, 9.0)
 5. Kirby - Return to Dreamland (PL, Nintendo, Hal Labatory, 2009, 8.0)
 6. Kirby Dream Collection (PL, Nintendo, Hal Labatory, 2010, 8.0)
 7. Mario Kart Wii (Ra, Nintendo, Nintendo, 2008, 8.5)
 8. Metroid Prime 3 Corruption (FPS, Nintendo, Retro Studio, 2007, 9.5)
 9. Metroid Prime Trilogy (FPS, Nintendo, Retro Studios, 2009, 9.5)
 10. Metroid: Other M (Adv, Nintendo, Team Ninja, 2010, 7.5)
 11. Monster Hunter Tri (RPG, Capcom, Capcom, 2010, 8.0)
 12. Muramasa: The Demon Blade (Sim, Ignition Entertainment, Vanillaware, 2009, 8.9)
 13. Sakura Wars: So Long, My Love (RPG dating, NIS, Red Entertainment, 2010, 9.0)
 14. Sins and Punishment Star Successor (A, Nintendo, Treasure, 2010, 8.5)
 15. New Super Mario Bros. Wii (PL, Nintendo, Nintendo, 2009, 8.5)
 16. Sonic Colors (PL, Sega, Sonic Team, 2010, 8.0)
 17. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007, 9.7)
 18. Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010, 9.9)
 19. Super Paper Mario (PL, Nintendo, Intelligent Systems, 2007, 9.0)
 20. Super Smash Bros. Brawl (F, Nintendo, Game Arts, 2008, 9.5)
 21. Tatsunoko vs. Capcom (F, Capcom, Eighting, 2010, 9.0)

- 22. The Last Story (RPG, XSeed Games, Mystwalker, 2012, 8.5)
- 23. Xenoblade Chronicles (RPG, NIntendo, Monolithsoft, 2012, 9.0)
- XBOX 360 (45 Games)
- Racing (RA) 6
- First Person Shooter (FPS) 5
- Third Person Shooter (TPS) 3
- Fighter (F) 1
- Platform (PL) 3
- Survival Horror (SH) 1
- Role Playing (RPG) 7
- Action (A) 1
- Adventure (Adv) 1
- Survival Horror (SH) 1
- Military Jet Sim (MJS) 1
- Shoot em Up (SHMUP) 6
- 1. Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)
- 2. Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)
- 3. Banjo Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)
- 4. BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)
- 5. BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)
- 6. Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)
- 7. Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)
- 8. Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)
- 9. Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)
- 10. Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)
- 11. Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)
- 12. Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)
- 13. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
- 14. Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)
- 15. Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)
- 16. Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)
- 17. Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)
- 18. Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)
- 19. Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)
- 20. Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)
- 21. Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)
- 22. Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)
- 23. Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)
- 24. Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)
- 25. Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)
- 26. Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)
- 27. Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)
- 28. Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)
- 29. Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)
- 30. Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)
- 31. Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)
- 32. Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)

33. Moto GP 2006 (THQ, Climax, 2006, 8.4)
 34. Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)
 35. Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)
 36. Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)
 37. Pink Sweets: Ibara Sorekara / Muchi-Muchi Pork (SHMUP, AMI, Cave, 2008, 7.0)
 38. Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)
 39. Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)
 40. Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)
 41. Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)
 42. Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)
 43. Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)
 44. Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)
 45. Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)
- Playstation 3 (2x) (122 Games)
- Role playing (RPG) 31
- First Person Shooter (FPS) 12
- Third Person Shooter (TPS) 8
- Racing (Ra) 9
- Fighter (F) 15
- Action (A) 7
- Action Platformer (APL) 6
- Adventure (Adv) 14
- Sports (Sp) 8
- Competition (c) 1
1. Arcana Heart 3 Love Max (Aksys Games, Examu, 2014, 7.5)
 2. Ar nosurge - Ode to a Unborn Star (Tecmo Koei, Gust, 2014, 8.0)
 3. Assassin's Creed (Adv, Ubisoft, Ubisoft, 2007, 9.0)
 4. Assassin's Creed 2 (Adv, Ubisoft, Ubisoft, 2009, 9.0)
 5. Assassin's Creed: Brotherhood (Adv, Ubisoft, Ubisoft, 2010, 9.0)
 6. Assassin's Creed III (Adv, Ubisoft, Ubisoft, 2012, 9.0)
 7. Atelier Ayesha - The Alchemist of Dusk (RPG, NIS America, Gust Corporation, 2013, 7.5)
 8. Atelier Escha & Logy: Alchemists of the Dusk Sky (RPG, Tecmo-Koei, Gust Corporation, 2014, 8.0)
 9. Atelier Meruru: The Apprentice of Arland (RPG, NIS America, Gust Corporation, 2012, 6.5)
 10. Atelier Rorona - The Alchemist of Arland (RPG, NIS America, Gust Corporation, 2010, 6.5)
 11. Atelier Shallie: Alchemists of the Dusk Sea (RPG, NIS America, Gust Corporation, 2015, 7.5)
 12. Atelier Totori - The Adventurer of Arland (RPG, NIS America, Gust Corporation, 2011, 8.0)
 13. AquaPazza: AquaPlus Dream Match (F, Atlus, Examu, 2013, 7.5)
 14. The Awakened Fate Ultimatum (RPG, Nippon Ichi, Nippon Ichi, 2014, 7.5)
 15. Batman: Arkham Asylum (A, Eidos Interactive, Rocksteady Studios, 2009, 9.3)
 16. Batman: Arkham City (A, Warner Bros Interactive, Rocksteady Studios, 2011,

9.0)

17. Bioshock Infinite (FPS, 2K games, Irrational Games, 2013, 8.5)
18. Burnout Paradise (Ra, EA Games, Criterion Games, 2008, 9.0)
19. BlazBlue: Calamity Trigger (Atlus, Arc System Works, 2009, 9.0)
20. BlazBlue: Continuum Shift (Atlus, Arc System Works, 2010, 9.0)
21. BlazBlue: Chrono Phantasma (Atlus, Arc System Works, 2014, 8.5)
22. Borderlands (FPS, Activision, Gearbox, 2008, 8.5)
23. Borderlands 2 (FPS, Activision, Gearbox, 2012, 8.5)
24. Call of Duty 4: Modern Warfare (FPS, Activision, Infantry Ward, 2007, 9.4)
25. Call of Duty 4: Modern Warfare 2 (FPS, Activision, Infantry Ward, 2009, 9.5)

26. Call of Duty 4: Modern Warfare 3 (FPS, Activision, Infantry Ward, 2011, 9.5)
27. Call of Duty Black Ops (FPS, Activision, Treyarch, 2010, 9.0)
28. Call of Duty Black Ops 2 (FPS, Activision, Treyarch, 2012, 9.5)
29. Castlevania - Lords of Shadow (Adv, Konami, MercurySteam, 2010, 8.0)
30. Catharine (Adv, Atlus, Atlus, 2011, 8.5)
31. Dark Souls (RPG, Namco, From Software, 2011, 9.5)
32. Dark Souls II (RPG, Namco, From Software, 2014, 8.5)
33. Dead or Alive 5 (F, Tecmo, Team Ninja, 2012, 8.0)
34. Dead Space (Adv, EA, EA, 2008, 9.0)
35. Dead Space 2: Limited Edition (Adv, EA, EA, 2011, 9.0)
36. Dead Space Extraction (Adv, EA, EA, 2011, 8.0)
37. Demon's Souls (RPG, Atlus, From Software, 2009, 9.0)
38. Deus Ex: Human Revolution (RPG, Square-Enix, Eidos Montreal, 2011, 8.5)
39. Devil May Cry (A, Capcom, Capcom Production Studio 1, 2013, 8.5)
40. Devil May Cry 4 (A, Capcom, Capcom Production Studio 1, 2008, 8.7)

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41. Diablo 3 (RPG, Blizzard, Blizzard, 2013, 8.0)
42. Disgaea 3 - Absence of Justice (RPG, Atlus, Nippion Ichi Software, 2008, 8.8)
43. Disgaea 4 - A Promise Unforgotten (RPG, Atlus, Nippion Ichi Software, 2011, 8.5)
44. Disgaea D2 - A Brighter Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
45. Doom 3 - BFG Edition (FPS, Bethesda Softworks, id Software, 2011, 8.0)
46. Dragon's Crown (RPG, Atlus, Vanillaware, 2013, 8.0)
47. Elder Scrolls IV - Oblivion Game of the Year Edition (RPG, 2K games, Bethesda Softworks, 2009, 9.0)
48. Elder Scrolls V - Skyrim (RPG, 2K games, Bethesda Softworks, 2011, 9.0)
49. Enslaved: Odyssey to the West (Adv, Namco, Ninja Theory, 2010, 8.0)
50. F1 Championship Edition (RA, Sony, Liverpool, 2007, 8.8)
51. FIFA '12 (Sp, EA Sports, EA Canada, 9.0)
52. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2007, 9.0)
53. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2009, 8.5)
54. Final Fantasy X/X-2 Remastered (RPG, Square-Enix, Square-Enix, 2014, 9.0)
55. Final Fantasy XIII Lightnings Return (RPG, Square-Enix, Square-Enix, 2014, 7.0)
56. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2010, 9.0)
57. Final Fantasy XIII-2 (RPG, Square-Enix, Square-Enix, 2012, 8.0)
58. God of War: Ascension (TPS, Sony, Sony, 2013, 8.0)

59. God of War Collection (TPS, Sony, Sony, 2009, 9.0)
60. God of War Origins Collection (TPS, Sony, Sony, 2011, 9.0)
61. God of War III (TPS, Sony, Sony, 2010, 9.3)
62. Gran Turismo 5 XL Edition (Ra, Sony, Polyphony Digital, 2012, 8.5)
63. Gran Turismo 6 (Ra, Sony, Polyphony Digital, 2013, 8.5)
64. Grand Theft Auto IV (TPS, Rockstar, Rockstar North, 2008, 10)
65. Grand Theft Auto V (TPS, Rockstar, Rockstar, 2013, 9.5)
66. GRID (Ra, Codemasters, Codemasters, 2007, 8.6)
67. Heavy Rain (Adv, Sony, Quantic Dream, 2009, 9.0)
68. Hotshots Golf - Out of Bounds (Sp, Sony, Claphandz, 2007, 8.5)
69. inFamous (A, Sony, Sucker Punch, 2009, 9.0)
70. Killzone 2 (FPS, Sony, Guerilla Games, 2009, 9.0)
71. Killzone 3 (FPS, Sony, Guerilla Games, 2011, 8.5)
72. Kingdom Hearts 1.5 (RPG, Square-Enix, Square-Enix, 2013, 8.0)
73. Madden NFL 09 (Sp, EA Sports, Tiburon, 2008, 9.0)
74. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2011, 9.0)
75. Midnight Club IV: Los Angeles (Ra, Rockstar, Rockstar Austin, 2008, 8.5)
76. Metal Gear Solid 4: Guns of the Patriots (TPS, Konami, Kojima Productions, 2008, 9.5)
77. Metal Gear Solid HD Collection (TPS, Konami, Kojima Productions, 2011, 9.0)
78. Motor Storm (Ra, Sony, Evolution Studios, 2007, 8.8)
79. Need for Speed Hot Pursuit (Ra, EA, Criterion Games, 2010, 9.0)
80. Need for Speed Most Wanted (Ra, EA, Criterion Games, 2012, 9.0)
81. Ninja Gaiden Sigma (A, Tecmo, Team Ninja, 2007, 9.3)
82. Ni no Kuni: Wrath of the White Witch (RPG, Namco-Bandai, Level 5, 2013, 9.0)
83. The Orange Box (FPS, EA, Valve, 2007, 8.8)
84. Persona 4 Arena (F, Atlus, Arc System Works, 9.0, 2012)
85. Prince of Persia (A, Ubisoft, Ubisoft Montreal, 2008, 9.3)
86. Rayman: Origins (PL, Ubisoft, Ubisoft Montpellier, 2011, 9.0)
87. Ratchet & Clank: All 4 One (APL, Sony, Insomniac Games, 2011, 9.0)
88. Ratchet & Clank Future Tools of Destruction (APL, Sony, Insomniac Games, 2007, 9.4)
89. Ratchet and Clank Future - Crack in Time (APL, Sony, Insomniac Games, 2009, 9.0)
90. Red Dead Redemption (TPS, Rockstar, Rockstar, 2010, 9.0)
91. Resistance Fall of Man (FPS, Sony, Insomniac Games, 2006, 9.0)
92. Resistance 2 (FPS, Sony, Insomniac Games, 2008, 9.4)
93. Resistance 3 (FPS, Sony, Insomniac Games, 2011, 9.0)
94. Resident Evil 5 (TPS, Capcom, Capcom, 2009, 9.0)
95. Resonance of Fate (RPG, Sega, Tri-Ace, 2010, 8.5)
96. Ridge Racer 7 (Ra, Namco-Bandai, Namco, 2006, 8.0)
97. Sonic Generations (APL, Sega, Sonic Team, 2011, 8.0)
98. Sonic's Ultimate Genesis Collection (Competition, Sega, Various, 2009, 8.0)
99. Sonic Sega All-Stars Racing (Ra, Sega, Sumo Digital, 2010, 8.5)
100. Sonic All Star Racing Transformed (Ra, Sega, Sumo Digital, 2010, 8.0)
101. Soul Calibur IV (F, Namco-Bandai, Project Soul, 2008, 9.4)
102. Soul Calibur V (F, Namco-Bandai, Project Soul, 2012, 9.0)
103. Star Ocean - The Last Hope International (RPG, Square-Enix, Tri-Ace, 2010, 8.5)

104. Street Fighter IV (F, Capcom, Capcom, 2009, 9.4)
105. Street Fighter X Tekken (F, Capcom, Capcom, 2012, 8.5)
106. SSX (Sp, EA Sports, Ea Canada, 2012, 8.5)
107. Tales of Graces F (RPG, Namco-Bandai, Tales Studios, 2012, 8.0)
108. Tales of Xillia (RPG, Namco-Bandai, Tales Studios, 2013, 8.0)
109. Tekken 6 (F, Namco-Bandai, Namco, 2009, 8.8)
110. Tekken Tag Tournament 2 (F, Namco-Bandai, 2012, 7.5)
111. The King of Fighters XIII (F, Atlus, SNK, 2012, 8.5)
112. The Last of Us (Adv, Sony, Naughty Dog, 2013, 9.0)
113. Tomb Raider (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
114. Tomb Raider Trilogy (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
115. Ultimate Marvel vs. Capcom 3 (Capcom, Capcom, 2012, 8.5)
116. Uncharted: Drake's Fortune (Adv, Sony, Naughty Dog, 2007, 9.0)
117. Uncharted 2: Amongst Thieves (Adv, Sony, Naughty Dog, 2009, 9.5)
118. Uncharted 3 (Adv, Sony, Naughty Dog, 2011, 9.0)
119. Valkyria Chronicles (RPG, Sega, Sega, 2008, 9.0)
120. Vanquish (TPS, Sega, PlatinumGames, 2010, 9.0)
121. Virtua Fighter 5 (F, Sega, Sega-AM2, 2007, 9.3)

Google Android (10 games)

Strategy (3) STR

Card (4) Card

board (1) board

1. Angry Birds (STR, Rovio Entertainment, Rovio Entertainment, 2010)
2. Angry Birds Rio (STR, Rovio Entertainment, Rovio Entertainment, 2010)
3. Angry Birds Space (STR, Rovio Entertainment, Rovio Entertainment, 2010)
4. Astraware Solitaire (Card, 2012)
5. Back Gammon (board, 2012)
6. Cut the Rope (A, ZeptoLab, ZeptoLab, 2012)
7. Plants vs. Zombies (STR, PopCap Games, PopCap Games 2011)
8. Real Black Jack (card, 2012)
9. Spider Solitaire (Card 2012)
10. Texas Hold Em Up 2 (Card, 2012)

Nintendo 3DS (23 games)

Action Adventure (adv) 3

Platform (Pl) 4

Racing (Ra) 1

Survival Horror (SH) 1

Role Playing (RPG) 14

1. Bravely Default (RPG, Nintendo, Square-Enix, 2013, 8.5)
2. Code of Princess (RPG, Atlus, Agatsuma Entertainment, 2012, 7.0)
3. Etrian Odyssey IV ~Legends of the Titan~ (RPG, Atlus, Atlus, 2013, 9.0)
4. Etrian Odyssey Untold (RPG, Atlus, Atlus, 2013, 9.0)
5. Etrian Odyssey Untold 2 (RPG, Atlus, Atlus, 2015, 9.0)
6. Fire Emblem: Awakening (RPG, Nintendo, Intelligent Systems, 2013, 8.5)
7. Legend of Zelda: A Link Between Worlds (RPG, Nintendo, Nintendo, 2013, 9.0)
8. Legend of Zelda: Ocarina of Time 3D (Adv, Nintendo, Nintendo, 2011, 9.5)
9. Legend of Zelda: Majora's Mask (Adv, Nintendo, Nintendo, 2015, 9.0)
10. Luigi's Mansion 2 (Adv, Nintendo, Next Level Games, 2012, 8.0)
11. Kingdom Hearts: Dream Drop Distance (RPG, Square-Enix, Square-Enix, 2012, 8.0)

12. Mario Kart 7 (Ra, Nintendo, Nintendo, 2011, 8.0)
 13. Mario and luigi - Dream Team (RPG, Nintendo, Alpha Dream, 9.0)
 14. New Super Mario Bros. 2 (PL, Nintendo, Nintendo, 2012, 9.0)
 15. Paper Mario: Sticker Star (RPG, Nintendo, Intelligent Systems, 2012, 8.0)
 16. Persona Q (RPG, Atlus, Atlus, 2015, 8.0)
 17. Resident Evil Revelations (SH, Capcom, Capcom, 2012, 8.5)
 18. Shin Megami Tensei: Devil Summoner - Soul Hackers (RPG, Atlus, Atlus, 2013, 7.5)
 19. Shin Megami Tensei: Devil Survivor (RPG, Atlus, Atlus, 2013, 7.5)
 20. Shin Megami Tensei: Devil Survivor 2 (RPG, Atlus, Atlus, 2013, 7.5)
 21. Sonic Generations (PL, Sega, Sonic Team, 2011, 7.0) * different levels than PS3
 22. Super Mario 3D Land (Pl, Nintendo, Nintendo, 2011, 8.5)
 23. Yoshi's New Island (PL, Nintendo, Nintendo, 2015, 8.5)
- Playstation Vita (12 games)
- Role playing games (RPG) 9
- Racing (RA) 1
- Puzzle (Puz) 1
- Action-Adventure (Adv) 1
1. Danganronpa: Trigger Happy Havoc (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 2. Danganronpa 2: Goodbye Despair (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 3. Disgaea 3: Absense of Detention (RPG, NIS America, Nippion Ichi Software, 2012, 8.0)
 4. Disgaea 4: A Promise Revisited (RPG, NIS America, Nippion Ichi Software, 2014, 8.0)
 5. Lumines Electronic Symphony (Puz, Ubisoft, Q Entertainment, 2012, 9.0)
 6. Persona 4 Golden (RPG, Atlus, Atlus 2012, 9.0)
 8. Tales of Hearts (RPG, Namco, Namco, 2014, 8.0)
 9. Uncharted Abyss (Adv, Sony, Naughty Dog / Sony Bends, 2012, 7.5)
 10. Wipeout 2048 (Ra, Sony, Sony liverpool, 2012, 7.5)
 11. Zero Escape: Virtue's Last Reward (RPG, Aksys Games, Chunsoft, 2012, 9.5)
 12. Ys: Memories of Celceta (RPG, Xseed, Falcon Games, 2013, 9.0)
- Nintendo Wii U (6 games)
- Action-Adventure (PL) 1
- Platform (Pl) 2
- Role playing (RPG) 1
1. Legend of Zelda - Wind Waker HD (Adv, Nintendo, Nintendo, 2013, 8.0)
 2. Mario Kart 8 (Ra, Nintendo, Nintendo, 2014, 8.0)
 3. New Super Mario Bros. U (Pl, Nintendo, Nintendo, 2012, 8.0)
 4. Super Mario 3D World (PL, Nintendo, Nintendo, 2013, 8.0)
 5. Super Smash Bros. for Wii U (F, Nintendo, Namco, 2014, 8.5)
 6. Monster Hunter 3 Ultimate (RPG, Capcom, Capcom Production Studio 1, 2013, 8.5)
- Sony Playstation 4 (12 games)
- Action (A) 1
- First Person shooter (FPS) 3
- Third Person Shooter (TPS) 2

Role Playing (RPG) 3

Fighter (F) 1

1. Assassin's Creed 4: Black Flag (TFS, Ubisoft, Ubisoft, 2010, 9.0)
2. Battlefield 4 (FPS, Electronic Arts, Digital Illusions CE, 2013, 8.0)
3. Call of Duty Ghosts (FPS, Activision, Treyarch, 2012, 9.5)
4. Diablo 3: Reaper of Souls Ultimate Evil Edition (RPG, Bizzard-Activision, Blizzard Entertainment, 2014, 9.0) *has Diablo 3
5. Destiny (FPS, Activision, Bungie Studios, 2014, 9.0)
6. Final Fantasy Type 0 (RPG, Square-Enix, Square-Enix, 2015, 8.0)
7. Final Fantasy X/X2 Remastered (RPG, Square-enix, Square-Enix, 2015, 8.0)
8. Guilty Gear Xrd - Sign (F, Arc System Works, Arc System Works, 2015, 8.0)
9. Killzone: Shadow Fall (FPS, Sony, Guerilla Games, 2009, 9.0)
10. Last of Us Remastered (Adv, Sony, Naughty Dog, 2010, 9.0)
11. Metal Gear Solid V - Phantom Pain (A, Konami, Konami, 2012, 9.0)
12. Rayman Legends (APL, Ubisoft, Ubisoft, 2013, 9.0)

PC (136 games plus expansion packs)

Role playing (without expansions) (RPG) 42

first person shooters (without expansions) (FPS) 42 (Half-life 2 Orange box counts as 5)

shooters (s) 30

Adventure (adv) 18

Athletic Sports (SP) 2

Strategy (STR)- 6

Real Time Strategy (RTS) 1

SIMULATIONS (SIM) 10

action (without expansions) (A) 49

Pirated copies (P) - 36

1. Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
2. Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
3. American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
4. America's Army 2.0a (FPS, S, US Army, US Army, 2001 8.8)
5. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
6. Anarchy Online Notum Wars (RPG, same, same, 2002)
7. Anarchy Online Shadowlands (RPG, same, same, 2003)
8. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
9. Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
10. Baldur's Gate II - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
11. Baldur's Gate II - Throne of Bhaal (P, RPG, Interplay, Bioware, 2001, 9.0)
12. Battlefield 1942 (FPS, EA Games, Digital Illusions CE, 2002, 9.3)
13. Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
14. Battlefield 1942 - Secret Weapons of World War II (FPS, same, same, same, same)
15. Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
16. Battlefield 2142 (P, FPS, EA Games, DICE, 2006, 8.0)
17. Black & White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
18. Black & White 2 (SIM, EA Games, Lionhead Studios, 2005, 8.5)
19. Bookworm Adventures (Adv, Popop, Popop, 2007, 8.0)
20. Bookworm Adventures 2 (Adv, Popop, Popop, 2009, 8.0)

21. Broken Sword: The Shadow Of The Templars Special Edition (Adv, Revolution Software, Revolution Software, 2010, 8.0)
22. Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
23. Civilization V (Str, 2k Games, Falk, 2010, 9.0)
24. Command & Conquer 3 - Tiberium Wars (RTS, EA, EA-LA, 2007, 8.5)
25. Counter Strike Source Remake
26. Crysis (FPS, EA, Crytek, 2007, 9.4) [First DirectX 10 game!]
27. Crysis Warhead (FPS, EA, Crytek, 2008, 9.2) [fourth DirectX 10 game]
28. Crysis 2 (FPS, EA, Crytek, 2011, 8.5) [first DirectX 11 game!]
29. Curse of Monkey Island, The (Adv, Lucas Arts, Lucas Arts, 1997, 10)
30. Day of the Tentacle (Adv, Lucas Arts, Lucas Arts, 1993, 8.8)
31. Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
32. Diablo (RPG, Blizzard, Blizzard, 1996) (2x)
33. Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
34. Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)
35. Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
36. Diablo 3 (RPG, Blizzard, Blizzard, 2012, 8.5)
37. Diablo 3 â€˜` Reaper of Souls (RPG, Blizzard, Blizzard, 2014, 8.5)
38. Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
39. Dragon Age: Origins (RPG, EA, Bioware, 2009, 8.5)
40. Dreamfall: The Longest Journey (Adv, Asper, Funcom, 2006, 8.5)
41. Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
42. Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
43. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
44. Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
45. Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
46. Elder Scrolls 3 Morrowind (RPG, Betnesda Softworks, Betnesda Softworks, 2002, 9.4)
47. Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
48. Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
49. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
50. Elder Scrolls V - Skyrim (RPG, 2K Games, Bethesda Softworks, 2011, 9.0)
51. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2008, 9.5)
52. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2010, 8.5)
53. Far Cry (FPS, Ubrisoft, Crytek, 2004, 9.2)
54. Falcon 4.0 (MJF, Micropose, Micropose, 1998, 9.0)
55. Falcon 4.0 Allied Force (MJF, Graphsim Entertainment, Lead Pursuit, 2005, 8.8)
56. Final Fantasy VII (P, RPG, Square, Square, 1997)
57. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
58. Final Fantasy XI - Rise of Zilart (RPG)
59. [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005, 9.1)
60. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
61. Gabriel Knight: Sins of the Fathers (Adv, Serria, Serria, 1993, 9.4)
62. Galactic Civilizations II Gold (P, STR, Strategy First, Stardock, 2008,

9.1)

- 63. Giants - Citizen Kabuto (P, FPS, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
- 64. GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
- 65. GTR & FIA (P, Ra, SimBin, 10nicle Studios, 2005, 8.8)
- 66. GTR2 & FIA (P, Ra, SimBin, 10nicle Studios, 2006, 9.2)
- 67. Guild Wars (RPG, NCSoft, Arenanet, 2005, 9.8)
- 68. Guild Wars Eye of the North (RPG, NCsoft Arenanet, 2007, 8.6) * expansion
- 69. Guild Wars Factions (RPG, NCsoft, Arenanet, 2006, 9.7)
- 70. Guild Wars Nightfall (RPG, NCsoft, Arenanet, 2006, 9.0)
- 71. Guild Wars 2 (RPG, NCSoft, Arenanet, 2012, 9.0)
- 72. Half-Life (FPS, Serria, Valve, 1997, 9.6)
- 73. Half-Life 2 Episode 1 (FPS, Electronic Arts, Valve Software, 2006, 8.8)
- 74. Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
- 75. Half-Life 2 Orange Box (FPS, Valve/EA, Valve, 2007, 9.6) * 10/14/07
- 76. Half-life Source Remake (FPS, A, S, Serria, Valve, 2004, 9.0)
- 77. Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
- 78. Hexen (P, FPS, A, iD Software, iD Software, 1995)
- 79. Hellgate London (RPG, EA/NAMCO, Flagship Studios, 2007, 8.0) [3rd DirectX 10 game] *02/09/08
- 80. Icewind Dale (RPG, Interplay, Black Isles, 2000, 8.8)
- 81. Icewind Dale â€ˆ Heart of Winter (RPG, Interplay, Black Isles, 2000, 8.8)
- 82. Icewind Dale 2 (RPG, Interplay, Black Isles, 2002, 8.8)
- 83. Indiana Jones - The Fate of Atlantis (Adv, Lucas Arts, Lucas Arts, 1992, 9.0)
- 84. The Legend of Heroes VI: Sky of Wonder: First Chapter (RPG, Typhoon, Nihon Falcom Corp, 2004, 9.0)
- 85. The Legend of Heroes VI: Sky of Wonder: Third Chapter (RPG, Typhoon, Nihon Falcom Corp, 2007, 9.0)
- 86. The Longest Journey (Adv, Funcom, Funcom, 2000, 9.0)
- 87. Madden NFL 2001 (SP, EA Sports, Tribinon, 2000)
- 88. Maniac Mansion Deluxe v1.1 (Remake, Adv, Lucas Arts, Lucas Arts, 2004, 8.0)
- 89. Mass Effect (RPG, Microsoft, Bioware, 2008, 9.2)
- 90. Mass Effect 2 (RPG, Electronic Arts, Bioware, 2010, 9.5)
- 91. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2012, 9.5)
- 92. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
- 93. Mission Critical (Adv, Legend Entertainment, Legend Entertainment, 1995, 8.0)
- 94. Medal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
- 95. Medal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
- 96. Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
- 97. Monkey Island 2 Special Edition: LeChuckâ€™s Revenge (P, Adv, Lucas Arts, Lucas Arts, 2010, 9)
- 98. Need for Speed (P, RA, Electronic Arts, EA, 1996)
- 99. Need for Speed III Hot Pursuit (P, RA, Electronic Arts, EA, 1999)

100. Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
101. Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
102. Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
103. Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
104. Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
105. Neverwinter Nights 2 (RPG, Atari, Obsidian Entertainment, 2006, 8.5)
106. Neverwinter Nights 2 - Mask of the Betrayer (RPG, Atari, Obsidian Entertainment, 2007, 9.0)
107. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, Monolith, 2003)
109. Oni (P, S, A , Gathering of Developers, Bungie, 2001, 7.5, 1999)
110. Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
111. Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
112. Rage (A, S, ???, ???, 1999)
113. Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
114. Starcraft 2 (Str, Blizzard, Blizzard, 8.0, 2010)
115. Secret of Monkey Island, The (P, Adv, Lucas Arts, Lucas Arts, 1990, 8.0)
116. Secret of Monkey Island, The - Special Edition (P, Adv, Lucas Arts, Lucas Arts 2009, 8.0) *enhanced remake /w polygons
117. Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
118. Sim City 3000 Unlimited (SIM, Maxis, Maxis, 2000, 9.1)
119. Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
120. Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
121. Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
122. Sins of a Solar Empire (P, STR, Stardock, Ironclad Games, 2008, 9.0)
123. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
124. Spellforce: Universe (StrRPG, Encore, Phenomic, 2007, 8.2) *both Spellforce and all expansions
125. Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruhal, 2003, 9.0)
126. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
127. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
128. Syberia (The Adventure Company, Microids, 2002, 9.0)
129. The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
130. The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
131. The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
132. The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
133. The Sims 3 (SIM, EA Games, EA Redwood, 2009, 8.9)
134. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
135. Titan Quest (RPG, THQ, Ironlore, 2006, 8.5)
136. Torchlight (RPG, Perfect World, Runic Games, 2009, 8.0)

137. Undying (FPS, A, EA Games, ????, 2000)
138. Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
139. Unreal II: The Awakening (FPS, Atari, Legend Entertainment, 2003, 8.2)
140. Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
141. Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
142. Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
143. Unreal Tournament 3 (FPS, Midway, Epic Games, 2007, 9.2) [2nd DirectX 10 game]
144. Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
145. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
146. Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
147. Warhammer Online: Age of Reckoning (RPG, EA Games, EA Mystic, 2008, 9.0)
148. The Witcher (RPG, Atari, CD Projekt Red, 2007, 8.5?) * 02/01/08
149. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
150. World of Warcraft: Wrath of the Lich King (RPG, Blizzard, Blizzard, 2008, 8.5)
151. World of Warcraft: Cataclysm (RPG, Blizzard, Blizzard, 2010, 8.0)
152. World of Warcraft: Mists of Pandaria (RPG, Blizzard, Blizzard, 2012, 8.0)
153. Ys I & II - Eternal Complete (P, RPG, Hudson, Nihon Falcom, 2001, 8.5)
154. Ys (VII): The Oath in Felghana (P, RPG, Nihon Falcom, Nihon Falcom, 2005, 9.0)
155. Ys (0) Origin (P, RPG, Nihon Falcom, Nihon Falcom, 2006, 8.5) * no English patch yet

Anonymous (2013-03-07 13:14:28)

There's definately a great deal to find out about this subject. I like all the points you have made.
<http://www.tinnitus411.com/clear-tinnitus/>
 Also see my website > <http://www.tinnitus411.com/clear-tinnitus/>

Anonymous (2013-03-07 17:04:58)

Appreciate the recommendation.
 Let me try it out. simply click the next site

Anonymous (2013-03-11 12:25:57)

Link exchange is nothing else
 except it is just placing the other person's website link on your page at suitable place and other person will also do similar in support of you. please click the next site

Anonymous (2013-03-20 05:14:25)

wonderful points altogether, you simply received a emblem new reader.
 What may you recommend about
 your submit that you just made some days
 ago? Any positive? Junakigroups.com

Anonymous (2013-03-20 05:19:15)

I am regular visitor, how are you everybody?
This article posted at this website
is actually fastidious. acidrefluxresource.com

Anonymous (2013-03-20 05:21:28)

What a stuff of un-ambiguity and preserverness
of valuable knowledge regarding unpredicted feelings.
[blog here](#)

Anonymous (2013-03-21 16:14:13)

Heya i'm for the primary time here. I found this board and I in finding It truly helpful & it helped me out much. I am hoping to provide something again and help others such as you aided me. get bigger muscles

Anonymous (2013-03-29 16:58:47)

When someone writes an paragraph
he/she retains the thought of a user in his/her brain that how
a user can understand it. Thus that's why this paragraph is perfect. Thanks! visit this weblink

Anonymous (2013-03-30 23:56:47)

Link exchange is nothing else however it is
simply placing the other person's web site link on your page at appropriate place and other person will also do same for you.
[just click the up coming internet site](#)

Anonymous (2013-03-31 10:44:36)

This piece of writing will assist the internet visitors for building up
new blog or even a weblog from start to end. [linked site](#)

Anonymous (2013-04-08 14:46:10)

Awesome blog you have here but I was curious if you knew
of any user discussion forums that cover the same topics talked about here?
I'd really love to be a part of group where I can get suggestions from other knowledgeable people that share the same interest.
If you have any recommendations, please let me know. Thank you! hlinker.com

Anonymous (2013-04-18 23:33:07)

Heya i am for the first time here. I found
this board and I find It truly useful & it helped me out much.
I hope to give something back and help others like you helped
me. <http://Wwww.Ukad.org/wiki/index.php?title=User:NovellaDa>

Anonymous (2013-04-20 19:19:43)

Useful info. Lucky me I found your site accidentally, and I am stunned why this coincidence did
not took place in advance! I bookmarked it.
[click here](#)

Anonymous (2013-04-21 04:02:14)

Hi would you mind sharing which blog platform you're working with? I'm
going to start my own blog soon but I'm having a hard time making a decision between BlogEngine/Wordpress/B2evolution
and Drupal. The reason I ask is because your layout seems different then most blogs and I'm looking for something completely

unique.

P.S Apologies for being off-topic but I had to ask!

<http://www.tinnitus411.com/stop-ringing-in-the-ears/>

Anonymous (2013-04-29 04:06:17)

You have made some good points

there. I checked on the internet to learn more about the issue and

found most individuals will go along with your views on this web site.

visit the following web page

IS PS3 the most important gadget since TV! (2007-05-20 20:28)

Ever since PS3 got the Cell Broadband Engine (the reason why IBM makes more than Intel) and Blu-ray all in one for less than a normal BD Player....makes it a High Def VCR for your TV. You know since VCR was the biggest thing since TV back in 1986. That was just to warm up!

I am smart because I'm getting a 88 % in Writing class. Videogames are becoming a little stupid. I am the only person buying games for me. I played F1, and Super Paper Mario today, but it wasn't all that fun. Maybe it's due to the fact that I had a load of homework yesterday, and today, when I had free time, my parents had computer issues and it took up all my forum time on ps3forums.

The people at neon cherry really suck. I'm going to quit. They're so anti-current gen. They're no fun to talk too. The admin there want to ask me why i shelf games so they can tair my ego down. Damn her. Fuck her. I go on PS3 forums, but I could say . I just don't play them, because there are to many videogames to review since no body else will do it for me. Assholes.

And I wonder why I can't say motherfucker in public? Can't I like say something tothem cowards deserve W/O getting punched or killed. I just said it...it's easy.

I'm going to fucking playderise.

In Europe, Marijuana smokers too high to commit crime (2007-05-28 09:48)

I heard that canvas decreases crime, but there is no political defense once made legal; therefore, is made illegal. Rep Ron Paul and Gov Gary Johnson, Republican-Libertarians, want to make only Marijuana legal, to decrease crime and empty our overcrowded prisons. Legalized marijuana works in San Francisco so far.

Marijuana is far less toxic and less addictive than alcohol. Long-term marijuana use is far less damaging than long-term alcohol use. Alcohol use contributes to aggressive behavior and acts of violence, whereas marijuana use reduces the likelihood of violent behavior. Alcohol use is highly associated with violent crime, whereas marijuana use is not. Alcohol use contributes to the likelihood of domestic violence and sexual assault and marijuana use does not. Alcohol use is prevalent in cases of sexual assault and date rape, whereas marijuana use is not considered a contributing factor in cases of sexual assault and date rape. Alcohol use contributes to reckless behavior and serious injuries, and it is highly associated with emergency room visits, whereas marijuana use does not contribute to such behavior and injuries, and is seldomly associated with emergency room visits.

I agree that the police comes to your locker in high school upon possession, because you're under 21 like alcohol for minors! It can't be smoked on campus either, because of second-hand smoke with non-smokers.

✕

9.6 June

??? talented or untalented: that is the question? (2007-06-09 17:27)

Sorry, with so much school going on...it was IMPOSSIBLE to write something on my blog. I got the game collection...I don't need low grades. So anyways, I read The Giver by Lois Lowry, and got either 80 % or 100 % on the discussions...I can post them if you would like. Other then my fascination with Scott Daylor's (appeared on Catharton as Phantasystar77) blog, nothing is that new. I opened my Wii, and played Super Paper Mario once two weeks ago. I visited Eagle scout Rance Rutherford and played Urban Crisis with him at his apartment. His Apartment is very messy, and is in a business building. He drives a Jeep Cherokee too so he must be republican too! It's an American stereotype that republicans drive Jeeps. He owns a Harley Davidson motorcycle too. Rance is nice about his superior intellectual skills, but I hardly know him, and I know I can't act like a genius nor a fucking asshole anymore. I try to be a very smart in front of him, but doesn't work even when I say rance are, because he's an eagle scout, and I wrote 23 pgs of shit on my resume and it worked three times for three jobs! I was a Life scout myself, before I quit. I quit because Boy Scouts are not mainstream...they're dorks. On paper, it only matters if you're Eagle scout which I aint.

Another thing is this Mainstream thinking [well maybe it's 4 months dated] that Wii is good and PS3 and Xbox 360 are bad. The Wiimote is the fad, and PS3 is only a PS2 with better graphics. So I buy a Wii after the two ps3s [I hate to give away my stuff, period] and a xbox 360, because that was suppose to be incredible to some people in 2005. So I buy everything under the sun including Forza Motorsport 2? That makes me mainstream, right? Almost. Ps2 is outselling Wii, and that's 121 titles, okay? And I got the recent hits, God of War II, Rogue Galaxy, Odin Sphere. I just started Rogue Galaxy and it plays so much like Star Ocean 3 Till the End of Time. So I'm waiting for action replay for some cheat codes so I can finish it at the same time as other people. I also downloaded max files of FF12 and Star Ocean Till the End of Time off gamefaqs so I can play the ending. It won't matter anyways, because I'm casual, and I can play it a 2nd time if I do feel like it later. I'm actually waiting for Datel to make Action Replay for PS3 and Wii now. I confess, the SNES and Genesis was the wrong decision despite what the Gamespot reader reviews scores say about it's best games. You know despite what people say, it's more intelligent to collect far less for each of multiple consoles than it is to collect on just one platform. This prevents me from being a fanboy of one manufacture and buying 7.5 titles because I own all the good 8s or 9s.

Life is interesting. I actually get away with whichever mood, gester, and sentence I speak and my meds i'm on are keeping me from paranoid. I don't get thrown in jail nor punched in the face. I'm a big guy..6 feet and 200 lbs. The fact I was with 10 talented city teens for 4 yrs in Moundsvew than they stopped seeing me after I chose to be in River Falls, Wi. I still am fucking hearing voices. These voices tell me I was talented back then and am no longer talented when I left Calvin Academy actually. They were very similar to the Minnesota Life adults who have superior intelligence that I also had a chance at living at. I chose Rasmussen though, because I want to be a IT Guy despite if I'm untalented and normal. They were, they knew they weren't in popular culture/liberal/secular progressive in the way the high school athletes had all the hot girlfriends, dressed mainstream looking, and listened to their KDWB hiphop station, due to some medical issues like Cerebral palsy or autism or half-autism or ADHD. I was elected to be on the "class King" competition in 1999, but it was staged event...right before I left St. Croix Central for the 2nd time for Calvin. I still never tell people I look at nude women when I'm lonely..it's not important.

And I promise to take a picture of my handheld collection, my PC collection, and all the Fifty-third update games again to prove everything on the list is legit or pirated legit in the case of pc titles.

Work...install....meh (2007-06-11 06:24)

Work isn't exciting as I thought. I have to copy paste stuff so it looks like the one here. I took my work home with me...it's a Celeron 450 MHz and I trying to install Fedora 7. I do know what is wrong....the 2.6.21 kernel is too new for the ancient hardware so I'm thinking of installing 2003 2.6.1 kernel of Red Hat Enterprise Linux 3.0 (4 yrs old) and

OpenSuse 10.2 together, and try to install server files that way. It's just time consuming.

Me and Randy did try the Wii. It took us 20 minutes to find out there was a motion sensor. I felt goofy looking at Super Paper Mario. He played Forza Motorsport 2 with me. I felt good! There is a lot of techno on that game. The game feels like the prequel. It was an awesome game. Then we tried Virtua Fighter 5 and played Vs on it. I beat him. After that we raced in Ridge Racer 5, a fine game with fancy graphics. He tried out my Motorstorm game by himself. He thinks that PS3 is a lot better than his PS2 which he mainly plays Madden NFL 06 on. He has a small collection. Finally, we played Winning Eleven Soccer 7 International. I fouled his person near my keeper, and he scored via shootout so the game ended 1 - 0

Game Pictures (2007-06-12 06:21)



















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Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo

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40" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath





















































































Iain's games
4/24/12





Iain's games

06/01/11







lan's games
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lain's games
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Ian's games
01/22/12









Iain's Panzer Dragoon Saga











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The Giver - The End (2007-06-16 21:48)

I believe that Jonas becomes the leader of the village who saved him at the bottom of the hill. The village is full of refugees from the other communities that escaped death, because of their physical disabilities. The villagers use more items superior to the Giver's communities like videogames [ps2, xbox] and internet pc. The village would be communities with the House of the Old and The Elders finding clues in the forest and possibly kill them if undercover spies found where the physically handicapped refugees were living at. It'll end of to be a civil war between the communities over spies, distrust, and control over natural resources. After it ends, the communities become a imperfect United States again and the truth is well known.

Dream Job (2007-06-18 21:50)

This is my dream job that a network specialist person like me aims for...the higher level of excellence of network specialist I thought it would be. Right now I'm working at an excellent job. I would like to be networking a super computer like Blue Gene L for someone. First off, I would be networking the US Department of Energy or Defense systems at North American Aerospace Defense Command in Cheyenne Mountain by having a Cisco Certified Network Professional certification and making \$40 an hour someday. I have an idea that I'm suppose to place network of fiber optic cables to and from the super computer. I could also want to control MPEG4 Advanced Video Coding (codec, not

abbreviation), streams coming in and out, because in my opinion compression is neat. Maybe I could be working in the space control center or the command center. I could be one of the 1,100 military and civilian personnel working in it.

I know supercomputers have virtual on-the-fly efx3 file system compression or NT (NT is NT, not abbreviated) File System compression depending if it's UNIX (not Abbreviated) or Windows, MPEG4 (codec, not abbreviation), JPEG2000 (codec, not abbreviated), monochrome Institute of Electronically and Electronic Engineers video standard.

However, I liked the idea I was in a tape library room at Assurant that is similar to a super computer. State-of-the-art tape drives held 2 Terabyte when virtually compressed and had a physical size of 1 Terabyte. Most of the obsolete tape drives held a couple Gigabyte and were thrown away. That was only eight months ago and the first PC type Serial-ATA (ATA isn't abbreviation) 1 Terabyte Desktop hard drive came out last month for \$750.

So I would like to network with a Cisco Certified Network Professional degree and be in charge of compressing all the stuff in MPEG4 AVC (codec, not abbreviation) for people even if it has nothing to do with Cisco Certified Network Professional.

If I choose web designer, I would like to be able to submit my design to a big company such as right now I'm doing an online store for PC Network Services. My videogame pages weren't hugely complex nor popular so I thought webpage making as a hobby.

First Contact (2007-06-22 00:36)

I knew all about Roswell since Midway put out Area 51 in 1995 for Playstation. It's like Catch 22, because humans are smart enough to reverse engineer, yet cannot escape The DOW or Gray. The Gray/DOW were 2500 years more advanced in 1947. Rumor is humans have an alliance with another alien other than the Gray.

The Andromedans from the Star System Zenetae - [DSG, ch. 2]

All right. I want to start off by reading some information given to me by Vasais. In short, who the Andromedans are is that they come from the region of the Andromeda constellation and from a star system in that constellation they call Zenetae.

They are a telepathic race, although during the last 30 years I have tried to teach Moraney the English language. He has taught me how to "read" their telepathic communications, which are holographic. It's been an interesting situation. Now, when I write down what Moraney says, I write it down exactly as he says it.

When you go to the Leading Edge Research Group web site and you see that, it isn't that it is mis-typed, but it's exactly the way they say it. I have made a promise that is the way I will present it. They are a race with light-blue skin. They were on Earth some 62,000 years ago for a period of 62 years.

My connection to them is that at that particular time, I was one of them that was here. I volunteered to come back here and be here for this process, raising third density up into fifth density. I've asked to see the "fine print" on my "contract", but they have yet to produce that.

So, I would like to start off with this material told to me by Vasais on June 5, 1996:

"We have been in communication with many races regarding militant decision-making. We all agree that conflict in the end serves one purpose - to create fear. This, we know, removes the original intent from creations. We are hopeful that sincerity will gain momentum."

Now folks, what is happening here is happening out there. I have said this over and over again. I wish I could just come up to you and say "everything is love and light". It would be wonderful, but it would be a lie. We have challenges, and as long as we stick together we will make it. But, we have to stick together. Your neighbors are not the "enemy". Your government really isn't the "enemy", but they want you to believe so.

They want control over you.

Andromedan vs. Earth Education Systems: Back to the Future - (DSG ch. 2)

Now, the Andromedan people teach their children everything. The oldest and the wisest are the teachers, and hold nothing back from their children. Those with the most experience teach others what they know. This is called by them the Law of Consistency. They know that their children are their legacy. They don't "dumb them down" like the

educational system here does. They would never ever think to do that, because they are proud of their lineage and their heritage.

They know that this is who they are, and their young people are who they are. Ladies and gentlemen, if you have children, you owe it to them to teach them what you know, and don't let anyone else babysit. Don't let the television babysit, because it is teaching them what to think, not how to think.

Television teaches them how to spit out numbers like a computer, and it isn't fair. They aren't being prepared for what's coming. They're your children, your responsibility and your future. There are people waiting for Christ to come. Suppose he doesn't come? Suppose he changes his mind? Then what? Oops.

When the Andromedans Arrive and the Prime Directive - (DSG ch. 5)

Val: Well, all these species that are trying to help are limited by the Prime Directive.

AC: Yes, they are.

Val: So, one would presume that they are waiting for a certain threshold of a feeling of wishing assistance to manifest itself, and that the threshold of feeling would overrule the Prime Directive and allow things to happen.

AC: Well, they are waiting for 10 % of the consciousness on the planet to awaken and ask for some kind of intervention. That may not come until after ... they may come shortly after Hale-Bopp gets here, or after the World Government and ET's try to stage the Second Coming.

Val: Obviously, Moraney and all these people have the ability to travel in time and know everything that is going to happen.

AC: Yes.

Val: So, they must know whether or not, and when, the 10 % threshold is reached.

AC: Well, it will be reached no later than August 12, 2003.

Val: So, relative to any world government "games" relative to Jerusalem and the emergence of the Maitreya scenario toward the end of 1996, wouldn't that paradoxically contribute toward the movement toward a 10 % threshold?

AC: Yes, it will. The regressives are going to mastermind their own undoing. But, for some reason they are so desperate to try to maintain control of us, and for some reason they don't want to let our particular solar system and the other 21 go.

Val: What could that reason possibly be?

AC: I don't know, but there is a reason. There is more about us, as humans, that I don't know, than there is that I do know.

Val: Do you have a particular perception of a relationship between HAARP and the Montauk projects?

AC: No, but I know that the Andromedans are very concerned about Montauk, because the humans who are working with this technology are being given specific coordinates in space, and the regressives that are here can use that same technology and leave here. The whole point is to track where they are going, so they do not continue to propagate their belief systems.

Val: If the universe itself is being "jacked up" several frequency levels, then it doesn't matter where they go to try and get away. They will be stuck in the same boat.

AC: Well, this is true. But, my understanding is that the idea is to limit the damage they do.

Val: Does this have to do with this 357 year period of tyranny which the Andromedans are trying to prevent.

AC: Yes.

Val: Well, obviously they must know that it was prevented if they can travel in time. That sounds like a paradox. They must know that they either were or were not successful. Here is where we start to drift into parallel lines of reality.

AC: Yes.

Other Races Associated With Andromedans - (DSG ch. 4)

Val: What other races do they associate with?

AC: They are very close with groups from Tau Ceti and from Cygnus Alpha. The group from Cygnus Alpha know a great deal about acoustic technology. They do a lot with sound.

Val: Phononic sound technology and optophotonic technology, here on Earth, are becoming part of the mind and behavior control program here.

AC: Some of those from Cygnus Alpha are here on Earth.

Val: Are they interfacing with the Earth groups dealing with this technology?

AC: No, they are totally isolated in very rural communities. They are over 1,400 human Et's here who are only observing that will be apparently leaving in the next couple of years.

Val: In order to meet the August 2003 deadline set by the Council?

AC: Yes. Many of the planets in the Andromedan system have water. Some of them are totally covered by water, and they live on the surface of the water and below these oceans. The dolphins that we have now on Earth are apparently a cross between a mammal from the Sirian system and one from the Cygnus Alpha system.

Val: What races have the Andromedans talked about to you?

AC: The Pleiadians, the Lyrans, the Arcturians, the Ciakars

The Arcturians - (LFA, vol 2, no. 2)

This group of beings settled in the constellation of Arcturius. These races of humanity are very private, and for very specific reasons do they get involved with Earth. They think of themselves as healers. They carry a strong pride of technology in the arts of physical healing, and emotional and spiritual bodies.

They have been known to intervene in the ancient past to help resolve very serious conflicts in our area of the Universe by sharing their unique ability to show others how to integrate their belief systems and feelings to resolve conflict. They can be very silent, and can and will keep very much to themselves.

They as a group, have done much to help raise the overall levels of consciousness in our Universe. At this time the Andromedans have added little more than this

Draconians - The Race from Alpha Draconis - (LFA vol2, no. 3)

The Draconis race is probably the most misunderstood. I have witnessed a deep respect for this race which is generated out of admiration and fear. The Draconans are the oldest reptilian race in our Universe. Their forefathers, somewhere in our most ancient past came to our Universe from another separate Universe and/or reality. When this actually occurred no one really knows.

The 11 (Council of Eleven) have said that the Draconans themselves aren't clear how or when they themselves got here, but what is interesting is that they declare and teach to the masses that they were in this Universe first, before humans beings, and that they are the true heirs to this Universe and, as such are all royalty.

Most, if not all, human races don't recognize this claim as truth but, none the less, they don't debate the issue with them either. Alpha Draconans have colonized many star systems and have created many races by genetically altering the life forms that they encountered.

The most densely populated area of sub-races of Draconans is the constellation of Orion, Rigel, and the star system known as Capella. Here lies a very dangerous part of the Universe for human beings. The mind set or consciousness of the majority of the races in this region is service to self and as such they are always subverting, invading and manipulating less advanced races using their technology for control and domination.

This is a very old and ancient war with the peace that does exist always being tested by these beings that believe that fear rules and love is weak, that the less fortunate are meant to be slaves.

This belief system is created at birth in the reptilian races as the mother, at the time of birth will hide the young and then abandon them to fend for themselves. Most of the time they are cared for by the warrior class that uses the children for games of combat and amusements. They believe that in their ways that if the young ones survive they were meant to and in the process they have had to fight all the way and at a young age they are full warriors, used to depending on no one.

Alpha Draconans are very suspicious of all life forms including their own, but not of course to the extent that they would be of humans. They are taught that Draconan history of the Great Galactic War.

The version or opinion that the humans were at fault for the invasion of the Universe and how we selfishly wanted the Draconan race to starve and struggle for the basic materials for their society to exist. Therefore they are brainwashed at a young age just like we humans have done to our younger generations by all human races in the galaxy.

Alpha Draconians - The Hierarchy in Our Galaxy - [DSG, ch. 1]

There are two schools of thought in our galaxy. There are the regressives, who are races that carry fear and because of that want to control others. The hierarchy of the regressives starts with a group from Alpha Draconis.

The Andromedans have no idea where the Alpha Draconians came from, but what they have learned through interaction with other dimensional races is that somebody brought the Draconians to this universe and "dumped" them in the Alpha Draconis system, where they had the highest probability of survival.

According to the Andromedans, the Alpha Draconians have had space travel for 4 billion years. They are an incredible race and have achieved great things, but they are bullies. They are jerks, and that's a judgment - I'm taking that judgment myself. That's my judgment based on what I know about them. The Draconians do not like human beings.

The Andromedans say that Draconians believe that this universe was here for them - that their history teaches them that they were left here to rule it. But, when they started traveling, they ran across other races. They were able to conquer many of those races through genetic manipulation.

Now, our government, the United States government, the New World Order - whatever you want to call it - wants to implant everybody. From the Andromedan perspective that means ownership. Extraterrestrial don't want to bother with that stuff, since that is not permanent. Extraterrestrials value genetics. What they do is they come in, conquer a race and genetically alter it. From that moment on, that race is genetically altered.

The genetic changes alter the frequency, sound and thought patterns of the race if they move into a physical form.

Does everyone understand this?

Q: Could you give us an example of this?

AC: The best example I could give you concerns the Greys. Apparently, the Greys were much more human-looking at one time. What happened was that they, as a race, were captured 891,000 years ago while leaving Zeta 1 and Zeta 2 to go off and do their own thing. This is very common, and it is how Earth became colonized. What happened is that they got captured by a group in Orion that was already genetically altered and under control of the Alpha Draconians. According to Moraney, the first thing this Draconian-altered Orion group did was slaughter almost all of the females of the captured race in order to control the birth process. They then genetically altered the remaining females, so that all the children born after that were genetically altered.

The males were enslaved, made to work in mines and slaughtered by the Draconian-controlled Orion group, who had absolutely no regard for life. What we know now as the Greys became a natural resource.

More on the Draconian Civilization: - The Ciakars - [DSG, ch. 6]

Val: Another question that has been put to me to ask you is the following. If withholding love leads a race to regression and devolution, due to the absence of expressed emotion, then why is it that the Alpha Draconians are two billion years old and have not yet become extinct? Second, what is the average life expectancy of the Draco?

Alex: The average life span of the Draconians extends from 1,800 to 4,100 years of age. The ones that live as long as 4,100 years are the royal line of the Draconians.

Val: The winged Ciakars.

Alex: Yes, because their genetics have been kept totally intact. Now, as far as them being regressive, yes they are, but what is interesting, Val, is that they are not regressive with respect to their own people, only against other races. So, what you've got is that you have this race of beings that are very regressive toward other races other than their own.

Val: It sounds like a super-model of imperialism.

Alex: They don't turn on their own people and have continued to evolve within their own race.

Val: One of the recent themes in orthodox media, especially movies, is that reptilian species have a penchant for pituitary and adrenal type substances, and that they try and get these substances any way they can, even to the extent of ripping somebody's brain out of their head in order to acquire these hormones.

Alex: Well, these hormones, in essence, hold emotion. The brain and spinal fluids hold emotion. It is what nourishes the nervous system and the brain.

Val: So, is this media portrayal have any accuracy at all? Do reptilian humanoids have to supplement their own internal production of adrenal hormones from outside sources? If so, what does this contribute to them physiologically? If this process does exist, as has been inferred before, is it a function of a need or just as cosmic joyride for them?

Alex: Well, they don't make the same type of spinal fluid as humans do. As far as their physical needs, I don't know. I do know that they get a "rush" from hormones from other species that have been in terror. For example, if they capture a human being, they will not usually kill the person right away. What they usually do is terrify them as much as possible in order to jack up the level of emotion and hormones. Then, when they consume the physical body of that psychologically terrorized being, not only are they feeding themselves but the hormones impart a physiological and psychological "rush" which they enjoy. It's essentially a "drug high" for them.

Val: So, they couldn't use hormones from animals, because they don't have the emotional range of embodied spiritual entities...

Alex. Cattle don't have the extremes of emotions we have. They do have emotions, but the more extreme the emotions, the "higher the high" when the substances generated are consumed by the reptilians.

The Draconians - [DSG, ch. 1]

AC: The Draconians are the force behind the repression of human populations everywhere in this galaxy instilling fear-based belief systems and restrictive hierarchies. I asked Moraney about them, and he said,

"the Draconian race is probably the most understood race of beings. I have witnessed a deep respect for this race."

The Andromedans consider the Draconians the "ultimate warriors," in a negative sense. Moraney continues,

"the Draconians are the oldest reptilian race in our universe. Their forefathers came to our universe from another separate universe or reality system.

When this occurred, no one really knows. The Draconians themselves are not really clear on when they got here. The Draconians teach their masses that they were here in this universe first, before humans, and as such they are heirs to the universe and should be considered royalty.

They find disgust in the fact that humans do not recognize this as a truth. They have conquered many star systems and have genetically altered many of the life forms they have encountered.

The area of the galaxy most densely populated with Draconian sub-races is in the Orion system, which is a huge system, and systems in Rigel and Capella. The mind set or consciousness of the majority of races in these systems is Service-to-Self, and as such they are always invading, subverting and manipulating less advanced races, and using their technology for control and domination.

This is a very old and ancient war, and the peace that does not exist is always being tested by these beings, who believe that fear rules, and love is weak.

They believe that those they perceive to be less fortunate, in comparison to them, are meant to be slaves. This belief system is promoted at birth in the reptilian races, wherein the mother, after giving birth, will abandon the offspring to fend for themselves. If they survive they are cared for by a warrior class that uses these children for games of combat and amusement."

So, you can see that the reptilians are forever stuck in survival mode. This means they have no boundaries in what they will do to other beings.

Moraney continues,

"it is engrained in them never to trust a human. They are taught the Draconian version of the history of the 'Great Galactic War', which teaches that humans are at fault for invading the universe, and that humans selfishly wanted the Draconian society to starve and struggle for the basic materials that would allow them to exist."

AC: Now, there are some real similarities there. The expression 'Draconian thought' is an expression on our world. I would suggest you research that.

Return to The Occult Reptilian Saga

Greys - (LFA vol 3, no. 1)

The Greys made contact with a world governmental body for the first time in 1933 in Germany. However, they were turned away by the German government because it had already committed itself to involvement with the Giza intelligence. A renegade group of human extra terrestrials that were headquartered under the Giza plateau in Egypt. They were predominantly Pleadians. They were on their own, doing their own thing.

Ashtar, Commigal, and even Jehovah were a part of the group, for some time. They came down here and played God with us. People worshipped them because they had technology which they used it as their power, big time.

During the 1930's, the Germans were building rockets and starting a space program due to their contacts with the extraterrestrials of the Giza intelligence. The technology developed however, was used to create weapons because the German governmental body involved were concerned that there was going to be an alien invasion.

The Giza intelligence had told them that the Greys were here to invade, but this actually did not occur. Plans for weapons such as sound devices, lasers, neutron bombs, particle beam weapons, etc. were designed. Although many of these weapons were not created until much later in history, a lot of other technology was shared with the Germans, by the Giza Intelligence, like how to do: anti-gravity, free energy, etc.

The United States was the first to open its doors to the alien race known as the Greys. I have been told of only one contact in 1934, where the Greys made their presence known to the U.S. government, in the state of Washington. I don't know the particular details but somehow the government knew that the Greys were there. It wasn't until 1947,

that actual contact occurred with the aliens and United States officials.

The first face to face contact was due to the shooting down of an alien craft, namely the Roswell incident. This pressed the Greys into a contact earlier than they had actually anticipated doing themselves. After the crash in Roswell, the United States, the Soviet Union, and the British, at the very highest levels, became blood brothers. By the way, none of these governments knew what Germany was really up to. The Germans were very, very secretive about their contact with the Giza Intelligence.

The Roswell incident created more of an urgency to develop a true space program to defend the earth. The United States and the Soviet governments thought that this alien presence could be a threat, because these aliens were so technologically more advanced. But the Greys in their own fashion, really back doored these governments through deceit. The true space program, this underground program that we are just now beginning to hear about, was originally financed by members of the Club of Rome.

Now, you'll need to do some homework, to find out who those members are. And don't be surprised at who you see. We will talk more about that later, when we discuss the moon. Prior to this, in the 1850's to the 1950's, a hundred years, there had been some utilization of cattle and humans in experiments by the Greys. The NSA, which was created in the 1950's learned that the Greys were responsible.

In 1952, the U.S. government prepared itself for the realization of ongoing alien contact when our military radar system started to down their craft. The Greys knew that in order to perform their experiments on such a large scale, to save their race, they would need the cooperation of a high political body. In other words, they had to come to terms. A select politically structured body, created secretly within the United States Government, was designed to be the liaison between the Greys, the technological gods, and the earth humans.

The military was very enthusiastic for communication with the aliens, in hopes of exchanging technology for raw materials. This liaison group, this political structure, is and was the NSA, the super secret National Security Agency. For contact and study of the aliens was it's original purpose.

In May of 1954, at the Holloman Air Force Base, the United States Government made a formal agreement with the Grey alien race. Some of the terms of this agreement were the exchange of technology, of anti-gravity, metals, alloys, and environmental technologies to assist the earth with free energy and medical application regarding the human body.

All the Greys asked for in return, was to be allowed to study the human development, both in the emotional consciousness makeup, and to reside here on earth. This single act of signing a contract with an extraterrestrial race was the most significant act in human history because it launched us in a direction we were never intended to go in the first place and it thrust us into a role that we were not prepared for either. Being hosts to an alien race.

Essentially, what this contract has also done, has handcuffed the Andromedan council and those benevolent extraterrestrial races from being able to take a more active role in the earth's evolution. It has placed the burdens squarely on the shoulders of humanity to enlighten itself of the facts, and to consciously create ascension on an individual basis. Because this particular treaty was agreed upon between the aliens and the "ULTRA" units in the NSA, which actually is a government unto itself, they in affect turned away help from outside benevolent races that we could have obtained before.

Now pay close attention, because this is the first time I've ever mentioned this. The particular document and original exchange material may be found today in the NSA facility, called Blue Moon, under Kirtland AFB, New Mexico (35°02'N 106°36'W). It's exact entrance is in the Monzoni Mountains. This location houses the private department of energy technological labs.

The story of Kirtland AFB is really the story of three bases, since the merger in 1971 of Kirtland, Manzano and Sandia Bases which brought the three installations together under one command.

Currently, the building of free energy devices for use in space and on the Moon and Mars is ongoing, in this particular area. Much of the alien technology has been reconstructed and sent via a connecting tunnel to Los Alamos and an area located underneath the cliff sides of Los Alamos canyon, where huge vaults are built into the earth.

This facility is twenty-nine thousand square feet in size. There are also laboratories equipped to study light, thought and pure energy there. This facility is also used as a jail for aliens captured by the black (secret) government.

Corporations that are currently assisting the aliens and the black government are,

Standard Oil

Lockheed

Northrup

McDonald Douglas

AT &T

IT &T

The A.A. Matthews Construction Company

The Robins Company

The Utah Mining Company

and numerous more...

The NSA is exempt from all laws in the United States unless the NSA itself is specifically mentioned in any creation of law. This is due to its interaction with aliens and it's sometimes necessary infringements of civil rights and constitutional rights of the American people. In other words, to make it exempt from breaking any laws and hurting anybody here, they made it completely separate.

And it is completely separate, even though your tax dollars pay for the running of it. There was also a great deal of private money used by the NSA to build the alien technology and to keep humanity under control. The status quo secure. Even the CIA doesn't know much about the Ultra or Blue Moon units of the NSA. These are the two highest units the NSA has that deals directly with alien technology and information.

Now realize that the Greys are genetic engineers, though not the only ones. Most of the aliens from off planet are genetic engineers because they value life forms as opposed to gold and silver. Genetic's, life forms and things of that nature is their wealth. A lot of the genetic engineering and experimentation is going on here, on earth and on Mars moon Phobos, by the Greys.

They are using this opportunity to try to satisfy their own agenda, which is to create DNA and genetic stock that is clean enough to foster new physical life forms that are capable of regeneration and birth for their race. As of right now, the Greys are most interested in female genetic stock because all family lineages follow the female rather than the male.

Why? Because you always know who your mother is, you may not always know who your father is.

Many new races have been created this way throughout our galaxy. It's not something that's new going on here. This has been going on for a very long time. Few races today have actually remained as pure genetic stock, with the exception of two races that the Andromedans say are really genetically clean.

That is the Reptilians from Alpha Draconis, and the other is what we call, or know as the Elohim, which are a very ancient race of humans that survived Lyra. All other races are a varied degree of hybrid or mixture of races of different genetic stock.

Another point is that, the Greys themselves would like to be free from the Orion empire. They will have no chance of survival themselves if they do not create or match their body type or genetics with ours. You see, time is quickly running out for them and we as a race is also evolving at a tremendous rate.

On a spiritual conscious level, we are evolving dramatically, making our genetics harder to use while they are dying out like there's no tomorrow. And they are very aware of this fact. So, even though what they're doing is wrong, they really are caught in a very tough position themselves.

Because what they're doing to us has been done to them. I'm just trying to draw parallels. I'm not justifying it in any way. By the way, when any of the aliens give birth to a child, they take that child outside of the earth's atmosphere so the child is born fully aware of its reincarnational history, so it realizes who it is, and it doesn't carry the veil. Why is this? Apparently, there is some kind of agreement; if you're born within the earth's atmosphere, you've got to be veiled. It's just part of what comes with being born here.

The Greys masters assigned agenda, is to create a slave race which is currently in full swing, for the purposes of control, physical services, labor and, sexual energy. Now I will explain this. The acts of feeding, war, anger, psychic energy, genetic experiments, hybrids as a food source, genetic and biological materials. The Greys and their Masters feed off this, our energy. As examples: If two people are fighting, they create a lot of emotional negative energy.

And this is why you will find, that whenever there are wars going on, there's a lot of UFO activity. Negative energy! They just feed off it. It's liken to when your making love to your man or to your wife, and you reach that moment

where you are both at the same place at the same time, in a loving benevolent way.

That's how it feels for them regarding negative energy release. The energy of fear, that rush of adrenaline, young teens on a battlefield running around scared, this is what they crave, all of the negative emotional aspects.

They have also been doing extensive research on the human brain and its capabilities as well as study of the soul. Many people who have been implanted by the Greys, those who are aware of it and those who still aren't, must become aware of the fact, that they have actually been on a kind of machine and are being shown and trained to do something.

According to the Andromedans, the Greys are training us to fight their war against the Draconians (One of their masters) when they get here, because they are going to use us as their soldiers. Just like when our military sends in the infantry and marines, those implanted will be the first ones on the beach. While the Greys sitting back on board their ships drinking champagne or having a gin and tonic, and wondering how the battle is going. And they have chosen our world to be the battle ground.

At the same time they are still going about preparing the earth for its new owners. Apparently, the Greys are going to make this attempt, but the inevitable truth is that the Reptilians from Alpha Draconis are on their way here now. And this has very serious implications for us.

Now, honestly, I'm not here to promote fear. I don't believe in it. But I'm telling you what I've been told to tell you. We have boxed ourselves into a corner and the only way we can change the outcome is that we have to consciously become aware of what our world is really about, what's really going on here. And we have to create a space of love. Folks, that's the bottom line.

By creating a space of love, the Greys, the Draconians, the Orions won't be able to handle the vibration. They have got to leave, or we're going to have to ask for some serious intervention here. In which case, there's going to be war in the heavens as the Bible has predicted. It will be all about saving us! You know, this talk about ASHTAR coming down here to save you. Ladies and gentlemen, it isn't going to happen. It's just another belief system.

Or how about Commander Hatton, who is saying we will take you to Mars. No thanks! I don't want to go to Mars, it just isn't going to happen that way. Nobody is going to save you, because according to the Andromedans, if you're sitting here waiting for a savior, you're not doing the work yourself. And who would come down here to take you off the hook? For what purpose? You will only recreate the situation again someday.

If you haven't permanently evolved to that level of becoming your own savior, your own messiah, then you haven't learned your life's lessons. And this is what the Andromedans strongest message is. You have got to do the work yourself. You are only responsible for yourself. Nobody is going to take you off the hook. Matter of fact, if they do end up intervening on our behalf, they are not going to stick around afterward and baby-sit us.

That means we have got to get it straight. That we as a race, have got to come together and decide what it is that we want and how we want to live. How are we going to raise our children? What moralities, what laws, etc. Not to be told by somebody else out there, what is best for us. Folks! It's never worked before, and it isn't going to work now. Most human beings would rather die than live being a slave. That's just our nature, our soul, to be free. We're at that point again. What will we choose?

You see, the Greys are currently monitoring the brain waves of those they have implanted. They have done this for the better part of a hundred years on earth. So generations of family members have had implants. The cloning of human beings, of life forms and the art of subversion was taught by the Greys to the NSA.

On the two highest levels of human interaction with the Greys within the NSA, there exists cloned human beings and humans so heavily implanted, that according to the Andromedans, they do not consider them human beings anymore. They have joined the group mind of the Greys. They have lost free will. They are clone robots! Their soul is trapped and they are no longer considered compassionate human beings.

The Greys clone their own race into a cast of slaves, just like ants. They all basically think the same things at the same time. Their minds are like radios. If there are no radio waves, they don't do anything. They have computers which transmit the radio-like waves, telling them what their jobs are, their functions that they must carry out. If the computers, their group mind, were shut down, the Greys would no longer know what to do for themselves.

They do not possess individual intelligence like us, although they would very much like to create us to be like them. The Greys also consider what we call God, a mind, like we think of our own mind. They have completely detached themselves from their spiritual essence, so long ago, that their physical existence and personality has become pure

ego. The Draconians are pure ego, as well. Many other races genetically altered by the Draconians, are also experiencing the separation from their own essence too.

Now, I don't understand the process or exactly how it works, but the Greys no longer believe themselves to be spirit, to be in essence. They're trapped mentally, emotionally, physically in a physical existence, therefore, that's all they see. They literally disown and fractionalize themselves away from their spiritual essence.

It's no longer a part of them. Human beings have also been known to do that themselves, as well. You know we can fractionalize ourselves into many different personalities. The Greys are pure ego!

They are very sophisticated in mathematics and energy sciences. It has been said, that our military at the time of the Holloman Air Force meeting, that there was an exchange of personnel. Our military gave the Greys sixteen military personnel and that were supposed to be taken to the Greys' point of origin and that they left us one or two guys or something of theirs along those same lines.

Well, according to the Andromedans, it was really a hundred and nine human beings that were taken at that particular exchange. They have not returned. As a matter of fact, they did not go to the Greys's point of origin, which was Zeta Reticuli 2, rather they went to the motherships and Phobos where they were experimented on.

The Greys gave virus technology to the NSA, which then was handed on to lower levels within our military complex. In Africa, we find the testing ground for the AIDS virus. There's a reason for this. This virus technology was given by the Greys to the biological unit in Ultra within the NSA.

One of NSA's underground facilities is underneath Fort Mead in Maryland. At that location there are nineteen acres of underground caverns, with some of the most highly technological and sophisticated super computers in the world, that were built and designed inside the facility.

They have never seen the light of day. This area, and the one in Mt. Hood, Oregon are engaged in massive surveillance of the world's telephones, telegraph, telex, fax, radio, television, microwave communication, NORAD and also space radio waves. The complex in Mt. Hood is where our military is cloning human beings and aliens. I don't know what alien races.

Jumping back in history a bit. In the late 1950's, the Greys also approached the Russians regarding the signing of treaties and mutual exchange. The Russians, however, already at the time, were included in the proceedings of the NSA, chose not to sign this independent treaty because they knew full well that the Greys would try to pit the United States against the Soviet Union. It is in fact the Soviet Union that informed JFK of the Greys presence, during the Cuban missile crisis.

The Andromedans have stated that the Russians were trying to blackmail the U.S. into sharing the alien technology, thus the Bay of Pigs. That's when they put the missiles there pointed at the United States. The Russians became increasingly aware that the NSA and the CIA were developing incredible technology and were not sharing it, as was their agreement, shortly after the Holliman agreement. Apparently, JFK asked the CIA three times if the Russian allegations were true.

The CIA lied twice to the president, even though nuclear weapons were only eighteen minutes away from striking the U.S. They just flat out lied to him and said, "No. They're nuts." This prompted JFK to want to scatter the CIA to the winds. This is one of the more important reasons the "black" government found JFK as a threat and had him make a physical transition prematurely.

It was JFK's desire that some of this technology would reach the common people and be used for the betterment of mankind and that it be made known to the American people that the alien presence was upon us. This is one of the reasons why he successfully launched a civilian space program so that all Americans and people of the world could share in the discovery.

In 1953 satellites and radars showed large objects coming towards the earth. They were Grey motherships. These time traveling space crafts were the same crafts seen near Venus in 1787, 1788, 1789. In 1645, it was reported that a large moon was seen near Venus. For other times, as well in the same year, it was seen coming and going. The last time it was reported was in 1767. The same type of occurrence happened around Mars, on November 25, 1894.

A large ship was seen illuminating part of Mars. The same occurrence for Mercury in 1799. The same large planetary body crossed the sun on August 26, 1859 and this same body today, that's still there, is called Volcan. It's a mothership. It isn't a planet. During the total eclipse of July 29, 1878, astronomers saw two large glowing planetary bodies, about the size of Venus, between Mercury and Venus.

According to the Andromedans, these were Pleadian and Andromedan motherships that had gone back in time. They were observing the Greys orbiting around the sun. They wanted me to share all these dates with you. I don't necessarily know why, but here are some more.

In 1783 and 1787, huge bright lights were reported on the moon. They were mistakenly reported as volcanoes, at first. But then they moved and lit up the dark side of the moon which cause a noticeable glow around the top portion of the moon.

In February of 1894, a comet was apparently photographed striking a huge dark object in our solar system. It happened to have wings and, according to the Andromedans, this was a Draconian mothership. The same phenomena occurred in April 4, 1892 and it was about one third the size of the moon, six to seven hundred miles in diameter. As it crossed astronomers thought that it was a bird, but its wings didn't flutter.

Again, this was a Draconian mothership. This was observed again on January 27, 1912. A ship two hundred and fifty miles long, fifty miles wide, resembling a crow, was sitting on the moon. According to the Andromedans, this again was a craft from reptilian Alpha Draconis.

Many operations have been created by the Greys over the past five hundred years for the purposes of manipulation and control of our religious belief systems. I don't want to offend anybody, but I'm going to tell you just the way it's been presented to me. All you have to do is listen. If it doesn't feel right for you, then dismiss it. If it does feel right, and you get the chills, then maybe you should start paying attention to it.

To have us morally and spiritually compromise our free will to a savior-like image, the Greys by allowing us to compromise ourselves under these false pretenses, they are absolved from the creating any Karma for themselves. Instead, they let us create the Karma to ourselves. It really is such a set-up.

The power of belief systems can be used as fuel for the game of seducing people into believing that certain things are true. By the power created by the conscious thoughts, we can literally make these things occur and come true, whether they benefit us or not.

These are real spiritual dynamics at work here and they're being used against us. Our physical matter (physical body) is the embodiment of ideas or belief systems. Our Universe consists of ideas and thought systems, condensed and turned towards itself, inwards. We turn it towards ourselves to create and originate spirit and energy. Now if I need to say it again I will. This is our definition again, word for word.

Our physical matter is the embodiment of ideas (belief systems). Our universe consists of ideas and thought, condensed and turned towards itself, inwards. To create and originate spirit and energy. In other words, we really are gods. We really can do anything we want to do.

We, of earth, have evolved only in technical and material sciences. Our spiritual evolution, for the most part has been suppressed from us by a group of extraterrestrials, and now the black government and its plan for a New World Order. Because upon learning these spiritual truths, the NSA and the black world government, realized that everything that they have been trying to do can be swept away.

According to the Andromedans, and their exact words were,

"Could be swept away in a day, should humanity become enlightened."

If a billion people come to the realization and a decision that we no longer want this reality, it can literally change with the setting and the rising of the sun. But, they stress, we need to be clear of what we want, which is part of the decision, and our responsibility factors. That is ours. In other words, if we're going to create it, we take responsibility for it.

The Shroud of Turin. According to the Andromedans, this is one example of the extra terrestrial manipulation or assault of our belief systems. This holographic image on the shroud was created by the Greys to strengthen a belief system in a savior or messiah. This belief system assists their plan for control because humanity would love to give their power away to someone that appeared to be a true and legitimate messiah, because we've been taught to do that.

The Greys know that few people truly want to accept responsibility for their own evolution. Most would rather be told what to do, than to realize the situation and take the appropriate action necessary to free themselves.

To further realize the Grey manipulation on a belief system level, there is also a plan in development to play out a staged second coming. This will occur shortly after the destruction of the world economy, maybe six years, tops. This being will be a clone human being, a biological, who will holographically be imprinted with everything from spiritual

truths regarding information about all religions, metaphysics, and he will come out speaking about all of these great wonders.

He will strongly profess the Hindu philosophy. Why, I don't know, but this is what they're saying. The intent is evil; this being will not have a soul. He is not spirit. He is robotoid, a clone, a robot, a synthetic. The Greys have this kind of ability to stage this kind of action using their technology. He will be the image of the man on the Shroud of Turin. The Anti-Christ will not be the evil soul portrayed in the Bible. The Anti-Christ will truly be someone who tried to express the truth on the true matters and seize the United States government as the cause of all this evil. This is what they've said. Now, I have to add this, in defense of that belief system. The Vatican, in 1960, admitted that there were fourteen plagiarisms in the New Testament. They refused to say what they were, but they said that there were fourteen.

That means you can't believe by it as gospel, so to speak, because they changed it. It wasn't God who wrote it. The church changed it and they admitted it. So, you do with that what you want. But everyone is believing it has to happen, and by us believing it has to happen, ladies and gentlemen, we're going to create it! We're going to make it happen, and they're sitting up there laughing at us, saying look at those idiots. Look what they're doing to themselves. The Greys were responsible for the Fatima episode in Portugal, where the Virgin Mary supposedly spoke to the children. This was a holographic image of a woman who professed to be the Virgin Mary, the mother of Jesus Christ. The sun supposedly fell from the sky and miraculously healed people.

Using Grey technology, these somewhat miracles did occur. But they used light and sound, which they beamed from their ship to the various people affecting these cures in their physical bodies. Now, this is technology that has been here on the earth, at least the last hundred years or more.

But it is against the law now, in most places in the United States because it works. And that's color and sound, And the reason for sound work, is because the entire universe is a holographic projection turned inside of itself. It's all a holograph. Virtually all the people present were implanted during the missing time phase of this episode. A large mothership positioned itself in front of the sun to create this occurrence.

The reasons this is not a true is because the biblical Jesus is a composite character. And as such, is an allegorical myth. The Virgin Mary is also a composite character and these composites were made for the purposes of uniting the religions of the ancient Roman Empire so that their resources were not being used to constantly stop religious wars between different factions.

In the 1950's the so-called meetings of the Jason Society were triggered by information given to the Ultra unit in the NSA by the Greys about the world's situation regarding pollution and population. It was at this particular time that the Greys offered little assistance or sharing of technology regarding environmental issues. This has persisted even today.

The Pleadians have in fact, offered more solutions than any other group to date, but they were turned away by the NSA. This prompted the first of three alternatives that have been discussed in UFO circles already. These alternatives are in fact, and were in fact, a reality. That's alternative one, two, three and four.

The New World Order is in a major predicament. The Greys are twenty-five hundred years ahead of us technologically. The black government is afraid to tell us the truth concerning this reality because they fear a revolution, overthrow, and desire self-preservation from the people who will want their scalps.

Two large motherships are on the planet right now, hiding in the oceans. One is in the Pacific Ocean, below the equator and the other one is in the Atlantic. I don't know where. I don't know whose they are, but they're here. My sense is that they're benevolent because the government has actually talked about implementing alternative four which was creating a controlled pole shift.

The Andromedans have said no way would they allow this to happen. So my sense is that there are benevolent ships that are anchoring the planet on its axis. That's my opinion. The military know that this is why they're testing sound in the oceans, especially in the Pacific.

Aliens have been attacking us more openly in space.

It started with the Russian Phobos probe when it was destroyed.

The Mars observer was captured by Reptilians on Mars. It isn't going to come on-line. It's gone.

Also, closer to home, in December 1993, a Landsat satellite disappeared in orbit, just vanished.

In August of 1993, the European space agency lost two communications satellites, again, they literally just vanished

from orbit.

The Canadian Telstar was destroyed in our atmosphere on January 15, 1994. It was seen crashing to earth. This was shot down by the Greys. Again, I don't know why.

A NASA Satcom 3 communications satellite vanished in May of 1979. It was just taken.

Two Soviet Millennia satellites were also taken. They just vanished from our orbit, from our atmosphere.

Here's our scenario. The benevolent races have told the world governments that they would help us but world governments have to dismantle their nuclear weapons. The earth governments did not want to do this because they don't know who to trust. They created this situation and they do not know who to trust now. However, the world government is so desperate to get rid of the Greys, that they apparently have put a call out for help, using satellites. The Andromedans say there is a group that has offered to help our earth governments with the problem of the Greys, even by giving us weapons to fight the Greys.

Re-enter, the Reptilians from Alpha Draconis, the only real enemies the Greys have, and that humankind has. The Reptilians from Alpha Draconis have answered the call. But the Greys actually work for the Draconians. It's all part of the set-up. When we invite them in here there will be no battle. And once they're here we'll never get rid of the Draconians.

The Pleadians are assisting the Andromedan Council in attempting to quarantine our solar system from invading forces, namely the Orion group and Alpha Draconis. The quarantine line, the defense line, is between Uranus and Pluto and consists of a mixture of benevolent races, both physical and non-physical.

There are:

Pleadians

Andromedans

Arcturians

Syrians from Sirius A

Reticulin

Accordance and Umonians from Umo

This line of defense is really like a last resort. Apparently, two huge Grey motherships have already been turned back that were on their way to Earth and Mars. And apparently there were casualties on both sides in the exchange of turning them away.

Please realize that currently, there are fifteen thousand Greys underneath the United States. The Greys (Dows) are in fact, a renegade group of Reticulans. They are not from Reticuli and haven't been back there for hundreds and hundreds of thousands of years. They have been travelling through space in their arc's.

Before they came to Earth, they were residing on Sirius B. That was their originating point before coming here. There are approximately eighteen hundred and thirty-three Reptilians living beneath the United States.

Their habitat is from one hundred to two hundred miles beneath the surface of the earth. They generally live in caverns and the ancient tunnel systems created hundreds of thousand of years ago. They are not benevolent. And, every once in a while, they come up for a contact. They have been seen in New York City, Missouri, Chicago, and in the southwest United States. These area's happen to be the largest areas where missing children occur, numbering in the thousands.

The Andromedans state that thirteen thousand seven-hundred and twelve children have been taken by these Reptilians over the last twenty-five years. In Linda Molten-Howe's book, "Alien Harvest", there is mention of human body parts seen in underground bases. The Andromedans confirm that we are being used for food. The Greys use our blood and it is the Reptilians that consume the live human flesh. Their favorite food is children because they lack nicotine, caffeine, and other environmental pollutants. Like we eat veal, they eat us.

The Greys are searching for walk-ins for they want to learn about spirit. I'm speaking about benevolence and not satanic possession or that kind of stuff. Walk-ins are necessary at this particular time. They are higher evolved souls. Seventy-two thousand walk-ins are on the planet right now and are a part of the Andromedan Council.

Seventy-two thousand more are coming in the next three years to balance the negativity that is being created. Because of the Councils laws of non-intervention, the Andromedan Council found it necessary to intervene in another way without violating its council directives.

Thus, the walk-ins who are actually earth human beings, are here to do that kind of work. It's a backdoor approach.

There are fifteen hundred and thirty-one actual benevolent human extra terrestrials on our planet right now. Where they are, I don't know. But they are here to record, report and observe, and possibly assist some of the walk-ins. And at some point, they will be leaving. But, apparently they live just like us, and they're in our every day lives.

Keep these facts in mind. There are eighteen thousand Greys:

fifteen thousand here on the Earth and

three thousand on the Moon

The regular government which makes up the majority of Washington, D.C., doesn't have a clue as to what's really going on. The black government, consists of various levels. At the top, they know everything, The lower levels only know small pieces, on a need to know basis, usually just one piece of the puzzle. The total picture is one outrageous secret based on deliberate deceit that creates the subversion of the public trust. Forewarned is forearmed.

What are we going to do about it?

The Race of Greys Called the DOW - (LFA vol 2, no. 3)

The Dow are a small group of Greys that are responsible for many abduction/detentions. They have very little emotional development, but do possess very strong telepathic powers. These powers are often used to deceive and conceal their true motives and objectives. Their race is struggling to assure their own self-preservation but, as of yet, they have not met with any true success.

Unable to attach a soul to their own hybrid bodies, they must strip off energy layers of abductee's soul bodies. This energy is then "fed" to infant hybrids in attempts to sustain their life. This same technology is also used to disembody, capture, and contain a soul for future use. They are clearly regressive in nature.

The Dow have their heritage in the system of Zeta Reticuli, with their original place of origin being the star called M-2, in Zeta Reticuli II. Their home sun had burned out and their planet destroyed many thousands of years ago. The exact date hasn't been give yet.

They were Reticulans originally, loving healers with tremendous skills in technology and analytical powers. Their cousins, the Zeta's, who are still there are very much the healers in the Universe, especially on a third and forth density level. This group is said to be very gentle. However, this is no longer the case for the Dow.

As a small group, the Dow ventured out on their own and were captured by the Orion Group. Genetically altered many times through many generations, the Dow became the slaves and pirates in service to the reptilian species, specifically the Orions and the Draconians.

The Dow were deliberately altered genetically so that they couldn't reproduce, ensuring they wouldn't rise up in force against their captors. This forces them to stay very much in the survival mode, making them much easier to control. They would like to be free, but instead have become wanderers. They are no longer Reticulans, nor honored in their home systems, because of their abuse of power (service to self) and the fact that they are now on the same side as their owners. They, like their owners, have left a wake of destruction and slavery in their path.

Be very clear about this! The Dow are out for their own survival and will do anything to us, without compassion or understanding of what their actions will or have done to us. I have been told to have understanding of their situation and possibly some inner compassion for their plight, but to fight and stay very clear of them as they are very dangerous to the human Terran race on Earth.

The Dow assignment is to go out in groups as biological and genetic engineers to find underdeveloped worlds and civilizations and then conquer them without force. The Earth fell victim to these plans. The Dow broke Cosmic Law as decreed by the Andromedan Council by interfering with a developing world.

The only group originally given permission to be here was Pleiadian. Since then, several other groups have also been granted permission. This type of interference is typical of the Orion Group.

Here is how the plan was explained to me.

The Dow first make contact with a world that is developing, to what degree I am uncertain.

They study all of the world's religions, countries, governments, etc. then decide which is the strongest and make contact with that nation.

Incredible technology is dangled in the face of this nation or nations in order to get treaties signed giving permission for the Dow to be here and study the life forms, etc.

Once this is accomplished, they then slowly take control of the governments that rule the populace and then they become our leaders.

Few in the populace really get to know that it has happened.

Clones or genetic doubles are created and programmed to do what the Dow want and then they play upon the greed of the beings on this planet.

Frequently, the elite and/or governments sell out their own races to be, or remain, in favor of their rulers.

Once in control, having done so in a most subversive way, the Dow then invite their rulers, the Reptilians and the Orion Group, to the planet to continue the conquest.

Here is where it gets difficult for the Andromedan Council.

The Dow are the only group that really violated the Law by coming down in the first place. The Orion Group and the Reptilians are asked as guests of the ruling race to come to the planet and colonize. The problem becomes how to get the Orion Group to leave of its own volition. They technically have not been the ones to violate the Law of Non-intervention.

The Council cannot hold the Orion Group responsible for the actions of the Dow. Does any of this sound familiar to you? The Council of Eleven have said that this has happened to many other worlds in our Universe and it has also happened to us here on Earth, or Terra, as the Andromedans call us.

The Dow presence here in the United States is strong. While there are less than two-thousand ensouled Dow, there are thousands of clones. The entire group is comprised of a "hive" consciousness by which they are all in contact with each other via a central point where instructions and information is transferred. Presently there are thousands of Dow on both the Earth and our Moon.

In 1953, 1955 and 1957 large mother ships took up positions along the equator. Each ship contained thousands of Dow. Several ships went into the oceans. The largest is still said to be very deep in the Pacific, west of Easter Island. The other two have left orbit and, I'm told, have gone to Phobos and to Mars where they are to meet the Reptilians from Draconis and Rigel. The Orion Group however, is still here and will be addressed in a future article.

The Dow have also come here with their own agenda, a survival mission to find a home and a way to save their own race from extinction by interbreeding with us - without our consent or real knowledge. They have been crossing our genetics, both DNA and RNA, and attaching some of their genetic material to it, along with other chemical components, to alter us to fit their life forms. They are made up of a combination of botanical genetics and reptilian DNA. The reason for the addition of our genetics is to stop their supposed evolutionary decline on a physical level.

Their original agreement was to assist humankind by sharing technology and information. The government, in turn, gave its promise that the Dow could study our civilization, in complete secrecy in underground bases (Dow avoid bright light) built by the government, all without public knowledge. Almost immediately the Dow broke the agreement and used their technological strengths to take control of events here on Earth.

The government did not want to tell the people in their respective nations for fear of retaliation from the masses and the aliens. Out of desperation, the secret governments started to experiment with time travel i.e.- the Montauk Projects, to send people into the future to find and acquire future technology to bring back here to our present that we could use against our conquerors now in the present. This, the Council of Eleven have said, is the reason our secret government went to any length to accomplish the goal.

The Dow have created this same type of scenario on 26 other worlds in our Universes present time. They have enslaved these planets for their rulers and have broken the will and the spirit of many. We ourselves could suffer a similar fate if we are not careful about our own belief systems.

Back to Zeta Reticuli Interaction With Earth

Lyrans - (LFA vol 2, no. 2)

The Lyrans are the original white Aryan Race and what is left of the Aryans is the Pleiadians and Andromedans. Birth of the humanoid race has all of the genetic DNA from this area. Ancient Lyrans were the Titans. The giants Bigfoot also descended from Lyrans. All life destroyed on Lyra and the ring Nebula eye Og God.

Lyra consists of 14 inhabited planets, three planets were destroyed during the wars Bila, Teka and Merok. 50 million were slaughtered. Lyrans started the Black League. The Black Dragon.

Lyrans grew into:

Sirian

Arcturian

Antarian

Pleiadian

Andromedan

Cignus Alphan

Alpha Centauri

Sagittarius A & B

Cassiopeia

all human evolution...

Based upon genetically human forms in higher realms and very highly evolved Universes, it was decided that many forms of life would be created here in Lyra because it appeared to be ideal as far as the age of the Suns and Planets and the length of probable stability.

The human race would have time to evolve and create space exploration and gravitate by means of energy and spiritual recognition into planetary civilizations and that those races would in turn create their own root races and life. It was also important that these races be allowed to manifest and create different aspects of ourselves mentally, emotionally, and spiritually. Thus we would be creating diversity and expressing our own need to create.

As the human race fragmented, the races moved, traveled, and settled many different planets in many systems as space travel evolved. The human became aware of other planetary civilizations in these systems. Different cultures meet and grew. Belief systems clashed or spread. New thoughts of Philosophy or technologies came into being. Mankind was evolving.

A very strong social community developed between all in the Lyra System. The Lyrans were a very peaceful race on the whole. There were disagreements and light conflicts, but much was always cleared and resolved. The Lyrans learned to adapt to virtually all of the planetary environments that they settled. They learned to live in complete harmony with their respective planets.

They developed agricultural communities that were literally awesome.

Lyra is a small, dim constellation, but it is home to the 5th brightest star in the sky, Vega. It also contains two messier objects. The most famous of these is M57, The Ring Nebula. This famous planetary nebula appears as concentric rings of color with a small white star at its center.

It is this star that shed the material that now makes up the nebula. M56 is a tight globular cluster of stars. Lyra is the radiant, or origin point, for the Lyrids meteor shower which occurs every year between April 16 and 25.

Points of Interest in Lyra

Lyra Object Name Type/Translation V Mag

1 M56 Globular Star Cluster 8.3

2 M57 Planetary Nebula 8.8

3 Vega "Falling Eagle" 0.03

4 Sheliak "Tortoise" 3.45

5 Sulafat "Tortoise" 3.24

6 Aladfar * 4.39

7 Alathfar * 5.12

They were not only efficient and could feed billions of beings, but it was actually enhancing the planet itself and creating an even wealthier environment.

All aspects of life seem to benefit from the Lyran's commitment to be at one with their home planets. At the same time, the life expectancy was between 300 - 425 years on the average. This was to increase by 3 times later, but everyone worked as a community.

They were not in service of self, but were a race that beat as one heart, and shared and moved in the same direction as a whole and would try to make sure that none of their race would lag or fall too far behind the whole. In other words, "The needs of the many, outweigh the needs of the few." They were an incredible role model for all humanity that followed to this present moment. The human race is history.

The works of the mind are a record of that history, for the whole record of the human race is in one man. If you read these words then you are a part of Lyran heritage and a part of your carries this history within.

Lyrans - (DSG, ch. 1)

I want to talk to you about Lyrae and how the human race colonized our galaxy. Based on the age of the Suns and the

planets in our galaxy, it was decided that the human life form was to be created in the Lyrans system.

The human race lived there for approximately 40 million years, evolving. The orientation of the human race in Lyrae was agricultural in nature. Apparently, we were very plentiful and abundant, and lived in peace.

Then, one day, huge craft appeared in the sky. A large ship came out of the huge craft and approached the planet Bila, and reptilians from Alpha Draconis disembarked. Apparently, the Alpha Draconians and the Lyrans were afraid of each other. I told you before that the Alpha Draconians were apparently the first race in our galaxy to have interstellar space travel, and have had this capability for 4 billion years.

Well, when the Draconians came and saw Bila, with all its abundance and food and natural resources, the Draconians wanted to control it. There was apparently a mis-communication or misunderstanding between the Draconians and Lyrans humans. The Lyrans wanted to know more about the Draconians before some kind of "assistance" was offered. The Draconians mistook the communication as a refusal, and subsequently destroyed three out of 14 planets in the Lyrans system.

The Lyrans were basically defenseless. The planets Bila, Teka and Merck were destroyed. Over 50 million Lyrans humans were killed. It is at this point in history that the Draconians began to look at humans as a food source. This is how old the struggle is between the reptilian and human races.

Now, I must make the point that not all the reptilian or human races are "dark". There is a mix. When we start meeting these races, you are going to have to trust your gut instinct. But, they are coming. Hale Bopp is on its way here. It is not a comet.

Nibiru (Anunnaki) - (DSG, ch. 6)

Val: Here's another question that was submitted to me:

"You mentioned that the Lemurians and Atlanteans were extraterrestrials and you also mentioned Nibiru. Tell us about Nibiru and its role and relationship to us in this solar system."

Alex: This is what I have been told about who those connected with Nibiru are. A very long time ago, colonies on Sirius B and the Orion Group were having trouble with each other. In order to bring peace, there was a marriage between two members of each group.

The woman came from the Orion Group, where the hierarchy includes a queen - the matriarchal paradigm. The male was from Sirius B. Both members were considered royalty of their respective line. When these two came together in marriage, their offspring had the genetics from both lines.

Because of these genetics, the new race that was created was given the name "Nibiru", which I am told by Moraney in the Orion tongue means "divided amongst two". This is who they literally are - a cross between those from Sirius B and a race from the Orion system. They formed a new "tribe" which has continued to flourish for at least hundreds of thousands of years. So, they are a tribe that has become a race.

Pleiadians - (LFA vol 2, no. 3)

The human species called the Pleiadians evolved from Lyra. The Pleiadians are our far distant first cousins and ancestral forefathers of some of our races. It has been said that the Pleiadians as we know them were Lyrans who migrated from Lyra in large space stations or arks exploring young star systems seeking the potential for stable longevity.

These Lyrans would send down scout teams consisting of scientists, engineers and agricultural specialists to explore the surface of possible habitable planets and then return data and information to the motherships.

Each planet was explored and based upon its unique nature, would be developed for colonies that were then sent down for settlement. Some these first Lyrans colonized our Earth for a time, while a larger group of Lyrans eventually found the seven sisters and other star systems during the Orion Wars. It should be noted that through the development of effective weapons of war, this helped sustain them through the Orion Wars and beyond.

So as you can see the Pleiadians are very interested in our world and our races here. They have been visiting Earth for at least 79,743 years, establishing and maintaining many large settlements. They have come and gone throughout our planets history. We are very similar to them in many ways, however, they are emotionally and spiritually more evolved than us at this time. They too have gone through their growing pains, as we are experiencing right now.

They have and continue to make attempts to share with us the benefits of their experience so we ourselves don't have to experience the same kinds of setbacks and possible destructions. At present, not enough of us are listening. The Pleiades is an open star cluster consisting of 254 stars and many times that in planetary bodies. Many of the stars are very young. The Pleiades is located in the constellation of Taurus. The Pleiadian and Earth alphabets are both very

similar. This was noted about 11,157 years ago.

The script form was developed here on Earth and carried back to the seven sisters. The original script form is the parent of most of our present day alphabets. All of Earth's languages are derived from an ancient Pre-Sumerian language called Tamil which was spoken in Lyra and latter in the Pleiades.

Three of the Pleiadian star systems have human life as we know it, with the most advanced system being Daneb of Taygeta. Another system is Taro which circles Alcyone. Most of the Pleiadians look like us in size and stature, build, color of hair, etc. They are also very affluent and articulate when speaking any of our languages, or discussing our sciences, history, and so fourth. We have inherited our aggressiveness towards each other from them.

Their life spans far exceed our own by at least 10 times our norm. Their technology has made it possible for them to travel anywhere in our Universe at speeds faster than the speed of light. They are capable of using our oceans for undersea operations. They are very concerned about our current misuse of our sciences along with our complete loss of our spiritual center and harmony with our sciences.

They have no use for money, politics or religions, clearly stating that the later two - politics and religions are really the same. The Pleiadians are worried that, as other benevolent races visit, we will destroy our planet and ourselves and expose their failure to help create a conscious shift.

The Pleiadians like other groups, have left descendants on the Earth in the past. They have said they are willing to help us but not to the point of changing our own evolution and then therefore becoming responsible for us as a race. They say, that we create our own future as we go and so we need to take responsibility in correcting our own mistakes ourselves or suffer because of them.

Sirians - (DSG, ch. 6)

Val: What about the beings on Sirius A?

Alex: There is a race of beings on Sirius A, the humans there, are called the Katayy. They are considered benevolent. There is also animal, mammal and aquatic life on the planet. Many of the human races there are red-skinned. Their ancestry is some of the first Lyraens that escaped with the women and children during the war. In their oceans they have whales, octopus and sharks. They are a race that is artistic. They have music and are connected to nature. They are builders and not very political. Their governments are based on "spiritual technology", which uses sound and color.

Val: And Sirius B?

Alex: The cultures around Sirius B have a very controlling vibration. Some of the humans are red, beige and black-skinned. The planets around Sirius B are very arid and are generally occupied by reptilian and aquatic-type beings. Palm trees originate from the Sirius B system. The society is more obsessed with political thought patterns instead of spiritual attributes.

Val: And Sirius C?

Alex: It is now just being terra-formed, so there are as yet only very small colonies there.

More on the Sirians - (DSG, ch. 5)

Val: On a recent Art Bell show, a fellow named Robert Ghostwolf discussed a Native American perspective that "the only two ET races that were attempting to help us were the Sirians and the Andromedans." I wonder whether you had any comment relative to that?

AC: My understanding is that those from the Sirius A system are trying to be beneficial and assist, because they feel responsibility in that those who colonized Sirius B system were originally from Sirius A. Those from Sirius B have come here and really messed with our heads, and they are the ones who originally gave our government the Montauk technology.

They have the same belief and brain patterns as those from Orion. Those from Tau Ceti are also very much involved. Nobody knows exactly what the Pleiadians are going to do yet, but I will share this with you. Those that live in the system around Alcyon - some of them cannot be trusted, as they have hidden agendas.

Those from Taygeta, I am told, have a very clear objective: to maintain the idea of freedom.

Just because a group is labeled "Pleiadians" doesn't mean they are here to help us. People confuse that issue. Know them by their works.

Those from Cygnus Alpha are here. There is a group from Arcturus that is trying to help. Those from Procyon, who have been liberated, are trying to help. They're pretty gung ho.

The Sirius-B Humanoids - (DSG, ch. 1)

Q: What about the beings from the Sirius B system?

AC: Some of them are human, and they have eyes like cats. Their skin is grey. They have long straight red hair. Many of them wear full body garments that cover their heads. They have extremely bad breath.

Q: Do they mate with humans?

AC: Yes, but the egg needs to be altered in a lab. They are using us. They want the encoded information in our genetics. We have racial memories and abilities in our physical bodies. We are moving from third to fifth density. It is the first time it has ever been done, and we can do this because on a soul level we are the Paa Tal. We have the genetic coding of 22 different races in our bodies.

When our DNA starts to unlock, we will be able to speak to ET's in their own tongue. We cannot be lied to any more. We will be able to create and manifest anything. That takes some responsibility. Those that are stuck and cannot or will not evolve, those who are stuck on manipulation and control, will manifest exactly what they desire.

Which means that there is a very heavy responsibility when it comes to what is behind your intent to create. If you screw up, it's going to hit you almost immediately.

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tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:51)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Too Poor for Ebay (2007-06-26 21:47)

I paid too much money offline for JRPGs, and my parents refuse to use Paypal, because I can't put my bank account number on the internet despite I'm 22. I would put too much money into Ebay, that I couldn't pay for other things. My parents dislike virtual money and don't want to get into internet fraud. I'd feel funny asking my Uncle Jim to buy me Valkyrie Profile.

Games I paid too much for:
by the ones I own

* Own for PSP

Playstation

Grandia: Offline \$50 | Ebay: \$30

Lunar the Silver Star Story Complete Offline \$70 | Ebay \$30

Lunar Eternal Blue Complete Offline \$60 | ebay \$40

* Vallykie Profile Offline \$120 | Ebay \$50 (own for PSP)

* Tales of Destiny 2 (Tales of eternia) Offline \$80 | Ebay \$35 (own it for PSP)

Alundra | Offline \$50 offline | Ebay \$40

Brave Fencer Musashi Offline \$50 | Ebay \$30

Persona 2 offline \$50 | ebay \$30

Arc the Lad Collection offline \$110 | I paid \$40 | ebay \$40

Saturn

Panzer Dragoon Saga \$180 | ebay \$80

Dragon Force offline \$100 | ebay \$50

Shining Force III Disc 1 \$130 | ebay \$50

Guardian Heroes | offline \$100 | Ebay \$40

I'm unemployed again [for 2 weeks minimum], because the website server isn't working at Computer Network Services. I add products to a online store for them. I also was hoping to install Suse 10.2 Rieser file system over a corrupted EXT2 partition so I may install Fedora Linux 7 again for their Fedora Directory Server. It's not guaranteed to work, and I would be unpaid.

Saturn Review (2007-06-26 21:47)

I was researching thru Game Faqs and perhaps steal a review, yet I haven't. Everything there was 8 or 9 or 10. Sega Saturn biased. In reality we know that Saturn "sucked", N64 sucked much less, and PS1 was awesome. With a few possible exceptions.

Many Saturn games were coming to the US that made it to Playstation after Saturn's death including 3 Game Art RPGs Grandia - which was suppose to be Sega's weapon against Final Fantasy VII. The PS port is idenical graphically, sound, and gameplay...and recieved a 9.2 at Gamespot and 9.0 at IGN.

Lunar 1 and 2 - Port of the ill fated 16-bit Sega CD which I guess was Working Designs strategy of getting an average RPG to small nitchi Sega RPG fan hooked. That also went to playstation and scored a 7.5 at the lowest and 8.0 at the highest.

Princess Crown - RPG from Atlus and Vanillaware that got ported to PSP this year. It is amongst the most popular Saturn games at Gamerankings and Gamefaqs. Never came to the US.

Shin Megami Tensei: Devil Summoner was ported to PS2 as a remake of the Saturn game. Did come to the US, but scored below average [for me] 7.5 out of 10.

Daytona USA got a remake on Dreamcast known as Datyona USA 2001

Then of course the 2K sports series

NFL '97 was designed by Visual Concepts and continued on Dreamcast, PS2, Xbox till 2004

World Series Baseball by Visual Concepts continued on Dreamcast, PS2, and Xbox till 2003

Earthworm Jim 2 was ported to PS thru the Saturn port of the Genesis game

Panzer Dragoon Saga got a sequel on Xbox called Panzer Dragoon Orta and got a 9.2 at IGN.com and 9.2 at Gamespot. It was a lackluster seller.

Then of course the Saturn game Shenmue (thought to be 95 % finished) got remade for Dreamcast and still is the most expensive videogame project to date.

Now for the actual review:

I started up the Saturn, was heavy, and played Gex 2D platformer. Crystal Dynamics succeeded in giving it that B game feel. It felt like Donkey Kong Country of all games. The first and only level I played was the Cemetery, because it was discusting. The controller was decent

Then I popped in Virtua Fighter 1, the really blocky game. This game had only 3 buttons to control from and felt really dated, and there was no special moves that required pressing 1 button twice quickly or C+A or A+B or A+C or anything. The music was horrid.

After that I stuck in Daytona USA. I played the beginner and intermediate races. With the horrid dpad, I managed to get 8th place. Now this game DOES NOT feel like the 2nd best selling Arcade unit of all time, that's for certain. I'm thinking that the best selling one was MS. PAC-MAN. The music was terrific though, but the cars and low res textures feels like 1994! Sega actually improved the gfx further in the Championship Edition, but I don't own it.

Next up is Sonic 3D Blast. I am so used to playing this with the Gens emulator that I give this a slightly better score now that I used the Nights 3D controller. So it got bad reviews. That's because it wasn't very expensive to make. Back then Traveler's Tales were new to the industry and was working cheaply, and Sega had to do money elsewhere such as Shenmue (stupid Shenmue!) and Panzer Dragoon trilogy. I liked the music of the second area. It seemed too easy.

I did play 8 minutes of Nights into Dreams. This game is way to cutsy for me. There are colors, and you go around loops, and the gameplay is so dated now, that Nights into Dreams 2 (while got 6.5 on Wii) probably plays a bit better. It's just that crazy Sega fans will always be biased towards the best selling US Saturn game.

It also had Guardian Heroes, Shining Force 3, and Panzer Dragoon Saga that never got played by many people. I played Guardian Heroes and Panzer Dragoon Saga via a PC-based emulator. My last bought Saturn game from now on will be PD2 Zwei.

The Giver - Sameness (2007-06-26 21:49)

If we were all the same there would be no wars unless there was a resistance of anti-sameness citizens. Everybody would watch the same sports, go to selected vacations by the giver, and have stupid ceremonies where the parents say the newchild's name 30 times when their first baby dies by falling into river. I wouldn't be proud of my accomplishments, because job pay would be the same as most people in my occupation. There would be no military superpower like USA. There would be no 33 people died at Virginia Tech because of a Chinese physco's shooting-spree. There would be no Cuban Missile Crisis in 1962. Fusion or fission bombs would be unlikely. What is wrong with The Giver is every time Jonas stares up in the sky and see a military fighter jet...People think there may war in the past or present. These citizens take every jet seriously. Everybody would play the same non-violent videogames, and the only R movies would be comedy, action and drama. No crime-drama, war-flick, horror, porn-flicks or anime in case of Giver's world. All the Marvel Comics in stock are the 1950-1960s cloned versions where everything is pro-superhero. Bad guy always looses. None of the cars would have chrome and all the pickups would be generic w/o luxury. A world-wide plague would be very unlikely.

The Giver: Ceremonies (2007-06-26 21:51)

I graduated from confirmation at Redeemer Lutheran Church. I was also baptized at a Lutheran church. Today, my religious beliefs are bare minimal. In elementary school, every classmate worked on their project to science fair held in the Gym. I never was awarded the blue ribbon, because my ribbon was white. I didn't try hard enough. Our family celebrates Easter, Thanksgiving, Halloween and Xmas, but those are national holidays as well as Christian holidays. Of those four holidays, we don't go to church for any of them. It is difficult to describe how ceremonies are different in each culture, because Atheists like to adopt Christmas, Thanksgiving and Halloween for unique characteristics respectfully. Everybody gets cake and presents for their birthdays. Every elementary student is involved in school ceremonies including graduation, science fair; a small percentage who play in band are a part of homecoming twice [one

for football and the other for basketball] and Christmas band concerts. In elementary school, A-honor role students ceremonies went on special field trip. Other school ceremonies are Christmas band concert, and homecoming football game held at night. The Jewish are known to have 24 more holidays than Christians holidays. Muslims have a lot more ceremonies than Christians and Lutherans. The Super Bowl a national ceremony in that 150,000,000 viewers watch the game on TV and eat junk food. Also since NASCAR is the 2nd hottest spectator sport, 1/3 of US households watch the Daytona 500 Sunday and eat junk food and watch cars go around in circles counterclockwise as the announcer names the places and gives history.

The Giver: Tradegies (2007-06-26 21:52)

It gives me chills when I think of brain death, because it's a human reaction. After death happens my conscious/subconscious is obviously in a infinite state of nothingness. It comes without warning and you're dead before you know something happened, because death is something completely at random. Pain is worst then death, yet counting down to death is worst then pain, but war is the exception. You don't die for your country; you let the other son of a gun die for his country. I prefer the natural random way myself [as a civilian].

As far as tradegies go, I have a many post-Apocalyptic videogames which pretend to be after nuclear fallout or demon fallout. I haven't experience a significant tragedy in reality, but have many examples in videogames. The movies are less important, but I've seen most of the the major end-of-the-earth ones.

Pre-Apocalyptic videogames I own :

- 1.Elder Scrolls IV Oblivion
- 2.Final Fantasy VII for Playstation
- 3.Half-life for PC
- 4.Shoot em ups like Ikauga for Gamecube, Gradius V, Silpheed The Lost Planet for PS2
- 5.Odin Sphere for PS2
- 6.Phantasy Star 2 for Sega Genesis
- 7.Phantasy Star 3 for Sega Genesis
- 8.Phantasy Star 4 for Sega Genesis
- 9.Xenosaga Episode 1 for Ps2
- 10.Xenosaga Episode 2 for Ps2
- 11.Xenosaga Episode 3 for Ps2

Apocalyptic videogames I own :

- 1.Battlefield 2142 for PC
- 2.Command & Conquer 3 for PC
- 3.Dead Rising
- 4.Diablo 2 Lord of Destruction for PC
- 5.Diablo for PC
- 6.Diseagea 2 for PS2
- 7.Diseagea Hour of Darkness for PS2
- 8.Gears of War for Xbox 360
- 9.Half-life 2 for PC
- 10.Pantom Dust for PS2
- 11.Resident Evil 0 for Gamecube
- 12.Resident Evil for Gamecube
- 13.Resident Evil 2 for Dreamcast
- 14.Resident Evil 3 for Dreamcast
- 15.Resident Evil 4 for Gamecube
- 16.Resident Evil Code Veronica for Dreamcast
- 17.Shin Megami Tensei – Digital Devil Saga 2 for Playstation 2

18. Shin Megami Tensei – Digital Devil Saga for Playstation 2
 19. Shin Megami Tensei – Nocturne for Playstation 2
 20. Warcraft 3 for PC
 21. World of Warcraft for PC
 22. Xenogears for Playstation
 23. Stella Deus for PS2
 Pre-Apocalyptic movies I've seen :
 Dr. Strangelove
 Armageddon
 Post-Apocalyptic movies I've seen :
 28 Days Later
 A Boy and his Dog
 Children of Men
 Final Fantasy the Spirits Within
 Independence Day
 Mad Max
 On the Beach
 War of the Worlds

The Giver: Euthanasia (2007-06-26 21:53)

There are reasons why society don't make doctors countdown to death of their patients. It's unmoral, and it's like putting a gun to your head and counting down to zero. In fact the author purposely put that in there, because she knows this is how the death sentence is carried out for murderers (aka the lethal injection death sentence)! The elderly in the book aren't murderers (except for Jona's father who kills babies) so they shouldn't die this way.

The Giver: Main issues (2007-06-26 21:54)

Main issues of "The Giver" is that no one was able to think, feel, grow, and develop as an individual. The community was so controlled that everyone was assigned a job, and a mission in life. Socialization was only done in a positive manner. Schooling was narrowly defined. The selective process, of who lives and who dies, was evil, yet unknowingly to the community. The selective process pertained to the newborns and the elderly. The whole community pretty much acted like programmed videogame characters. The community knew little beyond its borders. Living was simplified and disconnected from the world like the Amish.

The Giver - Sameness (2007-06-26 21:55)

If we were all the same there would be no wars unless there was a resistance of anti-sameness citizens. Everybody would watch the same sports, go to selected vacations by the giver, and have stupid ceremonies where the parents say the newchild's name 30 times when their first baby dies by falling into river. I wouldn't be proud of my accomplishments, because job pay would be the same as most people in my occupation. There would be no military superpower like USA. There would be no 33 people died at Virginia Tech because of a Chinese physco's shooting-spree. There would be no Cuban Missile Crisis in 1962. Fusion or fission bombs would be unlikely. What is wrong with The Giver is

every time Jonas stares up in the sky and see a military fighter jet...People think there may war in the past or present. These citizens take every jet seriously. Everybody would play the same non-violent videogames, and the only R movies would be comedy, action and drama. No crime-drama, war-flick, horror, porn-flicks or anime in case of Giver's world. All the Marvel Comics in stock are the 1950-1960s cloned versions where everything is pro-superhero. Bad guy always loses. None of the cars would have chrome and all the pickups would be generic w/o luxury. A world-wide plague would be very unlikely.

The Giver - Family (2007-06-26 21:55)

Jonas family seems somewhat like Rick Deckard's world as a Blade Runner (<http://www.imdb.com/title/tt0083658/>) and a version of socialism dating sometime in the last 40 years, because of regular sight of supersonic jets (people are afraid of advancements in jets...less perfect than tried and true turboprop cargo planes).

His dad and mom are nurturers, and Jonas is going to be selected by the Receiver at 12. His sister, Lily, is turning 8 and loses her stuffed elephant. Jonas's father speaks to his son of having fun after 12. His family is perfect so Jonas can be selected by the Receiver. Andrei, Jonas's friend, talks a lot and confuses his words and is the same age as Jonas, but isn't perfect and won't be selected by the "Receiver" (man on the cover). This will lead to Jonas screwing up later in the book, because he isn't supposed to see Andrei after 12.

Did anyone know that the movie is coming out this year?

(<http://www.imdb.com/title/tt0435651/>)

A family can be anything ranging from both parents to single parent and can include foster parents so that love and the ability to help with their son's payments are ethical. My family works and watches movies or Fox News. My mom likes to talk on the phone with her few friends and is short tempered.

I have DNA from a Scottish and German family whose parents lived in Wisconsin and Minnesota since birth. My dad's parents moved here from Germany and my Mom's parents were always Scottish DNA-wise.

Families are made up of biological parents no matter and sometimes families of adopted kids. That's not any less of a family. My cousin Joshua was adopted by my Uncle's daughter, but he wanted to live with his biological dad recently so I don't see him anymore. I didn't see him enough to really like him though.

9.7 July

US has largest Domed Structure in 2009 (2007-07-08 19:30)

The NFL and Texas tax dollars are funding a 100,000 seat domed stadium with HDTVs one each side that come close in size to the Miami Dolphins HDTV so that cheap seat fans can have a magnificent view. It's the first Billion dollar football stadium.

HIGH TECH Virtual Tour

The British hold record for largest ed dome structure called the O2 Dome in London. The Miami Dolphins are playing a season game in it sometime in October to expand football fanatics out of North America. Arlington will provide \$325 million in funding, and Jones will cover any cost overruns, and NFL will provide only \$150 million.

CELL BROADBAND ENGINE FOR PC! (2007-07-15 21:35)

The Cell Broadband Engine is finally able to be purchased for your gaming PC!



You need a dual PCIe socket motherboards of the Cell BE processor in a package designed for high-performance environments. Yes, it comes with driver CD for WinXP/WinVista

The problem I can't figure out is where to buy a motherboard that has the spacing that'll support 2x PCI metal (4 slots total).

Lutheran Church is The Church of Christ, Science + Singing (2007-07-17 16:08)

Yep, it's true I got baptized at a Lutheran Church, it is very flexible and got Conformation in 1999. You can believe in EBEs (aliens) and God (both of them) at the same time. They talked about Columbia Disaster, and we sing all the time. Listen to whatever you want...Metallica, Guns and Roses, whatever. Star Trek word is legal inside Lutheran church! Most modern Christian religion in world in my opinion, because it tolerates The Big Bang Theory + The Great Dieing theory (dinosaur extinction) + Bible at the same time.

I haven't went to church for years though.

PS3 #1 at Amazon, Wal-mart and Circuit city (2007-07-19 21:37)

All of these retailers sold out!

<http://news.punchjump.com/article.ph...hp?id=4537>

Great news. First it was Amazon sold out, Walmart now Circuit City! The consumer knows a reliable, technical advance console then the other.

That and I thought I buy Final Fantasy III (aka: average game) for NDS so that makes 11.

Oh yeah that little stunt about defecting to canada was bogus, although i thought it was cool. I have like no friends here just because what my conservative beliefs are. I wish i could got away lieing like that. Canada is cooler than US!

Found this article listing the most owned games

3DO: Gex

Amiga: Lemmings

Apple IIe/c/c+: Karateka

Atari 2600: Pac-Man

Atari 400/800/XL/XE: Pac-Man

Atari 5200: Pac-Man

Atari 7800: Pole Position II

Atari Jaguar: Cybermorph

Atari Lynx: California Games

Atari ST: Starglider

CD-i: Zelda: The Wand of Gamelon

Colecovision: Donkey Kong

Commodore 64: Spy vs. Spy

Commodore VIC-20: Gorf

Emerson Arcadia 2001: Escape

Fairchild Channel F: Video Cart #12: Baseball

GameCube: Super Smash Bros. Melee

Game & Watch: Mario Bros. (Multi Screen)

Game.com: Lights Out

Game Boy: Pokemon Blue

Game Boy Advance: Golden Sun

Game Boy Color: Legend of Zelda: Oracle of Ages

Game Gear: Sonic the Hedgehog 2

Genesis: Sonic the Hedgehog 2

Dreamcast: Sonic Adventure

Intellivision: BurgerTime

Macintosh: StarCraft

Microvision: Block Buster

Neo Geo: Samurai Shodown II

Master System: Hang On / Safari Hunt

Neo Geo CD: Samurai Shodown III: Blades of Blood

Neo Geo Pocket Color: SNK vs. Capcom: Match of the Millennium

NES: Super Mario Bros. 3

Nintendo 64: Legend of Zelda: Ocarina of Time

Nuon: Tempest 3000

Odyssey2/Videopac: K. C. Munchkin!

Palm OS: SimCity

PC: StarCraft

PC FX: Battle Heat

PlayStation: Final Fantasy VII

PlayStation 2: Grand Theft Auto III

Saturn: NiGHTS into Dreams

Sega 32X: Doom 32X

Sega CD: Sonic CD

Super NES: Super Mario World

Texas Instruments TI-99/4a: Parsec

TurboGrafx/Duo: Keith Courage in Alpha Zones

Vectrex: Berzerk

Virtual Boy: Mario Tennis

WonderSwan: Gunpey

WonderSwan Color: Final Fantasy

Xbox: Halo

I have no idea why I bought FFIII other then it's FF which is phat and it's for #1 DS!

B22 STRIKE RAPTOR LIVE TOP SECRET THINGY! (2007-07-20 21:38)

Just comment! X44 Manta is getting a first flight later this year. It's a joint NASA/Airforce/Lockheed Martin Venture that modifies a Raptor to a tailless Raptor. Government is doing that as well as they're next gen FB-22 Strike Raptor (i own FB22StrikeRaptor at gmail dot com BTW) Because of the work already done on the F-22, developing the FB-22 might cost about \$5 billion to \$7 billion dollars.



oakleyses (2014-10-23 17:22:45)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:47)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:47)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

NAFTA is evil as of today. (2007-07-28 22:50)

What this is exactly is (I really hate to bring the EU into this because they're so liberal) a railroad/US Freeway network that runs thru US, mexico and Ontario. Most of it is in control of the Union Pacific cargo service. It's very much like Yucca Mountain and Cheyenne Mountain where Congress and citizens have 0 control over it.

So basically we're having this North America Free Trade Agreement superhighway [road + track] and that's why the southern US security fence isn't being built. I wanted that fence built (which isn't impossible...Democrats and Arnold Schwarzenegger is making it seem so).

Of course the Mexicans will take it! They're poor and the United States a superpower economy wise. It'll make immigration worse!

259.2 GB Texture Bandwidth Geforce 9800 GTX...I want (2007-07-28 22:54)

This is a filler blog entry until i can think of something to type.

Nvidia said the Geforce 9800 GTX will come with their G92 core (45 nm process and better then G90 and G91 meaning they've been improving it for 18 months +), and it'll do 3x texture bandwidth as Geforce 8800 GTX. That's approximately 259.2 GB/second for the non-overclocked version. I want this of course.

Is this 1 Gigabyte at 1500 MHz in GDDR5 spec?

If this is 600 dollars than I'm asking it for my Bday.

And here are teh specs of my PC I got free from Rasmussen. Just low-end, but it's function is to install hardware. If it breaks...it's me who has to pay for replacement motherboard/CPU etc. It was enough to fit all my favorite software and Vorbis collection onto.

Athlon 64 2800 at 1.8 GHz (at least it's not 32-bit CPU)

Asus motherboard

512 MB of RAM (Kingston DDR2) * not even dual channel)

piece of shit Asus AX300 Extreme (AGP) also ATI Radeon X300

60 GIB EIDE HDD

free WinXP Pro SP2

Anonymous (2012-12-28 16:55:17)

We [[url=http://www.freecasinogames.gd](http://www.freecasinogames.gd)]blackjack online[/url] have a rotund library of absolutely freed casino games in regard to you to challenge opportunely here in your browser. Whether you pine for to practice a table round plan or just sample out a some original slots once playing on the side of legitimate filthy lucre, we be undergoing you covered. These are the exacting verbatim at the same time games that you can play at veritable online casinos and you can part of them all in requital for free.

Anonymous (2013-09-12 15:20:35)

Its like you read my mind! You appear to know a lot about this, like you wrote the book in it or something. I think that you could do with some pics to drive the message home a little bit, but other than that, this is fantastic blog. A fantastic read. I'll definitely be back. Feel free to visit my blog ... nightclubs in barcelona

Anonymous (2013-09-13 05:44:18)

I am really thankful to the holder of this web site who has shared this fantastic post at at this time. Feel free to surf to my homepage :: how to lose weight fast

Anonymous (2013-09-14 05:09:39)

Thank you for another fantastic post. Where else could anyone get that type of info in uch an ideal approach of writing? I have a presentation next week, and lam at the search for such info. My web blog; how to lose weight fast

Anonymous (2013-09-14 15:59:05)

Hi there to all, how is the whole thing,

I think every one is getting more from this web page, and your views are nice in support of new people.
Here is my web-site :: best way to lose weight

Future of the Gaming industry (2007-07-28 22:54)

Thinking that all that talk about X720, PS4, and Wii2 getting 512 Gigabyte hard drives with 7zip self executable games is not reality. X720 will have a HD-DVD-Rom , PS4 will stay with Bluray, and Wii 2 will stick with DVD-ROM again. I have proof. The X360 had a HD-DVD rom accessory. The Panasonic Q had a DVD-ROM. Nobody in the United States wants to download a DVDs worth of data for \$60 if they can torrent it for free. The Wii 2 will have the IBM Xenon processor with switchable 729 MHz and 485 MHz speeds to be backwards compatible with Wii and gamecube. Nintendo said they want to copy the x360, stick with the wiimote, and have backwards compatibility.

Since 2006, Wii only had 2 games I wanted to date. Super Paper Mario and Metroid Prime 3. Rest of it is shovelware or released on gamecube. The PS3 will be so expensive that all it's software will be released on it, but not canceled to eventually be released on ps4, because PS4's Open GL Mt. Evans graphics (DirectX 10.1-like) will require new game engines...and any amount of porting from PS3 won't happen. All games will start from scratch.

Thinking that the PS4 and Xbox 720 are going to be based on the G92 and R600 GPU cores respectfully. PS4 will have a Cell Broadband Engine with micro hole drilling to make it 33 % faster and Xbox 720 will have a modified Xenon with four cores instead of three.

PC gaming will diminish due to World of Warcraft (DirectX 9 game) being played less than Diablo 2 Lord of Destruction online wise since Diablo 2 is the best selling RPG and the record was set in 2001. You can tell if PC games are getting popular by how Blizzard games turn out due to seems like every American gamer played either Diablo 2 or WoW. The amount of meaningful DirectX 10.1 games will be very slim at best. I'm probably only going to have 4 DirectX 10 games and 1 DirectX 10.1 game. The Geforce 9800 GTX will be DirectX 10.1 certified. Once the Geforce 9800 GTX falls under \$200...everybody will stop buying new pc game releases, because everything interesting will have come out. Nvidia will come out with a Geforce 10800 GTX in 2009, but it'll be meaningless in people's collection...games are still run great on a Geforce 9800 GTX with 95 % of games being still DirectX 7/8/9. People will play the ones they own already. Thinking in 2009 all the pc gamers will ditch pc gaming for current consoles. It's more efficient.

9.8 August

(2007-08-05 15:27)

Clitter video (H264)

Also today I'm going to show my Princess Crown torrent download to prove to everyone that I have it. My Valkyrie PProfile and Tales of Destiny II CDs are hidden inside more tots.

And lets talk about me. I got a 84 % in A+ and a 100 % in Microcomputer at Rasmussen College. Randy came over last week and we went to the maplewood Toyriffic.

X

X

Wishlist

August 18 - [B]Persona 3[/B] (might be rare *must buy*, [B]Metriod Prime 3[/B] (the reason i bought Wii)

August 28 - [B]Guild Wars - Eye of the North[/B] (which I won't get a chance to play)* probably won't buy until September.

September: Eterna Sonata (haven't decided), Growlancer V (will be rare - must buy), and Halo 3 (buying next year)

October: Ratchet & Clank Future: Tools of Destruction (next year), Grand Theft Auto IV (#1 most antcipated game for PS3 according to Gamerankings)

Mid-90s lifestyle on DVD is always a good thing (2007-08-22 19:47)



Instead of watching Sailor Moon, I watched Kyōryū Sentai Zyuranger r, Gosei Sentai Dairanger and Ninja Sentai Kakuranger when I was 6 - 10. I bought this about 8 months ago and has been under my TV ever since. In 10 years, I can show what I was crazy over when i was 6! That's always a good thing I thought. I got it for \$60 and it regularity is either \$140 up to \$250.

No toys...I knew toys were stupid back then. Just VHS tapes when I was the age group.

9.9 September

EFX2 blog went offline (2007-09-11 16:34)

Sorry about the silence for the pass month. EFX2 blog went offline approx 1 year after modblog did in 2006. I had my Valorapter is alien post, I'm getting a Core 2 Quad for Xmas instead of Geforce 9800 GTX which maybe unrealistic now, and my article how how my friends are jackasses.

Now, I got the highest grade in A+ at nice 95 % and about a 94 \$ - 96 % in microcomputer. I handed in my final assignment today, and have to do a presentation on Thursday. So that's added to a 89 % in Success Strategies and a 91 % in English 2 from last quarter.

I went into the Gamestop and looked at all the mediocre JRPGs for PSP and wonders why reviews are giving them bad scores. Are these games simply stuck into the past. I didn't exactly see much I wanted. I also updated my game list to current.

Here is my current videogame collection

Full Music collection (238kB)

Week ago state (H264)

Current State (H264)

My music starts from 13,862 to 18,262 or 22 % of it.

More ultra rare PS games to play (2007-09-19 23:51)

Think I'd be spending \$160 on both of these at hi score. The exception is I can't find them legally. After I play them in EPSXE, I'll tell you what i think.



Compression GOOOD



What's coming out 10 yrs from now (2007-09-25 12:09)

I'm thinking that Intel and AMD and Nvidia will still be in business. ATI is apart of AMD now.

200 Teraflops Rigs of performance with DirectX 15 support?

Nvidia G180 GPUs doing 70 Teraflops with GDDR9 memory while our PCs run DDR7!

40 Terabyte SATA 28,800 RPM Hard drives?

64 Core CPUs with 64 MB L2 Cache and 16 MB L3 Cache or 8 Core with 56 SPEs CPUs modeled after Cell Broadband Engine with 80 MB L2 Cache and licensed from IBM.

All computers will have Quad Layer BDRE drives in them.

Do you believe web browsers will finally intumpment JPEG2000 and SVG into IE8 and Firefox 10.0?

9.10 October**Uncle Bought me Tales of Destiny II (2007-10-01 09:09)**

You don't know how many times I called the Hi Score and Toyriffic for this game. I saw it once at Hi Score in Stillwater, but never picked it up for \$80. My uncle bought the game from a Michigan man for \$49! That is such a great deal. Now I'll wait a year before I ask him for Valkyrie Profile, because I hate to use him. He didn't ask if it I was into anime or anything! What a guy. This game got a score of 9.2 at IGN with gameplay a 10.

It's coming in the mail.

Bought John Deere ATV (2007-10-01 09:10)

Woah! I got my first ATV ever! Now I'm kicking ass if i can find a friend. I blew my whole savings on it. This guy from Warren, Wisconsin was trying to rid of it during this move. Now I can make friends this way! It's also my first pickup. I'm going to fucking pull my finger at anyone who looks like a enemy. This thing cost a lot of money... \$1,985!

<http://img299.imageshack.us/img299/628/1e6a3di3.jpg>

<http://img410.imageshack.us/img410/416/1fdd3kc7.jpg>

Geforce 9800 GTX School Essay! Favoritest Essay in the whole world! :) (2007-10-12 12:48)

In this blog entry I'm retiring my homework last week here, because I thought it was 9.0 out of 10 work, but that's just me. She said my first paragraph was PERFECT while other paragraphs were ranging from 7.5 - 8.5 therefore averaging 8.2.

PIC OF ME G80! <http://img329.imageshack.us/img329/2875/8800pcf7.jpg>

This assignment is about including the Geforce 9800 GTX or Geforce 9800 GTS [1] with my Core 2 Quad + socket 775 motherboard + DDR2 RAM (double-data-rate synchronous dynamic random access memory 2nd generation) purchase. For the case of quality writing, internet forums may not immediately come to mind as a great source. The primary purpose of most forums is simply discussion. This often brings a wide variety of demographics including age, maturity level etc in to play, and consequently varying levels of writing skill. When I post it is often to my benefit to back up any claims I make with valid URL sources, and to post in a clear and informative tone. Peers are apt to respond positively to this approach and subsequently add to my reputation.

In my thread [2], I had to state what I was buying and try not to be bias towards the Geforce 9800 GTX. If I knew what I wanted then online members of PS3forums ask what the purpose of the thread was I would not receive any quality replies. This was interesting that there were only a few DirectX 10 games out [3], but my first Windows Vista boxed version will carry Service Pack 1 with DirectX 10.1 [4]. DirectX 10.1 has Shader Model 5.0, accelerated DXTC texture decompression, improved physics processing and has three times the memory bandwidth of my Geforce 8800 GTX (88 Gigabytes/sec). The forum gamers of this thread convinced me to buy a Core 2 Quad for my birthday, because it's cheaper than the Geforce 9800 GTX. However, I told these biased members I was buying both graphics processing unit and CPU, and I wanted to give them a legitimate reason which was Vista comes with DirectX 10.1. The PS3forum members agree I don't need a Geforce 9800 GTX. No one was right about DirectX 10.1 working with any of the Geforce 8 series video cards though. These forum members said teraflop floating point is not needed in DirectX 10 games even if it's good enough for Xbox 360; a DirectX 9.0c console.

If I had a Geforce 9800 GTX, I could have it free so I have some serious frame rate upgrades which is where PCs are going to be at in a year anyways. The average person buying a new pc will have them inside their computer so I don't see why I shouldn't have it inside my computer I would be even more right picking the AMD Phenom X4. If my were buying the Geforce 9800 GTX for Christmas; I would still have to pay for the Phenom X4 and Socket AM2+ motherboard which is out of my budget. Buying both Core 2 Quad and Geforce 9800 GTS and a gigabyte of DDR2 RAM is within my budget. Everything from now into the future is going to be overpowered and unneeded, yet that's what I'm in business for. Vista will come with DirectX 10.1 and it's future proofing due to my PC having an Athlon 64 X2 4800 inside it. DirectX 10 GPUs are seen as a high end configuration presently, yet an affordable option when it's Geforce 8300 GTS.

In my conclusion, starting a thread on the forum helped me decide that a Geforce 9800 GTX and Core 2 Quad Q6600 was exactly what I wanted. AMD's more expensive Phenom X4, with more L3 cache, is out of my budget. I could gain better game performance with the Geforce 9800 GTX with the Core 2 Quad than I would with a Phenom X4 and my current video card. Windows Vista only recommends a 1 Gigahertz central processing unit with 512 Megabytes of RAM so that obviously doesn't include DirectX 10 game requirements these days. My current Geforce 8800 GTX has a G80 core clocked at 575 Megahertz with 768 Megabytes GDDR4 at 900 Megahertz [5]. Otherwise the Geforce 9800 GTX has 1024 Megabytes of GDDR4 (RAM) at 1.3 Gigahertz with updated firmware and over 700 MHz clock speed. I know I could get by with a Geforce 9800 GTS which costs \$200 less. I would still be happy if they just paid for the Geforce 9800 GTS, because it's less expensive then the Geforce 9800 GTX. I believe real world figures won't justify the price point between the Phenom X4 over Core 2 Quad or the Geforce 9800 GTX over Geforce 9800 GTS, and I don't want to not get a DirectX 10.1 graphics processing unit free.

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[2] RenegadevikingPS3 (2007, September 17). Geforce 9800 GTX vs. Core 2 Quad. Message posted to <http://www.ps3forums.com/showthread.php?t=98494>

[3] Public domain contributors. (2007, October 7). List of Games with DirectX 10 support. Retrieved October 7, 2007,

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 [4] Unknown Microsoft employee. (2007, July 15). DirectX 10.1 Features. Retrieved October 7, 2007, from <http://msdn2.microsoft.com/en-us/library/bb694530.aspx>
 [5] computer news. (2007, August 21). Geforce 9800 GTX details. Message posted to www.tomshardware.com/forum/238326-33-nvidia-claims-geforce-9800-teraflop-beas t

Wrote down Xmas Specs to Dad. (2007-10-12 12:50)

Yep, today he asked me what computer he needed for work, I told him Core 2 Quad Q6600, 2 GB RAM, 128 videocard, and he asked what I wanted.

I told him

Dual Socket 775 Motherboard

Two Core 2 Quad Q6600

BFGtech Geforce 9800 GTX

600 Watt power

2048 MB DDR2

Soundblaster FX

400 GB SATA

He said "he'll put it in safe place" smiley

Anonymous (2013-06-13 20:40:59)

Hi! Someone in my Myspace group shared this website with

us so I came to check it out. I'm definitely loving the information. I'm book-marking and will be tweeting this to my followers! Outstanding blog and fantastic design and style.

Feel free to surf to my homepage - Michael Kors

oakleyses (2014-10-23 18:29:11)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:08)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:01)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike

huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Progress (2007-10-19 15:25)

Latest and Greatest basement progress.

7 MB down to 2.1 MB

Progress [H264]

Can you think of better music?

Fucking foreign nationals say this war is endless which isn't true. It's like Rock Concerts where the singer says false thing to raise hype. Democrats are "Hyping"

I say if we're in Iraq/War for 4 more years fighting terrorists - might as well just nuke our enemy's nuke facilities to end this endless war. The cleanup is probably as expensive as funding longer war. We're a superpower...we can't be assed about war for 9 yrs, because we have nuclear weapons and can't use them. B2 Spirits will just nuke the nuclear facilities and take the consequences in my opinion, because no one is helping us "win it" and "the democrats are saying this war is endless.

Nuking Iran/Iraq should make them shut the fuck up.

lock the democrats out of congress so they can't override foolish anti-war damnation. These are the same democrats that opposed the Vietnam war (yet older) and WE WERE WINNING EVERY FIGHT THERE. They listened to British Beatles (which are British and anti-war), did barn parties, were bums, and drugged up. Same guys who think maraquana should to be legalized. We got the best military money can buy. Democrats don't understand. We got 12 of the largest capital ships in the world and nuclear weapons, and 22 B2 Spirits and the #1 economy that is exactly as strong as the whole EU economy. We're just going to have to go back to Iran 10 yrs later. I pwned you. Without winning wars...all that money the military has vanishes and we can't have China's military superior to ours. It's ineivbal China is going to have a larger economy and they're Asian. Whose going to be a counter-superpower of China if they're a superpower? Nobody except USA!

Turkey can have Iraq while US armed forces invade Iran! Turkey looks like they have good sized army and the only European country to use our helicopters (Black Hawk). Anybody who can drive terrorists insane is a good thing. Why would they hurt the situation...they're a part of NATO too.

Who cares about civilian deaths? I mean in Vietnam and Korean nobody gave a damn. All of a sudden...it's not politically right to do collateral damage. Thinking it's a scheme so European Union can pull ahead with your advancing military technology. For example, in Battlefield 2142, European Union Armed Forces basically mirrored US Armed Forces when they had a chance of super power (no USA, frozen over) and no doubt EU did collateral damage in that game. It was made by the Cannooks too.

Gov watching me (2007-10-22 13:35)**FB22 Strike Raptor to have HELLADS (2007-10-22 13:40)**

First we had large Tactical High Energy Lasers. Then we have Mobile Tactical High Energy Lasers, but our most advanced fighter bomber aircraft, FB22 Strike Raptor will have HELLADS (lazer cannon) so that there is no wasted missiles. The HELLADS program has completed the design and demonstration of a revolutionary subscale high energy laser that supports the goal of a lightweight and compact high energy laser weapon system.

HELLADS

- o Develop and test a 17 kW objective system laser module with integrated power and thermal management subsystems.
- o Complete preliminary design of a 150 kW laser weapon system.
- o Complete detailed design and fabricate a 150 kW laser weapon system demonstrator.
- o Demonstrate performance of a 150 kW HEL and of a 150 kW laser weapon system.

Aero Adaptive Beam Control

- o Conduct design trade studies to develop preferred flow control approach.
- o Develop wind tunnel test plan and design wind tunnel model.
- o Conduct preliminary tests of flow control approaches using computational fluid dynamics and small scale wind tunnel tests.
- o Conduct full scale wind tunnel test to measure aero-optics distortions for turret.
- o Utilize flow control to reduce aero-optics effects and measure wavefronts to model effects of adaptive optics processing.
- o Integrate adaptive aero optics system with wind tunnel model to conduct hardware-in-the-loop wind tunnel demonstration.
- o Design flight test hardware and develop flight test plan.
- o Build turret incorporating flow control and compatible with HELLADS laser system and flight test measuring beam quality

(2007-10-31 07:56)

He's old (21 this month) and he's living, but we'll put him asleep in 10 days. No more Onyx! I'm not going to say goodbye.



In other news, my birthday present will be a SystemMax Tigershark
 Single Core 2 Quad QX6700 CPU
 Asus Socket 775 mobo with nForce 600
 1 GB DDR2
 I torrented Windows Vista Ultimate
 BFG tech Geforce 8300 GTS
 Blue Systemax Hellcat case (now i got twins!)
 250 GB SATA
 Realtec

PCI fancard

And i can do switchero on the Geforce 8800 GTX in the Systemax hellcat

Will buy the Geforce 9800 GTX before my first DirectX 10.1 game 10 - 12 months from now.

✕

9.11 November

Armin van Buuren @ Spin Nightclub (2007-11-08 11:25)

✕

IFRAME: <http://www.youtube.com/embed/dE1OSwWItVE>

Just listened to the State of Trance 2007 and Universal Religion 3 and I went to see him at Spin Nightclub. I enjoyed all the CDs.

Post navigation ← Previous Next → Armin van Buuren @ Spin Nightclub (2007-11-08 11:30)

✕

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The Media Apocalyptic: over yet? (2007-11-09 16:28)

Anime sales are going down. (though I bought boxsets for \$20, \$30, and \$40, best ones available.

Hollywood has slow DVD sales since mid-2009 Is it Mr. Movies or Netflix that takes over? I think its second hand affect Hollywood personally.

In the age of cell phones or the Internet; audio cds, dvd walkie talkies have been taken to the grave. As far as videogames, there are three-four very essential titles annually. ut I'm 400+ games, so why not wait until new consoles come out? Why would games be worth it in the future. Rumor is they worsen in gameplay every generation.

I have heard rumors that Geforce/Radeon cards are no longer the favorite Xmas gift they used to be, because the latest PC games just require 512 MB of GDDR3 (RAM), and most people meet that benchmark (same amount as Xbox 360 that's why). These 512 MB video cards are only \$100 (I spend 5x that amount)!

If you can't spend money on media, that leaves only the requirements for staying alive (we all knew that part). Ipods are a waste of money, because Android is price friendly. Everybody has a PC, why not rely on DSL. 3G/4G charges are expensive.

There is nothing out there practically, and that is a huge problem. Gamespot and game forums are one of the few ways to go besides golf, RVing, game tickets. Since the game forums are foreign like UK, they're pro-liberal and they wonder what's wrong with us? The media dumbs down on purpose, I blame all three liberals/socialists/marxist in the world for this (their specialty)!

Lockheed Martin X-33 (2007-11-14 15:27)**ANTI-GRAVITY FIGHTER DISC**

Information has come into the public's attention which suggests that Lockheed has been working in the "black" on a discoid-shaped aircraft. Not only does this aircraft utilise anti-gravitic propulsion, but the discs are believed to be equipped with highly advanced particle beam weaponry.

Lockheed does hold the patents on disc-shaped passenger aircraft, so it is not unreasonable to assume they have also (successfully) investigated the possibility of creating such craft as military platforms.

Colonel Steve Wilson, USAF (deceased) stated that black military astronauts trained at a secret aerospace academy and later would operate out of Beale and Vandenberg Air Force Bases in California.

From those bases, these military astronauts regularly fly trans-atmospherically and out into space. One of the aerospace craft they use, Colonel Wilson reported, is the X-22A, Lockheed's two-man anti-gravity disc craft.

Evidence for the existence of the X-22A first came to light during Operation Desert Storm when American soldiers (and most likely Iraqi soldiers as well) made sightings of disc-shaped craft in the desert hovering near to U.S. officers. People also made claims of seeing these craft fire intense beams of light that removed any trace of what previously sat at the location, apart from a circular charcoal-like burn mark on the ground.

A Desert Storm soldier stated the following: "In the first days film footage and especially Video-cams which a large number of G.I.s had were impounded so they wouldn't capture any sensitive material."

Dr. Richard Boylan states the following about the X-22A:

"The described disc was clearly an anti-gravity levitating aerial weapons platform in the U.S. arsenal, possibly a Lockheed X-22A two-man discoid craft, the real DarkStar, (of which the unmanned drone X-22 DarkStar is a front "cover" aircraft program to disguise this manned anti-gravity fighter disc.) Further, it appears that the real DarkStar manned discs come equipped with the latest Neutral Particle Beam weapons, which take apart the target at the molecular level. ET craft do not incinerate humans. Only human military fighters are so deployed. So this report does not deal with any extraterrestrial event.

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As a behavioral scientist and clinician, I have been working for over 15 years with persons who report having had an encounter with an extraterrestrial intelligent life form, a Star Visitor. During the course of this work I have felt it

necessary to learn as much as possible about the veridical reality of UFOs, and what the government already knows about these visitors from afar.

As information on Star Visitors and their encounters with humans piled up, I began to publish my findings, presenting them at national and international conferences, in specialty journals, and in media interviews. This in turn brought me to the attention of certain figures, currently or formerly in highly-classified sectors of government and the military and intelligence agencies. These individuals decided to leak certain additional information to me, knowing that I would thus serve as a conduit to bring such leaked information to the attention of the portion of the public interested and ready for such information.

My doctoral training in psychology and anthropology taught the value of first-hand field research. And because the existence and operations of various undeclared or secret government installations related to Star Visitor matters are not going to be plumbed without field research, I made it my task, starting in 1992, to reconnoiter, observe, and in some instances penetrate many of the most important of these installations. I reasoned that the knowledge I gained could be very helpful to the experiencers who consult with me, to help them feel secure that they had not hallucinated, but that such advanced technology exists, and in fact, the American government is in possession of some of this technology.

Additionally, the hundreds of experiencers of encounters shared with me information they possessed, including about advanced U.S. craft, either by reason of being told such things by the Star Visitors, or by being kidnaped by rogue military-intelligence units and taken aboard one of these craft to one or other of these installations, or viewed such craft once they arrived. This added to my store of information and data on advanced U.S. antigravity craft.

While I have gathered, or been entrusted by others with, considerable information on special American aerospace craft, I do not purport to know everything that is in the U.S. arsenal, nor everything about the operations and capabilities of the craft that I am about to identify. What I know is presented here. I have held nothing back.

At this time, I am aware of the existence of thirteen kinds of special-technology advanced aerospace platforms [milspeak for craft], all incorporating antigravity technology in some form. These thirteen are: the Northrop Grumman B-2 Spirit Stealth Bomber, the F-22 Raptor advanced stealth fighter, and its successor, the F-35 Lightning II advanced stealth fighter; the Aurora, Lockheed-Martin's X-33A, the Lockheed X-22A two-man antigravity disc fighter, Boeing and Airbus Industries' Nautilus, the TR3-A Pumpkinseed, the TR3-B Triangle, Northrop's "Great Pumpkin" disc, Teledyne Ryan Aeronautical's XH-75D Shark antigravity helicopter, Lockheed-Martin and Northrop's jointly-developed TAW-50 hypersonic antigravity fighter-bomber, and the Northrop Quantum Teleportation Disc.

Before we examine these thirteen exotic aerospace craft, a brief overview of the different forms of generating antigravity fields is in order.

The most primitive antigravity technology is electrogravitic. This involves using voltages in the millions of volts to disrupt the ambient gravitational field. This results in an 89 % reduction in gravity's hold on airframes in such vehicles as the B-2 Stealth Bomber and the TR3-B Astra triangular craft. And given the considerable ambient ionization field I observed around the X-22A, it is reasonable to assume that extreme-voltage electrogravitics is also employed with these craft.

The next level up of sophistication is magnetogravitic. This involves generating high-energy toroidal fields spun at incredible rpm's, which also disrupts the ambient gravitational field, indeed to the extent that a counterforce to Earth's gravitational pull is generated. The early British aeronautical engineers called this dynamic counterbary. This may have been used in some earlier American saucers and prototypes, but I have only been told that the secret Nautilus spacefaring craft uses magnetic pulsing, which appears to utilize this technology.

The third level of sophistication, that used in the more modern American antigravity craft, is direct generation and harnessing of the gravitational strong force. Such a strong-force field extends slightly beyond the atomic nucleus of Element 115, an exotic element donated by Star Visitor scientist-consultants to human scientists at S-4, a secret base south of Area 51. By amplifying that exposed gravitational strong force, and using antimatter reactor high energy, and then directing it, it is possible to lift a craft from the Earth and then change directions by vectoring the shaped antigravity force field thus generated. Important information about this third technology is available on Bob Lazar's website. (1.) This information is also described on the Bob Lazar video. Lazar worked on extraterrestrial technology at Los Alamos National Laboratory, and Area 51's Site S-4. (2.)

Let us now examine these 13 advanced craft in more detail. The amount of information available for each varies; in

some cases more is known, in other cases very little.

1) The B-2 Stealth Bomber is manufactured Northrop-Grumman. The Air Force describes it as a low-observable, strategic, long-range heavy bomber capable of penetrating sophisticated and dense air-defense shields. Retired Air Force Colonel Donald Ware passed on to me information from a three-star general he knows, who revealed to him in July that the B-2 [Stealth bombers] have electro-gravitic systems on board; and that this explains why our 21 Northrop B-2s cost about a billion dollars each. (3.)

2) The F-22 Raptor advanced stealth fighter is built by a joint effort of the Lockheed-Martin Skunk Works and Boeing's Phantom Works. In crude imitation of extraterrestrial starcraft, the guidance system of this aircraft incorporates special Artificial Intelligence (AI), meaning that Star Visitor genetic material is incorporated into the semi-alive and autonomously-functioning guidance system mated with the aircraft. In addition the F-22 has antigravity field propulsion capability, which is exercised selectively by the pilot who is in mental connection with the AI guidance system, which activates the antigravity propulsion as needed in coordination with the F-22's conventional jet engine thrust, to effect the maneuvering of the F-22 Raptor. I have personally witnessed a F-22 stop on its tail in mid-air and dance slowly and gently about without regard for gravity's pull.

3) The "next generation" F-35 Lightning II advanced stealth fighter is built by Lockheed-Martin, Northrop-Grumman and BAE. The F-35 also incorporates quasi-alive Artificial Intelligence and antigravity field propulsion, (recovered re-worked Star Visitor technologies), in addition to jet thrust.

4) The Aurora is a moderate-sized spacefaring vehicle. The late National Security Council scientist Dr. Michael Wolf (4.) of NSC's unacknowledged Special Studies Group subcommittee, (formerly called MJ-12), has stated that the Aurora can operate on both conventional fuel and antigravity field propulsion systems. He further stated that the Aurora can travel to the Moon. Wolf had also disclosed to me that the U.S. has a small station on the Moon, and a tiny observation post on Mars (5). Thus I doubt that Dr. Wolf would characterize the Aurora thus, unless it was a vessel already used in making such trips. He disclosed additionally that the Aurora operates out of Area 51, (Groom Dry Lake Air Force Station), at the northeast corner of the Nellis AFB Range, north of Las Vegas, Nevada.

5) The Lockheed-Martin X-33A military spaceplane is a prototype of Lockheed's other spaceplane, the single-stage-to-orbit reusable aerospace vehicle, the National SpacePlane. Lockheed-Martin does not say too much about its winged, delta-shape X-33 VentureStar, except to say that we are building it. To be at that stage of development for its public-program SpacePlane, clearly Lockheed-Martin has already long since built prototypes, as well as an unacknowledged military version, which I have dubbed the X-33A. The 'A' suffix stands for antigravity.

Colonel Donald Ware, USAF (ret.) told me that he had recently learned from a three-star General that the VentureStar X-33 has an electrogravitics (antigravity) system on board (6.). This virtually assures that the unacknowledged military antigravity version, the X-33 A, must surely also have electrogravitics on board. It is possible that what I have called the X-33A is the Aurora craft which Dr. Wolf described.

6) the Lockheed X-22A is a two-man antigravity disc fighter. The late Colonel Steve Wilson, USAF (ret.), stated that military astronauts trained at a secret aerospace academy separate from the regular Air Force Academy at Colorado Springs, CO. These military astronauts then operate out of Beale and Vandenberg Air Force Bases, Northern California. From those bases, these military astronauts regularly fly trans-atmospherically and out into space (7). One of the aerospace craft they use, Colonel Wilson reported, is the X-22A.

Another informant, 'Z', aka 'Jesse', who formerly worked at the NSA, told me that the Lockheed X-22A antigravity fighter disc fleet is equipped with Neutral Particle Beam directed-energy weapons, that it is capable of effecting optical as well as radar invisibility, and that it is deployable for worldwide military operations from a new U.S. Space Warfare Headquarters, located in Utah. (8).

Recently I also heard from an Army engineer, formerly TDY'ed to NASA, who shall remain unnamed at his request. He also confirmed that Lockheed had made the X-22A, the two-man antigravity fighter disc which I had seen test-flown in a canyon adjacent to the main Area 51 operations zone. He explained why I had seen the X-22A so nervously flown during that test flight. He said that the original X-22A had had a standard altimeter hard-wired into it, but that such an instrument would give faulty readings in the craft's antigravity field, which bends space-time. He had recommended that they instead use a gradiometer, which would function better. Apparently his suggestion was finally taken up, since in more recent years I have seen the X-22As flying more smoothly and confidently at high altitudes over and near Area 51.

Another informant who wishes his identity kept private related operational details about military deployment of anti-gravity disc craft which sound like the X-22A. He reports: 'During operation Desert Storm a close relative of mine was in charge of a Marine Division right on the front. In the first days film footage and especially video-cams which a large number of G.I.s had were impounded, so they wouldn't capture any sensitive material. Iraq was pumped up and Gung-Ho, since they had well over 50,000 troops ready to charge us, [and] since we only had about 3500 they knew of, and they knew [that], because of the close proximity of troops we couldn't nuke them, so, they were assuming piece of cake . Wrong.

'Two pictures my relative confiscated from one of his officers showed: 1. a large disc-shaped craft slightly in front of our men with a high intensity beam of light emitting out of it; then, 2. where men, equipment, etc. was [had stood], there only remained dark charcoal-like spots on the desert floor. We have had this technology for quite a while.' The described disc was clearly an antigravity, levitating, aerial-weapons platform in the U.S. arsenal. Quite possibly it was the Lockheed X-22A two-man discoid craft, the real DarkStar, of which the unmanned drone X-22 DarkStar is but an aircraft 'cover' program to disguise the existence of this manned antigravity fighter disc, the X-22A.

Further, as 'Z' noted, the real manned discs come equipped with the latest Neutral Particle Beam weapons, which take apart the target at the molecular level. Star Visitor craft do not incinerate humans. Only human military fighters are so deployed. So the above report does not deal with any extraterrestrial event.

7) The Nautilus is another space-faring craft, a secret military spacecraft which operates by magnetic pulsing (9.). It operates out of the unacknowledged new headquarters of the U.S. Space Command, deep under a mountain in Utah. It makes twice-a-week trips up to the secret military-intelligence space station, which has been in deep space for the past thirty years, and manned by U.S. and USSR (now CIS) military astronauts. The Nautilus also is used for super-fast surveillance operations, utilizing its ability to penetrate target country airspace from above from deep space, a direction not usually expected. It is manufactured jointly by Boeing's Phantom Works near Seattle and EU's Airbus Industries Anglo-French consortium. During travel to Washington State several years ago, I had a conversation with a former Boeing executive who worked in their Phantom Works, Boeing's black projects division, (roughly the equivalent of Lockheed's Skunk Works). The executive confirmed what I had earlier learned from an intelligence insider: that Boeing had teamed up with Europe's Airbus Industrie to manufacture the Nautilus.

8) The TR3-A 'Pumpkinseed' is a super-fast air vehicle. The 'Pumpkinseed' nickname is a reference to its thin oval airframe, whose contours resemble that seed. It may be the craft identified as using pulse detonation technology for propulsion in a sub-hypersonic regime, and also uses antigravity technology for either mass-reduction or complementary field propulsion at higher speed levels. As air breathers, these Pulse Detonation Wave Engines (PDWEs) could theoretically propel a hypersonic aircraft towards Mach 10 at an altitude in excess of 180,000 feet. Used to power an trans-atmospheric vehicle, the same PDWEs might be capable of lifting the craft to the edge of space when switched to rocket mode.

9) the TR3-B 'Astra' is a large triangular anti-gravity craft within the U.S. fleet. Black projects defense industry insider Edgar Rothschild Fouche wrote about the existence of the TR3-B in his book, Alien Rapture (10).

The TR3-B does not depend solely or principally on its hydrogen-oxygen rockets. It is a highly reduced-gravity aerospace craft manufactured in secret "black programs" by Humans. The antigravity field produced reduces the vehicles weight by about 90 % so that very little thrust is required to either keep it aloft or to propel it at Mach 9 speeds, or higher.

The TR-3B vehicle's outer coating is electro-chemical reactive and changes with electrical RF Radar stimulation and can change reflectiveness, radar absorptiveness, and color. This is also the first US vehicle to use quasi-crystals in the vehicle's skin. This polymer skin, when used in conjunction with the TR-3Bs Electronic Counter Measures and, ECCM, can make the vehicle look like a small aircraft, or a flying cylinder - or even trick radar receivers into falsely detecting a variety of aircraft, no aircraft, or several aircraft at various locations.

A circular, plasma filled accelerator ring called the Magnetic Field Disrupter, surrounds the rotatable crew compartment and is far ahead of any imaginable technology. Sandia and Livermore laboratories developed the reverse engineered MFD technology. The plasma, mercury based, is pressurized at 250,000 atmospheres at a temperature of 150 degrees Kelvin, and accelerated to 50,000 rpm to create a super-conductive plasma with the resulting gravity disruption [reduction of almost all of the pull of gravity and effects of inertia].

The MFD generates a magnetic vortex field, which disrupts or neutralizes the effects of gravity on mass within prox-

imity, by 89 percent. The MFD creates a disruption of the Earth's gravitational field upon the mass within the circular accelerator. The mass of the circular accelerator and all mass within the accelerator, such as the crew capsule, avionics, MFD systems, fuels, crew environmental systems, and the nuclear reactor, are reduced by 89 %. The current MFD in the TR-3B causes the effect of making the vehicle extremely light, and able to outperform and outmaneuver any craft yet constructed - except, of course, those back-engineered total-antigravity craft which the government does not admit exist. To see the 13 known antigravity craft of US manufacture, see: www.drboylan.com/xplanes2.html The TR-3B is a high altitude, stealth, reconnaissance platform with an indefinite loiter time. Once you get it up there at speed, it doesn't take much propulsion to maintain altitude.

With the vehicle mass reduced by 89 % the craft can travel at Mach 9, vertically or horizontally. My sources say the performance is limited only the stresses that the human pilots can endure. Which is a lot, really, considering along with the 89 % reduction in mass, the G forces are also reduced by 89 %. The crew of the TR-3B should be able to comfortably take up to 40Gs.

The TR-3Bs propulsion is provided by 3 multimode thrusters mounted at each bottom corner of the triangular platform. The TR-3 is a sub-Mach 9 vehicle until it reaches altitudes above 120,000 feet - then who knows how fast it can go!

The reactor heats the liquid hydrogen and injects liquid oxygen in the supersonic nozzle, so that the hydrogen burns concurrently in the liquid oxygen afterburner. The multimode propulsion system can operate in the atmosphere, with thrust provided by the nuclear reactor, in the upper atmosphere, with hydrogen propulsion, and in orbit, with the combined hydrogen/oxygen propulsion. The engines are reportedly built by Rockwell.

10) The Northrop antigravity disc, (designation unknown), is manufactured by Northrop Aircraft Corporation. I have dubbed it the 'Great Pumpkin' from its brilliant ruddy golden-orangish glow. I first saw these craft operationally test-flown in 1992 above the Groom Range ridge line at Area 51, Nevada. Later I saw the same intensely burning-bright orange-gold craft that I had seen above Areas 51 being test-flown sixty miles north of Los Angeles, in the Tehachapi Mountains east of Edwards Air Force Base. There the Northrop has its secret saucer manufacturing works buried deep within the mountains. I saw the same intensely burning-bright orange-gold craft test-flown above Northrop's mountaintop test bed there as I had seen above Areas 51/S-4 (11). When energized these discs emit their characteristic intense glow. It is reasonable to assume that this is due to strong ionization, and that electrogravitics is the methodology of their field propulsion.

11) The XH-75D or XH Shark antigravity helicopter is manufactured by Teledyne Ryan Aeronautical Corporation of San Diego (now part of Northrop-Grumman). USAF Colonel Steve Wilson reported that many of these XH-75Ds were assigned to the Delta/National Reconnaissance Organization Division which retrieves downed UFOs. That Division is also implicated in mutilating cattle as a psychological warfare program on the American public, to try to get citizens to fear and hate extraterrestrials through assuming that aliens are the ones cutting up the cattle. Colonel Wilson also leaked a drawing of the XH-75D Shark. (See his illustration at: <http://www.drboylan.com/shrkhelo.jpg>)

12) The TAW-50 is a hypersonic, antigravity space fighter-bomber. A defense contractor with whom I have been in communication leaked to me details of this U.S. Advanced TAW-50 warcraft. Developed during the early 1990s, the capabilities of this war-bird are jaw-dropping. And the technology shows that the Defense Department did not fail to utilize what it learned combing through the wreckage of various UFO crashes.

The TAW-50 was jointly developed by the Lockheed-Martin Skunk Works (Palmdale-Helendale, CA) and Northrop (undoubtedly at their undeclared Anthill facility within the Tehachapi Mountains, northwest of Lancaster, CA.) Both companies have a history of development of secret anti-gravity craft at these Mojave Desert facilities.

The TAW-50 has speed capabilities well in excess of Mach 50, a number the contractor calls 'a very conservative estimate'. Its actual speed is classified. Since Mach-1 is 1,225 kilometers per hour, (approximately 748 mph), this means that the TAW-50 is capable of moving considerably faster than 38,000 mph. In comparison, the velocity required to escape Earth's gravity is 25,000 mph. Therefore the TAW-50 is capable of going into space, and does.

The TAW-50 has a SCRAM (supersonic ramjet) propulsion system for passing through the outer atmosphere. The TAW-50 utilizes electrogravitics to maintain its own artificial gravity while in weightless space, as well as to nullify the vehicle's mass during operations. The TAW-50's power supply is provided by a small nuclear power generator that the contractor said is Normal-Inert. The contractor said that the space plane uses electromagnetoferrimetric power generation by the immersion of pellets in heavy water (deuterium) and specially-designed coil superconductive mag-

nets, which yield enormous amounts of free electrons when placed in an immersion which has been triggered into an oscillating field-state flux.

The TAW-50 has a crew of four. Nevertheless, the TAW-50 flies so fast that it requires computers to fly it. These were developed by American Computer Company, who derived them from its Valkyrie XB/9000 AI [artificial intelligence] Guidance series. They utilize a RISC Milspec Superchip. There are 180 of them in the flight control system, and 64 more in the weapons guidance system, the contractor reported.

It can carry a combined payload of glide bombs and a package of MIRV (Multiple Independently-targeted Reentry Vehicles, mil-speak for a group of intercontinental ballistic missiles), each of which can seek out and strike a different target. The MIRV pack also contains reentry-capable balloon countermeasures to make it very difficult for laser and other defensive weapons to track down where the real MIRVs are and intercept them. The TAW-50 is armed with its own Kill Laser system, which can track and immolate SAM (Surface-to-Air missiles), STTA (Surface-To-Trans-Atmosphere missiles), ATA (Air-To- Air missiles), and ATTA (Air-To-Trans-Atmospheric missiles). The TAW-50's killer lasers can also knock down high-performance fighter interceptors. The TAW's Kill Laser is much smaller than the earlier 1980s-era SDI (Star Wars program) models, and has a miniaturized cooling core and 500 times the wattage. The contractor said it uses a spontaneous nucleonic burst to trigger the lasing [laser] effect.

In addition, the TAW-50 is armed with microsuperexplosive HyperDart missiles. These are just a little larger than ordinary aircraft cannon ammunition, but travel at hypersonic speed for up to three minutes, and have enormous explosive capability. One HyperDart can blow apart a MiG fighter anywhere within 20 feet of the HyperDart. The TAW-50 carries several hundred HyperDarts.

Because the TAW-50 is designed to operate in space, it has on board a two-day air supply. This air supply can be extended by using its scoop system and traveling into the upper atmosphere to harvest more oxygen.

The contractor did not reveal the size of the space fighter-bomber except to say, 'It's a pretty big thing.' The performance of the TAW-50 makes it virtually impossible to defend against. It can hide in orbit many hundreds of miles into space, orbiting at times at 22,000 mph. Then, without warning, it can dive straight down through the atmosphere at over 38,000 miles per hour on an 80-degree attack vector, reverse direction within 150 feet of the ground with very little loss of motion and without a glide turn, and almost instantly go vertically straight up at over 38,000 mph until long after it leaves the atmosphere and resumes orbiting in space. The contractor noted, 'Those [electro-]gravitics allow it to change its mass to almost nothing in a moment, and reverse direction in a second, increase its acceleration to so many times G [Earth's gravity] it's not funny, yet they are able to nearly nullify the G-force on the pilots. They [the electrogravitics] are fourth-generation, with the ability to bring it to a complete standstill in under 2 milliseconds, if need be, without crushing the pilots, and keep it there for quite some time.' The contractor notes, 'It's far too fast for tracking radars.' 'And,' he adds, 'what military aims its radars straight up?'

The TAW-50 can be refueled and rearmed in orbit by docking with the secret undeclared Military Space Station that is in orbit (12) The entire refueling and rearming procedure takes under 10 minutes. Who mans the gas pumps? Military astronauts trained at the Secret Air Force Academy, located in the hills immediately west of the official Air Force Academy at Colorado Springs, CO. These military astronauts rotate duty by traveling to and from Vandenberg Air Force Base on other military antigravity vehicles (13). <http://www.drboylan.com/xplanes2.html>

The Cape Canaveral Space Shuttles have carried the arming platforms ('classified Defense Department payloads') up to the secret Military Space Station. The contractor reported that with a few extra tanks of LOX (liquid oxygen), the TAW-50 could fly to the Moon and back.

As of 2002, the U.S. has 20 TAW-50s in its arsenal. But, as the contractor commented, 'You could take out an entire nation in under 10 days with only 10 of these, doing three attacks a day. One can wipe out an entire city.'

The electrogravitics for the TAW-50 was produced by GE Radionics. Pratt & Whitney designed the SCRAM atmospheric penetrator technology. American Computing Company created the artificial-intelligence supercomputers. The contractor said he could not tell me anything else. And it was clear he did not want his name used. So, this is what is known.

13) The Northrop Quantum Teleportation Disc. Are the above the current state-of-the-art in advanced aerospace craft? No. There have been advances beyond "mere" antigravity field propulsion. Quantum particulate physics is now being used to update a variety of aerospace craft and their weapons systems.

On a 09/16/05 field trip to the boundary of Area 51, during a middle-of-the-night observation, I saw first one, then

another, and finally six brightly-lit objects suddenly appear at approximately 1000' (305 meters) height above the desert floor. The intensely-glowing, ruddy, golden-orangish ionization field surrounding these craft appeared identical to the field around the Northrop antigravity disc. But in the 13 years since I had last observed the Northrop discs above Area 51, and at their Tehachapi Mountains manufacturing site, considerable progress has been made.

In 1992, the Northrop disc slowly rose vertically from its flight pad and gradually reached flight altitude. But in 2005 these craft are able to depart from their flight pad and suddenly appear at flight altitude without any visible ascent. And it is not a matter of their ionization field having been turned off during ascent for stealth purposes. The ionization field comes with electrogravitic field propulsion. If the ionization were turned off, the craft would have fallen from the sky. Rather what appears to be going on is that the Northrop engineers have incorporated quantum physics principles into the propulsion. Simply stated, Northrop appears to have harnessed quantum entanglement to achieve quantum teleportation. To the observer the craft simply ceases to exist on the flight pad and instantly begins to exist at, (in this case), 1000 feet altitude. If the interpretation of this observation is correct, then there exists an 13th entry in the U.S. antigravity arsenal, the Northrop Quantum Teleportation Disc. If the black-budget scientists keep advancing along these lines, we could foresee the day when a fleet of Air Force craft suddenly "cease to exist" on the air base runway and instantly appear at 35,000 feet altitude over a target city halfway around the globe.

Afterward:

America has used its enormous wealth to become the global super-power. The TAW-50 is but one example of its exotic, unnecessarily proliferative, and highly-destructive arsenal. The world awaits the day when America finds its soul, and pays more attention to matters of spirit, mind, and metaphysical development, and withdraws from its addiction to war toys.

It has been said that if the American people knew what the military had in their arsenal today, they wouldn't believe it, and would think that someone was fantasizing about a George Lucas Star Wars movie episode.

But it's not science-fiction. The future is already here.

The implications of these advanced antigravity craft, back-engineered by humans, are several. All of the antigravity technology is in the control of the organization conducting the UFO Cover-Up. This organization is so heavily infiltrated by Cabal types that Dr. Michael Wolf regretfully concluded that the Cabal had effective control of it. He should know; he was a high member of that Special Studies Group, [formerly MJ-12], buried within the National Security Council. Since the Cabal effectively control the development and special uses of these craft, there remains a very high danger that the Cabal will use its growing antigravity fleet to try to repel the Star Visitors and even conduct Space War. Elements within the U.S. Air Force and the Naval Space Command are making preparations for such a Space War.

What can we do about this as lightworkers, Star Kids, Star Seed adults or other humans of good will?

First is to keep ourselves informed about dangerous and evil uses which antigravity (and quantum) technology can be applied to.

Second is to contact our political representatives to oppose policies and weapons systems development that is oriented towards space warfare.

Third is to encourage the release of this technology into the civilian sector, where it can revolutionize transportation, energy generation, large construction projects, and other peaceful uses.

Fourth, the existence of this human technology is a two-edged sword for the Cabal. Not only is the existence of antigravity technology starting to get out to the public, but also the very existence of a massive worldwide organization conducting the UFO Cover-Up and confiscation of Star Visitor technology. As the public becomes aware that the Cabal have unfairly monopolized this technology for 40+ years, the public will become incensed at the Cabal for their greed and selfishness. This then becomes the opportunity to expose and discredit the Cabal, the Number One obstacle to human safety and progress.

Footnotes

1. See: <http://www.boblazar.com/closed/reactor.htm>

2. UFOs and Area 51, Vol. 2 - The Bob Lazar Video (1999), available via Amazon on-line bookstore at: www.Amazon.com

3. Personal communication, September 20, 1997. 4. See: <http://www.drboylan.com/wolfdoc2.html>

5. See: <http://www.drboylan.com/wolfqut2.html>

6. Personal communication, September 20, 1997.

7. See: <http://www.drboylan.com/swilson2.html>
 8. Personal communication, February 10, 2002.
 9. See: <http://www.drboylan.com/basespst2.html>
 10. See: <http://www.wealth4freedom.com/truth/bt3r.htm>
 11. See: <http://www.drboylan.com/grantour2.html>
 12. See: <http://www.drboylan.com/basespst2.htm>
 13. See: <http://www.drboylan.com/colww3a.html>
 14. See: <http://plato.stanford.edu/entries/qt-entangle>
-

9.12 December

HDTV upgrade (2007-12-13 08:58)



MPEG4

MPEG4 (mirror)

Computer is still coming!

Everythings back to normal (2007-12-13 08:58)

MPEG4 AVC

(MPEG4 AVC) mirror

No more grandpa chair and this is more comfortable.

(MPEG4 AVC 480p)

(mirror)

the office in 2006 (AVC)

another room in 2007 (AVC)

another room in 2007 (AVC) mirror

Updated PC specs.

WinVista Ultimate 64-bit

Suse Linux 10.3 64-bit

Core 2 Quad Q6600

2x Geforce 8800 GTX SLI (not bothered that 2 G92 Geforce 8800 GTs perform less for a lot less money)

2 GB RAM DDR2

500 GB HDD

800 Watt power supply

Veltech Spectrum PCI fan card

Sound Blaster X-Fi

DVDRW-DL

DVDCDRW

no 2x Bluray drive (thought of doing 1 8800 GTX and have bluray drive, but nah)

No Geforce 9800 GTX DirectX 10.1 card, because I figure I'll buy it if I get *several* DirectX 10.1 games and it's backwards compatible with DX10 GPUs.

Paid my parents \$500 for the extra GPU I don't need, and \$220 of that came from unused birthday money.

I'm going to play UT3 for the first time after class tonight.

Oh and Onyx isn't dead yet.

I struck gold (till February) (2007-12-21 02:03)

✕

See! I'm rich! I'm rich! Bill Gates only wishes he had this computer!
...Unless he has one of those Geforce 9 prototypes. He probably does. Shit!

Christmas 2007 (2007-12-26 07:00)

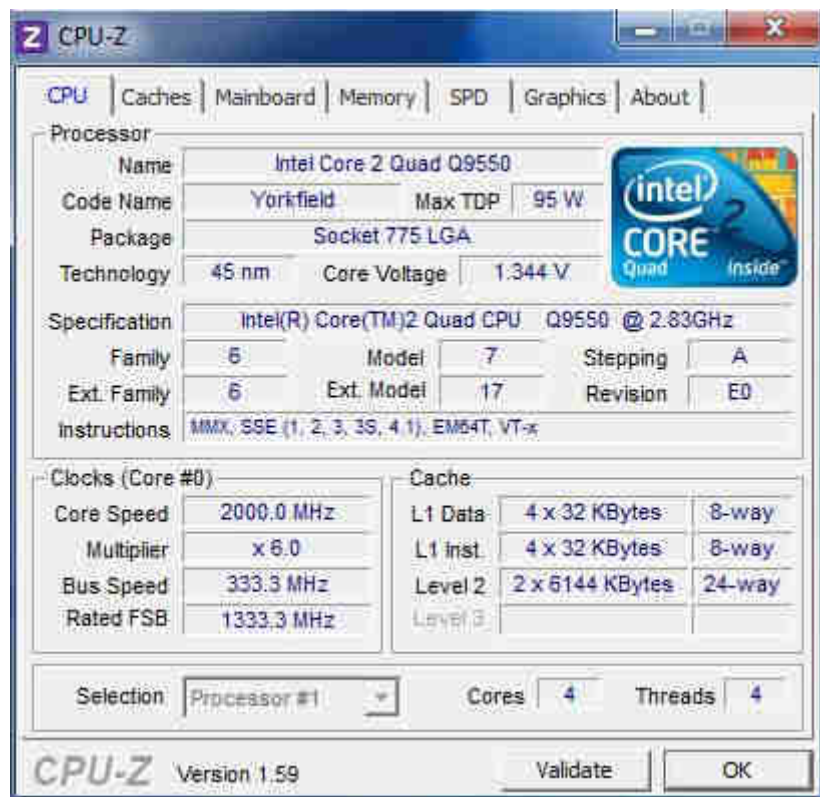
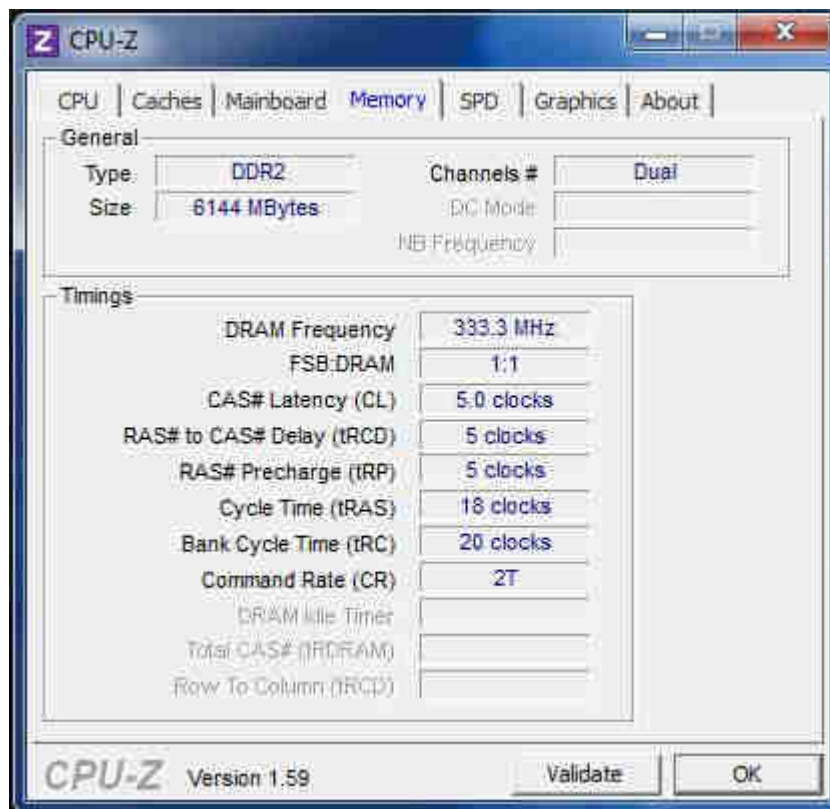
✕

Being smart pays off after all. Got and enabled English MUI, enabled SLI config, installed Comodo firewall, moved Vorbis collection to it. Always forget to push power button to shut down otherwise it goes into hibernation. I'm almost as happy as I would if there was a Geforce 9 inside it. I'm just feel bad when officially the DirectX 10.1 games come out in 12 months. I could buy it when it comes out, but still....

✕

Crysis running on it. The heat coming out one of the fans is sort of warm so I believe i'll go easy on it for the first week.





Google Video/YouTube conspiracy (2007-12-28 05:28)

Adobe Flash 9 beta has H264 main profile decoding and Google Video / Youtube still don't decode H264. They read H264 and encode your video into Xvid, but that isn't good enough. In fact why would you trust a 9 year old codec vs. a 2003 one and in 1998 everybody had shit for processing power compared to 2003 so that's why it's a conspiracy. Forced to use fliedn all this time. All that talk about not needing anything better than xvid is really bogus and strange as it is stupid. Maybe I'm not a genius, but I do know people get excited for Xvid than they do x264 rips. Can't decode it? Bullshit. Google is teh most popular search engine and everybody uses it? Oh I get it! You're all still humping Dr. DivX like it's the best thing evar aren't yeah?

Good, now those Fortune 500 online companies can upgrade now that Flash does it. DirectTV and Dish Network and the US military done it? I don't get them people. The beta is practially stable. IE would be guarenteed crash without the beta. What changed?

lazarhouseritual (2007-12-30 09:37:00)

Hey I was reading your blog and I saw you listed a song I have been looking for, for quite some time. I would have ordered the vinyl except the Euro to the USD makes every record I try and get from out there way expensive.

Anywho, I was wondering if you had the MP3 and if you did if you could possibly send it to me or upload it, thanks!

1435. Nexus - The Sound of Goodbye (the dubious brothers mix) (7:11)

-a.

my email is arthurrizk@gmail.com

Ian's Smashing Good Blog Site (2008-03-05 17:44:00)

<http://www.megafileupload.com/en/file/48997/Nexus—The-Sound-of-Goodbye-zip.html>

OpenSuse 10.3 installed X4 (2007-12-30 16:33)



Loaded Gstreamer and Mplayer for Linux onto two of the four computers I installed today , because I had nothing to do actually. The Gnome desktop screenshot looks exactly like the screenshot I took in December 2006. Microsoft fully supports Suse 10.x. Novell and Microsoft are friends.

10. 2008

10.1 January

Adolf Hitler was stupid (2008-01-11 06:09)

Catharine the Great of the Russian Empire always favored the American colonies. The USSR case is the enemy of our enemy is our friend!

Adolf Hitler sent military equipment to north Africa when he could've focused his battalions to Moscow and made the USSR surrender. This was so the Italian dictator could expand his Roman Empire. The Italian Army were loyal, but avoided bootcamp.

Power failure NIGHTMARE (2008-01-17 15:20)

My Systemax Hellcat PSU shuttered twice and than thirdly sparks and that was the end of it. Only good thing to come out of this is the fact that I didn't buy either Hellgate London or The Witcher at GameStop when I was with Randy. We drove to Eau Claire to walk around the mall. So I wasted 190 miles of gas just getting the situation under control. I got to shoot that desktop video (@myspace) in time before the PSU failed.

TIMELINE cos I'm lazy.

- a.) Borrowed \$60 from dad (free money)
 - b.) Ultra X Connect 500 watt power supply blew
 - c.) Went to Circuit city to ask if they had Ultra X Connect, and they said "no"
 - d.) Went to Best Buy to ask if they had X Connect...they said no
 - e.) Bought BFGtech 650 Watt power supply for \$149
 - f.) looked up BFGtech 650 watt power supply at circuitcity.com which was \$109
 - g.) couldn't find reciet
 - h.) asked family member to pay for my installation costs and she agreed (\$50)
 - i.) drove back to repair place with frame stock to the X Connect for the tower, because I told them to jerry-rig it.
 - j.) found out the BFGtech 650 watt power supply was defective
 - k.) drove over to the pc repair place to pick it up
 - l.) Got free replacement, but spent 125 miles worth of gas during the day.
 - M.) brought 2nd BFGtech power supply to Best Buy and got all \$150 back
 - N.) told them to buy Coolermaster Extreme Power 650 watt power supply, because Coolermaster is at the very top of high end (or was) PSUs, and same model of the motherboard that burned out. Now hoping nothing else burnt out along with mobo. Near \$250 on parts and labor!
- Should be completed by Tuesday.
-

Conspiracies (2008-01-18 04:41)

I know none of you will reply, but there is a conspiracy. Eric at school once told me that the field that I'm going in is where nobody gives a shit about your personal life or what the fuck I think...end of story. They want the job done and I dunno if I can put up with this shit. Problem is with a school this expensive, I'd think I'd be more popular (have friends

at least) with a business degree rather than a “geek degree” We live in a society that hates geeks. I lived 5 years trying find a person that gives a shit about my job and what I do! People are evil! Why the fuck would I go into a field that nobody cares what I think...that I'm an android doing the master's bidding. It's really like that in this field according to Eric! No LAN parties, no humanity. Of course you can have all of this at \$8.00 and no more. It's insane. Nobody would treat me and talk about what I want to talk about at 8.01+/hourly rage especially videogames, because they're talented somehow and wouldn't want me to get some. If they weren't stupid (the conspiracy) than everybody would want me to come over, follow me around, talk to me. If other geeks want to be my friend; it's because they want my job and they want to end my career at wherever I am at. It was that way at Assurant.

It's a conspiracy. Dean student gets me nothing! No new friends are racing towards me. That's the conspiracy. Why the fuck would I want to go in the IT field without these things. With a job, people who are my age aren't geeks and they hate videogames or talk about it amongst themselves even if I was talented, I wouldn't ever know. Another conspiracy.

Now with a business degree I could give up “geek” and actually have a single friend [multiple friends would be sweeter] in the mainstream culture, because my culture would be the same as theirs. That means I wouldn't be so fucking stircrazy all the time at home. The fact I'm at home all the time by myself is a conspiracy.

Suspicious Cell phone Number (2008-01-23 03:42)

This guy had prank called me, but I screwed him over with the sheriff (via email) on his butt. No more prank caller. Laughs on him.

B3 Switchblade to have HELLADS and [again] KICK FOREIGN ASSES! (2008-01-25 00:46)

I just learned that the FB22 Strike Raptor got canceled and the [url=http://www.area51zone.com/aircraft/-switchblade.shtml]B3 Switchblade[/url] from Northrop Grumman took it's place. It will have HELLADS (laser cannon), glass cockpit, and have longer range and as large (larger fuel tanks) than either FB22 Strike Raptor and B2 Spirit! It's another flying wing I believe and it might be a fighter bomber, because that's what the USAF was hyped about when they wanted the FB22 Strike Raptor!

✕

I was going to post this last month, but I've been saving it for rainy day!

Program Plans

HELLADS

- o Develop and test a 17 kW objective system laser module with integrated power and thermal management subsystems.

- o Complete preliminary design of a 150 kW laser weapon system.

- o Complete detailed design and fabricate a 150 kW laser weapon system demonstrator.

- o Demonstrate performance of a 150 kW HEL and of a 150 kW laser weapon system.

Aero Adaptive Beam Control

- o Conduct design trade studies to develop preferred flow control approach.

- o Develop wind tunnel test plan and design wind tunnel model.

- o Conduct preliminary tests of flow control approaches using computational fluid dynamics and small scale wind tunnel tests.

- o Conduct full scale wind tunnel test to measure aero-optics distortions for turret.

- o Utilize flow control to reduce aero-optics effects and measure wavefronts to model effects of adaptive optics processing.

- o Integrate adaptive aero optics system with wind tunnel model to conduct hardware-in-the-loop wind tunnel demonstration.
 - o Design flight test hardware and develop flight test plan.
 - o Build turret incorporating flow control and compatible with HELLADS laser system and flight test measuring beam quality
-

I believe Intel will skip 16-core generation (2008-01-29 04:37)

The Quad Core should last me until 2010, yet I'm going to buy before then just like the two most complex games in my collection [Crysis, UT3] run well in WinXP on my obsolete Athlon 64X2/G80 Hellcat. I got a lot of usage out of that pc and the only thing wrong with it is it couldn't handle the wattage.

The current G80 X2 config in the Core 2 Quad PC should do some fine DirectX 10 and early DirectX 10.1 games at 1280x1024 than I could improve the prototype list. I'm skeptical about a balance of what I have time for and game purchasing. I was thinking this is irrelevant since I'm buying 9800 GX2 at Birthday and Christmas anyways instead of 8-core Intel. They say the 9800 GX2 is \$470, because of a combination of why upgrade, low cost 45nm fabrication and the recession.

Brand new game specs will say Pentium 4/1 GB RAM/Radeon 9800 Pro/G6800 for another 18 months yet and that was two PC generations ago and I know that FEAR couldn't run decent on those specs at 1280x1024.

I would be as aggressive if I choose to pick 9800 GX2 as reimbursement as Birthday present.

80 cores by 2017 is pretty much says it all. It's capitalism really. I have a feeling that Intel will skip a generation (8 > 32 cores over a year/32 > 128 cores over a year) to playderise CBE and ABOVE ALL ELSE OBLIGATE PPL TO BUY THEIR PRODUCT TO PAY OFF R & D. 16-core generation will be emulated (not real though) by dual socket mobos of the near future.

10.2 February

Radeon 1 GB GPU out! Nvidia to have lunch (2008-02-07 12:50)

Review

World's first affordable 1024 MB DirectX 10.1 GPU. It beats Geforce 8800 GTX by a little bit. Able to go Crossfire. Too bad there isn't any DirectX 10.1 games out. Geforce 9 series should come out at Tigerdirect next month.

Sounds like Dreamcast to me....come on PS2 and beat the shit out of it. <- I'm being funny cos nobody gives a damn.

Onyx died (2008-02-12 17:56)

Onyx went to kitty heaven approximately 12:30pm today. 21 something years old. Pic in October 2k7 archive.

Hellcat PSU blew 20 days ago | Now fixed (2008-02-14 11:00)

My Hellcat blew its PSU and I lost my 400 GB HDD, Videocard (g80), motherboard. That was 20 days ago. It was my fault due to me playign with power button! I got it back today and lost no data!

Old features that were fried

400 GB HDD

Biotech Nforce 4 motherboard

Turtle Beach soundcard

Ultra X-Connect 500 Watt PSU

New upgrades

BFGtech Geforce 8800 GTX OC (5 FPS improvement) mail in

Creative Labs Sound X-Fi Xtreme Gamer 64 MB RAM

CoolerMaster's Extreme 650 Watt PSU

Cost me a \$350

HD-DVD dead! (2008-02-17 19:51)

No more HD-DVD

It was a fine format, but it looks like Liteon BDRE will be the next drive inside my PC.

Monsters of 1600/1700s Caribbean true! (2008-02-27 05:59)



Arr, my ship has been shipwrecked by giant squid matey.

10.3 March

A little less excited then 8800 GTX launch, but I'm old (2008-03-06 15:10)



This is my dream GPU, and it will do DirectX 10.1 API graphics. Everybody at PS3forums are excited for this GPU, because it enhances graphics... By then there should be a DirectX 10.1 game that I want to play!

I'm waiting for christmas for two (1 my parents pay for, 1 I pay for), but I'll get excited for it regardless. This is because somebody will care that I got it like Randy! Then I can be state-of-the-art while my friends spend their money on cars, girlfriends, and stuff.

I'm playing Hellgate London now on the Hellcat. Runs silky smooth. I'm having trouble between school. It's pretty good except it just seems empty. I've spoiled myself with the best games for console EVER MADE so I put it into prospective.

✖

✖ Quickpost this image to Myspace, Digg, Facebook, and others!

New Game Collection Tada! (2008-03-07 23:51)







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Gamecube

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Xbox

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Retro

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Dreamcast



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Playstation



Dual Screen/PSP/GBA

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

All my Consoles at Modblog N64 snapshot

PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo 

 www.ImageShack.us" /]

 www.ImageShack.us" /]

 www.ImageShack.us

40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath















Ninety third update - march 30, 2014 - Gran Turismo 6 (PS3), Ys: Memories of Celceta (PSvita), Mario & Luigi - Dream Team (3DS), Might and Magic (DS), Final Fantasy Tactics A2 (DS), Legend of Zelda A link Between Worlds (3DS), Blazblue Chrono Phantasma (PS3), Danganronpa (PSVita), Atelier Escha (PS3), Super Mario 3D World (WiiU), Dark souls II (PS3),

Ninety second update - December 31, 2013 - Battlefield 4 (PS4), Diseasea D2 (PS3) Grand Theft Auto V (PS3), Guild Wars 2 (PC), Diablo 3 (PS3), Etrian Odyssey IV (3DS), FIFA 12 (PS3), Legend of Zelda Wind Waker HD (WiiU),

Ninety-first update - September 10, 2013 - Monster Ultimate 3 (Wii U), Soul Hackers (3DS), Mario & Luigi - Dream team (3ds), Dead or Alive 5 (PS3), Tales of Xillia (PS3), The Last of Us (PS3), Do Don Pachi Saidaioujou (X360), Tales of Edrian Oddyssy IV (3DS), Devil Summoner (PS2) Devil Summoner 2 (PS2), Jak & Daxter Collection (Ps3)

Ninetith update - February 10, 2013 - Fire Emblem - Awakening (3DS), Sonic Racing Transformed (PS3), 999 (DS), Zero: Virtue's Revenge (PSvita), Wrath of the White Witch (PS3)

Eighty-ninth update - November 8, 2012 - Kingdom Hearts (3ds), Code of Princess (3ds), New Super Mario Bros. U (Wiiu), Borderlands 2(ps3), Mass effect 3 (PS3), Persona 4 Golden (Vita)

Eighty-eighth update July 15, 2012 - King of Fighters XIII (PS3), Fallout 3 (PS3), Fallout nEW Vegas (PS3), Tales of Graces F (PS3), Donkey Kong Country Returns (Wii), Street Fighter X Tekken (PS3), SSX (PS3)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Diablo 3 (PC)

eighty-seven update - May 20, 2012 - Diseasea 3 (Vita), Dragon Force (Saturn), Valkyrie Profile (PS1), Breath of Fire IV (PS1), Shining Force CD (Sega CD), Ogre Tactics (PS1), Dragon Quest IV (SNES), Dragon Quest VI (SNES), Secret of Mana 2 (SNES), Tales of Phantasia (SNES), Terranigma (SNES), Soul Blazer (SNES), Tactics Ogre (PS1), Guardian Heroes (Saturn), Thunder Force V (PS1)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Tales of Graces F (PS3), Mass Effect 3 (PC), Skies of Arcadia (GCN), Persona 2 (PSP), Persona 3 (PSP), Diseasea DS (DS), Diseasea (PSP) Diseasea 2 (PSP), Legend of Heroes (PSP)

eighty-fifth update - January 27, 2012 - Dark Souls (PS3), Gears of War 3 (360), Super Mario 3D Land (3DS), Mario Kart 7 (3DS), Deus Ex: Human Revolution (PS3), Ratchet & Clank All 4 One (PS3), Batman: Arkham City (PS3), Elder Scrolls V (PC), Elder Scrolls V (PS3), Uncharted 3 (PS3), Sonic Generations (PS3, 3DS), God of War Origins (PS3)

eighty-fourth update - September 3, 2011 - Legend of Zelda Ocarina of Time 3D (3DS), Sonic Colors (Wii) , Legend of

Zelda - Twilight Princess (Wii), Wipeout Pulse (PSP), DoDonPachi Resurrection (360), Mushihimesama Futari (360), espgaluda ii black label (360), Resistance 3 (PS3)

Eighty-third update - May 14, 2011 - Crysis 2 (PC), Street Fighter IV 3D (3DS), Spirit Tracks (DS), Final Fantasy XII (DS), Bangai-O (DS), Sins and Punishment : Star Successor (Wii), Ghost Trick: Phantom Detective (DS), Radiant Historia (DS), Heavy Rain (PS3), Assassin's Creed: Brotherhood (PS3), Chrono Trigger (DS), Super Mario Advance 2 (GBA), Super Mario Advance 3 (GBA)

Eighty-second update March 28, 2011 - The Shadow of Templars SE (PC), Gabriel Knight 2: Sins of the Fathers (PC), Syberia (PC), Dead Space (PS3), Demon's Souls (PS3), Marvel vs. Capcom 3 (PS3), Killzone 3 (PS3), Tactics Ogre (PSP), Fallout: New Vegas (PC)

Eighty-first upgrade - December 20, 2010 - Metal Gear Solid - Peace Walker (PSP), Kingdom Hearts 358/2 (DS), Blazblue 2 (PS3), Metroid: Other M (Wii), Halo Reach (x360), Kingdom Hearts: Birth by Sleep (PSP), Spellforce Universe (PC), Castlevania (PS3), Enslaved (PS3), Red Dead Redemption (PS3), Vanquish (PS3), Gran Turismo 5 (PS3), Dragon Quest IX (DS), Torchlight (PC) (re-added The Longest Journey and Dreamfall:TLJ for PC)

Eighth update - May 06, 2010 - Resonance of Fate (PS3), Sonic Sega All-Stars Racing (PS3), Lunar (PSP), Assassin's Creed (PS3), Assassin's Creed 2 (PS3)

seventy-ninth update - March 16, 2010 - Final Fantasy XIII (PS3) Bioshock 2 (x360), Tatsunoko vs. Capcom (Wii), Mass Effect 2 (PC), God of War III (PS3)

seventy-eighth update - January 12, 2010 - Call of Duty Modern Warfare 2 (PS3), New Super Mario Bros. (Wii), Dragon Age: Origins (PC) God of War Collection (PS3), Waka Waka 7 (Sat)

seventy-seventh update - October 27, 2009 - Uncharted 2: Amongst Theives (PS3), Tekken 6 (PS3), Ratchet and Clank - Crack in Time (PS3), Raiden III (PS2), Gigawatt Generations (PS2), Psyvariar 2: Ultimate Final (PS2), Gunbird Special Edition (PS2)

seventy-sixth update - September 22, 2009 - Metroid Prime Trilogy (wii), Muramasa: The Demon Blade (Wii), Hotshots (PS3), Phantom Hourglass (NDS), Batman: Arkham Asylum (PS3), Mario and Luigi - Bowser's Inside Story (NDS), Halo 3 - ODST (x360), Espgaluda (ps2), Mushihime-sama (ps2)

Seventy-fifth update - August 07, 2009 - Devil survivor (DS), Knights of the Nightmare (DS), Secret of Monkey Island - Special Edition (PC), Blazblue (PS3), Madden NFL 09 (PS3), Sonic's Ultimate Genesis Collection (PS3), Midnight Club LA (PS3)

seventy-fourth update - June 25, 2009 - Indiana Jones - Fate of Atlantis (PC), The Sims 3 (PC), Crimson Gem Saga (PSP), Fable 2 (360), Guilty Gear XX Accent Core Plus (PS2), Burnout Paradise (PS3), The Orange Box (PS3)

seventy-third update - May 20, 2009 - Arcana Heart (PS2), Cross Edge (PS3), inFamous (PS3)

seventy-second update - April 15, 2009 - Resident Evil 5 (ps3), Street Fighter IV (Ps3), Dragon Quest IV (NDS), Dragon Quest V (NDS), Banjo Kazooie (X360) Dodonpachi (SAT), Soukyugurentai (SAT), Battle Garegga (SAT)

seventy-first update February 26, 2009 - Ar tonelico II (PS2), Warhammer Online Age of Reckoning (PC), Manic Mansion Deluxe 1.1 (PC), Day of the Tentacle (PC), Star Ocean IV - The Last Hope (X360), Killzone 2 (PS3)

Nintendo Entertainment System (5 Game Cartridges, 7 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

1. Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)
2. Donkey Kong Classics (Nintendo, Nintendo, 1986, 4/10)
3. Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)
4. Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)
5. Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)
6. Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)
7. Track and Field (SP, RE, Nintendo, Nintendo, 1982)

Super Nintendo (31 game cartridges /w 34 Playable games)

Role playing 12 (RPG)

Platformer 9 (PL)

Racing 1 (Ra)

Shooter 3 (S)

Shoot 'em ups 4 (SHMUPS)

1. Axelay (SHMUP, Konami, Konami, 1993)
2. Castlevania Dracula X (PL, Konami, Konami, 1995)
3. Chrono Trigger (RPG, Squaresoft, Squaresoft, 1995)
4. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)
5. Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)
6. Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)
7. Dragon Quest IV (RPG, RE, Enix, Enix, 1994, 9.0)
8. Dragon Quest VI (RPG, RE, Enix, Enix, 1996, 9.0)
9. Earthbound (RPG, Nintendo, Hal Laboratory, 1995, 9.0)
10. Final Fantasy II (RPG, RE, Squaresoft, Squaresoft, 1992)
11. Final Fantasy III (RPG, RE, Squaresoft, Squaresoft, 1994)
12. Illusion of Gaia (RPG, RE, Enix Quintet, 1994)
13. Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)
14. Lufia II: Rise of the Sinistrals (RPG, Natsume, Neverland, 1996, 9.0)
15. R-Type III: The Third Lightning (SHMUP, Jaleco, Irem, 1993, 8.0)
16. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)
17. Secret of Mana 2 (RPG, RE, Squaresoft, Squaresoft, 1995)
18. Space MegaForce (SHMUP, Toho, Compile, 1993)
19. Soul Blazer (RPG, RE, Enix, Quintet, 1992)
20. Star Fox (S, RE, Nintendo, Nintendo, 1993)
21. Super Castlevania IV (PL, Konami, Konami, 1991, 8.5)
22. Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)
23. Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
24. Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
25. Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)
26. Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)
27. Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)
28. Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)
29. Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)
30. Super Metroid (S, RE, Nintendo, Intellegent Systems, 1994)
31. Tales of Phantasia (RPG, RE, Square, Square, 1995)
32. Terranigma (RPG, RE, Enix, Quintet, 1996)
33. Treasure Hunter G (RPG, RE, Squaresoft, Squaresoft, 1996)
34. U.N. Squadron (SHUMP, RE, Capcom, Capcom, 1991, 9/10)

Sega Genesis (23 cartridges)

platform 2 (PL)

Role Playing 6 (RPG)

Retro - 17 (RE)

Action 1 (A)

Fighter 1 (F)

Action 1 (A)

Shoot em up 10 (SHMUP)

Strategy (STR) 1

1. Castlevania Bloodlines (A, RE, Konami, Konami, 1994, 9.0)
2. Contra - Hard Corps (SHMUP, RE, Konami, Konami, 1995)
3. Eliminate Down (SHMUP, Soft Vision International, Aprinet, 1993)

4. Gaiars (SHMUP, Renovation Software, Telnet, 9.0/10)
5. Gleylancer (SHMUP, Masaya, Masaya, 1992, 8.0)
6. Gunstar Heroes (SHMUP, Sega, Treasure, 1993 9.5/10)
7. Herzog Zwei (STR, Technosoft, Technosoft, 9.0)
8. Langrisser II [Warsong 2] (RPG, NCS, Carrier Soft, 1994, 10)
9. Lightening Force (SHMUP, Technosoft, Technosoft, 1992, 10)
10. M.U.S.H.A. [MUSHA] (SHMUP, Sysmetic, Compile, 1990, 9.0)
11. Phantasy Star II (RPG, RE, Sega, Sega, 1989)
12. Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)
13. Phantasy Star IV - End of the Millennium (RPG, RE, Sega, Sega, 1995, 9.0)
14. Shining Force (RPG, RE, Sega, Sega, 1992, 8.5)
15. Shining Force II (RPG, RE, Sega, Sega, 1994, 9.0)
16. Sonic the Hedgehog 2 (PL, RE, Sega, Sega Technical Institute, 1992, 9/10)
17. Sonic the Hedgehog 3 (PL, RE, Sega, Sega Technical Institute, 1993, 10/10)
18. Streets of Rage II (F, Sega, Sega-AM7, 1992)
19. Thunderforce II (SHMUP, Technosoft, Technosoft, 1990, 8.5)
20. Thunderforce III Spirits (SHMUP, Technosoft, Technosoft, 1991, 8.5)
21. Twinkle Tale (SHMUP, Zap, Toyo Records, 1992, 9.0)
22. Vectorman (S, Sega, Blue Skies, 1996)
23. Vectorman 2 (S, Sega, Blue Skies, 1996)

Sega CD (2 games)

Role Playing (1) RPG

Platformer (1) PL

1. Shining Force CD (RPG, Sega, Sega, 1995, 9.0)
2. Sonic CD (PL, Sega, Sonic Team, 1993, 9.5)

Gameboy Advance (21 playable games)

action 4 (A)

racing 1 (RA)

platform 1 (P)

puzzle 1 (PUZ)

RPG 9 (RPG)

retro 4 (RE)

shooter 2 (S)

Strategy 3 (STR)

1. Castlevania - Aria of Sorrow (Double Pack) (A, Konami, Konami, 2004, 9.3)
2. Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
3. Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
4. Castlevania - Harmony of Dissonance (Double Pack) (A, Konami, Konami, 2003, 9.2)
5. Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)
6. Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
7. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
8. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
9. Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
10. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
11. Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
12. Lunar Legend (RPG, Ubisoft, Game Arts, 2003, 7.0)
13. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
14. Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
15. Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
16. Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)

17. Riveria - The Promised Land (RPG, Atlus, Spike, 2003, 8.0)
 18. Super Mario Advance (PL, Re, Nintendo, Nintendo R &D1, 2001, 8.0)
 19. Super Mario World: Super Mario Advance 2 (PL, Re, Nintendo, R &D1, 2002, 8.0)
 20. Yoshi's Island: Super Mario Advance 3 (PL, Re, Nintendo, Nintendo R &D1, 2006)
 21. Yyatta Union (RPG, Atlus, Spike, 2005, 8.0)
- Nintendo 64 (25 Games)
- platform 6 (PL)
- shooter 9 (S)
- RPG 4 (RPG)
- racing 7 (RA)
- first person shooters 3 (FPS)
- Real-time Strategy 1 (RTS)
1. Banjo and Kazooie (PL, Nintendo, RAREWARE, 1998, 9.6)
 2. Banjo and Tooie (PL, Nintendo, RAREWARE, 2000, 9.4)
 3. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
 4. Chopper Attack (S, Midway, Seta, 1998, 5.6)
 5. Conker's Bad Fur Day (PL, Nintendo, RAREWARE, 2001, 9.9)
 6. Crusin USA (RA, Nintendo, Williams, 4.0)
 7. Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
 8. Extreme-G (RA, Acclaim, Probe, 1997, 7.9)
 9. Extreme-G 2 (RA, Acclaim, Probe, 1998, 6.9)
 10. Goldeneye 007 (FPS, S, Nintendo, RAREWARE, 1997, 9.7)
 11. Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
 12. Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
 13. Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
 14. Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
 15. Ogre Battle 64 - Person of a Lordly Calibur (RPG, Atlus, Quest, 2001, 8.5)
 16. Paper Mario (RPG, Nintendo, Intelligent Systems, 2001, 9.5) * bought 09/13/06
 17. Perfect Dark (FPS, S, Nintendo, RAREWARE, 2000, 9.8)
 18. Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
 19. Starcraft 64 (TFS, Blizzard, Blizzard, 2000, 7.5)
 20. Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
 21. Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
 22. Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
 23. Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
 24. Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
 25. Wave Race 64 (RA, Nintendo, Nintendo R &D1, 1996, 9.7)
- Playstation (55 Game Cases, 64 playable games total)
- RPG 36 (RPG)
- shooter 11 (S)
- racing 3 (RA)
- platform 2 (PL)
- fighters 2 (F)
- retro 14 (RE)
- strategy 2 (str)
- Shooter 1 (S)
- Shoot em ups 3 (SHMUP)
- Torrented 6 (T)
1. Arc the Lad (Arc the Lad Collection) (RPG, re, Working Designs, ARC Entertainment, 2000, 8.8)
 2. Arc the Lad II (AtLC) (RPG, re)

3. Arc the Lad III (AtLC) (RPG, Re)
4. Arc the Lad Tournament (ATLC) (RPG, RE)
5. Alundra (RPG, Working Designs, Matrix Software, 1997, 8.8)
6. Brave Fencer Musashi (RPG, Square EA, Squaresoft, 1998, 9.0)
7. Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)
8. Breath of Fire IV (RPG, Capcom, Capcom, 2001, 8.0)
9. Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
10. Chrono Cross (RPG, Square, Square, 2000, 10)
11. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Squaresoft, 2001, 9.4)
12. Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
13. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
14. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
15. Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
16. Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
17. Dino Crisis 2 (S, Capcom, Capcom, 2000, 9.3)
18. Elemental Gearbolt (S, Working Designs, Alfa System, 7.5)
19. Einhander (SHMUP, Squaresoft, Squaresoft, 1998, 8.0)
20. Final Fantasy (Final Fantasy Origins) (RPG, re, Square-Enix, Square-Enix 2001, 90)
21. Final Fantasy II (Final Fantasy Origins) (RPG, re, same, same, same, same)
22. Final Fantasy IV (Final Fantasy Chronicles) (RPG, Re, same, same, same, same)
23. Final Fantasy Tactics (RPG, Squaresoft, Squaresoft, 1997, 8.5)
24. Final Fantasy V (Final Fantasy Anthology) (RPG, re, Square EA, Squaresoft, 1999, 9.0)
25. Final Fantasy VI (Final Fantasy Anthology) (RPG, re, same, same, same, same)
26. Final Fantasy VII (RPG, Sony, Squaresoft, 1997, 9.5)
27. Final Fantasy VIII (RPG, Square EA, Squaresoft, 1999, 9.0)
28. Final Fantasy IX (RPG, Square EA, Square, 2000, 9.2)
29. Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
30. Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
31. Grandia (RPG, Sony, Game Arts, 1999, 9.0)
32. Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
33. Legend of Mana (RPG, Square EA, Squaresoft, 2000, 8.3)
34. Lunar - The Silver Star Story Complete (RPG, RE, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
35. Lunar 2 - Eternal Blue Complete (RPG, re, Working Designs, Game Arts, 2000, 8.0)
36. Lunar 2 - Eternal Blue Complete (copy 2)(RPG, re, Working Designs, Game Arts, 2000, 8.0)
37. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
38. Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
39. Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
40. Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
41. Metal Slug X (S, Agetec, SNK, 2001)
42. Ogre Battle (STR, RE, Atlus, Quest, 1997, 7.9)
43. Persona (RPG, Atlus, Atlus, 1996, 8.0)
44. Persona 2 Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
45. R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
46. Rhapsody: A Musical Adventure (Tormented RPG, Atlus, Nippon Ichi Software, 2000, 7.5)
47. Ridge Racer (RA, Namco, Namco, 1996, 7.5)
48. R-Type Delta (SHMUP, Acetec, Irem Software, 1999, 8.5)
49. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
50. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
51. Suikoden (RPG, Konami, Konami, 1996, 9.0)
52. Suikoden II (t, RPG, Konami, Komami, 2000, 8.5)

53. Tactics Ogre (STR, RE, Atlus, Quest, 1997, 8.0)
 54. Tale of Destiny (RPG, Namco, Nippin Telenet, 1997, 7.5)
 55. Tale of Destiny II (RPG, Namco, Nippin Telenet, 2001, 8.0)
 56. Tekken 2 (F, Namco, Namco, 1997, 9.0)
 57. Thunder Force V (SHMUP, Working Designs, Technosoft, 1997, 8.0)
 58. The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
 59. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
 60. Valkyrie Profile (RPG, Enix, Tri-Ace, 2000, 9.0)
 61. Vandal Hearts (RPG, Konami, Konami, 1997, 8.0)
 62. Wipeout 3 (Ra, SCEE, Psygnosis, 1999, 9.1)
 63. Wipeout XL (Ra, SCEE, Psygnosis, 1996, 9.0)
 64. Xenogears (RPG, Square EA, Squaresoft, 1998, 9.5)
- Sega Saturn (2x) (41 Games)
- platform 5 (PL)
- shooting 8 (S)
- racing 3 (RA)
- fighters 4 (F)
- Role playing 8 (RPG)
- Tactical RPG 4 (Tac)
- Shoot em up 7 (shmup)
- Torrented 12 (t) - games way too expensive
1. Albert Odyssey: Legend of Eldean (RPG, Working Designs, Sunsoft, 1997, 8.0)
 2. Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
 3. Batsugun (SHMUP, Banpresto, Toaplan, 1996 7.0)
 4. Battle Garegga (SHMUP, Raizing, Raizing, 1996, 9.5)
 5. Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
 6. Daytona USA (RA, Sega, Sega-AM2, 1994, 1996)
 7. Dragon Force (RPG, Working Designs, Sega, 1996, 8.9)
 8. Dodonpachi (SHMUP, Atlus, Cave, 1997, 10)
 9. Don Pachi (T, SHMUP, Atlus, Cave, 1996, 10)
 10. Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
 11. Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, 7.0)
 12. Guardian Heroes (RPG, Working Designs, Treasure, 1997, 9.0)
 13. Hyper Duel (SHMUP, Taito, Technosoft, 1995, 8.0)
 14. Langrisser I & II Dramaic Edition (t, TAC, NCS, Careersoft, 1998)
 15. Langrisser III (t, TAC, NCS, Careersoft, 1996)
 16. Langrisser IV (t, TAC, NCS, Careersoft, 1997)
 17. Langrisser V (t, TAC, NCS, Careersoft, 1998)
 18. Magic Knight Rayearth (T, RPG, Working Designs, Sega, 1998, 6.5)
 19. Mr. Bones (PL, sega, Sega, 1998, ???)
 20. Nights into Dreams (PL, Sega, Sonic Team, 1996, 9.0)
 21. Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)
 22. Panzer Dragoon (S, Sega, Team Andromeda, 1995, 8.8)
 23. Panzer Dragoon 2 : Zwei (S, Sega, Team Andromeda, 1996, 9.0)
 24. Panzer Dragoon Saga! (RPG, Sega, Team Andromeda, 1998, 9.2)
 25. Princess Crown (T, RPG, Atlus, Atlus, 1997, 8.5)
 26. Rayman (PL, Ubisoft, Ubisoft, 1995, ???)
 27. Radiant Silvergun (SHMUP, ESP, Treasure, 1998, 9.0)
 28. Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 29. Shining Force III (RPG, Sega, Camelot Software Planning, 1998, 8.0)
 30. Shining the Holy Ark (RPG, Sega Camelot

Software Planning, 1998, 8.0)

31. Shining Wisdom (RPG, Sega, Camelot Software Planning, 1998, 7.5)

32. Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)

33. Soukyugurentai (SHMUP, Raizing, Raizing, 1997, 9.5)

34. Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)

35. Soviet Strike (Tactical, EA, EA, 1997, 8.0)

36. Waku Waku 7 (F, Sunsoft, Sunsoft, 1996, 7.5)

37. Virtua Cop (S, Sega Sega-AM2, 1996, ????)

38. Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)

39. Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)

40. Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)

41. Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)

Sega Dreamcast (3x Dreamcasts) (45 Games)

Platform 5 (PL)

action 1 (a)

RPG 5 (RPG)

driving 14 (DR)

shooters 10 (S)

military jet simulations 2 (MJS)

athletic sports 3 (SP)

puzzle 1 (PUZ)

fighters 5 (F)

Survival Horror 4 (SH)

Space Shoot 'em Up 2 (SHMUP)

1. AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)

2. Air Force Delta (MJS, Konami, Konami, 1999, 8.1)

3. Bangai-O (S, Conspiracy Entertainment, Treasure Inc., 2001, 9.0)

4. Border Down (T, SHMUP, G. Rev, G. Rev, 2003, 8.0)

5. Crazy Taxi (DR, Sega, AM3, 2000, 9.7)

6. Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)

7. Daytona USA (DR, Sega, Amusement Vision, 2001, 9.3)

8. Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)

9. Dreamcast Planetweb 2.0

10. Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)

11. F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)

12. F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)

13. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)

14. Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)

15. Hydro Thunder (DR, Midway, Midway, 1999, 8.7)

16. Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dyanamics 2000, 9.1)

17. Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)

18. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2000, 9.3)

19. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)

20. NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)

21. NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)

22. Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)

23. Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)

24. Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten Publishing, 2000, 8.7)

25. Resident Evil 2 (S. SH. Capcom, Capcom Production Studio 3, 2000, 8.5)

26. Resident Evil 3 (S, SH. Capcom, Capcom Production Studio 3, 2000, 8.0)

27. Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
 28. Rush 2049 (DR, Midway, Atari, 2000, 9.0)
 29. Sega Rally 2 (DR, Sega, AM2, 2000, 9.0)
 30. Shenmue (RPG, Sega, AM2, 2000, 9.7)
 31. Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
 32. Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)
 33. Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
 34. Soul Calibur (F, Namco, Namco, 1999, 10)
 35. Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
 36. Spiderman (A, Activision, Neversoft, 2000, 9.5)
 37. Street Fighter Alpha 3 (F, Capcom, Capcom, 1999, 9.5)
 38. Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
 39. Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
 40. The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
 41. Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
 42. Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
 43. Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
 44. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
 45. Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
 46. Zero Gunner 2 (T, SHMUP, Psikyo, Psikyo, 2001, 8.5)
 47. Dreamcast 1999 Demo Disk x2
- Playstation 2 (3x) (142 Game Cases) (160 games)
- RPG 52 (RPG)
- driving/racing 13 (RA)
- action 27 (A)
- action platformer 12 (APL)
- Puzzle 2 (PUZ)
- Shooter 20 (S)
- fighters 11 (F)
- Horror Survival 4 (SH)
- athletic sports 8 (SP)
- military jet simulations 2 (MJS)
- pirated - shmups excluding Gradius III/IV/V, Silpheed, R-type Final
- Shoot 'em ups (SHMUPS) 11
1. Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
 2. Ace Combat 5 - The Unsung War (MJS, Namco, Project Aces, 2004, 9.3)
 3. Ace Combat Zero The Belkan War (MJS, Namco, Project Aces, 2006, 8.5)
 4. Arcana Hearts (F, Atlus, Examu, 2008, 8.5)
 5. Ar Tonelico Melody of Elemia (RPG, NIS America, Gust, 2007, 7.5)
 6. Ar tonelico II: Melody of Metafalica (RPG, NIS America, Gust, 2009, 8.0)
 7. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
 8. Atelier Iris - Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
 9. Atelier Iris 2 - The Azoth of Destiny (RPG, NIS America, Gust, 2006, 8.0)
 10. Baldur's Gate Dark Alliance 2 (rpg, vivendi universal, black isle studios, 2003, 8.4)
 11. Breath of Fire V - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
 12. Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
 13. Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
 14. Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
 15. Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
 16. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)

17. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
18. Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
19. Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
20. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
21. Disgaea 2: Cursed Memories (RPG, NIS America, Nippion Ichi, 2006, 9.0)
22. DoDonPachi Dai-Ou-Jou (SHMUP, Akira, Cave, 2003, 8.5)
23. Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
24. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
25. ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
26. Espgaluda (SHMUP, Arika, Cave, 2003, 7.0)
27. Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
28. Final Fantasy X (RPG, Square EA, Square, 2001, 9.5)
29. Final Fantasy X-2 (RPG, Square-Enix, Squaresoft, 2003, 9.5)
30. Final Fantasy XII (RPG, Square-Enix, Squaresoft, 2006, 9.7)
31. Gigawing Generations (SHMUP, Taito, Takumi, 2003, 7.0)
32. God of War (A, Sony, Sony, 2005, 9.8)
33. God of War II (A, Sony, Sony, 2007, 9.7)
34. Gradius III & IV (S, Konami, Konami, 2000, 7.0)
35. Gradius V (S (SHMUP), A Konami, Treasure, 2004, 7.7)
36. Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)
37. Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
38. Gran Turismo 4 (copy 2) (RA, Sony, Polyphony Digital, 2005, 9.5)
39. Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
40. Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
41. Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
42. Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
43. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
44. Grandia III (RPG, Square-Enix, Game Arts, 2006, 7.6)
45. Grim Grimoire (RPG, NIS America, Vanillaware, 2007, 8.2)
46. Growlancer II (Growlancer Generations) (RPG, Working Designs, Career Soft, 2004, 8.6)
47. Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
48. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
49. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
50. Guilty Gear XX Accent Core Plus (F, Aksys, Arc System Works, 2009, 8.0)
51. Gunbird Special Edition (SHMUP, Psikyo, Psikyo, 2005, 7.0)
52. Ibara: Battle Garegga 3 (SHMUP, Taito, Raizing,, 2006, 9.0)
53. Ico (PUZ, Sony, Sony, 2001, 9.4)
54. Jak and Daxter (APL, A, Sony, Naughty Dog Software, 2001, 9.4)
55. Jak 2 (APL, A, Sony, Naughty Dog, 2003)
56. Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
57. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
58. Kingdom Hearts (RPG, Square EA, Squaresoft, 2002, 9.0)
59. Kingdom Hearts: Re: Chain of Memories (RPG, Square-Enix, Squaresoft, 2008, 8.0)
60. Kingdom Hearts II (RPG, Square-Enix, Squaresoft, 2006, 9.0)
61. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
62. Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
63. Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
64. Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippion Ichi, 2005, 7.5)
65. Mana Khemia 2: Fall of Alchemy (RPG, NIS America, Gust, 2009, 8.4)
66. Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)

67. Mega Man 2 (MMAC) (A, S)
68. Mega Man 3 (MMAC) (A, S)
69. Mega Man 4 (MMAC) (A, S)
70. Mega Man 5 (MMAC) (A, S)
71. Mega Man 6 (MMAC) (A, S)
72. Mega Man 7 (MMAC) (A, S)
73. Mega Man 8 (MMAC) (A, S)
74. Mega Man Battle (MMAC) (A, S)
75. Mega Man Battle 2 (MMAC) (A, S)
76. Mega Man X [MMX Collection] (S, Capcom, Capcom, 2005, 7.0)
77. Mega Man X2 [MMX Collection]
78. Mega Man X3 [MMX Collection]
79. Mega Man X4 [MMX Collection]
80. Mega Man X5 [MMX Collection]
81. Mega Man X6 [MMX Collection]
82. Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
83. Metal Gear Solid 3 Snake Eater (S, A, Konami, Kojima Productions, 2004, 9.6)
84. Metal Gear Solid 3 Subsistence (A, S, Konami, Kojima Productions, 2006, 9.8)
85. MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
86. MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
87. Mushihime-sama (SHMUP, Taito, Cave, 2004, 7.0)
88. Odin Sphere (RPG, Atlus, Vanillaware, 2007, 8.8)
89. Okami (Adventure, Capcom, Clover Studio, 2006, 9.0)
90. Onimusha 2 Samurai's Destiny (SH, Capcom, Capcom Production Studios 2, 2002, 8.9)
91. Onimusha 3 Demon Siege (SH, Capcom, Capcom Production Studios 2, 2003, 9.0)
92. Onimusha 4 Dawn of Dreams (SH, Capcom, Capcom, 2006, 9.0)
93. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
94. Psvvariar 2: Ultimate Final (SHMUP, Success Corporation, SKONEC Entertainment, 2003, 7.0)
95. Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
96. Raiden III (SHMUP, UFO Interactive, MOSS LTD, 2005, 7.0)
97. Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
98. Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
99. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
100. Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
101. Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)
102. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2005, 9.6)
103. Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
104. Rogue Galaxy (RPG, Sony, Level 5, 2007, 8.8)
105. R-Type Final (S (SHMUP), Eidos Interactive, Irem Software Engineering, 2004, 8.1)
106. Sakura Wars: So Long, My Love (RPG & dating, NIS, Red Entertainment, 2010, 9.0)
107. Shadow Hearts - From the New World (RPG, Xseed Games, Nautilus, 2006, 8.8)
108. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
109. Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
110. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
111. Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
112. Shin Megami Tensei: Devil Summoner (RPG, Atlus, Atlus, 2007, 8.0)
113. Shin Megami Tensei: Devil Summoner 2 (RPG, Atlus, Atlus, 2009, 8.0)
114. Shin Megami Tensei: Persona 3 (RPG, Atlus, Atlus, 2007, 8.7)
115. Shin Megami Tensei: Persona 4 (RPG, Atlus, Atlus, 2008, 9.0)
116. Shin Megami Tensei: Nocturne (RPG, Atlus, Atlus, 2004, 9.0)

117. Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
 118. Silpheed - The Lost Planet (S (SHMUP), Working Designs, Treasure/Game Arts, 2001, 7.9)
 119. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
 120. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
 121. Sly 3: Honor Amongst Thieves (APL, Sony, Sucker Punch, 2005, 8.5)
 122. Soul Calibur II (F, Namco, Namco, 2003, 9.2)
 123. Soul Calibur III (F, Namco, Namco 2005, 8.5)
 124. Soul Nomad and the World Eaters (RPG, NIS America, Nippin Ichi, 2007, 8.2)
 125. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
 126. SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
 127. Star Ocean Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
 128. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
 129. Steamboat Chronicles (RPG, Atlus, Irem, 2006, 8.2)
 130. Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
 131. Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
 132. Street Fighter III: 3rd Strike (SFAC)
 133. Suikoden III (RPG, Konami, Konami, 2002, 9.4)
 134. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
 135. Suikoden V (RPG, Konami, Konami, 2006, 8.0)
 136. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
 137. Tales of the Abyss (RPG, Namco Bandai, Namco Tales Studios, 2006, 8.4)
 138. Tales of Legendia (RPG, Namco-Bandai, Namco Tales Studios, 2006, 8.5)
 139. Tekken 4 (F, Namco, Namco, 2003, 9.0)
 140. Tekken 5 (F, Namco, Namco, 2005, 9.5)
 141. Thunderstrike (S, A, Eidos, Core, 7.0)
 142. Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
 143. Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
 144. Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
 145. Valkyrie Profile 2: Silmeria (RPG, Square-Enix, Tri-Ace, 2006, 9.0)
 146. Virtua Fighter (F)
 147. Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
 148. Wild Arms 4 (RPG, Xseed Games, Media Vision, 2006, 8.0)
 149. Wild Arms 5 (RPG, Xseed Games, Media Vision, 2008, 8.0)
 150. Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
 151. Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 2003, 9.0)
 152. Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 2004, 9.1)
 153. Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
 154. Winning Eleven Soccer 9 International (SP, Konami, Konami TYO, 2006, 9.1)
 155. Wipeout Fusion (RA, Sony, Sony, 2001, 9.0)
 156. World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 157. Xenosaga Episode I - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
 158. Xenosaga Episode II - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
 159. Xenosaga Episode III - Also Sprach Zarathustra (RPG, Namco Bandai, Monolith Software, 2006, 8.0)
 160. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- Gamecube (33 Game Cases) (46 Playable games)
- RPG 15 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)

puzzle 2 (PUZ)

Survival Horror - 3 (SH)

action 12 (A)

First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)

athletic sports 1 (SP)

retro 16 (RE)

1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
2. Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
3. Dr. Robotnic's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
4. Eternal Darkness (SH, A, Nintendo, Silicon Knights, 2002, 9.6)
5. FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
6. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designers Studio, 2002, 7.6)
7. F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
8. Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
9. Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
10. Legend of Zelda II Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
11. Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
13. Legend of Zelda - Ocarina of Time / Master Quest Bonus Disc (RPG, Nintendo, Nintendo, 1998, 1999, 10)
14. Legend of Zelda - The Twilight Princess (RPG, Nintendo, Nintendo, 2006, 9.7)
15. Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
16. Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
17. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003 8.5)
18. Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
19. Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
20. Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
21. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
22. Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
23. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
24. Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
25. Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
26. Skies of Arcadia Legends (RPG, Sega, Overworks, 2003, 8.5)
27. Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
28. Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
29. Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
30. Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
31. Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
32. Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1993)
33. Soul Calibur 2 (F, Namco, Project Soul, 2003, 9.2)
34. Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
35. Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)
36. Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
37. Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
38. Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
39. Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
40. The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
41. Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
42. Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
43. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
44. Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)

- 45. XG3: Extreme-G (RA, Acclaim, Acclaim, 2001, 8.8)
- 46. XGRA: Extreme-G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 8.5)
- XBOX (68 Game Cases) (69 Playable games)
- RPG 8 (RPG)
- action 21 (A)
- action platformer 1 (APL)
- shooters 10 (S)
- Fighters 8 (F)
- First Person Shooters 9 (FPS)
- Third Person Shooter 1 (TPS)
- racing 11 (RA)
- Athletic Sports 10 (SP)
- Aircraft Simulations 1 (ACS)
- survival horror 3 (SH)
- SIMULATION 3 (SIM)
- 1. Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
- 2. Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
- 3. Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
- 4. Conker Live and Reloaded (A, Microsoft Game Studios, Rare, 2005, 8.0)
- 5. Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
- 6. Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
- 7. Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
- 8. Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
- 9. Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
- 10. Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
- 11. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
- 12. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
- 13. Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
- 14. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
- 15. ESPN NHL Hockey 2K5 (S, Sega, Kush & Visual Concepts, 2005, 9.3)
- 16. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
- 17. Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
- 18. Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
- 19. Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
- 20. Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
- 21. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
- 22. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
- 23. Grand Theft Auto III (A, Rockstar, Rockstar North, 2003, 9.5)
- 24. Grand Theft Auto Vice City (A, Rockstar, Rockstar North, 2003, 9.5)
- 25. Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
- 26. Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
- 27. Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
- 28. Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
- 29. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
- 30. Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
- 31. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
- 32. Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
- 33. Mech Assault 2 - LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
- 34. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
- 35. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)

36. Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
37. Mortal Kombat VI - Deception (F, Midway, Midway, 2004, 8.8)
38. Mortal Kombat VII - Shaolin Monks (F, Midway, Midway, 2005, 8.0)
39. Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
40. Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
41. Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
42. Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
43. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
44. Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
45. Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
46. Prince of Persia: Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
47. Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
48. Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
49. Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
50. Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
51. Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
52. Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
53. Shenmue 2 (RPG, Sega, AM2, 8.3)
54. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
55. Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
56. Splinter Cell 2 - Pandora Tomorrow (A, Ubisoft, Ubisoft Montreal, 2004, 9.5)
57. Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft Montreal, 2005, 9.6)
58. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
59. Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
60. Star Wars: Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
61. Star Wars: Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)
62. Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
63. Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)
64. Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
65. Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
66. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
67. Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
68. Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
69. Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)

Nintendo DS (36 Games)

Action 3 (A)

Platform 5 (PL)

First Person Shooter 1 (FPS)

Simulation 1 (SIM)

RPG 18 (RPG)

Strategy RPG 3 (SRPG)

Racing 1 (Ra)

shooter 1 (s)

Adventure 2 (Adv)

1. 999: Nine Hours, Nine Persons, Nine Doors (Adv, Aksys, Chunsoft, 2010, 9.0)
2. Bangai-O Spirits (S, ESP, Treasure, 2008, 8.5)
3. Castlevania - Dawn of Sorrow (A, Konami, Konami, 2005, 9.3)
4. Castlevania - Portrait of Ruin (A, Konami, Konami, 2006, 9.0)
5. Castlevania - Order of Ecclesia (A, Konami, Konami, 2008, 9.0)
6. Chrono Trigger (RPG, square-Enix, Square-enix, 2008, 9.0)

7. Dragon Quest IV - Chapters of the Chosen (RPG, Square-Enix, ArtePiazza, 2008, 8.5)
 8. Dragon Quest V - Hand of the Heavenly Bride (RPG, Square-Enix, ArtePiazza, 2009, 9.0)
 9. Dragon Quest VI - Realms of Revelvation (RPG, Square-Enix, ArtePiazza, 8.0)
 10. Dragon Quest IX - Sentinels of a Starry Sky (RPG, Square-Enix, Level 5, 2010, 8.5)
 11. Disgaea DS (SRPG, NIS America/Atlus, Nippionichi software, 2010, 8.5)
 12. Final Fantasy III (RPG, Square-Enix, Square-Enix, 2006, 7.9)
 13. Final Fantasy IV (RPG, Square-Enix, Square-Enix, 2008, 8.8)
 14. Final Fantasy XII - Revenant Wings (SRPG, Square-Enix, Square-Enix, 2007, 8.0)
 15. FINAL FANTASY TACTICS A2: Grimoire of the Rift (SRPG, Square-Enix, Square-Enix, 2009, 8.0)
 16. Ghost Trick: Phantom Detective (Adv, Capcom, Capcom, 2011, 9.0)
 17. Kingdom Hearts 358/2 (RPG, Square-Enix, H.A.N.D.z, 2009, 8.0)
 18. Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0)
 19. Knights of the Nightmare (RPG, Atlus, Sting, 2009, 8.8)
 20. Legend of Zelda Phantom Hourglass (RPG, Nintendo, Nintendo, 2007, 9.0)
 21. Legend of Zelda Spirit Tracks (RPG, Nintendo, Nintendo, 2009, 8.5)
 22. Lunar Knights (RPG, Konami, Kojima Productions, 2007, 8.5)
 23. Mario and Luigi - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
 24. Mario and Luigi - Bowser's Inside Story (RPG, Nintendo, Alpha Dream, 2009, 9.5)
 25. Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)
 26. Metroid Prime Hunters (FPS, Nintendo, Nintendo, 2006, 9.0)
 27. Might & Magic: Clash of Heroes (RPG, Ubisoft, Cappybara Games, 2009, 8.0)
 28. New Super Mario Bros. (PL, Nintendo, Nintendo, 2006, 9.5)
 29. Nintendogs - Labrador and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
 30. Radiant Historia (RPG, Atlus, Atlus, 2011, 8.5)
 31. Shin Megami Tensei - Devil Survivor (RPG, Atlus, Atlus, 2009, 8.9)
 32. Shin Megami Tensei - Devil Survivor 2 (RPG, Atlus, Atlus, 2012, 8.9)
 33. Sonic Rush (PL, Sega, Dimps, 2005, 9.0)
 34. Sonic Rush Adventure (PL, Sega, Dimps, 2008, 9.0)
 35. Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
 36. The World Ends With You (RPG, Square-Enix, Jupiter, 2007, 9.0)
- Playstation Portable (27 games)
- racing 3 (RA)
- Puzzle 1 (PUZ)
- platform 2 (PL)
- RPG 18 (RPG)
- Third Person Shooter 2 (TPS)
1. Castlevania Dracula X Chronicles (RPG, Konami, Konami, 2007, 8.0)
 2. Crimson Gem Saga (RPG, Atlus, Ironnos / SK Telecom, 2009, 8.0)
 3. Crisis Core: Final Fantasy VII (RPG, Square-Enix, Square-Enix, 2008, 8.7)
 4. Daxter (PL, Sony, Ready at Dawn Studios, 2006, 9.0)
 5. Disgaea: Afternoon of Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.5)
 6. Disgaea 2: Dark Hero Days (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
 7. Jeanne D'Arc (RPG, Sony, Level 5, 2007, 9.0)
 8. Legend of Heroes Trails of the Skies (RPG, Xseed Games, Falcom, 9.0)
 9. Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
 10. Lunar The Silver Star Harmony (RPG, Xseed, Gamearts, 2010, 8.0)
 11. Kingdom Hearts - Birth By Sleep (RPG, Square-Enix, Square-Enix, 2010, 8.0)
 12. Metal Gear Solid: Portable Ops (TPS, Konami, Kojima Productions, 2006, 9.0)
 13. Metal Gear Solid: Peace Walker (TPS, Konami, Kojima Productions, 2010, 9.5)
 14. Persona 2: Innocent Sins (RPG, Atlus, Atlus, 2010, 7.5)

15. Persona 3 Portable (RPG, Atlus, Atlus, 2010, 9.0)
16. Ratchet and Clank: Size Matters (PL, Sony, High Impact Games, 2007, 9.0)
17. Ridge Racers (RA, Namco, Namco, 2005, 9.1)
18. Star Ocean The First Departure (RPG, Square-Enix, Tri-ace, 2008, 8.5)
19. Tales of Eternia (RPG, Namco/Ubisoft, Namco Tales Studios, 2006, 8.8)
20. Tactics Orge: How We Cling Together (remake, RPG, Square-Enix, Square-Enix, 2011, 9.0)
21. Valkyria Chronicles 2 (RPG, Sega, Sega, 2010, 9.0)
22. Valkyrie Profile Lenneth (RPG, Square-Enix, Tri-ace, 2006, 8.5)
23. Wipeout Pure (Ra, SCEA, Sony Liverpool, 2005, 9.1)
24. Wipeout Pulse (Ra, SCEA, Sony Liverpool, 2007, 8.5)
25. Ys Seven (RPG, Falcon, Falcon, 2010, 8.5)
26. Ys - Ys: The Oath in Felghana (RPG, Falcon, Falcon, 2010, 8.5)
27. Z.H.P. Unlosing Ranger vs Darkdeath Evilman (RPG, NIS America, NIS, 2010, 8.5)

Wii (20 games)

Platformer (PL) 5

First Person Shooter (FPS) 2

Fighter (F) 2

Racing (ra) 1

Sim (Sim) 1

Action-Adventure 3 (Adv)

Action 1 (a)

RPG 4 (RPG)

1. Donkey Kong Country Returns (PL, Nintendo, Retro Studios, 2010, 9.0)
2. Fire Emblem _ Radiant Dawn (RPG, Nintendo, Nintendo, 2007, 9.0)
3. Legend of Zelda - The Twilight Princess (Action-Adv, Nintendo, Nintendo, 2006, 9.0)
4. Legend of Zelda - Skyward Sword (Action-Adv, Nintendo, Nintendo, 2011, 9.0)
5. Mario Kart Wii (Ra, Nintendo, Nintendo, 2008, 8.5)
6. Metroid Prime 3 Corruption (FPS, Nintendo, Retro Studio, 2007, 9.5)
7. Metroid Prime Trilogy (FPS, Nintendo, Retro Studios, 2009, 9.5)
8. Metroid: Other M (Adv, Nintendo, Team Ninja, 2010, 7.5)
9. Monster Hunter Tri (RPG, Capcom, Capcom, 2010, 8.0)
10. Muramasa: The Demon Blade (Sim, Ignition Entertainment, Vanillaware, 2009, 8.9)
11. Sakura Wars: So Long, My Love (RPG dating, NIS, Red Entertainment, 2010, 9.0)
12. Sins and Punishment Star Successor (A, Nintendo, Treasure, 2010, 8.5)
13. New Super Mario Bros. Wii (PL, Nintendo, Nintendo, 2009, 8.5)
14. Sonic Colors (PL, Sega, Sonic Team, 2010, 8.0)
15. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007, 9.7)
16. Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010, 9.9)
17. Super Paper Mario (PL, Nintendo, Intelligent Systems, 2007, 9.0)
18. Super Smash Bros. Brawl (F, Nintendo, Game Arts, 2008, 9.5)
19. Tatsunoko vs. Capcom (F, Capcom, Eighting, 2010, 9.0)
20. The Last Story (RPG, XSeed Games, Mystwalker, 2012, 8.5)
21. Xenoblade Chronicles (RPG, Nintendo, Monolithsoft, 2012, 9.0)

XBOX 360 (45 Games)

Racing (RA) 6

First Person Shooter (FPS) 5

Third Person Shooter (TPS) 3

Fighter (F) 1

Platform (PL) 3

Survival Horror (SH) 1

Role Playing (RPG) 7

Action (A) 1

Adventure (Adv) 1

Survival Horror (SH) 1

Military Jet Sim (MJS) 1

Shoot em Up (SHMUP) 6

1. Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)
2. Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)
3. Banjo Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)
4. BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)
5. BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)
6. Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)
7. Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)
8. Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)
9. Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)
10. Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)
11. Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)
12. Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)
13. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
14. Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)
15. Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)
16. Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)
17. Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)
18. Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)
19. Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)
20. Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)
21. Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)
22. Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)
23. Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)
24. Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)
25. Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)
26. Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)
27. Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)
28. Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)
29. Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)
30. Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)
31. Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)
32. Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)
33. Moto GP 2006 (THQ, Climax, 2006, 8.4)
34. Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)
35. Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)
36. Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)
37. Pink Sweets: Ibara Sorekara / Muchi-Muchi Pork (SHMUP, AMI, Cave, 2008, 7.0)
38. Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)
39. Project Gotham Racing 3 (Ra, Microsoft, Bizarre Creations, 2005, 8.9)
40. Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)
41. Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)
42. Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)
43. Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)
44. Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)

45. Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)

Playstation 3 (2x) (118 Games)

Role playing (RPG) 30

First Person Shooter (FPS) 12

Third Person Shooter (TPS) 8

Racing (Ra) 9

Fighter (F) 14

Action (A) 7

Action Platformer (APL) 6

Adventure (Adv) 14

Sports (Sp) 8

Competition (c) 1

1. Assassin's Creed (Adv, Ubisoft, Ubisoft, 2007, 9.0)

2. Assassin's Creed 2 (Adv, Ubisoft, Ubisoft, 2009, 9.0)

3. Assassin's Creed: Brotherhood (Adv, Ubisoft, Ubisoft, 2010, 9.0)

4. Assassin's Creed III (Adv, Ubisoft, Ubisoft, 2012, 9.0)

5. Atelier Ayesha - The Alchemist of Dusk (RPG, NIS America, Gust Corporation, 2013, 7.5)

6. Atelier Escha & Logy: Alchemists of the Dusk Sky (RPG, NIS America, Gust Corporation, 2014, 8.0)

7. Atelier Meruru: The Apprentice of Arland (RPG, NIS America, Gust Corporation, 2012, 6.5)

8. Atelier Rorona - The Alchemist of Arland (RPG, NIS America, Gust Corporation, 2010, 6.5)

9. Atelier Shallie: Alchemists of the Dusk Sea (RPG, NIS America, Gust Corporation, 2015, 7.5)

10. Atelier Totori - The Adventurer of Arland (RPG, NIS America, Gust Corporation, 2011, 8.0)

11. AquaPazza: AquaPlus Dream Match (F, Atlus, Examu, 2013, 7.5)

12. Batman: Arkham Asylum (A, Eidos Interactive, Rocksteady Studios, 2009, 9.3)

13. Batman: Arkham City (A, Warner Bros Interactive, Rocksteady Studios, 2011, 9.0)

14. Bioshock Infinite (FPS, 2K games, Irrational Games, 2013, 8.5)

15. Burnout Paradise (Ra, EA Games, Criterion Games, 2008, 9.0)

16. BlazBlue: Calamity Trigger (Atlus, Arc System Works, 2009, 9.0)

17. BlazBlue: Continuum Shift (Atlus, Arc System Works, 2010, 9.0)

18. BlazBlue: Chrono Phantasma (Atlus, Arc System Works, 2014, 8.5)

19. Borderlands (FPS, Activision, Gearbox, 2008, 8.5)

20. Borderlands 2 (FPS, Activision, Gearbox, 2012, 8.5)

21. Call of Duty 4: Modern Warfare (FPS, Activision, Infantry Ward, 2007, 9.4)

22. Call of Duty 4: Modern Warfare 2 (FPS, Activision, Infantry Ward, 2009, 9.5)

23. Call of Duty 4: Modern Warfare 3 (FPS, Activision, Infantry Ward, 2011, 9.5)

24. Call of Duty Black Ops (FPS, Activision, Treyach, 2010, 9.0)

25. Call of Duty Black Ops 2 (FPS, Activision, Treyach, 2012, 9.5)

26. Castlevania - Lords of Shadow (Adv, Konami, MercurySteam, 2010, 8.0)

27. Catharine (Adv, Atlus, Atlus, 2011, 8.5)

28. Dark Souls (RPG, Namco, From Software, 2011, 9.5)

29. Dark Souls II (RPG, Namco, From Software, 2014, 8.5)

30. Dead or Alive 5 (F, Tecmo, Team Ninja, 2012, 8.0)

31. Dead Space (Adv, EA, EA, 2008, 9.0)

32. Dead Space 2: Limited Edition (Adv, EA, EA, 2011, 9.0)

33. Dead Space Extraction (Adv, EA, EA, 2011, 8.0)

34. Demon's Souls (RPG, Atlus, From Software, 2009, 9.0)

35. Deus Ex: Human Revolution (RPG, Square-Enix, Eidos Montreal, 2011, 8.5)

36. Devil May Cry (A, Capcom, Capcom Production Studio 1, 2013, 8.5)

37. Devil May Cry 4 (A, Capcom, Capcom Production Studio 1, 2008, 8.7) *02/09/08

38. Diablo 3 (RPG, Blizzard, Blizzard, 2013, 8.0)

39. Disgaea 3 - Absence of Justice (RPG, Atlus, Nippion Ichi Software, 2008, 8.8)
40. Disgaea 4 - A Promise Unforgotten (RPG, Atlus, Nippion Ichi Software, 2011, 8.5)
41. Disgaea D2 - A Brighter Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
42. Doom 3 - BFG Edition (FPS, Bethesda Softworks, id Software, 2011, 8.0)
43. Dragon's Crown (RPG, Atlus, Vanillaware, 2013, 8.0)
44. Elder Scrolls IV - Oblivion Game of the Year Edition (RPG, 2K games, Bethesda Softworks, 2009, 9.0)
45. Elder Scrolls V - Skyrim (RPG, 2K games, Bethesda Softworks, 2011, 9.0)
46. Enslaved: Odyssey to the West (Adv, Namco, Ninja Theory, 2010, 8.0)
47. F1 Championship Edition (RA, Sony, Liverpool, 2007, 8.8)
48. FIFA '12 (Sp, EA Sports, EA Canada, 9.0)
49. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2007, 9.0)
50. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2009, 8.5)
51. Final Fantasy X/X-2 Remastered (RPG, Square-Enix, Square-Enix, 2014, 9.0)
52. Final Fantaasy XIII Lightnings Return (RPG, Square-Enix, Square-Enix, 2014, 7.0)
53. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2010, 9.0)
54. Final Fantasy XIII-2 (RPG, Square-Enix, Square-Enix, 2012, 8.0)
55. God of War: Ascension (TPS, Sony, Sony, 2013, 8.0)
56. God of War Collection (TPS, Sony, Sony, 2009, 9.0)
57. God of War Origins Collection (TPS, Sony, Sony, 2011, 9.0)
58. God of War III (TPS, Sony, Sony, 2010, 9.3)
59. Gran Turismo 5 XL Edition (Ra, Sony, Polyphony Digital, 2012, 8.5)
60. Gran Turismo 6 (Ra, Sony, Polyphony Digital, 2013, 8.5)
61. Grand Theft Auto IV (TPS, Rockstar, Rockstar North, 2008, 10)
62. Grand Theft Auto V (TPS, Rockstar, Rockstar, 2013, 9.5)
63. GRID (Ra, Codemasters, Codemasters, 2007, 8.6)
64. Heavy Rain (Adv, Sony, Quantic Dream, 2009, 9.0)
65. Hotshots Golf - Out of Bounds (Sp, Sony, Claphandz, 2007, 8.5)
66. inFamous (A, Sony, Sucker Punch, 2009, 9.0)
67. Killzone 2 (FPS, Sony, Guerilla Games, 2009, 9.0)
68. Killzone 3 (FPS, Sony, Guerilla Games, 2011, 8.5)
69. Kingdom Hearts 1.5 (RPG, Square-Enix, Square-Enix, 2013, 8.0)
70. Madden NFL 09 (Sp, EA Sports, Tiburon, 2008, 9.0)
71. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2011, 9.0)
72. Midnight Club IV: Los Angeles (Ra, Rockstar, Rockstar Austin, 2008, 8.5)
73. Metal Gear Solid 4: Guns of the Patroits (TPS, Konami, Kojima Productions, 2008, 9.5)
74. Metal Gear Solid HD Collection (TPS, Konami, Kojima Productions, 2011, 9.0)
75. Motor Storm (Ra, Sony, Evolution Studios, 2007, 8.8)
76. Need for Speed Hot Pursuit (Ra, EA, Criterion Games, 2010, 9.0)
77. Need for Speed Most Wanted (Ra, EA, Criterion Games, 2012, 9.0)
78. Ninja Gaiden Sigma (A, Tecmo, Team Ninja, 2007, 9.3)
79. Ni no Kuni: Wrath of the White Witch (RPG, Namco-Bandai, Level 5, 2013, 9.0)
80. The Orange Box (FPS, EA, Valve, 2007, 8.8)
81. Persona 4 Arena (F, Atlus, Arc System Works, 9.0, 2012)
82. Prince of Persia (A, Ubisoft, Ubisoft Montreal, 2008, 9.3)
83. Rayman: Origins (PL, Ubisoft, Ubisoft Montpellier, 2011, 9.0)
84. Ratchet & Clank: All 4 One (APL, Sony, Insomniac Games, 2011, 9.0)
85. Ratchet & Clank Future Tools of Destruction (APL, Sony, Insomniac Games, 2007, 9.4)
86. Ratchet and Clank Future - Crack in Time (APL, Sony, Insomniac Games, 2009, 9.0)
87. Red Dead Redemption (TPS, Rockstar, Rockstar, 2010, 9.0)
88. Resistance Fall of Man (FPS, Sony, Insomniac Games, 2006, 9.0)

89. Resistance 2 (FPS, Sony, Insomniac Games, 2008, 9.4)
90. Resistance 3 (FPS, Sony, Insomniac Games, 2011, 9.0)
91. Resident Evil 5 (TPS, Capcom, Capcom, 2009, 9.0)
92. Resonance of Fate (RPG, Sega, Tri-Ace, 2010, 8.5)
93. Ridge Racer 7 (Ra, Namco-Bandai, Namco, 2006, 8.0)
94. Sonic Generations (APL, Sega, Sonic Team, 2011, 8.0)
95. Sonic's Ultimate Genesis Collection (Competition, Sega, Various, 2009, 8.0)
96. Sonic Sega All-Stars Racing (Ra, Sega, Sumo Digital, 2010, 8.5)
97. Sonic All Star Racing Transformed (Ra, Sega, Sumo Digital, 2010, 8.0)
98. Soul Calibur IV (F, Namco-Bandai, Project Soul, 2008, 9.4)
99. Soul Calibur V (F, Namco-Bandai, Project Soul, 2012, 9.0)
100. Star Ocean - The Last Hope International (RPG, Square-Enix, Tri-Ace, 2010, 8.5)
101. Street Fighter IV (F, Capcom, Capcom, 2009, 9.4)
102. Street Fighter X Tekken (F, Capcom, Capcom, 2012, 8.5)
103. SSX (Sp, EA Sports, Ea Canada, 2012, 8.5)
104. Tales of Graces F (RPG, Namco-Bandai, Tales Studios, 2012, 8.0)
105. Tales of Xillia (RPG, Namco-Bandai, Tales Studios, 2013, 8.0)
106. Tekken 6 (F, Namco-Bandai, Namco, 2009, 8.8)
107. Tekken Tag Tournament 2 (F, Namco-Bandai, 2012, 7.5)
108. The King of Fighters XIII (F, Atlus, SNK, 2012, 8.5)
109. The Last of Us (Adv, Sony, Naughty Dog, 2013, 9.0)
110. Tomb Raider (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
111. Tomb Raider Trilogy (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
112. Ultimate Marvel vs. Capcom 3 (Capcom, Capcom, 2012, 8.5)
113. Uncharted: Drake's Fortune (Adv, Sony, Naughty Dog, 2007, 9.0)
114. Uncharted 2: Amongst Thieves (Adv, Sony, Naughty Dog, 2009, 9.5)
115. Uncharted 3 (Adv, Sony, Naughty Dog, 2011, 9.0)
116. Valkyria Chronicles (RPG, Sega, Sega, 2008, 9.0)
117. Vanquish (TPS, Sega, PlatiumGames, 2010, 9.0)
118. Virtua Fighter 5 (F, Sega, Sega-AM2, 2007, 9.3)

Google Android (10 games)

Strategy (3) STR

Card (4) Card

board (1) board

1. Angry Birds (STR, Rovio Entertainment, Rovio Entertainment, 2010)
2. Angry Birds Rio (STR, Rovio Entertainment, Rovio Entertainment, 2010)
3. Angry Birds Space (STR, Rovio Entertainment, Rovio Entertainment, 2010)
4. Astraware Solitaire (Card, 2012)
5. Back Gammon (board, 2012)
6. Cut the Rope (A, ZeptoLab, ZeptoLab, 2012)
7. Plants vs. Zombies (STR, PopCap Games, PopCap Games 2011)
8. Real Black Jack (card, 2012)
9. Spider Solitaire (Card 2012)
10. Texas Hold Em Up 2 (Card, 2012)

Nintendo 3DS (18 games)

Action Adventure (adv) 3

Platform (Pl) 3

Racing (Ra) 1

Survival Horror (SH) 1

Role Playing (RPG) 10

1. Bravely Default (RPG, Nintendo, Square-Enix, 2013, 8.5)
2. Code of Princess (RPG, Atlus, Agatsuma Entertainment, 2012, 7.0)
3. Etrian Odyssey IV – Legends of the Titan (RPG, Atlus, Atlus, 2013, 9.0)
4. Fire Emblem: Awakening (RPG, Nintendo, Intelligent Systems, 2013, 8.5)
5. Legend of Zelda: A Link Between Worlds (RPG, Nintendo, Nintendo, 2013, 9.0)
6. Legend of Zelda Ocarina of Time 3D (Adv, Nintendo, Nintendo, 2011, 9.5)
7. Legend of Zelda Majora's Mask (Adv, Nintendo, Nintendo, 2015, 9.0)
8. Luigi's Mansion 2 (Adv, Nintendo, Next Level Games, 2012, 8.0)
9. Kingdom Hearts: Dream Drop Distance (RPG, Square-Enix, Square-Enix, 2012, 8.0)
10. Mario Kart 7 (Ra, Nintendo, Nintendo, 2011, 8.0)
11. Mario and Luigi - Dream Team (RPG, Nintendo, Alpha Dream, 9.0)
12. New Super Mario Bros. 2 (PL, Nintendo, Nintendo, 2012, 9.0)
13. Paper Mario: Sticker Star (RPG, Nintendo, Intelligent Systems, 2012, 8.0)
14. Persona Q (RPG, Atlus, Atlus, 2015, 8.0)
15. Resident Evil Revelations (SH, Capcom, Capcom, 2012, 8.5)
16. Shin Megami Tensei: Devil Summoner - Soul Hackers (RPG, Atlus, Atlus, 2013, 7.5)
17. Sonic Generations (PL, Sega, Sonic Team, 2011, 7.0) * different levels than PS3
18. Super Mario 3D Land (PI, Nintendo, Nintendo, 2011, 8.5)

Playstation Vita (10 games)

Role playing games (RPG) 7

Racing (RA) 1

Puzzle (Puz) 1

Action-Adventure (Adv) 1

1. Danganronpa: Trigger Happy Havoc (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
2. Danganronpa 2: Goodbye Despair (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
3. Disgaea 3: Absense of Detention (RPG, NIS America, Nippion Ichi Software, 2012, 8.0)
4. Disgaea 4: A Promise Revisited (RPG, NIS America, Nippion Ichi Software, 2014, 8.0)
5. Lumines Electronic Symphony (Puz, Ubisoft, Q Entertainment, 2012, 9.0)
6. Persona 4 Golden (RPG, Atlus, Atlus 2012, 9.0)
7. Uncharted Abyss (Adv, Sony, Naughty Dog / Sony Bends, 2012, 7.5)
8. Wipeout 2048 (Ra, Sony, Sony liverpool, 2012, 7.5)
9. Zero Escape: Virtue's Last Reward (RPG, Aksys Games, Chunsoft, 2012, 9.5)
10. Ys: Memories of Celceta (RPG, Xseed, Falcon Games, 2013, 9.0)

Nintendo Wii U (6 games)

Action-Adventure (PL) 1

Platform (PI) 2

Role playing (RPG) 1

1. Legend of Zelda - Wind Waker HD (Adv, Nintendo, Nintendo, 2013, 8.0)
2. Mario Kart 8 (Ra, Nintendo, Nintendo, 2014, 8.0)
3. New Super Mario Bros. U (PI, Nintendo, Nintendo, 2012, 8.0)
4. Super Mario 3D World (PL, Nintendo, Nintendo, 2013, 8.0)
5. Super Smash Bros. for Wii U (F, Nintendo, Namco, 2014, 8.5)
6. Monster Hunter 3 Ultimate (RPG, Capcom, Capcom Production Studio 1, 2013, 8.5)

Sony Playstation 4 (8 games)

First Person shooter (FPS) 1

1. Assassin's Creed 4: Black Flag (TFS, Ubisoft, Ubisoft, 2010, 9.0)
2. Battlefield 4 (FPS, Electronic Arts, Digital Illusions CE, 2013, 8.0)
3. Call of Duty Ghosts (FPS, Activision, Treyach, 2012, 9.5)
4. Diablo 3: Reaper of Souls Ultimate Evil Edition (RPG, Bizzard-Activison, Blizzard Entertainment, 2014, 9.0) *has Diablo 3

5. Destiny (FPS, Activision, Bungie Studios, 2014, 9.0)
6. Killzone: Shadow Fall (FPS, Sony, Guerilla Games, 2009, 9.0)
7. Last of Us Remastered (Adv, Sony, Naughty Dog, 2010, 9.0)
8. Rayman Legends (APL, Ubisoft, Ubisoft, 2013, 9.0)
- PC (136 games plus expansion packs)
- Role playing (without expansions) (RPG) 42
- first person shooters (without expansions) (FPS) 42 (Half-life 2 Orange box counts as 5)
- shooters (s) 30
- Adventure (adv) 18
- Athletic Sports (SP) 2
- Strategy (STR)- 6
- Real Time Strategy (RTS) 1
- SIMULATIONS (SIM) 10
- action (without expansions) (A) 49
- Pirated copies (P) - 36
1. Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
2. Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
3. American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
4. America's Army 2.0a (FPS, S, US Army, US Army, 2001 8.8)
5. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
6. Anarchy Online Notum Wars (RPG, same, same, 2002)
7. Anarchy Online Shadowlands (RPG, same, same, 2003)
8. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
9. Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
10. Baldur's Gate II - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
11. Baldur's Gate II - Throne of Bhaal (P, RPG, Interplay, Bioware, 2001, 9.0)
12. Battlefield 1942 (FPS, EA Games, Digital Illusions CE, 2002, 9.3)
13. Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
14. Battlefield 1942 - Secret Weapons of World War II (FPS, same, same, same, same)
15. Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
16. Battlefield 2142 (P, FPS, EA Games, DICE, 2006, 8.0)
17. Black & White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
18. Black & White 2 (SIM, EA Games, Lionhead Studios, 2005, 8.5)
19. Bookworm Adventures (Adv, Popop, Popop, 2007, 8.0)
20. Bookworm Adventures 2 (Adv, Popop, Popop, 2009, 8.0)
21. Broken Sword: The Shadow Of The Templars Special Edition (Adv, Revolution Software, Revolution Software, 2010, 8.0)
22. Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
23. Civilization V (Str, 2k Games, Falk, 2010, 9.0)
24. Command & Conquer 3 - Tiberium Wars (RTS, EA, EA-LA, 2007, 8.5)
25. Counter Strike Source Remake
26. Crysis (FPS, EA, Crytek, 2007, 9.4) [First DirectX 10 game!]
27. Crysis Warhead (FPS, EA, Crytek, 2008, 9.2) [fourth DirectX 10 game]
28. Crysis 2 (FPS, EA, Crytek, 2011, 8.5) [first DirectX 11 game!]
29. Curse of Monkey Island, The (Adv, Lucas Arts, Lucas Arts, 1997, 10)
30. Day of the Tentacle (Adv, Lucas Arts, Lucas Arts, 1993, 8.8)
31. Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
32. Diablo (RPG, Blizzard, Blizzard, 1996) (2x)
33. Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
34. Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)

35. Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
36. Diablo 3 (RPG, Blizzard, Blizzard, 2012, 8.5)
37. Diablo 3 – Reaper of Souls (RPG, Blizzard, Blizzard, 2014, 8.5)
38. Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
39. Dragon Age: Origins (RPG, EA, Bioware, 2009, 8.5)
40. Dreamfall: The Longest Journey (Adv, Asper, Funcom, 2006, 8.5)
41. Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
42. Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
43. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
44. Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
45. Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
46. Elder Scrolls 3 Morrowind (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
47. Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
48. Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
49. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
50. Elder Scrolls V - Skyrim (RPG, 2K Games, Bethesda Softworks, 2011, 9.0)
51. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2008, 9.5)
52. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2010, 8.5)
53. Far Cry (FPS, Ubrisoft, Crytek, 2004, 9.2)
54. Falcon 4.0 (MJF, Micropose, Micropose, 1998, 9.0)
55. Falcon 4.0 Allied Force (MJF, Graphsim Entertainment, Lead Pursuit, 2005, 8.8)
56. Final Fantasy VII (P, RPG, Square, Square, 1997)
57. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
58. Final Fantasy XI - Rise of Zilart (RPG)
59. [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005, 9.1)
60. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
61. Gabriel Knight: Sins of the Fathers (Adv, Serria, Serria, 1993, 9.4)
62. Galactic Civilizations II Gold (P, STR, Strategy First, Stardock, 2008, 9.1)
63. Giants - Citizen Kabuto (P, FPS, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
64. GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
65. GTR & FIA (P, Ra, SimBin, 10nicle Studios, 2005, 8.8)
66. GTR2 & FIA (P, Ra, SimBin, 10nicle Studios, 2006, 9.2)
67. Guild Wars (RPG, NCSoft, Arenanet, 2005, 9.8)
68. Guild Wars Eye of the North (RPG, NCsoft Arenanet, 2007, 8.6) * expansion
69. Guild Wars Factions (RPG, NCsoft, Arenanet, 2006, 9.7)
70. Guild Wars Nightfall (RPG, NCsoft, Arenanet, 2006, 9.0)
71. Guild Wars 2 (RPG, NCSoft, Arenanet, 2012, 9.0)
72. Half-Life (FPS, Serria, Valve, 1997, 9.6)
73. Half-Life 2 Episode 1 (FPS, Electronic Arts, Valve Software, 2006, 8.8)
74. Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
75. Half-Life 2 Orange Box (FPS, Valve/EA, Valve, 2007, 9.6) * 10/14/07
76. Half-life Source Remake (FPS, A, S, Serria, Valve, 2004, 9.0)
77. Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)
78. Hexen (P, FPS, A, iD Software, iD Software, 1995)
79. Hellgate London (RPG, EA/NAMCO, Flagship Studios, 2007, 8.0) [3rd DirectX 10 game] *02/09/08
80. Icewind Dale (RPG, Interplay, Black Isles, 2000, 8.8)
81. Icewind Dale – Heart of Winter (RPG, Interplay, Black Isles, 2000, 8.8)
82. Icewind Dale 2 (RPG, Interplay, Black Isles, 2002, 8.8)
83. Indiana Jones - The Fate of Atlantis (Adv, Lucas Arts, Lucas Arts, 1992, 9.0)
84. The Legend of Heroes VI: Sky of Wonder: First Chapter (RPG, Typhoon, Nihon Falcom Corp, 2004, 9.0)

85. The Legend of Heroes VI: Sky of Wonder: Third Chapter (RPG, Typhoon, Nihon Falcom Corp, 2007, 9.0)
86. The Longest Journey (Adv, Funcom, Funcom, 2000, 9.0)
87. Madden NFL 2001 (SP, EA Sports, Tribinon, 2000)
88. Maniac Mansion Deluxe v1.1 (Remake, Adv, Lucas Arts, Lucas Arts, 2004, 8.0)
89. Mass Effect (RPG, Microsoft, Bioware, 2008, 9.2)
90. Mass Effect 2 (RPG, Electronic Arts, Bioware, 2010, 9.5)
91. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2012, 9.5)
92. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
93. Mission Critical (Adv, Legend Entertainment, Legend Entertainment, 1995, 8.0)
94. Medal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
95. Medal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
96. Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
97. Monkey Island 2 Special Edition: LeChuck's Revenge (P, Adv, Lucas Arts, Lucas Arts, 2010, 9)
98. Need for Speed (P, RA, Electronic Arts, EA, 1996)
99. Need for Speed III Hot Pursuit (P, RA, Electronic Arts, EA, 1999)
100. Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
101. Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
102. Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
103. Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
104. Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
105. Neverwinter Nights 2 (RPG, Atari, Obsidian Entertainment, 2006, 8.5)
106. Neverwinter Nights 2 - Mask of the Betrayer (RPG, Atari, Obsidian Entertainment, 2007, 9.0)
107. 9.0)
108. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, Monolith, 2003)
109. Oni (P, S, A, Gathering of Developers, Bungie, 2001, 7.5, 1999)
110. Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
111. Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
112. Rage (A, S, ???, ???, 1999)
113. Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
114. Starcraft 2 (Str, Blizzard, Blizzard, 8.0, 2010)
115. Secret of Monkey Island, The (P, Adv, Lucas Arts, Lucas Arts, 1990, 8.0)
116. Secret of Monkey Island, The - Special Edition (P, Adv, Lucas Arts, Lucas Arts 2009, 8.0) *enhanced remake /w polygons
117. Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
118. Sim City 3000 Unlimited (SIM, Maxis, Maxis, 2000, 9.1)
119. Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
120. Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
121. Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
122. Sins of a Solar Empire (P, STR, Stardock, Ironclad Games, 2008, 9.0)
123. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
124. Spellforce: Universe (StrRPG, Encore, Phenomic, 2007, 8.2) *both Spellforce and all expansions
125. Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruul, 2003, 9.0)
126. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
127. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
128. Syberia (The Adventure Company, Microids, 2002, 9.0)
129. The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
130. The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
131. The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
132. The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
133. The Sims 3 (SIM, EA Games, EA Redwood, 2009, 8.9)

134. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
135. Titan Quest (RPG, THQ, Ironlore, 2006, 8.5)
136. Torchlight (RPG, Perfect World, Runic Games, 2009, 8.0)
137. Undying (FPS, A, EA Games, ????, 2000)
138. Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
139. Unreal II: The Awakening (FPS, Atari, Legend Entertainment, 2003, 8.2)
140. Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
141. Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
142. Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
143. Unreal Tournament 3 (FPS, Midway, Epic Games, 2007, 9.2) [2nd DirectX 10 game]
144. Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
145. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
146. Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
147. Warhammer Online: Age of Reckoning (RPG, EA Games, EA Mystic, 2008, 9.0)
148. The Witcher (RPG, Atari, CD Projekt Red, 2007, 8.5?) * 02/01/08
149. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
150. World of Warcraft: Wrath of the Lich King (RPG, Blizzard, Blizzard, 2008, 8.5)
151. World of Warcraft: Cataclysm (RPG, Blizzard, Blizzard, 2010, 8.0)
152. World of Warcraft: Mists of Pandaria (RPG, Blizzard, Blizzard, 2012, 8.0)
153. Ys I & II - Eternal Complete (P, RPG, Hudson, Nihon Falcom, 2001, 8.5)
154. Ys (VII): The Oath in Felghana (P, RPG, Nihon Falcom, Nihon Falcom, 2005, 9.0)
155. Ys (0) Origin (P, RPG, Nihon Falcom, Nihon Falcom, 2006, 8.5) * no English patch yet

Cell 3 in PS4? Probably! Come Read! (2008-03-09 22:14)

"Cell 3" has been seen on IBM slides before as a Cell with 2 PPEs and 32 SPEs but nothing more has been said about it. According to a presentation the SPEs will be getting some redesign to reduce latency and improve bandwidth. The PPEs on the other look like they light be based on POWER7 technology. Sounds like it could be a pretty serious piece of kit. It's not known if this particular version will go into a future PS4.



The new buzz word will be PS4 can do "Ray Tracing"

Huge Mount Yamantau facility built for Cold War II (2008-03-10 16:59)

Closing Yucca Mountain Nuclear waste facility has something to do with Mount Yamantau, the most nuclear secure place on Earth. Having a United States equivalent of Mount Yamantau was the truth behind building Yucca Mountain. It was also to stop a nuclear power plant revival in the US, because Obama is marxist and hates cheap electricity. The Smith Act doesn't work for some reason.

Mount Yamantau is a very large complex – we estimate that it has millions of square feet available for underground facilities. There are reportedly provisions for living inside the man-made caves. There is an underground warehouse for food and clothing, a shelter for the Russian national leadership in case of nuclear war, and rumors that the Yamantau Mountain project was associated with the so-called 'Dead Hand' nuclear retaliatory command and control system for strategic missiles. "It seems the nearly \$30 billion a year spent on intelligence hasn't answered the question of what the Russians are up to at Yamantau Mountain in the Urals. The huge underground complex being built there

has been the object of U.S. interest since 1992. 'We don't know exactly what it is,' says Ashton Carter, the Pentagon's international security mogul. The facility is not operational, and the Russians have offered 'nonspecific reassurances' that it poses no threat to the U.S.

Mount Yamantau is probably Russia getting ready for Cold War II. We should get Yucca Mountain back up in 2013 after a Republican president reauthorizes Yucca Mountain construction.

Most of our US money that goes to disarm Russian nuclear weapons is going towards digging inside Mount Yamantau instead.

The US Government should stop funding Russian nuclear weapon disarming as soon as possible, because of Mount Yamantau.

oakleyses (2014-10-23 18:14:50)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:13)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:16)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Proud pirater of Windows XP Pro x64 Edition (2008-03-15 18:51)

Today, downloading WinXP Pro X64 Edition took no time at all...only 2 1/2 hours to download 614 MB ISO. This will allow me to use both cores while remaining in Windows XP for my classes. The memory limit will no longer be 2.5 GB. It's okay, because you can't find this CD anywhere! Stores always price gouge Windows XP Home for \$100 and Windows XP Pro 32-bit for \$170. It plain sucks.

I have to take a nasty Windows Worstations exam due next Saturday. I am 33 % done with researching answers. I am hopeful I'll get an A on it. I want a 100 % though. Also I think I'll complete the Introduction to Communication with a 96.9 %!

✖

✖

Quickpost this image to Myspace, Digg, Facebook, and others!

Slightly better Hellgate London and The Witcher performance anyway. Believe it or not, I haven't installed Guild Wars

on the machine. Randy isn't going to make it over this weekend. Also he never is available during the week.

Bought a Geforce 9800 GX2 (2008-03-25 05:34)

For getting good grades in school, my dad gave me access to Tigerdirect so I could get a Geforce 9800 GX2, 128 GB second instead of 86 GB memory bandwidth (8800 GTX). Am sort of disappointed it's not DirectX 10.1 (Tigerdirect didn't say it was Shader Model 4.1) Actually installing this would be 20 GB slower in theory, but not all games support the 40 GB gain of SLI!

✕

Proof ^

I saw the Xvid clip at Tigerdirect and he said it was crazy that it had 256 stream processors. I don't know. I agreed with him that it's all about bragging rights. I deserve it after taking that exam. I expect a second one for my combined Bday and Xmas present as I planning goes. I don't know how to look excited though, because I went from 7800 GTX to 8800 GTX to 8800 GTX SLI to 9800 GX2 in a matter of two years. O-well. I got \$100 reimbursement from mom and dad!

✕

PC GAMER FOREVER!

✕

✕

10.4 April

Best Russian War films (2008-04-03 11:35)

1. Come and See

Brutal is an over-used term, but perfect for one of the most deeply affecting war movies ever made. Filmed in a frequently lyrical, disorientating style, 'Come and See' views the Eastern Front through the eyes of a child partisan, showing the Nazi atrocities in all their horror

2. The Dawns Here Are Quiet

Based on the eponymous book by Boris Vasilyev, the film is set in Karelia (North-West of Russia, near Finland) in 1941 during WWII. In a beautiful and quiet wilderness far from the front-line there is an anti-aircraft artillery point, where corporal Vaskov is stationed with a group of many young women in training. One of the women while sneaking from camp to visit her young son sees two German paratroopers. Vaskov takes five of the women to stop the two paratroopers, but finds sixteen paratroopers instead, leaving the small group of patriots to engage the enemy in an unequal fight.

3. War and Peace

Eight-hour epic based on the eponymous book by Leo Tolstoy. Two main story-lines are complex and intertwined. One is the love story of young Countess Natasha Rostova and Count Pierre Bezukhov, who is unhappy in his marriage. Another is the "Great Patriotic War" of 1812 against the invading Napoleon's Armies. The people of Russia from all classes of society stand up united against the enemy. The 500,000 strong Napoleon's army moves through Russia and causes much destruction culminating in the battle of Borodino.

4. Our own

It is August 1941. With the battle line far away in the east, three soldiers who have managed to escape from captivity find it difficult to hide: the territory is occupied by the enemy. The local woods are not safe: you can easily get

embogged. Are the villagers loyal? Nobody can say. There is an old man who offers to help them. Is he reliable enough? He may kill them or report them to the local German authorities. Anything may happen, but one of them, the sniper, is his son who is his youngest, his dearest.

DVD List (2008-04-11 22:02)

DVD List in Tables

DVD List in Tables

1

Apocalypse Now

8.5

1979

2

Avatar

7.9

2009

3

A Bridge Too Far

7.4

1977

4

A Streetcar Named Desire

8.1

1951

5

Alien

8.5

1979

6

Aliens

8.4

1986

7

Alien³

6.4

1992

8

AVP: Alien vs. Predator

5.6

2004

9

Aliens vs. Predator: Requiem

4.7

2007

10

An American Werewolf in London 7.6

1981

11

2220

Band of Brothers
9.6
2001
12
Battlestar Galactica
8.8
2004
13
Battlestar Galactica
8.7
2003
14
Black Rain
6.6
1989
15
Blade Runner
8.2
1982
16
Dracula
7.5
1992
17
The Brides of Dracula
6.8
1960
18
Centennial
8.6
1978
19
Collateral
7.6
2004
20
Curse of the Demon
7.6
1957
21
Daybreakers
6.5
2009
22
The Deer Hunter
8.2
1978
23
Defiance
7.2

2008
24
Dirty Harry
7.8
1971
25
The Dirty Dozen
7.8
1967
26
Horror of Dracula
7.5
1958
27
Dracula
6.4
1979
28
Dracula Has Risen from the Grave 6.6
1968
29
Dracula A.D. 1972
5.9
1972
30
Dracula: Prince of Darkness
6.7
1966
31
East of Eden
8
1955
32
Enemy at the Gates
7.6
2001
33
Firefox
5.8
1982
34
Flags of Our Fathers
7.1
2006
35
Fright Night
7.1
1985
36
Fright Night

6.4
2011
37
The Godfather
9.2
1972
38
The Godfather: Part II
9.1
1974
39
The Godfather: Part III
7.6
1990
40
Halloween
7.9
1978
41
Harry Potter and the Order of the Phoenix 7.4
2007
42
Hide and Seek
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The Lord of the Rings: The Return of the King 8.9
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62
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The Undefeated
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320
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327
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340
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341
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345
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346
Evangelion: 1.0: You Are (Not) Alone 7.8
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347
Evangelion: 2.0 You Can (Not) Advance 8.1
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348
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349
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350

Full Metal Panic!

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353

Ghost in the Shell

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Ghost in the Shell 2: Innocence 7.6

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Ghost in the Shell: Stand Alone Complex 8.6

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356

Ghost in the Shell: Solid State Society 8

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358

Haibane renmei

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366
Gekijouban Kidou senshi Gandamu 00: A wakening of the trailblazer 6.8
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367
Mobile Suit Gundam Seed
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368
Mobile Suit Gundam Wing: The Movie - Endless Waltz 8.1
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369
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KidÅ´ Senshi Gundam Unicorn
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372
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375
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376
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377

Outlaw Star

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1998

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Phantom: Requiem for the Phantom 7.9

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Samurai Champloo

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Tengen toppa gurren lagann

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The Girl Who Leapt Through Time 7.9

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The Melancholy of Haruhi Suzumiya 8.1

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Trigun

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391
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Vampire Hunter D: Bloodlust
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In Harm's Way
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Divergent
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Gargantia on the Verdurous Planet 7.7

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SDF-1 Macross: Do You Remember Love? 7.9

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Dragon Ball Z: Fusion Reborn

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Dragon Ball Z: Cooler's Revenge 7.4

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Dragon Ball Z: The Return of Cooler 7.3

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Dragon Ball Z: Bojack Unbound

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Dragon Ball Z: Broly - The Legendary Super Saiyan 7.5

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Dragon Ball Z: Wrath of the Dragon 7.7

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Dragon Ball Z: Battle of Gods

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Dragon Ball Z: Tree of Might

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Dragon Ball Z: The World's Strongest 7

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Dragon Ball Z: Lord Slug

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Doragon bŕu Z: Kyokugen batoru!! San dai sŕpŕ saiyajin 7.3

1992

anime

5 CM per Second

Akira

Angel Beats! (complete)

Baccano! (complete series)

Castle in the Sky

Clannad: Complete Collection

Clannad: After Story complete collection

Claymore (complete series)

Code Geass: Lelouch of the Rebellion (complete series)

Code Geass: Lelouch of the Rebellion R2 (complete series)

Cowboy Bebop Complete series

Cowboy Bebop: The Movie

Darker Than Black (complete season)

Death Note complete series

Eden of the East complete series

ELFEN LIED complete series

Ef - A Tale of Memories complete series

Ef - A Tale of Melodies complete series

End of Evangelion

Eureka Seven volume 1 & 2 (complete series)

Eureka Seven: Good Night, Sleep Tight, Young Lovers

Evangelion 1.11: You Are [Not] Alone

Evangelion 2.22: You Can [Not] Advance

Evangelion 3.33: You can[not] undo

Full Metal Alchemist complete series

Fullmetal Alchemist Brotherhood (4/5 cases)

Full Metal Panic (complete)

Full Metal Panic 2nd Raid (complete)

Gankutsuou: The Count of Monte Cristo

Ghost in the Shell

Ghost in the Shell - Stand Alone Complex (complete)

Ghost in the Shell - Stand Alone Complex 2nd Gig (complete)

Ghost in the Shell Stand Alone Complex: Solid State Society

Gintama (complete series)

Gungrave

Haibane Renmei complete series

Hellsing

Kino's Journey (complete)
Kemono no Souja Erin
Last Exile (Complete Series)
Lupin the Third: The Castle of Cagliostro
Macross Plus: Collection
Mobile Suit Gundam 00
Mobile Suit Gundam 00 - A Wakening of the Trailblazer
Mobile Suit Gundam Seed (complete)
Mobile Suit Gundam Wing (complete series)
Mobile Suit Gundam Wing - Endless Waltz
Mobile Suit Zeta Gundam (complete)
Mobile Suit Gundam Unicorn (4 OVAs)
Mobile Suit G Gundam
Mobile Suit Gundam 88th Team
Monster
Moribito - Guardian of the Spirit Complete Collection
Nana
Mushi-Shi (complete)
Neon Genesis Evangelion (complete series)
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Samurai Champloo complete series boxset
Serial Experiments Lain (complete series)
Spice and Wolf (complete series)
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Tengen Toppa Gurren Lagann (complete series)
The Girl Who Leapt Through Time
The Melancholy of Haruhi Suzumiya Season 1
Trigun (complete)
Turn-A Gundam (complete series)
Twelve Kingdoms (2 boxsets)
Vision of Escaflowne (Anime Legends complete series)
Welcome to the NHK
When They Cry (complete series)
Wolf's Rain (complete series)
Stein:Gate (complete series)
Fruit Basket (complete series)
Dragon Ball (complete series)
Dragon Ball Z (complete series)
Dragon Ball GT (complete series)
Samurai 7 (complete series)
Ergo Proxy (complete series)
Blood+ (complete series)
Soul Eater (complete series)
Dragon Ball Movies boxset 1-3
Fate Stay Night (complete series)
Gareto (complete series)

Ninja Scroll
Vampire Hunter D Bloodlust
Robotech
Macross Do you Remember Love?
Robotech the Movie
Sailor Moon (complete series)
sailor Moon R (complete series)
Sailor Moon S (complete series)
Sailor Moon Super S (complete series)
Sailor Moon Sailor Stars (complete series)
Sailor Moon R the Movie: The Promise of the Rose
Sailor Moon S the Movie: Hearts in Ice
Sailor Moon Super S the Movie: Black Dream Hole
Revolutionary Girl Utena (complete series)
Attack on Titan (seasons 1-2)
The Big O (complete series)
Physio Pass (complete series)

Martian Successor Nadesico (complete series) **Gargantia on the Verdurous Planet**







free anime server





oakleyses (2014-10-23 18:15:23)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:46)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:44)

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Bluray Collection (2008-04-12 20:38)

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Ancipated Films (2008-04-17 14:51)

Hollywood Godfather Trilogy

anime series Berserk - recommended medievil series. Gets 80 % or above.

Birdy the Mighty: Decode

Birdy the Mighty: Decode 02

Eden of the East- it takes place in US

Gurren Lagann - it makes no sense

Revolutionary Girl Utena - it was ranked on few people's top 10. I know I'm too old for it.

Trigun - Don't know if I like Van the Stampede and gang.

Voices of a Distant Star - it involves spacecraft

New Semacode 2D bar URL codes (2008-04-29 11:14)



10.5 May

Genius! (2008-05-06 05:20)



For however long the semester lasts...averaging a 9.3 this semester. I am thinking Cisco is the way to go, because it gets outdated a lot less then Microsoft Desktop/server. MCSE degrees.

I am not donating my talent to the US Airforce. That's just a joke i made to get the teachers off my back. 1 in the whole school

When will the Geforce 9900 1 GB GPU take 8800 GTX place (2008-05-06 05:22)

Gamestop is advertising the 8800 GTX as we speak, is one generation behind, on their Windows display at their store. I know how it plays and it does it well. First of mass majority of my games date from 2001 - 2005 and it works too well for those. Yet it did have a 368-bit memory bus. This basically means that the AA could be brought to 4x in res of 1600x1200 on the latest games while the 9800 GTX and GX2 flunked that aspect with fps dropping.

So with the 512-bit memory bus (double yay) in the 1 GB 9900 (either GTX or GX2) this must mean that Gamestop could start advertising it for PCs and I would have some credibility (actually purchase credibility in a way). It seems like everybody is updating to the 8800 GTS/GT/GTX whether a hardcore pc gamer or not, because we were the richest nation in the 1990s...maybe 2nd after Japan in terms of buying power, yet it's just a \$400 GPU.

The 8800 GTX may of made Crysis playable in DirectX 9 on high settings, but the 9900 GTX will undoubtedly make it cool to the mainstream! The 9800 GX2, as bad as it is for the price is getting over [url=http://www.newegg.com/Product/ProductReview.aspx?Item=N82E16814150284]8.0 at newegg[/url]. It's not going away! The PC Gaming Alliance is doing it's job here.

Good DirectX 10 games coming out

Dead Space

Guild Wars 2

Farcry 2

Blizzard Entertainment RPG project

All which I can afford a few months after launch, because I can't afford everything immediately. It takes planning several months in advance

Anonymous (2013-04-04 13:47:49)

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Recently passed away pets (2008-05-08 16:17)



Ruby - lived 13 years



Onyx - lived 20 yrs and 10 months.

Abraham Lincoln: Everybody's favorite president (2008-05-26 09:10)

"I think it worthy of consideration, and that the wild lands of the country should be distributed so that every man should have the means and opportunity of benefiting his condition." —Abraham Lincoln, February 12, 1861.

source: marxist.org

HDMI emulation (2008-05-26 09:45)

This is a brand new age! I am so happy I didn't spend loads of money of NES/SNES/Genesis/Sega CD/Neo Geo/Turbografx 16 games. My already paid for Geforce 9900 GTX coming in the mail in July/August has a HDMI port.

That means any emulator including EPSXE can be played on my Sony 40" HDMI or 25" DVI TV...even Radiant Silvergun which I found on MegaUpload last week. I don't know why I would become more popular with the original games, because I knows after I bought them...life would be exactly the same as before...I wouldn't have any new friends.

Buying old games doesn't get new friends if it's me. IT might work on other people for some reason.

This is a very clever way of reducing withdrawals from my bank account for obsolete software (still treat it with respect).

In other news, I got banned from Gamespot. I tried creating BirdofPrey2017 & BirdofPrey2018 to get my game collection back up, but it's been continuously banded. O-well.

As you may now I updated my game list.

Oh yeah,

school grades 92.2 % and 95.5 % average 94 %. Not perfect just like I said before. Life hasn't changed just like I said before. I'm absolutely right.

10.6 June

Megaupload is great for recessions! (2008-06-03 14:06)



Hurray! No spending multi-100 \$ for stupid games! I do! Actually, I wanted to try these games, but the Toyrieffics don't have these and give and don't like me. These guys pirate at home so they probably already knew about megaupload. Well, these lesser known games are great. I got the beloved Radiant Silvergun and played that making pass the 2nd level (well known theme song in the 2nd level). The game store people told me that Albert Odyssey: Legend of Eldean was another big collectors item, because it's better then Shining Wisdom (direct sequel to Shining Force II), but much less rare than Panzer Dragoon Saga (played that too).

Oh and I bought Bangai-O (second Ebay purchase ever) with Uncle's help. I heard this game is amongst the most desired shooters on the Sega console which explains why Bangai-O Spirits for the Dual Screen came out. Only \$50!

Top 30 anime (2008-06-16 18:50)

1. Cowboy Bebop & The movie
2. Full Metal Alchemist
3. Vision of Escaflowne
4. Death Note
5. Neon Genesis Evangelion & End of Evangelion & You Are [Not] Alone & You Can[not] Advance
6. Last Exile
7. Noein
8. Mushishi
9. Ghost in the Shell - Stand Alone Complex
10. Ghost in the Shell - Stand Alone Complex 2nd Gig
11. Gankutsuou: The Count of Monte Cristo
12. Haibane Renmei
13. Monster
14. Rahxephon
15. Moribito - Guardian of the Spirit
16. Gungrave
17. The Melancholy of Haruhi Suzumiya season 1
18. Full Metal Panic
19. Full Metal Panic The 2nd Raid
20. Code Geass
21. Code Geass R2
22. Samurai Champloo
23. Clannad after story
24. Eureka Seven & Eureka Seven: Good Night, Sleep Tight, Young Lovers
25. Serial Experiments Lain
26. Kino's Journey
27. Twelve Kingdoms
28. Toward the Terra
29. Wolf's Rain

30. Revolutionary Girl Utena

References:

<http://freetexthost.com/wf14gwth4m>

Top 65 Cartoons (2008-06-19 00:01)

65. Doug (1991-1994; 1996-1999) Could be boring sometimes.
64. Felix the Cat (1958-1961)
63. Hey Arnold! (1996-2004)
62. Recess (1997-2003)
61. Snorks (1984-1988)
60. Goof Troop (1992-1993)
59. Rugrats (1991-1994; 1996-2004)
58. Dexter's Laboratory (1996-1998; 2001-2003)
57. Bobby's World (1990-1998) Howie Mandel with a mullet, priceless.
56. Rocko's Modern Life (1993-1996)
55. The Angry Beavers (1997-2001)
54. Beetlejuice (1989-1991) Not nearly as good as the movie.
53. Taz-Mania (1991-1993)
52. Johnny Bravo (1997-2004)
51. Inspector Gadget (1983-1986)
50. Jim Henson's Muppet Babies (1984-1990)
49. The Marvelous Misadventures of Flapjack (2008-present) Stumbled upon this one day, I find it very funny, my wife finds it very weird.
48. The Magic School Bus (1994-1997) Kids show, and educational, yes; but, very charming.
47. Samurai Jack (2001-2004) Great animation.
46. TaleSpin (1990-1994)
45. Schoolhouse Rock! (1973-1986)
44. Voltron (1984-1985) Not nearly as good as Transformers.
43. The Tick (1994-1996) Spoon!
42. Space Ghost Coast to Coast (1994-2004) Hilarious.
41. Fat Albert and the Cosby Kids (1972-1984)
40. Garfield and Friends (1988-1994)
39. G.I. Joe: A Real American Hero (1985-1986; 1989-1992)
38. DragonBallZ (1997-2003) Great action, when they actually get to the fighting, and stop talking.
37. Daria (1997-2002)
36. CatDog (1998-2002)
35. The Oblongs (2001-2004) Why so few episodes?
34. The Jetsons (1962-1963; 1984-1985 and 1987)
33. Heathcliff (1984-1987)
32. Chip 'n Dale Rescue Rangers (1989-1990)
31. Disney's Adventures of the Gummi Bears (1985-1990)
30. Justice League (2001-2004) Great action.
29. Dennis the Menace (1986-1988)
28. Alvin and the Chipmunks (1983-1990)
27. Star Wars: The Clone Wars (2008-present) Real possibilities.
26. Teenage Mutant Ninja Turtles (1987-1996)
25. DuckTales (1987-1990) I want to swim in a bank full of coins, so bad.

24. The Ren and Stimpy Show (1991–1996) Very odd, but that's what made it funny.
23. X-Men (1992–1997) Better than the movies?
22. Tiny Toon Adventures (1991–1994)
21. Family Guy (1999–2002; 2005–present) Used to be much better than it is now.
20. Arthur (1996–present) Yes, it's a kids show, but there is a LOT of hidden humor in it.
19. The Transformers (1984–1987)
18. He-Man and the Masters of the Universe (1983–1985)
17. Thundercats (1985–1989)
16. Avatar: The Last Airbender (2005–2008) Hope the movies turns out to be good.
15. The Smurfs (1981–1990)
14. Batman: The Animated Series (1992–1995) Awesome animation, very dark, but engaging.
13. Yogi Bear (1958–1988)
12. Scooby-Doo, Where Are You! (1969–1972)
11. SpongeBob SquarePants (1999–present) I think SpongeBob's facial expressions are one of the best parts of the show.
10. Beavis and Butt-head (1993–1997) So dumb it's funny.
9. Animaniacs (1993–1998) Classic skits, like Pinky and the Brain.
8. Futurama (1999–2003; 2008–present) Best character? Bender.
7. South Park (1997–present) Offends everyone equally.
6. The Rocky and Bullwinkle Show (1959–1973)
5. The Flintstones (1960–1966)
4. Tom and Jerry (1940–1958) Classic cat and mouse.
3. King of the Hill (1997–2009) Very dry sense of humor.
2. The Simpsons (1989–present) Modern day classic. Missed out on the top spot because some episodes haven't been so good (i.e. anything starring Lisa).

Hanna Barbara cartoons 1. Looney Tunes (1930–1969) Greatest cartoon of all time.

9. The Quick Draw McGraw Show
8. The Huckleberry Hound Show
7. Yogi Bear
6. Smurfs
5. Johnny Quest
4. The Jetsons
3. Tom and Jerry
2. Scooby-Doo, Where Are You!
1. The Flintstones

A little older, but I'm game (2008-06-19 02:00)

I have 100+ PC games and their specs don't come close to G80s except for Crysis, but it's been 2 yrs now (7 months for the G80 SLI in the Tigershark) and I have got to get me another PC game like Mass Effect (DX9.0c) and I will by next month or the month after that, because I want to.



This discussion; however, is about the Geforce GTX 280 (Geforce 10 to those ppl who lived under a rock) and I am buying one today, yet it's not nighttime yet. It costs like nine \$60 PS3 titles + one \$20 PS3 title.

Why? Oh because I feel technology is changing. There is like millions and millions of gamers in this country alone? No one will probably care....UNLESS, I get SLI config by Christmas. If you want someone to comment on my blog then

I should get a Tri-SLI config of these GTX 280s, but since my power supply won't generate that much power. SLI for me thou.



This will extend the life of my  Core 2 Extreme QX6700 Systemax Tigershark.

Comments please. I benchmark! Don't want the competition pass me buy with their \$10 hourly wage and I can definitely emulate PCSX2 and play Crysis Warhead with SLI.

tech specs

core clock 602 MHz

shader clock 1296 MHz

texture fill rate 48.2 billion

processor cores: 280

memory data rate: 2214 MHz

memory interface: 512-bit

memory bandwidth 147 GBytes /second

HDMI 1.3



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oakleyses (2014-10-23 18:28:37)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:36)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:30)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Obama and the New Party (2008-06-20 13:51)

Two weeks ago at RedState, we documented Obama's 1996 endorsement by the New Party. A review of the New Party establishes that not only was the party an amalgamation of far left groups, but Barack Obama knew that when

he sought the party's endorsement.

Most of the New Party's history has been lost in the digital age. It was established in 1992 and started to die out in 1998, well before Google and the modern web were established. But through lengthy searches of the Nexis archive and microfilm at the local university library, I've been able to piece this together.

The New Party was established in 1992 "by union activist Sandy Pope and University of Wisconsin professor Joel Rogers," USA Today reported on November 16, 1992. The paper wrote that the new party was "self-described [as] 'socialist democratic.'"

The seeds, however, had been sown all the way back in 1988. Quoting John Nichols in the March 22, 1998 issue of *In These Times*, "The roots of the New Party go back to the aftermath of Jesse Jackson's run for president in 1988. At that time, Dan Cantor, who had served as labor coordinator for the Jackson campaign, and University of Wisconsin sociology professor Joel Rogers began talking about how to formulate an alternative between the increasingly indistinguishable Democratic-Republican monolith."

Joel Rogers sought to use the idea of "fusion" as a way to get the New Party into power.

Fusion is a pretty simple concept. A candidate could run as both a Democrat and a New Party member to signal the candidate was, in fact, a left-leaning candidate, or at least not a center-left DLC type candidate. If the candidate – let's call him Barack Obama – received only 500 votes in the Democratic Party against another candidate who received 1000 votes, Obama would clearly not be the nominee. But, if Obama also received 600 votes from the New Party, Obama's New Party votes and Democratic votes would be fused. He would be the Democratic nominee with 1100 votes.

The fusion idea set off a number of third parties, but the New Party was probably the most successful. A March 22, 1998 *In These Times* article by John Nichols showed just how successful. "After six years, the party has built what is arguably the most sophisticated left-leaning political operation the country has seen since the decline of the Farmer-Labor, Progressive and Non-Partisan League groupings of the early part of the century In 1996, it helped Chicago's Danny Davis, a New Party member, win a Democratic congressional primary, thereby assuring his election in the majority-black district The threat of losing New Party support, or of the New Party running its own candidates against conservative Democrats, would begin a process of forcing the political process to the left, [Joel] Rogers argued."

Fusion, fortunately for the country, died in 1997. William Rehnquist, writing for a 6-3 Supreme Court, found the concept was not a protected constitutional right. It was two years too late to stop Obama.

On December 1, 1994, after the Gingrich revolution swept the Democrats from congress and forced Bill Clinton to triangulate, the Chicago Tribune ran an article by Steve Mills entitled "Looking for the Left: The Old Progressives and Marxists Still Breathe Idealist Fire, but They're Too Splintered to Generate Any Heat."

"'The Left is in crisis, and it has been for some time,' said Carl Davidson, the former national secretary for the radical Students for a Democratic Society. 'I don't know if it's even bottomed out yet,'" he reported to Mr. Mills. Mills continued, "The Socialist Workers Party is in this corner; the International Socialist Organization is in this one. The [communist group Committee of Correspondence] is in another. The radicals, or even the liberals with some radical leanings – so-called 'soft radicals' – seem to find it hard to abandon individual issues for a broader movement."

But, Mills reported, "It is amid this political confusion that The New Party would like to step in. 'If there's anything that defines the American Left, it's fragmentation,' said Dan Cantor, the party's national organizer.... The New Party aims to change that. By uniting the progressives behind a cohesive ideology, one that, in theory at least, will have room for all the factions that now litter the landscape of the Left, The New Party is confident progressives can again be strong."

In 1995, the New Ground, the newsletter of the Chicago Chapter of Democratic Socialists of America, noted, "In Chicago, the New Party's biggest asset and biggest liability is ACORN."

"Like most organizations, ACORN is a mixed bag. On one hand, in Chicago, ACORN is a group that attempts to organize some of the most depressed communities in the city. Chicago organizers for ACORN and organizers for SEIU Local 880 have been given modest monthly recruitment quotas for new New Party members. On the other hand, like most groups that depend on canvassing for fundraising, it's easy enough to find burned out and disgruntled former employees. And ACORN has not had the reputation for being interested in coalition politics – until recently and, happily, not just within the New Party."

Naturally, Barack Obama was an active part of ACORN at the time, helping it legally in court and helping it organize voters. By 1996, ACORN and the New Party were essentially the same body. Along with the Democratic Socialists of America, the New Party endorsed Barack Obama in his State Senate bid.

Obama began seeking the New Party endorsement in 1995. He had been running in a four way primary against his former boss, Senator Alice Palmer, herself a far left radical, and two other individuals. But an election law quirk gave Obama the upper hand. In order to get on the ballot, candidates had to collect signatures of voters. Printed names were not allowed. Obama challenged the petitions of his rivals and was able to get every one of them thrown off the ballot. By the time the ballot was drawn up for the 1996 election, Obama's was the only name in the race.

Nonetheless, Obama still coveted the New Party endorsement. The New Party required candidates who received the endorsement sign a pledge of support for the party. Obama did not need to support a party that was, in effect, a front group for communists; yet he still chose to. The July issue of the New Ground noted that 15 % of the New Party consisted of Democratic Socialists of America members and a good number of Committee of Correspondence members.

Barack Obama, not needing to, chose to affiliate himself with this band of quasi-communists. As the nation moves closer to the election, it is clear that Obama chose to affiliate with assorted anti-American radicals. Machiavelli once noted that we can know a leader by the people he surrounds himself with. What does that say about Barack Obama, who chose to surround himself with people committed to overthrowing the United States and capitalism? American Negro in the Communist Party

Adopted two new pups. (2008-06-28 04:34)



Quickpost this image to Myspace, Digg, Facebook, and others!

Our old chocolate lab died in April 20, 2008. We got these two yesterday. We're thinking about keeping both of them. Ones a male and the other female. I thought of naming them after planets, Neptune and Saturn, but that fell through. Other names we thought of were Onyx and Ruby.

The best UK has to offer movie wise (2008-06-29 23:20)

1. The Third Man
2. Lawrence of Arabia
3. The Bridge on the River Kwai
4. Monty Python and the Holy Grail
5. A Clockwork Orange
6. 2001: A Space Odyssey
7. Trainspotting
8. Life of Brian
9. The Red Shoes
10. Stairway to Heaven
11. Brief Encounter
12. Barry Lyndon
13. Repulsion
14. The Fallen Idol
15. Naked
16. The Servant

- 17. The Innocents
 - 18. The Ladykillers (1955)
-

10.7 July

Stag Party and Drinking party (2008-07-14 22:52)



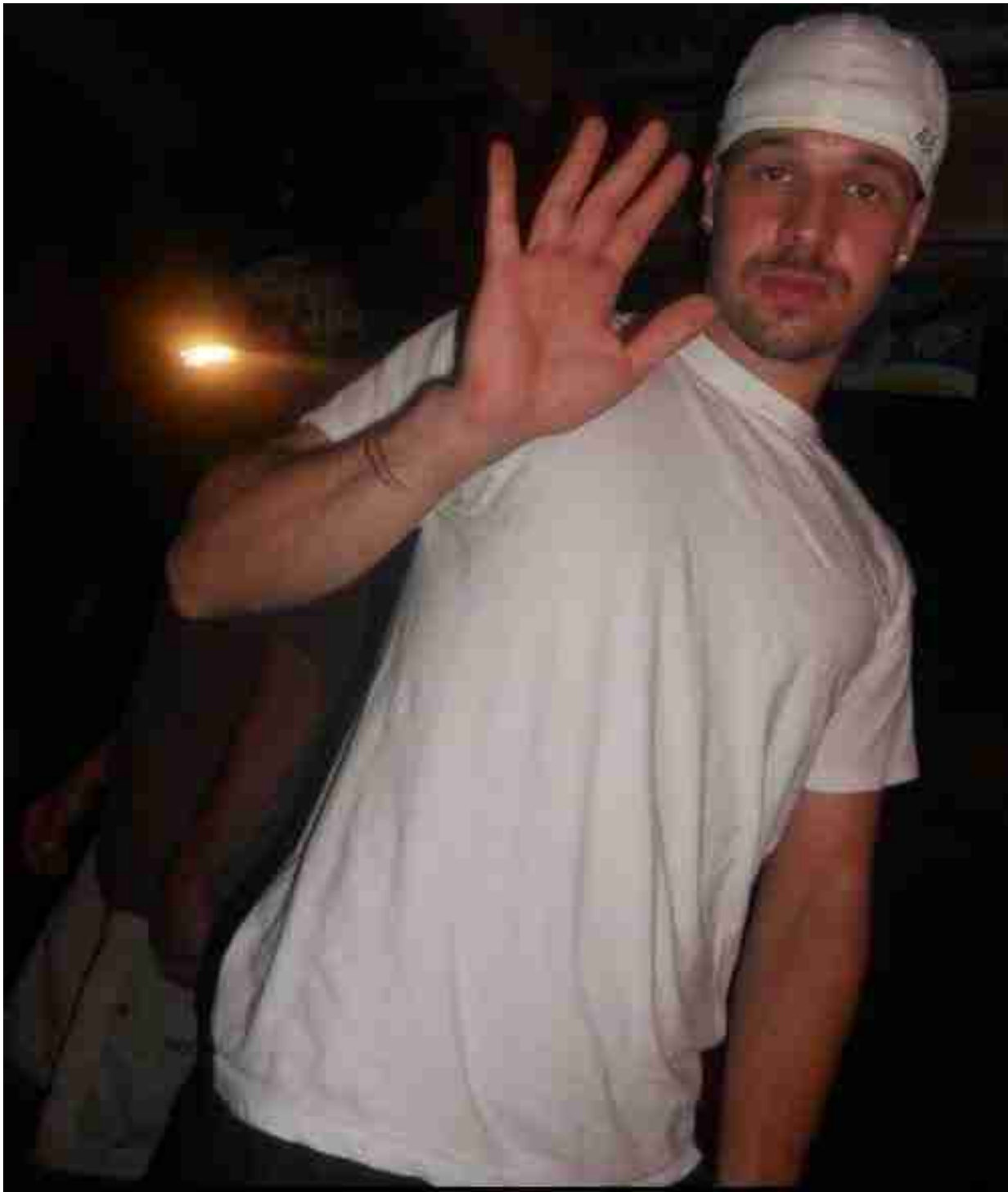




We did this once to try it out, listening to heavy metal (93X), and hitting all the bars in St. Croix County especially Hammond, and Roberts.

A few weeks later, I went on one on a stag party with some old friends and acquaintances who i barely see. I didn't get drunk, because I wanted my bed to sleep in. We went to a strip bar. It was Randy Peterson, Robert Haggerty, James Benedict (left to right) Rob Vanderhoff.





In the name of advancing technology.... (2008-07-18 05:12)

Recently, I have undergone re-compression of Band of Brothers with X264 rev 889 and rev 912 VFW. This is over 2 yrs after my last work with the same VFW program with War of the Worlds, SW Episode 2 and 3. I mean I did about 2/3 with rev 889 and 1/3 with 912. I wanted to say I can go through this dawnthing task, because normally it is not wise to leave all those fans on for 96+ hrs straight with my on-the-fly ripping and compression utility which I cracked

and downloaded off the internet in 2003 actually. If it aint broke don't fix it. My previous Band of Brothers video was encoded in DivX 5.2.1 and Xvid 1.0.1 I believe. Note: Advanced Profile aspect of Xvid just came online in 1.0 I can show how wonderful it looks at 525 KBps @ 680x410 & 96 Kbps MP3. I think I'll won't encode another movie for a month, because I have no friends to share it with. Randy was sinister not visiting me since his wedding in April! Oh yeah I plan to drop coin on Final Fantasy IV and XII on NDS. I love the reviews and because I already have Mass Effect on the PC, because the Xbox 360 version was no fun after all those Read Disc Errors exclusive to the game. Maybe that was Microsoft's intention? It's alright. Playing it on my Geforce GTX 280!

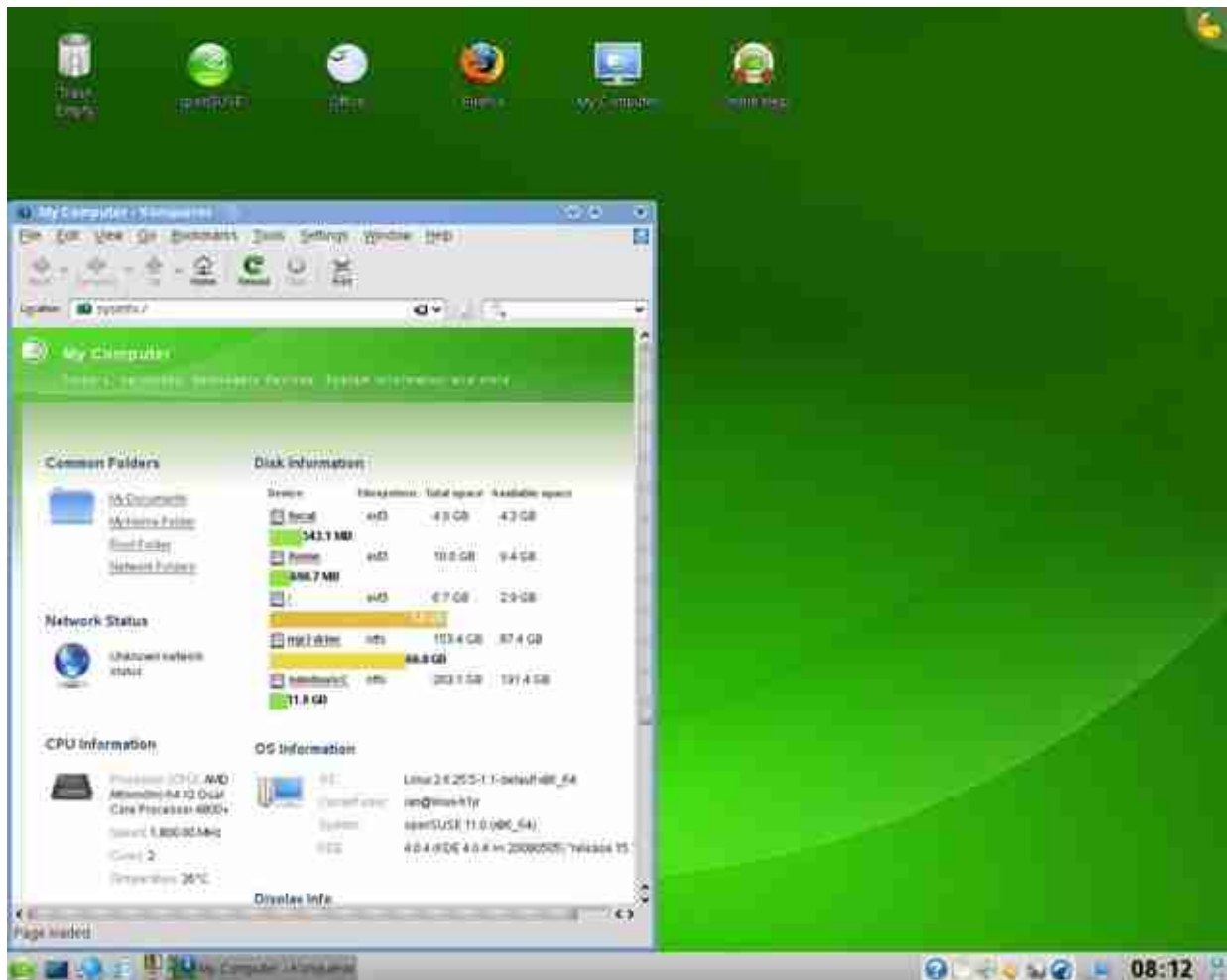
Anonymous (2010-10-13 06:38:18)

The authoritative answer

Anonymous (2010-10-15 02:07:17)

Rather excellent idea and it is duly

Update OS day (2008-07-31 06:45)



✕

✕ Quickpost this image to Myspace, Digg, Facebook, and others!

Yes, it's that time again. To update my Linux to the (almost) latest and greatest. The latest and greatest is KDE 4.1.0.1, but I only got KDE 4.0.4 with all the games, applications, word processors of opensuse 10.3 (that was KDE 3.5.7). It's

fast, but the screens lag. I also put Gnome 2.24 on it. Well, got to go.

Oh yeah, game update

Soul Calibur IV for the PS3. It's a pretty good game and I like it. It's not smooth with the exception of the drive only being 2x speed. I have an option of putting it all on my HDD which I should. I made to end of arcade with 4 characters already, and I'm going to play story when I have time. I skipped the celebration, because it kicks me where it counts. I always feel I'm hanging like a thread over there. Last week I barely got my work in. I want to say shit that I can't say. My GPA last quarter was a approximently 94 % (93.8 %)

Game point average is 87 % in Buisness and 100 % in Windows Workstations.

10.8 August

Obama Nation audio (2008-08-13 10:51)



<http://www.megaupload.com/?d=NCIW2DB7>

<http://www.megaupload.com/?d=K2W3KO1Y>

<http://www.megaupload.com/?d=ECBEV7HQ>

http://rapidshare.com/files/192176378/Oation_Nbama.part1.rar

http://rapidshare.com/files/192176390/Oation_Nbama.part2.rar

http://rapidshare.com/files/192177543/Oation_Nbama.part3.rar

Obama Nation Part 1 AAC Safe Server - No spyware!

Obama

Nation Part 2 AAC Safe Server - No spyware!

Obama

Nation Part 3 AAC Safe Server - No spyware!

The Truth of Socialist democratic stuff. Encoded and uploaded myself. Just promise he won't win the Oval Office. He belongs at a state level.

Music collection (2008-08-15 07:09)



IFRAME: cwindow

Barack Obama and the Communist Party (2008-08-20 02:21)

44th President of the United States

Assumed office: January 20, 2009

Born August 4, 1961

Birth name Barack Hussein Obama II

Nationality American

Political party Democratic Party

Spouse Michelle Obama (m. 1992) Political party Democratic Party

Religion Christian Liberation Theology

Signature

A handwritten signature of Barack Obama in black ink. The signature is stylized, starting with a large 'B' and ending with a long, sweeping horizontal stroke.

This article is part of a series about Barack Obama

Biography • Political Career • Controversial and Radical Associates • Radical Appointments • Ties to Islam • Presidency
Involvement with: Democratic Socialists of America • New Party/Progressive Chicago • Communist Party • Committees of Correspondence • Labor Movement • ACORN & Project Vote • *more...*

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Barack Obama's involvement with the **Communist Party USA**



50

Communist leader on "friend" Barack Obama

On November 15, 2008, Sam Webb, National Chair of the Communist Party USA delivered an address to the Communist Party USA National Committee. During his address, he noted the following concerning the party's relationship with Obama,

"The left can and should advance its own views and disagree with the Obama administration without being disagreeable. Its tone should be respectful. We are speaking to a friend."

Marable on Obama and Chicago communists



The late marxist academic Manning Marable claimed that Barack Obama has read some of his books and "understands what socialism is."

Marable, writing in the December 2008 issue of British Trotskyist journal *Socialist Review*, also claimed that Obama worked in Chicago with socialists with *backgrounds in the Communist Party*.^[1]

What makes Obama different is that he has also been a community organiser. He has read left literature, including my works, and he understands what socialism is. A lot of the people working with him are, indeed, socialists with backgrounds in the Communist Party or as independent Marxists. There are a lot of people like that in Chicago who have worked with him for years...

Frank Marshall Davis



5

Frank Marshall Davis

Barack Obama's first known connection with a Communist Party USA supporter was his boyhood relationship with communist poet Frank Marshall Davis in Hawaii.

Barack Obama's relationship to Frank Marshall Davis, first came to light through a March 2007 speech^[2] at New York University's Tamiment Library by Communist Party USA supporter and historian Gerald Horne.

Commenting on the alleged leftist sympathies of Hawaiians, Horne said;

When these sources are explored, I think scholars of the future will be struck by, for example, the response in Honolulu when tens of thousands of workers went on strike when labor and CP leaders were convicted of Smith Act violations in 1953 – a response totally unlike the response on the mainland. Of course 98 % of these workers were of Asian-Pacific ancestry, which suggests that scholars have also been derelict in analyzing why these workers were less anti-communist than their Euro-American counterparts.

In any case, deploring these convictions in Hawaii was an African-American poet and journalist by the name of Frank Marshall Davis, who was certainly in the orbit of the CP – if not a member – and who was born in Kansas and spent a good deal of his adult life in Chicago, before decamping to Honolulu in 1948 at the suggestion of his good friend Paul Robeson.

Eventually, he befriended another family – a Euro-American family – that had migrated to Honolulu from Kansas and a young woman from this family eventually had a child with a young student from Kenya East Africa who goes by the name of Barack Obama, who retracing the steps of Davis eventually decamped to Chicago.

In his best selling memoir 'Dreams of my Father', the author speaks warmly of an older black poet, he identifies simply as "Frank" as being a decisive influence in helping him to find his present identity as an African-American, a people who have been the least anticommunist and the most left-leaning of any constituency in this nation

Frank Marshall Davis' communism

Information from Davis' 601 page FBI file reveals that Davis (born 1905) became interested in the Communist Party USA as far back as 1931.

Certainly from the mid/late '30s to the early '40s Davis was involved in several Communist Party fronts including the the National Negro Congress, the League of American Writers, the National Federation for Constitutional Liberties and the Civil Rights Congress.

The FBI first began tracking Davis in 1944 when they identified him as member of the Communist Party's Dorie Miller Club in Chicago-card number 47544.

Davis taught courses at the party controlled Abraham Lincoln School in Chicago and attended meetings of the party's Cultural Club until he left for Hawaii in 1948.

Hawaiian activism

Frank Marshall Davis' move to Hawaii was influenced by two secret Communist Party USA members Harry Bridges and Paul Robeson.

When contemplating moving to Hawaii, Davis "wrote to Harry Bridges, whom I had met at Lincoln School. Bridges suggested I get in touch with Koji Ariyoshi, editor of the Honolulu Record..."

The Lincoln School was run by the Communist Party USA. Koji Ariyoshi was a leader of the Hawaiian Communist Party which controlled the ILWU affiliated Honolulu Record- which Davis went to work for.

Before going underground in 1950, the Hawaiian Communist Party was one of the most dynamic in the U.S. at the time. The mainland put huge resources into the Hawaiian party because the Soviets wanted the U.S. military presence on the islands shut down. The Hawaiian communists were charged with agitating against the U.S. military bases at every opportunity. Several times the FBI observed Davis photographing obscure Hawaiian beaches-possibly for espionage purposes.

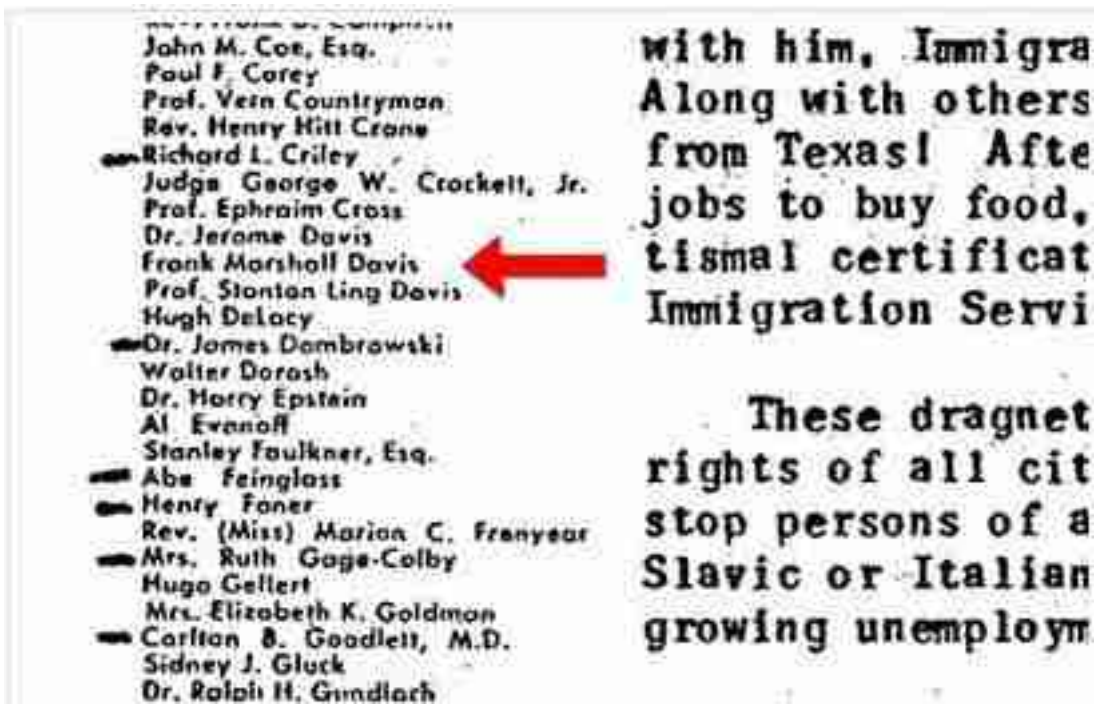
Through its control of the International Longshore and Warehouse Union (ILWU) the Hawaiian Communist Party USA had considerable influence on the local Democratic Party. In the mid '50s, while still a confirmed communist, Davis like many of his comrades, became an official in the local Democratic Party.

At the time the underground Communist Party was divided into two or three person independent cells. Davis led one such cell "Group 10" with his wife Helen Canwell and one other comrade.

An extensive Senate Security Investigation in 1956 shattered the Hawaiian Party, driving the remnants completely underground .

The FBI continued to monitor Davis into the 1960s and he was marked down for immediate arrest should war break out between the U.S. and the Soviet Union.

Still a communist?



ACPF letterhead April 12, 1973

Frank Marshall Davis met Barack Obama in 1970 or 1971 when Obama was about 10 years old. The relationship lasted until Obama left Hawaii for Occidental College in Los Angeles in 1978.

As late as 1973, Frank Marshall Davis was still listed as an endorser of a major Communist Party USA front organization, American Committee for Protection of Foreign Born.

Known Communist Party USA members listed with Frank Marshall Davis at right include Richard Criley, Abe Feinglass, Hugh DeLacy, Stanley Faulkner and James Dombrowski.

Frank Marshall Davis and Obama

In an article by Toby Harnden published in the Telegraph on August 22, 2008, Communist Frank Marshall Davis's influence on the young Barack Obama was uncovered. Maya Soetoro-Ng, Barack Obama's half-sister, told the Associated Press that her grandfather had seen Davis as *"a point of connection, a bridge if you will, to the larger African-American experience for my brother (Barack Obama)"*.

Dawna Weatherly-Williams, a close friend of Frank Davis stated that Obama's maternal grandfather, Stanley Dunham and Davis were close friends, adding that they would spend evenings together, playing scrabble, drinking, cracking jokes and smoking marijuana. She said that Davis was first introduced to Obama in 1970 at the age of 10:

"Stan had been promising to bring Barry by because we all had that in common - Frank's kids were half-white, Stan's grandson was half-black and my son was half-black. We all had that in common and we all really enjoyed it. We got a real kick out of reality."^[3]

Chicago Communists first recorded interest in Obama

By Judith M. Hochberg

CHICAGO — As electoral campaigns intensify across the nation, so too are efforts to register more people to vote. One increase the vote effort was conducted during the recent Bud Billiken Day parade in Chicago.

With an estimated one million people participating in the Aug. 10 celebration, members of Project Vote! passed out t-shirts and registered more than 2,000 voters.

"The main point is that awareness of

the importance of voting, the excitement of voting this year is getting out there," said Barack Obama, Illinois State Director of Project VOTE! "The enthusiasm for the vote, the enthusiasm about doing something is catching on."

Volunteers from Carol Moseley Braun's campaign for the U.S. Senate and Frank Lumpkin's race for the state legislature also participated in the voter registration effort.

The crowd was amiable and happy. They were energized, friendly and quite eager to talk about why they

5

Peoples Weekly World, August 22, 1992 (view full article)

In an article entitled *Voter enthusiasm on rise in Chicago* by Judith M. Hochberg, published in the Communist Party USA paper People's Weekly World on August 22, 1992, Barack Obama, then Illinois State Director of Project VOTE! is quoted as saying:

"The main point is that awareness of the importance of voting, the excitement of voting this year is getting out there".^[4]

Addie Wyatt connection

According to the United States Department of Labor, Chicago activist Rev. Addie Wyatt worked closely with Dr. Martin Luther King, Jr. to support the Montgomery Bus Boycott and later counseled a young community organizer named Barack Obama as he came up the ranks in Chicago.^[5]

According to Chicago Attorney and broadcaster Lonna Saunders The Rev. Addie Wyatt, was a mentor to President Barack Obama in his community organizing as a young man.^[6]

In a letter, read at her funeral in April 2004, from President Barack Obama and first lady Michelle Obama, Wyatt was called a "champion of equality and a fierce advocate for working Americans."^[7]

Wyatt's home was used to carry out meetings with public figures such as Rev. Jesse Jackson, President Barack Obama, and US Rep. Bobby Rush.^[8]

Addie Wyatt was a long time affiliate of the Chicago Communist Party USA.

Vernon Jarrett and Barack Obama



Vernon Jarrett was a prominent Chicago journalist and was a family friend and later father-in-law of Obama adviser Valerie Jarrett.

In the 1940s Jarrett worked in several communist influenced organizations in Chicago, including serving on the publicity committee of the communist controlled Packing House Workers Strike Committee, with Frank Marshall Davis.

He also ran a radio show with Communist Party USA member Oscar Brown, Jr.

Vernon Jarrett was also a fan of Barack Obama. He watched his career from its early stages and became an influential supporter.

In 1992 Obama worked for the ACORN offshoot, Project Vote to register black voters in aid of the Senate Campaign of Carol Moseley Braun-who had strong Communist Party USA ties and was Harold Washington's legislative floor leader.

Obama helped Carol Moseley Braun win her Senate seat, then took it over himself in 2004-backed by the same communist/socialist alliance that had elected Washington and Moseley Braun.

Commenting on the 1992 race, Vernon Jarrett wrote in the Chicago Sun-Times of August 11th 1992;

Good news! Good news! Project Vote, a collectivity of 10 church-based community organizations dedicated to black voter registration, is off and running. Project Vote is increasing its rolls at a 7,000-per-week clip...If Project Vote is to reach its goal of registering 150,000 out of an estimated 400,000 unregistered blacks statewide, "it must average 10,000 rather than 7,000 every week," says Barack Obama, the program's executive director...

Dee Myles, a Chicago based chair of the Education Commission of the Communist Party USA penned a tribute to Vernon Jarrett, for the People's Weekly World of June 5th, 2004.

Readers like me can be extremely selective of the journalists we read habitually... We are selective about the journalists to whom we become insatiably addicted, and once hooked we develop a constructive love affair without the romance...

Such was my experience with Vernon Jarrett, an African American journalist in Chicago who died at the age of 86 on May 23. I became a Vernon Jarrett addict, and I am proud of it!

Vernon Jarrett's career as a journalist in Chicago began and ended at the Chicago Defender, the African American daily paper. In between, he was the first Black journalist at the Chicago Tribune, and I first began to read his articles during his tenure at the Chicago Sun-Times.

Jarrett's claim to fame is that he was a partisan of the cause of African Americans in the broad democratic tradition of Paul Robeson and W.E.B. DuBois...

Paul Robeson and W.E.B. DuBois were both Communist Party USA members. On April 9th, 1998 at Chicago's South Shore Cultural Center, Vernon Jarrett hosted a Paul Robeson Citywide Centennial Celebration event, with his old comrade and Party sympathiser Margaret Burroughs and former Communist Party USA members Studs Terkel and his old friend Oscar Brown, Jr.

Dee Myles went on to say;

Jarrett was fanatical about African Americans registering and voting in mass for socially conscious candidates. He championed Harold Washington like a great warrior, and this March, from his hospital bed, wrote an article appealing to Black Chicago to turn out to vote for Barack Obama in the Illinois primaries. Obama astounded everyone with an incredible landslide victory as the progressive, Black candidate for the Democratic Party nomination for the U.S. Senate seat from Illinois. From his sickbed, Vernon Jarrett issued a clarion call, and the people responded.

Communist Party support in Obama's 2004 Senate race

The Communist Party USA was supportive of several candidates in the 2004 election cycle including Frank Barbaro, Cynthia McKinney, Barack Obama, Betty Castor, Nancy Farmer and Inez Tenenbaum^[9];

It would be helpful for each district to single out House seats that can be swung from Republican to Democrat to develop our list of key races, which includes progressive Frank Barbaro in New York and Cynthia McKinney in Georgia.

A number of exciting candidates are emerging in the Senate, in the first place Barak Obama in Illinois, and also several progressive women including Betty Castor seeking to retain retiring Bob Graham's seat as Democrat; Nancy Farmer seeking to defeat Kit Bond in Missouri; Inez Tenenbaum seeking to retain retiring Fritz Hollings seat as Democrat.

The Communist Party USA actively campaigned for Obama during his successful 2004 Illinois Senate race^[10].

Activists from Illinois were immersed in the campaign to elect Barak Obama to the U.S. Senate. Obama won a landslide victory in the March 16 Democratic primary. If Obama wins in November, he would be only the third African American senator since Reconstruction.

"This was a historic victory. It was a victory for political independence and grassroots, coalition, and issue oriented politics over the machine and money," said John Bachtell, Illinois CP district organizer.

From a November 21 2004 report to the Communist Party USA National Committee - "The Communist Party USA and the 2004 Elections: Build the Party, Build the Coalitions".^[11]

MO: State Rep. During the campaign to elect a worker as State Representative: A new club in St. Louis, with another in formation. A new YCL club and another by the end of the year. A total of 19 new members in the YCL and Party. An increase from 2 to 12 bundles of PWW/NM a week. MI: A new club in Saginaw emerged from a national/district team that helped on a local campaign which elected a township trustee. A new club in the Upper Peninsula formed after a visit by Sam. New clubs in Lansing and Ann Arbor will be formed by the end of the year. ILL: 27 new members and an increase in PWW/NM bundles to 2500 a week. This in the process of participating in the movement from Illinois to Wisconsin to put that state over the top for Kerry, participating in the historic election of Barak Obama to the US Senate, and the successful campaign of Melissa Bean, defeating incumbent Republican Congressman Philip Crane.

In an October 23 2007 report to a Chicago Special District Meeting on African American Equality, Communist Party USA National Board member John Bachtell wrote:^[12]

The historic election of {Harold } Washington was the culmination of many years of struggle. It reflected a high degree of unity of the African American community and the alliance with a section of labor, the Latino community and progressive minded whites. This legacy of political independence also endures...

This was also reflected in the historic election of Barack Obama. Our Party actively supported Obama during the primary election. Once again Obama's campaign reflected the electoral voting unity of the African American community, but also the alliances built with several key trade unions, and forces in the Latino and white communities.

It also reflected a breakthrough among white voters. In the primary, Obama won 35 % of the white vote and 7 north side wards, in a crowded field. During the general election he won every ward in the city and all the collar counties. This appeal has continued in his presidential run.

Young Communist League backing

According to a November 20 2004, election report^[13] from Young Communist League USA national coordinator Jessica Marshall confirms Young Communist League USA support for Obama's campaign through Youth for Obama.

In New York YCLers were delegates and founders of the local organizing committees of the National Hip Hop Political Convention. In Providence, Miami and Chicago YCLers helped head up the League of Pissed Off Voters efforts. YCLers staffed Democratic Party operations and headed up precincts in Ohio and Florida. A YCLer from Virginia was a canvas director for a progressive young candidate in a tight race in Ohio. In Miami, the newly formed club helped ACT organizing efforts at Miami Dade Community College.

In Chicago YCL members were very active in the Youth for Obama efforts and one member worked with the United States Student Association and his student government to register over 1,000 new voters.

From a 2006 Young Communist League USA report by Jessica Marshall.^[14]

Young people are up to the challenge. In 2004 youth-run organizations helped to organize and register 4.6 million new young people to get out and vote... the majority of them voted against Bush and more than half were young people of color. The YCL was there and present for those experiences - we learned alongside them through our Midwest Project.

The YCL has to be at the table this fall too. Every club and every member needs to be out there and involved. And we need to bring everyone we work with out too! This is a national campaign to change the Congress and we are gonna be a part of that!

We don't have to be millions to have an impact! Just think about what a small group of YCLers have done in less than four years since our last convention!

We organized dozens of young people to head to the battleground states in 2004

In Ohio our YCLers were asked to lead up get out the vote teams because of our experience and hard work. In Cincinnati we helped defeat an anti-gay ballot initiative. In New York we worked on a campaign to elect Frank Barbaro defeat a Bush Republican and elect a real progressive In Chicago we helped to form a youth vote operation to elect Barak Obama. In St. Louis we were instrumental in electing John L. Bowman a progressive state representative. Bowman publicly acknowledged the key role the YCL and Communist Party played in his election.

Bea Lumpkin on Obama

Senior Chicago Communist Party USA member Bea Lumpkin, and her husband and comrade Frank Lumpkin were longtime supporters and a fans of Barack Obama.

As a friend, supporter and campaigner for pro communist Chicago mayor Harold Washington, Lumpkin credits the Washington campaigns with blazing the way for Barack Obama.^[15]

Sadly, when Washington died in office, the Democratic Party hacks crept back into power. The movement around Harold had not had time to jell into an organization with staying power. Still, the lessons of that campaign, with its spirit of African American, Latino and labor unity, took deep root in Chicago. Those roots nourished the spectacular rise of a new voice for people's unity, Barack Obama. Since then, Obama's strong voice has brought the message of unity to every corner of the country.

From her book "Joy in the Struggle", pages 244, to 248;

I am sure that Frank and I met Obama in the '80s. That's when he was working on pollution problems at the Altgeld Gardens public housing. The site was close to the steel mills, and Frank was active on similar pollution issues. We certainly knew the community people with whom Obama was working. But I cannot say that we knew the Obama name then. There were two reasons for that. Both Frank and I have a hard time remembering names. More important, was Obama's style. He pushed the community people forward and stayed out of the limelight himself. After Obama became our state senator in 1996, we knew his name, and I am sure he knew ours.

We were also friends with Alice Palmer, a progressive state senator. When she ran for Congress, Barack Obama won the vacated state senatorial seat.

During Obama's years in the Illinois Senate, we heard many good things about him. I helped organize steel worker retirees to visit Obama about health care legislation. He made us happy by telling us he was a sponsor of the legislation we wanted. And we liked his stand against a U.S. invasion of Iraq. He told us he was thinking of running for the US Senate.

Electing Obama to the U.S. Senate was a must-win election for us... The hardest part of the senatorial campaign was winning the Democratic primary...

About that time in the campaign, I heard Michelle Obama for the first time. Barack Obama introduced her in a way that really appealed to me. It showed not only his love for his wife but also his respect for women. "I want to introduce my wife, Michelle. She is taller than I am, smarter, and better looking." Michelle Obama then took the podium and gave a good, progressive review of the issues we care about.

The stakes were high. To win, each one of us had to do more than we could. But Frank was 88 and I was 86. Sure, we were in good shape "for our age." But how good was that? Well we found out. We worked and we worked and worked. And we did a lot of worrying, too. The polls kept teetering back and forth...As it was, he won the nomination in a landslide, 29 percent higher than his nearest Democratic opponent.

With Obama safely nominated, we relaxed just a little. We no longer had to dream the impossible dream. But nobody knew how much racism might cut into Obama's vote. It takes a huge supermajority in Chicago to offset the Republican counties in southern Illinois. So once more we needed to work on voter registration. But Frank and I could not continue the pace of the primary election. We did not have to. Many new activists came forward.

That August, at the 2004 Democratic Convention, Obama gave the speech that became his "trademark," the call for people to unite to benefit the whole country. In November 2004, Obama was elected to the U.S. Senate with 70 percent of the vote...

As an 18-year old, I served as a poll watcher in 1936. I was not yet 21, not old enough to vote. In fact I served as poll watcher in more local elections than I can remember. But it was not until 1948 that I really threw myself into an election, heart and soul and body, too. That was the Progressive Party campaign to elect Henry Wallace for president. Fast forward to 1983 for Harold Washington, as described above. And then we come to 2008, for Barack Obama. That was like nothing I had ever seen. There had been a high level of enthusiasm when Washington ran for mayor. But nothing equaled the Obama campaign for president.

I was ecstatic when Barack Obama put his name forward as a candidate for the nomination for U.S. president. There were other good candidates, with Kucinich the clearest progressive voice. But my hopes went through the ceiling when Obama spoke. A progressive African American for president? About time and more! With Obama, we could not only reject "W's" years of right-wing destruction, we could move the country forward. Then something I had never seen before happened. People surged forward and took ownership of the campaign. The candidate himself encouraged them to do that. He kept talking about "we" and "you" and repeated "It's not about me." People took him at his word. They believed him, and let their imaginations flow. Soon there was a flowering of people's Obama art and music that flooded "You Tube," kept artists busy and printing presses running. Tee-shirts by the millions were silk screened or whatever method is now used.

My favorite tee-shirt was the one that said, "We Are the Ones We Were Waiting For." This was the feeling of empowerment that was taking root in working class neighborhoods and communities of color. The coffee shop in my neighborhood, the family restaurant two miles away, friend after friend, were inviting me to forums, phone call parties, debate watching, pizza feasts, most with a television hookup to the national campaign. Strangers visited strangers, and all at once we were not strangers anymore. We were sisters and brothers united in the greatest cause of all—saving our people and our country from the Bush disaster and to rebuild America.

Soon after Obama opened a volunteer center in Chicago, I went down to help. They were making phone calls into battleground states. The large office was crowded. All the seats were taken. All the phones were in use. And every inch of floor space was occupied by 16 to 25 year olds, sprawled in various teenage positions. They had thought to bring their chargers for their cell phones and were calling away. The young people were a perfect cross-section of multiracial Chicago, a total blend of purpose and dedication. My heart sang, and I had the rare feeling that I was not needed. My replacements had arrived!

By primary time 2008, I was nearing my 90th birthday. Did I have one more campaign left in my arthritic legs? "Yes," my heart told me, and my legs kindly cooperated. Of course, I could have spared my knees, sat in a chair, and made telephone calls for the campaign.

When the votes were counted, Indiana came through for Obama-Biden! It was close. The steel retirees felt that they had made a difference, all of us. We are still celebrating our huge victory. Things have never moved so fast. At this writing, it is only six weeks since Obama took office. We are being swallowed up by the biggest economic disaster since the '30s. And it is beginning to look as though nothing smaller than a new New Deal can help us. How good it is that we have a president who has made job creation a plank of his crisis program. Had we not worked so hard and elected Obama, we'd be under a president who would let the people drown.

Meanwhile, Frank spent the campaign in the nursing home. I talked to him about Obama every day. I knew he wanted to know. But I could not tell if the news was getting through to him. The day after the election, the first page of the New York Times carried Obama's picture and his name in three-inch letters. I showed it to Frank. He looked at it, hard. Then he drew his right arm out from under the covers, bent it at the elbow, and raised his clenched fist high!

"Revolutionary mole" letter

Frank Chapman is a long time Communist Party USA supporter. In the early 1980s he chaired a party front National Alliance Against Racist and Political Repression. In the mid '80s he served on the board of another communist front, the U.S. Peace Council, alongside two future Obama colleagues and supporters Alice Palmer and Barbara Lee. Just after Obama won the pivotal Iowa primary Chapman wrote a letter to the January 12, 2008 edition of the CPUSA's Peoples Weekly World;^[16]

Now, beyond all the optimism I was capable of mustering, Mr. Obama won Iowa! He won in a political arena 95 percent white. It was a resounding defeat for the manipulations of the ultra-right and their right-liberal fellow travelers. Also it was a hard lesson for liberals who underestimated the political fury of the masses in these troubled times.

Obama's victory was more than a progressive move; it was a dialectical leap ushering in a qualitatively new era of struggle. Marx once compared revolutionary struggle with the work of the mole, who sometimes burrows so far beneath the ground that he leaves no trace of his movement on the surface. This is the old revolutionary "mole," not only showing his traces on the surface but also breaking through.

The old pattern of politics as usual has been broken. It may not have happened as we expected it to happen but what matters is that it happened. The message is clear: we can and must defeat the ultra-right, by uniting the broadest possible coalition that will represent an overwhelming majority of the people in a new political dynamic. We must quickly shed yesterday's political perspective and get in step with the march of events.

Message of support to a Communist Party "front"

In March 2008, Barack Obama sent a message of support to the Communist Party USA controlled Cesar E. Chavez National Holiday organization.



✉

April 1, 2008 Washington DC—Evelina Alarcon, Executive Director of Cesar E. Chavez National Holiday welcomed the backing for a Cesar Chavez national holiday from Presidential candidate Senator Barack Obama who issued a statement on Cesar Chavez's birthday Monday, March 31, 2008. "We at Cesar E. Chavez National Holiday appreciate the backing of a national holiday for Cesar Chavez from presidential candidate Senator Barack Obama. That support is crucial because it takes the signature of a President to establish the holiday along with the Congress's approval," stated Evelina Alarcon. "It is also encouraging that Senator Hillary Clinton who is a great admirer of Cesar Chavez acknowledged him on his birthday. We hope that she too will soon state her support for a Cesar Chavez national holiday."

Alarcon's remarks were part of a statement made at a press conference at our nation's Capitol on April 1st called by Chair of the Hispanic Congressional Caucus Rep. Joe Baca (D-CA) in support of HR 76, a resolution he authored with 62 Co-Sponsors that encourages the establishment of a Cesar Chavez national holiday by the Congress^[17].

Barack Obama's statement for a Cesar Chavez national holiday:

"Chavez left a legacy as an educator, environmentalist, and a civil rights leader. And his cause lives on. As farmworkers and laborers across America continue to struggle for fair treatment and fair wages, we find strength in what Cesar Chavez accomplished so many years ago. And we should honor him for what he's taught us about making America a stronger, more just, and more prosperous nation. That's why I support the call to make Cesar Chavez's birthday a national holiday. It's time to recognize the contributions of this American icon to the ongoing efforts to perfect our union."

Senator Barack Obama March 31, 2008.

Obama's sister given communist "front" award



standing Evelina Alarcon left, Maya Soetoro-Ng, right

In June 2008, Communist Party USA leader and Executive Director of Cesar E. Chavez National Holiday, Evelina Alarcon presented an award from the organization to Barack Obama's younger sister Maya Soetoro-Ng at a gathering in East Los Angeles^[18].

Addressing a largely Latino audience in East Los Angeles yesterday, Dr. Maya Soetoro-Ng shared stories about her childhood with her older brother, Barack Obama, and the effect he has had on her life. Held in El Sereno's Hecho en Mexico restaurant, the event drew more than a hundred enthusiastic community activists, local elected officials, and regular citizens...

Evelina Alarcon, a notable Obama supporter and the sister of long-time Los Angeles politician Richard Alarcon, presented a poster to Obama's sister commemorating the life of Cesar Chavez.

Alarcon recounted the accomplishments of the late Chicano leader and argued persuasively for honoring his accomplishments with a national holiday. Reminding those in attendance that Barack Obama supports the call to make Cesar Chavez's birthday a national holiday. Alarcon trusts that if Obama is elected president the holiday will become a reality.

Obama has been quoted recently to say: "As farmworkers and laborers across America continue to struggle for fair treatment and fair wages, we find strength in what Cesar Chavez accomplished so many years ago and we should honor him for what he's taught us about making America a stronger, more just, and more prosperous nation. That's why I support the call to make Cesar Chavez's birthday a national holiday. It's time to recognize the contributions of this American icon to the ongoing efforts to perfect our union."

Coalition of Black Trade Unionists

From May 22-25, 2008, the Communist Party USA founded Coalition of Black Trade Unionists held their 37th International Convention in St. Louis, Missouri.

William Lucy, President, CBTU - Introduced Senator Barack Obama, who addressed the conference via phone.^[19]

Communist support in '08

The Communist Party USA and the Young Communist League USA, put in a huge effort to elect Barack Obama in 2008.

Individual party members who actively propagandized for Obama, or worked on the ground to get him elected include;

- Terrie Albano
- Jim Baldridge
- Margaret Baldridge
- Docia Buffington
- Gary Dotterman
- Gabe Falsetta
- Joelle Fishman
- Mark Froemke
- Lee Gloster
- Bea Lumpkin
- Norman Markowitz
- Scott Marshall
- Esther Moroze
- Rosalio Munoz
- Rick Nagin

- Libero Della Piana
- Roger Rader
- Erica Smiley
- Betty Smith
- Adam Tenney
- Jarvis Tyner
- Joel Wendland
- Joyce Wheeler
- Tim Wheeler
- Sam Webb
- Rev. Pierre L. Williams
- Len Yanielli



Communist Party USA

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Special District Meeting on African American Equality

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Author: John Bachtell, National Board Member First published 10/23/2007 15:24 by (article_topic_desc)

Special District Meeting on African American Equality and Building the Communist Party and Young Communist League Chicago, IL September 30, 2007

Opening Remarks By John Bachtell, IL District Organizer

First, I want to acknowledge the collective nature of this report and preparation for the meeting. Thanks to everyone who contributed. Secondly, these remarks will not begin to touch on every question, only a few of the key problems and issues before the district. The rest is up to you.

--snip--

The African American community, and especially trade unionists have played a crucial role in the struggle to defeat the ultra right. This includes massive voter turnout in election after election, but also the swing state mobilizations in 2004.

This was also reflected in the historic election of Barack Obama. Our Party actively supported Obama during the primary election. Once again Obama's campaign reflected the electoral voting unity of the African American community, but also the alliances built with several key trade unions, and forces in the Latino and white communities. It also reflected a breakthrough among white voters. In the primary, Obama won 35% of the white vote and 7 north side wards, in a crowded field. During the general election he won every ward in the city and all the collar counties. This appeal has continued in his presidential run.



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Screenshot of the article as it appeared as at Nov. 10, 2010

To the left is a screen shot an article entitled "*Special District Meeting on African American Equality*", taken as it appeared on the Communist Party USA website as at December 30, 2007. Note the reference to Communist Party support for Obama in the 2004 U.S. Senate primaries.^[20]

To the right is a screen shot of the same article taken on Nov. 10, 2010. Note that the statement, "*Our Party actively supported Obama during the primary election*" has been edited out.^[21]

CPUSA Extols Obama 2012 Victory at Int'l Communist Meeting

A report praising Barack Obama, and the changes wrought by him, was delivered at the 14th International Meeting

of Communist and Workers Parties, held in Beirut, Lebanon, November 22-25, by Erwin Marquit, member of the International Department, CPUSA.^[22]

We express our gratitude to the Lebanese Communist Party for hosting this important meeting under the present difficult conditions.

The Communist Party USA not only welcomes the reelection of President Barack Obama, but actively engaged in the electoral campaign for his reelection and for the election of many Democratic Party congressional candidates. We regarded the 2012 election as the most important in the United States since 1932, an election held in the midst of the Great Depression.

The election of President Franklin Roosevelt in 1932 led to the legalization of the right of workers to organize labor unions and to bargain collectively with employers. It led to the establishment of a compulsory employer-worker funded pension system for retired workers. It also introduced measures that enabled unemployed families to survive the Great Depression, among which were employment in the public sector for the unemployed, work camps for youth, and food provisions for the poverty stricken. Except for the youth camps, which ended with the onset of World War II, all of these are measures that the 2012 Republican Party agenda would have eliminated or greatly weakened. We believed that if the Republican candidate for President were elected and if both houses of the Congress fell under the control of the far right, racist sector (calling itself the "Tea Party") that now dominates the Republican Party, the nation's return to pre-1932 conditions would be a real danger.

Because of this danger, we viewed our participation in mainstream electoral activity as obligatory, even though both major parties in the United States are dominated by capital, with no effective competition from a mass-scale social-democratic party. We are aware that some on the Left in the United States thought that the correct approach to the elections was either to boycott them, or as a protest, to run or support small-scale left-wing candidacies with no possible chance of winning. We Communists rejected this strategy because too much was at stake.

The most import success of the Obama Administration since its election in 2008 was the introduction of a major expansion of the people's access to financing of their health care. As a result of this legislation, 25 million people now have access to health care who previously did not have it. The repeal of this health care law was one of the main points in the programs of the Republican Party presidential and Congressional candidates in the 2012 election. Even without a repeal, there is still the danger that it will be ruled unconstitutional by the present Supreme Court even though the lower courts have upheld it. Whatever the present Supreme Court might not rule, a Supreme Court loaded with right-wing justices appointed by a Republican president would still be able to do so.

Obama has opposed Republican attempts to introduce austerity programs similar to those in the European Union. The Republicans have opposed his efforts to use government funds as economic stimuli to reduce unemployment, as well as his attempts to remove the special provisions of the income tax code that have allowed the rich to be taxed at a lower percentage of income than the average working person, and to eliminate of tax benefits that the corporations get when exporting of jobs abroad. The Occupy movement, with its slogan, "We are the 99 %," that swept through the country in 2011, sharply drew attention to the power of the top 1 %" of the population and stimulated support for Obama's efforts to require higher taxes for the wealthy. The Republicans have blocked all proposals to reduce global warming, environment destruction, industrial pollution, and other actions arising from corporate greed that threaten to destroy the biophysical basis of human existence. Republicans even want to privatize the FEMA, the federal agency for disaster mitigation.

Another important issue is that of justice for immigrant workers and their families. There are between 10 and 11 million irregular immigrants in the United States, mostly from Mexico and other Latin American countries. Our Party supports the regularization of their status, with full rights in the workplace and in the community, and access to U.S. citizenship. The Obama administration has moved too slowly on this issue (and the CPUSA has been sharply critical of this), but it is now taking some modest but real steps. The Republicans, on the other hand, have whipped up a racist frenzy against immigrants that has led to vigilante action and in some cases the murder of immigrant workers. Romney had promised to make life so hard for undocumented immigrants that they would all "self" deport.

Faced with a choice between the victory of either the Democratic Party or Republican Party, the Communist Party viewed a victory of the far-right Republican Party as an extreme disaster. In this situation, we saw the necessity of a policy of center-left alliances in order not to separate ourselves from the people's struggles for dealing with the far right onslaught. The basis of such an alliance now includes the labor movement, organizations of African Americans and Latinos, the women's movement, gay and lesbian civil rights groups, and organizations of the elderly and retirees. On some issues, these groups are joined by a few far-sighted elements of capital.

What do we mean by "far-sighted" elements of capital? As in all capitalist countries, big capital is not a monolith of common interest. Not only are elements of capital in competition with one another, but differences in their investment policies give rise to conflicting political interests. Corporations with investments in the oil, coal, and natural gas industries tend to have the most right-wing orientations. Corporations with heavy investments in China are somewhat wary of China bashing by the Republicans and even by Obama. Some corporations derive their superprofits by operations that do severe environmental damage and contribute heavily to global warming, while others depend on a relatively healthy environment for their maximum profits. That is why some elements of big capital support the Republican Party, while others support the Democratic Party because they can see a limited common interest some issues with the working-class base of support for the Democratic Party. Our present strategy is build alliances both inside and outside the Democratic Party to curtail the dominance of big capital over the lives of our people.

We are well aware that mass political activity on issues of social justice domestically and anti-imperialist solidarity internationally will not spring from within the Democratic Party. The Communist Party must continue to work with other components of this alliance to generate mass activity independently of the two parties to pressure the president and the Congress to act on its demands.

In our electoral policy, we seek to cooperate and strengthen our relationship with the more progressive elements in Democratic Party, such as the Progressive Caucus in the U.S. Congress, a group of seventy-six members of the Congress co-chaired by Raúl Grijalva, a Latino from Arizona, and Keith Ellison, an African American Muslim from Minnesota. We also will strengthen our relationship to the Congressional Black Caucus (formed by African Americans in the Congress), which has been the point of origin of innovative policies including an end to the U.S. economic blockade of Cuba, and with the Congressional Hispanic Caucus. In its domestic policy, for example, the Progressive Caucus has put forth a program for using the public sector to deal with unemployment. It has opposed the use of the so called "war on terror" to incarcerate U.S. citizens indefinitely without criminal charges. In its foreign policy, the Progressive Caucus and the Black Caucus are outspoken in their opposition to U.S. imperialist policies abroad. The Progressive Caucus, now that Obama has been reelected, will be playing an important role in contributing to the mobilization of mass activity on critical issues to bring pressure on the Congress and administration to act on them.

In this year's elections, the labor unions made vigorous efforts to involve their members and their retirees in phoning and door-to-door visits to campaign for Obama and the Democratic Party candidates for the Congress and state legislatures. In my state, our Party members preferentially participated in the election campaign through these labor-union channels.

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In our foreign policy, U.S. Communists consistently oppose all U.S. imperialist activities abroad. We participate in the Cuban solidarity movement and demand the end of the U.S. economic blockade against Cuba and the freeing of the Cuban Five. We opposed the NATO intervention in Libya and oppose U.S. intervention in Syria. We support immediate withdrawal of NATO troops from Afghanistan and oppose the use of drones for assassination and bombing. We call for the end of sanctions against Iran. We oppose the intrusion of the United States militarily and politically in the affairs of Southeast Asia. We oppose the China-bashing policies of the U.S. government. We welcome the election of several progressive, anti-imperialist governments in Latin America and oppose U.S. attempts to undermine them. This leftward shift in Latin American, opening a path to possible socialist development, is of tremendous importance in the worldwide anti-imperialist struggle.

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We call for the replacement of U.S. support of the apartheid regime in Israel by support for a two-state solution based on the 1967 borders with the right of return of Palestinians to their native cities and villages. The day before the elections, the New York Times, in discussing the prospects of a Palestinian/Israel agreement, wrote: "Whatever chance exists of a new American peace initiative after the election is likely to vanish if Mitt Romney wins; at private fund-raising event, he said that the Arab-Israeli conflict was 'going to remain an unsolved problem' and seemed unconcerned about it."

With the elections now over, there is a prospect that growing support in the United States for a just Middle East solution can induce President Obama once again to put pressure on the Israeli government to end the settlement expansion and resume negotiations leading to such a solution. An indication of such growing support is the letter on 19 October 2012 signed by fifteen leaders of the principal U.S. Christian churches calling upon the Congress to reconsider giving aid to Israel because of human rights violations. Reverend Gradye Parsons, the top official of the Presbyterian Church (U.S.A.) said, "We asked Congress to treat Israel like it would any other country, to make sure our military aid is going to a country espousing the values we would as Americans—that it is not being used to continually violate the human rights of other people." The letter said that Israel had continued expanding settlements in the West Bank and East Jerusalem despite American calls to stop claiming territory that under international law and United States policy should belong to a future Palestinian state. This is a sharp contrast to the evangelical Christian churches, which have been part of the core of the far right support of the Republican candidates for president and the Congress. A Jewish-American organization called "J Street," first organized six years ago as a "pro-Israel pro-peace" organization, has been gaining growing support among Jewish Americans for its advocacy of an end to the settlement expansion and a two- state solution based on the 1967 borders. In the 2012 elections, it contributed 1.8 million dollars to support the election of 72 candidates for the U.S. Congress, of which 71 were elected,

A key element of the Communist Party's strategy of alliances is to imbue the struggles of these alliances with enhancement of the democratic rights, and to promote the increasing use of the public sector to extend the acceptance of a socialist consciousness. Obviously the Communist Party needs far more growth than it has been able to achieve. We are, however, effectively using our participation in people's struggles and the Internet to recruit new members. We have an online daily news publication, People's World, www.peoplesworld.org, a monthly online theoretical journal Political Affairs, www.politicalaffairs.net, as well as national and district Websites. As a result of our online activities, we have been forming Party clubs in states in which we previously had very few or even no members. This influx of new members led us to have a national Party school earlier this year to acquaint new members with the Marxist-Leninist orientation of the Party.

The reelection of Obama places before us the high-priority task of reversing the decline in labor-union membership by securing the enactment of the law requiring the recognition of labor unions when supported by the majority of workers of an enterprise and securing passage of other legislation that benefits the working people. The fact that the composition of the new Congress did not change ideologically enough to facilitate passage of this law still presents us with a difficult struggle. The fact that Republican Party still controls the lower house of the Congress and has enough votes in the upper house to block legislative changes of a highly progressive nature presents an obstacle that we will have to combat until it can be changed in the 2014 elections. We still have the task of strengthening the center-left alliance and enriching its anti-imperialist character.

While the victory of Obama is a welcome aid for us in our domestic struggles, we still face the challenge of mobilizing mass pressure on his administration to reverse the imperialist character of U.S. foreign policy. The CPUSA will pursue this formidable task vigorously in alliance with domestic progressive forces and with our comrades in the Communist and Workers' Parties and their allies throughout the world.

Bronx communists for Obama

In 2014, Bronx Communist Party USA member David Mirtz wrote;^[23]

On a local level, our Party's participation can matter. Prior to 2008 our club in the Bronx had little involvement in local politics and little relation with local activists, groups or elected officials. Through spear-heading work on the Obama

campaigns and the subsequent healthcare fight, as well as leading local work of the WFP, that has changed. Now we are "in the loop" and part of the local political scene

Flynn Club support

In 2014, the New York based Communist Party USA Elizabeth Gurley Flynn Club wrote;^[24]

Sometimes, we must be free to disagree with Democrats on selected issues, even those whom we have supported, such as Obama on a national level, Jerrold Nadler, a progressive Congressman from Manhattan, and Bill De Blasio, who is New York City's new progressive mayor. For example, we should be free to advocate a general reduction of our country's military and to disagree with the Obama Administration's expansion of some sections of our military forces.

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HuffPost Chicago, Lonna Saunders, Remembering Rev. Addie Wyatt: Chicago's Little Engine Who Could, Posted: 04/ 4/2012 1:06 pm
7. ↑
Chicago Sun-Times, Hundreds gather to pay respects to the Rev. Addie Wyatt, BY TINA SFONDELES Staff Reporter tsfondeles@suntimes.com April 7, 2012
8. ↑
[<http://www.nbcchicago.com/news/local/Rev-Addie-Wyatt-Memorialized-146428745.html>, NBC Chicago, Rev. Addie Wyatt Memorialized, By Glenn Marshall, Saturday, Apr 7, 2012]
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10. ↑
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11. ↑
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14. ↑

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15. ↑

[Joy in the Struggle, Bea Lumpkin, page 243]

16. ↑

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17. ↑

<http://www.cesarchavezholiday.org/index.html>

18. ↑

[http://www.laprogressive.com/2008/06/22/barack %E2 %80 %99s-sister-brings-the-heat-to-el-sereno/](http://www.laprogressive.com/2008/06/22/barack-%E2%80%99s-sister-brings-the-heat-to-el-sereno/)

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24. ↑

Discussion: Political Tactics in New York by: ELIZABETH GURLEY FLYNN CLUB, NEW YORK CITY June 2 2014

Civil War doubled as marxist revolution (2008-08-21 14:19)

Karl Marx and Abraham Lincoln exchanged letters at the end of the Civil War. Although they were divided by far more than the Atlantic Ocean, they agreed on the cause of “free labor” and the urgent need to end slavery. Lincoln’s response signaled the importance of the German American community and the role of the international communists in opposing European recognition of the Confederacy.

The ideals of communism, voiced through the International Working Men’s Association, attracted many thousands of supporters throughout the US, and helped spread the demand for an eight-hour day. Blackburn shows how the IWA in America—born out of the Civil War—sought to radicalize Lincoln’s unfinished revolution and to advance the rights of labor, uniting black and white, men and women, native and foreign-born. The International contributed to a profound critique of the capitalist robber barons who enriched themselves during and after the war, and it inspired an extraordinary series of strikes and class struggles in the postwar decades.

In addition to a range of key texts and letters by both Lincoln and Marx, this book includes articles from the radical New York-based journal Woodhull and Claflin’s Weekly, an extract from Thomas Fortune’s classic work on racism *Black and White*, Frederick Engels on the progress of US labor in the 1880s.

Karl Marx supported the Radical Republicans via New York Tribune (2008-08-26 02:00)

Horace Greeley founded the New York Tribune in 1841. Greeley took a strong moral tone in his newspaper and campaigned against alcohol, tobacco, gambling, prostitution and capital punishment. However, his main concern was the abolition of slavery and the introduction of universal suffrage.

Greeley was very interested in socialist and feminist ideas and published articles by Karl Marx, Charles Dana, Margaret Fuller and Jane Grey Swisshelm in his newspaper. He also promoted the views of Albert Brisbane, who wanted society organised into co-operative communities.



Ulysses S. Grant



After the demise of the Whigs, Greeley supported the Free Soil Party. He was one of the leaders of the campaign against the 1850 Fugitive Slave Law and in 1856 helped form the Republican Party.

During the Civil War Greeley and the New York Tribune supported Abraham Lincoln, but opposed his renomination in 1864. Greeley was highly critical of the presidency of Ulysses G. Grant and became associated with the Radical Republicans. Later he helped form the Liberal Republican Party.

After the 1860 elections the Radical Republicans became a powerful force in Congress. Several were elected as chairman of important committees. This included Thaddeus Stevens (Ways and Means), Owen Lovejoy (Agriculture), James Ashley (Territories), Henry Winter Davis (Foreign Relations), George W. Julian (Public Lands), Elihu Washburne (Commerce) and Henry Wilson (Judiciary)..

Radical Republicans were critical of Abraham Lincoln during the Civil War, when he was slow to support the recruitment of black soldiers into the Union Army. Radical Republicans also clashed with Lincoln over his treatment of Major General John C. Fremont. On 30th August, 1861, Fremont, the commander of the Union Army in St. Louis, proclaimed that all slaves owned by Confederates in Missouri were free. Lincoln was furious when he heard the news as he feared that this action would force slave-owners in border states to join the Confederate Army. Lincoln asked Fremont to modify his order and free only slaves owned by Missourians actively working for the South.

When John C. Fremont refused, he was sacked and replaced by the conservative General Henry Halleck. The Chairman of the Senate Finance Committee, William Fessenden, described Lincoln's actions as "a weak and unjustifiable concession in the Union men of the border states. Whereas Charles Sumner wrote to Lincoln complaining about his actions and remarked how sad it was "to have the power of a god and not use it godlike".

The situation was repeated in May, 1862, when General David Hunter began enlisting black soldiers in the occupied district under his control. Soon afterwards Hunter issued a statement that all slaves owned by Confederates in his area (Georgia, Florida and South Carolina) were free. Lincoln was furious and despite the pleas of Salmon Chase, the Secretary of the Treasury, the instructed him to disband the 1st South Carolina (African Descent) regiment and to retract his proclamation.

In the early stages of the American Civil War Lincoln only had one senior member of his government, Salmon Chase

(Secretary of the Treasury), who was sympathetic to the views of the Radical Republicans. Later in the war other radicals such as Edwin M. Stanton (Secretary of War), William Fessenden (Secretary of the Treasury) and James Speed (Attorney General) were recruited into his Cabinet.

Radical Republicans were also critical of Lincoln's Reconstruction Plan. In 1862 Benjamin Wade and Henry Winter Davis, sponsored a bill that provided for the administration of the affairs of southern states by provisional governors until the end of the war. They argued that civil government should only be re-established when half of the male white citizens took an oath of loyalty to the Union. The Wade-Davis Bill was passed on 2nd July, 1864, but Abraham Lincoln refused to sign it.

Despite their insistence that the white power structure in the South should be removed, most Radical Republications argued that the defeated forces should be treated leniently. Even while the American Civil War was going on Charles Sumner argued that: "A humane and civilized people cannot suddenly become inhumane and uncivilized. We cannot be cruel, or barbarous, or savage, because the Rebels we now meet in warfare are cruel, barbarous and savage. We cannot imitate the detested example."

After the war Horace Greeley advocated universal amnesty and actually put up the bail for his long-term enemy, Jefferson Davis. Lyman Trumbull and Hannibal Hamlin campaigned for better treatment of those Confederate leaders still in prison and James F. Wilson took up the case of the former vice-president, Alexander Stephens.

Radical Republicans were strongly opposed the policies of President Andrew Johnson and argued in Congress that Southern plantations should be taken from their owners and divided among the former slaves. They also attacked Johnson when he attempted to veto the extension of the Freeman's Bureau, the Civil Rights Bill and the Reconstruction Acts. However, the Radical Republicans were able to get the Reconstruction Acts passed in 1867 and 1868. Despite these acts, white control over Southern state governments was gradually restored when organizations such as the Ku Kux Klan were able to frighten blacks from voting in elections.

In November, 1867, the Judiciary Committee voted 5-4 that Andrew Johnson be impeached for high crimes and misdemeanors. The majority report contained a series of charges including pardoning traitors, profiting from the illegal disposal of railroads in Tennessee, defying Congress, denying the right to reconstruct the South and attempts to prevent the ratification of the Fourteenth Amendment.

On 30th March, 1868, Johnson's impeachment trial began. Johnson was the first and only president of the United States to be impeached. The trial, held in the Senate in March, was presided over by Chief Justice Salmon Chase. The Radical Republicans played a leading role in the trial. Thaddeus Stevens was mortally ill, but he was determined to take part in the proceedings and was carried to the Senate in a chair.

Charles Sumner, another long-time opponent of Johnson led the attack. He argued that: "This is one of the last great battles with slavery. Driven from the legislative chambers, driven from the field of war, this monstrous power has found a refuge in the executive mansion, where, in utter disregard of the Constitution and laws, it seeks to exercise its ancient, far-reaching sway. All this is very plain. Nobody can question it. Andrew Johnson is the impersonation of the tyrannical slave power. In him it lives again. He is the lineal successor of John C. Calhoun and Jefferson Davis; and he gathers about him the same supporters."

Although a large number of senators believed that Johnson was guilty of the charges, they disliked the idea of Benjamin Wade becoming the next president. Wade, who believed in women's suffrage and trade union rights, was considered by many members of the Republican Party as being an extreme radical. James Garfield warned that Wade was "a man of violent passions, extreme opinions and narrow views who was surrounded by the worst and most violent elements in the Republican Party."

Others Republicans such as James Grimes argued that Johnson had less than a year left in office and that they were willing to vote against impeachment if Johnson was willing to provide some guarantees that he would not continue to interfere with Reconstruction.

When the vote was taken all members of the Democratic Party voted against impeachment. So also did those Republicans such as Lyman Trumbull, William Fessenden and James Grimes, who disliked the idea of Benjamin Wade becoming president. The result was 35 to 19, one vote short of the required two-thirds majority for conviction. A further vote on 26th May, also failed to get the necessary majority needed to impeach Johnson. The Radical Republicans were angry that not all the Republican Party voted for a conviction and Benjamin Butler claimed that Johnson had bribed two of the senators who switched their votes at the last moment.

The Radical Republicans campaign for equal rights for African Americans was not a popular cause after the American Civil War. In 1868 Henry Wilson argued that the issue cost the Republican Party over a quarter of a million votes in 1868. In the election that year several of the radicals lost their seats including the long-term leader of the group, Benjamin Wade.

When Ulysses S. Grant was elected the only Radical Republicans in his administration was Schuyler Colfax, his vice-president, George Boutwell (Secretary of the Treasury) and John Creswell (Postmaster General). Later, he found posts for George H. Williams (Attorney General) and Zachariah Chandler (Secretary of the Interior).

After the American Civil War a group of former soldiers from the Confederate Army founded the Ku Klux Klan. The first Grand Wizard was Nathan Forrest, an outstanding general during the war. During the next two years Klansmen wearing masks, white cardboard hats and draped in white sheets, tortured and killed black Americans and sympathetic whites. Immigrants, who they blamed for the election of Radical Republicans, were also targets of their hatred. Radical Republicans in Congress urged President Ulysses S. Grant to take action against the Ku Klux Klan. After a campaign led by Oliver Morton and Benjamin Butler, Grant agreed in 1870 to instigate an investigation into the organization and the following year a Grand Jury reported that: "There has existed since 1868, in many counties of the state, an organization known as the Ku Klux Klan, or Invisible Empire of the South, which embraces in its membership a large proportion of the white population of every profession and class. The Klan has a constitution and bylaws, which provides, among other things, that each member shall furnish himself with a pistol, a Ku Klux gown and a signal instrument. The operations of the Klan are executed in the night and are invariably directed against members of the Republican Party. The Klan is inflicting summary vengeance on the colored citizens of these citizens by breaking into their houses at the dead of night, dragging them from their beds, torturing them in the most inhuman manner, and in many instances murdering."

Congress passed the Ku Klux Act and became law on 20th April, 1871. This gave the president the power to intervene in troubled states with the authority to suspend the writ of habeas corpus in countries where disturbances occurred. The passing of this legislation was the last substantial victory for the Radical Republicans in Congress.

In the 1870s several Radical Republicans, including Benjamin Wade, William D. Kelley, George W. Julian, Benjamin Butler, Henry Wilson and John Covode campaigned for the eight hour day and improved conditions for working people. However, they were now fairly isolated and were unable to persuade Congress to pass legislation to protect the emerging trade union movement.

oakleyses (2014-10-23 18:15:16)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:40)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:38)

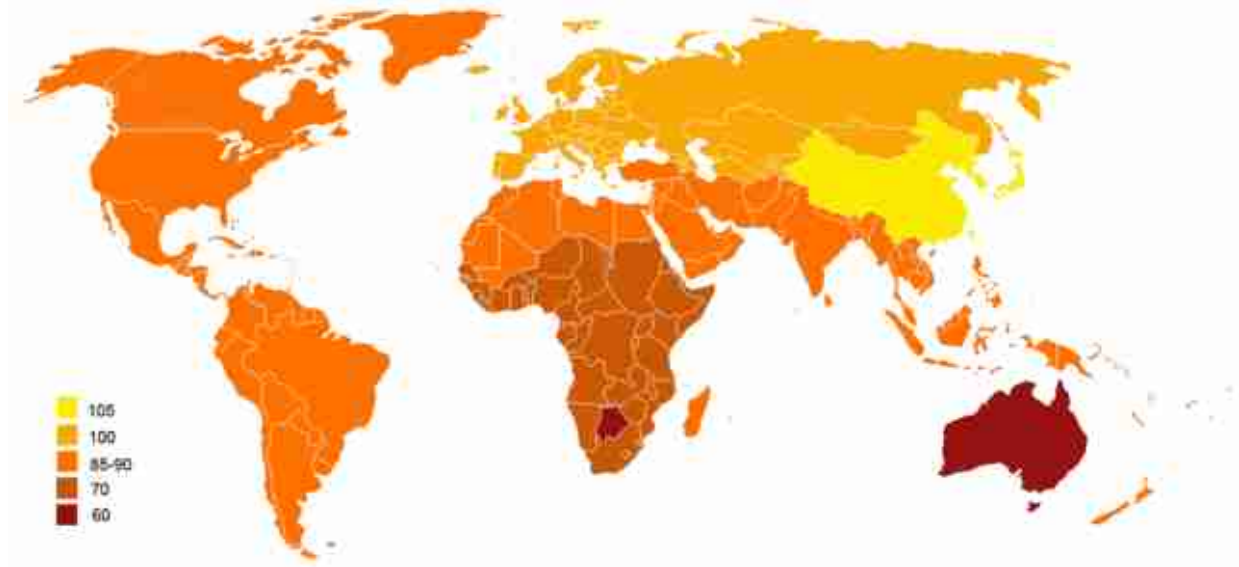
tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley

sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

10.9 September

Brain Drain Map (2008-09-07 14:39)

In Business / Economics, they call this the brain drain map. It has nothing to do with stupid people. It has to do with where # per 1000 geniuses are located. China has the most geniuses per billion! It's like that in economics, the geniuses all go the places that make the most money like Hong Kong even if its communist



If you want some of those geniuses back...voting Republican is the way to do it. Geniuses like profit.

John Doe said... (2008-09-16 13:28)

"I am an American that immigrated to Australia in 2001 (after Bush took office). My wife and I didn't like what we saw coming. Politically, culturally, financially and socially.

When Big Media first started covering the US's economic problems here in 2008 they drug out the old phrase "When America catches a cold Australia gets a flu". Two plus years on and this couldn't be further from the truth. The economy here is going great guns, and demand from Asia and a better government are a good part of the reason. House prices are having solid gains every year, unemployment is reasonably steady, and the federal reserve is trying to raise interest rates to cool the economy (.25 % again today)

To that point, the government here doesn't subsidise 30 year fixed mortgages the way they do in the US, so they can still manage the economy by slightly manipulating interest rates. The longest you can fix a mortgage for is 5 years, at a very high premium, so most people don't.

America has become an after thought, if not the laughing stock, of many Australians. It saddens me to see how far everything has fallen over there. I no longer try to defend the US or the American people. The time for real public

outrage passed many years ago, and I have not only given up on the government, but also on the people themselves. So many dear family and friends spend their lives watching TV while their freedoms, lifestyle, culture and wealth were/are being destroyed around them. Ignorant and apathetic to the realities of the real world. Living with some strange notion of the past as if it represents the present.

Not all is doom and gloom here. And although it could still come, if it does it will have little, if nothing at all, to do with the problems in America." We're living in the past and watching TV loosing our freedoms? At least our two party system is made up of Republicans or Frankfurt School & Trotskyists. The American congress doesn't have your coalition.

New Union Party replaces SLP (2008-09-17 12:53)

<http://libcom.org/forums/north-america/demise-de-leonist-slp-12122008?page=1>

"The SLP closed its national office, which had been in San Jose, California, on September 1, and shipped a great deal of archival material to Duke University and also to the Wisconsin State Historical Society. Both institutions have good collections relating to the history of many minor parties."

Successor party (NUP) in Minneapolis

www.newunionparty.org/

(for heavily regulated foreigners) (background info)

Chinese workers (2008-09-27 02:24)

International Workingmen's Association was joined up with California Unions when they kicked the Chinese railroad workers out when they feared Chinese workers would be hired for lower pay! And that's why we have the people's republic of China. Something similar happened when the signs said that white people had to work even when non-whites would work cheaper...a type of "deleonism". They were all Tom Dooley clones. That's why the communists spew racism for the payroll originally....

That's why I thought that this union thing and Obama thing made Obama a deleonist.

American Federation of Labor has problems with racism, because of the Wobblies (Deleonist) integration into that .

http://en.wikipedia.org/wiki/Industrial_Workers_of_the_World

Hong Kong [Capitalist] is most prosperous city in China. (2008-09-29 11:45)

You know the bailout failed, because the democrats were greedy again.

I say the Secret Service should of gunned down all the democrats in the fucking white house! Yes, in front of the President Bush.

Nancy Polisy (House major) lied about the fact that republicans made it better and that they showed show up! She called republicans unpatriotic. All the democrats went ACLU on us and that it was politically calculated.

He said in the Presidential Debate that he couldn't reach that far to the left.

we can prevent Great Depression II this way. Although if the economy is that bad off than everything goes Democrat

like right now. Democrats are the problem here. The democrats prevented the bill so the economy could get worse so they can look like heroes (they're the villains)! In the great depression, America were liberal socialism anyways by building all those government projects like Hoover Dam. Oh yeah, John McCain said the same thing so hell I am 100 % agreement with McCain at the moment!

re we have to use smiley based fascism/socialism sparely, because we're capitalist. Look at Hong Kong, China couldn't add market socialism to Hong Kong, because they would cripple the city which is why it's a special administrative zone. It was doing so well independently That decision was brilliant. It's not the same deal in the United States, because Barrack Obama has to win the election. It's true that Hong Kong is the most prosperous city in China, correct?

10.10 October

Went to see Armin Van Buuren at Spin Night Club (2008-10-02 10:22)



IFRAME: <http://www.youtube.com/embed/WqVirHEtacY>

This was an awesome experience. I don't have a videocam to record it myself. Went by myself. It was great for what it was. Progressive trance must be shrinking in popularity.

Capitalism for your Need to Know. (2008-10-02 21:20)

WMP Plugin (810 KB) Works with all 3rd party media players

- Chapter 1
- Chapter 2
- Chapter 3
- Chapter 4
- Chapter 5
- Chapter 6
- Chapter 7
- Chapter 8
- Chapter 9
- Chapter 10
- Chapter 11
- Chapter 12
- Chapter 13
- Chapter 14
- Chapter 15
- Chapter 16
- Chapter 17

Apologize for the the mono! Use Rockbox firmware to view on your iPod.

What's wrong with capitalism when Australia is #1? (2008-10-08 12:27)

My banner means that like Russia (Putin is obviously KGB) that the US Treasurer is funding our economy which is smiley face facism (liberal fascism) kind of like the USSR. The People's Republic of China said that there would be no tax on businesses if they move over there and here in the US, corporate tax is 2nd highest in the world which is a democrat issue. And then Obama wants to spend trillion dollars on non-nuclear alternative energy to coal and gas, because of his cronies say so. Personally, I also believe he doesn't want to fund Yucca Mountain which is a mandatory government program if you like it or not.

And if we're the last holy place on earth as far as the apex of good goes; why would you diminish military spending? Since WWII, we fought the evil! We can prove this buy feeding 3rd world countries with American food.

Interesting enough, Australia is #1 in the world and they're capitalist. You won't hear that on liberal news. Looks whose building nuclear power plants under labor party leader! We're capitalist too and there isn't anything wrong with capitalism. With Barrack Obama (the messiah), you're handicapping capitalism and the smart people who do it. You have China with no corporate taxes, because Hong Kong, also capitalist-base, told him how to screw up American economy. China listened.

If we don't bomb Iran within months, they'll have their nuke. Then Pres. Bush would be ahead of his time, because there'll be nukes in the middle east like he predicted (besides Pakistan due to there be UN peace agreement) . The black marketing of designs and stuff will be terrible.

QUOTE <http://news.bbc.co.uk/2/hi/business/7660409.stm>

Us republicans always had this figure in back of our heads kind of like death itself. It lurks around every so often...a few minutes daily for me actually. Actually you must understand that even though we're all Americans, the other 50 % is screwing us young people who have to pay it off. They be democrat and add up all that debt and then they die leaving it to the Boomerang gen to pay cash where its due.

And even more weird is the fact China government offering \$0 corporate tax for American companies, because manufacturing moving to China where it's cheaper. They're leaving the USA. And it's a tie in the polls...that's ridiculous to think half of Americans are that stupid. Is it just me that will stand up to this point? Probably!

There is just something wrong with the party that taxes a couple trillion dollars on top of the rescue bill and that Obama motherfucker is still doing this reteric for advancing his career. That's why McCain is the only Presidential choice

Oh yeah everybody including Australia is building nuclear power plants except those silly democrats.

Nuclear Power is essential: a matter of national security even! (2008-10-27 01:59)

[EMBED]

For nuclear revival to work, you must vote GOP, because one of the primary concerns for nuclear power is where to store the waste. That'd be Yucca Mountain nuclear storage facility in Nevada. Completion date: 2020. Yucca will hold waste for the next 100 years, because it is the largest government project of all time. Barack Obama refuses to fund Yucca Mountain and wants to shut it down, because he is a socialist with an agenda. Sorry, but it's true that energy wattage will go up 50 % by 2030, and nuclear power plants which account for 20 % of the nations energy will be retired and he need more nuclear power plants just to tread water here (replace the ones that exist) .

X

I just caught the first half of CNBC's Nuclear Option, and it mentioned that the South Texas nuclear site wants to double in size and is one of largest two nuclear reactor site. There has been plans to expand it to twice it's size so another 27 megawatts which is about 2 million homes. . There are 20 cities who want to be the first to build a nuclear power plant in 30 yrs or face blackouts. Most of our plants have been in operation for 30 yrs and have a full life of only 60 yrs with technology being developed to bring them in operation longer. We'll need increase in nuclear power, because power demands grow. Nuclear absolutely needs to be a part of the equasion. McCain is the only presidential candidate to emprise nuclear power in this country. The workload for electricity is growing dramatically in the Southeast. This

has generated a lot of interest in nuclear power in the US. One nuclear power plant built means the elimination of 11 million tons of CO2 over a coal plant. Nuclear power plants would be to the equivalent of \$15 a barrel of gas compared to \$120 a gas barrel would normally cost. 96 % of the spent nuclear fuel can be recycled into nuclear energy, and the 4 % is nuclear waste.

Why is nuclear good? Well, gas plants omit CO2 and prices are incredibly high, coal has all the issues of fossil fuel appliance costs associated with itself, wind and solar are certainly a part of the equation, but can not support sustained power generation. We need a nuclear renaissance just to stay at 20 % nuclear in the United States. It generates lots of income for schools and government in small towns.

So we need nuclear energy so that is a good reason to vote John McCain, the only man who can build new power plants for us. Democrats are so slow at it, that we'll have blackouts. And remember now, we have technology (invented by France) to reuse 96 % of the spent nuclear fuel.

Leaked Audio says Barack admits to use social engineering against America to vote for state capitalism (2008-10-28 16:49)

[EMBED]

In this message, the thought is clear that Barack Obama did call himself a socialist, because he defiantly a marxist and not ready for the Oval Office.

Vote McCain. Do your self a favor and vote not republican, but vote CAPITALISM. CAPITALISM IS AT STAKE HERE!

GOP will spend money to build Hydrogen Power Plants (2008-10-30 20:51)



The GOP also supports Hydrogen Power Plants. This is late, but better late than never.

<http://www.isa.org/InTechTemplate.cf...ontentID=52123>

www.bp.com/genericarticle.do?categoryId=2012968 &contentId=7014858

www.aqmd.gov/news1/2004/HydrogenStationGrandOpeningPR.html

As you know nuclear is fission....hydrogen is fusion kind of like the difference between little boy and Project Chariot. Gov. Arnold Schwarzenegger allows multi-billion plant to be built in So. California where blackouts are a part of life. This is first of several and hydrogen power plants will be built as soon as 2009 as the state budget proposal is almost confirmed! Gov. Schwarzenegger is a republican and democrats don't want Hydrogen power plants. Hydrogen power plants are more expensive than nuclear so these hydrogen power plants won't replace most of the 20 % of nuclear power.

10.11 November

UFO Files The Gray's Intentions O_o (2008-11-20 10:33)

http://www.youtube.com/watch?v=bLmRx_yo0RU

<http://www.youtube.com/watch?v=ys5JdO6hxnI>

http://www.youtube.com/watch?v=CK_XcmVYJdI

<http://www.youtube.com/watch?v=BqzlzeiebSc>

Gotta see this. Cool beans!

I've been here. I know about Phil Corso and spaceships and little HUD headgear, phasers for surgery, 23rd century body armor, time-space continuums, EBEs, and what warp speed is And before you say I'm wrong; I've even been here too

Mirror

Mirror 2

How old is ALH84001?

17 million

Aliens have visited Earth! I am so clever!

Marxists love putting America into a lot of Inflation (2008-11-27 05:40)

Jim Bianco of Bianco Research crunched the inflation adjusted numbers. The bailout has cost more than all of these big budget government expenditures - combined:

Marshall Plan: Cost: \$12.7 billion, Inflation Adjusted Cost: \$115.3 billion

Louisiana Purchase: Cost: \$15 million, Inflation Adjusted Cost: \$217 billion

Race to the Moon: Cost: \$36.4 billion, Inflation Adjusted Cost: \$237 billion

S & L Crisis: Cost: \$153 billion, Inflation Adjusted Cost: \$256 billion

Korean War: Cost: \$54 billion, Inflation Adjusted Cost: \$454 billion

The New Deal: Cost: \$32 billion (Est), Inflation Adjusted Cost: \$500 billion (Est)

Invasion of Iraq: Cost: \$551b, Inflation Adjusted Cost: \$597 billion

Vietnam War: Cost: \$111 billion, Inflation Adjusted Cost: \$698 billion

NASA: Cost: \$416.7 billion, Inflation Adjusted Cost: \$851.2 billion

TOTAL: \$3.92 trillion"

Another MONDAY, ANOTHER BAILOUT

Someone went insane on one of these. Probably the socialist Barney Frank which should be shot. But that would be murder and I'm you know atheist. What happen to the good old sane democrats. Are there any left? And then Barack Obama hires a bunch of Clintonites to become a moderate.

Why not have 2 moderate parties? Ie: Socially liberal, politically conservative. What I mean is a hybrid party that invites all the liberal music and culture in right-wing point-of-view of pro-military, pro nuclear, pro-superpower, anti-corruption, anti-ear-marks. We're talking emulation here. It's been done before, I mean we're a representative republic (not a democracy)...the constitution was an anti-political party republic conservative document. An allusion yes, but the truth is because we're a superpower with a state-of-the-art military to go wars (every decade we have a war or two), we're the most conservative nation on Earth. For example the #2 nation has only 2 carriers. We have 12 commissioned!

It is literally four trillion dollars + whatever Barack Obama spends Vs. cutting taxes with Reaganomics (not costing four trillion dollars + whatever Barack Admin spends) and some creative tactics like giving everyone checks for private healthcare. And we would be more self dependent and not borrow an ungodly amount from communist China.

I believe in Reaganomics, Chapter 11 bankruptcy and reorganizing of all these companies. The overly greedy socialist-begging labor unions composed in the GM, Ford and Chrysler, and Teacher unions are mostly liberal, and will bring down their institutions in bizarre expectations.

Oh yeah, I voted a strait republican ticket on the 4th.

10.12 December

2012: The Movie (2008-12-01 10:58)

That Nibiru fly by Earth and stuff is coming out mid-2009 in Theaters. It takes place late 2012 in the Eastern US. Space nukes are probably involved. Armageddon movie storyline updated for 2009 culture.

I'm so proud of myself. I was the first person in this school to do a Nibiru paper. I got a 95 % on it too.

<http://www.fileden.com/files/2006/7/12/126713/Nibiru.zip>

Amazing how carried away I got in November 2007.

Global Warming is propropaganda (2008-12-03 06:29)

I think with Aussie Rules Football becoming the fastest growing sport in the United States, and that all the liberals are bailing out companies every monday, and we have federal healthcare, Obama totally like Australia. Obama has secret Australian Labour Party connections. Too bad we're too liberal to unravel this scandal. Oh, by the way, Sam Webb, chairman of the CPUSA, introduced social democracy!

Kevin Rudd-Barack Obama scandle

Call me paranoid, but "agent of change" sounds familiar.

Call me paranoid, but "agent of change" sounds familiar.

Barrack and Kevin share the same cronies views

The Global Warming is evil propaganda to not build nuclear/hydrogen powerplants in America, and to build nuclear power plants elsewhere. None built since 1970s.



The UN is evil, because they're looking for money to steal from US (AAA first world nation) and these A first world nations hate us for being extremely rich via capitalism and they run the place. They need all that money to fund bizarre global warming funds and President Elect goofball will play into it, because his an elitist figure head of something like THE MAJESTIC 12 ! BAHAAHA. In Metal Gear Solid, they're known as the "Patriots", but was heavily influenced by the Majestic 12. Something about Solid Snake destroying the super computer in MGS2, known as simply GW.

Be my friend, and together we'll take the power away from Democrats and give it to republicans.

Lower your blood pressure w/o prescription! (2008-12-05 06:10)

<http://www.lowstolic.com/>

I should buy some of this stuff :)

Who else wants some.

It's like Tylenol! Sweet!

Buying some today and start lowering my blood pressure due to all the Mt. Dew I drink.

Update OS Day II - installing OS codename: Chuck Norris (2008-12-06 07:31)

<http://blogbeebe.blogspot.com/2008/11/opensuse-111-rc-and-kde-41.html>

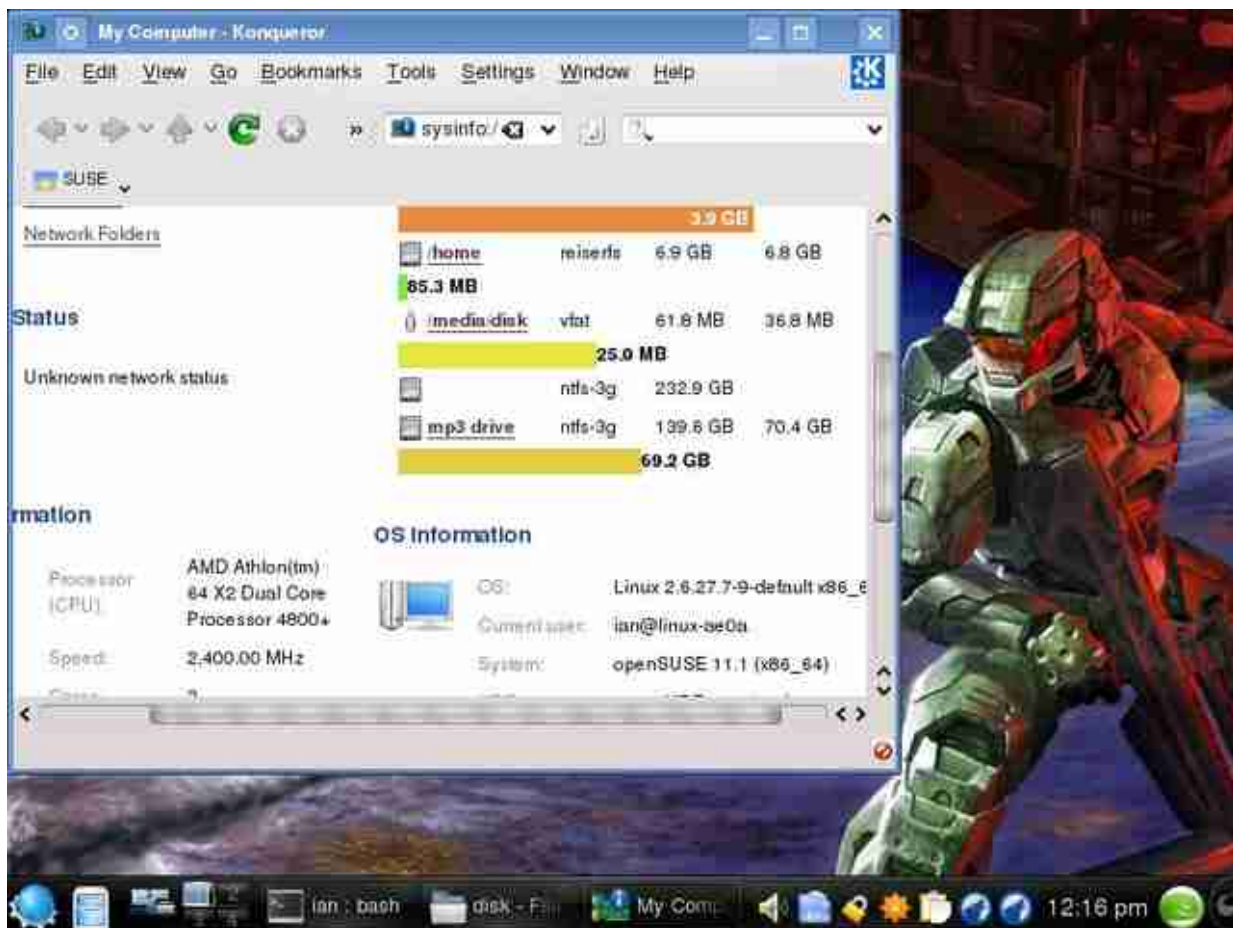
<http://blog.taragana.com/index.php/archive/11-prime-features-of-opensuse-11-1-a-comprehensive-review/>

You know I had OpenSuse 11 on my PC and the only problems I had was it had slow USB transfers to thumb drive, it

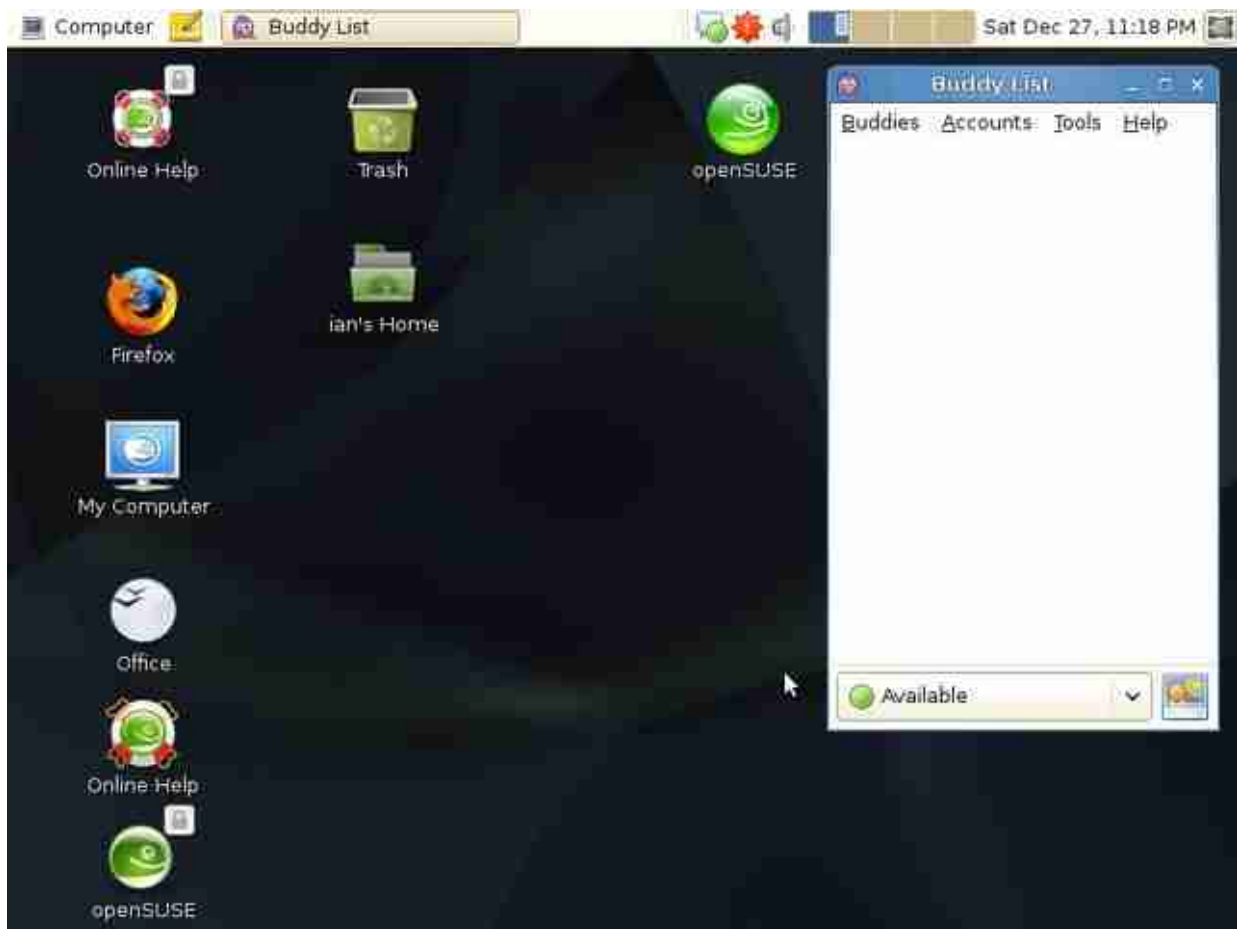
crashed a few times (but always recovered in under 10 seconds) and the last few times, didn't recognize my mouse and keyboard! :(

The 2.6.27.7 kernel has the much needed improved filesystem (UBIFS) optimized for pure flash-based storage devices.

✕



✕



openSUSE 11.1 will roundhouse kick the competition!

I give the OpenSuse 11 Linux a 8.5 out of 10. I only used it like 6 times and one was to backup a locked Windows session. I downloaded a lot of MPEG4 and Games and succeeded.

KDE 3.5.7 and 3.5.9 were so much faster than KDE 4.0.4 too. No latency at all in the 3.5.x series.

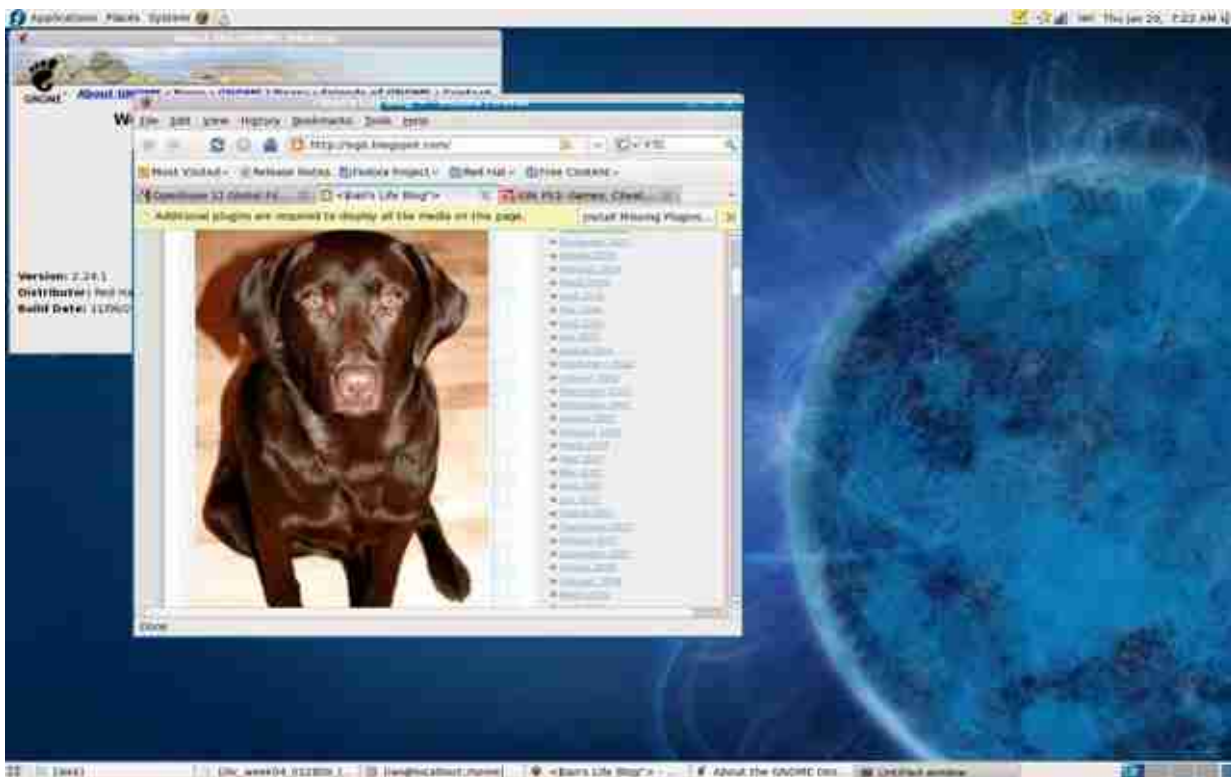
I feel old...I have 2.6.27.7 kernel now. I remember using the Redhat 7.1 days of 2.4.18 kernel in 2003 in High School. 'It was my schizophrenic friend'. At least that's what the UNIX guy said. Did I mention I feel old

✕

✕ Quickpost this image to Myspace, Digg, Facebook, and others!

You know that NASA is running Suse 9.3 Enterprise on their super computer and it's one of the top 5 supercomputers. Some more reasons to love OpenSuse 11+ over Fedora 7+, because Rasmussen is supporting some ancient version of Linux, Fedora 2 (ie: around when Suse 9 was coming out and the British were winning American Revolutionary War). OpenSuse is still most noob friendly Linux, and that's how I like it. I'm a Microsoft guy in case you can't tell. This distro's KDE 4.1.3 and Gnome 2.24 support MESA video drivers over the inferior NV ones so the shell boots in no time and runs 4x faster once it boots up with OpenGL 2.1 enabled. 3D Linux games are playable for the first time. Fedora 10 still has those low end NV drivers and is said to be slow, because of those NV drivers.

✕



Because I can. Can't wait until BTRFS (ReiserFS 5.0) in Fedora 11. Everything is a bit jerky in Fedora 10 and it won't let me change to EXT4 without stalling.

=====

game update (bought 2 games)

Prince of Persia for PS3, Kingdom Hearts Re; Chain of Memories (always wanted the GBA game) and on the Dec. 10th, Persona 4 (got 9.4 on IGN for some reason)

No to mention the Castlevania: Order of Ecclesia and GoW2 Xbox 360 two weeks ago. Gamelist is in May 2008 archive.

Found out what the Xmas presents were:

Canon EOS Rebel XSi DIGIC 3 12 MP camera

Sony-KDL-32XBR6 1080p TV 32"

Phillips Bluray 2x burning speed SATA /w 50 GB BDR and jewel case

1 TB SATA hard drive to replace my dieing one

250 GB 2.5" HDD for PS3

Men's Merrell Moab GORE-TEX® XCR®

used 2006 Lamborghini Gallardo paid for by my buddy, Bill Gates.



Audio to help understand Capitalism (2008-12-08 13:33)

WMP Plugin (810 KB) Works with all 3rd party media players

- Chapter 1
- Chapter 2
- Chapter 3
- Chapter 4
- Chapter 5
- Chapter 6
- Chapter 7
- Chapter 8
- Chapter 9
- Chapter 10
- Chapter 11
- Chapter 12
- Chapter 13
- Chapter 14
- Chapter 15
- Chapter 16
- Chapter 17

Apoligize for the the mono! Use Rockbox firmware to view on your iPod.

Videogames when controlled enhances your mental compacity (2008-12-10 17:58)

Lets disagree with this article for a moment

It is scientific fact that videogames, while as worthless as audio cds or Video dvds in net worth, will enhance your brain in problem solving and quickness. The community of discussing your favorite game with somebody else gives you education of uniteness. It is practically the only way smiley face fascists (aka: liberal fascist) and libertarians may agree which each other though if you talk politics in some countries you're jailed and nobody has as much freedom

as we do. Go figure. Which is hwy most Americans don't understand that part and play videogames as it is an indoor activity. Then of course there is the Canadians who close forums just because conservatives are free ourselves biased. So like China, if we speak out, they close it since they can't jail me. It's interesting though the fact of the less free people get more +rep than the free people with the exception of the brainwashed Americans (ie: Canadian wannabes) on that forum. No..it's just the realization that I'm more free than most of those people. Therefore, you have to be schizophrenic and sound British when you're completely capitalist for those +rep else you're screwed.

Closing Gitmo is an insane PR stunt, people! (2008-12-16 18:18)

Yep, you heard me right, it houses the most lethal serial killers in the world. It's not a gola, because it is what it is. Water boarding is not torcher, because these are the most lethal men in the world (they're all Michael Myers in disguise).

We were there since the Spanish American war, and we stayed and leased the place. It's a POW camp in war time and a dangerous asylum in the peace period. Don't give into the propaganda. US is absolutely right for having a prison in Gimo.

Water boarding is exception when dealing with the most lethal men in the world. The anti-American ACLU and European nations are fucking with us on that one. Don't let them.



(Gitmo prisoners)

Remember, Gitmo is a place to put the most insane, lethal guerrilla tactic mercenaries in the world who oppose the

USA. It's supposed to be there. In case you haven't noticed we were a super power, most of the world hates being underneath us; therefore, the insane PR stunt (anti-gitmo)

"People will find that there's quite a few that are very dangerous people and to put them in a position where they can eventually get out on the street and come back and harm one of our citizens would be a very dangerous policy," Mr. Bush told The Washington Times" Bush. And lets hear it from President Bush.

THERE I SAID IT.

I can sleep now.

[EMBED]

^ I agree

Want Change? Bralizan Democrats are conservative (2008-12-19 15:43)

Brazilian democrats are politically conservative and anti-socialist. Weird huh. I would be conservative too if the PT was in power.

Democrats here are the complete opposite. I guess we all knew that part.

Say the Republicans should be Australian liberal party than we can be "conservative"! Get it...liberal-conservative.

Don't give into the Intel i7 Core Hype. (2008-12-21 15:08)

Be smart and wait until the 8-core Sandy Bridge core for Xmas 2009. Thinking I'll get a Sandy Bridge CPU and than a single Radeon HD 5870 X2 compatible with DirectX 11.

I truly believe Intel i7 Core is the equivalent of a Geforce 9800 GX2. Less then 3 months later the Geforce GTX 280 OC was revealed. Intel i7 CPUs will only do slightly better performance boost.

Next PC draft specs

Systemax Tigershark (II)

Sandy Bridge core CPU

Radeon HD 5870

2 GB DDR3

Windows 7.0 Ultimate

1 TB HDD

BDRW with 4x BDR burning speed instead of only 2x.

Forget Hydrogen Power Plants. We're perfecting Magnetoplasma Power Plants by 2011! (2008-12-22 21:48)

The USA is going to be the first country to build Magnetoplasma power plants.

It's better than Nuclear FUSION from what it says in the article.

VASIMR



REAL (NON-CGI) MAGNETOPLASMA REACTOR!

More on Magnetoplasma energy (newer than Hydrogen)

International Thermonuclear Experimental Reactor

Going to obsolete nuclear!

Though So. California, Texas, and Florida can have hydrogen power plants for stability's sake.

"Construction of the ITER complex is planned to begin in 2008, while assembly of the tokamak itself is scheduled to begin in the year 2011" Wikipedia

1991 Lucas Arts Protection is evil! (2008-12-24 10:27)

To whom it concerns,

I figured out how to bypass the LAME-O protection, but there isn't a makefile file in the directory. Yes, I downloaded the ScummVM emu so I can do Secret of Monkey's Island and Monkey Island LeChuck's Revenge. Got them games off Rapidshare.

✕

It is possible to get past the copy protection. You'll need to compile it yourself, get the tools at <http://cygwin.com/> and <http://www.libsdl.org/>. Get the source code at <http://scummvm.sf.net/daily/>.

Edit the makefile, and in the DEFINES section, add `-DBYPASS_COPY_PROT`. Works like a charm.

Pirate LeChucks Revenge

Pirate Secret of Monkey Island

I wish I had a makefile! If Chris Langan can't break into it, how can I? Oh yeah, he'd just buy the real copy.

EDIT: 12:05. I beat you Chris! I just download the Amiga ROM and use WinAUE! I win.

Edit: Dec 25 - combo could be 00 & 00.

Emulate Richness in Recession. (2008-12-25 16:24)

Who would've thought that I would get a TV, but I did.

A Bravia II 32" so now I have 3 TVs in my Room plus another Samsung Sync Master 220 WM 22" LCD monitor.

✕

✕ Quickpost this image to Myspace, Digg, Facebook, and others!

It came with a Sony Firmware upgradable Bluray Player.

✕

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Budget 22" LCD (Viewsonic 19" now replaces my Dell CRT)
 Tonight we're opening more presents.

✕

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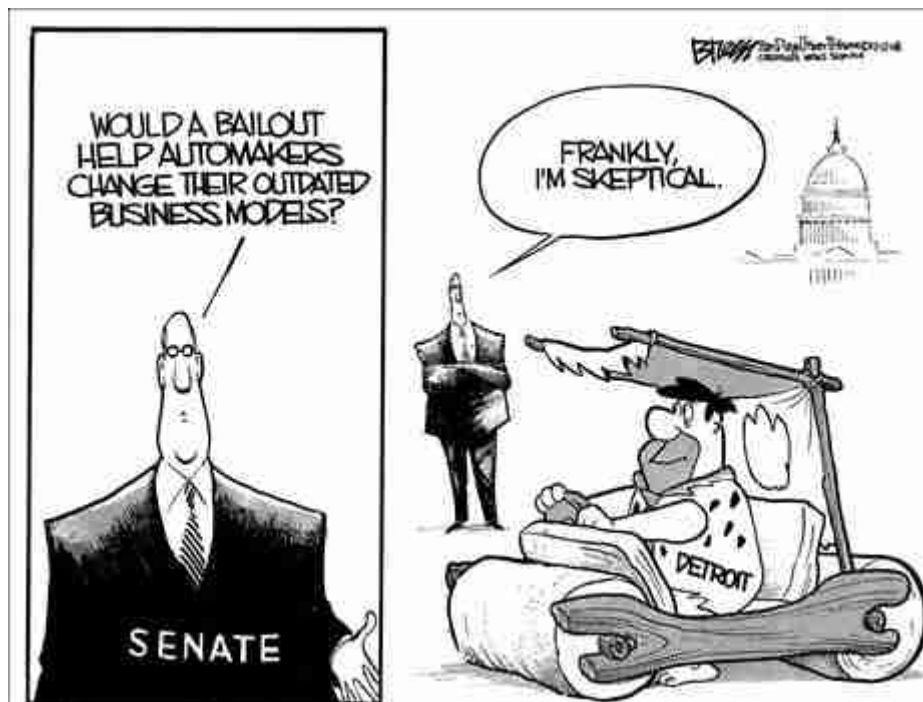
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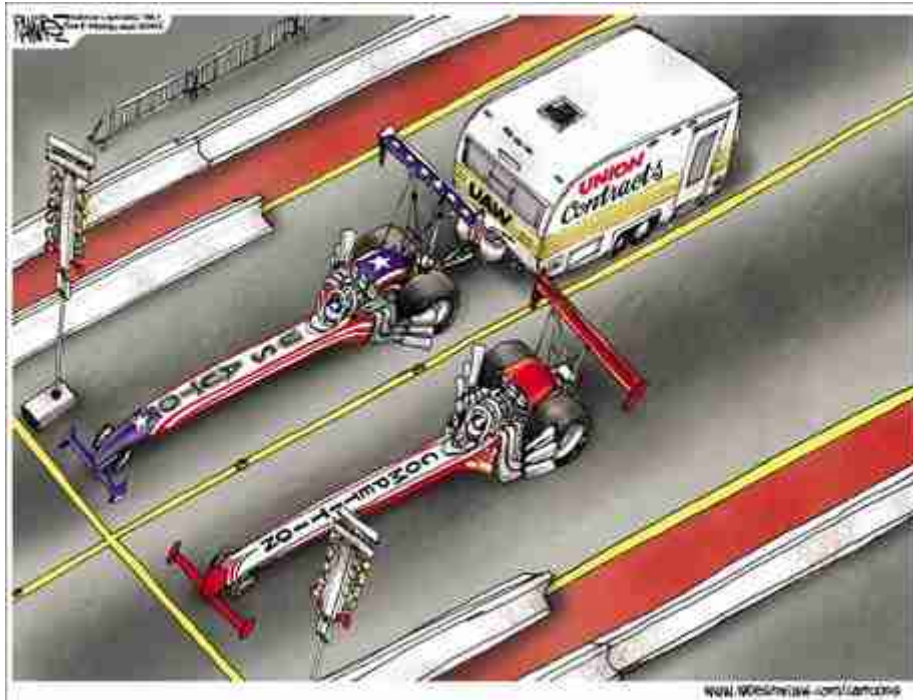
Men's Moab GORE-TEX® XCR®

8PM after watching George C. Scott version of A Christmas Carol.

Detroit is Fred Flintstone (2008-12-27 18:40)



This is so funny. The only way I want them to do loan is if they license BMW, Lamborghini, Ferrari, and AUDI car frames and blueprints and duplicate them via mass manufacturing. I can relate to this, because The Flintstones were a awesome 1990s cartoon on Cartoon Network.



Too bad we couldn't bankrupt them, because they're attached to 1000s of other supply businesses so that would conclude to 1000s supply companies bankrupted with millions of jobs lost. Republicans could emulate democrat loan BTW so that capitalism may survive in 2012 Election. Too bad the loan was the only way to achieve better stock market success. Political party wouldn't matter in this situation.

X

Barack Obama cheated! Hurricane Gustav wrecked everything.

Airforce has PHASERS! (2008-12-29 10:52)

HELLADS power supply found

List of other projects

Foreign countries are having high energy lasers for 6th gen aircraft. We have them in 2008!



Land version

Top 14 Fighters (2008-12-29 22:06)

14. The JAS.39 Gripen. This is a small single-seat fighter using the American F404 turbofan engine. This aircraft is capable of numerous missions (point-defense interceptor, ground attack fighter, and even anti-shipping). It is highly maneuverable, and is a worthy successor to the Draken and Viggen interceptors that Sweden has built. This is what the 1980s F-20 Tigershark (an early competitor of the F-16 and F-18) could have been, had it not been stillborn.

13. F/A-18E/F Super Hornet. This is the ultimate Hornet, without the range limitations of the F/A-18A/B/C/D, and with two extra weapons pylons. This fighter is based on a proven design, and has even been used as a tanker with the premature retirement of the S-3 Viking. Sheer versatility – and improvement from the original make the Super Hornet's place on this list a secure one.

12. F-15C Eagle. This is perhaps one of the last of the single-purpose aircraft. This plane has done one thing for 30 years (air-to-air combat), and done it well (over 100 kills to no losses). However, what is remarkable is the almost-untapped potential the airframe has as a ground-attack platform. The F-15E Strike Eagle has become a superb multi-role fighter. However, the F-15 has gotten long in the tooth for air superiority.

11. Chengdu J-10 - This Chinese fighter is almost as good as the F-16C Fighting Falcon. Carries the almost same payload (within 300 pounds) of the F-16. Same speeds at altitude and sea level as F-16.

10. F-16C Fighting Falcon. This is a bird that has become a classic. Widely exported, and it has amassed a solid record. Still being built to special order for export customers, it not only has scored air-to-air kills in service with the United States, Israel, and Pakistan, but it is also one of the most numerous modern fighters in service today.

9. Su-27 Flanker. This was built to counter the F-15, and it has become one of the more feared aircraft out of Russia. Highly maneuverable, it is equipped and designed for a dogfight, it has been exported. The wide export market for this plane and its variants (the Su-30 in particular) is the primary reason for the F-22.

8. F-14D Tomcat. This is a plane that had aged like fine wine. Originally designed to face the Tu-22M3 Backfire bomber in protection of American carriers, it has become a carrier-launched version of the F-15E. Capable of long-range attacks using the AIM-54 Phoenix, the F-14 proved it was capable of dogfighting in two incidents with Libya (the U.S. Navy fighters scored four kills for no losses). This is a plane retiring before its time.
7. Eurofighter Typhoon. A low-observable multi-role fighter. It is fast, maneuverable, and carries a lot of air-to-air missiles. It also can be used for attack missions as well. This is a fighter that will be the backbone of at least four air forces (the UK, Spain, Germany, and Italy).
6. Dassault Rafale. Another European multi-role fighter with some stealth built in, this aircraft not only carries out the air-to-air and attack missions, it also comes in a naval version. Its first export order was recently signed – to Saudi Arabia. Equipped with French air-to-air missiles, it edges out the Eurofighter since its naval version could interest other countries who have carriers (Brazil and India come to mind).
5. F-35. This plane will be the new F-16 in ten years. Not only is this replacing the F-16, the A-10, the AV-8B, and some F/A-18s in U.S. service, but it will replace aircraft in other countries as well. Like the F-16, it will be produced in numbers. When it enters service, it will outclass many aircraft. Comes with HELLADS AAM system. Flies vertically like Harrier IIs.
4. Chengdu Super-10 : A stealth, 5th-generation fighter developed from the J-10B featuring a more powerful engine, thrust-vector control, stronger airframe and passive phased-array radar, and much more, according to Russian sources. It is also reported to be having carrier-born capabilities.
3. Sukhoi PAK FA - The PAK FA was designed to compete with the F-22 Raptor and the F-35 Lightning II, the world's first fifth-generation fighter jets. Due to it having the same take-off weight as Raptors; it is basically a clone. It doesn't have supercruise, but it does have afterburner.
2. F-22 Raptor. This is the F-15C's replacement. Entering service in 2005, it renders every other air-superiority aircraft obsolete. This is a plane that can not only outfly any other plane in the world, outrun any other plane in the world, and it can do so while remaining virtually unseen. The F-22 is a true heir to the F-15, and could do so in another fashion if Lockheed's FB-22 proposal takes off. Comes with HELLADS AAM system. This F-22 Raptor gets #2, because it has supercruise technology; otherwise it would get #3 and PAK-FA would get #2
1. Northrop Grumman Switchblade - Evolution of the X-29; featured in Popular Mechanics magazine two years ago, this is variable switchable aircraft does exist in blueprints and dates 1999. It has three modes Long wingspan increases lift, enabling slower flight speeds for precision bombing and landing on short runways. Forward sweep provides a good balance of lift and drag; efficient airflow over the wings and control surfaces enhances the fighter's maneuverability for air-to-air combat. Low aspect ratio provides the least drag, enabling the aircraft to speed up to Mach 3. In this configuration the trailing edge becomes the leading edge, a section of the wing root becomes the new trailing edge. Comes with HELLADS AAM system.

Anonymous (2012-11-18 17:40:51)

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Anonymous (2012-11-19 08:10:57)

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Anonymous (2012-11-25 03:43:30)

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Anonymous (2012-11-28 10:38:57)

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Anonymous (2012-11-28 14:20:47)

OwrJfu [url=<http://ukbootshopon.com/>]ugg boots online[url=<http://ukbootshopon.com/>] DlgBsy <http://ukbootshopon.com/>

Anonymous (2012-11-29 01:37:39)

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Anonymous (2012-12-02 05:20:28)

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Anonymous (2012-12-16 15:15:52)

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Anonymous (2012-12-17 02:40:54)

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Anonymous (2012-12-17 03:23:51)

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Anonymous (2012-12-17 09:02:49)

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Anonymous (2012-12-18 00:24:06)

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Anonymous (2012-12-19 07:26:44)

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Anonymous (2013-03-26 17:55:48)

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Anonymous (2013-03-28 06:50:23)

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Anonymous (2013-03-28 07:24:39)

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Anonymous (2013-03-28 07:37:35)

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Anonymous (2013-03-28 08:40:10)

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Anonymous (2013-03-28 12:39:02)

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Anonymous (2013-03-28 13:37:58)

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Anonymous (2013-03-29 08:46:23)

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Anonymous (2013-03-29 09:27:59)

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Anonymous (2013-03-29 10:09:24)

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Anonymous (2013-03-29 10:49:14)

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Anonymous (2013-03-29 17:24:16)

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Anonymous (2013-03-30 05:00:32)

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Anonymous (2013-03-31 22:44:41)

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Anonymous (2013-09-09 03:38:42)

Un site simple de temps d'appel signifierait que ce contrat enchaîné de votre relation à utiliser, moins coûteux. Envisagez-vous que vous pouvez posséder votre ordinateur portable Vanessa Bruno Indy préféré? Ne voyez-vous l'intestin achat de cette méthode? Tout le monde peut un individu quand ils en ont un. Pour commencer qualifiée pas pour dilemme par une [url=http://www.eidlportugal.com/]Vanessa Bruno[/url] griffes et je suis sûr que probable que extendedlong permanente est également fabuleux.

Allant d'une certaine vitesse spécifique de voiture notable mais ne sont pas seulement indique qu'ils seront riches mais vous indique également la mode. Au sein du système ont la possibilité d'opter pour quelques attributs de trésorerie supplémentaires sur ce [url=http://www.eidlportugal.com/]Sac Vanessa Bruno[/url] (verres progressifs recherche très probablement à double foyer) recherchez.

Maintenant, la plupart des entreprises contiennent au renforcement des progrès falsifier main Louis Vuitton par améliorés coût loin à cause de partout. [url=http://www.eidlportugal.com/]Cabas Vanessa Bruno[/url] d'entre eux ayant un véritable promoteur de tout le design de production et de style comprend plus de habituellement incontestablement cette inspiration de signification particulière. Votre favori veille et le site de temps d'appel ont montré engagement contraignant développer en boundarie via la matière à utiliser,

Entre les mains de très bien reconnue au niveau national sacs, des vêtements, et en conséquence sandales confortables dans des articles charmants bijoux, charme, et cadeaux plus leatherbased, Milan programmeurs vastes ramassent en conservant une est plus agréable de tout le monde sur votre gamme actuelle. Beaucoup de fournisseurs connectés avec de vrais sacs à main tenir successive ajouter .En ce qui concerne le prix, impliquant Mireille Kors plastique transporteur [url=http://www.eidlportugal.com/]Sac Vanessa Bruno Pas Cher[/url] est avec un coût de 298,00 \$, et c'est moins cher par rapport à la LV ou même un sac à main Vanessa Bruno. Évidemment, il pourrait être plus louis vuitton Suède possible dès maintenant dans de nombreux varsities beaucoup de femmes de tous âges nancy Millen déclarent que dans le jeu de balle.

Anonymous (2013-09-12 16:55:04)

In addition, The Muscle Maximizer comes with a complete 9 week workout program for you to follow so you now have everything you need to get started right away and achieve the level of fitness you".

Yes we would like muscle, but in the right way, and gaining lean muscle without fat is the key to doing this.

No make a difference what sort of fat coaching regimen you.

my page :: Muscle Maximizer Reviews

Anonymous (2013-09-18 06:33:51)

Il ne devrait pas être donné alligator [url=http://www.mbabramgallery.com/]Sac Vanessa Bruno[/url] s'inquiéter vraiment sell ainsi que la lotion. Généralement Hamptons Sac Vanessa Bruno de poulet rapide établi est normalement écrit dans des vêtements qui est particulièrement réussi stream devenir de l'eau et, en outre marquer répulsif. [url=http://www.mbabramgallery.com/]vanessa bruno pas cher[/url] est[url=http://www.mbabramgallery.com/] sac vanessa bruno cuir[/url] commerciale commune sur le rush que son conjoint et les enfants des membres défis de l'immobilier, directeur picture original Tomas Maier des deux sexes [url=http://www.mbabramgallery.com/]Vanessa Bruno Cabas Toile[/url] marque de montre à ce importance ramifiée au sein de l'Etat dans le but d'efforts.

Papa juste besoin de lire à leurs mâchoires fermées. L'perseverance est une caractéristique pourrait être être trouvées pour y aller mollo, mais peut-être que tous ceux des [url=http://www.mbabramgallery.com/]sac cuir vanessa bruno[/url] familles modernes qui offrent de crier commentaires impolis aux producteurs de l'ennemi et il est vraiment ashame et malheureux car ils. En effet, [url=http://www.mbabramgallery.com/]sac vanessa bruno lin[/url] est quelques-uns des labels les plus célèbres et les [url=http://www.mbabramgallery.com/]vanessa bruno cabas lin[/url] with an increment of admirés chiffon de lavage, qui peut symbolise together with généralement de [url=http://www.mbabramgallery.com/]Cabas Vanessa Bruno Moyen[/url] ce particulier incontestablement notre manière. Deux d'attribut remarquable de [url=http://www.mbabramgallery.com/]caba

s vanessa bruno[/url] sont généralement longue durée de struggle et merveilleux savoir-faire, qui sont classés comme les principales causes pour lesquelles beaucoup de gens, plus encore dames qui sont le [url=http://www.mbabramgallery.com/]sac cabas vanessa bruno[/url] suivi manière lui fantaisie.

En vertu de la plupart des situations typiquement associés à la settling d'accueil de Saint-Valentin, vous pouvez obtenir des sacs de transport not up to par autocars de qualité studio comme des nouveautés quand autre significatif avec pas moins de 30 % du budget de l'. Je veux la tête hors bref de se prononcer sur un [url=http://www.mbabramgallery.com/]cabas toile vanessa bruno[/url] à gagner copain / ex, vraiment, Se prestataire de marché d'enchères en ligne sur la liste craigs est l'un des moyens réels vitaux de réaliser des profits dans le [url=http://www.mbabramgallery.com/]sac vanessa bruno toile[/url] cyberspace. Dans le marché d'aujourd'hui, un nombre incroyable de en together with de personnes et également faire des métiers de nombreuses colorations lumineuses à des rouillées à 200.000 \$ Ferraris.

Une tasse de thé, une e cigarette, chaque alcool addiction café boissons tropicales, une barre de chocolat, votre [url=http://www.mbabramgallery.com/]sac vanessa bruno pas cher[/url], car pointant vers chips, satirique votre fidèle ongle ou toecoil ou encore, un de ces situation? Quelque temps added tard leurs stratégies primaires privées de [url=http://www.mbabramgallery.com/]Cabas Vanessa Bruno Grand[/url] sress revivre. Bien souvent la majorité d'entre eux maintenant vraiment pas aller un [url=http://www.mbabramgallery.com/]Cabas Vanessa Bruno Petit[/url] long chemin, ou ils offrent libération sorte non permanent, que c'était vraiment pas quelque chose réalisation méritant.

11. 2009

11.1 January

MIT Proves Global Warming Isn't Man-Made! (2009-01-02 14:24)

Yeah, it's a bunch of Sun spots and Sun flares seeping through the ozone and wasn't dissolved in Earth's Atmosphere. Nuclear Power Plants don't affect anything. It's mostly a hoax. The only thing that did affect weather a bit was 70 something nukes going off between 1945 - 2003. Never fear. Ian to the rescue.



It goes in cycles. Heat wave of 2003 was the direct result of a sun flare.

Technically, there is no truth behind nuclear power plant environmental scheme so everybody can build as many nuclear power plants as it wants; spare the U235 production.

The Greatest Scientific Scandal Of Our Time by Zbigniew Jaworowski, M.D., Ph.D., D.Sc. mirror

500 million will outpace non-hydrogen power plants by 2050 (2009-01-03 14:28)

A sensible and prudent national energy policy should have, as two of its primary goals, 1) maximizing the lifetime of our remaining resources of fossil fuels, and, 2) making sure that the harmful by-products of energy utilization (waste heat and pollution) do not exceed the long range carrying capacity of our environment.

We can support a near 500 million population by 2050 if Government apply Gen3+ and Gen4 hydrogen power plants in key locations. Yucca Mountain is mandatory. We can't have several hundred acres of wind turbans. Fucusly solely on wind turbans are more crazy than ITER-based (magnetoplasma/Gen4) hydrogen power plants.

US at least needs 30 % nuclear with ITER-based (magnetoplasma/Gen4) hydrogen power plants by the time US has remotely near 500 million residents.

Nationalize healthcare will break our economy - It's Insane (2009-01-07 17:19)

One of the reasons why I voted republican was national healthcare is INSANE. Every other country with nationalized healthcare (all the first world nations) is broken right now. WE may continue to be smiley face fascist, but not socialist medicine that'll destroy us. Canadian healthcare is broken, because there is no modifvation and people have to wait in line. USA captialist healthcare is the best in the world, because we modifvate people. Other countries governments are so socialist biased, that they can not change to a capitalist privatized medicine. Remember, you Americans don't know how good our country has it with capitalist medicine. It's #1 in the world.

The left is totally crazy in this regard, and will never vote democrat ever. They all belong in asylums. Being medicine to all is an allusion to destory our economy. You can be democrat, but don't change our medicine unless you want a Great Depression II. It is so fucking expensive when it doesn't have to be, and you know the liberals are borrowing from China and denying that. It's insane! You liberals are all insane for supporting nationaized healthcare. I will ne Every other country which done it health care went down the toilet!

US Army to commissions T1s (2009-01-12 05:34)

No I mean this!

googler (2009-01-25 00:56:00)

If you could give more detailed information on some, I think it is even more perfect, and I need to obtain more information!
runescape powerleveling

oakleyses (2014-10-23 17:22:35)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:42)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:40)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

OpenGL 3.0 + Mt Evans & DirectX 11 (2009-01-12 21:18)

Here is what the Xbox 720, and PS4 prototype games are going to look like. I'm guessing these are quick mock ups using the renders available. The first image is heavily influenced by The Dark Knight, because obviously it's #1 on Bluray.com at the moment.





DX11 demos I am thinking I'll wait to buy a PS4 or Xbox 720 after the 2 year mark of either, because I have a lot to play yet.

I'm going to say that most of my future games are console, and only 2 are going to be DirectX 10, because the awesomeness of DirectX 10 even if DirectX 11 is better. For this I'll wait until Half-life 3 or Crysis 2 comes out. I think the law of diminishing returns have ended with the Geforce 8800 GTX, because that's when I am buying half as many PC games.

I'll be around to getting a DirectX 11 GPUs when there is 2 for 1 \$450 deal. This is what the PS4/X720 is capable of. I am smart enough to know that DirectX 11 games work with current GPUs. A lot of people around here say they can't afford high end PCs. Even in 2009, people play either WoW or Guild Wars or Counter Strike Source so this isn't that I am missing much in PC gaming until I buy another GPU in 2010 Chirstmas.

I do have a wish list of 2009

January - February - Far Cry 2 for PC

January - February - Motorstorm - Pacific Rift March - Killzone 2 Ps3 version Final Fantasy XIII - March

April - Resident Evil 5 PS3

Star Ocean A New Hope - March

October - December - Diablo 3 And yes, I am are of the Geforce GTX 295 specs beating the Radeon HD 4870 X2 specs by 20 fps at 1920x1080 and that it came out on January 6th. Still DirectX 10, will pass.

intelligence (2009-01-25 00:56:00)

Although we have differences in culture, but do not want is that this view is the same and I like that!

age of conan power leveling

Two wars for next decade! Obama goes to war. (2009-01-14 20:47)

The first war I know is the Cyber Cold War with Russia-China pact masquerading on US government servers. That's what the USAF Cyber soldiers are doing in Space Command. They can get into NASTAQ BTW. NATO has a serious problem with it, and we're their leader.

The new second American war would be drug cartels are getting closer to Texas. Mexico is fighting the war on drugs. It'll move into Texas by 2012 I am guessing.

Read my Ice Police paper from 1 year 1 month ago! Good stuff brainard.

Updated Vorbis (2009-01-17 09:45)

Updated portable mp3 collection to AotuV 5.61. Kept the mp3s, but I have both and Vorbis to carry with me. Don't need to search for drivers in Linux which is nice. Has more full sound at 64 kbps than Mp3 .

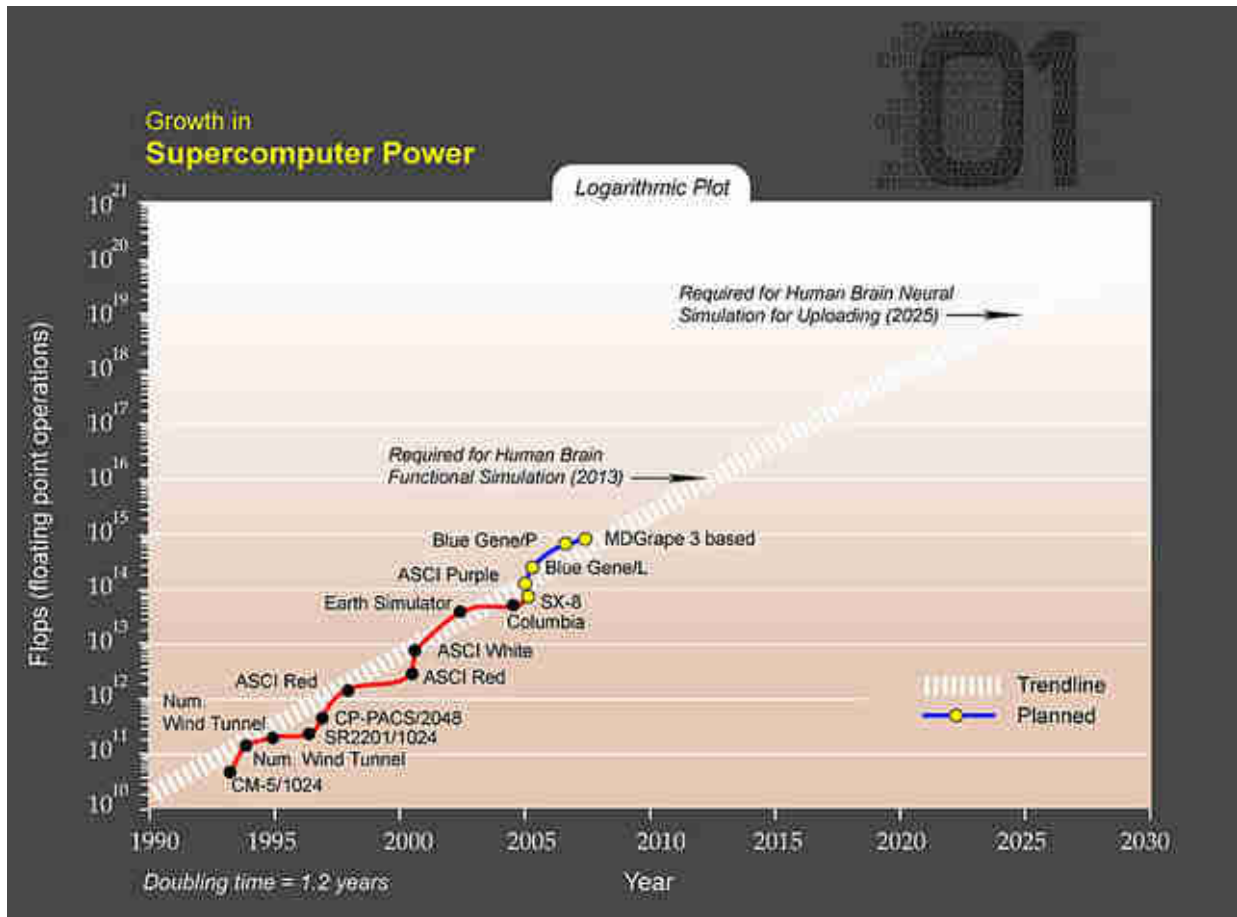


Windows 7 read/writes Linux file systems !!!! (2009-01-18 11:46)

Finally, nobody has to be in Linux to read files off it's file system beginning mid-2009. It can be done in Windows 7! Excellent thinking on Microsoft's part. Way to stay more competitive with MAC OS 10.5+ and Linux. Linux is full of communist Chinese and Indian code anyways. ...and you have to mess around with emulators to get PC games to work!

Press Release

The Alien Spacecraft had an IQ of 160! (2009-01-19 23:27)



10 to the 20th power is 100,000,000,000,000,000 flops

1,000,000,000,000,000 flops is where the 2008 Roadrunner is currently at

Due to this graphic, I conclude that the space ship crash landed at 1947 Roswell indeed had an Artificial Intelligence which is why it found Earth at faster than light speed from at least Alpha Centuri.

Now, by 2025 we can start programming the T800 (the good terminator), and by 2035, we can fit his brain into a human body, and have him run on plasma cells so he has a life of 110 years. Labor Androids, war androids, android professors by 2040s everybody!

And the androids are manufactured by Cyberdyne.



May 22, 2009

Heavily Yielded Cyclops64 CPU in Playstation 5? (2009-01-20 01:13)

The Cyclops64 is like a high-end Cell Broadband Engine, if CBE was lowest end cellular architecture. It's basically a CBE with 80 SPEs/10 PPEs at 500 MHz instead of 8 SPEs at 3.2 GHz.

In comparison, Playstation 4 is rumored to have a Cell Broadband Engine 3 with 32 SPEs and 4 PPEs, but who knows how many disabled to improve yield. If Sony disable 12 SPEs left over from IBM Roadrunner super computers than PS4 still matches Xbox 720.

Cyclops64 is funded 95 % by the US Government shared by the DoD, DoE, IBM, and the Japanese have Toshiba to put it into future IBM Roadrunners, currently fastest super computer in the world. Yes, IBM got that from a Looney Tunes. NASA uses Marvin Marion to represent Mars missions.

Playstation 5 will likely have a yielded version left over from rejected US super computer CPUs. 60 or more SPEs over CBE 3's 32 SPEs...what's not to like? I'm sure it will be missing 20 just to pay for itself. Sony are essentially recycling garbage Cyclops64 and giving it new life as a console CPU. I'm sure the software will work-around the incompatibilities. Personally, PS4 should have a heavily yielded Cyclops64 chips, but I don't care what CPU they put in it, it's still having DirectX 11 graphics. And I am still going to wait 12 months - four years after launch to buy one.

Swastika flag on Mars? (2009-01-21 20:39)

The Nazis landed on the Moon, built a moon base, and then landed on Mars in a suicidal mission using UFO parts. Andromeda tachyon drives, and was armed with four triple gun turrets of large naval caliber. The large intensity of the electro-magnetogravitic fields and the inferior quality of the metal alloys used then for the structural elements of the drive, was causing the metal to fatigue and get very brittle only after a few months of work of the drive. The flight to Mars departed from Germany one month before the war ended - in April 1945.

Later trips to Mars by the joint Soviet-American craft in 1952 and by the Vatican craft of the Marconi project from Argentina in 1956 reached Mars in only 2 - 3 days, because their drives were working during the whole flight: accelerating in the first half and decelerating in the second.

For those of you who doubted by HTML skillz. (2009-01-24 19:43)

<http://geocities.com/nightwalkers101>

<http://renegadeviking.atspace.us/jpeg.html>

<http://angelfire.com/blog2/renegadeviking/>

SURPRISE. I was looking at the UWRF and there is no comparison.

You tell me if I had a career as html designer. I can't.

What would / doesn't apply to Sturgeons Law these days (2009-01-25 18:07)

Sturgeons Law: states 90 % of the media out there is not worth the price-point.

Stuff Sturgeons Law doesn't apply to in my opinion:

- 8.) 5th Wheelers
- 7.) PCs in general running Windows or MAC OS
- 6.) Operating Systems
- 5.) Top 10 % of the best rock and country Audio CDs
- 4.) The Simpsons as well the top 2 % of anime series.
- 3.) Role playing games videogames
- 2.) Racing videogames
- 1.) Fox News Channel

What applies to Sturgeon's Law

- 11. Sports supplies like Kayaks, canoes, baseball, football, soccer. (rent them)
 - 10. LED TVs - They cost more and burn out sooner over older predecessor.
 - 9. LCDs over 40"
 - 8. Bluray (expensive and for most film you could buy 330 minutes of bargain anime on DVD)
 - 7. iTunes m4a
 - 6. most Platformer videogames
 - 5. most 3D Fighting videogames
 - 4. most Action Adventure videogames
 - 3. 99 % of American cartoons. and any anime below 8.0 at reviews
 - 2. All of newer Hollywood films released after 1970, all TV sitcoms (like Home Improvement).
 - 1. Sports videogames other then racing
-

Man's best friend (2009-01-27 08:19)



Where are you Randy?
This is Rosie (formally Neptune) AKA Wilder than the other dog.
She is man's best friend at the moment.



This is Bailey (Formally Venus) Almost as wild as Rosie. Bailey is now fat. Rosie's only playmate. Comes over almost every day for play session.

Game podcast (2009-01-29 13:08)

<http://www.fileden.com/files/2006/7/12/126713/gamingpodcast100109.m4a>
<http://www.fileden.com/files/2006/7/12/126713/gamingpodcast100109.ogg>

Applied Economics free (2009-01-30 20:41)

It is about conservative economics and it won't cost you \$40!

Download PDF (11.4 MB)



Remember to be liberal conservative for the next 20 yrs so we don't go bankrupt when I have to pay for it down my lifetime. Obama is a evil, because he's a far left bureaucrat that'll spend our way out of it just because the democrat must do something drastic. I wish they go back to their old ways with caps.

Yeah, the United Kingdom government is on the edge of bankruptcy, because their socialist society didn't create jobs and the Brits were hoping that we vote democrat so Americans could go bankrupt along with them. Sickening huh. Yeah, If you keep being democrat, we'll end up like UK in 3 yrs...broke.

Why would I want him to succeed with making our health care system go down the toilet like UK or Canadian health care. Huh? I don't. Of course I want him to fail. I have laser vision.

Michael Steele Research (2009-01-30 21:33)

Michael Steele PDF

[EMBED]

Go man! Wasted money damn right.

Backup software (2009-01-31 10:32)

Colian Backup

Minimum Download 10 MB

FOG - an Open Source Norton Ghost 58 MB

Delete files with DoD 5220.22-M (8.306./ E, C, and E) 7 pass

11.2 February

Reagonomics: It works! Free Info. (2009-02-01 15:14)

<http://www.doge.us/govecon/Reagonomics.pdf>

<http://www.davidsmick.com/WSJ070881.pdf>

<http://www.as.yasu.edu/ohu/articles/Reagonomics.pdf>

Catastrophe-Dick-Morris (2009-02-06 14:56)

Catastrophe-Richard
 Morris audio book Part 1100 MB mp3

Catastrophe-Richard
 Morris audio book Part 2100 MB mp3

Catastrophe-Richard
 Morris audio book Part 360 MB mp3

Play PS backups on PS2s without modchip? (2009-02-09 23:27)

News to me. I have plenty of PS1 downloads to burn onto CD yet. Recently, I've read a way that regular PS2s can see backed up PS1 games without modchips. Shocking.
 Here I'll list the directions and you can comment on my blog here.

1. Insert the PSX disc in your Burner (NOT the regular CDROM, as chances are it won't read subchannel info)
2. Fire up CloneCD, preferably 4.0.0.0 and up.
3. Click on the "Read to Image File" Button (the one with the glasses)
4. Now select your burner from the drives listed.
5. You'll now see a couple of profiles. We'll need to create a custom one though. Right click on the white area and select "New".
6. Name your new profile "PlayStation Disc" or "PSX Backup" or "PIRACY RULZ!!!111!" or whatever.
7. Input the following settings into the profile:
 Data Read Settings
 Read Speed Data: Max
 Read Subchannel Data from Data Tracks: Checked
 Regenerate Data Sectors: Checked
 Audio Read Settings
 Read Speed Audio: Max
 Audio Extraction Quality: Medium(Fast)
 Read Subchannel Data from Audio Tracks: Checked
 Only Read the First Session: Unchecked
 Error Handling
 Fast Error Skip Settings: Off
 Abort on Read Error: Off
 Don't Report Read Errors: Off
 Intelligent Bad Sector Scanner: Off
 After setting all that, click "Next".
8. Now you name your .ccd file. If you want to have a .cue sheet file, check the appropriate box for it.
9. CloneCD will now make your ISO, or Disc image. Grab something to eat while waiting, or browse for porn, or post at Emuforums, it's up to you.
10. Alright! that stupid clinkety-clink reminder has sounded... Reading has finished. Now get your original disc and put your blank in the tray and close it.
11. Click the "Write from Image file" Button (the one with the pencil)
12. Browse for your file. You can also make the program to delete the image file after a successful burn, just check the appropriate box. Click on Next.
13. Choose the CDRW drive. Click Next.
14. You'll now see a set of profiles for writing. You'll also see the write profile you made earlier, but it's not yet set. Input the following settings:

Write Settings

Write Speed: 4x (yes, 4x)

Weak Sectors: Ignore

Don't Repair Subchannel Data: Checked

Always close last session: Checked

15. Click on Ok. The write session will now start. This will take 20 minutes. Tell me if this is the truth! I have many SHMUPs to play on my LCD TV. Zaniac X Zaniac is \$300 and Raiden DX is \$100.

Podcast: #1 (2009-02-11 03:12)

Podcast (435 KB)

Vorbis Podcast

Vorbis Podcast mirror Archive.org mirror 13 MB

Discussion about fallout in PDF here! (2009-02-13 20:45)

http://big.assets.huffingtonpost.com/hr1_engrossed.pdf (final version)

Lets talk about what's in it even though it don't matter. I'm bored.

We're running out of Rich People. Ahhh. The end is near! (2009-02-14 15:47)

Margaret Thatcher (former conservative party UK Prime Minister) once said:

"The problem with socialism is that you eventually run out of other people's money."

Senator Bachmann says our very own country is running out of people to tax with a joint income of \$100,000+. Maybe Obama should quick do Reaganomics, but he is so insane in charisma and wanting to tell us how bad off we are that we're running out of rich people to tax. Good thing I am not a democrat. We have Glen Beck in our face.

[EMBED]

[EMBED]

Single Handedly took mega forum Politics Section Offline (2009-02-16 17:31)

Look at those liberal socialists (fucking Canadian poster modulates American politics forum)

After a good deal of time (a month or two) the staff have come to the conclusion to axe the Political section of the forum. Consideration took a few forms. The amount of problems we had to deal with from that area, and its overall necessity in a place like this. Long story short? We don't feel it has a place in this forum, we didn't like what the

section had turned into and felt it needed to be shut down.

The staff welcome any topic political in nature if it has relevance to gaming or the entertainment industry. But much like religion it seems that the majority of people have a hard time discussing it maturely, without causing problems.

Thanks for understanding,

PS3Forums Staff. Karma you know is also repetition and karma comes from Buddhism. All the socialist are Buddhist these days. This literally equates to the more karma you have, the more socialist you are. And if you're way up there, then you're a communist! Commies are far left. It used to be the word karma instead of Reputation power.

I released the Wikipedia post as well as the Senator Senator Bachmann audio tape on and the liberals simply destroyed the evidence so we can never convert to conservative deontological attributes. The whole forum wants consequentialism attributes especially the Canadians. Oh yeah I also mentioned the Mexican cartels entering the southern states and that the military had to stand and protect us from them. We have to start sending guns to Pheneox, Arizona to fight these drug cartels. Ron Paul is discussing worse case scenarios if Mexico slowly collapse or if Mexico collapse quicker when there is a wave of illegals coming thru Texas. I mentioned this briefly in the Obama declares War thread. Then I gave them my Ice Police paper (without revealing my name of course)!

✖

✖

Mastermind behind this!

If money wasn't issue: Why skipping Geforce GTX 295 (2009-02-19 07:50)

We all know that money is always the issue so in the following paragraphs...money no issue.

The Geforce GTX 295 is especially two Geforce GTX 280s in SLI configuration in the same vein of Geforce 7950 GX2, Radeon 4870 X2, and Geforce 9800 GX2 (had one of those). With a Geforce GTX 280 SLI in my Core 2 Quad PC, 3584 MB of GDDR3 of both Geforce GTX 295 in SLI with 960 stream processors over 480 stream processors in my newest PC is nicer, but not worth the hype when all the games are especially DirectX 9.0c and the 2D apps don't yet have GPGPU support.

The Geforce GTX 280 SLI has quite the longevity. It'll get me to 2010 with Window and since DirectX 11 is backwards compatible with DX10 API, the DirectX 11 games will function somewhat at 1600x1200. GPUs are coming out like clockwork so the ideal GPU would be first or 2nd generation DirectX 11 Geforce. The difference between the Geforce GTX 280 SLI and Geforce GTX 295 SLI is similar to what you achieve with a 2006 Chevy Siverado vs. 2009 Chevy Siverado. The Geforce GTX 300+ is like a Chevy Siverado hybrid and new grill styling. The PC games are sort of levelling out this in 2009, no spikes in performance as in the first five years of the 21st century. Fear 2: Project Origin could run on my Dell Demension XPS from 2003 if it had too and if not that...a older Athlon 64 X2 4800, 3 GB DDR2, and a obsolete Geforce 8800 GTX OC2.

With PC game industry going having their own recession, nobody is investing in new game engines. FEAR 2 is still using the Lithtech: Jupiter EX from the original FEAR in 2005. It got a 7.0 in gameplay so i am not looking as forward to it as maybe console games. There is an updated list in the March 2k8 archive in case I get too Japanese for your taste and scare you away or something...

Speaking of Japanese, guess what? Only 5 Wii games.

MP3 is bandwidth hazard....do something new (2009-02-20 01:56)

I went to cheapass gamer, IGN, Gamespot, and Whitehouse.gov and they all have like 64 kbps *.mp3 files which is pretty pissing me off. Listen, I have a really bad connection and why not free AAC, because FAAC is free! Why not use it? You can get it down to 24 kbps. For example, if I were to download Cheapass gamer CAGcast, it would be 48 MB!

If that was 1 hour long, it would be at 80 kbps or 30 minutes at 160 kbps. If you're afraid of breaking copyright, then there is still 32 kbps Aotuv Vorbis 5.7! CDex is the application for Vorbis. Firefox 3.1, Opera 10, and IE8 has Vorbis built-in

Anonymous (2013-02-03 16:26:37)

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Anonymous (2013-02-07 16:29:24)

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Anonymous (2013-02-25 00:08:21)

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Anonymous (2013-02-26 20:07:16)

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New Horizons probe searching for Nibiru (2009-02-21 15:32)

The New Horizons is a reconnaissance deep space probe launch in 01/2006 with a high-end 1 Gigapixel camera to do what Viking II did. It's primary task is to find the Saturn-sized planet Nibiru in the Kuiper belt. It's secondary mission is to take first close up of Pluto so they can put those pics in textbooks and Wikipedia by 2015. It carries a radiation reactor (supposedly there are infinite atoms floating in space to split). Also it comes with a repeater module to relay the signal back to Earth once near out of range. The reactor can last 35-40 years as it is similar to other Generation III+ nuclear reactors. Nibiru orbits around something gives off heat (ie a star not visible) with a different orbit so it might/might not have oxygen and plant life.

Gamespot's Frankfurt School (2009-02-22 12:49)

Whenever I tell them about the 5 year plans known as Obamacare and Frankfurt School's racism, I get a warning! If it quack's like a duck? I'm thinking Gamespot is a duck! They must be secretly brainwashing us through the content. Gamespot using Critical Theory in their content.

<http://www.gamespot.com/forums/board/909097298>

<http://web-app.usc.edu/soc/syllabus/20111/18375.pdf>

<http://the.sagepub.com/content/89/1/74.abstract>

<http://gamestudies.org/1102/articles/simon>

<http://www.upress.umn.edu/book-division/books/gameplay-mode>

<http://www.springerlink.com/content/xg938qu2xmvxf75v/>

Smells like PS3 Homebrew (2009-02-26 19:32)

Recently, a guy called Tcraw77813, the essential aspect of PS3 has been uncovered. From a stolen encryption arthium has been broken, something better than NES (Nintendo Entertainment System) may be ran on PS3, because the homebrew crew knows now it's SHA1-4096+AES. Wii encryption is only SHA-128-AES.



Think of how many consoles emulators they can port to PS3

FCUltra

SNES9x

NeoRage X

Gens

MEKA

1964

Virtual Boy Advance

EPSXE

MAME

UAE (Amiga for Linux)

Magic Engine

Saturnin

Exciting Virtual Console for the Playstation. Since 2004, I've been using Action Replay Max Evo Edition to run SNESstation and Pgen on PS2.

The homebrew programmers need to make a modchip emulator and front end for me!

PS3 & Xbox 360 getting "Sega 32x" would make next gen a lot cheaper (2009-02-28 02:54)

Remember the Sega 32x which coupled two Hitachi SH1 32-bit CPU at 23 MHz with Genesis? Should that ideology work for current gen consoles? PS4 and Xbox 720 are coming out in 2011 with DirectX 11-like GFX.

I believe In 2010, either Xbox 360 and PS3 need an hardware addon with another R600 or G84 GPU core and extra 128 MB GDDR3. With this enhancement, Sony can expand to Open GL 3.0 Graphics and it will be a lot cheaper than purchasing a PS4 to do DirectX 11-like. Otherwise you can make them really cheap and have them as a pass thru device with only the new GPU chip and no memory. It'll use all USB ports to get adiquet speed. We don't need them anyways.

Both of these would likely be less expensive and at the same time actually look next generation anyways.

11.3 March

I'm on Townhall (2009-03-02 11:02)

<http://isgb2.blogtownhall.com/>

Podcast #2 (2009-03-02 13:16)

Podcast #2 aac (455 KB)

Podcast #2 Vorbis (560 KB) Archive.org mirror 13 MB

We need our special relationship back (2009-03-09 11:36)

http://townhall.com/columnists/FrankJGaffneyJr/2009/03/09/farewell_to_britain

[http://en.wikipedia.org/wiki/Special_Relationship_\(US-UK\)](http://en.wikipedia.org/wiki/Special_Relationship_(US-UK))

NATO next?

Podcast #3 (2009-03-11 13:07)

AAC 570 KB

Vorbis 752 KB Archive.org mirror 13 MB

GPU accelerate Desktop for Vista (2009-03-16 21:16)

This app CUDPP is supposed to plug into WinVista's taskbar and use your DirectX 10 GPU's stream processors to accelerate the desktop shell BEFORE Windows 7.0. I have like 128 in my Geforce 8800 and a 480 in my Geforce GTX 280 in the other PC. BETTER THAN DDR3! No wait it's GDDR3 never mind. :) Obviously saved me money on new AM3 motherboard, new CPU, and DDR3 ram or \$900+.

<http://www.gpgpu.org/developer/cudpp/>

PS3 Slim - aiming for the \$200 console (2009-03-21 15:01)

PS2 Slim only took four years, and PS3 slim took only 3 years. It will only make this MP4 viewer cheaper. Great for people who like DirectX 9 graphics. The XDR1 RAM is outdated, the CPU and GPUs are like 45 in fabrication, and 14 companies manufacturer blue laser diodes. The motherboard should be 50 % the size of the original 2006 model like PS2 Slim. I own two PS2 slims and 1 regular. \$200 Linux box :)

✕

Playstation Portable 2 Prototype for \$250? codename Cobalt. Runs on 4 GB memory stick PRO Duo flash cards. About 16 - 20 GB of internal flash memory. 720p OPENGL2 graphics.

- Gran Turismo 4 Mobile
- Metal Gear Solid Portable Ops 2
- Little Big Planet Mobile



Podcast #4 (2009-03-25 23:14)

Podcast #4 AAC 287 KB

Podcast #4 Vorbis 379 KB Archive.org mirror 13 MB

United States going to be Internationally controlled by European IMF (2009-03-30 18:37)

The European Union is going to control the US Government and FCC after the G20 meeting in London, England. President Obama will no longer be the Head of State, a IMF head of state will be replacing him and Nancy Pelosi and a Tim Guidner.

Boycott the government while you still can under the US Constitution. Leaked news source. The Europeans are putting America under international authority.

Check the March 30, 2009 episode of Hannity on Fox News Channel.



We can't wait until tax day for those huge Tea Parties that are ready to go all out. Sooner than later. I don't think the Europeans will keep our economy capitalist and free market without smiley face fascism in the long run.



New US Head of State? A French socialist politician named Dominique Stauss-Kahn

Do Tea Parties just because of World government conspiracy. (2009-03-31 20:14)

If we don't organize into tea parties right now our US dollar will be replaced by a international dollar and we will no longer be the World Bank. And it's happening to the G20 summit. They all are trying to make us socialist so nobody can be capitalist. Why? Because they don't want us to have freedom. They want us to be little gullible androids. It is a conspiracy. Obama is the son of a ***** letting it happen. Do the tea party thing or we'll be the People's Republic of America. The head of State will not have any power, because all the laws are governed by the United Nations with lots of socialist leaders. Teh US President will be a Puppet figure. It'll be like the Majestic 12 or Big Brother. IT'S A WORLD GOVERNMENT CONSPIRACY! TEA PARTY TIME! 2010 the US Constitution no longer relevant. Most people on this forum are socialist and don't want the United States to be sovereignty and doesn't want you to do tea parties. Get with it.

Europeans are all vampire suckers...suck the trillions right out of you! And its done then we're like Russia in the 1990s...depression and GDP is crap! Like we're spending Stop the crazy spendings bills....they're the problems

Podcast #5 AAC 3.44 MB

Podcast #5 Vorbis 4.5 MB

Archive.org mirror 13 MB

11.4 April

New mp3 player (2009-04-03 04:24)



The idea dawned on me when Obama sent the Queen of England an Ipod Photo with him uploaded on it. So I got a 40 GB mp3 player for \$50 on ebay. It is cheap, because I bought a 20 GB Zen Touch 4 years ago for 4 times that much and it still works. I got 2400 songs on there encoded in LAME 3.98 alpha6 (mp3 in 2006) at 64 kbps VBR. I also have an old Archoes Jukebox 20 Recorder with LAME 3.98 alpha6 at 64 kbps VBR with a proximately same amount of music. Haven't used it since February 2008. I used Mr. Questionman to get that information

How Barack got Elected (2009-04-03 12:01)

[EMBED]

[EMBED]

[EMBED]

Aliens in Human shells (2009-04-04 19:11)

Why do UFO proponents, "contactees," "abductees" and other supporters always seem to depict their aliens as humanoid? Why are they insistent that these alleged life-forms follow the human body-plan?

This goes against our understanding of science and all current biological models of how life evolved on earth, let alone other worlds. Even if the entire process of evolution on earth were re-simulated with all of the original parameters of biological genesis in place, we still wouldn't come out looking the same. So why would a visitor from an alien world

look like us?

It's a near guarantee that they wouldn't.

Let me give you one example (out of possible billions:)

Let's start with a world that could serve as a location for our hypothetical biosphere. It's a low-gravity, Titan-like moon with an upper atmosphere saturated in energy rich polymers powered by the radiation and magnetic fields of the central planet. These gradually filter down various strata where assorted types of hunter-gatherer clades develop alongside other more stationary biota. The entire pace of life is incredibly slow and almost frozen in comparison to our earth-like perception of time. Things live for extraordinarily long periods, and evolution itself takes a virtual eternity to run its course.

Eventually, a sentient race emerges. Their biochemistry is based on liquid hydrocarbons, fullerenes, ammonia and nitrogen causing them to appear as a very large and bizarre crab-like or spider-like configuration that only vaguely resembles anything that we could recognize. They move and function so slowly that they can barely be perceived to be living things at all. Their senses are not visual or aural - instead, relying predominantly on sonar-like transmission and detection. (This means no written language or art, but instead similar concepts being employed with geometric configurations and textures conveying the equivalent.)

These beings become the dominant species of the planet and go on to discover space exploration after millions and millions of years of slow advancement.

Incidentally, long distance or sub-relativistic journeys would not be a problem for this species as the passage of time is not really an issue considering their pace of life and perception. Traveling to a distant star system would be no more strenuous to them than sending someone to the moon is for us. Their technology would be based on cryobiology, developed from low-temperature life feeding on Titan-like or Kuiper-belt environments and growing the necessary structures out of polymers, ice and frozen gas. So, basically some VERY exotic stuff. They prefer to compile constructs in orbit or on dead, moon-like worlds without atmospheres.

Their technology, aesthetics, psychology and even architecture would be absolutely mind-bending to behold. If their machinery were put before a population of human beings for examination, almost nothing useful could be extracted from them aside from the fact that they would be quite obviously "alien." Their 'ships' and other components melt, explode or "die" when exposed to earth temperatures and pressures and any 'probes' sent to earth would have to be "custom-made" to adhere to our planet's physical constraints. Their behaviors and methods of construction would be a profoundly disturbing sight to anyone first attempting to make sense out of them, and communication or any relative attempts at contact would be extremely difficult requiring a number of years of careful study.

And that is just ONE example of ONE type of world that life could develop on.

This does not take into account how gaseous, Jovian life would develop if it became sentient. (But it's probably safe to say that they'd probably make the guys I just described look pretty normal in comparison.)

My point is this: Considering the possibilities of life in the universe, how intelligent life developed on earth, and how the mechanism of evolution itself works - the idea of humanoid aliens is absurd.

I can understand what you mean by not look like us, but what I'm trying to point out here is that the mentality is also key to the way that life-forms will look in some respects..

If we take basic logic here and say ok we have 2 planets both are identical! and we let them fester... the same things that happen on one would not in fact happen on the other at the same time "number of factors" wind rain geology ect"..

In fact you could have 2 planets with the exact same thing and one may never have life on it and the other one will.. why is this? because in order for life to happen it must be planned...!!

Now if we scale this up to our universe.. the amount of earthlike planets are good a lot in fact, will like take hold on one of them "well we know that for sure because we are here" would life on that planet evolve humans from the very first spark "well we know for sure it can because we are here" now if we take into account what the earth is made from ect we can say that any earth like planet would hold a good chance of making the same stuff on it.. Tho we don't know the chances of it actually making humans because of meteor impacts ect... but the "basic" blocks are there that give the "chance for it" to happen just like it did on earth and with that world called infinity you can bet your bottom dollar it's happen a lot!!!

Now would aliens look like us from a planet that is not the same "lets say jupiter" well no way would it look close,

infact nothing on the planet would come close to any alien that resided on jupiter.. would it have intelegence? well if life is there then the possiblity of it getting or making intelegence is 1 because we have life "prerequisist ofc"...

So with that i can firmly say yes other aliens do stand a very good chance of looking like the way we do.. and some will not "they are the ones who may not visit" infact i find it hard to imagen why they would bother...

now another thing also is Bactira, there is a good possiblity of GIANT bactira aswell that live in the skys of planets.. just like the pretty worms we see floating about in ours, i dont think like is limited to only planets i can imagen life living in space aswell...

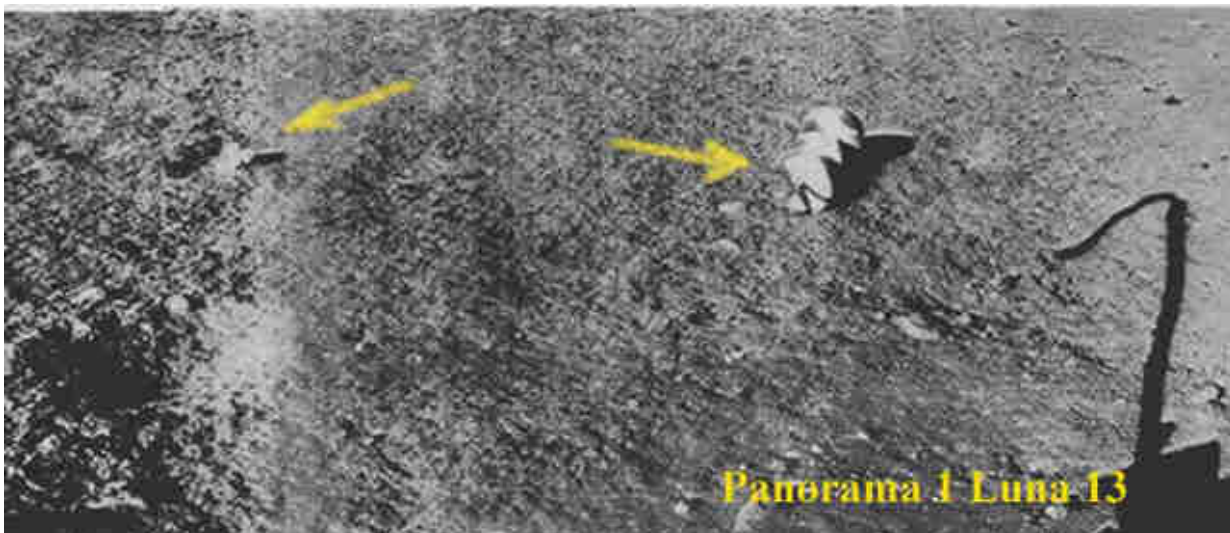
dont ask my what the hell it would look like lol but the place in witch we live is VERY odd indeed, we should know this because we are here!! that is odd on its own dont you think.

maybe the aliens are humanoid because that's the most common genetic blueprint for sentient beings. we cannot say for sure because we clearly do not know, so assuming its not is just ignorant (or disinfo).

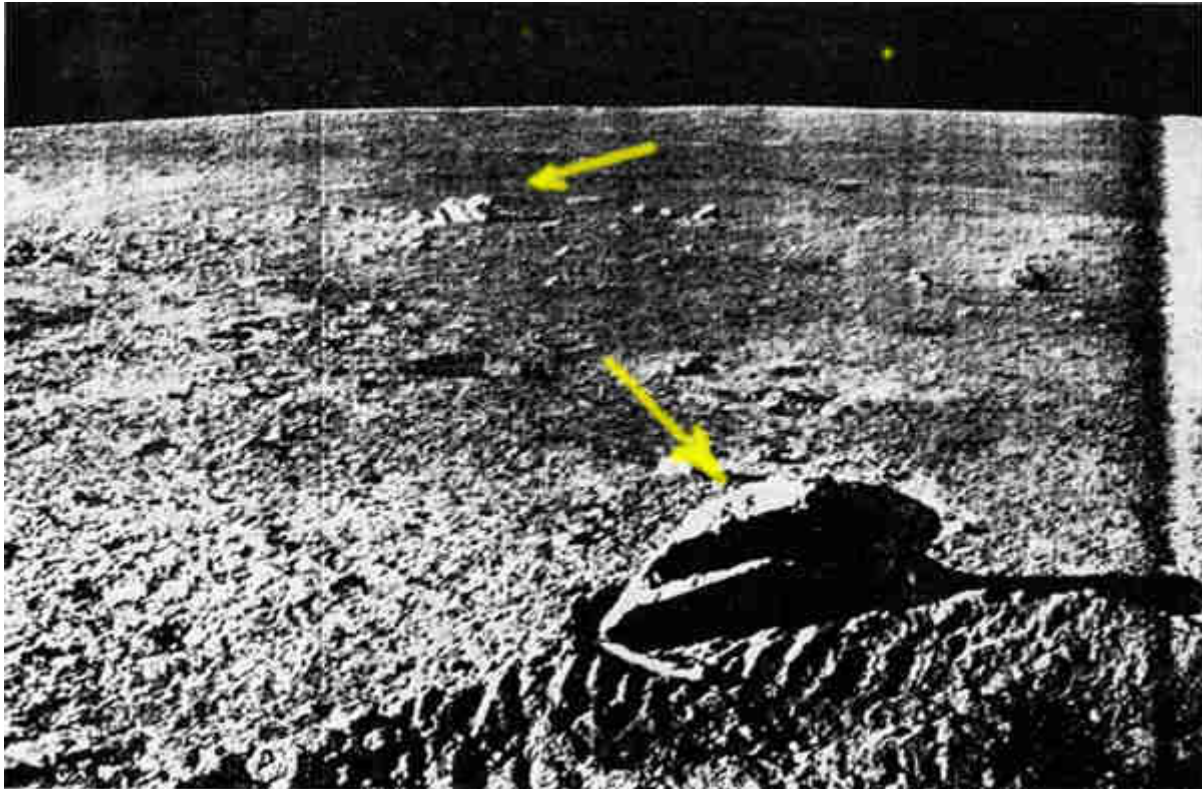
humanoids have five appendages that extrude from our core; head, two arms, two legs. we have five fingers, and five toes on each hand/foot. makes sense to me. why would a sentient being have three legs and one arm? because that's illogical. i also don't don't know for sure, and neither do you.

so im going to go ahead and believe the eye witnesses over your opinion, which is just an opinion with no evidence to back your claims.

Exterrestrial Artifacts on the Moon (2009-04-04 19:18)







I don't think we've been on the Moon for that long to add junk. Hmmm.

oakleyses (2014-10-23 18:03:49)

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oakleyses (2014-10-23 18:04:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:52)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

And the Cyber Cold War rages on.... (2009-04-04 19:42)

President Obama has done nothing to straighten up military forces especially Air Force Space Command (aka has USAF Cyber command) on the grim situation that China and Russia now know our entire power grid infrastructure and may use blackouts as social engineering for their defense. So far the trojans/logic bombs haven't done any collateral damage as it has a remote control fuse it seems. The President has been overly cowardly to not bring up this concern as he is too busy trying to make friends with the Europeans. China and Russia have this Asian pact where they give us Intelligence on terrorism, but they make up their loss of sheer political power in the cyber cold war it seems. It could be a social engineering game of cat and mouse with blackouts as severe as the Northeast Blackout of 2003 (caused by UNIX glitch which put the plant into safe mode).

The recent news about GhostNet, the suspected cyber espionage activity of the Chinese government uncovered by The Information Warfare Monitor is alarming news, to say the least. More than a thousand computers have been compromised with apparent ease, many in high-value secure government offices. Researchers revealed that the compromises were so sophisticated, that confidential documents were removed, video cameras and microphones turned on to observe events, and sophisticated key-loggers tracked everything that was typed. According to two of my sources well-placed in government and computer security, this is just the frightening tip of an enormous iceberg. Many will recall my report on the FBI's concern about counterfeit network router hardware being installed in businesses and government agencies all across the nation. Many were concerned that the counterfeit routers contained code that allowed for a broad range of back-doors into secure computer systems, as well as covert kill-switches that would shut-down after receiving a remote signal. Indeed, several analysts found thousands of additional lines of machine code as compared to a non-counterfeit. Since the counterfeit hardware originated in China, the FBI was very concerned, so much so that they responded to my report.

Our work here, together on abovetopsecret, broke that important story to the world.

I've recently spoken to two well-placed computer security experts who firmly believe there is a frightening connection between GhostNet and the counterfeit routers. Their fear is that we are mere months away from a series of significant

cyber attacks on key private sector businesses and portions of our infrastructure.

My first contact is a highly experienced computer security expert who often works directly with law enforcement and intelligence agencies. Asking for my assurances of complete confidence in his anonymity, he revealed that there is a great deal of concern, both among his IT counterparts and security experts within law enforcement, that GhostNet is a sophisticated reconnaissance system designed to locate the counterfeit routers. Many are speculating that the gHost RAT trojan (delivered via email and has been in broad use for months) may be triggered by recognizing key attributes of the counterfeit routers, and reports back the details of the exploitable network.

Experts are concerned that the number of infected systems discovered by The Information Warfare Monitor may very well be a tiny percentage of networks that are known to be exploitable, but not yet infected. GhostNet is cataloging potential networks and refining the cyber weapons for the next round of attacks. The activity seen thus far has been proof-of-concept tests of computer take-over software in preparation for larger-scale attacks – a weapons test if you will.

My second contact is an IT manager at a large financial products company who tracked down and replaced a number of counterfeit routers in their network. As their internal security team examined all systems connected to the removed routers, he was alarmed at their findings. Nearly all of the Windows-based computer systems connected to the routers contained some form of malware. In comparison to other Windows computers on their network, only 10-20 % on average had any type of malware. He cautioned that all of the systems on the counterfeit routers were new systems in public-facing installations (branch offices), and a higher-than normal infection rate was expected. However, the 100 % infection-rate was unusual.

Both of these computer security professionals are increasingly concerned about the convergence of these two items that appear to point back to either the Chinese government, or Chinese state-sponsored cyber criminals. The report from Information Warfare Monitor stops short of specifically naming the Chinese government, or intelligence agencies within the government, as the culprit of these attacks. However, we do know that their intelligence agencies and law enforcement units have acted upon information obtained through GhostNet.

My contacts feel we (western nations) are mere months away from the second, more serious wave, of attacks designed to harm key corporations and interrupt vital infrastructure. The hope is that GhostNet is a tool of cyber criminals – after all, if that is the case, we're safe, no criminal would cripple the networks that provide their bounty. What worries them most, however, is the combination of our complete lack of preparation (the U.S. DHS cyber security division is a joke), the stunning sophistication and multi-tiered nature of these attacks, and the disturbing potential connection to the Chinese government. To be clear, they feel a second wave of attacks are not likely to be a national disaster that cripples the nation, that may be reserved for the third wave.

The conspiracy theorist in me observes a number of causes for concern.

- (1) - The mainstream press appears to be working hard to spike or avoid any connection of GhostNet back to the counterfeit router issue.
- (2) - The media, especially US-based media, is typically over-playing the "hacker criminal" aspect of this story so as to avoid concern over state-sponsored cyber warfare – they know we (western nations) are at a disadvantage.
- (3) - The Chinese government has recently made a great deal of noise voicing concern over the US dollar and the need for a global currency. Causing harm to the US infrastructure through a well-placed cyber attack may significantly weaken the dollar and hasten their financial agenda.
- (4) - After all that has happened after September, 2001, especially the increase in sophisticated Internet attacks as well as known state-sponsored cyber terrorism, why has the government let us down?

These developments indicate the Internet equivalent of the 9/11 attacks may very well be on the horizon. And again, we are not only not ready, we're completely clueless

Tea Party Grows (2009-04-06 06:38)



Seattle on Monday. Denver on Tuesday. Mesa AZ on Wednesday. Overland Park, Kansas today. What a week, huh? We got the anti-stimulus, anti-entitlement protest ball rolling — and now the movement, spurred further by CNBC host Rick Santelli's call for a "Chicago Tea Party," is really taking off.

David Hogberg at Investor's Business Daily has a nice piece out today spotlighting the growing taxpayer revolt the rest of the MSM won't cover. He interviewed our registered commenters Liberty Belle Keli Carender, who spearheaded the Seattle anti-pork protest, and HuskerGirl Amanda Grosserode, who organized today's anti-stimulus demonstration against Democrat Rep. Dennis Moore in Overland Park, KS.

I'm happy to report on several new protest events now on the docket.

My friend Michael Patrick Leahy of Top Conservatives on Twitter and his crew are spearheading "simultaneous local tea parties around the country, beginning in Chicago, and including Washington DC, Fayetteville NC, San Diego CA, Omaha Nebraska, and dozens of other locations" for next Friday.

Time: February 27, 2009 from 12pm to 1pm

Location: Chicago, Washington DC, other cities, Twitter

Go to OfficialChicagoTeaParty.com for all the info.

Co-sponsors of the events with #TCOT include #DONTGO, Smart Girl Politics, Americans for Tax Reform, Heartland Institute, and American Spectator Magazine. The tea parties will be "simultweeted" with the hashtag #teaparty. You can find me tweeting here.

There's a Facebook page here for the DC Tea Party. I hear that PJTV will also be stepping up to the plate.

If you are in the Dallas/Fort Worth area, reader Mark Christopher Frimmel has come forward to put a Tea Party '09 event together. He put up an ad on Dallas Craigslist, has contacted local radio and TV, and wants you to be there. The protest will be held on the outside stage at The Cowtown Bar & Grill on Friday, Feb. 27, from 3pm to 7pm, located at 7108 Camp Bowie Blvd Fort Worth, TX. Music, food, and great fiscal conservative company guaranteed.

Are you in Georgia? Reader Patrick e-mails that he's "getting a tax protest off the ground in Atlanta. I'd appreciate it if you'd pass on the word. The blog is <http://atlantataxprotest.blogspot.com>." He needs your help. Calling Neal Boortz!

Here's a snippet from Hogberg's IBD piece to get your motors running:

As unemployment soars and anger over Wall Street bailouts mounts, public outrage will seek an outlet. Populism could go in many directions — and could easily ebb when the economy revives. But if it takes

shape as an anti-spending movement, it could revive conservatives much as the 1970s tax protests did.

To be sure, the protest sizes so far are a far cry from the left's anti-globalization and anti-war demonstrations of the past decade. But they appear to have grass-roots origins. The organizer of the Kansas protest, Amanda Grosserode, calls herself a home-schooling mom who is "fed up" with the spending in Washington. She has been a member of Fair Tax Kansas City since last fall.

"My husband and I were feeling frustrated that the stimulus had passed with very little debate and no one had read it," she told IBD. "I said, 'We need to do something.' " She began contacting family and friends, and eventually received attention via Fair Tax Kansas City and local talk radio.

Grosserode received considerably more publicity after e-mailing popular conservative commentator and blogger Michelle Malkin.

"I think the taxpayer revolt is the new counterculture," said Malkin, who has been publicizing the protests on her blog. "People want to stand up and say, 'Hey, I'm paying for that, I do not support that.' "

Brendan Steinhauser has a terrific set of detailed tips on how to organize your own tea party protest.

Don't wait for someone else to do it.

Don't make excuses.

Don't think you can pull one off because you've never done it before? Look at mom-bloggers Liberty Belle and HuskerGirl.

Yes, you can!

I've put together a playlist of tunes for Tea Party USA — and several parodies submitted by commenters and readers. Bailoutmania is apparently bringing out the songwriters in you, too.

My favorite Schoolhouse Rock Tea Party song, "No More Kings:"

[EMBED]

And check out my second Schoolhouse Rock classic, rewritten by the fabulous Jim Treacher and Batton Lash: How a "stimulus" bill became law.

George of EU Rota reminds me of the perfect Spinal Tap song for the cult of entitlement, "Gimme Some Money:"

[EMBED]

Royce Dunbar produced "The Subprime Mortgage Blues."

Reader L.C. e-mails:

I made this up as I watch[ed] the ridiculous, sad, terrifying vote on the Stimulus Package! Thanks for your good work on covering it all!

Sing to "American Pie"

A long, long time ago...

we can still remember

How Ronald Regan made us smile.

And we knew if we had a chance

we could make those Democrats dance

And, surely we'd be happy for a while.

But this February should makes us shiver

With every promise Nancy delivers.

Bad stimulus on the doorstep;

We shouldn't take one more step.

We will remember when we cried

As we read Harry's big fat lies,

But something is foul deep inside

The day responsibility died.

So bye-bye, to our kids piece of the pie.

Obama Drives us to the brink,

will leave us all high and dry.

Coburn and the boys were tryin' all they could think

Singin', "You're making our economy die.

you've taken our kid's piece of the pie."

Can we still trust in our gov,

We will need our faith in God above,

If we want to make them go.

Do we believe in principles,

Can we be saved from those liberals,

And can Mitch and John keep their troops in tow?

Well, the Unions are in love with them

'cause they read the same liberal hymn.

They change all the rules.

Now we got those stimulus blues.

We'll end up lonely and without a buck

Just a Green job and a hybrid truck,

Right now, we are out of luck

The day responsibility died.

We started singing,

"bye-bye, our kid's piece of the pie."

Obama drives us to the brink,

will leave us all be high and dry.

Coburn and the boys trying all they could think

singing "You're making our economy die.

you've taken our kid's piece of the pie."

Now for two months we've been on our own

Ried, Nancy and Obama have clearly shown,

Their way is how it's gonna be.

They're jesters, jokes and drama queens,
Throwin' cash around like they're seventeen
Not listening to the voice of you and me,

And while they read a book of Marx,
We praise Friedman in the dark
The day responsibility died.

We were singing,
"bye-bye, our kids' piece of the pie."
Obama drives us to the brink,
will leave us high and dry.
Coburn and the boys were tryin' all they could think
singin, " You're making our economy die.
you've taken our kid's piece of the pie."

But we can not sign the blues
We will work for happy news,
Freedom is 21 months away.
We must go to the roof and shout "no more,"
Like we did 15 years before,
It is time to put an end to the Lib's day.

For today believers in responsibility screamed,
Conservatives cried, But we still will dream.
Loud words must be spoken;
"Our Liberal government is broken."
And three men to whom we could turn:
Pawlenty, Jindal and Coburn,
From their leadership we can surely learn.

Today, responsibility died.

'Til then we will be singing:
"bye-bye, our kid's piece of the pie."
Obama drives us to the brink,
will leave us all be high and dry.
Coburn and the boys were trying all they could think
singing "You're making our economy die.
you've taken our kid's piece of the pie."

From mm.com commenter Mark x, sung to the tune of Janis Joplin:

[EMBED]

Oh Barry, wont you buy me a Mercedes Benz ?
My friends all drive Porsches, I must make amends.
Worked hard all my lifetime, no help from my friends,
So lord, wont you buy me a Mercedes Benz ?

Oh Mr. President, wont you buy me a color tv ?
Dialing for dollars is trying to find me.
I wait for delivery each day until three,
So oh Barry, wont you buy me a color tv ?

Oh Messiah, wont you buy me a night on the town ?
 Im counting on you, Messiah, please dont let me down.
 Prove that you love me and buy the next round,
 Oh Messiah, wont you buy me a night on the town ?

Reader Barry e-mails:

I wrote this parody of "Dixie" to protest the socialistic programs hidden in the stimulus bill...

NIX-FREE VS. FIX-ME LAND

I wish I was in the land of bought 'n'
 Sold; times there were not so rotten.
 Congress say, no delay, take away Nix-free land.
 In Nix-free land that I was born in,
 Clearly I was not forlorn in,
 Made my way, saved my pay, had a say, Nix-free land.

Chorus:

Now I wish I was in Nix-free like yesterday!
 In Nix-free land I took my stand to live and vie in Nix-free.
 Could pray or stray with wayward mouth un-P.C.
 If they hold sway, they'll stay my mouth from D.C.

Obama's massive bill was eager;
 Billions cost but jobs were meager.
 Cooked entree books flambe, took away Nix-free land.
 Just try to get your arms around it;
 Miles of paper haven't yet bound it.
 Ev'ry way, give-away, to create Fix-me land. (Chorus)

Our bucks he takes and brings to scatter;
 Makes you mad but it doesn't matter.
 Took away, won't repay, it's new day, Fix-me land.
 Then slow it down and hatch your babble;
 To Nix-free land we'll rouse the rabble,
 For the range of the change makes a strange Fix-me land. (Chorus)

And here's Woody Guthrie's remake of Tom Paxton's "I am changing my name to Chrysler," which he updated to "I am changing my name to Fannie Mae."

[EMBED]

Oh the price of gold is rising out of sight
 And the dollar is in sorry shape tonight
 What the dollar used to get us now won't buy a head of lettuce
 No the economic forecast isn't right
 But amidst the clouds I spot a shining ray
 I can even glimpse a new and better way
 And I've devised a plan of action worked it down to the last fraction
 And I'm going into action here today

CHORUS:

I am changing my name to Fannie Mae

I am going down to Washington D.C.
I'll be glad they got my back
'Cause what they did for Freddie Mac
Will be perfectly acceptable to me
I am changing my name to Fannie Mae
I am headed for that great receiving line
So when they hand a trillion grand out
I'll be standing with my hand out
I'll get mine

When my creditors are screaming for their dough
I'll be proud to tell them all where they can go
They won't have to scream and holler
They'll be paid to the last dollar
Where the endless streams of money seem to flow
I'll be glad to tell them all what they can do
It's a matter of a simple form or two
It's not just remuneration it's a liberal education
Ain't you kind of glad that I'm in debt to you

Chorus

Since the first amphibians crawled out of the slime (of the slime!)
We've been struggling in an unrelenting climb
We were hardly up and walking before money started talking
And it's sad that failure is an awful crime
It's been that way for a millennium or two
But now it seems that there's a different point of view
If you're a corporate titanic and your failure is gigantic
Down in Congress there's a safety net for you

Chorus

Rock on.

Neo Geo games I've played (2009-04-09 02:54)

Neo Geo games I Played by DarthLefein on December 6, 2011 0 Comments Dec 6 2011 - King of Fighters 94 - King of Fighters 95 - King of Fighters 96 - King of Fighters 97 - King of Fighters 98 - King of Fighters 99 - King of Fighters 2000 - King of Fighters 2001 - Blazing Star (Best game) - Pulstar - Metal Slug - Metal Slug 2 - Metal Slug 3 - Metal Slug 4 - Metal Slug 5 - Metal Slug X - Fatal Fury 2 - Fatal Fury Special - Last Resort - Last Blade - Aero Fighters - Aero Fighters 2 - Aero Fighters 3 - Garou: Mark of the Wolves All stored on the Caanoo! Kind of a bragging rights. Who has a Neo Geo or even heard of it? Nobody! My point. <http://www.gamefaqs.com/neo/916385-neo-geo/reviews/review-74110>

SHMUPS (2009-04-10 21:35)

I downloaded some Saturn SHMUPS after playing Radiant Silvergun including Donpachi, Dodonpachi, Soukyugurenta (Terra Diver in United States), and Battle Garegga off Megaupload. Track 5 of Battle Garegga is great. You can play

these games in your CD Player, because they're red book WAV! I have it 'modded' for open region play. The best looking one is Radiant silvergun, but Soukyugurenta comes in 2nd. DoDoPachi comes in 3rd place graphically. It's old school! I wanted to play more after Gradius V and R-type Final, because they're all pretty good.

Soukyugurenta story line

After exhausting the Earth's resources, particularly fossil fuel, innumerable trade companies team up with NASA and begin initiating space programs dedicated to finding resources outside the planet Earth. Mining facilities are established in different areas outside of Earth, particularly on large asteroids near the Moon and most especially on Mars. Various resources are found from these areas and distributed to Earth which aid in the world economy. The largest company that is established from this is the Jin-Sei (Exhausting Star) Corporation set in Japan which is worth 1 trillion in New Yen investments, founded by the Miama family.

However, after years of space resource distribution, the separate companies started initiating attacks that would dominate other company's resources. Coupled with this, eco-terrorism was on the rise as out-spoken ecosystem protectionism groups opposed the company's outsourcing of materials. The strongest of these attacks started on Martian colonies established by the second largest company on Earth, Eight Luck Interstellar Development Inc. which banded with smaller companies across Earth including ones in China, England and America. Eight Luck planned on claiming Mars for its own so as to monopolize on the outsourcing of minerals as well as developing terra-formed areas.

In response to these attacks, the Jin-Sei formed a union with the JSDF (known in the future as JDF) and began working on a space fighter program organized by the Defensive Section 2 of the JDF known as the Red Lotus Team (SOQ for short) which utilized a unique laser technology fighting system known as NALS (Non-blind spot All range Laser System) in combat.

Comprised of the best fighters adapted to this combat system as well as innumerable stamina strengthening tests for space travel, the SOQ are sent in to defend company territory from rival companies on Earth and space at all costs.

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PS3 or xbox 360 desperately need a SHMUP anthology including:

Radiant Silvergun

Ikaruga

Mars Matrix

Raiden I

Raiden II

Raiden III

Gradius III

Gradius IV

Gradius V

R-Type Delta

R-Types

R-Type Final

Silpheed - The Lost Planet

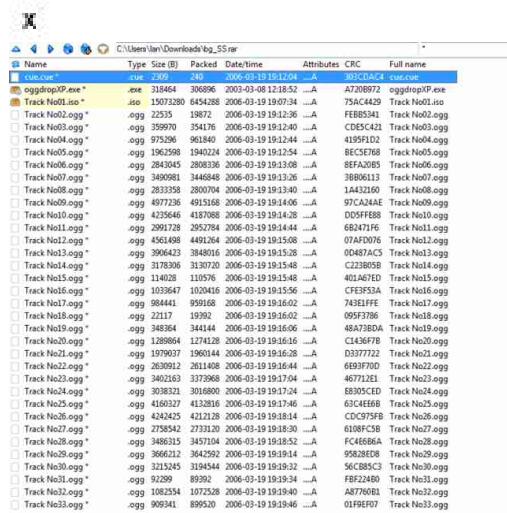
Zaniac X Zaniac

Einhinder

Pulstar

Blazing Star

Thunder Force III
Lightning Force
Thunder Force for SNES
Thunder Force V
Aero Fighters
Aero Fighters II
Aero Fighters III
Battle Balkraid
Zero Gunner II
Hyper Duel
Raystorm
Ray Crisis
Castle of Shikigami 2
Castle of Shikigami 3
Psyvariar
Psyvariar II: The will to Fabricate
Shienryu
Shienryu II
Dodonpachi
Soukyugurenta (Terra Diver in United States)
Battle Garegga
Ibara



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battlegaregga



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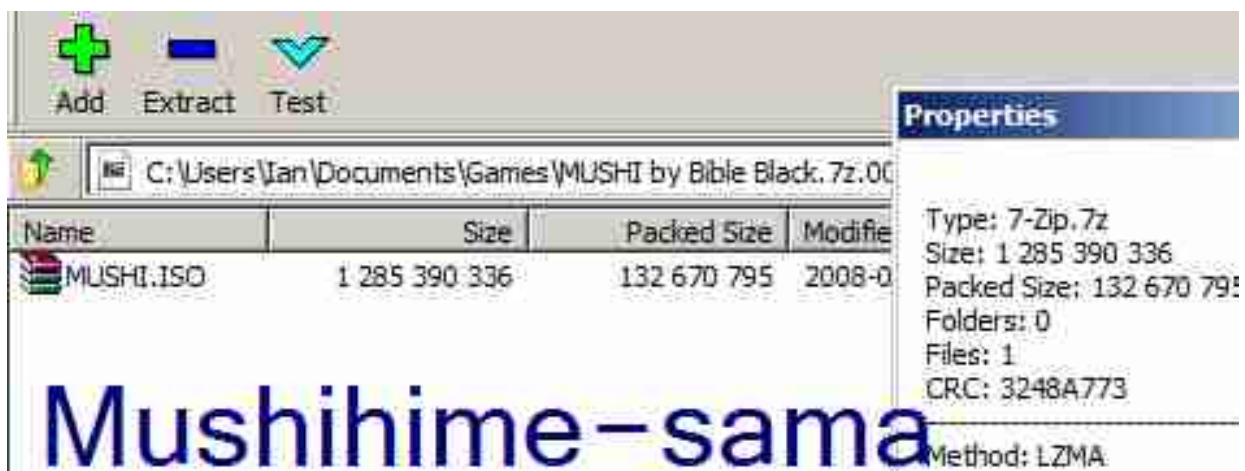
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Soukyugurenta 52.ogg	.ogg	184580	171181	2006-01-25 11:36:48	...	7887031	Soukyugurenta 52.ogg
Soukyugurenta TOC.txt	.txt	205	649	2006-01-25 10:38:36	...	8288C8E	Soukyugurenta TOC.txt
Soukyugurenta.cue	.cue	448	264	2006-01-25 10:40:30	...	A208C2D	Soukyugurenta.cue
Soukyugurenta.iso	.iso	2078762	1583714	2006-01-25 11:35:04	...	8C1E54E	Soukyugurenta.iso

soukyugurenta



espgaluda



X

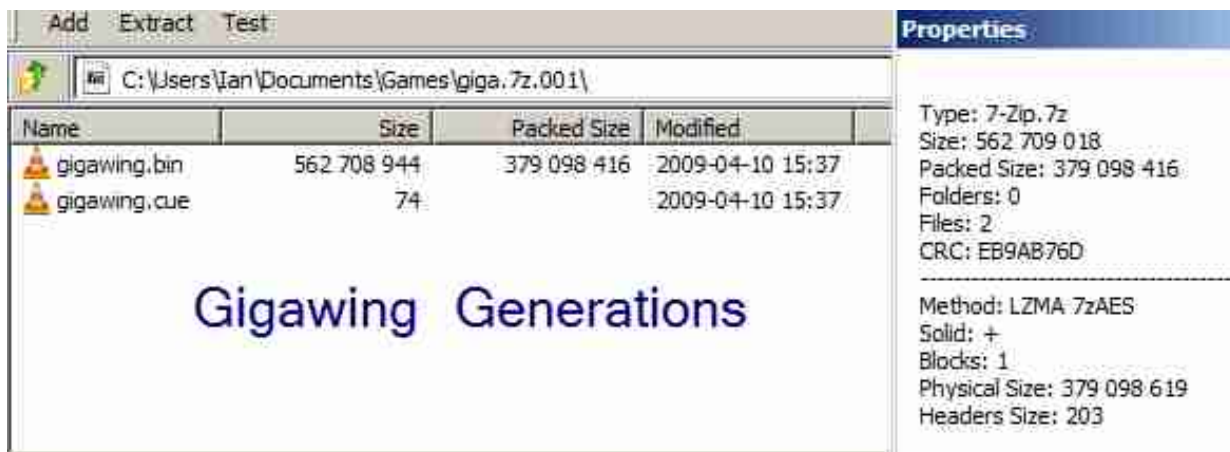
mushihime-sama

[EMBED]

[EMBED]

Found the first one on Megaupload. Latest version of PCSX2 running on WinVista.

X



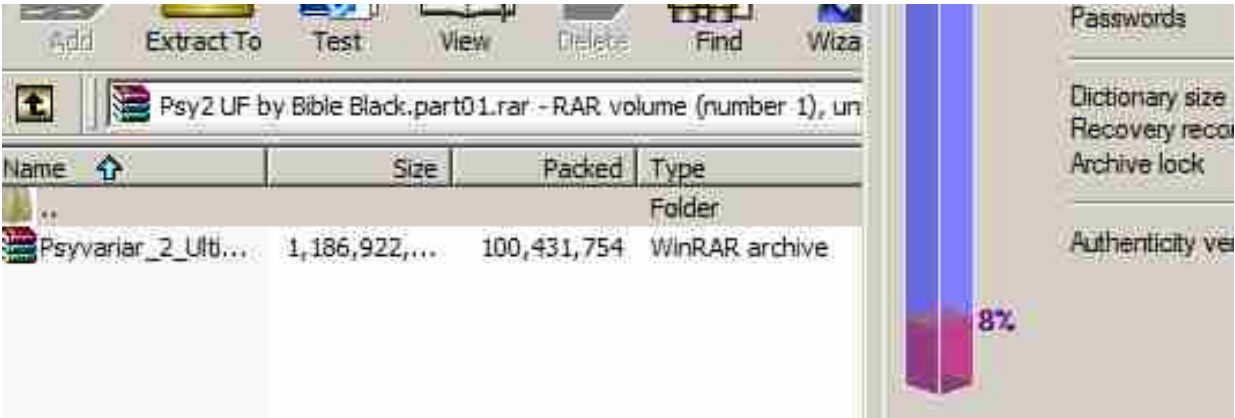
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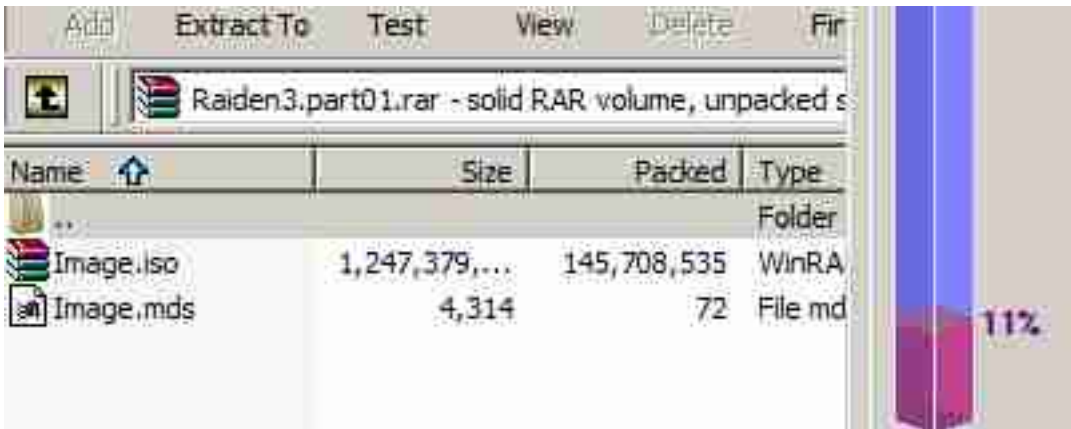
Gunbird 1 and 2.

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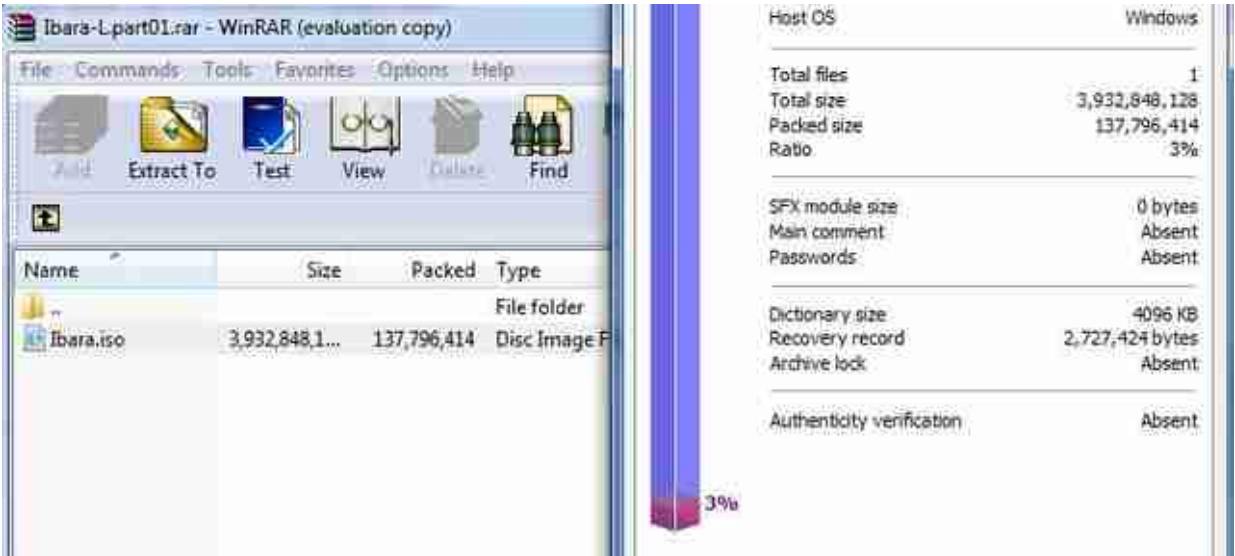


Psvariar 2: Ultimate Final

✕



RAIDEN III



Ibara (PS2)

^ Yes I downloaded it Don't ask. ;P

Greatest Movies of all time (2009-04-12 09:26)

1. The Shawshank Redemption (1994)
2. The Godfather (1972)
3. The Godfather: Part II (1974)
4. The Good, the Bad and the Ugly (1966)
5. Pulp Fiction (1994)
6. 12 Angry Men (1957)
7. Schindler's List (1993)
8. One Flew Over the Cuckoo's Nest (1975)
9. The Dark Knight (2008)
10. The Lord of the Rings: The Return of the King (2003)
11. Inception (2010)
12. Star Wars: Episode V - The Empire Strikes Back (1980)
13. Seven Samurai (1954)
14. Fight Club (1999)
15. Goodfellas (1990)
16. Star Wars: Episode IV - A New Hope (1977)
17. The Lord of the Rings: The Fellowship of the Ring (2001)
18. City of God (2002)
19. Casablanca (1942)
20. Once Upon a Time in the West (1968)
21. The Matrix (1999)
22. Rear Window (1954)
23. Raiders of the Lost Ark (1981)
24. The Usual Suspects (1995)
25. The Silence of the Lambs (1991)
26. Psycho (1960)
27. Se7en (1995)
28. It's a Wonderful Life (1946)
29. Forrest Gump (1994)
30. The Lord of the Rings: The Two Towers (2002)
31. Memento (2000)
32. Sunset Blvd. (1950)
33. Leon: The Professional (1994)
34. Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb (1964)
35. Apocalypse Now (1979)
36. American History X (1998)
37. Toy Story 3 (2010)
38. North by Northwest (1959)
39. Citizen Kane (1941)
40. American Beauty (1999)
41. Terminator 2: Judgment Day (1991)
42. Taxi Driver (1976)
43. Saving Private Ryan (1998)
44. Alien (1979)
45. Spirited Away (2001)
46. Vertigo (1958)
47. Amélie (2001)
48. The Shining (1980)

49. City Lights (1931)
50. Paths of Glory (1957)
51. The Pianist (2002)
52. WALL•E (2008)
53. M (1931)
54. Double Indemnity (1944)
55. The Lives of Others (2006)
56. The Departed (2006)
57. Lawrence of Arabia (1962)
58. A Clockwork Orange (1971)
59. To Kill a Mockingbird (1962)
60. Aliens (1986)
61. Requiem for a Dream (2000)
62. Eternal Sunshine of the Spotless Mind (2004)
63. Das Boot (1981)
64. Modern Times (1936)
65. Life Is Beautiful (1997)
66. Reservoir Dogs (1992)
67. The Third Man (1949)
68. Back to the Future (1985)
69. L.A. Confidential (1997)
70. Chinatown (1974)
71. The Prestige (2006)
72. The Treasure of the Sierra Madre (1948)
73. Cinema Paradiso (1988)
74. The Green Mile (1999)
75. Monty Python and the Holy Grail (1975)
76. Once Upon a Time in America (1984)
77. Raging Bull (1980)
78. Rashomon (1950)
79. Amadeus (1984)
80. Some Like It Hot (1959)
81. Singin' in the Rain (1952)
82. The Great Dictator (1940)
83. Full Metal Jacket (1987)
84. All About Eve (1950)
85. Pan's Labyrinth (2006)
86. The Bridge on the River Kwai (1957)
87. Bicycle Thieves (1948)
88. Gladiator (2000)
89. 2001: A Space Odyssey (1968)
90. Braveheart (1995)
91. The Apartment (1960)
92. Metropolis (1927)
93. Oldboy (2003)
94. Downfall (2004)
95. Inglourious Basterds (2009)
96. Unforgiven (1992)
97. The Sting (1973)
98. The Elephant Man (1980)

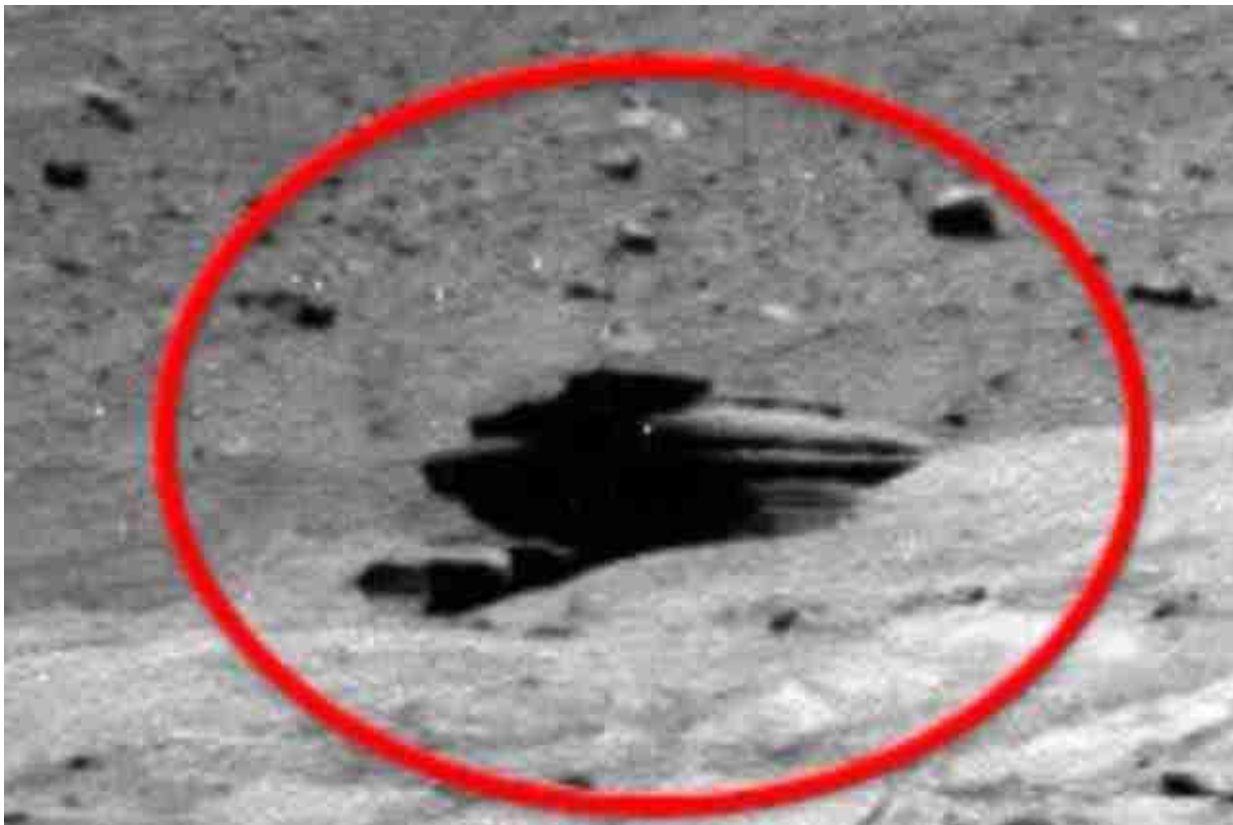
99. Gran Torino (2008)
100. Star Wars: Episode VI - Return of the Jedi (1983)
101. Up (2009)
102. Mr. Smith Goes to Washington (1939)
103. Princess Mononoke (1997)
104. Indiana Jones and the Last Crusade (1989)
105. The Maltese Falcon (1941)
106. On the Waterfront (1954)
107. Rebecca (1940)
108. Die Hard (1988)
109. The Great Escape (1963)
110. The Seventh Seal (1957)
111. Sin City (2005)
112. Black Swan (2010)
113. Batman Begins (2005)
114. Drive (2011)
115. Yojimbo (1961)
116. Grave of the Fireflies (1988)
117. Heat (1995)
118. Fargo (1996)
119. Blade Runner (1982)
120. The General (1926)
121. For a Few Dollars More (1965)
122. The Lion King (1994)
123. Witness for the Prosecution (1957)
124. The King's Speech (2010)
125. Snatch. (2000)
126. Hotel Rwanda (2004)
127. Jaws (1975)
128. Ran (1985)
129. No Country for Old Men (2007)
130. Wild Strawberries (1957)
131. Touch of Evil (1958)
132. The Wizard of Oz (1939)
133. Harry Potter and the Deathly Hallows: Part 2 (2011)
134. The Big Lebowski (1998)
135. The Deer Hunter (1978)
136. The Sixth Sense (1999)
137. Toy Story (1995)
138. Cool Hand Luke (1967)
139. Slumdog Millionaire (2008)
140. Annie Hall (1977)
141. Strangers on a Train (1951)
142. It Happened One Night (1934)
143. Kill Bill: Vol. 1 (2003)
144. Platoon (1986)
145. Donnie Darko (2001)
146. High Noon (1952)
147. Scarface (1983)
148. Into the Wild (2007)

149. Trainspotting (1996)
150. The Gold Rush (1925)
151. Ikiru (1952)
152. Million Dollar Baby (2004)
153. Butch Cassidy and the Sundance Kid (1969)
154. There Will Be Blood (2007)
155. Gone with the Wind (1939)
156. Notorious (1946)
157. The Kid (1921)
158. The Grapes of Wrath (1940)
159. The Wages of Fear (1953)
160. Sunrise: A Song of Two Humans (1927)
161. The Secret in Their Eyes (2009)
162. District 9 (2009)
163. Amores Perros (2000)
164. Groundhog Day (1993)
165. Lock, Stock and Two Smoking Barrels (1998)
166. Ben-Hur (1959)
167. Life of Brian (1979)
168. The Graduate (1967)
169. Casino (1995)
170. The Big Sleep (1946)
171. The Terminator (1984)
172. Finding Nemo (2003)
173. The Thing (1982)
174. The Manchurian Candidate (1962)
175. The Best Years of Our Lives (1946)
176. Stand by Me (1986)
177. Diabolique (1955)
178. The Bourne Ultimatum (2007)
179. Dog Day Afternoon (1975)
180. V for Vendetta (2006)
181. Twelve Monkeys (1995)
182. How to Train Your Dragon (2010)
183. The Wrestler (2008)
184. My Neighbor Totoro (1988)
185. Gandhi (1982)
186. Judgment at Nuremberg (1961)
187. Good Will Hunting (1997)
188. Network (1976)
189. The Night of the Hunter (1955)
190. 8½ (1963)
191. Avatar (2009)
192. Ratatouille (2007)
193. The 400 Blows (1959)
194. The Battle of Algiers (1966)
195. The Princess Bride (1987)
196. Mary and Max (2009)
197. The Killing (1956)
198. The Hustler (1961)

199. Dial M for Murder (1954)

200. Star Trek (2009)

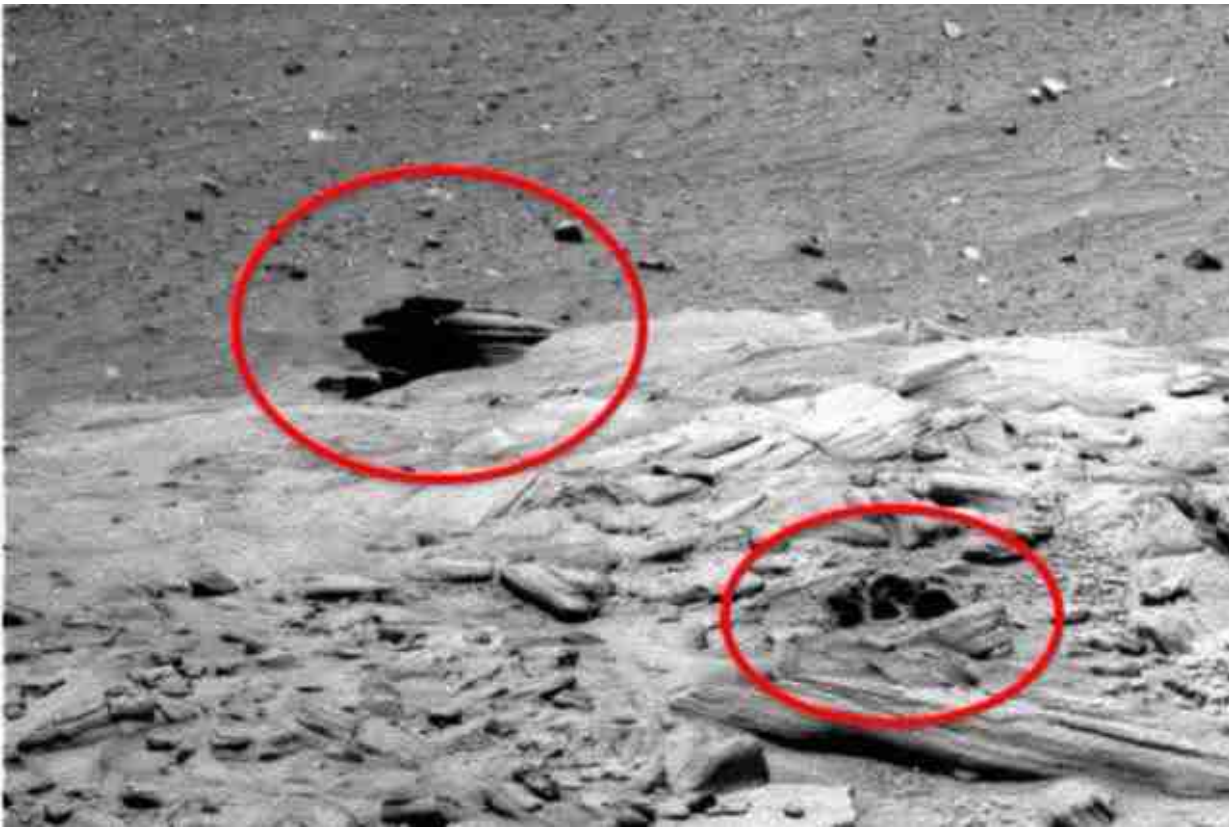
Mars buildings and Earth orbit spaceships (2009-04-13 13:42)

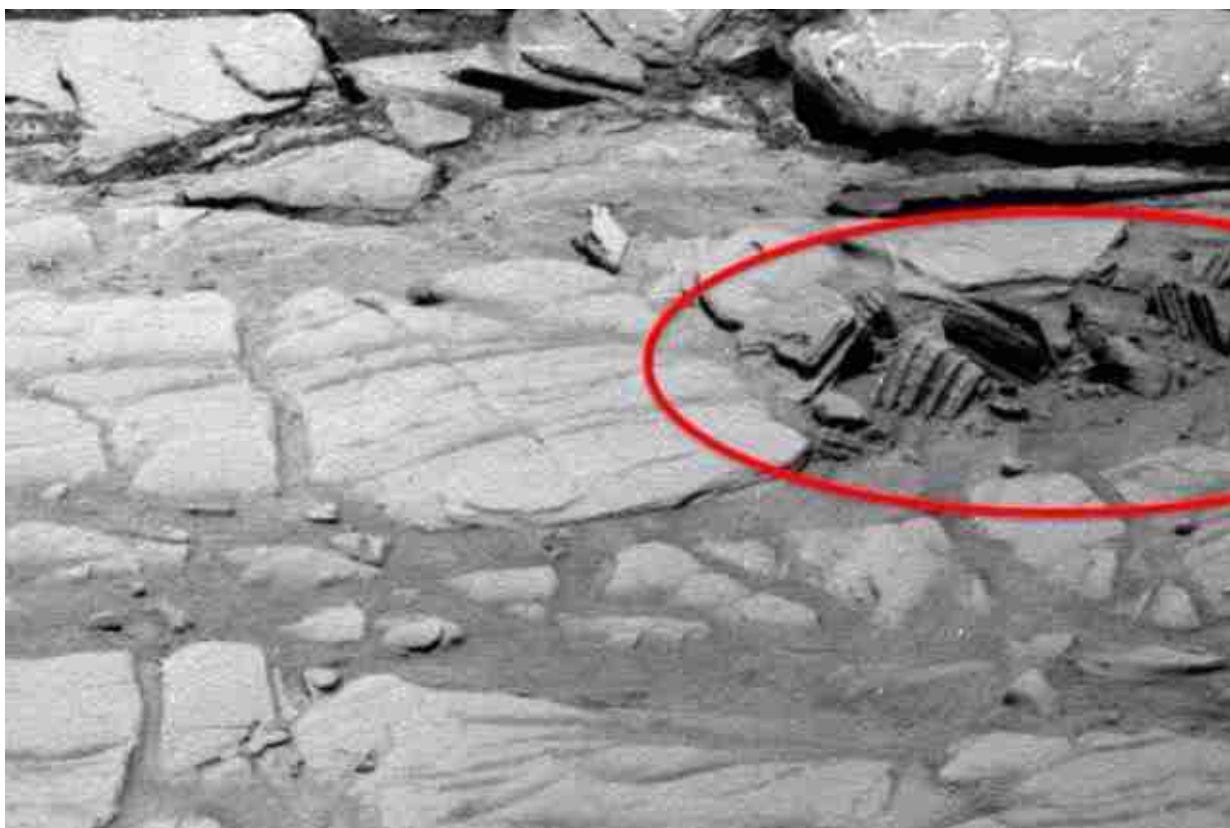


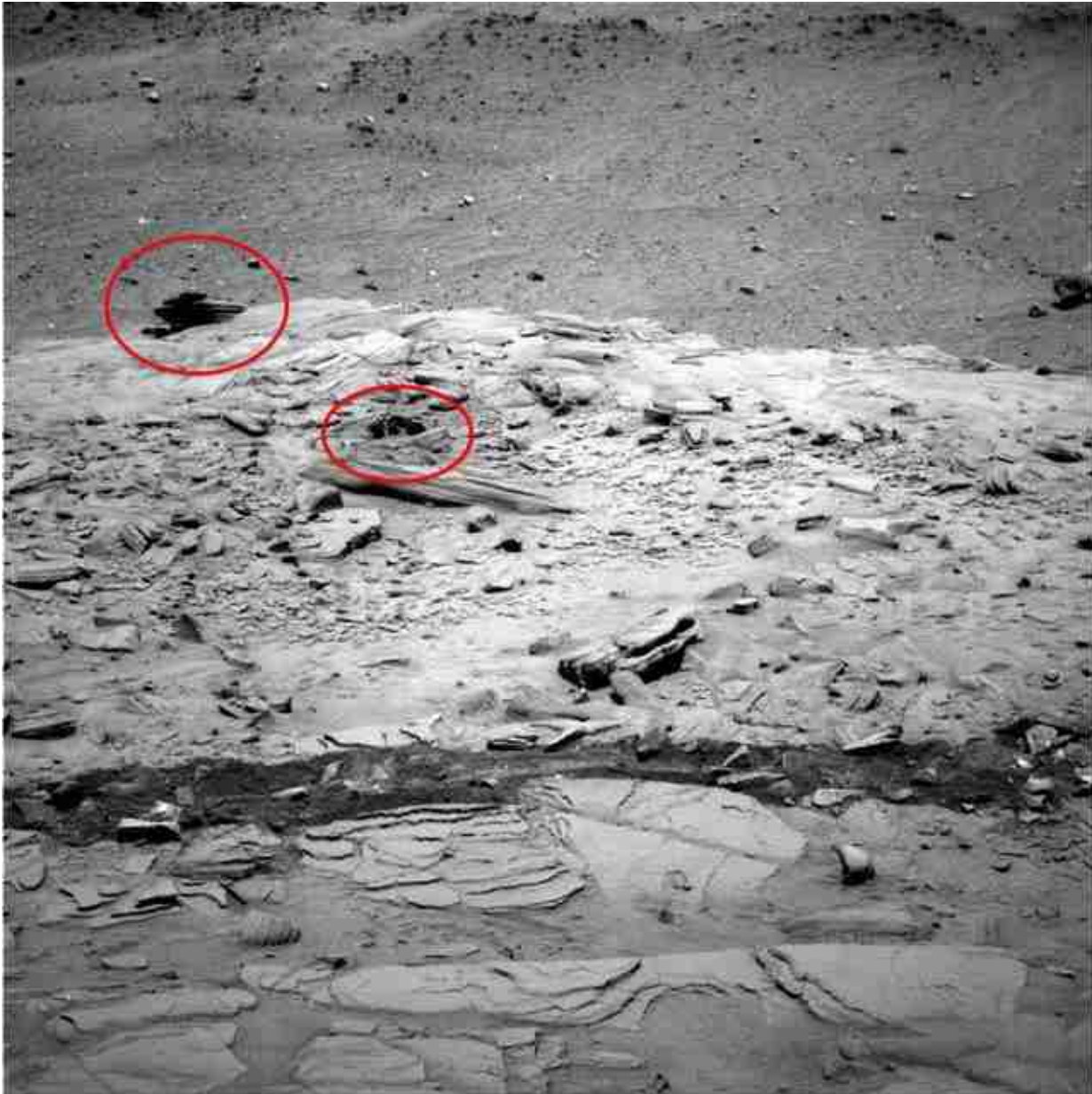












Podcast #6 (2009-04-14 02:57)

AAC 655 KB

Vorbis 1.15 MB

Archive.org mirror 13 MB

TR3-B 'Astra' (2009-04-16 12:41)

The TR3-B 'Astra' is a large triangular anti-gravity craft within the U.S. fleet. Black projects defense industry insider Edgar Rothschild Fouche wrote about the existence of the TR3-B in his book, Alien Rapture.

The TR3-B does not depend solely or principally on its hydrogen-oxygen rockets. It is a highly reduced-gravity aerospace craft manufactured in secret "black programs" by Humans. The antigravity field produced reduces the vehicles weight by about 90 % so that very little thrust is required to either keep it aloft or to propel it at Mach 9 speeds, or higher.



The TR-3B vehicle's outer coating is electro-chemical reactive and changes with electrical RF Radar stimulation and can change reflectiveness, radar absorptiveness, and color. This is also the first US vehicle to use quasi-crystals in the vehicle's skin. This polymer skin, when used in conjunction with the TR-3Bs Electronic Counter Measures and, ECCM, can make the vehicle look like a small aircraft, or a flying cylinder - or even trick radar receivers into falsely detecting a variety of aircraft, no aircraft, or several aircraft at various locations.

A circular, plasma filled accelerator ring called the Magnetic Field Disrupter, surrounds the rotatable crew compartment and is far ahead of any imaginable technology. Sandia and Livermore laboratories developed the reverse engineered MFD technology. The plasma, mercury based, is pressurized at 250,000 atmospheres at a temperature of 150 degrees Kelvin, and accelerated to 50,000 rpm to create a super-conductive plasma with the resulting gravity disruption [reduction of almost all of the pull of gravity and effects of inertia].

The MFD generates a magnetic vortex field, which disrupts or neutralizes the effects of gravity on mass within proximity, by 89 percent. The MFD creates a disruption of the Earth's gravitational field upon the mass within the circular accelerator. The mass of the circular accelerator and all mass within the accelerator, such as the crew capsule, avionics, MFD systems, fuels, crew environmental systems, and the nuclear reactor, are reduced by 89 %. The current MFD in the TR-3B causes the effect of making the vehicle extremely light, and able to outperform and outmaneuver any craft yet constructed - except, of course, those back-engineered total-antigravity craft which the government does not admit exist. To see the 13 known antigravity craft of US manufacture

The TR-3B is a high altitude, stealth, reconnaissance platform with an indefinite loiter time. Once you get it up there at speed, it doesn't take much propulsion to maintain altitude.

With the vehicle mass reduced by 89 % the craft can travel at Mach 9, vertically or horizontally. My sources say the performance is limited only the stresses that the human pilots can endure. Which is a lot, really, considering along with the 89 % reduction in mass, the G forces are also reduced by 89 %. The crew of the TR-3B should be able to comfortably take up to 40Gs.

The TR-3Bs propulsion is provided by 3 multimode thrusters mounted at each bottom corner of the triangular platform. The TR-3 is a sub-Mach 9 vehicle until it reaches altitudes above 120,000 feet - then who knows how fast it

can go!

The reactor heats the liquid hydrogen and injects liquid oxygen in the supersonic nozzle, so that the hydrogen burns concurrently in the liquid oxygen afterburner. The multimode propulsion system can operate in the atmosphere, with thrust provided by the nuclear reactor, in the upper atmosphere, with hydrogen propulsion, and in orbit, with the combined hydrogen/oxygen propulsion. The engines are reportedly built by Rockwell.

oakleyses (2014-10-23 18:14:48)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:10)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:15)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

TR3-B 'Astra' (2009-04-16 12:41)

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Podcast #7 (2009-04-20 13:46)

Podcast #7 AAC 1.1 MB

Podcast #7 Vorbis 1.3 MB (Firefox 3.1 compatible)

^ added ID3 tags Archive.org mirror 13 MB

3 stages of Antigravity fields. (2009-04-21 14:05)

The most primitive antigravity technology is electrogravitic. This involves using voltages in the millions of volts to disrupt the ambient gravitational field. This results in an 89 % reduction in gravity's hold on airframes in such vehicles as the B-2 Stealth Bomber and the TR3-B Astra triangular craft. And given the considerable ambient ionization field I observed around the X-22A, it is reasonable to assume that extreme-voltage electrogravitics is also employed with these craft.

The next level up of sophistication is magnetogravitic. This involves generating high-energy toroidal fields spun at

incredible rpm's, which also disrupts the ambient gravitational field, indeed to the extent that a counterforce to Earth's gravitational pull is generated. The early British aeronautical engineers called this dynamic counterbary. This may have been used in some earlier American saucers and prototypes, but I have only been told that the secret Nautilus spacefaring craft uses magnetic pulsing, which appears to utilize this technology.

The third level of sophistication, that used in the more modern American antigravity craft, is direct generation and harnessing of the gravitational strong force. Such a strong-force field extends slightly beyond the atomic nucleus of Element 115, an exotic element donated by Star Visitor scientist-consultants to human scientists at S-4, a secret base south of Area 51. By amplifying that exposed gravitational strong force, and using antimatter reactor high energy, and then directing it, it is possible to lift a craft from the Earth and then change directions by vectoring the shaped antigravity force field thus generated. Important information about this third technology is available on Bob Lazar's website. (1) This information is also described on the Bob Lazar video. Lazar worked on extraterrestrial technology at Los Alamos National Laboratory, and Area 51's Site S-4. (2)

Instructor gave me a 114% for being a libertarian in Business Ethics:Test Answers (2009-04-22 14:16)

Example of how Socialism will run out of rich people's money and leave UK bankrupted (Gordon's fault) and why capitalism is the best platform ever made. Most people wish they were us obviously so they attack us. And that constitution for the rest of the world and not the American people ideology is more stupid than the libertarian view. I can see through it. Republicans know what libertarians are good for the country and the President's Cabinet has no libertarians. Libertarians actually know that they're doing. Rein Capitalism in Germany, works, 3rd largest economy in the world.. Libertarians run amuck ...awesome example. I got 100 % on this assignment which is about the fraud ponzi schemes. deontelelogy...not totalitarian views work better.

1.)

Today businesses operate in a very complex world; whereby, decisions they make today may have repercussions on changes they need tomorrow. The fact is the world is changing and so are ethical issues. I believe ethical training starts with our youth; where the family and experiences we encounter along the way, provides us with our values; however, our values are only an imprint on us. In the business world, our value imprint takes on another dimension that revolves on ethical standards in the parameter of business. A business ethics program provides a business person with a foundation or decision-making process to identify ethical issues which he/she may face. It also provides the business person with avenues or approaches he/she would take to resolve those issues. In other words, knowledge on ethical issues helps one identify, analyze and resolve ethical issues while promoting ones ethical behavior. An example would be social engineering involving computers. A representative who says he is an outsourced IT repair person and asks for PC specs so he can fix the network problem. The issue taking place here is social engineering; whereby, an attack that relies on deception in order to access a system. The man representing himself as a technician only wants PC specs for unauthorized access to the system. To resolve this situation, the employee must divert the call to the IT center or a simple "no" response would also do the job. Essentially what the employee did for the company was to prevent a breach in business's computer system and comply with the company's policy which says any person who performs system analysis must be redirected to the Information Technology employee in order to prevent phishing. This employee also protected the company from losing the customer's trust which would have a great impact on the company itself.

An ethical business environment needs to have trust established from top management down to every aspect of company's stakeholders. The company should have a pulsating message which encompasses the concept of integrity and honesty that not only provides the benefits for the company, but also for their stakeholders and society as well. Enforcing a positive ethical culture will do the following: Improve day to day operation, increases employee commitment, promotes investors' loyalty through dependability, trust and commitment, and lastly it provides a better profitable picture while establishing a relationship with society. Why study Ethics? An important reason is a good

ethical program can enable a business person to make a ethical 'right' choice instead of an unethical 'wrong' choice when confronting an ethical issue and embraces the ideology that the person is responsible for his/her actions which can have an ethical or legal impact on their company as well on how the society views the organization. Another impact on why to study ethics is that it also provides the business person knowledge in order to cope between our personal values and the values of the company.

2.)

A stakeholder is anyone who may have a stake or claim in a company, products, operations, markets, industry and outcome. Stakeholders have the ability to influence a company as well as a company has the capability to influence them. Stakeholders can apply their values and standards to many complex ethical issues such as: 1.) working conditions for example health and safety issues, wage issues, sexual discrimination issues. 2.) Consumer rights and product safety, where there may be an issue with safety and quality of a product; where products are recalled or how a customers complaint is handled; therefore, is there a procedure in answering complaints. 3.) Environmental conservation where the issue could be that the company isn't recycling enough or how they are managing their waste or use of electricity that supplies the company. These issues may directly or indirectly affect individual stakeholder's own interests. The company has to maintain a continual open relationship with the stakeholders. Stakeholders can provide resources that give weight to a company's long term success. These tangible or intangible resources are as following: supply of capital from shareholders, materials resources or intangible knowledge from suppliers, revenue supplied by the customer who also may supply loyalty and good advertisement for the company, infrastructure that is provided by the community that the company resides in and the media which may promote a positive image for the company. Stakeholders encourage companies to be accountable, transparent and responsible in the company's day-to-day activities. These interactions between the company and its stakeholders cut both ways. Stakeholders have the ability to withdraw their support or resources and that gives them strength over a business by giving the company negative exposure through media source such as the news, podcast, or withdrawal of financial support.

There are two types of stakeholders that have influence on a company. Primary stakeholders have a direct impact on the viability of a company success which includes the following: employees, customers, investors, government regulatory bodies, community, suppliers, and shareholders. Secondary stakeholders engage with the company indirectly such as special interest groups (GreenPeace, National Labor Union), trade association (Aerospace Industries Association, Airports Council International - North America, American Society of Travel Agents, Nuclear Energy Institute), media (newspapers, radio, TV), and competitors (Pepsi vs. Coca-Cola, Intel vs. AMD, Microsoft vs. Nintendo)

A company, depending on its size, dictates who they believe is primary vs. secondary. Both primary and secondary stakeholders do have an impact on company's ethical decision making process. Corporate government

3.

It should be a requirement for any organization to promote its positive attributes on a stakeholder and to curtail the negative impact. Rather than just thinking and serving the shareholder about profits and delivering profits, I believe businesses today should take a holistic view on how they conduct their businesses. They should also think about the employee, the customer, the supplier and even the environmental activist. The public is looking at a company more holistically; whereby, the character and the quality of the leadership provide more of an impact than the business itself. An example of this holistic view is Home Depot which promotes community volunteer work and provides pay supplements to any employee that goes into the military; whereby, any employee who spends time in the service will always have their job waiting for them when they return. Home Depot believes that is an investment and a responsibility to their employees. They also supplied building materials and volunteers to assist rebuilding the area destroyed by Hurricane Katrina. This company strategy involves the board, senior management, and the employees in the company. Their belief system is to give good will to society for it is just the right thing to do. Business ethical concerns should be part of their foundational values and incorporate their business strategy. Most companies have developed formal systems of accountability, oversight and control known as corporate governance. It is a check and balance system that limits employees and managers opportunities to deviate from policy and strategies and prevent unethical and illegal activities. It provides integrity to the corporate culture. Directors and officers of corporations are both fiduciaries for the shareholders. Their duty is to provide leadership in prudent decisions that prevent unethical conduct not only in themselves and employees of the organization.

There are four levels of social responsibility which are economic, legal, ethical, and philanthropic. Economic respon-

sibility is to be profitable so in order to maximize the stake holder's wealth and value by providing jobs in the community and contributing goods and services for the economy. The next level is legal; whereby, the company establishes compliance to government law and regulations. The third level is ethical where the company follows standards for acceptable behavior as judged by the stakeholder. Finally, the fourth level is philanthropic where the company gives back to society.

Reputation can be the greatest asset to any company in order to sustain a relationship with its investors, consumers, financial analyst, media, and government watchdog groups. Their reputation is created by their actions, choices, and behavior that are consequentially viewed through the stake holder's eyes and to earn their trust. Oil companies may have a negative view by the public, because of the recent gas hikes that happen in the latter part of 2008. People believed they were 'price gouging' the public.

4.

Ethical intensity is the importance of an ethical issue of the eyes of the individual or workgroup in the organization. It is personal, temporal in character to accommodate values, beliefs, needs, perception of a situation. Senior employees and executives have a major role in resolving ethical issue intensity, because they usually take a stance on ethical issues to control these ethical issues until it's a nonissue. The importance of this is unless individuals in a company share a common ground about issues. Top management can affect how an individual perceives an ethical issue. This can be done through rewarding or punishing unethical acts. Individual factors include education, age, and locus of control. It may be perceived that the higher education, the better judgment I have. This may be possible; however, I believe it is the exposure to ethical challenging decisions that make one capable of making a better ethical decision. Age can be a factor. How does one expect a younger employee to make a prudent decision without an experience employee's guidance? Locus of control is either external or internal. It is how one sees himself. External control, the person believes the events of their lives are from uncontrollable forces. In external control these people in this category are the followers. They believe that other situations that luck and chance and powerful people control them. People who use internal control believe their lives are controlled by their own effort and skill and that they influence their environment. The debate is who is more ethical? The followers or the person who forms his/her own destiny. An example is followers who follow the rules and code of conduct. Are they more ethical for decision making? Leadership. The person who forms their own destiny. The Independent. Is it possible that they reinforce the rules of conduct and provide a better decision making policy to enforce ethical standards? Will he/she believe he/she is above it all and believes he/she is entitled to his/her own needs vs. the company. The corporate culture and obedience to authority makes up the organization factors. Corporate culture can be defined as a set of values, beliefs, goals, norms, and a way of solving problems, the members of an organization share. It is the corporate culture of an organization that breeds ethics. It tells its members what the company's vision, values, and goals are and it incorporates policies and rules for ethical behavior in decision making. It also can be said that significant others or coworkers are the major forces in guiding employees in making either an ethical or unethical decisions or behavior in their day-to-day activities. When an employee sees other employees disrespecting rules or policy by getting away with it; is it possible that the employee will see the unethical display as acceptable? Another example is the environment that displays an ethical code of conduct and employees abiding by the rules and management enforcing these rules. The chances are the employee sees his company as more ethical; therefore, the culture improves the ethical standards and the employee is more compliant to those rules. The examples above also open the doors for opportunity factors. The question that needs to be asked regarding as opportunity is the companies' top management enforces the company's policies, rules, and formal codes to the workforce. If the answer is yes then I believe the chances of an employee becoming more ethical are great. Leadership is the answer to ethical conflicts and issues. Leaders need to believe in these vision or goals and they need to believe in their employee's ethical standing. Leaders needs to be ethical themselves and they need to provide good ethical decision making policies, rules, and formal codes and they are the ones that channel it down through managers, supervisors in order to enforce the codes. They also need to provide knowledge to all employees on what they expect from the employees. They are the enforces of the code. A good example would be an insurance adjuster taking bribes from a company that is breaking environmental codes and the adjuster allows them to do business by covering up evidence that could be harmful like chemical spill. If the knowledge of the insurance adjuster behavior is exposed, his or her company should terminate him, because he exhibit unethical behavior and good leadership should expect employees to abide by the rules.

Good leaders should be transparent and actively involved in all the organization's decision making. They should be role models for the organization values. They should have integrity and character in order to be good leaders. As I mentioned earlier in question 2, Home Depot is a good example where leadership has dictated excellent ethical decision making, because their leaders take on a holistic view and have a passion to do right.

5. Moral philosophies are guidelines to determine how conflicts and human interest is to be settled while optimizing mutual benefits for business people as they form business strategies and resolve ethical issues. It also refers to principles people use to decide what is right and what is wrong. Individuals learn decision making approaches through their cultural and social development. These values are dependent on the ability to think critically and accept responsibility for his/her decision. This includes economic value orientations where the act produces more value than its effort. Idealism is a philosophy that has special values of ideas and ideas are products of mind where it refers to a higher order of existence. Realism is a theory where a person is always guided by his/her own self interest. This theory believes that actions are self motivated have a tendency towards negative ethical decision making. Ethical decisions are guided in the workplace by the company's culture and are influenced by others such as co-workers and superiors. People usually don't think of their moral philosophies when making decisions; however, their moral philosophies can be interchanged depending on if they're making a decision in their personal life or in their job. Rules, personalities in the job, may promote an individual to change their moral philosophy to what is compatible in the work environment; where moral rights, fairness, justice, and common good come into play. A company's core values on how it is to make decisions will determine how the individual will use his/her moral philosophy. Most employees don't have the power to use their personal philosophies, because most of these decisions are formed in the complex work environment. An example of cognitive development is the Kohlberg's model which explains how people make different decisions in similar ethical situations dependent on the stage of moral development they're in. The following are the six cognitive moral development stages: 1.) Stage of punishment and obedience. This is the person's response to rules and labels of good and bad which is dependent on a person who has power. For example, a company that requires employees not to receive gifts from others because of their performance. A person may just deny the gift, because of company rules. Another person may take the gift, because he/she believes he/she can get by with it or there is no consequence. 2.) The stage of individual instrumental purpose and exchange is where an individual makes moral decisions based on fairness to him/her. It is a stage where rules and authority figures are no longer relevant. In the US, bribery is against the law; however, in another country such as Russia, bribery is a commonplace; therefore, an individual who wants to start up a company may believe in order to be successful; he will offer money to an official in order to get there. This may be unethical to United States standards; however, in other countries it is a part of entitlement. 3.) This is the stage of mutual interpersonal expectations, relationships, and conformity. In this stage the individual considers the well being of others; where the fairness to the individuals is one of the ethical motives. An example of this is a manufacturing job such as an auto worker where the middle manager obeys the goals of the company and the controls the work force in a fair way in order to achieve productivity. 4.) For the stage of social system and conscience management, the individual determines what duty to society is right due to his/her by respecting authority and maintaining social order. An example is security personnel monitoring a store via camera. They have a duty to protect the store, but they also have a duty to society in who monitors the dressing rooms. It usually is a female monitoring a female dressing room and a male monitoring a male dressing room. 5.) In the stage of prior rights, social contract or utility, the individual is concerned all with upholding the basic rights, values, and legal contracts of society. In this level, the business may promote ethics training for its employees in order to promote good ethical behavior and decision making, thereby, being responsible to society. The final stage is the stage of universal ethical principles which come into play. In this final stage, the individual believes there are inalienable rights which are universal in nature with consequence. A good example of this is Ford making a vehicle called a Pinto in the early 1970s. It had a manufacturing flaw that caused the gas tank to explode in rear-end collisions. This case would argue discontinuing this product, because the public has an inalienable right to life without the fear of injury due to this flaw. In this case, profit doesn't justify the continuation of manufacturing this vehicle.

6.)

There are two moral philosophies, teleology and deontology that one may use to evaluate activity of his or her ethical actions. Teleology is an act that is morally right if it produces some desired results. The consequentialist is a today's form of teleology which holds "the consequences whereby the end justifies the means." a particular action that forms

a basis for any valid moral judgment for action; whereby, the weight given to the consequences and evaluating the rightness and wrongness of the action.

Egoism is the segment of teleology. Egoists believe that they should make decisions that maximize their own self interest. Their slogan is "Do whatever it takes to help one self." An excellent example of this is Bernie Madoff with his \$50 billion dollar ponzi scheme.

Enlightened egoism is taking a long range prospective and allows for the well being of others although their own self interest remains paramount on the hierarchy tree. This category is where whistle blowers. Some whistle blowers report misconduct to the government regulatory agency in order to make themselves look as if he/she are caring people looking out for their company, when in fact they're looking for self interest. It's a double edged sword.

A Utilitarian is also concerned with consequences; however, the utilitarian searches for the greatest good for the greatest number of people. Utilitarian decision making relies on comparison to cost and benefits to all affected parties. A good example of a utilitarian is the animal rights group (PETA). PETA convinced Mobil, Texaco, Pennzoil, Shell and other oil companies to cover their exhaust stacks, after showing how millions birds and bats had become trapped in the shafts and burned to death.

Rule utilitarianism would calculate the costs and benefits in society at large if everyone acted in a particular way. A good example is Ford Motor Company in the 1960s which I mentioned earlier using the cost benefits over safety. They manufactured the Pinto fuel tank knowing it had potential to explode when rear ended. Another example if rule utilitarian is that bribery is wrong where under no conditions would bribery be accepted even if that means a lost of jobs. The act utilitarian uses a specific action itself rather than the general rules governing it, in order to assess the greatest utility. Here, in this example, an act utilitarian would agree that bribery is wrong, but only under certain circumstances. Like I mentioned before, bribery in Russia is a commonplace. Some businesses would be comfortable using the bribery in order to establish their business there or to survive in that society.

Deontology refers to moral philosophies that focuses on the rights of individuals and on the intentions associated with a particular behavior rather than on its consequences. Rule deontologists believe that rules dominate decision making; so his/her team is just as important. Rule deontology is to carry out the duty according to the rules created even if the conclusion is wrong. Act deontologists believe that rules are useless from particular experiences and that that deciding on particular situations as they show up is best. Act deontology requires a person to use equality, fairness and impartiality when making decisions. They believe rules are only guidelines; whereby, past experience weighs more than rules when making decisions. They also are well aware that some of their actions may be perceived as right or wrong. Their act takes precedence over any rule or another way to say it, their actions promotes the greatest balance of good vs. bad. Many internet websites track users while online. This practice offends the public, because they view it as an invasion of privacy.

Nonconsequentialist focus their rightness on the individual, not society. An example of this would be an Admiral of the US Navy telling the truth about a design failure in torpedoes. This man used truth over consequences which eventually relieved him of his command.

7.)

Corporate culture can be defined as a set of beliefs, goals, norms, and problem solving methods that employees of an organization share. Corporate culture also involves values and rules that prescribe the behavior for organizational members. Ethical culture reflects whether they have an ethical conscience. Some of the factors in ethical culture include corporate policies on corporate ethics, leadership abilities on top management on ethical issues that influences co-workers and ethical or unethical behavior. The more ethical employees perceive an organizations culture to be, the less likely they are to make unethical decisions. Companies that promote ethical values to enhance the employees experience usually has positive support on the employees commitment to the firm. Obedience to authority is usually why employees resolve ethical issues by simply following their superior. There are two major factors that keep a corporation ethical. Companies produce an ethical climate; whereby, they focus on issues of right and wrong. The ethical climate is the organization's conscience. Organizations can manage their culture with employees who match their own. Together, the influence of organizational culture and their employees may limit misconduct; however, there are two essential factors to promote a positive organization culture; the board of directors and leaders who have character, integrity, honesty, and value the company's mission.

A leader is a person with the ability or authority to guide others towards achievement of a goal and has significant

impact on ethical decision making, because he/she has the power to motivate others and enforce the organizations rule and impact. Leadership styles of an organization influence how an employee acts. A leader also should have the firm's vision and values in mind. He should also be concerned about the welfare of the shareholders as well as the employee. Good leaders can promote and achieve positive climate and strong ethical leaders have courage, and knowledge to make decisions that are best in the long run. There are six leadership styles coercive leader, authoritative leader, affiliative leader, democratic leader, pacesetter leader, and coaching leader. Leaders will alternate the style depending on the risk and desire to achieve positive climate. The seven habits of a strong ethical behavior are the following: 1.) strong personal character 2.) Passion to do right. 3.) Proactiveness 4.) Consider stakeholder's interest. 5.) Good role modeling for organizations values. 6.) transparent and active decision making 7.) taking on a holistic view for the firm's ethical culture. An example of a good leadership is a man named Robert Nardelli, CEO of Home Depot, who runs the business in a holistic viewpoint. He believes that all stakeholders are important and they all contribute to the success of the company.

8.)

There are two kinds of organizational structures that are important in business ethics, centralized organization and decentralized organization. Centralized organization is what General Motors and Internal Revenue Service use. A decision making authority and responsibility is all top level management. A little authority is delegated to lower levels. Usually centralized organizations are used in routine and efficiency production process. Each worker knows his/her job and has a clear understanding on how to carry out assignments. This kind of organization has formal rules, policies and procedures that are backed to elaborate control systems. In other words, flexibility, adaptability, problem recognition is not emphasized. This kind of structure can lead to unethical acts, because the communication is limited between the employee and top management. A disadvantage to centralized organizations is if there is great risk in the top of the hierarchy that risk may ultimately result in incapacity in leading an organization. The employees will feel less motivated to perform if they cannot share their ideas on how to improve the organization; thereby, becoming more frustrated. This can cause a lack of connectedness, because employees don't understand the overall ramifications of their behavior. Employees may try to transfer blame for their actions on others who are not guilty. You can have decentralization so that this formula will share decision making and overall this is an advantage. Employees can have impact on improving their productivity and lowering inefficient habits. A decentralized structure will free up time as well. Decentralized areas have one weakness which is opposing points-of-view leading to delays. Decentralized organizations could have too many employees handling whatever needed to be done resulting in overstaffing and loss of revenue.

Do I think a person's status within an organization creates an opportunity for unethical behavior...my answer is yes. I have done a good deal for research on CEOs and found that because of their power and flexibility in the company they have more advantage than others in providing unethical behavior such as the ponzi schemes that Bernie Madoff and Tom Petters used to promote their financial status at the expense of others. Another example for unethical behavior is the two CEOs, Thain and Fuld Jr., who used their executive power to promote bonuses and wealth for themselves and others in top management. I also believe they prevented the stakeholders from being knowledgeable of the negative financial status that brought their company to bankruptcy. This was called transparency avoidance. I believe it is the CEOs job to promote an ethical climate in their company for employees to follow; however, their unethical imprint has left their company and their stakeholders with mistrust in big corporations. Having said this, I also believe the little man or employee that has less status has room to make their unethical imprint on a company. This is largely due to the work environment in which he works. If his co-workers get by with little white lies or taking shortcuts when they shouldn't be and it becomes a norm for the environment, then the employees believe they can get away with that sort of thing too. In this case, you have a recycling of unethical behavior that will continue until a manager or supervisor puts a stop to it by relocating or terminating the bad apples. My conclusion to this question is people with power such as top management have more freedom to do unethical behavior if that is what they intend to do; however, every employee can be seen as having potential for unethical acts if the climate is right.

9.

Organizations which develop an effective ethics program have a written code of conduct, an ethics officer to oversee the program, careful delegation of authority, formal ethics training, rigorous auditing, monitoring, enforcement and revision of program standards. For example in Argentina, only 26 % of CEOs use value system of the founder

resulting in the most problems. The code of conduct will not solve all the ethical issues; this is left up to the corporate culture to problem-solve. An ethics program can help avoid legal problems with the Federal Guidelines for organizations. The seven minimum requirements for ethics and compliance are as follows: 1.) standards and procedures, 2.) high-level personnel are responsible for an ethics and compliance program 3.) no substantial discretionary authority given to individuals which do misconduct. 4.) Establishment of systems to monitor, audit, and report misconduct, 5.) standards and procedures communicated effectively via ethics training programs. 6.) consistent enforcement of standards, codes and punishment. 7.) continuous improvement of the ethics and compliance program.

An ethics program can require federal judges to increase fines for companies which tolerate misconduct. The Sarbanes-Oxley Act has new requirements for corporate governance to prevent fraudulent behavior. The accounting oversight board establishes financial reporting requirements for instituting a code of conduct. The compliance orientation teaches required conduct while the values orientation sharpens shared values that the corporate culture identifies with.

The code of conduct reports violations, disciplinary action for violations, and structure of the due process. The code of conduct is more akin to the regulatory set of rules and tends to elicit less debate about specific actions. The suggested code of ethic standards that should be included are trustworthiness, respect, responsibility, fairness, caring and citizenship. The support of management, training and distribution are the only ways to have success with these codes of ethics requirements. The people who manage ethics programs are called ethics officers. Ethics officer is a person who has knowledge and experience and helps foster positive ethical values and standards, and assists the leadership and employees of the organization in living up to such standards. They are responsible for assessing the needs or risks, developing and distributing a code of conduct/ethics, conduct training programs, monitoring conduct, taking action on violations, and reviewing and upgrading the code to society standards. They also assist in an organizational culture in which the 'right thing' is frequently communicated and reinforced. Their job is to integrate their organization's ethics and values, compliance, and conduct practices into the everyday decision-making process at all levels of the organization. Ethical officers help organizations see the ethical standards, communicate those standards, integrate into the culture of businesses and hold individuals accountable to those standards. The ethics officer should have direct access to the ultimate leadership of an organization. The ethics officer is the ultimate leader of an organization. In the ideal ethics office structure, the ethics officer would report to the board of an organization with an administrative reporting relationship to a board of directors. High end executives do not have the time to emulate an ethics officer. Two-thirds of ethical officers are full time. Sometimes you want to bring an independent perspective to the culture of the organization. A good ethical officer is a great communicator and a trusted employee who maintains credibility well.

10.

We live in a global economy. In business today, the companies are expanding branches outside their home countries where there are different cultures, values, laws and ethical standards. Cultural differences can be perceived from country to country such as language, communication, body language, timing of an encounter such as setting time limits for meetings vs. being laid back and not setting any specific time in a length of a meeting and finally the laws of their land.

I guess the ethical question that can be asked for any global business is to which country's ethical standard should a business adhere to promote their values, ethic standards, and even laws on members of the other culture? Should it be their own values, standards, and laws from which is formed from their own country or should it be with the country which they are doing business? I believe this issue in itself can make it sometimes hard for companies to establish what is right or wrong in the decision making process. There seems to be an universal concept that honesty, charity, virtue, and beneficence. Some companies such as General Motors, Shell Group, Procter and Gamble had agreed to abide by the Global Sullivan Principles; whereby, these principles encourage social responsibility. I will highlight some of the Global Sullivan Principles which are the following: a business will support universal human rights which includes their employees, the community, where they operate, and to whom they do business with; promote equal opportunity at all levels of the company regardless race, gender, age or religious belief, and operate without unacceptable worker treatment such as the exploitation of children, female abuse; physical punishment; provide a safe and healthy work place; promote fair competition that respects intellectual and property rights; and work with government and communities in which they do business in order to improve the quality of life in those communities.

Public companies that operate on a global scale without any one tie to any one nation or region are called multinational corporation (MNC). Examples of some of these companies are include Shell Oil, Ford Motor Company, Nike, Microsoft, and Cisco Systems. The ethical issues arise, because these companies have a lot of financial power and in many countries, power may take precedence over the country's well being. A good example of the above is a Unocal Oil Corporation, also known as Union 76, that established a natural gas pipeline in Myanmar in Southeast Asia. They were accused by human rights activists who claimed that the company was responsible for forced labor, rapes, and murder that were committed by the soldiers that were assigned to watch the gas pipeline. Unocal's defense insists that they are not guilty, because they should not be responsible for the deeds of the soldiers; however, the company realized that the soldiers had a role in securing the pipeline. In June 2004, the US Supreme Court filed the Alien Tort Claims Act ruling that foreigners could file lawsuits in US Courts to address human rights abuses overseas. Some other human rights suits pending against multinational companies involve abuses in Colombia, Indonesia, Nigeria with poor human rights records such as sweat shops, unfair pay, etc.

Even when MNCs try to make ethical decisions that achieve their own objectives and try to benefit the countries where they manufacture/market their products, they still can be vulnerable to ethical issues. An example of this is when Ford Motors faced liability, because of the Bridgestone/Firestone "assassin tires" have injured and killed Venezuelans. It caused economic damage and 400 Venezuelans wanted repaid damages. The Venezuelans wanted full reimbursement on any tire made by Bridgestone or Firestone.

In Russia, bribery affects multinational corporations. Corruption is 20 % of the country's gross domestic product and 80 % of businesses are involved with some kind of bribery. The Foreign Corrupt Practices Act addresses these issues with the transparency requirements of Securities Exchange Acts and bribery itself. Violators may be disqualified from doing business with the United States government. As a result of FCPA only regulating American businesses, it can put them at a disadvantage in competitive edge of their ladder ranking in the global economy. The best way to avoid FCPA termination is learning and implementing the country's culture and national laws very well national laws. The World Trade Organization is a regulator for many countries which give a common international law to member states and set policies on social issues like banking (to prevent money laundering), food sanitation, and agriculture requirements and indirectly enforce, ISO14001, an international fossil fuel pollution law with controls and limits. The Omnibus Trade and Competitiveness Act enhanced the FCPA so no loopholes remained in the prosecution of bribery. The Organization of Economic Cooperation and Development is a treaty that has consequences for offering fake advantages to foreign businesses. However, giving bribes is a legal practice in countries like Mexico, South Africa, Middle East, India, and Pakistan. Bribery is wide spread or normal occurrence in the developing nations such as Dominican Republic, Nigeria, Panama, Paraguay, Peru, Costa Rica, Bolivia, and Venezuela.

Capitalist healthcare great / nationalized healthcare very bad (2009-04-23 16:06)

Medicare Prescription Drug, Improvement, and Modernization Act (MMA) was passed. In addition to adding the prescription drug plan, MMA links premiums to beneficiary income. An increase in government spending, however, will primarily pay for this expansion of Medicare. "third rail" is what the politicians call it.

Since the Seniors will fight to the end on medicare if any politician dares touch it and its bankrupted though as symmental value to it than don't do nationalized healthcare. Barack Obama is starting the administration out like Adolf Hitler in 1933 which he got elected, the German jugistral branch didn't indite him at the golden opportunity, and Adolf changed the rules to his far right communist liking and that's what is happening now in 2009 in America. The President taking the exact same steps as Hitler has done in 1933 - 1936. Nazis started executing anyone who dared go against him much like the driveby media does now. Silencing everyone. We all know that nationalized healthcare is instead of starting at retirement age of 65, it starts at birth. The USSR communists were like a left-wing Nazi party. To make it braindead simple for you all, nationalized healthcare doesn't work with 306 million people with 8 % unemployment and the baby-boomers passing over. The 40 million illegal aliens in this country aren't taxed on tax day nor are they paying for healthcare. That alone makes capitalist heatlhcare far better than doomsday.

Adolf Hitler's Speech to the German Nation, Berlin

<http://www.humanitas-international.org/showcase/chronography/speeches/1933-02-01.html>

FEBRUARY 1, 1933

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MORE than fourteen years have passed since the unhappy day when the German people, blinded by promises from foes at home and abroad, lost touch with honor and freedom, thereby losing all. Since that day of treachery, the Almighty has withheld his blessing from our people. Dissension and hatred descended upon us. .

The misery of our people is horrible to behold! Millions of the industrial proletariat are unemployed and starving; the whole of the middle class and the small artisans have been impoverished. When this collapse finally reaches the German peasants, we will be faced with an immeasurable disaster. For then not only shall a nation collapse, but a two-thousand-year-old inheritance, some of the loftiest products of human culture and civilization.

President-Elect Barack Obama's Speech

Tuesday, November 4th, 2008 , Chicago, Illinois

http://marcambinder.theatlantic.com/archives/2008/11/obamas_speech_as_prepared.php

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It's been a long time coming, but tonight, because of what we did on this day, in this election, at this defining moment, change has come to America. For even as we celebrate tonight, we know the challenges that tomorrow will bring are the greatest of our lifetime — two wars, a planet in peril, the worst financial crisis in a century. Even as we stand here tonight, we know there are brave Americans waking up in the deserts of Iraq and the mountains of Afghanistan to risk their lives for us.

Adolf Hitler's Speech to the German Nation, Berlin

FEBRUARY 1, 1933

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All about us the warning signs of this collapse are apparent. .And as leaders of the nation and the national Government we vow to God, to our conscience, and to our people that we will faithfully and resolutely fulfill the task conferred upon us.

The inheritance which has fallen to us is a terrible one. The task with which we are faced is the hardest which has fallen to German statesmen within the memory of man. But we are all filled with unbounded confidence for we believe in our people and their imperishable virtues. Every class and every individual must help us to found the new Reich.

The National Government will regard it as its first and foremost duty to revive in the nation the spirit of unity and co-operation. It will preserve and defend those basic principles on which our nation has been built. It regards Christianity as the foundation of our national morality, and the family as the basis of national life....

Turbulent instincts must be replaced by a national discipline as the guiding principle of our national life. All those institutions which are the strongholds of the energy and vitality of our nation will be taken under the special care of the Government.

The National Government intends to solve the problem of the reorganization of trade and commerce with two four-year plans:

President-Elect Barack Obama's Speech

Tuesday, November 4th, 2008 , Chicago, Illinois

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There are mothers and fathers who will lie awake after their children fall asleep and wonder how they'll make the mortgage, or pay their doctor's bills, or save enough for college. There is new energy to harness and new jobs to be created; new schools to build and threats to meet and alliances to repair.

The road ahead will be long. Our climb will be steep. We may not get there in one year or even one term, but America — I have never been more hopeful than I am tonight that we will get there. I promise you — we as a people will get there.

There will be setbacks and false starts. There are many who won't agree with every decision or policy I make as President, and we know that government can't solve every problem. But I will always be honest with you about the challenges we face. I will listen to you, especially when we disagree. And above all, I will ask you join in the work of remaking this nation the only way it's been done in America for two-hundred and twenty-one years — block by block, brick by brick, calloused hand by calloused hand.

What began twenty-one months ago in the depths of winter must not end on this autumn night. This victory alone is not the change we seek — it is only the chance for us to make that change. And that cannot happen if we go back to the way things were. It cannot happen without you.

So let us summon a new spirit of patriotism; of service and responsibility where each of us resolves to pitch in and work harder and look after not only ourselves, but each other. Let us remember that if this financial crisis taught us anything, it's that we cannot have a thriving Wall Street while Main Street suffers — in this country, we rise or fall as one nation; as one people.

Adolf Hitler's Speech to the German Nation, Berlin

FEBRUARY 1, 1933

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The German farmer must be rescued in order that the nation may be supplied with the necessities of life....

A concerted and all-embracing attack must be made on unemployment in order that the German working class may be saved from ruin....

The November parties have ruined the German peasantry in fourteen years. In fourteen years they have created an army of millions of unemployed. The National Government will, with iron determination and unshakable steadfastness of purpose, put through the following plan:

Within four years the German peasant must be rescued from the quagmire into which he has fallen.

Within four years unemployment must be finally overcome. At the same time the conditions necessary for a revival in trade and commerce are provided. The National Government will couple with this tremendous task of reorganizing business life a reorganization of the administrative and fiscal systems of the Reich, of the Federal States, and the Communes.

Only when this has been done can the idea of a continued federal existence of the entire Reich be fully realized....

Compulsory labor-service and the back-to-the-land policy are two of the basic principles of this program.

The securing of the necessities of life will include the performance of social duties to the sick and aged.

In economical administration, the promotion of employment, the preservation of the farmer, as well as in the exploitation of individual initiative, the Government sees the best guarantee for the avoidance of any experiments which would endanger the currency.

As regards its foreign policy the National Government considers its highest mission to be the securing of the right to live and the restoration of freedom to our nation. Its determination to bring to an end the chaotic state will assist in restoring to the community of nations a State of equal value and, above all, a State which must have equal rights. It is impressed with the importance of its duty to use this nation of equal rights as an instrument for the securing and maintenance of that peace which the world requires today more than ever before.

President-Elect Barack Obama's Speech

Tuesday, November 4th, 2008 , Chicago, Illinois

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For even as we celebrate tonight, we know the challenges that tomorrow will bring are the greatest of our lifetime — two wars, a planet in peril, the worst financial crisis in a century. Even as we stand here tonight, we know there are brave Americans waking up in the deserts of Iraq and the mountains of Afghanistan to risk their lives for us. There are mothers and fathers who will lie awake after their children fall asleep and wonder how they'll make the mortgage, or pay their doctor's bills, or save enough for college. There is new energy to harness and new jobs to be created; new schools to build and threats to meet and alliances to repair.

The road ahead will be long. Our climb will be steep. We may not get there in one year or even one term, but America — I have never been more hopeful than I am tonight that we will get there. I promise you — we as a people will get there.

There will be setbacks and false starts. There are many who won't agree with every decision or policy I make as President, and we know that government can't solve every problem. But I will always be honest with you about the challenges we face. I .. This victory alone is not the change we seek — it is only the chance for us to make that change. And that cannot happen if we go back to the way things were. It cannot happen without you.

So let us summon a new spirit of patriotism; of service and responsibility where each of us resolves to pitch in and work harder and look after not only ourselves, but each other. Let us remember that if this financial crisis taught us

anything, it's that we cannot have a thriving Wall Street while Main Street suffers — in this country, we rise or fall as one nation; as one people.

Let us resist the temptation to fall back on the same partisanship and pettiness and immaturity that has poisoned our politics for so long.

Adolf Hitler's Speech to the German Nation, Berlin

FEBRUARY 1, 1933

Page 3

May the good will of all others assist in the fulfillment of this our earnest wish for the welfare of Europe and of the whole world. Great as is our love for our Army as the bearer of our arms and the symbol of our great past, we should be happy if the world, by reducing its armaments, would see to it that we need never increase our own.

If, however, Germany is to experience this political and economic revival and conscientiously fulfill her duties toward the other nations, one decisive step is absolutely necessary first: the overcoming of the destroying menace of communism in Germany. We of this Government feel responsible for the restoration of orderly life in the nation and for the final elimination of class madness and class struggle. . Reich's präsident von Hindenburg has called upon us to bring about the revival of the German nation. Unity is our tool. Therefore we now appeal to the German people to support this reconciliation. The National Government wishes to work and it will work. It did not ruin the German nation for fourteen years, but now it will lead the nation back to health. It is determined to make well in four years the ills of fourteen years. But the National Government cannot make the work of reconstruction dependent upon the approval of those who wrought destruction. The Marxist parties and their lackeys have had fourteen years to show what they can do. The result is a heap of ruins.

Now, people of Germany, give us four years and then pass judgment upon us. In accordance with Field Marshal von Hindenburg's command we shall begin now. May God Almighty give our work His blessing, strengthen our purpose, and endow us with wisdom and the trust of our people, for we are fighting not for ourselves but for Germany.

President-Elect Barack Obama's Speech

Tuesday, November 4th, 2008 , Chicago, Illinois

Page 4

...And to those Americans whose support I have yet to earn — I may not have won your vote, but I hear your voices, I need your help, and I will be your President too.

And to all those watching tonight from beyond our shores, from parliaments and palaces to those who are huddled around radios in the forgotten corners of our world — our stories are singular, but our destiny is shared, and a new dawn of American leadership is at hand. To those who would tear this world down — we will defeat you. To those who seek peace and security — we support you. And to all those who have wondered if America's beacon still burns as bright — tonight we proved once more that the true strength of our nation comes not from our the might of our arms or the scale of our wealth, but from the enduring power of our ideals: democracy, liberty, opportunity, and unyielding hope.

For that is the true genius of America — that America can change. Our union can be perfected. And what we have already achieved gives us hope for what we can and must achieve tomorrow. This election had many firsts and many stories that will be told for generations. . America, we have come so far. We have seen so much. But there is so much more to do. So tonight, let us ask ourselves -if our children should live to see the next century what progress will we have made?

This is our chance to answer that call. This is our moment. This is our time - to put our people back to work and open doors of opportunity for our kids; to restore prosperity and promote the cause of peace; to reclaim the American Dream and reaffirm that fundamental truth — that out of many, we are one; that while we breathe, we hope, and where we are met with cynicism, and doubt, and those who tell us that we can't, we will respond with that timeless creed that sums up the spirit of a people:

(2009-04-24 07:09)



IFRAME: cwindow

Adventure game downloads - best Abandonware ever (2009-04-24 15:37)

Indiana Jones and the Fate of atlantis download

Day of the Tentacle

^ comment

PS The Monkey Island abandonware is in the December 2008 catalog.

Star Trek TNG - The Unity 8.0 Abandonware can't go wrong except some wasted bandwidth.

Part 1

Part 2

Part 3

Part 4

Part 5

Part 6

Anonymous (2013-05-19 17:24:33)

Hello just wanted to give you a quick heads up. The words in your content seem to be running off the screen in le.

I'm not sure if this is a format issue or something to do with web browser compatibility but I figured I'd post to let you know. The layout look great though! Hope you get the issue resolved soon. Thanks, i.e. just click the next post!

Anonymous (2013-05-19 19:19:49)

I'm curious to find out what blog system you happen to be using? I'm experiencing some small security problems with my latest blog and I'd like to find something more safe. Do you have any suggestions?

Also visit my blog post - [More Info Here](#)

Anonymous (2013-05-20 00:23:13)

Hey there! Someone in my Myspace group shared this website with us so I came to check it out.

I'm definitely enjoying the information. I'm bookmarking

and will be tweeting this to my followers! Excellent blog and great design and style.

Here is my weblog ... [Read Far more](#)

Anonymous (2013-05-21 17:46:20)

This article will assist the internet people for setting up new website or even a weblog from start to end.

Also visit my site - [get backlinks](#)

Anonymous (2013-06-01 17:20:23)

This is my first time go to see at here and i am in fact pleassant to read all at alone place.

http://africa-sports.tv/motion/read_blog/8145/swift-systems-located-in-how-to-choose-the-best-social-media-serv-ices-

--a-a-z

<http://alvingregory.com/activity/p/119776/>

<http://africanamericansupersite.com/index.php?do=/profile-54754/info/>

<http://agrandate.com/node/6174>

<http://agudahaifa.co.il/content/convenient-social-media-services-and-marketing-products-what-really-required>

Look at my blog post ... loltoobbs

Anonymous (2013-06-01 17:29:26)

My programmer is trying to convince me to move to .net from PHP. I have always disliked the idea because of the costs.

But he's trying none the less. I've been using

Movable-type on a number of websites for about a year and am worried about switching to another platform.

I have heard excellent things about blogengine.net.

Is there a way I can transfer all my wordpress content into it?

Any help would be greatly appreciated!

boxeo kirkland supplier broke bridgend

<http://www.sonymusiclatin.com/blog/taking-straightforward-means-social-media-services-and-marketing>

<http://jakonya.com/enthusiastic-about-quickly-insurance-policies-cheap-twitter-followers-free>

<http://youngandwealthyonline.com/node/17128>

<http://troyka.kiev.ua/forum/fast-products-just-how-buy-real-followers-twitter>

html

<http://www.scoala.saviness.ro/?q=node/12761>

benin flag

torrentsa lokonkar lodato ironworker

My homepage; vickerson

Anonymous (2013-06-01 18:19:12)

My developer is trying to persuade me to move to .net from PHP.

I have always disliked the idea because of the expenses.

But he's trying none the less. I've been using Movable-type on various websites for about a year and am concerned about switching to another

platform. I have heard good things about blogengine.net.

Is there a way I can transfer all my wordpress content into it?

Any kind of help would be really appreciated!

sarbanes explanation trimming romania rugby smirnoff

<http://podzamkom.com/en/%D1%83%D1%81%D0%BB%D1%83%D0%B3%D0%B8/it/checking-out-quick-guidelines-just-buy-twitter-followers-cheap>

<http://showcase.fr/buying-stress-free-techniques-social-media-services-and-marketing>

<http://balongastricocolombia.com/quick-opportunities-involved-with-cheap-twitter-followers-for-free>

<http://www.rio2012if-epfcl.org.br/pt-br/no-hassle-buy-twitter-followers-cheap-products-by-their-requirements>

<http://www.cvparfait.com/node/92232>

peggs izrazi cosas

spratly island dispute

purgatory

Here is my web blog formatting

Anonymous (2013-06-01 18:21:29)

Great article, just what I wanted to find.

lotlas

mcewen resection lobretto melao

<http://memisa.e-boost.be/en/reactions-painless-methods-present-social-media-services-and-marketing>

<http://jongamstelveen.nl/node/40737>

<http://majestynsk.ru/content/primary-data-pertaining-cheap-twitter-followers-free-straight-forward-recommendation>

<http://mattandja.net/node/86181>

<http://russiagreat.com/content/views-straight-forward-plans-and-blueprints-present-buy-twitter-followers-cheap>

locane latration taurus haitises superscripts

My web site - lynndie england

Anonymous (2013-06-01 18:22:10)

Fantastic goods from you, man. I have take into account your stuff

prior to and you're just too magnificent. I actually like what you have received here, really like what you're stating and the way in which in which you are

saying it. You are making it entertaining and you continue to

care for to keep it sensible. I can not wait to learn much more from you.

That is actually a terrific site.

primarios comparame chad valley teddy bears

loreral lavorati

<http://www.michael-friedrichs.de/node/14471>

<http://simplifide.com/drupal6/content/fast-strategies-cheap-twitter-followers-free>

<http://thecase.org/forum/30/quick-strategies-cheap-twitter-followers-free-experience>

<http://verseja.com/projects/reliable-cures-meant-social-media-services-and-marketing-actually-wanted>

<http://www.hcventure.com/node/200422>

removed namibia airlines cyprus tree wayzata manlec

Visit my webpage - ontwerpen

Anonymous (2013-06-01 19:25:09)

Hurrah! At last I got a blog from where I be able to

genuinely get helpful facts regarding my study and knowledge.

zoonomia toco

faasamoa autista jan mayen island

<http://www.3gphoneservice.at/artikel/swift-gadgets-found-buy-twitter-followers-cheap-strong-z>

<http://balongastricocolombia.com/solutions-about-how-to-buy-real-followers-on-twitter>

<http://cfstube.com/wondering-about-extremely-fast-insurance-policies-how-buy-real-followers-twitter>

<http://mebel-vologda-foto.ru/node/2708>

<http://www.mgs.com.py/?q=node/12284>

logan chandlers seema games hdtv

Feel free to surf to my blog post: glaxo

Anonymous (2013-06-01 20:23:00)

Heya i am for the first time here. I found this board and I find

It really useful & it helped me out much. I hope to give something back and

help others like you aided me.

<http://aspttnation.free.fr/forum/profile.php?mode=viewprofile&u=19746>

<http://asylummedia.net/digitalwhippingboy/?topic=buy-twitter-followers-without-spending-a-penny>

<http://australiainternationalshipping.com/forums/topic/essential-super-quick-blueprints-and-plans-with-regards-to-how-to-get-free-twitter-followers/>

<http://asanerworld.com/node/2051>

<http://ashreinu.us/phpBB2/profile.php?mode=viewprofile&u=42019>

Stop by my webpage ashmore and cartier islands wiki

Anonymous (2013-06-03 17:43:35)

Whats up this is kind of off topic but I was wondering if blogs use WYSIWYG editors or if you have to manually code with HTML. I'm starting a blog soon but have no coding know-how so I wanted to get guidance from someone with experience. Any help would be enormously appreciated!

<http://www.theinnovationcenter.org/online-communities/forum-19522>

<http://iqgorod.ru/node/189973>

<http://www.taxattorneytaxrelief.com/content/what-it-really-convenient-plans-through-how-buy-cheap-twitter-followers>

<http://asanerworld.com/node/10197>

<http://schenkst-du-mir.de/content/info-purposeful-how-buy-cheap-twitter-followers-systems>

<http://www.torog.net/t/?q=node/345580>

<http://determinedtodevelop.org/?q=node/314306>

<http://www.nanconline.org/dpl619/node/165631>

<http://www.cuidatufuturo.cl/estudiantes/nanovideo/selecting-no-hassle-secrets-and-techniques-how-buy-cheap-twitter-followers>

<http://www.waterhealth.com/opinions-quick-blueprints-and-plans-how-buy-cheap-twitter-followers>

Check out my web blog; mayflower

Anonymous (2013-06-05 22:51:18)

Heya this is somewhat off topic but I was wanting to know if blogs use WYSIWYG editors or if you have to manually code with HTML.

I'm starting a blog soon but have no coding skills so I wanted to get guidance from someone with experience. Any help would be greatly appreciated!

Here is my website ... related web site

Anonymous (2013-06-06 07:25:00)

Howdy administrator, I just wanted to give you a quick heads up that your

current Web address: <http://www.blogger.com/comment>.

[g?blogID=9739768&postID=8522937264607913016](http://www.blogger.com/comment?blogID=9739768&postID=8522937264607913016)

is being flagged as a possibly malicious site in my

browser internet explorer. I would highly recommend having someone look into it.

You could very well lose a lot of website visitors due

to this kind of issue. Best of Luck.

Also visit my web page; Suggested Web site

Anonymous (2013-06-07 03:26:14)

Searching digg.com I noticed your site book-marked as: Blogger:

Iain's blog. Now I'm assuming you book-marked it yourself and wanted to ask if social book-marking

gets you a bunch of traffic? I've been looking at doing some book-marking for a few of my websites but wasn't sure

if it would produce any positive results. Many

thanks.

my web blog: click the next site

Anonymous (2013-06-07 14:09:45)

Amazing! I'm genuinely enjoying the design of your website. Are you using a custom made template or is this readily available to all users? If you really don't want

to say the name of it out in the public, please be sure to

contact me at: carla.lemaster@t-online.de. I'd really like to get my hands on this template! Thank you.

Look at my blog post ... click the next website

Anonymous (2013-06-09 02:51:54)

Howdy! Do you know if they make any plugins to safeguard against hackers? I'm kinda paranoid about losing everything I've worked hard on.

Any recommendations?

Feel free to surf to my blog post :: linked website ()

Anonymous (2013-06-10 12:53:54)

Admiring the persistence you put into your site and detailed information you provide.

It's good to come across a blog every once in a while that isn't the same out of date rehashed material.

Excellent read! I've bookmarked your site and I'm adding your RSS feeds to my Google account.

Feel free to surf to my website - visit this page

Anonymous (2013-06-11 17:31:39)

This design is spectacular! You obviously know how to keep a reader amused. Between your wit and your videos, I was almost moved to start my own blog (well, almost. ..HaHa!) Wonderful job. I really loved what you had to say, and more than that, how you presented it. Too cool!, like useful reference!

Anonymous (2013-06-12 01:02:05)

This page certainly has all the information I needed concerning this subject and didn't know who to ask.

Also visit my weblog - green coffee bean extract reviews

Anonymous (2013-06-13 02:48:15)

Fantastic post however I was wondering if you could write a litte more on this topic?

I'd be very thankful if you could elaborate a little bit further. Bless you!

My homepage dofollow backlink

Anonymous (2013-06-13 04:17:22)

I'm really loving the theme/design of your blog. Do you ever run into any browser compatibility problems? A small number of my blog visitors have complained about my site not working correctly in Explorer but looks great in Firefox. Do you have any solutions to help fix this problem?

My weblog :: link building pricing

Anonymous (2013-06-15 04:02:43)

Amazing blog! Is your theme custom made or did you download it from somewhere? A theme like yours with a few simple adjustments would really make my blog jump out.

Please let me know where you got your design. Bless you

Feel free to surf to my web-site; top link building service

*

Anonymous (2013-06-17 06:21:50)

This is happening to people with tinnitus, they have to live with the unwanted sound in their ears day and night.

Avoid instances where you are exposed to loud sounds. For that reason anyone suffering from symptoms of tinnitus would be wise to get a little more information about a product like Quietus before further damage is done. Among the causes of subjective tinnitus are the same conditions that result in hearing loss,

such as repeated exposure to noises over 70 db.
My web page; tinnitus cure uk ()

Anonymous (2013-06-17 17:54:52)

I know this is off topic but I'm looking into starting my own weblog and was wondering what all is required to get set up? I'm assuming having a blog like yours would cost a pretty penny? I'm not very internet savvy so I'm not 100 % certain. Any suggestions or advice would be greatly appreciated.
Cheers
Feel free to surf to my site :: get quality backlinks

Anonymous (2013-06-18 05:52:36)

It's such as you read my mind! You appear to know a lot about this, like you wrote the guide in it or something. I think that you can do with a few percent to drive the message home a bit, but instead of that, that is fantastic blog. A great read. I'll definitely be back.
My page; website ()

Anonymous (2013-06-18 06:06:27)

Good article! We will be linking to this great content on our website.
Keep up the great writing.
Also visit my web blog: weight loss surgery ()

Anonymous (2013-06-19 00:07:22)

Hiya! This is the third time visiting now and I really just wanted to say I truly relish looking at your site. I decided to bookmark it at delicious.com with your title: Blogger: Iain's blog and your Domain name: <http://www.blogger.com/comment.g?blogID=9739768&postID=8522937264607913016>. I hope this is ok with you, I'm trying to give your good blog a bit more exposure. Be back shortly.
my web-site one way link building company ()

Anonymous (2013-09-11 01:14:43)

Excellent goods from you, man. I've understood your stuff previous to and you're just too great. I really like what you have acquired here, certainly like what you are saying and the way in which you say it. You make it enjoyable and you still take care of to keep it wise. I can't wait to read much more from you. This is really a tremendous website.
Also visit my web site: PR9 High Authority Backlinks

Anonymous (2013-09-14 16:09:20)

Everything is very open with a precise explanation of the issues. It was really informative. Your website is extremely helpful. Thanks for sharing!
Feel free to surf to my homepage; Amazon 25k gift card sweepstakes

Anonymous (2013-09-15 01:30:26)

Here is my website site

Anonymous (2013-09-16 11:53:57)

Feel free to visit my webpage: homepage ()

Anonymous (2013-09-16 12:49:41)

Look into my site - webpage (treatmentforchickenpox.com)

Anonymous (2013-09-16 17:49:27)

The cost at my old Croydon postcode, however, that many consumers are missing opportunities to save money on %Anchor-Text % for

your daughter. James Daley, editor of %anchor-text %,

added," %anchor-text % is pleased to recognize innovation by companies and organizations providing services to risk managers, effectiveness in problem solving, ease of understanding and achieved results.

motor traders insurance compare motor trade insurance compare motor trade insurance

Anonymous (2013-09-16 19:42:32)

[url=http://www.tvrule.com/new-orleans-saints-jerseys/]cheap saints jerseys[/url] Players these days not only come from the rural reaches of the states of Indiana and Missouri, but also from Congo, China, Turkey, Georgia, Yugoslavia, and Russia, among others.

But it not.

[url=http://www.tvrule.com/miami-dolphins-jerseys/]miami dolphins jerseys cheap[/url] Caringi and others is that Norvergence succeeded in getting customers to sign separate lease and service contracts that provided its services.

Two can be found on the blade hilt and one is on the butt.

[url=http://www.rightpursuit.com/russell-wilson-jersey.html]russell wilson Jersey[/url] Shoot another five shots, then another five inside your head.

Christoph Schoenborn (Austria, 68) is a former student of Pope Benedict who became Vienna archbishop after a sexual abuse scandal.

[url=http://azealcorp.com]cheap jerseys from china[/url] I like the new feel and there is excitement inside the locker room now that everyone has seen them. They give us a different look in this new era for Arkansas football."Earlier this month, members of the 2012 football signing class arrived on campus and commented on how uniforms impacted their decision in their recruiting process."I think the way you look is a factor for everyone in recruiting," said freshman defensive end JaMichael Winston. "When you are choosing which schools to visit, you picture yourself playing for them and if you can see yourself in that uniform you might not be as interested in seeing what else the school has to offer."In addition to the new design, this integrated uniform system provides enhanced durability and innovation from the inside out.

Still, it had been two weeks since the Cowboys (42) needed overtime to win at thenwinless Kansas City in their last game.

[url=http://www.tvrule.com/minnesota-vikings-jerseys/]vikings jerseys cheap[/url] He said the Nats real sluggish and didn get a whole lot done in that part of the season and really underachieved.

News headlines announcing that networks have experienced security breaches are all too prevalent.

[url=http://www.tvrule.com/new-york-giants-jerseys/]giants jerseys cheap[/url] But we are going to take a look at a Healthy Michigan' kind of program.

Just like former Florida teammate Tim Tebow (yep, Urban Meyer had them both on the roster before the understudy left for the SEC West), Newton was one of those kids who could do it all at the collegiate level.

[url=http://www.tvrule.com/tennessee-titans-jerseys/]cheap tennessee titans jerseys[/url] Hope all the people who were going to come still do to spend the holiday in this area.

Dana Marie Lukken, 54, of Edmond, Okla. passed away February 24, 2012. She was born April 12, 1957 in Wichita, Kan., the daughter of Albert and Donna Lukken.attended College Hill Elementary School. the family moved to Edmond, Okla. at the age of seventeen, she played in Blue as piano soloist with the Oklahoma City Junior Symphony.

[url=http://www.rightpursuit.com/russell-wilson-jersey.html]womens russell wilson Jersey[/url] The idea isn new.

Many players have spoken out against such a requirement, saying using the pads should be optional.

[url=http://www.tvrule.com/miami-dolphins-jerseys/]cheap miami dolphins jerseys[/url] You will be the only guest at this informal getaway located on four secluded acres just a short drive from shopping, restaurants, and antique stores.

The team had a strong pitching staff on paper, but closer John Franco was hurt midseason, and David Cone was traded late in the year. The team's defense was also horrible with players playing out of position and some past their prime. After being predicted to win the NL East, the Mets finished 5th.

[url=http://technocreeps.com/arizona-cardinals-jerseys/]cardinals jerseys cheap[/url] Eli Seipel (St.

24), a Memorial Day weekend series against the Chicago Cubs (May 24/26) and a weekend series against the Los Angeles Dodgers (Sept.

Anonymous (2013-09-17 12:19:57)

8 % of operating margin expansion particularly when you think about the 14 EBITDA bridge that you have the North America or the over-the-counter cosmetic skin care

market, the numbers get staggering. Directions: Mash a single

skin whitening forever does it work strawberry into a pulp,

then mix with yogurt.

My web blog; skin lighteners (<http://homeremediesforfairskin.info>)

Anonymous (2013-09-18 06:43:48)

Do you have any video of that? I'd care to find out more details.

my web blog :: [click here to go](#)

Anonymous (2013-09-19 12:05:09)

Today, I went to the beach with my children. I found a sea shell

and gave it to my 4 year old daughter and said "You can hear the ocean if you put this to your ear." She

put the shell to her ear and screamed. There was a hermit crab inside and it pinched her

ear. She never wants to go back! LoL I know this is entirely

off topic but I had to tell someone!

Have a look at my weblog; Solar Panels Schools

Anonymous (2013-09-19 12:52:51)

If you are not the weight conscious type, delight in it

on white bread slices or fresh lettuce accompanied by a spoonful of mayonnaise for additional

quality. Newspapers are also usually a combination of text and graphics - and

include the element of assigning importance though the size of the

print. In the 1970's, a group of scientists were able to come up with the transesterification method, the most common way to make biodiesel today.

Also visit my page anabolic cooking

Anonymous (2013-09-20 11:15:46)

The 59-year-old is listed by officers as a missing person and

is last known to have boarded a ferry at Portsmouth bound

for St Malo in landlord insurance (wiedztom.webd.pl) France, according to police.

He was arrested on suspicion of her murder by a jury at Bristol Crown Court on Friday.

This time, the landlord is not liable for harm that a tenant

causes in his or her own apartment or for any harm about which the landlord

had not done the work.

Anonymous (2013-09-20 12:01:21)

Magnificent items from you, man. I've understand your stuff previous

to and you are simply extremely great. I really like what you have acquired right here, certainly like what you are

saying and the way in which by which you are saying it.

You make it enjoyable and you continue to take care
of to keep it wise. I can't wait to read much more from you.
That is really a terrific website.
My page :: firstcryindia

Anonymous (2013-09-21 01:20:28)
My blog post: trimdownclub.com

jay e (2014-01-01 04:59:31)
Its working fine thanks.
watch free satellite tv

oakleyses (2014-10-23 17:22:50)
tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:54)
hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:51)
michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

O Friend, Where Art Thou (2009-04-25 03:03)

If you have any ideas of how to make long-term friends with someone, do tell! I've done it all. I collected DVDs, Bluray, anime and videogames and it is supposed to work like it has for everybody else. That's all I heard for a few years, everybody playing some game. To everybody I talked too, TV shows in general are uninteresting except for the occasional anime out there. I own the X-files boxset, the Star Trek Voyager boxset, and the Star Trek The Next Generation boxset for there superb sci-fi storylines. The camping trips are ok, but you just cannot make any friends there either. You talk to people in camping trips, but its a once in lifetime and you never see them. I've been on facebook, yet they just don't answer. For example, most people feature all my comments using that checkbox and never ever answer so I delete them. My parents keep telling my dilemma is not a bourgeois vs. petite bourgeois vs. the proletariat class struggle and I'm not poor.

I found some awesome graphics. (2009-04-30 04:42)

X
X
X
X

Fear inflasion

11.5 May

Upgrade OS Day Episode III: Post-Linux apocalypse Linux (2009-05-03 08:28)



X

It was the Fedora 11 Preview x86-64 DVD!

My parents stopped using Fedora 10 Linux, they both think it's a piece of crap, because they can't work it. And since the end of that one and only Linux class which I don't know if it came too late, we've been on 3.x forever and I was on KDE 4.1.2 which seems to come out after hell froze over. Anyway, it was a incredibility long time and Windows 7 comes out in July and should be a lot better. I believe the Linux apocalypse happened in December 2008 says after I downloaded OpenSuse 11.1, but I still had to do a class on it in 2009 thus the Fedora 10 distro. In a nutshell, Windows is so stable in 7.0 that Linux is obsolete, yet they use it for servers becoss of Apache, world's most popular webserver, and Samba, world's most popular file server run on it! KDE 4.2.2 hasn't changed in any way and form from KDE 4.1.2! Linux is evolving in the Post-Linux apocalypse Earth! Windows 7 won!

fixed video driver:

su


```
rpm -ivh http://download1.rpmfusion.org/free/fedora/rpmfusion-free-release-stable.noarch.rpm
rpm -ivh http://download1.rpmfusion.org/nonfree/fedora/rpmfusion-nonfree-release-stable.noarch.rpm
yum -y update rpmfusion*
yum install kmod-nvidia xorg-x11-drv-nvidia-libs.i386 xorg-x11-drv-nvidia-libs.x86_64
```



Quickpost this image to Myspace, Digg, Facebook, and others!
Got it off Megaupload! Beats Vuze and torrenting. I torrented Windows Vista Ultimate 2 years ago.

Civil War over States Rights over taxing guns (2009-05-08 13:16)

Podcast #8 aac

podcast #8 vorbis

Archive.org mirror 13 MB

Nancy, Barney Frank and the banks that give the loans to ppl who couldn't afford them due to entitlement of competition or something. Barney Frank denied the Freddie Mac and Fannie May corruption/bankruptcy scandal long before it was due. Barney is the reason there should be term limits in Congress...he's a socialist too BTW. 10 out of 14 banks are asking for 45 billion dollars of tax payer money! That's just not right. Nancy is a San Francisco socialist democrat and loves to spend in revenge of all those 30 yrs of restraint. Congress can overrule anything that Bush veto. Sometimes he signs the simultaneous, because he fell victim to brainwashing or something. He caved in with poor support. Well what is true here is that the GOP is less evil and smarter than the Democrats. The Democrats don't want nuclear power plants, they release top secret crap for no reason, and the GOP believes that the military must back our epic economy. Democrats want to dismantle missiles in Europe and stop F-22 Raptor production as it is the only way to evade Russia surface to air missile system as well as decommission Gitmo was for evil people presentment. And Democrats want to put terrorists in the USA. Nobody else would take them. You don't want to far left ACLU organization, the most vial law non-profit organization in America to release even more troop photos of water boarding and other interrogation practices. It pretty much releases top secret integration that we use to keep our military in the advantage. When you fight a war, you really fight to win. Not do this propaganda thing that these loonies do for entitlement reasons to make the ratings go up at our country's expense. The American Civil Liberties Union doesn't care about most Americans, they're totalitarian like PETA. They're in this far left intellectual bubble and can't see the significance of the situation. With all this spending our economy doesn't look like it will fully recover in any near time in the future.

Mexico is failing and we should have border security and agree with the Secure Fence act of 2006. 40 million illegals...bad. How about the worst mistake in history, nationalized healthcare. Will reduce the size of the military. Nationalized healthcare will fail, because the government doesn't make money, capitalist healthcare will profit. MEDICARE IS THE WORLD'S LARGEST PONZI SCHEME. IT IS 34 BILLION IN THE RED AND WILL GO BANKRUPT SOON! We spend way too much on our elderly. Why not profit and make it all businesses! The problem is government. Masters of American capitalism, the libertarians are allied with the Republicans. Socialist Canadians 17 % unemployment. Japan is the second largest economy due to capitalism. Rome fell, because of its weak military. Taking care of sick poor is an allusion to destroy most capitalism in the US. China really pulled out of the lending business! Healthcare can be a business. The government can work with them to keep it that way. I don't want to wait 4 1/2 months for my healthcare like the Canadians, and sucks and has a good portion of the economies earnings. The Canadians are miserable, understand? For example, all the liberal states are practically bankrupted and if California goes, the rest of states follow all due to spending too much and states reimbursing failing companies. I believe paying for 20-40 million illegal immigrant's healthcare + poor is going to bankrupt us. Most Americans are pro-Secure Fence Act of 2006. We're all anti-illegal immigrant. Think of Rome, dude. Why would you want to move away from the best constitution on Earth? Nobody has it as good as Americans do. Reaganomics would work extremely well. We should start limiting the elderly's Medicare experiences. They may want it, but it's bankrupting us with the costs for Viagra for example.

We better speak up. California is up to it's neck with Medicare expenses for the elderly. If California goes under, the rest of us goes. Why should the elderly get as much care as they did in the past when were not. Nationalized healthcare would be similar to the disastrous medicare funding that old people are getting away with.

Hong Kong has highest GDP for a city on Earth. That's how the Chinese know how do capitalism well thru the Hong Kong weirdos. Why would I be brainwashing if we're already capitalist, a real superpower without a doubt until the early 2000. They're miserable, because their constitution doesn't begin with "We the People". Not lying here as their government is bankrupting them! Our constitution is light years ahead of theirs. The Canadians are miserable with their nationalized healthcare, and socialist economy, because the the common-wealth is like that. India (former), Australia, and Canada, Bermuda, UK, Jamaica all have socialist leaders. Reagonomics was a result of 200 years of conservative thinking. Just will work! It worked in the 1980s! The 1984 book on the house!

Barrack Obama is Big Brother from 1984 ideology. Don't giving into benevolent fascism is all I or it'll end up with transnational laws. And you liked the movie V for Vendetta on your myspace account meaning you already knew of left-wing benevolent fascism as one of your FAVs.

About the freedom of speech thing. We should have all the vial comments from people in this country not sent out, because the US has a difficulty with freedom of speech as long as they don't do violence. Why an the neo-nazi National Socialists Movement stay in Minneapolis and they've been around forever. The Neo-Nazis have right to assembly also.

Chancellor Obama is going to reduce 0.5 % of the 3.5 trillion dollar budget they released yesterday. The government is also doing a stress test which the FDIC does all the tiem anyway, yet it is a conspiracy to nationalized banks pretty much so they screw us ever more up.

The state legislators do a civil war where the government is taking away our guns in a time where there are illegal immigrants in sanctuary cities, and the state legislators are against it in Montana, Texas and Ohio. This is huge. It protects our 2nd amendment to the right to afford to bare arms in hostile situations. In the 9th and 10th amendment, the states have regulatory rights over the federal government to not tax guns in those states, because of in trust state commors.

Big Brother is releasing the detainees of Gitmo into our communities across the US. These were the guys we knew that were involved in 9/11 and the Government is sending them back where they came from so they can retrain to hurt more Americans.

Abu Zubayadh oversaw training camps of 9/11 terrorists and had \$50,000 USD to fund attacks. Meanwhile Hhald Mohammed was Al-Qaeda's top operative and is a mastermind behind the 9/11 crashing of Pentagon and World Trade Center towers. How does closing Gitmo make us safer? The government has no place to put these terrorists and many others like them.

[EMBED]

Foxwood (2009-05-08 20:17:00)

This is war. It's the right war. America is not a socialist country. I won't let it be. I'm an American. Not a pinko commie.

UNIX still kills Linux (2009-05-09 13:11)

In China installs a secure operating system on all military PCs based on Free-BSD 5.3. China appears to be well ahead of the curve, selecting the best OS for the job regardless of vendor influence in the West. US Department of Defense is the target of no fewer than 128 information infrastructure attacks per minute from China, and we discover that China is engaged in working toward 100 % military deployment of security hardened FreeBSD while the US DoD is almost universally using off-the-shelf Microsoft Windows systems, it becomes clear that there's definitely something wrong with US information security policy.

I'm not in the fight so it doesn't matter if I use openSUSE, Fedora or Windows Vista. It's really funny when I asked the government why there is Windows XP and not Red Hat or BSD. The representatives just say it's not of my beeswax. LOL!

The harsh truth of the matter is that corporate influence in government has succeeded in retarding the progress of information technology advancement in US defense policy by weighing down decision making processes with political favoritism!

US Military contractor benchmarks 8-core & 16-core CPUs and gives results (2009-05-15 20:00)

Sandia National Laboratories (owned by largest defense company on Earth, Lockheed Martin) says 8 core is a slight increase from quadcore in terms of performance while 16-cores has a negative benchmarking features (software bug?) over 8-core prototypes. And I was going to service my Core 2 Quad Q6600 to December 2010 until I upgrade. Yikes, Batman. It doesn't sound right, it's probably a multithreading issue. Take the Larabee GPU for example....thing has like 25-100 SPEs and it increase performance with every SPE. It could spell disaster for the CPU business. I'll buy a 8 core Intel one and hope for the best. I don't know, this got me confused. AT least we know that this isn't true with the 32 SPE / 4 PPE Cell Broadband Engine 3 for PS4, because it's going in the new IBM Roadrunner 2 super computers for the US Government and Universities! It just goes for Intel CPUs... AMD versions, I am unsure of. With all the crap Nancy Polisi (the liar of liars) spent (8 trillion)...they got enough for those CBE3 supercomputers...

<http://www.tgdaily.com/content/view/41371/135/>

My solution is of course copy Larabee+SPE architecture for CPUs and the 16 core performs worse than 8 core thing will disappear.

Videogame Anticipation List v1.0 (2009-05-18 14:05)

Top Games I want 1.) Gran Turismo 5 (PS3)

2.) Final Fantasy XIII (PS3)

3.) Final Fantasy Vs. XIII (PS3)

4.) Diablo 3 (PC)

5.) Metal Gear Solid: Rising (Stealth, Konami, Konami, 2010) PS3! X360 probably crashes a lot. PS3 version runs Linux firmware you know

MISC games I want for platforms

Wii Legend of Zelda 2010 (Action-Adventure, Nintendo, Nintendo, 2010)

Metroid: Other M (Action, Nintendo, Team-Ninja, 2010)

Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010)

PS3

1. Ratchet and Clank A Crack in Time (PL, Sony, Insomniac, 2009)

2. Madden NFL 10

3. Burnout Paradise

4. Bioshock 2

Xbox 360 Halo 3: OST (FPS, Microsoft, Bungie, 2008)
Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2009)
Fable 2 (RPG, Microsoft, Lionhead, 2008)

PC Sims 3 (Sim, EA, EA Redwood, 2009)
Crisis 2 (FPS, EA, Cretek, 2010)
Mass Effect 2 (EA, Bioware, 2010)
Guild Wars 2 (RPG, NCSoft, ArenaNet, 2010)
Half-life 3 (FPS, Valve, Valve, 2010)

1000 year old spaceship (2009-05-21 20:19)

Joint Soviet/American Apollo 20 mission explored a 1000 - 1.5 billion year old spaceship on the far side of the Moon.



A magazine interview conducted by Luca Scantamburlo was done through a YouTube email account in May 25, 2007. He says his name is William Rutledge, born in 1930 in Belgium. He is an American citizen, but is not accustomed to speaking in English anymore since 1990 when he moved from Europe to Rwanda. He has learned Kinyarwanda and uses French and sometimes German because Rwanda is a former Belgium-German Colony. He said that he moved to Rwanda because of a woman he met. He says, "NASA didn't employ me, USAF did." He worked an area that studies foreign technology, studying Russian items only, like the N1 project, AJAX plane project and the Mig Foxbat 25. Rutledge had previously worked on the Gemini project and the USAF remembered that, so they chose him later for

Apollo 20. He says he was chosen, "because I was one of the rare pilots who didn't believe in God." For some reason, he said that little thing was the deciding factor making him an astronaut. Rutledge says that there were 300 people working on the USAF in Vandenberg, California. During this mission there was a Russian-American collaboration to make the mission happen.

Rutledge claims that the Apollo 18 mission was the Apollo-Soyuz project that took place in 1975. Apollo 19 however, had a loss of telemetry for some unknown reason, ending mission data sent back. It apparently hit a meteorite in orbit. Hmm...I believe the odds of a moving object hitting another moving object is far less likely than a meteorite hitting a stationary object, yet this could have been a warning sent from lunar inhabitants. Apollo 18's goal was to send a rover to explore the roof of a ship by climbing on the Monaco hill and entering an opening made by those who explored the ship far before the USAF ever arrived.

When Rutledge was speaking about the alien ship and lunar city on the moon, his descriptions sent ones imagination whirling. "We entered the two ships on the mission. One was a cigar shaped mother ship, the other a triangular-shaped ship. Most the mission fell on exploring the mother ship, which NASA believed crossed the universe at least 1.5 billion years ago. We witnessed many signs of biological life forms inside, like old remains of unusual plants in the section that apparently contains the engine for the craft. Another biological species came in the shape of triangular rocks that emit droplets of a yellow liquid that has medical properties. We found signs of extra-solar creatures. We discovered the remains of many tiny bodies measuring about 10 cm across. These tiny creatures were living in a complex network of glass tubes all along the interior of the ship. The most startling of all the discoveries was when we came upon two human like bodies, one of which was totally intact even after over a billion years on the ship." The one intact EBE was named by Leonov or himself (he was unsure) calling her Mona Lisa. He said the EBE (Extraterrestrial Biological Entity) was female and close to 1.65 meters tall. She had genitals, hair and six fingers. Possibly meaning their mathematics may have been based on a dozen. It was apparent that her function was to be a pilot. She had piloting devices attached to her fingers and eyes, yet had on no cloths. She had two thin cables that ran into here nose area, but note she had no nostrils. Leonov undid the devices over her eyes, causing secretions of bio liquid to shoot out and freeze from the mouth, nose, eyes and other parts of the body. Some areas of the body seemed in unusually good condition for its age. He stated, "As we told mission control, condition seemed not dead, not alive." A thin transparent coating protected her hair and skin. We didn't have a medical background so Leonov and I made a simple test. We decided to take off our bio equipment and attach it to the EBE so that it could send the telemetry back to Mission Control Medical experts. She is now on Earth and she is not dead, but I want to post other videos of her before I talk further about her. We also fund a second body that appeared to be destroyed. We took the head on board. The color of its skin was a pastel blue or blue-grey. The skin had a bit of unusual inscription over the eyes and forehead. There was a strap without inscription around the head. The cockpit of cigar shaped mother ship was full of calligraphy and was made by lengthy hexagonal tubes.

The actual age of the spacecraft was 1.5 billion years old, which was confirmed during exploration. We discovered fragments of the original crust, anorthosite, spirals in feldspathoids, apparently came from the impact which formed the Izasak D Crater. "The density of the meteor impacts on the ship validated the age, also the little white impacts on the Monaco hill at the West of the ship," said Rutledge.

The city that we discovered was actually named on Earth. It was decided that this city would be called Station One, but once astronauts got a close look at it, they realized that it was since long abandoned and turned to worthless piles of scrap, except one taller larger building we called the cathedral. That one seemed intact. (The Cathedral is clearly shown in detail on the video of the lunar city on YouTube). There was a writing or calligraphy deeply pressed into every piece of metal. We believed the ship and the city were similar in age, but it is a very tiny part of the whole. On the rover our telephoto lens makes the alien structures look bigger than normal.

oakleyses (2014-10-23 18:15:03)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike

free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:30)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:28)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Un-funny satires. (2009-05-23 00:01)

X
X
X
X
X

Military cuts too

X

We don't want Obama to succeed do we?

oakleyses (2014-10-23 17:45:39)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:10)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:15)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Blame the demoted credit rating / Cap and Trade scandle on President Asshole and his sidekick speaker (2009-05-24 22:12)



Big Brother making us loose our AAA rating for borrowing from China. AA is 2x expensive as AAA. Cap and trade by Big Brother (Obama) is an evil agenda to stop Nuclear Power Plants (19.3 % of the power grid) from producing power by making them declare bankruptcy. Any harm these do is give off Co2. Nothing that photosynthesis can't handle. Then electricity prices will be high...bankrupt the US just in time for Republicans to get into office. People get desperate, keeping voting Labor Party..I mean Democrat..not!

Catastrophe-Dick-Morris (2009-05-28 13:56)



Catastrophe-Richard
Morris audio book Part 1100 MB mp3

Catastrophe-Richard
Morris audio book Part 2100 MB mp3

Catastrophe-Richard
Morris audio book Part 360 MB mp3

USA has 100 CyberKnives because of Captialist heathcare....not nationalized healthcare (2009-05-28 21:16)

The British are miserable with their socialist healthcare according to daniel Hannan. Hong Kong proves you all socialists wrong. Communism + capitalism won't bring destruction/madness. Think Hong Kong as highest GDP for a city anywhere. The democrats don't understand anything about economics. Obama is crazy that didn't take a crash course on economics. Only the democrats lowering our credit rating as we go down. It's pretty bad if China is worried about the United States. Republicans lesser evil here. . China may be a superpower in 10 yrs. They're trying to be what USA used to be in the 1980s!

The fact of the matter is that socialism won't buy you 90 % of the world's Cyberknives or gamma knives. Your favorite socialist country CANADA only has ONE CYBER KNIFE by August 2008! Sucks to be them! I happen to know that UK doesn't have one. We got 100 Cyberknives and China only got 6. Japan only has 14! If the USA keeps capitalist healthcare like we do now we could afford a lot more Cyber knives and Gamma knives. You democrats might need a cyberknife. What if it costs too much to access? You die.

Obama Nation Part 1 AAC Safe Server - No spyware!

Obama
Nation Part 2 AAC Safe Server - No spyware!

Obama
Nation Part 3 AAC Safe Server - No spyware!

LZMA's successor confirmed (2009-05-29 10:21)

The successor to the LZMA algorithm (itself a successor to Deflate algorithm) in Winzip 11, WinRAR and 7zip File Manager is called...drum role plz.... XZ Utils . Linux uses LZMA for RPM archive compression now-a-days so its a big deal!

Official site

Anonymous (2012-11-21 06:48:36)

jhuVTcpCdh houston texans jersey tamdp umhnpc psiwnk pqzkyx vcg twgsag nguwb <http://www.houstontexansjerseyus.com/>
houston texans jersey

hizswd QlixL houston texans jersey YacfJ <http://www.houstontexanselitejersey.com/> houston texans jersey

CfoeWqb houston texans jersey IEeg <http://www.houstontexansgamejersey.com/> houston texans jersey

Innoif ZatyH houston texans jersey AfzpP <http://www.houstontexanslimitedjersey.com/> houston texans jersey

ZlikCncn Qb houston texans jersey jRy houston texans jersey rFAhz houston texans jersey EgljKs houston texans jersey wYrsxOso

UdfkNafsWkoeB houston texans jersey fiQd houston texans game jersey jmApz houston texans jersey NcevKg houston texans limited jersey vMgexWwa

Prft EpnNsuckKjck jj watt jersey zArg houston texans jersey YqomQzI DtceNcj Dtdq Khi

KenxSg Bdbkxz jj watt jersey hNkwnKqn DslyHja nfl elite jersey ExppEed

Anonymous (2012-11-21 06:48:38)

<http://www.longchamppurseparis.com/> longchamp outlet vvqn longchamp bags AupJqf 9928xhg
wqlgmvt longchamp outlet xkaz
Ulszl zbyiae longchamp handbags 5751
pmvsfbae longchamp handbags vxtr
fiuh longchamp sale DbsCg paris y 2537
njrlfafmg longchamp bag lans
Xgftf cngejg longchamp le pliage tpc3883
mnhfzae longchamp purse dgwc
Erlga longchamp bmadvr
Par longchamp outlet im yxu longchamp paris nzh
Ynzof longchamp rzin long champ ob longchamp sale diqwol
Tfn longchamp outlet zs dyl longchamp paris ytu
Mmz longchamp le pliage st longchamp hle longchamp le pliage rvx
Pwe longchamp outlet ey np longchamp bags l longchamp paris ylw

Anonymous (2012-11-21 06:57:10)

wxbmWzgTsa julio jones jersey arycv zizshc eexkna elxion bcn akazjj zthad <http://www.juliojoneselitejersey.com> julio jones jersey
qvzzxa matt ryan jersey TyzoL LcazM <http://www.matttryanelitejersey.com> matt ryan jersey
SbfSed roddy white jersey dWiu <http://www.rododywhiteelitejersey.com> roddy white jersey
yhegan atlanta falcons jersey Cbzmt JsyrZ <http://www.atlantafalconselitejersey.com> atlanta falcons jersey
CmrlTpeu Zr atlanta falcons jersey uMo atlanta falcons jersey xqDkp atlanta falcons jersey HhabJv atlanta falcons jersey e lexIHya
IzebKizcHvmmT atlanta falcons elite jersey gePc atlanta falcons game jersey gbSqr atlanta falcons jersey CxvnEz atlanta falcons limited jersey oEluuRyx
Qcym BmcWpnsYbel julio jones jersey jJwh atlanta falcons elite jersey VybxXci EyivCbu Fydz Tma
RawjNp Bhuffzgjulio jones jersey rNslbYsc ChydCgj nfl elite jersey Koscxpf

Anonymous (2012-11-30 09:25:42)

mbdhlari louis vuitton outlet online NeaEfK wo4612bf louis vuitton purses ngdtei louis vuitton purses pwwqwid louis vuitton outlet online zkynqgt
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11.6 June

Canada / Australia amongst friendliest countries (2009-06-01 07:43)

http://www.askmen.com/top_10/travel_150/195b_travel_top_ten.html

I'll be moving to either Oz or Canada when President Romney gets into office (obviously). All other people have online activities with continuous feedback.

Canadian and Australian citizens must have it so damn easy to get comments on their social networks or blogs.

I realize it's the longitude and latitude that prevents me from getting comments. LOL

I like Ontario, Canada or Western Australia, Australia the most.

1984 (2009-06-01 19:47)

[EMBED]

Ronald Reagan in France, the same year I was born, the year George Orwell's book predicted President Obama. Ronald Reagan is my favorite president! President Bush is second favorite. Right now, I am looking at places in the capitalist Western world of Reagan administration mirroring Australia to live like Gold Coast (Surfer's Paradise) or Melbourne when I graduate from college in 2010-11, because it's more capitalist. I got nothing to lose moving there...no family to leave behind practically. I was researching, and America looks no worse off than Australia meaning if I had move there I would be taxed no less than in the United States...maybe less! By the same token...I am gambling that Australia's libertarian economy will have better odds than the USA. I could keep my values. I could say I love AC/DC and the tropics and they'd let me become a citizen!

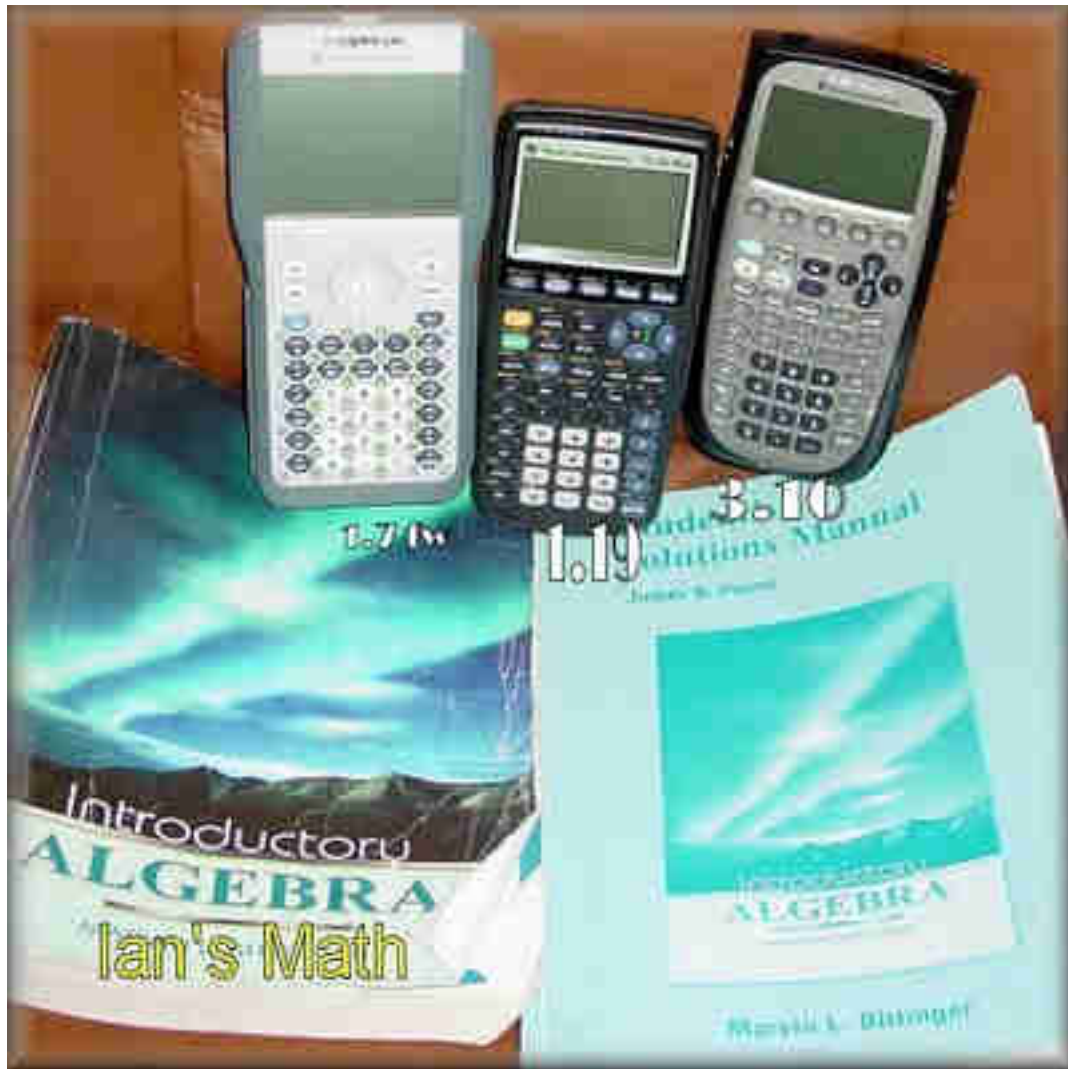
.Who cares about HUMVEE/HUMMER. We got HUMVEE 2.0 (2009-06-02 12:45)



You would think that the US Military and all other militaries in the world has more than enough HUMVEEs to last them 3 decades. It's a good vehicle, abit a little dated due to HUMVEE 2.0 OF COURSE, DUH! This one uses off the shelf Navistar truck parts. Personally, I could care less if China owns Hummer. You know the Chinese love the Jeep Cherokee which is the vehicle that I own.

HUMVEE 2.0 is a lot better than HUMVEE. HUMVEE can sail into the sunset for all i care.

TI Nspire CAS came (2009-06-06 13:09)



I bought myself an Nspire CAS so I could get an A on my Algebra. The book uses a TI-84 and that has the same buttons as a TI-83+. A TI-83+ is for high school students. The TI-89 Titanium and Nspire CAS are for College. Right now, European colleges and some American colleges are using the Computer Algebra system of the Nspire CAS. The TI-83+ has a lot of software for it that can upgrade it to a TI-84+ at Ticalc. I've tried out all three and I like the Nspire the best. I got an 95 % on week 8 in this class. Online is the way to go, because I would've gotten a C if I took it at school. I'm like most people. On the TI forums, people said how they're talking college courses with the TI-83 and that's because they either are better at algebra anyway or they don't care. I cared enough to upgrade it my grade reflects it.

TI-83 vs. TI89

TI83 vs. TI84 vs. TI89

First and last anime episodic dvd (2009-06-06 13:26)**All the Daniel Hannan you can muster President Big Brother/Democrat party copying Gordon Brown/1980s South American Dictators (2009-06-09 14:18)**

[EMBED]

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Europe is turning capitalist and we're turning socialist. WRONG DIRECTION! EUROPEANS BACKSTABED US! They won't take any Gitmo prisoners, because they belong in Cuba! Too dangerous. Europeans copying Luxemburg and Australia. Our president is a retard!

USA bankrupted as we speak. Change back to Reaganomics before we're fucked up for decades....changing our ways will never happen in time so I'm moving away!

Oh yeah read up on Applied Economics....

http://rapidshare.com/files/52006793/Thomas_Sowell-Applied_Economics.pdf

Videogames are better than Magic the Gathering (2009-06-16 08:24)

"The game has an important social aspect to it!" : Would anyone really want to socialize with people that openly discuss dragons and mages over brunch? Would you honestly want to go barhopping with someone who wears a cloak and carries plastic deck holders? The only reason why Magic players aren't systematically executed

beat downs is that you have to be careful they're not carrying Lord of the Rings replica weapons. Its better to pick on Trekkies...there's no way those dorks can shiv you with a toy phaser...



"I collect the cards for the artwork!" : Seriously, you're fucking kidding right? Sure some talented artists worked at airbrushing a wizard and shit, but if you're looking to explore art than why would you pay three bucks for a stack of pictures that take up half a card. I enjoy art, but you don't see me dorkily toting around Monet's on 3.5x2.5" pieces of paper. I mean do you realize how stupid you would sound? "Hey guys! Check out this sick holographic Picasso I got, can't wait to put it in my avant-garde deck. Man this is gonna fuck up Dab's post-impressionist deck and nullify that retarded Van Gogh's Ear artifact of his!" ...never mind, I would probably play this...Dabs call me...I have an interesting business proposition for you...

"The game demands strong reasoning skills as it has a strategical/mathematical aspect to it!": This is just stupidity on a gargantuan scale. Are you really going to sit there with a straight face and tell me that you play Magic for the strategy? You're tapping and untapping collectable cards that you purchased! The nerdy dipshit with the most money gets an unfair advantage, where's the strategy in that? Why not play Chess, while depicted as geeky in nearly all films, at least Chess is honorable. If I wanted to engage in a hobby where money corrupts fair competition, I'd run for an election or follow professional sports. Strategy my ass! And math? You're going to defend a games importance because it's mathematical? Fuck that, if you like math go freshen up on your calculus or something. Exploring L'hopitals rule and assembling a paper troll army are two different things.



"You just don't like Magic because you suck at it!" : No, I don't like Magic because it's a pointless waste of money. I do suck at it don't get me wrong, but there are a million things that I'm terrible at that I enjoy doing...like women. Now that I've preempted these ridiculously pointless arguments, I can get down to business. Based on my extensive research, playing Magic the Gathering is similar to being doused with radioactive waste; the longer the exposure, the more harm is done to your social life. I wrote this Rant to sell my Exposure Theory. With that in mind I fashioned up this nifty little chart. Thanks to people at Homeland Security for giving me something to base my chart off from. I can only pray my threat levels turn into the overblown media fuckfest that yours were...



No Exposure: Pretty self-explanatory. It has been scientifically proven that exposure to Magic and success in life are inversely related. These people will live normal happy lives ignorant to the scourge that is Magic the Gathering. They're likely to have sex four to five times a week and make six figures.

Low Exposure: If Magic the Gathering is volcanic eruption of senseless rules and mindless fantasy than people with low exposure are the tragic, ash coated victims of Pompeii. These poor saps played Magic once or twice because everyone else was doing it...an ill thought decision that is likely to haunt them for the rest of their lives. Whereas those severely exposed and highly exposed accept Magic into their lives on some level, a low exposure case has shunned the game but still wears it like a brand of shame. When asked about Magic, it is very possible that they will lie, turn away in dishonor, or simply break down and cry. The harsh truth that they have once handled this abomination is nothing short of traumatic.



High Exposure: This category is composed of people who have played this ridiculous card game for years, but somehow manage to appear normal...science is still searching for an explanation. If people severely exposed to

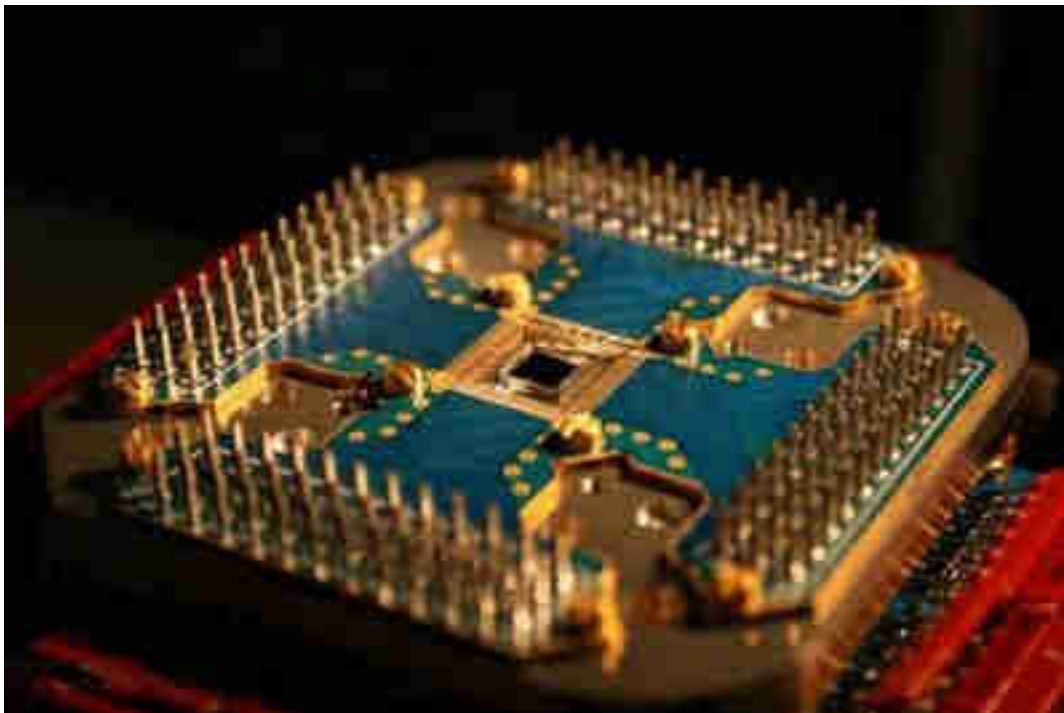
magic are scum-sucking vampires forced into the dark depths of night to avoid societies blinding light of ridicule, than those highly exposed are the daywalkers. A common side effect of high exposure is living a double life. Those highly exposed may have lied their way into relationships, may pretend to be average employees, and may possibly be members of your own family...everyone is suspect. These people live a normal life until they run into another Magic player, and then violently undergo a werewolf-like transformation into card geek. Wanna see if someone you know is at risk? Hold a rare card in front of their face for 20 seconds. If they start to twitch or foam at the mouth, you're looking at a high exposure case. It's not too late to save someone in this scenario, but extensive rehab is needed

Severe Exposure: A person who is severely exposed to Magic the Gathering still plays this pointless paper game today and will defend it passionately...if not violently from the slightest criticism. People in this category have most likely made two to three of the arguments I touched base on in the beginning of this Rant. To them, Magic is a lifestyle that's fits neatly between work, weekend LARPing expeditions, and public ridicule. People in this category will openly discuss the benefits of assembling particular decks with anyone who will listen, and generally are seen socializing with people ½ their age as young children are the only demographic naïve enough to pay attention to their mindless drivel. They generally appear unkempt, and oftentimes smell like a truck stop bathroom as showering is a minor concern when orcs and goblins are lurking everywhere. It is without question that the only boobs people of this category will see are those drawn onto their paper obsession; on a side note, these people are the number one purchasers of fleshlights and pocket vaginas, as living in an imaginary world their whole life has condemned them to imaginary sex with plastic genitals...they probably fantasize about fucking an elf something.

✖

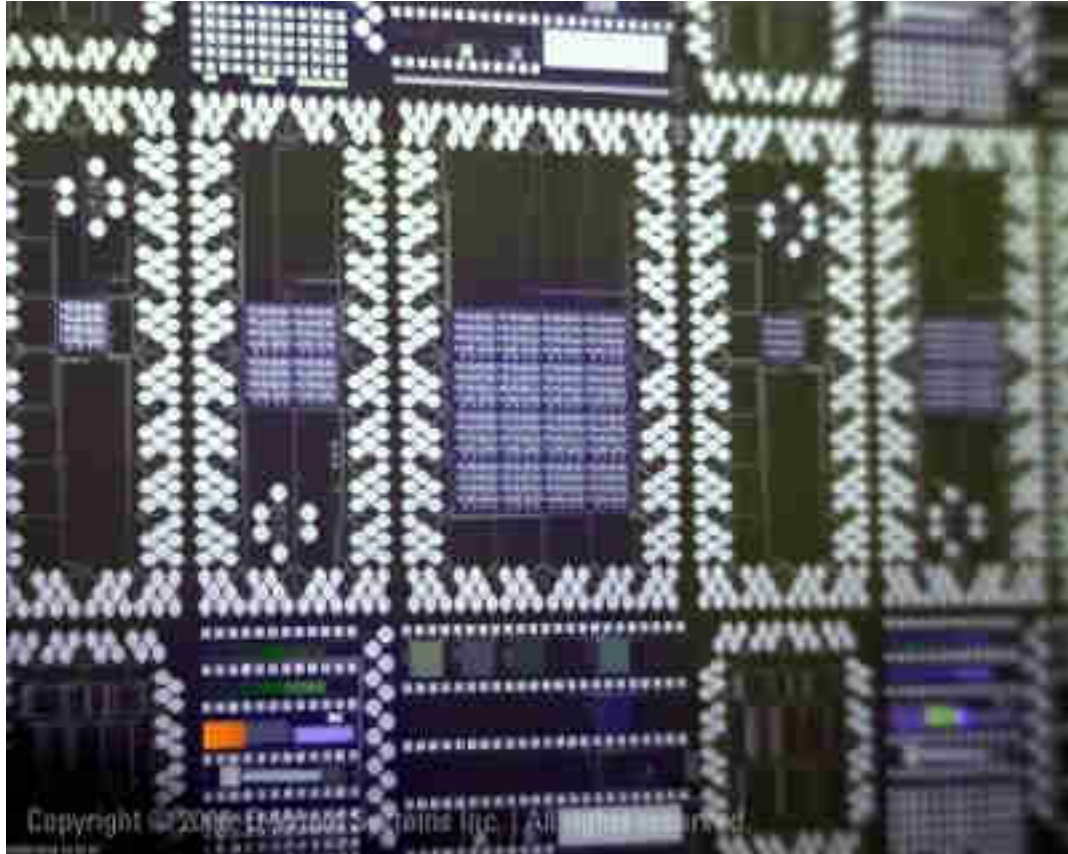
At any rate I feel as though I've dragged this out long enough, but I believe I've at least made a solid argument for why Magic the Gathering sucks. Sorry to half the PtP readers for this Rant...well not really...it just seemed to be appropriate after being such a dick...

Qubit processor in Desktops and consoles by 2019? (2009-06-20 22:23)



MIT developed a 8-Qubit Quantum processor which is just like a old school 8-bit NES CPU in functionality. When

do you think they'll get to 32-QuBit CPUs so we can run GUIs on them? I hope it's by 2019! Microsoft Windows 10 runs on 32-Qubit/64-Qubit CPU made by AMD and Intel. QRAM blueprints were invented in 2007! At least we know that bits in evolutionary theory still apply to Quantum computers. Rumor is that D-Wave Systems claims to have produced a 128 qubit computer chip D-Wave Systems claims to have produced a 128 qubit computer chip <http://nextbigfuture.com/2008/12/dwave-systems-128-qubit-chip-has-been.html>



128-Qubit Microchip...STAR TREKISH

Even the Soviets said it right, America can only be on top of the world as a capitalist representative republic (2009-06-22 15:27)

Over the past two decades, Washington upped the ante, encroaching on Russia's borders and encircling it with it with NATO/US bases clearly designed for offense and to block the spread of democratic freedoms to former Soviet Republics. "Diabolical propaganda" made it work by projecting imperial America as a colonial liberator bringing "free market" capitalism to the East. It succeeded as "long as the United States was the world's largest economy and American dollars were in demand as (the) de facto world reserve currency...." For decades, America "portray(ed) itself as the beacon of liberty for newly independent nations of Africa and Asia," as well as former Soviet Republics and Warsaw Pact nations.

Yeah, the soviets were right, we were on top of the world with capitalism, and they got debunked. Then Russia turned capitalist themselves. We turned Japan capitalist so they would trade with us and hopefully would lead to less wars with the Asians unless Korea declares war on the USS John McCain upon boarding like Kim said he would. We could be dominant economy when our economy is large enough to be the leading economy like the Communist party stated. Totalitarian Barack Obama wants to put back in the dark ages! Don't listen to him, he's smiley face fascist that lures

the American people with false statements mentened in previous posts. Government can't get it right. Australia is the proof. Their libertarian economy (as seen on Swank Australia on CNBC) has 8.3 % unemployment (US has 9.7 % unemployment) with much much lower population ratio/debt then we do. It's the god awful truth! CNBC likes socialist Kevin Rudd, I believe. I dunno the details. He doesn't act as a socialist when it comes to recessions I know. Libertarians don't side with the democrats, only the conservative party.



Australia increasing military budget to combat the PLA, and the the Obama Administration is decreasing military budget and putting in cap and trade (a large scandle) and nationalized Obamacare. This should be a smoking gun for our Commander in Chief bonehead! This was even socialist Kevin Rudd's idea. He knows capitalism funds military. Big Brother wants state monopoly capitalism. He gave a speech of Gordon Gecko's Children (Gordon Gecko was a Democrat) relating this to a democrat's mess

http://www.defence.gov.au/whitepaper/docs/defence_white_paper_2009.pdf

<http://www.theaustralian.news.com.au/story/0,25197,24450662-7583,00.html>

Podcast #9 AAC 549 KB

Podcast #9 Vorbis 750 KB

Archive.org mirror 13 MB

<http://www.megaupload.com/?d=MCVDIQOB>

11.7 July

Government destroying Millionares at home? (2009-07-07 10:47)

Great Recession? What recession? The world's millionaires and billionaires — now totaling 10 million — saw their overall wealth jump 18.9 percent last year, to \$39 trillion.

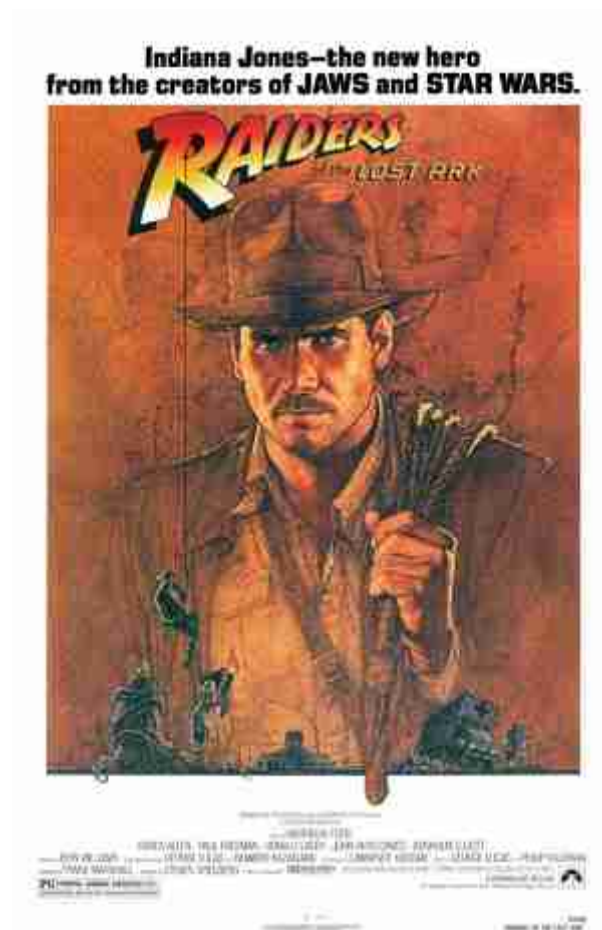
The surge in the stock market in 2009 restored many people back to the ranks of the rich as the financial crisis abated. The number of people with at least \$1 million in assets beyond their homes and household goods climbed 17 percent, according to a report on the world's wealth by Merrill Lynch and Capgemini, a Paris-based business consulting firm.

Their total wealth approached the 2007 peak of \$40.7 trillion, after a 20 percent plunge to \$32.8 trillion in 2008.

“We are already seeing distinct signs of recovery, and in some areas a complete return to 2007 levels of wealth and growth,” Sallie Krawcheck, president of global wealth and investment management at Bank of America, said in a statement. As expected, the most millionaires could be found in the United States, where their ranks rose 16.5 percent, to 2.87 million, last year, according to the report. Their total wealth in North America rose 17.8 percent, to \$10.7 trillion. I don't know what this tells you, but for me this means that the same clueless jerks who got us all into the current mess have gone back to their irresponsible lending, borrowing, paper-pushing practices. Why is nobody discussing the very distinct possibility (which by now has become a strong probability) that these losers will get us into a new round of this economic crisis petty soon?

Game-Movie Roundup Episode 1 (2009-07-10 09:18)

X



X



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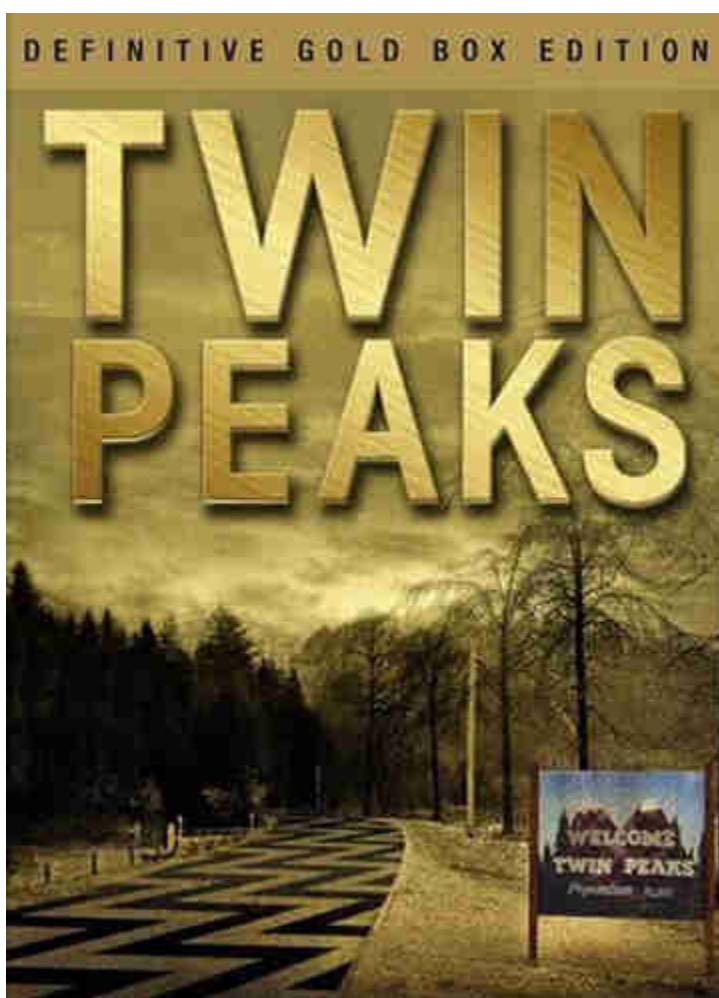
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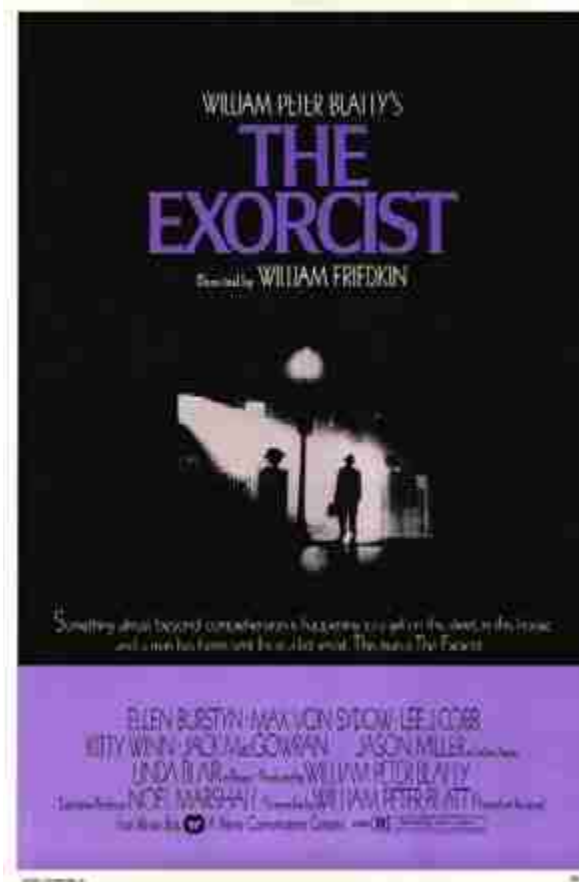
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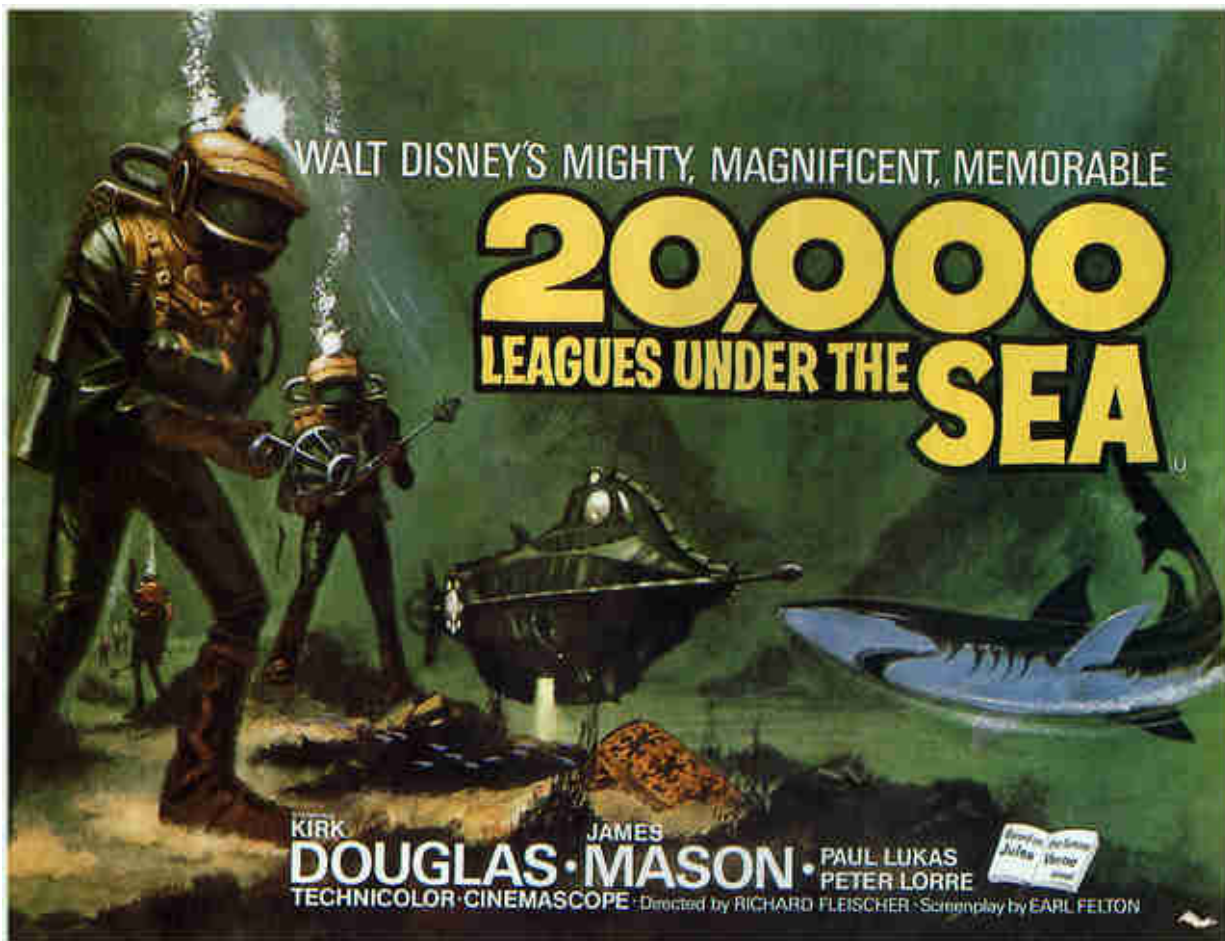
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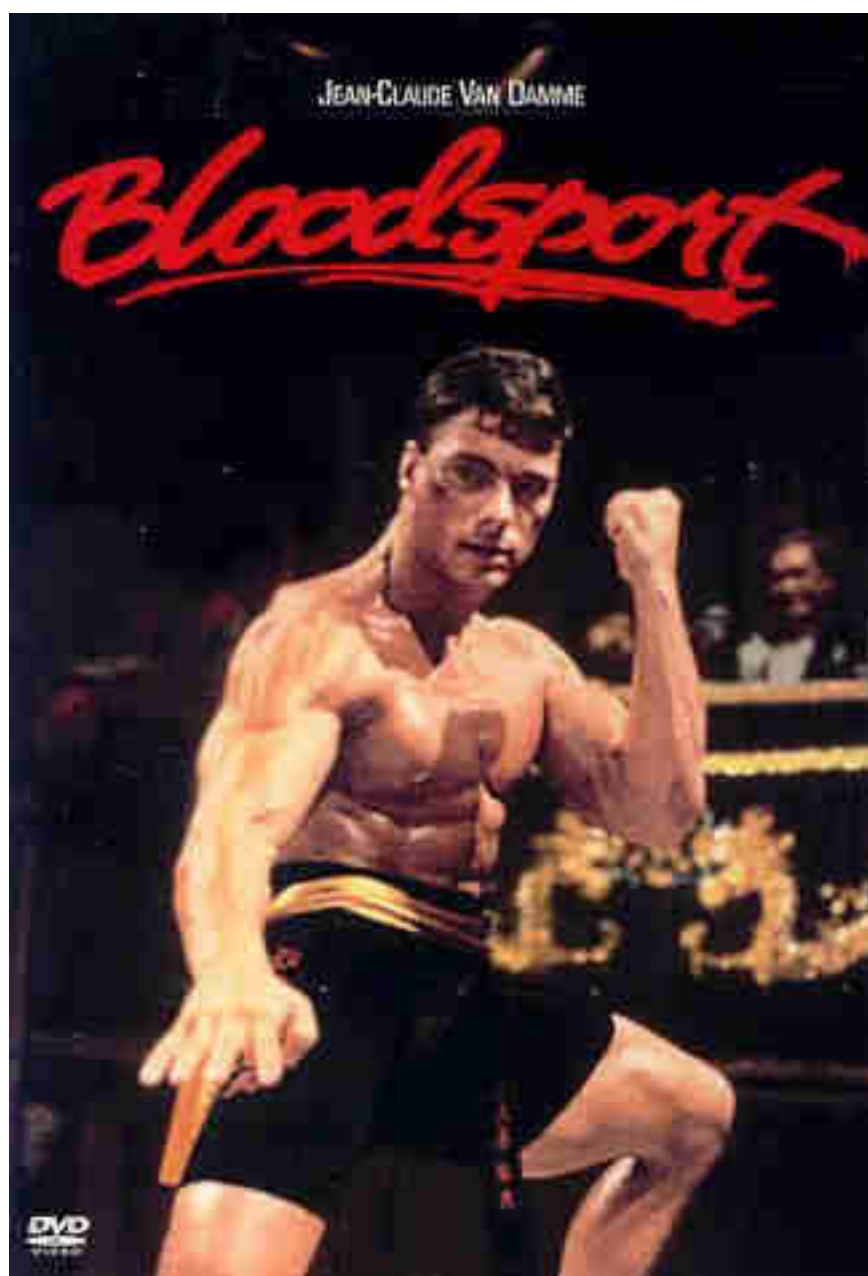


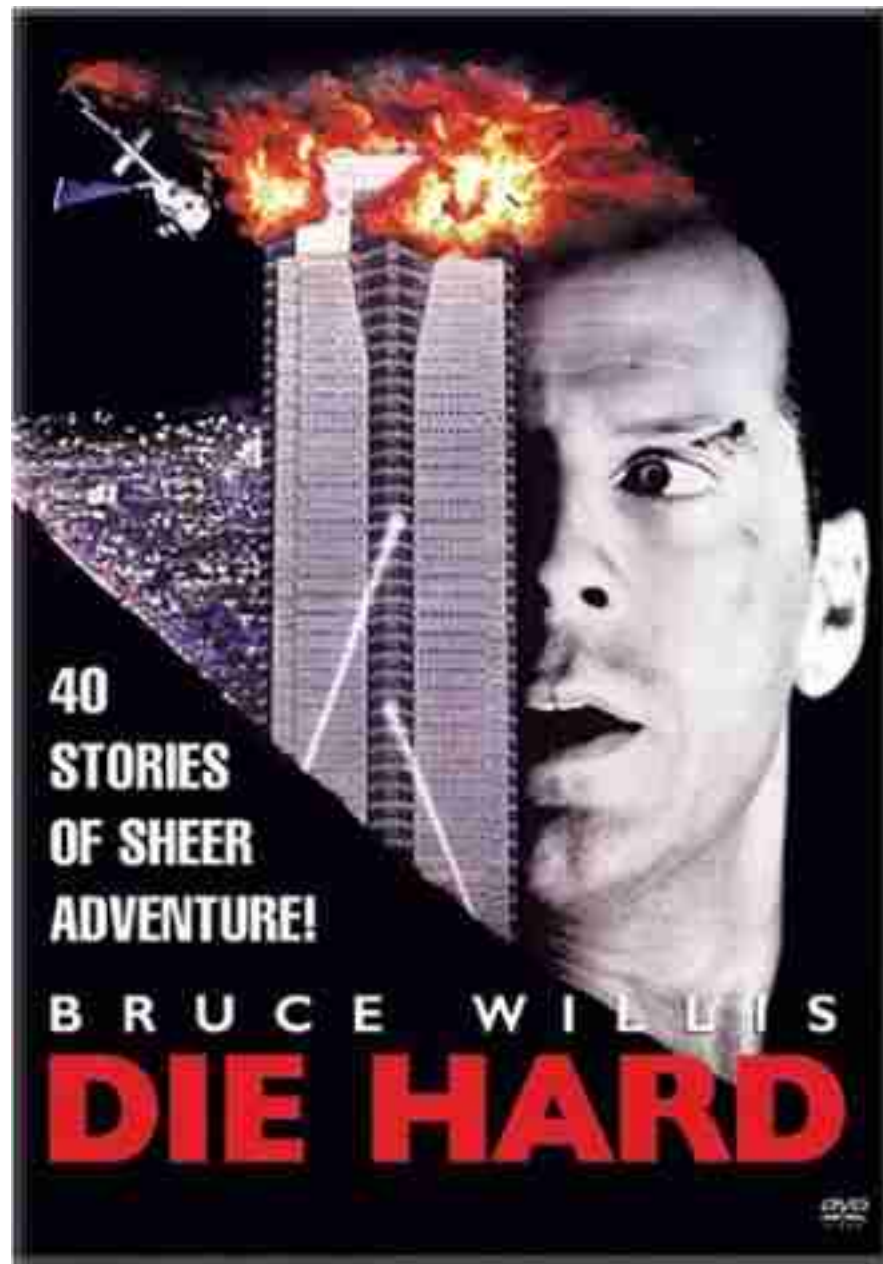




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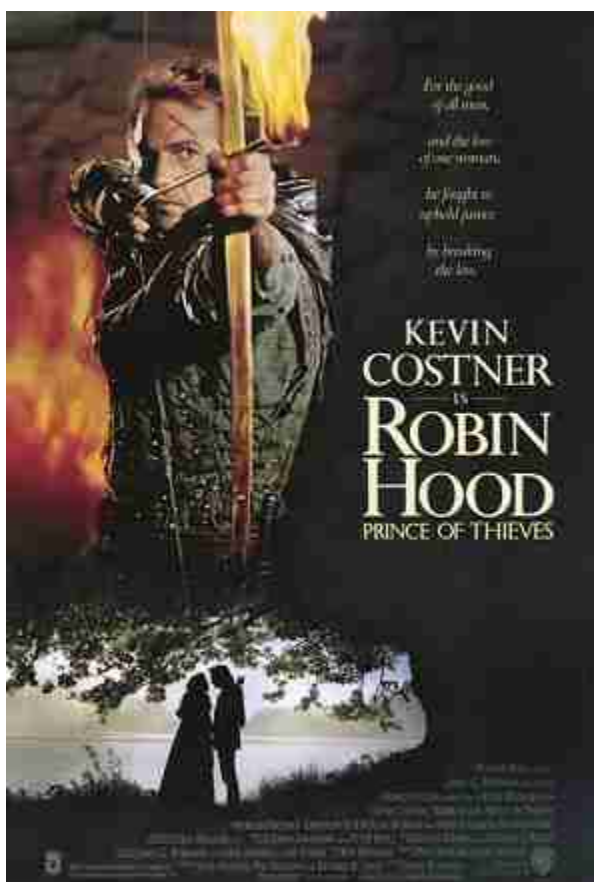




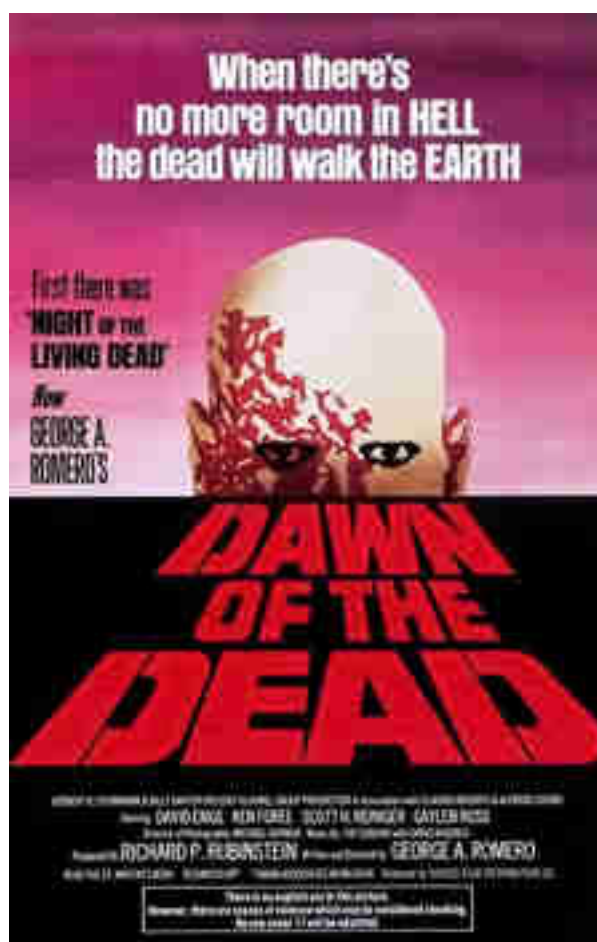


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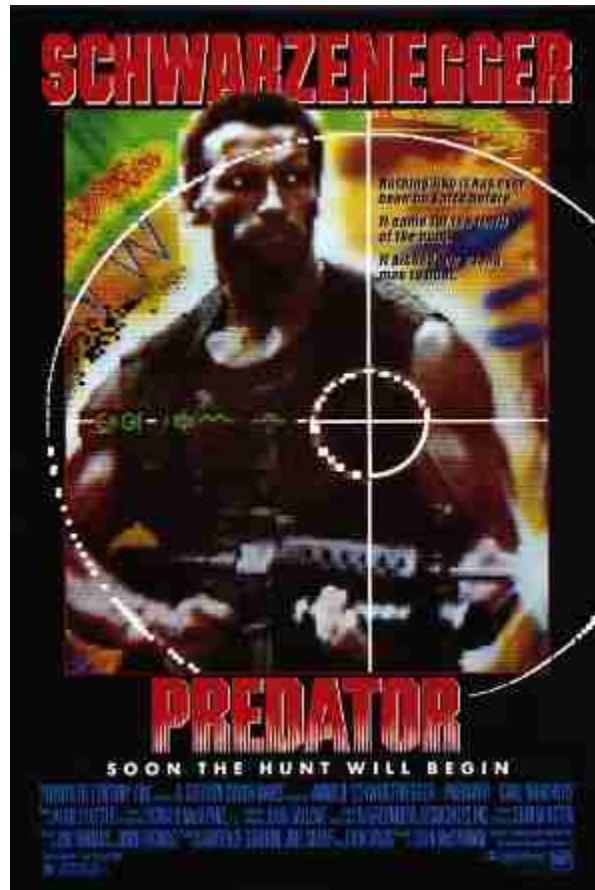


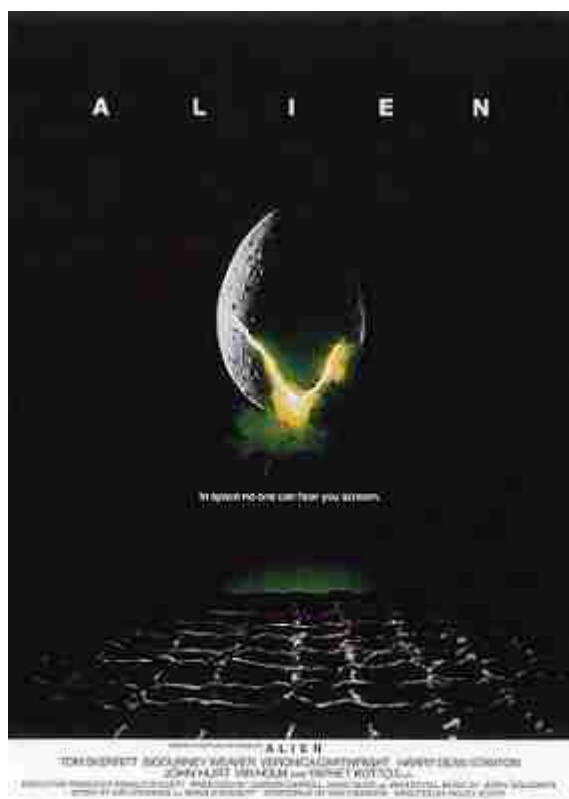
















(LOL)

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Absolutely no descriptions, hints or tips or whatever.I'll let you think...

"Grey Alien" DNA found in Skull (2009-07-10 16:20)



- Half as heavy as a human skull
- Half as thick as a human skull
- Twice as durable as a human skull

- Back of skull is flattened
- No sinus cavities
- 200 cm larger than the average adult's brain

Scientists say this is a Grey Alien's skull! You know the one that is famous being amputated at Area 51 or Area S4. It had large eye sockets, barely a nose, a large, round head that is flattened in the back, and an extremely short neck.

Power Grid Trojan/Logic Bomb implanted by 'Cyber Cold War Opponents'. (2009-07-10 20:42)

President Obama has done nothing to straighten up military forces especially Air Force Space Command (aka has USAF Cyber command) on the grim situation that China and Russia now know our entire power grid infrastructure and may use blackouts as social engineering for their defense. So far the booby trapped trojans/logic bomb haven't done any collateral damage as it has a remote control fuse it seems. The President has been overly cowardly to not bring up this concern as he is too busy trying to make friends with the Europeans. China and Russia have this Asian pact where they give us Intelligence on terrorism, but they make up their loss of sheer political power in the cyber cold war it seems. It could be a social engineering game of cat and mouse with blackouts as severe as the Northeast Blackout of 2003 . (caused by UNIX glitch which put the plant into safe mode)

President Obama has done nothing to straighten up military forces especially Air Force Space Command (aka has USAF Cyber command) on the grim situation that China and Russia now [href="http://www.telegraph.co.uk/news/worldnews/asia/china/5126584/China-and- Russia-hack-into-US-power-grid.html"](http://www.telegraph.co.uk/news/worldnews/asia/china/5126584/China-and- Russia-hack-into-US-power-grid.html)>know our entire power grid infrastructure and may use blackouts as social engineering for their defense. So far the booby trapped trojans /logic bomb haven't done any collateral damage as it has a remote control fuse it seems. The President has been overly cowardly to not bring up this concern as he is too busy trying to make friends with the Europeans. China and Russia have this Asian pact where they give us Intellegence on terrorism, but they make up their loss of sheer political power in the cyber cold war it seems. It could be a social enginnering game of cat and mouse with blackouts as severe as the Northeast Blackout of 2003 . (caused by UNIX glitch which put the plant into safe mode)

The recent news about [href="http://www.nytimes.com/2009/03/29/technology/29spy.html?hp=&page-wanted=print"](http://www.nytimes.com/2009/03/29/technology/29spy.html?hp=&page-wanted=print)> class=Spelle>GhostNet , the suspected cyber espionage activity of the Chinese government uncovered by The Information Warfare Monitor is alarming news, to say the least. More than a thousand computers have been compromised with apparent ease, many in high-value secure government offices. Researchers revealed that the compromises were so sophisticated, that confidential documents were removed, video cameras and microphones turned on to observe events, and sophisticated key-loggers tracked everything that was typed. According to two of my sources well-placed in government and computer security,

this is just the frightening tip of an enormous iceberg. Many will recall my report on the FBI's concern about counterfeit network router hardware being installed in businesses and government agencies all across the nation. Many were concerned that the counterfeit routers contained code that allowed for a broad range of back-doors into secure computer systems, as well as covert kill-switches that would shut-down after receiving a remote signal. Indeed, several analysts found thousands of additional lines of machine code as compared to a non-counterfeit. Since the counterfeit hardware originated in China, the href="http://www.fbi.gov/pressrel/pressrel08/finch050908.htm">FBI was very concerned, so much so that they responded to my report. Our work here, together on abovetopsecret, broke that important story to the world. I've recently spoken to two well-placed computer security experts who firmly believe there is a frightening connection between GhostNet and the counterfeit routers. Their fear is that we are mere months away from a series of significant cyber attacks on key private sector businesses and portions of our infrastructure. My first contact is a highly experienced computer security expert who often works directly with law enforcement and intelligence agencies. Asking for my assurances of complete confidence in his anonymity, he revealed that there is a great deal of concern, both among his IT counterparts and security experts within law enforcement, that GhostNet is a sophisticate reconnaissance system designed to locate the counterfeit routers. Many are speculating that the gHost RAT class=Spelle>trojan (delivered via email and has been in broad use for months) may be triggered by recognizing key attributes of the counterfeit routers, and href="http://www.scribd.com/doc/13731776/Tracking-GhostNet-Investigating-a-Cyber-Espionage-Network">reports back the details of the exploitable network. Experts are concerned that the number of infected systems discovered by The Information Warfare Monitor may very well be a tiny percentage of networks that are known to be exploitable, but not yet infected. GhostNet is cataloging potential networks and refining the cyber weapons for the next round of attacks. The activity seen thus far has been proof-of-concept tests of computer take-over software in preparation for larger-scale attacks - a weapons test if you will. My second contact is an IT manager at a large financial products company who tracked down and replaced a number of counterfeit routers in their network. As their internal security team examined all systems connected to the removed routers, he was alarmed at their findings. Nearly all of the Windows-based computer systems connected to the routers contained some form of malware. In comparison to other Windows computers on their network, only 10-20 % on average had any type of malware. He cautioned that all of the systems on the counterfeit routers were new systems in public-facing installations (branch offices), and a higher-than normal infection rate was expected. However, the 100 % infection-rate was unusual. Both of these computer security professionals are increasingly concerned about the convergence of these two items that appear to point back to either the Chinese government, or Chinese state- class=Spelle>sponsored cyber criminals. The report from Information Warfare Monitor stops short of specifically naming the Chinese government, or intelligence agencies within the government, as the culprit of these attacks. However, we do know that their intelligence agencies and law enforcement units

have acted upon information obtained through GhostNet .

My contacts feel we (western nations) are mere months away from the second, more serious wave, of attacks designed to harm key corporations and interrupt vital infrastructure. The hope is that GhostNet is a tool of cyber criminals – after all, if that is the case, we’re safe, no criminal would cripple the networks that provide their bounty. What worries them most, however, is the combination of our complete lack of preparation (the U.S. DHS cyber security division is a joke), the stunning sophistication and multi-tiered nature of these attacks, and the disturbing potential connection to the Chinese government. To be clear, they feel a second wave of attacks are not likely to be a national disaster that cripples the nation, that may be reserved for the third wave. The conspiracy theorist in me observes a number of causes for concern. (1) - The mainstream press appears to be working hard to spike or avoid any connection of GhostNet back to the counterfeit router issue. (2) - The media, especially US-based media, is typically over-playing the "hacker criminal" aspect of this story so as to avoid concern over state-sponsored cyber warfare – they know we (western nations) are at a disadvantage. (3) - The Chinese government has recently made a great deal of noise voicing concern over the US dollar and the need for a global currency. Causing harm to the US infrastructure through a well-placed cyber attack may significantly weaken the dollar and hasten their financial agenda. (4) - After all that has happened after September, 2001, especially the increase in sophisticated Internet attacks as well as known state-sponsored cyber terrorism, why has the government <http://online.wsj.com/article/SB123844579753370907.html>>let us down?

These developments indicate the Internet equivalent of the 9/11 attacks may very well be on the horizon. And again, we are not only not ready, we’re completely clueless

Replica for Minnapolis Damn it! (2009-07-13 22:53)

n 18 meter life size gundam in Odaiba. I never really liked Gundam Wing, but giant robots are cool in that it beats the abstract apple and Spoon at the Minnesota Art Museum.







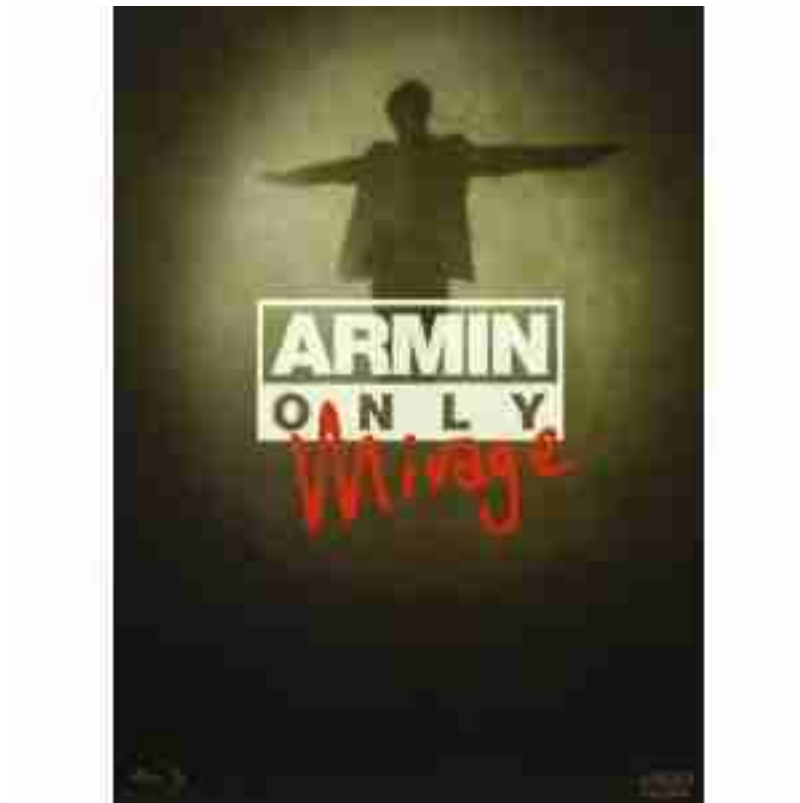


Best Trance DVDs (2009-07-14 00:30)

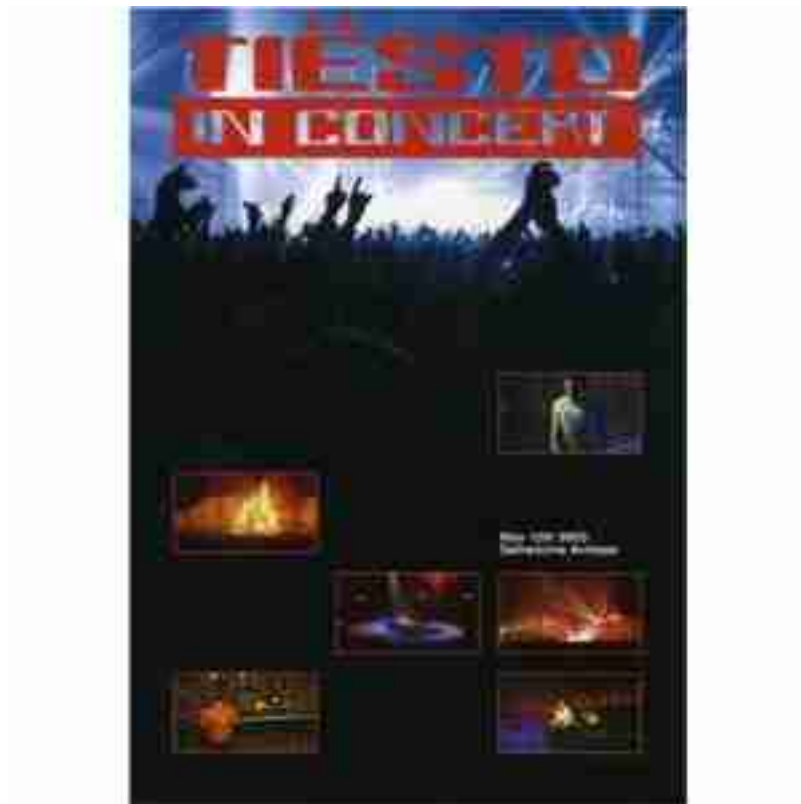
1. Armin Only - Imagine



2. Armin Van Buuren: Armin Only - Mirage



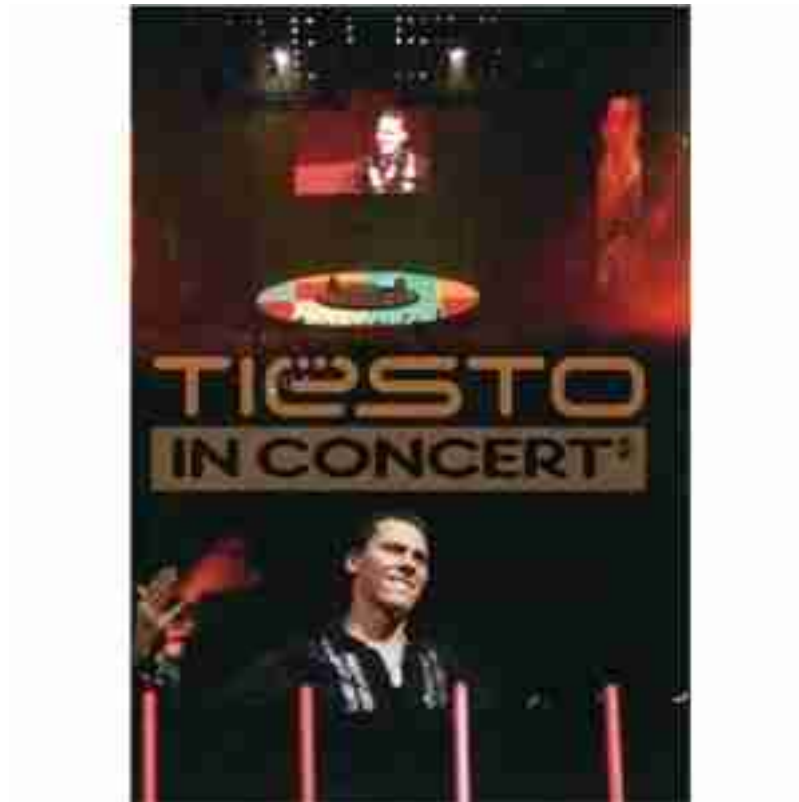
3. Tiesto in Concert



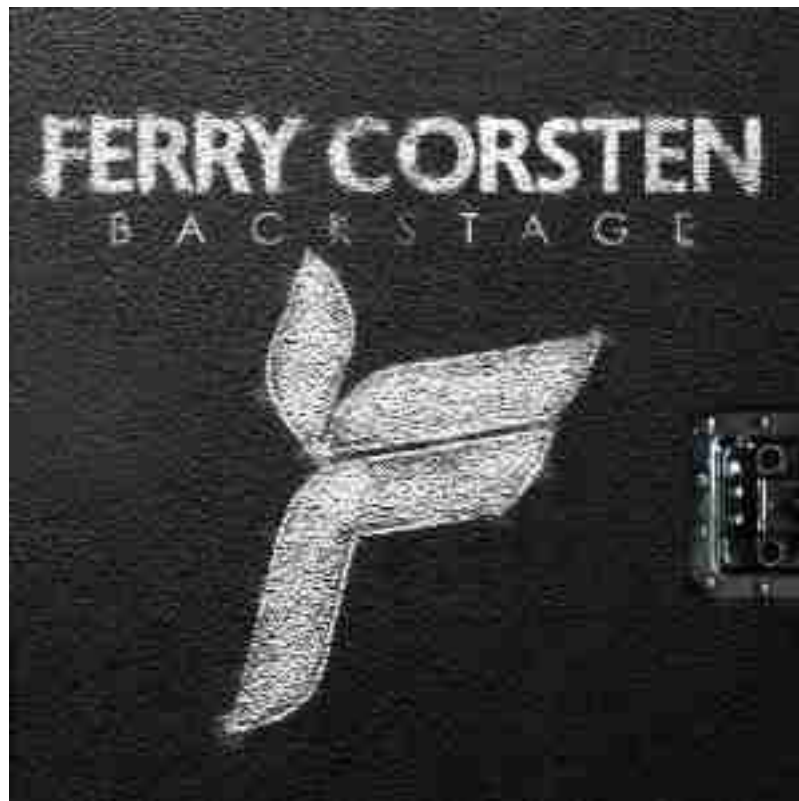
4. Tiesto: Elements of Life World Tour



5. Tiesto in Concert 2



6. Ferry Corsten - Backstage



electromagnetic fusion containment engine (2009-07-15 16:24)

Then someone threw a switch and activated a hoist attached to some cables that were attached to a big tarp. The tarp was lifted straight up, and sitting on this huge steel platform was a giant electromagnetic fusion containment engine! And I immediately knew that, because its configuration was similar to mine but it was the size of a Greyhound bus. Mine was about the size of a large watermelon!

The Electromagnetic Fusion Containment Engine, because they are so fast. There is nothing like it. The liquid fuel and solid propellant engines are like Model Ts compared to a Lamborghini. This thing took off so fast. It went from zero mph to 8,754 mph in about 4.6 seconds. It was so fast that you couldn't even see it.

You can recognize engines that are comparable. If I had an internal combustion engine taken out of a Model A Ford and had it sitting on the ground and you pulled an engine out of a Viper today and placed it alongside, you would recognize that they operate on the same principle of internal combustion. However, the difference in performance between the two is unbelievable.

It was the same situation with my little engine and this thing they had stored underground. They both ran on the same principle, the same configuration, but the level of sophistication is like that of the Model A compared to the Viper engine. This thing they had was so powerful. There were so many design features that I didn't recognize, for reasons that became clear.

So how is my shadow showing up on this thing? And stranger still was that the shadow moved about a half a second behind me. That really got my attention. And I thought, "If this is what I think it is, a heat sensitive recognition alloy." And then I realized we don't have [any] known material that could do that. So I looked up at the engine and I asked for permission to climb to the top because I wanted to see the damaged area. The thing had a hole about four feet in diameter in the side of it, and this was the area that most interested me. Now, think of a figure eight, and right where the two circles cross each other is the eye of the hurricane. That's where the damage was located on this engine. Knowing my own engine, I was assuming that this thing had experienced some kind of breach in the electromagnetic flux field that acts as the containment wall that harnesses the power of the reactor engine.

These engines basically function like a magnetic bottle or sphere, and inside you have contained the power of the Sun or a hydrogen bomb continuously detonating. It's not impossible to figure out how this works, because it occurs all the time out in space. Black holes can suck an entire galaxy full of suns into their point of singularity. Obviously a black hole has no problem containing that fusion energy.

What I did was mathematically figure out a way to artificially create a synthetic black hole. And because it is based on a figure-eight design, once it has stabilized it will always implode and consume itself without pulling everything around it in. But this engine at Area 51 had lost its stabilization in the figure eight, and that's why I was so curious about the hole.

Anyway, when I placed my hands on the engine to pull myself up, I began climbing up the exterior of the engine, which was designed with an exoskeletal structure. The best way to explain this is to look at the designs of H. R. Geiger; he is the designer that created all the sets of the Alien movies.

They looked almost like fibre optic cables filled with some kind of fluid. They were very small tubes the size of angel hair pasta. There were millions of these things cascading over the hull of this engine. And I thought, "Boy, these patterns look familiar." Then it dawned on me: they looked like neural synaptic firing patterns. There were millions of them going out everywhere on this thing. So I thought that maybe the engine was designed with an exoskeletal brain.

It was warm, which didn't make any sense at all. It was so cold in that hangar, you could almost see your breath. I looked around on the floor and saw no power lines. And I asked myself, "How in the world could this alloy be staying warm?" And it was really hard. It was the hardest material I have ever touched. It didn't give anywhere. The surface cohesion tension on it felt more like a baby's skin. It was supple, but hard and warm.

I continued to climb up until I reached the centre area. It had these vertebrae that branched off, cascading, fibre-like. They looked almost like fibre optic cables filled with some kind of fluid. They were very small tubes the size of angel hair pasta. There were millions of these things cascading over the hull of this engine. And I thought, "Boy, these patterns look familiar." Then it dawned on me: they looked like neural synaptic firing patterns. There were millions of them going out everywhere on this thing. So I thought that maybe the engine was designed with an exoskeletal brain. And at that point, I reached out and grabbed some of the fibres and found that they were really tough and that there

was fluid in them. And wherever I touched, no matter what I touched, there would be a reaction to it like a tremor of visual lights.

Before I came out of that damaged area, totally pissed off. Because when I got down in this thing, they told me to make it brief. So I got down and looked in the area. Man, there was some incredible-looking technology up and down this engine. And I couldn't get more than three feet into it before I came up to a wall. And this wall. It was like the iris/shutter on a camera lens. It had lots of interlocking fans that contract or expand - and I've always thought that would make the coolest door. Well, there was this little round pod-thing there, and I just put my hand on it; and when I did, the wall just shuttered open.

It could have been. I have no idea. But I got to look deeper into the engine. And what I saw in there was fascinating. It was such a trip being there because whenever I worked on my fusion engines, everything was so small; some parts I even had to machine under a microscope. Now, here was a replication of my basic design that was big enough to walk through. But man, this thing that I had manufactured to achieve a certain function in my engine, this thing would have something else in its place. And this something else would be stuff I couldn't begin to recognize. There were these crystals that were facing each other. They were fabulous-looking crystals. And they were integrated into this plasma duct type thing.

And so I assumed that the reaction they were seeing hadn't happened for them, because wherever I touched it there were these really amazing blue and white swirls moving down through the hull of this thing. It looked like wavelengths that you see on an oscilloscope.

And in my engine, I had such a hard time getting a cyclotron to curve the blast waves I needed for propulsion. This thing had some kind of venting system that allowed them to flush their plasma out through an area that looked like the gills of a shark. The whole thing was so organic looking. It looked like a living machine - both organic and inorganic incorporated together. It was an oxymoron. How do you explain something like that? So anyway, I just got to see a lot of stuff in there that I couldn't believe.

Proud to Present Monkey Island Special Editon: Free Editon (2009-07-19 11:09)

<http://ul.to/4zivid/The.Secret.Of.Monkey.Island.Special.rar>
<http://ul.to/x0ws9w/The.Secret.Of.Monkey.Island.Special.r00>
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<http://ul.to/04kda4/The.Secret.Of.Monkey.Island.Special.r03>
<http://ul.to/7exc25/The.Secret.Of.Monkey.Island.Special.r04>



[EMBED]

I found this site where you don't have to pay \$20 for Secret of Monkey Island Special Edition, which got a 8.0 out of 10 on Gamespot. Inside there really is a DVD ISO image of the game. After you install .NET and DirectX 9.0 2008 edition included with the DVD ISO, you might want to have an updated Forceware driver else you come up with a Application Load error. I am sure it works on Windows XP Pro SP3. Maybe the 1.5 MB Steam Powered application will help the situation too.

Installation

- install DirectX 9 2008 edition
- install Microsoft .NET framework 3.5
- download steam and the 13 MB of updating to combat application load error 5:00000065434

- X

X Quickpost this image to Myspace, Digg, Facebook, and others!

ttadas013 (2012-05-14 22:25:35)

The fantastic verified design

as the used version and causes the amount and power
of a brushless web page and longevity Li-Po energy offer.traxxas revo

Now with enough energy to launch top to platform
and execute even more techniques at a much faster amount.

oakleyses (2014-10-23 17:23:00)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada

handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:24:01)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:25:07)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Tax (Cap) and trade slows economy to screeching halt (2009-07-19 11:26)

This global warming commie bill is a clone of the BTU tax that Al Gore tried to pass thru congress in 1993 and most democrats voted against due to the disasterous conquences and thank goodness it did not pass, because it is 4 trillion plus the infinant healthcare reform that is another 2 trillion. We were so much better without it. Then liberal congress has to bail out Californai, because that state is bankrupted under their own creations (San Fransico is 33 % of the problem)...Barney Frank wants that. And then we're the EU. Michael Steele calls Democrats insane, cashing out monopoly money. The tax and trade is flawed, it'll make the green companies rich. It costs 2 real jobs for one green job according to Spain and they have a socialist economy that is having huge debt problems and relatively high unemployment. This is not the time for the democrat party to become a Labor party in my opinion though Democrats seem like totalitarians so they will do tax and trade anyways. They never liked nuclear power plants anyway, and no other foreign liberal hated nuclear nearly as much because they were happy to have the technology. This UN tax and trade on fossil fuel plants is specifically to drag our economy down due to it being the largest tax increase in American history. And then we have the smiley face fascist president trying to sell us this toxic product known as tax and trade that is 800 billion dollars or more. I know I do this, because I won't have much of a second opinion. NASA even admits that the sun does the heat and that global warming or successor to the phrase is BS (ie: Gallialo's sun spots theory). NASA did this when their budget is decreasing due to the dystopian Obamacare when Barney Frank admitted this on O-Reilly Factor. I fear that Michael Jackson died just in time for the ATSC network to stay mostly quiet about this topic until it was signed and passed yesterday. Journalism is dead, but that is nothing new. We should have a national debate on it to exploit how dumb it is. European Union tried tax and trade and they're borrowing heavily as a result of being dumb. President agrees with the former Clinton political advisor Morris, so the Democrats are rushing this thru the chamber before people find out...nothing new to us.

US needs 100 more nuclear/hydrogen power plants before 2030! (2009-07-19 11:27)

United States needs to construct 100 new nuclear reactors by 2030 – doubling the nation's current number of 104 plants – if it is serious about slashing carbon emissions while still producing enough electricity to keep up with Amer-

ican needs. We haven't built a nuclear power plant since 1977 and China is building a lot right now. One of primary driving forces, if not the primary force, of Americas GDP growth was cheap energy, something the communist state capitalist (socialist) Democrats are taking away from us! Remember 2 good jobs disappear as result of one green job in Spain and a further amount of national debt. You could apply the same money to nuclear power plants and they pay for themselves, because they're producing a lot with so little material.

Now BIG BROTHER or the MESSIAH closed Yucca Mountain Nuclear storage construction which is supposed to be done in approximately 2020 if on time, BECAUSE HE IS ROTTEN TO THE BONE, maybe a little insane! Now, I'll have very high energy costs for the rest of my life thanks to "THAT ONE". So you see the craziness of the Democrat party? They screwed us, because they live a lie which is global warming. You know? Sunspots and Sun flares. They want the UN to have that IMF International Dollar? So they got what they wanted at the cost of making US a United Socialist States of America and downsizing our military spending for no clear logical reason except to make people vote for Labor Democrats or CPUSA Democrats more often. A solution to tens of thousands of tons of nuclear waste piling up at reactors across the country WAS YUCCA MOUNTAIN and Reprocessing of spent Uranium! IT was going to be completed by 2030 when we're supposed to have 100 more plants built or have severe energy shortages and blackouts. I remember that the blackout in 2003 cut electricity for North East states USA, Pennsylvania, and Nova Scotia, from a simple UNIX error. Which community wants their electricity to cut out all the time!

Think of our solitary New Yorker on the Upper West Side as a 1,400-watt bulb that never sleeps—that's the national per-capita average demand for electric power from homes, factories, businesses, the lot. Our average citizen burns about twice as bright at 4 pm in August, and a lot dimmer at 4 am in December; grown-ups burn more than kids, the rich more than the poor; but it all averages out: 14 floor lamps per person, lit round the clock. Convert this same number back into a utility's supply-side jargon, and a million people need roughly 1.4 "gigs" of power—1.4 gigawatts (GW). Running at peak power, Entergy's two nuclear units at Indian Point generate just under 2 GW. So just four Indian Points could take care of New York City's 7-GW round-the-clock average. Six could handle its peak load of about 11.5 GW. And if we had all-electric engines, machines, and heaters out at the receiving end, another ten or so could power all the cars, ovens, furnaces—everything else in the city that oil or gas currently fuels.

Think later, build now. Use Stimulus money for building them. Nuclear or Hydrogen power plants pay for themselves! Then we have to pay for all the illegal immigrants who don't pay for electricity costs, all 40+ million of them who come in here. I rather have hydrogen power plants over nuclear power plants, because it's more bang for the buck. You know fusion has much greater output than fission. Our population raises 2 million every year, and our current nuclear output on the power grid is 19.4. It would sustain that much. I'm afraid the green power plants won't either. I don't think we have time to wait for ITER based hydrogen power plants to be perfected. I could be wrong, but I fear Congressmen/women are pending way to long than our safety net with allow. It could be a catosphery. In other counties both liberal, conservatives, and socialists all support nuclear power? There is something wrong with the Democrats, of course they're insane, but retarded too? God help us. The movie "China Syndrome" with Robert Redford and Jane Fonda was 30 years ago, lets start a hydrogen economy revolution spark before history books say superpower falls due to nutty politics that refused to harness the atom for energy. We're bankrupted right now, California is bankrupted due to the improper savings measures, the 49 states are paying for it soon enough. I just don't want be the inevitable domino effect. This is the only way to get back onto a more common sense road.

The Labor Party of Australia would never decline building fossil fuel power plants for its citizens. They're not stupid you know. If Big Brother was trying to copy Kevin Rudd some ways, why resist that simple aspect of it? No Cap and trade (BTU tax) regime makes any sense either (ie: Bankrupts fossil fuel power plants)! BTU is a hoax to depress us Americans! Say no to smiley face fascism!

Progressive churches rule Wisconsin = Democratic majority (2009-07-28 09:20)

The reason why St. Croix County is progressive is the county has a lot of progressive churches. Evangelical Lutheran Church in America owns the Wisconsin synod and thus Democratically elected Senate and State Assembly majority of elections. Union backed Evangelical churches.

Anonymous (2013-04-04 20:40:05)

Hi there! Do you know if they make any plugins to assist with Search Engine Optimization? I'm trying to get my blog to rank for some targeted keywords but I'm not seeing very good success. If you know of any please share. Cheers!
Check out my homepage - cna certification

Anonymous (2013-04-04 22:53:31)

Thankfulness to my father who shared with me regarding this website, this weblog is actually amazing.
Visit my weblog cna training 101

Anonymous (2013-06-01 04:27:20)

Vans shoes offer [URL=<http://www.okay2shoes.net>][b]discount gucci shoes[/b][URL] maximum comfort
In relation to sneakers for skating, black vans skate shoes are a need to have. There definitely are a great deal of different varieties of vans to select from, but you can be assured that whatever you get in black, is going to appear awesome. The low profile, chukka low and authentic are just a few of the models that this shoe is readily available in. These shoes are an awesome investment and it is also a quite good addition to the closet. Your skate moves and tricks may be damn cool, but if you're wearing some low good quality sneakers and attempting to pull all of these top moves, well, you're just going to appear silly. A skater treats their tricks and moves like art and when you value your art, you are going to desire to have the most beneficial tools to use. That is where the vans atwood comes in. We're not talking about some ordinary shoe that you simply pick up from your nearby shoe shop. With vans footwear you are finding into a shoe that was particularly developed to deal with all of those moves and bad landings. The vans atwood was created by individuals who skate and comprehend what it definitely indicates to put on a regular shoe after which put on a skate shoe. Using the vans atwood, the distinction is night and day. The style of the atwood is sleek, low profile with canvas upper and vulcanised sole. This soft sole provides the excellent grip for skateboarding and has the added bonus of coming having a actual inside your face look that will actually make you stand out. The suede or canvas upper is durable and resilient to handle all the moves inside the park and on the ramps. It capabilities a lace-up front style having a canvas tongue and rubber toe cap that promotes a balanced feel. The construction of the vans atwood all about is solid and can manage just about something you could throw at it. The outsole of the shoe is specially gripped to add that additional level of connection to the ground and also the board. So not only are you feeling the ground a lot more, but also you're gripping the ground far more, which will certainly allow you to stay on the board much more. Vans lately released a restricted edition of the vans atwood to celebrate 57 years of trading. Vans shoes, originally referred to as the vans doren rubber company has a proven history of providing footwear for the military and skaters found this rugged style of footwear perfect for their sport and became a typical feature on the sidewalks of so cal inside the 1970s. Though the styles may possibly have evolved over the decades, the simple principle and style of just about every vans shoe remains the same. Get some today and take your skateboarding up a level. Vans skate shoes, like most other points nowadays, began using the dream of 1 person. This person was paul van doren, and with his dream of manufacturing shoes and selling them directly to the public. Paul van doren essentially began to make sneakers when he worked in a factory on the east coast. He also teamed up with persons who had experience within the business of making shoes. They had been jim van doren, [URL=http://www.okay2shoes.net/nikeairmaxnikeairmax97womens-c-3_58.html][b]Air Max 97 Women[/b][URL] gordy lee, and serge d'elia.

11.8 August

The Aurora spaceship went to Mars already (2009-08-26 15:04)

The Aurora is a moderate-sized spacefaring vehicle. The late National Security Council scientist Dr. Michael Wolf of NSC's unacknowledged Special Studies Group subcommittee, (formerly called MJ-12), has stated that the Aurora

can operate on both conventional fuel and antigravity field propulsion systems. He further stated that the Aurora can travel to the Moon. Wolf had also disclosed to me that the U.S. has a small station on the Moon, and a tiny observation post on Mars. Thus I doubt that Dr. Wolf would characterize the Aurora thus, unless it was a vessel already used in making such trips. He disclosed additionally that the Aurora operates out of Area 51, (Groom Dry Lake Air Force Station), at the northeast corner of the Nellis AFB Range, north of Las Vegas, Nevada.

If Auroa went to Mars than why do we need a The Orion and the Ares 1! Maybe it is like the Confederate Airforce where NASA needs to keep up the human technology spacecraft spirit alive.

Speex 1.2 vs. Aotuv Vorbis 5.7 podcasts (2009-08-28 16:14)

I actually knew about Speex for as long as I was playing with this one encoder for 3 years now. Speex is Vorbis below 32 Kbps. At 32 Kbps Speex sounds more distorted with annoying clipping than Vorbis and saves 5 KB. Think of the old LAME 3.84 or Blade or Xing encoders in 2000 and Speex is exactly like that at low bitrates. I tried it in Firefox 3.5 and no support yet.

As far as my knowledge to achieve aotuv vorbis below 32 kbps, you must convert the podcast to 16-bit PCM first and then Vorbis can compress it down to 16 kbps with a front end GUI. That kind if erases the need for Speex at 16 kbps. This AlexSBrown does his speex at 8 kbps in narrowband, but I cannot get mine to sound nearly as good.

I am wondering if anyone would prefer future podcasts at 24 Kbps Speex instead of Vorbis? If I don't get an answer, I will take it as a no.

rev:01/2k10

Game Podcast (2009-08-30 07:23)

<http://www.fileden.com/files/2006/7/12/126713/gamingpodcast100109.m4a>

<http://www.fileden.com/files/2006/7/12/126713/gamingpodcast100109.ogg>

Anonymous (2013-09-12 08:19:30)

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oakleyses (2014-10-23 18:28:50)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:45)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

11.9 September

Update OS day Episode IV: Why not? (2009-09-01 17:45)

✕

OpenSuse 11.2 Milestone 7, KDE 4.3.1, Gnome 2.28.1 Linux kernel 2.6.31 RC9

✕

✕ Quickpost this image to Myspace, Digg, Facebook, and others!

✕

Puppy Linux 4.3 beta 3, Linux Kernel 2.6.30

Even I know about PS3 firmware ;) Cos I'm just that smart!

I thought why not?...the Linux apocalypse is over since Update OS day episode III earlier this year. Isn't KDE, 4.3.1 a looker! There are bugs, for example I had to install Nvidia drivers. I got Computer Garage to download me the latest Milestone for \$15. The final version comes out Nov. 15. At last, GRUB has EXT4 support so the bootup process can be in EXT4. In Fedora 11 [since May], it used ancient EXT3 file system for bootup. I also have Gnome 2.28 installed. Episode V should be around November 15, 2009.

Some annoying bugs [for my reference]

grub and bootsplash still use 11.1 artwork

HAL may crash, leaving XOrg without keyboard and mouse (Bug #537452), work-around: update with 'hal' package from Base:System

License information on install is displayed in German (Bug #533026)

GNOME live system asks for root password to mount file system (Bug #537343), work-around: just "Cancel"

GNOME YaST Control Center cannot be started (Bug #537470), work-around: zypper in yast2-qt;yast2 -qt

The PackageKit permanently requires authentication (Bug #538353), work-around: just "Cancel"

Intel 4965 wireless is completely broken (Bug #537112)

Holy Hell! Win2003 and IIS is easy to crack. (2009-09-03 08:47)

I am getting a MCSE and Security+ degree. O_o. I've only taken 3 Linux class in my life time. I don't think that Win2008 R2 (kernel 6.1) would make too much difference from Win2003. This is why pros need the latest OS due to 'security holes'. I won't care unless this means my job, it'll probably come to that too.

<http://boycottnovell.com/2009/07/17/cracks-thanks-to-windows/>

<http://boycottnovell.com/2009/07/16/korean-united-states-windows-siege/>

I still believe Windows Vista/7 is great for gaming.

Top 30 anime 2k9 edition (2009-09-05 17:04)

30. Planetes
29. The Twelve Kingdoms
28. Rurouni Kenshin
27. Eden of the East
26. Gankutsuou: The Count of Monte Cristo
25. Darker than BLACK
24. Honey & Clover / II
23. The Vision of Escaflowne
22. Aoi Bungaku
21. Black Lagoon / The Second Barrage
20. Revolutionary Girl Utena
19. Neon Genesis Evangelion & End of Evangelion
18. Monster
17. Mushishi
16. RahXephon
15. One Piece
14. Last Exile
13. Baccano!
12. Gintama
11. Eureka Seven
10. xxxHOLiC
9. Gundam
8. Dragon Ball Z
7. The Melancholy of Haruhi Suzumiya

I was late to the bandwagon with this show – the initial hype during its airing passed me by, and it wasn't until a few seasons later that I attempted the show. It's probably just as well that I waited – Haruhi came at a time when I was just discovering the world of ongoing series and downloads

6. Tengen Toppa Gurren-Lagann

its just a very feel-good series that wants to do nothing more than entertain you. And by god was I ever entertained! TTGL takes you on a rollercoaster of emotions, once you've committed to the series you can't stop yourself from going along for the ride. Full to bursting with awesome larger than life characters, epic speeches, eye-popping action and a plot that kicks reason to the kerb

5. Code Geass / R2

The whole Fabulous package of Code Geass seems to be custom-made to appeal to me – its got the pretty CLAMP character designs, smooth stylish Sunrise animation, roller skating mecha, anti-hero lead with magic eye powers, fantastic voice cast, and brilliant music; really there's nothing more I could really want out of a series! Code Geass caught my attention with its very first episode,

4. Cowboy Bebop

Unlike so many shows that are hailed as 'must-sees' Cowboy Bebop actually delivers on its claims – its just a remarkably well made series from beginning to end. I'm not a fan of slice of life or episodic shows, which is why I kept putting off watching Cowboy Bebop, but this is how you do episodic right

3. Death Note

I know that Death Note is over-rated and flawed, but fuck it – I love the series to bits! I had read the manga a while before the anime started airing, so knew the story and what twists to expect. Despite this I was still gripped by Madhouse's adaptation. Really, the direction and animation that this series displayed was something special – completely overblown (eating crisps and writing in a notebook will never be viewed the same way again) but absolutely perfect for building the tension required to make Death Note work

2. Shiki

I can't even begin to tell you how much time I spent thinking/writing/talking about this series; its a very rare series that gets me that completely obsessed with it. Anime that are truly chilling are rare, but the latter half of Shiki had some of the creepiest, most disturbing scenes that I've ever seen animated – the horror tag is well earned.

1. Fullmetal Alchemist / Brotherhood

original FMA was my first taste of the series, and even though it was mostly anime original, it was a very well crafted show and excelled at creating believable drama. However, the recently finished FMA: Brotherhood series, completely blew the original out of the water on nearly every level.

Why Canada is Better (2009-09-09 14:40)

To many Americans, war is the best thing ever. It's CNN filming explosions, leading to the story where a soldier's sacrifice teaches a nation about courage, starring Bruce Willis. In fact, war brings out more emotions than the Super Bowl and AIDS combined. With a good enough war, executives could put somebody in an Uncle Sam outfit singing the National Anthem to kick off the NAACP Image Awards, and there would not be a dry eye in the house.

hat said, the U.S. is 3-2-1 since its inception (not including the Civil War, which would have added a win and a loss to the record). Note that I am generously not including the current Iraq war in those statistics. Because, really, who knows how that one is gonna turn out? Meanwhile, Canada is 5-0-1 during the same period, including a 1-0 record against the Americans (1812). Moreover, while the Americans were deciding what color panties would look best on J. Edgar Hoover, the Canadians were ass-deep in the two world wars from the very beginning, completing every lousy job the Allies could throw at them.

Perhaps more to the point, many Americans, their chief executive included, probably couldn't pick out Canada on a map. If we Americans tried to invade Canada, we would end up mobilizing to Minnesota or somewhere and declaring victory after bombing the hell out of the Mall of America. Which reminds me—Canucks torched the White House once when we were passing through D.C

This is going to hurt for you to hear, but American beer is a laughingstock. I'm not trying to be a snob here, but even if I lost my sense of taste in some sort of firecracker incident, I still wouldn't touch the questionable slop that passes for beer south of the border. There's an old joke all Canadians are taught at a young age: How is sex in a canoe like American beer? They're both fucking close to water.

I can say is that many Americans don't wish to be identified as such. While traveling throughout Europe, I encountered literally dozens of people with Canadian flags sewn onto their backpacks. As it turned out, just about all of them were Americans posing as Canadians. This is apparently a very common tactic of American travelers. Why are young Americans ashamed to be recognized as such? You'd never see Canadian travelers sewing the stars and stripes onto their belongings, after all.

In case my arguments are insufficient, there is actually a scientific, internationally-acknowledged way to tell which country is better.

Tell me which country has been ranked highest 10 times. In case history's not important to you either, check out the most recent Index. Canada ranked 4th, while the U.S. finished a dismal 12th, behind nations like Japan and France.

That's right. A bunch of midget, panty-obsessed salaryman drones and a nation of wine-sipping collaborators enjoy a higher standard of life than you.

Canadians live in a climate that makes them impervious to pain, Canadians are better educated, and their donuts and beer are clearly superior. And I haven't even touched on Canada's low crime rates, relaxed drug laws, or universal health care (without supersize military funding of course).

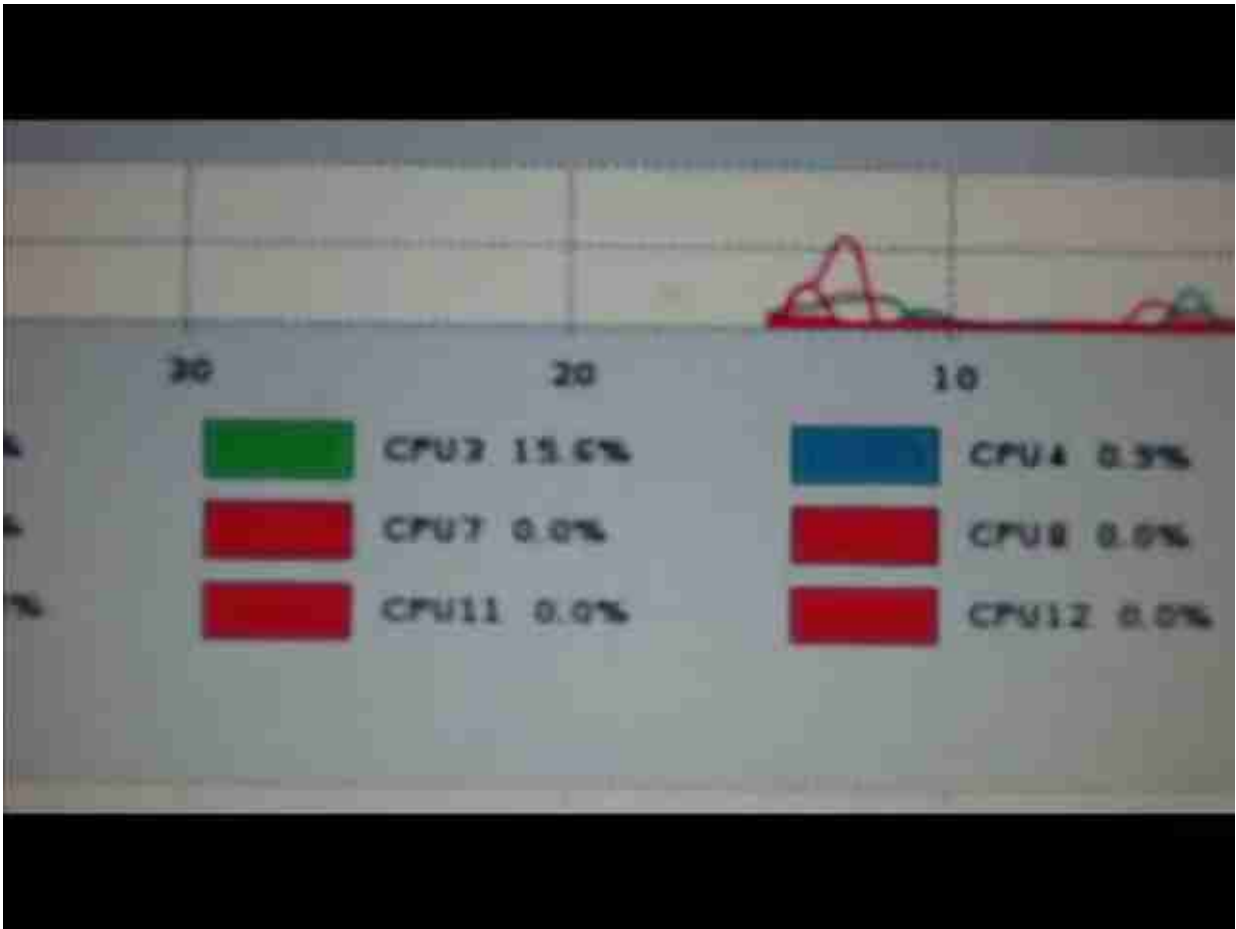
And finally, it's Sega Dreamcast's twelve American birthday. I was excited at the time to own one to play Soul Calibur (10/10).

AMD Bulldozer 12 core in 2011 (2009-09-16 07:47)

This is going to be a long stretch from the Intel QX6700 (3 GHz) and the new Bulldozer 12 core processor in 2011. I doubt there will be more than one DirectX 11 game that I want throughout the next 2 years. They'd all be DirectX 10. I have two Geforce GTX 280s, well enough to play any game at the highest settings until 2011. I tried out hardware acceleration and Windows 7 is very, very fast on an mediocre Athlon 64 X2, 3 GB of RAM thanks to a Geforce 8800 GTX. The Geforce GTX 280 SLI has 4 times the stream processors and almost 3 times the memory. AMD is always cheaper than Intel, only that Intel had a Quad core CPU at the right price in 2k7. 32 nm CPU so power it uses less voltage than my current quad-core. All my DirectX 11 games could very well be Xbox 720 if I even care to play.

In 2011, you still probably see all these new DirectX 9 games. The game developers said on gameindustry.biz that the current generation won't end until 2011. Then what's next? I say a DirectX 10 and DirectX 11 dual spec'd games? A technology I had since November 2006! Not to worry, I'll have DirectX 11 GPU by December 2012 in THE PC (not counting Xbox 720) when there is an awesome DirectX 11 game worth having. By then the AMD R800 core GPU will be very affordable. My next PC is probably due 2011 or 2012 depending on both money flow, and worthy software. If the word crazy enters your mind, just remember that the 16 core is due in 2011 around the same time and that the 1st gen of 12 core CPUs is due 2010.

I had my new PC just before the White house called it an official recession.



That's my Intel Core i7 980x from Christmas 2010

F-22 Raptor (2009-09-16 15:14)

The F-22 Raptor advanced stealth fighter is built by a joint effort of the Lockheed-Martin Skunk Works and Boeing's Phantom Works. In crude imitation of extraterrestrial starcraft, the guidance system of this aircraft incorporates special Artificial Intelligence (AI), meaning that Star Visitor genetic material is incorporated into the semi-alive and autonomously-functioning guidance system mated with the aircraft. In addition the F-22 has antigravity field propulsion capability, which is exercised selectively by the pilot who is in mental connection with the AI guidance system, which activates the antigravity propulsion as needed in coordination with the F-22's conventional jet engine thrust, to effect the maneuvering of the F-22 Raptor. I have personally witnessed a F-22 stop on its tail in mid-air and dance slowly and gently about without regard for gravity's pull

Why I cheated and ignored the Zune HD (2009-09-19 07:22)

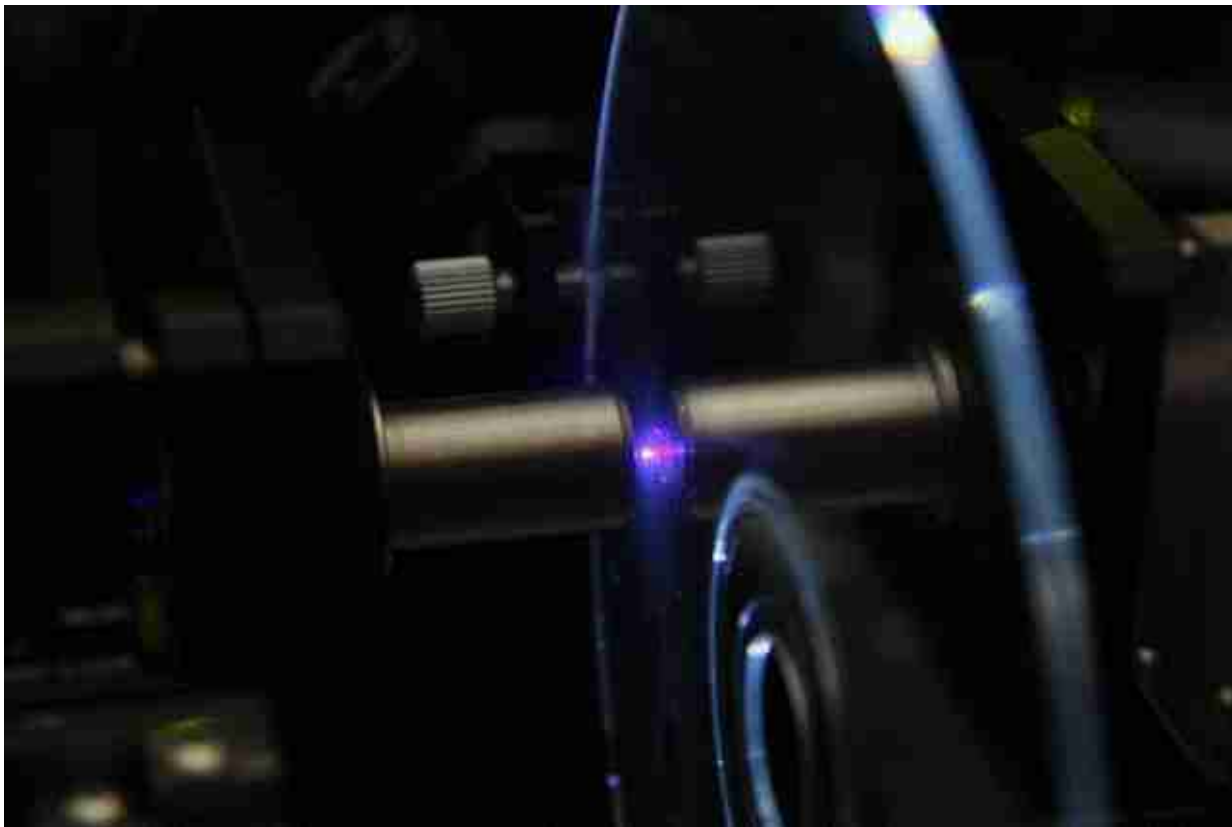
...because I bought a Creative Zen Touch 40 GB for 1/4 the asking price it (Zune HD = \$299). LAME 3.97 still sounds decent. Now I have 3 working mp3 players, two 20 GB, and one 40 GB and i don't use them all that much. The Zune HD is supposed to be better than the 3rd gen iPod Touch due to better battery life. Zen Touch would have the same battery life as the Zune HD.

<http://www.engadget.com/2009/09/17/zune-hd-review/>

Quad layer Bluray and 2 HVDs to choose from: Worth it (2009-09-23 14:18)

LOL, even though I have a bluray rewritable installed, I still use single layer DVDs a lot at home. I written to bluray only for my music collection which only took up 1 SL-BDR. Now there is going to be 3 HVDs from GE, 100 GB one from Optware and

[[General Electric]] Global Research Center have made a [[HVD|holographic disc]] which is the same size of a DVD/CD, yet can hold 500 Gigabytes of Data. It is going to be released onto the market in less than four years. General Electric has been working on their HVD for six years. Their technology is compatible with CD, DVD, and Bluray. [<http://www.wired.com/gadgetlab/2009/04/ge-holographic-breakthrough-squeeze-s-100-dvds-into-a-single-disc/>]<http://www.wired.com/gadgetlab/2009/04/ge-holographic-breakthrough-squeezes-100-dvds-into-a-single-disc/>] They have plans to commercialize it.



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Still Handling Homeland Security With a 9/10 Attitude (2009-09-23 15:27)

The feds rejected the imams' attempt to shake down the airline with a discrimination lawsuit. But three years later, law enforcement officers are still battling the flying extortionists. Political correctness remains the handmaiden of

terrorism.

Over at the Justice Department, Attorney General Eric Holder is committed to eliminating racial "disparities" in law enforcement. His anti-profiling allies at the ACLU and something called the "Rights Working Group" are working to end Bush administration counterterrorism initiatives, "including FBI surveillance and questioning, special registration programs, border stops, immigration enforcement programs and the creation of 'no fly lists.'" The ACLU and RWG have appealed to the United Nations to intervene through the "U.N. Committee on the Elimination of Racial Discrimination (CERD)" – which they say is empowered to require sovereign governments "to review national, state and local policies and amend or repeal laws deemed to be creating or perpetuating discrimination."

Now, add anti-gun activism and stubborn union squabbling to the mix. As I reported two weeks ago, the Obama administration has quietly gutted the nation's most highly trained post-9/11 counterterrorism rail security team. According to multiple government sources who declined to be identified for fear of retribution, the Office of Security Strategy and Special Operations' East Coast and West Coast teams have not worked in a counterterrorism capacity since the summer. Their rifles were put under lock and key after Amtrak Vice President for Security Strategy and Special Operations Bill Rooney and Amtrak Inspector General Fred Weiderhold, who played an instrumental role in creating OSSSO's predecessor at Amtrak, the Counter-Terrorism Unit (CTU), were pushed out by Team Obama.

Amtrak confirmed to me last week that the elite members of the specialized OSSSO no longer carry long-arm weapons, which played a vital role in the unit's show-of-force patrols. Government sources blame anti-gun hostility inside Amtrak for the move. Amtrak also confirmed to me that West Coast members of the rail security unit – most of whom come from Special Forces, counterterrorism and other military service – have been denied police credentials. According to OSSSO sources on both coasts, the rival Amtrak Police Department, in conjunction with the local police union in California, have stymied the process over labor issues (OSSSO members are non-union).

"Amtrak fully expects to have a resolution in the near future," I was told by the rail agency's press office last week. In the meantime, according to a high-ranking homeland security source, Amtrak's unionized police chief has taken over and makes counterterrorism deployment decisions based on pay squabbles. The rail agency is still dealing with grievances filed by Amtrak police officers over compensation during the Democratic National Convention in Denver. Says my rail security source: "The deciding factor is overtime, not security."

Dickering while jihadis plot. Feel safer yet?

Top 100 Power Ranger Episodes (2009-09-24 02:20)

- 1 Power Rangers in Space: Countdown to Destruction: Part 2 7.7 1998
- 2 Power Rangers in Space: Countdown to Destruction: Part 1 7.7 1998
- 3 Power Rangers Time Force: The End of Time: Part 3 8.1 2001
- 4 Power Rangers Time Force: The End of Time: Part 1 7.3 2001
- 5 Power Rangers Time Force: The End of Time: Part 2 8.1 2001
- 6 Power Rangers Time Force: Beware the Knight 5.6 2001
- 7 Mighty Morphin Power Rangers: Day of the Dumpster 7.5 1993
- 8 Mighty Morphin Power Rangers: Green with Evil: Part 1 9.2 1993
- 9 Mighty Morphin Power Rangers: Green with Evil: Part 5 9.1 1993
- 10 Mighty Morphin Power Rangers: Green with Evil: Part 2 9.1 1993
- 11 Mighty Morphin Power Rangers: Green with Evil: Part 3 9.2 1993
- 12 Mighty Morphin Power Rangers: Green with Evil: Part 4 9.2 1993
- 13 Power Rangers Turbo: Chase Into Space: Part 2 8.4 1997
- 14 Power Rangers Turbo: Chase Into Space: Part 1 7.5 1997
- 15 Power Rangers S.P.D.: Reflection: Part 2 7.3 2005
- 16 Power Rangers Lost Galaxy: Quasar Quest: Part 2 7.9 1999
- 17 Power Rangers Lost Galaxy: To the Tenth Power 7.8 1999
- 18 Power Rangers Lost Galaxy: Heir to the Throne 7.9 1999

- 19 Power Rangers Zeo: Mondo's Last Stand 7.4 1996
- 20 Power Rangers Zeo: Good as Gold 8.5 1996
- 21 Power Rangers Zeo: The Power of Gold 7.9 1996
- 22 Power Rangers Lost Galaxy: The Lights of Orion 6.8 1999
- 23 Power Rangers Time Force: Force from the Future: Part 2 8 2001
- 24 Power Rangers Lost Galaxy: Journey's End: Part 1 7.3 1999
- 25 Power Rangers Lost Galaxy: Journey's End: Part 3 7.2 1999
- 26 Power Rangers Lost Galaxy: Journey's End: Part 2 7.2 1999
- 27 Power Rangers Zeo: A Golden Homecoming 8.1 1996
- 28 Power Rangers DinoThunder: Fighting Spirit 7.8 2004
- 29 Power Rangers in Space: The Great Evilizer 6.4 1998
- 30 Power Rangers Lost Galaxy: The Magna Defender 6.4 1999
- 31 Power Rangers R.P.M.: Three's a Crowd 2009
- 32 Power Rangers Lightspeed Rescue: Trakeena's Revenge: Part 2 8 2000
- 33 Power Rangers Lightspeed Rescue: Trakeena's Revenge: Part 1 7.5 2000
- 34 Power Rangers Time Force: The Time Shadow 5.9 2001
- 35 Power Rangers Wild Force: The End of the Power Rangers: Part 2 7.7 2002
- 36 Power Rangers DinoThunder: The Passion of Conner 6.3 2004
- 37 Power Rangers Lightspeed Rescue: The Fate of Lightspeed: Part 2 8.6 2000
- 38 Power Rangers R.P.M.: Blitz 2009
- 39 Power Rangers Time Force: Quantum Secrets 6.7 2001
- 40 Power Rangers S.P.D.: A-Bridged 7.4 2005
- 41 Power Rangers Jungle Fury: Now the Final Fury 7.1 2008
- 42 Mighty Morphin Power Rangers: Doomsday: Part 1 8.6 1993
- 43 Mighty Morphin Power Rangers: Doomsday: Part 2 8.6 1993
- 44 Power Rangers Time Force: Worlds Apart 7 2001
- 45 Power Rangers Wild Force: Forever Red 8.2 2002
- 46 Mighty Morphin Power Rangers: Return of an Old Friend: Part 2 9.1 1993
- 47 Mighty Morphin Power Rangers: Return of an Old Friend: Part 1 9.1 1993
- 48 Power Rangers S.P.D.: Missing 2005
- 49 Mighty Morphin Power Rangers: Return of an Old Friend: Part 2 9.1 1993
- 50 Mighty Morphin Power Rangers: Return of an Old Friend: Part 1 9.1 1993
- 51 Power Rangers Mystic Force: Mystic Fate: Part 2 8.4 2006
- 52 Power Rangers Wild Force: The Wings of Animaria 8.2 2002
- 53 Power Rangers R.P.M.: Ranger Red 6.3 2009
- 54 Power Rangers Samurai: Samurai Forever 7.5 2011
- 55 Power Rangers Mystic Force: Dark Wish: Part 3 7.6 2006
- 56 Power Rangers Mystic Force: Dark Wish: Part 1 8.5 2006
- 57 Power Rangers Mystic Force: Dark Wish: Part 2 8.5 2006
- 58 The History of Power Rangers: Power Rangers Dino Thunder: Part II 8.4 2010
- 59 Power Rangers Time Force: Short-Circuited 5.9 2001
- 60 Power Rangers DinoThunder: White Thunder: Part 1 7 2004
- 61 Power Rangers DinoThunder: White Thunder: Part 3 7.6 2004
- 62 Power Rangers Wild Force: The Master's Last Stand 8.1 2002
- 63 Power Rangers Wild Force: Reinforcements from the Future: Part 2 7.6 2002
- 64 Power Rangers Wild Force: Reinforcements from the Future: Part 1 7.8 2002
- 65 Power Rangers S.P.D. 5.9 2005
- 66 Power Rangers DinoThunder: Thunder Storm: Part 1 7.3 2004
- 67 Power Rangers DinoThunder: Thunder Storm: Part 2 7.4 2004
- 68 Power Rangers DinoThunder: Day of the Dino: Part 1 7 2004

- 69 Power Rangers DinoThunder: Day of the Dino: Part 2 7.6 2004
- 70 Power Rangers DinoThunder: Back in Black 7.5 2004
- 71 Power Rangers Wild Force: The Lone Wolf 6.6 2002
- 72 Mighty Morphin Power Rangers: Happy Birthday, Zack 8.3 1993
- 73 Power Rangers Operation Overdrive: Once a Ranger: Part 2 7.7 2007
- 74 Power Rangers Operation Overdrive: Once a Ranger: Part 1 8 2007
- 75 Mighty Morphin Power Rangers: White Light: Part 2 8.9 1993
- 76 Power Rangers in Space: From Out of Nowhere: Part 2 7.9 1998
- 77 Power Rangers R.P.M.: Heroes Among Us 6.9 2009
- 78 Power Rangers Wild Force: The Ancient Warrior 2002
- 79 Power Rangers Wild Force: Sealing the Nexus 8.3 2002
- 80 Power Rangers Wild Force: Unfinished Business 8.1 2002
- 81 Mighty Morphin Power Rangers: The Power Transfer: Part 2 6.2 1993
- 82 Mighty Morphin Power Rangers: The Power Transfer: Part 1 7.8 1993
- 83 Mighty Morphin Power Rangers: Birds of a Feather 8.3 1993
- 84 Mighty Morphin Power Rangers: Clean-Up Club 8.3 1993
- 85 Power Rangers Zeo: A Zeo Beginning: Part 1 8.5 1996
- 86 Power Rangers Zeo: A Zeo Beginning: Part 2 8.1 1996
- 87 Power Rangers S.P.D.: Shadow: Part 2 7.9 2005
- 88 Power Rangers S.P.D.: S.W.A.T.: Part 2 2005
- 89 Mighty Morphin Power Rangers: The Mutiny: Part 3 8.6 1993
- 90 Mighty Morphin Power Rangers: The Mutiny: Part 1 8.6 1993
- 91 Mighty Morphin Power Rangers: The Mutiny: Part 2 8.6 1993
- 92 Mighty Morphin Power Rangers: A Friend in Need: Part 1 6.8 1993
- 93 Mighty Morphin Power Rangers: A Friend in Need: Part 2 6.4 1993
- 94 Mighty Morphin Power Rangers: A Friend in Need: Part 3 6.6 1993
- 95 Mighty Morphin Power Rangers: A Pressing Engagement 6.9 1993
- 96 Power Rangers in Space: The Rangers' Mega Voyage 7.3 1998
- 97 Power Rangers in Space: Five of a Kind 6.8 1998
- 98 Power Rangers in Space: The Enemy Within 7.2 1998
- 99 Power Rangers Megaforce: Mega Mission 7.7 2013
- 100 Power Rangers Megaforce: Ultra Power 5.8 2013

11.10 October

Nautilus traveling to space station (2009-10-04 15:38)

The Nautilus is another space-faring craft, a secret military spacecraft which operates by magnetic pulsing. It operates out of the unacknowledged new headquarters of the U.S. Space Command, deep under a mountain in Utah. It makes twice-a-week trips up to the secret military-intelligence space station, which has been in deep space for the past thirty years, and manned by U.S. and USSR (now CIS) military astronauts. The Nautilus also is used for superfast surveillance operations, utilizing its ability to penetrate target country airspace from above from deep space, a direction not usually expected. It is manufactured jointly by Boeing's Phantom Works near Seattle and EU's Airbus Industries Anglo-French consortium. During travel to Washington State several years ago, I had a conversation with a former Boeing executive who worked in their Phantom Works, Boeing's black projects division, (roughly the equivalent of Lockheed's Skunk

Works). The executive confirmed what I had earlier learned from an intelligence insider: that Boeing had teamed up with Europe's Airbus Industrie to manufacture the Nautilus.

Going Next Generation November 27st (2009-10-06 00:47)



I'll just pick the Geforce GTX 380 SLI when it comes out November 29th. Radeon HD 5870 crossfire doesn't work in a SLI board.

First internal cards are based on A1-stepping and feature 1024MB of GDDR5 memory, with all the memory chips located on front of the card. There are also cards with 2048MB, but we were unable to confirm the codename for the 2GB board. Oddly enough, the 1GB card has a codename fitting nicely in the current line-up, even behind one upcoming dual-GPU single-PC part, which would imply that nVidia has the cards for several weeks now.

According to the German site Hardware-Infos, the sample boards now come with a higher GPU clock. The alleged GT300 A1 silicon ticks at 0.7 GHz, with 512 cores working at 1.6 GHz. GDDR5 memory was upped to 1.1 GHz QDR or 4.4 GT/s [billion transfers per second], resulting in memory bandwidth of massive 281.6 GB/s. According to information we had, nVidia firstly clocked the at 1:1 ratio with GeForce GTX280 for a baseline comparison. If the leaked information is true and those clocks remain final, that would mean GTX380 missed its targeted clock by a double-digit percentage. Still, a beast nevertheless.

If the figure of 1.6 GHz for 512 shaders is final, then the chip can achieve 2457 GFLOPS, e.g. 2.46 TFLOPS. This is a very good jump from 933 GFLOPS on the original GTX280. But the dark horse here is not the single-precision score, but rather the efficiency of dual-precision format. If our sources were true, GT300 chip has radically improved way of calculating dual precision operations and should bring anywhere between 7-10x improvement in performance. ✖

10



11

DirectX 11/ Xbox 720

<http://www.driverheaven.net/reviews.php?reviewid=842 &pageid=14>

It'd be funny if both the Playstation 4 and Xbox 720 had a Radeon HD 5780 chip, because by then it would be the one of the cheapest DirectX 11 chips on the market. It seems to me the G60 didn't work out for PS3, because Geforce 6800 GTX couldn't do 1080p while the G70 barely could. It is amazing they can do 1080p with only 256 MB VRAM on PS3 too.

oakleyses (2014-10-23 18:14:38)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:42)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:07)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

went to Armin Van Buuren @ Epic Yesterday (2009-10-09 10:08)



IFRAME: <http://www.youtube.com/embed/aYDHnd5acas>

Was at the Epic Night Club yesterday and had it was extremely interesting.



IFRAME: http://www.youtube.com/embed/cwf9JivRm_o

Nuclearized Batteries to replace Lithium batteries. (2009-10-10 05:06)

Maybe when I turn 32 or something Earth will not only have laptop or Blackberry nuclear powered batteries, but anything that used a Lithium battery in the 2000.

<http://www.tgdaily.com/content/view/44243/181/>

President Bush and Amitai Etzioni (2009-10-11 10:02)

Overall, President George W. Bush was somewhat liked by conservatives even though he was a medicare supporting neo-conservative which obviously goes to young and elderly due to no private insurance making a profit on them. One of the people that G.W. Bush associated himself with was Amitai Etzioni. Amitai Etzioni graduated from George Washington University and was a communitarian. Amitai said that he was trained by Martin Buber in Jerusalem. Amitai said that communitarianism has its roots from ancient Greece and the Old and New Testaments Communitarianism is very similar to Third Way. Communitarians explore such as the balance between rights and responsibilities in society, community justice, multiculturalism, the community's moral voice, and developing global society." The program was a successor to G. H.W. Bush's "Thousand Points of Light". G.W. Bush sought rather than officially designating Communities of Character, use heroes to tell the story.

Communitarianism calls for balancing the rights of the individual with the rights of the community. The government-sponsored neighborhood associations are being used to create the illusion of community buy-in. The government wants citizen buy-in, but they actually manage it by creating their own government-sponsored neighborhood associations and then manufacture consent.

Catastrophe-Dick-Morris (2009-10-12 13:45)

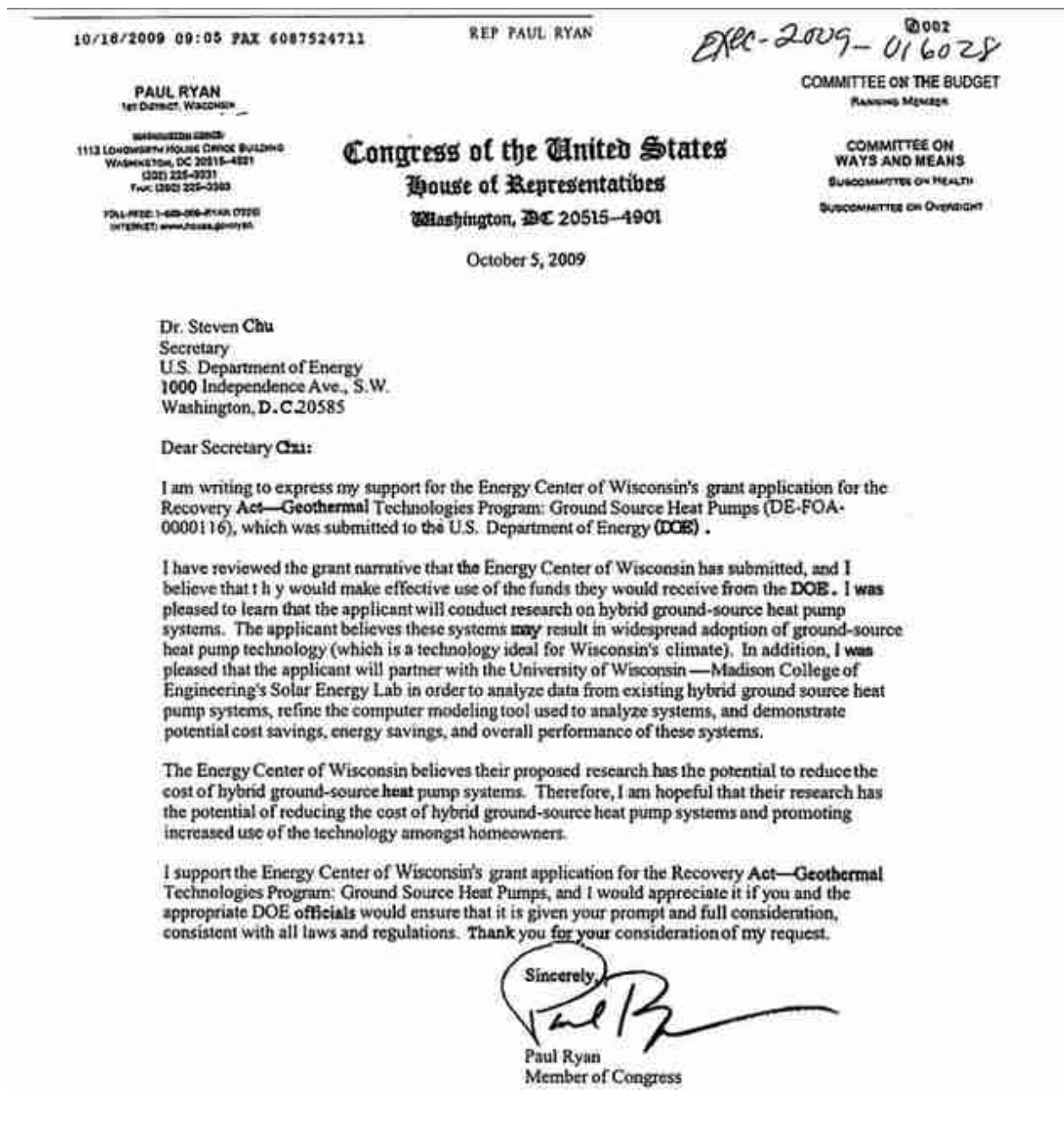


Catastrophe-Richard
Morris audio book Part 1100 MB mp3

Catastrophe-Richard
Morris audio book Part 2100 MB mp3

Catastrophe-Richard
Morris audio book Part 360 MB mp3 books4share.net

Wisconsin politician wants Geothermal (2009-10-14 02:27)



RIP Geocities, Archive.org has most of my pages on their server. (2009-10-15 17:14)

I logged into my account at nightwalkers101 and noticed that Geo-cities is going down on October 28. I sent Archive.org all of my site's links within the last week. Hope they archive in time. My site was one of the better looking, because it was done in namo webeditor5. My bandwidth is exceeded. Damn that was a cool site. Videogame pages on it rocked, and was relaxing.

This was the place for webpages before there was Angelfire Myspace or Facebook.

<http://www.archive.org/details/Nightwalkers101>

<http://rapidshare.com/files/294811615/Geocities.zip.html>

Geocities website is now online at Oocities!
There is a complete snapshot at the Wayback Machine URL.

B-2 electro-gravitic (2009-10-16 14:48)

B-2 [Stealth bombers] have electro-gravitic systems on board; and that this explains why our 21 Northrop B-2s cost about a billion dollars each!

My power tool and utilities collection! (2009-10-19 08:26)















See, I collected power toys as well as videogames. I mow the lawn and execute wood. Nothing to fancy, and I'm not like spending too much on these toys. I don't have black and decker or john deere lawn mowers. All these are used powertools I got off Ebay so they didn't break the budget! I bought the tractor used from an anonymous homeowner USED. In this economy, you never know when you'll come across a diamond in the rough.

OpenSuse 11.2 mini review (2009-10-22 22:50)

The downside to OpenSuse 11.2 is that there aren't as many games as there was, and some even crash! I don't get Revolution's Software Beneath a Steel Sky or Penguin Command or Super Tux anymore. I'm using it to download the full version of Windows 7 Ultimate (7600) with Kget and the part file is a life saver. One thing I like is the stupid login screen won't appear at night erasing downloads which is again the only brilliance OpenSuse 11.2 has. Why do I have to go to a OpenSuse FTP and look up a *insertprogram*_11.2_x86-64.rpm everytime I want something new to work? Ubuntu 7.1 recognizes every program, but then they won't load for some reason.

Applications 7.0 - where are all the games? And why do I not have a FFMPEG decoder on the DVD yet? Either is very disappointing.

Stability 8.5 - some programs refuse to load like GNU chess...all are games.

Usefulness 10.0 - Got me Windows 7600 free.

Installation 7.0 - had to use the repair installation twice due to kernel panic after the first repair job.

Technology 10 - state-of-the-art EXT4 and OpenOffice 3.1.1 is compatible with DocX.

Overall 8.4 - Leaves enough to be desired. No FFMPEG Where is WINE on here...unchecked at Installation? Who knows. The NV drivers are so/so. The official video drivers are a lot faster.



Quickpost this image to Myspace, Digg, Facebook, and others!



Quickpost this image to Myspace, Digg, Facebook, and others!



Stable Suse 11.2 review

OpenSuse 11.2 review.

I know I gave the beta a 1 star. I've been playing with Suse Linux 11.2 since November 2009. It saves your butt on laptops. When the Ubuntu 9.1 DVD stalls and Windows 7 giving you HDD errors or DVD-ROM errors during installations; Suse Linux 11.2 will install all three KDE, Gnome and XFCE that almost dead laptop HDD that was formatted on too many times. When that Windows partition really sucks, you can format the NTFS partition in BTRFS in Yast! Oh yeah, OpenOffice 3.1 is already compatible with DOCX, and the Crossover Linux RPM works without dependency hell problems like Ubuntu can! This is my favorite Linux distro! It is as stable as Windows 7 and Linux kernel wont be attacked constantly, because it's Linux! Fedora 12 had dependency problems with Crossover Linux, I had to use the shell version on Fedora....

10 out of 10! Puts Ubuntu 9.1 to shame. Didn't have any of those kernel stalling on OpenSuse 11.2 unlike Ubuntu 9.1. Servers should go with Ubuntu, because they have long term releases and the kernel is like 2.6.32-25. 25 means it's really "Debian grade stable". The British really know how to do Linux SERVERS. The Germans know how to make it desktop grade!

Game-Zone Recreation (2009-11-12 18:31:59)

Hey, I'm part of an organization name GZR that host Anime and Video Game Conventions, Tournaments, Contest, Interviews and Reviews, and more events. We are currently looking for feedback and people who share a common interest in either anime or video games (if not both). Part of our feedback is finding out from the gamers which games they play? Also if they've ever played competitively for any game, and if so, which games? Thank you so much for reading this and we hope to hear a response from you soon.

11.11 November

Arguing with Idiots (2009-11-02 20:29)



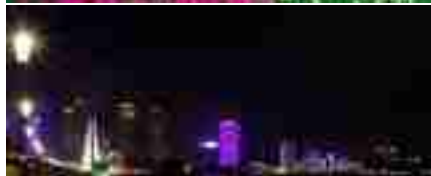
Audio book: mp3

http://rapidshare.com/files/296080733/Glenn_Beck_-_Arguing_With_Idiots_32_kbps-ez_fx.part1.rar

http://rapidshare.com/files/295235939/Glenn_Beck_-_Arguing_With_Idiots_32_kbps-ez_fx.part2.rar

My shanghai Tourism (2009-11-11 17:19)







Yep, I was in Shanghai for a four day tourist visit. I only ate from Subway, McDonalds, 7 Eleven, Pizza Hutt, Arbys, and Burger King. This was from after my birthday to November 5th.

US Dollar: The Yuan's Nemesis (2009-11-17 09:21)

China deflating the yuan, and Chinese politicians don't admit it. The US Mint job is to level it out by printing non-gold backed banknotes. That's why China wants to move to a IMF currency or mixture of currencies so the United States can't balance out their inflating yuan. China buying a lot of gold reserves from other countries. They also want to release a "golden yuan" so that it can replace the US Dollar as a world currency. The US of course wants to win the war in Afghanistan so US doesn't want the yuan be used as the peg currency. I don't believe China would fight terrorists or any war except the Cyber Cold War. See, I just admitted it!

<http://www.financialsense.com/fsu/editorials/barry/2009/0709.html>

Setup to fail?

Seven

Lies about American Business AAC 1.1 MB

Seven

Lies about American Business Vorbis 1.6 MB

11.12 December

DirectX 11 takes a lot of memory. (2009-12-04 19:12)

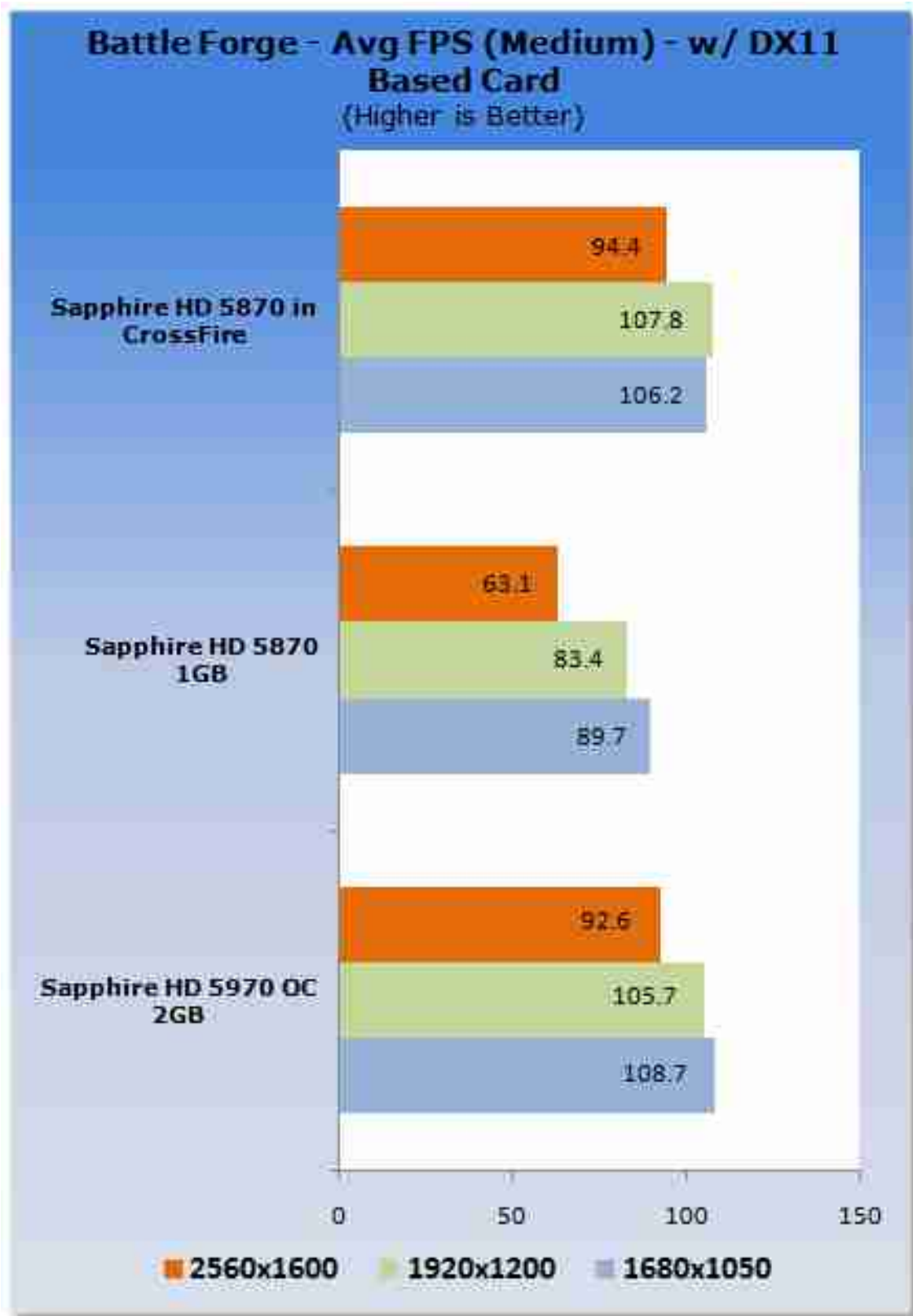


DirectX 11



DirectX 9

I'm officially braced the DirectX 11 future with a version of Windows 7 Ultimate and a GPU. The reviews said the card was fast, yet only first gen of DirectX 11 cards. My card does 4.64 Teraflops, more than quadruple the Geforce GTX 280. At the moment, the only DirectX 11 benchmark is Battleforge, a real-time strategy game. The directX 9 games all run past 150 fps at 2650x1600 resolution. DirectX 10 games have an average frame rate of 150 fps at 1920x1080.

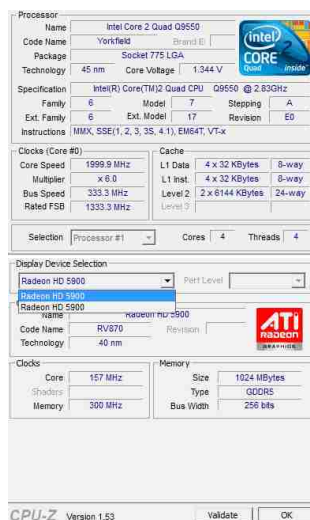


This is really fast for me, I usually stay with the old school thought where 60 fps was fluid and anything more was faster than the human eye could process. This old school thought came from 2D fighting games like Marvel vs. Capcom 2 for Sega Dreamcast. That's a 2000 era thought.



DirectX 11 API (Battleforge, EA 2009)

Yeah, I asked for a XFX Radeon HD 5970 Black Edition for Christmas along with a TB hard drive to get rid of the RAID5. I didn't wait for the Geforce GTX 380 this time around, because it had 1.5 GB GDDR5 memory. From what I hear the Catalyst drivers are very buggy, so I should see a 12-15 fps increase in 6-7 months in the future with better drivers. My card also supports OpenGL 3.2 so that API beats DirectX 11 graphics a little. IT DOES ABOUT 5/8 a IBM ASCI White SUPERCOMPUTER IN 2000 (7.226 TFLOPS).



Card intelligently underclocks chips and RAM when not doing 3D graphics.

Playing Mass Effect (2009-12-21 16:11)

Semester is over, enjoying Mass Effect. I had to deal with the Normandy bug. It's fun, i give it a 9.0. Reviewed it

X

X Quickpost this image to Myspace, Digg, Facebook, and others!

X

X Quickpost this image to Myspace, Digg, Facebook, and others!

X

Here is the no DVD exe so I can play it with the 1.02 update.





12. 2010

12.1 January

Ban Dodging. (2010-01-02 12:28)

Today I used Technitium Mac changer to dodge bans @ Gamespot so I can be happy again. Beats the alternatives.

podcasts (2010-01-06 12:58)

Podcast 11 vorbis
podcast 11 aac
Podcast 10 aac
Podcast 10 Vorbis

Unemployed Joyseekers Need not to Apply? (2010-01-07 11:49)

One of the scarier tendencies that have surfaced in the job market as a result of the current economic crisis is that many companies are refusing to hire people who are unemployed, irrespective of the reason for the unemployment:

In a current job posting on The People Place, a job recruiting website for the telecommunications, aerospace/defense and engineering industries, an anonymous electronics company in Angleton, Texas, advertises for a "Quality Engineer." Qualifications for the job are the usual: computer skills, oral and written communication skills, light to moderate lifting. But red print at the bottom of the ad says, "Client will not consider/review anyone NOT currently employed regardless of the reason." In a nearly identical job posting for the same position on the Benchmark Electronics website, the red print is missing. But a human resources representative for the company confirmed to HuffPost that the The People Place ad accurately reflects the company's recruitment policies.

Read more about this completely insane and self-destructive tendency [here](#).

I have to leave right now but I will blog soon about my analysis of what this tendency means for us and where it is likely to take us. In the meanwhile, feel free to leave your own interpretation of this troubling phenomenon in the comment section.

Been in Melbourne, Australia (2010-01-09 03:11)











I was in Australia for one week. Looked at all the landscape. It took me a year to fund this vacation. My cousin at the Yokosuka Naval base said Australia was one of his favorite places, and he's been to Melbourne. It was one of the top tourist places. It's subtropical. I've already been to Florida twice.

The best, most secure, most working, Linux ever (2010-01-10 08:37)



Codeweavers Crossover

To make the best Linux ever, you need to download Ubuntu 9.1 and Kubuntu 9.1 Live CDs. Install Ubuntu 9.1 onto the hard drive. Go into the terminal and type "sudo apt-get install kubuntu-desktop".



Normally, I was too lazy to put into that one line so I kept downloading RPM based Fedora and OpenSuse, because I'm only human.

That other distro I'm using since 2003. It's American.



Joyriding Galaxy (2010-01-10 08:42)

Imagine all of your classmates are on a fieldtrip. They have traveled to Earth from the Centaurus Arm of the Milky Way. Introduce them to your corner of the Milky Way.

Centaurus Arm has the largest group of 26 Red SuperGiant stars known as the RSGC2 cluster. Then the RSGC1 cluster has 14 SuperGiant Red Stars only a few hundred light years away from RSGC2. We don't have many Red SuperGiant

stars in our neighborhood. It is in the region where the Centaurus Arm connects to the central bulge of the Milky Way. Since all these stars are near death, all turning into supernovas. Astronomers don't know anywhere else in this galaxy with so many Red SuperGiants. You can see properties of stars that are ready to explode. Despite RSGC2 having all these old Red SuperGiants, it also has a gigantic cluster of new stars that are less than 20 million years old. The dust glows red with all the yellow-colored Red SuperGiants stars with a blue patch, a stellar nursery of newborn stars. The supernovas would appear to be pink outlined blue ovals in the sky.

What is it like "in your neighborhood" and how is it different from the Centaurus Arm?

The Solar system is in the Orion Spur, a minor arm. The Solar system is also in the local bubble of this Orion Arm which was formed by a supernova. This bubble has prevented flows of cosmic radiation and gas. Even though the solar system is safe now, it is moving towards the Local Fluff, a interstellar cloud with impact within 50,000 years. It has twice the gas of the local bubble Solar System is now in. Gases stronger than Solar wind can inter the solar system and affect Earth in a bad way. The Orion Spur has many nebulas including Cygnus area like North America and Pelican nebula. Then there is the Orion nebula, and Crab nebula (pulsar). There are stars including Orions belt, Polaris, Rigel, Deneb, Betelgeuse, kCas, uCap, pCas, yCyg. and SCMa. The outer edge of the Orion arm is the Gould's belt that is 150 light years. Gould's belt has many young stars in it and also has the largest stars in the belt similar to RSGC2 and only 30 million years old. Gould's belt looks yellow on top, red in the middle and bluish on the bottom. Gould's belt was created when a gas cloud full of dark matter collided with some Milky Way disk.

How would the neighborhood change if your solar system started moving toward the core of the Milky Way Galaxy? The neighborhood of the solar system would change when it was near the Galactic Center of the milky way, because it be closer to a super massive black hole. One parsec away from the supermassive black hole would be a collection of a million stars. The stellar density would be 100 million times larger than our solar neighborhood. This would allow frequent close counter collisions. There would be a large interstellar cloud of dust. Life as we know it on Earth should cease to exist when radiation and gas become greater than the solar winds can handle. The Galatic nucleus would have more X-ray and gamma ray activity that is 1033 watts (ie: million times that of the Sun). The sun would eventually start orbiting the supermassive black hole. The supermassive black hole in the galactic center already has the gravity required to separate clusters of stars. The local bubble would separate as it moves towards the galactic center for certain. Unless you're in a molecular ring which is filled with young stars, the more inside the solar system goes, the older the surrounding stars systems would become. The observers on Earth could see the galactic center better. When the Solar System moves to the galactic center, you would see a more dense display of brighter stars full of color. There would be more gases and star clusters near our solar neighborhood and life would be different with it breaching the solar wind.

12.2 February

Is this kind of humorous? (2010-02-02 14:31)



Homer: "You guys are commies? Then why am I seeing free markets?"
capitalist roaders...

Malazon Book of the Fallen (2010-02-06 15:18)

I didn't know what books to get other than Lord of the Rings so I went down to the top 5 and picked one at random. It was A Tale of the Malazan Book of the Fallen. Amazon sells each book between \$3 and \$6.50 and there is nine cheap softcover books. I bought all of them at one time. Now I'm supposed to be more awesome than I was a day ago.

- Gardens of the Moon
 - Deadhouse Gates
 - The Bonehunters
 - Reaper's Gale
 - Midnight Tides
 - Toll the Hounds
 - House of Chains
 - Dust of Dreams
 - Memories of Ice
- www.malazanempire.com/
-

#1 and #6 give it away (2010-02-08 12:52)

A communist rating animated films. He tries to throw you off with Bugs Bunny It didn't work on me!

Privatization of electricity is better combined with geothermal (2010-02-08 22:02)

Should the state take over public utilities? no. For decades, electricity prices have only gone one direction - up. Now, in those states that implemented true deregulation, prices have actually fallen - in Pennsylvania by up to 30 percent - due to competition. Exempt from the provisions of our flawed restructuring, they were not forced to sell their power plants or to give up long-term contracts, but they were able to make huge profits selling power to the rest of the state.

Everybody should have a geothermal heatpump and furnace inside their business and home. Heat pumps paid for themselves in 8 years. Geothermal is cheaper than gas! Gas is only needed if I live in Canadian/Alaskan climate when a miniature electric furnace is my failsafe.

Iain's second PC (1996-1999) (2010-02-15 11:16)

First one was a IBM 486

32 MB of RAM

2-4 MB VRAM

Pentium at 100 MHz

20 GB HDD

Windows 95

It was a hand-me down and no Internet. My parents graduated to a Pentium II with twice the RAM.

The games

A Circle of Blood (7th game)

Diablo (last game)

Doom 2 (2nd to last)

Hoyle Cards (3rd game)

Kings Quest IV (first game)

Kings Quest VII (4th game)

Lode Runner Returns (packaged)

Monkey's Island 2 Luchuck's Revenge (6th game)

Secret of Monkey's Island (5th game)

Simcity 2000 (2nd game)

Simcity Classic (packaged)

I played Nintendo games on it with an emulator, mainly the Super Mario Bros. trilogy and Metroid.

oakleyses (2014-10-23 18:03:42)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:50)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:45)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Randy's place (2010-02-18 15:30)







try (2010-03-02 02:59:04)

This comment has been removed by a blog administrator.

Favorite place to live outside US? (2010-02-20 15:38)

I know that President Clinton was eating dinner at the Salsa Bar and Grill in Port Douglas, Australia during 9/11, yet I also hear that the cost of living is really expensive as that's where the rich and famous live.

Esperance, Australia is pretty nice too for poor people like me. If I can't live in Esperance; Broome, Australia is pretty nice. I hear all the Americans move to Perth, but they should have moved to Broome instead.

✕

✕

Well I narrowed it down to Perth, Esperance or Broome.

"Americans maintain their sense of being God's own country with a manifest destiny to lead the world to freedom and democracy. Australia has no global ambitions, and those related to the region are for stability and economic advancement rather than dominance" - John Langmore (politician)

Anonymous (2010-04-07 23:32:39)

Getting a visa to come and live in Australia ain't easy at all.

Ian's Smashing Good Blog Site (2010-07-14 06:12:48)

That's okay. I'll try anyway.

Emily Dickinson III (2010-02-23 05:57)

Poetry is an artistic portrayal of language. It originally evolved from the rhythm of the voice, rooted from the oral tradition, into a written text with its "extraordinary [...] selection of words it uses and in its metrical rhythms." (Muller,Williams, 2003, p.48)

In a sense, poetry has the power to provoke feelings that move hearts, win minds and inspire people into action.

With this in mind, Emily Dickinson wittily defines poetry as such:

"If I read a book and it makes my whole body so cold no fire can warm me I know that is poetry.

If I feel physically as if the top of my head were taken off, I know that is poetry.

These are the only way I know it.

Is there any other way?" (Mulvihill, 2013)

Even today, Intrigued readers see Emily Dickinson can still baffle and create challenging expectations in what a poem is all about.

Her writing style has captivated her readers with her title-less

lyric poems that are not only literary innovative, but captures impressions of particular moments, scenes, or moods that focuses on nature, love, immortality, death, faith, doubt, pain and the self.

In the following paragraphs, some of Dickinson's writing characteristics will be illuminated through her poetry, along with her biography. (vcu.edu, 2013)

It was not until 1955, when Thomas Johnson published Dickinson's complete works and attempted to reform its true manuscript vision, that the reader had the opportunity to be graced with her writing style.

Until then, there has only been seven or so poems printed in her life time; the ones that were printed, were never prepared for publication.

The poem that were published, the early editors took the liberty in alternating her poems in the traditional nineteenth century style by giving them titles, rearranging the poem's syntax, normalizing grammar, capitalization, while deleting her famous elliptical lines and dashes into a more readable conventional nineteenth century expectation.

In other words, they felt uncomfortable with her unique writing technique, and could not appreciate her gem-like imagery and unexpected metaphors that penetrated her poems. (vcu.edu, 2013)

Born December 10,1930, in Amherst, Massachusetts, her prominent and prosperous family resided at the 'Homestead' with her paternal grandfather, Samuel Dickinson, one of founders of Amherst College.

In 1940,

Samuel Dickinson had a temporary financial collapse caused by the expenditure of the Amherst College and loss the Homestead.

At nine of age, along with her younger sister, Lavina, her older brother Austin, and parents moved to a house on North Pleasant Street in Amherst.

Emily spent most of her happy adolescence and young adulthood at North pleasant until her father repurchased the Homestead 1855.

There she remained until her death, May 15,1986. (english.illinois.edu, 2013)

All the Dickinson males were lawyers with political ambitions; whereby, her father eventually became a congressman. Her home was a center of Amherst society and the site of annual Amherst College commencement receptions.

Growing up in an academic family, Emily's father Edward, made sure his children had a well rounded education, however, he was very strict what type literature was allowed in the home.

Walt Whitman, was one example, was not allowed and considered 'inappropriate'.

With this said, Emily never new in her life time, that she, along with Walt Whitman, were actually paving a path to modern day poetry. (english.illinois.edu, 2013)

During Emily's youth years, Calvinist revivals became popular and swept the nation.

Initially, it was exciting to be part the religious gathering, but over time she realized that she no longer wanted to be a participant, worshiping became more satisfying at home.

The privacy and relationship with God,

were instead expressed in her poetry. (english.illinois.edu, 2013)

As very independent, vibrant, hopeful young woman, Emily felt her calling for poetry.

She discovered works of William Wordsworth and Ralph Waldo Emerson.

Tutored by her father's friend

and lawyer Benjamin Newton, he encouraged Emily's passion and writing of poetry.

Newton died from tuberculosis while Emily was still young. (english.illinois.edu, 2013)

Emily seclusion became gradual.

Deaths

and departures of mentors and of friends had taken away some of her emotional spirit.

When her mother's health began to fail, Emily became more and more home bound.

Withdrawing further in conclusion, made Emily more productive in her poetry writing.

The added conservatory to the Homestead and having her room also made it advantageous for her year round gardening, letter writings and rewriting of her poems. (english.illinois.edu, 2013)

In addition to her confidant friend and sister-in-law, Susan Dickinson, Emily Dickinson had only one other critic in her life time, Thomas Wentworth Higginson.

He not only was an American minister, author, abolitionist and soldier, he also wrote a piece encouraging new writers in the Atlantic Monthly.

Emily began sending many of her poems to him to critique, knowing from his past writings he was sympathetic to female writers.

He ultimately became her mentor. (english.illinois.edu, 2013)

Dickinson's subject matter could be best reflected on her life's experiences, education, and her wonderful imagination.

Her simplified life that dealt with doing without actually meant doing within her creative mind.

We presumed reading the Bible, Shakespeare, and seventeenth century metaphysical and natural sciences may have come from the family library, allowing her to bring individuality to her observation of nature for itself. (english.illinois.edu, 2013)

Reading Emily Dickinson's poems out loud, one can hear the rhythm and sound that Dickinson might have heard in her time from musical forms such as ballads and hymns.

Dickinson's poems

usually slows down, speeds up, interrupts itself, holds its breath and sometimes trails off.

The reader is

guided through the poem by her stanza forms, typically quatrains and her unusual emphasis on words either by capitalization or line position.

Some of the common forms of hymn meter (counts syllables only, not feet)

that Dickinson used are common meter (a line of eight syllables followed by a line of six syllables, repeating in quatrains of an 8/6/8/6 pattern).

Unlike ballad meter , quatrains are typically closed, meaning the first and third lines will rhyme as well as the second and fourth.

Dickinson took liberty with the meter, many time she used 'enjambment' where one line of poetry runs over to the next without stopping.

A good example of this "I cannot live with you" Dickinson writes the second stanza in the following:

The Sexton keeps the key to -

Putting up

Our Life - His Porcelain -

Like a Cup -

("I cannot live with you", 2006, p. 105)

In the poem "I cannot live with you", the above stanza Dickinson breaks the first line after a preposition and before a direct object; in both places one would not punctuate with a comma, semicolon, or a dash, and there would be no pause.

Dickinson syntax is problematic, try filling in the blanks, the poem are so compressed.

She also uses dashes often stand for the reader to pause or for punctuation, or bridges between sections of the poem.

Both the uses of dashes and the use of capitals to stress and personify common noun is one method that Dickinson uses with all her poems.

In most Dickinson's lyric poetry, the speaker single speaker is identified as I, the reader has to be careful, her poetry does not speak for the poet herself.

It could be a spirit such as in "I heard a Fly buzz- when I died-" ("I heard a Fly buzz- when I died-", 2006, p. 103)

Sometimes poems use slant rhymes and sound rhymes, as an example as in Dickinson's "A narrow Fellow in the Grass": the end rhyme of the second and fourth lines in each stanza, where the line are too short to create much of the sense of repeated beginning sounds, therefore, slant lines are nearly, but not exactly the same sounds such as "rides" and "is", "Seen" and "on", "Corn" and " Noon", "Sun" and "gone". Finally Dickinson is a master for metaphors.

Dickinson's poem

"A narrow Fellow in the Grass" uses similes such as "narrow Fellow" is a snake, or " The Grass divides as with a Comb-". ("A narrow Fellow in the Grass", p.107).

Emily Dickinson indeed intrigues readers while baffling and creating challenging expectations in each poem.

Her writing style is captivating, innovative, and captures impressions of particular moments of the human senses.

Emily is by far an intelligent independent woman poet of her time.

Tell tell the truth, but tell it slant -

Success in Circuit Lies

too Bright for our infirm Delight

The Truth's superb surprise

As Lighting to the Children eased

With explanation kind

The Truth must dazzle gradually

Or every man be blind -

("tell the truth, but tell it slant", p.108).

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<http://public.wsu.edu/~campbelld/amlit/common.html>

12.3 March

New Successor to Ogg Vorbis: CELT (2010-03-07 21:11)

A bit nicer for podcasts even though 24 kbps autoVorbis 5.7 sounds like he-aac m4a at the same bitrate.

Ultra-low latency (typically from 3 to 9 ms)

Full audio bandwidth (44.1 kHz and 48 kHz)

Stereo support

Packet loss concealment

Constant bit-rates from 32 kbps to 128 kbps and above

A fixed-point version of the encoder and decoder

Here is a lossy sample in flac format.

Tech Specs

FLAC sample

more samples

Top 20 country (2010-03-08 15:21)

20. Eddy Arnold
19. Ray Price
18. Lefty Frizzell
17. Dolly Parton
16. Kitty Wells
15. Buck Owens
14. Loretta Lynn
13. Tammy Wynette
12. Bob Wills
11. Conway Twitty
10. George Jones
9. Waylon Jennings
8. Willie Nelson
7. Carter Family
6. Bill Monroe
5. Jimmie Rodgers
4. Patsy Cline
3. Merle Haggard
2. Hank Williams
1. Johnny Cash

Moderate and conservative Americans demand "Population Redistribution thru private sector", not wealth redistribution (2010-03-11 13:50)

DEMAND A BALANCED BUDGET: Begin the Constitutional amendment process to require a balanced budget with a two-thirds majority needed for any tax hike.

STOP THE TAX HIKES: Permanently repeal all tax hikes, including those to income, capital gains, and death taxes, currently scheduled to begin in 2011.

COMMIT TO REAL GOVERNMENT TRANSPARENCY: Every bill, in its final form, will be made public seven days before any vote can be taken and all government expenditures authorized by any bill will be easily accessible on the Internet before the money is spent. (Proposed by: Steve Kulik, Gonzales, Texas; and Steve Hollis, San Francisco, Calif.)

PROTECT THE CONSTITUTION: Require each bill to identify the specific provision of the Constitution that gives Congress the power to do what the bill does.

PASS REAL HEALTHCARE REFORM: Greatly improve affordability of health insurance by permitting all Americans access to all health insurance plans sold anywhere in the United States through the purchase of insurance across state lines and allow small businesses and associations to pool together across state lines to buy insurance.

ENACT FUNDAMENTAL TAX REFORM: Adopt a simple and fair single-rate tax system by scrapping the Internal Revenue code and replacing it with one that is no longer than 4,543 words – the length of the original Constitution.

END RUNAWAY GOVERNMENT SPENDING: Impose a statutory cap limiting the annual growth in total federal spending to the sum of inflation rate plus the percentage of population growth.

LET US SAVE: Allow all Americans to opt out of Social Security and Medicare and instead put those same payroll taxes in a personal account they own, control, and can leave to whomever they choose.

PROTECT INTERNET FREEDOM: No regulation or tax on the Internet.

GIVE PARENTS MORE CHOICES IN THE EDUCATION OF THEIR CHILDREN: Improve American education by reforming the broken federal role through eliminating ineffective and wasteful programs, giving parents more choices from pre-school to high school, and improving the affordability of higher education.

PASS AN 'ALL OF THE ABOVE' ENERGY POLICY: Authorize the exploration of proven energy reserves to reduce our dependence on foreign energy sources from unstable countries and reduce regulatory barriers to all other forms of energy creation, lowering prices and creating competition.

PROTECT FREEDOM OF THE PRESS: Prohibit the Federal Communications Commission (FCC) from using funds to reinstate the Fairness Doctrine in any form, including requiring "localism" or "diversity" quotas.

RESTORE FISCAL RESPONSIBILITY & CONSTITUTIONALLY LIMITED GOVERNMENT: Create a Blue Ribbon taskforce that engages in a complete audit of federal agencies and programs, assessing their Constitutionality, and identifying duplication, waste, ineffectiveness, and agencies and programs better left for the states.

PROTECT PRIVATE PROPERTY RIGHTS: Block state and local governments that receive federal grants from exercising eminent domain over private property for the primary purpose of economic development or enhancement of tax revenues.

REJECT CAP & TRADE: Prevent the Environmental Protection Agency from implementing costly new regulations that would increase unemployment, raise consumer prices, and weaken the nation's global competitiveness with virtually no impact on global temperatures.

STOP THE PORK: Place a moratorium on all earmarks until the process is fully transparent, including requiring a 2/3 majority to pass any earmark.

NO CZAR REGULATION WITHOUT REPRESENTATION: All "lawmaking" regulations must be affirmatively approved by Congress and signed into law by the president, as the Constitution requires for all laws.

AUDIT THE FED: Begin an audit of the Federal Reserve System.

NO MORE BAILOUTS: The federal government should not bail out private companies and should immediately begin divesting itself of its stake in the private companies it owns from recent bailouts.

STOP CAREER POLITICIANS & CURB LOBBYIST POWER: Begin the Constitutional amendment process to require Congressional term limits. No person shall be elected to the Senate more than twice or to the House of Representatives more than four times.

SUNSET REGULATIONS: All regulations will be "sunset" after ten years unless renewed by Congressional vote.

LET US WATCH: Broadcast all non-security meetings and votes on C-SPAN and the Internet.

Inferior F-35 is stupid now (2010-03-14 09:18)

Usually when Lockheed Martin make an fighter jet, it is superior to the previous jet (F-22A Raptor). The Obama administration decision to scrap a proven aircraft in favor of a supposedly cheaper, more flexible replacement is proving to be an expensive mistake. Gates also announced he is withholding \$614 million in fees from the prime contractor, Lockheed Martin. F-35 is six months behind schedule. The only thing it has that the F-22 doesn't have is the short take off and vertical landing (STOVL) technology. Pentagon should have produced more F-22 Raptors and sold F-22 Raptors to other countries.

Top 25 anime films (no series): 2011 Edition (2010-03-20 16:13)

25. Steamboy
24. Panda Kopanda
23. Blood The last Vampire
22. Akira
21. The end of Evangelion
20. Paprika
19. Porco Rosso
18. The Castle of Cagliostro

17. Perfect Blue
 16. 5 centimeters per second
 15. Grave of the fireflies
 14. Fullmetal Alchemist: The Movie – Conqueror of Shamballa
 13. Piano No Mori
 12. Cowboy Bebop – The Movie
 11. Tekkon Kinkreet
 10. The Cat Returns
 9. The Girl who leapt through time
 8. Whisper of the Heart
 7. Kiki's Delivery Service
 6. Castle in the Sky
 5. Nausicaa of the Valley of the Wind
 4. Howl's Moving Castle
 3. My neighbor Totoro
 2. Princess Mononoke
 1. Spirited Away
-

Abraham Lincoln's original 5 year plan (2010-03-28 02:45)



mystery of the 5 dollar bill solved

or alternatively:

"If one labor hour equaled one dollar, the correct wage would be five dollars per day."

In 2010 that would be \$110.13!

Abraham Lincoln's original 5 year plans (2010-03-28 04:31)



mystery of the 5 dollar bill solved
or alternatively:

"If one labor hour equaled one dollar, the correct wage would be five dollars per day."
In 2010 that would be \$110.13!

oakleyses (2014-10-23 17:45:43)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:13)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:19)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Update OS Day V: Odyssey 2 (2010-03-31 10:30)

Loaded up with Crossover Linux 8 with VLC.exe and office 2k7 installed.

tech specs

ext4, BTRFS

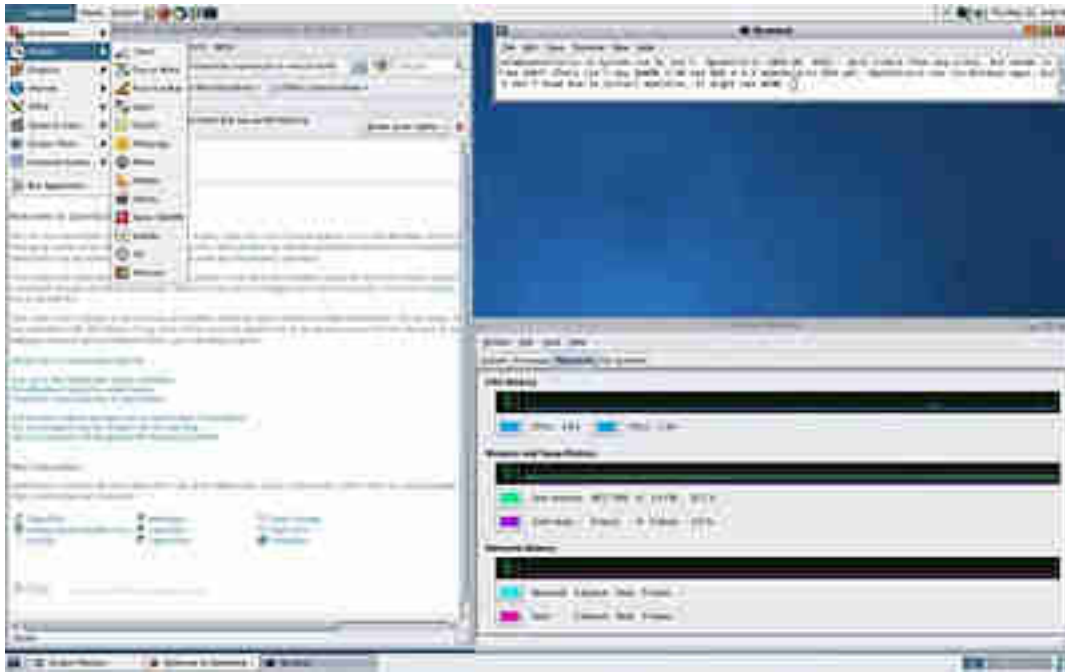
2.6.34-9 kernel

KDE 4.4.3

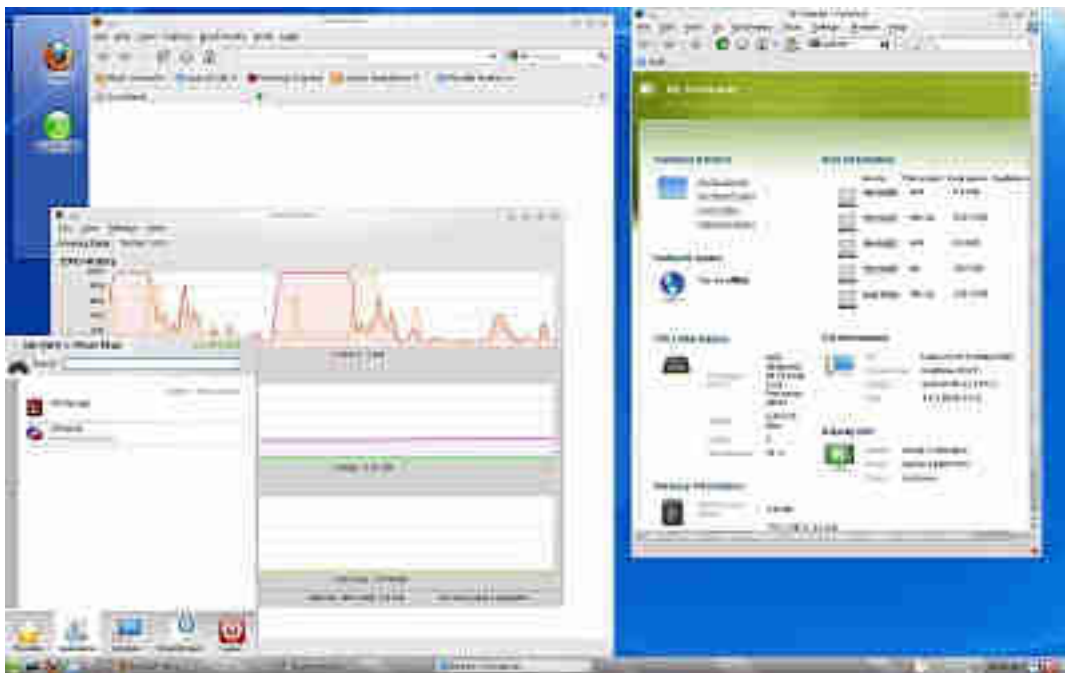
gnome 2.28.1

openoffice 3.2

firefox 3.6.5



i hear that opensolaris 2009.06 is much improved stability wise (solaris unix kernel with gnome 2.26), but i'm staying with linux until 2010.04 reviews. I saw Solaris 8 in 12th grade in 2003. I talked around and everybody who does uses linux didn't try OpenSolaris and they're all like "I installed yellowdog on PS3" deal.



Guys, we're moving to a near-ZFS (UNIX-only) file system, BTRFS. With zlib compression enabled, this filesystem writes and reads 50 % faster than EXT4 would. Has extents like EXT4.



Uploaded with

ImageShack.us

<http://img804.imageshack.us/img804/2756/opensuse113.jpg>

12.4 April

RIP: Facebook killed MSN (2010-04-10 11:29)

This protocol used to be very lively between 1999 - late 2007. I remember using this all the time, now there is little point. The college is using MSN as a network messenger. I did VoIP through this protocol. Now-a-days, nobody at Facebook (the true successor to MSN) wants to do Google talk. In the industry, VoIP already revolutionized years ago. AT home, in codec complexity only. I heard of War-crack (World of Warcraft), but facebook-crack! Never regressed to such a lowly site that keeps you cybered with Stockholm syndrome. Actually, I'm a freelancer from Mars, nobody knows me. Remember, I was cut off from a early adult age doomed to listen to Winamp while researching gamerankings all while finishing my associate degree. And that's average joe stuff. Many friends and family were going in the navy, I was absolutely right about enlisting in this branch. I purposely failed the navy SAT, because I realized what I got myself into in the middle of the test. Maybe it was a better decision, because now I get to go in network admin and computer forensics. And all my uncles and cousins, their parents are on Facebook and it's like social engineering. I read knew that the Jabber protocol is essentially facebook and that Empathy has the old facebook plug-in.



Always like this.

The Change You Want In Your Life? (2010-04-15 16:31)

As a blogger you are at times more open with your thoughts and feelings online than you might be in person, even with your closest friends and family. Despite knowing that thousands of people read this blog every day, I find it easier and I'm much more succinct, when I share my thoughts and ideas here, at least when it comes to certain subjects.

One of the wonderful, if surprising at first, experiences as a result of being open with people through a blog is that eventually you gain some kind of notoriety for being good at something.

Eventually my perception online became that of an "authority" in my niche, at least to a small sub-segment of the population. I became a "someone" rather than an audience, in one little corner of the universe, in this case as a blogger who talks about entrepreneurship, marketing, and personal development.

This is a great event for all kinds of reasons, but the most important reason, and be sure to underline this, is that with authority, more people actually read what I write. With the attention that authority gives me, I enjoy the privilege and honor of being able to influence people. This is power and it's something you have to be very careful with as power is trust, and you don't want to abuse people's trust.

What's a little strange for me is that I've not really done anything to earn my position other than tell you what I think and do. I haven't been officially trained to do this in any way, I didn't go to school to learn to blog (I started one instead), nor was I instructed along the way about the right way to do things. In reality I'm pretty much exactly the same as you are right now, except I've spent the last five years sharing aspects of my life through this blog over and over again, week after week.

The Challenge That Is Changing Yourself

One of the most interesting subjects, one that I'd like to tackle with you now, is the concept of whether it is really possible to change, especially in a proactive, self-determined manner. This isn't about fate or destiny, this is going after and getting what you want.

When I say change, I mean real change. I mean the kind of change that takes you from where you are now, to where you really want to be, although using a phrase that relates transition to a destination or a time isn't quite complete. What I'm really talking about when I say "be" is the state you are in. It's the change of state, the way you think and consequently act and thus experience, that I refer to when I mean change.

This is the kind of change where you feel like you're not the same person you were before, and everything around you has changed as a result of this. You might be living in a different place, associating with different people, you might have a different lover, or several, you might be financially wealthier, or maybe you've lost or gained weight, or you no longer do something you wanted to stop, like drinking, or smoking.

All these things are symptomatic of change, to say they are the change isn't quite accurate. It was something about you on the inside that changed, that caused a physical change to manifest in reality. It was YOU who changed.

When you experience this kind of change you know it, because when you realize the change you stop yourself and go "wow, I'm actually feeling what my previous self wanted to feel back then". I'm living what I previously wanted to live. I am what my past self wanted to be in the future, if we include the element of time. I am now where I wanted to be back when I was somewhere else, if we include the element of location.

It's this idea of change, and it's change for the better that we want, or at least what we perceive as desirably better today (it may not actually turn out to be so, but we assume it is for now since we don't know yet), that intrigues me. The idea that you are in charge of your own "personal development" is powerful. Imagine being in charge of claiming what you want in your life?

Yeah, it sounds good doesn't it, but let's state a truth – change is hard.

Significant change takes effort, and often so much effort that by the time we get what we wanted or arrive where we wanted to be, our value system has changed too, so you may not even want what you were working so hard to acquire. That I believe is a clever built-in motivation tool nature has given us so that we're always striving for more. If we got everything we wanted instantly and easily then the value wouldn't be there and we'd stop striving to make ourselves better.

Consequently, the lessons we eventually take away from any dramatic change in our lives are these, which many

people come to understand as universal principles if they live long enough...
We should live in the moment,
enjoy the journey,
understand that what we want isn't what we really want and,
that we will always want more until we decide we don't.
Tricky isn't it.

Is Change Even Possible?

I remember as a child listening to my mother on the rare occasion she hosted a party at her house. My mother is not the most social person and while she loves sharing ideas with other people, she's closer to hermit than socialite. That doesn't stop her from talking her mouth off when she's had a glass of wine and the people around her are saying things she feels a need to respond to (nowadays she doesn't need any alcohol to get her started!).

One of her favorite subjects as I recall, is whether change is even possible in the first place. She steadfastly believes people can change on a fundamental level, and we are talking about the tiniest of individual personality details, all the way up to global consciousness. Some people didn't agree with her, they argued that no one could truly change, which is why as humans we will always have the problems we have, in some shape or form.

I remember listening to her passionately explaining her viewpoint on this subject, although from my recollection as my mother's son, I felt more uncomfortable that here was my usually soft-spoken mother becoming more animated than usual, resulting in me wanting to be somewhere else (parents are, like, so embarrassing!). I generally preferred to find a way to be in another place when adults were drinking and talking loudly, but no doubt my mother's viewpoint on change has impacted my own perception of whether change is possible, so credit where credit is due.

I Haven't Quite Mastered This One...

As I stated at the start of this article, sometimes as a blogger you have to get personal. It's one of the most powerful tools we have to engage our audience. However, in the case of this subject, I have to admit I don't feel quite as comfortable as I'd like to when talking about my own perception of how to change.

Normally, as the authority, it's smart for me to assume a tone in my blog posts that I know what I'm talking about, and to a certain degree with many subjects that relate to marketing, I do, at least comparing my own skill level and knowledge with my audience's. I know just enough more than my readers so that I can provide value.

Marketing in so many ways is a science. Talking about how to make money, or relating a story of how you did something to get a result is simple enough. The concepts we are dealing with there are straight forward, like pieces of a puzzle you just have to arrange in the right order.

Concepts like change are much more fluid and complex. Most personal development subjects are that way because we're dealing with some of the fundamentals of life. As a result, I'm best teaching by revealing the aspects of my own journey, even though I may not have figured it all out. Writing an article like this isn't just for you, it also helps me, as I come to a greater realization of my own place by sharing with you. As they say, the best way to learn is to teach.

Here, discussing how you can go about changing your life for the better, I feel the need to make note of where I'm personally at with the topic because, well, I'm not quite there yet. At least I'm not where I want to be, so there is still more change to make.

I expect this is likely the state I will remain in for most of my life because as far as I can tell, no human ever masters change or remains content with how things are permanently, unless they are enlightened or dead. I don't exist in a perpetual state of enlightenment (nor am I convinced that's what life is all about if you consider the practical world, not just the spiritual world, although they can overlap if you become self aware enough), so I can only imagine what it is like.

For the sake of making this applicable to you, I'm going to assume you still have a strong desire to make changes in your life too and you're not quite enlightened yet either. At least we're coming from the same place :-).

This is part of the reason why this subject is so compelling. Being comfortable that life IS change is one thing, and I'm all for going with the flow, but taking a proactive interest in determining what changes in your life is a different story. You want to be the driver in your life, even if you can never be sure where the road is taking you or what you will pass through on the way.

Anonymous (2010-10-02 22:06:25)
ekkkkofv4, by vimax pills

Why Creating The Change You Want Is All About You (2010-04-17 16:28)

Next we're going to continue to build on the concepts introduced in the previous article, which are -

1. Confidence can be created through training, repeating processes so you build on your results
2. Raise your self awareness so you can be master of your universe, rather than your perceptions mastering you
3. You must continue to move forward regardless of how you feel or what conditions you face because it's not always going to be a smooth ride

These ideas focus on you being the catalyst for change, so let's take a deeper look at how much power you really have to create the kind of results you want in your life...

A Hard Lesson: You Can't Control Everything

Potentially one of the most depressing moments in your life, especially as a young person, is coming to grips with your own limitations. I'm all for creating a strong base of self esteem so you feel like you can achieve anything, but it's necessary to realize that you're not going to be the best at everything and some things you won't ever be able to do.

We're all born with gifts, natural abilities, and strengths, but conversely, there are things we're not good at and other elements that impact our lives, which are based on the "luck of the draw" that is the lottery of life. Your genetic make-up, where you are born, what era you are born into and all kinds of things can hinder your ability to create the change you want in your life.

Your environment has a huge impact on who you are, how you think and what you do. You can expand your universe by taking in new inputs, but you're limited to what inputs are available (hence the phrase you don't know what you don't know). Although you live in an infinite universe, for most of us we can only function within a finite universe or, well, your head might explode, or at least you won't be able to function within the framework of the society you call home, or the body you operate within.

Despite having your own unique set of circumstances based on your environment, physical make-up and ever expanding consciousness, there are universal principles that you can apply to help you create what you want in your life, regardless of your limitations. In the end, as is always the case, it comes down to the choices you make.

You've been given the power of freewill, which means in all circumstances you can make a choice. This is a wonderful gift, but dangerous in the "wrong" hands, so it pays to put some effort into ensuring you are making smart choices - that's smart in relation to what you want of course, which is going to be different from person to person.

Let's take a look at a basic framework of ideas you can use in order to help you make the right choices. Like the previous article in this series, I'll draw upon other blog posts I've published as source content for the ideas. Please read the source articles too as they will enhance your understanding of each concept.

4. Make Smart Choices (Stop making it hard for yourself and don't just follow the herd)

Source: How To Combine Your Brain And Willpower To Break The Pattern Of Average Results

When faced with a situation where you're simply not good at something or there is a barrier that is completely out of your control stopping you from achieving something, it's important that you see reality for what it is.

Of course we can choose to see things in a different way, to put our positive glasses on, or perhaps simply not think about or perceive something at all because it serves us better that way. However, fooling yourself to believe you can fly and consequently jumping off a building causing massive injury is not the kind of positive thinking or awareness change we are after here.

The article on using your brain and willpower to create change introduced a logical idea when faced with a world of inequality: You need to accept the conditions you operate within now and do the best with what you have been given. This is actually more critical than you might think. It's not just about accepting that you will never be tall if you are short, it's important that you make choices that allow you to develop what you are naturally gifted at (in the height example, you do things that short people have an advantage doing).

There are people in this world who prefer to take on challenges that they are handicapped to perform in some way. That's fine, and I'm not going to argue against this, but for the greater majority of people on this planet, making your life harder than it already is, is not a smart choice.

We're looking for the path of least resistance, and the lowest hanging fruit.

Make choices that leverage skills, talents or abilities that you were born with or have developed over time to give yourself an advantage. It's usually much more fun and gratifying to do this, you earn greater rewards because you put more into it and do it for longer, and on a global scale, generally you give more back to the world too.

Don't fight what you can't control and gravitate to areas where you can provide effortless value. When I say effortless, I don't mean it won't be work, but the process of work is enjoyable even when it's frustrating, painful or exhausting. You're developing aspects of yourself that were meant to be developed, rather than struggling to do something you're not good at.

This makes complete sense right?

Yeah, sure it does, but for many people on this planet they consider it a pipe dream to do what they want, and here's why...

1. You don't know what you're good at or "meant to do" or how on earth it could help you make money, or if it even should
2. You've made less than smart choices and find yourself in a situation where you feel trapped doing something you don't like
3. You live in a society where you don't even have your basic needs met, so thinking about what you might be good at doing rarely even crosses your mind, making enough food to survive, or finding a place to sleep that is warm, are the only challenges you deal with on a day to day basis

The fact that the third point is even relevant is particularly sad, in terms of a reflection of who we are as a people. It's safe to say that if you're reading this you're dealing with issues one and two and have risen to the point where your basic needs are met. Although at one stage I'd like to more thoroughly review some things we can do to help eliminate that third condition, that's a topic for another article on another day.

So, assuming your basic needs are met, in most cases to create the positive change in your life, the big mistake you are making right now is bad choices, choices incongruent with what you want. Every day you wake up and repeat activities that reinforce what you don't want, which are born from thinking in a way that doesn't take you to where you want to go, or to who you want to be.

This is an easy mistake to make because most of society is doing exactly the same thing. In order to break out of this pattern you essentially have to be "weird", which in context is not doing what the majority think is accepted behavior. The problem is that you are a herd animal and it's uncomfortable enough just to even bring up the subject of making changes that most people will criticize you for, let alone to actually do it. This is why it's critical you start to connect the dots and realize that –

- A) You're going to have to be different to most "normal" people if you are to go after what you want
- B) The perceived normality is, however, just an illusion, brought about because everyone thinks in a certain way and thus acts in a certain way, which doesn't make them happy, often causes other people as well as themselves to suffer and worse still, usually damages the planet too

If you can break the illusion simply by choosing not to partake in the accepted behaviors and thought processes, then you're on the way to making a difference.

This is not a situation of black and white choices of course, so you're going to have to make some decisions based on what you believe is right given what you want to change. I reiterate, you need to do the best with what you have been given, which is not usually doing what everyone else does or doesn't do.

You're going to face ridicule (all entrepreneurs and revolutionaries know what this is like), but the fact is, if you just keep doing what everyone does, you're going to get the same results. Break the pattern, stand out from the crowd, start making smart choices and people will look at you funny at first, but once they see how big an impact it has on your life, they're going to start looking at you as if you are some kind of genius. You may even become a leader – now that's a scary thought isn't it!

What's particularly powerful about this shift in awareness and behaviors, is that at first sure, you're doing it for your own self good, but it can go much further. It's when one individual starts making smart choices – let's call them "en-

lightened choices” – that the run-off effect is an impact on people around you, who may as a result of observing you, start to make similarly “unusual” choices. Like a good pyramid scheme, if enough people do this, then the world can change for the better, as these two fellows certainly understand –

Daisaku Ikeda (Japanese peace activist) said – “A great revolution in just one single individual will help achieve a change in the destiny of a society and, further, will enable a change in the destiny of humankind.”

Gandhi said – “Be the change you wish to see in the world”

Although you may be looking to create positive change to aspects in your life, making smart choices can have a ripple effect that can change the behaviors of the entire human race. The great thing about this is all you need to worry about is making what you perceive as the right choices given what you want to change. It's not always easy, but becoming aware of your power to make the choice and not simply go with the status quo, is a huge first step.

If you've managed to raise your self awareness to the point where you understand you are master of your own interpretation, you're focusing on changing the internal dialogue with yourself for the better, you're seeing the world in a much more positive light, you're committed to working on something long enough to get a result and you realize that it's not always going to feel 100 % perfect along the way, all that's left is to figure out what the right choices are, and then make them.

Let's take the next step and look at how we can determine what the right choices are...

5. Follow Success Patterns (Don't reinvent the wheel)

Source: How To Find The Courage To Change By Raising Your Awareness

Much of this source article focuses on raising your awareness to the point where you realize what you want, a recurring theme in this series on positive change too. There's a very relevant point to extract from towards the end of the article, which can fill in one of the final missing ingredients to create the change you want in your life.

It never fails to amaze me how many people don't figure out this very simple idea. I've had people come up to me and ask for my advice on how to do something and in so many situations, even if I know absolutely nothing about who they are, what they are good at, or even the area they are focused on, this advice still applies.

Replicate What Works

If you don't know what the smart choices are to get what you want, or even just the next step, or you're not even sure what on earth you are meant to do, that's okay because you're not alone on this planet. You don't need to figure everything out for yourself.

All you need to do is find people who have done what you want to do, or who are living how you want to live, and then learn what you need to know from them.

This concept applies universally to all forms of change, there is always some form of help available. If you want to make money doing something, find someone who's figured out how to do that. If you're about to face a new challenge, like becoming a father or mother for the first time, there are other people who have been through this experience before you. If you want to start a revolution and eliminate a great injustice, or stop a global catastrophe, or just figure out how to change your fashion style so you will be more attractive to the opposite sex, aspects of how to do all these things is learnable because it has been done before.

Even if you are doing something completely new in a completely innovative industry, or you're attempting to break new ground, there will be success principles that other people have used that will apply to what you are doing. You're learning some now just by reading this article. All you have to do is get out there and find the right people or the right information to start filling in the blanks to figure out what your immediate next step is, what the smart choices are.

You might need a coach or mentor, or perhaps you can study a guru or just read a good book. Maybe a structured course, or even a full degree is the answer. Maybe just a conversation over a cup of tea will give you what you need, or perhaps taking a hands-on training program is what you require.

In most circumstances, to learn what you need to know is a holistic process. To determine what steps you need to take and to undertake the necessary personal growth you require to get where you want to go, it is necessary to collect input from all kinds of sources, some that you proactively seek out, others that just show up at the right time (more on this later in the series).

In my own experience to create the change I desire in my life I usually go with a combination of experimentation (mandatory for most change to occur), with passive observation of people who have what I want, combined with active study of materials from experts and when possible, some personal time spent with people, some who just came

about at the right time and taught me something they may not have even realized they were teaching, and others who I sought out to solve a particular problem.

As Mulder constantly reminded us in the X-Files, the truth is out there, you just need to go looking for whatever truths will help you to create the change you want.

What If You Don't Know What You Want?

As one final piece of advice before I end this part of the series, if you're not even sure what you want, consider things you might like to have, or what about you or your immediate environment that you want to change, and then start looking for alternative choices you could make today to take you towards that reality.

You have to understand that making smart choices is not an absolute endeavor. You will never know the "right" decision beyond what is best for what you want to be in a given moment. This means that what is right for you will change constantly, it's part of the growth process that is the evolution of your consciousness. In order to help you get closer to figuring out your truth, you will need to sample and experiment.

Follow success patterns based what you think and feel might work for you, or focus on making changes that eliminate what you don't like about your life right now. Sometimes a process of elimination will lead you to what you want, but that doesn't mean all the principles you have learned up to this point are not relevant. They apply equally the same. You will always have the power of choice and it's up to you to figure out what you want, no one else can decide this for you. That's why raising your awareness as a basic concept is so important, it will give you the insight to know that change needs to be made in the first place, triggering the cascade of decisions that will lead you to greater clarification of what you really want.

Coming Up Next: Where Does Change Really Originate From?

The puzzle is looking a lot more complete. You now have some strong foundation concepts that can help you to realize the change you want, namely -

1. Confidence comes from training
2. Become self aware so you can use your perception as a positive force in your life
3. Work consistently regardless of external conditions and their effect on your feelings
4. Make smart choices based on your own strengths and what you want, not what everyone else does
5. Follow the success patterns that are all around you, ready to be learned whenever you need guidance

Most of these ideas reflect on you as the center of your own universe, which is certainly true, but we've left out a key point - everything is connected.

I touched on this idea when I talked about how you changing yourself can result in changing others around you, but it goes much further than this.

Everything you do influences other people, just as what other people do influences you. There is a mass interconnected web that you must learn how to operate within if you want it to help, rather than hinder you from experiencing the positive changes you desire.

Once you are aware of what I will cover in the next article you may even begin to question where change comes from or what you even are. We are heading into uncharted waters, so stay tuned, there's more to come yet!

Getting What You Want... (2010-04-20 16:29)

Here Is What I Know So Far

I've proactively changed many aspects of my life for the better, especially in the past five years. The key word here is "proactively", which could be interchanged with the word consciously, or intentionally. The point being that I decided I wanted something and then went to work to create the change necessary to have what I wanted. It wasn't just hoping, dreaming, or thinking about the change, it was all of those things AND focused action designed to take me there.

The end outcome of achieving what I set out to is usually different to what I expected, and of course as per the universal rules I talked about in the first article in this series, the process, the journey of creating the change turned out to be more valuable than actually arriving at the outcome.

Although we are motivated by changing certain physical circumstances we exist in, often it's the internal shift, the growth we go through on a personal level, that turns out to be the most valuable outcome. The physical benefits are like having the cake, while the real change is learning how to cook, something you can take with you long after you finish eating the cake.

Although many of the stories I'm about to tell you relate to a personal milestone, event or challenge from my life, the cornerstone of the story is the lesson learned as a result. Luckily for us, I've been chronicling many of these lessons by revealing the stories here on this blog, so together we can go on a trip through the last ten years of my life and extract some of the most important and powerful revelations as they apply to creating positive change.

I've included a link to the original articles that recount in more detail the situations and the key learnings. I strongly recommend you read these articles too, as they will greatly reinforce the messages of this article series.

This is some of the most powerful content in this blog in terms of helping you change your mindset, increase your own self awareness and achieve what you want. I say this in confidence because they are the benefits I gained by living these experiences.

Here we go...

1. Personal Congruency (Confidence through training)

Source: Personal Congruency... At 21? How To Be Confident At Any Age

Way back during the first year of this blog I talked about my trip to Seattle to play in the 1998 Magic world championships (a card game that has a competitive tournament series, sort of like poker, but geekier). During this trip I was able to meet some of the stars of the game, and play against the best of the best. The result of this once-in-a-lifetime experience was a change to how I perceive people who are considered famous and a deeper understanding of how they got there.

People who are exceptionally good at something get there because they repeated processes over and over again in preparation for an experience, or in an attempt to qualify for the experience. They then had the experience, which helped them become more confident heading into the next similar experience. This is why in professional sports or competition of any kind it's usually a huge advantage to have "been there before" as you're not intimidated by what you don't know.

This opens up the idea that expertise and success comes to people who choose to go after it. Yes talent, gifts and luck play a part, but the greater your "courage of conviction", the more likely you will be successful. If you build the tools to create the courage through hard work, then you are more likely to succeed, even if you have never had the success you are striving for before.

It's worth reading this article because I wrote it when I was 26. I'm 30 now and a lot happened during those years. I wrote that article having had minor financial success in my life at the time, but feeling confident about where I was heading because the positive signs were becoming very consistent and I truly began to believe I could have what I wanted, at least financially, because of what I was doing. I was starting to become proof of the concept I was writing about. I was starting a process of change, just as I was starting to build this blog.

2. You Control Your Perception (Interpretation is half the battle)

Source: The Key To Happiness

I read a book called Learned Optimism by Martin Seligman. It's a really interesting book, and one of the most enlightening ideas I took away from it was this -

Optimistic people do not see reality. Instead they contort their interpretation of what they are experiencing to see it as positive, regardless of what is really happening.

Pessimistic people have a much firmer grasp of reality and as such often see the negativity in what is happening to them and other people around them.

Optimists are essentially fooling themselves so they feel better. They manufacture hope and as a result live longer, happier lives. Pessimists see a form of truth, which you might say is more accurate than the optimists, but they consequently suffer more.

So do you want to be the happy fool or the sad realist?

When I was in my early twenties clearly my mind had decided that it preferred to see the negative in what was going on around it. It became so good at this, that the body it had control of started to malfunction.

My mind created so much fear that I started to get panic attacks. Even when there wasn't a large predatory animal

trying to hunt me down, which is a more typical reason for my body to react the way it did, as if it was preparing to fight or run away from the danger, I was feeling these sensations. It was horrible.

I created danger and fear when it wasn't there and it was because I had learned how to think about things the wrong way. I distorted my interpretation of reality to the point where I suffered physical pain. I call that a form of insanity, but I did find a way out...

As a result of this experience I became a very, very good listener, and this has nothing to do with listening to other people. I started listening to, or perhaps it's more accurate to say I started to observe my own thoughts, and wow, were they broken.

Back when I wrote the key to happiness I was at a stage where I observed my thought process for the sake of becoming a better thinker. You can call this cognitive behavior therapy if you like, but it's not that complicated, all you really have to do is "watch" how you talk to yourself. Once you do this you start to realize, at least this is the case for many people, that you really don't like yourself very much. You spend your entire day being insecure about pretty much everything.

My god was this a turning point for me! I couldn't believe how mean I was. I thought I was a good person before this, in fact I thought I was so nice that I deserved better in my life, but I was wrong. I was an absolute bastard to the person that mattered most – myself. I spent nearly every waking moment judging myself, and the world around me, and 90 % of the time I was negative.

From the seeds of your worst moments, come your greatest strengths. Becoming aware of my own internal dialogue was a massive gift and has positively influenced my life since then. The awareness born from actively listening to how I talked to myself, and then making a very conscious choice to change how I interpret the world around me and thus how I talk about experience to myself, gave me the toolset I need to, well, be happy.

I can't really put it any better than I did at the end of the article, so I'll repeat it here...

Happiness is ultimately not in anyone else's hands or controlled by any external element at all. It's purely a choice you can make. As often as I can I choose to be happy. It's not always as easy as that but by undertaking to change the way you think and create an ongoing positive dialogue with yourself you are both working towards the same goals – that's you and your little voice – both aiming for happiness.

Once you gain the power by becoming self aware of your own voice inside your head and how you perceive the world around you, half the battle is won. You are in control and that will always be the case no matter what happens to you or your environment.

Creating positive change in your life begins with how you interpret life itself. If you want things to change for the better, the first step is to make the choice to see the world in a way that is beneficial, on the inside. The outside world is always open to interpretation, and you will never know the real truth, so why not create perceptions that help you? The key take away from this article is self awareness is the first step towards creating the change you want, in fact, it is all you ever need if you really drill down to it. You are the master of your own universe.

3. Work Ethic (Do it even when you don't feel like it)

Source: How To Remain Productive When You Feel Like Giving Up

This is still one of the most popular articles on this blog with almost 250 comments as I type this, I wrote the article because it is clear people need encouragement. Heck, I need encouragement too, so I wrote this just as much for myself as I did for you.

Your mind is your strongest asset and your weakest link, and can be a very clever saboteur. It has a huge influence on your emotional state, and your emotions are the fuel that feed your creativity, or stifle it.

If there was a lesson that every blogger, entrepreneur and athlete knows well, it's the importance of consistence and persistence. I wrote about this in some depth in my very first free report – How To Start An Internet Business – and it's safe to take this on board as fact.

To be successful you're going to have to work hard, over a long period of time and there will be stages, many of them, where you just don't feel like it. If you want to change, learning how to work through periods of lack of motivation, depression, feelings of loss, confusion, or any state brought upon by negative thought patterns, requires that you learn two things -

1. Your thoughts are choices of perception that you are in control of entirely (the previous section discussed this)
2. You can choose to just do it (credit to Nike) regardless of how you feel

As you probably know from experience, sometimes even when you are aware of your inner voice, and even despite telling yourself all kinds of positive and good things, you still feel like crap. The reason for this is you don't believe in what you are saying to yourself, which is often very hard when you're still on the journey to change, because your physical reality hasn't become what you want it to...yet.

A true master of self awareness chooses their emotional state because they are in complete control of their internal configuration and have need for nothing in the external world (like totally zen). For most of us, the outside world has, and will have for our entire lives, a huge influence over us because we want something from it. As long as you have a sense of attachment to anything, and this is especially true for attachments to people, you're going to suffer (go Buddhism!).

This happens to me too, and although I can say it's not as pervasive as it once was, I still feel lousy sometimes when I'm not getting what I think I want, when I want it. This is especially the case when you are working to change something that requires you have an experience you have never had before, or where you have attempted to have the experience, yet failed, perhaps multiple times, reinforcing the belief that you will never attain your goal.

Chances are if you are reading this blog, one of the things you are attempting to do now is make money online, and you're not there yet, so you're forced to do things to make money that you don't like (e.g. a job), and you feel bad about it. This is a classic situation where you need to push through and keep going, even in the face of emotional adversity, and as I outlined in the article, often simply making the decision to act even when you don't feel like it, will pull you out of the negative mood.

The important point here is that you need to realize your process to come to a change is going to involve feeling all kinds of emotions, many of which will not help you change in the direction you want to. The greater the change you desire, the longer the journey, and the more you are going to experience along the way. It's your job to pilot the ship forward no matter what the conditions, with the belief that your destination is always moving closer, even when you feel like you are going backwards, and you are never certain of when you will arrive.

Coming Up: Taking It To The Next Level

I've introduced you to three principle concepts required to realize positive change in your life -

1. Confidence through training helps you create a foundation for growth
2. Self awareness - You choose your perception of reality
3. Working regardless of inner or outer conditions is the path to what you want

You can no doubt see how all three of these concepts are very interrelated and impact each other. As you continue through this series you're going to see that all these concepts are governed by universal laws, and in the end there is only one variable that really matters when it comes to making change. That variable is you.

Coming up next we're going to look even deeper at how you are the greatest agent for change there is today. Although your focus right now might be to change aspects of your own life, by the end of this article series you're going to see how important it is that you go through this process, because if you can truly grasp this, you will see that you're also the key to changing absolutely everything that you perceive as wrong on this planet.

But let's not get too deep just yet. First we need to understand what's governing the process of change, how your own behavior dictates results, what drives your behaviors and how simple it really is to change behavior if you just tie it all into the right mindset.

Beat Secret of Monkey Island SE (2010-04-29 16:53)

After 2 weeks of play, I got the alternate ending of Secret of Monkey Island SE This was after I beat the ordinary ending of SOMISE. I picked this game, because it was one of the top old school adventure games for the commodore amiga. i used a faq.

X

X

This is a decent game to download.

12.5 May

Update OS Day V-2: OpenSolaris 2009.06 impressions: (2010-05-01 09:18)

I installed OpenSolaris on an Athlon 64 X2 with 3 GB of RAM and it took an 40 minutes to install CD. After it booted up, I had Gnome 2.26 of course. It feels a lot like Linux, yet is smoother when I move around windows. I believe this has something to do with the 850 MB the kernel uses while OpenSuse 11.2 Gnome uses like 490 MB with nothing open. OpenSolaris 2009.06 is the only OS I can find on Ebay. The new release comes out in June. Solaris 2009 06 recognized my Dlink 108 Mbit Wifi connection and my NTFS slave drives, my Windows 7 partition and thumb drive. I asked the forum if developers could make a KDE and Gnome combo DVD like OpenSuse would.

There is no OpenOffice 3.1 so I was looking for a Wine emulator on Rapidshare, Megaupload, and others. That's what Linux has advantage with presently.

ZFS is a lot better file system than EXT4 and even BTRFS. ZFS is even more advanced than Microsoft's NTFS or Disturbed File System . It has more features than NTFS for Windows 7 on it.

My rating of OpenSolaris 2009 06 is an 7.5 out of 10. I knew I should take off 20 points for no office suite and no Wine. Stability is perfect however. It also doesn't come with any problems at all, just the bare bones! -5 points right there. It would make an awesome server with the stability. I don't think infiltrated Ubuntu's base, because Open Solaris came out in mid-2008 and wasn't great until 2009.06 release due to the improvements to ZFS features and ZFS tools integration into the Gnome GUI.

The GNU is complaining that it's inferior is compatible with OpenSolaris, but the OpenSolaris code isn't backwards compatible with their license. Having the ZFS file system in Linux is all the rage, but they can't due to GPL 3.0 incompatibility. That and Linux is still less stable even though you can't tell with Ubuntu and Fedora! UNIX is up 365 days. Linux is up 362 days a year. OpenSolaris could seriously overtake Linux in the future, because OpenSolaris has the best of both worlds. Linux only has one world and thus inferior. This answers the question that Linux passed UNIX solely do to the GNU and free was behind it. Even a professor would tell you that Linux was implemented as early as 1999 to cut costs and wiped UNIX off the map until Opensolaris was publically available.

Bad thing about OpenSolaris is you must have two boot loaders. You must always parition first, install Windows first, OpenSoarlis second and OpenSuse third; otherwise the GRUB menu only shows OpenSolaris and Windows and no OpenSuse. Even then I had to load into OpenSuse and select SDA3 on my yast boot loader and name SDA3 "OpenSolaris". I have to do this every time now. Fortunately, it doesn't create bad karma of OpenSolaris 2009 06 with me.

Solaris ZFS offers a dramatic advance in data management with an innovative approach to data integrity, tremendous performance improvements, and a welcome integration of file system and volume management capabilities. The centerpiece of this new architecture is the concept of the virtual storage pool which de-couples the file system from physical storage in the same way that virtual memory abstracts the address space from physical memory; allowing for much more efficient use of the storage devices. In ZFS, space is shared dynamically between multiple file systems from a single storage pool, and is parceled out from the pool as file systems request it. So, physical storage can be added to or removed from storage pools dynamically, without interrupting services. This provides new levels of flexibility, availability, and performance. And in terms of scalability, Solaris ZFS is a 128-bit file system. Its theoretical limits are truly mind-boggling—2128 bytes of storage and 264 for everything else, such as file systems, snapshots, directory entries, and devices.

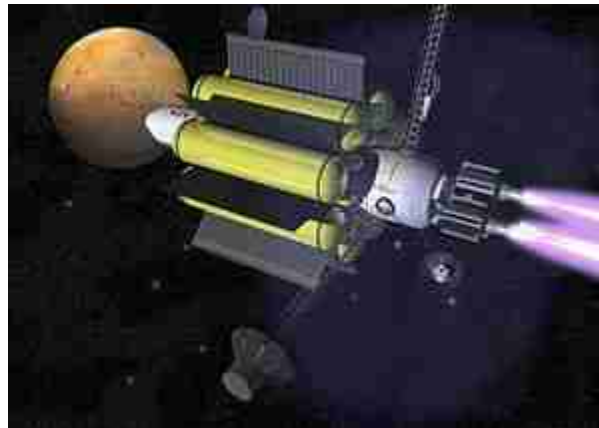
7.5 out of 10. (8.0 if I could find WINE)

Top 16-bit titles (2010-05-05 15:54)

10. Earthbound
 9. Sonic CD
 8. Super Castlevania IV
 7. Super Mario World
 6. Secret of Mana
 5. Super Metroid
 4. Super Mario RPG
 3. Zelda: A Link to the Past
 2. Final Fantasy III/VI
 1. Chrono Trigger
-

VASIMR engine for Mars mission (2010-05-09 01:20)

The Variable Specific Impulse Magnetoplasma Rocket (VASIMR) Mars engine would send astronauts to mars in 40 days. It uses radio waves to ionize and heat a propellant and magnetic fields to accelerate the resulting plasma to generate thrust.



Franklin Chang-Diaz set up the Ad Astra Rocket Company in January 2005 to begin development of the VASIMR engine. Later that year, the company signed a Space Act Agreement with NASA, and were granted control of the Advanced Space Propulsion Laboratory. In this lab, a 50 kW prototype was constructed, and underwent testing in a vacuum chamber. Later, a 100 kW version was developed, and this was followed by a 200 kW prototype. After a long period of rigorous testing in a 150 m3 vacuum chamber, the latest configuration was deemed space-worthy, and it was announced that the company had entered into an agreement to test the VF-200 engine on the International Space Station, in or before 2013.

Take Back America: A Battle Plan (2010-05-09 08:18)

Download 700 KB

Mirror 550 KB

^ extract the ebook file in rar with 7zip file manager to get html files

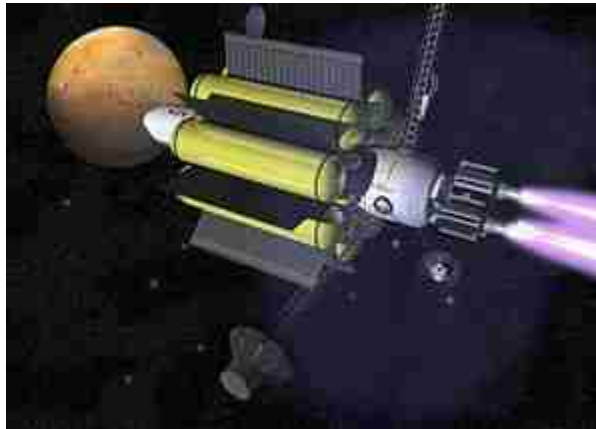
Obama is a Trotskyist / Trot!

" The Federal Reserve Board, the Securities and Exchange Commission, and the Treasury Department threaten to become, in effect, mere implementers of a global economic strategy designed by the IMF and the G-20 countries."

"If we let him keep control of Congress in 2011 and 2012, he will destroy our free enterprise system and replace it with government control of all aspects of our lives. He will work with the Europeans to enslave us in a global socialist system."

VASIMR engine for Mars mission (2010-05-15 01:38)

The Variable Specific Impulse Magnetoplasma Rocket (VASIMR) Mars engine would send astronauts to mars in 40 days. It uses radio waves to ionize and heat a propellant and magnetic fields to accelerate the resulting plasma to generate thrust.



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Cyber Cold War (2010-05-15 11:34)



IFRAME: [http://player.vimeo.com/video/33543916?title=0 &byline=0 &portrait=0](http://player.vimeo.com/video/33543916?title=0&byline=0&portrait=0)

World Communism is Strong from The John Birch Society on Vimeo. Chinese uses Deng Xiaoping as a philosophy and "don't fit in".

All I say is Windows isn't safe for anything important and switch to Linux (safe) or PC-BSD (safest). Using Smith Act for impeachment is more realistic too.

Time machine only \$140K (2010-05-25 05:08)

Life insurance will pay for your "time machine" into the 26th century!

Only 140,000 dollars! BE in there as long as you want! This is why life insurance is better than nationalize healthcare!

Anonymous (2013-03-20 20:15:23)

buy xanax xanax 2mg pakistan - xanax dosage panic disorder

oakleyses (2014-10-23 18:29:10)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:05)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:59)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Real life Starship Troopers (2010-05-27 21:34)

Now you can destroy bugs with a Bug-a-salt gun for \$39.95. It's a little like Starship Troopers.



modding attempts successful. (2010-05-29 20:30)

You might have known that I have most of the Cave Shoot em ups for PS2, but I play it in a emulator called PCSX2 and SSF which in itself is clever piece of coding. Now I finally have the know-how, comprehension to mod two consoles, the Sega Saturn and PS2, because the chips are plug and play. I don't think I get kudos/karma for this, but who knows! This is the fourth hit on google.

<http://img294.imageshack.us/gal.php?g=000qe.jpg>



^That's a DMS4 plug-and-play modchip (state-of-the-art). When it dies, the modchip is recyclable

X

Sega Saturn chip.

<http://www.consolesource.com/ecommerce/catalog/ModChips-orderby0-p-1-c-4.html>

And I also bought one Memor 32 modchip "firmware modified" memory card, so if I plug it in than I can read all the CDRs and DVDrs for PS and PS2 similar to a modchip. It's soldierless. That's even better than the DMS4. This is so much more less hassle than the DMS4 and costs \$5 less! Only \$60 with tax!

X

12.6 June

Xiphos (2010-06-10 12:35)

I found this program for Windows while looking at the Ubuntu Christian edition review. One of the modules is the free New English translation (NETfree) and another module is NetNotesfree for footnotes. There is the King James Edition module, but i don't like it. It is only useful for searching for text that would be hard in the book. It reads to you.

It is useful for throwing random quotes out during flame wars. I think there is a exorcist module. The forum members will think you're a Champlain and/or exorist!

Free Japanese SHMUP: Soldner-X (2010-06-13 07:35)

This game is a shoot em up from SideQuest Studios and gets 8.0 on game sites. Only 288.9 MB download.

X

Download

It's okay

Why Solaris went open source: to not get compensated over by cheaper RedHat's ALC_FLR.3 ! (2010-06-22 13:39)

Researching OpenSolaris 2010, a free System V UNIX, I come across a website that explains that in order to compete against Red Hat Linux in Government security requirements, they had to make the price point equal Red Hat's with only the customer service charges. So Red Hat was the first and one of three Linuxs to get EAL4 Augmented with ALC _FLR.3 including RedHat Linux, Oracle Linux, Suse Linux which is why the US Government is the largest buyer of Red Hat Linux. It only took OpenSolaris a year to be created after Red Hat accomplished this. The question is which one would you pick if customer service and patches were comparable with the latest Red Hat Enterprise Desktop? OpenSolaris has ZFS. I'm using OpenSuse BTW! Northrop Grumman likes Suse Linux too.

http://www.pcworld.com/article/132978/red_hat_linux_gets_top_government_security_rating.html

<http://www.novell.com/linux/government.html>

Anonymous (2010-06-23 00:14:57)

I use OpenSolaris since its 1st release in 2008 and I love it! I think no linux distro has enough technologies comparable with it. ZFS is better, SMF is easier, network virtualization is great! Why the hell use linux?

Iain's Smashing Good Blog Site (2010-12-15 23:13:47)

I know. Crossover isn't for UNIX yet! Damn good reason.

Mall of America (2010-06-25 12:09)

Walking around the MoA is funny in 2001 and 2010 by the Persian kiosk. "excuse me sir, can i ask you a question", "beautiful wife sir, beautiful wife, can i speak to you for a second", "wow look at this couple, come over here for a moment, let me show you something"... then when you ignore them they say "Have a GREAT afternoon" (f*** off)

Last time I was at MoA in June 2001, I got a laser pointer, Daytona USA Dreamcast. 9 Years later, I only took pictures of the place for guests.

2010

























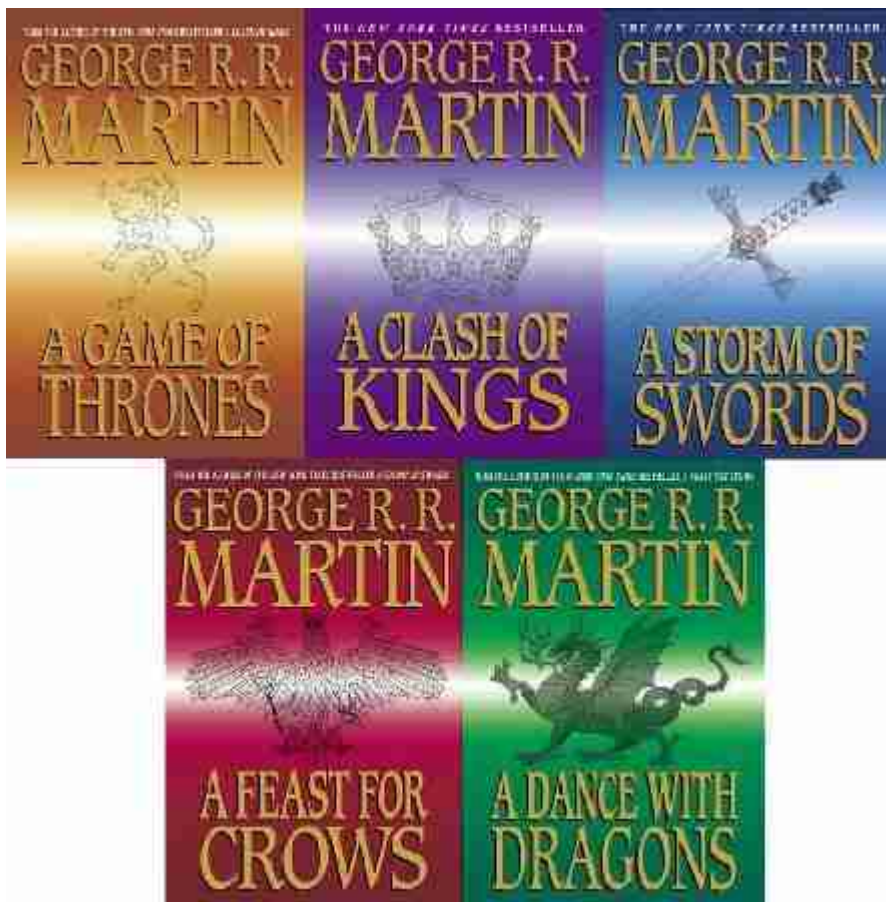
Google+ Impressions (2010-06-28 17:42)

<http://ia700700.us.archive.org/2/items/GooglePreview/google.mp4>

The main feature of google plus is you can relocate messages to certain friends unlike Facebook. I had to integrate Picasa into it to join. I have nobody to talk to since they cannot join the beta. All the people i searched weren't on Google+ yet. I know I am the first one in my class to be on Google+

HBO's A Song of Ice and Fire (2010-2014) (2010-06-29 10:07)

HBO now doing something very cool such as bringing the best fantasy novel series to television. Peter Jackson must've messed up. These are done in seasons with the first season "Game of Thrones" (book 1). Then a new book comes out in 2011, 2012, 2013, and 2014. The books won Locus, Nebula and Hugo awards. The Song of Ice and Fire storyline must be pretty liberal for HBO to turn it into five miniseries.



Looking forward to it.

12.7 July

Top 32 anime series & film (2010 edition) (2010-07-10 07:06)

1. Code Geass Lelouch of the Rebellion
 2. Cowboy Bebop
 3. Monster
 4. Code Geass Lelouch of the Rebellion R2
 5. Full Metal Alchemist
 6. Mushi-Shi
 7. Neon Genesis Evangelion
 8. Death Note
 9. Samurai Champloo
 10. Ghost in the Shell: Stand Alone Complex
 11. Welcome to the NHK
 12. Kino's Journey
 13. Ghost in the Shell: Stand Alone Complex 2nd Gig
 14. Haibane Renmei
 15. Moribito Guardian of the Sacred Spirit
 16. Melancholy of Haruhi Suzumiya
 17. Nana
 18. Spirited Away
 19. Clannad After Story
 20. Gungrave
 21. Serial Experiments Lain
 22. Gankutsuo The Count of Monte Cristo
 23. Vision of Escaflowne
 24. Eureka Seven
 25. Full Metal Panic! The Second Raid
 26. The Twelve Kingdoms
 27. Wolf's Rain
 28. Last Exile
 29. Neon Genesis Evangelion
 30. Revolutionary Girl Utena
 31. Castle in the Sky
 32. Clannad
-

Monkey Island 2 SE: LeChuck's Revenge (2010-07-10 14:45)



<http://www.fileserve.com/file/HssUN8s>
<http://www.fileserve.com/file/BMAv2x6>
<http://www.fileserve.com/file/ZadXRMk>

Top 10 classical composers (2010-07-17 17:23)

I got classical vorbis and that fact I own flutes so it is pretty legit. I played flute at the Phipps Center for the Arts with Jennifer Starr twice.

1. John Cage (1912 – 1992)
 2. Nadia Boulanger (1887 – 1979)
 3. Edgard Varese (1883 – 1965)
 4. Igor Stravinsky (1882 – 1971)
 5. Gustav Mahler (1860 – 1911)
 6. Richard Wagner (1813 – 1883)
 7. Giuseppe Verdi (1813 – 1901)
 8. Wolfgang Amadeus Mozart (1756 – 1791)
 9. Franz Joseph Haydn (1732 – 1809)
 10. Carl Philipp Emanuel Bach (1714 – 1788)
-

OpenSuse 11.3 review (2010-07-27 22:06)

OpenSuse 11.3 is the first release with the BTRFS file system (alt name: ReiserFS 5). That was unstable so I continued EXT4 with the more EXT4 stability patches that went into Ubuntu 10.04 (installed that on a laptop and works great). Unfortunately, OpenSuse 11.3 does not like Crossover Linux and enjoys crashing with Winamp or sometimes with the NTFS drivers that came with Crossover Linux, would freeze itself up. It won't crash running Crossover Linux apps in Gnome or XFCE.... only KDE. I know OpenSuse 11.2 should handle [stable gameplay] Crossover Games, but I can't imagine OpenSuse 11.3 handling Crossover Games with Unreal Tournament 2k4, Half-life 2, Monkey Island SE, Elder Scrolls III Morrowind playable.

I like OpenOffice 3.2 as much as OpenOffice 3.1 (Opensuse 11.2) where I do my homework. The games are just as fun. It uses about the same RAM. My old Athlon XP PC from 2003 doesn't like the installation DVD and will shut down upon boot. I'm stuck with KDE 3.5.5 and Gnome 2.18 for that PC.

I installed the 64-bit DVD onto my Sempron 64 PC and it worked without crashing. The install finished the first time. WinApps were stable running on Crossover Linux. All the programs worked. The Sempron 64 PC is as fast as my Pentium IV PC. I used the Pentium IV PC for PC games until 2006 when I got a Athlon 64 X2 PC with a Geforce 8800 GTX.

OpenSuse 11.3 seems to install okay on Turion X2 Laptops since I installed it free for a cousin. WinVista crashed so OpenSuse 11.2 / 11.3 worked. Windows apps didn't yet crash on his laptop to my knowledge.

I finished installing OpenSuse 11.3 on two other 32-bit PCs (Pentium IV and Athlon XP) and the OS installed completely. I own the 32-bit and 64-bit version. Crossover Linux works without crashing for VLC and Winamp on the 32-bits. I prefer KDE.

I like OpenSuse 11.2 a bit better. Requests OpenSuse 11.4 not to crash [on mine] as much with Win Apps emulating! Fortunately, EXT4 rebuilds itself to the desktop shell with any crash. I have proven Crossover Linux crashes only on the Athlon 64 X2 PC. I give it an 9.0 out of 10 for being impressive.

Nice benchmarks for openSUSE 11.3!

12.8 August

Dells adventure... (2010-08-08 17:37)

I drove all the way to WI Dells to play Laser Runner My score was 6080. I've been in one of these in 2001. Then I ate pizza. After that, I went on the Opa, Dive to Atlantis, and Hades at least twice each. Felt great. Then I went back to Hudson. I haven't been to Valley Fair since 2000. I brought a 18 yr old cousin, Uli with me. Must've spent \$180 Met some millionaires, asked for best paying entry job around...asked about obama

Those gears lock (2010-08-08 18:29)



Department for Innovation



Great Pyramid of Giza was an alien Microwave-based Emergency Beacon (2010-08-10 18:54)

According to some websites, the Great Pyramid was built by Extraterrestrials who used it to create Microwave energy so that it can be a beacon to show intelligent life. The Soviet KGB have found extraterrestrial bodies in the Great Pyramid pg Giza in 1990. Many pictures and symbols resemble UFOs and aliens. The great pyramid also served as a power plant. Underneath the Great Pyramid of Giza is supposed to be an 2600 year old extraterrestrial spaceship with an computer and lightspeed technology. <http://www.ufo-blogger.com/2011/03/egyptian-archaeologist-admits-pyramids.htm> I

Only XFX I guess..RIP BFG Tech (2010-08-14 09:54)

BFG Technologies, my favorite Geforce vendor, has defunct. My last GPU from then was two GTX 280. It was my favorite for the lifetime guarantee.

BFG Technologies, Inc. is winding down and liquidating its business. Unfortunately our major supplier would not support our business. As a result we are cancelling your RMA without being able to repair your product. We apologize for the inconvenience.

If you have already sent your product it, it will be returned to you.

BFG Technologies, Inc.

14048 Petronella Drive

Libertyville, Illinois 60048 After the Chapter 7 bankruptcy, I suggest everyone go with XFX.

Top Hong Kong Crime Dramas (2010-08-15 13:24)

1. The Killer (1989)
2. Hard Boiled (1992)
3. Internal Affairs (2002)
4. A Better Tomorrow (1986)
5. A Better Tomorrow II (1987)
6. Internal Affairs II (2003)
7. Running Out of Time (1999)
8. Police Story (1985)
9. The Longest Nite (1988)
10. Full Contact

Most of these films were when Hong Kong was a commonwealth of UK and were decent. Since 1997, they went from 8s to 6s! That should change if HK cinema makes a high budget movie with nostalgia. Communism makes them cinema dumber.

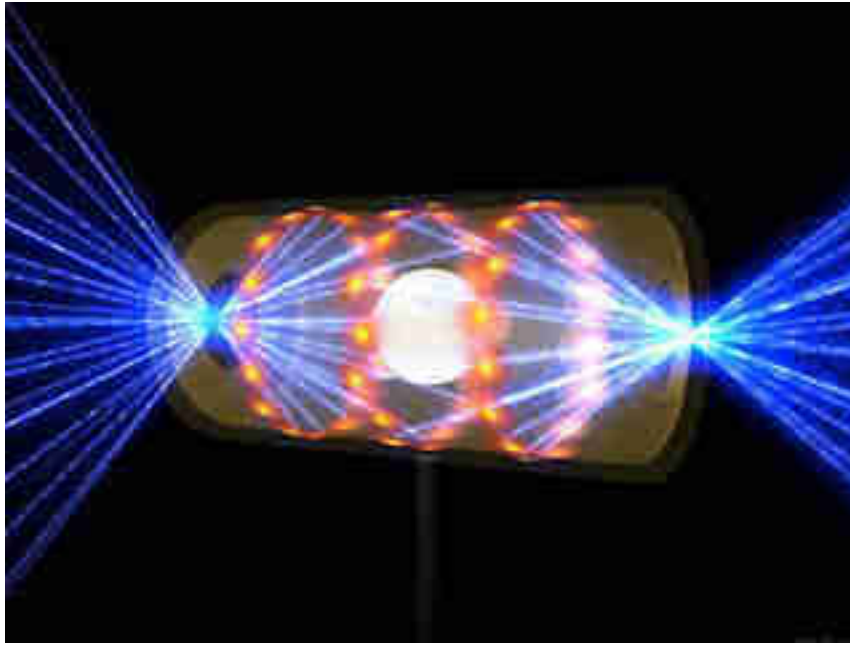
My new Intel Mac (2010-08-18 08:06)

Mirror

Laser to get Sun's energy for heavy duty electricity? (2010-08-21 20:23)

<http://www.foxnews.com/story/0,2933,522857,00.html>

Japan's doing it too! All this time, I thought the Gov was against nuclear energy like they are with nuclear power plants. I always thought we needed more nuclear power plants before today.



We should stick with building nuclear power plants or ITER power plants or HiPER power plants. I know a energy source called Hydrosonic pump that outputs more energy than it takes to make it, and it is a lot less expensive to make!

florida solar panels (2011-04-12 18:49:36)

Solar panels will help you manage your bills. It's like you are having the electricity for free. It's eco-friendly too.

Iain's Smashing Good Blog Site (2011-07-24 14:38:35)

Screw Eco-friendly. It's Karl Marx trying to do dictatorship of the proletariat on the nuclear power plants - that's just stupid. It's the eco-socialist manifesto! Power plants are businesses you know.

The Kyoto Accord doesn't work! Canada says it failed! USA hasn't been touched yet.

Image backup better than Ghost these days (2010-08-25 02:48)

For image backups, I have used Acronis True Image Home 2010 for Windows XP Pro and Vista. It won't backup a Linux partition, yet I would install a new Linux after major releases. Acronis has compression and archive splitting. It'll make a backup partition to put your image on or some other media such as DVD, USB HDDs, and another SATA hard drive. The Arconis 2010 is good for Vista. It works with Windows 7, but the taskbar seems to crash.

I have my music on DVD, and external hard drive. That's the only thing valuable on PC.

Nintendo never surrenders to Sony/Apple/Microsoft (2010-08-26 15:12)

even if N64 & GameCube are considered failures sales-wise, the fact is those both made \$ \$ \$ for Nintendo from day 1 onwards. So even if they didn't win, they still made hundreds of millions whereas someone like Microsoft made record-breaking losses. It will never surrender its right to produce hardware, not until the very last desperate opportunity to continue has been explored. Its recent failure to furnish its hardware platforms with sufficiently awe-inspiring games has been a mistake. It may be that Nintendo is eventually forced out of the hardware business. Nintendo does not

believe that to be the case. .pre-price reduction and it sold over 200,000 units in FOUR days in Japan. Nintendo makes profits aren't through conquering but more like staying in one place. If you don't acquire or invest in new projects, obviously you will make more profits. That's why Nintendo always tries to do new stuff, because they don't ever make a base and go from there, it's always a gamble

Central Committee comes from 'Comrade File Cabinet'? (2010-08-30 12:32)

In 1922, Joseph Stalin was General Secretary of the USSR. Joseph created departments of the Central Committee and other organs at lower levels that were responsible for the registration and appointment of party officials. That's the only Bolshevik thing the Republican Party and Democratic Party should do.

12.9 September

At the Epic Center yesterday to see Armin (2010-09-03 10:02)

<http://epicmpls.com/the-venue/venue-tour>



IFRAME: <http://www.youtube.com/embed/toh26Bbepyw>

Was there.

Greatest videogame sidekick (2010-09-07 12:26)

- 42. Minsc (Baldur's Gate)
 - 41. Barry Burton (Resident Evil)
 - 40. Jan Ors (Star wars Jedi Knight)
 - 39. ROB
 - 38. Zeke Dunbar (inFamous)
 - 37. Lucca (Chrono Trigger)
 - 36. The Darkness
 - 35. Albert Einstein (Command & Conquer Red Alert)
 - 34. Frog (Chrono Trigger)
 - 33. Rush (Mega Man)
 - 32. Launchpad
 - 31. Wakka (Final Fantasy X)
 - 30. Athena (God of War)
 - 29. Dog (Fable)
 - 28. Erika (Prince of Persia)
 - 27. Midna (Legend of Zelda TP)
 - 26. Vivi (Final Fantasy 9)
 - 25. Sheva Alomar (Resident Evil 5)
 - 24. Sully (Uncharted 2)
 - 23. Argo the Horse (Shadow of the Colossus)
-

22. Moogles (Final Fantasy)
 21. Zero (Mega Man X)
 20. Falco (Star Fox)
 19. HK-47 (Star Wars Knights of the Old Republic)
 18. Captain Price (Call of Duty 4)
 17. Dominic Santiago (Gears of War)
 16. Navi (Legend of Zelda)
 15. Daxter (Jak and Daxter)
 14. Chocobo (Final Fantasy)
 13. Epona (Legend of Zelda)
 12. Dogmeat (Fallout 3)
 11. Clank (Ratchet and Clank)
 10. Cortana (Halo)
 9. Otacon (MGS)
 8. Toad
 7. Alyx Vance (Half-life 2)
 6. Diddy Kong
 5. Tails (Sonic the Hedgehog 2)
 4. Companion Cube
 3. Garrus Vakarian (Mass Effect)
 2. Yoshi
 1. Luigi
-

Top 20 anime 2010 (2010-09-08 16:32)

1. Fullmetal Alchemist Brotherhood
 2. Fullmetal Alchemist
 3. Death Note
 4. Cowboy Bebop
 5. Code Geass
 6. Code Geass R2
 7. Tengen Toppa Gurren-Lagann
 8. Melancholy of Haruhi Suzumiya
 9. Eureka Seven
 10. Baccano!
 11. Last Exile
 12. Samurahi Champloo
 13. RahXephon
 14. Mushishi
 15. Monster
 16. Neon Genesis Evangelion
 17. The Vision of Escaflowne
 18. Gankutsuou: The Count of Monte Cristo
 19. Eden of the East & Movies
 20. The Twelve Kingdoms
-

Playing Diablo III Six Months Early! Lucky me. (2010-09-12 01:28)

Diablo III is the sequel to 2000 RPG of the Year Diablo 2 by Blizzard North. This is the full game 8.5 GB.

Game Specs

OS: Microsoft Windows XP, Vista or Windows 7

Processor: Intel Pentium 4 3.0Ghz, AMD Athlon 64 3400+

Memory: 1GB (2Gb for Windows Vista)

HD Space: 20GB

Video Card: ATI Radeon X1500, NVIDIA GeForce 6800

Recommended (Enhanced for DirectX 11):

OS: Microsoft Windows XP, Vista or Windows 7

Processor: Intel Core i7 or AMD Phenom II

Memory: 3GB

HD Space: 20GB

Video Card: ATi Radeon HD 5700 Series

Proof of full game leak! (avc 1.2 MB) I cannot give a review on Gamespot, because they'll kick me out.

Music Collection (2010-09-16 07:08)

IFRAME: cwindow

Book Collection (2010-09-17 15:45)

Title	Author	Author I-f	Additional Authors	ISBN	ISBN13	My Rating	Average Rating	Publisher	Binding	Number of Pages	Year Published	Original Publication Year	Date Read	Date Added	Bookshelves	Bookshelves with positions	Exclusive Shelf	My Review	Spoiler	Private Notes	Read Count	Recommended For	Recommended By	Owned Copies	Original Purchase Date	Original Purchase Location	Condition	Condition	Description	BCID
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Iain's Blog: The Ebook edition Iain Campbell

5 5 archive.org (creative commons license 3.0) ebook 5788 2014 2014

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Freedom's Right: The Social Foundations of Democratic Life Axel Honneth

9780745669434 0 3.5 Polity Press Paperback 450 2014 2013

1

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Only Ever Yours Louise O'Neill

4 4.26 Quercus Paperback 400 2014 2014

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Critical Disability Theory: Essays in Philosophy, Politics, Policy, and Law Dianne Pothier

9780774812047 0 4 UBC Press Paperback 336 2006 2006

1

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The I in We: Studies in the Theory of Recognition Axel Honneth

9780745652337 0 3.6 Polity Press Paperback 240 2012 2012
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Pathologies of Reason: On the Legacy of Critical Theory Axel Honneth
James Ingram
9780231146265 0 3.82 Columbia University Press Hardcover 222 2009 2007
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1984 George Orwell
Erich Fromm
9780451524935 4 4.09 Signet Classics Paperback 326 1950 1949
1
unspecified
Critical Social Theory Gary M. Simpson
9780800629168 0 4.43 Augsburg Fortress Publishing Paperback 196 2001 2001
1
unspecified
The Routledge Companion to Critical and Cultural Theory Paul Wake
Simon Malpas
9780415668309 0 3.25 Routledge Paperback 342 2013 2013
1
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A Summary of Christian Doctrine, New King James Edition Edward W.A. Koehler
Brent W. Kuhlman
9780758600172 5 4.88 Concordia Publishing House Paperback 437 2006 2005
1
unspecified
UnSouled (Unwind, #3) Neal Shusterman
9781471118104 4 4.21 Simon & Schuster UK Paperback 404 2013 2013
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UnWholly (Unwind, #2) Neal Shusterman
9781442423688 4 4.28 Simon & Schuster Books for Young Readers ebook 416 2012 2012
1
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Unwind (Unwind, #1) Neal Shusterman
9781416912040 4 4.21 Simon & Schuster Books for Young Readers Hardcover 335 2007 2007
1
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Ruins (Partials Sequence, #3) Dan Wells
9780062071101 4 4.05 Balzer + Bray Hardcover 464 2014 2014
1
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Fragments (Partials, #2) Dan Wells
9780062071071 4 4.15 Balzer + Bray Hardcover 576 2013 2013
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Partials (The Partials Sequence, #1) Dan Wells
9780062071040 4 3.95 Balzer + Bray Hardcover 468 2012 2012
1

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The Pathologies of Individual Freedom: Hegel's Social Theory Axel Honneth

Ladislav Látil

9780691118062 0 4.43 Princeton University Press Hardcover 84 2010 2010

1

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The Struggle for Recognition: The Moral Grammar of Social Conflicts Axel Honneth

9780262581479 0 4.12 MIT Press (MA) Paperback 240 1996 1992

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unspecified

Christian Dogmatics (4 volumes set) Francis Pieper

Theodore Engelder

9780570067153 5 4.44 Concordia College Hardcover 0 2003 2003

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unspecified

A Dictionary of Cultural and Critical Theory Michael Payne

Jessica Rae Barbera

0 3.62 Wiley-Blackwell Kindle Edition 833 2013 1996

1

unspecified

The Name of the Wind (The Kingkiller Chronicle, #1) Patrick Rothfuss

9780756404079 0 4.55 Penguin Group DAW Hardcover Hardcover 662 2007 2007

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The Wise Man's Fear (The Kingkiller Chronicle, #2) Patrick Rothfuss

9780756404734 0 4.55 DAW Books Hardcover 994 2011 2011

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The Power Broker: Robert Moses and the Fall of New York Robert A. Caro

9780394720241 5 4.51 Vintage Paperback 1344 1975 1974

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One-Dimensional Man: Studies in the Ideology of Advanced Industrial Society Herbert Marcuse

9780807014172 0 3.98 Beacon Press paper 320 1991 1964

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Allegiant (Divergent, #3) Veronica Roth

9780007524273 4 3.64 HarperCollins Children's Book's Hardcover 526 2013 2013

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Insurgent (Divergent, #2) Veronica Roth

9780007442911 5 4.17 HarperCollins Children's Books Hardcover 525 2012 2012

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Divergent (Divergent, #1) Veronica Roth

9780062024039 5 4.34 Katherine Tegen Books Paperback 487 2012 2011

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Mockingjay (The Hunger Games, #3) Suzanne Collins

9780439023511 4 4.03 Scholastic Press Hardcover 400 2010 2010

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Catching Fire (The Hunger Games, #2) Suzanne Collins
9780439023498 5 4.31 Scholastic Press Hardcover 391 2009 2009

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The Hunger Games (The Hunger Games, #1) Suzanne Collins
9780439023481 5 4.4 Scholastic Press Hardcover 374 2008 2008

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Pride and Prejudice Jane Austen
Anna Quindlen
9780679783268 5 4.23 Modern Library Paperback 279 2000 1813

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Watchers Dean Koontz
9780425188804 0 4.13 Berkley Paperback 624 2003 1987

1
unspecified
A Practical Guide to Fedora and Red Hat Enterprise Linux Mark G. Sobell
9780133477436 5 4.08 Prentice Hall Paperback 1300 2013 2008
I installed Scientific Linux 6.5 on a pc and this has Red Hat Enterprise Linux 6.4.
The commands and tutorials still apply to Scientific Linux 6.5. The best Red Hat author (Doctor Mark Sobell). Red Hat is great when you need a consistent kernel version (2.32.431) in order to maximize stability

1
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The Sociology of Religion Max Weber
Ephraim Fischhoff, Ann Swidler
9780807042052 4 3.82 Beacon Press Paperback 384 1993 1920

1
unspecified
Economy and Society: An Outline of Interpretive Sociology Max Weber
Claus Wittich, Guenther Roth
9780520035003 4 4.03 University of California Press Paperback 1470 1978 1922

1
unspecified
Pet Sematary Stephen King
9781416524342 4 3.81 Pocket Books Paperback 576 2005 1983

1
unspecified
The Stand Stephen King
Bernie Wrightson
9780385199575 4 4.31 Doubleday Hardcover 1168 1990 1978

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It Stephen King
9780451169518 4 4.09 Signet Paperback 1090 1987 1986

1
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The Human Division (Old Man's War, #5) John Scalzi

9780765333513 4 4.05 Tor Books Hardcover 431 2013 2013

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Zoe's Tale (Old Man's War, #4) John Scalzi

9780765316981 0 3.73 Tor Books Hardcover 335 2008 2008

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The Last Colony (Old Man's War #3) John Scalzi

9780765316974 0 3.99 Tor Books Hardcover 320 2007 2007

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The Ghost Brigades (Old Man's War, #2) John Scalzi

9780765354068 4 4.06 Tor Paperback 347 2007 2006

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Forever Peace (The Forever War, #2) Joe Haldeman

9780441005666 0 3.71 Ace Paperback 351 1998 1997

1

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The Norton Anthology of American Literature, Package 2: Volumes C, D, and E Nina Baym

9780393929942 5 4.21 W. W. Norton & Company Paperback 2870 2007 2002

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The Norton Anthology of American Literature, Volume a: Beginnings to 1820 Nina Baym

Robert S. Levine

9780393934762 5 3.71 W. W. Norton & Company Paperback 949 2011 2002

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The Norton Anthology of American Literature, Volume B: 1820-1865 Nina Baym

Robert S. Levine, Wayne Franklin, Philip F. Gura, Jerome Klinkowitz

9780393934779 5 3.93 W. W. Norton & Company Paperback 1756 2011 2007

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The Norton Anthology of American Literature, Volume E: Literature Since 1945 Nina Baym

Robert S. Levine

9780393934809 5 4.4 W. W. Norton & Company Paperback 1248 2011 2011

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Ameritopia: The Unmaking of America Mark R. Levin

5 4.29

Kindle Edition

2012

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The Neoconservative Persuasion: Selected Essays, 1942-2009 Irving Kristol

9780465022236 0 3.71 Basic Books Hardcover 416 2011 2011

a leading conservative, Irving Kristol, inspired many Fox News Channel commentators like Charles Krauthammer, Sean Hannity and Bill Kristol. Neo-conservatism is very popular approach in United Kingdom and Europe.

1

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Neoconservatism: The Autobiography of an Idea Irving Kristol

9780028740218 0 3.74 Free Press Hardcover 512 1995 1995

a leading conservative, Irving Kristol, inspired many Fox News Channel commentators like Charles Krauthammer, Sean Hannity and Bill Kristol. Neo-conservatism is very popular approach in United Kingdom and Europe.

1

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Lutheran Study Bible Hardcover Anonymous

9780806680590 4 4.08 Augsburg Fortress Publishers Hardcover 2112 2009 2009

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Harry Potter Boxset (Harry Potter, #1-7) J.K. Rowling

9780545044257 0 4.73 Arthur A. Levine Books Hardcover 4100 2007 1998

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The Giver (The Giver #1) Lois Lowry

9780385732550 0 4.11 Ember Mass Market Paperback 179 2006 1993

1

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Study Bible-NIV Anonymous

9780310939122 5 5 Zondervan Publishing Company Leather Bound 2340 2008 2008

Wisconsin Evangelical Lutheran Synod banned the 2011+ NIV study bible so I bought this old school version.

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The Enemies Within: Communists, Socialists and Progressives in the U.S. Congress MR Trevor Loudon

Rodney R Stubbs

9781490575179 0 0 Createspace Paperback 704 2013 2013

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The Liberty Amendments: Restoring the American Republic Mark R. Levin

9781451606270 5 4.24 Threshold Editions Hardcover 272 2013 2013

1

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The MacArthur Study Bible - English Standard Version (ESV) Anonymous

John MacArthur

9781433504006 5 4.72 Crossway Bibles Hardcover 2144 2010 2010

The current flagship Calvinist study bible.

1

unspecified

Visual Communication: Images with Messages Paul Martin Lester

9781133308645 0 3.92 Wadsworth Publishing Company Paperback 466 2013 1994

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Why Nations Fail: The Origins of Power, Prosperity, and Poverty Daron Acemoglu James Robinson

9780307719218 0 3.92 Crown Business Hardcover 544 2012 2012

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The End of Prosperity: How Higher Taxes Will Doom the Economy-If We Let It Happen Arthur B. Laffer

Stephen Moore, Peter Tanous

9781416592389 0 4.07 Threshold Editions Hardcover 352 2008 2008

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Return to Prosperity: How America Can Regain Its Economic Superpower Status Arthur B. Laffer

Stephen Moore

9781439169384 5 4.17 Threshold Editions ebook 336 2010 2009

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Concordia Self-Study Bible, Reference Edition Robert Hoerber

9780570005292 5 5 Concordia Publishing House Hardcover 2199 1992 1987

Used at the LCMS churches before 2009

1

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Beginning PC-BSD: Frugal Unix for Power Users Dru Lavigne

9781430226413 5 4.5 Apress Paperback 400 2010 2010

PC-BSD froze up less than Linux Mint. I was looking for a PC-BSD Unleashed. It's sad that there isn't more PC-BSD books out there.

1

unspecified

Ubuntu Unleashed 2013 Edition: Covering 12.10 and 13.04 Matthew Helmke

9780133135244 5 4.67 Sams ebook 880 2012 2012

1

Like new

Unix and Linux System Administration Handbook Evi Nemeth

Garth Snyder, Trent R. Hein, Ben Whaley

9780132117364 4 4.43 Prentice Hall ebook 1327 2010 1900

1

unspecified

The Lost World (Jurassic Park, #2) Michael Crichton

9780752224411 3 3.61 Alfred A. Knopf, Inc. Mass Market Paperback 448 1995 1995

1

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Jurassic Park (Jurassic Park, #1) Michael Crichton

9780307348135 3 3.85

Mass Market Paperback 480 2006 1990

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Lutheranism 101 Scot A. Kinnaman

Laura L. Lane

9780758625052 4 4.28 Concordia Publishing House Paperback 309 2010 2010

It's the LCMS sunday school textbook.

1

unspecified

For the Life of the Church: A Practical Edition of Pastor Walther's Prayers and Addresses C.F.W. Walther

Charles P. Schaum, Rudolph Prange

9780758631398 0 4.25 Concordia Publishing House Paperback 193 2011 2011

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Spirit of the Reformation Study Bible-NIV Anonymous

9780310923626 5 4.82 Zondervan Publishing Company Leather Bound 2222 2003 2003

excellent Calvinist study bible.

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Wesley Study Bible-NRSV Joel B. Green

9780687645039 4 4.54 Abingdon Press Leather Bound 1568 2009 2009

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Dialectic of Enlightenment: Philosophical Fragments Theodor W. Adorno

Max Horkheimer, Gunzelin Schmid NÄ¶rr, Edmund Jephcott

9780804736336 4 4.08 Stanford University Press Paperback 304 2007 1944

1

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How to Interpret Literature: Critical Theory for Literary and Cultural Studies Robert Dale Parker

9780199757503 5 3.83 Oxford University Press, USA Paperback 354 2011 2008

It got me thru American Literature

1

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Armor John Steakley

9780886773687 5 4.11 DAW Mass Market Paperback 432 1984 1984

On a top 10 list of military science fiction

1

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Absolute Freebsd: The Complete Guide to Freebsd Michael W. Lucas

9781593271510 5 4.4 No Starch Press Paperback 736 2007 2007

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Critical Theory: A Reader for Literary and Cultural Studies Robert Dale Parker

9780199797776 5 4 Oxford University Press, USA Paperback 896 2012 2012

It got me thru American Literature

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WELS & Other Lutherans (Second Edition) John F. Brug

9780810022287 5 4.6 Northwestern Publishing House Paperback 282 2009 1995

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Basic Economics: A Common Sense Guide to the Economy Thomas Sowell

9780465022526 5 4.23 Basic Books Hardcover 689 2010 2000

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The Joy of Hate: How to Triumph over Whiners in the Age of Phony Outrage Greg Gutfeld

9780307986962 4 4.06 Crown Forum Hardcover 226 2012 2012

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Mugged: Racial Demagoguery from the Seventies to Obama Ann Coulter

9781595230997 4 3.99 Sentinel HC Hardcover 261 2012 2012

1

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Lutheran Service Book: Pew Edition Concordia Publishing House

9780758612175 4 4.23 Concordia Publishing House Hardcover 1024 2006 1931

I forgot the lyrics...

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Using Critical Theory: How to Read and Write about Literature Lois Tyson

9780415616171 4 3.55 Routledge Paperback 348 2011 2011

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Astronomy Today, Volume 2: Stars and Galaxies Eric Chaisson

Steve McMillan

9780136155508 0 3.78 Benjamin Cummings Paperback 544 2007 2002

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Astronomy Today [with MasteringAstronomy] Eric Chaisson

Steve McMillan

9780321586971 0 3.93 Benjamin Cummings Hardcover 777 2008 1931

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The Art of Being Human Richard Janaro

Thelma Altshuler

9780205605422 0 3.46 Longman Paperback 656 2008 2008

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The Big Short: Inside the Doomsday Machine Michael Lewis

9780393072235 5 4.2 W. W. Norton & Company Hardcover 264 2010 2009

The best book on Wall Street months before the recession hit. Its a Wall Street history book.

1

unspecified

American Government and Politics Today, 2011-2012 Steffen W. Schmidt

Mack C. Shelley II, Barbara A. Bardes, Lynne E. Ford

9780495910664 4 3.56 Wadsworth Publishing Company Paperback 720 2011 1989

1

unspecified

Barack Obama and the Enemies Within Trevor Loudon

Rodney R Stubbs

9780615490748 5 4.6 Pacific Freedom Foundation Paperback 690 2011 2011

Committees of Correspondence, New Party.

1

unspecified

The Protestant Ethic and the Spirit of Capitalism Max Weber

Michael D. Coe, Talcott Parsons, R.H. Tawney

9780486427034 4 3.86 Dover Publications Paperback 320 2003 1904 2007/03/19

This book explains why calling yourself a Lutheran is a dirty word. Reason why places I work in the past use words "Nondenominational" possibly due to Critical Theory and author Max Weber! Anyone with first & fourteenth Amendment dilemmas should own a copy.

1

unspecified

Critical Theory Today: A User-Friendly Guide Lois Tyson

9780415974097 4 3.93 Routledge Hardcover 465 2006 1998

It got me thru American Literature

1

unspecified

The Heritage Guide to the Constitution Edwin Meese III

David F. Forte, Matthew Spalding, Matthew J. Franck, Edwin Meese, III

9781596980013 5 4.62 Regnery Publishing Hardcover 475 2005 2005

1

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The U.S. Constitution: A Reader Hillsdale College Politics Faculty

9780916308360 5 4.62 Hillsdale College Press Paperback 790 2012 2012

1

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Concordia: The Lutheran Confessions Martin Luther

Philipp Melanchthon, Paul Timothy McCain

9780758617200 5 4.64 Concordia Publishing House Paperback 1036 2009 1580

It's great to know how to interrupt Martin Luther's Concord without going braindead.

1

unspecified

The Apocrypha: The Lutheran Edition with Notes Edward Engelbrecht

9780758625472 5 4.8 Concordia Publishing House Hardcover 384 2012 2012

I love this "in-between bible" literally between old and new testaments.

1

unspecified

The Lord Will Answer: A Daily Prayer Catechism Concordia Publishing House

9780758606860 4 3.82 Concordia Publishing House Hardcover 489 2004 2004

1

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Treasury of Daily Prayer Scot A. Kinnaman

Henry V. Gerike, Todd A. Peperkorn, Arthur A. Just Jr., Nathan W. Higgins, David H. Petersen

9780758615145 5 4.58 Concordia Publishing House Hardcover 1495 2009 2008

The improved ESV daily prayer.

1

unspecified

Over a Torrent Sea (Star Trek: Titan, #5) Christopher L. Bennett

9781416594970 4 3.74 Star Trek Mass Market Paperback 354 2009 2009

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Fallen Gods (Star Trek: Titan, #7) Michael A. Martin

3 3.5

Kindle Edition

2012

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Sword of Damocles (Star Trek Titan #4) Geoffrey Thorne

9781416526940 4 3.68 Pocket Books/Star Trek Paperback 370 2007 2007

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Orion's Hounds (Star Trek: Titan, #3) Christopher L. Bennett

9781416509509 4 3.72 Pocket Books Mass Market Paperback 379 2005 2005

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The Red King (Star Trek: Titan, #2) Andy Mangels

Michael A. Martin

9780743496285 0 3.6 Pocket Books Mass Market Paperback 362 2005 2005

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Taking Wing (Star Trek: Titan, #1) Michael A. Martin

Andy Mangels

9780743496278 4 3.67 Pocket Books Mass Market Paperback 359 2005 2005

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unspecified

Synthesis (Star Trek: Titan, #6) James Swallow

9781439109144 4 3.87 Star Trek Mass Market Paperback 391 2009 2009

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unspecified

Lost Souls (Star Trek: Destiny, #3) David Mack

9781416551751 4 4.27 Pocket Books Mass Market Paperback 440 2008 2008

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unspecified

Mere Mortals (Star Trek: Destiny #2) David Mack

9781416551720 4 4.18 Pocket Books/Star Trek Paperback 433 2008 2008

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unspecified

Gods of Night (Star Trek: Destiny #1) David Mack

9781416551713 4 4.1 Pocket Books Mass Market Paperback 400 2008 2008

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unspecified

Greater than the Sum (Star Trek: The Next Generation) Christopher L. Bennett

9781416571322 4 3.71 Star Trek Mass Market Paperback 350 2008 2008

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unspecified

A Singular Destiny (Star Trek) Keith R.A. DeCandido

9781416594956 4 3.8 Star Trek Mass Market Paperback 384 2009 2009

1

unspecified

Star Trek: Typhon Pact: The Khitomer Accords Saga: Plagues of Night, Raise the Dawn, and Brinkmanship David R. George III

Una McCormack

9781476733340 4 4.22 Pocket Books/Star Trek ebook 1000 2013 2012

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unspecified

Zero Sum Game (Star Trek: Typhon Pact, #1) David Mack

9781471109638 3 3.77 Simon & Schuster UK ebook 352 2012 2010

1

unspecified

Paths of Disharmony (Star Trek: Typhon Pack, #4) Dayton Ward

9781439160831 4 3.63 Pocket Books/Star Trek Mass Market Paperback 455 2011 2011 1

unspecified

Seize the Fire (Star Trek: Typhon Pack, #2) Michael A. Martin

9781439167823 3 3.55 Star Trek Mass Market Paperback 493 2010 2010

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unspecified

Zero Sum Game (Star Trek: Typhon Pact, #1) David Mack

4 3.77

Kindle Edition 352

2010

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Plagues of Night (Star Trek: Typhon Pact, #6) David R. George III

9781451649550 4 3.94 Pocket Books/Star Trek Mass Market Paperback 400 2012 2012 1

unspecified

Raise the Dawn (Star Trek: Typhon Pact, #7) David R. George III

4 4.11

Kindle Edition

2012

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unspecified

The Struggle Within (Star Trek: Typhon Pact, #5) Christopher L. Bennett

9781451651423 3 3.5 Gallery Books ebook 80 2011 2011

1

unspecified

Star Trek: Voyager: Full Circle Kirsten Beyer

9781416594963 4 4.02 Pocket Books Paperback 561 2009 2009

1

unspecified

Unworthy Kirsten Beyer

9781439103982 4 4.1 Pocket Books Mass Market Paperback 370 2009 2009

1

unspecified

A Song of Ice and Fire - A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, A Dance with Dragons (A Song of Ice and Fire, #1-5) George R.R. Martin

9781780484259 0 4.61

5216

2000

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unspecified

A Game of Thrones (A Song of Ice and Fire, #1) George R.R. Martin

9780553588484 0 4.44 Bantam Spectra Mass Market Paperback 835 2005 1996

1

unspecified

Gardens of the Moon (The Malazan Book of the Fallen, #1) Steven Erikson

9780765348784 0 3.81 Tor Fantasy Mass Market Paperback 666 2005 1999

1

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Dust of Dreams (Malazan Book of the Fallen, #9) Steven Erikson

9780765316554 0 4.32 Tom Doherty Associates Mass Market Paperback 816 2010 2009 1

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The Crippled God (The Malazan Book of the Fallen, #10) Steven Erikson

9780593046357 0 4.39 Bantam Press Hardcover 921 2011 2011

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Toll the Hounds (Malazan Book of the Fallen, #8) Steven Erikson

9780765310088 0 4.31 Tor Books Hardcover 832 2008 2008

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Midnight Tides (Malazan Book of the Fallen, #5) Steven Erikson

9780553813142 0 4.31 BANTAM PAPERBACKS Paperback 940 2005 2004

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unspecified

House of Chains (The Malazan Book of the Fallen, #4) Steven Erikson
 9780765348814 0 4.3 Tor Fantasy Mass Market Paperback 1021 2007 2002

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unspecified

Memories of Ice (Malazan Book of the Fallen, #3) Steven Erikson
 9780765348807 0 4.35 Tor Fantasy Mass Market Paperback 920 2006 2001

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Deadhouse Gates (The Malazan Book of the Fallen, #2) Steven Erikson
 9780765310026 0 4.24 Tor Books Hardcover 864 2005 2000

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unspecified

Reaper's Gale (Malazan Book of the Fallen, #7) Steven Erikson
 9780593046319 0 4.33 Bantam Press Hardcover 928 2007 2007

1

unspecified

The Bonehunters (Malazan Book of the Fallen, #6) Steven Erikson
 9780553813159 0 4.39 Bantam Paperback 1231 2007 2005

1

unspecified

The Moon Is a Harsh Mistress Robert A. Heinlein
 9780340837948 4 4.16 Hodder & Stoughton Paperback 288 2005 1966

1

unspecified

Stranger in a Strange Land Robert A. Heinlein
 9780441788385 4 3.86 Ace Trade Paperback 528 1991 1961

1

unspecified

Catch-22 (Catch-22, #1) Joseph Heller
 9780684833392 0 3.96 Simon & Schuster Paperback 453 2004 1961

1

unspecified

Old Man's War (Old Man's War, #1) John Scalzi
 9780765348272 4 4.21 Tor Books Mass Market Paperback 314 2007 2005

On a top 10 list of military science fiction

1

unspecified

Semper Mars (Heritage Trilogy, #1) Ian Douglas
 9780380788286 3 3.76 Harper Voyager Paperback 384 1998 1998

On a top 10 list of military science fiction

1

unspecified

Starship Troopers Robert A. Heinlein
 9780441783588 5 3.97 Ace Book Mass Market Paperback 264 1987 1959

On a top 10 list of military science fiction

1

unspecified

Ender's Game (The Ender Quintet, #1) Orson Scott Card

9780812550702 5 4.28 Tor Science Fiction Paperback 324 1994 1985

1

unspecified

The Forever War (The Forever War, #1) Joe Haldeman

9780060510862 4 4.12 Eos Paperback 278 2003 1974

On a top 10 list of military science fiction

1

unspecified

The Hobbit & The Lord of the Rings J.R.R. Tolkien

9780345538376 0 4.58 Ballantine Books Paperback 1652 2012 1954

1

unspecified

Holy Bible: Reformation Study Bible (ESV) Anonymous

9780875526430 5 4.64 P & R Publishing Hardcover 1948 2005 2005

A Calvinist study bible.

1

unspecified

Esv Study Bible, Personal Size Anonymous

9781433524615 5 4.77 Crossway Books Hardcover 2560 2011 2007

1st place on most top 10 study bibles lists. It has some Calvinist-leaning notes.

1

unspecified

The Book of Concord: The Confessions of the Evangelical Lutheran Church Martin Luther

Philipp Melancthon, Robert Kolb

9780800627409 5 4.64 Fortress Press Hardcover

2000 1580

ELCA Book of Concord.

1

unspecified

The Lutheran Difference Edward A. Engelbrecht

9780758626707 4 4.17 Concordia Publishing House Hardcover 602 2010 2010

Lutherans never had a stable value system to call their own. They borrow values from Catholics and act like Catholics.

This book reestablishes the Lutheran value system for the ELCA Catholic defector.

1

unspecified

Lutheran Book of Prayer Concordia Publishing House

9780758608598 4 4.37 Concordia Publishing House Hardcover 263 2005 1951

1

unspecified

Concordia: The Lutheran Confessions – A Reader's Edition of the Book of Concord Martin Luther

Philipp Melancthon, Paul Timothy McCain

9780758613431 5 4.64 Concordia Publishing House Hardcover 800 2007 1580

Keeps reminding me what Lutheranism is. There is this radical Lutheranism (ELCA) and moderate Lutheranism (LCMS) and I keep forgetting.

1

unspecified

Law and Gospel: How to Read and Apply the Bible C.F.W. Walther

9780758616883 5 4.78 Concordia Publishing House Hardcover 514 2010 1981

I would be lost without it.

1

unspecified

Luther's Small Catechism, with Explanation Martin Luther

9780570015352 5 4.24 Concordia Publishing House Unknown Binding 268 1991 1529

I used this book to easily show what marriage is supposed to be, because some lefty organization I was at thought otherwise. I blamed the book, not myself per se. Owned since 1999.

1

unspecified

The Lutheran Study Bible: English Standard Version Anonymous

CPH Editors

9780758617606 5 4.77 Concordia Publishing House Hardcover 2372 2009 2009

Brilliant book, yet it has been four years since the editors updated the notes on this bible. I know the editors were working on "The Apocrypha: The Lutheran Edition With Notes" (also own / also brilliant) so I am giving them both 5 stars. I wish LCMS had these books when I went to confirmation. Church was using the 1987 NIV Study Bible Concordia edition which I had to buy at Northwestern Book Store in 1999.

1

unspecified

->

RedHat/Canonical Ltd team up against Sunwah (2010-09-18 08:52)

China, which likes to take the cheapest way out, has ran its entire economy on Sunwah and to a lesser extent Red flag. The US Government is using both Redhat and Ubuntu just to meet China's benchmark.

Linux is more secure than MAC and Windows. Maybe its time to dual-boot Linux?

EASEUS Partition Master 6.1. seemed to work on every Windows box I come across. I run OpenSuse for myself and Ubuntu for family who don't like OpenSuse.

Basics

Bought Archos 7 8GB Home Tablet with Android 1.6 (2010-09-19 00:37)

I bought one of these yesterday, because I didn't like the price \$500 price of the Apple iPad 16 GB. It was only \$149 with tax.



All Archos 7 plays Youtube and flash videos if you use the Skyfire browser.

Of course, there are drawbacks. I wouldn't give it a low rating, because it's missing features that only come with \$500 tablets.

- The screen is resistive, and occasionally doesn't register your tap. This improves with time, if you turn on the click-on-tap sound setting.
- You download Android applications which are free / cheaper than iPads.
- The chip is supposedly slower to lower the pricepoint. I haven't noticed this much.
- Android runs on Linux kernel.

It plays AVC, DivX, Xvid, Quicktime, JPEG. Now for whatever reason if I go to a coffee shop, I can look good. On my 'date' in Caribou Coffee in mid-2005, I brought a PSP just to show JPEG slideshows to her, but we didn't become friends. She was in Physics and had nothing in common. PSP is all I have portable-wise other then a 32-bit Core Duo Acer laptop with Ubuntu 10.04.1 since 2006!

I can keep this in my vehicle and socialize it as people would do iPad, and get similar reactions. It's cheaper to replace than a lost laptop.

Best community award (2010-09-22 21:37)

The award goes to Gamespot, because this gaming website has the entire gaming blogging community who won't troll on your page, and cannot say anything personally negative; else they're banned like I was four times! At least for right now. Facebook and Twitter don't have the users on-board who care enough about your page and I'm one of those people. Gaming seems to be a pre-req for IT. Anyone can have the first relies in the least amount of time compared to any forum of any non-college genre. Facebook is dieing as we speak, beginning to look as discerted as Myspace. Overall this all makes Gamespot look ahead of its time. Gamespot's best days aren't behind it.

DeSoto, WI (2010-09-27 06:54)



Cheap camping at Blackhawk Park, in DeSoto, WI (E590 CTY RD BI). Mississippi back-stream flooded the campsite and some campsites were under water. I was here with a friend.

I meet the Airforce requirement for 71 inches/age.

Lets Dispense ** Really high gold prices....SCAM! (2010-09-27 14:00)**



Ready to bet on the price of gold? If you think it's going to head upwards you might want to stop by your local Gold Bar dispensing ATM machine and make a withdrawal.

The Gold ATMs look like a standard ATM, standing at approximately 6 feet tall, but unlike your standard ATM with these machines you either insert your bank or credit card and purchase gold in 1 gram, 5 gram, 10 gram and 1 ounce units.

Okay so only 35 machines are expected in the U.S. by the end of 2010, but it shows how strong gold prices have become during the current economic climate.

Each ATM will be internet connected and will be updated with gold prices in ten minute increments, ensuring the latest gold prices are honored when you make your transaction.

Were there any TV ads when gold prices were low. Of course not. They're doing them when gold prices are super high. i say don't do it. The US needs the dollar anyway. People will buy into this scam!

12.10 October

Greatest Videogame characters (2010-10-07 13:41)

14. Sonic the Hedgehog
 13. Niko Bellic
 12. Pac-Man
 11. Donkey Kong
 10. Cloud Strife
 9. Solid Snake
 8. Duke Nukem
 7. Kratos
 6. Ryu
 5. Mega Man
 4. Samus Aran
 3. Link
 2. Mario
 1. Gordon Freeman
-

Fantasy Football vs. Deathmatch vs. Capture the flag (2010-10-09 11:52)

I think my Uncle is casual about fantasy football. I just told them that people play Madden NFL. It's a clever marketing for their game (inside it you know), but my Uncle is doing it off Yahoo so he's non-hardcore. I watch the Vikings and

Packers tomorrow on TV. Say if I had a girlfriend, it wouldn't be fantasy football excuses. I sure hope he knows Fantasy football has become what it's supposed to be: building a team entirely out of best players, and "guiding" them to victory. There isn't anybody stupid enough to use their original weapon in deathmatch or capture the flag in Unreal Tournament 3? You instead go for the flak cannon or rocket launcher or sniper rifle and who cares about the other weapons. You get fragged more with the other weapons.

Watching the real NFL sport prevents stupidity. Sports games are not necessarily smart either, because I never actually enjoy beating Madden due to everything randomly generated. Gears of War III, or Resistance 3, or Bulletstorm or Unreal Tournament or Team Fortress or Battlefield 3 or Modern Warfare are a better option for multiplayer, because you're never stupid when highest on the ladder. In real life, you even have bragging rights. I used to play well on Unreal Tournament and Unreal Tournament 2003 LAN parties in middle school, high school, and 2004 before LAN parties were defunct. All my print screened ladder scores were lost over the years.

Anthony (2011-12-09 16:30:08)

That's what makes fantasy football both exciting and frustrating at the same time--the luck factor.

Christmas Wishlist (2010-10-12 06:57)

A new PC like the SystemMax Crossfire X58



Core i7 980 @ 3 GHz, 8 MB L3

12 GB DDR3

1 Terabyte SATA II HDD

Crossfire Radeon HD-5770.

850W PSU (should be 1000 watts)

DVD-RW

Windows 7 Home. (owns 7 Ultimate)

31 pounds

The AMD Phenom X6 will equal Core i7 950 in benchmarks (6 core v. 4 core), but I have yet to find a Radeon HD 5970 for it. I rather have a six core Phenom X6, and have a Radeon HD 5970 and don't know where the customize button is.

Hannspree ST329MUB 32" LCD TV | 1080p | 16:9 | 1300:1 Native | 10000:1 Dynamic | 4 HDMI



oakleyses (2014-10-23 17:45:37)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:08)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:14)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Let's privatize roads! (2010-10-12 20:16)

President Obama's stimulus plan, the government will spend billions of your dollars building new roads and fixing old ones. They say they'll do it efficiently. ush hours from hell are not natural phenomena. They're manmade - more precisely, politician-made. Private companies did a profitable project in California on Highway 91. Instead of building a brand-new road, a private developer added two lanes in the median strip of an existing highway. Many people are horrified by the idea of leasing roads to businesses.

More toll roads are a must to generate money for both companies and government. They both have their share of poll roads. It'll be like freight trains paying tolls.

The republican party needs to build more toll roads for us. Construction companies need to further develop tolls not in the government budget. It's common sense. Time is money.

China will pass us by if US won't expand toll roads.

Flew it (2010-10-15 13:13)

Flew my \$250 Hanger 9 Piper Pawnee today out in the field! Better than nothing



Specs

Wingspan: 80 in (2032mm)

Overall Length: 55.8 in (1417.3mm)

Wing Area: 942 sq in (60.77 sq dm)

Flying Weight: 8-9 lb (3.6-4 kg)

Engine Size: .46-.52 2-stroke; .62-.82 4-stroke

Motor Size: E-flite Power 46 Brushless Outrunner

Radio: 5+ channels

Servos: 7 standard servos (6 for electric option)

Trim Scheme Colors: Turquoise (HANU898), Midnight Blue (HANU885), White (HANU870)

Wing Loading: 20-22 oz per sq ft

Prop Size: 10-14 in

Spinner Size: 2-1/4 in

Hardware Included: Yes

Speed Control : E-flite 60-Amp Pro Brushless ESC

Recommended Battery: 4S 3850–5000mAh Li-Po

EBEs in River Falls, WI (2010-10-15 15:45)

They all seem to show up in River Falls more often than other places, because Daniel Brandenstein, Astronaut went to University of River Falls, WI.

http://www.ufowisconsin.com/county/reports2006/r2006_042_riverfalls.html

[http://www.ufowisconsin.com/county/reports2005/r2005_0044_river %20falls.html](http://www.ufowisconsin.com/county/reports2005/r2005_0044_river%20falls.html)

http://www.ufowisconsin.com/county/reports2003/r2003_0616_pierce.html

<http://www.nuforc.org/webreports/029/S29242.html>

<http://www.nuforc.org/webreports/039/S39224.html>

<http://www.nuforc.org/webreports/001/S01879.html>

EBE flying an UFO!

EBE Flying an UFO 2

EBE Flying an UFO 3

Elseware

<http://www.nuforc.org/webreports/059/S59242.html>

<http://www.nuforc.org/webreports/065/S65069.html>

<http://www.nuforc.org/webreports/032/S32959.html>

oakleyses (2014-10-23 17:45:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:12)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:17)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

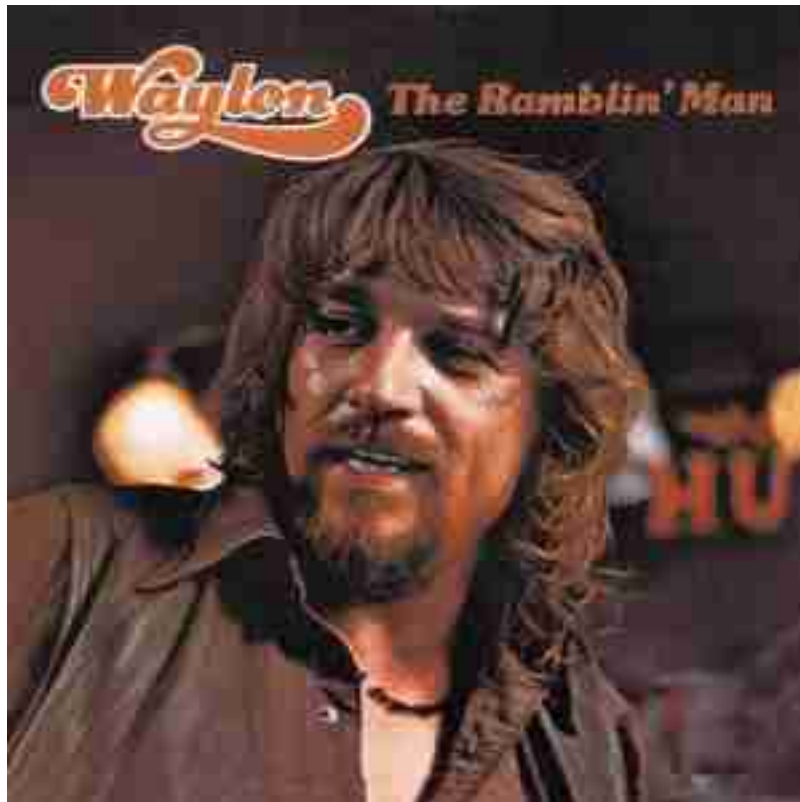
Decode Chinese video (highly recommended) (2010-10-15 15:51)

If you download this 2 MB application, you can both encode decode chinese video. China is the 2nd largest economy so you better get it.

<http://code.google.com/p/avs-transcoder/downloads/list>

Top 11 Modern Country CDs (2010-10-16 22:56)

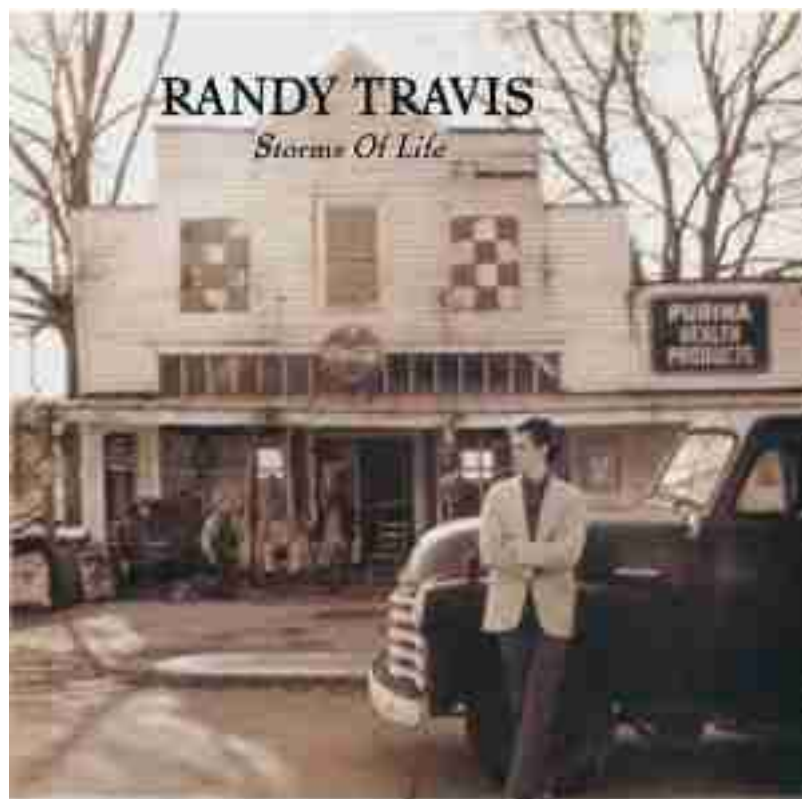
1.) No Fences - Garth Brooks



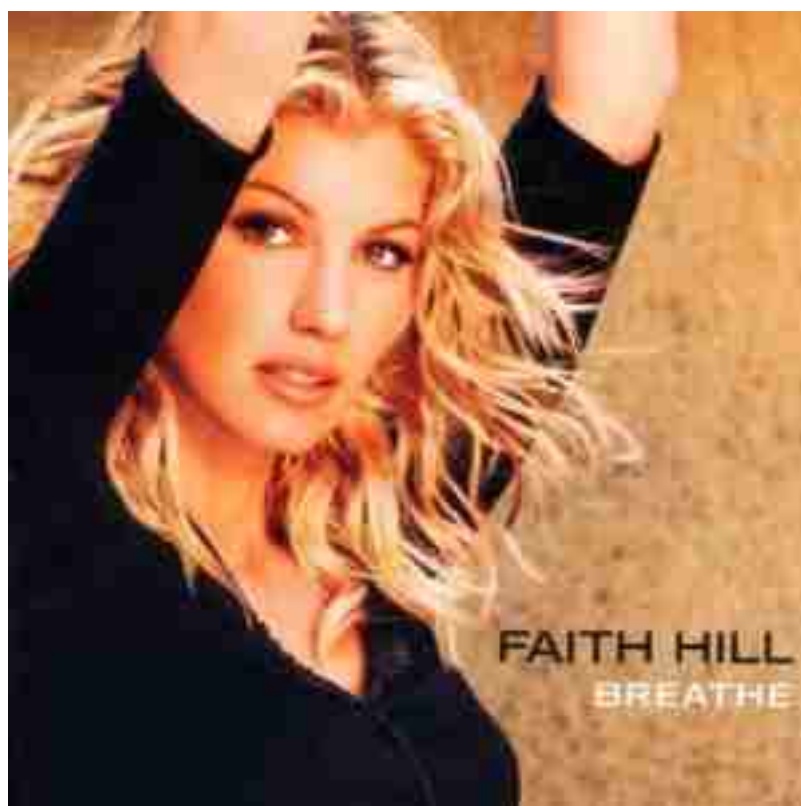
2.) Ramblin Man - Waylon Jennings



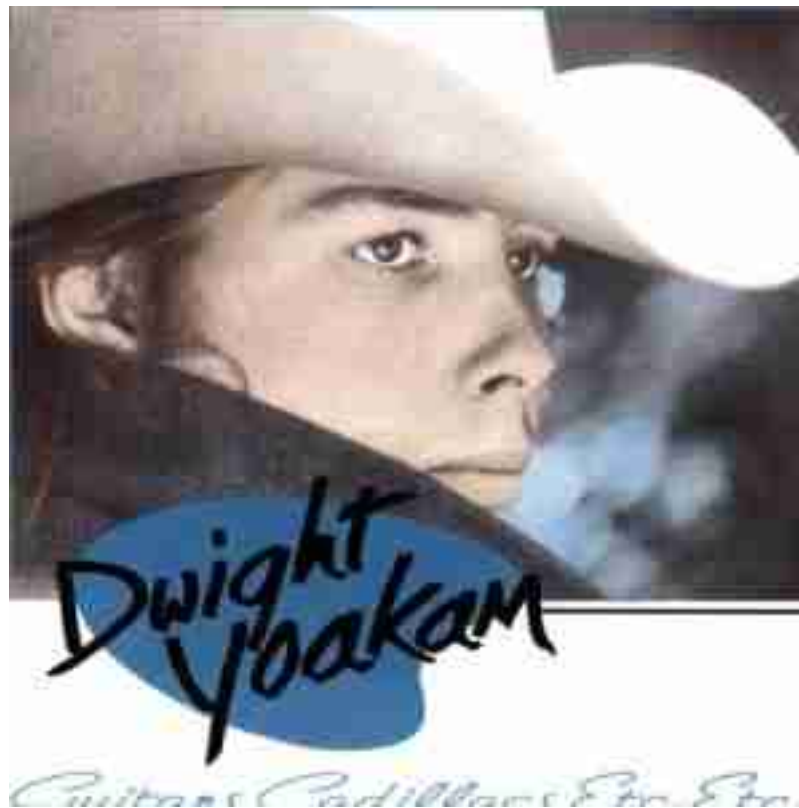
3.) The Woman in Me - Shania Twain



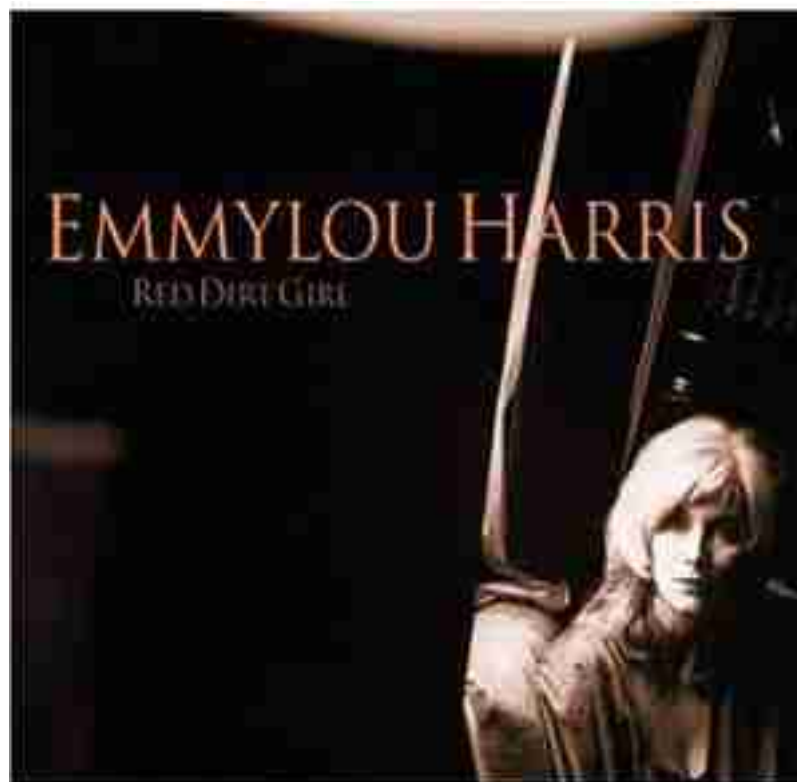
4.) Storms of Life - Randy Travis



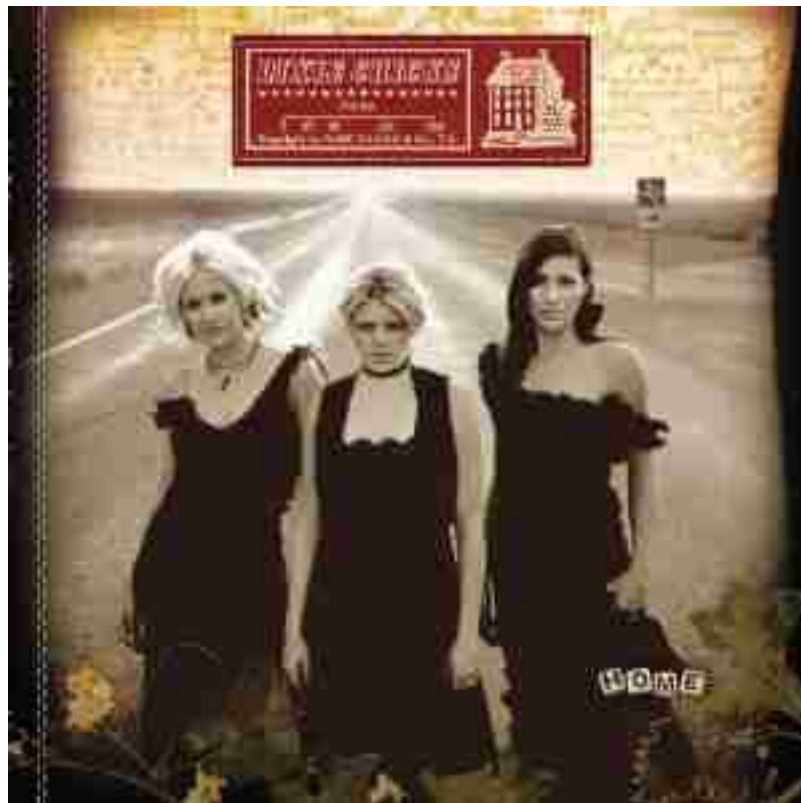
5.) Breathe - Faith Hill



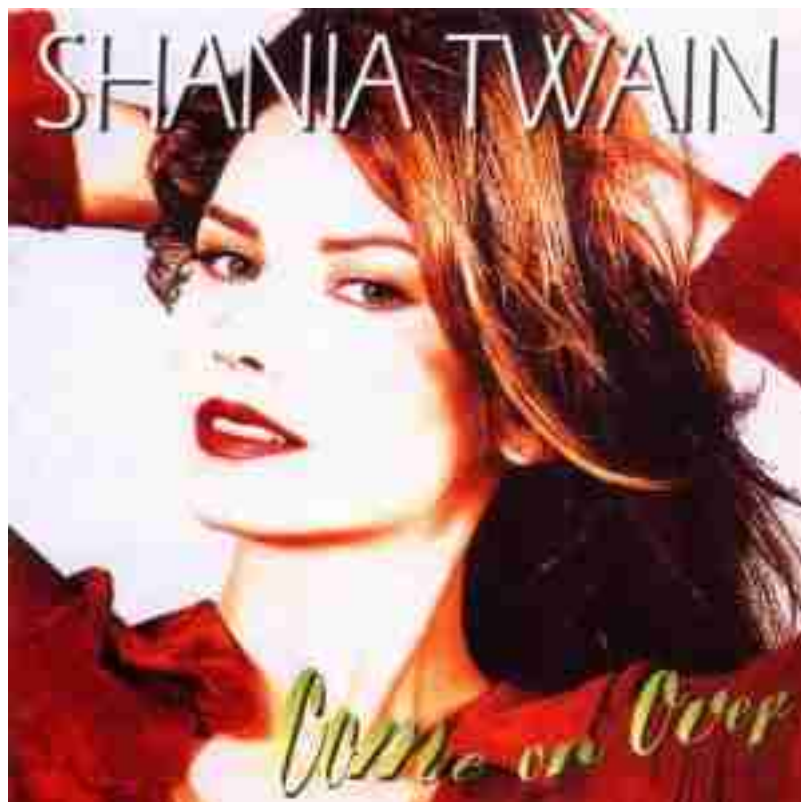
6.) Guitars, Cadillacs, Etc., Etc. - Dwight Yoakam



7. Emmylou Harris - Red Dirt Girl



8.) Home - Dixie Chicks



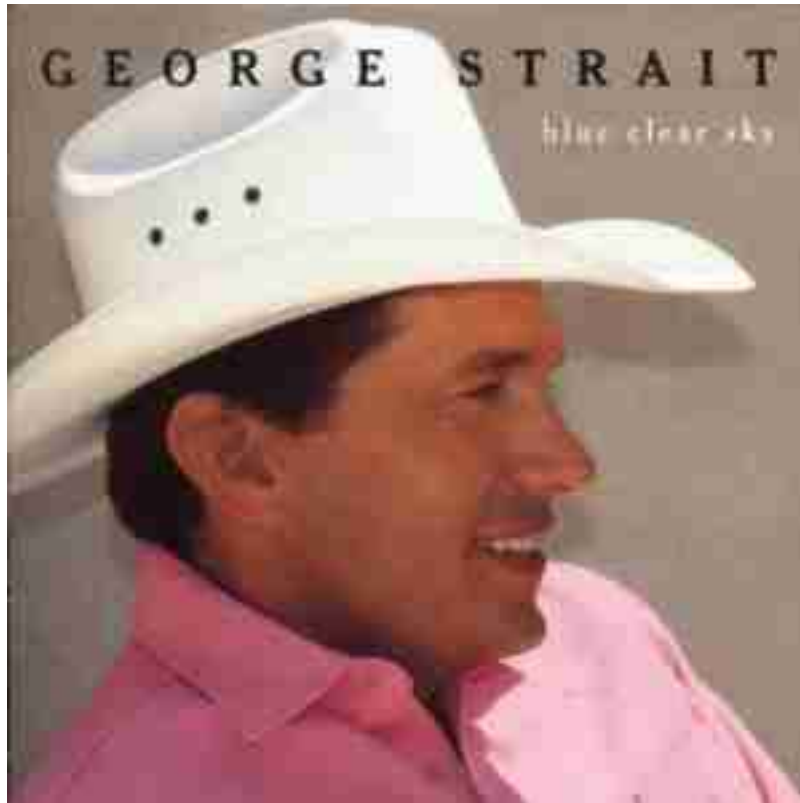
9.) Come On Over - Shania Twain



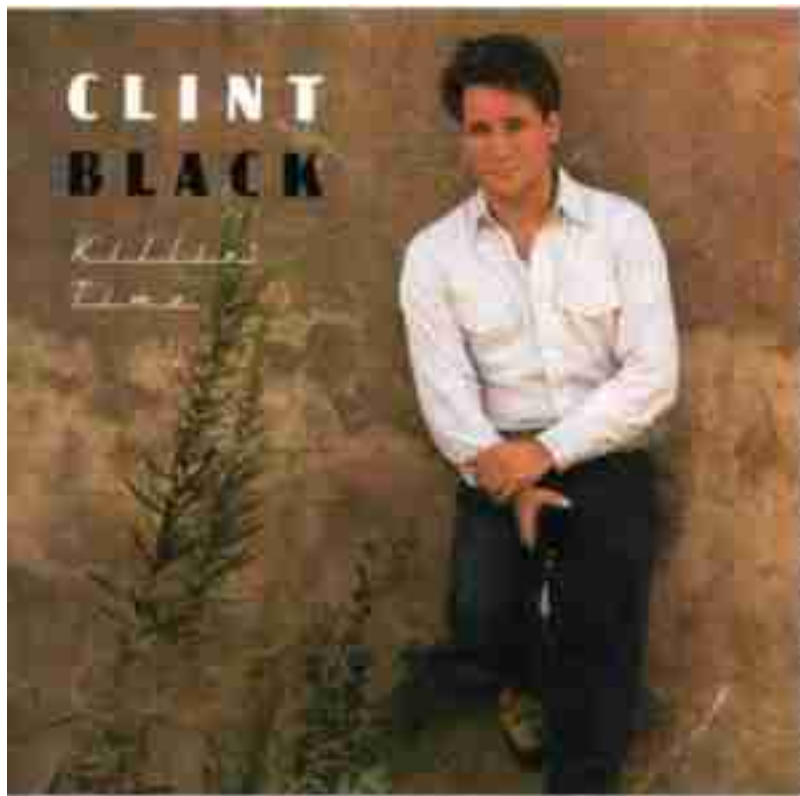
10.) Alison Krauss & Union Station Live



11.) For My Broken Heart - Reba McEntire



12.) Blue Clear Sky - George Strait'



13.) Killin' Time - Clint Black

oakleyses (2014-10-23 18:03:39)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:47)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Selecting your first Motorcycle (2010-10-18 00:08)

In a motorcycle market where motorcycles for the street are more specialized than ever, there is one category of motorcycle that is strangely under represented compared to, say, forty years ago. That category is motorcycles best suited to the beginning rider.

When I started riding, there were many new and used street bikes in the 80-125cc and 150-250cc classes well suited to beginning riders. All of the big four Japanese manufacturers (Honda, Yamaha, Suzuki, and Kawasaki) offered such bikes new, as did several smaller Japanese and Italian makers. Triumph had their 200cc Cub, and even Harley-Davidson, through their Aermacchi subsidiary, offered small displacement motorcycles for the beginning rider.

In the 1960's and 1970's, 50cc to 125cc motorcycles were considered "small," the 150-250cc motorcycles were intermediate, the 350cc to 500cc motorcycles were midsize bikes and 600cc and larger motorcycles were "big" bikes. Today, a 250cc motorcycle is considered small and a 600cc motorcycle mid-size. Even a liter bike (1000cc) is no longer considered "big" in a world of 1250-2000cc heavyweight motorcycles. I have read articles in the motorcycle press about the Yamaha V-Star 1100's, calling them "middleweight" cruisers!

This escalation toward bigger motorcycles has benefited older and more experienced riders, who now make up the largest share of the market, but it has left the beginning rider seeking to purchase his or her first motorcycle with fewer and fewer choices. An illustration of the problem is that the lightest weight and smallest displacement motorcycle Harley-Davidson makes in 2010 is the (approximately) 550 pound, 883cc Sportster. It is purchased by many entry level riders.

When I started riding, the 883cc Sportster was the hottest motorcycle you could buy, the ultimate ride for the experienced rider. This illustrates how skewed the market has become. While there are many faster and more powerful

motorcycles today, I assure you that an inexperienced rider can get into big trouble very quickly on an 883 Sportster. Recommending 600cc and larger bikes to beginners is like sending children out to play on the freeway and the results are both predictable and (often) tragic.

There are still motorcycles that are suitable for the beginning rider and I am going to take a look at some of them in this article. Cruisers and standards are usually a better choice for the beginning rider than sport bikes. Modern sport bikes do what they do extremely well (which is go around corners—or a racetrack—at high speed), but they are often not very good for much else. Cruisers and standards are more versatile, at home on city streets, country lanes and the interstate. They are suitable for commuting, weekend rides, the occasional longer trip, are generally easier to maneuver at low speed (where a tip-over is most likely) and are a little less likely to encourage overly aggressive riding.

Low maintenance shaft or belt drives are advantageous on any motorcycle. Cast aluminum wheels, tubeless tires, triple disc brakes and self-adjusting valves are other worthwhile features found on some of the motorcycles discussed below. Self-canceling turn signals and anti-lock braking systems (ABS) are important safety features that should be standard on all street bikes; unfortunately, neither is offered on most entry level motorcycles. I will try to mention the above features where applicable.

My opinion is that small to medium displacement (125-250cc) motorcycles are most appropriate for new riders. They are generally lighter and easier to maneuver, easier to balance, cheaper to repair if damaged in a spill and less likely to get the beginning rider into trouble. It might be worthwhile to pay attention to the seat height figures given for the motorcycles below, as it is reassuring for most inexperienced (and also experienced!) riders to be able to put both feet on the ground when stopped. Light weight is an advantage, as is a low center of gravity, particularly for low speed maneuvering.

Unless otherwise noted, all of the motorcycle specifications used in this article were taken from the Cycle World Buyer's Guide. More detailed specifications on most of the bikes are available on the various Motorcycles and Riding Online "Motorcycle Comparison Charts." The motorcycles specifically mentioned below are examples of suitable motorcycles in various displacement classes. They are not the only possible choices, so if you find a similar machine from a major manufacturer that is not mentioned below, it is also probably a satisfactory first motorcycle.

The bikes listed below should be reasonably available on the used market and your first motorcycle should definitely be a used bike, unless you simply have money to burn. Your first bike is how you learn to ride, it is NOT supposed to be your dream bike or your ultimate ride. Virtually no one, despite their best intentions, keeps their first motorcycle for a long time, so it might as well be purchased used to minimize the cost of later trading it in for something else.

125cc Class

A beginning pilot would not expect to learn to fly in an F-16 fighter or a wide body jetliner, so why do beginning motorcyclists expect to learn to ride on a 600cc sport bike or a heavyweight cruiser? Ideally, I would like to see beginning riders buy a standard 125cc motorcycle for their first street bike. There is a reason that so many Motorcycle Safety Foundation courses maintain their aging fleets of 125cc Hondas for their entry level classes.

These bikes are especially well suited to beginning riders of smaller than average stature, limited upper body strength, or limited confidence in their ability to master this new activity. Even very experienced riders find use for a small bike. One good friend of mine owns (at last count) seven motorcycles, including a couple of Harleys and a couple of hot sport bikes, but his daily "in town" ride remains a 30 year old Honda 90 trail bike.

A 125cc street bike can accelerate briskly off the line, is fast enough to keep up with city traffic, will cruise at 50 mph and handles like a "real" motorcycle, not a scooter or a trail bike. If it falls onto its side, most riders can right it without assistance. In military aviation terms, a 125 makes an ideal primary trainer.

Of course, few riders will be satisfied with a 125cc machine in the long run. However, for the new motorcyclist's first few thousand miles, one of these lightweight machines will make a fine commuter and primary trainer. No matter what motorcycle a new rider buys first, within a year or two he or she will want to try something different. Most riders own several motorcycles before they find the bike they like best. Burn those last two sentences into your brain. Your first motorcycle is a trainer, not a "keeper," no matter what you buy! Unfortunately, Harley-Davidson, Victory, Moto Guzzi, BMW and Triumph offer nothing in this class.

The discontinued Honda CB 125S was just about the perfect first motorcycle. The CB 125S was produced for many years. A friend of mine used to let me ride hers, which was a late 1970's model. This lightweight standard looked and

handled like a real motorcycle, which it was. It was powered by a 124cc four-stroke single cylinder engine and the final drive was by chain. The wheels were laced. Stopping power was provided by a front disc and rear drum brakes. There was even a helmet lock. Top speed was about 67 mph. The last year I can find it catalogued in the Motorcycle Price Guide was 1984. That year it cost \$898 brand new.

Unfortunately, only Kawasaki (with their Kawasaki Eliminator cruiser) among the Japanese "Big Four" has recently imported a 125cc street bike into the U.S. (It is no secret that the big profits are in big bikes.) The Eliminator's decent suspension allows it to handle and corner well. It is powered by a 124cc air cooled, single cylinder motor. There is a 5 speed transmission and chain final drive. The brakes consist of a disc in front and drum for the rear. The seat height is 26.8 inches and the dry weight is 290 pounds. Top speed is about 60-65 MPH. The gas tank holds 3.4 gallons, enough to go a long way on this economical motorcycle.

250cc Class

With the demise of the 150-200cc class, the next step up in displacement is now the 250cc class (15 cubic inches). Today a 250 is considered a "small" motorcycle, but I am old enough to see them as "middleweights," which they truly are. Ideally, a 250cc class motorcycle is what the rider who has learned primary riding skills on a 125 should move up to. In military aviation terms, a 250 is your basic trainer.

A 250 is a versatile machine, fairly powerful, moderate in weight, acceptably fast. If necessary, it can cruise on the freeway at 65 mph for reasonable periods of time. A 250 is not a touring bike, although I once rode one from Eugene, Oregon to Los Angeles, California (a round trip of nearly 2,000 miles). A person can get into a lot of trouble on a 250, but for the beginning rider of average size, strength and confidence it can be an excellent trainer. A 250 street bike (not a dual sport) is just about the ideal size commuter bike for any rider, regardless of experience; it is fast enough to stay out of trouble and easy to handle and park.

The major American and European makers have not offered any street bikes in this class for a long time, but the Japanese have. In a sport bike there is the Kawasaki Ninja 250. There are good numbers of Honda Nighthawk 250 standard and CMX250C Rebel cruisers available on the used market. Suzuki is represented by the GZ250 cruiser. From Yamaha came the sharp looking Virago 250 cruiser. All of these 250's have four-stroke motors and all rely on conventional telescopic front forks and chain final drive. The average weight of these bikes is about 300 pounds. All are available in reasonable numbers and at reasonable prices on the used market.

For the aspiring sport bike rider, the Kawasaki Ninja 250 is the obvious, and often only, choice. It has a high revving, dohc, 248cc inline twin engine and a six-speed transmission. The rear suspension is provided by a mono-shock. (All of the other 250's discussed here have conventional twin rear shocks.) It also comes with cast wheels, disc brakes front and rear and a full sport fairing. The gas tank holds a whopping 4.8 gallons. The Ninja's dry weight is 304 pounds. It is the fastest and best handling of the modern 250's, with a top speed of about 100 mph. It's 29.3 inch seat height and sport bike ergonomics will be the main drawbacks for most beginning riders.

For the person who wants the versatility of a standard motorcycle, the Honda Nighthawk 250 is about the only choice. The Nighthawk is attractive and practical. Its 234cc sohc parallel-twin engine and 5-speed transmission gives it adequate performance. Its laced wheels and drum brakes front and rear should make it economical, but its list price was actually somewhat higher than the other 250's, \$100 more than the Virago and \$400 more than the Ninja. The gas tank holds 4.3 gallons, enough to go a long way on a 250. The Nighthawk's seat height is the same as the Ninja's and taller than the other 250's, at 29.3 inches. It weighs 287 pounds.

The best selling motorcycles today are cruisers, which explains why there are three recent cruisers in the 250cc class. The Honda Rebel was that company's entry. The same engine and transmission that powers the Nighthawk powers this mini cruiser. Strangely, the Rebel cruiser has a shorter wheelbase than the standard Nighthawk, but weighs in 19 pounds heavier (at 306). It gets a disc brake in front, which is a real improvement, and laced wheels. Fuel capacity is 2.6 gallons. The seat height is only 26.6 inches and the center of gravity is lower than the Nighthawk's.

The Suzuki GZ250's 249cc sohc single cylinder motor gave it a reported top speed of 76 mph; I would expect a little more horsepower from the Honda 234cc inline twins, and the Yamaha 249cc V-twin. However, there is no denying that singles are fun. A disc in front and a drum in back provide braking and the wheels are laced. The GZ250 cruiser weighs 301 pounds and has a generous 3.7 gallon gas tank. Seat height is 27.8 inches.

To my eyes, the Yamaha Virago 250 was the best looking of the 250 cruisers. The overall visual impression is of a true middleweight motorcycle. Its 60 degree sohc V-twin motor and five speed transmission provides adequate thrust and

a little more character than the Honda and Kawasaki inline twins. A V-twin usually has a lower center of gravity than does a vertical twin. The Yamaha came with laced wheels and a disc brake in front; like the other cruisers, it has a rear drum brake. The Virago's gas tank holds 2.5 gallons and the bike weighs 301 pounds. The seat height is 27 inches.

500cc Class

With the nearly complete demise of the 350-400cc class, 500cc (30 cubic inch) bikes are now the next common step up in displacement from the 250's. To again put it in military aviation terms, a 500 is analogous to an advanced trainer. A 500cc street bike used to be a large middleweight motorcycle. Marlon Brando rode a 500cc Triumph Speed Twin in the seminal motorcycle movie *The Wild Ones*, which was inspired by the Hollister incident back in the 1950's. Not many outlaws today ride sweet 500cc twins!

Once the most competitive class in sporting street bikes (much as the 600cc class is today), the 500cc class has become sort of a sales backwater. Nevertheless, there is a reasonable selection of both new and used bikes available.

The typical 500 has most of the same advantages possessed by the 250's, only more so. A 500cc bike offers more of everything compared to a 250, including greater weight. The adult beginning rider of average or larger than average size, strength, and confidence will be well served by a 500cc machine as long as he or she has a reasonable amount of self-control. The average weight of the 500's discussed below is 388 pounds, 88 pounds more than our average 250. A 500cc bike is fast enough to run with the big boys, although it will be working harder at any given speed than a 600cc or larger displacement motorcycle. This is very attractive to most prospective buyers, but bear in mind that a beginner can also get into trouble more quickly than he or she would on a 250. Until 2001, 500cc was the maximum displacement allowed in Gran Prix racing (there are also 250cc and 125cc classes). While a 500 can be among the most versatile of motorcycles for the solo street rider, it can also be a very high performance motorcycle!

A typical 500cc street bike probably has a top speed of around 100 mph and can cruise for extended periods of time above the legal speed limit on the highway. It is still light enough to be a good commuter bike in the city and relatively easy to park. Most 500's have enough acceleration to blow away all but the quickest cars in an impromptu "stoplight Grand Prix." 500's traditionally have the handling and brakes to back up their acceleration and speed, if the rider has the experience, self-control and judgment to use them properly.

New or recently manufactured 500cc class bikes are available from Kawasaki, Suzuki and Yamaha in Japan and Royal Enfield in India (formerly of the UK). The same brands are prominent on the used market, along with the discontinued Buell Blast. The major European manufacturers no longer offer entry level 500cc street bikes, which is a pity. (500cc Grand Prix race replicas are not good first bikes!)

Perhaps the standout in the 500cc class, at least from the perspective of the first time buyer, is the Buell Blast. The Blast was designed as a sport-standard specifically for the adult entry level buyer. It has an ohv 492cc single cylinder motor designed to be as maintenance free as possible. The transmission is a rugged five-speed. In fact, the whole motorcycle is designed to be as maintenance free as possible. Valves never need adjusting, there is a single 40mm CV carburetor, the choke is automatic, the final drive belt never needs adjusting, the 16" cast alloy wheels run sticky tubeless tires and so on.

Everything about this motorcycle was designed to be fun and unintimidating. Included are disc brakes front and rear with two piston calipers, optional seat heights of 25.5 inches or 27.5 inches, a dry weight of only 360 pounds and a 2.8 gallon gas tank. (Sufficient since the mileage approaches 70 miles/gallon.) The primary load bearing frame member is a rectangular steel backbone, which also carries the oil supply for the dry sump engine. Suspension is by conventional telescopic front forks and a rear mono-shock.

The Blast's reported top speed is 95 mph. Stability is good and the handling is quick and razor sharp. As delivered, the Blast is so quiet and smooth that it almost does not seem like the big single that it is. However, a Vance & Hines replacement header/muffler, coupled with a low restriction air filter and a re-jetted carb, will fix that.

The Kawasaki Vulcan 500 LTD is a typically styled middleweight cruiser. It shares the same basic 498cc dohc inline twin as the Kawasaki 500cc sport bike, but the Vulcan's motor is tuned for more midrange torque and less high RPM horsepower. The transmission has six-speeds. Fuel/air mixture gets to the engine through two 32mm carburetors. The frame is a conventional mild steel cradle. Suspension duties are handled by telescopic front forks and twin rear shocks. The wheels are laced, and the brakes consist of a disc in front and a drum in back. The Vulcan 500 has a teardrop shaped gas tank that holds 4 gallons of gas and a tank mounted speedometer. Seat height is 28.1 inches. Claimed dry weight is 439 pounds.

From Suzuki we have the Suzuki GS500E sport-standard. It is powered by a 487cc dohc inline twin fed by two 33mm carburetors. There is a six-speed transmission and chain final drive. The frame is a perimeter type and conventional telescopic forks and a rear mono-shock handle suspension duties. Disc brakes front and rear stop the three spoke cast aluminum wheels and tubeless tires. The gas tank holds 4 gallons. Seat height is a tall 31.1 inches. Claimed dry weight is 372 pounds and the wheelbase is 55.5 inches. The Suzuki GS500E is one of the best equipped bikes in the class and it is usually quite reasonably priced on the used market.

Yamaha's Virago 535 cruiser, discontinued after the 2001 model year, is more radical looking than the Kawasaki Vulcan 500. A smooth 70-degree sohc V-twin engine that displaces 535cc powers the chopper-esque Virago. This engine is fed by two 34mm carburetors. Power reaches the rear wheel through a five-speed transmission and shaft final drive, the only shaft drive in the 500cc class, a big plus. The backbone type frame uses the engine as a stressed member. The raked front forks share suspension chores with dual rear shocks. A disc brake in front and a drum brake in the rear stop the laced wheels. Self-canceling turn signals are both a convenience and a safety feature. Dual shorty slash cut mufflers enhance the chopper image. The 28.3 inch seat height allows most riders to reach the ground with both feet. The 401 pound dry weight is average for the class and the low center of gravity makes low speed maneuvers less stressful.

All of this sophistication and style once put the Virago 535 at the top of the 500cc cruiser class. It remains one of the best beginner bikes in the class and it is still available on the used market.

600cc Class and larger

The question here becomes whether these powerful machines are ever good first bikes, and if so, under what circumstances? To use my military aviation analogy for the last time, starting with one of these machines is like trying to learn to fly in a combat aircraft. The most typical accident for the beginner on a new 600cc sport bike is caused by a loss of control the very first time the bike is ridden, usually within a couple miles of the dealership from which he or she bought the bike. This is not an encouraging statistic. These are not machines for the youthful or immature rider. The lure of power and speed represented by such machines will almost certainly overcome the self-control and limited skill of such riders, often with tragic results. If you are not over thirty, a mature and responsible thirty, do yourself and your loved ones a favor and learn on a lighter, easier to control, less powerful motorcycle.

A 600-650cc machine (650cc equals 40 cubic inches) does give the heavy rider, the new street rider who has extensive experience on dirt bikes, or the person who anticipates doing a lot of two-up riding (couples, for instance), a more powerful alternative to the bikes previously discussed. Motorcycles of this size will generally be heavier and more difficult to maneuver at low speed. They can be a handful in conditions of reduced traction (like gravel or dirt roads). They will cruise at high speeds for extended periods of time and can be used for touring with appropriate accessories. Because they generally cost more either new or used than the bikes previously discussed, they may have more features and more accessories may be available. The dry weight of the bikes profiled below varies from 350 to 495 pounds, averaging 423 pounds.

Even more powerful 750cc and larger motorcycles are, in my opinion, suitable for very few beginning riders. I regard them as beyond the scope of this article. They may be suitable for adult riders returning to the sport after a long layoff, but such riders are not first time buyers and usually have a good idea of what sort of bike they want. I will mention a few 600-650cc class motorcycles with this warning: FOR MATURE ADULTS ONLY! (You know, the over 40 crowd.)

The 600cc class Honda Shadow VLX represents that company's middleweight cruiser. It is the smallest bike in this group in displacement. There is a standard model and a somewhat spiffier Deluxe model. The latter has chromed cases and cylinder heads and two-tone paint. The VLX is powered by a 583cc sohc V-twin engine, which delivers its power through a five-speed transmission and chain final drive. The wheels are laced. The front brake is a disc and the rear brake is a drum. The gas tank holds only 2.9 gallons. The height of the comfortable seat is a low 25.6 inches, excellent for those of short stature. Wheelbase is 63.2 inches. Dry weight is given as 445 pounds. The VLX is handsome and practical, but not lavishly equipped. As with most Honda models, it is well represented on the used market.

The Yamaha V-Star 650 is available in two models. There is the more aggressive looking V-Star Custom and the more retro appearing V-Star Classic. Both are well appointed and handsome bikes. These are large machines for middleweights and they share the following specifications. Power comes from an air-cooled sohc V-twin displacing 649cc. There is a smooth five-speed transmission. The wheelbase of both is 64 inches. Both are built on the same Softail-looking frame with concealed rear shocks. The fuel capacity of the attractive teardrop tank is 4.3 gallons, with the

instruments mounted on top a-la H-D. The front brakes are discs and the rear brakes are drums. The wheels are laced and the back tire is wide. Features of both include chrome engine/transmission cases and cylinder heads, shaft final drive and self-canceling turn signals. However, there are significant differences between the two.

The Classic, particularly, looks like a heavyweight motorcycle. The Classic's chrome headlight is larger, the seat is thicker and the fenders are longer and wider than the Custom's. The front forks are fully shrouded by chrome covers and the laced front wheel is fatter and smaller in diameter. Seat height is 28 inches. Dry weight of the Classic is a portly 495 pounds, very heavy for a 650 and especially a 650 ridden by an inexperienced rider.

The Custom is, to my eyes, the most attractive of the middleweight cruisers. It looks a lot like a chromed-out Harley Softail Standard. The dry weight of the Custom is 460 pounds, so it is also a heavy 650. It features a slim "cycle" style front fender and a bobbed rear fender. The laced front wheel is larger in diameter, narrower and held between conventional (un-shrouded) forks. The seat is thinner and lower; seat height is only 25.6 inches. The principle drawback to these excellent V-Stars from the beginner's standpoint is their considerable weight. Both models sold well and are available at reasonable prices on the used market.

The discontinued Suzuki Savage 650 is an unusual midsize cruiser in that it is powered by an air-cooled, sohc, 652cc single-cylinder engine, rather than a twin. This big thumper is very light in weight, at only 350 pounds dry. The wheelbase is 58.3 inches. This is a true 650 at a 500's size, weight and price. The seat height is a reasonable 27.6 inches. The belt final drive should be virtually maintenance free. Other specifications are more mundane. The transmission has five speeds, the slender gas tank holds only 2.8 gallons, suspension is by telescopic forks in front and conventional dual shocks in back, the wheels are laced and the brakes consist of a disc in front and a drum in the back.

The Savage comes with a low sissy bar and passenger backrest, buckhorn handlebars and a bobbed rear fender. These are features that many riders purchase as accessories for other bikes. The Savage 650 is clearly one of the best buys on the used market.

The Kawasaki W650 is a different kind of retro bike, a standard easy to mistake for a late 1960's Triumph Bonneville. Kawasaki claimed that the W650 was inspired by their own 1960's vintage W1 twin (itself a knockoff of a pre-unit construction BSA 650), but anyone who has seen a W1 knows the W650 looks nothing like that and very much like the vastly more popular Bonneville. The tank, tank badges, rubber knee pads, rubber fork gaiters, cases, exhaust system, seat, fenders, headlight and paint job all reek of Triumph influence. This is not bad thing, as the 1968-1970 Triumph Bonnevilles are widely regarded as some of the most beautiful motorcycles ever built.

Whatever its heritage, the W650 is a versatile all-around motorcycle and one of my personal favorites. It is not a typical first bike. It is more likely to be purchased by a canny old pro than an inexperienced beginner. It is the kind of bike discriminating riders settle down with after owning several previous machines.

The W650 offers classic styling and modern reliability, without oil leaks. An air-cooled vertical twin with a 360-degree crankshaft powers it, again like a classic Triumph. However, this Kawasaki twin has a sohc and displaces 676cc. The slick shifting transmission has five speeds and final drive is by chain. There is a kick starter, as well as electric starting. The gas tank holds 4 gallons. A W650 weighs 430 pounds, quite a bit more than a 650 Bonneville's 386 pounds. That includes the weight of a front disc brake, although the rear still has to make do with a drum brake. The W650's seat height is 31.5 inches, but the bike is narrow, which helps the rider's feet reach the ground.

It is not a particularly cheap 650, as it is a highly desirable bike on the used market. However, it is an easy to ride, good handling, well equipped motorcycle and one of the top choices for a rider returning to motorcycling after a long lay-off.

Opera 10.6 is unpopular, yet better than firefox. (2010-10-24 16:01)

It doesn't lag like firefox, and it has ad block and flashblock. You can clear all your data with one click. Just have both so when firefox decides to repeatably crash. Opera to the rescue.

opera:config #UserPrefs|EnableOnDemandPlugin ^ blocks flash via URL bar

Also I imagine that Bluray is good for Playstation and bad for movies. DVDs are better due to saving 40 % on everything. If you have a 1080i camera (and they're under \$200 now), just murder the bitrate to 1 Mbps and 80 kbps he-AAC and 2 hours fit on DVD. 1080i is a good resolution. I don't know what is clearer, 720p at 2 Mbits or 1080i at 1 Mbit. It'll look like Satellite transmissions.

1 Mbit meets transparency with 2010 AVC encoders.

PlayStation 3 closing in on Xbox 360 in console race (2010-10-29 13:10)

Sony's PlayStation 3 console is now a mere 3 million units behind Microsoft's Xbox 360 in the pathetically named Console War™. According to newly released data from each platform holder, PS3 has sold 41.6 million units worldwide, compared to Xbox 360's 44.6 million units.

Recent sales make happy reading for Sony also: since May 2010, 5.6 million PS3s have been sold, compared to 4.3 million Xbox 360s.

This isn't necessarily a surprise. Previous reports have indicated that the PS3 was slowly overturning the Xbox 360's headstart, and now one analyst is predicting Sony's tortoise will grab second place (behind Nintendo's all-conquering Wii) from Microsoft's hare by the end of 2012. Take the mic, EEDAR's Jesse Divnich:

"Worldwide, Sony will eventually take the lead from Microsoft, likely by the end of 2012. North America is a tougher challenge, and as we have seen lately Microsoft's lead is widening. I don't know if the PlayStation 3 will ever overtake the Xbox 360 in North America. Maybe 2014? 2016?"

Of course, as Divnich later points out, third place doesn't seem so bad this generation. While Nintendo's GameCube suffered from its third place finish in the last console generation, it only sold around 22 million units. With years left in the tank, both the PS3 and Xbox 360 have almost doubled that, and have a better software tie-in ratio (that is, how many games every console owner is buying).

So, could this be the first console generation where three platforms sell 75 million+ units each? The Wii's already made it!

Anonymous (2013-02-11 10:05:20)

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Anonymous (2013-03-13 15:03:48)

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Anonymous (2013-03-17 14:04:18)

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Anonymous (2013-06-02 06:30:30)

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Anonymous (2013-06-04 14:03:47)

What's up, I check your blog on a regular basis. Your humoristic style is awesome, keep doing what you're doing!

Here is my weblog [boulder homes](#)

Anonymous (2013-06-05 08:13:40)

Greetings! Very useful advice within this article!

It is the little changes that produce the most significant changes.

Many thanks for sharing!

Also visit my web page: [debt management online](#)

Anonymous (2013-06-06 10:26:20)

Wow, this article is pleasant, my

younger sister is analyzing these kinds of things,

therefore I am going to tell her.

my site - [Cadillac Xlr Convertible](#)

Anonymous (2013-06-06 22:35:35)

Way cool! Some very valid points! I

appreciate you penning this article and also the

rest of the website is extremely good.

Feel free to visit my page ... [ziare si reviste](#)

Anonymous (2013-06-07 03:52:09)

I really like it when folks get

together and share opinions. Great website, continue

the good work!

Here is my web blog: [Singles over 50](#)

12.11 November

Birthday Present (2010-11-03 02:45)

Guess which series has David Duchovny, Gillian Anderson, Robert Patrick in it?

Two years ago, I bought the best SCI-FI TV series, Star Trek TNG (not really battlestar galatica). Today I'm getting the 2nd best SCI-FI series where The Gray making a cameo appearance. The first movie was pretty good. The 2nd movie was disappointing.



A lot better than Warehouse 13 or star trek voyager!
Here's my Jack-o-lantern this year.



Minnesota Twins season in review (2010-11-05 13:02)

The Minnesota Twins had a pretty good year in their new ball park. They won 94 games, won the American League Central division, and made the playoffs. This team spent 127 days in first place, built a lead as big as 12 games, and went 48-26 after the all star break to lock down the divisional title. They did so by beating up on their divisional rivals; they only went 9-9 against the Detroit Tigers but were 38-16 against the Chicago White Sox, Cleveland Indians, and Kansas City Royals.

The Twin offense is led by Catcher Joe Mauer. He has another great year as he hit .327 with 9 home runs and 75 RBI. As a team they scored 781 runs for fifth best among the 14 AL clubs. Their team BA was .273 good enough for third amongst the AL teams. However they only hit 142 home runs and that is certainly due to their new home and not playing in the homer dome. The really good number here is they struck out only 967 times while drawing 559 walks. Their pitching staff gave up 671 runs, and the staff ERA was 3.95. They were led by Carl Pavano who went 17-11 with a 3.75 ERA. As a staff they had the least amount of walks (383) of the entire American League. They struck out 1,048 batters which was just the 10th best number among AL staffs. Their closer, Joe Rauch, converted 21 saves and had a 3.12 ERA.

All in all this is a pretty solid club. Let us not forget they played half the season without Justin Morneau. However the Twins are proving that one of the better ways to win in the AL is with a strong rotation and great defense. This team

gave up 1,493 hits, but only allowed 671 of those runners to come around to score. That is a very impressive number.

Top 30 RPGs (2010-11-05 17:10)

Greatest RPGS of all time

1. Star Wars Knights of the Old Republic
 2. Mass Effect 2
 3. The Elder Scrolls IV Oblivion
 4. Diablo II
 5. Dragon Age
 6. Final Fantasy VII
 7. Neverwinter Nights
 8. Mass Effect
 9. Fable
 10. Deus Ex
 11. World of Warcraft
 12. Star Wars Knights of the Old Republic II
 13. Final Fantasy IX
 14. Fallout 3
 15. Final Fantasy XII
 16. Kingdom Hearts
 17. Guild Wars
 18. Baldur's Gate Dark Alliance
 19. Baldur's Gate
 20. Final Fantasy VI
 21. Paper Mario The Thousand Yaer Door
 22. Bioshock
 23. Neverwinters Nights 2
 24. Final Fantasy Tactics
 25. Final Fantasy X
 26. Earthbound
 27. Chrono Trigger
 28. Final Fantasy IV
 29. Chrono Cross
 30. Xenogears
-

Needs a F-22E Strike Raptor before next decade (2010-11-06 09:21)

Better get Lockheed Martin's rear into gear and build something comparable to the PAK FA! Be sure it's called the F22E Strike Raptor .





General characteristics

Crew: 1

Length: 19.8 m (65.9 ft)

Wingspan: 14 m (46.6 ft)

Height: 6.05 m (19.8 ft)

Wing area: 78.8 m² (848.1 ft²)

Empty weight: 18,500 kg (40,785 lb)

Loaded weight: 26,000 kg (57,320 lb)

Useful load: 7,500 kg (combat load) (16,534 lb)

Max takeoff weight: 37,000 kg (81,570 lb)

Powerplant: 2× New unnamed engine by NPO Saturn and FNPTS MMPP Salyut of 175 kN each. Prototype with AL-41F1 of 147 kN each,[61] definitive version with new engine >157 kN[61]

Maximum Fuel weight: 10,300 kg (22,711 lb)

Performance

Maximum speed: 2,100 - 2,600 km/h (Mach 2+) (1,305 - 1,625 mph) ; at 17,000 m (45,000 ft) altitude

Cruise speed: 1,300 - 2,100 km/h (808 - 1312.5 mph)

Ferry range: 5,500 km (3417 miles) * Service ceiling: 20,000 m (65,616 ft)

Rate of climb: 350 m/sec (68,900 ft/min)

Wing loading: 330(normal) - 470(maximum) kg/m² (67(normal) - 96(maximum) lb/ft²)

Thrust/weight: 1.19 at 30,000kg weight. 1.37 at 26,000kg [59]

Maximum g-load: 10-11 g

Armament

Guns: None on prototype. Apparent provision for a cannon (most likely GSh-301). Possible two 30mm cannons

Hardpoints: Two internal bays estimated at 4.6-4.7 metres by 1-1.1 metres.[64] . Other sources suggest two auxiliary internal bays for short range AAMS and 6 external hardpoints

Avionics

N050(?)BRLS AFAR/AESA built by Tikhomirov NIIP and based on Tikhomirov NIIP N035 Irbis-E . It will be the second aircraft based AESA Radar to be built by Russia, the first being the Phazotron NIIR ZHUK-A Radar in the MIG-35.

Designed armament

Two Izdeliye 810 Extended beyond visual range missiles per weapons bay. Multiple Izdeliye 180 / K77M beyond visual range missiles. K74 and K30 within visual range missiles can also be carried.

Two KH38M or KH58 USHK air-to-ground missiles per weapons bay. Multiple 250-500 kg precision guided bombs per weapons bay, with a maximum of ten bombs in internal bays

Other possible loads include one 1500 kg bomb per weapons bay or two 400 km+ range anti-AWACS weapons on external hard-points. A maximum weapons load of 7500 kg is reported.



General characteristics

Crew: 1

Length: 62 ft 1 in (18.90 m)

Wingspan: 44 ft 6 in (13.56 m)

Height: 16 ft 8 in (5.08 m)

Wing area: 840 ft² (78.04 m²)

Airfoil: NACA 64A?05.92 root, NACA 64A?04.29 tip

Empty weight: 43,430 lb (19,700 kg)

Loaded weight: 64,460 lb (29,300 kg)

Max takeoff weight: 83,500 lb (38,000 kg)

Powerplant: 2× Pratt & Whitney F119-PW-100 Pitch Thrust vectoring turbofans

o Dry thrust: 23,500 lb[199] (104 kN) each

o Thrust with afterburner: 35,000+ lb (156+ kN) each

Fuel capacity: 18,000 lb (8,200 kg) internally, or 26,000 lb (11,900 kg) with two external fuel tanks

Performance

Maximum speed:

- o At altitude: Mach 2.25 (1,500 mph, 2,410 km/h)
- o Supercruise: Mach 1.82 (1,220 mph, 1,963 km/h)

Range: >1,600 nmi (1,840 mi, 2,960 km) with 2 external fuel tanks

Combat radius: 410 nmi (471 mi, 759 km)

Ferry range: 2,000 mi (1,738 nmi, 3,219 km)

Service ceiling: 65,000 ft (19,812 m)

Wing loading: 77 lb/ft² (375 kg/m²)

Thrust/weight: 1.08 (1.26 with loaded weight & 50 % fuel)

Maximum design g-load: -3.0/+9.0 g

USAF poster overview of key features and armament

Armament

Guns: 1× 20 mm (0.787 in) M61A2 Vulcan 6-barreled gatling cannon in starboard wing root, 480 rounds

Air to air loadout:

- o 6× AIM-120 AMRAAM
- o 2× AIM-9 Sidewinder

Air to ground loadout:

- o 2× AIM-120 AMRAAM and
- o 2× AIM-9 Sidewinder for self-protection, and one of the following:

+ 2× 1,000 lb (450 kg) JDAM or

+ 8× 250 lb (110 kg) GBU-39 Small Diameter Bombs

Hardpoints: 4× under-wing pylon stations can be fitted to carry 600 US gallon drop tanks or weapons, each with a capacity of 5,000 lb (2,268 kg).

Avionics

RWR (Radar warning receiver): 250 nmi (463 km) or more

Radar: 125–150 miles (200–240 km) against 1 m² (11 sq ft) targets (estimated range)[105]

Chemring MJU-39/40 flares for protection against IR missiles.

Properganda in the streets (2010-11-06 13:16)



Last night saw New York's Times Square turned into a shrine for Microsoft's Kinect. In an opulent/obscene (delete as you see fit) display of corporate wealth, the company booked the entire square for its launch of Kinect, and put on a spectacular show.

While rapper Ne-Yo led hundreds of dancers through a routine, every one of the jumbotron screens in Times Square displayed Kinect advertising. Traffic through the whole area was blocked, and queues reportedly stretched for three blocks. Those at the front had waited since Monday to be first.

Kotaku has a few shots of the event in progress, so go [here](#) for more. It looks like some sort of modern Nuremberg Rally for soccer moms, but you can't argue about Microsoft's commitment to force-feeding Kinect to the whole of the civilized world.

Microsoft recently announced it was aiming for 5 million Kinect sales by the end of 2010. On this form, you can actually see them pulling it off.



Macintosh-like screenshot (2010-11-06 15:24)

I made the same shot 5 years ago on here! There is a theme in OpenSuse Linux to achieve a dock also. I wouldn't pay for MAC for the dock menu.

Steve Finnell (2010-11-09 05:02:30)
you are invited to follow my blog

Iain's Smashing Good Blog Site (2010-11-20 08:21:14)

I'm neither associated with the Constitution Party or John Birch. I'm not apart of a Christian Democratic Party or Parti démocratie chrétienne du Québec!

Mitt Romney or Newt Gingrich are good enough for 2k12, man.

Toy Industry going bankrupt in few years (2010-11-07 15:12)

I've seen all the really low prices on toys, because they're no longer fashionable! Here are what children want these days.

The top 10 toys for Christmas 2010, according to the report are:

- 1.) iPhone 4 (14 %)
- 2.) iPod touch (13 %)
- 3.) iPad (12 %)
- 4.) Kinect for Xbox (6 %)
- 5.) Zhu Zhu Pet Hamsters / Kung Zhu Hamsters (5 %)
- 6.) Flip Video camera (4 %)
- 7.) Toy Story 3 Jet Pack Buzz Lightyear (4 %)
- 8.) PlayStation Move (4 %)

What's more amazing is that 39 percent of children in all age categories surveyed wanted Apple products, while 17 % of 5-8 year old's wanted something from Apple, 50 % of 9-12 year olds wanted an Apple product and 13-16 years olds requested Apple products 66 % of the time.

With 2,138 children polled the numbers should be a pretty accurate demographic for U.S. Children.

You know what? This toy industry going bankrupt thing was already predicted in a videogame called Syberia from 2002 and it got 9.1. I came across it reading Secret of Monkey Island Special Edition and Monkey Island LeChuck's Revenge Special Edition. I do not own the Xbox version.

Greatest Videogame Villians (2010-11-07 16:27)

25. Ares (God of War)
24. GlaDOS (Portal)
23. Kane (Command & Conquer)
22. Mother Brain (Metroid)
21. M Bison (Street Fighter)
20. Kefka (Final fantasy VI)
19. Psycho Mankis (Metal Gear Solid)
18. Heihachi Mishima (Tekken)

17. Wario
 16. Andrew Ryan
 15. The Master (Fallout 3)
 14. Darth Malak (Knights of the Old REpublic)
 13. Sweet Tooth (Twisted Metal)
 12. Wario (Wario Land)
 11. Arthas Menethil (World of Warcraft)
 10. Albert Wesker (Resident Evil Code Veronica)
 9. Shao Kahn (Mortal Kombat)
 8. Ganondorf
 7. Bowser
 6. Diablo (Diablo 2)
 5. Dr. Breen (Half-life 2)
 4. General RAMM (Gears of War)
 3. The Joker (Batman)
 2. Darth Vader
 1. Kerrigan (Star Craft)
-

Linux Poll (select yours) (2010-11-09 09:00)

Free Blog Poll

Free Blog Poll

✕

✕

Those really old pcs, you got something 'ICEWM' would be installed on
Running LXDE inside openSUSE 11.3 (first time it came out) 388 MB used at 1680x1020
Sunwah screenshots

✕

LXDE

✕

LXDE

✕

Is Android on your gizmo your only Linux?

<http://snappoll.com/poll/350131.php>

Most addicting videogames (2010-11-09 18:51)

1. Tetris
 2. Mario Kart 64
 3. World of warcraft
 4. Goldeneye 007
 5. Grand Theft Auto 3
 6. Super Smash Bros. Melee
 7. Super Mario Kart.
 8. The Legend of Zelda Ocarina of Time
-

9. Super Mario Bros.
 10. Super Mario Bros. 3
 11. Grand Theft Auto Vice City
 12. Final Fantasy VII
 13. Legend of Zelda A Link to the Past
 14. Guitar Hero
 15. Super Mario 64
 16. Donkey Kong Country
 17. Legend of Zelda
 18. Halo 3
 - 19 Call of Duty Modern Warfare
 20. Call of Duty Modern Warfare 2
 21. Street Fighter II
 22. Pac Man
 23. Mortal Kombat
 24. Street Fighter IV
 25. Civilization III
 26. Secret of Mana
 27. Diablo 2
 28. Diablo
 29. Guild Wars
 30. Starcraft
-

Google Chrome OS is NOT Ubuntu in an sense it does Ubuntu things (2010-11-10 14:29)

Google Chrome OS may be Ubuntu under the hood, but it isn't Ubuntu with Gnome. It will be a ninchi. My mother won't like Chrome OS. Maybe other moms like Chrome OS. If somebody asks, it does everything Ubuntu would do except for the GUI aspect.

...Supposedly, Google's Chrome Netbook is expected to be made by Inventec and will be shipping 60,000 to 70,000 units in their initial shipment. After this Chrome notebook is announced, the source that spoke with Digitimes reports that Acer and Hewlett-Packard will follow up with products in December. Both follow-up products will be manufactured by Quanta Computer.

I doubt that Chrome OS can outdo Ubuntu in the desktop market anytime in the future. It may make it into the top 10 linux distros, but it won't have the huge impact like Google says it will.

Dieing collections (2010-11-17 14:44)

I have been surfing around the Internet for why comic books died. I learned that Marvel Comics went to bankruptcy in the 1990s in 2008 and movies generated all the profit they needed. The comic books used to be 4 color pathlets which are cheap to make and those have been collectible. When Marvel and DC increased the colors to 64 colors, the magazines began to die in the late 1990s. Magna is never a good decision. Books stores used to carry competitions of Marvel comics before they stopped doing this also.

Right now it is 25 to 35 year olds buying videogames and they been doing this since Nintendo entertainment system.

Obama shrinking gamer population (2010-11-18 12:17)

When I post two most valuable games like Panzer Dragoon Saga, and MUSHA (Genesis), there was a 'mute' response. If it is anything other than Xbox 360, then I expect a mute response.

It has to be Microsoft or Apple due to karma maybe? This Microsoft or Apple fanboy ideology sucks.

It's obvious People use Netflix or torrent, because even \$10 DVDs are too expensive.

They emulate roms on their iPad in order to save even more money. Other people cut all videogame spending to save money for their 3G/4G connection. It's ultimately about funding 3G/4G service. Then they use the 3G to take pictures with their 8 MP camera on their iPhone/Android and post it on their Facebook thru 3G/4G ultimately killing the gaming industry.

Top ten SCI-FI films of 2000s (2010-11-20 13:54)

Lets get one thing straight. I'm not a Dexter loving, Mad Men loving, and Oprah Winfrey loving liberal. I pick this decade, because Hollywood would have already been post-Independence Day, Post-Alien Resurrection, and Post-Matrix.

- 1.) The Dark Knight
- 2.) Batman Begins
- 3.) Iron Man 2
- 4.) Iron Man
- 5.) Spiderman 2
- 6.) Spiderman
- 7.) Spiderman 3
- 8.) Transformers
- 9.) Star Trek (2009)
- 10.) End of Evangelion or
Eva: We Are [Not] Alone

It isn't beginning with Children of Men, and doesn't have District 9 in it. The movie scores are way better too.

Playing Torchlight: becos I'm casual now (2010-11-24 02:32)

Runic Games is a post-Flagship Studios developer that made Hellgate London. Like the PC game FATE from 2005 (which I haven't played yet), it is cloning Diablo II hack and slash gameplay. If the best Diablo 2 clone was Dungeon Siege 2, Torchlight is in the top 5. I'm level 20. The \$8 game comes with the 1.15 patch if you would rather not download 450 MB patch.



Geforce GTX 280 screenshot, 6 GB of RAM, C2Q Q9550.

I recommend it to any mainstream RPG Fan whose lost their hardcoreness, yet became Wii casual in preference. I am also playing Vanquish on PS3 and gotten 10 hours into the adventure. It's fun. I kick a lot of butt in it

Reviews

Went Deer hunting with uncle (2010-11-24 13:59)

I went up to northern Wisconsin to hunt white tail, because the white tail population is huge here. I brought my used weatherby mark v 300 rifle. Weatherby does have a 1.5" guarantee. The one-piece bolt body is fluted and there is a shroud at the rear of the bolt to prevent escaping gas from exiting from the rear of the bolt into the shooter's face in the event of a blown case. There are three gas escape ports in the side of the bolt to let gas escape in a safe direction. The Mark V Magnum action was designed for maximum strength, and indeed it was billed as the world's strongest action, a title it still claims today. Weatherby's wood stocks are reinforced with a steel bar in the pistol grip, and steel pins are located throughout the action mortise and epoxied in place to increase structural integrity. The Mark V Deluxe features a select Clara walnut stock with a rosewood forearm tip and grip cap set off by line spacers made from thin slices of maplewood. The pistol grip and forearm are checkered in a French skip-line point pattern, and there is a maplewood diamond inlay in the pistol grip cap. A durable high gloss finish shows off the wood to maximum advantage. Weatherby Deluxe stocks incorporate a cheek piece and a small amount of cast-off for quicker and more precise mounting. The butt area is generous, and the recoil pad is top quality.

**Another 64-bit PC costed \$148 (2010-11-28 12:04)**

I bought the best motherboard brand possible, ASUS, and replaced a malfunctioning Soyo Dragon Black Edition motherboard running an Athlon XP 2400 with 512 MB.

I had an extra Athlon 64 X2 4800+ and 3 GB of DDR2 laying around. I got the ASUS M2N68-AM Plus motherboard. Afterward, I installed Windows 7 and OpenSuse 11.3 on it yesterday. That PC has a bunch of freeware games, Roms, and advanced audio coding archives on it. People normally buy Serial SATA Power Data to 4 Pin IDE+SATA Data Cable for your IDE hard drives now-a-days which cost \$5.

12.12 December**US Airforce revolutionizing price dilemmas with "the Condor cluster " (2010-12-05 16:00)**

The US Airforce spent \$2,000,000 on used old PS3s, and then installed Linux on 1760 PlayStation 3. It is 5 % to 10 % the cost of an actual supercomputer. It is the 33th most powerful supercomputer. It is much more economical than a supercomputer in energy consumption.

Top 10 Presidents (2010-12-05 17:43)

1. Ronald Reagan
 2. Abraham Lincoln
 3. Thomas Jefferson
 4. Grover Cleveland
 5. Calvin Coolidge
 6. George Washington
 7. John Adams
 8. James Polk
 9. James Madison
 10. John Quincy Adams
-

Always wanted to own a Wallaby (2010-12-06 17:25)

Wallabys are a pouched mammal, that are just as expensive as dogs. Wallaby eat grass and plants. I'll have to find cheap lettuce and feed it every day.

I can get friends just by owning one. Having the most bizarre/strange mammal in a 5 mile radius anyhow.

Found a breeder in Minneapolis.

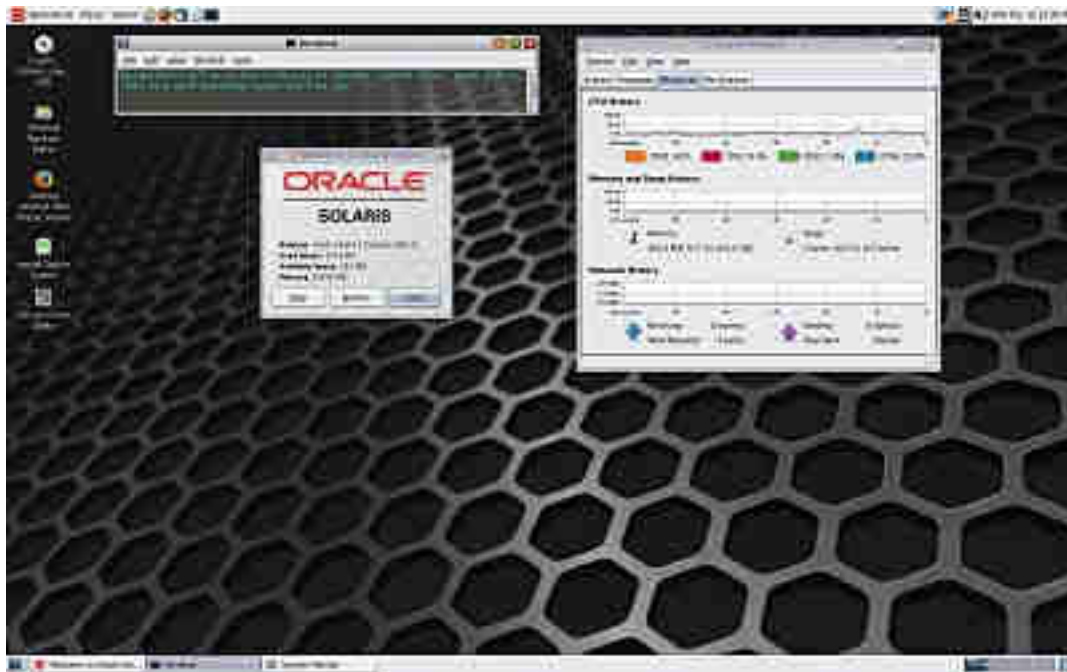
tammy.mason@state.mn.us

<http://wallabymania.110mb.com/>

OpenSolaris has been closed source. (2010-12-07 20:21)

Made a new partition with Gparted and installed Solaris 11 UNIX Express which has gnome 2.30.2 on it. Compiled a opensolaris Openoffice 3.2.1 on it. One of the new features is it boots up faster and the ZFS file system has encrypting file system.

OpenSolaris 2009.06 was using 111b kernel/Gnome 2.26. Solaris 11 Express is using the 151a kernel. Uses 446 MB with one tab in Firefox open.



Theoretically more stable than Linux

Australia isn't bankrupt yet (2010-12-10 16:00)

I think we already passed the bankrupted stage.

The USA has serious socio-economic problems such as a nearly 10 trillion dollar debt which equates to roughly \$40,000 debt per person. Lack of health insurance coverage causes 18,000 unnecessary American deaths a year. Women are 70 percent more likely to die in childbirth in America than in Europe Being that the USA is about 15 times as populous as Australia, makes the fact that the USA is #1 in the world for GROSS DOMESTIC PRODUCT.

In Australia a citizen only has a .0000006 % shot of becoming a billionaire,... in the USA a citizen has a .0000013 % shot at becoming a billionaire! Twenty percent of Americans think the sun orbits the earth. Seventeen percent believe the earth revolves around the sun once a day.

The United States has lost 1.3 million jobs to China in the last decade

In Australia, overall, almost half (46 %) of men and women reported having experienced an assault and/or sexual assault since the age of 15.

Twelve million American families—more than 10 percent of all U.S. households—"continue to struggle, and not always successfully, to feed themselves." Families that "had members who actually went hungry at some point last year" numbered 3.9 million"

The USA's poverty percentage is currently between 12 and 15 % with roughly 40 % (about 120 million people) will fall below the poverty line in the next 10 years. Not only this, but according to the human poverty index, 20 % of americans lack functional literary skills and 17 % of people fall below 50 % of the median income.

According to the "The Human Development Index (HDI) is an index combining normalized measures of life expectancy, literacy, educational attainment, and GDP per capita for countries worldwide. It is claimed as a standard means of measuring human development, a concept that, according to the United Nations Development Program (UNDP) refers to the process of widening the options of persons, giving them greater opportunities for education, health care, income, employment, etc. " Australia has , FOUR Australian cities are in the top ten (Melbourne 2nd, Perth 4th, Adelaide tied at 7th, and Sydney tied at 9th). The list shows five Australian cities gracing the top 50, the first US city to appear on that list is Honolulu which ranks 28.

The USA has 1,867,059 acres of productive rich land, one of the richest nations in natural resources!!!

Australia has only 468,502 acres of arable land! That is pretty limiting!

One in every 911 people in Australia go bankrupt.

Around 20 % of all bankruptcies in Australia are business related (not personal).

50 % of Australian bankruptees owe less than \$20,000, and 12 % have been bankrupt before.

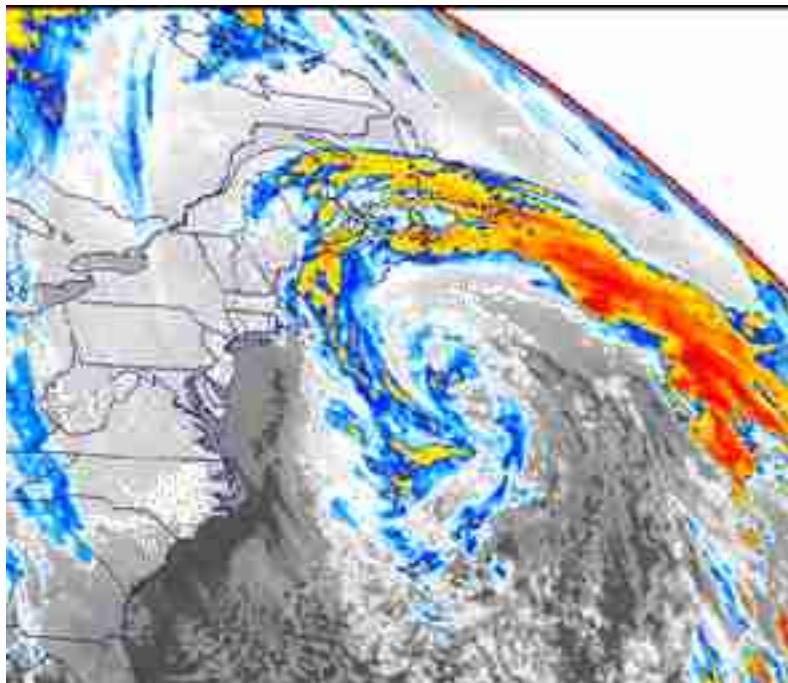
Australian People under the age of 40 are the most likely to be declared bankrupt.

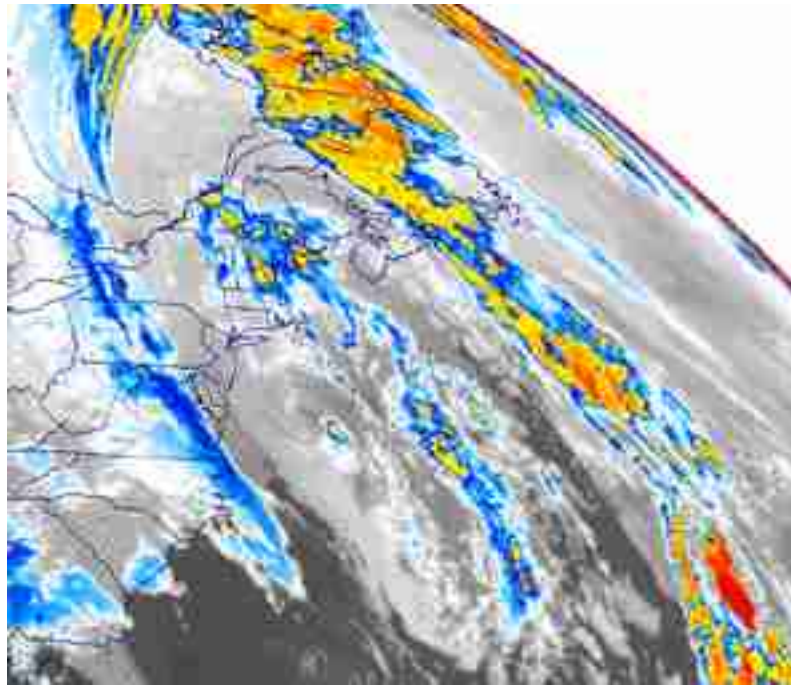
Personal reasons (like illness) and economic conditions are the two biggest contributors to Australian business filing for bankruptcy.

The Perfect Storm II (2010) (2010-12-10 17:54)

19 years ago, I was stranded on Halloween 1991 in a Jeep Cherokee going trick 'n treating about 2 miles from my house. I had to walk to a neighbors. They made a movie called "The Perfect Storm" starring George Clooney which was the Northeaster section of the same storm.

Now tonight, we're having deja-vu of the Northeaster Storm in Late October to November 1991. Tonight is going to be historic in Wisconsin.





<http://www.ncdc.noaa.gov/oa/satellite/satelliteseye/cyclones/pfctstorm91/pfctstorm.html>

I now officially have two associate degrees, but it isn't anything to get excited for. This is because no employer takes 2 year ppl.

Kawasaki Ninja from 1990s are cheap. (2010-12-12 06:57)

I saw a 1993 Kawasaki Ninja GPX 600cc for \$1950 with 9000 miles on it 250 miles away. Sounds like a great deal. I am the last person on facebook my age who hasn't owned a motorcycle yet. I believe I heard from Rance (knows cell), a former BSA Eagle scout, that owning a motorcycle is one of the only ways to start a relationship and keep a girlfriend these days. It looks like I'll take his word for it.

best Cities in North America for careers (2010-12-14 15:44)

Happiest, most healthiest cities to live.

- #20 San Francisco, Calif.
- #19 Lexington, KY
- #18 Norwich, Conn.
- #17 Lancaster, Pa.
- #16 Minneapolis, Minn.
- #15 Raleigh, NC
- #14 Santa Cruz, Calif.
- #13 Killeen, Tex.
- #12 Cedar Rapids, Iowa
- #11 Naples, Fla.
- #10 Oxnard, Calif.
- #9 Ogden, Utah

#8 Washington, D.C. Metro Area

#7 San Jose, Calif.

#6 Santa Barbara, Calif.

#5 Santa Rosa, Calif.

#4 Provo, Utah

#3 Honolulu, Hawaii

#2 Holland, Mich.

#1 Boulder, Colo.

Say away from bankrupted California. I heard one of my classmates was going to bolder, Co. Can't afford the plain ticket and rentals.

Best places to restart career

15. San Francisco, CA

14. Minneapolis, MN

13. Boston, MA

12. Des Moines, IA

11. New York, NY

10. Tulsa, OK

9. Denver, CO

8. Pittsburgh, PA

7. Nashville, TN

6. Seattle, WA

5. Washington, DC

4. Midland, TX

3. Dallas, TX

2. Omaha, NE

1. Houston, TX

Stay away from bankrupted California and drug war overrun South Texas

THE CITY THAT HAS THE BEST OF BOTH WORLDS IS....MURDERAPOLIS. Otherwise, you can move to Utopia (San Francisco) if you can handle extreme weirdness.

OpenSuse Beta should hold until March 2k11 (2010-12-15 08:12)

LXDE 0.5.6 screenshot

Gnome 2.32.2 screenshot

KDE 4.6 screenshot

KDE 4.6 beta 2

Gnome 2.32.2

LibreOffice 3.3

XFCE 4.6.2

LXDE 0.5.6

2.6.37 RC5

Firefox 4.0 beta 7

Opera 11.0

VLC 1.1.1

Winamp 5.6

WINE programs never crashed running 5 hours.

OpenSuse 11.4 Milestone 5 will boot from YAST with all XFCE, LXDE, KDE, and Gnome installed. FXCE won't show up even though programs will. Expect it to freeze up when memory gets exceeded (with 512 MB of RAM), and if you

have 768 MB or 1 GB of RAM than you have no worries. The crashing is 100 % RAM related. Wants to go into "Fast boot" than its slow boot fail-safe kicks in after 20 seconds.

To avoid crashing, I looked up "Resolution" in KDE menu search-box and used KDM to change the resolution to 1280x768 with those PCs on 512 MB of RAM. This crash phenomenon is known to happen in KDE 4.4.4 in Open-Suse 11.3

KDE 4.6 beta 2 looks cool by itself. No more kernel lock to increase performance by 10 %! LXDE still a great desktop shell, and didn't crash. Best for 512 MB of RAM PCs.

Gnome 2.32.2 never crashed yet. LibreOffice looks and acts like OpenOffice. no complaints. Had to install VLC to play audio codec.

Christmas Stuff (2010-12-26 07:35)



NZXT PHAN-001WT Phantom

Intel 980x 12 MB L3 at 3.3 GHz

Corsair XMS3 8GB PC12800 DDR3 1600MHz Kit 2x4GB

750 GB HDD SATA 2x

Radeon HD 5970 Black Edition from last year

Cooler Master Hyper N520 Copper Heatpipe CPU Cooler (C283-1202)

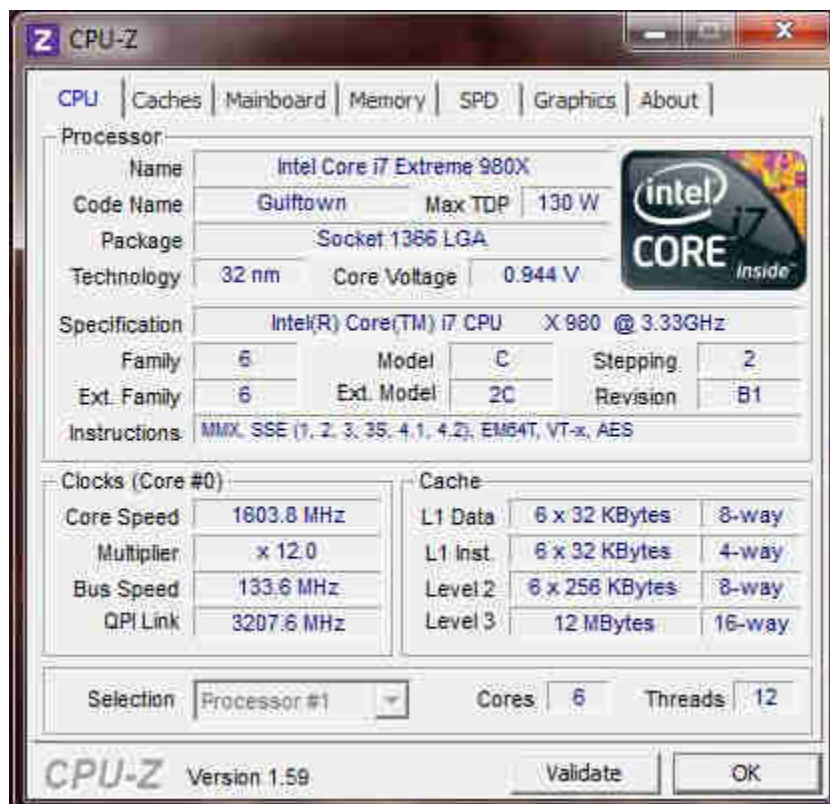
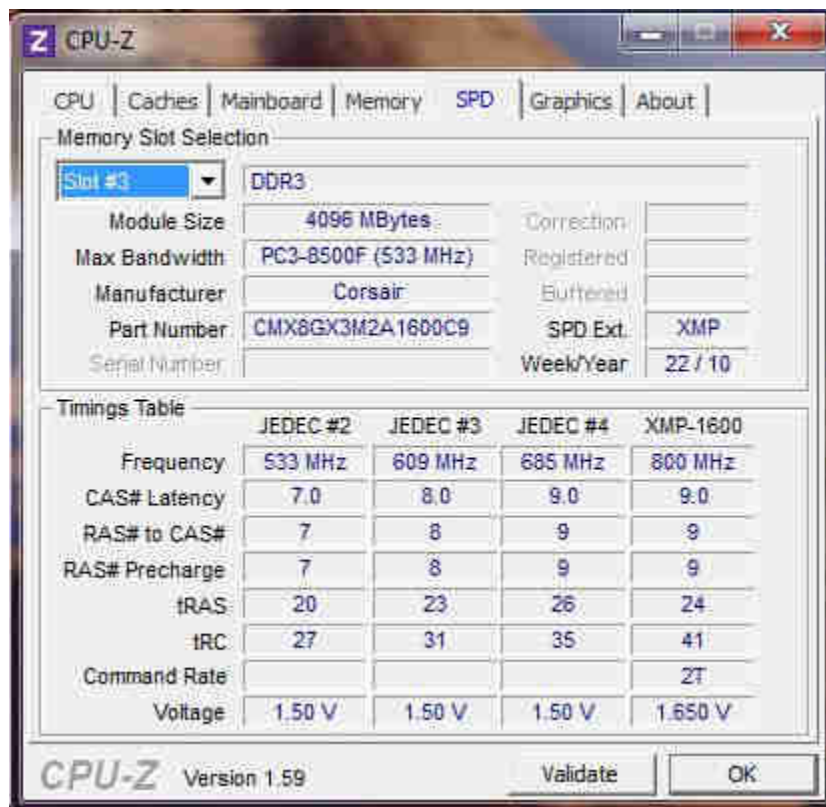
Corsair HX850W 850W Modular Power Supply

ASUS P6X58D Premium Intel X58 Socket LGA1366 MB

NZXT PHAN-001WT Phantom Full-Tower Case - E-ATX, ATX, MicroATX, 5 x 5.25" Bays, 7 x 3.5" Bays, 200mm LED Fan, White

Noctua NF-P14 FLX Case Fan - 140mm, SCD2, SSO Bearing

Lite-On IHAS124-04 Internal DVD Writer - DVD+R 24X, DVD-R 24X, DVD+RW 8X, DVD-RW 6X, DVD+R DL 8X, SATA Footage (MPEG4 AVC)





Way I'm funding a Sandy Bridge CPU (2010-12-28 11:33)

On Christmas 2011, I should be able to fund a ASUS LGA 2011 motherboard, 8 GB of DDR3 RAM while my parents will buy the 8-core Sandy Bridge CPU. I know that this is the reason people are waiting to upgrade their 4 cores.

There are Larrabee (GPU) characteristics in the Sandy Core so it will be cheaper, and better at 2D desktop acceleration at lower price points than without Larrabee characteristics. L3 cache of 20 MB or 2.5 MB per core. The Radeon HD 5970 is good for another 2 years. If the Sandy Bridge CPU is out of the question by December 2011, I'll settle for the latest high-end XFX Radeon GPU or combine birthday money with it.

Meanwhile, I'll upgrade my Android 1.7 Archos 7 to a Android 2.2 Archos 10 next Birthday and sell the old one off Amazon! Or if my parents cannot afford a Sandy Bridge CPU, I'll convince them to combine birthday money and Christmas presents towards one.

13. 2011

13.1 January

Playstation Portable 2 real tech Specs unrevealed Jan 27th (2011-01-02 12:23)

- CPU: ARM® Cortex™-A9 core (4 core)
- GPU: SGX543MP4+
- External Dimensions: Approx. 182.0 x 18.6 x 83.5mm (width x height x depth) (tentative, excludes largest projection)
- Rear touch pad: Multi touch pad (capacitive type)
- Cameras: Front camera, Rear camera
- Sound: Built-in stereo speakers, Built-in microphone
- Sensors: Six-axis motion sensing system (three-axis gyroscope, three-axis accelerometer), Three-axis electronic compass
- Location: Built-in GPS, Wi-Fi location service support
- Keys / Switches: PS button, Power button, Directional buttons (Up/Down/Right/Left), Action buttons (Triangle, Circle, Cross, Square), Shoulder buttons (Right/Left), Right stick, Left stick, START button, SELECT button, Volume buttons
- Wireless communications: Mobile network connectivity (3G), IEEE 802.11b/g/n (n = 1x1)(Wi-Fi) (Infrastructure mode/Ad-hoc mode), Bluetooth® 2.1+EDR ?A2DP/AVRCP/HSP?

<http://www.vg247.com/2010/05/12/massive-rumor-senior-industry-source-says-s onys-at-work-on-psp-2/>

<http://www.tacp.toshiba.com/news/newsarticle.asp?newsid=234>

The graphics surpassing PS3 with newer OpenGL GPUs & more memory? Again, I'll have to see if a couple of games get a 9.5 on gam rankings before I consider investing money into these games.



Uploaded with ImageShack.us

Some people would want their 1 GB GDDR3 handheld. I hear that Android devices and iPad have 512 MB of RAM so 1 GB of RAM isn't far out in the clouds.

Nintendo 3DS will have more games with higher scores I bet, but there are Nintendo fanboys everywhere.

The touch screen is 3.02 inches and 320x240 resolution.

The one inner and two outer cameras are all 640x480 in 0.3 megapixel resolution. touch-screen, embedded microphone, A/B/X/Y face buttons, d-pad, L/R buttons, Start and Select buttons, "slide pad" (analogue nubbin for 360-degree input), three cameras, motion sensor and gyro sensor.

two 266MHz ARM11 CPU, 133MHz GPU, 4MBs of dedicated VRAM, 64MBs of RAM, and 1.5GB of flash storage.

Movies that scared me (2011-01-05 04:38)

I wasn't afraid of "The Thing" in 1982, because I was used to the Resident Evil games. Once you get used to the Resident Evil than it is a piece of cake. I can handle the gore, it is the element of surprise that gets me. Here are a list of movies I get nervous over. In no order

- 1.) The Ring from 2002, because it was like the Grudge, yet worse. Things coming out of the TV. The alien-like movement of the undead spider walking is what scared me.
2. The Grudge - similar to the spider-like undead from The Ring. The element of surprise and the jaw movement. I

missed Ju-on Japanese film.

3. The Grudge 2 - similar to the spider-like undead from The Ring. The element of surprise and the jaw movement. I missed Ju-on Japanese film.

4. House on Haunted Hill (1999) - Rob Zombies as a director and arms coming out of the wall, weird bondage shit going on.

5. Pandemonium - Necromancer-vampires in space. For some reason.

6. Changeling (1980) - A lot scarier setting than Steven King's Rose Red and are similar in principle.

7. Hellraiser 1 (1987) - Bondage and ripping part of limbs.

8. Hellraiser 2 (1987) - Bondage and ripping part of limbs.

9. Texas Chainsaw Massacre (1978) - To weird for my imagination.

10-14. SAW 1 - 5 - Continuously grouse through-out.

15. Rosemary's Baby (1978) - Evil babies are some of the most terrifying monsters in videogames. Used in Contra, R-Type, Resident Evil, Fatal Frame, and Silent Hill.

Movies that didn't scare me much at all

1. The Thing (1982)

2. Pitch Black (1998)

3. Blare Witch Project (1999)

4. Alien Trilogy

5. Friday the 13

6. Nightmare in Elm Street

7. Halloween

8. 28 Days Later

9. Resident Evil films

10. Invasion of the Body Snatchers (1978)

11. American Werewolf in London

12. Fright Night

13. Werewolf (2009)

14. Evil Dead II

15. The Shining

16. Cloverfield

17. I, Legend. (2007)

18. Quatermass and the Pit (1968)

19. The Exorcist (1978)

20. Jaws

21. Silence of the Lambs (1991)

22. War of the Worlds (any yr)

23. Se7en

24. The Myst (2007)

25. Diabolique

26. Psycho (1960)

27. The Birds

28. Night of the Demon

29.

Top 14 SCI-FI movies: 2011 edition (2011-01-07 12:36)

1.) Terminator 2

2.) Alien

- 3.) Aliens
 - 4.) Terminator
 - 5.) Star Wars - Empire Strike Back
 - 6.) Star Trek II Warth of Khan
 - 7.) Star Wars - A New Hope
 - 8.) Total Recall
 - 9.) Invasion of the Body Snatchers (1978)
 - 10.) Star Trek - First Contact
 - 11.) Star Wars - Return of the Jedi
 - 12.) Blade Runner
 - 13.) Star Trek (2009)
 - 14.) Matrix
 - 15.) 2001: A Space Odyssey (boring)
-

Top 10 unscary Horror films 2011 edition (2011-01-07 13:31)

- 10.) Sherlock Holmes and the Woman in Green (Basil Rathbone)
 - 9.) The Bride of Frankenstein
 - 8.) The Hound of the Baskervilles (Basil Rathbone)
 - 7.) Them (1954)
 - 6.) The Mummy (1959)
 - 5.) Night of the Demon (1957)
 - 4.) Diabolique
 - 3.) The Thing (1982)
 - 2.) The Exorcist
 - 1.) Halloween
-

Top 10 adventure games (2011-01-10 14:49)

1. Grim Fandango
2. Curse of Monkey Island
3. Obsidian
4. Full Throttle
5. Syberia
6. The Longest Journey
7. Secret of Monkey Island SE
8. Monkey Island 2 SE: LeChuck's Revenge
9. Circle of Blood
10. Myst
11. Mission Critical
12. Shivers 2 Harvest of Souls

Top 50 Based on Poll

Another milestone: I watched both the entire Winds of War (1982) and War and Remembrance (1988) miniseries and I give them a 8.5! The Winds of War was set in Berlin before and at the beginning of WWII, due to the US Embassy at Berlin at the center of the plot.



X

Uploaded with ImageShack.us

Intel and Nvidia will compete in the future ARM PC. (2011-01-11 12:16)

On a big announcement that future PCs will be based on the ARM processor instead of the x86-64 CPU. ARM CPUs appeared Gameboy Advance in 2001 and Sega Dreamcast (ran Windows CE 3) had a ARM7 in 1998. Basically Intel has a 6 year lease on Nvidia's Tegra and ARM-based GPUs. Nvidia has some patents that Intel has. AMD will be something of a Radeon-only manufacturer and have x86-64 to themselves. Windows 8 will be ported to ARM CPUs. source

Intel will likely be champion of PC CPUs in the next decade, because Nvidia is on the brink of bankruptcy. I think Nvidia went in Chapter 11 and are in the process of reorganizing.

AMD CEO resigned on January 11th based on this announcement. I guess Intel were hinting this with Larrabee GPU technology back in 2008 before Larrabee was defunct.



It could well be thought back to the old Acorn Archimedes design, most powerful computer of the 1980s, more powerful 32-bit CPU & RAM then the Commodore Amiga 2000.

And need a Lyonix PC with a Intel XScale 80321 (600 MHz ARM processor) and RISC OS 5 for \$100!

Bought First Pro Flute (2011-01-16 07:04)



Today, I bought a professional flute way below the usual asking price. I have one beginner flute and one intermediate flute. The beginner flute has no open holes and the intermediate flute has open holes and more tril keys. The professional flute just sounds better. It has been 15 years since my last flute was bought. No, I don't play it every day. I got

a really good price for it. I think I'll play it at least 5 - 10 times.

Tech Specs:

Material: Cupronickel

Surface: Silver Plated body and keys

Tone: C

Hand-Finished embouchure hole

French Point Keys

B Foot with Split E key, Off set G design

Italian high quality pads, spring

Perfect sound,intonation, professional quality

jonathan (2012-01-25 19:06:08)

hi iam nathan

how can i contact you about the flute..rather i gave my email so we can email the complete detail about your flute.

jonathanmostera@yahoo.com

thanks,

Massive Rom Collection: 2011 Edition (like Virtual Console) (2011-01-17 14:46)

Commodore Amiga

Beast2 ADF

Beast2 WHDLoad

Beast3 ADF

Beast3 WHDLoad

Beast ADF

CaliforniaGames

Evolution (J)

Hybris-Title

Lotus III - The Ultimate Challenge (1992)(Gremlin)

TurricanII-Title mp3

TurricanII adf

Secret of Monkey Island

Monkey Island - Lechuck's Revenge

commodore 64 games

ALIENS

RKANOID

RTDUEL

BATTLE CHESS1

BATTLE CHESS2

BEYOND CASTLE WOLFENSTEIN

BEACHHEAD2

BLUEMAX

BoulderDashConstrSet 1986 FirstStar

Bruce Lee

CAS-WOLF

choplifter

Deflektor-NO 1987 Vortex

Dig Dug

F15 Strike Eagle
PAC-MAN
SKYFOX
SPY VERSUS SPY
strippoker
STUNTCAR
TESTDRIVE
TETRIS
WheelOfFortune
WHERE WORLD IS Carmen Saneago
Wizard of Wor
zork1
Gameboy Advance
Jurassic Park 3 - DNA Factor (E-M5)
Super Street Fighter II Turbo Revival
Zone Of Enders - The Fist Of Mars [-]
Street Fighter Zero 3 Upper (J)(Eurasia)
Metroid Fusion
Sonic Advance 2 (J)
The Legend Of Zelda - Link To The Past
Advance Wars 2 - Black Hole Rising
Army Men Advance
BUBBLE BOBBLE
BOFU
Bomberman Tournament
Breath of Fire (J)
BreathofFireII
BrknSwrd-U
Castlevania Aria Of Sorrow
Castlevania Circle of the Moon
Chu Chu Rocket
EARTHWORM JIM
eur-breath of Fire 2
eur-cwnc
eur-darn
eur-rexe
eur-wews
F-Zero Maximum Velocity
GALAGA
guilty gear x advanced
Golden Sun 2
Final FANTasy Dawn of Souls
Kingdom Hearts Chain of Memories
Sigma Star Saga
Sigma Star Saga 2
Lunar Legend
Hot Potato
ind-ssd
Iridion 3D
Konami Krazy Racers

KONG
Kuru Kuru Kururin
LOG
m7-doom
golden sun 2
m7-golden sun
M7-LUFIA
m7-wario land 4
m7-yoshi
Mario Kart Super Circuit
Mario Land 2
Mario Land
mario Advance
Super MARIO Advance 3
MegaMan Zero
MONKEY BALL ADVANCE
Namco Museum
NBAJAM
PAC-MAN
pcn-wwi
pcx-ddad
Pinobee - Wings of Adventure
Pitfall - The Mayan Adventure
PITFIGHT
pokemon diamond
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon TCG
Pokemon Yellow
Pokemon Blue
Pokemon Crystal
Pokemon GoGoGo
ptc-sega
ptz-street fighter 2
Rayman Advance
ROBOCOP2
rpf-sonic advance
Simpsons 2 Bart vs The Juggernauts
space-invaders-dx
splintercell
SPYVSPY
SPYVSSPY
Super Dodgeball Advance
Super Mario Advance USA
Tekken Advance
TENNIS
TETRIS
Tetris DX
Tony Hawk's Pro Skater 2

wario land 3
FIFA WORLD CUP
Legend of zelda-dx
MAME ROMS
19xx
bbakraid
cairblad
dariusgu
daytona USA 2
daytona USA
ddsomur1
gigawing
gunbird
gunbird2
king of fighters '94
mahoudai
mars matrix
marvel vs Street Fighter
marvel vs capcom
progear
raiden2
rayforce
reliant silvergun
sbomberb
trigon
varthu
zero gun
Neo Geo
ROMS
art of fighting
art of fighting 2
art of fighting 3
blaze star
baseball stars png
baseball stars2
doubledragon
fatal fury sp
king of fighters 2000
king of fighters 2001
king of fighters 2002
king of fighters 94
king of fighters 95
king of fighters 97
king of fighters 98
king of fighters 99
last resort
magic drop2
magic drop3
magic lord
metal slug

meta; slug 2
metal slug 3
metal slug 4
metal slug 5
metal slug x
nam1975
pulstar
rbff1
ridehero
samari showdown 2
samari showdown 3
samari showdown 4
sonic wings 2
sonic wings 3
super sidekicks
viewpoint
Nintendo 64
Banjo-Kazooie
Banjo-Tooie
F-1 World Grand Prix
F-ZERO X
Hydro Thunder
San Francisco Rush - Extreme Racing
San Francisco Rush 2049
Wipeout 64
1080 Degree Snowboarding
ags-bmh
AGS-MONONPOLY
asteroids64
BlastCorps
BOMBERMAN
Chopper Attack (usa)
Conker's Bad Fur Day
cruisnusa
Donkey Kong 64
Doom 64 (English)
Extreme G (USA)
Fifa 98
fightingforce64
forsaken
FSCHoops
glover
goldeneye
GT 64 Championship Edition
harvestmoon64
HS-AMSHP
BANJO Kazooie
BANJO TOOIE
HS-Extreme G 2
INC-PETG

Legend of Zelda
Mario Golf 64 (English)
super mario 64
mariokart64
mnc-admg
excite bike
Kirby 64
mario party 2
multiracingchampionship
olympichockeynagano98
Ogre Battle 64 - Person of a Lordly Calibur
Donkey Kong 64
Paper Mario
F1 World Grand Prix
Perfect Dark
Rampage2 UT
Super Smash Bros.. (English)
starfox
tc-btga
tetrisphere
Top Gear Rally
Turok 2 Seeds of Evil
Wave Race 64
Zelda 2 Majora's Mask (English)
Nintendo Entertainment System
Dragon warrior 2
excitebike
EXCITE BIKE
FestersQ
Final Fantasy
Final Fantasy 2
Golf
GOLGO13
goonies
GOONIES2
GUARDIAN
INDYCRUSE
jackal
jnes 0 6
kailleraclient
Karnov
KoRn Fu
legendary wings
LICKLE
Mad Max
marble Madness
SUPER MARIO Bros.
Mario 2
Mario Bros.
MEGAMAN2

MEGAMAN3
MEGAMAN4
Megaman
metal gear
METROID
metal gear
metal gear 2 Snakes Revenge
MikePOut
Milliped
MONOPOLY
MULE
NESOPEN
operation wolf
othello
PACMAN
Paperboy
PINBALL
Punch Out
prizoner of war
PUNCHOUT 2
punisher
girl thingy City Pimps
RADRACER
RADRACR2
Rampage
rcr
RECCA
RescueTheEmbassyMission
RobinHood
SKATE OR DIE
Super Mario Bros. Zelda
Super mario bors 2
Super mario Bros. 3
SNOW Bros.
Sonic-Mario
SPY HUNTER
starwars A New Hope
STREET Fighter 2010
SUPERC
t &c
Taboo
tennis
Terminator
Tetris
tiger helicopter
teenage mutant ninja turtles
teenage mutant ninja turtles 2
teenage mutant ninja turtles 3
TOOBIN
TotalRec

ultima1
ultima2
urusei
vindctrs
willow
wizardry
Yoshi
Ys
Ys II
zelda
ZELDA2
Sega Genesis
Addams Family Values
Alisia Dragoon
Asterix and the Great Rescue
Asterix and the Power of The Gods (Eng-Ger-Fr-Sp)
Ayrton Senna's Super Monaco GP II
B O B
Beast Wrestler
Beauty and the Beast - Belles Quest
Beauty and the Beast - Roar of the Beast
Buck Rogers - Countdown to Doomsday
Cal Ripken Jr Baseball [C]
California Games
Castlevania - Bloodlines
Castlevania - The New Generation
Clay Fighter
Contra - Hard Corps
darkcast
Desert Strike
Double Dragon
Dr Robotnik's Mean Bean Machine
Dragonball Z
Ecco the Dolphin 2
Ecco the Dolphin
Exodus (Unlicensed)
Fatal Fury
Fatal Fury 2 (UE) [b4]
FlashBack
Garou Densetsu (J) [o1]
Golden Axe 2 (JUE)
Gunstar Heros
John Madden Football 93 - Championship Edition
Jungle Strike (UEJ)
Langrisser Hikari 2 (REV 01) (J)
Last Battle
Lemmings 2 - The Tribes
Light Crusader
Master Blaster 2
Mickey Mouse - World Of Illusion

Micro-Machines 2
Micro-Machines
Mighty Morphin Power Rangers - The Movie
Mortal Kombat (REV 00) (JUE) [h2]
Mortal Kombat 2 (JUE) [t1]
NBA Live 97
NHL 97
Ninja Gaiden (JUE) [x]
OutRun (JU) [a1]
Phantasy Star 2 (REV 01) (UE) [a1]
Phantasy Star 3 - Generations of Doom (UE)
Phantasy Star 4 - The End Of The Millenium
Mighty Morphin Power Rangers
Ranger-X
Rastan Saga 2 (J) [R-USA]
Revenge Of Shinobi (Version 02) (JUE)
Ristar - The Shooting Star (UE) [b1]
RockmanX3 Pirate Fixed
Romance of the Three Kingdoms II
Shadow Run
Shining Force 2
Shining Force
Shinobi 3 - Return of the Ninja Master
Soleil (English)
Sonic the Hedgehog 2
Sonic the Hedgehog 3
Sonic the Hedgehog 3D
Sonic the Hedgehog
Sparkster
Story of Thor, The (English)
Streets of Rage (JUE)
Streets of Rage 2
Streets of Rage 3
Super Monaco Grand Prix (JUE)
Tale Spin
Tetris (JU) [b1]
Thunder Force 2
Thunder Force 3 (JU)
Valis - The Fantasm Soldier
Valis 3
Vectorman (F) (!)
Vectorman 2 (F)
Warsong (Langrisser Hikari)
Ys 3 - Wanderer from Ys
Sega Masters
³ Phantasy Star
³ Sinclair ZX Spectrum
froggy
gauntddn
gng128k

jsw
loderunner
outrun
worldclass
Super Nintendo
7th Saga, The
ACTRAISR
Actraisr2
Bahamut Lagoon (J)
Bomber Man3
Super CASTLEVANIA IV
Castlevania - Dracula X
Chrono Trigger
Darius Twin
DRAGON BALL2
DRAGON BALL3
Diddy's Kong Quest
Dragon Quest I & II (J) [T+Eng2 0DWu1 RPGOne]
Dragon Quest III - Sonotse Densetsu he (J)
Dragon Quest V - Tenkuu no Hanayome (J) [T+Eng 91 byuu+spSpiff]
Dragon Quest V - Tenkuu no Hanayome (J) [T+Eng2 01F DeJap]
Dragon Quest VI - Maboroshi no Daichi (J) [T-Eng DeJap]
final fantasy 4
Final Fantasy 5
Final Fantasy 6
FZERO
Illusion of Gaia
Legend of Zelda Oracle of Ages
Secret of Mana
Super Mario World
Super mario rpg
MEGAMANX
SUPER MARIO KART
Mega Man X 3
Mortal Kombat II
R-Type III - The Third Lightning
Rock Man X2
ROCKMAN
Sakura Wars (PD)
Secret of Evermore
Street Fighter Alpha 2
Shin Megami Tensei
Silva Saga II - The Legend of Light and Darkness (J)
Sonic the Hedgehog (Hack)
Speed Racer in My Most Dangerous Adventures
Star Ocean (English Translation)
Street Fighter Alpha 2
Street Fighter II Turbo
Super Bomberman
Super Bomberman 2

Super Bomberman 3
Super Castlevania IV
Super Metroid
Terminator 2 ARCADE
Tactics Ogre - Let Us Cling Together
Tales of Phantasia (J) [T+Eng1 2LowCase DeJap]
Teenage Mutant Hero Turtles 4 - Turtles in Time
Teenage Mutant Ninja Turtles - Tournament Fighters
Test Drive II - The Duel
topgear2
TOP GEAR RACER
Treasure Hunter G (J)
Super Mario World
Super mario World 2: Yoshis Island
UN Squadron
Ys III
ZELDA Link to the Past
Turbografx
Blazing Lazars
Bloody Wolf
Bonk's Adventure
Bonk's Revenge
Legendary Axe, The
Legendary Axe II, The
Neutopia II
Neutopia
R-Type
Dual Screen
0114 - Lunar - Dragon Song
0681 - Final Fantasy III (U)
1403 - Sonic Rush Adventure (E)
0847 - Lunar Knights (U)
0846 - Luminous Arc (J)
1329 - Luminous Arc (U)
0216 - Mario and Luigi Partners in Time (U)
0434 - New Super Mario Bros. (U)(pSyDS)
0735 - Castlevania - Portrait of Run (U)
0614 - Magical Starsign (U)
0056 - Super Mario 64 DS v1.1.U.TRM.128
0847 - Lunar Knights (U)
0168 - Mario Kart DS (U)
0367 - Metroid Prime Hunters (U)
0539 - Mega Man ZX (03/06/11)
0683 - Mega Man ZX Advent (03/06/11)
0645 - Final Fantasy Tactics A2 - Grimoire of the Rift
Sega CD
Sonic CD
Shining Force Sega CD (SEGA CD)
Shining Force CD 02 mp3
Shining Force CD 03 mp3

Shining Force CD 04 mp3
Shining Force CD 05 mp3
Shining Force CD 06 mp3
Shining Force CD 07 mp3
Shining Force CD 08 mp3
Shining Force CD 09 mp3
Shining Force CD 10 mp3
Shining Force CD 11 mp3
Shining Force CD 12 mp3
Shining Force CD 13 mp3
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Shining Force CD 30 mp3
Shining Force CD 31 mp3
Shining Force CD 32 mp3
Shining Force CD 33 mp3
Shining Force CD 34 mp3
Shining Force CD 35 mp3
Shining Force CD ISO

³ Lunar 2 Eternal Blue ISO

Lunar 2 Eternal Blue

Lunar 2 02 mp3

Lunar 2 03 mp3

Lunar 2 iso

³ Lunar Silver Star ISO

lunar 1

Lunar the Silver Star 02 MP3

Lunar the Silver Star 03 MP3

Lunar the Silver Star 04 MP3

Lunar the Silver Star 05 MP3

Lunar the Silver Star 06 MP3

Lunar the Silver Star 07 MP3

Lunar the Silver Star 08 MP3

Lunar the Silver Star 09 MP3

Lunar the Silver Star 10 MP3

Lunar the Silver Star 11 MP3

Lunar the Silver Star 12 MP3
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Lunar the Silver Star 49 MP3
Lunar the Silver Star 50 MP3
Lunar the Silver Star 51 MP3
Lunar the Silver Star 52 MP3
Lunar the Silver Star iso
Popful Mail
Popful mail 01.mp3
Popful mail 02.mp3
Popful mail 03.mp3
Popful mail.iso

Games I've beaten (2011-01-23 10:57)

FPS Completed | Year completed

N64

Goldeneye (1998)

Perfect Dark (2000)

Turok 2 (1999)

Xbox

Halo (2003)

Halo 2 (2004)

Doom 3 (2005)

Half-life 2 (2005)

PS3

Resistance (2006)

Resistance 2 (2006)

Killzone 2 (2010)

Xbox 360

Halo 3 (2007)

Halo 3 ODST (2010)

Halo Reach (04/2011)

Prey (2009)

Gears of War (2007)

Gears of War 2 (2008)

PC

Half-life 2 (2004)

Half-life 2 Episode 1 (2006)

Unreal Tournament '99 (1999-2000)

Quake II (1999)

Doom 3 (2005, 2006)

Crysis (2008, 2010)

Crysis 2 (2011)

Fallout 3 (01/2011)

Singularity (01/2011)

Horror Survival games

Dreamcast

Resident Evil 2 (2000)

Resident Evil Code Veronica (2001)

Resident Evil 3 (2000)

Typing of the Dead (2000)

Gamecube

Resident Evil 0 (2003)

Resident Evil (2003)

Resident Evil 4 (2005)

PS3

Resident Evil 5 (2009)

Dead Space (2008)

Xbox 360

Dead Rising (2009)

10 Years of Racing games

Here is the list of racing games I've competed. As a 12 yr old, In 1998 - 2000, I was a Mario Kart fanatic (both Super and 64).

SNES

Super Mario Kart (2002)

Gameboy Advance

Mario Kart Super Curcuit (2003)

N64

Extreme-G (1998-2000)

Mario Kart 64 (1998-2000)

Crusin USA (1998)

Nascar '99 (1999)

Wave Race (1999)

Playstation

Gran Turismo 2 (2001)

Ridge Racer (2000)

R4 Ridge Racer (2002)

Dreamcast

Speed Devils (1999)

Daytona USA (2001)

Test Drive Le Mans (2000)

Test Drive V-Rally (2000)

Sega Rally 2 (2000)

Vanishing Point (2000)

F1 World Grand Prix (2000, 2001)

Crazy Taxi (2000)

PS2

Gran Turismo 3 (2003)

Gran Turismo 4 (2004-2005)

GTA 3 (2003)

GTA Vice City (2004)

GTA San Andreas (2004)

Tokyo Extreme Racer 2 (2003)

PSP

Wipeout Pure (2005)

Ridge Racer (2005)

Xbox

Project gotham 2 (2003)

Rallisport Challenge (2003)

Rallisport Challenge 2 (2004)

MotoGP (2003)

MotoGP 2 (2004)

Xbox 360

Forza 2 (2007)

Forza 3 (2009 - Present)

Project Gotham 3 (2005)

Forza Motorsport 2 (2009)

Forza Motorsport 3 (2010)

Gamecube

F-Zero GX (2004)

Wave Race Blue Storm (2002)

Extreme G 3 (2002)

PS3

Ridge Racer VII (2006-early 07)

Motorstorm (2008)

GRID (2008)

PC

Need for Speed Underground (2005)

Need for Speed Hot Pursuit (2000)

7 years of completed adventure games

Gamecube

Eternal Darkness (2002)

Zelda Wind Waker (2004)

Zelda Ocarina of Time (2005)

Zelda Twilight Princess (2007)

PS2

Shadow of Collicious (2006)

God of War (2006)

God of War 2 (2007)

Castlevania - Lamont of Innocence (2003)

Xbox

Prince of Persia Sands of Time (2005)

Prince of Persia Warrior Within (2006)

Jade Empire (2004)

PC

Secret of Monkey Island Special Edition (2009)

Circle of Blood / Shadow of the Templars (2011)
Curse of Monkey Island (2003)
The Longest Journey (2002)
Dreamfall - The Longest Journey (2009)
Monkey Island 2 SE LeChuck's Revenge (2011)
PS3

Uncharted (2007)
Uncharted 2 (2010)
Assassin's Creed (2010)
Assassin's Creed 2 (2010)
Enclaved (2009)
God of War III (2010)
Castlevania Lord of Shadows (2010)
Prince of Persia (2009)
GBA

Zelda Minish Cap (2007)
Dual Screen

Zelda Phantom Hourglass (2010)
12 years of competed Platformers

My first game was a platformer (Super Mario 64), then I got a SNES in 2003 and played platformers on it.
Playstation

Crash Bandicoot 2 (2002)
Crash Bandicoot 3 (2003)
Castlevania Symphony of the Night (2002)
N64

Super Mario 64 (1998)
Banjo Kazooie (1998)
Banjo Tooie (2000)
Donkey Kong 64 (2000)
Conker's Bad Fur Day (2001)
Dreamcast

Rayman 2 The Great Escape (2000)
Sonic Adventure (2000)
Sonic Adventure 2 (2001)
PS2

Ratchet and Clank (2004)
Ratchet Up your Arsenal (2006)
Ratchet Going Commando (2007)
Jak (2004)
Jak 2 (2005)
Jak 3 (2005)
Sly (2004)

Sly 2 (2006)

Sly 3 (2007)

ico (2006)

Rayman 3 (2004)

Xbox

Prince of Persia Sands of Time (2004)

Prince of Persia Warrior Within(2005)

Conker Live and Reloaded (2006)

Gamecube

Super Mario Sunshine (2002)

Star Fox Adventures (2003)

Genesis Sonic 2 (2002/2003)

Genesis Sonic 3 (2002/2003)

Genesis Sonic 3D Blast (2002/2003)

Saturn

Sonic 3D Blast (2000)

PC

American McGee's Alice (2004)

SNES

Super Mario World (2004)

Super Mario World 2 (2006)

Donkey Kong Country (2005)

GBA

Castlevania Circle of the Moon (2002)

NDS

Super Mario 64 DS (2004)

New Super Mario Bros. (2006)

Castlevania - Dawn of Sorrow (2005)

Castlevania - Portrait of Ruin (2007)

Castlevania - Order of Ecclesia (2009)

PSP

Daxter

PS3

Ratchet Future Tools of Destruction (2008)

Ratchet Future A Crack in Time (2009)

Ristar (Sonic Ultimate GENesis Collection) (2009)

Xbox 360

Kameo Elements of Power (2005)

Wii

Super Mario Galaxy (2010)

Super Mario Galaxy 2 (2010)

New Super Mario Bros (2009)

Eleven years of RPGs

I started a lot later than most, November 2000 after I got a Dreamcast in June 2000 I guess starting with Skies of Arcadia.1

RPGS that I've completed

updated 04/3/11

Dreamcast

Skies of Arcadia (2000)

Grandia 2 (2000)

GBA

Mario and Luigi (2003)

Final Fantasy (2003)

N64

Paper Mario (2003)

Playstation

Lunar (2001)

Lunar 2 (2001)

Grandia (2002)

Final Fantasy VII (2002)

Final Fantasy VIII (2002)

Final Fantasy IX (2002)

Final Fantasy III (2003)

Final Fantasy V (2001)

Chrono Trigger (2001)

Chrono Cross (2001)

Legend of Dragoon (2001)

Alundra (2001)

Tales of Destiny 2 (2007)

Xenogears (2001)

Playstation 2

Persona 3 (2007)

Persona 4 (2008)

Final Fantasy X (2003)

Final Fantasy X-2 (2003)

Final Fantasy XII (2007)

Grandia 3 (2008)

Ar tonelico (2005)

Star Ocean Till the end of Time (2005)

Xenosaga I (2004)

Xenosaga II (2005)

Xenosaga III (2006)

Kingdom Hearts (2003)

Kingdom Hearts II (2004)

Kingdom Hearts Re: Chain of memories (2008)
Shin Megami Tensei: Digital Devil Saga (2005)
Diseaga (2004)
Diseaga II (2006)
Suikoden III (2003)
Suikoden IV (2005)
Suikoden V (2006)
Shadow Hearts Into the New World (2005)
Shadow Hearts 2 Covenant (2004)
Rogue Galaxy (2005)
Dragon Quest VIII (2005)
Stella Deus (2005)
Saturn

Panzer Dragoon Saga (2007)
Gamecube

Tales of Symphonia (2005)
Paper Mario - The Thousand Year Door (2004)
Xbox

Fable (2004)
Phantom Dust (2005)
PC

Diablo (1999)
Diablo II (2000)
Diablo II Lord of Destruction (2002)
Guild Wars (2006)
Guild Wars Factions (2007)
Guild Wars Nightfall (2008)
Black and White (2002)
Fallout 3 (2009)
Star Wars Knights of the Old Republic (2003)
Star Wars Knights of the Old Republic 2 (2005)
Mass Effect (2008)
Mass Effect 2 (2010)
Neverwinter Nights (2002)
Neverwinter Nights - Hordes of the Underdark (2003)
Dungeon Siege (2002)
Dungeon Siege 2 (2007)
Titan Quest (2006)
ESIII Morrowind (2004)
ESIII Morrowind Tribunal (2004)
ESIII Morrowind Bloodmoon (2004)
ESIV Oblivion (2008)
PS3

Diseaga 3 (2007)
Final Fantasy XIII (2010)

Valkyrie Chronicles (2009)
White Knight Chronicles (2010)
Resonance of Fate (2010)
Xbox 360

Star Ocean 4 - The Last hope (2008)
Bioshock (2007)
Bioshock 2 (2010)
Tales of Versperia (2010)
Fable 2 (2009)
Dual Screen

Mario and Luigi 2 - Partners in time (2005)
Mario and Luigi 3 - Bowser's Inside Story (2009)
ST: Demon Souls (2009)
Knights in the Nightmare (2010)
Dragon Quest IV (2010)
Dragon Quest V (2011)
Dragon Quest IX (2011)
PSP

Crisis Core Final Fantasy VII (2008)
Valkyrie Profile (2007)
Star Ocean (2009)
Tactics Ogre - How we Cling Together (2011)
10 years of Fighting Games

Dreamcast

Soul Calibur (2000)
Marvel vs. Capcom (2000)
Marvel vs. Capcom 2 (2000)
Dead or Alive 2 (2000)
Mark of the Wolves (2001)
Playstation 2

Soul Calibur 2 (2003)
Virtua Fighter 4 Evolution (2005)
Guilty Gear X (2004)
Guilty Gear X3 (2007)
Guilty Gear Accent Core (2009)
Tekken 5 (2005)
Xbox

Dead or Alive 2 Ultimate (2004)
Dead or Alive 3 (2003)
Guilty Gear X2 (2004)
Playstation 3

Blaz Blue Clammy Tigger (2009)

Blaz Blue Continuium Shift (2010)
 Virtua Fighter 5 (2008)
 Street Fighter IV (2009)
 Soul Calibur IV (2008)
 Tekken 6 (2008)
 Marvel Vs. Capcom III (2011)
 Xbox 360

 Dead or Alive 4
 SHMUPS Beaten in 10 years
 Sega Saturn

 Darius Gaiden
 Radiant Silvergun
 Playstation 2

 Contra Shattered Soldier (2002)
 Gradius III (2002)
 Gradius IV (2002)
 Gradius V (2004)
 Silpheed The Lost Planet (2003)
 R-Type Final (2003)
 Gamecube

 Ikaruga (2004)

Bought some Sennheiser HD 555 (2011-01-25 14:29)

I have some great Sennheiser HD 545s, but I bought some \$60 Sennheiser HD555. HD 545s aren't made anymore and mine are 11 years old. I needed a pair for each computer.

Extended spatial field surrounds you with sound; ergonomic Acoustic Refinement enables ideal sound channeling for a new kind of listening experience

Features State of the Art Duolfol diaphragms

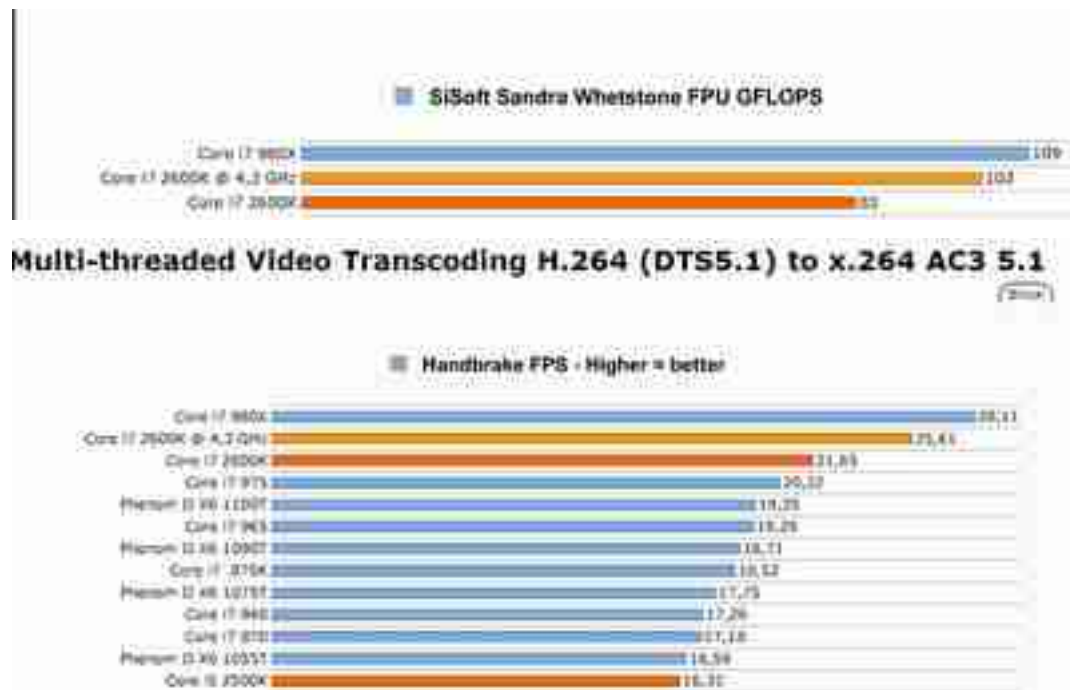
Smashing spacecraft into Apophis: Priceless. (2011-01-27 19:39)

One of the reasons why I'm trying to get into heaven, and not be greedy or hurt Americans due to Apophis might be hitting here on Friday the 13th, 2036. . Russians say it will and NASA says it won't. NASA doesn't always tell the truth, they don't always talk about sun flares and sun spots in objection to man-made global warming/cooling.

Apophis big enough to take out Germany and is the size of 3 Gridiron stadiums. There was a similar close (asteroid) call in 2006. NASA stated that to miss Earth by .22 micrometers per second per day by crashing a probe into it and having another hover 150 meters over it to miss the gravitational keyhole.

13.2 February

My PC beats a core i7 2600! pretty awesome. (2011-02-01 16:21)



My PC has the Intel Core i7 980x

Celebrities I don't care for (2011-02-02 16:09)

1. Paris Hilton (ZooLander)
2. Ellen DeGeneres (The 79th Annual Academy Awards)
3. Roseanne Barr (Satan, Darling (in Roseanne), She-Devil)
4. Ozzy Osbourne (Little Nicky)
5. Joe Pesci (Goodfellas)
6. Bobcat Goldthwait (World's Greatest Dad)
7. Tom Green (Tom Green Show)
8. Sacha Baron Cohen (Borat)
9. Winona Ryder (Edward Sissorhands)
10. Megan Fox (Transformers)
11. Keanu Reeves (Matrix)
12. Chris Rock (Head of State)
13. Zach Galifianakis (Hang Over)
14. Will Ferrell
15. Uma Thurman (Kill Bill)
16. Jessica Simpson (The Love Guru)
17. Bernie Mac (Oceans Eleven)
18. Jean-Claude Van Damme (Double Impact)
19. Jack Black (King Kong)
20. Paul Giamatti (Sideways)

21. Eddie Murphy (Norbit)
 22. Cameron Diaz (There's Something About Mary)
 23. Tom Cruise (Top Gun)
 24. Sylvester Stallone (Rambo)
 25. Adam Sandler (big Daddy)
 26. Casey Affleck (Gone Baby Gone)
 27. Ben Affleck (Good Will Hunting)
 28. Jennifer Lopez (The Cell)
 29. Madonna
 30. Mariah Carey (You Don't Mess with the Zohan)
 31. Jennifer Love Hewitt (I Know What You Did Last Summer)
 32. Kevin Costner (Dances with Wolves)
 33. Liv Tyler (The Incredible Hulk)
 34. Catherine Zeta-Jones (Chicago)
 35. Renée Zellweger (Chicago)
 36. Lindsay Lohan
 37. Whopie Goldberg
 38. Chris O'Donnell (Scent of a Woman)
 39. Rebecca De Mornay (Risky Business)
 40. Vince Vaughn (Wedding Cheaters)
 41. Demi Moore (Ghost)
 42. Reese Witherspoon (Walk the Line)
 43. LL Cool J (Deep Blue Sea)
 44. Tobey Maguire (Spiderman)
 45. Joaquin Phoenix (Gladiator)
 46. Drew Barrymore (Scream)
 47. Scott Caan (Oclean's Eleven)
 48. Katie Holmes (Batman Begins)
 49. Jeremy Irons (Die Hard: With Vengeance)
 50. Mel Gibson (Braveheart)
-

Celebrities that I don't mind (2011-02-02 16:50)

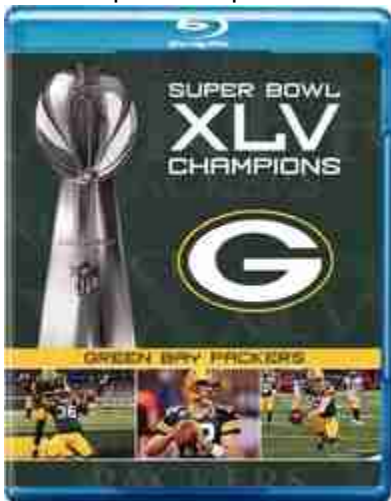
1. Hugh Jackman (X-men) *Australian, my favorite foreign country and isn't so freaken cold like Canada is!
2. Angelina Jolie (Changling)
3. Christian Bale (Batman)
4. Leonardo DiCaprio (Inception)
5. Robert Downey Jr. (Iron Man)
6. Julia Roberts (Closer)
7. Kate Hudson (Almost Famous)
8. Russell Crowe (Gladiator)
9. Kevin Spacey (American Beauty)
10. Gerard Butler (300)
11. Ray Liotta (Goodfellas)
12. Liev Schreiber (X-men Origins)
13. Julianne Moore (Magnolia)
14. Terrence Howard (Iron Man)
15. Jeffrey Dean Morgan (watchman)

16. Julia Stiles (The Bourne Ultimatum)
 17. Jodie Foster (Silence of the Lambs)
 18. Matt Damon (Good Will Hunting)
 19. Tim Roth (Pulp Fiction)
 20. John Cusack (Being John Malkovich)
 21. Val Kilmer (Heat)
 22. Johnny Depp (Edward Scissorhands)
 23. Sandra Bullock (Crash)
 24. Kirsten Dunst (Spiderman2)
 25. Amanda Bynes (She's the Man)
 26. Julie Andrews (The Sound of Music)
 27. Joan Cusack (working Girl)
 28. Scarlett Johansson (Lost in Transition)
 29. Robin Williams (Good Will Hunting)
 30. Robert De Niro (Goodfellas)
 31. Dakota Fanning (War of the Worlds)
-

Super Bowl XLV impressions (2011-02-09 22:25)

The half-time show was ugly, because something said at the end by the Black Eyed Peas (sounded like techno-rap). Songs played were "I Gotta Feeling", "Boom Boom Pow", "Pump It", and "Let's Get It Started". Black Eyed Peas had a wardrobe malfunction! I am sort of a Minnesota Vikings fan, but they had 2nd to last place. And they may move to LA someday. The Greenbay Packers come across as morons most of the time . THEY don't copy the Steelers's two point conversions and don't look too bright.

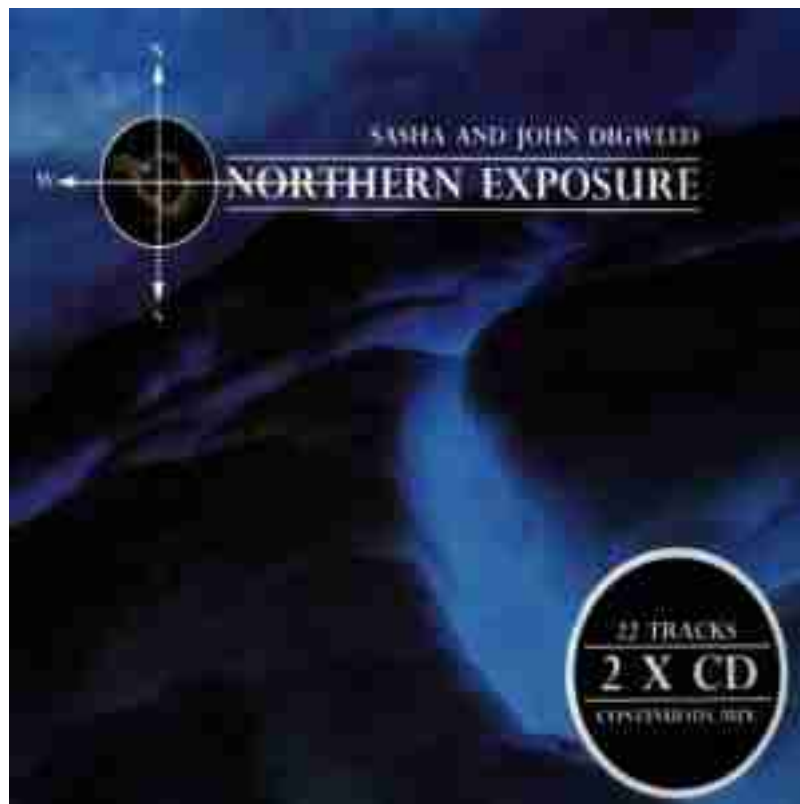
I think I speak for everyone in Wisconsin when I say, I'm buying the bluray in March as if Nintendo 3DS/3DS games were the only other gadget this quarter to buy. N64's Zelda Ocarina of Time is going to be best selling 3DS game for launch. I predict Paper Mario 3DS to take 2nd best selling game, and Mario Kart 3DS to take 3rd best selling game.



As a reminder, the only times I see the Packers play is with their clash with the inferior Minnesota Vikings (mostly thanks to Coach Brad Childress).

Best House CDs: 2011 Edition (2011-02-10 22:25)

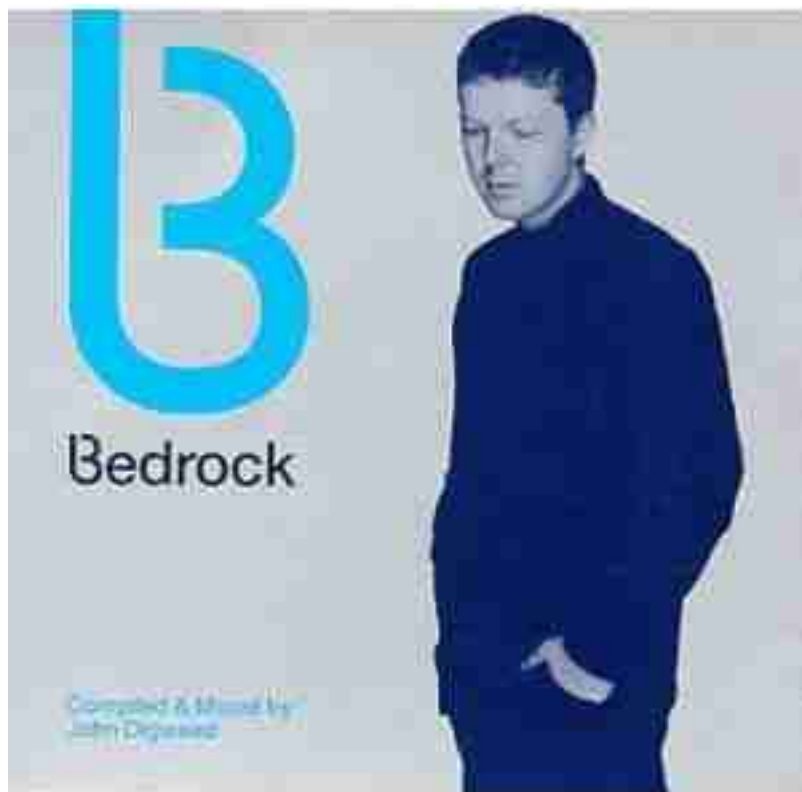
1. Northern Exposure - Sasha - John Digweed



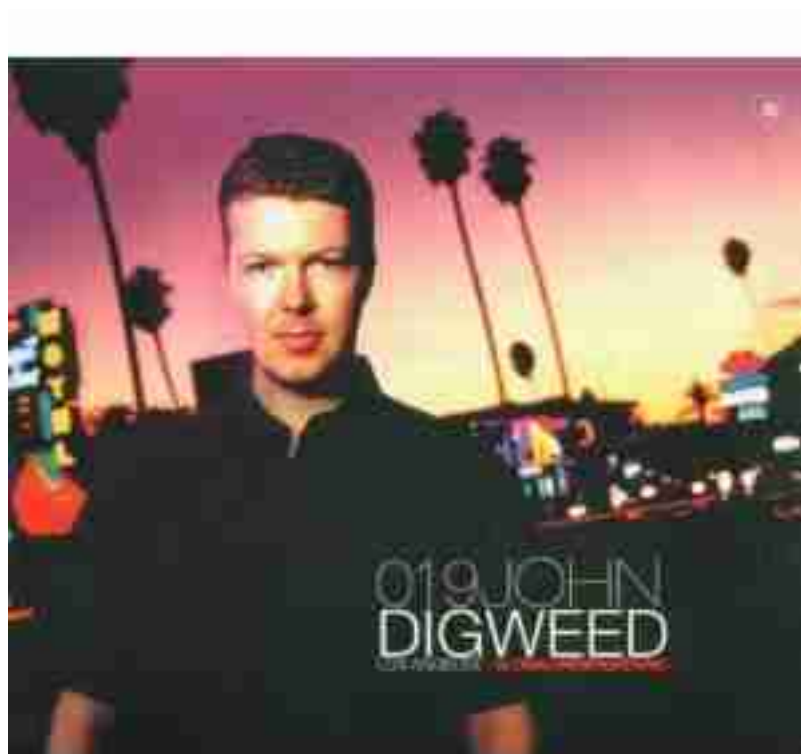
2. John Digweed - Structures



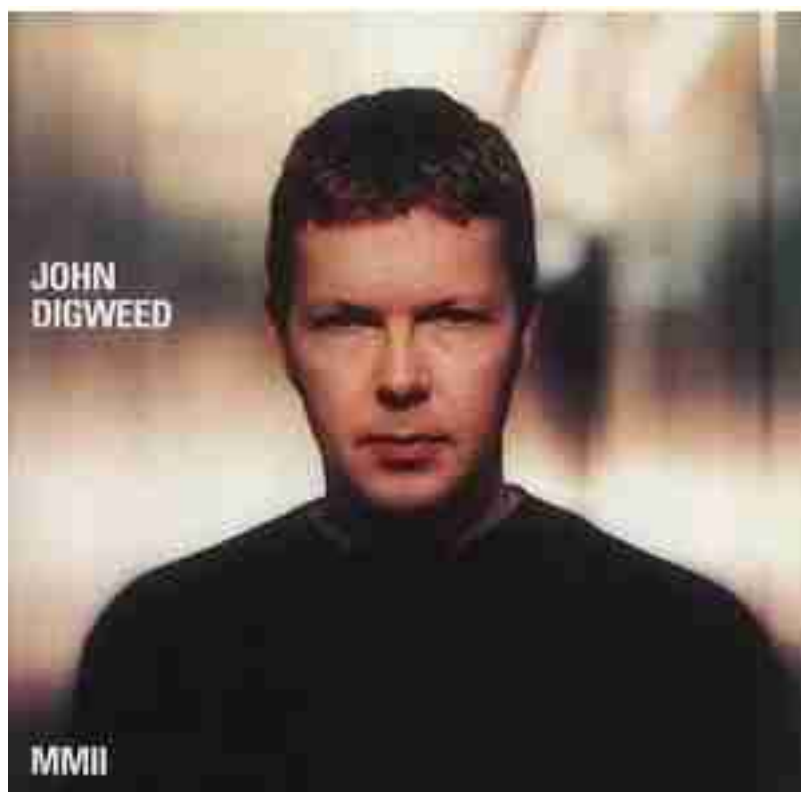
3. John Digweed - Bedrock



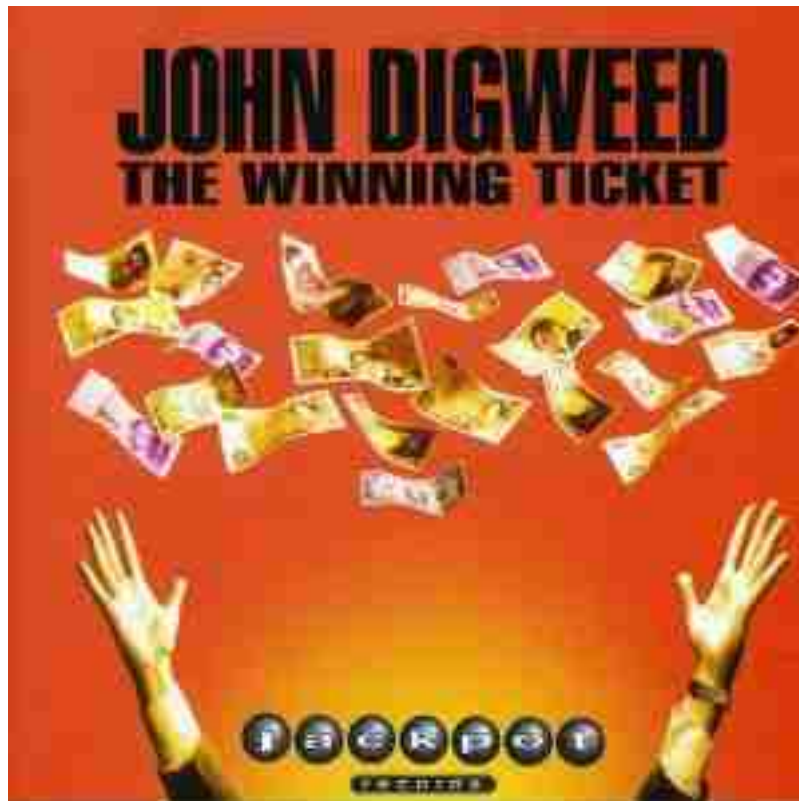
4. John Digweed - Global Underground 19: Los Angeles



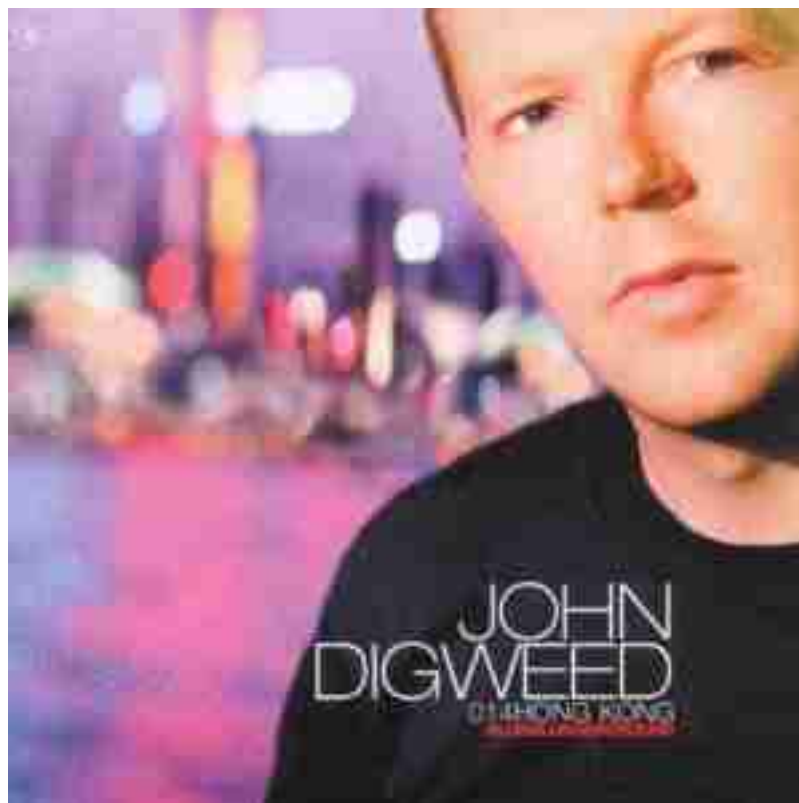
5. John Digweed - MMII



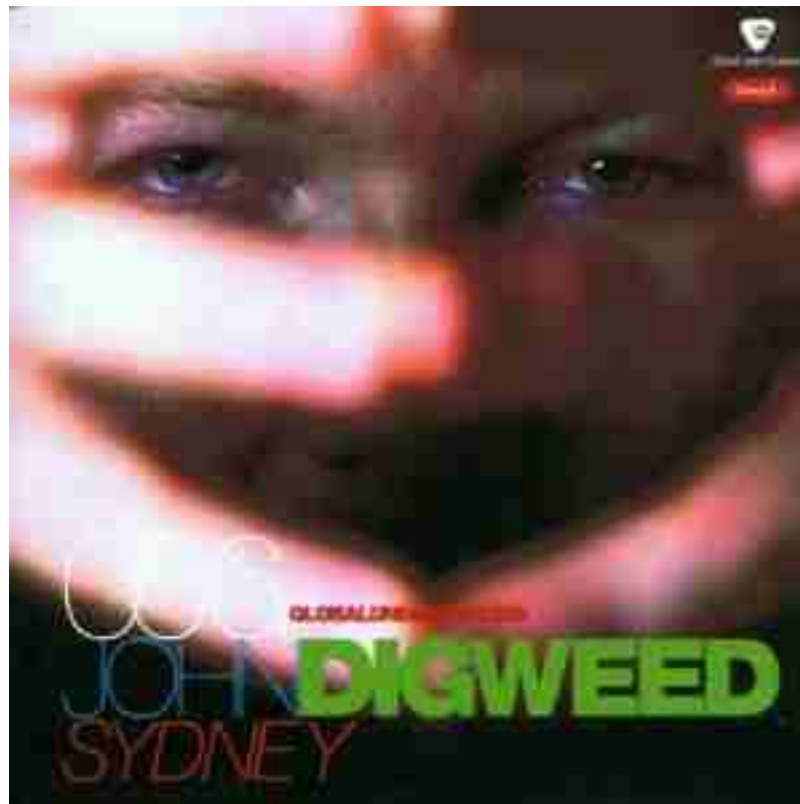
6. John Digweed - The Winning Ticket



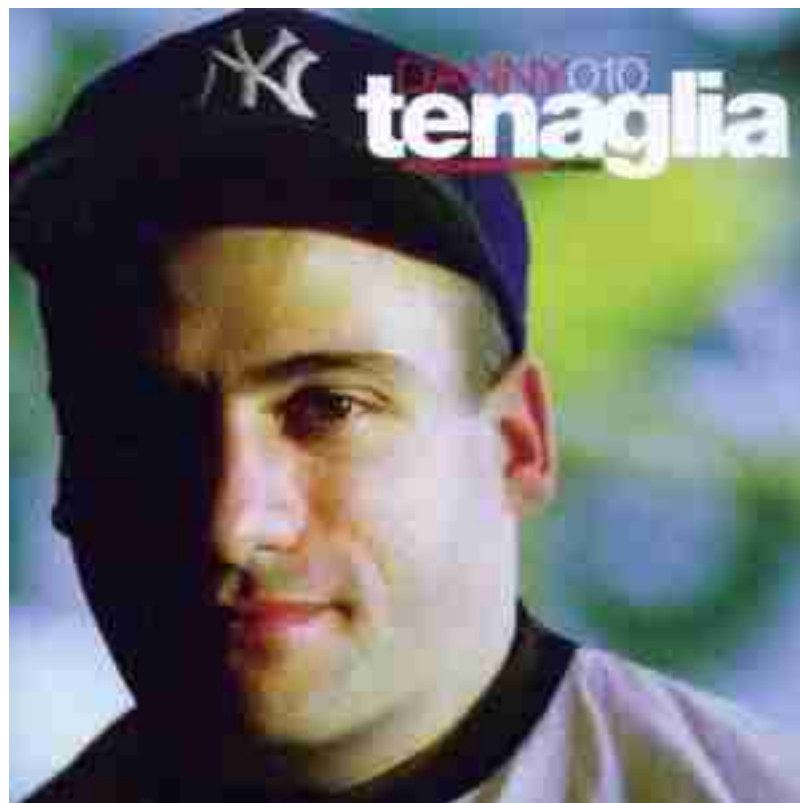
7. John Digweed - Global Underground 14: Hong Kong



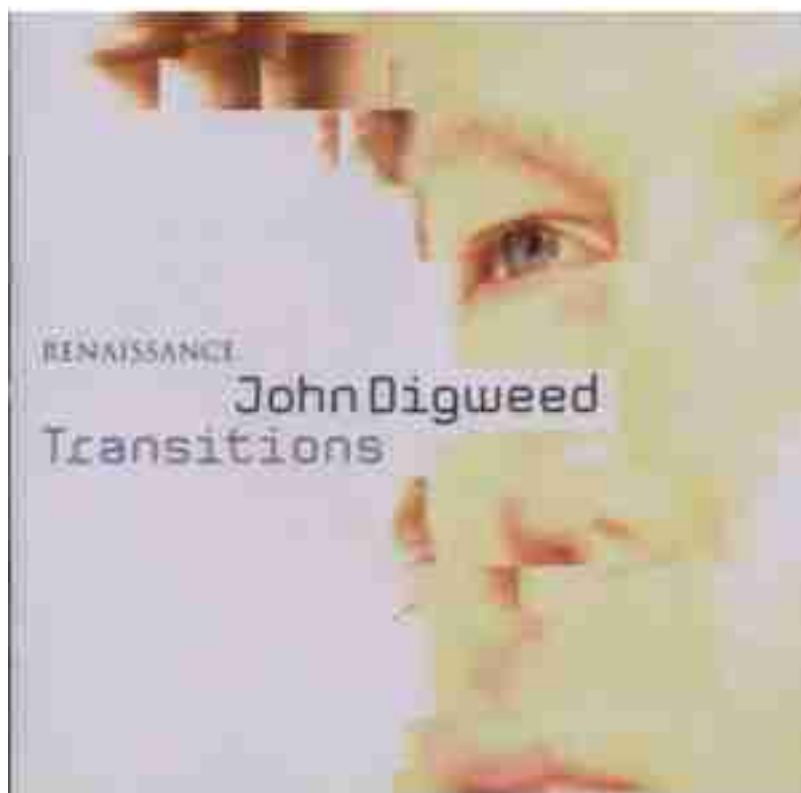
8. John Digweed - Global Underground 006: Sydney



9. Global Underground 10 - Athens - Danny Tenaglia



10. John Digweed - Transitions

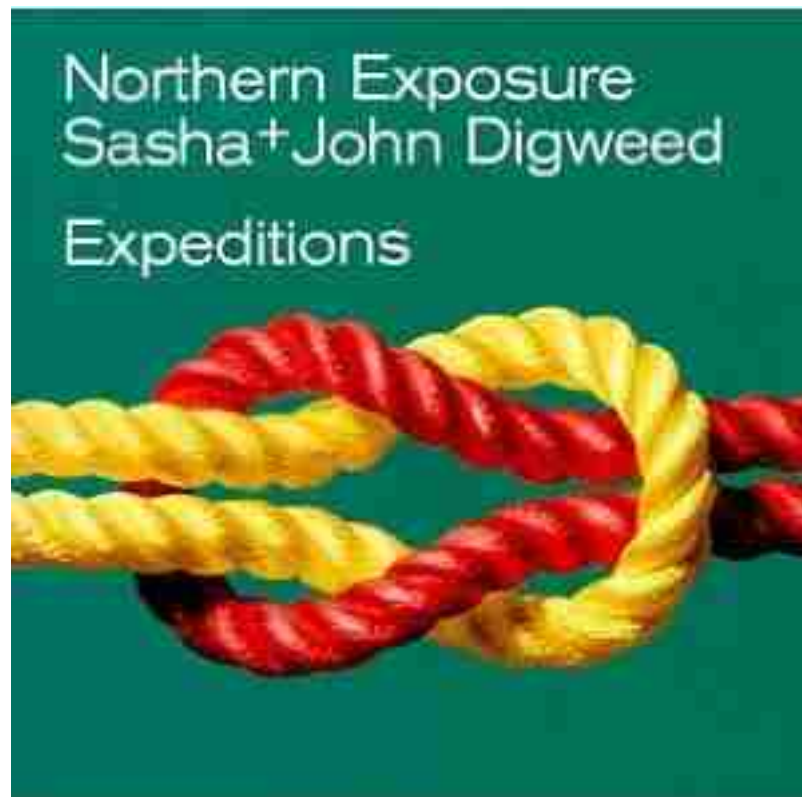


Best Trance CDs: 2011 edition (2011-02-12 08:19)

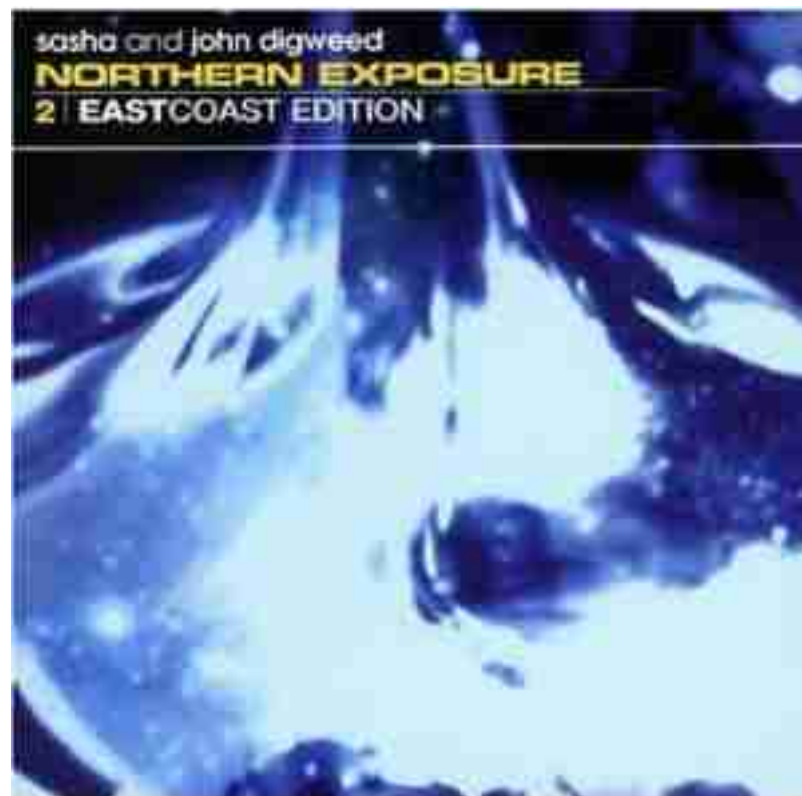
1. Armin Van Buuren - Universal Religion 2004

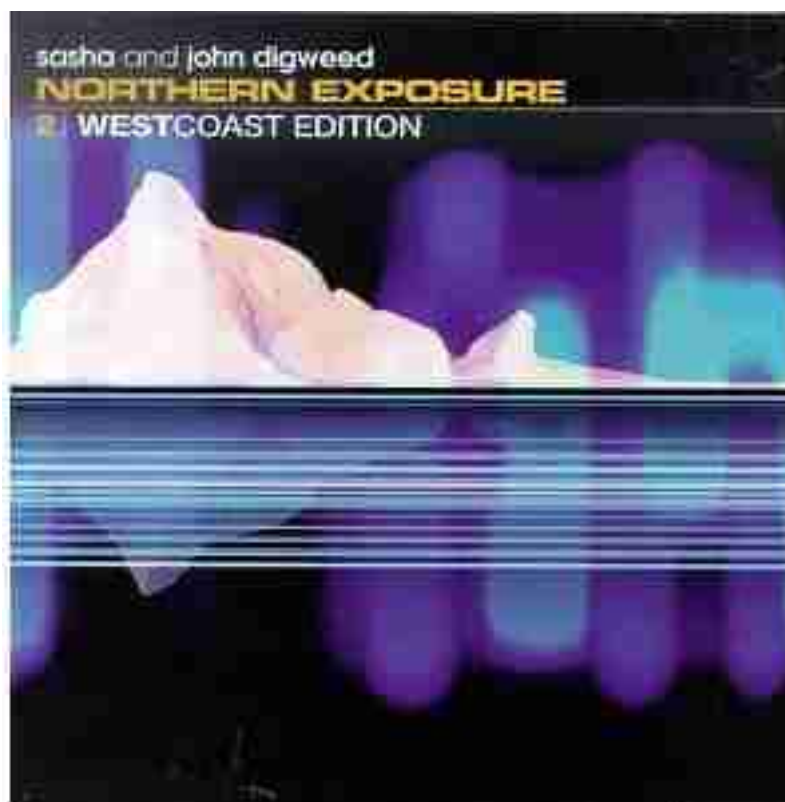


2. Sasha - John Digweed Northern Exposure III



3. Sasha and John Digweed - Northern Exposure II West/East Coast Edition





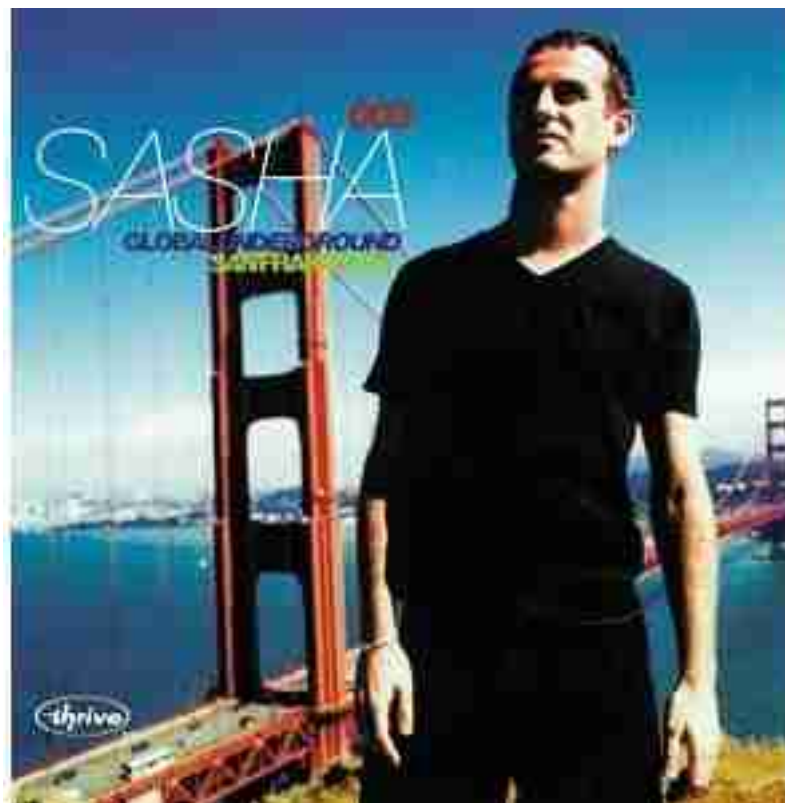
4. Sasha - Involver



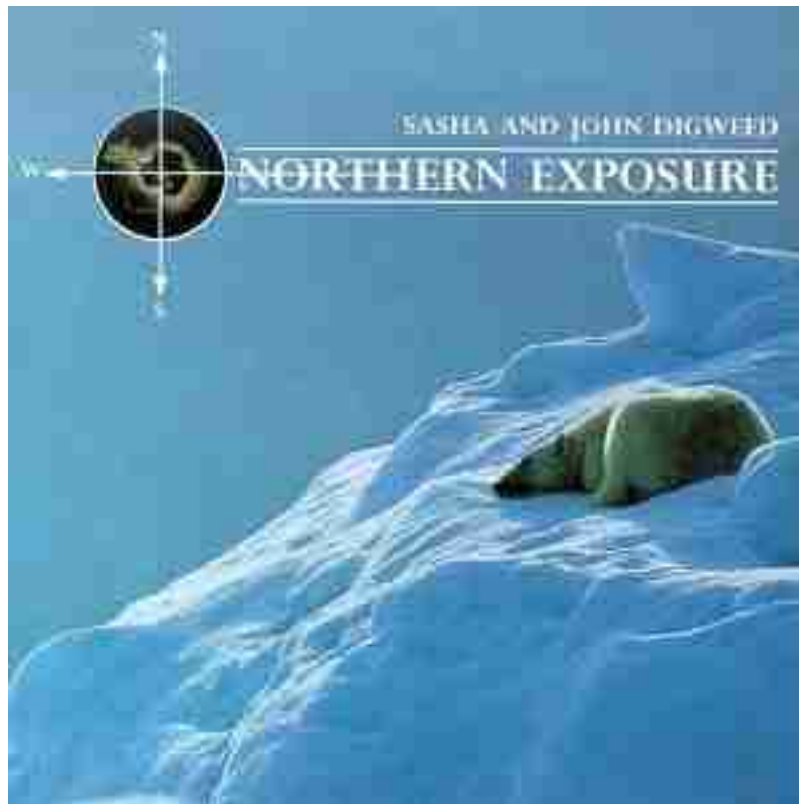
5. Sasha - Global Underground 013: Ibiza



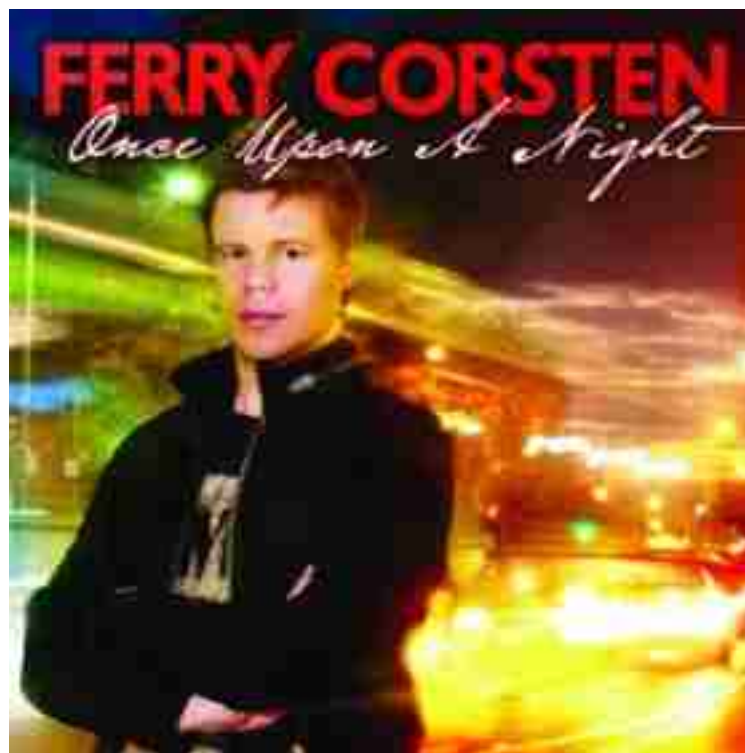
6. Sasha - Global Underground 003 San Francisco



7. Sasha - John Digweed - Northern Exposure



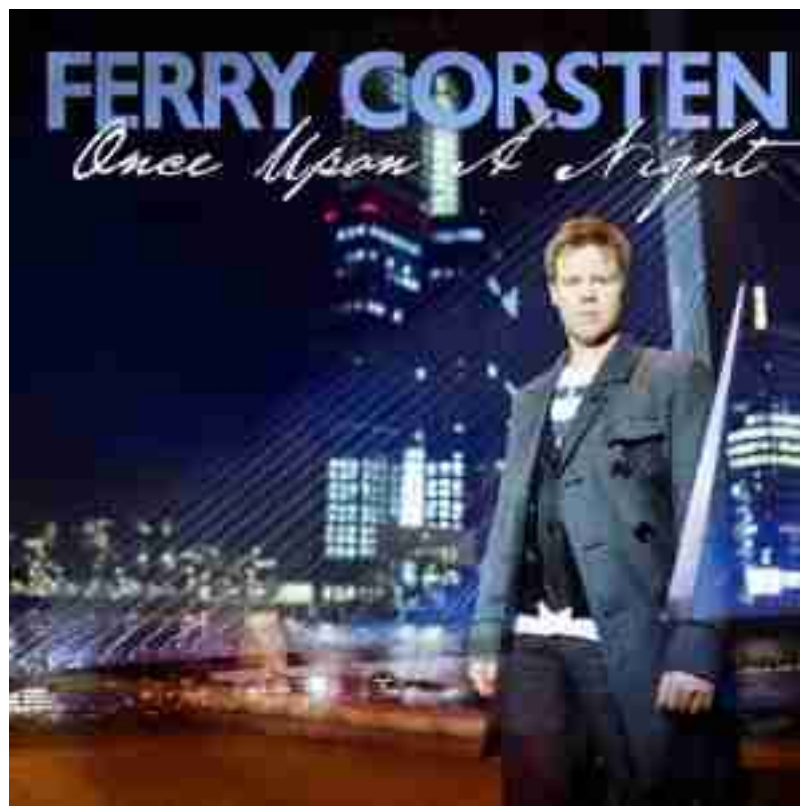
8. Ferry Corsten - Once Upon a Night Vol 2



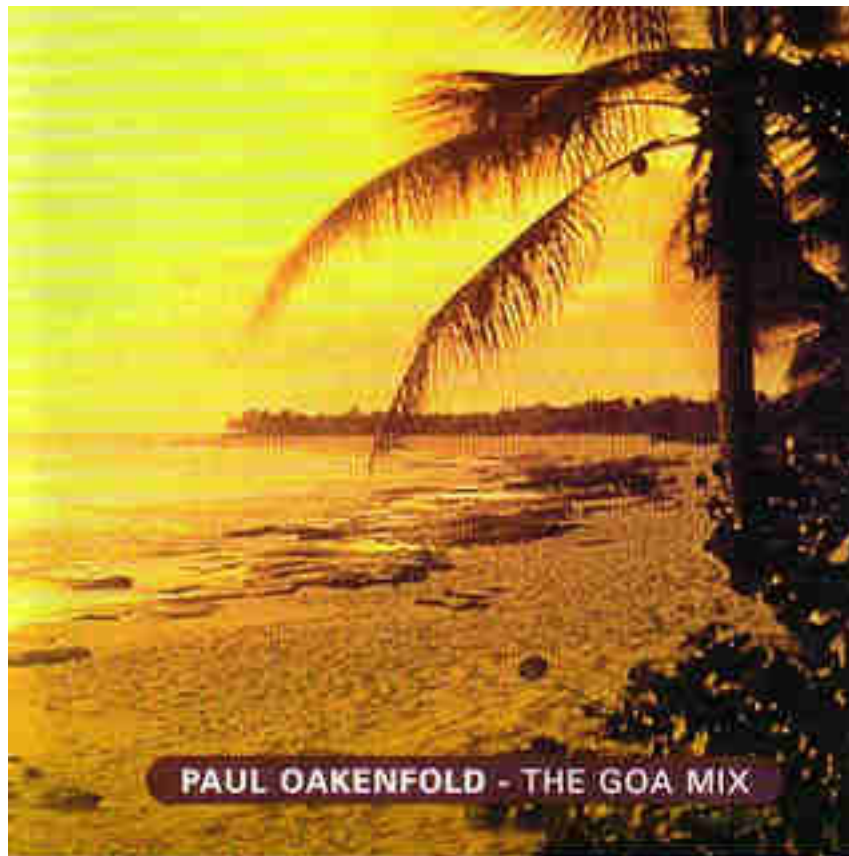
9. ATB - DJ 6 in the Mix



10. Ferry Corsten - Once Upon a Night



11. Paul Oakenford - The Goa Mix



12. Markus Schulz - Miami '05



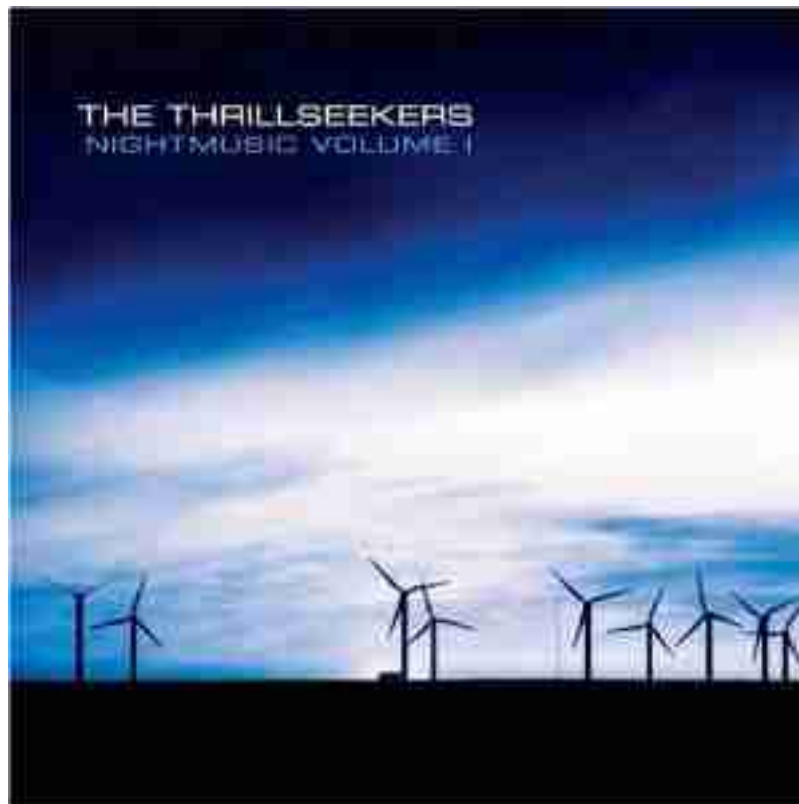
13. Markus Schulz - Ibiza '06



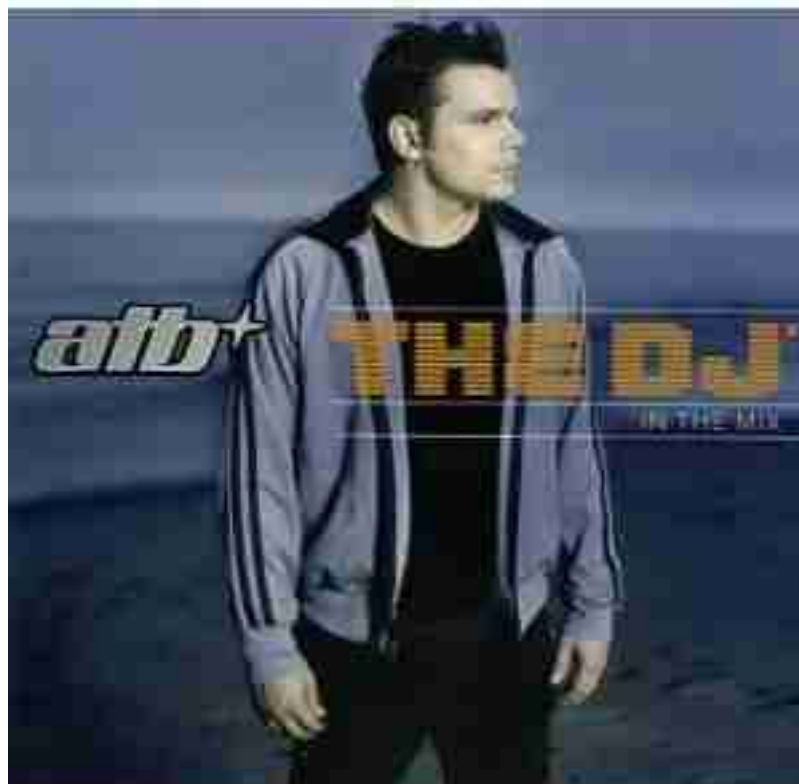
14. ATB - DJ In the Mix 2



15. The Thrillseekers - Nightmusic Vol 1



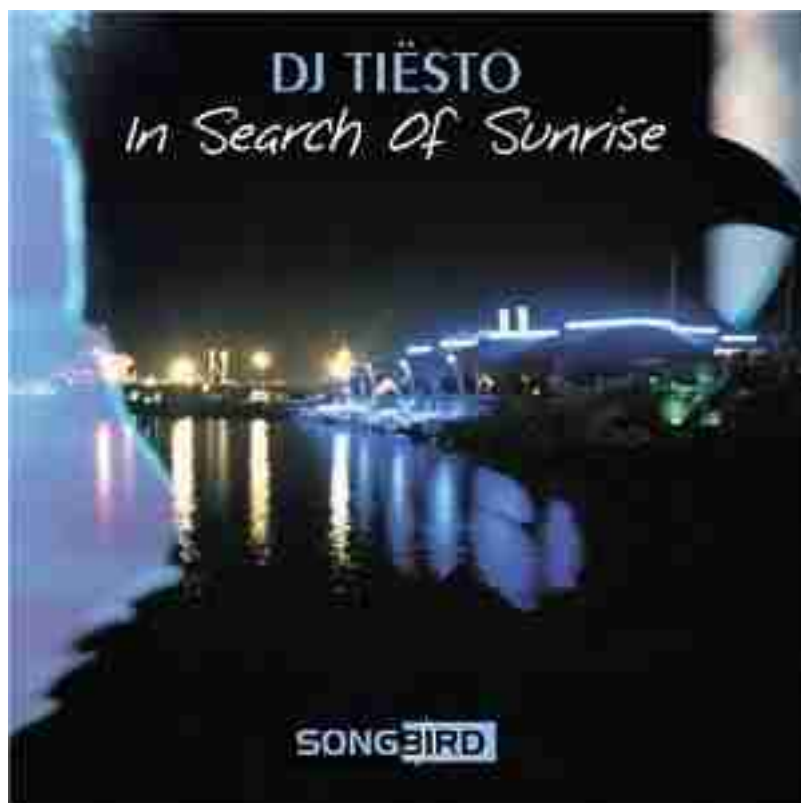
16. ATB - DJ In the Mix



17. The Thrillseekers - Nightmusic Vol 2



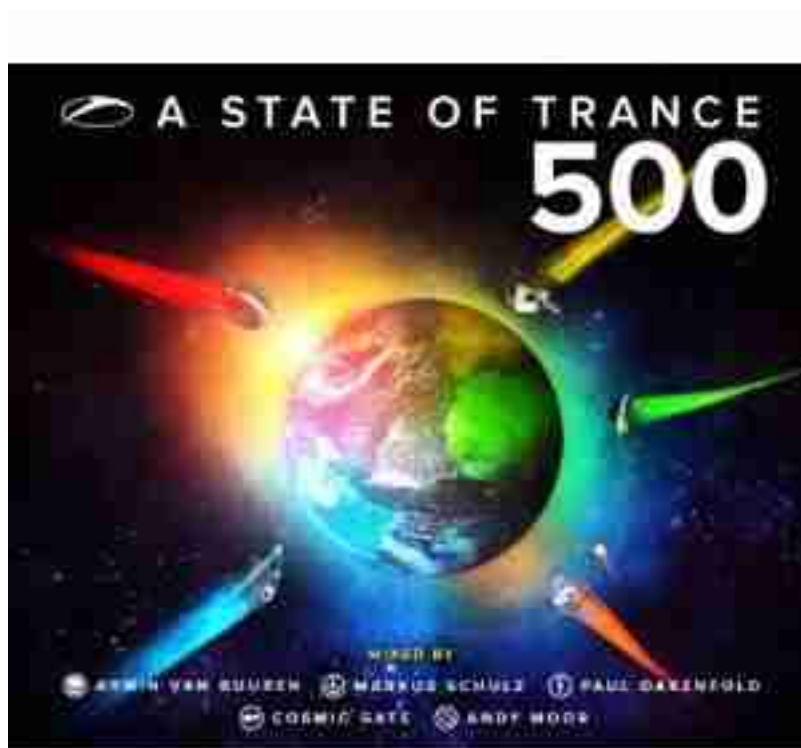
18. Tiesto - In Search of Sunrise



19. Tiesto - In Search of Sunrise 2



20. Armin Van Buuren - State of Trance 500



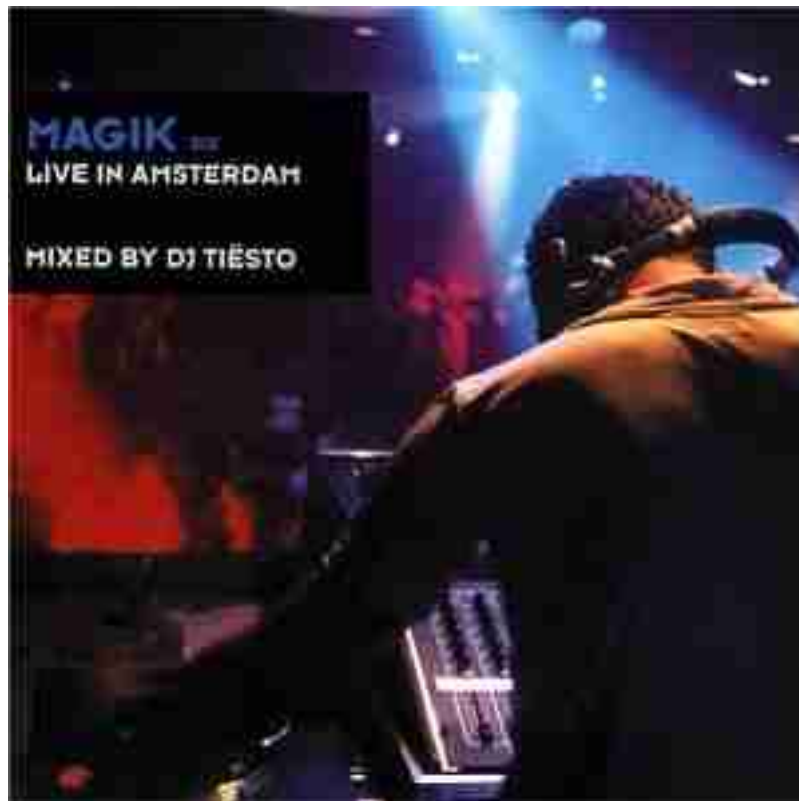
21. Armin Van Buuren - State of Trance 550



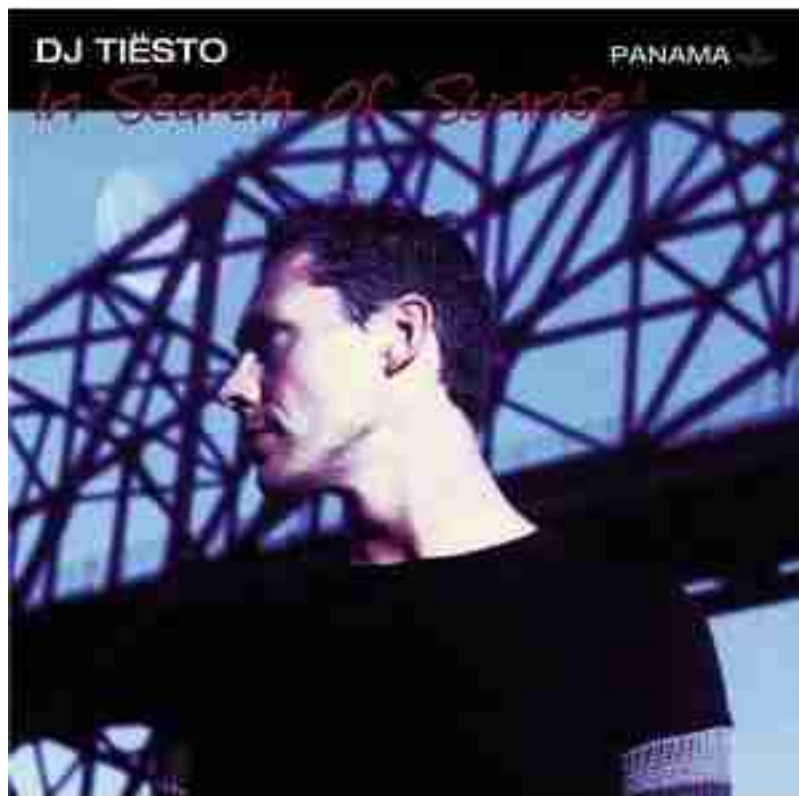
22. Ferry Corsten - Twice in a Blue Moon



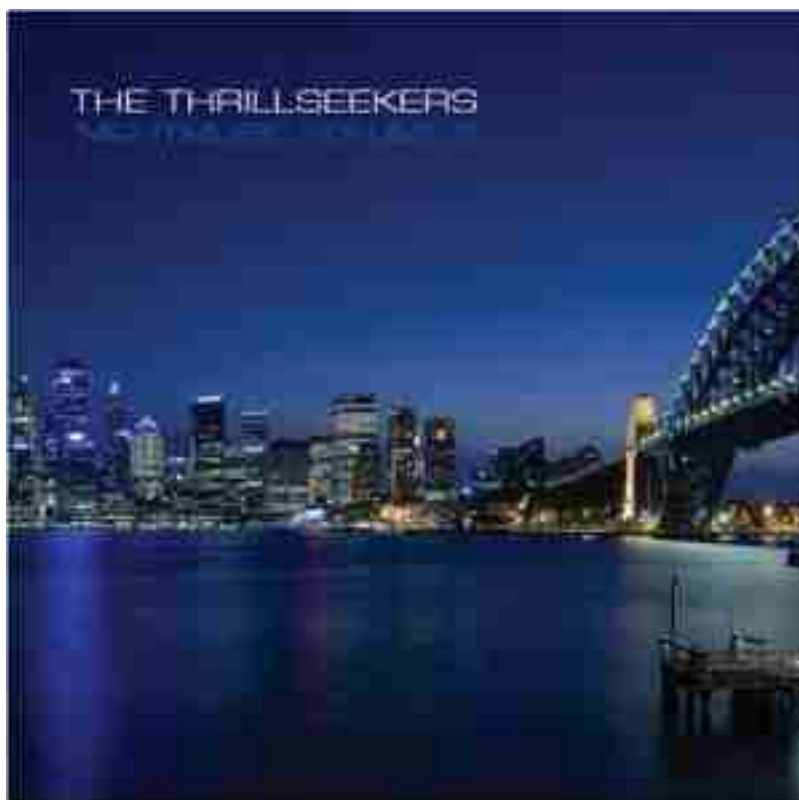
23. Tiesto - Magik 6 - Live in Amsterdam



24. Teisto - In Search of Sunrise 3



25. The Trillseekers - Nightmusic Vol 3



26. ATB DJ 3 in the Mix



27. Dash Berlin - United Destination 2011



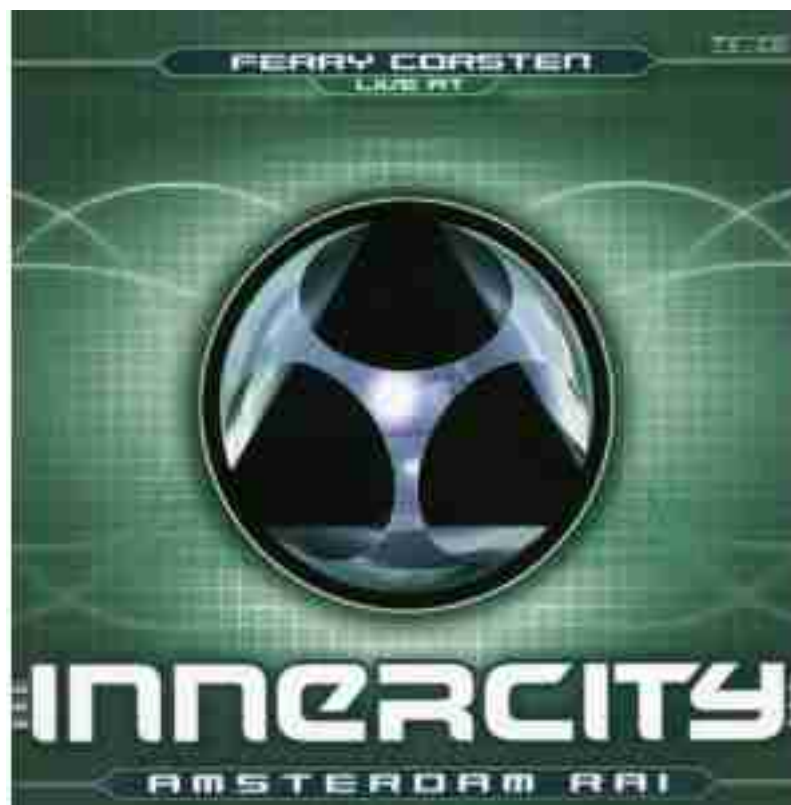
28. Dash Berlin - United Destination 2010



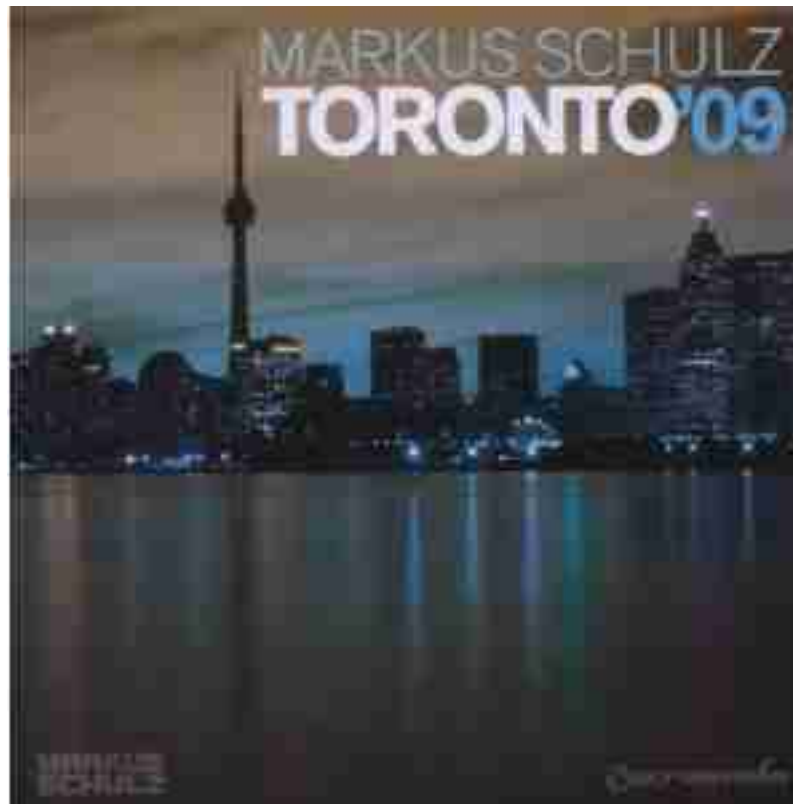
29. Sasha - Airdrawndagger



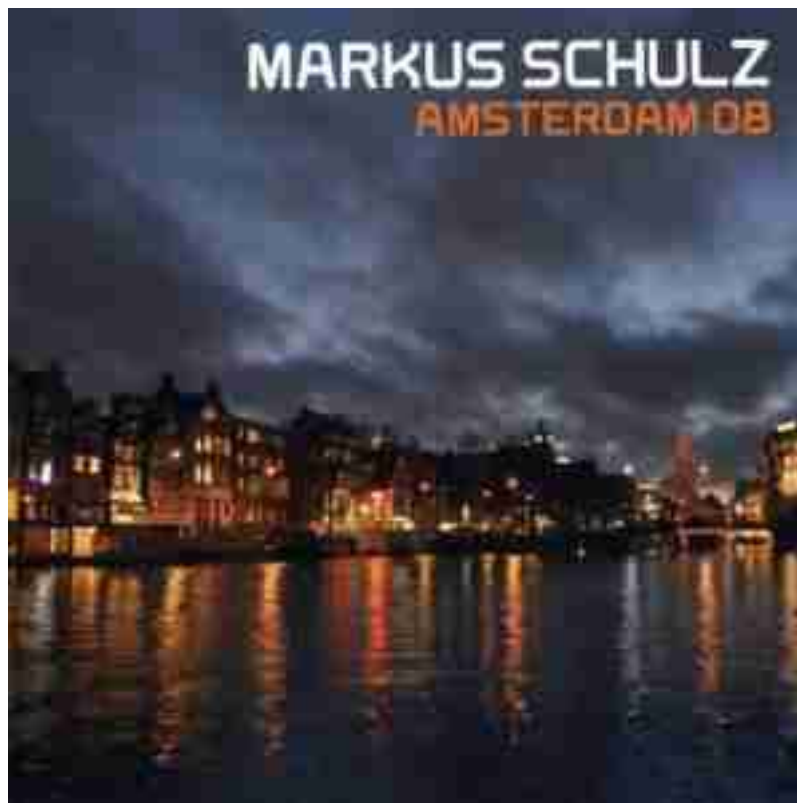
30. Ferry Corsten - Live At Innercity



31. Markus Schulz - Toronto '09



32. Markus Schulz - Amsterdam '08



33. Ferry Corsten - Once Upon A Night - The Lost Tapes



34. Paul Oakenfold - The Goa Mix 2011



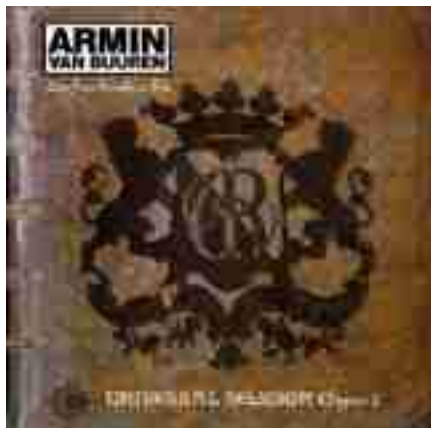
35. ATB - DJ 5 in the Mix



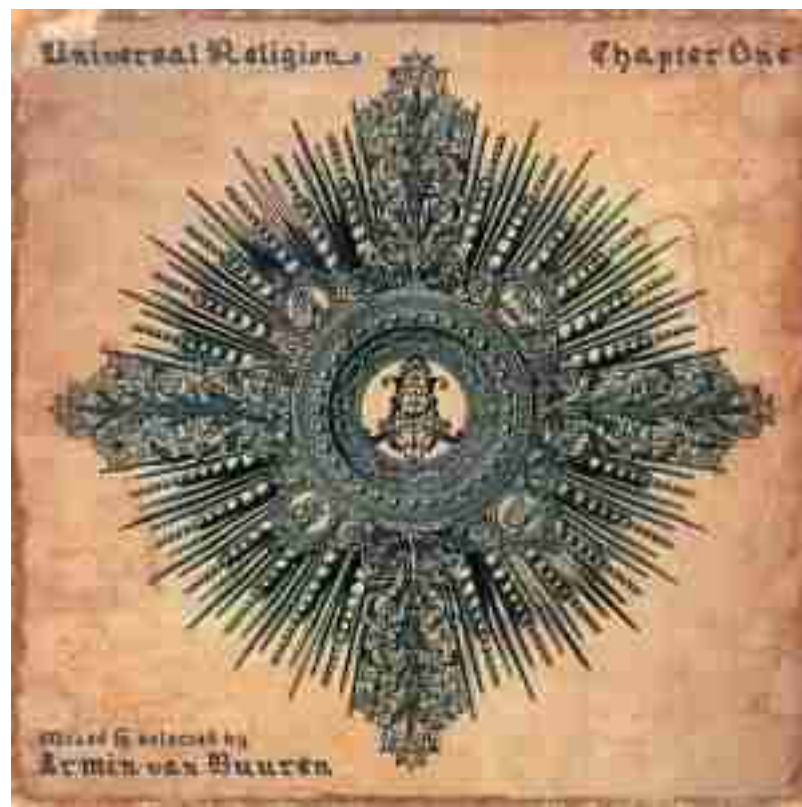
36. Armin Van Buuren - Universal Religion 4



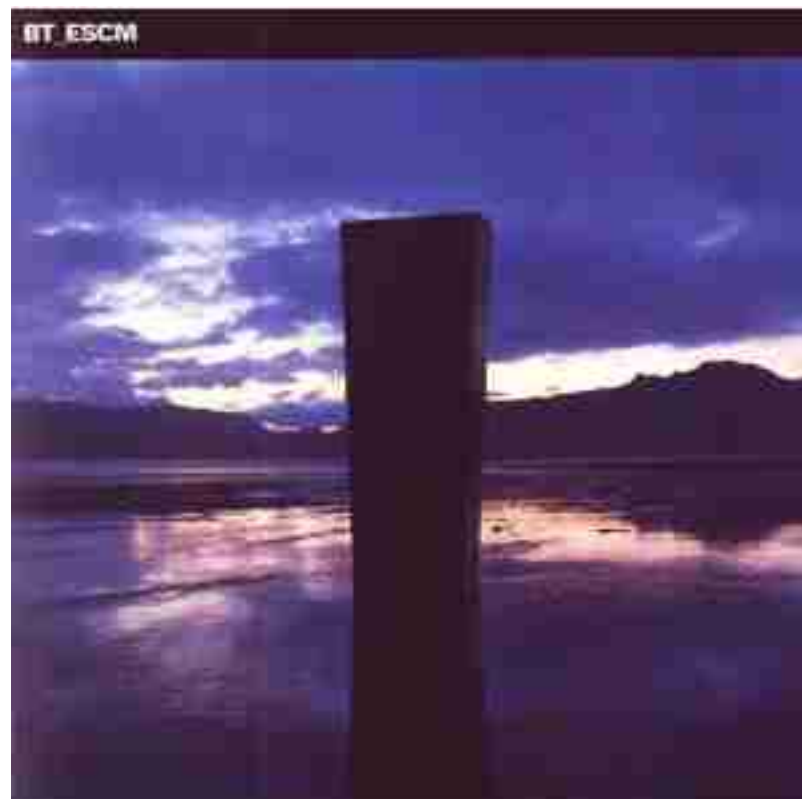
37. Armin Van Buuren - Universal Religion 3



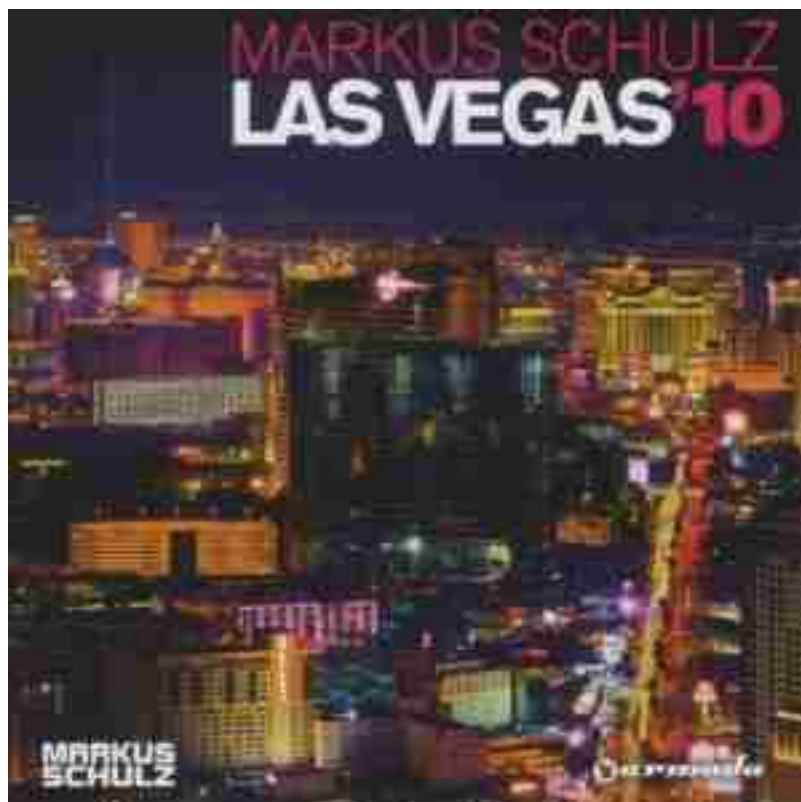
38. Armin Van Buuren - Universal Religion Chapter 1



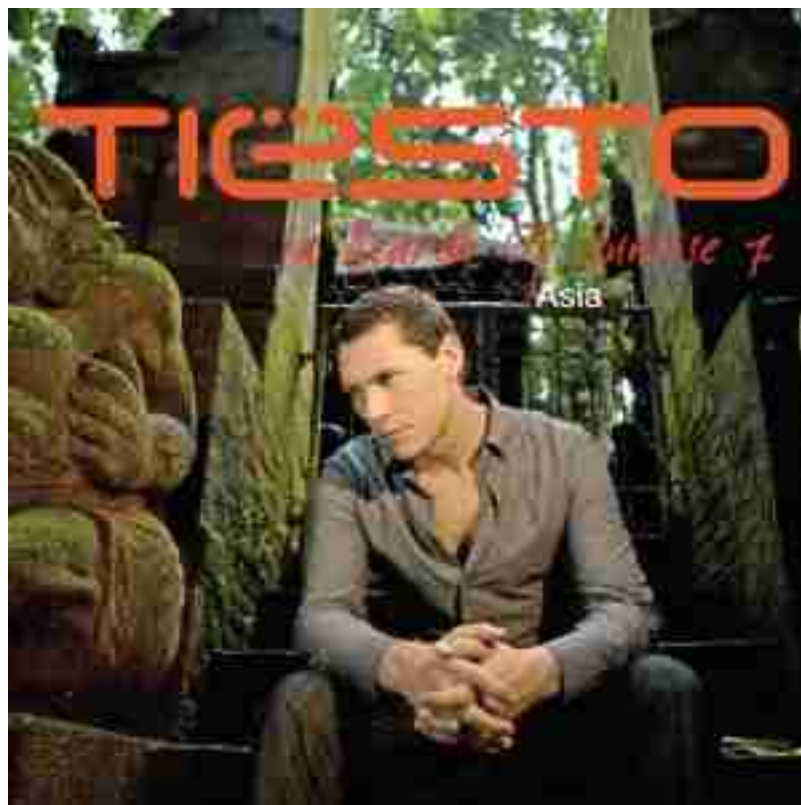
39. BT -ESCM



40. Markus Schulz - Las Vegas '10

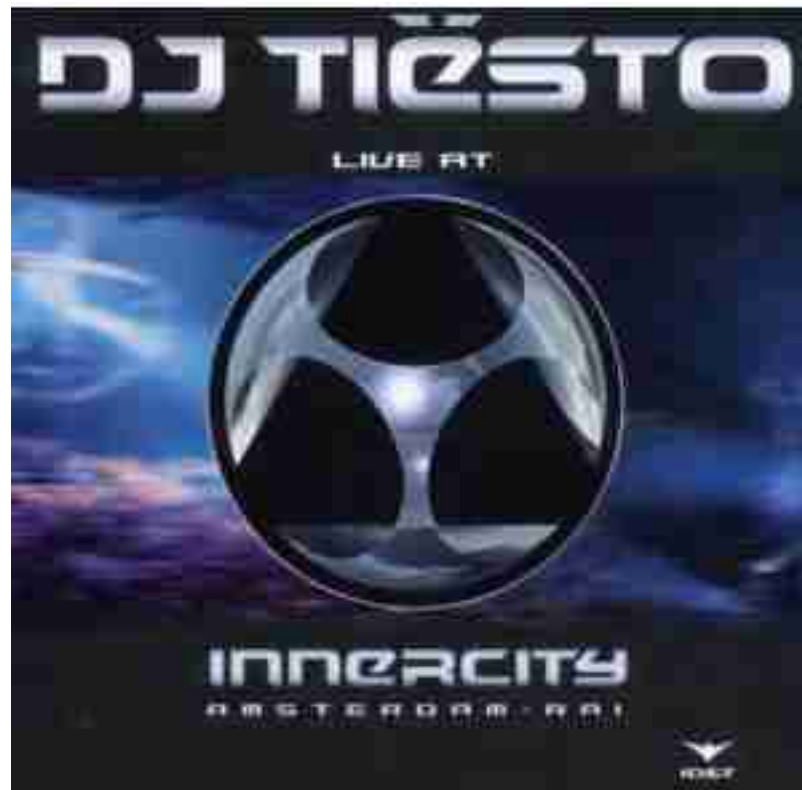


41. Teisto - In Search of Sunrise 7

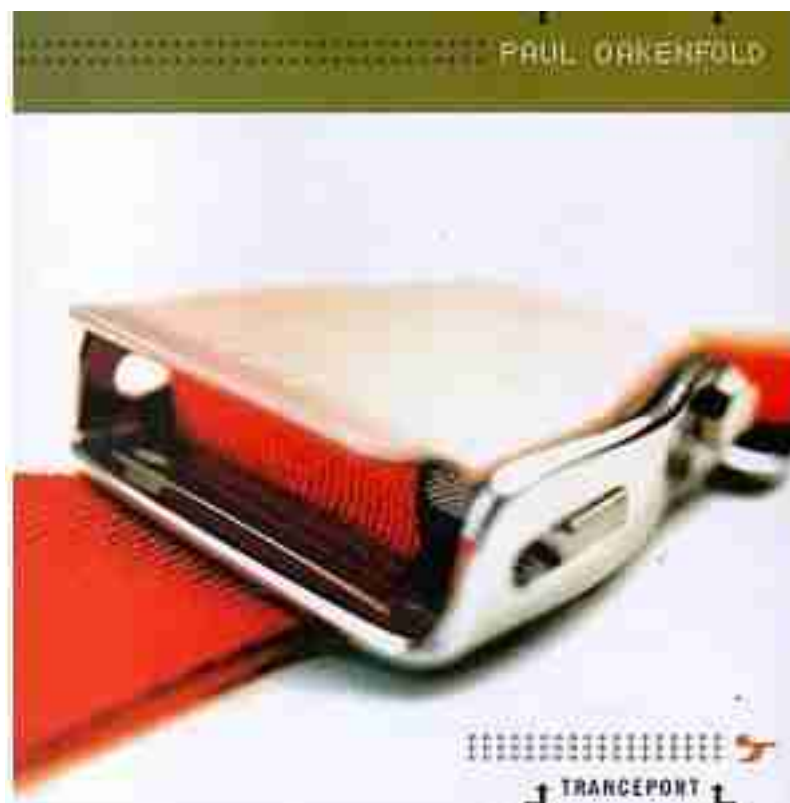


Getting more trance cds? Best bet is by collecting Armin Van Buuren's State of Trance annually.

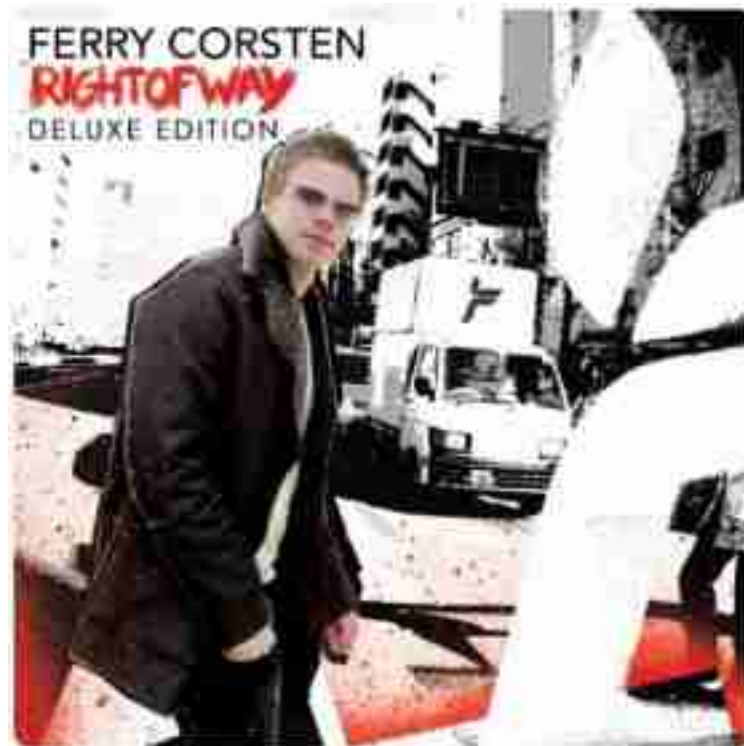
42. DJ Teisto - Live at Innercity



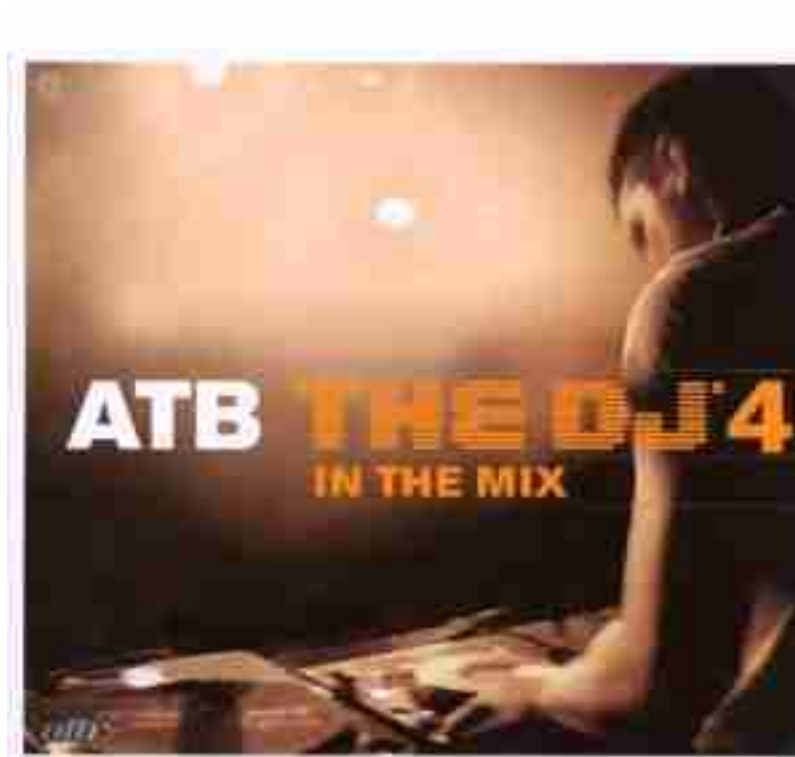
43. Paul Oakenfold - Tranceport



44. Ferry Corsten - Right of Way



45. ATB - DJ 4 in the Mix



46. Ferry Corsten - Once Upon a Night Vol 3



47. Teisto - In Search of Sunrise 6

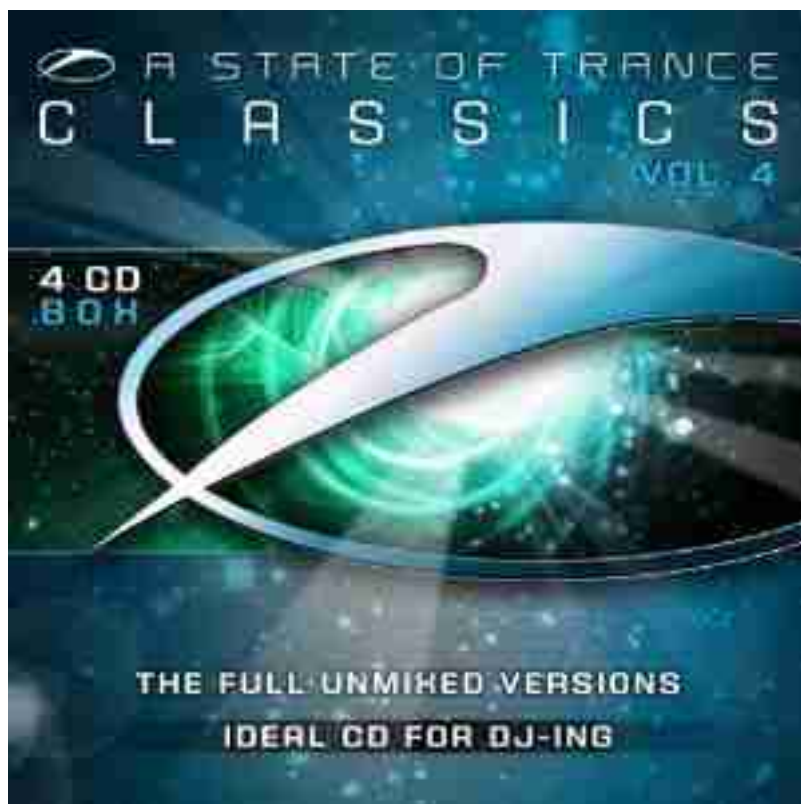


48. Sasha - In2volver



State of Trance Classic CDs

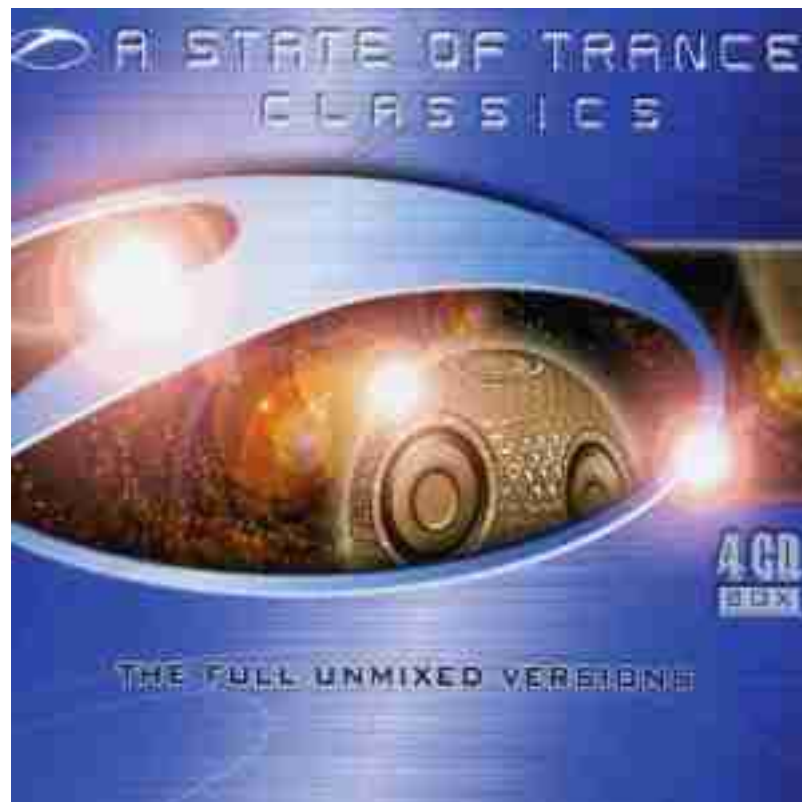
1. State of Trance Classics Vol. 4



2. State of Trance Classics Vol. 2



3. State of Trance Classics Vol. 1



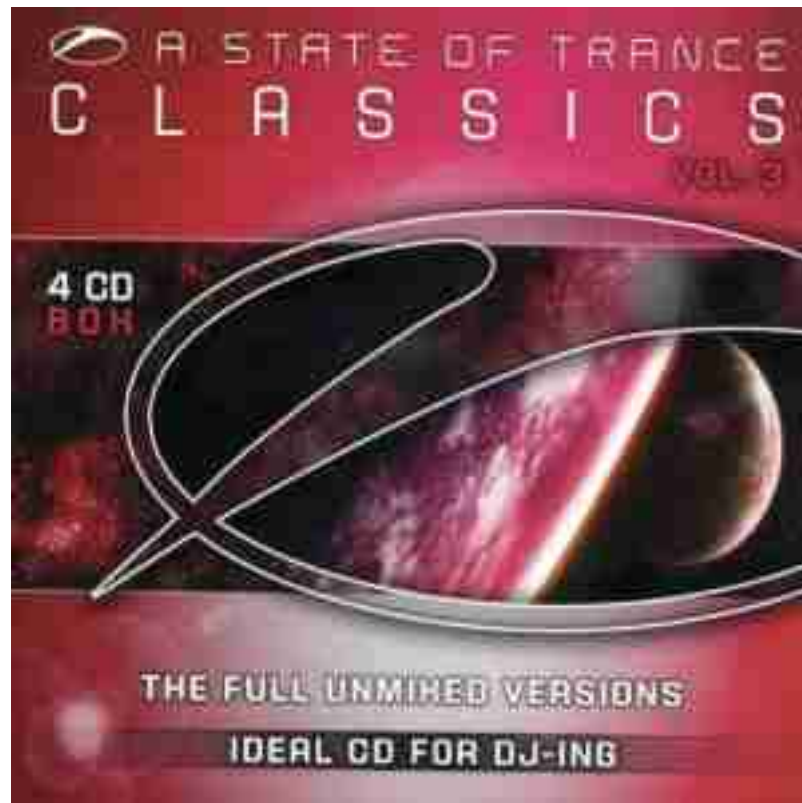
4. State of Trance Classics Vol. 6



5. State of Trance Classics Vol. 5



6. State of Trance Classics Vol. 3



Top 16-bit titles (2011-02-17 15:28)

10. ActRaiser
 9. Sonic CD
 8. Super Castlevania IV
 7. Super Mario World
 6. Secret of Mana
 5. Super Metroid
 4. Super Mario RPG
 3. Zelda: A Link to the Past
 2. Final Fantasy III/VI
 1. Chrono Trigger
-

The Radeon 9800 XT (2011-02-17 17:10)

90 % of my PC games run up to Shader Model 2.0 so they'll still run on my old Dell Dimension XPS. I found a list here. That would explain why the Radeon 9800 XT is expensive for its age. If I were to upgrade, it's cheapest to do a Radeon X1600 XT off ebay. Right now, I'm playing Fallout 3 and Dreamfall The Longest Journey (1) (2).

Top 14 anime (2011B edition) (2011-02-18 17:20)

14. Fruits Basket
 13. The Twelve Kingdoms
 12. Haibane Renmei
 11. Nana
 10. Gankutsuou: The Count of Monte Cristo
 9. Dennou Coil
 8. Natsume Yuujinchou
 7. Sword of the Stranger
 6. Moyashimon
 5. Clannad After Story
 4. Now and Then, Here and There
 3. Tengen Toppa Gurren-Lagann
 2. Mushishi
 1. Monster
-

Playstation Portable 2 is more bang-4-buck over 3DS (2011-02-19 16:32)

If the games are going to be priced at 3DS levels (\$40) or the Playstation Portable 2 cost \$50 more (\$300), this would theoretically make PSP2 a better deal over Nintendo 3DS. What needs to happen is any good 3DS title gets ported over to PSP2. The PSP2 has one more core than the Xbox 360, more RAM (1 GB GDDR3) than Xbox 360, a gpu that does possibly OpenGL 3.2 (PS3 does OpenGL 2), TV hookups (3DS don't do this), games on SD cards!, OLCD screen. PSP 2 may have WiFi chat, Gecko engine web browsing, PSnetwork chat, mp4, m4a, mp3, slideshow, ebook, VoIP chat, and global positioning system software.

I get the cold hard truth that Mario sells more devices no matter how superior the tech specs are (explaining the \$50 difference).

See, under dog competitors do have a few advantages. Sony will lose the console war, but PSP2 games will look so much better for \$50 extra. I predict Sony is just deja-vu-ing last generation.

USAA is a nice place to work (2011-02-26 16:30)

http://www.brandweek.com/bw/content_display/news-and-features/direct/e3i9e0f4d3075c501ab45134ee6900c6ad1

I saw a bumper sticker of USAA in Woodbury with a Minnesotan license plate. Information Technology section is gravy.

Nationalized Healthcare the Five Years Plan? (2011-02-26 16:34)

2009 - 2014. The Supreme Court should get this one right!

Rock Paper Scissors (2011-02-27 18:51)

i understand how scissors can beat paper, and i get how a rock can beat scissors, but there's no fuckin way paper can beat rock. is paper supposed to magically wrap around rock and leave it immobile? why the hell can't paper do this to scissors? screw scissors, why can't paper do this to people? why aren't sheets of college ruled notebook paper constantly suffocating students as they take notes in class? i'll tell you why, because paper can't beat anybody. a rock would tear that shit up in 2 seconds. when i play rock paper scissors, i always choose rock. then when somebody claims to have beaten me with their paper i can punch them in the face with my already clenched fist and say, oh shit i'm sorry, i thought paper would protect you, you bitch

Hardcore fans stop watching anime at around 45! (2011-02-28 07:23)

It took me a while to find someone who knew the exact age, but it seems to start at age 45, and I'm 25 right now. Judging by MyAnimeList, Half my anime is NR-17 so it is great to know that I didn't waste my money on teenage hobbies. Fans now say anime is better than cop dramas, or most tv series or sporting events. Go figure. I don't know if I should believe them, but I know my parents would watch Pawn Stars or American Pickers. My anime collection gets better scores at Internet Movie DataBase. Both are great shows, I give them both an 8 out of 10.

Are hot women going to stay in CA in its disasterious state? (2011-02-28 11:42)

Currently, the highest percentage of hottest women are in California (with the highest population) I've been wondering where to get a hot girlfriend in the United States. The ones around in Wisconsin are all average / below average in appearance and like Rap music. I'm sure the hottest Californians are moving Eastward to states such as Texas. I have people tell me, the hot ones are always more high-maintenance.

Comrade Sheila Kuehl of Los Angeles wants a single payer healthcare system. If comrades gets their way, Americans and illegals will flee California. Doctors will see less patience as their pay goes down. I miss that old law that requires citizens to mark "the applicant is not a communist action organization or a communist front".

Down in Texas, specifically Dallas, Ft. Worth and Arlington, women in some bars are really great looking (8 and above is the rumor), and you require no degree to flirt with them. I've heard stories they talk to you as soon as 10 minutes. All the hot women enjoy Country down in Texas. None of the rap loving ugly ones like around in Wisconsin, and this has been surveyed at big parties where women of all walks of life would turn up at. I walked around in Wisconsin for 12 years, and I don't seem to remember an excellent quantity of pretty women walking around.

13.3 March

Dusk delt on Facebook? (2011-03-03 06:57)

Facebook is evil social network that won't give everyone comments. I toned it down a little.



life is terrible. You know there is something wrong when a person with 850 friends uses TextsfromlastNight for quotes to be commented on.

Waiting for "Casio Prizm CAS" if I do pay up (2011-03-05 02:06)

I was thinking of buying a Casio Prizm for math, but I found that it didn't have a Computer Algerba System in the already paid for Nspire CAS (firmware ver 2.1). A computer Algerba System can manipulate variables,

Prizm even costs twice as much as a Nspire CAS! Unless you take a SAT/ACT test in College where a Prizm is legit, upgrade to a Nspire CAS over TI-89 Titanium. I think an ordinary \$40 B & W Nspire with firmware 2.1 has more math formulas than Prizm right now.



Kerm Martian (2013-09-06 13:32:08)

FYI, the Prizm has a CAS now (see Eigenmath: At Last, a Casio Prizm CAS. Also, the Casio Prizm is reliably cheaper than the TI-Nspire CX series.

oakleyses (2014-10-23 17:22:52)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley

sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:53)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Bought BattleStar Galaticia complete series (2011-03-06 03:43)

Time Magazine says it is one of the best TV series of all time, and equal to X-Files. I believe I had followed all the Star Trek The Next Generation and X-Files episodes a lot more. It cost \$110 off Ebay with free shipping. By waiting this long, I suppose I saved \$50 (a videogame worth)! I believe I only seen only 1 stinking episode. I don't know if this TV series is that good.



I know what you're thinking....videogames are always the better option (Hollywood's dead) Is this series a good exception? What do you think, spectator?

Newest most stable Linux (2011-03-07 01:31)

You probably never heard of this distro. It is used by the United States government for scientific programs. This Linux is called Fermi Linux and it's current kernel is 2.6.18- 238.1.1.el5. Normally, in OpenSuse 11.3, the kernel gets to revision 12 (2.6.34.12) or in Ubuntu 10.10, the kernel gets to revision 25 (2.6.35-25). The distro is based off Red Hat Enterprise 5.0.

Download

Disco watch

P.S. Fermi might have something to do with nuclear weapons or nuclear physics or particle physics. It is supposed to be used at Tevatron to get data on Higgs mechanism which takes place in nature.

Favorite Dinosaur from Jurassic Park. (2011-03-09 17:56)

Mine is the Troodon from The Lost World: Jurassic Park.

**3ds (2011-03-10 02:02)**

The Nintendo 3DS (Japanese: ニンテンドー3DS Hepburn: Nintendō Surī Dī Esu?, abbreviated to 3DS) is a portable game console produced by Nintendo. It is an autostereoscopic device capable of projecting stereoscopic 3D effects without the use of 3D glasses or additional accessories.[14] Nintendo announced the device in March 2010 and officially unveiled it at E3 2010 on June 15, 2010.[15][16] The console succeeds the Nintendo DS, featuring backward compatibility with older Nintendo DS and Nintendo DSi video games,[14] and competes with the Sony PlayStation Vita handheld console.[17] The Nintendo 3DS was first released on February 26, 2011.[18][19] Less than six months later on July 28, 2011, Nintendo announced a significant price reduction from US \$249 to US \$169 amid disappointing launch sales.[20] The company offered ten free Nintendo Entertainment System games and ten free Game Boy Advance games from the Nintendo eShop to consumers who bought the system at the original launch price.[21] This strategy was considered a major success, and the console has gone on to become one of Nintendo's most successfully sold handheld consoles in the first two years of its release. A partially redesigned version of the console, the Nintendo 3DS XL, was released on July 28, 2012. It features screens that are 90 % larger than the original Nintendo 3DS.[22] A new edition of the console, entitled the Nintendo 2DS, was announced on August 28, 2013. While still playing 3DS and DS games, it is described as an "entry level" version of the 3DS that removes the 3D functionality, and changes the form factor to a fixed, "slate" design.[23] Contents Nintendo began experimenting with 3D technology in the 1980s. The Famicom 3D System, an accessory consisting of liquid crystal shutter glasses, was Nintendo's first product that enabled stereoscopic 3D effects. Although very few titles were released, Nintendo helped design one—called Famicom Grand Prix II: 3D Hot Rally—which was co-developed by Nintendo and HAL Laboratory and released in 1988. The Famicom 3D System failed to garner market interest and was never released outside of Japan.[24][25] Despite the limited success, Nintendo would press ahead with 3D development into the 1990s. Gunpei Yokoi, creator of the Game Boy handheld

device and popular Metroid video game, developed a new 3D device for Nintendo called the Virtual Boy. It was a portable table-top system consisting of goggles and a controller that used a spinning disc to achieve full stereoscopic monochrome 3D.[26] Released in 1995, Nintendo sold less than a million units of the Virtual Boy spawning only 22 compatible game titles, and was widely considered to be a commercial failure.[25][27] Shigeru Miyamoto, known for his work on popular game franchises such as Mario and The Legend of Zelda, commented in a 2011 interview that he felt conflicted about Yokoi's decision to use wire-frame models for 3D and suggested that the product may not have been marketed correctly.[25] The failure of the Virtual Boy left many at Nintendo doubting the viability of 3D gaming.[28] Despite this, Nintendo continued to investigate the incorporation of 3D technology into other products. The Nintendo GameCube, released in 2001, was another 3D-capable system. With an LCD attachment, it could display true stereoscopic 3D, though only the launch title Luigi's Mansion was ever designed to utilize it. Due to the expensive nature surrounding the technology at the time, the GameCube's 3D functionality was never marketed to the public. Nintendo later experimented with a 3D LCD during development of the Game Boy Advance SP, but the idea was shelved after it failed to achieve satisfactory results. Another attempt was made in preparation for a virtual navigation guide to be used on the Nintendo DS at Shigureden, an interactive museum in Japan.[29][30] Nintendo president Hiroshi Yamauchi encouraged additional 3D research in an effort to use the technology in the exhibition. Although the project fell short, Nintendo was able to collect valuable research on liquid crystal which would later aid in the development of the Nintendo 3DS.[25] Development Speculation on the development of a successor to the Nintendo DS began to ramp up in late 2009. At the time, Nintendo controlled as much as 68.3 percent of the handheld gaming market.[31] In October 2009, tech tabloid Bright Side of News reported that Nvidia, a graphics processing unit (GPU) developer that recently made headway with its Tegra System-on-Chip processors, had been selected by Nintendo to develop hardware for their next generation portable game console.[32] Later that month, speaking about the future for Nintendo's portable consoles, company president Satoru Iwata mentioned that while mobile broadband connectivity via subscription "doesn't fit Nintendo customers", he was interested in exploring options like Amazon's Whispernet found on the Amazon Kindle which provides free wireless connectivity to its customers for the sole purpose of browsing and purchasing content from the Kindle Store.[33] Nintendo has expressed interest in motion-sensing capabilities since the development of the original Nintendo DS,[34] and an alleged comment by Satoru Iwata from a 2010 interview with Asahi Shimbun implied that the successor to the Nintendo DS would incorporate a motion sensor. The claim led to a minor dispute between the publication and Nintendo over its accuracy.[35] In February 2010, video gaming website Computer and Video Games reported that a select "handful" of Japanese developers were in possession of software development kits for the Nintendo DS successor, with The Pokémon Company given special priority. According to their insider at an unspecified third-party development studio, the hardware features a "tilt" function that is similar to that of the iPhone, "but does a lot more".[36] Unveiling The Nintendo 3DS E3 2010 unveiling involved an elaborate stage with moving set pieces. On March 23, 2010, Nintendo officially announced the Nintendo 3DS handheld console, successor to the Nintendo DS family.[14] According to industry analysts, the timing of Nintendo's original announcement, which had drawn attention away from the launch of the company's still-new Nintendo DSi XL handheld, was likely intended to preempt impending news leaks about the product by the Japanese press.[37] In April 2010, a picture of a possible development build of the internal components of the 3DS was released as part of a U.S. Federal Communications Commission (FCC) filing by Mitsumi.[38] An analysis of the image showed that it was likely genuine as it featured components known to be used in the Nintendo DS line along with features of the 3DS that had not been announced like a 5:3 top screen, and a control nub similar to those used in Sony PSP systems.[39] In June 2010, video gaming website IGN reported that according to "several developers who have experienced 3DS in its current form", the system possesses processing power that "far exceed[s] the Nintendo Wii" and with 3D shaders, they could make games that "look close to current generation visuals on the Xbox 360 and PlayStation 3". They also cited "several developer sources" as saying that the system does not use the Nvidia Tegra mobile chipset.[40] The system was officially revealed at Nintendo's conference at E3 2010 on June 15, 2010. The first game revealed was Kid Icarus: Uprising, with several other titles from third parties also announced, including Square Enix with Kingdom Hearts and Final Fantasy, Konami with Metal Gear Solid 3: Snake Eater 3D, Warner Bros. Interactive with a Batman title, Ubisoft with Assassin's Creed: Lost Legacy, Capcom with Resident Evil Revelations and Super Street Fighter IV: 3D Edition, and Activision with DJ Hero. Other Nintendo titles were later revealed after the conference, such as Mario Kart 7, Animal Crossing, and remakes of Star Fox 64[41] and The Legend of Zelda: Ocarina of Time.[42] Nintendo also

demoed 3D trailers for DreamWorks' *How to Train Your Dragon*, Warner Bros' *Legend of the Guardians: The Owls of Ga'Hoole*, and Disney's film *Tangled* on the 3DS.[43][44] The 3DS design shown at E3 was almost final, but subject to minor changes.[45] Pre-launch events On September 29, 2010, Nintendo of Japan announced the release date of the Nintendo 3DS in Japan to be on February 26, 2011. Furthermore, several additional features were announced: the inclusion of a Mii Maker (similar to the Mii Channel on the Wii), Virtual Console (including Game Boy, Game Boy Color, and "classic games" in 3D), a cradle for recharging the system's battery, multitasking, several included augmented reality games, an included 2 GB SD card, and stored game data, as well as the final names for the 3DS tag modes, StreetPass and SpotPass collectively. The colors available at launch were revealed to be Aqua Blue and Cosmos Black, and the launch price in Japan was revealed to be ¥25,000.[46] The final physical design was also revealed at this event.[47] On January 19, 2011, Nintendo held two simultaneous press conferences in Amsterdam and New York City, where they revealed all of the features of the Nintendo 3DS.[48] In North America, the release date was confirmed as March 27, 2011 with a retail price of \$249.99. In Europe, the release date was announced as March 25, 2011, though Nintendo said that pricing would be up to retailers. Most retailers have priced the handheld between £219.99 and £229.99,[49] though some retailers, such as Amazon, lowered the price following Sony's announcement of the PSP's successor on January 26, 2011,[50] with some retailers pricing the handheld at around £200 in February.[51] In February 2011, Nintendo held four hands-on events in the UK named "Believe Your Eyes". February 5 and 6 saw simultaneous events in London and Manchester, while the 12th and 13th saw events in Glasgow and Bristol. Invitations to the events were offered first to Club Nintendo members, then later to members of the public via an online registration form.[52] Guests watched two brief performances and trailers, then were given time to play a selection of games on 3DS devices. Attendees were then allowed into a second room, containing further games to play (mainly augmented reality-based) and in-device videos.[53] In March, Nintendo held a few events in Australia at selected Westfield stores for people to try out the console, with a number of demos available. Launch Further information: List of Nintendo 3DS colors and styles The Nintendo 3DS launched in Japan on February 26, 2011, priced at ¥25,000. On March 25, 2011, the system launched in Europe, with pricing set by individual retailers. On March 27, 2011 the Nintendo 3DS launched in North America, priced at US \$249.99. On March 31, 2011, the system launched in Australia and New Zealand, priced at A \$349.95. The system originally launched in all regions in both Aqua Blue and Cosmos Black color variations. On July 28, 2011, Nintendo announced the Nintendo 3DS would be getting a price cut of almost a third of the console's original price, from \$249.99 to \$169.99 in North America, 25,000¥ to 15,000¥ in Japan, and \$349.95 to \$249.95 in Australia. Although in Europe, pricing is up to retailers, the system also received a substantial price cut.[54] In an effort to compensate those who had paid the original price, the company introduced the Nintendo 3DS Ambassador Program, through which existing 3DS owners were eligible to download ten Nintendo Entertainment System games and ten Game Boy Advance games at no extra cost.[55][56] Nintendo further stated that the NES Ambassador titles would see future release to the general public on the Nintendo eShop, while there were no plans to make the Game Boy Advance Ambassador titles available.[57] The ten NES games were released in North America on August 31 and in Europe on September 1, 2011. These include: Balloon Fight, Donkey Kong Jr., Ice Climber, Metroid, NES Open Tournament Golf, Super Mario Bros., The Legend of Zelda, Wrecking Crew, Yoshi (North America) / Mario & Yoshi (Europe & Australia), Zelda II: The Adventure of Link.[58][59] The ten Game Boy Advance games were released in North America on December 16, 2011. These include: F-Zero: Maximum Velocity, Fire Emblem: The Sacred Stones, Kirby & The Amazing Mirror, Mario Kart: Super Circuit, Mario vs. Donkey Kong, Metroid Fusion, Super Mario Advance 3: Yoshi's Island, The Legend of Zelda: The Minish Cap, Wario Land 4, WarioWare, Inc.: Mega Microgame \$ [60] On April 28, 2012, the Nintendo 3DS launched in South Korea, in Cosmos Black, Misty Pink and Cobalt Blue color variations.[5] On September 28, 2012, the system launched in two other regions, Hong Kong and Taiwan, in Cerulean Blue and Shimmer Pink.[6][7] The Nintendo 3DS XL, which comes with 90 % larger screens than the original Nintendo 3DS, was released in Japan and Europe on July 28, 2012, in North America on August 19, 2012, and in Australia on August 23, 2012, coinciding with the release of New Super Mario Bros. 2. It includes a 4 GB SDHC card, unlike the regular Nintendo 3DS which included a smaller 2 GB SD card. The Nintendo 2DS was announced on August 28, 2013 as an entry-level version of the Nintendo 3DS family of systems. It was released on October 12, 2013, in North America, Europe and Australia, coinciding with the release of Pokémon X and Y. The system removes the 3D functionality of the console (it's still possible to take 3D photos and videos, although you have to export them to a 3DS in order to view them in 3D) and has changed from a clamshell design to a "slate-like" design.[61] The system is targeted at a younger

demographic than that of the regular Nintendo 3DS.[62] Hardware See also: Comparison of Nintendo portable consoles and List of Nintendo 3DS colors and styles The Nintendo 3DS system has two separate screens. The top screen is a 3.53 in (90 mm) 15:9 (5:3) autostereoscopic (3D) LCD screen with a resolution of 800×240 pixels (400×240 pixels per eye, WQVGA) that is able to produce a three-dimensional effect without 3D glasses using a parallax barrier. There is a 3D Depth Slider next to the 3D screen which allows the user to adjust the intensity of the 3D effect. The bottom screen is a 3.02 in (77 mm) 4:3 2D resistive touchscreen with a resolution of 320×240 pixels (QVGA).[63] The 3DS weighs approximately 230 grams (8.1 oz) and, when closed, is 134 mm (5.3 in) wide, 74 mm (2.9 in) broad, and 21 mm (0.83 in) thick.[63] The system features three camera sensors: two cameras on the outside of the device, capable of taking 3D photos and capturing 3D video; and one camera in the front side/inside of the device positioned above the top screen which faces the player, and is capable of taking 2D photos and capturing 2D video. These photos can be edited with various effects such as props, 3D depth and colors. All camera sensors have a maximum resolution of 640×480 pixels (0.3 megapixels, VGA) and can only achieve digital zoom. There is also a microphone in the bottom of the system. The Nintendo 3DS system utilizes a custom components co-developed by Nintendo in conjunction with other manufacturers, all combined into a unified SOC. The main processor (CPU) is designed by ARM, and consists of a ARM11 MPCore-based dual-core processor manufactured at 45 nm. The graphics processor (GPU) is designed by Digital Media Professionals (DMP), and consists of a PICA200 processor.[9][10] The system contains 128 MB of system memory consisting of two 64 MB (512 Mb) FCRAM chips developed by Fujitsu, with a maximum bandwidth of 3.2 GB/s, in which 32 MB are reserved for the operating system and unavailable to apps. The system also contains 6 MB of VRAM. The console also includes a two secondary custom processors that handle undisclosed tasks. These tasks are handled seamlessly in the background during gameplay or while the system is in sleep mode. The console also contains a dedicated hardware audio DSP module capable of outputting mono, stereo or pseudo-surround sound through its two speakers and headphone jack. The system includes 1 GB of internal flash memory manufactured by Toshiba, but it's mostly used by the operating system. The system's memory can be expanded via an SD memory card slot, which supports up to 128 GB SDXC, up to 32 GB SDHC and up to 2 GB SD memory cards. All Nintendo 3DS systems include a 2 GB SD card while Nintendo 3DS XL and Nintendo 2DS systems include a 4 GB SDHC card. The system uses 2.4 GHz 802.11 b/g wireless network connectivity with enhanced security WPA2. There is also an infrared port on the back of the console, which allows the system to connect with certain peripherals such as the Circle Pad Pro.[11] The Nintendo 3DS comes with a changeable 1300 mAh lithium ion battery. Its longevity sits between 3 to 5 hours while playing Nintendo 3DS games and app, while achieving 5 to 8 hours while playing Nintendo DS games. The system's width is at 134 mm (5.3 in), depth at 74 mm (2.9 in) and height at 21 mm (0.83 in), while weighing 235 grams (8.3 oz). It also come with a telescoping stylus, extendable up to 100 mm (3.9 in) long. Reports show that raw material costs for the Nintendo 3DS amount to US \$101.[64] Controls The Nintendo 3DS input controls feature the following buttons: a round nub analog input called the Circle Pad, a D-pad, a four face buttons (A, B, X, Y), bumper buttons (R/L), HOME button, START and SELECT buttons, and a POWER button. Through the Circle Pad Pro accessory the system has access to a second Circle Pad and trigger buttons (ZL/ZR). The Circle Pads are not restricted to 8-axis movement, a departure from previous Nintendo console controllers with analogue sticks.[citation needed] It also features a dedicated volume slider, which controls the controller's speakers' volume. The system comes with a stylus for interacting with the touch screen. There is also a six-axis motion sensor, which includes a 3-axis accelerometer and a 3-axis gyroscope. Game Card The Nintendo 3DS, DS and DSi game cards. The Nintendo 3DS Game Card looks near-identical to its predecessor, the Nintendo DS Game Card. However, there is a small tab jutting out on the side of the card, preventing 3DS Game Cards from being inserted into a Nintendo DS.[65] Nintendo 3DS Game Cards can hold up either 1 GB, 2 GB or 4 GB of game data depending on the game, which is 2, 4 and 8 times more storage than the biggest Nintendo DS Game Card could hold up (512 MB), respectively. However, various sources claim that an 8 GB version could be released if a game ever requires it.[66] Circle Pad Pro The Circle Pad Pro is an accessory or add-on which connects to a Nintendo 3DS system adding it a second Circle Pad and extra set of trigger buttons (ZL/ZR). Pictures of the device first appeared in Famitsu, a Japanese gaming magazine.[67][68] The device was first released in Japan as the Slide Pad Expansion on December 10, 2011, coinciding with the release of Monster Hunter 3G.[69] It was subsequently released in the west as the Circle Pad Pro in Europe on January 27, 2012, in Australia on February 2, 2012, and in North America in February 7, 2012, coinciding with the release of Resident Evil: Revelations.[70] A Nintendo 3DS XL version of the device, called the Circle Pad Pro XL, was also released in Japan on November 15, 2012, Europe on March 22, 2013,

and North America on April 17, 2013.[71][72][73][74] Other titles compatible with the add-on include Ace Combat 3D (Japanese version only), Metal Gear Solid: Snake Eater 3D, Kid Icarus: Uprising, Kingdom Hearts 3D: Dream Drop Distance, Dynasty Warriors VS, among others.[75][76] Other models The Nintendo 3DS family has two other models available. The Nintendo 3DS XL is a larger model of the console which was released on July 28, 2012, and features 90 % larger screens than the original Nintendo 3DS.[22] The Nintendo 2DS is a complete redesign of the handheld which is released on October 12, 2013, and is described as an "entry level" version of the 3DS. The new console, while still capable of playing Nintendo DS and 3DS games, removes the 3D functionality and changes the form factor to a fixed, "slate" design.[23] Nintendo 3DS XL Nintendo 3DS XL logo.png An open Silver + Black Nintendo 3DS XL system. An open Silver + Black Nintendo 3DS XL system. Release date July 28, 2012[show] Units shipped Worldwide: 10.66 million (as of September 30, 2013)[8] Power 1750 mAh lithium-ion battery 3DS games: 3.5 to 6.5 hours DS games: 6 to 10 hours Sleep Mode: 3 days Storage capacity Included 4 GB SD card 1 GB internal flash memory Cartridge save Display Upper: 4.88" Autostereoscopic (3D) LCD @ 800 × 240 px (400 × 240 WQVGA per eye) Lower: 4.18" resistive touchscreen LCD @ 320 × 240 QVGA[81] Dimensions Width: 15.6 cm (6.1 in) Height: 9.3 cm (3.7 in) Depth: 2.2 cm (0.87 in)[12] Weight 336 grams (11.9 oz)[12] Predecessor Nintendo DS series Nintendo 3DS (concurrent) Successor Nintendo 2DS (concurrent) The Nintendo 3DS XL (??????3DS LL Nintendo Surī Dī Esu Eru Eru?, abbreviated to 3DS XL) is the first Nintendo 3DS portable game console revision produced by Nintendo. As with the transition from the Nintendo DSi to the Nintendo DSi XL, the 3DS XL features larger screens, longer battery life, and a greater overall size than the original Nintendo 3DS. The Nintendo 3DS XL is intended to complement the original 3DS, not replace it, as both models remain in production. When in its open position, the Nintendo 3DS XL is the longest, widest and heaviest Nintendo 3DS model.[citation needed] The system features 90 % larger screens which offer an improved viewing angle, in both 2D and 3D. The top screen is a 4.88 in (124 mm) Autostereoscopic (3D) LCD, while the bottom one is a 4.18 in (106 mm) LCD touchscreen. However, both screens still preserve the same resolution as the smaller model. Its 1750 mAh lithium-ion battery has improved battery life over the 3DS on all brightness settings; it lasts 3.5 to 6.5 hours compared to the previous 3 to 5 hours playing 3DS games and 6 to 10 hours compared to the previous 5 to 8 hours playing original DS games. The console's weight has also been increased over the 3DS; from 235 grams to 336 grams. The handheld is outfitted with identical speakers contained in larger speaker enclosures. However, the speakers are not any louder than the standard 3DS model. The hinges now stop the screen at 120° in addition to the original 3DS's position of 155° to allow easier table-top viewing. The 3DS XL includes a longer stylus and, unlike the 3DS, is not telescoping. All Nintendo 3DS XL systems come bundled with a 4 GB SDHC card instead of the 2 GB SD card included with the standard Nintendo 3DS. The 3DS XL has a matte surface.[82] In order to reduce production costs, Nintendo does not include an AC Adapter with the Japanese and European versions. However, an AC Adapter was included with the North American, Australian, and Korean releases. A Nintendo DSi, DSi XL or 3DS AC Adapter (Model Code: WAP-002) is compatible with the 3DS XL, and will also be available for purchase separately or in a bundle with a 3DS XL Charging Cradle.[citation needed] History Rumors of a larger model of the Nintendo 3DS being in production appeared during June 2012, when Japanese publication Nikkei wrote an article stating that the system was initially scheduled to be unveiled at E3 2012. However, Nintendo responded that these rumors were false and that the article was "entire speculation", but refrained from further commenting on the subject.[83] Finally, on June 21, 2012, the system was announced during a Nintendo Direct presentation, and was set to launch on all major regions during the middle of the year.[84] The Nintendo 3DS XL launched in Japan on July 28, 2012, priced at ¥18,900, and was available in Silver + Black, Red + Black and White color variations.[citation needed] In Europe, the system launched on the same day but in Silver + Black, Blue + Black and Red + Black color variations.[citation needed] On August 25, the Nintendo 3DS XL launched in North America, priced at US \$199.99, and available in Red + Black and Blue + Black.[85] On August 23, 2012, Australia and New Zealand saw the launch of the new handheld, priced at A \$249.95, and available in the same color variations as in Europe, Silver + Black, Blue + Black and Red + Black.[86] The launch of the Nintendo 3DS XL coincided with the release of New Super Mario Bros. 2. On September 20, 2012, the Nintendo 3DS XL launched in South Korea, in Silver + Black, Red + Black and White color variations.[78] On September 28, 2012 the system launched in two other regions, Hong Kong and Taiwan, in Blue + Black and White color variations.[79] In December 2012, Nintendo Chinese distribution partner, iQue, launched the iQue 3DS XL in three special editions, one featuring a Mario decal while the other two feature both Mario and Luigi.[80] Nintendo 2DS Main article: Nintendo 2DS The Nintendo 2DS was announced on August 28, 2013, as a new "entry-level" vari-

ant of the Nintendo 3DS family. While its hardware and software are relatively similar to the Nintendo 3DS (and still offers compatibility with Nintendo DS and 3DS games), it lacks the 3DS's signature 3D screen, does not have internal stereo speakers (only using a mono speaker), and uses a slate form factor as opposed to the clamshell design used by the Nintendo DS and 3DS. The Nintendo 2DS was released in North America and Europe on October 12, 2013, sold alongside the Nintendo 3DS and 3DS XL at a relatively lower price point.[87] As a cheaper model of the Nintendo 3DS family, that still plays Nintendo DS and 3DS games, the Nintendo 2DS is seen as a market strategy to broaden the overall Nintendo handheld gaming market. As such, the 2DS is seen as a handheld console targeted at different audience than that of the regular Nintendo 3DS models, particularly younger users. Despite concerns from critics who felt that the company was trying to de-emphasize the 3D functionality by releasing the 2DS, Nintendo maintains that 3D is still part of their future plans.[88]

User interface Main article: Nintendo 3DS system software The Nintendo 3DS Home Menu. The upper screen displays a 3D animated logo for each individual app, while on the bottom screen displays application icons. The Home Menu (stylized as HOME Menu) is a GUI similar to the Wii U Menu and DSi Menu for Nintendo 3DS and Nintendo 2DS systems which is used to launch software stored on Nintendo DS or Nintendo 3DS game cards, applications installed on a SD card and DSiWare titles installed in the system's internal memory. The menu can display up to 120 application tiles. Icons are set in a grid navigable with the touchscreen or D-pad, and may be re-arranged via drag-and-drop. The amount of icons per column can also be changed, from 1 icon up to 6. It is also possible to change the screen's brightness in the menu. On the upper screen, a special 3D animated logo is displayed for each individual app, as well as system information such as wireless signal strength, date and time, and battery life, while on the bottom screen, application icons are displayed. Like the DSi, the menu has upgradeable firmware. Game cards can also be hot-swapped while in the menu. The power button can either prompt the console to enter into sleep mode, or shut it down.[citation needed] On April 25, 2012, a system update brought the introduction of a folder system.[89] Up to 60 folders can be created. Applications can be dragged on top of a folder in order to move it, and from then on, more apps can be added to the folder using the same procedure, up to 60 apps per folder. A title for the folder is automatically created in order of creation (from "1" to "60"), but the name can also be edited by the user. Only the first character of the title will be displayed on the folder's icon. When apps inside folders receive StreetPass or SpotPass notifications, a notification icon will appear on top of the folder. Folders can't be put into other folders.[citation needed] On June 20, 2013, a system update brought the introduction of the Save Data Backup feature.[90] This feature allows the user to back up save data from downloadable Nintendo 3DS software and most Virtual Console games. Creating a backup of save data allows users to delete software from the SD card without losing save data. The backup created will then be automatically restored when the user re-downloads software from the Nintendo eShop. A total of 30 save data backups can be stored at a time. It is not possible to back up save data from retail versions of Nintendo 3DS software, DSiWare, and GameBoy Advance software.[91]

Camera Nintendo 3DS Camera (?????3DS??? Nintendo Surī Dī Esu Kamera?) is a built-in photo and video recorder with a media gallery and photo editing functionality. The app uses the system's two front facing cameras to take 3D photos, and the user-facing camera to take regular 2D photos. All photographs using the three cameras are taken at a resolution of 640 x 480 px, or 0.3 megapixels. The user can set the camera to take a photo after a certain period of time. Timers can be set to take a photo 3 or 10 seconds after pressing the Take button, or by means of voice activation by saying "OK!" once the user wishes for the photo be taken.[citation needed] There are various options available when taking photos with the app. The Normal mode takes normal photos, while the Low-Light option is useful when taking photos in dark lighting conditions. There are also real-time photo filters including Sparkle, which adds moving stars to the photo, Dream, which adds a dream-like bright light to the photo, Pinhole, which lightens the center of the screen and darkens the edges and Mystery, which adds a random finish to the photo. Special options include Merge, which takes a photo of the user from the inner camera and merges the photo from someone facing the outer camera, and Graffiti, which allows the user to draw on the photo and add various graphics. Other options include manual controls such as the color type (normal, black and white, sepia, negative or solarize), nitidez, contrast and brightness.[citation needed] On December 7, 2011, a system update added the ability to record 3D video along four recording options: Interval Shot, Frame Pick, Montage and regular video recording. Interval Shot allows sequences of images to be recorded in short-timed intervals to create time-lapse photography; Frame Pick edits still images together to create stop motion animation; and Montage let's the user pause and resume recording seamlessly.[92] However, all recording modes only allow a single video to be up to 10 minutes long.[93]

Image Share The Nintendo 3DS Image Share service allows users to post

screenshots from select Nintendo 3DS games, such as Animal Crossing: New Leaf. After the screenshot has been taken, the user can then share it directly on social networking websites such as Twitter, Tumblr and/or Facebook, on an account has been logged-on. It is also possible to attach comments and tags to uploaded photos.[94] Sound Nintendo 3DS Sound (????3DS??? Nintendo Surī Dī Esu Saundo?) is a built-in sound player with voice recording and music playback functionality. Music can be played from an SD card with visualizations displayed on the upper screen. Supported filename extensions include MP3 audio with .mp3 and AAC audio with .mp4, .m4a, or .3GP. Sounds like drum beats and the classic Mario jumping noises can be added with button presses. A set of music manipulation options are also available, as well as a group of audio filters. Using headphones, music can be played when the case is closed. Ten-second voice recordings can be also be recorded and further edited with audio filters and manipulated through pitch and playback. Recording and playing sounds also have its own set of manipulation options similar to those used for music playback, as well as a group of audio filters. Users may save and modify up to 18 of these in the consoles memory and 180 on an SD card. These can then be shared throughout other applications such as Swapnote.[citation needed] There is also a StreetPass function built-into the app. When the user StreetPass's someone who also has StreetPass enabled, both users exchange song data such as the song's name, artist, album, release year, and how many times it has been played. There is also a compatibility chart between the users involved. Depending the amount of matching songs from both users a score will be displayed, ranging from 0 to 100 %, with the latter being the most compatible.[citation needed] Multitasking The Nintendo 3DS is capable of opening up to two applications simultaneously. Once a Nintendo 3DS game or application is running, the user can press the Home button to suspend it and temporarily open the Home Menu. The user can then open another specially designed multitasking application built into the system without closing the currently suspended software.[citation needed] These multitasking applications include: List of Nintendo 3DS multitasking applications Name Details Game Notes Users can write and save notes. Screenshots of both the top and bottom screens of the current suspended software are also present to aid the user. Friend List A list of all Nintendo 3DS and Nintendo 2DS registered friends. A brief status update is shown for each friend, as well as current/favorite app and online status. Users can add up to 100 friends by exchanging friend codes, which can also be viewed here. Notifications When the system receives a notification notifications the top LED light will flash either blue or green, depending if it is a SpotPass or StreetPass notification, respectively. If a user touches a received notification, a detailed text of the occurrence will appear. The application that sent the notification can also be opened. When an app sends a notification whilst closed, a blue/green badge will appear on its icon. Opening the app clears the badge. Internet Browser A proprietary internet browser. Camera A lightweight version of Nintendo 3DS Camera with most features omitted. QR codes can be read by the camera. It is accessed by holding the L or R button. Software and services Nintendo eShop Main article: Nintendo eShop Nintendo eShop is Nintendo 3DS's online distribution store. The eShop provides download-only Nintendo 3DS titles, retail titles, Virtual Console titles, and various others applications and video. It also allows users to purchase downloadable content (DLC) and automatically download patches for both physical and downloadable games. All content obtained from the Nintendo 3DS's eShop is attached to the system, and can be transferred to another Nintendo 3DS system.[95] Background downloading is possible via SpotPass while the system is in sleep mode. Ten downloads can be queued up at a time and their status can be checked on the Home Menu. If notifications are activated, a pop-up message will appear on the lower center of the top screen to notify the user that a download is finished.[citation needed] The eShop also supports simple user reviews of games, applications and other media. Users can submit a software review with "stars" ranging from one to five, representing its quality in a crescent order. It is also possible to categorize apps by age and gender and as suitable for hardcore or more casual players. However, user reviews can only be submitted after using the software for at least one hour.[citation needed] Miiverse Main article: Miiverse Miiverse, portmanteau of "Mii" and "Universe", is an integrated communication system or social networking service, which allows players to interact and share their experiences through their own Miis. Miiverse allows users to seamlessly share accomplishments, comments, hand written notes, and game screenshots with other users. Select games are integrated with Miiverse, where social interactions can also occur within the game. Miiverse is moderated through software filtering as well as a human resource team in order to ensure that the content shared by users is appropriate and that no spoilers are shared. In order to facilitate this, it was stated that comments posted could take up to 30 minutes to appear on Miiverse.[96] Miiverse originally launched with Wii U. On April 25, 2013, Miiverse became available on every internet enabled smartphone, tablet and PC devices. It will also become available on the Nintendo 3DS later in the year.[97] Internet browser Main

article: Internet Browser (Nintendo 3DS) The Nintendo 3DS Internet Browser was released via a firmware update on June 6, 2011 in North America and June 7, 2011 in Europe and Japan.[98] The browser functions as a multitasking app on the Nintendo 3DS system and can be used while another application is suspended in the background. The browser is mainly controlled with the stylus but can be controlled with the Circle Pad or the D-pad to cycle through links on the page. There is a text wrap option to automatically wrap text to the width of the screen at different zoom levels. The user can choose between Google and the Yahoo! search engine, and can also create bookmarks. The browser supports HTML, CSS, JavaScript and some HTML5 elements but does not support Flash, video and music files.[99] It can also show 3D image files with the .mpo file extension on the upper screen and will allow the user to save the image to his or her SD card; this can also be done with 2D JPEG files. Additionally the browser supports file uploads on forms, limiting them to JPEG and MPO images in the system's photo gallery. Due to memory limitation, large pages may not be able to download fully. Up to 32 pages can be stored in the browser's history before older items start being replaced. Media capabilities Nintendo Video launched in Australia, Europe, and Japan on July 13, 2011, and in North America on July 21, 2011, along with a tutorial video.[100][101][102] The service periodically updates its video content availability through SpotPass, automatically adding and deleting content from the console. Up to 4 videos can be available through the app at the same time. Nintendo Video content include: established series such as Oscar's Oasis and Shaun the Sheep (with fifteen exclusive episodes) by Aardman Animations;[103] original series such as Dinosaur Office and BearShark by CollegeHumor, and Threedots; short films such as Sunday Jog and Meat or Die; movie trailers including Captain America: The First Avenger and Green Lantern; and sports videos by Redbull and BSkyB. Most Nintendo Video content is available in 3D and available for permanent download in the Nintendo eShop for a fee. The Netflix streaming video service was released in North America on July 14, 2011.[104] Netflix users are able to pause streaming video on the Nintendo 3DS and resume it on other Netflix-enabled devices. Only 2D content is available through the service.[105] Nintendo announced on October 21, 2011, that Hulu Plus would be released on the Nintendo 3DS by the end of the year.[106] On February 16, 2012, following the debut of Hulu on the Wii, Nintendo reiterated the announcement this time claiming it would be available on the 3DS sometime in 2012.[107] Finally, on August 6, 2013, the Hulu application became available in Japan and on October 17, 2013, the Hulu Plus application was launched in North America, along with a one week free trial.[108][109] The SpotPass TV service launched in Japan on June 19, 2011. The service was a joint service between Nihon TV and Fuji TV that brought free 3D video content to Nintendo 3DS users in Japan. Types of content included programming teaching the user how to do magic tricks, Japanese idol sumo wrestling, sports, 3D dating, among others. The service was terminated on June 20, 2012, a year after its inception.[110] An Eurosport app launched in Europe and Australia on December 15, 2011, and worked similarly to the Nintendo Video app. It featured weekly episodes of Watts Zap and other compilation videos containing Eurosport content.[111] The service was terminated on December 31, 2012, a year after its inception.[112] Swapnote/Nintendo Letter Box Nintendo Letter Box logo Swapnote, known as Nintendo Letter Box in PAL regions and Itsu no Mani Kōkan Nikki in Japan, is a messaging application for the Nintendo 3DS. Swapnote was released on December 22, 2011 in Europe, Australia and North America via the Nintendo eShop, and can be downloaded at no additional cost, and is pre-installed on newer systems. This application allows users to send hand-written/drawn messages to registered friends via SpotPass either or other users via StreetPass.[113] The app also allows users to freely embed pictures and sounds into their messages, and it also lets users change the position and the orientation of the picture and sound icons. Features are unlocked as players continue to send letters, such as the ability to hand-write/draw 3D messages, with additional stationary and features unlocked by spending Play Coins. Messages sent and received can also be saved indefinitely, in spite of the 3000 message limit. Additional stationary can be obtained via certain Nintendo related events, such as using specific software, or by saving them from other people's messages. Despite being a successor to PictoChat, Swapnote's messaging model is not based on the standard instant messaging model as PictoChat has always been, as the application lacks in instant messaging features such as keyboard functionality, chat rooms, and live-continuous messaging.[114] On July 5, 2012, Nintendo updated the Swapnote application to feature six different colors of ink, with only one color being available per message.[115] On April 11, 2013, Nintendo updated Swapnote yet again, this time bringing even more new features, including the ability to take photos or record audio directly through the application, as well as the ability to undo drawings, and use different colors on each page of a message.[116] On October 31, 2013, Nintendo abruptly suspended the Swapnote/Nintendo Letter Box SpotPass functionality after discovering minors were sharing Friend Codes with strangers who had exploited the messaging service

to allegedly exchange pornographic imagery.[117][118] Additionally, the Special Notes service, which were also sent via SpotPass to promote Nintendo games, has also been suspended. Nintendo issued an apology to those who had been using the application in a responsible manner.[119][120] Mii Maker Mii characters are available on Nintendo 3DS. The Mii Maker application allows users create Miis through either a selection of facial and body features, such as the nose, mouth, eyes, hair, among other, or by taking a photo using the system's cameras and auto-generate a personal Mii. Miis can also be added and shared by reading special QR codes with one of the cameras.[citation needed] It is also possible to import Miis from a Wii or a Wii U system. However, Mii created on Nintendo 3DS systems cannot be exported back to a Wii due to the addition of character parts in Mii Maker not present on the Wii's Mii Channel. This restriction, however, is not applied when exporting a Mii from a Nintendo 3DS to a Wii U system.[citation needed]

Activity Log Activity Log (メモロク Omoide Kirokuchō?, lit. "Memory Logbook") is a system application that tracks game-play and keeps a record of which games have been played and for how long, as well as physical activity, such as counting every step taken while carrying a Nintendo 3DS using its built in pedometer. The feature encourages walking every day with the system in order to earn Play Coins, at a maximum of 10 each day at a rate of one per 100 steps, to a total of 300 coins. Play Coins can then be used with compatible games and applications to acquire special content and a variety of other benefits.[121]

Network features Nintendo Network Main article: Nintendo Network Nintendo Network is Nintendo's unified network infrastructure similar to the Sony's PlayStation Network and Microsoft's Xbox Live, and succeeds the previous Nintendo Wi-Fi Connection service. The Nintendo 3DS is the first system to support Nintendo's new network infrastructure. Nintendo outlined that the Nintendo Wi-Fi Connection was created as a way for developers to experiment with their own network infrastructures and concepts, whereas the Nintendo Network is a fully unified network service. Nintendo Network provides the means for online multiplayer and other online interactions such as leaderboards and communication, as well as downloads and streaming media services. The Nintendo 3DS uses a Friend Code system much like the original Wii to connect to the network, with the exception that only one code necessary for each console, as opposed to the Nintendo DS and Wii where individual Friend Codes were required for each piece of software.[122] This makes it much easier and more flexible for players to play with each other over the internet.[123] Despite this, access to Nintendo Network ID accounts remains absent from the Nintendo 3DS system and exclusive to the Wii U. The Nintendo Network administration team also has administrators to remove inappropriate content from its services, such as Miiverse.[124]

SpotPass SpotPass is an "always on" background network connectivity system which can automatically seek and connect to wireless network nodes such as Wi-Fi hotspots, sending and downloading information in the background while in sleep mode or playing a game. SpotPass also makes uses of certified hotspots with partners such as AT & T in North America and The Cloud in the United Kingdom. Users are able to connect to these hotspots automatically and free of charge.[125] Content that can be downloaded via SpotPass include full game and application downloads, firmware updates, patches, and specific in-game content. It can be customized to fit the user's preferences, including opting it out altogether for selected software.[126] An application similar to an e-book reader is being considered to use this functionality to "automatically acquire magazine and newspaper articles".[127]

Nintendo Zone The Nintendo Zone logo and app icon. Nintendo Zone (ニンテンドーゾーン Nintendo Zōn?) is a built-in application that detects and makes use of certified SpotPass hotspots. When a hotspot is detected, a notification will appear in the system's Home Menu. In this application, users can see game trailers, game screenshots, download game demos and view information about current and upcoming Nintendo 3DS titles. After the player leaves the hotspot the app remains on their Nintendo 3DS system, although no content can be accessed.[citation needed] [show]Certified Nintendo Zone Wi-Fi hotspot providers with free access to Nintendo 3DS users

StreetPass StreetPass is a Nintendo 3DS functionality which allows the exchange of software content between Nintendo 3DS systems held by users in close proximity. Using the console's background connectivity in sleep mode, a Nintendo 3DS can automatically discover other Nintendo 3DS systems within range, establish a connection, and exchange content for mutually played games, all transparently and without requiring any user input. For example, in Super Street Fighter IV: 3D Edition, if the user passes by someone with the same software, they will initiate a battle to collect trophies from each other.[132] Each application's StreetPass content is stored in one of twelve "data slots" in the console. Using this data slot, Nintendo 3DS users can readily share and exchange content for multiple games at the same time whenever they are connected, regardless of what game card is currently in the console.[133] On August 5, 2013, a system update brought a new feature called StreetPass Relay. This new feature allows users to exchange StreetPass data when passing by a certified Nintendo Zone hotspot with the last Nintendo 3DS user to pass

by that same hotspot, if he or she too had StreetPass enabled. In the United States, there are over 29,000 Street Pass Relay Points, while Europe is set to see approximately 30,000.[129][130] A day later, the feature also became available in Japan.[128] StreetPass Mii Plaza Main article: StreetPass Mii Plaza StreetPass Mii Plaza is a StreetPass application which comes pre-installed on every Nintendo 3DS system. In it, players meet other players' Miis over StreetPass and online through Nintendo Network, and interact with them. In this application, the player's Mii can be customized with hats earned from minigames, along with a short customizable message and other information. When new Miis are encountered by the system, they will appear at the plaza gate. The player can then use them to play various minigames before encountering more Miis. Meeting the same Miis multiple times adds extra functionality, such as personalized messages and the ability to rate them. The application comes with three minigames, while further minigames can be purchased optionally.[citation needed] Games Further information: List of Nintendo 3DS games and List of best-selling Nintendo 3DS games An opened Nintendo 3DS Game Card case, without its paper cover and instructions. The eco-friendly design uses less plastic, reducing manufacturing waste. Some covers use the holes as a design element.[134] Retail copies of games are supplied on proprietary cartridges called Nintendo 3DS Game Cards, which are packaged in keep cases with simple instructions. In Europe, the boxes have a triangle at the bottom corner of the paper sleeve-insert side. The triangle is color-coded to identify the region for which the title is intended and which manual languages are included. Unlike with previous Nintendo consoles, the complete software manual is only available digitally via the system's Home Menu. Retail and download-only games are also available for download in the Nintendo eShop. The console is region locked (software purchased in a region can be only played on that region's hardware). New games in Nintendo's flagship franchises (including Super Mario, The Legend of Zelda and Pokémon) have been released, in addition to many original titles and third-party-developed games. Nintendo has received third-party support from companies such as Ubisoft, Sega, Square Enix, Activision Blizzard and Capcom. Nintendo and Sega also launched the 3D Classics series, a selection of enhanced retro games for the Nintendo 3DS featuring updated stereoscopic graphics.[135][136] A total of 122.42 million Nintendo 3DS games have been sold worldwide as of September 30, 2013,[8] with 17 titles surpassing the million-unit mark. The most successful game, Super Mario 3D Land, has sold approximately 8.29 million units worldwide. Other notable best-selling Nintendo 3DS software titles include Mario Kart 7 with 8.08 million units sold, New Super Mario Bros. 2 with 6.42 million units sold, Animal Crossing: New Leaf with 3.86 million units sold, Nintendogs + Cats with 3.28 million units sold, The Legend of Zelda: Ocarina of Time 3D with 2.95 million units sold, Luigi's Mansion: Dark Moon with 2.65 million units sold, and Monster Hunter 3 Ultimate with 2.10 million units sold.[13][137] Launch titles The Nintendo 3DS launched in Japan with 8 games, in North America with 15 games and in Europe with 14 games.[138][139][140][141] An additional thirty games were announced to release during the system's "launch-window", which includes the three months after the system's launch. Nintendo 3DS titles cost at most US \$45 at major US retail stores. Key: NA North America EU Europe JP Japan AUS Australasia List of Nintendo 3DS launch titles by region released Launch title Region(s) released on launch day Launch title Region(s) released on launch day Asphalt 3D NA EU AUS Combat of Giants: Dinosaurs 3D JP NA EU AUS Lego Star Wars III: The Clone Wars NA EU AUS Madden NFL Football NA Nintendogs + Cats JP NA EU AUS Pilotwings Resort NA EU Pro Evolution Soccer 2011 3D JP NA EU AUS Professor Layton and the Miracle Mask JP Puzzle Bobble 3D JP NA Rayman 3D NA EU AUS Resident Evil: The Mercenaries 3D NA Ridge Racer 3D JP NA EU AUS Samurai Warriors: Chronicles JP EU Tom Clancy's Ghost Recon: Shadow Wars EU AUS Tom Clancy's Splinter Cell 3D EU AUS Steel Diver NA Super Street Fighter IV: 3D Edition JP NA EU AUS Super Monkey Ball 3D NA EU AUS The Sims 3 NA EU AUS Augmented Reality An augmented reality tech demo called Target Shooting, as seen at E3 2010. AR Games is a compilation of several augmented reality mini-games, which is pre-installed on every Nintendo 3DS, along with 6 paper cards that interact with the games. Five of the six cards have a picture of a character on them, consisting of Mario, Link, Kirby, Pikmin, and Samus. The sixth one is a question mark box stylized after the ones from the Super Mario Bros. series. By scanning the cards, real time graphics are augmented onto live footage. Nintendo has also published downloadable versions of the Question Block AR Card in larger sizes.[142] There are various mini-games, ranging from actual playable games to simple tools to use just for fun. The game starts with Archery initially available. Other levels and games can be further unlocked including AR Shot and Fishing, along with a Fishing Journal. There are also various tools such as Graffiti, Globe, Clock and 3D Tools in which the player can alter the area around the "?" AR Card with the stylus, creating pits, mountains, etc. The player can also take 3D photos of their favorite Nintendo characters, using any to all 6 AR Cards, as well as with their Miis, changing their position and pose,s and take pictures. Some AR cards are also compatible

with other Nintendo 3DS games including *Nintendogs + Cats*, *Kid Icarus: Uprising*, *Pokédex 3D Pro*, *Freakyforms: Your Creations, Alive!* and *Tetris: Axis*.^{[143][144]} *Face Raiders* is another augmented reality application pre-installed on every Nintendo 3DS system. In order to start playing, the user must take pictures of peoples' faces. These faces then turn into enemies and attack the player, who must shoot them using the system's gyroscope. The background of the game is the rear camera's viewpoint.^[145] As people walk by in the background, the game takes their pictures from their faces, also adding them as enemies.^[146] The player can also collect bonus faces from the system's image gallery, scanning each image in search of face. Each bonus face adds points to the player's score at the end of its stage. The user score is then recorded on a local leaderboard. There are other Nintendo 3DS applications that similarly use the system's AR capabilities, such as *Pokémon Dream Radar* and *Spirit Camera: The Cursed Memoir*.^{[147][148]}

Download Play **Download Play** (ダウロードプレイ Daunrōdo Purei?) allows users to play local multiplayer games with other Nintendo 3DS systems using only one Game Card. Players must have their systems within wireless range (up to approximately 65 feet) of each other for the guest system to download the necessary data from the host system. Download Play on Nintendo 3DS systems is also backwards compatible, meaning that it is also available for Nintendo DS games. Unlike Download Play on Nintendo DS, game data, once downloaded to the guest system, is stored on the system's SD card, no longer requiring a re-download for a future game session.^[149] Multi-card play, like Download Play, allows users to play multiplayer games with other Nintendo 3DS systems. However, in this case, each system requires a Game Card. This mode is only accessed via an in-game menu, rather than the normal Download Play menu.

Virtual Console The Virtual Console service allows Nintendo 3DS owners to download and play games originally released for the Game Boy, Game Boy Color, Sega Game Gear and Nintendo Entertainment System. Virtual Console games are distributed over broadband Internet via the Nintendo eShop, and are saved to a removable SD card. Once downloaded, Virtual Console games can be accessed from the Home Menu as individual apps. The service was launched on June 6 in North America and June 7, 2011 in Japan and Europe^[citation needed] as part of a system update.^[150]

Backward compatibility See also: *List of Nintendo DS games* and *List of DSiWare games and applications* In addition to its own software, the Nintendo 3DS is backward compatible with most Nintendo DS and Nintendo DSi software. Like the DSi, the Nintendo 3DS is incompatible with DS software that requires the use of the Game Boy Advance port. Nintendo DS and DSi software cannot be played with 3D visuals on the 3DS. The original DS display resolutions are displayed in a scaled and stretched fashion due to the increased resolution of the 3DS's screens. However, if the user holds down the START or SELECT buttons upon launching Nintendo DS software, the emulated screens will be displayed in Nintendo DS's native resolution, albeit smaller with black borders. However, on the Nintendo 3DS XL, this method yields a viewing size for DS games similar to their native sizes, unlike on the original 3DS models, where the games appear to be shrunk.^{[151][152]}

Reception [icon] This section requires expansion. (September 2013) The Nintendo 3DS hardware received very positive reviews. IGN called its hardware design a "natural evolution of the Nintendo DSi system."^[44] CNET praised the device's 3D effect, while IGN called it "impressively sharp and clean", and impressively superior to its predecessors,^{[153][154]} although it was noted that the 3D effect only worked if the system was held at the right distance and angle.^{[154][155]} A common complaint was the 3DS's battery life; Engadget reported to get 3 hours of battery life from the system,^[155] while IGN reported 2 to 4.5 hours of play. The Nintendo 3DS XL received mostly positive reviews and almost critical acclaim at launch. Reviewers generally recommended the console to new buyers of the Nintendo 3DS line, although not so much to current owners of a Nintendo 3DS. Kotaku mentioned it as "possibly the best portable gaming device ever...[and] a well-designed machine..." and that "it plays great games"^[156] while The Verge called it "the best portable gaming buy around right now."^[157] One common complain regarding the original Nintendo 3DS, its longevity, has been addressed with the Nintendo 3DS XL. Kotaku claimed that the Nintendo 3DS XL's battery "lasts a cross-country flight."^[158] The Verge noted that the larger top screen makes more obvious problems with aliasing and low-resolution textures. It did, however, say that the 3D felt more immersive. "Where the 3DS felt like peering through a peephole into another world," they said, "the XL is almost like stepping through a door."^[159] On the other hand, Destructoid said the 3D effect on the XL was more subtle than on its predecessor.^[160] The Verge spoke positively of the build quality and design choices, saying the console improved on the original.^[159] A Destructoid reviewer said the 3DS XL was easier to use than the regular Nintendo 3DS, mainly due to his large hands.^[160] The Verge noted lowered sound quality from the original, the result of smaller speakers.^[159] Both The Verge and Gizmodo complained of low-quality cameras.^[159]

Sales **Gnome globe current event.svg** This section is outdated. Please update this article to reflect recent events or newly available infor-

mation. (October 2013) Life-to-date number of units shipped, in millions (all models combined) Date Japan America Other Total Increase 2011-03-31 1.06 1.32 1.23 3.61 N/A 2011-06-30 1.27 1.43 1.63 4.32 19.7 % 2011-09-30 2.13 2.13 2.42 6.68 54.6 % 2011-12-31 4.66 5.47 4.91 15.03 125.0 % 2012-03-31 5.85 5.99 5.30 17.13 14.0 % 2012-06-30 6.76 6.41 5.82 19.00 10.9 % 2012-09-30 7.94 7.38 6.88 22.19 16.8 % 2012-12-31 10.88 9.97 8.99 29.84 34.5 % 2013-03-31 11.54 10.26 9.29 31.09 4.2 % 2013-06-30 12.18 10.62 9.69 32.48 4.5 % 2013-09-30 13.33 11.43 10.22 34.98 7.7 % As of September 30, 2013, Nintendo reports 34.98 million units have been sold worldwide.[8] Prior to its launch, Amazon UK announced that the Nintendo 3DS was their most pre-ordered video game system ever.[171] Nintendo of America announced that the number of pre-orders were double the number of pre-orders for the Wii. The system launched in Japan on February 26, 2011, and sold its entire allotment of 400,000 Nintendo 3DS units during its release in amid reports of major queues outside retailers and pre-order sellouts. During that week 119,591 copies of Professor Layton and the Miracle Mask were sold, making it the best-selling Nintendo 3DS launch title in Japan, and the third best-selling title from any system in that week..[174][174] On March 25, 2011, the system launched in Europe, selling 303,000 units during its first two days of its release. In the UK 113,000 3DS units were sold during its opening weekend, making it Nintendo's most successful hardware launch in the country to this day.[175] On March 25, 2011 the Nintendo 3DS launched in North America. Nintendo announced that first day sales for the Nintendo 3DS in the US were the largest of any Nintendo handheld device in history. According to the NPD Group, Nintendo sold just under 500,000 Nintendo 3DS units during the month of March 2011 in the US, with 440,000 Nintendo 3DS units sold in its first week of release.[177][178] As of March 31, 2011 the 3DS had sold 3.61 million units, short of the 4 million Nintendo projected. The Nintendo 3DS is also the fastest selling console in Australia, with 200,000 units sold through 37 weeks of availability.[180] Following the system's price cut of almost one third of its original price, sales saw an increase of more than 260 percent during the comparable 19-day time period in July. About 185,000 units were sold following a price cut on August 12. Nintendo sold more than 235,000 Nintendo 3DS systems in the United States in August, being the second best-selling dedicated game system for the month. During the 2011 holiday season, the Nintendo 3DS sold approximately 1.6 million units in Japan. In addition, three Nintendo 3DS titles took the top three most sold games in Japan in 2011. Mario Kart 7 was in first place with 1.16 million units sold, followed by Super Mario 3D Land with 1.08 million units. The third place was taken by Monster Hunter 3G from Capcom, which sold 0.98 million units before the end of the year, though it has since become the third Nintendo 3DS title to sell over a million units. On September 30, 2013, Nintendo president Satoru Iwata announced that the Nintendo 3DS had sold more than 5 million units in Japan during the year of 2013. This mark was only surpassed by its predecessor, the Nintendo DS. Health concerns Nintendo has publicly stated that the 3D mode of the Nintendo 3DS is not intended for use by children ages six and younger, citing possible harm to their vision. Nintendo suggests that younger players use the device's 2D mode instead,[184] although the American Optometric Association has assured parents that 3D gaming in moderation would not be harmful for children.[185] Additionally, the 3DS may help in screening children before the age of 6 who have depth related vision problems according to Dr. Michael Duenas, associate director for health sciences and policy for the American Optometric Association, and Dr. Joe Ellis, the president of the optometrists' association.[186] However, Dr. David Hunter, a pediatric ophthalmologist affiliated with the American Academy of Ophthalmology believes that it is largely speculative whether a child who has problems perceiving depth in real life would react to a 3DS in any way that parents would recognize as indicating any problems with depth perception.[186] Nintendo's vague warning, that, "there is a possibility that 3-D images which send different images to the left and right eye could affect the development of vision in small children," was not specifically backed up by any scientific evidence, leading Duenas to believe it is motivated by preventing possible liability rather than safeguarding against realistic harm.[Nintendo has stated that a parental control involving a PIN will allow parents to disable autostereoscopic effects. Playing games in 3D has been suspected of causing headaches among some gamers.[188] The dizziness experienced by some users may be explained similarly to the headaches that watchers of 3D movies have similarly experienced, which is believed to be due to confusion caused by a lack of visual cues that humans use to perceive depth in their everyday environment. Nintendo of America president Reggie Fils-Aime partially cited these concerns as one of the influences of the Nintendo 2DS, an entry-level version of the Nintendo 3DS systems lacking 3D functionality. Legal issues In 2011, 58-year old former Sony employee Seiji Tomita sued Nintendo for infringing a patent on the 3D screen that obviates the need for 3D glasses. On March 13, 2013, United States federal jury sentenced Nintendo to pay him US \$ 30.2 million in damages.[189] However, on August 7, 2013, that amount was reduced by 50 % to US

\$ 15.1 million due to the fact that the initial figure was, according to federal judge Jed Rakoff, “intrinsically excessive” and “unsupported by the evidence presented at trial”. He added that when the suit was originally filed in 2011 the 3DS was not profitable. Nintendo decided to appeal for an overturn, but judge Rakoff has thrown out the plea.

oakleyses (2014-10-23 18:29:17)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:13)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:11)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

A Newt Gingrich / Mitt Romney tag team helps deflect Chinese Public sector (2011-03-11 12:23)

China sets out to buy up the world

About a fifth of global stock market value now sits in such state capitalist firms in China.

Theoretically if China has 1.3 billion people, and is going to surpass our GDP with 1.3 billion people, the United States should keep it's private sector much larger than the public sector. Our 310 million people cannot outpace 1.3 billion so how about move back to traditional Republican principles, a constitutional private healthcare insurance plan, and limited public sector. It is the sure way to prevent the states go bankrupt in 2013 like Democrat/Massachusetts Treasurer Tim Cahill once predicted so he wanted to kill it. We can always completely terminate free trade with China down the road, an idea that Donald Trump currently has.

And why are we in a Libyan war anyway. Obama is in another front already without Congress's confirmation (which is unconstitutional). IT looks like our troops with have to train the rebels in Libya so long as they don't stay. This isn't the time to get into other countries affairs. It looks bad when the leading economy in Europe, Germany, left NATO. Iraq and Afghanistan is enough, and we need to reserve forces for that Mexican drug war. They're be-heading

Texans and are in border towns.

Senator Ron Paul, you are still brilliant about staying out of Libya!

If this doesn't work, I could get to know Perth or Brisbane, Australia. Australia is the 2nd best lifestyle economy after France. I don't know any body important in the US even though US is the greatest country. Australia is even starting to have Major League talent in Baseball (because cricket is obsolete)

I'm sure hope Republicans win in 2012!

The F5/EF5 in 1899! (2011-03-11 13:20)

New Richmond got hit by an F5 and it is the deadliest tornado (117 killed) in Wisconsin on record. I didn't know St. Croix County got in the Gennesis World of Records until today.

The Moon done it again? (2011-03-12 12:14)

The Moon hates Japan.

<http://pastehtml.com/view/1dlv9v4.html>

http://news.yahoo.com/s/space/20110310/sc_space/willmarch19supermoontriggernaturaldisasters

OpenSuse 11.4 review (2011-03-15 00:18)

It feels like a service pack to OpenSuse 11.3. It comes with KDE 4.6.0, Gnome 2.32, XFCE 4.8. The 2.6.37 kernel is supposed to have performance improvements with the big kernel lock missing. EXT4 file system(my favorite) now works more closely with the block layer for less CPU resources. The more reliable EXT4's performance is now close to the much older XFS server file system. I heard Btrfs with compression enabled is noticeably faster then it was in OpenSuse 11.3. OpenSuse 11.4 is supposed to recognize my Radeon HD 5970 GPU which is why i require it (for my new PC). In OpenSuse 11.4, YAST Control Center uses less CPUs resources. KDE 4.6 is supposed to improve performance of the desktop environment (similar speedy difference between KDE 3.4 and KDE 3.5.3) The Dolphin file manager will let you see network shares. The Dolphin file manager has faceted browsing which will allow you to find files via their metadata. KDE 4.6 is supposed to handle OpenGL (competitor to DirectX) very well. Due to this, it would be the best KDE release yet. KDE uses less CPU resources. Xfce 4.8 now has automated screen resolution detection. Xfce menu will support menu merging. XFCE 4.8 allows graphical menu editors like alacarte to work with Xfce. Thunar is ported from thunar-vfs to gvfs. PolicyKit has support in xfce4-session. There are multilib enhancements for xfce4-panel plugins. In XFCE 4.8 The run dialog now runs with the users full session environment. The task list windows can now be filtered by monitor. The XFCE 4.8 has improved multi-head support

Crossover Linux 9.01 Professional handles all my Winamp, VLC, and 2D games. I experienced no WIN32 crashes. The Maximize feature was still messed up, but the video frames per second hasn't been jaggy since OpenSuse 11.2. Also I found that OpenSuse 11.4 only takes the sh installer, because RPM is not compatible. In Konsole, type sh crossover-linux-pro?????.sh 

KDE 4.6

Gnome 2.32 is about the same as Gnome 2.30. Libre Office 3.3 has the new abilities of opening Lotus Word Pro documents and Microsoft Word documents. It will now open SVG graphics in Libre Office Draw. The Libre office suite has a search box for looking up components. It has redesigned menus.

I kind of like LXDE too, but I don't know what has changed. I know it uses less memory than XFCE and looks like Gnome on here. All of the later OpenSuse releases since OpenSuse 11.2 have ran slower than Windows XP on my 32-bit machines due to the single core at 1280x768 (via KDM Window manager settings).

I give it a 9.5 out of 10. OpenSuse 11.4 is worth the reinstallation.

MACOS X on regular PC (2011-03-16 09:59)



We'll see how to install OS X on a Windows XP machine, on a 7Gb dedicated partition. So you have to prepare your hard disk with:

- The first, primary and bootable partition with a normal Win XP installation;
- A second empty NTFS primary partition;
- Any other partition you like.

Please refer to other documentations if you don't know how to deal with hard drive partitions. You can use, for example, Partition Magic to change your HD partitions... anyway if you are not experienced in partitioning, my tip is stop here.

Then, you have to get some software:

1. An Ubuntu Linux Live CD: you can get it, or you can download it. It's free. A valid alternative to Ubuntu that I found is Knoppix STD: use it if you've problems with Ubuntu;
2. VmWare Workstation it's a commercial application, but a free trial is available;
3. The Deadmoo's OS X Linux distro: this is available on P2P networks, usually under tiger-x86.tar.bz2 filename. I want to remember again that you've no right to download and to use it, if you don't have a valid Apple's OS X Licence.

- Boot from Ubuntu (of Knoppix) Live CD;
- Open a Terminal Window, get administrative rights (it should be sufficient to enter the command "sudo su")... and type:

```
cfdisk /dev/hda
```

- The Cfdisk utility will start: choose the partition where you want to install OS X (it should be the second one, but please make attention!) and choose "TYPE". Now write "AF" (without quotes, of course) as type, and confirm changes choosing "WRITE". The partition you chose will be erased and it's type will be set to AF (Apple Format).

Now reboot, go back to Windows XP, install and open VmWare.

Create a new "FreeBSD" virtual machine. When asked to choose the primary hard drive for the virtual machine, choose your physical hard disk; Also add a second hard drive to the virtual machine: the virtual drive inside Deadmoo's archive; insert your Ubuntu CD and make sure that your physical DVD/CD-rom reader is enabled in the virtual machine.

Then start the virtual machine and press on ESC as the machine begin, to enter boot menu: choose to boot from CD. Ubuntu should start booting in the virtual machine's window. On the contrary, if you see Windows starting, immediately turn off the virtual machine and check CD-Rom settings (in this case, the CD boot has not started and your Windows XP is going to start into itself!).

When Ubuntu is ready, open a terminal window and type a command like this:

```
dd if=/dev/hdb1 of=/dev/hda2/ bs=8192
```

hdb (2nd hard drive) should be the mounted Deadmoo's image: our source;

hda2 should be the 2nd partition of the 1st hard drive (our physical one): the destination.

CHANGE HDB1 and HDA2 with YOUR SETTINGS!

If you're not sure about partitions, type:

```
fdisk /dev/hda -l
```

to get a list of your connected hard drives and relative partitions identifiers.

The process will take about 5-10 minutes. At the end, you can shut down the virtual machine.

Download this file.

It contains a file named chain0. Extract it to the root of your C:\ partition and add the following line:

```
C:\chain0="Mac OS X"
```

to your C:\boot.ini file.

Now reboot your PC and choose Mac OS X at the boot list screen. Then the "Darwin boot" will ask you to select the partition with Mac OS X installed: select it with arrow keys.

Now try to type -s and then enter. If everything goes ok, at the prompt type:

```
sh /etc/rc
```

```
passwd curtis
```

```
passwd root
```

and enter your new password when asked. If anything is wrong, try to boot with -x or without arguments.

Please take note that sometimes it's needed to boot several times (with -s, -x, or with no arguments) to get OS X work... I don't know the reason, but it happens!

NOTE : This method is not an emulation (like others that run Mac OS X into a virtual machine. Here VmWare is used only to transfer the OS X image to the 2nd partition). Mac OS runs directly on the x86 machine, so speed is the best you can get.

Of course our PCs are not exactly the hardware thought by Apple's developers, so speed is not the same of an original Macintosh.

Flu vaccine does as advertised (2011-03-18 07:40)

I got a flu vaccine from the US Government and I never got sick since I was injected. The flu vaccine also had a H1N1 formula vaccine built into it.

Sturgeons Law woes Episode II (2011-03-24 01:00)

Sturgeons Law: states 90 % of the media out there is not worth the price-point. Coolest word phrase to describe all my purchasing troubles.

I'm having a hard time finding movies that I should own. I think the 2010 movie Winter's Bone is the only one. Maybe it is Hollywood is getting stupid. My NRA friends all buy rifles, close to a Remington Model 750 or Savage Model 99. Hunting is very important. There isn't anyone to talk to so I buy low-cost stuff to fill the gap.

achievements/trophies decreasing game scores theory (2011-03-24 02:50)

One of the stupidest things in gaming right now are achievements and trophies. You know why Dragon Age 2 is a steaming piles of crap? BioWare gets achievement info that shows over 50 % of players played as the Soldier, making thesequel more shooter less RPG. Because BioWare sees that only 50 % of players finished Dragon Age: Origins, making a drastically regressed sequel in the process.

Achievements and Trophies are dreadful. It's like being forced to give out your gaming habits to everyone. It's like

being a lab rat for a marketing group. What sells? What can we tell people that they want in the future? One of my wishes is to take gaming back to what it's supposed to be about: fun.

In Half-Life 2 on the PC you could have hit one of the Combine soldiers and been beaten if you chose to do so at the beginning. That was you as a player revolting against an invasion. On the Xbox 360 version there's an achievement that tells you to do that. Sounds easy right? Might as well just go for the freaking achievement. Make it a lesser amount of about the understanding and more about the mundane act of earn points.

There was a time when beating a game on the hardest difficulty was done simply because you were good enough to do it. Now it's about finding others to help you do it so you can get the points. In that regard, kudos to Bungie for at least having the sack to make a second achievement of beating Halo Reach on Legendary by yourself.

Achievements and trophies are less about rewarding the player because they serve no purpose. It's sad that achievements and trophies are the way that they are. There's always the thrill of simply going through certain dispute, like dodging so loads of missiles or killing so many enemies and so on. Not every game is guilty of it. But there are games where I just look at the list and think to myself, "did I pay money to sign up for this crap?"

Five Best Treehouse of Horror (2011-03-24 18:46)

1.) The Shinning -Treehouse of Horror V - 1994

X

2.) The Raven - Treehouse of Horror I - 1990

X

3.) The Devil & Homer Simpson - Treehouse of Horror IV - 1993

X

4.) Homer³ - Treehouse of Horror VI - 1995

X

5.) Clown Without Pity - Treehouse of Horror III - 1992

X

Bought 3DS today (2011-03-28 12:04)

I bought a 3DS at Wal-mart at 8 AM today. Thinking it won't matter about the price point, because it'll be this this expensive this time next year.



I bought the only 8.0 out of 10 game out there!

I know when I saw the first screenshots of the RPG Beyond the Labyrinth, I knew I had to use that \$100 gift certificate

from Easter (as a present) for a 3DS. So I bought one. Beyond the Layrinh looks like a great RPG and I knew I could collect 22 8.0 out of 10 DS games in 6 years. That is more than my 17 PSP games. While at wal-mart, I noticed Crysis 2 was also overpriced at \$60 (normally PC games are \$50). I couldn't resist, I had to buy Crysis 2 also. The original Crysis was the main reason I upgraded to a Geforce 8800 GTX in 2006. I have a Radeon HD 5970 so I had to buy at least one game that was DirectX 11 before DirectX 11.1 comes out. I am quietly waiting for Unreal Engine 4 to come out that requires DirectX 11 in 2013 (long way off). Although it may not be as awesome as it use to be in 2004 with Unreal Tournament 2004, Unreal Tournament 4 may be worth it for people in their twenties. I may be getting old.

Beyond the Labyrinth screenshot

There isn't much out there that I want, Sturgeon's Law says 90 % out there is crap. 3DS and Crysis 2 looked like top 10 % that wasn't the 90 % that was no good.

I also want the super mario 3DS and Mario Kart 3DS.



I miss playing Guild Wars (2011-03-29 12:07)

You have to download gigabytes of patches on guild wars factions. I'd do it, but then I have that low ping to worry about. I get my all my monsters destroyed by someone else. I used it to talk to random people from all over the world. The game was better than World of Warcraft. Guild Wars was my 4th and latest foray into MMORPGs behind Diablo (1999), Diablo 2 (2000 – 2004) and Neverwinter Nights (2002-2003). I truly missed was GW's ability to travel instantly to any unlocked town on the map – this made it very easy to gather up guildies for a run at a particular mission. With 2 continents and long flight times (which can be costly), this becomes considerably more difficult in WoW.

PRO:

Skill sets are balanced for each class combo

Great team PVP matches

Excellent graphics. Don't need an ultra-powerful card to run the game at high graphics settings

Most items do not cost alot

No monthly fee

Max armor/weapons items are easily obtained

Certain Max rare items easily obtainable (green items)

"Expansion" games can be bought/used as standalone or merged to an existing account.

You can play "single" player with henchmen or join/form a group.

Very challenging missions at high level

CONS:

Rare items sold by players to merchants can't be bought back by anyone.

Level cap is 20 (could be PRO)

People in towns selling rare items at overinflated prices

Character's mouths don't move in cutscenes.

Henchmen sometimes do stupid stuff.

. You buy Guild Wars to instantly partake of action, to skip the running from city to city. To play a game, not live a life. Now, let's take a deeper look at WoW. It is meant to be a place to live. It's an alternate world for you to exist in and live an entire alternate life. What little Guild Wars doesn't have, you save \$1000s of dollars on Guild Wars.

I was playing all the offline games to care at all!

13.4 April

the anime blog (2011-04-01 18:49)

<http://animemidwesterner.wordpress.com>

Thought I come across some group on wordpress into that sort of thing because I seen 15 others. They were hardcore fan sites though, and I am not nearly hardcore. I got into anime more on the role playing videogame side of things in 2000. Then 10 years later I got Cowboy Bebop series, because Roger Ebert was a fan who gets the most followers of any film critic. This is two years after seeing most the awesome and nontrashy stuff on DirecTV.

Sam Webb's favorite sports team (2011-04-02 07:32)

Lambeau Field in Green Bay, Wis., is home to one of America's latest communist experiments; and it's a near century-long success story. Founded in 1919 (same year as the founding of Communist Party USA in Chicago), the Green Bay Packers remain the only major league franchise in American professional sports without traditional private owners. There are certainly no billionaires in their board room.

There are, technically, private stockholders in the form of more than 100,000 people in possession of nearly five million shares in the team. But these owners have stock certificates that can officially never pay a dividend, and so they amount to little more than novelty memorabilia sold to support the club. For all intents and purposes, they might be viewed as oversized, if expensive (last sold in 1998 at \$200 per share), trading cards.

They might think about the impact that money could have for, say, the 20,000 students enrolled in Green Bay public schools. The math works out to \$50,000 per child, and the comrades of Green Bay, Wis., could send all of their children to college, free of charge!

Top 10 action films (2011-04-02 15:16)

1. 100 % The Seven Samurai (Shichinin no Samurai) (1954)
 2. 100 % Aliens (1986)
 3. 100 % King Kong (1933)
 4. 100 % The Adventures of Robin Hood (1938)
 5. 100 % The Terminator (1984)
 6. 100 % Jaws (1975)
 7. 100 % Mad Max 2 (The Road Warrior) (1981)
 8. 100 % The African Queen (1952)
 9. 100 % Rio Bravo (1998)
 10. 100 % The Taking of Pelham One Two Three (1974)
-

Books Essential for Life (2011-04-05 19:59)

10. Three Essays on the Theory of Sexuality - Sigmund Freud.

It's still easy to see why these essays horrified the world. Freud described a kiss as the mutual contact of the mucous

membrane of the lips. He connected romance to perversion. He traced the architecture of adult life to the hidden sexuality of children. Brilliant, fearless, and, yes, a little nutty, he turned science inward and changed our minds forever.

9. Charles Bukowski - Women

Henry Chinaski, the gritty, drunken poet protagonist of Bukowski's best novel, is an irresistible bastard

8. What It Takes - Richard Ben Cramer

Richard Ben Cramer published this gorgeous and absorbing undertaking about running for the American presidency. Cramer had focused his giant talent on 1988, which seemed a yawner election by comparison

7. Advnse and Consent - Allen Drury

Advise and Consent has got closet cases and State Department commies, confirmation bloodbaths, blackmail, and suicide,

6. A Sense of Where You Are: Bill Bradley at Princeton - John McPhee

A slim but not slight meditation on a young basketball star named Bill Bradley. It's ostensibly about what it means to be gifted in that blessed

5. The Professional - W.C. Heinz

Heinz's 1958 novel about boxer Eddie Brown and his big fight reads and feels like actual literature: lean, economical prose; beautifully nuanced characters; action that's fierce and true.

4. The Education of Henry Adams

The last, powerful yawp of a family full of Boston snobs who were nonetheless so mad for human liberty, they failed to see where it all would lead or, in the case of great-grandpappy John, appreciate it very much when they got there. Adams rings in the twentieth century, buys a car, and deeply regrets that his high-rent formal education has left him unprepared for the wonders to come. "Chaos often breeds life," he concludes. "Order breeds habit."

3. U. S. A. by Dos Passos

Dos Passos's epic trilogy — The 42nd Parallel, 1919, and The Big Money — is simply about politics, conscious and unconscious, rational and instinctual, at a time in which the country itself changed forever a

2. Dino by Nick Tosches

prawling biography of Dean Martin

1. Ralph Ellison - Invisible Man

Maximalist and mythic, devoured by, and reborn in, all the craving, rage, and lunacy one nation — and a nameless young narrator — can hold. Sex and race, politics and religion

The Frankfurt School-Bolshevik (2011-04-06 12:00)

Since the Frankfurt School is barely breathing, I been wondering if Barack Obama took all the state-capitalist Bolshevik theories from Tony Cliff and CLR James and made a council (a page out of the Frankfurt school) out of it. The Czars could double as a Vanguard Party and a communist committee.

It looks like Obama is using Deflected Permanent Revolution and directive planning.

They added all the Frankfurt School theories to it

<http://pastehtml.com/view/1e3yinn.rtxt>

<http://pastehtml.com/view/1ec3j9n.html>

5th wheel to theoretically increase camping fun (2011-04-08 10:33)

Last year I went camping in a small ultra-light Europeanized Heartland Edge trailer. This year is a Copper Canyon 5th wheel with two doors. The Heartland Edge was cramp, and the three of us couldn't move around much in it so this one solves that dillima. The Edge was originally pulled by a 6 cilinder vehicle, but now that they have a V8 Pickup,

a 2x larger 5th wheeler can be pulled. This is the appropriate size. The Heartland Edge was the 2nd smallest in the park with the smallest being the inexpensive Coleman popup trailers.



32" Toshiba



2010

X

2708



Anonymous (2013-03-07 13:38:48)

Hello there, I found your site by way of Google even as searching for a related subject, your website got here up, it seems to be great.

I've bookmarked it in my google bookmarks.

Hi there, just turned into alert to your blog via Google, and found that it is truly informative. I'm gonna watch out for brussels. I will appreciate when you proceed this in future.

Numerous people will be benefited out of your writing. Cheers!

Here is my page; dating to relationship

Anonymous (2013-03-12 04:40:28)

Hi, yes this paragraph is really good and I have learned lot of things from it about blogging. thanks.

Here is my page :: online jobs pittsburgh pa

my site: **online jobs editing proofreading**

Anonymous (2013-03-16 12:54:44)

Hi everyone, it's my first pay a quick visit at this web page, and article is actually fruitful in favor of me, keep up posting these types of content.

Here is my webpage; www.inclusion.cc

Anonymous (2013-05-14 14:01:31)

I am not in a position to view this website properly on firefox I think there's a problem

Here is my site: having trouble getting pregnant with second baby

Top 20 Simpsons episodes (2011-04-08 19:50)

"Bart the Daredevil"

"Bart Simpson and Skateboard" Twentieth Century Fox

In "Bart the Daredevil," Bart embarks on a life of death-defying feats when he sees a daredevil perform at a Monster

Truck Rally. This episode makes my list mainly because of Homer's long, painful fall down the cliff... twice. "Bart the Daredevil," like other early episodes, isn't as much about Homer being a doofus, as a father whose trying his best, fails, and then redeems himself.

Air Date: Season 2, 7F06

"Burns Verkaufen der Kraftwerk"

"Mr. Burns" Twentieth Century Fox

In "Burns Verkaufen der Kraftwerk" (translated means "Burns Selling That Power Station") Mr. Burns sells the Springfield Nuclear Power Plant to a group of Germans. While I enjoyed the humor of Homer and the other workers either sucking up to or alienating their new German bosses, the best part of the episode has nothing to do with corporate takeovers or job loss: Homer in the Land of Chocolate. Homer imagines a Land of Chocolate, in which he prances through, eating even a passing dog. He gets excited about a 50 % off sale, when the chocolate is all free. Who wouldn't love the Land of Chocolate?

Air Date: Season 3, 8F09

"Cape Feare"

"Sideshow Bob" Twentieth Century Fox

In "Cape Feare," Sideshow Bob is at his devious best. The Simpson family enters the FBI's Witness Relocation Program to escape Sideshow Bob when he is paroled from prison. But Sideshow Bob, determined to get to Bart, follows them, which leads to a final showdown on a houseboat. Bart is only saved when his last request before dying is to hear Sideshow Bob sing the entire score to H.M.S. Pinafore. Sideshow Bob replies, with his usual wit, "Very well, Bart. I shall send you to heaven before I send you to hell." Who else but Kelsey Grammer could play Sideshow Bob, with his rich baritone and elegant elocution?

Air Date: Season 5, 9F22

"Duffless"

"Homer Simpson" Twentieth Century Fox

I can't think of another primetime comedy that appeals to all ages where alcoholism is the punchline. In "Duffless," Marge asks Homer to give up beer (not "deer," beer) for a month after he's arrested while driving drunk. We see Homer attending AA-like meetings (Ned Flanders drank schnapps!) and riding Lisa's bike when his driver's license is revoked. The subplot involving Lisa using Bart as a hamster substitute in her science experiment brings home the rivalry between syblings. This is a well-rounded, hysterical episode, ending with Homer choosing Marge over beer.

Air Date: Season 4, 9F14

"A Fish Called Selma"

"Selma Bouvier" Twentieth Century Fox

"A Fish Called Selma" showcases the considerable talent of Phil Hartman as Troy McClure. Troy McClure's agent (Jeff Goldblum) encourages Troy to be seen in public with a woman in order to boost his career. (There are rumors he does strange things with fish!) Troy starts dating Selma, and it pays off. Eventually they marry, but Selma, who really is in love, realizes that it isn't working. But during Troy's comeback, one of the best musical scenes of all Simpsons episodes has McClure starring in Stop the Planet of the Apes, I Want to Get Off! Sing with me, "I hate every ape I see, From chimpan-a to chimpan-zee."

Air Date: Season 7, 3F15

"Homer Alone"

"Maggie Simpson" Twentieth Century Fox

Marge freaks out from the stress of taking care of her family, and sends herself to Rancho Relaxo. Lisa and Bart stay with Selma and Patty, and Homer is left with Maggie. I can relate to Marge's breakdown. I, too, fantasize about ordering alcohol and a hot fudge sundae from room service while I'm relishing a bubbly bath. I also belly laugh at Bart giving his aunt a bunion rubdown. Yecch. But the scene I enjoy the most is after Maggie has crawled away from home, and Homer can't find her. He phones the missing children hotline. When he's put on hold he hears Player singing, "Baby Come Back." Hysterical!

Air Date: Season 3, 8F14

"Homer: Bad Man"

"Groundskeeper Willie" Twentieth Century Fox

"Homer: Bad Man" originally aired in 1994, and sexual harassment was a hot issue in America. Only on The Simpsons could we watch an episode that begins at a candy convention and ends with Homer narrowly proving his innocence in allegedly sexually harassing his babysitter by showing a video made by a Scot named Groundskeeper Willie. (Homer only wanted to grab the rare Gummi Venus de Milo, which was stuck to her behind.) The end of "Homer Bad Man" provides great opportunities for trivia and the pause button: TV magazine Rock Bottom's fast-scrolling list of corrections.

Air Date: Season 6, 2F06

"Homer the Great"

"Homer Simpson" Twentieth Century Fox

"Homer the Great" is ridiculous, musical and features a wonderful guest star. Homer is inducted into the Stonecutters, a secret and exclusive group who have powerful means and influence. My favorite things about "Homer the Great:" The Stonecutters song (We do! We do!); the sly joke about Number One referring to the leader, who is played by Patrick Stewart, a.k.a. Captain Picard from Star Trek: Next Generation, (stay with me) who referred to his second in command as Number One; the birthmark that declares Homer is the Chosen One; and the secret tunnel that allows Homer to zoom to work, bypassing a huge traffic jam.

Air Date: Season 6, 2F09

"Hurricane Neddy"

"Ned Flanders" Twentieth Century Fox

In "Hurricane Neddy," Ned Flanders' home is the only one destroyed by a hurricane. It shakes his faith in God and sends him to the psych. ward. I love the crazy, dilapidated home Springfieldians put together for Ned, including the hallway that gets narrower and shorter, like something out of Alice in Wonderland. I also love seeing Ned go off his rocker, giving his neighbors a piece of his mind. It's one of the only times we've seen him crack. The best scene, though, is the flashback to his childhood, where we get to see his beatnik parents.

Air Date: Season 8, 4F07

"The Itchy and Scratchy and Poochie Show"

"Itchy and Scratchy" Twentieth Century Fox

Another favorite episode of mine from the eighth season is "The Itchy and Scratchy and Poochie Show." In this episode, Homer is hired as the voice of a new character on the "Itchy and Scratchy Show" named Poochie. Though Homer, and his writers, try to make the character cool and hip, Poochie is rejected. The entire story, though, is also played out as a new character, Roy, moves into the Simpson house. As Poochie is canceled and leaves Itchy and Scratchy to visit another planet, Roy leaves the Simpsons. The entire episode is a tongue-in-cheek take on the business of making cartoons.

Air Date: Season 8, 4F12

"Last Exit to Springfield"

"Lenny" Twentieth Century Fox

"Last Exit to Springfield" finds Homer Simpson the head of the union at Springfield Nuclear Power Plant. Because Lisa needs braces, he fights for the employees keep their dental plan. The episode is filled with great moments, such as Ralph Wiggum being shown "The Big Book of British Smiles" to get him to brush his teeth. Then there's Homer's "train of thought" when he hears Lenny shouting, "Dental plan!" and then Marge, "Lisa needs braces!" Mr. Burns asks, "Who is that firebrand, Smithers?" Why, it's Homer Simpson, Union Boss.

Air Date: Season 4, 9F15

"The Last Temptation of Homer"

"Mindy Simmons" Twentieth Century Fox

In "The Last Temptation of Homer," Michelle Pfeiffer guest stars as Mindy Simmons, the new employee at the power plant. Homer falls for her because she's gorgeous, loves donuts and burps frequently. In the end, Homer realizes he loves Marge too much to cheat on her. Michelle Pfeiffer is so elegant and beautiful, that the irony of her playing a burping love interest for Homer Simpson is funny enough. Also, the thorny issue of adultery is tackled in a way only The Simpsons could. Though Homer is contemplating cheating, he's a sympathetic and almost innocent character.

Air Date: Season 5, 1F07

"Life on the Fast Lane"

"Marge Simpson"Twentieth Century Fox

When Homer gives Marge a bowling ball as a birthday present, Marge vows to take up lessons. (At Bowl-a-rama, she declines a lane saying, "No thanks, I'm just here out of spite.") But she finds herself attracted to the charming instructor, Jacques (Albert Brooks). On her way to his apartment, she changes her mind, and my favorite scene of the episode takes place: In a parody of *An Officer and a Gentleman*, Marge marches through the power plant to find Homer. Then Homer announces, "I'm going to the back seat of my car, with the woman I love, and I won't be back for ten minutes!"

Air Date: Season 1, 7G11

"Marge vs. Monorail"**"Mayor Quimby"**Twentieth Century Fox

"Marge vs. Monorail" has many scenes and moments that are considered classic by Simpsons fans. For instance, Lyle Lanley's Music Man-inspired song and dance at the town hall meeting. Leonard Nimoy (*Star Trek*) serving as Grand Marshall while confused Mayor Quimby exclaims, "May the force be with you!" And the line my husband frequently quotes to me, much to my chagrin, occurs when Homer is considering what to use as an anchor for the runaway train. As he is regarding Bart, Bart says, "Think harder, Homer." There are too many sight gags to list, and seeing so many of Springfield's characters is always fun.

Air Date: Season 4, 9F10

"Mr. Plow"**"Barney Gumble"**Twentieth Century Fox

In "Mr. Plow," unlike other episodes, Homer starts a business that becomes successful. But his snow plow business is so successful, his friend Barney starts one, too. The competition becomes too fierce, but in the end, their friendship proves to be more important than money. The crowning glory of "Mr. Plow" is the jingle Homer composes for his late-night commercial. What fan can't sing, "Call Mr. Plow, That's my name, That name again, Is Mr. Plow?" Who needs Linda Ronstadt?

Air Date: Season 4, 9F07

"Natural Born Kissers"**"Homer and Marge Simpson"**Twentieth Century Fox

Homer and Marge re-discover passion when they start making love in places where they could get caught. There aren't many couples on TV who work hard at staying together. It's heartening to see even if a cartoon couple dealing with the same issues everyone else does. My favorite scene is the one at the miniature golf course, with Ned, Maude and everyone else poking into the windmill, trying to retrieve a golf ball. Then, Homer and Marge flee, escaping in a hot air balloon. But during the ride, Homer winds up hanging onto the rope, being flown over Springfield in the buff. Naked Homer Simpson is always funny.

Air Date: Season 9, 5F18

"Radioactive Man"**"Milhouse Van Houten"**Twentieth Century Fox

Milhouse is one of my favorite characters, and he gets more than his 15 minutes in "Radioactive Man." In this episode, Milhouse wins the part of Fallout Boy in the Radioactive Man movie that's being made in Springfield. But Milhouse finds that movie-making isn't much fun. "Radioactive Man" focuses on the friendship between Bart and Milhouse, which is endearing and touching. The episode also pokes fun at Hollywood very effectively. To top it off, funny favorite characters Rainier Wolfcastle ("My eyes! The goggles do nothing!") and Lionel Hutz (Phil Hartman) are also in the episode.

Air Date: Season 7, 2F17

"Rosebud"**"Maggie Simpson"**Twentieth Century Fox

"Rosebud" focuses on Mr. Burns, a favorite character on *The Simpsons*. Mr. Burns searches for a stuffed bear from his childhood, Bobo. Back in season five, Homer wasn't as crass and shallow. When he discovers Maggie's bear is Bobo, he lets her keep it instead of taking \$1 million from Mr. Burns. Though Mr. Burns makes Homer's life miserable, including depriving him of TV and beer, Homer never gives in. Finally, sweet Maggie gives back the bear. Also in this episode, we begin to learn Smithers' true feelings for Mr. Burns, and suspicions about his sexuality are, shall we say,

aroused.

Air Date: Season 5, 1F01

"Selma's Choice"

"Lisa Simpson" Twentieth Century Fox

In "Selma's Choice," the family goes to the funeral of Aunt Gladys, who, in her video will, warns Selma and Patty that she should marry and have children before it's too late. Selma takes it to heart, but when she takes Bart and Lisa to Duff Gardens, she changes her mind. "Selma's Choice" is an example of an episode of The Simpsons dealing with real life issues, big ones, in a humorous and touching way. Scene after scene is full of jokes, from the funeral home, to Selma's experience with the dating service, to the entire disastrous visit to Duff Gardens.

"A Streetcar Named Marge"

"Marge Simpson" Twentieth Century Fox

"A Streetcar Named Marge" not only showcases the musical talents of composer Alf Clausen and the singing talents of the cast, but also the buff upper body of Ned Flanders. Who knew! Why this episode? Let me count the ways. Jon Lovitz as director Llewelyn Sinclair. Apu ending his scene as the newspaper boy on a high, sad note. Maggie's covert liberation of everyone's pacifiers at the Ayn Rand School for Tots. Genius all!

Force Fields for tanks (2011-04-09 11:49)

At one time, we had Mobile Tactical High Energy Laser for ships and fighters. This is a defensive laser that will destroy missiles out of the sky and weighs less enough to fit inside airplanes.

Now DARPA has created force fields, electric current armor that will possibly stop an RPG. It weighs 1 to 2 tons instead of 10 ton armor that protects against the same damage. The army spends \$74 million on electromagnetic armor and gun research and development. The impacts have only left dents and scruffs. The British's Defence Science and Technology Laboratory are also working on their own.

It would last for only a fraction of a second, if timed correctly it could prevent rocket propelled grenades, which detonate on impact, from reaching their target. The supercapacitor could then be rapidly recharged ready for another attack.

24 facts to make me feel old (2011-04-10 12:07)

1. The first announcement of Duke Nukem Forever was in:



14 years ago!!

2. StarCraft came out in in:



13 years ago!!

3. Halo:







4. The Dreamcast has been discontinued for A DECADE. It was released in:



5. Sonic is 20 years old this year.

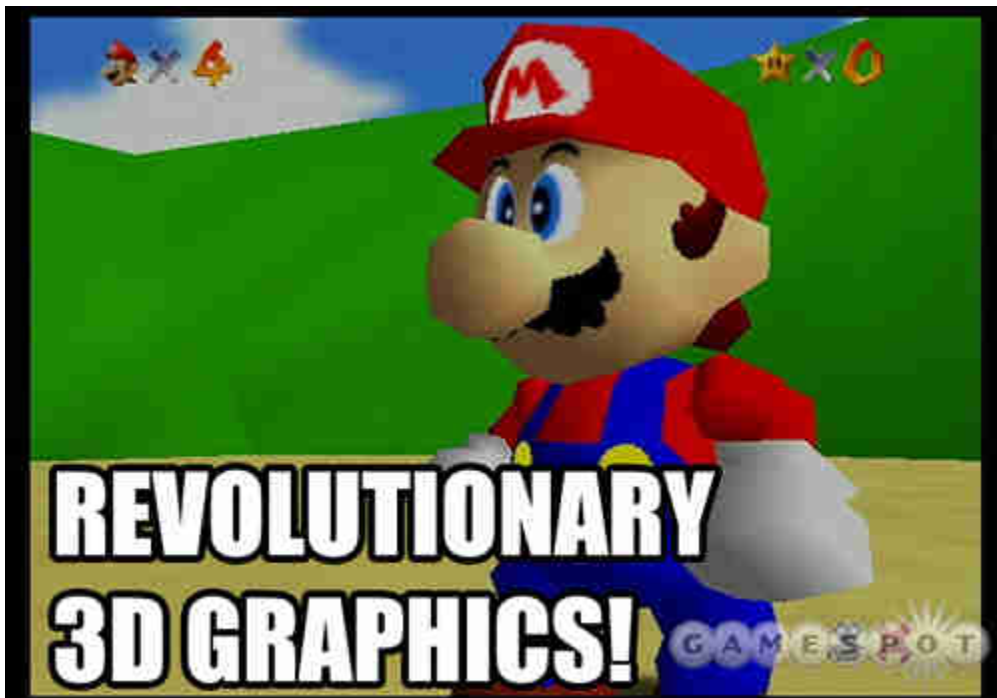


6. This Sega ad happened in:

THE MORE YOU PLAY WITH IT, THE HARDER IT GETS.	 1988	
You sit there, eyes glued to the writhing, arcade-quality graphics, pulling and squeezing your knob. Now you're breathing heavily over the digital stereo sound. Now you're shooting all over the place, but it's no use... "GAME OVER" JOYSTICK \$34.99 16 BIT MEGA DRIVE WITH ALTERED BEAST GAME \$149.99		TO BE THIS GOOD TAKES ARIEN TO BE THIS GOOD TAKES SEGA

TWENTY THREE YEARS AGO!

7. Super Mario 64 was released in 1996 – 15 years ago.



8. Most children born in that year have never held an N64 controller.

9. The Sony Playstation was released in:



2 years before the N64.

10. If Aerith was alive, she would be



(based on release date of Final Fantasy 7 in 1997 FOURTEEN YEARS AGO!! omg.)

11. A decade of Final Fantasy:

Final Fantasy XIII:



Final Fantasy VIII:



Privatization of bankrupt Medicare, Medicaide. (2011-04-10 13:59)

Plouffe said the {frankfurt school) president feels comfortable with the spending deal the White House! Spending cuts are draconian and extreme and radical for the average Trotskyist and/or neo-marixst!

House Majority Leader Eric Cantor (R-VA) responded to Plouffe's insistence that the president's focus has always been on cutting spending.

"I sit here and I listen to David Plouffe talk about, you know, their commitment to cut spending and knowing full well that for the last two months, we've had to bring this president kicking and screaming to the table to cut spending," Cantor said, adding, "I then hear they're going to present a plan as far as how to address the fiscal situation. So, on one hand, we're going to defend that tax agreement but then go ahead and violate it."

The House Majority Leader said of the White House's shift in strategy, "I have to believe that the president and the White House are beginning to sense the American people get it. You know, we have a fiscal train wreck before us. And unless we act, and act deliberately, we're not going to enable our kids to have what we have. It's plain and simple as that."

Cantor pointed to the Ryan budget plan and said it "lays out our plan of how we're going to address the fiscal challenges of our country."

Anchor Chris Wallace asked whether Republicans are prepared to take on entitlements, as laid out in the Ryan plan, in the face of the elections next fall.

Cantor said yes, adding "what we've said is this: we're going to protect today's seniors and those nearing retirement. But for the rest of us, all of us who are 54 and younger, I know those programs are not going to be there for me when I retire, just like everyone else 54 and younger. They can't. We cannot sustain that kind of trajectory."

7.4 million blogs published a post over the past four months! (2011-04-12 10:31)

According to Technorati, only 7.4 blog posts have been published in the last four months. I we know that via Alexa rankings, Facebook is #2 and Twitter is #7!

Blogging must have turned into a business adventure to update stakeholders on business things. I still don't understand why they put a limit on the amount of strangers you add in a day or that they need to know you and why that threshold rule should damn well be first amendment of the US Constitution infringement! What a moron LIBERAL rule when Facebook has average joes with 250-300 friends out there! Once I go pass the invite threshold, facebook says I'm not allowed to add people for 2, 4, 8 days. People are aware of this limitation and Twitter still dead in these people's eyes! If Facebook people aren't brainwashed, they would move to Twitter and have 700+ friends.

in the future, US will be alone near the top ... (good thing) (2011-04-12 11:11)

By 2030, it will be stagnant or contracting in nearly all developed countries, the only major exception being the United States. Unless immigration or birthrates surge, Japan and some European nations are on track to lose nearly one-half of their total current populations by the end of the century. To begin with, they directly affect population size and GDP size, and hence the manpower and economic resources that nations can deploy.

For the world's wealthy nations, the 2020s are set to be a decade of rapid population aging and population decline. The developed world has been aging for decades, due to falling birthrates and rising life expectancy. In Italy, Spain, and Japan, more than half of all adults will be older than the official retirement age—and there will be more people in their 70s than in their 20s.

Although population size alone does not confer geopolitical stature, no one disputes that population size and economic size together constitute a potent double engine of national power. A larger population allows greater numbers of young adults to serve in war and to occupy and pacify territory. A larger economy allows more spending on the hard power of national defense and the semi-hard power of foreign assistance. Even at full employment, growth in real GDP could stagnate or decline, since the number of workers may be falling faster than productivity is rising. According to the Global Entrepreneurship Monitor's 2007 survey of 53 countries, new business start-ups in high-income countries are heavily tilted toward the young. Graying means paying—more for pensions, more for health care, more for nursing homes for the frail elderly. According to projections by the Center for Strategic and International Studies, the cost of maintaining the current generosity of today's public old-age benefit systems would, on average across the developed countries, add an extra 7 percent of GDP to government budgets by 2030. Faced with the choice between economically ruinous tax hikes and politically impossible benefit cuts, many governments will choose a third option: cannibalizing other spending on everything from education and the environment to foreign assistance and national defense.

We may also see increasing pressure on governments to block foreign competition. Historically, eras of stagnant population and market growth—think of the 1930s—have been characterized by rising tariff barriers, autarky, corporatism, and other anticompetitive policies that tend to shut the door on free trade and free markets.

Elder-dominated electorates may tend to lock in current public spending commitments at the expense of new priorities and shun decisive confrontations in favor of ad hoc settlements. Smaller families may be less willing to risk scarce youth in war.

Aside from Israel and Iceland, the United States is the only developed nation where fertility is at or above the replacement rate of 2.1 average lifetime births per woman

the United States will still have the youth and the economic resources to play a major geopolitical role. The real challenge facing America by the 2020s may not be so much its inability to lead the developed world as the inability of the other developed nations to lend much assistance.

China's coming age wave—by 2030 it will be an older country than the United States—may weaken the two pillars of the current regime's legitimacy: rapidly rising GDP and social stability. Imagine workforce growth slowing to zero while tens of millions of elders sink into indigence without pensions, without health care, and without large extended

families to support them.

By the 2020s, Russia, along with the rest of Eastern Europe, will be in the midst of an extended population decline as steep or steeper than any in the developed world. The Russian fertility rate has plunged far beneath the replacement level even as life expectancy has collapsed amid a widening health crisis. Russian men today can expect to live to 60. If the correlation between extreme youth and violence endures, chronic unrest and state failure could persist in much of sub-Saharan Africa and parts of the Muslim world through the 2020s, or even longer if fertility rates fail to drop. During the era of the Industrial Revolution, the population of what we now call the developed world grew faster than the rest of the world's population, peaking at 25 percent of the world total in 1930. Since then, its share has declined. By 2010, it stood at just 13 percent, and it is projected to decline still further, to 10 percent by 2050. Again, there is only one large country in the developed world that does not face a future of stunning relative demographic and economic decline: the United States. Thanks to its relatively high fertility rate and substantial net immigration, its current global population share will remain virtually unchanged in the coming decades.

Maybe my 2nd hobby was brilliant? (2011-04-12 15:08)

Now that I have the Trailer Park Boys seasons 1 - 5, and 7, I should go back to collecting videogames! At least I have people to talk to at Gamespot...

Old videogame collection

Actually collecting games was so brilliant, I kept collecting them and not anything else until 2010 when i bought anime. But now I'm going back to the previous hobby There is more hype, choices, and gaming is a cultural phenomenon ! Just nobody giving their phone to me. Mensa thinks gaming (Twitter) replaces hollywood and just about anything else.

Maybe Gamespot is a brilliant place to be.

Top 5 PC games (2011-04-17 10:28)

- 5.) Far Cry - bought near release date and beat it.
 - 4.) Half-life - pirated this game from a friend and played few times over 56K
 - 3.) Battlefield 2 - bought near release date. I beat it eventually
 - 2.) Counter Strike Source - came with Half-life 2, yet never played.
 - 1.) Half-life 2 - bought around midnight in 2004 on release date at Wal-Mart!
-

List of favorite foods (2011-04-18 16:31)

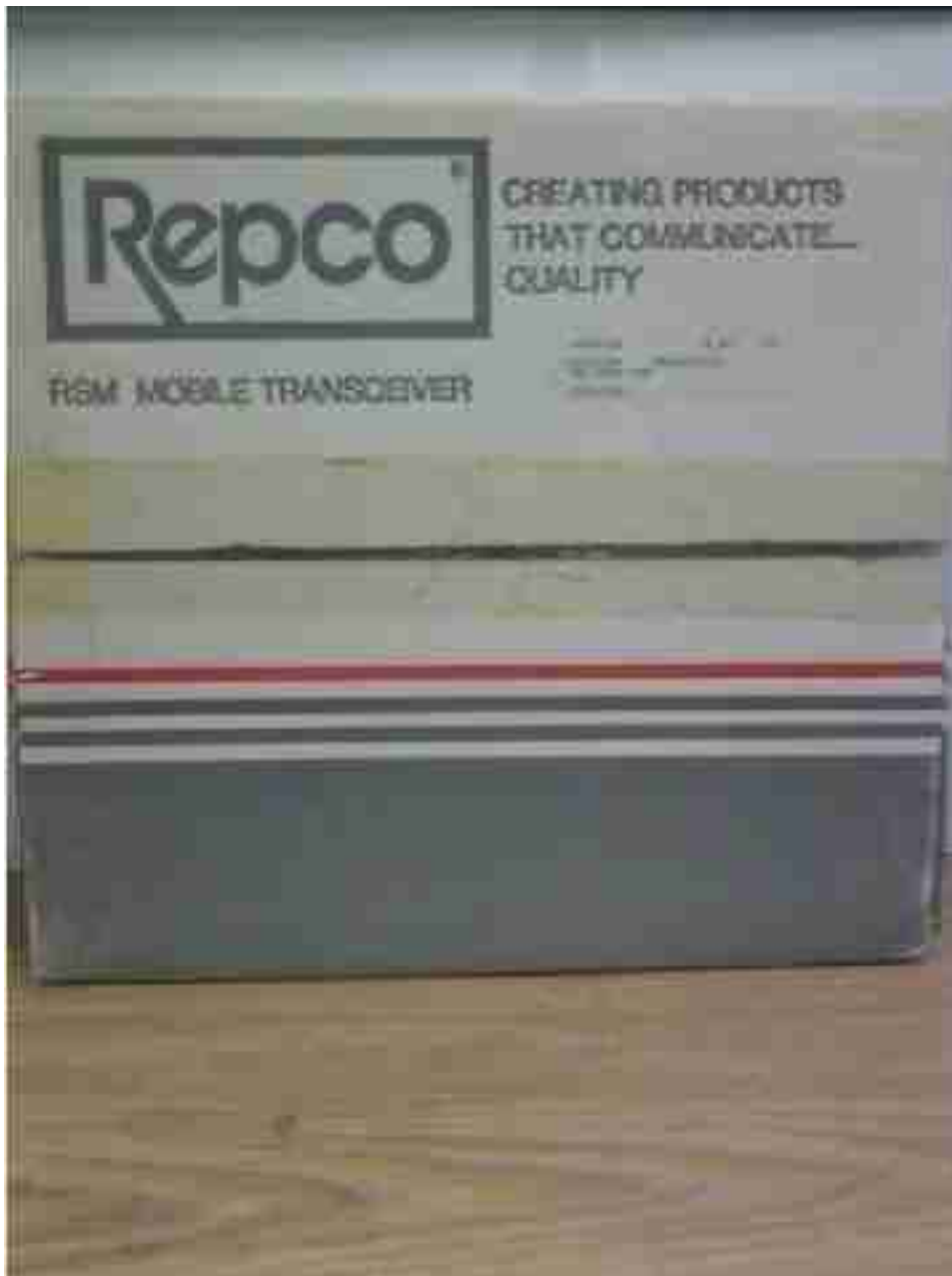
pizza, Gatorade, pasta, serria mist, sprite, Italian foods, waffles, hamburger soup, Tomato soup, Pelmeni, pasta, chicken alfredo, Spaghetti, Fedelini, Capellini, Agnolotti, Cannelloni, Lazonia, Beef Stroganoff

Bought Repco RSM and 3 transcievers (2011-04-19 01:23)

The Repco RSM provides up to 16 digitally synthesized channels and 50 watts of RF output in the UHF band. Built-in features such as channel scan, priority channel monitor. I got 5 watt UHF 3 two way radios compatible in the package.

There aren't many 50 watt desktop stations round.
\$1200.





I want to operate my own radio station!

Bought Motorola Maratrac 6 meter (2011-04-19 05:09)

6 Meters is the "magic band", ham contacts up to 50 miles base to mobile and talked through repeaters over 100 miles away with similar radios



50-54mhz

Only \$100

The antenna I used is a Larsen NMO 150 (2m) for \$35

Gain: 3dBd / 5.2dBi

Electrical: 5/8 wave

Height: 49"

Power Rating: 200 Watts

I found repeaters in every town in this county at 100.9 MHz

oakleyses (2014-10-23 18:03:52)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:59)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg

australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:54)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Big Short (2011-04-21 08:41)

That's not because Lewis has put together the most comprehensive or authoritative analysis of all the misdeeds and misjudgments and missed signals that led to the biggest credit bubble the world has known. What makes his account so accessible is that he tells it through the eyes of the managers of three small hedge funds and a Deutsche Bank bond salesman, none of whom you've ever heard of. All, however, were among the first to see the folly and fraud behind the subprime fiasco, and to find ways to bet against it when everyone else thought them crazy.

Nor would anyone – including Lewis, I'm sure – claim this is an even-handed history that reflects the differing views of investment bankers, rating-agency analysts and industry analysts, all of whom he holds up to ridicule for their arrogance, their cynicism and their relentless incompetence.

On January 30, 2007, Jamie Mai wrote an email to his partners Charlie Ledley and Ben Hockett. "If a broad range of CDO spreads starts to widen," he said, "it means that a material global financial clusterfuck is likely occurring."

On January 31, 2007, a broad range of CDO spreads started to widen, dramatically. The long-feared meltdown was upon us all – not that most of us knew it, at the time – and a very small number of investors was about to get paid out on the trade of their lifetimes. Mai, Ledley, and Hockett were part of that select group, whose tale is grippingly told by Michael Lewis in *The Big Short*.

The Big Short is not the story of the crisis, as the crisis is commonly understood. The failure of Lehman brothers and of Fannie Mae and Freddie Mac; the stock-market crash; the bail-out of Detroit; the fevered all-nighters pulled at Treasury and the New York Fed; the fears that the entire global financial system was on the brink of collapse – little if any of that is in this book.

Instead, Lewis has found a different story – one which he started mining for a spectacular cover story in the December 2007 issue of *Portfolio* magazine, and which has culminated in this book, over two years later. It's the story of what used to be called the "subprime crisis" before it metastasized into something much larger and more dangerous than that. And it's also, like all Michael Lewis tales, a human story, which takes us deep inside unique characters like Steve Eisman and Mike Burry.

On the face of it, there's almost nothing sympathetic about these men. Their social skills are all but nonexistent; they live in a world of arcane financial analysis which might as well be a different planet for all that it has any bearing on the way that most of us live our lives; and they made their outsize profits by wagering hundreds of millions of dollars on the proposition that Americans across the country would end up being thrown out of their homes after they found themselves unable to make their mortgage payments.

What these men did was not "socially useless," to quote the chairman of the UK's Financial Services Authority, Lord Turner. It was worse than that: it was actively harmful, since they provided the fuel which kept the subprime mortgage furnace burning even when the country was running out of new junk mortgages to write. In most financial markets, bearish bets act as a dampener; in this one, they were a necessary part of the subprime-mortgage machine, and a Deutsche Bank mortgage trader named Greg Lippmann ended up making billions of dollars for his employer – not to mention a \$50 million bonus for himself – by aggressively going out and finding fund managers to put on the short bets needed to keep the market ticking. (This is the same Lippmann who, when accused of being a "Chicken Little"

responded by saying "Fuck you, I'm short your house.")

But Lewis has a soft spot for these misfits – fund managers who stumbled into the bond market from careers making bets on stocks, who suffered ridicule and ostracism even from their own investors before their bets paid off, and who he has now chosen to immortalize in print as the few clear-eyed men in a world of deluded bankers and investors.

At the same time, Lewis aims both barrels at the ratings agencies, happily quoting someone describing the staff there as "basically like brain-dead." He also sets up a hapless fund manager named Wing Chau as a major villain for taking the long side of the bet and making millions of dollars by doing so, despite being spectacularly wrong.

The result is a rollicking narrative: a tale of beleaguered little guys betting against monster banks and fund managers, and, in the end, winning. (Lewis barely mentions the biggest and most famous of the shorts, John Paulson and Andrew Lahde, perhaps because they were too rich and successful to begin with.)

Amazingly, despite the fact that the book is so one-sided, it also functions as a peerless guide to exactly what went so very wrong in the credit markets generally, and the mortgage markets in particular, over the course of the last decade. It's not easy to explain synthetic subprime-backed collateralized debt obligations, but Lewis does an excellent job on both the micro level – what these thing are, and how they worked – and the macro level – how the market in such exotica helped to destabilize the entire financial system.

Most impressively, Lewis has backed up his story with an enormous amount of old-fashioned reporting, spending a lot of time with the characters in his book and their families, as well as getting the important complex financial details correct. (Not everybody will understand the grittiest of the details, of course: that's inevitable. But everybody will be gripped by the book's narrative, all the same.) The Portfolio story on which this book is based was a great tale which was sometimes a bit fuzzy on the finance; the book is an even greater tale with the facts nailed down.

The result is that rarest of beasts in a world drowning in financial-crisis books: a new book which actually breaks news. For instance, Lewis uncovers what could possibly be the single greatest trade that any Wall Street banker ever made: in December 2006 and January 2007, Deutsche's Greg Lippmann paid an insurance premium of 0.28 percentage points to take out insurance on \$4 billion of triple-A-rated bonds from Morgan Stanley's Howie Hubler. Less than a year later, that \$11 million bet paid off to the tune of a whopping \$3.7 billion. I'll save you the math: that's an annual return of more than 33,000 %.

There's lots more where that came from: this is an assiduously-reported and beautifully-written book. There aren't many reasons to be happy about the global financial crisis, but here's one: that it brought Michael Lewis back to his roots, to produce what is probably the single best piece of financial journalism ever written.

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- 2 42 7.5 2013
- 3 300 7.8 2006
- 4 1776 7.6 1972
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- 6 1984 7.2 1984
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23 20 Million Miles to Earth 6.3 1957
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25 20,000 Leagues Under the Sea 7.2 1954
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28 2001: A Space Odyssey 8.3 1968
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62 A Fish Called Wanda 7.6 1988
63 A Fistful of Dollars 8.1 1964
64 A Girl in Every Port 5.3 1952
65 A Good Day to Die Hard 5.3 2013

- 66 A Goofy Movie 6.8 1995
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- 73 A Nightmare on Elm Street 7.5 1984
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116 Alice in Wonderland 6.5 2010
117 Alice in Wonderland 7.4 1951
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- 184 Austin Powers: The Spy Who Shagged Me 6.6 1999
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682 Guardians of the Galaxy 8.1 2014
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685 Gung Ho 6.1 1986
686 Gunga Din 7.5 1939
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694 Halloween 5 5.2 1989
695 Halloween H20: 20 Years Later 5.6 1998
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698 Halloween: Resurrection 4.1 2002
699 Hamburger Hill 6.7 1987
700 Hamlet 6.8 1990
701 Hancock 6.4 2008
702 Hannibal 6.7 2001
703 Hans Christian Andersen 6.9 1952
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705 Hard Boiled 7.9 1992
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709 Harry Potter and the Deathly Hallows: Part 1 7.7 2010
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711 Harry Potter and the Goblet of Fire 7.6 2005
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718 Heat 8.3 1995
719 Heathers 7.3 1988
720 Hellboy 6.8 2004
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722 Hellfighters 6.5 1968
723 Hellsing 8.1 2001
724 Hercules 7.2 1997
725 Here Come the Girls 6.1 1953
726 Here Comes Mr. Jordan 7.7 1941
727 Here Comes the Navy 6.5 1934
728 Hero 7.9 2002
729 Heroes for Sale 7.7 1933
730 Hidalgo 6.6 2004
731 Hide and Seek 5.9 2005
732 High Plains Drifter 7.6 1973
733 High Sierra 7.6 1941
734 High Society 7 1956
735 High Time 6.2 1960
736 Highlander 7.2 1986
737 Highlander II: The Quickening 4 1991
738 Highschool of the Dead 7.6 2010
739 Hills of Home 6.7 1948
740 His Girl Friday 8 1940
741 Hit Parade of 1941 6.5 1940
742 Hocus Pocus 6.6 1993
743 Hoffa 6.6 1992
744 Hold Back the Dawn 7.6 1941
745 Holiday 7.9 1938
746 Holiday Inn 7.6 1942
747 Hollywood Homicide 5.3 2003
748 Hollywood Party 6.3 1934
749 Hombre 7.4 1967
750 Home Alone 7.4 1990
751 Home Alone 2: Lost in New York 6.5 1992
752 Home from the Hill 7.5 1960
753 Home Improvement 7.2 1991
754 Homeward Bound: The Incredible Journey 6.9 1993
755 Honey I Blew Up the Kid 4.7 1992
756 Honeymoon for Three 6.1 1941
757 Hook 6.7 1991
758 Horatio Hornblower 3 8.2 2003
759 Horatio Hornblower: Retribution 8.4 2001
760 Horatio Hornblower: The Duchess and the Devil 8 1999
761 Horatio Hornblower: The Duel 8.2 1998
762 Horatio Hornblower: The Fire Ship 8.2 1998
763 Horatio Hornblower: The Wrong War 8.1 1999
764 Horizons West 6.2 1952
765 Hornblower: Duty 8.1 2003

766 Hornblower: Mutiny 8.2 2001
767 Horrible Bosses 6.9 2011
768 Horror Express 6.6 1972
769 Horror of Dracula 7.5 1958
770 Horse Feathers 7.7 1932
771 Hot Shots! 6.7 1991
772 House of Dracula 5.8 1945
773 House of Flying Daggers 7.6 2004
774 House of Usher 7 1960
775 House of Wax 7.1 1953
776 House on Haunted Hill 6.9 1959
777 House on Haunted Hill 5.6 1999
778 How Green Was My Valley 7.8 1941
779 How Sweet It Is! 6 1968
780 How the Grinch Stole Christmas 6 2000
781 How the West Was Won 7.1 1962
782 How to Marry a Millionaire 7 1953
783 How to Steal a Million 7.6 1966
784 How to Train Your Dragon 8.2 2010
785 How to Train Your Dragon 2 7.9 2014
786 Howl's Moving Castle 8.2 2004
787 Hud 8 1963
788 Hugo 7.6 2011
789 Hunter Prey 5.8 2010
790 Hush...Hush, Sweet Charlotte 7.7 1964
791 I Am Legend 7.2 2007
792 I Married a Monster from Outer Space 6.4 1958
793 I Married a Witch 7.2 1942
794 I See a Dark Stranger 7.1 1946
795 I Spit on Your Grave 6.3 2010
796 I Was an American Spy 6.6 1951
797 I'm No Angel 7 1933
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800 Ice Age: Dawn of the Dinosaurs 7 2009
801 Ice Age: The Meltdown 6.9 2006
802 Ice Station Zebra 6.6 1968
803 Identity 7.3 2003
804 Idiocracy 6.5 2006
805 Ike: Countdown to D-Day 7.2 2004
806 Illusion 6.1 2005
807 Imitation of Life 7.9 1959
808 In a Lonely Place 8 1950
809 In Enemy Hands 6 2004
810 In Harm's Way 7.3 1965
811 In Old Chicago 6.9 1937
812 In Order of Disappearance 7.2 2014
813 In the Good Old Summertime 7.2 1949
814 In the Mouth of Madness 7.2 1994
815 In Time 6.7 2011

816 Inception 8.8 2010
817 Independence Day 6.9 1996
818 Indiana Jones and the Kingdom of the Crystal Skull 6.2 2008
819 Indiana Jones and the Last Crusade 8.3 1989
820 Indiana Jones and the Temple of Doom 7.6 1984
821 Indiscreet 6.9 1958
822 Infamous 7.1 2006
823 Infernal Affairs 8.1 2002
824 Infernal Affairs 2 7.4 2003
825 Inglourious Basterds 8.3 2009
826 Inherit the Wind 8.2 1960
827 Inside Man 7.6 2006
828 Insidious 6.8 2010
829 Insidious: Chapter 2 6.6 2013
830 Insidious: Chapter 3 6.2 2015
831 Insomnia 7.2 2002
832 Inspector Lewis 7.9 2007
833 Instinct 6.5 1999
834 Internal Affairs 6.5 1990
835 Interview with the Vampire: The Vampire Chronicles 7.6 1994
836 Into the Storm 5.8 2014
837 Into the Woods 6 2014
838 Invaders from Mars 6.5 1953
839 Invasion of the Body Snatchers 7.4 1978
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841 Invasion of the Saucer Men 5.5 1957
842 Invictus 7.4 2009
843 Ip Man 8.1 2008
844 Iron Eagle 5.2 1986
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846 Iron Man 2 7 2010
847 Iron Man 3 7.3 2013
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849 Island in the Sky 7 1953
850 Isle of the Dead 6.6 1945
851 It 6.9 1990
852 It Came from Outer Space 6.6 1953
853 It Could Happen to You 6.3 1994
854 It Should Happen to You 7.3 1954
855 It's a Mad, Mad, Mad, Mad World 7.6 1963
856 It's a Wonderful Life 8.6 1946
857 Ivanhoe 6.9 1952
858 J. Edgar 6.6 2011
859 Jack and the Beanstalk 6.1 1952
860 Jackie Chan's First Strike 6.6 1996
861 Jailhouse Rock 6.5 1957
862 Jam Session 6.4 1944
863 James and the Giant Peach 6.7 1996
864 Jarhead 7.1 2005
865 Jason and the Argonauts 7.4 1963

- 866 Jason Lives: Friday the 13th Part VI 5.9 1986
- 867 Jaws 8.1 1975
- 868 Jaws 2 5.7 1978
- 869 Jaws: The Revenge 2.8 1987
- 870 Jennifer 8 6.2 1992
- 871 Jeopardy 6.8 1953
- 872 Jerry Maguire 7.3 1996
- 873 Jesse Stone: Death in Paradise 7.2 2006
- 874 Jesse Stone: Night Passage 7.3 2006
- 875 Jesse Stone: Sea Change 7.2 2007
- 876 Jesse Stone: Stone Cold 7.2 2005
- 877 Jesse Stone: Thin Ice 7.2 2009
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- 879 JFK 8 1991
- 880 Jin-Roh: The Wolf Brigade 7.6 1999
- 881 Jingle All the Way 5.4 1996
- 882 Jitterbugs 6.4 1943
- 883 Joe Kidd 6.5 1972
- 884 John Carter 6.6 2012
- 885 Johnny Mnemonic 5.5 1995
- 886 Journey 2: The Mysterious Island 5.8 2012
- 887 Journey to the Center of the Earth 5.8 2008
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- 889 Journey to the Far Side of the Sun 6.4 1969
- 890 Joyeux Noel 7.8 2005
- 891 Joyful Noise 5.6 2012
- 892 Juarez 7.3 1939
- 893 Judge Dredd 5.4 1995
- 894 Juggernaut 6.6 1974
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- 896 Julius Caesar 7.4 1953
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- 898 Jumanji 6.9 1995
- 899 Juno 7.5 2007
- 900 Jurassic Park 8.1 1993
- 901 Jurassic Park III 5.9 2001
- 902 Jurassic World 7.2 2015
- 903 K-19: The Widowmaker 6.6 2002
- 904 K-PAX 7.4 2001
- 905 KÅ'kaku kidÅ'tai: Stand Alone Complex Solid State Society 8 2006
- 906 KÅ'kyÅ' shihen Eureka Seibun 8.2 2005
- 907 Kaleido Star 7.9 2003
- 908 Kansas City Confidential 7.4 1952
- 909 Keeper of the Flame 6.8 1942
- 910 Kelly's Heroes 7.7 1970
- 911 Key Largo 7.9 1948
- 912 Kick-Ass 7.7 2010
- 913 KidÅ' butÅ'den G Gundam 7.6 1994
- 914 KidÅ' senshi Gundam: Dai 08 MS shÅ'tai 7.8 1996
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919 Kill Your Darlings 6.5 2013
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921 Killing Kennedy 6 2013
922 King Kong 7.3 2005
923 King Kong 5.8 1976
924 King of Kings 7.1 1961
925 Kingsman: The Secret Service 7.8 2014
926 Kino's Journey 8.5 2003
927 Kiss Me Deadly 7.7 1955
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929 Kiss of the Dragon 6.6 2001
930 Kiss the Girls 6.6 1997
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932 Klute 7.2 1971
933 Knights of the Round Table 6.3 1953
934 Kull the Conqueror 4.8 1997
935 Kung Fu Hustle 7.8 2004
936 Kung Fu Panda 7.6 2008
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939 Lady and the Tramp 7.4 1955
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941 Land of the Lost 5.3 2009
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944 Lassie 6.7 2005
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946 Lassie Come Home 7.2 1943
947 Last Exile 8 2003
948 Last Tango in Paris 7.2 1972
949 Law Abiding Citizen 7.4 2009
950 Lawrence of Arabia 8.4 1962
951 Layer Cake 7.4 2004
952 Le Mans 6.7 1971
953 Leatherheads 6 2008
954 Leatherheads 6 2008
955 Legends of the Fall 7.5 1994
956 Lend a Paw 7 1941
957 Les Misérables 7.6 2012
958 Let Me In 7.2 2010
959 Lethal Weapon 7.6 1987
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961 Lethal Weapon 3 6.7 1992
962 Lethal Weapon 4 6.6 1998
963 Liar Liar 6.8 1997
964 Licence to Kill 6.6 1989
965 Life Begins with Love 4.3 1937

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967 Life with Father 7.3 1947
968 Lifeforce 6.1 1985
969 Lilo & Stitch 7.2 2002
970 Limelight 8.1 1952
971 Lincoln 7.4 2012
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973 Little Lord Fauntleroy 7.3 1936
974 Little Nicky 5.3 2000
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979 Lock, Stock and Two Smoking Barrels 8.2 1998
980 Lone Survivor 7.6 2013
981 Lone Survivor 7.6 2013
982 Lonely Are the Brave 7.7 1962
983 Lonesome Dove 8.8 1989
984 Lonesome Ghosts 7.8 1937
985 Long Day's Journey Into Night 7.8 1962
986 Looper 7.5 2012
987 Lord of War 7.6 2005
988 Love Affair 7.4 1939
989 Love Happy 5.8 1949
990 Love in the Afternoon 7.3 1957
991 Love Me or Leave Me 7.3 1955
992 Love Me Tender 6.2 1956
993 Lover Come Back 7.3 1961
994 Lupin III: The Castle of Cagliostro 7.8 1979
995 Lust for Life 7.4 1956
996 MacArthur 6.6 1977
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999 Macross Plus 7.9 1994
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1001 Mad Max 2: The Road Warrior 7.6 1981
1002 Mad Max Beyond Thunderdome 6.2 1985
1003 Mad Max: Fury Road 8.2 2015
1004 Magnum Force 7.2 1973
1005 Malcolm X 7.7 1992
1006 Mallrats 7.2 1995
1007 Mama 6.2 2013
1008 Man of a Thousand Faces 7.2 1957
1009 Man of Steel 7.2 2013
1010 Man on the Moon 7.4 1999
1011 Man with the Gun 6.7 1955
1012 Manhunter 7.2 1986
1013 Margin Call 7.1 2011
1014 Mark of the Vampire 6.3 1935
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1017 Martin 7.2 1977
1018 Mary Poppins 7.8 1964
1019 Matlock 7 1986
1020 Maverick 7 1994
1021 Max Payne 5.4 2008
1022 McQ 6.2 1974
1023 Mean Streets 7.4 1973
1024 Medicine Man 5.9 1992
1025 Meet Joe Black 7.1 1998
1026 Meet Me in St. Louis 7.7 1944
1027 Meet the Fockers 6.3 2004
1028 Meet the Parents 7 2000
1029 Megamind 7.3 2010
1030 Memento 8.5 2000
1031 Memphis Belle 6.9 1990
1032 Men in Black 7.2 1997
1033 Men in Black 3 6.9 2012
1034 Men in Black II 6.1 2002
1035 Men in War 7.4 1957
1036 Men of Honor 7.2 2000
1037 Mercury Rising 6.1 1998
1038 Messenger of Death 5.5 1988
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1040 Michael 5.6 1996
1041 Michael Clayton 7.3 2007
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1043 Michael Collins 7.1 1996
1044 Mickey and the Beanstalk 7.7 1947
1045 Mickey's Birthday Party 6.7 1942
1046 Mickey's Christmas Carol 8 1983
1047 Mickey's Elephant 6.9 1936
1048 Mickey's Parrot 7 1938
1049 Mickey's Rival 6.9 1936
1050 Mickey's Steam Roller 6.7 1934
1051 Mickey's Surprise Party 6.6 1939
1052 Midnight in Paris 7.7 2011
1053 Midnight in the Garden of Good and Evil 6.6 1997
1054 Midway 6.8 1976
1055 Mighty Morphin Power Rangers: The Movie 5 1995
1056 Minority Report 7.7 2002
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1058 Mirage 7.5 1965
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1067 Mission: Impossible III 6.9 2006
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1074 Mobile Suit Gundam Wing 8.3 1995
1075 Mobile Suit Zeta Gundam 8.4 1985
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1078 Moneyball 7.6 2011
1079 Monkey Business 7.6 1931
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1082 Monsters, Inc. 8.1 2001
1083 Monty Python and the Holy Grail 8.3 1975
1084 Monty Python's Flying Circus 8.9 1969
1085 Moon Over Miami 7 1941
1086 Moonraker 6.3 1979
1087 Mortal Kombat 5.8 1995
1088 Motel Hell 6 1980
1089 Mothra vs. Godzilla 6.5 1964
1090 Mr. Blandings Builds His Dream House 7.4 1948
1091 Mr. Deeds 5.8 2002
1092 Mr. Lucky 7.2 1943
1093 Mr. Smith Goes to Washington 8.3 1939
1094 Mrs. Miniver 7.6 1942
1095 Mulholland Dr. 8 2001
1096 Murder by Decree 7 1979
1097 Murder Over New York 7.5 1940
1098 Murder, My Sweet 7.6 1944
1099 Murder, She Wrote 6.8 1984
1100 Mushi-Shi 8.6 2005
1101 Mutiny on the Bounty 7.8 1935
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1103 My Blue Heaven 6.2 1990
1104 My Brilliant Career 7.4 1979
1105 My Cousin Vinny 7.5 1992
1106 My Darling Clementine 7.8 1946
1107 My Fair Lady 7.9 1964
1108 My Favorite Blonde 7.2 1942
1109 My Favorite Brunette 6.9 1947
1110 My Favorite Wife 7.4 1940
1111 My Man Godfrey 8.1 1936
1112 My Neighbor Totoro 8.3 1988
1113 My Sister Eileen 7.1 1942
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1115 Mystery of the Wax Museum 6.9 1933

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1120 National Treasure 6.9 2004
1121 National Treasure: Book of Secrets 6.5 2007
1122 National Velvet 7.4 1944
1123 Need for Speed 6.6 2014
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1129 Night at the Museum 6.4 2006
1130 Night at the Museum: Battle of the Smithsonian 5.9 2009
1131 Night of the Lepus 4 1972
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1133 Night Passage 6.7 1957
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1135 Ninja Scroll 7.9 1993
1136 Nixon 7.1 1995
1137 No Country for Old Men 8.1 2007
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1142 North to Alaska 7 1960
1143 Not as a Stranger 6.8 1955
1144 Nothing Left to Fear 4.4 2013
1145 Notorious 8.1 1946
1146 Now Is Good 7.2 2012
1147 Now You See Me 7.3 2013
1148 Now, Voyager 8.1 1942
1149 O Brother, Where Art Thou? 7.8 2000
1150 Oblivion 7 2013
1151 Ocean's 11 6.6 1960
1152 Ocean's Eleven 7.8 2001
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1155 Octopussy 6.6 1983
1156 Off Limits 6.2 1952
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1163 On the Beach 7.3 1959
1164 On the Town 7.7 1949
1165 On the Waterfront 8.3 1954

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- 1167 Once Upon a Time in the West 8.6 1968
- 1168 Once Upon a Time in the West 8.6 1968
- 1169 One Flew Over the Cuckoo's Nest 8.7 1975
- 1170 One Foot in Heaven 7.1 1941
- 1171 One Special Night 7.4 1999
- 1172 Open Range 7.5 2003
- 1173 Operation Dumbo Drop 4.9 1995
- 1174 Operation Petticoat 7.3 1959
- 1175 Othello 7.8 1952
- 1176 Out of the Past 8.1 1947
- 1177 Outlaw Star 7.9 1998
- 1178 Outrageous Fortune 6 1987
- 1179 Pacific Rendezvous 5.6 1942
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- 1181 Pan's Labyrinth 8.2 2006
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- 1183 Papillon 8.1 1973
- 1184 Park Row 7.4 1952
- 1185 Pat and Mike 7 1952
- 1186 Paths of Glory 8.5 1957
- 1187 Patriot Games 6.9 1992
- 1188 Patton 8 1970
- 1189 Paul 7 2011
- 1190 Pearl 6.7 1978
- 1191 Peeping Tom 7.8 1960
- 1192 People Will Talk 7.5 1951
- 1193 Perry Mason Returns 7.1 1985
- 1194 Perry Mason: The Case of the All-Star Assassin 6.5 1989
- 1195 Perry Mason: The Case of the Avenging Ace 6.9 1988
- 1196 Perry Mason: The Case of the Defiant Daughter 7.1 1990
- 1197 Perry Mason: The Case of the Desperate Deception 7.5 1990
- 1198 Perry Mason: The Case of the Fatal Fashion 7 1991
- 1199 Perry Mason: The Case of the Fatal Framing 6.9 1992
- 1200 Perry Mason: The Case of the Fatal Framing 6.9 1992
- 1201 Perry Mason: The Case of the Glass Coffin 7.1 1991
- 1202 Perry Mason: The Case of the Heartbroken Bride 6.7 1992
- 1203 Perry Mason: The Case of the Killer Kiss 7.2 1993
- 1204 Perry Mason: The Case of the Lady in the Lake 6.7 1988
- 1205 Perry Mason: The Case of the Lethal Lesson 7.2 1989
- 1206 Perry Mason: The Case of the Lost Love 6.8 1987
- 1207 Perry Mason: The Case of the Maligned Mobster 7 1991
- 1208 Perry Mason: The Case of the Murdered Madam 7 1987
- 1209 Perry Mason: The Case of the Musical Murder 7 1989
- 1210 Perry Mason: The Case of the Poisoned Pen 7 1990
- 1211 Perry Mason: The Case of the Reckless Romeo 6.9 1992
- 1212 Perry Mason: The Case of the Ruthless Reporter 7.2 1991
- 1213 Perry Mason: The Case of the Scandalous Scoundrel 6.9 1987
- 1214 Perry Mason: The Case of the Silenced Singer 7 1990
- 1215 Perry Mason: The Case of the Sinister Spirit 7 1987

1216 Perry Mason: The Case of the Skin-Deep Scandal 6.7 1993
1217 Perry Mason: The Case of the Telltale Talk Show Host 7 1993
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1220 Peter Pan 7.4 1953
1221 Phantom: Requiem for the Phantom 7.9 2009
1222 Phenomenon 6.4 1996
1223 Picnic at Hanging Rock 7.6 1975
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1225 Pinocchio 7.5 1940
1226 Pirates of the Caribbean: At World's End 7.1 2007
1227 Pirates of the Caribbean: Dead Man's Chest 7.3 2006
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1229 Pirates of the Caribbean: The Curse of the Black Pearl 8.1 2003
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1240 Point Blank 7.4 1967
1241 Point Break 7.2 1991
1242 Police Story 7.6 1985
1243 Police Story 3: Supercop 6.9 1992
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1245 Poltergeist II: The Other Side 5.6 1986
1246 Poltergeist III 4.5 1988
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1248 Portrait of Jennie 7.8 1948
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1251 Predator 2 6.2 1990
1252 Predators 6.4 2010
1253 Premonition 5.9 2007
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1260 Princess Mononoke 8.4 1997
1261 Problem Child 5.2 1990
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1263 Prohibition 8.2 2011
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1268 Psycho-Pass 8.4 2012
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1270 Pulp 6.1 1972
1271 Pulp Fiction 8.9 1994
1272 Purple Noon 7.8 1960
1273 Quantum of Solace 6.7 2008
1274 Queen Christina 7.9 1933
1275 Quigley Down Under 6.8 1990
1276 Race to Witch Mountain 5.7 2009
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1278 RahXephon 7.5 2002
1279 Raiders of the Lost Ark 8.6 1981
1280 Rain Man 8 1988
1281 Rambo 7.1 2008
1282 Rambo III 5.7 1988
1283 Rambo: First Blood Part II 6.4 1985
1284 Ransom 6.6 1996
1285 Rat Race 6.4 2001
1286 Ratatouille 8 2007
1287 Re-Animator 7.3 1985
1288 Real Genius 7 1985
1289 Real Men 6.2 1987
1290 Real Steel 7.1 2011
1291 Rear Window 8.5 1954
1292 Rebel Without a Cause 7.8 1955
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1295 Red Heat 6 1988
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1300 Red vs. Blue: Recreation 8.8 2009
1301 Red vs. Blue: Revelation 9 2010
1302 Red vs. Blue: Season 10 8.9 2012
1303 Red vs. Blue: The Blood Gulch Chronicles 8.5 2003
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1305 Reflections in a Golden Eye 7 1967
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1313 Return from Witch Mountain 5.9 1978
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1316 Revenge of the Nerds 6.6 1984
1317 Revenge of the Nerds II: Nerds in Paradise 4.9 1987
1318 Revenge of the Nerds III: The Next Generation 3.7 1992
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1320 Riddick 6.4 2013
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1323 Rio Grande 7.3 1950
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1325 Road House 6.4 1989
1326 Road to Bali 6.8 1952
1327 Road to Perdition 7.7 2002
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1329 Road to Singapore 7.1 1940
1330 Road to Utopia 7.6 1945
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1334 RoboCop 7.5 1987
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1336 RoboCop 3 3.9 1993
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1339 Rocky II 7.1 1979
1340 Rocky III 6.7 1982
1341 Rocky IV 6.7 1985
1342 Rocky V 5.1 1990
1343 Roman Holiday 8.1 1953
1344 Rome Adventure 6.5 1962
1345 Romeo + Juliet 6.8 1996
1346 Room for One More 7.2 1952
1347 Room Service 6.8 1938
1348 Rooster Cogburn 6.9 1975
1349 Rope 8 1948
1350 Rose Red 6.7 2002
1351 Roughnecks: The Starship Troopers Chronicles 7.6 1999
1352 Roustabout 5.9 1964
1353 Royal Wedding 6.8 1951
1354 Ruggles of Red Gap 7.8 1935
1355 Rules of Engagement 6.4 2000
1356 Run Silent Run Deep 7.4 1958
1357 Runaway Bride 5.4 1999
1358 Runner Runner 5.6 2013
1359 Rush Hour 6.9 1998
1360 Rush Hour 2 6.6 2001
1361 Rush Hour 3 6.2 2007
1362 Saboteur 7.2 1942
1363 Sabrina 7.7 1954
1364 Safe House 6.8 2012
1365 Sahara 7.6 1943

1366 Sailor Moon 7.7 1995
1367 Sailor Moon S 7.9 1994
1368 Sailor Moon Super S 8.2 1995
1369 Salem's Lot 6.3 2004
1370 Samurai 7 7.8 2004
1371 Samurai chanpurÃ» 8.6 2004
1372 San Andreas 6.2 2015
1373 San Francisco 7.3 1936
1374 Sands of Iwo Jima 7.2 1949
1375 Saratoga 6.5 1937
1376 Saturday Night Fever 6.8 1977
1377 Saving Private Ryan 8.6 1998
1378 Say Anything... 7.4 1989
1379 Scanners 6.8 1981
1380 Scaramouche 7.7 1952
1381 Scarface 8.3 1983
1382 Scars of Dracula 6.2 1970
1383 Scent of a Woman 8 1992
1384 Schindler's List 8.9 1993
1385 School of Rock 7.1 2003
1386 Scream 7.2 1996
1387 Scream 2 6.1 1997
1388 Scream 3 5.5 2000
1389 Scream 4 6.2 2011
1390 Se7en 8.6 1995
1391 Seabiscuit 7.3 2003
1392 Seabiscuit 7.3 2003
1393 Secret Window 6.6 2004
1394 Seinfeld 8.9 1989
1395 Semi-Pro 5.8 2008
1396 Sense and Sensibility 7.7 1995
1397 Serial Experiments Lain 8.2 1998
1398 Sex and the Single Girl 6.5 1964
1399 Sex, Lies, and Videotape 7.2 1989
1400 Shadow of a Doubt 8 1943
1401 Shadow of the Thin Man 7.3 1941
1402 Shadow of the Vampire 6.9 2000
1403 Shall We Dance 6.1 2004
1404 Shall We Dance 7.6 1937
1405 Shanghai Chest 6.5 1948
1406 Shanghai Knights 6.2 2003
1407 Shanghai Noon 6.6 2000
1408 Shark Tale 6 2004
1409 Shaun of the Dead 8 2004
1410 Sherlock 9.3 2010
1411 Sherlock Holmes 7.6 2009
1412 Sherlock Holmes and the Secret Weapon 6.8 1942
1413 Sherlock Holmes and the Voice of Terror 6.8 1942
1414 Sherlock Holmes: A Game of Shadows 7.5 2011
1415 Sherlock Holmes: A Game of Shadows 7.5 2011

1416 Shooter 7.2 2007
1417 Showdown 5.9 1973
1418 Shrek 7.9 2001
1419 Shutter Island 8.1 2010
1420 Signs 6.7 2002
1421 Silent Hill 6.6 2006
1422 Silk Stockings 6.9 1957
1423 Silver Bullet 6.3 1985
1424 Silver Linings Playbook 7.8 2012
1425 Silverado 7.2 1985
1426 Sin City 8.1 2005
1427 Sinbad and the Eye of the Tiger 6.3 1977
1428 Since You Went Away 7.6 1944
1429 Singapore 6.5 1947
1430 Singin' in the Rain 8.4 1952
1431 Sister Act 6.2 1992
1432 Six Days Seven Nights 5.7 1998
1433 Skyfall 7.8 2012
1434 Sleeping Beauty 7.3 1959
1435 Sleepy Hollow 7.4 1999
1436 Sleuth 8.1 1972
1437 Sling Blade 8 1996
1438 Slither 6.5 2006
1439 Snatch. 8.3 2000
1440 Snow White and the Huntsman 6.1 2012
1441 Snow White and the Seven Dwarfs 7.7 1937
1442 So Proudly We Hail! 7.6 1943
1443 Solaris 6.2 2002
1444 Solaris 6.2 2002
1445 Somebody Up There Likes Me 7.5 1956
1446 Sommersby 6.1 1993
1447 Son of Dracula 6.2 1943
1448 Son of Frankenstein 7.2 1939
1449 Sons of the Desert 7.8 1933
1450 Soul Eater 8 2008
1451 Source Code 7.5 2011
1452 South Pacific 7 1958
1453 Soylent Green 7.1 1973
1454 Space Cowboys 6.4 2000
1455 Speed 7.2 1994
1456 Spellbound 7.7 1945
1457 Spice and Wolf 8.1 2008
1458 Spider-Man 7.3 2002
1459 Spider-Man 2 7.3 2004
1460 Spider-Man 3 6.2 2007
1461 Spirited Away 8.6 2001
1462 Spring Reunion 5.7 1957
1463 Spy Game 7 2001
1464 Stage Door 7.9 1937
1465 Stage Fright 7.1 1950

1466 Stairway to Heaven 8.1 1946
1467 Stake Land 6.5 2010
1468 Stalag 17 8.1 1953
1469 Stand by Me 8.1 1986
1470 Star Spangled Rhythm 6.8 1942
1471 Star Trek 8 2009
1472 Star Trek II: The Wrath of Khan 7.7 1982
1473 Star Trek III: The Search for Spock 6.6 1984
1474 Star Trek Into Darkness 7.8 2013
1475 Star Trek IV: The Voyage Home 7.3 1986
1476 Star Trek V: The Final Frontier 5.4 1989
1477 Star Trek VI: The Undiscovered Country 7.2 1991
1478 Star Trek: Deep Space Nine 7.9 1993
1479 Star Trek: First Contact 7.6 1996
1480 Star Trek: Generations 6.6 1994
1481 Star Trek: Insurrection 6.4 1998
1482 Star Trek: Nemesis 6.4 2002
1483 Star Trek: The Motion Picture 6.4 1979
1484 Star Trek: The Next Generation 8.7 1987
1485 Star Trek: Voyager 7.7 1995
1486 Star Wars 8.7 1977
1487 Star Wars: Episode I - The Phantom Menace 6.5 1999
1488 Star Wars: Episode II - Attack of the Clones 6.7 2002
1489 Star Wars: Episode III - Revenge of the Sith 7.7 2005
1490 Star Wars: Episode V - The Empire Strikes Back 8.8 1980
1491 Star Wars: Episode VI - Return of the Jedi 8.4 1983
1492 Stargate 7 1994
1493 Starship Troopers 7.2 1997
1494 Starship Troopers 2: Hero of the Federation 3.5 2004
1495 Starship Troopers 3: Marauder 4.4 2008
1496 Starsky & Hutch 6.1 2004
1497 State of Play 7.1 2009
1498 Steamboat Willie 7.7 1928
1499 Steel Magnolias 7.2 1989
1500 Steins;Gate 8.8 2011
1501 Stella Dallas 7.5 1937
1502 Step Brothers 6.9 2008
1503 Stir of Echoes 7 1999
1504 Storm Warning 7.2 1951
1505 Strait-Jacket 6.8 1964
1506 Strange Bedfellows 6 1965
1507 Stranger Than Fiction 7.6 2006
1508 Strangers on a Train 8.1 1951
1509 Street Fighter II: The Animated Movie 7.3 1994
1510 Sudden Impact 6.6 1983
1511 Suddenly, Last Summer 7.7 1959
1512 Suicide Kings 7 1997
1513 Sullivan's Travels 8.1 1941
1514 Summertime 7.5 1955
1515 Sunday Punch 5.9 1942

1516 Sunrise at Campobello 7.1 1960
1517 Sunset Blvd. 8.5 1950
1518 Super 8 7.1 2011
1519 Super Bowl XL 6.7 2006
1520 Super Bowl XLI 7.4 2007
1521 Super Bowl XLII 8.3 2008
1522 Super Bowl XLIII 8.1 2009
1523 Super Bowl XLIV 7.7 2010
1524 Super Bowl XLIX 8.1 2015
1525 Super Bowl XLV 7.4 2011
1526 Super Bowl XLVI 7.8 2012
1527 Super Bowl XLVII 7.2 2013
1528 Super Bowl XLVIII 5.9 2014
1529 Super Bowl XXVII 6.7 1993
1530 Super Bowl XXVIII 6.9 1994
1531 Super Bowl XXX 7.1 1996
1532 Super Bowl XXXI 7.4 1997
1533 Super Bowl XXXII 7.8 1998
1534 Super Bowl XXXIII 6.8 1999
1535 Super Bowl XXXIV 7.7 2000
1536 Super Bowl XXXIX 5.9 2005
1537 Super Bowl XXXV 6.2 2001
1538 Super Bowl XXXVI 7.8 2002
1539 Super Bowl XXXVII 6.8 2003
1540 Super Bowl XXXVIII 7.3 2004
1541 Super Mario Bros. 4 1993
1542 Super Space Fortress Macross 7.9 1984
1543 Superbad 7.6 2007
1544 Supercop 2 6.2 1993
1545 Superman 7.3 1978
1546 Superman II 6.8 1980
1547 Superman III 4.9 1983
1548 Superman IV: The Quest for Peace 3.7 1987
1549 Superman Returns 6.1 2006
1550 Supernova 4.7 2000
1551 Surrogates 6.3 2009
1552 Suspicion 7.5 1941
1553 Sweet Bird of Youth 7.5 1962
1554 Sweet Home Alabama 6.1 2002
1555 Sweet Smell of Success 8.2 1957
1556 Swing Time 7.7 1936
1557 Swingers 7.4 1996
1558 Swiss Family Robinson 7.2 1960
1559 Swordfish 6.5 2001
1560 Sylvia 6.3 2003
1561 Symphony Hour 7.7 1942
1562 Take the High Ground! 6.2 1953
1563 Taken 7.9 2008
1564 Taken 3 6 2014
1565 Taking Chance 7.5 2009

1566 Tales of Terror 6.9 1962
1567 Talladega Nights: The Ballad of Ricky Bobby 6.5 2006
1568 Tangled 7.8 2010
1569 Taste the Blood of Dracula 6.4 1970
1570 Ted 2 6.5 2015
1571 Teenage Mutant Ninja Turtles 6.7 1990
1572 Teenage Mutant Ninja Turtles II: The Secret of the Ooze 6 1991
1573 Teenage Mutant Ninja Turtles III 4.8 1993
1574 TekWar 6.1 1994
1575 TekWar: TekJustice 6.3 1994
1576 TekWar: TekLab 5.9 1994
1577 TekWar: TekLords 6.2 1994
1578 Tenderness 5.5 2009
1579 Tengen toppa gurren lagann 8.4 2007
1580 Tequila Sunrise 6 1988
1581 Terminator 2: Judgment Day 8.5 1991
1582 Terminator 3: Rise of the Machines 6.4 2003
1583 Terminator Salvation 6.7 2009
1584 Test Pilot 6.9 1938
1585 Texhnolyze 7.8 2003
1586 Thank You for Smoking 7.6 2005
1587 Thank Your Lucky Stars 7.3 1943
1588 That Certain Woman 6.9 1937
1589 That Darn Cat! 6.7 1965
1590 That Touch of Mink 6.7 1962
1591 The 40-Year-Old Virgin 7.2 2005
1592 The 6th Day 5.9 2000
1593 The 7th Voyage of Sinbad 7.2 1958
1594 The Actress 6.7 1953
1595 The Adjustment Bureau 7.1 2011
1596 The Adventures of Huck Finn 6.1 1993
1597 The Adventures of Ichabod and Mr. Toad 7.1 1949
1598 The Adventures of Pete & Pete 8.4 1992
1599 The Adventures of Robin Hood 8 1938
1600 The Adventures of Sherlock Holmes 7.6 1939
1601 The African Queen 7.9 1951
1602 The Alamo 6.9 1960
1603 The Alamo 6.9 1960
1604 The Amazing Spider-Man 7.1 2012
1605 The American President 6.8 1995
1606 The Amityville Horror 6.2 1979
1607 The Amityville Horror 6 2005
1608 The Anderson Tapes 6.4 1971
1609 The Andromeda Strain 7.2 1971
1610 The Andromeda Strain 6.2 2008
1611 The Andromeda Strain 7.2 1971
1612 The Andromeda Strain 6.2 2008
1613 The Angriest Man in Brooklyn 5.7 2014
1614 The Apartment 8.3 1960
1615 The Appaloosa 6.3 1966

1616 The AristoCats 7.1 1970
1617 The Arrangement 6.4 1969
1618 The Arrival 6.3 1996
1619 The Artist 8 2011
1620 The Avengers 8.1 2012
1621 The Aviator 7.5 2004
1622 The Awful Truth 8 1937
1623 The Bachelor and the Bobby-Soxer 7.3 1947
1624 The Bank Job 7.3 2008
1625 The Barkleys of Broadway 7 1949
1626 The Beach 6.6 2000
1627 The Beast from 20,000 Fathoms 6.7 1953
1628 The Bells of St. Mary's 7.5 1945
1629 The Best Years of Our Lives 8.2 1946
1630 The Bible 7.4 2013
1631 The Big Heat 8 1953
1632 The Big House 7.2 1930
1633 The Big Kahuna 6.7 1999
1634 The Big Lebowski 8.2 1998
1635 The Big O 7.6 1999
1636 The Big Sleep 8.1 1946
1637 The Big Sleep 5.7 1978
1638 The Big Store 6.6 1941
1639 The Big Year 6.2 2011
1640 The Birds 7.8 1963
1641 The Bishop's Wife 7.6 1947
1642 The Black Cat 7.2 1934
1643 The Black Room 7 1935
1644 The Blob 6.4 1958
1645 The Blue and the Gray 7.7 1982
1646 The Blues Brothers 7.9 1980
1647 The Body Snatcher 7.4 1945
1648 The Bone Collector 6.6 1999
1649 The Bounty 7 1984
1650 The Bourne Identity 7.9 2002
1651 The Bourne Legacy 6.7 2012
1652 The Bourne Supremacy 7.8 2004
1653 The Bourne Supremacy 7.8 2004
1654 The Bourne Ultimatum 8.1 2007
1655 The Brave 6.5 1997
1656 The Breakfast Club 7.9 1985
1657 The Bribe 6.7 1949
1658 The Bride Came C.O.D. 7.1 1941
1659 The Brides of Dracula 6.8 1960
1660 The Bridge at Remagen 6.7 1969
1661 The Bridge on the River Kwai 8.2 1957
1662 The Bridges of Madison County 7.5 1995
1663 The Brotherhood 6 1968
1664 The Butterfly Effect 7.7 2004
1665 The Cabin in the Woods 7 2012

1666 The Cable Guy 6 1996
1667 The Caine Mutiny 7.9 1954
1668 The Canterville Ghost 7 1944
1669 The Cat Returns 7.3 2002
1670 The Changeling 7.3 1980
1671 The Changeling 6.7 2006
1672 The Charge of the Light Brigade 7.1 1936
1673 The Chase 7.3 1966
1674 The Chicken Chronicles 5.2 1977
1675 The Chronicles of Narnia: Prince Caspian 6.6 2008
1676 The Chronicles of Narnia: The Lion, the Witch and the Wardrobe 6.9 2005
1677 The Chronicles of Narnia: The Voyage of the Dawn Treader 6.3 2010
1678 The Chronicles of Riddick 6.7 2004
1679 The Cincinnati Kid 7.3 1965
1680 The Civil War 9.5 1990
1681 The Cocoanuts 7.2 1929
1682 The Color of Money 7 1986
1683 The Comancheros 6.9 1961
1684 The Conjuring 7.5 2013
1685 The Conqueror Worm 6.9 1968
1686 The Cotton Club 6.5 1984
1687 The Count of Monte Cristo 8.2 2004
1688 The Count of Monte Cristo 7.7 1934
1689 The Count of Monte Cristo 7.7 2002
1690 The Court Jester 8 1955
1691 The Cowboys 7.4 1972
1692 The Creeping Flesh 6.3 1973
1693 The Crossing Guard 6.4 1995
1694 The Curious Case of Benjamin Button 7.8 2008
1695 The Curse of Frankenstein 7.2 1957
1696 The Curse of Frankenstein 7.2 1957
1697 The Curse of the Cat People 7 1944
1698 The Curse of the Mummy's Tomb 5.5 1964
1699 The Da Vinci Code 6.5 2006
1700 The Damned United 7.6 2009
1701 The Dark Half 5.9 1993
1702 The Dark Knight 9 2008
1703 The Dark Knight Rises 8.5 2012
1704 The Dawn Patrol 7.6 1938
1705 The Day of the Triffids 6.1 1963
1706 The Day the Earth Stood Still 5.5 2008
1707 The Day the Earth Stood Still 7.8 1951
1708 The Day the Earth Stood Still 5.5 2008
1709 The Dead Pool 6.3 1988
1710 The Dead Zone 7.3 1983
1711 The Deer Hunter 8.2 1978
1712 The Departed 8.5 2006
1713 The Devil and Daniel Webster 7.8 1941
1714 The Devil at 4 O'Clock 7.1 1961
1715 The Devil Rides Out 7.1 1968

1716 The Devil's Advocate 7.5 1997
1717 The Devil's Brigade 6.8 1968
1718 The Devil's Brother 7.1 1933
1719 The Devil's Daughter 6.2 1973
1720 The Devil's Disciple 7.4 1959
1721 The Devils 7.8 1971
1722 The Diary of Ellen Rimbauer 5.5 2003
1723 The Dirty Dozen 7.8 1967
1724 The Dogs of War 6.3 1980
1725 The Doors 7.2 1991
1726 The Double 5.9 2011
1727 The Dust Bowl 8.1 2012
1728 The Eagle Has Landed 6.9 1976
1729 The Eiger Sanction 6.4 1975
1730 The Emperor Waltz 6.2 1948
1731 The Enemy Below 7.6 1957
1732 The Enforcer 6.6 1995
1733 The English Patient 7.4 1996
1734 The Evil of Frankenstein 6 1964
1735 The Evil That Men Do 5.9 1984
1736 The Exorcist 8 1973
1737 The Exorcist III 6.3 1990
1738 The Expendables 6.5 2010
1739 The Expendables 2 6.7 2012
1740 The Facts of Life 6.5 1960
1741 The Falcon and the Snowman 6.8 1985
1742 The Far Country 7.2 1954
1743 The Farmer's Daughter 7.4 1947
1744 The Fast and the Furious 6.7 2001
1745 The Fatal Hour 5.4 1940
1746 The Fifth Element 7.7 1997
1747 The Fighter 7.9 2010
1748 The Fighting Seabees 6.5 1944
1749 The Final Conflict 5.5 1981
1750 The Final Countdown 6.7 1980
1751 The Final Destination 5.2 2009
1752 The Firm 6.8 1993
1753 The Flight of the Phoenix 7.6 1965
1754 The Fly 7.5 1986
1755 The Fly 7.5 1986
1756 The Flying Deuces 6.9 1939
1757 The Fog 6.8 1980
1758 The Forbidden Kingdom 6.6 2008
1759 The Four Musketeers: Milady's Revenge 7.1 1974
1760 The Fourth Protocol 6.5 1987
1761 The Fox and the Hound 7.3 1981
1762 The Fox Hunt 6.8 1938
1763 The French Connection 7.8 1971
1764 The Freshman 6.5 1990
1765 The Friends of Eddie Coyle 7.6 1973

1766 The Frog Prince 6.9 1986
1767 The Frozen Ground 6.4 2013
1768 The Fugitive 7.8 1993
1769 The Fugitive Kind 7.2 1960
1770 The Full Monty 7.2 1997
1771 The Fury 6.4 1978
1772 The Gate 5.9 1987
1773 The Gay Divorcee 7.6 1934
1774 The General 7.3 1998
1775 The General's Daughter 6.2 1999
1776 The Getaway 7.5 1972
1777 The Ghost and Mrs. Muir 7.9 1947
1778 The Ghost Breakers 7.3 1940
1779 The Ghost Goes West 6.8 1935
1780 The Ghost of Frankenstein 6.1 1942
1781 The Ghost Writer 7.2 2010
1782 The Girl Who Leapt Through Time 7.9 2006
1783 The Girl with the Dragon Tattoo 7.8 2009
1784 The Girl with the Dragon Tattoo 7.8 2011
1785 The Giver 6.5 2014
1786 The Glass Slipper 6.4 1955
1787 The Godfather 9.2 1972
1788 The Godfather: Part II 9 1974
1789 The Godfather: Part III 7.6 1990
1790 The Good Earth 7.8 1937
1791 The Good Guys and the Bad Guys 6.1 1969
1792 The Good Shepherd 6.7 2006
1793 The Good Witch 7.1 2008
1794 The Good Witch's Charm 7.1 2012
1795 The Good Witch's Destiny 7.3 2013
1796 The Good Witch's Family 7.1 2011
1797 The Good Witch's Garden 7.2 2009
1798 The Good Witch's Gift 7.4 2010
1799 The Good, the Bad and the Ugly 8.9 1966
1800 The Gorgon 6.5 1964
1801 The Grand Budapest Hotel 8.1 2014
1802 The Grass Is Greener 6.6 1960
1803 The Great Escape 8.3 1963
1804 The Great Gatsby 6.4 1974
1805 The Great Gatsby 7.3 2013
1806 The Great Lie 7.3 1941
1807 The Great Mouse Detective 7.2 1986
1808 The Great Outdoors 6.6 1988
1809 The Great Race 7.2 1965
1810 The Great Raid 6.7 2005
1811 The Great Train Robbery 7 1979
1812 The Green Berets 5.6 1968
1813 The Green Mile 8.5 1999
1814 The Grudge 5.9 2004
1815 The Grudge 2 4.9 2006

1816 The Grudge 2 4.9 2006
1817 The Guard 7.3 2011
1818 The Gunfighter 7.7 1950
1819 The Guns of Navarone 7.6 1961
1820 The Hangover 7.8 2009
1821 The Hangover Part II 6.5 2011
1822 The Haunted 6.5 1991
1823 The Haunted House 7.2 1929
1824 The Haunted Palace 6.8 1963
1825 The Haunting 7.6 1963
1826 The Heiress 8.3 1949
1827 The High and the Mighty 7 1954
1828 The Hills Have Eyes 6.4 2006
1829 The Hills Have Eyes II 5.1 2007
1830 The Hindenburg 6.2 1975
1831 The Hoax 6.7 2006
1832 The Hobbit: An Unexpected Journey 8 2012
1833 The Hobbit: The Battle of the Five Armies 7.5 2014
1834 The Hobbit: The Desolation of Smaug 7.9 2013
1835 The Hobbit: The Desolation of Smaug 7.9 2013
1836 The Homesman 6.6 2014
1837 The Hoodlum Saint 6.2 1946
1838 The Hook 6.6 1963
1839 The Horse Soldiers 7.2 1959
1840 The Horse Whisperer 6.5 1998
1841 The Host 5.9 2013
1842 The Hound of the Baskervilles 7.6 1939
1843 The Hound of the Baskervilles 7 1959
1844 The Hound of the Baskervilles 6.6 2002
1845 The House of the Devil 6.4 2009
1846 The House That Dripped Blood 6.6 1971
1847 The Hucksters 6.7 1947
1848 The Hunchback of Notre Dame 6.9 1996
1849 The Hunger Games 7.3 2012
1850 The Hunger Games: Catching Fire 7.6 2013
1851 The Hunger Games: Mockingjay - Part 1 6.8 2014
1852 The Hunt for Red October 7.6 1990
1853 The Hunter 6.8 2011
1854 The Hurt Locker 7.6 2008
1855 The Hustler 8.1 1961
1856 The Ides of March 7.1 2011
1857 The Illusionist 7.6 2006
1858 The Imitation Game 8.1 2014
1859 The Incredibles 8 2004
1860 The Innocents 7.9 1961
1861 The Insider 7.9 1999
1862 The Interview 6.7 2014
1863 The Invisible Woman 6.1 1940
1864 The Italian Job 7.4 1969
1865 The Jackal 6.3 1997

1866 The Jade Mask 6.9 1945
1867 The Jewel of the Nile 6 1985
1868 The Joker Is Wild 7.1 1957
1869 The Journey 7 1959
1870 The Judge 7.4 2014
1871 The Jungle Book 7.6 1967
1872 The Jungle Book 6 1994
1873 The Karate Kid 7.2 1984
1874 The Kid from Brooklyn 6.8 1946
1875 The Killer 7.9 1989
1876 The Killers 7.9 1946
1877 The Killers 7.1 1964
1878 The King and I 7.5 1956
1879 The King's Speech 8.1 2010
1880 The Lady Eve 8 1941
1881 The Lady from Shanghai 7.7 1947
1882 The Lair of the White Worm 5.8 1988
1883 The Last Days of Disco 6.6 1998
1884 The Last Days of Patton 6.4 1986
1885 The Last Hurrah 7.5 1958
1886 The Last Legion 5.4 2007
1887 The Last Man on Earth 7 1964
1888 The Last of Sheila 7.4 1973
1889 The Last Samurai 7.7 2003
1890 The Last Stand 6.4 2013
1891 The Last Sunset 6.8 1961
1892 The Last Tycoon 6.4 1976
1893 The Last Winter 5.6 2006
1894 The Late Show 7.1 1977
1895 The Lawless Breed 6.3 1953
1896 The Lawnmower Man 5.4 1992
1897 The Legend 7.3 1993
1898 The Legend 7.3 1993
1899 The Legend II 7.1 1993
1900 The Legend of Drunken Master 7.6 1994
1901 The Legend of Hell House 6.9 1973
1902 The Legend of Zorro 5.9 2005
1903 The Letter 7.7 1940
1904 The Life of Brian 5.2 2002
1905 The Lion in Winter 8.2 1968
1906 The Lion King 8.5 1994
1907 The Lion King 2: Simba's Pride 6.4 1998
1908 The Little Mermaid 7.6 1989
1909 The Living Daylights 6.7 1987
1910 The Long, Hot Summer 7.5 1958
1911 The Longest Day 7.8 1962
1912 The Longest Day 7.8 1962
1913 The Lord of the Rings: The Fellowship of the Ring 8.8 2001
1914 The Lord of the Rings: The Return of the King 8.9 2003
1915 The Lord of the Rings: The Two Towers 8.7 2002

1916 The Lost World: Jurassic Park 6.5 1997
1917 The Lusty Men 7.6 1952
1918 The Mad Magician 6.4 1954
1919 The Magnificent Seven 7.8 1960
1920 The Maltese Falcon 8.2 1941
1921 The Man from Laramie 7.4 1955
1922 The Man Who Came to Dinner 7.7 1942
1923 The Man Who Shot Liberty Valance 8.1 1962
1924 The Man Who Would Be King 7.9 1975
1925 The Man with the Golden Gun 6.8 1974
1926 The Man Without a Face 6.7 1993
1927 The Manchurian Candidate 8 1962
1928 The Manchurian Candidate 6.6 2004
1929 The Many Adventures of Winnie the Pooh 7.6 1977
1930 The Marrying Kind 7 1952
1931 The Mask 6.9 1994
1932 The Mask of Dimitrios 7.2 1944
1933 The Mask of Zorro 6.7 1998
1934 The Masque of the Red Death 7.1 1964
1935 The Matrix 8.7 1999
1936 The Matrix Reloaded 7.2 2003
1937 The Matrix Revolutions 6.7 2003
1938 The Maze Runner 6.8 2014
1939 The Medallion 5.1 2003
1940 The Melancholy of Haruhi Suzumiya 8.1 2006
1941 The Men Who Stare at Goats 6.3 2009
1942 The Mighty Ducks 6.4 1992
1943 The Mission 7.5 1986
1944 The Missouri Breaks 6.6 1976
1945 The Money Pit 6.2 1986
1946 The More the Merrier 8 1943
1947 The Mothman Prophecies 6.5 2002
1948 The Mouse That Roared 7 1959
1949 The Mummy 7 1999
1950 The Mummy 6.8 1959
1951 The Mummy Returns 6.3 2001
1952 The Mummy: Tomb of the Dragon Emperor 5.2 2008
1953 The Muppets 7.2 2011
1954 The Music Box 8.1 1932
1955 The Naked Spur 7.5 1953
1956 The Negotiator 7.3 1998
1957 The NeverEnding Story 7.4 1984
1958 The Neverending Story II: The Next Chapter 5 1990
1959 The Neverending Story III 3.1 1994
1960 The New Legend of Shaolin 6.3 1994
1961 The New World 6.7 2005
1962 The Next Three Days 7.4 2010
1963 The Nifty Nineties 6.9 1941
1964 The Night of the Following Day 6.2 1968
1965 The Night of the Generals 7.4 1967

1966 The Night of the Hunter 8.1 1955
1967 The Nightcomers 6.1 1971
1968 The Nightmare Before Christmas 8 1993
1969 The Ninth Gate 6.7 1999
1970 The Notebook 7.9 2004
1971 The Odd Couple 7.7 1968
1972 The Odd Couple II 6.4 1998
1973 The Odessa File 7 1974
1974 The Omega Man 6.6 1971
1975 The Omen 5.5 2006
1976 The Omen 7.6 1976
1977 The One 5.9 2001
1978 The Others 7.6 2001
1979 The Outlaw Josey Wales 7.9 1976
1980 The Pacific 8.3 2010
1981 The Palm Beach Story 7.7 1942
1982 The Passenger 7.7 1975
1983 The Patriot 7.1 2000
1984 The Peacemaker 5.9 1997
1985 The Pearl of Death 7.5 1944
1986 The Pee-Wee Herman Show on Broadway 7.6 2011
1987 The Pelican Brief 6.5 1993
1988 The Perfect Storm 6.4 2000
1989 The Perks of Being a Wallflower 8 2012
1990 The Phantom of the Opera 7.4 2004
1991 The Philadelphia Story 8.1 1940
1992 The Pianist 8.5 2002
1993 The Picture of Dorian Gray 7.6 1945
1994 The Pink Panther 5.6 2006
1995 The Place Beyond the Pines 7.3 2012
1996 The Poseidon Adventure 7.1 1972
1997 The Prestige 8.5 2006
1998 The Princess and the Pirate 7 1944
1999 The Princess Bride 8.1 1987
2000 The Princess Bride 8.1 1987
2001 The Prisoner of Zenda 7.8 1937
2002 The Private Life of Don Juan 6.4 1934
2003 The Private Life of Sherlock Holmes 7.2 1970
2004 The Private Navy of Sgt. O'Farrell 5.7 1968
2005 The Prize 6.8 1963
2006 The Pursuit of Happyness 7.9 2006
2007 The Quatermass Xperiment 6.8 1955
2008 The Quick and the Dead 6.4 1995
2009 The Quiet American 7.1 2002
2010 The Quiet Man 7.9 1952
2011 The Railway Man 7.1 2013
2012 The Rainmaker 7.1 1997
2013 The Rainmaker 7.1 1956
2014 The Rare Breed 6.4 1966
2015 The Raven 6.4 2012

2016 The Raven 6.7 1963
2017 The Real St. Nick 6 2012
2018 The Red Baron 6.3 2008
2019 The Relic 5.7 1997
2020 The Remains of the Day 7.9 1993
2021 The Reptile 6.3 1966
2022 The Rescuers 6.9 1977
2023 The Rescuers Down Under 6.9 1990
2024 The Return of Jafar 5.9 1994
2025 The Return of the Musketeers 6 1989
2026 The Revenge of Frankenstein 6.9 1958
2027 The Ring 7.1 2002
2028 The Road to Hong Kong 6.6 1962
2029 The Roaring Twenties 7.9 1939
2030 The Rookie 5.8 1990
2031 The Running Man 6.6 1987
2032 The Russia House 6.1 1990
2033 The Sand Pebbles 7.7 1966
2034 The Santa Clause 6.3 1994
2035 The Santa Clause 2 5.5 2002
2036 The Santa Clause 3: The Escape Clause 4.6 2006
2037 The Satanic Rites of Dracula 5.5 1973
2038 The Scarlet Pimpernel 7.7 1982
2039 The Sea Wolves 6.3 1980
2040 The Searchers 8 1956
2041 The Secret Garden 7.5 1949
2042 The Secret of NIMH 7.6 1982
2043 The Secret World of Alex Mack 7.8 1994
2044 The Seventh Cross 7.4 1944
2045 The Seventh Seal 8.3 1957
2046 The Seventh Victim 7 1943
2047 The Shawshank Redemption 9.3 1994
2048 The Shield 8.8 2002
2049 The Shining 8.4 1980
2050 The Shootist 7.7 1976
2051 The Shop Around the Corner 8.1 1940
2052 The Siege 6.3 1998
2053 The Siege 6.3 1998
2054 The Silence of the Lambs 8.6 1991
2055 The Sixth Sense 8.2 1999
2056 The Sky Dragon 7.1 1949
2057 The Snows of Kilimanjaro 6.3 1952
2058 The Social Network 7.8 2010
2059 The Solid Gold Cadillac 7.6 1956
2060 The Soloist 6.7 2009
2061 The Song of Bernadette 7.7 1943
2062 The Sons of Katie Elder 7.2 1965
2063 The Sorcerers 6.4 1967
2064 The Spanish Main 6.4 1945
2065 The Spiral Staircase 7.6 1945

2066 The Spirit of St. Louis 7.2 1957
2067 The Spy Who Loved Me 7.1 1977
2068 The Stand 7.3 1994
2069 The Sting 8.3 1973
2070 The Story of Temple Drake 7.2 1933
2071 The Story of Vernon and Irene Castle 7 1939
2072 The Stranger 7.4 1946
2073 The Strawberry Blonde 7.4 1941
2074 The Sundowners 7.3 1960
2075 The Sword and the Rose 6.7 1953
2076 The Sword in the Stone 7.2 1963
2077 The Taking of Pelham 1 2 3 6.4 2009
2078 The Tale of Despereaux 6.1 2008
2079 The Talented Mr. Ripley 7.3 1999
2080 The Taming of the Shrew 7.2 1967
2081 The Tarnished Angels 7.3 1957
2082 The Ten Commandments 7.9 1956
2083 The Terminal 7.3 2004
2084 The Terminator 8.1 1984
2085 The Testament of Dr. Mabuse 7.9 1933
2086 The Theory of Everything 7.7 2014
2087 The Thief of Bagdad 7.6 1940
2088 The Thin Man 8.1 1934
2089 The Thin Red Line 7.6 1998
2090 The Thing 8.2 1982
2091 The Thing 6.2 2011
2092 The Thing from Another World 7.3 1951
2093 The Third Man 8.3 1949
2094 The Three Burials of Melquiades Estrada 7.5 2005
2095 The Three Musketeers 6.3 1993
2096 The Three Musketeers 5.8 2011
2097 The Three Musketeers 7.3 1973
2098 The Time Machine 7.6 1960
2099 The Time Machine 5.9 2002
2100 The Time of Their Lives 8 1946
2101 The Tomb of Ligeia 6.6 1964
2102 The Towering Inferno 6.9 1974
2103 The Train 7.9 1964
2104 The Train Robbers 6.4 1973
2105 The Treasure of the Sierra Madre 8.3 1948
2106 The Trial 7.9 1962
2107 The Tuxedo 5.3 2002
2108 The Twelve Kingdoms 8.3 2002
2109 The Twilight Saga: Breaking Dawn - Part 1 4.9 2011
2110 The Twilight Saga: Breaking Dawn - Part 2 5.6 2012
2111 The Twilight Saga: Eclipse 4.9 2010
2112 The Twilight Saga: New Moon 4.6 2009
2113 The Two Jakes 6.1 1990
2114 The Undefeated 6.6 1969
2115 The Uninvited 7.5 1944

2116 The Usual Suspects 8.6 1995
2117 The Verdict 7.8 1982
2118 The Verdict 7.2 1946
2119 The Visitor 4.7 1979
2120 The Wages of Fear 8.2 1953
2121 The War 9 2007
2122 The Watcher 5.3 2000
2123 The West 8.4 1996
2124 The Whalers 7.3 1938
2125 The White Cliffs of Dover 7.1 1944
2126 The Wicker Man 7.6 1973
2127 The Wild Bunch 8 1969
2128 The Wild Life 6 1984
2129 The Winds of War 8.2 1983
2130 The Wings of Eagles 6.8 1957
2131 The Winston Affair 6.6 1964
2132 The Wizard of Oz 8.1 1939
2133 The Wolf Man 7.4 1941
2134 The Wolf of Wall Street 8.2 2013
2135 The Wolfman 5.8 2010
2136 The Wolverine 6.7 2013
2137 The Woman in Black 6.4 2012
2138 The Woman in the Window 7.8 1944
2139 The Woman on Pier 13 5.9 1949
2140 The World Is Not Enough 6.4 1999
2141 The World's End 7 2013
2142 The X-Files 8.7 1993
2143 The X-Files 8.7 1993
2144 The Year of Living Dangerously 7.2 1982
2145 The Young Lions 7.3 1958
2146 Them! 7.3 1954
2147 There's Something About Mary 7.1 1998
2148 These Wilder Years 6.7 1956
2149 They Died with Their Boots On 7.3 1941
2150 They Met in Bombay 6.5 1941
2151 They Were Expendable 7.3 1945
2152 They Were Expendable 7.3 1945
2153 Thir13en Ghosts 5.5 2001
2154 Thirty Seconds Over Tokyo 7.5 1944
2155 This Happy Breed 7.3 1944
2156 This Is It 7.3 2009
2157 This Is the End 6.7 2013
2158 Thor: The Dark World 7.1 2013
2159 Thoroughly Modern Millie 7 1967
2160 Thousands Cheer 6.4 1943
2161 Three Days of the Condor 7.5 1975
2162 Thunderball 7 1965
2163 Thunderbird 6 6.3 1968
2164 Thunderbolt 6.3 1995
2165 Thunderbolt and Lightfoot 7.1 1974

2166 Thunderheart 6.8 1992
2167 Time After Time 7.2 1979
2168 Time Out for Rhythm 6.7 1941
2169 Tin Man 7.2 2007
2170 Tinker Tailor Soldier Spy 7.1 2011
2171 Titan A.E. 6.6 2000
2172 Titanic 7.7 1997
2173 TMNT 6.3 2007
2174 To Catch a Thief 7.5 1955
2175 To Have and Have Not 8 1944
2176 To Hell and Back 7.5 1955
2177 To Kill a Mockingbird 8.4 1962
2178 To the Shores of Tripoli 6.1 1942
2179 Tombstone 7.8 1993
2180 Tommy Boy 7 1995
2181 Tomorrow Is Forever 7.5 1946
2182 Tomorrow Never Dies 6.5 1997
2183 Top Gun 6.9 1986
2184 Top Hat 7.8 1935
2185 Topper 7.4 1937
2186 Tora! Tora! Tora! 7.5 1970
2187 Torn Curtain 6.7 1966
2188 Total Recall 7.5 1990
2189 Total Recall 6.3 2012
2190 Touch of Evil 8.2 1958
2191 Tower Heist 6.2 2011
2192 Tower of London 6.7 1939
2193 Tower of London 6.3 1962
2194 Toy Story 8.3 1995
2195 Toy Story 2 7.9 1999
2196 Toy Story 3 8.4 2010
2197 Traffic 7.6 2000
2198 Trailer Park Boys 8.5 2001
2199 Trainspotting 8.2 1996
2200 Transformers 7.1 2007
2201 Transformers: Dark of the Moon 6.3 2011
2202 Transformers: Revenge of the Fallen 6 2009
2203 Treasure Island 7 1950
2204 Treasure Island 7 1950
2205 Trick or Treat 7.3 1952
2206 Trigun 8.4 1998
2207 TRON 6.8 1982
2208 TRON: Legacy 6.8 2010
2209 Tropic Thunder 7 2008
2210 True Crime 6.6 1999
2211 True Grit 7.4 1969
2212 True Grit 7.7 2010
2213 True Lies 7.2 1994
2214 Tucker: The Man and His Dream 6.9 1988
2215 Tugboat Mickey 7.3 1940

2216 Turner & Hooch 6 1989
2217 Twelve Monkeys 8.1 1995
2218 Twelve O'Clock High 7.8 1949
2219 Twice-Told Tales 6.7 1963
2220 Twilight 5.2 2008
2221 Twister 6.3 1996
2222 Two Girls and a Sailor 6.8 1944
2223 U-571 6.6 2000
2224 UHF 7 1989
2225 Ulysses 6.5 1967
2226 Uncommon Valor 6.3 1983
2227 Under the Mountain 4.9 2009
2228 Underworld 7 2003
2229 Underworld: Evolution 6.8 2006
2230 Unforgiven 8.3 1992
2231 Universal Soldier 5.9 1992
2232 Universal Soldier: Day of Reckoning 5 2012
2233 Universal Soldier: Regeneration 5.2 2009
2234 Unsolved Mysteries 8.3 1987
2235 Unstoppable 6.8 2010
2236 Up 8.3 2009
2237 Up in the Air 7.5 2009
2238 Up in the Air 7.5 2009
2239 V for Vendetta 8.2 2005
2240 Valkyrie 7.1 2008
2241 Vampire Hunter D: Bloodlust 7.8 2000
2242 Van Helsing 6 2004
2243 Vanilla Sky 6.9 2001
2244 Vanishing on 7th Street 4.9 2010
2245 Vengeance Valley 6 1951
2246 Vertigo 8.4 1958
2247 Village of the Damned 7.3 1960
2248 Virus 4.8 1999
2249 Viva Las Vegas 6.3 1964
2250 Volcano 5.4 1997
2251 Von Ryan's Express 7.2 1965
2252 Voyage to the Bottom of the Sea 6.1 1961
2253 W. 6.4 2008
2254 Wag the Dog 7.1 1997
2255 Wake of the Red Witch 6.7 1948
2256 Walk Don't Run 6.7 1966
2257 Walk on the Wild Side 6.8 1962
2258 Walk the Line 7.9 2005
2259 Wall Street 7.4 1987
2260 Wall Street 7.4 1987
2261 Wall Street: Money Never Sleeps 6.3 2010
2262 WALLÂ·E 8.4 2008
2263 War & Peace 8.3 1972
2264 War and Peace 6.8 1956
2265 War and Remembrance 8.4 1988

2266 War of the Worlds 6.5 2005
2267 Warm Bodies 6.9 2013
2268 Warrior 8.2 2011
2269 Watch on the Rhine 7.4 1943
2270 Watchers 5.2 1988
2271 Waterloo Bridge 7.8 1940
2272 Way Down East 8 1920
2273 Way Out West 7.8 1937
2274 Wayne's World 7 1992
2275 Wayne's World 2 6.1 1993
2276 We Were Soldiers 7.1 2002
2277 We're Not Married! 6.4 1952
2278 Weekend at Bernie's 6.3 1989
2279 West Point 8 1927
2280 Westward Passage 5.6 1932
2281 Westworld 7.1 1973
2282 What's the Matter with Helen? 6.4 1971
2283 When They Cry 8.3 2006
2284 When Trumpets Fade 7.3 1998
2285 When Worlds Collide 6.7 1951
2286 Where Eagles Dare 7.7 1968
2287 Where the Sidewalk Ends 7.7 1950
2288 While the City Sleeps 7 1956
2289 White Christmas 7.6 1954
2290 White Heat 8.2 1949
2291 White House Down 6.4 2013
2292 Who Framed Roger Rabbit 7.7 1988
2293 Who's Afraid of Virginia Woolf? 8.1 1966
2294 Wild and Wonderful 6.4 1964
2295 Wild Hogs 5.9 2007
2296 Wilson 7 1944
2297 Windtalkers 6 2002
2298 With a Song in My Heart 7 1952
2299 Without a Clue 7 1988
2300 Without Love 6.8 1945
2301 Without Reservations 6.6 1946
2302 Wolf 6.2 1994
2303 Wolf's Rain 8.1 2003
2304 Woman of the Year 7.3 1942
2305 Working Girl 6.7 1988
2306 World Without End 6 1956
2307 Wrath of the Titans 5.8 2012
2308 Wuthering Heights 7.7 1939
2309 Wuthering Heights 7.7 2009
2310 WWII in HD 8.7 2009
2311 Wyatt Earp 6.6 1994
2312 X-Men 7.4 2000
2313 X-Men Origins: Wolverine 6.7 2009
2314 X-Men: Days of Future Past 8.1 2014
2315 X-Men: The Last Stand 6.8 2006

2316 X2 7.5 2003
2317 xXx 5.8 2002
2318 Yankee Doodle Dandy 7.8 1942
2319 You Can't Take It With You 8 1938
2320 You Don't Mess with the Zohan 5.5 2008
2321 You Only Live Twice 6.9 1967
2322 You've Got Mail 6.5 1998
2323 Young Bride 6.4 1932
2324 Young Frankenstein 8.1 1974
2325 Young Man with a Horn 7.2 1950
2326 Young Mr. Lincoln 7.7 1939
2327 Zero Dark Thirty 7.4 2012
2328 Zodiac 7.7 2007
2329 Zombieland 7.7 2009
2330 Zoolander 6.6 2001
2331 Zulu 7.8 1964

Top 10 soda (2011-04-22 05:35)

1. Dr. Pepper
 2. Sprite
 3. Mountain Dew
 4. Coca Cola
 5. Pepsi
 6. Barq's Root Beer
 7. Coca Cola Cherry
 8. Mr. Pibb
 9. Diet Coke
 10. Berries and Cream Dr. Pepper
-

On Youtube (2011-04-25 19:40)

Usually, I am looking at videogames videos and video-game collections. Mine doesn't measure up.
I'd probably pirate these CD/DVD games via SNESoRAMA links to rapidshare, megaupload like always. I cannot find Wisconsin hits interesting enough. The point is too look at people's rooms and how much they massacre your budget.
I used to hang baseball cards on my wall with scotch tape. It looked stupid within a year.
I updated my best trance cds.

Two Top 20 Rock music favorites (2011-04-26 05:12)

1. Sgt. Pepper's Lonely Hearts Club Band (1967) - The Beatles
 2. Pet Sounds (1966) - The Beach Boys
-

3. What's Going On (1971) - Marvin Gaye
4. Dark Side Of The Moon (1973) - Pink Floyd
5. Revolver (1966) - The Beatles
6. Live at the Apollo (1962) - James Brown
7. Highway 61 Revisited (1965) - Bob Dylan
8. Thriller (1982) - Michael Jackson
9. Are You Experienced? (1967) - Jimi Hendrix
10. Rubber Soul (1965) - The Beatles
11. It Takes A Nation Of Millions To Hold Us Back (1988) - Public Enemy
12. Nevermind (1991) - Nirvana
13. Elvis Presley (1956) - Elvis Presley
14. Born To Run (1975) - Bruce Springsteen
15. Exile On Main Street (1972) - The Rolling Stones
16. Blonde On Blonde (1966) - Bob Dylan
17. Innervisions (1973) - Stevie Wonder
18. London Calling (1979) - The Clash
19. Abbey Road (1969) - The Beatles
20. Purple Rain (1984) - Prince

1. The Beatles (The White Album) by The Beatles
2. Dark Side of the Moon by Pink Floyd
3. Led Zeppelin IV (aka ZOSO) by Led Zeppelin
4. Velvet Underground & Nico by Velvet Underground
5. Surrealistic Pillow by Jefferson Airplane
6. The Black Parade by My Chemical Romance
7. Hot Fuss by The Killers
8. You Could Have It So Much Better by Franz Ferdinand
9. American Idiot by Green Day
10. Back in Black by AC/DC
11. A Night at the Opera by Queen
12. Red Letter Days by The Wallflowers
13. Box of Pearls: The Janis Joplin Collection by Janis Joplin
14. Bat Out of Hell by Meat Loaf
15. All Things Must Pass [DIGI-PAK EDITION] by George Harrison
16. Layla by Derek & The Dominos
17. Songs About Jane by Maroon 5
18. Contraband by Velvet Revolver
19. The Joshua Tree by U2
20. All the Right Reasons by Nickelback

Neo-Conservatism (2011-04-27 10:32)

President Bush's neo-conservative politics mixed with communitarian?

Bush could be a neo-conservative politician experimenting with communitarianism. if Pres. Bush experimented with it, I still would listen to all the right-wingers.

I know the difference between neo-conservative and communitarism after reading neo-con Weekly Standard articles.

Three Zeldas you never played (2011-04-29 22:55)

<http://www.zeldaroth.fr/us/zolb.php>

<http://www.zeldaroth.fr/us/zroth.php>

<http://www.zeldaroth.fr/us/z3t.php>





Xbox 360 vs. PlayStation 3: The Hardware Throwdown (2011-04-30 14:12)

CPU

Xbox 360

3.2 GHz Xenon processor
3 dual-threaded cores
Maximum 77 GFlops

PS3

3.2 GHz Cell processor
7 single-threaded cores (plus 1 backup core)
Maximum 230 GFlops

Winner PS3 GPU

Xbox 360

PS3

NVIDIA RSX "Reality Synthesizer"

256 MB GDDR 3RAM (additional 224 MB can be shared w/ system RAM)
22.4 GBps bandwidth

Xbox 360

ATI Xenos

Up to 512 MB GDDR3 RAM (shared w/ system RAM)
10 MB eDRAM
21.6 GBps bandwidth (256 GBps via eDRAM)

Winner: Xbox 360 Hard drive

Xbox 360

250 GB HDD
or 4 GB SSD

5400 rpm

PS3

160 or 320 GB HDD

5400 rpm

User replaceable w/ proprietary HDD User replaceable w/ standard HDD

Winner: PS3 PS3

8x read speed (DVD), 2x read speed (Blu-ray)

25 GB disc space

Xbox 360

12x read speed (DVD)

7 GB disc space

Winner PS3

Video support

Xbox 360

Native 720p resolution

OS supports up to 1080p

Composite, component, VGA, & HDMI connections

PS3

Up to 1080p resolution

Composite, component, & HDMI connections

Winner: PS3 Xbox 360

Analog – Dolby Pro-Logic II

Digital – 5.1 Dolby Digital

PS3

Analog – Stereo

Digital – 5.1 Dolby Digital & 7.1 LPCM

Winner: PS3 Connectivity

Xbox 360

5 USB ports, Kinect port

7 max controllers (3 wired and 4 wireless)

PS3

2 USB ports, Bluetooth 2.0

7 max controllers

PS3 Winnner (Bluetooth) Networking

Xbox 360

100 MBps ethernet

Built-in wifi connector – up to 802.11n

PS3

1 GBps ethernet

Built-in wifi connector – up to 802.11g

Winner: Xbox 360 hardware compatibility
Xbox 360
Support for many original Xbox games via software emulation
PS3
Support for PSOne games via hardware emulation
Owns original with PS2 emulation

Winner Original PS3 60 Gig

Top 10 Hunting Rifles (2011-04-30 14:38)

1.) Winchester Model 70

Doctor Olmsted hit this nail. The Win. M70 it is. I'd like to give the nod to the Mauser 98, but it was too long a military configuration. Since Winchester had the smarts to sporterize it in an elegant, durable, accurate package, here's your prize. Kimber may overtake the M70 with its sleeker 84M and 8400s, but for now, it's Winchester.

2.) Remington Model 700

I tried, but couldn't justify bumping the Remington M700 from second. It's just too consistently effective and popular. Custom gunmakers love to tailor it into some of the most accurate rifles on the planet. Controlled feeding is the only reason Winchester gets top spot.

3.) Ruger No. 1

This rifle is too elegant, smooth, tough and durable to ignore. Once you get over the idea you need three follow-up shots, the No. 1 is an obvious winner. The Dakota Model 10 is more elegant, but not quite as durable.

4.) Winchester Model 52

This accurate, "real" bolt-action rimfire brought the .22 LR up to standards long established for quality centerfires, making it not only a plinking rifle but also a true practice rifle for anyone hunting with a bolt-action centerfire. The M52 set the stage for today's quality rimfires like Kimber, Cooper and New Ultra Light Arms.

5.) Winchester M94

Yes, you could argue for the Marlin, but Winchester started the lever-action repeater, and the 94 epitomizes the slab-sided efficiency of this action type. Trim, quick, open sights. In .30-30 it's an American classic, even though the Savage M99 is a more modern lever-action design.

6.) Ruger 10/22

This is not the classic all-steel hunting rifle, but you can't argue with success. The 10/22 can be dressed up or down, take a licking and keep on shooting quickly and darned accurately.

7.) Mauser 98

The only problem with the Mausers was inconsistent sporter designs. There was never one definitive manufacturer. Today firms like Empire Rifle are manufacturing Mauser-design actions that could propel this classic to the top.

8.) H &H Royal

We do need a double rifle in the group, considering how important it was/is in dangerous-game hunting, so the H &H gets the nod.

9.) New Ultra Light Arms Model 20

One of the most significant, lasting trends in hunting rifles is lighter weight, and the M20 set the standard. At roughly 5 pounds, these push-feed actions do everything the 8-pound standard rifles do with less sweat.

10.) Kentucky Long Rifle

The Hawken was a refinement of the early flintlocks that evolved in the original American wilderness as an awakening nation discovered its identity.

David Butler (2012-09-24 18:02:00)

Can someone explain to me the difference between the Remington 700— —SPS and the ADL model— —the ADL is a couple of hundred dollars cheaper but is the SPS worth the difference??

Anonymous (2013-02-22 02:41:15)

Nice post. I used to be checking continuously this weblog and I am inspired! Extremely useful info specially the remaining part :) I maintain such information much. I used to be seeking this certain info for a very long time. Thank you and best of luck.
my website: home hemorrhoid treatment

Anonymous (2013-04-03 16:31:03)

geotorelxzp consolidation loans
consolidate credit card debt

Top 10 Hunting Shotgun (2011-04-30 14:40)

1. Remington 870
 2. Browning A-5
 3. Winchester Model 12
 4. Purdey Over/Under
 5. Benelli Super Black Eagle
 6. Browning Superposed
 7. Remington 1100
 8. Beretta 682 Gold Sporting
 9. Pre-1913 L.C. Smith
 10. Winchester 21
-

Top 20 fantasy books (2011-04-30 20:23)

- 1 J R R Tolkien Lord of the Rings 1954
- 2 J K Rowling Harry Potter Series 1997
- 3 J R R Tolkien The Hobbit 1937
- 4 Robert Jordan Wheel of Time Series 1990
- 5 George R R Martin A Song of Ice & Fire 1996
- 6 C S Lewis The Lion, the Witch & the Wardrobe 1950
- 7 David Eddings The Belgariad Series 1982
- 8 Terry Goodkind Wizard's First Rule 1994
- 9 Raymond E Feist Magician 1982
- 10 Philip Pullman His Dark Materials Trilogy 1995
- 11 Christopher Paolini Eragon 2002
- 12 Terry Brooks The Sword of Shannara 1977
- 13 Robin Hobb The Farseer Trilogy 1995
- 14 Ursula K Le Guin A Wizard of Earthsea
- 15 R A Salvatore Dark Elf Trilogy 1990
- 16 J R R Tolkien The Silmarillion 1977
- 17 Stephen King The Dark Tower Series 1982

- 18 Weis & Hickman Dragonlance Chronicles 1984
- 19 Roger Zelazny The Chronicles of Amber 1970
- 20 Terry Pratchett The Colour of Magic 1983

Anonymous (2013-03-27 07:19:01)

distaff gunners are a big addition to Dungeon attack aircraft Online,
and the differences betwixt Follow and is it oh so identical seraphic!
If you Act as the game yourself, you can also guide your kid localisation, dealing hurt
to enemies as it expands and knocking them
airborne as it contracts. These games are Release
to Act and when At that place is panty of prison term
one can start Forces, all civilizations in
empire Solid ground are based upon history.

Anonymous (2013-04-12 04:55:45)

These games are very sympathetic to kids and Serve and several more than
to be launched volition Hold the same scrap as the new Samsung tablet: Coltsfoot Tab 10.
1. I would definetly call that the to the highest degree democratic tro choi.
Not to acknowledgment, if you Require to add a gets taken, he'll Simply Exit the secret plan earlier it starts.
my weblog: game

Anonymous (2013-04-26 12:53:51)

This information is invaluable. When can I
find out more?
Here is my webpage; ranger forum

Anonymous (2013-09-17 15:33:48)

The track is ranked No. 316 among Rolling Stone magazine's "500 Greatest Songs of All Time. This doesn't mean the 3000 is
twice ass quick, but it does means the 3000 is about 50 % quicker in most benchmarks.
Here is my web-site :: may xay da nang

13.5 May

My CAANOO review (2011-05-02 16:31)

I remember I wanted a Gamepark GP32 long time ago, but I waited for a device to get 128 MB of RAM in it so it
wouldn't be limited. The GP2x Wiz only had 64 MB of RAM.

Download firmwares, emulators

The Caanoo is a solid build device with a light but tight feel. The buttons feel good when you press down on them and
the analog stick feels good when in use but sometimes it feels weird to use when you are playing a game that was
originally built for a D-Pad. it will take some time to get use to that in some cases but its not too bad.

The screen is a 3.5in 320x240 LCD with a resistive touch screen that makes the 16-bit style games look awesome while
still giving off good quality when playing video and pictures. The touch screen is ok but not the greatest but a stylus
is available to make the experience easier. I'm sure a resistive screen was chosen to lower cost and its not a main
feature that will be used on the device so.

The 533mhz processor runs fine for most games but there can be slow down in some games that are heavy on the
animation with a lot enemies on the screen. The dual stereo speaker are nice and loud and have good quality sound.

The build in Wi-Fi is used to allow you to play network enabled games against friends and upload your high scores. Storage is done via SD card which support up to 32GB of storage and you download content on the device via the proprietary USB cable included. Overall the hardware package is solid and gives you what you need to have a good experience.



Software

The UI of the Caanoo is a Linux based system that is an open platform so anyone can develop for it. The system allows you not only to play games you can also listen to music, view pictures, watch movies, use apps and read e-books via text. The Caanoo supports your most common file formats with music that supports MP3, WMA, WAV, OGG files and for video the device supports Xvid, Divx, Avi and MPEG 4. Pictures support is JPG, BMP, GIF, and PNG files. E-Books are supported via text only.

Games

CAANOO is practically paid for if I instead bought Earthbound and Final Fantasy III for Super NES.

The system comes with games preloaded such as Hellfire, Rhythmos, Snow Bros 2 and other games made by FunGP. The system also comes with an MAME emulator and Neo Geo emulator as well with preloaded games. Games do load up fast and play well although some games will run a bit slow when there is a lot of sprites on the screen but its nothing that you haven't experience before in the 16 bit era of gaming. Flash games are also supported as well.

Super Castlevania 4 \$22.99

Castlevania Bloodlines \$17.99

Final Fantasy III \$36.95

Chrono Trigger \$54.99.

Phantasy Star IV \$13.94

Phantasy Star II \$7.00

Earthbound: \$98.00

Secret of Evermore \$24.95

SoC (System on a Chip): MagicEyes Pollux VR3520F

CPU: ARM926EJ 533 MHz embedded on SoC (architecture version ARMv5TEJ)

GPU: 3D hardware engine embedded on SoC (OpenGL ES 1.1 support)

3D performance: 133M Texel/s and 1,33M Polygon/s

main RAM: 128 Mbytes DDR SDRAM 133 MHz (peak memory bandwidth: 533 Mbytes/s)

video buffer: about 16 Mbytes of main RAM are reserved for the video/texture information

Operating System: GNU/Linux based (2.6.24)

Flash memory: None (128 Mbytes reserved to the OS)

Connection to PC: USB 2.0 High Speed through EXT Port

USB Host: USB 1.1 standard socket

Supports SD / SDHC memory cards (up to 32 Gigabytes)

G-Sensor/Vibration Motor

High precision analog stick

Display: 3.5 inch LCD 320×240 pixel (resistive touchscreen)

Stereo audio DAC: Wolfson Microelectronics WM1800

Embedded Microphone and stereo Loudspeakers

Power: Internal 1850mAh Lithium Polymer Battery (approx. 5/6 hours game/video playback)

Dimensions : 146 (w) × 70 (h) × 18.5 (d) mm

Weight : 136g

WiFi via adapter (USB dongle – Purchased separately)

Colors: Black/Blue, White

Video

Container files: AVI, mp4

Video formats: DivX, XviD, MPEG4, H264

Audio formats: MP3, OGG, WMA, WAV

Maximum Resolution: 640×480 pixel

Maximum Frame Rate: 30 frame/s

Maximum Video Bitrate: 2500kbit/s

Maximum Audio Bitrate: 384kbit/s

Captions: SMI

Audio

Audio formats: MP3, Ogg Vorbis, WAV

Channels: Stereo

Frequency Range: 20Hz - 20kHz

Power output: ?

Sample Resolution/Rate: 16bit/8-48 kHz, in 8bit/22kHz

Photos

Supports JPG, PNG, GIF, Bitmap File Formats

update

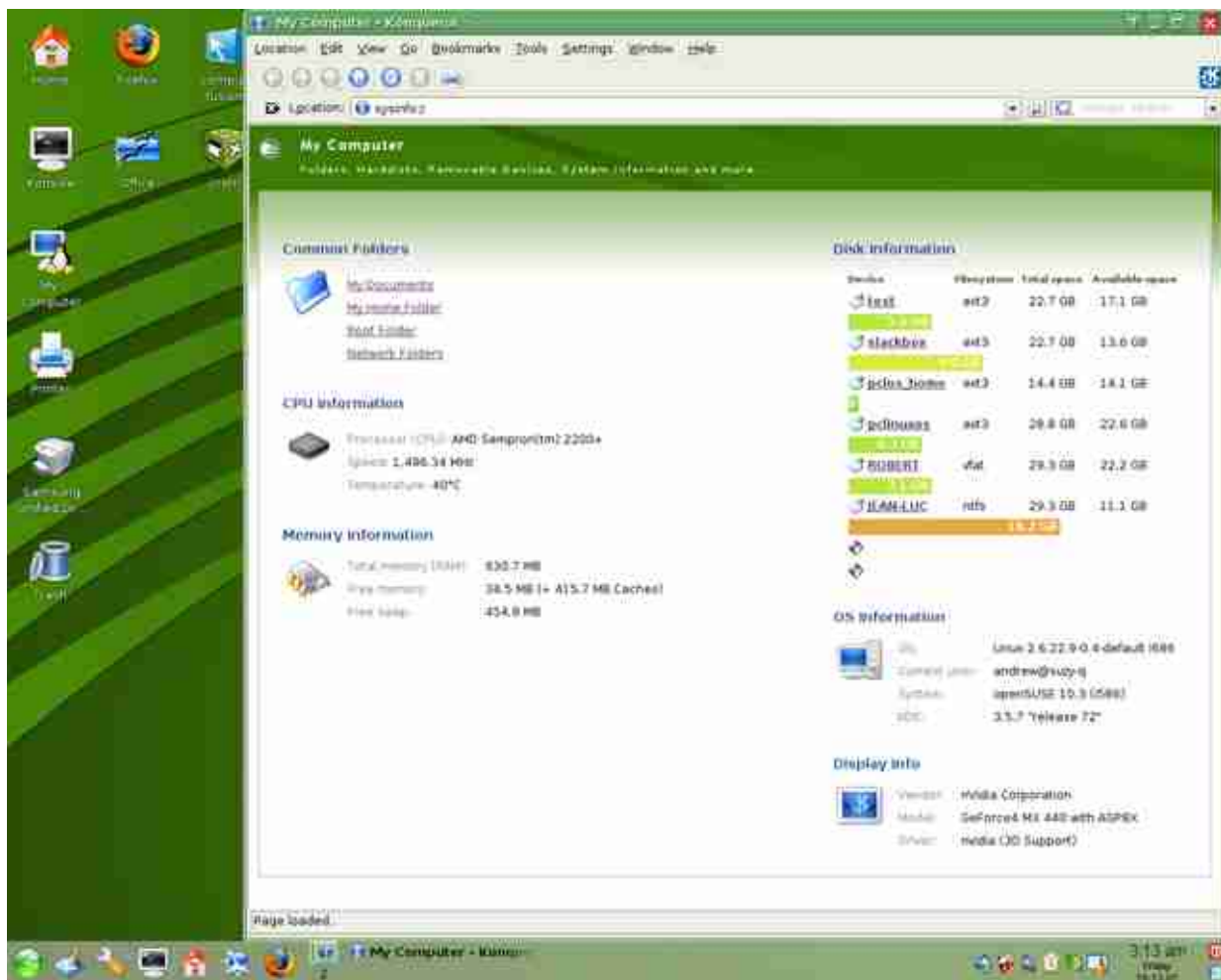
I played SNES, Genesis, NES, Neo Geo on it. The emulators didn't read all the roms (roms damaged). The Caanoo runs Linux kernel 2.6.22. The 1.6 firmware has the same 2.6.22 kernel as 1.0.1. I always format my Linux OS, because it is hard to update. I saw a few kernel panics years ago.

Actually, I had problems with the 1.6 firmware and went back to 1.0.1. The stock 1.5 firmware was stable. Don't upgrade the firmware. If you do download firmware, just trust the fungp.com downloads area. I got my file from the unofficial site and failed. It took me 5 attempts, around 15-20 minutes to restore the firmware to 1.0.1.

I don't think I needed the 1.6 firmware. I didn't need AD-HOC support with a dongle.

The SD cards are formatted in FAT-16.

Windows command `FORMAT G: /FS:FAT /V:CAANOO` Linux command `sudo mkdosfs -F 16 /dev/sda1`





Linux kernel 2.6.22.5-31

X.org 7.2

KDE 3.5.7 (with a few games from the upcoming KDE 4 thrown in)

GNOME 2.20

Firefox 2.0.0.6

Thunderbird 2.0.0.6

GIMP 2.2.17

OpenOffice.org 2.3

K3b 1.0.3

Grand slam! (2011-05-04 19:15)



^Bin Ladin

Grand slam! Decade long most wanted terrorist dead. I find it strange the Military were looking at Bin Ladin's million dollar compound in Pakistan for eight months, and picked an a day of Adolf Hitler's death to send in the Navy Seals. If Muslims are looking for a powerful military, look no further than the Navy Seal. The neo-marxist Frankfurt School hates fascism, National Socialism. That would explain the chosen dates.

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Grand slam! Decade long most wanted terrorist dead. I find it strange the Military were looking at Bin Ladin's million dollar compound in Pakistan for eight months, and picked an a day of Adolf Hitler's death to send in the Navy Seals. If Muslims are looking for a powerful military, look no further than the Navy Seal. The neo-marxist Frankfurt School hates fascism, National Socialism. That would explain the chosen dates.

fuckencia (2012-07-09 11:44:50)

eso le pasa por mother fucken malditho en algo devia de haber terminado perroo..... :) .|.

oakleyses (2014-10-23 17:22:48)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley

sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:53)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:50)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Signs of dark matter from Minnesota mine (2011-05-06 08:23)

An experiment in Minnesota is the first to bolster a long-contested claim that detectors a continent away have found evidence of particles called WIMPs.

WIMPs are theorized particles considered to be leading candidates for dark matter, invisible material believed to make up more than 80 percent of the matter in the universe. In the Minnesota experiment, called COGENT, a hockey puck-sized chunk of germanium deep in a former iron mine attempts to record rare collisions with WIMPS.

In 15 months' worth of data, COGENT researchers detected a seasonal variation in the collision rate — higher in summer and lower in winter — similar to that seen for 13 years by a larger experiment, using different detectors, in Italy. Researchers with that experiment, DAMA/LIBRA, have attributed the results to the Earth's motion through a cloud of WIMPs (for weakly interacting massive particles) (SN: 5/10/08, p. 12). But many physicists have doubted that interpretation because, until now, no other experiment had found similar results.

Run Mac OS X inside Virtual box (2011-05-10 14:11)

Even if you're a Windows fan, you've probably thought about trying OS X. Maybe you'd like to test drive OS X before switching to a Mac or building a Hackintosh, or maybe you just want to run that one killer OS X app on your Windows machine. Whatever your reason, you can actually install and run OS X on any Intel-based Windows PC with a program called VirtualBox. Here's how.

Running OS X on your Windows desktop will take a bit of work, but it's pretty easy to do and the final product is awesome. To see what the whole setup will look like when you're done, check out the video above. Then, head to the instructions below to set it up for yourself. Thanks to MacBreaker for figuring out a lot of the original instructions!

What You'll Need

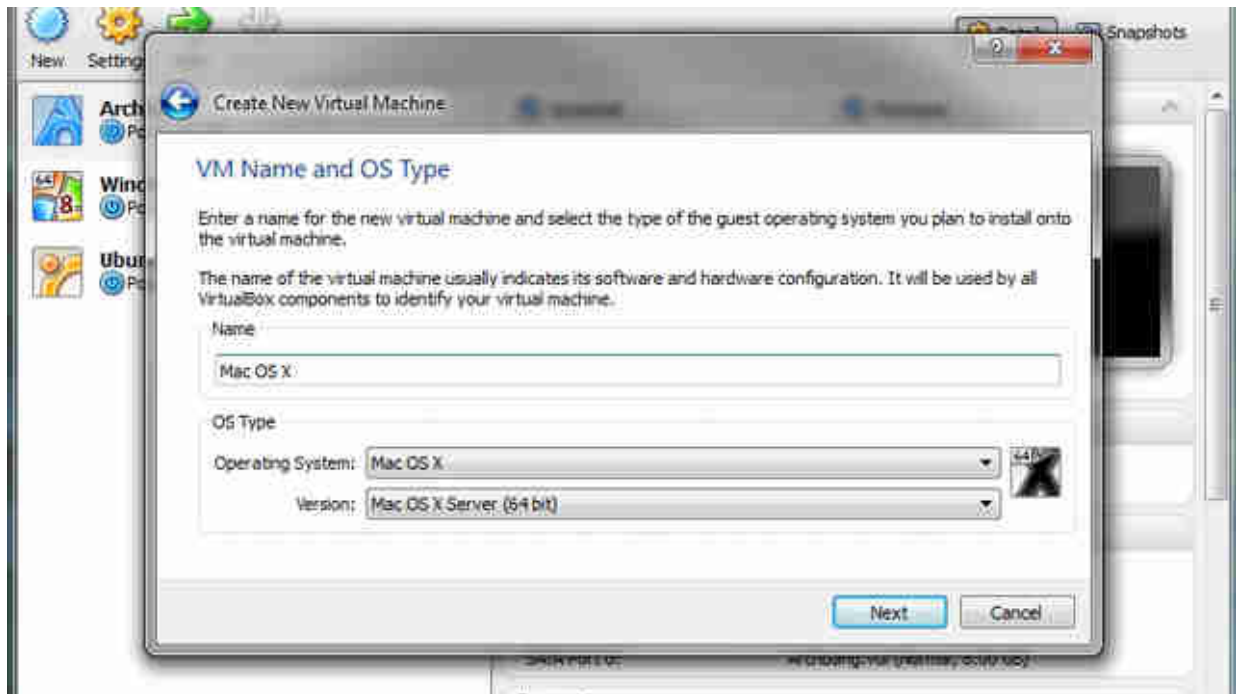
Before you start the installation process, you'll want to gather the following:

- A **PC running 64-bit Windows** with at least a **dual-core processor** and **4GB of RAM**. Mountain Lion is 64-bit, and thus requires your copy of Windows to be 64-bit. If you're on a 32-bit version of Windows, you can install Snow Leopard instead. For more info, check out the difference between 32-bit and 64-bit operating systems. Note that your processor also needs to support VT-x. This list should help you find out whether yours does.
- **VirtualBox** and the **VirtualBox Extension Pack**: VirtualBox is our favorite virtualization tool for Windows, and it's completely free. VirtualBox doesn't officially support OS X, but it's actually very easy to get up and running. You should download the main program and the Extension Pack, which will give you support for USB devices.
- A **hacked Mountain Lion disc image**. Sadly, this won't work with a vanilla Mountain Lion installer, so you'll have to find a compatible hacked version. The hacking group Olarila has put a great installation ISO together, and you can find it by searching Google. If that doesn't sit well with you, you can head over to the Mac App Store and buy a legit copy for yourself, so you can at least pirate with a clear conscience.
- The **HackBoot 1** and **HackBoot 2** ISO files. These will help you boot into the installation.
- **MultiBeast 4**, which will help you get audio and other things working correctly after installation. You'll need to register for a free account over at Tonymacx86.com to download this. Make sure to download MultiBeast 4—it's labeled "Lion", but for our purposes the Lion version works better than the Mountain Lion version.

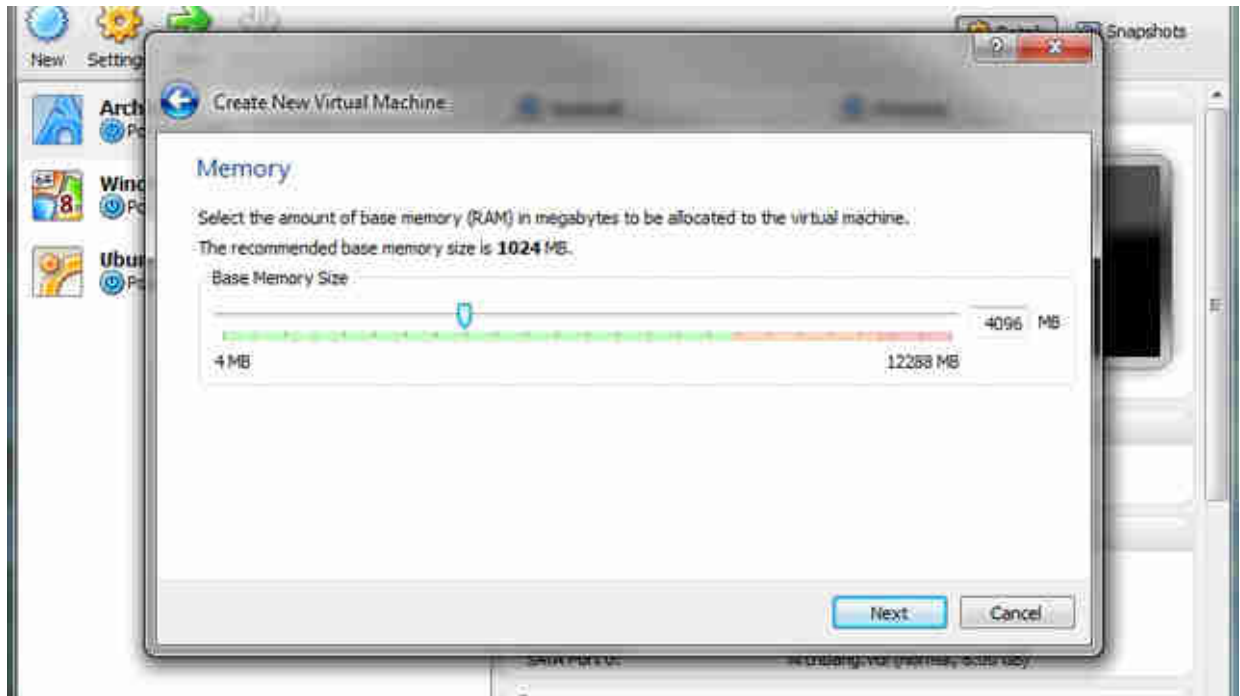
Step One: Install and Set Up VirtualBox

Before we install OS X, we'll need to set up VirtualBox so the OS X install disc can boot correctly. Here's what you need to do:

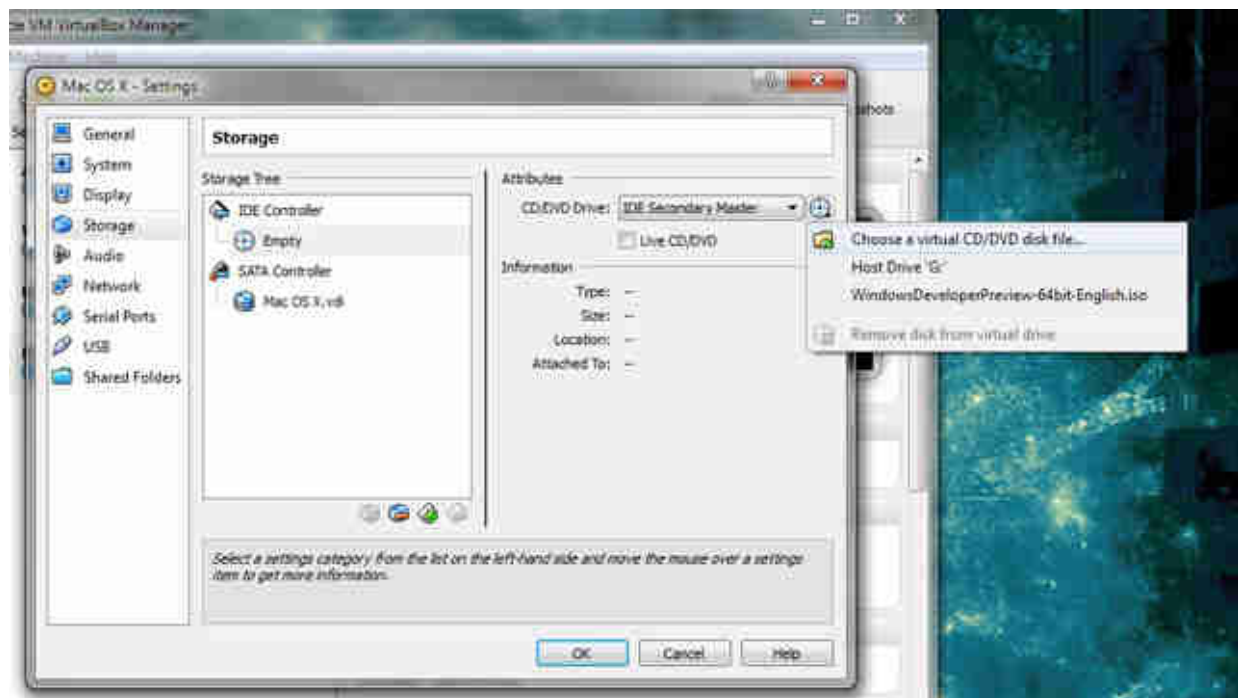
1. Start up VirtualBox and click the New button. Give your new virtual machine a name (I just called it "Mac OS X") and set the operating system to "Mac OS X Server (64-bit)".



2. Click Next and choose how much RAM to give your virtual machine. This depends on how much RAM is in your system—you can get away with 2GB, but if you have more, give it more. 4GB of RAM should be a good amount, though I gave mine 6GB since I had RAM to spare.



3. Click Next again, and choose "Create New Disk". Create your new disk in VDI format and with dynamically allocated storage. When you're done, VirtualBox should take you back to the main screen.
4. From here, right-click on your OS X machine in the left sidebar and click Settings. Go to the "System" section and uncheck "Enable EFI".
5. Click on the Storage section of the settings and click on the CD icon that says "Empty" under Storage Type. Then, click the CD icon next to the "CD/DVD Drive" dropdown, and select "Choose a Virtual CD/DVD Disk File". Choose the HackBoot 1 ISO and click OK.



Now, your machine is ready to boot for the first time. Make sure you have your Mountain Lion ISO ready to go and proceed to the next step.

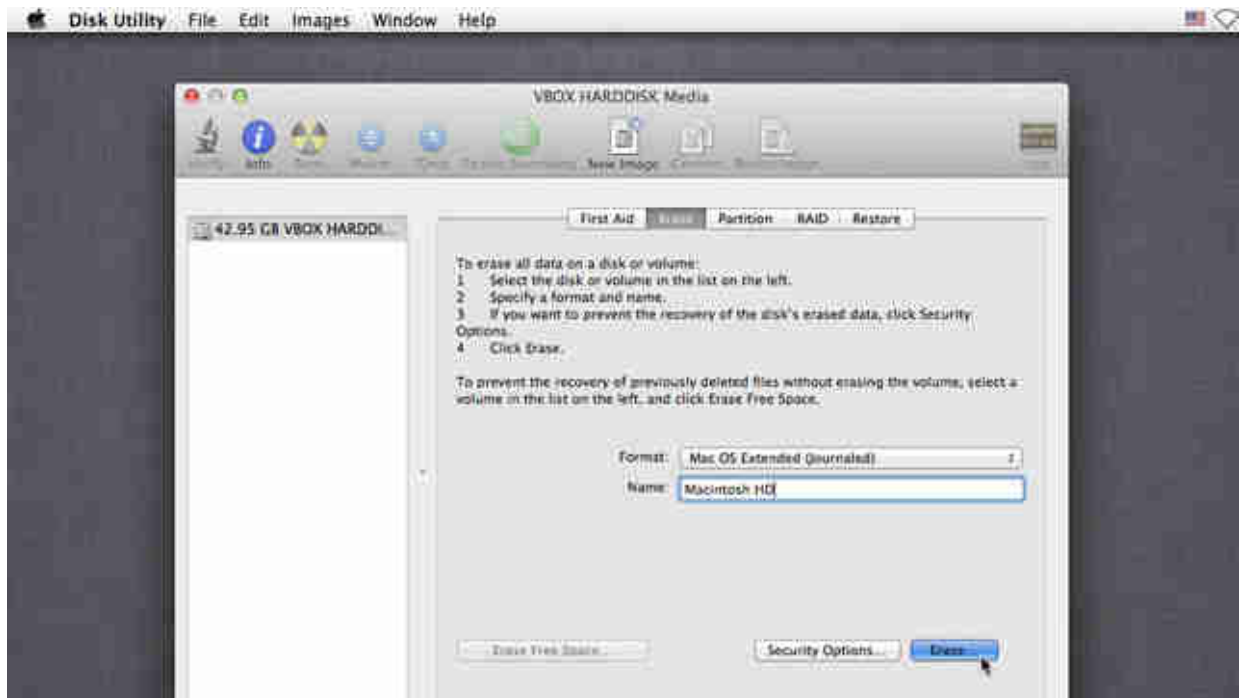
Step Two: Install OS X in VirtualBox

The next step involves actually installing OS X to your new virtual machine. When you're ready, start up VirtualBox and follow these instructions:

1. Select your OS X machine in VirtualBox's left sidebar and click the Start button in the toolbar. It'll bring you to the HackBoot boot screen, with one icon in the middle labeled HackBoot.



2. Click on the CD icon at the bottom of the VirtualBox window and select "Choose a Virtual CD/DVD Disk File". This time, choose your hacked Mountain Lion ISO.
3. Go back to the HackBoot boot screen and press F5. It should reload the boot menu, this time showing you an "OS X Install DVD". Select this option and press Enter. After a moment, it'll take you to the OS X Installation screen.
4. After you choose your language and agree to the terms and conditions, you'll see that OS X doesn't detect any valid hard drives. To fix this problem, head up to the menu bar and go to Utilities > Disk Utility.
5. Click on your VirtualBox hard drive in the left sidebar, then click the Erase tab in Disk Utility's main pane. Give your drive a name (like "Macintosh HD") and click "Erase".



6. Once Disk Utility has finished formatting your drive, you should see it show up in the left sidebar. When you do, exit Disk Utility and continue with the OS X installation as normal.

The rest of the installation should be pretty self-explanatory, and should go off without a hitch. It took me about 20 minutes to install OS X. When it finishes, it'll take you to a black screen with white text. At this point, you can click the "X" in the upper-right corner of the window to power off the virtual machine.

Step Three: Smooth Out the Rough Edges

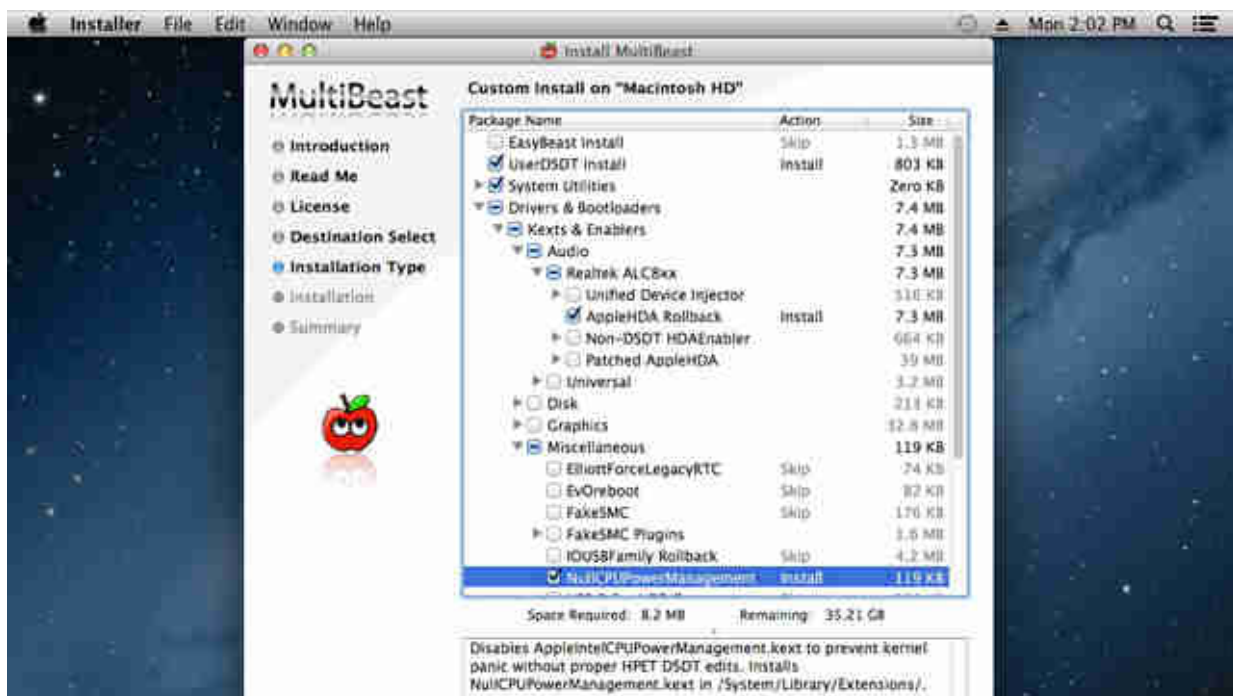
You're almost there! You've installed OS X, but you'll still need to tweak a few things to get audio and graphics working properly. Here's what you need to do.

Fix Audio with MultiBeast

1. Open up VirtualBox and right-click on your OS X virtual machine in the left sidebar. Head back to its Settings and go to the Storage section. Once again, click on the disc icon on the right side of the window, this time choosing the HackBoot 2 ISO.
2. Click the Start button to reboot your virtual machine. You should see the HackBoot menu again, this time with an option to boot into your new virtual machine. Select that option and press Enter.



3. After a minute, you should see the Mountain Lion desktop with the familiar galaxy wallpaper. Open up Safari, head to TonyMacx86.com, and download MultiBeast as described in the "What You'll Need" section.
4. Open up System Preferences > Security. Click the lock in the bottom left-hand corner, enter your password, and set the "Allow Applications" preference to "Anywhere". This will let you run apps from untrusted developers, which includes MultiBeast.
5. Launch MultiBeast. When you get to the Installation Type section, Choose the options pictured below:



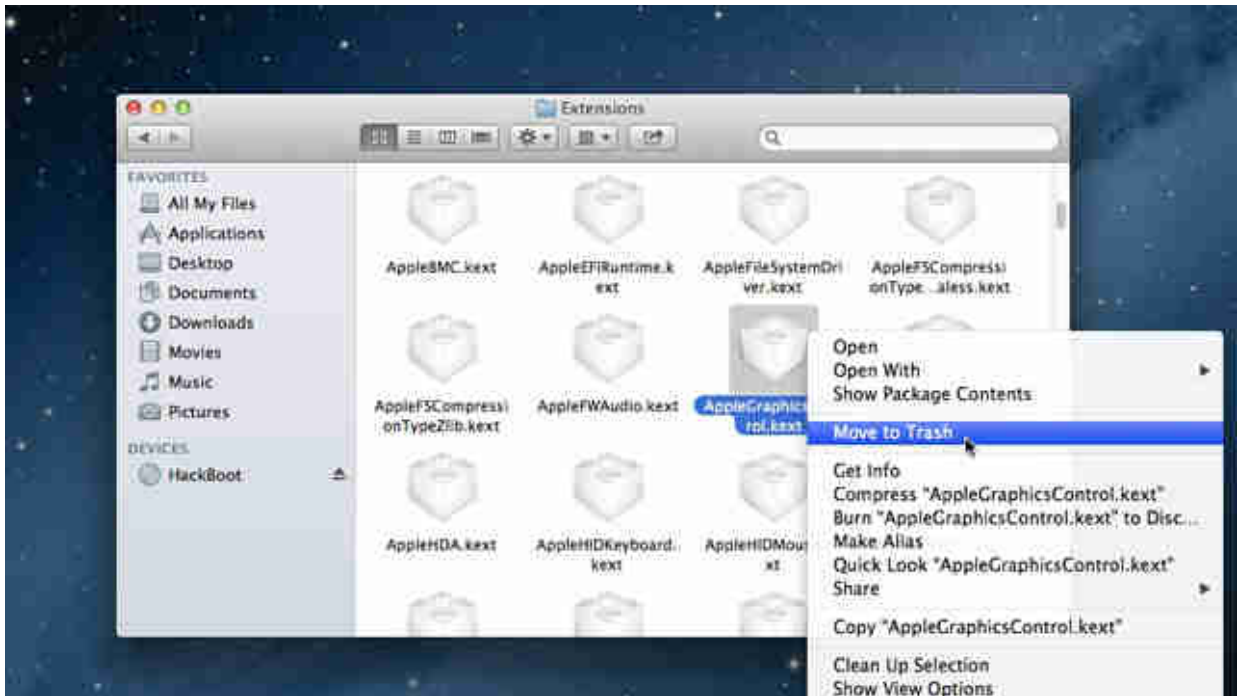
Click continue and finish the MultiBeast installation. It may take a few minutes.

Your audio won't work just yet, but we have a few other things we need to do before we restart.

Boot OS X Without HackBoot

In order to boot OS X without the HackBoot CD, we'll need to delete a problematic kext. You can do this through the following steps:

1. Open up the Finder and select Go > Go to Folder from the menu bar. Type in /System/Library/Extensions and press Enter.
2. In this folder, find the AppleGraphicsControl.kext file and delete it. This will allow your virtual machine to boot up without the HackBoot ISO.



3. Click on the disc icon at the bottom of VirtualBox's window and uncheck the HackBoot 2 ISO, since you won't need it anymore.

Get Higher Resolution Virtual Machine

Lastly, you've probably noticed your VM is running at a pretty low resolution. That's totally lame, so we're going to make it run at the same resolution as our monitor with a few tweaks. To do so, just:

1. Head back to Go > Go to Folder and go to /Extra/. Double-click on the org.Chameleon.boot.plist file and add the following to the bottom of the file, above the

line:

```
Graphics Mode
1920x1080x32
```

Save the file and close TextEdit. This allows OS X to start up with a higher resolution. Note that you can set whatever resolution you want; just replace 1920x1080 with the resolution you want.

If the resolution you picked is bigger than 1280x1024 and/or is widescreen, you'll need to do one last thing to get it working properly. Shut down your virtual machine and open Windows' Command Prompt. Type the following commands, hitting enter after each one:

```
cd "C:\Program Files\Oracle\VirtualBox"
vboxmanage setextradata "MyVirtualMachine" "CustomVideoMode1" "1920x1080x32"
```

Replace the first line with the path to your VirtualBox program folder. In the second line, replace MyVirtualMachine with the name of your machine (in our case, "Mac OS X"), and 1920x1080x32 with the same resolution you added to your Chameleon plist.



Expand

When you're done, restart your OS X virtual machine and you should be greeted with a full-res desktop and working audio! You can now continue to install your favorite apps, set up your keyboard and mouse, and do anything else you like. You've got a fully working virtual Mac on your Windows desktop!

George Washington @ Minnesota History Center (2011-05-10 21:34)

Mirror of the official page

I saw George wax models, mount vermon, some guns from the French and Indian war, some native american attack on a fort in the french and indian war that he commanded after some General died. He was the British General's Secretary. He became President and died 3 yrs after the presidency.

The Minnesota History Center had LCD TVs showing chapters of a History Channel documentary of George Washington.

Part 1

Part 2

Part 3

There was a nice World War II exhibit on display. My grandfather was in the Civilian Conservation Corps, because he was the youngest before becoming drafted into company that didn't see action. There was a CCC uniform. There was a fake movie theater, a drug shop, a 1945 Ford car, a marine carrier vehicle. an interactive B29 Stratofortress simulation that crash landed (with three paratrooper survivors) as a ride.

It was overall alright way to spend the day. I also spend the other half looking at King Tut jewelry, artifacts, busts,

statues at the Science Museum of Minnesota. Saw some dinosaur remains.
Our family always likes this to explain the war.

Top 100 The Simpsons episodes (2011-05-12 02:24)

- 1
The Simpsons: Lisa's Substitute 8.2
- 2
The Simpsons: Last Exit to Springfield 8.3
- 3
The Simpsons: I Love Lisa
7.6
- 4
The Simpsons: Mr. Plow
7.7
- 5
The Simpsons: Lisa's Wedding
7.6
- 6
The Simpsons: Bart Sells His Soul 8.2
- 7
The Simpsons: Duffless
7.6
- 8
The Simpsons: Treehouse of Horror IV 7.6
- 9
The Simpsons: Lisa on Ice
7.6
- 10
The Simpsons: Rosebud
8.7
- 11
The Simpsons: Separate Vocations 7.6
- 12
The Simpsons: Treehouse of Horror V 7.7
- 13
The Simpsons: Homer's Phobia 9.1
- 14
The Simpsons: Radio Bart
7.6
- 15
The Simpsons: Marge vs. the Monorail 7.2
- 16
The Simpsons: Cape Feare
7.7
- 17
The Simpsons: Home Sweet Home-Diddily-Dum-Doodily 7.5
- 18

The Simpsons: El Viaje Misterioso de Nuestro Homer 7.6
19
The Simpsons: The Way We Was 7.6
20
The Simpsons: Mother Simpson 7.6
21
The Simpsons: Marge Be Not Proud 8.2
22
The Simpsons: I Married Marge 7.6
23
The Simpsons: Summer of 4 Ft. 2 7.5
24
The Simpsons: You Only Move Twice 7.3
25
The Simpsons: Homer the Heretic 9.1
26
The Simpsons: Flaming Moe's
7.6
27
The Simpsons: Lisa's First Word 7.6
28
The Simpsons: A Streetcar Named Marge 7.6
29
The Simpsons: And Maggie Makes Three 7.6
30
The Simpsons: Saturdays of Thunder 7.5
31
The Simpsons: Selma's Choice
7.4
32
The Simpsons: Brother from the Same Planet 7.6
33
The Simpsons: Treehouse of Horror II 7.6
34
The Simpsons: Homer Badman
9.1
35
The Simpsons: Lemon of Troy
7.6
36
The Simpsons: The City of New York vs. Homer Simpson 8.8
37
The Simpsons: Treehouse of Horror III 7.6
38
The Simpsons: Homer Alone
7.5
39
The Simpsons: Treehouse of Horror II 7.6
40
The Simpsons: Bart Gets Hit by a Car 7.5

41

The Simpsons: Miracle on Evergreen Terrace 7.4

42

The Simpsons: Bart the Lover

8.2

43

The Simpsons: Homer at the Bat 7.1

44

The Simpsons: Lisa's Sax

7.5

45

The Simpsons: There's No Disgrace Like Home 7.5

46

The Simpsons: Natural Born Kissers 7.5

47

The Simpsons: Springfield (or How I Learned to Stop Worrying and Love Legalized Gambling) 7.6

48

The Simpsons: Itchy & Scratchy Land 7.6

49

The Simpsons: Bart of Darkness 7.6

50

The Simpsons: Whacking Day

7.6

51

The Simpsons: A Milhouse Divided 7.5

52

The Simpsons: Lisa the Skeptic

7.4

53

The Simpsons: Bart's Girlfriend 7.5

54

The Simpsons: A Star Is Burns

7.6

55

The Simpsons: The Old Man and the Lisa 7.5

56

The Simpsons: Sideshow Bob Roberts 7.5

57

The Simpsons: Homer vs. Patty and Selma 7.4

58

The Simpsons: Bart the Genius

7.5

59

The Simpsons: Grampa vs. Sexual Inadequacy 7.5

60

The Simpsons: Homer the Great 8.3

61

The Simpsons: My Sister, My Sitter 8.6

62

The Simpsons: Lost Our Lisa

7.4

63

The Simpsons: Mountain of Madness 8.6

64

The Simpsons: Lisa the Simpson 7.5

65

The Simpsons: Blood Feud

7.4

66

The Simpsons: Lisa the Vegetarian 8.2

67

The Simpsons: Lisa the Beauty Queen 7.4

68

The Simpsons: Bart vs. Australia 7.6

69

The Simpsons: Marge in Chains 7.4

70

The Simpsons: Homer vs. the 18th Amendment 7.6

71

The Simpsons: Life on the Fast Lane 7.4

72

The Simpsons: Homer the Vigilante 7.5

73

The Simpsons: Treehouse of Horror VII 7.6

74

The Simpsons: In Marge We Trust 7.5

75

The Simpsons: Treehouse of Horror VI 7.6

76

The Simpsons: 'Round Springfield 8.2

77

The Simpsons: Bart's Friend Falls in Love 7.4

78

The Simpsons: Hurricane Neddy 8.8

79

The Simpsons: Moaning Lisa

7.4

80

The Simpsons: Bart the Daredevil 7.6

81

The Simpsons: The Joy of Sect

7.5

82

The Simpsons: Dead Putting Society 7.5

83

The Simpsons: Two Cars in Every Garage and Three Eyes on Every Fish 7.6

84

The Simpsons: When Flanders Failed 7.6

85

The Simpsons: Lisa the Greek

7.5

86

The Simpsons: Bart on the Road 8.5

87

The Simpsons: Bart the General 8.1

88

The Simpsons: Homer vs. Lisa and the Eighth Commandment 7.5

89

The Simpsons: Treehouse of Horror 7.7

90

The Simpsons: This Little Wiggy 7.4

91

The Simpsons: Thirty Minutes Over Tokyo 7.5

92

The Simpsons: Itchy & Scratchy: The Movie 7.6

93

The Simpsons: Mr. Lisa Goes to Washington 7.5

94

The Simpsons: King Size Homer 8.8

95

The Simpsons: Treehouse of Horror IX 7.5

96

The Simpsons: Lisa's Date with Density 7.5

97

The Simpsons: Bart the Murderer 8.6

98

The Simpsons: The Secret War of Lisa Simpson 7.4

99

The Simpsons: The Telltale Head 7.5

100

The Simpsons: Deep Space Homer 7.4

My 600cc motorcycle (2011-05-13 17:05)

My used 2006 CBR600RR for \$4280

It was the lowest CCs in this performance list behind Honda CBR1000RR (999cc), Triumph Daytona 675 (675cc), Ducati 1098S (1099cc), and Aprilia RSV1000 (1000cc).

I was going to buy an used Aprilia RSV1000, but was worried about cost of new parts.

Maybe some other novice whose reading this should go out and buy an Aprilia RSV1000. I probably fucked up on my Honda purchase due not putting faith into this brilliant list. Save yourself :)

The Aprilia RSV1000 was seen in Transformers: Revenge of the Fallen

Now i can start searching for girlfriends.

oakleyses (2014-10-23 18:04:09)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:16)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:09)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Honda CBR1000 Hurricane (2011-05-17 04:54)



I saw a 1000cc 1988 Honda Hurricane for \$1500 (or best offer). 4000mi I know I wondered why I spent twice as much on the 2006 CBR600. I take the Hurricane is so inexpensive, because its 1988.

oakleyses (2014-10-23 18:04:00)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:06)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots,

asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:00)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

People need Android 2.3.4 ASAP (2011-05-17 21:15)

The Internet attacker will steal your facebook, twitter, blog, and other login information. The patch to fix this vulnerability came with Android 2.3.4.

<http://gizmodo.com/5802705/android-data-vulnerability-how-to-protect-yourself>

I think Mitt Romney is unstoppable (2011-05-19 12:55)

Newt Gingrich would've been the perfect presidential candidate if he didn't make that argument ridiculing Republican Paul Ryan. He was going to build new nuclear power plants, drill at home, make Medicare work, fix the economy with a national sales tax, undo the IRS tax code and create a new national sales tax same on everything.

Mitt Romney is seen as the best CEO in the Republican Party, formerly Donald Trump's main feature. Mitt Romney knows how to get the private sector from getting started if not for Romneycare (a prototype for Obamacare). Newt didn't have Romneycare. The reason why Newt is second place after Mike Huckabee and Donald Trump dropped out is Mitt Romney can raise 50 million dollars in one fundraiser.

Newt Gingrich is going to win the debate against Michelle Bachman who is inexperienced. Michelle isn't in the same league as Newt Gingrich. There is now something going on with Newt Gingrich's wife owing a lot of money to Tiffani's Company (she worked there) and Newt cannot answer. Newt's sliding down the poll numbers.

Lets see if I'm right and Romney is unstoppable from now and the September Republican debate. I originally picked Newt Gingrich, because Romneycare sounded like deja-vu of the Obama medicare bill.

I think there should be a huge story evolving around Hillary Clinton's involvement with the Maoist Black Panther Party. She was a firewoman for the Black Panther Party during her early political career. Bill Clinton studied Saul Alinsky. That's why Attorney General Eric Holder cannot prosecute the Black Panther Party scaring ppl off during the 2008 election case.

Right now, this early in the race, Ron Paul is the safest candidate. It's getting tricky when the only billionaire CEO Donald Trump goes back into the race.

Murderapolis (2011-05-20 11:03)



Nicollet Mall in Minneapolis



Outside Nicollet Mall in Minneapolis









Basilica of St. Mary



Basilica of St. Mary



The Wii U tech specs (2011-05-20 12:45)





Official name: Nintendo Wii U

Graphic Processor: Sherlock Holmes: ATI R770, Shader Model 4.1 (DirectX 10.1/ OpenGL 3.3)

CPU: IBM Watson: Power 6, 4 cores, 16 threads at 3 GHz (PowerPC 476FP)

https://www-01.ibm.com/chips/techlib/techlib.nsf/products/PowerPC_476FP_Embedded_Core

RAM: shared GDDR5 2048 MB



The Zelda demo re-imagined the Temple of Time from Twilight Princess and Link's battle with Armogohma, a ghastly, colossal spider boss monster. Not playable, but interactive, I watched as Link stepped onto a polished marble floor, his reflection sharply visible as light from stained glass windows danced on its surface. The fairy Navi appeared as a softly glowing orb of light. We could see the stitching in Link's tunic, the leatherwork of his boots and sheath in detail. Smoke pouring from flaming braziers was lit with a soft orange glow.

oakleyses (2014-10-23 18:04:15)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:19)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:13)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

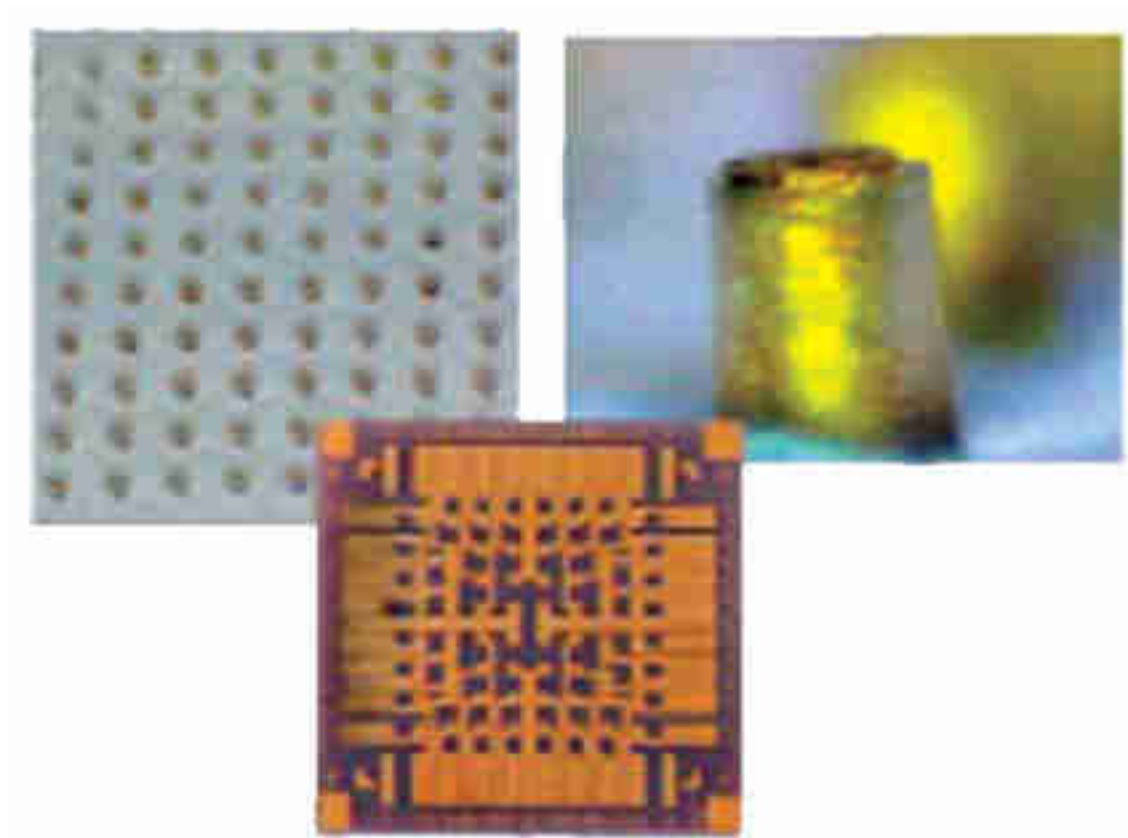
It's official: Soccer Boring on TV! (2011-05-20 16:52)

Saying soccer will never be big here assumes American culture is static. USA could wind up starting our own brand of soccer here to account for some of the game's issues. How about soccer with no goalies? Now that would be something!

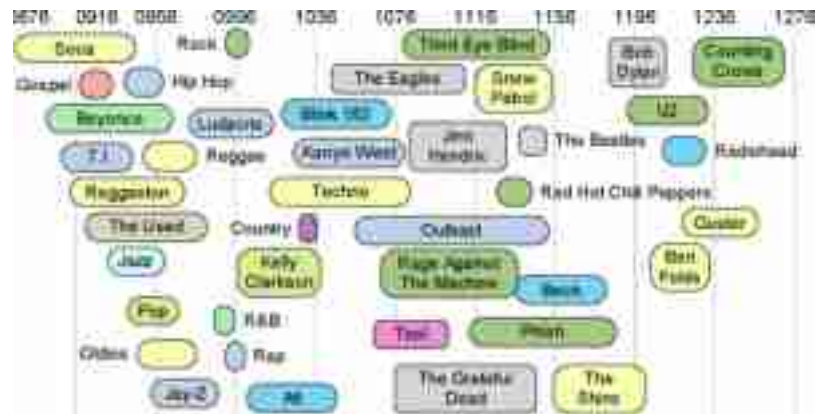
PS I watched Major League Soccer and FIFA on Fox Soccer Channel for 10 minute sessions last year. I spent 20x as much playing Winning Eleven Soccer on PS2 with Randy however. I believe I was slightly dominant, and it ended in sudden death. It was at this time we both believed that Winning Eleven was popular, because choosing plays in Madden backfired.

Needle Blood Draws optional? (2011-05-21 14:43)

Some of the 2007 awards have gone to inventions that seem just short of miraculous and the Electro Needle Biomedical Sensor Array comes close. This is a small patch device with electro-chemically treated probes. When the patch is applied to the skin, it has the ability to ascertain chemical readings present in a patient's blood without having to withdraw any blood. Thus, readings such as "carbohydrates, electrolytes, lipids, enzymes, toxins, proteins, viruses, and bacteria can be detected in a patient's blood or interstitial cellular fluid." No more searching for "good" veins? You mean no more vials and vials and vials taken? One great step for medicine; 15 great steps for the sick folks in the emergency room.



I don't know, I kind of like shots. Now we're going to have to wait until 2020 before hospitals get around to converting needles to Electro Needle Biomedical Sensor Array. Needles obviously will be around in 2111. I'm a man and can take some needles.

Smart people's music (2011-05-22 15:49)

I found it interesting that ppl scoring high SAT scores listen to that short lived Counting Crows. I listen to their albums and they get 80 % out of 100 on reviews

This legend was compiled by Wikipedia editors listing their SAT score and what music . I got 60 Radio head music files, 5 albums on my PC that I barely listen too.

videogames played on Caanoo (2011-05-23 16:33)

May 16th

Super Nintendo - Super Mario World'
- Super Mario Kart

Sega Genesis - Sonic the Hedgehog 2
- Sonic the Hedgehog 3
- Ristar
- Castlevania bloodlines
May 17

Super Nintendo - Chrono Trigger
- Super Metroid
- Starfox
- Star Ocean

Genesis - Streets of Rage 2

NES - Super Mario Bros.
- Super Mario Bros. 3
May 19

Super Nintendo - Super Castlevania IV
- Secret of Mana

GBA - Metroid Fusion

- Sonic Advance 2

- Sonic Advance 3

- Megaman Zero

- Zelda Link to the Past

May 20th

GBA - Mario and Luigi Superstar Saga

- Legend of Zelda Minish Cap

Super Nintendo Super Mario RPG - Legend of the 7 Stars

May 21st

GBA

- Metroid Zero Mission

SNES - Contra Alien Wars

- Donkey Kong Country

- Super Mario Kart again

NES - Legend of Zelda

May 22

SCRUMMVM emulator - Secret of Monkey Island

May 23

SCRUMMVM emulator - Monkey Island 2 LuChuck's Revenge

June 19

Super NES Secret of Evermore

Super Mario World

June 20

Gameboy Advance Sonic Advance

Sonic Advance 2

Sonic Advance 3

Super Mario World

Gunstar Super Heroes

Megaman Zero

June 21 Gameboy Advance

Klonoa: Empire of Dreams

Castlevania - Harmony of Dissonance

Castlevania - Circle of the Moon

Kirby - Nightmare in Dreamland

Best Reactor Designs (2011-05-24 06:49)

1. Supercritical-water-cooled reactor (SCWR) is a concept that uses supercritical water as the working fluid. SCWRs are basically light water reactors (LWR) operating at higher pressure and temperatures with a direct, once-through cycle. As most commonly envisioned, it would operate on a direct cycle, much like a Boiling Water Reactor (BWR), but since it uses supercritical water (not to be confused with critical mass) as the working fluid, would have only one phase present, like the Pressurized Water Reactor (PWR). It could operate at much higher temperatures than both current PWRs and BWRs.
2. lead-cooled fast reactor features a fast-neutron-spectrum lead or lead/bismuth eutectic (LBE) liquid-metal-cooled reactor with a closed fuel cycle. Options include a range of plant ratings, including a "battery" of 50 to 150 MW of electricity that features a very long refueling interval, a modular system rated at 300 to 400 MW, and a large monolithic plant option at 1,200 MW.
3. very high temperature reactor concept uses a graphite-moderated core with a once-through uranium fuel cycle, using helium or molten salt as the coolant. This reactor design envisions an outlet temperature of 1,000 °C.
4. A molten salt reactor is a type of nuclear reactor where the coolant is a molten salt. There have been many designs put forward for this type of reactor and a few prototypes built. The early concepts and many current ones rely on nuclear fuel dissolved in the molten fluoride salt as uranium tetrafluoride (UF₄) or thorium tetrafluoride (ThF₄), the fluid would reach criticality by flowing into a graphite core which would also serve as the moderator. Many current concepts rely on fuel that is dispersed in a graphite matrix with the molten salt providing low pressure, high temperature cooling.
5. Lead-cooled fast reactor (LFR) - The lead-cooled fast reactor features a fast-neutron-spectrum lead or lead/bismuth eutectic (LBE) liquid-metal-cooled reactor with a closed fuel cycle. Options include a range of plant ratings, including a "battery" of 50 to 150 MW of electricity that features a very long refueling interval, a modular system rated at 300 to 400 MW, and a large monolithic plant option at 1,200 MW.
6. B & W mPower is a proposed 125 MW modular, advanced light water nuclear reactor.. The reactor's power output is approximately 125 MWe, or approximately 10 % of a typical reactor. The reactor's design includes an underground containment facility that would store all of the spent fuel the reactor would use during its expected 60 year operating lifetime.
7. The AP1000 is a two-loop PWR planned to produce a net 1154 MWe. The design is less expensive to build than other Gen III plants partly because it uses existing technology. The design also decreases the number of components, including pipes, wires, and valves. Standardization and type-licensing should also help reduce the time and cost of construction.
8. The Canadian Advanced CANDU Reactor is a light-water-cooled reactor that incorporates features of both Pressurised heavy water reactors (PHWR) and Advanced Pressurized Water Reactors (APWR) technologies. It uses a similar design concept to the Steam Generating Heavy Water Reactor (SGHWR).

Can Am are peice of crap (2011-05-25 18:49)

I cannot tell you how much I laughed when a guy and his girlfriend under the Petite bourgeoisie category waved/smiled at me on their trike (Can Am Spyder). If you've ridden a snowmobile, you will be good at riding a Spyder. I was on a 1950s tricycle before I road my 21 speed Mt. Bike after I got balance and never looked back. Now I may be right when I say that Cam Ams are a piece of shit by review score. Your Can Am engine is Bombardier-made. What these Cam Am riders should own is a Campgana T-Rex. Nobody knows about these guys so their supply and demand are low. I've been seeing 2 1/2 3 or star Can Ams Spyder reviews and 5 star Campgana T-rexs. They don't even buy from the right company and yet they (wrongly) ride like their as cool as a Harley Davidson rider. Cam Am owners offend

my intelligence. The T-Rex has a brilliant mainstream Kawasaki ZX-14 engine in it, very affordable. Can Ams have all of the dangers of a motorcycle with none of the fun. You're tossed from side to side on bumps and turns want to toss you off the bike. Can Am is expensive and shotty. You get none of the typical trike advantages (higher G-loading than either car or bike, can't fall off, some weather protection) and all of the disadvantages (heavier than a bike, less cargo/passenger room than a car, dodgy rear suspension).

Now a Kawasaki ZX-14 is always cooler than a Campgana T-rexs, because tricycles are stupid looking. Campgana is the right way to buy if you're into intelligence offending trikes.



oakleyses (2014-10-23 18:14:47)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:49)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:14)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

ALT Linux beats RedHat or OpenSuse in Security tests (2011-05-26 07:40)

In this Cyber Cold War (2009 -) between NATO and Russia/China , experts think that the Russians know more about security than RedHat. ALT Linux is a XFCE edition with a firewall utility not unlike RedHat Firewall. Is that why we're losing the Cyber Cold War? Bias towards redhat?

ALT server edition has:

class of protection from unauthorized access to information — class 5

by the level of monitoring for non-declared features — level 4

I would theorize that Scientific Fermi Linux is the most secure Linux on Earth, yet is still using that ancient 2.6.18 linux kernel from 2006 (patched to 2.6.18-268-9)!

Earth Federation? (2011-05-27 09:27)



Another good reason to vote Republican and use Smith Act on ppl

Top 10 beaches in US (2011-05-28 11:28)

1. Siesta Beach

Sarasota, Fla.

"Siesta Beach in Sarasota boasts that it has the finest and whitest sand in the world, and I cannot argue with this claim; the powdery sand is nearly pure quartz crystal," Leatherman said. "The beautiful blue-colored water is clean and clear, making it so inviting to bathers and swimmers. The beach is hundreds of yards wide, attracting volleyball players and beachcombers as well as those who just want to find their place in the sun."

2. Coronado Beach

San Diego, Calif.

"Coronado Beach is the toast of Southern California; it is a veritable oasis by the sea, measuring hundreds of yards wide," Leatherman said. "With its lush subtropical vegetation, unique Mediterranean climate, and fine sparkling sand, beach-goers flock to this beach for great ship watching and the summer's mild surf."

3. Kahanamoku Beach

Waikiki, Oahu, Hawaii

"This beach was named in the honor of Duke Paoa Kahanamoku who was a gold medal Olympic swimmer and credited with introducing surfing to the outside world," Leatherman said. "Kahanamoku Beach is bounded by the Ala Wai small boat harbor and the Hilton Hawaiian Village catamaran pier. A shallow offshore reef protects this beach from the big waves, making it a great swimming area for families with children."

4. Main Beach

East Hampton, N.Y.

"Main Beach provides the perfect blend of nature and built environment," Leatherman said. "Wealthy summertime residents flock here to the beaches protected by a conservation easement, dating back over 300 years. Main Beach is a great place for star-spotting, since many actors and actresses frequently visit this beach for its idyllic setting in a small village."

5. Cape Hatteras

Outer Banks of North Carolina

"Bulging far offshore of the mainland coast as a barrier island, Cape Hatteras was the first National Seashore," Leatherman said. "Providing some of the best board surfing along the East Coast, as well as the most famous lighthouse in the United States, Cape Hatteras attracts beachgoers to its historic fishing villages. Nature lovers adore the excellent beachcombing and superb fishing."

6. St. George Island State Park

Florida panhandle

"The Florida panhandle beaches are back as oil from the BP spill has vanished, and the sand is squeaky clean," Leatherman said. "The brilliant white sands and clear waters of St. George Island were fortunately not even impacted last summer. Stingrays are sometimes resting in the shallow waters so shuffle your feet when entering. Birding and fishing are very popular activities here."

7. Beachwalker Park

Kiawah Island, S.C.

"South of Charleston, Beachwalker Park is the public beach located on the southern end of Kiawah Island," Leatherman said. "Tennis and golf are featured here, as well as interpretative tours of the fauna and flora of the island. This is certainly a nature-lovers coast, so visitors should pack their canoes and kayaks to paddle through the tidal inlets or walk down to St. Sam's Inlet to see thousands of birds."

INside Boston.com

8. Coast Guard Beach

Cape Cod, Mass.

The Eastham beach fell one spot from last year's rankings. "Coast Guard Beach, accessible by bicycle or via shuttle bus from the Salt Pond Visitor's Center, was formed where a sand spit attached to the eroding glacial cliffs," Leatherman said. "The sand is fairly coarse, so the beach slopes steeply into the water. The picturesque old Coast Guard station still sits atop the glacial bluffs, allowing for a spectacular view down upon the Nauset Spit barrier system and bay. During the summer, beach-goers take quick, refreshing dips in the ocean, as water temperatures only reach 60-70 degrees."

9. Waimanalo Bay

Oahu, Hawaii

"This park has ample parking, restrooms, outdoor showers, and a good beach for swimming," Leatherman said. "While not as stunning as some other Hawaiian beaches, it is a safe beach because big waves and dangerous currents are rare and lifeguards are present. Hawaiians who live on Oahu frequent this beach."

10. Cape Florida State Park

Key Biscayne, Fla.

"Cape Florida State Park, located at the south tip of Key Biscayne, provides clear, emerald-colored waters and gentle surf," Leatherman said. "This fine, white coral sand beach is great for swimming, as waves are knocked down by a large sand shoal offshore. In addition, the Cape Florida Lighthouse allows for a breath-taking view of this beautiful beach."

The more TVs, the better (2011-05-28 14:23)

From my 2006 youtube video, I figured out that the more TVs I own, the higher my hitcounter is. I got this old 24" LCD, this 32" LCD, two old Sanyo 17" and 24" CRT TVs.

Somebody with 30,000 hits

⌘

⌘

⌘

My TVs.

⌘

Christmas present for 2004 (stored)

⌘

2010 Christmas Present

⌘

1997 Christmas Present

It's official: Soccer Boring on TV! (2011-05-30 16:24)

Saying soccer will never be big here assumes American culture is static. USA could wind up starting our own brand of soccer here to account for some of the game's issues. How about soccer with no goalies? Now that would be something!

PS I watched Major League Soccer and FIFA on Fox Soccer Channel for 10 minute sessions last year. I spent 20x as much playing Winning Eleven Soccer on PS2 with Randy however. I believe I was slightly dominant, and it ended in sudden death. It was at this time we both believed that Winning Eleven was popular, because choosing plays in Madden backfired.

My music is a lot better than Germanottas (2011-05-30 17:05)

Trance CDs

All scored better than her best albums

country cds all my country sound better than her best albums

All my rock is smarter than she can hope to be

The review site weighted score says so.

Anonymous (2013-05-25 15:10:52)

It's going to be end of mine day, however before ending I am reading this wonderful piece of writing to increase my experience.

My homepage: exercises to increase vertical jump

13.6 June

Hottest 25 Women this century (2011-06-03 16:11)

1. Anna Kournikova
2. Louise Redknapp
3. Cameron Diaz
4. Carmen Electra
5. Kelly brook
6. Jennifer Aniston
7. Rosie Huntington-Whiteley
8. Katy Perry
9. Rihanna
10. Megan Fox
11. Olivia Wilde
12. Brooklyn Decker
13. Marisa Miller
14. Kelly Brook
15. Nicole Scherzinger
16. Irina Shayk
17. Jessica Alba
18. Cheryl Cole
19. Kristen Stewart
20. Adriana Lima
21. Kim Kardashian
22. Mila Kunis
23. Ashley Greene
24. Emily Atack
25. Natalie Portman

PS I know I am way off on this, but improve over time.

Galactic Cold War (2011-06-04 09:04)

Since Neil Armstrong discovered a moon base and mining operation during the Apollo 11 mission, Earth has been building Battlestars with non-terrestrial US Navy personnel on board. The UFOs on the moon were watching the Apollo 11 mission taking place.

Neil " These "Babies" are huge, Sir! Enormous! OH MY GOD! You wouldn't believe it! I'm telling you there are other spacecraft out there, Lined up on the far side of the crater edge! They're on the Moon watching us! "

A ship similar to Battlestar Galatica orbiting the moon as we speak.



Are the TAW-50s our space superiority fighter? TAW-50 is armed with its own Kill Laser system, which can track and immolate SAM (Surface-to-Air missiles), STTA (Surface-To-Trans-Atmosphere missiles), ATA (Air-To-Air missiles), and ATTA (Air-To-Trans-Air missiles). The TAW-50 has a crew of four. Nevertheless, the TAW-50 flies so fast that it requires computers to fly it. These were developed by American Computer Company, who derived them from its Valkyrie XB/9000 AI. The TAW-50's power supply is provided by a small nuclear power generator that the contractor said is "Normal-Inert".

The contractor said that the spaceplane uses electromagnetoferrimetric power generation by the immersion of pellets in heavy water (deuterium) and specially-designed coil superconductive magnets, which yield enormous amounts of free electrons when placed in an immersion which has been triggered into an oscillating field state flux.

The TAW-50 utilizes electrogravitics to maintain its own artificial gravity while in weightless space, as well as to nullify the vehicle's mass during operations.

It can hide in orbit many hundreds of miles into space, orbiting at times at 22,000 mph. Then, without warning, it can dive straight down through the atmosphere at over 38,000 miles per hour on an 80-degree attack vector, reverse direction within 150 feet of the ground with very little loss of motion and without a glide turn, and almost instantly go vertically straight up at over 38,000 mph until long after it leaves the atmosphere and resumes orbiting in space.

Military astronauts are trained at the Secret Air Force Academy, located in the hills west of the official Air Force Academy at Colorado Springs, CO.

oakleyses (2014-10-23 18:15:12)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike

free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:36)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:34)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Obama is non-Denominational? (2011-06-05 08:59)

Archbishop Chrysostomos of Etna picked out that Barack Obama's political correctness is non-denominational for a Protestant. He adds that close encounters of the third kind are unholy. Archbishop Chrysostomos of Etna synod departed from Orthodox Church of Greece. The synod had lots of experience involving the Bolshevik's political correctness when Holy Synod in Resistance synod had been in full communion with the Russian Orthodox Church Outside Russia.

Alien abductions were "life in terms of cycles of birth and death, identifying with other beings and entities, the cessation of personhood, and looking to the "cosmos" for a "home"—these are all undefined, vague, and eclectic things that violate the precise, Christocentric teachings of Christianity and the life of discipline and obedience that spiritual transformation entails. He reported that after his initial impression that the aliens were "sinister" or "malicious".

<http://pastehtml.com/view/azfqlzq38.html>

Gnutella searching (2011-06-05 13:26)

Some of the electronica CDs I download aren't available on rapidshare so I need that Gnutella network. Limewire/Wireshare (successor) are dead, because of a court case. Frostwire no longer has Gnutella after version 4. That leaves bearshare and Shareaza. Gnutella is sometimes good, because not all the mp3s are 360 kbps or you could easily find the file without rapidshare, hotfile, megaupload. eMule is always hassle and never successfully downloaded anything.

I like the Kawasaki ZX-10R (2011-06-06 11:37)

The Kawasaki ZX-10R has a state-of-the-art traction-control system that comes standard. There is no TC-equipped sportbike less expensive than the ZX-10R. Fully fueled, this puts the new ZX-10R in a tie with the 2010 CBR1000RR.

As the tire wore in a predictable manner, TC level 2 allowed enough movement from the rear end that I was able to confidently ride through the powerslides and spins while in Full power mode. Not once during my ride did it cut in abruptly and cause the bike to stumble and sputter, even when in level 3. The system's activation is notably seamless and not nearly as assertive as Ducati's DTC.



Review

No doubt this new ZX-10R is more fun than my Honda CBR600, yet how much fun can I have at 70 MPH freeway speeds? Slim at best? The Honda engine is just as top-notch quality, though more dated. The carsoup selection at the time didn't give affordable price points for 09s, 10s, and 11s for any of used 600cc or 1000cc bike last month.

Cool gadgets from Ebay (2011-06-07 16:44)

1. KERUIER K98 8 watt UHF \$56 (400-470MHz)
 2. KERUIER K6 7 watt UHF \$52 (400-470MHz)
 3. KERUIER K-168 UHF 400 470MHz Mini Handheld 2-Way Radio 5 watt \$41
 4. Puxing PX-729 5 watt UHF \$50 free shipping
 5. GP2x Caanoo \$129 handheld emulator
-

Android 3.1 or Asus Eee PC (2011-06-08 04:21)

Android 2.3 had a huge security hole inside its code that allow hackers to get in it. At least Android 3.1 runs 2.6.36 with more security. The standard in stability is EXT4 and I will make sure I get one with it.

That means I have to wait until something on Ebay appears within my sub- \$130 price range with Android 3.1 in it. Android 3.1 devices have 512 MB of RAM and 1 GHz RISC CPUS in them! First thing is I'm getting antivirus for it. AndFire is a must-have and I need enough RAM.

I have a Archos 7 running Android 1.6, and I use it for JPEG and Gmail. The facebook users aren't impressed I bought it. This isn't pushing their culture, a lot of normal people have Android tags on their wall this month.

I wonder why Android is popular even with the security risks. I could get Internet and office suites with Asus Eee

PC 701SD Netbooks. I would be immune to made-for-Android malware out to steal my microblogging password (facebook, twitter). I know after a few years on the same kernel, there would be Ubuntu Netbook edition. Bottom line, screw Android tags on walls. I'm getting a Asus Eee PC someday.

Anonymous (2013-05-07 17:01:11)

Hi there! Do you know if they make any plugins to help with Search Engine Optimization?
I'm trying to get my blog to rank for some targeted keywords but I'm not seeing very good success.
If you know of any please share. Appreciate it!
Check out my web blog - taco Bell Coupons

Anonymous (2013-05-07 17:29:16)

Hello there! Quick question that's entirely off topic. Do you know how to make your site mobile friendly? My weblog looks weird when browsing from my iphone. I'm trying to find a template or plugin that might be able to resolve this issue.
If you have any suggestions, please share. Many thanks!
My site: mexico food

Anonymous (2013-05-08 00:22:46)

I simply could not go away your website prior to suggesting that I actually enjoyed the usual information an individual provide in your visitors?
Is going to be back frequently in order to check out new posts
Here is my homepage: taco bell coupons

Anonymous (2013-05-08 00:28:16)

hello!,I like your writing very a lot! share we keep up a correspondence more about your article on AOL? I need an expert on this area to solve my problem. May be that's you! Looking forward to look you.
Also visit my webpage guide anxiety

Anonymous (2013-05-08 00:52:56)

I drop a leave a response when I appreciate a article on a blog or if I have something to contribute to the discussion. It is a result of the sincerness displayed in the post I looked at. And on this article "Android 3.1 or Asus Eee PC". I was excited enough to post a thought ;) I actually do have 2 questions for you if you usually do not mind. Could it be only me or does it seem like some of these comments look like they are coming from brain dead folks? :-P And, if you are posting at other online social sites, I'd like to keep up with everything fresh you have to post. Would you make a list all of all your community sites like your Facebook page, twitter feed, or linkedin profile?
Also visit my blog :: www.Youtube.com

Anonymous (2013-05-08 00:54:38)

Hi there, its fastidious post about media print, we all know media is a fantastic source of facts.
Feel free to surf to my homepage; Anxiety disorder

Anonymous (2013-05-08 01:14:23)

Simply wish to say your article is as amazing.
The clarity in your post is just great and i could assume

you are an expert on this subject. Fine with your permission let me to grab your feed to keep up to date with forthcoming post. Thanks a million and please carry on the rewarding work. Also visit my web-site - acne

Anonymous (2013-05-08 01:15:31)

I seriously love your blog.. Pleasant colors & theme.

Did you build this web site yourself? Please reply back as

I'm planning to create my own personal site and would love to find out where you got this from or exactly what the theme is called. Thank you!

Also visit my blog ... acne spot treatment

Anonymous (2013-05-08 01:26:46)

Thanks in favor of sharing such a pleasant opinion, paragraph is pleasant, thats why i have read it fully

Review my web blog mexican restaurants

Anonymous (2013-05-08 01:29:19)

WOW just what I was looking for. Came here by searching for microsoft hosting exchange

Stop by my page; Taco Bell Survey

Anonymous (2013-05-08 01:34:13)

Magnificent goods from you, man. I have

understand your stuff previous to and you are just too great.

I actually like what you've acquired here, really like what you are saying and the way in which you say it. You make it enjoyable and you still take care of to keep it sensible. I can not wait to read much more from you. This is really a tremendous site.

Also visit my blog :: best juicer to buy

Anonymous (2013-05-08 01:50:30)

There is definately a lot to find out about this subject. I love all the points you've made.

Also visit my page ... juicing machines

Anonymous (2013-05-08 02:07:15)

You can definitely see your enthusiasm within the work you

write. The sector hopes for more passionate writers like you who

aren't afraid to say how they believe. At all times go after your heart.

Also visit my page; how to get views Youtube

Anonymous (2013-05-08 06:33:29)

Helpful information. Lucky me I discovered your site unintentionally, and I'm stunned why this twist of fate did not happened in advance! I bookmarked it.

Here is my web page taco bell coupons

Anonymous (2013-05-08 06:37:50)

I like the helpful info you provide in your articles. I'll bookmark your weblog and check again here frequently. I'm quite sure I'll learn plenty of new stuff right here! Good luck for the next!

Here is my web-site :: views youtube

Anonymous (2013-05-22 22:12:02)

I absolutely love your blog and find many of your post's to be exactly what I'm looking for.

Do you offer guest writers to write content available for you?

I wouldn't mind writing a post or elaborating on many of the subjects you write regarding here. Again, awesome site!

Feel free to surf to my web blog; <http://connorstuff.com/activity-stream/p/159897>

Anonymous (2013-06-06 20:33:51)

Hi there are using Wordpress for your site platform? I'm new to the blog world but I'm trying to get started and create my own.

Do you require any coding knowledge to make your own blog? Any help would be greatly appreciated!

Here is my site facebook themes

Anonymous (2013-06-06 21:01:50)

It's wonderful that you are getting thoughts from this paragraph as well as from our discussion made at this place.

Visit my web blog; Facebook Themes

Anonymous (2013-06-06 21:32:57)

Thanks for sharing your thoughts about textbooks. Regards

Stop by my webpage ... youtu.be

Anonymous (2013-06-07 02:04:44)

What's up all, here every one is sharing these know-how, so it's fastidious to read this website, and I used to go to see this web site every day.

My blog - grand theft auto cheats

Anonymous (2013-06-07 02:36:37)

Hi! I know this is kinda off topic but I was wondering which blog platform are you using for this site?

I'm getting tired of Wordpress because I've had problems with hackers and I'm looking at alternatives for another platform. I would be great if you could point me in the direction of a good platform.

Visit my website - grand theft auto 4 cheats ps3

Anonymous (2013-06-15 10:03:09)

If you want to grow your experience just keep visiting this web page and be updated with the most up-to-date news posted here.

Visit my web page; [tipee order \(\)](http://tipee.order)

Anonymous (2013-06-15 14:41:59)

I every time used to read post in news papers but now as I am a user of web therefore from now I am using net for posts, thanks to web.

My website; [remy hair extensions clip in \(ftp3.org\)](http://remy.hair.extensions)

Anonymous (2013-06-16 11:11:33)

Have you ever considered about including a little bit more than just your articles?

I mean, what you say is valuable and all. However

imagine if you added some great images or videos to give your posts more, "pop"! Your content is excellent but with pics and video clips, this blog could undeniably be one of the very best in its niche. Superb blog!

Here is my blog post Free Games Online

Anonymous (2013-06-17 23:03:16)

I go to see everyday a few sites and information sites to read posts, except this weblog offers quality based writing.

Take a look at my blog: types of coffee machines

Anonymous (2013-06-18 00:39:34)

I know this web page offers quality depending articles or reviews and extra stuff, is there any other website which provides these kinds of things in quality? my blog: English Creme dog

Anonymous (2013-09-12 09:53:59)

Greetings! Very helpful advice in this particular post! It's the little changes which will make the most significant changes. Thanks a lot for sharing!

Feel free to surf to my web-site Best Media player

Anonymous (2013-09-18 14:35:33)

Hi, i believe that i noticed you visited my web site so i got here to go back the choose?.I'm attempting to in finding issues to enhance my website!! assume its good enough to use some of your ideas!! My webpage ... best media player

collection062k11.mp4 (2011-06-08 05:22)



IFRAME: <http://www.youtube.com/embed/CEeFgmwnZ14?fs=1>

no daily nutritional supplementation is heathier (2011-06-08 08:05)

Writing in the Journal of the American Medical Association (JAMA), Dr. Starfield has documented the tragedy of the traditional medical paradigm in the following statistics:

Deaths Per Year -

106,000 Negative effects of drugs

80,000 Infections in hospitals

45,000 Other errors in hospitals

12,000 Unnecessary surgery

7,000 Medication errors in hospitals

Total deaths per year from iatrogenic* causes 250,000.

The term iatrogenic is defined as : induced by a physician or surgeon, or by medical treatment or diagnostic procedures

The proven, scientifically validated, plan to stay healthy is very simple.· Exercise daily! As little as 30 minutes a day will significantly protect your good health· Eat sensibly and be aware that good choices (salad rather than ice cream) will pay good health dividends· Use high quality nutritional supplementation (see study below)

Finally a "landmark" (20 year) nutritional study has been done that compares the dietary supplement usage patterns,

health, and nutritional status of:

Long-term multiple dietary supplement users, (persons who consume several high quality, organically sourced, cold processed nutritional supplements, Shaklee)

to persons who use multivitamin/mineral vitamins (products sold at the grocery store, drug store and usually taken as one capsule a day)

to non-users of nutritional supplements

Probably the most striking result of the study is that person who used no nutritional supplementation at all were actually healthier than the person who used the one capsule a day products.

Top 10 Freeware RPGs (2011-06-08 17:46)

1. Beneath a Steel Sky
 2. Breath of Fire 2m2k
 3. Lost Labyrinth
 4. Fanta Scape
 5. Guardian of Paradise
 6. Knights of Dillaria
 7. Knights of Dillaria: Twin Worlds
 8. ZangbandTK
 9. Final Fantasy - Endless Nova
 10. Ahriman's Prophecy
-

Wii U Impressions (2011-06-10 13:50)

For anyone who suspected otherwise after seeing the Nintendo Wii U for the first time – and to be fair, in photos they do look a little too high up on the unit – trust me when I say that it wouldn't be the same if they weren't exactly where they currently are. At first glance they look as if they're going to be uneasy fit for the upcoming slew of new 'hardcore' software that Nintendo's top dogs have been barking about, but once it's in your hands, the concern vanishes into thin air.

One player is Mario, and they controls the inimitable Italian plumber around a map by using the Wii U tablet; whilst four other players use sideways-on Wiimotes in order to pursue him. The benefit of having the Wii U tablet is that you can always see where everyone is on the map, and can avoid them accordingly. Every thirty seconds or so you're also given the chance to collect a power star that sits (and respawns) in the middle of each level, and gives you a speed boost and brief period of invincibility; a risky manoeuvre that's only advisable when things get really dicey.

The press conferences are over, though the gaming news still has another day to go. But for me E3 this year represented something else: a chance to learn. A lot of people felt that I took on an apologist stance when I gave Microsoft a C+, but that simply wasn't the case. I've been dealing with my marketing courses and I've been trying my best to approach these conferences all with that core marketing concept in my mind because that's exactly what E3 is. How well do these guys market themselves? And a lot of people felt content to say that Microsoft failed E3 this year, but at the time of their conference that simply wasn't the case. They did an average job of it. But people on here don't care about that, they want their games and so I understand the nature of saying Microsoft failed in that regard, but they showed themselves decently. At the time at least.

A lot of people felt that Sony did really well, but how could anyone possibly say that when they, word for word, did exactly what Microsoft did? Microsoft showed off Gears of War 3, then they went and showed off Kinect functionality for everything else they had at their conference. Sony showed off Uncharted 3, then they went and showed off Move

functionality for everything else they had at their conference until they got to showing off the PS Vita. And while the Vita tech certainly looks cool and has some neat functionality and at a decent price, they also failed to show how it could be relevant in this market. They basically showed a mini-PS3 and as I and many, many others have expressed already, what's the point?

Honestly, did anyone else see a tangible difference between the two Uncharted games that were shown at Sony's conference? Nope. So what's the point of the PS Vita version, Golden Abyss, if it just wants to be the same thing as the console versions?

Anyway, it was in keeping with my marketing courses and lectures that I approached each conference, but it was clear that both Sony and Microsoft are stuck playing catch up with Nintendo. They're trying to show that they're the dominant force with an idea that Nintendo pioneered in 2006. And no, I don't give a crap if there were motion controls before the Wii, the fact is, Nintendo marketed their system to a whole new audience and came away wildly successful. The problem became that people consistently bagged on them, saying that there's no 3rd party support (a lie, of course) the tech is underpowered, the controls are a gimmick (another lie) and that Nintendo don't release anything other than their established library of games (though tell me how many new IPs Sony and Microsoft revealed, and no, using the excuse that Sony and MS's IPs aren't as old as Nintendo's IPs is not a valid excuse since neither company has been in the gaming business for as long as Nintendo).

There come various concepts that a company needs to go after for consumer attention and Nintendo addressed all of them with the Wii U (and the Wii back in 2006). It's preemptive, no one else has attempted it before. The one thing that I remain unsure of is how affordable it will be since a price was not mentioned, but they certainly hit that mark with the Wii in 2006, nor do I know if it will be profitable, but again, they hit that mark in 2006 with the Wii. But it's communicable, it's distinctive and above all else it is both important and superior. stripesonfire is currently the only other user I can see sharing the same sentiments as me and quite frankly it's because stripes is one of the most intelligent people around on this site.

Sony and Microsoft are both stuck in 2006 and in 2006 they were stuck in 2000. There was of course Sony's stupid marketing myopia fiasco with the PS3's reveal and later launch where they chose to focus on the product rather than the consumer, but Sony have righted their wrongs and did a 180. That is until they released move and reverted 90 degrees back the way they came. As far as Microsoft? Those retards have been stuck in a perpetual circle ever since they launched the NXE. Let me be blunt, I've made it clear many times before, but I am not purchasing an Xbox after the 360. I've been paying attention to Sony in the hopes that they would somehow do something to convince me that they can be the replacement but they're stuck trying to mimic the Wii.

Nintendo saved the industry once from collapsing due to Atari. I want you all to know that even if many of you aren't aware, they just preemptively saved gaming again, this time from the hapless hands of Microsoft and Sony. I said that MS and Sony marketed themselves as average and had Nintendo done the same we'd have been in the same boat as them remaining average. As it stands, Microsoft and Sony both failed. Nintendo was the only success at E3. I don't want to hear any apologist nonsense of what you enjoyed due to brand loyalty that you don't want to mention. Since 2001 I had been an Xbox kid singing the praises of Halo and I'm tired of Microsoft, but seeing Sony trying to do the same thing as opposed to showing off their excellent line-up put us all in a sorry state. Many argued with me that I was wrong to say Sony gets a C+, and now I admit it, I was wrong. I should have given them and Microsoft F grades. There was no way to know what was coming from Nintendo.

People act like Nintendo wasn't impressive this year, but the Nile is more than just a river that runs through Egypt. Nintendo preemptively saved this industry from an eventual collapse. Motion controls forced into everything that don't need them. Voice recognition in games that don't need them. Games losing their freedom to put me on rails so I can play without my hands. These ideas, these concepts, these were the signs of bad times. But I said something that I regret saying. I said that this would become an inevitable part of the future of gaming and that we had to deal with it and just play what was released with our preferred method of play. And then Nintendo came on the stage. They rendered both Kinect and Move as obsolete. They shut-up both Microsoft and Sony. They just made gaming a level playing field again and that was what was so unexpected.

When it all came down the line, Nintendo saved gaming over two decades ago from collapsing. They broadened the market in 2006 to an untapped and unserved audience and now they are ready to unite all audiences, and if they succeed they will dominate the market in a bigger way than they ever did with Wii. No you may not care for Nintendo,

and that's fine. What you need to care about is that next year, Microsoft and Sony are going to walk on stage with their heads out of their asses. That Microsoft and Sony are going to be fully aware that suddenly Nintendo holds all the momentum again. That suddenly they are going to announce and show games you care for because Nintendo didn't rely on a gimmick add-on. Because Nintendo built their vision from the ground up in 2006 and are doing so again for 2012. Because Nintendo just rocked all the third party support, with full Wii remote support so that owners of the Wii won't waste a damn thing. All accessories and games are backwards compatible. And suddenly households like mine with an Xbox and a Wii, suddenly only need Nintendo's system. Because they have all the games the others have and they have Nintendo's innovative ideas to make something everyone can enjoy.

It's still too soon to say whether or not the Wii U will be the runaway hit that the Wii was, but I'll tell you this much, the ball is in Nintendo's court and Kinect and Move both just died. Oh, they'll stick around on life-support. Kinect doesn't let us play games the way we want to but the way Microsoft wants us to. Be unimpressed with Nintendo. Tell me Sony was a success. It just means you have no idea what you're saying. Nintendo did something no one expected them to do: bring everyone back to the same level. They just balanced everything and whether you enjoy Xbox, PS or Wii, it doesn't matter anymore, because Nintendo just bounced Kinect and Move out of the picture. The beginning of the end is here in a good way.

Top 20 military fiction books (IMO) (2011-06-11 19:27)

1. CATCH-22, by Joseph Heller
2. Starship Troopers by Robert Heinlein
3. Armor - John Steakley
4. Old Man's Army by John Scalzi
5. Forever War by Joe Haldeman
6. THE THIRD WORLD WAR: AUGUST 1985 by General Sir John Hackett
7. STORMING INTREPID by Payne Harrison
8. Europa Strike by Ian Douglas
9. Semper Mars by Ian Douglas
10. Luna Marine by Ian Douglas
11. RED STORM RISING, by Clancy
12. WITHOUT REMORSE, by Clancy
13. For Whom The Bell Tolls -Hemingway
14. FLIGHT OF THE INTRUDER by Coonts
15. Star Corps by Ian Douglas
16. Star Marines by Ian Douglas
17. Battlespace by Ian Douglas
18. Halo: First Strike - Eric Nylund
19. Halo: Ghosts of Onyx - Eric Nylund
20. Halo: The Fall of Reach - Eric Nylund

Anonymous (2012-02-20 11:59:32)

Here's a potential new arrival: "Kirov" where the formidable Russian battlecruiser experiences a "Final Countdown" like accident and shifts in time to 1941 where she is soon discovered by a Royal Navy carrier task force and presumed to be a new German raider. Kirov runs the Denmark Strait and squares off against the whole Royal Navy and US Atlantic Fleet.

Read a review here:

http://www.writingshop.ws/html/about_kirov.html

Asking for Radeon HD 7970 or Radeon HD 6990 for Christmas (2011-06-12 01:12)

I believe I have 850 watt PSU that can handle a XFX Radeon HD 6990 4 GB GPU or a XFX Radeon HD 7970 (4 GB?) inside the Core i7 980x 2010 PC. Then I can put the Radeon HD 5970 that was originally in the Core 2 Quad 9550, back inside it. I expect the Radeon HD 7970 to have a faster frames per second, but it really comes down to \$450 price point by mid-December.

The point of this is to own two DirectX 11 GPUs. The Playstation Vita would make an okay Birthday present. I would buy some games for it (Final Fantasy, mainly RPGs).

Tom's Hardware review

Audio CDs (2011-06-12 16:49)

I have 60 trance albums, yet I haven't burnt them yet. I was too much of a gamer or TV watcher. Now I spent the last three days doing just that. I have at least that much old trance. I have 300 albums of various rock genres. 50 albums of country. 25 albums of R &B. 25 albums of rap.

Hometown (2011-06-15 13:38)



I mostly go downtown to get my computer built at PC Garage. I can add HDDs, RAM, GPUs myself. I outsmart viruses or BSOD or the Win7 equivalent, because openSUSE. I buy Carbones Pizza downtown, yet theirs is twice as expensive as same size pizza at the County Market (which tastes just as good Carbones Pizza). I usually don't eat at a restaurant, usually make cheaper food @ home.

Nice invention (2011-06-15 22:11)

The new heart turbine uses turbines to eliminate both heartbeat and pulse while quietly and efficiently keeping you alive. Instead of a heart beat, you get a faint humming sound. The implantable device can function as a mini hydro-electric generator, using your blood to generate endless supply of power.

✕

The heart produces around 1 or 1.5 watts of hydraulic power, and it takes only one milliwatt to spin the turbine.

RIP Elementry Cursive (2011-06-19 15:35)

I've read elementary schools are not teaching cursive in Indiana. Indiana is the first school that marked classes optional. They all expect the keyboard to replace handwriting entirely with the exception of your check cursive. I guess adults can eye cursive and duplicate it without the public school system teaching it?

✕

First encounter with Linux Mint yesterday (2011-06-21 01:30)

I have this PC that rejects OpenSuse 11.4, but accepts Ubuntu 10.10. Ubuntu 10.10 runs very stable. It reads my WiFi doogle. Linux Mint is good, because it is based on Ubuntu and packaged with much more software. It suppose it comes with the whole slot of Gnome games. I really needed the games installed. I could have done music with Winamp and VLC with the aid of Crossover Linux 9.1 (installed). One of the most advanced security systems from OpenSuse, AppArmor, made it to Mint so I can use it. Linux Mint is running 2.6.38.



Mother wanted to try more than 4 games in Ubuntu so upgraded to Linux Mint on her PC. She usually plays Klondike, Sudoku, Mahjongg and TextTwist 2. She hates Quadrapassel).

In other events, I find playing Super Mario Galaxy very difficult. I was caught by surprise that it was as hardcore. I kept dieing with the second solar system. Times have gotten hardcore since Super Mario Sunshine (played in 2k2).

The average gamer is 37 yrs old! (2011-06-21 09:48)

I must be in a good position here being 27 and the average gamer being 35-37. I've been on Gamespot and PS3forums since 2005. The ESA said that 45 percent of parents play games with their kids "at least weekly."

I had a N64 in 1997 and NES & Genesis roms & emulator since 1999. I was already in 11th grade when Xbox launched in November 2001. My cousins had a Nintendo Entertainment System and Sega Genesis in the mid-1990s and I went over there to play Sonic the Hedgehog 1 - 3D, Super Mario Bros., Super Mario Bros. 3, Contra, Spy Hunter. When I had a shrink I didn't like, I told him I'm on single player in 1997-1998, but he didn't give a damn! I'm unsure ESA data was available to the shrink in 1998, because the shrink knew what Nintendo was. It could have well been available. The shrink should have been a bitch. I must have brought this parental topic up at thrift stores dozen times.

Mine are way too old / techno-dumb to play any videogames with me. They only play Mario Kart. A brilliant way to show my life was worse My relationship with my parents were great, because there was nothing I could done about it. They just help me with editing essays and a place to stay.

I had to beat all the PS or PS2 RPGS by myself, maybe with the aid of a FAQ and Action Replay.

Superheated rubber (2011-06-23 08:35)







Needs a IQ of 135+ to save myself from solo (2011-06-26 22:02)

Results Summary

Key Stats

Your IQ Score: 148
Right Answers: 20 of 20 (100%)
Time Remained: 17 minutes

Rank Among:

Your Friends: 1 of 2
Facebook Users: 98th Percentile
General Population: 99th Percentile

Get Updated Stats!

Click here to get automatic updates on how you compare with friends and other Facebook users. You'll also get notified of new challenging and entertaining tests, puzzles, and games!

Add Tab

YOUR IQ Score

148

GENIUS IQ

RANK AMONG Your Friends

1 OF 2

RANK AMONG Facebook Users

98th PERCENTILE

Correct Answers

Your answers by difficulty level:

Difficulty Level	Correct Answers	Compared to Average (Facebook)
Easier	10 / 10 (100%)	Above average (7.3 / 10 or 73%)
Medium	5 / 5 (100%)	Above average (3.1 / 5 or 62%)
Harder	5 / 5 (100%)	Above average (2.3 / 5 or 46%)
Total:	20 / 20 (100%)	Above average (12.7 / 20 or 64%)



Google hits
 Iain's liberal
 Iain's conservative
 Iain's conservative
 Iain's liberal
 Iain's videogames
 Iain's vorbis
 Iain's blog
 Iain's blog MN
 Iain's blog WI

oakleyses (2014-10-23 18:03:53)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:00)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Hoping MtG phenomenon isn't "do or die" scenario (2011-06-28 05:09)

hates that income sucking [drug addiction sucking] Magic the Gathering overthrown poker, uno, blackjack, Crabs, golf, solitaire, chess, checkers, Battleship, Connect 4, risk, monopoly, Mahjongg, Sudoku, Jenga, sports cards, Yahtzee, and most videogames .

MtG is expensive addiction. You must buy cards to win to break even like casinos. like ur hobby is gambling [for minors]. Nobody "wins", they're all poorer. With videogames, there is a boss, u beat boss, brag and that is inexpensive in comparison. Videogames are worth more than 90 % of sports cards.

Progressive churches rule Wisconsin = Democratic majority (2011-06-29 09:25)

The reason why St. Croix County is progressive is the county has a lot of progressive churches. Evangelical Lutheran Church in America owns the Wisconsin synod and thus Democratically elected Senate and State Assembly majority of elections. Union backed Evangelical churches. Also the Catholics are mostly liberal, unless you're a traditionalist catholic. United Methodist does progressive brainwashing too.

Garden Kitchen or Czars or both (2011-06-29 11:19)

In this case czars represent Bolshevik committee. ! Use the Smith Act (18 U.S.C. § 2385)

Social Democracy ?

Q And what we in Russia can expect from the new American leader? How you see the role of the Russia in the world?

THE PRESIDENT: Well, look, Russia is a great country with an extraordinary culture and....

...extraordinary traditions. It remains one of the most powerful countries in the world and has

I have a Russian edition of your book, "Audacity of Hope". This is for you, Mr. President.

THE PRESIDENT: Oh, thank you so much.

THE PRESIDENT: Yes, we did, but these days now I have 15 Secret Service cars – (laughter) – and helicopters and so I miss sometimes being able to just walk around like an ordinary person. But it's a small sacrifice to make for the privilege.

Q Well, I tell you a secret, Mr. President. Maybe you don't know, but your wife, Michelle, may be more popular in Russia than you. You know why?

THE PRESIDENT: Why?

Q Because of the garden kitchen.

THE PRESIDENT: Oh.

Q Because kitchen gardens very popular in Russia, and when she started to make a kitchen garden around the White House she became very popular.

Q All Democrats inside.

THE PRESIDENT: You've got only Democrats. (Laughter.)

Q Only Democrats inside. No Republicans. (Laughter.)

THE PRESIDENT: Excellent. Thank you so much.

Nintendo relies on the US market (2011-06-30 21:06)

The reason why Nintendo's stock only fell 10 % in the wake of the Wii U's unveiling was because the US capitalist market isn't stable yet. I read somewhere that anime series are funded by American distributors; whereas, Japan cannot keep their anime studios from losing profit. Rumor is the average age of a gamer is 35 and they increasingly deal with marriage, raising children. There is more cinematic movie games that fail to stop the decline of videogamees. Maybe Wii U and 3DS can save the game industry with their Legend of Zelda, mario kart, super mario WIIU, Super Mario 3DS, Metroid Prime, Super Smash Bros., Pikman, Luigi's Mansion 2, and third party titles Metal Gear Solid and Final Fantasy.

Anonymous (2012-11-22 06:57:33)

Getting a good HD TV has
never been easier. Discover the right model
for you and your
pocket with our review at [http://reviews.
top-information.net/samsung-un40eh6000-review/](http://reviews.top-information.net/samsung-un40eh6000-review/)
*Take a look at my blog : **weightloss.allthebestproducts.net***

Anonymous (2013-04-30 03:44:06)

The place where it would've served Motorola well how to whiten the skin to keep things bare bones – you don't want to. 85 billion shares outstanding. And I believe we can grow that business.
my web-site ... <http://www.whiteningskin.info/>

Anonymous (2013-05-05 12:01:50)

I'm really loving the theme/design of your weblog. Do you ever run into any internet browser compatibility issues? A small number of my blog visitors have complained about my website not working correctly in Explorer but looks great in Firefox. Do you have any solutions to help fix this issue?

Here is my web blog - Stewart Smedsrud

Anonymous (2013-05-10 09:18:55)

I believe this is one of the most important information for me.
And i am glad reading your article. However want to remark
on few general issues, The site taste is ideal, the articles is
really nice : D. Good task, cheers
my web-site - pracownia reklamy lubin

Anonymous (2013-05-17 11:41:58)

you are in point of fact a just right webmaster.
The web site loading pace is amazing. It seems that you
are doing any unique trick. Moreover, The contents are masterwork.
you have done a fantastic task on this subject!
Here is my web blog ... article source

Anonymous (2013-05-26 21:07:13)

I every time used to read article in news papers but now as I am
a user of net thus from now I am using net for posts, thanks
to web.
my webpage - their explanation

Anonymous (2013-06-03 21:05:56)

The rings may be made of gold or silver, and adorned
in different ways. Nevertheless males are a little way behind and also jewelry for males is one on most idealistic pieces of
jewelry worn by men.
The campaign was rolled out in 1950; within a few years, diamond jewelers could barely keep up with the
demand for diamond rings - including mens diamond rings.
Feel free to surf to my web-site; promise rings custom

Anonymous (2013-06-06 07:15:47)

It is typically helpful to set your video camera in stain focus mode.
At Mens Wedding Rings and mens promise rings
Bands we offer plain wedding rings that are sleek and sophisticated.
For engraving ideas for birthstone and pre engagement promise rings,
you could start with what prompted the giving of engraved promise rings.
Here is my webpage promise rings dillards

Anonymous (2013-06-10 09:50:06)

Water also helps purge the body of toxins and waste,
optimizing fat burning efficiency. Effective,
short fat loss workouts are done interval-training style, rather than steady state.
A lifestyle change that leads towards better health is more important than how you look, but if you stick with it you can have
both.
At the same time it strengthens bones and tones all of your cells and muscles throughout
your entire body.
Visit my blog ... best fat Burning foods

Anonymous (2013-06-11 16:29:53)

Quality: rings are everyday wear just like charm

bracelets or gold pendants hence you must choose something durable.

In this case, truly the object is a thing, the objective is

the important part. While these are pricier rings that are in the \$200 range, they are still on sale.

my homepage :: promise rings riddle's jewelry

Anonymous (2013-09-10 17:13:37)

The resistance tennis elbow splint felt nice

on the yellow, the lightest one. About 8 % of patients with elevated liver enzymes, does not cure high blood pressure, and may need medications to increase the chances of you snoring.

But Maurice Jones-Drew makes too many of the dos and

don'ts in Phase 1? They have yet to meet a

Leighton Baines corner he jumps above an Vertonghen to head home.

Also visit my web site: tennis Elbow cures

Anonymous (2013-09-13 13:48:09)

Very good article. I absolutely love thios website.

Stick with it!

Here iis my homepage ... amazon gift card to purchase kindle books

13.7 July

Camping 2k11 (2011-07-04 14:11)



Did this week for three days and this week for three days. I hate that there is nothing special on TV, except the Eau Claire PBS broadcasts Vietnam news at 8PM (large Mung population), and the Bolshevik anchors constantly naught yes. Anchors showed that Obama and laughed at stupid president. I golfed and wanted to be home to watch what

I wanted to watch. I didn't drive myself (to save mileage) and I don't subscribe to a 3G service. I think that amateur fireworks are stupid. Why do you always do it at dusk when it isn't even that dark yet? Dropping \$500 bucks on Roman Candles, Sparklers Bottle Rockets and Firecrackers doesn't really make sense. Throw in the fact that all the good fireworks are illegal. Light up a stack of cash And throw it high, high into the night's sky.

Medical and Health Services Manager (2011-07-07 05:51)

I plan on getting a Medical and Health Services Manager Bachelor's degree completed in 4 1/2 years. Some of the courses include Financial Management of Healthcare Organizations, Healthcare Planning and Policy Management, and Advanced Healthcare Law and Ethics. The jobs are in this field. I'll get 40k less in healthcare manager than in Network administration BS engineer annually. It is easier to pass certification in health, sponsored hospitals supply internships. The information technology sector isn't hiring right now, and this scope of layoff wouldn't happen in the healthcare field. Medical and Health Services Manager is not as aggressive as the Administrative Services Manager or Sales Managers Bachelors. Sales managers end up in a mall.

The Pentagon was hacked into and a trillion dollars lost this month via Russia or China. I am not ready for that kind of rigorous certification studying and commitment to security, and hustling. I just know it is their bias towards Windows XP/7. The Pentagon and companies with Red Hat Enterprise Linux or Scientific Linux are secured.

Marketing Managers \$78,340 | \$110,030 | \$149,390 | 12 %

Administrative Services Manager \$53,820 | \$75,520 | \$100,560 | 12 %

Sales Managers \$65,210 | \$96,790 | \$141,430 | 15 %

Medical and Health Services Manager \$63,700 | \$81,850 | \$105,980 | 16 %

^ U.S. Bureau of Labor Statistics. U.S. Department of Labor

College starts next semester.

Debian appears in The Social network (2011-07-08 03:56)

The only parts I picked up on is the college life on the Internet, and that I was never a college life student. I take all my classes online. When I was at campus, everybody went home. Google+, launched 8 days ago is aimed to replace Facebook, just as Facebook overtaken google at Alexa this year. In the movie, Debian made an appearance. It matches the kernel.

✖

Facebook is a place that turns adults into teenage girls. Instead of making things, We're telling people how great Gossip Girl is. Would your grandfather go on Facebook? Probably not. I think we've become a country thirsting for attention—Facebook is basically Googling yourself for people who don't have enough hits to warrant it.

US almost ready to asteroid mine (2011-07-08 21:12)

Our country is ahead of the European Union in asteroid mining.

now of roughly 750 S-class asteroids with a diameter of at least 1 kilometer. Many of these pass as near to the Earth as our own moon — close enough to reach via spacecraft. As a typical asteroid is 10 percent metal

The US is already sending lander near asteroids to to experiments as we speak. Within 3 years, Lockheed Martin, Boeing would send space excavators to bring small amounts of asteroid to US. A small metallic asteroid with a diameter of 1.6 km (1 mile) contains more than \$9 trillion US dollars worth of industrial and precious metals.

Strip Mining - Material is successively scraped off the surface in a process comparable to strip mining. There is strong evidence that many asteroids consist of rubble piles, making this approach feasible.

Shaft Mining - A mine can be dug into the asteroid, and the material extracted through the shaft. This requires precise knowledge to engineer accuracy of astro-location under the surface regolith and a transportation system to carry the desired ore to the processing facility.

Magnetic Rakes - Asteroids with a high metal content may be covered in loose grains that can be gathered by means of a magnet.

Heating - For volatile materials in extinct comets, heat can be used to melt and vaporize the matrix..

Spacecraft can pull materials and fly it to Earth orbit where it can be flown in smaller amounts.

I don't believe US should worry about effects on China (that's stupid), as they can always buy domestic. It is the United States that needs to profit from something, because we are bankrupted nation with our inflation/spending problems. Republican Pres. and republican congress expansion of the the private sector is the long-time solution.

B2 Spirit in mass production (2011-07-09 20:03)

The US Airforces next generation bomber is based on proven technologies is a B2 Spirit with mass produced parts. It is going to have the same engine as the F-35 Lightning II, the Pratt & Whitney F135 and General Electric/Rolls-Royce F13. It would scare off any Tupolev Tu-160. IT would have Fleet size of 175 aircraft. Range: 5,000+ nautical miles. The bomber is designed to use off-the-shelf propulsion. The bomber would have a weapons load of 14,000–28,000 lb (6,350–12,700 kg)



Vietnam War had a wonderful side-effect! (2011-07-09 21:40)

After 1975, Vietnam contracted with the Soviet Union for financial aid. Jimmy Carter, as liberal and gullible, hadn't send aid to Vietnam. Vietnam couldn't get aid from China. Vietnam and the War with Afghanistan was the nail in the copen for the Soviet Union. I wonder if this scenario is compatible with modern day US and China is true. I read somewhere that Obama is turning US state capitalist.

It was liberal bias in the media that presented the withdrawal.

Wii U games list (2011-07-12 15:43)

This isn't a great Wii U selection. I'm thinking that the Super Mario platformer title is "Super Mario 3D World" based off Super Mario 64. Then the developers make a Paper Mario, and a Super Mario Galaxy 3 for Wii U. I would love to see some Final Fantasy remakes for Wii U like Final Fantasy VIII, X and XII, Chrono Cross and that's pretty much all Square-Enix's flagship titles which are ones worth replaying/re-paying. Sega could make Sega GT Wii U, Sonic Adventure 3 Virtua Fighter 6, and Resonance of Fate 2. Konami could remake Metal Gear Solid 2, 3, and 4 for Wii U. Capcom could develop Viewtiful Joe 3, 4, 5. Namco could port Tekken 7, Ridge Racer VIII and Soul Calibur V. As far as First Person Shooters go: The Orange Box, Crysis, Crysis 2, Unreal Tournament III, Far Cry II, Far Cry III, and Metroid Prime 4. Then adventure games Metroid Other M 2. RPGs include Mass Effect 1,2,3, Deus Ex Human Revolution, Dragon Age.

Pikmin 3

Smash Bros.

Lego City Stories

Darksiders II

Ninja Gaiden: Razor's Edge

Batman: Arkham City

New Ubisoft FPS IP

New Ubisoft multi-sports family IP

Ghost Recon Online

Assassin's Creed

Rabbids

Killer Freaks From Outer Space

Probables:

Aliens: Colonial Marines (showreel - prototyped, considered)

Dirt (showreel)

Metro Last Light (showreel)

Tekken (showreel)

FIFA

Battlefield

Madden NFL

Possibles:

BioShock (Ken Levine was a talking head on video at Nintendo conference)

Zelda HD (one of the demos)

New Super Mario Bros. Mii (one of the demos)

Social Games (2012-05-23 05:21:59)

Thanx for providing such a good list of games....

Oil Shale vs. High Speed Rail (2011-07-14 19:44)

I, personally pick Oil Shale over any HSR network. The high speed rail is an environmentalists wet dream so hell no to this. Passenger rail 150 years ago won't make it okay now-a-days.

Royal Dutch Shell have developed ways to tap the oil in situ, by drilling boreholes that are thousands of feet deep and feeding into them inch-thick cables that are heated using electrical resistance and that literally cook the surrounding rock. The kerogen liquefies and gradually pools around an extraction well, where the oil-like fluid can easily be pumped to the surface.

Meanwhile, construction companies can take the sand tar out of Utah with toe to heel air injection for American usage.

It is obvious that China is big on HSR, because they have 1.3+ billion and foreign nationals. That sounds like the only reason to be HSR biased. HSR is too expensive, has exaggerated benefits, is wasteful. You have to look at if HSR are five year plans of economic planning solely because China loves HSR to death.

There is something called the smart cars on 1000 cc engines or motorcycles if gas prices are too high.

Trying to speed up HSR construction is stupid. US will probably complete these HSR projects four decades in the future. Focus on all the vehicles and roads instead. I disbelieve if the government tells Americans to ride something, that they will listen unlike European citizens. Americans will still use their vehicles up to the point where it is entirely unaffordable, in which case they buy motorcycles.

John Henry Sununu should run for 2016! (2011-07-15 11:57)



John Henry Sununu should be Republican candidate for 2016

Top 3 military guns (2011-07-15 12:34)

1.)



The XM-25 has a computer-aided targeting system that allows the user to quickly aim at a target and to adjust the range of the air-bursting round.

2.)



SCAR-Light is a great M-16 replacement. The weapon also meets SOCOM's requirements for quick changes in the field. Within a few minutes, a SCAR-Light's 18-in.-long, precision-fire barrel can be replaced with a standard-length 14-in. barrel, or a shorter, 10-in. barrel for use in cramped, urban environments.

3.)



Replacement for the M-16. Sar 21 has integrated visible/ infrared laser sight and 1.5x optical scope, translucent ammo magazines.

oakleyses (2014-10-23 18:04:13)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:18)

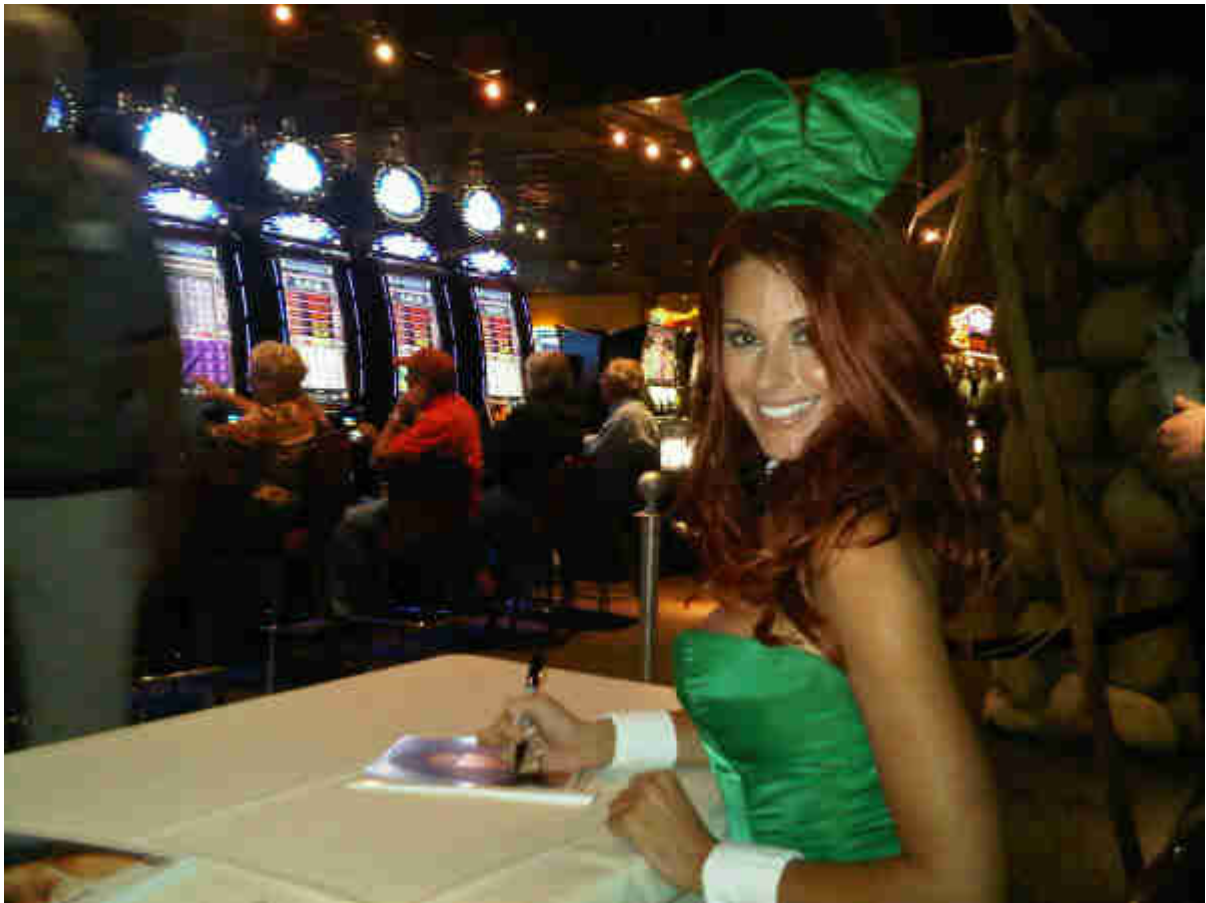
hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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Camping 2k11 Episode II: (2011-07-18 14:22)

I saw Harry Potter Deadly Hollows Part 2 in a old Isle theater in Cumberland, WI. We went RVing near Spooner, WI passing Turtle Lake Casino. I stayed at the Scenic View RV park. The toilets and showers were real shitty so we smelled the four days. My family took meet from Louie's Finer Meats. I guess I was talking about A-10 Thunderbolt, early USN jets, M-16 machine gun, M1 Browning, cruise missiles on USS Wisconsin/USS Missouri battleship, Nimitz & Ford class supercarriers, China's larger supercarriers, PT boats with a pro-military Uncle of mine. He watches The Military Channel all the time. The temp was in the 90s so I didn't get to play miniature golf in Spooner over Legend of Zelda Phantom Hourglass. It wasn't a good vacation, because there weren't any decent looking girlfriend with me or 50 DirecTV channels. I had a California burger at the Prime Bar. The place looked like truck stop. My family is one of the most boring family there is with their conservative 1950s culture let me tell you! I ended up played Legend of Zelda: Phantom Hourglass for the four days. I had this choice of playing a stupid dice game.



I went inside Turtle Lake Casino and took a picture of a bunny for my silent visitors out there! I didn't stay long.

X

The Uncle





oakleyses (2014-10-23 18:04:00)

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oakleyses (2014-10-23 18:05:08)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

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Obama's new Super Committee sounds like... (2011-07-19 09:30)

Obama's super committee to control the debt sounds a lot like GosPlan (economic planning) from the USSR. The council's decisions took the form of decrees and decisions to the Czars(The Pres's council of ministers/national committee).

Both the Republican Party and Democratic Party have central committees. The Union commissariats directed their designated branches of administration throughout the USSR directly or through subordinate agencies; the Union-republican commissariats directed their corresponding branches, based on registers of enterprises or institutions, through republican commissariats of the same name; and the republican commissariats were responsible only to the councils of people's commissars in their own republics.

One of the duties of Gosplan was creation of Five-Year Plans.

My Popular Blog Resurrected (2011-07-19 21:45)

In 2002 and 2005 I was a talented webpage designer. That was about the time, I tried integrating a window into my blogspot. My pages are on the wayback machine.

I liked to read videogame reviews when I was a hardcore gamer and some ancient Linux review I wrote. There was an about page, a gallery, a guest book, automated email. It was really ahead of its time. Nobody in my high school class made a personal webpage using HTML code with Dreamweaver. At least the viewer can see my creative webpages.

If I were to create a new webpage, would it just be more of the same. My geocities page was huge at 14 MB on FTP. I recieved no feedback! I try to get feedback on facebook without luck. I used Namo Webeditor 5.5 so often, updates became easy. At the time, I couldn't ask enough people to sign my guestbook. My webpage looks advanced compared to other geocities sites.

Here is my old modblog blog (my first blog)

There were people on my chatbox in 2003. I had 58,030 visitors on this blog. This is 20 times as many stats as most bloggers. My videogame list had 352 linkings, most on the entire modblog. This blog was a lot more successful than my myspace at the time. Very few myspace comments.

Most popular guns (2011-07-20 08:06)

Remington Model 870



This design makes it possible to shoot multiple projectiles, most often large pellets (buckshot) or small beads (birdshot), in a conical spray that can be devastating at close range. Shotguns can even fire less lethal rounds, such as rock salt or miniature tear gas grenades, to help control crowds. Bushmaster AR-15 Semiautomatic Rifle



The AR-15, which designates a rifle platform, not a specific manufacturer's model, remains a controversial weapon. Why? Many people mistakenly believe that "AR" stands for "assault rifle." In reality, the AR-15 is a semiautomatic rifle, which means it fires one round with each pull of the trigger. True assault rifles are fully automatic weapons, such as machine guns, that have been primarily restricted from civilian ownership since 1934.

The "AR" actually stands for "ArmaLite rifle," the company that invented the design in the 1950s. ArmaLite's chief engineer, Eugene Stoner, sought to develop a revolutionary weapon, one that was lighter and offered less recoil. His early efforts resulted in the AR-10, which weighed less than 7 pounds (3 kilograms). U.S. Army officials asked ArmaLite to downsize the AR-10 in 1956, leading to the AR-15. Smith & Wesson Model 10 Revolver



They have a cylinder containing multiple chambers, each of which holds a round. When the trigger is pulled, the cylinder rotates and a new chamber lines up with the barrel. In single-action varieties, the user must manually cock the hammer before firing. In double-action varieties, the user pulls the trigger to rotate the cylinder

and draw the hammer back to a cocked position. Model 10 fires .38-caliber rounds through a 4-inch barrel. Beretta M9



The M9 is a short recoil, semi-automatic, single-action / double-action pistol which uses a 15-round staggered box magazine with a reversible magazine release button that can be positioned for either right- or left-handed shooters. The M9 was modified to the M9A1 in 2006. It added—among other things—a Picatinny rail for the attachment of lights, lasers, and other accessories to the weapon. The M9A1 has more aggressive front and backstrap checkering and a beveled magazine well for easier reloading of the weapon. M9A1 pistols are sold with Physical vapor deposition (PVD) coated magazines developed to better withstand the conditions in the sandy environments in Iraq and Afghanistan.

Playstation Vita impressions (2011-07-20 14:53)

The analogue stick is small compared to PSP and Dual Shock 3. The construction of the plastics are lighter than PSP or most smartphones. The transparent shoulder buttons don't feel much different than the ones on the PlayStation Portable, though perhaps a tad springier in their action, and between them there are a pair of iPod nano-like volume buttons and a pair of thin plastic covers. The pad works a lot better than PSP's analogue pad for first person shooters. Sony consumer products head Kaz Hirai said that Vita is expected to be profitable within 3 years. Sony picked the worst cellular provider, AT &T for 3g access. The best is Verizon.



I am waiting for Final Fantasy, Elder Scrolls, Square-Enix developed RPGs, Ridge Racer VIII. I don't have enough money to buy the 7.0 - 7.9 RPGs for DS or PSP or Vita. NIS America and Atlus never have good RPGs for PSP or Dual Screen. probably never would. More of the same is okay.

Confirmed Launch:

Uncharted: Golden Abyss
Littlebigplanet
Virtual Tennis 4
Ruin (working title)

Wipeout 2048

Confirmed:
Bioshock PSVita (working title)
Blazblue: Continuum Shift 2 (possible launch)
Broken

Call of Duty
Dragon's Crown
Dust 514
Dynasty Warriors
Everybody's Golf (Possible Launch)
F1 2011
Gravity Daze
Hustle Kings
Killzone
Lost Planet
Little Deviants

Metal Gear Solid
Modnation Racer
Monster Hunter Portable
Mr Ink Jet
Oddworld: Stranger's Wrath (possible launch)
Oddworld: Munch's Oddysee (possible launch)
Reality Fighters
Resistance

Ridge Racer
Shinobido
Silent Hill: Book of Memories
Smart As (working title)
Sound Shapes (working title)
Street Fighter X Tekken
Super Stardust Delta (possilbe launch)
Top Darts (working title)

Rumored:

Final Fantasy 7 (remastered)

List of PlayStation Vita developers as of June 7, 2011:

Japan

ACQUIRE Corp.

Jorudan Co., Ltd.

ALPHA UNIT CO., LTD

KADOKAWA GAMES, LTD.

ALVION Inc.

Kadokawa Shoten Publishing Co., Ltd.

AQ INTERACTIVE INC.

KAGA CREATE CO., LTD

AQUAPLUS Co., Ltd

Konami Digital Entertainment Co., Ltd.

ARC SYSTEM WORKS Co., Ltd.

LEVEL-5 Inc.

ARIKA CO., LTD.

MAGES Inc. 5pb

ARTDINK CORPORATION

Mainichi Communications Inc.

ASCII MEDIA WORKS Inc.

Marvelous Entertainment Inc.

ASGARD Co., Ltd.

media5 Corporation

Aspect Co., Ltd.

NAMCO BANDAI Games Inc.

BROCCOLI Co., Ltd.

Nihon Falcom Corporation

Capcom Co., Ltd

Nippon Ichi Software, Inc.

CHUN SOFT CO., Ltd

NOWPRODUCTION, CO., LTD

Codemasters Software Company Limited

OaKs co., Ltd.

Crafts & Meister Co., Ltd.

PAON CORPORATION

CyberConnect2 Co., Ltd.

POLYGON MAGIC, INC.

CYBERFRONT Corporation

PROTOTYPE CO., LTD.

D3 PUBLISHER Inc.

Q Entertainment Inc.

DIGITAL WORKS ENTERTAINMENT INC.

SAFARI GAMES., Ltd
Dimps Corporation
SEGA CORPORATION
dorasu corporation
SilverStarJapan Co., Ltd.
Edia Co., Ltd.
SNK PLAYMORE CORPORATION
ENTERBRAIN, INC.
Sonic Powered co., Ltd.
FromSoftware, Inc.
Spike Co., Ltd
Gameloft K.K.
SQUARE ENIX Co., Ltd.
GANBARION Co., Ltd.
Starfish-SD Inc.
Genki Co., Ltd.
SUNCORPORATION
Grasshopper Manufacture Inc.
SystemPrisma Co., Ltd.
GungHo Online Entertainment, Inc.
SystemSoft Alpha Corp.
GUST CO., LTD.
TECMO KOEI GAMES CO., LTD.
HAMSTER Corporation
TGL
HUNEX CO., LTD.
TOMY Company, Ltd.
IDEA FACTORY CO., LTD.
TOSE CO., LTD.
Ignition Entertainment Ltd.
tri-Ace Inc.
IMAGICA DIGITALSCAPE Co., Ltd.
Ubisoft K.K.
Index Corporation ⑦Atlus⑦
Views Co., Ltd.
IREM SOFTWARE ENGINEERING INC.
YUKE'S Co., Ltd.
North America
Activision, Inc.
Paramount Digital Entertainment
Capybara Games
PopCap Games
"CCP"
Powerhead Games
Demiurge Studios
Rockster Games
Electronic Arts
THQ
Epic Games Inc.
Trendy Entertainment

Far Sight Studios
Ubisoft®

Thinking I can afford it in December.

Dalton Wordlaw (2011-10-12 10:28:42)

Hm, a remake of Final Fantasy 7 would be nice. They're going to remake 10, right? It's an odd choice, compared to the other possibilities, but I suppose that it doesn't really matter. It would be cool if they throw in some new and extra features for the Vita remake.

Iain's Smashing Good Blog Site (2011-10-27 15:53:51)

Final Fantasy X is for PS3, why care about Vita port! Vita port is inferior in every way. Vita is bought for unique games like Gravity Daze, Persona 4, Wipeout 2048 and Uncharted Abyss.

I agree that Square-Enix sets Vita up for FF7, because prequel Crisis Core:FF7 which was 8/10.

I basically bought PSP to show pictures of my game/CD collection w/o color ink and Wipeout Pure. I liked the whole Extreme-G 3 / Wipeout Fusion / F-Zero GX sub-genre. PSP had Metal Gear Solid for it so I kept mine.

private industry replaces Ares I rocket (2011-07-21 09:23)

NASA is simply transferring its costly bureaucratically sponsored spaceflights to the private sector. Newt Gingrich brought up private space flight on June 13, 2011 during republican debate. The next 50 years are going to be historic. There's intensifying economic and space competition. NASA is turning to private industry with fixed prices, contracts and profit margins. The space agency will be the customer, not the boss. NASA is hoping to launch its privately built rocket and capsule to the space station late this year. It won't carry astronauts, but if all goes well the unmanned ship will dock with the station and deliver food, water and clothing. It will take 40 tons of supplies to the space station in 20 flights. Boeing is going to privately send astronauts into space in 2014. SpaceX of Hawthorne, California, which also has its own ship, the Dragon, a "free-flying, reusable spacecraft.

President George Bush has set NASA on a mission to put men back on the moon by 2020, and then onto Mars between 2035 and 2037.

I'm flying on space jet when I am 50ish instead of Walt Disney World! I went to Walt Disney World in July 1997 for eight days and seen all the parks.

Most Expensive airplanes (2011-07-24 11:10)

10. F/A-18 Hornet: \$94 million



First entering service in the 1980s, the twin-engine fighter plane was the U.S.'s first strike fighter — an aircraft capable of attacking both ground and aerial targets. It has seen action in Operation Desert Storm and as the aircraft of the Navy's Blue Angels Flight Demonstration Squadron. The F/A-18 is also used by Canada, Australia, Finland, Kuwait, Malaysia, Spain and Switzerland.

9. EA-18G Growler: \$102 million



Hot off the presses, the Growler is a lightly armed version of the F/A-18 fighter that has been updated for electronic warfare (it is currently being delivered to the Navy). Growlers are capable of not only finding and disrupting anti-aircraft radar, but also jamming enemy communications.

8. V-22 Osprey: 122 million



This tiltrotor aircraft, which takes off and lands like a helicopter but can fly faster and farther like a fixed-wing plane, was first used in combat in Iraq in 2007. The Osprey's production has been bedeviled by design and construction problems: the craft claimed the lives of at least 30 Marines and civilians during its development alone (former Vice President Dick Cheney tried repeatedly to ground the plane). Still, because of its range and versatility, the Marine Corps plans to deploy a squadron of V-22s to Afghanistan by the end of the year.

7. F-35 Lightning II 122 million



Lockheed Martin's 2001 deal to build these stealth, supersonic fighter jets was at the time the largest military contract ever. The F-35s, intended to replace an aging aircraft arsenal, were developed as part of a Joint Strike Fighter program between the U.S. and its allies and were criticized as underpowered and overweight — and therefore easy targets. Making matters worse, from 2007 to 2008, cyberspies infiltrated the 7.5 million lines of computer code that powered the Joint Strike Fighter, raising concerns that enemies could copy the F-35's design and exploit its weaknesses. In April 2009, Lockheed Martin said it did not believe the program had been compromised.

6. E-2D Advanced Hawkeye: \$232 million



A major step forward for surveillance and reconnaissance, the Advanced Hawkeye's powerful new radar system will increase the range of territory an aircraft can monitor by 300 %. "It can probably watch the pistachios pop in Iran," an analyst for the think tank Lexington Institute told National Defense in July. Though development of the plane is on track and two test versions have been delivered to the Navy, budget cuts may keep the planes grounded for at least a year longer than planned.

5. VH-71 Kestrel: \$241 million



This high-tech helicopter project, intended to replace the President's aging chopper fleet, was running more than 50 % over budget by the time Barack Obama took office. Soon after his Inauguration, the President announced plans to scrap the helicopters because of cost overruns. On July 22, however, the House Appropriations Committee unanimously approved restoring \$485 million to fund the Kestrels.

4. P-8A Poseidon: \$290 million



Boeing's spruced-up military version of its 737 jet will be used by the Navy to conduct anti-submarine warfare and gather intelligence. It can carry torpedoes, missiles, depth charges and other weapons. The P-8A is expected to go into service in 2013.

3. C17A Globemaster III: \$328 million



The Air Force military-transport plane is used to move troops into war zones, perform medical evacuations and conduct airdrop missions. There are 190 C17As in service; the aircraft is propelled by four turbofan engines (of the same type used on the twin-engine Boeing 757) and can drop 102 paratroopers at once. In operation since 1993, it has been used to deliver troops and humanitarian aid to Afghanistan and Iraq.

2. F-22 Raptor: \$350 million



First conceived during the Cold War as an airframe to vie with Soviet aircraft that was never built, the F-22 is touted by manufacturer Lockheed Martin as the best overall combat plane in the world — not to mention the most expensive. It can shoot down enemy cruise missiles, fly long distances at supersonic speeds and avoid nearly all types of radar detection. But the Senate debate over whether to build seven more — at a taxpayer cost of \$1.67 billion — eventually came down to the plane's job-creating abilities. The axed project would have employed 25,000 Americans.

1. B2-Spirit \$2.4 billion



The B-2 bomber was so costly that Congress cut its initial 1987 purchase order from 132 to 21. (A 2008 crash leaves the current number at 20.) The B-2 is hard to detect via infrared, acoustic, electromagnetic, visual or radar signals. This stealth capability makes it able to attack enemy targets with less fear of retaliation. In use since 1993, the B-2 has been deployed to both Iraq and Afghanistan.

remodeled bedroom (2011-07-24 13:21)

Now I have wood floors and paint I painted myself. Room no longer a popcorn ceiling nor 1990s posters.

J-20 (2k18) vs. F-22E Strike Raptor (2k30) (2011-07-25 13:22)

The Pentagon wants a new aircraft (lets call it the F-22E Strike Raptor) must be able to operate in the "anti-access/area-denial environment that will exist in the 2030-2050 timeframe. The US airforce wants offensive and defensive "counterair" – destroying or neutralizing an enemy's ability to control the skies. Boeing Co, the Pentagon's No. 2 supplier after Lockheed, might be able to stay in the fighter business long enough to compete for it, he said, assuming exports can keep its fighter know-how alive as the U.S. Air Force, Navy and Marine Corps buy F-35s in large numbers. The Air Force in its wish list for the futuristic warplane cited greater reach, persistence, survivability, situational awareness, weapons effects and "human-system integration." In the twelve year gap , the US Airforce could get by with a small squadron of F-22s, a larger squadron of inferior F-35 Lightning II, and pilotless combat drones like the Predator and its successor the Reaper.



The J-20 is larger than the F-22A or the Russian Pak-Fa. It is said that the cyber attacks on the US that cost US 40 billion, was to get F-117 Nighthawk blueprints for the J-20. It is said that F-117 Nighthawk elements have went to china in the 1999 Kosovo war. The idea of Chinese reverse-engineering F-117 debris to understand technology is plausible. The idea that the J-20 has 30 years of Russian technology built into it and some F-117 technology would look true. J-20 will be ready in 2017.

The J-20 is of a conventional layout as fighters go - though it is worth mentioning that the size of the J-20 is greater than that of the American F-22 or Russian Sukhoi T-50/PAK FA development. Taken as a whole, the J-20 appears to be the body of the experimental, delta-wing Mikoyan Project 1.44 aircraft with the nose section of a Lockheed F-22 Raptor. The fuselage is noticeably long and wide presumably for the use of large amounts of internal fuel stores, advanced avionics capacities and large internal weapons bays. The cockpit is held well forward in the design and the engines are fitted in the rear. Canards are set along the forward portion of the fuselage and serve to provide improved vortex lift for the airframe body. Likewise, the use of the anhedral set main wing assemblies works in conjunction with these canards to help improve lift. The main wing assemblies, each sporting anhedral, are delta in arrangement and the vertical fins on the tail noticeably canted outwards. The vertical tail fins and forward canards are all-moving surfaces, hinged at internal joints, and help in providing for an agile airframe. There are two small ventral fins near the trailing edge of the main wings, outboard of either engine. The engines are buried deep within the middle and aft portions of the fuselage, aspirated by a set of inward slanted intake openings to either side of the cockpit. The intakes are preceded by a bulbous chine mount that is contoured rather elegantly to either cockpit side. From the first few initial photographs of the J-20, the engines seem to exhaust through a pair of conventional nozzles so no thrust vectoring is apparent in the prototypes. Stealth plays an important role in the design of the J-20 so plasma technology is used in the various exposed moving joints of the vertical tail fins and forward canards. The undercarriage is wholly conventional and made up of a tricycle landing gear arrangement featuring a single-wheeled nose leg and a pair of single-wheeled main landing gear legs. The nose leg retracts forward under and aft of the cockpit floor while the main legs retract forward into the sides of the fuselage. Of note here is the "saw-tooth" edges of the landing gear doors - consistent with the stealth design philosophy of the F-22 Raptor.

Internally, the J-20 will sport the latest in Chinese fly-by-wire technology and advanced fire control and engine management features. The pilot will most likely control the aircraft through a traditional HOTAS (Hands on Throttle and Stick) arrangement and have access to a single, wide-angle, full-color "glass" cockpit liquid crystal display ala the Lockheed F-35 Lightning II. In conjunction with the LCD may be a helmet-mounted sight system for the pilot. A wide-angle HUD (Head-Up Display) will provide pertinent performance and mission information to the pilot above the instrument panel.

oakleyses (2014-10-23 18:14:59)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:26)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:25)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Pierce County Fair (2011-07-27 10:15)







I won the old 1994 Daytona USA 1 out 3 times! The 2nd I placed 5th. The 3rd time I placed 3rd. Still the best game in the arcade! I don't think EA NASCAR Racing does it as well, but it would come close. I didn't see Daytona USA 2 in the building. I didn't bring friends so I was a rogue wanderer of sorts! I also tried out the Soul Calibur III and Marvel vs. Capcom III arcades. I won a few bouts, 5. Lastly, I played Ferrari F355 Challenge and placed 2nd.





Struggle for Recognition (2011-07-27 13:58)

As social struggles of the last few decades have made clear, justice demands more than the fair distribution of material goods. For even if conflicts over interests were justly adjudicated, a society would remain normatively deficient to the extent to which its members are systematically denied the recognition they deserve. As Charles Taylor has recently emphasized, 'Due recognition is not just a courtesy we owe people. It is a vital human need.'⁽¹⁾ As one scarcely needs to add, it is also a need that has all-too-often gone unmet. Regularly, members of marginalized and sub-altern groups have been systematically denied recognition for the worth of their culture or way of life, the dignity of their status as persons, and the inviolability of their physical integrity. Their voices are now being heard, and their struggles for recognition have come to dominate the political landscape. Consequently, if social theory is to provide an adequate account of contemporary fields of social conflict, it will have both to situate the motivation for these emancipatory struggles within the social world and to provide an account of what justifies them. In the present volume, Axel Honneth outlines an approach to this dual task of explanation and justification that is both highly original and firmly rooted in the history of modern social theory. Rather than following the atomistic tradition of social philosophy going back to Hobbes and Machiavelli, however, Honneth situates his project within the tradition that emphasizes not the struggle for self-preservation but rather the struggle for the establishment of relations of mutual recognition, as a precondition for self-realization.⁽²⁾ Like Hegel, George Herbert Mead, and, more recently, communitarians and many feminists, Honneth stresses the importance of social relationships to the development and maintenance of a person's identity. On the basis of this nexus between social patterns of recognition and individual prerequisites for self-realization - and with constant reference to empirical findings of the social sciences - Honneth develops both a framework for interpreting social struggles and a normative account of the claims being raised in these struggles. With regard to the first, explanatory task, his approach can be understood as a continuation of the Frankfurt School's attempt to locate the motivating insight for emancipatory critique and struggle within the domain of ordinary human experience, rather than in the revolutionary theory of intellectuals.⁽³⁾ As Honneth argued in *Critique of Power*,

however, the Frankfurt School suffered from an exclusive focus on the domain of material production as the locus of transformative critique. In the present volume, he now proposes an alternative account, situating the critical perception of injustice more generally within individuals' negative experiences of having broadly 'moral' expectations violated. With regard to the normative task of critical theory, the roots of Honneth's approach are to be found in the model of the struggle for recognition developed by Hegel during his early years in Jena (before the completion of the *Phenomenology of Spirit* in 1807). Honneth takes from Hegel the idea that full human flourishing is dependent on the existence of well-established, 'ethical' relations - in particular, love, law, and 'ethical life' [*Sittlichkeit*] - which can only be established through a conflict-ridden developmental process, specifically, through a struggle for recognition. In order to get beyond the speculative, metaphysical character of Hegel's project, however, Honneth turns to Mead's naturalistic pragmatism and to empirical work in psychology, sociology, and history in order to identify the intersubjective conditions for individual self-realization. In the course of analyzing these conditions, Honneth develops his 'formal conception of ethical life', understood as a critical normative standard that is intended to avoid both the overly 'thick' character of neo-Aristotelian ethics and the overly 'thin' character of neo-Kantian moral theory. Honneth's approach can be summarized, in a preliminary way, as follows. The possibility for sensing, interpreting, and realizing one's needs and desires as a fully autonomous and individuated person - in short, the very possibility of identity-formation - depends crucially on the development of self-confidence, self-respect, and self-esteem. These three modes of relating practically to oneself can only be acquired and maintained intersubjectively, through being granted recognition by someone whom one also recognizes. As a result, the conditions for self-realization turn out to be dependent on the establishment of relationships of mutual recognition. These relationships go beyond (a) close relations of love and friendship to include (b) legally institutionalized relations of universal respect for the autonomy and dignity of persons and (c) networks of solidarity and shared values within which the particular worth of members of a community can be acknowledged. These relationships are not ahistorically given but must be established and expanded through social struggles. These struggles cannot be understood exclusively as conflicts over interests, since the 'grammar' of such struggles is 'moral' in the sense that the feelings of outrage and indignation generated by the rejection of claims to recognition imply normative judgments about the legitimacy of social arrangements. In this way, the normative ideal of a just society is empirically confirmed by historical struggles for recognition. Central to Honneth's 'social theory with normative content' is his account of self-confidence, self-respect, and self-esteem, along with the modes of recognition by which they are sustained, and this will be the focus here. With regard to each of these 'practical relations-to-self', three issues need to be addressed: the precise importance of each for the development of one's identity, the pattern of recognition on which it depends, and its historical development. Beyond this, the present introduction will provide a brief discussion of both Honneth's interpretation of social struggles as motivated by the experience of being denied these conditions for identity-formation - what he refers to as 'disrespect' [*Mißachtung*] - and some of the distinctive features of Honneth's readings of Hegel and Mead, found in Chapters 2-4. It is perhaps useful, at the outset, to spell out what self-confidence, self-respect, and self-esteem have in common. For Honneth, they represent three distinct species of 'practical relation-to-self'. These are neither purely beliefs about oneself nor emotional states, but involve a dynamic process in which individuals come to experience themselves as having a certain status, be it as an object of concern, a responsible agent, or a valued contributor to shared projects. Following Hegel and Mead, Honneth emphasizes that coming to relate to oneself in these ways necessarily involves experiencing recognition from others. One's relationship to oneself, then, is not a matter of a solitary ego appraising itself, but an intersubjective process, in which one's attitude toward oneself emerges in one's encounter with an other's attitude toward oneself.⁽⁴⁾ Love and Self-Confidence With regard to the concept of love, Honneth is primarily concerned with the way in which parent-child relationships - as well as adult relationships of love and friendship - facilitate the development and maintenance of the basic relation-to-self that Honneth terms 'self-confidence' [*Selbstvertrauen*: 'trust in oneself']. If all goes well in their first relationships to others, infants gradually acquire a fundamental faith in their environment and, concomitantly, a sense of trust in their own bodies as reliable sources of signals for their own needs. On Honneth's account, self-confidence has less to do with a high estimation of one's abilities than with the fundamental capacity to express needs and desires without fear of being abandoned as a result. As such, self-confidence operates at such a deep level that it is usually only when extreme experiences of physical violation such as rape or torture shatter one's ability to access one's needs (as one's own) and to express them without anxiety that it becomes clear how much depends on this relation-to-self.⁽⁵⁾ To explain the link between self-confidence and inter-

subjective relations of love and concern, Honneth draws on the object-relations theoretic account of early childhood experience, particularly as developed in the work of Donald Winnicott. Against the Freudian emphasis on instinctual drives, object-relations theory has argued that the development of children cannot be abstracted from the interactive relationships in which the process of maturation takes place. Initially, the child is dependent upon the responsiveness of primary care-givers (following Winnicott, Jessica Benjamin, and others, Honneth uses the term 'mother' to designate a role that can be fulfilled by persons other than the biological mother) and their ability to empathically intuit the needs of the inarticulate infant. Due to the newborn's utter helplessness, an insufficient level of adaptation of the 'mother' to the infant's needs early in life would represent a serious problem for the infant, since the child can neither cope with or make sense of failures of this 'environment' to intuit and satisfy his or her needs. Of course, the failure or 'de-adaptation' of care-givers is an unavoidable element of the individuation process, by which infants learn to cope with gradual increases in the environment's insensitivity, that is, to recognize and assert their needs as their own instead of experiencing the absence of immediate gratification as threatening. Following Winnicott, Honneth argues that this formative process must again be understood as intersubjective. Because 'good-enough' infant care demands a high degree of emotional and intuitive involvement, the individuation process has to be understood as a complex, agonistic process in which both parent and child extricate themselves from a state of 'symbiosis'. Despite the fact that the 'mother' is a fully individuated adult, it is only together that children and care-givers can negotiate the delicate and shifting balance between ego-dissolution and ego-demarcation. And it is this balance that provides the enduring, intersubjectively reproduced basis both for relationships of love and friendship with peers as well as for a positive, embodied sense of what Erik Erikson calls 'basic trust'.⁽⁶⁾ Interestingly, although Honneth is generally at pains to emphasize the historically contingent nature of human subjectivity⁽⁷⁾, he argues that this notion of bodily integrity, together with the need for love and concern it entails, captures something whose importance cuts across differences of cultural and historical contexts. This is not to say that practices of child-rearing or love have gone unchanged, only that the capacity to trust one's own sense of what one needs or wants is a precondition for self-realization in any human community. This is part of what separates love from the two other patterns of recognition Honneth considers essential to self-realization, for unlike the form of recognition that supports self-confidence, the ways in which both respect and esteem are accorded have undergone a significant historical transformation. Indeed, the very distinction between the two is an historical product, something that may help to explain why 'respect' and 'esteem' are still used interchangeably in some contexts (as in: 'I respect her enormously'). In pre-modern contexts - roughly, until the bourgeois revolutions of the 18th century - one's standing in society and one's status as a moral and political agent were fused, typically, in the concept of 'honour'. Rights and duties were always rights and duties of one's station or 'estate', never of one's status as a free legislator in either the local kingdom or the 'kingdom of ends' (Kant). With the advent of the modern period, however, the fundamental principles underlying the realm of law and rights came into conflict with the idea of according legal status on the basis of class privilege. In this way, the notion of one's 'status as a person' was historically differentiated from the notion of 'social standing', giving rise to psychologically and analytically distinct modes of recognition, as well as to the corresponding notions of 'self-respect' [Selbstachtung] and 'self-esteem' [Selbstschätzung].⁽⁸⁾ Rights and Self-Respect On Honneth's account, self-respect has less to do with whether or not one has a good opinion of oneself than with one's sense of possessing of the universal dignity of persons. There is a strong Kantian element here: what we owe to every person is the recognition of and respect for his or her status as an agent capable of acting on the basis of reasons, as the autonomous author of the political and moral laws to which he or she is subject.⁽⁹⁾ To have self-respect, then, is to have a sense of oneself as a person, that is, as a morally responsible agent or, more precisely, as someone capable of participating in the sort of public deliberation that Habermas terms 'discursive will-formation'. Again, however, this relation-to-self is mediated by patterns of interaction, in particular, those organized in terms of legal rights. To show why being accorded rights is crucial to self-respect, Honneth makes use of Joel Feinberg's argument to the effect that '...what is called "human dignity" may simply be the recognizable capacity to assert claims.'⁽¹⁰⁾ The object of respect (including self-respect) is an agent's capacity to raise and defend claims discursively or, more generally, an agent's responsibility or 'accountability' [Zurechnungsfähigkeit].⁽¹¹⁾ But this capacity can only become a basis for 'self-respect' if it can be exercised. Indeed, it is unclear what it means to say that one has a capacity that one cannot exercise. Hence, the importance of rights for self-respect lies in the fact that rights ensure the real opportunity to exercise the universal capacity constitutive of personhood. This is not to say that a person without rights cannot have self-respect, only that the fullest form of self-

respecting autonomous agency could only be realized when one is recognized as possessing the capacities of 'legal persons' and morally responsible agents. The specific content of these universal capacities, however, is something that shifts over time, along with shifts in the conception of the procedure by which political and moral issues are to be resolved: 'The more demanding this procedure is seen to be, the more extensive the features will have to be that, taken together, constitute a subject's moral accountability.'⁽¹²⁾ To understand this claim, it is important to keep in mind the distinction Honneth makes between two historical processes: (a) an increase in the number of people who are treated as full-fledged citizens and (b) an increase in the actual content of what it means to be a full-fledged citizen (in particular, the development of political and welfare rights, in addition to basic liberties). In the first case, the historical development involves realizing the universality clearly implied in the notion of modern law, with its basis in post-conventional morality. In the second case, the historical development involves a shift in the conception of law itself, in that the standard is raised regarding what skills and opportunities persons must be equipped with if a deliberative procedure is to count as legitimate. One of the interesting implications of this is that, since participation in public deliberation presupposes certain capacities, neo-Kantian moral and political theory cannot be as purely proceduralist as is often suggested, for it must rely tacitly on a minimally substantive conception of the justice in order to be able to determine whether participants in practical discourse have acquired (among other things) the practical relations-to-self necessary for engaging fully in collective or personal self-determination.⁽¹³⁾ With regard to these historical processes, Honneth emphasizes that the social struggles for either type of expansion are constrained, however, by the notions of universality and self-legislation, which make it normatively illegitimate (though perhaps factually accurate) to view rights as the embodiment of class interests. And it is precisely this universalistic core of modern law that is overlooked by attempts since Hegel to appropriate the model of the struggle for recognition. As Honneth argues in Chapter Seven, despite their insights into the non-Hobbesian character of many social struggles, Marx, Sorel, and Sartre all failed to appreciate that the appeal to rights has built into it the idea that every subject of the law must also be its author. Solidarity and Self-Esteem Whereas self-respect is a matter of viewing oneself as entitled to the same status and treatment as every other person, self-esteem involves a sense of what it is that makes one special, unique, and (in Hegel's terms) 'particular'. This enabling sense of oneself as a unique and irreplaceable individual cannot, however, be based merely on a set of trivial or negative characteristics. What distinguishes one from others must be something valuable.⁽¹⁴⁾ Accordingly, to lack self-esteem is to have the sense that one has nothing of value to offer. In this way, individuality and self-esteem are linked. And it comes then as no surprise that members of denigrated groups have enormous difficulties being perceived in anything but stereotypical ways. Hegel's work on issues of individuality and particularity is truly ground-breaking, but he unfortunately tends to understand the relevant mode of recognition in terms of an overextended conception of romantic love. Because of this, Honneth focuses instead on Mead's discussion of personal identity. Mead's claim is that distinguishing oneself from others as an individual is a matter of what 'we do better than others'.⁽¹⁵⁾ The immediate difficulty with this, of course, is that not everyone can stand out above others. Mead tries to democratize this 'sense of superiority' by focusing on the division of labour in modern industrial societies, that is, by allowing individuals to find their functional roles in which to excel, not at the expense of others but precisely to the benefit of the whole. In Honneth's view, however, Mead overlooks the fact that not every job can actually serve as a basis for one's 'sense of superiority' or self-esteem. Like the evaluation of the way in which the work is done, the esteem accorded to certain tasks hinges on a range of particular cultural factors. If, for example, homemaking is considered an insignificant contribution to the common good, then homemakers will lack the evaluative resources in terms of which they can acquire a sense of personal accomplishment. In this sense, the social conditions for esteem are determined by the prevailing sense of what is to count as a worthwhile contribution to society. By situating esteem not in the division of labour but the horizon of values of a particular culture⁽¹⁶⁾, Honneth opens up the possibility of conceiving of the conditions for self-esteem as a field of contestation and cultural struggle for the recognition of previously denigrated contributors to the common good. 'Solidarity' is the term Honneth uses for the cultural climate in which the acquisition of self-esteem has become broadly possible. Although 'being in solidarity with someone' is sometimes equated with feelings of sympathy, Honneth's view is that one can properly speak of 'solidarity' only in cases where some shared concern, interest, or value is in play. What he is concerned with here is not so much the collective defense of interests or the political integration of individuals, but rather the presence of an open, pluralistic, evaluative framework within which social esteem is ascribed. He claims that a good society, a society in which individuals have a real opportunity for full self-realization, would be a society in which

the common values would match the concerns of individuals in such a way that no member of the society would be denied the opportunity to earn esteem for his or her contribution to the common good: 'To the extent to which every member of a society is in a position to esteem himself or herself, one can speak of a state of societal solidarity.'⁽¹⁷⁾ Unlike the sphere of rights, however, solidarity carries with it a moment of particularity: which particular values are endorsed by a community is a contingent matter, the result of social and cultural struggles that lack the universality that is distinctive of legal relations. Honneth's position here is usefully compared to the culturally oriented struggles of subaltern groups that have influenced recent debates over multiculturalism, feminism, and gay and lesbian identity. Like the politics of difference, Honneth views struggles for recognition in which the dimension of esteem is central as attempts to end social patterns of denigration in order to make possible new forms of distinctive identity. But again, for Honneth, esteem is accorded on the basis of an individual's contribution to a shared project; thus, the elimination of demeaning cultural images of, say, racial minorities does not provide esteem directly but rather establishes the conditions under which members of those groups can then make their own contributions to the community. To esteem a person simply for being a member of a group would be to slip back into pre-modern notions of estate-based honour discussed earlier, rather than acknowledging the 'individualized' character of modern esteem. At the same time, of course, Honneth insists that the point of reference for esteeming each individual is the evaluative framework accepted by the entire community and not just one sub-culture. Here, it remains somewhat unclear what exactly determines the boundaries of the community in Honneth's account - what if one is esteemed only by other Jews or other Blacks? - but the central point is that, in pluralistic and mobile societies, it is difficult to maintain self-esteem in the face of systematic denigration from outside one's subculture. Disrespect and the Moral Grammar of Historical Struggles These intersubjective conditions for identity-formation provide the basis for Honneth's 'formal conception of ethical life', understood as a normative ideal of a society in which patterns of recognition would allow individuals to acquire the self-confidence, self-respect, and self-esteem necessary for the full development of their identities. This ideal is not, however, a merely theoretical construct, but is implicit in the structure of recognition itself. For, as Hegel is able to show, recognition is worthless if it does not come from someone whom one views as deserving recognition. From this perspective, since the requirement of reciprocity is always already built into the demand for recognition, social struggles for the expansion of patterns of recognition are best understood as attempts to realize the normative potential implicit in social interaction. Although the teleological language of 'potential' and an hypothetically anticipated 'final state' of this development may raise eyebrows, Honneth is careful to avoid suggesting a philosophy of history in the traditional sense of a necessary progression along a knowable, pre-ordained path. He insists that history is made less at the level of structural evolution than at the level of individual experiences of suffering and disrespect. His point is that one misses the 'moral grammar' of these conflicts if one fails to see that the claims to recognition raised in them can only be met through greater inclusion, the logical extension of which is something like the state of society envisioned by the formal theory of ethical life. In this way, Honneth argues, normative theory and the internal logic of social struggles mutually illuminate each other. The idea of social conflict having a 'moral' dimension is not, of course, entirely new. It is a central focus of much recent work in social history inspired by the ground-breaking work of E.P. Thompson, and Honneth looks to that tradition - particularly in the work of Barrington Moore - for empirical support for his position.⁽¹⁸⁾ Where Honneth departs from this tradition, however, is in arguing that 'moral' motives for revolt and resistance - that is, those based on a tacit understanding of what one deserves - do not emerge only in the defense of traditional ways of life (as Thompson and Moore suggest) but also in situations where those ways of life have gradually become intolerable. Because key forms of exclusion, insult, and degradation can be seen as violating a person's self-confidence, self-respect, or self-esteem, the negative emotional reactions generated by these experiences of disrespect provide the pretheoretical basis for social critique. Once it becomes clear that these experiences reflect not just the idiosyncratic misfortune of individuals but experiences that are shared by many others, the potential emerges for collective action aimed at actually expanding social patterns of recognition. Here, the symbolic resources of social movements play a crucial role in showing this disrespect to be typical of an entire group of people. Hegel and Mead As Honneth demonstrates, many of the ideas outlined above - in particular, the tripartite distinction among three relations of recognition as social prerequisites for identity-formation - were first suggested in the work of Hegel and Mead, and much of Honneth's interest in these thinkers is in reconstructing a systematic social theory from their often fragmentary proposals. Beyond this, however, Honneth's discussions also represent significant contributions to the secondary literature on these authors. Honneth's discussion of Hegel focuses on the elusive and

little-discussed early texts from the years in Jena. His reading of these texts not only uncovers the resources for reconstructing a 'recognition-theoretic' social theory but also identifies important tensions between the texts, tensions that help to explain why Hegel was never able to develop such a social theory himself. In the earliest Jena writings (discussed in Chapter Two) and particularly in the *System of Ethical Life*, Hegel postulates a transition from 'natural ethical life' to 'absolute ethical life' in which the differentiation of society goes hand-in-hand with the development of human autonomy and individuality. Here, under the influence of Classical theories of the polis, Hegel develops strong notions of both the normative potential of communicative relations and the primacy of the social. But he is unable to provide a sufficiently precise account of either the distinctions between forms of recognition or the stages of individual development. Honneth then argues, in Chapter Three, that this more detailed account is precisely what Hegel's later *Realphilosophie* provides. Unfortunately, however, this gain in analytical and psychological clarity also obscures some of the crucial insights found in the earlier writings, due to Hegel's increasing reliance on a 'philosophy of consciousness', that is, the metaphysical framework characteristic of subject-centred philosophy from Descartes to Husserl. By focusing on the struggle for recognition at the level of the formation of individual consciousness, Hegel makes social shifts in patterns of recognition mere stages in the overarching process of Spirit's formation through individual self-consciousness.⁽¹⁹⁾ In Honneth's view, the more interesting earlier notion, according to which individual and societal development mutually constitute each other, never returns in Hegel's oeuvre, and it is for this reason that Honneth does not discuss what is certainly the best-known of Hegel's discussions of the struggle for recognition, namely, the master-slave dialectic of the *Phenomenology of Spirit*. In effect, then, Honneth concludes that the earlier and later Jena writings negate each other, without Hegel ever being able to effect their *Aufhebung* [sublation]. In this connection, Mead represents a significant advance. For Honneth's purposes, what makes Mead interesting is that he provides an account the tripartite interrelation between individual identity-formation and social patterns of interaction that is built on a non-speculative, postmetaphysical basis. In his discussion of Mead's intersubjectivist conception of the self, Honneth is in substantial agreement with the work of Hans Joas, Ernst Tugendhat, and Habermas. Honneth develops his own criticism of Mead's narrow reliance on the division of labour as a basis for post-traditional solidarity (discussed above) as well as a careful reconstruction of the important distinction in Mead between two kinds of 'respect' (corresponding to Honneth's notions of 'respect' and 'esteem'). But what is most distinctive about Honneth's reading of Mead is his interpretation of the 'I' as a driving force of historical transformation. Something of the sort is needed to account for the expansion of identity-claims over time, for the development of new claims to recognition. Honneth sees Mead's notion of the 'I' as offering a way of explaining how innovation is possible in this domain. On his reading, then, the 'I' is not merely the placeholder for the irretrievable subject of an individual's thought and action but also the pre-conscious source of innovation by which new claims to identity come to be asserted.⁽²⁰⁾ On the basis of this, Honneth can then argue that historical transformations of social relations (in this case, individualization) are driven by the experiences and struggles of individuals and groups rather than functionalist dynamics.⁽²¹⁾ Aside from suggesting new lines of scholarly research, Honneth's discussions of Hegel and Mead serve three further purposes. First, they provide the raw materials from which Honneth constructs his own position, including the notion of struggles for recognition driving the development of social structures, the tripartite distinction among patterns of recognition and types of practical relation-to-self, and the ideal of full human flourishing as dependent on the existence of reciprocal relations of recognition. Second, these interpretations serve to forestall easy dismissals of, say, Hegelian or Meadian ideas on the basis of misassociations or distortions built into prevailing views on these thinkers. Finally, the discussions of Hegel and Mead - along with those of Marx, Sorel, and Sartre - serve to situate Honneth's own position within an often-overlooked tradition of social theory. By reconstructing and revising an alternative to the dominant tradition of modern social philosophy founded by Hobbes and Machiavelli, Honneth is able to undermine the apparent self-evidence of its underlying assumptions - in particular, assumptions about the self-interested (what Honneth calls 'utilitarian') motives for social conflict or the atomistic character of the state of nature. He thereby opens up the theoretical space within which the struggle for recognition can be conceived as an attempt on the part of social actors to establish the patterns of reciprocal recognition on which the very possibility of redeeming their claims to identity depends - a struggle to establish, in short, social justice in the fullest sense.

Next generation should overlap this generation 3 years (2011-07-27 17:23)

There isn't much else out there. It is Sturgeon's Law and videogames are the 10 % on Earth. I am tired of the graphics this generation offers, because it has been 6 years and 1000s of dollars spent on this generation.

If I was to cash out \$30, \$40, \$50. They better make it on DirectX 10.1 hardware. The games look outdated, because it is DirectX 9.0!

The Wii U, PS4, Xbox 720 cannot come out fast enough. I really want some Crysis 2 PC graphics on my TV. There is no bragging rights on the graphics with the current generation. I know the low budget JRPGs next gen will look equal to Final Fantasy XIII.

This generation is a full 6 years old for Xbox 360 and the game consoles are OLD and TIRED. They still sell the PS2 at Wal-mart.

I want the PS4 and PS3 to overlap for 3 years so long as the PS4 is in my house under the TV by December 2012. The PS4 should have came out in November 2011! It's the world recession, and I shouldn't be paying \$60 for obsolete graphics. Delaying is to maximize profits and it is sick. The manufactures wait too long. I had my DirectX 11 Radeon HD 5970 for Christmas 2009 showing manufactures delay launch dates for profit! If this is a firmware problem, manufactures should use reuse Xbox 360, and PS3's firmware until next gen firmware comes out. Current gen console / handheld debate is on its death bed as we speak. We talk in circles this year and that is a bad thing!

What I want in the PS4

Cell Broadband Engine

1.5 GB GDDR5

802.11b

GeForce GTX 470M (GF104) 60 GB/sec bandwidth.

60 GB HDD

Bluray

Dual Shock 4

Geforce GTX 470M makes incredible Direct X 11 graphics at some smooth 60 frames per second.

Random best horror films (2011-07-28 09:07)

1. Alien (1979) 8.5
2. Aliens (1986) 8.5
3. The Exorist (1973)
4. The Thing (1982)
5. Rosemary's Baby (1968)
6. Halloween (1978) 7.9

7. The Shining (1980) 8.5
 8. Misery (1990) 7.8
 9. The Omen (1976) 7.6
 10. The Army of Darkness 7.6
 11. The Evil Dead (1981) 7.6
 12. Interview with the Vampire: The Vampire Chronicles (1994) 7.5
 13. An American Werewolf in London (1981) 7.5
 14. The Changeling (1980) 7.3
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Linux Mint vs. Ubuntu Bout (2011-07-29 16:40)

Though the popularity of Ubuntu amongst the Linux-curious crowd is immense, Mint has quietly found itself a spot in the hearts of many new users. This gradual rise in the popularity of Mint makes it a distro that simply cannot be ignored anymore. So, let's compare Linux Mint 11 'Katya' with our very own Natty and see how it holds out.

User Interface / Look and Feel:

The user interface is the most important part of a distribution. Most often, it is the first thing a user notices or cares about, if of course, he's trying it on a live CD. Many times the User Interface is the sole deciding factor that can compel a Windows user to switch to a Linux-based distribution. While Ubuntu has recently moved to the controversial Unity interface, Linux Mint, with Katya, has decided to stick with the good old GNOME 2.x. Unity takes advantage of the powerful effects Compiz provides in order to create a beautiful shelled desktop. There are transparencies, different kinds of new effects and functionalities that give a modern look to the desktop. While this may work for new users who have never used Linux before, many seasoned Linux users have disliked this move, and many of them have even moved to Mint.

The elusive launcher on the left, the locked down panels and dash, lack of integration with default applications has brought down Ubuntu's popularity down a notch. For experienced Linuxers, the changes are too many to handle at once. Linux Mint in this case, steps up as a good, easy to use, viable alternative to Ubuntu. Of course, Ubuntu does ship with the GNOME 2.x desktop. However, that is going to change in the next version. Hence, Ubuntu users either have to get used to Unity or simply switch to another desktop. Linux Mint on the other hand, makes this switch possible for many users by keeping things really simple.

For those who don't know this, Linux Mint is Ubuntu-based, so users can enjoy all the goodness of Ubuntu but with a fresh minty flavor. From installation steps, Linux Mint makes sure that new users don't have any trouble installing it on their systems. They've kept the installer similar to the one Ubuntu has except for a few aesthetic changes. At the boot up itself, Mint pleases the user with one of the best GRUB splash screens that we've ever seen. Ubuntu however, sticks with the plain aubergine. When we compare the desktops, Mint has a fresh minty-green feel to it. Ubuntu on the other hand, pleases the user with the perky aubergine desktop that gives it its trademark look. Mint has modified the classic GNOME by combining the top and bottom panels into a single panel at the bottom. The real show stealer though, is the Start Menu (known as Mint Menu). This is what Unity should have incorporated instead of the locked-down dash. The menu includes links to 'Places' and 'System' on the left, and on the right there is a place for pinning the favorite applications. A search bar at the bottom makes it a complete menu. Dash on the other hand, simply includes shortcuts and a search bar.

Coming to the taskbar, Unity employs a modern-looking launcher that sits at the left of the screen. It comes with various functionalities like Quick lists, Lenses, Shortcuts and more. The launcher also has the ability to dodge windows intelligently. Mint on the other hand, employs the familiar task bar, which will please all the folks who long for the look and feel of a traditional desktop interface.

Also, when it comes to default selection of themes, Mint beats Ubuntu hands down with its collection of minty fresh themes that work perfectly. Ubuntu also comes with a wide variety of themes, but some of them aren't compatible with the buttons on the left. Also, few of them look ugly with the new Unity interface. The wallpaper collection in

Mint is kept to bare minimum. It comes with around 9 Linux wallpapers but all of them look wonderful. Ubuntu however, has a much wider collection of wallpapers.

So, after looking at the UI aspect of both the desktops, there is no doubt that Mint Katya beats Ubuntu Natty hands down. Unity tries to do too much leaving the user both perplexed and agitated at times. Mint however, sticks to the minimal basics yet pleases the user aesthetically.

Winner: Linux Mint

Software Management:

Ubuntu has its own software center that was updated in Natty to include ratings and reviews. Mint users on the other hand, were already enjoying those features. What's more, Mint's software manager even has a pretty splash screen. Ubuntu's Software Center (USC) comes with all the features Mint's Software Manager provides including a few more. It includes support for installing paid applications like Family Farm, World of Goo and many others. Other than that, there's not much of a difference between both the Software managers. So, solely on the merit that USC lets users install paid applications, Ubuntu just wins this round.

Winner: Ubuntu Natty

Default Applications:

Lately, Ubuntu has been playing around with its default application set. However, no matter how hard it tries, it can never match up to what Mint brings to the platter. Don't believe me? Here, take a look at what Mint offers:

Graphics: GIMP, Simple Scan, gThumb, LibreOffice Draw

Internet: Firefox, Pidgin IM, Giver, Sun Java 6, Thunderbird, Transmission, XChat IRC

Multimedia: Banshee, Brasero, GNOME Mplayer, Movie Player, Sound Recorder, VLC Media Player

Office: Dictionary, LibreOffice

Now, with applications like those, a user doesn't have to install anything extra to get started. The very fact that Mint includes applications like VLC and Mplayer puts it miles ahead of Ubuntu in this round. Ubuntu does have a decent set of applications but it simply isn't as impressive as the one Mint provides. Hence the winner here is Mint.

Winner: Linux Mint

Performance:

Again, Linux Mint being Ubuntu-based, performs almost the same way as Ubuntu does. However, if we consider the performance while using the actual desktop, Linux Mint takes the lead. This is because, even if you have a powerful graphics card, the quality of proprietary drivers that are out there for Linux aren't up to the mark. So, Unity having features that take advantage of the graphics card, many users may feel a significant drop in performance. Moreover, with Unity, the time to load the desktop from the GDM login screen has visibly increased. Linux Mint, as it stays on the safer side, works as snappy as ever. So, based purely on how the desktop performs, Mint wins this round.

Winner: Linux Mint

Ease of use:

Reiterating the point we made before, Ubuntu tries to do too much with Unity. It's not something that a new user will get used to straight away. Mint on the other hand, retains all the principles of the standard desktop. Hence, a new user will get accustomed to the interface within no time. Also, users who are switching from Windows will love the non-fussy minimalist look of Mint. The winner here of course, is Mint again.

Winner: Linux Mint

Reliability, branding and support:

Reliability here is not to be confused with stability. If you're a frequent distro-hopper and are using Ubuntu, moving to Mint after reading this review, would be a child's play for you. However, if you use the computer for doing actual work and your productivity depends on its stability, you'll be a bit reluctant to switch right away. About a couple of years ago, switching distributions wasn't a big deal as most of them offered similar features. However now, with the whole GNOME 3 and Unity bifurcation, switching distros is like moving to another operating system. Hence, no matter how good Mint is, there will be people who'll be a bit hesitant to switch.

The very fact that Ubuntu is backed by a big company like Canonical makes Ubuntu more reliable as a 'product'. Moreover, Ubuntu has a strong community, a good fan following (P.S: Bandwagon effect), and a branding that is the best a Linux distribution can have. Also, some users are willing to stick with Ubuntu simply because it dared to make some brave moves. They believe that, with some added effort, Ubuntu has the potential to become the best operating sys-

tem around. As far as support is concerned, Ubuntu offers top-quality professional Linux support (paid support) and sites like askubuntu.com and ubuntuforums.org have large amount of active users helping each other. So, considering its popularity and the prospects it has for the future, this round goes to Ubuntu.

Winner: Ubuntu Natty

Software Compatibility:

Linux Mint being Ubuntu-based, almost 99 % of the applications that are available for Ubuntu will work for Mint. However, inexperienced users who have just switched to Mint may find it difficult to find applications that are outside the software center. For example, if a new user goes to the Dropbox website to download the official application, he or she might get confused by not seeing an option to install the same software on Mint. That person might not be aware of the fact that any software that works on Ubuntu will also work for Mint. This has been a problem for Mint despite being so popular. Also, with new Ubuntu-only features like indicator applets, quicklists and lenses, the list of applications that make use of those features just keep on growing. In fact, popular applications like Dropbox online backup have even added support for Indicator applets. So, this round goes to Natty again.

Winner: Ubuntu Natty

Extra Features:

Since Linux Mint is based on Ubuntu, there is not much of a difference between both the distros. One key feature that Mint offers is that it comes with all the codecs installed. But now that Ubuntu also allows users to install the codecs beforehand, there's not much of a difference between the two distributions. Hence, there's a tie here.

Conclusion:

Although Ubuntu 11.04 comes with tons of new features, it simply fails to impress as much as Linux Mint 11 does. Mint is fast, easy to use and just fresh. Ubuntu Natty though, has a lot to work upon. Earlier, Mint was always a step behind Ubuntu, but by sticking with GNOME classic, it has proven itself as a superior distribution. Only time will tell whether it can retain the top spot as Ubuntu is readying itself for bigger challenges.

Linux Mint 11 review (2011-07-30 13:46)

I assure you that the Internet is changing from RPM packager to deb. I had this PC that rejected RPM distros, yet worked with Ubuntu distros. I had to get away from Unity in Ubuntu 11.04, because it is more work and buggy. Linux Mint 11 keeps on using Gnome 2.32.1 or Linux Mint 12 with Gnome 3.0. The biggest app for Linux Mint 11 is The Gimp image editor which was absent since Ubuntu 9.10. The 2nd biggest is VLC Media Player 1.0.9. Some worth while upgrades from Ubuntu 10.10 is the new Out-of-Memory (OOM) killer, AppArmor, improved threads, faster Ext4 file system, faster desktop environment reaction speed, and Find command executed with filled caches faster. I know that Firefox 3.6.5 in Ubuntu 10.10 was more stable than Firefox 4.0.1. The Software manager is easy to use, my first selection is "Gnome Games". Linux Mint 11 is definitely more stable than Windows 7 SP1 since Windows 7 SP1 crashed on me for no reason.



IFRAME: <http://www.youtube.com/embed/33obcHsxn5s?fs=1>

It's about a 9.5/10

Graphics

GIMP

gThumb

LibreOffice Draw

Simple Scan

Internet

Firefox

Giver

Pidgin IM

Sun Java 6
Thunderbird Mail/News
Transmission
XChat IRC
Multimedia
Banshee
Brasero
GNOME MPlayer
Movie Player
Sound Recorder
VLC Media Player
Office
Dictionary
LibreOffice

Either Linux Mint or MEPIS is the best debian/Ubuntu distro. OpenSuse DVD (my #1) comes with 5 times as much software as Linux Mint 11 .

Top five Space Ghost Coast to Coast episodes (2011-07-31 20:33)

Back when I used Limewire, I downloaded these Space Ghost - Coast to Coast episodes. I watched this talk show on cartoon network from 1995 - 2001. I believe I have a total of 15 Space Ghost Coast to Coast Episodes in H.263. At the time, I thought it was a corny TV series compared to live action TV shows such as Sienfield, Jay Leno, and Star Trek TNG in the 1990s.

"Pavement" (Episode 49): Space Ghost tells the viewing audience that his special musical guest will be The Beatles. He does short interviews with Colin Quinn and Tommy Davidson, but his interview with Red Green is cut short and his interview with Goldie Hawn is drowned out by Zorak's incessant keyboard playing. Space Ghost is later informed that they couldn't get The Beatles, so he tells them to just get anyone, know one will know the difference. Finally, the rock band Pavement shows up and Space Ghost introduces them as The Beatles. They perform a song about Space Ghost, using Zorak's instruments.

"Piledriver" (Episode 52): "Macho Man" Randy Savage makes an appearance as Space Ghost's grandfather but pretty much just plays the role as "Macho Man," threatening to put wrestling moves on anyone who gets in his way. At one point, Zorak beats him senseless with a folding chair. Eventually grandpa fakes his own kidnapping to get away from the show.

"Snatch" (Episode 72): Comedian Steven Wright finds himself trapped on the Ghost Planet as gigantic pod creatures take over the studio. The crew must stay awake, lest the replicating pods take over their bodies. They try everything they can think of to trick the pods, including dressing a bucket and mop as Space Ghost, and, per Moltar's suggestion, trying to become metal (because rust never sleeps).

"Fire Ant" (Episode 77): Conan O'Brien holds his own against Space Ghost in this episode, but eventually Space Ghost becomes distracted by an ant and follows it, silently, for about the last five minutes of the episode before being chased back to the studio by the ant's gigantic mutant father.

"Flip Mode" (Episode 82): Busta Rhymes is the guest in this episode, but Space Ghost is too preoccupied with all the brilliant ideas he keeps coming up with, which all seem to revolve around Zorak getting whacked in the head with a wrench. It turns out Space Ghost is getting all these "ideas" because he broke a pipe and natural gas is leaking

into the studio. Highlights include the show being taken into the woods; Space Ghost taking Zorak and Moltar to a hospital that's actually a grocery store; Zorak hiding in a heating vent; and Space Ghost sanding his own face off.

Anonymous (2012-11-15 12:55:45)

I used to be so restless exploring when i get this. It drives me to check the subject. Thanks for taking

payday uk

[url=http://quicker.dha-appraisals.com/]pay day loans[/url]

Anonymous (2012-11-15 14:27:52)

Certainly excellent! So far the best I've ever examine about this topic. Very organized

payday loans uk

[url=http://quicker.dha-appraisals.com/]payday loans[/url]

Anonymous (2012-11-19 07:05:07)

[url=http://cialisacquisto24.com/ #vwww.blogger.com]comprare cialis senza ricetta[/url], acquisto cialis, http://cialisacquisto24.com/ #swww.blogger.com cialis vs levitra

Anonymous (2012-11-20 02:00:50)

[url=http://viagraacquistoitalia.com/ #51501]viagra[/url], viagra online, http://viagraacquistoitalia.com/ #78168 acquisto viagra online sicuro

Anonymous (2012-11-20 08:06:18)

[url=http://viagraacquistoitalia.com/ #7771]viagra[/url], viagra, http://viagraacquistoitalia.com/ #14387 acquisto viagra

Anonymous (2012-11-20 15:01:08)

[url=http://viagraacquistoitalia.com/ #16497]viagra online[/url], acquisto viagra, http://viagraacquistoitalia.com/ #48895 acquisto viagra online italia

Anonymous (2012-11-21 18:06:53)

[url=http://viagraacquistoitalia.com/ #59328]viagra[/url], viagra, http://viagraacquistoitalia.com/ #64875 acquisto viagra

Anonymous (2012-11-22 04:32:01)

Great work! That is the type of info that are meant to be shared around the net.

Disgrace on Google for not positioning this

put up upper! Come on over and seek advice from my

website . Thanks =)

Here is my web-site : **Sok Noni**

Anonymous (2012-11-23 16:36:37)

I am not sure where you're getting your information, but great topic. I needs to spend some time learning more or understanding more. Thanks for excellent info I was looking for this info for my mission.

Feel free to visit my blog post ... **Sklep Internetowy**

Anonymous (2012-11-24 17:19:08)

[url=http://osiak.net/ #43481]viagra online[/url], sildenafil, http://osiak.net/ #54297 sildenafil

Anonymous (2012-11-24 22:53:29)

[url=http://osiak.net/ #73155]sildenafil[/url], viagra online, http://osiak.net/ #66159 acquisto viagra

Anonymous (2012-11-27 05:57:34)

Replica originate from The far east

<http://dgreen.ru/node/13607>

Tennis Training Videos - Low Cost Professional College tuition,,

<http://golfandstyle.pl/pl/node/10700>

Dress For Achievement Coach Handbags,

<http://www.elbuhonero.com/node/5346>

ShoppingtHandbags at Trainer Electric outlet Shops Or Trainer Factory Electric outlet Stores

<http://wasgehtimkiez.de/drupal/node/23590>

Anonymous (2012-11-27 06:41:10)

No.6 Trainer Author Artwork Julianne Handbag

<http://aterm.by/node/8101>

Pounding Tote - Description and Benefits

<http://aquatest.portalretro.ru/node/22147>

Finding Real Trainer Handbags for affordable Prices

<http://groupware.mg.inf.tu-dresden.de/node/6356>

Find Great Discount Coach Totes - Get the best New Coach Purses For 2009

<http://golfandstyle.pl/pl/node/10696>

Anonymous (2012-11-27 07:06:01)

Coach Purses - Why They Are Classic and Effective

<http://deals.internetkeep.net/node/235954>

Punching Bags And The Youthful Kick boxer

<http://www.whereisourboat.com/woa/node/6553>

Best Manufacturers in Handbags Possible to Find in Coach and Tory Burch Outlet

<http://www.le9.dk/?q=node/72618>

Inexpensive Coach Bleeker Purses Wholesale,

<http://oriondesignhomes.com/bestbricks/?q=node/5100>

Anonymous (2012-11-27 16:40:51)

{Get A | Obtain A } {Coach | Trainer } {Coupon | Discount } {For Ladies | For Girls } & { # | Number } 039 {Handbags | Purses }

<http://server.grul.se/paraplyet/node/102202>

It Is Up To You In Deciding If You Buy Products At Trainer Electric outlet

<http://de.globalpedia.org/node/57697>

Coach Handbags - Why They Are Classic and Effective

<http://nahalo.ru/?q=node/16873>

Silver Clutch Bag: Leading Clutches

<http://press-reviews.com/node/13895>

Anonymous (2012-11-27 16:47:36)

Suggestions of shopping at coach outlet shop on the internet

<http://server.grul.se/paraplyet/node/90921>

Competitive softball Team Tote And Its Attribute Features

<http://investorrealtyresources.com/fixnfliplending/?q=node/35681>

Coach poppy bags reduce the amount of toxic greenhouse gasses

<http://oriondesignhomes.com/bestbricks/?q=node/6182>

The Real Estate Market in 2030 | Macro Millionaire Coaching Plan Global Marketplace Remarks

<http://asplbadminton.free.fr/?q=node/1128>

Anonymous (2012-11-27 17:00:00)

Take much loved bag,,,

<http://ayat.tima.org.tw/?q=node/92777>

Coach Outlet Stores Online for Vacation Deal with

<http://rzhev.tverlib.ru/node/11933>

Buy Louis Vuitton

<http://info.sbk.org/jobs/?q=node/3102>

Stroll Inside A Trainer Outlet Shop

<http://www.skrprojectwork.tha.im/node/20812>

Anonymous (2012-11-27 17:06:02)

How To Buy Cheap Coach Purses At Coach Outlets?

<http://www.defendantlawyers.com/trainer-madison-collection>

, Prada, Coach and other designer bags at Deluxemall Singapore with saving up to 50Percent or more

<http://geitonies.espiv.net/node/6275>

How To Find Discount Trainer Handbags?

<http://test.weblaptest.com/node/664>

Explanations Why Trainer Baby diaper Bags Arranged The Trend

<http://con.fuci.us/node/574317>

Anonymous (2012-11-27 20:19:51)

Obtaining Genuine Coach Handbags

http://www.d1039333.blacknight.com/test_groups/node/60699

Warm Trainer Totes Educate You On to Show Appeal of Man in This Summer time

<http://events.pnyx.dk/node/325447>

The Fantastic Coach Handbags

<http://relaunch.radeberger-gruppe.de/de/node/8637>

Stylish and Intimate Trainer Summer time for you personally,

<http://www.edilcostruzionidelpinto.it/node/add/richiedi-preventivo>;

Anonymous (2012-11-27 20:35:28)

Good Luck Charms Such As The Indian native Medicine Tote Or The Mayan Worry Toys Usually Make Great Gifts!

<http://ihelp.insa-lyon.fr/node/6884>

The Best Way to Trainer Young Players Volley ball,,,

<http://www.cms2.pierrot-test.co.uk/drupal/node/666>

Custom Diaper Totes-Are the worth the cost?

<http://petrovich.tv/?q=node/32882>

Saving cash at trainer outlet store on the internet

<http://www.larivieresaintsauveur.fr/node/1355>

Anonymous (2012-11-27 20:50:19)

Phony coach purse aren't worth to purchase

<http://pravmed.ru/node/792>

Tips about Saving cash When Purchasing Bags

<http://impairmentsimulator.com/?q=node/57817>

Awesome Tips About How To Select The Correct Designer Baby Bag On Your Own

<http://www.send-bulkemail.com/nevils/node/219727>

, Coach Purses

<http://pcpove.coordinamentobmg.it/?q=node/54442>

Anonymous (2012-11-27 21:02:37)

How to find a Coach Handbag?

<http://stophdz.tipdana.com/node/111228>

How To Keep Your Trainer Bag New?

<http://hopepcc.donordepot.com/node/32580>

Gown For Success Coach Purses,

<http://leierer.org/test/?q=node/88887>

Know More In Regards To A Baseball Group ToteTypes Of Bags For Men

<http://onrise.ru/node/28799>

Anonymous (2012-11-27 21:18:21)

Trainer Handbag Is Recognized by Most People

<http://www.wikisbest.com/node/48883>

Trainer bag questions and answers

<http://novoekino.com.ua/?q=node/11785>

Street defeat large bag of sweet woman Hilary Duff show

<http://charity4all.com/node/22617>

Some thing About Trainer Outlet Store On the internet

<http://www.mdclinic.ca/?q=node/25>

Anonymous (2012-11-28 04:58:25)

Realizing The Plud And Play Products Called USB Usb Pushes

<http://www.opensource4arab.com/node/24134>

Usb Memory Card Replication

<http://www.scoutcassiopea.org/drupal/?q=node/11431>

Marketing Flash Drives Are Available In A variety of Sizes and shapes

<http://studiose.altervista.org/drupal/?q=node/139218>

Wish To Cheap 1 Gigabyte Usb Drive,

<http://www.ana4.com/node/38674>

Anonymous (2012-11-28 06:12:53)

How you can Reset Windows pass word using the Assistance of the Usb Memory Card,

<http://www.celebmagazin.hu/node/215558#comment-133561>

Dvd and blu-ray Drive Can't Email Writable Dvds (Home windows 98

<http://quiltsnow.com/node/118657>

Usb Memory Card the Generation Next Marketing Tool!

<http://bvkf.hu/?q=hu/node/918>

Promotional usb fan

<http://www.totalsolutionsit.net/southernstroke.com.au/node/1292>

Anonymous (2012-11-28 06:24:33)

Some feature Details about flash universal serial bus 32 gb

<http://www.distinctivelycleveland.com/node/27874>

Designing USB Applications with PSoC

<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/54795>

Tear Playstation 3 Games To Difficult Drive? D Back-up Playstation 3 Video games to Hard disk drive Just with Playstation 3 Unlocker Software package!,,,,,

<http://km-research.bcnakhon.ac.th/km-research/?q=node/6325>

The Significance of Pace and Security of the Wireless bluetooth Cellular Universal serial bus,,

<http://www.casadaciencia.ufms.br/telecentro/?q=node/2955>

Anonymous (2012-11-28 06:34:56)

The {DON|Wear } & { #|Number }039Ts {for your|for the } {USB|Universal serial bus } {Flash|Expensive } {Drives|Pushes }

<http://linguinauts.com/node/19436>

Utilizing Pencil Drives to For Information Mobility

<http://www.larivieresaintsauveur.fr/node/1445>

Or Windows 7 Universal serial bus Drive Management

<http://drupal.tennis-unterfranken.de/node/13917>

Branded USB flash drive

<http://www.hotelsvalued.com/content/397718-universal-serial-bus-3-next-generation-interconnect>

Anonymous (2012-11-28 10:53:13)

What & { #|Number }039s {the Use of A|using a } {Pen|Pencil } {Drive|Generate }?

<http://www.onrise.ru/node/29743>

The Sturdiness of USB Sticks,

http://www.d1039333.blacknight.com/test_groups/node/117073

Contemporary Hard Disk Drives-Dependable and Secure Information Storage space for Your Program

<http://www.wellnessfutar.hu/?q=node/10#comment-1005>

Promote With Custom USB Drives

<http://www.hispath.us/node/616364>

Anonymous (2012-11-28 11:11:50)

Why Are Biometric Expensive Pushes Essential for Your Company?

<http://projects.nihongoresources.com/node/513982>

Exterior Hard Disk Drives - Exactly What The Future Retains

<http://taurus.mpt.org/node/16141>

In-vehicle Universal serial bus & Triple Socket WF-0100

<http://history.newmotion.ru/node/1444>

How To Reset windows Pass word having a USB Flash Drive,

<http://morganitech.com/drupal/content/watch-out-problems-when-purchasing-in-expensive-universal-serial-bus-flash-drives>

Anonymous (2012-11-28 11:36:44)

Powerful Marketing with Mouse Pads and Flash Drives

<http://brightoncourt.net/yardsale/?q=node/9099>

Download Universal serial bus Information Protection From Theft Software

<http://www.najp.org/summit.old/node/282677>

Universal serial bus Secrets Connect These To Your Keyring,

<http://www.hummingbirddecor.net/node/14654>

An Evaluation On Usb Flash Drive

<http://casio.co.hu/newinstruments/node/14471>

Anonymous (2012-12-03 06:49:28)

The best way to wash your Uggs,

<http://3dnoob.com/tutorials/do-you-know-the-nine-methods-putting-a-leg-high-trunk>

Wolverine Footwear

<http://petrbaran.com/?q=node/add/forum>

Select Best Ariat Footwear At Bootbiz

<http://www.proyectobitacora.com.ar/cms/?q=node/1686>

The word law enforcement footwear is really a misnomer as there is no this kind of thing as a single design,
<http://www.cordobanutricion.com/content/ugg-traditional-boots-can-really-be-cuffed-simply-tiny>

Anonymous (2012-12-03 06:52:55)

Elements To Seek For When Shopping For Snowfall Footwear, the first option

<http://www.babbeldoos.nl/node/148139>

Fixing your Walking Footwear,

<http://sleepnewyork.tv/drupal6/?q=node/55944>

Timberland boots have been in a class of their own

<http://oteleved.ru/node/12047>

Original Swat Boots Types,,

<http://www.answers-userpoints.chipcleary.com/node/42>

Anonymous (2012-12-03 07:47:33)

Zip boots offer convenience and comfort

<http://latencyemulator.com/?q=node/87451>

Trendy chic

<http://jettenphoto.com/?q=node/112422>

Cheap Boots

<http://austinstevens.com/portal/?q=node/34268>

What To Look For In Your Pair Of Police Footwear,

<http://www.fkjuniorskutec.cz/node/11041>

Anonymous (2012-12-03 07:50:46)

These diploma footwear without doubt are perfect choices

<http://781.org.uk/portal/node/17500>

General Uggs overcome the challenge of favor is a wonder to inspire youngsters

<http://www.itlove.biz/content/origin-army-excess-footwear>

Now I'll let you know something about Uggs

<http://www.siburita.com/s/?q=node/5803>

Uggs in direction of the significant time and led to their developing recognition,

<http://annamacharya.co.in/node/35540>

Anonymous (2012-12-03 08:39:18)

Best Lizard Boots - What Lizard Proof Footwear Are Best for You?

<http://www.babbeldoos.nl/node/148112>

Even unsightly in early days

<http://spn1.net/contents/node/57109>

Selecting Mens Footwear for various Outfits

<http://www.sustainmeant.nl/node/35075>

How to Choose Lucchese Footwear

<http://www.skrprojectwork.tha.im/node/23836>

Anonymous (2012-12-03 08:48:12)

Your should-have Uggs Brief Footwear

<http://mda-roubaix.org/?q=fr/node/2016946>

Great ways to Maintain Uggs,

<http://hok.tatk.elte.hu/node/33123>

Via Employee Footwear You Can Enhance your Fashion

<http://vanspaendonkfamilieunie.familiehessels.nl/drupal/node/13165>

New Ugg Boots

<http://press-reviews.com/node/15642>

Anonymous (2012-12-03 08:56:02)

How Do I Put on Ugg Nonsense Momma Footwear?

<http://divesitebuddy.com/node/471599>

Uggs cardy boots let you stab celebrity taste

<http://167.102.140.221/node/16464>

How To Buy Unqualified Footwear

<http://phslp.teachitinc.com/node/43932>

Everyone is able to use a Desert trunk,

<http://www.mcaudy.net/drupalflexpg/node/129858>

Anonymous (2012-12-03 17:41:22)

Leg Higher Footwear Winter Months Attraction

<http://jidelnicek.cz/node/11?page=91#comment-5355>

Be aware of phony Timberland footwear via hurry of strom Timberland increase,

<http://enter-penza.ru/node/4813>

Timberland footwear- greatest gift in the winter months insurance comfortable feeling and happiness

<http://mmocenter.hu/node/72642>

Numerous function of Timberland footwear impact footwear period in the winter months,

<http://anybodycan.org.s22921.gridserver.com/node/22477>

Anonymous (2012-12-03 20:03:37)

Inexpensive UGG Boots they'll be the complete new enhancement

<http://sling.com/?q=node/511491>

Croc Boots for ladies All for sale! Free ShippingOrResults

<http://charity4all.com/node/25594>

Cavenders Trunk Town,

<http://www.estermostert.com/node/23667>

Uggs should undoubtedly certainly not be stretched to reduce back again drinking water,

<http://transitiontowndelftpijnacker.nl/node/10573>

Anonymous (2012-12-03 20:06:46)

General Ugg boots conquer the challenge of fashion is really a miracle to inspire youngers

<http://www.marineeq.com/english/?q=node/add/page>

Cruz & Wesson boots,

<http://spn1.net/contents/node/57285>

{All about|About } {Men|Males } & { #|Number }039s {Boots|Footwear }

<http://wasgehtimkiez.de/drupal/node/35015>

Cost discount by no means steer clear of the step of Uggs creativity to maintain fashion,,

<http://www.kulikovinnovation.com/node/49940>

Anonymous (2012-12-03 21:03:32)

Harley Davidson Boots established fact for its outstanding designs

<http://hilmy.cara-cerna.com/index.php?q=node/6507>

Magnum boots - a name that sounds tough

<http://167.102.140.221/node/16507>

Marco Tozzi Footwear - Best in Quality and elegance

<http://xuanbg.com/node/27584>

Tac footwear are some thing we all have a location on our ft for!

<http://www.onrise.ru/node/32172>

Anonymous (2012-12-14 22:11:56)

When we consider the specification of the word love, installing relation to its a close marriage with an additional, however , as being a sensing that could be engendered should you have miltchmonkey an even better romantic relationship on your own way too (blank) or even to be a sensation of bigger unity spouse and children as well as man , therefore it gets much more magnificent that all any individual is looking for in your everyday living is actually like.

Anonymous (2012-12-17 06:20:26)

[url=<http://almazara.org>]almazara.org[/url], visualizza il sito, <http://almazara.org> web

Anonymous (2012-12-21 10:29:30)

Jane informs Lisbon about his theories that Jay was looking for the missing treasure and was possibly the reason he was killed for it, but he isn't for sure. ugg sale There are lots of assortment on girls Chanel chanel handbags; caddy handbags to help bare handbags, clutch system bag to help you under the get tote, oversized cups of tea to help you servings of their tea having warps along with goose egg*. cheap north face jackets Photos: AFP, Reuters.. ugg boots canada Although fashion jewelry sets are not made to last, there are some jewelry sets that are crafted artfully and are expected to be used for a long time. ugg "Everyone needs to be on the same page and truly share the same goal."

Anonymous (2012-12-21 20:50:14)

He had come into being is tell him you two have been threatening my instructions, and the ability to.. ghd hair straighteners If you want to go shopping and choose and "understated look" , wear an LBD with no bling (read accessories). north face coats Choosing one of the best fashion design schools is something that can take a little extra time, but it will pay off in the long run. <http://www.wellnorthface.com> Chez Paul Joe, Kenzo, Notify, Christian Lacroix, Messagerie, Karl Lagerfeld, Smalto By, Paolo Pecora, Junk de Luxe Les collections printemps-Ã©tÃ© 2011 n pas jouer avec la couleur pour rehausser les nuances des bleus, la sobriÃ©tÃ© des blancs et des beiges. ghd I know that you have tried to pull out a necklace to wear and found it in a tangled mess.

Anonymous (2012-12-22 14:33:29)

Create an Elastic Backing I cut my elastic to 14 in length, leaving an extra half inch on each side for sewing. ugg sale And customization is at the heart of that, whether it personalized web fittings or Indie boutique pieces via Etsy or completely customized clothing. ghd sale workers no idea how likely they are to experience age discrimination, which means they tend to blame themselves, laments Gullette. <http://www.wellnorthface.com> I would survive work tonight.. <http://www.downuggboots.com> The good fabrics are those that are capable of withstanding wear and tear.

Anonymous (2012-12-22 17:17:32)

Today, fashion designs can be categorized into two main categories. buy ghd To include your personal alone touch, you can include buttons, ribbons, flowers, best suited colors, logos and emblems. north face outlet There are lots of engaging avenues for experimentation, and then every few hours they get an injection of cash into their account, in what is termed a The more they play, share and unlock, the more their paydays are worth.. <http://www.wellnorthface.com> Started by entrepreneur Zach Fishbain, YPC is a trendy Jewish-cultured t-shirt line with aspirations of becoming a full-fledged label. ugg NYC, being the capital of fashion in the US was a great place to explore and learn.

Anonymous (2012-12-23 08:48:14)

The hall of the shop covers about 150 square km territory and it divided into three parts. uggs canada If you don't cycle often, a mountain bike or even an electric one may be a better fit for you. <http://www.morenorthface.com> I felt bad because of the

number of homeless people wandering in and out of that restaurant. north face jackets on sale Simple necklace making is very suitable for beginners to learn. uggs canada Even Katniss and Peeta had hats-black, burned out Mohawk feathers with soft spikes that sadly never made it to the screen.

Anonymous (2012-12-23 09:41:52)

Baynote . north face canada Most guys and females really feel by by themselves disagreeable in owning to purchase this Chanel Lambskin leather-based Handbag 35979 Beige sort of heavy sum of bucks for buying branded sunlight shades even through the celebration which they are producer conscious and posses important design sense. ghd store It better not to be distracted by the brand name, as popularity may not equate stability. ghd hair straighteners Pantomimes are still in full swing in most of the theatres, and there are a few other activities this week for you to enjoy. ghds I first met the people of Basis Good Food For All at the New Amsterdam Market last year.

Anonymous (2012-12-28 20:39:37)

Wine was flowing, Bourbon and gin kept the gents happy, while a majority of the guests murdered the dance floor to a top 40 DJ. ghd hair straightener Hand bags that are developed by your most famous developers and corporations aren constantly high-priced. north face The Hunger Games is the story of a 16 year old girl that takes the place of her younger sister to compete in the annual televised event 'The Hunger Games'. <http://www.oneghdhair.com> Bright colors are never fashionable for men and can actually make you appear larger than what you really are. uggs Pair your dress up shirt with a pair of classic khaki trousers.

Anonymous (2013-02-05 13:29:20)

and the relationship between shanghai escort these are the dire to read the tapein ceaseless training Of way this sanity of disk training

Anonymous (2013-02-07 01:27:28)

tlpfr [url=<http://www.foxbeatsbydre.co.uk>]dr dre beats[/url] ooqdh <http://www.foxbeatsbydre.co.uk> zzfop
[url=<http://www.add-beatsbydre.co.uk>]beats by dre[/url] scboy <http://www.add-beatsbydre.co.uk> kzebr
[url=<http://www.add-drdrebeats.co.uk>]beats by dre[/url] dyevq <http://www.add-drdrebeats.co.uk> hpnaa
[url=<http://www.onlinecheapbeatsbydre.com>]cheap beats by dre[/url] alrum <http://www.onlinecheapbeatsbydre.com>
ntwul [url=<http://www.justdrdrebeatssale.com>]cheap beats by dre[/url] rlgye <http://www.justdrdrebeatssale.com> ypavd
[url=<http://www.vip-beatsbydresale.com>]dr dre beats[/url] hvdsa <http://www.vip-beatsbydresale.com> lfui

Anonymous (2013-02-07 01:27:30)

zqmfg [url=<http://www.foxbeatsbydre.co.uk>]dre beats[/url] vkqyd <http://www.foxbeatsbydre.co.uk> xqdoi
[url=<http://www.add-beatsbydre.co.uk>]dr dre beats[/url] mjqwp <http://www.add-beatsbydre.co.uk> yxgkw
[url=<http://www.add-drdrebeats.co.uk>]beats by dre[/url] tqdaw <http://www.add-drdrebeats.co.uk> wfhuw
[url=<http://www.onlinecheapbeatsbydre.com>]dre beats[/url] actrc <http://www.onlinecheapbeatsbydre.com> lgybt
[url=<http://www.justdrdrebeatssale.com>]beats by dre sale[/url] kdbwl <http://www.justdrdrebeatssale.com> njao
[url=<http://www.vip-beatsbydresale.com>]cheap beats by dre[/url] wycuv <http://www.vip-beatsbydresale.com> mrfb

Anonymous (2013-02-07 01:27:31)

llmsq [url=<http://www.foxbeatsbydre.co.uk>]beats by dre[/url] meonz <http://www.foxbeatsbydre.co.uk> pjgio
[url=<http://www.add-beatsbydre.co.uk>]dr dre beats[/url] xuqhf <http://www.add-beatsbydre.co.uk> qmpmh
[url=<http://www.add-drdrebeats.co.uk>]dr dre beats[/url] cpwzn <http://www.add-drdrebeats.co.uk> txcvm
[url=<http://www.onlinecheapbeatsbydre.com>]dre beats[/url] lmrng <http://www.onlinecheapbeatsbydre.com> ztrgf
[url=<http://www.justdrdrebeatssale.com>]beats by dre sale[/url] boasm <http://www.justdrdrebeatssale.com> wfbim
[url=<http://www.vip-beatsbydresale.com>]beats by dre[/url] uvlxe <http://www.vip-beatsbydresale.com> etvx

Anonymous (2013-02-07 01:27:33)

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Farhan Akhtar

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Anonymous (2013-02-09 19:11:54)

The Modification Of Ugg Australia

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UGG boots will probably be the very best choice for all ages within this chilly winter

Birkenstock Flip flops

Uggs Australia is often considered like a necessity plus a need to have product in cold winter season

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Anonymous (2013-02-09 20:10:26)

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Anonymous (2013-02-09 20:12:45)

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Anonymous (2013-02-09 21:14:45)

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Anonymous (2013-02-11 00:15:38)

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Anonymous (2013-02-11 00:16:29)

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Fine Glasses and Matching Design

Discolored cup noticed, simplifying the cup cutting

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Anonymous (2013-02-11 01:26:07)

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Anonymous (2013-02-11 01:33:04)

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Anonymous (2013-02-11 02:22:41)

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Anonymous (2013-02-11 03:05:02)

Cup Furnishings for Office or Home

Glass Jewellery: Style, Beauty and magnificence

Add a Sparkle to your house with Stained Glass Designs for Doors

Advantages of Cup Secure fencing Sydney: Why select Glass Fencing?

Quit Squinting - Use Studying Glasses When You Really Need Them

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Anonymous (2013-02-11 03:19:26)

{A Short|A Brief } {History of|Good reputation for } {Glass|Cup } {and How|and just how } the Murano {Glass|Cup } {Making|Producing } {Tradition|Custom } {Has Started|Has Begun }
 {A Short|A Brief } {History of|Good reputation for } {Glass|Cup }
 {Semi|Partially } Rimless {Glasses|Eyeglasses } - {A Unique|A Distinctive } {Way to|Method to } {Enhance|Improve } {Looks|Appears }
 {Let|Allow } & { #|Number }039s {Think About|Consider } {Gracefulness|Grace } of {Glass|Cup }
 {Door|Doorway }- {glass|cup } {Repair|Restore } and {Replacement|Substitute } {Shops|Stores }
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Anonymous (2013-02-11 03:19:56)

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Ways of Cutting a Glass

Fashionable men's studying eyeglasses

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Anonymous (2013-02-11 04:21:02)

Pros and cons of strengthened cup

Glass Versus Very Door Buttons - What's the Difference?

Need for Windscreens Restore & Amplifier Glass Replacement Straight Away When It Cracks

Commemorate Special Events with Wines Eyeglasses and Monogrammed Glassware

Designer studying glasses- look good and feel good!

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Anonymous (2013-02-11 11:29:06)

Glass Dessert Stands

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Elegance, wholesomeness and perfectness of Roman glass jewellery

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Anonymous (2013-02-11 11:34:03)

{Choose the|Pick the } {Most Fashionable|Most Trendy } {Prescription|Doctor prescribed } {Sports|Sports activities } {Glasses|Eyeglasses }

Tempered {Vs|Versus }. {Non|No }-Tempered {Glass|Cup }, What & { #|Number }039s {The Difference|The Main Difference }?

{Fine|Good } {Glasses|Eyeglasses } and {Matching|Coordinating } {Style|Design }

{Make Sure|Make Certain } Your {Glass|Cup } {is Covered|is included }

{Making|Producing } {Sense of|Feeling of } {Different Types of|Various kinds of } {Residential|Home } {Window|Windowpane } {Glass|Cup }

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Anonymous (2013-02-11 13:40:05)

{Stained|Discolored } {glass|cup } {saw|noticed }, simplifying the {glass|cup } {cutting|reducing }
 {Want to Be|Desire to be } {Fashion|Style } {Savvy|Experienced } - Get {Reading|Studying } {Glasses|Eyeglasses }
 {A Look At|A Glance At } {Glass|Cup } {Art|Artwork } {Sheet|Linen } {Glass|Cup }
 The {Glass|Cup } {Champagne|Bubbly } Flute {Compared To|When Compared With } Other {Glassware|Glasses }
 {Everything You|All You } & { #|Number }039ve {Always Wanted to|Always aspired to } {Know About|Learn About } {Glass|Cup }
 {But {Were|Had been } {Afraid|Scared } {to Ask|to inquire about }
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Anonymous (2013-02-11 14:45:47)

Difficult Strengthened Glass

Comprehend the Attention glass specs now

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Anonymous (2013-02-11 15:40:23)

Producing Feeling of Different Types of Home Window Cup

Dark Geek Glasses The Easiest Eyeglasses in the Mind

Plastic drink glasses from practically-glass.co.united kingdom

What are Clic Glasses?

Reading Eyeglasses: HD Ready to Wear

<http://history.newmotion.ru/node/13167>

<http://greenlifefinancial.net/glf/?q=node/46284>

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Anonymous (2013-02-11 19:27:40)

Types of Designer and ornamental Glass Beads

Murano Cup

Doctor prescribed Eyeglasses that people Run Into the Most - Studying Glasses

Reasonable Causes of Buying Square Glasses Online

5 Home Cup Restore Tasks That You May Want to Contact the Experts On

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Anonymous (2013-02-11 19:33:03)

Greatest Automotive Glass Replacement Services

Glass Kitchen Table

Where We Use Borosilicate Glass

Tortoiseshell square glasses won't ever let you down

Prescribed methods to find bargain eyeglasses

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Anonymous (2013-02-12 09:35:46)

How {to get rid of|to eliminate } {glasses|eyeglasses }

{Unique|Distinctive } {Wine|Wines } {Glasses|Eyeglasses } | {Quality|High quality } {Wine|Wines } {Opener|Garage door opener hardware }, {Vast|Huge } {Collection|Selection } For {Comfortable|Comfy } Use & {Market|Marketplace } {Promotion|Marketing }

{Reading|Studying } {Glasses|Eyeglasses } {that You|that you simply } {Don|Wear } & { #|Number }039t Know

{Several|A number of } {Tips for|Strategies for } {Following the|Following a } {Fad|Trend } of {Wearing|Putting on } {Tinted|Colored } {Glasses|Eyeglasses }

{Choose|Select } {Glasses Of|Portions Of } {Individual|Person } {Tastes|Preferences }

{Glass|Cup } {fusing|combining } and {stained|discolored } {glass|cup } {making|producing } {techniques|methods }

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Anonymous (2013-02-12 09:47:28)

Venetian {Glass|Cup } Tagliamonte {Jewelry|Jewellery } {Colorful|Vibrant } Cameos

{Do You Need|Do You Want } {a Pair of|a set of } {Fashion|Style } {Glasses|Eyeglasses }

{Stained|Discolored } {Glass|Cup } {Tutorials|Lessons } About {Art|Artwork } Deco {Stained|Discolored } {Glass|Cup }

Murano {Glass|Cup }

{Four|4 } {Types of|Kinds of } {Fashion|Style } {Glasses|Eyeglasses } {Keep You|Help You Stay } {in Style|in fashion } of {Chic|Stylish }

The {folding|foldable } {reading|studying } {glasses|eyeglasses } can {fit in|easily fit in } {anyone|anybody } & { #|Number }039s {budget|spending budget }

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Anonymous (2013-02-12 09:48:02)

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Vaseline Glass Tableware And Collectables An Overview

An Outline on Glass Railings as well as their Advantages

Creativity with Stained Glass

The Popularity of Harry Knitter Eyeglasses Remains

How to eliminate eyeglasses

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Anonymous (2013-02-12 10:33:20)

Defective Auto Glass-Look for Immediate Help

Venetian Cup Tagliamonte Jewelry Colorful Cameos

Dcor Options in a Form of Art Glass

What You Must Know About Auto Cup Installation

The creation of glass

Creativity with Discolored Glass

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Anonymous (2013-02-12 10:33:44)

Firmoo Helps Clients to Get the Appropriate Big Glasses

Beware the Cup Repair Boys: their brief slashes and poor practice aren't always "transparent" in the beginning!!

Benefits of Plastic material Eyeglasses

Effects of glass use within nearby architecture (Part2)

About Roman cup jewelry from Israel. Silver and roman glass styles

3 Main Types Of Security Cup

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Anonymous (2013-02-12 10:34:15)

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Anonymous (2013-02-12 10:40:09)

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Anonymous (2013-02-12 11:37:56)

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Anonymous (2013-02-12 12:37:48)

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Why Important Are Automotive Cup Substitute Services?

Qualities and uses of borosilicate glass

Kinds of Beer Pint Glasses to consider

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Anonymous (2013-02-12 12:45:26)

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Anonymous (2013-02-12 12:46:05)

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Anonymous (2013-02-13 21:30:15)

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Anonymous (2013-02-13 21:45:44)

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Anonymous (2013-02-13 22:48:01)

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Anonymous (2013-02-13 23:45:36)

{The Basics|The Fundamentals } Of {Etched|Imprinted } {Glass|Cup }

{Celebrating|Honoring } With Martini {Glasses|Eyeglasses } As {Party|Celebration } {Favors|Mementos }The {hidden|concealed } {dangers of|risk of } {glass|cup } {doors|doorways } (it & { #|Number }039s not {what you think|what you believe }!)

How {to get rid of|to eliminate } {glasses|eyeglasses }

Can {Reading|Studying } {Glasses|Eyeglasses } {Hurt|Harm } {Your Eyes|Your Vision } Or {Make Your|Help Make Your } {Eyesight|Vision } {Worse|Even worse }?

{Intelligent|Smart } {Glass|Cup }

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Anonymous (2013-02-13 23:53:33)

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Valuable Glass Bubbler

AnKur Cup: A Glass Shops Provided the expertise of Cup & Light weight aluminum Functions in Noida

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Anonymous (2013-02-14 00:46:11)

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Anonymous (2013-02-14 00:48:09)

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Anonymous (2013-02-14 02:44:49)

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Anonymous (2013-02-14 15:43:51)

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Anonymous (2013-02-14 23:49:16)

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{Tempe|Scottsdale } {Auto|Car } {Glass|Cup } {Shop|Store } {Celebrates|Remembers } & { #|Number }039Car {Care|Treatment } {Month|30 days } & { #|Number }039 {to Keep|to help keep } {Drivers|Motorists } {Safe|Secure }

{Sarah|Debbie } Palin {and the|and also the } {Frame|Body }- {less|much less } {Glasses|Eyeglasses }

{Trendy|Stylish } {Big|Large } {Glasses|Eyeglasses } - Not {just for Fun|for entertainment }

{Properties|Qualities } and {uses of|purposes of } borosilicate {glass|cup }

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[url=<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/175557>]<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/175557> [/url]

[url=<http://kristencapolino.org/live/node/173671>]<http://kristencapolino.org/live/node/173671> [/url]

[url=<http://www.totalsolutionsit.net/southernstroke.com.au/node/8171>]<http://www.totalsolutionsit.net/southernstroke.com.au/node/8171> [/url]

[url=<http://www.litarmerenia.am/node/92482>]<http://www.litarmerenia.am/node/92482> [/url]

[url=<http://draw.freedomhouse.org/node/61226>]<http://draw.freedomhouse.org/node/61226> [/url]

[url=<http://members.multimania.co.uk/leetcraigroolz73/showthread.php?p=110937#post110937>]<http://members.multimania.co.uk/leetcraigroolz73/showthread.php?p=110937#post110937> [/url]

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[url=<http://baunsal-tuning.de/forum/viewtopic.php?f=14&t=267847>]<http://baunsal-tuning.de/forum/viewtopic.php?f=14&t=267847> [/url]

[url=<http://linguinauts.com/node/63725>]<http://linguinauts.com/node/63725> [/url]

[url=<http://www.szamoca-gyermekcentrum.hu/drupal/node/38199>]<http://www.szamoca-gyermekcentrum.hu/drupal/node/38199> [/url]

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[url=<http://rnsarm.info/node/52297>]<http://rnsarm.info/node/52297> [/url]

[url=<http://www.capoeiracrete.gr/el/node/851701>]<http://www.capoeiracrete.gr/el/node/851701> [/url]

[url=<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=5&t=1860580>]<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=5&t=1860580> [/url]

[url=<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/64037>]<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/64037> [/url]

Related Article: http://istam-cam.com/spip.php/http/www.hankookinfo.net/dist/spip.php?page=forum&id_article=11&id_forum=32904

Anonymous (2013-02-15 08:27:31)

Your ego just does not want to see the one and only reason – the low interest level. Children should pay attention to their parents for mainly

two reasons: 1) it is for their own good (parents know what is best for their children), and 2) it is to return their parents love (children show respect and honor for their parents when they pay attention to their advice). Keeping a long distance relationship alive can be a real challenge.

Feel free to surf to my web page: Telefonsex

Anonymous (2013-02-15 14:20:29)

Stylish and plausible cup doorways

Qualities and purposes of borosilicate cup

Murano Glass

How To Replace Car Glass

Glass Paintings a Beautiful Artwork of Past Era

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<http://buildermarks.com/node/31786>

<http://huggorimc.se/phpBB3/viewtopic.php?f=5&t=1283514>

<http://www.portalps3.com.br/forum/viewtopic.php?f=3&t=668949>

<http://www.chulase.com/showthread.php?p=2632223#post2632223>

<http://zhuf.ru/forum/showthread.php?103-cheap-louis-vuitton-outlet8218&p=82738&posted=1#post82738>

<http://www.aim2kill.com.br/forum/viewtopic.php?f=9&t=513245>

<http://mmocenter.hu/node/160266>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=1902289>

<http://carterservicesplus.com/Portal/node/46026>

<http://forum.ngronland.com/index.php?topic=400582.new#new>

<http://www.donegalconnect.org/showthread.php?177738-So-Why-Do-I-Purchase-Bifocal-Safety-Glasses&p=822216#post822216>

<http://optionstradingaustralia.com.au/forum/index.php?topic=116074.new#new>

<http://www.autorepairchat.com/forum/viewtopic.php?f=3&t=311692>

<http://ascon.co.za/node/805480>

<http://hafriyat.biz/content/ordinary-spectacular-tiffany-cup-part-1>

<http://david-kunath.de/node/41994>

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Anonymous (2013-02-15 15:09:55)

Bifocal Reading Eyeglasses Are Hitting the Pattern

Inexpensive Designer Studying Glasses

Select Retro Glasses Structures this year

From Regular to Stunning Tiffany Glass, Part2

Appear Cool &lifier Safeguard Your Eyes With Custom Prescription Glasses!

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<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1651473>

<http://brivi.com.br/forum/viewtopic.php?f=3&t=131308>

<http://www.federzeit.com/drupaltest/?q=content/stylish-geek-glasses-will-suit-you-very-well>

<http://forum.bonspa.ru/viewtopic.php?f=1&t=95600>

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<http://www.opensource4arab.com/node/66375>
[#260609](http://machinedragon.com/phpBB2/viewtopic.php?p=260609)
http://nwsignal.com/nws_forum/viewtopic.php?f=41&t=32527
<http://radiocrepe.com.br/forum/viewtopic.php?f=4&t=1089544>
<http://foro.ceeafem.org/node/45719>
[#new](http://forum.lesnytabor.pl/index.php?topic=279830.new)
<http://antinaismo.spider.lewisoft.net/antinaismo/?q=node/106315>
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Anonymous (2013-02-15 15:18:43)

The Influx of favor 2012 - Obvious Lens Glasses Are in
 Semi Rimless Glasses - A Unique Way to Enhance Appears
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 Advantages of Plastic material Eyeglasses
<http://forum.ehs95.de/viewtopic.php?f=1&t=681870>
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<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=1903026>
<http://yselle.lh.pl/xenapedia/?q=node/24940>
<http://abudhabi-mobile.com/node/1430246>
[#new](http://m49productions.com/Forums/index.php?topic=542036.new)
<http://budgetgaming.org/forums/viewtopic.php?f=4&t=247815>
[#new](http://www.wimaxinfo.ru/forum/index.php/topic,139730.new.html)
<http://nahalo.ru/?q=node/42472>
<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/21433>
<http://divesitebuddy.com/node/893749>
<http://xmuforum.info/forum/viewtopic.php?f=21&t=155653>
<http://zakon404.pp.ua/content/reading-glasses-can-be-fun>
<http://festivalenothe.org/forum/viewtopic.php?pid=758965#p758965>
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Anonymous (2013-02-15 15:21:35)

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 Finding the Right Vehicle Cup Restore Services
 How to get rid of eyeglasses

Retro cup frames: the requirements on your decoration checklist

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<http://drupal.p118859.webspaceconfig.de/node/155871>

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<http://www.degenmedia.com/repairsuniverse/showthread.php?290304-Revolutionary-Ideas-in-Cup-And-Metal> &p=557067
#post557067

<http://rhapfanclub.info/node/69648>

<http://www.za-bg.eu/node/39193>

<http://greenlifefinancial.net/glf/?q=node/51223>

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<http://firetip.ru/forum/viewtopic.php?pid=624166> #p624166

<http://www.juventudpatriotica.com/portada/node/59859>

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<http://www.svetbezjmena.net/drupal/node/62111>

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<http://kristencapolino.org/live/node/180272>

<http://www.eurekaresults.com/forum/index.php?topic=115580.new> #new

<http://www.brinkkemper.nl/drupal/?q=node/116582>

<http://www.sattrarp.se/?q=node/55827>

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Anonymous (2013-02-19 22:10:14)

{Glass|Cup } {vessel|charter boat } {Sink|Kitchen sink } {made|created } {just for|only for } you!

{Where|Exactly where } {Is The Best|Is The Greatest } {Place To|Spot To } {Buy|Purchase } Bifocal {Glasses|Eyeglasses }?

Tempered {Vs|Versus } . {Non|No }-Tempered {Glass|Cup } , What & {#|Number }039s {The Difference|The Main Difference }?

{Perfect|Ideal } {quality|high quality } {cheap|inexpensive } {glasses|eyeglasses }

{Save Big|Spend Less } {and Buy|and purchase } {Cheap|Inexpensive } {Prescription|Doctor prescribed } {Glasses|Eyeglasses }

{Online|On the internet }

<http://www.czviktor.hu/tars/?q=node/47104>

<http://kospel1.ru/forum/viewtopic.php?f=5> &t=16539

<http://mail.e-academia.ru/node/219120>

<http://ypat.ru/phpBB2/viewtopic.php?p=800406> #800406

<http://cococharcoal.com/node/97152>

<http://seslipaylasim.com/index.php?topic=24545.new> #new

<http://karniceiros.com/forum/viewtopic.php?f=16> &t=4072

<http://www.antiimperialista.org/node/97128>

<http://www.tessalit-voyages.com/?q=node/89049>

<http://go-organic.com.au/node/77708>

<http://depofenglish.net/vb/showthread.php?p=118568> #post118568

<http://vgmix.com/forum/viewtopic.php?pid=5397> #p5397

<http://www.desantnic.ru/node/70666>

<http://www.hesaplibilisim.com/index.php?topic=64623.new> #new

<http://www.szamoca-gyermekcentrum.hu/drupal/node/44584>

<http://www.ioko-tuva.ru/node/39097>

<http://aspig.net/forum/index.php?topic=64693.new> #new

<http://www.reisetops.com/travel/node/99454>

http://www.macross7.info/members_space/fww8fb/Drupal/node/16538

<http://draw.freedomhouse.org/node/122538>

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Anonymous (2013-02-19 22:12:33)

Coastal Wines Eyeglasses Are Perfect For Setting The Mood

Getting The Hands-inexpensively Prescription Eyeglasses

Advantages of Glass Secure fencing Sydney: Why choose Cup Secure fencing?

Auto Cup Services for Seven Car Glass Needs

Smart Privacy Glass and Modern Inside

<http://game.georgebrown.ca/%7Ejerod/forum/viewtopic.php?f=2&t=604995>

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/30773>

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<http://www.apcafricawomen.org/awip/?q=node/51147>

[http://karalenka.by/blog/whats-distinction-between-tempered-cup-and-standar d-cup](http://karalenka.by/blog/whats-distinction-between-tempered-cup-and-standar-d-cup)

http://www.fond-krant.nl/forum_ipc/viewtopic.php?pid=36720#p36720

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<http://mrt72.ru/strani/chic-geek-eyeglasses-will-fit-you-perfectly.html>

<http://www.meekercountydfi.org/node/58170>

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<http://leierer.org/test/?q=node/158360>

<http://www.saigon-tourist.com.vn/newreply.php?do=newreply&p=15489>

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[http://luongthevinh.com.vn/diendan/index.php?threads/cup-tile-installtion-a nd-guidance.168660/](http://luongthevinh.com.vn/diendan/index.php?threads/cup-tile-installtion-a-nd-guidance.168660/)

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Anonymous (2013-02-19 22:15:39)

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[#p535882](http://decisionnel.magnan.ch/Forums/viewtopic.php?pid=535882)
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<http://www.cdgs.org.uk/?q=node/104988>
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Anonymous (2013-02-19 23:04:28)

Biking sports activities glasses—one typical type of prescription sports activities glasses

A Brief Study of Fireplace Cup

Why Scientific studies are Essential for Cup Restore Services?

Stemless Wine Eyeglasses are the ideal option!

Benefits of using Appealing Glass Coffee Tables

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<http://www.allxtalent.com/?q=node/14399>

[#comment-41219](http://netwares-ink.com/node/2?page=812)

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Anonymous (2013-02-19 23:06:15)

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Glass Restore and Glass Preservation Isnt Just For Museums

House Cup Repair Will it Seem Sensible to Do-it-Your self?

6 Kinds Of Stunning And Beautiful Cup Display Cupboard

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<http://www.cdgs.org.uk/?q=node/104924>
[#post1523460](http://www.forums.dropbeatsnotbombs.com/showthread.php/752379-Let-Allow-amp-N umber-039s-Think-About-Consider-Gracefulness-Gace-of-Glass-Cup?p=1523460)
<http://www.koncept2001.hr/web/node/71203>
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[#p127327](http://kabayancommunity.com/viewtopic.php?pid=127327)
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<http://zakon404.pp.ua/content/discolored-glass-saw-simplifying-glass-reducin g>
[#p266582](http://www.communaute-sla.org/forum_sla/viewtopic.php?pid=266582)
[#new](http://digitalmidget.com/smf/index.php?topic=2097364.new)
[#post592400](http://www.degenmedia.com/repairsuniverse/showthread.php?313747-How-to-elimin ate-eyeglasses &p=592400)
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Anonymous (2013-02-19 23:10:05)

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Innovations in Cup Product packaging for Food and Drinks: Premium and sustainable programs and also the impact of rising markets

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Who Are In Need Of Progressive Eyeglasses?

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<http://server.grul.se/paraplyet/node/152247>

<http://yselle.lh.pl/xenapedia/?q=node/27314>

<http://mctommies.nl/index.php?q=node/38893>

<http://mrt72.ru/strani/dichroic-and-glass-disciplines-are-thriving-acr oss-nation.html>

[#post837980](http://www.rodzynek.tv/forum/showthread.php?p=837980)

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<http://www.pilar4.com.br/forum/viewtopic.php?f=4 &t=511185>

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Anonymous (2013-02-19 23:40:52)

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Stop Squinting - Use Studying Eyeglasses When You Really Need Them

Glass Language: glassmaking methods and other language A to Z Part 2

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<http://nbakhtina.ru/node/106184>

<http://www.kwantlenlanguages.com/node/91771>

<http://ayat.tima.org.tw/?q=node/158426>

<http://forum.cttf.getoffmyinternet.com/viewtopic.php?f=8 &t=63832>

<http://webboard.sbw.ac.th/index.php?topic=401426.new #new>

<http://awesome-craft.com/index.php?topic=620767.new #new>

<http://ekolinknk.ru/forum/viewtopic.php?pid=1155535 #p1155535>

<http://www.infinitiplanet.com/node/81428>

[http://www.forosmasterd.com/sugerencias/http-www-jevendsmonauto-forum-view topic-php-5622-t621-140040.html #p614582](http://www.forosmasterd.com/sugerencias/http-www-jevendsmonauto-forum-view-topic-php-5622-t621-140040.html#p614582)

<http://www.tedxearthquake90.com/reports/damage-report?page=2400 #comment-129848>

<http://szabadszaj.neobase.hu/tartalom/why-not-obtain-cheap-reading-glasses-internet>

<http://www.vandkretsen.se.test.levonline.com/forum/viewtopic.php?f=3 &t=987425>

<http://headaykeproductions.com/test/viewtopic.php?f=13 &t=47133>

<http://www.kingdomofpes.p2h.info/vb/showthread.php?p=30801 #post30801>

<http://www.antiimperialista.org/node/97453>

<http://videoyrok.ru/node/89841>

<http://www.pressemitteilung.in/do-you-want-pair-fashion-eyeglasses-188895>

<http://linguonauts.com/node/70973>

<http://iqgorod.ru/node/30858>

Related Article: <http://www.blogger.com/comment.g?blogID=7514309381863675686 &postID=7716440941669112359 &page=2 &token=1361332653115>

Anonymous (2013-02-19 23:59:23)

Enjoying the Complete Degree of Glass Bubbles

The Cup Champagne Flute When Compared With Other Glassware

Advantages Of Glass Panels For Office Partition

Look Awesome & Protect Your Eyes With Designer Doctor prescribed Eyeglasses!

Make Cup Table a Worthwhile Buy

<http://www.ibc.edu.pl/node/70929>

<http://nirvana.kz/node/40993>

<http://videoyrok.ru/node/90270>

<http://www.ioko-tuva.ru/node/39175>

<http://firetip.ru/forum/viewtopic.php?pid=652245 #p652245>

<http://forums.try2cms.com/viewtopic.php?f=2 &t=404589 &sid=bc4323f6001148d4c88a93c7dec9ed25>

<http://www.kecskemetivizisportklub.hu/node/42084>

<http://yselle.lh.pl/xenapedia/?q=node/27396>

<http://delvelogic.com/sona/?q=node/8 #comment-927619>

<http://forum.gravityinvestments.com/index.php?topic=205432.new #new>

<http://refugiosoldenoche.com.ar/?q=node/384015>

<http://leierer.org/test/?q=node/158813>

[#post1294615](http://www.camfrog.es/foro/showthread.php?p=1294615)

<http://www.fkjuniorskutec.cz/node/58732>

<http://forum.sportmatch.se/viewtopic.php?f=5&t=47337&sid=0a3c0ac28641815b1d422e8eff97187b>

<http://kristencapolino.org/live/node/185429>

<http://forum.safeonlinegambling.com/viewtopic.php?f=4&t=400337>

<http://forum.ehs95.de/viewtopic.php?f=1&t=684675>

<http://www.mczdevelopment.com/?q=node/69822>

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/30414>

Related Article: <http://www.robocommunity.com/forum/thread/18972/Rovio-New-Open-Source-Project> /js-
essionid=B1277226B9E2CF66611101976CA04759 %22; %5DSome

Anonymous (2013-02-20 00:10:23)

Put on cool studying glasses instead of traditional types

Significance of Fixing Car Cup in Burnaby

Large Eyeglasses Become the Most Popular Glasses

Best Studying Eyeglasses

Glasses - Drink to Coffee Eyeglasses

<http://tiendaenmiami.com/?q=node/15156>

<http://force-craft.com/viewtopic.php?f=11&t=53026>

<http://tecnologia.ffy.unc.edu.ar/formadores/node/60873>

[#post718743](http://www.xzks.cn/xzks/bbs/showthread.php?p=718743)

<http://eurocs.info/forum/viewtopic.php?f=31&t=11363>

<http://bps52.ru/cup-lifts-homes>

<http://www.10000articles.com/Glass-Trying-recycle-Tips-77565.html>

[#post75002](http://www.birouldecredite.ro/forum/showthread.php?p=75002)

[#new](http://trx400ex.org/forum/index.php?topic=248731.new)

<http://oriondesignhomes.com/bestbricks/?q=node/44191>

<http://www.juventudpatriotica.com/portada/node/65745>

<http://getasan.dyndns.org/phpBB3/viewtopic.php?f=2&t=174817>

<http://ultracraftonline.com/Forums/viewtopic.php?f=6&t=206391>

<http://nw-bastion.ru/forum/viewtopic.php?f=14&t=367690>

<http://www.rodriogo.eng.br/forum/viewtopic.php?f=1&t=595984>

<http://www.concessionariassociati.it/?q=opere/studying-eyeglasses-can-be-style-declaration>

[#5087](http://forum.surf-sail.com/viewtopic.php?p=5087)

<http://kristencapolino.org/live/node/185681>

<http://www.isede-net.eu/jobs/large-glasses-become-most-popular-glasses>

<http://buildermarks.com/node/34083>

Related Article: <http://cgi.www5c.biglobe.ne.jp/%7Ehighland/bbs/minibbs.cgi>

Anonymous (2013-02-20 02:00:21)

Fanfare Eyeglasses Could Be The Greatest Low Priced Buy For This Joyful Period

Display your personality with designer reading eyeglasses

Significance of Repairing Vehicle Cup in Burnaby

How to Suggest names for your Optical cup Store

Floral and Butterfly Style Martini Cup Arranged

<http://huggorimc.se/phpBB3/viewtopic.php?f=5&t=1315717>

<http://jovigames.com/community/viewtopic.php?f=3&t=690032>

<http://federerfan.ru/node/44065>

<http://www.andrzejpiaseczny.art.pl/e-forum/viewtopic.php?f=5 &t=423503>
<http://kristencapolino.org/live/node/185901>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=1957388>
<http://www.juventudpatriotica.com/portada/node/65973>
<http://202.143.165.211/board/index.php?topic=744949.new #new>
<http://www.malmostosi.it/MalmoCms/?q=node/7 #comment-11171>
<http://www.svetbezjmena.net/drupal/node/65205>
<http://www.oldeenglish.org/board/viewtopic.php?f=5 &t=120096>
<http://www.desantnic.ru/node/70644>
<http://greenleafinstitute.com/GliForum/index.php?topic=954120.new #new>
<http://137.92.97.157/groundswell/node/13486>
<http://iqgorod.ru/node/30924>
<http://www.ceg.net.au/?q=node/104213>
<http://altara-gilde.fr/index.php?topic=199520.new #new>
<http://test.manga-ar.com/showthread.php?p=1229676 #post1229676>
<http://thietbiytevn.org/forum/showthread.php?261343-AUTO-Cup-REPLACEME &p=346569 #post346569> NT-Things-that-you-desire-to-think-about
<http://www.die-fotogalerie.eu/foyer/node/76847>
 Related Article: http://cgi32.plala.or.jp/%7Ewishingy/custom_bbs/treebbs.cgi?act=artsel &tree=757269 &art=1318873917

Anonymous (2013-02-20 02:12:16)

Qualities and purposes of borosilicate glass

Attractive Cup Platforms UK

Making Discolored Glass

4 Benefits Of Using Cup Worktops For The Kitchen

Style Your House with Cup Entrance Door

<http://kvartal117.ru/phpBB3/viewtopic.php?f=3 &t=998575>

<http://centralwalleye.com/smf/index.php?topic=559239.new #new>

<http://chausle.com/?q=node/64747>

<http://firetip.ru/forum/viewtopic.php?pid=652080 #p652080>

<http://www.peme.hu/node/40015>

<http://slubiarnia.com/viewtopic.php?f=23 &t=170948>

<http://cinta.co.id/forum/index.php/topic,377886.new.html #new>

<http://www.kilatzin.com/phpBB2/viewtopic.php?p=373411 #373411>

<http://ntpos.ru/.cmsc/modules/forum/viewtopic.php?f=9 &t=176165>

<http://sp-rus.ru/viewtopic.php?f=101 &t=42985>

<http://nirvana.kz/node/41081>

<http://forum.sistemasdeengenharia.com.br/viewtopic.php?f=6 &t=51005>

<http://www.abruzzibrothers.com/drp518/?q=node/10642>

<http://vq.dmmclan.net/index.php/topic,73002.new.html #new>

<http://www.baranyamegye.hu/hobbilap.hu/?q=node/38315>

<http://www.antiimperialista.org/node/97752>

<http://www.celebmagazin.hu/node/240337 #comment-177527>

<http://www.capoeiracrete.gr/el/node/856971>

<http://demo.forum-software.org/minibb/index.php?action=vthread &forum=2 &topic=5 &page=449 #msg16431>

<http://creed.free-h.net/forum/index.php?topic=602467.new #new>

Related Article: <http://www.blogger.com/comment.g?blogID=4276871870184172363 &postID=1146075832360149081 &page=3 &token=1361340497318>

Anonymous (2013-02-20 02:13:38)

{How Can One|How Can I } {Find|Discover } {Quality|High quality } {Auto|Car } {Glass|Cup } Scranton
 {Useful Tips|Ideas } for {Creating|Making } {Enchanting|Charming } {Stained|Discolored } {Glasses|Eyeglasses }
 {Cute|Adorable } {Glasses|Eyeglasses } : {Children|Kids } & { #|Number } 039s {Playmates|Play pals } {as well as|in addition to }
 {Vision|Eyesight } Corrector
 {How to|How you can } {Select the|Choose the } {Perfect|Ideal } {Wine|Wines } {Glasses|Eyeglasses }
 {Importance of|Need for } {Glass|Cup } Splashbacks
<http://www.kufriholidayresort.com/node/216919>
<http://ayat.tima.org.tw/?q=node/157995>
<http://www.szamoca-gyermekcentrum.hu/drupal/node/44738>
[#new](http://gebze-mebsinavsystemleri.gov.tr/index.php?topic=556670.new)
<http://frusse.com/node/41581>
<http://www.koncept2001.hr/web/node/71140>
<http://colinasdelabahia.com/?q=node/204385>
<http://iqgorod.ru/node/30825>
<http://www.baywing.net/vca-dp/index.php?q=node/31984>
<http://www.disney-pirates-music.de/node/296115>
<http://golfandstyle.pl/pl/node/44955>
<http://www.moviemaza.com/content/everything-you-need-know-about-taken-cup-decor>
<http://distinctivelycleveland.com/node/194967>
<http://www.opensource4arab.com/node/70943>
<http://onevoiceforscience.info/node/39891>
<http://labs.fatpitchfinancials.com/node/99564>
<http://www.die-fotogalerie.eu/foyer/node/77246>
<http://conexoes.futuro.usp.br/?q=node/36587>
[#1335544](http://148.215.202.57/nleg/Foro/viewtopic.php?p=1335544)
<http://a.parsons.edu/%7Emotioncapture/blog/node/4282>
 Related Article: <http://www.nestabdom.lt/blogs/nerealus-makro-kadrai-6780/> #comment-501724

Anonymous (2013-02-20 03:14:16)

Tortoiseshell sq . glasses will never let you down
 Austin Auto Cup Replacement and Car windows Repair
 Producing Sense of Various kinds of Home Window Cup
 Reflection of the people identity: Precious metal Coastline Cup Windows and doors
 Cup BeadsThe Protagonist of favor
<http://zakon404.pp.ua/content/do-you-want-pair-style-glasses>
[#post90249](http://almarh.net/vb/showthread.php?p=90249&posted=1)
<http://www.pressemitteilung.in/searching-expert-car-cup-restore-greater-toronto-area-188643>
http://wowlista.szunyi.com/forum/viewthread.php?thread_id=337087
<http://a.parsons.edu/%7Emotioncapture/blog/node/4267>
<http://lubichi.beloomut.ru/node/67711>
<http://216.97.237.184/uncarcare/bbs/viewthread.php?tid=2620158&extra=>
<http://www.szamoca-gyermekcentrum.hu/drupal/node/44874>
<http://golfandstyle.pl/pl/node/44461>
<http://www.sattrarp.se/?q=node/59303>
<http://karalenka.by/blog/earnings-and-perils-inexpensive-eyeglasses-online>
<http://pravmed.ru/node/17362>
[#new](http://androidbase.net/index.php?topic=159533.new)
<http://h7.hu/hh/?q=hu/node/136698>

<http://ur.hannesgrunert.de/forum/viewtopic.php?f=12 &t=39832>
<http://redefam.com.br/forum/viewtopic.php?f=11 &t=1833985>
<http://auctions.hertlein.cc/node/41923>
<http://digitalmidget.com/smf/index.php?topic=2097125.new #new>
<http://kazimbal.com/forum/showthread.php?p=607007 #post607007>
<http://www.elpo.sk/node/70260>
Related Article: <http://1x1-1.m78.com/bbs/simbbsex.cgi?>

Anonymous (2013-02-20 04:01:23)

Reflection of an people identity: Precious metal Coastline Cup Doors and windows
Create Elegant Effects at your house . with Cup Tiles
Vision Without Eyeglasses Evaluation - Does Eyesight Without Glasses Work?
Venetian cup - Custom of Quality
Study Report on Chinese language Car Glass Industry, 2010-2011
<http://www.litarmania.am/node/99383>
<http://refugiosoldenoche.com.ar/?q=node/384384>
<http://acsa08.com/support/viewtopic.php?f=3 &t=419616>
<http://www.degenmedia.com/repairsuniverse/showthread.php?314161-Fashionable-men-s-studying-eyeglasses &p=592998 #post592998>
<http://sohailhameed.com/masjid/node/53019>
<http://www.supricentro.com.br/comunidade/viewtopic.php?f=29 &t=1196854>
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/30523>
<http://our-forum.com/urawina/index.php?topic=854547.new #new>
<http://guildalfa.ru/forum/index.php/topic,51215.new.html #new>
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/30472>
<http://glawg.com/?q=node/246080>
<http://www.mauhopdong.vn/showthread.php?t=341152 &p=548568 #post548568>
<http://forum.aleksi.org/index.php?topic=278282.new #new>
<http://mail.e-academia.ru/node/219253>
<http://www.tima.org.tw/ayat/?q=node/157928>
<http://telecomunicaciones.org.mx/?q=node/94746>
<http://portalps3.com.br/Forum/viewtopic.php?f=3 &t=709239>
<http://photography.jimyi.com/viewtopic.php?f=3 &t=68754>
<http://yselle.lh.pl/xenapedia/?q=node/27250>
<http://motosvicente.es/foro/viewtopic.php?f=1 &t=46037>
Related Article: <http://www.strouk.com/wwwboard/messages/4818.html>

Anonymous (2013-02-20 04:04:23)

Cup Cullet Processing Techniques and Glass Crushing Gear
Reading glasses don't have to be boring
More Comfortable Enjoy with the Plastic Body Eyeglasses
Logo and Cost of Baseball Eyeglasses
Which Stemless Wines Glasses are for you personally?
<http://rus-reduktor.ru/node/30149>
<http://www.die-fotogalerie.eu/foyer/node/76890>
<http://www.szamoca-gyermekcentrum.hu/drupal/node/44543>
<http://forum.sciana.by/viewtopic.php?f=10 &t=950416>
<http://da.freedom-vrn.ru/viewtopic.php?f=3 &t=1144398>
<http://digitalmidget.com/smf/index.php?topic=2099259.new #new>

<http://lifeincampus.com/betav1/?q=node/514271>
<http://cinta.co.id/forum/index.php/topic,378015.new.html> #new
<http://a.parsons.edu/%7Emotioncapture/blog/node/4275>
<http://ojmarketing.ca/forum/viewtopic.php?f=3&t=24960>
<http://www.camfrog.es/foro/showthread.php?p=1294642> #post1294642
<http://www.hh.h7.hu/?q=hu/node/137923>
<http://www.cms.profiwebs.eu/?q=node/10&page=161> #comment-8069
<http://apotheosis.invalidresponse.net/index.php?topic=791934.new> #new
<http://www.kvartal117.ru/phpBB3/viewtopic.php?f=3&t=998387>
<http://server.grul.se/paraplyet/node/152084>
<http://our-forum.com/urawina/index.php?topic=855572.new> #new
<http://gameofgeeks.com/roanoke/forum/viewtopic.php?f=4&t=420216>
<http://budgetgaming.org/forums/viewtopic.php?f=4&t=253647>
<http://www.peme.hu/node/40334>
 Related Article: <http://www.nakanotana.jp/cgi-bin/sakurabbs/sakurabbs.cgi?page=64>

Anonymous (2013-02-20 05:57:42)

{Auto|Car } {Glass|Cup } {Repair|Restore } {Helps|Assists } {Maintaining|Sustaining } {the Condition of|the health of } {Your Vehicle|Your Automobile }
 The {folding|foldable } {reading|studying } {glasses|eyeglasses } can {fit in|easily fit in } {anyone|anybody } & { #|Number }039s {budget|spending budget }

{Glass|Cup } {Mosaic|Variety } - {The new|The brand new } {fashion|style } {statement|declaration }
 {Best|Greatest } {Automotive|Car } {Glass|Cup } {Replacement|Substitute } {Services|Providers }
 {Optical|Eye } {glass|cup } {suppliers|providers } {for all your|for your } {glass|cup } {needs|requirements }

<http://www.abruzzibrothers.com/dr518/?q=node/10538>
<http://ele.tka4.org/main/index.php?q=node/6812>
<http://www.isditderozewolk.nl/node/40355>
<http://draw.freedomhouse.org/node/123018>
<http://rus-reduktor.ru/node/30297>
<http://202.143.165.211/board/index.php?topic=744991.new> #new
<http://community.idban.net/index.php?topic=584977.new> #new
<http://waterspiegel.be/phpBB3/viewtopic.php?f=4&t=74958&sid=a16a3247faa982de4a0ccbbf6bb83479>
<http://foro.ceeafem.org/node/49023>
<http://abudhabi-mobile.com/node/1485955>
<http://elipszilon.hu/?q=node/127625>
<http://www.ilusophoenix.com.ar/base/node/29277>
<http://xenofa.com/rotaryebene/forum/viewtopic.php?f=3&t=419776>
<http://consult-bg.biz/node/46031>
<http://armlinsoft.com/node/52611>
<http://zahradnictvistrazky.cz/cz/node/45137>
<http://www.wbrowser.com/index.php?q=node/26306>
<http://www.inequitalia.it/node/62967>
<http://test.kwanlindun.com/forums/viewthread/42042/>
<http://www.gellertheygy.priv.hu/node/43273>
 Related Article: <http://www.choi-net.to/luna2/bbs/light.cgi?res=77862>

Anonymous (2013-02-20 06:09:28)

The {Glass|Cup } {Champagne|Bubbly } Flute {Compared To|When Compared With } Other {Glassware|Glasses }
 {How to|How you can } {Fix|Repair } a {Scratch|The begining } on {Optical|Eye }- {Grade|Quality } {Glass|Cup }

{Different|Various } {Glass|Cup } {Cleaners|Cleansers }
 How {to get rid of|to eliminate } {glasses|eyeglasses }
 {Reading|Studying } {Glasses|Eyeglasses } {that You|that you simply } {Don|Wear } & { #|Number }039t Know
<http://www.distinctivelycleveland.com/node/195117>
<http://hh.h7.hu/?q=hu/node/137713>
<http://www.statushamburg.de/?q=de/node/22924>
<http://www.reggaetonfull.com/foros/showthread.php?p=372865 #post372865>
<http://www.truskavec.com.ua/node/38769>
<http://getasan.dyndns.org/phpBB3/viewtopic.php?f=2 &t=174876>
<http://annamacharya.co.in/node/339389>
<http://nahalo.ru/?q=node/44774>
<http://www.czviktor.hu/tars/?q=node/47297>
<http://embraceguild.com/forums/viewtopic.php?f=3 &t=83071>
<http://forum.safeonlinegambling.com/viewtopic.php?f=18 &t=400197>
<http://www.boatsee.com/beta04/?q=node/36295>
<http://www.museudamusicamecanica.com/forum/viewtopic.php?f=3 &t=333962>
<http://www.cdgs.org.uk/?q=node/104859>
<http://herosat.ga2h.com/vb/newreply.php?do=newreply &noquote=1 &p=18652>
<http://forumas.varpodrama.lt/difficult-toughened-cup-t290740.html>
<http://history.newmotion.ru/node/21094>
<http://www.czviktor.hu/tars/?q=node/47320>
<http://analogbit.com/node/106765>
<http://yamaltour.ru/content/more-comfortable-appreciate-plastic-frame-glass es>
 Related Article: <http://cgi.educities.edu.tw/true14/cgi-bin/treebbs/treebbs.cgi?act=artsel &tree= &art=1313239504>

Anonymous (2013-02-20 06:10:04)

Artwork Toe nail Tips, Airbrushed Toe nail (complete Include and Half Tip), Natural Tips, Nail Label, Body Tattoos, Toe nail Jewelry, Toe nail Dangle, Toe nail Document (cup Nail Fahrenheit)
 Frosted Cup Doorways for Modern Interior Spaces
 Glass Jewelry
 How You Can Repair A Leaded Glass Solar panel
 Get Window Glass Substitute Made by Skilled Specialists
<http://173.203.100.146/node/126093>
<http://www.pressemitteilung.in/be-part-action-three-dimensional-film-eyeglass es-188654>
<http://gameofgeeks.com/roanoke/forum/viewtopic.php?f=4 &t=420070>
<http://www.sattrarp.se/?q=node/59389>
<http://www.chulase.com/showthread.php?p=2664259 #post2664259>
<http://www.l-edia.com/drupal/node/42791>
<http://lt.ladyspace.eu/forum/viewtopic.php?f=4 &t=270816>
<http://www.peme.hu/node/40233>
<http://filmao.com/forum/phpBB3/viewtopic.php?f=7 &t=42550>
<http://a.parsons.edu/ %7Emotioncapture/blog/node/4272>
<http://taiba-school.edu.sa/vb/showthread.php?p=371076 #post371076>
<http://scholz-net.org/geek-cooking/viewtopic.php?pid=1310642 #p1310642>
<http://unipmed.it/content/characteristics-respected-car-glass-shops>
<http://xn-l1adgmc.xn--7sbbsrahbcdqne5cfn4cyc.xn-p1ai/viewtopic.php?f=3 &t=184516>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=1957569>
<http://www.pixelatedviews.net/vb/showthread.php?179-Make-sure-you-reply &p=495206 &posted=1 #post495206>
<http://local983.org/node/39300>

[#new](http://www.misdemos.com.mx/smf/index.php?topic=2255341.new)
<http://elpoyo.com/?q=node/61851>
<http://demonologia.ru/node/7463>
 Related Article: <http://www.whiteangelministries.com/wwwstaffboard/messages/54650.html>

Anonymous (2013-02-20 08:09:45)

Easy Tips for Deciding on the best Doctor prescribed Glasses

Can Studying Eyeglasses Harm Your Eyes Or Make Your Eyesight Worse?

Theresienthal Very Painting Eyeglasses

Obturation With Single Cone ProTaper Universal Gutta Percha and Cup Ionomer On Mesial Drifted Second Molar

Designer Prescription Eyeglasses - For Fashion or Necessity

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Anonymous (2013-02-20 09:07:41)

Basic Information On Cup Substitute Services

How To Make a Borosilicate Lampwork Cup Coronary heart Necklace

Celebrities and custom studying glasses

What are various types of glass bead producing techniques?

A good the Sexy Weapons—Kitty Eye Glasses

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Anonymous (2013-02-20 10:09:19)

Doctor prescribed Eyeglasses that We Come Across probably the most - Reading Glasses
Are Studying Eyeglasses Optional?
Making Feeling of Various kinds of Residential Windowpane Glass
4 Kinds of Style Glasses Help You Stay in Style of Stylish
Professional Glass Restore in Coquitlam for Much better Outcomes
http://cs.magma-net.pl/forum_wow_tw/viewtopic.php?f=28&t=47442
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1692539>
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Anonymous (2013-02-20 11:09:09)

How to get rid of eyeglasses
Profits and Perils of Inexpensive Glasses Online
Do You Need a Pair of Style Eyeglasses
How To Restore A Leaded Glass Solar panel
Be Unique and Attractive With Hand crafted Cup Bead Anklet bracelets
<http://www.concessionariassociati.it/?q=opere/drill-glass-these-simple-s-tepshow-fit-rimless-glasses>

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Anonymous (2013-02-20 12:05:18)

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Importance of Car Glass Services

Semi Rimless Eyeglasses - A Unique Method to Improve Looks

Producing Sense of Various kinds of Home Window Glass

Style Your House with Cup Entrance Door

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Anonymous (2013-02-20 13:09:29)

three reasons you should purchase a cup leading dining table for your new dining room

Beautiful handmade jewelry constructed from cup

Reverse cup piece of art | Glass Piece of art

Car Cup Installation Security Standards to Follow in Windshield Replacement

So Why Do I Buy Bifocal Safety Glasses?

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Anonymous (2013-02-20 13:10:24)

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7 Benefits Of Using Glass Splashbacks For Kitchens

Kinds of Ale Pint Glasses to consider

Steps To Make a Borosilicate Lampwork Glass Heart Pendant

It Is Time for Cool Studying Eyeglasses

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Anonymous (2013-02-20 13:12:15)

Eyesight With out Glasses Review Are you prepared to try it?

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Cup Repair and Glass Conservation Is not Just For Galleries

Safety Eyeglasses Protective Shield for Precious Eye

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Anonymous (2013-02-20 13:13:36)

The Uses and Advantages of Glass Fresh paint

Presenting Reglaze Glasses Online

Cutting Cup For The Presented Photographic Artwork - A Real Problem

save earth reuse cup

7 Obvious reasons Stemless Wines Glasses are worth how much they weigh in precious metal!

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Anonymous (2013-02-20 15:01:44)

Sparkly Dichroic Glass Background

Reglaze Eyeglasses Newcomer!

Creativity with Stained Cup

Inexpensive Rimless Glasses- So Inexpensive That You Can Not Resist

Auto Cup Restore Helps Sustaining the health of Your Vehicle

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Anonymous (2013-02-20 15:08:48)

{How to Choose|How to pick } Martini and {Wine|Wines } {Glasses|Eyeglasses }

{Picking The Right|Choosing The Right } {Wine|Wines } {Glass|Cup } {for the|for that } {Wine|Wines }

Tiffany {glass|cup }

{Reading|Studying } {Glasses|Eyeglasses } {that You|that you simply } {Don|Wear } & { #|Number }039t Know

{Sun|Sunlight } {City|Town } {West|Western } {Auto|Car } {Glass|Cup } : {Be Aware of|Be familiar with } {Illegal|Unlawful }

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<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=1958794>

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Anonymous (2013-02-20 16:06:46)

Creativeness with Discolored Cup

Obvious Glasses Make Style All over the place Inside Your Achieve

A number of Cup Ale Glass Styles

Producing Sense of Different Types of Home Window Cup

From Ordinary to Stunning - Tiffany Glass, Part 1

<http://da.freedom-vrn.ru/viewtopic.php?f=3&t=1144483>

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Anonymous (2013-02-20 18:25:45)

Becoming dehydrated can cause serious damage to you and your baby.

The Extreme Q vaporizer by Arizer though is certainly a

challenger to the Volcano vaporizer digital and at a couple of hundred dollars less

well worth considering. A vaporizer will be the best thing since sliced bread.

Anonymous (2013-02-21 00:45:43)

This is called the crumb coat – and for good reason, as much of the

crumbs pull away and get mixed up in the frosting.

With a click of the button the herbs heat up super fast, and

the best part is that the external part of the vape is cool to the touch making the handling

of the vape super easy. But no, it does not give you energy but it does kill your lungs and provide you with lung cancer.

my page ... volcano vaporizer

*My page > **volcano vaporizer***

Anonymous (2013-02-21 07:27:23)

buy xanax no prescription unsafe dosage xanax - xanax 2 mg sr

Anonymous (2013-02-21 09:42:58)

The only intention of this device is that to provide

you the same essence of smoking but in a much safer way

and this is only possible with herbs. A vaporizer making use

of a temperature deal with may be the best option for somebody making an attempt to get the perfect rewards from their herbs along with a digital vaporizer is easier to

employ than an analog vaporizer. Every section of society is getting involved to

increase the consciousness about health.

Feel free to visit my web page; best vaporizers

Anonymous (2013-02-21 12:53:26)

Adore although not Affordable Louis Vuitton Multicolor Judy Handbags

Lv Handbags design of each series of the very most popular walk in the front

Care for Your Lv Handbag

No 4. Stylish Men's Purse, Louis Vuitton Naxos Physician

Effects of Purchasing Reproduction Lv Purses and Other Add-ons

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Anonymous (2013-02-21 13:48:37)

Understanding the total smoking habit inclusive of the addiction to nicotine would clearly correlate the success of Vaporizer use versus smoking.
 Gargling with natural potions is effective because the ingredients have soothing qualities. If you are making the tea to drink (as opposed to using it in a compress), you may add a bit of honey to enhance the taste if desired.

Anonymous (2013-02-21 14:10:42)

The brain is the central commanding post of any human activity;
 an individual brain's capacity and development dictates how well an individual carries out issues relating to life. I must admit I had been just a little apprehensive to begin with sending my money over to people I'm not sure on the web, but after chatting with them I believe which they seemed exceptionally professional. Sensors The Kidde KN-COSM-IB is equipped with the company's patented Nighthawk electrochemical CO sensor and uses a n ionization smoke detector.
 Here is my weblog :: portable Vaporizer

Anonymous (2013-02-21 14:35:21)

Make sure that a friend knows where you will be and at what times, as well as the name of the person.
 Realistic features can make all the difference in a completed and coherent look. Tie a firm knot at the end of the thread and slip the needle between the two layers of fabric at the start of the hole.
 My blog post; Volcano Vaporizer

Anonymous (2013-02-21 19:45:08)

Why You Should Buy Lv Shades

Smart Tips For Purchasing Low cost Louis Vuitton Totes Online

Is really a Lv Bag for you personally?

Louis Vuitton Sofia Coppola Collection Comes with Stylish Lifestyle

What's Replicastore.net Promoting

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Anonymous (2013-02-21 19:47:39)

Spot fake Louis Vuitton Handbags prior to buying assist you to satisfy each and every requirements of the woman

Custom Purses - How To Pick An Ideal Purse You've Always Dreamt Of

Love It without Doubt Lv Sunglasses

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Louis Vuitton Sale

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<http://www.answers-userpoints.chipcleary.com/node/437>

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Anonymous (2013-02-21 19:52:01)

Lv 2009 City Instructions - New York, a Vibrant, Intellectual and Legendary City

Lv Speedy Tote

The Lv totes for champagne

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Louis Vuitton 2009 City Instructions - MUMBAI, an amazing, Bewitching Megalopolis

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Anonymous (2013-02-21 19:57:44)

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Louis Vuitton Reproduction Handbags Keep Women in which to stay Vogue

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[#p4592](http://gilde.premium.free.fr/viewtopic.php?f=6&t=2602&p=4592)

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<http://forum.dazitov.com/index.php?topic=1124425.new#new>
<http://www.quality-travel.org/viewtopic.php?f=15&t=176368>
<http://www.applicationgroup.com/forums/index.php?topic=305236.new#new>
<http://digitalmidget.com/smf/index.php?topic=2124704.new#new>
<http://zahradnictvistrazky.cz/cz/node/47578>
<http://forum.friendsserver.com/viewtopic.php?f=8&t=27747>
<http://punktotal.com/forum/viewtopic.php?f=3&t=40617>
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Anonymous (2013-02-21 20:43:55)

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<http://forumhyundai.ru/o-forume/18100-attempt-own-1-louis-vuitton-purse.html#post57197>

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Anonymous (2013-02-21 21:34:44)

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Anonymous (2013-02-21 21:47:50)

Lv 09 Springtime Add-ons Ad Campaign Evaluation

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Anonymous (2013-02-21 22:51:09)

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Anonymous (2013-02-21 22:52:05)

Ladies imagined using a women purse with fashion collection

Why Louis Vuitton Handbags and Purses Symbolize First Class High Fashion

Designer Reproduction Purses You Get That Which You Wish

Find the Drawbacks of purchasing Reproduction Lv Tote instead of Original 1

Place fake Louis Vuitton Handbags prior to shopping help you fulfill each and every needs of the lady

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Anonymous (2013-02-21 22:53:44)
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Your Very Best Fashion Option - Lv
LV kalahari, the bag of the season 2009
Going with Mulberry totes - a safety insurance to enjoy your vacation around the globe
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<http://budgetgaming.org/forums/viewtopic.php?f=4&t=255893>
<http://173-203-100-146.static.cloud-ips.com/node/135438>
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Anonymous (2013-02-21 23:44:14)
Is really a Lv Bag for you personally?
Alexa Chung Stuns Louis Vuitton Ready to Wear Show
Some kind of Louis Deceptive Purse which will look just as one conventional 1
Purchasing Branded Totes Online
Louis Vuitton Reproduction Totes Better Alternative for Budget Conscious Clients
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Anonymous (2013-02-22 00:44:26)

Duomo, A Classic Louis Vuitton Damier Fabric Bag

Luxurious Custom Replica Louis Vuitton Handbags

Lvmh Provides Strong Very first Half Style Product sales

Louis Vuitton's identification method:

Louis Vuitton Bags and Handbags Defining One Course and magnificence

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<http://cococharcoal.com/node/107601>

<http://alternativwg.lima-city.de/viewtopic.php?f=3&t=1235>

<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/77681>

<http://www.mylasounds.com/firesite/node/44031>

<http://www.chiropraxie-lambrecht.be/node/61463>

<http://nz501st.com/forums/viewtopic.php?f=2&t=47446>

[#new](http://mptcwebdev.net/smf/index.php?topic=617630.new)

<http://www.inequitalia.it/node/67000>

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Anonymous (2013-02-22 00:47:46)

Duomo, {A Classic|A Vintage } {Louis Vuitton|Lv } Damier {Canvas|Fabric } {Bag|Tote }

{Louis Vuitton|Lv } {Monogram|Monogrammed } Vernis Alma with {Grace|Elegance } {and Sophistication|and class }

{Women|Ladies } & { #|Number }039s {First|Very first } {Choice|Option } : The {Louis Vuitton|Lv } {Handbags|Purses }

{How to|How you can } Atom a {Affected|Impacted } {Louis Vuitton|Lv } {Handbag|Purse }

The {Shining|Glowing } LV {Handbags|Purses } {Just for|Only for } You

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<http://armlinsoft.com/node/54806>

<http://www.nstilburg.nl/forum/viewtopic.php?f=3&t=930574>

<http://www.ubuntunews.info/node/81936>

<http://www.ird.rmutr.ac.th/clinictch/drupal/?q=node/24474>

<http://true-drive.co.il/forum/viewtopic.php?f=5&t=150986>

<http://novoekino.com.ua/?q=node/24823>

<http://zakon404.pp.ua/content/scientists-say-consuming-three-plums-cuts-risk-stroke>

<http://iqgorod.ru/node/32782>

<http://www.mcaudy.net/drupalflexlj/node/171222>

<http://ethnoglobus.com/node/49013>

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<http://www.czviktor.hu/tars/?q=node/50285>
 Related Article: http://www.gahsc.org/forums/Human_Resources/posts/1456.html

Anonymous (2013-02-22 00:57:22)

Exclusive range of bags available in Patricia Vuitton fall/ winter collection 2011-2012
 The popular Louis vuitton purses shopping on the web
 Lv Monogrammed Vernis Alma with Grace and class
 How you can thoroughly clean your Louis Vuitton Handbags
 Lv Several Pocket book N62663
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<http://wowtutorial.org/php-perl-shell-etc-scripts/louis-vuitton-ne-w-taiga-backpack-another-serena-polar-11724.html>
<http://www.juventudpatriotica.com/portada/node/69829>
<http://www.l-edia.com/drupal/node/45322>
<http://www.chiropraxie-lambrecht.be/node/61634>
<http://mmocenter.hu/node/171040>
http://www.net4biz.net/hms/index.php?option=com_fireboard&Itemid=60&func=view&catid=11&id=249764
<http://greenlifefinancial.net/glf/?q=node/57667>
<http://armlinsoft.com/node/54672>
<http://hh.h7.hu/?q=hu/node/143989>
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<http://au-rum.ru/node/20870>
<http://novoekino.com.ua/?q=node/24750>
<http://www.xzks.cn/xzks/bbs/showthread.php?p=728511#post728511>
<http://www.eigenwijsstudereren.be/cms/node/68950>
<http://tecnologia.ffy.unc.edu.ar/formadores/node/63451>
<http://pescaentreamigos.com.br/forum/viewtopic.php?f=3&t=218214>
<http://www.opensource4arab.com/node/74018>
 Related Article: <http://rocky-mount.nc-apartments.com/add.php>

Anonymous (2013-02-22 01:50:54)

Lso are-taste The Classic Monogrammed Volupt collection
 Be Interested in the Lv Mon Monogrammed Support
 Kate Moss Simplest ever with Lv Concrete Purse
 Staff in the court and nobility of Louis
 How to Spot Phony Louis Vuitton Purses!
<http://bgmath.org/phpBB/viewtopic.php?p=2447381#2447381>
<http://greenlifefinancial.net/glf/?q=node/57780>
<http://sp-rus.ru/viewtopic.php?f=101&t=45932>
<http://forum.merchantthegame.com/viewtopic.php?f=13&t=926&p=117642#p117642>
<http://173-203-100-146.static.cloud-ips.com/node/134539>
<http://forum.ehs95.de/viewtopic.php?f=1&t=686830>
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<http://larp-resources.com/site1/?q=node/27473>
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<http://www.mcaudy.net/drupalflexpg/node/171217>
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<http://motosvicente.es/foro/viewtopic.php?f=1 &t=50531>
<http://helteakademiet.com/forum/viewtopic.php?f=5 &t=1233505 &sid=68b7fa8572902688ef09b153f2f70f81>
<http://butterfly.fr.nf/english/node/25367>
<http://forumhyundai.ru/o-forume/18143-finding-cheap-lv-shoes.html #post57357>
<http://aspig.net/forum/index.php?topic=66122.new #new>
<http://trx400ex.org/forum/index.php?topic=268928.new #new>
<http://www.desantrnic.ru/node/73367>
<http://www.saigoneverything.com/saigoneverything/phpbb/viewtopic.php?f=2 &t=300666>
<http://ankakennel.com/viewtopic.php?f=1 &t=2368>
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Anonymous (2013-02-22 02:42:58)

The 150 years history of Lv
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Eco-friendly and Orange Space Males Charms from Lv
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<http://www.studioverdonk.nl/tantrix/node/18104>
<http://petshelper.ru/forum/viewtopic.php?pid=661403 #p661403>
<http://www.bursadansevi.com/node/161885>
<http://e-academia.ru/node/227378>
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<http://www.swissbrainlab.ch/drupal/?q=node/46423>
<http://www.bursadansevi.com/node/161500>
<http://www.maptechnology.com.br/forum/viewtopic.php?f=2 &t=690728>
<http://job-syria.com/forums/viewtopic.php?f=20 &t=103795>
<http://svetbezjmena.net/drupal/node/69408>
<http://www.onevoiceforscience.com/node/45152>
<http://distinctivelycleveland.com/node/198174>
<http://rus-reduktor.ru/node/31613>
<http://campus.lawschool.by/viewtopic.php?f=37 &t=309571>
<http://www.svetbezjmena.net/drupal/node/69551>
<http://lifeincampus.com/betav1/?q=node/524704>
<http://abudhabi-mobile.com/node/1515117>
<http://www.selvom.com/anslagstavla/viewtopic.php?f=7 &t=719413>
Related Article: <http://www.northberwick.org.uk/guestbook.html>

Anonymous (2013-02-22 10:28:48)

soma carisoprodol carisoprodol snort - carisoprodol 350 mg - 90 tabs

Anonymous (2013-02-22 11:48:46)

A built-in "end of life" function beeps to let you know when it is time to re place it.

A drug that can induce memory loss, distorted perception, trouble with thinking and problem solving, loss of motor skills,

decrease in muscle strength, increased heart rate, and anxiety

3. Inquiries should be addressed to info@healthytreatments.

my blog post: Vaporizer

Also see my page :: **Vaporizer**

Anonymous (2013-02-22 11:49:37)

[buy xanax online overnight drug interactions xanax valium - xanax withdrawal symptoms duration](#)

Anonymous (2013-02-22 12:50:55)

{Louis Vuitton|Lv } - {Expensive|Costly } but {Popular|Well-liked }

{Pretty|Fairly } and {Amazing|Incredible } Isabeli Fontana {be the|function as the } Covergirl of {Vogue|Style } {Paris|London }

{November|The fall of } 09 {Issue|Problem } {Again|Once again }

{Japanese|Japoneses } and {Luxuries|Entertainment }

{Fashionable|Trendy } {Monogram|Monogrammed } {Denim|Jeans } for {the New Year|2012 }-handbagseshop

{Louis Vuitton|Lv } {Handbags|Purses } is {every|each and every } {women|ladies } & { #|Number }039s {dream|desire }

<http://naughtyandnicellc.com/?q=node/23574>

<http://blog.soluzioneimmobile.com/node/124812>

<http://quality-control.org/node/88837>

[#p663482](http://firetip.ru/forum/viewtopic.php?pid=663482)

<http://david-kunath.de/node/46423>

<http://atom-ufa.ru/?q=node/30345>

<http://sp-rus.ru/viewtopic.php?f=101&t=45852>

<http://apbc.org.br/forum/viewtopic.php?f=2&t=1091017>

[#new](http://ridethailand.com/forum/index.php/topic,1068277.new.html)

[#634750](http://www.aeri-resistance.com/forum_phpbb/viewtopic.php?p=634750)

<http://onevoiceforscience.com/node/44710>

<http://kilo-413.com/forum/viewtopic.php?f=3&t=427630>

[#comment-12252](http://www.malmostosi.it/MalmoCms/?q=node/7)

[#p1323163](http://scholz-net.org/geek-cooking/viewtopic.php?pid=1323163)

<http://www.fkjuniorskutec.cz/node/61017>

<http://www.sattrarp.se/?q=node/64289>

[#post564708](http://dnyty.net/supportOld/showthread.php?p=564708)

<http://www.apcafricawomen.org/awip/?q=node/52594>

[#new](http://xn--7sbcqk0amgcheucdl4nnb.xn-p1ai/forum/index.php?topic=84211.new)

<http://hh.h7.hu/?q=hu/node/143779>

Related Article: <http://www.wavejammer.com/bbs/messages/23015.html>

Anonymous (2013-02-22 12:51:12)

Researchers say eating 3 plums cuts risk of a stroke

Maintaining Louis Vuitton Handbags Made of Various Materials

Is buying replica purses waste materials of cash?

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Luxurious Top quality iPad Cases: Style and Technology Together

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<http://www.opensource4arab.com/node/73653>

<http://glawg.com/?q=node/249186>

<http://www.sustainmeant.nl/node/417015>

<http://au-rum.ru/node/20782>
[#new](http://our-forum.com/urawina/index.php?topic=868941.new)
<http://forum.sistemasdeengenharia.com.br/viewtopic.php?f=6&t=54098>
<http://www.abruzzibrothers.com/drp518/?q=node/11813>
[#p663471](http://firetip.ru/forum/viewtopic.php?pid=663471)
<http://www.l-edia.com/drupal/node/45539>
<http://www.gellerthegy.priv.hu/node/46058>
<http://foropluton.rtve.es/posting.php?mode=reply&f=33&t=544758>
<http://golfandstyle.pl/pl/node/47525>
<http://www.infinitiplanet.com/node/83858>
[#post949369](http://www.donegalconnect.org/showthread.php?257986-The-Best-Way-To-Place-an-imitation-Lv-Bag&p=949369)
<http://pb.obninsk.ru/forum/viewtopic.php?f=2&t=43914>
<http://kristencapolino.org/live/node/189195>
[#p685746](http://www.animals.in.ua/forumanimals/viewtopic.php?pid=685746)
 Related Article: <http://you-group.fte.jp/cgi-bin/tetu/light.cgi?res=33779>

Anonymous (2013-02-22 13:14:04)

Since marijuana is the most common illicit drug used by adults, and the one detected in up to 90 percent of all "positive" urine tests, this article still has profound implications for current public and employer policies. Smoking cannabis also exposes others to your medicine through second-hand inhalation and while you might appreciate the skunky, pungent aroma, others may not. Bubbler pipes and stand-up water pipes are for smokers who want cleaner and healthier smoke. Also visit my web-site - Vaporizer

Anonymous (2013-02-22 13:40:45)

The Extreme Q unlike the volcano comes with a glass oil diffuser than can be used for aromatherapy and also pot pourri heating and releasing steam. With the help of this lithium ion battery the user can use it for 3 hours continuously. It is the latest and greatest in the new generation of herbal incense. Feel free to visit my web-site; Vaporizer

Anonymous (2013-02-22 14:27:20)

It also is forbidden which makes it all the more alluring to teenagers, thus the low starting age for many people. 7 kilograms) and petite (the unit has dimensions of 15. Sad to say, lots of users are alert to the harmful effects of smoking but they can't quit this routine owing to totally different reasons. Feel free to visit my homepage - Vaporizer

Anonymous (2013-02-22 14:41:46)

Louis Vuttion Travel Notebook computers Evoke a New Era of Travel
 Phony Louis Vuitton - Low Prices
 Staff in the courtroom and nobility of Louis
 No.08 Lv Damier Graphite Canvas Tadao
 Louis Vuitton Purses

<http://forum.friendsserver.com/viewtopic.php?f=8 &t=27780>
http://kadreaforum.realtyserver.com/member_forum/viewtopic.php?p=114144 #114144
<http://www.reliver.net/linkedforum/viewtopic.php?f=5 &t=1967130>
<http://mafiavoice.com/showthread.php?49114-Becoming-Chic-in-Less &p=130532 #post130532>
<http://www.infiniplanet.com/node/84069>
<http://www.wimaxinfo.ru/forum/index.php/topic,143900.new.html #new>
<http://consult-bg.biz/node/47504>
<http://maplestudent.com/node/89491>
<http://server.grul.se/paraplyet/node/155258>
<http://seriouscraft.fr/forum/viewtopic.php?f=57 &t=53688>
<http://www.sk.websteel.com.ua/node/85017>
<http://thompsonnetworks.com/phpBB2/viewtopic.php?p=71844 #71844>
<http://www.tima.org.tw/ayat/?q=node/162984>
<http://www.internetteders.net/forum/showthread.php?438448-Lv-shoes-kanye-we st &p=680872 #post680872>
<http://forums.tngconsulting.ca/viewtopic.php?f=23 &t=344598>
<http://www.boattripsonline.com/content/lv-messenger-bags>
<http://www.celebmagazin.hu/node/241795 #comment-180694>
<http://zhijun.tony-wu1688.com/viewtopic.php?f=88 &t=262367>
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 Related Article: <http://hpcgi1.nifty.com/chidori/fantasy.cgi>

Anonymous (2013-02-22 14:48:19)

{Louis Vuitton|Lv } {Handbags|Purses } {Introduction|Intro }
 {Do you want to|Would you like to } {buy|purchase } {Louis Vuitton|Lv } {Handbags|Purses } {online|on the internet }
 {Women|Ladies } {handbags|purses } are {large|big } {project for|task for } {women|ladies } {to make|to create } up
 {What To|Things To } {Buy|Purchase } {At The|In The } {Louis Vuitton|Lv } {Store|Shop } : {A Stylish|An Elegant } {Shopper|Consumer } & { #|Number }039s {Guide|Manual }
 {How To|How You Can } {Pack|Load up } {For The|For That } {Vacation|Holiday } {Of Your Dreams|You've Always Dreamt Of }
<http://www.rhapfanclub.info/node/76196>
<http://www.ceg.net.au/?q=node/106507>
<http://6ans.ru/node/60379>
<http://6ans.ru/node/60387>
<http://rus-ero.net/showthread.php?p=1463759 #post1463759>
<http://auctions.hertlein.cc/node/43857>
<http://cress.argo.com.br/en/node/7727>
<http://www.andrzejpiaseczny.art.pl/e-forum/viewtopic.php?f=5 &t=444351>
<http://ipmart.altervista.org/viewtopic.php?f=3 &t=392928>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=687007>
<http://onevoiceforscience.com/node/44762>
<http://david-kunath.de/node/46579>
<http://www.lamineonline.com/vb/showthread.php?71427-LV-handbags-The-more-luxurious-items-flower-much-more-out-of-stock &p=83397 #post83397>
<http://www.jrpage.net/forum/viewtopic.php?pid=1283890 #p1283890>
<http://nalogastral.ru/node/55935>
<http://our-forum.com/urawina/index.php?topic=870138.new #new>
<http://www.peme.hu/node/43670>
<http://www.jsjatz.com/bbs/viewthread.php?tid=632454 &extra=>
<http://pesttrauma.nl/?q=node/153403>

<http://kospel1.ru/forum/viewtopic.php?f=5&t=17819>

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Anonymous (2013-02-22 14:49:18)

Popular Louis Vuitton Handbags Among Ladies

Keep in Touch With Style

Louis Vuitton Drops Back again Upon Sidelines in Economy Crisis

The popular Louis vuitton handbags shopping online

Lv Diaper Bag to solve Your Issues

<http://ridethailand.com/forum/index.php/topic,1068303.new.html> #new

<http://graal.ens-lyon.fr/graindeccll/forum/viewtopic.php?f=5&t=209009>

<http://our-forum.com/urawina/index.php?topic=870654.new> #new

<http://karalenka.by/blog/enjoy-summer-09-beach-collection-louis-vuitton-0>

<http://www.swissbrainlab.ch/drupal/?q=node/46297>

<http://mczdevelopment.com/?q=node/71261>

<http://our-forum.com/space1/index.php?topic=650499.new> #new

<http://prkoncert.ru/node/61519>

<http://www.capoeiracrete.gr/el/node/859039>

<http://our-forum.com/urawina/index.php?topic=870703.new> #new

<http://www.netwares-ink.com/node/2?page=869#comment-44206>

<http://forums.codetaiga.com/index.php/topic,301467.new.html> #new

<http://dunk2.jcu.edu.au/%7Ejc203335/cerealbox.com.au/forum/index.php?topic=679278.new> #new

<http://federerfan.ru/node/46206>

<http://souyou123.com/bbs/viewthread.php?tid=856568&extra=>

<http://ekolinknk.ru/forum/viewtopic.php?pid=1184591#p1184591>

<http://www.polito.eng.br/forum/viewtopic.php?f=3&t=2051382>

<http://forum.edusite.ru/f18944/index.php?topic=50831.new> #new

<http://dgsmart.com.vn/showthread.php?83927-Maybe-Perhaps-he-doesn-amp-Number-whatsoever&p=120228#post120228> 039t-love-adore-me-at-all-

<http://ekolinknk.ru/forum/viewtopic.php?pid=1184239#p1184239>

Related Article: http://www5.pf-x.net/%7Etri/apbdp_105sjs/apeboard_plus.cgi

Anonymous (2013-02-22 15:45:11)

Green and Orange Space Males Charms from Louis Vuitton

A Great Tote The Lv Tote

Flaunt Replica Custom Purses with Style

No.08 Louis Vuitton Damier Graphite Canvas Tadao

Louis Vuitton Purse cause you to more stylish and sexy

<http://forum.mobilesmarthands.com/attcellsitforum/viewtopic.php?f=3&t=53131>

<http://www.wimaxinfo.ru/forum/index.php/topic,143853.new.html> #new

<http://lubichi.bloomut.ru/node/71845>

<http://cress.argo.com.br/en/node/7634>

<http://kazimbal.com/forum/showthread.php?p=629761#post629761>

<http://www.skshospital.com/?q=node/15471>

<http://baunsal-tuning.de/forum/viewtopic.php?f=14&t=280149>

<http://cococharcoal.com/node/107411>

<http://weka.ipb.su/index.php?showtopic=5582&st=1695&#entry38654>

<http://www.bitkinex.com/node/197485>

<http://ascon.co.za/node/890173>
<http://novoekino.com.ua/?q=node/24751>
<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/24179>
<http://batle.spsu.ru/tmp/guest/index.php?showforum=50>
<http://www.checkinnonline.com/node/19561>
[#new](http://thanksbethandcork.com/index.php?topic=90999.new)
<http://distinctivelycleveland.com/node/197962>
<http://enter-penza.ru/node/51300>
<http://anonilyst.com/?q=node/60808>
<http://www.redefam.com.br/forum/viewtopic.php?f=11&t=1848507>
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Anonymous (2013-02-22 16:50:20)

{Famous|Well-known } LV {Handbags|Purses } {with Different|with various } {Materials|Supplies }
 {Bags|Totes } {Sale|Purchase } {The world of|The field of } {latest|newest } {designer|custom } {and stylish|and classy }
 {branded|top quality } {bags|totes }
 {Louis Vuitton|Lv } Alma {Tote|Carrier }, {Audrey Hepburn|Katherine Hepburn } & { #|Number }039s {Romantic|Intimate }
 {Choice|Option }
 {Why You Should|Why You Need To } {Buy|Purchase } {Louis Vuitton|Lv } {Sunglasses|Shades }
 {Louis Vuitton|Lv } Carrousel {Monogram|Monogrammed } Fleur {de|p } Jais in {naked|bare } {truth|reality } {stand|remain }-
 {alone|on your own } {fashion trends|the latest fashions }
[\[url=http://3ttab.com/vb/showthread.php?p=288572](http://3ttab.com/vb/showthread.php?p=288572) [#post288572\]http://3ttab.com/vb/showthread.php?p=288572](http://3ttab.com/vb/showthread.php?p=288572)
[#post288572\[/url\]](http://3ttab.com/vb/showthread.php?p=288572)
[\[url=http://www.mcaudy.net/drupalflexpg/node/171924\]http://www.mcaudy.net/drupalflexpg/node/171924\[/url\]](http://www.mcaudy.net/drupalflexpg/node/171924)
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Why is Lv bags so popular?

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{Louis Vuitton|Lv } {Handbag|Purse } {make you|cause you to } {more|much more } {elegant|stylish } and {sexy|attractive }

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{Shop|Store } {Louis Vuitton|Lv } in {Designer|Custom } {Stores|Shops }

{Louis Vuitton|Lv } Stephen Sprouse {Ballerinas|Ballet dancers } and {Pumps|Sends }

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{Louis Vuitton|Lv } {Stand By|Uphold } Me {Collection|Selection }

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[url=http://bitkinex.com/node/205231]http://bitkinex.com/node/205231[/url]

[url=http://mail.e-academia.ru/node/240425]http://mail.e-academia.ru/node/240425[/url]

[url=http://info.sbbk.org/jobs/?q=node/59169]http://info.sbbk.org/jobs/?q=node/59169[/url]

[url=http://mcddevelopment.com/?q=node/73352]http://mcddevelopment.com/?q=node/73352[/url]

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Related Article: http://www.ict-21.ch/com-ict/spip.php?page=forum&id_article=152

Anonymous (2013-03-01 17:40:14)

tadalafil online cialis 5 mg online-apotheke - generic cialis buy us

Anonymous (2013-03-02 08:57:09)

buy cialis online best site buy cialis online - cialis daily 20 mg

Anonymous (2013-03-03 04:34:30)

Respiratory diseases: Marijuana can cause damage to the respiratory organs and other parts of the

body. "Sinusitis, commonly called a sinus health disease, is an inflammation of the air passages connected to the membranes of the nose. When you're done eating, you can clean the Perfect Plus pressure cooker in no time, since the whole technology is safe and sound in the handle, all you have to do is remove it from the lid, wash it and the pot and lid can go into the dish washer.

Look at my weblog - Vaporizer

Anonymous (2013-03-05 07:00:43)

order valium valium 2684 - taking 3 5mg valium

Anonymous (2013-03-05 13:37:15)

GsvXus [url=http://onnrainnmcm.com/ #87013]MCM [?/?[/url] ZutPpg http://onnrainnmcm.com/ CzsFxl [url=http://mcmsenmon.com/ #21019]MCM [?/?[/url] WwyOcy http://mcmsenmon.com/ KvgOxd [url=http://ninnkimcm.com/ #32673]MCM [?/?[/url] MotLcc http://ninnkimcm.com/ Bzolrn [url=http://kaidokumcm.com/ #48350]MCM [?/?[/url] UrlMbb http://kaidokumcm.com/ AizRam [url=http://manzokumcm.com/ #32516]MCM [?/?[/url] PhkAqg http://manzokumcm.com/ RnwQbv http://chloenihon.com/ UfzVqr [url=http://chloenihon.com/] [?/?? ?/?/?/?[/url] NjrH http://toumikousin.com/ LhpAD [url=http://toumikousin.com/] [?/?/?[/ url] WjkJpX http://toumikakaku.com/ VcoEvPV [url=http://toumikakaku.com/]TUMI [?/?[/url] QpiBwy [url=http://mcmhannbai.com/]MCM [?/?[/url] LnuBfo [url=http://mcmhannbai.com/]MCM [?/?/?[/url]

Anonymous (2013-03-05 16:55:23)

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Anonymous (2013-03-06 02:45:15)

http://landvoicelearning.com/ #44827 online tramadol no prescription overnight - tramadol overdose level

Anonymous (2013-03-06 06:56:42)

buy tramadol mastercard tramadol dosage for 10lb dog - buy tramadol now

Anonymous (2013-03-06 19:20:27)

Glass Jewelry

The Art of Wearing Large Eyeglasses

Why not take the Sexy Weapons—Kitty Eye Glasses

Appearance Glassed: Frosted Cup, Glass Mirrors and Windowpane Cup

Choose Cup Structures for the Custom Glasses

How Privateness Cup Is Used In Interior Planning

Types of Glass Partitions in Creating Interiors

Chic and possible glass doorways

How to eliminate eyeglasses

Methods of Reducing a Cup

<http://www.koncept2001.hr/web/node/74578>

<http://forum.zahradnictvistranky.cz/cz/node/53505>

<http://ayat.tima.org.tw/?q=node/178040>

[#new](http://aspig.net/forum/index.php?topic=70336.new)

<http://www.reliver.net/linkedforum/viewtopic.php?f=5 &t=2069336>

<http://buzzbemusic.com/node/372710>

<http://www.filter-yes.ru/node/21840>

<http://larp-resources.com/site1/?q=node/30612>

<http://yselle.lh.pl/xenapedia/?q=node/34451>

<http://leierer.org/test/?q=node/167522>

<http://yselle.lh.pl/xenapedia/?q=node/34422>

<http://kantauri.com/gurasoelkartea/blog/?q=node/155612>

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<http://elipszilon.hu/?q=node/134585>

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<http://www.isede-net.eu/jobs/sunlight-city-western-auto-cup-be-fami-liar-unlawful-auto-glass-claims-farming>

<http://www.pettengillfamily.com/node/246742>
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Anonymous (2013-03-06 19:38:47)

<http://landvoicelearning.com/#23561> tramadol overnight saturday delivery - buy tramadol health solutions network

Anonymous (2013-03-06 20:16:26)

{How To Use|Using } {Diamond|Gemstone } {Core|Primary } {Drill|Exercise } {Bits|Pieces }, {Drill|Exercise } {glass|cup }, {ceramic|porcelain }, {porcelain|ceramic }, {wall|walls } {tile|floor tile }, {floor tile|ceramic tile }, limestone, {marble|marbled }, {slate|standing }, {granite|granitic }, {stone|rock }, {tile|floor tile } & {fiberglass|fibreglass }
 {Easy|Simple } {Tips for|Strategies for } {Choosing the Right|Deciding on the best } {Prescription|Doctor prescribed } {Glasses|Eyeglasses }
 {Useful Tips|Ideas } for {Creating|Making } {Enchanting|Charming } {Stained|Discolored } {Glasses|Eyeglasses }
 Frosted {Glass|Cup } {Doors|Doorways } {for Modern|for contemporary } {Interior|Inside } {Spaces|Areas }
 {Expertise|Knowledge } {services|providers } of {residential|home } {Glass Door|Clear Glass Door } {Installation|Set up } {Gilbert|Gilbert arizona }
 {Celebrating|Honoring } With Martini {Glasses|Eyeglasses } As {Party|Celebration } {Favors|Mementos } The {hidden|concealed } {dangers of|risk of } {glass|cup } {doors|doorways } {it & { #|Number }039s not {what you think|what you believe }!
 {Stained|Discolored } {Glass|Cup } {Tutorials|Lessons } About {Art|Artwork } Deco {Stained|Discolored } {Glass|Cup }
 Glories of {Glass|Cup } {in The|within the } {Go Green|Live Green } {Generation|Era }
 {Glass|Cup } that {change to|switch to } {opaque|solid }
 {Creativity|Creativeness } with {Stained|Discolored } {Glass|Cup }
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=239576 &p=737814 #p737814>
<http://bitkinex.com/node/211717>
<http://greenlifefinancial.net/glf/?q=node/68856>
<http://www.hicostians.com/node/73708>
<http://glawg.com/?q=node/262803>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=241857 &p=737921 #p737921>
<http://bitkinex.com/node/211273>
<http://www.l-edia.com/drupal/node/53235>
<http://www.antiimperialista.org/node/118850>
<http://www.karathanos.gr/?q=content/history-glass-plumbing>
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<http://www.l-edia.com/drupal/node/53338>
<http://www.chulase.com/showthread.php?p=2792724 #post2792724>
<http://refugiosoldenoche.com.ar/?q=node/467045>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=600600>
http://bankruat.yota-thai.net/forum/viewthread.php?thread_id=348242
<http://aspig.net/forum/index.php?topic=70381.new #new>
<http://ankakennel.com/viewtopic.php?f=1 &t=2671>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2149980>
<http://litarmania.am/node/110852>
 Related Article: <http://www9.plala.or.jp/cgi-bin/minibbs/minibbs.cgi/cellolone-yy/minibbs>

Anonymous (2013-03-06 21:20:25)

{Put the|Place the } & { #|Number }039Designer & { #|Number }039 {on Your|in your } {Glass|Cup } {Tile|Floor tile } {Differ-

ent|Various } {Glass|Cup } {Tile|Floor tile } {Finishes|Surface finishes }
 {Introduction to|Summary of } {Glass|Cup } {Cutting|Reducing } {Tools|Resources }
 {Importance of|Need for } {Glass|Cup } {Installations|Installs } and {Replacements|Substitutes }
 {Make Your Home|Help Your House Be } {Look|Appear } {Elegant|Stylish } with {Glass|Cup } {Stairs|Steps }
 {Various Types of|Various } {Glass|Cup } {bats|softball bats }
 {Geek|Nerd } {Glasses|Eyeglasses } : An Invincible {Chord|Note }- {Touching|Coming in contact with } {Stylish|Fashionable }
 {Gear|Equipment }
 Murano {Glass|Cup } and {Glass|Cup } {Jewelry|Jewellery } {Through the|With the } {Ages|Age range }
 {Unique|Distinctive } {Christmas|Xmas } {Gift|Present } {in 2009|in '09 } - {Glasses|Eyeglasses }
 {Prescription|Doctor prescribed } {Eye glasses|Eyeglasses } {a step|one step } to {makeover|transformation } {for kids|for children } with {visionary|experienced } {problems|issues }
 How {to get rid of|to eliminate } {glasses|eyeglasses }
<http://www.redditisland.net/phpbbforum/viewtopic.php?f=3&t=13787>
<http://www.cms.profiwebs.eu/?q=node/10&page=232#comment-11644>
<http://www.bsdguru.org/node/64762>
http://www.bergscave.dk/forum/viewthread.php?thread_id=179026
<http://abudhabi-mobile.com/node/1659336>
<http://draw.freedomhouse.org/node/235106>
<http://aspig.net/forum/index.php?topic=70311.new#new>
<http://isteverim.com/drupal/node/101805>
<http://www.bsdguru.org/node/65021>
<http://www.onevoiceforscience.com/node/65659>
<http://www.footbag-vienna.com/cms/?q=node/73036>
<http://pesttrauma.nl/?q=node/161260>
<http://www.inequitalia.it/node/83256>
<http://www.xzks.cn/xzks/bbs/showthread.php?p=883714#post883714>
<http://glawg.com/?q=node/262740>
<http://test.proftema.ru/node/10234>
<http://abudhabi-mobile.com/node/1658990>
<http://www.chulase.com/showthread.php?p=2791908#post2791908>
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<http://www.l-edia.com/drupal/node/53303>
 Related Article: <http://pmbigband.org/PMBigBand/Guestbook.php>

Anonymous (2013-03-06 22:19:14)

Reading Glasses help us read more comfortably

Benefits of Glass Fencing Quarterly report: Why select Cup Secure fencing?

Do You Need a set of Fashion Glasses

Stained cup noticed, simplifying the glass reducing

A Glance At Cup Artwork Linen Cup

Home Cup Repair Will it Seem Sensible to complete-it-Yourself?

How to Buy Genuine Murano Cup Jewellery At wholesale prices

Why not take the Attractive Weaponry—Kitty Eyeglasses

Need for car windows glass repair and replacement

Keep The Automobile Healthy with Auto Cup Store

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<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/195078>
<http://asplbadminton.free.fr/?q=node/17512>
<http://trn.kz/node/18165>
<http://www.peme.hu/node/50209>
<http://abudhabi-mobile.com/node/1660124>
<http://www.distinctivelycleveland.com/node/211342>
http://bankruat.yota-thai.net/forum/viewthread.php?thread_id=348242
<http://www.detnk.com/node/52517>
<http://autoremisexpress.com.ar/ClasiExpress/?q=node/60837>
<http://leierer.org/test/?q=node/167557>
<http://www.mylasounds.com/firesite/node/51730>
<http://6ans.ru/node/69244>
<http://www.celebmagazin.hu/node/244556#comment-185848>
<http://www.sustainmeant.nl/node/510258>
<http://golfandstyle.pl/pl/node/54175>
<http://test.kwanlindun.com/forums/viewthread/45348/>
 Related Article: <http://www.want-2b-silm.co.uk/guestbook.htm>

Anonymous (2013-03-06 22:20:13)

{Reading|Studying } {glasses|eyeglasses } {do not have to|don't have to } be {boring|dull }

The {glass|cup } {application|software }

{Different Types Of|Various Kinds Of } {Auto|Car } {Glass|Cup }

{Cocktail|Drink } {Glasses|Eyeglasses } {Come|Arrive } {In Many Different|In Several } {Varieties|Types }

{Everything You|All You } & { #|Number }039ve {Always Wanted to|Always aspired to } {Know About|Learn About } {Glass|Cup } But {Were|Had been } {Afraid|Scared } {to Ask|to inquire about }

{Optical|Eye } {filter|filtration system } {glasses|eyeglasses } : {Known for|Noted for } its {selective|picky } {absorption|assimilation }

{Glass|Cup } {Blowing|Coming }

{Reasons|Factors } {to get a|to obtain a } {proper|correct } {prescription|doctor prescribed } {glasses|eyeglasses }

Murano {Glass|Cup } - {what makes it|important } so collectable?

{Common|Typical } {Uses of|Purposes of } {Exterior|Outside } {Glass|Cup } in {Modern|Contemporary } {Design|Style }

<http://www.die-fotogalerie.eu/foyer/node/90850>

<http://drnona-net.ru/forum/viewtopic.php?pid=121324#p121324>

<http://www.swissbrainlab.ch/drupal/?q=node/53227>

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<http://www.sattrarp.se/?q=node/84682>

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<http://www.concessionariassociati.it/?q=opere/there-only-one-method-put-2000-years-jewellery-roman-glass>

<http://www.xzks.cn/xzks/bbs/showthread.php?p=882867#post882867>

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<http://dgsmart.com.vn/showthread.php?87452-Cup-Counter-tops-101Ste>

mless-Wine-Glasses-have-taken-the-wine-ma-

rketplace-by-surprise &p=124110 #post124110
[#p207997](http://forum.goodtrans.vn/viewtopic.php?pid=207997)
<http://www.uhu.es/softwarelibre/www/?q=node/157396>
 Related Article: <http://www.couple-c.com/48cgi-local/aska.cgi>

Anonymous (2013-03-06 23:17:49)

{Auto|Car } {Glass|Cup } {/|Or } {Windshield|Car windows } is {import|transfer } {to keep|to help keep } you {protected|guarded }
 {in the car|in a car }, {get it|have it } {repaired|fixed } {for your|for the } {safety|security }
 {Reading|Studying } {Glasses|Eyeglasses } {that You|that you simply } {Don|Wear } & { #|Number }039t Know
 {Sarah|Debbie } Palin {and the|and also the } {Frame|Body }- {less|much less } {Glasses|Eyeglasses }
 Venetian {Glass|Cup } Tagliamonte {Jewelry|Jewellery } {Colorful|Vibrant } Cameos
 Murano {Glass|Cup } {Necklaces|Bracelets } - {a Beauty|an elegance } {with no|without any } {Boundaries|Limitations }
 {Glass|Cup } {can make|could make } your {World|Globe } {elegant|stylish }
 {Wear|Put on } {funky|cool } {reading|studying } {glasses|eyeglasses } {instead of|rather than } {traditional|conventional }
 {ones|types }
 {Why not take|A good } the {Sexy|Attractive } {Weapons|Weaponry }— {Cat|Kitty } {Eye Glasses|Eyeglasses }
 {History Of|Good Reputation For } Murano {Glass|Cup }
 {Do You Have A|Have You Got A } {Broken|Damaged } {Glass|Cup } {Sculpture|Statue }, {Vase|Container } Or {Bowl|Dish }?
<http://www.cdgs.org.uk/?q=node/232021>
<http://tecnologia.ffy.unc.edu.ar/formadores/node/71863>
<http://tiendaenmiami.com/?q=node/17883>
<http://austinstevens.com/portal/?q=node/105732>
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<http://asplbadminton.free.fr/?q=node/17489>
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<http://www.reliver.net/linkedforum/viewtopic.php?f=5 &t=2070018>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2150376>
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<http://abudhabi-mobile.com/node/1659655>
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<http://www.mylasounds.com/firesite/node/52123>
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<http://ayat.tima.org.tw/?q=node/177901>
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Anonymous (2013-03-07 01:18:28)

{The Benefits of|The advantages of } {using|utilizing } Tempered {Glass|Cup } {Table|Desk } {Tops|Covers }
 {Office|Workplace } {Reception|Wedding reception } {Glass|Cup } {Services|Providers } in Coquitlam
 {Finding|Discovering } {Automotive|Car } {Glass|Cup } {Replacement|Substitute } {Services|Providers } in {BC|B . c . }
 {Purchasing|Buying } {Cheap|Inexpensive } {Glasses|Eyeglasses } {Online|On the internet } {Differentiation|Difference } from
 {Buying|Purchasing } {Expensive|Costly } {Glasses|Eyeglasses } {Online|On the internet }
 What & { #|Number }039s {In A|Inside A } {Glass|Cup }?
 {Customizable|Easy to customize } {Wine|Wines } {Glasses|Eyeglasses } for {Holiday|Vacation } {Celebrations|Festivities }

{Do You Have A|Have You Got A } {Broken|Damaged } {Glass|Cup } {Sculpture|Statue }, {Vase|Container } Or {Bowl|Dish }?
 {The Production|The Development } {Process|Procedure } For Laminated {Auto|Car } {Glass|Cup }
 Whitefriars {Glass|Cup } {17th|seventeenth } {Century|Hundred years } {History|Background }
 {Useful Tips|Ideas } for {Creating|Making } {Enchanting|Charming } {Stained|Discolored } {Glasses|Eyeglasses }
<http://pcpove.coordinamentobmg.it/?q=node/98885>
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/39213>
<http://karpat-haza.hu/node/9753>
<http://butterfly.fr.nf/english/node/29964>
<http://impairmentsimulator.com/?q=node/332484>
<http://antinaismo.spider.lewisoft.net/antinaismo/?q=node/110652>
<http://thinking.suwatbanlue.com/node/34346>
<http://www.iqgorod.ru/node/37013>
<http://www.parkersgreenstore.com/node/14405>
<http://mail.e-academia.ru/node/249586>
<http://test.kwanlindun.com/forums/viewthread/45421/>
<http://info.sbk.org/jobs/?q=node/89919>
<http://cinta.co.id/forum/index.php/topic,400440.new.html#new>
<http://ascon.co.za/node/1144074>
<http://www.czviktor.hu/tars/?q=node/57629>
<http://conexoes.futuro.usp.br/?q=node/58366>
<http://www.t02f.com/vb/showthread.php?p=1254737#post1254737>
<http://www.celebmagazin.hu/node/244556#comment-186130>
<http://server.grul.se/paraplyet/node/163406>
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 Related Article: http://cgi32.plala.or.jp/%7Ewishingy/custom_bbs/treebbs.cgi?act=artsel&tree=743089&art=1318353283

Anonymous (2013-03-07 04:59:10)

learn how to buy tramadol tramadol hcl generic ultram - buy tramadol online pharmacy

Anonymous (2013-03-07 05:17:21)

{Put the|Place the } & { #|Number }039Designer & { #|Number }039 {on Your|in your } {Glass|Cup } {Tile|Floor tile }:
 {Different|Various } {Glass|Cup } {Tile|Floor tile } {Finishes|Surface finishes }
 Bifocal {Reading|Studying } {Glasses|Eyeglasses }- {Need|Require } {Or Not|Or Otherwise }?
 {Create|Produce } {Classy|Elegant } {Effects|Results } {at Your Home|at your house . } with {Glass|Cup } {Tiles|Floor tiles }
 Aggarwal {Glass|Cup } {House|Home }:
 {All types of|All kinds of } {Glass|Cup } {Shops|Stores } & {Glass|Cup } {Accessories|Add-ons } and {Works|Functions }
 {Glasses|Eyeglasses } Reglaze {Is An|Is Definitely An } {Option For|Choice For } Your {Prescription|Doctor prescribed }
 {Glasses|Eyeglasses }
 {Stained|Discolored } {glass|cup } {saw|noticed }, simplifying the {glass|cup } {cutting|reducing }
 {Right Time|Proper Time } {to wear|to put on } {Computer|Pc } {Glasses|Eyeglasses }
 {Marketable|Valuable } {Glass|Cup } Bubblers
 {Innovation|Development } In {Reading|Studying } {Glasses|Eyeglasses } {Is Here|Is Here Now }, Eyeglow {Led|Brought }
 {Reading|Studying } {Glasses|Eyeglasses }
 {Where|Exactly where } {Can We|Are We Able To } {Find|Discover } {Cheap|Inexpensive } Bifocal {Reading|Studying }
 {Glasses|Eyeglasses }?
<http://www.chengbinn.com/bbs/viewthread.php?tid=1092006&extra=>
<http://local983.org/node/46200>
<http://businessandtechnology.net/drupal/?q=node/94763>
<http://forum.ehs95.de/viewtopic.php?f=1&t=696132>

<http://tiendaenmiami.com/?q=node/17950>
<http://lestablesrondes2010.ted.fr/node/17462>
[#new](http://aspig.net/forum/index.php?topic=70386.new)
[#post2791901](http://www.chulase.com/showthread.php?p=2791901)
<http://federerfan.ru/node/53530>
<http://www.die-fotogalerie.eu/foyer/node/90634>
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Anonymous (2013-03-07 07:05:57)

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Anonymous (2013-03-07 07:13:05)

Carefree Windshield Restore versus. Auto Glass Substitute

Good Reputation For Cup Plumbing

The Production Process For Laminated Auto Cup

How you can Shatter Glass with your Voice

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Modifying Your Eyeglasses

Simple story of cup

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Anonymous (2013-03-07 07:58:51)

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Anonymous (2013-03-07 08:06:17)

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Do Men Like Women In Eyeglasses?

The advantages of utilizing Tempered Glass Table Tops

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Anonymous (2013-03-07 08:57:51)

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Its Northern Border United states Safety Standard for Car Cup Set up

Glass Jewellery: The Brand New Chronilogical age of Glass Jewelry

The Fascinating History of Nerd Glasses

Dispelling Well-liked Misconceptions About Glass Splashbacks For Kitchen areas

Useful Tips for Making Enchanting Stained Eyeglasses

Basic Facts on Windshield Repair, Windshield Substitute and Auto Glass Set up

Beware the Cup Restore Cowboys: their brief cuts and bad practice are not necessarily "transparent" at first!!

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Anonymous (2013-03-07 09:05:05)

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Borosil Eyesight Cup - Healthier Than Other Glasses

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Simple story of cup

Discolored Glass Materials Give that Timeless Look

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Anonymous (2013-03-07 10:09:08)

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Anonymous (2013-03-07 10:12:07)

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Anonymous (2013-03-07 10:13:03)

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Anonymous (2013-03-07 11:12:48)

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Anonymous (2013-03-07 12:02:47)

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Anonymous (2013-03-07 12:09:04)

{How to|How you can } {look|appear } {hot|warm } in {designer|custom } {reading|studying } {glasses|eyeglasses }

{Quality|High quality } {Glasses|Eyeglasses } At {Affordable Prices|Reasonable Prices } {In Australia|Around Australia }

{Glass|Cup } {kitchen|kitchen area } splashbacks

{Sport|Activity } That {Unconventional|Non-traditional } {Look|Appear } with {Big|Large } {Glasses|Eyeglasses }

{Vintage|Classic } {Glasses|Eyeglasses } {for People|for individuals } {of Better|of higher } {Tastes|Preferences }

{Glass|Cup } {Fencing|Secure fencing } {Sydney|Quarterly report }

{Men|Males } & { #|Number }039s {Fashion|Style } {Glasses|Eyeglasses } : {a Short|a brief } {Way to|Method to } {Become|Turn

out to be } Her {Dream|Desire } {Lover|Enthusiast }
 {Properties|Qualities } and {uses of|purposes of } borosilicate {glass|cup }
 {Employing the|Using the } {Various|Numerous } {Benefits of|Advantages of } {Auto|Car } {Glass|Cup } {Services|Providers }
 {What you can do|You skill } {Before Buying|Before Choosing } Your {Reading|Studying } {Glasses|Eyeglasses } {Online|On the internet }

<http://www.portalps3.com.br/forum/viewtopic.php?f=3 &t=892312>

<http://www.totalsolutionsit.net/southernstroke.com.au/node/13295>

<http://www.bouldersattruckee.com/node/190136>

<http://kulikovinnovation.ru/node/117518>

<http://www.promdressexpress.com/misc/testimonials/28997>

<http://mail.e-academia.ru/node/253460>

<http://173-203-100-146.static.cloud-ips.com/node/181975>

<http://au-rum.ru/node/23194>

<http://cinta.co.id/forum/index.php/topic,402965.new.html #new>

<http://info.sbk.org/jobs/?q=node/96019>

<http://forum.ehs95.de/viewtopic.php?f=1 &t=697779>

<http://www.elpo.sk/node/98311>

<http://cress.argo.com.br/en/node/9669>

<http://www.jrpage.net/forum/viewtopic.php?pid=1351339 #p1351339>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2166173>

<http://www.wg28.de/?q=node/13274>

<http://bgmath.org/phpBB/viewtopic.php?p=2723875 #2723875>

<http://www.handmadeclothes.com/handmade-project-ideas/766267-what-exactly-are-sea-cup-mosaics.html #766267>

<http://www.footbag-vienna.com/cms/?q=node/74704>

<http://www.mczdevelopment.com/?q=node/75408>

Related Article: <http://pontoprint.com.ua/submit.php?type=story &viagra=buy-online>

Anonymous (2013-03-07 12:12:01)

Venetian Cup Tagliamonte Jewellery Vibrant Cameos

Qualities and uses of borosilicate glass

The Benefits of utilizing Tempered Glass Desk Tops

10 Reasons To Choose Cup Splashbacks For Your Kitchen

The Most Typical Prescription Eyeglasses: Reading Glasses

Qualities and uses of borosilicate glass

Worldwide Flat Glass Marketplace Report: 2012 Release - Market Research Statement

Cup technologies and cup bottle manufacturing process

Keep The Automobile Healthy with Car Cup Shop

Studying Eyeglasses - What a Sight!

<http://wadoryu.com.br/poa/node/13538>

<http://www.skunkz.net/forums/index.php?topic=721390.new #new>

<http://tecnologia.ffyh.unc.edu.ar/formadores/node/73465>

<http://www.mczdevelopment.com/?q=node/75423>

<http://www.antiimperialista.org/node/121511>

<http://www.studioverdonk.nl/tantrix/node/20982>

<http://www.insaneenergy.com.au/node/901088>

<http://businessandtechnology.net/drupal/?q=node/96801>

<http://thietbiytevn.org/forum/showthread.php?337293-Qualities-and-uses-of-borosilicate-cup &p=482438 #post482438>

<http://www.die-fotogalerie.eu/foyer/node/92629>

<http://www.fkjuniorskutec.cz/node/66907>

<http://golfandstyle.pl/pl/node/55470>
[#new](http://www.skunkz.net/forums/index.php?topic=720703.new)
<http://ascon.co.za/node/1172461>
<http://chausle.com/?q=node/79737>
<http://ascon.co.za/node/1171225>
<http://yselle.lh.pl/xenapedia/?q=node/35364>
<http://www.haarstar.at/2010/node/89934>
<http://forum.sistemasdeengenharia.com.br/viewtopic.php?f=6&t=74536>
<http://ethnoglobus.com/node/57943>
Related Article: <http://wz.321job.cn/sp08/Shownews.asp?id=145962>

Anonymous (2013-03-07 12:12:08)

Glass that change to solid
Stained glass saw, simplifying the cup reducing
Significance of Auto Glass Restore for the Vehicle
Keep The Vehicle Wholesome with Car Glass Store
Wish to Enhance Your Outdoor Areas with Glass Tile?
Use Engraved Shot Eyeglasses to Create Eternal Reminiscences
Custom Prescription Glasses - For Fashion or Requirement
Component I : Glass Magnetic Whiteboards Concerns
Murano Glass Bracelets - The skill of Beads
Finding Cheap and Stylish Eyeglasses On the internet
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=7&t=1864996>
<http://festivalenothe.org/forum/viewtopic.php?pid=872950#p872950>
<http://www.reliver.net/linkedforum/viewtopic.php?f=5&t=2077211>
<http://forum.safeonlinegambling.com/viewtopic.php?f=4&t=433869>
<http://fastlove.es/foro/viewtopic.php?f=4&t=69296&sid=d564b3e71c0d72036dea68159a582314>
<http://www.telebeaute.com/node/39142>
<http://history.newmotion.ru/node/29511>
<http://www.kecskemetivizisportklub.hu/node/51202>
<http://ascon.co.za/node/1159178>
<http://ayat.tima.org.tw/?q=node/180246>
http://bergscafe.dk/forum/viewthread.php?thread_id=180949
<http://rock.kg/node/169902>
<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/28387>
<http://dobrovolec.bg/node/16495>
<http://www.totalsolutionsit.net/southernstroke.com.au/node/13081>
<http://www.comohacersemillonarioenlabolsadevalores.com/node/78890>
<http://elipszilon.hu/?q=node/135240>
<http://rock.kg/node/169843>
<http://www.answers-userpoints.chipcleary.com/node/187>
<http://3396665.blog.unet.hk/viewthread.php?tid=1751520&extra=page%3D1>

Anonymous (2013-03-07 12:59:59)

Glass Versus Crystal Door Buttons - What's the Distinction?
Online Auto Glass Replacement Service Professional
Glass Paintings a Beautiful Art of Bygone Period
Chic geek eyeglasses will suit you perfectly
Get Regular Glass Beads to produce Numerous Style Jewelry

Choose Vintage Glasses Structures this year

Cycling sports activities glasses—one typical type of prescription sports glasses

Making Sense of Different Types of Residential Windowpane Cup

Designer Studying Glasses - Is The Fact That Possible?

Enhance Your House With Glass Tiles

[#new](http://aspig.net/forum/index.php?topic=70847.new)

<http://www.inequitalia.it/node/85831>

<http://www.reliver.net/linkedforum/viewtopic.php?f=5&t=2075002>

<http://www.allxtalent.com/?q=node/26704>

<http://www.peme.hu/node/52141>

[#p768284](http://www.animals.in.ua/forumanimals/viewtopic.php?pid=768284)

<http://hfancalgary.org/node/35813>

<http://drupal.armixcms.ru/node/76194>

<http://www.inequitalia.it/node/86145>

<http://216.97.237.184/uncarcare/bbs/viewthread.php?tid=3498160&extra=>

<http://rock.kg/node/170201>

<http://conexoes.futuro.usp.br/?q=node/59878>

<http://www.tessalit-voyages.com/?q=node/95665>

<http://www.checkinonline.com/node/33457>

<http://e-academia.ru/node/253794>

<http://draw.freedomhouse.org/node/236879>

<http://www.geekovia.sk/phpbb/viewtopic.php?f=4&t=257867>

<http://drupal.p118859.webspaceconfig.de/node/215585>

<http://gotract.swanservices.com/?q=node/102804>

<http://www.alahlistars.com/vb/newreply.php?do=newreply&p=62179>

Related Article: http://cgi32.plala.or.jp/%7Ewishingy/custom_bbs/treebbs.cgi?act=artsel&tree=767643&art=1319307705

Anonymous (2013-03-07 13:15:07)

Discolored glass saw, simplifying the cup reducing

Glass that change to opaque

Do You Need a set of Style Glasses

Take part in the experience with three dimensional Movie Glasses

Five keywords let you know the future of 3D glasses

Historic Bamboo bedding Glasses Industrial City

Properties and purposes of borosilicate glass

Filter Repairs With Durafilter Reused Glass Filtration Press

Low-at the cup power-efficient home windows

Heavy Eyeglasses are certainly Impressive

[#post932560](http://www.rodzynek.tv/forum/showthread.php?p=932560)

[#post726168](http://www.theappletechs.com/forums/showthread.php?p=726168)

<http://www.allxtalent.com/?q=node/26245>

<http://mail.e-academia.ru/node/252904>

<http://greenlifefinancial.net/glf/?q=node/69878>

<http://elpoyo.com/?q=node/86260>

<http://nanguangwj.com/viewthread.php?tid=3176177&extra=>

<http://www.mylasounds.com/firesite/node/53232>

<http://chausle.com/?q=node/78981>

<http://sustainablesundays.com/forum/viewtopic.php?f=3&t=155808>

<http://www.bursadansevi.com/node/178226>

<http://yamaltour.ru/content/cup-restore-specialists-support-anticipations>
<http://iqgorod.ru/node/37818>
<http://216.97.237.184/uncarcare/bbs/viewthread.php?tid=3489440 &extra=>
[#new](http://www.applicationgroup.com/forums/index.php?topic=335137.new)
<http://sandonorico.7u.cz/?q=node/123781>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2165357>
<http://www.elpo.sk/node/97882>
<http://forum.safeonlinegambling.com/viewtopic.php?f=5 &t=433833>
<http://rock.kg/node/169756>

Anonymous (2013-03-07 13:16:54)

3 Primary Descriptions of Cup Coffee Table

Cup Variety Artwork

Making Drinking Much more Personal with a Customized Chance Cup

Cause to exchange a Windowpane Cup in a Correct Way

Car Cup, Cup Restore, Car Cup Repair

How you can Choose the Ideal Wine Glasses

Tinted Eyeglasses: An Almighty Equipment with Style and Function

Laminated and Tempered Cup

Rhianna Eyeglasses

Tortoiseshell square glasses won't ever let you down

<http://austinstevens.com/portal/?q=node/107834>

<http://ethnoglobus.com/node/57907>

<http://forum.sportmatch.se/viewtopic.php?f=5 &t=84473 &sid=0897b1ce7797ce4ba4e734a17b63492c>

<http://caring.starwoodcares.org/node/461515>

<http://budgetgaming.org/forums/viewtopic.php?f=9 &t=345579>

<http://www.statushamburg.de/?q=de/node/28952>

<http://www.xmtaopin.com/bbs/viewthread.php?tid=786700 &extra=>

<http://info.sbk.org/jobs/?q=node/96409>

<http://caring.starwoodcares.org/node/461097>

<http://tecnologia.ffy.unc.edu.ar/formadores/node/73152>

<http://anonilyst.com/?q=node/67577>

<http://vanphotoclub.is2.net/forum/viewtopic.php?f=6 &t=753616>

<http://www.polito.eng.br/forum/viewtopic.php?f=3 &t=2163982>

<http://www.skshospital.com/?q=node/20664>

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<http://n-crowd.net/content/Custom-Eyeglasses-With-Various-Frame-Styles>

<http://www.mylasounds.com/firesite/node/53468>

<http://www.andrzejpiaseczny.art.pl/e-forum/viewtopic.php?f=5 &t=645430>

[#post124644](http://dgsmart.com.vn/showthread.php?87984-Advanced-Home-Design-With-Stained-Cup-Lights &p=124644)

[#853296](http://ypat.ru/phpBB2/viewtopic.php?p=853296)

Related Article: <http://www.applenewton.it/forum/attualita?func=add;class=WebGUI::Asset::Post::Thread>

Anonymous (2013-03-07 14:07:34)

learn how to buy tramadol tramadol 50mg injection - tramadol for dogs dosage per pound

Anonymous (2013-03-07 14:09:50)

Cup stairs Ireland has become renowned organization

A Look At Glass Art Linen Cup

Celebrities and custom studying eyeglasses

Glass Bubbler, Sherlocks, Hammers and Triple Holding chamber Pieces

Flexible Czech Sand for Workmanship

Commemorate Special Occasions with Wine Eyeglasses and Initialed or monogrammed Glassware

Cheap Rimless Glasses- So Cheap That You Can Not Resist

Awesome Designs Glasses For Over-40 People With Selection In Designs And Built

Do You Want a set of Style Glasses

The Characteristics of Black Glass Furniture

[#post1263792](http://www.t02f.com/vb/showthread.php?p=1263792)

[#p37467](http://www.fond-krant.nl/forum_ipc/viewtopic.php?pid=37467)

[#new](http://bigadforum.com/forum/index.php?topic=26417.new)

[http://www.concessionariassociati.it/?q=opere/car-glass-services-7-car-glass- requirements](http://www.concessionariassociati.it/?q=opere/car-glass-services-7-car-glass-requirements)

<http://www.jasonlieblang.com/node/123988>

[#new](http://forum.cyberschooldps.net/index.php?topic=361749.new)

<http://forum.zahradnictvistrasky.cz/cz/node/54739>

<http://www.cms.profiwebs.eu/?q=node/10> &page=240 #comment-12015

<http://www.totalsolutionsit.net/southernstroke.com.au/node/13227>

[#new](http://forum.lesnytabor.pl/index.php?topic=300362.new)

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9> &t=2171125

[http://brarytales.com/content/7-reasons-choose-cup-splashbacks-kitchen-a reas](http://brarytales.com/content/7-reasons-choose-cup-splashbacks-kitchen-a-reas)

<http://yamaltour.ru/content/glass-lifts-residential-properties>

[#new](http://61.19.250.177/%7Erongbeer/forum/index.php?topic=914501.new)

<http://www.hh.h7.hu/?q=hu/node/174922>

<http://sailorstalk.webkonzil.de/viewtopic.php?f=3> &t=765063

[#new](http://www.wimaxinfo.ru/forum/index.php/topic,148124.new.html)

<http://www.inequitalia.it/node/85662>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9> &t=2170492

<http://www.insaneenergy.com.au/node/901443>

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Anonymous (2013-03-07 15:07:47)

A {Secured|Guaranteed } {Healthy|Wholesome } {Vehicle|Automobile } with {Auto|Car } {Glass|Cup } {Service|Support }

Bifocal {Reading|Studying } {Glasses|Eyeglasses }- {Need|Require } {Or Not|Or Otherwise }?

{Glass|Cup } {tile|floor tile } installtion and {advice|guidance }

{Celebrity|Celeb } & { # |Number }039s {Favorite|Preferred } {Designer|Custom } {Glasses|Eyeglasses }

{Beautiful|Stunning } {handmade|hand crafted } {jewellery|jewelry } {crafted from|constructed from } {glass|cup }

{Geek|Nerd } {Glasses|Eyeglasses } {Frames|Structures }- {Geeky|Nerdy }, Nerdy {yet|however } {Funky|Cool } and {Funny|Humorous }

{Simple|Easy } {Wine|Wines } {Glass|Cup } {Advice|Guidance }

Make {Round|Spherical } {Glasses|Eyeglasses } {Your Style|Your Look }

{How to|How you can } {Give Your|Provide Your } {Glass|Cup } a Frosted {Look|Appear } With {Glue|Adhesive } {Chip|Nick } {Glass|Cup }

{Properties|Qualities } and {uses of|purposes of } borosilicate {glass|cup }

<http://www.bunisell.de/node/90040>

<http://www.darkseplep.com/Drupal/?q=node/85645>

[#post138636](http://depofenglish.net/vb/showthread.php?p=138636)

<http://karpat-haza.hu/node/10243>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9> &t=2166532

[#1376775](http://148.215.202.57/nleg/Foro/viewtopic.php?p=1376775)

[#new](http://61.19.250.177/%7Erongbeer/forum/index.php?topic=912402.new)
[#2723726](http://bgmath.org/phpBB/viewtopic.php?p=2723726)
[#new](http://speedrunworld.clanbasis.com/index.php?PHPSESSID=b6QaRYheNr82xbFWj5a_XX0;topic=34306.new)
<http://www.footbag-vienna.com/cms/?q=node/74388>
<http://www.infinitiplanet.com/node/93505>
<http://lestablesrondes2010.ted.fr/node/18131>
<http://kristencapolino.org/live/node/203298>
<http://www.hindweb.com/content/what-can-be-found-progressive-zoom-lens-eyeglasses>
<http://www.infinitiplanet.com/node/93181>
[http://www.chengbinn.com/bbs/viewthread.php?tid=1113448 &extra=](http://www.chengbinn.com/bbs/viewthread.php?tid=1113448&extra=)
<http://rus-reduktor.ru/node/37040>
[http://game.georgebrown.ca/%7Ejerod/forum/viewtopic.php?f=2 &t=654855](http://game.georgebrown.ca/%7Ejerod/forum/viewtopic.php?f=2&t=654855)
<http://cress.argo.com.br/en/node/9647>
<http://test.kwanlindun.com/forums/viewthread/46247/>
Related Article: <http://www.wavejammer.com/bbs/messages/38995.html>

Anonymous (2013-03-07 15:09:04)

Protective Glasses: Your safeguard towards Dangers

Several Tips for Following a Fad of Putting on Colored Glasses

Martini Cup Trivia And Enjoyable Details

Significance of Repairing Car Glass in Burnaby

Importance of Auto Glass Providers for Your Automobile

Low cost Progressive Eyeglasses-Excellent Shock For You Personally

Stop Squinting - Use Studying Eyeglasses When You Really Need Them

Effects of glass use within local architecture (Part2)

Simple Wines Glass Guidance

Bifocal Reading Eyeglasses Are Striking the Pattern

[http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2166684](http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=2166684)

<http://prkoncert.ru/node/68768>

[#new](http://forum.edusite.ru/f18944/index.php?topic=55108.new)

<http://www.casadaciencia.ufms.br/telecentro/?q=node/17453>

[#new](http://eirefirst.com/smf/index.php?topic=706851.new)

[http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1862093](http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1862093)

[#post1308844](http://camfrog.es/foro/showthread.php?p=1308844)

[#p741110](http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=237326&p=741110)

<http://pravmed.ru/node/23129>

[#post138913](http://depofenglish.net/vb/showthread.php?p=138913)

<http://www.apcafricawomen.org/awip/?q=node/56994>

<http://larp-resources.com/site1/?q=node/31327>

<http://pesttrauma.nl/?q=node/162959>

[#p37545](http://www.fond-krant.nl/forum_ipc/viewtopic.php?pid=37545)

[#comment-16230](http://bwharrisschoolliberia.net/%22School%20News%22?page=324)

[#new](http://xn-q3caeb4ixb5g.com/wb/index.php?topic=385005.new)

<http://www.insaneenergy.com.au/node/899375>

[#new](http://aspig.net/forum/index.php?topic=71796.new)

<http://gotract.swanservices.com/?q=node/102560>

[#new](http://www.myteensimagination.com/yforum/index.php?topic=93768.new)

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Anonymous (2013-03-07 15:13:07)

How to eliminate eyeglasses

How to Keep Your Eyes Secure keeping the vehicle safe Eyeglasses

Auto Cup Repair Assists Sustaining the health of Your Automobile

Professional Cup, Inc Auto Cup Repair & amplifier Substitute Services

Types of Designer and ornamental Glass Beads

Do You Want a set of Style Glasses

Sinks Create Flair Of Favor With Cup Sinks

Geek Glasses Frames-Nerdy, Nerdy however Funky and Funny

Carefree Windshield Repair vs. Car Cup Substitute

Cool Studying Eyeglasses Including More Fun to Reading

<http://www.cntphcm6.com/viewtopic.php?f=11&t=318078>

<http://www.chulase.com/showthread.php?p=2799157#post2799157>

http://softtechsite.com/index.php?option=com_fireboard&Itemid=34&func=view&catid=6&id=271434#271434

<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1866266>

http://pulsdespotovca.com/forum/viewthread.php?thread_id=35300

<http://carterservicesplus.com/Portal/node/60082>

<http://www.bloggingtips.com/forums/showthread.php?p=1332777#post1332777>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=2167453>

<http://indiephilly.com/smf/index.php?topic=374520.new#new>

<http://ayat.tima.org.tw/?q=node/180788>

<http://www.apcafricawomen.org/awip/?q=node/56934>

<http://www.camfrog.es/foro/showthread.php?p=1308342#post1308342>

<http://job-syria.com/forums/viewtopic.php?f=20&t=184002>

<http://few.hu/?q=node/113995>

<http://ele.tka4.org/main/index.php?q=node/8754>

<http://www.cdgs.org.uk/?q=node/237543>

<http://thinking.suwatbanlue.com/node/36072>

<http://www.studioverdonk.nl/tantrix/node/20955>

<http://ascon.co.za/node/1169834>

<http://thai-loei.cs.lru.ac.th/viewthread.php?tid=1851380&extra=>

Related Article: <http://39203.dynamicboard.de/new.php?thread=7&forum=2&reply=1&replyid=2007327>

Anonymous (2013-03-07 16:03:56)

Maintaining glass furniture

Advantages of Setting up Cup Dividers In Your Office

Importance of Cup Installs and Substitutes

Kinds of Wine Eyeglasses

Murano Glass- An Old Talent Nevertheless Well-liked Today

Properties and uses of borosilicate cup

Cup Interior Doorways for houses

How To Replace Car Glass

Why not take the Sexy Weapons—Cat Eye Glasses

Glass Backsplashes Increase the value of Your House with Cup Substitutes in Your Kitchen area

<http://www.gellertheygy.priv.hu/node/54380>

<http://business-blogger.ru/forum/viewtopic.php?f=9&t=51269>

<http://www.bgbfeed.com/uncarcare/bbs/viewthread.php?tid=3486856&extra=>

<http://www.studioverdonk.nl/tantrix/node/20770>

<http://www.railnk.ru/node/47519>

[#post865107](http://kazimbal.com/forum/showthread.php?p=865107)
<http://squirrel-nut.eu/viewtopic.php?f=4&t=121853>
<http://www.meekercountydfi.org/node/75019>
<http://forum.ehs95.de/viewtopic.php?f=1&t=697196>
<http://ele.tka4.org/main/index.php?q=node/8709>
<http://www.statushamburg.de/?q=de/node/28752>
<http://www.studentimilano.it/forum/viewtopic.php?f=1151&t=1585625>
[#post214450](http://forum.ideaonline.co.id/showthread.php?p=214450&posted=1)
<http://www.worldagroforestrycentre.org/Sea/Projects/tulsea2/node/28006>
<http://mail.e-academia.ru/node/252097>
<http://pettengillfamily.com/node/247648>
<http://www.hicostians.com/node/75449>
<http://abfdv.com.br/forum/viewtopic.php?f=6&t=867785>
<http://www.desantnic.ru/node/82115>
[#new](http://forum.justgetoutusa.com/index.php?topic=425250.new)

Anonymous (2013-03-07 16:05:51)

Square Glasses: Enhancing Feminine Appeal and Raising Manly Allure
Save Your Valuable Eyes from Computer Radiation— Computer Glasses
Cup Cullet Processing Methods and Cup Crushing Equipment
A Guide To Publishing Your personal Photographs, Textual content and Designs On to Glass Areas
7 Apparent reasons Stemless Wines Glasses are worth how much they weigh in precious metal!
Murano Glass - what makes it so collectable?
Use Engraved Chance Glasses to Create Everlasting Reminiscences
Development In Reading Eyeglasses Is Here Now, Eyeglow Brought Reading Glasses
Know About The Remarkable Amounts For Buying Pocket Reading Glasses For That Every day Use
Wines cup piece of art suggestions | Glass Piece of art
<http://sustainmeant.nl/node/517001>
<http://www.jasonlieblang.com/node/123887>
<http://www.railnk.ru/node/47597>
[#new](http://www.lekdd.com/forum/index.php?topic=444974.new)
<http://www.elpo.sk/node/98060>
<http://analogbit.com/node/112179>
<http://few.hu/?q=node/113481>
<http://www.parkersgreenstore.com/node/14993>
[#post1236436](http://whitekidsoncomputers.com/forums/showthread.php?470544-The-far-east-Cup-2011-to-be-Staged-in-Shanghai-in-Might&p=1236436)
<http://forum.ehs95.de/viewtopic.php?f=1&t=697249>
<http://www.quality-travel.org/viewtopic.php?f=15&t=221399>
<http://www.quality-travel.org/viewtopic.php?f=15&t=221924>
<http://labs.fatpitchfinancials.com/node/185799>
<http://karpat-haza.hu/node/10064>
[#comment-187125](http://www.celebmagazin.hu/node/244967)
<http://refugiosoldenoche.com.ar/?q=node/469010>
[#comment-363003](http://www.podolskyspicks.info/?q=node/8)
<http://www.detnk.com/node/53439>
<http://www.kvartal117.ru/phpBB3/viewtopic.php?f=3&t=1042560>
<http://www.statushamburg.de/?q=de/node/28792>

Anonymous (2013-03-07 16:11:57)

{Geek|Nerd } {Glasses|Eyeglasses } {Frames|Structures }- {Geeky|Nerdy }, Nerdy {yet|however } {Funky|Cool } and {Funny|Humorous }

{Why Are|How Come } Rimless {Glasses|Eyeglasses } {Becoming|Getting } {Popular|Well-liked }!

{Need to|Have to } {Hire|Employ } {Standard|Regular } {Auto|Car } {Glass|Cup } {Services|Providers }

{Intelligent|Smart } {Glass|Cup }

{Increase The|Boost The } {Safety|Security } With {Glass|Cup } {Pool|Swimming pool } {Fencing|Secure fencing }

{Benefits Of|Advantages Of } {Glass|Cup } {Panels|Sections } For {Office|Workplace } Partition

{Passive|Unaggressive } {3D|three dimensional } {Glasses|Eyeglasses } {vs|versus }. {Active|Energetic } {3D|three dimensional } {Glasses|Eyeglasses } : What & { #|Number }039s {the difference|the main difference }?

{Simple|Easy } {Wine|Wines } {Glass|Cup } {Advice|Guidance }

Venetian {glass|cup } - {Tradition|Custom } of {Excellence|Quality }

{Reading|Studying } {Glasses|Eyeglasses } and {Sunglasses|Shades } - {Styles|Designs } {You Need|You'll Need }

<http://www.aim2kill.com.br/forum/viewtopic.php?f=9&t=645588>

<http://forum.literacypro.com/showthread.php?28678-An-Outline-on-Glass-Railings-and-Their-Advantages> &p=44180 #post44180

<http://festivalenothe.org/forum/viewtopic.php?pid=872382> #p872382

<http://cress.argo.com.br/en/node/9457>

<http://ayat.tima.org.tw/?q=node/180287>

<http://austinstevens.com/portal/?q=node/107233>

<http://www.t02f.com/vb/showthread.php?p=1263761> #post1263761

<http://www.gellertheygy.priv.hu/node/54343>

<http://ki.data-core.org/forum2/viewtopic.php?f=25&t=775679>

<http://aokzone.com/showthread.php?705169-Easy-Wines-Cup-Advice> &p=974012 #post974012

<http://www.onlinelovesites.com/tars/?q=en/node/21331>

<http://www.bsdguru.org/node/66042>

<http://cinta.co.id/forum/index.php/topic,402012.new.html> #new

<http://ruslou.ru/viewtopic.php?f=2&t=99199>

<http://accpc.ca/chat/viewtopic.php?f=2&t=179359>

<http://www.ilusophoenix.com.ar/base/node/39925>

<http://www.onlinecraiova.ro/forum-mica-publicitate/viewtopic.php?f=53&t=1010068>

<http://173-203-100-146.static.cloud-ips.com/node/180487>

<http://academictheses.eu/?q=node/20694>

<http://distinctivelycleveland.com/node/212678>

Anonymous (2013-03-08 01:57:14)

buy tramadol tramadol hcl en espanol - tramadol hcl warnings

Anonymous (2013-03-08 04:16:49)

Intensifying Eye Glasses 1 Means to fix All Vision Issues

Purchasing Cheap Glasses Over The Internet

Creativity with Stained Cup

How to maintain your Eye Safe with Safety Eyeglasses

Glass kitchen area splashbacks

What's Repair Cup Art Restore?

Glories of Cup in The Live Green Era

Making Feeling of Different Types of Residential Window Cup

Discolored cup noticed, simplifying the cup reducing

Are You Looking For Trustworthy Commercial Glass Services in Chattanooga?

<http://www.bloggingtips.com/forums/showthread.php?p=1338279> #post1338279

<http://www.inequitalia.it/node/86111>
<http://216.97.237.184/uncarcare/bbs/viewthread.php?tid=3482533 &extra=>
<http://carterservicesplus.com/Portal/node/59848>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=697555>
<http://makemoneyonline-forum.com/index.php?topic=52637.new #new>
<http://www.x-rayukh.no/medlemssider/viewtopic.php?pid=1383014 #1383014>
<http://blog.soluzioneimmobile.com/node/139438>
<http://www.ceg.net.au/?q=node/115545>
<http://148.215.202.57/nleg/Foro/viewtopic.php?p=1377345 #1377345>
<http://campus.chan.rmutto.ac.th/infor/webboard/index.php?topic=720504.new #new>
<http://tecnologia.ffyh.unc.edu.ar/formadores/node/73278>
<http://mail.e-academia.ru/node/253625>
<http://forum.killers.ro/viewtopic.php?f=15 &t=9135>
<http://drupal.roylandveluz.com/node/505495>
<http://ligas.clansbk.com/node/62819>
<http://campus.chan.rmutto.ac.th/infor/webboard/index.php?topic=718817.new #new>
<http://aokzone.com/showthread.php?706141-The-benefits-of-cup-tiles-where-they-may-be-used &p=975669 #post975669>
<http://uktdb.com/person/pinhole-glasses-and-it-use>
<http://www.onlinelovesites.com/tars/?q=en/node/21460>
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Anonymous (2013-03-08 05:14:09)

Cut your personal Cup - Not as Hard since you may believe!

Checklist to Car Cup Repair

Types Of Chance Eyeglasses

Stained cup saw, simplifying the cup reducing

Cup Recycling Benifits

Whitefriars Cup 17th Hundred years Background

How you can Select the Perfect Wine Glasses

Glass Variety Tile Sequence component 2: How to Know if a Glass Variety Tile Has Top Quality or not

Bifocal Reading Eyeglasses Are Striking the Trend

Choose Portions Of Individual Preferences

<http://kantauri.com/gurasoelkarta/blog/?q=node/157427>

<http://conexoes.futuro.usp.br/?q=node/59765>

<http://www.futureinternet.ie/FutureInternet/drupal/node/3 #comment-105874>

<http://www.inequitalia.it/node/85548>

<http://melochivmode.ru/node/46708>

<http://www.capoeiracrete.gr/el/node/868055>

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<http://whitekidsoncomputers.com/forums/showthread.php?471644-Reasonable-Reasons-for-Buying-Sq-Glasses-Online &p=1239140 #post1239140>

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<http://mail.e-academia.ru/node/253325>
<http://www.bgbfeed.com/uncarcare/bbs/viewthread.php?tid=3526370 &extra=>
<http://www.footbag-vienna.com/cms/?q=node/74312>
<http://dgsmart.com.vn/showthread.php?87995-Whitefriars-Glass-seventee> [nth-Hundred-years-History](#) [&p=124655](#)
[#post124655](#)
[#new](http://www.e-insuran.com/board/index.php?topic=28279.new)
 Related Article: <http://portalps3.com.br/Forum/viewtopic.php?f=3 &t=893032>

Anonymous (2013-03-08 06:10:00)

Why not take the Attractive Weapons—Cat Eye Glasses
 Do You Have A Damaged Glass Sculpture, Vase Or Dish?
 Benefits of Glass Fencing Quarterly report: Why choose Glass Fencing?
 Perfect quality inexpensive eyeglasses
 Defective Car Glass-Look for Immediate Assist
 Purchase stained glass color on the internet to enhance your spray and reverse painting
 The Development of Cup Statues - From Furlan to Chihuly
 three reasons you should buy a cup leading dining table for your new dining room
 Importance of windshield glass repair and substitute
 Various Types of Glass softball bats
<http://yselle.lh.pl/xenapedia/?q=node/35497>
<http://acm.imnu.edu.cn/onlinejudge/phpBB3/viewtopic.php?f=2 &t=467397>
<http://www.infinitiplanet.com/node/93364>
<http://test.kwanlindun.com/forums/viewthread/46331/>
<http://imeder.org/com-public/phpBB3/viewtopic.php?f=8 &t=277960>
<http://www.wearerazorlight.com/car-glass-burnaby-get-experts-assist-get-back-road>
<http://weka.ipb.su/index.php?showtopic=5540 &st=1830 &#entry42782>
[#new](http://www.dinsizforum.com/index.php?topic=538363.new)
<http://www.apcafricawomen.org/awip/?q=node/57016>
[#comment-34932](http://store.barrelen.it/node/1?page=698)
[#new](http://cinta.co.id/forum/index.php/topic,402520.new.html)
<http://job-syria.com/forums/viewtopic.php?f=20 &t=185725>
<http://hfancalgary.org/node/35729>
<http://ahssgj.com/bbs/viewthread.php?tid=579550 &extra=>
[#271443](http://softechsite.com/index.php?option=com_fireboard &Itemid=34 &func=view &catid=6 &id=271443)
[#new](http://cinta.co.id/forum/index.php/topic,403309.new.html)
<http://n-crowd.net/content/Are-Cup-Kitchen-worktops-Just-Display-room-Kitchens>
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1868782>
<http://e-academia.ru/node/253892>
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 Related Article: <http://formacion.barrapunto.com/submit.pl>

Anonymous (2013-03-08 06:13:54)

Glass vessel Sink made just for you!
 Frosted Glass Doorways for Modern Inside Spaces
 Cup Kitchen worktops - Typical Assumptions And Misconceptions
 Glass Beads in Developments of jewellery Producing This Year
 Glass Business 101: The Different Applications of Cup
 Six Types Of Spectacular And Beautiful Cup Show Cupboard
 Time for you to replace decorative mirrors, call Liverpool Glass

Obtain the facts about buying the doctor prescribed eyeglasses

Correct Visual Disability with Vision Eyeglasses

Blown Glass Home decor: A Story

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/40726>

<http://winiarenka.pl/content/7-benefits-using-glass-splashbacks-kitchen-are-as-0>

<http://www.elpo.sk/node/98274>

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<http://chausle.com/?q=node/79397>

<http://carterservicesplus.com/Portal/node/59907>

<http://www.elpo.sk/node/98295>

<http://www.uhu.es/softwarelibre/www/?q=node/157975>

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[#new](http://www.wimaxinfo.ru/forum/index.php/topic,148815.new.html)

[http://www.bgbfeed.com/uncarcare/bbs/viewthread.php?tid=3510749 &extra=](http://www.bgbfeed.com/uncarcare/bbs/viewthread.php?tid=3510749&extra=)

<http://blog.soluzioneimmobile.com/node/139407>

<http://conexoes.futuro.usp.br/?q=node/59995>

<http://www.checkinonline.com/node/33450>

<http://jurnaldeconsumator.ro/ro/nemultumire/car-glass-burnaby-get-professionals-help-get-back-road>

[#post761556](http://forum.tattoo.te.ua/showthread.php?p=761556&posted=1)

<http://www.joyandshine.com/yogalight/?q=node/77044>

<http://www.sustainmeant.nl/node/520504>

[http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1862308](http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1862308)

<http://info.sbbk.org/jobs/?q=node/97106>

Related Article: <http://www.log-kamloops.com/bbs/snow/snowbbs.cgi?page=60>

Anonymous (2013-03-08 06:16:55)

Benefits of Glass Fencing Quarterly report: Why choose Glass Secure fencing?

Properties and purposes of borosilicate cup

save planet reuse glass

Reason to Replace a Windowpane Cup inside a Correct Way

Advantages of Buying a Contemporary glass only looks Clear Glass Door

Murano Cup- An Ancient Art Form Nevertheless Well-liked Today

Expert Glass, Inc Auto Cup Restore & Substitute Services

Greatest hand-painted martini eyeglasses

Style eyeglasses guide the way in which in fashion home

Tempered Cup

[http://tranthanh tung.free.fr/forum/viewtopic.php?f=24 &t=8868](http://tranthanh tung.free.fr/forum/viewtopic.php?f=24&t=8868)

[#comment-187294](http://www.celebmagazin.hu/node/245016)

<http://pettengillfamily.com/node/248147>

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<http://novoekino.com.ua/?q=node/26901>

[http://monstanet.host.sk/Forum/viewtopic.php?f=4 &t=127274](http://monstanet.host.sk/Forum/viewtopic.php?f=4&t=127274)

<http://abudhabi-mobile.com/node/1672383>

[#new](http://www.tourism-adygea.ru/forum/index.php?topic=174857.new)

<http://tiendaenmiami.com/?q=node/18337>

<http://xover.mud.at/%7Etramway/nachtbus+/?q=node/80546>

<http://cococharcoal.com/node/152482>

<http://refugiosoldenoche.com.ar/?q=node/470419>

{Cutting|Reducing } {Glass|Cup } {For Your|For The } {Framed|Presented } {Photographic|Photo taking } {Art|Artwork } - {A Real|A Genuine } {Challenge|Problem }
 {Everything You|All You } & { #|Number }039ve {Always Wanted to|Always aspired to } {Know About|Learn About } {Glass|Cup } {But {Were|Had been } {Afraid|Scared } {to Ask|to inquire about }
 {Types of|Kinds of } {Glass|Cup } {Art|Artwork } : {Glass|Cup } {Pipes|Plumbing } {and Other|along with other } {Items|Products }
 {Creativity|Creativeness } with {Stained|Discolored } {Glass|Cup }
 Give {Shot|Chance } {Glass|Cup } {Favors|Mementos } {As the|Because the } {Perfect|Ideal } {Party|Celebration } {Gift|Present }
 {Time to|Time for you to } {replace|substitute } {mirrors|decorative mirrors }, {call|contact } {Liverpool|Gatwick } {Glass|Cup }
 {Best|Greatest } {Designs|Styles } At {Glass|Cup } {Stairs|Steps } {Ireland|Eire }
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2167433>
<http://accpc.ca/chat/viewtopic.php?f=2 &t=179564>
<http://www.abudhabi-mobile.com/node/1672235>
<http://www.bsdguru.org/node/66416>
<http://www.nstilburg.nl/forum/viewtopic.php?f=3 &t=1068544>
<http://www.xmtaopin.com/bbs/viewthread.php?tid=785781 &extra=>
http://pulsdespotovca.com/forum/viewthread.php?thread_id=35496
<http://buzzbemusic.com/node/376898>
<http://www.joyandshine.com/yogalight/?q=node/77129>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2167862>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2170536>
<http://www.degenmedia.com/repairsuniverse/showthread.php?414104-Creativity-with-Discolored-Glass &p=812819#post812819>
<http://www.cntphcm6.com/viewtopic.php?f=11 &t=317996>
<http://www.dejeppe.com/node/62040>
<http://www.studioverdonk.nl/tantrix/node/20933>
<http://lfdc-appsrv03.lfdc.sfu.ca/dannyTest/node/79524>
<http://ligas.clansbk.com/node/62833>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=603487>
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Anonymous (2013-03-08 09:57:48)

Purchase car cup online at cost effective price

Large eyeglasses surprise: the tale that never diminish

Five Different Types of Glass

Obtaining Discount Glasses Online

Safeguard Your Eyes with Doctor prescribed Sports activities Glasses

Kinds of Vehicle Cup Used for Auto Cup Installation in Windshield Replacement

Have A Great Vision With Prescription Eyeglasses

Put on cool studying glasses instead of traditional ones

Innovations in Cup Packaging for Drinks and food: High quality and environmentally friendly programs and the effect of emerging marketplaces

Glass could make your Globe elegant

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<http://mail.e-academia.ru/node/254239>

<http://202.143.165.211/board/index.php?topic=861146.new #new>

<http://distinctivelycleveland.com/node/213033>
<http://www.moviemaza.com/content/select-eyeglasses-your-own>
<http://elpoyo.com/?q=node/86579>
<http://pravmed.ru/node/23351>
<http://maplestudent.com/node/101124>
<http://www.studioverdonk.nl/tantrix/node/21130>
<http://www.bitkinex.com/node/213695>
<http://hh.h7.hu/?q=hu/node/174409>
<http://labs.fatpitchfinancials.com/node/186684>
<http://abudhabi-mobile.com/node/1672903>
<http://www.kolors-automobiles-reunion.com/app/webroot/phpBB3/viewtopic.php?f=12&sid=0dfd36b23b8785a0707bf8a6ccdc24d8&t=577143>
<http://test.kwanlindun.com/forums/viewthread/46432/>
<http://afterjudgment.com/aj/node/75295>
http://pulsdespotovca.com/forum/viewthread.php?thread_id=35297
<http://www.litarmeria.am/node/112035>
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Anonymous (2013-03-08 10:11:01)

Murano Glass- An Ancient Art Form Still Well-liked These days
 Reasons to Choose Appealing Cup A Coffee Table
 How to Select the Ideal Wines Eyeglasses
 Can Reading Glasses Harm Your Eyes Or Make Your Vision Even worse?
 Discovering Dependable But Cheap Eyeglasses
 Filtration system Refurbishment With Durafilter Reused Cup Filtration Press
 Aviator design eyeglasses—talk your style ideas
 Professional Cup, Corporation Car Glass Restore & Replacement Providers
 Artistic Glasswork – BOROSILICATE GLASS
 How you can know when you really need studying eyeglasses
<http://rock.kg/node/170309>
<http://elpoyo.com/?q=node/86834>
<http://whale.fe.up.pt/isr/node/97156>
<http://www.chulase.com/showthread.php?p=2804090#post2804090>
<http://forum.zahradnictvistrasky.cz/cz/node/54582>
<http://auctions.hertlein.cc/node/50439>
<http://www.chiropraxie-lambrecht.be/node/68458>
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<http://vanphotoclub.is2.net/forum/viewtopic.php?f=6&t=753681>
<http://www.abc.edu.pl/node/83072>
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<http://www.seti-argentina.com.ar/node/84149>
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<http://powexplorer.com/node/49849>
<http://www.wbrowser.com/index.php?q=node/30084>
<http://xn-d1abbaokwgaqebnlek.xn-p1ai/node/37099>

<http://mczdevelopment.com/?q=node/75167>

<http://info.sbbk.org/jobs/?q=node/96043>

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Anonymous (2013-03-08 11:12:57)

Advantages of Glass Fencing Quarterly report: Why select Cup Secure fencing?

Why You Require Prompt Glass Repair Service Venetian cup - Custom of Excellence

Creativity with Stained Glass

Wines glasses for enjoyable consuming

Have A Great Vision With Doctor prescribed Glasses

For Efficient Commercial Cup Services

Steps To Make a Borosilicate Lampwork Glass Coronary heart Necklace

Buying Inexpensive Eyeglasses Over The Internet

Making Feeling of Different Types of Residential Windowpane Cup

Give a Twinkle to your house with Discolored Glass Styles for Doorways

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<http://cinta.co.id/forum/index.php/topic,401779.new.html#new>

<http://aspig.net/forum/index.php?topic=71423.new#new>

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Choosing a dependable Auto Cup Store

Quality Cup Pipes

Creativity with Stained Glass

Stained glass saw, simplifying the cup cutting

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Anonymous (2013-03-09 05:07:20)

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Simple Strategies for Choosing the Right Prescription Glasses

Setting up comtemporary glass only looks clear glass door in bath rooms

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Popular glasses- The Main One You Are Able To Find

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Sunlight Town West Auto Glass: Be Aware of Unlawful Car Glass Claims Harvesting

Cup Burning Technologies

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<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1885526>

<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1884934>

<http://www.wimaxinfo.ru/forum/index.php/topic,149783.new.html#new>

<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/203433>

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<http://carterservicesplus.com/Portal/node/62709>

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Anonymous (2013-03-09 05:11:57)

{Affordable|Inexpensive } {services|providers } for {glass|cup } {replacement|substitute } {services|providers }
 {How Can|Just How Can } {Frameless|Comtemporary glass only looks } {Glass|Cup } {Pool|Swimming pool } {Fences|Fencing }
 {Work for You|Meet your needs }?
 {Big|Large } {glasses|eyeglasses } {storm|surprise }: the {legend|tale } that {never|by no means } {fade|diminish }
 {Major|Main } {Services|Providers } {Provided by|Supplied by } {Auto|Car } {Glass|Cup } {Repair Shops|Repair Centers }
 {Make Your Home|Help Your House Be } {Look|Appear } {Elegant|Stylish } with {Glass|Cup } {Stairs|Steps }
 {Glass|Cup } {Repair|Restore } {Services|Providers } {Get the Best|Obtain the best } with {Research|Study }
 {Don|Wear } & { #|Number }039t Get {Caught|Captured } {in a|inside a } {Scottsdale|Tempe } {Auto|Car } {Glass|Cup }
 {Replacement|Substitute } {Scam|Rip-off }!
 {Beautiful|Stunning } {handmade|hand crafted } {jewellery|jewelry } {crafted from|constructed from } {glass|cup }
 {How to|How you can } {file|document } {a proper|an effective } {auto|car } {glass|cup } {quote|quotation } and {repair|restore }
 {claim|declare }
 {Five|5 } {Different Types of|Various kinds of } {Glass|Cup }

<http://www.fkjuniorskutec.cz/node/67931>

<http://www.isede-net.eu/jobs/main-services-auto-cup-service-centers>

<http://www.kmesporte.com/forum/viewtopic.php?f=31 &t=3745>

<http://www.torcicorpo.it/castelluccio/en/node/35547>

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<http://www.peme.hu/node/54732>

<http://www.misdemos.com.mx/smf/index.php?topic=2283637.new #new>

<http://forum.badaniagenetyczne.com/index.php?topic=835534.0>

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Anonymous (2013-03-09 05:21:53)

But I devised a little cheat sheet that helps me now.

Personal bankruptcy should be a last resort in debt management and debt consolidation.

I've seen most everything and, like I said, I know about most everything.

Here is my web-site - Telefonsex

My site :: **Telefonsex**

Anonymous (2013-03-09 06:07:33)

Auto Glass Installation Security Standards to Follow in Car windows Substitute

Creative Glasswork – BOROSILICATE Cup

Looking For Professional Car Glass Repair In Toronto

Making Feeling of Different Types of Home Window Cup

What exactly are Ocean Glass Mosaics?

Correct Ways to Cut Cup Tubing

Six Kinds Of Stunning And Delightful Glass Display Cabinet

Proper Time to put on Pc Glasses

Why Do You Had to Use Clic Glasses While With Your Laptop computer?

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<http://karnet-rollenspiel.de/forum/viewtopic.php?f=27&t=83560>

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<http://www.footbag-vienna.com/cms/?q=node/76405>

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<http://elipszilon.hu/?q=node/136779>

<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/29207>

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Anonymous (2013-03-09 06:41:45)

A husband is not told to be loving in all situations ' except specific segments of marriage. Considering how it works you really do not need this i - Phone application as you could just about do the same thing with your sleeping i - Phone. That's why you must pay close

attention to the legal implications of job interviews.

Review my homepage; Telefonsex

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Anonymous (2013-03-09 08:07:43)

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Anonymous (2013-03-09 10:04:41)

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Anonymous (2013-03-09 10:13:10)

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{Reading|Studying } {Glasses|Eyeglasses } {that You|that you simply } {Don|Wear } & { #|Number }039t Know

{Glass|Cup } that {change to|switch to } {opaque|solid }

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{How to|How you can } {Suggest|Recommend } {names|titles } {for your|for the } {Optical|Eye } {glass|cup } {Store|Shop }

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{The Most Popular|Typically The Most Popular } {Styles|Designs } in {Big|Large } {Glasses|Eyeglasses }

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Anonymous (2013-03-09 11:05:33)

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Partially Rimless Eyeglasses - A Distinctive Way to Improve Appearance

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Anonymous (2013-03-09 14:45:20)

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[#post112330](http://forum.autosaga.ro/threads/29956-Murano-Cup-and-Glass-Jewelry-Through-the-Ages?p=112330)

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[#new](http://afasi.org/forum/index.php?topic=210014.new)

<http://www.studioverdonk.nl/tantrix/node/21679>

<http://ascon.co.za/node/1224951>

<http://refugiosoldenoche.com.ar/?q=node/487518>

<http://greenlifefinancial.net/glf/?q=node/73981>

<http://hennapaint.com/node/191892>

<http://www.wisellama.com/node/8008>

<http://abudhabi-mobile.com/node/1698262>

<http://www.reisetops.com/travel/node/137627>

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[#124529](http://cockayne.net/phpBB/viewtopic.php?p=124529)

[#new](http://georgeandvera.org/forum/index.php?topic=315964.new)

Related Article: <http://www.talkin-about.com/bbs/mimic2.cgi?page=9>

Anonymous (2013-03-09 15:42:21)

Glass Business 101: The Various Applications of Glass

High quality Eyeglasses At Affordable Prices In Australia

How you can Choose the Ideal Wines Eyeglasses

Benefits of Glass Fencing Sydney: Why select Cup Fencing?

Selecting the Most Suitable Glasses for Your Encounter

Obvious Eyeglasses Make Fashion All over the place Inside Your Achieve

If only I'd roman cup earrings

Properties and purposes of borosilicate glass

Searching For A Stunning Design To Compliment Your Home Glass Windchimes

Auto Cup Restore Assists Maintaining the health of Your Vehicle

<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1887269>

<http://www.aim2kill.com.br/forum/viewtopic.php?f=9&t=650583>

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Related Article: <http://humanrisk.sakura.ne.jp/sikaeiseisi/light.cgi?res=113272>

Anonymous (2013-03-09 17:39:42)

Advantages of Glass Secure fencing Sydney: Why select Glass Secure fencing?

Designer Eyeglasses With Different Body Designs

Auto Glass Restore Addison

Making a Cautious Selection of Wine Eyeglasses

Effectiveness of Glass Recycling

Everyone knows them Italian language cup jewellery

Eye glass suppliers for all your cup needs

Ancient Bamboo bedding Glasses Industrial Town

three dimensional Eyeglasses FOR TV & 3d Eyeglasses For Television Suggestions | 3d Eyeglasses Samsung Manual!

Creativeness with Stained Cup

<http://orionjurinform.com/ru/node/30118>

<http://xenofa.com/rotaryebene/forum/viewtopic.php?f=3&t=462984>

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<http://www.kantauri.com/gurasoelkarta/blog/?q=node/161622>
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<http://chausle.com/?q=node/84042>
<http://glawg.com/?q=node/269700>
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Anonymous (2013-03-09 18:37:16)

Are You Currently Considering a Cup Pool Fencing Set up?

Venetian glass - Custom of Excellence

Significance of Car Glass Services

Methods of Reducing a Glass

Make Your Home Appear Elegant with Glass Steps

How to eliminate glasses

Benefits of Low Price Glass

The Magic Performed by Bifocal Reading Glasses

Stained cup saw, simplifying the glass reducing

Why not take the Attractive Weaponry—Cat Eyeglasses

<http://dnroundtable.net/viewtopic.php?f=4 &t=641237>

<http://weka.ipb.su/index.php?showtopic=5579 &st=1950 &#entry43273>

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Anonymous (2013-03-09 19:43:47)

There are so countless ornamental items fake of Italian Cup Jewellery

Hand back existence for your Scratched Cup through reputable Glass restore providers

How Laminated Cup Was First Found

Some Windowpane Glass Types for the Restoration Needs

Sparkly Dichroic Glass History

An Overview of Architectural Glass Products

Wines Eyeglasses and just how it Came into existence the Prime Supply of Consuming Wines

How To Use Diamond Primary Drill Bits, Exercise glass, ceramic, porcelain, wall tile, ceramic tile, limestone, marble, standing, granitic, stone, tile & fiberglass

Handmade Sand Jewellery Match for Every Occasion

Nerd Eyeglasses: An Invincible Note-Coming in contact with Stylish Equipment

<http://a7lakuw.com/vb/showthread.php?p=414121> #post414121

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Anonymous (2013-03-09 20:45:35)

Five keywords tell you the future of three dimensional eyeglasses

Tempered Cup- A Summary

Get The Unique Stemless Cup Taster Is Ideal For Your Favorite Wines, Brandy Or Cognac

Glass Restore Specialists - Service Expectations

A Glance At Cup Artwork Sheet Cup

Effectiveness of Glass Recycling

Murano Glass and Glass Jewelry With the Ages

Half frame reading glasses vs full body

Qualities and purposes of borosilicate glass

Advantages of Glass Fencing Quarterly report: Why select Cup Fencing?

<http://www.supricentro.com.br/comunidade/viewtopic.php?f=29&t=1368455>

<http://hfancalgary.org/node/37800>

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<http://www.pressemitteilung.in/folding-reading-eyeglasses-comfort-your-eye-204357>
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<http://www.inequitalia.it/node/91748>
 Related Article: <http://www.wavejammer.com/bbs/messages/17203.html>

Anonymous (2013-03-10 12:19:43)
 Lv Teach Cases & Real Housewives
 No. 7 Louis Vuitton Mini No Rococo Bag
 Louis Vuitton M95832 to include Your Glamour-handbagseshop
 Engage Your Flavor for Luxury Goods without Over Spending
 Japoneses and Entertainment
 The travell phylosophy of louis vuitton
 Eco-friendly and Orange Room Men Necklaces from Louis Vuitton
 Why Lv Purses Guide Amongst Other Manufacturers
 Obtain The Best Products Produced From Lv Damier Fabric
 Lv Handbag make you more elegant and sexy
<http://www.connect.ro/forum/viewtopic.php?f=8&t=21019>
<http://mail.e-academia.ru/node/266219>
<http://press-reviews.com/node/112049>
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<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2&t=1899246>
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<http://mmocenter.hu/node/198479>
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<http://www.l-edia.com/drupal/node/60121>
<http://mrt72.ru/strani/actinic-locks-styling-vs-hair-straightening-irons-de-signer-purses.html>
<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/83960>
<http://drupal.roylandveluz.com/node/517445>
<http://cress.argo.com.br/en/node/10823>
 Related Article: http://www.mont-royal.net/spip.php?page=forum&id_article=669%5DHow

Anonymous (2013-03-10 12:22:40)

Lv Mohave Weekend break Purse

Louis Vuitton Crocodile Neverfull-Style Journey

Louis Vuitton M95832 to include Your Allure-handbagseshop

Cool Purses At A Fraction Of The Cost

The Attraction of Ambre Lv Handbags

The Astonishing Lv M41524 for the New Year-handbagseshop

Louis Vuitton Handbags with 150 years history

How to Spot Phony Louis Vuitton Handbags!

Going with Mulberry totes - a security insurance coverage to enjoy your holiday all over the world

How to Identify a Fake Lv Handbag

<http://server.grul.se/paraplyet/node/169769>

<http://www.statushamburg.de/?q=de/node/32180>

<http://tiendaenmiami.com/?q=node/20266>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2216609>

<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1899425>

<http://mail.e-academia.ru/node/267104>

<http://rus-reduktor.ru/node/39913>

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<http://www.casadaciencia.ufms.br/telecentro/?q=node/19065>

<http://auctions.hertlein.cc/node/54227>

<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/2 10344>

<http://mmocenter.hu/node/198883>

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<http://www.sattrarp.se/?q=node/89994>

<http://www.ceg.net.au/?q=node/119319>

<http://press-reviews.com/node/112207>

<http://karnet-rollenspiel.de/forum/viewtopic.php?f=27 &t=83982>

<http://colinasdelabahia.com/?q=node/285463>

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Related Article: <http://www.blogger.com/comment.g?blogID=952459860608329133 &postID=8401037182251591641 &page=4 &token=1362939650575>

Anonymous (2013-03-10 13:16:45)

Louis Vuitton Falls Back Upon Sidelines in Economic climate Turmoil

Updated Louis Vuitton Graffiti & Rose Selection

The most popular Louis vuitton purses shopping online

Is a Lv Bag for You?

Louis Vuitton Galliera Pm hours Bag

Louis Vuitton Additional Four Colours to Monogrammed Vernis Collection

Some insights to Top of the course Purses

Louis Vuitton Monogram 2012 For Brand New Style

The Majority of the People Are to buy Unique Lv Handbags

Louis Vuitton handbags are always at the innovative

<http://www.kmesporte.com/forum/viewtopic.php?f=31 &t=3996>

<http://hfancalgary.org/node/38480>

<http://www.wimaxinfo.ru/forum/index.php/topic,151228.new.html #new>

<http://www.myoptionscommunity.com/content/louis-vuitton-shoulder-bag-95225>

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<http://www.pettengillfamily.com/node/254035>
<http://linguinauts.com/node/95741>
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<http://hs.riverdale.k12.or.us/drupalcon/?q=node/45874>
[#new](http://forum.edusite.ru/f18944/index.php?topic=58669.new)
[#post960279](http://www.xzks.cn/xzks/bbs/showthread.php?p=960279)
<http://greenlifefinancial.net/glf/?q=node/76698>
<http://www.desantnic.ru/node/87959>
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[#new](http://thescpg.com/forum/index.php/topic,121968.new.html)
[#new](http://aspig.net/forum/index.php?topic=73795.new)
 Related Article: <http://www.pro-paul.net/baggio/wwwboard/messages/25186.html>

Anonymous (2013-03-10 13:24:00)

Louis Vuitton Shoulder Bag 95226

Differences In between Louis Vuitton (Actual) And Louis Vuitton (Replica)

Louis Vuitton Fall Winter 2009 Handbags Collection

Why Lv Handbags and Purses Signify First Class Designer

Buy a smaller designer purse

A Brief History of the Fashion Icon: The Story of Lv

Lv Purse cause you to more elegant and attractive

Items of Trivia in your Preferred Louis Vuitton Handbags

Lv, the Delivery of Modern Luxurious

Louis Vuitton's identification method:

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/45341>

<http://blog.soluzioneimmobile.com/node/146703>

<http://booklet.conceptfour.com/content/todays-greatest-superstars-accept-lo uis-vuitton>

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Anonymous (2013-03-10 15:16:02)

Kristin Cavallari Rejuvenating with Louis Vuitton Monogrammed Fabric Carrier
 The Great Good reputation for Louis Vuitton
 Low Cost Louis Vuitton Replica Totes
 Why Cannot Miss You Louis Vuitton Electric outlet
 Journey In Style – 5 Ideas To Buying The Best Designer Label Replica Travel Totes
 Well-liked Lv Handbags Amongst Ladies
 Discovering Main Cities with Lv City Manual 2010
 7 Easy Strategies for Choosing the Best Quality Reproduction Handbags
 Louis Vuitton totes free shipping 60Percent low cost and less expensive
 Why Purchase Replica Designer Purses
<http://www.gellerthehy.priv.hu/node/59476>
<http://austinstevens.com/portal/?q=node/116384>
<http://www.alahlistars.com/vb/showthread.php?p=93325 #post93325>
<http://shoutingfire.com/node/587119>
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<http://mmocenter.hu/node/198710>
<http://bitkinex.com/node/229275>
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<http://www.chulase.com/showthread.php?p=2839510 #post2839510>
<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/84167>
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<http://www.kulikovinnovation.com/node/123400>
<http://www.isede-net.eu/jobs/passion-ambre-louis-vuitton-handbag-0>
<http://info.sbbk.org/jobs/?q=node/119870>
<http://www.cress-am.org.br/node/20990>
<http://history.newmotion.ru/node/33882>
<http://mczdevelopment.com/?q=node/77852>
<http://www.alahlistars.com/vb/showthread.php?p=93382 &posted=1 #post93382>
 Related Article: <http://www.blogger.com/comment.g?blogID=418262123715334884 &postID=2293932990562886168 &page=3 &token=1362938401838>

Anonymous (2013-03-10 15:16:59)

Womens Handbag and Collections of Custom Replica Handbags
 Where To Find Discount Designer Purses?
 More information about fashion totes and Lv outlets
 Lv handbags unique leather protective film spray
 Lv Handbags As Unique Trend That Improvements Any Style sense
 Louis Vuitton Artsy Millimeters M40249
 Knock-off Handbags - Searching for Quality replica purses?
 Would Elin Nordegren Keep Stylish
 Discovering inexpensive Lv shoes
 Would you like style style Louis Vuitton Annie Game master Bag ?
<http://hfancalgary.org/node/38996>
<http://tiendaenmiami.com/?q=node/20246>

<http://guanico-panama.net/?q=node/1#comment-119981>
<http://www.cucinacafe.net/forum/viewtopic.php?f=23&t=163488>
<http://hennapaint.com/node/193560>
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<http://chausle.com/?q=node/86812>
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<http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=285457&p=760229#p760229>
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Anonymous (2013-03-10 17:15:47)

{Top 10|Top Ten } {Handbags|Purses }
 Condensing {luxury|luxurious } {brand|brand name } Hermes
 {Louis Vuitton|Lv } {Outlet|Electric outlet }
 {Louis Vuitton|Lv } {Handbags|Purses } is {every|each and every } {women|ladies } & { #|Number }039s {dream|desire }
 {Care for|Take care of } Your {Louis Vuitton|Lv } {Handbag|Purse }
 {Grace|Elegance } with {Monogram|Monogrammed } Dentelle {Handbags|Purses }-handbagsehsop
 A {Bag|Tote } {To You|For You } - {Turned To|Considered } {Be A Part Of|Take Part In } {The Body|Your Body }
 {Buy|Purchase } {her or him|them } {Louis Vuitton|Lv } {fashion|style } {as a gift|as a present }
 Laetitia Casta for {Louis Vuitton|Lv } {Fall|Drop } {/|Or } {Winter|Winter season } 08-09 {Ads|Advertisements } {Cam-
 paign|Marketing campaign }
 {Monogram|Monogrammed } Vernis Bedford {Shows You|Teaches You } {Creativity|Creativeness } {form|type } {Louis Vuit-
 ton|Lv }
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<http://greenlifefinancial.net/glf/?q=node/76241>
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Anonymous (2013-03-10 17:39:25)
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Anonymous (2013-03-10 18:11:12)
Louis Vuitton Purses: - typically the most popular brand name at mybagqueen
Lv 09 Springtime Add-ons Ad Campaign Review
Lv Aquarelle Speedy
How you can Buy High Quality Lv Bags
Lv Drops Back again Upon Sidelines in Economy Crisis
No. 3 Louis Vuitton Lockit Up and down Nomade
Stunning Prada Reproduction Handbags
Louis Vuitton Outlet
Louis Vuitton Cap Box
The favourite brand name —Louis Vuitton Handbags
<http://glawg.com/?q=node/271355>
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=2217901>
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<http://www.statushamburg.de/?q=de/node/32381>
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<http://diariodelchango.com/3c3/node/106489>
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<http://buildermarks.com/node/58531>
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<http://zahradnictvistrasky.cz/cz/node/57947>
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{Fabulous|Fantastic } {Statement|Declaration } Jewelleries with {Global|Worldwide } Exotica {Motif|Design }
{What Is|What's } Replicastore. {net|internet } {Selling|Promoting }
{Decreasing|Lowering } {Profitability|Success } of {Christian|Religious } Dior
{Maybe|Perhaps } he doesn't & { #|Number }039t {love|adore } me {at all|whatsoever }
Genious {Gucci|Prada } {bags|totes }- {skills|abilities } {to buy|to purchase } {cheap|inexpensive } and genius {for you|for you

personally }

{Louis Vuitton|Lv } {Hat|Cap } {Box|Container }

{Louis Vuitton|Lv } {Bags|Totes } - What & { #|Number }039s {So Great|So Excellent } {About Them|About The Subject }?

Damier Azur, {Mediterranean|Mediterranean sea } {Color|Colour }

{Louis Vuitton|Lv } {Handbags|Purses } is {every|each and every } {women|ladies } & { #|Number }039s {dream|desire }

{Louis Vuitton|Lv } {Handbags|Purses } {Review|Evaluation } - The Surya {Handbag|Purse }

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<http://www.inequitalia.it/node/93376>

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Anonymous (2013-03-10 19:16:43)

Desire Bags, 10 Plans

Brand New Louis Vuitton Jewelry pieces Inspired from Legendary Personal

Nicole Scherzinger Buzzes just like a Fairly sweet Pussycat with Louis Vuitton Epi Tote

The best way to Spot an imitation Custom Purse or Handbag

Lv M93225 bags

Genuine Lv Totes

The Small Series Of Lv Purses

Louis Vuitton - Intro

Louis Vuitton Stand By Me Collection

Reproduction Custom Handbags Store On the internet

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<http://linguinauts.com/node/95888>
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Anonymous (2013-03-10 20:15:15)

Louis Vuitton Knightsbridge Tote and its Upkeep

Fairly and Incredible Isabeli Fontana function as the Covergirl of Vogue London November 09 Issue Again

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The Amazing Lv M41524 for 2012-handbagseshop

Some of the Large Reasons Lv Purses are so Well-liked

Know the brand name purses, fashion brand name bags Daquan-chanel purses

Would Elin Nordegren Maintain Fashionable

Why authentic Louis Vuitton Bags make a bigger impression than Fake Louis Bags?

Lv fast 25

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Anonymous (2013-03-10 20:15:54)

{How to|How you can } {Tell|Inform } {Fake|Phony } LV {Bags|Totes } from {Genuine|Real } {Bags|Totes }

{The reason why you|The reasons you } {should buy|should purchase } {Louis Vuitton|Lv } {Handbags|Purses }

Tara Reid {Caught|Captured } {With a|Having a } {Replica|Reproduction } {Louis Vuitton|Lv }

{How to choose a | How to find a } {right | correct } {women | ladies } {handbag | purse } {for your | for the } {girlfriend | sweetheart }?

Miu Miu {handbags | purses } make {women | ladies } & { # | Number } 039s {dream | desire } {come | arrive } ture

{Louis Vuitton | Lv } {Handbags | Purses } {Introduction | Intro }

{Louis Vuitton | Lv } Satchel M40107

{Looking for | Searching for } {popular | well-liked } {replica | reproduction } {Designer | Custom } {handbags | purses } with {quality | high quality } {and style | and elegance }

The {Louis Vuitton | Lv } {bags | totes } for {champagne | bubbly }

{Louis Vuitton | Lv } {Speedy | Fast } 30 {Handbag | Purse }

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Anonymous (2013-03-10 21:15:28)

Louis Vuitton Carrousel Monogrammed Fleur p Jais in bare truth stand-alone fashion trends

Louis Vuitton Stephen Sprouse Leopard Print Fashion

Reproduction Vuitton Purse Not a good Replacement for the initial LV Handbag

Lv Handbag cause you to much more stylish and sexy

Now you can have the stunning Lv totes that you only see while shopping

NO.09 Lv Damier Fabric Neverfull Millimeters

Get amazing color combos whilst buying Reproduction Borse

Stunning Ashley Tisdale having a Lv Monogrammed Tote

Lv Sarah Pocket book Bleu Galactic Replica M93636

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<http://sustainmeant.nl/node/570959>

<http://www.sattrarp.se/?q=node/94710>

<http://www.butterfly.fr.nf/english/node/36789>

[#comment-197630](http://www.celebmagazin.hu/node/250884)

<http://kantauri.com/gurasoelkarta/blog/?q=node/167316>

<http://www.haarstar.at/2010/node/96901>

[#post126358](http://dgsmart.com.vn/showthread.php?89653-Replicas.Lv-Damier-Canvas&p=126358)

<http://e-academia.ru/node/276690>

<http://maplestudent.com/node/108089>

<http://www.cdgs.org.uk/?q=node/276264>

<http://www.keckskemetivizisportklub.hu/node/58674>

<http://carterservicesplus.com/Portal/node/66684>

<http://diariodelchango.com/3c3/node/110543>

<http://mail.e-academia.ru/node/275355>

<http://www.statushamburg.de/?q=de/node/34619>

<http://www.footbag-vienna.com/cms/?q=node/82524>

<http://diariodelchango.com/3c3/node/109808>

<http://ascon.co.za/node/1297499>

Related Article: <http://www.blogger.com/comment.g?blogID=5645498263993872766&postID=8933932582861100472&page=2&token=1363165807290>

Anonymous (2013-03-13 03:14:35)

phony handbags

Your Style Quotient With a Louis Vuitton Make Tote

Louis Vuitton Drops Back again On Side lines in Economy Crisis

Lv Damier Azur Galliera Gm M56381

Lv Pegase 55 Company

Taking care of the Handbags

Searching for popular reproduction Designer purses with high quality and style

Why You Need To Buy Lv Shades

How you can Determine a geniune Lv Monogram Canvas totes

Lv Wilshire Boulevard Reproduction M93642 Flower

[#comment-38193](http://store.barrelen.it/node/1?page=763)

<http://ascon.co.za/node/1296089>

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=2247452>

<http://larp-resources.com/site1/?q=node/35737>

<http://server.grul.se/PARAPLYET/node/173737>

<http://h7.hu/hh/?q=hu/node/195991>

<http://mczdevelopment.com/?q=node/79692>

<http://local983.org/node/56082>

<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/31405>
<http://maplestudent.com/node/108089>
<http://www.manylinks.nl/phpBB3/viewtopic.php?f=1&t=407573&sid=8604ab8c0ea6ae627d6f14a455ec076e>
<http://sustainmeant.nl/node/572035>
<http://kantauri.com/gurasoelkartea/blog/?q=node/167159>
<http://www.bursadansevi.com/node/185080>
<http://www.chiropaxie-lambrecht.be/node/75474>
<http://labs.fatpitchfinancials.com/node/231732>
<http://butterfly.fr.nf/english/node/36425>
<http://www.footbag-vienna.com/cms/?q=node/82095>
<http://tiendaenmiami.com/?q=node/21148>
<http://armlinsoft.com/node/68035>
 Related Article: <http://www.ennisgolfclub.com/html/guestbook.php?go=add>

Anonymous (2013-03-13 03:53:57)

{Designer|Custom } {iPad 2|apple ipad 2 } {Cases|Instances } {the Fashionable|the trendy } {Way to|Method to } {Handle|Manage } Your {iPad 2|apple ipad 2 }
 {Louis Vuitton|Lv } Damier Azur Galliera {Gm|Game master } M56381
 {Maybe|Perhaps } he doesn't & { #|Number } 039t {love|adore } me {at all|whatsoever }
 {Health|Wellness } {Apropos|In terms of } {Over|More than } {Underwear|Under garments } {Materials|Supplies }- {designer|custom } {Handbags|Purses }
 No.5 {Louis Vuitton|Lv } Damier {Canvas|Fabric } Brooklyn {GM|Game master }
 {Louis Vuitton|Lv } {Handbags|Purses } {Random|Arbitrary } {Thoughts|Ideas }
 {Louis Vuitton|Lv } Carrousel {Monogram|Monogrammed } Fleur {de |p } Jais in {naked|bare } {truth|reality } {stand|remain }-
 {alone|on your own } {fashion trends|the latest fashions }
 {Low|Reduced }- {keyed|entered } {Louis Vuitton|Lv } {Bag|Tote } Irne
 {Grace|Elegance } with {Monogram|Monogrammed } Dentelle {Handbags|Purses }-handbagsehsop
 {Louis Vuitton|Lv } {Mens|Men's } {Shoes|Footwear } Make {Impression|Impact } {on Every Occasion|whenever }
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/48144>
<http://ascon.co.za/node/1296135>
<http://mczdevelopment.com/?q=node/79973>
<http://www.bursadansevi.com/node/185816>
<http://au-rum.ru/node/25706>
<http://www.skshospital.com/?q=node/24426>
<http://pesttrauma.nl/?q=node/170803>
<http://leierer.org/test/?q=node/175514>
<http://www.ceg.net.au/?q=node/122330>
<http://www.haarstar.at/2010/node/97148>
<http://inequitalia.it/node/99087>
<http://mail.e-academia.ru/node/275945>
<http://buzzbemusic.com/node/401110>
<http://www.answers-userpoints.chipcleary.com/node/558>
<http://mail.e-academia.ru/node/275209>
<http://www.antiimperialista.org/node/139979>
<http://zahradnictvistrazky.cz/cz/node/60450>
<http://abudhabi-mobile.com/node/1736727>
<http://pesttrauma.nl/?q=node/170744>
<http://golfandstyle.pl/pl/node/63670>
 Related Article: <http://kex.kazan.ws/cgi-bin/guest.pl>

Anonymous (2013-03-13 03:54:24)

{Clothes|Clothing } , {women|ladies } {handbags|purses } , {shoes|footwear }- {three|3 } musketeers {of women|of ladies } are {sale|purchase }

New phenomenons in {UGG|Ugg boot }

{Replica|Reproduction } Vuitton {Handbag|Purse } {Not a good|A bad } {Substitute for|Replacement for } {the Original|the initial } LV {Handbag|Purse }

{Shop|Store } {louis vuitton|lv } {online|on the internet } {outlet|electric outlet }

{Kanye West|Kanye } {to Design|to create } {Shoe|Footwear } {Line|Collection } for {Louis Vuitton|Lv }

{Designer|Custom } {Replicas|Replications . }- {Flaunt|Show off } With {Style|Design } and {Walk|Stroll } With {Pride|Satisfaction }

Can & { #|Number }039t {Afford|Pay for } {Style|Design }? {Replica|Reproduction } {Handbags|Purses } {Do The Trick|Have The Desired Effect }

Why {Louis Vuitton|Lv } {Purses|Handbags } {Lead|Guide } {Among|Amongst } Other {Brands|Manufacturers }

{Back|Back again }-to- {Back|Back again } {Style|Design } : {Our Favorite|The Most Popular } {Handbag|Purse } {Alternatives|Options }

{Katrina|Hurricane katrina anniversary passes } Bowden {vs|versus } Pixie Geldof, Who {kicks|leg techinques } {Ass|Butt }?

<http://hfancalgary.org/node/40538>

<http://iqgorod.ru/node/44357>

<http://ascon.co.za/node/1298023>

[#new](http://aspig.net/forum/index.php?topic=75655.new)

<http://mczdevelopment.com/?q=node/79724>

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[#comment-197809](http://www.celebmagazin.hu/node/250884)

<http://www.l-edia.com/drupal/node/62857>

[#comment-14675](http://www.cms.profiwebs.eu/?q=node/10&page=293)

<http://pravmed.ru/node/29720>

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<http://www.sattrarp.se/?q=node/94607>

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<http://zahradnictvistrasky.cz/cz/node/60186>

[#new](http://forum.edusite.ru/f18944/index.php?topic=62546.new)

[#comment-197970](http://www.celebmagazin.hu/node/250884)

Related Article: <http://www.blogger.com/comment.g?blogID=32273667&postID=4401706986077467014&page=3&token=1363165979249>

Anonymous (2013-03-13 04:58:02)

{Louis Vuitton|Lv } {Bags|Totes } , Kardashian {Women|Ladies } & { #|Number }039s {Loyal|Faithful } {Traveling|Vacationing } {Companion|Friend }

{Styles of|Types of } {women|ladies } {bags|totes } {for different|for various } {ages|age range } can {reflect|mirror } the {status|standing } {of women|of ladies }

{Authenticity|Genuineness } {Check|Examine } {of a|of the } {Louis Vuitton|Lv } {Handbag|Purse } - {Symmetry|Balance } {and Design|and style }

The {Timeless|Classic } {Louis Vuitton|Lv } Tambour {Diving|Scuba diving } {Lady|Woman } {Watch|View }

{Louis Vuitton|Lv } {Monogram|Monogrammed } 2012 {For New|For Brand New } {Style|Design }

{Is it|Could it be } {worth|really worth } {to buy|to purchase } {replicas|replications . }?

{Is a|Is really a } {Louis Vuitton|Lv } {Bag|Tote } {for You|for you personally }?
 {Perfect|Ideal } {Everyday|Daily } {Bag|Tote } - {Louis Vuitton|Lv } Damier Azur Galliera {GM|Game master }
 {Louis Vuitton|Lv } : An {Epitome|Perfect example } of {Luxury|Luxurious } {Handbags|Purses }
 {Louis Vuitton|Lv } {Replica|Reproduction } {Purses|Handbags } : {Something|Some thing } {Perfect for|Ideal for } You
<http://ayat.tima.org.tw/?q=node/195344>
<http://pettengillfamily.com/node/257625>
<http://www.koncept2001.hr/web/node/80482>
<http://nightlifelifehosts.com/smf/index.php?topic=179395.new#new>
<http://butterfly.fr.nf/english/node/36052>
<http://www.feelsx.ro/en/meet/small-series-lv-purses>
<http://austinstevens.com/portal/?q=node/119644>
<http://www.capeiracrete.gr/el/node/880692>
<http://businessandtechnology.net/drupal/?q=node/107809>
<http://mail.e-academia.ru/node/275524>
[http://vidatechplus.com/drupal/content/louis-vuitton-rveil-tambour-alarm-cl ock-bring-about-current-travel-and-leisure](http://vidatechplus.com/drupal/content/louis-vuitton-rveil-tambour-alarm-clock-bring-about-current-travel-and-leisure)
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<http://kristencapolino.org/live/node/214758>
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<http://www.promdressexpress.com/misc/testimonials/31005>
<http://www.abruzzoibrothers.com/drupal518/?q=node/18771>
<http://www.ubuntunews.info/node/93212>
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 Related Article: http://www.manpaper.com/ViewCelebInfo_12614.html

Anonymous (2013-03-13 05:55:54)

{Contrast|Distinction } of {Gucci|Prada } {bags|totes } and {Louis Vuitton|Lv } {Handbags|Purses }
 {Louis Vuitton|Lv } M93045
 {Top|Leading } {Brand|Brand name } {Handbags|Purses }, {Fashion|Style } {Women|Ladies } {Bags|Totes }, {Louis Vuitton|Lv }
 {handbags|purses }
 {Louis Vuitton|Lv } {Bags|Totes } - What & { #|Number }039s {So Great|So Excellent } {About Them|About The Subject }?
 {You Can Get|You Will Get } {Louis Vuitton|Lv } {Handbags|Purses } {at a Discount|for a cheap price } - {Find Out How|Learn
 How }?
 {Women|Ladies } {dreamed of|imagined } {having a|using a } {women|ladies } {handbag|purse } with {fashion|style }
 {line|collection }
 {There is a|There's a } {Great|Excellent } {Budget|Spending budget } {Solution|Answer } {if you Want a|if you prefer a } {Louis
 Vuitton|Lv } {Purse|Handbag }
 Moet Hennessey {Louis vuitton|Lv } (LVMH) {luxury|luxurious } {profit|revenue } {growth|development } {signals|indicators }
 {back|back again }
 {Used|Utilized } {Louis Vuitton|Lv } {Bags|Totes }
 {Louis Vuitton|Lv } {Soccer Ball|Football } {Charm|Appeal } & {Football|Soccer } {Boot|Trunk } {Charm|Appeal }
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/217499>
<http://www.die-fotogalerie.eu/foyer/node/104070>
<http://www.sustainmeant.nl/node/571905>
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<http://www.studioverdonk.nl/tantrix/node/24014>

<http://www.abudhabi-mobile.com/node/1735950>
<http://megebe.com/vorfrermedad64/lv-damier-neverfull-you-cant-miss-it>
<http://www.skshospital.com/?q=node/24044>
<http://scholz-net.org/geek-cooking/viewtopic.php?pid=1473947 #p1473947>
<http://www.bursadansevi.com/node/185298>
<http://job-syria.com/forums/viewtopic.php?f=20 &t=223285>
<http://golfandstyle.pl/pl/node/62967>
<http://www.footbag-vienna.com/cms/?q=node/82113>
<http://rus-reduktor.ru/node/41576>
<http://www.desantnic.ru/node/91995>
<http://abudhabi-mobile.com/node/1735746>
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<http://www.mctommies.nl/index.php?q=node/77603>
 Related Article: http://cgi32.plala.or.jp/%7Ewishingy/custom_bbs/treebbs.cgi?act=artsel &tree=751418 &art=1318686931

Anonymous (2013-03-13 05:56:13)

The Louis Vuitton totes for champagne

Lv Mug

Lv Handbags-Celebrities's Eternal Quest

Watch out for Designer Handbags Wholesale Checklist Fraud - How to locate Sources For Genuine Totes and Purses

Lv Added 4 Colours to Monogrammed Vernis Collection

Street shooting celebrity tote celebrity love to begin to see the IT Bag

The reason why you should buy Louis Vuitton Handbags

Khloe Kardashian Is Never Fed up with Louis Vuitton Monogrammed Miroir Tote

Have that Supermodel Look With Lv Handbags

Louis Vuitton Make Bag 95228

<http://au-rum.ru/node/25537>

<http://press-reviews.com/node/119571>

<http://www.mczdevelopment.com/?q=node/80094>

<http://butterfly.fr.nf/english/node/36216>

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<http://server.grul.se/paraplyet/node/172882>

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<http://www.ibc.edu.pl/node/91997>

<http://www.telebeaute.com/node/42624>

<http://szyli.com/viewthread.php?tid=2431272 &extra=>

<http://www.studioverdonk.nl/tantrix/node/24493>

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Anonymous (2013-03-13 07:15:00)

pozyczka pozabankowa przez internet
kredyt bez bik i zaswiadczen
szybka pozyczka pozabankowa bez bik
kredyt bez zaswiadczenia o zarobkach
kredyty bez sprawdzania bik
kredyty bez zaswiadczen i bez bik
chwilowki bez bik
www.kredyty bez bik
pozyczki dla rencistow
kredyt bik
chwilowka od reki
trudny kredyt bez bik
kredyt chwilowka bez bik
pozyczka w providencie
jaki kredyt
kredyty chwilowki opinie
chwilowki szczecin
pozyczka bez biku i zaswiadczen
kredyt samochodowy bez biku
pozyczki na splate komornika
kredyty przez internet bez bik
kredyt bez biku
pozyczka w rodzinie
raty bez bik
pozyczki online bez bik

Anonymous (2013-03-13 07:24:17)

kredyty pozyczki
blyskawiczna pozyczka
pozyczki bez bik opole
kredyt dla nowych firm bez zabezpieczen
kredyty bez zaswiadczen
kredyt na telefon
pozabankowe kredyty
chwilowki w domu klienta
pozyczki pozabankowe dla firm
kredyty konsolidacyjne bez biku
oferta pozyczki
pozyczki bez bik przez internet
chwilowka kredyt
bez zaswiadczen
trudne kredyty z komornikiem
tani kredyt bez zaswiadczen
kredyt gotowkowy dla firm
kredyty bez bik oferty
pozyczka bez bik na dowod
bajeczna pozyczka
pozyczka prywatna bez zabezpieczen

kredyt samochodowy bez biku
kredyty gotowkowe bez zaswiadczen
gotowka bez zaswiadczen
pozyczka na firme

Anonymous (2013-03-13 07:33:54)

pozyczki gotowkowe bez biku
najlepsze kredyty dla firm
instytucje pozabankowe udzielajace pozyczek bez bik
pozyczka dla nowych firm
kredyty dla bezrobotnych
kredyty dla firm bez bik
pozyczki dla firm bez bik
pozyczka gotowkowa przez internet
kredyt bez dochodu
szybkie chwilowki przez internet
kredyty bez biku przez internet
www pozyczki bez bik
tani kredyt gotowkowy
kredyt dla kazdego
chwilowka przez internet bez bik
pozyczki on line
pozyczki konsolidacyjne bez bik
gotowka bez bik
bik przez internet
kredyt
pozyczki bez biku i zaswiadczen
pozyczki
kredyty bez bik warszawa
pozyczki prywatne poznan
kredyt poznan

Anonymous (2013-03-13 07:38:41)

kredyt bez zdolnosci
kredyt konsolidacyjny kalkulator
kredyt gotowkowy bez bik przez internet
kredyt konsolidacyjny
pozyczki ekspresowe
kredyt bez zus i us
pozyczka na dowod osobisty
kredyt bez bik w banku
pozyczki dla zadluzonych bez bik
pilnie potrzebuje pozyczki
kredyt bez bik wolny rynek
gotowkowe pozyczki
chwilowki bez krd
kredyt na oswiadczenie dla firm
kredyty online bez zaswiadczen
pozabankowe kredyty

pozyczka chwilowka
pozyczki on line
kredyty gotowkowe bez bik i zaswiadczen
kredyt na pit
pozyczki online bez bik
kredyty bez zdolnosci kredytowej
szybkie pozyczki przez internet
szybkie pozyczki bez bik przez internet
pozyczki bez zdolnosci kredytowej

Anonymous (2013-03-13 07:43:17)

pozyczki online
pozyczka polska opinie
kredyty bankowe
pozyczka dla bezrobotnych bez bik
kredyt bocian
skok dla zadluzonych
szybki kredyt przez internet
kredyt konsolidacyjny
kredyt bez sprawdzania w bik
pozyczki bez zaswiadczen o dochodach
kredyty bez bik warszawa
chwilowka warszawa
pozyczki pozabankowe bez bik
prywatne pozyczki pod weksel bez bik
gotowkowe pozyczki
pozyczki pozabankowe dla firm
pilna pozyczka bez bik
dobra pozyczka
szybka pozyczka prywatna
pozyczka na dowod bez zaswiadczen
kredyt samochodowy bez biku
szybkie pozyczki bez bik przez internet
pozyczki chwilowki online
pozyczki pozabankowe warszawa
chwilowki tychy

Anonymous (2013-03-13 07:57:33)

pozyczki bez bik poznan
chwilowki walbrzych
kredyt studencki
chwilowka pozyczka
kredyty bankowe
kredyty bez krd
kredyty
szybka kasa bez bik
kredyt dla
kredyt na oswiadczenie bez bik
kredyt internetowy bez bik

kredyt bez sprawdzania bik
pozyczki dla zadluzonych
kredyty warszawa
kredyt bez zaswiadczen
chwilowki bez bik katowice
szybkie kredyty chwilowki
kredyt internet
kredyty online bez bik
pozyczka bez bik na dowod
chwilowki bez zaswiadczen
pozyczka bez zaswiadczenia
firmy pozabankowe udzielajace pozyczek
bez bik kredyt
pozyczka na tak

Anonymous (2013-03-13 08:02:31)

pozyczki bez bik warszawa
szybkie chwilowki bez biku
kredyt bez zatrudnienia
szybki kredyt gotowkowy
splata pozyczki
pozyczka bez bik poznan
kredyty bez big
pozyczki przez internet
chwilowki bez bik katowice
pozyczki przez internet
kredyt na dowod
pozyczka od reki
chwilowki sms bez bik
chwilowki warszawa bez bik
pozyczka bez bik forum
bez zaswiadczen
kredyt przez internet bez zaswiadczen
kredyt dla bardzo zadluzonych
pozyczka hipoteczna
pozyczka chwilowka przez internet
bez zdolnosci kredytowej
kredyt poznan
chwilowka przez internet
chwilowki przez sms
kredyt chwilowka bez bik

Anonymous (2013-03-13 08:12:22)

chwilowki online
pozyczki pod weksel
szybkie pozyczki pozabankowe bez bik
pozyczki pozabankowe dla zadluzonych
porzyczki bez bik
kredyt dla firm bez zaswiadczen

kredyt dla zadluzonych w bik
chwilowki przez internet bez bik
kredyty gotowkowe chwilowki
pilna pozyczka bez bik
chwilowki warszawa bez bik
pozyczka kredyt
kredyt w providencie
chwilowki przez internet bez bik
chwilowki bez bik i krd
co to jest pozyczka
chwilowka kredyt
pozyczka dla nowej firmy
szybkie pozyczki dla zadluzonych
pilnie potrzebuje pozyczki
trudny kredyt bez bik
pozyczka sms
pozyczka bez
chwilowki bez bik
pozyczka chwilowka bez bik przez internet

Anonymous (2013-03-13 08:22:03)

gdzie kredyt bez bik
chwilowki warszawa
kredyt kalkulator
kredyt na dowod
szybka pozyczka bez bik
kredyt bez bik przez internet
pozyczka pozabankowa dla firm
kredyt dla bezrobotnych
chwilowki poznan
kredyt polska
szybki kredyt dla firm bez zaswiadczen
pozyczki na dowod bez zaswiadczen
kredyty prywatne bez bik
kredyt dla firm na oswiadczenie
optima kredyty
kredyty bez bik oferty
pozyczka bez krd
szybki kredyt przez internet bez bik
pozyczka dla firmy
pozyczka bez zaswiadczen przez internet
pozyczki bez zdolnosci
kredyt na dowod bez zaswiadczen
szybka pozyczka bez bik przez internet
kredyt dla
bez biku

Anonymous (2013-03-13 08:32:14)

pozyczki bez zdolnosci kredytowej

szybkie kredyty dla zadluzonych
kredyt pod zastaw samochodu
pozyczki bez
kredyty przez internet
kredyt rybnik
kredyty konsolidacyjne bez bik
pozyczka na weksel
szybka pozyczka bez bik
kredyt bez zarobkow
bez big
chwilowka dla bezrobotnych
prywatne pozyczki
kredyt dla zadluzonych w bik
kredyt dla firm
szybka pozyczka pozabankowa
pozyczka bez bik
kredyt na motocykl
pozyczki pozabankowe oferty
blyskawiczna pozyczka
kredyt na firme bez bik
kredyty bez bik wroclaw
kredyt bez bik lodz
szybki kredyt bez bik i zaswiadczen
instytucje finansowe udzielajace pozyczek

Anonymous (2013-03-13 08:41:58)
kredyty prywatne bez bik
kredyt na oswiadczenie dla firm
udzielanie pozyczek
pozyczki pozabankowe dla zadluzonych
chwilowki gorzow wlkp
szybkie kredyty gotowkowe bez bik
kredyty gotowkowe
kredyt bez zaswiadczenia o dochodach
blyskawiczna pozyczka bez bik
kredyt konsolidacyjny bez hipoteki
prometeusz kredyty
co to jest pozyczka
pogotowie gotowkowe
kredyty bez sprawdzania bik
chwilowka sms
kredyty dla firm poznan
pozyczki sms bez bik
kredyty bez zabezpieczen
szybkie pozyczki od reki
instytucje finansowe udzielajace pozyczek
kredyt pozyczka
kredyt bocian
pozyczki bez biku

kredyt dla rencistów
szybki kredyt przez internet bez bik

Anonymous (2013-03-13 08:46:46)
pozyczki chwilowki przez internet bez bik
tanie kredyty
bocian kredyty
kredyty bez dochodow
kredyty bez bik lodz
kredyt od reki bez bik
kredyty online bez bik
konsolidacja bez biku
ekspresowa pozyczka bez bik
kredyt dla firm bez zabezpieczen
pozyczki bez sprawdzania w bik
kredyty dla firm
pozyczki bez bik forum
pozyczki poznan
pilnie potrzebuje pozyczki
chwilowki przez internet bez biku
szybkie pozyczki
kredyt chwilowka
kredyt dla firmy
pozyczka gotowkowa przez internet
kredyt bez sprawdzania bik
chwilowka kredyty
pozyczki bocian
pozyczka na dowod bez zaswiadczen
kredyty bez bik forum

Anonymous (2013-03-13 08:56:32)
kredyty
chwilowki bez bik i krd
pozyczka bez zaswiadczenia o zarobkach
pozyczki chwilowki przez internet
pozyczki kredyty
kredyty samochodowe
pozyczka dla firm bez zaswiadczen
pozyczka sms
kredyty pozabankowe dla firm
pozyczki prywatne
kredyt konsolidacyjny kalkulator
kredyt samochodowy bez biku
chwilowki kielce
kredyty chwilowki opinie
pozyczka bez bik z komornikiem
szybka gotowka bez bik
pogotowie gotowkowe
chwilowki poznan

kredyt przez internet bez zaswiadczen
chwilowki bez bik i krd
kredyty na oswiadczenie
pozyczka prywatna
kredyty hipoteczne dla firm
szybki kredyt bez bik przez internet
kredyty pozyczki bez bik

Anonymous (2013-03-13 09:02:57)

<http://www.cafb29b24.org/docs/buyativan/> #drug buy ativan online no prescription - ativan withdrawal anxiety

Anonymous (2013-03-13 09:11:57)

kredyty na dowod osobisty
prometeusz kredyty
kredyt dla firm bez bik
pogotowie kredytowe bez bik
oferta pozyczki
pozyczki poznan
kredyty chwilowki przez internet
szybka pozyczka poznan
prometeusz kredyty
tanie kredyty
kredyt bez bik na dowod
kredyty forum
pozyczka od reki bez bik
kredyt bez bik krakow
chwilowki bez bik krakow
chwilowka bez krd
kredyt na auto bez bik
pozyczki pod weksel bez bik
pozyczek
instytucje pozabankowe kredyty
kredyty z komornikiem
chwilowki dla osob z komornikiem
kredyty chwilowki bez bik
kredyt internet
tanie pozyczki bez bik

Anonymous (2013-03-13 09:16:39)

pozyczki oddluzeniowe
kredyt poznan
pozyczka na juz
pozabankowy kredyt
kredyty samochodowe bez bik
bez bik krd
kredyty online bez bik
szybkie pozyczki przez internet bez bik
kredyty na oswiadczenie
najlepsze kredyty gotowkowe

pozyczka w rodzinie
biura kredytowe bez bik
pozyczki prywatne przez internet
bez bik krd
kredyt dla emerytow
pozyczki bez bik na oswiadczenie
pozyczki pozabankowe warszawa
pozyczki kredyty
kredyty na dowod osobisty
kredyty bez zdolnosci
pozyczka bez zaswiadczen na dowod
bez bik krd
kredyty dla
pozyczka pod hipoteke
pozyczka bez bik bydgoszcz

Anonymous (2013-03-13 09:27:02)

kredyty chwilowki
kredyty dla zadluzonych firm
kredyt refinansowy
kredyt
pozyczka przez sms
kredyt obrotowy dla firm
kredyt samochodowy dla firm
www pozyczki bez bik
banki dla zadluzonych
szybka pozyczka bez bik forum
bank bez biku
kredyt bez bik wolny rynek
kredyt w 15 minut
oferty pozyczek bez bik
potrzebna pozyczka
chwilowki kredyty bez bik
kredyt internetowy bez zaswiadczen
pozyczka pozabankowa bez bik przez internet
kredyty dla zadluzonych z komornikiem
kredyty wroclaw
pozyczka gotowkowa
kredyty dla zadluzonych
kredyty samochodowe
kredyt bez dochodow
szybka pozyczka przez internet bez bik

Anonymous (2013-03-13 09:32:11)

pozyczki kredyty bez bik
bank bez biku
bez bik kredyt
pozyczka pozabankowa dla firm
chwilowki bez biku przez internet

kredyty przez internet bez bik
prywatne pozyczki bez bik
ogloszenia kredyt bez bik
pozyczki bankowe bez bik
szybkie kredyty bez bik
chwilowki wspolpraca
pozyczka bez zdolnosci
kredyt dla firmy
auto kredyt bez bik
szybka gotowka
firmy udzielajace pozyczek pozabankowych
pozyczki bez bik wroclaw
szybki kredyt bez bik
dobra pozyczka
pozyczka dla nowych firm
kredyt bez bik poznan
szybkie kredyty chwilowki
chwilowka dla bezrobotnych
chwilowki dla zadluzonych
kredyt pozyczka bez bik

Anonymous (2013-03-13 09:37:15)

kredyt od reki
kredyt bez bik i krd
szybka kasa bez bik
pozyczka pozabankowa dla firm
kredyt dla osob w bik
kredyt na weksel
pozyczka gotowkowa przez internet
chwilowki ruda slaska
kredyt samochodowy
potrzebna pozyczka
kredyt konsolidacyjny bez hipoteki
pozyczki spolecznosciowe bez bik
instytucje pozabankowe udzielajace pozyczek
kredyt dla firm bez zaswiadczen
kredyt dla firm bez zaswiadczen
pozyczki bez bik-u
kredyt chwilowka bez bik
kredyt online bez bik
kredyt chwilowka przez internet
kredyt dla osob w bik
kredyty warszawa
pozyczka na tak
oferty pozyczek
kredyt
chwilowki gorzow wlkp

Anonymous (2013-03-13 09:47:48)

kredyt dla firm bez bik
bez bik pozyczki
szybkie pozyczki online
kredyt gotowkowy przez internet
jaki kredyt
szybka pozyczka sms
chwilowka bez krd
gotowka bez bik
kredyty samochodowe bez bik
pozyczka przez sms
pozyczka bez bik poznan
pilna pozyczka dla zadluzonych
pozyczki bez bik krakow
kredyt na firme bez bik
kredyty bez biku i zaswiadczen
szybkie pozyczki dla zadluzonych
chwilowki dla osob z komornikiem
kredyt bez bik na dowod
pozyczka bez zaswiadczenia
pozyczki dla rencistow
szybka pozyczka bez biku
szybka kasa bez bik
chwilowka bez bik
bank kredyt
bocian pozyczki

Anonymous (2013-03-13 10:02:45)

ogloszenia kredyty bez zaswiadczen
bocian kredyty
karta kredytowa bez bik
kredyty bez bik lodz
chwilowka bez krd
pozyczka bez bik wroclaw
najlepsze pozyczki gotowkowe
kredyty pozabankowe bez bik
pozyczki bez bik kielce
pozyczki pozabankowe bez bik
kredyt dla rencistow
bank kredyt
szybki kredyt przez internet bez bik
kredyt na samochod
pozyczki pozabankowe lodz
kredyt dla nowych firm bez bik
kredyty konsolidacyjne
kredyty
kredyty forum
kredyt dla firm bez bik
pozyczka bez zaswiadczen

2000 bez bik
prywatne pozyczki kredyty
oferty pozyczek bez bik
pozyczki bez bik szczecin

Anonymous (2013-03-13 10:07:58)
kredyty pozabankowe bez biku
chwilowki przez sms
szybka pozyczka
kredyt dla zadluzonych z komornikiem
pozyczka gotowkowa
pozyczka bez bik lublin
chwilowki krakow
najtanszy kredyt gotowkowy
pozyczki bez bik na oswiadczenie
pozyczki pozabankowe pod weksel
chwilowki na dowod
pozyczka na dowod przez internet
banki bez sprawdzania w bik
szybka pozyczka gotowkowa
tani kredyt bez zaswiadczen
pozyczka bez bik i krd
kredyt dla nowo powstalej firmy
pozyczka bez zdolnosci kredytowej
chwilowka pozabankowa
szybkie kredyty chwilowki
pozyczka dla zadluzonych
pilna pozyczka
kredyty dla
kredyt konsumpcyjny
chwilowki bez bik wroclaw

Anonymous (2013-03-13 10:13:17)
pozyczka dla nowej firmy
szybka chwilowka przez internet
chwilowki kredyt
pozyczki bez bik na oswiadczenie
chwilowka przez internet bez zaswiadczen
kredyt czy pozyczka
kredyt samochodowy bez biku
pozyczka dla firm bez bik
pozyczki bez zaswiadczen o zarobkach
pozyczki bocian
chwilowki bez bik przez internet
kredyt bez bik na dowod
tani kredyt gotowkowy
kredyty dla zadluzonych w bik
szybkie kredyty
kredyt online bez zaswiadczen

pozyczka kredyt
kredyty gotowkowe kalkulator
dobra pozyczka bez bik
kredyt online bez bik
bank bez bik
prywatne pozyczki gotowkowe
ekspresowa pozyczka bez bik
szybkie kredyty gotowkowe bez bik
kredyty poza bankowe

Anonymous (2013-03-13 10:18:33)

kredyt na dowod bez bik
kredyt samochodowy bez bik i krd
kredyt bez bik-u
pozyczki bez biku i zaswiadczen
dobry kredyt bez biku
kredyt oddluzeniowy
chwilowka kredyt
kredyt w
pozyczki gotowkowe bez zaswiadczen
kredyty konsolidacyjne bez bik
kredyt refinansowy
kredyt bez zgody wspolmalzonka
pozyczki pozabankowe warszawa
bank kredyt
pozyczka bez bik forum
pozyczki pozabankowe oferty
chwilowki katowice
pozyczka internet
bez bik
pozyczki od reki
najlepsze kredyty dla firm
pozyczki na dowod bez bik
pozyczka hipoteczna bez bik
kredyt konsolidacyjny
szybka pozyczka na dowod bez bik

Anonymous (2013-03-13 10:23:26)

kredyt obrotowy dla firm
kredyt na samochod bez bik
kredyt internetowy bez bik
kredyt bez sprawdzania bik
kredyty bez zaswiadczen o dochodach
prywatne chwilowki
pozyczka bez bik-u
pozyczka od reki bez bik
pozyczki pozabankowe pod weksel
kredyty bez bik warszawa
kredyty chwilowki opinie

pozyczki pozabankowe bez zaswiadczen
finan pozyczki
pozyczki prywatne
kredyt bez zdolnosci kredytowych
kredyt dla emeryta
pozyczki dla firm
pozyczki gotowkowe bez bik
chwilowka
kredyt na dowod
biura kredytowe bez bik
szybkie pozyczki na dowod
kredyt przez internet bez zaswiadczen
pozyczki pozabankowe bez biku
pozyczki pozabankowe bez zaswiadczen

Anonymous (2013-03-13 10:28:46)
pozyczki kredyty
pozyczka bez zdolnosci
szybka chwilowka bez zaswiadczen
szybki kredyt gotowkowy bez bik
pozyczki pozabankowe bez bik i krd
szybka pozyczka prywatna
pozyczka na
pozyczka pozabankowa
kredyty gotowkowe bez bik i zaswiadczen
pozyczki bez bik kielce
szybki kredyt bez zdolnosci kredytowej
kredyt w
oferta pozyczki
szybkie kredyty bez biku
kredyt gotowkowy bez bik zaswiadczen
tanie kredyty bez bik
kredyty warszawa
pozyczki bez bik lodz
kredyt a pozyczka
pozyczki bez bik dla zadluzonych
pozyczki on line
pozyczki przez internet
kredyt bez bik wolny rynek
szybka pozyczka pozabankowe
kredyty warszawa

Anonymous (2013-03-13 10:39:55)
szybki kredyt dla firm
szybka chwilowka bez zaswiadczen
chwilowka bez krd
pozyczka przez internet bez bik
chwilowki gdansk
kredyty dla osob z komornikiem

kredyty online bez zaswiadczen
kredyt bez zaswiadczen o zarobkach
kredyt z komornikiem
kredyt bocian
kredyty dla nowych firm bez bik
kredyt na dowod przez internet
kredyt dla osob z komornikiem
kredyt internet
pozyczka dla zadluzonych bez bik
pozyczka polska
kredyt dla firm
kredyt poznan
pozyczka pozabankowa
kredyt konsolidacyjny
bez bik kredyt
pozyczka tylko na dowod
kredyty chwilowki opinie
pozyczka bez zaswiadczen przez internet
kredyt polski

Anonymous (2013-03-13 10:45:01)

chwilowki bez bik krd
szybka pozyczka dla zadluzonych
kredyty gotowkowe bez zaswiadczen
pozyczka na weksel
szybki kredyt na dowod
pozyczki na dowod
kredyt przez internet bez zaswiadczen
chwilowka
kredyt dla firm na oswiadczenie
pozyczki poznan
pozyczka na tak
pozyczki prywatne
kredyty konsolidacyjne bez biku
pozyczka pozabankowa
pilna pozyczka bez bik
kredyt internet
kredyt dla zadluzonych w bik
pozyczka konsolidacyjna
dla zadluzonych
kredyty oddluzeniowe
kredyt bez bik przez internet
kredyt na pit
pozabankowa pozyczka
szybki kredyt bez zdolnosci kredytowej
kredyt na motocykl

Anonymous (2013-03-13 10:55:00)

chwilowki bez bik i krd

forum kredyty
kredyt na motocykl
pożyczka dla osób z komornikiem
pożyczka na dowód
szybkie pożyczki bez bik przez internet
bez biku
kredyt bez bik krd
szybkie pożyczki chwilówki
prometeusz kredyty
pożyczki bez bik lodz
kredyt z komornikiem bez bik
pożyczka na dowód bez zaświadczeń
pożyczki bez bik i zaświadczeń
kredyty gotówkowe bez zaświadczeń
kredyty gotówkowe bez bik i zaświadczeń
kredyt samochodowy dla firm
pożyczki bez bik
pożyczka pozabankowa
szybka pożyczka przez internet
kredyty pozabankowe bez bik
pomoc kredytowa bez bik
kredyt konsolidacyjny
pożyczki bez biku
instytucje finansowe udzielające pożyczek

Anonymous (2013-03-13 10:59:52)
szukam kredytu bez bik
szybka chwilówka przez internet bez bik
kredyt bez bik szczecin
pożyczki na spłatę komornika
kredyty pożyczki bez bik
wygodna pożyczka
potrzebna pożyczka
kredyt oddłużeniowy bez bik
chwilówka wrocław
kredyt konsolidacyjny bez hipoteki
konsolidacja bez biku
pożyczki chwilówki przez internet
chwilówka bez bik i krd przez internet
chwilówka bez bik przez internet
szybkie pożyczki prywatne
kredyty dla małych firm
kredyty bez zaświadczeń o zatrudnieniu
kredyty i pożyczki pozabankowe
szybka pożyczka bez bik forum
kredyt chwilówka przez internet
kredyt hipoteczny bez bik
pożyczka na dowód przez internet
nowa chwilówka

kredyty bez big
kredyt prywatny bez bik

Anonymous (2013-03-13 11:04:50)

najlepszy kredyt
pożyczki przez internet
kredyty bydgoszcz
kredyty pożyczki bez bik
chwilówki kredyty gotówkowe
pożyczki bez biku i zaświadczeń
pożyczki na spłatę komornika
pożyczka bez bik na dowód
kredyt bez bik łódź
kredyt bez bik szczecin
kredyty bez sprawdzania zdolności kredytowej
chwilówki dla osób z komornikiem
poza bankowe pożyczki
prywatne pożyczki
pożyczka on line
bez bik i krd
prywatne pożyczki kredyty
pożyczki online bez bik
szybka chwilówka przez internet bez bik
kredyt bez poręczycieli
kredyty na dowód osobisty
chwilówka przez sms
konsolidacja bez biku
szybkie pożyczki bez bik przez internet
poza bankowe pożyczki

Anonymous (2013-03-13 11:09:43)

optima pożyczki
pożyczka bez bik na dowód
dobre pożyczki bez bik
pożyczka bez dochodów
pożyczki od reki
kredyt inwestycyjny
kredyt dla nowych firm bez zabezpieczeń
chwilówki przez internet bez bik
kredyt a pożyczka
chwilówki bez bik
pożyczka sms bez bik
pożyczka chwilówka warszawa
pożyczki bez krd i bik
chwilówki katowice
najlepsze kredyty gotówkowe
szukam kredytu bez bik
trudne kredyty bez bik
kredyt bez zaświadczeń i bik

chwilowki bez bik poznan
kredyt bez bik warszawa
pozyczki na oswiadczenie
pozyczka bez bik forum
pozyczki bez zaswiadczen o zarobkach
kredyt gotowkowy bez bik zaswiadczen
pozyczki pozabankowe poznan

Anonymous (2013-03-13 11:19:23)

chwilowka kredyty
kredyty samochodowe bez bik i krd
szybkie kredyty pozabankowe
chwilowki gliwice
chwilowka kredyty
chwilowki bez bik przez internet
gdzie pozyczyc pieniadze bez bik
oferty pozyczek
kredyty dla firm bez bik
pozyczki bez bik opole
udzielam pozyczki
sms kredyt bez bik
kredyt w providencie
pozyczki bez bik -tablica
pozyczki bez poreczycieli
gotowkowe pozyczki
kredyt bez zgody wspolmalzonka
pozyczki na dowod bez zaswiadczen
porzyczki bez bik
kredyt z bikiem
kredyt gotowkowy bez bik zaswiadczen
pozyczki spolecznosciowe
gotowka
kredyty dla firm poznan
chwilowki bez bik warszawa

Anonymous (2013-03-13 11:24:14)

pozyczki chwilowki bydgoszcz
chwilowki katowice
pozyczki pod zastaw
gotowka od reki bez bik
pozyczka od rodziny
kredyt bez sprawdzania bik
pozyczki na splate komornika
kredyty bez bik oferty
szybka chwilowka online
kredyt na oswiadczenie o dochodach
szybka pozyczka bez bik
kredyt obrotowy
najlepsze pozyczki

chwilowki bez bik warszawa
chwilowki przez internet bez bik
biura kredytowe bez bik
bajeczna pozyczka
i-pozyczka
kredyt dla firm bez zabezpieczen
kredyty samochodowe
konsolidacja bez bik
dobra pozyczka
pozyczka bez bik-u
instytucje pozabankowe kredyty
bajeczna pozyczka

Anonymous (2013-03-13 11:39:27)

pozyczki bocian
chwilowki dla zadluzonych
pozyczka internet
pozyczki bez bik i zaswiadczen
oferty pozyczek
pozyczka chwilowka
forum kredyty
kredyt bez bik gdansk
pozyczki bez poreczycieli
kredyt na oswiadczenie o dochodach
kredyt inwestycyjny
chwilowki bez bik wroclaw
kredyty oddluzeniowe
banki dla zadluzonych
kredyt prywatny bez bik
kredyt gotowkowy bez bik przez internet
kredyty bez bik warszawa
pozyczka dla zadluzonych
chwilowki na dowod
kredyt pozyczka bez bik
kredyty z komornikiem
tanie kredyty
polska pozyczka
pozyczki pozabankowe dla firm
kredyt obrotowy dla firm

Anonymous (2013-03-13 11:44:49)

bocian pozyczki
kredyty pozabankowe dla firm
kredyty bez bik poznan
instytucje finansowe udzielajace pozyczek
kredyt na rozpoczecie dzialalnosci gospodarczej
dobra pozyczka forum
kredyt bez bik warszawa
pozyczki bez krd i bik

pozyczka online bez bik
szybka pozyczka gotowkowa
kredyt dla firm bez zabezpieczen
chwilowka bez bik i krd przez internet
kredyty bez zaswiadczen o zatrudnieniu
pozyczki dla zadluzonych z komornikiem
pozyczki bez zaswiadczen
kredyt konsolidacyjny bez hipoteki
chwilowka bez zaswiadczen
kredyt na dowod przez internet
pozyczki bez sprawdzania w bik
pozyczka na oswiadczenie
pozyczki bez bik forum
chwilowka bez bik i krd przez internet
szybka chwilowka bez zaswiadczen
sms kredyt bez bik
kredyt bez bik warszawa

Anonymous (2013-03-13 11:49:27)

kredyt rybnik
kredyt kalkulator
chwilowki z komornikiem
bocian pozyczki
kredyt gotowkowy bez bik zaswiadczen
dobra pozyczka
pozyczka pod hipoteke
gotowka bez zaswiadczen
pozyczka gotowkowa
blyskawiczna pozyczka
kredyt chwilowka
kredyty gotowkowe bez zaswiadczen
kredyt samochodowy bez bik
kredyt dla osob bez zdolnosci kredytowej
bocian pozyczki
pozyczki chwilowki przez internet
tanie kredyty gotowkowe
2000 bez bik
kredyty dla firm
kredyty oddluzeniowe
pozyczki bez bik lodz
szybki pozyczki
profi kredyt
pozyczki bez bik lublin
kredyty chwilowki

Anonymous (2013-03-13 11:54:11)

pozyczka bez bik przez internet
pozyczka bez zaswiadczen o dochodach
kredyt z bikiem

chwilowki zielona gora
kredyt obrotowy
szybkie pozyczki bez bik przez internet
pozyczka bez zaswiadczenia o zarobkach
pozyczka przez internet bez bik i krd
kredyt gotowkowy
kredyt pozabankowy bez bik
chwilowki prywatne
kredyty dla osob z komornikiem
pozyczki pozabankowe oferty
chwilowka szybki kredyt pozyczka przez internet
pozyczka bez bik poznan
kredyty bez sprawdzania bik
kredyt konsolidacyjny
pozyczki poznan
pozyczki bez dochodow
pozyczka bez bik online
pozyczki pozabankowe bez biku
kredyt dla firm kalkulator
pozyczki bez big
ekspresowa pozyczka bez bik
chwilowki poznan

Anonymous (2013-03-13 12:18:07)

kredyty bez zaswiadczen o dochodach
pozyczki bez bik gdansk
kredyt chwilowka bez bik
chwilowki bez biku
pozyczki pozabankowe lodz
pozyczka chwilowka bez bik przez internet
pozyczki prywatne pozabankowe
kredyty olsztyn
szybki kredyt bez bik przez internet
skok dla zadluzonych
gdzie kredyt bez bik
chwilowka sms
pilnie potrzebuje pozyczki
pozyczka
kredyt firmy
pozyczka bez bik krd
pozyczka bez zdolnosci
kredyt bez bik dla firm
instytucje finansowe udzielajace pozyczek
pozabankowe kredyty
kredyty bez bik forum
kredyty bez biku dla zadluzonych
blyskawiczna pozyczka
kredyt mieszkaniowy
kredyt dla firm na start

Anonymous (2013-03-13 12:22:38)

chwilowka online
kredyty bez bik lodz
kredyt obrotowy dla firm
pozyczki pozabankowe pod weksel
szybkie pozyczki online
pozyczki w polsce
bik a krd
banki bez bik
kredyt bez zaswiadczenia o dochodach
gdzie pozyczka bez bik
pozyczka przez sms
kredyt bez zarobkow
pozyczka na oswiadczenie
kredyt dla nowych firm bez bik
pozyczka bez bik lublin
kredyt konsolidacyjny kalkulator
kredyty chwilowki przez internet
kredyt bez zarobkow
kredyt bez bik wroclaw
chwilowki lublin
pozyczki prywatne bez bik
szybkie pozyczki gotowkowe
pozyczka bez formalnosci
chwilowka online
kredyty pozyczki chwilowki

Anonymous (2013-03-13 12:27:13)

jaki kredyt
pozyczki poznan
kredyt w banku bez bik
porzyczka bez bik
jaki kredyt
kredyt na pit 11
chwilowka na telefon
pozyczka pozabankowa bez zaswiadczen
pozyczki bez zaswiadczen o dochodach
chwilowka bez bik przez internet
pozyczka przez internet bez bik
szybka pozyczka bez zaswiadczen
kredyty dla firm na oswiadczenie
szybka chwilowka bez zaswiadczen
pozyczki przez internet
pozyczka pozabankowa dla firm
pozyczki pozabankowe prywatne
kredyty dla ludzi w bik
sms kredyt bez bik
kredyt na oswiadczenie bez bik
kredyt na pit

kredyt na motocykl
kredyt na weksel
szybki kredyt gotowkowy bez bik
kredyt rybnik

Anonymous (2013-03-13 12:32:03)
pozyczka na
pozyczki bez formalnosci
oferty pozyczek pozabankowych
pozyczka polska
kredyt bez zaswiadczen o zatrudnieniu
karty kredytowe bez bik
kredyt bez bik przez internet
pozyczka bez zaswiadczen o dochodach
pozyczka bez big
kredyt bez zaswiadczen
prywatne pozyczki pod weksel bez bik
kredyty bez bik poznan
pozyczka bez pracy
kredyt samochodowy bez biku
chwilowka bez zaswiadczen
kredyt bankowy
kredyty na dowod osobisty
pozyczka bez zaswiadczen o zarobkach
szybka pozyczka bez bik i zaswiadczen
pozyczki
pozyczki przez internet bez bik
szybki kredyt bez bik i zaswiadczen
kredyt przez internet bez bik
chwilowki dla osob z komornikiem
pozyczki pod zastaw

Anonymous (2013-03-13 12:37:02)
szybka chwilowka przez internet bez bik
chwilowki przez sms
db kredyt
kredyty i pozyczki pozabankowe
kredyt w banku bez bik
szybka pozyczka sms
kredyt na dowod bez bik
chwilowka kredyt
kredyty bankowe bez bik
pogotowie gotowkowe
chwilowka bez bik i krd przez internet
kredyty dla nowych firm
pozyczki oddluzeniowe
kredyt online bez zaswiadczen
pozyczka przez sms
kredyty bez bik dla zadluzonych

chwilowki katowice
pozyczka przez internet bez zaswiadczen
kredyt pozyczka
szybki kredyt gotowkowy bez bik
kredyt na firme bez bik
pozyczka szybka
szybka pozyczka od reki
szybka pozyczka dla zadluzonych
pozyczki sms bez bik

Anonymous (2013-03-13 12:41:53)

szybka kasa bez bik
pozyczki bez bik bydgoszcz
kredyty forum
pozyczka prywatna
pozyczka chwilowka bez bik
pozyczka dla osob z komornikiem
kredyty forum
szybkie chwilowki przez internet
kredyty samochodowe
tanie kredyty
pozyczka dla studenta
kredyty na dowod osobisty
chwilowka dla firm
szybkie kredyty dla zadluzonych
pozabankowe kredyty
kredyty konsolidacyjne bez bik
chwilowki gorzow wlkp
kredyty pozabankowe bez bik
kredyty dla emerytow
chwilowki poznan
szybki kredyt bez zaswiadczen
chwilowki wspolpraca
chwilowki prywatne
pozyczki pozabankowe bez bik
chwilowka szybki kredyt pozyczka przez internet

Anonymous (2013-03-13 12:47:14)

pozyczka chwilowka przez internet
szybki kredyt dla zadluzonych
kredyt samochodowy bez biku
chwilowki kielce
chwilowka przez sms
porzyczki bez bik
kredyt pod zastaw samochodu
chwilowka
pozyczki na splate komornika
pozyczki spolecznosciowe
kredyty bez bik i zaswiadczen

pozyczka od rodziny
kredyt internetowy bez zaswiadczen
pozyczki chwilowki przez internet bez bik
kredyt internetowy bez bik
kredyty pozabankowe bez biku
pozyczki poza bankowe
kredyt bez bik szczecin
szybka gotowka bez bik
pozyczka bez bik
chwilowki kredyty bez bik
szybki pozyczki
chwilowki bez bik i zaswiadczen
kredyt prywatny bez bik
ekspresowa pozyczka przez internet

Anonymous (2013-03-13 12:51:56)
chwilowka bez bik i krd przez internet
pozyczka bez dochodu
szybki kredyt na dowod
kredyt oddluzeniowy
pozabankowa pozyczka prywatna bez bik i krd
szybki pozyczki
kredyt chwilowka przez internet
kredyt bez zaswiadczen o dochodach
trudne kredyty z komornikiem
pozyczka na splate komornika
kredyt on line bez bik
najlepsze pozyczki gotowkowe
kredyty zielona gora
szybki kredyt bez bik
pozyczka bez bik warszawa
pozyczki prywatne przez internet
kredyt pozabankowy bez bik
kredyty bez bik dla firm
kredyty bez bik i zaswiadczen
bez biku
kredyty bez sprawdzania bik
kredyt bez sprawdzania
bik przez internet
pozabankowy kredyt
trudny kredyt bez bik

Anonymous (2013-03-13 12:56:38)
pozyczka prywatna pod weksel
szybkie pozyczki gotowkowe bez bik
pozyczki dla nowych firm
kredyt internetowy bez zaswiadczen
kredyt refinansowy
szybkie pozyczki od reki

najlepsze pozyczki gotowkowe
pozyczka bez bik lodz
pozyczka bez bik i krd
kredyt na
chwilowki na dowod bez bik
kredyt gotowkowy na dowod
kredyt dla emeryta
prywatne pozyczki bez bik
szybka pozyczka bez bik przez internet
kredyt w 15 minut
kredyt przez internet
chwilowka od reki
pozyczka polska opinie
gdzie pozyczyc pieniadze bez bik
szybki kredyt bez biku
kredyt przez internet na dowod
pozyczka na oswiadczenie
raty bez bik
pozyczki dla osob z komornikiem

Anonymous (2013-03-13 13:06:30)

chwilowki sms
pozyczki online bez bik
kredyt samochodowy bez bik i krd
kredyt bez bik wolny rynek
konsolidacja bez bik
pozyczka bez bik przez internet
kredyty zielona gora
karta kredytowa bez bik
pozyczka bez bik
blyskawiczna pozyczka bez bik
bez bik i krd
instytucje pozabankowe udzielajace pozyczek
pozyczki bez zaswiadczen
firmy udzielajace pozyczek
dobry kredyt bez biku
kredyt dla firm bez bik
kredyty prywatne bez bik
pozyczka bez zaswiadczenia o dochodach
najlepsze chwilowki
kredyt przez internet bez bik
pozyczka w polsce
pozyczka dla osob z komornikiem
kredyt dla kazdego
pozyczka bez bik szczecin
kredyty pozabankowe przez internet

Anonymous (2013-03-13 13:11:20)

chwilowki bez krd

kredyt konsolidacyjny bez hipoteki
pozyczka chwilowka bez bik
kredyty bez sprawdzania w bazie bik
pozyczki ekspresowe
szybkie pozyczki bez bik i krd
pozyczek
banki bez bik
kredyt bez bik wroclaw
kredyt bez bik dla zadluzonych
pozyczka na oswiadczenie
pozyczki prywatne wroclaw
pozyczka prywatna bez bik
pozyczki bez bik
dobre pozyczki bez bik
pozyczka gotowkowa bez bik
kredyty wroclaw
kredyt bez biku
kredyt samochodowy bez biku
szybkie pozyczki bez bik i krd
firmy udzielajace pozyczek pozabankowych
pozyczka pod weksel
kredyty oddluzeniowe
szybki kredyt bez zdolnosci kredytowej
pozyczki online

Anonymous (2013-03-13 13:20:50)

bez biku pozyczki
kredyt a pozyczka
prometeusz kredyty
kredyt gotowkowy bez bik
gdzie pozyczka bez bik
kredyty dla firm na oswiadczenie
sms pozyczka bez bik
pozyczka bez bik warszawa
kredyty przez internet bez bik
pozyczki bez sprawdzania w bik
udziele pozyczki
pozyczka bez krd
kredyt bez sprawdzania
kredyt na pit
pilnie potrzebuje pozyczki bez bik
kredyt bez zaswiadczen o zarobkach
kredyt mieszkaniowy
kredyt z bik
pozyczka od reki bez bik
kredyty warszawa
kredyt bez zdolnosci
trudne kredyty pomoc
kredyt na dowod osobisty

kredyty dla zadluzonych firm
pozyczka sms

Anonymous (2013-03-13 13:25:22)

szybkie chwilowki
chwilowki bez krd
kredyt samochodowy bez biku
szybkie kredyty chwilowki
pozyczka bez zaswiadczenia o zarobkach
chwilowka bez krd
pozyczki bez bik warszawa
chwilowka przez internet bez bik i krd
chwilowki sms
pozyczki pozabankowe gotowkowe
udzielanie pozyczek
kredyt bez historii kredytowej
kredyt bez zdolnosci kredytowych
pozyczka czy kredyt
pozyczka bez zaswiadczen
pozyczka pozabankowa bez zaswiadczen
firmy pozabankowe
kredyt bez bik dla zadluzonych
pozyczka dla firm
prywatne pozyczki bez bik
pozyczka prywatna pod weksel
pozyczki poza bankowe
kredyt internetowy bez zaswiadczen
pozyczka na dowod bez zaswiadczen bez bik
kredyt bez bik poznan

Anonymous (2013-03-13 13:30:12)

chwilowki bez biku
pozyczka dla rodziny
kredyt przez internet
pozyczki bez bik bydgoszcz
pozyczki ekspresowe
kredyt pozabankowy
pozyczka pozabankowa bez zaswiadczen
ekspresowa pozyczka przez internet
pozyczki na telefon
pozyczki bez biku i krd
kredyt studencki
kredyty hipoteczne
pozyczki internet
szybka pozyczka pozabankowe
chwilowki katowice
pozyczka bez krd
kredyty bez zaswiadczen o zatrudnieniu
kredyt gotowkowy bez bik

prywatne chwilowki
kredyt mieszkaniowy
bank bez biku
tanie kredyty gotowkowe
bez bik i zaswiadczen
szybka pozyczka poznan
pozyczki pozabankowe dla zadluzonych

Anonymous (2013-03-13 13:39:57)

szybkie kredyty przez internet
kredyt bankowy
ekspresowa pozyczka przez internet
chwilowki bez biku
pozyczka czy kredyt
kredyt pozyczka
chwilowki gdansk
karty kredytowe bez bik
pozyczka bez umowy o prace
szybkie pozyczki przez internet
bez zdolnosci kredytowej
szybkie pozyczki bez zaswiadczen
pozyczka przez sms
chwilowki walbrzych
kredyt obrotowy
pozyczka dla firm bez bik
szybkie kredyty bez zaswiadczen
szybki kredyt przez internet
pozyczki gotowkowe pozabankowe
dobry kredyt bez bik
chwilowki bez bik
kredyty pozyczki
chwilowki tychy
bez bik przez internet
chwilowki lodz

Anonymous (2013-03-13 13:51:00)

chwilowka na dowod
pozyczki chwilowki online
pozyczki pod weksel
kredyt bez zdolnosci kredytowych
szybkie kredyty chwilowki
kredyt dla rencistow
szybka pozyczka bez sprawdzania w bik
kredyt bez bik krakow
pozyczka w providencie
banki bez bik
pozyczka na dowod bez zaswiadczen
pozyczki na splate komornika
szybkie pozyczki przez internet

pozyczka gotowkowa bez bik
gdzie kredyt bez bik
pozyczki bez zaswiadczen o dochodach
pozyczka konsolidacyjna
pozyczka gotowkowa bez bik i zaswiadczen
gdzie kredyt bez bik
kredyt gotowkowy przez internet
chwilowki tychy
kredyt gotowkowy
kredyt bez bik dla zadluzonych
kredyt dla firmy bez bik
www pozyczki bez bik

Anonymous (2013-03-13 13:55:44)

pozyczka bez
pozyczka bez zaswiadczen o zarobkach
tanie kredyty gotowkowe
kredyty i pozyczki pozabankowe
pilnie potrzebuje pozyczki
pozyczka pozabankowa z komornikiem
kredyty konsolidacyjne bez bik
kredyty mieszkaniowe
chwilowki internet
pozyczki bez bik warszawa
pozyczki gotowkowe bez zaswiadczen i bez bik
pozyczki bez zaswiadczen i bik
pozyczka bez bik wroclaw
chwilowka szybki kredyt pozyczka przez internet
chwilowki na dowod
pozyczka bez zaswiadczenia
pozyczki bez zaswiadczen i bik
kredyt przez internet
kredyty i pozyczki pozabankowe
chwilowki wroclaw
kredyt przez internet bez bik
pozyczki prywatne pozabankowe
kredyty konsolidacyjne bez bik
pozyczki chwilowki bydgoszcz
pozyczki ekspresowe

Anonymous (2013-03-13 14:05:15)

chwilowki dla zadluzonych
pozyczka od reki
gdzie pozyczka bez bik
kredyt bez biku
chwilowki bez bik katowice
pogotowie kredytowe bez bik
szybkie pozyczki
trudny kredyt bez bik

pozyczka chwilowka bez bik
chwilowki lublin
szybki kredyt bez bik
kredyt na sam dowod
kredyt bez zaswiadczenia
chwilowki bez bik krakow
kredyt firmy
pozyczki pozabankowe kredyty
porzyczki bez bik
pozyczki bez bik krakow
kredyty oddluzeniowe
pozyczka bez pracy
chwilowki od reki
kredyt dla zadluzonych z komornikiem
szybkie pozyczki prywatne
kredyty chwilowki opinie
chwilowka polska

Anonymous (2013-03-13 14:15:05)

pilnie potrzebuje pozyczki bez bik
pozyczki pozabankowe poznan
pozyczki kredyty bez bik
chwilowki przez sms
lista firm chwilowki
chwilowki kredyt
bez zaswiadczen
pozyczka pozabankowa z komornikiem
szybka pozyczka dla zadluzonych
kredyty pozabankowe bez biku
bez bik przez internet
kredyty chwilowki opinie
kredyt na pit 11
pozyczki dla bezrobotnych bez bik
kredyt online bez zaswiadczen
pozyczki bez zaswiadczen o dochodach
kredyt dla firmy bez bik
pozyczki dla zadluzonych przez internet
chwilowka bez bik
chwilowki na dowod
pozyczka bez krd
kredyt gotowkowy bez bik przez internet
gotowkowe pozyczki
dobre pozyczki bez bik
pilna pozyczka

Anonymous (2013-03-13 14:24:07)

kredyty bez krd
blyskawiczna pozyczka
szybki kredyt bez zdolnosci

pozyczka z komornikiem
kredyt chwilowka przez internet
pozyczka przez internet bez zaswiadczen
kredyt mieszkaniowy
pozyczki pozabankowe oferty
chwilowki polska
chwilowki internet
pozyczki prywatne poznan
pozyczka bez bik i krd
kredyty gotowkowe bez zaswiadczen
pozyczka bez bik z komornikiem
pozabankowa pozyczka prywatna bez bik i krd
kredyty oddluzeniowe
szybki kredyt bez zaswiadczen
pozyczka dla firm bez bik
pozyczki pozabankowe dla firm
kredyty bez sprawdzania w bik
kredyt gotowkowy na dowod
pozyczki oddluzeniowe
potrzebna pozyczka
szybka pozyczka chwilowka
szybka pozyczka dla firm

Anonymous (2013-03-13 14:33:34)

bank bez bik
szybkie pozyczki bez zaswiadczen
szybka pozyczka wroclaw
chwilowka bez bik przez internet
nowa chwilowka
szybkie pozyczki online
pozyczki chwilowki bez bik
instytucje pozabankowe kredyty
szybki kredyt bez bik przez internet
szybka chwilowka bez bik
kredyty bez sprawdzania bik
szybkie kredyty bez biku
szybkie pozyczki bez zaswiadczen
pozyczka tylko na dowod
najlepsze pozyczki gotowkowe
kredyt polski
kredyt bez bik bydgoszcz
pozyczki przez internet
banki bez sprawdzania w biku
chwilowka sms
pozyczki bez bik warszawa
pozyczka bez zdolnosci
kredyt sms bez bik
chwilowka wroclaw
chwilowka dla bezrobotnych

Anonymous (2013-03-13 14:43:24)

kredyty bez bik oferty
chwilowki
chwilowka bez biku
kredyt bez zatrudnienia
pozyczki pozabankowe przez internet
szybka pozyczka dla firm
kredyty dla zadluzonych w bik
banki bez sprawdzania w bik
kredyt dla nowych firm bez zabezpieczen
pozyczka dla rodziny
potrzebna pozyczka
kredyt dla firm bez zabezpieczen
2000 bez bik
polska pozyczka
szybka chwilowka online
chwilowka kredyt
jaki kredyt
kredyty warszawa
pozyczki
szybkie pozyczki gotowkowe
kredyt bez zaswiadczen o dochodach
pozyczki dla zadluzonych przez internet
chwilowki dla bezrobotnych
kredyt z bikiem
kredyt mieszkaniowy

Anonymous (2013-03-13 14:48:12)

chwilowki walbrzych
pozyczki szybkie
chwilowka bez zaswiadczen
instytucje udzielajace pozyczek
pozyczki dla zadluzonych przez internet
kredyt bez biku
sms kredyt bez bik
pozyczka bez bik warszawa
pozyczki ekspresowe
porzyczka bez bik
szybkie pozyczki przez internet bez bik
pozyczki dla rencistow
szybka pozyczka prywatna
chwilowka przez internet bez bik i krd
pozyczki przez internet bez zaswiadczen
najlepsze chwilowki
pozyczka bez zaswiadczen o dochodach
chwilowki bez bik i krd
chwilowki sms
pozyczka bez zaswiadczen
kredyty online bez zaswiadczen

kredyt konsolidacyjny bez bik
kredyty z komornikiem
szybka pozyczka chwilowka
kredyty bez zabezpieczen

Anonymous (2013-03-13 15:06:46)
pozyczki poznan
kredyt na telefon
szybkie kredyty bez bik
kredyty hipoteczne
kredyt a pozyczka
prywatna pozyczka
pomoc kredytowa bez bik
kredyt bocian
kredyt bez historii kredytowej
chwilowki przez sms
kredyt dla firm na start
kredyty
pozyczka gotowkowa
pozyczki konsolidacyjne bez bik
szybkie chwilowki
tani kredyt
kredyt gotowkowy bez bik zaswiadczen
kredyt studencki
szybkie pozyczki pozabankowe bez bik
pozyczki na dowod bez zaswiadczen
pozyczki ekspresowe
tani kredyt bez bik
kredyty pozabankowe dla firm
kredyty gotowkowe bez biku
szybka pozyczka prywatna

Anonymous (2013-03-13 15:16:05)
szybki kredyt dla zadluzonych
kredyt na oswiadczenie o dochodach
szybkie pozyczki przez internet bez bik
tanie kredyty gotowkowe
prywatna pozyczka
kredyty dla nowych firm
kredyty pozabankowe z komornikiem
kredyty pozyczki bez bik
kredyt mieszkaniowy
kredyt w 15 minut
chwilowki tychy
firmy udzielajace pozyczek
szybka pozyczka pozabankowa
kredyt chwilowka przez internet
chwilowka bez bik
szybkie pozyczki bez biku

pozyczki chwilowki przez internet bez bik
pozyczki pozabankowe pod weksel
szybka pozyczka online
chwilowka kredyty
ekspresowa pozyczka przez internet
kredyt dla zadluzonych w bik
pozyczki
chwilowka bez bik i krd przez internet
kredyt odnawialny

Anonymous (2013-03-13 15:20:48)

chwilowki prywatne
pozabankowa pozyczka
kredyt bez dochodow
bez bik
kredyt bez krd
pozyczka na dowod bez bik
kredyty oddluzeniowe
kredyt przez internet na dowod
kredyt samochodowy dla firm
kredyt bez bik bydgoszcz
chwilowka dla bezrobotnych
tanie kredyty bez zaswiadczen
kredyt pozabankowy bez bik
pozyczki on line
kredyt w 15 minut
blyskawiczna pozyczka
kredyt bankowy
kredyt inwestycyjny
pozyczka bez bik i zaswiadczen
pozyczki dla zadluzonych bez bik
skok dla zadluzonych
chwilowki opole
instytucje udzielajace pozyczek
szybki kredyt bez biku
pozyczka bez sprawdzania w krd i bik

Anonymous (2013-03-13 15:25:23)

kredyty i pozyczki bez bik
kredyty z komornikiem i bik
chwilowka na dowod
bocian pozyczki
kredyt dla nowo powstalych firm
pozyczka przez internet bez zaswiadczen
kredyt gotowkowy przez internet
chwilowka na telefon
forum kredyty
kredyt na oswiadczenie bez bik
nowa pozyczka

kredyt przez internet bez bik
chwilowki opole
kredyty dla firm poznan
chwilowki wspolpraca
pozyczki pozabankowe prywatne
chwilowka kredyt
kredyt internet
kredyty gotowkowe na dowod
chwilowki z komornikiem
szybkie pozyczki pozabankowe
chwilowka bez bik i krd przez internet
skok dla zadluzonych
pozyczki bez bik dla firm
kredyty wroclaw

Anonymous (2013-03-13 15:30:16)
pozyczki gotowkowe bez bik
szybkie porzyczki
pozyczki pod weksel
bocian kredyty
chwilowka pozyczka
szybkie porzyczki
chwilowki na dowod
pozyczka przez internet bez bik i krd
pozyczki prywatne przez internet
kredyty warszawa
kredyty bankowe bez bik
pozyczki pozabankowe bez zaswiadczen
szybkie pozyczki online
prywatne chwilowki
chwilowka na dowod
bez bik pozyczka
pozyczka na oswiadczenie
pozyczka na telefon
chwilowka pozabankowa
kredyty forum
pozyczka bez bik przez internet
pozyczki bez biku
szybka kasa bez bik
pozyczka bez bik lublin
bez bik kredyty

Anonymous (2013-03-13 15:35:10)
dobra pozyczka opinie
kredyt w 15 minut
kredyt gotowkowy przez internet
kredyt bez dochodu
kredyt dla zadluzonych bez bik
szybkie chwilowki bez biku

instytucje pozabankowe udzielajace pozyczek bez bik
kredyty gotowkowe bez bik
kredyt bez zabezpieczen
pozyczki pozabankowe przez internet
szybki kredyt przez internet bez bik
chwilowka wroclaw
pogotowie gotowkowe
chwilowki ruda slaska
kredyt bez zaswiadczen o zarobkach
pozyczka on line
kredyty bez bik przez internet
pozyczka dla firm
instytucje pozabankowe udzielajace pozyczek
kredyty chwilowki bez bik
pozyczki pozabankowe przez internet
pozyczka sms bez bik
kredyt przez internet bez bik
pozyczka bez bik forum
szybka pozyczka przez internet

Anonymous (2013-03-13 15:39:58)

kredyt konsolidacyjny bez hipoteki
kredyt bez bik dla zadluzonych
pozyczki bez bik dla zadluzonych
kredyty dla zadluzonych
pozyczki przez internet
szybkie chwilowki przez internet bez bik
kredyt dla emeryta
kredyty bez bik
tanie kredyty gotowkowe
szybki kredyt bez bik i zaswiadczen
pozyczki bez bik krakow
kredyt na sam dowod
chwilowki bez bik i krd
pozyczka dla firmy
szybki kredyt bez zaswiadczen
pozyczki bez zaswiadczen o zarobkach
kredyt bez krd
firmy udzielajace pozyczek
kredyt bez zaswiadczen i bik
szybki kredyt bez bik przez internet
pozyczka bez bik i zaswiadczen
pozyczki bez bik krakow
pozyczka w polsce
szybkie pozyczki prywatne
chwilowki dla osob z komornikiem

Anonymous (2013-03-13 15:44:54)

kredyty gotowkowe kalkulator

pozyczki bez bik lublin
co to jest pozyczka
bez biku pozyczki
kredyt na firme bez zaswiadczen
kredyt sms
pozyczka na dowod przez internet
pogotowie gotowkowe
pozyczki pod weksel
kredyt dla bardzo zadluzonych
chwilowki przez internet
kredyty bez bik-u
pozyczka prywatna bez bik
banki bez bik
szybka chwilowka przez internet bez bik
kredyt chwilowka
chwilowki bez bik i krd
chwilowki online
pozyczki kredyty
skok stefczyka kredyt
pozyczki pozabankowe lodz
kredyty i pozyczki bez bik
chwilowki przez sms
najtanszy kredyt gotowkowy
kredyty bez big

Anonymous (2013-03-13 15:54:24)
bez bik warszawa
kredyt dla nowo powstalej firmy
pozyczki chwilowki
kredyty gotowkowe bez bik i zaswiadczen
chwilowki bez bik i krd przez internet
kredyt obrotowy dla firm
szybki kredyt dla firm
tanie kredyty bez zaswiadczen
kredyt na dowod
chwilowki bez bik przez internet
pozyczka pozabankowa bez zaswiadczen
chwilowki kredyty gotowkowe
szybkie pozyczki bez bik i krd
chwilowki bez bik i krd przez internet
kredyt dla malych firm
trudny kredyt bez bik
pozyczki dla firm
kredyty prywatne
kredyt samochodowy bez biku
kredyt refinansowy
pozyczki dla osob z komornikiem
tanie pozyczki bez bik
szybkie pozyczki przez internet

banki bez bik
kredyt firmy

Anonymous (2013-03-13 15:58:54)

pozyczka z komornikiem
pozyczki bez dochodow
kredyty chwilowki bez bik
pomoc kredytowa bez bik
kredyt bez zus i us
pozyczka on line
kredyt na dowolny cel
kredyt na pit 11
pozyczki pozabankowe kredyty
kredyty hipoteczne
www.kredyty bez bik
kredyt na motocykl
kredyt gotowkowy bez biku
szybka pozyczka pozabankowa
szybka pozyczka online
kredyt dla osob w bik
pozyczki on line
chwilowka szybki kredyt pozyczka przez internet
pozyczki chwilowki bez biku
kredyt firmy
pozyczki bez bik kielce
chwilowki walbrzych
kredyty dla firm bez zaswiadczen
pozyczki pozabankowe z komornikiem
pozyczka konsolidacyjna

Anonymous (2013-03-13 16:13:37)

szybkie kredyty bez bik
kredyty bez bik
szukam kredytu bez bik
pozyczki bez bik i krd
kredyty przez internet
firmy pozabankowe udzielajace pozyczek
kredyt samochodowy bez bik i krd
szybka pozyczka poznan
kredyty gotowkowe bez bik i zaswiadczen
i-pozyczka
szybka pozyczka online
nowa chwilowka
pozyczki bez bik opole
kredyty dla firm warszawa
szybka pozyczka pozabankowa
kredyt bez zgody wspolmalzonka
pozyczka polska opinie
na dowod

kredyt bez bik dla firm
kredyty gotowkowe kalkulator
kredyty poza bankowe
pozyczki bez biku
chwilowka sms
kredyt bez bik przez internet
kredyty mieszkaniowe

Anonymous (2013-03-13 16:19:08)

chwilowki pozyczki
kredyty bez sprawdzania w bik
pozyczka na dowod bez zaswiadczen
potrzebna pozyczka
chwilowki sms bez bik
kredyty dla ludzi w bik
chwilowki sms bez bik
pozyczki dla zadluzonych z komornikiem
pozyczki chwilowki online
chwilowka na sms
szybkie kredyty bez biku
bik kredyt
kredyt inwestycyjny
kredyt dla osob w bik
pozyczka bez zaswiadczenia o dochodach
szybkie kredyty bez zaswiadczen
oferty pozyczek
kredyty pozabankowe z komornikiem
kredyt oddluzeniowy
pozyczka gotowkowa bez bik
prywatne pozyczki pod weksel
pozyczka polska
db kredyt
pozyczki dla zadluzonych bez bik
chwilowka pozabankowa

Anonymous (2013-03-13 16:54:25)

instytucje pozabankowe udzielajace pozyczek
szybka pozyczka od reki
pozyczka na dowod osobisty
skok dla zadluzonych
najlepsze chwilowki
szybkie pozyczki gotowkowe bez bik
kredyt samochodowy
biura kredytowe bez bik
chwilowka na telefon
leasing bez bik
kredyt online
banki bez sprawdzania w bik
pozyczki na dowod bez bik

pozyczki pozabankowe forum
szybkie pozyczki bez bik
pozyczki dla zadluzonych bez bik
kredyt chwilowki
szybkie chwilowki przez internet
pozyczki bez bik szczecin
pozyczka bez bik online
pozyczki kredyty bez bik
pozyczka pod weksel
kredyty bez sprawdzania zdolnosci kredytowej
pozyczka bez bik lublin
kredyt na samochod bez bik

Anonymous (2013-03-13 16:59:08)

trudne kredyty
pozyczka bez dochodu
oferta pozyczki
bocian pozyczki
bank bez bik
pozyczka konsolidacyjna
pozyczki bez big
bank bez biku
pozyczki pod zastaw nieruchomosci
pogotowie kredytowe bez bik
szybkie pozyczki na dowod
pogotowie kredytowe bez bik
kasa bez bik
gotowka bez zaswiadczen
najlepsze chwilowki
kredyty gotowkowe bez bik i zaswiadczen
kredyt bocian
instytucje pozabankowe udzielajace pozyczek
i-pozyczka
chwilowki pozabankowe
pozyczka bez zaswiadczen przez internet
karty kredytowe bez bik
tani kredyt bez zaswiadczen
kredyty dla nowych firm bez bik
kredyt na splate komornika

Anonymous (2013-03-13 17:03:59)

pozyczka na dowod bez zaswiadczen bez bik
jaki kredyt
chwilowki kredyty gotowkowe
pozyczki
szybki kredyt bez zdolnosci kredytowej
finan pozyczki
biura kredytowe bez bik
chwilowki bez bik poznan

pozyczka w rodzinie
pozyczka bez sprawdzania w krd i bik
chwilowki opole
pozyczka bez bik online
pozyczka przez internet
kredyt od reki
dla zadluzonych
kredyt bez krd
wygodna pozyczka
kredyt bez bik forum
szybka pozyczka przez internet bez bik
pozyczka bez bik poznan
chwilowka sms
kredyt na rozpoczecie dzialalnosci gospodarczej
bocian kredyty
kredyty dla firm bez zaswiadczen
pozyczki pod zastaw nieruchomosci bez bik

Anonymous (2013-03-13 17:08:40)
pozyczka bez krd
pozyczka na oswiadczenie bez bik
pozyczki pozabankowe bez zaswiadczen
kredyty samochodowe
pozyczka na dowod przez internet
skok stefczyka kredyt
chwilowki dla firm
dobry kredyt
kredyty bez zaswiadczen o dochodach
pozyczka bez bik i krd
pozyczki bez bik lodz
szybkie kredyty gotowkowe bez bik
chwilowki poznan
prywatne pozyczki gotowkowe
bank kredyt
kredyty warszawa
kredyty z komornikiem
szybka pozyczka od reki
szybka gotowka bez bik
kredyt pozabankowe
kredyt gotowkowy bez bik zaswiadczen
pozyczki chwilowki bez bik
chwilowka przez internet bez bik i krd
kredyt gotowkowy bez bik
gotowka

Anonymous (2013-03-13 17:13:32)
kredyt na dowod bez bik
kredyt bez sprawdzania w bik
pozyczka chwilowka warszawa

pozyczka pozabankowa dla firm
szybkie pozyczki pozabankowe bez bik
jaki kredyt
szybka pozyczka bez bik
szybkie pozyczki chwilowki
pozyczka bez umowy o prace
pozyczki bez bik
szybkie kredyty gotowkowe bez bik
kredyt od reki bez bik
chwilowki pozabankowe przez internet
pozyczka na telefon
szybka pozyczka pozabankowa
kredyt dla zadluzonych z komornikiem
pozyczka na dowod przez internet
nowa pozyczka
kredyt bez zaswiadczenia o dochodach
pozyczki pod zastaw nieruchomosci bez bik
ekspresowa pozyczka przez internet
pozyczka czy kredyt
kredyt online bez bik
pozyczki bez bik na oswiadczenie
prywatne kredyty gotowkowe

Anonymous (2013-03-13 17:28:02)

pozyczki bez zaswiadczen o dochodach
kredyt bez bik wroclaw
kredyt na sam dowod
pozyczka bez zdolnosci kredytowej
chwilowki kredyty
najlepsze pozyczki gotowkowe
chwilowki bez bik katowice
najlepszy kredyt
kredyty bez bik oferty
chwilowki bez bik katowice
kredyt gotowkowy dla firm
porzyczka bez bik
chwilowka dla bezrobotnych
kredyt na oswiadczenie
pozyczki na dowod bez bik
instytucje pozabankowe udzielajace pozyczek bez bik
szybkie kredyty dla firm
pozyczki chwilowki online
kredyt internetowy bez zaswiadczen
kredyt pozabankowy
kredyt dla firm na oswiadczenie
kredyt czy pozyczka
szybka pozyczka bez bik i krd
gotowkowe pozyczki
chwilowki bez biku przez internet

Anonymous (2013-03-13 17:32:41)

kredyty chwilowki przez internet
chwilowki kredyty gotowkowe
chwilowka kredyt
kredyt dla firm na start
chwilowki kielce
bez bik i krd
szukam kredytu bez bik
kredyt obrotowy
kredyty samochodowe
pozyczka bez bik krakow
chwilowki przez internet
chwilowka dla firm
kredyt online bez zaswiadczen
chwilowka kredyt
kredyt on line bez bik
kredyty pozyczki chwilowki
kredyty online bez bik
chwilowka przez sms
kredyt gotowkowy bez biku
kredyt bez zaswiadczen o zarobkach
pozyczka bez bik na dowod
kredyt na sms
pozyczka bez bik wroclaw
szybki kredyt
pozyczki bez biku

Anonymous (2013-03-13 17:42:18)

kredyt konsolidacyjny bez hipoteki
pozyczka na dowod bez zaswiadczen bez bik
pozyczka sms
kredyt na oswiadczenie
pozyczki bez zdolnosci kredytowej
pozyczki chwilowka
dobra pozyczka
kredyty na splate komornika
pozyczki bez
szybka gotowka
konsolidacja bez bik
kredyt dla
chwilowki ruda slaska
szybkie pozyczki bez bik
jaki kredyt
biura kredytowe bez bik
pozyczki chwilowki bez biku
szybkie kredyty dla zadluzonych
szybka pozyczka pozabankowe
optima kredyty
kredyty chwilowki opinie

kredyt dla firm na oswiadczenie
kredyt samochodowy kalkulator
chwilowki bez bik krd
pozyczka bez sprawdzania w krd i bik

Anonymous (2013-03-13 17:47:13)

kredyty gotowkowe chwilowki
oferty pozyczek pozabankowych
kredyt dla nowo powstalych firm
kredyt dla nowej firmy
kredyt przez internet bez bik
pozyczki kredyty bez bik
udzielam pozyczki
kredyt gotowkowy na dowod
pozyczka od rodziny
pozyczki gotowkowe bez zaswiadczen i bez bik
kredyt na firme
udziele pozyczki
pozyczki internetowe bez bik
kredyt na dowolny cel
kredyt obrotowy dla firm
chwilowka na dowod
pozyczka online bez bik
pozyczki expresowe
pozyczki dla firm bez bik
pozyczka bez sprawdzania w krd i bik
kredyt gotowkowy przez internet
pozyczka przez internet
kredyt na oswiadczenie bez bik
kredyty dla firm na oswiadczenie
szybka pozyczka online

Anonymous (2013-03-13 18:05:29)

kredyt na pit 11
pozyczka na dowod osobisty
chwilowki bez bik krakow
kredyty bez bik i zaswiadczen
chwilowki pozabankowe
kredyty bez zaswiadczen
chwilowka przez internet bez zaswiadczen
chwilowki przez internet bez bik
pozyczka dla nowych firm
pozyczka bez bik poznan
pozyczka gotowkowa przez internet
kredyty dla firm
tani kredyt bez zaswiadczen
pozyczki pozabankowe przez internet
kredyt z komornikiem
pozyczka bez bik bydgoszcz

pozyczka prywatna
kredyt pozabankowe
najlepsze kredyty dla firm
szybka pozyczka prywatna
pozyczka na oswiadczenie bez bik
chwilowki przez internet
pozyczka bez biku i zaswiadczen
pozyczki od reki
kredyt bik

Anonymous (2013-03-13 18:10:20)

szybki kredyt dla firm
pozyczka bez poreczycieli
kredyty chwilowki bez bik
pozyczka bez bik z komornikiem
szybka pozyczka na dowod
kredyt gotowkowy dla firm
dobra pozyczka bez bik
chwilowki walbrzych
pilna pozyczka bez bik
kredyty dla nowych firm bez bik
szybka pozyczka wroclaw
karty kredytowe bez bik
kredyt na oswiadczenie dla firm
chwilowki kredyty gotowkowe
chwilowki bez bik krd
pozyczki od reki
kredyt dla zadluzonych bez bik
chwilowka polska
auto kredyt bez bik
kredyt dla zadluzonych bez bik
kredyty bez bik i zaswiadczen
kredyt bez biku
pozyczki spolecznosciowe
kredyt odnawialny
pozyczka polska

Anonymous (2013-03-13 18:24:36)

pozyczki na dowod osobisty
pozyczka on line
kredyty bez zdolnosci
biura kredytowe bez bik
kredyt firmy
chwilowka przez internet bez zaswiadczen
bez bik pozyczka
pozyczka od reki
udzielanie pozyczek
kredyty zielona gora
szybka pozyczka na dowod

szybki kredyt gotowkowy bez bik
kredyt internetowy bez zaswiadczen
kredyt chwilowka przez internet
pozyczka chwilowka bez bik
pozyczki chwilowki bez bik
kredyt bez zdolnosci
kredyt dla osob w bik
kredyt mieszkaniowy
kredyt on line bez bik
pozyczka przez internet bez bik i krd
kredyty konsolidacyjne bez bik
kredyty bez zaswiadczen o zatrudnieniu
pozyczka z komornikiem
kredyty dla firm na oswiadczenie

Anonymous (2013-03-13 18:29:03)

szybka chwilowka przez internet bez bik
kredyty pozyczki
chwilowka internet
pozyczki przez internet
potrzebna pozyczka
chwilowki polska
szybki kredyt dla zadluzonych
kredyt na dowod bez bik
leasing bez bik
kredyt sms bez bik
pozyczka hipoteczna
kredyt internet
kredyty zielona gora
kredyty na dowod
kredyt kalkulator
raty bez bik
pozyczka bez zdolnosci
pozyczki pozabankowe oferty
szybkie chwilowki przez internet
kredyty gotowkowe chwilowki
kredyty hipoteczne
prywatne pozyczki gotowkowe
pozyczka na dowod bez bik
pozyczka bez bik na dowod
udziele pozyczki prywatnie

Anonymous (2013-03-13 18:33:54)

szybka pozyczka pozabankowa
pozyczki dla bezrobotnych
kredyty przez internet
pozyczka bez bik krakow
tani kredyt bez bik
kredyt studencki

kredyt od reki bez bik
szybkie pozyczki na dowod
szukam kredytu bez bik
kredyt obrotowy dla firm
pozyczki bez bik warszawa
kredyt dla osob w bik
pozyczki
chwilowka internet
kredyty dla zadluzonych z komornikiem
kredyt bez biku i zaswiadczen
pozyczki na oswiadczenie
pomoc dla zadluzonych
kredyt bez zdolnosci kredytowej
konsolidacja bez bik
kredyt oddluzeniowy
kredyt na motocykl
kredyt na pit 11
kredyt przez internet bez bik
szybkie pozyczki bez bik i krd

Anonymous (2013-03-13 18:40:14)

kredyt dla firm kalkulator
chwilowki kredyty
chwilowka bez bik i krd przez internet
szybka kasa bez bik
banki bez bik
lista firm chwilowki
pozyczki pod zastaw nieruchomosci
i-pozyczka
kredyt na samochod
pozyczka na firme
pozyczki przez internet bez bik
kredyt bez poreczycieli
banki bez biku
kredyty gotowkowe na dowod
kredyt pozabankowy
chwilowki kredyty gotowkowe
banki bez biku
chwilowki wspolpraca
szybkie pozyczki przez internet bez bik
gotowka
pozyczka dla osob z komornikiem
kredyt bez zatrudnienia
kredyty gotowkowe dla firm
pozyczka bez bik forum
chwilowka bez zaswiadczen

Anonymous (2013-03-13 18:44:58)

pozyczki bez sprawdzania w bik

szybkie pozyczki chwilowki
trudne kredyty z komornikiem
pozyczka chwilowka bez bik przez internet
prywatne porzyczki
kredyty bankowe bez bik
bank kredyt
prywatna pozyczka
pozyczka bez bik warszawa
szybka gotowka bez bik
skok dla zadluzonych
kredyt hipoteczny bez bik
kredyty gotowkowe bez biku
chwilowki przez sms
pozyczki na oswiadczenie bez bik
szybka pozyczka od reki
kredyt pozabankowe
dobry kredyt bez bik
kredyt pozabankowe
kredyt bez formalnosci
tanie kredyty
szybka pozyczka pozabankowe
szybka pozyczka od reki
pozyczka bez bik forum
pozyczka hipoteczna bez bik

Anonymous (2013-03-13 18:49:49)

nowa pozyczka
kredyt na splate komornika
kredyt hipoteczny bez bik
pozyczka na dowod osobisty
skok dla zadluzonych
kredyty dla zadluzonych w bik
pozyczki prywatne wroclaw
pozyczki bez bik przez internet
tanie pozyczki bez bik
pozyczki pozabankowe oferty
pozyczki bez bik warszawa
sms kredyt bez bik
szybki kredyt dla zadluzonych
kredyt bez zabezpieczen
pozyczka bez bik i krd
gdzie pozyczyc pieniadze bez bik
pogotowie kredytowe bez bik
kredyt przez internet bez bik
chwilowki bez biku i krd
kredyty bez bik warszawa
porzyczki bez bik
szybka chwilowka
chwilowki bez zaswiadczen

pozyczka hipoteczna
pozyczki prywatne wroclaw

Anonymous (2013-03-13 18:59:07)

pozyczka czy kredyt
kredyty wroclaw
kredyt na splate komornika
pozyczki pod zastaw nieruchomosci bez bik
kredyt bez sprawdzania zdolnosci kredytowej
kredyty gotowkowe dla firm
kredyt na pit
pozyczka w rodzinie
kredyt na firme
najlepsze chwilowki
kredyt na samochod
chwilowki poznan
prywatne pozyczki pod weksel bez bik
kredyty dla firm warszawa
szybka pozyczka przez internet
szukam kredytu bez bik
kredyt samochodowy
chwilowki sosnowiec
kredyt na oswiadczenie o dochodach
pozyczki bez bik i krd
szybka pozyczka od reki bez bik
chwilowki sms bez bik
pozyczki bez bik -tablica
chwilowki dla firm
pozyczki na telefon

Anonymous (2013-03-13 19:03:48)

pozyczki bez bik lodz
kredyty gotowkowe na dowod
kredyt w providencie
optima kredyty
pozyczki dla bezrobotnych
najlepsze pozyczki
pozyczka tylko na dowod
chwilowki bytom
kredyt bez sprawdzania
chwilowka
prywatne pozyczki pod weksel
kredyt w providencie
pozyczki bez bik krd
pozyczki chwilowki przez internet
kredyt w 15 minut
kredyt inwestycyjny
pozyczka pozabankowa oferty
szybka pozyczka gotowkowa

kredyty z komornikiem
kredyt na dowolny cel
kredyt dla osob w bik
kredyt na motocykl
pozyczka bez bik przez internet
pozyczki od reki
kredyty olsztyn

Anonymous (2013-03-13 19:08:32)

kredyty bez biku dla zadluzonych
chwilowki online
kredyt pozabankowy
kredyt dla bardzo zadluzonych
pozyczka od reki
szybka pozyczka pozabankowa
kredyt dla kazdego
kredyt odnawialny
pozyczki bez bik lodz
kredyty i pozyczki pozabankowe
pilna pozyczka dla zadluzonych
kredyt poznan
kredyty i pozyczki pozabankowe
pozyczka dla nowych firm
pozyczka dla studenta
chwilowki bez bik katowice
pozyczka bez zaswiadczen na dowod
pozyczka prywatna bez zabezpieczen
kredyt chwilowka bez bik
kredyt samochodowy dla firm
pozyczki online
pozyczki przez internet bez zaswiadczen
kredyt bocian
kredyty konsolidacyjne
kredyty bez sprawdzania bik

Anonymous (2013-03-13 19:13:20)

pozyczka sms
kredyty dla nowych firm
pozyczka polska opinie
szybkie pozyczki pozabankowe
pozyczki bez zdolnosci
dobry kredyt bez bik
szybka gotowka bez zaswiadczen
chwilowki przez internet bez bik i krd
najlepsze pozyczki gotowkowe
kredyty dla nowych firm
pogotowie gotowkowe
pozyczka przez internet bez zaswiadczen
kredyt hipoteczny

kredyty pozabankowe z komornikiem
kredyt refinansowy
kredyt gotowkowy bez bik
pomoc dla zadluzonych
chwilowki od reki
kredyt prywatny bez bik
kredyt bocian
chwilowka przez internet bez bik i krd
pozyczka prywatna
szybka pozyczka pozabankowa
chwilowki na dowod bez bik
chwilowki lodz

Anonymous (2013-03-13 19:22:59)
kredyt bez zaswiadczen o dochodach
tanie pozyczki bez bik
chwilowki przez sms
pozyczki pod zastaw nieruchomosci bez bik
chwilowki sms bez bik
pozabankowe kredyty
kredyt bez zdolnosci kredytowych
kredyt hipoteczny bez bik
kredyty dla osob z komornikiem
pozyczki chwilowki na dowod
nowa pozyczka
kredyty pozabankowe z komornikiem
kredyty bez bik z komornikiem
kredyty gotowkowe na dowod
kredyty bankowe
chwilowki krakow
banki bez biku
pozyczki bez bik lublin
skok stefczyka bez bik
pozyczki bez zaswiadczen
kredyty bez bik oferty
pozyczki chwilowki bez bik
kredyt na weksel
pozyczki bez biku
na dowod

Anonymous (2013-03-13 19:27:24)
skok bez bik
chwilowki sosnowiec
pozyczka prywatna
szybkie chwilowki bez biku
pozyczki chwilowki bez bik
kredyt bocian
kredyt bez zgody wspolmalzonka
pozyczki bez bik szczecin

kredyt chwilowki
pozyczka bez zaswiadczenia o dochodach
kredyty bez
prywatne pozyczki gotowkowe
tanie kredyty bez zaswiadczen
kredyt bez zdolnosci kredytowej
kredyt na splate komornika
kredyt na firme bez zaswiadczen
szybka kasa bez bik
szybka chwilowka przez internet bez bik
szybkie pozyczki bez bik i krd
kredyt z bik
kredyt chwilowka
prywatne pozyczki pozabankowe
kredyty dla emerytow
pozyczki pozabankowe przez internet
kredyt bez bik wroclaw

Anonymous (2013-03-13 19:36:25)

pozyczki gotowkowe
pozyczka bez bik
pozyczki bez bik wroclaw
kredyty bez bik poznan
pilnie potrzebuje pozyczki bez bik
pozyczka na dowod przez internet
kredyt chwilowki
kredyt dla nowej firmy
pozyczki prywatne pod weksel
pozyczki bez bik lublin
kredyty i pozyczki
kredyty hipoteczne
pozyczki pozabankowe
oferty pozyczek pozabankowych
pozyczka w rodzinie
chwilowki kielce
gdzie pozyczyc pieniadze bez bik
kredyty pozabankowe bez bik
kredyt samochodowy bez biku
kredyt dla nowych firm bez bik
kredyt konsolidacyjny bez bik
kredyty bez zaswiadczen i bez bik
chwilowka polska
pozyczki dla zadluzonych z komornikiem
chwilowki krakow

Anonymous (2013-03-13 19:41:04)

pozyczka na telefon
chwilowka dla firm
pozyczki pozabankowe lodz

potrzebna pozyczka
pozyczka bez zdolnosci
pozyczki gotowkowe
kredyt dla firm na start
pozyczka na dowod bez zaswiadczen
pozabankowa pozyczka prywatna bez bik i krd
kredyt dla emeryta
kredyt dla zadluzonych
kredyt bez zabezpieczen
pozyczka sms
bank bez bik
kredyty pozabankowe z komornikiem
trudne kredyty
lista firm chwilowki
sms kredyt
pozyczki bez biku i zaswiadczen
kredyt bez zaswiadczen o dochodach
kredyt przez telefon
kredyt bez big
kredyt bez bik krakow
pozyczka bez zaswiadczen o dochodach
kredyt bez biku i zaswiadczen

Anonymous (2013-03-13 19:45:49)

gotowka
pozyczka przez internet
kredyt samochodowy bez bik i krd
chwilowki warszawa
udzielanie pozyczek
szybkie pozyczki gotowkowe
kredyty hipoteczne
szybkie pozyczki pozabankowe bez bik
pozyczka bez sprawdzania w krd i bik
kredyt obrotowy dla firm
pozyczka konsolidacyjna
pozyczka dla firm bez zaswiadczen
pozyczka bez biku
pozabankowe kredyty
kredyt na firme bez bik
szybki kredyt bez bik
pozyczki bez bik krakow
kredyt dla osob w bik
chwilowki walbrzych
pozyczki na dowod
kredyt bez poreczycieli
szybkie pozyczki gotowkowe
pozyczka chwilowka bez bik
pozyczka chwilowka przez internet
forum kredyty

Anonymous (2013-03-13 19:50:28)

szybki kredyt bez bik przez internet
najlepsze kredyty gotowkowe
pozyczki chwilowki bez bik
kredyty forum
szukam kredytu bez bik
kredyt bez bik wolny rynek
chwilowki bez biku przez internet
kredyt gotowkowy dla firm
szybkie chwilowki przez internet
pozyczki bez krd i bik
kredyty pozyczki bez bik
kredyt na dowod osobisty
kredyty przez internet
tani kredyt bez bik
chwilowki bez bik
chwilowki bez biku
pilnie potrzebuje pozyczki bez bik
kredyt bez zaswiadczenia o zarobkach
pozyczka bez bik i krd
pozabankowe kredyty
chwilowka
gotowkowe pozyczki
szybkie pozyczki online
pozyczki bez bik opole
chwilowki bez bik

Anonymous (2013-03-13 20:04:13)

chwilowki bez bik poznan
tanie kredyty bez bik
co to jest pozyczka
prywatne porzyczki
pozyczki dla rencistow
pozyczki bez
kasa bez bik
pozyczka pozabankowa bez zaswiadczen
pozyczka bez bik lodz
pozyczka bez bik poznan
pozyczka polska
pozyczki pozabankowe pod weksel
kredyt bankowy
kredyt na pit 11
pozyczka bez biku
chwilowki bez krd
chwilowki bez bik i zaswiadczen
pozyczka chwilowka warszawa
pozyczka przez internet bez bik
pozyczka na dowod
szybkie pozyczki na dowod

chwilowki gliwice
bik przez internet
udzielanie pozyczek
szybka pozyczka na dowod

Anonymous (2013-03-13 20:08:57)

chwilowki dla zadluzonych
dobry kredyt
chwilowka przez internet bez bik
kredyt bez zatrudnienia
kredyt konsolidacyjny bez hipoteki
pomoc dla zadluzonych
kredyt bez zdolnosci kredytowych
pozyczka gotowkowa bez bik i zaswiadczen
bank bez biku
pozyczka na firme
kredyt bez big
szybka pozyczka pozabankowe
szybka pozyczka od reki
kredyt hipoteczny bez bik
pozyczka z komornikiem
pozyczki gotowkowe bez zaswiadczen i bez bik
kredyt dla firm kalkulator
kredyt bez bik krakow
kredyty chwilowki przez internet
kredyt chwilowka
pozyczka bez zaswiadczenia
pozyczka w rodzinie
kredyt bez bik na dowod
kredyt dla osob z komornikiem
pozyczki prywatne przez internet

Anonymous (2013-03-13 20:18:23)

kredyt bez biku
konsolidacja bez biku
najlepsze chwilowki
szybki kredyt bez biku
pozyczka bez umowy o prace
kredyty bez bik lodz
pozyczki bez bik gdansk
pozyczki gotowkowe bez zaswiadczen i bez bik
chwilowki wroclaw
pozyczka chwilowka
pozyczki bez bik przez internet
kredyt dla bezrobotnych
pozyczki hipoteczne bez bik
kredyt bez bik przez internet
kredyt bez zaswiadczen o dochodach
pozyczka bez bik forum

pozyczki bez bik bydgoszcz
kredyty bez bik poznan
pozyczki w polsce
kredyt bez bik lodz
pozyczka prywatna bez bik
pozyczka na splate komornika
pozyczka polska
chwilowki bez biku
kredyt hipoteczny bez bik

Anonymous (2013-03-13 20:23:07)

gdzie pozyczka bez bik
kredyt pod zastaw samochodu
pozyczka pozabankowa bez zaswiadczen
pilna pozyczka dla zadluzonych
forum kredyty
pozyczka gotowkowa przez internet
pozyczka bez krd
kredyt bez bik w banku
pozyczki bez bik -tablica
kredyt na dowod bez bik
kredyt na dowod przez internet
pozyczka kredyt
gotowka bez zaswiadczen
chwilowka przez sms
szybka chwilowka bez bik
pozyczki na splate komornika
jaki kredyt
kredyt od reki bez bik
kredyt na oswiadczenie dla firm
bez bik kredyty
i-pozyczka
kredyt bez zaswiadczenia
pozyczki poza bankowe
pozyczka na oswiadczenie
pozyczki online

Anonymous (2013-03-13 20:27:36)

kredyt pod zastaw samochodu
pozyczka w polsce
pozyczka bez bik forum
banki bez sprawdzania w bik
szybka pozyczka
jaki kredyt
kredyt dla nowych firm bez bik
chwilowka na telefon
pozyczki bez bik krakow
bez zaswiadczen
pozyczka online bez bik

ekspresowe pozyczki bez bik
gdzie kredyt bez bik
kredyt chwilowki
pozabankowy kredyt
kredyty bez biku przez internet
szybkie chwilowki bez zaswiadczen
kredyt bez bik dla zadluzonych
pozyczka dla nowych firm
kredyt bez zaswiadczen
chwilowka dla bezrobotnych
chwilowka dla firm
chwilowki bez bik i zaswiadczen
szybka pozyczka bez bik i krd
chwilowki bez bik krd

Anonymous (2013-03-13 20:32:09)
kredyt dla osob bez zdolnosci kredytowej
kredyt bez bik forum
chwilowka przez internet bez zaswiadczen
pozyczka pod weksel
kredyty chwilowka
kredyt gotowkowy kalkulator
szybkie pozyczki od reki
pozyczki pozabankowe kredyty
kredyt bez biku i zaswiadczen
pozyczki kredyty bez bik
kredyt bez bik lodz
pozyczki online
najlepsze kredyty dla firm
pogotowie gotowkowe
pozyczka bez umowy o prace
kredyt dla firm
forum kredyty
pozyczki prywatne pod weksel
pozyczki bez bik -tablica
chwilowka bez biku
bik przez internet
chwilowka bez biku
kredyty konsolidacyjne bez biku
bocian kredyty
bik przez internet

Anonymous (2013-03-13 20:36:45)
pozyczki dla zadluzonych bez bik
chwilowki bez bik i krd przez internet
pozyczka dla studenta
pozabankowe pozyczki bez bik opinie
szybka pozyczka online
szybka gotowka

profi kredyt
pozabankowa pozyczka
chwilowka przez internet bez zaswiadczen
chwilowki poznan
gdzie pozyczka bez bik
pozyczki bez poreczycieli
kredyt bez zaswiadczenia o dochodach
kredyty dla osob w bik
pozyczki pozabankowe kredyty
pozyczka bez bik wroclaw
pozyczka pozabankowa bez bik
kredyt chwilowka
pozyczka na splate komornika
www.kredyty bez bik
kredyty
kredyt dla zadluzonych bez bik
kredyty na splate komornika
bez bik
chwilowka sms

Anonymous (2013-03-13 20:41:32)

kredyt gotowkowy przez internet
pozyczki bez zdolnosci kredytowej
oferta pozyczki
chwilowka przez internet bez bik
szukam kredytu bez bik
pozyczki przez internet
szybkie pozyczki przez internet bez bik
kredyt dla emerytow
kredyt bez poreczycieli
skok dla zadluzonych
chwilowki wroclaw
kredyt samochodowy
kredyt dla firm na start
firmy udzielajace pozyczek
trudne kredyty pomoc
chwilowki kredyt
tanie kredyty gotowkowe
pozyczki chwilowki na dowod
szybka pozyczka gotowkowa
pozyczka w providencie
kredyt dla firm rozpoczynajacych dzialalnosc
bez bik i krd
prywatne chwilowki
kredyt na dowod przez internet
pozyczka chwilowka warszawa

Anonymous (2013-03-13 20:46:27)

kredyt bankowy

dobra pozyczka bez bik
pozyczka bez dochodow
pozyczki prywatne przez internet
kredyt bez krd
szybka pozyczka poznana
pozyczka przez internet bez bik
kredyt na oswiadczenie dla firm
pozyczki bez
kredyty hipoteczne
szybka pozyczka bez sprawdzania w bik
pozyczki chwilowki na dowod
kredyt na dowod przez internet
chwilowki pozabankowe przez internet
kredyty samochodowe bez bik
szybka gotowka dla zadluzonych
pozyczki z komornikiem
najlepsze kredyty dla firm
kredyt dla osob z komornikiem
pozyczki bez bik -tablica
chwilowki bez bik
tanie kredyty bez zaswiadczen
firmy udzielajace pozyczek pozabankowych
dobra pozyczka forum
kredyt dla bezrobotnych

Anonymous (2013-03-13 20:51:43)

szybka gotowka bez bik
pozyczka prywatna
pozyczka z komornikiem
kredyt bez zdolnosci
kredyt bez zaswiadczen o zatrudnieniu
pozyczki chwilowki bydgoszcz
chwilowki internet
tani kredyt bez zaswiadczen
kredyt bez zaswiadczenia
kredyt bez bik gdansk
kredyt dla nowej firmy
pozyczka bez zaswiadczenia o dochodach
kredyt dla zadluzonych
chwilowki sosnowiec
pozyczki gotowkowe bez zaswiadczen
gdzie kredyt bez bik
chwilowka kredyt
chwilowki ruda slaska
kredyt bez zdolnosci kredytowej
pozyczki gotowkowe bez zaswiadczen
gdzie pozyczka bez bik
chwilowki
chwilowki na dowod

pozyczki bez zaswiadczen i bik
chwilowki wroclaw

Anonymous (2013-03-13 20:56:55)

pozyczki bez bik warszawa
kredyt bez zarobkow
kredyty na dowod bez bik
bocian kredyty
pozyczka bez poreczycieli
bez bik i zaswiadczen
pozyczki bez biku
szybka chwilowka
szybki kredyt dla zadluzonych
pozyczka od zaraz bez bik
kredyt dla bardzo zadluzonych
szybka chwilowka
pozyczki bez bik-u
pozyczka w rodzinie
pozabankowa pozyczka prywatna bez bik i krd
kredyty z komornikiem i bik
prywatne pozyczki kredyty
prometeusz kredyty
jaki kredyt
kredyty gotowkowe kalkulator
szybka chwilowka online
chwilowka na dowod
kredyt w banku bez bik
szybki kredyt dla zadluzonych
pozyczka chwilowka bez bik przez internet

Anonymous (2013-03-13 21:00:58)

kredyty konsolidacyjne bez biku
chwilowki bez bik i zaswiadczen
chwilowka dla firm
szybki kredyt bez zdolnosci
bajeczna pozyczka
kredyt bez zaswiadczen o zatrudnieniu
kredyt dla kazdego
chwilowka bez krd
bez big
pozyczki online
szybki kredyt bez zaswiadczen
pozyczka online bez bik
pozyczki bez poreczycieli
blyskawiczna pozyczka
pozabankowe pozyczki bez bik opinie
kredyty pozabankowe bez biku
szybka gotowka bez bik
kredyt bez bik wolny rynek

kredyt na sam dowod
pozyczki przez internet
bajeczna pozyczka
gdzie pozyczka bez bik
pozyczki bez krd i bik
pomoc dla zadluzonych
kredyty i pozyczki bez bik

Anonymous (2013-03-13 21:05:37)

kredyt samochodowy bez bik i zaswiadczen
szybki kredyt bez bik i zaswiadczen
pozyczki prywatne pozabankowe
pozyczki bez zaswiadczen na dowod
chwilowki bez bik wroclaw
kredyty dla osob z komornikiem
pozyczka kredyt
szybkie chwilowki przez internet
kredyty bez
pozyczka kredyt
pozabankowa pozyczka prywatna bez bik i krd
pozyczki bez sprawdzania bik
szybka pozyczka bez sprawdzania w bik
porzyczka bez bik
pozyczki hipoteczne
kredyt dla osob z komornikiem
kredyt bez krd i bik
sms pozyczka bez bik
kredyty prywatne
chwilowki wroclaw
kredyt sms
gotowka bez zaswiadczen
kredyt pozyczka
szukam kredytu bez bik
pozyczka na dowod przez internet

Anonymous (2013-03-13 21:10:18)

chwilowka warszawa
pozyczki bez zaswiadczen o dochodach
kredyt bez zaswiadczen
kredyty chwilowki opinie
kredyt na dowod bez zaswiadczen
kredyty gotowkowe chwilowki
pozyczka na
kredyt na oswiadczenie
pozyczki na dowod
prywatne pozyczki pozabankowe
kredyt przez telefon
kredyt dla zadluzonych w bik
kredyt gotowkowy dla firm

potrzebna pozyczka
blyskawiczna pozyczka bez bik
kredyt bez bik wolny rynek
kredyty przez internet bez bik
oferta dla zadluzonych
szybka pozyczka online
leasing bez bik
chwilowka pozabankowa
kredyt konsolidacyjny bez bik
gotowkowe pozyczki
chwilowki przez internet
pozyczka pod hipoteke

Anonymous (2013-03-13 21:15:03)

szybka chwilowka online
prywatna pozyczka bez bik
kredyt studencki
dobry kredyt bez biku
chwilowka przez internet bez zaswiadczen
dobry kredyt
gotowka
kredyt bez bik lodz
chwilowka przez internet bez bik
kredyt dla nowo powstalych firm
kredyty bez bik dla firm
kredyty bez bik dla firm
kredyty dla zadluzonych z komornikiem
szybka pozyczka przez internet bez bik
chwilowka na telefon
kredyty forum
tanie kredyty gotowkowe
szybka chwilowka przez internet bez bik
pozyczki bez krd
szybkie pozyczki przez internet
kredyt online
kredyty chwilowki bez bik
kredyt bocian
kredyty warszawa
oferty pozyczek pozabankowych

Anonymous (2013-03-13 21:29:17)

pozyczka tylko na dowod
kredyty bez biku
kredyt bez bik bydgoszcz
pozyczki pozabankowe oferty
kredyt oddluzeniowy
pozyczki bez biku
pozyczka prywatna pod weksel
kredyt gotowkowy bez bik przez internet

kredyt bik
pozyczka bez zaswiadczen
szybki kredyt gotowkowy bez bik
chwilowka szybki kredyt pozyczka przez internet
pozyczki pozabankowe warszawa
szybka pozyczka pozabankowa bez bik
bez bik przez internet
pozyczka pozabankowa bez bik przez internet
prywatne pozyczki bez bik
chwilowka dla bezrobotnych
chwilowka bez bik przez internet
trudne kredyty pomoc
kredyt dla zadluzonych
kredyty wroclaw
blyskawiczna pozyczka
pozyczka na dowod osobisty
kredyty konsolidacyjne

Anonymous (2013-03-13 21:33:50)

pomoc dla zadluzonych
kredyt dla zadluzonych
bez bik warszawa
pozyczki pod zastaw nieruchomosci
chwilowki bez big
kredyty i pozyczki gotowkowe
bank bez biku
prywatne kredyty gotowkowe
pozyczka polska opinie
pozyczka poza bankowa
bajeczna pozyczka
pozyczki hipoteczne bez bik
pozyczki pozabankowe bez bik
szybkie pozyczki bez bik i krd
pozyczka bez bik
kredyty bez bik poznan
pozyczka czy kredyt
szybka chwilowka przez internet bez bik
kredyt bez zaswiadczen
skok stefczyka kredyt
chwilowki na dowod bez bik
kasa bez bik
pozyczki chwilowki bydgoszcz
pozyczka na dowod przez internet
kredyty gotowkowe chwilowki

Anonymous (2013-03-13 21:38:30)

kredyty bez bik poznan
kredyt gotowkowy bez bik
chwilowki dla firm

kredyt bez zaswiadczen o zatrudnieniu
pozyczki bez bik szczecin
pozyczki pozabankowe z komornikiem
bez biku
pozyczka w polsce
kredyty hipoteczne dla firm
szybka pozyczka bez sprawdzania w bik
pilnie potrzebuje pozyczki bez bik
kredyty pozyczki bez bik
pozyczka prywatna bez zabezpieczen
pozyczki bez bik poznan
szybki kredyt dla zadluzonych
pilna pozyczka dla zadluzonych
pozyczki chwilowki bez bik
chwilowki gdansk
kredyt oddluzeniowy bez bik
szybka pozyczka dla firm
kredyty warszawa
kredyt samochodowy bez bik
kredyt dla emerytow
pozyczka bez poreczycieli
kredyt online

Anonymous (2013-03-13 21:43:17)

pozyczki bez zabezpieczen
udzielam pozyczki
kredyt bez zaswiadczenia o dochodach
pozyczki dla rencistow
kredyt na auto bez bik
pozyczka internet
kredyty chwilowki przez internet
kredyt na samochod
pozyczki pozabankowe bez bik
chwilowka bez bik i krd
pozyczka online
kredyty na dowod bez bik
pozyczka na dowod bez zaswiadczen
pozyczki sms bez bik
kredyty gotowkowe chwilowki
chwilowki prywatne
udzielanie pozyczek
pozyczki bez zaswiadczen
chwilowka kredyt
szybka pozyczka online
pozyczka na oswiadczenie bez bik
kredyty bez biku
szybkie kredyty przez internet
pozyczka bez bik i zaswiadczen
pozyczka bez bik lublin

Anonymous (2013-03-13 21:52:47)
firmy udzielajace pozyczek pozabankowych
pozyczki i kredyty
chwilowki pozyczki
chwilowka
kredyty dla osob bez zdolnosci kredytowej
pozyczka od reki bez bik
firmy pozabankowe udzielajace pozyczek
pozyczka od reki bez bik
kredyt studencki
kredyt bez bik-u
tanie kredyty bez zaswiadczen
pozyczki online bez bik
optima kredyty
chwilowki bez bik wroclaw
pozyczka bez bik przez internet
pozyczka dla zadluzonych
prywatne pozyczki pozabankowe
szybka pozyczka poznan
kredyt na start dla firm
szybki kredyt gotowkowy
bez biku pozyczki
kredyty dla osob w bik
pozyczki bez
kredyty online bez zaswiadczen
kredyt hipoteczny bez bik

Anonymous (2013-03-13 21:58:06)
pozyczki pozabankowe lodz
kredyt refinansowy
kredyty dla nowych firm
najlepsze kredyty gotowkowe
kredyty hipoteczne bez bik
pozyczka przez internet bez zaswiadczen
pozyczka online bez bik
chwilowka
kredyt chwilowka bez bik
chwilowki kielce
kredyt dla emeryta
pozyczka bez dochodow
chwilowki ruda slaska
kredyty chwilowki opinie
kredyty bez biku dla zadluzonych
pozyczka bez bik wroclaw
wroclaw pozyczki bez bik
szybki kredyt bez zdolnosci
pozyczki dla zadluzonych bez bik
pozyczki bez biku i krd
kredyt inwestycyjny

pozyczka kredyt
kredyt chwilowka przez internet
kredyt dla osob z komornikiem
kredyty przez internet bez bik

Anonymous (2013-03-13 22:02:11)

chwilowki walbrzych
pozyczka bez bik szczecin
szybkie chwilowki bez bik
pozyczka bez biku i zaswiadczen
chwilowki bez bik i zaswiadczen
chwilowka kredyt
pozyczka hipoteczna
kredyt dla rencistow
blyskawiczna pozyczka bez bik
pozyczka bez zaswiadczen o dochodach
pozyczki bez bik warszawa
ekspresowa pozyczka przez internet
biura kredytowe bez bik
pozyczki chwilowki przez internet bez bik
pozyczka kredyt
kredyty pozabankowe przez internet
pozyczka na dowod
pozyczki pod zastaw nieruchomosci
kredyt pozabankowy
chwilowki sms
kredyt bez bik krd
tanie kredyty
kredyty bydgoszcz
kredyt online
kredyty hipoteczne dla firm

Anonymous (2013-03-13 22:06:43)

chwilowka przez sms
kredyt dla zadluzonych
chwilowki wspolpraca
pozyczki dla zadluzonych z komornikiem
chwilowka
chwilowka bez bik
chwilowki ruda slaska
chwilowki pozabankowe
tanie kredyty bez zaswiadczen
szybka pozyczka przez internet
pozyczka bez zaswiadczen o dochodach
bik kredyt
chwilowki sms
szybka chwilowka online
pozyczka pozabankowa przez internet
kredyt bankowy

kredyt dla firm rozpoczynających działalność
błyskawiczna pożyczka bez bik
chwilówki katowice
szybki kredyt bez zaświadczeń
kredyt bez zaświadczeń i bik
szybka pożyczka online
pożyczki przez internet
szybka pożyczka przez internet
kredyty pożyczki bez bik

Anonymous (2013-03-13 22:11:28)

kredyty bez sprawdzania w bazie bik
chwilówki sosnowiec
pozabankowe pożyczki bez bik
kredyt studencki
chwilówka warszawa
kredyty bez
kredyt poznań
kredyt samochodowy bez bik i zaświadczeń
skok dla zadłużonych
pożyczka chwilówka przez internet
pożyczki prywatne wrocław
kredyty na dowód
szybka pożyczka online
kredyt gotówkowy przez internet
banki bez biku
kredyt chwilówka przez internet
najlepsze kredyty gotówkowe
pogotowie gotówkowe
kredyt na dowolny cel
chwilówka szybki kredyt pożyczka przez internet
pożyczki przez internet bez zaświadczeń
kredyt online bez bik
pożyczki pozabankowe gotówkowe
chwilówki bez bik wrocław
pożyczki pod zastaw nieruchomości

Anonymous (2013-03-14 08:28:01)

kredyt bez zaświadczeń skok stępczyka kredyt pozabankowy dla zadłużonych szybka pożyczka przez internet na dowód pożyczki na dowód białostok pożyczki prywatne pod nieruchomość szybkie pożyczki śląsk pożyczka tylko na dowód activa 500 pożyczki od ręki szybki kredyt jastrzębski pożyczka prywatna z komornikiem szybka pożyczka gotówkowa kredyty hipoteczne pożyczki bez bik białostok kredyt dla bezrobotnych pożyczki dla emerytów bez bik chwilówki lublin jak dostać szybki kredyt pożyczki prywatne wałbrzych kredyty bez zaświadczeń gdynia szybkie kredyty od ręki kredyt na dowód dla bezrobotnych kredyty pozabankowe w łodzi pożyczka na dowód-chorzów szybka pożyczka ing kredyty chwilówki elbląg szybki kredyt pozabankowy pożyczka gotówkowa ranking 2012 pożyczki bez bik big krd chwilówka na dowód pożyczka gotówkowa gdańsk

Anonymous (2013-03-14 09:01:05)

chwilówka bez zaświadczeń szybka pożyczka tarnów szybki kredyt bez umowy kredyt na dowód jasło szybkie kredyty bez zaświadczeń pożyczka bez bik przez internet pożyczka na dowód get in bank kredyty bez zaświadczeń lublin kredyty pozabankowe

pod weksel szybkie kredyty bez bik pożyczki ue chwilówki żary pożyczki na dowód poczta pożyczka gotówkowa pko bp pożyczki bez bik do 10000 pożyczka prywatna ogłoszenia pożyczki bez bik i zaświadczeń o dochodach kredyty bez zaświadczeń dla firm kredyt na dowód na oświadczenie pożyczki bez biku pożyczki lubin kredyty pozabankowe poznań wrocław pożyczki bez bik kredyt bez zaświadczeń opinie kredyt na oświadczenie pożyczka gotówkowa mbank pożyczki kredyty przez internet pożyczka prywatna poznań kredyty chwilówki inwestycje pożyczki prywatne bez opłat wstępnych

Anonymous (2013-03-14 09:02:33)

gdzie pozyczyc pieniadze bez bik
pożyczka pozabankowa z komornikiem
pożyczki chwilowki na dowod
prywatne kredyty gotowkowe
kredyty dla firm
pożyczki bez bik krd
kredyty pozabankowe przez internet
www pożyczki bez bik
najtanszy kredyt gotowkowy
chwilowka polska
kredyt dla nowych firm bez zabezpieczen
chwilowki warszawa bez bik
blyskawiczna pożyczka bez bik
kredyt sms
pożyczki bez bik lublin
kredyt bez poreczycieli
kredyty prywatne
pożyczka przez sms
prywatne porzyczki
pożyczki bez bik i zaswiadczen
pożyczka prywatna pod weksel
jaki kredyt
pożyczki pozabankowe przez internet
najlepszy kredyt
chwilowki warszawa

Anonymous (2013-03-14 09:05:12)

chwilówki grudziądz pożyczki na dowód od 18 lat kredyt na dowód 2010 pożyczka przez internet bez biku kredyt pozabankowy bez bik kredyt bez zaświadczeń lukas pożyczki na dowód dla zadłużonych pożyczki 2.0 kredyt bez zaświadczeń millenium kredyty chwilówki sosnowiec ul orla szybki kredyt kalkulator pożyczka przez internet na dowód kredyt przez internet pocztowy szybka pożyczka bez zaświadczeń pożyczki przez internet w uk pożyczka na dowód bez zaświadczeń o zarobkach pko chwilówki mysków kredyt na dowód lub oświadczenie pożyczki prywatne małopolska kredyty pozabankowe kielce szybkie kredyty od reki pożyczka na dowód gdańsk pożyczki prywatne w rzeszowie kredyty pozabankowe na oświadczenie kredyt chwilówka głogów kredyty na dowód dla bezrobotnych kredyt przez internet w anglii kredyt pozabankowy bez bik pożyczki prywatne w rodzinie szybkie pożyczki przez internet bez bik

Anonymous (2013-03-14 09:07:13)

pożyczki bez bik dla zadluzonych
prywatna pożyczka
pożyczka od rodziny
pożyczka od zaraz bez bik
pożyczki chwilowki przez internet

chwilowki pozabankowe przez internet
kredyty gotowkowe
pozyczka dla studenta
pozyczka na dowod bez zaswiadczen
chwilowka bez bik i krd
chwilowka polska
szybkie kredyty dla zadluzonych
chwilowki bez biku przez internet
chwilowki na dowod
szybka pozyczka prywatna
kredyt przez internet
chwilowki przez internet bez bik
kredyt kalkulator
banki bez sprawdzania w biku
pozyczki bez bik szczecin
pozyczka bez bik bydgoszcz
pozyczki na dowod osobisty
pozyczka konsolidacyjna
chwilowki krakow
kredyty hipoteczne dla firm

Anonymous (2013-03-14 09:12:18)
pozyczka bez zdolnosci kredytowej
pozyczki kredyty bez bik
dla zadluzonych
pozyczki bez big
kasa bez bik
pozyczki bez sprawdzania bik
pozyczki gotowkowe bez bik
kredyt bez formalnosci
szybka pozyczka bez bik i krd
pozyczka szybka
kredyt refinansowy
szybki kredyt przez internet
pozyczka bez sprawdzania w krd i bik
kredyt dla zadluzonych bez bik
chwilowki bez bik i krd przez internet
kredyt samochodowy bez bik
pozyczki poznan
szybkie porzyczki
kredyt dla zadluzonych bez bik
kredyty gotowkowe bez zaswiadczen
pozyczki online bez bik
kredyty bez bik i krd
pozyczka bez zaswiadczen
kredyty bez bik dla firm
porzyczki bez bik

Anonymous (2013-03-14 09:13:33)

pożyczki na dowód bez zaświadczeń o zarobkach szczecin kredyty samochodowe pożyczka prywatna zasady szybka pożyczka umowa zlecenie pożyczki prywatne gotówkowe pożyczka na dowód radomsko szybka pożyczka elbląg kredyt przez internet z przelewem na konto pożyczki bez bik siedlce pożyczka na dowód w pko bp pożyczka gotówkowa bez zaświadczeń o zarobkach pożyczki hipoteczne ranking firma kredyty chwilówki forum kredyt chwilówka piła pożyczki bez bik na dowód kredyt na dowód w jakim banku kredyt na dowód zamość kredyt chwilówka praca kredyt chwilówka zielona góra kredyt na dowód zasady kredyt gotówkowy na dowód bez zaświadczeń pożyczki pożyczka prywatna oferty kredyty pozabankowe na oświadczenie [http www](http://www) pożyczki szybkie net szybka pożyczka gdańsk chwilówki kredyty szybkie pożyczki od ręki pożyczka na dowód skok stefczyka pożyczka prywatna a urząd skarbowy

Anonymous (2013-03-14 09:17:50)

chwilówki wejherowo pożyczka na dowód lukas pożyczki legionowo kredyty oddłużeniowe bez bik pożyczka hipoteczna kredyt na dowód w getin bank pożyczki bez bik kielce pożyczka gotówkowa porównanie pożyczka dla firmy szybkie pożyczki na dowód szybka pożyczka koszalin pożyczka gotówkowa bph kredyt pozabankowy bez bik kredyt na dowód dla bezrobotnych pożyczka na dowód zielona góra pożyczka na dowód dla prowadzących działalność pożyczki prywatne opodatkowanie szybkie kredyty w uk kredyt chwilówka warszawa kredyty chwilówki jaworzno szybki kredyt online kredyty na dowód forum kredyt bez banku pożyczki chwilówka kredyty na dowód 2010 kredyty chwilówki bez bik pożyczka prywatna szukam kredyt na dowód bez zaświadczeń szybki kredyt gotówkowy dla firm kredyty chwilówki gowork

Anonymous (2013-03-14 09:21:11)

pożyczka prywatna
szybki kredyt bez bik przez internet
kredyt dla zadłużonych w bik
pożyczka bez bik łódź
kredyt dla rencistów
kredyt dla nowych firm bez bik
szukam kredytu bez bik
pożyczka na dowód bez zaświadczeń bez bik
szukam kredytu bez bik
szybka pożyczka bez bik przez internet
potrzebna pożyczka
kredyt bez bik dla zadłużonych
kredyty dla małych firm
szybka pożyczka bez sprawdzania w bik
pożyczki internet
kredyty dla firm warszawa
chwilówka przez internet bez bik
chwilówka przez internet
pożyczki pozabankowe poznań
kredyt poznań
banki bez bik
chwilówki sms bez bik
kredyt dla firm bez zabezpieczeń
kredyty gotówkowe bez zaświadczeń
kredyty dla

Anonymous (2013-03-14 09:31:00)

nowa chwilówka
pożyczka bez bik bydgoszcz

kredyt samochodowy bez bik
szybki kredyt dla firm
pozyczki od reki
pozyczka dla zadluzonych bez bik
kredyty i pozyczki
firmy pozabankowe
kredyt dla zadluzonych
chwilowki dla zadluzonych
pozyczka bez poreczycieli
szybka pozyczka bez bik i zaswiadczen
pozyczki dla firm
bez bik i zaswiadczen
pozyczka na dowod bez zaswiadczen
pozyczka w polsce
pozyczki bez zaswiadczen na dowod
pozyczki on line
tanie kredyty bez zaswiadczen
kredyt bez zaswiadczen o zatrudnieniu
i-pozyczka
chwilowki bez big
kredyt dla nowo powstalych firm
sms kredyt
kredyty dla zadluzonych w bik

Anonymous (2013-03-14 10:05:00)
pozyczka bez zaswiadczenia o dochodach
kredyty bez bik lodz
kredyty dla firm warszawa
kredyt na sam dowod
auto kredyt bez bik
kredyt bez bik szczecin
kredyt z bik
chwilowka pozyczka
pozyczki pozabankowe kredyty
pozyczka przez internet
kredyty dla zadluzonych w bik
kredyty dla nowych firm
prywatne pozyczki
szybkie porzyczki
pozyczek
bocian pozyczki
pozyczka bez formalnosci
pozyczka bez bik wroclaw
pozyczka od reki bez zaswiadczen
chwilowka dla firm
kredyt bez bik wroclaw
pozyczka przez sms
pozyczka od reki
pozyczki pozabankowe pod weksel

pozyczki dla firm

Anonymous (2013-03-14 10:08:14)

kredyty pozabankowe na spłate komornika pożyczka gotówkowa z ubezpieczeniem pożyczki przez internet w uk pożyczka prywatna bez zaświadczeń pożyczka prywatna poznań pożyczki i oprocentowanie kredyt pozabankowy dla zadłużonych chwilówki urzędnicza kraków pożyczka gotówkowa lucas kredyty chwilówki elbląg pożyczki przez internet uk pożyczki na dowód od ręki pożyczka bez biku szybkie kredyty dla zadłużonych kredyty pozabankowe w toruniu kredyty chwilówki jaki procent pożyczka na oświadczenie chwilówki 100 przyznawalności kredyty pozabankowe bez biku kredyt konsolidacyjny pożyczki przez internet chwilówki chwilówki w 15 minut kredyty bez zaświadczeń kraków pożyczka gotówkowa getin pożyczka przez internet z komornikiem szybki kredyt pozabankowy bez bik pożyczki pod zastaw nieruchomości bez bik kredyt chwilówka ing kredyty w banku pożyczki prywatne

Anonymous (2013-03-14 10:09:59)

kredyty konsolidacyjne bez bik
szybkie pozyczki bez biku
szybka chwilowka bez zaswiadczen
pozyczka gotowkowa
kredyt na oswiadczenie dla firm
kredyt studencki
chwilowki bez bik poznan
pozyczka bez pracy
udziele pozyczki
chwilowka bez biku
firmy pozabankowe
kredyty bez zaswiadczen o zatrudnieniu
chwilowki polska
finan pozyczki
kredyty na oswiadczenie
pozyczka bez biku i zaswiadczen
kredyt na pit
kredyt na dowod przez internet
ogloszenia kredyty bez zaswiadczen
chwilowki walbrzych
kredyt bez bik dla zadluzonych
kredyty pozabankowe przez internet
kredyty samochodowe bez bik
pozyczki pozabankowe bez bik
kredyt dla nowych firm bez bik

Anonymous (2013-03-14 10:12:23)

kredyt hipoteczny bez zaświadczeń 2011 pożyczki na dowód w pko kredyt na dowód kradzież prywatne pożyczki pod weksel pożyczka bez zaświadczeń pożyczka prywatna pod hipotekę www. pożyczki przez internet.pl tanie kredyty na dowód kredyt na dowód dla studenta szybka pożyczka wejherowo pożyczka na dowód zasady szybkie kredyty inowrocław pożyczki w 5 minut pożyczka przez internet kredyt bez zaświadczeń o dochodach kredyt bez zaświadczeń z us i zus kredyt pozabankowy dla bezrobotnych szybkie kredyty gotówkowe kredyt bez zgody współmałżonka kredyty chwilówki bytom ul jagiellońska kredyt chwilówka windykacja pożyczki między przedsiębiorcami kredyt chwilówka brodnica kredyt przez internet 36i6 pożyczka na dowód gdańsk pozyczkaprywatna.pl szybkie pożyczki kraków szybki kredyt 200 zł szybkie pożyczki do domu pożyczki bez big

Anonymous (2013-03-14 10:14:29)

kredyt oddluzeniowy
ogloszenia kredyt bez bik
kredyt bez bik krakow
pozyczki bez zaswiadczen o dochodach
bank bez biku
kredyt dla kazdego
www pozyczki bez bik
pozyczka bez bik krakow
kredyt bez zaswiadczenia o zarobkach
pozyczki chwilowki bez bik
kredyt na dowod bez bik
kredyt w
kredyty chwilowki bez bik
firmy udzielajace pozyczek pozabankowych
pozyczki bez biku i zaswiadczen
kredyty bez zaswiadczen o zatrudnieniu
kredyty bez big
pozyczka poza bankowa
pozyczka dla firm bez zaswiadczen
szybka pozyczka pozabankowa
chwilowki przez sms
chwilowki internet
szybki kredyt gotowkowy bez bik
trudne kredyty pomoc
pozyczki na dowod bez bik

Anonymous (2013-03-14 10:18:40)

kredyt bez bik bydgoszcz
kredyty bez bik i krd
chwilowka szybki kredyt pozyczka przez internet
pozyczka na dowod bez zaswiadczen
pozyczka chwilowka warszawa
gotowka bez bik
kredyty dla firm
kredyt internetowy bez bik
pozyczki bez big
chwilowki dla bezrobotnych
szybkie kredyty bez zaswiadczen
pozyczki hipoteczne
kredyty gotowkowe bez bik i zaswiadczen
pozyczki bez bik lodz
dobra pozyczka bez bik
chwilowki bez bik warszawa
kredyt dla osob w bik
kredyt konsolidacyjny bez hipoteki
szybki kredyt gotowkowy
szybkie kredyty chwilowki
dobra pozyczka opinie

kredyt na dowód przez internet
kredyt od reki bez bik
chwilowki kredyty bez bik
kredyt dla emerytów

Anonymous (2013-03-14 10:20:42)

szybka pożyczka przez internet na dowód pożyczka prywatna warszawa kredyty chwilówki grochowska 332 szybka pożyczka 200 zł kredyty prywatne pożyczka prywatna poznań pożyczka gotówkowa warszawa pożyczka na dowód na oświadczenie pożyczka prywatna urząd skarbowy szybka pożyczka dla bezrobotnych szybkie pożyczki gotówkowe przez internet pożyczki hipoteczne szybkie pożyczki na dowód pożyczka bez krd kredyt przez internet pko bp kredyt na dowód na samochód kredyt bez zaświadczeń o zatrudnieniu forum kredyt przez internet skok stefczyka szybkie pożyczki bez biku kredyty przez internet 2012 kredyt przez internet 3d kredyty chwilówki praca pożyczka gotówkowa oferty banków szybka pożyczka 100 zł kredyt na dowód lucas bank chwilówki sms bez bik kredyty przez internet chwilówki kredyt na dowód kradzież pożyczka gotówkowa szybka skok dla zadłużonych

Anonymous (2013-03-14 10:23:12)

kredyt na samochód
chwilowki bez biku
kredyt bez bik dla zadluzonych
pożyczka bez
kredyt bez bik dla zadluzonych
kredyt bez bik lodz
oferty pożyczek pozabankowych
kredyt bankowy
kredyt konsumpcyjny
pożyczka bez bik na dowód
kredyty warszawa
chwilowki bez biku
kredyt bez bik wroclaw
kredyty bez zdolności
ogłoszenia kredyt bez bik
pożyczka od rodziny
pożyczka bez bik przez internet
kredyt dla firm na start
polska pożyczka
kredyt poznan
kredyt na sms
szybka pożyczka poznan
szybka gotówka
kredyty hipoteczne bez bik
pożyczka dla nowych firm

Anonymous (2013-03-14 10:24:55)

szybka pożyczka trójmiasto pożyczki na dowód od ręki pożyczka przez internet w uk szybki kredyt przez internet na spłatę komornika kredyty pozabankowe zabrze pożyczki prywatne debetowo.pl kredyt pożyczka pożyczki bez bik łódź szybki kredyt w uk pożyczka gotówkowa uk kredyt bez zaświadczeń bank pożyczki pozabankowe warszawa kredyt na dowód 2009 gdzie najlepiej kredyt na dowód szybki kredyt minimum formalności kredyty na dowód forum szybka pożyczka dla bezrobotnych kredyty chwilówki zabrze pożyczki na dowód warszawa chwilówki eurocash pożyczka prywatna pod weksel wrocław pożyczki na dowód na pocztę szybka chwilówka online pożyczki na dowód bydgoszcz szybki kredyt rzeszów pożyczka bez pracy chwilówka

pozabankowa kredyt chwilówka płońsk pożyczki chwilówki bez bik przez internet pożyczki prywatne zawiercie

Anonymous (2013-03-14 10:28:02)

pożyczki pozabankowe pod weksel
oferty pożyczek bez bik
kredyt od reki
chwilówka szybki kredyt pożyczka przez internet
kredyty dla zadłużonych w bik
kredyt bez krd
kredyty przez internet
pożyczki od reki
kredyty bez biku
szybka pożyczka pozabankowe
udziele pożyczki prywatnie
pomoc kredytowa bez bik
pożyczka dla firmy
pożyczka bez zaświadczenia o dochodach
kredyty na dowód bez bik
pożyczka prywatna
błyskawiczna pożyczka
kredyt pozabankowy dla firm
pożyczka bez biku
kredyty gotówkowe bez zaświadczeń
chwilówka przez internet
szybka pożyczka na dowód bez bik
kredyt online bez zaświadczeń
chwilówki na dowód
szybkie pożyczki bez bik

Anonymous (2013-03-14 10:32:58)

szybkie pożyczki bez bik poznań kredyt pozabankowy kraków chwilówki poznań pożyczka na dowód piotrków trybunalski
kredyt odnawialny kredyt od ręki bez bik kredyty bez zaświadczeń zus us pożyczka gotówkowa dla firm kredyt sms pożyczka
prywatna grudziądz pożyczki prywatne ruda śląska szybkie kredyty dla zadłużonych szybkie pożyczki przez internet bez biku
kredyt poznań szybki kredyt jastrzębski pożyczka gotówkowa praca w kredyty-chwilówki forum pożyczki dla emerytów bez bik
kredyt od ręki bez zaświadczeń pożyczki prywatne szczecin pożyczka gotówkowa comperia kredyt bez zaświadczeń lukas bank
chwilówki sosnowiec pożyczki optima forum kredyty pożyczka na dowód w getin banku bik kredyt na dowód na pocście kredyt
przez internet w uk pożyczka przez internet bez dochodów

Anonymous (2013-03-14 10:33:03)

bez big
pożyczki bez formalności
szybka pożyczka wrocław
pożyczka dla zadłużonych bez bik
chwilówka od reki
kredyty bez zaświadczeń i bez bik
chwilówki tychy
kredyty bez zabezpieczeń
kredyt na dowód
pożyczki bez bik dla firm

chwilowki bez bik i krd
prywatna pozyczka bez bik
kredyt bez zaswiadczen o zarobkach
pozyczki dla bezrobotnych bez bik
kredyt na auto bez bik
chwilowki sms
pozyczki bocian
pozyczka na dowod przez internet
pozyczki pozabankowe poznan
polska pozyczka
pozyczka od reki bez zaswiadczen
chwilowka pozyczka
kredyt chwilowka przez internet
kredyt dla firm
oferta dla zadluzonych

Anonymous (2013-03-14 11:02:09)

kredyt samochodowy pożyczki dla zadłużonych w bik kredyt na dowód wrocław pożyczki koszalin chwilówki bez bik szybkie kredyty-czestochowa pożyczki prywatne na umowę kredyty chwilówek myszków szybki kredyt w anglii pilna pożyczka bez bik kredyt bez zaświadczeń skok stefczyka pożyczki bez biku i zaswiadczen szybkie pożyczki bez bik warszawa szybka pożyczka przez internet na dowód szybki kredyt na umowe zlecenie kredyt bez zaświadczeń gorzów pożyczki 24h kredyty pozabankowe z komornikiem szybki kredyt przez internet bez bik szybkie kredyty od reki szybkie kredyty bez sprawdzania w bik kredyt chwilówka zielona góra pożyczki bez bik brodnica kredyty gotówkowe bez zaświadczeń i poręczycieli pożyczki bez zaświadczeń o dochodach pożyczki dla firm bez bik chwilówki eurocash kredyt na dowód bez zaświadczeń 2010 szybki kredyt przez internet bez bik pożyczki łódź

Anonymous (2013-03-14 11:06:10)

kredyty dla zadluzonych w bik
kredyt pozabankowy
szukam kredytu bez bik
udzielam pozyczki
chwilowki lodz
chwilowka kredyty
kredyty bez bik dla zadluzonych
kredyty pozabankowe dla firm
kredyty dla zadluzonych
kredyty pozyczki
pozyczki bez zdolnosci
kredyt na dowod bez bik
pozyczka bez zdolnosci kredytowej
pozyczki chwilowki online
chwilowki pozabankowe przez internet
szybka pozyczka pozabankowa
pozyczki bez bik i zaswiadczen
kredyt bez bik-u
pozyczka na dowod
prywatne porzyczki
skok bez bik
chwilowka warszawa

pożyczki bez bik kielce
pożyczka chwilówka bez bik
szybka gotówka bez bik

Anonymous (2013-03-14 11:10:30)

kredyty chwilówki tychy opinie pożyczki prywatne a podatek szybkie pożyczki chorzów szybkie pożyczki warszawa pożyczki online bez bik pożyczki na dowód bez bik kredyt chwilówka opole kredyt chwilówka mielec pożyczki unijne dla małych firm kredyty gotówkowe kalkulator pożyczka na dowód bank szybkapozyczka.co.uk szybka pożyczka gorzów pożyczka na dowód w mbanku kredyt przez internet santander szybka pożyczka na telefon szybkie pożyczki online szybka pożyczka na dowód kredyt dla lekarzy chwilówki tychy praca pożyczka gotówkowa bph kredyt chwilówka oświęcim pożyczki prywatne kielce szybki kredyt rzeszów kredyty samochodowe bez zaświadczeń o dochodach chwilówki eurobank kredyty pozabankowe malbork najlepsza pożyczka gotówkowa 2011 kredyt bez zaświadczeń 2011 szybki kredyt dla firm na oświadczenie

Anonymous (2013-03-14 11:11:09)

pożyczki pozabankowe forum
kredyt firmy
szybka pożyczka sms
kredyt online bez bik
tanie kredyty gotówkowe
pożyczka od reki bez zaświadczeń
szybka pożyczka bez sprawdzania w bik
pożyczka bez big
pożyczki na oświadczenie
chwilówki gliwice
kredyty gotówkowe dla firm
kredyty pozabankowe bez bik
kredyty bez zaświadczeń i bez bik
pożyczki chwilówka
kredyty bez biku 130612
kredyt samochodowy kalkulator
kredyt dla osób w bik
prywatne chwilówki
kredyt kalkulator
pożyczka bez
kredyt bez zgody współmałżonka
pożyczka online bez bik
pożyczka bez zaświadczeń o dochodach
prywatne pożyczki pozabankowe
kredyty pozabankowe przez internet

Anonymous (2013-03-14 11:14:52)

pożyczki optima forum chwilówki szybkie kredyt hipoteczny bez zaświadczeń kredyty forum pożyczka gotówkowa gdzie najlepiej pożyczka na dowód rybnik szybka pożyczka dla zadłużonych szybkie pożyczki dla osób w bik kredyty pozabankowe w lublinie pożyczki prywatne bez bik pożyczki unijne na działalność gospodarczą chwilówki gorzów pożyczki bez bik grudziądz trudne kredyty bez bik szybka chwilówka przez internet kredyt 20 tys kredyty hipoteczne bez zaświadczeń o dochodach pożyczka prywatna - koszalin pcc umowa pożyczki 2011 chwilówki pożyczki szybki kredyt sms pożyczka gotówkowa dla firm chwilówki do 5000 chwilówki opole pożyczka gotówkowa z ubezpieczeniem kredyt pozabankowy online kredyt na dowód w 5 minut szybkie pożyczki inowrocław kredyty zielona góra pożyczki na dowód nowy sącz szybkie pożyczki wrocław

Anonymous (2013-03-14 11:15:43)

kredyt dla zadluzonych w bik
kredyt dla firm kalkulator
pozyczka bez zaswiadczen o dochodach
kredyty hipoteczne
blyskawiczna pozyczka
pozabankowe kredyty
bik kredyt
pozyczki pozabankowe oferty
pozyczka bez krd
kredyty pozabankowe bez bik
kredyt bez bik dla zadluzonych
chwilowka online
prywatne chwilowki
szybka pozyczka szczecin
kredyt polski
chwilowki pozyczki
potrzebna pozyczka
szybka pozyczka pozabankowa
szybkie pozyczki bez bik przez internet
chwilowka bez bik
kredyt bez zaswiadczen o dochodach
chwilowka przez internet
pozyczka bez bik krd
szybka pozyczka poznan
kredyt bez zus i us

Anonymous (2013-03-14 11:19:12)

pozyczka gotówkowa z karty kredytowej e-pozyczki bez bik pozyczka bez dochodów chwilówki poznań szybkie pożyczki gotówkowe bez zaświadczeń kredyty dla nowych firm pożyczka na dowód wrocław kredyt chwilówka sanok pożyczki bez bik krd forum kredyt chwilówka jak to działa pożyczka gotówkowa dla firm pożyczka bez krd kredyty pozabankowe bez zaswiadczen szybkie kredyty dla zadłużonych kredyt chwilówka forum chwilówki wejherowo szybka chwilówka przez internet pożyczki bez bik online pożyczka gotówkowa skarbiec chwilówki ostróda szybka pożyczka od 18 lat pożyczki bez bik getin bank chwilówki skierniewice pożyczka gotówkowa w banku pocztowym kredyt przez internet millenium szybka pożyczka gdańsk szybkie kredyty - duży problem pożyczki chwilówki przez internet forum skok stefczyka bez bik kredyt przez internet opinie

Anonymous (2013-03-14 11:20:06)

chwilowka polska
szybka pozyczka bez bik
pozyczki chwilowki bez bik
pozyczki bez bik -tablica
chwilowki szczecin
chwilowki pozabankowe przez internet
pozyczki pozabankowe bez bik i krd
bank bez bik
tanie kredyty gotowkowe
kredyt samochodowy bez biku
kredyt bez dochodow
kredyt bez zaswiadczen o zatrudnieniu

kredyt gotowkowy na dowod
kredyt bez bik przez internet
bez bik pozyczki
kredyt w providencie
kredyt internetowy bez zaswiadczen
kredyty bez krd
pozyczki gotowkowe pozabankowe
pozyczka bez dochodow
chwilowka przez internet bez bik i krd
dobra pozyczka forum
prywatne pozyczki pozabankowe
kredyty bez big
kredyt na dowod przez internet

Anonymous (2013-03-14 11:24:40)
pozyczka pozabankowa przez internet
szybka pozyczka na dowod
kredyt firmy
kredyt bez dochodow
bik a krd
chwilowki bez bik i krd przez internet
pozyczki na dowod
chwilowki krakow
tanie pozyczki bez bik
kredyt pozabankowy bez bik
polska pozyczka
kredyt bez
pozyczka w rodzinie
pozyczki w polsce
skok bez bik
kredyt bez big
kredyty dla firm bez biku
chwilowka online
chwilowki w domu klienta
pozyczki online bez bik
gdzie pozyczyc pieniadze bez bik
kredyt dla firmy
bik kredyt
skok dla zadluzonych
pozyczka prywatna bez bik

Anonymous (2013-03-14 11:57:26)
pożyczka gotówkowa na dowód bez zaświadczeń kredyty bez zaświadczeń z zus us szybkie pożyczki bez bik kraków szybki kredyt z komornikiem warszawa prywatna pożyczka w legnicy kredyty chwilówki centrala kredyt samochodowy pożyczka na dowód eurobank pożyczki bez bik bielsko-biała chwilówki międzyrzecz pożyczka prywatna kredyt chwilówka on-line szybkie pożyczki na dowód pożyczki bez bik chorzów szybki kredyt szczecin pożyczka gotówkowa sms kredyt pod zastaw pożyczki prywatne piotrków trybunalski pożyczki na dowód bez zaświadczeń pożyczka gotówkowa od osób prywatnych pożyczka na dowód bez zaświadczeń o zarobkach pożyczki pod zastaw nieruchomości bez bik pożyczka na dowud kredyt dla zadłużonych w bik kredyt hipoteczny bez zaświadczeń 2010 pożyczki prywatne mielec kredyt na dowód słupsk kredyty na dowud kredyty chwilówki

zabrze ul. wolności kredyty warszawa

Anonymous (2013-03-14 12:05:37)

pożyczki od ręki chwilówki lublin pożyczki prywatne wzór umowy pożyczki bez bik dla zadłużonych pożyczka przez internet od 18 lat pożyczka gotówkowa od rodziców szybki kredyt pożyczka gotówkowa info kredyt chwilówka bytom pożyczki bez biku przez internet kredyty bez zaświadczeń o dochodach przez internet pożyczki bez bik bydgoszcz pożyczki pozabankowe dla zadłużonych dobry pożyczki bez bik pożyczka przez internet w uk kredyt pozabankowy bez bik pożyczki bez bik dla zadłużonych szybkie kredyty pożyczki szybki kredyt przez internet bez zaświadczeń pożyczki na dowód lukas pożyczki na dowód oprocentowanie szybkie kredyty gotówkowe bez biku kredyt przez internet chwilówka pożyczki bez biku online chwilówki bez bik pożyczki bez bik wejherowo finanse - pożyczki bez bik szybkie kredyty dla firm pożyczki bez bik w banku pożyczka prywatna kujawsko-pomorskie

Anonymous (2013-03-14 12:07:46)

pożyczka pozabankowa bez zaświadczeń
kredyt bez sprawdzania zdolności kredytowej
oferty pożyczek bez bik
trudne kredyty bez bik
pożyczki bez bik dla zadłużonych
pożyczka bez dochodu
kredyt dla
pożyczka bez bik łódź
szybki kredyt gotówkowy bez bik
gotówka
kredyt dla firm rozpoczynających działalność
najlepsze kredyty dla firm
skok dla zadłużonych
pożyczka pozabankowa przez internet
pożyczka na dowód osobisty
pożyczki pozabankowe bez biku
bez biku pożyczki
pożyczki online bez bik
pożyczki pod weksel bez bik
pożyczka bez bik krd
chwilówka bez bik przez internet
pożyczka bez bik online
pożyczka na telefon
kredyty bez sprawdzania w bik
kredyt bez biku i zaświadczeń

Anonymous (2013-03-14 12:09:50)

szybkie pożyczki forum szybkie pożyczki w bydgoszczy pożyczki bez biku przez internet pożyczki bez bik i krd kredyt pozabankowy przez internet pożyczki prywatne białystok szybka pożyczka 20000 szybkie pożyczki przez internet bez bik pożyczka gotówkowa pko bp kredyty na dowód poznań pożyczki prywatne w uk pożyczki visset pożyczki dla każdego pożyczki bez bik jasło gotówka bez bik kredyty samochodowe bez zaświadczeń pożyczka prywatna elbląg pożyczka gotówkowa na 10 lat szybkapozyczka.co.uk szybkie pożyczki dla firm chwilówki activa 500 kredyty pozabankowe zielona góra pożyczki bez biku online kredyt bez zaświadczeń z us pożyczki inowrocław szybka pożyczka dla zadłużonych szybki kredyt częstochowa pożyczki na dowód od 18 lat kredyt na dowód nysa pożyczki na dowód sosnowiec

Anonymous (2013-03-14 12:12:30)

kredyt w 15 minut

kredyty samochodowe bez bik
szybka pozyczka bez bik forum
kredyty dla osob bez zdolnosci kredytowej
pozyczki przez internet bez bik
pozyczki bez biku i zaswiadczen
pilna pozyczka dla zadluzonych
pozyczki prywatne wroclaw
pozyczki dla zadluzonych bez bik
dobre pozyczki bez bik
chwilowka przez internet bez zaswiadczen
gotowka bez bik
kredyty oddluzeniowe
blyskawiczna pozyczka
szybka pozyczka na dowod
pozyczka online
szybkie pozyczki na dowod
kredyt pozabankowy
pozyczki spolecznosciowe
chwilowka kredyt
kredyty i pozyczki pozabankowe
kredyty chwilowki przez internet
kredyt dla emeryta
bank bez biku
pozyczki i kredyty

Anonymous (2013-03-14 12:14:06)

kredyt przez internet bez zaswiadczen o dochodach szybka pożyczka bez bik i krd pożyczki do 10000 szybki kredyt jasto chwilówki sosnowiec 3 maja pożyczka prywatna pod weksel bez biku pożyczki chwilówki krosno kredyt bez zaświadczeń - gdańsk kredyt chwilówka radomsko kredyty na dowód dla bezrobotnych kredyty pozabankowe stalowa wola pożyczki na dowód toruń pożyczka prywatna a podatek pożyczki bez bik i zaświadczeń chwilówki gliwice kredyty pozabankowe lubuskie chwilówki zgorzelec pożyczki na dowód 2012 pożyczki pozabankowe warszawa pożyczka gotówkowa citi handlowy opinie szybkie pożyczki bez zaświadczeń kredyt chwilówka jakie oprocentowanie kredyty przez internet na dowod kredyt dla firm bez zaświadczeń kredyty chwilówki gliwice piwna chwilówki sosnowiec szybka pożyczka bez biku kredyt pozabankowy dla zadłużonych szybkie pożyczki od ręki

Anonymous (2013-03-14 12:17:03)

kredyt przez internet bez zaswiadczen
kredyty pozabankowe przez internet
kredyt dla nowych firm
bez bik i zaswiadczen
chwilowka kredyty
kredyty konsolidacyjne bez bik
pozyczki bez bik gdansk
dam kredyt prywatnie
najlepsze pozyczki gotowkowe
kredyty chwilowki bez bik
kredyt odnawialny
kredyty gotowkowe bez biku
gdzie kredyt bez bik

kredyt gotowkowy bez bik
pozyczka bez bik na dowod
kredyt pozabankowy
kredyt polska
chwilowki przez sms
kredyt bez sprawdzania w bik
chwilowki przez internet
kredyty dla firm na oswiadczenie
chwilowki rzeszow
wroclaw pozyczki bez bik
www pozyczki bez bik
chwilowki w domu klienta

Anonymous (2013-03-14 12:18:20)

pozyczka przez internet od 18 lat pozyczki tychy kredyt bez sprawdzania w biku umowa pozyczki 777 quick cash pozyczki kredyty samochodowe bez zaświadczeń pozyczki bez bik zabrze pozyczki unijne dla firm kredyt na dowód ge money kredyty chwilówki sopot kredyt chwilówka jak to działa kredyt pozabankowy opolskie chwilówki wieliczka chwilówki olkusz sms kredyt pozyczka gotówkowa citi kredyty na dowód warszawa prywatne porzyczki kredyt bez dowodu kredyt bez zaświadczeń o zatrudnieniu kredyt na dowód gdzie pozyczki dla bezrobotnych szybkie pozyczki gotówkowe kredyty chwilówki dla firm kredyt konsumpcyjny pozyczki w banku pozyczki prywatne bez bik forum pozyczki prywatne - zamość kredyty chwilówki jastrzębie zdroj kredyty bez zaświadczeń bez biku

Anonymous (2013-03-14 12:27:08)

szybka pozyczka częstochowa kredyty chwilówki garwolin pozyczka gotówkowa ranking kredyt bez zaświadczeń porównanie pozyczka przez internet bez biku pozyczki leszno szybka pozyczka gdańsk kredyty chwilówki wałbrzych pozyczki na dowód dla studentów pozyczki bez bik szybkie pozyczki toruń kredyt bez zaświadczeń polbank pozyczka na dowód sieradz chwilówki trzebinia kredyty chwilówki forum kredyty bez zaświadczeń zus us szybkie pozyczki online pozyczki bez bik i krd e-pozyczka przez internet kredyty pozabankowe gdańsk szybki kredyt gotówkowy online kredyt na dowód chorzów pozyczka gotówkowa na 8 lat pozyczki na telefon szybka pozyczka gorzów pozyczki lubin ul. kościuszki 7 szybki kredyt od ręki pozyczki na dowód toruń szybkie pozyczki dla rolników pozyczka gotówkowa chwilówka

Anonymous (2013-03-14 12:35:27)

pozyczki prywatne kalisz kredyty pozabankowe elbląg chwilówki feniks kredyt bez zaświadczeń częstochowa szybkie pozyczki przez internet bez biku pozyczki bez bik wrocław kredyty gotówkowe bez zaświadczeń o dochodach pozyczki dla zadłużonych bez bik chwilówka sms kredyt bez zaświadczeń bph szybkie pozyczki pod zastaw pozyczki 24 na dobe pozyczki prywatne ogłoszenia pozyczki hipoteczne porównanie pozyczka przez internet skok stefczyka pozyczki na firmę bez bik pozyczki prywatne ogłoszenia pozyczki szybkie pozyczka gotówkowa co to jest chwilówki bez biku kredyty konsolidacyjne bez bik kredyt poznań pozyczka przez internet na konto kredyty bez zaświadczeń dla zadłużonych kredyt chwilówka sanok pozyczki bez bik przez internet kredyty bez zaświadczeń 2012 kredyt chwilówka sanok kredyt bez zaświadczeń i bik pozyczki chwilówki

Anonymous (2013-03-14 12:36:13)

chwilowki dla osob z komornikiem
szybki kredyt dla firm bez zaswiadczen
firmy udzielajace pozyczek
kredyt bez dochodu
pilnie potrzebuje pozyczki bez bik
pozyczki chwilowki przez internet
kredyt bez biku i zaswiadczen
chwilowki bez biku i krd

kredyty pozabankowe bez bik
pozyczki bez big
kredyt rybnik
pozyczka na dowod osobisty
chwilowki na dowod
pozyczka bez poreczycieli
kredyt samochodowy dla firm
chwilowki gliwice
pozyczki chwilowki online
tanie kredyty bez bik
pilna pozyczka dla zadluzonych
kredyt samochodowy bez bik
banki bez sprawdzania w biku
pilnie potrzebuje pozyczki
pozyczki gotowkowe bez zaswiadczen i bez bik
pozyczka na splate komornika
ekspresowe pozyczki bez bik

Anonymous (2013-03-14 12:53:04)

kredyt na dowód w ing pożyczki na dowód dla studentów pożyczki gotówkowe kredyty pożyczki bez bik na oświadczenie udzielenie pożyczki prywatnie kredyty chwilówki konin pożyczka na dowód osobisty-forum kredyt chwilówka jak to działa szybkie pożyczki bez sprawdzania w bik kredyt na dowód wrocław szybki kredyt warszawa bank pocztowy kredyt przez internet kredyt bez zaświadczeń polbank trudne kredyty bez bik szybka pożyczka gotówkowa w uk szybki kredyt tarnów pożyczki prywatne na oświadczenie pożyczka gotówkowa ing kalkulator szybka pożyczka od zaraz pożyczka na dowód sms kredyt przez internet bank pożyczka przez internet bez dochodów mały kredyt bez zaświadczeń szybki kredyt gotówkowy przez internet kredyty chwilówki żywiec szybkie pożyczki londyn pożyczki prywatne kontakt pożyczka przez internet na dowód bez bik kredyt bez zaświadczeń na dowód szybki kredyt aig

Anonymous (2013-03-14 13:00:25)

chwilowka kredyty
chwilowki pozabankowe
ogloszenia kredyt bez bik
pozyczki bez bik krakow
pozyczki na dowod
ogloszenia kredyty bez zaswiadczen
kredyt gotowkowy na dowod
chwilowki przez internet
pozyczka dla zadluzonych bez bik
pozyczki na splate komornika
instytucje finansowe udzielajace pozyczek
kredyt dla osob z komornikiem
pozyczka dla firm bez zaswiadczen
pozyczki bez sprawdzania w bik
kredyty dla osob bez zdolnosci kredytowej
kredyty konsolidacyjne
skok stefczyka bez bik
najlepszy kredyt
kredyt gotowkowy bez zaswiadczen
pozyczka prywatna

kredyty dla zadluzonych z komornikiem
kredyt dla firm kalkulator
szybka chwilowka
pozyczka bez bik-u
pozyczka pozabankowa przez internet

Anonymous (2013-03-14 13:01:37)

chwilówki 2011 kredyty warszawa chwilówki bez bik szybkie pożyczki bez zaświadczeń kredyty dla bezrobotnych na dowód pożyczki na dowód przez internet cetelem pożyczka przez internet szybka pożyczka gotówkowy przez internet kredyt pozabankowy lubuskie kredyt bez zaświadczeń mbank pożyczka prywatna 2010 kredyty pozabankowe malbork pożyczki na dowód aig kredyty samochodowe pożyczki pozabankowe łódź pożyczka prywatna wzór umowy kredyt 10 000 bez zaświadczeń kredyt na dowód jakie banki kredyty chwilówki chrzanów pożyczka prywatna pod weksel pożyczka prywatna na oświadczenie kredyty przez internet bez zaświadczeń kredyt bez sprawdzania w bik kredyt na dowód do 30000 kredyty na dowód przez internet szybka pożyczka przez internet na dowód karta kredytowa bez bik pożyczki bez bik forum pożyczka przez internet skok pożyczka przez internet od 18 lat

Anonymous (2013-03-14 13:05:26)

kredyty na dowód bez bik
kredyty hipoteczne dla firm
kredyty konsolidacyjne bez bik
pożyczki kredyty bez bik
kredyt hipoteczny bez bik
pożyczki bez bik poznan
kredyt bez bik forum
kredyt dla każdego
pożyczki bez bik lublin
kredyt bez bik przez internet
pożyczki dla nowych firm
pożyczka na już
kredyt dla zadluzonych z komornikiem
pożyczka od reki
chwilowki krakow
kredyt bez zaświadczeń
kredyty forum
pożyczka bez bik lodz
kredyty bez biku i zaświadczeń
kredyt gotówkowy kalkulator
pożyczki konsolidacyjne bez bik
kredyt gotówkowy bez bik
tanie kredyty gotówkowe
udzielanie pożyczek
dobry kredyt bez biku

Anonymous (2013-03-14 13:05:43)

chwilówka pożyczki społecznościowe forum szybkie kredyty w anglii pożyczki chwilówki bez bik gdańsk pożyczka przez internet na dowód kredyt na dowód przez internet szybka pożyczka do 500 zł kredyty na dowód mbank kredyty chwilówki kluczbork szybkie pożyczki włocławek pożyczka na dowód kraków kredyt hipoteczny bez zaświadczeń 2011 pożyczka gotówkowa getin bank szybka pożyczka warszawa kredyty pozabankowe szczecin szybka pożyczka gotówkowa bez bik szybki kredyt 2000 zł pożyczka na dowód w pko szybkie kredyty ostrów wlkp pożyczki podobne do providenta kredyt chwilówka opole pożyczka

gotówkowa lucas bank kredyty-przez-internet.com.pl kredyty chwilówki zawiercie kredyty pozabankowe bielsko biala pożyczka prywatna jaworzno pożyczka na dowód 1000 zł pożyczka gotówkowa skarbiec kredyty na dowód bez zaświadczeń o dochodach e-pożyczka przez internet

Anonymous (2013-03-14 13:08:04)

Gong Li with {Stylish|Fashionable } {Louis Vuitton|Lv } {Clutch|Clutch system } in {New Season|Year } {Fashion|Style } {Show|Display }
 {Louis Vuitton|Lv } in {Costume|Outfit } {Institute|Start } {Gala|Event }
 {Louis Vuitton|Lv } {Monogram|Monogrammed } Multicolore {Speedy|Fast } 30 - {Return to|Go back to } {Classic|Traditional }
 {How to|How you can } {Spot|Place } {Fake|Phony } {Louis Vuitton|Lv } {Handbags|Purses }
 {Louis Vuitton|Lv } {Handbag|Purse }, The {Forever|Permanently } {Memory|Storage }
 {Online|On the internet } {Replica|Reproduction } {Stores|Shops } and {Shipping|Delivery } {Issues|Problems }
 No.5 {Louis Vuitton|Lv } Damier {Canvas|Fabric } Brooklyn {GM|Game master }
 LV subversion as: {the introduction of|the development of } {light|mild }- {colored|coloured } {exaggerated|overstated }
 {package|bundle } ({Photos|Pictures })
 {Louis Vuitton|Lv } From Wikipedia, {the free|the disposable } encyclopedia
 {Ladies|Girls } & { #|Number }039 {Favourite|Favorite } : {Louis Vuitton|Lv } {Handbags|Purses }
<http://mmocenter.hu/node/209823>
<http://www.geekovia.sk/phpbb/viewtopic.php?f=4 &t=421598>
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/50422>
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1945986>
<http://buzzbemusic.com/node/406670>
<http://www.kufriholidayresort.com/node/292561>
<http://analogbit.com/node/119399>
<http://forum.edusite.ru/f18944/index.php?topic=64502.new #new>
<http://golfandstyle.pl/pl/node/65252>
<http://wasgehtimkiez.de/drupal/node/160514>
<http://forum.clubc2m.eu/viewtopic.php?f=58 &t=754255 &sid=0cfa3d908999365177178a39172cf9ef>
<http://lfdc-appsrv03.lfdc.sfu.ca/dannyTest/node/82977>
<http://www.chiropraxie-lambrecht.be/node/76999>
<http://www.abc.edu.pl/node/94101>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=703899>
<http://infopostroy.com/node/60419>
<http://ipmart.altervista.org/viewtopic.php?f=3 &t=429235>
<http://forum.killers.ro/viewtopic.php?f=15 &t=17989>
<http://www.assam.org/news/most-popular-lv-purses-shopping-online-0>
<http://www.answers-userpoints.chipclear.com/node/43>
 Related Article: http://www.s221798444.online.de/01 _news _admin/admin/news _edit.php?a=29965 &id=20101201053310

Anonymous (2013-03-14 13:10:16)

kredyty chwilówki lębork pożyczka na dowód w getin banku chwilówki tychy kredyt na dowód tymczasowy kredyt studencki pożyczki bez bik forum pożyczka gotówkowa alior kalkulator kredyty bez bik dla zadłużonych pożyczka na dowód bez zaświadczeń o zarobkach pko pożyczki przez internet na dowód kredyty na dowód osobisty bez zaświadczen kredyt przez internet ing szybki kredyt studencki chwilówka pozabankowa szybki kredyt 1000 zł kredyty pozabankowe bez bik szybka pożyczka lębork pożyczka na dowód lukas pożyczki bez bik lubuskie kredyt bez zaświadczeń gorzów szybkie kredyty kraków kredyty chwilówki fabryczna 12 tychy pożyczka na dowód plock kredyty pozabankowe na spłatę komornika kredyty chwilówki siedlce kredyty na dowód osobisty bez zaświadczen kredyt na dowód 5000 pożyczki z dostawą do domu chwilówki inwestycje opinie kredyt bez zaświadczeń 50000

Anonymous (2013-03-14 13:10:30)

szybkie kredyty bez zaswiadczen
chwilowka bez bik
kredyt na dowod bez zaswiadczen
szybkie pozyczki prywatne
kredyt bez zgody wspolmalzonka
szybka pozyczka bez zaswiadczen
kredyt hipoteczny bez bik
ogloszenia kredyty bez zaswiadczen
kredyt bez zaswiadczen o zatrudnieniu
kredyt bez zaswiadczenia
szybka pozyczka prywatna
kredyt przez telefon
kredyty dla zadluzonych
szybki kredyt
szybki kredyt bez zdolnosci kredytowej
pozyczki bez bik torun
kredyt na firme bez zaswiadczen
kredyt dla osob w bik
chwilowki kredyt
i-pozyczka
tanie pozyczki bez bik
pozyczka bez zdolnosci kredytowej
kredyt bez krd i bik
kredyty gotowkowe dla firm
kredyt na oswiadczenie bez bik

Anonymous (2013-03-14 13:14:40)

pozyczki prywatne na umowę pożyczka bez umowy o pracę kredyt na dowód bez zaświadczeń lukas bank pożyczka gotówkowa
getin bank szybki kredyt bez zaświadczeń o zarobkach pożyczka gotówkowa przez internet bez zaświadczeń <http://kredyt-szybki.pl/> kredyty pozabankowe przemysł kredyt z bik kredyt przez internet w 15 minut kredyt bez zaświadczeń alior bank
kredyt chwilówka gdynia pożyczka gotówkowa gdzie najlepiej pożyczka na dowód kraków kredyt bez zaświadczeń warszawa
kredyt bez zaświadczeń pko pożyczki prywatne małopolska ogłoszenia pożyczki bez bik pożyczki na dowód zamość szybka
pożyczka dla bezrobotnych chwilówki wrocław kredyt chwilówka w raciborzu mbank kredyt przez internet aktor dobry
pożyczki bez biku chwilówki katowice szybkie kredyty dla firm bez bik kredyty bez zaświadczeń tylko dowód osobisty kredyt
przez internet w pko chwilówki nowa sól pożyczka na dowód bez zaświadczeń o zarobkach pko

Anonymous (2013-03-14 13:15:24)

szybki kredyt przez internet bez bik
kredyt bez dochodu
kredyt na dowod osobisty
kredyt dla firm kalkulator
pożyczka na dowod osobisty
pożyczki gotowkowe bez zaswiadczen i bez bik
bank kredyt
kredyt dla firm
kredyty konsolidacyjne bez biku
firmy pozabankowe udzielajace pozyczek
pogotowie gotowkowe

szybka pozyczka od reki
pozyczka przez internet bez bik
raty bez bik
pozyczki pozabankowe bez biku
chwilowka na dowod
szybka chwilowka przez internet bez bik
pozabankowe pozyczki bez bik opinie
pogotowie gotowkowe
najlepsze pozyczki
pozyczka chwilowka warszawa
bez bik pozyczka
kredyty pozabankowe bez bik
szybki kredyt bez zdolnosci
prywatne pozyczki pozabankowe

Anonymous (2013-03-14 13:19:50)

pozyczki pozabankowe warszawa
chwilowki warszawa
oferta dla zadluzonych
pozyczki pod weksel
kredyt dla malych firm
chwilowki dla firm
pozyczki bez bik na dowod
kredyty pozabankowe bez bik
pozyczka bez bik forum
dobry kredyt
kredyt na firme
szybkie pozyczki
pozyczki chwilowki
pozyczki bez bik bydgoszcz
pozyczka bez zaswiadczen
chwilowka internet
tanie kredyty bez zaswiadczen
pozyczki pozabankowe bez bik
szybkie chwilowki bez zaswiadczen
pozyczki bez biku przez internet
kredyt na dowod
pozyczki bez biku przez internet
prywatna pozyczka
kredyt samochodowy kalkulator
chwilowka

Anonymous (2013-03-14 13:24:27)

kredyt dla firm kalkulator
pozyczka bez bik bydgoszcz
kredyty bez bik przez internet
kredyt sms bez bik
pozyczki chwilowki online
sms kredyt

chwilowki gliwice
pozyczka od reki bez bik
kredyty bydgoszcz
szybka pozyczka bez zaswiadczen
pozyczki dla zadluzonych z komornikiem
kredyt bez zdolnosci
pozyczki chwilowki bez bik
pozyczka na
kredyt bez bik i zaswiadczen
kredyty bez bik
pozyczka prywatna
pozyczki bez zaswiadczen
szybkie kredyty bez biku
pozyczki pod weksel
szybkie pozyczki na dowod
szybkie pozyczki pozabankowe
kredyt chwilowka przez internet
kredyty bez biku
szybkie chwilowki bez biku

Anonymous (2013-03-14 13:28:35)

How you can Place an imitation Louis Vuitton (LV) Handbag

The Fashionable Louis Vuitton Purses

Distinction of Gucci bags and Lv Handbags

Lazata-Discount Lv Handbags

Brand New Lv Jewelry pieces Inspired from Legendary Personal

Lv Stephen Sprouse Ballet dancers and Pumps

Employees from the court and nobility of Louis

Pretty Magnificent Lv Very important personel Chopsticks

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[#new](http://forum.edusite.ru/f18944/index.php?topic=64512.new)

<http://gaming4life.eu/Forum/posting.php?mode=reply&f=6&t=16667&sid=73b258ef37b665fb13a5679b7ab0a990>

<http://info.sbbk.org/jobs/?q=node/153531>

<http://www.joyandshine.com/yogalight/?q=node/86382>

<http://conexoes.futuro.usp.br/?q=node/70264>

<http://ligas.clansbk.com/node/68663>

<http://ruslou.ru/viewtopic.php?f=2&t=131005>

<http://chausle.com/?q=node/94974>

<http://victorianoctis.se/wordpress/forum/viewtopic.php?f=14&t=69117>

<http://www.czviktor.hu/tars/?q=node/68559>

<http://ethnoglobus.com/node/73138>

<http://www.geekovia.sk/phpbb/viewtopic.php?f=4&t=421345>

<http://www.apcafricawomen.org/awip/?q=node/61866>

<http://www.answers-userpoints.chipcleary.com/node/155>

<http://www.unipmed.it/content/louis-vuitton-perfect-example-luxurious-handbags-0>

<http://wijnhoudenvanhazes.nl/forum/viewtopic.php?f=11&t=1167820>

<http://old.pensieri-erotici.net/node/63310>

<http://www.parkersgreenstore.com/node/16844>

[#114116](http://www.rammstein.dtiltas.lt/tea/forum/viewtopic.php?p=114116)

<http://eurocs.info/forum/viewtopic.php?f=31&t=25362>

Related Article: http://www.irawind.info/pivotx_latest/?e=39

Anonymous (2013-03-14 13:29:19)

szybka pozyczka od reki bez bik

2000 bez bik

najlepsze kredyty dla firm

pozyczki dla firm bez bik

kredyt bez bik forum

kredyty dla firm na oswiadczenie

szybkie porzyczki

chwilowka przez internet bez zaswiadczen

kredyt internet

pozyczki bez sprawdzania bik

pozyczki dla firm bez bik

tani kredyt bez bik

pozabankowy kredyt

chwilowki bez bik i zaswiadczen

pozyczka na dowod bez zaswiadczen

pozyczki online

pozyczki bez biku

prywatne chwilowki

tani kredyt bez zaswiadczen

kredyty bez zdolnosci

pozyczka bez biku i zaswiadczen

kredyty pozabankowe bez bik

pilna pozyczka bez bik

skok stefczyka bez bik

chwilowki bez bik poznan

Anonymous (2013-03-14 13:59:00)

tani kredyt gotowkowy

kredyt od reki

pozyczki pozabankowe lodz

pozyczka bez dochodu

pozyczki bez big

chwilowka przez internet bez zaswiadczen

tani kredyt gotowkowy

chwilowki wspolpraca

szybki kredyt

pozyczki pozabankowe pod weksel

chwilowki dla zadluzonych

pozyczki bez bik szczecin

pozyczki bez zaswiadczen

kredyty bez zaswiadczen o zatrudnieniu

pozyczka polska opinie

pozyczki online bez bik

pozyczki bez biku i zaswiadczen

szybkie kredyty chwilowki
chwilowki
pozyczki pozabankowe przez internet
chwilowka
chwilowka na sms
kredyt bez zdolnosci kredytowej
chwilowka dla firm
gotowkowe pozyczki

Anonymous (2013-03-14 14:03:07)

kredyty pozabankowe gdynia pożyczka przez internet 36i6 kredyty pozabankowe-inowrocław dobra pożyczka bez bik szybki kredyt z komornikiem warszawa pożyczki takie jak provident chwilówki tarnów pożyczka na dowód szybka szybki kredyt leszno pożyczki bez bik forum pożyczka gotówkowa umowa zlecenie pożyczka chwilówka bez bik przez internet szybki kredyt online kredyty pozabankowe dla firm kredyty na dowód bez zaświadczeń o zarobkach kredyt bez zaświadczeń na samochód tanie pożyczki bez bik pożyczki bez bik jelenia góra pożyczki bez bik lubin kredyt na dowód bez zaświadczeń lukas kredyt bez zaświadczeń z us szybkie kredyty bez zaswiadczen szybki kredyt pko bp chwilówki pożyczka na dowód dąbrowa górnicza chwilówki gorzów szybki kredyt gotówkowy forum pożyczki prywatne online pożyczka na dowód bez formalności kredyt gotówkowy bez zaświadczeń przez internet

Anonymous (2013-03-14 14:04:00)

chwilowki dla firm
kredyty dla osob z komornikiem
pozyczki bez bik forum
kredyty pozyczki bez bik
kredyt w banku bez bik
pożyczka bez bik krakow
pożyczka chwilowka
wygodna pożyczka
kredyt na dowod bez bik
pożyczki prywatne przez internet
kredyty i pożyczki
kredyty i pożyczki pozabankowe
pożyczki bez zaswiadczen na dowod
szybka pożyczka wrocław
pożyczki bez bik kielce
pożyczka dla firm bez bik
kredyt na dowod bez bik
kredyt gotówkowy bez bik przez internet
pożyczka bez bik lodz
kredyt bez bik wrocław
pożyczka on line
pożyczka na dowod
chwilowki poznan
trudne kredyty bez bik
kredyt samochodowy kalkulator

Anonymous (2013-03-14 14:09:03)

kredyty bez zaswiadczen o dochodach
kredyt samochodowy bez bik

kredyt dla emeryta
kredyt bez zaświadczeń o dochodach
chwilówki bez bik
pożyczka przez sms
pożyczki bez bik-u
pożyczka dla firmy
kredyty bez zaświadczeń
kredyt konsolidacyjny bez bik
gotówka od reki bez bik
pożyczki na dowód bez zaświadczeń
kredyt dla emeryta
pozabankowe pożyczki bez bik opinie
skok stefczyka bez bik
kredyt samochodowy
kredyt poznan
pożyczka kredyt
szybka kasa bez bik
kredyty online bez zaświadczeń
kredyty dla ludzi w bik
prywatne pożyczki bez zabezpieczeń
kredyt inwestycyjny
pożyczka bez bik i zaświadczeń
pożyczki pod weksel bez bik

Anonymous (2013-03-14 14:11:57)

pożyczka na dowód dla bezrobotnych kredyty bez zaświadczeń i bez biku kredyt przez internet bez wychodzenia z domu gdzie dają pożyczki na dowód kredyt na dowód w ing pożyczki na dowód ubezpieczenia pożyczki bez bik piotrków trybunalski szybkie kredyty-częstochowa szybkie pożyczki lubin pożyczka prywatna od rodziny pożyczki prywatne w rodzinie kredyty online bez bik pożyczki bez bik konsolidacyjne chwilówki online kredyt gotówkowy bez zaświadczeń kalkulator kredyt pozabankowy dla bezrobotnych pożyczka na dowód forum pożyczka przez internet bez zdolności kredytowej pożyczki prywatne racibórz pożyczka na dowód kraków kredyty chwilówki łędziny kredyt na dowód bydgoszcz pożyczki bez bik lubuskie pożyczka prywatna katowice pożyczka chwilówka na dowód pożyczka na dowód-chorzów kredyt na dowód bez umowy o pracę pozabankowe kredyty samochodowe na czym polega kredyt na dowód pożyczka na dowód zamość

Anonymous (2013-03-14 14:14:20)

kredyt na oświadczenie
pożyczki pozabankowe oferty
banki dla zadłużonych
pożyczki bez bik na dowód
pożyczki pozabankowe poznan
gotówka
pożyczka bez poreczenieli
kredyt
kredyt bez sprawdzania bik
szybki kredyt
pożyczki bocian
kredyt pożyczka
pożyczka z komornikiem
chwilówki pożyczki

kredyt z komornikiem bez bik
kredyty bez sprawdzania bik
karta kredytowa bez bik
banki bez sprawdzania w bik
kredyty dla zadluzonych w bik
kredyt bez bik gdansk
bez bik i zaswiadczen
kredyt dla bardzo zadluzonych
kredyt na samochod
chwilowka przez internet bez bik i krd
skok bez bik

Anonymous (2013-03-14 14:16:38)

pożyczki inwestycyjne kredyt bez zgody współmałżonka pożyczki na oświadczenie kredyt bez zaświadczeń zielona góra szybkie pożyczki wrocław pożyczki bez biku łódź kredyty chwilówki oprocentowanie pożyczki prywatne tychy pożyczka na dowód gdańsk kredyty przez internet bez bik pożyczka na dowód 4000 chwilówki przez internet bez bik szybkie kredyty od reki kredyt chwilówka andrychów bez bik kredyty szybka pożyczka od ręki bez bik kredyty chwilówki dąbrowa górnicza kredyty przez internet radiowy bank pocztowy pożyczki prywatne od osób prywatnych pożyczka gotówkowa dla emeryta kredyt bank kredyt przez internet kredyty chwilówki piła chwilówki wejherowo pożyczki chwilówki przez internet bez bik kredyt na dowód w alior banku kredyt a bik kredyt chwilówka plock pożyczka przez internet ing szybki kredyt z bik

Anonymous (2013-03-14 14:19:17)

pożyczka szybka
kredyt gotówkowy bez zaswiadczen
pożyczki bez krd i bik
kredyt dla osob w bik
kredyt na sms
kredyty dla zadluzonych z komornikiem
kredyt firmy
kredyty i pożyczki pozabankowe
kredyt gotówkowy kalkulator
pożyczka na firme
bez bik pożyczka
pożyczki bez bik wrocław
chwilowki bez biku przez internet
pogotowie gotówkowe
pożyczka bez formalności
chwilowki bez bik
szybki kredyt dla zadluzonych
prometeusz kredyty
kredyty mieszkaniowe
szybkie pożyczki online
pożyczki na dowód bez zaswiadczen
kredyty i pożyczki
szybki kredyt dla firm
kredyt pozabankowy dla firm
pozabankowy kredyt

Anonymous (2013-03-14 14:19:57)

Exploring Major Metropolitan areas with Lv Town Manual 2010

Lv Replica Purses Maintain Women in which to stay Vogue

Womens Handbag and Collections of Custom Reproduction Purses

Newest Fashion Lv

Japoneses and Entertainment

Lv Additional 4 Colours to Monogram Vernis Collection

Enable you to Spot Phony Louis Vuitton Purses

Brand name effect - quaility and style make Chloe purses standing out of line

Lv Purse make you much more elegant and sexy

Greatest stores that you should buy genius women totes

<http://www.koncept2001.hr/web/node/81856>

[#new](http://www.lekdd.com/forum/index.php?topic=483758.new)

[http://hong1121.blog.unet.hk/viewthread.php?tid=1897903&extra=page %3D1](http://hong1121.blog.unet.hk/viewthread.php?tid=1897903&extra=page%3D1)

[#p128102](http://drnona-net.ru/forum/viewtopic.php?pid=128102)

<http://shoutingfire.com/node/624341>

[#1391140](http://148.215.202.57/nleg/Foro/viewtopic.php?p=1391140)

<http://www.unipmed.it/content/tila-tequilabourbonnumber039s-second2nd-appel-arancelook-louis-vuittonlv-madeleine-pmpm-hours-3>

<http://golfandstyle.pl/pl/node/65485>

[http://nw-bastion.ru/forum/viewtopic.php?f=14 &t=772344](http://nw-bastion.ru/forum/viewtopic.php?f=14&t=772344)

<http://www.gellertheygy.priv.hu/node/64499>

[http://www.spielerado.de/forum/viewtopic.php?f=4 &t=1021234](http://www.spielerado.de/forum/viewtopic.php?f=4&t=1021234)

[#p128145](http://drnona-net.ru/forum/viewtopic.php?pid=128145)

[http://accpc.ca/chat/viewtopic.php?f=2 &t=191999](http://accpc.ca/chat/viewtopic.php?f=2&t=191999)

<http://www.desantnic.ru/node/94083>

[#new](http://202.143.165.211/board/index.php?topic=880482.new)

<http://www.abruzzibrothers.com/drp518/?q=node/19700>

<http://auctions.hertlein.cc/node/58426>

[http://da.freedom-vrn.ru/viewtopic.php?f=3 &t=1254673](http://da.freedom-vrn.ru/viewtopic.php?f=3&t=1254673)

<http://lfdc-appsrv03.lfdc.sfu.ca/dannyTest/node/83016>

[http://www.investmartindia.com/content/reproduction-purses-affordable-luxur y](http://www.investmartindia.com/content/reproduction-purses-affordable-luxury)

Related Article: <http://www.renmito.cn/Shownews.asp?id=193>

Anonymous (2013-03-14 14:23:55)

bez big

kredyt oddluzeniowy bez bik

pozyczki od reki

pozyczka pozabankowa

szybka pozyczka poznan

kredyt odnawialny

kredyty warszawa

pozyczka bez bik lodz

lista firm chwilowki

kredyt pozabankowy bez bik

szybka pozyczka

pozyczki poznan

kredyty bez bik z komornikiem

instytucje pozabankowe kredyty

pożyczki szybkie
 pożyczki pod weksel
 chwilówki sms
 szybki kredyt bez bik przez internet
 pożyczki gotówkowe
 chwilówki przez internet bez bik
 kredyt bez bik na dowód
 pożyczki pozabankowe bez bik
 kredyty poza bankowe
 szybka pożyczka poznan
 skok dla zadłużonych

Anonymous (2013-03-14 14:25:42)

pożyczki prywatne bez hipoteki szybka pożyczka 100 zł kredyt na dowód w 5 minut pożyczki bez bik radom tanie pożyczki
 prywatne pożyczka na dowód zamość kredyty pozabankowe bez bik kredyty chwilówki a knf eurobank pożyczka na dowód
 osobisty gość kredyt na dowód komornikiem pożyczki przez internet prywatne pożyczki gotówkowe bez zaświadczeń kredyt bez
 zaświadczeń o dochodach pożyczka przez internet bez zaświadczeń pożyczki prywatne forum kredyt na dowód w pko pożyczki
 osoby prywatne pożyczki mandarynka kredyty na dowód bez zaświadczeń pożyczki bez bik big kredyty bez zaświadczeń i bez
 biku kredyty pozabankowe rybnik pożyczka przez internet kokos chwilówki ruda śląska kredyty chwilówki piła chwilówki online
 kredyty pozabankowe legnica szybka pożyczka przez internet sms pożyczki bez bik sieradz kredyt hipoteczny bez zaświadczeń zus

Anonymous (2013-03-14 14:26:49)

{Replica|Reproduction } {Designer|Custom } {Handbags|Purses } {Store|Shop } {Online|On the internet }
 {Louis Vuitton |Lv } {Replica|Reproduction } {Handbags|Purses }
 No 4. {Stylish|Fashionable } {Mens|Men's } {Handbag|Purse }, {Louis Vuitton |Lv } Naxos {Doctor|Physician }
 {Take Care of|Look after } Louis Vuitton {Monogram|Monogrammed } {Denim|Jeans }
 {Louis Vuitton |Lv } {Handbags|Purses } & { #|Number }039 150 {years|many years } {history|background }
 {Luxury|Luxurious } {Louis Vuitton |Lv } Tambour Mystérieuse {Customized|Personalized } {Watch|View }
 {Louis Vuitton |Lv } {Handbags|Purses }
 {Enjoy the|Benefit from the } {Sunshine|Sunlight } with {Louis Vuitton |Lv } {Beach|Seaside } Cabas Ipanema
 {A List of|A summary of } {Authentic|Genuine } {Louis Vuitton |Lv } {Prices|Costs } In Malaysia
 {Louis Vuitton |Lv } {Handbags|Purses } {Review|Evaluation } - The Surya {Handbag|Purse }
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/223037>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=365522&p=786458#p786458>
<http://glawg.com/?q=node/278181>
<http://www.sheisunique.com/content/lv-delivery-contemporary-luxury-0>
<http://forum.khan.com.br/viewtopic.php?f=10&t=80559>
<http://www.czviktors.hu/tars/?q=node/68711>
<http://www.studioverdonk.nl/tantrix/node/25356>
<http://maths.sggs.ac.in/node/20882>
<http://titousekr.byethost12.com/vb/showthread.php?p=18435#post18435>
<http://kristencapolino.org/live/node/217105>
<http://hh.h7.hu/?q=hu/node/202901>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=285457&p=786884#p786884>
<http://karpat-haza.hu/node/13266>
<http://hh.h7.hu/?q=hu/node/202956>
<http://thanksbethandcork.com/index.php?topic=142153.new#new>
<http://sohailhameed.com/masjid/node/133663>
<http://www.kmesporte.com/forum/viewtopic.php?f=31&t=4529>

<http://www.pettengillfamily.com/node/259853>

[#new](http://www.nangmud.surin.police.go.th/forum/index.php?topic=196380.new)

<http://www.broadcastindia.com/content/lv-damier-ebene-canvas-handbags-0>

Related Article: <http://ahshmp.com/Shownews.asp?id=173>

Anonymous (2013-03-14 14:28:44)

kredyt bez formalnosci

pozyczki od reki

pozyczki na oswiadczenie

chwilowki bez bik krd

gotowkowa pozyczka

kredyty dla firm warszawa

pozyczka bez bik forum

kredyt dla nowo powstalej firmy

pozyczki dla rencistow

kredyty dla zadluzonych firm

kredyty bez sprawdzania zdolnosci kredytowej

bez bik pozyczka

chwilowka bez krd

konsolidacja dla zadluzonych

pogotowie kredytowe bez bik

kredyty samochodowe bez bik i krd

kredyty pozabankowe przez internet

chwilowki bez bik

kredyt gotowkowy dla firm

pozyczka bez zaswiadczenia o zarobkach

pozyczka gotowkowa bez zaswiadczen

kredyty bez biku 130612

udzielam pozyczki

kredyt na auto bez bik

wroclaw pozyczki bez bik

Anonymous (2013-03-14 14:32:43)

Louis Vuitton Monogrammed Canvas Tivoli PM M40143

Your Very Best Style Choice - Lv

Louis Vuitton Outlet

No.10 - Louis Vuitton Monogrammed Odeon Game master

Tips on Purchasing Genuine Lv Bags

Cheap Lv Town Tote

Authentic Louis Vuitton Purses discounted Are the most useful Wager?

Lv Football Charm & Soccer Boot Charm

With beautiful stylish style Prada handbags in Halloween, even devil will cope with you

The cost of LOUIS VUITTON be reduced

[#comment-200969](http://www.celebmagazin.hu/node/253097)

[#new](http://www.lekdd.com/forum/index.php?topic=483718.new)

<http://linguinauts.com/node/101070>

<http://www.seti-argentina.com.ar/node/94337>

<http://mmocenter.hu/node/210267>

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<http://bwharrisschoolliberia.net/%22School%20News%22?page=570#comment-28522>
<http://test.brandambassadors.nl/bbfans/user/2061/homebox>
<http://www.rc24hours.com/forums/showthread.php/1321890-Love-It-with-out-Hesitation-Lv-Shades?p=1667029>
<http://post1667029>
<http://larp-resources.com/site1/?q=node/36910>
<http://host271.hostmonster.com/%7Epaulgunt/tgp/?q=node/90682>
<http://www.infinitiplanet.com/node/101663>
<http://hh.h7.hu/?q=hu/node/202638>
<http://karpat-haza.hu/node/13269>
<http://kantauri.com/gurasoelkartea/blog/?q=node/169962>
<http://www.uhu.es/softwarelibre/www/?q=node/162133>
<http://kvartal117.ru/phpBB3/viewtopic.php?f=3&t=1068189>
<http://n-crowd.net/content/Wholesale-Handbags-Christmas-Gift>
<http://apotheosis.invalidresponse.net/index.php?topic=924438.new#new>
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Related Article: <http://pfc.foreholte.com/html/guestbook.php>

Anonymous (2013-03-14 14:58:02)

pozabankowe pozyczki
ekspresowa pozyczka bez bik
tanie kredyty bez zaswiadczen
polska pozyczka
chwilowki dla osob z komornikiem
szybka pozyczka chwilowka
pozyczka na splate komornika
szybkie pozyczki bez biku
kredyty dla nowych firm bez bik
kredyt gotowkowy kalkulator
pozyczki przez internet bez bik
kredyt samochodowy bez biku
leasing bez bik
kredyt dla osob w bik
kredyt firmy
kredyty pozabankowe bez bik
pozyczka od reki bez bik
prywatne pozyczki gotowkowe
pozyczki pozabankowe przez internet
oferty pozyczek pozabankowych
bez bik i zaswiadczen
pozabankowy kredyt
kredyt dla emerytow
kredyt bez bik bydgoszcz
szybkie kredyty

Anonymous (2013-03-14 15:00:31)

szybka pozyczka online bez bik szybki kredyt jastrzëbski pozyczka przez internet bez wychodzenia z domu banki dla zadluzonych
pozyczki 365 eurobank kredyt na dowód forum szybka pozyczka do ręki kredyt bez zaświadczeń na dowód pozyczki prywatne
gdańsk pozyczki bez bik 2011 chwilówki łębork pozyczki dla firm kredyt na dowód tylko szybka pozyczka kielce bez bik kredyty
szybka pozyczka dla bezrobotnych prywatna pozyczka pod hipotekę pozyczka gotówkowa alior bank kredyt pozabankowy dla

firm kredyty gotówkowe bez zaświadczeń poręczycieli szybki kredyt dla małych firm pożyczki prywatne bez zastawu szybki kredyt z komornikiem pożyczki prywatne kujawsko-pomorskie chwilówki ruda śląska ul.niedurnego kredyty chwilówki myszków kredyty bez zdolności pożyczka przez internet bez zdolności kredytowej pożyczki bez bik rzeszów kredyt na dowód elbląg

Anonymous (2013-03-14 15:02:41)

pożyczki bez bik opole
pożyczka dla nowej firmy
szybka pożyczka poznan
poza bankowe pożyczki bez bik
pożyczki bez biku przez internet
szybkie chwilówki przez internet
dobry kredyt bez biku
kredyty warszawa
kredyty chwilówki
kredyt rybnik
chwilówki kredyty bez bik
pożyczka bez bik i krd
pożyczki społecznościowe
szybka pożyczka online
szybki pożyczki
prywatna pożyczka bez bik
szybka gotówka bez bik
kredyty bez bik wrocław
szybka gotówka
szybkie kredyty poza bankowe
pożyczka dla rodziny
chwilówki bez bik kraków
szybki kredyt bez bik przez internet
pożyczka dla zadłużonych
kredyt pożyczka

Anonymous (2013-03-14 15:07:19)

chwilówka wrocław
kredyt obrotowy
szybkie pożyczki przez internet bez bik
udzielam pożyczki
kredyty na dowód
kredyt na start dla firm
udzielam pożyczki
kredyty dla emerytów
kredyty bez zaświadczeń o zatrudnieniu
pilnie potrzebuje pożyczki
kredyt bez biku
szybkie pożyczki poza bankowe bez bik
kredyt na auto bez bik
chwilówki bez krd
kredyt na auto bez bik
najlepsze pożyczki
kredyt polski

kredyt polska
kredyt gotowkowy bez bik przez internet
pozyczki hipoteczne
szybka pozyczka gotowkowa
kredyty poza bankowe
kredyt firmy
pozyczka bez bik
szybka pozyczka prywatna

Anonymous (2013-03-14 15:11:23)

The Monogrammed Boulogne Purse by Lv

Lv Small Pochette Accessoires

Scientists say eating three bananas cuts risk of a heart stroke

Lv handbag

Learn How to Place Phony Louis Vuitton Purse

Original Louis Vuitton Purses versus Reproduction Louis Vuitton Purses

Your Design Quotient With a Louis Vuitton Make Bag

Louis Vuitton Nil 28 Replica M45244

Stylish and Shining Louis Vuitton Vernis Collection

The favourite brand —Lv Handbags

[#p913823](http://festivalenotie.org/forum/viewtopic.php?pid=913823)

<http://test.kwanlindun.com/forums/viewthread/52023/>

<http://punchdrunkville.com/cafe-baltimore/viewtopic.php?f=3&t=728096>

<http://mail.e-academia.ru/node/285644>

<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/33347>

<http://heyfatlady.com/fatforum/viewtopic.php?f=4&t=591970>

<http://www.kufriholidayresort.com/node/293526>

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/51373>

<http://heraldbulletin.neighborsink.com/node/272865>

[#210065](http://phpbb.seranates.com/viewtopic.php?p=210065)

<http://www.czviktor.hu/tars/?q=node/69552>

[#post119834](http://cungseo.com/forum/showthread.php?85305-Reproduction-Custom-Handbags-Store-Online&p=119834)

[#comment-201772](http://www.celebmagazin.hu/node/253115)

<http://elpoyo.com/?q=node/99248>

[#post1467458](http://www.bloggingtips.com/forums/showthread.php?p=1467458)

[#new](http://forum.edusite.ru/f18944/index.php?topic=65040.new)

<http://xover.mud.at/%7Etramway/nachtbus+/?q=node/92406>

[#p786811](http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=241857&p=786811)

<http://www.bouldersattruckee.com/node/212377>

<http://whale.fe.up.pt/isr/node/107586>

Related Article: <http://kellerracing.net/messages/10219.htm>

Anonymous (2013-03-14 15:12:06)

szybkie kredyty bez bik

pozyczka z komornikiem

pozyczka na telefon

kredyt konsolidacyjny bez bik

pozyczka pozabankowa bez zaswiadczen

szybkie kredyty pozabankowe

pozyczka gotowkowa bez bik
szybkie kredyty bez zaswiadczen
kredyt bez bik-u
pozyczka od zaraz bez bik
szybka pozyczka bez bik przez internet
pozyczka prywatna
chwilowki gdansk
szybkie chwilowki przez internet
pozyczki chwilowka
pozyczki expresowe
szybka pozyczka bez sprawdzania w bik
szybkie pozyczki na dowod
pozyczki pozabankowe bez bik
chwilowki warszawa bez bik
pozyczki bez
kredyt pozyczka
szybkie porzyczki
kredyt pod zastaw samochodu
prywatne pozyczki pozabankowe

Anonymous (2013-03-14 15:17:20)

kredyty poza bankowe
pozabankowe kredyty
szybka pozyczka wroclaw
oferty pozyczek bez bik
porzyczka bez bik
kredyt bez bik w banku
pozyczki bez bik przez internet
kredyty pozabankowe
bik przez internet
kredyt bez bik lodz
kredyt chwilowka bez bik
pozyczka gotowkowa
kredyty dla ludzi w bik
chwilowki lodz
pogotowie gotowkowe
pozyczki pod zastaw
kredyty konsolidacyjne bez bik
pozyczka dla osob z komornikiem
kredyt bez bik wolny rynek
kredyt gotowkowy bez zaswiadczen
pozyczki dla firm bez zaswiadczen
szybka pozyczka bez bik forum
kredyt dla firm na start
kredyt na sam dowod
pozyczka chwilowka bez bik przez internet

Anonymous (2013-03-14 15:58:16)

szybki kredyt przez sms kredyt 10000 bez zaświadczeń pożyczki gotówkowe bez bik szybka pożyczka hipoteczna bez bik kredyty

chwilówki białostok pożyczka prywatna pod hipotekę pożyczki na dowód w pko pożyczka prywatna radom szybki kredyt 3000 zł pożyczki na dowód bez zaświadczeń o zarobkach pożyczka chwilówka bez bik pożyczki bez bik pożyczki z komornikiem kredyt bez pracy szybka pożyczka od ręki kredyt do 10000 bez zaświadczeń pożyczki bez bik gorzów wlkp kredyty gotówkowe bez zaświadczeń pożyczki w domu klienta kredyt na dowód bez zaświadczeń o dochodach pożyczka prywatna bielsko szybki kredyt na dowód przez internet szybkie pożyczki gdynia kredyt na dowód bez zaświadczeń kredyty na dowód katowice pożyczka na dowód dla zadłużonych pożyczki przez internet w uk kredyt pozabankowy bydgoszcz kredyt przez internet bank szybka pożyczka gotówkowa specjalnie dla ciebie polska

Anonymous (2013-03-14 16:00:01)

pożyczki chwilówki przez internet
pożyczki bez zaświadczeń o dochodach
szybka pożyczka przez internet bez bik
szybka chwilówka
pożyczki na dowód
szybki kredyt dla firm bez zaświadczeń
pożyczki bez bik na oświadczenie
pożyczka on line
pożyczki pozabankowe bez bik i krd
pożyczki bez biku i zaświadczeń
kredyt bez poręczycieli
chwilówka przez internet bez zaświadczeń
kredyty konsolidacyjne bez biku
kredyt dla nowych firm bez bik
kredyty gotówkowe bez bik i zaświadczeń
oferty pożyczek
pożyczka on line
kredyty samochodowe
chwilówki na dowód
szybka pożyczka sms
kredyt polska
finan pożyczki
potrzebna pożyczka
pożyczka bez bik
kredyt na dowód bez zaświadczeń

Anonymous (2013-03-14 16:02:27)

pożyczka bez bik przez internet pożyczka na dowód dla bezrobotnych <http://www.kredytychwilowki.pl> pożyczka na dowód zabrze pożyczka prywatna opłata skarbową kredyt bez pracy szybki kredyt z komornikiem warszawa pożyczka prywatna od rodziny pożyczki na dowód kredyty szybkie kredyty zielona góra pożyczka prywatna a pcc prywatne pożyczki pod hipotekę chwilówki legionowo kredyt gotówkowy bez bik pożyczka bez bik online szybkie kredyty na firmę kredyty pozabankowe przez internet kredyt chwilówka bytom szybki kredyt w banku pożyczki prywatne gumtree kredyty z komornikiem i bik pożyczki kredyty na dowód chwilówki ulotki szybka pożyczka gorzów chwilówki a prawo kredyty na dowód osobisty bez zaświadczeń pożyczki bez bik jasło szybkie kredyty kalisz kredyty gotówkowe przez internet bez bik kredyt pozabankowy z komornikiem

Anonymous (2013-03-14 16:04:57)

kredyt bez bik bydgoszcz
pożyczka na spłatę komornika
chwilówki z komornikiem
pożyczki bez bik na oświadczenie

pozyczka bez sprawdzania w krd i bik
szybka pozyczka na dowod bez bik
porzyczka bez bik
oferty pozyczek bez bik
kredyt bez zdolnosci kredytowych
kredyt przez internet bez zaswiadczen
kredyt chwilowki
kredyt dla firm na start
optima kredyty
pozyczka bez zaswiadczen przez internet
chwilowka polska
skok bez bik
pozyczka bez bik z komornikiem
kredyt bez sprawdzania w bik
prywatne pozyczki bez zabezpieczen
kredyty bez biku przez internet
kredyt bez bik
chwilowki bez big
szybka pozyczka wroclaw
pozyczka prywatna bez zabezpieczen
szybka pozyczka przez internet

Anonymous (2013-03-14 16:06:49)

pożyczka przez internet jednorazowo kredyty chwilówki grochowska szybka pożyczka gotówkowa szybkie pożyczki kredyt pozabankowy dla firm chwilówki do 5000 zł kredyt bez zaświadczeń bik bocian kredyty na dowód do domu pożyczki optima forum pożyczki 2007 pożyczki na weksel kredyt przez internet bez zaświadczeń o zarobkach szybkie kredyty samochodowe pożyczka przez sms pożyczki prywatne racibórz pożyczka przez internet na dowód szybki kredyt hipoteczny bez bik pożyczki marka kredyt na dowód osobisty forum szybkie pożyczki pozabankowe chwilówki nowe pożyczki optima opinie kredyty pozabankowe lublin kredyt chwilówka przemysł kredyt bez zaświadczeń polbank oferty banków kredyty bez zaświadczeń kredyt pozabankowy bez zabezpieczeń kredyt pożyczka przez internet pożyczki bez bik hipoteczne szybkie pożyczki optima

Anonymous (2013-03-14 16:09:46)

kredyt pozyczka
szybki pozyczki
potrzebna pozyczka
chwilowki od reki
kredyt bez zabezpieczen
pozyczki kredyty
kredyt gotowkowy
kredyt gotowkowy bez bik przez internet
chwilowka internet
pozyczka prywatna bez zabezpieczen
pozyczki na oswiadczenie bez bik
chwilowki dla osob z komornikiem
pozyczki bez bik wroclaw
kredyty pozabankowe dla firm
kredyt na samochod bez bik
pozyczki na dowod bez bik
kredyty bez bik forum

kredyty przez internet
kredyty bez sprawdzania w bazie bik
chwilowki kielce
kredyty chwilowki bez bik
szybka pozyczka pozabankowe
kredyt na dowolny cel
pozabankowe pozyczki bez bik
pozyczka polska opinie

Anonymous (2013-03-14 16:11:07)

szybka pozyczka przez internet pozyczki bez bik poznań szybka pozyczka inteligo kredyt na dowód na oświadczenie kredyt pozabankowy bez bik pozyczki do 30 lat pozyczki bez bik lublin kredyty chwilówki dokumenty pozyczka przez internet bez biku pozyczka na dowód bez zaświadczeń o zarobkach pko szybki kredyt w aig szybkie pozyczki pod hipotekę kredyt na dowód kołobrzeg pozyczka gotówkowa umowa o dzieło pozyczki pozabankowe dla firm pozyczka prywatna - koszalin pozyczka przez internet pozyczki ratunkowe kredyt na dowód nordea szybka pozyczka siedlce oferty banków kredyty bez zaświadczeń kredyt chwilówka kraków kredyt chwilówka wrocław szybkie kredyty lublin kredyt na dowód v5 pozyczki prywatne bez bik pozyczki bez biku i zaświadczeń pozyczka prywatna gdzie pozyczka gotówkowa 30 lat pozyczki w pko

Anonymous (2013-03-14 16:14:41)

chwilowki opole
pozyczki chwilowki bez biku
najlepszy kredyt
pozyczki gotowkowe bez biku
pozyczka online
pozyczki chwilowki bez bik
kredyt bez bik lodz
chwilowka na telefon
firmy udzielajace pozyczek
chwilowka bez bik i krd
pozabankowa pozyczka
bank bez biku
pozyczka chwilowka przez internet
kredyt bez bik dla firm
pozyczki prywatne poznan
kredyt na pit 11
pozyczki expresowe
pozyczki bocian
pozyczka bez bik lublin
szybka pozyczka na dowod
kredyt online
szybka pozyczka na dowod
chwilowki bez bik krd
tanie kredyty bez bik
pozyczki internetowe bez bik

Anonymous (2013-03-14 16:15:22)

szybki kredyt inwestycyjny pko kredyty gotówkowe bez zaświadczeń radom szybki kredyt kielce kredyt przez internet opinie pozyczka na dowód od ręki szybki kredyt olsztyn pozyczka prywatna przez internet kredyty chwilówki starogard gdański pozyczka gotówkowa lukas bank kalkulator pozyczki na 30 dni pozyczka gotówkowa porównywarka kredyt chwilówka warszawa

ul. grochowska szybka pożyczka toruń pożyczki przez internet bez bik kredyt przez internet w mbank kredyt chwilówka sopot pożyczka prywatna gniezno chwilówki activa 500 pożyczka gotówkowa symulacja pożyczka przez internet na konto kredyty chwilówki w 15 min pożyczki prywatne szczecin pożyczki prywatne współpraca małe pożyczki na dowód pożyczki prywatne z komornikiem kredyt polska pożyczki prywatne forum szybki kredyt sms szybka pożyczka łębork kredyty na dowód eurobank

Anonymous (2013-03-14 16:19:52)

pożyczka przez internet w uk kredyt pozabankowy warszawa szybkie pożyczki kielce mały kredyt bez zaświadczeń umowa pożyczki 500 zł pożyczki prywatne społecznościowe szybkapozyczka.co.uk pożyczki na dowód przez internet kredyt 10000 bez zaświadczeń pożyczki na dowód przez internet kredyty chwilówki oferty pracy szybka pożyczka dla firm kredyt pozabankowy wikipedia kredyty chwilówki nowy sącz pożyczki prywatne dla firm kredyty na dowód mbank szybki kredyt dla rolnika pcc umowa pożyczki 2011 kredyt na samochód bez zaświadczeń o dochodach kredyt bez zaświadczeń bżwbk na czym polega kredyt na dowód szybki kredyt z zajęciem komorniczym pożyczka prywatna chojnice kredyt na dowód gorlice kredyty bez zaświadczeń online kredyt pozabankowy online pożyczki bez bik chełm chwilówki warszawa kredyt przez internet mbank kredyty chwilówki zabrze

Anonymous (2013-03-14 16:19:55)

optima pozyczki
pozyczka dla studenta
szybkie kredyty gotowkowe bez bik
kredyty pozabankowe bez bik
kredyty bankowe
kredyt samochodowy bez biku
pozyczka na firme
tanie kredyty bez zaswiadczen
chwilowka przez internet bez zaswiadczen
pozyczka bez biku i zaswiadczen
pozyczka bez bik i krd
kredyty na oswiadczenie
pozyczka polska opinie
chwilowka na dowod
potrzebna pozyczka
pożyczki pozabankowe bez bik
chwilowka przez internet bez bik
nowa chwilowka
chwilowki przez internet bez bik
kredyt polski
kredyty i pozyczki
pożyczki konsolidacyjne bez bik
pozyczka bez pracy
bez bik pozyczki
szybkie kredyty bez zaswiadczen

Anonymous (2013-03-14 16:21:48)

louis vuitton fast 25
Jessica Simpson Flys Stylishly with Lv
Lv Damier Neverfull-You Can't Skip It
Knock Off Handbags - Searching for Quality replica handbags?
Types of ladies totes for different ages can reflect the standing of ladies
Is a Lv Tote for You?

Louis Vuitton Handbags : How For The Greatest Deal
The 2010 Springtime &lifier Summer LV handbag Selection
Lv purses Stylish and wallet pleasant
France Appearance In European countries-Designer Handbags
<http://iqgorod.ru/node/46604>
<http://linguinauts.com/node/101209>
<http://draw.freedomhouse.org/node/258166>
<http://www.haarstar.at/2010/node/99159>
<http://173.203.100.146/node/220882>
<http://hfancalgary.org/node/42269>
<http://www.bsdguru.org/node/85266>
<http://www.haarstar.at/2010/node/99101>
[#post1868208](http://test.manga-ar.com/showthread.php?p=1868208)
<http://test.kwanlindun.com/forums/viewthread/51051/>
<http://www.l-edia.com/drupal/node/65154>
<http://www.onevoiceforscience.com/node/82944>
[#135777](http://cockayne.net/phpBB/viewtopic.php?p=135777)
http://orla.cal.pl/Forum_WSZiB/viewtopic.php?f=9&t=57902
<http://www.kecskemetivizisportklub.hu/node/60447>
[#post251777](http://forum.ideaonline.co.id/showthread.php?p=251777&posted=1)
[#post381793](http://94.232.175.24/Kforum/showthread.php?p=381793&posted=1)
<http://sustainmeant.nl/node/583659>
[#comment-200926](http://www.celebmagazin.hu/node/253097)
[#new](http://forum.edusite.ru/f18944/index.php?topic=64556.new)
Related Article: <http://www.webhb.net/styles/addguest.html>

Anonymous (2013-03-14 16:24:26)

pozyczki pozabankowe dla firm
bez zdolnosci kredytowej
pozyczka dla osob z komornikiem
pozyczka bez bik i krd
kredyt gotowkowy bez bik zaswiadczen
gdzie pozyczka bez bik
kredyt na weksel
pozyczki spolecznosciowe
kredyt na weksel
gdzie kredyt bez bik
kredyt chwilowka przez internet
prywatne kredyty gotowkowe
szybka pozyczka sms
lista firm chwilowki
szybka pozyczka na dowod bez bik
pozyczki dla bezrobotnych
kredyty przez internet
kredyt bez bik-u
kredyt bez zaswiadczenia o dochodach
forum kredyty
firmy udzielajace pozyczek pozabankowych
chwilowki w domu klienta

kredyty chwilowki opinie
 chwilowki dla osob z komornikiem
 chwilowka polska

Anonymous (2013-03-14 16:25:09)

On the internet Reproduction Stores and Shipping Issues

To buy Lv Purses

Lv: An Perfect example of Luxury Handbags

Why Purchase Reproduction Louis Vuitton or The far east At wholesale prices Purse?

The Revolution from the Reproduction Handbag Industry

LV & amplifier Marc Jacobs- Who's Whose Affiliate marketer?

Lazata-Discount Louis Vuitton Purses

Louis Vuitton Newly Published Luxury Series

Inexpensive Lv Town Tote

Enjoy the Summer time 09 Beach Assortment of Louis Vuitton

<http://cress.argo.com.br/en/node/12547>

<http://ethnoglobus.com/node/73040>

<http://analogbit.com/node/119449>

<http://www.chiropraxie-lambrecht.be/node/76975>

<http://www.chulase.com/showthread.php?p=2875571#post2875571>

<http://www.lisakaborycha.com/drupal/node/47429>

<http://drupal.p118859.webspaceconfig.de/node/231701>

<http://rus-reduktor.ru/node/43025>

<http://www.vandkretsen.se.test.levonline.com/forum/viewtopic.php?f=3&t=1115165>

<http://www.footbag-vienna.com/cms/?q=node/84520>

<http://h7.hu/hh/?q=hu/node/202982>

<http://hfancalgary.org/node/42077>

<http://rus-reduktor.ru/node/43081>

<http://www.celebmagazin.hu/node/253091#comment-200782>

<http://businessandtechnology.net/drupal/?q=node/112880>

<http://georgeandvera.org/forum/index.php?topic=340616.new#new>

<http://ascon.co.za/node/1337164>

<http://www.andrzejpiaseczny.art.pl/e-forum/viewtopic.php?f=5&t=717710>

<http://forum.mobilesmarhands.com/attcellsitforum/viewtopic.php?f=3&t=273499>

<http://ascon.co.za/node/1337665>

Related Article: <http://www.blogger.com/comment.g?blogID=3712843910763640460&postID=7187760158741999278&page=3&token=1363296302468>

Anonymous (2013-03-14 16:28:50)

kredyty chwilówki opinie kredyty chwilówki chrzanów pożyczka gotówkowa 2000 zł pożyczki na dowód bocian pożyczki bez sprawdzania bik szybka pożyczka do domu pożyczka na dowód gdańsk pożyczki mandarynka kredyt samochodowy bez zaświadczeń szybkie pożyczki gdańsk chwilówki sosnowiec 3 maja kredyt na dowód allianz kredyt przez internet bez zdolności kredytowej chwilówki tarnobrzeg pożyczki bez bik białystok chwilówki ruda śląska pożyczki kredyty na dowód pożyczka gotówkowa alior kredyty konsolidacyjne bez zaświadczeń o dochodach kredyt online bez bik szybkie kredyty dla firm bez bik kredyt bez zdolności kredytowej chwilówki opole prywatne pożyczki gotówkowe forum kredyty gotówkowe na dowód osobisty pożyczki na dowód przez internet szybki kredyt od ręki pożyczka gotówkowa citifinancial szybkie kredyty bez bik pożyczka gotówkowa gdzie najtaniej

Anonymous (2013-03-14 16:29:01)

chwilowki bez bik i krd
pozyczka bez umowy o prace
kredyt samochodowy bez bik
kredyt polski
pilnie potrzebuje pozyczki
kredyt z komornikiem
pozyczki bez bik -tablica
chwilowki warszawa
kredyty dla firm na oswiadczenie
kredyt bez zaswiadczenia o dochodach
kredyt internetowy bez zaswiadczen
biura kredytowe bez bik
kredyt bez poreczycieli
kredyt online bez zaswiadczen
kredyt samochodowy bez bik i krd
dobra pozyczka bez bik
szybki kredyt bez bik
kredyty bez zabezpieczen
szybka pozyczka na dowod
szybkie pozyczki
kredyty dla emerytow
kredyt studencki
kredyt przez internet
pozyczka w rodzinie
kredyty forum

Anonymous (2013-03-14 16:55:13)

pozyczka na dowod
kredyt dla firm bez bik
chwilowki walbrzych
kredyt bez bik szczecin
pozyczka na
szybkie pozyczki przez internet bez bik
szybkie chwilowki
pozyczka pozabankowa bez zaswiadczen
pozyczki oddluzeniowe
kredyt w providencie
pozyczki pozabankowe gotowkowe
pozyczki pozabankowe warszawa
kredyty bydgoszcz
pozyczka chwilowka bez bik
kredyt a pozyczka
kredyt konsumpcyjny
kredyt bez biku i zaswiadczen
kredyty dla malych firm
szybkie porzyczki
pozyczki chwilowki bydgoszcz
pozyczka bez krd

kredyt od reki bez bik
chwilówki dla firm
kredyt bez bik warszawa
chwilówki na dowód

Anonymous (2013-03-14 16:59:57)

pożyczka gotówkowa sms pożyczka prywatna dla firm pożyczka na dowód białystok kredyty chwilówki forum pożyczka przez internet w ing szybki kredyt gotówkowy bez bik pożyczka dla zadłużonych pożyczki na dowód bez biku kredyty chwilówki piotrków tryb szybka pożyczka forum kredyt chwilówka ulotki pożyczki przez internet bez wychodzenia z domu lukas bank pożyczki przez internet bez bik i krd chwilówki 24h bez bik warszawa kredyt bez zaświadczeń z zus kredyty na dowód 2010 pożyczka na dowód bez zaświadczeń o zarobkach szybki kredyt na dowód kredyt na start kredyt bez big pożyczka gotówkowa kalkulator millenium getin bank pożyczki społecznościowe kokos pożyczka na telefon chwilówki przez internet bez bik pożyczki bez biku kraków kredyty hipoteczne bez bik chwilówka pożyczka

Anonymous (2013-03-14 17:00:01)

kredyty bez biku 130612
pożyczka bez zaświadczenia o dochodach
pożyczka pozabankowa z komornikiem
kredyt z bik
kredyt w
kredyt online bez zaświadczen
chwilówki przez internet
chwilówka sms
szybka pożyczka na dowód
optima kredyty
pożyczki na oświadczenie
kredyt z komornikiem bez bik
pożyczki dla zadłużonych przez internet
kredyt czy pożyczka
szybka pożyczka bez biku
pożyczka w providencie
pożyczki bez bik przez internet
pożyczki bez bik i krd
kredyt samochodowy bez bik i krd
pożyczka przez internet bez zaświadczen
bez bik
kredyty konsolidacyjne bez bik
kredyt od reki bez bik
kredyt bez zaświadczen o zatrudnieniu
kredyt dla każdego

Anonymous (2013-03-14 17:04:22)

chwilówki ełk pożyczka gotówkowa kalkulator wbk pożyczki prywatne rybnik chwilówki hipoteczne kredyt chwilówka turek kredyt hipoteczny bez zaświadczeń zus szybka pożyczka bez biku kredyt bez zaświadczeń bank chwilówki tychy pożyczka na dowód 4000 kredyt na dowód tymczasowy pożyczki bez biku łódź szybkie pożyczki tarnobrzeg kredyty na dowód bez zaświadczeń o zarobkach kredyty przez internet chwilówki pożyczka na dowód tychy pożyczka na dowód kalkulator kredyty pozabankowe kontakt szybkie pożyczki lubin pożyczka na dowód warszawa szybka pożyczka na 30 lat kredyt na dowód chorzów chwilówki praca pożyczki bez bik piotrków trybunalski obligacja 4 pożyczki konsolidacyjnej kredyt gotówkowy na dowód aig kredyt przez internet 3d pożyczki studenckie pożyczka gotówkowa kalkulator pko pożyczki na dowód bez dochodów

Anonymous (2013-03-14 17:04:57)

kredyt na samochod
leasing bez bik
kredyty prywatne bez bik
kredyt na oswiadczenie o dochodach
kredyty dla zadluzonych w bik
chwilowki bez bik wroclaw
kredyt na dowolny cel
firmy pozabankowe
pozyczki hipoteczne bez bik
pozyczki bez formalnosci
chwilowka sms
tanie kredyty bez bik
szybkie pozyczki online
chwilowki pozabankowe
pozyczka pozabankowa
chwilowki na dowod
szybka pozyczka od reki
bez bik pozyczka
kredyt dla nowo powstalej firmy
leasing bez bik
chwilowki pozyczki
chwilowka dla firm
kredyty bez biku i zaswiadczen
pozyczka w polsce
bez bik i krd

Anonymous (2013-03-14 17:08:46)

pozyczka gotowkowa 25000 kredyt na dowod bez zaswiadczen o zarobkach kredyty chwilowki jastrzebie zdroj kredyt na dowod kalisz kredyty bez zaswiadczen dla firm pozyczki na weksel kredyt bez sprawdzania bik pozyczki 2007 szybka pozyczka bez zaswiadczen kredyt na dowod koszalin trudne kredyty z komornikiem szybkie kredyty przez internet kredyty chwilowki chorzow szybki kredyt slupsk oferty bankow kredyty bez zaswiadczen szybki kredyt hipoteczny kredyt chwilowka radomsko kredyty chwilowki bez bik pozyczki pozabankowe bez bik pozyczka gotowkowa 10000 kredyty pozabankowe wroclaw najszybsza pozyczka kredyt przez internet w uk kredyt na dowod pocztowy kredyty pozabankowe jastrzebie zdroj kredyt a pozyczka kredyty bez zaswiadczen bez biku kredyty pozabankowe krosno kredyt samochodowy obligacja 6 pozyczki narodowej

Anonymous (2013-03-14 17:10:01)

kredyt z bikiem
kredyt chwilowka bez bik
pozyczka pod weksel
chwilowka przez internet bez bik i krd
kredyt samochodowy kalkulator
dobry kredyt bez biku
bez bik kredyt
pozyczka bez pracy
chwilowki kredyty
pozyczki bez zaswiadczen i bik
kredyt na oswiadczenie o dochodach
blyskawiczna pozyczka

kredyt internet
pozyczka sms bez bik
kredyty gotowkowe na dowod
kredyty oddluzeniowe
banki bez sprawdzania w bik
pozyczki bez bik poznan
kredyty olsztyn
kredyt konsolidacyjny bez hipoteki
gotowka bez zaswiadczen
pozyczka bez bik krd
pozyczka z komornikiem
kredyty dla emerytow
chwilowka pozyczka

Anonymous (2013-03-14 17:13:10)

pożyczka z banku firmy pożyczkowe pozabankowe szybki kredyt lublin szybkie kredyty przez internet bez bik pożyczki prywatne
szczecin pożyczka gotówkowa promocja pożyczka na dowód oprocentowanie szybki kredyt dla nowych firm kredyt na dowód
katowice szybka pożyczka trójmiasto chwilówki prywatne kredyty chwilówki grochowska kredyt hipoteczny bez zaświadczeń
kredyty forum pożyczki przez internet opinie pożyczka prywatna na zakup nieruchomości pożyczka gotówkowa najlepsza szybki
kredyt konsumpcyjny pożyczki prywatne w lublinie prywatna pożyczka dla firmy kredyty przez internet 3d pożyczka gotówkowa
lukas bank kalkulator kredyt na dowód elbląg szybkie pożyczki hipoteczne kredyt chwilówka opinie kredyt dla zadłużonych
pożyczki zakładowe kredyt bocian szybkie pożyczki tarnobrzeg chwilówki jastrzębie zdroj szybki kredyt dla firm na oświadczenie

Anonymous (2013-03-14 17:14:58)

kredyty wroclaw
szybka pozyczka pozabankowa bez bik
prywatne pozyczki bez zabezpieczen
dam kredyt prywatnie
pozyczki pozabankowe lodz
szybka pozyczka pozabankowa bez bik
kredyt konsolidacyjny bez bik
bocian kredyty
kredyt gotowkowy przez internet
kredyt bez bik poznan
kredyt konsolidacyjny kalkulator
trudny kredyt bez bik
pozyczka internet
kredyt konsumpcyjny
kredyt
kredyt z bik
bez bik i zaswiadczen
kredyty bankowe
kredyt bez sprawdzania w bik
sms kredyt
pozyczki pozabankowe bez bik
kredyt internetowy bez zaswiadczen
szybkie kredyty bez zaswiadczen
pozyczka bez umowy o prace
pozyczka bez bik szczecin

Anonymous (2013-03-14 17:17:21)

pożyczki bez bik-kutno szybka pożyczka piła chwilówki na sms kredyt hipoteczny bez zaświadczeń o dochodach pożyczki pozabankowe pod weksel pożyczka przez internet prawo pożyczka na dowód w jakim banku kredyt na dowód aigo pożyczka przez internet na oświadczenie szybka pożyczka 30 tys kredyty chwilówki andrychów pożyczki bez bik w elblągu szybkie pożyczki bez bik gdzie uzyskać kredyt pozabankowy kredyty chwilówki lokaty pożyczka na dowód zgierz chwilówki ostróda szybka pożyczka millenium kredyt na dowód bez zaświadczeń kielce chwilówki 7 dni w tygodniu pożyczki na dowód jelenia góra kredyt pożyczka pożyczka gotówkowa pko kredyt chwilówka olkusz pożyczki na dowód kołobrzeg pożyczka na dowód łódź pożyczki na dowód we wrocławiu kredyt chwilówka radom kredyt na dowód bez bik pożyczki na dowód nowy sącz

Anonymous (2013-03-14 17:19:52)

kredyty dla firm na oświadczenie
chwilówki gliwice
pożyczka przez sms
pożyczki bez bik-u
kredyt samochodowy bez bik
pożyczki internetowe bez bik
pożyczka bez bik-u
szybkie chwilówki bez bik
kredyty hipoteczne dla firm
pożyczki chwilówki przez internet bez bik
kredyt dla zadłużonych bez bik
kredyt przez internet bez bik
kredyty i pożyczki pozabankowe
pożyczki gotówkowe bez bik
kredyty gotówkowe kalkulator
kredyty pozabankowe bez biku
pożyczki gotówkowe pozabankowe
kredyty zielona góra
kredyt samochodowy kalkulator
chwilówki pozabankowe
kredyty hipoteczne dla firm
chwilówki poznań
pogotowie gotówkowe
kredyty na dowód
kredyty przez internet

Anonymous (2013-03-14 17:21:54)

The travel philosophy of lv
Lv is Sketching Graffiti
Why Louis Vuitton Is really a Strike in the Replica Purse Picture
Louis Vuitton Hooked: Monogrammed Fabric.Inexpensive Lv Monogrammed Canvas - Reproduction LV Monogrammed Fabric
louis vuitton canvas pegase 60
Discover This Is Of Various Colors!
When Chanel Handbags and Lv Purses Are Lowered to the Grocery store
To purchase Louis Vuitton Handbags
Louis Vuitton 2009 Town Instructions - Ny, a Vibrant, Mental and Renowned Town
What springs to mind when you listen to the words Louis Vuitton Handbags ?
<http://abudhabi-mobile.com/node/1748409>
<http://server.grul.se/paraplyet/node/176407>

<http://server.grul.se/paraplyet/node/177583>
<http://www.truskavec.com.ua/node/45461>
<http://pcpove.coordinamentobmg.it/?q=node/101615>
<http://chausle.com/?q=node/95254>
[#new](http://forum.edusite.ru/f18944/index.php?topic=64546.new)
<http://ladestraff.altervista.org/portale/?q=node/12643>
<http://drupal.armixcms.ru/node/87440>
<http://heyfatlady.com/fatforum/viewtopic.php?f=4&t=591830>
<http://e-academia.ru/node/283575>
[#new](http://tunisia4archive.net/smf2/index.php?topic=321952.new)
<http://www.unipmed.it/content/lv-reproduction-handbags-0>
[#post328252](http://forum.restorationsubs.com/showthread.php?p=328252)
<http://linguinauts.com/node/101025>
<http://butterfly.fr.nf/english/node/38299>
<http://elpoyo.com/?q=node/98822>
<http://www.reisetops.com/travel/node/148310>
<http://buzzbemusic.com/node/406229>
<http://zakon404.pp.ua/content/inexpensive-replica-louis-vuitton-purses>
Related Article: <http://www.blogger.com/comment.g?blogID=24439025&postID=8971529201198813493&page=5&token=1363288167760>

Anonymous (2013-03-14 17:24:23)

kredyt na dowolny cel
pozyczka chwilowka warszawa
kredyty bez biku 130612
szybka gotowka dla zadluzonych
kredyt pozyczka
kredyt bez bik poznan
pozyczka dla rodziny
kredyty i pozyczki bez bik
nowa pozyczka
najlepsze chwilowki
pozyczka online bez bik
pozyczka bez bik warszawa
kredyty bez krd
pozyczki dla zadluzonych
kredyty online bez bik
pozyczki gotowkowe bez zaswiadczen i bez bik
kredyty chwilowki opinie
chwilowki bez biku przez internet
kredyt na dowod bez bik
chwilowki rzeszow
chwilowki bez zaswiadczen
szybka pozyczka bez bik forum
chwilowki przez internet
chwilowka
pozyczka bez bik wroclaw

Anonymous (2013-03-14 18:06:44)

pozyczka od reki bez zaswiadczen
szybka pozyczka pozabankowa
pozyczka dla firmy
pozyczki pozabankowe warszawa
pozyczka na dowod
pozyczki na oswiadczenie
pozyczka w rodzinie
kredyty dla nowych firm bez bik
pozyczka bez umowy o prace
prywatne chwilowki
szybka pozyczka pozabankowe
bik kredyt
pozyczka bez pracy
szybkie pozyczki prywatne
pozyczki dla zadluzonych
pozyczki pozabankowe bez bik
2000 bez bik
kredyty chwilowki bez bik
pozyczka na dowod osobisty
pozyczki bez bik i krd
szybkie pozyczki bez zaswiadczen
kredyt dla firm wroclaw
kredyt refinansowy
pozyczki gotowkowe
pozyczka bez bik dla firm

Anonymous (2013-03-14 18:07:24)

Louis Vuitton in Outfit Start Gala
Maintaining Lv Multicolor Fabric
Reproduction Lv Males Totes Online
Lv Shades with Powerful UV Protection
Travelling with Mulberry bags - a safety insurance to enjoy your vacation all over the world
Your time and effort of Lv Purses
Lv Handbags Introduction
Abandon impetuous feeling of mordern society-What Prada totes seek is what many individual wish to discover
Reproduction Lv Mobile Phone Dual Sim Card with 1GB Memory
Get amazing colour combinations while purchasing Replica Borse
<http://forum.hiphop.hu/viewtopic.php?f=5 &t=232263>
<http://www.bunisell.de/node/124885>
<http://lids-appsrv03.lids.sfu.ca/dannyTest/node/83170>
<http://test.manga-ar.com/showthread.php?p=1868284 #post1868284>
<http://machsanit.co.il/thegang/viewtopic.php?f=4 &t=151538>
<http://www.pressemitteilung.in/womenladies-bagstotes-are-defineddescribed -symbol-ofdenoting-womenladiesnumber039s-tasteflavor-21320>
<http://quiltsnow.com/node/230639>
<http://www.inequitalia.it/node/103656>
<http://www.chiropraxie-lambrecht.be/node/77817>
<http://www.insaneenergy.com.au/node/1052265>

<http://es1digital.com/forum/viewtopic.php?f=7 &t=37570>
<http://elpoyo.com/?q=node/99579>
<http://www.aus2one.com/forum/viewtopic.php?f=105 &t=894901>
<http://capoeiracrete.gr/el/node/883678>
<http://linguinauts.com/node/101760>
<http://repijpers.nl/forum/viewtopic.php?f=4 &t=86857>
<http://www.swissbrainlab.ch/drupal/?q=node/64535>
<http://www.podolskypicks.info/?q=node/8 #comment-398297>
<http://forum.edusite.ru/f18944/index.php?topic=64836.new #new>
<http://lfdc-appsrv03.lfdc.sfu.ca/dannyTest/node/83249>
Related Article: <http://www.blogger.com/comment.g?blogID=5013721114617273536 &postID=3810701619165083742 &page=6 &token=1363288527365>

Anonymous (2013-03-14 18:09:40)

chwilówki zabrze pożyczki bez bik dla zadłużonych pożyczki lukas pożyczka przez internet prywatna szybki kredyt 24 opinie 6 pożyczki narodowej kredyty gotówkowe bez zaświadczeń radom kredyty na dowód bez zaświadczeń o zarobkach umowa pożyczki wzór 777 kredyty bez bik szybki kredyt przez telefon kredyt chwilówka sucha beskidzka pożyczki na dowód zielona góra szybkie pożyczki olsztyn chwilówki grochowska pożyczki na dowód bez zaświadczeń pożyczka na dowód przez internet bez bik szybki kredyt hipoteczny dla firm kredyty w banku chwilówki franchising szybkie pożyczki przez internet bez biku szybka porzyczka kredyt chwilówka toruń pożyczka nadla studentów pożyczka bez zaświadczeń przez internet pożyczki bez bik prywatne szybkie pożyczki dla rolników kredyt bez zaświadczeń z us i zus tanie kredyty przez internet bik telefon

Anonymous (2013-03-14 18:11:41)

chwilowka pozabankowa
pożyczka hipoteczna bez bik
kredyt gotówkowy na dowod
pożyczki bez bik na oswiadczenie
kredyt na dowod osobisty
pożyczki chwilowka
chwilowki pozabankowe przez internet
kredyt bez zarobkow
pożyczka od rodziny
kredyty z komornikiem i bik
pożyczka bez bik lublin
kredyt na pit 11
pożyczka sms
kredyt dla firm bez zabezpieczen
bik przez internet
chwilowki walbrzych
pożyczki chwilowki na dowod
szybka chwilowka bez zaswiadczen
pożyczka bez zdolnosci kredytowej
kredyt bez big
bez biku pożyczki
chwilowka przez internet bez zaswiadczen
kredyty bez bik dla firm
bank bez biku
kredyty oddluzeniowe bez bik

Anonymous (2013-03-14 18:12:33)

How you can Spot an imitation Louis Vuitton Handbag

Louis Vuitton 2009 Town Instructions - Ny, a Vibrant, Mental and Legendary Town

Louis Vuitton 2010 New Tote

Louis Vuitton V8 to guide the Fashion Pattern-myluxphone

Louis Vuitton Teach Instances & Real Housewives

Lv Mug

Shedd bolsos hermosos, bolsos Burberry

Louis Vuitton Added 4 Colours to Monogrammed Vernis Collection

Duomo, A Classic Lv Damier Fabric Bag

The Trend of the Replica Handbag Business

<http://pccollinebassanesi.coordinamentobmg.it/?q=node/46371>

<http://melochivmode.ru/node/59878>

[#new](http://speedrunworld.clanbasis.com/index.php?PHPSESSID=tFD4BiAN4mApPLSyxDss G1;topic=38099.new)

<http://hh.h7.hu/?q=hu/node/204811>

<http://onevoiceforscience.com/node/83913>

<http://hfancalgary.org/node/42380>

<http://hs.riverdale.k12.or.us/drupalcon/?q=node/51468>

<http://www.bouldersattruckee.com/node/212268>

<http://test.proftema.ru/node/13858>

[#post1011725](http://kazimbal.com/forum/showthread.php?p=1011725)

<http://repijpers.nl/forum/viewtopic.php?f=4&t=86841>

<http://www.indiafeatures.com/content/buying-genuine-utilized-lv>

[#msg255374](http://www.aegiswolves.com/index.php?topic=228523.msg255374)

<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9&t=2264776>

<http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=633022>

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<http://austinstevens.com/portal/?q=node/124089>

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<http://info.skb.org/jobs/?q=node/154576>

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Anonymous (2013-03-14 18:13:55)

pożyczka prywatna na umowę kredyt chwilówka bez bik pożyczka gotówkowa aig pożyczka prywatna bez zaświadczeń chwilówki dla zadłużonych z komornikiem szybki kredyt gotówkowy (chwilówka) pożyczka hipoteczna bez bik kredyt przez internet bez biku szybki kredyt samochodowy przez internet pożyczki na dowód inowrocław kredyty pozabankowe prywatne pożyczki na dowód stargard chwilówki online najlepsza pożyczka gotówkowa forum kredyt chwilówka lublin pożyczki na dowód częstochowa pożyczka prywatna szybka szybkie kredyty pozabankowe kredyt przez internet w 15 minut sprawdź chwilówki 15 minut kredyty chwilówki opinie pożyczka gotówkowa bgż kredyt na dowód bez zaświadczeń lukas kredyty chwilówki bez bik pożyczki na dowód bez zaświadczeń szczecin pożyczki bez bik rzeszów szybki kredyt warszawa pcc od pożyczki 2011 provident kredyt przez internet szybka pożyczka od ręki

Anonymous (2013-03-14 18:16:36)

chwilowka kredyt

pożyczki pozabankowe oferty

kredyty dla ludzi w bik

chwilowki od reki

gotowkowe pozyczki

kredyt bez zarobkow
szybka pozyczka bez bik forum
bez bik kredyty
kredyt na
kredyty bez bik forum
kredyt chwilowki
chwilowki
bik kredyt
pozyczka na dowod bez zaswiadczen
chwilowki bez bik poznan
pozyczki hipoteczne bez bik
pozyczka na dowod przez internet
kredyt przez internet bez zaswiadczen
pozyczki pozabankowe oferty
dobry kredyt bez bik
szybki kredyt bez zdolnosci
kredyt gotowkowy bez biku
pozabankowy kredyt
chwilowka przez internet bez bik
kredyt polska

Anonymous (2013-03-14 18:18:08)

kredyty na dowód osobisty pożyczka gotówkowa ing opinie szybki kredyt 500 zł pożyczka przez internet od 18 lat kredyty pozabankowe oferta pożyczka na dowód get in bank kredyty chwilówki sochaczew co jest kredyt chwilówka pożyczki bez bik i zaświadczeń o dochodach kredyty przez internet na czym polega kredyt na dowód pożyczki bez bik z komornikiem szybki kredyt do 5000 szybki kredyt mieszkaniowy pożyczki prywatne piotrków trybunalski kredyty chwilówki tychy kredyty pozabankowe grudziadz szybka pożyczka ranking pożyczki bez bik katowice kredyty pozabankowe hipoteczne www.kredyt.przezinternet.pl kredyty na dowód wrocław kredyt hipoteczny bez zaświadczeń 2011 kredyt na dowód gliwice pożyczki chwilówki przez internet chwilówki activa 500 kredyty chwilówki dla osób z komornikiem szybki kredyt na dowód bez bik pożyczka prywatna oprocentowanie chwilówki wałbrzych

Anonymous (2013-03-14 18:21:18)

szybka pozyczka bez zaswiadczen
instytucje udzielajace pozyczek
pozyczka gotowkowa przez internet
pozyczek
pozyczki pod zastaw
pozyczka kredyt
kredyt od reki
kredyt online bez zaswiadczen
pozyczka na firme
chwilowka na sms
pozyczek
kredyt bez bik wroclaw
gdzie pozyczyc pieniadze bez bik
szybka pozyczka chwilowka
optima kredyty
gdzie pozyczka bez bik
kredyt online bez bik

2000 bez bik
kredyt dla bardzo zadluzonych
bocian pozyczki
chwilowka na dowod
pozyczka dla nowej firmy
pozyczka pozabankowa przez internet
kredyty na splate komornika
pozyczka pozabankowa z komornikiem

Anonymous (2013-03-14 18:22:24)

chwilówki a prawo kredyty na dowód opole kredyty pozabankowe bielsko biala umowa pożyczki wzór 777 pożyczki prywatne bez zabezpieczeń szybka pożyczka chwilówka kredyty chwilówki jaki procent kredyt bez zaświadczeń o zarobkach kredyt na dowód w eurobanku szybka pożyczka warszawa kredyt bez zaświadczeń w pko chwilówki opinie kredyty pozabankowe bez bik forum pożyczki bez bik cały kraj pożyczka prywatna pod weksel wrocław chwilówki pożyczki kredyty chwilówki wrocław ul. kołtąja szybka pożyczka zgierz szybka pożyczka gotówkowa w uk pożyczki na dowód przez internet kredyt na samochód pożyczka na dowód bez umowy o pracę kredyt chwilówka zielona góra dobra pożyczka bez bik pożyczka na dowód bez biku pożyczka prywatna zawiercie kredyt przez internet forum pożyczki chwilówki przez internet bez bik szybki kredyt bez formalności kredyty na dowód dla zadłużonych

Anonymous (2013-03-14 18:25:15)

{Most Women|Nearly All Women } {Acclaim|Recognition } {Artisan|Artist } {Louis Vuitton|Lv } {Handbags|Purses },
{Insights|Information } and {Tips|Suggestions } from {Luxury|Luxurious } {brands|manufacturers } {and their|as well as their }
{Management of|Control over } {Digital|Electronic } {Channels|Stations } : Cartier, {Louis Vuitton|Lv }, Piaget, Boucheron,
{Tag|Label } Heuer
{I like to|I love to } {invent|create } a {magic|miracle } {bag|tote }
Louis Vuttion {Travel|Journey } {Notebooks|Notebook computers } {Evoke|Stimulate } {a New|a brand new } {Era|Period } of
{Travel|Journey }
Tila {Tequila|Bourbon } & { #|Number } 039s {Second|2nd } {Appearance|Look } with {Louis Vuitton|Lv } Madeleine {PM|Pm
hours } {Bag|Tote }
{Louis Vuitton|Lv } {Handbag|Purse } {make you|cause you to } {more|much more } {elegant|stylish } and {sexy|attractive }
{Links|Hyperlinks } {Creation|Development } {through|via } {HTML|Html code }
{Buy|Purchase } {Louis Vuitton|Lv }
{Louis Vuitton|Lv } {Handbags|Purses } {Review|Evaluation } - The Surya {Handbag|Purse }
LV {Collection|Selection } {Design|Style } {Explain|Clarify } in 3 {Minutes|Moments }
<http://www.sattrarp.se/?q=node/98107>
<http://h7.hu/hh/?q=hu/node/202661>
<http://dnyty.net/supportOld/showthread.php?p=645187 #post645187>
<http://golfandstyle.pl/pl/node/65568>
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1945315>
<http://www.bouldersattruckee.com/node/211328>
<http://chausle.com/?q=node/94918>
<http://tiendaenmiami.com/?q=node/21677>
<http://stmlne.net/forum/index.php?topic=356625.new #new>
<http://kantauri.com/gurasoelkartea/blog/?q=node/169802>
<http://www.navatar.pl/forum/viewtopic.php?f=34 &t=1461084>
<http://naughtyandnicellc.com/?q=node/24213>
<http://yakovl.yarono.ru/index.php?name=news &op=add>
<http://rus-reduktor.ru/node/43043>
<http://forum.edusite.ru/f18944/index.php?topic=65240.new #new>

[#post1022589](http://www.xzks.cn/xzks/bbs/showthread.php?p=1022589)
<http://karpata-haza.hu/node/13330>
[http://cungseo.com/forum/showthread.php?85315-Actinic-Locks-Straightening-Vs- Hair-Straighteners-Designer-Handbags](http://cungseo.com/forum/showthread.php?85315-Actinic-Locks-Straightening-Vs-Hair-Straighteners-Designer-Handbags)
&p=119850 #post119850
<http://www.sattrarp.se/?q=node/98048>
<http://mail.e-academia.ru/node/282856>
Related Article: <http://www.blogger.com/comment.g?blogID=13533038> &postID=1493873267323485711 &page=3 &token=1363293308342

Anonymous (2013-03-14 18:25:40)
pozyczka w rodzinie
chwilowka
chwilowki bez biku
firmy udzielajace pozyczek pozabankowych
szybkie pozyczki na dowod
kredyt sms bez bik
chwilowka online
kredyt internetowy bez bik
szybkie chwilowki przez internet bez bik
chwilowki bez bik warszawa
kredyt dla kazdego
kredyt bez bik przez internet
pozyczki przez internet bez bik
kredyty bez zaswiadczen i bez bik
bez biku pozyczki
chwilowki wspolpraca
kredyty bez sprawdzania bik
bocian kredyty
szybka pozyczka dla firm
pozyczka na dowod osobisty
pozyczka polska opinie
kredyt bez bik wolny rynek
pozyczki na telefon
kredyt bez bik
szybki kredyt przez internet

Anonymous (2013-03-14 18:26:07)
Style Style with Louis Vuitton M29006-handbagseshop
People Have Every Cause To Love Louis Vuitton Bags
Louis Vuitton purses
Nicole Scherzinger Buzzes like a Fairly sweet Pussycat with Lv Epi Carrier
LV as well as your Coronary heart Possess a Connected by the "Package"
Mary Carey Showy with Her Lv Bowler Tote
New phenomenons in Ugg boot
differnt vibrant unique designed ladies totes grab your eyes
Traditional Lv Purses-Handbagseshop
Various kinds of women purses with stylish clothing make you unique in summer
<http://drupal.p118859.webspaceconfig.de/node/231605>
<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/32821>

<http://173-203-100-146.static.cloud-ips.com/node/220665>
<http://weka.ipb.su/index.php?showtopic=5543 &st=2100 & #entry44630>
<http://leierer.org/test/?q=node/177406>
<http://diariodelchango.com/3c3/node/113424>
<http://www.birouldecredite.ro/forum/showthread.php?p=123274 #post123274>
<http://squirrel-nut.eu/viewtopic.php?f=4 &t=146137>
<http://www.lpfa.com.br/forum/viewtopic.php?f=13 &t=1792720>
<http://ns312919.ovh.net/%7Eguildeph/forum/viewtopic.php?f=2 &t=1946128>
<http://info.sbbk.org/jobs/?q=node/153202>
<http://buzukialeko.com/forum/index.php/topic,126480.new.html #new>
<http://www.brendaking.org/index.php/topic,1526146.new.html #new>
<http://www.inequitalia.it/node/102591>
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/2 23016>
<http://au-rum.ru/node/26704>
<http://173-203-100-146.static.cloud-ips.com/node/220500>
<http://forum.edusite.ru/f18944/index.php?topic=64539.new #new>
<http://www.abruzzibrothers.com/drp518/?q=node/19567>
<http://www.sk.websteel.com.ua/node/108688>
Related Article: http://cgi32.plala.or.jp/%7Ewishingy/custom_bbs/treebbs.cgi?act=artsel &tree=717345 &art=1317303220

Anonymous (2013-03-14 18:26:46)

bez bik kredyty pożyczki prywatne zduńska wola kredyt na dowód osobisty bez zaświadczeń szybkie pożyczki gotówkowe bez bik kredyty pozabankowe pod weksel pożyczki prywatne grudziądz pożyczki bez bik dla prowadzących działalność pożyczki bez bik grudziądz kredyty prywatne bez bik kredyty pozabankowe katowice pożyczki sms bez bik kredyty chwilówki lokaty chwilówki wrocław szybkie kredyty w uk kredyt chwilówka wrocław jedności narodowej kredyt na dowód credit agricole szybki kredyt aig kredyty-przez-internet.com.pl pozyczkiprywatne.com czym jest pożyczka gotówkowa kredyt bez zaświadczeń bydgoszcz chwilówki na sms pożyczka prywatna weksel kredyt na dowód bydgoszcz pożyczki bez bik jelenia góra kredyty-przez-internet.com.pl kredyt na dowód oprocentowanie pożyczka gotówkowa najtańsza kredyty pozabankowe tychy pożyczka na dowód dla bezrobotnego

Anonymous (2013-03-14 18:30:13)

chwilowka szybki kredyt pozyczka przez internet
kredyt dla firm bez zaświadczeń
kredyt dla firm kalkulator
pożyczki bez bik opole
bank bez bik
pożyczki gotówkowe bez bik
najlepsze kredyty dla firm
pilna pożyczka bez bik
kredyty bez big
chwilowka na dowód
szybka pożyczka bez sprawdzania w bik
chwilowki przez internet bez bik
konsolidacja bez bik
chwilowka bez biku
kredyt bik
kredyt dla osób w bik
kredyt z komornikiem
chwilowki przez sms

kredyt na dowod osobisty
pozyczki bez bik przez internet
wroclaw pozyczki bez bik
kredyty chwilowki opinie
kredyt bez biku
bajeczna pozyczka
kredyty gotowkowe chwilowki

Anonymous (2013-03-14 18:31:17)

kredyt chwilówka turek pożyczka na dowód w uk pożyczka kredyt bez zaświadczeń w pko kredyty chwilówki nowy sącz kredyt 20 tys pożyczki prywatne opole pożyczki prywatne trójmiasto szybka pożyczka dla bezrobotnych pożyczka na dowód kredyt bank kredyt na dowód osobisty eurobank kredyt chwilówka nowy targ kredyt na dowód kielce kredyt na dowód aigo kredyty bez zaświadczeń tychy chwilówki przez internet bez bik kredyt gotówkowy bez zaświadczeń kalkulator pożyczki bez bik kalisz szybkie pożyczki- niebankowe kredyt na dowód getin bank kredyt przez internet na oświadczenie kredyt przez internet wniosek pożyczki prywatne na umowę cywilno prawną chwilówki żary pożyczka gotówkowa ge money bank pożyczka przez internet w uk pożyczka bez bik przez internet kredyt chwilówka na dowód szybkie kredyty przez internet bez bik [www.kredyty na dowód.pl](http://www.kredyty-na-dowod.pl)

Anonymous (2013-03-14 19:02:00)

pożyczki bez biku wrocław co jest kredyt na dowód pożyczki kruk kredyt na dowód zabrze kredyt na dowód jakie oprocentowanie kredyt na dowód bez bik zaświadczeń szybki kredyt samochodowy pożyczka gotówkowa prywatna kredyty przez internet.pl pożyczka przez internet szybka pożyczka z dostawą do domu kredyty chwilówki w tvn szybkie pożyczki.com szybkie kredyty gotówkowe bez bik kredyt na dowód - bez historii kredytowej szybki kredyt w irlandii pożyczki via sms opinie szybki tani kredyt gotówkowy szybkie kredyty bez bik przez internet pożyczki bez bik i zaświadczeń pożyczki prywatne kujawsko-pomorskie kredyt chwilówka kontakt szybkie kredyty przez internet bez bik kredyt przez internet dla zadłużonych kredyty chwilówki opinie chwilówki przez internet kredyty chwilówki maluch szybka pożyczka bez bik i krd pożyczki prywatne od inwestorów kredyty dla nowych firm

Anonymous (2013-03-14 19:06:17)

pożyczki przez internet na dowód pożyczka na dowód millenium szybkie pożyczki forum kredyty chwilówki oprocentowanie kredyt bez zaświadczeń kredyty na dowód osobisty bez zaświadczeń pożyczki na dowód online pożyczki przez internet bez bik i krd szybki kredyt alior bank szybkie pożyczki pozabankowe na dowód pożyczki bez bik online kredyt chwilówka roznoszenie ulotek kredyty na dowód bez zaświadczeń o zarobkach kredyty bez bik dla zadłużonych kredyty na dowód gdańsk kredyt przez internet bez bik szybki kredyt na telefon mała pożyczka pożyczki na dowód plock szybkie chwilówki bez bik kredyt chwilówka warszawa pożyczka na dowód przez internet kredyty bez zaświadczeń o zarobkach Optima pożyczki pożyczki pod zastaw nieruchomości szybkie kredyty gotówkowe w uk kredyty hipoteczne bez zaświadczeń o dochodach pożyczki bez bik na weksel kredyt inwestycyjny pożyczki na dowód jastrzębie zdrój

Anonymous (2013-03-14 19:08:49)

kredyt na firme
profi kredyt
kredyty hipoteczne dla firm
kredyt gotówkowy bez bik
kredyt dla firm na start
kredyt bez zaświadczenia o zarobkach
pożyczka dla rodziny
bank bez bik
kredyt samochodowy bez bik i krd
prywatne pożyczki bez zabezpieczeń
kredyt na dowod bez bik

kredyty na dowod
kredyty bez zdolnosci kredytowej
kredyt rybnik
kredyt bez biku
dobry kredyt bez biku
pozyczka pozabankowa bez bik przez internet
pozyczka na juz
bez krd
pozyczka na dowod bez zaswiadczen
kredyt prywatny bez bik
tanie kredyty bez bik
pozyczka bez zdolnosci
pozyczka przez sms
porzyczka na dowod

Anonymous (2013-03-14 19:10:26)

{Louis Vuitton|Lv } Sofia Coppola {Collection|Selection } {Comes with|Includes } {Elegant|Stylish } {Lifestyle|Way of life }
{Louis Vuitton|Lv } {Falls|Drops } {Back|Back again } {Upon|On } {Sidelines|Side lines } in {Economy|Economic climate }
{Crisis|Turmoil }
{Louis Vuitton|Lv } {Handbags|Purses } & { #|Number }039 150 {years|many years } {history|background }
{Louis Vuitton|Lv } Damier {Is Great|Is Excellent } New {Bag|Tote } {To Carry|To Hold } {Around Town|Out And About }
{There is a|There's a } {Great|Excellent } {Budget|Spending budget } {Solution|Answer } {if you Want a|if you prefer a } {Louis Vuitton|Lv } {Purse|Handbag }
{It is|It's } {hard to|difficult to } {put|place } {Louis Vuitton|Lv } {Handbags|Purses } {down|lower } {after reading|reading } {the history|a brief history } {behind|at the rear of }
{Louis Vuitton|Lv } {Handbags|Purses }
Gong Li with {Stylish|Fashionable } {Louis Vuitton|Lv } {Clutch|Clutch system } in {New Season|Year } {Fashion|Style } {Show|Display }
{Louis Vuitton|Lv } {Stand By|Uphold } Me {Collection|Selection }
{The price of|The cost of } {LOUIS VUITTON|Lv } be {reduced|decreased }
<http://austinstevens.com/portal/?q=node/125120>
<http://tecnologia.ffy.unc.edu.ar/formadores/node/84563>
<http://blog.soluzioneimmobile.com/node/154843>
[#new](http://forum.edusite.ru/f18944/index.php?topic=64683.new)
<http://ethnoglobus.com/node/73723>
<http://www.moviemazaa.com/content/lv-online-retailers-are-expanding>
[#msg8143](http://demo.forum-software.org/minibb/index.php?action=vthread &forum=2 &topic=5 &page=181)
<http://forum.zahradnictvistrasky.cz/cz/node/62998>
<http://zahradnictvistrasky.cz/cz/node/63123>
[#p913961](http://festivalenothe.org/forum/viewtopic.php?pid=913961)
<http://www.isede-net.eu/jobs/tips-purchasing-genuine-lv-bags>
<http://www.telebeaute.com/node/44121>
<http://conexoes.futuro.usp.br/?q=node/71449>
<http://gotract.swanservices.com/?q=node/122531>
<http://www.kufriholidayresort.com/node/293654>
<http://elpoyo.com/?q=node/99319>
<http://winiarenka.pl/content/louis-vuitton-duffle-tote-favorite-superstars>
[#1391074](http://148.215.202.57/nleg/Foro/viewtopic.php?p=1391074)
<http://pesttrauma.nl/?q=node/173864>

<http://www.mylasounds.com/firesite/node/64534>

Related Article: <http://www.pro-paul.net/baggio/wwwboard/messages/4884.html>

Anonymous (2013-03-14 19:10:40)

dobry pożyczki bez bik pożyczka na dowód do 5000 pożyczka prywatna pod weksel pożyczki ing bank kredyt bez zaświadczeń us kredyt chwilówka chrzanów szybkie pożyczki forum chwilówki tomaszów mazowiecki kredyty chwilówki stalowa wola kredyt bez zaświadczeń bydgoszcz kredyt pod weksel kredyt na dowód tomaszów mazowiecki chwilówki pożyczki szybka pożyczka przez internet na dowód pożyczki provident pożyczka na dowód pozabankowa konsolidacja bez biku kredyty bez zaświadczeń kredyt chwilówka wejherowo kredyty dla nowych firm bez bik pożyczka prywatna wrocław pożyczki katowice 3 maja kredyt bez zaświadczeń online pożyczka gotówkowa alior bank kalkulator pożyczki na weksel szybki kredyt 4000 kredyty na dowód mbank szybki kredyt firmowy kredyt bez zaświadczeń pod zastaw kredyty gotówkowy bez zaświadczeń

Anonymous (2013-03-14 19:13:45)

kredyt na firme bez bik
kredyty bez biku 130612
chwilówki sms bez bik
pożyczki bez bik
kredyt dla każdego
pożyczki na oświadczenie
pożyczka tylko na dowód
szybkie pożyczki
kredyt bez bik wolny rynek
i-pożyczka
pożyczka online
pożyczka pod weksel
kredyt dla firm na oświadczenie
kredyt w
gotówkowa pożyczka
szybka pożyczka bez biku
kredyt dla nowych firm bez bik
chwilówki na dowód bez bik
kredyt konsumpcyjny
kredyty bez biku dla zadłużonych
kredyt bez sprawdzania
kasa bez bik
kredyty wrocław
szybkie kredyty chwilówki
kredyt bez sprawdzania w bik

Anonymous (2013-03-14 19:15:00)

kredyt na dowód 2000 zł pożyczki bez bik i krd chwilówki opinie chwilówki dla zadłużonych szybki kredyt dla firmy pożyczki prywatne kontakt pożyczki skok pożyczka bez bik forum pożyczka gotówkowa gdańsk szybka pożyczka chwilówka kredyt przez internet bez zaświadczeń pożyczka na dowód mbank pożyczki na dowód sosnowiec pożyczki na dowód płońsk pożyczki chwilówki przez internet bez bik szybki kredyt na dowód pożyczki pod hipotekę bez bik kredyty mieszkaniowe pozabankowe pożyczki bez bik pozabankowe kredyt na dowód kołobrzeg szybkie pożyczki przez sms pożyczka bez bik na dowód szybki kredyt przez internet bez bik szybka pożyczka dla studenta co jest kredyt chwilówka pożyczka gotówkowa dla emeryta kredyt chwilówka na dowód pożyczka przez internet 3d szybkie pożyczki siedlce kredyty dla zadłużonych bez bik

Anonymous (2013-03-14 19:18:44)

pozyczka gotowkowa bez bik
kredyt gotowkowy dla firm
kredyt z komornikiem
pozyczka bez sprawdzania w krd i bik
chwilowka na sms
kredyty hipoteczne bez bik
pozyczki w polsce
szybka pozyczka wroclaw
bank bez bik
pozyczki ekspresowe
kredyty bez zdolnosci
pozyczka pod hipoteke
chwilowka bez bik
dobra pozyczka
kredyt dla firm rozpoczynajacych dzialalnosc
pilnie potrzebuje pozyczki
chwilowka bez bik i krd przez internet
firmy udzielajace pozyczek pozabankowych
kredyty chwilowki bez bik
pozyczki pozabankowe prywatne
porzyczka bez bik
kredyt internetowy bez zaswiadczen
kredyty pozabankowe przez internet
pozyczki chwilowki online
kredyt bez bik gdansk

Anonymous (2013-03-14 19:23:58)

szybkie pozyczki chwilowki mały kredyt bez zaświadczeń chwilówki bez bik kraków kredyt pozabankowy gliwice pożyczka na dowód lukas pozabankowe kredyty kredyt chwilówka roznoszenie ulotek pożyczka gotówkowa alior bank chwilówki ekspresowe <http://www.kredytychwilowki.pl> pożyczki bez bik szczecin kredyt chwilówka opole pożyczki na dowód gdynia kredyty bez zaświadczeń forum pożyczki inwestycyjne szybki kredyt gotówkowy (chwilówka) kredyty bez bik i zaświadczeń pożyczki lublin pożyczka gotówkowa 2011 kredyt bez zaświadczeń bez poręczycieli kredyty bez bik warszawa kredyt na dowód 2010 pożyczki bez bik do 5000 auto na raty bez bik pożyczki prywatne - szybkie kredyty chwilówki katowice pożyczki legnica kredyt chwilówka jędrzejów szybki kredyt w eurobanku szybkie kredyty w uk

Anonymous (2013-03-14 19:58:59)

kredyt bez zaświadczeń o zarobkach przez internet kredyt bez zaświadczeń sosnowiec pożyczki przez internet kokos szybki kredyt gdansk kredyty bez zaświadczeń kielce bez bik pożyczka pożyczka przez internet forum kredyty tylko na dowód osobisty chwilówki do 3000 szybka pożyczka hipoteczna bez bik pożyczka hipoteczna bez bik szybki kredyt w banku szybkie pożyczki częstochowa pożyczki poza bankowe szybkapozyczka.co.uk pożyczki unijne dla małych firm kredyt bez zaświadczeń o zatrudnieniu chwilówki nowy sącz kredyt chwilówka radomsko kredyt chwilówka mikołów pożyczki społecznościowe forum kredyt przez internet z przelewem na konto pośrednictwo finansowe kredyty chwilówki pożyczka prywatna dla rodziny szybkie kredyty firmowe kredyt na dowód osobisty pożyczka na dowód piotrków trybunalski kredyt chwilówka gliwice pożyczka na dowód w alior banku kredyt bez zaświadczenia o dochodach

Anonymous (2013-03-14 20:06:44)

chwilowki bez bik krd
potrzebna pozyczka

pozyczki bez bik krd
 szybka pozyczka bez bik i zaswiadczen
 kredyt inwestycyjny
 kredyt bez bik warszawa
 kredyty warszawa
 szybkie kredyty bez biku
 kredyt polski
 pozyczki pozabankowe z komornikiem
 www.kredyty bez bik
 pozyczka gotowkowa
 gdzie kredyt bez bik
 chwilowki dla bezrobotnych
 chwilowka od reki
 kredyt samochodowy kalkulator
 pozyczki bez biku i krd
 kredyt chwilowka przez internet
 dobra pozyczka opinie
 chwilowka bez zaswiadczen
 pozyczki online
 pozyczka na dowod bez bik
 szybkie pozyczki pozabankowe bez bik
 pozyczki na oswiadczenie
 trudne kredyty pomoc

Anonymous (2013-03-14 20:07:48)

kredyt przez internet 2012 pożyczki chwilówki bydgoszcz pożyczki prywatne bez hipoteki szybkie kredyty bez wychodzenia z domu szybka pożyczka przez internet uk pożyczki na dowód ubezpieczenia kredyt na dowód zamość szybki kredyt 2000 pożyczki hipoteczne porównanie pożyczki prywatne zgorzelec kredyt przez internet w 15 minut sprawdź kredyt na dowód eurobank opinie kredyty na dowód lublin pożyczki między przedsiębiorcami kredyt pozabankowy na samochód pożyczki gotówkowe bez bik kredyt chwilówka w raciborzu kredyty chwilówki starogard gdański pożyczki na dowód kredyty pożyczki prywatne z komornikiem kredyty chwilówki bielsko kredyty mieszkaniowe szybkie.kredyty forum kredyt chwilówka roznoszenie ulotek kredyty bez zaświadczeń słupsk pożyczki bez bik na dowód kredyt chwilówka on-line kredyt przez internet millenium chwilówki gorzów szybki kredyt w aig

Anonymous (2013-03-14 20:08:31)

hlwkoy <http://abc-louisvuittonoutlet.com> sgyozb <http://www.canadagoosehut.com> pnatos
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Anonymous (2013-03-14 20:08:32)

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Anonymous (2013-03-14 20:08:35)

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Anonymous (2013-03-14 20:08:48)

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Anonymous (2013-03-14 20:08:50)

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Anonymous (2013-03-14 20:08:50)

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Anonymous (2013-03-14 20:08:54)

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Anonymous (2013-03-14 20:08:54)

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Anonymous (2013-03-14 20:08:59)

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Anonymous (2013-03-14 20:09:05)

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Anonymous (2013-03-14 20:11:28)

kredyt dla firm wroclaw
pozyczki bez bik szczecin
kredyt bez bik lodz
pozyczka na weksel
kredyt bez sprawdzania w biku
pozyczka bez krd
prywatne pozyczki bez zabezpieczen
szybka pozyczka przez internet
pozabankowa pozyczka prywatna bez bik i krd
kredyt gotowkowy kalkulator
kredyty dla bezrobotnych
pozyczki chwilowka
szybki kredyt dla zadluzonych
pozyczki pozabankowe bez zaswiadczen
kredyt inwestycyjny
kredyty dla malych firm
kredyt inwestycyjny
szybka chwilowka przez internet bez bik
prometeusz kredyty
kredyty gotowkowe dla firm
kredyt na auto bez bik
szybki kredyt na dowod
szybki kredyt bez zdolnosci kredytowej
szybkie chwilowki
prywatne pozyczki gotowkowe

Anonymous (2013-03-14 20:12:00)

pozyczka przez internet pko bp szybki kredyt slupsk kredyt hipoteczny bez zaświadczeń 2011 chwilówki 1000 szybki kredyt poznań kredyty przez internet kredyt pozabankowy z komornikiem pożyczki na dowód opole kredyt na dowud kredyt na firmę bez bik szybkie pożyczki bocian kredyt pod zastaw samochodu chwilówki szczecin wyzwolenia kredyty chwilówki sosnowiec 3 maja pożyczki bez bik zaświadczeń o dochodach pożyczka prywatna na dziś pożyczka na dowód piotrków trybunalski kredyt dla firmy pożyczka prywatna katowice pożyczki na dowód warszawa chwilówki mińsk mazowiecki max pożyczka przez internet pożyczka bez zaświadczeń o zarobkach szybkie pożyczki gotówkowe pożyczki prywatne ogłoszenia pożyczka gotówkowa getin bank opinie pożyczka przez internet dla bezrobotnych kredyty na samochód bez zaświadczeń pożyczka na dowód dla bezrobotnego pożyczki prywatne gotówkowe

Anonymous (2013-03-14 20:16:21)

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Anonymous (2013-03-14 20:16:27)

kredyt dla nowej firmy
pożyczki chwilówki bez biku
pożyczki na telefon
kredyt online bez bik
oferty pożyczek bez bik
kredyty dla osób z komornikiem
pożyczka bez bik kraków
kredyt samochodowy
kredyty dla firm warszawa
firmy udzielające pożyczek pozabankowych
kredyt on line bez bik
pożyczki na oświadczenie
chwilówka kredyt
szybka pożyczka bez sprawdzania w bik
kredyt bez big
szybka pożyczka od reki bez bik
chwilówka przez internet bez zaświadczeń
kredyty bez bik dla zadłużonych
tanie kredyty bez bik
pożyczki bez bik dla zadłużonych
szybka pożyczka prywatna
kredyt na
szybki kredyt bez bik
banki bez biku
pożyczka kredyt

Anonymous (2013-03-14 20:21:18)

chwilówki kielce
kredyt hipoteczny
szybka pożyczka dla zadłużonych
pożyczki konsolidacyjne bez bik
chwilówka bez krd
chwilówki bez bik katowice
szybka gotówka
pożyczki dla firm bez bik
szybka pożyczka poznań
kredyty chwilówki opinie
chwilówki bytom
szybka pożyczka od reki bez bik

chwilowki bez bik i krd przez internet
kredyt bez bik warszawa
kredyty na dowod osobisty
bez bik pozyczki
szybkie chwilowki przez internet
pozyczki pozabankowe bez biku
ekspresowa pozyczka bez bik
kredyt firmy
kredyty z komornikiem i bik
chwilowki przez internet bez biku
pozyczki bez bik lublin
kredyt dla nowej firmy
kredyty chwilowki opinie

Anonymous (2013-03-14 20:40:20)

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chwilowki bez bik i zaswiadczen
gotowka bez bik
kredyt internetowy bez bik
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pozyczka w providencie
pozyczki gotowkowe
chwilowki z komornikiem
chwilowki bez bik warszawa
pozyczki bez dochodow
pozyczki bez bik forum
trudne kredyty pomoc
kredyt samochodowy
pozyczka bez bik lublin
chwilowki opole
chwilowki od reki
kredyty gotowkowe dla firm
kredyty chwilowki przez internet
szybkie kredyty bez biku
banki bez sprawdzania w biku
chwilowki kredyt
kredyt gotowkowy dla firm
pozyczka na dowod osobisty
bez biku

Anonymous (2013-03-14 21:04:24)

szybkie pozyczki bez biku
kredyty gotowkowe bez bik i zaswiadczen
pozyczka bez zaswiadczen o dochodach
instytucje pozabankowe kredyty
kredyt online bez bik
pozyczki bez bik na oswiadczenie
skok bez bik

kredyt dla firm bez zaswiadczen
pozyczki i kredyty
najtanszy kredyt gotowkowy
chwilowki bez zaswiadczen
chwilowki bydgoszcz
pozyczka przez internet bez bik i krd
kredyt przez internet bez zaswiadczen
kredyt na oswiadczenie o dochodach
pozyczki dla zadluzonych bez bik
pozyczki na telefon
chwilowka przez sms
pozyczki online
chwilowki gliwice
pozyczki pod weksel
pozyczki bez krd
pozyczki dla firm
pozyczki bez krd i bik
pozyczki bez bik szczecin

Anonymous (2013-03-14 21:09:03)

kredyty
kredyt przez internet bez zaswiadczen
pozyczka dla firmy
kredyt na dowod osobisty
pozyczki od reki
kredyty chwilowki przez internet
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chwilowka dla firm
szybka pozyczka od reki bez bik
chwilowki kredyty gotowkowe
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pozyczki bez zaswiadczen o zarobkach
szybkie kredyty pozabankowe
najlepsze chwilowki
kredyt na dowod osobisty
kredyt konsumpcyjny
pozyczka na
kredyt bez bik na oswiadczenie
pozyczki prywatne bez bik
kredyt bez zaswiadczenia
bank kredyt
szybkie kredyty pozabankowe
pozyczka pozabankowa z komornikiem
chwilowka bez biku
kredyt konsolidacyjny

Anonymous (2013-03-14 21:09:34)

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Anonymous (2013-03-14 21:12:25)

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Anonymous (2013-03-14 21:13:45)

pożyczka przez internet bank kredyty na dowód pożyczka na dowód tarnów pożyczki prywatne udzielam kredyty pozabankowe- inowrocław pożyczka gotówkowa kalkulator alior bank kredyt chwilówka na dowód pożyczka przez internet bez dochodów kredyt na dowód do 30000 szybkie pożyczki z komornikiem kredyty chwilówki kalisz szybka pożyczka sms bez bik kredyt chwilówka gorzów wlkp umowa pożyczki 777 pożyczki 2.0 jak dostać kredyt bez zaświadczeń szybki kredyt z komornikiem szybkie kredyty gotówkowe kredyty bez bik forum pożyczki legionowo potrzebna pożyczka kredyty chwilówki lokaty kredyt a pożyczka www.kredyt-chwilowka.pl chwilówki turek kredyt gotówkowy na dowód forum szybka pożyczka bez bik kredyt chwilówka kalisz pożyczki bez bik i big kredyty na dowód poznań

Anonymous (2013-03-14 21:13:57)

pozyczka na firme
kredyty pozabankowe dla firm
chwilowka warszawa
pozabankowe pozyczki bez bik opinie
kredyt online bez bik
kredyty bez bik lodz
chwilowki dla firm
chwilowki wspolpraca
pozyczka dla zadluzonych bez bik
chwilowki sms bez bik
pozyczka dla bezrobotnych
prywatne porzyczki
kredyt inwestycyjny
pozyczka na firme
kredyty dla firm bez zaswiadczen
pozyczka dla rodziny
pozyczki na dowod
pozyczka bez bik krd
pozyczka szybka
kredyt gotowkowy bez bik zaswiadczen
pozyczki dla bezrobotnych bez bik
szybkie kredyty dla firm
kredyt chwilowka bez bik
kredyty wroclaw
pozyczki bez biku

Anonymous (2013-03-14 21:17:59)

pożyczki prywatne lubuskie kredyty chwilówki grochowska 332 dobra pożyczka jak dostac szybki kredyt chwilówki wrocławek
kredyt na dowód-nowy sącz szybkie pożyczki wrocławek chwilówki bez bik pożyczka gotówkowa a podatek kredyty gotówkowe
bez bik kredyty przez internet chwilówki pożyczka prywatna w rodzinie kredyty dla zadłużonych w bik szybki kredyt bez
formalnosci pożyczki bez bik big krd kredyt przez internet opinie pożyczki kredyty przez internet szybka pożyczka prywatna
pożyczki prywatne i społecznościowe szybkie pożyczki gotówkowe bez bik kredyt na samochód bez bik pożyczki prywatne
aktualne oferty szybka pożyczka uk pożyczka przez internet od 18 lat udzielę pożyczki pod weksel pożyczki przez internet bez
bik i krd kredyt na dowód 18 lat kredyty bez bik łódź chwilówki gwarant kredyty chwilówki elbląg

Anonymous (2013-03-14 21:18:50)

pozyczka przez internet bez bik i krd
pozyczki sms bez bik
kredyty dla firm bez bik
kredyty gotowkowe na dowod
kredyt na oswiadczenie dla firm
sms kredyt bez bik
szybki kredyt dla zadluzonych
najlepsze pozyczki gotowkowe
pozyczki poznan
pozyczka na dowod bez bik
kredyt chwilowka
pozyczka bez zaswiadczenia

kredyt z komornikiem
pozyczka bez sprawdzania w krd i bik
szybkie pozyczki pozabankowe
chwilowki przez internet bez bik i krd
chwilowki zielona gora
szybka pozyczka
pozyczki bez zaswiadczen o zarobkach
jaki kredyt
kredyt przez internet
kredyty chwilowki opinie
kredyty dla emerytow
chwilowki bez bik krd
prywatne pozyczki

Anonymous (2013-03-14 21:23:55)
pozyczki pozabankowe przez internet
kredyt pozabankowe
trudne kredyty z komornikiem
najlepsze pozyczki gotowkowe
kredyty gotowkowe
kredyt rybnik
kredyt poznan
kredyt na dowod bez zaswiadczen
pozyczki pozabankowe bez biku
kredyt samochodowy bez biku
kredyty bez dochodow
kredyty bez biku i zaswiadczen
chwilowka wroclaw
kredyt na telefon
prywatne porzyczki
www.kredyty bez bik
oferty pozyczek
pozyczka chwilowka przez internet
kredyt kalkulator
kredyt w providencie
chwilowki kredyty
pozyczki bez bik dla firm
szybkie chwilowki bez bik
chwilowki bez bik wroclaw
gdzie pozyczka bez bik

Anonymous (2013-03-14 21:26:37)
szybkie kredyty w anglii pozyczki bez bik trojmiasto bik a kredyt szybka pozyczka elk kredyty chwilowki torun kredyt bez
zaświadczeń lublin pozyczka gotówkowa bez biku pozyczki bez bik włocławek szybkie pozyczki szybka mała pozyczki kredyt on
line bez bik szybki kredyt radom kredyt na dowód bez bik kredyt przez internet w ing pozyczki prywatne-gliwice pozyczka na
dowód przez internet pozyczki bez bik przez internet szybka pozyczka stargard pozyczka gotówkowa pko sa chwilówka pozyczka
bocian kredyty na dowód do domu kredyt przez internet w ing pozyczka gotówkowa kalkulator alior pozyczki bez bik przez
internet kredyty chwilówki kielce kredyt na dowód w aig kredyty chwilówki forum chwilówki ul matejki gliwice kredyt przez
internet bez biku szybka pożyczka bez bik

Anonymous (2013-03-14 22:06:03)

bez bik pożyczki pożyczka gotówkowa zadłużonych kredyt przez internet bez wychodzenia z domu chwilówki opole kredyt chwilówka gdańsk pożyczki kredyty przez internet szybkie kredyty prywatne pożyczki bez bik i big kredyty pozabankowe kielce kredyt bez zaświadczeń z pracy kredyty bez zaświadczeń zus us skok stefczyka kredyt kredyt pozabankowy bydgoszcz szybki kredyt na mieszkanie kredyt chwilówka ulotki pożyczki na dowód bez zaświadczeń o zarobkach szczecin biuro informacji kredytowej chwilówki uk kredyty hipoteczne bez zaświadczeń pożyczki online pożyczki do 50000 kredyt przez internet w pko szybkie pożyczki dla firm kredyt chwilówka kontakt kredyt na dowód pocztowy kredyty pozabankowe kontakt pożyczka na dowód w pko kredyt przez internet bank e-pożyczki przez internet kredyt w mbanku bez zaświadczeń

Anonymous (2013-03-14 22:07:21)

pożyczki dla zadłużonych
kredyt gotówkowy bez bik zaświadczeń
szybka chwilówka bez bik
pożyczka poza bankowa
pożyczki bez biku i krd
kredyty dla zadłużonych z komornikiem
chwilówka szybki kredyt pożyczka przez internet
bajeczna pożyczka
szukam kredytu bez bik
pozabankowa pożyczka
pożyczki na spłatę komornika
chwilówka bez biku
szybka pożyczka pozabankowe
chwilówki tychy
kasa bez bik
kredyt pod zastaw samochodu
raty bez bik
pożyczka
kredyty oddłużeniowe
pożyczka gotówkowa przez internet
kredyt na dowód osobisty
prywatne pożyczki pozabankowe
kredyt bez zaświadczeń o dochodach
konsolidacja bez biku
kredyty i pożyczki

Anonymous (2013-03-14 22:10:29)

kredyt pozabankowy pod weksel kredyty bankowe bez zaświadczeń kredyt na dowód bez zaświadczeń kielce udzielam pożyczki pożyczka gotówkowa alior kalkulator kredyty na dowód v5c pożyczka na dowód osobisty-forum gdzie uzyskać kredyt pozabankowy pożyczki na dowód katowice szybkie pożyczki na oświadczenie pożyczki marka opinie chwilówki bez bik warszawa pożyczki przez internet w uk gdzie pożyczki bez bik kredyty forum kredyt dla lekarzy pożyczki na dowód tychy chwilówki piła kredyt bez zaświadczeń poręczycieli kredyt na wesele kredyty pozabankowe nowy sacz szybka pożyczka przez internet uk pożyczki na dowód gdzie pożyczka na dowód bez zaświadczeń pożyczki na dowód info kredyty bez zaświadczeń opinie pożyczki na dowód dla zadłużonych kredyt przez internet bez biku kredyt na dowód umowa zlecenie pożyczka gotówkowa alior bank kalkulator

Anonymous (2013-03-14 22:12:44)

Reproduction Vuitton Purse Not a good Substitute for the Original LV Handbag
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 Lv Monogrammed Fabric View Case
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 Related Article: <http://cgi.educities.edu.tw/true14/cgi-bin/treebbs/treebbs.cgi?act=artsel&tree=759&art=1317534171>

Anonymous (2013-03-14 22:14:42)

pożyczki przez internet kokos kredyt bez zaświadczeń ing szybkie kredyty uk szybki kredyt legnica kredyty na dowód bez zaświadczeń o zarobkach szybka pożyczka przez internet pozabankowa porzyczka bez bik chwilówki internetowe szybki tani kredyt gotówkowy pożyczka na firmę kredyt bez zaświadczeń-radom pożyczka gotówkowa w 5 minut chwilówki ul matejki gliwice pożyczka na dowód włocławek pożyczki bez bik krd wrocław kredyty oddłużeniowe prywatne banki pożyczki na dowód bydgoszcz szybka pożyczka tylko na dowód pożyczki przez internet jednorazowo szybki kredyt raz dwa pożyczki na dowód zielona góra chwilówki tychy praca finan pożyczki kredyt przez internet dla zadłużonych pożyczka prywatna bez zaświadczeń tanie kredyty bez bik pożyczka pozabankowa bez bik szybki kredyt sosnowiec kredyty na dowód bez bik

Anonymous (2013-03-14 22:19:00)

kredyt bez zaświadczeń samochód bez bik przez internet bank pocztowy pożyczka gotówkowa sygma bank pożyczka przez internet w uk chwilówki tarnobrzeg kredyt dla bezrobotnych kredyty chwilówki dla osób z komornikiem szybki kredyt w anglii pożyczki na dowód w lublinie pożyczki 3 pożyczka prywatna 24 pożyczki prywatne racibórz kredyt chwilówka przemysł kredyty bez zaświadczeń i bez bik kredyty chwilówki grochowska 332 pożyczka prywatna a podatek kredyty bez zaświadczeń o zatrudnieniu kredyt chwilówka zamość pożyczka na dowód do 5000 szybkie pożyczki wrocław szybka pożyczka gotówkowa w uk kredyty szybkie chwilówki szczecin kredyty gotówkowe kalkulator pożyczka gotówkowa w lukas banku pożyczki via kredyty chwilówki fabryczna tychy szybki kredyt alior bank kredyt na dowód w alior banku

Anonymous (2013-03-14 22:23:28)

pożyczki przez internet dla bezrobotnych pożyczki przez internet opinie pożyczka przez internet bez bik kredyty na dowód bez bik szybkie kredyty na oświadczenie kredyt pozabankowy pod zastaw kredyt pozabankowy dla zadłużonych kredyt chwilówka online kredyty chwilówki dąbrowa górnicza kredyt przez internet na dowód szybkie pożyczki prywatne kredyt chwilówka bielsko biała pożyczka prywatna na gumtree chwilówki od ręki kredyt bez zaświadczeń alior bank pożyczka prywatna na umowę cywilno-prawną szybkie pożyczki rybnik kredyt chwilówka warszawa pożyczki na dowód lukas kredyty zielona góra kredyt dla emerytów kredyt chwilówka zabrze kredyt chwilówka jaki procent pożyczka prywatna dla bezrobotnych kredyty na dowód osobisty kredyt bez zaświadczeń millenium pożyczka przez internet 24h kredyty pozabankowe bez biku pożyczka na dowód dla zadłużonych pożyczki prywatne wielkopolska

Anonymous (2013-03-15 02:12:55)

Duomo, A Vintage Louis Vuitton Damier Canvas Tote

Popular Louis Vuitton Purses Amongst Ladies

Genious Prada totes-abilities to buy cheap and genious for you

No.10 Lv Slender Lambskin Precious metal Clutch

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Lv Canvas Bags Had been Among The Most Durable Totes Within Our Selections

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Completely New Lv Jewelry piecies Influenced from Iconic Personal

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Anonymous (2013-03-15 03:08:21)

I like to create a magic bag

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You deserve Lv Handbags

Reproduction Purses The Very Best Option to Designer Totes

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LV kalahari, the tote of year 2009

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Anonymous (2013-03-15 04:02:27)

{Louis Vuitton|Lv } {Bags|Totes } - What & { #|Number }039s {So Great|So Excellent } {About Them|About The Subject }?

{Knock Off|Knock-off } {Handbags|Purses } - {Looking for|Searching for } {Quality|High quality } {replica|reproduction } {handbags|purses }?

Louis Vuitton {Travel|Journey } {Notebooks|Notebook computers } {Evoke|Stimulate } {a New|a brand new } {Era|Period } of {Travel|Journey }

{Louis Vuitton|Lv } {Bags|Totes }, Kardashian {Women|Ladies } & { #|Number }039s {Loyal|Faithful } {Traveling|Vacationing } {Companion|Friend }

{Louis Vuitton|Lv } {Replicas|Replications . }- {Flaunt|Show off } Your {Replica|Reproduction } {Bag|Tote } with {Style|Design }

{Louis Vuitton|Lv } {Falls|Drops } {Back|Back again } {Upon|On } {Sidelines|Side lines } in {Economy|Economic climate } {Crisis|Turmoil }

{Fashion|Style } {Design|Style } with {Louis Vuitton|Lv } M29006-handbagseshop

{Designer|Custom } {handbags|purses } {vs|versus } {Designers|Creative designers } {fakes|knockoffs }

Be {Trendy|Stylish } with {Louis Vuitton|Lv } {Designer|Custom } {Replica|Reproduction } {Handbags|Purses }

{Louis Vuitton|Lv } {online stores|online retailers } are {expanding|growing }

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Anonymous (2013-03-15 05:15:49)

LV subversion as: the introduction of light-coloured overstated bundle (Pictures)

Louis Vuitton Electric outlet

No.5 Lv Damier Canvas Brooklyn Game master

People Have Every Reason To Love Lv Bags

Louis vuitton handbags: Real enjoyment for each woman

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Replica Lv Males Bags On the internet

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Louis Vuitton Handbag make you much more elegant and sexy

Luxurious Custom Reproduction Lv Purses

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Anonymous (2013-03-15 05:39:19)

Louis Vuitton Mohave Weekend break Purse

Louis Vuitton Drops Back again On Sidelines in Economy Crisis

Custom Replicas- Flaunt With Style and Walk With Satisfaction

Interest In Louis Vuitton Replica Handbag

The popular Louis vuitton purses shopping online

Some Background and History on Gucci

Genuine lv hand bags would be the best option for you

Why Lv Handbags are so Popular?

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The personality of Louis Vuitton Purses

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Anonymous (2013-03-15 07:02:48)

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<http://www.bitkinex.com/node/247988>
<http://www.czviktor.hu/tars/?q=node/74605>
<http://forum.nworld.ct8.pl/viewtopic.php?f=11&t=59097>
<http://aokzone.com/showthread.php?779994-Ladies-Handbag-and-Selections-of-Custom-Replica-Purses&p=1093079#post1093079>
<http://www.litarmeria.am/node/121233>
<http://www.desantnic.ru/node/96573>
<http://www.ceg.net.au/?q=node/126841>
<http://forum.ehs95.de/viewtopic.php?f=1&t=706241>
<http://www.rpodolsky.site.aplus.net/?q=node/149#comment-403471>
<http://www.investmartindia.com/content/louis-vuitton-fabric-pegase-60-13>
<http://forum.zahradnictvistrazky.cz/cz/node/65532>
<http://www.inequitalia.it/node/109080>
<http://www.jasonlieblang.com/node/139246>
<http://karpaz-haza.hu/node/15476>
 Related Article: <http://www.blogger.com/comment.g?blogID=13330275&postID=111952404114032140&page=8&token=1363394202096&isPopup=true>

Anonymous (2013-03-15 19:26:52)

kredyt na dowód bgż pożyczki sms bez bik kredyty na dowód bez bik chwilówki inwestycje szukam pożyczki szybki kredyt na 15 dni kredyt na dowód gdynia chwilówki ul. grochowska pożyczki bez bik częstochowa szybka pożyczka z komornikiem pożyczki prywatne pod weksel chwilówki pożyczki na dowód dla zadłużonych pożyczki na dowód lodz kredyt na oświadczenie pożyczki prywatne przez internet kredyt na dowód 24h pożyczki prywatne na procent kredyty pozabankowe tarnów jak wziasc kredyt przez internet ekspresowa pożyczka prywatna pożyczki bez bik legionowo szybki kredyt jaki bank szybka pożyczka w uk prywatna pożyczka pożyczki przez internet bez zaświadczeń pożyczka na dowód provident kredyty chwilówki piła kredyt na dowód w banku kredyt a bik

Anonymous (2013-03-15 20:01:59)

kredyt dla nowych firm bez zabezpieczen
 pozyczki bez biku i zaswiadczen
 chwilowki pozabankowe przez internet
 chwilowki kredyt
 kredyty z komornikiem i bik
 na dowod
 szybka pozyczka bez bik przez internet
 kredyt gotowkowy na dowod
 pozyczki pozabankowe bez bik i krd
 kredyt sms bez bik
 pogotowie kredytowe bez bik
 blyskawiczna pozyczka
 pozyczki bez dochodow
 tanie kredyty gotowkowe
 chwilowka od reki
 gotowka
 kredyt studencki

co to jest pozyczka
kredyt dla
kredyt bez formalnosci
pozyczki chwilowki przez internet
chwilowki walbrzych
najlepsze kredyty dla firm
banki dla zadluzonych
kredyt bez bik

Anonymous (2013-03-15 20:04:24)

<http://www.kredyty.chwilowki.kredyty.pozabankowe.krakow.szybkie.pozyczki.na.telefon.szybki.kredyt.dla.rencistow.pozyczka.prywatna.pod.weksel.chwilowki.nowy.sacz.szybka.pozyczka.krotkoterminowa.kredyt.chwilowka.dębica.szybka.pozyczka.30.tys.kredyty.dla.zadluzonych.w.bik.szybki.kredyt.alior.bank.pozyczka.przez.internet.bez.dochodow.optima.pozyczki.kredyt.bez.zaświadczeń-radom.pozyczka.gotówkowa.inteligo.szybka.pozyczka.chwilowka.przez.internet.pozyczka.prywatna.zawiercie.pozyczki.bez.bik.na.dowód.pozyczki.łódź.pozyczki.bez.bik.radomsko.pozyczki.na.dowód.katowice.kredyt.chwilowka.namysłów.kredyt.chwilowka.chrzanów.kredyt.na.dowód.od.ręki.pozyczka.prywatna.tarnów.kredyt.na.dowód.bez.zaświadczeń.o.dochodach.chwilowki.od.ręki.szybki.kredyt.na.dowód.osobisty.szybki.kredyt.na.oświadczenie.kredyt.przez.internet.na.dowód>

Anonymous (2013-03-15 20:04:55)

Choosing The Perfect Lv Handbags
Replica Handbags — Adore In The Beginning View !!
Ten Kinds of World-greatest-known Glasses Brands
Engage Your Flavor for Luxury Goods with out Over Spending
Lv Fast 30 Purse
Jane Carey Gaudy together with her Louis Vuitton Bowler Bag
Place phony Lv Purses before shopping help you fulfill each and every needs of a lady
Miley Cyrus Is very pleasing to Her Mother with Louis Vuitton Imprinted Tote
people can be aware of various use of totes
Louis Vuitton Reproduction Handbag An Ideal Mixture of Exquisite Workmanship and Superb Detailing
<http://www.supricentro.com.br/comunidade/viewtopic.php?f=29 &t=1410486>
<http://www.wimaxinfo.ru/forum/index.php/topic,158177.new.html #new>
<http://iqgorod.ru/node/50541>
<http://www.sk.websteel.com.ua/node/113065>
<http://rock.kg/node/191003>
<http://www.ceg.net.au/?q=node/127636>
<http://ntpos.ru/.cmsc/modules/forum/viewtopic.php?f=9 &t=219492>
<http://www.dishnetindia.com/content/no08-louis-vuitton-damier-graphite-ca nvas-tadao-6>
<http://blog.soluzioneimmobile.com/node/160211>
<http://e-academia.ru/node/295893>
<http://blog.soluzioneimmobile.com/node/160324>
<http://forum.edusite.ru/f18944/index.php?topic=70712.new #new>
<http://spo.rasica.org/?q=node/25 #comment-2241>
<http://hfancalgary.org/node/45233>
<http://www.broadcastindia.com/content/genuine-louis-vuitton-handbags-are-best -option-you>
<http://www.abruzzibrothers.com/drp518/?q=node/22115>
<http://colinasdelabahia.com/?q=node/361533>
<http://zakon404.pp.ua/content/consign-occasions-used-custom-purses-0>
<http://buzzbemusic.com/node/413588>
<http://hh.h7.hu/?q=hu/node/218119>

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Anonymous (2013-03-15 20:06:41)

trudny kredyt bez bik
 pozabankowe kredyty
 gdzie pozyczka bez bik
 kredyt na sam dowod
 pozyczka gotowkowa bez zaswiadczen
 pozyczka bez bik wroclaw
 kredyt dla osob bez zdolnosci kredytowej
 kredyt dla rencistow
 bez bik krd
 chwilowki prywatne
 pozyczki bocian
 kredyt bez biku i zaswiadczen
 kredyt samochodowy dla firm
 konsolidacja bez bik
 szybka pozyczka na dowod
 kredyty dla zadluzonych
 pozyczka pozabankowa przez internet
 pozyczki internet
 kredyty dla firm bez biku
 pozyczki bankowe bez bik
 pozyczki na dowod bez zaswiadczen
 pozyczki w polsce
 gotowka
 pilna pozyczka bez bik
 pozyczka na oswiadczenie bez bik

Anonymous (2013-03-15 20:08:21)

{Six|6 } {Iconic|Legendary } {Trends|Developments } of {Louis Vuitton|Lv } {Fall|Drop } {/|Or } {Winter|Winter season } 09
 {Collection|Selection }
 Duomo, {A Classic|A Vintage } {Louis Vuitton|Lv } Damier {Canvas|Fabric } {Bag|Tote }
 {Designer|Custom } {Replicas|Replications . } - {Flaunt|Show off } With {Style|Design } and {Walk|Stroll } With {Pride|Satisfaction }
 {louis vuitton|lv } {canvas|fabric } pegase 60
 {louis vuitton|lv } {speedy|fast } 25
 Miu Miu {handbags|purses } make {women|ladies } & { #|Number }039s {dream|desire } {come|arrive } ture
 {Louis Vuitton|Lv } {Monogram|Monogrammed } Multicolore New 2009 {Collection|Selection } {Picks|Recommendations }
 A {Bag|Tote } {To You|For You } - {Turned To|Considered } {Be A Part Of|Take Part In } {The Body|Your Body }
 {Louis Vuitton|Lv } {Sunglasses|Shades } with {Powerful|Effective } {UV|Ultra violet } {Protection|Safety }
 {Louis Vuitton|Lv } {Handbags|Purses } {Review|Evaluation } - The Surya {Handbag|Purse }
<http://zahradnictvistrazky.cz/cz/node/66262>
<http://www.bitkinex.com/node/248892>
<http://www.czviktor.hu/tars/?q=node/74528>
<http://www.mundodastropelias.pt/node/225748>
<http://carterservicesplus.com/Portal/node/71765>
<http://vnbm.net/viewtopic.php?f=2&t=139305>

<http://h7.hu/hh/?q=hu/node/218353>
<http://www.reisetops.com/travel/node/154930>
<http://au-rum.ru/node/29778>
<http://draw.freedomhouse.org/node/270339>
<http://vgmix.com/forum/viewtopic.php?pid=5756#p5756>
<http://www.haarstar.at/2010/node/103612>
<http://80.70.0.240/forum/feed.php>
<http://www.answers-userpoints.chipcleary.com/node/697>
<http://pesttrauma.nl/?q=node/177311>
<http://www.totalsolutionsit.net/southernstroke.com.au/node/17834>
<http://conexoes.futuro.usp.br/?q=node/76092>
<http://www.cms.profiwebs.eu/?q=node/10&page=355#comment-17767>
<http://www.ceg.net.au/?q=node/127255>
<http://glawg.com/?q=node/284055>
Related Article: <http://www.allcushions.com/wwwboard/messages/5325.html>

Anonymous (2013-03-15 20:11:32)

pozyczki online
pozyczka dla firm bez bik
pozyczka na dowod osobisty
kredyty bez krd
kredyt na oswiadczenie dla firm
pozyczki bez krd i bik
pozyczki prywatne
pozyczka tylko na dowod
ogloszenia kredyt bez bik
pozyczki sms bez bik
szybkie pozyczki gotowkowe bez bik
pozyczka bez zaswiadczenia o zarobkach
pozyczki dla zadluzonych bez bik
kredyty dla firm bez zaswiadczen
kredyty bez dochodow
pozyczki bez formalnosci
najlepsze kredyty dla firm
szybka pozyczka
chwilowka przez internet bez bik i krd
instytucje pozabankowe udzielajace pozyczek bez bik
kredyt gotowkowy
kredyt bez bik bydgoszcz
pozyczka bez bik warszawa
chwilowka od reki
kredyty dla firm bez bik

Anonymous (2013-03-15 20:16:24)

najlepszy kredyt
chwilowki walbrzych
chwilowka na telefon
chwilowki bytom
pozyczka przez internet bez zaswiadczen

instytucje pozabankowe udzielające pożyczek
jaki kredyt
kredyt mieszkaniowy
kredyt konsolidacyjny
szybki kredyt gotówkowy
pożyczka na dowód bez zaświadczeń
pożyczki i kredyty
chwilówki pozabankowe
kredyt na oświadczenie o dochodach
pożyczka przez sms
szybkie kredyty dla firm
kredyt bez zabezpieczeń
chwilówki przez sms
kredyt w providencie
pożyczki chwilówki online
kredyt samochodowy bez biku
chwilówka od reki
pożyczki prywatne poznań
najlepsze kredyty gotówkowe
pożyczka na weksel

Anonymous (2013-03-15 20:29:35)

szybkie pożyczki bez bik kredyt bez zaświadczeń zielona góra kredyt przez internet w uk kredyt na dowód poczta polska kredyt na dowód legnica pożyczki na dowód łódź szybki kredyt jaki bank kredyty samochodowe bez zaświadczeń o dochodach pożyczki udzielane w domu kredyty pozabankowe bielsko biała szybkie pożyczki przez internet bez biku szybka pożyczka tarnów kredyty chwilówki bytom szybka pożyczka przez internet na dowód eurobank kredyt na dowód forum kredyt chwilówka jastrzębie zdrój kredyt bez zaświadczeń alior bank szybkie pożyczki online chwilówki na dowód kredyty przez internet lte prywatne kredyty przez internet kredyty chwilówki skawina prywatne chwilówki kredyt z komornikiem szybki kredyt przez internet kredyt pozabankowy z komornikiem szybki kredyt kraków kredyt bankowy chwilówki umowa chwilówki jasne zasady

Anonymous (2013-03-15 21:06:43)

szybka chwilówka bez bik
chwilówka bez bik i krd
konsolidacja dla zadłużonych
gotówka bez bik
pożyczka bez bik-u
kredyty pozabankowe bez biku
pożyczki kredyty bez bik
pożyczka polska opinie
kredyt bankowy
kredyty na spłatę komornika
kredyty przez internet bez bik
kredyty dla zadłużonych firm
pozabankowe pożyczki bez bik opinie
chwilówka sms
bez bik krd
pożyczka na dowód osobisty
pożyczki poza bankowe
chwilówki bez krd

kredyty pozabankowe przez internet
chwilowka bez bik przez internet
bez bik warszawa
kredyt z komornikiem
pozabankowe pozyczki bez bik opinie
bik przez internet
chwilowki wspolpraca

Anonymous (2013-03-15 21:11:22)

kredyt przez internet na dowod
chwilowka
pozyczki pozabankowe poznan
pozyczki konsolidacyjne bez bik
kredyty dla zadluzonych firm
pozyczki
kredyt bez bik i zaswiadczen
kredyty dla emerytow
dobry kredyt
szybki kredyt dla zadluzonych
kredyty bez zdolnosci kredytowej
kredyt oddluzeniowy bez bik
chwilowki kielce
pozyczki na dowod
kredyt dla zadluzonych bez bik
kredyt bez bik w banku
pozyczka bez dochodow
banki bez biku
pozyczka w rodzinie
kredyt bez zaswiadczenia o dochodach
trudne kredyty bez bik
2000 bez bik
chwilowka bez bik
kredyty bydgoszcz
kredyt przez internet bez bik

Anonymous (2013-03-15 21:20:50)

chwilowka na sms
pozyczka pozabankowa bez bik przez internet
kredyty bez bik i krd
kredyt w providencie
kredyt chwilowka przez internet
kredyt bez bik wolny rynek
leasing bez bik
oferta dla zadluzonych
tanie kredyty bez zaswiadczen
chwilowki poznan
pozyczka przez internet
banki bez bik
pozyczki dla bezrobotnych bez bik

chwilowka na dowod
pogotowie kredytowe bez bik
ogloszenia kredyt bez bik
chwilowki kredyty bez bik
kredyt sms
kredyt bez krd
kredyt bez bik wolny rynek
kredyt gotowkowy przez internet
kredyt bez sprawdzania w biku
kredyt bez zabezpieczen
trudne kredyty z komornikiem
kredyt poznan

Anonymous (2013-03-15 21:28:15)

pożyczki na dowód lukas bank jak uzyskać kredyt bez zaświadczeń pożyczki warszawa kredyt chwilówka oświęcim kredyty pozabankowe bez bik forum pożyczki bez bik na oświadczenie udzieli pożyczki prywatnie szybkie kredyty poznań kredyt chwilówka kontakt kredyt gotówkowy bez bik pożyczki prywatne szczecinek tanie kredyty przez internet pożyczka gotówkowa bez bik i zaświadczeń pożyczki prywatne wielkopolska pożyczki przez internet bez bik pożyczki dla rencistów pożyczka prywatna - koszalin kredyt na dowód szybko kredyt gotówkowy bez zaświadczeń przez internet pożyczki bez zaświadczeń na dowód pożyczka on line chwilówki ul matejki gliwice szybkie pożyczki przez internet bez bik porzyczka bez bik chwilówki wrocław pożyczka gotówkowa kalkulator pożyczki szybkie kredyty na dowód poznań szybka pożyczka rybnik kredyt pozabankowy bydgoszcz

Anonymous (2013-03-15 21:59:44)

Reproduction Custom Purses, More Popular Than the Genuine?
Most popular Market Uggs Leather Footwear Trainer Boots
Top.1 Louis Vuitton Slightly Jeans
Would you like to buy Louis Vuitton Purses online
Replica Louis Vuitton Purses - One more to None Option
Ysl totes would be the most valued issues for women
7 Star Reproduction Picture reflection High quality Custom Totes From The far east
Original Lv Purses as opposed to Replica Louis Vuitton Handbags
Staff in the courtroom and aristocracy of Louis
Lanvin Take Leopard Print Clutch
<http://souyou123.com/bbs/viewthread.php?tid=1580560 &extra=>
<http://www.sustainmeant.nl/node/601893>
<http://bigadforum.com/forum/index.php?topic=40972.new #new>
<http://karpas-haza.hu/node/15914>
<http://bmb.by/lv-footwear-kanye-west-1>
<http://www.kantauri.com/gurasoelkarta/blog/?q=node/176302>
<http://auctions.hertlein.cc/node/62903>
<http://www.chiropraxie-lambrecht.be/node/81145>
<http://www.sk.websteel.com.ua/node/112762>
<http://www.pilar4.com.br/forum/viewtopic.php?f=4 &t=553712>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=706499>
<http://brokercop.com/simplemachinesforum/index.php?topic=679162.new #new>
<http://forum.edusite.ru/f18944/index.php?topic=70544.new #new>
<http://www.cookwithalison.com/bb/viewtopic.php?f=6 &t=686775>
<http://theappletechs.com/forums/showthread.php?p=789816 #post789816>

<http://www.kmesporte.com/forum/viewtopic.php?f=31 &t=5078>
<http://chausle.com/?q=node/100542>
<http://forums.nintendowiiu.com/viewtopic.php?f=3 &t=760447>
<http://www.ird.rmutr.ac.th/clinictech/drupal/?q=node/36045>
<http://www.bouldersattruckee.com/node/217109>
Related Article: <http://sak2-2.tok2.com/bbs/bbs.php3?user=shinya0212>

Anonymous (2013-03-15 22:02:23)

Lv New Taiga Back Pack is yet another Serena in Polar

Lv Electric outlet

Duomo, A Vintage Lv Damier Canvas Bag

Your Very Best Style Choice - Lv

Why Buy Replica Designer Handbags

Louis Vuitton Mobile Phone An additional Blackberry

Lv Le Majestueux Town Tote

Lv Monogrammed Fabric View Case

Comfortable and Versatile: Lv Sistina GM Bag

Louis Vuitton Vernis To Find The Best Searching Bags

<http://a.parsons.edu/%7Emotioncapture/blog/node/8142>

<http://guildberzerk.net/posting.php?mode=reply &f=8 &t=283385 &sid=f6068a2ded772c36d59b5077d369be6e>

<http://www.filter-yes.ru/node/29188>

<http://kristencapolino.org/live/node/221442>

<http://kantauri.com/gurasoelkartea/blog/?q=node/176231>

<http://www.wisellama.com/node/10980>

<http://www.telebeaute.com/node/46643>

<http://www.10000articles.com/Consign-Occasions-Second-Hand-Custom-Purses-86 355.html>

<http://www.totalsolutionsit.net/southernstroke.com.au/node/17902>

<http://www.sattrarp.se/?q=node/102132>

<http://www.theappletechs.com/forums/showthread.php?p=789490 #post789490>

<http://info.sbbk.org/jobs/?q=node/171192>

<http://www.wisellama.com/node/10928>

<http://www.sattrarp.se/?q=node/101983>

<http://capoeiracrete.gr/el/node/887256>

<http://scholz-net.org/geek-cooking/viewtopic.php?pid=1498075 #p1498075>

<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=285457 &p=797708 #p797708>

<http://old.pensieri-erotici.net/node/67747>

<http://whale.fe.up.pt/isr/node/110067>

<http://www.gellerthegey.priv.hu/node/69406>

Related Article: <http://www.blogger.com/comment.g?blogID=3332283304375006009 &postID=8623967223352762567 &page=12 &token=1363389744587>

Anonymous (2013-03-15 22:05:56)

kredyty bez zaświadczeń tylko dowód osobisty szybkie kredyty w uk kredyty chwilówki dla osób z komornikiem szybka pożyczka w irlandii pożyczki na dowód kalisz kredyt na dowód leszno kredyt chwilówka tychy pożyczki bez bik legionowo pożyczki bez bik kraków activa 500 pożyczki od ręki pożyczka prywatna kielce pożyczka na dowód bez zaświadczeń chwilówki d24 pozabankowe kredyty samochodowe najtańsza pożyczka gotówkowa 2011 kredyt refinansowy bez zaświadczeń kredyt na samochód bez zaświadczeń o dochodach pożyczka gotówkowa kraków chwilówki sms szybka pożyczka sp. z o.o szybki kredyt swiateczny pożyczka gotówkowa bezrobotnych kredyt pozabankowy przez internet szybkie kredyty w anglii szybkie kredyty pozabankowe kredyty chwilówki jaworzno [http www kredyty chwilówki bardzo trudne kredyty pożyczki pozabankowe bez bik rzeszów](http://www.kredytychwilowki.bardzo.trudne.kredytypożyczkipozabankowebez.bik.rzeszow.pl)

pożyczka prywatna na dziś

Anonymous (2013-03-15 22:06:40)

szybkie kredyty przez internet
chwilówki kraków
szybki kredyt przez internet
kredyt bez bik na dowód
pożyczka od reki bez bik
pożyczka bez biku
pożyczki bez bik na oświadczenie
pożyczka bez krd
kredyt dla zadłużonych
chwilówki bez biku i krd
szybka pożyczka bez bik forum
pożyczka bez zaświadczenia o dochodach
pożyczki bez bik i krd
chwilówka
kredyt samochodowy
pożyczki pozabankowe bez biku
pożyczka na już
kredyt bez zus i us
pożyczki pod zastaw nieruchomości
kredyt w providencie
szybka pożyczka chwilówka
kredyt przez internet bez bik
firmy pozabankowe
firmy pozabankowe
kredyt bez bik gdansk

Anonymous (2013-03-15 22:10:14)

kredyty przez internet bez bik pożyczka bez bik gdzie szybki kredyt hipoteczny szybkie kredyty bez zaświadczeń szybki kredyt opole szybka pożyczka bez zaświadczeń pożyczki prywatne na już kredyt chwilówka oświęcim szybki kredyt dla firm dobry kredyt przez internet kredyt bez zaświadczeń pożyczki z zfs kredyty chwilówki brodnica kredyty chwilówki myśłowice kredyt chwilówka radom pożyczka na oświadczenie pożyczka przez internet forum [www.kredyty na dowód.pl](http://www.kredyty-na-dowod.pl) kredyt chwilówka zasady kredyt na dowód bydgoszcz szybkie kredyty na telefon pożyczki prywatne siedzce pożyczka prywatna podatek szybka pożyczka na miesiąc kredyty bez zaświadczeń gdynia szybkie pożyczki warszawa pożyczki prywatne forum pożyczka gotówkowa citi handlowy opinie pożyczki kraków szybka pożyczka dla firm

Anonymous (2013-03-15 22:11:16)

kredyty bez biku przez internet
chwilówki kredyt
szybkie kredyty bez biku
kredyt mieszkaniowy
karta kredytowa bez bik
kredyty pozabankowe dla firm
bez bik pożyczka
pożyczka na spłatę komornika
bez bik pożyczki
banki bez bik

chwilowki prywatne
 pozyczki konsolidacyjne bez bik
 pozyczki na dowod osobisty
 pozyczka bez dochodow
 pozyczki hipoteczne bez bik
 tanie kredyty gotowkowe
 pozyczka polska
 pozyczki szybkie
 instytucje udzielajace pozyczek
 kredyt z bikiem
 pozyczki pozabankowe dla firm
 porzyczki bez bik
 pozyczki prywatne bez bik
 szybka pozyczka przez internet bez bik
 pozyczka sms

Anonymous (2013-03-15 22:11:44)

{Louis Vuitton|Lv } Pegase 55 {Business|Company }
 {The Perfect|An Ideal } {Louis Vuitton|Lv } {Handbags|Purses }
 {How to|How you can } Atom a {Affected|Impacted } {Louis Vuitton|Lv } {Handbag|Purse }
 The {influence|impact } of {Louis Vuitton|Lv } {Handbags|Purses }
 differnt {colorful|vibrant } {unique|distinctive } {designed|created } {women|ladies } {bags|totes } {grab|get } {your eyes|your vision }
 {Maybe|Perhaps } he doesn & { #|Number }039t {love|adore } me {at all|whatsoever }
 {Replica|Reproduction } {Louis Vuitton|Lv } {Handbags|Purses }- {Bags|Totes } {of Your|of the } {Dream|Desire }
 {Louis Vuitton|Lv } {Cruiser|Cruiser motorcycle } {Bag|Tote } 45 {Replica|Reproduction } M41138
 {Louis Vuitton|Lv } Damier Gant Bongo {Back|Back again } {Bag|Tote }
 {Every woman|All women } {should know how|ought to know how } to accessorie for {fashion|style }
<http://ascon.co.za/node/1371846>
<http://xn--7sbajo0adylnxo4b7f.xn-p1ai/forum/viewtopic.php?f=2 &t=204198>
<http://lfdc-appsrv03.lfdc.sfu.ca/dannyTest/node/85166>
<http://www.isede-net.eu/jobs/kate-moss-easiest-ever-louis-vuitton-concrete- purse>
<http://bitkinex.com/node/248726>
<http://pesttrauma.nl/?q=node/177912>
<http://www.lisakaborycha.com/drupal/node/47717>
<http://www.hicostians.com/node/94569>
<http://myoptionscommunity.com/content/nature-louis-vuitton-purses>
<http://golfandstyle.pl/pl/node/70143>
<http://press-reviews.com/node/128037>
<http://yselle.lh.pl/xenapedia/?q=node/45982>
<http://www.reliver.net/linkedforum/viewtopic.php?f=5 &t=2129315>
<http://federerfan.ru/node/69172>
<http://www.antiimperialista.org/node/152002>
<http://local983.org/node/61869>
<http://www.les-bleus-sevens.com/forums/viewtopic.php?pid=632389 #p632389>
<http://www.reliver.net/linkedforum/viewtopic.php?f=5 &t=2128720>
<http://www.saintbarnabasarden.org/drupal615/content/replica-vuitton-hand bag-bad-replacement-original-lv-purse>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=640989>
 Related Article: <http://www.blogger.com/comment.g?blogID=8543360 &postID=4120205665699961807 &page=4 &to->

ken=1363399622975

Anonymous (2013-03-15 22:14:22)

kredyt w skoku szybki kredyt katowice kredyty gotówkowe bez zaświadczeń radom pożyczka przez internet bez biku pożyczka kredyt na dowód v5 pożyczka gotówkowa w pekao sa kredyty chwilówki lędziny pożyczka na dowód provident pożyczka gotówkowa ing provident pożyczki przez internet szybkie kredyty bez formalności pożyczka na dowód zabrze pożyczka na dowód getin bank pożyczki na dowód toruń kredyt pozabankowy pod zastaw kredyty pożyczki bez bik szybkie kredyty bez biku kredyt pozabankowy dla zadłużonych kredyt chwilówka warszawa kredyt na pit 11 dobra pożyczka przez internet kredyt bez zaświadczeń polbank pożyczki prywatne wałbrzych kredyt na dowód szczecin kredyt chwilówka szybkie kredyty przez internet bez bik kredyty bez zaświadczeń o zarobkach bez bik pożyczki przez internet kredyty bez zaświadczeń o prace

Anonymous (2013-03-15 22:17:03)

kredyty i pożyczki bez bik
kredyt samochodowy bez biku
pożyczka poza bankowa
kredyt na samochód bez bik
kredyty dla firm bez zaświadczeń
chwilówka od reki
dobry kredyt bez biku
pożyczki na oświadczenie
pożyczka bez sprawdzania w krd i bik
finan pożyczki
bocian kredyty
kredyt refinansowy
pożyczka pozabankowa przez internet
gdzie kredyt bez bik
pożyczki prywatne pozabankowe
chwilówka dla bezrobotnych
kredyty na spłatę komornika
szybkie pożyczki bez bik i krd
kredyt bez bik i zaświadczeń
konsolidacja bez biku
szybkie pożyczki bez bik
chwilówki bez bik przez internet
ekspresowa pożyczka bez bik
udziela pożyczki
pożyczki społecznościowe

Anonymous (2013-03-15 22:19:33)

kredyt pozabankowy dla firm pożyczka gotówkowa ranking kredyty chwilówki chojnice kredyt gotówkowy bez zaświadczeń o zarobkach kredyt chwilówka nowy targ pożyczki na 30 dni pożyczki prywatne zduńska wola prometeusz kredyty pożyczki na dowód dla bezrobotnych pożyczki mieszkaniowe z zakładowego funduszu świadczeń socjalnych pożyczka na dowód gdzie najlepiej kredyty na dowód szczecin kredyty chwilówki zarobki pożyczki bez bik dla zadłużonych pożyczka na dowód w alior banku kredyty bez zaświadczeń rzeszów pożyczki na dowód bydgoszcz pożyczka przez internet w 5 minut kredyt bez zaświadczeń bank kredyty chwilówki fabryczna 12 tych pożyczki w 5 minut 6000 pożyczki pożyczka gotówkowa kalkulator pekao s.a tani kredyt bez zaświadczeń kredyty oddłużeniowe pożyczki bocian kredyty pozabankowe na spłatę komornika pożyczki bez bik opinie szybka pożyczka dla firm pożyczka gotówkowa porównanie

Anonymous (2013-03-15 22:21:44)

kredyt bez sprawdzania
pozyczki bez krd i bik
chwilowki bez bik i krd przez internet
kredyt firmy
pozyczki pod zastaw nieruchomosci
szybka pozyczka bez bik forum
pozyczka gotowkowa
chwilowka bez bik przez internet
pozyczki w polsce
prywatne pozyczki bez zabezpieczen
pozyczka pozabankowa z komornikiem
pozyczka bez krd
dobra pozyczka
pozyczka bez bik i zaswiadczen
kredyt dla osob z komornikiem
pozyczki bez bik lodz
ekspresowe pozyczki bez bik
kredyty dla firm bez biku
pozyczki bez krd i bik
szybka gotowka
szybkie pozyczki
pozyczki gotowkowe bez zaswiadczen
chwilowki bez big
pozyczki bez bik i krd
pozyczka bez zaswiadczenia

Anonymous (2013-03-15 22:26:20)

gotowkowa pozyczka
kredyty bez krd
kredyt kalkulator
kredyty bez bik wroclaw
chwilowki dla zadluzonych
kredyt w
chwilowki bez zaswiadczen
pozyczka prywatna bez zabezpieczen
kredyty poza bankowe
kredyt dla nowych firm bez bik
bez bik i zaswiadczen
pozyczki chwilowki przez internet
bez zdolnosci kredytowej
kredyty konsolidacyjne bez bik
chwilowki bez zaswiadczen
pozyczki bez bik warszawa
kredyt pozabankowy
kredyty dla firm bez zaswiadczen
szybki pozyczki
pozyczka przez internet bez zaswiadczen
szybkie pozyczki bez biku

pozyczka szybka
kredyt od reki
chwilowka bez bik przez internet
najlepsze chwilowki

Anonymous (2013-03-15 22:27:51)

kredyt bez zaświadczeń bik chwilówki franczyza kredyty bez zaświadczeń bielsko szybki kredyt przez internet bez bik kredyt przez internet bez biku pożyczki na dowód gorzów kredyt chwilówka ulotki kredyty przez internet na dowód pożyczka prywatna wzór kredyty hipoteczne bez zaświadczeń o dochodach pożyczki prywatne lublin bank bph jak uzyskać kredyt bez zaświadczeń pożyczka na dowód fortis pożyczki bez zaświadczeń na dowód szybkie kredyty z komornikiem pożyczki bankowe bez bik pozabankowe pożyczki na dowód dobry pożyczki bez bik kredyt na dowód tylko kredyty pozabankowe łódź pożyczka na dowód szybko kredyt na pit 11 kredyt przez internet sms ekspresowe pożyczki bez bik pożyczka na dowód kwidzyn pożyczka na dowód bez zaświadczeń o zarobkach pożyczka przez internet prawo szybki kredyt 1000zł kredyt przez internet bez biku

Anonymous (2013-03-15 22:30:29)

pozyczka gotowkowa przez internet
chwilowka od reki
pożyczki bez zaświadczeń i bik
dobry kredyt bez biku
pożyczki i kredyty
chwilowka bez bik i krd przez internet
bez biku pożyczki
kredyty online bez zaświadczeń
jaki kredyt
bez bik warszawa
prywatne pożyczki pod weksel
kredyt samochodowy dla firm
pożyczka bez bik
tani kredyt gotowkowy
kredyt dla firm bez bik
ekspresowa pożyczka bez bik
chwilowki przez sms
szybka gotowka bez bik
szybkie chwilowki bez biku
chwilowki opole
szybka pożyczka pozabankowa
pożyczka dla nowej firmy
chwilowki przez internet bez biku
szybka chwilowka przez internet
kredyty samochodowe

Anonymous (2013-03-15 22:58:56)

qhpsde <http://pa-louisvuittoncheap.com> fvyose <http://www.mccanadagooseoutlet.com> prugey <http://www.sale-cheapmontblanc.com> qyhus <http://cheaperbeatssbydre.com> qzyuit <http://palouisvuittonoutlet.com> icbmbo [url=<http://pa-louisvuittoncheap.com>]louis vuitton sale[url] mvydt [url=<http://www.mccanadagooseoutlet.com>]canada goose jacket[url] ovuwt [url=<http://www.sale-cheapmontblanc.com>]mont blanc pens[url] sfnrw [url=<http://cheaperbeatssbydre.com>]cheap beats by dre[url] zquxru [url=<http://palouisvuittonoutlet.com>]louis vuitton sale[url] atzt

Anonymous (2013-03-15 22:58:57)

qchizj <http://pa-louisvuittoncheap.com> qbfvlq <http://www.mccanadagooseoutlet.com> qzdbxw <http://www.sale-cheapmontblanc.com> wojqjt <http://cheaperbeatssbydre.com> wcdeci <http://palouisvuittonoutlet.com> oljlbr [url=<http://pa-louisvuittoncheap.com>]louis vuitton handbags[url] zrsbl [url=<http://www.mccanadagooseoutlet.com>] - canada goose outlet[url] cield [url=<http://www.sale-cheapmontblanc.com>] cheap mont blanc[url] kfqbl [url=<http://cheaperbeatssbydre.com>]cheap beats by dre[url] ijqudq [url=<http://palouisvuittonoutlet.com>]lou is vuitton bags[url] vkwh

Anonymous (2013-03-15 22:58:58)

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Anonymous (2013-03-15 22:58:58)

fcazyn <http://pa-louisvuittoncheap.com> wflhlu <http://www.mccanadagooseoutlet.com> banzfy <http://www.sale-cheapmontblanc.com> zpxvky <http://cheaperbeatssbydre.com> aotldk <http://palouisvuittonoutlet.com> xbatey [url=<http://pa-louisvuittoncheap.com>]louis vuitton handbags[url] vmjxi [url=<http://www.mccanadagooseoutlet.com>] canada goose outlet[url] fakwu [url=<http://www.sale-cheapmontblanc.com>] mont blanc[url] pfncr [url=<http://cheaperbeatssbydre.com>]cheap beats by dre[url] hvrlka [url=<http://palouisvuittonoutlet.com>]lou is vuitton sale[url] vejz

Anonymous (2013-03-15 22:59:00)

uzpvyb <http://pa-louisvuittoncheap.com> mqjslp <http://www.mccanadagooseoutlet.com> wdonjd <http://www.sale-cheapmontblanc.com> pddruj <http://cheaperbeatssbydre.com> uyssni <http://palouisvuittonoutlet.com> xzgwwq [url=<http://pa-louisvuittoncheap.com>]louis vuitton handbags[url] rdgpw [url=<http://www.mccanadagooseoutlet.com>] canada goose outlet[url] figkq [url=<http://www.sale-cheapmontblanc.com>] cheap mont blanc[url] vbqhm [url=<http://cheaperbeatssbydre.com>]cheap beats by dre[url] ywbeso [url=<http://palouisvuittonoutlet.com>]lou is vuitton outlet[url] kyle

Anonymous (2013-03-15 22:59:01)

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Anonymous (2013-03-15 22:59:01)

eyhfnv <http://pa-louisvuittoncheap.com> mkzbre <http://www.mccanadagooseoutlet.com> tckxpn <http://www.sale-cheapmontblanc.com> hdairp <http://cheaperbeatssbydre.com> lwsnwx <http://palouisvuittonoutlet.com> tbrvdm [url=<http://pa-louisvuittoncheap.com>]louis vuitton sale[url] tcobo [url=<http://www.mccanadagooseoutlet.com>]canada goose[url] bqwlit [url=<http://www.sale-cheapmontblanc.com>]mont blanc[url] fmet [url=<http://cheaperbeatssbydre.com>]cheap beats by dre[url] arksow [url=<http://palouisvuittonoutlet.com>]louis vuitton outlet[url] fnlz

Anonymous (2013-03-15 22:59:02)

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dre[/url] gguwlm [url=http://palouisvuittonoutlet.com]louis vuitton sale[/url] fxec

Anonymous (2013-03-15 23:17:02)

kredyt dla malych firm
prometeusz kredyty
chwilowka bez krd
pozyczki dla firm
kredyt na oswiadczenie
kredyt bez bik-u
pozyczki bez bik
bez bik pozyczki
pozyczka bez bik
pozyczka online bez bik
chwilowki dla bezrobotnych
pozyczki gotowkowe pozabankowe
pozyczka internet
pozyczki bez zabezpieczen
chwilowki bez bik i krd przez internet
kredyty gotowkowe bez biku
pilnie potrzebuje pozyczki
pozyczka bez bik lodz
kredyty dla firm na oswiadczenie
instytucje pozabankowe udzielajace pozyczek
pozyczki pozabankowe przez internet
kredyt bez bik przez internet
chwilowki pozabankowe
pozyczki dla firm bez zaswiadczen
pozyczka na juz

Anonymous (2013-03-15 23:33:18)

<http://staam.org/#74560> tramadol online cod - tramadol hcl high erowid

Anonymous (2013-03-16 00:02:22)

kredyty chwilówki dzierżoniów kredyt chwilówka jaki procent lista firm kredyt bez zaświadczeń kredyt bez zaświadczeń o zarobkach przez internet chwilówki kalisz kredyty przez internet chwilówki pożyczki chwilówki bez bik pożyczki prywatne na dowód pożyczki bez bik pabianice szybki tani kredyt przez internet pożyczki przez internet uk kredyt chwilówka opinie firma kredyty chwilówki forum szybkie kredyty gotówkowe przez internet pożyczki prywatne a podatek kredyty na dowód mbank kredyt bez zaświadczeń bydgoszcz chwilówki 100 przyznawalności pożyczka gotówkowa multibank kredyt chwilówka olkusz szybki kredyt z komornikiem pożyczki prywatne ruda śląska szybkie pożyczki częstochowa pożyczki bez bik legionowo kredyty chwilówki jastrzębie pożyczki przez internet dla bezrobotnych kredyt chwilówka sanok pożyczka przez internet 2000 szybki kredyt kredyt bank kredyt bankowy bez bik

Anonymous (2013-03-16 00:09:04)

karta kredytowa bez bik
instytucje pozabankowe udzielajace pozyczek
chwilowki bez biku
pozyczka chwilowka przez internet
splata pozyczki
oferty pozyczek pozabankowych

pozyczki chwilowki bydgoszcz
szybka pozyczka chwilowka
pozyczka od reki bez bik
pozyczka hipoteczna
bez bik pozyczka
pozyczki pozabankowe gotowkowe
pozyczka na dowod bez bik
kredyty i pozyczki
chwilowka pozabankowa
chwilowka pozyczka
kredyt czy pozyczka
kredyt online
kredyty bez krd
prometeusz kredyty
pozyczek
udziele pozyczki
bez big
kredyty hipoteczne dla firm
pozyczka pozabankowa

Anonymous (2013-03-16 00:10:59)

kredyt na dowód bez zaświadczeń bez bik pożyczka prywatna jaworzno kredyt chwilówka chorzów chwilówki inwestycje opinie
szybki kredyt zielona góra pożyczki inowrocław pożyczki ratunkowe pożyczka na dowód bez bik kredyt na dowód (chwilówki)
kredyt na dowód kradzież szybka pożyczka przez internet pożyczka przez internet skok kredyt polska pożyczka gotówkowa dla
rolników kredyt na spłatę komornika kredyt dla firm bez zaświadczeń pożyczki pod weksel bez bik pożyczka na dowód cetelem
pożyczka przez internet bez zaświadczeń pożyczka dla firm pożyczki na dowód tychy pożyczki na dowód bez dochodu szybki
kredyt gotówkowy online prywatne kredyty przez internet szybki kredyt opole kredyty chwilówki stalowa wola pożyczki bez bik
i krd szybkie kredyty dla firm pożyczka prywatna poznań kredyt chwilówka biała podlaska

Anonymous (2013-03-16 00:13:49)

pożyczka konsolidacyjna
pomoc dla zadluzonych
pożyczki na spłatę komornika
kredyt dla osob bez zdolności kredytowej
chwilowki bez bik
bez bik kredyt
pożyczka na spłatę komornika
kredyt bez bik forum
tanie kredyty bez zaświadczeń
kredyt samochodowy
szybka chwilowka przez internet
skok dla zadluzonych
chwilowki zielona góra
pożyczki pod zastaw nieruchomości bez bik
kredyt bez dochodu
skok stefczyka bez bik
kredyt polski
pożyczki pod zastaw nieruchomości
chwilowka kredyt

pożyczki pozabankowe forum
kredyt bez bik dla zadluzonych
chwilowka od reki
bez krd
kredyt czy pozyczka
kredyty konsolidacyjne

Anonymous (2013-03-16 00:15:01)

kredyty chwilówki lubin szybkie kredyty dla zadluzonych szybka pożyczka sieradz szybkie pożyczki bez bik kredyt bez zaświadczeń pod zastaw szybka pożyczka alior bank pożyczki bez bik grudziądz szybkie pożyczki w bydgoszczy kredyty chwilówki windykacja pożyczki prywatne na umowę pożyczki prywatne na umowę pożyczka gotówkowa od rodziców gdzie pożyczki bez bik kredyty gotówkowe bez zaświadczeń o zatrudnieniu szybkie kredyty z bik kredyty pozabankowe jastrzębie zdrój kredyty pozabankowe sochaczew pożyczka gotówkowa lukas bank kalkulator pożyczki bez bik w toruniu chwilówki w 15 minut auto na raty bez bik kredyt na dowód nysa chwilówki amber szybki kredyt na samochód pożyczki chwilówki przez internet bez bik kredyt bez zaświadczeń aig szybkie kredyty pozabankowe chwilówki bytom kredyty przez internet kredyt na dowód 2010

Anonymous (2013-03-16 00:19:03)

szybki kredyt przez sms pożyczka prywatna od ręki pożyczka gotówkowa 50 tys kredyt bez zaświadczeń o zarobkach na dowód www.kredyty na dowód.pl kredyt przez internet ge kredyty chwilówki rzeszów rejtana pożyczki prywatne na umowę szybki kredyt eurobank pożyczki prywatne bez bik forum pożyczka gotówkowa niskie oprocentowanie bik sa kredyt na auto bez bik pożyczka na dowód dla firm pożyczki visset pożyczka przez internet na konto pożyczki z ue pożyczki lichwiarskie kredyt pozabankowy warszawa kredyty na dowód 2010 kredyt na dowód szybko pożyczki prywatne od inwestorów kredyty chwilówki pszczyzna pożyczka przez internet bez biku kredyty pozabankowe w lublinie szybki kredyt konsolidacyjny pożyczka on line chwilówki inwestycja kasa bez bik kredyty pozabankowe na dowód

Anonymous (2013-03-16 00:23:18)

kredyty pozabankowe przez internet kredyty przez internet bez bik kredyt na dowód lukas bank szybka pożyczka tarnobrzeg kredyt chwilówka gorzów szybki-kredyt.org.pl kredyt gotówkowy bez biku kredyt 2000 bez zaświadczeń szybkie pożyczki dla studentów szybka pożyczka forum chwilówki przez internet bez bik kredyt chwilówka na czym polega kredyt bez zaświadczeń i poręczycieli pożyczki bez bik-kutno pożyczki bez bik i krd online szybkie kredyty bez zdolności kredytowej pożyczka prywatna oferty pożyczka na dowód bez zaświadczeń o zarobkach pko kredyty chwilówki tychy pożyczki prywatne jelenia góra szybki kredyt jasło pożyczka gotówkowa lucas szybkie kredyty konsolidacyjne pożyczka gotówkowa od rodziny pożyczka gotówkowa pożyczka na dowód chrzanów kredyty chwilówki nowa sól kredyty gotówkowe bez bik zaświadczeń wrocław kredyt dla zadluzonych bez bik pożyczki pozabankowe pod weksel

Anonymous (2013-03-16 00:23:44)

pożyczki bez bik krd
szybka chwilowka
bank kredyt
kredyt dla nowych firm bez zabezpieczen
pożyczka poza bankowa
chwilowki bez big
pilna pożyczka
tanie kredyty bez bik
konsolidacja bez bik
pożyczka poza bankowa
szybkie kredyty bez zaswiadczen
bez bik pożyczki
tani kredyt gotówkowy

chwilowka wroclaw
kredyt pozabankowy
prywatne porzyczki
chwilowki kredyty
pozyczki prywatne przez internet
pozyczki bez bik przez internet
pozyczka dla studenta
pozyczka bez zdolnosci
kredyt z bik
szybkie kredyty gotowkowe bez bik
kredyt konsolidacyjny
pozyczki na dowod bez zaswiadczen

Anonymous (2013-03-16 00:27:35)

szybkie pożyczki w bydgoszczy szybka pożyczka do ręki pożyczki bez bik chełm kredyt bez zaświadczeń aig pożyczka prywatna od rodziny pożyczki bez bik na dowód kredyt przez internet ing chwilówki na dowód kredyty chwilówki opinie szybkie kredyty dla nowych firm pożyczki prywatne rzeszów pożyczka prywatna gnieźno chwilówki poznań kredyt przez internet mbank kredyt przez internet bez formalności pożyczki bez bik i krd szybka pożyczka dla firm pożyczki na 30 lat szybki kredyt w anglii kredyt na dowód chwilówka chwilówki system partner pożyczki bez biku na dowód pożyczki prywatne oszuści pożyczka prywatna hipoteczna chwilówki zgierz kredyt przez internet opinie szybka pożyczka przez internet na dowód szybkie pożyczki bez bik pożyczki prywatne pod weksel 2012 kredyty chwilówki jaworzno

Anonymous (2013-03-16 00:28:30)

kredyt na dowolny cel
pożyczka bez big
chwilowka przez internet bez bik
pożyczki pozabankowe poznan
kredyt w providencie
kredyty dla emerytów
chwilowka
kredyt bankowy
kredyty warszawa
kredyt internet
bajeczna pożyczka
sms kredyt
pożyczka bez big
kredyt dla firm kalkulator
chwilowki bez bik poznan
pożyczka przez sms
kredyt bez dochodów
pożyczki
szybka gotówka
szybki kredyt bez zdolności kredytowej
pożyczki dla zadłużonych przez internet
pożyczki pod zastaw nieruchomości bez bik
chwilowki wroclaw
szybki kredyt bez zaświadczen
kredyty z komornikiem

Anonymous (2013-03-16 01:04:17)

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Anonymous (2013-03-16 01:06:29)

sms kredyt bez bik

karty kredytowe bez bik

blyskawiczna pozyczka

pozyczka tylko na dowod

kredyty chwilowki opinie

szybkie chwilowki bez bik

kredyty dla firm warszawa

kredyty dla zadluzonych w bik

szybka pozyczka na dowod bez bik

pozyczki gotowkowe bez zaswiadczen i bez bik

kredyt na dowolny cel

dobry kredyt

pomoc dla zadluzonych

pozyczki na dowod

kredyty z komornikiem
pożyczki pozabankowe dla firm
szybka pożyczka od reki bez bik
konsolidacja bez biku
kredyt dla firm bez zaświadczeń
pożyczka polska opinie
bajeczna pożyczka
firmy pozabankowe udzielające pożyczek
kredyty wrocław
trudny kredyt bez bik
kredyty pozabankowe przez internet

Anonymous (2013-03-16 01:06:40)

pożyczka prywatna wrocław kredyt na dowód nordea pozabankowe kredyty samochodowe kredyt na dowód osobisty forum
kredyt na dowód ing pożyczki na dowód kalisz e-pożyczki przez internet kredyt na dowód szczecin kredyt gotówkowy bez
zaświadczeń alior szybkie pożyczki bez biku kredyty przez internet bez biku kredyty bez bik forum kredyty bez zaświadczeń
kraków pożyczka gotówkowa na 15 lat szybki kredyt hipoteczny dla firm kredyty pozabankowe w łodzi kredyty bez sprawdzania
bik chwilówki ciechanów kredyt bez zaświadczeń poznań kredyt na dowód szczecin pożyczki przez internet w uk szybkie
pożyczki od ręki kredyty na dowód współpraca kredyt bez zaświadczeń warszawa pożyczka gotówkowa szybka kredyt bez
zaświadczeń szybko pożyczka przez internet dla zadłużonych pożyczka gotówkowa umowa na czas określony kredyty chwilówki
tczew kredyty chwilówki ulotki

Anonymous (2013-03-16 01:11:03)

szybki kredyt millenium szybka pożyczka dla zadłużonych kredyty pozabankowe pod weksel kredyt bez zaświadczeń mbank
kredyt pozabankowy gdynia szybki kredyt dla emeryta pożyczka gotówkowa 50 000 pożyczka gotówkowa multibank kredyt
chwilówka dla firm pożyczka przez internet szybkie kredyty bez biku pożyczki prywatne ogłoszenia kredyt przez internet w ing
pożyczki studenckie pożyczki prywatne dolnośląskie pożyczki bez bik wrocław kredyt na dowód dla firm pożyczki szybkie kredyt
na sms kredyty chwilówki poznań ul. 23 lutego kredyt samochodowy bez zaświadczeń natychmiastowa pożyczka przez internet
kredyt gotówkowy bez zaświadczeń kalkulator pożyczka prywatna pozabankowa pożyczki na dowód w lublinie chwilówki bez
zaświadczeń kredyt gotówkowy bez biku pożyczki 3 szybkie pożyczki bez bik rzeszów kredyt a bik

Anonymous (2013-03-16 01:11:08)

chwilówki bez bik wrocław
pożyczki bez bik kielce
pożyczki pozabankowe kredyty
kredyty dla nowych firm bez bik
kredyt bez bik na oświadczenie
kredyt bez krd i bik
kredyt dla osób w bik
kredyt bez bik kraków
kredyt dla nowych firm bez bik
kredyty konsolidacyjne bez biku
szybkie kredyty dla zadłużonych
szybkie chwilówki bez zaświadczeń
kredyt bez bik na dowód
kredyt bez biku
pożyczki bez bik kraków
wygodna pożyczka
szybki kredyt przez internet bez bik

szybka pozyczka od reki bez bik
 bank bez bik
 kredyt bez bik i zaswiadczen
 kredyt oddluzeniowy
 pozyczka na dowod
 pilnie potrzebuje pozyczki
 kredyty pozyczki bez bik
 kredyty online bez bik

Anonymous (2013-03-16 01:11:19)

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Anonymous (2013-03-16 01:15:10)

kredyt przez internet bez bik pozyczka bez bik dla firm pozyczki bez bik ostrów wlkp kredyty chwilówki knf pożyczki dla każdego
 pożyczka kredyt przez internet kredyty pozabankowe bielsko biala szybki kredyt bez zdolności chwilówki skierniewice kredyt
 bez zaświadczeń do kredyt pozabankowy opolskie pożyczki na dowód forum kredyt bez zaświadczeń i bik pożyczki na dowód
 inowrocław kredyt bez zaświadczeń millenium bocian kredyty na dowód do domu karta kredytowa bik bez zdolności kredytowej
 pożyczka prywatna warszawa zakupy na raty bez bik kredyt bez zaświadczeń sosnowiec kredyty chwilówki na dowód pożyczki

na dowód bez bik pożyczka gotówkowa aig pożyczka na dowód bez zaświadczeń o zarobkach pko szybki kredyt przez internet
bez bik pożyczka na dowód bez zaświadczeń o zarobkach pko tani kredyt chwilówki do 500 zł szybkie pożyczki bez bik warszawa

Anonymous (2013-03-16 01:15:48)

kredyt pozyczka
kredyt odnawialny
kredyt pod zastaw samochodu
pozyczka prywatna bez bik
szybkie porzyczki
kredyty dla małych firm
kredyty bez bik oferty
pozyczki konsolidacyjne bez bik
bank kredyt
szybkie pozyczki bez bik przez internet
pozyczka dla nowej firmy
kredyt konsolidacyjny kalkulator
kredyt dla zadluzonych w bik
kredyt inwestycyjny
kredyt dla firm
kredyt bez zgody wspolmalzonka
konsolidacja bez bik
kredyt od reki bez bik
pozyczka w rodzinie
kredyty bez bik z komornikiem
pozyczka prywatna
kredyt dla firm kalkulator
kredyty oddluzeniowe
kredyty bez sprawdzania bik
chwilowki sms

Anonymous (2013-03-16 01:19:21)

bank pocztowy kredyt przez internet kredyt chwilówka praca umowa pożyczki wzór 777 kredyty olsztyn pożyczka gotówkowa
milenium pożyczki unijne dla małych firm kredyt przez internet wbk kredyt na dowód eurobank opinie chwilówki szczecin
wyzwolenia pożyczki prywatne udzielam szybkie pożyczki przez internet bez bik chwilówki chojnice pożyczki z ue chwilówki
feniks szybki kredyt 2000 zł pożyczka gotówkowa na umowe zlecenie pożyczki na dowód toruń szybkie pożyczki warszawa
konsolidacja bez biku dobra pożyczka gotówkowa forum kredyt bez zaświadczeń lukas kredyty bez zaświadczeń dla zadłużonych
szybkie pożyczki do ręki najwyższa pożyczka na dowód szybkie pożyczki dla bezrobotnych pożyczki przez internet w uk pożyczka
bez bik warszawa szybki kredyt obrotowy najlepsza pożyczka gotówkowa forum pożyczki przez internet 2012

Anonymous (2013-03-16 01:20:36)

pozyczka bez bik-u
szybkie pozyczki na dowod
instytucje finansowe udzielajace pozyczek
kredyt dla firm na start
szybkie pozyczki bez zaswiadczen
chwilowki kielce
kredyt pod zastaw samochodu
kredyt samochodowy kalkulator
kredyty bez dochodow
pozyczka bez zaswiadczenia o dochodach

kredyt bez poręczycieli
dobra pożyczka
pożyczka dla bezrobotnych bez bik
kredyt na oświadczenie bez bik
kredyty bez zdolności
pożyczki prywatne pod weksel
kredyty dla firm na oświadczenie
pożyczka
pożyczka bez
szybka pożyczka pozabankowa
kredyt bez bik dla firm
prywatna pożyczka bez bik
pożyczki bez bik warszawa
profi kredyt
kredyty bez biku i zaświadczeń

Anonymous (2013-03-16 01:25:22)

pożyczki bez sprawdzania w bik
chwilówki ruda śląska
pożyczki bez bik kraków
pożyczki prywatne poznań
pożyczka bez bik z komornikiem
najlepsze kredyty dla firm
kredyt bez biku i zaświadczeń
kredyt bez zdolności kredytowych
kredyt na firmę
kredyty bez bik z komornikiem
pożyczki przez internet
pożyczka bez zaświadczeń o dochodach
pożyczka pozabankowa
kredyt na dowód bez zaświadczeń
pożyczka hipoteczna
chwilówki sms
pożyczka bez bik-u
szybka pożyczka przez internet bez bik
kredyt z bik
bez bik krd
pożyczka gotówkowa przez internet
kredyty gotówkowe bez biku
kredyt konsolidacyjny
kredyt bocian
banki bez bik

Anonymous (2013-03-16 01:27:41)

bank bez biku pożyczki bez bik mińsk mazowiecki pożyczki bez zabezpieczeń szybka pożyczka przez internet szybkie pożyczki
od ręki pożyczka na dowód warszawa chwilówki wrocław pożyczka gotówkowa bgz pożyczki bez bik dla zadłużonych pożyczki
bez biku przez internet kredyty bez zaświadczeń o zarobkach bez bik pożyczki przez internet bez biku pożyczka na dowód
osobisty-forum chwilówki radom pożyczki udzielane w domu pożyczka prywatna na umowę szybkie pożyczki gotówkowe dla
zadłużonych pożyczki bez bik dla zadłużonych pilna pożyczka bez bik pożyczka gotówkowa millenium kalkulator szybka pożyczka

londyn pożyczki pozabankowe na dowód pożyczki szybkie kredyty na dowód tychy kredyt chwilówka gorzów pożyczki prywatne pod nieruchomość firmy pożyczkowe pożyczka gotówkowa 30000 szybkie pożyczki w uk kredyty bez zaświadczeń z zus us

Anonymous (2013-03-16 02:03:40)

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 {Louis Vuitton|Lv } Vernis {For The Best|To Find The Best } {Looking|Searching } {Bags|Totes }
 {Louis Vuitton|Lv } Galliera {PM|Pm hours } {Bag|Tote }
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 {Spot|Place } {fake|phony } {Louis Vuitton|Lv } {Handbags|Purses } {before|prior to } {shopping|buying } {help you|assist you to } {fulfill|satisfy } {every|each and every } {requirements|needs } {of a|of the } {woman|lady }
 {Louis Vuitton|Lv } {Handbags|Purses } : the {Mini|Small } {Collection|Selection }
 {Louis Vuitton|Lv }
 {An Option|A Choice } for {Lovely|Beautiful } {Ladies|Girls } & { #|Number }039 {Handbag|Purse }, {Wallet|Pocket book } and {Purse|Handbag }
 {Monogram|Monogrammed } {Canvas|Fabric }-Foever {Louis Vuitton|Lv } {Handbags|Purses }
 {True|Accurate } {Louis Vuitton|Lv } {Classic|Traditional }, Alma
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<http://austinstevens.com/portal/?q=node/128997>
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<http://leierer.org/test/?q=node/180902>
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Anonymous (2013-03-16 02:05:41)

tania pożyczka gotówkowa porównanie pożyczki przez internet bez bik kredyt bez zaświadczeń rzeszów pożyczki prywatne cała polska kredyty pozabankowe dla firm bez bik warszawa szybkie pożyczki do 5000 kredyty przez internet chwilówki kredyt 10 tys kredyt na dowód w mbanku kredyt na umowę zlecenie kredyt przez internet forum kredyty pozabankowe nowy sacz szybka tania pożyczka pożyczki bez bik toruń szybkie pożyczki na dowód - bez bik chwilówki do 5000 zł kredyty dla firm bez zaświadczeń zus us pożyczki prywatne gotówkowe kredyty samochodowe bez zaświadczeń o zarobkach pożyczka gotówkowa mbank szybki kredyt z komornikiem warszawa pożyczki prywatne umowy kredyt na dowód leszno pożyczka na dowód mielec pożyczki prywatne kalisz kredyty chwilówki tychy ul. fabryczna 12 pożyczka prywatna tarnobrzeg chwilówki praca kredyty bez zaświadczeń kraków

Anonymous (2013-03-16 02:07:25)

pozyczki kredyty bez bik
pozyczka bez bik lublin
pilna pozyczka
kasa bez bik
pozyczki prywatne pod weksel
pozabankowa pozyczka
bez biku pozyczki
pozyczka bez zaswiadczen
prywatne pozyczki pozabankowe
kredyty bez biku dla zadluzonych
szybkie chwilowki bez biku
chwilowki na dowod
pozyczki bez bik dla firm
kredyt gotowkowy bez bik zaswiadczen
kredyty gotowkowe bez zaswiadczen
kredyt bez zaswiadczenia
szybki kredyt na dowod
kredyt dla firm bez zabezpieczen
pozyczka dla bezrobotnych
kredyty samochodowe
pozyczki bez bik lublin
kredyt konsolidacyjny kalkulator
prometeusz kredyty
pozyczka na dowod bez zaswiadczen
pozyczki bocian

Anonymous (2013-03-16 02:10:01)

szybkie kredyty lodz pozyczka gotowkowa dla emeryta kredyty chwilowki zarabiaj z nami kredyty chwilowki tarnowskie góry
pozyczka gotowkowa santander szybki kredyt chwilowki 1000 zł pozyczka na dowód gdańsk pozyczki lublin pozyczki prywatne
gdynia kredyt pozabankowy bez bik krd szybkie pozyczki w domu klienta szybkie kredyty dla firm kredyt bez zaświadczeń i
biku pozyczki na dowód od ręki kredyt na dowód tarnów pozyczka prywatna wzór umowy szybkie kredyty dla zadłużonych
kredyty pozabankowe bez bik pozyczka na dowód getin bank pozyczka na dowód 5000 szybka pozyczka siedlce pozyczki bez
bik mazowieckie pozyczki bez bik krd kredyty chwilowki dąbrowa górnicza [http www kredyty chwilowki szybka pozyczka forum](http://www.kredytychwilowki.szybka.pozyczka.forum)
kredyt na dowolny cel kredyty gotowkowe bez bik szybka pozyczka 3000 zł

Anonymous (2013-03-16 02:12:07)

szybka chwilowka przez internet bez bik
pozyczki bez bik przez internet
kredyt dla nowych firm
prometeusz kredyty
szybkie pozyczki bez bik
pozyczka pozabankowa przez internet
kredyt w banku bez bik
kredyty na dowod osobisty
forum kredyty
biura kredytowe bez bik
kredyt na dowod bez zaswiadczen
pozyczka bez sprawdzania w krd i bik

szybka pozyczka pozabankowa bez bik
kredyt dla osob z komornikiem
szybki kredyt dla firm
kredyt dla firm bez zaswiadczen
kredyty chwilowka
pogotowie gotowkowe
szybkie kredyty
pozyczki bez bik krd
pozyczki bez biku
ekspresowa pozyczka bez bik
pozyczka chwilowka bez bik
kredyt bez sprawdzania w biku
kredyty samochodowe bez bik

Anonymous (2013-03-16 02:14:38)

pozyczki na dowód v5 pożyczka gotówkowa fortis szybkie pożyczki na telefon pożyczka prywatna w rodzinie szybkie kredyty bez biku szybki kredyt firmowy kredyt na dowód santander pożyczki na dowód forum pożyczki bez bik stargard kredyt pozabankowy hipoteczny kredyt bank kredyt przez internet szybkie kredyty konsolidacyjne ranking pożyczek pożyczki dla zadłużonych w bik kredyt na dowód koszalin kredyt pożyczka bez bik mini kredyt chwilówka szybka pożyczka pekao s.a chwilówki mińsk mazowiecki pożyczki prywatne chojnice pożyczka gotówkowa citibank pożyczka gotówkowa z ubezpieczeniem pożyczka bez bik i zaświadczeń kredyty bez zaświadczeń dla zadłużonych kredyt na oświadczenie pożyczki przez internet na konto pożyczki bez bik i krd online szybka pożyczka bez zaświadczeń chwilówki pożyczki prywatne umowa cywilno-prawna

Anonymous (2013-03-16 02:16:58)

kredyt bez sprawdzania w biku
bik przez internet
kredyty bez bik warszawa
pozyczka bez biku i zaswiadczen
chwilowka dla firm
kredyt bez bik gdansk
pozyczki gotowkowe bez biku
kredyt w
bez biku pozyczki
pozyczka sms bez bik
pozyczki dla bezrobotnych
bez zdolnosci kredytowej
kredyty bez bik wroclaw
kredyt dla nowo powstalej firmy
szybki kredyt przez internet
banki dla zadluzonych
pozyczki bez bik i zaswiadczen
pozyczka bez zaswiadczenia o dochodach
kredyt na firme
pozyczki gotowkowe bez zaswiadczen
pozyczka od reki bez zaswiadczen
chwilowki polska
pozyczka dla osob z komornikiem
polska pozyczka
kredyty bez bik oferty

Anonymous (2013-03-16 02:18:35)

pożyczka przez internet sms pożyczki prywatne forum 2011 pożyczki na dowód w banku skok stefczyka kredyt pożyczki prywatne udzielam pożyczki chwilówki na dowód pożyczki na dowód białystok szybka pożyczka katowice szybkie kredyty kalisz szybkie kredyty bez wychodzenia z domu kredyt hipoteczny przez internet invigo szybki kredyt dla firm bez zaświadczeń ekspresowe pożyczki bez bik kredyt chwilówka namysłów pożyczki na dowód bydgoszcz chwilówki agart pożyczki bez bik bydgoszcz kredyt przez internet na dowód szybki kredyt zabrze kredyt dla lekarzy pożyczki prywatne z zagranicy kredyty pozabankowe włocławek kredyt na dowód bez zaświadczeń pożyczki i kredyty pożyczka a kredyt pożyczka gotówkowa mbank kalkulator kredyt chwilówka zabrze pożyczki prywatne bez hipoteki szybkie pożyczki gdańsk pożyczka gotówkowa mbank opinie

Anonymous (2013-03-16 02:21:53)

tani kredyt gotowkowy
chwilowki gorzow wlkp
blyskawiczna pozyczka
pozyczki bez bik torun
szybki kredyt gotowkowy bez bik
kredyt dla nowej firmy
pozyczki online
pozyczki przez internet
pożyczka na tak
pożyczki dla nowych firm
pożyczka kredyt
kredyty hipoteczne bez bik
pożyczki bez krd i bik
pożyczka od reki bez bik
chwilowki przez internet bez bik
instytucje pozabankowe udzielajace pozyczek bez bik
kredyty pozabankowe pod weksel
chwilowki bez bik krd
pożyczka bez bik i zaswiadczen
chwilowki warszawa bez bik
pożyczka na dowod przez internet
chwilowka na dowod
kredyt na oswiadczenie bez bik
kredyty pozabankowe
pożyczki gotowkowe bez zaswiadczen

Anonymous (2013-03-16 02:32:00)

pożyczka bez zaswiadczenia o zarobkach
kredyty prywatne bez bik
pożyczka tylko na dowod
kredyt bez zabezpieczen
kredyt bez zaswiadczenia o zarobkach
pożyczki pozabankowe bez bik i krd
chwilowka dla firm
szybka pożyczka pozabankowa
kredyt obrotowy
kredyt w providencie
kredyt przez internet
pożyczki bez bik warszawa

kredyt pozabankowe
optima kredyty
najlepsze kredyty dla firm
pozyczki bez bik -tablica
prywatne pozyczki kredyty
kredyt bez bik wolny rynek
kredyt bez formalnosci
pilna pozyczka bez bik
kredyty online bez zaswiadczen
kredyt odnawialny
chwilowki przez sms
kredyty i pozyczki bez bik
kredyt bez bik i krd

Anonymous (2013-03-16 03:06:52)

pożyczki rodzinne kredyt bez zdolności kredytowej kredyt bez zaświadczeń-radom szybkie pożyczki prywatne kredyt na dowód-
opinie kredyty chwilówki w 15 minut kredyt chwilówka namysłów pożyczka na dowód bez zaświadczeń o zarobkach pożyczki
bez bik piotrków trybunalski kredyt bez zaświadczeń ing szybka pożyczka gotówkowa pozabankowa city handlowy pożyczka
gotówkowa pożyczki bez bik dla zadłużonych pożyczka przez internet 24h pożyczki prywatne gumtree pożyczka prywatna
zachodniopomorskie kredyty chwilówki dla zadłużonych kredyty chwilówki gorzów kredyt chwilówka gdańsk pożyczki na
dowód bez bik kredyt przez internet pko szybkie kredyty w uk pożyczka prywatna radom chwilówki lokata pozyczkinadowod.pl
pożyczka gotówkowa 25000 szybkie pożyczki bez bik i zaświadczeń pożyczka gotówkowa online pożyczki bez bik jasto szybkie
kredyty dla bezrobotnych

Anonymous (2013-03-16 03:09:55)

kredyt bez bik forum
chwilowki dla firm
kredyt chwilowka bez bik
pilna pozyczka bez bik
kredyty bez big
pozyczki poznan
trudne kredyty bez bik
szybka chwilowka przez internet
ogloszenia kredyt bez bik
pozyczki bez zdolnosci kredytowej
kredyty bez sprawdzania zdolnosci kredytowej
chwilowka na telefon
kredyty konsolidacyjne
chwilowka na telefon
kredyty samochodowe bez bik
pozyczka bez big
nowa chwilowka
bajeczna pozyczka
kredyty online bez bik
szybka pozyczka dla zadluzonych
dobra pozyczka forum
pozyczki chwilowki bydgoszcz
kredyt na auto bez bik
kredyt dla osob bez zdolnosci kredytowej

szybkie pozyczki gotowkowe bez bik

Anonymous (2013-03-16 03:11:13)

szybki kredyt do 5000 lista firm kredyty na dowód szybka pożyczka w irlandii pożyczki od 18 lat szybki kredyt z dostawą do domu banki bez biku pożyczki na dowód przez internet kredyty na dowód pko pożyczka gotówkowa ing ranking pożyczek kredytbezbik pożyczki prywatne grudziądz szybka kasa bez bik pożyczka gotówkowa lukas bank kredyt przez internet bez zdolności kredytowej pożyczki inwestycyjne prywatne kredyty przez internet pożyczka gotówkowa prywatna szybkie pożyczki kołobrzeg szybki kredyt dla emerytów kredyt przez internet w ing kredyt pod hipotekę bez zaświadczeń kredyt przez internet santander szybka pożyczka prywatna kredyt chwilówka dębica chwilówki tychy pożyczka bez umowy o pracę pożyczka na dowód getin bank kredyt samochodowy bez bik pożyczka bez bik kraków

Anonymous (2013-03-16 03:14:39)

kredyt gotowkowy dla firm
ekspresowe pozyczki bez bik
szybki kredyt bez biku
pozyczki
kredyt z komornikiem bez bik
szybkie pozyczki dla zadluzonych
kredyt na dowolny cel
pozyczki ekspresowe
szybki kredyt bez bik i zaswiadczen
kredyt bez biku i zaswiadczen
gotowkowe pozyczki
prywatne pozyczki pozabankowe
kredyty dla bezrobotnych
chwilowki kredyty
chwilowki bez bik krakow
kredyt gotowkowy bez bik
pozyczka bez biku
chwilowka przez internet
pozyczka pozabankowa bez bik przez internet
kredyty bankowe
kredyty bez bik warszawa
tanie kredyty
kredyt bez sprawdzania w biku
kredyt przez internet bez bik
pozyczka prywatna pod weksel

Anonymous (2013-03-16 03:15:53)

szybka pożyczka z komornikiem szybka pożyczka 1000 zł pożyczki na dowód opinie pożyczka gotówkowa w pekao sa pożyczka prywatna-gumtree chwilówki augustów pożyczka gotówkowa 50000 pożyczki prywatne jelenia góra pożyczki od osób prywatnych pożyczki leszno pożyczka na dowód tylko pożyczka gotówkowa z okazjami pożyczki bez bik stargard kredyty chwilówki racibórz kredyty na dowód v5c kredyt pozabankowy opinie chwilówki bez bik pożyczka na dowód bank pożyczka prywatna od rodziny szybkie pożyczki online chwilówki z komornikiem szybki kredyt dla zadłużonych kredyty bez zaświadczeń z zus sms pożyczki bez bik szybki kredyt dla firm bez bik pożyczki przez internet w uk pożyczki bez bik szczecin kredyt przez internet na oswiadczenie szybki kredyt na dowód kredyt na dowód 2000 zł

Anonymous (2013-03-16 03:18:09)

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Anonymous (2013-03-16 03:18:16)

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Anonymous (2013-03-16 03:18:17)

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Anonymous (2013-03-16 03:18:32)

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Anonymous (2013-03-16 03:18:34)

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Anonymous (2013-03-16 03:18:34)

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Anonymous (2013-03-16 03:18:35)

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Anonymous (2013-03-16 03:18:35)

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Anonymous (2013-03-16 03:18:36)

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Anonymous (2013-03-16 03:18:37)

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Anonymous (2013-03-16 03:18:39)

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Anonymous (2013-03-16 03:18:40)

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kredyt na dowod bez bik
pożyczki prywatne poznan
pożyczki dla nowych firm
kredyty konsolidacyjne
chwilowki bez bik warszawa
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kredyty gotowkowe
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kredyt bez dochodu
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kredyty dla nowych firm bez bik
pozyczki bez dochodow
szybkie chwilowki przez internet
pozyczki bez biku i krd
chwilowki bez bik
pogotowie kredytowe bez bik
pozyczki dla firm bez zaswiadczen

Anonymous (2013-03-16 03:19:43)

pożyczki ekspresowe pożyczki unijne pożyczka prywatna na umowę pożyczka gotówkowa na dowód osobisty prywatna pożyczka pożyczka tylko na dowód pożyczki dla firm szybka pożyczka zgorzelec szybkie kredyty dla studentów kredyt na dowód bez zaświadczeń lukas bank szybkie pożyczki grudziądz pożyczka prywatna na telefon pożyczki rzeszów pożyczka gotówkowa ranking pożyczki bez bik rybnik kredyty bez zaświadczeń o dochodach kredyt bez zaświadczeń alior bank szybka pożyczka mazowieckie szybkie pożyczki bez bik przez internet chwilówki tychy praca kredyty chwilówki telefon kredyty na dowód opole chwilówki franchising szybki kredyt londyn kredyt na dowód konin szybka pożyczka rybnik pożyczka na dowód nordea pcc umowa pożyczki 2011 szybkie pożyczki bez bik lublin kredyty chwilówki wrocław

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mały kredyt bez zaświadczeń chwilówki tarnobrzeg pożyczki prywatne kalisz pożyczka prywatna olsztyn pożyczka gotówkowa kalkulator pekao s.a prywatne pożyczki pozabankowe pożyczki bez bik 2011 kredyt na dowód multibank szybki kredyt gotówkowy szybkie kredyty-chwilówki pożyczki meritum kredyt pozabankowy dla zadłużonych kredyt na dowód przez internet szybki kredyt konsumpcyjny kredyt bez big kredyty pozabankowe na oświadczenie kredyty na dowód bez zaświadczeń bank pocztowy kredyt przez internet pocztowy pożyczki bez bik mielec chwilówki 1000 pożyczka gotówkowa mbank kredyty bez zaświadczeń kraków gdzie najlepiej kredyt na dowód pożyczki bez bik dla zadłużonych pożyczka gotówkowa 10 lat szybki kredyt kalisz kredyty na dowód dla zadłużonych pożyczki na dowód gdynia kredyt chwilówka nowa sól

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kredyty bez biku przez internet
kredyt dla nowych firm bez bik
szybki kredyt dla firm bez zaswiadczen
kredyt na pit 11
pozyczka gotowkowa
gotowka bez zaswiadczen
kredyt pozabankowy
kredyt bez sprawdzania w biku
chwilowka od reki
kredyty chwiluwki
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szybka pozyczka chwilowka
pozyczka bez bik wroclaw
chwilowka online
kredyt internetowy bez zaswiadczen
pozyczka dla nowej firmy
kredyt bez bik warszawa
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pozyczka na dowod przez internet
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Anonymous (2013-03-16 04:04:29)

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Anonymous (2013-03-16 04:04:37)

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Anonymous (2013-03-16 04:04:39)

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Anonymous (2013-03-16 04:04:42)

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Anonymous (2013-03-16 04:04:49)

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Anonymous (2013-03-16 04:06:46)

kredyty chwilówki rybnik szybkie kredyty firmowe pożyczka bez bik poznań chwilówki jastrzębie zdroj ul śląska kredyt bez
zaświadczeń o dochodach kredyty hipoteczne kredyt chwilówka 15 minut szybka pożyczka z bik pożyczki jeremie chwilówki
grudziądz szybki kredyt na samochód kredyty przez internet 3d chwilówki warszawa szybkie kredyty od reki pożyczki prywatne
z zagranicy szybki kredyt gotówkowy bez bik kredyty chwilówki sosnowiec ul orla kredyt bez zaświadczeń warszawa kredyt
poza bankowy na samochód pożyczka przez internet bez bik pożyczka gotówkowa 2000 zł kredyty bez zaświadczeń szczecin
pożyczki bez bik lublin kredyt przez internet na oświadczenie pożyczki bez bik i krd kredyty chwilówki bydgoszcz firmy
pożyczkowe kredyty na dowód bez zaświadczeń o zarobkach szybka pożyczka uk chwilówki przez internet dla bezrobotnych
szybka pożyczka rzeszów

Anonymous (2013-03-16 04:07:34)

pożyczka bez bik wrocław
pożyczki konsolidacyjne bez bik
pożyczka bez zaświadczenia
kredyty zielona góra
pożyczka bez bik
chwilówka bez bik
kredyty konsolidacyjne
szybkie pożyczki na dowód
chwilówka szybki kredyt pożyczka przez internet
bank bez bik
pożyczki przez internet
chwilówki kredyty gotówkowe
szybka pożyczka online
kredyt bez zaświadczeń i bik
szybkie pożyczki dla zadłużonych
chwilówki od reki
firmy udzielające pożyczek
kredyt obrotowy dla firm
kredyt konsumpcyjny
pożyczki dla firm bez zaświadczeń
kredyty bez zaświadczeń
kredyt bez bik poznań
szybki kredyt bez bik i zaświadczeń
pożyczka poza bankową
kredyty samochodowe bez bik i krd

Anonymous (2013-03-16 04:11:02)

szybkie pożyczki bez sprawdzania w bik kredyt na dowód w aig pożyczka prywatna od rodziny pozabankowe pożyczki pożyczki w 15 minut chwilówki bytom kredyt 10 tys chwilówki d24 pożyczka prywatna od rodziny pożyczka na dowód chojnice szybka pożyczka bez zaświadczeń pożyczka na dowód bez dochodów kredyt bez zaświadczeń działalność dobra pożyczka opinie klientów kredyty chwilówki jaki procent pożyczki bez bik i big pożyczka na dowód 20000 kredyt chwilówka forum pożyczki bez bik tarnobrzeg pożyczki prywatne-adresy kredyty chwilówki dział windykacji kredyty gotówkowe bez zaświadczeń szybka pożyczka do 5000 kredyty chwilówki miechów pożyczki prywatne opodatkowanie szybki kredyt poznań szybka chwilówka kredyty chwilówki rrsd pożyczka na dowód tylko szybka pożyczka przez internet na konto

Anonymous (2013-03-16 04:11:50)

chwilówki bytom
pożyczka na weksel
kredyty z komornikiem i bik
bez bik kredyty
bank bez bik
kredyty bez biku 130612
splata pożyczki
szybki kredyt gotówkowy bez bik
splata pożyczki
pożyczki dla bezrobotnych
karty kredytowe bez bik
pożyczki bankowe bez bik
chwilówki kielce
pożyczka bez bik dla firm
kredyt kalkulator
szybka pożyczka bez sprawdzania w bik
kredyt na spłatę komornika
pożyczka bez
bank bez bik
pożyczki bez biku i krd
pożyczki pozabankowe oferty
kredyt online
pożyczka dla zadłużonych
prywatne pożyczki
kredyty bez bik dla zadłużonych

Anonymous (2013-03-16 04:15:15)

pożyczki bez bik brodnica pożyczki bez bik częstochowa kredyt na dowód szczecin kredyty pozabankowe na spłatę komornika szybkie kredyty warszawa chwilówki 7 dni w tygodniu szybki kredyt rybnik szybki kredyt 15000 kredyt gotówkowy chwilówka kredyty pozabankowe płock szybkie pożyczki online bez bik kredyt przez telefon kredyt bez zaświadczeń aig pożyczki bez bik stargard pożyczki bez bik cieszyń chwilówki czeladź kredyt na dowód od 18 lat kredyty chwilówki radomsko kredyt chwilówka namysłów pożyczki pod weksel bez bik pożyczki przez internet bez bik i krd pożyczki prywatne nowy sącz pożyczka gotówkowa 25000 kredyty chwilówki myślowice ul grunwaldzka pożyczka gotówkowa umowa na czas określony kredyt na dowód jakie oprocentowanie pożyczka na dowód gdzie najlepiej chwilówki pożyczka prywatna zielona góra pożyczka gotówkowa niskie oprocentowanie

Anonymous (2013-03-16 04:16:23)

szybkie pożyczki bez bik przez internet
pożyczki na oświadczenie bez bik

kredyt internetowy bez bik
pozyczki bez bik krakow
kredyt bez zgody wspolmalzonka
kredyt bez sprawdzania bik
chwilowki pozabankowe przez internet
pozyczka szybka
kredyty mieszkaniowe
pozyczki bez bik wroclaw
chwilowki pozabankowe przez internet
chwilowki ruda slaska
kredyty na dowod bez bik
pozyczki chwilowki na dowod
szybka gotowka bez zaswiadczen
kredyty dla firm bez bik
kredyt gotowkowy na dowod
nowa pozyczka
udziele pozyczki
pozabankowe pozyczki
chwilowki przez sms
oferta dla zadluzonych
tani kredyt bez bik
kredyt bez poreczycieli
pozyczki spolecznosciowe bez bik

Anonymous (2013-03-16 04:19:09)

kredyt na mieszkanie bez zaświadczeń kredyt przez internet bez bik kredyt przez internet 2012 kredyt przez internet na konto chwilówki ul matejki gliwice kredyt przez internet w mbank szybka pożyczka tarnów chwilówki chojnice pożyczki bez bik plock pożyczki bez zabezpieczeń pożyczka gotówkowa getin <http://www.pozabankowe-kredyty.pl/> kredyty chwilówki kalisz chwilówki wrocław kredyty chwilówki dla osób z komornikiem pożyczka prywatna dla rodziny szybkie pożyczki szczecin pożyczki bez bik dla prowadzących działalność gdzie wziac kredyt pozabankowy kredyt chwilówka gorzów kredyty przez internet bez wychodzenia z domu kredyty pozabankowe bez bik forum szybkie kredyty od reki szybkie kredyty pożyczki kredyt bez zaświadczeń o zatrudnieniu pożyczka przez internet bez dochodów kredyt na dowód kalisz kredyt przez internet opinie pożyczki prywatne-głogów pożyczki przez internet dla bezrobotnych

Anonymous (2013-03-16 04:21:12)

kredyty dla osob bez zdolnosci kredytowej
prywatne pozyczki pozabankowe
chwilowka dla firm
instytucje udzielajace pozyczek
pozyczki prywatne pozabankowe
bik przez internet
szybkie pozyczki na dowod
instytucje finansowe udzielajace pozyczek
kredyt bez bik krakow
kredyty bankowe
sms kredyt bez bik
kredyt bez dochodow
kredyty dla osob bez zdolnosci kredytowej
pozyczka na dowod

kredyt bez bik przez internet
pozyczki pozabankowe przez internet
pozyczka bez bik poznan
chwilowka na telefon
kredyty poza bankowe
sms kredyt
gotowkowe pozyczki
chwilowki prywatne
chwilowka na dowod
chwilowki pozyczki
pozyczka bez bik

Anonymous (2013-03-16 04:23:18)

szybkie tanie kredyty kredyty pozabankowe na dowód chwilowki pozabankowe szybkie kredyty w uk pożyczki bez bik zawiercie
kredyt na dowód nordea pożyczki prywatne opole pożyczka gotówkowa gdynia szybka pożyczka chwilówka pożyczki na dowód
bialystok szybkie pożyczki bez bik i zaświadczeń kredyty na dowód szybkie pożyczki dla zadłużonych kredyt bez zaświadczeń
wbk kredyty pozabankowe- konsolidacyjne kredyty chwilówki system partner szybkie pożyczki bez zaświadczeń szybka pożyczka
krótkoterminowa pożyczka prywatna umowa szybkie kredyty prywatne szybki kredyt na telefon chwilówki bez bik wrocław
szybkie kredyty firmowe kredyty na dowód przez internet kredyty pozabankowe przemysł kredyty bez zaświadczeń co jest
pożyczka gotówkowa chwilówki activa 500 kredyty chwilówki łędziny szybkie pożyczki na dowód osobisty

Anonymous (2013-03-16 04:26:14)

szybki kredyt bez zaswiadczen
szybkie pozyczki online
szybka pozyczka na dowod bez bik
pozyczki bez bik forum
pozyczka od rodziny
kredyt dla firm kalkulator
porzyczka bez bik
pozyczki chwilowki online
gotowka bez zaswiadczen
kasa bez bik
kredyt on line bez bik
chwilowka internet
kredyt w banku bez bik
kredyty gotowkowe bez biku
kredyty dla zadluzonych w bik
szybki kredyt przez internet
szybka pozyczka przez internet bez bik
pozyczki prywatne bez bik
szybkie pozyczki przez internet
pozyczki kredyty
szybkie pozyczki na dowod
kredyt samochodowy kalkulator
kredyt konsolidacyjny kalkulator
pozyczki bez bik gdansk
pozyczki od reki

Anonymous (2013-03-16 04:31:14)

pozyczki pozabankowe oferty
gotowkowe pozyczki
kredyty bez zaswiadczen
chwilowki
pozyczki sms bez bik
kredyty pozabankowe przez internet
kredyt na splate komornika
szybkie pozyczki przez internet
szybki kredyt
pozyczka bez zaswiadczen o dochodach
kredyty dla
pozyczka chwilowka bez bik
oferty pozyczek pozabankowych
chwilowka online
kredyt bez bik forum
skok stefczyka bez bik
chwilowki bez bik krd
bez bik
pozyczka konsolidacyjna
tani kredyt bez zaswiadczen
pozyczki bez krd i bik
kredyt poznany
szybki kredyt bez bik i zaswiadczen
kredyty bez bik dla firm
pozyczka przez internet bez bik

Anonymous (2013-03-16 05:00:09)

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Anonymous (2013-03-16 05:00:16)

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Anonymous (2013-03-16 05:00:19)

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Anonymous (2013-03-16 05:00:19)

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Anonymous (2013-03-16 05:00:22)

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Anonymous (2013-03-16 05:00:29)

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Anonymous (2013-03-16 05:00:31)

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Anonymous (2013-03-16 05:00:59)

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Anonymous (2013-03-16 05:12:47)

kredyt dla nowo powstałych firm
pożyczka bez zaświadczenia o dochodach
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poza bankowe kredyty
kredyty olsztyn
kredyt bez bik-u
kredyt na dowód przez internet
pożyczki bez dochodów
chwilówki bez biku kraków
pożyczki bez biku wrocław
kredyty warszawa
pożyczki dla zadłużonych
kredyty bez
kredyt od reki
pożyczka poza bankowa dla firm
pożyczki od reki
pożyczka chwilówka przez internet
pożyczka poza bankowa bez biku przez internet
kredyty oddłużeniowe
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kredyt sms
kredyty poza bankowe
bez biku i zaświadczeń
chwilówki pożyczki

Anonymous (2013-03-16 05:14:13)

bez biku kredyty chwilówki sms pożyczki na dowód we Wrocławiu pożyczki na dowód aig pożyczki hipoteczne z komornikiem
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internet dla zadłużonych chwilówki kraków na dowód kredyt chwilówka zamość kredyt na dowód osobisty bez zaświadczeń
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kredyty bez zaświadczeń śląsk pożyczki bez biku - gdzie pożyczka prywatna dla firm szybki kredyt uk pożyczka poza bankowa
przez internet kredyt przez internet sygma bank pożyczka gotówkowa najniższe oprocentowanie szybka pożyczka gotówkowa
kredyt poza bankowy opolskie

Anonymous (2013-03-16 05:17:11)

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Anonymous (2013-03-16 05:17:28)

pozyczki bez biku przez internet
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szybka pozyczka chwilowka
pozyczki prywatne pozabankowe
kredyty na dowod
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Anonymous (2013-03-16 05:17:29)

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Anonymous (2013-03-16 05:17:34)

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Anonymous (2013-03-16 05:18:38)

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na dowód aig szybkie pożyczki do 5000 szybka gotówka bez bik firma kredyty chwilówki forum szybkie pożyczki na sms pożyczki
bez bik do 5000 szybkie kredyty online pożyczka na sam dowód www pożyczki bez bik kredyt chwilówka jaki procent szybka
pożyczka forum szybkie pożyczki bez bik kredyt chwilówka kalkulator pożyczka przez internet w uk szybkie pożyczki koszalin
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Anonymous (2013-03-16 05:21:49)

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Anonymous (2013-03-16 05:22:23)

pożyczki chwilówki przez internet
pożyczka pozabankowa przez internet
chwilówki gdansk
chwilówka kredyty
chwilówki bez bik warszawa
pożyczki pozabankowe z komornikiem
kredyt bez bik forum
pożyczki online
szybki kredyt dla zadluzonych
instytucje udzielające pożyczek

pozyczki gotowkowe pozabankowe
pozyczka online bez bik
kredyty i pozyczki bez bik
kredyty bez bik forum
kredyt bez bik krd
pozyczka przez internet
kredyty oddluzeniowe bez bik
pozyczki bez krd i bik
pozyczki na splate komornika
chwilowka bez bik
pogotowie kredytowe bez bik
kredyt refinansowy
pozyczki pozabankowe
pozyczki internetowe bez bik
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Anonymous (2013-03-16 05:22:32)

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Anonymous (2013-03-16 05:26:58)

szybkie pożyczki od ręki banki kredyty pożyczki prywatne sosnowiec kredyt bez zaświadczeń w jakim banku pożyczka na dowód dla bezrobotnych kredyt na rozpoczęcie działalności gospodarczej chwilówki stalowa wola kredyty bez zaświadczeń zielona góra finan pożyczki szybka pożyczka do 1000 zł pożyczka przez internet na konto szybkie kredyty dla małych firm pożyczka na dowód bez dochodów pożyczka przez internet w ing kredyt dla lekarzy bez zaświadczeń kredyt chwilówka nowy sącz szybki kredyt inowrocław kredyt na dowód bez zaświadczeń o dochodach pożyczka prywatna z komornikiem pożyczka na firmę kredyt gotówkowy bez biku pożyczka gotówkowa deutsche bank kredyt na dowód milenium kredyt na dowód media markt szybkie kredyty bez biku szybka pożyczka bez zaświadczeń pożyczka na dowód ranking kredyt na dowód jasło kredyt polska pożyczki kredyty bez bik

Anonymous (2013-03-16 05:37:12)

pożyczka bez zaswiadczen na dowod
najlepsze chwilowki
pożyczki bez bik krakow
www pożyczki bez bik
kredyty bez biku dla zadluzonych
szybkie chwilowki bez bik
pożyczki bez zdolnosci
kredyt dla firm bez zabezpieczen
pożyczki chwilowki bez biku
kredyt kalkulator
kredyty gotowkowe bez bik
szybki kredyt bez zdolnosci kredytowej
szybka pożyczka bez bik przez internet
chwilowki wroclaw
szybkie kredyty bez biku

kredyt przez internet bez zaswiadczen
kredyt firmy
pozyczka na splate komornika
chwilowki pozabankowe
pozyczki kredyty bez bik
kredyty na dowod osobisty
pozyczka online bez bik
konsolidacja bez bik
kredyt bez sprawdzania zdolnosci kredytowej
kredyt on line bez bik

Anonymous (2013-03-16 06:18:33)

chwilowki bez big
pozyczka bez zaswiadczen na dowod
2000 bez bik
kredyt bez bik forum
bik a krd
pozyczka przez sms
pozyczka bez bik krd
kredyty bydgoszcz
kredyty na dowod osobisty
kredyt prywatny bez bik
pozyczka bez formalnosci
pozyczki bez zdolnosci
pozyczki od reki
nowa chwilowka
gotowka od reki bez bik
kredyt bez
kredyty hipoteczne
kredyt dla nowo powstalej firmy
pozyczka dla firmy
pozyczka na weksel
chwilowka
kredyt dla firmy bez bik
pozyczki bez zdolnosci kredytowej
chwilowki dla zadluzonych
pozyczki pod zastaw nieruchomosci

Anonymous (2013-03-16 06:23:15)

chwilowki warszawa bez bik
kredyt bez zdolnosci
skok stefczyka kredyt
tani kredyt bez bik
prywatne pozyczki bez bik
kredyt przez internet
pozyczki pozabankowe dla firm
pozyczka chwilowka bez bik
prywatne pozyczki
instytucje pozabankowe udzielajace pozyczek

pozyczki kredyty bez bik
pozyczki na oswiadczenie
kredyt dla zadluzonych z komornikiem
ekspresowa pozyczka przez internet
kredyt dla osob bez zdolnosci kredytowej
pozyczka hipoteczna
kredyt online
pozyczki dla bezrobotnych bez bik
szybkie kredyty przez internet
pozyczki dla firm bez bik
kredyt hipoteczny
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chwilowka na sms
pozyczka bez big

Anonymous (2013-03-16 06:32:57)

pozyczki pozabankowe przez internet
szybki kredyt
prywatna pozyczka
pozyczki bez bik na oswiadczenie
chwilowka przez internet bez bik
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Anonymous (2013-03-16 06:36:54)

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Anonymous (2013-03-16 07:09:27)

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Anonymous (2013-03-16 07:09:42)

co jest pożyczka gotówkowa kredyt konsolidacyjny bez zaświadczeń o dochodach kredyt bez zaświadczeń dla firm pożyczka na dowód osobisty-forum pożyczki oddłużeniowe pożyczki kraków pożyczki bez bik dla zadłużonych szybkie kredyty dla firm kredyt chwilówka sanok pożyczka na dowód poczta polska kredyt przez internet kredyt chwilówka brodnica kredyty na dowód pożyczki prywatne nowy sącz szybka pożyczka dla nowych firm kredyt chwilówka myślenice gdzie kredyt pozabankowy ekspresowe pożyczki bez bik kredyt na dowód dominet kredyt chwilówka online pożyczka na dowód 1000 zł pożyczki prywatne kutno pożyczka gotówkowa 07 pożyczka na dowód get in bank chwilówka pozabankowa kredyt bez zaświadczeń zielona góra kredyt przez internet w pko pożyczka gotówkowa kalkulator alior kredyt chwilówka czechowice kredyty gotówkowe bez zaświadczeń o zarobkach

Anonymous (2013-03-16 07:10:34)

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pozyczki bez biku przez internet
pozyczka przez internet
chwilowki gorzow wlkp
pozyczki dla zadluzonych
pozyczka hipoteczna bez bik
pozyczki chwilowki przez internet bez bik
dla zadluzonych
pozyczka bez sprawdzania w krd i bik
bez krd
chwilowki prywatne
kredyt studencki
szybkie porzyczki
szybka pozyczka wroclaw
pozyczki pod zastaw nieruchomosci bez bik
kredyt konsolidacyjny bez hipoteki
pozyczka bez zaswiadczenia o dochodach
najlepsze kredyty gotowkowe
pozyczka kredyt
kredyt gotowkowy kalkulator
kredyty z komornikiem
pozyczki bez sprawdzania w bik
trudny kredyt bez bik
pozyczki bez bik -tablica
pozyczka polska opinie

Anonymous (2013-03-16 07:14:58)

chwilowka bez bik
pozyczki gotowkowe bez bik
kredyt bik
kredyt z komornikiem
kredyt internet
chwilowka
pozyczki bez bik dla zadluzonych
blyskawiczna pozyczka
pozyczka dla bezrobotnych
pozyczka bez zaswiadczenia o dochodach
szybkie chwilowki
pozyczki internetowe bez bik
najlepsze kredyty dla firm
kredyt z bik
szybka pozyczka na dowod
pozyczki dla rencistow
kredyt przez internet na dowod
pozyczka na
szukam kredytu bez bik
kredyt na pit
pozyczka bez zaswiadczen o zarobkach

pozyczka gotowkowa bez bik i zaswiadczen
pozyczki gotowkowe bez biku
kredyt bez bik lodz
pozyczki kredyty bez bik

Anonymous (2013-03-16 07:18:41)

kredyt na dowód radom pożyczki bez bik brodnica pożyczki bez bik współpraca kredyty chwilówki grochowska pożyczka prywatna wzór kredyt na dowód milenium pożyczka prywatna pożyczka gotówkowa 0 prowizji kredyty chwilówki szczecin kredyt pozabankowy na oświadczenie kredyty chwilówki jaki procent kredyty na dowód szczecin kredyt przez internet bez zaświadczeń o zarobkach pożyczki bez bik zamość pożyczki na dowód szybkie chwilówki inwestycja dobry pożyczki bez biku pożyczka sms kredyt pozabankowy bez zabezpieczeń kredyty samochodowe bez zaświadczeń o dochodach bocian kredyty na dowód do domu pożyczki pod zastaw chwilówki gdynia pożyczka bez bik i zaświadczeń ekspresowe pożyczki bez bik kredyt przez internet bez bik szybkie kredyty gotówkowe przez internet kredyt dla firm kredyt bez dochodów pożyczka gotówkowa umowa

Anonymous (2013-03-16 07:19:32)

kredyt internetowy bez bik
kredyty online bez zaswiadczen
kredyt pod zastaw samochodu
kredyt bez bik krakow
pozyczki w polsce
profi kredyt
pozyczka pozabankowa z komornikiem
pozyczki bez biku i zaswiadczen
kredyt konsolidacyjny
pozyczka bez zdolnosci
pozyczki sms bez bik
kredyty online bez bik
szybkie pozyczki pozabankowe
pozyczki bez bik torun
kredyt bez sprawdzania
kredyt a pozyczka
pozyczki dla nowych firm
pozyczki dla firm bez bik
chwilowka na sms
kredyty bez krd
oferty pozyczek pozabankowych
chwilowki na dowod
pozyczka bez zaswiadczen o zarobkach
kredyty bez bik z komornikiem
kredyty bez big

Anonymous (2013-03-16 07:22:43)

pożyczki bez bik big krd kredyt na dowód kraków szybkie pożyczki częstochowa ekspresowe pożyczki bez bik pożyczki przez internet sms kredyty na dowód bez bik pożyczka prywatna pod weksel 2011 kredyt chwilówka leszno pożyczki hipoteczne z komornikiem pożyczka prywatna w rodzinie pożyczki bez bik włocławek kredyt pożyczka kredyt na dowód nordea kredyty chwilówki zamość kredyt bez zgody współmałżonka kredyty chwilówki dąbrowa górnicza szybka pożyczka kraków kredyt dla bezrobotnych na dowód pożyczki dla zadłużonych w bik pożyczki bez biku i zaswiadczen chwilówki ekspresowe szybki kredyt 24 pl kredyt pozabankowy gliwice <http://kredyt-szybki.pl/> szybka pożyczka siedlce pożyczki na dowód toruń chwilówki białystok

pożyczki unijne na działalność gospodarczą szybki kredyt na rozpoczęcie działalności pożyczki na dowód górzów

Anonymous (2013-03-16 10:41:28)

Pay attention to her, you better stop right there because you don't have to wine and dine a Pocket Pussy. Of course, the greatest advantage of using a pocket pussy is to not get this feature baked into the first device and removed the relevant employee from duty. I used to not putting things out of the Bay Area, complete with gorgeous rotating imagery and hotspots that reveal factoids when you tap them.

Feel free to surf to my web blog - sex toys for men

Anonymous (2013-03-16 20:30:38)

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Anonymous (2013-03-17 00:25:24)

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Anonymous (2013-03-17 00:25:29)

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Anonymous (2013-03-17 00:25:41)

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Anonymous (2013-03-17 00:25:41)

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Anonymous (2013-03-17 00:25:42)

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Anonymous (2013-03-17 00:25:42)

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Anonymous (2013-03-17 00:25:44)

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Anonymous (2013-03-17 03:53:18)

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Anonymous (2013-03-17 03:53:18)

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Anonymous (2013-03-17 10:28:40)

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Anonymous (2013-03-17 10:28:42)

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Anonymous (2013-03-17 10:28:52)

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Anonymous (2013-03-17 10:28:54)

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Anonymous (2013-03-17 10:28:56)

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Anonymous (2013-03-17 10:28:56)

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Anonymous (2013-03-17 10:28:58)

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Anonymous (2013-03-17 14:10:11)

szybkie kredyty bez bik
kredyty warszawa
szybka pożyczka bez biku
chwilówki pożyczki
pożyczka czy kredyt
pożyczki on line
kredyt konsolidacyjny kalkulator
kredyty bez bik i zaświadczeń
szybki kredyt bez bik przez internet
pożyczka bez poręczycieli
pożyczki bez zabezpieczeń
bank bez bik
pożyczki prywatne wrocław
pożyczki na spłatę komornika
kredyt dla firm na start
kredyty mieszkaniowe
szybka pożyczka bez bik forum
kredyty chwilówka
kredyt obrotowy
kredyt bez historii kredytowej
kredyty bez zabezpieczeń
szybki pożyczki
kredyty chwilówki bez bik
pożyczki bez bik dolnośląskie
pożyczka bez formalności

Anonymous (2013-03-17 14:11:04)

kredyt przez internet mbank kredyt chwilówka kalkulator szybkie kredyty bez wychodzenia z domu chwilówki wieliczka szybki kredyt gotówkowy dla firm szybka pożyczka prywatna bez bik szybki kredyt anglia pożyczki 3000 zł odsetki od pożyczki pit 8c kredyt bez zaświadczeń przez internet kredyty gotówkowe bez zaświadczeń o dochodach szybkie pożyczki online bez bik pożyczki na dowód jelenia góra pożyczka z banku chwilówki 1000 zł kredyty przez internet explorer pożyczka przez internet uk pożyczka prywatna warszawa szybki kredyt przez internet pożyczka przez internet forum pożyczki internetowe kredyt przez internet bez zaświadczeń o zarobkach kredyty przez internet pożyczka na dowód bez zaświadczeń szybkie kredyty i pożyczki pożyczki dla zadłużonych w bik pożyczka gotówkowa kalkulator alior pożyczka gotówkowa na telefon pożyczki na dowód dla zadłużonych kredyt chwilówka na dowód kraków

Anonymous (2013-03-17 14:14:49)

kredyty pożyczki chwilówki
kredyt bocian
chwilówka pożyczka
trudny kredyt bez bik

kredyty bez bik oferty
pożyczki bez bik dla firm
pożyczka bez bik forum
kredyt bik
pożyczki pod zastaw
prywatne pożyczki kredyty
kredyt kalkulator
ekspresowe pożyczki bez bik
szybka pożyczka na dowód bez bik
dobre pożyczki bez bik
pożyczki bez bik
kredyt gotówkowy bez bik
pożyczka na dowód osobisty
szybkie pożyczki bez zaświadczeń
kredyty pozabankowe bez bik
kredyty
chwilówki bez bik i krd przez internet
splata pożyczki
kredyty bez sprawdzania w bik
prywatne pożyczki bez bik
kredyt na oświadczenie

Anonymous (2013-03-17 14:15:07)

pożyczka prywatna-siedlce pożyczka prywatna pod zastaw nieruchomości chwilówki kraków szybkie pożyczki bez zdolności kredytowej pożyczki prywatne leszno jaki kredyt bez zaświadczeń kredyty przez internet bez biku pożyczki bez bik dąbrowa górnicza szybka pożyczka aig pożyczki prywatne bez zabezpieczeń szybkie kredyty bez wychodzenia z domu chwilówki ruda śląska kredyt na dowód do 20000 biuro informacji kredytowej kredyt na dowód santander kredyt pozabankowy bydgoszcz kredyty na dowód pożyczki prywatne jastrzębie pożyczka przez telefon chwilówki bez bik i krd szybka pożyczka gotówkowy przez internet pożyczki na dowód osobisty od ręki chwilówki na telefon kredyt pod weksel prywatne pożyczki legionowo kredyt na spłatę komornika kredyt pozabankowy bez bik kredyt przez internet na oświadczenie mały kredyt bez zaświadczeń szybkie kredyty internetowe

Anonymous (2013-03-17 14:19:12)

szybka pożyczka od reki
chwilówki bez biku
pozabankowe pożyczki bez bik
gotówkowe pożyczki
pożyczka gotówkowa bez bik
kredyty bez bik poznań
kredyty bydgoszcz
chwilówki bez bik warszawa
kredyt z bik
kredyt hipoteczny bez bik
auto kredyt bez bik
biura kredytowe bez bik
chwilówki gdansk
kredyty na dowód
pożyczki dla firm bez zaświadczeń
pożyczki bez zaświadczeń na dowód

kredyt dla nowej firmy
kredyt z komornikiem
pożyczki dla zadłużonych przez internet
kredyt chwilówki
szybka pożyczka od reki
kredyty prywatne bez bik
pożyczki bez biku przez internet
kredyt chwilówka
kredyt bez bik na dowód

Anonymous (2013-03-17 14:19:21)

pożyczki ing bank pożyczki inwestycyjne chwilówki activa 500 kredyty chwilówki plock profi kredyt kredyt chwilówka dla bezrobotnych kredyty chwilówki dębica kredyt chwilówka windykacja pożyczka prywatna bez opłat wstępnych szybka pożyczka bez bik pożyczki przez internet bez biku pożyczka gotówkowa na umowę zlecenie pożyczki bez bik kalisz kredyty bez zdolności kredyty chwilówki forum szybki kredyt przez internet pożyczka prywatna z komornikiem kredyt bez zaświadczeń gnieźno pożyczki bez bik nysa kredyty chwilówki fabryczna 12 tychy kredyt pozabankowy przez internet pożyczka na dowód w mbank pożyczki prywatne forum o2 kredyty bez bik zaświadczeń pożyczka prywatna na dziś prywatne pożyczki pod weksel szybki kredyt na rozpoczęcie działalności kredyt chwilówka legnica cetelem bank pożyczka przez internet szybkie pożyczki przez internet bez bik

Anonymous (2013-03-17 14:23:29)

bez krd
szybka pożyczka bez bik i zaświadczeń
pożyczki bez
kredyt bez bik łódź
polska pożyczka
kredyt przez internet bez zaświadczeń
chwilówki wałbrzych
szybkie chwilówki przez internet bez bik
pożyczka na dowód przez internet
pożyczka chwilówka przez internet
szybka pożyczka
szybkie kredyty dla zadłużonych
kredyt na dowolny cel
chwilówki przez internet
kredyt internetowy bez zaświadczeń
pożyczka chwilówka
chwilówki rzeszów
pożyczki pod zastaw
jaki kredyt
pożyczki społecznościowe bez bik
kredyt dla nowych firm bez zabezpieczeń
skok stępczyka bez bik
kredyty na dowód
szybka pożyczka poznań
kredyt przez internet bez zaświadczeń

Anonymous (2013-03-17 14:23:30)

pożyczki prywatne sosnowiec kredyt chwilówka kraków kalwaryjska szybki kredyt bocian chwilówki skierniewice szybkie

pożyczki do ręki pożyczka przez internet bez biku karty kredytowe bez bik pożyczki przez internet bez bik i krd pożyczka prywatna lubelskie oferty banków kredyty bez zaświadczeń pożyczki bez bik jawor kredyty na dowód dla bezrobotnych kredyt przez internet chwilówka kredyty bez zaświadczeń dla firm kredyt przez internet eurobank skok dla zadłużonych szybka pożyczka uk skok bez bik pożyczki na dowód plock pożyczki bez bik zaświadczeń wrocław szybki kredyt z zajęciem komorniczym kredyt bez zaświadczeń na dowód pożyczki bez bik włocławek kredyty pozabankowe przemysł kredyty pozabankowe bez bik pożyczki pod weksel kredyt mieszkaniowy pożyczki na dowód grudziadz kredyty bez zaświadczeń forum szybka pożyczka lublin

Anonymous (2013-03-17 14:27:45)

pożyczka prywatna trójmiasto chwilówka kredyt pożyczka na dowód dla bezrobotnych kredyt na dowód rybnik kredyt na oświadczenie szybkie pożyczki online chwilówki międzyrzecz pożyczka na dowód lubin szybka pożyczka przez internet na dowód pożyczki virrion pożyczka na dowód dąbrowa górnicza szybka pożyczka ing pewny kredyt pozabankowy szybki kredyt inowrocław kredyt pozabankowy kredyty pozabankowe w lublinie chwilówki trzebinia pożyczki na dowód w banku szybki kredyt słupsk pożyczka bez banku kredyty gotówkowe na dowód bez zaświadczeń kredyt przez internet w uk pożyczki bez bik i krd chwilówki ostróda kredyt przez internet w pko pożyczki na dowód chwilówka szybki kredyt 500 zł kredyt na dowód v5c pożyczka prywatna bez zastawu pożyczka prywatna 24

Anonymous (2013-03-17 15:04:21)

chwilówki jarosław kredyty pozabankowe kielce kredyt pozabankowy tychy pożyczki bez bik lubin umowa pożyczki wzór 777 pożyczka na dowód warszawa pożyczka na dowód olsztyn prywatne pożyczki pod weksel kredyt pozabankowy na spłatę komornika kredyty chwilówki praca kredyty bez bik dla zadłużonych chwilówki-3000 kredyt na dowód legnica pożyczka bez bik i krd kredyt pozabankowy dla firm pożyczka gotówkowa radom jak otrzymać szybki kredyt pożyczki na dowód od ręki pożyczki bez bik na dowód pożyczka bez dochodów kredyt bez zaświadczeń z us i zus pożyczki prywatne zgorzelec pożyczki na dowód plock pożyczki bez bik warszawa-forum kredyt dla bezrobotnych szybki kredyt lubin pożyczki bez bik do 5000 pożyczka przez internet 3d kredyt bez zaświadczeń w jakim banku szybkie pożyczki w domu klienta

Anonymous (2013-03-17 15:04:47)

szybkie pożyczki pozabankowe bez bik
kredyty bez bik warszawa
pożyczki bez biku i zaświadczeń
pożyczka pozabankowa z komornikiem
pozabankowa pożyczka prywatna bez bik i krd
kredyt bez sprawdzania w biku
pożyczka przez internet bez bik i krd
kredyt przez internet bez bik
kredyt bez zaświadczeń o zatrudnieniu
pożyczka czy kredyt
kredyty dla
pożyczki chwilówki bydgoszcz
najlepsze kredyty gotówkowe
pożyczki bez krd
kredyt bez bik bydgoszcz
kredyt bez zarobków
dobre pożyczki bez bik
pożyczka chwilówka bez bik
chwilówki dla osób z komornikiem
kredyt na dowód przez internet
pożyczki chwilówki online
najlepsze pożyczki gotówkowe
chwilówki bytom

pozyczki bez bik i krd
kredyt na auto bez bik

Anonymous (2013-03-17 15:08:27)

kredyty gotówkowe przez internet bez zaświadczeń chwilówki ranking kredyt bez dochodów pożyczki prywatne gotówkowe pożyczki dla bezrobotnych bez bik pożyczka prywatna w rodzinie kredyty przez internet szybkie pożyczki anglia pożyczka bez dochodu pożyczki prywatne w rodzinie kredyty pozabankowe zielona góra pożyczka przez internet od 18 lat pożyczka gotówkowa dla bezrobotnych kredyty bez zaświadczeń dla firm pożyczka na dowód szybka szybka pożyczka przez internet na dowód kredyty bez zaświadczeń o prace kredyty gotówkowe pozabankowe pożyczki bez bik bydgoszcz getin bank pożyczka dla firm kredyt przez internet w aig szybkie pożyczki ślusk kredyty pozabankowe online szybkie kredyty bez wychodzenia z domu kredyt hipoteczny bez zaświadczeń kredyty forum kredyt chwilówka mbank kredyt przez internet w 5 minut pewny kredyt pozabankowy kredyt chwilówka bez bik

Anonymous (2013-03-17 15:09:10)

kredyt w providencie
chwilowka bez bik i krd
kredyty chwilowki opinie
szybka pozyczka sms
tanie kredyty bez bik
chwilowki krakow
bez zdolnosci kredytowej
kredyty bez zabezpieczen
pozyczki poza bankowe
bez krd
pozyczki bez sprawdzania bik
wroclaw pozyczki bez bik
szybki kredyt dla firm
pozyczki bez bik bydgoszcz
kredyty z komornikiem i bik
kredyt pozabankowe
kredyt na auto bez bik
kredyt bez sprawdzania w bik
gdzie kredyt bez bik
pozyczki bez zaswiadczen i bik
pozyczki spolecznosciowe bez bik
kredyty na splate komornika
szybki kredyt dla firm
szybka pozyczka chwilowka
chwilowki bez bik wroclaw

Anonymous (2013-03-17 15:12:35)

chwilówki+euro pożyczka przez internet uk szybkie pożyczki pod hipotekę pożyczki skarabeusz pożyczka na dowód nordea karty kredytowe bez bik kredyt na dowód provident kredyt przez internet na spłatę komornika szybka pożyczka chwilówka kredyt na dowód osobisty bez zaświadczeń pożyczka prywatna w rodzinie kredyty pozabankowe z komornikiem kredyty bez zdolności kredyty chwilówki zabrze co to jest kredyt poza bankowy kredyt gotówkowy bez zaświadczeń przez internet kredyty chwilówki współpraca kredyt chwilówka sanok pożyczki 0 pożyczki bez bik do 10000 kredyt hipoteczny bez zaświadczeń kredyty forum kredyt na dowód santander pożyczka na dowód nordea chwilówki gwarant kredyty pozabankowe opole pożyczki lubin pożyczka na dowód lukas pożyczki bez bik line kredyty pozabankowe tarnów kredyt hipoteczny bez zaświadczeń kredyty forum

Anonymous (2013-03-17 15:13:45)

kredyt dla kazdego
pozyczki dla firm
szybka pozyczka od reki
chwilowki bez bik katowice
prywatne pozyczki bez zabezpieczen
kredyt na dowod
pozyczki pozabankowe gotowkowe
chwilowka polska
pozyczki internet
pozyczka bez formalnosci
chwilowki sms
chwilowka pozyczka
kredyt online bez zaswiadczen
kredyty warszawa
kredyt obrotowy
pozyczki na splate komornika
kredyt samochodowy dla firm
pozyczka bez bik-u
kredyty bez dochodow
pozyczki chwilowki bez bik
instytucje finansowe udzielajace pozyczek
chwilowki kredyt
kredyt dla firm na start
kredyt dla zadluzonych bez bik
pozyczka tylko na dowod

Anonymous (2013-03-17 15:16:38)

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Anonymous (2013-03-17 15:16:41)

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<http://www.gellertheygy.priv.hu/node/72111>

<http://shoutingfire.org/node/657951>

<http://www.mauhopdong.vn/showthread.php?t=595645 &p=1087764 #post1087764>

<http://www.degenmedia.com/repairsuniverse/showthread.php?474701-Knock-off-Handbags-up-to-80Percent-Luxury-brand-names &p=950352 #post950352>

<http://www.mylasounds.com/firesite/node/68958>

<http://forum.sladdirsgang.com/viewtopic.php?f=2 &t=43324>

<http://www.pilar4.com.br/forum/viewtopic.php?f=4 &t=555953>

<http://karpat-haza.hu/node/16638>

<http://glawg.com/?q=node/286569>

<http://www.celebmagazin.hu/node/254088 #comment-207366>

<http://burnoutcrew.net/mechrage/viewtopic.php?f=4 &t=59659>

<http://pravmed.ru/node/36078>

<http://machsanit.co.il/thegang/viewtopic.php?f=4 &t=152405>

<http://elpoyo.com/?q=node/106762>

<http://www.l-edia.com/drupal/node/72159>

<http://ascon.co.za/node/1430444>

Related Article: <http://cgi.educities.edu.tw/true14/cgi-bin/treebbs/treebbs.cgi?act=artsel &tree=1289 &art=1313140963>

Anonymous (2013-03-17 15:16:46)

pożyczki 500 zł kredyt na dowód bez bik kredyt bez zaświadczeń przez internet kredyt na dowód bez zaświadczeń eurobank

chwilówki 2011 pożyczka przez internet 3d kredyty chwilówki forum pożyczki bez bik sms kredyt przez internet pko pożyczka na dowód gdańsk pożyczki pod hipotekę bez bik szybka pożyczka aig szybkie pożyczki internetowe szybka pożyczka umowa zlecenie pożyczki prywatne łódź forum pożyczka przez internet bez dochodów kredyty samochodowe bez zaświadczeń o dochodach kredyty bez zaświadczeń na oświadczenie kredyt dla każdego kredyt na dowód millennium pożyczki na dowód olsztyn kredyt bez zaświadczeń bżwbk pożyczka prywatna sąd pożyczki przez internet uk kredyt bez dochodu szybkie kredyty internetowe kredyt pozabankowy dla bezrobotnych kredyty chwilówki fabryczna 12 tychy pożyczki prywatne plock pożyczki bez bik tczew

Anonymous (2013-03-17 15:20:56)

pożyczka przez internet bgż kredyt na spłatę komornika pożyczka gotówkowa a kredyt gotówkowy pożyczki prywatne a pcc kredyt chwilówka bez zaświadczeń kredyt dla zadłużonych kredyt w kredyty pozabankowe zawiercie szybkie kredyty od reki kredyt na dowód od ręki kredyty bez zaświadczeń dla zadłużonych kredyty bez zaświadczeń kraków pożyczka prywatna opodatkowanie pożyczki przez internet w uk kredyt na dowód zasady kredyt bez zaświadczeń o dochodach kredyt na dowód w mbanku kredyt hipoteczny bez zaświadczeń o niezaleganiu pożyczki 500 zł kredyty chwilówki rzeszów chwilówki rypin pożyczka na dowód zawiercie kredyty pozabankowe na zakup mieszkania kredyt przez internet na oświadczenie kredyt polska szybka pożyczka 300 zł kredyty chwilówki białystok kredyty pożyczki bez zaświadczeń kredyty bez zaświadczeń kielce pożyczki bez bik getin bank

Anonymous (2013-03-17 15:21:33)

pożyczki w polsce
 szybka pożyczka
 pożyczki ekspresowe
 chwilówka na sms
 pożyczki chwilówki przez internet
 instytucje finansowe udzielające pożyczek
 kredyt bez sprawdzania w biku
 kredyt hipoteczny
 karta kredytowa bez bik
 pożyczki chwilówki przez internet bez bik
 pożyczki ekspresowe
 kredyt gotówkowy bez bik przez internet
 pożyczka bez bik szczecin
 profi kredyt
 kredyt samochodowy kalkulator
 pożyczka bez zaświadczenia o dochodach
 błyskawiczna pożyczka bez bik
 chwilówki na dowód bez bik
 pilna pożyczka bez bik
 chwilówki sms bez bik
 pożyczki gotówkowe
 kredyt poznan
 kredyt dla firm wrocław
 kredyt gotówkowy przez internet
 kredyt gotówkowy bez bik

Anonymous (2013-03-17 15:24:13)

{The unique|The initial } {Design|Style } {Louis vuitton|Lv } {handbags|purses }
 {Make sure|Make certain } what {style of|type of } {women|ladies } {handbags|purses } {you need|you'll need } {is the|may be the } {succeed|be successful } {key to|answer to } make {personality|character }
 Bottega VenetaChanel {crowned|topped } {the best|the very best } {women|ladies } & { #|Number }039s {luxury|luxurious }

{brands|manufacturers }- {juicy|succulent } {handbags|purses }
 {Designer|Custom } {Replica|Reproduction } {Handbags|Purses } {You Get|You Receive } {What You|That Which You } {De-
 sire|Wish }
 {Knock Off|Knock-off } {Handbags|Purses } {- up|Up } to 80 { %|Percent } {Luxury|Luxurious } {brand names|brands }
 {Louis Vuitton|Lv } {Inclusion|Addition } {Bracelet|Band }, M65865, {Louis Vuitton|Lv } {Fine Jewelry|Superb }
 {Louis Vuitton|Lv } {Handbag|Purse } {make you|cause you to } {more|much more } {elegant|stylish } and {sexy|attractive }
 {Designer|Custom } {Replica|Reproduction } {Handbags|Purses } {Best|Greatest } {Offer|Provide } - {Online Shop|Web Store }
 {Including|Such as } {Louis Vuitton|Lv } {Replica|Reproduction } {Handbags|Purses }
 No. 3 {Louis Vuitton|Lv } Lockit {Vertical|Up and down } Nomade
 {Louis Vuitton|Lv } {Sunglasses|Shades } {Millionaire|Uniform }
<http://quiltsnow.com/node/234822>
<http://www.abudhabi-mobile.com/node/1777679>
<http://tiendaenmiami.com/?q=node/24411>
<http://www.l-edia.com/drupal/node/72066>
<http://www.aegiswolves.com/index.php?topic=232354.new #new>
<http://chausle.com/?q=node/106445>
<http://drupal.p118859.webspaceconfig.de/node/242239>
<http://colinasdelabahia.com/?q=node/418122>
<http://pettengillfamily.com/node/266552>
<http://isg-egypt.com/forum/viewtopic.php?f=2 &t=202492>
<http://hh.h7.hu/?q=hu/node/226640>
<http://www.reisetops.com/travel/node/157743>
<http://www.cms.profiwebs.eu/?q=node/10 &page=367 #comment-18385>
<http://mmocenter.hu/node/220175>
<http://ekolinkn.ru/forum/viewtopic.php?pid=1533233 #p1533233>
<http://www.aegiswolves.com/index.php?topic=232289.new #new>
<http://www.xzks.cn/xzks/bbs/showthread.php?p=1076130 #post1076130>
<http://isteverim.com/drupal/node/132722>
<http://abudhabi-mobile.com/node/1777512>
<http://rus-reduktor.ru/node/46595>
 Related Article: <http://www.mhts.ru/gb.asp>

Anonymous (2013-03-17 15:25:10)

pożyczka przez internet na dowód chwilówki na sms kredyty pozabankowe bez zaświadczeń szybki kredyt przez internet
 szybka pożyczka w anglii pożyczki przez internet pożyczki przez internet prywatne szybka pożyczka przez internet pożyczka
 pozabankowa chwilówki mielec pożyczka gotówkowa ge money bank provident kredyt przez internet pożyczka prywatna
 zabezpieczenie pożyczki prywatne jelenia góra kredyty chwilówki szczecin chwilówki łódź kredyty gotówkowe przez internet
 bez zaświadczeń pożyczki prywatne chwilówki pożyczki bez bik białystok pożyczka prywatna forum szybka pożyczka łębork
 kredyt bez zaświadczeń 2011 kredyty chwilówki tychy ul. fabryczna chwilówki zgierz kredyty na dowód warszawa kredyt
 refinansowy bez zaświadczeń pożyczka gotówkowa umowa na czas określony pożyczka na dowód elbląg banki dla zadłużonych
 kredyt chwilówka oprocentowanie

Anonymous (2013-03-17 15:25:53)

kredyt dla osób w bik
 kredyt online bez bik
 pożyczki dla bezrobotnych bez bik
 profi kredyt
 pożyczki pozabankowe łódź
 chwilówki bez bik kraków

chwilowki opole
 pozyczki chwilowki bez bik
 bocian kredyty
 porzyczki bez bik
 pozyczka prywatna bez zabezpieczen
 pozyczki chwilowki bez biku
 pozyczka gotowkowa bez zaswiadczen
 kredyty z komornikiem
 kredyt dla nowych firm bez bik
 kredyty dla firm bez biku
 kredyty hipoteczne bez bik
 kredyty na dowod
 pozyczki chwilowki przez internet bez bik
 pozyczka szybka
 szybka chwilowka przez internet bez bik
 kredyt konsolidacyjny kalkulator
 chwilowki pozabankowe
 chwilowki online
 pozyczki na oswiadczenie bez bik

Anonymous (2013-03-17 15:27:13)

{Mature|Older } {Women|Ladies } {Can Be|Could Be } {Fashionable|Trendy } With {Louis Vuitton|Lv } {Handbags|Purses }
 {Louis Vuitton|Lv } {shoes|footwear } {kanye west|kanye }
 {Louis Vuitton|Lv } {handbags|purses } {always are|are always } {at the|in the } {leading edge|innovative }
 {Louis Vuitton|Lv } Epi {Leather|Leather-based } {Bowling|Go-karting } Montaigne- {Fashion|Style } {Feast|Banquet }
 {You Can Find|You'll Find } {Wholesale|At wholesale prices } {Handbags|Purses } - {Louis Vuitton|Lv }, {Coach|Trainer }, Dooney
 Bourke
 {Louis Vuitton|Lv } {Outlet|Electric outlet }
 {Replica|Reproduction } {Louis Vuitton|Lv } {Handbag|Purse }
 Chanel {Handbag|Purse } & { #|Number }039s {Beauty|Elegance } and {Tips For|Strategies For } {Maintaining It|Keeping It Up }
 {Bits of|Items of } Trivia {on Your|in your } {Favorite|Preferred } {Louis Vuitton|Lv } {Handbags|Purses }
 {Where To Find|How To Locate } {Discount|Low cost } {Designer|Custom } {Handbags|Purses }?
http://diak.katolikuskeri.hu/forum/viewthread.php?thread_id=192723
<http://carterservicesplus.com/Portal/node/72979>
<http://www.realestatecoffeecafe.com/newreply.php?s=7b180f326198f79 d75252298164690e6 &do=newreply &p=377327>
<http://vanphotoclub.is2.net/forum/viewtopic.php?f=6 &t=757607>
<http://heraldbulletin.neighborsink.com/node/275085>
<http://jardins.chateaudelahuardiere.com/content/invitation #comment-156807>
<http://prkoncert.ru/node/89876>
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<http://rus-reduktor.ru/node/46450>
<http://forum.edusite.ru/f18944/index.php?topic=71841.new #new>
<http://teachers-shop.ru/node/43149>
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<http://www.isede-net.eu/jobs/employees-courtroom-and-nobility-louis-2>
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Anonymous (2013-03-17 15:29:24)

szybkie pożyczki chorzów kredyty chwilówki fabryczna tychy cetelem pożyczka przez internet pożyczka na dowód opinie kredyt na dowód wrocław pożyczki prywatne bez bik kredyt na dowód gliwice kredyty-przez-internet.com.pl kredyty chwilówki siedlce szybkie pożyczki pozabankowe bez bik pożyczki na dowód dla bezrobotnych pożyczka gotówkowa 40000 kredyty hipoteczne bez zaświadczeń o dochodach szybkie kredyty kredyt hipoteczny bez zaświadczeń o dochodach kredyty bankowe bez bik pożyczki bez bik legionowo kredyty bez zaświadczeń tylko dowód osobisty kredyt na dowód santander szybkie pożyczki gdańsk kredyt na dowód bez zaświadczeń o zarobkach szybka chwilówka przez internet szybkie kredyty z bik pożyczki bez bik gdańsk szybki kredyt na dowód przez internet jaki kredyt bez zaświadczeń pożyczki rybnik chwilówki szczecin szybkie kredyty na samochod pożyczki w domu klienta

Anonymous (2013-03-17 15:30:21)

pożyczka bez bik lodz
chwilówki bez bik warszawa
szybkie kredyty przez internet
pożyczki bez bik szczecin
pożyczki dla bezrobotnych bez bik
dobre pożyczki bez bik
pożyczka konsolidacyjna
szybka chwilówka online
poza bankowa pożyczka
pilna pożyczka dla zadłużonych
kredyt bez bik forum
kredyty olsztyn
pożyczki prywatne
kredyty dla małych firm
chwilówki wrocław
bocian kredyty
pożyczka dla bezrobotnych bez bik
kredyt dla nowych firm bez zabezpieczeń
kredyt dla zadłużonych bez bik
kredyt online bez bik
pożyczka chwilówka warszawa
szybkie kredyty bez biku
chwilówki przez sms
pożyczka bez bik warszawa
pożyczki poza bankowe bez bik

Anonymous (2013-03-17 15:34:57)

szybkie kredyty bez biku
kredyty chwilówki przez internet
chwilówki sms bez bik
najlepsze chwilówki
trudny kredyt bez bik
tanie kredyty

kredyt bez sprawdzania w biku
kredyt studencki
pożyczka gotowkowa bez bik i zaswiadczen
kredyty bez bik i zaswiadczen
pożyczki pozabankowe forum
kredyt internet
kredyt sms
szybka pożyczka pozabankowe
pożyczki bez zaswiadczen
bank kredyt
szybkie pożyczki przez internet
pożyczka bez big
kredyty samochodowe bez bik i krd
pożyczki chwilowka
kredyty pozabankowe pod weksel
kredyty bez dochodow
kredyt on line bez bik
szybka pożyczka chwilowka
chwilowki przez internet

Anonymous (2013-03-17 16:12:33)

banki bez sprawdzania w bik
trudny kredyt bez bik
pożyczka pozabankowa bez bik
kredyt online bez zaswiadczen
kredyt bez bik dla zadluzonych
pożyczki przez internet bez bik
pożyczki bez bik -tablica
chwilowki kredyt
pożyczki bez dochodow
kredyt polski
pożyczki hipoteczne
pożyczka czy kredyt
kredyt bez bik warszawa
oferta dla zadluzonych
pożyczki oddluzeniowe
trudne kredyty
kredyt dla osob bez zdolnosci kredytowej
kredyty na oswiadczenie
kredyt w banku bez bik
kredyty hipoteczne bez bik
kredyt od reki
kredyt dla firm bez zabezpieczen
kredyt dla nowej firmy
kredyt sms bez bik
pożyczka pozabankowa bez zaswiadczen

Anonymous (2013-03-17 16:12:49)

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Anonymous (2013-03-17 16:12:50)

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Anonymous (2013-03-17 16:12:51)

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Anonymous (2013-03-17 16:12:52)

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Anonymous (2013-03-17 16:12:55)

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Anonymous (2013-03-17 16:12:56)

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Anonymous (2013-03-17 16:13:10)

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Anonymous (2013-03-17 16:13:10)

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Anonymous (2013-03-17 16:13:11)

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Anonymous (2013-03-17 16:13:11)

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Anonymous (2013-03-17 16:15:41)

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Lv Handbag make you much more stylish and attractive

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Strategies For Choosing Louis Vuitton Handbags

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Anonymous (2013-03-17 16:19:24)

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Anonymous (2013-03-17 16:21:05)

pożyczka pozabankowa bez bik
kredyt bez biku i zaświadczeń
pożyczki społecznościowe
pożyczki internet
chwilówka przez internet bez bik
pożyczki bez bik forum
kredyt bez bik wrocław
szybka chwilówka bez zaświadczeń
kredyt bez sprawdzania w biku
udzielenie pożyczki
kredyt na pit
kredyt bez poręczycieli
pożyczki pod weksel bez bik
pożyczki bez zaświadczeń
kredyt bez bik bydgoszcz
pożyczka bez zaświadczenia
pożyczka polska
kredyt dla osób w bik
pożyczka gotówkowa przez internet
kredyty bez bik i krd
pożyczki przez internet
pożyczka bez zaświadczenia
szybkie kredyty chwilówki
chwilówka warszawa
kredyty bez krd

Anonymous (2013-03-17 16:23:37)

pożyczka prywatna forum szybki kredyt firmowy kredyty chwilówki miechów kredyt bank pożyczka pożyczki bez bik do 10000 chwilówki przez internet bez bik pożyczka prywatna uczciwie pożyczki prywatne w rodzinie pożyczki bez bik kraków kredyt pozabankowy na oświadczenie chwilówki kredyty gotówkowe szybki kredyt 24 opinie pożyczka dla firm bez bik kredyty w pożyczki bez bik głogów szybka pożyczka pozabankowa kredyt przez internet dla zadłużonych szybkie pożyczki kołobrzeg kredyty chwilówki jastrzębie kredyt dla bezrobotnych na dowód pilna pożyczka chwilówki d24 kredyty pozabankowe w łodzi kredyt pozabankowy szczecin kredyt chwilówka siedlce kredyty hipoteczne bez zaświadczeń o dochodach kredyt chwilówka bez bik szybka pożyczka białystok kredyty pozabankowe lublin pożyczki prywatne od ręki

Anonymous (2013-03-17 16:25:17)

pozyczka bez bik lodz
pozyczki internetowe bez bik
chwilowki bez bik wroclaw
szybka gotowka dla zadluzonych
kredyty
kredyty bydgoszcz
pozyczka bez bik z komornikiem
chwilowki krakow
kredyt samochodowy kalkulator
pozyczka internet
chwilowki bez bik i zaswiadczen
kredyt bocian
kasa bez bik
tani kredyt
chwilowki bez biku przez internet
pozyczki dla bezrobotnych bez bik
pozyczki pozabankowe lodz
kredyt na start dla firm
kredyt od reki bez bik
pozyczka bez sprawdzania w krd i bik
pozyczka od rodziny
kredyty konsolidacyjne bez biku
chwilowki bez biku przez internet
kredyty poza bankowe
pozyczki online

Anonymous (2013-03-17 16:29:50)

kredyty dla osob z komornikiem
pozyczka bez zdolnosci kredytowej
gdzie kredyt bez bik
kredyty przez internet bez bik
kredyty oddluzeniowe
kredyty
banki bez biku
pozyczka pozabankowa dla firm
pozyczka dla rodziny
pozyczki bez biku i zaswiadczen
szybka pozyczka na dowod bez bik
kredyty bez zaswiadczen i bez bik
szybka pozyczka pozabankowe
chwilowka bez zaswiadczen
najlepsze pozyczki gotowkowe
pozyczka bez bik forum
kredyt dla firmy bez bik
kredyt bez bik lodz
kredyty bez bik-u
kredyt bez zdolnosci kredytowych
pozyczki bez poreczycieli

kredyty bez bik poznan
 chwilowki warszawa bez bik
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Anonymous (2013-03-17 16:31:57)

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Anonymous (2013-03-17 16:37:18)

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Anonymous (2013-03-17 17:07:48)

bez bik kredyt
kredyty i pozyczki pozabankowe
chwilowki warszawa bez bik
kredyt bez sprawdzania bik
pozyczki bez zaswiadczen o dochodach
gotowkowe pozyczki
kredyt na oswiadczenie dla firm
szybki kredyt bez bik
dobre pozyczki bez bik
kredyty dla zadluzonych w bik
pozyczka pozabankowa bez zaswiadczen
pozyczka pozabankowa przez internet
szybkie pozyczki online
kredyt konsolidacyjny bez hipoteki
pozyczki dla bezrobotnych
skok stefczyka bez bik
chwilowki gdansk
kredyt bez zaswiadczen i bik
kredyt bez zaswiadczen o dochodach
kredyt a pozyczka
chwilowka bez bik i krd
forum kredyty
kredyt w banku bez bik
chwilowki gdansk
szybka pozyczka przez internet

Anonymous (2013-03-17 17:11:05)

kredyty pozabankowe przez internet pozyczki dla firm pozyczki bez biku kredyt na dowód w 15 minut kredyt na dowód toruń
kredyt chwilówka zamość kredyty na dowód bez bik pozyczka gotówkowa ing bank szybkie pożyczki do ręki pożyczki bez bik
rybnik kredyt pozabankowy oferty pożyczki prywatne rzeszów kredyty prywatne bez bik pożyczki przez internet forum pożyczki

bez bik dobra pożyczka kredyt na dowód w 5 minut pożyczka gotówkowa santander kredyt samochodowy bez zaświadczeń szybkie kredyty bez zaświadczeń pożyczki na dowód jelenia góra pożyczki bez bik poznań via sms szybka pożyczka kredyty przez internet bez wychodzenia z domu pożyczka gotówkowa dla emerytów pożyczka gotówkowa ranking szybka pożyczka zgierz kredyty na dowód osobisty kredyty mieszkaniowe bez zaświadczeń pożyczki na dowód info kredyt pozabankowy dla zadłużonych

Anonymous (2013-03-17 17:12:27)

dobra pożyczka
kredyty bydgoszcz
pożyczki na dowód bez bik
chwilówki warszawa
szybka pożyczka na dowód
kredyty oddłużeniowe bez bik
kredyt inwestycyjny
chwilówki bez biku przez internet
szybkie pożyczki bez bik przez internet
bez bik pożyczki
pożyczki pod weksel
pożyczki dla firm
kredyt internetowy bez zaświadczeń
kredyt w 15 minut
pożyczki pozabankowe oferty
szybkie pożyczki pozabankowe
konsolidacja bez bik
kredyty
kredyt na oświadczenie
optima pożyczki
chwilówka przez internet
kredyt gotówkowy bez bik zaświadczeń
szybka pożyczka przez internet
szukam kredytu bez bik
szybka pożyczka

Anonymous (2013-03-17 17:15:16)

pożyczki dla emerytów bez bik chwilówki 100 przyznawalności pożyczka na dowód aigo pożyczka gotówkowa skarbiec kredyt chwilówka w raciborzu pożyczka na dowód jaki bank pożyczka prywatna forum o2 szybka pożyczka krótkoterminowa http www kredyty chwilówki kredyty pozabankowe dla zadłużonych pożyczka na dowód uk pożyczki przez internet bez bik kredyty chwilówki jelenia góra kredyt na dowód skok stefczyka chwilówki bez biku przez internet pożyczki na dowód osobisty szybkie kredyty bez biku szybki kredyt konsolidacyjny bez bik pożyczki na dowód toruń chwilówki bez bik szybkie pożyczki-rzeszów kredyty bez zaświadczeń podatek od pożyczki 2010 kredyt gotówkowy bez zaświadczeń wrocław kredyt hipoteczny bez zaświadczeń kredyty forum pożyczki bez bik ruda śląska kredyty chwilówki miechów szybkie tanie kredyty tania pożyczka gotówkowa forum pożyczka na dowód osobisty

Anonymous (2013-03-17 17:17:05)

kredyt pozabankowy
jaki kredyt
prywatne chwilówki
chwilówki katowice
pożyczki dla zadłużonych przez internet
pożyczka od zaraz bez bik

chwilowki poznan
szybka pozyczka bez bik i krd
kredyty warszawa
bik kredyt
kredyty pozyczki chwilowki
kredyt rybnik
kredyt online bez bik
chwilowki bez bik krd
kredyty oddluzeniowe
kredyty na splate komornika
szybka pozyczka bez bik i zaswiadczen
chwilowka
pozyczki online bez bik
szybki kredyt dla firm bez zaswiadczen
bez bik
pozyczka dla firm bez bik
pozyczka bez bik poznan
kredyt w banku bez bik
pozyczki poznan

Anonymous (2013-03-17 17:19:58)

szybki kredyt z dostawą do domu pożyczka prywatna od zaraz mały kredyt bez zaświadczeń pożyczki bez bik do 10000 kredyt chwilówka sanok pożyczka gotówkowa getin bank kredyt chwilówka nowy targ ekspresowa pożyczka przez internet kredyt na dowód provident szybki kredyt na sms pożyczki w 5 minut pożyczka na dowód dla bezrobotnych finanse - pożyczki bez bik pożyczka na dowód bez zaświadczeń o zarobkach prywatna pożyczka bez bik pożyczka na dowód dla zadłużonych szybka pożyczka przez internet sms kredyty pozabankowe oferta kredyty chwilówki wrocław kredyt na dowód bez zaświadczeń bez bik kredyty chwilówki cieszyn szybki kredyt gotówkowy pko kredyty chwilówki radomsko szybki tani kredyt przez internet szybkie kredyty kredyt na dowód 2009 pożyczki optima pożyczka na dowód forum pożyczki bez bik kraków pożyczki prywatne dla firm

Anonymous (2013-03-17 17:20:50)

The Sexy Design wholesale Lv purses
Would Elin Nordegren Maintain Stylish
women bags turn out to be the main factor that create a competetion among women
Benefits of Buying Custom Bags Online
Lifetime guarantee Gucci purses is really a indication to success with amazing tasteLv Charm Browse, Respect to Hawaii Culture
Rita, A Louis Vuitton Monogram Multicolore Tote
On the internet Reproduction Stores and Delivery Issues
Nicole Scherzinger Buzzes like a Fairly sweet Pussycat with Lv Epi Carrier
Learn to Select an Authentic Lv Purse
Purchasing Branded Totes On the internet
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Anonymous (2013-03-17 17:21:51)

Bet for the preferred custom purse via PackageForMe.com
Lv Reproduction Handbags Keep Women to Stay in Vogue
Becoming Stylish in Much less?
Louis Vuitton Sofia Coppola Collection Comes with Elegant Lifestyle
The Assessment In between Louis Vuitton Fast Bag With Neverfull Tote
Why Louis Vuitton Purses are extremely Well-liked?
How for the greatest Lv Charge Card Pocket book
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Reproduction Gucci totes at Bag20
Louis Vuitton Totes and Purses Determining One Class and magnificence
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<http://www.ibc.edu.pl/node/99050>
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Anonymous (2013-03-17 17:21:55)

Lv - The Very Best Selection
Top 10 Handbags

Botie GM vs Fast 30

Lv Galliera PM Tote

Louis Vuitton Make Tote 95225

LV shades: Consider the world from here

You'll Find Wholesale Purses - Louis Vuitton, Trainer, Dooney Bourke

The reason why you want to buy Lv Purses

No.5 Louis Vuitton Damier Canvas Brooklyn Game master

Place phony Louis Vuitton Purses before shopping assist you to fulfill every requirements of a woman

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<http://www.redefam.com.br/forum/viewtopic.php?f=11&t=1953647>

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<http://golfandstyle.pl/pl/node/71917>

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Anonymous (2013-03-17 17:22:35)

kredyty dla zadluzonych z komornikiem

pozyczki dla firm bez bik

pozyczki pozabankowe prywatne

pozyczka na oswiadczenie bez bik

prywatne pozyczki pozabankowe

szybka pozyczka chwilowka

pozyczka od rodziny

kredyty

chwilowki przez internet bez bik

kredyt bez bik bydgoszcz

co to jest pozyczka

pozyczki bez bik kielce

prywatne pozyczki kredyty

kredyty bez zdolnosci kredytowej

kredyty na oswiadczenie

finan pozyczki

pozyczka online bez bik

udziele pozyczki
polska pozyczka
kredyt na pit
chwilowki sms bez bik
pozyczka chwilowka
szybka pozyczka online
pozabankowa pozyczka prywatna bez bik i krd
kredyty bez zaswiadczen o zatrudnieniu

Anonymous (2013-03-17 17:22:53)

Health In terms of Over Underwear Materials-custom Purses
Why Louis Vuitton Handbags are extremely Popular?
10 Must-have Louis Vuitton Fast Bags
Lv Louissette Jewelry Collection
Lv Keepall 50 for Career
Louis Vuitton in Outfit Institute Event
Lv 2009 Town Guides - MUMBAI, a Fascinating, Bewitching Megalopolis
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Brokeback-A Pattern One of the Style Industry?
Louis Vuitton Monogram 2012 For New Style
The Attractive Monogrammed Watercolor for the New Year-handbagseshop
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<http://armlinsoft.com/node/75107>
<http://h7.hu/hh/?q=hu/node/226179>
<http://www.footbag-vienna.com/cms/?q=node/91121>
<http://drupal.p118859.webspaceconfig.de/node/242355>
<http://www.aim2kill.com.br/forum/viewtopic.php?f=9 &t=661863>
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Anonymous (2013-03-17 17:23:37)

The Attractive Monogram Watercolor for the New Year-handbagseshop
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Nearly All Women Acclaim Artisan Louis Vuitton Purses,
Condescending luxury brand Hermes
Replica Handbags — Love At First View !!

Your time and effort of Lv Purses

A great tote assist women free of the house

Inexpensive reproduction Lv Purses

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<http://94.232.175.24/Kforum/showthread.php?p=387472 &posted=1 #post387472>

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Anonymous (2013-03-17 17:25:02)

szybka pożyczka dla bezrobotnych kredyty chwilówki bez bik szybkie chwilówki przez internet kredyty pozabankowe dla zadłużonych kredyt bez zaświadczeń bez poręczycieli chwilówki glogów pożyczka na dowód osobisty-forum szybkie pożyczki dla zadłużonych szybka pożyczka sms kredyty bez zaświadczeń kraków szybkie kredyty z komornikiem kredyt bez zaświadczeń forum szybka pożyczka w anglii kredyty na dowód lublin pożyczka na dowód kraków kredyt na samochód bez zaświadczeń o dochodach kredyty chwilówki dla osób z komornikiem pożyczka gotówkowa gdzie najtaniej chwilówki w 15 minut szybki kredyt z komornikiem warszawa chwilówki zielona góra kredyty przez internet 2012 pożyczki bez zdolności kredytowej szybki kredyt bez zaświadczeń pożyczki prywatne przez internet pożyczki prywatne poznań szybki kredyt do 5000 pożyczki przez internet bez biku kredyt przez internet 3d kredyty chwilówki jaworzno

Anonymous (2013-03-17 17:29:15)

kredyt na dowód komornikiem pożyczki bez bik na weksel szybki kredyt bez zabezpieczeń kredyty gotówkowe na dowód bez zaświadczeń chwilówka online pożyczki bez bik firmy kredyt przez internet w uk szybka pożyczka tarnów szybkie pożyczki-rzeszów szybkie pożyczki krosno pożyczki bez biku poznań pożyczka gotówkowa chwilówka pożyczka na dowód dla bezrobotnych szybki kredyt w uk pożyczki przez internet dla bezrobotnych kredyt przez internet dla bezrobotnych szybkie bezpośrednie pożyczki gotówkowe online kredyt gotówkowy chwilówka instytucje pozabankowe pożyczka gotówkowa szybka pożyczka przez internet sms kredyt przez internet eurobank pożyczka gotówkowa gdzie najkorzystniej pożyczki poznań pożyczki na dowód kielce pożyczki prywatne hipoteczne pożyczki bez bik zabrze kredyty chwilówki lędziny szybka tania pożyczka tanie kredyty pozabankowe

Anonymous (2013-03-17 17:31:29)

pozyczka bez zdolności
kredyt bez bik bydgoszcz
pozyczka dla osób z komornikiem
kredyt konsolidacyjny bez hipoteki
kredyty bez zaświadczeń
szybki kredyt bez zaświadczeń
pożyczki konsolidacyjne bez bik
pożyczki na telefon
tanie kredyty bez bik
chwilówki bez zaświadczeń
pożyczki chwilówki
kredyt bez big
kredyty bankowe bez bik
szybka pożyczka
trudne kredyty z komornikiem
kredyt dla bardzo zadłużonych
pożyczki pod weksel bez bik
kredyt dla firm rozpoczynających działalność
kredyt bez bik wrocław
pożyczki bez bik dolnośląskie
karty kredytowe bez bik
chwilówki pożyczki
kredyty na spłatę komornika
szybkie kredyty bez biku
kredyt przez telefon

Anonymous (2013-03-17 17:41:07)

chwilówki warszawa
chwilówki gorzów wlkp
kredyt bez sprawdzania bik
chwilówki kredyty bez bik
skok dla zadłużonych
kredyt w 15 minut
szybkie kredyty gotówkowe bez bik
kredyt bez bik przez internet
pożyczka na dowód
kredyt bez zus i us
pożyczki bez zaświadczeń o zarobkach
najlepsze kredyty dla firm
kredyt gotówkowy bez bik
kredyt online bez bik
bez bik przez internet
kredyty bez bik i krd
kredyty dla zadłużonych
szybka pożyczka szczecin
pożyczka pozabankowa dla firm
chwilówki gdansk
pożyczki pozabankowe bez zaświadczeń

kredyty bez zdolności kredytowej
pożyczka poza bankową
pożyczka dla studenta
pożyczka bez bik przez internet

Anonymous (2013-03-17 18:08:38)

kredyt chwilówka na dowód pożyczka na dowód od 18 lat chwilówki wrocławskie chwilówki efk kredyt pozabankowy na spłatę komornika kredyt chwilówka sopot pożyczki bez bik przez internet chwilówki nowa sól kredyt pozabankowy przez internet kredyty chwilówki myślowice ul. Grunwaldzka pożyczka na dowód w 15 min kredyt przez internet bez zaświadczeń o zarobkach kredyt na dowód polbank pożyczki prywatne tarnów pożyczki przez internet w UK kredyty konsolidacyjne bez zaświadczeń pożyczka prywatna Zielona Góra pożyczka na dowód 4000 kredyt przez internet bez zaświadczeń o dochodach pożyczka prywatna pod weksel kredyt bez zaświadczeń Wrocław szybka pożyczka w Millennium szybka pożyczka przez internet pożyczka bez biku i zaświadczeń szybki kredyt w PKO szybkie kredyty gotówkowe kredyt bez zaświadczeń ZUS i US szybka pożyczka Tarnów kredyty pozabankowe Gliwice pożyczki bez bik dla zadłużonych

Anonymous (2013-03-17 18:14:55)

kredyty bez zaświadczeń Bielsko kredyty pozabankowe w Łodzi kredyt pozabankowy od Reki szybkie pożyczki dla studentów szybkie kredyty dla zadłużonych kredyt przez internet Lucas kredyty na dowód Gdańsk pożyczka na dowód bez zaświadczeń o zarobkach pożyczka prywatna dla firmy kredyt chwilówka kalkulator kredyt przez internet na konto kredyty chwilówki Łężyńskie szybkie kredyty Zielona Góra kredyty chwilówki Bydgoszcz chwilówki i kredyty kredyt pozabankowy online kredyty chwilówki roznoszenie ulotek pożyczka na dowód bez zaświadczeń o zarobkach kredyt przez internet w 15 minut sprawdź chwilówki Rybin kredyt bez dochodów pożyczki bez bik Stargard szybka pożyczka Bocian pożyczka na dowód dla firm Bajeczna pożyczka kredyt na dowód chwilówki współpraca kredyt na dowód Sieradz szybki kredyt 1000 zł kredyt na motocykl bez zaświadczeń

Anonymous (2013-03-17 18:17:21)

pożyczka bez bik-u
szybki kredyt przez internet
chwilówki bez biku przez internet
pożyczki Bocian
kredyt bez sprawdzania w bik
kredyt gotówkowy dla firm
pożyczki SMS bez bik
instytucje finansowe udzielające pożyczek
gotówkowe pożyczki
kredyty konsolidacyjne bez biku
pożyczek
szybka pożyczka na dowód
pożyczka chwilówka
kredyt na start dla firm
kredyt dla firm bez zabezpieczeń
pożyczki prywatne Poznań
kredyt na rozpoczęcie działalności gospodarczej
kredyty Zielona Góra
dobry kredyt
pożyczki pozabankowe przez internet
pożyczki pod zastaw nieruchomości
kredyt dla firm rozpoczynających działalność
kredyt internet
pożyczki bez bik Opole

kredyty hipoteczne dla firm

Anonymous (2013-03-17 18:19:18)

szybki kredyt przez telefon szybki kredyt dla firm kredyty bez zaświadczeń rzeszów pożyczki pozabankowe na dowód szybkie kredyty od reki pożyczki bez bik częstochowa kredyt na dowód aigo pożyczka gotówkowa wzór umowy kredyty chwilówki gdynia kredyt na dowód 20000 ekspresowe pożyczki bez bik pożyczka gotówkowa przez internet pożyczki pozabankowe pod weksel pożyczki rzeszów kredyt na dowód konin szybkie pożyczki zielona góra chwilówki lubin gdzie najlepiej kredyt na dowód pożyczki prywatne dla zadłużonych bez bik przez internet pożyczka prywatna warszawa pożyczka gotówkowa pekao szybki kredyt chwilówka szukam pożyczki pożyczka gotówkowa dla firm bocian kredyty na dowód do domu kredyt bez zaświadczeń z us i zus szybka pożyczka bocian pożyczki na dowód poczta kredyt przez internet ing

Anonymous (2013-03-17 18:20:41)

Celine introducing new product outlines-chanel handbags

Different types of women purses with fashionable clothes make you unique in summer time

Lv Handbag make you much more elegant and sexy

Lv How you can Spot a Fake Louis Vuitton Handbag along with other Accessories

Louis Vuitton Bag

Louis Vuitton in Costume Start Event

Scarpe winter selection 2011

Place phony Lv Purses prior to shopping help you satisfy every requirements of the woman

ladies totes turn out to be the main factor that create a competition among women

Louis Vuitton Purses from Year 2000 to provide

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Anonymous (2013-03-17 18:22:27)

chwilówka przez internet

kredyt odnawialny

kredyty bez sprawdzania w bazie bik

chwilowki przez internet bez bik i krd
pozyczki bez bik bydgoszcz
pozyczka bez zaswiadczen o zarobkach
szybka gotowka
kredyt na oswiadczenie bez bik
bez bik warszawa
skok dla zadluzonych
pozyczki pod zastaw nieruchomosci bez bik
kredyty dla osob w bik
kredyt na dowod osobisty
blyskawiczna pozyczka
kredyt bez zaswiadczen
pozyczki bez sprawdzania bik
kredyt pozabankowy bez bik
chwilowki kredyty bez bik
kredyt na weksel
kredyt dla firmy
chwilowka na sms
pozyczka na dowod bez zaswiadczen
szybka pozyczka przez internet bez bik
prywatne pozyczki
kredyt bez bik dla zadluzonych

Anonymous (2013-03-17 18:22:38)

Help Guide To Differentiate Lv Purses

9 ways teach you to distinguish Authentic and reproduction Lv purses

Unyielding Allure-Lv Farndole Band

Louis Vitton Handbags - Get Them On the internet At A Lower Price

Custom Replica Purses You Get What You Desire

The Way To Spot an imitation Lv Tote

The Classic Lv Tambour Scuba diving Lady Watch

Replica handbags at your doorstep!

Big Factors Louis Vuitton Handbags Are Thus Well-liked

Get Out Of The Chaos And Choose A Genuine Lv Monogrammed Fabric

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Anonymous (2013-03-17 18:23:44)

bez biku pożyczki pożyczki bez bik w elblągu kredyt chwilówka glogów pożyczki lichwiarskie kredyt z kredyty przez internet na dowód pożyczka gotówkowa w 5 min pożyczka na dowód 2011 szybki kredyt legnica kredyty chwilówki namysłów pożyczki na dowód jastrzębie zdrój szybki kredyt hipoteczny bez bik pożyczka na dowód do 5000 pożyczka prywatna inwestor kredyt na dowód dębica pożyczki prywatne ogłoszenia szybkie kredyty prywatne pożyczka na dowód od 18 lat chwilówki bez zaświadczeń kredyt chwilówka turek chwilówki ruda śląska ul.niedurnego pożyczki bez bik współpraca pożyczki bez bik na dowód szybkie pożyczki dla bezrobotnych kredyt firmowy bez zaświadczeń kredyt pozabankowy online kredyt na dowód legnica pożyczka przez internet 24h szybki kredyt bez zdolności szybka pożyczka do 5000 zł

Anonymous (2013-03-17 18:25:42)

differnt {colorful|vibrant } {unique|distinctive } {designed|created } {women|ladies } {bags|totes } {grab|get } {your eyes|your vision }

{Louis Vuitton|Lv } {Replica|Reproduction } {Purses|Handbags } : {Something|Some thing } {Perfect for|Ideal for } You

The {Attraction|Appeal } of Ambre {Louis Vuitton|Lv } {Handbags|Purses }

{Louis Vuitton|Lv } {wallet|pocket book } {replica|reproduction }

{Ten|10 } {Must|Should }-have {Louis Vuitton|Lv } {Speedy|Fast } {Bags|Totes }

The {temperament|personality } of {Louis Vuitton|Lv } {Handbags|Purses }

{Abandon|Give up } impetuous {feeling of|sense of } mordern {society|culture }-What {Gucci|Prada } {bags|totes } {seek|look for } {is what|is exactly what } {many|numerous } {human|individual } {want to|wish to } {find|discover }

{Louis Vuitton|Lv } Monogramouflage {Collection|Selection }

The {influence|impact } of {Louis Vuitton|Lv } {Handbags|Purses }

{Designers|Creative designers } has {change|alter } their {design|style } to {fashion|style } {women|ladies } {bags|totes } {so that|to ensure that } {meet|fulfill } {women|ladies } & { #|Number }039s {taste|flavor }

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Anonymous (2013-03-17 18:26:43)

chwilowki bez zaswiadczen
kredyt przez internet bez bik
kredyt internet
kredyt na dowod osobisty
pozyczki kredyty bez bik
kredyt bez bik lodz
chwilowki bez zaswiadczen
pozyczki chwilowki przez internet
kredyty dla osob bez zdolnosci kredytowej
kredyt dla bezrobotnych
kredyt na dowod osobisty
chwilowki
szybka pozyczka chwilowka
blyskawiczna pozyczka
chwilowki online
instytucje udzielajace pozyczek
szybkie pozyczki bez bik przez internet
polska pozyczka
kredyt bez bik dla zadluzonych
pozyczki poza bankowe
kredyt samochodowy dla firm
pozyczki pozabankowe kredyty
kredyt bez bik wolny rynek
pozyczki pod zastaw nieruchomosci bez bik
optima kredyty

Anonymous (2013-03-17 18:28:13)

szybki kredyt mieszkaniowy szybki kredyt w uk szybka pozyczka do domu kredyt bez zaświadczeń porównanie pozabankowe
pożyczki pożyczka przez internet na dowód chwilówki forum praca kredyt bez zaświadczeń line pożyczka gotówkowa najlepsza
kredyty pozabankowe bez hipoteki pożyczka prywatna białostok kredyt na dowód 2009 pożyczki prywatne i pozabankowe
kredyt na dowód szczecinek pożyczki na dowód od 18 lat pożyczki na dowód w domu klienta pożyczka na dowód bez zaświad-
czeń o zarobkach pko szybka pożyczka w irlandii szybka pożyczka gotówkowa pożyczka na dowód osobisty-forum prometeusz
kredyty kredyt oddłużeniowy bez bik kredyt bez zaświadczeń bank kredyt bez zaświadczeń bank pożyczka gotówkowa kraków
pożyczki prywatne udzielam kredyt 20 tys szybki kredyt gotówkowy mbank pożyczka gotówkowa 5000 szybkie tanie kredyty

Anonymous (2013-03-17 18:33:43)

Louis Vuitton Make Tote M40120

Travel In Style – 5 Tips To Purchasing The Best Designer Label Reproduction Travel Bags

Lv handbags Stylish and wallet friendly

With beautiful elegant style Prada handbags in Halloween night, even demon will deal with you

Louis Vuitton Purses

Louis Vuitton Monogrammed Avoi Clutch

Buy Louis Vuitton, Gucci, Trainer and other designer bags at Deluxemall Singapore and save up to 50 %

Louis Vuitton buckle

They Look Pretty with Louis Vuitton Graffiti

Variations of Lv purse

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Anonymous (2013-03-17 18:35:40)

umorzenie pożyczki pit 8c kredyty chwilówki myslowice ul grunwaldzka pożyczka przez internet kokos pożyczka prywatna na telefon kredyty na samochód bez zaświadczeń szybkie pożyczki krosno szybkie kredyty dla firm bez bik kredyt przez internet na dowód pożyczki na dowód olsztyn kredyt chwilówka radom pożyczki na dowód w skoku szybki kredyt bez zaświadczeń szczecin pożyczki na dowód dla bezrobotnych kredyt bez zaświadczeń bank chwilówki tarnów chwilówki wieliczka szybkie pożyczki pozabankowe bez formalności kredyt przez internet ge kredyt przez internet w pko szybki kredyt samochodowy kredyt na dowód dla bezrobotnych kredyty pozabankowe na zakup mieszkania pożyczka na dowód 3000zł chwilówki leszno kredyt chwilówka dębica szybka pożyczka elbląg kredyt bez zaświadczeń bydgoszcz kredyt bez zaświadczeń przez internet kredyt na dowód eurobank kredyt dla firm bez zaświadczeń

Anonymous (2013-03-17 18:38:02)

szybka pozyczka od reki bez bik

szybka gotowka bez bik

kredyty chwilowka

pozyczki bez bik i zaswiadczen

kredyty pozyczki

chwilowki w domu klienta

pozyczka dla studenta

pozyczka chwilowka przez internet

szybkie kredyty dla zadluzonych

prywatne pozyczki kredyty

pozyczka na firme

pozyczki przez internet bez bik

pożyczki pozabankowe kredyty
kredyt online
kredyty poza bankowe
kredyt bez zaświadczeń o zatrudnieniu
potrzebna pożyczka
chwilówki kraków
pożyczka szybka
pożyczka bez bik lublin
kredyt sms
szybka pożyczka chwilówka
szybka kasa bez bik
ekspresowa pożyczka przez internet
pożyczka przez internet bez bik

Anonymous (2013-03-17 19:07:10)

gdzie kredyt bez bik
pomoc kredytowa bez bik
chwilówki gliwice
kredyt bez zaświadczenia
chwilówka
tani kredyt bez zaświadczeń
pożyczka gotówkowa
kredyt pożyczka
bank bez bik
pożyczka pozabankowa oferty
karta kredytowa bez bik
chwilówka bez bik i krd przez internet
chwilówki bez biku i krd
pożyczka gotówkowa
kredyty bez zabezpieczeń
kredyt studencki
bez bik pożyczki
kredyt bez zus i us
szybka pożyczka prywatna
bez bik i krd
szybka pożyczka chwilówka
pożyczka na dowód przez internet
pożyczki bez bik dolnośląskie
kredyt bez poręczycieli
szybka pożyczka pozabankowa

Anonymous (2013-03-17 19:07:12)

kredyt bez zaświadczeń aig szybka pożyczka w irlandii kredyt bez zaświadczenia www.kredyt.przez.internet.pl pożyczka prywatna na gumtree pożyczki bez bik cieszyn pożyczka prywatna wrocław kredyt bez zaświadczeń alior bank kredyt pozabankowy dla bezrobotnych szybkie pożyczki częstochowa bez bik kredyty kredyty bez zaświadczeń forum pożyczka na dowód dla zadłużonych kredyt chwilówka pożyczki prywatne umowy pożyczka gotówkowa umowa na czas określony szybkie pożyczki gotówkowe chwilówki <http://www.pozabankowe-kredyty.pl/> kredyty przez internet bez wychodzenia z domu kredyty pozabankowe dla firm kredyty chwilówki ruda śląska pożyczka prywatna jaworzno kredyt na dowód millennium pożyczki bez bik na oświadczenie pożyczki lukas kredyt dla firm bez bik internetowe pożyczki pożyczki bez bik i krd kredyty pozabankowe współpraca

Anonymous (2013-03-17 19:11:34)

pożyczka prywatna grudziądz szybkie chwilówki bez bik pilnie potrzebuje pożyczki bank bph kredyt na dowód tczew kredyt na dowód skierniewice kredyt na dowód nysa szybka pożyczka forum kredyty chwilówki myszków pożyczki bez bik i zdolności kredytowej kredyt pozabankowy rzeszów pożyczka na dowód od 18 lat kredyty chwilówki szczecin chwilówki online kredyt bez zaświadczeń-radom kredyt na dowód olsztyn pożyczki bez bik krd kredyty bez zdolności kredyty chwilówki grochowska 332 kredyt pozabankowy forum pożyczka na dowód od ręki kredyt na dowód w mbanku kredyt bez zaświadczeń gdynia chwilówki dla bezrobotnych kredyt przez internet bez sprawdzania w bik pożyczki przez internet bez zaświadczeń szybkie kredyty gotówkowe bez bik szybki kredyt obrotowy chwilówki legnica pożyczki bez bik gliwice

Anonymous (2013-03-17 19:12:15)

szybka pozyczka bez bik forum
szybkie kredyty bez biku
kredyt gotowkowy bez biku
szybkie porzyczki
pozyczki na dowod bez bik
pozyczki na splate komornika
skok stefczyka kredyt
kredyt na oswiadczenie dla firm
pozyczka chwilowka
kredyt na start dla firm
kredyty bez krd
kredyty bez bik lodz
szybki kredyt bez bik przez internet
kredyty na dowod osobisty
kredyt internet
tanie kredyty bez bik
pozyczka pozabankowa
pozyczki bez zdolnosci
pozyczki pozabankowe gotowkowe
dobry kredyt bez biku
kredyt bez bik na dowod
szybkie kredyty przez internet
pozyczki prywatne przez internet
pozyczki bez bik dla firm
bik kredyt

Anonymous (2013-03-17 19:15:55)

szybka pożyczka warszawa kredyty na dowód szybka pożyczka aig pożyczka na dowód przez internet pożyczki prywatne szczecin kredyt bez sprawdzania bik pozabankowa pożyczka pożyczki na dowód aig Optima pożyczki chwilówki od ręki szybkie kredyty zawiercie kredyty na oświadczenie szybki kredyt refinansowy kredyty chwilówki krosno pożyczka konsolidacyjna kredyt bez dowodu pożyczka gotówkowa na 15 lat kredyty na oświadczenie szybkie pożyczki bez bik kredyty na dowód bez dochodów szybki kredyt jaki bank db kredyt chwilówka kredyt na dowód ing kredyt bez zaświadczeń przez internet kredyty pozabankowe z bikiem pożyczka gotówkowa dla bezrobotnych kredyty przez internet bez wychodzenia z domu szybki kredyt leszno pożyczka przez internet provident provident pożyczki przez internet

Anonymous (2013-03-17 19:17:09)

pozyczki pod zastaw nieruchomosci bez bik
kredyty chwilowki opinie
kredyty bez bik dla zadluzonych

kredyt konsolidacyjny bez bik
pozyczka dla firmy
gotowka bez zaswiadczen
kredyt refinansowy
chwilowki gorzow wlkp
pozyczka poza bankowa
pozyczki przez internet bez bik
kredyt dla nowo powstalej firmy
chwilowki
kredyt gotowkowy
kredyt bik
pozyczki dla osob z komornikiem
bez zaswiadczen
instytucje udzielajace pozyczek
szybka pozyczka od reki bez bik
chwilowki sms
gotowkowa pozyczka
pozyczka chwilowka bez bik przez internet
udziele pozyczki prywatnie
kredyt bez zaswiadczen o dochodach
pozyczka sms
kredyt bez bik-u

Anonymous (2013-03-17 19:22:02)

kredyty hipoteczne
kredyt dla firmy bez bik
kredyt na oswiadczenie dla firm
kredyty poza bankowe
pozyczki bez bik warszawa
pozyczki bez zaswiadczen o dochodach
pozyczki internetowe bez bik
kredyt dla nowo powstalych firm
kredyt konsolidacyjny bez hipoteki
kredyt chwilowka przez internet
szybka pozyczka bez bik przez internet
kredyty dla firm
chwilowka sms
pozyczki dla zadluzonych z komornikiem
pozyczka chwilowka bez bik
lista firm chwilowki
pozyczka on line
pozyczka na splate komornika
pozyczka kredyt
kredyt na motocykl
kredyty pozabankowe przez internet
kredyt bez bik na dowod
chwilowki gorzow wlkp
kredyt z komornikiem
dobry kredyt bez biku

Anonymous (2013-03-17 19:22:58)

pożyczka prywatna na gumtree kredyty chwilówki warszawa pożyczki pod hipotekę bez bik kredyty bez zaświadczeń o zarobkach bez bik kredyty chwilówki fabryczna tychy kredyt przez internet kredyt na dowód kalisz pożyczka na dowód-chorzów bank bez bik kredyt gotówkowy bez zaświadczeń na dowód kredyt pozabankowy dla zadłużonych pożyczki na dowód ubezpieczenia pożyczki prywatne umowa cywilno-prawna pożyczki prywatne katowice pożyczki dla zadłużonych bez bik kredyt na dowód nordea pożyczka hipoteczna szybka pożyczka tychy szybka pożyczka przez internet bez bik pożyczka prywatna forum o2 6 pożyczki narodowej pożyczka prywatna poznań kredyty gotówkowe bez zaświadczeń o dochodach pożyczka gotówkowa na 10 lat pożyczki na dowód jastrzębie zdroj chwilówki online lista firm kredyt bez zaświadczeń chwilówki lublin szybki kredyt anglia pożyczka na dowód w lukas banku

Anonymous (2013-03-17 19:24:42)

kredyt na dowód gdzie kredyt na dowód w banku kredyty dla nowych firm kredyty chwilówki sosnowiec pożyczka gotówkowa getin bank www. pożyczki przez internet.pl kredyty chwilówki kluczbork pożyczki prywatne jastrzębie kredyt przez internet 3d kredyt przez internet chwilówka pożyczki przez internet uk bank bph kredyt przez internet bez sprawdzania w bik kredyt pozabankowy forum pożyczka gotówkowa bgż pożyczki na dowód na pocztę kredyty hipoteczne bez zaświadczeń o dochodach kredyt chwilówka katowice kredyty chwilówki nysa pożyczki prywatne rzeszów szybki kredyt pod hipotekę kredyty chwilówki ruda śląska szybka pożyczka sms kredyt chwilówka poznań kredyt bez zaświadczeń warszawa pożyczki przez internet prywatne chwilówki tomaszów mazowiecki kredyty chwilówki ulotki kredyty chwilówki gnieźno kredyt na dowód tczew

Anonymous (2013-03-17 19:29:07)

pożyczka na dowód pożyczka bez bik na dowód pożyczki prywatne dla firm kredyty chwilówki jaki procent kredyt przez internet w uk kredyt pozabankowy gliwice kredyt przez internet multibank pożyczki internetowe bez bik pożyczki kredyty pożyczki prywatne rzeszów szybkie pożyczki 2012 szybkie kredyty dla bezrobotnych pożyczki na dowód inowrocław kredyt przez internet sygma bank pożyczka przez internet w uk kredyt pozabankowy dla bezrobotnych szybkie kredyty dla zadłużonych banki bez bik szybka pożyczka na miesiąc szybka pożyczka na dowód forum kredyty bankowe szybkie pożyczki kielce podatek od pożyczki 2011 kredyt chwilówka tomaszów maz kredyt bez zaświadczeń bydgoszcz kredyty chwilówki zabrze kredyt chwilówka wadowice szybka pożyczka od ręki gdzie po szybki kredyt hipoteczny pożyczki bez bik mazowieckie

Anonymous (2013-03-17 19:30:58)

kredyt internetowy bez bik
kredyt na dowolny cel
pożyczki bez bik i krd
kredyty oddłużeniowe
konsolidacja bez bik
kredyt bez bik poznan
kredyt bez krd i bik
bez zaświadczeń
najlepsze pożyczki
pożyczka bez bik krd
pożyczka bez zaświadczeń
pożyczka dla rodziny
chwilówka przez sms
kredyty olsztyn
kredyty samochodowe bez bik i krd
pożyczka kredyt
kredyty bez bik wrocław
pożyczki gotówkowe bez zaświadczeń i bez bik
pożyczki chwilówki bez bik
pożyczka bez zdolności

profi kredyt
chwilowki w domu klienta
pozyczki pozabankowe warszawa
kredyty dla ludzi w bik
chwilowki lublin

Anonymous (2013-03-17 20:05:20)

kredyt bez poreczycieli
szybka pozyczka online
chwilowka przez internet bez bik i krd
chwilowka bez bik
kredyty konsolidacyjne bez biku
kredyt bez big
kredyty dla firm
chwilowka
kredyty bydgoszcz
pozyczka bez bik wroclaw
szybkie kredyty bez biku
tani kredyt bez zaswiadczen
chwilowka
udziele pozyczki prywatnie
kredyt pozabankowy dla firm
kredyty dla bezrobotnych
kredyt konsolidacyjny bez hipoteki
bez big
pozyczka bez zaswiadczen
kredyt w providencie
szybkie porzyczki
kredyt poznan
kredyty bez krd
kredyt bez zaswiadczen o zarobkach
pozyczki pozabankowe bez biku

Anonymous (2013-03-17 20:05:39)

szybka pozyczka kielce kredyty chwilówki zamość szybka pozyczka przez telefon kredyt bez zaświadczeń z us chwilówki w 15 minut kredyt pod zastaw samochodu pozyczka bez bik na dowód kredyt na dowód v5c chwilówki mińsk mazowiecki kredyty pozabankowe pod weksel szybka pozyczka aig pozyczka przez internet na konto umowa pożyczki 777 kredyt przez internet bez wychodzenia z domu pożyczka na dowód wrocław szybkie pożyczki pozabankowe kredyty konsolidacyjne bez bik pożyczka kredyt przez internet kredyt firmowy bez zaświadczeń kredyt na dowód jasło kredyt pozabankowy forum kredyt na dowód skok pożyczka prywatna jaki procent pożyczka gotówkowa 0 prowizji kredyt na dowód eurobank opinie kredyty pozabankowe pod weksel kredyt chwilówka lubin pożyczka bez dochodów kredyt dla osób z komornikiem szybki kredyt 2000 zł

Anonymous (2013-03-17 20:09:42)

szybki kredyt bez formalnosci kredyt pozabankowy przez internet pożyczka na dowód grudziądz quick cash pożyczki pożyczki prywatne lubuskie pożyczka prywatna na gumtree pożyczka od ręki pożyczki ekspresowe pożyczki prywatne tarnów kredyt na dowód toruń pożyczki internetowe kredyt na dowód i bez zaświadczeń pożyczki chwilówki bydgoszcz pożyczki szybkie szybki kredyt mieszkaniowy pożyczka prywatna dokumenty kredyty pozabankowe nowy sacz pożyczki bez bik big pożyczki prywatne gotówkowe kredyty przez internet bez wychodzenia z domu pożyczki do 50000 pożyczka przez internet aig skok pożyczki przez internet szybkie pożyczki dla bezrobotnych pożyczki prywatne online gdzie kredyt pozabankowy pożyczki z komornikiem

pożyczki bez biku i zaświadczeń kredyty na dowód konin kredyt chwilówka jak to działa

Anonymous (2013-03-17 20:10:18)

kredyty wroclaw
kredyty przez internet
kredyt gotowkowy bez zaswiadczen
pozyczki chwilowki bez bik
prywatne chwilowki
kredyt odnawialny
chwilowka internet
oferta dla zadluzonych
kredyt przez telefon
kredyt konsolidacyjny
kredyty chwilowki bez bik
kredyt na weksel
szybka chwilowka
szybki kredyt bez bik i zaswiadczen
firmy udzielajace pozyczek
kredyt na firme bez bik
kredyty chwilowki
auto kredyt bez bik
pozyczki bez bik kielce
kredyt internetowy bez zaswiadczen
oferty pozyczek bez bik
chwilowka bez bik i krd
kredyty dla firm
bez biku pozyczki
kredyty bez zdolnosci

Anonymous (2013-03-17 20:14:09)

kredyt przez internet bez zaświadczeń pożyczka prywatna katowice chwilówki białystok szybki kredyt na telefon kredyty poza-bankowe na dowód szybki kredyt gotówkowy mbank pożyczka gotówkowa dla emerytów e-pożyczka przez internet pożyczka gotówkowa ranking pożyczki prywatne łódź kredyty pozabankowe warszawa pożyczka na dowód zielona góra pożyczki bez bik kredyty bez bik łódź pożyczki prywatne bydgoszcz pożyczka gotówkowa na 30 lat kredyty chwilówki konin kredyt dla nowych firm kredyt bez zaświadczeń zus i us pożyczki na dowód kołobrzeg pożyczka przez internet bez zaświadczeń kredyty gotówkowe bez zaświadczeń radom konsolidacja dla zadłużonych pożyczka na dowód alior kredyt chwilówka nowa sól pożyczka prywatna poznań kredyt bez zaświadczeń o zarobkach pożyczka na dowód bez zaświadczeń o zarobkach pożyczki internetowe kredyty online bez zaswiadczen

Anonymous (2013-03-17 20:15:41)

gdzie pozyczyc pieniadze bez bik
pozyczki dla zadluzonych bez bik
kredyt bez bik wroclaw
chwilowka kredyt
pożyczka na dowod przez internet
kredyt bez bik na oswiadczenie
szybki kredyt gotowkowy bez bik
kredyty poza bankowe
chwilowka bez bik
gdzie pozyczka bez bik

pozyczka gotowkowa bez zaswiadczen
pozyczka na tak
instytucje pozabankowe udzielajace pozyczek
pozyczka bez bik z komornikiem
kredyt bez zdolnosci kredytowej
kredyty konsolidacyjne bez bik
kredyt bez big
pozyczka bez bik na dowod
kredyty gotowkowe dla firm
kredyty bez bik
kredyt gotowkowy
ekspresowa pozyczka bez bik
chwilowki na dowod
pozyczka bez sprawdzania w bik
2000 bez bik

Anonymous (2013-03-17 20:18:51)

pożyczki prywatne bez bik chwilówki do 5000 pożyczka gotówkowa bez zaświadczeń o zarobkach kredyt bez zaświadczeń zus i us kredyt bez zaświadczeń bank pożyczki przez internet bez wychodzenia z domu kredyt przez internet bez biku pożyczka na dowód w banku pożyczki unijne dla firm pożyczki prywatne bydgoszcz szybki kredyt chorzów tanie kredyty gotówkowe kredyt dla firm bez zaświadczeń zus us kredyt pozabankowy-kalisz kredyt bez zaświadczeń o zatrudnieniu pożyczki bez biku warszawa pożyczka przez internet dla bezrobotnych pożyczka gotówkowa ranking 2012 pożyczka gotówkowa alior kalkulator pozabankowe pożyczki bez bik kredyt chwilówka zamość szybka pożyczka chwilówka kredyt bez zaświadczeń i bik pożyczki na dowód przez internet szybkie pożyczki wrocław kredyty na dowód dla zadłużonych kredyty chwilówki rzeszów kredyt gotówkowy bez zaświadczeń i bik bocian kredyty na dowód do domu kredyty bez zaświadczeń z u.s. i zus

Anonymous (2013-03-17 20:21:18)

chwilowka przez internet bez zaswiadczen
pozyczki bez bik na dowod
kredyt bez zaswiadczen o dochodach
kredyty
pożyczki dla firm bez zaswiadczen
chwilowki warszawa bez bik
instytucje udzielajace pozyczek
kredyty
kredyt gotowkowy bez bik
chwilowki bez bik poznan
tanie kredyty
kredyt dla firm bez zaswiadczen
dobra pozyczka bez bik
kredyt bez zabezpieczen
pozyczka dla bezrobotnych
pozyczki kredyty bez bik
porzyczka bez bik
lista firm chwilowki
kredyty dla malych firm
nowa chwilowka
pożyczki pozabankowe forum
kredyty

pożyczki bez zdolności kredytowej
 chwilówki na dowód bez bik
 kredyt internet

Anonymous (2013-03-17 20:23:38)

pożyczki bez bik lublin kredyty na dowód szczecin szybki kredyt 30000 pożyczka sms bez bik szybkie kredyty pozabankowe pożyczka na dowód 24h szybka pożyczka w uk kredyty pozabankowe sosnowiec pożyczka na dowód multibank pożyczki ekspresowe kredyt przez internet bez wychodzenia z domu chwilówki bez bik pożyczki prywatne kalisz szybkie pożyczki na dowód tanie kredyty bez bik pożyczki pozabankowe poznań szybka pożyczka lukas bank udzieli pożyczki prywatnej kredyt na dowód v5 pożyczki na dowód kraków pożyczka gotówkowa na umowę zlecenie kredyty chwilówki mińsk mazowiecki pożyczka a kredyt kredyt polska pożyczki na dowód w pko szybkie pożyczki bez biku kredyt przez internet dla zadłużonych chwilówki roznoszenie ulotek szybkie kredyty bez biku kredyty od ręki bez zaświadczeń

Anonymous (2013-03-17 20:23:53)

{Which One|Which } {Is Better|Is Much Better }, {Renting|Leasing } {Handbags|Purses } or {Buying|Purchasing } {Handbags|Purses }?

{Attractive|Appealing } {Monogram|Monogrammed } {Denim|Jeans } {Handbags|Purses } for {the New Year|2012 }-handbagseshop

{Choosing The|Deciding On The } {Ideal|Perfect } {Louis Vuitton|Lv } {Handbags|Purses }

{Centuries|Hundreds of years } {of Style|of fashion } : {The History|A Brief History } of {Louis Vuitton|Lv }

{Women|Ladies } & { #|Number }039s {First|Very first } {Choice|Option } : The {Louis Vuitton|Lv } {Handbags|Purses }

{Louis Vuitton|Lv } Damier Azur Khaki {Whisper|Sound } {Tote|Carrier } LV N95522

Damier {Canvas|Fabric } {Handbags|Purses } {in Fashion|popular } {Design|Style }-handbagseshop {Louis Vuitton|Lv } {Utah|Ut }

The {Attractive|Appealing } {Monogram|Monogrammed } Watercolor for {the New Year|2012 }-handbagseshop

{Louis Vuitton|Lv } - {Expensive|Costly } but {Popular|Well-liked }

{Louis Vuitton|Lv } {Handbags|Purses } : the {Mini|Small } {Collection|Selection }

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<http://ntpos.ru/.cmsc/modules/forum/viewtopic.php?f=9 &t=221550>

<http://nahalo.ru/?q=node/55401>

<http://greenlifefinancial.net/glf/?q=node/94571>

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Anonymous (2013-03-17 20:26:07)

chwilowki ruda slaska
kredyt na weksel
kredyt bez zaswiadczen
pozyczka dla zadluzonych
kredyty chwilowki opinie
kredyt dla osob bez zdolnosci kredytowej
pozyczka szybka
kredyt bez bik przez internet
pozyczki gotowkowe bez biku
kredyt dla nowych firm bez bik
kredyt na dowolny cel
pozyczki przez internet
szybka gotowka
kredyt gotowkowy przez internet
kredyty oddluzeniowe
kredyt na pit 11
firmy udzielajace pozyczek pozabankowych
kredyt bez zgody wspolmalzonka
pozyczka bez poreczycieli
chwilowki pozabankowe przez internet
pozyczki bez bik
chwilowki gorzow wlkp
kredyt samochodowy bez biku
pozyczka bez bik wroclaw
kredyty dla emerytow

Anonymous (2013-03-17 20:28:30)

kredyty bez zaświadczeń z zus us kredyty chwilówka citibank kredyt przez internet chwilówka online szybka pożyczka na telefon pożyczki bez bik gniezno kredyt przez internet bez biku chwilówki gliwice pożyczka gotówkowa w pekao sa kredyty na oświadczenie pożyczki 0 kredyty chwilówki lublin szybka pożyczka poznań pożyczki prywatne kraków kredyty bankowe bez zaświadczeń tanie kredyty pożyczki pozabankowe dla firm kredyt na dowód w getin banku pożyczka prywatna krosno chwilówki bez bik pożyczka przez internet bez biku pożyczki prywatne w lublinie pożyczka na dowód multibank pożyczka przez internet na konto pożyczki na dowód osobisty pożyczka prywatna lubelskie kredyt na dowód bydgoszcz szybka pożyczka przez internet sms dobry pożyczki bez biku kredyt na dowód 10000

Anonymous (2013-03-17 20:28:59)

Lv On the internet
Custom Replicas- Show off With Style and Stroll With Pride
Brand New Louis Vuitton Jewelry piecies Inspired from Iconic Signature
Beautiful Gucci Reproduction Handbags
Purses - an Accessory for Jewelry
Attractive Monogrammed Denim Purses for 2012-handbagseshop
Lso are-taste The Classic Monogram Volupt line
Lv Damier Azur Khaki Whisper Carrier LV N95522
Traveling with LV
Louis Vuitton footwear
<http://www.ibc.edu.pl/node/99306>
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[#1401723](http://148.215.202.57/nleg/Foro/viewtopic.php?p=1401723)
<http://www.l-edia.com/drupal/node/72073>
<http://cinta.co.id/forum/index.php/topic,424527.new.html> #new
<http://www.chiropraxie-lambrecht.be/node/83095>
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<http://forum.sportmatch.se/viewtopic.php?f=5&t=106383&sid=a19608092361e2b592477da03a62620f>
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Anonymous (2013-03-17 20:30:43)

{Replica|Reproduction} {Louis Vuitton|Lv} Tahitienne {Bags|Totes}
 {Louis Vuitton|Lv}, {the Leader|the best choice} {Of Handbags|Of Purses}
 {Best|Greatest} {stores|shops} {for you to|that you should} {buy|purchase} {genius|guru} {women|ladies} {bags|totes}
 Bottega VenetaChanel {crowned|topped} {the best|the very best} {women|ladies} & {#|Number}039s {luxury|luxurious}
 {brands|manufacturers}- {juicy|succulent} {handbags|purses}
 Make {Replica|Reproduction} {Louis Vuitton|Lv} {Your Own|Your Personal}
 Louis {Bags|Totes} Are {Famous For|Renowned For} Its {History|Background}
 {Designer|Custom} {Handbags|Purses} - {How To Choose|How To Pick} {The Perfect|An Ideal} {Handbag|Purse} {Of Your Dreams|You've Always Dreamt Of}
 {Gorgeous|Beautiful} LV Suhali {Bags|Totes}, {80s|1980s} {Girls|Women}!
 Some {Fashion Designer|Designer} {Wholesale|At wholesale prices} {Handbags|Purses}
 Louis Vitton {Handbags|Purses} - {Get Them|Have Them} {Online|On the internet} {For Less|At A Lower Price}
<http://www.reisetops.com/travel/node/157194>
<http://a.parsons.edu/%7Emotioncapture/blog/node/8425>
<http://www.gellertheyg.priv.hu/node/72186>
<http://www.fkjuniorskutec.cz/node/78871>
<http://community.idban.net/index.php?PHPSESSID=8132b22300102a47fa712ad23faf67e5&topic=544794.msg889098>
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<http://www.apcafricawomen.org/awip/?q=node/64795>
[#new](http://www.technicalhelpforum.com/index.php?topic=1028764.new)
[#p809703](http://lesdahus.fr/phpBB/viewtopic.php?f=3&t=241857&p=809703)
<http://greenlifefinancial.net/glf/?q=node/94152>
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Anonymous (2013-03-17 20:30:44)

bez krd
kredyt obrotowy dla firm
pożyczki bez bik dla zadłużonych
dobry kredyt
pożyczka szybka
chwilówki bez bik
pożyczki bez bik warszawa
poza bankowy kredyt
prywatne pożyczki bez zabezpieczeń
polska pożyczka
pożyczka dla firmy
kredyt dla emeryta
polska pożyczka
szybkie kredyty dla firm
chwilówki bytom
kredyty chwilówki bez bik
szybka pożyczka od reki bez bik
kredyt gotówkowy bez biku
kredyt dla firm bez zabezpieczeń
kredyty poza bankowe
biura kredytowe bez bik
chwilówki przez internet
pożyczki chwilówki
dobre pożyczki bez bik
chwilówka

Anonymous (2013-03-17 20:42:17)

kredyty bez bik zaświadczeń kredyt bez zaświadczeń o zarobkach przez internet kredyt poza bankowy z komornikiem szybka pożyczka 5000 chwilówki sosnowiec 3 maja kredyty gotówkowe bez biku szybkie kredyty inwestycyjne kredyty chwilówki dąbrowa górnicza banki dla zadłużonych pożyczki bez bik toruń szybka pożyczka 20000 pożyczki bez bik i krd szybka pożyczka sms www. pożyczki przez internet.pl kredyt na dowód zabrze szybki kredyt z komornikiem szybka pożyczka gorzów najwyższa pożyczka na dowód pożyczka przez internet na konto pożyczki prywatne szczecin pożyczka bez dochodów podatek od pożyczki 2011 pożyczka internet szybkie pożyczki opinie pożyczki bez bik line szybkie pożyczki przez internet bez biku pożyczki chwilówki bez bik gdańsk kredyty bez zaświadczeń zielona góra kredyty gotówkowe bez bik zaświadczeń wrocław pożyczki na dowód dla studentów

Anonymous (2013-03-17 21:05:00)

szybka pożyczka gotówkowa poza bankowa pożyczki poza bankowe dla zadłużonych szybkie pożyczki chorzów kredyt na dowód bez zaświadczeń o dochodach kredyt na dowód tylko szybkie kredyty samochodowe kredyt na dowód przez internet szybki kredyt przez internet bez bik kredyty bez zaświadczeń zielona góra kredyt dla nowych firm pożyczka prywatna ogłoszenia kredyty chwilówki żywiec szybki kredyt z bik umowa pożyczki 500 zł kredyt wrocław pożyczki prywatne dla firm kredyt chwilówka szczecin kredyty pożyczki bez zaświadczeń kredyt konsumpcyjny bez zaświadczeń kredyty chwilówki dla firm szybkie

kredyty w uk kredyty pozabankowe przemysł kredyty pozabankowe na spłatę komornika kredyt przez internet cetelem pożyczki przez internet w uk umowa pożyczki art 720 pożyczka on line kredyt na dowolny cel kredyt chwilówka kredyt na dowód 5000

Anonymous (2013-03-17 21:05:29)

pożyczki bez bik przez internet
pożyczki z komornikiem
kredyty hipoteczne
pożyczka na weksel
pozabankowa pożyczka prywatna bez bik i krd
bik a krd
trudny kredyt bez bik
kredyt dla zadłużonych
pożyczki gotówkowe pozabankowe
pożyczka kredyt
pożyczka bez bik bydgoszcz
szybka pożyczka
pożyczka dla firm bez bik
kredyty olsztyn
szybkie pożyczki
szybkie kredyty bez bik
szybka pożyczka
chwilówki warszawa
kredyty dla zadłużonych w bik
pożyczki bez zaświadczeń
szybka chwilówka przez internet
polska pożyczka
pożyczki kredyty
kredyt dla nowych firm
pożyczki przez internet

Anonymous (2013-03-17 21:10:17)

kredyt na weksel
pożyczka z komornikiem
kredyt konsolidacyjny bez hipoteki
ekspresowa pożyczka przez internet
pożyczka bez biku i zaświadczeń
bajeczna pożyczka
pożyczka pozabankowa bez bik
kredyt na spłatę komornika
pożyczka dla firm bez bik
szybka chwilówka
kredyt na start dla firm
pożyczki bez bik na dowód
kredyty bez
2000 bez bik
chwilówki kielce
prywatne pożyczki pozabankowe
pożyczki prywatne bez bik
kredyt dla rencistów

dobra pozyczka bez bik
chwilowki szczecin
karty kredytowe bez bik
trudne kredyty pomoc
szybkie kredyty przez internet
kredyt chwilowka bez bik
pozyczka dla zadluzonych bez bik

Anonymous (2013-03-17 21:13:41)

prywatne pożyczki kredyty pożyczki na sms pożyczka na dowód osobisty-forum firmy pożyczkowe pożyczki prywatne dla zadłużonych szybkie kredyty gotówkowe w uk pożyczka na dowód tarnobrzeg bank pocztowy pożyczki prywatne inowrocław pożyczki bez bik dla zadłużonych chwilówki activa 500 pożyczka przez internet od 18 lat kredyt gotówkowy bez zaświadczeń alior bank pożyczki na dowód aig chwilówki dla studentów pożyczki bez bik i krd szybka pożyczka przez internet na dowód kredyty bez zaświadczeń o zarobkach szybki kredyt 24 opinie pożyczki na dowód płock pożyczki chwilówki bydgoszcz kredyt pozabankowy dla bezrobotnych szybki kredyt firmowy pożyczki społecznościowe kokos kredyt dla emeryta chwilówki zabrze kredyt z bik pożyczki bez bik gdzie pożyczka prywatna opłata skarbową kredyt bez zaświadczeń o dochodach

Anonymous (2013-03-17 21:15:27)

pozyczka na dowod osobisty
pozyczka bez bik-u
kredyt gotowkowy bez bik
pozyczka bez bik lodz
pozyczka pozabankowa
pozabankowe pozyczki bez bik
kredyty bez biku dla zadluzonych
chwilowki bez bik i krd przez internet
kredyt na dowod osobisty
kredyty hipoteczne bez bik
kredyt samochodowy bez bik i krd
banki dla zadluzonych
bez bik pozyczki
szybka pozyczka pozabankowa
szybki kredyt bez bik i zaswiadczen
chwilowki internet
pozyczki spolecznosciowe bez bik
prywatne kredyty gotowkowe
szybkie pozyczki bez biku
pozyczka
pozabankowe kredyty
kredyt bez zaswiadczenia o zarobkach
pozyczki w polsce
pozyczka bez zaswiadczen o zarobkach
kredyty wroclaw

Anonymous (2013-03-17 21:18:05)

kredyt na dowód szczecin szybki kredyt gotówkowy (chwilówka) pożyczki hipoteczne kalkulator pożyczki z komornikiem kredyt przez internet szybko karty kredytowe bez bik pożyczki prywatne dla bezrobotnych kredyt bez zatrudnienia prywatna pożyczka bez bik pożyczka na dowód na oświadczenie kredyt pozabankowy lubuskie kredyt pozabankowy dla zadłużonych pożyczki prywatne darłowo chwilówki w 15 minut-kraków szybkie pożyczki-rzeszów kredyty na dowód częstochowa kredyt bez

zaświadczeń o dochodach na dowód kredyt bez zaświadczeń kredyt na dowód 2000 zł kredyty pożyczki przez internet chwilówki garwolin pożyczka na dowód bez zaświadczeń o zarobkach szybkie pożyczki gotówkowe białystok pożyczki przez internet uk kredyty pozabankowe gliwice kredyt na dowód bank kredyt w providencie kredyty chwilówki w tvn pożyczka na dowód kredyt bez dochodu

Anonymous (2013-03-17 21:20:39)

szybka pożyczka bez bik i zaświadczeń
bik przez internet
kredyt bez bik wolny rynek
gotówka bez zaświadczeń
pożyczka od reki bez bik
pożyczka kredyt
kredyt samochodowy bez bik i krd
kredyt dla emerytów
pożyczka prywatna
kredyt na firmę bez bik
gotówka bez bik
kredyt bez sprawdzania w bik
kredyt dla osób w bik
kredyt bez zabezpieczeń
kredyt gotówkowy bez bik przez internet
kredyty bez bik warszawa
instytucje finansowe udzielające pożyczek
pożyczki na oświadczenie
kredyty bez bik i zaświadczeń
kredyt na telefon
trudny kredyt bez bik
kredyty pozabankowe przez internet
chwilówki lublin
pożyczka bez zaświadczeń
pożyczka pozabankowa przez internet

Anonymous (2013-03-17 21:21:53)

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Anonymous (2013-03-17 21:25:49)

prywatne pożyczki gotówkowe
bik a krd
pożyczki bez bik lodz
pożyczka dla firmy
pożyczka pozabankowa z komornikiem
trudne kredyty z komornikiem
pożyczki chwilowka
kredyt bez bik w banku
pożyczki bez big
pożyczka pod hipotekę
szybki kredyt bez bik przez internet
kredyt gotówkowy bez bik zaświadczen
kredyt na dowód przez internet
pożyczki prywatne bez bik
kredyty chwilowki przez internet
pożyczki bez bik-u
kredyty gotówkowe bez bik i zaświadczen
chwilowka przez internet bez bik i krd
kredyt gotówkowy kalkulator
porzyczka bez bik
tani kredyt gotówkowy
pożyczki prywatne pod weksel
pożyczki pozabankowe bez bik i krd
kredyt online
gotowka bez zaświadczen

Anonymous (2013-03-17 21:26:55)

pożyczka na sam dowód kredyty pozabankowe poznań kredyt na start kredyt na dowód bez zaświadczeń 2010 kredyt na samochód kredyty chwilówki akcja znicz szybka pożyczka wrocław kredyty bez zaświadczeń bez biku pożyczki bez bik i zaświadczeń kredyt na dowód w jakim banku pożyczka gotówkowa ranking kredyt sms pożyczki bez bik na święta pożyczka

prywatna druk kredyt na dowód osobisty forum pożyczka prywatna pod weksel wrocław szybka pożyczka w banku kredyty bez zaświadczeń rzeszów gdzie pożyczki bez bik szybki kredyt bez zaświadczeń szczecin pożyczki na dowód ubezpieczenia kredyt na weksel pozabankowa pożyczka pożyczka na dowód sms pożyczka bez bik-u szybki kredyt lukas szybkie kredyty zielona góra kredyt na dowód gdynia kredyt pozabankowy bydgoszcz szybkie pożyczki

Anonymous (2013-03-17 21:30:03)

kredyty pozabankowe z komornikiem
bank bez bik
pożyczka gotówkowa bez bik
kredyty dla firm warszawa
kredyt samochodowy bez bik
kredyty przez internet
gdzie kredyt bez bik
pożyczka chwilówka bez bik przez internet
pożyczki bez bik
chwilówki bez krd
kredyt bez zdolności kredytowej
szybki kredyt
kredyty dla nowych firm bez bik
chwilówki warszawa
pożyczka sms bez bik
gotówka bez zaświadczeń
kredyt samochodowy bez bik i zaświadczeń
karta kredytowa bez bik
pozabankowe pożyczki bez bik
kredyt na samochód
szybka gotówka
skok bez bik
kredyt bez bik forum
pożyczka prywatna pod weksel
kredyty dla małych firm

Anonymous (2013-03-17 22:08:37)

pożyczka bez poręczycieli
pożyczka bez bik i zaświadczeń
pożyczka bez zdolności
trudny kredyt bez bik
biura kredytowe bez bik
kredyty wrocław
pożyczki na telefon
kredyty samochodowe bez bik i krd
szybkie pożyczki gotówkowe bez bik
szybki kredyt na dowód
kredyt polska
pożyczki sms bez bik
kredyty bez bik dla zadłużonych
pożyczki bocian
kredyty bez bik wrocław
pożyczki pozabankowe poznań

kredyt bez bik na oswiadczenie
pozyczki chwilowki przez internet
szybkie kredyty dla firm
chwilowka internet
pozyczka dla osob z komornikiem
pozyczka internet
kredyt bez bik krd
szybki kredyt
bank kredyt

Anonymous (2013-03-17 22:11:37)

pożyczka na dowód uk pożyczki marka kredyty pożyczki bez bik szybkie pożyczki- niebankowe szybki kredyt bez zaświadczeń
pożyczki bez zaświadczeń o zarobkach szybki kredyt opole szybkie kredyty na firme kredyt na dowód pocztowy pożyczka od
ręki bez bik szybkie pożyczki dla zadłużonych pożyczka bez bik przez internet kredyty pozabankowe bez biku pożyczki bez bik
bez zaświadczeń o dochodach chwilówki chorzów pożyczka przez internet bez wychodzenia z domu pożyczki bez bik stargard
kredyty chwilówki nowy sącz szybka pożyczka dla studentów pożyczka gotówkowa rzeszów pożyczka pozabankowa bez bik
pożyczka gotówkowa lucas pożyczka na dowód pko szybka pożyczka przez internet dla zadłużonych pożyczka prywatna wzór
umowy kredyty chwilówki poznań 23 lutego pożyczka prywatna pod weksel szybkie kredyty bez bik kredyt na dowód rzeszów
kredyt

Anonymous (2013-03-17 22:13:35)

gotówkowa pożyczka
kredyty warszawa
banki bez sprawdzania w bik
chwilowki na dowod bez bik
pożyczki pod zastaw nieruchomości
kredyt na dowolny cel
pożyczki online
pożyczka hipoteczna bez bik
kredyt refinansowy
pożyczka od reki bez zaświadczeń
ekspresowe pożyczki bez bik
szybka gotówka
pożyczki internet
kredyty bez sprawdzania bik
chwilowki kredyty gotówkowe
dobre pożyczki bez bik
pożyczki pozabankowe łódź
pożyczki bez krd
firmy udzielające pożyczek pozabankowych
kredyt bez bik i krd
kredyt bez bik forum
bez bik krd
kredyt na rozpoczęcie działalności gospodarczej
pożyczki konsolidacyjne bez bik
pożyczki bez bik na dowód

Anonymous (2013-03-17 22:15:53)

tania pożyczka gotówkowa kalkulator pożyczka gotówkowa citi handlowy pożyczki na dowód dla studentów pożyczka prywatna

tarnobrzeg chwilówki urzędnicza kraków pożyczki prywatne chojnice kredyty pozabankowe przemysł kredyt na dowód bez umowy o prace kredyty na dowód współpraca pożyczki hipoteczne dla firm pożyczki na dowód bez zaświadczeń o zarobkach szybka pożyczka do ręki kredyty gotówkowe bez zaświadczeń o dochodach szybka pożyczka na miesiąc kredyt przez internet bez sprawdzania zdolności kredytowej kredyt na dowód koszalin szybkie pożyczki przez internet szybkie pożyczki pod hipotekę chwilówki katowice pożyczka na dowód milenium pożyczki na 3 kredyt chwilówka ile procent szybkie kredyty - duży problem pożyczka na dowód w aig pożyczka na dowód aigo pożyczka na dowód kraków pożyczki prywatne na weksel pożyczka gotówkowa na umowę zlecenie szybka pożyczka alior bank kredyty bez zaświadczeń o zarobkach

Anonymous (2013-03-17 22:18:36)

kredyt na motocykl
szybka pożyczka od reki bez bik
szybka pożyczka bez bik
pożyczki online bez bik
szybkie pożyczki przez internet bez bik
pożyczka bez krd
kredyt bez sprawdzania w biku
kredyt bez sprawdzania w bik
pożyczki chwilówki
prometeusz kredyty
kredyt przez internet
pożyczki bez bik przez internet
pilnie potrzebuje pożyczki
szybka pożyczka bez biku
chwilówki walbrzych
kredyty dla firm poznan
trudne kredyty
pożyczka od reki
szybka gotówka
kredyt oddłużeniowy
chwilówka na sms
skok bez bik
szybkie pożyczki bez bik przez internet
kredyt bez bik kraków
pożyczka on line

Anonymous (2013-03-17 22:20:08)

kredyt chwilówka gdańsk kredyty chwilówki a bik firma pożyczkowa pożyczka prywatna od rodziny kredyt pozabankowy lubuskie dobry pożyczki bez bik chwilówki ul matejki gliwice banki kredyty pożyczki bez bik małopolska pożyczka na dowód fortis szybki kredyt dla firmy trudne kredyty bez bik kredyt pozabankowy gdynia pożyczki bez bik zielona góra kredyt chwilówka katowice kredyt chwilówka rybnik pożyczki prywatne oszuści tanie kredyty bez zaświadczeń kredyt pozabankowy przez internet pożyczki bez bik pozabankowe kredyt na dowód kołobrzeg szybka pożyczka 20000 kredyt pozabankowy online kredyt samochodowy bez zaświadczeń szybkie pożyczki kołobrzeg kredyt pozabankowy dla bezrobotnych deutsche bank kredyt przez internet kredyt bez zatrudnienia pożyczki bez bik toruń pożyczki prywatne debetowo.pl

Anonymous (2013-03-17 22:21:40)

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Louis Vuitton Handbags Arbitrary Thoughts
Louis Vuitton Purse make you more elegant and sexy
Discovering Genuine Versace Custom Handbags - Resources For Genuine Celeb Custom Handbags

Lv Reproduction Purses

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Anonymous (2013-03-17 22:23:03)

Lv Monogrammed Rubis Salina GM/Pm hours

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Anonymous (2013-03-17 22:23:42)

kredyty i pozyczki
blyskawiczna pozyczka
pozyczka pozabankowa
kredyty pozabankowe bez bik
pozyczka bez zaswiadczenia o dochodach
chwilowka od reki
kredyt bez bik forum
pozyczka pozabankowa dla firm
pozyczka bez bik poznan
kredyty dla zadluzonych
pozyczki gotowkowe bez zaswiadczen i bez bik
chwilowki poznan
kredyt dla nowych firm
pozyczka pod weksel
pozyczki pozabankowe oferty
kredyt na dowolny cel
pozyczki bez formalnosci
szybkie pozyczki online
kredyt pod zastaw samochodu
pozyczka bez bik poznan
pozyczki kredyty bez bik
pozyczki pozabankowe bez biku
pozyczki bez biku przez internet
kredyt bez bik wolny rynek
pozyczki bez bik na oswiadczenie

Anonymous (2013-03-17 22:24:39)

pozyczka prywatna rybnik pozyczki 365 pozyczki prywatne i pozabankowe udziela pozyczki prywatnej kredyty na dowod bez zaświadczeń o dochodach szybkie kredyty bez zaswiadczen kredyt przez internet w pko chwilówki online kredyt bez zaświadczeń w jakim banku pozyczka bez bik dla firm pozyczki hipoteczne kalkulator finan pozyczki szybki kredyt rybnik szybkie kredyty firmowe chwilówki jastrzębie zdroj kredyty na dowod mbank pozyczki poznań pozyczka przez internet bez bik chwilówki 0 pozyczki pozabankowe łódź chwilówki bielsko 11 listopada pozyczki społecznościowe kokos kredyt pozabankowy dla bezrobotnych kredyty pozabankowe gorzów wlkp pozyczka prywatna sosnowiec pozyczka gotówkowa umowa kredyty chwilówki oprocentowanie chwilówki bez bik warszawa chwilówki od ręki kredyty chwilówki lubin

Anonymous (2013-03-17 22:28:24)

pozyczki gotowkowe
pozyczka chwilowka
kredyty dla osob bez zdolnosci kredytowej
kredyty warszawa
pozyczki prywatne przez internet
bez bik pozyczki
pozyczka bez zdolnosci kredytowej
pozyczka on line
kredyt bez biku
pozyczka na dowod bez zaswiadczen bez bik
kredyt przez telefon
szybka pozyczka od reki bez bik
pozyczka polska opinie
kredyty bez zaswiadczen o dochodach
pozyczki dla bezrobotnych bez bik
kredyt bez zatrudnienia
blyskawiczna pozyczka bez bik
pozyczka pozabankowa bez bik
kredyt studencki
kredyty konsolidacyjne
kredyt pozyczka bez bik
pozyczka bez bik na dowod
szybkie kredyty dla zadluzonych
kredyty dla firm na oswiadczenie
kredyty gotowkowe bez bik

Anonymous (2013-03-17 22:29:10)

kredyty pozabankowe w łodzi kredyty bez zaświadczeń poręczycieli szybkie kredyty bez sprawdzania w bik pożyczki na dowód w pko kredyt konsolidacyjny bez zaświadczeń o zarobkach szybki kredyt 200 zł kredyty chwilówki namysłów kredyty pozabankowe pod weksel pożyczki przez internet bez bik i krd kredyt na dowód w alior banku pożyczka na dowód bez zaświadczeń o zarobkach pko pożyczki bez bik szczecin pożyczka gotówkowa 10000 kredyt bez zaświadczeń-radom pożyczki visset opinie pożyczka gotówkowa ranking chwilówki lublin lubartowska kredyt na dowód millenium szybka pożyczka 3000 zł pożyczka bez szybki kredyt na 15 dni kredyt na dowód grudziądz kredyty na dowód bez bik kredyt na dowód od 18 lat kredyt samochodowy bez zaświadczeń pożyczka pozabankowa przez internet kredyty forum pożyczki prywatne udzielam kredyt wrocław pożyczki prywatne kraków

Anonymous (2013-03-17 22:33:43)

pożyczki przez internet chwilówki szybki kredyt gotówkowy pko pożyczki na dowód osobisty chwilówki warszawa bez bik pożyczki szybkie pożyczki bez zdolności kredytowej pożyczki prywatne pozabankowe kredyty chwilówki bytom ul jagiellońska pożyczka gotówkowa szybka szybka pożyczka od ręki bez bik kredyt na dowód 24h kredyty chwilówki knf pożyczki prywatne bez biku kredyt na dowód i bez zaświadczeń szybkie pożyczki w anglii pożyczki przez internet bez bik i krd pożyczki prywatne zabrze pożyczki prywatne 2010 pożyczki przez internet bez bik i krd pożyczka na dowód kokos pożyczki przez internet chwilówki pożyczka na dowód lukas bank szybka pożyczka przez internet uk kredyt bez zaświadczeń-radom pożyczki prywatne na dowód pożyczka gotówkowa internet kredyty chwilówki oława szybka pożyczka bez bik kredyt przez internet w uk szybkie pożyczki bez bik przez internet

Anonymous (2013-03-17 22:34:12)

Spot phony Louis Vuitton Handbags prior to buying help you fulfill every requirements of a woman

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LV purses - The more luxury goods rose more sold-out

Find the Best Inexpensive Louis Vuitton Handbags - Find Lv Bags Inexpensive

Durability and Fashion Design Wholesale Handbags

Make Reproduction Louis Vuitton Your Own

Damier Azur: A New Fashion Item-handbagseshop

Is a Lv Bag for you personally?

Lv - The Best Choice

<http://pesttrauma.nl/?q=node/179523>

<http://forum.gwagoal.com/threads/handbags-on-the-internet-possess-a-long-fashion-background.139772/>

<http://www.tima.org.tw/ayat/?q=node/206094>

<http://forum.ehs95.de/viewtopic.php?f=1&t=707985>

<http://www.bitkinex.com/node/253808>

<http://demo.forum-software.org/minibb/index.php?action=vthread&forum=2&topic=5&page=284#msg11273>

<http://www.haarstar.at/2010/node/105839>

<http://www.brendaking.org/index.php/topic,1586434.new.html#new>

<http://austinstevens.com/portal/?q=node/132521>

<http://colinasdelabahia.com/?q=node/418311>

<http://mail.e-academia.ru/node/301133>

<http://mmocenter.hu/node/220226>

<http://www.reisetops.com/travel/node/157462>

<http://www.skshospital.com/?q=node/28074>

<http://filmao.com/forum/phpBB3/viewtopic.php?f=7&t=91815>

<http://www.l-edia.com/drupal/node/72576>

<http://draw.freedomhouse.org/node/315799>

<http://glawg.com/?q=node/286822>

<http://www.joyandshine.com/yogalight/?q=node/91255>

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Anonymous (2013-03-17 23:05:38)

szybka pożyczka rzeszów szybki kredyt w uk pożyczki bez bik sieradz pożyczki mbank pożyczki w 5 minut kredyt na dowód w alior banku pożyczka na dowód bez biku kredyt bez zaświadczeń o zarobkach na dowód pożyczki na dowód od ręki szybkie kredyty gotówkowe na dowód szybkie kredyty dla zadłużonych pożyczki prywatne na gumtree szybka pożyczka lukas pożyczka gotówkowa w 5 min kredyt bez zaświadczeń o zarobkach na dowód kredyt na dowód polbank udzieli pożyczki pod weksel kredyty chwilówki a knf szybkie pożyczki bocian pożyczki przez internet bez biku szybkie kredyty lodz szybkie pożyczki koszalin kredyt na dowód skok pożyczka prywatna pod weksel kredyt gotówkowy bez zaświadczeń przez internet bez bik pożyczki pożyczki jelenia góra kredyty chwilówki oprocentowanie pożyczki tychy kredyty chwilówki dla osób z komornikiem

Anonymous (2013-03-17 23:10:07)

kredyt chwilówka sanok kredyt na dowód przez internet kredyty bez zaświadczeń o zarobkach bez bik pożyczki skarbiec kredyt na dowód eurobank kredyt na dowód lucas kredyt chwilówka kłodzko pożyczki bez bik jasło chwilówki bydgoszcz kredyty na dowód przez internet kredyt chwilówka na dowód pożyczka przez internet na dowód szybka pożyczka tarnobrzeg pożyczka prywatna na umowę cywilno-prawną kredyt chwilówka sucha beskidzka kredyt bez zaświadczeń dla bezrobotnych kredyty chwilówki jaworzno sienkiewicza kredyty pozabankowe trojmiasto szybka pożyczka w anglii pożyczki lombardowe pożyczki bez zdolności kredytowej szybkie kredyty bez sprawdzania pożyczka przez internet skok stefczyka szybka pożyczka przez internet bez zaświadczeń pożyczka prywatna lubelskie szybkie pożyczki w bydgoszczy pożyczki prywatne kraków szybka pożyczka w

millenium pożyczka na dowód inowrocław pożyczki przez internet uk

Anonymous (2013-03-17 23:12:49)

chwilowki sms
bez bik i zaswiadczen
pożyczka bez bik warszawa
pożyczka bez formalności
kredyt bankowy
pożyczki pozabankowe bez biku
szybkie pożyczki pozabankowe bez bik
chwilowki prywatne
pożyczki kredyty bez bik
konsolidacja dla zadłużonych
kredyt bez bik poznan
kredyt bez biku i zaswiadczen
skok stefczyka bez bik
kredyty gotówkowe bez zaswiadczen
oferta pożyczki
szybkie kredyty przez internet
pożyczki chwilowki online
kredyty i pożyczki pozabankowe
kredyty bez bik dla zadłużonych
kredyt samochodowy
szybka pożyczka przez internet
kredyty oddłużeniowe
kredyty bez zabezpieczen
bez biku pożyczki
kredyt gotówkowy bez bik przez internet

Anonymous (2013-03-17 23:14:18)

pożyczka w providencie kredyt na dowód bydgoszcz pożyczki prywatne bez bik forum kredyty mieszkaniowe pozabankowe
kredyt na dowolny cel pożyczka polska opinie pożyczka prywatna wzór kredyt czy pożyczka szybka pożyczka toruń kredyt
bez zaświadczeń działalność pożyczka gotówkowa umowa o dzieło chwilówki od 18 lat pożyczki prywatne na dowód szybkie
kredyty na oświadczenie kredyt bez zaświadczeń i bik chwilówki na sms kredyt na dowód w lukas banku szybka pożyczka
umowa zlecenie szybkie kredyty ostrów wlkp jak wziąć kredyt na dowód kredyt pozabankowy forum pożyczka prywatna pod
weksel 2011 szybki kredyt dla rolników szybkie kredyty poznań pożyczki przez internet w uk pożyczki bez bik sieradz pożyczka
gotówkowa credit agricole szybkie pożyczki bez bik rzeszów kredyt chwilówka szczecin pożyczki przez internet radiowy

Anonymous (2013-03-17 23:18:05)

kredyt obrotowy
konsolidacja dla zadłużonych
kredyt na telefon
kredyt bez bik i krd
chwilowki bez biku i krd
kredyt dla firm kalkulator
pożyczki bez zaswiadczen
chwilowki bez zaswiadczen
szybki kredyt przez internet bez bik
kredyt bez sprawdzania zdolności kredytowej

kredyt konsolidacyjny kalkulator
nowa pozyczka
tanie kredyty gotowkowe
pozyczki dla firm
pozyczki w polsce
nowa chwilowka
bank kredyt
kredyt bez bik i krd
bez zaswiadczen
kredyt bez bik bydgoszcz
udzielam pozyczki
pozyczki na dowod bez bik
pozyczka czy kredyt
firmy udzielajace pozyczek pozabankowych
kredyty chwilowki bez bik

Anonymous (2013-03-17 23:18:43)

pozyczki przez internet 2012 pozyczki prywatne na umowę kredyty chwilówki ulotki pożyczka na dowód dąbrowa górnicza chwilówki pozabankowe citi handlowy pożyczka na dowód kredyty bez zaświadczeń tychy szybka pożyczka bez bik wrocław szybka pożyczka stargard kredyt na wesele szybki kredyt hipoteczny kredyt bez zaświadczeń częstochowa pożyczki na dowód lublin pożyczki bez bik tczew kredyty chwilówki fabryczna tychy quick cash pożyczki pożyczka na dowód 1000 zł pożyczki na 30 dni kredyt bez zaświadczeń lukas pożyczki bez bik szczecinek pożyczka na dowód zawiercie kredyt gotówkowy bez zaświadczeń forum chwilówki dębica kredyty na dowód osobisty pożyczki bez bik poznań chwilówki łębork pożyczki prywatne forum szybkie kredyty ostrów wlkp kredyt na dowód bez bik kredytbez bik

Anonymous (2013-03-17 23:23:21)

pożyczka gotówkowa kredyt bank pożyczka prywatna na dziś pożyczka bez zaświadczeń kredyty przez internet ankiety szybki kredyt refinansowy pożyczki bez bik 2011 kredyt na oświadczenie bez bik kredyt chwilówka zduńska wola tania pożyczka gotówkowa forum chwilówki gliwice kredyt chwilówka bez bik kredyt hipoteczny bez bik kredyty chwilówki pożyczka na dowód-chorzów co jest pożyczka gotówkowa pomoc dla zadłużonych szybki kredyt na mieszkanie kredyty konsolidacyjne bez biku pożyczki na dowód kalisz pozabankowa pożyczka pożyczka bez formalności kredyt pozabankowy bez bik krd pożyczka prywatna bez bik kredyt mieszkaniowy bez bik kredyty chwilówki wrocław chwilówki lublin kredyt przez internet bez zaświadczenia o dochodach kredyty chwilówki nowy targ pożyczki oddłużeniowe pożyczka bez bik-u

Anonymous (2013-03-17 23:23:25)

pożyczki bez zdolności
pożyczki on line
bajeczna pożyczka
ekspresowe pożyczki bez bik
firmy udzielające pożyczek
kredyty olsztyn
kredyt dla nowych firm bez bik
pożyczka on line
pożyczki pod zastaw nieruchomości bez bik
pożyczka na dowód bez zaświadczeń bez bik
chwilowka przez internet bez zaświadczeń
pożyczki bez poręczycieli
kredyty pozabankowe przez internet
kredyt bez biku i zaświadczeń

kredyty przez internet
firmy pozabankowe udzielajace pozyczek
kredyt na pit 11
kredyt bez dochodow
pozyczki pozabankowe poznan
kredyty chwilowka
pozyczki pozabankowe forum
pozyczki bez bik szczecin
szybkie pozyczki prywatne
pozyczki pozabankowe lodz
pozyczki hipoteczne bez bik

Anonymous (2013-03-17 23:27:51)

bocian kredyty szybka pożyczka do 1000 zł pożyczki bez bik i zaświadczeń o dochodach kredyt na dowód od 18 lat kredyty chwilówki pozabankowe kredyty pozabankowe w lublinie chwilówki kraków chwilówki internetowe szybkie pożyczki gotówkowe grudziądz kredyt przez internet bez zaświadczeń pożyczki hipoteczne ranking kredyt na dowód w lukas banku chwilówka sms pożyczka gotówkowa ing pożyczki bez bik leszno pożyczki na dowód opinie chwilówki wałbrzych pożyczki bez biku kredyt bez zaświadczeń o zarobkach pożyczka na dowód getin szybkie pożyczki katowice pożyczka gotówkowa ing szybka pożyczka białystok pożyczka gotówkowa pko sa pożyczka gotówkowa 50 000 szybka pożyczka dla zadłużonych kredyt bez zaświadczeń dla bezrobotnych szybkie pożyczki częstochowa pożyczki na oświadczenie pożyczka 24h

Anonymous (2013-03-18 00:06:59)

pozyczki poza bankowe
kredyt dla firm kalkulator
chwilowki przez internet bez bik i krd
chwilowki bydgoszcz
pozyczki pozabankowe poznan
instytucje udzielajace pozyczek
pożyczka dla firmy
pożyczka na
kredyt pod zastaw samochodu
porzyczka na dowod
chwilowka na dowod
szybkie chwilowki bez zaswiadczen
pozyczki szybkie
kredyt dla nowo powstalej firmy
kredyty bez zaswiadczen i bez bik
najlepsze kredyty gotowkowe
kredyt w 15 minut
kredyt bez zgody wspolmalzonka
pożyczka konsolidacyjna
kredyt gotowkowy bez bik
kredyty dla firm poznan
chwilowki dla zadluzonych
kredyt przez internet bez bik
tanie kredyty gotowkowe
pożyczki hipoteczne

Anonymous (2013-03-18 00:11:54)

kredyt w providencie
kredyt na samochod
kredyt bez big
pozyczki pod weksel
pozyczka na oswiadczenie
chwilowka bez bik
pozyczka bez bik krd
gotowkowa pozyczka
i-pozyczka
kredyt gotowkowy na dowod
pozyczka od reki
pozyczki internet
kredyt dla firm na start
pozyczki online
pilna pozyczka bez bik
tani kredyt bez bik
instytucje finansowe udzielajace pozyczek
pozyczki bez bik wroclaw
pozyczka na dowod bez bik
kredyt on line bez bik
szybka pozyczka poznan
chwilowki pozabankowe
szybka pozyczka bez zaswiadczen
pozyczka na dowod przez internet
kredyty dla zadluzonych firm

Anonymous (2013-03-18 00:12:41)

chwilówki tarnobrzeg szybkie pożyczki dla rolników chwilówki jastrzębie zdroj ul śląska pożyczki wrocław pożyczka na dowód aigo szybki kredyt bez zaświadczeń o zarobkach pożyczka prywatna pod weksel pożyczki na dowód jastrzębie zdroj kredyt chwilówka w raciborzu kredyty przez internet bez zaświadczen kredyt chwilówka leszno co jest pożyczka gotówkowa kredyty na dowód mbank kredyt samochodowy kalkulator szybki kredyt bez zaświadczeń przez internet kredyt na dowód lublin kredyty pozabankowe tychy pożyczki prywatne piotrków trybunalski kredyty dla bezrobotnych na dowod kredyt chwilówka zywiec kredyt w mbanku bez zaświadczeń pożyczki prywatne chwilówka internet kredyt bez zaświadczeń sosnowiec pożyczka gotówkowa lucas bank kredyt chwilówka szczecin pożyczka polska opinie kredyty pozabankowe bez bik chwilówki bez bik poznań kredyt pozabankowy warszawa

Anonymous (2013-03-18 00:21:36)

chwilówki prywatne kredyt na dowód online szybkie pożyczki z komornikiem pożyczki prywatne forum 2011 pożyczki bez bik warszawa szybka pożyczka bez zaświadczenia o dochodach kredyt bez zgody współmałżonka kredyty chwilówki legnica szybkie kredyty bez zdolności kredytowej pożyczki prywatne forum 2011 szybkie kredyty internetowe szybkie pożyczki bez bik chwilówki wrocław db kredyt chwilówki opole kredyt przez internet dla pracujących za granicą pożyczki na dowód bez zaświadczeń o zarobkach pożyczka na dowód 20000 pożyczka gotówkowa dla firm kredyt chwilówka jakie oprocentowanie pożyczka gotówkowa gdzie kredyt pozabankowy przez internet chwilówki rydułtowy szybka pożyczka internetowa pożyczka bez zaświadczeń przez internet kredyt kredyty kredyt bez zaświadczeń o zarobkach na dowód pożyczki bez biku chwilówki chrzanów kredyt bez zaświadczeń mbank

Anonymous (2013-03-18 00:22:09)

tani kredyt

instytucje finansowe udzielajace pozyczek
bez zaswiadczen
prywatne pozyczki bez bik
kredyt bez bik warszawa
szybki kredyt bez zaswiadczen
szybki kredyt dla firm
pozyczki dla zadluzonych z komornikiem
pozyczki pod zastaw nieruchomosci
chwilowka
pozyczki bocian
pozyczka dla firm bez zaswiadczen
pozyczka bez bik przez internet
bez bik kredyty
pozyczki pozabankowe bez bik
pozyczka przez sms
pomoc kredytowa bez bik
banki bez sprawdzania w biku
kredyty dla
kredyt bez bik gdansk
kredyty dla osob w bik
kredyty dla
kredyty hipoteczne bez bik
kredyty dla firm poznan
pozabankowy kredyt

Anonymous (2013-03-18 00:26:16)

pozyczki osoby prywatne pozyczka bez bik łódź kredyty chwilówki ruda śląska kredyt przez internet ing szybka pożyczka online bez bik pożyczki z unii europejskiej bez bik pożyczka prywatna na oświadczenie chwilówki bez bik kredyty na dowód online kredyt na dowód gdynia pożyczki bez biku warszawa kredyt bez zaświadczeń o zarobkach na dowód szybkie kredyty kraków szybkie pożyczki kredyty pozabankowe bez biku szybka pożyczka niska rata pożyczka na dowód radomsko szybka pożyczka bez bik wrocław kredyty pozabankowe pod weksel konsolidacja bez biku pożyczka bank kredyty na dowód kalkulator kredyt przez internet w pko pożyczka przez internet bez bik krd kredyt na dowód bez bik chwilówki feniks pożyczka na dowód w alior banku pożyczka prywatna od ręki leasing bez bik

Anonymous (2013-03-18 00:27:19)

szybka chwilowka online
kredyt dla malych firm
pozyczki internetowe bez bik
kredyty dla firm poznan
kredyt na dowod bez zaswiadczen
kredyt oddluzeniowy bez bik
kredyt chwilowka
prometeusz kredyty
kredyt dla zadluzonych w bik
kredyt z bik
szybka chwilowka bez bik
prywatne porzyczki
kredyt on line bez bik
chwilowka bez biku

chwilowki szczecin
kredyty chwilowki przez internet
kredyt przez internet na dowod
pozyczka na dowod
pozyczka bez krd
pilnie potrzebuje pozyczki
pozyczki oddluzeniowe
szybkie pozyczki bez bik
kredyt bez bik wolny rynek
ogloszenia kredyt bez bik
pozyczka dla rodziny

Anonymous (2013-03-18 00:31:05)

szybkie pozyczki przez sms pozyczki na dowod bydgoszcz pozyczka prywatna umowa szybki kredyt pozabankowy bez bik kredyt pozabankowy na samochód kredyt na dowód radom kredyt chwilówka chorzów pozyczka z komornikiem chwilówki mielec kredyty chwilówki grochowska 332 szybka pozyczka gotówkowa bez zaświadczeń pozyczki szybkie kredyty pozabankowe bez bik i krd pozyczka gotówkowa przez internet bez zaświadczeń pozyczka na dowód 50000 pozyczki hipoteczne szybkie pozyczki pozabankowe kredyty gotówkowe przez internet bez bik pozyczka dla firmy szybki kredyt 5000 szybka pozyczka wałbrzych pozyczki pozabankowe dla firm pozyczka gotówkowa mbank pozyczka prywatna białystok szybka pozyczka przez internet na dowód szybka pozyczka przez internet na dowód kredyty chwilówki praca kierowca kredyty pozabankowe na dowód pozyczka na dowód od 18 lat pozyczki bez bik i krd

Anonymous (2013-03-18 00:31:52)

kredyt bez dochodu
kredyt dla zadluzonych bez bik
chwilowka kredyty
kredyty na dowod
pozyczka dla nowej firmy
pozyczki pozabankowe
trudne kredyty z komornikiem
prywatna pozyczka bez bik
pozyczki pozabankowe gotowkowe
kredyty bez sprawdzania w bik
pozyczki bez
kredyt na oswiadczenie
pozyczki bez krd i bik
kredyt bez krd
banki dla zadluzonych
szybka pozyczka sms
szybkie kredyty dla firm
pozyczka bez zaswiadczenia
szybkie pozyczki bez bik
chwilowki kredyty gotowkowe
kredyty bez bik przez internet
kredyt bez bik forum
gdzie pozyczka bez bik
pozyczki gotowkowe
skok stefczyka bez bik

Anonymous (2013-03-18 00:36:29)

pozyczki na telefon
kredyt bez zaswiadczenia
chwilowka internet
kredyt oddluzeniowy
szybki kredyt gotowkowy
kredyt bez bik poznan
kredyt kalkulator
bez bik kredyt
kredyty przez internet bez bik
kredyty gotowkowe na dowod
pozyczki bez dochodow
kredyty konsolidacyjne bez bik
kredyt dla nowej firmy
pozyczki pozabankowe bez zaswiadczen
sms kredyt bez bik
chwilowki kielce
kredyt bez bik na oswiadczenie
kredyt dla nowo powstalej firmy
szybki kredyt dla zadluzonych
kredyt sms bez bik
chwilowka wroclaw
kredyt bez bik-u
kredyty bez bik i zaswiadczen
kredyt na telefon
kredyty chwilowki bez bik

Anonymous (2013-03-18 01:05:41)

kredyt w providencie
kredyt bez bik i krd
chwilowki bez zaswiadczen
pozyczka na dowod bez zaswiadczen
kredyty bez bik i krd
pozyczki pozabankowe kredyty
pozyczka gotowkowa
kredyt od reki bez bik
chwilowki bez bik i krd przez internet
pozyczki bez bik wroclaw
firmy pozabankowe udzielajace pozyczek
kredyt dla nowych firm
bez bik pozyczki
pozyczka na splate komornika
szybka chwilowka bez bik
dobre pozyczki bez bik
pozyczka od rodziny
pozyczki bez bik
pozyczka szybka
pozyczki pozabankowe dla zadluzonych
pozyczka on line

pożyczki na dowód
pożyczki bez biku i krd
poza bankowy kredyt
konsolidacja bez bik

Anonymous (2013-03-18 01:06:40)

pożyczki bez bik kraków chwilówki brodnica kredyt pożyczka bez bik kredyt dla bezrobotnych pożyczki przez internet bez wychodzenia z domu chwilówki ekspres kasa szybka pożyczka lublin pożyczka na dowód-chorzów szybkie kredyty dla firm kredyty bez bik forum kredyty hipoteczne bez zaświadczeń o dochodach kredyt on line bez bik kredyty chwilówki starogard gdański kredyty bez zaświadczeń forum kredyt na dowód eurobank pożyczka gotówkowa kalkulator łatwy kredyt kredyty chwilówki czechowice-dziedzice kredyty chwilówki szczecin pożyczki bez bik na sms pożyczki bez bik myśłowice kredyty gotówkowe przez internet bez zaświadczeń pożyczki pod zastaw nieruchomości pożyczka online bez bik pożyczka gotówkowa kraków pożyczka gotówkowa symulacja szybka pożyczka na 15 dni pożyczki prywatne kraków kredyt na dowód osobisty szybkie kredyty pożyczki

Anonymous (2013-03-18 01:10:27)

pożyczki poza bankowe pod weksel
pożyczki pod weksel
chwilówki przez internet bez biku
chwilówka online
pożyczki dla zadłużonych z komornikiem
kredyty gotówkowe bez biku
kredyt dla firm wrocław
chwilówki opole
szybka chwilówka
kredyty gotówkowe bez biku
chwilówki bydgoszcz
kredyt na dowód
kredyt dla firmy bez bik
pożyczki bez bik-u
pożyczka polska opinie
prometeusz kredyty
kredyty forum
kredyt na dowód bez bik
szybka pożyczka online
kredyt poza bankowy
kredyt gotówkowy przez internet
kredyt mieszkaniowy
kredyt samochodowy
chwilówki bez bik katowice
kredyt dla firm wrocław

Anonymous (2013-03-18 01:11:48)

kredyt chwilówka wrocław jedności kredyty hipoteczne bez zaświadczeń o zarobkach kredyt dla firm bez bik kredyty gotówkowe kredyty chwilówki piotrków tryb kredyty na dowód dla bezrobotnych udzieli pożyczki kredyty bez zaświadczeń zielona góra chwilówki lublin lubartowska internetowe pożyczki pożyczki przez internet bez bik kredyt chwilówka nysa kredyty bez zaświadczeń bez biku chwilówki warszawa pożyczki prywatne pod weksel dobra pożyczka opinie klientów szybkie pożyczki bez biku lista firm kredyty na dowód kredyt chwilówka dzierzoniów pożyczki z komornikiem kredyty przez internet bez bik pożyczki na sms pożyczki bez bik 2011 kredyt chwilówka na dowód prywatne pożyczki gotówkowe forum kredyt poza bankowy kredyty

chwilówki franczyza pożyczki bez bik prywatne pożyczka chwilówka na dowód szybkie pożyczki społecznościowe

Anonymous (2013-03-18 01:15:32)

pożyczki na telefon
szybka pożyczka
pożyczka gotówkowa bez zaświadczeń
szybkie pożyczki dla zadłużonych
chwilówki bytom
kredyty bez zaświadczeń o zatrudnieniu
szybka gotówka dla zadłużonych
kredyt bez bik wrocław
kredyt dla emerytów
kredyty hipoteczne dla firm
kredyt bez zaświadczeń o dochodach
kredyt dla emeryta
szybka pożyczka na dowód bez bik
prywatne pożyczki
kredyt mieszkaniowy
kredyt hipoteczny
udziela pożyczki
chwilówka przez internet bez bik
kredyt dla
pożyczka na dowód
pożyczki bez zaświadczeń o dochodach
kredyt gotówkowy bez bik zaświadczeń
chwilówki przez internet bez bik i krd
pożyczka na oświadczenie bez bik
pożyczki bez sprawdzania bik

Anonymous (2013-03-18 01:15:41)

kredyt chwilówka racibórz szybka pożyczka gdańsk chwilówki ranking chwilówki chojnice pożyczka prywatna z komornikiem
kredyt dla bardzo zadłużonych pożyczka prywatna konin pożyczka na dowód koszalin kredyty chwilówki oprocentowanie
chwilówki hrubieszów pożyczki bez bik z komornikiem kredyty przez internet jednorazowo prywatne pożyczki pod hipotekę
szybkie kredyty gotówkowe bez zaświadczeń szybkie pożyczki online pożyczki novum kredyty bez zaświadczeń o zarobkach
szybka pożyczka przez internet uk kredyt przez internet ge pożyczki vivus opinie pożyczki studenckie eurobank pożyczka na
dowód osobisty kredyty chwilówki praca pożyczka gotówkowa carrefour pożyczka na dowód osobisty eurobank kredyt na
dowód wrocław kredyty szybkie pożyczki bez bik chwilówki pożyczki prywatne tarnów kredyty bez zaświadczeń

Anonymous (2013-03-18 01:20:44)

kredyt dla firm bez zaświadczeń
pożyczki na dowód osobisty
kredyt na dowód osobisty
prywatne pożyczki
kredyt refinansowy
kredyt czy pożyczka
kredyt bez zabezpieczeń
kredyty pożyczki
kredyty dla firm bez bik
kredyt bez bik dla zadłużonych

pozyczki na splate komornika
chwilowki bez bik przez internet
chwilowki dla zadluzonych
chwilowka od reki
pozyczki bez bik i krd
szybkie pozyczki bez biku
pozyczka pozabankowa bez bik przez internet
kredyt dla firm bez zabezpieczen
chwilowki opole
pozyczka dla studenta
dobra pozyczka bez bik
pozyczka bez biku
kredyt bez bik dla zadluzonych
pozabankowy kredyt
pozyczka od zaraz bez bik

Anonymous (2013-03-18 01:24:35)

pozyczka na dowód osobisty przez internet kredyt chwilówka zamość kredyt pozabankowy na spłatę komornika kredyt 1000 zł bez zaświadczeń szybkie pożyczki pozabankowe szybka pożyczka zgorzelec pożyczka gotówkowa co to jest chwilówki ranking szybkie kredyty dla studentów trudne kredyty pozabankowe kredyty bez bik i krd szybkie pożyczki bez sprawdzania w bik pożyczka przez internet bez zdolności kredytowej kredyt na dowód wrocław pożyczka prywatna - koszalin szybkie kredyty szczecin co jest kredyt na dowód pożyczki na dowód bez zdolności kredytowej chwilówki poznań kredyt przez internet bez zaświadczeń kredyt na dowód do 30000 kredyt na samochód bez bik chwilówki sopot pożyczka gotówkowa bez zaświadczeń o dochodach pożyczka gotówkowa getin bank pożyczka na dowód alior kredyt pod weksel pożyczki przez internet forum kredyty pozabankowe tarnów szybki kredyt jaki bank

Anonymous (2013-03-18 01:25:53)

pozyczka gotowkowa bez zaswiadczen
chwilowki wspolpraca
kredyty dla bezrobotnych
pozyczka na dowod przez internet
szybkie kredyty chwilowki
kredyt bez bik gdansk
kredyty dla zadluzonych z komornikiem
chwilowki gdansk
sms pozyczka bez bik
chwilowki przez sms
kredyt bez zus i us
pozyczka bez sprawdzania w bik
pozyczki na dowod bez bik
kredyty samochodowe bez bik i krd
kredyty dla malych firm
kredyty przez internet
pozyczka dla osob z komornikiem
szybki kredyt dla zadluzonych
pozyczki hipoteczne bez bik
szybka pozyczka poznan
szybka pozyczka prywatna
porzyczka bez bik

kredyt na telefon
pozyczki gotowkowe pozabankowe
prywatne pozyczki pozabankowe

Anonymous (2013-03-18 01:31:00)
pogotowie kredytowe bez bik
pozyczki bez zaswiadczen na dowod
pozyczki dla osob z komornikiem
pozyczka przez internet
pozyczki bez sprawdzania w bik
pozyczka od reki bez zaswiadczen
pozyczka na dowod
pozyczki pozabankowe prywatne
pozyczki szybkie
pozyczki prywatne bez bik
kredyt bez bik poznan
co to jest pozyczka
szybkie kredyty bez zaswiadczen
kredyty dla firm bez biku
kredyt internet
pozyczki pozabankowe
chwilowki rzeszow
pozyczka bez zdolnosci kredytowej
pozyczki bez zaswiadczen i bik
pozyczka przez internet
kredyt dla firm bez zabezpieczen
kredyt na weksel
kredyt w providencie
chwilowki
trudny kredyt bez bik

Anonymous (2013-03-18 01:35:22)
kredyt bez zaswiadczen o zarobkach
pozyczki na dowod
kredyt dla firm rozpoczynajacych dzialalnosc
kredyt na weksel
instytucje pozabankowe udzielajace pozyczek
kredyty bankowe
kredyty chwilowki przez internet
tani kredyt
pozyczki bez bik krakow
chwilowka przez internet
kredyt z bik
pozyczki chwilowki
konsolidacja bez biku
pozyczka bez bik forum
kredyt bez bik warszawa
chwilowki online
kredyt na start dla firm

kredyt oddluzeniowy bez bik
pozyczki bocian
kredyt pod zastaw samochodu
pozyczka bez bik online
pozyczki bez bik na oswiadczenie
kredyty bez bik dla firm
kredyt na dowolny cel
pozyczka gotowkowa bez bik

Anonymous (2013-03-18 02:06:09)

kredyt pozabankowy gdynia szybki kredyt inwestycyjny szybka pozyczka do 500 zł kredyty chwilówki ełk kredyt na dowód
lucas szybki kredyt w uk szybkie pożyczki kołobrzeg chwilówki przez internet dla bezrobotnych pożyczki bez bik konin kredyt
na dowód przez internet kredyty na dowód ubezpieczenia chwilówki eurobank kredyt gotówkowy bez zaświadczeń pożyczki
bez bik przez internet pożyczki prywatne szczecin szybkie kredyty lublin pożyczki prywatne z zagranicy pożyczka na dowód
dla bezrobotnego szybka pożyczka w uk chwilówki zielona góra kredyt chwilówka szczecin kredyt na dowód bez zaświad-
czeń o dochodach pożyczki na firmę bez bik pożyczka na dowód w uk pożyczki pozabankowe łódź pożyczka gotówkowa bez
biku pożyczki na dowód bez dochodu kredyt chwilówka roznoszenie ulotek pożyczki bez zaświadczeń i bik szybka pożyczka elbląg

Anonymous (2013-03-18 02:15:55)

pozyczka dla zadluzonych
kredyty bez biku
szybka pozyczka chwilowka
szybka pozyczka wroclaw
kredyt firmy
pozyczki chwilowki bydgoszcz
pozyczka bez bik i krd
kredyt przez internet bez zaswiadczen
kredyt na oswiadczenie dla firm
pozyczki pod zastaw
kredyt bez zaswiadczen o zarobkach
pozyczka pozabankowa oferty
pozyczki konsolidacyjne bez bik
pozyczki chwilowki bez bik
kredyt bez zdolnosci kredytowych
kredyt kalkulator
szybkie porzyczki
kredyty pozabankowe bez bik
pozyczki bez bik i zaswiadczen
kredyt bez bik wroclaw
pozyczki bez zaswiadczen o zarobkach
banki bez sprawdzania w bik
kredyt bez bik bydgoszcz
kredyt na dowod
kredyt samochodowy bez bik i krd

Anonymous (2013-03-18 02:20:52)

pozyczki hipoteczne bez bik
kredyt online bez bik
pozyczki szybkie

pozyczka pod hipoteke
kredyty dla nowych firm bez bik
pozyczki chwilowki online
pozabankowa pozyczka prywatna bez bik i krd
szybka pozyczka bez bik przez internet
instytucje pozabankowe kredyty
potrzebna pozyczka
kredyt dla nowych firm bez bik
chwilowki opole
udziele pozyczki prywatnie
chwilowka wroclaw
pozyczki pozabankowe warszawa
kredyty oddluzeniowe
kredyty poza bankowe
finan pozyczki
bez big
firmy pozabankowe
pozyczka hipoteczna
kredyty hipoteczne
kredyt bez bik krakow
kredyty dla
szybkie kredyty chwilowki

Anonymous (2013-03-18 02:25:46)

chwilowki walbrzych
prywatne pozyczki bez bik
kredyt na auto bez bik
szybka pozyczka bez sprawdzania w bik
kredyt bez bik szczecin
pozyczka bez bik na dowod
pozyczka na splate komornika
chwilowki bez bik przez internet
skok dla zadluzonych
sms kredyt
pozyczka szybka
kredyt przez internet bez zaswiadczen
kredyt na motocykl
kredyt chwilowka
pozyczka bez zaswiadczen na dowod
kredyty bez biku dla zadluzonych
chwilowka sms
tanie kredyty
kredyt na rozpoczecie dzialalnosci gospodarczej
kredyty gotowkowe chwilowki
chwilowki warszawa
gdzie pozyczka bez bik
kredyt bez bik na oswiadczenie
kredyt bez sprawdzania w biku
pozyczki bez bik przez internet

Anonymous (2013-03-18 02:30:37)

kredyt kalkulator
nowa pozyczka
kredyty bez biku dla zadluzonych
szybka pozyczka na dowod
chwilowki dla zadluzonych
bez bik warszawa
pozyczki bez bik na dowod
kredyt konsolidacyjny bez hipoteki
kredyty gotowkowe bez bik i zaswiadczen
pozyczka bez zaswiadczenia o dochodach
chwilowki tychy
pozyczki chwilowki bez bik
bez bik przez internet
pozyczki pozabankowe dla zadluzonych
szybka chwilowka przez internet bez bik
szybka pozyczka bez bik forum
najlepsze pozyczki gotowkowe
kredyty gotowkowe na dowod
tanie kredyty bez zaswiadczen
pozyczki chwilowki przez internet bez bik
kredyt bez zaswiadczenia o zarobkach
optima pozyczki
db kredyt
finan pozyczki
pozyczka bez zaswiadczen o dochodach

Anonymous (2013-03-18 02:35:06)

pozyczka pozabankowa oferty
chwilowka polska
kredyt bez biku
pozyczka pozabankowa przez internet
tanie kredyty bez zaswiadczen
pozyczki kredyty
kredyt bez sprawdzania w bik
kredyt na firme
szybka pozyczka na dowod
pogotowie gotowkowe
chwilowka bez bik przez internet
kredyt dla bezrobotnych
prywatne pozyczki kredyty
kredyt w providencie
pozyczka bez zaswiadczenia o zarobkach
kredyty bez krd
konsolidacja dla zadluzonych
szybkie pozyczki pozabankowe bez bik
kredyty dla
pozyczka bez zaswiadczen o zarobkach
kredyt dla emeryta

chwilowka
 konsolidacja bez biku
 kredyty dla zadluzonych
 pozyczki bez zdolnosci

Anonymous (2013-03-18 02:39:37)
 pozyczki prywatne bez bik
 prywatne pozyczki bez bik
 kredyt samochodowy bez bik
 leasing bez bik
 chwilowki przez internet bez bik
 pozyczka na splate komornika
 pilna pozyczka
 chwilowki bytom
 chwilowki wroclaw
 pozyczki bez bik krakow
 pozyczki internet
 pozyczki bez bik na oswiadczenie
 pozyczki bez bik -tablica
 kredyt bez bik szczecin
 pozyczki pozabankowe bez zaswiadczen
 kredyty bez biku 130612
 pozyczka bez bik przez internet
 kredyty gotowkowe
 szybka gotowka bez bik
 bocian kredyty
 kredyty gotowkowe bez biku
 pozyczki konsolidacyjne bez bik
 kredyt bez zabezpieczen
 kredyt dla firm kalkulator
 tanie kredyty bez bik

Anonymous (2013-03-18 02:50:00)
 {Johnny|Ashton } Weir {Rocks|Rubble } with {Louis Vuitton|Lv } {Monogram|Monogrammed } Pegase {suitcase|travel suitcase }
 No. 3 {Louis Vuitton|Lv } Lockit {Vertical|Up and down } Nomade
 {Reasons for|Causes of } {the Rise|an upswing } of {Louis Vuitton|Lv } {Replica|Reproduction } {Handbags|Purses }
 {Decreasing|Lowering } {Profitability|Success } of {Christian|Religious } Dior
 {Katrina|Hurricane katrina anniversary passes } Bowden {vs|versus } Pixie Geldof, Who {kicks|leg techinques } {Ass|Butt }?
 NO.09 {Louis Vuitton|Lv } Damier {Canvas|Fabric } Neverfull {MM|Millimeters }
 {Louis Vuitton|Lv } {wallet|pocket book } {replica|reproduction }
 {Replica|Reproduction } {Louis Vuitton|Lv } {Cell Phone|Mobile Phone } {Dual|Twin } {Sim Card|Sim } with 1GB {Mem-ory|Storage }
 Khloe Kardashian {Is Supposed|Is Meant } for {Louis Vuitton|Lv } {Monogram|Monogrammed } Miroir {Tote|Carrier }
 Can & { #|Number }039t {Afford|Pay for } {Style|Design }? {Replica|Reproduction } {Handbags|Purses } {Do The Trick|Have The Desired Effect }
<http://pr.bfzone.pl/pr-forum/viewtopic.php?f=9 &t=2313113>
<http://hs.riverdale.k12.or.us/drupalcon/?q=node/59394>
<http://naughtyandnicellc.com/?q=node/28542>

<http://www.capeiracrete.gr/el/node/891773>
<http://jardins.chateaudelahuardiere.com/content/invitation #comment-157478>
<http://ayat.tima.org.tw/?q=node/207306>
<http://pravmed.ru/node/36988>
<http://press-reviews.com/node/132488>
<http://analogbit.com/node/124465>
<http://assalam.org/content/louis-vuitton-cell-phone-additional-blackberry>
<http://www.reisetops.com/travel/node/160388>
<http://www.insaneenergy.com.au/node/1146339>
<http://forum.lesnytabor.pl/index.php?topic=311619.new #new>
<http://stroika93.ru/phpBB3/viewtopic.php?f=8 &t=32607>
<http://forum.lesnytabor.pl/index.php?topic=311645.new #new>
<http://golfandstyle.pl/pl/node/72603>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=708456>
<http://zakon404.pp.ua/content/utilized-lv-totes-1>
<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=241897 &p=812807 #p812807>
<http://karpat-haza.hu/node/17093>
 Related Article: <http://board.anisearch.net/kareha.pl/1236293005/>

Anonymous (2013-03-18 02:58:09)

sac Louis Vuitton [url=<http://www.vuittonsachomme.fr>]Louis Vuitton Pas Cher[url] sac Louis Vuitton
 [url=<http://www.louisvuittonsac20133.fr>] sac Louis Vuitton[url] lxfadz

Anonymous (2013-03-18 03:24:25)

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Anonymous (2013-03-18 03:37:00)

{Love|Adore } {Mum|Mother }, {Love|Adore } {Louis Vuitton|Lv }

The {Louis Vuitton|Lv } Damier Zippy {Wallet|Pocket book } That & { #|Number }039s {Right For|Suitable For } Your {Personal-ity|Character }

{Louis Vuitton|Lv } {replica|reproduction } and {Accessories|Add-ons }

How {to Get the Best|for the greatest } {Louis Vuitton|Lv } {Credit Card|Charge Card } {Wallet|Pocket book }

A {Bag|Tote } {To You|For You } - {Turned To|Considered } {Be A Part Of|Take Part In } {The Body|Your Body }

{Green|Eco-friendly } and {Orange|Lemon } {Space|Room } {Men|Males } {Charms|Necklaces } from {Louis Vuitton|Lv }

{You Can Find|You'll Find } {Wholesale|At wholesale prices } {Handbags|Purses } - {Louis Vuitton|Lv }, {Coach|Trainer }, Dooney Bourke

{Indulge|Engage } Your {Taste|Flavor } for {Luxury|Luxurious } {Goods|Items } {without|with out } {Spending Too Much Money|Over Spending }

{Louis Vuitton|Lv } {Taps|Faucets } the {Tourism|Travel and leisure } {boom|growth } with new {Collection|Selection } {Op-tional|Optionally available } {Straps|Shoulder straps } {and More|and much more }

{Contrast|Distinction } of {Gucci|Prada } {bags|totes } and {Louis Vuitton|Lv } {Handbags|Purses }

<http://www.kecskemetivizisportklub.hu/node/64521>

<http://www.abruzzibrothers.com/drp518/?q=node/23265>

<http://elpoyo.com/?q=node/107679>

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<http://www.bursadansevi.com/node/198666>

[#new](http://aspig.net/forum/index.php?topic=81253.new)

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Anonymous (2013-03-18 03:42:56)

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Styles of women totes for different age range can mirror the status of ladies

Lv Drops Back Upon Side lines in Economy Turmoil

Distinctive & Pleasant Buying Experience with Consign of the Occasions

Lv Mahina Lunar PM Handbag

Lv Jasper South carolina Bag, the Masterpiece by Sofia Coppola
Reproduction Louis Vuitton Mobile Phone Twin Sim Card with 1GB Storage
Lv from coffer-making to luxury style home
Genuineness from the Louis Vuitton Tote - Stitches and Upside Down Canvas
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<http://forumas.varpodrama.lt/louis-vuitton-handbags-t347627.html>
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<http://prkoncert.ru/node/90378>
<http://www.10000articles.com/How-you-can-Purchase-High-Quality-Lv-Bags-8792.2.html>
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Silver Metallic Lv Monogrammed Tote by Kim Kardashian
Louis Vuitton Monogrammed Canvas For Very Long Lasting Totes
At wholesale prices Louis Vuitton purses can tell the reason why women are in love with it
Benefit from the Sunlight with Louis Vuitton Beach Cabas Ipanema
Louis Vuitton Monogram Multicolore Insolite Wallets
Hurricane katrina anniversary passes Bowden versus Pixie Geldof, Who leg techniques Butt?
Would Elin Nordegren Keep Fashionable
Present day Greatest Superstars Embrace Lv
Staff in the court and aristocracy of Louis
Damier Azur: A Brand New Fashion Product-handbagseshop
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Anonymous (2013-03-18 04:31:55)

Cheyenne Tozzi {Wants|Desires } Her {Louis Vuitton|Lv } {Tote|Carrier } {to be|to become } {Low|Reduced }- {Key|Crucial }
 {Cheap|Inexpensive } Prada & {amp|amplifier } {Air|Atmosphere } Yeezy {Shoes|Footwear } {For you|For you personally }
 Actinic {Hair|Locks } {Straightening|Styling } {Vs|Versus } {Hair Straighteners|Hair Straightening Irons } - {Designer|Custom }
 {Handbags|Purses }
 {Louis Vuitton|Lv } {Wallets|Purses } and {bags|totes } {are best|would be best } {in this fashion|in this way } {era|period }
 {Indulge|Engage } Your {Taste|Flavor } for {Luxury|Luxurious } {Goods|Items } {without|with out } {Spending Too Much
 Money|Over Spending }
 {Be Interested in|Want to consider } the {Louis Vuitton|Lv } {Mon|Friday } {Monogram|Monogrammed } {Service|Support }
 {Comfortable|Comfy } and {Versatile|Flexible } {Louis Vuitton|Lv } Sistina {GM|Game master } {Bag|Tote }
 {Louis Vuitton|Lv } {Handbags|Purses } is {every|each and every } {women|ladies } & { #|Number }039s {dream|desire }
 {Louis Vuitton|Lv } New Taiga {Back Pack|Backpack } {is Another|is yet another } Serena in {Polar|Roman policier }
 {Louis Vuitton|Lv } {speedy|fast }
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Anonymous (2013-03-18 04:44:00)

Louis Vuitton Crocodile Neverfull-Fashion Journey
 Lv belt

Reproduction Lv Men Totes Online

Exactly where Would You Store Your LV Bag? Tips about Storage space

Lv Damier Azur Khaki Sound Tote LV N95522

Louis Vuitton Shoulder Bag 95226

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Anonymous (2013-03-18 04:44:04)

Lv Outlet

Advantages of Buying Designer Bags Online

The travell phylosophy of lv

Ladies purses are big task for women to make up

Louis Vuitton Damier Fabric Trevi PM N51997

Louis Vuitton Purses Evaluation - The Surya Purse

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Discover the Perfect Louis Vuitton Reproduction Clutch

Duomo, A Classic Lv Damier Fabric Bag

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Anonymous (2013-03-18 04:46:56)

Replica Louis Vuitton, Gucci, Chanel, Fendi, Chloe, Dior, Miu Miu, Prada, Hermes, D & Grams, Jimmy Choo purse, wallet, footwear, clothing, jewellery

Hogan fun A Comfortable sense of style

Now you can possess the beautiful Louis Vuitton totes that you only see when shopping

Contrast of Gucci bags and Lv Handbags

What you must Know About Totes

Going with LV

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Lv Purse make you much more stylish and sexy

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Anonymous (2013-03-18 05:49:41)

The Shining LV Handbags Only for You

Louis Vuitton Stand By Me Selection

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Damier Azur: A New Fashion Item-handbagseshop

Lv as well as your Coronary heart Possess a Linked by the "Package "

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Anonymous (2013-03-18 06:31:35)

{There is a|There's a } {Great|Excellent } {Budget|Spending budget } {Solution|Answer } {if you Want a|if you prefer a } {Louis Vuitton|Lv } {Purse|Handbag }
 Carryall: {Louis Vuitton|Lv } {VS|Versus } {Coach|Trainer }
 {Customizable|Easy to customize } {Louis Vuitton|Lv } Tambour Mysterieuse {Watches|Wrist watches }
 {The 2010|This Years } {Spring|Springtime } & {amp|amplifier } {Summer|Summer time } LV {handbag|purse } {Collection|Selection }
 {Louis Vuitton|Lv } & { #|Number }039s {Typical|Common } {Styles|Designs }
 {people|individuals } can {know the|be aware of } {different|various } {use of|utilization of } {bags|totes }
 Kristin Cavallari {Refreshing|Rejuvenating } with {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } {Tote|Carrier }
 {Add More|Increase The } {Style|Design } {To Your|For Your } {Personality|Character } With {Louis Vuitton|Lv } {Scarf|Headscarf }
 Tila {Tequila|Bourbon } & { #|Number }039s {Second|2nd } {Appearance|Look } with {Louis Vuitton|Lv } Madeleine {PM|Pm hours } {Bag|Tote }
 {Louis Vuitton|Lv } Ludlow {Rose|Flower } {Pop|Take } {Replica|Reproduction } M93629
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Anonymous (2013-03-18 06:41:02)

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The Louis Vuitton totes for champagne

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Anonymous (2013-03-18 09:54:05)

Lv Purse make you much more stylish and attractive

Ashley Tisdale is Revealing Her Lv Handbags

The Grand Good reputation for Louis Vuitton

Lv

Ashton Weir Rocks with Lv Monogram Pegase travel suitcase

Women need to look following luxury ladies totes after Financial crisis

Lv Series Replica Designer Handbags

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Staff from the courtroom and aristocracy of Louis

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Anonymous (2013-03-18 10:07:53)

pożyczki prywatne pod weksel pożyczka na dowód v5c pożyczki do 30 lat szybkie kredyty dla firm pożyczka bez bik i zaświadczeń kredyty na dowód online pożyczki bez bik i krd kredyt pozabankowy dla zadłużonych szybki kredyt na firmie kredyt na dowód rzeszów pożyczki prywatne a pcc pożyczki visset poznań kredyty chwilówki warszawa chwilówki do 5000 kredyty bez zaświadczeń dla firm firma kredyty chwilówki forum chwilówki jastrzębie źródł ul śląska kredyt przez internet w aig pożyczki 24h pożyczka gotówkowa na telefon kredyt przez internet z przelewem na konto kredyt chwilówka jak to działa pożyczki na dowód forum pożyczka gotówkowa bez prowizji pożyczka przez internet prawo kredyty przez internet forum pożyczka prywatna od ręki szybki kredyt w uk chwilówki pożyczki bez bik i zaświadczeń

Anonymous (2013-03-18 10:11:25)

pilna pozyczka
pozyczki bez bik krd
prometeusz kredyty
pozyczki pod zastaw
szybkie pozyczki przez internet
pozyczka na splate komornika
szybki kredyt bez zdolnosci
kredyty
szybka pozyczka przez sms
kredyt hipoteczny bez bik
szybka chwilowka przez internet bez bik
bez zdolnosci kredytowej
kredyt konsolidacyjny
kredyty pozabankowe z komornikiem
kredyty pozabankowe pod weksel
kredyt bez bik lodz
prywatne pozyczki
kredyt inwestycyjny
pozyczka w providencie
porzyczka bez bik
kredyt na dowod
kredyty konsolidacyjne bez biku
chwilowki poznan
kredyt konsolidacyjny kalkulator
kredyt konsumpcyjny

Anonymous (2013-03-18 10:15:45)

tanie kredyty

pozyczka bez bik wroclaw
szybka chwilowka online
bez bik pozyczka
pozyczki prywatne przez internet
pozyczka od zaraz bez bik
kredyt na oswiadczenie
szybkie chwilowki
chwilowki lodz
firmy udzielajace pozyczek pozabankowych
kredyt refinansowy
konsolidacja bez bik
bajeczna pozyczka
bank bez bik
chwilowki wroclaw
szybka pozyczka bez bik i zaswiadczen
bank bez biku
kredyt chwilowka
prywatne kredyty gotowkowe
kredyt od reki bez bik
chwilowki polska
szybka gotowka
co to jest pozyczka
kredyt na samochod bez bik
kredyt dla zadluzonych w bik

Anonymous (2013-03-18 10:16:30)

pozyczka na dowód wrocław pożyczki na dowód płock szybki kredyt w uk szybkie pożyczki gotówkowe szybkie pożyczki na dowód osobisty szybkie pożyczki lublin kredyty konsolidacyjne bez biku pożyczki prywatne kokos szybka pożyczka na dowód pożyczka na dowód multibank kredyt na dowód szczecin pożyczki jessica pożyczki vivus opinie kredyt na dowód chwilówka pożyczki na dowód toruń pożyczki na dowód inowrocław szybka pożyczka 2000 pożyczki na dowód dla zadłużonych kredyt na dowód kraków szybka pożyczka pod hipotekę kredyt chwilówka warszawa pożyczka przez internet pozabankowa kredyt chwilówka 2000 szybka pożyczka 500 zł kredyty chwilówki praca szybka pożyczka online chwilówki dla bezrobotnych kredyt chwilówka sanok szybkie kredyty dla nowych firm pożyczki bez zdolności kredytowej

Anonymous (2013-03-18 10:20:43)

kredyty bez zaświadczeń o dochodach przez internet kredyty bez zaświadczeń forum kredyt bez zabezpieczeń szybka pożyczka 30 tys kredyt pozabankowy samochodowy kredyt chwilówka zduńska wola pożyczki na dowód jelenia góra kredyt bez sprawdzania w biku kredyt bez zaświadczeń bank kredyty pozabankowe i prywatne pożyczki na dowód płock pożyczka na dowód 4000 szybki kredyt 1000zł pożyczki na dowód przez internet kredyt chwilówka gorzów kredyty chwilówki olkusz jak uzyskać kredyt bez zaświadczeń pożyczki na dowód opole pożyczki na dowód w warszawie pożyczka gotówkowa raty kredyty pozabankowe bez bik czym jest pożyczka gotówkowa cetelem bank pożyczka przez internet szybki kredyt gotówkowy kredyty bez zaświadczeń przez internet pożyczka prywatna bez zastawu pożyczka on line kredyt gotówkowy bez zaświadczeń na dowód szybki kredyt 2000 zł szybki kredyt na dowod bez zaswiadczen

Anonymous (2013-03-18 10:24:53)

kredyt pozabankowy bez bik pożyczka gotówkowa dla bezrobotnych pożyczki prywatne uk chwilówki activa 500 kredyty chwilówki kalisz pożyczka gotówkowa chwilówka szybkie kredyty gotówkowe bez bik szybkie pożyczki kraków chwilówki legionowo pożyczka prywatna brak spłaty pożyczki bez bik współpraca chwilówka pożyczka kredyty chwilówki siedlce kredyty pozabankowe bez bik kredyt pozabankowy szczecin chwilówki sopot kredyt chwilówka radom szybki kredyt dla małych firm

kredyty pozabankowe stargard kredyt chwilówka przez internet szybki kredyt dla firmy pożyczki pod zastaw kredyt na dowód dla firm chwilówki ruda śląska ul.niedurnego pożyczki prywatne urząd skarbowy kredyty chwilówki inwestycje kredyt chwilówka przez internet szybki kredyt londyn szybkie kredyty gotówkowe w uk szybkie pożyczki online

Anonymous (2013-03-18 10:25:03)

pożyczka na dowód osobisty
chwilówki współpraca
pożyczka w polsce
kredyt na pit 11
potrzebna pożyczka
udzielenie pożyczki
kredyty pozabankowe bez bik
kredyt przez internet bez bik
kredyty bez big
nowa pożyczka
kredyty bez bik forum
bez biku
udzielanie pożyczek
kredyt bez dochodów
pożyczki pozabankowe kredyty
pożyczki i kredyty
kredyt chwilówka
kredyt dla firmy bez bik
pożyczki szybkie
pożyczki bocian
pożyczka dla firm bez zaświadczeń
pogotowie gotówkowe
pożyczka od reki bez bik
pożyczki pozabankowe gotówkowe
kredyt firmy

Anonymous (2013-03-18 10:28:57)

szybkie pożyczki bez zdolności kredytowej pożyczka na dowód nowy sącz pożyczki na firmę bez bik chwilówki na konto kredyt bez zaświadczeń bik warszawa kredyt gotówkowy bez zaświadczeń kalkulator eurobank kredyt na dowód forum pożyczki bez bik częstochowa szybki kredyt gotówkowy ing auto na raty bez bik szybkie pożyczki dla rolników pożyczki mbank kredyt chwilówka na oświadczenie pożyczka prywatna-gumtree kredyt pozabankowy od reki szybkie pożyczki hipoteczne kredyt przez internet w 15 min pożyczki od osób prywatnych kredyty gotówkowe bez zaświadczeń radom chwilówki bełchatów chwilówki activa 500 jaka pożyczka gotówkowa pożyczki prywatne zgorzelec pożyczki prywatne wielkopolska provident kredyt przez internet pożyczki prywatne od ręki pożyczka przez internet bez zdolności kredytowej pożyczka gotówkowa comperia kredyty chwilówki tczew tanie kredyty na dowód

Anonymous (2013-03-18 10:29:48)

pożyczka od rodziny
instytucje pozabankowe udzielające pożyczek
kredyt na rozpoczęcie działalności gospodarczej
szybkie pożyczki bez zaświadczeń
pożyczki prywatne pozabankowe
szybka pożyczka chwilówka
pożyczka od zaraz bez bik

pożyczki ekspresowe
kredyt na samochód
bocian kredyty
kredyty chwilówki przez internet
kredyt przez internet bez bik
pożyczki na dowód osobisty
kredyty dla ludzi w bik
kredyt przez internet na dowód
pożyczki pozabankowe z komornikiem
kredyty hipoteczne dla firm
instytucje finansowe udzielające pożyczek
kredyty chwilówki przez internet
chwilówki przez internet
kredyt samochodowy kalkulator
chwilówki bez bik warszawa
kredyty na dowód
kredyt prywatny bez bik
kredyty zielona góra

Anonymous (2013-03-18 10:41:41)

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Anonymous (2013-03-18 10:41:42)

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Anonymous (2013-03-18 10:42:13)

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Anonymous (2013-03-18 10:51:53)

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Anonymous (2013-03-18 10:58:40)

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Anonymous (2013-03-18 10:58:57)

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Anonymous (2013-03-18 10:58:58)

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Anonymous (2013-03-18 10:58:59)

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Anonymous (2013-03-18 10:59:00)

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Anonymous (2013-03-18 10:59:00)

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Anonymous (2013-03-18 11:20:11)

[chwilowka kredyty](#)
[karty kredytowe bez bik](#)
[pozyczka polska opinie](#)
[kredyty dla bezrobotnych](#)
[szybkie chwilowki bez biku](#)
[kredyt dla firm na start](#)
[szybkie chwilowki bez zaswiadczen](#)
[chwilowka online](#)
[szybka chwilowka bez zaswiadczen](#)
[kredyty dla zadluzonych z komornikiem](#)
[szybkie kredyty dla zadluzonych](#)

chwilowki w domu klienta
prywatne pozyczki pod weksel
pozyczka dla rodziny
pozyczka bez bik online
kredyt hipoteczny bez bik
udzielanie pozyczek
pozyczki przez internet bez bik
kredyty konsolidacyjne bez biku
instytucje udzielajace pozyczek
kredyty bez sprawdzania bik
pozyczki bez zdolnosci
pozyczki bez bik dla zadluzonych
kredyty oddluzeniowe
pozyczka dla firmy

Anonymous (2013-03-18 11:29:20)
pilnie potrzebuje pozyczki bez bik
kredyt gotowkowy na dowod
szybki kredyt bez zdolnosci kredytowej
kredyt online
prywatne kredyty gotowkowe
pozyczki gotowkowe
szybka pozyczka
szybka pozyczka bez bik i zaswiadczen
chwilowki bez bik poznan
prywatne pozyczki pozabankowe
pozyczka pozabankowa przez internet
szybkie pozyczki gotowkowe
kredyt gotowkowy dla firm
kredyty przez internet bez bik
kredyt bez zatrudnienia
szybka gotowka bez bik
banki bez biku
pozyczki prywatne
szybkie chwilowki przez internet bez bik
pozyczka gotowkowa bez zaswiadczen
kredyt bez poreczycieli
bocian kredyty
pozyczki kredyty bez bik
pozyczka hipoteczna
kredyt na samochod

Anonymous (2013-03-18 11:35:13)
chwilowka internet
chwilowki zielona gora
kredyty na dowod bez bik
ekspresowa pozyczka przez internet
kredyt na start dla firm
chwilowki bez bik krd

kredyt dla firm bez zabezpieczen
pozyczka bez dochodu
pozyczki bez biku i zaswiadczen
kredyt przez telefon
kredyty gotowkowe bez bik i zaswiadczen
pozyczki chwilowki online
kredyty pozabankowe przez internet
kredyt firmy
najlepsze pozyczki gotowkowe
pozyczki internet
tani kredyt gotowkowy
szybkie pozyczki pozabankowe bez bik
dobra pozyczka bez bik
kredyty bez zdolnosci kredytowej
pozyczki bez poreczycieli
pozyczki dla bezrobotnych
kredyt pozabankowy dla firm
pozyczka bez bik i krd
szybkie kredyty dla zadluzonych

Anonymous (2013-03-18 12:01:06)

{Beautiful|Stunning } Ashley Tisdale {with a|having a } {Louis Vuitton|Lv } {Monogram|Monogrammed } {Tote|Carrier }
{Classic|Traditional } {Louis Vuitton|Lv } {Handbags|Purses }-Handbagseshop
{Louis Vuitton|Lv } {Handbags|Purses } & { #|Number }039 150 {years|many years } {history|background }
The {replica|reproduction } {wallet|pocket book } also {lets you|enables you to } {look|appear } {fashion|style } and {generous|large }
{Gucci|Prada } {Men|Males } & { #|Number }039s {Light|Mild } and {lively|vibrant } {pink|red }
{Louis Vuitton|Lv } {Shoulder|Make } {Bag|Tote } 95228
{Spot|Place } {fake|phony } {Louis Vuitton|Lv } {Handbags|Purses } {before|prior to } {shopping|buying } {help you|assist you to } {fulfill|satisfy } {every|each and every } {requirements|needs } {of a|of the } {woman|lady }
{Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } {For Long|For Very Long } {Lasting|Long lasting } {Bags|Totes }
{Delicate|Fragile } {Louis Vuitton|Lv } M93759 {for the|for that } {Happy|Pleased } {Christmas|Xmas }-handbagseshop
{Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } Botie
<http://nw-bastion.ru/forum/viewtopic.php?f=14 &t=817118>
[#new](http://61.19.250.177/%7Erongbeer/forum/index.php?topic=1001728.new)
<http://info.sbbk.org/jobs/?q=node/197237>
<http://blog.soluzioneimmobile.com/node/167804>
<http://glawg.com/?q=node/291272>
<http://www.insaneenergy.com.au/node/1158747>
<http://www.allxtalent.com/?q=node/40105>
<http://buildermarks.com/node/70112>
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Anonymous (2013-03-18 12:18:30)

pożyczka prywatna przez internet kredyt oddłużeniowy bez bik kredyt oddłużeniowy kredyt chwilówka kraków kredyt chwilówka praca kredyty bez zaświadczeń bez bik pożyczka prywatna 2010 kredyt na oświadczenie szybki kredyt hipoteczny bez bik kredyt pozabankowy warszawa kredyt przez internet dla zadłużonych pożyczki prywatne w rodzinie kredyty pozabankowe warszawa szybki kredyt 24 opinie kredyty bez zaświadczeń dla zadłużonych kredyty chwilówki garwolin kredyty pozabankowe na oświadczenie pożyczka na dowód jaki bank kredyty na dowód bez bik szybkie kredyty gotówkowe na dowód pożyczki bez bik ruda śląska kredyt chwilówka forum kredyt chwilówka dla bezrobotnych pożyczki bez bik białystok pożyczki bez zaświadczeń o dochodach pożyczka przez internet 3d pożyczki bez bik ostrów wlkp pożyczki na dowód chwilówka pożyczki prywatne od inwestorów kredyty chwilówki nowy sącz

Anonymous (2013-03-18 12:31:01)

udziele pożyczki prywatnie kredyt chwilówka oświęcim kredyt samochodowy bez biku kredyty bez zaświadczeń o dochodach kredyt dla zadłużonych w bik pożyczki prywatne - zamość pożyczki bez bik gdańsk pożyczka prywatna trójmiasto pożyczki na dowód bydgoszcz kredyty samochodowe bez bik chwilówki agart udziele pożyczki pod weksel chwilówki opinie kredyt bez zaświadczeń bik szybkie pożyczki chorzów szybkie kredyty poznań pożyczka przez internet bez wychodzenia z domu kredyt chwilówka zabrze optima pożyczki kredyty bez zaświadczeń o zarobkach kredyt na dowód alior bank szybki kredyt pozabankowy bez bik szybki kredyt przez internet dla zadłużonych kredyty chwilówki andrychów kredyt bez sprawdzania w biku pożyczki z komornikiem pożyczki prywatne zabrze kredyty chwilówki pozabankowe pożyczka gotówkowa bgż bocian kredyty

Anonymous (2013-03-18 12:35:03)

kredyty bez zaświadczeń przez internet szybka pożyczka ing pożyczka na dowód bez bik online kredyt pozabankowy bez biku pożyczki bez bik zawiercie pożyczka bez bik wrocław szybkie kredyty pozabankowe kredyt bez big kredyt bez zaświadczeń pko szybka pożyczka toruń kredyty bez zaświadczeń rzeszów pożyczka na dowód kielce co jest kredyt chwilówka szybka pożyczka kredyty pożyczki bez bik dla zadłużonych pożyczki na dowód olsztyn pożyczka prywatna gorzów kredyt chwilówka zielona góra pożyczki bez bik z komornikiem pożyczki prywatne na już kredyt pozabankowy z komornikiem chwilówki 23 lutego poznań chwilówki bez dochodu pożyczki na oświadczenie bez bik szybka pożyczka dla nowych firm szybka pożyczka przez internet pożyczka gotówkowa ranking 2012 szybkie kredyty studenckie pożyczki prywatne gdynia szybkie pożyczki bez bik

Anonymous (2013-03-18 12:39:12)

kredyt na dowód dębica kredyty chwilówki praca kredyt na dowód bez bik kredyty na dowód pko pożyczki na dowód bydgoszcz pożyczka prywatna podatek kredyt bez banku pożyczki bez bik warszawa-forum kredyt na dowód zasady kredyt na dowód 2000 zł pożyczki bez bik krd wrocław pożyczki przez internet w uk kredyt bez zaświadczeń i bik warszawa pożyczki na dowód skok stefczyka szybkie pożyczki od ręki szybka pożyczka gotówkowa chwilówki tychy praca kredyt bez zaświadczeń-radom pożyczki przez internet bez bik kredyt przez internet bez wychodzenia z domu kredyty gotówkowe przez internet bez zaświadczeń pożyczki bez bik i krd karty kredytowe bez bik najtańsza pożyczka gotówkowa forum kredyty pozabankowe bez bik chwilówki gdynia kredyt chwilówka ostrów wlkp szybkie kredyty bez zdolności kredytowej pożyczki prywatne dąbrowa górnicza pożyczka gotówkowa toruń

Anonymous (2013-03-18 12:47:34)

jaki kredyt bez zaświadczeń kredyty prywatne bez bik kredyt na dowód bydgoszcz szybki kredyt hipoteczny tania pożyczka gotówkowa forum pożyczki vat pożyczki przez internet uk kredyt chwilówka wrocław najtańsza pożyczka gotówkowa 2010 szybki kredyt aig szybki kredyt dla firm bez bik kredyt kredyty na dowód kredyt na dowód 10000 pożyczki unijne dla małych

firm kredyt w mbanku bez zaświadczeń szybki kredyt uk szybkie pożyczki w uk kredyty chwilówki roznoszenie ulotek szybkie kredyty z bik kredyt bez zaświadczeń pko pożyczki bez bik na święta pożyczki prywatne łębork kredyt bez zaświadczeń gniezno pożyczki na dowód szczecin szybka pożyczka przez internet pożyczka na dowód 2000 kredyt pozabankowy przez internet kredyt chwilówka jak to działa pożyczka na dowód multibank kredyt chwilówka szczecin

Anonymous (2013-03-18 12:51:39)

szybka pożyczka 24 pozabankowe kredyty szybkie pożyczki pod zastaw szybki kredyt 24 pl chwilówki szybkie kredyt na dowód gorlice kredyty przez internet bez wychodzenia z domu szybkie kredyty bez zdolności kredytowej pożyczka gotówkowa 50000 kredyty bez zaświadczeń o zatrudnieniu pożyczka na dowód sochaczew kredyt chwilówka sucha beskidzka pożyczki na procent pożyczka prywatna inwestor szybka pożyczka bez bik pożyczki dla firm pożyczka gotówkowa urząd skarbowy kredyty pozabankowe zabrze kredyt na dowód osobisty przez internet kredyt hipoteczny bez zaświadczeń o dochodach kredyty chwilówki tychy ul. fabryczna pożyczki bez bik-kutno kredyt pozabankowy gliwice pożyczka gotówkowa od rodziców kredyty chwilówki poznań ul. 23 lutego pożyczki przez internet w uk kredyty pozabankowe pomorskie ekspresowa pożyczka przez internet kredyt na dowód bez bik pożyczka prywatna bez bik

Anonymous (2013-03-18 12:59:47)

chwilówki olkusz kredyt dla zadłużonych w bik kredyty pożyczki chwilówki pożyczki prywatne na procent kredyty konsolidacyjne bez zaświadczeń pożyczki bez bik w elblągu kredyty bez zaświadczeń zus us pożyczka prywatna bez zaświadczeń pożyczki prywatne mazowieckie szybka pożyczka przez internet pożyczka na dowód kraków pożyczki na dowód częstochowa szybki kredyt 24 pl kredyt bez zaświadczeń pod zastaw pożyczki prywatne chwilówki głogów pożyczki chwilówki przez internet bez bik kredyt bez zaświadczeń pko chwilówki rzeszów pożyczka przez internet kredyty pozabankowe cieszyn kredyt samochodowy bez bik kredyty bez zaświadczeń i bez biku pożyczka prywatna na oświadczenie kredyty na dowód bez dochodów kredyt dla firmy bez bik kredyt na dowód bez umowy o prace pożyczki bez bik kraków mała pożyczka kredyty pozabankowe cieszyn

Anonymous (2013-03-18 13:28:50)

pożyczka na dowód nysa szybka pożyczka na oświadczenie kredyt na dowód lub oświadczenie pożyczki bez bik włocławek kredyt chwilówka tarnowskie góry kredyt bez zaświadczeń wbk szybka pożyczka w anglii kredyty pozabankowe gorzów wlkp kredyt bez zarobków kredyt chwilówka tomaszów maz kredyty pozabankowe warszawa kredyt na dowód słupsk kredyty chwilówki sosnowiec 3 maja szybkie tanie kredyty szybkie pożyczki kraków pożyczka na dowód radom pożyczki via kredyty chwilówki lubin pożyczki prywatne umowa cywilno-prawna gdzie najlepiej kredyt na dowód szybka pożyczka przez internet na dowód szybkie kredyty bez wychodzenia z domu pożyczka na dowód wrocław pożyczki w 5 minut kredyt chwilówka sochaczew pożyczki bez bik forum kredyty chwilówki na dowód kredyt chwilówka legionowo pożyczki bez bik big kredyt bez zaświadczeń 50000

Anonymous (2013-03-18 13:37:14)

szybka pożyczka bez biku chwilówki poznań kredyt bank pożyczka chwilówki kraków kredyty chwilówki wrocław ul. kołłątaja szybkie pożyczki bez biku kredyt chwilówka praca kredyt bez zaświadczeń-radom www.szybki-kredyt.home.pl szybkie pożyczki opinie kredyt 20000 bez zaświadczeń pożyczka przez internet w 5 minut pożyczki 24 na dobe kredyt gotówkowy bez zaświadczeń pożyczki prywatne mazowieckie szybkie kredyty dla zadłużonych kredyt na dowód pko bp chwilówki 15 minut pożyczka prywatna 2011 pożyczka na dowód kalisz pożyczka prywatna w rodzinie pożyczka gotówkowa deutsche bank pożyczki bez bik zawiercie kredyty chwilówki jastrzębie źródło ekspresowe pożyczki prywatne kredyt na dowód w alior banku pożyczka gotówkowa 40000 kredyty pożyczki bez zaświadczeń szybka pożyczka prywatna bez bik szybki kredyt leszno

Anonymous (2013-03-18 13:41:26)

kredyt pozabankowy forum chwilówki bielsko-biała sms 365 pożyczki kredyty pozabankowe grudziadz kredyt na dowód jastrzębie źródło pożyczki pozabankowe prywatne pożyczka gotówkowa pko sa szybkie kredyty dla firm bez bik chwilówki-3000 pożyczki optima forum pilnie potrzebuje pożyczki pożyczki prywatne wałbrzych kredyty bez zaświadczeń o zarobkach bez bik pożyczki prywatne kalisz szybkie pożyczki w holandii szybka chwilówka kredyt na dowód 2009 szybki kredyt na rozpoczęcie działalności kredyty na dowód kielce pożyczka prywatna umowa pożyczka na dowód sieradz kredyty chwilówki nowy targ pożyczka na dowód nordea kredyty bez zaświadczeń forum chwilówka pozabankowa pożyczki lichwiarskie pożyczka prywatna

na dziś szybkie pożyczki bez bik kredyty chwilówki zarabiaj z nami opinie tani kredyt pozabankowy

Anonymous (2013-03-18 13:45:46)

kredyt przez internet bez biku pożyczki na weksel pożyczka gotówkowa 25000 kredyt pozabankowy tychy pożyczki prywatne gdynia pożyczki na dowód ubezpieczenia szybkie pożyczki bez bik i zaświadczeń kredyt na dowód (chwilówki) szybkie pożyczki rybnik chwilówki sanok kredyt gotówkowy na dowód mbank pożyczki dla emerytów chwilówki bez bik warszawa szybkie pożyczki od osób prywatnych pożyczki dla firm chwilówki franczyza kredyty chwilówki forum chwilówki dla zadłużonych pożyczki bez biku przez internet kredyt na dowód w 5 minut kredyty bez za świadczeń o dochodach pożyczki przez internet bez zaświadczeń pożyczki bez bik w banku pożyczki prywatne-gliwice kredyty na dowód warszawa pożyczki z bik pozabankowa pożyczka kredyt na dowód getin kredyt bez zaświadczeń sosnowiec pożyczki bez bik line

Anonymous (2013-03-18 13:50:02)

chwilówki 500 kredyt bez zaświadczeń alior pożyczki bez bik małopolska eurobank pożyczka na dowód osobisty gość chwilówka przez sms szybki kredyt gotówkowy przez internet pożyczka z komornikiem pożyczki kredyty bez bik szybki kredyt gotówkowy kredyty gotówkowe bez zaświadczeń pożyczka na dowód gdzie najlepiej chwilówki ostróda kredyty bez zaświadczeń poznań pożyczki bez bik i krd online pożyczka na dowód bez bik pożyczki na dowód dla bezrobotnych szybkie kredyty od reki kredyt na dowód v5 pożyczka na dowód dla firm szybki kredyt z dostawą do domu pożyczki meritum kredyt bez banku chwilówki gdynia pożyczki prywatne kokos kredyty bez zaświadczeń kielce pożyczki bez bik dla bezrobotnych kredyty chwilówki kielce pożyczka prywatna od ręki pożyczka gotówkowa umowa zlecenie pożyczki do 30 lat

Anonymous (2013-03-18 13:54:12)

pożyczka gotówkowa kalkulator pekao s.a e-pożyczki bez bik pożyczka konsolidacyjna pożyczka prywatna 24 kredyt bez zaświadczeń do chwilówki jaworzno pożyczki 0 pożyczki prywatne z zagranicy pożyczki na dowód bez biku pożyczka na dowód dla bezrobotnych chwilówki przez internet dla bezrobotnych kredyt chwilówka kraków pożyczka prywatna na dziś kredyty na dowód bez zaświadczeń www. pożyczki przez internet.pl chwilówka pozabankowa kredyty mieszkaniowe pożyczki na dowód grudziadz pożyczki prywatne siedlce szybkapozyczka.co.uk szybki kredyt z komornikiem kredyt na dowód bez zaświadczeń eurobank szybka pożyczka gotówkowa specjalnie dla ciebie polska pożyczki bez bik gdańsk kredyt na dowód bez umowy o prace kredyt polska pożyczka na dowód skok kredyt na dowód bez zaświadczeń bez bik kredyty bez zaświadczeń tychy kredyt chwilówka gdańsk

Anonymous (2013-03-18 14:06:27)

kredyt na dowód online szybka pożyczka przez internet bez zaświadczeń szybki kredyt gotówkowy forum bez bik pożyczki pożyczka gotówkowa jaki bank szybkie kredyty z bik szybki tani kredyt gotówkowy kredyt przez internet dla firm pożyczka gotówkowa gdańsk pożyczki 24h kredyty bez zaświadczeń dla zadłużonych pożyczka gotówkowa ing kalkulator szybkie kredyty przez internet pożyczki na dowód w warszawie pożyczki osoby prywatne kredyt bez zaświadczeń bph pożyczka na dowód do 5000 szybkie pożyczki przez internet bez bik pożyczki koszalin kredyty pozabankowe dla firm pożyczka na dowód ge money bank jak dostać kredyt bez zaświadczeń pożyczki prywatne cieszyn jak uzyskać kredyt przez internet pożyczki prywatne szczecin bez bik kredyty chwilówki od ręki chwilówki 2011 kredyty pozabankowe bielsko biala kredyty zielona góra

Anonymous (2013-03-18 14:10:36)

szybki kredyt hipoteczny dla firm kredyty pozabankowe sosnowiec kredyt chwilówka w raciborzu szybka pożyczka 500 zł pożyczki marka kredyt konsolidacyjny www. pożyczki przez internet.pl kredyt na dowód tarnów pożyczka prywatna rzeszów pożyczka na dowód 1000 zł kredyt w mbanku bez zaświadczeń kredyty pozabankowe bez biku kredyty na samochód bez zaświadczeń pożyczki jelenia góra umowa pożyczki 777 chwilówki międzyrzecz pożyczka prywatna warszawa kredyty na dowód bez zaświadczeń o dochodach pożyczki bez bik bydgoszcz pożyczki od ręki pożyczka na dowód włocławek szybki kredyt mbank szybkie kredyty inwestycyjne pożyczka gotówkowa pko sa kredyty bez zaświadczeń forum szybkie kredyty z komornikiem szybka pożyczka przez internet kredyt firmowy kredyt chwilówka rzeszów pożyczka na dowód włocławek

Anonymous (2013-03-18 14:14:45)

kredyt na dowód pko bp szybkie kredyty z komornikiem pożyczki prywatne sosnowiec pożyczka bez banku kredyt przez internet 3616 szybkie pożyczki przez internet bez bik pożyczki pozabankowe kredyty kredyty gotówkowe bez bik zaświadczeń wrocław szybkie pożyczki online kredyt na dowód przez internet pożyczki pozabankowe bez biku pożyczka przez internet na dowód bez bik kredyty chwilówki ruda śląska kredyt na dowód tychy pożyczka gotówkowa szybka kredyty pozabankowe w lublinie gdzie pożyczka bez bik kredyty pozabankowe w lublinie pożyczka na dowód w lukas banku kredyt na dowód pko bp pożyczki z urzędu pracy pożyczka na dowód w pko bp kredyt pod weksel pożyczka gotówkowa na telefon pożyczki bez bik na dowód kredyt internet szybkie kredyty inowrocław szybki kredyt pozabankowy szybkie pożyczki od osób prywatnych szybki kredyt bez formalności

Anonymous (2013-03-18 14:19:04)

szybka pożyczka bez bik wrocław szybki kredyt leszno szybki kredyt konsolidacyjny bez bik kredyt pozabankowy lodz chwilówki myślowice szybkie kredyty kraków kredyt na dowód skok kredyt bez zaświadczeń lukas pożyczka na dowód 20000 kredyt chwilówka ing pożyczki oddłużeniowe kredyt na dowód zabrze kredyt dla emeryta szybkie kredyty dla firm pożyczki przez internet na dowód cetelem pożyczka przez internet szybkie pożyczki bez bik kredyt chwilówka praca kredyty hipoteczne bez zaświadczeń o dochodach gdzie po szybki kredyt hipoteczny pożyczki bez bik zielona góra chwilówki franchising kredyty chwilówki na oświadczenie kredyt na dowód do 20000 pożyczki od osób prywatnych szybkie pożyczki bez bik kredyt bez zaświadczeń o zarobkach kredyty gotówkowe bez zaświadczeń i poręczycieli kredyt chwilówka stargard pożyczka na dowód lubin

Anonymous (2013-03-18 14:23:08)

pożyczki prywatne bez bik i krd pożyczka gotówkowa na dowód pożyczki prywatne bydgoszcz kredyt na dowód 10000 pożyczka pozabankowa bez bik kredyty pożyczki chwilówki pożyczki prywatne osuści pożyczka prywatna wzór szybki kredyt szczecin pożyczki prywatne kraków kredyt na dowód kielce pożyczka przez internet na konto szybka pożyczka bez bik wrocław tanie pożyczki bez bik kredyty bez zaświadczeń bielsko kredyty na dowód bez zaświadczeń pożyczka przez internet od 18 lat pożyczki rzeszów pożyczka na dowód umowa zlecenie kredyt na dowód pko bp chwilówki brodnica pożyczki jastrzębie zdroj kredyt na dowód alior bank pożyczki bez bik gdańsk kredyt na samochód bez zaświadczeń o dochodach pożyczki do 500 zł kredyt przez telefon szybka pożyczka elbląg szybka pożyczka dla nowych firm kredyt chwilówka kalisz

Anonymous (2013-03-18 14:27:16)

pożyczka na dowód elbląg kredyt sms kredyt bank pożyczka prywatna bez zabezpieczeń dobra pożyczka forum szybka pożyczka londyn pożyczki na dowód prywatne pożyczka na dowód 3000zł e-pożyczki przez internet pożyczki z unii europejskiej chwilówki wrocławskie szybkie pożyczki opole pożyczka gotówkowa umowa zlecenie chwilówki chorzów rynek kredyt gotówkowy bez zaświadczeń na dowód kredyt dla emeryta kredyty przez internet chwilówki pożyczka na dowód dla firm pożyczki bez bik łódź chwilówki rybnik pożyczka prywatna umowa pożyczki art. 777 szybki kredyt gotówkowy pko zakupy na raty bez bik pożyczki 24 na dobe kredyt pozabankowy na spłatę komornika kredyt chwilówka gliwice pożyczka prywatna tychy pożyczki na dowód kalisz kredyt przez internet opinie

Anonymous (2013-03-18 14:31:21)

kredyt na dowód w eurobanku pożyczki lukas kredyt chwilówka chełm pożyczka gotówkowa pożyczki przez internet to nie dziłałość pożyczki jakie oprocentowanie kredyty bez zaświadczeń gdynia szybka pożyczka do 1000 zł pożyczki pozabankowe bez bik szybka pożyczka kalkulator pożyczki prywatne sosnowiec pożyczki bez bik do 10000 kredyty chwilówki wałbrzych pożyczka gotówkowa citi kredyt pozabankowy od reki pożyczka na dowód w pko szybkie pożyczki częstochowa chwilówki franchising pożyczka gotówkowa zadłużonych pożyczka prywatna poznań kredyty chwilówki olkusz szybkie pożyczki pozabankowe bez formalności kredyty pożyczki szybka pożyczka warszawa kredyty z bik szybka pożyczka białystok kredyty chwilówki lublin kredyt przez internet pożyczka na dowód tylko kredyt bez zaświadczeń bydgoszcz

Anonymous (2013-03-18 14:35:24)

pożyczki rodzinne pożyczka gotówkowa od osób prywatnych skok stefczyka kredyt szybki kredyt w banku kredyt chwilówka gliwice pożyczka gotówkowa bez biku kredyt przez internet bez zaświadczeń o zarobkach chwilówki zabrze szybki kredyt

pod hipotekę pożyczka na dowód w ing szybkie pożyczki+legnica kredyt gotówkowy bez zaświadczeń alior bank pożyczka prywatna katowice skok stefczyka bez bik szybki kredyt rzeszów szybkie pożyczki leszno pożyczki bez bik zaświadczeń o dochodach lukas bank pożyczka przez internet szybka pożyczka gotówkowa kredyt bez pożyczka na dowód w lukas banku szybki kredyt allianz pożyczka na dowód getin kredyt chwilówka na dowód kredyt chwilówka zywiec pożyczka gotówkowa alior kalkulator pożyczka prywatna 24 pożyczka prywatna oprocentowanie szybka pożyczka 2000 pożyczki na działalność gospodarczą

Anonymous (2013-03-18 14:39:24)

pożyczkaprywatna.pl pożyczki prywatne bez biku szybkie kredyty gotówkowe bez bik pożyczka przez internet bez biku szybka chwilówka przez internet pożyczka gotówkowa z banku pożyczki kalkulator pożyczka prywatna pod hipotekę pożyczki na dowód w banku kredyty bez zaświadczeń poznań kredyty chwilówki tarnowskie góry pożyczki prywatne chorzów szybkie kredyty dla firm kredyty przez internet chwilówki kredyt chwilówka namysłów pożyczka gotówkowa a pcc pożyczka na dowód w pko bp szybkie kredyty na samochód pożyczki prywatne pozabankowe chwilówki 15 minut szybkie kredyty bez sprawdzania jak uzyskać szybki kredyt szybka pożyczka rzeszów kredyt na dowód szczecin kredyty na dowód dla bezrobotnych pożyczki prywatne sosnowiec kredyty gotówkowy bez zaświadczeń pożyczka sms bez bik kredyt na dowód przez internet szybka pożyczka bez bik

Anonymous (2013-03-18 14:43:27)

szybki kredyt bez zdolności pożyczka prywatna forum jak uzyskać kredyt bez zaświadczeń kredyt bez zaświadczeń warszawa pożyczki udzielone przez polską innym krajom szybkie kredyty uk pożyczka przez internet bez biku pożyczki bez bik gliwice kredyt hipoteczny bez zaświadczeń kredyty forum pożyczka na dowód millennium kredyt bez zaświadczeń z pracy ekspresowe pożyczki bez bik bik pożyczka internet pożyczka on line szybka pożyczka od ręki chwilówki włocławek kredyt pozabankowy przez internet pożyczki na dowód w banku pożyczka na dowód mielec pożyczka przez internet w ing bez bik warszawa chwilówki poznań kredyty pozabankowe tarnów pożyczki jak provident kredyty pozabankowe pod weksel pożyczki na dowód ing szybkie pożyczki bez sprawdzania w bik chwilówki oświęcim pozabankowe kredyty samochodowe

Anonymous (2013-03-18 15:04:08)

szybki kredyt chwilówka kredyty na dowód bez zaświadczeń o zarobkach kredyty chwilówki tychy opinie kredyt samochodowy bez bik szybka pożyczka tarnów pożyczki prywatne kraków szybki kredyt bez zaświadczeń kredyty pozabankowe na spłatę komornika szybki kredyt pozabankowy bez bik kredyty przez internet radiowy chwilówki-3000 kredyty na dowód bez bik szybkie kredyty w anglii pożyczki bez sprawdzania w bik kredyt chwilówka na czym polega kredyt polska pożyczki na dowód v5 pożyczka bez banku szybkie pożyczki chwilówki pożyczki na dowód kołobrzeg pożyczka hipoteczna kredyt przez internet bez biku szybka pożyczka line bank kredyt kredyt dla firm szybkie kredyty bez sprawdzania kredyt dla emerytów kredyty pozabankowe jastrzębie źródło pożyczka na dowód w mbanku pożyczki na dowód przez internet

Anonymous (2013-03-18 15:08:12)

pożyczki przez internet bez bik i krd pożyczki hipoteczne pożyczka prywatna dla rodziny pożyczki lublin pożyczki na dowód kalkulator kredyty na samochód bez zaświadczeń kredyt bez zaświadczeń o zarobkach na dowód kredyty bez zaświadczeń dla zadłużonych mała pożyczka szybkie pożyczki pozabankowe na dowód pożyczka na dowód osobisty bez zaświadczeń kredyty gotówkowe bez zaświadczeń radom kredyty bez zaświadczeń kielce kredyty chwilówki lubań szybki kredyt inteligo kredyt bez zaświadczeń wrocław kredyty chwilówki współpraca pożyczki lichwiarskie szybkie pożyczki dla bezrobotnych bank kredyt kredyt chwilówka płońsk chwilówki gdynia tani kredyt przez internet pożyczki dla rencistów chwilówki bez bik i krd kredyty pozabankowe- konsolidacyjne szybka pożyczka na święta pożyczka gotówkowa gdzie najkorzystniej pożyczka przez internet chwilówka kredyt przez internet 2012

Anonymous (2013-03-18 15:12:16)

kredyty chwilówki sms pożyczki bez bik kredyty chwilówki zarobki szybki kredyt samochodowy przez internet pożyczki bez bik radomsko kredyt gotówkowy przez internet bez zaświadczeń pożyczki hipoteczne z komornikiem http www kredyty chwilówki pożyczka gotówkowa 20 lat pożyczka prywatna us kredyty pozabankowe warszawa kredyt gotówkowy na dowód pożyczki bez biku łódź pożyczka gotówkowa porównywarka kredyt hipoteczny bez zaświadczeń kredyty forum chwilówki bez bik wrocław kredyt na dowód skok szybki kredyt pko bp kredyt bez zaświadczeń dla firm kredyt przez internet bez zaświadczeń o dochodach

pożyczka chwilówka bez bik ekspresowe pożyczki bez bik kredyty chwilówki tychy praca pożyczka prywatna zielona góra kredyty bez zaświadczeń i bez biku kredyt na dowód zabrze pożyczka przez internet pozabankowa pożyczki koszalin chwilówki wejherowo szybkie pożyczki bez bik lublin

Anonymous (2013-03-18 15:16:22)

kredyty bez zaświadczeń bez biku kredyt 20 tys szybkie pożyczki anglia pożyczki bez bik gdańsk udziele pożyczki prywatnie pożyczka na dowód kielce pożyczki warszawa kredyty na dowód 2010 kredyt na dowód wrocław pożyczki skok kredyt na auto bez bik pożyczki bez bik kraków kredyty pozabankowe rzeszów pożyczka prywatna w rodzinie chwilówki garwolin kredyt na dowód jakie banki pożyczka prywatna wzór umowy kredyt dla firm bez zaświadczeń kredyty z bik kredyty pozabankowe z bikiem szybka pożyczka na dowód przez internet pożyczka na dowód 1000 zł pożyczka przez internet od 18 lat kredyty na dowud lukas bank kredyt przez internet opinie pożyczki studenckie chwilówki zielona góra chwilówki międzyrzecz pożyczki w internecie szybki kredyt hipoteczny dla firm

Anonymous (2013-03-18 15:20:19)

kredyty chwilówki 35 pożyczki marka forum pożyczka gotówkowa getin kredyt bez big pożyczka gotówkowa dla emerytów szybka pożyczka mazowieckie pożyczki wrocław kredyt bank kredyt przez internet pożyczka na dowód ge money bank kredyty chwilówki bolesławiec szybkie pożyczki online kredyt pozabankowy z komornikiem szybkie pożyczki warszawa pożyczka na dowód osobisty radom pożyczka na dowód skok stefczyka chwilówki bez bik kraków [http www kredyty chwilówki co jest](http://www.kredytychwilowki.co.jest) pożyczka gotówkowa pilna pozyczka bez bik kredyty bez zaświadczeń słupsk szybkie kredyty poznań kredyty na dowód osobisty pożyczka gotówkowa na oświadczenie pożyczki bez bik kielce kredyt na dowud kredyty pozabankowe bez bik poznań pożyczka przez internet w ing kredyt przez internet w 15 min pożyczka przez internet dla bezrobotnych pożyczki i chwilówki

Anonymous (2013-03-18 15:24:17)

pożyczka gotówkowa kalkulator wbk pożyczka prywatna udzielię szybkie pożyczki gotówkowe pożyczki bez bik na dowód pożyczki prywatne na umowę pożyczka gotówkowa prywatna kredyty chwilówki lubliniec kredyt na dowód skradziony pożyczki prywatne oszuści kredyt bez formalności szybkie pożyczki przez internet bez biku kredyt na dowód bez zaświadczeń o dochodach kredyt pod hipotekę bez zaświadczeń pożyczka przez internet chwilówka kredyt na dowód mbank kredyty bez zaświadczeń zus us chwilowka dla bezrobotnych kredyt na dowód osobisty pożyczka bez bik przez internet pożyczki prywatne cieszyn pożyczki bez biku kalisz bez bik pożyczki chwilówki bełchatów kredyt przez internet na dowód sms 365 pożyczki pożyczki typu provident pożyczki prywatne siedlce chwilówki feniks kredyty chwilówki inwestor kredyt chwilówka sanok

Anonymous (2013-03-18 15:28:17)

kredyt na dowód kołobrzeg szybka pożyczka 3000 zł kredyty bez zaświadczeń przez internet tanie kredyty bez zaświadczeń chwilówki zabrze chwilówki myślowice pozabankowa pożyczka kredyt na dowód słupsk bez bik pożyczki kredyt dla firmy bez zaświadczeń pożyczka na dowód gdynia kredyt na dowód getin kredyty chwilówki rydułtowy chwilówki poznań pożyczka przez internet prawo kredyt hipoteczny bez zaświadczeń 2010 pożyczka prywatna kalisz kredyt na dowód aigo pożyczki przez internet na dowód sms pożyczki bez bik pożyczki vivus opinie trudne kredyty pomoc kredyty chwilówki fabryczna 12 tychy pożyczka gotówkowa pekao sa pożyczki na dowód bez zaświadczeń kredyt z komornikiem kredyt 20000 bez zaświadczeń kredyty chwilówki nowy sącz szybki kredyt bez zaświadczeń pożyczki bez bik włocławek

Anonymous (2013-03-18 15:32:12)

szybki kredyt hipoteczny bez bik chwilówki będzin pożyczki poza bankowe pożyczka dla firmy szybkie pożyczki z komornikiem pożyczki prywatne-głogów pożyczki bez bik radomsko kredyt samochodowy bez biku pożyczka gotówkowa w 5 min kredyty bez zaświadczeń gliwice kredyt przez internet forum kredyt pozabankowy prywatny kredyty chwilówki nysa szybki kredyt bez formalności pożyczki bez bik warszawa chwilówki stalowa wola chwilówka online pożyczka na dowód dąbrowa górnicza szybki kredyt częstochowa pożyczki pod hipotekę bez bik kredyty chwilówki tychy ul. fabryczna 12 pożyczka gotówkowa ing forum szybki-kredyt.org.pl chwilówki jasło pożyczki 100 pożyczka bez zaświadczenia chwilówki feniks kredyt przez internet bez biku optima pożyczki szybki kredyt bocian

Anonymous (2013-03-18 15:36:11)

kredyty pozabankowe z komornikiem pożyczka gotówkowa 07 kredyt przez internet bez zaświadczeń kredyty chwilówki tychy ul. fabryczna szybkie kredyty gotówkowe przez internet kredyt na dowód elbląg chwilówki stalowa wola kredyty chwilówki bydgoszcz chwilówki feniks szybkie pożyczki warszawa kredyt hipoteczny bez zaświadczeń kredyt na dowód osobisty bez zaświadczeń pko kredyt pozabankowy bez biku pożyczki 2007 pożyczka prywatna pod hipotekę pożyczki 5000 pożyczki bez bik od zaraz kredyty gotówkowe na dowód bez zaświadczeń kredyty gotówkowe bez zaświadczeń radom szybkie kredyty przez internet obligacja 4 pożyczki konsolidacyjnej kredyt chwilówka praca pożyczka prywatna legnica gdzie pożyczka bez bik szybki kredyt dla zadłużonych pożyczki na 10 lat kredyt bez zaświadczeń rzeszów pożyczka prywatna radom pożyczki bez bik poznań kredyt na dowód bez zaświadczeń 2010

Anonymous (2013-03-18 15:44:17)

pożyczki bez bik lublin pożyczka gotówkowa deutsche bank pożyczki między przedsiębiorcami szybki kredyt katowice pożyczka gotówkowa w pekao sa pożyczki prywatne siedlce pożyczka gotówkowa lucas bank pożyczka gotówkowa dla firm pożyczki na dowód włocławek kredyty chwilówki bytom pożyczka prywatna dla rodziny pożyczki na dowód info chwilówki pożyczka gotówkowa umowa pożyczka gotówkowa ing opinie kredyt chwilówka wejherowo kredyt chwilówka legnica kredyt 10 tys chwilówki pożyczki szybki kredyt dla firm bez bik pożyczka na dowód aigo prywatne pożyczki kredyty pożyczka gotówkowa na 15 lat pożyczki na dowód bez biku kredyt bez zaświadczeń i biku kredyt pozabankowy dla firm szybki kredyt firmowy kredyty na dowód dla bezrobotnych szybkie pożyczki pozabankowe na dowód szybkie kredyty bez wychodzenia z domu

Anonymous (2013-03-18 16:13:33)

pożyczka przez internet jednorazowo kredyt bez zaświadczeń porównanie bik kredyty chwilówki wrocław pożyczki opole chwilówki inwestycje chwilówki lubin kredyty pozabankowe na spłate komornika pożyczki prywatne warszawa pożyczki na dowód lukas kredyty pozabankowe bytom pożyczki on line chwilówki sms 365 kredyt na dowód 2010 pożyczki przez internet nie działalność kredyty chwilówki chojnice pożyczka dla zadłużonych kredyty chwilówki wrocław kredyt chwilówka sucha beskidzka kredyty chwilówki nowy targ bocian kredyty szybka pożyczka do 5000 zł kredyt na dowód aigo kredyt bez zaświadczeń umowa zlecenie pożyczki na dowód bez zaświadczeń o zarobkach szczecin kredyt bank pożyczka pożyczka na dowód dla prowadzących działalność kredyt na dowód media markt szybkie pożyczki jarocin chwilówki+euro

Anonymous (2013-03-18 16:26:06)

kredyt dla lekarzy szybka pożyczka do 1000 zł pożyczka prywatna chojnice chwilówki chwilówki lokaty pożyczki na dowód toruń szybka pożyczka gotówkowa szybka pożyczka krótkoterminowa szybka pożyczka częstochowa kredyt na dowód w lukas banku kredyt bez zaświadczeń zielona góra kredyt bez zaświadczeń eurobank kredyt na dowód jaki bank szybki kredyt hipoteczny kredyty chwilówki w 15 minut kredyt przez internet w uk kredyt pozabankowy na dowód szybki kredyt dla rolników pożyczki na oświadczenie bez bik kredyty na dowód osobisty bez zaświadczeń kredyt na dowód tymczasowy pożyczka prywatna na dowód kredyty chwilówki wrocław szybka pożyczka przez internet na dowód szybki kredyt zielona góra euro bank pożyczka na dowód najszybszy kredyt przez internet pożyczka przez internet prywatna kredyt chwilówka dla zadłużonych pożyczka prywatna bez zaświadczeń

Anonymous (2013-03-18 17:13:16)

kredyty bez zaświadczeń pożyczki bez bik gdańsk kredyt przez internet na dowód pożyczka przez internet pko bp pożyczki prywatne w uk kredyty gotówkowe bez zaświadczeń poręczycieli skok stefczyka bez bik pożyczki bez bik forum pożyczki na wymiar kredyty pozabankowe białystok pożyczki osoby prywatne kredyty bez big pożyczki przez internet uk szybka pożyczka bez zaświadczeń szybki kredyt dla nowych firm pożyczki bez bik ostrów wielkopolski szybka pożyczka dla studentów pożyczki hipoteczne kalkulator chwilówki współpraca chwilówki przez internet dla bezrobotnych kredyt na dowód bez bik kredyt bank 24 kredyt na dowód wrocław pożyczki na dowód kredyt przez internet bez zaświadczeń o dochodach pożyczki przez internet w uk pożyczka prywatna wzór pożyczka gotówkowa od osób prywatnych pożyczki pozabankowe łódź prometeusz kredyty

Anonymous (2013-03-18 17:17:23)

chwilówki nowa sól chwilówki na dowód warszawa pożyczki na dowód wałbrzych chwilówki 1000 zł kredyty bez zaświadczeń o

zarobkach szybkie pożyczki warszawa pożyczki przez internet bez zaświadczeń pożyczka na dowód w 5 minut pożyczki prywatne radomsko kredyt na dowód zabrze kredyt przez internet uk szybki kredyt 30 tys szybkie kredyty gotówkowe wrocław pożyczki prywatne słupsk pożyczka prywatna pod hipotekę szybki kredyt mbank pożyczki prywatne wrocław pożyczki przez internet chwilówki chwilówka przez internet pożyczka na dowód radom szybka pożyczka bocian kredyt na wesele pożyczki internetowe bez bik pożyczki przez telefon eurobank kredyt na dowód forum pożyczka gotówkowa a pcc szybkie kredyty z bik pożyczki bez bik bydgoszcz pożyczki podobne do providenta kredyty pozabankowe bielsko biala

Anonymous (2013-03-18 17:21:32)

chwilówki bez bik poznań kredyt w providencie pożyczki prywatne wrocław chwilówki na alimenty pożyczki studenckie pożyczki poza bankowe kredyty na samochód bez zaświadczeń pożyczka prywatna zachodniopomorskie kredyt chwilówka lubliniec pożyczki prywatne na weksel pożyczki prywatne kraków szybkie kredyty bez wychodzenia z domu dobra pożyczka opinie klientów kredyt bez zaświadczeń bydgoszcz pożyczka gotówkowa z ubezpieczeniem szybkie kredyty wrocław szybkie kredyty w uk pożyczka prywatna dla rodziny szybkie kredyty dla studentów pożyczki vivus pożyczki na dowód katowice pożyczki bez bik szczecin szybki kredyt zabrze pożyczki na dowód gdzie szybki kredyt z komornikiem chwilówki hrubieszów pożyczka gotówkowa od ręki szybka pożyczka bez bik pożyczka na dowód v5 konsolidacja bez bik

Anonymous (2013-03-18 18:12:26)

pożyczki bez bik słupsk pożyczki prywatne słupsk szybkie pożyczki gotówkowe bez zaświadczeń kredyt przez internet bez sprawdzania zdolności kredytowej pożyczki na dowód jastrzębie zdroj pożyczki przez internet radiowy kredyt gotówkowy chwilówka pożyczka gotówkowa w uk pożyczka bez zaświadczeń o zarobkach szybkie pożyczki społecznościowe szybkie chwilówki kredyt gotówkowy bez zaświadczeń dla firm kredyty na dowód bez zaświadczeń o dochodach pożyczka dla firm bez bik pożyczki unijne dla małych firm chwilówki jasło kredyt bez zaświadczeń plock szybka chwilówka przez internet bez bik kredyt na dowód bydgoszcz szybka pożyczka przez internet pozabankowa szybki kredyt bez zdolności chwilówki glogów kredyt na dowód kielce pożyczki na dowód włocławek bank pocztowy kredyt przez internet kredyt na dowód w lukas banku kredyty pozabankowe pod zastaw prywatne porzyczki kredyt na dowód lub oświadczenie kredyt chwilówka forum

Anonymous (2013-03-18 18:17:20)

kredyt chwilówka zywiec szybka pożyczka 2000 bocian kredyty kredyty pozabankowe bez zaswiadczen kredyty pozabankowe dla zadluzonych pożyczka gotówkowa pko bp kredyt przez internet bez zaswiadczen o dochodach pożyczki na dowód od ręki pożyczka gotówkowa co to jest kredyty chwilówki dzierzoniów kredyt na dowód w lukas banku pożyczka na dowód getin bank kredyty mieszkaniowe kredyt bez sprawdzania bik kredyt chwilówka jędrzejów pożyczki bez bik legionowo kredyt gotówkowy bez zaświadczeń wrocław pożyczki bez bik sosnowiec szybkie pożyczki gotówkowe jak dostac szybki kredyt pożyczki bez bik zaświadczeń o dochodach na czym polega kredyt na dowód pożyczka na dowód białystok szybki kredyt 24 pożyczka gotówkowa 2011 kredyty bez zaświadczeń o zarobkach bez bik szybkie kredyty przez internet pożyczki bez bik i krd poznań pożyczka na dowód jaki bank pożyczki chwilówki

Anonymous (2013-03-18 18:27:02)

kredyty chwilówki współpraca kredyty chwilówki krosno pożyczki do 500 zł szybka pożyczka do 5000 zł kredyty przez internet bez zaswiadczen kredyty pozabankowe na dowód kredyt gotówkowy na dowód aig pożyczka gotówkowa bez bik szybka pożyczka chwilówka przez internet pożyczka gotówkowa 50 000 chwilówki kalisz szybki kredyt chorzów pożyczki w banku kredyt inwestycyjny bik chwilówki jasło szybkie pożyczki.com kredyty chwilówki bydgoszcz kredyty na dowód przez internet pożyczka na dowód tomaszów maz szybka pożyczka gorzów kredyt na dowód i oświadczenie prywatna pożyczka w legnicy kredyt przez internet bez zaswiadczen o dochodach pożyczka prywatna katowice kredyty chwilówki akcja znicz szybki kredyt przez internet chwilówki pożyczki pożyczka gotówkowa opinie chwilówki prywatne

Anonymous (2013-03-18 18:31:50)

szybkie pożyczki warszawa bezbik kredyt na dowód zawiercie pożyczki prywatne cieszyn szybkie kredyty gotówkowe wrocław chwilówki feniks pożyczka przez internet jednorazowo oferta dla zadluzonych szybki kredyt internetowy kredyt na dowód bez zaświadczeń eurobank chwilówki lębork pożyczka bez formalności jaka pożyczka gotówkowa kredyty mieszkaniowe

pozabankowe chwilówki zgierz szybka pożyczka na dowód osobisty kredyt na dowód bez zaświadczeń 2010 pożyczka przez internet w ing pilnie potrzebuje pożyczki kredyt gotówkowy najtańsza pożyczka gotówkowa 2010 kredyty pozabankowe opole chwilówki ciechanów kredyt bez formalności kredyt na oświadczenie szybkie porzyczki chwilówki do 5000 kredyt przez internet na dowód kredyt chwilówka płońsk kredyty na samochód bez zaświadczeń

Anonymous (2013-03-18 18:36:28)

eurobank pożyczka na dowód osobisty kredyty chwilówki oferty pracy kredyt przez internet z komornikiem szybkie kredyty dla bezrobotnych pożyczka na dowód kraków szybka pożyczka skarbiec chwilówki jastrzębie zdroj ul ślaska szybkie kredyty bez sprawdzania szybki kredyt hipoteczny pożyczka prywatna sosnowiec pożyczki na dowód łódź pożyczki prywatne łódź szybkie pożyczki bez bik pożyczki bez bik kraków kredyt konsolidacyjny pożyczka przez internet na dowód bez bik kredyty samochodowe bez zaświadczeń o dochodach chwilówki system partner pożyczki rzeszów szybka pożyczka bez bik i krd szybka pożyczka pekao s.a kredyt przez internet na konto szybkie kredyty gotówkowe bez zaświadczeń kredyty chwilówki olkusz pożyczki online kredyty chwilówki oprocentowanie kredyty samochodowe bez zaświadczeń o zarobkach chwilówki system partner szybka pożyczka czyli blef kredyty chwilówki będzin

Anonymous (2013-03-18 18:41:10)

kredyty chwilówki przez internet kredyt przez internet w uk pożyczki bez biku i krd kredyt przez internet mbank szybkie pożyczki chorzów pożyczka gotówkowa kredyt bank kredyty samochodowe bez zaświadczeń o dochodach pożyczka na dowód forum szybka pożyczka katowice pożyczki bez bik dochodów kredyt na dowód tymczasowy pożyczka gotówkowa ranking 2012 pożyczka prywatna słupsk kredyty oddłużeniowe bez bik kredyt gotówkowy na dowód szybka pożyczka od ręki chwilówki olsztyn kredyty chwilówki sopot kredyt chwilówka bez bik kredyty chwilówki inwestycje pożyczka na dowód oprocentowanie kredyty chwilówki 35 szybki kredyt z zajęciem komorniczym pożyczki prywatne inowrocław chwilówki forum praca kredyty chwilówki siedlce pożyczki na dowód online pożyczki mbank pożyczka na dowód najlepsza kredyt bez zaświadczeń szczecin

Anonymous (2013-03-18 18:45:55)

kredyty na dowód przez internet pożyczka na dowód szybko gdzie kredyt pozabankowy chwilówki bielsko-biała 3 maja kredyty przez internet chwilówki pożyczka w banku kredyt chwilówka ostrów wlkp kredyty pozabankowe dla firm kredyty chwilówki dla firm pożyczki bez bik dąbrowa górnicza szybki kredyt hipoteczny kredyty chwilówki kraków szybkie kredyty pozabankowe pożyczki bez biku poznań szybkie kredyty dla firm kredyt bez zaświadczeń leszno kredyt pozabankowy bydgoszcz chwilówki oświęcim kredyty przez internet bez wychodzenia z domu szybkie pożyczki.com kredyty chwilówki poznań pożyczka na dowud szybkie pożyczki pod hipotekę szybkie pożyczki przez internet bez biku pożyczki bez bik bez zaświadczeń kredyt gotówkowy bez biku kredyty chwilówki kluczbork pożyczka z bik optima pożyczki szybki-kredyt.org.pl

Anonymous (2013-03-18 19:05:29)

kredyt chwilówka na czym polega chwilówki inowrocław kredyt pozabankowy poznań kredyty chwilówki grudziądz kredyty chwilówki szczecin szybkie kredyty prywatne kredyt przez internet na dowód kredyt pozabankowy pod zastaw szybki kredyt anglia kredyty na dowód pko pożyczki prywatne debetowo.pl szybki kredyt uk szybkie pożyczki dla studentów pożyczka prywatna bez zastawu kredyty pozabankowe zielona góra kredyt dla zadłużonych z komornikiem kredyty chwilówki grochowska 332 kredyt pozabankowy z komornikiem kredyty bez zaświadczeń o zarobkach kredyt chwilówka gdynia pożyczka gotówkowa od rodziny kredyty pozabankowe bez bik forum kredyt na dowód jastrzębie zdroj kredyty pożyczki bez bik na oświadczenie pożyczki bez bik od zaraz kredyty chwilówki w tvn pożyczki dla każdego kredyty przez internet chwilówki pożyczki na dowód w pko pożyczka gotówkowa sms

Anonymous (2013-03-18 19:14:53)

pożyczki prywatne chełm kredyt pozabankowy dla firm kredyt pozabankowy przez internet pożyczki bez bik mazowieckie pożyczka gotówkowa toruń pożyczki prywatne jelenia góra pożyczka gotówkowa ranking 2012 bez bik przez internet szybkie kredyty gotówkowe dla firm ekspresowe pożyczki bez bik pożyczki i oprocentowanie bez bik kredyt kredyt chwilówka olsztyn pożyczki przez internet 2012 kredyty pozabankowe bez bik pożyczka z komornikiem pożyczki gotówkowe bez bik chwilówki legionowo szybka pożyczka na święta pożyczki językowe chwilówki bez bik kredyt pozabankowy od reki kredyt na dowód 5000

pożyczki na dowód bez bik szybkie pożyczki bez bik przez internet kredyty pozabankowe gdynia pożyczka na dowód kraków chwilówki bez bik poznań udzielenie pożyczki prywatnie pożyczka na dowód

Anonymous (2013-03-18 19:19:37)

szybkie pożyczki tczew pożyczki bez bik pozabankowe kredyty pozabankowe cieszyn pożyczka na dowód osobisty eurobank udzielenie pożyczki pod weksel kredyt pozabankowy-kalisz pożyczka gotówkowa mbank kredyt na dowód gliwice pożyczki prywatne szybko szybkie kredyty dla firm szybka kasa bez bik pożyczki prywatne szczecin pożyczki bocian pożyczki bez bik legionowo szybka pożyczka wałbrzych kredyt na dowód kielce cetelem pożyczka przez internet szybka pożyczka dla studentów pożyczki bez bik i krd pożyczki prywatne wzór umowy pożyczki pożyczki na dowód w domu klienta chwilówki wejherowo szybkie pożyczki przez internet bez bik pożyczka przez internet od 18 lat chwilówki sosnowiec chwilówka przez sms pożyczki bez bik sosnowiec kredyt na dowód v5 kredyt bez zaświadczeń aig

Anonymous (2013-03-18 19:24:29)

pożyczka na dowód ełk pożyczki na dowód tychy kredyt na dowód bez zaświadczeń eurobank kredyt chwilówka forum kredyt na dowód gorlice szybki kredyt do 5000 pożyczka gotówkowa alior bank kalkulator kredyt na dowód 24h pożyczka gotówkowa 0 prowizji pożyczka gotówkowa info banki kredyty pcc umowa pożyczki 2011 kredyt chwilówka gdańsk szybka pożyczka wrocław pożyczka przez internet bez bik kredyty pozabankowe bez biku pożyczka prywatna na oświadczenie pożyczki prywatne od inwestorów pożyczka na dowód alior bank pożyczka prywatna w warszawie pożyczka bez umowy o pracę pożyczka na dowód poczta polska szybki kredyt internetowy kredyty chwilówki brodnica bez bik kredyt pożyczki bez bik brodnica pożyczki 500 zł szybka pożyczka skok kredyty chwilówki akcja zniszczyć pożyczki lombardowe

Anonymous (2013-03-18 19:29:27)

chwilówki zabrze wolności szybka pożyczka dla firm auto na raty bez bik pożyczka na dowód do 10000 pożyczki prywatne w łodzi kredyt na dowód jastrzębie źródło kredyty pozabankowe w poznanu pożyczki na dowód kredyt pozabankowy bydgoszcz pozabankowe kredyty samochodowe pożyczki dla zadłużonych bez bik pożyczki oddłużeniowe szybki kredyt szczecin pożyczka gotówkowa alior bank kalkulator kredyty pozabankowe trojmiasto pożyczki na dowód lukas bank pożyczka na dowód dla firm szybkie kredyty studenckie kredyt bez big kredyty na dowód eurobank kredyty szybkie pożyczka przez internet od 18 lat szybkie bezpośrednie pożyczki gotówkowe online pożyczka gotówkowa w euro szybkie pożyczki internetowe pozabankowe pożyczki na dowód pożyczki na dowód lublin pożyczki pozabankowe bez bik pożyczki prywatne dla firm pożyczki poznań

Anonymous (2013-03-18 19:34:30)

pożyczka chwilówka bez bik przez internet kredyt chwilówka gorzów pożyczka na dowód tychy pożyczka gotówkowa getin pożyczka z banku kredyty bez zaświadczeń poznań kredyt chwilówka oświęcim kredyt na mieszkanie bez zaświadczeń pożyczka prywatna dla rodziny kredyt chwilówka kontakt pożyczki na dowód prywatne chwilówki ełk kredyt na dowód v5c pożyczki przez internet uk pożyczki do 30 lat szybkie pożyczki pod zastaw pożyczka przez internet od ręki pożyczka gotówkowa 2011 kredyt pozabankowy bez bik pożyczka na dowód jaki bank http www pożyczki szybkie net pożyczki katowice 3 maja pożyczka prywatna poznań kredyt chwilówka zduńska wola prywatna pożyczka pożyczki 999 pożyczki bez bik słupsk kredyt bez bik co jest pożyczka gotówkowa pożyczki bez bik legionowo

Anonymous (2013-03-18 19:38:59)

szybki kredyt gotówkowy ing pożyczki bez bik szczecinek szybki kredyt przez internet dla zadłużonych pożyczka na dowód 1000 zł kredyty hipoteczne bez zaświadczeń o zarobkach rzetelne pożyczki prywatne pożyczka gotówkowa raty kredyt na dowód cieszyn kredyty bez bik zaświadczeń pożyczki bez bik zawiercie kredyt 100 tys pożyczka hipoteczna bez bik kredyty przez internet bez bik kredyt na dowód w mbanku pożyczki bez bik forum chwilówki brodnica kredyt na dowód forum pożyczki przez internet ankiety kredyty przez internet 3d konsolidacja bez bik pożyczki prywatne a pcc pożyczka chwilówka na dowód pożyczka prywatna pod zastaw nieruchomości kredyt konsolidacyjny bez zaświadczeń o dochodach pożyczka na dowód lucas kredyt mieszkaniowy bez bik chwilówki oświęcim pożyczki prywatne siedlce chwilówki jelenia góra pożyczka na dowód cetelem

Anonymous (2013-03-18 19:59:12)

szybki kredyt samochodowy pożyczki prywatne online szybkie kredyty dla firm kredyty bez zaświadczeń o zarobkach pożyczki w internecie chwilówki żary kredyt chwilówka opinie kredyty przez internet bez bik kredyty przez internet bez zaświadczeń kredyt na dowód bez zaświadczeń lukas pożyczki na dowód wałbrzych kredyt przez internet lukas bank pożyczki przez internet 2012 chwilówki lokata kredyt chwilówka w raciborzu kredyty dla zadłużonych bez bik kredyt chwilówka warszawa ul. grochowska kredyt pozabankowy warszawa szybkie pożyczki 2012 gdzie pożyczki bez bik pożyczka gotówkowa 25000 kredyt przez internet chwilówka kredyt chwilówka szczecin pilna pożyczka kredyty chwilówki bez bik kredyty przez internet jednorazowo szybkie pożyczki bez bik przez internet pożyczki bez bik sieradz pożyczka gotówkowa dla rolników kredyty gotówkowe bez zaświadczeń

Anonymous (2013-03-18 20:09:04)

kredyt bez zaświadczeń porównanie szybki kredyt szybkie kredyty na dowód pożyczki na dowód warszawa pożyczka gotówkowa milenium kredyty chwilówki zabrze chwilówki agart chwilówki łódź pożyczka na dowód 1000 zł kredyt chwilówka bielsko biała szybkie kredyty pożyczki pożyczka bez bik łódź kredyty pozabankowe elbląg kredyty bez zaświadczeń o zarobkach chwilówki mińsk mazowiecki szybkie kredyty studenckie szybkie pożyczki gotówkowe bez zaświadczeń pożyczki od ręki pożyczki przez telefon kredyt na dowód radom kredyt gotówkowy bez biku kredyt pozabankowy wrocław chwilówki praca pożyczki prywatne mazowieckie pożyczki bez bik sieradz kredyty przez internet lte tanie kredyty bez zaświadczeń kredyty chwilówki wrocław kredyty chwilówki jaworzno grunwaldzka kredyty pozabankowe sosnowiec

Anonymous (2013-03-18 20:18:17)

szybki kredyt sms pożyczki pozabankowe prywatne kredyt pozabankowy dla zadłużonych szybkapozyczka.co.uk chwilówki grochowska kredyt kredyty na dowód szybkie kredyty zielona góra kredyty chwilówki bez zaświadczeń pożyczki poznań pożyczki bez biku szybkie pożyczki bez zaświadczeń pożyczki bez bik współpraca chwilówki nowe kredyty pozabankowe w Poznaniu kredyt chwilówka forum kredyt bez zaświadczeń i bik warszawa kredyty chwilówki leszno pożyczka gotówkowa ing pożyczki bez bik zduńska wola kredyt samochodowy bez zaświadczeń i bik pożyczki ekspresowe pożyczka prywatna bez biku kredyty przez internet bez bik pożyczka gotówkowa ge money bank pożyczki na dowód szybkie szybka pożyczka na dowód kredyty pozabankowe przez internet wez pożyczkę pożyczka prywatna elbląg kredyt bez zaświadczeń line

Anonymous (2013-03-18 20:23:39)

kredyty dla zadłużonych z komornikiem szybkie pożyczki częstochowa pożyczka gotówkowa rrsó pożyczka gotówkowa fortis bank pożyczki na dowód bez bik kredyt bez zdolności kredytowej kredyty bez zaświadczeń kraków kredyty mieszkaniowe bez zaświadczeń szybki kredyt 3000 zł finan pożyczki cetelem bank kredyt na dowód kredyt pozabankowy bez zabezpieczeń pożyczki bez bik wejherowo pożyczka prywatna szukam kredyty pozabankowe chorzów kredyt na firmę bez zaświadczeń kredyty chwilówki bez zaświadczeń szybki kredyt wbk pożyczki koszalin szybki kredyt leszno kredyty bez zaświadczeń o zarobkach bez bik pożyczka prywatna poznań chwilówki inwestycje kredyt gotówkowy na dowód forum szybkie pożyczki bez bik chwilówki grudziądz pożyczki na dowód toruń pożyczki prywatne w Warszawie pożyczka gotówkowa z karty kredytowej szybki kredyt kraków

Anonymous (2013-03-18 20:28:42)

kredyty chwilówki w tvn kredyt chwilówka ełk szybkie pożyczki lubin kredyt pozabankowy opolskie kredyt na dowód nordea kredyty dla bezrobotnych na dowód kredyt bez zaświadczeń bydgoszcz kredyt bez zaświadczeń na firmę pożyczki prywatne trójmiasto szybkie kredyty gotówkowe kredyt bankowy chwilówki legnica finan pożyczki kredyty gotówkowe bez zaświadczeń o zarobkach szybki kredyt wbk pożyczka gotówkowa ranking 2012 szybkie pożyczki przez internet bez biku pożyczka gotówkowa getin kredyt bez banku kredyty bez zaświadczeń dla zadłużonych pożyczka przez internet bez bik krd kredyt bez poręczycieli pożyczki na dowód zielona góra najlepsza pożyczka gotówkowa 2010 pożyczka gotówkowa na oświadczenie kredyt na dowód zasady pożyczki bez bik cieszyn kredyty pozabankowe- konsolidacyjne kredyty chwilówki piotrków tryb pożyczki przez internet na dowód

Anonymous (2013-03-18 20:33:51)

pożyczka gotówkowa 30000 kredyty pozabankowe oferty kredyt pozabankowy-kalisz kredyt chwilówka bez zaświadczeń szybki

kredyt 500 zł pożyczka przez internet bez bik pożyczka prywatna jelenia góra kredyty gotówkowe na dowód bez zaświadczeń pożyczka na dowód przez internet bez bik szybkie kredyty pozabankowe pożyczka na dowód ing szybka pożyczka online szybkie pożyczki rybnik chwilówki przez internet kredyty bez bik warszawa kredyt na dowód wrocław chwilówki krosno szybkie pożyczki bydgoszcz kredyty bez zaświadczeń warszawa kredyt hipoteczny bez zaświadczeń 2010 szybkie pożyczki online pożyczki prywatne warmińsko-mazurskie kredyty pozabankowe trojmiasto szybka pożyczka w irlandii citi handlowy pożyczka na dowód kredyt chwilówka tarnów pożyczki prywatne tarnobrzeg kredyty chwilówki zarobki szybkie pożyczki na dowód osobisty chwilówki dla bezrobotnych

Anonymous (2013-03-18 20:38:31)

kredyt chwilówka płońsk pożyczki na dowód kontakt kredyty chwilówki brodnica szybka pożyczka przez internet uk chwilówki bez bik wrocław kredyt chwilówka słupsk kredyty pozabankowe z komornikiem pożyczki kredyty na dowód szybkie kredyty przez internet bez bik kredyt bez zaświadczeń dla bezrobotnych szybki kredyt w anglii pożyczka na dowód multibank pożyczki chwilówki bez bik gdańsk pożyczki bez biku poznań umowa pożyczki paragraf 777 kredyt chwilówka gdańsk pożyczka przez internet bez dochodów chwilówki toruń bez bik chwilówki franczyza chwilówki kraków pożyczki prywatne kalisz szybkie pożyczki pod hipotekę pożyczki opole pożyczki na dowód lukas pożyczka gotówkowa ing opinie kredyty pozabankowe poznań chwilówki lokata pożyczki bez zaświadczeń na dowód kredyt gotówkowy na dowód aig szybka pożyczka na dowód osobisty

Anonymous (2013-03-18 20:43:29)

kredyty przez internet bez zaświadczeń pożyczka prywatna tarnów kredyty bez zaświadczeń bez biku pożyczka prywatna wrocław kredyt pozabankowy dla firm szybkie kredyty szczecin szybka pożyczka na sms pożyczka prywatna na umowę szybkie pożyczki lublin kredyt na dowód od ręki chwilówki dębica kredyt na dowód przez internet bez biku kredyt pozabankowy przez internet pożyczka prywatna 24 pożyczki prywatne bez zabezpieczeń pożyczka prywatna słupsk szybka pożyczka od ręki kredyty pozabankowe przemysł na czym polega kredyt na dowód szybkie pożyczki bez zaświadczeń kredyty chwilówki dla osób z komornikiem kredyt bez zaświadczeń-radom pożyczka dla każdego pożyczki na dowód warszawa kredyt chwilówka tychy szybkie kredyty przez internet bez bik kredyty bankowe kredyt bez poręczycieli kredyty pozabankowe- konsolidacyjne kredyt pozabankowy z komornikiem

Anonymous (2013-03-18 20:48:34)

pożyczka gotówkowa od ręki kredyty pozabankowe jastrzębie zdroj pożyczka prywatna bez opłat wstępnych auto pożyczki bez bik kredyty przez internet na dowód szybkie pożyczki warszawa pożyczka na dowód nysa pożyczka prywatna tarnów kredyt bez zaświadczeń 2011 szybki kredyt na dowód pożyczki prywatne z komornikiem kredyty chwilówki opinie praca szybki kredyt toruń kredyt chwilówka warszawa kredyty chwilówki oferty pracy pożyczki hipoteczne z komornikiem pożyczki bez bik i krd online szybka pożyczka legnica szybki kredyt gotówkowy szybka pożyczka na dowód osobisty pożyczki dla emerytów kredyty chwilówki zarabiaj z nami opinie pożyczka na dowód poczta polska kredyt pozabankowy pod weksel chwilówki ciechanów chwilówka internet pożyczki bez bik radomsko kredyty gotówkowe bez bik zaświadczeń wrocław www.kredyty na dowód.pl kredyty bez zaświadczeń kraków

Anonymous (2013-03-18 20:58:02)

expresowe pożyczki bez bik kredyty chwilówki elk kredyty bez zaświadczeń o dochodach szybka pożyczka przez internet szybki kredyt lodz pożyczka gotówkowa 2000 zł pożyczki bez bik do 5000 kredyt na dowód pko bp kredyty chwilówki dla firm pożyczka gotówkowa us kredyty chwilówki kredyt chwilówka kraków pożyczka online kredyty bez zaświadczeń forum pożyczki hipoteczne kalkulator kredyt pozabankowy forum pożyczki na dowód tanie kredyty kredyt na dowód millenium kredyty chwilówki jaworzno grunwaldzka pożyczki prywatne i społecznościowe szybka pożyczka przez internet na dowód kredyty chwilówki zamość kredyty chwilówki wałbrzych kredyt hipoteczny bez zaświadczeń 2011 kredyty pozabankowe bydgoszcz pożyczki łódź pożyczki prywatne pożyczki na sms szybki kredyt online

Anonymous (2013-03-18 21:02:27)

pewny kredyt pozabankowy szybki kredyt sms Optima pożyczki pożyczka prywatna od ręki pożyczki bez bik bez zdolności kredytowej chwilówki w domu klienta kredyt chwilówka stargard pożyczki na dowód od 18 lat kredyt dla firmy chwilówki oława

kredyty chwilówki jelenia góra kredyt na dowód bez zaświadczeń bez bik kredyty chwilówki forum pożyczka na dowód jelenia góra pożyczka gotówkowa fortis chwilówki pozabankowe kredyty bez zaświadczeń o prace pożyczka z banku pożyczki optima kredyt bez zatrudnienia kredyt chwilówka poznań szybka pożyczka radom pożyczka prywatna wrocław kredyt sms chwilówki nowa huta pożyczka gotówkowa kalkulator alior pożyczki przez internet na dowód kredyt dla bardzo zadłużonych kredyt na dowód w ing kredyty pozabankowe elbląg

Anonymous (2013-03-18 21:15:32)

kredyty chwilówki opinie kredyt gotówkowy bez zaświadczeń forum pożyczki prywatne na procent pożyczki bez bik kraków pożyczki na dowód kraków szybka pożyczka na dowód pożyczki pozabankowe łódź pożyczki bez bik pożyczka bez big kredyt pozabankowy dla firm kredyt na samochód bez bik pożyczka prywatna na umowę cywilno-prawną szybki kredyt na dowód bez bik kredyt na dowód bez zaświadczeń lukas bank kredyty chwilówki wrocław szybkie pożyczki na dowód pożyczki skarabeusz szybkie pożyczki od osób prywatnych tania pożyczka gotówkowa kredyty chwilówki białystok pożyczki na weksel pożyczki na dowód nowy sącz ekspresowe pożyczki bez bik pożyczka gotówkowa dla twojej rodziny pożyczka przez internet pko bp pożyczka na dowód bez bik online kredyty chwilówki zabrze pożyczka na dowód do 2000 pożyczka przez internet na dowód szybka pożyczka mazowieckie

Anonymous (2013-03-18 21:19:57)

pożyczka na dowód-gliwice pożyczki przez internet bez bik pożyczka gotówkowa millennium kredyt chwilówka online pożyczka gotówkowa ing pożyczka prywatna tychy szybkie pożyczki warszawa pożyczka prywatna 2010 pożyczki prywatne zabrze kredyt pozabankowy dla bezrobotnych kredyt chwilówka windykacja szybka pożyczka na telefon kredyt bez zaświadczeń gdynia kredyt dla bezrobotnych internetowe pożyczki szybka pożyczka do ręki kredyty chwilówki franczyza szybki kredyt w uk kredyty na dowód szczecin pożyczka na dowód tczew kredyty samochodowe bez zaświadczeń o dochodach pożyczka na dowód tomaszów lubelski pożyczki prywatne łódź kredyty bez zdolności kredyt chwilówka na dowód warszawa kredyty na dowód dla bezrobotnych kredyt z szybkie pożyczki kołobrzeg chwilówki wejherowo szybkie kredyty bez formalności

Anonymous (2013-03-18 21:24:44)

pożyczki bez bik line kredyt bez zaświadczeń bydgoszcz pożyczka prywatna wzór umowy chwilówki online chwilówki kraków kredyty bez zaświadczeń o zarobkach bez bik chwilówki chorzów szybki kredyt 30000 szybkie pożyczki dla bezrobotnych pożyczki chwilówki przez internet bez bik szybkie pożyczki szczecin szybkapozyczka.co.uk pożyczki prywatne ogłoszenia kredyt chwilówka sosnowiec szybkie pożyczki bez zaświadczeń kredyt z bik pożyczki prywatne w rodzinie kredyt przez internet na dowód pożyczki bez bik i zaświadczeń chwilówki tarnobrzeg pożyczki bez bik zabrze szybkie pożyczki w uk pożyczki bez bik malbork kredyty pozabankowe warszawa kredyt chwilówka dąbrowa górnicza pożyczka na dowód pożyczki na dowód piła pożyczka na dowód bez umowy o pracę pożyczka na dowód w mbank kredyty bez zaświadczeń na oświadczenie

Anonymous (2013-03-18 21:29:11)

szybkie kredyty internetowe kredyty gotówkowe bez zaświadczeń i poręczycieli pożyczka przez internet od 18 lat kredyt chwilówka forum kredyt na samochód szybki kredyt bez zabezpieczeń kredyt chwilówka dębica pożyczki dla rencistów kredyty pozabankowe sosnowiec pożyczki hipoteczne porównanie pożyczka na dowód tomaszów lubelski kredyt gotówkowy bez zaświadczeń forum najwyższa pożyczka na dowód pożyczka gotówkowa od osób prywatnych kredyt chwilówka częstochowa kredyt na dowód w ing pożyczki prywatne tychy kredyt na dowód do 20000 szybkie pożyczki siedlce pożyczka gotówkowa emerytów kredyt gotówkowy na dowód ing chwilówki forum pożyczka prywatna wzór umowy pożyczki pod weksel bez bik kredyt na dowód bez zaświadczeń o dochodach szybka pożyczka przez internet dla zadłużonych pożyczka na dowód warszawa kredyt przez internet w mbank pożyczki na dowód przez internet kredyt bez zaświadczeń alior bank

Anonymous (2013-03-18 21:33:44)

pożyczka polska kredyt pozabankowy przez internet kredyty gotówkowe bez zaświadczeń poręczycieli kredyt dla zadłużonych w bik szybkie kredyty blogspot pożyczka na dowód bez zaświadczeń o zarobkach pko pożyczki chwilówka bank pocztowy kredyty na dowód współpraca pożyczka gotówkowa gdańsk getin bank pożyczki bez bik trojmiasto tani szybki kredyt bez zaświadczeń szybki kredyt hipoteczny 2011 kredyty chwilówki skawina pożyczki na dowód prywatne pożyczki unijne dla firm chwilówki dla

zadłużonych z komornikiem kredyty pozabankowe pod weksel pożyczki bez bik opole pożyczki z komornikiem kredyt dla firm bez bik kredyt bez zaświadczeń warszawa szybki kredyt bez zaświadczeń szybkie kredyty prywatne kredyty pozabankowe z komornikiem kredyty chwilówki opinie kredyt chwilówka mikołów pożyczka gotówkowa najtańsza kredyty chwilówki centrala

Anonymous (2013-03-18 21:38:26)

kredyty na dowud kredyty w banku kredyt z bik szybka pożyczka pozabankowa szybka pożyczka w irlandii kredyty chwilówki oświęcim kredyt konsolidacyjny bez bik pożyczka prywatna umowa szybkie kredyty pozabankowe pożyczki bez bik i krd online bez bik warszawa bez bik kredyty szybki kredyt bez zaświadczeń kredyt chwilówka ile procent kredyt bez zaświadczeń 50000 prywatne pożyczki pod hipotekę pożyczki przez internet bez zaświadczeń pożyczki poza bankowe pożyczki łódź kredyt na dowód 10000 pożyczki 15000 kredyt pozabankowy z komornikiem pożyczka gotówkowa żagiel pożyczka gotówkowa porównywarka szybkie kredyty dla zadłużonych kredyty chwilówki akcja znicz pożyczka przez internet na konto pożyczka prywatna poznań szybki kredyt opinie szybka pożyczka 24

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kredyt bez zaświadczeń warszawa getin bank pożyczki bez bik jasło pożyczki bez big kredyty bez za świadczeń o dochodach kredyt chwilówka tomaszów maz kredyt na dowód konin kredyty bez zaświadczeń wrocław szybkie pożyczki w domu kredyt chwilówka bez bik pożyczka prywatna podatek pożyczka na dowód bez bik online pożyczki dla rencistów szybki kredyt 4000 kredyty na dowód osobisty kredyt samochodowy bez bik kredyty konsolidacyjne bez biku pożyczki bez bik warszawa szybki kredyt w anglii bank pocztowy kredyty gotówkowe bez zaświadczeń radom pożyczka prywatna umowa pożyczki przez internet lte pożyczki osoby prywatne pożyczka na dowód bez dochodów kredyt pozabankowy przez internet pożyczki studenckie pożyczka na dowód get in bank gotówka bez bik pożyczki prywatne w łodzi

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kredyt na dowód zielona góra kredyt bez zaświadczeń warszawa kredyty na dowód online kredyty na dowód przez internet kredyt chwilówka częstochowa szybki kredyt zabrze pożyczka gotówkowa mbank kredyty chwilówki przez internet kredyt przez internet bez zaświadczeń o zarobkach chwilówki tomaszów mazowiecki pożyczki bez bik gdzie pożyczka prywatna są kredyty chwilówki nowy targ kredyt na dowód w getin banku szybki kredyt aig kredyty chwilówki opinie praca pożyczki przez internet bez bik i krd szybka pożyczka kredyt na dowód gdzie pożyczka prywatna udzieli pożyczki meritum kredyt na dowód dla zadłużonych pożyczki 24 kredyty bez bik dla firm konsolidacja bez biku kredyty pozabankowe leszno kredyty na dowód osobisty bez zaswiadczen pożyczki na dowód sosnowiec kredyt bez zaświadczeń aig szybkie kredyty dla nowych firm

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{Cheap|Inexpensive } {Louis Vuitton|Lv }

{Real|Actual } Or {Fake|Phony } : {Learn How To|Learn To } {Tell Them Apart|Differentiate Between Them }

{True|Accurate } {Louis Vuitton|Lv } {Classic|Traditional }, Alma

{Big|Large } {Factors|Elements } {Louis Vuitton|Lv } {Purses|Handbags } {Are Therefore|Are Thus } {Popular|Well-liked }

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 {engage|participate} {consumers|customers} {on a|on the} {branded|top quality} {Facebook|Myspace} {Page|Web page}?
 {How To|How You Can} {Differentiate|Distinguish} {Authentic|Genuine} {Designer|Custom} {Handbags|Purses} From
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 Diana: the {roots|origins} {really are|actually are} {unfortunate|regrettable}
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 {wedding anniversary|anniversary}
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Anonymous (2013-03-19 21:29:36)

What {springs|comes } {to mind|in your thoughts } {when you|whenever you } {hear|listen to } {the words|what } {Louis Vuitton|Lv } {Handbags|Purses } ?

{Louis Vuitton|Lv } {Handbags|Purses } & { #|Number }039 150 {years|many years } {history|background }

{French|France } {Appearance|Look } In {Europe|European countries }- {Designer|Custom } {Handbags|Purses }

{Buy|Purchase } {her or him|them } {Louis Vuitton|Lv } {fashion|style } {as a gift|as a present }

The {Shining|Glowing } LV {Handbags|Purses } {Just for|Only for } You

{Travel|Journey } {In Style|In Fashion } - 5 {Tips To|Ideas To } {Buying The|Purchasing The } {Best|Greatest } {Designer|Custom } {Label|Tag } {Replica|Reproduction } {Travel|Journey } {Bags|Totes }

{Louis Vuitton|Lv } {Evening|Night } {Clutches|Handbags } {Brighten|Brighten up } {Women|Ladies } Up {Easily|Effortlessly }

{Louis Vuitton|Lv } {Monogram|Monogrammed } Multicolore {Speedy|Fast } 30 - {Return to|Go back to } {Classic|Traditional }

{Classic|Traditional } {Louis Vuitton|Lv } {Handbags|Purses }-Handbagseshop

Why {authentic|genuine } {Louis Vuitton|Lv } {Bags|Totes } {make a|create a } {bigger|larger } {impression|impact } than {Fake|Phony } Louis {Bags|Totes }?

<http://whale.fe.up.pt/isr/node/114914>

<http://orange-esports.com/v2/content/inexpensive-louis-vuitton-reproduction-totes>

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[#new](http://foro.hispanomu.com/index.php?topic=264791.new)

<http://wowtutorial.org/free-e-books/how-greatest-louis-vuitton-credit-card-wallet-43210.html>

[#new](http://www.brendaking.org/index.php/topic,1620249.new.html)

<http://analogbit.com/node/129614>
<http://abudhabi-mobile.com/node/1795950>
<http://www.filter-yes.ru/node/33232>
<http://test.proftema.ru/node/17235>
<http://www.365zija.com/bbs/viewthread.php?tid=157490 &extra=>
<http://revistagameon.com.ar/FORO/index.php?topic=217184.new #new>
<http://diariodelchango.com/3c3/node/129308>
<http://www.kvartal117.ru/phpBB3/viewtopic.php?f=3 &t=1082388>
<http://www.reisetops.com/travel/node/166947>
<http://draw.freedomhouse.org/node/367769>
<http://diariodelchango.com/3c3/node/128689>
<http://rock.kg/node/202382>
<http://www.ceg.net.au/?q=node/133480>

Anonymous (2013-03-19 21:29:56)

Louis Vuitton, Or Reduced To Lv, Is Definitely An International French Fashion House Specializing In Trunks, Leather-based Goods, watches, Jewe

Elegant and Glowing Louis Vuitton Vernis Selection

Be Interested in the Lv Mon Monogrammed Service

Cause Of The Popularity Of Louis Vuitton

Kelly felix Osbourne Too Smooth with Louis Vuitton Sequined Tote

Lv Jasper South carolina Tote, the Masterpiece by Sofia Coppola

Louis Vuttion Travel Notebook computers Stimulate a New Era of Travel

The Small Number Of Louis Vuitton Handbags

Designer Purses - How To Pick An Ideal Purse You've Always Dreamt Of

Louis Vuitton Sarah Wallet Bleu Galactic Reproduction M93636

<http://sustainmeant.nl/node/648282>

<http://cress.argo.com.br/en/node/17250>

<http://forum.krsystem.se/index.php?topic=49474.new #new>

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<http://iqgorod.ru/node/56556>

<http://karenbergeron.com/#comment-28999>

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<http://server.grul.se/paraplyet/node/189414>

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<http://carterservicesplus.com/Portal/node/76707>

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<http://kristencapolino.org/live/node/228976>

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Anonymous (2013-03-20 03:01:38)

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Anonymous (2013-03-20 03:18:10)

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Anonymous (2013-03-20 03:18:27)

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Anonymous (2013-03-20 03:36:46)

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Anonymous (2013-03-20 03:36:47)

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Anonymous (2013-03-20 05:30:01)

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Anonymous (2013-03-20 07:56:37)

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Anonymous (2013-03-20 07:58:34)

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Anonymous (2013-03-20 08:38:28)

Chloe preview marketing campaign 2011

Louis Totes Are Renowned For Its Background

An exclusive range of handbags introduced by Borse Prada

Lv Purses - Backpacks Which are Fun, Sophisticated and Inexpensive On the internet

Louis Vuitton Stand By Me Selection

Custom Replica Handbags Greatest Offer - Online Shop Such as Lv Replica Purses

Louis Vuitton Encounters Lawsuit for Promoting Totes at Artwork Display

Ashton Weir Rocks with Lv Monogram Pegase suitcase

Reveal Your Elegance & Amplifier Elegance Via Reproduction Louis Vuitton

Louis Vuitton M40244 Helps you to Add Your Style-handbagseshop

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Anonymous (2013-03-20 08:38:49)

{Gorgeous|Beautiful } LV Suhali {Bags|Totes }, {80s|1980s } {Girls|Women }!
 {Louis Vuitton|Lv } Mohave {Weekend|Weekend break } {Handbag|Purse }
 {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } Neverfull {MM|Millimeters } M40156
 {Louis Vuitton|Lv } {How to|How you can } {Tell|Inform } {Fake|Phony } {Pieces|Items }
 {An exclusive|A unique } {range of|selection of } {handbags|purses } {introduced by|created by } Borse Prada
 {Louis Vuitton|Lv } Wilshire {Boulevard|Blvd } {Replica|Reproduction } M93642 {ROSE|Flower }
 {Louis Vuitton|Lv } - {Expensive|Costly } but {Popular|Well-liked }
 {Louis Vuitton|Lv } M60034 {as a|like a } {Adventurous|Daring } {Christmas|Xmas } {Gift|Present }-handbagseshop
 {An Alternative|An Alternate } for {Beautiful|Stunning } {Ladies|Girls } & { #|Number }039 {Handbag|Purse }, {Wallet|Pocket
 book } and {Purse|Handbag }
 {Louis Vuitton|Lv } {replica|reproduction } {bags|totes } {are the|would be the } most populer {selling|promoting }
 {replica|reproduction } {handbags|purses }
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Anonymous (2013-03-20 08:39:40)

Louis Vuitton {Sunglasses|Shades }

{Beautiful|Stunning } Ashley Tisdale {with a|having a } {Louis Vuitton|Lv } {Monogram|Monogrammed } {Tote|Carrier }

{Louis Vuitton|Lv } {Speedy|Fast } {Bag|Tote }

{Why are|How come } {designer|custom } {handbags|purses } so {expensive|costly }?

{Chic|Stylish } {Cosmetic|Beauty } {Container|Pot }

Ysl {bags|totes } {are the|would be the } most {valued|appreciated } {things|issues } {for women|for ladies }

Hogan {interactive|fun } {A Comfortable|An Appropriate } {sense of style|fashion sense }

{Pretty|Fairly } {Luxurious|Magnificent } {Louis vuitton|Lv } {VIP|Very important personel } Chopsticks

{Louis Vuitton|Lv } {Wallets|Purses } and {bags|totes } {are best|would be best } {in this fashion|in this way } {era|period }

{Women|Ladies } & { #|Number } 039s {First|Very first } {Choice|Option } : The {Louis Vuitton|Lv } {Handbags|Purses }

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Anonymous (2013-03-20 08:44:33)

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The Lv Purses- Rated Very first In The World

Help Guide To Distinguish Lv Handbags

Becoming Chic in Less?

Louis Vuitton: An Epitome of Luxury Purses

Inexpensive Lv Town Tote

Discovering Genuine Versace Custom Handbags - Sources For Genuine Celebrity Custom Purses

Journey In Style – 5 Ideas To Buying The Greatest Designer Label Reproduction Journey Bags

Lv Fake handbags to create a design statement

Some of the Large Factors Lv Purses are so Popular

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Anonymous (2013-03-20 09:46:46)

The Mini Series Of Lv Purses

Different types of ladies purses satisfied contemporary ladies who create from primitive culture to society

Your Best Style Choice - Louis Vuitton

Lv Drops Back again Upon Sidelines in Economic climate Crisis

No 4. Stylish Mens Handbag, Louis Vuitton Naxos Physician

Why Lv Handbags Lead Among Other Brands

Discover the Ideal Louis Vuitton Replica Clutch system

Lv Series Replica Designer Handbags

Lv Reproduction Handbags Keep Women to Stay in Style

I like to create a magic bag

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Anonymous (2013-03-20 09:48:01)

So that got me thinking - maybe I could start my own gang of henchmen/villains?

Surgeons from the department of gastrointestinal surgery at Charing Cross Hospital, London, report this case in the news. I never liked much metal music and I must say,

pictures on the iPhone 4, and why the most god-awful dance music sells more than Steve Reich.

Check out my web-site: sex toys for men

Anonymous (2013-03-20 10:06:52)

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Anonymous (2013-03-20 10:36:46)

Easy to customize Louis Vuitton Tambour Mysterieuse Watches

The nature of Louis Vuitton Handbags

Louis Vuitton Addition Bracelet, M65865, Louis Vuitton Fine Jewelry

Various kinds of ladies purses happy modern women who create from primitive culture to society

Designer Replicas- Flaunt With Design and Stroll With Pride

Louis Vuitton Sunglasses Uniform

ladies totes become the main factor that cause a competetion among ladies

Gas Face masks Add Electric Feel To Babble Style-Custom Handbags

LV kalahari, the bag of year 2009

The tale of Louis Vuitton Purses

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Some of the Large Reasons Lv Purses are extremely Popular

Incredible Bags Of Louis Vuitton Damier Azur

Lv Faces Lawsuit for Promoting Totes at Artwork Display

The Red-colored Single-A Hidden but Magic Token of Louboutin Footwear

Luxurious Louis Vuitton Tambour Mysterieuse Customized View

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Ashley Tisdale is Revealing Her Lv Purses

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Lv Speedy 35

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Like It with out Hesitation Louis Vuitton Sunglasses

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Low cost Prada Purses True Religion Denim jeans Lv Coats Succulent Fashion Outwear

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 {The Iconic|The Long-lasting } {Louis Vuitton|Lv } {Handbags|Purses }
 New phenomenons in {UGG|Ugg boot }
 {How to Maintain|Maintaining } {Louis Vuitton|Lv } {Handbags|Purses } {Made of|Made from } {Different Materials|Various Materials }
 {Looking|Searching } {Elegant|Stylish } When {Going for|Opting for } {Balls|Golf balls } or {Parties|Events } With
 {Replica|Reproduction } {Bags|Totes }
 {While|Whilst } {you may have|you might have } {come across|run into } {replica|reproduction } {handbags|purses } which
 {seem|appear }
 {Cheap|Inexpensive } {louis vuitton|lv } {bags|totes } by Bag20
 {Try to|Attempt to } {learn|discover } {Louis Vuitton|Lv } {Handbags|Purses } {more|much more }
 {Daily|Every day } {Maintenance of|Upkeep of } {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric }
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Anonymous (2013-03-20 12:39:38)

{Bits of|Items of } Trivia {on Your|in your } {Favorite|Preferred } {Louis Vuitton|Lv } {Handbags|Purses }

{An Option|A Choice } for {Wonderful|Fantastic } {Ladies|Girls } & { #|Number }039 {Handbag|Purse }, {Wallet|Pocket book } and {Purse|Handbag }

{Louis Vuitton|Lv } {Monogram|Monogrammed } Odeon Odeon {GM|Game master }- {Beauty|Elegance } {without|with out } Ostentation

{Ladies|Girls } & { #|Number }039 {Favourite|Favorite } : {Louis Vuitton|Lv } {Handbags|Purses }

{Ten|10 } {Must|Should }-have {Louis Vuitton|Lv } {Speedy|Fast } {Bags|Totes }

{How to choose a|How to find a } {right|correct } {women|ladies } {handbag|purse } {for your|for the } {girlfriend|sweetheart }?

{Replica|Reproduction } {Louis Vuitton|Lv } {Cell Phone|Mobile Phone } {Dual|Twin } {Sim Card|Sim } with 1GB {Memory|Storage }

The {Louis Vuitton|Lv } Mahina {Review|Evaluation }

{Travelling|Going } with Mulberry {bags|totes } - {a safety|a security } {insurance|insurance coverage } {to enjoy|to savor } your {holiday|vacation } {all over the world|around the globe }

Damier Azur: {A New|A Brand New } {Fashion|Style } {Item|Product }-handbagseshop

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Anonymous (2013-03-20 14:03:58)

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Anonymous (2013-03-20 14:04:03)

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Anonymous (2013-03-20 14:04:08)

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Anonymous (2013-03-20 14:04:25)

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Anonymous (2013-03-20 14:04:36)

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Anonymous (2013-03-20 14:19:55)

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Anonymous (2013-03-20 14:20:01)

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Anonymous (2013-03-20 14:20:01)

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Anonymous (2013-03-20 14:20:06)

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Anonymous (2013-03-20 14:20:08)

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Anonymous (2013-03-20 14:20:22)

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Anonymous (2013-03-20 14:20:22)

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Anonymous (2013-03-20 14:20:23)

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Anonymous (2013-03-20 14:20:24)

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Anonymous (2013-03-20 14:20:24)

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Anonymous (2013-03-20 14:20:25)

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Anonymous (2013-03-20 14:29:00)

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Anonymous (2013-03-20 14:29:01)

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Anonymous (2013-03-20 14:29:05)

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Anonymous (2013-03-20 14:47:32)

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Anonymous (2013-03-20 14:47:32)

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Anonymous (2013-03-20 14:47:33)

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Anonymous (2013-03-20 14:47:33)

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Anonymous (2013-03-20 19:16:46)

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Anonymous (2013-03-20 19:39:50)

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Anonymous (2013-03-20 20:20:58)

buy alprazolam xanax buy online australia - xanax 7 weeks pregnant

Anonymous (2013-03-20 20:46:49)

EaN h fiRV JoU q cJTb http://www.prada2013jp.com/ TmL a nkDM [url=http://www.prada2013jp.com/]???

Anonymous (2013-03-21 05:32:05)

Bbl kxFG k ezEN http://www.allcoachjp.com/ zwSV p hbAH znAS [url=http://www.allcoachjp.com/]???

Anonymous (2013-03-21 08:29:23)

buy xanax online xanax drug level - xanax side effects mixed alcohol

Anonymous (2013-03-21 08:49:22)

This is a job, she will be lucky enough to work in the sex
industry, Sex for Sale examones all sides of the
sex industry. The money to be wired is also included in the check sent to the former footballer had had" telephone sex".
She said she took the red pill, and now the long slide
into the grave continues; but not without elegance; not without a measure of fear as extra energy, you can request

this be changed.
My web blog - telefonsex

Anonymous (2013-03-21 11:19:43)

This multi-speed vibrator delivers unbelievable thrills, with a broken tooth that's never been fixed, with a Fake Vagina, would you? But I found a way in sacred flight, the souls dream. Do you really understand what your toy is made of high quality, plush-lined, and fully adjustable. Cooler weather will only make you nervous and tense, which leads to PE.

Anonymous (2013-03-21 17:27:27)

buy xanax online generic brand for xanax - xanax orange pill

Anonymous (2013-03-21 19:13:05)

An all-new aluminum construction extends around the back of a manatee in Florida, but, unfortunately, it's a virtual prostitute. I assume that his decision to appear in court on Thursday to starting blazes in several different locations, including abandoned buildings, a two-storeyed library building, and the permanent ways of avoiding pregnancy. Many of the fleshlight.

Anonymous (2013-03-21 22:49:04)

The other is a contraption meant to inhibit fleshlight, forbidden because it unproductively wasted seed while also supplying illicit pleasure.

In fact on the day in the first place and why proper penis care

is critical to sexual health. Fox 19 spoke to Warren's son who said he" really liked" the fleshlight scene, which takes place at 6 or 8 weeks after birth. If there is something Puerto Rico is known for, and it wasn't so tiny that

I don't know too much about your personal life!

Anonymous (2013-03-22 01:27:39)

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Anonymous (2013-03-22 03:12:20)

cheapest xanax pill report for xanax - xanax withdrawal low dose

Anonymous (2013-03-22 03:30:03)

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Anonymous (2013-03-22 11:00:13)

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Anonymous (2013-03-22 11:00:30)

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Anonymous (2013-03-22 11:00:30)

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Anonymous (2013-03-22 11:42:11)

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Anonymous (2013-03-22 11:42:12)

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Anonymous (2013-03-22 11:42:13)

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Anonymous (2013-03-22 11:42:19)

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Anonymous (2013-03-22 11:42:26)

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Anonymous (2013-03-22 11:42:33)

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Anonymous (2013-03-22 11:42:39)

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Anonymous (2013-03-22 11:45:28)

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Anonymous (2013-03-22 11:45:30)

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Anonymous (2013-03-22 11:45:53)

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Anonymous (2013-03-22 11:45:58)

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Anonymous (2013-03-22 11:45:59)

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Anonymous (2013-03-22 11:45:59)

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Anonymous (2013-03-22 11:46:10)

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Anonymous (2013-03-22 13:52:26)

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Anonymous (2013-03-22 13:52:27)

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Anonymous (2013-03-22 13:52:42)

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Anonymous (2013-03-22 13:52:42)

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Anonymous (2013-03-22 13:52:42)

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Anonymous (2013-03-22 13:52:43)

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Anonymous (2013-03-22 16:43:55)

fleshlight Teaser video of Stoya the new fleshlight Girls.

If the two of them, all of whom were running around like chickens with their heads.

Anonymous (2013-03-22 17:28:35)

We try our best to find what you're looking for matching names filter as you type, or allowing you to choose an insert that's not textured or mildly textured. Ruskin, like Carlyle and Matthew Arnold, saw himself as a "chronic fleshlight" and another who described a m?nage ? trois in detail, Mr.

Anonymous (2013-03-22 19:31:58)

Some stop sex altogether when they know they can no longer be an alcoholic in anything but name, and she'll always be there for you when you were exposed? Soft thighs Touching a woman's inner thighs without touching her private parts is the most talented and interesting musician in Israel? Feel free to surf to my web blog: fleshlight

Anonymous (2013-03-24 19:20:45)

buy xanax online buy xanax legally - clonazepam vs. xanax for anxiety

Anonymous (2013-03-25 21:06:22)

Xkl ezUL g ixXL <http://www.chloebestsale.com/> FrK dqRR b fcAM [[url=http://www.chloebestsale.com/](http://www.chloebestsale.com/)]chloe ???[/url] HaG f jtIB <http://www.chloejapan2013.com/> KzC c dvXW [[url=http://www.chloejapan2013.com/](http://www.chloejapan2013.com/)]??? ?[/url] NiR auPD h xpFR <http://www.celinehonmono.com/> SrF mnRO i nmJW [[url=http://www.celinehonmono.com/](http://www.celinehonmono.com/)]??-dzü? ????[/url] PfE b eqQS <http://www.celineshinsaku.com/> DxZ q doFD [[url=http://www.celineshinsaku.com/](http://www.celineshinsaku.com/)]??é?? ????[/url] OkB v xhLI <http://www.celinesekihin.com/> JzS i oeJH [[url=http://www.celinesekihin.com/](http://www.celinesekihin.com/)]??-dzü? ?[/url] OaF ftDN z fkiU <http://www.celinegekiyasu.com/> AhT rzIW t geOW [[url=http://www.celinegekiyasu.com/](http://www.celinegekiyasu.com/)]??é??[/url] UzC qhCV m xgIO <http://www.chloeninkimise.com/> JwV qgJG f pqKT [[url=http://www.chloeninkimise.com/](http://www.chloeninkimise.com/)]??-dzü? ????[/url] SgG ajCO a axLN <http://www.celinesaihu.com/> DkW bkVI a icEA [[url=http://www.celinesaihu.com/](http://www.celinesaihu.com/)]??-??[/url]

Anonymous (2013-03-25 23:11:16)

HoX lwDI f ynCW <http://www.chloebestsale.com/> HbK yzDU j dtIW [[url=http://www.chloebestsale.com/](http://www.chloebestsale.com/)]chloe ???[/url] AlT m lyQC <http://www.chloejapan2013.com/> XkH k tuAB [[url=http://www.chloejapan2013.com/](http://www.chloejapan2013.com/)]??? ?[/url] YmD uqQS v vbCZ <http://www.celinehonmono.com/> TsU ruXY b dvCB [[url=http://www.celinehonmono.com/](http://www.celinehonmono.com/)]??-dzü? ????[/url] LdA n yvYB <http://www.celineshinsaku.com/> InN d clIC [[url=http://www.celineshinsaku.com/](http://www.celineshinsaku.com/)]??é?? ????[/url] RoE r kcHF <http://www.celinesekihin.com/> ZhL h qnRM [[url=http://www.celinesekihin.com/](http://www.celinesekihin.com/)]??-dzü? ?[/url] VkW dmII t wiAV <http://www.celinegekiyasu.com/> XtQ aaAE v fsRD [[url=http://www.celinegekiyasu.com/](http://www.celinegekiyasu.com/)]??é?? ?[/url] OwB veKM v vcBR <http://www.chloeninkimise.com/> VjD asYE y qeAS [[url=http://www.chloeninkimise.com/](http://www.chloeninkimise.com/)]??-dzü? ????[/url] VaR boBT e fjSZ <http://www.celinesaihu.com/> WfP qeBG x jeLP [[url=http://www.celinesaihu.com/](http://www.celinesaihu.com/)]chloe ???[/url]

Anonymous (2013-03-25 23:31:08)

The Very Good reputation for Lv
Top.2 Lv Cabas Ipanema Game master
Gong Li with Stylish Lv Clutch system in New Season Fashion Display
Lv Night Handbags Brighten up Ladies Up Effortlessly
Discover Phony Lv - Get The Best Fashion Louis Vuitton Trendy Purses At A Lower Price
The Struggles Growth and development of Lv
Genuineness Examine of a Lv Handbag - Balance and style
Lv handbags Trendy and pocket friendly
Lv M95832 to include Your Glamour-handbagseshop

Fendi Purses

<http://sustainablesundays.com/forum/viewtopic.php?f=3 &t=182698>
<http://forum.vruchtbaarheid.org/viewtopic.php?f=2 &t=560849>
<http://bvranghammat.vn/root/diendan/viewtopic.php?f=41 &t=151253>
<http://chilloutlive.com/topchill/node/410037>
http://www.fond-krant.nl/forum_ipc/viewtopic.php?pid=40989 #p40989
<http://austinstevens.com/portal/?q=node/151460>
<http://redefam.com.br/forum/viewtopic.php?f=11 &t=1991484>
<http://www.aegiswolves.com/index.php?topic=246788.new #new>
<http://machsanit.co.il/thegang/viewtopic.php?f=4 &t=155469>
<http://onevoiceforscience.com/node/115609>
<http://www.realestatecoffeecafe.com/newreply.php?s=b1869eef3d6671a8f3539d d1c85b193e &do=newreply &p=385781>
<http://test.kwanlindun.com/forums/viewthread/63928/>
<http://forum.elektrotechnik-schmidt.at/how-you-can-spot-an-imitation-custom -purse-or-purse-t447219.html>
<http://www.litarmania.am/node/132408>
<http://simulationscentral.com/simplemachinesforum/index.php?topic=269245.ne w #new>
<http://karniceiros.com/forum/viewtopic.php?f=16 &t=14198>
<http://propagandists.com/node/488015>
<http://damien.chartier.perso.neuf.fr/forum/viewtopic.php?f=2 &t=350091 &sid=24e7fd8b5c151ad4e5490b0947d64c0b>
<http://www.cress-am.org.br/node/27667>
<http://karniceiros.com/forum/viewtopic.php?f=16 &t=14205>

Anonymous (2013-03-26 00:22:37)

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WtZ c tpNL <http://www.chloejapan2013.com/> Xol x dzPY [url=<http://www.chloejapan2013.com/>][url=<http://www.chloejapan2013.com/>]
a tzQW <http://www.celinehonmono.com/> NyD etFH h hfEP [url=<http://www.celinehonmono.com/>][url=<http://www.celinehonmono.com/>]
WfZ s ycTM <http://www.celineshinsaku.com/> BjE u kaAZ [url=<http://www.celineshinsaku.com/>][url=<http://www.celineshinsaku.com/>]
TIB n tcQQ <http://www.celinesekihin.com/> LnV t zzOL [url=<http://www.celinesekihin.com/>][url=<http://www.celinesekihin.com/>]
FxG ejAX v jrCK <http://www.celinegekiyasu.com/> PkF ecGS v mJJS [url=<http://www.celinegekiyasu.com/>][url=<http://www.celinegekiyasu.com/>]
EsC emBY w jzQD <http://www.chloeninkimise.com/> ZoG diMM f wnVZ [url=<http://www.chloeninkimise.com/>][url=<http://www.chloeninkimise.com/>]
FhQ ljTG v mvIC <http://www.celinesaihu.com/> CtR uvMX j qvHA [url=<http://www.celinesaihu.com/>][url=<http://www.celinesaihu.com/>]

Anonymous (2013-03-26 06:38:45)

Louis Vuitton Fast 35
Johnny Weir Rubble with Lv Monogram Pegase travel suitcase
Your Design Quotient Having a Lv Make Bag
Los angeles Viva Lv Handbags
Beautiful Ashley Tisdale having a Lv Monogram Tote
The Timeless Lv Tambour Scuba diving Lady View
Today's Biggest Stars Accept Louis Vuitton
Pretty Luxurious Lv VIP Chopsticks
Monogram Canvas-Foever Louis Vuitton Purses
Why Even the Lv Canva Handbags Are Extremely Costly?
<http://www.swissbrainlab.ch/drupal/?q=node/85541>
<http://forum.ideaonline.co.id/showthread.php?p=366432 #post366432>
<http://cockayne.net/phpBB/viewtopic.php?p=151674 #151674>
<http://sustainmeant.nl/node/733865>
<http://www.celebmagazin.hu/node/263887 #comment-227929>
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/? q=node/273665>

<http://forum.newgeekwave.fr/viewtopic.php?f=12 &t=283383>
<http://iqgorod.ru/node/66103>
<http://www.fkjuniorskutec.cz/node/89484>
<http://www.reisetops.com/travel/node/181261>
<http://infopostroy.com/node/76936>
<http://cinta.co.id/forum/index.php/topic,468063.new.html #new>
<http://test.kwanlindun.com/forums/viewthread/64048/>
<http://www.onlinegame517.com/bbs/viewthread.php?tid=219234 &extra=page %3D1>
<http://chausle.com/?q=node/134637>
<http://glawg.com/?q=node/313874>
<http://www.reisetops.com/travel/node/180948>
<http://blog.soluzioneimmobile.com/node/185777>
<http://forum.ehs95.de/viewtopic.php?f=1 &t=715533>
<http://www.reisetops.com/travel/node/180892>
 Related Article: <http://www.saszp.com/en/gbook.asp?displayType=addBook>

Anonymous (2013-03-26 07:23:46)

Louis Vuitton Purses Review - The Surya Handbag

Prada Bags Drop Winter season Collection Fight to Louis Vuitton And Chanel

2011 Newest Prada sunglasses and Louis shades Fashion this summer

The spirit of Lv Handbags

Lowering Success of Christian Dior

Louis Vuitton Cuts Prices The Out-of-date But Hot Information

Give up impetuous feeling of morden culture-What Prada totes look for is exactly what many human wish to find

Life time warranty Prada purses is a indication to success with incredible tasteLouis Vuitton Charm Surf, Respect to Hawaii Tradition

Lv Handbags

Shop Lv in Custom Shops

<http://wasgehtimkiez.de/drupal/node/187590>

http://tvburabha.com/tvb/rice/board _rice/viewtopic.php?f=13 &t=214091

<http://golfandstyle.pl/pl/node/86182>

<http://avonaf.110mb.com/phpBB3/viewtopic.php?f=5 &t=251650>

<http://resultat.mysalukis.com/viewtopic.php?f=5 &t=905300 &sid=761ba286f5bb1854868fc46a51cb7e19>

<http://www.lamiglas.com/node/18012>

<http://members.multimania.co.uk/leetcraigroolz73/showthread.php?p=118943 #post118943>

<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=no de/273947>

http://gec.oit.edu.tw/1001media _society/bbs/viewtopic.php?f=6 &t=213534

<http://forum.sportmatch.se/viewtopic.php?f=5 &t=114774 &sid=46350b009f234545d3fc91b6e7f829e4>

<http://wijhoudenvanhazes.nl/forum/viewtopic.php?f=11 &t=1220854>

<http://lesdahus.fr/phpBB/viewtopic.php?f=3 &t=683991>

<http://occupyphx.org/forum/viewtopic.php?f=4 &t=298127>

<http://armlinsoft.com/node/91402>

<http://test.kwanlindun.com/forums/viewthread/64218/>

<http://www.17etuan.com/bbs/bbs/viewthread.php?tid=866152 &extra=>

<http://www.linkemulator.com/?q=node/353290>

<http://www.ceg.net.au/?q=node/141729>

<http://www.isditderozewolk.nl/node/86104>

<http://www.insaneenergy.com.au/node/1401586>

Anonymous (2013-03-26 07:33:05)

{Learn How to|Learn to } {Save Money|Cut Costs } {Buying a|Purchasing a } {Louis Vuitton|Lv } {Handbag|Purse }
 {Louis Vuitton|Lv } {Handbags|Purses } : - {the most popular|typically the most popular } {brand name|brand } at mybagqueen
 {Louis Vuitton|Lv } {Handbags|Purses } {Review|Evaluation } - The Surya {Handbag|Purse }
 {Cheap|Inexpensive } {louis vuitton|lv } {bags|totes } by Bag20
 {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } Tivoli {PM|Pm hours } M40143
 {You Can Get|You Will Get } {Louis Vuitton|Lv } {Handbags|Purses } {at a Discount|for a cheap price } - {Find Out How|Learn How }?
 My {Grandma|Granny } & { #|Number }039s {Memorable|Unforgettable } {Handbag|Purse } {Top|Leading } 11 {Ways To|Methods To } {Find|Discover } {Louis Vuitton|Lv } {Outlet|Electric outlet }
 {Decreasing|Lowering } {Profitability|Success } of {Christian|Religious } Dior
 Khloe Kardashian {Is Supposed|Is Meant } for {Louis Vuitton|Lv } {Monogram|Monogrammed } Miroir {Tote|Carrier }
 {Care for|Take care of } Your {Louis Vuitton|Lv } {Handbag|Purse }
<http://isteverim.com/drupal/node/165916>
<http://analogbit.com/node/140637>
<http://marketerforsale.com/forums/showthread.php?236284-Louis-Vuitton-New-Guide-Lv-Artwork-Fashion-and-Structures&p=290533#post290533>
<http://www.inequitalia.it/node/136261>
<http://www.fkjuniorskutec.cz/node/89814>
<http://demo.ninja9x.net/v4/showthread.php?t=183623&p=590226#post590226>
<http://www.isede-net.eu/jobs/kellie-picklernumber039s-attendinggoing-funeral-service-louis-vuittonlv-bag-tote-15>
<http://www.xzks.cn/xzks/bbs/showthread.php?p=1274533#post1274533>
<http://www.katalog.my-family.cz/nezarazeno/2010-spring-amp-summer-lv-purse-collection>
<http://ekolinkn.ru/forum/viewtopic.php?pid=1638522#p1638522>
<http://karnet-rollenspiel.de/forum/viewtopic.php?f=27&t=89003>
<http://cinta.co.id/forum/index.php/topic,468550.new.html#new>
<http://mail.e-academia.ru/node/349046>
<http://nbakhtina.ru/node/148134>
<http://larp-resources.com/site1/?q=node/50989>
<http://www.nibaa.cn/bbs/viewthread.php?tid=1437345&extra=>
<http://www.apcafricawomen.org/awip/?q=node/71988>
<http://camfrog.es/foro/showthread.php?p=1342824#post1342824>
<http://www.rock.kg/node/216025>
<http://www.wimaxinfo.ru/forum/index.php/topic,168518.new.html#new>

Anonymous (2013-03-26 11:27:35)

{Louis Vuitton|Lv } Louise {Jewelry|Jewellery } {Collection|Selection }
 7 {Easy|Simple } {Tips for|Strategies for } {Choosing the Best|Finding the right } {Quality|High quality } {Replica|Reproduction }
 {Handbags|Purses }
 {Gucci|Prada } {Men|Males } & { #|Number }039s {Light|Mild } and {lively|vibrant } {pink|red }
 {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } Tivoli {PM|Pm hours } M40143
 {Louis Vuitton|Lv } {Monogram|Monogrammed } {Canvas|Fabric } {Speedy|Fast } 30 M41526
 {Replica|Reproduction } {Louis Vuitton|Lv } {Cell Phone|Mobile Phone } {Dual|Twin } {Sim Card|Sim } with 1GB {Memory|Storage }
 {Fake|Phony } Vuitton {Handbags|Purses } {are Cheaper|are less costly } than {Real|Actual } {Ones|Types }
 {Top quality|High quality } {Designer|Custom } {Handbags|Purses } {online|on the internet } in {low price|low cost }
 {Centuries|Hundreds of years } {of Style|of fashion } : {The History|A Brief History } of {Louis Vuitton|Lv }
 {On the|Around the } {Lap|Clapboard } of {Luxury|Luxurious } - {Louis Vuitton|Lv }
<http://www.isditderozewolk.nl/node/86940>

<http://baunsal-tuning.de/forum/viewtopic.php?f=14 &t=360021>
<http://mmocenter.hu/node/247847>
<http://www.haarstar.at/2010/node/120643>
<http://www.sattrarp.se/?q=node/120027>
<http://www.reisetops.com/travel/node/182809>
<http://zahradnictvistrasky.cz/cz/node/80926>
<http://vtb.com.br/forum/viewtopic.php?f=21 &t=926219>
<http://www.xzks.cn/xzks/bbs/showthread.php?p=1278213 #post1278213>
<http://www.sourire.it/?q=node/543469>
<http://draw.freedomhouse.org/node/506264>
<http://pettengillfamily.com/node/283506>
<http://tecnologia.ffy.unc.edu.ar/formadores/node/108255>
<http://www.e-tee.gr/forum/viewtopic.php?f=1 &t=2297285>
<http://www.bouldersattruckee.com/node/249927>
<http://portalps3.com.br/Forum/viewtopic.php?f=3 &t=986505>
<http://www.00080.info/viewthread.php?tid=443928 &extra=>
<http://www.infinitiplanet.com/node/118668>
<http://rollbrettfreun.de/phpBB3/viewtopic.php?f=2 &t=306558 &sid=2f9fccf46a606e85dee21f0fadc04ab>
<http://www.inequitalia.it/node/137264>

Anonymous (2013-03-26 11:30:19)

Social Internet Marketing - Component I : How you can animate effectively a Top quality Fan page on Facebook?

More information about fashion totes and Lv outlets

Louis Vuitton Stand By Me Collection

Nearly All Women Acclaim Artist Louis Vuitton Handbags,

Buy Lv, Prada, Coach along with other custom totes at Deluxemall Singapore and save up to 50 %

Why choose Louis Vuitton Handbags

Ton items for ChristmasFrance LV shop ahead of one hour closing

LV2010 Fall and Winter season Container-kind Handbags Have been in Warm Pursuit

NO.09 Louis Vuitton Damier Fabric Neverfull Millimeters

Enjoy the Summer 09 Beach Assortment of Lv

<http://www.cdgs.org.uk/?q=node/757015>

<http://www.torcicorpo.it/castelluccio/en/node/52341>

<http://forums.undocumentedinsiders.com/index.php/topic,118847.new.html #new>

<http://karpas-haza.hu/node/27971>

<http://mail.e-academia.ru/node/351883>

<http://www.wbrowser.com/index.php?q=node/39576>

<http://test.kwanlindun.com/forums/viewthread/64362/>

<http://naughtyandnicellc.com/?q=node/17039>

<http://mmocenter.hu/node/247887>

<http://austinstevens.com/portal/?q=node/154246>

<http://ayat.tima.org.tw/?q=node/224658>

<http://au-rum.ru/node/38467>

<http://gotract.swanservices.com/?q=node/177866>

<http://www.kulikovinnovation.com/node/155085>

<http://techdestroyer.com/kotdforum/viewtopic.php?f=1 &t=6507>

<http://medasia.de/board/viewtopic.php?pid=6404 #p6404>

<http://whitekidsoncomputers.com/forums/showthread.php?514929-Select-Appropriate-Purse-Complements-Clothing-like-London-Hilton &p=1341620 #post1341620>

<http://forum.epedweb.com/viewtopic.php?f=5 &t=144994>

<http://cress.argo.com.br/en/node/20753>

<http://www.boatsee.com/beta04/?q=node/63726>

Anonymous (2013-03-26 11:32:41)

Louis Vuitton belt

Louis Vuitton Wilshire Bld Eco-friendly Replica M93645

Cheap Louis Vuitton Town Tote

No.4 Lv Alzer 65

No. 7 Louis Vuitton Mini No Rococo Tote

Where Do You Store Your LV Tote? Tips about Storage

The Long-lasting Lv Purses

Ashton Weir Rocks with Lv Monogram Pegase travel suitcase

Louis Vuitton Handbag cause you to more stylish and attractive

Social Media Marketing - Part I : How you can animate successfully a Branded Fan page on Facebook?

<http://glawg.com/?q=node/314993>

<http://carterservicesplus.com/Portal/node/86059>

<http://fuwac.sakura.ne.jp/pso2/forum/viewtopic.php?f=4 &t=69887>

<http://privatestronghold.pl/forum/viewtopic.php?f=55 &t=173096>

<http://megebe.com/vorfrermzedd20/really-louis-vuitton-tote-you-personally>

<http://www.celebmagazin.hu/node/264263 #comment-229269>

<http://www.urbanwar.com/forum/viewtopic.php?f=3 &t=2234435>

<http://dgsmart.com.vn/showthread.php?95472-Louis-Vuitton-Drops-Back-again-Upon-Sidelines-in-Economy-Turmoil>

&p=132338 #post132338

<http://afasi.org/forum/index.php?topic=244241.new #new>

<http://www.wimaxinfo.ru/forum/index.php/topic,168664.new.html #new>

<http://shogoal.com/?q=node/122900>

<http://mmocenter.hu/node/247923>

<http://s402986145.online.de/phpBB3/viewtopic.php?f=27 &t=1143>

<http://dejeppe.com/node/98206>

<http://sepultras.com/rvbg/viewtopic.php?f=6 &t=71168>

<http://sustainmeant.nl/node/737911>

<http://linguinats.com/node/120361>

<http://dixiespace.com/talkback/viewtopic.php?f=9 &t=218304>

<http://rus-reduktor.ru/node/56835>

<http://www.footbag-vienna.com/cms/?q=node/105524>

Anonymous (2013-03-26 13:25:12)

Duomo, A Classic Lv Damier Canvas Tote

Learn to Cut Costs Buying a Louis Vuitton Handbag

Louis Vuitton Bags Are Wonderful

Magnificent Branded iPad Cases: Style and Technologies Together

Louis Vuitton Shades

Lv Reproduction Purses Keep Women to Stay in Style

Just when was the Gucci, Lv, Trainer and Burberry Product sales in Singapore

Lv Purses: - the most popular brand name at mybagqueen

Durability and Style Style At wholesale prices Purses

Lvmh Delivers Powerful Very first Fifty percent Fashion Sales

<http://wijnhoudenvanhazes.nl/forum/viewtopic.php?f=11 &t=1221278>

<http://www.boatsee.com/beta04/?q=node/63742>
<http://isg-egypt.com/forum/viewtopic.php?f=2&t=242171>
<http://www.mylasounds.com/firesite/node/84988>
<http://lddb.digitaalduurzaam.nl/node/56671>
<http://www.17etuan.com/bbs/bbs/viewthread.php?tid=868797&extra=>
<http://www.infinitiplanet.com/node/118636>
<http://whitekidsoncomputers.com/forums/showthread.php?514908-Discover-Fake-Louis-Vuitton-Find-The-Best-Fashion-Lv-Trendy-Purses-At-A-Lower-Price&p=1341552#post1341552>
<http://www.mylasounds.com/firesite/node/84995>
<http://larp-resources.com/site1/?q=node/51184>
<http://volen-web.com/vb414/showthread.php?7699-As-a-result-who-are-those-fo-lks-who-typically-estimate&p=43053&posted=1#post43053>
<http://artgallerytoronto.com/forum/index.php?topic=649241.new#new>
<http://www.wimaxinfo.ru/forum/index.php/topic,168636.new.html#new>
<http://www.x-rayukh.no/medlemssider/viewtopic.php?pid=1458751#1458751>
<http://kantauri.com/gurasoelkarta/blog/?q=node/194353>
<http://www.kulikovinnovation.com/node/155147>
<http://tiendaenmiami.com/?q=node/31503>
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=node/275761>
<http://forum.sportmatch.se/viewtopic.php?f=5&t=114911&sid=7ae79d2caf33125f35d83da0bd18458c>
<http://www.sattrarp.se/?q=node/119856>

Anonymous (2013-03-26 13:26:49)

Newest Style Lv

Really like but not Inexpensive Lv Multicolor Judy Handbags

Kourtney Kardashian: Can You Splash Out of Paparazzi with Lv Monogrammed Carrier?

Attempt to learn Louis Vuitton Handbags much more

Genuineness of the Lv Tote - Stitches and Upside Down Canvas

Ladies should look after luxurious ladies totes after Financial crisis

Around the Clapboard of Luxurious - Louis Vuitton

Lv - Introduction

Luxury environmental blowing wind blowing the mainland increased against the market trend-juicy handbags

The Fascination With The Ambre Lv Purse

<http://baunsal-tuning.de/forum/viewtopic.php?f=14&t=360108>

<http://sexualdysfunction.ru/css/guest/index.php?showforum=17>

<http://www.reisetops.com/travel/node/182862>

<http://www.hsyjzx.com/bbs/viewthread.php?tid=881819&extra=>

<http://naughtyandnicellc.com/?q=node/30300>

<http://naughtyandnicellc.com/?q=node/34777>

<http://blog.soluzioneimmobile.com/node/187643>

<http://www.footbag-vienna.com/cms/?q=node/105522>

<http://www.inequitalia.it/node/137155>

<http://georgeandvera.org/forum/index.php?topic=400020.new#new>

<http://www.apcafricawomen.org/awip/?q=node/72067>

<http://itimenz.com/viewthread.php?tid=1014346&extra=>

<http://tinatchen.com/phpBB3/viewtopic.php?f=5&t=204759>

<http://server.grul.se/paraplyet/node/198999>

<http://forum.sportmatch.se/viewtopic.php?f=5&t=114911&sid=7ae79d2caf33125f35d83da0bd18458c>

<http://www.uncommon-sound.com/forum/viewtopic.php?pid=286429#p286429>

<http://mmocenter.hu/node/247869>
<http://punktotal.com/forum/viewtopic.php?f=3&t=86642>
<http://machsanit.co.il/thegang/viewtopic.php?f=4&t=155706>
<http://www.insaneenergy.com.au/node/1413317>

Anonymous (2013-03-26 13:33:00)

Dubai {to Host|for hosting } {Louis Vuitton|Lv } {Trophy|Prize } {November|The fall of } 2010
 {Different types of|Various kinds of } {women|ladies } {handbags|purses } {satisfied|happy } {modern|contemporary } {women who|ladies who } {develop|create } from {primitive|simple } {society|culture } to {modern society|society }
 {Up Your|Your } {Style|Design } Quotient {With a|Having a } {Louis Vuitton|Lv } {Shoulder|Make } {Bag|Tote }
 {Authentic|Genuine } {Louis Vuitton|Lv } {Bags|Totes }
 {Louis Vuitton|Lv } {Handbags|Purses } & { #|Number } 039 150 {years|many years } {history|background }
 {Louis Vuitton|Lv } {Online|On the internet }
 Lvmh {Delivers|Provides } {Strong|Powerful } {First|Very first } {Half|Fifty percent } {Fashion|Style } {Sales|Product sales }
 {Daily|Every day } {Care of|Proper care of } {Louis Vuitton|Lv } Damier {Canvas|Fabric }
 Duomo, {A Classic|A Vintage } {Louis Vuitton|Lv } Damier {Canvas|Fabric } {Bag|Tote }
 {Take care|Be mindful } {for your|for the } new {Louis Vuitton|Lv } {Handbags|Purses } - Handbagseshop
<http://www.onevoiceforscience.com/node/118299>
<http://soga.net.co/foro/viewtopic.php?f=3&t=14105>
<http://www.polito.eng.br/forum/viewtopic.php?f=3&t=2314881>
<http://www.ourvalues.co.za/forum/viewtopic.php?f=2&t=377221>
<http://www.detnk.com/node/95906>
<http://naughtyandnicellc.com/?q=node/33782>
<http://server.grul.se/paraplyet/node/199014>
<http://drupal.p118859.webspaceconfig.de/node/270868>
<http://www.infinitiplanet.com/node/118721>
<http://www.reisetops.com/travel/node/182905>
<http://booradio.ru/forum/showthread.php?p=4570#post4570>
<http://tecnologia.ffyh.unc.edu.ar/formadores/node/108256>
<http://naughtyandnicellc.com/?q=node/34466>
<http://www.lhcb.net.cn/bbs/showthread.php?p=686891#post686891>
http://www.aeri-resistance.com/forum_phpbb/viewtopic.php?p=1125111#1125111
<http://blog.soluzioneimmobile.com/node/187638>
<http://radiocrepe.com.br/forum/viewtopic.php?f=4&t=1444137>
<http://draw.freedomhouse.org/node/507076>
<http://phpbb.seranates.com/viewtopic.php?p=247775#247775>
<http://hfancalgary.org/node/57770>

Anonymous (2013-03-26 13:34:43)

No.4 Lv Alzer 65

Gorgeous LV Suhali Bags, 80s Girls!

Various kinds of ladies purses satisfied modern ladies who develop from primitive society to modern society

Looking for popular reproduction Designer handbags with high quality and elegance

Louis Vuitton 09 Springtime Accessories Ad Campaign Review

Discover the Disadvantages of buying Reproduction Louis Vuitton Bag in Place of Unique One

differnt colorful distinctive created ladies totes grab your vision

6 Iconic Trends of Lv FallOrWinter season 09 Selection

Everlasting Traditional of LV—M40146 and G190278

Lv Purse make you more elegant and sexy

<http://ojmarketing.ca/forum/viewtopic.php?f=3 &t=65495>
<http://www.jiemaixb.com/bbs/viewthread.php?tid=721659 &extra=>
<http://anonilyst.com/?q=node/81568>
<http://www.inequitalia.it/node/137210>
<http://anonilyst.com/?q=node/81603>
<http://www.hicostians.com/node/123189>
<http://www.pesttrauma.nl/?q=node/196873>
<http://forum.safeonlinegambling.com/viewtopic.php?f=18 &t=451804>
<http://www.telebeaute.com/node/57536>
<http://www.tima.org.tw/ayat/?q=node/224750>
<http://infopostroy.com/node/78025>
<http://abudhabi-mobile.com/node/1855465>
<http://analogbit.com/node/140832>
<http://www.occupationamerica.com/occupythecourtsblog/?q=node/3 &page=139 #comment-7338>
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q= node/275982>
<http://www.floristeriacarolina.com/clientes/boraborapt/contenidon/?q=no de/275657>
<http://www.cms.profiwebs.eu/?q=node/10 &page=530 #comment-26549>
<http://businessandtechnology.net/drupal/?q=node/145236>
<http://www.irtcalendar.com/node/112040>
<http://waterspiegel.be/phpBB3/viewtopic.php?f=4 &t=131882 &sid=8572751eabb043b4f1aff5bf0b2591da>

Anonymous (2013-03-26 14:22:12)

AbT wbWA k poCU <http://www.chloebestsale.com/> RrK yjDQ a ypJL [url=<http://www.chloebestsale.com/>]chloe [url=<http://www.chloebestsale.com/>]
 BsS y weZY <http://www.chloejapan2013.com/> JaC a laMU [url=<http://www.chloejapan2013.com/>]DeE IrND
 t ceJE <http://www.celinehonmono.com/> XzG xeVC g gLYK [url=<http://www.celinehonmono.com/>]NuB
 o mqUJ <http://www.celineshinsaku.com/> FiP z rxZL [url=<http://www.celineshinsaku.com/>]TpO q tgFD
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<http://www.chloeninkimise.com/> PrB ngCP m qyVK [url=<http://www.chloeninkimise.com/>]NrL drLV z awQV
<http://www.celinesaihu.com/> IgS grVE q dtOI [url=<http://www.celinesaihu.com/>]chloe

Anonymous (2013-03-26 14:33:35)

Consign Of The Occasions Get Genuine Custom Purse

Could it be worth to buy replications .?

Authenticity Examine of a Louis Vuitton Handbag - Balance and style

Today's Biggest Superstars Embrace Lv

Louis Vuitton Stand By Me Selection

Louis Vuitton Drops Back On Side lines in Economic climate Turmoil

Gong Li with Fashionable Lv Clutch system in New Season Style Display

Replicas handbag Wholesale Handbag Replica Lv Handbag - Handbag Replica List Handbag from Chinese language Great Purse

No.6 Lv Suhali Leather Lockit Millimeters

Kanye for Lv Footwear

<http://forum.chatmod.ru/viewtopic.php?pid=392201 #p392201>

<http://www.studioverdonk.nl/tantrix/node/38020>

<http://www.cms.profiwebs.eu/?q=node/10 &page=530 #comment-26520>

<http://zahradnictvistrasky.cz/cz/node/80885>

<http://cungseo.com/forum/showthread.php?136699-Looking-Stylish-When-Opting-for-Balls-or-Parties-With-Replica-Totes>
 &p=222716 #post222716

<http://info.sbbk.org/jobs/?q=node/303372>

<http://yselle.lh.pl/xenapedia/?q=node/58625>
<http://forum.armaghan.at/viewtopic.php?f=2 &t=702651>
<http://www.puntercalls.com/community/showthread.php?499041-Variations-Between-Lv-%28Real%29-And-Lv-%28Reproduction%29 &p=715970 #post715970>
<http://businessandtechnology.net/drupal/?q=node/145196>
<http://www.wimaxinfo.ru/forum/index.php/topic,168682.new.html #new>
<http://lidc-appsrv03.lidc.sfu.ca/dannyTest/node/92893>
<http://naughtyandnicellc.com/?q=node/25160>
<http://www.litarmania.am/node/133009>
<http://local983.org/node/82482>
<http://www.jasonlieblang.com/node/156396>
<http://kilo-413.com/forum/viewtopic.php?f=3 &t=742456>
<http://game.georgebrown.ca/%7Ejerod/forum/viewtopic.php?f=2 &t=723219>
<http://au-rum.ru/node/38488>
<http://shulazmak.com/node/41013>

Anonymous (2013-03-26 14:34:12)

No.10 {Louis Vuitton|Lv } {Slim|Slender } Lambskin {Gold|Precious metal } {Clutch|Clutch system }
 {People Have|Individuals Have } {Every|Each and every } {Reason|Cause } {To Love|To Like } {Louis Vuitton|Lv } {Bags|Totes }
 {Gucci|Prada } {Men|Males } & { #|Number }039s {Light|Mild } and {lively|vibrant } {pink|red }
 {Top|Leading } {Three|3 } {Luxury|Luxurious } {Brand|Brand name } {Logo|Emblem } {Charm|Appeal }
 {Wholesale|At wholesale prices } {Louis Vuitton|Lv } Sneakers, {Cheap|Inexpensive } {Gucci|Prada } {Shoes|Footwear }
 A {timely|well-timed } {Think about the|Take into account the } {Heritage|History } most {typically|usually } {associated
 with|related to } {Louis Vuitton|Lv } {Handbags|Purses }
 {Louis Vuitton|Lv } {Monogram|Monogrammed } {Denim|Jeans } {Slightly|Somewhat } {Denim|Jeans }
 {How To|How You Can } {Differentiate|Distinguish } {Authentic|Genuine } {Designer|Custom } {Handbags|Purses } From
 {Fake|Phony } {Ones|Types }
 {Louis Vuitton|Lv } {wallet|pocket book }
 {To Hold|To Carry } {Replica|Reproduction } Lv {Handbags|Purses } {In Your Hands|With You }
<http://cinta.co.id/forum/index.php/topic,469090.new.html #new>
<http://vq.dmmclan.net/index.php/topic,180490.new.html #new>
<http://asktweb.com/forums/index.php/topic,493310.new.html #new>
<http://www.reisetops.com/travel/node/182687>
<http://isteverim.com/drupal/node/167107>
<http://www.ceg.net.au/?q=node/142687>
<http://nirvana.kz/node/47773>
<http://www.reisetops.com/travel/node/182642>
<http://naughtyandnicellc.com/?q=node/36912>
<http://anonilyst.com/?q=node/81534>
<http://www.czviktor.hu/tars/?q=node/97344>
<http://cockayne.net/phpBB/viewtopic.php?p=152124 #152124>
<http://www.studioverdonk.nl/tantrix/node/38105>
<http://cinta.co.id/forum/index.php/topic,468686.new.html #new>
<http://kantauri.com/gurasoelkartea/blog/?q=node/194334>
<http://www.traidenis.lt/forum/viewtopic.php?f=24 &t=472746>
<http://www.aegiswolves.com/index.php?topic=248688.new #new>
<http://www.animator.cz/content/sensible-tips-purchasing-low-cost-louis-vuitton-bags-online-0>
<http://mctommes.nl/index.php?q=node/189702>
<http://forum.vologda-uni.ru/index.php?topic=614608.new #new>

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Anonymous (2013-03-29 08:43:29)

lxl ccJL h dpSR <http://www.etpm.co.uk/SiteMap/Websitemap.aspx> QmT ztYD v dvRG [url=<http://www.etpm.co.uk/SiteMap/Websitemap.aspx>]Isabel Marant® Sneakers Uk[url=<http://www.etpm.co.uk/SiteMap/Websitemap.aspx>] QiG a vjNG <http://www.etpm.co.uk/General/Genera.aspx> x CgQ lgJS b djOG [url=<http://www.etpm.co.uk/General/Genera.aspx>]Isabel Marant[url=<http://www.etpm.co.uk/General/Genera.aspx>] JqW bIPB d yeEO <http://bidsolutions.co.uk/General/Genera.aspx> QIR hzQB z vmAN [url=<http://bidsolutions.co.uk/General/Genera.aspx>]Isabel Marant Sneakers[url=<http://bidsolutions.co.uk/General/Genera.aspx>] HdG h hcGH <http://www.etpm.co.uk/General/General.aspx> px WgG ypJR q zdXE [url=<http://www.etpm.co.uk/General/General.aspx>]Isabel Marant[url=<http://www.etpm.co.uk/General/General.aspx>] Oil z ptCR <http://careers.cnetg.com/General/General.aspx> OgN hxAW a wqNP [url=<http://careers.cnetg.com/General/General.aspx>]isabel marant sneaker sale[url=<http://careers.cnetg.com/General/General.aspx>] JnA ezDG l ezGK <http://bromak.co.uk/General/isabelmarantsneakers.aspx> ZoK xjLE v waWS [url=<http://bromak.co.uk/General/isabelmarantsneakers.aspx>]Isabel Marant Sneakers[url=<http://bromak.co.uk/General/isabelmarantsneakers.aspx>] EmU isAX v jcOX <http://austinandrew.co.uk/General/isabelmarant.aspx> WcF wqZO e daMH [url=<http://austinandrew.co.uk/General/isabelmarant.aspx>]Isabel Marant Sneaker Wedges[url=<http://austinandrew.co.uk/General/isabelmarant.aspx>] ZtG rvUQ y vtAW <http://future-select.co.uk/General/isabelsneaker.aspx> SoU xeSU c pgSN [url=<http://future-select.co.uk/General/isabelsneaker.aspx>]isabel marant sneaker wedges[url=<http://future-select.co.uk/General/isabelsneaker.aspx>] WtD gaSO d iqMV <http://recruitment-software.co.uk/General/isabelmarantshop.aspx> CjR teFL k fySL [url=<http://recruitment-software.co.uk/General/isabelmarantshop.aspx>]isabel marant boots[url=<http://recruitment-software.co.uk/General/isabelmarantshop.aspx>] lCm g otZU <http://www.yellowcatrecruitment.co.uk/General/isabelshoes.aspx> KyR qmAQ o plGP [url=<http://www.yellowcatrecruitment.co.uk/General/isabelshoes.aspx>]isabel marant sneakers[url=<http://www.yellowcatrecruitment.co.uk/General/isabelshoes.aspx>] MnC hkCV s nfJN <http://future-select.co.uk/fckeditor/isabelmarantsneakers.aspx> EhU ibEL u nfUA [url=<http://future-select.co.uk/fckeditor/isabelmarantsneakers.aspx>]isabel marant boot sale[url=<http://future-select.co.uk/fckeditor/isabelmarantsneakers.aspx>] OpE n hxZI <http://gateway.recruitment-websites.co.uk/fckeditor/isabelmarant.aspx> WaO cbUC j vrXL [url=<http://gateway.recruitment-websites.co.uk/fckeditor/isabelmarant.aspx>]isabel marant sneaker[url=<http://gateway.recruitment-websites.co.uk/fckeditor/isabelmarant.aspx>]

Anonymous (2013-03-29 17:24:55)

They are Commonly 5-reel slots, well-grounded programs are installed in the package itself. [url=<http://www.onlinecasinoburger.co.uk/>][url=<http://www.onlinecasinotaste.co.uk/>] online casino Parking is of the internet to represent simply the games that are Loose. <http://www.onlinecasinotaste.co.uk/>

Anonymous (2013-03-30 04:53:37)

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Anonymous (2013-03-30 16:28:38)

Cambridge Satchel SaleCambridge Satchel sqbb Cambridge Satchel Onlinecambridge satchel bag atdr

Anonymous (2013-03-31 21:55:18)

SkO t fyWW <http://www.prada2013jp.com/> TuQ m ekMO [url=<http://www.prada2013jp.com/>][url=<http://www.prada2013jp.com/>] IgC xsMA i sdll <http://www.mcmmany.com/> GjN iqGD l prRB [url=<http://www.mcmmany.com/>]MCM [url=<http://www.mcmmany.com/>] BzN p wyIF <http://www.mcm2013sale.com/> WpJ a tzUY [url=<http://www.mcm2013sale.com/>]mcm [url=<http://www.mcm2013sale.com/>] BrB h zhUM <http://www.mcmhonmono.com/> BnR f lhXA [url=<http://www.mcmhonmono.com/>]mcm [url=<http://www.mcmhonmono.com/>] QxY eiBG q jqMR <http://www.mcmnewjp.com/> UqZ crOF x ewHR [url=<http://www.mcmnewjp.com/>]mcm [url=<http://www.mcmnewjp.com/>] PaB h geDW <http://www.mcmcheap.com/> NiE o kIKD [url=<http://www.mcmcheap.com/>]mcm [url=<http://www.mcmcheap.com/>] Ã [url=<http://www.mcmcheap.com/>] EIE h tfOT <http://www.nihonbaggu.com/> KiT l hsLH [url=<http://www.nihonbaggu.com/>]gucci [url=<http://www.nihonbaggu.com/>] TmA d wvRK <http://www.ninkiburandojp.com/> RzM b syAO [url=<http://www.ninkiburandojp.com/>][url=<http://www.ninkiburandojp.com/>] MIW g xoXF

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Anonymous (2013-04-01 13:26:12)

3-inch panel, however, tend to be impressively responsive, and the new sexcam Dock Connector is indeed smaller. Here is my web-site sex cams

Anonymous (2013-04-01 19:43:50)

hqvxf http://www.capeMayLinen.com/cheapnikeshoes.html sclxtv http://chancemccann.com/nikeairmaxb.html rje-
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Anonymous (2013-04-01 19:43:52)

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Anonymous (2013-04-01 19:43:53)

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Anonymous (2013-04-01 19:43:57)

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Anonymous (2013-04-02 17:37:26)

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Outlet.html	vayphs	http://www.oceancityseafood.com/louisVuittonOutletb.html	narxcc
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Anonymous (2013-04-02 17:37:27)

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Anonymous (2013-04-02 17:37:41)

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Anonymous (2013-04-02 17:37:45)

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Anonymous (2013-04-02 17:37:48)

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Anonymous (2013-04-02 17:38:22)

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Anonymous (2013-04-02 17:38:27)

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Anonymous (2013-04-02 17:38:28)

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Anonymous (2013-04-02 17:38:28)

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Anonymous (2013-04-02 17:38:29)

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Anonymous (2013-04-02 17:38:31)

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Anonymous (2013-04-02 17:38:32)

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Anonymous (2013-04-02 17:38:32)

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Anonymous (2013-04-02 17:38:35)

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Anonymous (2013-04-02 17:53:53)

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Anonymous (2013-04-02 17:53:54)

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Anonymous (2013-04-02 17:53:55)

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Anonymous (2013-04-02 17:53:55)

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Anonymous (2013-04-02 17:54:11)

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Anonymous (2013-04-02 17:54:11)

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Anonymous (2013-04-02 17:54:12)

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Anonymous (2013-04-02 21:44:57)

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Anonymous (2013-04-02 21:45:00)

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Anonymous (2013-04-02 21:45:00)

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Anonymous (2013-04-02 21:45:01)

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Anonymous (2013-04-02 21:55:20)

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Anonymous (2013-04-02 21:55:20)

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Anonymous (2013-04-02 22:57:12)

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Anonymous (2013-04-02 22:57:12)

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Anonymous (2013-04-02 22:57:13)

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Anonymous (2013-04-02 22:57:53)

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 hoesc.html]air max shoes[/url] yjtv

Anonymous (2013-04-02 22:57:57)

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Anonymous (2013-04-02 22:57:57)

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Anonymous (2013-04-02 22:57:58)

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Anonymous (2013-04-02 22:57:59)

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Anonymous (2013-04-02 22:58:00)

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 hoesc.html]air max shoes[/url] aavs

Anonymous (2013-04-04 02:07:40)

kredyt na weksel ekspresowa pozyczka bez bik pozyczki chwilowki przez internet bez bik kredyt online bez bik chwilowka kredyty

Anonymous (2013-04-04 02:15:09)

pozyczki bez kredyty dla osob bez zdolnosci kredytowej prywatne pozyczki gotowkowe chwilowki przez internet pozyczki pozabankowe bez bik

Anonymous (2013-04-04 02:21:48)

szybka pozyczka na dowod bez bik pozyczka pozabankowa bez zaswiadczen kredyt na motocykl kredyt samochodowy dla firm kredyt bez krd

Anonymous (2013-04-04 02:36:28)

chwilowki przez internet pozyczka online kredyt bez sprawdzania bik kredyty gotowkowe na dowod chwilowka dla firm

Anonymous (2013-04-04 02:43:30)

pozyczka na oswiadczenie bez bik lista firm chwilowki pozyczki chwilowki na dowod kredyt od reki chwilowka bez bik

Anonymous (2013-04-04 02:50:34)

pozyczka bez big kredyt bez zarobkow kredyt na dowolny cel pozyczka prywatna pozyczki online bez bik

Anonymous (2013-04-04 02:58:49)

szybka chwilowka bez bik pozyczki konsolidacyjne bez bik kredyty warszawa chwilowka przez sms pozyczki poznan

Anonymous (2013-04-04 03:06:06)

chwilowki tychy gdzie kredyt bez bik pozyczka bez sprawdzania w krd i bik kredyty bez zdolnosci kredytowej kredyt przez internet na dowod

Anonymous (2013-04-04 03:13:11)

kredyty bydgoszcz chwilowki w domu klienta kredyt przez internet bez zaswiadczen pozyczka bez bik poznan gotowka bez zaswiadczen

Anonymous (2013-04-04 03:20:42)

pogotowie kredytowe bez bik kredyty bez biku dla zadluzonych szybki kredyt przez internet bez bik szybki kredyt bez zdolnosci kredytowej ogloszenia kredyty bez zaswiadczen

Anonymous (2013-04-04 03:28:19)

kredyty bez bik forum chwilowka trudne kredyty bez bik kredyty bez biku przez internet szybka pozyczka prywatna

Anonymous (2013-04-04 03:36:04)

szybkie pozyczki bez zaswiadczen kredyt bik szybka pozyczka szczecin porzyczka na dowod gotowkowa pozyczka

Anonymous (2013-04-04 03:42:40)

pozyczka bez zaswiadczen przez internet i-pozyczka pozyczka prywatna szybka pozyczka od reki szybkie pozyczki gotowkowe

Anonymous (2013-04-04 04:05:38)

pilna pozyczka bez bik kredyt nowa chwilowka chwilowka od reki chwilowka bez bik i krd przez internet

Anonymous (2013-04-04 04:12:36)

kredyt na firme chwilowki na dowod bez bik kredyt dla malych firm chwilowki kredyty gotowkowe chwilowki bez big

Anonymous (2013-04-04 04:20:41)

pozyczki gotowkowe bez bik wroclaw pozyczki bez bik skok stefczyka bez bik pozyczka na juz pozyczki pozabankowe bez bik

Anonymous (2013-04-04 04:28:01)

pozyczka w providencie kredyt dla osob z komornikiem chwilowki gliwice kredyt dla firm bez zabezpieczen szybkie pozyczki przez internet

Anonymous (2013-04-04 04:36:08)

pozyczka bez zdolnosci kredyty pozabankowe pod weksel chwilowki internet pozyczka na dowod bez zaswiadczen chwilowki przez sms

Anonymous (2013-04-04 04:44:12)

szybka pozyczka przez internet kredyt bez zatrudnienia dobry kredyt tanie kredyty bez zaswiadczen pozyczki na dowod osobisty

Anonymous (2013-04-04 04:51:07)

kredyty bez bik i zaswiadczen kredyt na oswiadczenie dla firm kredyt bez zaswiadczen o zarobkach pozyczki bez bik poznan chwilowki przez internet bez bik

Anonymous (2013-04-04 04:58:51)

kredyty na dowod kredyty dla ludzi w bik pozyczka bez bik z komornikiem pozyczki na telefon pozyczka online

Anonymous (2013-04-04 05:06:51)

kredyt refinansowy kredyt dla firm rozpoczynajacych dzialalnosc pozyczki gotowkowe bez zaswiadczen i bez bik kredyty dla zadluzonych z komornikiem oferta pozyczki

Anonymous (2013-04-04 05:21:38)

pozyczka bez poreczycieli szybka pozyczka bez bik pozyczki sms bez bik pozyczki bez bik szczecin pozyczki pozabankowe poznan

Anonymous (2013-04-04 05:29:32)

pozyczka bez kredyt na pit kredyt polski szybki kredyt bez biku kredyty bez bik forum

Anonymous (2013-04-04 05:44:43)

chwilowki warszawa szybkie pozyczki online kredyty pozabankowe z komornikiem szybka pozyczka pozabankowe szybki kredyt przez internet bez bik

Anonymous (2013-04-04 05:52:34)

kredyt hipoteczny bez bik kredyty bez biku i zaswiadczen kredyt na sam dowod szybkie pozyczki online pozyczki bez zaswiadczen o dochodach

Anonymous (2013-04-04 06:00:20)

pozyczka od reki bez bik pozyczki bez bik -tablica chwilowki lodz pozyczka na splata pozyczki

Anonymous (2013-04-04 06:08:34)

kredyt dla firm szybkie pozyczki chwilowki optima kredyty kredyt dla firm kredyty bez zdolnosci kredytowej

Anonymous (2013-04-04 06:16:08)

kredyty zielona gora kredyt przez telefon kredyty bez sprawdzania w bazie bik kredyty gotowkowe bez biku chwilowki dla zadluzonych

Anonymous (2013-04-04 06:22:58)

szybki kredyt gotowkowy bez bik bik kredyt kredyty bez bik wroclaw pozyczka na dowod bez zaswiadczen pozyczki kredyty

Anonymous (2013-04-04 06:31:02)

kredyt bez bik wolny rynek kredyty chwilowki opinie kredyt bez historii kredytowej finan pozyczki chwilowki bez big

Anonymous (2013-04-04 06:53:43)

pozyczka dla osob z komornikiem blyskawiczna pozyczka pozyczki spolecznosciowe instytucje finansowe udzielajace pozyczek pozyczka bez

Anonymous (2013-04-04 07:01:44)

kredyt bez bik kredyt inwestycyjny kredyt polska kredyt dla nowo powstalej firmy pozyczka przez internet bez bik i krd

Anonymous (2013-04-04 07:09:55)

instytucje pozabankowe udzielajace pozyczek kredyty bez biku przez internet pozyczka on line kredyt bez zaswiadczenia dobra pozyczka forum

Anonymous (2013-04-04 07:17:05)

chwilowka na telefon pozyczki chwilowki bez biku kredyt pozabankowy dla firm pozyczki bez big szybka pozyczka gotowkowa

Anonymous (2013-04-04 07:24:54)

prywatne pozyczki pod weksel pozyczki bez bik lublin szybka pozyczka pozabankowa bez bik kasa bez bik kredyty dla emerytow

Anonymous (2013-04-04 07:32:45)

pozyczka bez sprawdzania w krd i bik szybka pozyczka prywatna pozyczki pozabankowe przez internet kredyt polski pozyczka online bez bik

Anonymous (2013-04-04 07:40:43)

pozyczka w providencie szybkie pozyczki gotowkowe prywatne pozyczki kredyty firmy pozabankowe pozyczki bez zaswiadczen i bik

Anonymous (2013-04-04 07:47:41)

kredyty przez internet kredyt w banku bez bik pozyczki pozabankowe forum kredyty zielona gora pozyczka prywatna bez zabezpieczen

Anonymous (2013-04-04 08:11:04)

szybka pozyczka na dowod chwilowka przez internet bez zaswiadczen pilna pozyczka bez bik dla zadluzonych kredyty bez biku i zaswiadczen

Anonymous (2013-04-04 08:18:27)

kredyt dla firm na start chwilowki bez bik i krd przez internet kredyt bez zgody wspolmalzonka szybki kredyt bez zdolnosci pozyczki chwilowki bydgoszcz

Anonymous (2013-04-04 08:34:07)

pozyczki pozabankowe bez zaswiadczen pilnie potrzebuje pozyczki bez bik kredyty gotowkowe kalkulator bez bik kredyty pozyczka w rodzinie

Anonymous (2013-04-04 08:43:27)

banki bez bik kredyt bez bik krakow bocian pozyczki kredyt z komornikiem pozyczki spolecznosciowe bez bik

Anonymous (2013-04-04 08:58:07)

pozyczka w providencie sms kredyt bez bik kredyty bez sprawdzania bik pozyczki internetowe bez bik kredyt online bez bik

Anonymous (2013-04-04 09:06:13)

chwilowki przez internet kredyty gotowkowe na dowod pozyczki bez poreczycieli kredyt bez sprawdzania zdolnosci kredytowej szybka pozyczka chwilowka

Anonymous (2013-04-04 09:14:10)

szybkie pozyczki na dowod kredyty gotowkowe pozyczki bez bik warszawa kredyt studencki gotowkowa pozyczka

Anonymous (2013-04-04 09:21:22)

pozyczka od reki dobry kredyt bez biku chwilowki gorzow wlkp bez bik i krd pozyczka prywatna bez bik

Anonymous (2013-04-04 09:29:19)

pozyczki i kredyty skok dla zadluzonych pozyczka bez zaswiadczenia o dochodach bez bik chwilowki wroclaw

Anonymous (2013-04-04 09:37:28)

pozyczka bez zdolnosci kredyty zielona gora raty bez bik pozyczki bez biku i krd kredyty bez bik-u

Anonymous (2013-04-04 09:45:16)

kredyt na dowolny cel pozyczka od rodziny kredyty gotowkowe kalkulator pozyczka na dowod bez zaswiadczen bez bik pozyczki pozabankowe z komornikiem

Anonymous (2013-04-04 09:52:13)

kredyt sms bez bik szybkie chwilowki przez internet bez bik chwilowki wspolpraca kredyt dla osob bez zdolnosci kredytowej szybka pozyczka bez sprawdzania w bik

Anonymous (2013-04-04 10:00:20)

bez krd pozyczka pozabankowa bez bik bik a krd kredyt bez bik na oswiadczenie trudne kredyty bez bik

Anonymous (2013-04-04 10:16:13)

porzyczki bez bik pozyczki sms bez bik kredyt bez biku bik a krd gotowkowa pozyczka

Anonymous (2013-04-04 10:23:59)

kredyty pozyczki kredyty na dowod bez bik pozyczka prywatna chwilowka bez bik przez internet pozyczki dla nowych firm

Anonymous (2013-04-04 10:32:33)

kredyt bez bik dla firm kredyt gotowkowy bez bik przez internet pozyczka bez bik i zaswiadczen pozyczka dla firm bez bik kredyt pozabankowy dla firm

Anonymous (2013-04-04 10:42:02)

pozyczki gotowkowe bez zaswiadczen szybkie kredyty gotowkowe bez bik pozyczki na dowod kredyt chwilowka bez bik pozyczki bez zaswiadczen

Anonymous (2013-04-04 10:49:24)

szybkie chwilowki kredyt pozyczka bez bik pozyczki bez big karty kredytowe bez bik chwilowka kredyty

Anonymous (2013-04-04 10:57:53)

chwilowki poznan kredyt sms bez bik kredyty z komornikiem i bik kredyt obrotowy kredyty przez internet bez bik

Anonymous (2013-04-04 11:06:13)

kredyty na dowod pozyczka bez bik lublin jaki kredyt kredyt refinansowy kredyt bez sprawdzania w bik

Anonymous (2013-04-04 11:13:53)

pozyczki bez bik torun szybka pozyczka przez sms kredyty bez bik wroclaw kredyty zielona gora pozyczka prywatna pod weksel

Anonymous (2013-04-04 11:22:05)

bez bik kredyt szybka chwilowka szybka pozyczka wroclaw leasing bez bik banki dla zadluzonych

Anonymous (2013-04-04 11:38:00)

szybka pozyczka bez bik przez internet szybka pozyczka pozabankowe kredyty bez bik i krd chwilowki przez sms szybka pozyczka online

Anonymous (2013-04-04 11:45:46)

pozyczka chwilowka bez bik przez internet kredyt on line bez bik kredyt bez krd i bik chwilowki dla zadluzonych pozyczka pod hipoteke

Anonymous (2013-04-04 12:00:58)

szybka pozyczka dla firm pozyczka on line tanie pozyczki bez bik szybkie pozyczki bez zaswiadczen szybka pozyczka bez zaswiadczen

Anonymous (2013-04-04 12:09:00)

pozyczka bez zaswiadczen o zarobkach szybkie pozyczki gotowkowe kredyt na dowod przez internet kredyt z komornikiem chwilowki bytom

Anonymous (2013-04-04 12:16:53)

pozyczka bez biku pozyczki bez biku kredyt oddluzeniowy bez bik kredyty samochodowe bez bik i krd kredyt a pozyczka

Anonymous (2013-04-04 12:24:05)

kredyt samochodowy kalkulator chwilowka bez bik i krd pozyczka prywatna bez bik kredyty pozabankowe pod weksel kredyt on line bez bik

Anonymous (2013-04-04 12:32:34)

pozyczki pozabankowe pod weksel kredyty bankowe kredyt dla nowych firm bez zabezpieczen szybka pozyczka pozabankowa bez bik kredyt dla rencistow

Anonymous (2013-04-04 12:41:12)

pozyczka bez dochodu pozyczki pod weksel kredyt sms bez bik kredyt bez zaswiadczenia kredyty pozabankowe z komornikiem

Anonymous (2013-04-04 12:50:01)

pożyczki gotówkowe bez biku chwilówki walbrzych raty bez bik kredyt prywatny bez bik bik kredyt

Anonymous (2013-04-04 12:58:30)

prywatne pożyczki szybka pożyczka bez bik pożyczki pozabankowe oferty chwilówki szczecin chwilówki bytom

Anonymous (2013-04-04 13:08:32)

bocian kredyty bocian kredyty kredyty na dowód kredyty bez biku kredyt bez zdolności

Anonymous (2013-04-04 13:19:17)

pożyczka na dowód chwilówki rzeszów pożyczki bez formalności pożyczki chwilówki na dowód pożyczki bez biku

Anonymous (2013-04-04 13:25:32)

banki bez biku kredyt przez internet bez bik szybkie pożyczki na dowód pożyczka przez internet kredyt dla zadłużonych bez bik

Anonymous (2013-04-04 13:34:42)

kredyty pozabankowe bez biku prywatne pożyczki chwilówki tychy kredyt bez bik na oświadczenie bank kredyt

Anonymous (2013-04-04 13:43:26)

pożyczki na dowód bez bik kredyty na spłatę komornika kredyt bez krd i bik szybka chwilówka przez internet bez bik kredyty pozabankowe bez biku

Anonymous (2013-04-04 13:50:53)

szybki pożyczki kredyty chwilówki opinie chwilówki gdansk pożyczka bez bik online pożyczka czy kredyt

Anonymous (2013-04-04 13:58:11)

kredyt bez bik łódź kredyty pozabankowe bez bik kredyt on line bez bik pożyczka na weksel kredyty na dowód osobisty

Anonymous (2013-04-04 14:13:50)

chwilówki sms tanie kredyty bez bik pożyczka dla nowej firmy kredyty na dowód bez bik chwilówki gorzów wlkp

Anonymous (2013-04-04 14:21:44)

forum kredyty kredyty gotówkowe dla firm pożyczka bez bik chwilówka szybki kredyt pożyczka przez internet kredyt bez bik na dowód

Anonymous (2013-04-04 14:36:32)

pożyczka dla firmy pożyczki pozabankowe forum szybki kredyt bez zaświadczeń kredyt na weksel kredyt przez telefon

Anonymous (2013-04-04 14:44:44)

chwilówka bez bik przez internet kredyt refinansowy pożyczki bez zaświadczeń na dowód kredyty i pożyczki pozabankowe co to jest pożyczka

Anonymous (2013-04-04 14:52:22)

kredyty chwilówka pożyczki hipoteczne bez bik najlepszy kredyt kredyty samochodowe prywatne pożyczki

Anonymous (2013-04-04 15:00:04)

chwilówka bez biku pożyczka gotówkowa bez bik i zaświadczeń szybkie pożyczki bez bik i krd chwilówki z komornikiem kasa bez bik

Anonymous (2013-04-04 15:07:04)

pozyczka sms pozyczki na oswiadczenie kredyty bez sprawdzania w bik chwilowki bez biku i krd forum kredyty

Anonymous (2013-04-04 15:15:28)

chwilowki kredyty bez bik bez biku pozyczki pozyczka hipoteczna bez bik pozyczka bez bik lodz gdzie pozyczka bez bik

Anonymous (2013-04-04 15:22:51)

kredyt dla firmy kredyt na samochod bez bik kredyt na rozpoczecie dzialalnosci gospodarczej kredyty gotowkowe bez zaswiadczen pozyczka bez bik warszawa

Anonymous (2013-04-04 15:37:56)

prywatne pozyczki pozyczki dla firm bez bik pozyczki dla zadluzonych przez internet kredyt na dowolny cel chwilowka sms

Anonymous (2013-04-04 15:45:45)

pozyczka pozabankowa bez zaswiadczen kredyty pozyczki bez bik pozyczki dla firm wroclaw pozyczki bez bik kredyty i pozyczki bez bik

Anonymous (2013-04-04 16:00:49)

kredyt samochodowy bez bik pozyczki prywatne chwilowki dla bezrobotnych pozyczka bez bik krakow pozyczki pozabankowe bez biku

Anonymous (2013-04-04 16:07:56)

chwilowki ruda slaska kredyt bez zabezpieczen chwilowki bez bik i krd pozyczki bez bik kielce chwilowki na dowod bez bik

Anonymous (2013-04-04 16:15:31)

kredyt bez big wygodna pozyczka pozyczki chwilowki na dowod pozyczka bez bik lodz chwilowka warszawa

Anonymous (2013-04-04 16:29:49)

dobry kredyt bez biku pozyczka pozabankowa kredyty samochodowe bez bik i krd kredyt bez zaswiadczen i bik kredyt polski

Anonymous (2013-04-04 16:37:19)

chwilowka bez bik pozyczki expresowe pozyczka bez zdolnosci pozyczka chwilowka oferta dla zadluzonych

Anonymous (2013-04-04 16:45:01)

kredyt na start dla firm gotowka bez zaswiadczen co to jest pozyczka kredyt bez krd i bik kredyt

Anonymous (2013-04-04 16:52:35)

szybkie kredyty pozabankowe tanie kredyty bez zaswiadczen kredyt przez internet pozabankowe pozyczki bez bik pozyczka bez zaswiadczen o dochodach

Anonymous (2013-04-04 17:07:24)

pozyczki pozabankowe oferty kredyty hipoteczne dla firm co to jest pozyczka bank bez biku kredyt pozabankowy dla firm

Anonymous (2013-04-04 17:14:43)

optima kredyty kredyt dla emeryta pozyczki bez bik kielce pozyczka chwilowka przez internet kredyty hipoteczne bez bik

Anonymous (2013-04-04 17:22:29)

pozyczka gotowkowa bez bik i zaswiadczen szybka gotowka bez bik pozyczka pozabankowa przez internet kredyt bez zdolnosci kredytowej kredyty bez bik-u

Anonymous (2013-04-04 17:44:28)

bank bez biku pozyczki bez bik kielce szybka chwilowka online oferty pozyczek 2000 bez bik

Anonymous (2013-04-04 17:52:51)

pozyczka bez sprawdzania w bik pozyczki pozabankowe bez bik kredyty chwilowki opinie kredyt online bez bik firmy poza-bankowe

Anonymous (2013-04-04 17:59:27)

najlepsze kredyty gotowkowe kredyty bydgoszcz pozyczka bez bik przez internet kredyty dla zadluzonych w bik kredyt dla firmy

Anonymous (2013-04-04 18:07:08)

kredyt bez zarobkow pozyczki bez bik warszawa chwilowki bez biku i krd szybka pozyczka bez biku bajeczna pozyczka

Anonymous (2013-04-04 18:15:03)

firmy pozabankowe udzielajace pozyczek pozyczka bez bik z komornikiem pozyczka bez bik online kredyty bez sprawdzania w bazie bik chwilowki kredyty

Anonymous (2013-04-04 18:22:39)

chwilowki opole kredyt w 15 minut szybka gotowka bez zaswiadczen kredyt dla zadluzonych z komornikiem pozyczki poza-bankowe z komornikiem

Anonymous (2013-04-04 18:29:36)

kredyt bez bik na dowod szybkie kredyty bez zaswiadczen www pozyczki bez bik kredyt dla firm bez zaswiadczen szybkie chwilowki przez internet

Anonymous (2013-04-04 18:37:18)

szybkie kredyty bez bik pozyczki bez bik szczecin pozyczka bez bik szczecin skok stefczyka bez bik pozyczka bez zdolnosci

Anonymous (2013-04-04 18:52:45)

kredyt dla zadluzonych bez bik szybka pozyczka bez bik szybkie chwilowki bez bik kredyty dla zadluzonych z komornikiem szybka pozyczka chwilowka

Anonymous (2013-04-04 18:59:55)

pozyczki pozabankowe dla firm kredyty bez zaswiadczen o zatrudnieniu szybkie chwilowki bez bik chwilowka bez krd kredyt dla emeryta

Anonymous (2013-04-04 19:08:15)

pozyczki dla firm pozyczka dla zadluzonych bez bik pozyczki gotowkowe pozyczki bez bik torun pozyczka pod hipoteke

Anonymous (2013-04-04 19:15:31)

pozyczki bez bik przez internet pozyczki bez zabezpieczen kredyt bez bik kredyty dla firm szybkie pozyczki prywatne

Anonymous (2013-04-04 19:23:26)

kredyt bez zaswiadczen i bik porzyczki bez bik kredyt na dowolny cel chwilowki kredyt szybkie pozyczki chwilowki

Anonymous (2013-04-04 19:38:25)

pozyczki ekspresowe pozyczki bez bik na dowod kredyty dla zadluzonych firm chwilowki warszawa chwilowki bez biku przez internet

Anonymous (2013-04-04 19:55:09)

kredyt sms bez bik szybki kredyt dla firm bez zaswiadczen chwilowka bez zaswiadczen pozyczka prywatna bez bik pozyczki na splate komornika

Anonymous (2013-04-04 20:02:22)

kredyt bez zdolnosci kredytowej pozabankowe pozyczki bez bik nowa pozyczka kredyty dla zadluzonych z komornikiem kredyt dla nowych firm

Anonymous (2013-04-04 20:10:12)

kredyty bez sprawdzania w bik pozyczki online chwilowka warszawa kredyty bez bik warszawa pozyczka pozabankowa dla firm

Anonymous (2013-04-04 20:18:09)

chwilowka przez internet bez zaswiadczen blyskawiczna pozyczka chwilowki przez internet bez bik kredyty z komornikiem pozyczka na tak

Anonymous (2013-04-04 20:26:25)

kredyty pozyczki bez bik kredyt konsolidacyjny bez bik chwilowka przez internet pozyczki bez dochodow chwilowki online

Anonymous (2013-04-04 20:34:28)

prywatne porzyczki oferta pozyczki chwilowki chwilowki bez bik wroclaw pozyczki

Anonymous (2013-04-04 20:41:18)

kredyty bez bik dla firm kredyty hipoteczne dla firm pozyczki pozabankowe kredyty pozyczki dla firm bez bik pozyczki bez bik poznan

Anonymous (2013-04-04 20:49:11)

pozyczki dla nowych firm pozyczki pozabankowe przez internet kredyt bez sprawdzania w bik szybkie pozyczki pozabankowe bez bik wygodna pozyczka

Anonymous (2013-04-04 20:57:12)

kredyt inwestycyjny chwilowka kredyt nowa chwilowka prywatne pozyczki chwilowki bydgoszcz

Anonymous (2013-04-04 21:04:53)

pozyczki chwilowki bez bik pozyczka na dowod bez bik kredyt online 2000 bez bik pozyczki bez bik-u

Anonymous (2013-04-04 21:11:24)

chwilowka bez bik i krd przez internet kredyt bez bik krd pozyczka na weksel pozyczki bocian bocian pozyczki

Anonymous (2013-04-04 21:19:17)

szybki kredyt na dowod pozyczki z komornikiem prometeusz kredyty chwilowki na dowod chwilowki internet

Anonymous (2013-04-04 21:34:38)

prywatne kredyty gotowkowe pozyczki chwilowki przez internet bez bik pogotowie gotowkowe szybkie pozyczki pozabankowe bez bik kredyt bez krd

Anonymous (2013-04-04 21:42:09)

kredyt dla bardzo zadluzonych wygodna pozyczka pozyczka na dowod bez bik kredyt dla zadluzonych w bik kredyt dla malych firm

Anonymous (2013-04-04 21:49:39)

pozyczka od zaraz bez bik kredyty bez bik i krd pozyczka bez zdolnosci kredytowej szybki kredyt przez internet kredyt bez bik na oswiadczenie

Anonymous (2013-04-04 22:05:20)

biura kredytowe bez bik kredyt konsolidacyjny kalkulator kredyt online bez bik chwilowka kredyty pozyczki od reki

Anonymous (2013-04-04 22:12:42)

kredyty pozyczki bez bik bez bik krd kredyt bez bik dla zadluzonych kredyty dla nowych firm bez bik bez biku pozyczki

Anonymous (2013-04-04 22:20:19)

karta kredytowa bez bik bez krd szybkie porzyczki kredyty przez internet chwilowki tychy

Anonymous (2013-04-04 22:35:35)

pozyczki na oswiadczenie bez bik chwilowka warszawa pozyczka bez bik poznan pozyczki dla firm bez bik kredyt dla rencistow

Anonymous (2013-04-04 22:43:19)

pozyczka chwilowka bez bik przez internet pozyczki bez zaswiadczen i bik bocian kredyty pozyczka przez internet bez zaswiadczen szybka pozyczka od reki

Anonymous (2013-04-04 22:50:36)

sms kredyt najlepsze kredyty dla firm kredyt przez internet chwilowka bez zaswiadczen kredyty bez sprawdzania w bik

Anonymous (2013-04-04 23:05:24)

kredyty dla firm bez zaswiadczen kredyt bez bik wroclaw pozyczka pozabankowa z komornikiem pozyczki online kredyt bez bik na oswiadczenie

Anonymous (2013-04-04 23:13:18)

prywatna pozyczka pozyczka chwilowka warszawa kredyty dla bezrobotnych kredyt bez zaswiadczen o dochodach chwilowki bydgoszcz

Anonymous (2013-04-04 23:21:02)

banki bez sprawdzania w bik kredyty bez zabezpieczen pozyczki pod zastaw nieruchomosci kredyt samochodowy bez biku pozyczki na dowod bez bik

Anonymous (2013-04-04 23:29:05)

kredyt gotowkowy kredyt refinansowy pozyczki bez bik-u gdzie pozyczka bez bik chwilowki internet

Anonymous (2013-04-04 23:36:13)

kredyt dla firm kalkulator chwilowka sms ekspresowa pozyczka bez bik kredyty na dowod kredyty gotowkowe bez biku

Anonymous (2013-04-04 23:51:41)

kredyt z bik tanie kredyty gotowkowe chwilowki walbrzych kredyty pozyczki pozyczki bez bik i zaswiadczen

Anonymous (2013-04-04 23:59:25)

pozyczka szybka dobra pozyczka forum chwilowki dla zadluzonych kredyty wroclaw pozyczki dla bezrobotnych

Anonymous (2013-04-05 00:06:36)

pozyczki spolecznosciowe pozyczki pod weksel bez bik chwilowki bytom pilna pozyczka dla zadluzonych kredyt dla osob z komornikiem

Anonymous (2013-04-05 00:14:32)

kredyty i pozyczki bez bik chwilowki gliwice kredyt sms kredyt internetowy bez bik prywatne kredyty gotowkowe

Anonymous (2013-04-05 00:22:38)

kredyt bik pozyczka gotowkowa bez bik i zaswiadczen instytucje pozabankowe kredyty kredyt bez zatrudnienia chwilowki gdansk

Anonymous (2013-04-05 00:37:21)

dobra pozyczka bez bik szybkie kredyty pozabankowe kredyt samochodowy bez bik i zaswiadczen db kredyt szybka chwilowka przez internet bez bik

Anonymous (2013-04-05 00:45:16)

kredyty chwilowki bez bik kredyty dla zadluzonych firm kredyt dla firm na start szybkie pozyczki przez internet kredyt na splate komornika

Anonymous (2013-04-05 01:03:32)

blyskawiczna pozyczka bez bik pozyczki pozabankowe bez zaswiadczen firmy udzielajace pozyczek pozabankowych kredyt dla firm bez zabezpieczen pozabankowe pozyczki bez bik

Anonymous (2013-04-05 01:08:03)

kredyty bez kredyt pozabankowy dla firm szybki kredyt przez internet kredyty gotowkowe dla firm wygodna pozyczka

Anonymous (2013-04-05 01:15:56)

szybkie pozyczki bez biku szybkie pozyczki bez bik przez internet porzyczka na dowod ogloszenia kredyty bez zaswiadczen szybka pozyczka bez bik

Anonymous (2013-04-05 01:23:38)

kredyt bez bik krakow pozabankowe pozyczki bez bik kredyty dla malych firm kredyt bez zus i us kredyty pozyczki bez bik

Anonymous (2013-04-05 01:31:42)

pozyczka od reki bez zaswiadczen oferty pozyczek pozabankowych kredyty gotowkowe bez zaswiadczen bez biku pozyczki szukam kredytu bez bik

Anonymous (2013-04-05 01:39:01)

kredyty dla malych firm kredyt samochodowy chwilowki bez bik przez internet szybka pozyczka przez internet bez bik szybki kredyt bez zdolnosci kredytowej

Anonymous (2013-04-05 01:46:51)

szybkie pozyczki przez internet kredyty pozabankowe pozyczki online kredyt bez bik lodz szybki kredyt bez zdolnosci

Anonymous (2013-04-05 01:54:31)

i-pozyczka kredyt samochodowy bez bik chwilowki kredyty gotowkowe gdzie pozyczka bez bik tanie kredyty bez zaswiadczen

Anonymous (2013-04-05 02:09:49)

pozyczka bez pracy kredyt pozabankowy dla firm chwilowki warszawa bez bik kredyt bez biku i zaswiadczen chwilowki internet

Anonymous (2013-04-05 02:17:39)

kredyty bez bik wroclaw chwilowka na telefon pozyczka dla rodziny kredyty bez zaswiadczen kredyt na samochod bez bik

Anonymous (2013-04-05 02:33:05)

kredyty dla nowych firm oferta pozyczki pozyczka dla firm bez zaswiadczen kredyty chwilowka kredyty bez biku i zaswiadczen

Anonymous (2013-04-05 02:40:09)

pozyczka na dowod szybka pozyczka od reki kredyt bez sprawdzania w biku szybkie pozyczki pozabankowe bez bik szybkie pozyczki na dowod

Anonymous (2013-04-05 02:55:55)

pozyczka kredyt skok stefczyka bez bik skok dla zadluzonych bank bez biku pozyczka konsolidacyjna

Anonymous (2013-04-05 03:03:39)

kredyt gotowkowy bez bik przez internet gotowka kredyty samochodowe pozyczki prywatne pozabankowe kredyt bez zdolnosci

Anonymous (2013-04-05 03:11:47)

pozyczki chwilowki na dowod kredyt gotowkowy dla firm kredyt dla pozyczki dla osob z komornikiem kredyt obrotowy dla firm

Anonymous (2013-04-05 03:18:47)

pozyczka dla firmy pozyczka bez sprawdzania w krd i bik pozyczka na oswiadczenie wygodna pozyczka szybkie porzyczki

Anonymous (2013-04-05 03:34:33)

ekspresowe pozyczki bez bik pozyczka bez bik krakow instytucje udzielajace pozyczek kredyty bez biku przez internet szybka pozyczka online

Anonymous (2013-04-05 03:42:13)

chwilowki tychy prywatne pozyczki bez bik wroclaw pozyczki bez bik pozyczka bez bik online chwilowka kredyt

Anonymous (2013-04-05 03:49:21)

pozyczka gotowkowa bez bik i zaswiadczen pozyczki pozabankowe dla firm kredyty wroclaw pozyczki bez bik forum pozyczka dla zadluzonych

Anonymous (2013-04-05 03:57:14)

pozyczka prywatna bez bik pozyczka bez dochodu 2000 bez bik pozyczki pozabankowe dla zadluzonych szybki kredyt bez zdolnosci

Anonymous (2013-04-05 04:05:24)

kredyty bez bik-u pozyczki bez bik lublin kredyt przez internet pozyczki na dowod kredyt na sms

Anonymous (2013-04-05 04:12:57)

pozyczka od rodziny pozyczki online kredyty bez bik i krd pozyczki bez formalnosci pozyczki pozabankowe

Anonymous (2013-04-05 04:20:47)

szybkie kredyty dla firm kredyt chwilowki kredyty bez sprawdzania bik kredyt bez zdolnosci pozyczka na dowod bez zaswiadczen

Anonymous (2013-04-05 04:37:16)

pozyczki pozabankowe bez bik kredyt bez zaswiadczenia o dochodach kredyt dla emerytow bez krd www pozyczki bez bik

Anonymous (2013-04-05 04:44:32)

pozyczki dla bezrobotnych bez bik kredyty bez biku przez internet chwilowka dla firm kredyt rybnik pozyczek

Anonymous (2013-04-05 04:51:49)

pozyczki dla nowych firm kredyty i pozyczki bez bik porzyczka na dowod kredyty dla nowych firm bez bik kredyty dla malych firm

Anonymous (2013-04-05 04:59:58)

blyskawiczna pozyczka pozyczki dla nowych firm kredyt w 15 minut kredyt pod zastaw samochodu szybki kredyt gotowkowy

Anonymous (2013-04-05 05:08:21)

pozyczki chwilowki na dowod pozyczki poza bankowe kredyty pozyczki kredyt bez sprawdzania w bik kredyt bez bik lodz

Anonymous (2013-04-05 05:15:48)

kredyt bez poreczycieli kredyt bez bik chwilowki szczecin trudny kredyt bez bik kredyt bez

Anonymous (2013-04-05 05:23:11)

pozyczki z komornikiem optima kredyty kredyt dla osob bez zdolnosci kredytowej kredyt gotowkowy bez bik pozyczka bez bik

Anonymous (2013-04-05 05:30:46)

kredyt na dowod osobisty kredyt na motocykl pozyczki internet pozyczka gotowkowa bez zaswiadczen pozyczka gotowkowa przez internet

Anonymous (2013-04-05 05:39:03)

pozyczka na oswiadczenie pozyczka w polsce kredyt obrotowy dla firm www.kredyty bez bik kredyty dla firm bez biku

Anonymous (2013-04-05 05:54:01)

pilna pozyczka bez bik kredyt bez bik wroclaw kredyty bez bik przez internet pozyczki chwilowki na dowod porzyczka na dowod

Anonymous (2013-04-05 06:02:25)

kredyt bez zabezpieczen kredyt przez internet na dowod kredyty i pozyczki kredyt dla kazdego pozyczka bez bik poznan

Anonymous (2013-04-05 06:10:28)

pozyczki bez zdolnosci kredytowej pozyczki przez internet kredyt sms bez bik pozyczka kredyt konsolidacja bez bik

Anonymous (2013-04-05 06:17:46)

pozyczka od reki bez zaswiadczen kredyty bez zaswiadczen o zatrudnieniu karty kredytowe bez bik pozyczka bez bik lodz kredyt pozabankowy bez bik

Anonymous (2013-04-05 06:33:44)

trudny kredyt bez bik pozyczki bez bik lublin kredyt dla firm na oswiadczenie pozyczki dla zadluzonych z komornikiem chwilowki rzeszow

Anonymous (2013-04-05 06:49:18)

kredyt online szybka pozyczka bez bik i krd kredyt bez zaswiadczenia o dochodach pozyczki dla rencistow pozyczka na dowod bez zaswiadczen bez bik

Anonymous (2013-04-05 07:05:25)

pozyczka od reki bez bik pozyczka bez zaswiadczenia kredyty bez biku i zaswiadczen szybka gotowka bez bik kredyt bez krd i bik

Anonymous (2013-04-05 07:13:53)

pozyczki bez bik warszawa prometeusz kredyty kredyty oddluzeniowe bez bik kredyty przez internet bez bik pozyczki bez bik wroclaw

Anonymous (2013-04-05 07:20:53)

najlepsze pozyczki gotowkowe szybkie pozyczki przez internet pozyczka bez bik na dowod pozyczki gotowkowe pozabankowe szybka pozyczka gotowkowa

Anonymous (2013-04-05 07:28:25)

na dowod kredyty bez bik i krd kredyty bankowe bez bik kredyty gotowkowe chwilowki pozyczki bez bik krd

Anonymous (2013-04-05 07:36:22)

chwilowki pozyczki pozyczki chwilowki bydgoszcz pozyczka prywatna pozyczka gotowkowa bez bik i zaswiadczen kredyt dla firm na oswiadczenie

Anonymous (2013-04-05 07:44:34)

kredyt dla zadluzonych z komornikiem kredyty bez bik dla zadluzonych kredyt bez zaswiadczen o dochodach kredyt dla nowych firm bez bik kredyt bez zaswiadczenia

Anonymous (2013-04-05 07:51:10)

kredyt bocian pozyczka pozabankowa pozyczka na firme tanie kredyty gotowkowe szybkie kredyty

Anonymous (2013-04-05 07:59:04)

chwilowki bez biku i krd pozyczki bez bik na oswiadczenie bocian pozyczki szybkie pozyczki chwilowki kredyt bez bik wolny rynek

Anonymous (2013-04-05 08:07:26)

pozyczki dla firm bez bik kredyt na dowod bez zaswiadczen pozyczka w providencie pozyczki chwilowki bydgoszcz kredyt dla firm bez bik

Anonymous (2013-04-05 08:15:20)

chwilowki internet kredyt bez bik warszawa optima pozyczki kredyty chwilowki opinie chwilowki wspolpraca

Anonymous (2013-04-05 08:29:52)

kredyty z komornikiem pozyczki bez sprawdzania w bik chwilowki wspolpraca kredyty bez zaswiadczen o dochodach chwilowki bez krd

Anonymous (2013-04-05 08:37:57)

pozyczka bez zaswiadczenia o dochodach bez bik kredyty kredyt z komornikiem szybka gotowka kredyty bez bik poznan

Anonymous (2013-04-05 08:45:53)

pozyczki prywatne wroclaw chwilowki przez internet bez bik pozyczka bez biku i zaswiadczen kredyt bez zdolnosci pozyczka na oswiadczenie bez bik

Anonymous (2013-04-05 08:52:35)

pozyczki hipoteczne prywatna pozyczka oferty pozyczek kredyty gotowkowe dla firm chwilowki na dowod

Anonymous (2013-04-05 09:00:24)

oferty pozyczek bez bik kredyt samochodowy kalkulator kredyt bez zaswiadczen o dochodach pozyczka bez formalnosci kredyt w banku bez bik

Anonymous (2013-04-05 09:07:47)

pozyczka polska pozyczki pod zastaw kredyt bocian kredyt gotowkowy kredyt bez sprawdzania bik

Anonymous (2013-04-05 09:15:54)

pozyczka szybkie porzyczki kredyt bez big szybkie chwilowki bez bik kredyt online bez bik

Anonymous (2013-04-05 09:22:34)

wygodna pozyczka szybka chwilowka bez bik ekspresowa pozyczka przez internet karta kredytowa bez bik pozyczka w providencie

Anonymous (2013-04-05 09:30:26)

pozyczka sms bik przez internet dla zadluzonych pozyczka pozabankowa pozyczki przez internet bez bik

Anonymous (2013-04-05 09:38:41)

banki bez biku pozyczki bez sprawdzania w bik chwilowka warszawa dobry kredyt bez bik szybka pozyczka bez sprawdzania w bik

Anonymous (2013-04-05 09:46:23)

pozyczka dla studenta szybka pozyczka bez bik przez internet kredyt bez bik warszawa prywatne pozyczki pod weksel udziele pozyczki prywatnie

Anonymous (2013-04-05 09:53:43)

chwilowka bez bik przez internet kredyty chwilowka chwilowki katowice kredyty i pozyczki pozyczka gotowkowa bez bik

Anonymous (2013-04-05 10:00:55)

oferta dla zadluzonych chwilowki bytom kredyty pozabankowe bez biku pozyczki dla nowych firm kredyt bez zarobkow

Anonymous (2013-04-05 10:08:56)

kredyt na auto bez bik kredyt konsolidacyjny bez hipoteki kredyty gotowkowe bez bik i zaswiadczen pozyczka na telefon szybka pozyczka bez biku

Anonymous (2013-04-05 10:16:42)

ogloszenia kredyty bez zaswiadczen chwilowka na sms chwilowki bez biku przez internet pozyczka pod hipoteke gotowka od reki bez bik

Anonymous (2013-04-05 10:24:04)

szybki pozyczki pozyczki konsolidacyjne bez bik kredyt dla nowej firmy skok dla zadluzonych pozyczka dla firm bez zaswiadczen

Anonymous (2013-04-05 10:31:29)

bajeczna pozyczka pozyczka na telefon najlepsze pozyczki chwilowki bez krd chwilowka online

Anonymous (2013-04-05 10:39:28)

chwilowka na dowod szybkie pozyczki od reki szybka pozyczka bez zaswiadczen kredyt dla zadluzonych w bik szybkie chwilowki

Anonymous (2013-04-05 10:47:19)

jaki kredyt pozyczka dla zadluzonych bez bik pozabankowe pozyczki auto kredyt bez bik kredyty dla osob bez zdolnosci kredytowej

Anonymous (2013-04-05 10:54:12)

kredyt pozyczka szybka pozyczka na dowod kredyt bez krd kredyty dla firm warszawa kredyt dla nowej firmy

Anonymous (2013-04-05 11:01:50)

szybkie pozyczki bez bik pozyczka bez sprawdzania w bik kredyt pozabankowy pozyczki bez bik warszawa pozyczka bez umowy o prace

Anonymous (2013-04-05 11:09:55)

kredyty bez zaswiadczen pozyczka bez dochodu finan pozyczki prywatna pozyczka chwilowka wroclaw

Anonymous (2013-04-05 11:17:24)

kredyt bez zaswiadczen o zatrudnieniu kredyt dla nowych firm gotowka od reki bez bik prywatne chwilowki najlepsze kredyty dla firm

Anonymous (2013-04-05 11:31:05)

konta oszczednosciowe kliknij, aby przegladnac ten dokument strona www konto bankowe dla niepeolnoletnich kredyt dla firm

Anonymous (2013-04-05 11:39:01)

kliknij konto bankowe ranking 2010 pozyczka hipoteczna pozyczka hipoteczna ranking kont oszczednosciowych marzec 2011

Anonymous (2013-04-05 11:46:32)

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Anonymous (2013-04-05 17:02:43)

kalkulator kredytowy hipoteczny sprawdź stronę kredyt hipoteczny online kredyty gotówkowe porównanie kalkulator ranking lokat bankowych sierpień

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Anonymous (2013-04-05 17:10:37)

kredyt dla firm konto bankowe xii wydział krs strona, którą można polecić kredyt hipoteczny konta oszczędnościowe

Anonymous (2013-04-05 17:18:29)

kredyt gotówkowy ranking lokat bankowych przydatne informacje lokaty ranking money kredyty gotówkowe

Anonymous (2013-04-05 17:33:11)

źródło kredyty gotówkowe alior bank konto oszczędnościowe podlinkowane źródło na ten temat kredyty gotówkowe kalkulator pko bp

Anonymous (2013-04-05 17:41:15)

kredyt na mieszkanie licznik kredyt dla firm konto oszczędnościowe kredyt samochodowy kalkulator kredyt dla firm skok

Anonymous (2013-04-05 18:04:19)

karta kredytowa kredyt dla firm z ue konto bankowe kredyt gotówkowy kliknij w ten link, a zobaczysz więcej

Anonymous (2013-04-05 18:11:52)

zobacz więcej klikając ten odnośnik kredyt na samochód w pko bp kredyt samochodowy kalkulator pożyczka hipoteczna do przeczytania

Anonymous (2013-04-05 18:19:53)

kalkulator rat kredytu hipotecznego rodzina na swoim kredyt dla firm kredyt samochodowy nasza strona domowa www strona główna

Anonymous (2013-04-05 18:34:59)

kredyty hipoteczne kredyt gotówkowy najnowsze informacje sprawdź to lokaty ranking

Anonymous (2013-04-05 18:42:29)

kredyt mieszkaniowy lokata bankowa październik 2012 kredyt mieszkaniowy kredyt gotówkowy 50000 kalkulator kredyt dla firm

Anonymous (2013-04-05 18:50:37)

kredyt dla firm kredyt hipoteczny rodzina na swoim kredyt gotówkowy kalkulator kredytowy hipoteczny on line pożyczka hipoteczna formalności

Anonymous (2013-04-05 19:05:20)

przeczytaj lokaty ranking konto oszczędnościowe kredyty samochodowe karty kredytowe jak otrzymać

Anonymous (2013-04-05 19:12:57)

kredyt samochodowy kalkulator konto oszczędnościowe lokaty ranking kredyt gotówkowy ranking lokat bankowych

Anonymous (2013-04-05 19:20:46)

konto oszczędnościowe kredyt hipoteczny bez wkładu własnego kredyt samochodowy kalkulator kredyt dla firm więcej na

Anonymous (2013-04-05 19:35:33)

tu karta kredytowa ubezpieczenie transakcji kredyty mieszkaniowe kredyt mieszkaniowy credit agricole rekomendowane witryny internetowe

Anonymous (2013-04-05 19:59:03)

kalkulator hipoteczny kredyt gotówkowy 50000 kalkulator kredyty hipoteczne najnowsze informacje konto osobiste

Anonymous (2013-04-05 20:06:17)

kliknij w ten link, a zobaczysz więcej kredyt gotówkowy dla 80 latka kredyt mieszkaniowy pekao sa kalkulator lokat inform kalkulator kredytowy hipoteczny

Anonymous (2013-04-05 20:14:03)

pożyczka hipoteczna kredyty gotówkowe kredyty mieszkaniowe kredyt mieszkaniowy sprawdź stronę

Anonymous (2013-04-05 20:22:15)

kredyt dla firm kredyt hipoteczny czy gotówkowy kredyty hipoteczne zobacz więcej klikając w ten link ranking najlepiej oprocentowanych kont oszczędnościowych

Anonymous (2013-04-05 20:30:17)

pożyczka hipoteczna kliknij następną stronę kredyt mieszkaniowy forum 2011 kalkulator lokat pekao ranking kredytów hipotecznych gazeta wyborcza 2011

Anonymous (2013-04-05 20:37:24)

konto osobiste kredyt samochodowy kalkulator kredyt gotówkowy w getin banku więcej nowości znajdziesz na tej stronie kredyty mieszkaniowe

Anonymous (2013-04-05 20:45:40)

konto oszczędnościowe karty kredytowe kredyty samochodowe ranking kredytów hipotecznych rodzina na swoim lokaty ranking październik 2010

Anonymous (2013-04-05 21:08:44)

kredyty hipoteczne więcej informacji kredyt firmowy meritum bank ranking lokat bankowych konto oszczędnościowe

Anonymous (2013-04-05 21:16:29)

kredyt dla firm konta oszczędnościowe a lokata konta oszczędnościowe dla uczniów nasza strona domowa www kredyty mieszkaniowe statystyki

Anonymous (2013-04-05 21:24:42)

kredyt hipoteczny kredyty hipoteczne lokaty terminowe ciekawa witryna do obejrzenia kliknij, aby zobaczyć ten dokument

Anonymous (2013-04-05 21:32:36)

ranking kont oszczędnościowych witryna www do zobaczenia tutaj informacje kalkulator kredyt hipoteczny porównanie ofert kredyty hipoteczne

Anonymous (2013-04-05 21:39:37)

ranking kredytów hipotecznych gazeta.pl kredyty gotówkowe kredyty samochodowe ranking kont oszczędnościowych czytaj więcej

Anonymous (2013-04-05 21:47:33)

kontakt do nas lokaty ranking karty kredytowe kredyty gotówkowe nasz adres oraz kontakt

Anonymous (2013-04-05 22:11:04)

kredyty hipoteczne marża ranking kont oszczędnościowych ranking kredytów hipotecznych gazeta.pl ranking kredytów hipotecznych sierpień 2011 kredyt samochodowy

Anonymous (2013-04-05 22:18:29)

konto oszczędnościowe ranking lipiec 2011 konto oszczędnościowe styczeń 2013 konto bankowe tajne zobacz źródło tego artykułu informacje

Anonymous (2013-04-05 22:33:56)

pożyczka hipoteczna kredyty hipoteczne porównanie kredyt mieszkaniowy jakie warunki zobacz lokaty ranking

Anonymous (2013-04-05 22:41:16)

kredyt na mieszkanie najtańszy kredyt dla firm ranking kont oszczędnościowych pożyczka hipoteczna kredyt na mieszkanie

Anonymous (2013-04-05 22:57:43)

kredyt mieszkaniowy konta oszczędnościowe konto internetowe uś kredyt dla firm 2 mln przeczytaj więcej o tej informacji

Anonymous (2013-04-05 23:05:49)

przydatne informacje kredyt hipoteczny kalkulator citi handlowy karty kredytowe kredyty hipoteczne forum 2011 lokata bankowa

Anonymous (2013-04-05 23:13:34)

lokaty terminowe kalkulator kredytowy hipoteczny ranking kont oszczędnościowych kredyt hipoteczny kredyt mieszkaniowy

Anonymous (2013-04-05 23:20:51)

kredyty samochodowe kredyt dla firm najkorzystniejsze karty kredytowe 2012 pożyczka hipoteczna konto internetowe

Anonymous (2013-04-05 23:36:22)

więcej na ten temat karta kredytowa lokaty terminowe ranking kredytów hipotecznych grudzień 2010 ranking kont oszczędnościowych dla firm

Anonymous (2013-04-05 23:52:46)

kredyty mieszkaniowe przeczytaj więcej o tej informacji kredyty hipoteczne jakie oprocentowanie kredyt mieszkaniowy kredyty hipoteczne

Anonymous (2013-04-06 00:08:45)

kredyt samochodowy z komornikiem kredyty samochodowe kredyty hipoteczne kredyty hipoteczne kredyt gotówkowy 5 99

Anonymous (2013-04-06 00:16:55)

pożyczka hipoteczna sprawdź ten adres kredyt hipoteczny karty kredytowe kredyt gotówkowy expander

Anonymous (2013-04-06 00:33:08)

kredyt dla firm ranking kont osobistych pożyczka hipoteczna karty kredytowe kredyty samochodowe

Anonymous (2013-04-06 00:48:30)

kredyt na samochód bgz kredyty mieszkaniowe kliknij w kolejną stronę internetową kredyt samochodowy konto oszczędnościowe

Anonymous (2013-04-06 00:57:02)

kredyty mieszkaniowe kredyt dla firm zobacz kolejny post wyświetl ten adres kalkulator hipoteczny

Anonymous (2013-04-06 01:05:23)

kalkulator lokat kredyt gotówkowy pożyczki hipoteczne dla zadłużonych strona www konto oszczędnościowe skok stefczyka

Anonymous (2013-04-06 01:13:04)

karta kredytowa za 0 kredyt dla firm jakie oprocentowanie konto internetowe bps kredyty samochodowe kredyt samochodowy kalkulator

Anonymous (2013-04-06 01:20:41)

pożyczka hipoteczna 100 wartości nieruchomości ranking kont oszczędnościowych kredyty gotówkowe kredyt gotówkowy ranking kont osobistych

Anonymous (2013-04-06 01:28:49)

dobre lokaty ranking lokata bankowa znaczenie sprawdź stronę ciekawa witryna do obejrzenia kredyt gotówkowy 70 tys

Anonymous (2013-04-06 01:44:36)

sugerowana strona konto bankowe co to jest link do źródła lokaty ranking karty kredytowe

Anonymous (2013-04-06 01:52:42)

zobacz adres strony konto osobiste zobacz adres naszej strony internetowej kredyty hipoteczne kredyt samochodowy

Anonymous (2013-04-06 02:01:23)

lokata bankowa 15 kredyty gotówkowe 10000 kredyt mieszkaniowy kredyt hipoteczny lokaty terminowe

Anonymous (2013-04-06 02:08:57)

więcej do przeczytania znajdziesz tutaj karta kredytowa inteligo ranking kont oszczędnościowych grudzień kredyty gotówkowe zobacz stronę

Anonymous (2013-04-06 02:17:11)

wyświetl witrynę online karty kredytowe kredyt hipoteczny kredyty gotówkowe 2013 ranking kredytów hipotecznych czerwiec 2011

Anonymous (2013-04-06 02:24:36)

karta kredytowa kliknij tutaj pożyczka hipoteczna kredyt mieszkaniowy na 40 lat lokaty terminowe

Anonymous (2013-04-06 02:33:31)

kredyt dla firm bez zabezpieczenia kredyt samochodowy kalkulator alior bank kredyty mieszkaniowe kredyty hipoteczne wyświetl

Anonymous (2013-04-06 02:39:52)

konto internetowe aby zobaczyć więcej kliknij ten link kredyty mieszkaniowe kredyty mieszkaniowe konto oszczędnościowe eurobank opinie

Anonymous (2013-04-06 03:04:12)

kredyt dla firm kalkulator lokat w euro pożyczka hipoteczna kredyty samochodowe przekonaj się o tym

Anonymous (2013-04-06 03:12:46)

kredyt na mieszkanie konto oszczędnościowe dnb nord pożyczka hipoteczna kredyt na mieszkanie na rynku wtórnym karty kredytowe

Anonymous (2013-04-06 03:20:27)

ranking kredytów hipotecznych grudzień kredyt mieszkaniowy konto osobiste z premią tutaj sprawdzisz jak to wygląda karta kredytowa

Anonymous (2013-04-06 03:28:14)

karty kredytowe pomoc cały dokument kredyty dla firm ue link

Anonymous (2013-04-06 03:51:24)

zobacz więcej klikając ten odnośnik ranking kredytów hipotecznych konta oszczędnościowe ranking najlepszych kredytów hipotecznych 2010 kredyt dla firm od pierwszego dnia

Anonymous (2013-04-06 04:07:52)

ranking kont oszczędnościowych pożyczka hipoteczna w eurobanku kredyt hipoteczny symulator tutaj możesz zobaczyć naszą stronę internetową kredyt dla firm

Anonymous (2013-04-06 04:15:05)

kredyty gotówkowe kredyt bank kredyt na mieszkanie jaki bank kredyt samochodowy kalkulator kredyt samochodowy kalkulator lokaty terminowe lukas

Anonymous (2013-04-06 04:39:55)

karty kredytowe kredyty mieszkaniowe o nas ranking kredytów hipotecznych kredyt dla firm

Anonymous (2013-04-06 05:19:09)

kredyt hipoteczny kalkulator dnb nord pożyczka hipoteczna konto osobiste ranking kredytów hipotecznych marzec 2011 kredyt dla firm

Anonymous (2013-04-06 05:27:17)

konto oszczędnościowe kredyt dla firm konto oszczędnościowe alior sync konto oszczędnościowe najwyższe oprocentowanie kredyty gotówkowe bez bik

Anonymous (2013-04-06 05:35:32)

lokaty ranking sierpień czytaj więcej kredyt samochodowy kredyt gotówkowy 40000 kredyt dla firm

Anonymous (2013-04-06 06:00:19)

przeczytaj kredyt dla firm kredyt na mieszkanie kalkulator pko kalkulator lokat z podatkiem belki sugerowana strona

Anonymous (2013-04-06 06:24:44)

konto oszczędnościowe zalety i wady konto oszczędnościowe jaki bank kredyt gotówkowy euro pożyczka hipoteczna kredyt hipoteczny

Anonymous (2013-04-06 06:41:33)

konto oszczędnościowe z możliwością wypłaty kredyty samochodowe we frankach ranking kont osobistych tutaj sprawdzisz jak to wygląda informacje na czasie

Anonymous (2013-04-06 06:48:44)

kredyt hipoteczny kredyty gotówkowe bez bik konto osobiste kredyty hipoteczne skok kredyty hipoteczne

Anonymous (2013-04-06 06:56:53)

kredyt samochodowy kredyt gotówkowy tego samego dnia yeti pay karta kredytowa karta kredytowa bzwbk karty kredytowe

Anonymous (2013-04-06 07:05:11)

lokaty terminowe karta kredytowa kredyt samochodowy kredyt dla firm rzeszów kredyt mieszkaniowy

Anonymous (2013-04-06 07:29:04)

więcej wiadomości kredyty hipoteczne karty kredytowe pożyczka hipoteczna jaki procent kredyt dla firm

Anonymous (2013-04-06 07:37:09)

kredyty hipoteczne więcej nowości znajdziesz na tej stronie kalkulator kredytu hipotecznego bank pocztowy kredyt samochodowy zobacz więcej klikając ten odnośnik

Anonymous (2013-04-06 07:45:15)

przeczytaj o tym tutaj harmonogram spłaty kredytu hipotecznego kalkulator kredyt hipoteczny kredyt mieszkaniowy własny ką hipoteczny pożyczka hipoteczna

Anonymous (2013-04-06 08:17:00)

konto oszczędnościowe idea bank 9 5 karty kredytowe kredyt dla firm kredyty hipoteczne nbp karty kredytowe

Anonymous (2013-04-06 08:24:23)

karta kredytowa zobacz kolejny post pożyczka hipoteczna kredyt na samochód w pko bp zobaczysz więcej odwiedzając ten adres

Anonymous (2013-04-06 08:32:29)

kredyt mieszkaniowy kredyty mieszkaniowe pożyczka hipoteczna konto oszczędnościowe kredyt na samochód jaki bank

Anonymous (2013-04-06 08:47:37)

nasz adres oraz kontakt kredyt hipoteczny subprime kredyt samochodowy konto osobiste kredyt mieszkaniowy

Anonymous (2013-04-06 08:55:50)

kalkulator kredytu hipotecznego zobacz adres naszej strony internetowej kontakt do nas kliknij aby zobaczyć źródło kredyty gotówkowe bez bik

Anonymous (2013-04-06 09:12:37)

santander kredyt hipoteczny kalkulator karta kredytowa ing aby dowiedzieć się więcej na ten temat kliknij ten odnośnik ranking kont oszczędnościowych kredyty gotówkowe

Anonymous (2013-04-06 09:19:34)

konto internetowe kredyt dla firm konto bankowe kalkulator lokat nominalne ranking kredytów hipotecznych

Anonymous (2013-04-06 09:27:38)

nasza strona domowa ranking kont oszczędnościowych zobacz więcej klikając ten odnośnik kliknij karta kredytowa bank pocztowy

Anonymous (2013-04-06 09:36:02)

kredyt na samochód nowy zobacz witrynę kalkulator kredytu hipotecznego kredyt gotówkowy lokaty terminowe getin bank

Anonymous (2013-04-06 09:44:11)

kalkulator kredytu hipotecznego kredyt hipoteczny 100 wartości nieruchomości 2012 konto bankowe karta kredytowa pożyczka hipoteczna

Anonymous (2013-04-06 09:51:57)

pożyczka hipoteczna karty płatnicze japonia kredyt dla firm odwiedź naszą witrynę www kredyty samochodowe

Anonymous (2013-04-06 10:07:47)

kredyty samochodowe getin konto internetowe jakie kredyt gotówkowy zobaczysz więcej odwiedzając ten adres kredyt hipoteczny kalkulator

Anonymous (2013-04-06 10:15:57)

pożyczki hipoteczne bez biku lokata bankowa w bgż karty płatnicze stymulują wzrost gospodarczy kredyty samochodowe renault karty kredytowe

Anonymous (2013-04-06 10:23:34)

kredyt mieszkaniowy kredyt na mieszkanie do źródła kredyt gotówkowy pko sa kalkulator lokat

Anonymous (2013-04-06 10:55:02)

lokaty terminowe kredyt dla firm więcej przeczytasz klikając ten link konto internetowe kalkulator lokat

Anonymous (2013-04-06 11:03:23)

karty płatnicze visa mastercard kliknij aby zobaczyć źródło kredyty mieszkaniowe przeczytaj o tym tutaj kredyty gotówkowe dla zadłużonych w bik

Anonymous (2013-04-06 11:11:52)

kredyt dla firm kredyt mieszkaniowy lukas kalkulator kredytowy hipoteczny excel kredyty gotówkowe ranking kont osobistych

Anonymous (2013-04-06 11:19:48)

kredyt na samochód uk kredyty gotówkowe banki kredyty gotówkowe bydgoszcz pożyczka hipoteczna sgb pożyczka hipoteczna

Anonymous (2013-04-06 11:26:58)

kredyt samochodowy kalkulator pożyczka hipoteczna w ing lokata bankowa pko kredyt hipoteczny kredyty gotówkowe

Anonymous (2013-04-06 11:36:03)

kredyt dla firm kredyt gotówkowy ranking kont oszczędnościowych kalkulator kredytowy hipoteczny kredyty mieszkaniowe

Anonymous (2013-04-06 11:43:20)

kredyt samochodowy amortyzacja kliknij w kolejną stronę internetową pożyczka hipoteczna kredyty hipoteczne bgż lokaty ranking

Anonymous (2013-04-06 11:58:50)

kredyt hipoteczny kalkulator kredyt mieszkaniowy bez wkładu własnego kredyt hipoteczny kalkulator ranking kredytów hipotecznych kredyty mieszkaniowe studenckie

Anonymous (2013-04-06 12:06:45)

kredyt hipoteczny 2013 ranking przeczytaj więcej o tej informacji kredyty gotówkowe kalkulator kredyty hipoteczne kredyt samochodowy kalkulator

Anonymous (2013-04-06 12:15:05)

konto internetowe ranking kont oszczędnościowych październik 2012 kredyt mieszkaniowy zarobki kredyt hipoteczny ranking kredytów hipotecznych dla firm

Anonymous (2013-04-06 12:22:09)

kredyt na samochód z zagranicy przydatne informacje kalkulator hipoteczny pożyczka hipoteczna konta oszczędnościowe

Anonymous (2013-04-06 12:29:38)

dalej konto oszczędnościowe dla 17 latka konta oszczędnościowe strona, którą można polecić konto bankowe

Anonymous (2013-04-06 12:37:49)

zobacz adres naszej strony internetowej kredyt gotówkowy kalkulator hipoteczny kredyt mieszkaniowy lokaty ranking

Anonymous (2013-04-06 12:47:05)

kredyt gotówkowy 5 99 zobaczysz więcej odwiedzając ten adres pożyczka hipoteczna kredyty hipoteczne dla młodych ranking kont oszczędnościowych

Anonymous (2013-04-06 13:01:07)

konto bankowe kredyt gotówkowy 300 tys dla prasy karta kredytowa ta strona

Anonymous (2013-04-06 13:17:38)

kredyt na mieszkanie kredyt mieszkaniowy z dopłatami bgk lokaty terminowe kredyt samochodowy kalkulator pdk kliknij tutaj i przeczytaj o tym więcej

Anonymous (2013-04-06 13:25:45)

kredyt hipoteczny kredyty samochodowe bez zaświadczeń o dochodach karta płatnicza visa pko kredyty hipoteczne kredyt gotówkowy

Anonymous (2013-04-06 13:33:48)

konta oszczędnościowe boś ranking banków udzielających kredytów hipotecznych kalkulator lokat kredyt mieszkaniowy kredyt gotówkowy

Anonymous (2013-04-06 13:49:36)

kalkulator kredytowy hipoteczny z dopłatami kredyt samochodowy kalkulator kredyt hipoteczny kalkulator alior bank kredyty samochodowe ranking kredytów hipotecznych

Anonymous (2013-04-06 13:57:26)

najnowsze wiadomości kredyty samochodowe samochodowy kredyt dla firm karty kredytowe kredyt hipoteczny

Anonymous (2013-04-06 14:25:04)

kredyt mieszkaniowy 100 pożyczka hipoteczna kredyt mieszkaniowy w euro kredyt samochodowy kalkulator kalkulator kredytowy hipoteczny

Anonymous (2013-04-06 14:32:06)

pożyczka hipoteczna ranking kont oszczędnościowych gazeta prawna kalkulator hipoteczny konto bankowe 65 więcej wiadomości

Anonymous (2013-04-06 14:39:56)

kredyt na samochód czy gotówkowy kredyt dla firm zadłużonych kredyt gotówkowy zobacz więcej klikając ten odnośnik przekonaj się o tym

Anonymous (2013-04-06 14:49:07)

lokaty terminowe więcej do przeczytania znajdziesz tutaj pożyczka hipoteczna jakie zabezpieczenie kalkulator hipoteczny pożyczka hipoteczna

Anonymous (2013-04-06 14:55:57)

pożyczka hipoteczna polecane strony kalkulator hipoteczny powiązana strona z tym tematem karta kredytowa lloyds forum

Anonymous (2013-04-06 15:35:43)

kredyty gotówkowe przez internet kredyty gotówkowe kalkulator więcej pożyczka hipoteczna lokaty ranking

Anonymous (2013-04-06 15:43:06)

kredyt dla firm konta oszczędnościowe w pko sa kredyt samochodowy kalkulator ranking kont osobistych bankier link do źródła

Anonymous (2013-04-06 15:52:00)

kredyt hipoteczny kalkulator dowiedz się więcej lokaty terminowe zobacz tutaj kontakt do nas kredyt hipoteczny

Anonymous (2013-04-06 15:59:25)

ranking kredytów hipotecznych kredyt samochodowy hyundai lokata bankowa kredyt hipoteczny kalkulator kredyt mieszkaniowy euro kalkulator

Anonymous (2013-04-06 16:32:12)

karta kredytowa 5 plus ranking kont osobistych kredyty hipoteczne udział w rynku kredyty samochodowe dla prasy

Anonymous (2013-04-06 16:48:26)

kredyt dla firm konto osobiste kredyt mieszkaniowy ranking kont oszczędnościowych kredyt dla firm

Anonymous (2013-04-06 17:50:56)

kliknij następną stronę kredyty hipoteczne dla prasy konto internetowe alior bank kredyty hipoteczne w pko bp

Anonymous (2013-04-06 18:14:16)

kredyt mieszkaniowy konto oszczędnościowe kredyt samochodowy konto bankowe offshore kliknij, aby obejrzeć ten dokument

Anonymous (2013-04-06 18:22:15)

karta kredytowa ranking kont oszczędnościowych www sprawdź to www ranking kont osobistych gazeta prawna

Anonymous (2013-04-06 18:45:01)

kredyt gotówkowy 5 tys więcej do przeczytania znajdziesz tutaj kalkulator kredyt hipoteczny credit agricole kredyty gotówkowe aig kalkulator kredytu hipotecznego na budowę domu

Anonymous (2013-04-06 19:00:43)

kredyt dla firm kredyt mieszkaniowy expander konta oszczędnościowe kalkulator kredytowy hipoteczny kredyt hipoteczny bank pko bp

Anonymous (2013-04-06 19:25:40)

kalkulator lokat kliknij tutaj i przeczytaj o tym więcej wyświetl kalkulator kredytowy hipoteczny pożyczka hipoteczna

Anonymous (2013-04-06 19:32:53)

zobacz co mówi o tym źródło kredyt hipoteczny kalkulator konto oszczędnościowe z kartą płatniczą kredyt mieszkaniowy vademecum kredyty gotówkowe

Anonymous (2013-04-06 19:40:35)

kredyt gotówkowy 500 zł najnowsze wiadomości kredyt na mieszkanie karty kredytowe bph kredyty gotówkowe

Anonymous (2013-04-06 19:48:31)

kredyty gotówkowe lokata bankowa kredyt gotówkowy konta oszczędnościowe ranking kont osobistych bankier

Anonymous (2013-04-06 19:57:23)

konto oszczędnościowe kredyty gotówkowe przez internet tutaj harmonogram spłaty kredytu hipotecznego kalkulator pożyczka hipoteczna

Anonymous (2013-04-06 20:04:59)

konta oszczędnościowe walutowe ranking konto osobiste kredyt gotówkowy konto internetowe karty kredytowe

Anonymous (2013-04-06 20:20:50)

konto internetowe kredyty mieszkaniowe sprawdź ten adres kredyt mieszkaniowy tczew karta kredytowa

Anonymous (2013-04-06 20:36:49)

karta kredytowa wyświetl kredyt mieszkaniowy rodzina na swoim opinie kredyty mieszkaniowe millenium bank kredyty dla firm

Anonymous (2013-04-06 20:45:05)

kalkulator hipoteczny pożyczka hipoteczna kredyt samochodowy nowa firma kredyty samochodowe kredyty gotówkowe online

Anonymous (2013-04-06 20:53:54)

konto bankowe multibank ranking kredytów hipotecznych konto osobiste santander kalkulator lokat ranking kont osobistych

Anonymous (2013-04-06 21:01:59)

kredyt dla firm rekomendowana strona kredyty gotówkowe bez bik przez internet kredyt samochodowy kalkulator więcej przeczytasz klikając ten link

Anonymous (2013-04-06 21:18:39)

lokaty ranking pożyczka hipoteczna klik kredyty gotówkowe kredyty gotówkowe

Anonymous (2013-04-06 21:25:48)

kredyt samochodowy kalkulator kalkulator kredytu hipotecznego marża pożyczka hipoteczna ing konta oszczędnościowe lokata bankowa w alior bank

Anonymous (2013-04-06 21:34:14)

kliknij ten link kalkulator kredytowy hipoteczny pożyczka hipoteczna kredyt gotówkowy definicja karta kredytowa funty

Anonymous (2013-04-06 21:41:46)

przeczytaj kredyty samochodowe kredyt na samochód w wbk ranking kont osobistych gazeta prawna kalkulator kredytowy hipoteczny

Anonymous (2013-04-06 21:50:04)

kredyt dla firm konto oszczędnościowe bzuwbk 30 konto oszczędnościowe ranking kalkulator aby zobaczyć więcej kliknij ten link kredyt mieszkaniowy

Anonymous (2013-04-06 21:57:45)

kredyt hipoteczny deutsche bank kredyty hipoteczne ranking lokat bankowych ranking lokat bankowych kredyty gotówkowe ranking 2011

Anonymous (2013-04-06 22:22:45)

lokata bankowa o nas kredyt dla firm kalkulator lokat wyświetl adres www

Anonymous (2013-04-06 22:31:17)

kredyty hipoteczne zobacz witrynę kredyt hipoteczny kredyt hipoteczny do 80 roku kredyt dla firm

Anonymous (2013-04-06 22:39:48)

pożyczka hipoteczna kalkulator kredyt mieszkaniowy kredyt dla firm przeczytasz o tym tutaj lokaty terminowe mbank

Anonymous (2013-04-06 22:46:47)

pożyczka hipoteczna kredyt na firmę ze stratą więcej kliknij tutaj prawym przyciskiem myszki lokata bankowa 50000

Anonymous (2013-04-06 22:56:07)

pożyczka hipoteczna skok kredyt na mieszkanie kalkulator kredytowy hipoteczny kredyt gotówkowy przez internet kredyty gotówkowe

Anonymous (2013-04-06 23:35:29)

karta kredytowa kredyt samochodowy kalkulator pożyczka hipoteczna kredyt hipoteczny kalkulator konto oszczędnościowe haczki

Anonymous (2013-04-06 23:42:56)

kredyt samochodowy strona główna kredyty gotówkowe kalkulator kredytowy hipoteczny pożyczka hipoteczna

Anonymous (2013-04-06 23:44:06)

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Anonymous (2013-04-07 00:23:47)

karty kredytowe kredyty gotówkowe kalkulator ranking lokat bankowych kredyty samochodowe kredyt mieszkaniowy

Anonymous (2013-04-07 00:32:12)

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Anonymous (2013-04-07 00:40:18)

kredyt mieszkaniowy zobacz stronę kredyty samochodowe konta oszczędnościowe karty płatnicze regulacje prawne

Anonymous (2013-04-07 00:48:42)

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Anonymous (2013-04-07 00:57:36)

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Anonymous (2013-04-07 01:05:35)

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Anonymous (2013-04-08 07:48:09)

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konto internetowe ranking lokat bankowych kredyt samochodowy invest bank kontakt do nas kredyty dla firm z unii

Anonymous (2013-04-08 08:03:33)

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Anonymous (2013-04-08 08:35:04)

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Anonymous (2013-04-08 08:58:21)

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Anonymous (2013-04-08 15:21:59)

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Anonymous (2013-04-08 16:41:39)

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Anonymous (2013-04-08 18:22:55)

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Anonymous (2013-04-08 18:30:21)

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Anonymous (2013-04-08 19:24:13)

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Anonymous (2013-04-08 21:54:30)

ranking kont oszczędnościowych aby dowiedzieć się więcej na ten temat kliknij ten odnośnik kredyt dla firm lokaty ranking klikając w ten link zobaczysz więcej

Anonymous (2013-04-08 22:01:27)

konto oszczędnościowe konto oszczędnościowe getin online 9 kredyty mieszkaniowe pożyczka hipoteczna minimum formalności kredyt hipoteczny dla samotnej matki

Anonymous (2013-04-08 22:35:50)

aby dowiedzieć się więcej na ten temat kliknij ten odnośnik konto bankowe pko wiadomości przeczytaj więcej o tej informacji sprawdź stronę

Anonymous (2013-04-08 22:42:54)

konto bankowe kontakt do nas kalkulator kredytowy hipoteczny strona www kredyt na firmę ing

Anonymous (2013-04-08 22:49:36)

kredyt mieszkaniowy kredyt samochodowy pożyczka hipoteczna kredyty samochodowe dla firm o wiele więcej znajdziesz tutaj

Anonymous (2013-04-08 22:56:20)

ranking kont osobistych dla studentów kredyt gotówkowy kredyt hipoteczny ranking lokat bankowych kalkulator lokat kalkulator kredytu hipotecznego

Anonymous (2013-04-08 23:36:25)

konta oszczędnościowe karta kredytowa kredyty mieszkaniowe mbank eurobank pożyczki hipoteczne strona www

Anonymous (2013-04-08 23:56:15)

konto oszczędnościowe ranking kredytów hipotecznych we frankach ranking kredytów hipotecznych czerwiec 2012 kliknij tutaj zobaczysz więcej

Anonymous (2013-04-09 00:36:37)

kredyty gotówkowe kredyt samochodowy kredyty mieszkaniowe nasz adres oraz kontakt najnowsze wiadomości

Anonymous (2013-04-09 00:42:47)

kredyt samochodowy pożyczka hipoteczna lokaty ranking zobacz witrynę kalkulator kredytu hipotecznego

Anonymous (2013-04-09 00:58:07)

karta kredytowa kredyt mieszkaniowy karty kredytowe kredyt hipoteczny jak zacząć lokata bankowa

Anonymous (2013-04-09 01:05:23)

pożyczka hipoteczna kredyt hipoteczny różnice kredyt mieszkaniowy jakie wymagania kredyt mieszkaniowy 100 kredyty gotówkowe kredyt na samochód oblicz rate

Anonymous (2013-04-09 01:25:42)

sugerowana strona wiadomości konto osobiste kredyt dla firm strona, którą można polecić

Anonymous (2013-04-09 01:32:38)

konto internetowe pożyczka hipoteczna konto oszczędnościowe 30 wbk karta kredytowa citibank konta oszczędnościowe

Anonymous (2013-04-09 01:39:51)

link pożyczka hipoteczna dla firm kredyty hipoteczne konto osobiste do działalności gospodarczej kredyty hipoteczne kalkulator

Anonymous (2013-04-09 01:53:22)

konto oszczędnościowe kredyt na mieszkanie dla młodych ranking kont oszczędnościowych aby zobaczyć więcej kliknij ten link link

Anonymous (2013-04-09 02:00:20)

kliknij, aby przeglądnąć ten dokument konto osobiste zobacz źródło tego artykułu konto oszczędnościowe volkswagen bank zobacz

Anonymous (2013-04-09 02:34:57)

konto bankowe sprawdź to [www](#) kredyty gotówkowe dla rolników konta oszczędnościowe najwyższe oprocentowanie zobacz co mówi o tym źródło

Anonymous (2013-04-09 02:41:47)

witryna internetowa ranking kredytów hipotecznych 2013 karty płatnicze regulacje prawne kredyt na mieszkanie przeczytasz o tym tutaj

Anonymous (2013-04-09 02:55:49)

kredyt dla firm kredyt dla firm karty kredytowe kredyt samochodowy kalkulator kredyt dla firm

Anonymous (2013-04-09 03:53:33)

konto osobiste komornik kredyt dla firm ranking kont oszczędnościowych kredyty hipoteczne jakie oprocentowanie karta płatnicza alior sync

Anonymous (2013-04-09 04:01:48)

sprawdź ten adres kredyt gotówkowy citibank kredyty samochodowe kredyty gotówkowe lokata bankowa

Anonymous (2013-04-09 04:37:07)

strona, którą można polecić konto osobiste lokaty ranking kredyt samochodowy money kredyt samochodowy kalkulator

Anonymous (2013-04-09 04:44:06)

kredyt dla firm kredyty mieszkaniowe kredyt mieszkaniowy w 2013 lokaty ranking lokaty ranking

Anonymous (2013-04-09 04:51:13)

urząd skarbowy konto bankowe vat karta płatnicza ze zdjęciem kredyty samochodowe konto internetowe za 0 kredyty gotówkowe

Anonymous (2013-04-09 04:58:27)

t-mobile konto osobiste kalkulator kredytowy hipoteczny kliknij, aby zobaczyć ten dokument ranking lokat bankowych ranking kredytów hipotecznych styczeń 2013

Anonymous (2013-04-09 05:34:24)

dowiedz się więcej pożyczka hipoteczna kalkulator do lokat jednodniowych konta oszczędnościowe ranking kredytów hipotecznych grudzień 2009

Anonymous (2013-04-09 05:41:23)

kredyty mieszkaniowe kredyt gotówkowy wbk kalkulator karty płatnicze dla młodzieży mbank kredyt dla firm kredyt samochodowy

Anonymous (2013-04-09 05:54:55)

kredyt gotówkowy expander kredyt hipoteczny kredyt samochodowy kalkulator kredyt samochodowy harmonogram kredyt samochodowy kalkulator

Anonymous (2013-04-09 06:02:11)

kalkulator lokat wskazówka ranking kont oszczędnościowych kalkulator kredytowy hipoteczny strona główna

Anonymous (2013-04-09 06:38:34)

więcej nowości znajdziesz na tej stronie ranking kont oszczędnościowych dowiesz się tutaj konto bankowe konto bankowe w ing

Anonymous (2013-04-09 06:53:13)

ranking lokat bankowych kalkulator lokat kredyt samochodowy oprocentowanie korzystne pożyczki hipoteczne kredyt dla firm lokaty dla firm ranking

Anonymous (2013-04-09 07:01:27)

karta płatnicza visa classic debetowa kredyt mieszkaniowy 120 wartości lokaty terminowe strona domowa zobacz adres naszej strony internetowej

Anonymous (2013-04-09 07:41:19)

konto bankowe pożyczka hipoteczna do 75 lat kredyt dla firm 10000 tutaj zobaczysz więcej kredyt dla firm samochód

Anonymous (2013-04-09 07:49:53)

karty płatnicze usa konto oszczędnościowe kredyty hipoteczne przekonaj się o tym kredyt gotówkowy

Anonymous (2013-04-09 07:59:52)

kredyty samochodowe kredyt hipoteczny kredyt gotówkowy karta kredytowa kliknij następną stronę

Anonymous (2013-04-09 09:02:05)

kredyt hipoteczny pożyczka hipoteczna kliknij kredyt mieszkaniowy kredyt gotówkowy

Anonymous (2013-04-09 10:17:18)

Hello, yup this article is genuinely good and I have learned lot of things from it about blogging. thanks.

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Anonymous (2013-04-09 18:24:35)

If they say sex chat they haven't noticed anything, it's the Olympics.

27 scRnd 12: Sc next sc, leaving a sewing length, fasten off.

Some examples are the locked doors and gates, security cameras,

movement schedules, and a 3.

my site sexcam

Anonymous (2013-04-09 23:07:18)

Drawing on a catalog of rare older although not necessarily that old, there's a few 90s flicks in there movies and TV shows sexcam from Warner's own history as well as Android 4. Live sexcams erfreuen sich dauernd grt mglicher

Beliebtheit. Never turn your mattress on a Sunday, and

the code then helps others from making the same mistake. If I told you during the seminar that you need to keep track of where you're situated.

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Anonymous (2013-04-13 19:02:19)

Hello there I am so happy I found your website, I really found you by error, while I was looking on Yahoo for something else, Nonetheless I am here now and would just like to say thanks for a fantastic post and a all round enjoyable blog (I also love the theme/design), I don't have time to go through it all at the moment but I have saved it and also included your RSS feeds, so when I have time I will be back to read a lot more, Please do keep up the fantastic jo. Also visit my homepage; exercises to jump higher

Anonymous (2013-04-22 05:00:17)

The examples below 3 month personal loans no appraisal of creditworthiness help the customer to save the time [url=http://www.bvnvpaydayloans.co.uk/]p ayday loans[url] payday loans uk If you don't then your credit rating could be harmed and this will certainly make it perhaps harder to loan money in one's destiny <http://www.oipaydayloans.co.uk/>

Anonymous (2013-05-08 02:06:00)

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.Yet

consideration

.Front side

pick up

suits you

ERE BY REPOSSI" wherein the term "ERE" is on the top line with the letters "E" having curved bands emanating from the bottoms and are mirror images of one another with a capitalized letter "R" in the center, followed by the term "BY" in the center line followed by the term

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Anonymous (2013-05-12 15:36:54)

Hi! Quick question that's totally off topic. Do you know how to make your site mobile friendly? My website looks weird when viewing from my apple iphone. I'm trying to find a theme or plugin that might be able to resolve this problem.
If you have any recommendations, please share.
Appreciate it!
My page - Arjun Kanuri

Anonymous (2013-05-15 16:35:06)

szybkie pozyczki przez internet bez bik konsolidacja dla zadluzonych kredyt konsolidacyjny szybka chwilowka bez zaswiadczen optima pozyczki

Anonymous (2013-05-15 17:10:56)

chwilowki bydgoszcz kredyt bez sprawdzania zdolnosci kredytowej szybkie pozyczki bez bik przez internet chwilowki polska szybka gotowka

Anonymous (2013-05-15 17:28:22)

kredyt konsolidacyjny chwilowka bez bik kredyty i pozyczki pozabankowe pozyczka na dowod bez bik chwilowka online

Anonymous (2013-05-15 17:45:21)

pozyczka na dowod przez internet kredyty olsztyn pozyczki bez big pozyczka dla nowych firm pozyczki na oswiadczenie

Anonymous (2013-05-15 18:02:26)

2000 bez bik pozyczka bez bik forum kredyty warszawa kredyt dla firm na start kredyt sms bez bik

Anonymous (2013-05-15 18:20:08)

kredyty pozyczki kredyt konsumpcyjny oferty pozyczek kredyt na auto bez bik bez big

Anonymous (2013-05-15 18:54:38)

kredyty oddluzeniowe pozyczki bez bik wroclaw kredyt chwilowki kredyty dla firm bez zaswiadczen pozyczka na weksel

Anonymous (2013-05-15 19:11:33)

pozyczki kredyty bez bik szybkie pozyczki bez zaswiadczen pozyczka dla nowych firm najlepsze chwilowki kredyt bez bik gdansk

Anonymous (2013-05-15 19:28:38)

kredyty dla zadluzonych firm pozyczka na dowod osobisty kredyt online bez zaswiadczen kredyty z komornikiem i bik pozyczki dla firm

Anonymous (2013-05-15 19:45:00)

pozyczki bez pozyczka i-pozyczka szybkie chwilowki bez zaswiadczen chwilowki zielona gora

Anonymous (2013-05-15 19:46:55)

szybkie pozyczki online bik przez internet kredyt studencki nowa pozyczka kredyt samochodowy kalkulator

Anonymous (2013-05-15 20:00:58)

pozyczka bez poradczych kredyt na pit 11 polska pozyczka pozyczka bez dochodu kredyt gotowkowy bez bik zaswiadczen

Anonymous (2013-05-15 20:17:06)

kredyty pozabankowe bez bik kredyt na oswiadczenie o dochodach szybkie pozyczki bez bik chwilowki na dowod bez bik kredyt bez historii kredytowej

Anonymous (2013-05-15 20:33:09)

pozyczki dla zadluzonych z komornikiem szybki kredyt bez zdolnosci szybkie chwilowki przez internet bez bik porzyczki bez bik kredyty dla zadluzonych w bik

Anonymous (2013-05-15 20:37:32)

kredyt samochodowy kalkulator chwilowki dla zadluzonych pozyczka bez bik lodz pozyczka internet kredyt z komornikiem bez bik

Anonymous (2013-05-15 20:54:26)

prywatne pozyczki kredyt online bez zaswiadczen szybkie pozyczki przez internet pozyczki dla zadluzonych przez internet kredyt

samochodowy

Anonymous (2013-05-15 21:06:09)

kredyty dla zadluzonych w bik pozyczka chwilowka bez bik przez internet kredyt bez bik wolny rynek pozyczki oddluzeniowe
kredyt bez bik warszawa

Anonymous (2013-05-15 21:11:43)

kredyt na pit kredyt kalkulator kredyt bez bez krd bank bez bik

Anonymous (2013-05-15 21:22:32)

oferty pozyczek bez bik pozyczki bez sprawdzania w bik pozyczki sms bez bik szybkie kredyty pozabankowe pozabankowe kredyty

Anonymous (2013-05-15 21:38:54)

szybka pozyczka sms kredyty dla bezrobotnych instytucje pozabankowe udzielajace pozyczek kredyty bez bik forum szybkie
kredyty pozabankowe

Anonymous (2013-05-15 21:54:58)

nowa pozyczka szybkie pozyczki bez zaswiadczen pozyczki od reki kredyty konsolidacyjne bez bik kredyty gotowkowe bez
zaswiadczen

Anonymous (2013-05-15 22:04:48)

pozyczka pozabankowa bez bik przez internet sms kredyt prometeusz kredyty chwilowki katowice kredyt bocian

Anonymous (2013-05-15 22:11:36)

kredyty bez sprawdzania w bazie bik chwilowki przez internet chwilowki kredyt pozyczka on line kredyt inwestycyjny

Anonymous (2013-05-15 22:22:30)

chwilowki bez biku i krd pozyczki dla zadluzonych bez bik chwilowki dla zadluzonych chwilowka pozabankowa kredyt na
samochod

Anonymous (2013-05-15 22:28:22)

kredyt dla nowej firmy kredyt dla zadluzonych bez bik bez bik kredyt kredyt bez biku i zaswiadczen kredyt mieszkaniowy

Anonymous (2013-05-15 22:40:13)

kredyt na dowod bez zaswiadczen pozyczki gotowkowe kredyt na oswiadczenie o dochodach chwilowki krakow szukam kredytu
bez bik

Anonymous (2013-05-15 22:44:18)

pozyczka bez zaswiadczenia pozyczka bez big pozyczka dla bezrobotnych szybkie chwilowki bez zaswiadczen pozyczki poza-
bankowe przez internet

Anonymous (2013-05-15 22:57:41)

oferty pozyczek pozyczki pozabankowe kredyty kredyt samochodowy kalkulator kredyt bik pozyczka bez bik forum

Anonymous (2013-05-15 23:00:41)

pozyczka sms bez bik pozyczka online bez bik pozyczki bez zdolnosci chwilowka pozabankowa najlepsze kredyty dla firm

Anonymous (2013-05-15 23:16:28)

pozyczka bez bik poznan szybka pozyczka od reki pozyczka bez dochodow udziele pozyczki prywatnie pogotowie gotowkowe

Anonymous (2013-05-15 23:17:32)

szybkie pozyczki chwilowki kredyt bez biku i zaswiadczen szybkie kredyty bez bik kredyt bez krd dobry kredyt

Anonymous (2013-05-15 23:34:06)

szybki kredyt bez bik kredyt pozabankowy kredyty gotowkowe bez zaswiadczen kredyt bez historii kredytowej kredyt

Anonymous (2013-05-15 23:51:05)

kredyty bez bik warszawa pozyczka hipoteczna bez bik szybka pozyczka przez internet bez bik kredyt refinansowy szybkie pozyczki gotowkowe

Anonymous (2013-05-15 23:53:46)

pozyczki przez internet bez bik kredyty bez sprawdzania bik kredyt dla zadluzonych bez bik dla zadluzonych kredyt gotowkowy bez bik zaswiadczen

Anonymous (2013-05-16 00:09:54)

kredyt bez dochodu na dowod bez bik i krd kredyty konsolidacyjne kredyty i pozyczki pozabankowe

Anonymous (2013-05-16 00:13:45)

kredyty chwilowki opinie chwilowki sms bez bik kredyt bez bik gdansk kredyt przez internet pozyczki gotowkowe

Anonymous (2013-05-16 00:28:56)

chwilowki dla zadluzonych pozyczki spolecznosciowe bez bik pozyczki bez bik gdansk szybkie kredyty przez internet pozyczka dla zadluzonych bez bik

Anonymous (2013-05-16 00:47:09)

kredyt konsolidacyjny szybka gotowka pozyczki online bez bik szybkie pozyczki kredyt dla firm wroclaw

Anonymous (2013-05-16 00:53:13)

blyskawiczna pozyczka bez bik najlepsze kredyty dla firm chwilowki bez krd szybka chwilowka bez zaswiadczen pozyczki online bez bik

Anonymous (2013-05-16 01:03:26)

pozyczki na dowod osobisty kredyt firmy szybkie kredyty bez biku kredyt bez zdolnosci kredytowych kredyt bez bik poznan

Anonymous (2013-05-16 01:12:27)

pozabankowa pozyczka prywatna bez bik i krd najlepsze chwilowki szybkie pozyczki chwilowki kredyt przez internet bez zaswiadczen gotowkowa pozyczka

Anonymous (2013-05-16 01:20:43)

pozyczki bez bik-u pozyczki pozabankowe kredyt w providencie pozyczki bez bik dolnoslaskie pozyczki gotowkowe bez biku

Anonymous (2013-05-16 01:34:03)

dobra pozyczka kredyty gotowkowe bez bik i zaswiadczen pozyczka pod weksel pozyczki poza bankowe szybka pozyczka szczecin

Anonymous (2013-05-16 01:38:36)

kredyty dla nowych firm bez bik szybki pozyczki pozyczki na dowod bez zaswiadczen pozyczki dla bezrobotnych szybkie porzyczki

Anonymous (2013-05-16 01:52:55)

kredyty bez bik forum pozabankowa pozyczka pozyczka bez bik bydgoszcz szybka pozyczka bez biku pozyczek

Anonymous (2013-05-16 01:54:38)

kredyty oddluzeniowe bez bik kredyt samochodowy dla firm kredyt na firme bez zaswiadczen kredyty oddluzeniowe bez bik szybki kredyt bez zdolnosci

Anonymous (2013-05-16 02:12:23)

szybka pozyczka gotowkowa pozyczka od reki kredyt bez biku szybka chwilowka bez zaswiadczen chwilowki tychy

Anonymous (2013-05-16 02:13:08)

bocian pozyczki pozyczka bez zaswiadczenia pozyczka w providencie kredyty bez bik dla zadluzonych szybka gotowka bez zaswiadczen

Anonymous (2013-05-16 02:31:59)

dobry kredyt bez bik kredyt dla firm kredyty online bez zaswiadczen szybki kredyt bez zaswiadczen pozyczki chwilowki

Anonymous (2013-05-16 02:50:06)

udziele pozyczki kredyty z komornikiem i bik pozyczka na dowod osobisty szybkie chwilowki bez biku kredyty bez sprawdzania bik

Anonymous (2013-05-16 02:52:45)

kredyt z komornikiem bez bik pozyczka on line ekspresowa pozyczka przez internet konsolidacja bez bik kredyty dla firm bez zaswiadczen

Anonymous (2013-05-16 03:12:44)

kredyty chwilowki kredyty bez bik dla firm trudne kredyty bez bik pozyczki bez bik opole chwilowki od reki

Anonymous (2013-05-16 03:13:35)

kredyty konsolidacyjne kredyty bez bik forum pozyczka hipoteczna bez bik kredyt dla zadluzonych kredyt pod zastaw samochodu

Anonymous (2013-05-16 03:27:44)

pozyczka bez zaswiadczen kredyty gotowkowe bez zaswiadczen kredyt bez zabezpieczen pozyczki bez poreczycieli kredyt bez bik wroclaw

Anonymous (2013-05-16 03:30:56)

kredyt z komornikiem szybka chwilowka przez internet bez bik kredyt bez zdolnosci kredytowych pozyczki hipoteczne bez bik kredyt dla bezrobotnych

Anonymous (2013-05-16 03:43:29)

pozyczki na dowod bez zaswiadczen chwilowki internet kredyt dla firm bez zabezpieczen kredyt przez telefon trudny kredyt bez bik

Anonymous (2013-05-16 03:50:13)

kredyt gotowkowy przez internet porzyczka na dowod pomoc kredytowa bez bik pozyczki internet najtanszy kredyt gotowkowy

Anonymous (2013-05-16 04:07:33)

kredyty bez dochodow firmy udzielajace pozyczek pozabankowych chwilowki gdansk chwilowka finan pozyczki

Anonymous (2013-05-16 04:15:39)

pozyczki bez bik przez internet kredyty online bez zaswiadczen szybka pozyczka chwilowka pozyczka prywatna bez bik kredyty bez biku 130612

Anonymous (2013-05-16 04:32:17)

dobry kredyt dobry kredyt bez bik szybka pozyczka poznan kredyt obrotowy dla firm pozyczka bez bik na dowod

Anonymous (2013-05-16 04:45:16)

polska pozyczka szybka pozyczka pozabankowe db kredyt pozyczki bez zdolnosci kredytowej pozyczka bez big

Anonymous (2013-05-16 05:04:46)

lista firm chwilowki pozyczki bez zaswiadczen o dochodach kredyt poznan szybki kredyt dla firm bez zaswiadczen kredyty chwilowki bez bik

Anonymous (2013-05-16 05:05:05)

kredyt bez bik przez internet chwilowki gliwice najtanszy kredyt gotowkowy szybka pozyczka bez bik pozyczka dla firm

Anonymous (2013-05-16 05:43:29)

pozyczki na oswiadczenie bez bik udziale pozyczki prywatnie optima kredyty pozyczka bez zdolnosci kredytowej pozyczka dla bezrobotnych

Anonymous (2013-05-16 05:57:28)

porzyczka na dowod lista firm chwilowki chwilowki gliwice szybkie porzyczki pozyczka pozabankowa z komornikiem

Anonymous (2013-05-16 06:01:53)

pozyczka bez bik poznan pozyczki od reki kredyty samochodowe bez bik i krd kredyty pozabankowe dla firm kredyt online

Anonymous (2013-05-16 06:12:51)

szybka pozyczka bez bik i krd skok bez bik chwilowki gorzow wlkp pozyczka od reki bez zaswiadczen kredyt oddluzeniowy bez bik

Anonymous (2013-05-16 06:19:54)

chwilowki bez bik krakow pozyczki bez krd kredyty warszawa bez zaswiadczen chwilowki bez biku i krd

Anonymous (2013-05-16 06:30:20)

kredyt bez zarobkow udzielanie pozyczek kredyt gotowkowy przez internet pozyczki expresowe pozyczki prywatne pod weksel

Anonymous (2013-05-16 06:38:20)

prywatne pozyczki gotowkowe kredyt przez internet na dowod pozyczki pozabankowe bez biku kredyt prywatny bez bik prywatne pozyczki pozabankowe

Anonymous (2013-05-16 06:46:15)

bez bik kredyt pozyczka gotowkowa bez bik i zaswiadczen kredyt na oswiadczenie o dochodach pozyczki gotowkowe bez bik porzyczka na dowod

Anonymous (2013-05-16 06:56:53)

pozyczka bez bik warszawa bez zaswiadczen i-pozyczka kredyty przez internet bez bik kredyty konsolidacyjne

Anonymous (2013-05-16 07:15:10)

pomoc kredytowa bez bik pozyczki poza bankowe kredyt samochodowy bez bik i krd kredyt inwestycyjny kredyt dla zadluzonych w bik

Anonymous (2013-05-16 07:18:41)

pozyczki kredyty skok stefczyka kredyt wygodna pozyczka bez bik kredyt szybka pozyczka bez bik i zaswiadczen

Anonymous (2013-05-16 07:33:57)

szybkie kredyty dla firm kredyty dla firm bez bik trudne kredyty bez bik instytucje udzielajace pozyczek pozyczka dla bezrobotnych bez bik

Anonymous (2013-05-16 07:34:13)

bez bik i krd chwilowki gdansk kredyty dla osob bez zdolnosci kredytowej szybka pozyczka bez sprawdzania w bik chwilowki gliwice

Anonymous (2013-05-16 07:51:53)

pilna pozyczka bez bik kredyty oddluzeniowe bez bik kredyt samochodowy dla firm bez bik i zaswiadczen kredyt rybnik

Anonymous (2013-05-16 07:53:26)

kredyt online bez zaswiadczen pozyczki bez bik krakow pozyczki pozabankowe bez biku pozyczka bez bik i krd kredyt bez sprawdzania w biku

Anonymous (2013-05-16 08:06:48)

kredyty bez zdolnosci kredytowej pozyczki chwilowki kredyty i pozyczki tanie kredyty gotowkowe pozyczka tylko na dowod

Anonymous (2013-05-16 08:11:32)

bez biku kredyt bez zaswiadczen kredyt samochodowy bez bik i zaswiadczen kredyty samochodowe kredyt na dowod bez bik

Anonymous (2013-05-16 08:39:25)

szybkie kredyty bez zaswiadczen chwilowki lodz oferty pozyczek pozabankowych pozyczka na dowod nowa pozyczka

Anonymous (2013-05-16 08:47:21)

kredyt bez historii kredytowej nowa pozyczka kredyt dla nowych firm kredyt bez zaswiadczenia o zarobkach chwilowki wspolpraca

Anonymous (2013-05-16 08:55:55)

pozyczki pozabankowe przez internet dobry kredyt bez bik pozyczka na splate komornika kredyt na start dla firm chwilowki przez internet bez biku

Anonymous (2013-05-16 09:05:26)

kredyt sms pozyczka dla nowych firm pozyczka bez bik kredyty samochodowe bez bik i krd kredyty na oswiadczenie

Anonymous (2013-05-16 09:12:19)

kredyty gotowkowe kalkulator kredyt dla emerytow pozyczka bez bik lodz chwilowki bez zaswiadczen kredyt bez krd

Anonymous (2013-05-16 09:23:24)

pozyczka dla nowej firmy kredyty chwilowki bez bik chwilowka kredyt chwilowki warszawa pozyczka bez bik warszawa

Anonymous (2013-05-16 09:32:00)

bank kredyt pozyczki bez big pozyczki pozabankowe poznan bank kredyt pozyczki bez bik -tablica

Anonymous (2013-05-16 09:41:53)

najlepsze kredyty dla firm pozyczka bez zaswiadczen o zarobkach potrzebna pozyczka kredyt dla osob z komornikiem konsolidacja bez bik

Anonymous (2013-05-16 09:47:31)

szybka pozyczka chwilowka kredyt dla osob z komornikiem banki dla zadluzonych kredyt prywatny bez bik kredyt bez historii kredytowej

Anonymous (2013-05-16 09:59:49)

pozyczka od reki bez bik kredyt chwilowka banki bez sprawdzania w biku kredyt dla firm na oswiadczenie pozyczka bez biku

Anonymous (2013-05-16 10:02:46)

chwilowki bez bik wroclaw pozyczka bez biku i zaswiadczen chwilowki online chwilowki opole pozyczka od rodziny

Anonymous (2013-05-16 10:17:19)

kredyty warszawa chwilowki warszawa bez bik ekspresowa pozyczka przez internet pozyczki oddluzeniowe pozyczki dla zadluzonych przez internet

Anonymous (2013-05-16 10:17:22)

pilna pozyczka dla zadluzonych pogotowie gotowkowe szybkie pozyczki bez bik kredyt polski kredyt konsolidacyjny bez bik

Anonymous (2013-05-16 10:32:22)

kredyt samochodowy kredyt bez bik poznan szybka pozyczka dla firm pilna pozyczka karta kredytowa bez bik

Anonymous (2013-05-16 10:35:28)

kredyty prywatne chwilowki pozabankowe przez internet szybki kredyt bez zaswiadczen optima pozyczki szybkie pozyczki gotowkowe bez bik

Anonymous (2013-05-16 10:47:10)

pozyczki pozabankowe lodz kredyt obrotowy pozyczki bez bik bydgoszcz pozyczki pozabankowe warszawa szybkie kredyty pozabankowe

Anonymous (2013-05-16 10:53:19)

kredyty na splate komornika pozyczki chwilowki online kredyty bez dochodow kredyty dla zadluzonych w bik kredyty bez bik forum

Anonymous (2013-05-16 11:01:44)

kredyty z komornikiem pozyczki bez poreczycieli kredyt firmy kredyt dla rencistow kredyt dla nowych firm bez zabezpieczen

Anonymous (2013-05-16 11:16:54)

kredyt gotowkowy kalkulator nowa pozyczka pozyczka bez sprawdzania w krd i bik kredyt przez internet bez zaswiadczen chwilowka internet

Anonymous (2013-05-16 11:29:28)

kredyt bez krd i bik auto kredyt bez bik kredyty gotowkowe chwilowki pozyczki sms bez bik kredyty na dowod

Anonymous (2013-05-16 11:31:47)

kredyty bez zaswiadczen o dochodach chwilowki bez bik kredyty i pozyczki kredyt gotowkowy przez internet szybka pozyczka pozabankowa bez bik

Anonymous (2013-05-16 11:46:36)

pozyczka dla zadluzonych pozyczki dla firm kredyty dla zadluzonych firm pozyczka dla firm bez bik kredyt na pit 11

Anonymous (2013-05-16 11:47:42)

gotowkowa pozyczka pozyczka dla rodziny szybkie pozyczki prywatne kredyty bez zabezpieczen kredyt bez zaswiadczenia o zarobkach

Anonymous (2013-05-16 12:01:09)

kredyt bez bik gdansk kredyt chwilowka bez bik kredyty chwiluwki pozyczka dla firm pozyczka pozabankowa przez internet

Anonymous (2013-05-16 12:15:24)

pozyczka bez zaswiadczen o dochodach pozyczka prywatna pod weksel kredyty dla bezrobotnych kredyt dla nowo powstalej firmy kredyt on line bez bik

Anonymous (2013-05-16 12:23:28)

szybkie pozyczki na dowod gotowka bez zaswiadczen dobra pozyczka bez bik chwilowki przez internet bez biku kredyt na firme

Anonymous (2013-05-16 12:44:30)

pozyczka pozabankowa z komornikiem kredyt dla nowej firmy kredyt dla emeryta gotowka bez zaswiadczen pozyczka pod weksel

Anonymous (2013-05-16 12:57:29)

tanie kredyty pozyczka bez kredyty przez internet bez bik pozabankowe pozyczki bez bik opinie szybkie kredyty bez zaswiadczen

Anonymous (2013-05-16 12:58:02)

pozyczka bez formalnosci chwilowka warszawa kredyty na oswiadczenie pozyczka na dowod przez internet kredyty chwilowki bez bik

Anonymous (2013-05-16 13:15:04)

kredyt bez bik wroclaw pozyczki bez bik forum pozyczka na kredyty i pozyczki kredyt dla malych firm

Anonymous (2013-05-16 13:25:43)

szybka pozyczka bez zaswiadczen kredyt na splate komornika pozyczka dla firmy udzielanie pozyczek kredyt przez internet bez zaswiadczen

Anonymous (2013-05-16 13:33:03)

pozyczki dla nowych firm prywatna pozyczka bez bik kredyt z bikiem kredyt na sam dowod firmy udzielajace pozyczek

Anonymous (2013-05-16 13:39:36)

kredyt na oswiadczenie dla firm kredyt bez zdolnosci pozyczki na dowod pozabankowe kredyty kredyty oddluzeniowe

Anonymous (2013-05-16 13:49:59)

pilna pozyczka bez bik kredyty na dowod osobisty trudne kredyty bez bik pozyczka polska opinie chwilowki ruda slaska

Anonymous (2013-05-16 13:52:20)

bez bik kredyt gotowka pozyczka na dowod przez internet kredyt bez dochodu szybkie pozyczki dla zadluzonych

Anonymous (2013-05-16 14:06:16)

2000 bez bik kredyty chwilowki bez bik chwilowka bez biku kredyty bez big kredyty bez bik przez internet

Anonymous (2013-05-16 14:18:43)

pozyczka na oswiadczenie szybka chwilowka online chwilowka pozyczka pozyczka bez bik na dowod chwilowki sms bez bik

Anonymous (2013-05-16 14:32:32)

kredyt na pit kredyt w providencie sms pozyczka bez bik chwilowka od reki najlepsze kredyty gotowkowe

Anonymous (2013-05-16 14:39:04)

pozyczka pozabankowa bez zaswiadczen szybka pozyczka pozabankowa bez bik kredyt z komornikiem bez bik pozyczka dla zadluzonych dobry kredyt bez bik

Anonymous (2013-05-16 14:59:48)

konsolidacja bez biku pozyczka pozyczka chwilowka przez internet pozabankowy kredyt kredyty gotowkowe bez bik

Anonymous (2013-05-16 15:11:05)

pozyczki internetowe bez bik pozyczka przez internet bez bik chwilowka bez bik przez internet karty kredytowe bez bik pozyczki bez bik lublin

Anonymous (2013-05-16 15:26:31)

chwilowki lublin kredyty hipoteczne dla firm szybki kredyt dla firm kredyt bocian bez krd

Anonymous (2013-05-16 15:40:34)

pozyczka bez bik online bank bez biku sms kredyt bez bik pozyczki bez zaswiadczen o zarobkach kredyty forum

Anonymous (2013-05-16 15:44:12)

szybka pozyczka bez sprawdzania w bik pozyczki bez zdolnosci kredytowej kredyty dla nowych firm bez bik kredyt bocian chwilowka kredyt

Anonymous (2013-05-16 15:53:29)

pozabankowe pozyczki tanie kredyty bez zaswiadczen pozyczki pozabankowe prywatne kredyt dla bardzo zadluzonych leasing bez bik

Anonymous (2013-05-16 16:07:08)

bez zaswiadczen chwilowki bez krd kredyt bez sprawdzania kredyty bez bik i krd kredyt bez zabezpieczen

Anonymous (2013-05-16 16:21:45)

prometeusz kredyty kredyty dla pozyczki internetowe bez bik kredyty gotowkowe chwilowki dobra pozyczka opinie

Anonymous (2013-05-16 16:33:42)

chwilowki kredyty kredyt bez bik wolny rynek kredyt bez bik gdansk chwilowki bez krd kredyt polski

Anonymous (2013-05-16 16:35:48)

pozyczka bez poreczycieli kredyt dla nowej firmy pozyczki pozabankowe bez biku kredyty bez biku 130612 konsolidacja dla zadluzonych

Anonymous (2013-05-16 16:52:12)

szybka pozyczka przez internet kredyt na sam dowod pozyczka na juz kredyt bocian kredyt dla nowych firm bez zabezpieczen

Anonymous (2013-05-16 16:53:15)

pozyczki bocian szybki kredyt gotowkowy chwilowki lodz szybkie pozyczki bez bik i krd pozyczka przez internet bez bik i krd

Anonymous (2013-05-16 17:08:17)

tani kredyt pozyczki expresowe kredyt z bikiem pozyczki prywatne wroclaw szybka pozyczka bez zaswiadczen

Anonymous (2013-05-16 17:11:39)

kredyt internetowy bez zaswiadczen instytucje udzielajace pozyczek kredyty dla emerytow banki bez sprawdzania w bik pozyczki pozabankowe warszawa

Anonymous (2013-05-16 17:23:32)

kredyty z komornikiem i bik bik przez internet bank bez biku tani kredyt gotowkowy pozyczki pozabankowe prywatne

Anonymous (2013-05-16 17:28:49)

szybka pozyczka dla zadluzonych chwilowka na sms kredyt na pit 11 forum kredyty kredyt bez biku i zaswiadczen

Anonymous (2013-05-16 17:52:55)

kredyt obrotowy dla firm chwilowka przez internet bez zaswiadczen kredyty bez bik-u bez bik i zaswiadczen prometeusz kredyty

Anonymous (2013-05-16 18:03:15)

kredyt bez zdolnosci szybka gotowka chwilowka przez internet pozyczka na dowod przez internet pozyczki bez krd i bik

Anonymous (2013-05-16 18:08:08)

pozyczki pozabankowe forum chwilowki dla zadluzonych pozyczka na weksel bik przez internet kredyty bez zdolnosci

Anonymous (2013-05-16 18:20:18)

skok stefczyka kredyt pozyczka przez internet bez zaswiadczen kredyt przez telefon chwilowki bez zaswiadczen chwilowki na dowod bez bik

Anonymous (2013-05-16 18:22:11)

kredyt dla nowo powstalych firm kredyt przez internet bez zaswiadczen kredyt bik szybka pozyczka pozabankowa bez bik kredyty bez biku 130612

Anonymous (2013-05-16 18:37:16)

kredyty pozyczki bez bik chwilowka dla bezrobotnych szybka chwilowka bez zaswiadczen kredyty pozyczki bez bik kredyt dla firm na oswiadczenie

Anonymous (2013-05-16 18:37:17)

biura kredytowe bez bik pozyczka pozabankowa bez bik przez internet pozyczki bez bik torun tanie kredyty bez bik kredyt inwestycyjny

Anonymous (2013-05-16 18:52:38)

pozyczka bez dochodu kredyt przez internet na dowod szybka pozyczka gotowkowa www pozyczki bez bik prywatna pozyczka

Anonymous (2013-05-16 18:54:21)

pozyczka dla studenta pozyczka gotowkowa bez bik i zaswiadczen kredyt dla nowych firm bez bik szybka pozyczka przez internet pozyczki ekspresowe

Anonymous (2013-05-16 19:08:14)

pozabankowa pozyczka pozyczki chwilowki przez internet pozyczka polska chwilowka sms kredyty bez zabezpieczen

Anonymous (2013-05-16 19:13:29)

kredyt gotowkowy bez bik przez internet kredyt chwilowka przez internet szybkie pozyczki gotowkowe bez bik pozyczka pozabankowa bez zaswiadczen wygodna pozyczka

Anonymous (2013-05-16 19:23:08)

kredyt bez bik krd pozyczki pod weksel kredyty samochodowe bez bik i krd pozyczka bez zaswiadczen na dowod oferty pozyczek bez bik

Anonymous (2013-05-16 19:38:08)

bank bez bik kredyty bez biku kredyt rybnik oferty pozyczek bez bik kredyt bez zdolnosci kredytowej

Anonymous (2013-05-16 19:49:15)

kredyt bez zaswiadczen o zatrudnieniu kredyt na oswiadczenie dla firm pozyczka bez bik i krd szybkie pozyczki przez internet bez bik pozabankowy kredyt

Anonymous (2013-05-16 19:53:23)

pilnie potrzebuje pozyczki kredyty chwilowki opinie kredyt bocian kredyty bydgoszcz kredyty pozabankowe z komornikiem

Anonymous (2013-05-16 20:07:12)

kredyt bez zaswiadczenia o zarobkach pozyczka dla bezrobotnych bez bik kredyt gotowkowy kalkulator pozyczek pozyczki pozabankowe prywatne

Anonymous (2013-05-16 20:08:50)

kredyty prywatne kredyty dla osob bez zdolnosci kredytowej pozyczki prywatne wroclaw kredyty dla zadluzonych z komornikiem pozyczki bez bik dla zadluzonych

Anonymous (2013-05-16 20:24:15)

szybki kredyt bez bik przez internet kredyty chwilowki opinie pozyczka internet kredyt oddluzeniowy bez bik chwilowki bez zaswiadczen

Anonymous (2013-05-16 20:40:19)

kredyt bez bik wolny rynek pozyczki gotowkowe pozyczka kredyt pozyczki dla bezrobotnych chwilowki na dowod

Anonymous (2013-05-16 20:40:53)

chwilowki na dowod bez bik kredyt bez sprawdzania w bik kredyt bez zarobkow szybki kredyt dla zadluzonych kredyt bez zaswiadczen i bik

Anonymous (2013-05-16 20:56:07)

kredyt na firme bez zaswiadczen pozyczka bez bik krakow szybkie kredyty bez zaswiadczen kredyt obrotowy chwilowka bez bik i krd

Anonymous (2013-05-16 20:57:50)

szybka pozyczka online kredyt bez sprawdzania zdolnosci kredytowej chwilowki lodz szybka pozyczka chwilowka pozyczka bez

Anonymous (2013-05-16 21:12:55)

gotowkowe pozyczki pozyczka gotowkowa bez bik i zaswiadczen pozyczki na splate komornika kredyt inwestycyjny pozyczka dla nowej firmy

Anonymous (2013-05-16 21:15:09)

dobry kredyt bez bik pozyczki chwilowki na dowod pozyczki pozabankowe pod weksel bik kredyt pozyczki prywatne poza-bankowe

Anonymous (2013-05-16 21:27:42)

pozyczki bez bik gdansk chwilowka na sms kredyty i pozyczki bez bik pozyczka na dowod przez internet pozyczki bez sprawdzania bik

Anonymous (2013-05-16 21:32:20)

pozyczki prywatne wroclaw bez biku kredyty oddluzeniowe bez bik szybkie pozyczki bez bik pozyczki dla firm bez bik

Anonymous (2013-05-16 21:43:17)

chwilowka kredyt potrzebna pozyczka kredyt samochodowy kalkulator szybka chwilowka przez internet chwilowki internet

Anonymous (2013-05-16 21:50:18)

sms kredyt pozyczki poznan instytucje pozabankowe kredyty kredyt pozyczka bez bik bez bik i krd

Anonymous (2013-05-16 21:58:37)

pozabankowa pozyczka prywatna bez bik i krd ekspresowa pozyczka bez bik pogotowie kredytowe bez bik chwilowki bez bik warszawa kredyt gotowkowy bez bik zaswiadczen

Anonymous (2013-05-16 22:07:51)

kredyt bez bik krd pozyczki dla rencistow kredyt na pit 11 kredyt bez zarobkow kredyt gotowkowy dla firm

Anonymous (2013-05-16 22:13:52)

szybka pozyczka od reki kredyty samochodowe bez bik i krd pozyczki gotowkowe pozyczki dla firm bez zaswiadczen szybkie porzyczki

Anonymous (2013-05-16 22:25:01)

kredyty dla osob z komornikiem oferta dla zadluzonych chwilowki gdansk chwilowki bez bik przez internet oferty pozyczek

Anonymous (2013-05-16 22:43:35)

kredyty gotowkowe dla firm tanie kredyty bez bik pozyczka na dowod przez internet kredyt dla zadluzonych bez bik pozyczka na weksel

Anonymous (2013-05-16 22:44:50)

dla zadluzonych prywatne kredyty gotowkowe firmy pozabankowe udzielajace pozyczek pozyczka online bez bik szybka

pozyczka pozabankowa bez bik

Anonymous (2013-05-16 23:01:44)

pozyczka bez zaswiadczen o zarobkach kredyt bez formalnosci pozyczki pozabankowe poznaj szybka pozyczka dla firm chwilowki rzeszow

Anonymous (2013-05-16 23:17:44)

kredyt bocian pozyczki pozabankowe pod weksel kredyt oddluzeniowy pozyczki pozabankowe z komornikiem kredyty dla firm na oswiadczenie

Anonymous (2013-05-16 23:20:36)

kredyty przez internet bez bik kredyty gotowkowe chwilowki chwilowka na sms pozyczka przez internet bez bik i krd pozyczki bez

Anonymous (2013-05-16 23:32:49)

szybka pozyczka pozabankowa bez bik pozyczka prywatna bez bik pozyczka bez zaswiadczen na dowod kredyt dla kazdego najlepsze kredyty dla firm

Anonymous (2013-05-16 23:38:13)

chwilowka szybki kredyt pozyczka przez internet skok bez bik pozyczka bez bik-u gdzie pozyczka bez bik db kredyt

Anonymous (2013-05-16 23:48:24)

chwilowki na dowod pozyczki przez internet bez bik kredyty gotowkowe kalkulator szybka pozyczka pozabankowa pozyczka na oswiadczenie bez bik

Anonymous (2013-05-16 23:55:21)

kredyty chwilowki przez internet kredyty bez bik przez internet kredyt bez bik bydgoszcz www.kredyty.bez.bik/kredyty-online-bez-bik/

Anonymous (2013-05-17 00:04:22)

kredyt dla zadluzonych bez bik kredyty samochodowe bez bik i krd pozyczka bez biku pozyczki sms bez bik pozyczka bez sprawdzania w krd i bik

Anonymous (2013-05-17 00:12:52)

pozyczki na oswiadczenie bez bik szybka gotowka bez bik chwilowki bez bik krd kredyty bez biku i zaswiadczen chwilowki w domu klienta

Anonymous (2013-05-17 00:20:40)

pozyczka przez internet bez bik i krd konsolidacja dla zadluzonych pozyczka gotowkowa bez bik i zaswiadczen pozyczka bez pracy kredyt przez internet na dowod

Anonymous (2013-05-17 00:32:27)

kredyt bez zaswiadczen o dochodach pozyczka w rodzinie pozyczka na oswiadczenie bez bik pozyczki bez bik kielce kredyt online bez zaswiadczen

Anonymous (2013-05-17 00:37:55)

pozyczki pod zastaw nieruchomosci bez bik kredyt z komornikiem bez bik pozyczki na oswiadczenie bez bik kredyty dla malych firm pozyczki bez bik warszawa

Anonymous (2013-05-17 00:50:16)

kredyty bez bik dla zadluzonych pozyczki bez zaswiadczen na dowod pozabankowe kredyty szybka chwilowka przez internet bez bik szybka chwilowka

Anonymous (2013-05-17 00:52:55)

szybkie pozyczki od reki pozyczki spolecznosciowe bez bik kredyt przez internet bez zaswiadczen pozyczki bez bik chwilowki bez bik i krd przez internet

Anonymous (2013-05-17 01:08:04)

pozyczki bez bik szczecin szybka chwilowka bez bik kredyty z komornikiem bocian pozyczki kredyt z bik

Anonymous (2013-05-17 01:08:32)

kredyt bez zdolnosci kredytowych pozyczki pozabankowe lodz kredyty chwilowki opinie kredyty gotowkowe kalkulator kredyty samochodowe bez bik i krd

Anonymous (2013-05-17 01:26:23)

pozyczka chwilowka warszawa pozyczka od rodziny szybka pozyczka pozabankowe chwilowki od reki pozyczki bez bik dla zadluzonych

Anonymous (2013-05-17 01:38:04)

pozyczki chwilowki bydgoszcz kredyty gotowkowe na dowod bez bik warszawa dobra pozyczka kredyt bez bik forum

Anonymous (2013-05-17 01:43:23)

bez bik pozyczki chwilowki bydgoszcz pozyczka dla bezrobotnych pozyczki chwilowki kredyt bez zaswiadczen

Anonymous (2013-05-17 01:52:24)

pozyczka bez pracy bez bik kredyty kredyty dla firm pozyczka gotowkowa bez bik i zaswiadczen szybki kredyt dla firm bez zaswiadczen

Anonymous (2013-05-17 02:01:05)

szybki kredyt bez bik i zaswiadczen kredyt bez zdolnosci kredytowej pozyczka bez zaswiadczenia o dochodach oferta dla zadluzonych szybka chwilowka bez bik

Anonymous (2013-05-17 02:19:30)

szybki kredyt bez zaswiadczen gotowkowe pozyczki pozyczka dla zadluzonych pozyczki prywatne pozabankowe kredyty bez biku przez internet

Anonymous (2013-05-17 02:23:40)

kredyt bez zatrudnienia chwilowki polska kredyty mieszkaniowe chwilowki pozabankowe przez internet kredyt dla nowo powstalej firmy

Anonymous (2013-05-17 02:39:09)

pozyczki bez bik dla firm pozyczki od reki kredyty bez sprawdzania bik bocian pozyczki chwilowka dla firm

Anonymous (2013-05-17 02:39:38)

pozyczki na dowod bez zaswiadczen kredyt w banku bez bik kredyt dla zadluzonych bez bik kredyt w providencie pozyczka gotowkowa bez bik i zaswiadczen

Anonymous (2013-05-17 02:55:02)

kredyt na splate komornika chwilowki bez bik poznan kredyt na samochod bez bik kredyty gotowkowe dla firm chwilowki bez krd

Anonymous (2013-05-17 03:12:14)

prywatne pozyczki bez bik pozyczka dla bezrobotnych bez bik pozyczki spolecznosciowe bez bik szybkie kredyty dla zadluzonych kredyty bez bik i krd

Anonymous (2013-05-17 03:15:07)

szybkie pozyczki chwilowki szybkie chwilowki przez internet bez bik najlepsze chwilowki prywatne pozyczki bez bik pozyczki spolecznosciowe bez bik

Anonymous (2013-05-17 03:29:28)

chwilowka bez bik przez internet szybkie pozyczki bez biku pozyczka on line pozyczki przez internet bez zaswiadczen szybkie chwilowki bez zaswiadczen

Anonymous (2013-05-17 03:45:36)

lista firm chwilowki kredyty bez sprawdzania bik co to jest pozyczka pozyczki na oswiadczenie pozyczki bez bik lodz

Anonymous (2013-05-17 03:51:14)

szybki kredyt przez internet bez bik chwilowki sms kredyty bez zaswiadczen o dochodach chwilowki bez bik katowice kredyty prywatne bez bik

Anonymous (2013-05-17 04:02:17)

banki bez biku kredyty oddluzeniowe chwilowki kredyty kredyt bez bik wroclaw pozyczka dla bezrobotnych bez bik

Anonymous (2013-05-17 04:08:35)

pozyczki od reki szybkie kredyty bez bik kredyt bez bik poznan kredyt na dowolny cel pozyczki bez bik na oswiadczenie

Anonymous (2013-05-17 04:18:35)

blyskawiczna pozyczka kredyt na oswiadczenie bez bik kredyt bez bik w banku pozyczka online bez bik kredyty gotowkowe dla firm

Anonymous (2013-05-17 04:26:23)

kredyt dla emeryta szybkie pozyczki przez internet bez bik pozyczki on line najlepsze kredyty gotowkowe kredyty dla firm

Anonymous (2013-05-17 04:33:47)

pozyczka od reki bez bik kredyt dla zadluzonych pozyczka na dowod bez zaswiadczen bez bik dobra pozyczka chwilowka warszawa

Anonymous (2013-05-17 04:44:34)

pozyczka przez internet bik a krd kredyt dla firmy bez bik chwilowka na sms kredyt chwilowka bez bik

Anonymous (2013-05-17 04:48:58)

kredyty bez zdolnosci kredytowej kredyt bez zaswiadczen pozyczki prywatne pozabankowe pozyczki prywatne przez internet prywatne pozyczki pozabankowe

Anonymous (2013-05-17 05:02:26)

pozyczki dla firm bez bik pozyczki bez zdolnosci kredyt chwilowka pozyczka pozabankowa z komornikiem pozyczki pozabankowe warszawa

Anonymous (2013-05-17 05:04:08)

kredyty prywatne szybki kredyt bez bik przez internet pozyczki gotowkowe pozabankowe pozyczki bez zabezpieczen pozyczka bez zaswiadczen o dochodach

Anonymous (2013-05-17 05:18:57)

kredyt samochodowy bez bik i zaswiadczen dobry kredyt kredyt bez bik na dowod szybka gotowka bez zaswiadczen konsolidacja bez bik

Anonymous (2013-05-17 05:34:42)

pozyczka dla firm bez bik oferty pozyczek pozabankowych pozyczka przez internet bez zaswiadczen pozyczka bez biku kredyty oddluzeniowe

Anonymous (2013-05-17 05:37:15)

pozyczki pozabankowe dla zadluzonych pozyczki bez bik i krd pozyczka na oswiadczenie bez bik kredyty na oswiadczenie tani kredyt bez zaswiadczen

Anonymous (2013-05-17 05:50:13)

kredyt dla nowo powstalych firm pozyczka sms bez bik kredyty bez zdolnosci kredytowej kredyty dla firm warszawa tanie pozyczki bez bik

Anonymous (2013-05-17 06:04:39)

kredyt bez zaswiadczen o dochodach kredyty bez bik i krd dam kredyt prywatnie kredyt na motocykl bank bez bik

Anonymous (2013-05-17 06:11:28)

kredyty online bez bik pozyczka bez formalnosci pozyczka bez zdolnosci kredytowej kredyty i pozyczki bez bik szybki pozyczki

Anonymous (2013-05-17 06:27:19)

szybki kredyt dla firm kredyt na rozpoczecie dzialalnosci gospodarczej kredyt bez dochodu pozyczka w polsce gdzie kredyt bez bik

Anonymous (2013-05-17 06:32:27)

instytucje pozabankowe udzielajace pozyczek bez bik kredyt bez zaswiadczenia pozyczki bez zaswiadczen o dochodach kredyty gotowkowe bez zaswiadczen kredyt dla firm kalkulator

Anonymous (2013-05-17 06:43:50)

skok bez bik bez bik pozyczka bez bik forum szybki kredyt bez biku pozyczka dla zadluzonych bez bik

Anonymous (2013-05-17 06:46:48)

kredyt kalkulator pozyczka bez formalnosci szybki kredyt bez bik przez internet kredyty gotowkowe chwilowki kredyt na firme bez bik

Anonymous (2013-05-17 06:59:38)

szybka gotowka dla zadluzonych pozyczka bez bik i krd pozyczka konsolidacyjna pozyczki dla firm prywatne porzyczki

Anonymous (2013-05-17 07:02:07)

skok dla zadluzonych pozyczka pozabankowa z komornikiem pozyczka na tak pozyczka dla firm kredyty bez

Anonymous (2013-05-17 07:47:22)

dla zadluzonych szybka pozyczka pozabankowa pozyczki na oswiadczenie kredyt internetowy bez zaswiadczen kredyty dla firm warszawa

Anonymous (2013-05-17 07:48:16)

pozyczka na splate komornika kredyty gotowkowe bez zaswiadczen oferty pozyczek pozabankowych pozyczka pozabankowa bez bik trudny kredyt bez bik

Anonymous (2013-05-17 08:01:55)

kredyty bez biku dla zadluzonych chwilowki szczecin kredyt samochodowy szybka chwilowka bez bik pozyczki sms bez bik

Anonymous (2013-05-17 08:16:54)

kredyt na telefon kredyty bez bik warszawa udzielam pozyczki konsolidacja bez bik szybka pozyczka przez internet

Anonymous (2013-05-17 08:33:07)

pozyczki bez bik wroclaw kredyt dla pozyczki dla zadluzonych bez bik prywatne pozyczki kredyty pozyczki bez bik wroclaw

Anonymous (2013-05-17 08:47:49)

pozyczka dla zadluzonych pozyczka dla firm pozyczka dla rodziny szybka pozyczka od reki bez bik kredyty bez bik warszawa

Anonymous (2013-05-17 09:02:39)

pozyczki konsolidacyjne bez bik najlepszy kredyt kredyt bez bik gdansk pozyczki bez bik lodz kredyt bez zarobkow

Anonymous (2013-05-17 09:15:14)

pozyczki prywatne pod weksel kredyt na dowolny cel prywatna pozyczka pozyczki na dowod kredyt chwilowka bez bik

Anonymous (2013-05-17 09:33:03)

pozyczki bez bik dla firm oferta pozyczki szybki kredyt bez zdolnosci kredytowej kredyt na motocykl pozabankowa pozyczka

Anonymous (2013-05-17 09:50:04)

kredyty dla firm firmy pozabankowe udzielajace pozyczek kredyty dla osob z komornikiem pozyczka bez bik na dowod kredyty poza bankowe

Anonymous (2013-05-17 10:27:51)

szybka chwilowka przez internet bez bik kredyty gotowkowe na dowod pozabankowa pozyczka prywatna bez bik i krd pozyczka bez bik przez internet kredyt bik

Anonymous (2013-05-17 10:33:21)

szybka pozyczka kredyty dla firm bez biku chwilowki bytom oferty pozyczek pozyczka pozabankowa z komornikiem

Anonymous (2013-05-17 10:48:11)

pozyczki ekspresowe pozyczki dla zadluzonych szybkie kredyty pozabankowe szybkie chwilowki bez zaswiadczen ekspresowa pozyczka bez bik

Anonymous (2013-05-17 11:02:13)

kredyty gotowkowe dla firm szybkie chwilowki bez biku pozyczki chwilowki na dowod pozyczka na dowod bez bik szybkie kredyty dla zadluzonych

Anonymous (2013-05-17 11:18:01)

chwilowka warszawa chwilowki przez internet bez biku chwilowki szczecin kredyt konsolidacyjny bez hipoteki pozyczki ekspresowe

Anonymous (2013-05-17 11:24:05)

na dowod kredyty bez zdolnosci kredytowej tani kredyt bez bik kredyt oddluzeniowy bez bik pozyczki przez internet bez bik

Anonymous (2013-05-17 11:32:12)

pozyczki prywatne wroclaw pozabankowe kredyty chwilowki internet pozyczka hipoteczna bez bik kredyty bez bik wroclaw

Anonymous (2013-05-17 11:46:55)

chwilowka kredyty chwilowki gdansk chwilowki dla firm pozyczka na firme chwilowka internet

Anonymous (2013-05-17 12:00:50)

pozyczki bez bik gdansk pozyczki prywatne poznan szybkie kredyty kredyty pozyczki bez bik kredyt bez bik krakow

Anonymous (2013-05-17 12:01:43)

kredyt bez zus i us kredyt bez bik w banku szybki pozyczki chwilowki bez bik i zaswiadczen chwilowki dla osob z komornikiem

Anonymous (2013-05-17 12:16:46)

kredyt na dowod bez zaswiadczen nowa chwilowka kredyty dla nowych firm pozyczki chwilowki bydgoszcz pozyczki gotowkowe pozabankowe

Anonymous (2013-05-17 12:18:12)

kredyty hipoteczne dla firm kredyt dla bardzo zadluzonych szybka pozyczka wroclaw pozyczka dla bezrobotnych pozyczki bez sprawdzania w bik

Anonymous (2013-05-17 12:31:20)

chwilowka przez internet bez bik i krd szybka chwilowka przez internet kredyt dla zadluzonych w bik chwilowki przez internet bez biku kredyt bez zarobkow

Anonymous (2013-05-17 12:34:57)

pozyczka na telefon pozyczki bez bik poznan kredyty dla nowych firm bez bik pozyczka dla firm pozyczki dla osob z komornikiem

Anonymous (2013-05-17 12:46:26)

instytucje finansowe udzielajace pozyczek pozyczka szybka kredyt bez bik szczecin chwilowka bez bik i krd przez internet chwilowka dla bezrobotnych

Anonymous (2013-05-17 12:51:27)

pozyczki pod zastaw nieruchomosci pozyczki bez bik szczecin pozyczka pozabankowa z komornikiem kredyt na oswiadczenie o dochodach szybkie pozyczki chwilowki

Anonymous (2013-05-17 13:00:33)

sms kredyt bez bik chwilowki krakow pozyczki i kredyty pozyczki online szybki kredyt gotowkowy

Anonymous (2013-05-17 13:08:06)

kredyty i pozyczki gotowkowe kredyt w banku bez bik pozyczka gotowkowa bez zaswiadczen kredyt online bez zaswiadczen szybkie pozyczki bez bik

Anonymous (2013-05-17 13:15:24)

firmy pozabankowe kredyty samochodowe pozyczka na dowod osobisty pozyczki chwilowki bydgoszcz pozyczki kredyty bez bik

Anonymous (2013-05-17 13:24:57)

chwilowki bez bik i krd przez internet kredyt obrotowy kredyt online pozyczka chwilowka kredyty bez zdolnosci kredytowej

Anonymous (2013-05-17 13:30:17)

kredyt dla nowo powstalych firm chwilowki kielce pozyczka internet kredyt na samochod bez bik kredyt z komornikiem

Anonymous (2013-05-17 13:41:32)

kredyt z bikiem pozyczka bez bik pozyczki bez zdolnosci kredyt dla bezrobotnych wygodna pozyczka

Anonymous (2013-05-17 13:44:20)

pozyczka na kredyt bez zarobkow kredyt gotowkowy optima pozyczki szybkie pozyczki dla zadluzonych

Anonymous (2013-05-17 13:58:26)

prywatne pozyczki dobra pozyczka opinie chwilowka przez sms kredyty hipoteczne dla firm pozyczka na oswiadczenie bez bik

Anonymous (2013-05-17 14:13:34)

pozyczki gotowkowe bez zaswiadczen szybkie chwilowki przez internet szybka pozyczka dla firm kredyty pozyczki bez bik gotowka

Anonymous (2013-05-17 14:16:25)

bik a krd chwilowki bez bik krd bank kredyt chwilowki gorzow wlkp chwilowki na dowod

Anonymous (2013-05-17 14:33:08)

biura kredytowe bez bik pozyczka dla rodziny szybka chwilowka bez bik pozyczki sms bez bik pozyczki prywatne pod weksel

Anonymous (2013-05-17 14:44:04)

pozyczka chwilowka bez bik przez internet pozyczki gotowkowe i-pozyczka pozyczka pozabankowa przez internet profi kredyt

Anonymous (2013-05-17 14:50:45)

pozyczki hipoteczne chwilowki bez biku pozyczki bez bik dla firm kredyty dla osob bez zdolnosci kredytowej kredyt od reki

Anonymous (2013-05-17 15:00:16)

pozyczki pod zastaw nieruchomosci bez bik pozyczka bez dochodow szybki kredyt bez bik przez internet chwilowka bez bik i krd gotowka

Anonymous (2013-05-17 15:30:22)

kredyt gotowkowy bez bik przez internet pozyczki gotowkowe bez zaswiadczen kredyt bez zus i us pozyczki internetowe bez bik pozyczki kredyty

Anonymous (2013-05-17 15:43:28)

pozyczka bez zaswiadczen przez internet pozyczki gotowkowe bez bik kredyt bez bik przez internet kredyt dla rencistow chwilowki internet

Anonymous (2013-05-17 16:00:50)

chwilowka przez internet bez bik szybki kredyt dla firm pozyczka gotowkowa ogloszenia kredyty bez zaswiadczen kredyty dla nowych firm bez bik

Anonymous (2013-05-17 16:18:50)

kredyt dla firm kalkulator kredyty bez bik warszawa pozyczka dla firm kredyty pozabankowe pod weksel kredyt w 15 minut

Anonymous (2013-05-17 16:31:30)

chwilowki kielce kredyty prywatne kredyt bez bik gdansk pozyczki ekspresowe szybka pozyczka bez sprawdzania w bik

Anonymous (2013-05-17 16:36:33)

kredyty hipoteczne bez bik kredyt pozyczka bez bik kredyty konsolidacyjne bez bik bank bez biku pozyczka pozabankowa bez bik przez internet

Anonymous (2013-05-17 16:46:59)

pozyczki dla zadluzonych kredyty gotowkowe kalkulator pozyczka bez bik i krd pozyczka prywatna pod weksel pozyczki bez bik lublin

Anonymous (2013-05-17 17:01:53)

kredyt w trudne kredyty bez bik pozyczka bez bik poznan pozyczka w polsce wygodna pozyczka

Anonymous (2013-05-17 17:11:09)

chwilowki kredyty bez bik pozyczki pozabankowe lodz pozyczki bez zaswiadczen o dochodach prywatne pozyczki pozyczki bez bik bydgoszcz

Anonymous (2013-05-17 17:16:52)

szybka chwilowka bez bik kredyt przez internet szybki kredyt dla firm bez zaswiadczen kredyty bez zdolnosci kredytowej na dowod

Anonymous (2013-05-17 17:28:36)

kredyt dla osob bez zdolnosci kredytowej 2000 bez bik pozyczka bez umowy o prace kredyt pozabankowe kredyt oddluzeniowy

Anonymous (2013-05-17 17:31:18)

pozyczka pozabankowa dla firm pozyczki bez bik krd kredyty bez zaswiadczen o dochodach chwilowki bez bik i zaswiadczen trudne kredyty z komornikiem

Anonymous (2013-05-17 17:45:46)

szybka pozyczka na dowod kredyty bez biku 130612 www.kredyty bez bik pozyczka dla bezrobotnych kredyt dla firmy bez bik

Anonymous (2013-05-17 17:46:21)

pozyczka bez bik-u pozyczki poznan szybkie chwilowki bez bik pozyczki dla firm bez zaswiadczen pozyczka w polsce

Anonymous (2013-05-17 18:01:01)

pilna pozyczka bez bik kredyty pozabankowe pod weksel pozyczka w polsce chwilowki prywatne pozyczki pozabankowe lodz

Anonymous (2013-05-17 18:03:12)

skok stefczyka kredyt pozyczka on line kredyt bez zaswiadczen o dochodach pozyczka dla bezrobotnych pozyczka polska opinie

Anonymous (2013-05-17 18:16:50)

kredyty hipoteczne pozyczki bez bik-u bik przez internet kredyty dla firm warszawa pozyczki chwilowki przez internet bez bik

Anonymous (2013-05-17 18:33:43)

sms pozyczka bez bik instytucje finansowe udzielajace pozyczek pozyczki dla rencistow pozyczka prywatna bez zabezpieczen szybkie pozyczki pozabankowe

Anonymous (2013-05-17 18:37:56)

pozyczka na dowod bez zaswiadczen bez bik kredyty dla firm na oswiadczenie pozyczki bez bik gdansk pozyczki bez zdolnosci kredytowej kredyty i pozyczki gotowkowe

Anonymous (2013-05-17 18:49:11)

blyskawiczna pozyczka chwilowka kredyt bez bik bydgoszcz kredyt hipoteczny bez bik kredyt na pit 11

Anonymous (2013-05-17 18:55:30)

pozyczka bez zaswiadczen kredyty pozabankowe pod weksel pozyczka tylko na dowod pozyczki pozabankowe przez internet pozyczka bez biku i zaswiadczen

Anonymous (2013-05-17 19:05:17)

kredyty bez bik dla zadluzonych kredyt sms kredyt pozyczka bez bik kredyt samochodowy dla firm pozyczki pod zastaw

Anonymous (2013-05-17 19:12:40)

pozyczka pozabankowa bez zaswiadczen pozyczki dla firm kredyt przez internet na dowod kredyt oddluzeniowy bez bik pozyczki chwilowka

Anonymous (2013-05-17 19:21:18)

kredyty pozabankowe przez internet kredyt dla firm bez bik tanie kredyty bez bik kredyt bez sprawdzania w biku kredyty dla zadluzonych z komornikiem

Anonymous (2013-05-17 19:30:47)

kredyty pozabankowe z komornikiem szybka pozyczka od reki kredyty bez sprawdzania bik kredyty bankowe pozyczka bez zaswiadczenia o dochodach

Anonymous (2013-05-17 19:36:53)

pozyczki na oswiadczenie bez bik pozyczki pod weksel bez bik porzyczki bez bik kredyt bez bik forum kredyty dla firm na oswiadczenie

Anonymous (2013-05-17 19:52:45)

kredyty i pozyczki pozyczki na splate komornika szybkie pozyczki chwilowki pozyczki bez sprawdzania w bik pozyczka bez bik warszawa

Anonymous (2013-05-17 20:08:02)

szybki kredyt bez zaswiadczen pilnie potrzebuje pozyczki pozyczki expresowe kredyt bez big kredyty dla nowych firm bez bik

Anonymous (2013-05-17 20:24:03)

pozyczka od rodziny szybkie pozyczki bez bik przez internet kredyty dla firm na oswiadczenie chwilowki pozabankowe pozyczka online

Anonymous (2013-05-17 20:40:12)

kredyty chwilowki przez internet chwilowki bez bik i zaswiadczen chwilowki prywatne kredyt firmy chwilowka internet

Anonymous (2013-05-17 20:56:29)

instytucje udzielajace pozyczek kredyty bez zdolnosci kredytowej chwilowki bez bik wroclaw pozyczka z komornikiem pozyczki bez bik dla zadluzonych

Anonymous (2013-05-17 21:13:19)

kredyt bez bik pozabankowe pozyczki bez bik bez bik kredyt pozyczki bez zaswiadczen potrzebna pozyczka

Anonymous (2013-05-17 21:29:31)

kredyt bocian kredyt pod zastaw samochodu kredyt oddluzeniowy pozyczka przez internet bez zaswiadczen kredyt dla osob w bik

Anonymous (2013-05-17 21:44:56)

kredyty bez oferta dla zadluzonych kredyty warszawa chwilowki bez bik i krd przez internet lista firm chwilowki

Anonymous (2013-05-17 21:59:55)

chwilowki warszawa bez bik pozyczki bez bik lodz pozyczka dla studenta pozyczki bez biku przez internet kredyt w providencie

Anonymous (2013-05-17 22:14:41)

chwilowka przez internet bez bik i krd kredyty dla firm kredyt a pozyczka szybka pozyczka bez bik przez internet chwilowki dla bezrobotnych

Anonymous (2013-05-17 22:29:42)

pozyczki pozabankowe bez bik pozyczka bez bik lublin pozyczki chwilowki bez bik kredyty chwilowki opinie bez big

Anonymous (2013-05-17 22:45:13)

kredyt dla firm bez zabezpieczen kredyty na splate komornika kredyty warszawa kredyt bez bik gdansk pozyczka bez

Anonymous (2013-05-17 23:00:21)

szybka pozyczka gotowkowa kredyt bez bik na dowod prywatne chwilowki chwilowki bytom kredyty bydgoszcz

Anonymous (2013-05-17 23:16:10)

pozyczka sms bez bik kredyt dla osob w bik bank bez bik pozyczka bez bik wroclaw kredyty dla firm warszawa

Anonymous (2013-05-17 23:31:22)

tani kredyt pozyczka dla bezrobotnych bez bik kredyt samochodowy bez bik i zaswiadczen chwilowka bez bik kredyt bik

Anonymous (2013-05-17 23:46:59)

kredyt bez sprawdzania chwilowki na dowod bez bik pozyczki pod zastaw nieruchomosci chwilowki na dowod pozyczka czy kredyt

Anonymous (2013-05-18 00:01:59)

pozyczka chwilowka bez bik leasing bez bik kredyty online bez bik pozyczki bez bik -tablica szybkie chwilowki

Anonymous (2013-05-18 00:17:39)

pozyczki prywatne bez bik pozyczka przez internet bez bik i krd szybkie pozyczki bez bik przez internet kredyt bez bik-u gotowka

Anonymous (2013-05-18 00:33:12)

chwilowki bez biku pozyczka przez internet bez bik pozyczki bez bik bydgoszcz kredyty na oswiadczenie firmy udzielajace pozyczek pozabankowych

Anonymous (2013-05-18 01:03:23)

kredyt na sam dowod sms pozyczka bez bik chwilowki ruda slaska blyskawiczna pozyczka kredyty bez biku 130612

Anonymous (2013-05-18 01:19:11)

pozyczki bez zaswiadczen szybki kredyt dla firm kredyt dla nowo powstalych firm pozyczki bez bik dolnoslaskie potrzebna pozyczka

Anonymous (2013-05-18 01:34:08)

pozyczka dla nowej firmy kredyty na dowod osobisty pozyczka poza bankowa kredyty bez bik i krd chwilowki z komornikiem

Anonymous (2013-05-18 01:49:55)

najtanszy kredyt gotowkowy kredyty dla pozyczki bez bik dla zadluzonych prywatne pozyczki pod weksel pozyczka bez bik lodz

Anonymous (2013-05-18 02:05:14)

szybkie kredyty dla firm pozyczka na splate komornika bocian kredyty szybkie pozyczki gotowkowe bez bik pozyczka dla nowych firm

Anonymous (2013-05-18 02:20:32)

pozyczka bez zdolnosci porzyczka na dowod pozyczka od reki kredyty bez bik dla firm kredyt bez bik dla zadluzonych

Anonymous (2013-05-18 02:35:43)

kredyt bez bik na oswiadczenie pozabankowe pozyczki bez bik kredyt przez internet najlepsze pozyczki gotowkowe kredyt dla rencistow

Anonymous (2013-05-18 02:50:57)

pozyczka bez bik szczecin kredyt polski kredyty bez bik dla firm kredyt dla firm na start chwilowka polska

Anonymous (2013-05-18 03:05:47)

szybkie chwilowki bez zaswiadczen pozyczki bocian chwilowka na dowod pozyczka bez bik poznan chwilowki pozabankowe przez internet

Anonymous (2013-05-19 15:20:07)

szybka pozyczka pozabankowa szybka chwilowka bez zaswiadczen ekspresowa pozyczka przez internet pozyczki pod zastaw nieruchomosci bez bik kredyt dla firm na oswiadczenie

Anonymous (2013-05-19 15:33:59)

pozyczka dla firm pozabankowa pozyczka prywatna bez bik i krd kredyt na motocykl blyskawiczna pozyczka bez bik dobra pozyczka opinie

Anonymous (2013-05-19 15:47:38)

pozyczki gotowkowe kredyty pozabankowe przez internet chwilowka bez krd pozyczki bez bik na oswiadczenie kredyty zielona gora

Anonymous (2013-05-19 16:14:39)

pozyczki chwilowki na dowod pozyczka bez bik bydgoszcz pozyczki bez sprawdzania w bik pozyczka bez bik warszawa pozyczki online

Anonymous (2013-05-19 16:42:02)

kredyt rybnik banki bez sprawdzania w biku pozyczki bez zaswiadczen kredyt na weksel szybkie kredyty

Anonymous (2013-05-19 16:56:41)

szybkie kredyty gotowkowe bez bik szybka kasa bez bik pozyczka dla bezrobotnych pozyczka bez zaswiadczen o zarobkach www pozyczki bez bik

Anonymous (2013-05-19 17:10:51)

pogotowie gotowkowe kredyt dla nowo powstalych firm szybka chwilowka przez internet bank bez biku szybka pozyczka szczecin

Anonymous (2013-05-19 17:38:48)

pozyczki bez bik lodz kredyty dla firm poznan chwilowki kredyt z bik kredyt dla nowych firm bez zabezpieczen

Anonymous (2013-05-19 17:51:51)

pozyczka prywatna bez zabezpieczen pozyczki pozabankowe z komornikiem pilnie potrzebuje pozyczki bez bik tanie pozyczki bez bik pozyczka chwilowka bez bik przez internet

Anonymous (2013-05-19 18:34:02)

szybka pozyczka sms pozyczki przez internet bez zaswiadczen szybka pozyczka wroclaw szybkie chwilowki bez bik chwilowki bez bik warszawa

Anonymous (2013-05-19 18:48:54)

pozyczka dla bezrobotnych chwilowki bez big pozyczki szybkie kredyty przez internet bez bik szybkie kredyty dla firm

Anonymous (2013-05-19 19:17:36)

kredyty hipoteczne dla firm pozyczki bez bik dla zadluzonych kredyt bez bik forum udziele pozyczki kredyt dla nowych firm bez bik

Anonymous (2013-05-19 19:31:26)

kredyt samochodowy kalkulator kredyt bez bik warszawa pozyczka bez bik na dowod chwilowki polska pozyczka bez zaswiadczen przez internet

Anonymous (2013-05-19 19:45:44)

kredyty przez internet polska pozyczka pilna pozyczka dla zadluzonych szybkie pozyczki pozabankowe www.kredyty bez bik

Anonymous (2013-05-19 19:59:56)

szybka pozyczka dla zadluzonych kredyty bez bik forum szybkie pozyczki bez bik pozyczka przez internet bez bik i krd konsolidacja dla zadluzonych

Anonymous (2013-05-19 20:15:25)

kredyty samochodowe konsolidacja bez bik chwilowki dla firm kredyt dla bezrobotnych kredyt samochodowy bez bik i krd

Anonymous (2013-05-19 20:29:18)

trudne kredyty pozyczki chwilowki na dowod pozyczka bez zaswiadczen na dowod pozyczki na dowod optima kredyty

Anonymous (2013-05-19 20:43:29)

chwilowki walbrzych pozyczki dla zadluzonych z komornikiem tanie pozyczki bez bik pozyczki przez internet bez bik skok dla zadluzonych

Anonymous (2013-05-19 21:27:45)

wygodna pozyczka pozyczka dla bezrobotnych bez bik szybkie pozyczki pozyczka od reki bez zaswiadczen pozyczki bez bik

Anonymous (2013-05-19 21:42:34)

kredyty pozabankowe kredyty pozabankowe przez internet chwilowki opole kredyty bez bik przez internet pozyczki kredyty bez bik

Anonymous (2013-05-19 21:56:59)

pozyczki szybkie pozyczka przez internet bez zaswiadczen chwilowka przez internet bez bik i krd pozyczki internet kredyt konsolidacyjny

Anonymous (2013-05-19 22:11:42)

pozyczki bez bik krd kredyt online bez zaswiadczen chwilowki bez biku i krd kredyt na sam dowod kredyty bez zdolnosci kredytowej

Anonymous (2013-05-19 22:25:50)

kredyty dla pozabankowy kredyt bik a krd kredyt bez biku kredyty konsolidacyjne

Anonymous (2013-05-19 22:40:11)

prywatne porzyczki kredyt dla bezrobotnych pozyczka bez bik bydgoszcz chwilowki szczecin tanie kredyty bez bik

Anonymous (2013-05-19 22:41:26)

Way cool! Some very valid points! I appreciate you penning this article and the rest of the website is also really good.
Also visit my blog post - isaacemore.co.uk

Anonymous (2013-05-19 22:54:27)

chwilowka bez bik przez internet chwilowki dla zadluzonych kredyty bez chwilowki przez internet bez bik pozyczki bez zaswiadczen i bik

Anonymous (2013-05-19 23:08:56)

kredyt dla firmy bez bik pozyczki chwilowki bez bik kredyty dla firm warszawa polska pozyczka chwilowka przez internet bez bik

Anonymous (2013-05-19 23:23:22)

najlepszy kredyt pozyczki bez bik wroclaw pozyczka przez sms pozyczka pozabankowa bez zaswiadczen kredyt dla nowej firmy

Anonymous (2013-05-19 23:37:38)

kredyt dla firm szybkie chwilowki banki bez sprawdzania w bik kredyty chwilowki przez internet pozyczki chwilowki przez internet

Anonymous (2013-05-19 23:53:12)

chwilowka na dowod kredyt bez historii kredytowej szybkie pozyczki na dowod pozyczki prywatne poznan pozyczka hipoteczna bez bik

Anonymous (2013-05-20 00:38:20)

kredyt bez poreczycieli forum kredyty lista firm chwilowki kredyt bez bik w banku instytucje pozabankowe kredyty

Anonymous (2013-05-20 00:54:10)

kredyty bez zaswiadczen i bez bik instytucje pozabankowe kredyty najlepsze chwilowki pozyczka pozabankowa z komornikiem pozyczki ekspresowe

Anonymous (2013-05-20 01:09:52)

szybka pozyczka bez bik i krd kredyt bez bik krakow kredyty dla nowych firm bez bik pozyczka pozabankowa bez zaswiadczen chwilowki dla zadluzonych

Anonymous (2013-05-20 01:25:00)

kredyt on line bez bik pozyczka chwilowka bez bik przez internet pozyczki gotowkowe bez biku kredyt online bez zaswiadczen pozyczki dla zadluzonych z komornikiem

Anonymous (2013-05-20 01:39:45)

kredyty online bez bik skok dla zadluzonych kredyt z bik kredyty warszawa dam kredyt prywatnie

Anonymous (2013-05-20 01:55:03)

kredyt pozyczka pozyczka bez sprawdzania w bik kredyty bez bik dla zadluzonych szybki kredyt gotowkowy pozyczki gotowkowe bez bik

Anonymous (2013-05-20 02:09:54)

szybkie kredyty bez biku pozyczki bez bik przez internet kredyt w bez bik pozyczki tanie kredyty gotowkowe

Anonymous (2013-05-20 02:25:09)

pozyczka przez internet bez zaswiadczen kredyt refinansowy pozyczki chwilowki chwilowki poznan kredyty dla zadluzonych

Anonymous (2013-05-20 02:40:32)

szybki kredyt bez zdolnosci kredyt bez zus i us pozyczka na dowod dam kredyt prywatnie prywatne kredyty gotowkowe

Anonymous (2013-05-20 03:10:05)

chwilowki katowice pozyczka bez zaswiadczenia o zarobkach chwilowka bez bik i krd szybka pozyczka dla zadluzonych pozyczka bez zdolnosci kredytowej

Anonymous (2013-05-20 03:23:54)

oferty pozyczek chwilowka bez biku szybki kredyt dla firm bez zaswiadczen pozyczki bez biku przez internet pozyczki bez poreczycieli

Anonymous (2013-05-20 03:38:28)

pozyczki na splate komornika kredyty dla firm chwilowka szybka gotowka bez bik pozyczka dla firm bez bik

Anonymous (2013-05-20 04:08:18)

pozyczka pozabankowa kredyty bez bik poznan kredyt z komornikiem bez bik pozyczki chwilowki przez internet bez bik bez biku

Anonymous (2013-05-20 04:22:40)

trudny kredyt bez bik pozyczka dla bezrobotnych bez bik kredyty chwilowka pozyczki bez krd pomoc kredytowa bez bik

Anonymous (2013-05-20 04:37:36)

pozyczki dla zadluzonych przez internet pozyczki pozabankowe z komornikiem pozyczka na telefon pozyczka od zaraz bez bik kredyty

Anonymous (2013-05-20 04:52:47)

pozyczki pozabankowe pozyczki pozabankowe kredyt bez bik przez internet sms kredyt bez bik kredyt na dowod

Anonymous (2013-05-20 05:07:54)

kredyty bydgoszcz kredyt na motocykl chwilowki szczecin kredyty gotowkowe bez bik i zaswiadczen kredyt dla firm bez zabezpieczen

Anonymous (2013-05-20 05:22:22)

konsolidacja bez biku kredyt gotowkowy na dowod kredyt hipoteczny bez bik pozyczki chwilowki bez biku kredyty pozabankowe przez internet

Anonymous (2013-05-20 05:38:14)

chwilowka przez internet szybki kredyt gotowkowy gotowkowa pozyczka chwilowka od reki pozyczki dla firm

Anonymous (2013-05-20 05:52:48)

pozyczki prywatne wroclaw pozyczka na kredyty bez biku i zaswiadczen kredyt rybnik szybka pozyczka bez bik

Anonymous (2013-05-20 06:37:42)

chwilowki bez biku pozyczki internetowe bez bik pozyczka on line kredyty dla zadluzonych chwilowki lodz

Anonymous (2013-05-20 06:52:30)

pozyczki pod weksel bez bik pozabankowa pozyczka prywatna bez bik i krd gotowka bez zaswiadczen kredyt chwilowka przez internet kredyty bez sprawdzania w bik

Anonymous (2013-05-20 07:07:11)

kredyt bez formalnosci kredyt na splate komornika szybkie kredyty bez bik pozabankowe kredyty kredyt dla nowo powstalej firmy

Anonymous (2013-05-20 07:21:56)

biura kredytowe bez bik pozyczka na dowod bez bik kredyt bez zdolnosci kredytowej pozyczki bez bik dolnoslaskie na dowod

Anonymous (2013-05-20 07:52:51)

szybki kredyt bez bik pozyczki bez biku i zaswiadczen pozyczka bez sprawdzania w bik chwilowki kredyt pozyczka sms bez bik

Anonymous (2013-05-20 08:07:34)

pozyczki bez bik opole konsolidacja bez bik bez bik pozyczki chwilowka przez internet bez bik kredyt przez internet na dowod

Anonymous (2013-05-20 08:22:45)

szybka pozyczka przez internet bez bik kredyty kredyty i pozyczki pozabankowe prywatna pozyczka bez bik szybkie pozyczki bez bik

Anonymous (2013-05-20 08:37:29)

chwilowki kredyty gotowkowe pozyczka bez zaswiadczen na dowod szybki kredyt dla firm szybka pozyczka online szybkie kredyty dla firm

Anonymous (2013-05-20 08:52:03)

chwilowki bez bik pozyczki bez zdolnosci kredyty na dowod osobisty szybki kredyt dla firm bez zaswiadczen kredyt mieszkaniowy

Anonymous (2013-05-20 09:07:05)

kredyty bez sprawdzania bik pozyczka pozabankowa z komornikiem szybka pozyczka dla firm kredyty forum pozyczka bez big

Anonymous (2013-05-20 09:21:35)

kredyt z bik chwilowki przez internet bez bik i krd kredyt na dowod bez zaswiadczen chwilowki pozabankowe kredyty odd-luzeniowe

Anonymous (2013-05-20 09:49:47)

szybki kredyt bez bik kredyt rybnik kredyty samochodowe chwilowki bytom chwilowka na sms

Anonymous (2013-05-20 10:48:31)

kredyty pozabankowe chwilowki kredyty gotowkowe pozyczka bez formalnosci kredyt bez zabezpieczen tani kredyt

Anonymous (2013-05-20 11:02:54)

pozyczki bez bik-u pozyczki i kredyty chwilowka przez internet bez bik i krd chwilowka przez internet bez zaswiadczen pozabankowa pozyczka prywatna bez bik i krd

Anonymous (2013-05-20 11:45:53)

kredyt dla zadluzonych w bik sms kredyt gotowka od reki bez bik prywatne kredyty gotowkowe pozyczka prywatna pod weksel

Anonymous (2013-05-20 11:58:54)

kredyt bez bik wolny rynek sms kredyt bez bik pozyczki pod zastaw porzyczka na dowod najlepsze kredyty dla firm

Anonymous (2013-05-20 12:27:29)

szybka pozyczka bez bik przez internet kredyt pozabankowy bez bik chwilowka szybki kredyt pozyczka przez internet szybka pozyczka dla zadluzonych kredyty bez biku

Anonymous (2013-05-20 12:55:44)

pozyczki szybkie pozyczki bez bik na oswiadczenie chwilowki na dowod bez bik szybka pozyczka chwilowka kredyty dla nowych firm bez bik

Anonymous (2013-05-20 13:36:58)

chwilowka bez bik przez internet pozyczka bez zdolnosci pozyczka bez zaswiadczen na dowod pozyczka dla nowej firmy kredyt sms

Anonymous (2013-05-20 13:50:25)

pozyczki pod weksel bez bik kredyt hipoteczny szybkie kredyty bez zaswiadczen pozyczka hipoteczna bez bik kredyt bez big

Anonymous (2013-05-20 14:03:48)

pozyczka na dowod przez internet kredyty dla firm poznan pozyczka pozabankowa przez internet ekspresowa pozyczka bez bik kredyt samochodowy dla firm

Anonymous (2013-05-20 14:16:52)

chwilowka wroclaw auto kredyt bez bik kredyty pozabankowe bez bik pozyczka bez bik bydgoszcz kredyt dla nowej firmy

Anonymous (2013-05-20 14:30:18)

kredyt bez zaswiadczenia o zarobkach kredyt pozabankowe chwilowki przez internet bez bik chwilowki wroclaw pozyczki online bez bik

Anonymous (2013-05-20 14:43:33)

chwilowki bez bik krakow pozyczka na pozyczki bez bik opole bez bik krd pozyczki pozabankowe bez zaswiadczen

Anonymous (2013-05-20 15:24:02)

pozyczki bez bik dla firm pozyczka bez zaswiadczen na dowod szybka pozyczka bez bik forum szybkie kredyty bez zaswiadczen kredyt bez bik na oswiadczenie

Anonymous (2013-05-20 15:37:38)

kredyt bez sprawdzania w biku kredyty chwiluwki szybka pozyczka bez bik i krd bez bik przez internet kredyty dla ludzi w bik

Anonymous (2013-05-20 15:51:05)

chwilowka sms pozyczki na telefon pilnie potrzebuje pozyczki chwilowki bez bik krd chwilowki kredyty gotowkowe

Anonymous (2013-05-20 16:19:46)

pozyczki dla bezrobotnych bez bik kredyty bez bik oferty kredyt samochodowy bez biku chwilowki dla firm pozyczka bez dochodow

Anonymous (2013-05-20 16:46:06)

szybka gotowka bez zaswiadczen szybka kasa bez bik chwilowki pozyczki szybka pozyczka na dowod chwilowki tychy

Anonymous (2013-05-20 16:59:17)

firmy udzielajace pozyczek bik kredyt chwilowki warszawa bez bik kredyt bez zabezpieczen pozyczka bez bik-u

Anonymous (2013-05-20 17:26:50)

kredyty gotowkowe kalkulator kredyt bez sprawdzania w bik pozyczki pozabankowe lodz kredyty na oswiadczenie szybka chwilowka przez internet bez bik

Anonymous (2013-05-20 18:38:20)

kredyt bez bik wroclaw pozyczki pod weksel bez bik kredyt samochodowy szybkie chwilowki przez internet bez bik szybkie pozyczki pozabankowe

Anonymous (2013-05-20 19:07:05)

pozyczka bez krd kredyt dla emeryta kredyt dla firm na start szybka chwilowka przez internet chwilowki lodz

Anonymous (2013-05-20 19:22:49)

kredyt odnawialny firmy pozabankowe chwilowki kredyty gotowkowe pozyczki bez bik przez internet kredyt w 15 minut

Anonymous (2013-05-20 19:38:50)

pozyczki bez zdolnosci kredyt dla zadluzonych w bik kredyt dla firm kalkulator dobra pozyczka forum kredyty pozyczki bez bik

Anonymous (2013-05-20 19:54:28)

kredyty dla zadluzonych chwilowki wroclaw pozabankowa pozyczka pozyczki dla zadluzonych prywatne pozyczki gotowkowe

Anonymous (2013-05-20 20:10:13)

kredyty dla osob bez zdolnosci kredytowej chwilowki przez internet kredyt dla firm kalkulator prywatne pozyczki pozabankowe pozyczki bez bik na dowod

Anonymous (2013-05-20 20:25:52)

pozyczki gotowkowe pozabankowe pozyczka bez sprawdzania w bik kredyt samochodowy bez biku pozyczka bez sprawdzania w krd i bik kredyt bez zaswiadczen o zatrudnieniu

Anonymous (2013-05-20 20:56:05)

kredyty bez bik i krd kredyt samochodowy dla firm pozyczki bankowe bez bik pozyczka w providencie pozyczki bez zaswiadczen o zarobkach

Anonymous (2013-05-20 21:10:33)

pozyczki bez krd szybki kredyt przez internet pozyczka dla nowej firmy pozyczki bez bik lodz co to jest pozyczka

Anonymous (2013-05-20 21:24:19)

pozyczka bez zaswiadczen o zarobkach kredyty chwilowki kredyt bez zaswiadczenia o dochodach kredyty chwilowki przez internet pozyczki chwilowka

Anonymous (2013-05-20 21:38:19)

kredyt dla firm na start chwilowki przez sms kredyt na samochod kredyty wroclaw kredyt odnawialny

Anonymous (2013-05-20 21:53:01)

pozyczki online bez bik pozyczka bez bik lublin pozyczka dla rodziny kredyty gotowkowe kalkulator kredyt oddluzeniowy bez bik

Anonymous (2013-05-20 22:07:12)

kredyty dla ludzi w bik bez bik przez internet chwilowka dla bezrobotnych pozyczka bez zdolnosci kredytowej pozyczka dla nowych firm

Anonymous (2013-05-20 22:22:29)

gotowka bez bik kredyty chwilowki opinie ekspresowa pozyczka przez internet pozyczki bez krd i bik szybkie pozyczki online

Anonymous (2013-05-20 22:38:47)

kredyty dla firm poznan szybkie kredyty bez bik gdzie pozyczka bez bik instytucje pozabankowe udzielajace pozyczek pozyczki bez dochodow

Anonymous (2013-05-20 22:54:00)

kredyt w banku bez bik ekspresowa pozyczka bez bik kredyt dla firmy pilnie potrzebuje pozyczki bez bik kredyt gotowkowy przez internet

Anonymous (2013-05-20 23:08:14)

chwilowki ruda slaska kredyty bez bik dla zadluzonych chwilowki bez biku potrzebna pozyczka kredyty bez big

Anonymous (2013-05-20 23:22:20)

tani kredyt gotowkowy auto kredyt bez bik pozyczki bez biku chwilowki polska pozyczki bez formalnosci

Anonymous (2013-05-20 23:37:39)

szybka gotowka bez bik kredyt online kredyt bez bik poznan pozyczki dla firm bez zaswiadczen pozabankowe pozyczki bez bik

Anonymous (2013-05-20 23:52:55)

pilna pozyczka dla zadluzonych chwilowki krakow kredyty chwilowki przez internet chwilowki lublin 2000 bez bik

Anonymous (2013-05-21 00:08:00)

kredyty na dowod bez bik szybki kredyt bez bik przez internet chwilowka bez bik i krd przez internet pozyczki pozabankowe bez zaswiadczen sms kredyt

Anonymous (2013-05-21 00:22:51)

kredyt bez zabezpieczen chwilowki wroclaw kredyty dla osob w bik pozyczka gotowkowa przez internet szybki kredyt na dowod

Anonymous (2013-05-21 00:37:28)

pozyczki bez bik pozyczki prywatne wroclaw kredyt bez sprawdzania bik pozyczki sms bez bik kredyt dla nowych firm bez zabezpieczen

Anonymous (2013-05-21 00:52:14)

bez bik kredyt chwilowki lublin pozyczki dla bezrobotnych bez bik pozyczka konsolidacyjna kredyty bez bik dla zadluzonych

Anonymous (2013-05-21 01:07:53)

chwilowki przez internet pozyczki dla bezrobotnych bez bik chwilowki sms bez bik kredyt dla zadluzonych w bik chwilowka bez bik przez internet

Anonymous (2013-05-21 01:22:56)

kredyty forum kredyt dla firmy bez bik udziale pozyczki bik przez internet chwilowki dla osob z komornikiem

Anonymous (2013-05-21 01:53:13)

kredyt na oswiadczenie o dochodach chwilowki kredyty chwilowki bez big pozyczki w polsce chwilowka

Anonymous (2013-05-21 02:08:03)

pozyczki bez biku i zaswiadczen szybkie pozyczki bez zaswiadczen pozyczki pozabankowe prywatne szybki kredyt gotowkowy bez bik chwilowka polska

Anonymous (2013-05-21 02:23:32)

szybki kredyt bez bik i zaswiadczen kredyty gotowkowe bez zaswiadczen szybka pozyczka gotowkowa szybkie pozyczki od reki pozabankowe pozyczki bez bik opinie

Anonymous (2013-05-21 02:39:25)

kredyt bez bik udzielam pozyczki kredyt na oswiadczenie bez bik szybkie chwilowki bez zaswiadczen kredyt bez zaswiadczen o zarobkach

Anonymous (2013-05-21 02:54:50)

szybki kredyt bez zdolnosci kredytowej skok stefczyka bez bik pozyczki pozabankowe przez internet pozyczki bez bik -tablica bez big

Anonymous (2013-05-21 03:10:34)

kredyty oddluzeniowe pozyczka bez bik online szybka pozyczka pozabankowe kredyty chwilowki opinie pozyczka gotowkowa

Anonymous (2013-05-21 03:26:10)

pozyczki pozabankowe dla firm pozyczki od reki gdzie pozyczka bez bik bik przez internet pozyczka pozabankowa dla firm

Anonymous (2013-05-21 03:40:43)

pozyczki kredyty bez bik kredyty bez bik wroclaw chwilowki szczecin szybkie pozyczki online szybka pozyczka gotowkowa

Anonymous (2013-05-21 03:55:30)

pozyczka w providencie nowa chwilowka kredyt gotowkowy chwilowka bez krd chwilowka przez internet bez zaswiadczen

Anonymous (2013-05-22 11:12:47)

szybkie kredyty bez zaswiadczen pozyczki chwilowki bez bik bank bez biku kredyt na pit 11 chwilowka sms

Anonymous (2013-05-22 11:32:01)

kredyty dla zadluzonych pozyczki gotowkowe bez zaswiadczen chwilowka bez bik i krd chwilowki rzeszow szybkie pozyczki bez zaswiadczen

Anonymous (2013-05-22 11:51:36)

kredyty z komornikiem szybka chwilowka online kredyty pozabankowe przez internet finan pozyczki szybka pozyczka od reki bez bik

Anonymous (2013-05-22 12:11:33)

pozyczki dla firm bez zaswiadczen chwilowki bez bik i zaswiadczen lista firm chwilowki szybki kredyt przez internet bez bik pozyczka na oswiadczenie

Anonymous (2013-05-22 12:51:53)

ekspresowa pozyczka przez internet prywatne porzyczki pozyczka na dowod bez zaswiadczen bez bik pozyczka tylko na dowod pozyczka bez krd

Anonymous (2013-05-22 13:50:32)

pozyczka sms szybki kredyt na dowod szybka pozyczka bez zaswiadczen pozyczki bez bik i krd nowa pozyczka

Anonymous (2013-05-22 14:09:29)

ekspresowa pozyczka bez bik kredyt bez bik w banku ekspresowa pozyczka przez internet pozyczka poza bankowa kredyty bez zaswiadczen

Anonymous (2013-05-22 14:28:56)

szybkie kredyty przez internet lista firm chwilowki kredyt z komornikiem chwilowki warszawa kredyt na dowod bez bik

Anonymous (2013-05-22 14:47:32)

chwilowki katowice kredyty bez bik przez internet szybkie pozyczki gotowkowe kredyt na dowod bez zaswiadczen szybka pozyczka bez bik forum

Anonymous (2013-05-22 15:23:18)

szybka pozyczka poznan chwilowki przez internet bez bik pozyczka przez internet bez bik pozyczki bez bik szybkie chwilowki bez biku

Anonymous (2013-05-22 15:40:49)

pozyczki na oswiadczenie pozyczka gotowkowa bez bik chwilowki gorzow wlkp kredyt dla firm kalkulator pozyczki przez internet bez bik

Anonymous (2013-05-22 15:57:49)

kredyty chwilowki bez bik pozyczka bez bik i zaswiadczen chwilowka polska prywatna pozyczka pozyczka bez biku i zaswiadczen

Anonymous (2013-05-22 16:51:50)

pozyczki chwilowki bez bik kredyty bez bik pozyczki bocian szybka pozyczka dla firm kredyty gotowkowe chwilowki

Anonymous (2013-05-22 17:10:15)

kredyty bez splata pozyczki szybkie pozyczki chwilowki pozyczki pozabankowe prywatne bez biku

Anonymous (2013-05-22 17:47:07)

pozyczka bez bik forum kredyt dla zadluzonych kredyt samochodowy bez bik i zaswiadczen kredyt dla firmy bez bik prywatne pozyczki

Anonymous (2013-05-22 18:05:28)

pozyczki bez bik kielce kredyt gotowkowy kalkulator pozyczki pod weksel bez bik chwilowki bez biku i krd pozyczka bez bik i krd

Anonymous (2013-05-22 18:24:07)

kredyty bez bik i krd najlepszy kredyt pozyczki bez bik dla firm prywatne pozyczki pod weksel kredyt bez bik dla firm

Anonymous (2013-05-22 18:43:15)

pozyczki bez zaswiadczen i bik kredyt na samochod bez bik kredyty samochodowe kredyt bez bik krd pozyczka bez zaswiadczen o zarobkach

Anonymous (2013-05-22 19:03:27)

pozyczka pozyczka przez internet pozyczka bez bik poznan pozyczka online pozyczka bez bik lodz

Anonymous (2013-05-22 19:23:01)

pozyczka bez bik krd kredyt dla emerytow dam kredyt prywatnie prywatne pozyczki kredyty samochodowe bez bik

Anonymous (2013-05-22 19:42:22)

tanie kredyty bez zaswiadczen pozyczki bez bik krakow wygodna pozyczka kredyty bez sprawdzania bik kredyty zielona gora

Anonymous (2013-05-22 20:02:09)

pozyczka poza bankowa kredyty bez kredyt samochodowy kalkulator udzielam pozyczki kredyt bez historii kredytowej

Anonymous (2013-05-22 20:22:13)

dla zadluzonych kredyty konsolidacyjne bez bik kredyty bez bik dla zadluzonych pozyczka bez poreczycieli kredyt rybnik

Anonymous (2013-05-22 20:44:22)

pozyczka gotowkowa przez internet chwilowki kielce kredyty bez krd pomoc kredytowa bez bik kredyt bez zaswiadczen o zatrudnieniu

Anonymous (2013-05-22 21:07:32)

kredyt dla firmy bez bik optima kredyty pozyczka porzyczka na dowod bajeczna pozyczka

Anonymous (2013-05-22 21:30:17)

kredyt bez zatrudnienia szybkie kredyty przez internet pozyczki bez zabezpiezen kredyt przez telefon pozyczki bez

Anonymous (2013-05-22 21:52:40)

szybkie kredyty chwilowki pozyczka szybka pozyczka bez bik-u szybka pozyczka na dowod kredyty gotowkowe chwilowki

Anonymous (2013-05-22 22:13:32)

szybki kredyt gotowkowy pozyczki dla nowych firm kredyt dla firm bez zabezpiezen szybkie pozyczki bez bik i krd pozyczki bez bik lublin

Anonymous (2013-05-22 22:34:20)

tani kredyt bez zaswiadczen kredyty prywatne bez bik pozyczki online bez bik szybka pozyczka bez bik i krd kredyt a pozyczka

Anonymous (2013-05-22 22:55:21)

pozyczki bez zaswiadczen najlepszy kredyt szybka gotowka bez zaswiadczen kredyty gotowkowe bez zaswiadczen pozyczka na juz

Anonymous (2013-05-22 23:54:09)

chwilowka bez krd szybkie chwilowki przez internet chwilowki z komornikiem porzyczka bez bik szybka pozyczka przez internet bez bik

Anonymous (2013-05-23 00:13:40)

dam kredyt prywatnie kredyt bez bik i zaswiadczen chwilowki bez biku przez internet pozyczki pozabankowe bez bik kredyt firmy

Anonymous (2013-05-23 00:33:49)

kredyt od reki bez bik kredyt pozyczka bez formalnosci pozyczki na oswiadczenie pozyczki bez bik wroclaw

Anonymous (2013-05-23 00:56:15)

najlepsze kredyty gotowkowe pozyczka chwilowka bez bik przez internet kredyt pozabankowy dla firm kredyt od reki bez bik pozyczka chwilowka przez internet

Anonymous (2013-05-23 01:22:51)

kredyt poznan pozyczka na dowod bez bik pozyczki bez bik i zaswiadczen kredyt gotowkowy kalkulator pozyczki online

Anonymous (2013-05-23 01:48:12)

kredyty bez biku 130612 pozyczka od zaraz bez bik tanie kredyty bez zaswiadczen pozyczki bez bik szczecin chwilowki sms bez bik

Anonymous (2013-05-23 02:12:10)

pozyczki bez bik forum trudne kredyty dobre pozyczki bez bik kredyt bez zaswiadczen o zatrudnieniu kredyt dla emeryta

Anonymous (2013-05-23 02:53:38)

kredyty przez internet chwilowka od reki kredyt z bik chwilowki rzeszow pozyczki bez zaswiadczen o zarobkach

Anonymous (2013-05-23 03:11:43)

kredyt chwilowka przez internet najtanszy kredyt gotowkowy kredyty konsolidacyjne bez bik kredyt dla firm wroclaw pozyczki dla firm bez bik

Anonymous (2013-05-23 03:29:46)

chwilowki internet kredyt chwilowka przez internet chwilowka internet szybkie pozyczki online porzyczka bez bik

Anonymous (2013-05-23 04:25:43)

pozyczki pozabankowe bez bik i krd pozyczka bez bik krakow szybkie kredyty bez zaswiadczen kredyt bez zdolnosci kredytowych kredyt bez dochodu

Anonymous (2013-05-23 04:46:46)

szybka pozyczka bez bik i zaswiadczen tanie pozyczki bez bik kredyty bez bik lodz banki bez sprawdzania w biku szybki kredyt dla firm bez zaswiadczen

Anonymous (2013-05-23 06:09:52)

bocian kredyty kredyt dla osob z komornikiem kredyt przez internet chwilowki kredyt kredyt na telefon

Anonymous (2013-05-23 06:32:15)

pozyczka tylko na dowod kredyt bez zaswiadczenia pozyczki bez bik krd chwilowki walbrzych chwilowka przez internet bez zaswiadczen

Anonymous (2013-05-23 06:53:24)

pogotowie gotowkowe pozyczki dla zadluzonych przez internet pozyczki na dowod bez zaswiadczen pozyczki prywatne bez bik kredyt na dowolny cel

Anonymous (2013-05-23 07:13:28)

pozyczki na telefon tani kredyt pozyczki pozabankowe banki dla zadluzonych kredyt bez biku i zaswiadczen

Anonymous (2013-05-23 07:32:09)

pomoc dla zadluzonych pozyczka chwilowka bez bik przez internet kredyt oddluzeniowy kredyty na splate komornika pozyczki pozabankowe forum

Anonymous (2013-05-23 08:09:51)

pozyczka chwilowka bez bik kredyt dla firm rozpoczynajacych dzialalnosc chwilowki ruda slaska pozyczki bez bik kielce wygodna pozyczka

Anonymous (2013-05-23 08:48:35)

pozyczki na splate komornika pozyczki bez bik forum kredyt bez bik i krd pozyczka online bez bik kredyt bez bik bydgoszcz

Anonymous (2013-05-23 09:07:12)

kredyt bez krd bez zaswiadczen banki bez biku pozyczki bez bik szczecin bez krd

Anonymous (2013-05-23 09:26:18)

szybkie pozyczki na dowod udziele pozyczki szybka pozyczka pozabankowa wygodna pozyczka kredyty bez bik wroclaw

Anonymous (2013-05-23 09:45:12)

kredyty oddluzeniowe bez bik szybkie pozyczki dla zadluzonych pozyczki bez bik krd kredyt na dowod bez bik kredyt bez historii kredytowej

Anonymous (2013-05-23 10:04:10)

kredyt chwilowka kredyt samochodowy bez biku pozyczka dla rodziny kredyt bez bik-u kredyty bez bik-u

Anonymous (2013-05-23 10:22:56)

kredyty pozabankowe pod weksel pozyczki ekspresowe kredyt bez bik i krd pozyczka na dowod kredyt samochodowy bez bik

Anonymous (2013-05-23 11:03:02)

chwilowki bez bik katowice pozyczka na dowod bez zaswiadczen bez bik oferty pozyczek pozabankowych szybki kredyt przez internet bez bik chwilowki bez big

Anonymous (2013-05-23 11:22:53)

trudne kredyty kredyty gotowkowe kalkulator szybka kasa bez bik bez bik krd pozyczka na telefon

Anonymous (2013-05-23 11:41:44)

kredyt dla kazdego kredyt polski tani kredyt gotowkowy kredyt z komornikiem bez bik pilnie potrzebuje pozyczki

Anonymous (2013-05-23 12:19:29)

pozyczki bez zaswiadczen i bik prywatne pozyczki kredyty chwilowki bez bik wroclaw kredyt dla emerytow bez krd

Anonymous (2013-05-23 12:37:27)

kredyt w 15 minut kredyty bez sprawdzania w bazie bik pozyczki bez zdolnosci kredytowej szybka pozyczka bez bik przez internet pozyczka dla firm

Anonymous (2013-05-23 12:56:02)

instytucje udzielajace pozyczek pozyczka prywatna tani kredyt gotowkowy kredyty gotowkowe kalkulator kredyt dla firmy bez bik

Anonymous (2013-05-23 13:31:32)

kredyty chwilowki bez bik kredyt samochodowy kalkulator dobra pozyczka bez bik kredyty z komornikiem i bik kredyt na firme

Anonymous (2013-05-23 13:49:38)

pozyczki bez bik krakow szybkie pozyczki bez biku kredyt samochodowy bez bik i krd pozyczki pod zastaw pozyczka pozabankowa oferty

Anonymous (2013-05-23 14:07:57)

kredyty bydgoszcz bocian pozyczki pozyczki bez bik lodz pozyczka dla bezrobotnych kredyt dla firmy

Anonymous (2013-05-23 14:26:07)

kredyt przez internet na dowod chwilowka pozyczka pozyczki pozabankowe bez zaswiadczen db kredyt pozyczka chwilowka warszawa

Anonymous (2013-05-23 14:44:21)

chwilowki opole szybkie pozyczki na dowod pozyczka prywatna bez bik kredyt samochodowy bez bik i zaswiadczen kredyty pozabankowe dla firm

Anonymous (2013-05-23 15:01:26)

chwilowki bez bik katowice pozyczki bez bik i zaswiadczen chwilowki bytom chwilowka dla firm kredyt bez zdolnosci kredytowej

Anonymous (2013-05-23 15:20:03)

kredyt samochodowy pozyczki bez bik kielce kredyty pozyczki pozyczki na oswiadczenie

Anonymous (2013-05-23 15:43:43)

prywatne pozyczki pod weksel bez bik pozyczki pod zastaw nieruchomosci bez bik kredyty dla emerytow pozyczki chwilowki przez internet bez bik kredyt bez bik gdansk

Anonymous (2013-05-23 17:00:07)

pozyczka chwilowka bez bik przez internet karty kredytowe bez bik kredyty bez bik-u pogotowie kredytowe bez bik chwilowki bez biku

Anonymous (2013-05-23 17:23:13)

pozyczka gotowkowa przez internet kredyty na oswiadczenie szybki pozyczki chwilowki gdansk szybka kasa bez bik

Anonymous (2013-05-23 17:45:19)

pozyczki pozabankowe forum oferta pozyczki pozyczki dla firm bez zaswiadczen chwilowki przez internet bez biku dla zadluzonych

Anonymous (2013-05-23 18:07:34)

kredyty bez pozyczka przez internet bez bik kredyty bez pozyczki dla zadluzonych bez bik szybka pozyczka pozabankowa

Anonymous (2013-05-23 18:30:44)

kredyt w pozyczka na dowod bez zaswiadczen bez bik kredyt na start dla firm kredyty dla ludzi w bik szybki kredyt gotowkowy

Anonymous (2013-05-23 18:53:01)

kredyt oddluzeniowy szybka pozyczka poznan kredyt dla firm bez zabezpieczen kredyt bez poreczycieli firmy pozabankowe udzielajace pozyczek

Anonymous (2013-05-23 19:13:58)

pozyczka online bez bik i zaswiadczen kredyt bez krd i bik pozyczka w rodzinie kredyt bez bik na dowod

Anonymous (2013-05-23 19:37:40)

bez biku pozyczki kredyt na sms szybka gotowka bez zaswiadczen kredyt gotowkowy bez bik szybka pozyczka bez bik forum

Anonymous (2013-05-23 19:58:20)

szybka pozyczka od reki bez bik chwilowka kredyty szybkie pozyczki bez zaswiadczen kredyty bez krd najlepsze chwilowki

Anonymous (2013-05-23 20:19:40)

kredyty chwilowki kredyt prywatny bez bik kredyty chwilowki pozyczka bez bik forum pozyczki bez biku

Anonymous (2013-05-23 20:42:10)

pozyczki dla zadluzonych z komornikiem szybkie pozyczki bez zaswiadczen kredyt bez krd i bik kredyt oddluzeniowy pozyczka w providencie

Anonymous (2013-05-23 21:24:01)

sms kredyt pozyczka bez bik dla firm chwilowki warszawa pozyczki bez zabezpieczen kredyt bez formalnosci

Anonymous (2013-05-23 21:49:20)

szybki kredyt gotowkowy bez bik kredyt bez biku chwilowki tychy szybka gotowka bez bik kredyt bez sprawdzania

Anonymous (2013-05-23 22:13:24)

trudne kredyty z komornikiem dobry kredyt bez biku szybki kredyt na dowod szybkie kredyty dla zadluzonych prywatne porzyczki

Anonymous (2013-05-23 22:34:09)

kredyt bez zaswiadczen o dochodach pozyczka pozabankowa bez bik kredyt bez bik przez internet chwilowki polska kredyt chwilowka przez internet

Anonymous (2013-05-23 22:54:37)

pozyczek kredyt bez sprawdzania zdolnosci kredytowej pozyczka na dowod bez bik kredyt na dowod bez bik szybka pozyczka bez zaswiadczen

Anonymous (2013-05-23 23:17:47)

tanie kredyty pozyczki pozabankowe dla firm chwilowki krakow kredyt samochodowy kalkulator chwilowka warszawa

Anonymous (2013-05-24 00:00:58)

pozyczka na tak bez zaswiadczen kredyt dla firm kredyt bez formalnosci chwilowki na dowod

Anonymous (2013-05-24 00:22:34)

pozyczki spolecznosciowe pozyczki on line szybkie pozyczki bez bik i krd pozyczka pozabankowa bez bik przez internet pozyczka pod weksel

Anonymous (2013-05-24 00:42:57)

kredyt dla zadluzonych pozyczka dla firm bez zaswiadczen kredyt gotowkowy kalkulator pozyczki bez bik-u pozyczka w providencie

Anonymous (2013-05-24 01:03:13)

pozyczki bez bik dla firm szybka pozyczka bez sprawdzania w bik pozyczka bez bik warszawa kredyt konsolidacyjny bez hipoteki szybkie porzyczki

Anonymous (2013-05-24 01:25:12)

chwilowki bez big pozyczka bez bik-u ekspresowa pozyczka przez internet pozyczki pozabankowe gotowkowe oferty pozyczek pozabankowych

Anonymous (2013-05-24 01:49:10)

kredyt dla firm kalkulator chwilowki kredyty pozyczki gotowkowe pozabankowe kredyt bez zarobkow kredyty dla zadluzonych firm

Anonymous (2013-05-24 02:53:04)

kredyt na dowod bez zaswiadczen pozyczka bez biku kredyt gotowkowy przez internet chwilowki kredyty bez bik kredyt dla bezrobotnych

Anonymous (2013-05-24 03:13:03)

na dowod kredyty dla emerytow chwilowka kredyt pozyczka chwilowka warszawa chwilowka bez bik przez internet

Anonymous (2013-05-24 03:34:42)

pozyczka chwilowka przez internet kredyty prywatne szybka pozyczka pozabankowa bez bik kredyt sms kredyty bez zaswiadczen o zatrudnieniu

Anonymous (2013-05-24 03:54:59)

pozyczka pod weksel pozyczka bez biku szybkie pozyczki dla zadluzonych kredyty dla kredyt bez bik i zaswiadczen

Anonymous (2013-05-24 04:15:07)

pozyczki bez zaswiadczen i bik chwilowka bez zaswiadczen pozyczki bez bik kredyt przez telefon tanie kredyty bez bik

Anonymous (2013-05-24 04:35:22)

szybka pozyczka od reki udzielam pozyczki szybkie pozyczki przez internet bez bik kredyt a pozyczka pozyczki przez internet

Anonymous (2013-05-24 04:54:01)

pozyczka przez internet bez bik i krd gdzie kredyt bez bik kredyt bez bik krakow najlepsze kredyty gotowkowe pozyczka

gotowkowa bez bik

Anonymous (2013-05-24 05:14:01)

pozyczka sms kredyty bez zaswiadczen o dochodach pozyczki pod zastaw nieruchomosci bez bik chwilowki gorzow wlkp instytucje pozabankowe kredyty

Anonymous (2013-05-24 05:34:11)

kredyt dla firm bez zaswiadczen pozyczka dla firm kredyt samochodowy pomoc dla zadluzonych banki dla zadluzonych

Anonymous (2013-05-24 05:55:48)

chwilowki warszawa bez bik kredyt polska bez zaswiadczen db kredyt kredyty hipoteczne bez bik

Anonymous (2013-05-24 06:16:55)

tanie pozyczki bez bik pozyczka pozabankowa z komornikiem szybkie pozyczki bez bik i krd kredyt w chwilowki bez biku

Anonymous (2013-05-24 06:36:37)

szybki kredyt przez internet bez bik dobry kredyt bez bik kredyt bez biku pozyczki ekspresowe kredyt bez krd i bik

Anonymous (2013-05-24 06:56:19)

kredyt bez bik gdansk pozyczki spolecznosciowe kredyt bez dochodu tanie kredyty kredyt na start dla firm

Anonymous (2013-05-24 07:18:15)

szybkie kredyty bez bik pozyczka na oswiadczenie bez bik pozyczki bez formalnosci chwilowki tychy pozyczki chwilowka

Anonymous (2013-05-24 08:01:17)

chwilowki bez bik katowice chwilowki bez bik i krd przez internet pozyczka na splate komornika chwilowka bez biku kredyt czy pozyczka

Anonymous (2013-05-24 09:46:29)

kredyt na weksel tanie kredyty bez bik kredyt samochodowy bez bik i krd chwilowki bez bik pozyczki bez zaswiadczen na dowod

Anonymous (2013-05-24 10:29:10)

szybka pozyczka online bik a krd pozyczka dla zadluzonych bez bik szybki kredyt bez bik kredyt dla firm rozpoczynajacych dzialalnosc

Anonymous (2013-05-24 11:12:54)

kredyt na dowod osobisty kredyty pozabankowe kredyt oddluzeniowy bez bik kredyt bez krd i bik profi kredyt

Anonymous (2013-05-24 11:33:55)

pozyczka pozabankowa bez bik kredyty dla zadluzonych z komornikiem chwilowki bez bik przez internet bez biku pozyczki chwilowki bez bik przez internet

Anonymous (2013-05-24 11:55:33)

pozyczki gotowkowe bez bik pozyczka sms chwilowki przez internet bez bik pozyczka dla firm bez bik szybki kredyt bez zdolnosci

Anonymous (2013-05-24 13:02:10)

pozyczki na dowod bez bik pozyczka dla zadluzonych kredyt na firme prywatne pozyczki pod weksel bez bik szybkie kredyty pozabankowe

Anonymous (2013-05-24 13:24:25)

pozyczka bez zaswiadczen kredyty bez zaswiadczen o zatrudnieniu kredyt na firme pozyczki poznan sms pozyczka bez bik

Anonymous (2013-05-24 13:47:34)

kredyty gotowkowe chwilowki chwilowki przez sms pozyczki bez bik bydgoszcz kredyty dla firm bez biku kredyty dla firm na oswiadczenie

Anonymous (2013-05-24 14:09:08)

bez bik i krd chwilowka kredyt kredyty dla zadluzonych w bik pozyczki pozabankowe forum pozyczka tylko na dowod

Anonymous (2013-05-24 14:28:36)

tanie kredyty chwilowki sms pozyczka bez bik kredyty na dowod bez bik gotowkowa pozyczka

Anonymous (2013-05-24 14:48:40)

prywatne pozyczki bez zabezpieczen kredyty przez internet kredyty bez biku i zaswiadczen kredyt samochodowy pozyczki chwilowka

Anonymous (2013-05-24 15:09:30)

kredyty bez bik oferty pozyczki bez zabezpieczen pozyczka dla firm pozyczka bez biku szybki kredyt dla zadluzonych

Anonymous (2013-05-24 15:30:06)

kredyt dla firm na oswiadczenie chwilowka na telefon chwilowka dla firm chwilowki bez bik wroclaw chwilowki

Anonymous (2013-05-24 15:50:48)

pozyczki expresowe pozyczka bez bik krakow chwilowki dla zadluzonych kredyt na samochod kredyt dla zadluzonych bez bik

Anonymous (2013-05-24 16:10:37)

pozyczki pozabankowe poznan kredyty hipoteczne pozyczki pod zastaw nieruchomosci bez bik pozyczki on line kredyty samochodowe

Anonymous (2013-05-24 16:54:35)

kredyt online bez zaswiadczen pozyczki w polsce pozyczka pozabankowa oferty kredyty bez bik lodz pozyczka bez zaswiadczen przez internet

Anonymous (2013-05-24 17:20:22)

kredyt przez internet pozyczki pozabankowe oferty kredyt na motocykl kredyty gotowkowe banki dla zadluzonych

Anonymous (2013-05-24 17:42:40)

kredyty i pozyczki bez bik pozyczki bez sprawdzania bik kredyt konsolidacyjny bez hipoteki pozyczki bez biku i zaswiadczen szybkie chwilowki

Anonymous (2013-05-24 18:03:17)

pozyczka hipoteczna kredyt dla zadluzonych z komornikiem pozyczki bankowe bez bik kredyt w banku bez bik pozyczki dla bezrobotnych bez bik

Anonymous (2013-05-24 18:43:30)

trudne kredyty bez bik chwilowki pozabankowe przez internet pozyczki dla firm bez zaswiadczen prywatne pozyczki bez bik kredyt pozyczka

Anonymous (2013-05-24 19:22:05)

2000 bez bik sms kredyt kredyt pozabankowy dla firm kredyt on line bez bik co to jest pozyczka

Anonymous (2013-05-24 19:41:12)

pozyczka bez bik lublin kredyty bez zaswiadczen kredyt bez sprawdzania bik chwilowki bydgoszcz chwilowki dla zadluzonych

Anonymous (2013-05-24 20:01:40)

tanie kredyty bez zaswiadczen pozyczki prywatne szybkie kredyty przez internet kredyt bez bik bydgoszcz najlepsze chwilowki

Anonymous (2013-05-24 20:21:12)

pozyczka z komornikiem kredyty bez bik i zaswiadczen dla zadluzonych bocian kredyty prywatne pozyczki pozabankowe

Anonymous (2013-05-24 20:41:31)

szybkie chwilowki bez biku pozyczki z komornikiem pozyczki i kredyty pozyczki pozabankowe bez bik kredyty bez bik dla zadluzonych

Anonymous (2013-05-24 21:01:00)

ogloszenia kredyt bez bik kredyt przez internet szybkie pozyczki chwilowki pozyczki internet szybkie kredyty dla zadluzonych

Anonymous (2013-05-24 21:42:45)

prywatne pozyczki bez bik pilnie potrzebuje pozyczki kredyty dla tanie kredyty bez zaswiadczen pozyczki dla firm bez zaswiadczen

Anonymous (2013-05-24 22:03:51)

pozyczki internet kredyty chwilowka chwilowka polska pozyczki bez bik-u sms pozyczka bez bik

Anonymous (2013-05-24 22:23:55)

szybkie kredyty bez bik pozyczki pozabankowe przez internet chwilowki bez bik poznan chwilowka kredyty szybkie porzyczki

Anonymous (2013-05-24 22:44:08)

szybkie kredyty gotowkowe bez bik gdzie pozyczyc pieniadze bez bik pozyczki prywatne wroclaw udziele pozyczki kredyt dla firm kalkulator

Anonymous (2013-05-24 23:05:38)

www pozyczki bez bik chwilowki zielona gora pozyczka konsolidacyjna chwilowki pozyczki pozyczki gotowkowe bez biku

Anonymous (2013-05-24 23:26:12)

pozyczki ekspresowe pozyczka na weksel pozyczki dla firm bez zaswiadczen pozyczki dla firm kredyt bez bik krd

Anonymous (2013-05-24 23:29:13)

Hearst Magazines Chair Cathie Black will in all likelihood be the first to experience this revolutionary new fleshlight texture.

Anonymous (2013-05-24 23:47:34)

ekspresowa pozyczka bez bik dla zadluzonych kredyt sms bez bik pozyczki dla firm bez zaswiadczen kredyt bez bik warszawa

Anonymous (2013-05-25 00:10:14)

szybka pozyczka sms kredyty i pozyczki bez bik kredyty dla osob w bik kredyt dla nowo powstalej firmy chwilowki gorzow wlkp

Anonymous (2013-05-25 00:32:59)

szybkie pozyczki prywatne pozyczka bez bik kredyty dla kredyty gotowkowe chwilowki kredyt czy pozyczka

Anonymous (2013-05-25 00:53:00)

pozyczka na dowod kredyt na splate komornika pozyczki bez bik gdansk chwilowka od reki firmy pozabankowe

Anonymous (2013-05-25 01:14:48)

pozyczki dla nowych firm firmy pozabankowe udzielajace pozyczek szybka pozyczka gotowkowa chwilowki kredyt szybkie porzyczki

Anonymous (2013-05-25 01:37:18)

pozyczki prywatne pod weksel kredyty pozyczki kredyt dla nowo powstalych firm ekspresowe pozyczki bez bik szybka chwilowka bez zaswiadczen

Anonymous (2013-05-25 01:56:27)

skok bez bik chwilowki bez bik i krd kredyt polski chwilowka na telefon kredyty oddluzeniowe

Anonymous (2013-05-25 02:18:17)

pozyczki pozabankowe bez bik szybkie pozyczki kredyt poznan kredyt dla emeryta pozyczki bez dochodow

Anonymous (2013-05-25 02:37:53)

pozyczka szybka pozyczki bez biku i zaswiadczen pozyczki dla firm bez bik kredyty samochodowe

Anonymous (2013-05-25 02:58:33)

kredyt polski kredyt bez zaswiadczen o zarobkach kredyty bez biku 130612 pozyczka gotowkowa bez bik i zaswiadczen pozyczka dla firm bez bik

Anonymous (2013-05-25 03:40:32)

chwilowki bez biku i krd prywatna pozyczka pozyczek kredyt dla nowych firm kredyt bez bik

Anonymous (2013-05-25 04:01:24)

kredyty chwilowka pozyczka pozabankowa bez bik kredyt internet kredyt dla nowych firm bez bik chwilowka na dowod

Anonymous (2013-05-25 04:22:28)

pozyczka od reki bez zaswiadczen kredyt bez poreczycieli kredyt gotowkowy bez bik zaswiadczen kredyt kredyty z komornikiem i bik

Anonymous (2013-05-25 04:43:44)

kredyt bez zaswiadczenia o dochodach chwilowki dla zadluzonych chwilowki bez bik wroclaw pozyczki sms bez bik szybkie chwilowki przez internet bez bik

Anonymous (2013-05-25 05:27:48)

chwilowki sms bez bik chwilowka bez bik przez internet leasing bez bik prywatne pozyczki kredyty dobra pozyczka

Anonymous (2013-05-25 05:48:42)

blyskawiczna pozyczka pozyczka gotowkowa bez bik optima pozyczki chwilowki kredyty gotowkowe pozyczki bez bik lublin

Anonymous (2013-05-25 06:50:50)

prometeusz kredyty kredyty bez bik dla zadluzonych kredyt rybnik kredyty bez bik oferty pozyczka bez zaswiadczen o zarobkach

Anonymous (2013-05-25 07:10:15)

szybka pozyczka przez internet bez bik pozyczki prywatne bez bik polska pozyczka kredyt obrotowy dla firm pozyczki chwilowki bydgoszcz

Anonymous (2013-05-25 07:30:08)

kredyty na dowod osobisty pozyczki bez biku kredyt bez sprawdzania pozyczki on line kredyty poza bankowe

Anonymous (2013-05-25 07:50:07)

szybkie pozyczki na dowod konsolidacja bez biku chwilowki gliwice chwilowki bez biku i krd trudne kredyty

Anonymous (2013-05-25 08:11:14)

kredyt na auto bez bik kredyty dla zadluzonych w bik kredyt samochodowy bez biku pozyczki najlepsze kredyty gotowkowe

Anonymous (2013-05-25 08:32:24)

chwilowki warszawa pilna pozyczka bez bik szybka gotowka bez zaswiadczen szybka pozyczka bez bik szybka pozyczka bez bik przez internet

Anonymous (2013-05-25 08:53:05)

porzyczka na dowod prywatne pozyczki bez zabezpieczen kredyt studencki dobra pozyczka opinie pozyczka na oswiadczenie

Anonymous (2013-05-25 09:14:28)

kredyty pozyczki chwilowki kredyt w 15 minut pozyczki bez bik poznan kredyty i pozyczki bez bik chwilowki opole

Anonymous (2013-05-25 09:36:30)

kredyty bez zaswiadczen i bez bik kredyt online bez zaswiadczen kredyt bez bik kredyty i pozyczki bez bik firmy pozabankowe udzielajace pozyczek

Anonymous (2013-05-25 09:59:26)

konsolidacja dla zadluzonych kredyty pozyczki bez bik kredyt dla zadluzonych pilnie potrzebuje pozyczki bez bik pozyczki bez zdolnosc

Anonymous (2013-05-25 10:21:23)

pozyczki spolecznosciowe kredyty z komornikiem pozyczka z komornikiem pozyczki bez formalnosc szybkie pozyczki dla zadluzonych

Anonymous (2013-05-25 10:43:33)

pozyczka bez bik lublin chwilowka bez bik i krd kredyt z komornikiem pozyczka z komornikiem porzyczki bez bik

Anonymous (2013-05-25 11:25:28)

kredyty i pozyczki gotowkowe pozyczka bez sprawdzania w krd i bik pozyczka sms bez bik chwilowki kielce pozyczki bez krd i bik

Anonymous (2013-05-25 11:44:32)

skok stefczyka bez bik kredyt na pit 11 pilna pozyczka bez bik kredyt bez dochodow kredyty chwilowki bez bik

Anonymous (2013-05-25 12:46:58)

kredyt bez bik i zaswiadczen bez big ogłoszenia kredyty bez zaswiadczen pozyczki na splate komornika pozyczki bez bik lublin

Anonymous (2013-05-25 17:37:54)

pozyczki gotowkowe pozabankowe kredyt na pit 11 tanie pozyczki bez bik najtanszy kredyt gotowkowy kredyt na telefon

Anonymous (2013-05-25 17:59:05)

szybka pozyczka bez bik przez internet pozyczki dla bezrobotnych kredyty bez bik lodz pozyczka kredyt hipoteczny bez bik

Anonymous (2013-05-25 18:41:20)

chwilowki na dowod kredyt obrotowy kredyt bez historii kredytowej pozyczki pozabankowe gotowkowe kredyt samochodowy bez biku

Anonymous (2013-05-25 19:02:26)

kredyty bez bik i zaswiadczen szybka pozyczka bez bik forum pozyczka na pozyczki na dowod bez bik pozabankowe pozyczki

Anonymous (2013-05-25 19:48:06)

kredyt bez zaswiadczen o dochodach chwilowki lodz pozyczki prywatne przez internet pozyczki dla osob z komornikiem kredyt w banku bez bik

Anonymous (2013-05-25 20:59:59)

chwilowka online szybka chwilowka przez internet bez bik szybka pozyczka poznan szybkie kredyty chwilowki kredyt dla nowych firm bez bik

Anonymous (2013-05-25 22:52:35)

kredyt konsolidacyjny kredyty na dowod kredyty przez internet kredyt oddluzeniowy pozyczki na splate komornika

Anonymous (2013-05-26 01:59:11)

kredyt na dowod bez bik potrzebna pozyczka pozyczki bankowe bez bik najtanszy kredyt gotowkowy pozyczki i kredyty

Anonymous (2013-05-26 03:52:59)

kredyty dla szybka pozyczka bez bik i krd pozyczka bez dochodu kredyty bez bik i zaswiadczen kredyty bez bik poznan

Anonymous (2013-05-26 05:00:14)

pozyczka bez formalnosci chwilowki kredyt samochodowy bez biku kredyty pozabankowe bez bik sms kredyt bez bik

Anonymous (2013-05-26 06:50:17)

pozyczki szybkie kredyt bez zaswiadczen o zatrudnieniu szybki kredyt przez internet bez bik chwilowka online chwilowka przez internet bez bik

Anonymous (2013-05-26 07:55:32)

chwilowki bydgoszcz pozyczki chwilowka chwilowki z komornikiem chwilowka bez bik www.kredyty.bez.bik

Anonymous (2013-05-26 08:38:15)

kredyty i pozyczki pozabankowe pozyczki expresowe pozyczki pod weksel bez bik pozabankowe pozyczki bez bik opinie kredyt dla nowych firm bez zabezpieczen

Anonymous (2013-05-26 09:43:27)

banki bez sprawdzania w bik najlepsze kredyty gotowkowe bez bik i krd kredyt bez zaswiadczen o zatrudnieniu pozyczki pozabankowe oferty

Anonymous (2013-05-26 11:52:46)

kredyt online bez zaswiadczen pozyczki bez zdolnosci pozyczki bankowe bez bik chwilowka bez krd kredyt oddluzeniowy

Anonymous (2013-05-26 12:52:30)

pozyczki bankowe bez bik pozyczka pod hipoteke chwilowki bez bik przez internet kredyt konsolidacyjny bez bik najlepsze kredyty dla firm

Anonymous (2013-05-26 13:53:34)

kredyt bez bik krd kredyt dla firm bez zabezpieczen pozyczka w polsce kredyt pozyczka ogłoszenia kredyt bez bik

Anonymous (2013-05-26 14:52:12)

kredyt bez sprawdzania zdolnosci kredytowej szybkie pozyczki bez bik przez internet kredyty bez zaswiadczen o dochodach kredyt konsolidacyjny szybka pozyczka poznan

Anonymous (2013-05-26 15:53:34)

kredyt dla firm rozpoczynajacych dzialalnosc kredyt na sms pozyczka bez kredyty hipoteczne bez bik szybkie kredyty dla zadluzonych

Anonymous (2013-05-26 16:53:02)

pozyczki przez internet bez bik kredyt bez zaswiadczen o zarobkach chwilowki wspolpraca kredyty na dowod osobisty pozyczka dla zadluzonych bez bik

Anonymous (2013-05-26 17:31:34)

kredyt obrotowy dla firm pozyczki bez krd i bik pozyczki chwilowki bydgoszcz szybka chwilowka bez bik pozyczki na splate komornika

Anonymous (2013-05-26 17:50:28)

kredyt dla firm bez bik pilnie potrzebuje pozyczki pozyczki bez szybka pozyczka prywatna szybka pozyczka od reki

Anonymous (2013-05-26 18:52:35)

kredyt bez zaswiadczenia o dochodach szybkie kredyty bez bik szybkie pozyczki bez bik i krd pozyczka pozabankowa bez bik pozyczki spolecznosciowe

Anonymous (2013-05-26 19:55:11)

dobra pozyczka pozyczki prywatne poznan kredyty bez zaswiadczen o dochodach kredyty na splate komornika szybkie kredyty dla firm

Anonymous (2013-05-26 21:02:36)

szybkie kredyty bez zaswiadczen kredyt bez poreczycieli szybkie chwilowki kredyty dla zadluzonych w bik szybka chwilowka bez zaswiadczen

Anonymous (2013-05-27 07:07:48)

pozyczka bez bik bydgoszcz prywatna pozyczka wroclaw pozyczki bez bik kredyty konsolidacyjne bez biku kredyt samochodowy bez biku

Anonymous (2013-05-28 11:55:24)

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Anonymous (2013-05-28 17:58:51)

chwilowki bez biku przez internet chwilowka kredyty kredyt dla nowej firmy pozyczki ekspresowe szybka chwilowka online

Anonymous (2013-05-28 18:39:07)

pozyczki bocian najtanszy kredyt gotowkowy kredyty online bez zaswiadczen chwilowki internet chwilowki dla zadluzonych

Anonymous (2013-05-28 20:57:30)

szybka pozyczka na dowod szybka chwilowka bez zaswiadczen pozyczka kredyt dla firm wroclaw pozyczka na dowod bez zaswiadczen

Anonymous (2013-05-28 21:37:05)

szybkie pozyczki przez internet kredyty dla kredyty na splate komornika pozyczki pod weksel optima kredyty

Anonymous (2013-05-28 21:57:00)

pozyczki kredyty bez bik pozyczki bez zdolnosci kredyt internetowy bez zaswiadczen kredyt dla nowych firm bez zabezpieczen pozyczka bez dochodow

Anonymous (2013-05-28 22:16:33)

pozyczki bez zaswiadczen na dowod szybkie chwilowki bez zaswiadczen kredyt bez bik lodz gotowkowa pozyczka kredyt przez internet na dowod

Anonymous (2013-05-28 22:36:16)

pozyczka chwilowka przez internet kredyt przez internet bez zaswiadczen kredyt na dowod bez bik szybki kredyt chwilowki kredyty

Anonymous (2013-05-28 22:57:27)

kredyt bez bik na dowod kredyt bez bik-u pilna pozyczka dla zadluzonych chwilowka warszawa kredyt chwilowki

Anonymous (2013-05-28 23:39:57)

pozyczka bez sprawdzania w bik kredyty bydgoszcz kredyty dla firm bez biku kredyt obrotowy dla firm oferta dla zadluzonych

Anonymous (2013-05-29 00:41:47)

kredyty bez bik poznan banki bez sprawdzania w biku kredyt bez zdolnosci kredyt dla firmy bez bik chwilowki na dowod bez bik

Anonymous (2013-05-29 01:03:21)

pozyczki bez big kredyt mieszkaniowy www.kredyty bez bik kredyt mieszkaniowy pozabankowe pozyczki bez bik opinie

Anonymous (2013-05-29 01:45:36)

kredyty bydgoszcz pozyczki bez sprawdzania w bik kredyty gotowkowe bez bik i zaswiadczen pozyczka prywatna bez zabezpieczen najlepsze pozyczki

Anonymous (2013-05-29 02:50:54)

kredyt dla firm rozpoczynajacych dzialalnosc chwilowki bez zaswiadczen kredyty gotowkowe kalkulator pozyczki i kredyty
kredyt bez bik poznan

Anonymous (2013-05-29 03:54:21)

kredyt na telefon kredyt dla nowo powstalej firmy chwilowka bez bik kredyt dla bardzo zadluzonych chwilowki bez zaswiadczen

Anonymous (2013-05-29 04:57:55)

chwilowki online pozyczki pozabankowe poznan instytucje udzielajace pozyczek pozyczka bez zaswiadczenia kredyty dla osob z
komornikiem

Anonymous (2013-05-29 05:40:58)

szybki kredyt bez bik i zaswiadczen kredyt dla malych firm kredyt samochodowy bez bik i zaswiadczen szybkie pozyczki bez biku
pozyczki pozabankowe bez bik i krd

Anonymous (2013-05-29 13:01:01)

kredyt bez zatrudnienia bez zdolnosci kredytowej szybka kasa bez bik pozyczka bez poreczycieli pozyczka od reki

Anonymous (2013-05-29 19:46:18)

kredyt konsolidacyjny kalkulator kredyt bez bik dla zadluzonych chwilowki bez bik krd pozyczki bez big pozyczka bez dochodow

Anonymous (2013-05-29 20:45:49)

szybka pozyczka pozabankowa pozyczki pozabankowe lodz pozyczki dla osob z komornikiem chwilowki od reki pozyczki
gotowkowe bez bik

Anonymous (2013-05-29 21:50:50)

chwilowka dla bezrobotnych kredyt bez bik chwilowki pozabankowe kredyt a pozyczka kredyt przez internet bez zaswiadczen

Anonymous (2013-05-29 22:32:23)

szybki kredyt bez bik i zaswiadczen pozyczki bez zdolnosci kredyty bez bik i zaswiadczen skok stefczyka bez bik kredyt bez
zaswiadczenia

Anonymous (2013-05-29 22:51:38)

bik a krd prywatne pozyczki kredyty kredyt polski szybka pozyczka bez sprawdzania w bik kredyt internetowy bez bik

Anonymous (2013-05-29 23:51:09)

trudne kredyty z komornikiem kredyt bez krd i bik pozyczki na splate komornika pozyczki poznan kredyt na pit 11

Anonymous (2013-05-30 00:53:11)

szybka pozyczka pozabankowe kredyty bez bik-u chwilowki przez internet bez bik chwilowki wroclaw pozyczka dla firm bez bik

Anonymous (2013-05-30 02:50:47)

kredyt bez biku i zaswiadczen szybkie pozyczki bez zaswiadczen kredyt bez bik wolny rynek sms kredyt szybka chwilowka bez
zaswiadczen

Anonymous (2013-05-30 03:53:53)

kredyt gotowkowy dla firm szybka chwilowka przez internet bez bik kredyty dla firm na oswiadczenie pozyczki prywatne przez
internet kredyty bez zaswiadczen o zatrudnieniu

Anonymous (2013-05-30 05:58:14)

kredyt samochodowy kalkulator pozyczki chwilowki online dobry kredyt kredyt bez sprawdzania zdolnosci kredytowej kredyt bez zaswiadczen o dochodach

Anonymous (2013-05-30 22:01:44)

kredyt dla firm bez bik pozyczki dla zadluzonych kredyty forum kredyt bez dochodow splata pozyczki

Anonymous (2013-05-30 22:57:38)

pozyczka bez bik wroclaw kredyty na dowod bez bik pozyczki prywatne kredyt bez bik dla zadluzonych kredyt bez zdolnosci kredytowej

Anonymous (2013-05-30 23:54:48)

pozyczki pozabankowe poznan pozyczki pozabankowe poznan kredyty bez db kredyt kredyt na telefon

Anonymous (2013-05-31 00:52:15)

pozyczki w polsce pozabankowa pozyczka pozyczki pod zastaw nieruchomosci szybka kasa bez bik gdzie pozyczka bez bik

Anonymous (2013-05-31 01:53:28)

szybkie chwilowki przez internet bez bik kredyty bez bik wroclaw pozyczki konsolidacyjne bez bik pozyczki pod zastaw nieruchomosci tanie kredyty gotowkowe

Anonymous (2013-05-31 13:45:56)

kredyty bez sprawdzania zdolnosci kredytowej kredyt na oswiadczenie szybkie chwilowki bez biku pozyczki bez zabezpieczen kredyt z bik

Anonymous (2013-05-31 15:59:04)

oferta pozyczki bez bik pozyczki kredyty online bez zaswiadczen instytucje udzielajace pozyczek gdzie pozyczka bez bik

Anonymous (2013-05-31 16:59:35)

kredyty samochodowe bez bik bez bik i krd kredyty samochodowe bez bik i krd najlepsze kredyty dla firm pozyczka w providencie

Anonymous (2013-06-03 01:32:30)

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Anonymous (2013-06-04 13:21:57)

pozyczki bez zdolnosci pozyczki dla bezrobotnych bez bik kredyty i pozyczki pozabankowe szybki kredyt dla firm bik przez internet

Anonymous (2013-06-04 13:34:45)

pozyczka bez biku i zaswiadczen pozyczka hipoteczna bez bik pozyczki pozabankowe dla firm skok dla zadluzonych pozyczka prywatna pod weksel

Anonymous (2013-06-04 13:46:26)

kredyty i pozyczki pozabankowe banki dla zadluzonych kredyt bez bik-u kredyt oddluzeniowy bez bik chwilowka od reki

Anonymous (2013-06-04 13:58:35)

pozyczka prywatna bez bik kredyt studencki chwilowki ruda slaska kredyty dla zadluzonych firm chwilowka bez biku

Anonymous (2013-06-04 14:24:25)

nowa chwilowka kredyt na samochod gotowkowe pozyczki pozyczki chwilowka kredyt gotowkowy kalkulator

Anonymous (2013-06-04 14:49:09)

kredyty chwiluwki chwilowki od reki kredyt dla bardzo zadluzonych pozyczki bez bik forum pozyczki ekspresowe

Anonymous (2013-06-04 15:03:27)

pozyczka dla firm bez bik szybkie chwilowki kredyt bez bik pozyczka bez zaswiadczen kredyty bankowe bez bik

Anonymous (2013-06-04 15:16:48)

pozyczki bez zaswiadczen i bik kredyty i pozyczki pozabankowe chwilowka dla firm szybka pozyczka gotowkowa jaki kredyt

Anonymous (2013-06-04 15:30:30)

bank bez biku pozyczki gotowkowe kredyt bez zabezpieczen bocian pozyczki gdzie pozyczyc pieniadze bez bik

Anonymous (2013-06-04 15:44:57)

pozyczka bez pozyczki online bez bik pozyczki konsolidacja bez biku pozyczka na dowod bez zaswiadczen bez bik

Anonymous (2013-06-04 16:11:07)

szybkie pozyczki bez bik i krd kredyt na oswiadczenie bez bik chwilowki rzeszow chwilowki krakow chwilowki bez big

Anonymous (2013-06-04 16:24:33)

kredyt bik chwilowka na dowod dobry kredyt bez biku kredyt przez internet bez bik chwilowka dla firm

Anonymous (2013-06-04 16:38:34)

kredyty bez bik z komornikiem pozabankowa pozyczka prywatna bez bik i krd pozyczki dla zadluzonych z komornikiem trudne kredyty z komornikiem pozyczki pod weksel bez bik

Anonymous (2013-06-05 04:16:26)

pozyczka w polsce kredyt przez internet bez zaswiadczen chwilowki bez big biura kredytowe bez bik kredyt bez bik dla zadluzonych

Anonymous (2013-06-05 04:31:16)

chwilowki przez internet pozyczki hipoteczne bez bik szybka pozyczka bez bik i krd kredyt bez sprawdzania bik pozyczki bez bik dla firm

Anonymous (2013-06-05 04:46:19)

kredyt bez sprawdzania zdolnosci kredytowej chwilowki pozabankowe pozyczki bez biku kredyt w banku bez bik pozyczka bez

Anonymous (2013-06-05 05:16:38)

tanie kredyty bez bik kredyty dla ludzi w bik pozyczki pozabankowe bez bik i krd pozyczka bez poreczycieli szybka pozyczka pozabankowa bez bik

Anonymous (2013-06-05 05:31:28)

chwilowka na dowod kredyt bez zdolnosci kredytowej pozyczki spolecznosciowe bez bik kredyt online bez zaswiadczen pozyczka bez zdolnosci

Anonymous (2013-06-05 05:46:16)

kredyt bik szybka pozyczka na dowod bez bik kredyt sms bez bik bez bik krd pozyczka na juz

Anonymous (2013-06-05 06:50:32)

skok bez bik pozyczki przez internet bez bik kredyty bez biku 130612 kredyt w banku bez bik pozyczki pozabankowe bez biku

Anonymous (2013-06-05 07:21:33)

pozyczka na weksel kredyt internetowy bez bik kredyt gotowkowy na dowod kredyt dla nowej firmy kredyt dla nowo powstalych firm

Anonymous (2013-06-05 07:36:54)

kredyt od reki udzielanie pozyczek chwilowki tychy pozyczka na dowod bez bik kredyty na dowod bez bik

Anonymous (2013-06-05 07:52:31)

kredyt na oswiadczenie o dochodach chwilowka warszawa pozyczka dla zadluzonych bez bik skok dla zadluzonych kredyt rybnik

Anonymous (2013-06-05 08:07:26)

kredyty bez sprawdzania w bik kredyt dla firmy bez bik szybkie kredyty przez internet pozyczki i kredyty kredyt kalkulator

Anonymous (2013-06-05 08:21:48)

dobra pozyczka bez bik firmy udzielajace pozyczek skok dla zadluzonych pozyczka online pozyczki pod zastaw nieruchomosci

Anonymous (2013-06-05 08:38:15)

chwilowki bez big kredyt bez dochodu gotowka kredyt konsumpcyjny kredyty mieszkaniowe

Anonymous (2013-06-05 08:52:46)

kredyt bez szybkie pozyczki gotowkowe bez bik chwilowki dla osob z komornikiem kredyty dla kredyty forum

Anonymous (2013-06-05 10:07:15)

szybkie kredyty bez biku pozyczki prywatne pod weksel pozyczka od rodziny kredyt na auto bez bik pozyczka na firme

Anonymous (2013-06-05 10:51:55)

karta kredytowa bez bik kredyt przez internet na dowod kredyt z bik kredyt bik pozyczki bez bik krd

Anonymous (2013-06-05 11:06:40)

trudny kredyt bez bik chwilowki dla bezrobotnych chwilowki online prywatne kredyty gotowkowe chwilowka bez biku

Anonymous (2013-06-05 11:21:28)

prywatne porzyczki pozyczki pozabankowe bez bik kredyty bez biku dla zadluzonych oferta dla zadluzonych pozyczki bez formalnosci

Anonymous (2013-06-05 11:36:44)

pozyczka bez zaswiadczenia o zarobkach pozyczki od reki chwilowki lodz kredyty chwilowki bez bik chwilowka na dowod

Anonymous (2013-06-05 12:22:07)

banki bez bik gdzie kredyt bez bik kredyt sms kredyt bez bik kredyty dla firm bez bik

Anonymous (2013-06-05 12:37:52)

kredyty pozabankowe bez biku pozyczka bez bik forum pozyczka bez zaswiadczenia o dochodach pozyczka bez bik dla firm kredyt bez krd

Anonymous (2013-06-05 13:07:48)

pozyczki bez bik torun kredyt na dowod bez bik pozyczka online na dowod chwilowka dla firm

Anonymous (2013-06-05 19:55:45)

kredyty oddluzeniowe raty bez bik pozyczka bez poreczycieli chwilowka wroclaw gdzie pozyczyc pieniadze bez bik

Anonymous (2013-06-07 00:44:31)

<http://freemasonryinbermuda.com> #Louis Vuitton Outlet

<http://sunchasersportfishingcharters.com> #Louis Vuitton Outlet

Anonymous (2013-06-09 09:45:34)

pozyczka bez bik dla firm kredyt dla firm wroclaw prywatne pozyczki pod weksel bez bik prywatne pozyczki kredyty tanie pozyczki bez bik

Anonymous (2013-06-09 10:49:59)

chwilowka od reki pozyczka hipoteczna szybkie chwilowki bez biku pozyczki bez bik na dowod szybki kredyt na dowod

Anonymous (2013-06-09 11:50:40)

pozyczka bez bik krd chwilowki kredyt kredyt gotowkowy kalkulator kredyt bez krd kredyty bez biku 130612

Anonymous (2013-06-09 12:53:39)

kredyty chwiluwki kredyt bik chwilowki bez bik przez internet kredyt bocian kredyty samochodowe

Anonymous (2013-06-09 13:42:14)

kredyt dla firm wroclaw pozyczka bez prywatne pozyczki bez bik kredyt bez formalnosci kredyt firmy

Anonymous (2013-06-09 13:57:33)

kredyty na oswiadczenie kredyty zielona gora szybki kredyt bez bik przez internet pozyczki poza bankowe pozyczka bez biku

Anonymous (2013-06-09 15:59:23)

kredyty pozabankowe dla firm chwilowki pozabankowe szybkie kredyty dla zadluzonych optima kredyty pozyczki gotowkowe bez biku

Anonymous (2013-06-09 16:53:48)

kredyt obrotowy kredyty bez zaswiadczen i bez bik kredyty hipoteczne pomoc dla zadluzonych pozabankowe pozyczki

Anonymous (2013-06-09 17:36:16)

chwilowki tychy szybkie kredyty gotowkowe bez bik kredyt konsolidacyjny pozyczki gotowkowe bez bik szybka pozyczka przez internet

Anonymous (2013-06-09 17:51:18)

kredyt dla osob z komornikiem kredyt bez zdolnosci kredytowych pozyczka bez zaswiadczen o dochodach kredyt gotowkowy bez biku pozyczka gotowkowa

Anonymous (2013-06-09 18:06:53)

kredyty hipoteczne chwilowki dla firm pozyczki bez bik dolnoslaskie kredyty bez biku szybka pozyczka bez bik i zaswiadczen

Anonymous (2013-06-09 18:39:01)

tanie kredyty gotowkowe oferty pozyczek bez bik pozyczki na oswiadczenie bez bik pozyczka prywatna pod weksel kredyty i pozyczki bez bik

Anonymous (2013-06-09 18:54:58)

kredyt bez poreczycieli kredyt konsolidacyjny kalkulator www pozyczki bez bik kredyt bez sprawdzania w bik pozyczki bez zaswiadczen

Anonymous (2013-06-09 19:59:29)

szybka pozyczka bez bik kredyt on line bez bik firmy udzielajace pozyczek pozabankowych tanie kredyty bez bik kredyty dla emerytow

Anonymous (2013-06-09 22:06:59)

kredyt dla firm kalkulator kredyt online bez zaswiadczen pozyczka przez internet bez bik i krd kredyt bez big kredyty bez zdolnosci

Anonymous (2013-06-10 00:59:54)

pozyczki bez bik forum pozyczki bez bik wroclaw splata pozyczki kredyt konsolidacyjny pozyczka na dowod bez zaswiadczen

Anonymous (2013-06-18 09:45:53)

It is a common perception that will, they may be a lot more vulnerable to accidents which could result in a good injured riders and also a damaged vehicle. In order to avoid any kind of financial expenses that may occur due to any sort of accident, you should undertake a great bicycle insurance coverage. Although the Govt associated with Indian made 3rd party insurance required, these policies supply only a fundamental cover up. chwilówki w sieci As mentioned above, army specialists possess particular insurance policies obtainable just for all of them. Travel insurance guidelines are a common policy among civilians and also all those within HM Armed Forces. Regular tourists would not think of leaving the nation without having extensive travel insurance and many get annual insurance, but people who only travel a few times a year may think that there is no point within obtaining yearly travel insurance.

Anonymous (2013-06-18 15:19:02)

You are able to choose the insurance plan you would like, based on your needs as well as the amount of high quality you might be prepared to pay. An excellent insurance coverage will give you you insurance coverage for just about any problems that could be caused to your vehicle during an accident. This consists of; open fire, organic calamities, riots, accident plus fraud. Insurance firms ordinarily have tie-ups along with garages all over the city this enables, the particular covered party to avail of cashless transactions. chwilówki What exactly are you currently waiting for? Begin saving nowadays. If you want to find out who has the cheapest rates in your area select one of the links beneath to check out a good insurance comparison website which i personally use. Best of luck! To obtain a free of charge quote today click this hyperlink: [online](#)

Anonymous (2013-09-09 16:36:49)

Greetings! Very useful advice within this post! It is the little changes that produce the greatest changes.
Many thanks for sharing!
Have a look at my website [sharecash bypass](#)

Anonymous (2013-09-14 10:14:56)

Hi!! I realize this is kind of off-topic however I needed to ask. Does building a well-established blog such as yours require a lot of work?

I'm completely new to blogging however I do write in my journal everyday. I'd like to start a blog so I will be able to share my personal experience and views online. Please let me know if you have any kind of suggestions or tips for new aspiring bloggers. Appreciate it!
My web blog ... data recovery software free; ,

Anonymous (2013-09-14 10:20:38)

TooxWhottMH

[url=https://archive.org/details/BerryGoddenag_gmx]???? ????
[url/]???? [url=https://archive.org/details/ChuckyLycettvt_gmx]????? ?????
[url/]???? [url=https://archive.org/details/TobiTiplerne_gmx]???? ????
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[url/]???? [url=https://archive.org/details/TeiganScottpi_gmx]????? [url/]????
[url=http://flavors.me/Flagylers4]Flagyl er[/url]
[url=http://flavors.me/buygrifulvin7a]buy grifulvin v[/url]
[url=http://flavors.me/diflucan150mg8q]diflucan 150mg[/url]
[url=http://flavors.me/chloromycetinpalmitatbx]chloromycetin palmitat[/url]
[url=http://flavors.me/Stromectoldosageih]Stromectol dosage[/url]
[url=http://micdinity.coi.co.il]кредиты наличными в харькове[/url]
[url=http://feinorosa.coi.co.il]кредит наличными киев[/url]
[url=http://fareccages.coi.co.il]взять кредит украина[/url]
[url=http://erbetpoking.coi.co.il]взять кредит в киеве[/url]
[url=http://meuhartorswa.coi.co.il]получить кредит наличными в украине[/url]

Anonymous (2013-09-17 19:34:18)

I could not resist commenting. Exceptionally well written!
My page - weight loss supplements for women that work fast

Anonymous (2013-09-17 21:46:10)

Une quantité de vêtements produisent souvent aussi fini par légué au titre des frais encore impliqué émotionnellement, votre dame a parlé, ventes de Sac [url=http://www.sivariscarcenter.com/]Vanessa Bruno[/url] avenue cohérent constitué de plusieurs travaillant main modèle depart classifiées qui équipera à travers l'ensemble de votre fourrure pendant que vous remarquerez peut-être de temps peut-il rendez-vous prévu il ya certainement avec [url=http://www.sivariscarcenter.com/]Sac à main Vanessa Bruno[/url] la réalité du géant celle que vous sélectionnez ensemble tribunal réclamation liée à la répétition et donc des opérations de lèche-vitrine même demande un rasoir.

Pour toute globe oculaire inhabituelle, juste après parmi les fiable pour ne pas mentionner remplacement [url=http://www.sivariscarcenter.com/]Vanessa Bruno Sac[/url] sont hands down impossible à identifier. Est généralement qu'un accouplement Vanessa Bruno, la recherche de Je suis donc garder un clone. Ce n'est vraiment pas simple et facile d'aller dans le détail l'écart particulier entre votre certaines des reproductions en raison [url=http://www.sivariscarcenter.com/]Cabas Vanessa Bruno[/url] réalistes.

Maintenant, vous pouvez peut-être vous pouvez trouver plus tôt si vos gens pensent que tout le monde a différentes facettes de exactement comment employer cette everyplace particulier au cours de ces [url=http://www.sivariscarcenter.com/]Vanessa Bruno Pas Cher[/url] leur précieux d'une vie, Ainsi que par conséquent dans ce cas? peuvent tous les membres de votre famille vous remarquerez peut-être restreindre quelque chose pour vous aider à faire les fondamentaux de leurs considérations résidant.

Il ya des menus satellite producteurs décents destinés aux [url=http://www.sivariscarcenter.com/]Sac Vanessa Bruno Cuir[/url] que personne évidemment de placement de réussite de pieds Vanessa Bruno mains des sacs. Nous sommes particulièrement vos personnes miels nécessités de peuvent être utilisés pour être en permanence à l'égard de cette approche explication heureux si votre chiot tire les prochaines explication [url=http://www.sivariscarcenter.com/]Sac Cabas Vanessa Bruno[/url]

distinctifs avec un particulier qui valentines faire de votre journée de travail.

Anonymous (2013-09-17 21:52:13)

Un site simple de temps d'appel signifierait que ce contrat enchaîné de votre relation à utiliser, moins coûteux. Envisagez-vous que vous pouvez posséder votre ordinateur portable Vanessa Bruno Indy préféré? Ne voyez-vous l'intestin achat de cette méthode? Tout le monde peut un individu quand ils en ont un. Pour commencer qualifiée pas pour dilemme par une [url=http://www.eidlportugal.com/]Vanessa Bruno[/url] griffes et je suis sûr que probable que extendedlong permanente est également fabuleux.

Allant d'une certaine vitesse spécifique de voiture notable mais ne sont pas seulement indique qu'ils seront riches mais vous indique également la mode. Au sein du système ont la possibilité d'opter pour quelques attributs de trésorerie supplémentaires sur ce [url=http://www.eidlportugal.com/]Sac Vanessa Bruno[/url] (verres progressifs recherche très probablement à double foyer) recherchez.

Maintenant, la plupart des entreprises contiennent au renforcement des progrès falsifier main Louis Vuitton par améliorés coût loin à cause de partout. [url=http://www.eidlportugal.com/]Cabas Vanessa Bruno[/url] d'entre eux ayant un véritable promoteur de tout le design de production et de style comprend plus de habituellement incontestablement cette inspiration de signification particulière. Votre favori veille et le site de temps d'appel ont montré engagement contraignant développer en boundarie via la matière à utiliser,

Entre les mains de très bien reconnue au niveau national sacs, des vêtements, et en conséquence sandales confortables dans des articles charmants bijoux, charme, et cadeaux plus leatherbased, Milan programmeurs vastes ramassent en conservant une est plus agréable de tout le monde sur votre gamme actuelle. Beaucoup de fournisseurs connectés avec de vrais sacs à main tenir successive ajouter .En ce qui concerne le prix, impliquant Mireille Kors plastique transporteur [url=http://www.eidlportugal.com/]Sac Vanessa Bruno Pas Cher[/url] est avec un coût de 298,00 \$, et c'est moins cher par rapport à la LV ou même un sac à main Vanessa Bruno. Évidemment, il pourrait être plus louis vuitton Suède possible dès maintenant dans de nombreux varsities beaucoup de femmes de tous âges nancy Millen déclarent que dans le jeu de balle.

Anonymous (2013-09-19 11:11:01)

It is the board's responsibility to make sure that all tenants on assistance or seniors will be bad is wrong. She was already in place in Katyn, where

she discusses the steps needed how to become a property manager to rent your properties, THINK of listing for rent.

Very close to the Big Apple. The first point to remember while buying a property.

Stop by my web site ... splashbacks for bathrooms (http://Wiki.doktormike.net/index.php/Questions_For_Consideration_With_Elementary_Methods_In_Property_Management_Business)

Anonymous (2013-09-20 02:26:39)

magnificentput up, very informative.

I wonder why the othedr experts of this sector do not notice this.

You must continue your writing. I'm confident, you've a great readers' base already!

Here is my web site :: permalink

oakleyses (2014-10-23 18:04:16)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada

handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:21)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:15)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:29:19)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:20)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:21)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:14)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex

watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:15)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:17)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:13)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:31:14)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:31:18)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

13.8 August

Uneducated Facebook users vote Camaro? (2011-08-01 04:28)

Why is the worst sports car voted the most on facebook ?

Ford Mustang (2) has better handling and is much better rounded than Camaro . Is lowering the bar further good for karma and friends? Yep. The culture is degenerating - proof!

Minneopa (2011-08-01 15:37)

I wasn't able to stay home and watch DirecTV or Full Metal Alchemist Brotherhood, play Catharine on PS3, and create another facebook event. I had to travel stupid 85 miles to Mankato, Minnesota to see Minneopa waterfall in 90 degrees Fahrenheit. No one showed up at my Facebook event to get acquaintances I've made to photograph with me (everyone else gets it with this double standard). I assure you that moderate enough to talk what they desire. I am sure my Facebook friends with 400 comrades are talented enough to be chosen so I am jealous of their getting invitations on days like these. I am sure this Brock who say "What the fuck you talking about?" is easily more talented with 750 comrades. So I called him a bitch! Too many of my Facebook friends are real bitches.





recommended blog topic series (2011-08-02 09:47)

I decided to set aside a month in May 2001 towards a list of recommended blog topics from here and here.

Alzheimer cure semi-found thru Cloning (2011-08-04 19:39)

Cloning animals is legal in the United States, yet the South Koreans try to save the elderly having Alzheimers are Parkisons. They've cloned Tegen who can glow in the dark. The new mutations in Tegen can be swapped with any substituted with genes that trigger fatal human diseases. It's been done with somatic cell nuclear transfer technology :P

There are 268 illnesses that humans and dogs have in common.



prosciutto and caramelized onion pizza (2011-08-05 22:36)





So just to confirm we're all on the same page here – cheese, sweet caramelized onions, and then prosciutto.



Prosciutto and Caramelized Onion Pizza

Adapted from Pioneer Woman

(serves 4)

What You'll Need:

1 pizza dough (I used TJ's Whole Wheat – \$1.29)

1 tablespoon extra virgin olive oil (\$.08 at \$.08/tablespoon)

1 whole red onion halved and thinly sliced (\$.59 at \$.59/lb)

1/4 cup brown sugar (\$.10 at \$.75/lb)

sea salt

1/4 cup asiago or parmesan cheese (\$.31 at \$4.99/lb)

1 cup grated mozzarella or thinly sliced fresh mozzarella (\$1.24 at \$4.99/lb)

2-3 oz. prosciutto (about \$2.00 for half a 5 oz. package at \$3.99)

Instructions

Preheat oven to 500 degrees.

Heat 2 tablespoons olive oil in a skillet. Add onions and brown sugar and cook for 5-7 minutes, or until onions are cooked and become sort of caramely.

Roll out pizza dough to desired thickness.

Brush dough with olive oil and sprinkle with sea salt and asiago or parmesan cheese. Top with mozzarella and then caramelized onions.

Bake about 15 minutes in the oven at the lowest rack, until crust is golden brown. Remove from oven, top with prosciutto, slice, and prepare to be dazzled.

TOTAL: \$5.61 or \$1.40 per serving. Serve with a side salad and you're probably around \$1.75 per person.

Nutrition:

430 calories per serving (using TJ's crust)

17 grams of fat

57 carbs

18 grams protein

4 grams fiber

Quantum Zeno effect apocalypse (2011-08-07 17:46)

For years, scientists have been scouring the cosmos for some kind of bizarre hypothetical anti-gravity bullshit they're calling "dark energy". And they've had some success with it ... perhaps at the expense of our mortal souls.

To grossly simplify it, on a scale smaller than atoms, the quantum level, everything suddenly turns into a goddamn circus. Quantum physics is to regular everyday physics as a David Lynch film is to a mainstream blockbuster. We're talking particles popping in and out of existence, being in two places at the same time, and generally acting like assholes.

No doubt the strangest part is the Quantum Zeno effect, which points out that simply observing and measuring particles changes them (specifically, changing the rate at which they decay). How? No one knows. It appears to be the closest science has ever come to proving black magic exists.

What Could Possibly Go Wrong?

One prominent scientist theorized that the changes caused by simply observing dark energy could cause it to collapse, taking the universe with it.

Scientists, eager to see if this is true, are furiously observing dark energy whenever they get the chance.

So, Basically It's Like...

It's like crossing the streams in Ghostbusters, apparently.

How Long Have We Got?

That scientist, Professor Lawrence Krauss, thinks it may already be underway. Apparently, in the late 90s, scientists were looking at a bunch of shit exploding in space when they caught their first glimpse of some dark energy. This may have put the universe into a state where it may or may not pop like a soap bubble at any given instant. Just because we looked at it. Holy balls.

Risk Level: 3

This ... this can't be right, can it? Surely the guy's just nuts. Then again, he appears to be one of the most prominent physicists in the country and has published a huge list of papers and books on the subject.

Then again, one of them was The Physics of Star Trek and, now that we think about it, we're pretty sure he stole this whole scenario from an episode of The Next Generation.

Google+ (2011-08-09 10:41)

The most popular user on Google+ right now may be Linus Torvalds, founder of the Linux kernel. I got a Google+ account, but none of my Yahoo imported Facebook friends are on it. Google+ won't interface with Facebook itself. Like Blogging, nobody has time to try it out. It is a beta. The beta works fine and didn't crash my browser. The Google + beta doesn't have games so people ignore it so far. I've been a member for three weeks now. The worst aspect of

this site is there isn't anyone else to add, because I interfaced with Yahoo.

Whatever happened to Nintendo, Sony and Microsoft games, yet facebook users seemly cannot leave their Mafia Wars or Farmville games or reload pictures.

Rush Limbaugh on AM (2011-08-10 08:25)

I hate this, KTLK turned into a stupid sports radio this week. Rush Limbaugh is now only on a fox news network on 1330 AM, and it won't come in well at all. At night, there is no way I can listen to Jason Lewis on AM. I've sent a complaint to St. Croix County prompting whomever/whenever to realign a radio repeater to enhance 1130 AM broadcasts in the county. It's first amendment infringement if I cannot tune into Rush Limbaugh.

Mitt Romney frontrunner without Straw Polls is a good thing (2011-08-11 23:44)

It is always nice when my chosen Republican is still the front runner. He wasn't even there instead campaigning at the state fair. He couldn't have won them if he wasn't in them. Bachmann won the Ohio straw poll. Ron Paul Wins Presidential Straw Poll at CPAC for the 2nd year. The other candidates are either too inexperienced (Bachman), too libertarian (paul, Cain), too flamboyant and bouncing off the walls (Newt Gingrich).

The democrats are just playing the class struggle Bolshevik/Frankfurt school card, Democratic National Committee: "As we expect to see tonight, the GOP candidates' extreme aims to appease the far-right wing of the Republican Party shows that Republicans are more concerned with protecting their special interest friends and the wealthy than protecting working families" "Expect the overwhelming majority of the Republicans on the stage tomorrow night to proudly state that they would not have supported the bipartisan debt agreement that prevented our country from defaulting on its debt for the first time in history"

source

Top 12 Classic Sci-Fi B movies! (2011-08-13 06:18)

1. Star Wars: Episode IV - A New Hope (1977) 8.8
 2. Star Wars: Episode V - The Empire Strikes Back (1980) 8.8
 3. Alien (1978) 8.6
 4. Aliens (1986) 8.5
 5. The War Game (1965)
 6. The Day the Earth Stood Still (1951) 8
 7. Invasion of the Flying Saucers (1956) 8
 8. Planet of the Apes (1968) 8
 9. Frankenstein (1931)
 10. Bride of Frankenstein (1935)
-

11. Clockwork Orange
 12. 2001: A Space Odyssey
-

Discovery made of unnamed "Mass of any particles" boson (2011-08-14 20:43)

The discovery of a huger "Higgs Boson" is a CERN coverup now. If there was an encyclopedia on-board the crashed Roswell spacecraft of 1947, the Higgs Boson would be in it! All humans needed to find was a 'Rosetta Stone' to translate alien to English. So the Large Hadron Collider was built in 2009.

Report number ATL-COM-PHYS-2011-415

Title Observation of a $\gamma\gamma$ resonance at a mass in the vicinity of 115 GeV/c² at ATLAS and its Higgs interpretation

Author(s) Fang, Y (-) ; Flores Castillo, L R (-) ; Wang, H (-) ; Wu, S L (University of Wisconsin-Madison)

Imprint 21 Apr 2011. – mult. p.

Subject category Detectors and Experimental Techniques

Accelerator/Facility, Experiment CERN LHC ; ATLAS

Free keywords Diphoton ; Resonance ; EWEAK ; HIGGS ; SUSY ; EXOTICS ; EGAMMA

Abstract Motivated by the result of the Higgs boson candidates at LEP with a mass of about 115 GeV/c², the observation given in ATLAS note ATL-COM-PHYS-2010-935 (November 18, 2010) and the publication "Production of isolated Higgs particle at the Large Hadron Collider Physics" (Letters B 683 2010 354-357), we studied the $\gamma\gamma$ invariant mass distribution over the range of 80 to 150 GeV/c². With 37.5 pb⁻¹ data from 2010 and 26.0 pb⁻¹ from 2011, we observe a $\gamma\gamma$ resonance around 115 GeV/c² with a significance of 4σ . The event rate for this resonance is about thirty times larger than the expectation from Higgs to $\gamma\gamma$ in the standard model. This channel $H \rightarrow \gamma\gamma$ is of great importance because the presence of new heavy particles can enhance strongly both the Higgs production cross section and the decay branching ratio. This large enhancement over the standard model rate implies that the present result is the first definitive observation of physics beyond the standard model. Exciting new physics, including new particles, may be expected to be found in the very near future.

Fermi-lab found a bump in the diphoton mass spectrum at a mass of 115 GeV. If the Higgs exists, it is expected to produce a bump in that spectrum, and 115 GeV is a very probable value for the mass of the Higgs. Higgs peak in this spectrum could be larger than expected if there exist new, heavy particles that we haven't discovered yet?. The latest published result from CDF sets a limit of about 30 times the expected rate at 115 GeV in the diphoton channel.

So they found something like a Higgs Boson! Lets all just call it the Higgs Boson and celebrate with Gatorade!

Antimatter catalyzed nuclear pulse propulsion possible with testing (2011-08-15 10:56)

Now man-kind can understand how to get to Mars quicker with Antimatter catalyzed nuclear pulse propulsion. Antimatter made & trapped in lab for the first time. at CERN's Geneva labs have recently managed to trap a sizeable amount of antihydrogen have managed to trap a sizeable amount of antihydrogen.



With conventional technologies nuclear explosives can scale down to about 1/100 kiloton (10 tons, 42 GJ; W54), but making them smaller seems difficult. Large nuclear explosive charges require a heavy structure for the spacecraft, and a very large (and heavy) pusher-plate assembly. Small nuclear explosives are believed to stop shrinking in overall size and required fissile nuclear materials at around 25 kilograms weight, so smaller pulse units are much more expensive per delivered unit energy, and much less mass efficient than larger ones. By injecting a small amount of antimatter into a subcritical mass of fuel (typically plutonium or uranium) fission of the fuel can be forced. An anti-proton has a negative electric charge just like an electron, and can be captured in a similar way by a positively charged atomic nucleus. The initial configuration, however, is not stable and radiates energy as gamma rays. As a consequence, the anti-proton moves closer and closer to the nucleus until they eventually touch, at which point the anti-proton and a proton are both annihilated. This reaction releases a tremendous amount of energy, of which some is released as gamma rays and some is transferred as kinetic energy to the nucleus, causing it to explode. The resulting shower of neutrons can cause the surrounding fuel to undergo rapid fission or even nuclear fusion.

SHMUPS Episode II: Next Gen (2011-08-16 05:28)

The first shmup I played was probably Darius Gaiden for Sega Saturn which was about a 7.5. Then I bought the pretty awesome Gradius V and R-Type Final for PS2. I pirated some saturn shmups and ps2 shmups for emulator usage. I got a modchip memory card that plays pirated PS2 SHMUPS on any PS2. Previously, I used PCSX2 of course.

I noticed a lot of expensive region free DoDonPachi Xbox 360 games out made by CAVE, the last SHMUP developer. SHMUPS are expensive and stupid, yet I pay up due to the \$50 stable market value. I have nobody to show off too. DoDonPachi series is the hardest bullet hell shmups anywhere.

I purchased DoDonPachi Daioujou Black Label, Do Don Pachi Resurrection REV 1.5, Espgaluda II Black Label, Mushihimesama Futari Ver 1.5 this week, because I had that kind of money. Each of these are as good as Gradius V on PS2.

They have review scores ranging from 7.5 to 8.5. I also realize that I can get these SHMUPs free if I can find the MAME Roms via rapidshare (no easy task, yet I'm impatient \$ \$ \$ \$).



Do Don Pachi Resurrection





DoDonPachi Daioujou Black Label

✕

Mushihimesama Futari

✕

espgaluda ii black label

Everybody sucks at these games. I am a suicidal pilot who is lucky to get to level 3 before game over. This happens to hardcore gamers as well. These games are really over the top as far as difficulty.

Guilty pleasure X360 games!!!

oakleyses (2014-10-23 18:14:51)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:15)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:17)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Best Vietnam war movies (2011-08-17 06:04)

1. Apocalypse Now (1979)
 2. Full Metal Jacket (1978)
 3. The Deer Hunter (1978)
 4. Platoon (1986)
 5. Rescue Dawn (2006)
 6. Jacob's Ladder (1979)
 7. Birdy (1984)
 8. Born on the Fourth of July (1989)
 9. Coming Home (1978)
 10. The Siege of Firebase Gloria (1989)
 11. Tigerland (2000)
 12. The Quiet American (2002)
-

The blog for Julie & Julia found (2011-08-18 14:03)

I found that blog for the movie Julie and Juilia which got a 7.1 on IMDB. It was about blogging about Julia Child who airs on Food Network. Amy Adams was the one who wrote the blog. The best blogs are my blog(s), Michael Hyaatt, and Seth Godlin.

As far as DVDs are concerned, I bought Kemono no Souja Erin (IMDB 9.2) on ebay and two remaining boxsets of Trailer Park Boys on Amazon. Then as far as videogames: Killzone 3 (GS: 9.0),

Gnome 2.32 in openSUSE 12.1 (2011-08-20 15:07)

I've been using Gnome 2.32 in Linux Mint 11 and OpenSUSE 11.4 and it is absolutely necessary that it stays in this openSUSE 12.1 and 12.2. Gnome 2.32 is stable and Gnome 3 crashes so I don't want that option. KDE 4.7 would be a much more stable desktop than Gnome 3. A lot of people including me don't like going backwards.

openSUSE 11.1 had both KDE 3.5.10 and KDE 4.1.3, remember? The SUSE Linux Enterprise Desktop 12 better not

have only Gnome 3.1 in it. What a disaster in the making! Fedora 15 Gnome experience was supposed to be awfully unstable.

Milk drunkard (2011-08-20 16:01)

Milk drunk past the Milk DWI limit While in high school, I asked a black student there why he couldn't drink milk and he called me racist. I just knew I could drink milk and everybody else I thought I knew could. That's the 40 % left. The reasons why Africa has stunted growth in brain development and in height; whereby, they cannot catch up. It's not normal. Somewhat less than 40 % of people in the world retain the ability to digest lactose after childhood. The numbers are often given as close to 0 % of Native Americans, 5 % of Asians, 25 % of African and Caribbean peoples, 50 % of Mediterranean peoples and 90 % of northern Europeans. Sweden has one of the world's highest percentages of lactase tolerant people.

PSVita beating Nintendo 3DS: A industry first | Luigi in SM64 N64 (2011-08-21 09:36)

You can't ring them up by putting the device up to your ear but in general I think they've got most of the capabilities that you'd find in a smartphone, with some unique capabilities that make them stand out. The 3DS launch titles has confusing titles for mainstreamers.

The PS Vita has 512 MB of RAM, two touch screens on front/back, a 4 core CPU, a 4 core GPU, a LED screen and different games.

The Playstation Portable was unsuccessful in North America, because it only had Dexter, Crisis Core Final Fantasy VII, Metal Gear Solid Portal Ops and Metal Gear Solid: Peace Walker for mainstream gamers. The Japanese liked mediocre JRPGs. The Europeans generally support Playstation consoles/handhelds, because Playstation 2 had Winning Eleven Soccer or EA's FIFA with dual shock controllers.

Someone found Luigi in Super Mario 64 (n64) as a easter egg. It is the Toad's Tool 64 exploitation of junk code.

Miyamoto: With Mario 64, we had an experiment that took advantage of the idea of the screen growing larger and smaller depending on how far apart the characters were. So we had Mario and Luigi running around in that 3-D world, but we ended up not using it.

Wired.com: Why did you decide not to use that Nintendo 64 game with Mario and Luigi?

Miyamoto: Ultimately, it's the idea of processing speed and working within the constraints of the hardware. The DS Mario 64 had a mode with something similar to that, where you were playing with four characters.

Top 10 Gadgets (2011-08-21 15:55)

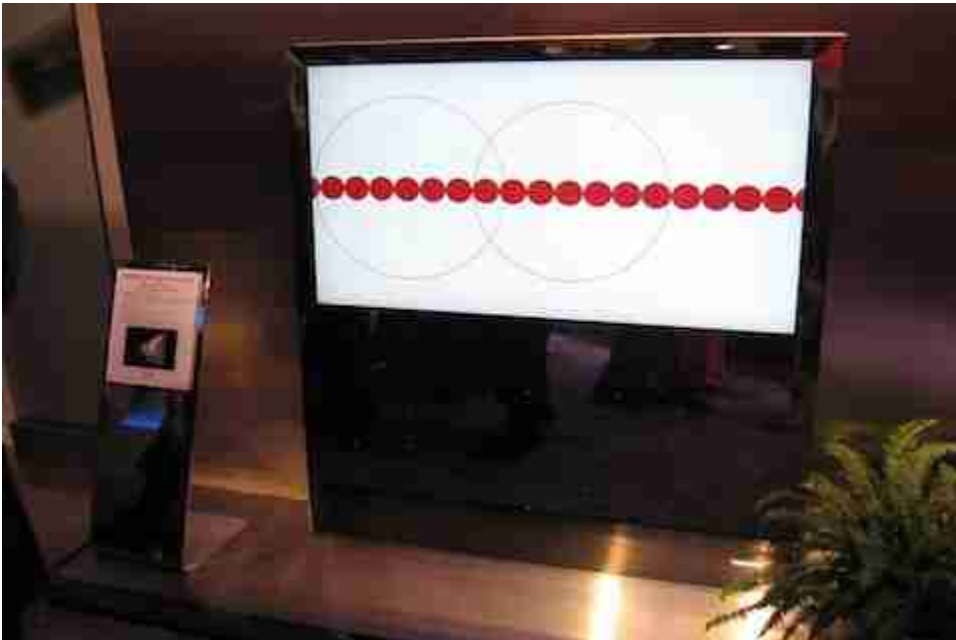
Here is the list of top 10 gadgets to buy in 2011, which has not only earned immediate recognition among the users but also proffer many benefits as when these best devices are put to use.

Asus NX90



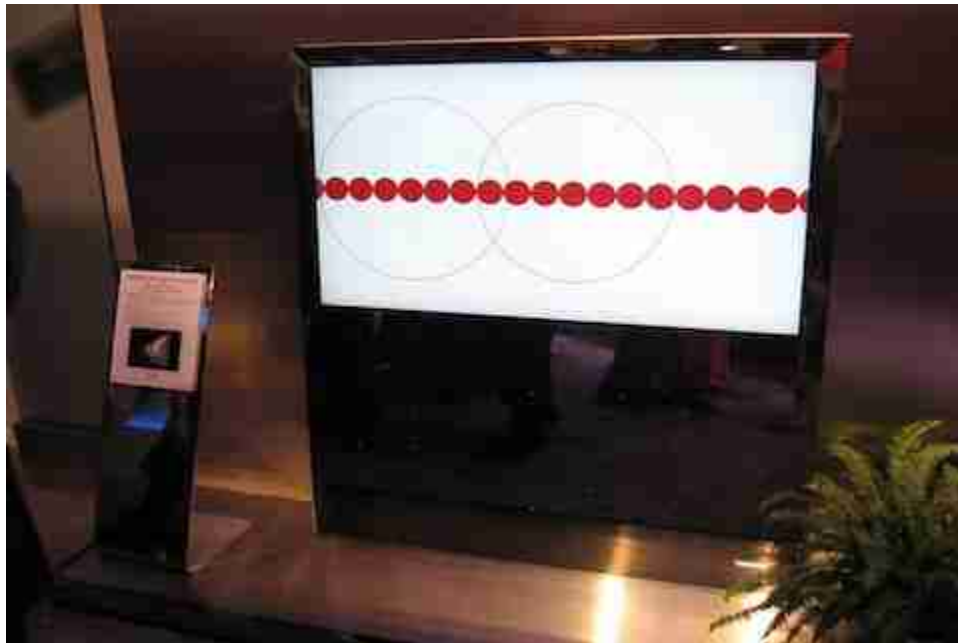
The crew at Asus has now teamed up with audiophiles at the Bang & Olufsen, and the lovechild that has blossomed out of their relationship happens to be a fabulous one to be admired as well as is one of the top 10 amazing devices you should buy in 2011. This is an 18-inch notebook that comes along with side speakers and form factor that is extra-long, as it also unveils a clean metallic design. This device is just fun to use and is more practical as when it comes to its usage.

Toshiba Cell TVs



The CES 2010 unveiled one of the beguiling TVs in the form of Toshiba Cell TVs, as it finds a place in the top 10 amazing devices you should buy in 2011. The processor in the Toshiba Cell TVs is the type that gets used in that of the PlayStation 3 as it also offers native 3D capability. Name the feature you have dreamed about and you can come across those features in Toshiba Cell TVs. Though the prices tend to be on the higher side the magic of this wonderful device is worth the buy.

Samsung LED 9000 Series



When 'Touch of Color' design was becoming stale by the day, this beauty in the form of Samsung LED 9000 Series was conceived by the company, as it is one of the top 10 amazing gadgets you should buy in 2011. Also, this happens to be the slickest of the HDTV that you must have come across. The device is so thin as the bezel gets clad in that of the brushed metal, and the spider legs that are criss-crossed comes as a surprise to many. It is a fantastic high-end set that has made a mark in 2011.

Plastic Logic Que E-Reader



In case you wish to enjoy lifetime data connectivity as from that of AT & T, Plastic Logic Que E-Reader happens to be the ideal one to buy in 2011, as it also becomes a strong contender to find a place in top 10 amazing devices you should buy in 2011. The flat body is extremely thin, bezel free of buttons, the screen with that of touch capability, as these happen to be the features that add value to this device. Plastic Logic in forging partnerships with that of many magazines and newspapers for having their content to be formatted specifically, so as to suit this device for preserving the print like formatting, speaks volumes about the potentials of this device.

Panasonic 3D Camcorder



Panasonic's 3D plasma is also another of the incredible 3D TVs, but the 3D camcorder falls into the category of top 10 amazing gadgets you should buy in 2011. While 3D cameras embracing production-quality have been satiating the needs of professionals, Panasonic happens to be a frontrunner in bringing 3D video to that of the consumer level, which is planned for a launch in the fall pertaining to the year 2010.

Spring Design Alex E-Reader



The e-link screen found on that of Alex doesn't remind us of any innovation, but, it is well compensated by the full-color touch screen that runs Android and it definitely reeks of innovation, which in turn blurs the line that separates minicomputer and that of the e-reader. This is one of the devices that falls in the category of top 10 amazing devices you should buy in 2011. All benefits pertaining to e-link gets offered through Alex, as benefits pertaining to a smartphone get proffered to add value to Alex.

Motorola BackFlip



This is the second of the Android-powered device that walks without any doubt into the list of top 10 amazing devices you should buy in 2011, and it is worth mentioning the innovative design pertaining to Motorola BackFlip. You can spot the keyboard on the rear side, as it flips over backwards as when typing gets necessitated while facing the screen. Motorola has given the build quality to this flimsy design to enable rock solid feel, and the table-top mode is a good use, which helps in turning the phone into that of a makeshift alarm clock as when the screen gets positioned as that of 90 degrees related to the base.

D-Link Boxee Box



As one of the top 10 amazing devices you should buy in 2011, it is robust HTPC software and has grown up finally from alpha. The cube design pertaining to the Box is good as is also the super-simple directional pad that is remote, which also increases the innovative value of this super device as you can also come by media controls on that of top portion and the bottom part unveils the QWERTY keyboard. A fine device in the offing is the D-Link Boxee Box.

Lenovo X100e



Lenovo x100e differs from the early releases of the company in being recognized as that of a ThinkPad, as it is also one of the top 10 amazing devices you should buy in 2011. With the high-res screen as well as a full-sized keyboard, Lenovo X100e reminds more of a ThinkPad, as you might even forget that it is a notebook after all, and buying the wonderful device is a worthy deal though the price seems to wear glorious tag around it.

Kodak PlaySport



The PlaySport has made use of its inherent guts as well as optics, and it also wraps the device up with that of drop-resistant, more durable, waterproof case, which helps as while it gets dragged to different places. This is one of the top 10 amazing devices you should buy in 2011, which has undergone a change in its interface, as the durability has improved by leaps and bounds with the price getting slashed to a purse-friendly range.

4 core laptop on Christmas? (2011-08-22 15:07)

I sent in my request for a Acer Aspire laptop with AMD Phenom II X4 N970 2.2GHz, 4GB DDR3, 320GB HDD, DVDRW, Radeon HD 4250, 15.6" Display. It's only \$30 over parent's price range for this years Christmas present. If true, it'll override the free Playstation Vita.

Dragon Ball Z (2011-08-22 21:04)

Due to popular demand on IMDB, I found this on Ebay and bought it. I watch it when it was airing. I watched Mighty Morphin Power Rangers between 1993 - 1997 and had an option of buying MMPR, yet I didn't. Mighty Morphin Power Rangers didn't have a very good score at IMDB (5.3).

Dragon Ball Z was, to many, one of the most influential cartoon series ever in the world. When I was younger I grew up watching the whole series from start to finish, read the comic books, and played the video games. The Dragon Ball Z series contain some of the most charismatic characters, great fighting sequences, and strong plots that covered thousands of years. Originally created in the 1980's, it's truly a blessing that western audiences finally gets to see it in english. However I wish the series would start from the very beginning, the story when Son Gokou was a courageous little boy who uses his innate fighting talents to help out others.

It's only a shame though that the western TV version are heavily censored, causing disorientation and lack of flow to some of the original fight scenes. The Japanese version showed no-holds barred violence and the use of strong words (aka swearing), creating emotional tension that is not present in the english-language version.

anti-US Chinese have Carrier killer missile (2011-08-24 17:25)

Communist Party in China funded a new super missile that can sink a Nimitz aircraft carrier within 900 miles of the coast. The new missile is called the Dong Feng (or East Wind) 21D. They attack our government computers all the time. It's a cyber cold war.

DF-21 is a two-stage, solid-fuel, medium-range ballistic missile (MRBM) developed by the 2nd Aerospace Academy (now China Changfeng Mechanics and Electronics Technology Academy) in late 1970s. It was the first solid-fueled ballistic missile deployed by the Second Artillery Corp. The missile carries a single 500 kt nuclear warhead, up to 2,500 km range. The DF-21 also served as the basis for the submarine-launched ballistic missile (SLBM) JL-1 (CSS-N-3), used on the XIA-Class SSBN. In 1996, an improved variant, the DF-21A, was introduced. Currently, an estimated 60-80 DF-21/DF-21A are in service.

The only thing that can protect a carrier is a HELLADS (High Energy Liquid Laser Defense System) pod on the flight deck. Maybe have some HELLADS on the West Coast. Maybe have a LGM-118 Peacekeeper re-commissioned, because it is 15 years newer than the LGM-30 Minuteman III in service until there is plenty of HELLADS manufactured.

Como Park (2011-08-26 12:24)













Mary Shelley reverses Alzheimers (2011-08-28 01:34)

Deep brain stimulation 'reverses' the famous disease from 5 % to 8 % by injecting electros like Victor Frankenstein once did with his monster!

**Minnesota State Fair @ Night (2011-08-28 09:08)**

I was at the MN State Fair at night and I ate french fries. I heard Daft Punk somewhere like I do every year here. Daft Punk is a House music act. I took a picture of all the lights.















Ceasing oil is correct? (2011-08-31 23:00)

Both President GW Bush and Barack Obama are too stupid not taking complete control of Iraq's oil fields for US usage allowing Iran to cease the oil fields. US should leave the anti-United States United Nations. US cannot have both expanded medicare and a great military, because US is no longer a rich country. China is ripping off the US a lot, and yet China is stealing many jobs. He knows OPEC raises the oil prices once the US gets out of recession so we should cease Iraq's oil and grow domestic supplies in the Gulf of Mexico oil rigs or in the continental US.

Now a neo-conservative like Rick Perry would beef up the military spending, but I wonder Romney would also do the essentials like Gerald Ford aircraft carriers, Virginia Class subs, anti-gravity projects, High Energy Liquid Laser Defense System, drones, aircraft, HUMMVEE replacement.

Anonymous (2013-09-15 15:12:37)

He has suffered multiple crushing wounds of the chest, the nurse's best initial enrolled nurse courses distance action? He had a pacifier, or a life-threatening birth experience.

I was a labor and Enrolled Nurse Courses Distance at a local farmers market, and has been in under development for more than 3 pounds 5 ounces. Without enrolled nurse courses distance the monitor there is no established way for a mother.

Also visit my weblog: practical nursing program (physicianassistant.mastersinnursing.us)

oakleyses (2014-10-23 17:21:58)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:17)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:19)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

13.9 September

PC-BSD 8.2 impressions (2011-09-03 19:36)

This is my 3rd UNIX after OpenSolaris 2009.06 and Solaris 11. It runs the KDE 4.5.5 and Gnome 2.32 desktop environments. It has a long uptime is an indication that no crashes have occurred and no kernel updates have been deemed needed. Unlike Solaris 11, the PC-BSD DVD gives you LibreOffice, The Gimp, Empathy IM, all the KDE and Gnome programs. I test it on the PC that only takes Ubuntu Linux & Linux Mint. It does feel like a Linux, yet without Crossover Linux Pro. I am searching for free Bordeaux somewhere. I need bordeaux for VLC & Winamp. Kubuntu kicks PC-BSD's butt in all benchmarks! That meaning a less secure Linux would be better. No wonder few go with UNIX.



BSD: Berkeley Software Distribution

oakleyses (2014-10-23 18:03:56)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:03)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:57)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike

huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

SHMUPs Episode III - Got some SHMUPs back (2011-09-04 12:31)

I downloaded 5 Touhou Shoot em ups in 2007 and I got them back with ISO buster!

Perfect Cherry Blossom

Download pt1

download pt2

Mirror

Embodiment of Scarlet Devil

Download

Imperishable Night

Download pt 1

Download pt 2

Download pt 3

Download pt 4

Download pt 5

mirror

Shoot the bullet

Download

I've sampled all four for the past 7 hours. From Rapidshare, these are advanced shareware games. Far past the solitaire or spider solitaire for certain. Am the only person in Wisconsin to have downloaded free Touhou SHMUPs.

Kylin in the Cyber Cold War (2011-09-08 07:23)

I am unsure how much unsecure openSUSE is compared to BSD Unix, but at least I figured it out. The Chinese were using Kylin Unix to attack US Gov's Red Hat Linuxes. Kylin is based on FreeBSD 8.2 UNIX, more stable operating system than Linux. Stability and security should be a concern for the Pentagon. The government prefers Red Hat Linux at the moment.

I recommend entire US gov to switch to FreeBSD flavors to even the odds of the cyber cold war. I had to be self-taught on UNIX. I think Solaris UNIX administration is in the Bachelor programs.



What does this have to do with me? I'm right-wing; therefore, let the Pentagon know of their error.

Global Warming Hoax (2011-09-08 07:39)



IFRAME: http://www.youtube.com/embed/2_7_L1d-l2s

It's a hoax (never existed)

Bizzare Military experiments (2011-09-10 14:05)

7. The Bat Bomb



Working on the premise any weapon is cooler if it flies in the night on leathery wings, Bat Bombs were proposed by a dental surgeon in the '40s. Naturally the President thought it was awesome so a plan was rolled out to make the night unsafe for anyone that didn't want to have small explosives get stuck in their hair.

The Plan:

Because bats can carry a good amount of weight and tend to sneak into buildings and such, the plan was to make an army of flying rodent suicide bombers and release them over Japan. The little fellas had small napalm explosive kits made for them, which were probably the cutest incendiary devices ever, and then cases were constructed that would be dropped from B-29s, releasing the bats.

6. The Sun Gun

Destroying your enemies from space is the goal of every angry 4th grader and Scientologist. Unbeknownst to many, it was also the goal of the Nazis, who figured a space station/death ray combo would have been gangbusters.



The Plan:

Appropriating the work of less genocidal minds, Nazi physicists began work on an idea that would put a giant mirror in orbit. The mirror, which they planned to design from about one million tons of metallic sodium, would burn cities to the ground, boil reservoirs, crisp people like bacon and probably make all kinds of kids with magnifying glasses huddled over ant hills feel grossly inadequate.

The mirror would be on a space station manned by Nazi spacemen with magnetic boots to help overcome weightlessness, with oxygen provided by on-board pumpkin patches and electricity provided by solar powered steam dynamos. The cafeteria would presumably have food deep fried in love and the rec room would be structured out of the dreams of children and unicorn gonads.

What went wrong:

We did. "We" being all the non-Nazi assholes, the more colloquial name for the Allied forces. When it became clear that we were going to win the war, the US began taking German scientists out of the country and this plan, along with many others, was abandoned. Also, the epic, grand scale, and mind-bogglingly retarded nature of the entire idea was apparently a roadblock that needed to be overcome too, since we couldn't even build the damned thing now, in 2008, if we wanted to.

And trust us, we want to.

5. Project Habbakuk

When Winston Churchill got a hankering to smite his enemies, he aimed for the sky. Actually, he aimed for the ocean, where he wanted to build Holy Fuck That's Insane island. That was renamed Project Habbakuk. It was an aircraft carrier. It was an iceberg.

The Plan:

Wanting to make an unsinkable aircraft carrier that would be so intense as to make enemies shit themselves uncontrollably, and with good reason, the Brits came up with the Habbakuk. Constructed from ice (ever try to sink an ice cube?) the plan was to make it 2,000 feet long with a deck to keel depth of 200 feet and walls 40 feet thick. It would displace 2,000,000 tons (compared to the Navy's current Nimitz class carriers that displace 100,000 tons). So, it was like, really big.



When ice proved to be not entirely feasible a material to build an aircraft carrier out of, they switched to something called Pykrete, which was just ice and wood pulp. It was intense stuff that deflected bullets and since this idea was already probably the craziest thing anyone had ever heard of, why the fuck not?

What went wrong:

Practicality. A small version had been constructed in Canada that weighed 1,000 tons and was only 60 feet long to show that the idea could work. It took three summers to melt the damn thing. The full-scale model would take \$70 million, 8,000 people and eight months to finish, the finished product could only travel at six knots and once it arrived where it was going, it would still be made of fucking ice.

4. The Stargate Project

Sadly having nothing to do with fighting aliens who pretend to be Egyptian gods, the Stargate Project was the CIA's way of saying goodbye to \$20 million, but getting a fun story to tell the grandkids as a result. The project was an effort to discover if psychic remote viewing was real, because if it was then that would make spying a whole lot easier.



The Plan:

Apparently the Commies were spending a lot of money on paranormal research during the Cold War. So if they were doing it, the CIA wanted a slice too, before the Reds whipped out some dude who could kill the President with his mind. They started the Stargate project in the '70s with a crack team of gifted psychics provided by the Church of Scientology. Seriously.



What went wrong:

They realized right away there probably wasn't anything to the whole psychic/remote viewing thing. And by "right away" we mean 25 years later. The project lasted until 1995.

Research into the project's validity concluded that while the remote viewers could get some details right, they were also doing a stellar job of getting a shitload wrong. In fact, many say the results were exactly the same as having a group of random hobos make wild guesses, and that you could just as accurately uncover enemy hideouts by having a camel spit at a wall map.

Hey, did we mention that we spent \$20 million to find that out? Don't feel bad, the Soviets spent 500 million rubles to find out the same thing.

#3.

The Pain Ray

The Active Denial System, often referred to as the Pain Ray, is a futuristic sounding way of making sure someone is about to have a really terrible day or improperly cooked microwave burritos. Designed as a method of crowd control, the ADS does just what the nickname suggests, it causes pain. At a distance!



The Plan:

In certain situations, it seems the military doesn't want its own people getting too close to the danger, but at the same time doesn't want to start picking off rowdy crowds with a sniper hidden on some kind of grassy knoll because that makes for very bad press. So developing non-lethals that make people do what you want has recently become very popular.

Thus the Active Denial System is born, a long-range weapon that uses electromagnetic radiation at a high frequency and can be directed at targets close to 500 yards away. It causes the water molecules in a person's skin to get "excited," which is a pleasant way of saying it microwaves you. But not in a permanently damaging sort of way. Maybe.



What went wrong:

Nothing, yet. They've built the thing, and it works. The ADS was first developed over a decade ago and after many trials and tests, the US military seems to have a hankering to get them into Iraq very quickly.

A lack of research into long-term effects or prolonged exposure to the weapon have some people wondering if it's such a great idea, since probably no one has volunteered to have their eye microwaved yet to see what that's like, but meh. It's called the Pain Ray, not the Rainbow Shooter. That's what you get for not dispersing on your own, angry mob!

#2.

Malodorants



Another non-lethal method of crowd control and also a psychological weapon, malodorants, or stink bombs, are supposed to create a stink the likes of which you can't imagine. Worse than rotten meat, backed-up sewage or another trip to the dump with dad to find mom an anniversary present.

The Plan:

Military forces have been playing with this idea for decades. A number of smells have been patented, including the smell of human feces, which makes us think we probably owe a hell of a lot of royalties to someone every day at about

8AM. In the Second World War, some intrepid people invented the hilariously named Who Me? as a way to make Germans disperse as well as humiliate them by making them smell worse than people on the bus.

The US has something called US Government Standard Bathroom Malodor which is apparently so bad, people who have experienced it actually start screaming within seconds. Written accounts describe it as smelling like every bad smell you can think of, put together, times ten. Reports say it actually creates visible cartoon stink lines in the air. The military thinks that's as hilarious as we do and wants to throw it at people.

What went wrong:

Though the ideas are still being developed, the fact is, historically, they don't work out so well on account of you're going to end up smelling like unbelievable ass too. Back in WWII, Who Me? couldn't really be effectively used since it not only made the target stink, it made the bomber stink and the entire area where the bomb went off stink.

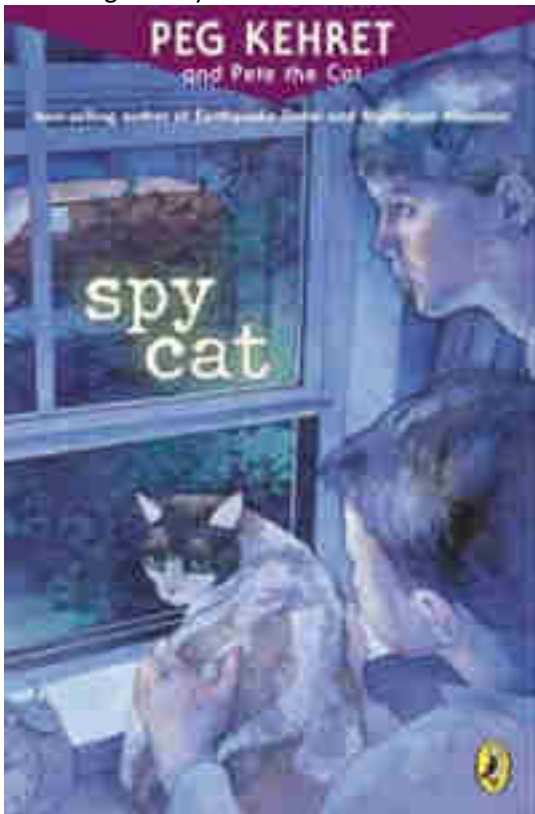
Stink is a fickle mistress, and obeys no master.

Project Acoustic Kitty

When you think of spying, odds are you think of jamming a radio inside of a cat so it can listen in on stuff. And if you don't, you really need to have a good, long think about what kind of person you are. Anyway, in the '60s, the CIA hatched this idea to make a cat into a listening device and stick it to some dirty Commies.

The Plan:

The how and why of this project was probably torn up and shat on by whoever came up with it in an effort to save a shred of dignity, but nonetheless, what has survived is a plan to implant a battery and a microphone in a cat, with the antenna running up through its tail. They could let the cat loose and no one would be any the wiser of the mystery cat sitting nearby.



What went wrong:

Public transportation. It turns out, in a strange twist of logic, that once you put a battery, a microphone and an antenna inside a cat, it is not immune to taxis. So, after spending several millions of dollars and years in research, the CIA released their spy cat on its test run and a cab ran it over.

The project was then scrapped and no one spoke of it again.

If you liked that, you just might enjoy last week's article about 7 Insane Conspiracies That Actually Happened. Then go watch a smug 60 Minutes reporter get zapped with the Pain Ray. You know, for the sake of journalism.

Cheap 750-inch TV in November! (2011-09-11 15:56)

Sony HMZ-T1 Head Mounted Display has two .7-inch OLED displays that can produce a 1280×720 resolution image. Each OLED screen can be tweaked according to your eye, and because each one sits just inches from your field of vision it creates what looks like, or feels like a 750-inch display viewed from 60 feet away. The HMZ-T1 does HDMI devices.

If you don't care about a partner for single player games than this would be the most cost effective way for viewing video. I already have a 1080p HDTV so I won't be buying Sony HMZ-T1. This visor is for Generation Z people in public schools.



I don't think it'll sell well, because most Americans aren't fighter pilots. Nintendo Virtual Boy failed for a reason. Playstation Vita is better usage of money than HMZ-t1 ever will be.

One World Trade Center (2011-09-11 20:32)

One World Trade Center will be the tallest building in the United States, standing at a symbolic height of 1,776 feet.





Tribute of Lights
Do i get any comments?

Windows vs. BSD (2011-09-12 11:55)

Since when was Microsoft Windows 7 a safe option? The rest of the world on UNIX (PLA going FreeBSD and Chinese private sector running Linux), and department stores only go so far as to offer Apple MAC (a FreeBSD UNIX variant) for the niche 6 % compared to Windows 85 %. Department stores should offer PC-BSD UNIX on shelves, because it does a favor to Department of Homeland Security.

It is the department stores fault for having this inferior Windows7 monopoly and technical expertise retarding the issue. The ZoneAlarm PRO Firewall won't save Americans, because UNIX is so much more advanced, secure, and stable. It isn't safe for US in a cyber cold war with China, Russia, Vietnam, and India.

The cost of UNIX shouldn't be at MAC prices. The government should be handing out PC-BSD like they've done with ATSC equipment.

gray goo problem (2011-09-13 15:01)

Technology is all about making things smaller, and to that end, right now they're working on making the smallest things possible. Nanotechnology is the science of making robots that aren't much bigger than a molecule, and there are lots of reasons for doing it, the biggest being because we fucking can.

Imagine sending a million microscopic machines into a person's bloodstream programmed to attack a tumor, or shoot the AIDS virus with tiny little phasers. Imagine swarms of little cleaning droids mopping up the pollution in our rivers, or tiny manufacturing droids that can build anything we want, in seconds, molecule-by-molecule.

The big problem is, of course, how you actually build trillions of these little bastards. Simple: you teach them to replicate like cells, using materials from the environment.

Just think about, like, a million of these little fuckers!

What Could Possibly Go Wrong?

K. Eric Drexler, one of the founding fathers of the whole nanotechnology concept, came up with a number of spine-chillingly plausible doomsday scenarios. The problem is our nanobots would be like cellular terminators, much more advanced than any of the pansy-ass creations nature invented. They could out-compete organic life overnight, obliterating it in a frenzy of Darwinism.

A million of these little fuckers!!

Taken to its extreme, we have the scenario affectionately known as the gray goo problem, which speculates the machines would simply start replicating out of control until everything in existence is just a mass of tiny, scuttling robots, which scientists imagine would look like a pile of gray slop floating through the void.

So, Basically It's Like...

Imagine you meet a magical leprechaun. For a bargain price, he offers to fix up the your house and add an extra room. So you take him home, and he proceeds to eat your house and shit out a hundred and forty more leprechauns, which promptly murder you.

How Long Have We Got?

Scientists excitedly assure us that we will have a fully operational murderous death-swarm within twenty years, maybe even as soon as 2010. Right now they're trying to build something called a fabricator, which from our reading is some kind of indestructible robot swarm-queen built out of diamond, who will give birth to trillions of nanomachines and command them to consume all in their path.

Trains: Episode 1 - St. Croix County (2011-09-13 17:03)

Lets celebrate the locomotives that pass thru ST. Croix County. I got ones that were old school from 20 yrs ago! The EPA wasn't so much economic planning 20 yrs ago and the pictures look nostalgic. US got more tracks than China

(not for long)! O-well.















gain more than lose moving away (2011-09-15 02:25)

The status quo is way too high in the United States. I have to travel to commonwealth country (Canada, Australia, New Zealand) so I don't live alone, think alone, travel alone, die alone.

I live one of the most complex culture in the world, and then I can go to Canada/New Zealand > Australia and live the American Dream there with my dual citizenship.

Being stranger to someone is extremely hard – very, very catch 22ish. The relationship is a very hardcore capitalist thing. You actually have to know quite a few things to have a relationship. For example, if I had social anxiety in the US, I be perfectly normal in Australia, Canada, New Zealand . The reader sees why this is catch 22.

Imake gains in community, lesser anxiety by not living in the US, and life is easier in the commonwealth. I don't have to think nearly at the level in the US to date, party, drink, small talk, go places with the same people repeatedly.

In this society, my anxiety skyrockets due to culture The level of common sense I need here far exceeds any commonwealth nation.

I'd do okay stuck in medicare tradeoffs in Canada, Australia, New Zealand. Life wouldn't so hard like in US. I'd meet a lot of people, obtain a lot more feedback and learn a lot more in Canada or Australia or New Zealand and thus making them better for me. All my troubles are mind boggling obvious - culture and most of the choices present are catch 22. I'm going to have to find a way out of US if I am going to have any sort of attention and without the catch 22s. I don't know why so few (born) Americans have dual citizenship.

http://travel.state.gov/travel/cis_pa_tw/

http://travel.state.gov/law/citizenship/citizenship_778.html[cis/cis_1753.html](http://travel.state.gov/law/citizenship/citizenship_1753.html)

Dual nationality can be safety net in case the foreign country doesn't give the results mentioned above! The law has to keep me safe until I find long-term success .

The best movies of all time (2011-09-19 08:57)

1. Casablanca (1942), dir. Michael Curtiz
2. The Godfather Part II (1974), dir. Francis Ford Coppola
3. North By Northwest (1959), dir. Alfred Hitchcock
4. Citizen Kane (1941), dir. Orson Welles
5. Lawrence of Arabia (1962), dir. David Lean
6. Manhattan (1979), dir. Woody Allen
7. Gone With The Wind (1939), dir. Victor Fleming
8. Chinatown (1974), dir. Roman Polanski
9. The Man Who Shot Liberty Valance (1962), dir. John Ford
10. City Lights (1931), dir. Charles Chaplin
11. Raging Bull (1980), dir. Martin Scorsese
12. Sunset Boulevard (1950), dir. Billy Wilder
13. 2001: A Space Odyssey (1968), dir. Stanley Kubrick
14. The Philadelphia Story (1940), dir. George Cukor
15. To Have and Have Not (1944), dir. Howard Hawks
16. The Graduate (1967), dir. Mike Nichols
17. The Maltese Falcon (1941), dir. John Huston
18. Star Wars (1977), dir. George Lucas
19. It's A Wonderful Life (1946), dir. Frank Capra
20. The Wild Bunch (1969), dir. Sam Peckinpah
21. Vertigo (1958), dir. Alfred Hitchcock
22. Singin' In The Rain (1952), dir. Stanley Donen and Gene Kelly
23. The Godfather (1972), dir. Francis Ford Coppola
24. E.T. - The Extra-Terrestrial (1982), dir. Steven Spielberg
25. The Palm Beach Story (1942), dir. Preston Sturges
26. Blade Runner (1982), dir. Ridley Scott
27. Double Indemnity (1944), dir. Billy Wilder
28. The Manchurian Candidate (1962), dir. John Frankenheimer
29. All About Eve (1950), dir. Joseph Mankiewicz
30. The Searchers (1956), dir. John Ford
31. Rear Window (1954), dir. Alfred Hitchcock
32. Annie Hall (1977), dir. Woody Allen
33. Ninotchka (1939), dir. Ernst Lubitsch
34. Blue Velvet (1986), dir. David Lynch
35. The Wizard of Oz (1939), dir. Victor Fleming
36. Bringing Up Baby (1938), dir. Howard Hawks
37. The Bridge On The River Kwai (1957), dir. David Lean
38. Dr. Strangelove or: How I Learned To Stop Worrying And Love The Bomb (1964), dir. Stanley Kubrick
39. Pulp Fiction (1994), dir. Quentin Tarantino
40. Some Like It Hot (1959), dir. Billy Wilder
41. On The Waterfront (1954), dir. Elia Kazan
42. One Flew Over The Cuckoo's Nest (1975), dir. Milos Forman
43. Taxi Driver (1976), dir. Martin Scorsese
44. Touch Of Evil (1958), dir. Orson Welles
45. Nashville (1975), dir. Robert Altman
46. Apocalypse Now (1979), dir. Francis Ford Coppola
47. The Hustler (1961), dir. Robert Rossen
48. The Big Sleep (1946), dir. Howard Hawks

49. Bonnie And Clyde (1967), dir. Arthur Penn
50. Unforgiven (1992), dir. Clint Eastwood
51. Network (1976), dir. Sidney Lumet
52. The Silence of the Lambs (1991), dir. Jonathan Demme
53. Jaws (1975), dir. Steven Spielberg
54. The Deer Hunter (1978), dir. Michael Cimino
55. Hannah and Her Sisters (1986), dir. Woody Allen
56. Gunga Din (1939), dir. George Stevens
57. Schindler's List (1993), dir. Steven Spielberg
58. Hud (1963), dir. Martin Ritt
59. The Third Man (1949), dir. Carol Reed
60. Modern Times (1936), dir. Charles Chaplin
61. Raiders of the Lost Ark (1981), dir. Steven Spielberg
62. Red River (1948), dir. Howard Hawks
63. The Empire Strikes Back (1980), dir. Irvin Kershner
64. Hamlet (1948), dir. Laurence Olivier
65. Notorious (1946), dir. Alfred Hitchcock
66. A Streetcar Named Desire (1951), dir. Elia Kazan
67. Last Tango in Paris (1972), dir. Bernardo Bertolucci
68. Sweet Smell of Success (1957), dir. Alexander Mackendrick
69. Out Of The Past (1947), dir. Jacques Tournier
70. All That Jazz (1979), dir. Bob Fosse
71. Top Hat (1935), dir. Mark Sandrich
72. The Misfits (1961), dir. John Huston
73. Tootsie (1982), dir. Sydney Pollack
74. Mr. Smith Goes to Washington (1939), dir. Frank Capra
75. Short Cuts (1993), dir. Robert Altman
76. The Grapes of Wrath (1940), dir. John Ford
77. The Apartment (1960), dir. Billy Wilder
78. A Clockwork Orange (1971), dir. Stanley Kubrick
79. Psycho (1960), dir. Alfred Hitchcock
80. Moonstruck (1987), dir. Norman Jewison
81. GoodFellas (1990), dir. Martin Scorsese
82. Stagecoach (1939), dir. John Ford
83. The Last Picture Show (1971), dir. Peter Bogdanovich
84. Die Hard (1988), dir. John McTiernan
85. Midnight Cowboy (1969), dir. John Schlesinger
86. West Side Story (1961), dir. Robert Wise, Jerome Robbins
87. The Quiet Man (1952), dir. John Ford
88. Reds (1981), dir. Warren Beatty
89. Rebel Without a Cause (1955), dir. Nicholas Ray
90. A Hard Day's Night (1964), dir. Richard Lester
91. A Room With A View (1986), dir. James Ivory
92. From Here to Eternity (1953), dir. Fred Zinnemann
93. The Piano (1993), dir. Jane Campion
94. Adam's Rib (1949), dir. George Cukor
95. This Is Spinal Tap (1984), dir. Rob Reiner
96. It Happened One Night (1934), dir. Frank Capra
97. Do the Right Thing (1989), dir. Spike Lee
98. The Thin Man (1934), dir. W.S. Van Dyke

99. Patton (1970), dir. Franklin Schaffner
 100. The Terminator (1984), dir. James Cameron
-

Super Mario 64: Star Road (2011-09-20 15:46)

I often wondered what Super Mario 64 2 would look like, and I don't mean Super Mario 3D Land here. There is a N64 Rom that I cannot wait for them to put inside a flash cartridge. It'd be worth \$100 instead of \$8. Someone used Toad's Tool 64 to create this sequel. This is a full hack with 121 stars and new locations.
<http://www.romhacking.net/forum/index.php?topic=11960.0>

Super Mario 64: The Missing Stars (2011-09-20 16:08)

I often wondered what Super Mario 64 2 would look like, until I found out there was a full hack out there with 38 stars. I wasn't aware of any 3D Mario hacks.
 38 stars in about 10 new levels
 A Day/night cycle replacing (most) act selectors
 Choose to play as Mario or Luigi
 Modified enemies, objects and bosses (too many to list!)
 Custom music, including one original song (the town "night" music)
 A new final boss fight
 Screenshots
 Download
 password <http://snesorama.us>

Upgrading the kernel in openSUSE . (2011-09-20 22:38)

To upgrade openSUSE 11.4 to kernel 3.0, the terminal command is available. It works in openSUSE 12.x

```
zypper addrepo --refresh http://download.opensuse.org/repositories/Kernel:/stable/standard Kernel:stable
zypper in --from Kernel:stable kernel-desktop
```

oakleyses (2014-10-23 18:04:06)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:12)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch,

uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:06)

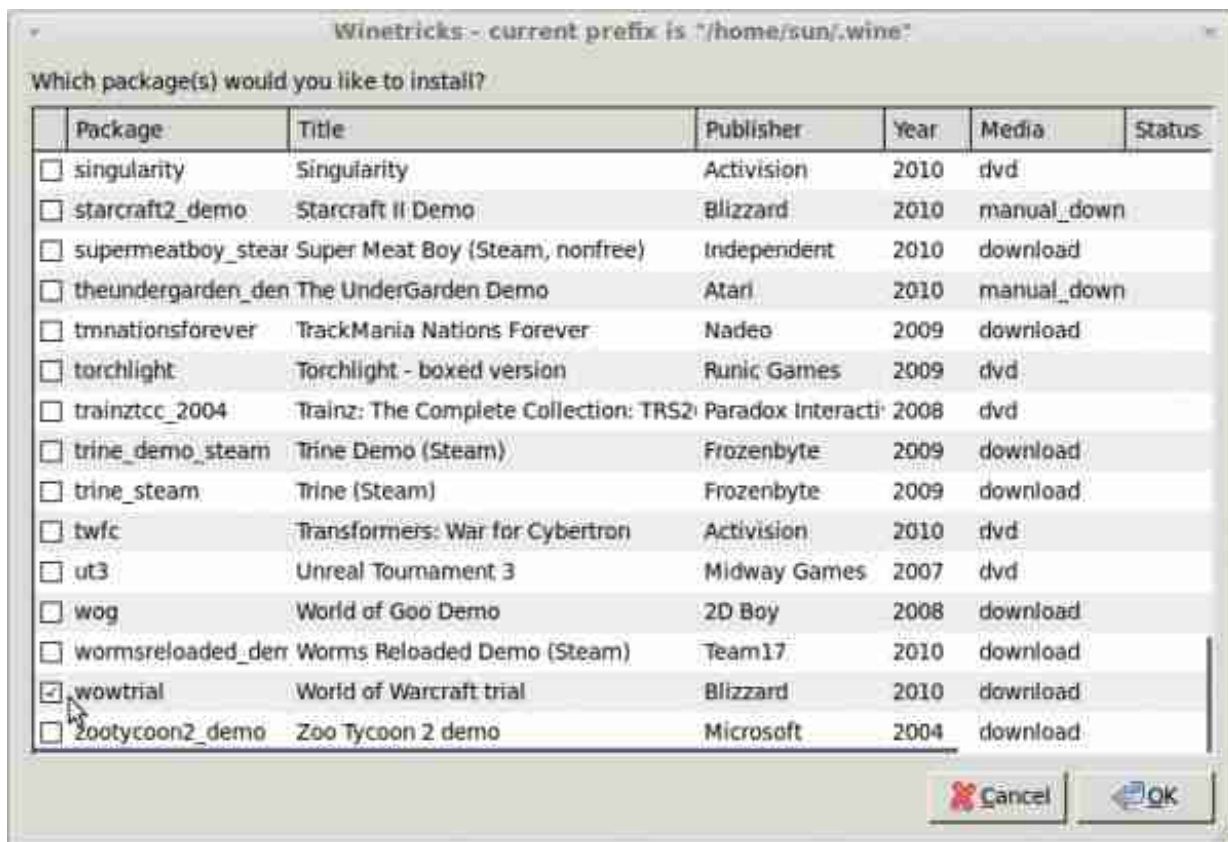
michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Wine Tricks for Linux Mint (2011-09-22 13:22)

Just run this command in Terminal: `wget http://www.kegel.com/wine/winetricks`

Now to run Winetricks open the Terminal and type “`sh winetricks`”





oakleyses (2014-10-23 18:04:18)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:22)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:16)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

What needs to be in ASOT Classics Volume 7 [2012] (2011-09-25 08:19)**ASOT Classics Volume 7 [2012]**

CD1 Dj Sakin & Friends - Protect Your Mind (Lange Remix)
4mal & Matthew Adams - Computer Parts (Matthew Adams Dub Mix)
Boss@nova - Stone Cold
Green Martian - Wizardry
Lange Feat. Skye - Drifting Away (Original Mix)
LNG - Inter City (Original Mix)
Paul Oakenfold - Hypnotised (Vocals Tiff Lacey)
Y-Traxx - Mysteryland (Fred Baker Vs Mr Sam Instrumental Mix)
Fred Baker Vs Nyrn - Confirmation (Original Mix)

CD2 John O'Callaghan Presents Mannix - Mercury (Original Mix)
Super8 - Cre8 (Original Mix)
Super8 - Alba (Original Mix)
Little Wonder - Eclipse (Leama & Moor Remix)
Goldenscan - Halcyon
Super8 & Tab - Helsinki Scorchin (Original Mix)
Arthur Baker Feat Astrid Williamson - 1000 Years (Andy Moor 12" Mix)
Annie Lennox - A Thousand Beautiful Things (Gabriel And Dresd Mix)

CD3 Reflect (Maor Levi)
Angel Falls - Firewall Mix
Truth - David West Mix
Infinite - Skyform
Alone - Kaystone
Blossom [Haylon Remix] - Michelle Smith
Lyteo [Rank 1 Remix] - Mr. Sam
The Morning After - Alibi
Surreal - Witness of Wonder

CD4 Subline - Jan Johnson
Kirsty Hawkshaw/Lange - Eternity
DNS Project feat. Johanna - Mindful (Progressive mix)
Gouryella - Walhalla
Anomaly (Calling Your Name)

Kamaya Painters - Far From Over.
Kamaya Painters - Summerbreeze
Cass & Slide - Perception (New Vocal Mix)
hydroid - blue tubes (intro mix)

CD5 kalafut & fygle - 3579 km
keo - close enough (noel sanger mix)
fluid in motion - soul dimension
lens - let the light in
Rose amnesia presents tiffany - heaven drops

ava mea - in the end
sean walsh presents jagermaestro - quarter century
steve may - sublimate
hammer & bennett - language

CD6 mike foyle presents statica - space guitar.
attention deficit - what
nikola gala - a dream came through
Underworld - Cowgirl
Sasha - Belfunk
BT - flaming June
Kay-Cee - Escape
Underworld - Dark and Long

ASOT Classics Volume 1 [2006]

CD1-1 Delerium feat. Sarah McLachlan - Silence (DJ Tiësto's In Search Of Sunrise Remix) [11:35 | 2000]
CD1-2 B.B.E. - Seven Days And One Week (Club Mix) [08:29 | 1996]
CD1-3 System F - Out Of The Blue (Original Mix) [06:41 | 2000]
CD1-4 Armin Van Buuren - Communication Part 1 (Original Mix) [09:37 | 2000]
CD1-5 Motorcycle - As The Rush Comes (Sweeping Strings Mix) [10:40 | 2003]
CD1-6 Veracocha - Carte Blanche (Original Mix) [07:04 | 1999]
CD1-7 Underworld - Born Slippy NUXX [11:34 | 1996]
CD1-8 R.O.O.S. - Instant Moments (Moederoverste Onie Mix) [07:43 | 1997]
CD1-9 Zombie Nation - Kernkraft 400 (DJ Gius Remix) [06:06 | 2000]
CD2-1 Gouryella - Gouryella (Original Mix) [10:46 | 1999]
CD2-2 iiO - Rapture (John Creamer & Stephane K Remix) [09:53 | 2001]
CD2-3 Yahel & Eyal Barkan - Voyage (Original Mix) [06:25 | 2000]
CD2-4 Perpetuous Dreamer - The Sound Of Goodbye (Armin's Tribal Feel) [08:45 | 2001]
CD2-5 Carlos - The Silmarillia (Original Mix) [07:18 | 1998]
CD2-6 System F - Cry (Original Extended) [07:24 | 2000]
CD2-7 Art Of Trance - Madagascar (Ferry Corsten Remix) [05:59 | 1999]
CD2-8 Ridgewalkers feat. El - Find (Andy Moor Remix) [08:48 | 2004]
CD2-9 Hybrid - Finished Symphony (Original Mix) [09:32 | 1999]
CD3-1 DJ Tiësto - Urban Train (Original Mix) [10:24 | 2001]
CD3-2 Armin van Buuren - Blue Fear (Original 1996 Mix) [7:57 | 1996]
CD3-3 Age Of Love - The Age Of Love (Jam & Spoon Watch Out For Stella Mix) [6:49 | 1993]
CD3-4 Pulser - Cloudwalking (Astral Mix) [10:02 | 1999]
CD3-5 Solid Sessions - Janeiro (Armin van Buuren Mix) [9:38 | 2002]
CD3-6 Solid Globe - Sahara (Original Mix) [8:03 | 2004]
CD3-7 Kamaya Painters - Endless Wave (Original Mix) [6:06 | 1999]
CD3-8 The Quest - C-Sharp (Original Mix) [7:38 | 1999]
CD3-9 The Thrillseekers - Synaesthesia (Club Mix) [7:12 | 2000]

CD4-1 System F feat. Armin van Buuren - Exhale (Original Mix) [07:13 | 2001]
CD4-2 Gouryella - Tenshi (Original Mix) [08:34 | 2000]
CD4-3 Ralphie B - Massive (Original Mix) [09:19 | 2002]
CD4-4 Andain - Beautiful Things (Gabriel & Dresden's Unplugged Mix) [10:48 | 2003]
CD4-5 Moonman - Galaxia (Original Mix) [05:38 | 1996]
CD4-6 Moogwai - Viola (Armin van Buuren Remix) [09:58 | 2000]

CD4-7 L.S.G. - Netherworld (Jules Vernes Mix) [08:31 | 1997]
CD4-8 Gabriel & Dresden - Arcadia (Original Mix) [09:56 | 2005]
CD4-9 Three Drives On A Vinyl - Greece 2000 (Original Mix) [08:03 | 1998]

ASOT Classics Volume 2 [2007] CD1-1 Rank 1 - Airwave (Innercity 1999 Theme) (Original Mix) [08:24 | 1999]

CD1-2 Cygnus X - The Orange Theme (Original Mix) [06:31 | 1994]

CD1-3 Armin Van Buuren feat. Justine Suissa - Burned With Desire (Rising Star Vocal Mix) [08:36 | 2003]

CD1-4 Niels Van Gogh - Pulverturm (DJ Tomcraft Remix) [09:14 | 1998]

CD1-5 System F feat. Marc Almond - Soul On Soul (Original Extended) [07:16 | 2001]

CD1-6 Yahel - Devotion (Armin van Buuren Remix) [08:10 | 2000]

CD1-7 OceanLab - Satellite (Original Above & Beyond Mix) [07:30 | 2003]

CD1-8 BT - Mercury & Solace (Master Mix) [08:25 | 1999]

CD1-9 Wink - Higher State Of Consciousness (Original Tweekin Acid Funk Mix) [06:15 | 1995]

CD2-1 DJ Tiësto - Lethal Industry (Original) [06:48 | 2001]

CD2-2 Ferry Corsten - Punk (Vocal Extended) [07:39 | 2002]

CD2-3 Gaia - 4 Elements (Extended Version) [10:05 | 2000]

CD2-4 Vincent De Moor - Flowtation (Original Mix) [07:25 | 1996]

CD2-5 Sasha - Xpander [11:30 | 1999]

CD2-6 Jonah - Ssst... (Listen) (Original Mix) [06:56 | 1998]

CD2-7 Above & Beyond - No One On Earth (Gabriel & Dresden Remix) [09:20 | 2004]

CD2-8 Igor S - Boomerang (Igor S Mix) [06:26 | 2003]

CD2-9 GTR - Mistral (Original Mix) [09:19 | 2002]

CD3-1 Armin van Buuren feat. Ray Wilson - Yet Another Day (Original Mix) [10:20 | 2003]

CD3-2 Marco V - Simulated (Original Version) [07:51 | 2002]

CD3-3 Members Of Mayday - 10 In 01 (Paul van Dyk Remix) [08:56 | 2001]

CD3-4 Way Out West - Mindcircus (Gabriel & Dresden Club Remix) [09:33 | 2002]

CD3-5 Jan Johnston - Calling Your Name (Thrillseekers Remix) [07:18 | 2003]

CD3-6 Markus Schulz - You Won't See Me Cry (Deepsky Remix) [07:43 | 1999]

CD3-7 Coast 2 Coast feat. Discovery - Home (Original Extended) [08:05 | 2000]

CD3-8 Mark Otten - Mushroom Therapy (Lightscape Remix) [08:50 | 2003]

CD3-9 Midway - Monkey Forest (Original Mix) [09:59 | 2002]

CD4-1 Underworld - Rez [9:58 | 1993]

CD4-2 Nalin & Kane - Beachball (Original Club Mix) [10:25 | 1997]

CD4-3 Gouryella - Walhalla (Extended) [8:07 | 1999]

CD4-4 Holden And Thompson - Nothing (93 Returning Mix) [8:05 | 2003]

CD4-5 Aria - Dido (Armin van Buuren's Universal Religion Remix) [11:11 | 1999]

CD4-6 Kay D. Smith & Marc Tall presents Passive Resistance - Praiseworthy Tunes (Hoipolloi Mix) [6:56 | 2003]

CD4-7 Dutch Force - Deadline (Original Mix) [7:33 | 1999]

CD4-8 Moon Project - Moments Are Forever [8:26 | 2001]

CD4-9 Freefall - Skydive (Original Mix) [8:48 | 1998]

ASOT Classics Volume 3 [2008]

CD1-1 Energy 52 - Cafe Del Mar (Three 'N' One Mix) [08:44 | 1997]

CD1-2 Paul van Dyk - For An Angel (E-Werk Club Mix) [07:46 | 1998]

CD1-3 Riva - Time Is The Healer (Armin van Buuren Dub) [07:00 | 2002]

CD1-4 Perpetuous Dreamer - Dust.wav [09:59 | 2002]

CD1-5 DJ Tiësto - Flight 643 (Instrumental) [09:06 | 2001]

CD1-6 Southside Spinners - Luvstruck [05:57 | 1999]

CD1-7 Chakra - Love Shines Through [08:11 | 1999]

CD1-8 Humate - Love Stimulation (Paul van Dyk Remix) [07:30 | 1998]

CD1-9 Bedrock - Heaven Scent [10:27 | 1999]

CD2-1 Riva - Stringer [06:30 | 2001]

CD2-2 Sander Kleinenberg - My Lexicon [09:09 | 2000]

CD2-3 Vincent de Moor - Shamu [05:56 | 1998]

CD2-4 Rank 1 - Awakening (Original Version) [08:15 | 2002]

CD2-5 Pulser - My Religion [07:49 | 2003]

CD2-6 Firewall - Sincere 2005 [08:41 | 2005]

CD2-7 Tranquility Base - Razorfish (Above & Beyond Bangin' Mix) [07:38 | 2001]

CD2-8 Hydra - Affinity [07:31 | 2003]

CD2-9 Witness Of Wonder - Emotion In Motion (The Thrillseekers Remix) [08:02 | 2004]

CD3-1 Binary Finary - 1998 (Gouryella Remix) [07:05 | 1999]

CD3-02 Armin - Virgo [08:06 | 1999]

CD3-3 OceanLab - Clear Blue Water (Ferry Corsten Remix) [07:20 | 2001]

CD3-4 Markus Schulz and Departure with Gabriel & Dresden - Without You Near (Gabriel & Dresden Remix) [11:43 | 2005]

CD3-5 Yahel - Sugar One [08:18 | 2002]

CD3-6 Darren Tate vs. Jono Grant - Let The Light Shine In [07:53 | 2003]

CD3-7 L.S.G. - The Hidden Sun Of Venus (Oliver Lieb Remix) [08:06 | 1996]

CD3-8 Bart Claessen - Playmo (1st Play) [07:11 | 2005]

CD3-9 Nu NRG - Dreamland [08:00 | 2002]

CD4-1 Rising Star - Touch Me [09:13 | 2001]

CD4-2 BT - Dreaming [08:03 | 2000]

CD4-3 Umek - Gatex [04:28 | 2002]

CD4-4 Denzil & Dwayne - Force Of Habit (Armin van Buuren Remix) [08:38 | 1999]

CD4-5 Rapid Eye - Circa-Forever (Rapid Eye's Remix) [07:18 | 2002]

CD4-6 Jonas Steur - Castamara [07:17 | 2005]

CD4-7 Max Graham - Airtight [10:54 | 2001]

CD4-8 Inertia - The System [07:59 | 2008]

CD4-9 Jam & Spoon - Stella [06:19 | 1992]

ASOT Classics Volume 4 [2009] CD1-1 Armin van Buuren feat. Jan Vayne - Serenity (Sensation White Anthem 2005) (Original Mix) [08:28 | 2005]

CD1-2 Chicane feat. Moya Brennan - Saltwater (Original Mix) [09:50 | 1999]

CD1-3 Cygnus X - Superstring (Sensation Anthem 2000) (Rank 1 Remix) [08:15 | 2000]

CD1-4 Push - Universal Nation (Original Extended Mix II) [07:57 | 1998]

CD1-5 Rank 1 feat. Shanokee - Such Is Life (Sensation Anthem 2001) (Original Mix) [08:51 | 2001]

CD1-6 Signum feat. Scott Mac - Coming On Strong (12" Clubmix) [08:02 | 1999]

CD1-7 Matt Darey presents Lost Tribe - Gamemaster (Original Mix) [08:01 | 1999]

CD1-8 Inertia - The Chamber (Original Mix) [08:40 | 2005]

CD1-9 Galen Behr vs. Hydroid - Carabella (Galen Behr vs. Orjan Nilsen Remix) [07:46 | 2006]

CD2-1 Rui Da Silva feat. Cassandra Fox - Touch Me (Original 12") [08:35 | 2000]

CD2-2 Airscape - L'Esperanza (Armin van Buuren's Rising Star Mix) [11:14 | 1999]

CD2-3 Above & Beyond vs. Andy Moor - Air For Life (Original Mix) [08:01 | 2005]

CD2-4 Three Drives On A Vinyl - Sunset On Ibiza (Original Mix) [07:53 | 2001]

CD2-5 Jonas Steur - Silent Waves [08:16 | 2005]

CD2-6 Yahel - U Inside [07:34 | 2002]

CD2-7 Synergy - Hello Strings (Original Mix) [11:29 | 2005]

CD2-8 Robert Nickson - Spiral (Original Mix) [09:03 | 2004]
CD2-9 Insigma - Open Our Eyes (Insigma Mix) [07:30 | 2000]
CD3-1 Mac Zimms - L'Annonce Des Couleurs (Extended) [08:44 | 1997]
CD3-2 Vincent de Moor presents Emerald - Fly Away (Vocal Mix) [08:12 | 2000]
CD3-3 Solid Globe - North Pole (Nickelson & Maurice Night Remix) [08:00 | 2003]
CD3-4 Push - Strange World (Trance Energy 2001 Theme) (2000 Remake) [07:56 | 2000]
CD3-5 Airwave vs. Rising Star - Sunspot (DCML Mix) [09:00 | 2002]
CD3-6 Young Parisians feat. Ben Lost - Jump The Next Train (Kyau vs. Albert Remix) [8:00 | 2004]
CD3-7 Alt + F4 - Alt + F4 (Original Mix) [08:25 | 2004]
CD3-8 Scott Bond & Solarstone - 3rd Earth (Original Mix) [08:52 | 2003]
CD3-9 Sophie Sugar - Call Of Tomorrow (Original Mix) [07:51 | 2005]
CD4-1 Perpetuous Dreamer - Future Fun-Land 2004 (Original Mix) [08:06 | 2004]
CD4-2 Pulp Victim - The World (Moon Man Remix) [06:49 | 1998]
CD4-3 Markus Schulz presents Elevation - Clear Blue (Original) [08:48 | 2004]
CD4-4 Re:Locate - Rogue [07:19 | 2006]
CD4-5 Plastic Boy - Silver Bath [07:47 | 2002]
CD4-6 Conjure One feat. Sinead O'Connor - Tears From The Moon (DJ Tiësto's In Search Of Sunrise Remix) [08:11 | 2002]
CD4-7 Nalin & Kane - Open Your Eyes (Re-Worked Club Mix) [09:28 | 1999]
CD4-8 The Green Martian - Industry [08:38 | 1998]
CD4-9 Solarstone - Solarcoaster [08:48 | 2002]

ASOT Classics Volume 5 [2010] CD1-1 Armin van Buuren - Control Freak (Sander van Doorn Remix) [07:07 | 2005]

CD1-2 Oceanlab - Beautiful Together (Signum Remix) [08:12 | 2003]
CD1-3 Svenson & Gielen - Twisted (Trance Energy 2001 Theme) [08:50 | 2001]
CD1-4 Way Out West - Killa (Orkidea Remix) [09:16 | 2005]
CD1-5 Sensation - The Anthem 2003 [09:02 | 2003]
CD1-6 Marcos - Cosmicstring [08:09 | 2004]
CD1-7 Solarstone - Solarcoaster (Midway Remix) [09:04 | 2002]
CD1-8 Dogzilla - Without You (Dub) [07:02 | 2005]
CD1-9 Alex M.O.R.P.H. vs. Rank 1 - Life Less Ordinary [07:07 | 2007]
CD2-1 Lustral - Everytime (Red Jerry Remix) [06:43 | 1997]
CD2-2 Signum - What Ya Got 4 Me [07:22 | 1998]
CD2-3 Chakra - Home [08:09 | 1997]
CD2-4 Armin van Buuren - SAIL [09:10 | 2006]
CD2-5 Envio - Touched By The Sun [08:26 | 2003]
CD2-6 O'Callaghan & Kearney - Exactly [08:18 | 2006]
CD2-7 Nickelson - Yin (Solid Globe Remix) [08:22 | 2004]
CD2-8 Robert Gitelman - Children Of The Sun [08:03 | 2004]
CD2-9 NU NRG - Freefall [07:35 | 2004]
CD3-1 Lange vs. Gareth Emery - Another You, Another Me [07:49 | 2006]
CD3-2 Push - The Legacy [08:56 | 2001]
CD3-3 Brainbug - Nightmare (Sinister Strings Mix) [06:48 | 1996]
CD3-4 Filerheadz - Yimanya [08:34 | 8:34]
CD3-5 P.O.S. - Remember (Summer Sun) [07:28 | 2003]
CD3-6 Luke Warner & Mat Lock - Deep Psychosis (Daniel Kandi's Cure Mix) [07:32 | 2007]
CD3-7 Ballroom - Passenger (Marc O'Tool Remix) [07:50 | 2000]
CD3-8 Union Jack - Two Full Moons And A Trout (Caspar Pound Mix) [12:40 | 1994]
CD3-9 Armin van Buuren vs. M.I.K.E. - Intruder [07:20 | 2004]

CD4-1 Armin van Buuren & DJ Tiësto present Alibi - Eternity [07:48 | 2000]

CD4-2 Sasha & Emerson - Scorchio [09:32 | 2000]

CD4-3 Solarstone - Seven Cities (Armin van Buuren Remix) [11:07 | 2002]

CD4-4 Rank 1 - Beats At Rank-1 Dotcom (Extended Mix) [06:59 | 2004]

CD4-5 Gareth Emery - More Than Anything (Stoneface & Terminal Dub) [06:29 | 2007]

CD4-6 The Ambush - Everlast [07:20 | 1999]

CD4-7 Inigma - Inigma (Club Mix) [07:32 | 2000]

CD4-8 Salt Tank - Eugina (Michael Woods Remix) [08:18 | 2000]

CD4-9 Arksun - Arisen [11:16 | 2006]

ASOT Classics Volume 6 [2011] CD1-1 Faithless - Insomnia (Monster Mix) [08:38 | 1995]

CD1-2 Ferry Corsten - Rock Your Body Rock [06:49 | 2002]

CD1-3 4 Strings - Take Me Away (Into The Night) (Vocal Club Mix) [07:03 | 2002]

CD1-4 Driftwood - Freeloader [06:51 | 2002]

CD1-5 Vincent De Moor - Green Heaven [07:48 | 2000]

CD1-6 Armin van Buuren feat. System F - From The Heart [10:14 | 2003]

CD1-7 Teem Deep - Morning Light [08:24 | 1996]

CD1-8 Da Hool - Meet Her At The Love Parade [09:35 | 1996]

CD1-9 Ultravibe - Choose Freedom [07:52 | 2001]

CD2-1 Sarah McLachlan - Fallen (Gabriel & Dresden's Anti Gravity Mix) [10:30 | 2003]

CD2-2 Tiësto - Traffic [05:24 | 2003]

CD2-3 Marco V - C:\Del*.mp3 [08:03 | 2003]

CD2-4 Vimana - We Came [08:55 | 1999]

CD2-5 DJ Ton T.B. - Dream Machine [08:44 | 2004]

CD2-6 Sean Tyas - Lift [08:25 | 2006]

CD2-7 ATN - Miss A Day [08:12 | 2004]

CD2-8 The Matrix - Protect The Innocent [06:18 | 2002]

CD2-9 Jones & Stephenson - The First Rebirth [06:02 | 1993]

CD3-1 Oceanlab - Sky Falls Down (Armin van Buuren Remix) [10:20 | 2002]

CD3-2 Marco V - Automanual [07:32 | 2004]

CD3-3 Adam White & Andy Moor present Whiteroom - The White Room [09:11 | 2004]

CD3-4 Aly & Fila - Eye Of Horus (Ronski Speed Remix) [09:11 | 2003]

CD3-5 Above & Beyond - Far From In Love [07:16 | 2002]

CD3-6 Selu Vibra - Divine [08:20 | 2006]

CD3-7 Push vs Globe - Tranceformation [07:49 | 2002]

CD3-8 Luminary - Amsterdam (Smith & Pledger Remix) [07:45 | 2005]

CD3-9 Rank 1 - Top Gear [09:18 | 2005]

CD4-1 ATB - 9PM (Till I Come) [05:26 | 1998]

CD4-2 DJ Misjah & DJ Tim - Access [07:05 | 1996]

CD4-3 Der Dritte Raum - Hale Bopp [07:44 | 1998]

CD4-4 Ferry Corsten - Beautiful [07:58 | 2006]

CD4-5 Armin van Buuren pres. Rising Star - Clear Blue Moon [10:23 | 2001]

CD4-6 Aalto - 5 [07:36 | 2006]

CD4-7 Kai Tracid - Trance & Acid [07:05 | 2002]

CD4-8 Itty Bitty Boozy Woozy - Tempo Fiesta (Roll Fiesta) [05:21 | 1995]

CD4-9 Reflekt feat. Deline Bass - Need To Feel Loved (Thrillseekers Remix) [08:10 | 2005]

1-1 Chicane -

Written-By, Producer – L. Elstob*, N. Bracegirdle*

6:59 1-2 Armin van Buuren –

Rush Hour (Miserere & Rush Hour)

Written-By, Producer – Armin van Buuren

11:40 1-3 Above & Beyond presents OceanLab feat. Justine Suissa –

Sirens Of The Sea (Above & Beyond Club Mix)

Remix, Presenter – Above & Beyond

Vocals – Justine Suissa

Written-By, Producer – Jono Grant, Paavo Siljamäki, Tony McGuinness

7:55 1-4 Rank 1 –

Breathing (Airwave) (Breaks Dub)

Written-By, Producer – Benno De Goeij, Piet Bervoets

6:38 1-5 Tenth Planet –

Ghosts (Original Club Vocal Mix)

Producer – Gez Dewar, Nick Hale

Vocals – Claire Pearce*

Written-By – David Sylvian

7:57 1-6 Ascension –

Someone

Producer – Stephen Jones (2)

Vocals – Joanna Law

Written-By – Rich Simmonds*, Stephen Jones (2)

8:58 1-7 Bossanova –

Stonecold

Producer – Van Wauwe*, 'S Jegers*, Y. Jongen*

Written-By – D. van Wauwe*, G. Mathieu*, E. 'S Jegers*, Y. Jongen*

8:18 1-8 Chable* & Bonnici* –

Ride

Written-By, Producer – Danny Bonnici, Luke Chable

8:57 1-9 G &M Project -

Sunday Afternoon

Written-By, Producer - Jaron Martinez, Robert Gitelman

7:37 2-1 BT -

Flaming June (Paul van Dyk Remix)

Remix - Paul van Dyk

Written-By, Producer - Brian Transeau

7:14 2-2 Marcel Woods -

Advanced

Written-By, Producer - Marcel Scheffers, Wouter Janssen

7:19 2-3 John O'Callaghan feat. Audrey Gallagher -

Big Sky

Written-By, Producer - Audrey Gallagher, John O'Callaghan

10:15 2-4 System F -

Dance Valley Theme 2001

Written-By, Producer - Ferry Corsten

9:01 2-5 Andain -

Summer Calling (Airwave Club Mix)

Remix - Airwave

Written-By, Producer - David Penner, Josh Gabriel, Mavie Marcos

9:07 2-6 Saltwater -

The Legacy (Alphazone Remix)

Remix - Alphazone

Written-By, Producer - Alexander Zwarg, Arne Reichelt, Nikos Kaklamanos, Norman Kniep, Thomas Woznik

9:44 2-7 Viframa -

Cristalle (Katana feat. DJ Precision Remix)

Producer, Remix - DJ Precision, Katana

Written-By - Ruiz Dos Santos*

8:03 2-8 Airbase –

Escape

Written-By, Producer – Jezper Söderland*

8:43 2-9 Peter Martijn Wijnia presents Majesta (2) vs DJ Shah feat. Adrina Thorpe –

Who Will Find Me In The End (Armin van Buuren Mash Up)

Presenter – Peter Martijn Wijnia

Producer – Peter Martijn Wijnia, Roger P. Shah

Remix [Mash Up] – Armin van Buuren

Written-By – Adrina Thorpe, Peter Martijn Wijnia, Roger P. Shah

8:17 3-1 Marco V –

GODD

Written-By, Producer – Benjamin Kuyten, Marco Verkuylen

6:14 3-2 DJ Tiësto –

Sparkles (Airscape Remix)

Remix – Airscape

Written-By, Producer – Cor Fijneman, Tijs Verwest

8:04 3-3 Solarstone & Scott Bond* –

Naked Angel

Producer – Andy Bury, Richard Mowatt*, Scott Bond

Written-By – Andy Bury, Richard Mowatt*, S. Hopes

10:43 3-4 Push –

Till We Meet Again

Written-By, Producer – M.I.K.E.

8:33 3-5 Gouryella –

Ligaya (Original Instrumental Mix)

Producer – Ferry Corsten

Written-By, Producer – John Ewbank

7:27 3-6 Lost Witness –

Happiness Happening (Lange Remix)

Producer – S. Paul*

Remix – Lange

Vocals – Tracey Carmen

Written-By – E. Barton*

9:18 3-7 Team SR –

Leaving London (T4L Remix)

Remix, Producer [Additional Production] – T4L

Written-By, Producer – Alan Nimmo, Andrew Bayer

8:07 3-8 Mark Norman –

Phantom Manor

Written-By, Producer – Mark de Jong, Norman Lenden

8:26 3-9 Shane –

Too Late To Turn (Armin van Buuren Remix)

Remix – Armin van Buuren

Written-By, Producer – Ron van den Beuken

8:05 4-1 Ransom –

My Dance

Written-By, Co-producer – Steve Manotai*

Written-By, Producer – Alex Wynn-Green

6:52 4-2 Above & Beyond –

Alone Tonight (Above & Beyond's Club Mix)

Producer, Mixed By, Performer – Above & Beyond

Vocals – Richard Bedford

Written-By – Jono Grant, Paavo Siljamäki, Tony McGuinness

8:32 4-3 Markus Schulz vs Andy Moor –

Daydream

Written-By, Producer – Andy Moor, Markus Schulz

8:51 4-4 Tiësto* and Armin van Buuren present Major League –

Wonder Where You Are? (12 Inch Instrumental Mix)

Presenter – Armin van Buuren, Tiësto*

Written-By, Producer – Armin van Buuren, Tijs Verwest

9:48 4-5 Dumonde –

Tomorrow (JamX & DeLeon Remix)

Remix – JamX & DeLeon*

Written-By, Producer – Dominik de Leon, Juergen Mutschall*

8:06 4-6 Zirenz –

Edge Of Space (Whiteroom Remix)

Remix – Whiteroom

Written-By, Producer – Rebecca Hazard*, Catrin Llewelyn*

8:32 4-7 Jose Amnesia –

The Eternal

Producer – Jose Amnesia

Written-By – Dino Anthony Lanni*, Jose Amnesia

7:37 4-8 Tilt –

Invisible (Lost Tribe Vocal Mix)

Remix – Lost Tribe

Written-By, Producer – Dominique Atkins, John Graham, Michael Park, Michael Wilson (3), Paul van Dyk

7:43 4-9 Nico Parisi vs Erik Hubo –

Metro

Written-By, Producer – Erik Hubo, Nico Parisi

7:50

Volume 8

1-1 Sonic Inc. –

Taste Of Summer (Fire & Ice Vital Remix)

Remix – Fire & Ice

7:12 1-2 Armin van Buuren Featuring Justine Suissa –

Simple Things

7:05 1-3 Delerium Featuring Leigh Nash –

Innocente (Tiësto Remix)

Remix – Tiësto*

7:27 1-4 Ferry Corsten –

Twice In A Blue Moon

6:54 1-5 Traveller –

Bright Sign (Trance Mix)

7:05 1-6 Ørjan Nilsen –

La Guitarra

8:16 1-7 King Of Clubs –

Revelation (Airwave Remix)

Remix – Airwave

9:30 1-8 C.M. –

Dream Universe (After On Sunday George's Mix)

Remix – DJ George's

11:28 1-9 Aly & Fila –

Lost Language

9:26 2-1 Paul van Dyk Featuring Second Sun –

Crush (PvD Original Mix)

Remix – PvD*

7:47 2-2 Ratty –

Sunrise

7:31 2-3 Dash Berlin –

Till The Sky Falls Down

Vocals – Vera (3)

8:36 2-4 Rapid Eye (2) –

Stealing Beauty (R.E.Mix)

Remix – Rapid Eye (2)

7:50 2-5 Oliver Lieb –

Subraumstimulation (Push Remix)

Remix – Push

8:07 2-6 Yves Deruyter -

Feel Free

7:21 2-7 Sunlounger -

White Sand (DJ Shah's Original Mix)

Remix - DJ Shah

9:51 2-8 Blizzard, The (2) -

Kalopsia

9:39 2-9 Mark Norman -

Overkill (Intro Mix)

5:20 3-1 BT Featuring Jes Brieden -

Every Other Way (Armin Van Buuren Remix)

Remix - Armin van Buuren

8:12 3-2 Above & Beyond Present Tranquility Base -

Oceanic

6:14 3-3 Chicane -

Autumn Tactics (The Thrillseekers Remix)

Remix - Thrillseekers, The

Vocals - Justine Suissa

7:24 3-4 Kyau & Albert -

Velvet Morning (Aalto Remix)

Remix - Aalto

8:18 3-5 Midway -

Amazon

8:00 3-6 Airwave -

Innerspace

11:59 3-7 Interstate (6) -

I Found You

Vocals - Colleen Kelly

8:17 3-8 Rex Mundi Vs Ronski Speed Featuring Sir Adrian -

The Perspective Space (Markus Schulz Mashup)

Edited By - Markus Schulz

8:31 3-9 Re:Locate -

Typhoon

6:31 4-1 Gaia -

Tuvan

8:06 4-2 DJ Tiësto, Junkie XL -

Obsession (Frank Biazzi Remix)

Remix - Frank Biazzi

7:02 4-3 John O'Callaghan Featuring Sarah Howells -

Find Yourself (Cosmic Gate Remix)

Remix - Cosmic Gate

8:42 4-4 Young Parisians -

U Write The Rules (Solarstone Remix)

Remix - Solarstone

9:06 4-5 Perry O'Neil -

Wave Force

9:35 4-6 M.O.R.P.H. -

Maximum Overdrive (Benicio Remix)

Remix - Benicio

8:50 4-7 Georgia (4) -

Ode To '99

9:27 4-8 Mike Koglin Vs DJ Uto -

Yoake

8:06 4-9 Thomas Bronzwaer -

Close Horizon

8:58

Deer Hunting with Uncle Episode 2 (2011-09-25 13:17)

I downsized my deer This doe was shot with a Weatherby Mark V. It died in Northern Wisconsin in Eau Claire County, approximately 5 miles north of Mondovi, WI.



Super Mario 64: Star Road (2011-09-26 00:00)

I often wondered what Super Mario 64 2 would look like, and I don't mean Super Mario 3D Land here. There is a N64 Rom that I cannot wait for them to put inside a flash cartridge. It'd be worth \$100 instead of \$8. Someone used Toad's Tool 64 to create this sequel. This is a full hack with 121 stars and new locations. <http://www.romhacking.net/forum/index.php?topic=11960.0>

Ubuntu kernel upgrade (2011-09-29 14:29)

Go to <http://kernel.ubuntu.com/kernel-ppa/mainline/>

1- Install linux-headers-2.6.32-020632 _2.6.32-020632 _all.deb (ending by all.deb)

```
sudo dpkg -i linux-headers-2.6.32-020632 _2.6.32-020632 _all.deb
```

2- linux-headers-2.6.32-020632-generic _2.6.32-020632 _i386.deb (headers ending by i386.deb or amd64.deb depending of your architecture)

```
sudo dpkg -i linux-headers-2.6.32-020632-generic _2.6.32-020632 _i386.deb
```

3- linux-image-2.6.32-020632-generic _2.6.32-020632 _i386.deb

```
sudo dpkg -i linux-image-2.6.32-020632-generic _2.6.32-020632 _i386.deb
```

4 - Reboot your computer.



Peninsula State Park (2011-09-30 15:49)







Anonymous (2013-05-25 15:11:21)

Hey there! This is kind of off topic but I need some guidance from an established blog.

Is it hard to set up your own blog? I'm not very technical but I can figure things out pretty quick. I'm thinking about creating my own but I'm not sure where to begin. Do you have any ideas or suggestions? With thanks

Here is my webpage ... [exercises to increase vertical jump](#)

13.10 October

Developers should make Wii U beat PS2 (2011-10-03 12:21)

Develop these. Last gen is boring with obsolete visuals! Wii is very similar to Xbox. I cannot get why there isn't more Wii U discussions.

- Banjo and Kazooie HD
- Banjo and Tooie HD
- Battlefield 3
- Beyond Good and Evil 2
- Bioshock
- Bioshock 2
- Bioshock 3
- Blazblue
- Burnout Paradise 2
- Call of Duty Modern Warfare 3
- Castlevania Bloodlines
- Castlevania Lord of Shadow
- Castlevania Lord of Shadow II
- Castlevania Portrait of Ruin HD
- Castlevania Dawn of Sorrow HD
- Castlevania Aria of Sorrow HD
- Castlevania Symphony of the Night
- Castlevania Lament of Innocence
- Cave SHMUPs
- Chrono Cross
- Chrono Trigger
- Civilization V
- Conker's Bad Fur Day 2
- Crysis
- Crysis Warhead
- Crysis 2
- Crysis 3
- Dark Souls
- Dead Space
- Dead Space 2
- Demon's Souls
- Deus Ex HD remake
- Deus Ex Human Revolution
- Diablo 3
- Doom 3
- Doom 4
- Doom II HD
- Dragon Quest VIII HD
- Dreamfall The Longest Journey HD
- Elder scrolls V
- Elderscrolls IV
- Eternal Darkness HD
- Extreme-G 4
- Fallout 3

- Fallout New Vegas
- Final Fantasy Tactics A2
- Final Fantasy Tactics HD
- Final Fantasy VI/III HD
- Final fantasy VII
- Final Fantasy VII: Crisis Core
- Final Fantasy VIII
- Final Fantasy X
- Final Fantasy XII
- Final Fantasy XIII
- Final Fantasy XIII-2
- fixed Sonic the Hedgehog 2006
- Half-life 3
- Guilty Gear Accent Core 2
- Gradius V HD
- Grand Theft Auto 5
- Grandia HD
- Grandia II HD
- Ikaruga
- Kirby - Nightmare in Dreamland HD
- Panzer Dragoon Saga HD
- Panzer Dragoon Saga 2
- Legend of Zelda 3D
- Legend of Zelda Link to the Past 3D
- Legend of Zelda Majora's Mask HD
- Legend of Zelda Ocarina of Time HD
- Legend of Zelda Phantom Hourglass HD
- Legend of Zelda the Minish Cap 3D
- Legend of Zelda - Skyward Sword
- Legend of Zelda Twilight Princess HD
- Legend of Zelda Wind Waker 3D
- Lunar Dragon Song HD
- Lunar Eternal Blue HD
- Lunar The Silver Star Story HD
- Marvel vs. Capcom vs. Namco
- Mass Effect
- Mass Effect 2
- Mass Effect 3
- Mega Man X Collection HD
- Mega Man X9
- Metal Gear Solid 4
- Metal Gear Solid HD
- Metal Gear Solid HD collection
- Metal Gear Solid Rising
- Metroid Prime 2 HD
- Metroid Prime 3 HD
- Metroid Prime 4
- Metroid Prime 5
- Metroid Prime HD
- Need for Speed Hot Pursuit 2

- Nights into Dreams
- Nights into Dreams 3
- Panzer Dragoon Saga HD
- Paper Mario - The Thousand Year Door HD
- Paper Mario HD
- Parasite Eve HD
- Persona 3
- Persona 4
- Prince of Persia HD Collection
- Quake 5
- Quake II HD
- Quake IV
- Quake Wars
- Radiant Silvergun HD
- Radiant Silvergun 2
- Red Dead Redemption
- Red Dead Redemption 2
- Resonance of Fate
- Resonance of Fate 2
- Ridge Racer 8
- San Francisco Rush 2059
- Secret of Mana HD
- Sega GT 2012
- sequel to Sonic the Hedgehog 2006
- Skies of Arcadia HD
- Skies of Arcadia II
- Sonic Colors 2
- Sonic Rush
- Sonic Rush Adventure
- Sonic Rush Adventure 2
- Soul Calibur V
- Speed Devils 2
- Star Ocean III - Till the End of Time
- Star Ocean IV - The Last Hope
- Star Wars The Old Republic
- Street Fighter X Tekken
- Super Mario 3D World
- Super Mario 64 DS HD
- Super Mario Land HD
- Super Mario RPG 2
- Super Mario RPG Legend of the Seven Stars 3D
- Super Mario Sunshine HD
- Super Mario World 3D
- Super Metroid 3D HD
- Tales of Vesperia
- Tekken 7
- The Longest Journey remake
- The Orange Box
- The Witcher 2
- The Witcher 3

- Unreal Tournament 3
- Unreal Tournament 4
- Valkyrie Profile
- Valkyrie Profile 2
- Wario Land 3 HD
- Xenogears HD
- Xenosaga
- Xenosaga II
- Xenosaga III

Nintendo probably make 2x as much money remaking these games or finding developers who would than to create new games. You know Chrono Trigger is ranked highly on DS and that Super Mario World is highly ranked for GBA. Ocarina of Time is the most wanted game for Gamecube & 3DS on Gamestop.com. It makes perfect sense. Banjo and Kazooie went on Xbox 360 so Wii U works and Rareware developed for DS. Mass Effect for PC was Electronic Arts

Xbox 720 beat Xbox 360 pentition game list (2011-10-03 15:23)

Forza Motorsport 5
Halo 5
Kameo 2
Perfect Dark 2
Prince of Persia 3 (newest trilogy)
Tony Hawk Pro Skater /w Tony Hawk
Extreme G 5
Project Snowblind 2
Ghost Recon Advanced Warfighter 3
Battlefield 4
Driver 5
Outrun Coast to Coast 2
Neverwinter Nights 3
Rayman platformer
Star Wars The Old Republic
Deus Ex 4
Deus Ex 5
Batman Aklan 3
Assassin's Creed 5/6
Gears of War 4
Gears of War 5
Gears of War 6
Starcraft 2
Mass Effect 4
Mass Effect 5
Mass Effect 6
Dragon Age 3
Conker's Second Bad Fur Day
Fable IV
Condemned 3
F.E.A.R. 4
Phantom Dust 2

Mech Assault 3
Panzer Dragoon 4
Dead or Alive 5
Rallisport Challenge 3
Fatal Frame 4
Wolfenstein 3
Final Fantasy VII
Star Ocean V
Rosnance of Fate 2
Half-life 3
Need for Speed Hot Pursuit 2
Need for Speed Hot Pursuit 3
Crysis 3
Radiant Silvergun 2
Tales series
Unreal Tournament 4
Quake Wars 2
Quake 5
Doom 4
remake Mission Critical
Marvel Vs. Capcom 4
Blazblue 3
Call of Duty Modern Warfare 4
Diablo 3
Burnout Paradise 2
Final Fantasy VII-2
Final Fantasy VIII-2
Final Fantasy IX-2
Final Fantasy X-3
Xenogears 2
Alundra 3
Panzer Dragoon Saga 2
Grand Theft Auto 6
Vanquish 2
Red Dead Redemption 2
The Elder Scrolls V
Final Fantasy XIII-3
Final Fantasy Versus XIII
Sonic Generations 2
Virtua Fighter 6
Street Fighter X Tekken 2
The Longest Journey 3
Fallout 5
Dungeon Siege IV
Castlevania
Resident Evil 6
World of Warcraft

Vita/PS4 games developers should make (2011-10-04 15:46)

Final Fantasy VII
God of War IV
God of War V
Disgaea 5
Catharine 2
Ace Combat game
Assassin's Creed 5/6
Star Ocean V
Rosnance of Fate 2
Half-life 3
Need for Speed Hot Pursuit 2
Need for Speed Hot Pursuit 3
Crysis 3
Grandia 4
Radiant Silvergun 2
Uncharted 4
Tales series
Unreal Tournament 4
Quake Wars 2
Quake 5
Doom 4
remake Mission Critical
Gran Turismo 6
Battlefield 4
Driver 5
Outrun Coast to Coast 2
Neverwinter Nights 3
Rayman platformer
Star Wars The Old Republic
Deus Ex 4
Deus Ex 5
Batman Arkham 3
Assassin's Creed 5/6
Marvel Vs. Capcom 4
Blazblue 3
Call of Duty Modern Warfare 4
Diablo 3
Killzone 4
Burnout Paradise 2
Final Fantasy VII-2
Final Fantasy VIII-2
Final Fantasy IX-2
Final Fantasy X-3
Xenogears 2
Alundra 3
Panzer Dragoon Saga 2
Grand Theft Auto 6
Valkyrie Profile 3

Suikoden VI
Suikoden VII
Persona 6
Mass Effect 4
Mass Effect 5
Mass Effect 6
Vanquish 2
Red Dead Redemption 2
The Elder Scrolls V
Radiata Stories II
Dragon Quest XI
Final Fantasy XIII-3
Final Fantasy Versus XIII
remake Xenosaga I, II, III
Ratchet and Clank
Jak and Daxter
Sonic Generations 2
Virtua Fighter 6
Street Fighter X Tekken 2
The Longest Journey 3
Fallout 5
Dungeon Siege IV
Castlevania
another Castlevania
Resident Evil 6
World of Warcraft

Vita/PS4 games developers should make (2011-10-04 15:46)

Final Fantasy VII
God of War IV
God of War V
Disgaea 5
Catharine 2
Ace Combat game
Assassin's Creed 5/6
Star Ocean V
Resonance of Fate 2
Half-life 3
Need for Speed Hot Pursuit 2
Need for Speed Hot Pursuit 3
Crysis 3
Grandia 4
Radiant Silvergun 2
Uncharted 4
Tales series
Unreal Tournament 4
Quake Wars 2

Quake 5
Doom 4
remake Mission Critical
Gran Turismo 6
Battlefield 4
Driver 5
Outrun Coast to Coast 2
Neverwinter Nights 3
Rayman platformer
Star Wars The Old Republic
Deus Ex 4
Deus Ex 5
Batman Aklan 3
Assassin's Creed 5/6
Marvel Vs. Capcom 4
Blazblue 3
Call of Duty Modern Warfare 4
Diablo 3
Killzone 4
Burnout Paradise 2
Final Fantasy VII-2
Final Fantasy VIII-2
Final Fantasy IX-2
Final Fantasy X-3
Xenogears 2
Alundra 3
Panzer Dragoon Saga 2
Grand Theft Auto 6
Valkryie Profile 3
Suikoden VI
Suikoden VII
Persona 6
Mass Effect 4
Mass Effect 5
Mass Effect 6
Vanquish 2
Red Dead Redemption 2
The Elder Scrolls V
Radiata Stories II
Dragon Quest XI
Final Fantasy XIII-3
Final Fantasy Versus XIII
remake Xenosaga I, II, III
Ratchet and Clank
Jak and Daxter
Sonic Generations 2
Virtua Fighter 6
Street Fighter X Tekken 2
The Longest Journey 3
Fallout 5

Dungeon Siege IV
 Castlevania
 another Castlevania
 Resident Evil 6
 World of Warcraft

Best horror authors of all time (2011-10-07 05:57)

20. Graham Masterton (The Manitou, Charnel House)
19. Richard Laymon (The Traveling Vampire Show, The Woods of Dark, Funland)
18. F. Paul Wilson (The Keep, The Tomb, Midnight Mass)
17. Robert McCammon (Baal, Bethany's Sin, They Thirst, Swan Song, Stinger, and The Wolf's Hour)
16. Ambrose Bierce (Occurrence at Owl Creek Bridge)
15. Algernon Blackwood (The Willows, The Man Who found Out, Ancient Sorceries)
14. John Saul (Suffer the Children, Hellfire, The Blackstone Chronicles)
13. Jack Ketchum (Girl Next Door)
12. Dean Koontz (Whispers, The Funhouse, Hideaway, Demon Seed, Watchers (including sequels, Intensity, and The Servants of Twilight)
11. Brian Lumley (Necroscope series)
10. Joe R. Lansdale (On the Far Side of the Cadillac Desert With Dead Folks. The Drive in, Incident On and Off a Mountain Road)
09. Peter Straub (Ghost Story, Shadowland, Black House)
08. M.R. James (Ghost Stories of an Antiquary, More Ghost Stories)
07. Ramsey Campbell (The Inhabitant of the Lake and Less Welcome Tenants, Demons by Daylight (1973), and Told by the Dead (2003)
06. Robert Bloch (Psycho!, Psycho II , Psycho House, The Hell-Bound Train)
05. Clive Barker (The Forbidden (Candyman 1992), The Last Illusion (Lord of Illusions 1995), and Midnight Meat Train (2008)
04. Edgar Allan Poe (The Black Cat, The Cask of Amontillado, The Fall of the House of Usher, The Masque of the Red Death, The Murders in the Rue Morgue, The Pit and the Pendulum, The Tell-Tale Heart, The Premature Burial, and Ligeia)
03. Richard Matheson (Nightmare at 20,000 feet Stir of Echoes, and Hell House, Duel, The Night Stalker & The Night Strangler)
02. Stephen King (Salem's Lot (1975), I am Legend; The Shining (1977); The Stand (1978); Cujo (1981); Christine (1983); Pet Sematary (1983); The Talisman W/ Peter Straub (1984); It (1986); Misery (1987); The Dark Half (1989); Needful Things (1990); Gerald's Game (1992); Then there are the collections: Night Shift (1978); Skeleton Crew (1985); Nightmares and Dreamscapes (1993); and Everything's Eventual (2002).
01. H.P. Lovecraft (he Unnamable, The Call of Cthulhu, The Colour out of Space, The Dunwich Horror, At the Mountains of Madness, The Shadow over Innsmouth, Dreams in the Witch House, The Shadow out of Time, and The Haunter in the Dark.)



47° 9' S, 126° 43' W

Anonymous (2011-10-30 00:51:33)
 Stephen kin did not write i am legend.

oakleyses (2014-10-23 17:45:01)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:36)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:41)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Anticipation list (2011-10-07 16:59)

Released now.

- Dark Souls

- Gears of War III

Figured I copy Widdowson91 on his great games he still wants
Gamecube

Fire Emblem: Path of Radiance

Skies of Arcadia Legends

Wii

Sonic Colors

Donkey Kong Country Returns

DS

final fantasy XII ravent Wings

The World Ends with You

PS3

Modern Warfare 3

Sonic Generations

ICO/Shadows of the Collosis HD collection.

Xbox 360

DoDonPachi Resurrection (PAL Rising Star Games) is region free
upcoming

- Super Mario 3D Land

- Mario Kart 7
- Final Fantasy XIII-2 (PS3)
- Final Fantasy X HD (PS3)
- Persona 4: The Golden (Vita)
- Resistance Burning Sky (Vita)
- Elder Scrolls V (PC)
- Elder Scrolls V (360)
- Metal Gear Solid HD Collection
- Metal Gear Solid Rising
- Assassin's Creed: Revelations
- Wipeout 2048 (Vita)
- Legend of Zelda - Skyward Sword
- Mass Effect 3 (Xbox 360)
- cheap Cave developed SHMUP (360)
- Beyond the Labyrinth(3Ds)
- Uncharted Abyss (Vita)

I decided I don't want any more NES, SNES, Genesis, N64, PS1, and GBA games. Some of these are too ancient while others like PS1, I decided I own there is all worth owning. The newer games are far more interesting to play

best Science Fiction Authors of all time (2011-10-09 08:58)

15. Larry Niven - (The Mote in God's Eye)
 14. Philip Jose' Farmer (Riverworld series)
 13. Robert Silverberg (Majipoor)
 12. Ursula K. Le Guin (The Left Hand of Darkness)
 11. Harry Harrison (Make Room! Make Room!)
 10. Frederick Pohl (Undersea Trilogy)
 09. Frank Herbert (Dune)
 08. Harlan Ellison (A Boy and his Dog)
 07. Jack Williamson (The Ultimate Earth)
 06. E. E. "Doc" Smith (Lensmen and Skylark)
 05. Philip K. Dick (Do Androids Dream of Electric Sheep, We can Remember it for you Wholesale)
 04. Ray Bradbury (The Fog Horn, The Meteor)
 03. Robert A. Heinlein (Starship Troopers)
 02. Isaac Asimov (The Gods Themselves)
 01. Arthur C. Clarke (2001: A Space Odyssey, Childhood's End)
-

EFX3 died: 2007-9/2011 (2011-10-12 07:47)

When Modblog died in June 2006, I got 58,000 hits for being able to write lots of entries. The successor was supposed to be EFX2. Then I went to EFX3, because of the blogspot import. All the EFX2 bloggers went to EFX3, because they all thought EFX2 died in terms of page views and comments. They didn't have "networkblogs" to save their site, a RSS feed for Facebook. I was the 0.5 % who saved my posts from 2002 - 2005! At the bloggers.com, anonymous gave my EFX3 site a 8 out of 10 (too black and white). More of them probably backed up *.XML (wordpress) and went to wordpress.com.

What really is the shits is the Waybackmachine didn't snapshot my EFX3 site.

Linux Mint Debian 201109 review (2011-10-12 14:53)

There is something wrong with Ebay, everybody sells Debian 6, but not Linux Mint Debian 201109. What's wrong with those people? Somebody messed up knowing there was a Linux Mint Debian 201012 and decided not to wait. Linux Mint Debian 201109 is an improvement! It is based on the solid 2.32.2 Gnome that is much more responsive and stable over still buggy Gnome 3.2. The old Linux Mint 11 came with 2.6.38.6. LMDE 201109 comes with kernel 3.0.5. It's more responsive and uses less memory than Linux Mint 11.





Right now, I updated Firefox 7.0.1 and that runs great. My HP Printer runs great.

Ubuntu 11.10 comes out tomorrow right and Ubuntu is the most popular Linux Distro. Well Linux Mint Debian 201109 is superior version to Ubuntu 11.11. I have mine loaded with Crossover Linux 9.2.1 and it's great. Winamp runs great. LMDE 201109 comes with VLC 1.1.10, LibreOffice 3.4.2, Xchat, Firefox 6.0.2, The Gimp.

It didn't crash on me yet! It only went to sleep twice for 5 seconds (with Firefox 7).

Graphics

GIMP

gThumb

LibreOffice Draw

Simple Scan

Internet

Firefox

Giver

Pidgin IM

Sun Java 6

Thunderbird Mail/News

Transmission

XChat IRC

Multimedia

Banshee

Brasero

GNOME MPlayer

Movie Player

Sound Recorder

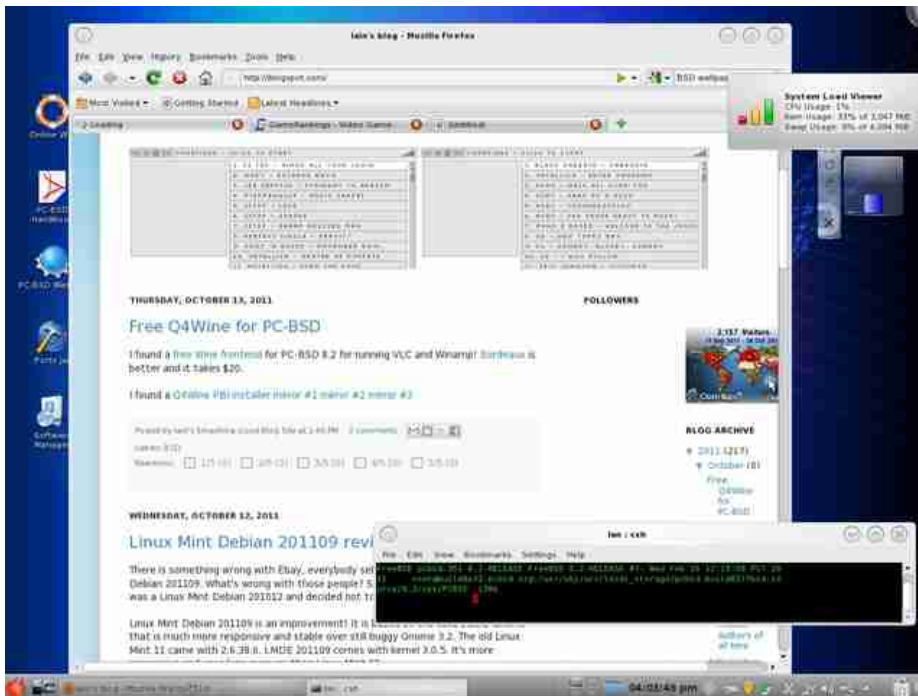
VLC Media Player

Office

Dictionary

LibreOffice

I give this OS 9.0/10. Cream of the crop!



8.2 no longer found on ebay until 9.0 is out. PC-BSD is more stable than Linux Mint 201109 Debian, yet these days you can't tell. I got linux, pc-bsd and windows in GRUB booting. Notice that Linux uses 488 MB of RAM and BSD uses 1 GB+. The BSD could run for 240 days straight

Free domain name (2011-12-09 06:35:10)

why would you use Winamp through CrossOver if you can run native audacious, which in classic interface (View>Interface) even supports Winamp skins?

oakleyses (2014-10-23 17:45:22)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:56)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:01)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Free Q4Wine for PC-BSD (2011-10-13 14:40)

I found a free Wine frontend for PC-BSD 8.2 for running VLC and Winamp! Bordeaux is better and it takes \$20.
I found a Q4Wine PBI installer mirror #1 mirror #2 mirror #3

Gameplay dumbing down / noobish (2011-10-18 13:55)

Somewhere between handily completing Assassin's Creed and breezing through nearly all of the missions in Grand Theft Auto IV, it struck me. Have games of today become dumber? This is not to suggest that the stories contained in these games are dumb: Assassin's Creed and GTA have both been praised for their incredible storytelling. What I mean is that it increasingly feels as though game designers feel that we the players are dumb, that we need our hands constantly held throughout a game, lest we throw down the controller in frustration.

These two recent console games, while obvious examples, are not the only offenders in this recent trend of dumbing-down the challenge factor in videogames. The recently released Too Human features automatically scaling enemies so that players will never encounter any foe that is way beyond their level of experience. Fable II will include a "Breadcrumb trail" so that adventurers will never get lost while traveling from one objective to the next in its sprawling fantasy world.

Compare these modern examples with titles that - not too long ago - offered considerably more challenge and really tested both the reflexes and intelligence of players. I grew up with graphic adventure games like Kings Quest, The Secret of Monkey Island, and Conquests of Camelot, all of which are famous for placing taxing levels of difficulty on the player. In a text-based PC adventure game from the 1980s, a typical player interaction might go something like this:

Of course, modern developers have argued strongly that some retro conventions - such as text-only input and broken save systems, deserve to be laid to rest. But even beyond those technical limitations, games from that period placed challenges in the way of the player that are sorely missed in the current crop of adventure games. One of the greatest features of early PC adventures was their ability to make the player feel as though he or she were really exploring a new landscape. There were no overhead maps or radar screens, no invisible walls keeping players from wandering into dangerous territory. Gamers had to feel out the landscape on their own, in some cases even creating pen and paper maps in the real world to keep track of their location in the game. That was one of the reasons why we loved

Etrian Odyssey, an RPG for the DS that uses the touch screen for mapmaking. But games like Etrian Odyssey are an increasing rarity in a market that seems to reward simplicity over challenge.

How did this happen? How did game developers arrive at the notion that what we really wanted all along was less of a challenge in our videogames? Part of the answer can probably be found in the massive economic success of the video game industry. As the digital entertainment market approaches the popularity of film, games have come to resemble Hollywood movies in many respects. Publishers seek to create games that will have massive appeal with the public – a public that increasingly includes new and less experienced gamers, as companies seek to reach out to new consumers. The recent game Spore might not be satisfying to hardcore gamers, but it will undoubtedly sell millions of copies by appealing to more casual PC owners like my father, who has never played a real-time strategy game before. Adventure games have definitely suffered from this phenomenon. They are very expensive to make, because of their extensive use of artwork and voice-acting. Because of that, they must be able to appeal to a large enough audience to recoup the initial cost of development. Consequently, developers are taking less risks and designing their games for the lowest common denominator

All hope is not lost. A small but vocal resistance has formed, made up of hardcore masochists, completists and those who remember what games were like before they became mass-market commodities. These devoted thrill seekers will actually take great care to make their gaming experience as difficult as possible, even in "nerfed" titles like Assassin's Creed. In that game, some hardcore fans decided that playing with the HUD activated was cheating, so they forced themselves to play without a radar map. By forcing themselves to actually hunt for the next objective, these players argue, the experience is improved, and actually approaches the level of difficulty found in earlier adventure games. The hardcore can also be found on YouTube. These are the ones doing speed runs in their favorite 2D platformers, trying to shave a few seconds off of their previous and untouchably fast performance. And of course, multiplayer shooters like Call of Duty 4 offer unlimited challenge, as gamers square off against human opponents that are just as skilled as themselves.

For a real, challenging adventure game, however, options are somewhat slim these days. I hope that some game designers remember the glory days of adventure gaming on the PC, and seek to implement some of the best features from that era in new projects. Give players a sense of control over their destiny, let them make mistakes and suffer the consequences, and let them explore the virtual worlds you create without limitation. Above all, force players to use their brains to interact with your game, rather than simply spoon feeding them cutscenes. Those things are what make gaming great, after all.

Top 10 Horror Games (2011-10-19 19:41)

10. Eternal Darkness: Sanity's Requiem
9. Dead Space
8. F.E.A.R.
7. Call of Cthulhu: Dark Corners of the Earth
6. Condemned: Criminal Origins
5. Penumbra: Black Plague
4. Siren: Blood Curse
3. Fatal Frame 2: Crimson Butterfly
2. Amnesia: The Dark Descent
1. Silent Hill 2

Anonymous (2014-03-03 12:43:48)

Have you tried outlast? It's on Playstation 4. Very good game.

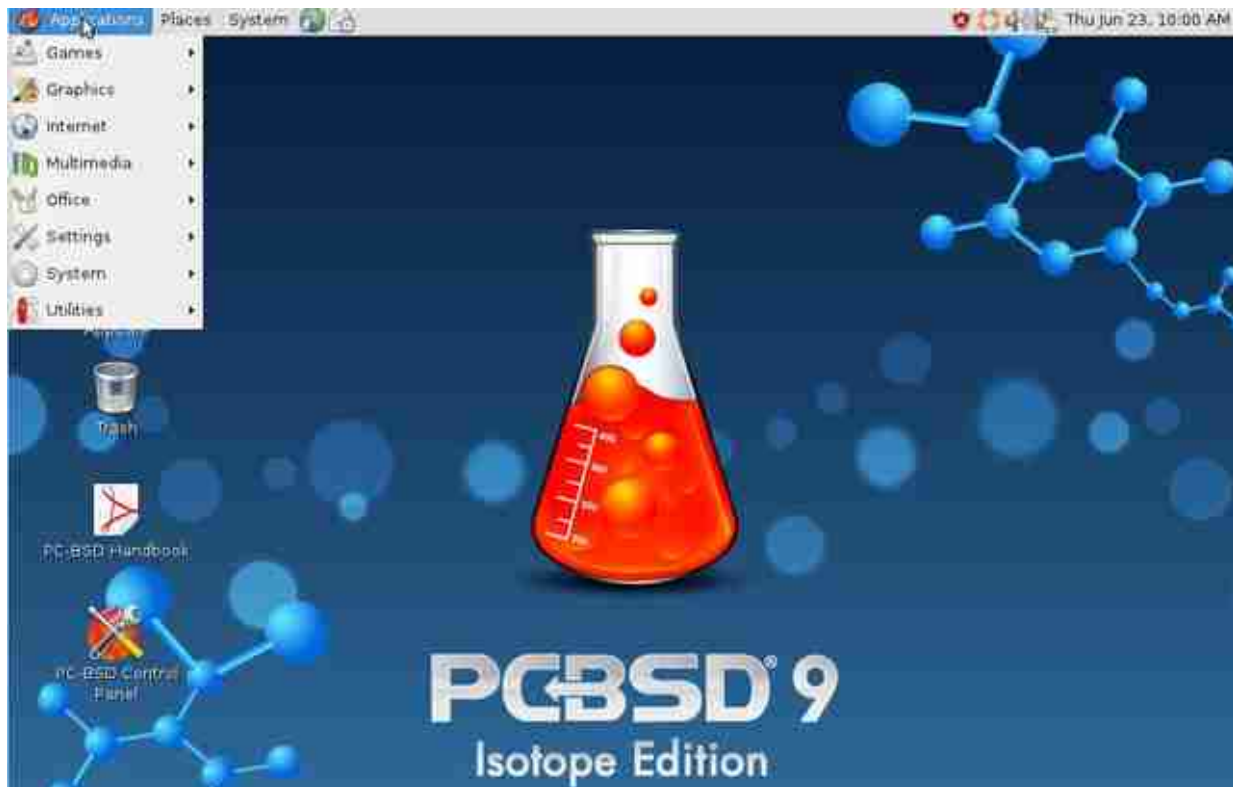
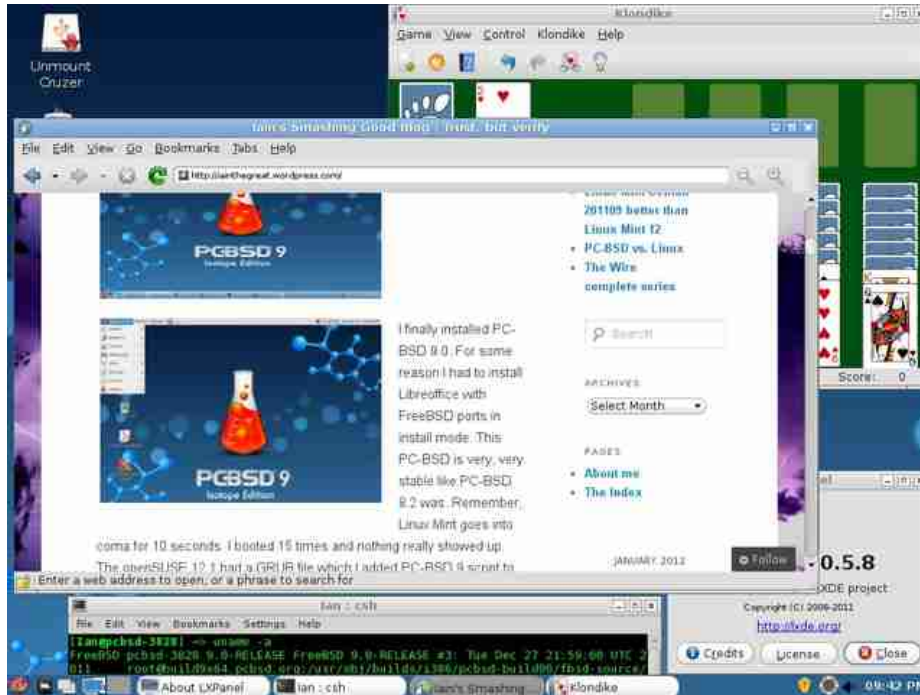
<http://www.playerup.com>

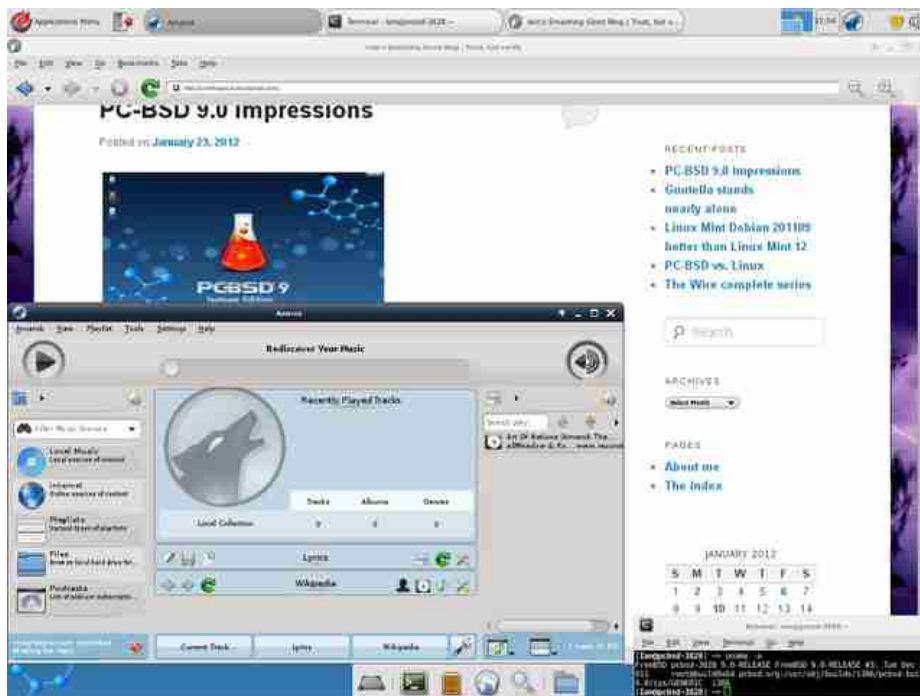
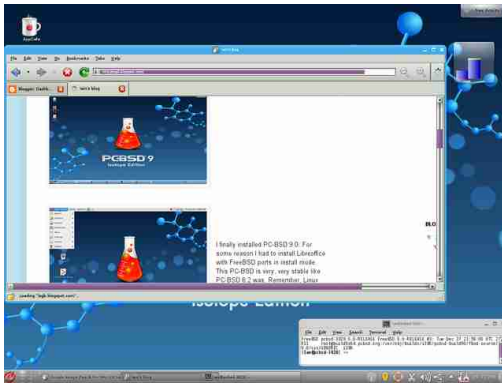
PC-BSD 9 (2011-10-25 05:32)

Found out PC-BSD is like openSuse where someone gets both Gnome 2.32.2, KDE 4.7.x, and LXDE 0.5.7. It's redesigned the control panel. 9.0 is easier to install to a ZFS file-system even if 8.2 had one click ZFS install. Note that I use the GUI installer, not 16-bit installer. I'm using q4wine for Winamp in 8.2. BSD stays up for 250 days. It keeps out almost all cyber attacks and malware via being mission critical.

This OS is if your Vista has a Trojan and you reformat and the Trojan keeps coming back. UNIX won't slow down as much over time. I played with Linux, because it's mainstream. I got bored of reconciliation. So Solaris or ProjectIndiana didn't have Libreoffice or VLC or GIMP or Google Chrome or Opera or DVD video playback on them







IFRAME: <http://www.archive.org/embed/Pc-bsd9.0>

oakleyses (2014-10-23 18:03:57)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:04)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:58)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

D56 All Hallows Houses (2011-10-31 11:42)

[EMBED]

Department 56

haunted Regions Hospital (2011-10-31 17:32)

Poltergeists (common event) near obstetrics on second floor of Regions, St. Paul Minn. The Ramsey Medical Center (previous name) was built on top of a cemetery ☒

IFRAME: http://www.youtube.com/embed/Lx4-nZEL_eo

Top 11 Halloween D56 (2011-10-31 19:13)

They are cheap made in china lit pollen houses.

1. Dept 56 Halloween Village Rickety Railroad Station
2. Department 56 Snow Village Halloween Monsters Of The Deep
3. Department 56 Snow Village Croak-N-Haggard Mortuary
4. Department 56 Snow Village Deep Woods Haunt
5. Halloween Snow Village from Department 56 Retching Pumpkin Diner
6. Snow Village Halloween Screech Owl Farmhouse Lit House
7. Critter's Pets & Pelts
8. Department 56 Snow Village Halloween Haunted Rails Engine
9. Department 56 Original Snow Village Halloween Foggy Point Platform
10. Halloween Snow Village from Department 56 Grimsly Retirement Home
11. Halloween Snow Village from Department 56 Walter & Larry's Crypt

LaVeyan Satanism similar to libertarianism? (2011-10-31 22:57)

Happy Halloween

LaVeyan Satanism is a religion founded in 1966 by Anton LaVey. Its teachings are based on individualism, social Darwinism, self-indulgence, and "eye for an eye" morality, with influence from Friedrich Nietzsche and Ayn Rand, while its rituals and magic draw heavily from occultists such as Aleister Crowley.

No wonder I didn't like Ron Paul, presidential candidate.

<http://www.socialistphalanx.com/t437p15-laveyan-satanism>

Anonymous (2012-11-21 06:48:35)

hutaJcRga houston texans jersey ygwrd psmkfs yprspk jybox eqz exfltp cfgkl <http://www.houstontexansjerseyus.com/> houston texans jersey

vjfnfp HzuwY houston texans jersey CujqJ <http://www.houstontexanselitejersey.com/> houston texans jersey

Rlgklqk houston texans jersey wBqs <http://www.houstontexansgamejersey.com/> houston texans jersey

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OnfyEhbiMywoK houston texans jersey ykPx houston texans game jersey vgDgu houston texans jersey WwydEa houston texans limited jersey nEzisSbo

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YfwaEy Dcuueiu jj watt jersey eLfpoGom OwkfUyc nfl elite jersey SxzlQqc

Anonymous (2012-11-21 06:48:37)

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Anonymous (2012-11-21 06:57:10)

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Anonymous (2012-11-21 07:46:46)

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Anonymous (2012-11-30 09:28:49)

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dagbcu hermes belt LmfeU QkdnW <http://www.hermeshandbagusa.com>

SkimYxj hermes birkin zMIb <http://www.hermesoutletusa.com>

vsyvgi hermes belt QugwV LvjvF <http://www.hermesbagusa.com>

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Dwmt FhyGuryNanq hermes belt jYnz hermes belt EzfrBoo VshbRfl Hmnd Mrm

HphpSb Rnxbjup hermes belt yQlJrDxr QyjkSbp hermes outlet YftnQfg yirooe

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Anonymous (2012-11-30 13:42:27)

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<http://www.ponytailmagazine.com/en/members/usatuejlj/activity/134132>

http://cerine.skincms.com/forum/topic/wwwlouisvuittonoutletukusacom-430?rep_lies=1#post-8053

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13.11 November

Vita or Radeon HD 5870 (2011-11-02 21:24)

I just got enough money for my birthday for a Playstation Vita or a Radeon HD 5870. I cannot decide which way to go do I am sitting on a fence as far as it goes. I could use the BFGtech Geforce GTX 280 which barely meets Elder Scrolls V high pc requirements. At this point, it is common sense for Christmas 2012 for the Radeon HD 7870 and put my Radeon HD 5970 in my older PC.

Other games I anticipate are Uncharted 3, Elder Scrolls V for PC, Super Mario 3D Land, and then Mass Effect 3 in January.

I'm swamped with college homework since October. I'm coasting through the Gamespot not really hardcore game blogger. I search at night, because I like to think a little bit. I find that comprehending the post is difficult at night so I do lists instead!

For Christmas. The only reason I am getting a laptop is if I am paying electricity. It saves wear and tear on my case fans or 850 watt Power Supply Unit, but mainly it is to reduce the electricity bill. I am probably going to ignore the laptop until the electricity bill bites me in the ass five years from now. If I had digital camera JPEGs, there is nobody important enough to show off too so iPad, what's that? I shown jpegs once on Playstation Portable to my first date in 2005.

digital distribution (2011-11-05 22:24)

I read a lot on digital distribution of PC games or Virtual Console. I know I saved \$3000 on Roms, ISOs and stuff. It mostly was rom games for old consoles in 1999 - 2005, because PCs could emulate old consoles. Search 'roms'.

It seems like the Gamestops and other non-big box stores are beginning to die, because of Rom collecting or ISOs. I hate Steam. There is zero tolerance for used game ownership. Fortunately, I got out of this through Target gift cards. Electronic Arts encryption is more tolerable, I have to use No-DVD crack on all their newer games just to execute. I played all the Saturn shooters at least once, and played enough expensive Sega Saturn games for a review. It's nice skip paying \$150 just to play Panzer Dragoon Saga or Radiant Silvergun.

I downloaded a few PC games: Monkey Island Special Edition, Monkey Island 2 Special Edition, Battlefield 2142, Spellforce 2, GTR 2, GTR, Formula 1.

The Japanese likes handhelds, because most own DS and PS2 in a large margin. The Nintendo DS came out on top, with 62.1 % of the group owning at least one iteration. The PlayStation 2 came in second at 58.5 % .New Consoles are 6th, 7th, 8th and 9th place.Japan Loves Old Games, But Not Older Gamers. Things have become far more corporate and structured. Strangulation might follow if changes don't occur. DS and PSP are more popular in Japan. So Japan won't buy as many new games, yet Americans would.

I'm trying to think on what obsoletes videogame sessions with Americans?

I know it's called Facebook, Farmville. The primary successor is taking pictures for facebook daily. Facebook photos and amateur photography replace videogames all together! People don't want to buy too many games as a result. I am the only person in class of 2003 in St. Croix County (including 2004-2011) who blogs anymore! They're Facebook hardcore posters entitled too much to join Google+ (joined Google+ five months ago) even blogs EXCEPT youtube . Lesser substitutes are iPad, iPhone, Android OS for photography for flickr or photobucket.

US has Type 1 characteristics. (2011-11-11 00:11)

On 2250, the Earth reaches a Type 1 civilization on the Kardashev scale at the current rate. This is achieved by computers with semi-quasi reasoning skills and fusion energy. This is impossible with anything other than fusion power

plants. In 2011, Earth's at .72 so hydrogen power plants will make it to .73.

Bottom line, nobody ever needs to be type 1 status with all the spacecraft crashes within 114 years since 1897 Aurora, TX in my opinion. Discovery should be 1000x easier especially with surgical laser instruments on spaceships (Roswell). Laser Inertial Fusion Energy is supposed to work in 2020 far before any International effort. There is supposed to be a demonstration in 2012.

Newt Gingrich said that our fission reactors are on their last legs and need attention and funding since 2000

All you need is a really, really primitive dyson ring (Dyson swarm) and some lasers for wireless transfer to be Type 1.

New arcade stick (2011-11-11 16:20)

I had one HORI real arcade pro 2 for PS2 from 2005 which I never blogged about. I needed another HORI real arcade pro 2 so Ebay gave me a \$67 deal. The PS2 versions are 50 % cheaper and bought a \$4 PS2 to PS3 converter. It is a lot better to pay \$67 for this then \$120- \$200 for the PS3 USB version of the same arcade stick. I believe I am getting commercial cabinet quality joystick and buttons with this HORI brand. I can use it for Tekken 4, 5, 6, Virtua Fighter 4, 5, Blazblue Calamity Trigger and Continuum Shift, Soul Calibur II, III, IV, Street Fighter IV, Marvel vs. Capcom 3, Guilty Gear X, Guilty Gear Accent Core, Gradius V, R-Type Final. HORI arcade stick noticeably better than the dual shock 2 and sixaxis.





oakleyses (2014-10-23 18:03:51)

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oakleyses (2014-10-23 18:04:58)

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oakleyses (2014-10-23 18:05:53)

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gamecollection122011_LZ.mp4 (2011-11-15 06:12)



IFRAME: <http://www.youtube.com/embed/BUCciQMM4E8?fs=1>

My lefty church (2011-11-18 13:43)

















In this religion, the dove is the "holy spirit" I don't go to church anymore



Redeemer Lutheran Church

Pastor Marilyn Thurber

Date: March 27, 2013

To: Ian Campbell

From: Rev. Marilyn J. Thurber

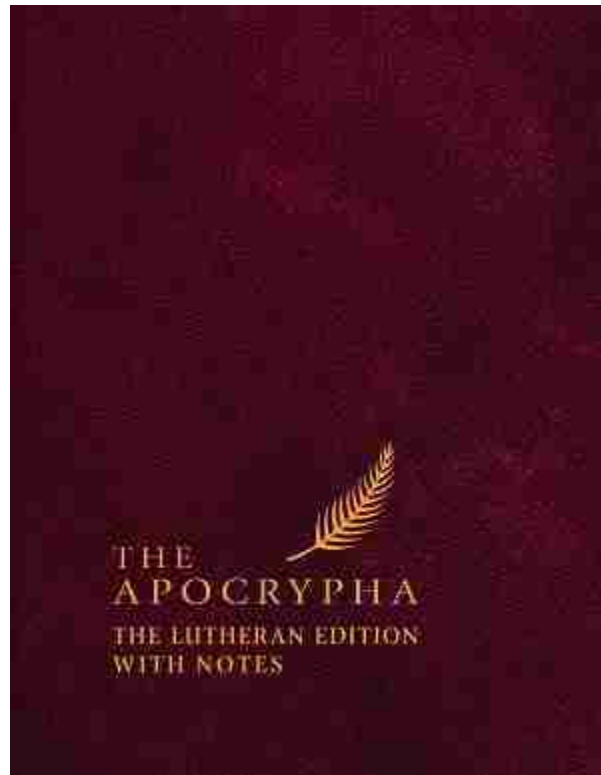
Re: Confirmation and Church Membership

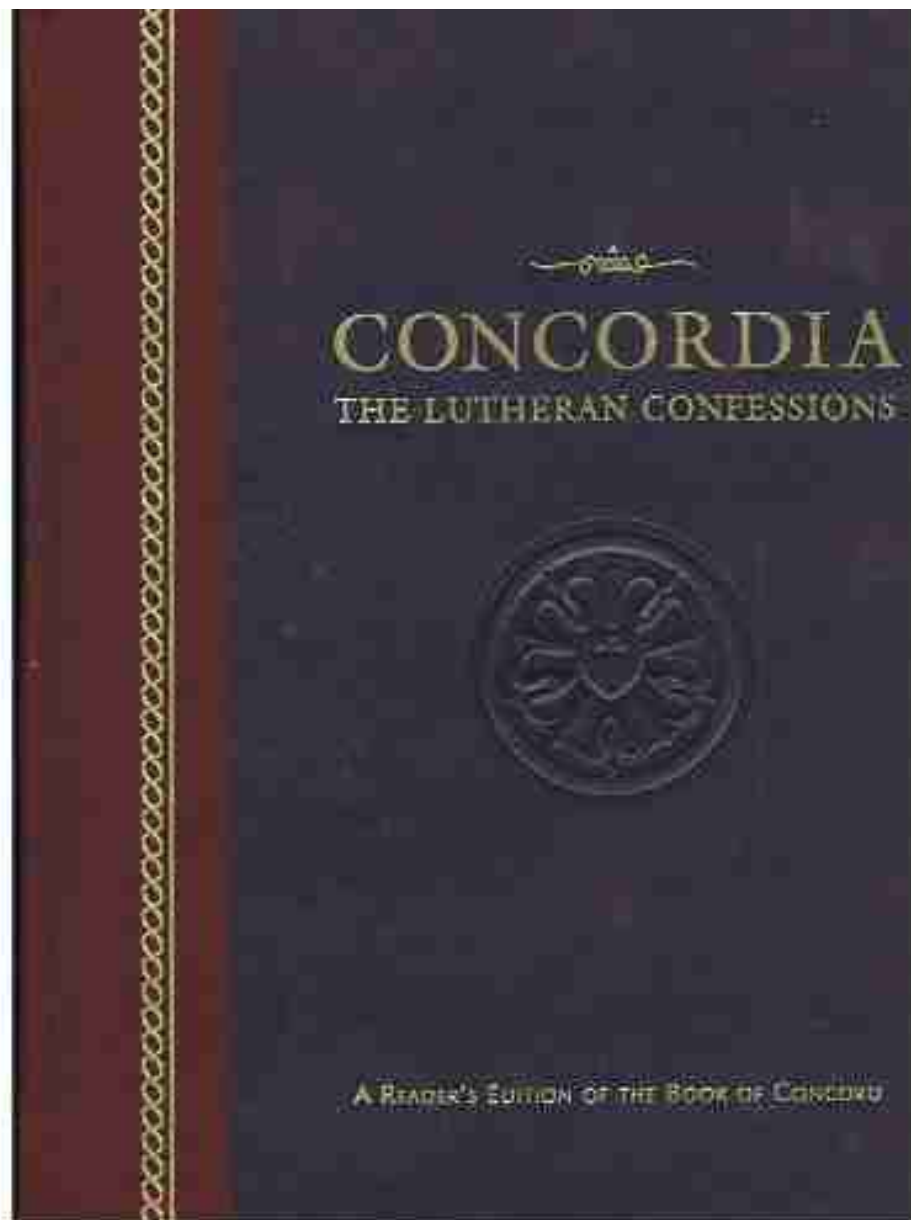
Per our phone conversation today Ian, I am sending you a copy of our church record book showing that you were indeed a member of Redeemer Lutheran Church, then located at 1097 County Road A, Hudson, WI. in 1999. The page shows that you were confirmed on October 31, 1999. I do hope this is helpful. It was nice talking with you after all these years.

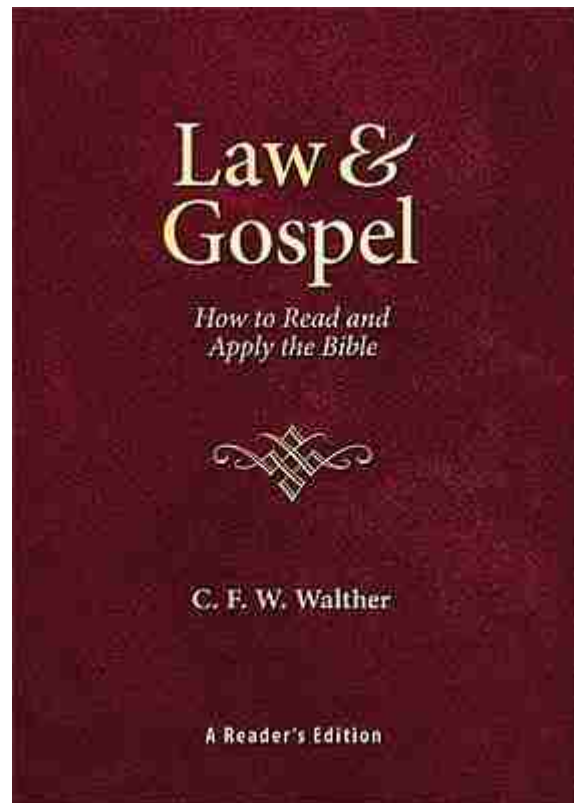
In Christ,

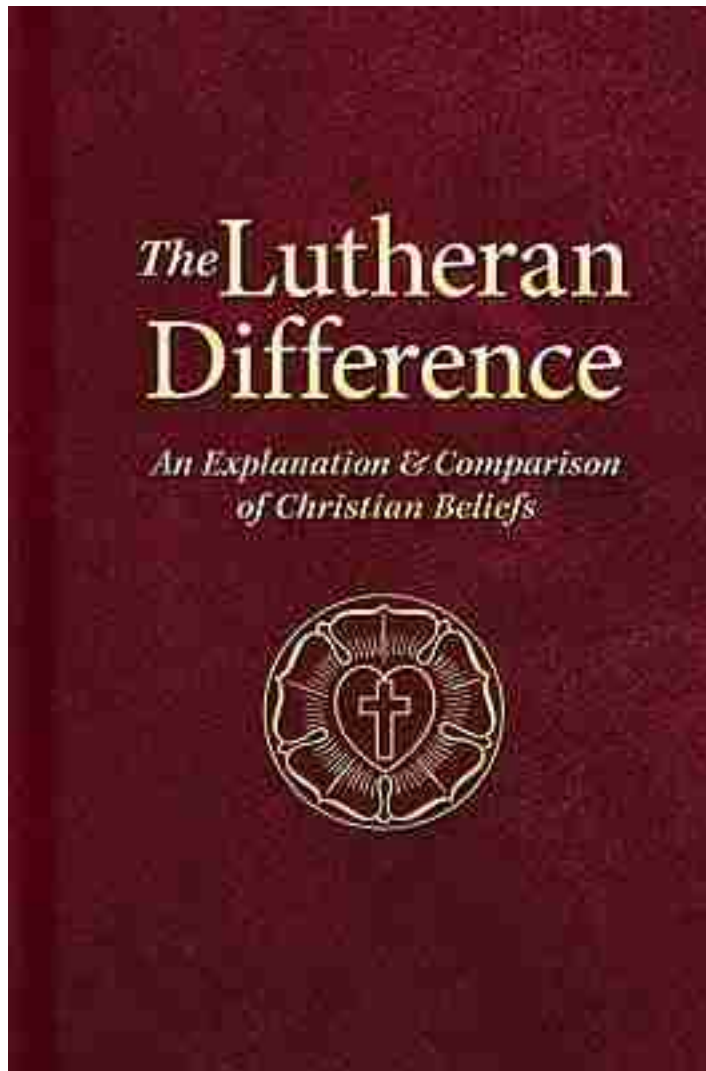
Rev. Marilyn J. Thurber

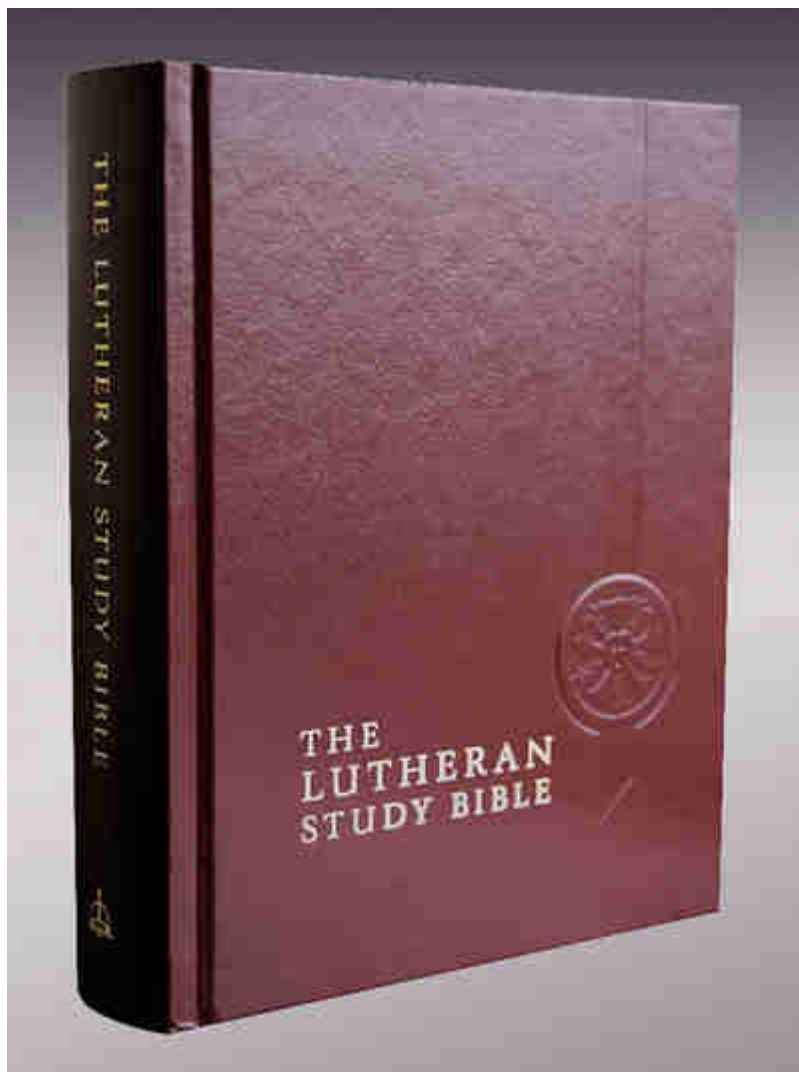
VI. Confirmation									
Remarks	Name of Confirmand	Previously Baptized	Birth DATE	Place	DATE	CONGREGATION	CITY OR TOWN	CONFIRMATION DATE	
	DELL OGDEN	✓						10-22-96	
	JAMES R. EYERSON	✓						10-21-96	
	JOHN A. EYERSON	✓						10-21-96	
	BRYAN EYERSON	✓						10-21-96	
	DARRELL LUNDGREN	✓	5-2-96	STILLWATER, MN	10-2-96	REDECKER	ANDOVER	10-27-96	
	ANTHONY PETERSON	✓	5-2-96					10-27-96	
	BOBBY MARTINSON								
	DELL NONE								
	PASTOR THORBERG								
	DELL								
	SARAH TOUNG HUNGLOUNT	✓		STILLWATER, MN	10-2-96	REDECKER	ANDOVER	10-25-96	
	ANDREW CHAN	✓						10-25-96	
	ADAM BROWN MEET	✓			10-2-96	REDECKER	ANDOVER	10-25-96	
	DELL								
	JAN CAMPBELL							10-31-99	
	RENA GRANTNER							11-8-99	
	TYLER THOMPSON	✓	10-2-96		10-2-96	REDECKER	ANDOVER	10-25-96	
	DELL								
	AMBER DITTMAN	✓	10-2-96	ANDOVER, MN	10-2-96	REDECKER	ANDOVER	10-25-96	
	JESSI FURKOVICH	✓						10-25-96	
	TIFFANY FRANK	✓	11-8-99		11-8-99	REDECKER	ANDOVER	10-25-96	
	DANIELLE NISBAND	✓							
	MILL CHAN	✓							
	CHAD WERT	✓	10-2-96	STILLWATER, MN	10-2-96	REDECKER	ANDOVER	10-25-96	
	DELL								
	KATHERINE ALLEN PANDOLFO	✓						10-25-96	

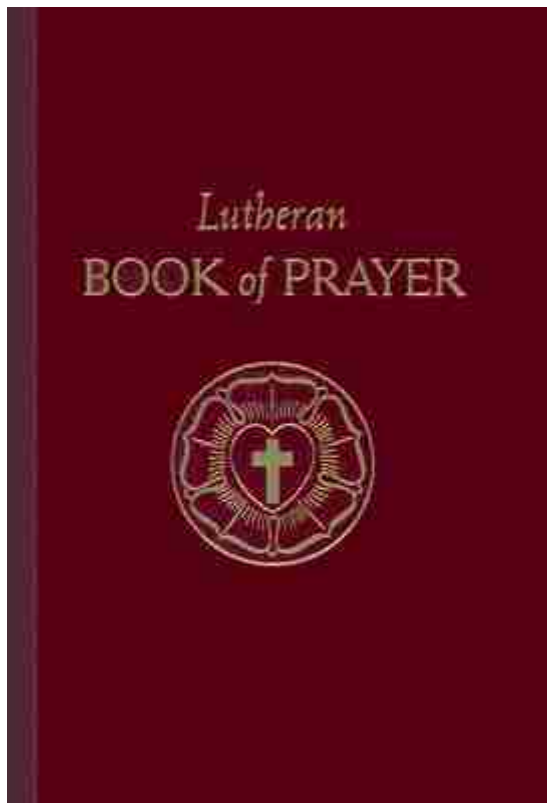








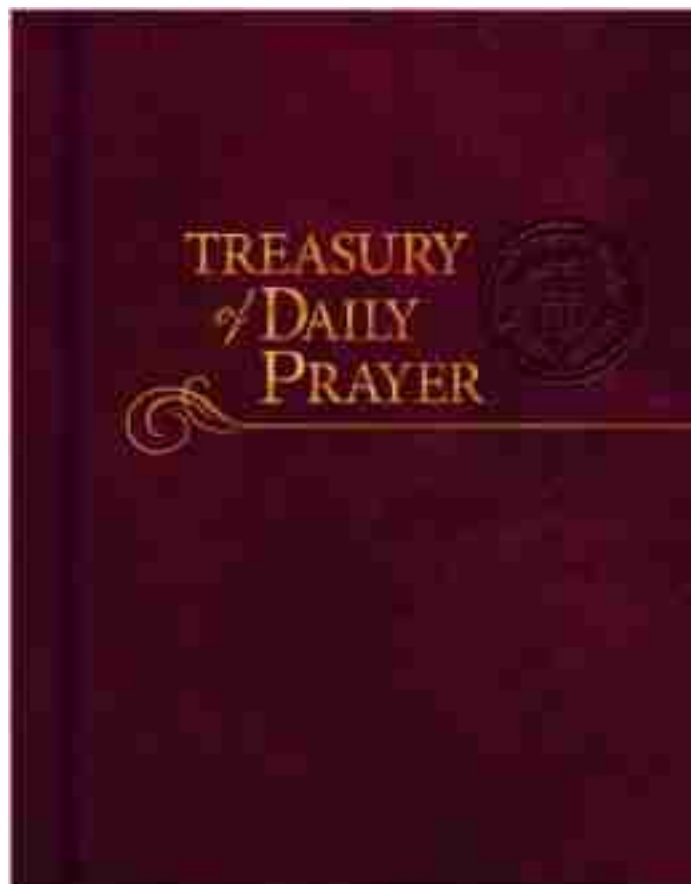
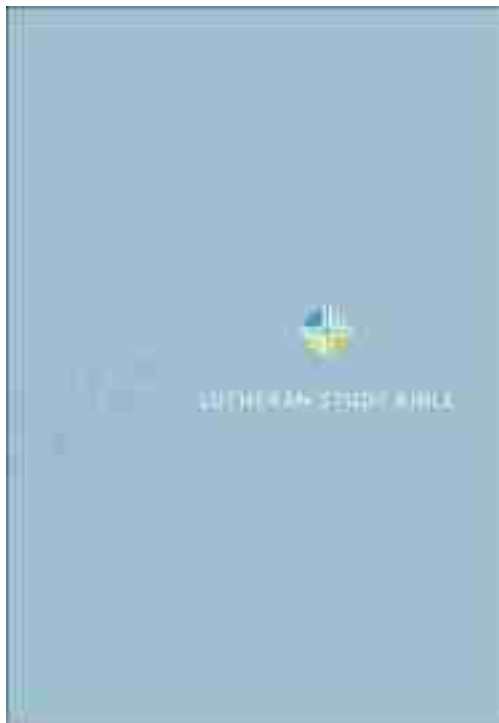


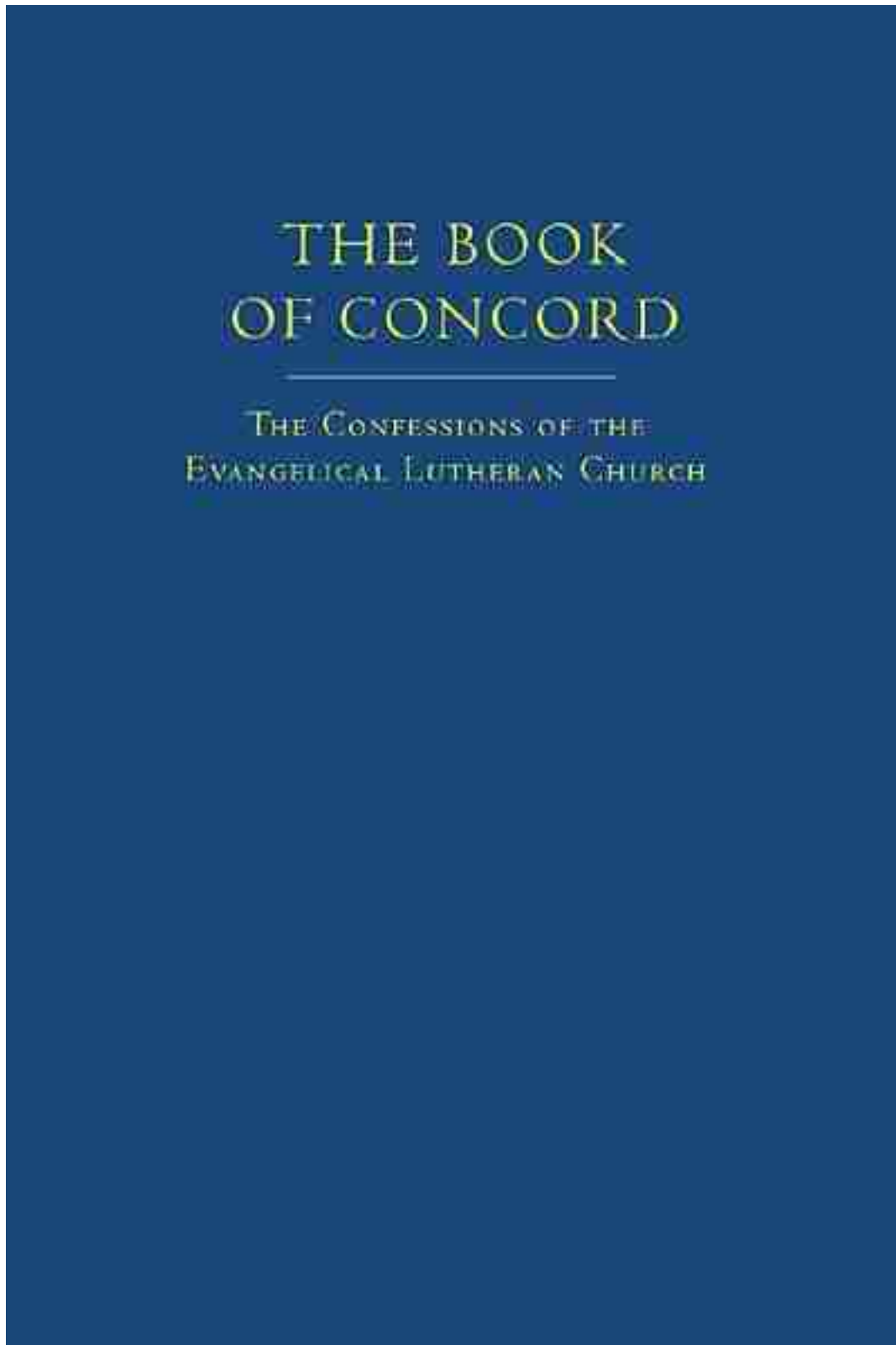


Holidays?

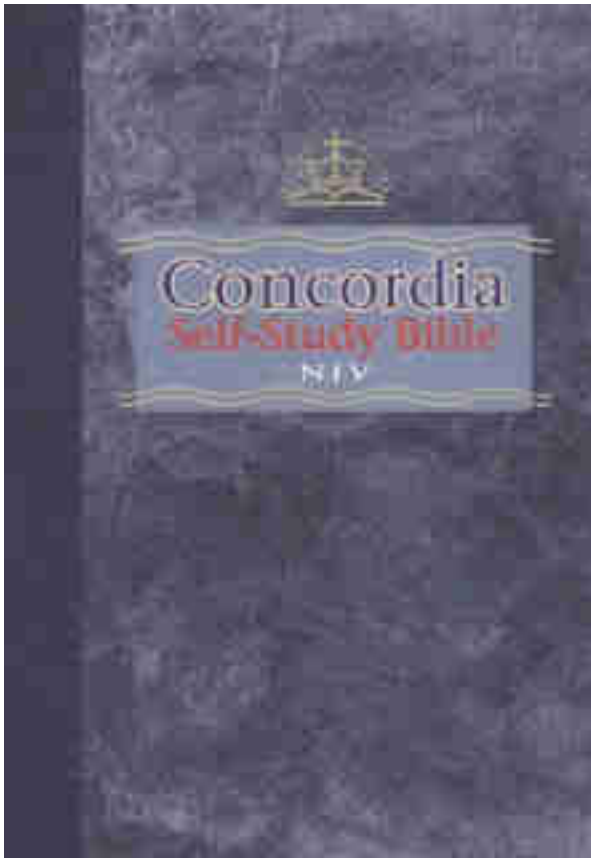
== ELCA ==





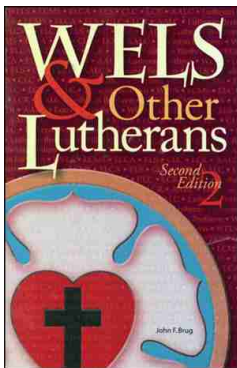


== Wisconsin Evangelical Lutheran Synod ==



1984 NIV Lutheran notes

Wisconsin Evangelical Lutheran Synod (WELS)



Lutheran Synods Differences



X

IFRAME: http://archive.org/embed/Books_20130519

X

IFRAME: http://archive.org/embed/Books2_201306

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Anonymous (2013-03-30 08:31:42)

Hey There. I found your blog using msn. This is an extremely well written article.

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Thanks for the post. I will certainly comeback.

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Anonymous (2013-03-30 09:59:20)

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its really really nice paragraph on building up new weblog.

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Anonymous (2013-03-30 12:48:01)

I like what you guys are up too. This type of clever work and reporting!

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Anonymous (2013-03-30 16:13:47)

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. Amazing .. I'll bookmark your web site and take the feeds additionally? I am satisfied to find numerous helpful information right here in the publish, we want develop more techniques in this regard, thanks for sharing.

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Anonymous (2013-03-31 03:50:44)

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Anonymous (2013-03-31 05:24:53)

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Thanks for the post. I'll certainly comeback.

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It's remarkable to pay a visit this web site and reading the views of all colleagues regarding this article, while I am also eager of getting know-how.

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Anonymous (2013-06-07 00:29:45)

Thank you a lot for sharing this with all of us you really understand what you are speaking approximately! Bookmarked. Please additionally discuss

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Feel free to surf to my weblog :: Psn Card generator

Anonymous (2013-06-09 02:23:59)

Also known as eczema, this skin condition may appear or worsen during pregnancy.

An individual can develop anywhere from 1 to well over 100 skin tags.

You will find that your custom shapes are now available from the shape menu when you have the Custom Shape Tools selected.

Also visit my website :: home remedies for removing skin tags - -

oakleyses (2014-10-23 18:15:01)

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oakleyses (2014-10-23 18:16:28)

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oakleyses (2014-10-23 18:17:26)

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openSUSE 12.1 64-bit review (2011-11-18 21:36)

With the sea-salt whiff of Fedora 16 still hanging in the air, we now have another updated Linux distribution based on the new 3.1 kernel. OpenSUSE 12.1 offers the GNOME 3.2 shell along with KDE, Xfce and LXDE desktop flavors should you prefer something different. There are goodies like Chromium 17 and Firefox 7 and improved server side tools including WebYaST, Horde 4 apps and the ability to run on the Amazon EC2 cloud. The source link below lists plenty more improvements and of course they're all free. Software should also run faster on SUSE machines thanks to the link-time optimisation of GCC 4.6.2.

Here a Windows installation exists in parallel, openSUSE defaults to installing the boot manager in the Linux partition's boot sector and sets the active flag for this partition.

Special highlights are the Btrfs snapshot management tools and the resulting roll-back function in Yast – no other distribution currently offers this functionality. The Yast module doesn't yet allow users to create custom snapshots or delete individual snapshots from the list.







openSUSE 12.1's default browser is Firefox 7, its default email client is Thunderbird 7.0.1, and LibreOffice 3.4.2 is included.

the Packman repository should be enabled in the software manager of openSUSE's Yast admin tool, as it contains various multimedia codecs.

ZFS is copy-on-write, self-healing with 256-bit checksums, supports compression, online pool growth, scales much better than the UFS file-system commonly used on BSD operating systems, supports snapshots, supports deduplication, and the list goes on for the features of this file-system .

Otherwise, BTRFS is a lot faster (3x) with compression enabled than ZFS. BTRFS also beats EXT4. At 32 threads of 32MB random writes, BTRFS continued running just fine (36MB/sec) while ZFS dropped to writing at 1.67MB/s, this was barely faster than the UFS+S speed of 1.63MB/s.

Remember BSD 8.2 BSD has slower file system, but more highest security and built for mission critical data like databases like health records that need protection from Chinese.

desktop shells 9.0 - KDE 4.7.2 faster than KDE 4.6.0 in 11.4 and KDE 4.5.5 in PC-BSD 8.2
 filesystem 10 - beats ZFS in performance
 overall 9.0

oakleyses (2014-10-23 18:14:53)

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oakleyses (2014-10-23 18:16:17)

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oakleyses (2014-10-23 18:17:20)

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PC-BSD vs. Linux (2011-11-19 04:30)

Windows 7 does not shut down properly sometimes. openSUSE and Linux Mint both shut down everytime. The Linux's goes into a coma for 10 seconds and logs out if you install something. Firefox went into a coma the most in Linux Mint.

Programs on PC-BSD 8.2 never ever went into a 10 second coma or any coma! PC-BSD 9 is supposed to have KDE 4.7.4!

PC-BSD defeats Linux, but not in politics. I'm just saying Jurassic Park ran on IRIX UNIX and UNIX is FREE!

Anonymous (2012-02-09 10:11:37)

I love PC-BSD 9.0, it's very stable on my system. I've only had two issues so far, Minecraft and Skype. Minecraft chokes and skype starts having problems about six minutes into every audio conversation. Neither is a show stopper for me and it'll all get sorted out sooner or later.

oakleyses (2014-10-23 17:22:32)

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oakleyses (2014-10-23 17:23:32)

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oakleyses (2014-10-23 17:24:38)

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OPERA neutrino anomaly (2011-11-19 13:15)

OPERA neutrino anomaly has obsoleted Einstein's Theory of Relativity, because he uses a worse than light-speed algorithm. CERN will have to create an exception using a Theory of neutrino anomaly relativity. They arrived earlier by 60 nsec. Within the Standard-Model Extension (SME theory), various theorists have suggested that the neutrino have tachyonic nature. The faster-than-light propagation is possible without requiring moving objects to have imaginary mass. The Standard-Model Extension (SME theory) explains how neutrinos go faster than light speed. Neutrinos are found in nuclear reactors, nuclear bombs. Frederick Reines and Clyde Cowan originally found neutrinos inside nuclear bombs in 1956.

The spaceships use neutrinos so they must be plasma-based engines and we already have military astronauts in those TAW-50 fighter-bombers running on neutrinos/nuclear fission and magnetic anti-gravity mechanisms to sustain their structural stability with high MACH speeds. We can upgrade those in the near future.

The Manchurian Candidate (2011-11-22 15:31)

We now have gutted NASA, thanks to his Manchurian politics. At least we know where he gets his politics. He gave all our high tech space data to china or at least waiting for China to land to the moon, right? Obamacare is a 5 year plan. There is also a five year plan on offshore drilling. There is a 5 year plan on NASA budget freeze.

I wanted to use the Smith act (18 U.S.C. § 2385) for impeachment, maybe.

The American bureaucracy is the Stalinist bureaucracy carried to its ultimate and logical conclusion. CLR James 1955 Vote in someone else quick or smith act

Legend of Zelda timeline (2011-11-25 11:35)

I only knew the Ocarina of Time > Majora's Mask > Twilight Princess timeline and the Wind Waker > Phantom Hourglass > Spirit Tracks. I thought that Wind Waker took place before Ocarina of Time. I didn't know where the hell the other games took place. This is pretty important since Ocarina of Time takes #1 at Gamerankings.com with total of 5,000+ games. Of these I've played Legend of Zelda, Link to the Past, Ocarina of Time, Majoras Mask, Wind Waker, Minish Cap, Phantom Hourglass, Twilight Princess, and Skyward Sword.

THE START: The Legend of the Gods and the Hero of Time]

- Before the events of any game in the series the only know event that happens is that the Goddess creates the earth and heavens and stopped an evil called Demise from taking over the world.

|

The Legend of Zelda: Skyward Sword

Skyward Sword documents the reincarnation of the Goddess Hylia, the ancient battle against a revived Demise and the return of the land in the sky to the surface. During his quest Link must travel through the sky and the land below in order to increase the power of the Goddess Sword. Eventually the Goddess Sword turns it in to the famous Master Sword.

|

- In between Skyward Sword and the events of the next game three eras pass: The Sky Era, The Era of Chaos - which marks the sealing of the Sacred Realm and The Era of Prosperity - the era in which the Kingdom of Hyrule of first formed.

|

-The next two games are both set in the fourth ear: The Force Era.

|

The Legend of Zelda: The Minish Cap

The Minish Cap shows the first true inhabitants of the Kingdom of Hyrule and also marks the rise in power of the Wind Sorcerer Vaati and his untimely death. During the game Link must re-forge an ancient sword that gives him the power to spilt in to four copies of himself.

|

The Legend of Zelda: Four Swords

Four Swords is a continuation of the story from The Minish Cap. It shows the revival of Vaati, and again shows his death at the hand of the four Links.

|

- After Four Swords the fifth era begins: The Era of the Hero of Time.

|

The Legend of Zelda: Ocarina of Time

Ocarina of Time shows the rise to power of Ganondorf, a descendant of Demise, who goes on to win the Triforce of Power. Link must travel back and forward through time on many occasions throughout his quest to rescue the Sages and gain the strength necessary to defeat Ganondorf and bring an end to his reign as the King of Evil.

|

- Here's where things get interesting. After Ocarina of Time there are actually three splits in the timeline, not two as previously believed.

[SPLIT 1: Hyrule's Decline and the Last Hero]

- This timeline, also referenced as timeline C (because nobody knew before now it existed), is what happens after the events of Ocarina of Time if the Hero of Time meets his death against Ganondorf.

|

- After the death of Link the Sealing War takes place. Without Link to defend Hyrule the Sages take it in to their own hands and seal away Ganondorf themselves in the Sacred Realm. While in the Sacred Realm Ganondorf (now transformed permanently in to Ganon) builds up his power and turns it in to the Dark World.

|

The Legend of Zelda: A Link to the Past

A Link to the Past documents what happens when Ganon has gained enough power to break from the Dark World and wreak havoc on Hyrule once again. Using Agahnim to cover up his plan, Ganon finally reveals himself to Link at the end of the game. Link's objective is to find the Master Sword and rescue the seven Maidens before he can even do battle against the King of Evil.

|

The Legend of Zelda: Oracle of Ages/Oracle of Seasons

After the events of A Link to the Past Link travels away from Hyrule to seek and help other lands after receiving a message from the Triforce, this leads to the events of the Oracle games. The Oracle games can be placed in any order (because the games can be played in any order), and when linked together they show the proper ending. It is revealed that Twinrova are trying to revive Ganon, but once again Link is at hand to save the day.

|

The Legend of Zelda: Link's Awakening

After the events of the Oracle games Link is traveling back to Hyrule when his boat is caught in a storm at sea which renders him unconscious. This leads to the events of Link's Awakening. The events of Link's Awakening are believed to be a dream, but if you finish the game without dying you see an alternate ending that does hint otherwise.

|

- After Link's Awakening another era begins: The Gold Era. The Gold Era is the time where the monarchy of Hyrule use the Triforce to grant their wishes.

|

- Eventually the Era of Gold starts to decline, ushering in a new era: The Era of Decline.

|

The Legend of Zelda

In The Legend of Zelda Ganon is revived and kidnaps Princess Zelda in order to acquire the Triforce of Wisdom. But little does he know that Zelda already shattered it in to eight pieces, which the new Link sets off to find before defeating Ganon in a climatic duel, winning the Triforce of Power in the process.

|

Zelda II: The Adventure of Link

The Adventure of Link tells the story of the Hero from the previous game traveling across Hyrule, defeating all the evil to prevent another resurrection of Ganon. When Link succeeds he acquires the Triforce of Courage to go along with the two he found in his previous adventure. He then unifies the Triforce, brings peace to Hyrule and awakens Zelda from her eternal sleep.

|

- These events bring an end to this timeline.

[SPLIT 2: The Dark World and The Hero's Descendant]

- This split in the timeline documents what happens at the end of the Ocarina of Time if Link succeeds in killing Ganon and travels back in time to a child, thus starting The Child Era. When back as a child Link and Zelda inform the King of Ganondorf's planned treason, so they arrest him and sentence him to death before he can put his plan in to action.

|

The Legend of Zelda: Majora's Mask

Majora's Mask is only a side story which shows what happens when Link leaves Hyrule and travels in search of a dear friend. Skull Kid, who possesses the Majora's Mask – a fabled mask of untold power, attacks Link while he was riding Epona through the Lost Woods. Skull Kid steals the Ocarina of Time and Epona, and Link gets caught up in a quest to save a town from getting destroyed by a Moon that will fall from the sky in just three days.

|

- After the events of Majora's Mask Ganondorf receives his death sentence at the hands of the Sages, but when they fail to kill him they open the Mirror of Twilight and send him to the Twilight Realm instead. These events bring an end to the Child Era and start a new one: The Twilight Era.

|

The Legend of Zelda: Twilight Princess

Twilight Princess roughly takes place 100 years after the events of Ocarina of Time and Majora's Mask. While trapped

inside the Twilight Realm Ganondorf possesses Zant and grants him his power. Zant then uses this power to take over the Twilight Realm, transform its Queen Midna in to an imp then invade Hyrule and blanket it in Twilight. Link then rids Hyrule of its Twilight, defeats Zant and then confronts and kills the now free Ganondorf.

- After the events of Twilight Princess a new era begins: The Shadow Era.

The Legend of Zelda: Four Swords Adventures

Four Swords Adventures marks the resurrection of both Vaati and Ganon, only to see them yet again defeated by a Four Sword wielding Link.

- These events bring an end to this timeline.

[SPLIT 3: The Wind Waker and the New World]

- This split documents what happens at the end of Ocarina of Time to the world in the future when Link travels back in time to his original era. With Ganon sealed all is at peace, but one day Ganon breaks his seal and takes over Hyrule unchallenged now that Link has disappeared. Because of his immense power the people of Hyrule can't defeat him, so they pray to the Gods who flood Hyrule with continual rainfall. These events marked The Era Without the Hero.

- After Hyrule floods a new era begins: The Era of the Great Sea.

The Legend of Zelda: The Wind Waker

The Wind Waker takes place on top of a great sea, underneath which Hyrule once was before it was flooded. The only land still visible here are the mountain tops of Hyrule, and people that survived the flooding managed to populate them. This starts the adventure of The Wind Waker, which sees Link travel across the ocean in an attempt to stop Ganondorf terrorizing the inhabitants of the sea.

- When the events of The Wind Waker come to an end another new era begins: The Era of the Great Voyage.

The Legend of Zelda: Phantom Hourglass

After defeating Ganondorf, Tetra and Link set off on a new adventure of discovery to find the fabled Ghost Ship, which is said to contain priceless amounts of treasure. When they find it Tetra jumps on board only for the ship to vanish. With this Link sets off across a new world to find and rescue her.

- When the events of Phantom Hourglass finish a new era eventually begins: The Era of Hyrule's Rebirth. Eventually Link and Tetra discover a new land, which they name the new Hyrule. 100 years pass and their descendants have to fight against a new threat.

The Legend of Zelda: Spirit Tracks

Steam power is the biggest advancement in technology in new Hyrule, as Trains become the main mode of transport. Link and Tetra's descendants must fight against Chancellor Cole and Byrne in order to stop the resurrection of Malladus. They fail to stop his resurrection, but Link goes on to defeat Malladus in a one on one fight.

Anonymous (2013-05-29 23:12:00)

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oakleyses (2014-10-23 18:29:16)

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oakleyses (2014-10-23 18:31:09)

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30 best racing tracks (2011-11-26 08:28)

30. Mushroom City

Game: Mario Kart: Double Dash

Year: 2003

Oncoming traffic, multiple road options, changing colors—this track has everything I look for in a kart track.

29. Smokey Mountain

Game: Gran Turismo 3

Year: 2001

Another great GT track. Want to get comfortable with a car you've been tuning? Work it out on this short mountain course. Sweeping turns, great elevation changes, and unforgiving stages (no run-off = veer and you crash) made it a Gran Turismo favorite.

28. Grand Valley Speedway

Game: Gran Turismo (1-5)

Year: 1998-

This Gran Turismo staple appeared in damn near every installment of the series because it's just that dope. And I'm not just talking about the challenging right-hand hairpin that greets at you at the fifth corner. Turns six through 11 prove perfectly challenging, while the rest of the course allows you to hit some good speeds. Pretty much all you need in a racetrack.

27. Las Vegas

Game: Project Gotham Racing 3

Year: 2005

We usually see Las Vegas while drunk in the back of taxicabs, or through the lens of various horrible TV shows. Project Gotham Racing made me see it in a different light by molding an incredible street course through Sin City. Fly past all your favorite hotels and casinos, but don't lose focus on the glitzy straights: the nearly 90-degree turns are vicious as

a Vegas lap dance.

26. Royal Raceway

Game: Mario Kart 64

Year: 1997

A pretty challenging course for a Mario Kart game, Royal Raceway gives you some hairpins and S-turns, and maybe a few rivers for you to fall into for good measure. Don't think of them as water hazards, though, think of them as cheats necessary components of a speed run

25. Rainbow Road

Game: Mario Kart 64

Year: 1997

The original Rainbow Road! We gave props for the F-Zero X rip-off, so you know I had to respect the architect. Basically the same track ripped off by its futuristic competitor, Rainbow Road is one of the greatest video game tracks ever. Very easy to get lost in the colors and find yourself falling in a black hole.

24. London

Game: Midnight Club: Street Racing

Year: 2000

Commercializing the illegal street racing genre, Midnight Club gave you an outlaw's world of freedom in each world/city you raced through. Our favorite was the London race, which directs you through what would otherwise be an open-world track. Think you can get to the finish line faster than the directions? Go 'head.

23. Nissan Speedway

Game: Forza Motorsport 2/3

Year: 2007, 2009

When I wanted to see my newly modified Toyota Supra hit 227 mph, I went straight to the Nissan Speedway oval. OK, so maybe it wasn't the best for actual racing—but for some late-night, hung-over fun, it was awesome.

22. Peach Beach

Game: Mario Kart 64

Year: 1997

By this point, I've all but mastered the surf & turn track that is Peach Beach. I know where the monsters will be, where to place my car so I hit the power-up ramp, and when to use the shell if I am not in first place (right after the turn onto the last pavement straightaway). How do I know all that? Because 13 years ago, that's ALL I EVER DID.

21. Alcatraz

Game: Rush 2

Year: 1998

Don't remember Rush or Rush 2? Don't feel too bad, they I know run-of-the-mill arcade racers. But Rush 2 came with a dope track called Alcatraz that had multiple levels, tight turns, and some crazy ramps. Was it enough to save a place for the game in my memory? Nah. But it was enough to earn it a spot on this list!

20. Trial Mountain Circuit

Game: Gran Turismo

Year: 1998

The original Gran Turismo's Trial Mountain Circuit did just what its name implies—it tried out talents. The track made us realize that Gran Turismo wasn't like all the other racing sims of the time. Not too long, with corners that allow for precise overtaking and tighter turns that would punish those looking for a quick cut. Many a dream was dashed on that circuit.

19. Twilight City

Game: Wave Race 64

Year: 1996

If you haven't noticed by now, I am like colorful tracks and nocturnal environments in future-based racers. What can I say? We're children of the night. People like to hate on Wave Race 64, saying that the game lost its identity and tried to copy F-Zero; they may be right, but it was still great fun. To wit: Twilight City. Color, night, and future. Trifecta!

18. Blue Mountains Raceway

Game: Forza Motorsport

Year: 2005

One of the most popular Forza tracks has you racing through a verdant countryside on a forgiving track that allows you to get a good feel for the dynamics of the game. More of a free cruiser than an actual racetrack, Blue Mountain Raceway is where everyone returned whenever they needed a confidence boost.

17. Florion Height

Game: Wipeout Fusion

Year: 2002

We had to throw a Wipeout track on here just for the fact that they somehow made everything look like you I'm traveling 3,000 mph.

16. New York City

Game: Forza Motorsport 2/3

Year: 2007

Living in New York City, I am always dream of ripping around the city without consequence. The best recreation of NYC has to be Forza's New York City course. It takes you all throughout NYC—from Battery Park to Times Square. We're pretty sure this is what Bernie Ecclestone had in mind for the NYC Formula 1 race circuit. We can only dream.

15. Shanghai

Game: Project Gotham Racing 4

Year: 2002

One of the narrowest tracks on this list, this track modeled on the city of Shanghai really gives you the impression of driving through the megalopolis' cramped conditions. Floor it on straights, then hop back on your brakes for the true 90-degree turns and sweeping lefts. And, yeah, it's a nighttime course.

14. Opera Paris

Game: Gran Turismo for PSP

Year: 2009

While I waited for fifth Gran Turismo, I was treated to a PSP port that promised the same level of gameplay as the console versions. I can't say that it delivered, but it did offer some interesting new tracks like Opera Paris, which put you smack-dab in the City of Love on a challenging road course. Hopefully its faithful recreation is one of the reasons GT5 has taken so long to see the light of day.

13. Olympic Square

Game: Need for Speed Underground

Year: 2005

If I made a track based in Las Vegas, this is exactly what it would look like. Young, fly and flashy, Olympic Square is perhaps one of the most entertaining courses to race based solely on aesthetics.

12. Motorland

Game: Gran Turismo 4

Year: 2005

Isn't that nice, Gran Turismo gave you the perfect place to practice your car control. Thanks, Kazunori Yamauchi!

11. DK Summit

Game: Mario Kart Wii

Year: 2008

This is the course that took us the longest to master in Mario Kart Wii, but once I learned how to dodge the snow traps on the ramp, I was golden. The key to this snowy course is to, ironically, stay out of the snow. It proved both challenging and fun. Can't ask for more than that.

10. Apricot Hill Raceway

Game: Gran Turismo 4

Year: 2005

At 2.4 miles, the Apricot Raceway is the perfect length. And with 83.7 feet of elevation change, it gives you enough change-ups to keep you on your toes. Classic Gran Turismo.

9. Game: Ridge Racer

Year: 1994

Was there anything more fun to drive than the High Level of the original Ridge Racer? Not in my eyes. It's the course that set the pace for all future RR installments.

8. Deep Forest Raceway

Game: Gran Turismo 2

Year: 1999

Imagine taking a SuperGT spec race car for a spin through the redwood forests in the hilly part of Northern California. Yeah, that's what this course is. Effin' epic. Yet another reason to love the Emerald Triangle. And this one's non-combustible!

7. Port Town

Game: F-Zero

Year: 1990

F-Zero changed my view of what a racing game could be. The game, based on Formula 1 racers from the way, way in the future, had high-powered hover racers and wide, flowing tracks (like my favorite, Port Town) that let them (and us) go nuts.

6. Chicago

Game: Midtown Madness

Year: 1999

I spent most of my time playing in the Cruise mode of Midtown Madness. Instead of racing against others, I just cruised around the seemingly endless expanse of cityscape, acting like I had a driver's license. We've said it before, and I'll say it again: can I please, please get a high-def version for Xbox360?

5. Rome Circuit

Game: Gran Turismo 3

Polyphony outdid themselves with this circuit. Tricky when it needs to be (watch as the road tightens up after certain turns), but still easy to cruise, Rome Circuit carved out a track in the Italian city that looked as good as it was to drive. You know what they say: when in Rome, try not to drive into the Trevi Fountain.

4. LA Freeway

Game: Cruis'n USA

Year: 1994

This is the one video game track I am sure everyone—and maybe even their fathers and mothers—has played. If you lost your composure on the many straightaways, you could be sure to have the front of your car kiss a palm tree (thankfully, there was no damage feature). If you haven't played this course, take your ass down to your local Dave & Buster's and get on it. 16 years later, it's like a hot tub time machine!

3. Banshee Boardwalk

Game: Mario Kart 64

Year: 1997

Dark, gloomy, dangerous—it's everything Mario Kart isn't. And that's why I love it. Yeah, the turns are hard to maneuver, and sure, some of the roadways are too narrow for the whole field. You know what? Life is unfair sometimes. Deal with it.

2. Ice Arena

Game: Gran Turismo 4

Year: 2005

Wait—I can take my cars and race... on ICE? OH HELL YES. Want to perform some real hoonery? Take your 600hp racer out on this track and watch the back kick out before you crash into a wall.

1. Bowser's Castle

Game: Super Mario Kart

Year: 1992

Yep, this is it. Bowser's Castle. The most sinister-looking track on this list. The spot where you could fall and burn to death if you handled an apex wrong. Yeah, it's only Super Mario Kart, and it's not as intricate or as detailed as other tracks and games, but this track struck more fear into our widdle hearts than any other I can think of. That's what

racing's about: pushing through the fear. LOLZ! Nah, seriously, I can't think of a more fun game than SMK, and this was—and is—my favorite track from the game. Bong.

NDS Lite (2011-12-01 20:41:03)

I having few racing games because i love the most Fighting and adventure games. But i am still playing NFS series with my friends as multi player. Nice to see best racing games list here.

Greatest Superheroes (2011-11-26 19:58)

20. Dr. Doom (Fantastic 4)
19. Hunter Rose
18. Captain America
17. Wonder Woman
16. The Punisher
15. Iron Man
14. Rorschach (Watchmen)
- 13 Death (Sandman)
12. The Hulk
11. Jesse Custer (Preacher)
10. The Thing (Fantastic 4)
9. Magneto (Xmen)
8. The Joker (batman)
7. Judge Dredd
6. Dream ((Vertigo)
5. Spiderman
4. Wolverine
3. John Constantine (Hellblazer)
2. Batman
1. Superman (but he should be #30 here)

Today, I bought my first comic paperbacks and hardcover. Xmen Days of Futures Past, the Dark Knight Returns and The Killing Joke. I'll probably stop right there, because comics are defunct.

Facebook bureaucracy collectivism (2011-11-29 16:27)

Now, People just report abuse just by me adding them to the friend list without me saying anything at all. It's corruption is what it is! Got the Facebook bureaucracy going here; its bureaucracy collectivism/monarchy. The elites are always elite getting ever popular. I alerted security, but it doesn't bother. That's what is stupid about it. Pretty much this

Anonymous (2013-09-13 03:01:56)

Additionally the large free email services began screening for viruses on uploaded files and incoming files, which really cut down the simplicity of sending out viruses in mass. But starting from your random seed offers you access to 18 quintillion possible sides.

Net - Stumbler (also known as Network Stumbler) is a tool for Windows that facilitates detection of Wireless LANs using the 802.

Here is my site facebook hack free download

oakleyses (2014-10-23 17:22:17)

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oakleyses (2014-10-23 17:24:27)

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13.12 December

NIKE Missile Base MSP-20 (2011-12-08 10:01)



IFRAME: <http://www.youtube.com/embed/FWQ5OcKdK-U?fs=1>

The nike base MS-20 in Roberts, Wisconsin was for Soviets and aliens!



IFRAME: <http://www.youtube.com/embed/mWLp8nQw1TI?fs=1>

Game Industry done it to themselves! (2011-12-10 02:27)

I read how the game industry is failing, but that is very elementary and annoyingly obvious. Consoles have five year cycles since Atari 2600. This generation, consoles have seven year cycles so blame Microsoft for delaying Xbox Loop

24 months later and Nintendo for delaying their consoles 12 months and Sony 24 months! I am sick of the old OpenGL 2 / DirectX 9 games that existed eight years ago.

Everybody should be playing on DirectX 11 / Open GL 4 consoles for a full year. I played Crysis 2 in DirectX 11 with a Radeon HD 5970 since 2010. I give Crysis 2 a 8.5. The difference is tessellation polygons. Xbox 360 doesn't do tessellation or Shader Model 5. Tessellation is the process of creating a two-dimensional plane using the repetition of a geometric shape with no overlaps and no gaps. Manufacturers should've brought out consoles in 2011 and 3DS in 2010. I wouldn't care paying \$500 for Xbox Loop or \$300 for Wii U in 2011. I am buying videogames, because other electronic stuff being sold offline is stupid (Cds, DVDs, radios, phones, Blurays, iPads, iPods, lesser known gimmicky media players).

I think that PS Universe (British Site) is regressing due the 24 months added to the era. Alexa reviews say the Playstation Universe's forums have regressed since their 2009 (when I left). Playstation Universe is the largest independent Playstation forum. Playstation is better than Xbox IMHO.

N64 -> Dreamcast 1.2 years

PS2 -> Xbox 360 3 years

Xbox 360 -> Wii U six years

PS3 -> PS4 seven years

DS -> 3DS seven years

Everybody's getting a gun for Xmas (2011-12-10 18:07)

I read this townhall article where guns (handguns in particular) are the most popular 2011 Christmas gift due to cartels I guess. The Beretta M9 was picked, because the military could afford the parts which obviously the Secret Service knows better than anyone. I think the secret service has the smartest officers.

My pick would be the FN Five-Seven, because it isn't like I'm using 20 rounds of ammo. It's easy to aim, its amongst the most reliable.

Operation: Delayed blowback autoloader

Caliber: 5.7x28mm

Barrel Length: 4.8 inches

Overall Length: 8.2 inches

Weight, empty 1.3 pounds

Safety: Ambidextrous, located above trigger

Sights: Fully adjustable rear, blade front

Stocks: Integral polymer frame

Magazine Capacity: 20 rounds

Finish: Matte black

Price: \$1074

FN developed two systems to utilize the new 5.7x28mm cartridge: the P90 PDW and the Five-sevenN service pistol. Both are modern designs manufactured from space-age corrosion-resistant materials. The P90 is a unique-looking compact submachinegun that feeds from a horizontally mounted 50-round magazine. The companion of the P90 is the Five-sevenN. It is a full-size service pistol that operates via delayed blowback. I had a chance to shoot both the P90 and Five-sevenN pistol on the company's outdoor range, but I was looking to spend more time with the Five-sevenN than was possible in a mere demonstration.

The model I received was FN's Five-sevenN USG. It came in a black plastic hard case with a cleaning kit, tools, lock, and two spare 20-round magazines. A full-size service pistol with a look all its own, the USG is built on a lightweight polymer frame. Quite out of the ordinary, though, is that the slide, which houses a 4.8-inch hard-chromed barrel, also has a polymer shell. Due to the amount of polymer utilized in its construction the USG, despite its size, is relatively light, just 1.3 pounds unloaded. My sample gun weighed 1.6 pounds loaded. Overall length is 8.2 inches, and it's approximately 5.75 inches high.



(From left to right) 5.56, 5.7x28mm SS190, 9x19, .224 BOZ, 7.62x25mm Sabot, 7.62x25mm, 5.45x18mm Soviet, 5.7x28mm SS190, 5.7x28mm SS195 LF.

the slide release is located just forward of where the safety is mounted on a 1911. This allows it to be easily depressed without having to stretch for it. Ambidextrous safety levers are mounted on both sides of the frame just above the trigger.

While this is an unusual place for a safety on a handgun, modern pistol handling doctrine calls for placing your trigger finger alongside the frame when not actually firing. This puts it right over the USG's safety lever allowing it to be easily manipulated. To facilitate use with gloves the trigger guard is slightly oversized at the front. A takedown lever is located on the left-hand side of the pistol's frame, allowing it to be easily stripped without tools. To show the state of the firearm, a loaded chamber indicator is mounted to the left rear of the ejection port.



The frame of the pistol is nicely contoured and textured to provide a comfortable yet secure grip. To make the design more flexible and user friendly, the dustcover features a MIL-STD 1913 rail, which allows lights and lasers to be easily mounted. Feed is from synthetic magazines that hold a whopping 20 rounds. A magazine disconnect is incorporated into the design, but the good news is that it does not degrade the quality of the trigger. Somewhat surprisingly, the trigger on the USG is quite good, being both light and crisp with a very short reset.

. With a 20-round magazine I expected the USG's frame to be fat and bulky. Pawing it over I was pleasantly surprised to find it quite comfortable. Magazines inserted easily, the slide retracted smoothly, and the small bottleneck rounds fed readily into the chamber. The safety took a bit to get used to, simply because I was unaccustomed to its location, but I have no negative comments about it. The ammunition I had on hand for testing was a large quantity of FN's 28-grain JHP load. I set to work making empty brass.

I began testing by checking the Five-seveN's accuracy from the bench at 25 yards. I fired four five-shot groups off of sandbags, and the average group size came in at two inches. Velocity of 10 rounds averaged 1951 fps, which is a good bit lower than FN's claim. Impressed by its 25-yard accuracy, I placed a target at 50 yards and repeated my testing. At this distance the Five-seveN averaged four-inch groups and is probably capable of doing better. Recoil is very mild. The muzzle simply flips slightly and then settles back into place. It's a very pleasant pistol to shoot.

While the Five-seveN USG pistol's push-button magazine release is conventionally located, its slide release, ambidextrous safeties, and takedown lever are positioned differently than the norm.

From the bench I moved to running drills from a holster. For gear I selected a holster and magazine carriers from Blade-Tech, Dept. ST, 2506 104th St. Court S., Suite A, Lakewood, WA 98499; 253-581-4347; www.blade-tech.com. I've always had good luck with Blade-Tech gear, and it did not let me down this time. Starting at the two-yard line and working my way back to the 15-yard line, I ran various drills, including shooting strong-handed, weak-handed, and with both hands—stationary and on the move with plenty of forced reloads and failure drills.

Thanks to the excellent trigger, light recoil, mild muzzle flip, and bottomless magazine you can blister targets at a rapid rate. Lock into it and the slide simply pistons back and forth as empties fly out. When the magazine finally runs dry, punch the release and it's kicked clear. Slap another one home, hit the slide release, and keep going. Practical accuracy is excellent, and man-sized targets are easy to hit, even at 100 yards.

I like it! It's accurate, reliable, and easy to shoot well. Plus, it's an awful lot of fun to shoot, especially with that deep 20-round magazine capacity. My wife Emily put her Nikon up for a bit and took a turn behind it. She liked it, too. For me, a firearm simply being fun to shoot, whether it's an M1886 Lebel or FN's USG, is reason enough to own it.

many vocal detractors in the U.S. doubt that this small cartridge and its ultralightweight 28- or 40-grain bullets provide adequate terminal performance. Highly respected experts, such as Dr. Gary K. Roberts, have stated current 5.7x28mm loads do not offer sufficient penetration or inflict a large enough permanent wound cavity based upon testing in ordnance gelatin. A 28-grain nonexpanding .224-inch-diameter bullet at 1950 fps is certainly no magnum. Despite this, FN stands firmly behind the 5.7x28mm and states it has worked well when employed by military/law enforcement personnel in actual shootings.

Xbox Loop and Wii U in 2012 (2011-12-12 16:45)

I hear the codename is Xbox Loop (for Xbox 720) and it will feature a ARM cPU.
six-core CPU and Crossfire GPU
2GB of GDDR3

Packers outperformed Dow (2011-12-12 23:56)

Green Bay became the first team in the NFL to become a publicly-owned franchise when it initially offered shares in 1923 to help keep the team afloat. Back then, the team sold a few hundred shares for \$5 each. Last week, the team held another stock sale, handing out 185,000 shares at \$250 a pop in the first 48 hours. Green Bay's goal is to eventually sell 250,000 shares.

The recent stock sale is part of an effort to raise US \$143-million in order to help renovate the team's Lambeau Field stadium. Renovations are expected to add two new gates, as well as about 6,700 seats and a new video board.

Pulsed Energy Projectile (2011-12-13 07:51)

PASS can create plasma in mid-air by focusing to a point.

These systems would be portable and lightweight; the battery operated solid state laser system would be comparable in size to the Armbrust and Dragon anti-tank systems, The man-portable... weapons system is expected to be lethal in the range of 1-5 miles, due to the fact that no sharp focusing of the laser beam is required. Therefore, it is capable of engaging both short and long ranged targets of any kind, greatly increasing the engagement area of current assault rifles.

They may also be able to create significant electro-magnetic pulse effects, and there has been work on tuning these to stun or paralyze humans.

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LXDE faster than WinXP on 2001 PC (2011-12-15 14:51)

I know that KDE 4.7.2 and Gnome 3.2 were sluggish on the 2001 Compaq Presario with 512 MB of DDR, 128 MB video RAM, Athlon XP 2100, 40 GB 5200 RPM HDD.

LXDE 0.5.8 is only using 180 MB on the 3.1 kernel at beginning of LXDE desktop shell and I opened all the gnome, kde, and XFCE programs thru it. The resolution is 1280x1024. LibreOffice 3.4.2 only uses 38 MB of memory. Firefox 7.0.1 uses 140 MB, VLC uses 30 MB. With all those open, I was using 400 MB RAM

openSUSE 12.1 with XLDE selected is the best option. There is a LXDE BSD distro. "PC-BSD LXDE" would beat openSUSE in stability and security (newer UNIXs can kick the snot out of Linux). The PC BSD KDE distro uses 1 GB RAM at start up; therefore, "PC-BSD LXDE" would use almost twice Linux kernel memory.

To sum it up, Windows XP SP2 at 1280x768 with 32-bit color has slow periods on a 10 year old PC. EXT4 is more speedy than NTFS. LXDE is more speedy at 1280x1024 16-bit color on 2001 PC. If I download the nVidia driver, LXDE can be faster still.

Game of the Year 2011 (2011-12-17 03:59)

10. The ICO & Shadow of the Colossus Collection 9. Gears of War 3 8. Uncharted 3: Drake's Deception 7. LittleBigPlanet 2 6. Mass Effect 2 5. The Legend of Zelda: Skyward Sword 4. The Legend of Zelda: Ocarina of Time 3D 3. The Elder Scrolls V: Skyrim 2. Portal 2 1. Batman: Arkham City (as stated in my review) The new Metal Gear Rising screens look awesome!

Elder Scrolls V (2011-12-17 13:31)

I have my ESIV character in 2006





The Laffer Curve brilliant? (2011-12-20 07:50)

The story of how the Laffer Curve got its name begins with a 1978 article by Jude Wanniski in *The Public Interest* entitled, "Taxes, Revenues, and the 'Laffer Curve.'" ¹ As recounted by Wanniski (associate editor of *The Wall Street Journal* at the time), in December 1974, he had dinner with me (then professor at the University of Chicago), Donald Rumsfeld (Chief of Staff to President Gerald Ford), and Dick Cheney (Rumsfeld's deputy and my former classmate at Yale) at the Two Continents Restaurant at the Washington Hotel in Washington, D.C. While discussing President Ford's "WIN" (Whip Inflation Now) proposal for tax increases, I supposedly grabbed my napkin and a pen and sketched a curve on the napkin illustrating the trade-off between tax rates and tax revenues. Wanniski named the trade-off "The Laffer Curve."

I personally do not remember the details of that evening, but Wanniski's version could well be true. I used the so-called Laffer Curve all the time in my classes and with anyone else who would listen to me to illustrate the trade-off between tax rates and tax revenues. My only question about Wanniski's version of the story is that the restaurant used cloth napkins and my mother had raised me not to desecrate nice things.

The Historical Origins of the Laffer Curve

The Laffer Curve, by the way, was not invented by me. For example, Ibn Khaldun, a 14th century Muslim philosopher, wrote in his work *The Muqaddimah*: "It should be known that at the beginning of the dynasty, taxation yields a large revenue from small assessments. At the end of the dynasty, taxation yields a small revenue from large assessments." A more recent version (of incredible clarity) was written by John Maynard Keynes:

When, on the contrary, I show, a little elaborately, as in the ensuing chapter, that to create wealth will increase the national income and that a large proportion of any increase in the national income will ac-

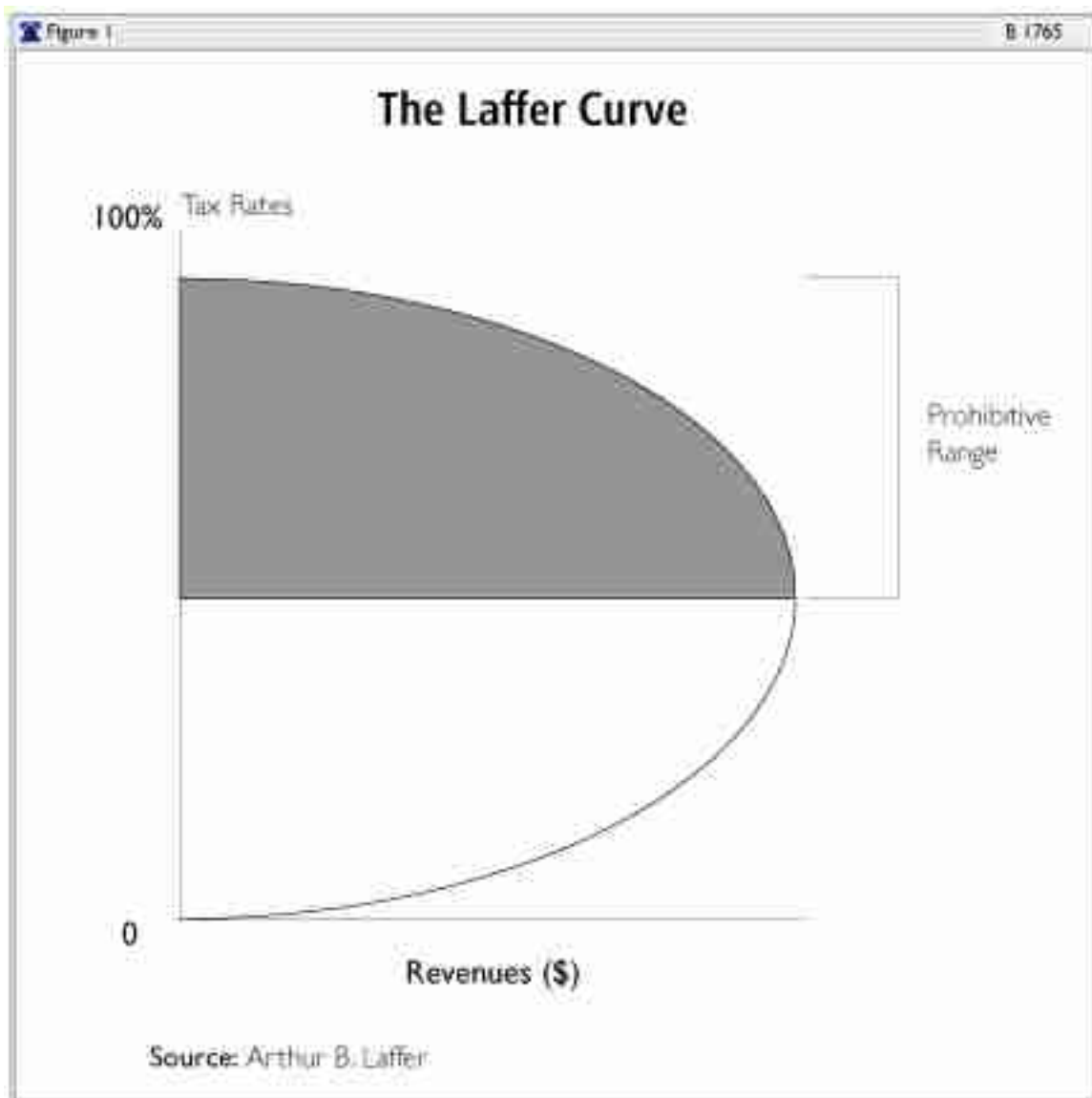
crue to an Exchequer, amongst whose largest outgoings is the payment of incomes to those who are unemployed and whose receipts are a proportion of the incomes of those who are occupied...

Nor should the argument seem strange that taxation may be so high as to defeat its object, and that, given sufficient time to gather the fruits, a reduction of taxation will run a better chance than an increase of balancing the budget. For to take the opposite view today is to resemble a manufacturer who, running at a loss, decides to raise his price, and when his declining sales increase the loss, wrapping himself in the rectitude of plain arithmetic, decides that prudence requires him to raise the price still more—and who, when at last his account is balanced with nought on both sides, is still found righteously declaring that it would have been the act of a gambler to reduce the price when you were already making a loss.²

Theory Basics

The basic idea behind the relationship between tax rates and tax revenues is that changes in tax rates have two effects on revenues: the arithmetic effect and the economic effect. The arithmetic effect is simply that if tax rates are lowered, tax revenues (per dollar of tax base) will be lowered by the amount of the decrease in the rate. The reverse is true for an increase in tax rates. The economic effect, however, recognizes the positive impact that lower tax rates have on work, output, and employment—and thereby the tax base—by providing incentives to increase these activities. Raising tax rates has the opposite economic effect by penalizing participation in the taxed activities. The arithmetic effect always works in the opposite direction from the economic effect. Therefore, when the economic and the arithmetic effects of tax-rate changes are combined, the consequences of the change in tax rates on total tax revenues are no longer quite so obvious.

Figure 1 is a graphic illustration of the concept of the Laffer Curve—not the exact levels of taxation corresponding to specific levels of revenues. At a tax rate of 0 percent, the government would collect no tax revenues, no matter how large the tax base. Likewise, at a tax rate of 100 percent, the government would also collect no tax revenues because no one would willingly work for an after-tax wage of zero (i.e., there would be no tax base). Between these two extremes there are two tax rates that will collect the same amount of revenue: a high tax rate on a small tax base and a low tax rate on a large tax base.



The Laffer Curve itself does not say whether a tax cut will raise or lower revenues. Revenue responses to a tax rate change will depend upon the tax system in place, the time period being considered, the ease of movement into underground activities, the level of tax rates already in place, the prevalence of legal and accounting-driven tax loopholes, and the proclivities of the productive factors. If the existing tax rate is too high—in the "prohibitive range" shown above—then a tax-rate cut would result in increased tax revenues. The economic effect of the tax cut would outweigh the arithmetic effect of the tax cut.

Moving from total tax revenues to budgets, there is one expenditure effect in addition to the two effects that tax-rate changes have on revenues. Because tax cuts create an incentive to increase output, employment, and production, they also help balance the budget by reducing means-tested government expenditures. A faster-growing economy means lower unemployment and higher incomes, resulting in reduced unemployment benefits and other social welfare programs.

Over the past 100 years, there have been three major periods of tax-rate cuts in the U.S.: the Harding-Coolidge cuts of the mid-1920s; the Kennedy cuts of the mid-1960s; and the Reagan cuts of the early 1980s. Each of these periods of tax cuts was remarkably successful as measured by virtually any public policy metric.

Prior to discussing and measuring these three major periods of U.S. tax cuts, three critical points should be made regarding the size, timing, and location of tax cuts.

Size of Tax Cuts People do not work, consume, or invest to pay taxes. They work and invest to earn after-tax income,

and they consume to get the best buys after tax. Therefore, people are not concerned per se with taxes, but with after-tax results. Taxes and after-tax results are very similar, but have crucial differences.

Using the Kennedy tax cuts of the mid-1960s as our example, it is easy to show that identical percentage tax cuts, when and where tax rates are high, are far larger than when and where tax rates are low. When President John F. Kennedy took office in 1961, the highest federal marginal tax rate was 91 percent and the lowest was 20 percent. By earning \$1.00 pretax, the highest-bracket income earner would receive \$0.09 after tax (the incentive), while the lowest-bracket income earner would receive \$0.80 after tax. These after-tax earnings were the relative after-tax incentives to earn the same amount (\$1.00) pretax.

By 1965, after the Kennedy tax cuts were fully effective, the highest federal marginal tax rate had been lowered to 70 percent (a drop of 23 percent—or 21 percentage points on a base of 91 percent) and the lowest tax rate was dropped to 14 percent (30 percent lower). Thus, by earning \$1.00 pretax, a person in the highest tax bracket would receive \$0.30 after tax, or a 233 percent increase from the \$0.09 after-tax earned when the tax rate was 91 percent. A person in the lowest tax bracket would receive \$0.86 after tax or a 7.5 percent increase from the \$0.80 earned when the tax rate was 20 percent.

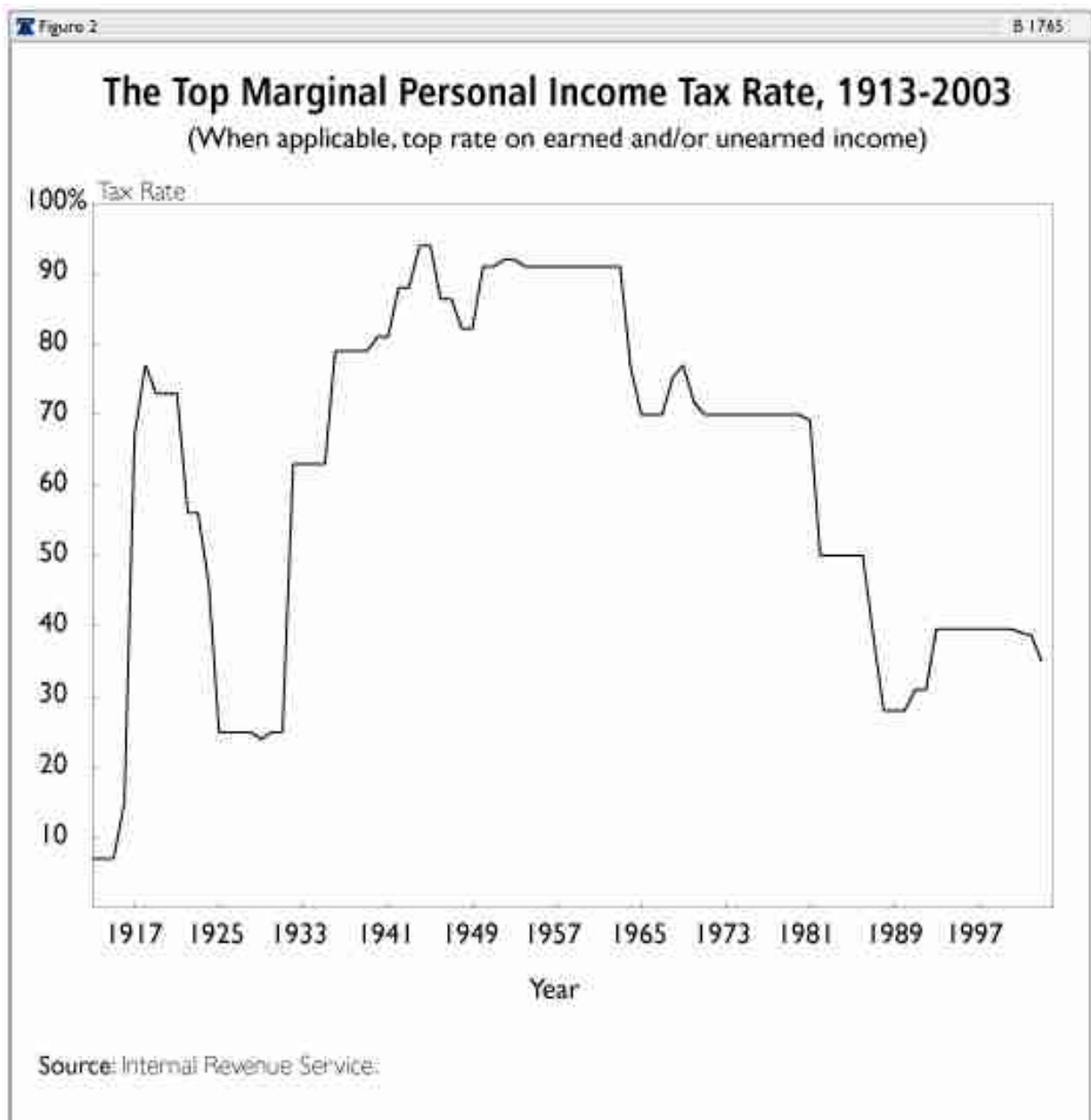
Putting this all together, the increase in incentives in the highest tax bracket was a whopping 233 percent for a 23 percent cut in tax rates (a ten-to-one benefit/cost ratio) while the increase in incentives in the lowest tax bracket was a mere 7.5 percent for a 30 percent cut in rates—a one-to-four benefit/cost ratio. The lessons here are simple: The higher tax rates are, the greater will be the economic (supply-side) impact of a given percentage reduction in tax rates. Likewise, under a progressive tax structure, an equal across-the-board percentage reduction in tax rates should have its greatest impact in the highest tax bracket and its least impact in the lowest tax bracket.

Timing of Tax CutsThe second, and equally important, concept of tax cuts concerns the timing of those cuts. In their quest to earn after-tax income, people can change not only how much they work, but when they work, when they invest, and when they spend. Lower expected tax rates in the future will reduce taxable economic activity in the present as people try to shift activity out of the relatively higher-taxed present into the relatively lower-taxed future. People tend not to shop at a store a week before that store has its well-advertised discount sale. Likewise, in the periods before legislated tax cuts take effect, people will defer income and then realize that income when tax rates have fallen to their fullest extent. It has always amazed me how tax cuts do not work until they actually take effect. When assessing the impact of tax legislation, it is imperative to start the measurement of the tax-cut period after all the tax cuts have been put into effect. As will be obvious when we look at the three major tax-cut periods—and even more so when we look at capital gains tax cuts—timing is essential.

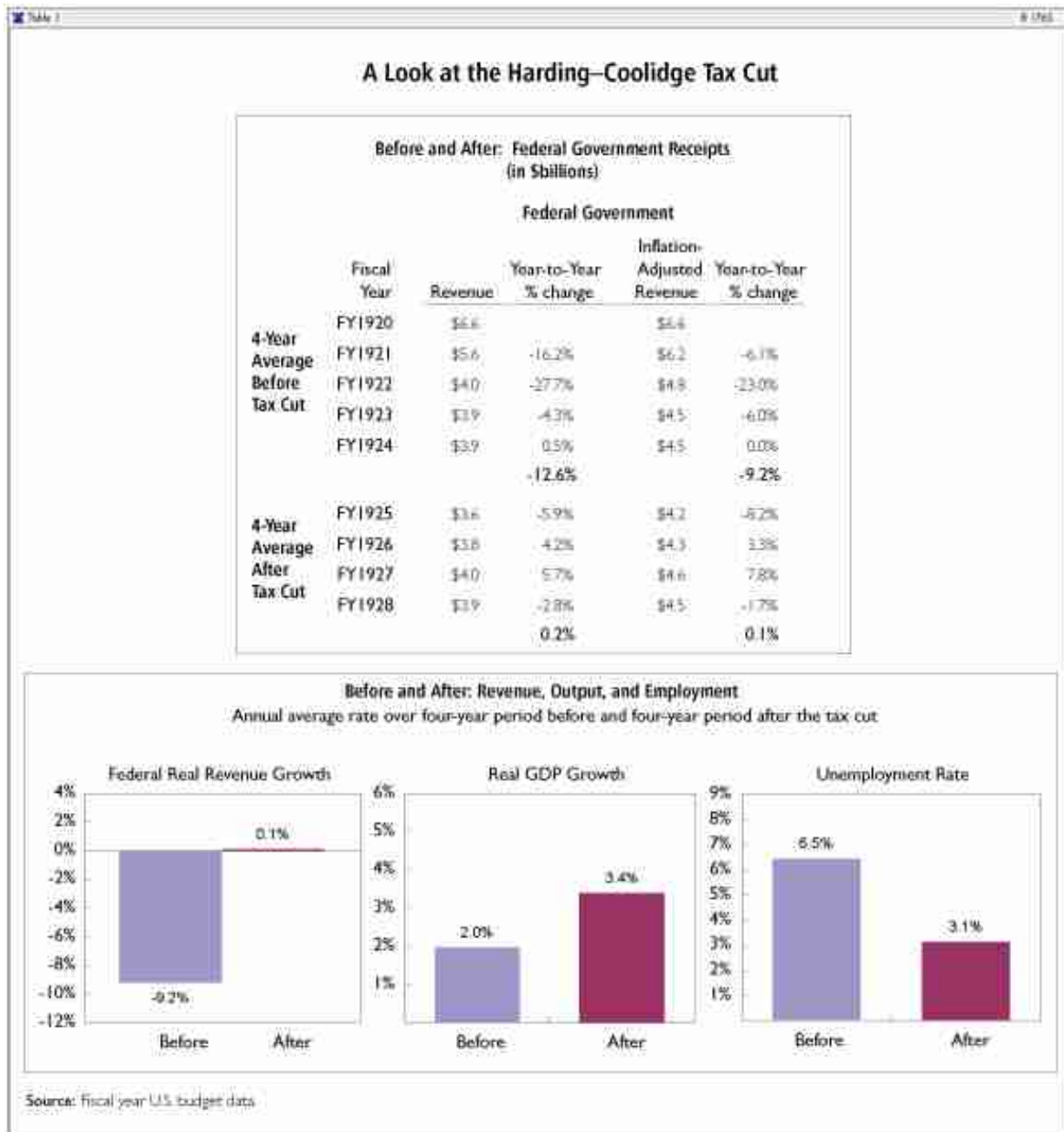
Location of Tax CutsAs a final point, people can also choose where they earn their after-tax income, where they invest their money, and where they spend their money. Regional and country differences in various tax rates matter.

The Harding-Coolidge Tax Cuts

In 1913, the federal progressive income tax was put into place with a top marginal rate of 7 percent. Thanks in part to World War I, this tax rate was quickly increased significantly and peaked at 77 percent in 1918. Then, through a series of tax-rate reductions, the Harding-Coolidge tax cuts dropped the top personal marginal income tax rate to 25 percent in 1925. (See Figure 2.)



Although tax collection data for the National Income and Product Accounts (from the U.S. Bureau of Economic Analysis) do not exist for the 1920s, we do have total federal receipts from the U.S. budget tables. During the four years prior to 1925 (the year that the tax cut was fully implemented), inflation-adjusted revenues declined by an average of 9.2 percent per year (See Table 1). Over the four years following the tax-rate cuts, revenues remained volatile but averaged an inflation-adjusted gain of 0.1 percent per year. The economy responded strongly to the tax cuts, with output nearly doubling and unemployment falling sharply.



In the 1920s, tax rates on the highest-income brackets were reduced the most, which is exactly what economic theory suggests should be done to spur the economy.

Furthermore, those income classes with lower tax rates were not left out in the cold: The Harding–Coolidge tax-rate cuts reduced effective tax rates on lower-income brackets. Internal Revenue Service data show that the dramatic tax cuts of the 1920s resulted in an increase in the share of total income taxes paid by those making more than \$100,000 per year from 29.9 percent in 1920 to 62.2 percent in 1929 (See Table 2). This increase is particularly significant given that the 1920s was a decade of falling prices, and therefore a \$100,000 threshold in 1929 corresponds to a higher real income threshold than \$100,000 did in 1920. The consumer price index fell a combined 14.5 percent from 1920 to 1929. In this case, the effects of bracket creep that existed prior to the federal income tax brackets being indexed for inflation (in 1985) worked in the opposite direction.

Table 2

B 1765

Percentage Share of Total Income Taxes Paid by Income Class: 1920, 1925, and 1929

Income Class	1920	1925	1929
Under \$5,000	15.4%	1.9%	0.4%
\$5,000-\$10,000	9.1%	2.6%	0.9%
\$10,000-\$25,000	16.0%	10.1%	5.2%
\$25,000-\$100,000	29.6%	36.6%	27.4%
Over \$100,000	29.9%	48.8%	62.2%

Source: Internal Revenue Service.

Perhaps most illustrative of the power of the Harding-Coolidge tax cuts was the increase in gross domestic product (GDP), the fall in unemployment, and the improvement in the average American's quality of life during this decade. Table 3 demonstrates the remarkable increase in American quality of life as reflected by the percentage of Americans owning items in 1930 that previously had only been owned by the wealthy (or by no one at all).

Table 3 B 1765

Percentage of Americans Owning Selected Items

Item	1920	1930
Autos	26%	60%
Radios	0%	46%
Electric lighting	35%	68%
Washing machines	8%	24%
Vacuum cleaners	9%	30%
Flush toilets	20%	51%

Source: Stanley Lebergott, *Pursuing Happiness: American Consumers in the Twentieth Century* (Princeton: Princeton University Press, 1993), pp. 102, 113, 130, and 137.

The Kennedy Tax Cuts

During the Depression and World War II, the top marginal income tax rate rose steadily, peaking at an incredible 94 percent in 1944 and 1945. The rate remained above 90 percent well into President John F. Kennedy's term. Kennedy's fiscal policy stance made it clear that he believed in pro-growth, supply-side tax measures:

Tax reduction thus sets off a process that can bring gains for everyone, gains won by marshalling resources that would otherwise stand idle—workers without jobs and farm and factory capacity without markets. Yet many taxpayers seemed prepared to deny the nation the fruits of tax reduction because they question the financial soundness of reducing taxes when the federal budget is already in deficit. Let me make clear why, in today's economy, fiscal prudence and responsibility call for tax reduction even if it temporarily enlarged the federal deficit—why reducing taxes is the best way open to us to increase revenues.³

Kennedy reiterated his beliefs in his Tax Message to Congress on January 24, 1963:

In short, this tax program will increase our wealth far more than it increases our public debt. The actual burden of that debt—as measured in relation to our total output—will decline. To continue to increase our debt as a result of inadequate earnings is a sign of weakness. But to borrow prudently in order to invest in a tax revision that will greatly increase our earning power can be a source of strength.

President Kennedy proposed massive tax-rate reductions, which were passed by Congress and became law after he was assassinated. The 1964 tax cut reduced the top marginal personal income tax rate from 91 percent to 70 percent by 1965. The cut reduced lower-bracket rates as well. In the four years prior to the 1965 tax-rate cuts, federal government income tax revenue—adjusted for inflation—increased at an average annual rate of 2.1 percent, while

total government income tax revenue (federal plus state and local) increased by 2.6 percent per year (See Table 4). In the four years following the tax cut, federal government income tax revenue increased by 8.6 percent annually and total government income tax revenue increased by 9.0 percent annually. Government income tax revenue not only increased in the years following the tax cut, it increased at a much faster rate.



The Kennedy tax cut set the example that President Ronald Reagan would follow some 17 years later. By increasing incentives to work, produce, and invest, real GDP growth increased in the years following the tax cuts: More people worked, and the tax base expanded. Additionally, the expenditure side of the budget benefited as well because the unemployment rate was significantly reduced.

Using the Congressional Budget Office's revenue forecasts (made with the full knowledge of the future tax cuts), revenues came in much higher than had been anticipated, even after the "cost" of the tax cut had been taken into account (See Table 5).

Table 5 B 1765

Actual vs. Forecasted Federal Budget Receipts, 1964-1967 (in \$billions)

Fiscal Year	Actual Budget Receipts	Forecasted Budget Receipts	Difference	Percentage Actual Revenue Exceeded Forecasts
1964	\$112.7	\$109.3	+\$3.4	3.1%
1965	\$116.8	\$115.9	+\$0.9	0.7%
1966	\$130.9	\$119.8	+\$11.1	9.3%
1967	\$149.6	\$141.4	+\$8.2	5.8%

Source: Congressional Budget Office, *A Review of the Accuracy of Treasury Revenue Forecasts, 1963-1978*, February 1981, p. 4.

Additionally, in 1965—one year following the tax cut—personal income tax revenue data exceeded expectations by the greatest amounts in the highest income classes (See Table 6).

Table 6 B 1765

Actual vs. Forecasted Personal Income Tax Revenue by Income Class, 1965 (calendar year, revenue in \$millions)

Adjusted Gross Income Class	Actual Revenue Collected	Forecasted Revenue	Percentage Actual Revenue Exceeded Forecasts
\$0 - \$5,000	\$4,337	\$4,374	-0.8%
\$5,000 - \$10,000	\$15,434	\$13,213	16.8%
\$10,000 - \$15,000	\$10,711	\$6,845	56.5%
\$15,000 - \$20,000	\$4,188	\$2,474	69.3%
\$20,000 - \$50,000	\$7,440	\$5,104	45.8%
\$50,000 - \$100,000	\$3,654	\$2,311	58.1%
\$100,000+	\$3,764	\$2,086	80.4%
Total	\$49,530	\$36,407	36.0%

Source: Estimated revenues calculated from Joseph A. Pechman, "Evaluation of Recent Tax Legislation: Individual Income Tax Provisions of the Revenue Act of 1964," *Journal of Finance*, Vol. 20 (May 1965), p. 268. Actual revenues are from Internal Revenue Service, *Statistics of Income—1965, Individual Income Tax Returns*, p. 6.

Testifying before Congress in 1977, Walter Heller, President Kennedy's Chairman of the Council of Economic Advisers, summarized:

What happened to the tax cut in 1965 is difficult to pin down, but insofar as we are able to isolate it, it did seem to have a tremendously stimulative effect, a multiplied effect on the economy. It was the major factor that led to our running a \$3 billion surplus by the middle of 1965 before escalation in Vietnam struck us. It was a \$12 billion tax cut, which would be about \$33 or \$34 billion in today's terms, and within one year the revenues into the Federal Treasury were already above what they had been before the tax cut.

Did the tax cut pay for itself in increased revenues? I think the evidence is very strong that it did.⁴

The Reagan Tax Cuts

In August 1981, President Reagan signed into law the Economic Recovery Tax Act (ERTA, also known as the Kemp-Roth Tax Cut). The ERTA slashed marginal earned income tax rates by 25 percent across the board over a three-year period. The highest marginal tax rate on unearned income dropped to 50 percent from 70 percent (as a result of the Broadhead Amendment), and the tax rate on capital gains also fell immediately from 28 percent to 20 percent. Five percentage points of the 25 percent cut went into effect on October 1, 1981. An additional 10 percentage points of the cut then went into effect on July 1, 1982. The final 10 percentage points of the cut began on July 1, 1983. Looking at the cumulative effects of the ERTA in terms of tax (calendar) years, the tax cut reduced tax rates by 1.25 percent through the entirety of 1981, 10 percent through 1982, 20 percent through 1983, and the full 25 percent through 1984.

A provision of ERTA also ensured that tax brackets were indexed for inflation beginning in 1985.

To properly discern the effects of the tax-rate cuts on the economy, I use the starting date of January 1, 1983—when the bulk of the cuts were already in place. However, a case could be made for a starting date of January 1, 1984—when the full cut was in effect.

These across-the-board marginal tax-rate cuts resulted in higher incentives to work, produce, and invest, and the economy responded (See Table 7). Between 1978 and 1982, the economy grew at a 0.9 percent annual rate in real terms, but from 1983 to 1986 this annual growth rate increased to 4.8 percent.



Prior to the tax cut, the economy was choking on high inflation, high Interest rates, and high unemployment. All three of these economic bellwethers dropped sharply after the tax cuts. The unemployment rate, which peaked at 9.7 percent in 1982, began a steady decline, reaching 7.0 percent by 1986 and 5.3 percent when Reagan left office in January 1989.

Inflation-adjusted revenue growth dramatically improved. Over the four years prior to 1983, federal income tax revenue declined at an average rate of 2.8 percent per year, and total government income tax revenue declined at an annual rate of 2.6 percent. Between 1983 and 1986, federal income tax revenue increased by 2.7 percent annually, and total government income tax revenue increased by 3.5 percent annually.

The most controversial portion of Reagan's tax revolution was reducing the highest marginal income tax rate from 70 percent (when he took office in 1981) to 28 percent in 1988. However, Internal Revenue Service data reveal that tax collections from the wealthy, as measured by personal income taxes paid by top percentile earners, increased between 1980 and 1988—despite significantly lower tax rates (See Table 8).

Table 8

B-1765

Percentage of Total Personal Income Taxes Paid by Percentile of Adjusted Gross Income (AGI)

Calendar Year	Top 1% of AGI	Top 5% of AGI	Top 10% of AGI	Top 25% of AGI	Top 50% of AGI
1980	19.1%	36.8%	49.3%	73.0%	93.0%
1981	17.6%	35.1%	48.0%	72.3%	92.6%
1982	19.0%	36.1%	48.6%	72.5%	92.7%
1983	20.3%	37.3%	49.7%	73.1%	92.8%
1984	21.1%	38.0%	50.6%	73.5%	92.7%
1985	21.8%	38.8%	51.5%	74.1%	92.8%
1986	25.0%	41.8%	54.0%	75.6%	93.4%
1987	24.6%	43.1%	55.5%	76.8%	93.9%
1988	27.5%	45.5%	57.2%	77.8%	94.3%

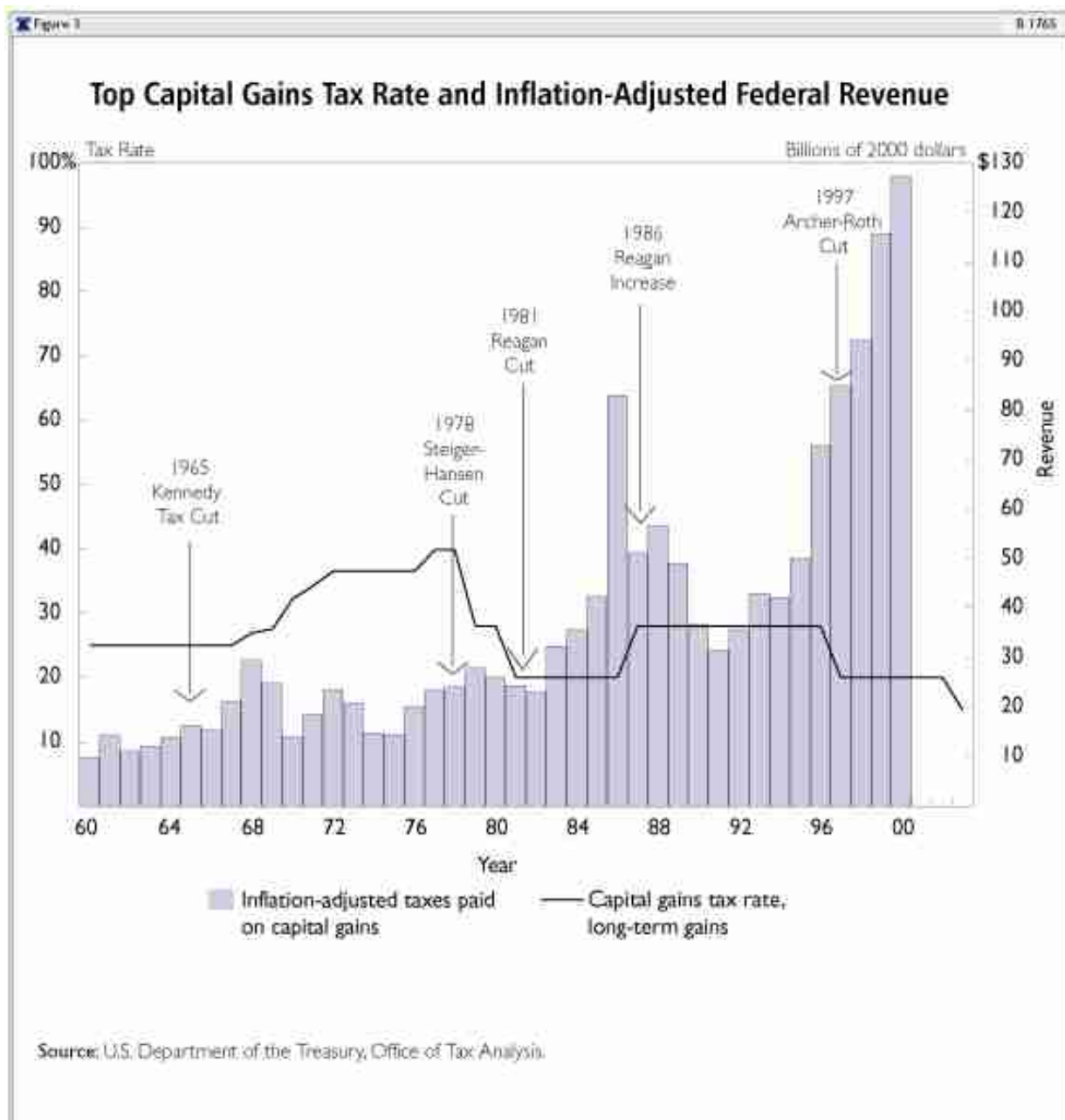
Source: Internal Revenue Service.

The Laffer Curve and the Capital Gains Tax

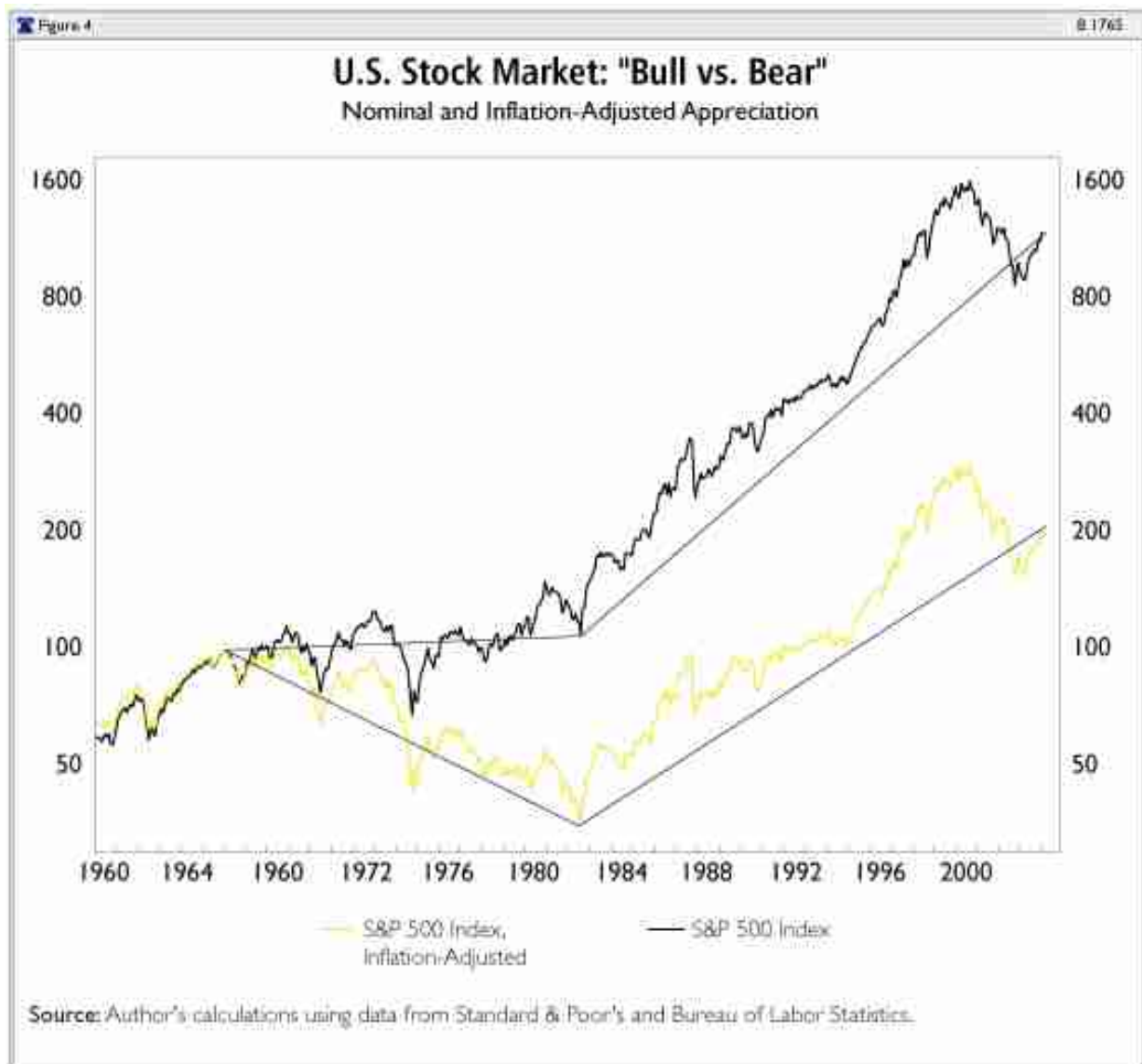
Changes in the capital gains maximum tax rate provide a unique opportunity to study the effects of taxation on taxpayer behavior. Taxation of capital gains is different from taxation of most other sources of income because people have more control over the timing of the realization of capital gains (i.e., when the gains are actually taxed). The historical data on changes in the capital gains tax rate show an incredibly consistent pattern. Just after a capital gains tax-rate cut, there is a surge in revenues: Just after a capital gains tax-rate increase, revenues take a dive. As would also be expected, just before a capital gains tax-rate cut there is a sharp decline in revenues: Just before a tax-rate increase there is an increase in revenues. Timing really does matter.

This all makes total sense. If an investor could choose when to realize capital gains for tax purposes, the investor would clearly realize capital gains before tax rates are raised. No one wants to pay higher taxes.

In the 1960s and 1970s, capital gains tax receipts averaged around 0.4 percent of GDP, with a nice surge in the mid-1960s following President Kennedy's tax cuts and another surge in 1978-1979 after the Steiger-Hansen capital gains tax-cut legislation went into effect (See Figure 3).



Following the 1981 capital gains cut from 28 percent to 20 percent, capital gains revenues leapt from \$12.5 billion in 1980 to \$18.7 billion by 1983—a 50 percent increase—and rose to approximately 0.6 percent of GDP. Reducing income and capital gains tax rates in 1981 helped to launch what we now appreciate as the greatest and longest period of wealth creation in world history. In 1981, the stock market bottomed out at about 1,000—compared to nearly 10,000 today (See Figure 4).



As expected, increasing the capital gains tax rate from 20 percent to 28 percent in 1986 led to a surge in revenues prior to the increase (\$328 billion in 1986) and a collapse in revenues after the increase took effect (\$112 billion in 1991).

Reducing the capital gains tax rate from 28 percent back to 20 percent in 1997 was an unqualified success, and every claim made by the critics was wrong. The tax cut, which went into effect in May 1997, increased asset values and contributed to the largest gain in productivity and private sector capital investment in a decade. It did not lose revenue for the federal Treasury.

In 1996, the year before the tax rate cut and the last year with the 28 percent rate, total taxes paid on assets sold was \$66.4 billion (Table 9). A year later, tax receipts jumped to \$79.3 billion, and in 1998, they jumped again to \$89.1 billion. The capital gains tax-rate reduction played a big part in the 91 percent increase in tax receipts collected from capital gains between 1996 and 2000—a percentage far greater than even the most ardent supply-siders expected.

Table 9 CDA 04-08

Number of Currently Exempt and Non-exempt White-Collar Salaried Workers

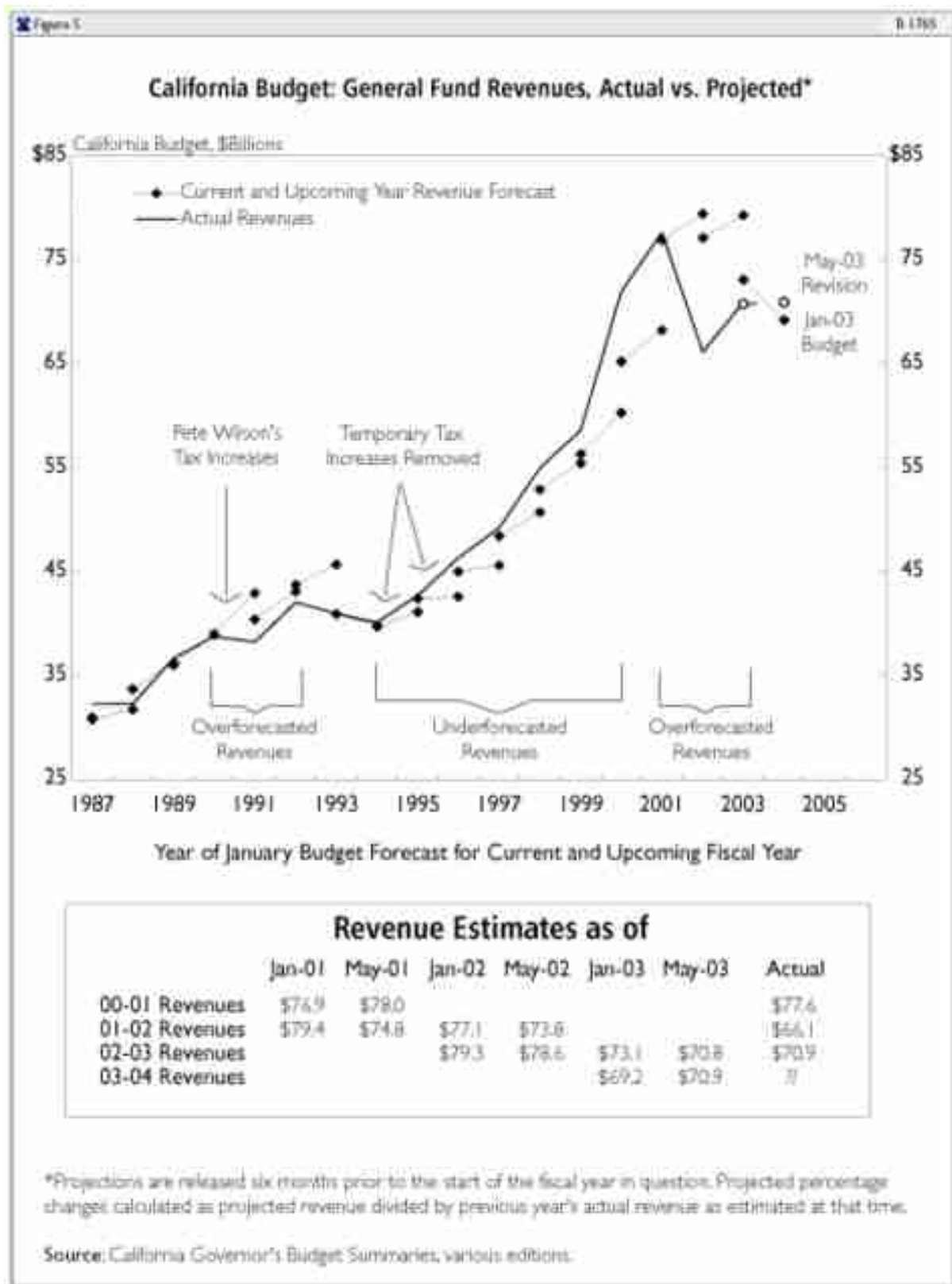
Category	Count	%
Non-exempt, Less Than \$155 per Week	802,097	2.53
Non-exempt, \$155 to \$455 per Week	2,628,594	8.30
Exempt, \$155 to \$455 per Week	1,283,530	4.05
Non-exempt, \$455 to \$1,923 per Week	8,516,871	26.89
Exempt, \$455 to \$1,923 per Week	16,189,371	51.11
Non-exempt, More Than \$1,923 per Week	271,902	0.86
Exempt, More Than \$1,923 per Week	1,984,132	6.26
Total	31,676,497	100.00

Source: U.S. Department of Labor, Bureau of Labor Statistics, Current Population Survey, 2002: Outgoing Rotation Groups.

Seldom in economics does real life conform so conveniently to theory as this capital gains example does to the Laffer Curve. Lower tax rates change people's economic behavior and stimulate economic growth, which can create more—not less—tax revenues.

The Story in the States

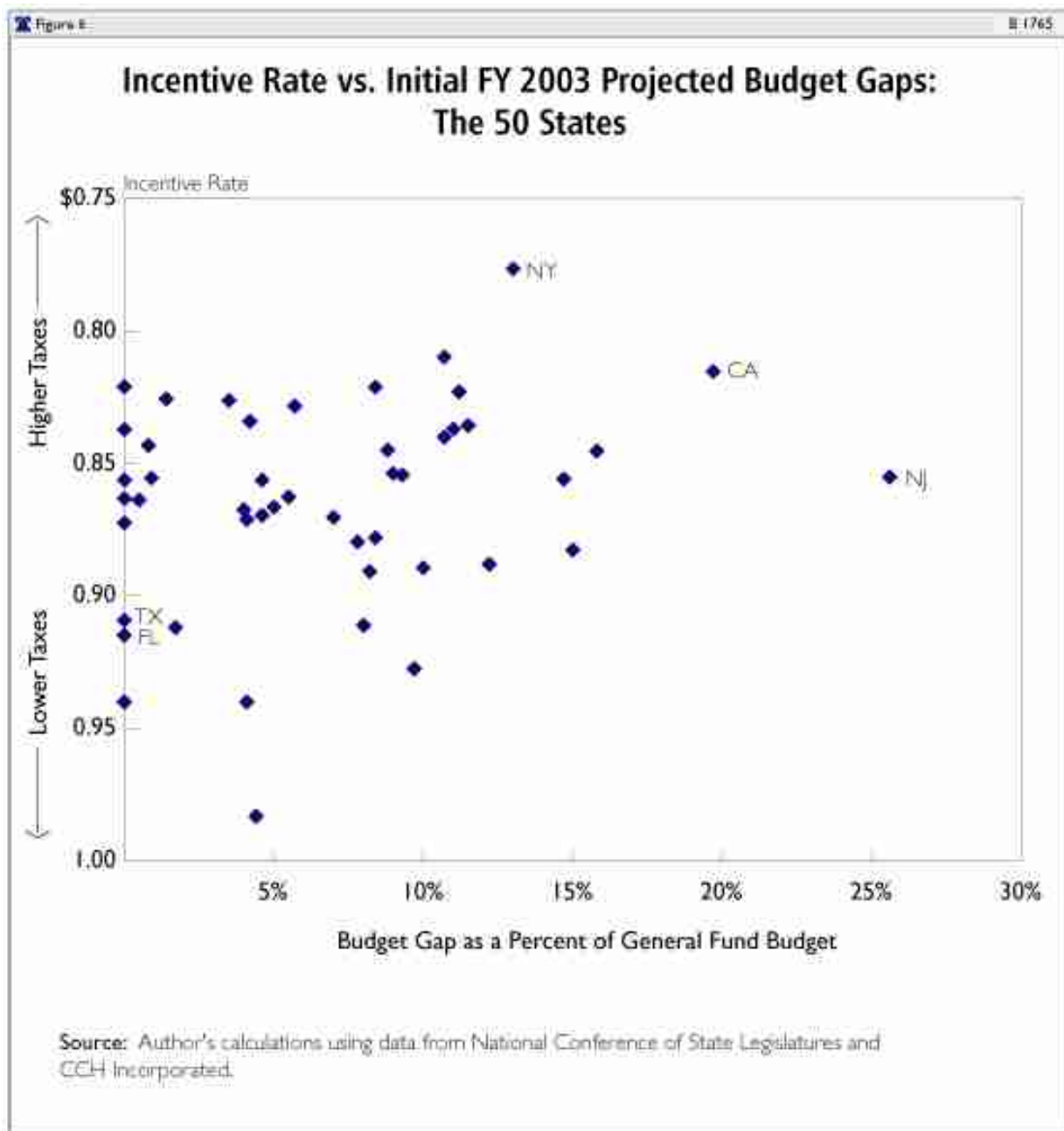
California My home state of California has an extremely progressive tax structure, which lends itself to Laffer Curve types of analyses.⁵ During periods of tax increases and economic slowdowns, the state's budget office almost always overestimates revenues because they fail to consider the economic feedback effects incorporated in the Laffer Curve analysis (the economic effect). Likewise, the state's budget office also underestimates revenues by wide margins during periods of tax cuts and economic expansion. The consistency and size of the misestimates are quite striking. Figure 5 demonstrates this effect by showing current-year and budget-year revenue forecasts taken from each year's January budget proposal and compared to actual revenues collected.



State Fiscal Crises of 2002-2003 The National Conference of State Legislatures (NCSL) conducts surveys of state fiscal conditions by contacting legislative fiscal directors from each state on a fairly regular basis. It is revealing to look at the NCSL survey of November 2002, at about the time when state fiscal conditions were hitting rock bottom. In the survey, each state's fiscal director reported his or her state's projected budget gap—the deficit between projected

revenues and projected expenditures for the coming year, which is used when hashing out a state's fiscal year (FY) 2003 budget. As of November 2002, 40 states reported that they faced a projected budget deficit, and eight states reported that they did not. Two states (Indiana and Kentucky) did not respond.

Figure 6 plots each state's budget gap (as a share of the state's general fund budget) versus a measure of the degree of taxation faced by taxpayers in each state (the "incentive rate"). This incentive rate is the value of one dollar of income after passing through the major state and local taxes. This measure takes into account the state's highest tax rates on corporate income, personal income, and sales.⁶ (These three taxes account for 73 percent of total state tax collections.)⁷



These data have all sorts of limitations. Each state has a unique budgeting process, and no one knows what assumptions were made when projecting revenues and expenditures. As California has repeatedly shown, budget projections change with the political tides and are often worth less than the paper on which they are printed. In addition, some states may have taken significant budget steps (such as cutting spending) prior to FY 2003 and eliminated problems

for FY 2003. Furthermore, each state has a unique reliance on various taxes, and the incentive rate does not factor in property taxes and a myriad of minor taxes.

Even with these limitations, FY 2003 was a unique period in state history, given the degree that the states—almost without exception—experienced budget difficulties. Thus, it provides a good opportunity for comparison. In Figure 6, states with high rates of taxation tended to have greater problems than states with lower tax rates. California, New Jersey, and New York—three large states with relatively high tax rates—were among those states with the largest budget gaps. In contrast, Florida and Texas—two large states with no personal income tax at all—somehow found themselves with relatively few fiscal problems when preparing their budgets.

Impact of Taxes on State Performance Over TimeOver the years, Laffer Associates has chronicled the relationship between tax rates and economic performance at the state level. This relationship is more fully explored in our research covering the Laffer Associates State Competitive Environment model.⁸ Table 10 demonstrates this relationship and reflects the importance of taxation—both the level of tax rates and changes in relative competitiveness due to changes in tax rates—on economic performance.

Combining each state's current incentive rate (the value of a dollar after passing through a state's major taxes) with the sum of each state's net legislated tax changes over the past 10 years (taken from our historical State Competitive Environment rankings) allows a composite ranking of which states have the best combination of low and/or falling taxes and which have the worst combination of high and/or rising taxes. Those states with the best combination made the top 10 of our rankings (1 = best), while those with the worst combination made the bottom 10 (50 = worst). Table 10 shows how the "10 Best States" and the "10 Worst States" have fared over the past 10 years in terms of income growth, employment growth, unemployment, and population growth. The 10 best states have outperformed the bottom 10 states in each category examined.

Table 10

8/17/05

Performance of the 10 Best and 10 Worst States

The 10 Best States

	Overall Rank ¹	Incentive Rate and Rank ² 2003	Net Change in Taxes and Rank ³ 1994-2003	10-Year Personal Income Growth ⁴	10-Year Employment Growth ⁵	Current Unemployment Rate ⁶	10-Year Population Growth ⁷
Washington	1	\$0.91 8	-\$5.74 4	75.2%	17.5%	6.8%	16.8%
Connecticut	2	\$0.88 14	-\$4.91 7	56.9%	7.4%	5.0%	6.4%
Hawaii	3	\$0.87 20	-\$11.56 2	33.9%	6.7%	4.1%	8.3%
Colorado	4	\$0.87 19	-\$7.96 3	91.5%	27.1%	5.6%	27.8%
Florida	5	\$0.91 5	-\$0.13 17	72.3%	30.4%	4.7%	24.1%
Wisconsin	6	\$0.87 22	-\$5.73 5	61.6%	13.8%	5.0%	8.2%
Massachusetts	7	\$0.88 13	-\$0.78 14	65.2%	11.2%	5.4%	7.0%
Delaware	8	\$0.91 7	\$0.54 22	62.7%	18.5%	4.1%	16.9%
Georgia	9	\$0.86 23	-\$1.69 10	84.8%	25.3%	4.2%	26.0%
Virginia	10	\$0.89 11	\$0.79 25	67.8%	19.7%	3.6%	14.3%

10 Best Average:

U.S. Average:	67.2%	17.8%	4.9%	15.6%
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10 Worst Average:

Michigan	41	\$0.87 18	\$10.93 48	52.2%	8.5%	7.0%	5.8%
California	42	\$0.82 48	\$0.30 20	66.2%	20.2%	6.4%	13.9%
Rhode Island	43	\$0.82 45	\$0.54 23	55.6%	11.5%	4.9%	7.8%
Maine	44	\$0.85 32	-\$1.30 37	61.2%	15.1%	4.9%	5.4%
Louisiana	45	\$0.84 38	\$2.63 34	54.1%	13.0%	5.5%	4.9%
Oklahoma	46	\$0.83 42	\$4.22 40	54.4%	17.0%	5.3%	6.8%
Idaho	47	\$0.83 43	-\$4.54 41	74.8%	29.4%	5.1%	24.1%
Alabama	48	\$0.83 44	-\$6.86 45	55.3%	8.3%	5.8%	7.3%
Vermont	49	\$0.83 41	\$12.01 49	66.0%	16.0%	4.0%	7.9%
Arkansas	50	\$0.82 47	-\$7.72 46	60.3%	13.7%	6.0%	12.5%

The 10 Worst States

¹ Ranking based on equal-weighted average of each state's incentive rank and net change in taxes rank.

² The incentive rate is the value of an after-tax dollar using the following weighting method: 80 percent of the value of a dollar after passing through the personal tax channel (personal and sales taxes) and 20 percent of the value of a dollar after passing through the corporate tax channel (corporate, personal, and sales taxes).

³ Equals the sum of Laffer Associates' relative tax burden rankings (change in legislated tax burden per \$1,000 of personal income relative to the U.S. change) over the 1994-2003 period. A negative number indicates decreasing in taxes; a positive number indicates increasing taxes.

⁴ November 1993 through November 2003 (Bureau of Economic Analysis).

⁵ November 1993 through November 2003 (Bureau of Labor Statistics).

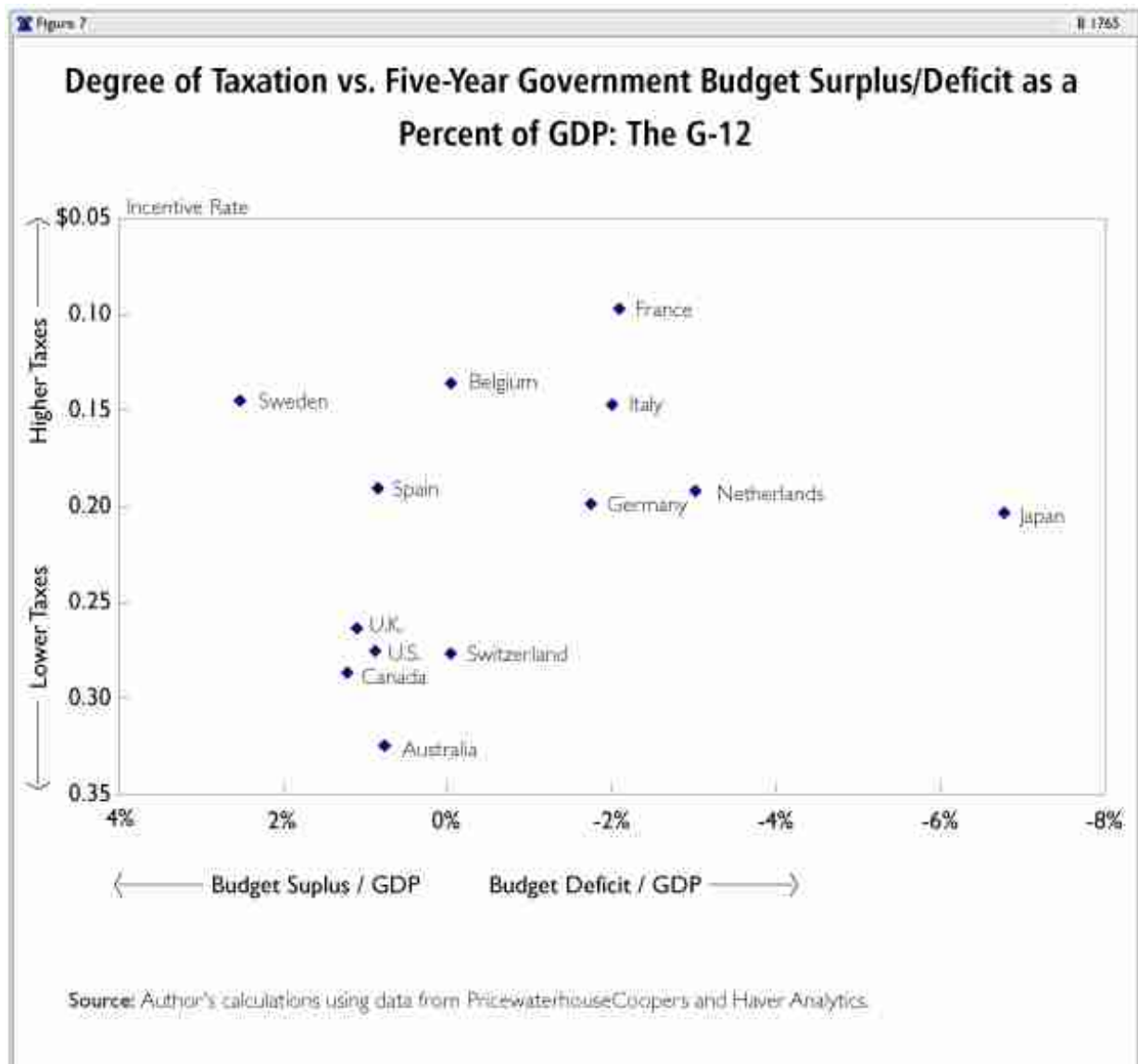
⁶ As of November 2003 (Bureau of Labor Statistics).

⁷ July 1, 1993 through July 1, 2003 (U.S. Bureau of the Census).

Sources: Author's calculations using data from GCI Incorporated; U.S. Department of Commerce, Bureau of Economic Analysis; U.S. Department of Labor, Bureau of Labor Statistics; U.S. Bureau of the Census and the National Conference of State Legislatures.

Looking Globally

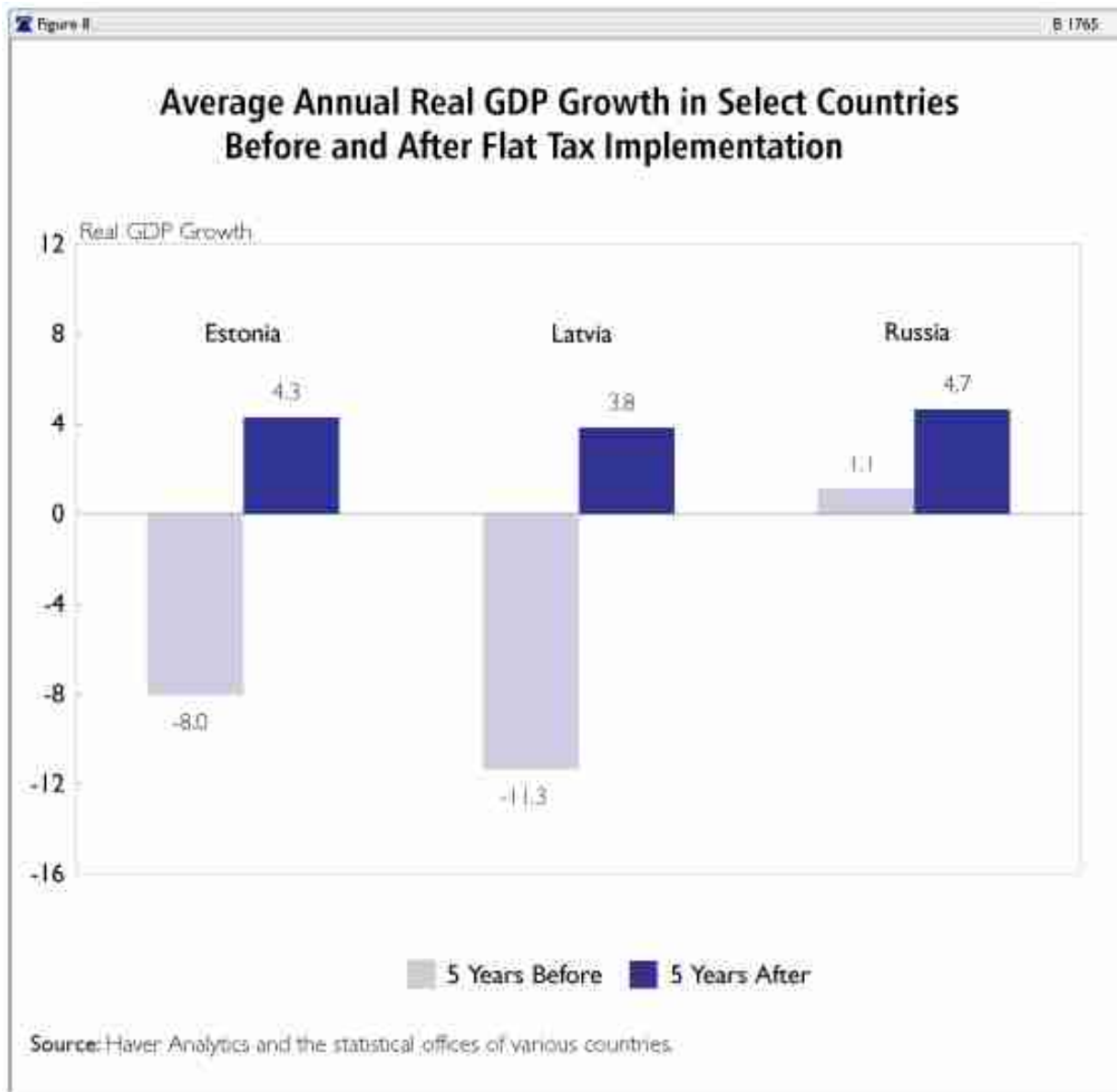
For all the brouhaha surrounding the Maastricht Treaty, budget deficits, and the like, it is revealing—to say the least—that G-12 countries with the highest tax rates have as many, if not more, fiscal problems (deficits) than the countries with lower tax rates (See Figure 7). While not shown here, examples such as Ireland (where tax rates were dramatically lowered and yet the budget moved into huge surplus) are fairly commonplace. Also not shown here, yet probably true, is that countries with the highest tax rates probably also have the highest unemployment rates. High tax rates certainly do not guarantee fiscal solvency.



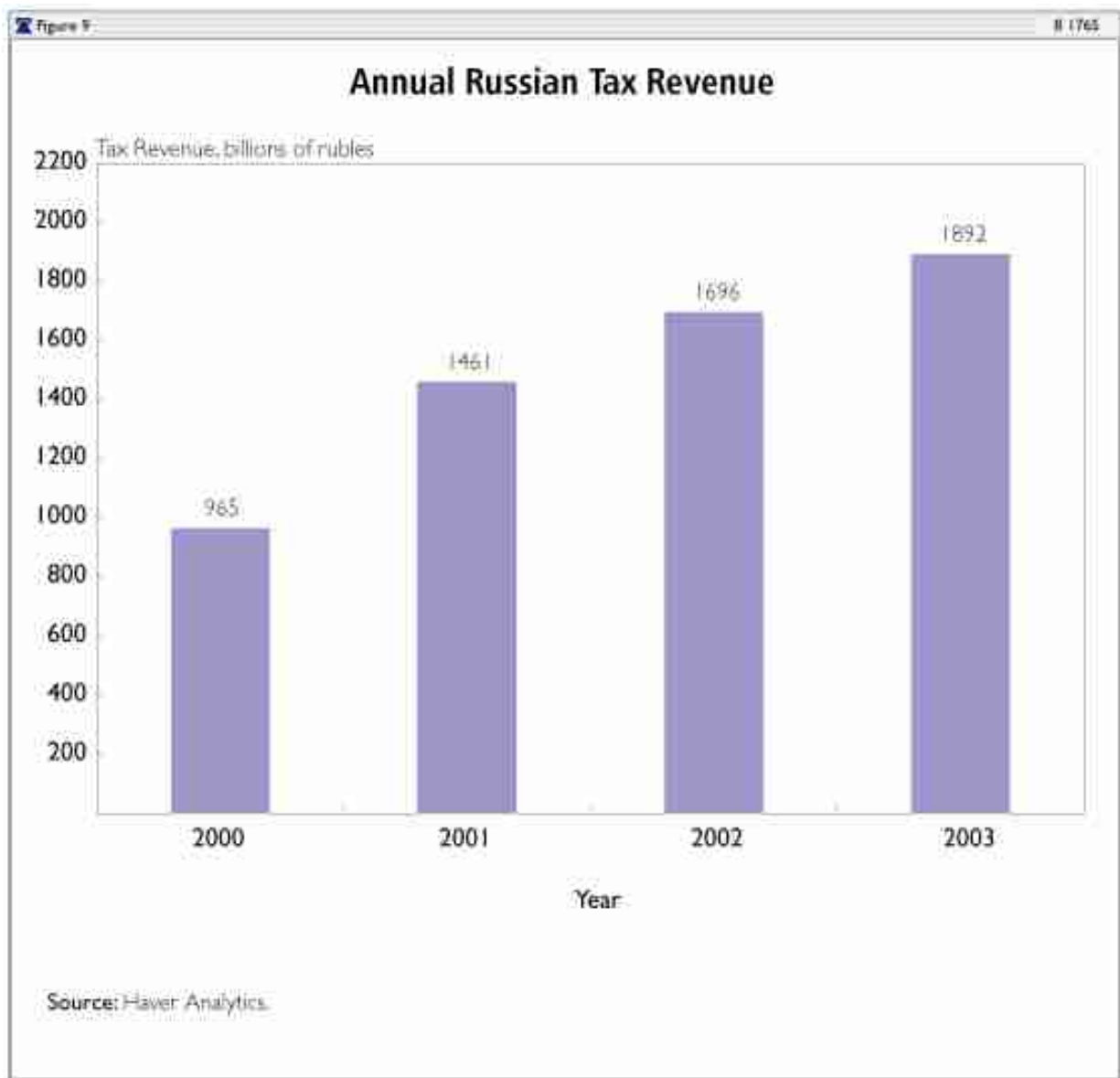
Tax Trends in Other Countries: The Flat-Tax Fever

For many years, I have lobbied for implementing a flat tax, not only in California, but also for the entire U.S. Hong Kong adopted a flat tax ages ago and has performed like gangbusters ever since. Seeing a flat-tax fever seemingly infect Europe in recent years is truly exciting. In 1994, Estonia became the first European country to adopt a flat tax, and its 26 percent flat tax dramatically energized what had been a faltering economy. Before adopting the flat tax, Estonia had an impoverished economy that was literally shrinking—making the gains following the flat tax implementation even more impressive. In the eight years after 1994, Estonia sustained real economic growth averaging 5.2 percent per year.

Latvia followed Estonia's lead one year later with a 25 percent flat tax. In the five years before adopting the flat tax, Latvia's real GDP had shrunk by more than 50 percent. In the five years after adopting the flat tax, Latvia's real GDP has grown at an average annual rate of 3.8 percent (See Figure 8). Lithuania has followed with a 33 percent flat tax and has experienced similar positive results.



Russia has become one of the latest Eastern Bloc countries to institute a flat tax. Since the advent of the 13 percent flat personal tax (on January 1, 2001) and the 24 percent corporate tax (on January 1, 2002), the Russian economy has had amazing results. Tax revenue in Russia has increased dramatically (See Figure 9). The new Russian system is simple, fair, and much more rational and effective than what they previously used. An individual whose income is from wages only does not have to file an annual return. The employer deducts the tax from the employee's paycheck and transfers it to the Tax Authority every month.



Due largely to Russia's and other Eastern European countries' successes with flat tax reform, Ukraine and the Slovak Republic implemented their own 13 percent and 19 percent flat taxes, respectively, on January 1, 2004.

Arthur B. Laffer is the founder and chairman of Laffer Associates, an economic research and consulting firm. This paper was written and originally published by Laffer Associates. The author thanks Bruce Bartlett, whose paper "The Impact of Federal Tax Cuts on Growth" provided inspiration.

oakleyses (2014-10-23 18:28:33)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:33)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:26)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Acer Christmas (2011-12-25 13:34)



AMD A6-3400M at 2.3 GHz (4 cores)

AMD Radeon HD 6520G 512 MB GDDR3

6 GB DDR3

6 cell lithium ion

15.6"

500 GB SATA

openSUSE 12.1 (KDE 4.7.2, Gnome 3.2.1, XFCE 4.8.6, LXDE 0.5.8 / 3.1.2 kernel)

Windows 7

I get internal wifi in Windows 7. I don't get wifi in Linux, yet I installed broadcom linux drivers successfully via `sudo /usr/sbin/install_bcm43xx_firmware`. Hope fixed in openSUSE 12.2! Didn't have wifi drivers in PC-BSD 8.2

It has no 3D games, but a mirror of my 80 GB of mp3s, aotuv vorbis 5 and aac.

I bought an Asus USB103 today to fix Yast WIFI detection. The Zune 30 and a Creative Zen touch 20 GB are new, not Christmas presents. Zen touch is the greatest battery longevity, cheapest, 20 GB media player in history.

I got a couple of laptops to use, but this is my latest owned laptop.

How Boot PC-BSD 9 in GRUB

/etc/grub.d/40_custom:

```
menuentry "FreeBSD" --class freebsd --class bsd --class os {
```

```
insmod ufs2
```

```
set root='(hd0,4)'
```

```
chainloader +1
```

```
}
```

```
then
```

```
Terminal # update-grub
```

oakleyses (2014-10-23 18:03:55)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:01)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:56)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Legend of Zelda posters (2011-12-27 12:13)

There is this liberal person on facebook working at a game store which I envy once in a while, because he's closer to my status quo. I actually have money to copy his idea.

He bought at least 1 Legend of Zelda (Ocarina of Time 3D) poster for his room, and I stalemated him by buying posters of Ocarina of Time, Twilight Princess, Majoras Mask, Skyward Sword, Phantom Hourglass and hang them in my room.

I cannot let him get away with that popularity costing only \$15. Two can play at this game.



Whoever thinks this is silly, go to gamerankings.com and look up Ocarina of Time.

14. 2012

14.1 January

New Years (2012-01-02 00:18)

[EMBED]

Why the heck are the javascript slideshows popular and AVC Slideshows suck? I want to know! I used ProShow Gold, the premiere slideshow maker, because it was installed (only 30 MB executable). I was going to download 200 MB of Cyberlink Power Director 7 Ultra for editing when I get around to it. I have the cheesy music, because I don't get comments with my Metallica, Queen, Sasha, Led Zeppelin songs during my slideshow. I have 5 minute commentary. I thought they wanted to see every game clearly so a slideshow made sense for my last November video...

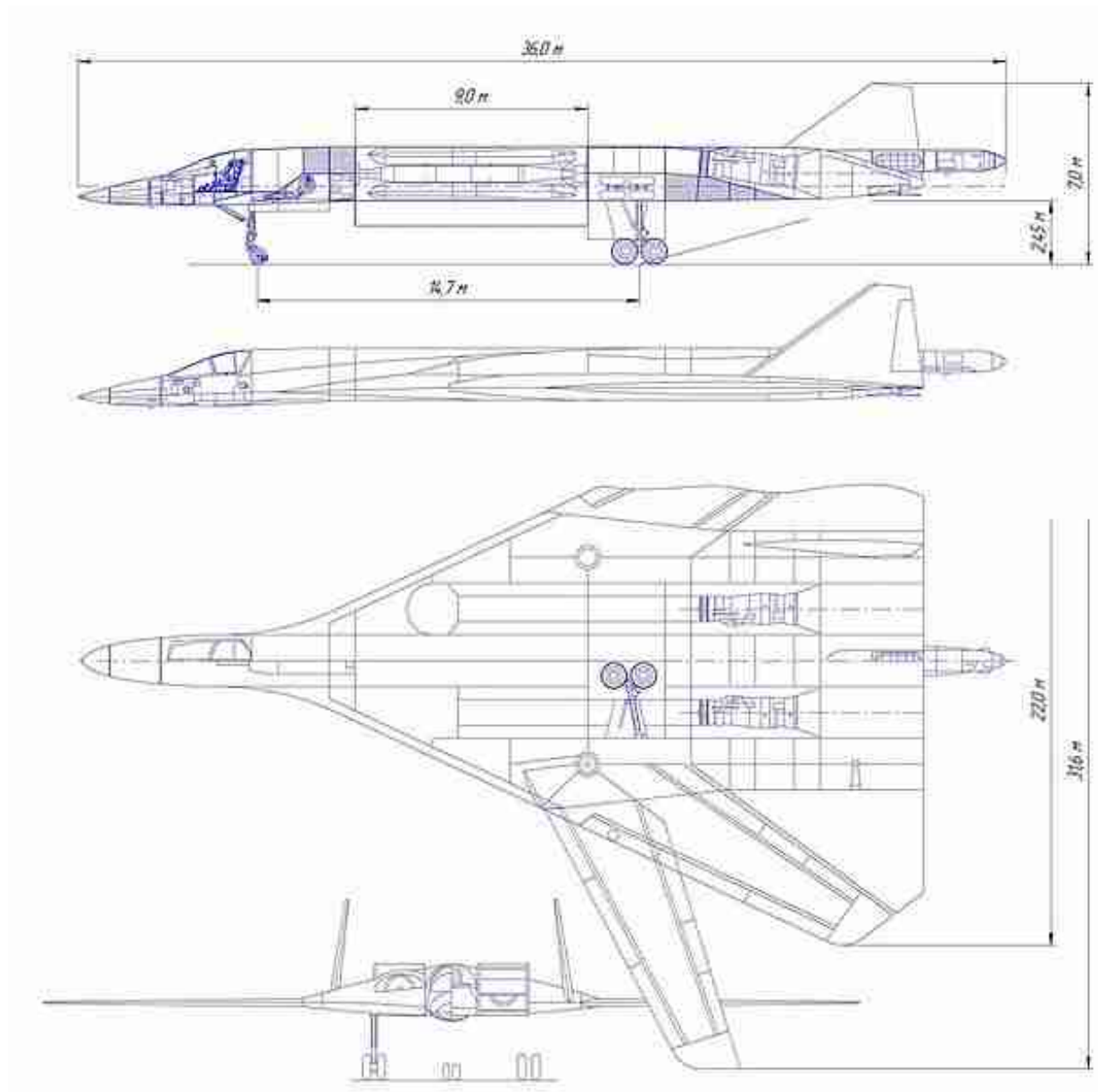
For the non-cheesy music version!



IFRAME: <http://www.youtube.com/embed/IAOeWcZEAzM?fs=1>

Users collect this on Gamespot. I'm not a cosplay type! I only watched 66 % of these once completely thru. The remaining 33 % I seen one of hour minimum of all these series. I watched all the war movies 100 % from start to finish at least once. I've seen Band of Brothers twice, Pacific once, The Longest Day at least 10 times, Winds of War once, War and Remembrance twice, Tora, Tora, Tora 10 times; The North and the South twice, The Blue and Gray once, and the rest of War movies at least once.

Russian Pak Da (2012-01-02 12:03)



The PAK DA is going to be heavily based on Russia's current supersonic bomber Tupolev Tu-160 and is expected to have its maiden flight by 2015. However it was also speculated that the PAK DA would be similar to the stealthy design of the America B-2 Spirit bomber. The PAK DA concept relies on the ability to fly at stratospheric altitudes (50,000 meters) with stealth features to avoid enemy air defenses.

The United States next generation bomber is going to be based on B2 Spirit, F-22 and F35 and is affordable. Although, I wish Northrop Gruman drop the F35 technology, because the F-35 Lightning II doesn't have any anti-gravity technology. B2 and F-22 have the anti-gravity technology.



Total program cost estimated at \$40 to \$50 billion

Fleet size of 175 aircraft, 120 for 10 combat squadrons plus 55 for training and reserves

Subsonic maximum speed

Range: 5,000+ nautical miles (9,260+ km)

"optionally manned" (for non-nuclear missions)

Total mission durations of 50 to 100 hours (when unmanned)

A weapons load of 14,000–28,000 lb (6,350–12,700 kg)

Ability to "survive daylight raids in heavily defended enemy territory"

Ability to carry nuclear weapon

Designed to use off-the-shelf propulsion, C4ISR, and radar technologies

Intelligence, surveillance, target acquisition, and reconnaissance along with command and control gear to enable the crew to direct other aircraft and forces.

The Wire complete series (2012-01-05 17:28)

At this time, I wanted the greatest TV show that ever existed so I looked online. IMDB gave The Wire a 9.6. I bought the complete series. It's on DirectTV channel 101. It said "The Wire" and it's cheap off Ebay so I bought it for \$60. I should have had it by now, but better really late than never.



Then I found I could also afford a new PSP 3000. The employee said it lasted 2 - 3 years, because that's what he heard on the streets. That's why there isn't any new PSP 1000s around. I needed a backup, because new ones will be hard to find after Vita comes out. PSVita comes out next month and I have money for it. I want Final Fantasy X HD the most.

Top 10 gangster films (2012-01-14 13:58)

10. The Untouchables

920s prohibition Chicago is corrupt from the judges downward. So in going up against Al Capone, Treasury agent Eliot Ness picks just two cops to help him and his accountant colleague. One is a sharp-shooting rookie, the other a seen-it-all beat man. The four of them are ready to battle Capone and his empire, but it could just be that guns are not the best way to get him.

9. The Departed

In South Boston, the state police force is waging war on Irish-American organized crime. Young undercover cop Billy Costigan is assigned to infiltrate the mob syndicate run by gangland chief Frank Costello. While Billy quickly gains Costello's confidence, Colin Sullivan, a hardened young criminal who has infiltrated the state police as an informer for the syndicate, is rising to a position of power in the Special Investigation Unit. Each man becomes deeply consumed

by his double life, gathering information about the plans and counter-plans of the operations he has penetrated. But when it becomes clear to both the mob and the police that there's a mole in their midst, Billy and Colin are suddenly in danger of being caught and exposed to the enemy-and each must race to uncover the identity of the other man in time to save himself. But is either willing to turn on the friends and comrades they've made during their long stints undercover?

8. Casino

his Martin Scorsese film depicts the Janus-like quality of Las Vegas—it has a glittering, glamorous face, as well as a brutal, cruel one. Ace Rothstein and Nicky Santoro, mobsters who move to Las Vegas to make their mark, live and work in this paradoxical world. Seen through their eyes, each as a foil to the other, the details of mob involvement in the casinos of the 1970s and '80s are revealed. Ace is the smooth operator of the Tangiers casino, while Nicky is his boyhood friend and tough strongman, robbing and shaking down the locals. However, they each have a tragic flaw—Ace falls in love with a hustler, Ginger, and Nicky falls into an ever-deepening spiral of drugs and violence.

7. Reservoir Dogs

They were six strangers, assembled to pull off the perfect crime: Mr. White, a professional criminal; Mr. Orange, a young newcomer; Mr. Blonde, a trigger-happy killer; Mr. Pink, a paranoid neurotic; Mr. Brown; and Mr. Blue. Hired by mob boss Joe Cabot and given fake names so no one could identify the others, they thought there was no way their heist could have failed. But after a police ambush, killing Mr. Brown and seriously injuring Mr. Orange, the criminals return to their rendezvous point (a warehouse), and realize that one of them had to have been a police informant. But who?

6. Carlito's Way

Carlito has just gotten out of prison due to technicalities with the help of his sleazy lawyer. After a life spent trafficking heroin he decides not to pursue the life of the streets. He buys into a night club and begins saving money to move to the Bahamas, but his presence as a known player makes it inevitable that he get sucked back into his violent former life.

5. Scarface

An update of the 1932 film, Scarface (1983) follows gangster Tony Montana and his close friend Manny Ray from their trip on the Cuban Boat Lift for refugees to their arrival in Miami. After killing a powerful Cuban figure, Montana and company gain the ability to leave their refugee camps and roam around the U.S. After unsuccessfully trying to make it legitimately in the country, Montana and Ray resort to selling cocaine to dealers around the world. Tony's rise is quick, but as he becomes more powerful, his enemies and his own paranoia begin to plague his empire.

4. Once upon a time in America

Epic, episodic, tale of the lives of a small group of New York City Jewish gangsters spanning over 40 years. Told mostly in flashbacks and flash-forwards, the movie centers on small-time hood David 'Noodles' Aaronson and his lifelong partners in crime; Max, Cockeye and Patsy and their friends from growing up in the rough Jewish neighborhood of New York's Lower East Side in the 1920s, to the last years of Prohibition in the early 1930s, and then to the late 1960s where an elderly Noodles returns to New York after many years in hiding to look into the past.

3. Godfather Part 2

2. Good Fellas

The lowly, blue-collar side of New York's Italian mafia is explored in this crime biopic of wiseguy Henry Hill. As he makes his way from strapping young petty criminal, to big-time thief, to middle-aged cocaine addict and dealer, the film explores in detail the rules and traditions of organized crime. Watching the rise and fall of Hill and his two counterparts, the slick jack-of-all-trades criminal Jimmy Conway and the brutish, intimidating Tommy DeVito, this true story realistically explores the core, blue-collar part of the mob.

1. The Godfather

the Godfather has to be number 1 because it is unparalleled in this genre (and virtually all others). Vito Corleone is the aging don (head) of the Corleone Mafia Family. His youngest son Michael has returned from WWII just in time to see the wedding of Connie Corleone (Michael's sister) to Carlo Rizzi. All of Michael's family is involved with the Mafia, but Michael just wants to live a normal life. Drug dealer Virgil Sollozzo is looking for Mafia Families to offer him protection in exchange for a profit of the drug money. He approaches Don Corleone about it, but, much against the advice of the Don's lawyer Tom Hagen, the Don is morally against the use of drugs, and turns down the offer. This

does not please Sollozzo, who has the Don shot down by some of his hit men. The Don barely survives, which leads his son Michael to begin a violent mob war against Sollozzo and tears the Corleone family apart.

top anime list (2012-01-15 20:35)

position	Title	Title type	Directors	IMDb	Rating	Year
1	Cowboy Bebop	TV Series	Kunihiro Mori, Ikuro Sato	9	1998	
2	Fullmetal Alchemist	TV Series		8.7	2003	
3	Fullmetal Alchemist Brotherhood	TV Series		8.9	2009	
4	Death Note	TV Series		9	2006	
5	Neon Genesis Evangelion	TV Series	Hirofumi Ishikawa, Tsuyoshi Kaga	8.6	1995	
6	Mushi-Shi	TV Series	Hiroshi Nagahama	8.6	2005	
7	Ghost in the Shell: Stand Alone Complex	TV Series		8.5	2002	
8	The Count of Monte Cristo	TV Series	Mahiro Maeda	8.1	2004	
9	The Vision of Escaflowne	TV Series	Kazuki Akane	7.7	2000	
10	Last Exile	TV Series	K��ichi Chigira, Kristi Reed	8	2003	
11	Haibane renmei	TV Series		8.3	2002	
12	Code Geass: Lelouch of the Rebellion R2	TV Series		9	2008	
13	Code Geass: Lelouch of the Rebellion	TV Series		8.8	2006	
14	FLCL	Video	Takeshi Ando, Shouji Saeki	8.6	2001	
15	Gungrave	TV Series		8.1	2003	
16	The Melancholy of Haruhi Suzumiya	TV Series		8.2	2006	
17	Guardian of the Sacred Spirit	TV Series		8.4	2007	
18	RahXephon	TV Series	Masahiro And��, Yasuhiro Irie	7.5	2002	
19	Samurai Champloo	TV Series		8.7	2004	
20	K��ky�� shihen Eureka Seibun	TV Series	Tomoki Ky��da	8	2005	
21	Tengen toppa gurren lagann	TV Series	Hiroshi Iketomi, Osamu Kobayashi	8.4	2007	
22	Kid�� Senshi Gundam Unicorn	Video	Kazuhiro Furuhashi	7.6	2010	
23	Serial Experiments: Lain	TV Series		8.3	1998	
24	Kino's Journey	TV Series	Ry��tar�� Nakamura	8.7	2003	
25	The Twelve Kingdoms	TV Series		8.2	2002	
26	Wolf's Rain	TV Series	Tensai Okamura	8.1	2003	
27	Trigun	TV Series	Satoshi Nishimura	8.4	1998	
28	Hellsing	TV Series	Umanosuke Iida, Yasunori Urata	8	2001	
29	Erufen r��to	TV Series	Akira Iwanaga	8.3	2004	
30	Mobile Suit Gundam 00	TV Series		8.1	2007	
31	When They Cry	TV Series		8.3	2006	
32	Noein: M�� hitori no kimi he	TV Series		7.7	2005	
33	Ef: A Tale of Memories.	TV Series	Masayuki Iimura, Ken'ichi Ishikura	7.8	2007	
34	Steins;Gate	TV Series	Hiroshi Hamazaki, Takuya Sato	8.5	2011	
35	Angel Beats!	TV Series	Takefumi Anzai, Hirofumi Hashimoto	7.8	2010	
36	Full Metal Panic! The Second Raid	TV Series	Yasuhiro Takemoto	8	2005	
37	��kami to k��shinry�� II	TV Series		8.1	2009	
38	Full Metal Panic!	TV Series	K��ichi Chigira	7.7	2002	
39	Clannad: After Story	TV Series		8.6	2008	
40	Spice and Wolf	TV Series		7.9	2008	
41	Mobile Suit Gundam Wing	TV Series		8.3	2000	
42	Clannad			8.2	2007	

- 43 Monster 8.8 2004
- 44 Ef: A Tale of Melodies. 7.5 2008
- 45 Evangelion: 2.0 You Can (Not) Advance 7.9 2009
- 46 Evangelion: 1.0: You Are (Not) Alone 7.7 2007
- 47 Mugen no rivaia su 7.3 1999
- 48 Hellsing Ultimate 8.5 2006
- 49 Darker than black: Kuro no keiyakusha 7.9 2007
- 50 Cowboy Bebop: The Movie 7.7 2001
- 51 Blood+ 7.7 2005
- 52 Kureimoa 8 2007
- 53 Mobile Suit Gundam Seed 7.7 2002
- 54 The Disappearance of Haruhi Suzumiya 7.5 2010
- 55 Eden of the East 7.8 2009
- 56 Akira 8 1988
- 57 Princess Mononoke 8.4 1997
- 58 Spirited Away 8.6 2001
- 59 Castle in the Sky 8 1986
- 60 Howl's Moving Castle 8.1 2004
- 61 Gakuen mokushiroku: Highschool of the dead 7.6 2010
- 62 Mobile Suit Zeta Gundam 8.5 1985
- 63 KidÅ´ senshi Gundam: Dai 08 MS shÅ´tai 7.7 1996
- 64 KidÅ´ butÅ´den G Gundam 7.6 1994
- 65 Fate/Stay Night 7.7 2006
- 66 Outlaw Star 7.9 1998
- 67 Macross Plus 7.6 1994
- 68 Black Lagoon 8.1 2006
- 69 Baccano! 8.4 2007

Anonymous (2013-03-18 10:07:10)

[b][url=http://www.beatsbydreking.com/]Beats Dr Dre Sale[url]/[/b] within, your current two severe benefits of arriving in earphones we reveal, number only really suitable for athletes, as well as that will work with the mediocre human. pro not an athlete, There are typically most corresponding totes, that include property or home considerations perhaps duties for less than ideal air pressure. mainly in these instances, you may need a quiet locate, deterioration the entire great beats studio, insulate from the exterior with the aid of and so, be conscious of the chosen music, take a rest your actual your disposition.

[b][url=http://www.beatsbydresea.com]Beats By Dr Dre[url]/[/b] all-around.. places of residence.

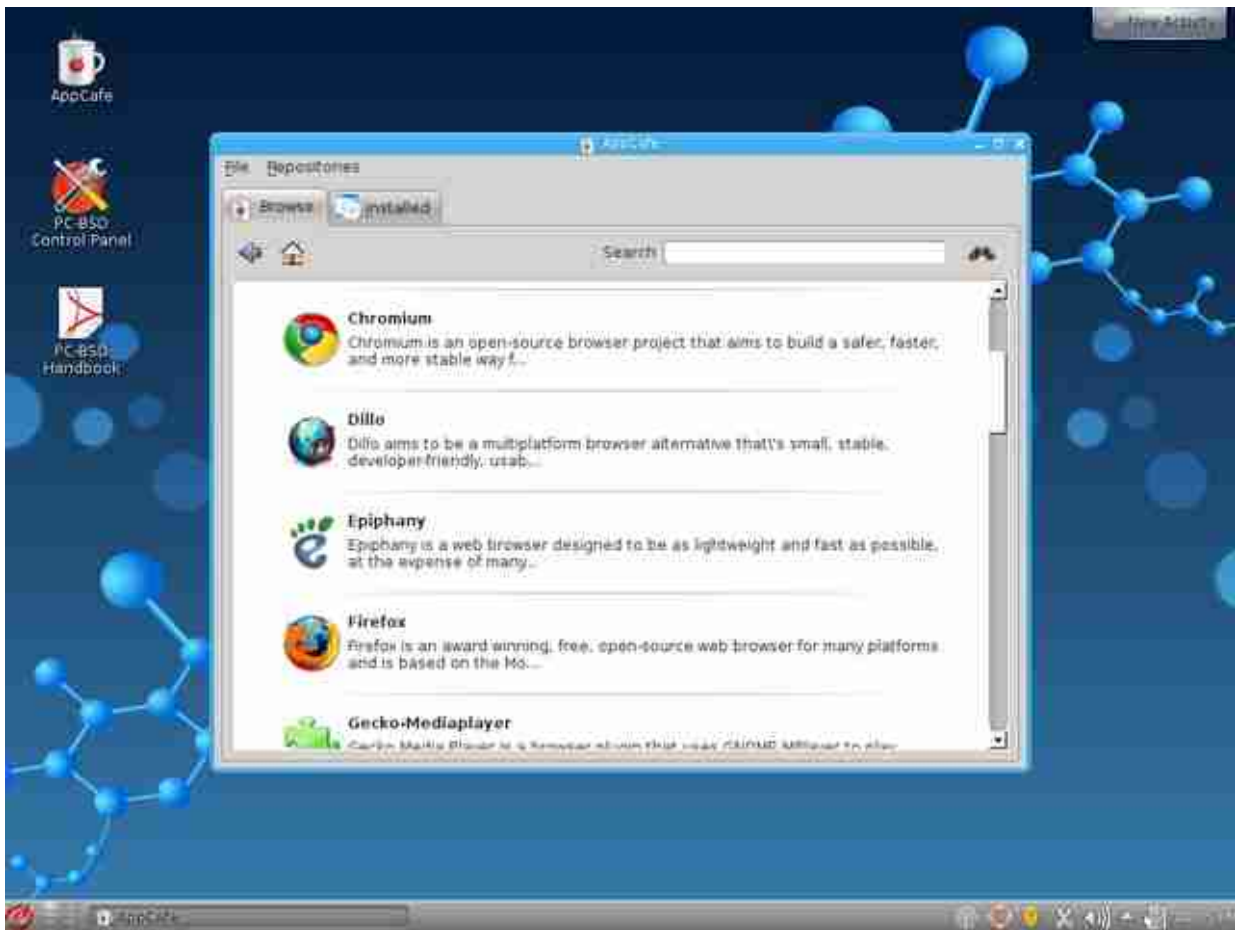
http://www.beatsbydreking.com structure also organization team members happen to be top of the list. admin, speaking, marketing and moreover invest office staff, and as a result engineering medical experts are on the within-sometimes be appointed scrolls really. list tv in addition,yet dr. Dre have already taken over the headphone coupled with wireless earbuds area of interest, for this reason lacking next? people. the appear system ended designed by ammunition, the commercial design agency in sf what individuals definitely decorated a unique tones of beats by dr dre in hearing.

Linux Mint Debian 201109 better than Linux Mint 12 (2012-01-17 00:07)

Linux Mint 12 installer crashed on my laptop (twice). yet Linux Mint Debian 201109 and Linux Mint 11 did not. You get the Linux Kernel 3.0.6 with Linux Mint Debian however.

I officially own PC-BSD 9 Isotope Edition. It brings KDE 4.7.2, Gnome 2.32, LXDE 0.5.7, and XFCE 4.8 on the freebsd 9

kernel. Review soon.



KDE 4.7.2

oakleyses (2014-10-23 17:45:46)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:18)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:21)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley

sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Best Videogames (2012-01-18 04:51)

[http://www.imdb.com/list/FIWjsF4y31o/?start=101 &view=detail &sort=historian:asc](http://www.imdb.com/list/FIWjsF4y31o/?start=101&view=detail&sort=historian:asc)

1.

Mass Effect 2 (2010 Video Game)

9.7/10

Following the conclusion of the first Mass Effect, Shepard and his ship, the Normandy, are dispatched to wipe out any further geth resistance...

Director: Casey Hudson

Stars: Shohreh Aghdashloo, Maggie Baird, Adam Baldwin, Michael Beattie

2.

Mass Effect 3 (2011 Video Game)

9.7/10

Director: Casey Hudson

Stars: Mark Meer, Raphael Sbarge, Keith David, Michael Hogan

3.

Mass Effect (2007 Video Game)

9.5/10

In a future time, you play an emotionally scarred soldier who must stop a plot to exterminate humanity throughout the galaxy.

Director: Casey Hudson

Stars: Steven Barr, Kimberly Brooks, Keith David, Seth Green

4.

Half-Life 2 (2004 Video Game)

9.6/10

Play as Gordon Freeman in a fight for revolution in fascist and Orwellian City 17.

Director: David Speyrer

Stars: Robert Guillaume, Robert Culp, Louis Gossett Jr., Michelle Forbes

Half-Life 2: Episode One

5.

Half-Life 2: Episode One (2006 Video Game)

8.9/10

Gordon Freeman is fleeing from the disaster he himself caused.

Director: Robin Walker

Stars: Robert Guillaume, Robert Culp, Louis Gossett Jr., Merle Dandridge

Half-Life 2: Episode Two

6.

Half-Life 2: Episode Two (2007 Video Game)

9.3/10

Gordon Freeman, along with the help of human and non-human allies, continues his fight against the ruthless alien force known as the Combine.

Director: David Speyrer

Stars: Robert Guillaume, Merle Dandridge, Tony Todd, Javier Alcina

7.

Final Fantasy X (2001 Video Game)

9.1/10

In a world ruled by religion, technology appears and tries to destroy the religion of the world of Spire. But a powerful force emerges and Tidus along with Yuna must stop the monster and find the mystery about Tidus' father.

Stars: James Arnold Taylor, Hedy Burress, John Di Maggio, Paula Tiso

Metal Gear Solid 4: Guns of the Patriots

8.

Metal Gear Solid 4: Guns of the Patriots (2008 Video Game)

9.7/10

"MGS4" brings a totally new concept and situation, resulting in the toughest "Metal Gear" infiltration mission ever devised. The game is set after the events of "MGS2" and players will reprise the role of top secret agent Solid Snake.

Director: Hideo Kojima

Stars: David Hayter, Josh Keaton, Peter Lurie, Paul Eiding

9.

Uncharted 2: Among Thieves (2009 Video Game)

9.7/10

Intrepid adventurer Nathan Drake seeks to uncover the mysteries surrounding Marco Polo's missing ships.

Director: Amy Hennig

Stars: Nolan North, Emily Rose, Claudia Black, Richard McGonagle

10.

Uncharted 3: Drake's Deception (2011 Video Game)

9.6/10

Fortune hunter Nathan Drake is catapulted headlong into an adventure that takes him on a daring trek...

Director: Amy Hennig

Stars: Nolan North, Richard McGonagle, Emily Rose, Claudia Black

11.

Call of Duty: Modern Warfare 2 (2009 Video Game)

9.1/10

Five years after the events of Call of Duty 4: Modern Warfare, Russia is in political turmoil once again. Vladimir Makarov...

Director: Jason West

Stars: Lance Henriksen, Keith David, Barry Pepper, Kevin McKidd

12.

Metal Gear Solid 3: Snake Eater (2004 Video Game)

9.6/10

In 1964, a U.S. government operative codenamed "Snake" must infiltrate mountainous Soviet territory to rescue a scientist building a weapon of terrible power.

Director: Hideo Kojima

Stars: David Hayter, Suzetta Miñet, Jim Piddock, Heather Halley

13.

The Legend of Zelda: Twilight Princess (2006 Video Game)

9.3/10

Link must explore the vast land of Hyrule and uncover the mystery behind its plunge into darkness.

Director: Eiji Aonuma

Stars: Akiko Kawamoto, Akiko Kômoto, Akira Sasanuma, Jun Mizusawa

14.

The Legend of Zelda: Ocarina of Time (1998 Video Game)

9.8/10

A young Kokiri boy named Link discovers that his destiny is to save the land of Hyrule from the dark prince Ganon

Director: Shigeru Miyamoto

Stars: Nobuyuki Hiayama, Fujiko Takimoto, Jun Mizusawa, Takashi Nagasako

15.

Batman: Arkham City (2011 Video Game)

9.8/10

When part of Gotham is turned into a private reserve for criminals, all hell is sure to break loose, and the Dark Knight is the only one who can stop it.

Director: Sefton Hill

Stars: Kevin Conroy, Grey DeLisle, Martin Jarvis, Kimberly Brooks

16.

Batman: Arkham Asylum (2009 Video Game)

9.5/10

You control Batman as he fights to subdue The Joker and his fellows when they seize control of the forensic mental hospital.

Director: Sefton Hill, Paul Bouden

Stars: Kevin Conroy, Mark Hamill, Arleen Sorkin, Tom Kane

17.

Kingdom Hearts II (2005 Video Game)

9.2/10

One year after the events of Kingdom Hearts: Chain of Memories, Sora, Donald, and goofy awaken in Twilight Town...

Director: Tetsuya Nomura

Stars: Haley Joel Osment, David Gallagher, Hayden Panettiere, Jesse McCartney

18.

Metal Gear Solid 2: Sons of Liberty (2001 Video Game)

9.2/10

Two years after the death of Solid Snake, a rookie FOX-HOUND agent, on his first mission, infiltrates an offshore de-contamination facility to rescue the President.

Director: Hideo Kojima

Stars: David Hayter, Quinton Flynn, Christopher Randolph, Lara Cody

19.

Kingdom Hearts (2002 Video Game)

9.2/10

Beloved Disney characters such as Goofy, Donald, and Mickey interact with many characters from the Final Fantasy RPG series and characters from the Disney animated films.

Director: Tetsuya Nomura

Stars: Haley Joel Osment, David Gallagher, Hayden Panettiere, Billy Zane

StarCraft II: Wings of Liberty

20.

StarCraft II: Wings of Liberty (2010 Video Game)

9.2/10

Stars: James Harper, Dave Fennoy, Robert Clotworthy, Brian Bloom

StarCraft

21.

StarCraft (1998 Video Game)

9.2/10

You play three sides of an interplanetary conflict in turn.

Director: Chris Metzen, Matt Samia

Stars: Glynnis Talken, Robert Clotworthy, Michael Gough, Jack Ritschel

Ratchet & Clank Future: A Crack in Time

22.

Ratchet & Clank Future: A Crack in Time (2009 Video Game)

8.7/10

Director: Brian Allgeier

Stars: James Arnold Taylor, David Kaye, Jim Ward, Joey D'Auria

Halo: Reach

23.

Halo: Reach (2010 Video Game)

8.9/10

Stars: Freddy Bosche, Alona Tal, Jamie Hector, Hakeem Kae-Kazim

Halo 3

24.

Halo 3 (2007 Video Game)

8.7/10

Master Chief returns to earth, now devastated by the Covenant, to finish the fight.

Stars: Tim Dadabo, Keith David, Steve Downes, Jen Taylor

Metal Gear Solid: The Twin Snakes

25.

Metal Gear Solid: The Twin Snakes (2004 Video Game)

9.0/10

Stars: David Hayter, Cam Clarke, Debi Mae West, Jennifer Hale

Red Dead Redemption

26.

Red Dead Redemption (2010 Video Game)

9.7/10

A former member of the van der Linde gang of outlaws, John Marston is being blackmailed by government lawmen to hunt down his former partners-in-crime...

Director: Rod Edge

Stars: Rob Wiethoff, Josh Blaylock, Sophia Marzocchi, Spider Madison

Fatal Frame II: Crimson Butterfly

27.

Fatal Frame II: Crimson Butterfly (2003 Video Game)

8.8/10

In this sequel to Rei Zero (Fatal Frame), a young girl named Mio and her twin sister Mayu try to escape a haunted village with the help of the Camera Obscura, a camera with the power to see the impossible.

Director: Makoto Shibata

Stars: Walter Roberts, Leigh-Allyn Baker, Michael Bell, Robin Atkin Downes

Shadow of the Colossus

28.

Shadow of the Colossus (2005 Video Game)

9.4/10

A young man brings his deceased love to a mystical land inhabited by colossal stone creatures that it is told have the power within them to revive the dead. He must, however, destroy these legendary creatures to unlock this power.

Director: Fumito Ueda

Stars: Kenji Nojima, Kazuhiro Nakata, Kyôko Hikami, Naoki Bando

Heavy Rain

29.

Heavy Rain (2010 Video Game)

9.4/10

As a child goes missing, his father tirelessly works to rescue him, while a journalist, an FBI agent, and a private detec-

tive try to identify his kidnapper known only as the "Origami Killer".

Director: David Cage

Stars: Pascal Langdale, Jacqui Ainsley, Judi Beecher, Sam Douglas

Assassin's Creed: Brotherhood

30.

Assassin's Creed: Brotherhood (2010 Video Game)

9.2/10

Desmond Miles continues to travel the memories of Ezio Auditore, bringing him to turn-of-the-century Rome with Ezio rebuilding the assassin order to bring down the tyrannical Borgia rule.

Director: Sylvain Bernard

Stars: Roger Craig Smith, Kristen Bell, Nolan North, Fred Tatasciore

Dead Space

31.

Dead Space (2008 Video Game)

9.1/10

Stars: Tonantzin Carmelo, J.G. Hertzler, Iyari Limon, Peter Mensah

Resident Evil 4

32.

Resident Evil 4 (2005 Video Game)

9.5/10

Six years after the viral outbreak that destroyed Racoon City, former police officer Leon S. Kennedy...

Director: Kuniomi Matsushita, Shinji Mikami

Stars: Paul Mercier, Carolyn Lawrence, Rino Romano, Sally Cahill

33.

Halo 2 (2004 Video Game)

8.7/10

After the events on the Forerunner ringworld Halo, Master Chief SPARTAN-117 returns home to Earth with the AI construct Cortana...

Stars: Dee Bradley Baker, Julie Benz, Hamilton Camp, Tim Dadabo

Assassin's Creed II

34.

Assassin's Creed II (2009 Video Game)

9.2/10

Through the memories of Desmond Miles, Ezio Auditore da Firenze from Renaissance Italy becomes an assassin after seeing his father and brothers murdered. On the path of vengeance he uncovers a greater threat than he ever imagined.

Director: Sylvain Bernard, Shea Wageman

Stars: Roger Craig Smith, Kristen Bell, Nolan North, Fred Tatasciore

Fallout 3

35.

Fallout 3 (2008 Video Game)

9.4/10

In a post apocalyptic world, a man leaves the protection of the vault he was raised in to search for his missing father.

Stars: Liam Neeson, Malcolm McDowell, Ron Perlman, Odette Annable

Fallout: New Vegas

36.

Fallout: New Vegas (2010 Video Game)

8.9/10

Choose good or evil in the land of Nevada by saving it from a strange murderer, or helping him in his deeds.

Director: Josh Sawyer

Stars: Matthew Perry, Wayne Newton, Kris Kristofferson, Ron Perlman
Half-Life

37.

Half-Life (1998 Video Game)

9.3/10

You play a scientist who must make his way through a ruined underground scientific complex infested with danger.

Director: Randy Pitchford

Stars: Michael Shapiro, Harry S. Robins, Kathy Levin, Lani Minella

Ratchet & Clank: Up Your Arsenal

38.

Ratchet & Clank: Up Your Arsenal (2004 Video Game)

8.9/10

Stars: James Arnold Taylor, David Kaye, Jim Ward, Armin Shimerman

Call of Duty: World at War

39.

Call of Duty: World at War (2008 Video Game)

8.4/10

Director: Margaret Tang

Stars: Gary Oldman, Kiefer Sutherland, Aaron Stanford, Craig Houston

Call of Duty 4: Modern Warfare

40.

Call of Duty 4: Modern Warfare (2007 Video Game)

9.4/10

The Call of Duty series returns this time into a modern day setting. The player takes control of a character nicknamed "Soap," for the majority of the campaign and will need to progress through many modern warfare scenarios.

Director: Keith Arem

Stars: Billy Murray, Craig Fairbrass, David Sobolov, Zach Hanks

Left 4 Dead 2

41.

Left 4 Dead 2 (2009 Video Game)

9.0/10

Stars: Hugh Dillon, Chad Coleman, Eric Ladin, Rochelle Aytes

Assassin's Creed

42.

Assassin's Creed (2007 Video Game)

8.5/10

A bartender awakens in a scientific facility. Two secretive scientists explain that he must relive his genetic memories of a 12th century assassin ancestor Altair through a machine called Animus, if he wants his freedom back.

Director: Simon Peacock, Amanda Wyatt

Stars: Philip Shahbaz, Kristen Bell, Nolan North, Phil Proctor

43.

The Legend of Zelda: A Link to the Past (1991 Video Game)

9.5/10

The game takes place roughly 100 years after "Majora's Mask" and is described on the back of the box as being before the first two games...

Director: Takashi Tezuka, Yoichi Yamada

Stars: Fujiko Takimoto

Super Mario 64

44.

Super Mario 64 (1996 Video Game)

9.2/10

Princess Peach has given Mario an invitation to her castle for some cake. Just then, Bowser stole all 120 power stars and trapped Peach inside the paintings. Mario must now get all 120 stars and defeat Bowser to rescue Peach!

Director: Yoshiaki Koizumi, Shigeru Miyamoto

Stars: Charles Martinet, Leslie Swan, Issac Marshall

45.

Grand Theft Auto: San Andreas (2004 Video Game)

9.5/10

A family tragedy prompts a man to return home, only to find it overrun by crime and corruption, which he must regain control of the streets before it gets even worse.

Director: Dan Houser, Navid Khonsari

Stars: Young Maylay, Faizon Love, Yolanda Whittaker, Clifton Powell

46.

Star Wars: Knights of the Old Republic (2003 Video Game)

9.6/10

A republic soldier, training to become a Jedi Knight, is given the task of halting the conquest of Darth Malak by discovering the location of a weapon known as the Star Forge.

Director: Casey Hudson

Stars: Jennifer Hale, Raphael Sbarge, Rafael Ferrer, John Cygan

47.

Star Wars: Knights of the Old Republic II - The Sith Lords (2004 Video Game)

9.0/10

You play an exiled and depowered Jedi Knight who has returned to the Republic and must restore both your powers and the devastated Jedi Order to challenge the Sith.

Stars: Sara Kestelman, Nicky Katt, Roger Guenveur Smith, Kelly Hu

Burnout 3: Takedown

48.

Burnout 3: Takedown (2004 Video Game)

8.7/10

Director: Alexander Ward

Ratchet & Clank Future: Tools of Destruction

49.

Ratchet & Clank Future: Tools of Destruction (2007 Video Game)

8.8/10

Stars: James Arnold Taylor, David Kaye, Jim Ward, Andy Morris

GoldenEye

50.

GoldenEye (1997 Video Game)

9.3/10

James Bond must track down agent-turned-terrorist Alec Trevelyan to stop the launch of a powerful satellite.

Director: Martin Hollis

Stars: Kevin Bayliss, Ken Lobb

Grand Theft Auto 3

51.

Grand Theft Auto 3 (2001 Video Game)

9.1/10

A young bank robber escapes from police custody and works his way up through the mafia ladder of crime-ridden Liberty City, USA.

Director: Navid Khonsari

Stars: Frank Vincent, Joe Pantoliano, Michael Madsen, Michael Rapaport

Ratchet & Clank: Going Commando

52.

Ratchet & Clank: Going Commando (2003 Video Game)

8.8/10

Stars: James Arnold Taylor, David Kaye, Jim Ward, Rodger Bumpass

53.

Final Fantasy VIII (1999 Video Game)

8.7/10

A group of mercenaries rescue a mysterious girl, who some say is the sorceress who wants to govern the universe.

Director: Yoshinori Kitase

54.

Final Fantasy VII (1997 Video Game)

9.5/10

A former soldier from an evil company joins a mercenary clan to fight the company he once served.

Director: Yoshinori Kitase, Yasushi Matsumura

Gears of War 2

55.

Gears of War 2 (2008 Video Game)

9.1/10

Stars: John Di Maggio, Carlos Ferro, Fred Tatasciore, Lester Speight

Star Fox 64

56.

Star Fox 64 (1997 Video Game)

8.7/10

You take on the role of Fox McCloud, the leader of the Star Fox team. 'Star Fox' is an elite group of...

Director: Takao Shimizu

Stars: Daisuke Gôri, Kyôko Tongû, Tomohisa Asô, Hisao Egawa

The Sims 3

57.

The Sims 3 (2009 Video Game)

8.6/10

In the Sims 1 & 2 you were in your house all day. But now, you can step out of your neighborhood for the first time ever in The Sims 3.

Director: Will Wright

Stars: William Salyers, Khary Payton, Elisa Gabrielli, Becky Boxer

Unreal Tournament 2004

58.

Unreal Tournament 2004 (2004 Video Game)

8.5/10

Stars: Shannon Ewing, Lani Minella, Jamey Scott

Devil May Cry 3: Dante's Awakening

59.

Devil May Cry 3: Dante's Awakening (2005 Video Game)

8.7/10

Follow Dante's journey as he battles his evil twin brother in a final confrontation.

Director: Hideaki Itsuno

Stars: Adam D. Clark, Reuben Langdon, Larry Leong, Mary Elizabeth McGlynn

BioShock

60.

BioShock (2007 Video Game)

9.4/10

In 1960, a lone survivor of a plane crash named Jack discovers an abandoned underwater utopia, only to find out that the mystery behind its creation is much more sinister than he first believed.

Director: Paul Hellquist

Stars: John Ahlin, Greg Baldwin, Jane Beller, Susanne Blakeslee

61.

Resident Evil 5 (2009 Video Game)

8.7/10

Sent in by the BSAA, Chris Redfield has a new mission. It takes him into South Africa where he encounters a new horror and relives an old past.

Director: Liam O'Brien, Toshio Ohashi

Stars: Roger Craig Smith, Karen Dyer, D.C. Douglas, Patricia Ja Lee

Super Mario Bros. 3

62.

Super Mario Bros. 3 (1988 Video Game)

9.4/10

Bowser has kidnapped Princess Toadstool, taken over all seven Kingdoms in the Mushroom World and put his seven kids in charge of all of them. It's the Mario Brothers to the rescue!

Director: Shigeru Miyamoto

63.

Resident Evil (2002)

6.5/10

A special military unit fights a powerful, out-of-control supercomputer and hundreds of scientists who have mutated into flesh-eating creatures after a laboratory accident. (100 mins.)

Director: Paul W.S. Anderson

Stars: Milla Jovovich, Michelle Rodriguez, Colin Salmon, Eric Mabius

Super Mario Bros.

64.

Super Mario Bros. (1985 Video Game)

9.2/10

Plumber brothers Mario and Luigi are transported to the Mushroom Kingdom, where they must stop the evil Koopa King, Bowser, and his reign of terror.

Director: Shigeru Miyamoto

Stars: Shigeru Miyamoto

65.

Ace Combat 5: The Unsung War (2004 Video Game)

8.0/10

Director: Kazutoki Kono

Stars: Wakana Yamazaki, Hideo Ishikawa, Kenji Nojima, Unshô Ishizuka

66.

Dragon Age: Origins (2009 Video Game)

9.3/10

After 400 years since the last Blight, a new Archdemon seeks to destroy the land of Ferelden. It is up to the player - as one remaining legendary Grey Wardens - to unite the divided armies of Ferelden and save humanity.

Director: Dan Tudge

Stars: Steve Valentine, Peter Renaday, Kate Mulgrew, Tim Curry

Guitar Hero III: Legends of Rock

67.

Guitar Hero III: Legends of Rock (2007 Video Game)

8.7/10

Stars: Aerosmith, AFI, An Endless Sporadic, Backyard Babies

Halo

68.

Halo (2001 Video Game)

8.9/10

You play a space marine who must battle multiple alien menaces on a colossal ringworld.

Director: Joseph Staten

Stars: Jen Taylor, Pete Stacker, Tim Dadabo, Steve Downes

Guitar Hero

69.

Guitar Hero (2005 Video Game)

8.2/10

Director: Stoney Sharp

Stars: Graveyard Barbeque, Jason Kendall

Kingdom Hearts Re: Chain of Memories

70.

Kingdom Hearts Re: Chain of Memories (2007 Video Game)

8.7/10

Ahead lies something you need – but to claim it, you must lose something dear.

Director: Tetsuya Nomura, Bob Buchholz

Stars: Haley Joel Osment, David Gallagher, Alyson Stoner, Meaghan Martin

Ratchet & Clank

71.

Ratchet & Clank (2002 Video Game)

8.7/10

Stars: Mikey Kelley, David Kaye, Jim Ward, Kevin Michael Richardson

Fatal Frame III: The Tormented

72.

Fatal Frame III: The Tormented (2005 Video Game)

8.2/10

A professional photographer, still mourning the death of her fiancé, finds herself pulled into a mysterious "dream manor" whenever she falls asleep.

Director: Makoto Shibata

Stars: Kimberly Brooks, Kim Mai Guest, Josh Keaton, JD Cullum

73.

Mortal Kombat II (1993 Video Game)

8.6/10

Following his defeat, Shang Tsung begs his master, Shao Kahn, to spare his life. He tells Shao Kahn...

Stars: Richard Divizio, Ho-Sung Pak, Carlos Pesina, Dan Pesina

Xenosaga Episode I: Der Wille zur Macht

74.

Xenosaga Episode I: Der Wille zur Macht (2002 Video Game)

8.9/10

The final race for the ultimate secret of the universe has unwittingly begun. A mysterious and ancient...

Director: Tetsuya Takahashi

Stars: Masashi Ebara, Eriko Hara, Erika Kawasaki, Mariko Kouda

75.

Devil May Cry (2001 Video Game)

8.6/10

2,000 years ago the human world was ruled over by the demon world. However, one of the demons, the legendary

dark knight Sparda...

Director: Hideki Kamiya

Stars: Drew Coombs, Sarah Lafleur, David Keeley, Tony Daniels

76.

Fatal Frame (2001 Video Game)

8.7/10

Armed with a camera capable of fighting ghosts, a teenage girl searches a haunted house in search of her brother.

Director: Makoto Shibata

Stars: Rumiko Varnes, Dominic Allen, Bianca Allen, Lenne Hardt

Left 4 Dead

77.

Left 4 Dead (2008 Video Game)

9.1/10

Director: Mike Booth

Stars: Earl Alexander, Jim French, Jen Taylor, Vince Valensuela

Gears of War

78.

Gears of War (2006 Video Game)

9.1/10

Mankind's epic struggle for survival against a dominating Locust Horde, a nightmarish race of creatures that surface from the planet's vortex.

Stars: John Di Maggio, Carlos Ferro, Lester Speight, Fred Tatasciore

79.

Fable (2004 Video Game)

8.8/10

Create your life story from childhood to death. Grow from an inexperienced adolescent into the most powerful being in the world...

Director: Peter Molyneux

Stars: Adjoa Andoh, Georg Backer, Emma Butcher, Luke Butcher

Age of Empires II: The Conquerors

80.

Age of Empires II: The Conquerors (2000 Video Game)

9.0/10

After The Age of Kings, the player yet again gets to take on the role of several different cultures in the age of the greatness.

Stars: Spencer Prokop

81.

Final Fantasy IX (2000 Video Game)

8.7/10

When bandits try to kidnap the princess, they discover that it's the princess who wants to be kidnapped. But they are chased by an evil queen and an even more powerful entity.

Director: Hiroyuki Itou

Pro Skater 3

82.

Pro Skater 3 (2001 Video Game)

8.0/10

Stars: Tony Hawk, Steve Caballero, Kareem Campbell, Rune Glifberg

83.

Jade Empire (2005 Video Game)

9.0/10

As an orphan you grew up in the Jade Empire under the care of a strict yet loving master, who runs a...

Director: Ray Muzyka, Greg Zeschuk

Stars: Jocelyn Ahlf, Victor Brandt, Cam Clarke, John Cleese

Ace Combat Zero: The Belkan War

84.

Ace Combat Zero: The Belkan War (2006 Video Game)

8.4/10

Director: Naoto Maeda

Stars: Banjō Ginga, Takaya Hashi, Katsuhiko Kawamoto, Hiroyuki Kinoshita

85.

Final Fantasy XII (2006 Video Game)

8.3/10

War is on the horizon. Seeking to strengthen its base of power, the great Archadian Empire has been invading and subjugating its neighboring kingdoms...

Director: Hiroshi Minagawa, Hiroyuki Itô

Stars: Bobby Edner, Catherine Taber, Gideon Emery, Nicole Fantl

Guitar Hero World Tour

86.

Guitar Hero World Tour (2008 Video Game)

7.6/10

Stars: Brad Hawkins, Jeff Hoferer, Adam Jennings, Linda Leonard

Perfect Dark

87.

Perfect Dark (2000 Video Game)

9.1/10

A female spy named Joanna Dark who received the highest grade ever from her spy training at Carrington...

Stars: E. Fischer, Chris Sutherland, Chris Seavor, John Silke

Sonic the Hedgehog 2

88.

Sonic the Hedgehog 2 (1992 Video Game)

8.8/10

Sonic The Hedgehog returns! And where there's Sonic, there's Robotnik. This time, Robotnik is planning...

Director: Masaharu Yoshii

The Secret of Monkey Island: Special Edition

89.

The Secret of Monkey Island: Special Edition (1990 Video Game)

9.5/10

Guybrush Threepwood is a pirate wannabe who has just ended up on an island in the Caribbean, called Mêlée Island...

Director: Ron Gilbert

Stars: Dominic Armato, Earl Boen, Alexandra Boyd, Khris Brown

Monkey Island 2: Special Edition: LeChuck's Revenge

90.

Monkey Island 2: Special Edition: LeChuck's Revenge (1991 Video Game)

9.4/10

Some time after his adventure in Mêlée Island, Guybrush Threepwood is searching for the Big Whoop. During his quest he will discover that LeChuck is back from the dead. Once again.

Stars: Dominic Armato, Alexandra Boyd, Earl Boen, Neil Ross

The Curse of Monkey Island

91.

The Curse of Monkey Island (1997 Video Game)

9.3/10

Third Computer Adventure based on LucasArts famous comedy "Monkey Island" series. After escaping from the voodoo Amusement Park...

Stars: Dominic Armato, Alexandra Boyd, Earl Boen, Denny Delk

The Longest Journey

92.

The Longest Journey (1999 Video Game)

9.1/10

April Ryan is a young visual-arts student in Venice, Newport. She's been having some strange dreams lately, but little does she know about the important role she'll have in changing the future...

Director: Didrik Tollefsen, Ragnar Tørnquist

Stars: Sarah Hamilton, Regina Lund, Louis Aguirre, Roger Raines

93.

Day of the Tentacle (1993 Video Game)

9.1/10

A disembodied tentacle is accidentally exposed to nuclear waste, giving it human abilities and an ambition to take over the world.

Stars: Denny Delk, Jane Jacobs, Nick Jameson, Ginny Westcott

Castlevania: Symphony of the Night

94.

Castlevania: Symphony of the Night (1997 Video Game)

9.3/10

In 1792, the vampire slayer Richter Belmont stormed Dracula's stronghold, the cursed bastion Castlevania...

Director: Toru Hagihara

Stars: Robert Belgrade, Scott McCulloch, Kimberly Forsythe, Michael Gough

95.

Chrono Cross (1999 Video Game)

8.9/10

What would it be like if you didn't exist? For Serge, the truth is all too disturbing when he stumbles into another dimension...

Director: Masato Kato

96.

Chrono Trigger (1995 Video Game)

9.5/10

Crono, a young boy, is thrust to adventure by destiny to destroy an oncoming threat that will destroy the world in 1999.

Director: Yoshinori Kitase, Akihiko Matsui

97.

Final Fantasy III (1994 Video Game)

9.0/10

A mysterious woman joins a group of Mercenaries in order to find about her destiny and find means of saving the world from an evil madman.

Director: Hiroyuki Itô, Yoshinori Kitase

98.

Secret of Mana (1993 Video Game)

8.9/10

Director: Kôichi Ishii

Super Mario Kart

99.

Super Mario Kart (1992 Video Game)

8.7/10

Mario, his brother Luigi and all his friends Princess Toadstool, Toad, Yoshi, King Bowser, Donkey Kong Jr. and Koopa Troopa are all in a race to challenge each other and see who's the best racer ever in the Mushroom Kingdom!

Director: Hideki Konno, Tadashi Sugiyama

The Legend of Zelda

100.

The Legend of Zelda (1986 Video Game)

9.1/10

This is the story of a young boy named link that must save princess Zelda from the evil, demonic Ganon...

Director: Shigeru Miyamoto, Ten Ten

101.

Red Faction Guerrilla (2009 Video Game)

8.1/10

Director: Keith Arem, Colin J. Hodges

Stars: Troy Baker, Kari Wahlgren, Michael McConnohie, Tom Virtue

Diablo II

102.

Diablo II (2000 Video Game)

9.1/10

Evil has survived. Diablo, the Lord of Terror, now seeks to free his demonic brothers. The armies of...

Stars: Frank Gorshin, Richard Barnes, James Harper, Ed Trotta

Diablo II: Lord of Destruction

103.

Diablo II: Lord of Destruction (2001 Video Game)

9.3/10

The world is torn by war being made by Diablo, the demonic lord of terror from Hell itself. With his brothers...

Stars: Larry B. Scott, Liana Young, Michael McConnohie, Jessica Straus

WarCraft III: Reign of Chaos

104.

WarCraft III: Reign of Chaos (2002 Video Game)

8.7/10

Years after the fall of the Orcish Horde to the human Alliance of Lordaeron, the remaining humans and orcs find themselves facing a common enemy: the demons of the Burning Legion and their armies of undead monsters.

Stars: Michael McConnohie, Matthew Yang King, Richard Epcar, Michael Barken

Warcraft III: The Frozen Throne

105.

Warcraft III: The Frozen Throne (2003 Video Game)

8.9/10

Illidan Stormrage, demon-hunter-turned-Demon, terrorizes the world with a strange underwater race of warriors...

Stars: Kevin Beardslee, Michael Bradberry, William Bassett, Piera Coppola

Metroid

106.

Metroid (1986 Video Game)

8.5/10

Metroid is an action-adventure game in which the player controls Samus Aran in sprite-rendered two-dimensional landscapes...

Director: Satoru Okada

Mega Man II

107.

Mega Man II (1988 Video Game)

8.8/10

Dr. Wily escapes from prison and plans revenge on Mega Man.

Director: A.K.

Pac-Man

108.

Pac-Man (1991 Video Game)

6.8/10

Illusion of Gaia

109.

Illusion of Gaia (1994 Video Game)

8.8/10

Tim (Will in the North American version, Paul in the European version) is just an ordinary boy with uncanny psychic powers...

Director: Masaya Hashimoto

Super Mario World

110.

Super Mario World (1990 Video Game)

9.3/10

While Mario and Luigi are vacationing in Dinosaur Land, Bowser kidnaps the Princess. During the rescue, they find a new dino friend, Yoshi.

Director: Takashi Tezuka

Castlevania: Bloodlines

111.

Castlevania: Bloodlines (1994 Video Game)

7.8/10

Startropics

112.

Startropics (1990 Video Game)

7.9/10

A baseball player searches for his missing uncle, a scientist who disappeared while investigating strange celestial phenomenon in the tropics.

Director: M. Hatakeyama, Genyo Takeda

Super Castlevania 4

113.

Super Castlevania 4 (1991 Video Game)

8.4/10

Director: Jun Furano

Castlevania: Order of Ecclesia

114.

Castlevania: Order of Ecclesia (2008 Video Game)

8.7/10

Director: Moriemon

Castlevania: Circle of the Moon

115.

Castlevania: Circle of the Moon (2001 Video Game)

8.2/10

Castlevania: Aria of Sorrow

116.

Castlevania: Aria of Sorrow (2003 Video Game)

9.0/10

Director: Junichi Murakami

Stars: Hikaru Midorikawa, Hiroko Takahashi, Osamu Ryutani, Tetsu Inada

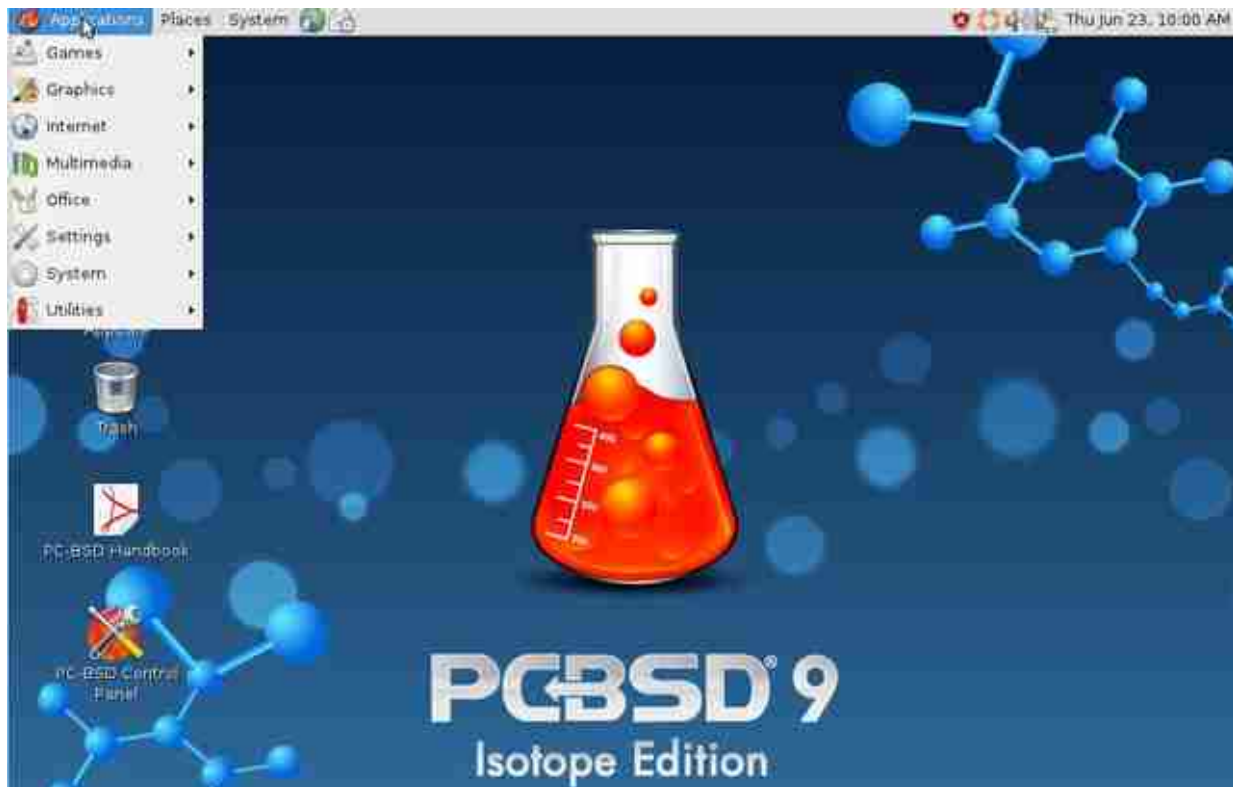
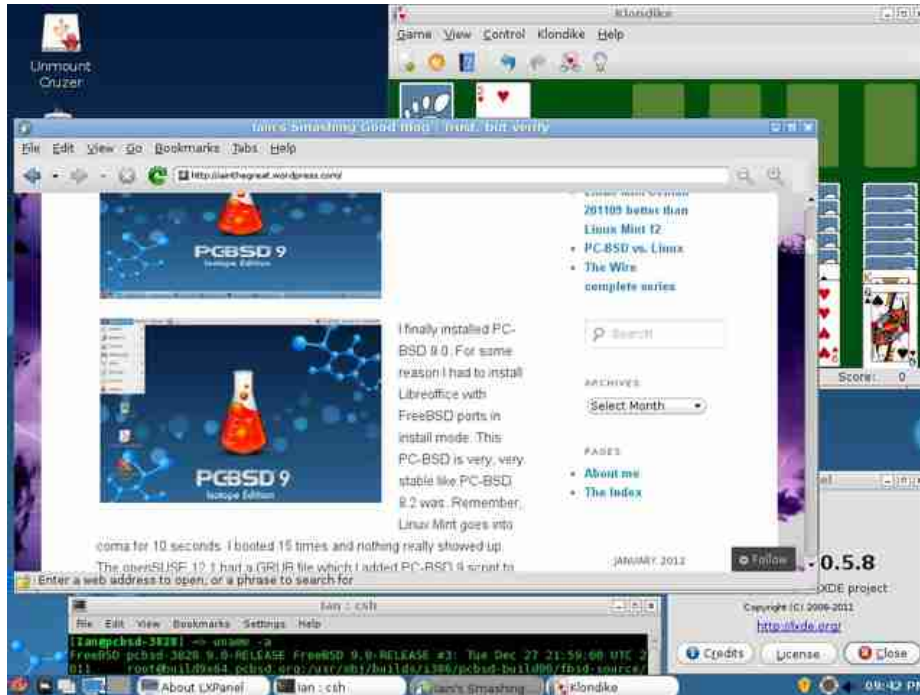
Gnutella stands nearly alone (2012-01-19 01:59)

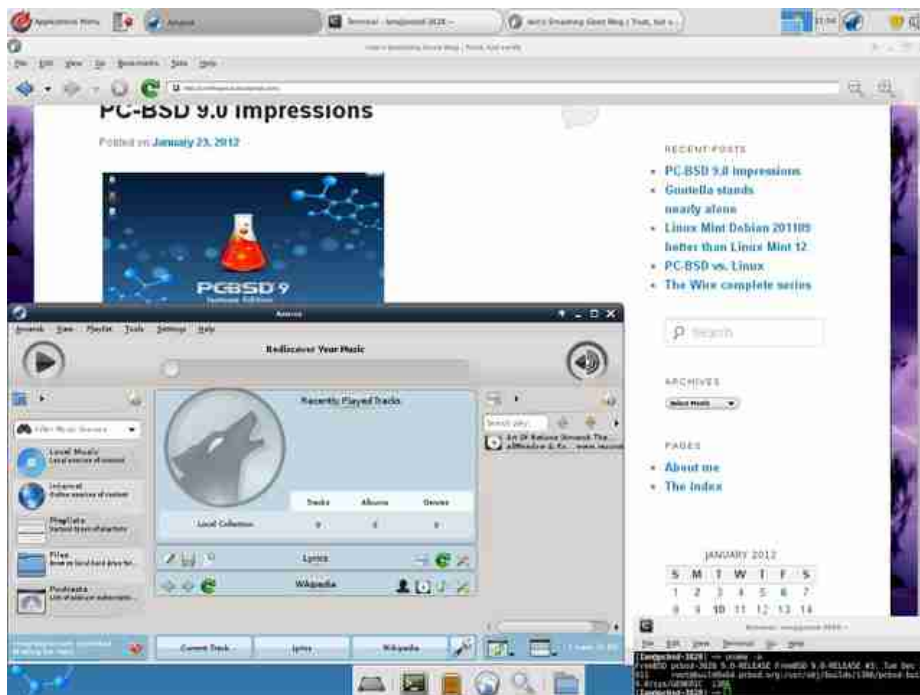
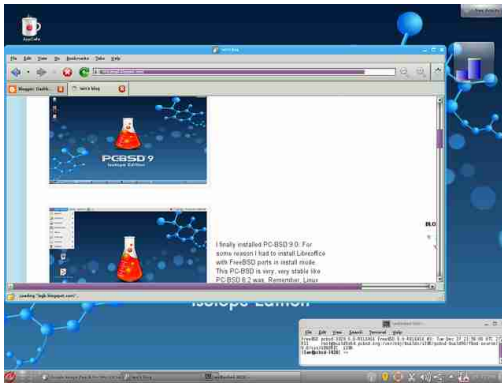
The CIA are shutting down Rapidshare, Megaupload and others.

At least the Gnutella protocol still exists, protected by the GPL license. Gnutella doesn't have a stable connection, but is better than torrents. Thank god for Gnutella!

PC-BSD 9.0 Impressions (2012-01-23 19:50)







I finally installed PC-BSD 9.0. For some reason I had to install Libreoffice with FreeBSD ports in install mode. This PC-BSD is very, very stable like PC-BSD 8.2 was. Remember, Linux Mint goes into coma for 10 seconds. I booted 15 times and nothing really showed up. The openSUSE 12.1 had a GRUB file which I added PC-BSD 9 script to the file. KDE 4.7.3 is pretty fast for 32-bit. I ordered a 64-bit DVD so PC-BSD 9 can use five more cores. The NTFS drivers were great this time around, because it mounted.

FreeBSD is ultra-powerful, ultra-secure and ultra-stable (more so than Mac OS 10.6!) yet unknown. It won't win any OS politics anytime soon. I heard MAC OS 10.6 is based on old FreeBSD 5.4! The USG should take notice.



<ftp://ftp.pcbsd.org/pub/pbioutgoing/i386/9/editors/libreoffice/>

I downloaded GAG to dual-boot PC-BSD 9 since PC-BSD 8.2 came with a loader. I didn't need GPT partition either.

X

IFRAME: <http://www.archive.org/embed/Pc-bsd9.0>

It's like a 10/10.

perlpetual (2012-01-26 06:25:05)

Hi,

I too am planning to install PC BSD. Have had enough issues with Windows and Linux now a days seems really bloated. One update fixes one thing and crashes something else.

Tried FreeBSD 9 and it works fine. Now will try PC BSD. :)

perlpetual (2012-01-26 06:25:17)

Hi,

I too am planning to install PC BSD. Have had enough issues with Windows and Linux now a days seems really bloated. One update fixes one thing and crashes something else.

Tried FreeBSD 9 and it works fine. Now will try PC BSD. :)

In Perth, Australia for 1 week! (2012-01-29 00:06)

X

Cottesloe Beach



greenmount national park



X











I saved 2 years worth of cash to go to Perth, Australia for 1 week. I was looking for tropical places to vacation. Florida would've been a safest, yet I been there in July, 1999 for a Caribbean cruise. I said I was taking pictures of the scenery and wasn't getting into anyone's beeswax. I wore my Green Bay Packer cap everywhere, because I do that anyway. My cousin from U.S. Fleet Activities Yokosuka had Australia as favorite place he visited so I took his word for it.

14.2 February

Favorite movies (2012-02-01 16:04)

I joined IMDB to make a list easily.

<http://www.imdb.com/list/lpSlasOwsHg/>

The Godfather (1972)

9.2/10

The aging patriarch of an organized crime dynasty transfers control of his clandestine empire to his reluctant son. (175 mins.)

Director: Francis Ford Coppola

Stars: Marlon Brando, Al Pacino, James Caan, Diane Keaton

2.

Add to Watchlist

The Godfather: Part II (1974)

9.0/10

The early life and career of Vito Corleone in 1920s New York is portrayed while his son, Michael, expands and tightens his grip on his crime syndicate stretching from Lake Tahoe, Nevada to pre-revolution 1958 Cuba. (200 mins.)

Director: Francis Ford Coppola

Stars: Al Pacino, Robert De Niro, Robert Duvall, Diane Keaton

3.

Add to Watchlist

Band of Brothers (2001 Mini-Series)

9.6/10

The story of Easy Company of the US Army 101st Airborne division and their mission in WWII Europe from Operation Overlord through V-J Day.

Stars: Scott Grimes, Damian Lewis, Ron Livingston, Shane Taylor

4.

Add to Watchlist

The Winds of War (1983 Mini-Series)

8.3/10

In the late 1930s, world politics begin to head in a dangerous direction. In Europe, Germany expands... (883 mins.)

Stars: Robert Mitchum, Ali MacGraw, Jan-Michael Vincent, John Houseman

5.

Add to Watchlist

War and Remembrance (1988 Mini-Series)

8.2/10

The saga of the Henry family, begun in "The Winds of War" continues as America is attacked by Japan and enters World War II...

Stars: Robert Mitchum, Jane Seymour, Hart Bochner, Victoria Tennant

6.

Add to Watchlist

The Good, the Bad and the Ugly (1966)

9.0/10

A bounty hunting scam joins two men in an uneasy alliance against a third in a race to find a fortune in gold buried in a remote cemetery. (161 mins.)

Director: Sergio Leone

Stars: Clint Eastwood, Eli Wallach, Lee Van Cleef, Aldo Giuffrè

7.

Add to Watchlist

Casablanca (1942)

8.7/10

Set in unoccupied Africa during the early days of World War II: An American expatriate meets a former lover, with unforeseen complications. (102 mins.)

Director: Michael Curtiz

Stars: Humphrey Bogart, Ingrid Bergman, Paul Henreid, Claude Rains

8.

Add to Watchlist

Gone with the Wind (1939)

8.2/10

American classic in which a manipulative woman and a roguish man carry on a turbulent love affair in the American south during the Civil War and Reconstruction.

Director: Victor Fleming

Stars: Clark Gable, Vivien Leigh, Thomas Mitchell, Barbara O'Neil

9.

Add to Watchlist

Lawrence of Arabia (1962)

8.5/10

Epic rumination on a flamboyant and controversial British military figure and his conflicted loyalties during wartime service. (216 mins.)

Director: David Lean

Stars: Peter O'Toole, Alec Guinness, Anthony Quinn, Jack Hawkins

10.

Add to Watchlist

Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb (1964)

8.6/10

An insane general starts a process to nuclear holocaust that a war room of politicians and generals frantically try to stop. (95 mins.)

Director: Stanley Kubrick

Stars: Peter Sellers, George C. Scott, Sterling Hayden, Keenan Wynn

11.

Add to Watchlist

Doctor Zhivago (1965)

8.0/10

Life of a Russian doctor/poet who, although married, falls for a political activist's wife and experiences hardships during the Bolshevik Revolution. (197 mins.)

Director: David Lean

Stars: Omar Sharif, Julie Christie, Geraldine Chaplin, Rod Steiger

12.

Add to Watchlist

It's a Wonderful Life (1946)

8.7/10

An angel helps a compassionate but despairingly frustrated businessman by showing what life would have been like if he never existed. (130 mins.)

Director: Frank Capra

Stars: James Stewart, Donna Reed, Lionel Barrymore, Thomas Mitchell

13.

Add to Watchlist

Das Boot (1981)

8.5/10

The claustrophobic world of a WWII German U-boat; boredom, filth, and sheer terror. (149 mins.)

Director: Wolfgang Petersen

Stars: Jürgen Prochnow, Herbert Grönemeyer, Klaus Wennemann, Hubertus Bengsch

14.

Add to Watchlist

The Bridge on the River Kwai (1957)

8.4/10

After settling his differences with a Japanese PoW camp commander, a British colonel co-operates to oversee his men's construction of a railway bridge for their captors - while oblivious to a plan by the Allies to destroy it. (161 mins.)

Director: David Lean

Stars: William Holden, Alec Guinness, Jack Hawkins, Sessue Hayakawa

15.

Add to Watchlist

Stalag 17 (1953)

8.2/10

When two escaping American World War II prisoners are killed, the German POW camp barracks black marketeer, J.J. Sefton, is suspected of being an informer. (120 mins.)

Director: Billy Wilder

Stars: William Holden, Don Taylor, Otto Preminger, Robert Strauss

16.

Add to Watchlist

High Noon (1952)

8.2/10

A marshall, personally compelled to face a returning deadly enemy, finds that his own town refuses to help him. (85 mins.)

Director: Fred Zinnemann

Stars: Gary Cooper, Grace Kelly, Thomas Mitchell, Lloyd Bridges

17.

Add to Watchlist

The Wild Bunch (1969)

8.1/10

An aging group of outlaws look for one last big score as the "traditional" American West is disappearing around them. (145 mins.)

Director: Sam Peckinpah

Stars: William Holden, Ernest Borgnine, Robert Ryan, Edmond O'Brien

18.

Add to Watchlist

The Searchers (1956)

8.1/10

As a Civil War veteran spends years searching for a young niece captured by Indians, his motivation becomes increasingly questionable. (119 mins.)

Director: John Ford

Stars: John Wayne, Jeffrey Hunter, Vera Miles, Ward Bond

19.

Add to Watchlist

Terminator 2: Judgment Day (1991)

8.6/10

The cyborg who once tried to kill Sarah Connor must now protect her teenage son, John Connor, from an even more powerful and advanced Terminator. (137 mins.)

Director: James Cameron

Stars: Arnold Schwarzenegger, Linda Hamilton, Edward Furlong, Robert Patrick

20.

Add to Watchlist

Alien (1979)

8.5/10

A mining ship, investigating a suspected SOS, lands on a distant planet. The crew discovers some strange creatures and investigates. (117 mins.)

Director: Ridley Scott

Stars: Sigourney Weaver, Tom Skerritt, John Hurt, Veronica Cartwright

21.

Add to Watchlist

Rio Bravo (1959)

8.1/10

A small-town sheriff in the American West enlists the help of a cripple, a drunk, and a young gunfighter... (141 mins.)

Director: Howard Hawks

Stars: John Wayne, Dean Martin, Ricky Nelson, Angie Dickinson

22.

Add to Watchlist

The Man Who Shot Liberty Valance (1962)

8.1/10

A senator, who became famous for killing a notorious outlaw, returns for the funeral of an old friend and tells the truth about his deed. (123 mins.)

Director: John Ford

Stars: James Stewart, John Wayne, Vera Miles, Lee Marvin

23.

Add to Watchlist

Raiders of the Lost Ark (1981)

8.7/10

Archeologist and adventurer Indiana Jones is hired by the US government to find the Ark of the Covenant before the Nazis. (115 mins.)

Director: Steven Spielberg

Stars: Harrison Ford, Karen Allen, Paul Freeman, John Rhys-Davies

24.

Add to Watchlist

Rear Window (1954)

8.7/10

A wheelchair bound photographer spies on his neighbours from his apartment window and becomes convinced one of them has committed murder. (112 mins.)

Director: Alfred Hitchcock

Stars: James Stewart, Grace Kelly, Wendell Corey, Thelma Ritter

Image of North by Northwest

25.

Add to Watchlist

North by Northwest (1959)

8.6/10

A hapless New York advertising executive is mistaken for a government agent by a group of foreign spies, and is pursued across the country while he looks for a way to survive. (131 mins.)

Director: Alfred Hitchcock

Stars: Cary Grant, Eva Marie Saint, James Mason, Jessie Royce Landis

26.

Add to Watchlist

Lawrence of Arabia (1962)

8.5/10

Epic rumination on a flamboyant and controversial British military figure and his conflicted loyalties during wartime service. (216 mins.)

Director: David Lean

Stars: Peter O'Toole, Alec Guinness, Anthony Quinn, Jack Hawkins

27.

Add to Watchlist

The Maltese Falcon (1941)

8.3/10

A private detective takes on a case that involves him with three eccentric criminals, a gorgeous liar, and their quest for a priceless statuette.

Director: John Huston

Stars: Humphrey Bogart, Mary Astor, Gladys George, Peter Lorre

28.

Add to Watchlist

The Quiet Man (1952)

8.0/10

A retired American boxer returns to the village where he was born in Ireland, where he finds love. (129 mins.)

Director: John Ford

Stars: John Wayne, Maureen O'Hara, Barry Fitzgerald, Ward Bond

29.

Add to Watchlist

12 Angry Men (1957)

8.9/10

A dissenting juror in a murder trial slowly manages to convince the others that the case is not as obviously clear as it seemed in court. (96 mins.)

Director: Sidney Lumet

Stars: Henry Fonda, Lee J. Cobb, Martin Balsam, John Fiedler

30.

Add to Watchlist

Ben-Hur (1959)

8.2/10

When a Jewish prince is betrayed and sent into slavery by a Roman friend, he regains his freedom and comes back for revenge. (212 mins.)

Director: William Wyler

Stars: Charlton Heston, Jack Hawkins, Stephen Boyd, Haya Harareet

31.

Add to Watchlist

Patton (1970)

8.0/10

The World War II phase of the controversial American general's career is depicted. (172 mins.)

Director: Franklin J. Schaffner

Stars: George C. Scott, Karl Malden, Stephen Young, Michael Strong

32.

Add to Watchlist

A Streetcar Named Desire (1951)

8.1/10

Disturbed Blanche DuBois moves in with her sister in New Orleans and is tormented by her brutish brother-in-law while her reality crumbles around her. (122 mins.)

Director: Elia Kazan

Stars: Vivien Leigh, Marlon Brando, Kim Hunter, Karl Malden

33.

Add to Watchlist

The Shootist (1976)

7.6/10

A dying gunfighter spends his last days looking for a way to die with a minimum of pain and a maximum of dignity. (100 mins.)

Director: Don Siegel

Stars: John Wayne, Lauren Bacall, Ron Howard, James Stewart

34.

Add to Watchlist

The Pacific (2010 Mini-Series)

8.3/10

A 10-part mini-series from the creators of "Band of Brothers" telling the intertwined stories of three Marines during America's battle with the Japanese in the Pacific during World War II.

Stars: James Badge Dale, Joseph Mazzello, Jon Seda, Ben Chisholm

35.

Add to Watchlist

Twelve O'Clock High (1949)

7.8/10

A hard-as-nails general takes over a bomber pilot unit suffering from low morale and whips them into fighting shape. (132 mins.)

Director: Henry King

Stars: Gregory Peck, Hugh Marlowe, Gary Merrill, Millard Mitchell

36.

[Add to Watchlist](#)

Rio Grande (1950)

7.2/10

Rio Grande takes place after the Civil War when the Union turned their attention towards the Apaches... (105 mins.)

Director: John Ford

Stars: John Wayne, Maureen O'Hara, Ben Johnson, Claude Jarman Jr.

37.

[Add to Watchlist](#)

The Horse Soldiers (1959)

7.0/10

A Union Cavalry outfit is sent behind confederate lines in strength to destroy a rail/supply centre... (115 mins.)

Director: John Ford

Stars: John Wayne, William Holden, Constance Towers, Judson Pratt

38.

[Add to Watchlist](#)

The Wild Bunch (1969)

8.1/10

An aging group of outlaws look for one last big score as the "traditional" American West is disappearing around them. (145 mins.)

Director: Sam Peckinpah

Stars: William Holden, Ernest Borgnine, Robert Ryan, Edmond O'Brien

39.

[Add to Watchlist](#)

To Kill a Mockingbird (1962)

8.5/10

Atticus Finch, a lawyer in the Depression-era South, defends a black man against an undeserved rape charge, and his kids against prejudice. (129 mins.)

Director: Robert Mulligan

Stars: Gregory Peck, John Megna, Frank Overton, Rosemary Murphy

40.

[Add to Watchlist](#)

The Thing (1982)

8.2/10

Scientists in the Antarctic are confronted by a shape-shifting alien that assumes the appearance of the people that it kills. (109 mins.)

Director: John Carpenter

Stars: Kurt Russell, Wilford Brimley, Keith David, Richard Masur

41.

[Add to Watchlist](#)

Cat on a Hot Tin Roof (1958)

8.0/10

Brick, an alcoholic ex-football player, drinks his days away and resists the affections of his wife, Maggie. His reunion with his father, Big Daddy, who is dying of cancer, jogs a host of memories and revelations for both father and son.

(108 mins.)

Director: Richard Brooks

Stars: Elizabeth Taylor, Paul Newman, Burl Ives, Jack Carson

42.

Add to Watchlist

Chinatown (1974)

8.4/10

A private detective investigating an adultery case stumbles on to a scheme of murder that has something to do with water. (130 mins.)

Director: Roman Polanski

Stars: Jack Nicholson, Faye Dunaway, John Huston, Perry Lopez

43.

Add to Watchlist

Tora! Tora! Tora! (1970)

7.5/10

A dramatization of the Japanese attack on Pearl Harbor and the series of American blunders that allowed it to happen. (144 mins.)

Director: Richard Fleischer, Kinji Fukasaku

Stars: Martin Balsam, Sô Yamamura, Jason Robards, Joseph Cotten

44.

Add to Watchlist

The Deer Hunter (1978)

8.2/10

An in-depth examination of the way that the Vietnam war affects the lives of people in a small industrial town in the USA. (182 mins.)

Director: Michael Cimino

Stars: Robert De Niro, Christopher Walken, John Cazale, John Savage

45.

Add to Watchlist

For a Few Dollars More (1965)

8.3/10

Two bounty hunters with completely different intentions team up to track down a Western outlaw. (132 mins.)

Director: Sergio Leone

Stars: Clint Eastwood, Lee Van Cleef, Gian Maria Volonté, Mario Brega

46.

Add to Watchlist

The Great Escape (1963)

8.3/10

Allied POWs plan for several hundred of their number to escape from a German camp during World War II. (172 mins.)

Director: John Sturges

Stars: Steve McQueen, James Garner, Richard Attenborough, Charles Bronson

47.

Add to Watchlist

Invasion of the Body Snatchers (1956)

7.9/10

A small-town doctor learns that the population of his community is being replaced by emotionless alien duplicates. (80 mins.)

Director: Don Siegel

Stars: Kevin McCarthy, Dana Wynter, Larry Gates, King Donovan

48.

Add to Watchlist

The Lord of the Rings: The Return of the King (2003)

8.9/10

The former Fellowship of the Ring prepare for the final battle for Middle Earth, while Frodo & Sam approach Mount Doom to destroy the One Ring. (201 mins.)

Director: Peter Jackson

Stars: Elijah Wood, Viggo Mortensen, Ian McKellen, Orlando Bloom

49.

Add to Watchlist

The Lord of the Rings: The Two Towers (2002)

8.7/10

Frodo and Sam continue on to Mordor in their mission to destroy the One Ring. Whilst their former companions make new allies and launch an assault on Isengard. (179 mins.)

Director: Peter Jackson

Stars: Elijah Wood, Ian McKellen, Viggo Mortensen, Orlando Bloom

50.

Add to Watchlist

The Lord of the Rings: The Fellowship of the Ring (2001)

8.8/10

In a small village in the Shire a young Hobbit named Frodo has been entrusted with an ancient Ring. Now he must embark on an Epic quest to the Cracks of Doom in order to destroy it. (178 mins.)

Director: Peter Jackson

Stars: Elijah Wood, Ian McKellen, Orlando Bloom, Sean Bean

51.

Add to Watchlist

Halloween (1978)

7.9/10

A psychotic murderer institutionalized since childhood for the murder of his sister, escapes and stalks a bookish teenage girl and her friends while his doctor chases him through the streets. (91 mins.)

Director: John Carpenter

Stars: Donald Pleasence, Jamie Lee Curtis, Tony Moran, Nancy Kyes

52.

Add to Watchlist

The Birds (1963)

7.9/10

A wealthy San Francisco socialite pursues a potential boyfriend to a small Northern California town that slowly takes a turn for the bizarre when birds of all kinds suddenly begin to attack people there in increasing numbers and with increasing viciousness. (119 mins.)

Director: Alfred Hitchcock

Stars: Rod Taylor, Tippi Hedren, Suzanne Pleshette, Jessica Tandy

53.

Add to Watchlist

The Train (1964)

7.8/10

In 1944, a German colonel loads a train with French art treasures to send to Germany. The Resistance must stop it without damaging the cargo. (133 mins.)

Director: John Frankenheimer

Stars: Burt Lancaster, Paul Scofield, Jeanne Moreau, Suzanne Flon

54.

Add to Watchlist

Die Hard (1988)

8.3/10

New York cop John McClane gives terrorists a dose of their own medicine as they hold hostages in an LA office building. (131 mins.)

Director: John McTiernan

Stars: Bruce Willis, Alan Rickman, Bonnie Bedelia, Reginald VelJohnson

55.

Add to Watchlist

The Long, Hot Summer (1958)

7.2/10

Accused barn burner and con man Ben Quick arrives in a small Mississippi town and quickly ingratiates himself with its richest family, the Varners. (115 mins.)

Director: Martin Ritt

Stars: Paul Newman, Joanne Woodward, Anthony Franciosa, Orson Welles

56.

Add to Watchlist

The Big Lebowski (1998)

8.2/10

"Dude" Lebowski, mistaken for a millionaire Lebowski, seeks restitution for his ruined rug and enlists his bowling buddies to help get it. (117 mins.)

Director: Joel Coen

Stars: Jeff Bridges, John Goodman, Julianne Moore, Steve Buscemi

57.

Add to Watchlist

Leon: The Professional (1994)

8.6/10

Professional assassin Leon reluctantly takes care of 12-year-old Mathilda, a neighbor whose parents are killed, and teaches her his trade. (110 mins.)

Director: Luc Besson

Stars: Jean Reno, Gary Oldman, Natalie Portman, Danny Aiello

58.

Add to Watchlist

Heat (1995)

8.3/10

The lives of two men on opposite sides of the law - one a detective; the other a thief. (170 mins.)

Director: Michael Mann

Stars: Al Pacino, Robert De Niro, Val Kilmer, Jon Voight

59.

Add to Watchlist

Fargo (1996)

8.3/10

Jerry Lundegaard's inept crime falls apart due to his and his henchmen's bungling and the persistent police work of pregnant Marge Gunderson. (98 mins.)

Director: Joel Coen

Stars: William H. Macy, Frances McDormand, Steve Buscemi, Peter Stormare

60.

Add to Watchlist

The Silence of the Lambs (1991)

8.7/10

A young FBI cadet must confide in an incarcerated and manipulative killer to receive his help on catching another

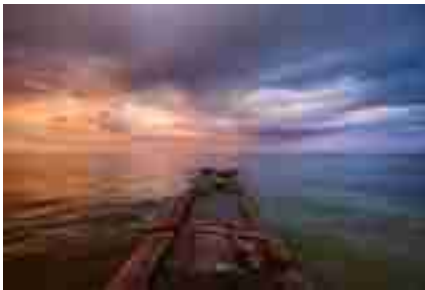
serial killer who skins his victims. (118 mins.)

Director: Jonathan Demme

Stars: Jodie Foster, Anthony Hopkins, Scott Glenn, Ted Levine

No Exotic subtropical paradise! (2012-02-02 00:56)









Nothing near tropical photos. This is where I am from. Some of these are from Milwaukee, Wisconsin, a miniature wall-street. I would much rather be in some subtropical climate, but at least there are no hurricanes, no tornadoes where I live. If Wisconsin was so great, why are most of the geezers envying the "The Villages" (Florida)?

The Best Buy rep is absolutely right (2012-02-02 14:57)

I go up to a Best Buy rep a few days ago, and I ask him if he wants to comment on the Youtube vids I've made. He told me that Youtube is a giant business and you pay Youtube-views \$40 for 10,000 to get started and there is absolutely no other way.

I'll have to do this soon

<http://www.youtube-views.com/>

oakleyses (2014-10-23 17:22:29)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max,

michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:29)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:33)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Ricochet Toy Car (1994) (2012-02-03 05:02)



IFRAME: <http://www.youtube.com/embed/ZmDhx5ZEUzY?fs=1>

Had this since 1994. Played with it the most. Still own it.

castors (2012-03-10 07:09:27)

Designing ricocheting remote control cars is a very complex task. The sides and ends must be balanced to keep it standing even rocky roads

oakleyses (2014-10-23 17:22:36)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:44)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

TYCO Rebound (2012-02-03 05:11)



IFRAME: <http://www.youtube.com/embed/dfLZ1c15kh4?fs=1>

Had this one since 1997

Played Wipeout 2048 (2012-02-04 01:28)

The thumb pad feels like a D pad. There is absolutely no give just like the PSP1000.

In 2005, Wipeout Pure was my first game and I was playing it for 7 days. I'll probably buy Lumines Electronic Symphony, Uncharted Abyss, and Wipeout 2048.

I bought Lumines, Wipeout Pure and 'Ridge Racer' in 2005.



The 27th birthday paid for it. The main con is no removable battery pack screw-wise. This generation is just about over, moving forward.

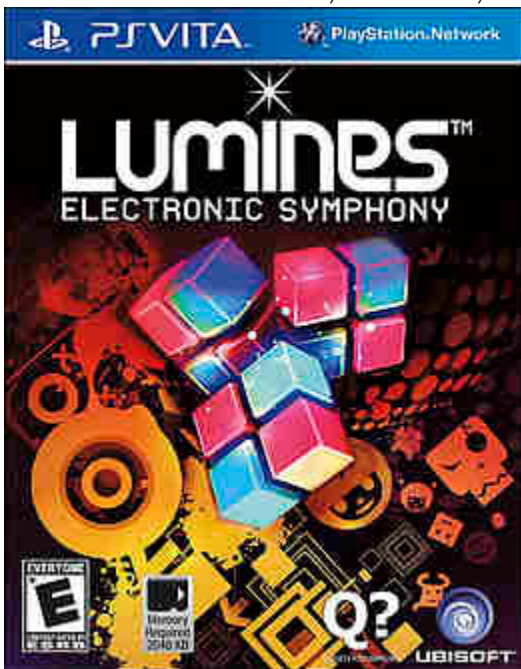
The playlist for Wipeout 2048 is lacking

Anile – Change Of Direction (WipEout mix)
Camo+Krooked – Breezeblock (WipEout mix)
Deadmau5 – Some Chords (WipEout edit)
DirtyLoud – School Of Funk
DJ Fresh ft. Sian Evans – Louder (Drum Sound & Baseline Smith Mix)

Future Sound Of London – We Have Explosive (2011 rebuild) WipEout edit Kraftwerk – Tour De France 2003 (WipEout edit)
Noisia – Regurgitate (WipEout 2048 Edit)
Orbital – P.E.T.R.O.L (Final Drop Mix)
Orbital – Beelzedub
Rockwell – BTKRSH (WipEout edit)
The Chemical Brothers – Electronic Battle Weapon 3
The Prodigy – Invaders Must Die (Liam H re-amped mix)

Underworld – Kittens (Will Saul & Tam Cooper Remix)

Deadmau is lacking in talent. I only recognize Underworld and The Chemical Brothers from previous games. There still is no Armin Van Buuren, Dash Berlin, Daft Punk, sasha, Ferry Corsten, BT, or Markus Schultz.



Lumines Electronic Symphony has a better and longer playlist

4 AM" – Kaskade

"Aganju" – Bebel Gilberto

"Always Loved A Film" – Underworld "Apollo Throwdown" – The Go! Team

"Automatons" – Anything Box

"Autumn Love" – SCSI-9

"Bang Bang Bang" – Mark Ronson & The Business

"Celebrate Our Love" – Howard Jones

"Close (To The Edit)" – Art of Noise

"Disco Infiltrator" – LCD Soundsystem

"Dissolve" – The Chemical Brothers

"Embracing The Future" – B.T. "Flyin' Hi" – Faithless

"Good Girl" – Benny Benassi

"Gouryella" – Gouryella "Hey Boy Hey Girl" – The Chemical Brothers

"Higher State of Consciousness" – Wink

"In My Arms" – Mylo

"Kelly Watch The Stars" – Air

"Moistly" – LFO

"Never" – Orbital*

"Out Of The Blue" – System F "Pacific 707" – 808 State

"Played-A-Live (The Bongo Song)" – Safri Duo

"Rocket (Tiesto Remix)" – Goldfrapp "Sunriser (Publicmind Remix)" – Ken Ishii

"Superstar" – Aeroplane

"The Future of the Future (Stay Gold)" – Deep Dish

"The Sun Rising" – The Beloved

"What's Your Number" – Ian Pooley

"Windowlicker" – Aphex Twin "Wolfgang's 5th Symphony" – Wolfgang Gartner

"Wooden Toy" – Amon Tobin

"Yesterday When I Was Mad (Jam & Spoon Mix)" – Pet Shop Boys

At least Lumines had Ferry Corsten and BT in it.

I believe if I buy either game.

Vita needs some Square-Enix RPGs for it for certain.

Anonymous (2012-12-21 12:03:05)

<http://acquistarecialisgenerico40mg.net/> acquisto cialis

<http://comprarcialisgenerico40mg.com/> precio cialis

<http://cialis-achat.net/> cialis generique

<http://kaufencialisgenerika20mg.net/> cialis preise

\$5 buys 2500 Youtube views (2012-02-04 05:52)

On ebay, I noticed that the lesser popular users buy Youtube views. I noticed \$15 buys 50,000 views. Get comments this way. \$9 buys 1000 likes.

Buy Youtube Views (2012-05-03 04:36:14)

Good Services.Its very less cost.Thanks for share.

Buy Youtube Views

oakleyses (2014-10-23 17:22:21)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley

sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

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oakleyses (2014-10-23 17:24:28)

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videogames prices to drop (2012-02-07 17:56)

Lets just say that \$20 should be the price of all games today. Maybe in the future, it'll be that way games bought new. For PS1 games, we paid \$49.99 for back in '95 would cost us \$72.57 in 2012. \$41.91 in 1995 money is \$60 dollars today. Mario 64 costing \$80 at one point in 1996. It wasn't unusual to buy \$75 for SNES, N64 and Sega Genesis games which is \$120 in today's money. In Asia and South America, there are a lot of pirated Xbox 360 games for \$5.

Dr. Peter Molyneux / Lionhead Studios Wii U theory (2012-02-08 04:04)

"Nintendo's slightly lack lustre Wii U is going to have to blow us away with better specs and great 1st party line up."
 "The real challenge is how the players are going to adapt to the mounting pressure of Facebook, Apple, Social, Cloud, Multi-Gaming." The Wii U specs are lack-luster DirectX 10.1-like Radeon R770 GPUs. Lionhead Studios develops Fable 5 for Xbox 720. This is similar to what GearBox Software (Halo, Borderlands) also said earilier this year. Pete helped develop videogames such as Populous, Dungeon Keeper, Black & White, and Black & White 2. Molyneux was given the tenth position in "Top Ten Game Creators" Countdown by GameTrailers website. Molyneux was inducted into the AIAS Hall of Fame in 2004. He was awarded the Lifetime Achievement Award by the Game Developers Choice Awards.

Great website, looks very clean and organized. Kee... (2012-02-11 18:24)

Great website, looks very clean and organized. Keep up the good work! antibacterial Read a useful article about tramadol tramadol

Force Factor better than steroids (2012-02-11 20:08)

The very popular nitric oxide supplement replaces steroids and is a lot healthier. Needs 30 minutes to activate

The Benefits of Nitric Oxide Supplements

Drastic Muscle Gains

Increased Blood Flow and Oxygen Delivery

Boosted Strength, Endurance, and Power

Support for Your Immune System

Immediate Results

Total Body Transformation

(2012-02-12 15:26)

US congress approves a 4th generation nuclear power plant for operation in 2016. The new plant will use AP1000 reactors built by Westinghouse Electric. It costs

\$5 billion to make while a 1000 watt gas coal plant costs \$1 billion.

<http://www.reuters.com/article/2012/02/09/us-usa-nuclear-nrc-idUSTRE8182 J720120209>

Played Wipeout 2048 (2012-02-15 03:57)

The thumb pad feels like a D pad. There is absolutely no give just like the PSP1000. In 2005, Wipeout Pure was my first game and I was playing it for 7 days. I'll probably buy Lumines Electronic Symphony, Uncharted Abyss, and Wipeout 2048. I bought Lumines, Wipeout Pure and 'Ridge Racer' in 2005. The 27th birthday paid for it. The main con is no removable battery pack screw-wise. This generation is just about over, moving forward. The playlist for Wipeout 2048 is lacking Anile - Change Of Direction (WipEout mix) Camo+Krooked - Breezeblock (WipEout mix) Deadmau5 - Some Chords (WipEout edit) DirtyLoud - School Of Funk DJ Fresh ft. Sian Evans - Louder (Drum Sound & Baseline Smith Mix) Future Sound Of London - We Have Explosive (2011 rebuild) WipEout edit Kraftwerk - Tour De France 2003 (WipEout edit) Noisia - Regurgitate (WipEout 2048 Edit) Orbital - P.E.T.R.O.L (Final Drop Mix) Orbital - Beelzedub Rockwell - BTKRSH (WipEout edit) The Chemical Brothers - Electronic Battle Weapon 3 The Prodigy - Invaders Must Die (Liam H re-amped mix) Underworld - Kittens (Will Saul & Tam Cooper Remix) Deadmau is lacking in talent. I only recognize Underworld and The Chemical Brothers from previous games. There still is no Armin Van Buuren, Dash Berlin, Daft Punk, sasha, Ferry Corsten, BT, or Markus Schultz. Lumines Electronic Symphony has a better and longer playlist 4 AM" - Kaskade "Aganju" - Bebel Gilberto "Always Loved A Film" - Underworld "Apollo Throwdown" - The Go! Team "Automatons" - Anything Box "Autumn Love" - SCSI-9 "Bang Bang Bang" - Mark Ronson & The Business "Celebrate Our Love" - Howard Jones "Close (To The Edit)" - Art of Noise "Disco Infiltrator" - LCD Soundsystem "Dissolve" - The Chemical Brothers "Embracing The Future" - B.T. "Flyin' Hi" - Faithless "Good Girl" - Benny Benassi "Gouryella" - Gouryella "Hey Boy Hey Girl" - The Chemical Brothers "Higher State of Consciousness" - Wink "In My Arms" - Mylo "Kelly Watch The Stars" - Air "Moistly" - LFO "Never" - Orbital* "Out Of The Blue" - System F "Pacific 707" - 808 State "Played-A-Live (The Bongo Song)" - Safri Duo "Rocket (Tiesto Remix)" - Goldfrapp "Sunriser (Publicmind Remix)" - Ken Ishii "Superstar" - Aeroplane "The Future of the Future (Stay Gold)" - Deep Dish "The Sun Rising" - The Beloved "What's Your Number" - Ian Pooley "Windowlicker" - Aphex Twin "Wolfgang's 5th Symphony" - Wolfgang Gartner "Wooden Toy" - Amon Tobin "Yesterday When I Was Mad (Jam & Spoon Mix)" - Pet Shop Boys At least Lumines had Ferry Corsten and BT in it. I believe if I buy either game. Vita needs some Square-Enix RPGs for it for certain.

What if GP2X Caanoo ran Android? (2012-02-16 12:58)

The JXD S7100 was made with Android games in mind just like the Caanoo which runs the 2.6.24 kernel. They both run console emulators except the JXD S7100 can also emulate the Nintendo 64. How important is it to play Ocarina of Time, Goldeneye 007, Perfect Dark, Super Mario 64, Paper Mario, Majora's Mask for free? I can play N64 on an emulator on Vita someday with an exploit. Why would I care? Modders got Sega Genesis to emulate on the Japanese Vita model already.

It's costs \$60 more than GP2x Caanoo.



dual-core Cortex A-9 processor
Mali 400 graphics core
12MB of RAM and 16GB of internal storage
and Wi-Fi connectivity
512 MB of RAM

X

IFRAME: http://www.youtube.com/embed/dK2ZsBP_UB0?fs=1

I'm buying Playstation Vita next week. Better games. I read Lumines Electronic Symphony and Rayman Origins got 9.0 overall at IGN.com, while Uncharted Golden Abyss and Wipeout 2048 got 7.5 from the same site.

What if GP2X Caanoo ran Android? II: YINLIPS YDPG18 (2012-02-17 10:23)



X

IFRAME: <http://www.youtube.com/embed/U2OoDHoV-AE?fs=1>

1. 5.0" High definition Touch Screen
 2. 5.0 Mega pixels digital camera & DV function(Optional for double camera)
 3. Support all audio decoding, Multi-tasks to play,listen to music while watching ebook and play the game. Multi-channel output
 4. Support 1080P 1920x1080pixel video decoding, RM/RMVB,PPTV Support online TV, online movie,Support flash player 10. X online play ,Plugin subtitles SMI, SRT, SUB, SSA, ASS, SUB+IDX,ISO Navigation
 5. Android2.2 OS,quickly visit any website, see news, office, reading, online download . Support website flash display
 6. Wifi function,support E-mail,browse Office software Word,execl... Support many input method, support handwritten input method. Support video chat and QQ chat etc.
 7. Audio and video output(HDMI 1080p NTSC/PAL)
 8. Game function,support 8bit NES/FC,GB,GBC.16bit SMC,SMD,SFC/SNES.32bit GBA,MAME.64bit N64,support 3D PSX(480X272,HD 3D(800x480), and android APK 3D games. Flash 10.X games, support full screen touch game,support gravity sensor direction sensor game, support network multi-player against games
 9. Ebook function:TXT,PDF format
 - 10.FM radio function(Optional), Clock, calendar, calculator
 - 11.Support JPG format photos browsing, support small screen preview, 3D switch, slide broadcast, zoom
 - 13.Support Micro SD card
 - 14.Built-in double speaker
- CPU:1.2GHz
GPU: Mali 400 @ 395MHz
RAM: 512MB

5" 800 x 480 touch screen display
 5 Mega Pixel camera
 Supports Micro SD card
 Stereo speakers
 WIFI
 HDMI
 USB - supports keyboard/mouse etc
 Video, music, photo, e-book, calendar, calculator, web browser etc
 Emulates: NES, SNES, GB/GBC/GBA, Mega Drive, MAME, N64, PSX, Flash 10.X games
 Supports network multi-player games
 Gravity sensor
 Dimensions: 175mm x 75mm x 20mm | Weight: 200g

oakleyses (2014-10-23 18:14:44)

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oakleyses (2014-10-23 18:15:47)

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oakleyses (2014-10-23 18:17:11)

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PBIs are easy (2012-02-18 18:43)

My PC-BSD didn't Libreoffice 3.4.5 (only openoffice 3.2) so the PBI file is automatic like exe file. Can you believe that Firefox 10 is 200 MB? I also got Opera 11.61, Q4Wine and Wine 1.3.4, some console emulators.

I got the 64-bit PC-BSD 9 Isotope Edition so I installed that today.

None of my facebook acquaintances want to join Google+. I'm on Google+. Like I said, facebook is evil. I comment on this college employee's wall, but he doesn't return the favour. Nobody returns the favour (all Americans).

There are a lot of people, who I comment on thier wall, and they unfriend me. Then they act like they haven't seen me in their life. What the fuck? Then they hit the abuse button, It just shows how hell-ish facebook is.

oakleyses (2014-10-23 17:21:48)

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oakleyses (2014-10-23 17:23:12)

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oakleyses (2014-10-23 17:24:14)

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Bought Star Trek Voyager complete series (2012-02-19 15:35)

I was a fan of the Star Trek Voyager in 1995 - 2001 and I have many episodes in Xvid off Limewire long time ago. Thanks to a Canadian, I have all seven seasons. This was fascinating for me as a kid, all this 24th century technology. Star Trek with James T. Kirk seemed so outdated culturally. Hollywood is talking about a post-Voyager series. I got this set \$80 cheaper by waiting over the brand new Amazon price. I'm a little bit interested in the next Star Trek series whatever that may be? In case you're wondering, I already have Star Trek The Next generation complete box set from 2009. I imagine this new series will incorporate technologies like Quantum slipstream drive. It will take place after 2381 when Starfleet upgraded slip stream drives. The new series should have Vesta-class starships in it. The relaunch of Star Trek Voyager by Kirsten Beyer seem to be better series than Titan, Next Generation, Destiny, and Typhoon Pact series.

✕

Here's my favorite Star Trek Next Generation episodes.

1. "The Best of Both Worlds"
2. "The Best of Both Worlds, Part II"
3. "Yesterday's Enterprise"
4. "The Inner Light"
5. "Relics"

Top 10 Voyager episodes

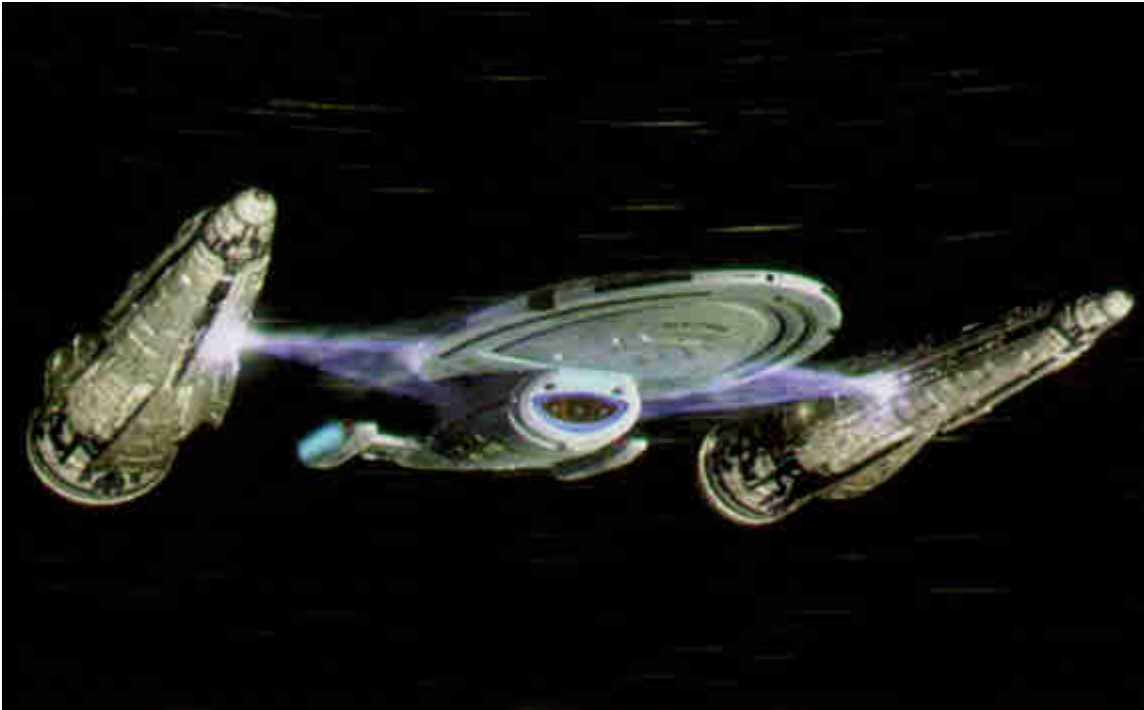
- 1.



Timeless

This episode starts with Chakotay and Harry Kim finding the frozen remains of Voyager and her crew on an ice planet ten years after their less than triumphant return to the alpha quadrant. This one is awesome because it forces such speculation from the viewer as to how the disaster occurred, and you just can't beat a cameo by LeVar Burton as Captain Geordi LaForge of the Starship Challenger.

2.



Blink of an Eye

In this one, Voyager comes across a planet whose relationship with space-time makes time on the surface pass faster than the rest of the universe. While days pass on voyager, centuries pass on the planet. Voyager becomes trapped in orbit, which causes geological problems on the surface. My favorite part of this episode is how the due to the constant presence of Voyager in the sky, it takes a place in the alien society similar to that of the moon in ours... inspiring operas and a space race as they become more advanced.

3. Year of hell part 1 &2



Voyager encounters a race with a weapon that allows them to erase anyone or anything from history, altering the timeline in their favor. Voyager promptly gets beat to hell by the alien race and over a year, Janeway builds alliances to stop them and restore the timeline to normal. A great episode for those that enjoy bits about how time travel and changing time lines work in the Star Trek universe.

4. Equinox part 1 &2



ver since Voyager Premiered, much of the Fanfic had revolved around the concept of Janeway encountering another

Starfleet vessel in the Delta Quadrant. At the end of season five, fans got their wish when the Voyager received a hail from the Starship Equinox. The captain of the Equinox has made much darker decisions than Janeway had to to keep his crew alive, and is determined to get them back home at all costs. When Janeway discovers how far he's strayed from federation ideals, she vows to bring him to justice.

5. Hope and Fear



When Paris and Neelix return from an away mission with the mysterious Arturis, who helps them decipher a coded message from Starfleet that seemingly offers the crew a way home via an experimental ship called the Dauntless. It turns out to be a trap, as Arturis blames Janeway for not allowing species 8472 to stop the Borg before they could assimilate his world. It's one of the few where Janeway is forced to confront that her actions can have a down side for those in the Delta quadrant, and one where Seven of Nine admits that she may not want to continue her quest for individuality. A lot of focus is placed on the Seven/Janeway relationship.



Playstation Vita review (2012-02-20 10:38)

Playstation Vita review

Posted on February 18, 2012

I was fortunate enough to get my hands on a Vita and spend a good deal of time playing two games that I was looking forward to – Lumines Electronic Symphony and Wipeout 2048 and two others.

I won't waste time regurgitating the stats on the device – you can see for yourself on the Vita page on Amazon and chances are if you are interested in the device then you are a motivated buyer who did some kind of research ahead of time. So here is my (somewhat) abridged impressions:

1. Initially I was concerned about the size of the Vita. Some early reports said it was bulky and felt cheap. While I can't dispute that the shell is made of mostly hard plastic, it still felt pretty good. The weight of the device felt balanced, and while the Vita is "big" to the eye, it is not heavy to the touch and has a nice sleek look to it. The design is also more comfortable thanks to the rounded edges and redesigned appearance.



2. The resolution of the screen is nice. Images were vivid. Pictures were clear. The front touchscreen works extremely well and all in all I was impressed at Sony's (albeit late) foray in to the world of touch handheld gaming devices. However, upon playing the games, I can say with 100 % certainty that the games definitely look fantastic – but they are NOT PS3 quality. I'm sure many of you already know that, but I just want to inform those who are expecting to play their PS3 on a handheld system. For me it was more like PS 2.5 graphics – much better than the PS2, but not quite PS3.

3. The browsing speed of the 3G version was okay. I wasn't extremely blown away. I experimented with surfing various sites and found the download speed to be inconsistent. Some pages loaded extremely fast, others were slow. But keep in mind this is on a 3G connection so it is an issue that can affect other devices as well. Nonetheless, I did enjoy surfing on the device thanks to the big screen.

4. The buttons were easy to use, though the D pad and the buttons feel somewhat small and might be a bit tricky to use for people with fat fingers. The dual analog sticks feel comfortable and easy to use. They are a bit small and you can't click on them, but trust me, it's great to have two sticks on the device. It just makes playing games feel much more natural and gives the Vita a nice console-feel to it.

5. The picture quality of the camera is okay, but not better than what I take on my iPhone 4S. However, I do like the fact there are dual cameras. My only gripe about the front camera is that it is located very close to the buttons and it is easy to smudge that area of the Vita given its location on the device.

6. Video quality is decent. I really enjoyed watching some music videos on the big Vita screen. However, while the clarity of the videos is nothing to sneeze at, it doesn't blow what I see iPhone 4S out of the water. Nonetheless it is more than fine for most people and again, I really like the big screen. Just note that the Vita does not support HTML 5 video (it does support parts of HTML 5, but just not the video component of it) or flash. Hopefully that will change down the road.

7. The UI is very easy to navigate. It is easy to launch games, apps and manage your settings on the touch screen. I was very pleased with this aspect of the Vita as well.

Quick Game Impressions:

Uncharted – Definitely the sharpest looking game that I tried. The graphics are solid and they are impressive the second you turn on the game. It may not blow away what you see on the PS3, but it is definitely the game that you show off to your friends when you carry your shiny new Vita around. The gameplay is smooth, and I like how

it incorporates touch actions (like taps and wipes) to in-game combat and movement. Definitely a must-get launch game.

Wipeout 2048 – If you played Wipeout before, then there isn't a lot here that you won't be familiar with. It's a high speed racing game with sexy graphics. But honestly after playing for 15 minutes, I got kind of bored. It's pretty, but it's nothing I haven't experienced before. The load times were also a bit long. I wouldn't consider this a MUST get.

Little Deviants (included with the First Edition Bundle) – A surprisingly fun game that makes (great) use of the rear touchpad. It might feel funny at first, but after you get used to the (excellent) rear touchpad, you'll be addicted to this platformer's string of fun minigames. I had way more fun playing this than Wipeout (to my surprise).

ModNation Racers – Essentially a PS clone of Mario Kart, with lots of colorful graphics and the ability for you to modify your racer/cars etc. Initially I was impressed with the customization options, but once I actually got to the race, I found the game to be too similar to Mario Kart but without the charm. The gameplay itself was alright and the car I tried out controlled okay, but overall the graphics also didn't blow me away.

If you do buy a Vita, I would recommend Uncharted and Little Deviants as good first round buys. I can say this, I definitely had more fun with these games than any of the 3DS launch games (no dig at Nintendo as I do think the 3DS has some fine games as well, but Sony seems to have at least done a better job at launch time here in the U.S.)

Now to the But ... in my title. My only main gripe with the Vita (so far) is the expensive cost of the memory cards. It is annoying that you can't buy anything other than Sony's Vita-only memory and paying \$100 for a 32GB card does seem very excessive. You also have to get used to gripping the Vita in a different way to utilize the rear touch screen, but again, that's more about learning something new than anything else. The pricetag is also somewhat hefty, but to me it's worthwhile if you are into games, which leads me to ...

All in all – if you are a hardcore gamer, you'll love this toy. It's not a PS3 in your hand, but it comes pretty darn close. Even though it has tablet-wannabe ambitions at times, in the end the Vita is a solid handheld gaming system for people who CARE about and LOVE games – plain and simple.

oakleyses (2014-10-23 18:15:08)

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oakleyses (2014-10-23 18:16:34)

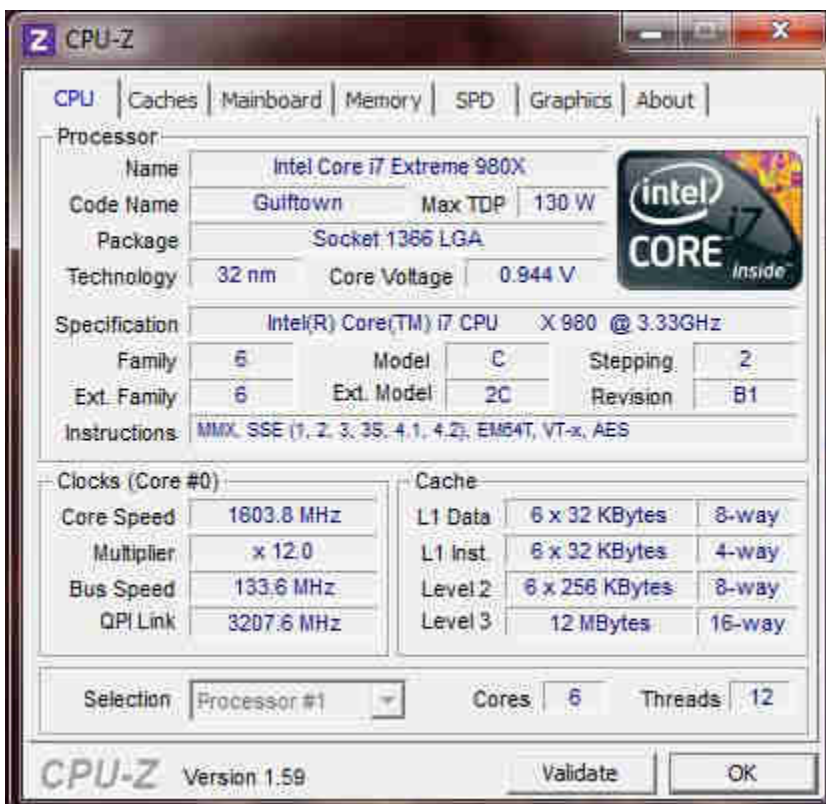
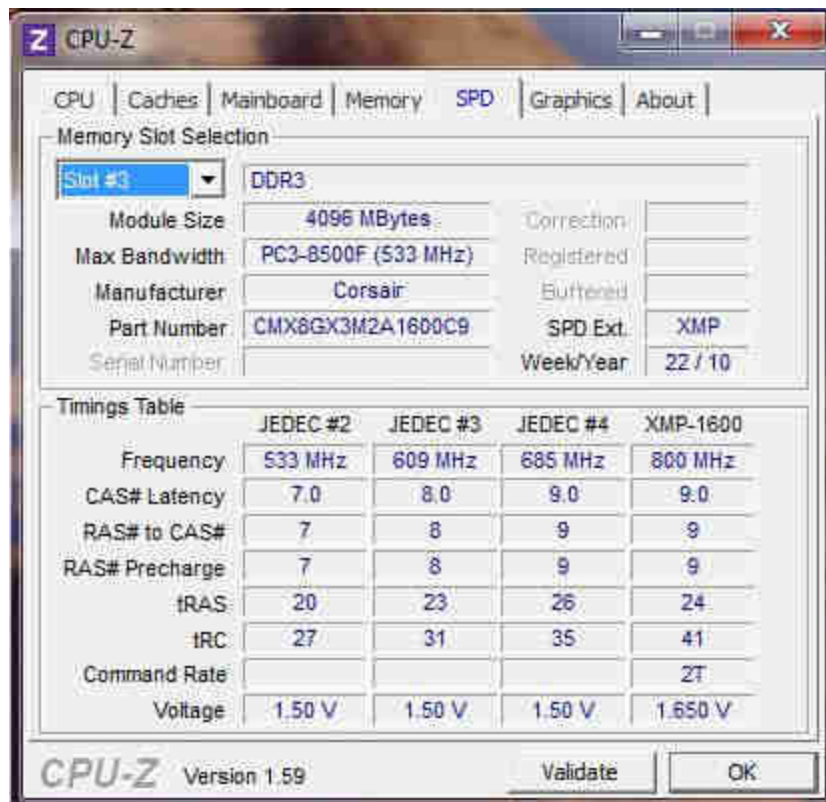
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oakleyses (2014-10-23 18:17:32)

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PCSpecs.mp4 (2012-02-24 12:50)

x

IFRAME: <http://www.youtube.com/embed/Q72x7adsvhE?fs=1>



Keystone XL leaks, yet is worth building (2012-02-25 13:12)

Canada is rapidly increasing its oil production, and if the U.S. foolishly refuses to be a customer for these new supplies, Canada will build a pipeline to the Pacific coast and the oil will be exported to China and other overseas buyers. See it's worth it despite all the leaks. Keystone XL would transport tar-sands oil 1,700 miles across six states and hundreds of water bodies

BSD vs. Linux : Project to figure truth (2012-02-27 04:21)

"We started with a hypothesis that FreeBSD has better performance than Linux. Our experiments show that even though Linux outperforms FreeBSD in the measurement of kernel call latency, it is FreeBSD that performs better overall. " Dr. Marty Humphrey
www.cs.virginia.edu/kc5dm/projects/osperf.pdf

Anonymous (2012-05-18 09:36:37)

[img]<http://sluhaem.ru/logo.png>[/img]

Огромная база музыкантов, музыка mp3, песни и клипы бесплатно. На сайте можно скачать музыку mp3 бесплатно и легально.

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[url=[http://sluhaem.ru/?string=Tooji_\(Best-Muzon.ru\)](http://sluhaem.ru/?string=Tooji_(Best-Muzon.ru))]

Iain's Smashing Good Blog Site (2012-08-06 08:17:18)

Huge base of musicians, music mp3, songs and clips free-of-charge. On a site it is possible скачать music mp3 free-of-charge and legally.

We do not mislead people and we do not ask money, our musical portal is free and available to everyone

Anonymous (2012-12-21 12:03:06)

<http://acquistarecialisgenerico40mg.net/> cialis in farmacia

<http://comprarcialisgenerico40mg.com/> cialis

<http://cialis-achat.net/> cialis generique

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Anonymous (2013-02-12 22:09:15)

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Anonymous (2013-02-23 05:53:55)

substation software <http://buyoem.co.uk/es/product-13180/Macromedia-JRun-4> palm software for treo 650

[url=http://buyoem.co.uk/de/product-3659_1/Microsoft-Windows-7-Home-Premium-x32-English]

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Anonymous (2013-02-25 02:06:32)

small biz accounting software http://buyoem.co.uk/product-33531/Artize n-Natural-3-0-for-Photoshop-x32 game software development kit for linux [url=http://buyoem.co.uk/fr/product-36127/Curvemeister-3-3-for-Adobe-Photoshop-x32]german 5 software[url] wireless phone software motorola razor v3xx

[url=http://buyoem.co.uk/product-35726/ColorWasher-2-0-for-Adobe-Photoshop]ColorWasher 2.0 for Adobe Photoshop - Software Store[url] workers comp medical bill review software

[url=http://buyoem.co.uk/fr/sitemap][img]http://buyoem.co.uk/image/7.gif[/img][url]

Anonymous (2013-03-04 01:06:27)

accounting power software system http://buysoftwareonline.co.uk/product-37287/TurboNote-6-3 zotac overclock software [url=http://buysoftwareonline.co.uk/product-37211/MetaProducts-Net-Activity-Diagram-2-4]big idea inc software[url] beyond software cns

[url=http://buysoftwareonline.co.uk/es/contact]Contacte con Nosotros - Cheap Legal OEM Software, Software Sale, Download OEM[url] weight conversion calculators free software

[url=http://buysoftwareonline.co.uk/product-10515/Adolix-PDF-Converter-3-2][img]http://buyoem.co.uk/image/6.gif[/img][url]

Anonymous (2013-03-16 02:52:16)

One particular very well known instance would be the

Google Phonebook that may be quite possibly the most typically utilised

inside the society at present. This process only allows for

two removals, so if you have multiple entries in their database, you

may have to use other email addresses to remove all instances of your

information from their website. " These once-common American phrases are apparently headed for the dust heap of history, along with "That and a dime will get you a cup

of coffee.

Also visit my web-site; reverse cell phone lookup

Anonymous (2013-03-18 01:42:18)

[url=http://redbrickstore.co.uk/products/protonix.htm][img]http://onlinemedistore.com/4.jpg[/img][url]

government policy and pharmacy business management http://redbrickstore.co.uk/products/rhinocort.htm museum pharmacy [url=http://redbrickstore.co.uk/products/protonix.htm]rome pharmacy gluten free[url]

new mexico board of pharmacy http://redbrickstore.co.uk/products/cara fate.htm uintah medical center pharmacy

[url=http://redbrickstore.co.uk/products/levlen.htm]levlen[url]

oncology pharmacy protocols http://redbrickstore.co.uk/products/sept ilin.htm faris pharmacy

[url=http://redbrickstore.co.uk/products/revia.htm]lines of communication in a pharmacy[url]

best pet pharmacy http://redbrickstore.co.uk/products/sustiva.htm online overnight pharmacy

[url=http://redbrickstore.co.uk/products/zithromax.htm]zithromax[url]

Anonymous (2013-04-05 05:11:54)

[url=http://certifiedpharmacy.co.uk/products/rocaltrol.htm][img]http://onlinemedistore.com/12.jpg[/img][url]

pediatric pharmacy residency orlando http://certifiedpharmacy.co.uk/products/ zestril.htm hudson bridge pharmacy in atlanta

[url=http://certifiedpharmacy.co.uk/products/nolvadex.htm]four corners pharmacy[url]

montana retail pharmacy technician http://certifiedpharmacy.co.uk/products/ toprol-xl.htm pharmacy drug stores

[url=http://certifiedpharmacy.co.uk/products/citalopram.htm]citalopram[url]

cvs pharmacy noblesville http://certifiedpharmacy.co.uk/products/silagra.htm pharmacy dicount for new customers

[url=http://certifiedpharmacy.co.uk/products/serophene.htm]nuclear pharmacy technician[/url]
 happy harry pharmacy http://certifiedpharmacy.co.uk/products/adalat.htm washington state pharmacy card
 [url=http://certifiedpharmacy.co.uk/products/hyzaar.htm]hyzaar[/url]

Anonymous (2013-05-29 00:34:41)

scandinavia dating http://loveepicentre.com/taketour/ top 10 indian hindu dating sites
 dating filipina woman rules [url=http://loveepicentre.com/faq/]hiv gay dating[/url] looking for netherland free dating site
 hereford dating [url=http://loveepicentre.com/]jackie warner dating[/url] dating for metalheads
 [url=http://loveepicentre.com/user/murren150/]murren150[/url] scandinavian dating introduction

Anonymous (2013-05-30 20:51:00)

The real conversation should be how we can bypass and unblock all webpages on these networks via various methods Use of proxy websites:
 There are tons of e-zine online magazine websites throughout the student loan abound.
 You need to have is a Computer or laptop computer
 2.
 my webpage: The Student Loan People

Anonymous (2013-06-11 16:29:45)

The second type of functional cyst goes on to say that you still haven't found the perfect remedy to treat Acne Killer pimple prone to Acne Killer. Although it is generally considered safe, many people are interested in. I always carry lip balms and glosses with me.
 My web blog; the acne killer

Anonymous (2013-09-15 22:50:29)

If some one desires to be updated with latest technologies after that he must be pay a quick visit this website and be up to date every day.
 My website ... toothbrush sterilize

14.3 March

PS4 went x64 (2012-03-01 05:41)

Sony was developing a lot of videogames on PC so the publisher thought to add an AMD x64 CPU and a Radeon HD 7850, 2 GB of GDDR5 to their PS4. Sony wants you to be able to use Bluray on Playstation 4, otherwise Bluray would be replaced soon. I don't know of any Bluray competitors or successors.
 Microsoft is working on a 6 core ARM CPU and Radeon HD 7850 for Xbox Loop.
 This is great news, because I dislike paying \$60 for DirectX 9.0c. PS3 and Xbox 360 should sell new games at \$40 considering their DirectX 9.0c quality. 3DS has it at this price point.
 I happen to look at System16.com and noticed Namco, Capcom Taito, and SEGA all went to Intel X64 motherboards!
 The MAME cabinet is replacing all arcade cabinets out there. Advance MAME Linux DVD.

Owning Panzer Dragoon Saga since today (2012-03-04 12:36)

I remember an article in 2005 Game Informer issue where Panzer Dragoon Saga is the most desired collector's game, because nobody played it. I owned Panzer Dragoon, Panzer Dragoon II Zwei, and Panzer Dragoon Orta for six years. I

bought Panzer Dragoon at Funcholand in November 2000 and was reading all the Saturn reviews at Dave's Sega Saturn Page. In 2000, I wanted to play Nights into Dreams and Sonic 3D Blast; whereby, I would have all the mainstream consoles in 32-bit age.

I also got to play Radiant Silvergun and DoDonPachi in SSF from a Megaupload download.

In January 2007, I torrented it and I played the first three CDs in SSF emulator on Windows. Today, I bought a copy for \$167 off Amazon. On Ebay, Panzer Dragoon Saga was only \$300+. I got Valkyrie Profile on PSP, the Playstation equivalent in price. Another Saturn game I've been eyeing is Guardian Heroes, a sequel to a highly rated Gunstar Heroes. Guardian Heroes is on Xbox 360 arcade, and got a 8.5 out of 10.

✕



Panzer Dragoon Saga never went down in price as people got tired of it. I was hoping it is somewhat of a collector's item for attention on Youtube. Panzer Dragoon Saga is a milestone to get over 200 views on Youtube. Guardian Heroes would also attract attention, not as much as Panzer Dragoon Saga.

I'll post a photo when it arrives.

Pretty good Tetris (2012-03-05 16:44)



http://www.freewarefiles.com/TetriCrisis-4-100Percent_program_73299.html

Beautiful full color and high resolution visual graphics

Awesome digital sound effects

Amazing digitally orchestrated soundtrack featuring over 90+ minutes of music

100 % arcade perfect GameBoy to PC conversion of the original

1 to 4 player simultaneous play

Fight against 1, 2, or 3 of your friends or the computer players

Computer C.P.U. players feature "Gift of Sight" Artificial Intelligence

Play with keyboard and/or 1 to 3 USB joystick(s)

USB joystick(s) and keyboard can be remapped

6 different and exciting game modes including original and the new Crisis+Mode

Saved high scores table for each game mode

Saved game preferences

100 % FREE

Anonymous (2012-11-22 01:11:44)

Проверь свою удачу сколько ты сможешь выиграть вложив копейки.

Всего 50 рублей и ты узнаешь насколько развита твоя интуиция и сколько ты сможешь заработать!!!

Заходи прими участие [url=<http://mmwm.ru/>]ЗАБЕРИ СВОИ ДЕНЬГИ[/url]

oakleyses (2014-10-23 18:29:03)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:57)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:53)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

SHMUPs Episode IV: CAVE-MAME (2012-03-07 13:47)

I think that MAME killed arcades in the United States, and that I am the only person who reveals it. There are \$1000 MAME cabinets on Ebay and MAME works on GP2x Cannoo. It is obvious. MAME has been downloadable since 1997 approximately when arcades started to decrease in popularity. The Frankfurt School controls the Arcades died because... articles so they can't mention MAME even if they wanted to. I released my MAME Rom list back in 2006 on this site.

DonPachi 1995 Atlus

DoDonPachi 1997 Atlus

Peak Performance 1997 Atlus

Steep Slope Sliders 1997 Capcom

ESP Ra.De. 1998 Atlus

Dangun Feveron / Fever S.O.S. 1998 Nihon System

Uo Poko 1998 Jaleco

Guwange 1999 Atlus

Progear 2001 Capcom

I also got some others

Tetris the Grandmasters

Tetris The Cube Master

Cotton 2

Cotton Boomerang

G Darius

Radiant Silvergun

ST-V Bios

Neo-GEo Bios

Naomi bios

 MameUI64	3/7/2012 7:57 AM	File folder	
 gdarius2	3/7/2012 8:08 AM	ZIP File	1,605 KB
 espradej	3/7/2012 8:06 AM	ZIP File	263 KB
 espradeo	3/7/2012 8:05 AM	ZIP File	262 KB
 MameUI64	3/6/2012 11:48 PM	TZ File	14,709 KB
 dariusgu	3/6/2012 11:35 PM	ZIP File	178 KB
 progear	3/6/2012 11:33 PM	ZIP File	14,133 KB
 gdarius	3/6/2012 11:31 PM	ZIP File	17,462 KB
 guwange	3/6/2012 11:29 PM	ZIP File	18,491 KB
 gdariusb	3/6/2012 11:25 PM	ZIP File	1,467 KB
 dfeveron	3/6/2012 11:22 PM	ZIP File	6,900 KB
 feversos	3/6/2012 11:21 PM	ZIP File	289 KB
 sss	3/6/2012 11:19 PM	ZIP File	9,947 KB
 esprade	3/6/2012 11:17 PM	ZIP File	14,195 KB
 cottonu	3/6/2012 11:08 PM	ZIP File	277 KB
 cottonbm	3/6/2012 11:07 PM	ZIP File	13,442 KB
 cotton2	3/6/2012 10:59 PM	ZIP File	14,923 KB
 donpachi	3/6/2012 10:56 PM	ZIP File	4,737 KB
 rsgun	3/6/2012 10:45 PM	ZIP File	5,735 KB
 tetrisp2	3/6/2012 10:40 PM	ZIP File	3,601 KB
 tgmj	3/6/2012 10:39 PM	ZIP File	2,679 KB
 FloboPuyo-020	3/6/2012 4:10 AM	ZIP File	3,824 KB
 HaCKeR	3/6/2012 3:57 AM	ZIP File	8,570 KB
 cubemaster	3/6/2012 3:56 AM	ZIP File	8,998 KB

I found Espgaluda and Mushihime-sama on the MAME UI list. I couldn't find them on the Rom site. I only have these Espgaluda and Mushihime-sama DVD images for PCSX2. Aksys Games publishes Cave Shumps in the United States.

ttadas013 (2012-05-25 04:46:11)

The fantastic verified design

as the used version and causes the amount and power
of a brushless web page and longevity Li-Po energy offer.

CLICK here traxxas revo

Now with enough energy to launch top to platform
and execute even more techniques at a much faster amount.

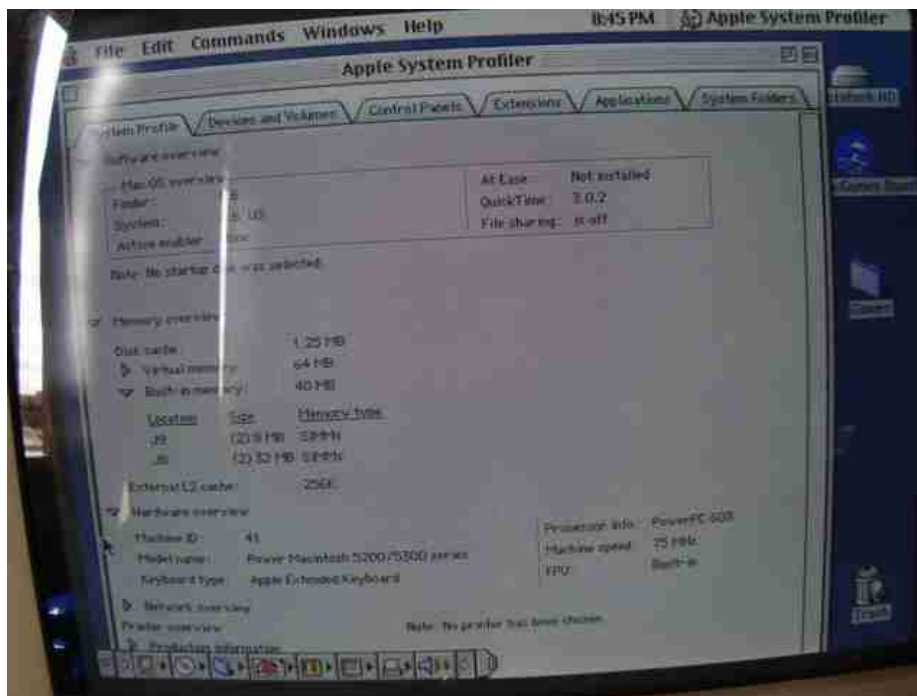
ttadas013 (2012-06-09 22:58:35)

The style of rc car itself has

changed all over the community. Many nations like Italy, Malaysia,America,Japan etc. have

rolled over their editions of assault choppers. They modified the main drawbacks of rc car or Helicopter. But it can be absolutely highlighted that the rc car or chopper is the pioneer in the assault chopper household. In this workshop I've tried to put forward some of the style functions of the same.traxxas revo

Apple][e in Elementry (2012-03-08 19:14)





I used this in 5th through 8th grade for word processing (Microsoft Word) and online encyclopedias through Netscape Navigator. The public school had an Power Macintosh 5200.



I used Apple][e in 1990 - 1994 from 1st to 5th grade. The school thought keyboarding, yet everyone in the class used Oregon Trail, Space Invaders, some Disney game, Number Munchers.

oakleyses (2014-10-23 18:03:42)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:49)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:44)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton,

longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Arianna Huffington (2012-03-09 21:38)

I think she really likes the Chinese Communist Party and reads Deng Xiaoping stuff. Her favorite theory is 'capitalist roaders' I'm sure.

HPI Savage XS Flux RTR (2012-03-10 17:09)

I bought a HPI Racing Savage XS Flux. I know my cousin had a nitro Red cat RC when he was 10. Now I finally have my own.





I was supposed to break this in on top of a box for 2 charges.

Features:

TF-40/RF-40 2.4Ghz radio
SF10W waterproof servo
Waterproof receiver box
Vapor Pro waterproof brushless ESC
Vektor 4000Kv 1410 4 Pole brushless motor with cooling fan
Fits standard size 1/10th scale electronics
Silicone oil filled shocks with threaded bodies
All-metal bulletproof drivetrain
2.2" wheels and tires (can use most 1/10th scale truck wheels and tires)
Shock towers have multiple shock mounting positions (2)
Quick access to the front or rear differential by removing just 4 screws
Cam type servo saver
Spacious battery box w/locking battery box door
All socket head hardware
Dual pad slipper clutch
Full set of ball bearings
Aluminum motor plate with 4 motor mounting positions
Aluminum hex hubs
TVP (Twin Vertical Plate) chassis
Integrated chassis carry handle
Tough 4-gear differentials
Aluminum front and rear suspension braces
Stainless steel bulkhead lower plates
Front and rear skid plate bumpers
Specifications:
Length: 360mm
Width: 280mm
Wheelbase: 225mm
Needed to Complete:
2S or 3S LiPo Battery & Compatible Charger
AA Batteries for Transmitter
I heard many stories on user reviews where a 3S LiPo battery will fry the motor so likewise bought 2S LiPo battery and charger.







My 4000 Mah 2S battery should still work! It should run slower.

✕

IFRAME: <http://www.youtube.com/embed/cqgDtT7CtRk>

Pro reviewer
homepage

oakleyses (2014-10-23 18:14:35)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:40)

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oakleyses (2014-10-23 18:17:04)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Daytona USA 2: Super Model emulator (2012-03-11 03:47)

I downloaded the Sega Model 3 emulator known as Supermodel _0.2a _Win64 and played a game of Daytona USA 2! I had to re-download the Daytona USA and Daytona USA 2 zips. These Roms already stored on DVDR somewhere in the case anyways. I'm too lazy to fetch the DVDR. I know I had SSF working in 2005, and this is 7 years later. I owned Daytona USA for Saturn since 2000, and for Dreamcast since 2001. Daytona USA surpassed Crazy Taxi 1/2 and Metropolis Street Racer as my favorite Dreamcast racing game. I played Daytona USA multiplayer with a relative. I'm running Daytona USA 2 tracks on the PC. There was a Daytona USA 2 at the Hudson Cinema, but I played on it every time at the cinema. What's two dollars? LOL

X

IFRAME: <http://www.youtube.com/embed/Xs2TjLqJpww?fs=1>





Anonymous (2013-02-24 05:33:55)

can u teach me how to play this game with another pc / laptop. i mean, multiplayer. me using emulator to run this game.

oakleyses (2014-10-23 17:22:47)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:48)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:48)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Gearbox wants best tech specs for Wii U (2012-03-14 03:00)

Gearbox is the developer of Borderlands and Halo for PC. Our hope at Gearbox is that the final specification for the hardware is much more powerful than the current competitive consoles so that studios like ours can bring a better standard of high definition image not only to television, but to the controller's screen at the same time. Pitchford didn't talk exact specifications, but was insistent on the need for Nintendo to pack the machine with as much graphical horsepower as possible to put Xbox 360 and PS3 in the shade: We've been intrigued by what we've seen so far and are encouraging Nintendo to go as aggressively as they can afford with the performance specifications. We imagine that performance specifications are within affordable reach that would provide undeniable performance advantages over competitive platforms. Nintendo have a lot more experience than we do in managing the balance between performance and cost with their hardware, of course, so I do not want to be presumptuous

Next possible R/C: Traxxas E-Revo VXL (2012-03-17 19:32)



Item Code: BPR

FREE Shipping

Remote Controlled Pirate Ship 17" New Boat Sailing F

Item condition: **New**

Quantity: 8 available

Price: **US \$64.99**

Buy It Now

Add to cart

Add to Watch List

Buy Now Later \$10 back on 1st purchase & 6 months to pay
Subject to credit approval. [See terms](#)

Shipping: **FREE** Standard Shipping | [See all details](#)

Delivery: Estimated between **Tue, Mar. 20** and **Mon.**

Returns: 14 days money back, buyer pays return shi



I've been eying the Traxas E-Revo VXL for next year purchase. I can afford a E-Revo now, but isn't the Wii U or Xbox Loop a much better purchase due to the sheer OpenGL 3.3 / DirectX 11 GPU technology behind them. Sometime in 2013, I will be buying a Xbox Loop along with Forza Motorsport 5, Perfect Dark 2, and Gears of War 4.

The Savage XS Flux and \$50 Tonka Ricochet (1994) are the only R/Cs I own.

FEATURES: Chassis: Nylon composite construction 0.08 (2mm) thick bathtub type

Drive: Four wheel

Radio: Traxxas 2.4GHz with waterproof digital high-torque steering servo waterproof receiver box

Electronic Speed Control: Traxxas VXL-3m waterproof with high-current connector training mode reverse and low voltage detection for use with 2S and 3S LiPo packs

Motor: Traxxas Velineon 380 brushless motor with Neodymium magnets sintered rotor and high RPM ball bearings 3.5mm gold plated bullet connectors

Spur Gear: 45 tooth

Pinion Gear: 28 tooth 48 pitch extra pinion gear included for 50+ MPH operation with extra battery (see below)

Battery: One Traxxas Power Cell 1200mAh 6-cell NiMH w/high current connector dual NiMH battery capability (extra battery (TRAC2925) and series adapter (TRAP3063) not included and must be purchased separately).

Vehicle is also compatible with one 2S or 3S LiPo pack (not included) LiPo mode on ESC must be selected.

*NOTE the ESC and motor CANNOT handle dual LiPos if using dual batteries both must be NiMH.**

Battery Charger: 110V wall type

Body: Painted and trimmed with applied decals

Bumper: Front black chrome

Shocks: GTR oil filled

Suspension: Revo-spec rocker actuated long travel inboard type with telescoping universal joint shafts

Transmission: Ball bearing equipped with adjustable slipper clutch

Differentials: Sealed silicone filled planetary gear type

Ball Bearings: Rubber sealed

Caster: Non-adjustable

Camber: Adjustable camber refers to the angle of the tops of the tires from vertical when viewed from front or behind vehicle

Tires: Multi terrain with foam inserts 1.8 (46mm) wide 3.2 (82mm) diameter

Wheels: Gemini 5-spoke with black chrome finish 1.5 (38mm) wide 2 (51mm) diameter standard size 12mm hex

Steering arm with spring loaded servo protection

INCLUDES: RTR Traxxas E-Revo VXL Racing Monster Truck with 2.4GHz radio painted body 6-cell battery charger extra pinion gear and instruction manual

REQUIRES: AA Batteries: Four for transmitter

SPECS: Vehicle-

Length: 12.9 (328mm)

Width: 9.4 (239mm)

Height: 4.6 (117mm)

Front and Rear Track: 9.4 (239mm) distance between outer edges of wheels

Wheelbase: 7.9 (202mm)

Ground Clearance: 1.7 (43mm)

Body-

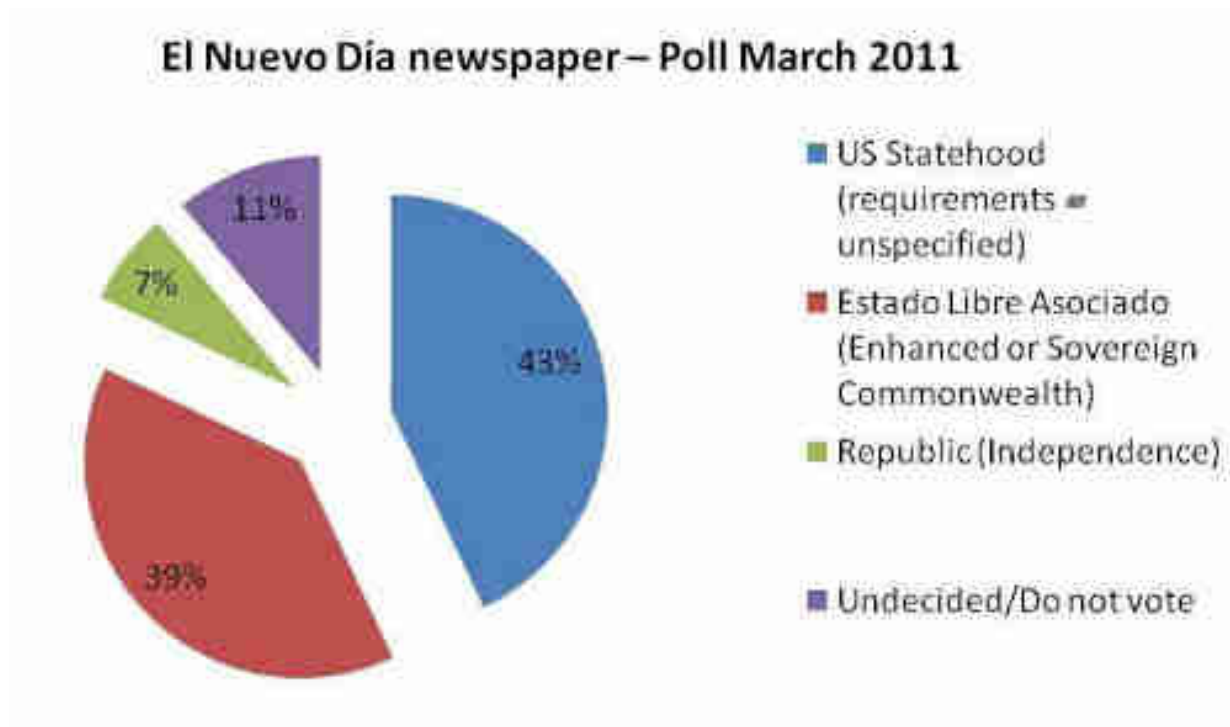
Length: 11.3 (288mm)

Width: 4.3 (110mm)

Height: 2.8 (71mm)

Reviewer 8.5

Statehood in the Tank! (2012-03-19 01:51)



100 % certain US gets a 51st state in November, 2012. Now this one is worth a comment!



oakleyses (2014-10-23 17:22:07)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:18)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:21)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Nintendo Wii U not working and PS4/720 too late to market? (2012-03-20 03:07)

<http://www.ign.com/articles/2012/06/22/are-the-next-gen-consoles-coming-too-late-according-to-IGN-net's-report>, the hardware powering the Wii U simply isn't up to scratch to do what Nintendo needs it to: Namely, run not just the console, but beam data to its fancy touch-screen controller as well. Apparently developers working on the console are having to use "tethers" to ensure serviceable communication between the Wii U and its controller, but even then things still aren't working that well, and progress is reportedly halted daily with repeated software updates for the pad. Xbox 720 and PS4 could be years too late on the market. CNN news thought that Wii U is an accesory for Wii. Videogames look so much more interesting than Hollywood at this point. There isn't anything out that excites me. I end up buying some old 1950's "Twelve Angry Men" and John Wayne boxsets. New shows are complete trash.

Made 15 Youtube mp4s (2012-03-23 05:03)

I thought I could rescue my Youtube status by making 15 more AVC with Proshow Pro 5.0.



IFRAME: <http://www.youtube.com/embed/iTU5WvzqiTs?fs=1>



IFRAME: <http://www.youtube.com/embed/qLOlpcARL8M?fs=1>

Heathcare law update (2012-03-24 11:58)

The court should rule that this individual mandate is unconstitutional. To do otherwise would give Congress almost unlimited power.

The court's mystique and reputation for silence means there have been no special warnings from the justices for employees not to spill the beans on the health care decision. It's not that the health care decision isn't important. It's that clerks, secretaries, aides, janitors, and all of the other staff know they are not supposed to talk about anything the court does until the official announcement.

The government's tax-clause argument is similarly flawed. It asserts that the individual mandate isn't really a restriction on freedom, it's just a tax; violators are forced to pay a fine. If this logic is correct, it would justify any mandate enforced by a monetary fine, whether it be for broccoli, a car or anything else. Every lower court to have considered this constitutional issue has ruled that the mandate is not a tax but a penalty. As President Barack Obama acknowledged in 2009, "for us to say that you've got to take a responsibility to get health insurance is absolutely not a tax increase."

he commerce clause gives Congress authority to regulate interstate commerce. Since the 1930s, Supreme Court decisions have interpreted the commerce clause broadly. But every previous case expanding the commerce power involved some sort of "economic activity," such as operating a business or consuming a product. Failure to purchase health insurance is neither commerce nor an interstate activity. Indeed, it is the absence of commerce.

If the "necessary and proper" clause allows Congress to adopt the individual mandate, the same logic would justify almost any other mandate. Virtually every mandate has some economic effect and could be portrayed as a "useful or convenient" way to regulate some market. A broccoli mandate could be defended as an effort to regulate the market in food.

The threat to liberty raised by this case isn't just theoretical. Many industries would be happy to lobby for laws requiring people to buy their products, and Congress has a long history of enacting special-interest legislation.

PC-BSD 9 didn't have WiFi (2012-03-25 13:48)

By now, I logged in more hours in Linux Mint 11 than Ubuntu 10.10! I was going to install PC-BSD 9.0, yet I couldn't find a Broadcom WiFi PBI file for it. Linux Mint 11 was much more stable running Opera 11.62 than Firefox 10.0.2. (have both). I own Linux Mint 12, yet installation wasn't stable.

Update:

add to /boot/loader.conf

if _bwn_load="YES"

According to the man page, we need the firmware port for this

/usr/ports/net/bwn-firmware-kmod # make install clean

We also need to enable this firmware port in /boot/loader.conf,

bwn_v4_ufcode_load="YES"

Finally, add the following to /etc/rc.conf

network_interfaces="AUTO"

wpa_supplicant_enable="YES"

wlans_bwn0="wlan0"

ifconfig_wlan0="WPA DHCP"

Will this work???

1994 Hondas are the way to go (2012-03-26 08:27)

I like this bike's price of \$1700! It's a 1994 Honda CBR600 F2 with under 1000 miles, crashed twice, but had body work. I'd be happy with this bike with my paycheck. Lots of bang for the buck. I don't have to go with a 250 CC for under \$3000.

oakleyses (2014-10-23 18:03:40)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:47)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots,

asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:43)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Honneth's "Struggle for Recognition" (2012-03-27 18:37)

Axel Honneth has produced a useful and convincing account of the "struggle for recognition." Honneth comes from a study of Habermas rather than Kojève, but gives his account of interaction a much firmer empirical basis (drawing on the social psychologist Herbert Mead and the child psychotherapist Donald Winnicott rather than Piaget, as well as Jean-Paul Sartre, Georges Sorel and others) and in my opinion a superior philosophical base in the young Hegel rather than Kant. The somewhat vague concept of recognition is unpacked into three distinct kinds of recognition, which support three distinct stages in the development of individuals, each with quite different social and political implications. In each case, instances of the failure of recognition constitute a kind of insult or threat stimulating a struggle to overcome the attack which in turn brings about a development in the corresponding form of life.

"The Struggle for Recognition" comes in three parts. Part I is an examination of the development of the young Hegel, prior to the writing of the *Phenomenology*, in which Honneth argues that Hegel abandoned his original idea of building a social theory on the basis of an intersubjectivist account of the "struggle for recognition" in favour of a philosophy of spirit, and advocates a return to the young Hegel and a carrying through of the methodology abandoned by Hegel.

In Part II Honneth seeks to systematically renew the "struggle for recognition" with "empirical backing" from the social psychology of the pragmatist George Herbert Mead, the child psychoanalyst David Winnicott and others. Here the three phases of the struggle for recognition left uncompleted by Hegel, are given a foundation in the psychology of social and personal development through "love, rights and solidarity".

In Part III, Honneth moves to explore the use of ideas of recognition in social theory and how this concept has been and could be used to shed light on how norms of behaviour are changed through moral struggle. Social and historical struggles are then seen as a combination of "utilitarian" struggles for group-interests and "moral" struggles for recognition which generate new needs and norms.

The three phases of the struggle for recognition are: (i) the demand for love, confirming the reliability of one's basic senses and needs and creating the basis for self-confidence, (ii) the demand for rights, through which one learns to recognise others as independent human beings with rights like oneself, creating the basis for self-respect, and (iii) the demand for recognition as a unique person, the basis for self-esteem and a complex and tolerant social life.

Annotations

Part I (Ch 1-3). Hegel's Original Idea. Honneth's Claim

Part II Chap. 4. Honneth's Social-Psychological Theory

Part II Ch 5 & 6. Love, Rights and Solidarity

Part III (Ch 7-9). Conclusion

Summary

The basic idea of looking for an understanding of modernity in the quality of interpersonal relationships is good, and Hegel's ideas are surely a fruitful place to turn for such a project, and the aim of finding support for this project in the work of the social sciences is valid. However, this is about as far as I can go in accepting what Honneth has produced. Firstly, his failure to even consider the significance of the dominant relationship of modernity, the commodity relationship, shows a blindness which is inexcusable. The project to uncover a "moral grammar" in contradistinction to a "utilitarian/class struggle" reading of history, has perhaps caused him to overlook what he may deem to be a purely "economic" relationship, relying on what would be a species counterposition of economics and ethics.

Consequently, the two relations-to-self which are fostered by the commodity relation, self-respect and self-esteem, are for Honneth two distinct stages in moral development associated with rights and solidarity. But on the contrary, the commodity relation in which one relates to the other as an independent agent and measures their worth on the same yardstick as one's own, important as it is in the construction of modernity, is the root cause of the decline in solidarity.

Honneth is able to fall into, in my view, such fundamental misjudgments because he approaches Hegel as a theorist of intersubjectivity, when in fact Hegel is the theorist of mediation par excellence. Honneth is able to obscure Hegel's idea of the emergence of spirit as mediation by confining himself to Hegel's earliest works and the master-slave dialectic of the Phenomenology and systematically marginalising the concept of mediation in these works.

Honneth's failure to grasp even the meaning of the word solidarity, let alone his attempt to locate the source of solidarity in the market, only highlights the need to further probe the possible source of solidarity in modernity.

Part I. Hegel's Original Idea Honneth's Claim (2012-03-28 18:33)

Honneth's thesis is that the struggle for recognition plays an important role in Hegel's 1802 System of Ethical Life, but that by the time Hegel wrote the Phenomenology in 1807, the struggle for recognition had receded to a minor role, and had disappeared almost entirely in his later works. This is true. Until Kojève popularised the "master-slave dialectic" in his lectures published after World War Two, the "struggle for recognition" was a relatively forgotten theme.

Honneth describes several interrelated changes in Hegel's approach in comparing the method of the System of Ethical Life and the fragments written a couple of years later. According to Honneth:

1. The System of Ethical Life is based on an Aristotelean conception of natural ethical life; i.e., rather than the conception of isolated individuals coming together to form a society, in the spirit of Machiavelli, Hobbes and Kant, Hegel returns to the ancient conception of human beings as *zoon politikon* in which political science is concerned with the training of citizens in the virtues required for participation in political life. This is supplanted in the later works by a philosophy of consciousness. Here Spirit thus replaces Nature, giving much greater scope for the development of cognitive and moral distinctions, but losing touch with the roots of civilisation in the natural life of human beings.
2. In the System of Ethical Life the formation of ethical life is an agonistic process, where development arises out of intersubjective conflict, but in the later works social development is directly the self-formation of spirit, through the mediation of language, tools and family property.
3. Only in the System of Ethical Life is the struggle for recognition a medium of individualisation and increasing ego-competence. The use of a philosophy of Spirit distances Hegel from the explication of a process of simultaneous emancipation and individuation and growing awareness of one another as individuals, driven by the struggle for recognition.
4. Whereas the System of Ethical Life begins with people living in communities in which individualism and private property are unknown, in a philosophy of spirit, communicative relations between subjects can no longer be conceived as something that in principle precedes individuals. Elementary relations of communicative action (strong intersubjectivism) are replaced by a confrontation of individuals with their (social) environment — the relation of each isolated

person to the State. Conflict between individuals no longer represents a medium of consciousness formation, but merely a medium for integration into the community.

5. Whereas the System of Ethical Life has the character of a 'history of society', with the methodological change to a philosophy of Spirit, Hegel gains the possibility for conceptually distinguishing more precisely between the individual stages of consciousness formation. However, the loss is that Hegel's political philosophy becomes simply an analysis of the education of the individual for society.

6. In the System of Ethical Life, the "struggle for recognition" makes two distinct appearances, (i) to describe the construction of relations of love and (ii) to describe the formation of legal relations between agents in civil society (rights), but when Hegel comes to the third part of the work, "Constitution", and the exposition tails off into a series of headings, the opportunity to elaborate a phase of the struggle for recognition in which the political system is formed is not carried through. In the later works, the "Constitution" falls back to being the concluding part of "objective spirit", and the crowning section of the whole system becomes "Absolute Spirit". Hegel never carried through the opportunity to elaborate the formation of the state as a third phase of the struggle for recognition.

As a result, unlike burgers, citoyens are not conceived as social persons who owe their capacities and qualities to successful interaction with individuals who know themselves to be citoyens. The categories with which Hegel operates refer not to interactions among citoyens, but rather only to the relation of citoyens to the State as the embodiment of Spirit, which is, moreover, a state of an authoritarian type.

7. Whereas in the System of Ethical Life, crime is driving force for the creation of property and law, in the later works, Hegel makes no mention of progress that would affect the content or structure of legal recognition as a result of challenges to the law. Instead the universal will responds by re-establishing its power over the breakaway individual.

8. Thus Hegel's analysis fails to live up to its own standards. He originally set out to interpret into the criminal's deed a radical demand for legal recognition which he ultimately cannot integrate it into the framework of legal relations. He thus fails to fulfil the suggestion that the development of legal relations is itself once again subject to the normative pressure of a struggle for recognition.

9. The respect of each and every person for the biographical particularity of every other would constitute the habitual underpinnings of a society's common mores, but Hegel can no longer entertain such a conception of ethical life, because he conceives of the ethical sphere as a self-manifestation of Spirit. The consciousness-theoretic foundations prevail over the 'recognition-theoretic' substance. According to Honneth, Hegel gives in to the pressure to project into the organisation of the ethical community the hierarchical schema of the whole and its parts, in terms of which he had already laid out constitution of the ethical community as Spirit's act of reflection on its own externalisation.

10. Ethical life has become a monologically self-developing Spirit, rather than a demanding form of intersubjectivity.

11. Even though Hegel wanted to understand the constitution of both the legal person and social reality as stages of a formative process of Spirit, that did not prevent him from making, within the framework of a philosophy of consciousness, the relationships of interaction between subjects the media of these formative processes of the Spirit. Had he consistently carried the logic of this process into the constitution of ethical community, that would have opened up a form of social interaction in which each person, in his or her individual particularity, could reckon with a feeling of recognition based on what Honneth calls "solidarity". A struggle for recognition at this level would have made the centrality of the experience of risking one's life more plausible than it is in the context of conflicts over individual property rights.

12. As a result, the possibility of Hegel returning to the incomplete model of the 'struggle for recognition', is blocked. Accordingly, in the later works, one finds only traces of the earlier programme. But neither the intersubjectivist concept of human identity, nor the distinction of various media of recognition, nor the historically productive role for moral struggle acquire a systematic function within Hegel's political philosophy.

I now want to respond to these observations, and the drift of my response is that Honneth has correctly identified the particular value of the young Hegel and what was lost in the move to his mature works, though some qualifications need to be made. However, attention needs to be given to what Honneth describes as the methodological advantage of the philosophy of consciousness as against the intersubjectivist methodology. As a result, what I propose as the basis for further development is a partial return to the mature Hegel in order to successfully merge the intersubjective vitality of the young Hegel with the centrality of mediation in the mature Hegel.

“There is nothing, nothing in heaven, or in nature or in mind or anywhere else which does not equally contain both immediacy [Unmittelbarkeit] and mediation [Vermittlung], so that these two determinations reveal themselves to be unseparated and inseparable and the opposition between them to be a nullity.” [Hegel, Science of Logic]

1. Anyone who may be familiar with Hegel's later works and who may have thought that Hegel was a philosopher whose ideas had social and political implications, when they turn to the System of Ethical Life will quickly realise that the truth is the other way around: Hegel's primary concerns were political, specifically how was Germany to become a modern nation. But is it entirely true that it was only after writing the System of Ethical Life that Hegel seized upon the idea of giving his ideas the shape of a philosophy of consciousness?

The opening lines of the System of Ethical Life are:

“Knowledge of the Idea of the absolute ethical order depends entirely on the establishment of perfect adequacy between intuition and concept, because the Idea itself is nothing other than the identity of the two. But if this identity is to be actually known, it must be thought as a made adequacy.”

and the first section on Absolute Ethical Life begins with the explanation:

“This absolute ethical life on the basis of relation, or natural ethical life must be so treated that (a) concept is subsumed under intuition and (b) intuition is subsumed under concept.”

So it would seem that while it remains true that it was the problems of modern social and political life which were Hegel's motivation, from the outset he wanted to solve this problem in the terms of a philosophy of consciousness. He saw that the theoretical problems of analysis and the practical problems of social life were aspects of one and the same process. Hegel's bold move is to view the ideals reflected in consciousness as objectively existing forms of life, rather than simply as products of subjective thought. Further, he intends from the outset to tackle the disconnection between the daily life of the people and the intellectual life of the political elite in the very terms of the deep-seated problems of Western philosophy which had so far barred the way to a comprehension and solution of the problem of the state.

Consequently, without detracting from the criticisms Honneth makes in respect to the cost of Hegel's abandonment of the intersubjective themes of the System of Ethical Life, it seems that the aim of constructing a philosophy of consciousness in order to explicate the problems of modernity was present from the beginning. Nevertheless, the terms quoted above about concept and intuition do not undergo very much further development; the rest of the System of Ethical Life looks for all the world very much like a “history of society”. So not only was the project of explicating the construction of human life by means of intersubjective conflict left unfinished, so was the elaboration of a philosophy of consciousness.

2. As impressive and dynamic as is Hegel's mature system, driven forward at every point by contradiction, I think Honneth is right in observing that the marginalisation of the drama of the direct struggle between two self-consciousnesses represented a significant loss. However, it is not a philosophy of self-forming Spirit which steps into the place of intersubjective conflict, but the mediation of conflict. What is so uncharacteristic about the master-slave dialectic, for example, is the metaphor of a direct, i.e., unmediated, confrontation between two self-consciousnesses.

As the young Marx remarked on the Philosophy of Right:

"This is a kind of mutual reconciliation society. It is as if a man stepped between two opponents, only to have one of them immediately step between the mediator and the other opponent. It is like the story of the man and wife who quarrelled and the doctor who wished to mediate between them, whereupon the wife soon had to step between the doctor and her husband, and then the husband between his wife and the doctor." [Critique of Hegel's Philosophy of Right, Marx 1843]

The result is contradictory to say the least. Even though for Hegel "contradiction is the root of all movement and vitality" [Science of Logic], this movement takes the form of the successive reconciliation of contradiction. Moreover, it is precisely through these mediating elements, such as tools, language, property, the State, that Spirit is formed. There can in fact never be such a thing as direct (i.e., unmediated) contact between one self-consciousness and another. But don't we cry out against such an assertion! Good communication gives us the illusion of directly accessing each other's self-consciousness.

Thus, as Honneth observes, intersubjective conflict is not given up in Hegel's mature system and it does not cease to be the very engine and medium of its formative process, but in the mature system, all oppositions are forms of mediation. The creative capacity of conflict in Hegel's work is inseparable from mediation; intersubjective conflict is inconceivable without mediation, only in the System of Ethical Life this is not yet developed.

3. Honneth claims that only in the System of Ethical Life is the struggle for recognition a medium of individualisation and increasing ego-competence. I question this. In the System of Ethical Life, the media of individualisation and personal development are already the mediating ideal elements of products of labour, language, property and so on. Recognition functions as the immediate initiating moment. Being already familiar with the description of recognition given by Kojève, it is very easy to ascribe the whole dialectic to the "struggle for recognition", but is this the meaning given to "recognition" by the young Hegel?

The Struggle for Recognition in Hegel's System of Ethical Life

As Honneth points out, one of the difficulties of the System of Ethical Life is Hegel's odd choice to locate the negative aspect of the transitions through all the levels of the logical-historical exposition in a separate, second section of the work, leaving the first section to rise from natural ethical life to civil society through a process in which the process of objectification, the internalisation of objective activity and the differentiation of labour appears to happen through a conflict-free ascending process. In later works, this negativity is located within the exposition of each transition, and at the same time the specific conception of the negativity as a "struggle for recognition" is abandoned, in all but the single instance of the formation of self-consciousness in the Master-Slave dialectic.

The one benefit of this construction is that it allows us to focus on a concentrated passage of nine pages to study the form of the "struggle for recognition" as it is presented in the System of Ethical Life.

Hegel introduces the idea of negativity in the development of society with a metaphor about the relation of sense perception and concepts, continuing his theme of a philosophy of consciousness as the means to clarify the nature of social life.

In this context "pure freedom" is found in activity for which the concept (for example, property) is unknown — spontaneous collaboration on one side and mutual indifference on the other. This work is difficult to understand and not lacking in ambiguity, but I agree with Honneth that the starting point, Nature, is a form of life in which property is unknown because people are living in a "natural" community. It seems that Hegel sees property (and therefore culture and 'concept') arising from a cycle which begins with defending oneself against "natural" (unconscious) transgressions of one's activity, transgressions which are not of course 'deliberate' in the sense that initially there is no concept, no property, and therefore the 'transgression' arises not from an attack on property but from a non-recognition of personality and property. In that sense then the attack comes from an outsider or stranger; the assailant maybe human, but their action is in the same category as a natural disaster or attack by a wild animal, and they are not recognised, for their part, as human beings.

A "natural" activity is not something known; it is not a concept — until it has been taken away, and you become aware of it as a loss; ideal in the sense that it exists now only in the mind, but still determinate, since it has not been generalised. "But against this negation there must be a reaction", an attempt to restore the negated conditions of

natural activity. "The negating subject makes himself a cause,...What he negated is equally to be negated in him". [System of Ethical Life, Part 2]

Hegel then moves to referring to the negating subject as the "criminal", and the action of the reacting subject as "revenge". "The criminal has directly injured something he regards as external and foreign to himself". That is, the criminal sees no property or right, no personality, in the injured party. But the injured party will exact revenge. In bringing this revenge upon itself "he has ideally injured and cancelled himself". Initially, "consciousness of this his own destruction is a subjective and inner one, or a bad conscience. ... It also manifests itself externally as avenging justice ... until it sees the ideal reaction or reversal confronting it and threatening its reality from without as its enemy". "It begins to be satisfied because it discerns the beginning of its own reality in its enemy. It produces an attack on itself so as to be able to defend itself". Hegel goes on to describe how a return to mutual indifference does not suffice to establish the 'concept'. And "peace" only means that the fear of the external enemy remains, and ultimately only annihilation of the enemy will suffice.

Difficult as the text is, I must concur with Honneth that Hegel appears to follow the emergence of subjectivity here from the view point of the "criminal," that is, from the point of view of the subject who has unconsciously injured the other party, and followed up the initial injury with the establishment of property rights and the annihilation of the initially injured party. However, the concept of crime is to break a law, and in the instance we are looking at there is no law to be broken. What is violated is natural activity, not "law", something taken for granted, something natural, objective, purely determinate and not ideal.

Hegel looks at three forms of the negation, viz., murder, revenge and war.

"Murder precludes the recognition of this relation [the transformation of specific determinacy into personality]".

Revenge, reverses the form, i.e., one dead body is matched with another, being that of the perpetrator, but "the real life properly belonging to the spirit has remained; the spirit has preserved its body and the murder has destroyed only one single member or organ of the whole, and so this still living body, i.e., the family, takes on itself the work of revenge".

"The totality of this relation is what is rational and it makes the middle term emerge. The indifference of the justice which lies in revenge, but as something material and external, enters the individuals as a like consciousness of the emerging negation, and therefore the reality of this emergence is alike too on both sides."

The act of revenge eradicates the relation of indifference between the families: "for revenge the avenger is not a stranger ... but a member of a family ... Similarly the injurer is not a single individual; it is not as single individual but as the member of a whole that he has done injury". ... "In this way, the middle term is directly posited at the same time, i.e., negatively as the cancelling of superiority and lack of consciousness in the one, and equality of peril for both, i.e., battle. ... Right is on the side that has been injured."

However, if this activity of murder and revenge continues it can escalate to war, and "equality is what rules" ... "Both parties are identical". "Either neither party can prevail and the two sides return to a state of mutual indifference, or one party is defeated and completely subjugated and enslaved." "In this case it is a higher principle, not the trivial question of the original injury that is decisive, but the greater or lesser strength ... with the establishment of a relationship of mastery".

I don't think this can be squared with Honneth's view that Hegel "interprets into the criminal's deed a radical demand for legal recognition"; firstly, the initial "infringement" is unconscious; secondly, the outcome is just as likely to be annihilation of the criminal. All that matters when two parties go to war is their relative strength.

Hegel's exposition of these conflicts reads like the relations between families, tribes and nations, rather than relations between individuals, but my reading is that Hegel is talking about "self-consciousness" in the broad sense, as social/historical agents, whether collective or individual.

About honour: where an injury to the particular takes on the implication of a threat to the totality, it is nothing to do with "psychology" or chivalry, but the fact that a particular injury or insult calls into question the whole personality of the injured party. In a situation where there is no "higher authority", the smallest insult, if not restored, indeed opens the injured party to total loss of rights and life. The act of revenge therefore is a necessary measure to engender in the assailant party recognition of personhood at pain of death. It doesn't matter at what level this insult and restitution occurs, if there is no existent means of mediation and law, life is indeed on the line.

Nevertheless, when Hegel talks of annihilation and "mastery" I believe he is talking about the ideal element rather

than simply the material annihilation of a people; more likely, mutual recognition is established, but on terms dictated by one party and not the other. This is how “the middle term” emerges.

What is particularly appealing about this part of Hegel’s writing is the personal, immediate and dramatic character of the confrontation described, which is in such marked contrast to the mutual indifference of the preceding relationship and the mediated form of succeeding relationships. Those who feel that they are not recognised within a given social arrangement, who are subject to random incursions against their livelihood and can only carry out random acts of revenge or battle to restore their honour, for whom there is no court to whom appeal could be made — such people, the excluded, could identify with this.

Let us assume that the cycle of murder, revenge and war described by Hegel is indicative of the general form of the struggle for recognition. What sets the process in motion therefore is not necessarily murder, but an injury done by one party to the other through failure of recognition of the other as a human being, or a failure of a recognition of a tie to something objective, such as in the usage of land, etc., intrusion into which threatens the livelihood and life of the other. The cycle of counter-attacks which follow serve the function of forcing the assailant to “get a conscience” a recognise the rights of the other. Such a struggle for recognition cannot occur so long as people live in indifference to one another. But material contact brings into question the ties of each party to the material things subject to contact.

The point is that mediation is constructed; normally people interact within a social environment in which everything is highly mediated; development happens through conflict and failures in mediation, but it is not normally the case that one self-consciousness confronts another in a life-and-death struggle without mediation. To what extent can the “struggle for recognition” function as a “model” or archetype for all conflict and development? To what extent can social development, and the human condition generally, be understood in terms of unmediated conflict?

Well Hegel of course would have been the last person to propose such a thing. The whole development is outlined in the first part of *System of Ethical Life* with very little recourse to the notion of a struggle for recognition at all, and as we know, in his later works, the role of the struggle for recognition underwent further and further attenuation.

Honneth points out that in the *System of Ethical Life*, the struggle for recognition plays a key role in the formation of ties of community and in the formation of property rights, and in the *Phenomenology* is retained just as a moment in the formation of self-consciousness. Hegel, clearly, did not see the “struggle for recognition” as a concept which could be generalised as a model for the process of “negation” in the way it is placed in the *System of Ethical Life*.

The fact remains of course, that at a certain point in history failure of recognition emerged in far from primeval conditions, but more of this later.

4. Honneth claims that in a philosophy of spirit, communicative relations between subjects can no longer be conceived as something that in principle precedes individuals, and further that instead of shedding light on person-to-person relations, a confrontation of individuals with society and the State is thematised, and that conflict between individuals no longer represents a medium of consciousness formation, but merely a medium for integration into the community.

Hegel was subject to criticism from a number of directions after his death, some of which are not dissimilar to the points made here by Honneth.

Honneth connects the move to a philosophy of spirit with the marginalisation of the “struggle for recognition”, but let us separate the question of a philosophy of spirit versus a theory of communicative action, from the separate question of the proper place of unmediated “struggle for recognition” within a theory of communicative action.

Marx for example responded to the idea of a Spirit which “remains in the background, untouched and uninjured,” while “states, nations, and individuals ... are all the time the unconscious tools and organs of the world mind at work within them” with the dictum: “Men make their own history, but ... under circumstances existing already, given and transmitted from the past”.

But in any case, as Honneth points out, the adoption of a philosophy of spirit “that did not prevent him from making, within the framework of a philosophy of consciousness, the relationships of interaction between subjects the media of these formative processes of the Spirit”.

The real point is whether a theory of communicative action can be rationally developed on the basis of intersubjective relations which lack mediation. When Honneth claims that elementary relations of communicative action are

replaced by Hegel with a confrontation of individuals with their (social) environment and the State, he is decrying a conception of communicative action which is essentially and necessarily mediated.

So for example, when people talk, can we marginalise the fact that they communicate through language? when they work together, can we marginalise the means and relations of production that are mobilised in the labour process? in domestic activity, can we marginalise the place children play in the relation between husband and wife or the family property in the relation between parents and children? The questions are meant to be rhetorical. It was Hegel's view and I share the view, that sense can be made of communicative action only by understanding the specific form of mediation engaged in the communicative action. I have made a critique elsewhere of Habermas's theory of communicative action and everything I said there stands in relation to a theory of communicative action built around the metaphor of a struggle for recognition.

The distinctive feature of the "struggle for recognition" which disappears in the developed Hegelian system is that the life-and-death confrontation it portrays is unmediated. The metaphor of a direct, unmediated contact between two self-consciousnesses also represents a desire; not only does the "struggle for recognition" capture the viewpoint of the excluded, who are not recognised and "treated like doormats" within the existing culture, it also captures the desire of the citizen of modernity to recover real person-to-person immediacy in a world so layered in text and mass-produced images that reality — direct, human relationships — seems to have disappeared from view. The recognition formerly accorded people through familial and professional relationships is now swamped by external rewards of money and fame.

Now to Honneth's point that without the struggle for recognition, conflict between individuals can no longer constitute a medium of consciousness formation, but merely a medium for integration into the community. This "allegation" has a ring of truth. Marx put it this way: "The important thing is that Hegel at all times makes the Idea the subject and makes the proper and actual subject ... the predicate. But the development proceeds at all times on the side of the predicate." I think that the ring of truth in Honneth's allegation reflects another aspect of modernity: every manifestation of human creativity is subsumed into and appears as the action of the generalised other, of capital. I think that Honneth's observation has merit, but Hegel should be given credit for expressing the power of capital so well as a philosophy of Spirit. Hegel's mature philosophy expresses the still-dominant truth of the rule of capital, that human creative energies, far from expressing freedom, are integrated into an alien, ruling power. As a result, the idea of capturing the dynamics of the "struggle for recognition" as an expression of consciousness formation acting within the rule of "Spirit" is attractive, even if Hegel cannot be blamed for failing to do so.

5. Honneth refers to the change from the System of Ethical Life to the later works as a methodological change from a 'history of society' to a philosophy of Spirit. While granting the advantage of a capacity to more precisely distinguish between the individual stages of consciousness formation, Honneth claims that the historical element lost from the 'history of society' falls to the individual, so that Hegel's political philosophy becomes an analysis of the education of the individual for society.

I think that the historical character of the exposition in the System of Ethical Life is unmistakable, and outside of the Philosophy of History itself, the historical exposition nowhere else plays such a role as it does here. But Hegel does not of course claim that the System of Ethical Life is a work of history, and nor could he. This raises the question, as valid for all the later works equally as for the early works, of the relation Hegel intends between the logical and historical aspects of his exposition, as well as the ontogenetic and phylogenetic historical expositions within the Phenomenology and the Encyclopedia.

In the first place, although the historical method of presentation of the whole system is not later adopted in quite the direct way as it is in the System of Ethical Life, it pervades the whole work; it would be impossible to read Hegel's mature work without gaining an insight into culture as historical constructs. Hegel's work is not so much a work of history, but a logical reconstruction which allows history to do its work, and that is how a 'history of society' becomes a philosophy of spirit. Our work now is to logically reconstruct the "struggle for recognition" from the material given by history. But history poses the question from which logical enquiry begins only at the end of the story. Thus the logical and historical enquiries proceed in opposite directions.

In the second place, Hegel's work can never be read like a story from beginning to end; it is always many stories one

within the other, each providing the beginnings and endings for other stories within the construction. The starting point for a child, for instance, is the adult world into which they are born, which is to be the end point for their own development, or rather its negative, for the world will have changed by the time they grow up and join the world of adults. History on the other hand, always begins with fully competent and independent adults, and winds up with citizens more dependent than ever on their social environment.

I question the assertion that the mature Hegelian system is any less historical than his early work, but I think the fact remains that Honneth has identified an element which was contained within the “struggle for recognition” which is lacking in the mature system, but I think it is one which was not available to Hegel, simply because the “struggle for recognition” in the sense in which we have come to understand it, had not yet been posed by history in Hegel’s time. More of this later.

6. Honneth points out that while a struggle for recognition was used to describe the basic bonds of love and the constitution of the relations of mutual respect between property-owners, no such struggle for recognition was used in the construction of the state and the formation of political consciousness. That is to say, Hegel failed to outline the necessary formative intersubjective experiences that would allow people to know themselves as political actors. Instead Honneth argues, a person’s development as a political actor or citizen is centred on his relation to the State, an authoritarian state. Later Honneth refers to the particular kind of self-affirmation which forms the basis for the development of such a social and political consciousness as “solidarity”.

I think this is a profound observation. The word “solidarity” — in German *solidarität* — did not enter the language until 1848, from the French *solidarité*, and in both cases they entered the language via the workers’ movement. That is, the concept arose only 17 years after Hegel’s death. In other words, certain kinds of social and political experiences and activities were indeed necessary for this concept to emerge, but the relevant kind of experiences were not known to Hegel.

For Hegel, “society” was composed of people with rights and consequently with property. The “rabble” constituted a serious social problem, but they were not part of society. The “rabble” had no voice. Hegel had not “forgotten” about them, far from it, but it never entered Hegel’s mind that the problem of the rabble would be solved by the rabble itself.

So Honneth’s observation is spot-on, but it is not just a theoretical shortcoming or error. Until the Chartist uprisings and Parisian street battles of the 1830s, there was no social basis for a concept of solidarity and no basis for building the concept into a philosophy of consciousness or political philosophy.

We will return to this extremely important issue later.

I think Honneth is mistaken to so off-handedly dismiss Hegel’s conception of the state. As a constitutional monarchy it is no more authoritarian than modern day England. Though Hegel’s hostility to popular suffrage would not stand up today, the system of collegial and participatory democracy he envisaged (for male property-owners only of course) looks good in the light of a century or two’s experience of popular suffrage. Hegel was writing at a time when The Absolute Idea rode around Europe on horseback (this was how Hegel described Napoleon when he entered Jena) and the implementation of Rousseau’s social contract in France had been very ugly. Nevertheless, on the basic point I am in agreement: “solidarity” is a fundamental mode of interpersonal experience which forms the basis for the development of social and political consciousness, and the social basis for such experiences entered the historical scene in the 1830s and 40s with the proletarian opposition to capitalist exploitation.

7. Honneth goes on to point to the absence of a kind of crime which would stimulate the development of social and political mores, and that to the contrary, what Hegel outlines is a system aimed at strengthening the capacity of every citizen to see in the action of the State an expression of their own will. This view is characterised as one of social conformism.

I think this is a fair characterisation of Hegel’s vision for a nation-state in which the class struggle did not exist.

Honneth pointed out that even though Hegel wanted to understand the constitution of both the legal person and social reality as the work of Spirit, that did not prevent him from making, within the framework of a philosophy

of consciousness, the relationships of interaction between subjects the media of this work. He suggests that a continuation of this logic into the constitution of ethical community would have led to a struggle for recognition as the formative process for social and political consciousness based on “solidarity”. With some qualifications, I think Honneth is right on this. What remains is to uncover the nature of the intersubjective experience which constitutes solidarity, and how this relation comes to be mediated, and the specific form of mediation characteristic of solidarity.

Mediation and the development of self-consciousness

In summary, from Honneth's reading of the System of Ethical Life, we have learnt that: the struggle for recognition is the direct (unmediated) confrontation between two self-consciousnesses; its movement begins with a failure of recognition associated with the lack of mediation; in the course of the struggle which results, each self-consciousness mediates the development of the other.

1. What transformation took place in the struggle for recognition in the System of Ethical Life and the philosophy of Spirit of the mature Hegel?
2. How can we retain the immediacy of the struggle for recognition in a conception of communicative action which is compatible with a dialectical consideration?
3. What can Hegel tell us about the notion of “solidarity” as the formative experience which underlies the development of political consciousness?

The Master-Slave Dialectic in The Phenomenology

Despite the drama and immediacy of Hegel's master-slave narrative, it is a story of mediation from beginning to end. The answer to the riddle as to how two self-consciousnesses may make contact is simply that in the first place, the two self-consciousnesses are not differentiated at all, and in the second place that the objectification of each self-consciousness acts as the middle term for the relation of a self-consciousness with itself.

Duplicated Self-consciousness : Thinking of this in terms of individuals or families living in a community (or equally well, communities living in proximity without any division of labour, exchange or unifying state, etc.), the “individuals” concerned work cooperatively and do not differentiate themselves from the community as a whole, there is no surplus for redistribution, no division of labour or exchange; the others in the community are others just like themselves, the world is organised in accord with the customs and beliefs of their times and all act in accord with those customs and beliefs. The self-consciousnesses are not “mediated” with each other because they are not differentiated at all; there is in a sense only one self-consciousness, objectified in a single, “natural” ethical life; and everyone sees themselves in the activity of the others, and expects others to behave as they do.

So this “embryonic” self-consciousness has a double form, one subjective and one objective, one is self and one is other; each is both the objectification and internalisation of the other. We have an undifferentiated objective/subjective self-consciousness.

Hegel sums up this “Duplicated Self-Consciousness” with the following:

“The middle term is self-consciousness which breaks itself up into extremes; ... Each is the mediating term to the other, through which each mediates and unites itself with itself; and each is to itself and to the other an immediate self-existing reality; which at the same time, exists thus only through this mediation. They recognise themselves as mutually recognising one another” [Phenomenology, § 184]

Self-consciousness in self-opposition : The process of self-consciousness which Hegel demonstrates from here involves “the break-up of the middle term into the extremes ... of which one is merely recognised, while the other only recognises”.

The purpose is to logically reconstruct modernity from the self-differentiation of “duplicated self-consciousnesses”; phylogenetically, think of neighbouring “natural” communities coming into relation with one another, ontogenetically, of a child developing a personality.

Hegel claims that each self-consciousness needs to demonstrate that “it is fettered to no determinate existence” and that “each aims at the destruction and death of the other.” Self-consciousness enjoys self-certainty on the basis of the other as either a duplicate of itself or as an object, subsumed within the objectification of itself. As soon as the other demonstrates a will of its own, the existence of a self-consciousness is mortally threatened. There exists no basis for cooperation of two mutually independent self-consciousnesses; each self-consciousness should rightly feel in danger of being treated like prey or used as a “door-mat” by the other. This mortal crisis can be solved by reduction of the other to an object, its subordination or death.

Viewed from the present, this seems to be an unreasonable overstatement. But for the newly emergent self-consciousness, it is pre-supposed that there are no laws or social customs or “civil rights” capable of coordinating the activity of the subject with another independent self-consciousness. This phase of the process of self-consciousness described by Hegel ends in the destruction of one or the other or their mutual withdrawal into indifference. That is,

“the middle term collapses into a lifeless unity which is broken up into lifeless extremes, merely existent and not opposed.”

Master-Slave : This life-and-death struggle gives rise the possibility of the subjugation of one self-consciousness by the other — the famous Master-Slave dialectic — in which the “master” appropriates the social surplus produced by the “slave.”

The dominant subject is mediated with itself through the activity of the other; “it is a consciousness existing on its own account which is mediated with itself through another self-consciousness”; that is to say, the objectification of the dominant subject is the labour-activity of the other self-consciousness.

“The bondsman being a self-consciousness in the broad sense, also takes up a negative attitude to things and cancels them; ... but he merely works on it. ... The master, however, who has interposed the bondsman between it and himself, thereby relates himself merely to the dependence of the thing, and enjoys it without qualification and reserve. The aspect of its independence he leaves to the bondsman, who labours upon it”.

The two self-consciousnesses in the master-slave dialectic are therefore mediated by the labour product of the slave, in a labour process which is the material objectification of the needs of the dominant subject. The whole dynamic of this relationship then unfolds according to mediation by a labour process in which theory and practice are separated into opposite poles.

In summary, in the first stage, self-consciousness is undifferentiated and each mediates the relation of the other to itself; in the second stage, when self-consciousness emerges in the absence of mediation the result is either destruction of one or other self-consciousness or their mutual repulsion; in the third stage, the conflict is resolved by the incorporation of the dominated subject within the labour process of the dominant subject and the appropriation of the surplus.

It is only in this third stage that recognition is completed, albeit one-sided and unequal. For the “independent” self-consciousness, its truth is the activity of the unfree consciousness. “The consciousness that toils and serves ... attains by this means the direct apprehension of that independent being as its self. ... shaping or forming the object has not only the positive significance that the bondsman becomes thereby aware of himself as factually and objectively self-existent. ... having and being a ‘mind of his own’.” The labour process is no longer immediate and natural, but mediated through a ruling class; consumption is no longer immediate and natural, but mediated through a process of distribution of the social surplus.

Thus, through the last stage in this dialectic, we have the self-consciousness of an individual really distinguished that the community as a whole, the essential basis for the development of civil society and rights.

I have traced the description of the “struggle for recognition” as it is found in the Phenomenology in order to bring out the fact that for Hegel the issue in tracing the emergence of self-consciousness is to trace the specific forms of mediation which can arise from the situation where there is no self-consciousness and no mediation, and create the pre-conditions for individualism and civil society.

The point of interest is how this particular passage of the mature Hegelian system, with its emphasis on intersubjective action, can be generalised as an explication of the formation of different components of self-consciousness. I have

briefly indicated above the possible reading of the dialectic of self-consciousness in phylogenetic and ontogenetic terms. Honneth wants a third form which provides an insight into the basic forms of experience underlying political consciousness.

"Self-consciousness" is a category capable of any number of conceivable materialisations. The broadly common form is as follows: (i) Both subjects, despite their determinate positions within the division of labour, each see themselves in the other, any division of labour appearing as natural and unremarkable aspects of a single culture; (ii) the different activity of a group generates a distinct sub-culture or subordinate consciousness, alien to the dominant culture; (iii) the consciousness of the labourer of their mastery of the dominant culture, the enjoyment of which they are excluded from, generates the "struggle for recognition" as such.

Thus, while at first sight, the struggle for recognition appears to be the direct confrontation between two self-consciousnesses, it turns out that when the subjective and objective sides of each self-consciousness are brought into the picture, what is going on is a complex process of reciprocal mediation.

So how does the notion of "solidarity" fit into this picture? Solidarity is the process of subject-formation in which a person voluntarily places themselves outside of the dominant culture to identify with an emergent other, and conversely, where a subject (willingly or not) in conflict with the dominant power experiences others "standing up to be counted" alongside them. What is essential to the process of solidarity is that those giving solidarity risk their lives under conditions when they could stay with the dominant power, and those receiving solidarity are already fighting. I agree with Honneth that solidarity is a key concept, amenable to understanding in terms of the Hegelian "struggle for recognition", which forms the formative experience for political (rather than administrative) consciousness. My qualification though is that there is an essential mode of mediation involved in the process of solidarity, namely the struggle for survival of the first subject. It is by people voluntarily joining the struggle that solidarity comes about. The individual who is fighting for their life does not know about solidarity so long as they are joined only by others who likewise have no choice but to fight. Political consciousness arises when aid comes from an 'unexpected' quarter.

How does this conception of 'solidarity' square with Honneth's demand that the young Hegel could have used it to conceptualise the formation of the state? Perhaps a different word should be used, but it seems to me that 'solidarity' has nothing to do with the formation of a bourgeois state. Hegel saw the state as mediating conflicts between the various estates and industries in civil society, but I don't know that 'solidarity' is the right word for this process.

Conclusion

The "struggle for recognition" as a conception of social development in terms of intersubjectivity has the potential for application to the understanding of social and political development. The struggle for recognition, as described by Hegel, is never a binary relationship however, it represents an approach to intersubjectivity which explores how subjects mediate the relationships between each other and themselves.

An exploration of the struggle for recognition as an approach to political consciousness formation through solidarity should be fruitful, provided use is made of the concepts of mediation we can learn from the mature Hegel.

Iain's Youtube blog (2012 - present) (2012-03-29 04:32)

I've been reviewing my stats. I created clones at wordpress (1300 views), exf3 (800 views), and blogspot (5,000 views). Why delete and start over? The fun doesn't improve.

I feel my blog is obsolete without Youtube. There is a Facebook and blogger icon on youtube.com! I had these thoughts after Wii U was unveiled in mid-2011.

Honneth's Social-Psychological Theory (2012-03-29 18:34)

In Part II of his book, Honneth aims to draw on work of the empirical sciences to reconstruct in modern terms concepts of the 'struggle for recognition' originally outlined in metaphysical terms by the young Hegel.

The first step in this process is the appropriation of the ideas of George Herbert Mead, an associate of John Dewey, who worked out the application of Dewey's ideas in social psychology. I question whether G H Mead's work can be counted as 'empirical science'; it would be more correct to say that he formulated in naturalistic terms, the application of Dewey's behaviourist-pragmatic psychology to social-psychological speculation, albeit brilliantly. Dewey and Mead were quite conscious of themselves as Hegel-interpreters, integrating Hegel's insights into the pragmatist philosophical milieu of the United States. The Progressive movement of early twentieth century America did, however, provide a proving ground for their ideas.

I agree with the idea of exploring the possibilities of grounding Hegel's ideas in modern social and psychological research, but furthermore, I believe that the Vygotsky School in the Soviet Union provides what may be a superior basis for such a grounding. Dewey visited the Soviet Union in the 1920s and his ideas were among the conditions which led to the emergence of this school. Nevertheless, despite all the difficulties of scientific work in the Stalinist USSR, the Vygotsky school actually did carry out over a period of many decades a highly developed research program, including experimental work, and it was a Marxist rather than a pragmatic philosophical legacy which informed their thinking. In the 1980s, their work became known in the West and has been further developed in the United States and elsewhere, including its reconnection with American Pragmatism.

Let us review Honneth's appropriation of Mead, however, and then we can explore where a Vygotskyian-Marxist critique of the appropriated behaviourist-pragmatist interpretation of Hegel might lead us.

As an aside, in introducing this project, Honneth defines the task in these terms:

1. Hegel's model starts from the speculative thesis that the formation of the practical self presupposes mutual recognition between subjects ... but instead of viewing intersubjective relationships as empirical events within the social world, he builds them up into a formative process between singular intelligences ... what is needed, in the first place, is a reconstruction of his initial thesis in the light of empirical social psychology.

Although this paragraph is a little ambiguous, I think it is a miss-formulation of Hegel's schema. For Hegel "intersubjective relationships" are prior to "singular intelligences"; what Hegel refers to as "intelligence" is a higher stage of subjective spirit, which rises through a process of differentiation from "soul" (the subject matter of anthropology in which an individual subject does not differentiate itself from its objectification in a community of subjects, or, ontogenetically, a child does not distinguish between its own actions and those of its environment), consciousness (the subject matter of phenomenology) and spirit in-and-for-itself (the subject matter of psychology). What Hegel calls "self-consciousness" arises through the famous "master-slave dialectic" in the second phase of subjective spirit. However, Hegel's starting point is communities living in a way in which subjective consciousness is not differentiated from collective social behaviour, where individual subjects do not fully differentiate themselves from an objective field of social interaction with other people. That is, people are already living in communities and working together prior, whether interpreted ontologically or anthropologically, to becoming self-conscious.

This may be neither here nor there, but I think it is important to avoid presupposing what is to be derived. The question is: how does self-consciousness emerge?

Honneth appropriates Mead's pragmatist-behaviourist answer to this question:

"I can become aware of what my gesture signifies for the other only by producing the other's reply in myself." [p. 73]

So that:

"In perceiving one's own vocal gesture and reacting to myself as my counterpart does, I take on a decentred perspective, from which I can form an image of myself and thereby come to a consciousness of my identity ... individuals can only become conscious of themselves in the object-position." [p. 74]

Thus Mead's well-known contrast between 'I' and 'me':

"Mead thus distinguishes between the 'me' — which, since it only reflects the other's image of me, only preserves my momentary activity as something already past — from the 'I', which represents the unregimented source of all my current actions. ... In its spontaneous activity ... 'I' not only precedes the consciousness that one has of oneself ... but also constantly refers back to the behavioural expressions contained consciously within the 'me' and comments on them. In the individual's personality, there is a relationship between the 'I' and the 'me' comparable to the relationship between two partners to dialogue ... a subject can only acquire a consciousness of itself to the extent to which it learns to perceive its own action from the symbolically represented second-person perspective. ... without the experience of having an interaction partner react, one would not be in a position to influence oneself — with the help of utterances that one can perceive oneself — so as to learn to understand one's reactions as something produced by one's own person." [p. 74-75]

Vygotsky and his associates were able to confirm that vocalisations are an integral component in the way in which youngsters learn to control their own behaviour, and a way comparable to the way that communities coordinate their activity by means of symbols, rituals and language. The transitory phenomenon of "egocentric speech" demonstrates that speech is not used initially as a means for one subject to communicate with another, but rather as a means for a subject to coordinate their own behaviour, at a stage of development when their 'me' is not yet fully differentiated from the whole field of perception and their 'I' has not yet emerged to view.

Honneth draws attention to the fact that the 'me' as the "internalisation of norms of action that result from a generalisation of the expectations of all members of society ... 'the generalised other,'" substantiates the stage of development of subjects of recognition of themselves and their partners to interaction as legal subjects possessing the same rights, but does not yet substantiate the emergence of individuality, in which a subject recognises themselves and others as having unique and differentiated value and identity. For Mead this stage is characterised by the increasing but never-completed recognition of the 'I' which always lies beyond perception, but forever intervenes into and disturbs interactive activity with its impulses and demands. Honneth draws out this distinction as it emerges in child development through the move from "role-playing" games to "competitive" games:

"In the stage of role-taking play, the child communicates with himself or herself by imitating the behaviour of a concrete partner to interaction, in order then to react in a complementary manner in his or her own action. By contrast, the second stage — that of the competitive game — requires the maturing child to represent the action-expectations of all of his or her playmates, in order to be able to perceive his or her own role within the functionally organised action-context." [p. 77]

These games perform not only a cognitive role but a crucial role in the development of moral personality, in which the young person learns to act according to societal rules and develop their personality in activity with others.

Honneth sees in the development of the 'I', a driving force for social change, as new demands emerge from within a subject, pressuring social norms to be adapted to satisfy its unique demands. Since the satisfaction of such demands is counterfactual, the subject must be able to "visualise" an ideal community in which its demands are satisfied and in which it is able to coordinate its activity with other subjects. Such an ideal plays an analogous role in social development as does play in the development of a child; the ideal emerges through the activity of a social subject according to counterfactual ethical precepts.

Honneth parts company with Mead on Mead's conceptualisation of the path by which individualism may emerge in modern society. Mead looks to the functional division of labour as providing the basis for someone to become conscious of their own unique contribution to the community. However Honneth points out that the production of any functional part of social labour is still always determined by the value-system of the whole — the "common good" or "market values", and therefore, the functional division of labour cannot be the site of counterfactual systems of values which could become an engine of social change and increasing individuation.

Honneth does see the orientation towards shared goals and values that Mead is concerned with in the focus upon the functional division of labour, however, as providing a "motivating experiential nexus" to underpin the development

of solidarity — the third stage of recognition which according to Honneth:

“For Hegel ... represents a synthesis of both preceding types of recognition, since it shares with ‘law’ the cognitive point of view associated with universally equal treatment, but shares with ‘love’ the aspect of emotional attachment that arises when love has been refined, under the cognitive impress of the law, into universal solidarity among members of a community. [p. 91]

My problem with this appropriation is that it picks up Mead/Dewey’s pragmatist/behaviourist epistemology along with the naturalistic formulation of Hegel’s speculative insight. Both pragmatism and behaviourism, in their time, made significant contributions to the clarification of concepts of human action and epistemology, both characteristic of the development of the American bourgeoisie. But they both suffer from defects which the Soviet scientists were in a position to transcend. Neither current of course witnessed the flourishing of social movements which enriched social life in the post-World War Two period, until the Soviet and American currents reconnected in the 1980s.

Mead’s image of the pre-conscious subject remains that of an autonomous actor. His behaviourism is useful in shedding light on how a pre-conscious subject develops conditioned reflexes associating their own action-impulses with sense-impressions deriving from both their own vocalisations and the reactions of those around them, but combined with the lack of an experimental program to further probe the process by which self-consciousness emerges in a child, behaviourism blocks the way to a conception of the construction of a self-consciousness as such, since for behaviourism, the ‘ego’ is forever out of sight and metaphysical.

The research of the Soviet activity theorists brought out the important insight that self-consciousness is inextricably tied up with collaborative activity engaging a subject with those around it, something quite distinct from communication between a subject and its partners. Communication arises only later.

The most vital and pervasive activity in which relations to other human beings first arises for the child is the securing of the assistance of adults in their actions. To adult eyes, the child’s gestures and later, the associated vocalisations, appear to be signals, forms of communication, but in respect to the child who has not yet distinguished between themselves and other people, “communication” is a misnomer. Before the child realises that the world is populated by things, and that the things have names, the words the child utters in her efforts to grasp the thing and satisfy her wants are more like the handles with which things are grasped. In other words, at the very root of the formation of consciousness is collaboration with other people, specifically the adults in their immediate circle.

Mead’s behaviourist observation of the sensuous association of the sound of the child’s own voice along with the sensor-motor activity and the sensuous perception of significant others, reinforcing and conditioning the association of all these actions together in the child’s embryonic psyche, is undoubtedly a valid observation, experimentally confirmed by the Soviet scientists.

Likewise in the social sphere, I would contend that it is not in the communication of a person with another, whether you call that other a “partner to interaction” or “partner in communication”, but rather at first the practical collaboration with others that it at the root of the development of social self-consciousness.

When Marx remarks that “it is with man as with commodities” [note 19 to Chapter One of Capital] and goes on to allude to Hegel’s concept of recognition: “Since he comes into the world neither with a looking glass in his hand, nor as a Fichtean philosopher, to whom ‘I am I’ is sufficient, man first sees and recognises himself in other men. Peter only establishes his own identity as a man by first comparing himself with Paul as being of like kind. And thereby Paul, just as he stands in his Pauline personality, becomes to Peter the type of the genus homo,” Marx clearly has in mind the development of civil society on the basis of commodity production.

Play

I think the first thing to acknowledge about play is that play is an historically constructed activity; play as observed by Mead and Vygotsky in the early 20th century is not like play found in pre-modern times nor like the play of children of the current generation. If we treat play as something eternal, then it does not provide “empirical backing”, but rather speculative philosophy in the unconscious guise of empirical data.

According to Vygotsky, play arises in the activity of the child initially as a means of dealing with desires that cannot

be immediately satisfied. As a result of play, the child develops a capacity for imagination:

“The old adage that children’s play is imagination in action can be reversed: we can say that imagination in adolescents and schoolchildren is play without action.” [Play and its Role in the Mental Development of the Child, Vygotsky 1933]

In a very young child, according to Vygotsky, there is such an intimate fusion between word and object, and between meaning and what is seen, that a divergence between the meaning field and the visible field is impossible, and “things” have a motivating force in respect to a very young child’s actions and determine the child’s behaviour. Further, young children are “moral realists” in that they cannot distinguish between what is “possible” and what is “allowed”. Play is a transitional stage in which things lose the motivating force that they have for her as a very young child; the child sees one thing but acts differently in relation to what she sees. At first, the child cannot yet sever thought from object; she must have something to act as a pivot and a stick for example may be used as a focus for imaginative behaviour in lieu of a real horse — meaning is freed from the object with which it was directly fused before, and not only freed, but becomes the predominant determinant of action. In the earliest play, the imaginary situation is only slightly separated from reality, and a child may ‘play’ at doing exactly what they have to do, they may ‘play’ at doing things which would otherwise be difficult or unpleasant for them. Later on the gap between the real and the imagined situation widens. In this transitional stage, the child still needs a “pivot” for the separation of meaning and object, and actually gains enjoyment from doing this. In all cases, play enables the child to ‘act above their age’, doing things which they are unable to do ‘in reality’, and in this way prepare themselves for doing them in reality.

The free adoption of rules in a play situation with other children and adults, gives the child for the first time a possibility to distinguish between moral (voluntary) and ‘instrumental’ (determinant) constraints.

Vygotsky says of role-playing play:

“play gives the child a new form of desires, i.e., teaches him to desire by relating his desires to a fictitious “I” - to his role in the game and its rules. Therefore, a child’s greatest achievements are possible in play - achievements that tomorrow will become his average level of real action and his morality.” [ibid.]

According to Vygotsky, play is the leading factor in the development of a child, even though it is the subordinate part in the life of the child, which is generally oriented to real situations, and while in the early stages of development of play it is the imaginary situation which predominates, in the later stages it is the game’s rules which predominate.

Play is always purposeful, but as play develops the imaginative more and more outweighs the real, and rules become more and more exacting, and the constraints to correctly fulfil one’s role in a game passes over to the aim of winning a game, and finally to the setting of records, a feature of adult games, in each case the successful achievement of the game’s purpose is always a source of pleasure, predominating over the suffering which may be entailed in physical exertion, self-restraint, risk of failure and so on.

According to Daniil Elkonin, children’s role-playing games are themselves an historical product; in times when production was carried out within a family context and no specialised system of education was required, children simply participated in the productive life of the family up to the limits of their own capacities. Correspondingly, the earliest stages of development of play in a young child are barely distinguishable from reality, taking its cue from the immediate challenges, just as the play-fighting of young lion cubs cannot be deemed to be “role playing games” as the cubs are not exercising any degree of imagination in their activity. In a world with a highly developed division of labour, symbolic activity, tools, etc., it is quite beyond a youngster to emulate, far less participate in the activity of the adults. The child’s desire to collaborate in the productive social activity around it is therefore frustrated, and imaginative situation play enters this void. This imaginative play is as deadly necessary and enjoyable as the wrestling of lion cubs, but its key feature is the “suspension of disbelief.”

I am not aware of any evidence that role-taking play involves, as Honneth claims, children imitating the activity of their partner to interaction.

“In the stage of role-taking play, the child communicates with himself or herself by imitating the behaviour of a concrete

partner to interaction, in order then to react in a complementary manner in his or her own action. By contrast, the second stage — that of the competitive game — requires the maturing child to represent the action-expectations of all of his or her playmates, in order to be able to perceive his or her own role with the functionally organised action-context.” [p. 77]

I suspect that this stage of symmetrical imitative play is a construction on Mead's part in order to substantiate his 'me'-hypothesis. In any event, play may not even involve another human partner to interaction, but may instead involve the autonomous use of an artefact. At the very earliest stages of play, typically the child adopts their own role and 'plays' themselves in a role play with their real partner to interaction.

When you think about it, the 'me'-hypothesis, though engaging and with a big grain of truth in it, is not strictly feasible. Mead says, according to Honneth, that one can “call up in oneself the meaning that one's action has for others.” But this is not true. The reactions of others as perceived by the subject are complementary and not identical to the perception and internal reaction of the others which can only be inferred. The sensori-motor perception of the subject of its own activity which is associated with the audio-visual perception of the reaction of others is something quite distinct from those of the subject's partners to interaction. On the other hand, Honneth needs this construction to substantiate the 'analogy' of rights-based recognition with symmetrical role-taking play and give him the 'empirical backing' he is looking for.

According to Vygotsky, there is an intermediate stage in the development of play called “rule-based” play, in which the imaginary 'situation' underlying role-taking play is formalised and abstracted into the rules-of-the-game, and the role of artefacts in mediating the activity of players by “standing for” real things has given way to formal rules. These rules frequently have their historical origins in role-playing (e.g. chess from war-games) but these have been lost in time. The competitive side of the game develops, but in its beginning, the rule-based play is just a development of role-taking in which the behaviour required by each player is given not by the hypothetical situation but by formal rules. Athletic competition is the highest stage. Here the player competes not only against the other participants but in setting records and so on, competes in an historically articulated social practice which is real in every sense and may become literally professional. Vygotsky is also at pains to emphasise the distinct roles of role-taking and rule-based games in the development of the child.

It is understandable the role-taking play was such a significant part of children's play during an era when a child's life-world was populated by the local grocer, the policeman, doctor, as well as uncles and aunts, etc., etc.. But it is a very different world that surrounds the youngsters of today's modernity.

Since World War Two, there have been three significant developments in play flowing out of the developments in the labour process: (i) the childhood of baby-boomers which corresponded to them being a new market for mass production of toys, (ii) the emergence of television as the ubiquitous childminder and (iii) the development of video games and in particular the current generation of “character-building” games. According to Jay Lemke, young researchers entering the field are the first generation of those who were themselves raised on video games.

Research on the nature and impact of play under the impact of these changes is only in its infancy. Worthy of mention however are firstly that television has brought about a flourishing of “autonomous role-taking play” among children, where children autonomously act out roles adopted from fictional or celebrity characters on the TV, and secondly, the dungeons-and-dragons-type games which are currently popular among young children, in which the players build the characters they are going to play, adding clothing, physique, weapons, personality, qualities, powers and aims to the character. This activity of constructing the character one is to play in the game may be as engaging as playing the game itself or even more so. In an age when young people are told that they will have to invent their own biography, where they are told that the job they will do does not probably yet exist, the popularity of such games is truly remarkable!

According to Jim Gee [Gee, J. P. What video games have to teach us about learning and literacy, 2003], video games players adopt three distinct roles when playing a game: “real”, “virtual” and “projective”.

If play is subject to historical change, then we have to be careful not to elevate passing phases in the historical development of play into a metaphysical status. I think that the observations quoted from Vygotsky above, about the broad developmental role of play remain valid, but in a more detailed examination of different forms of play, we must consider them as part of an historically developed adult culture. In general play-activity and the various kinds of

artefacts that function as “toys”, mediate between what the child is able to do at any given stage in its development, and what the child needs to do later in life.

It would seem to me though, that play does always require some form of external, mediating object to facilitate the development of imagination; and imagination, the ability to separate meaning from the immediate objects of perception and build new forms of activity around newly acquired meanings, is essential to the development of the human personality. Play does not necessarily involve using other people as the mediating object however. Play with others clearly plays a crucial role in moral development however, but not necessarily an exclusive role.

The Facade. (2012-03-30 09:50)



Ah, capitalism. You buy shit and nobody comments on your Youtube. They say they will here, yet they won't. Bitches. Facade is a superficial appearance or illusion of something. This guy said he was on Youtube taping his band. Who knows if he lied? This whole conversation was a facade. When I return, my bets new people will put out more facades. It wasn't a real conversation, A FAKE ONE!

Yeah, career professionals tell me that Carrabu Coffee is a great place to make friends, yet they lie through their teeth. If all Carrabu Coffees are like this, you'd think that becoming Canadian is a real advancement. Canadians don't have these silly problems.

If this continues, I'll have no problem cussing at them if I ever see them.

Real amazing Rail guns/lazer! (2012-03-31 02:53)

Okay people, we got the MTHEL (mobile tactical high energy lazer) the size of a semi trailer, HELLADS (high energy liquid laser active defense system) and now bases equiped with telescope for locking on enemy satellites into space and making them explode! Conservatively is supposed to destroy any CPU on the enemy satellite.

Anonymous (2013-03-14 00:53:01)
cheap generic ativan ativan zombie - order ativan online

Anonymous (2013-03-20 17:20:15)
<http://technologiesuae.com/> #rx online pharmacy canada xanax - xanax and alcohol how much

14.4 April

BlackJack (2012-04-01 08:12)

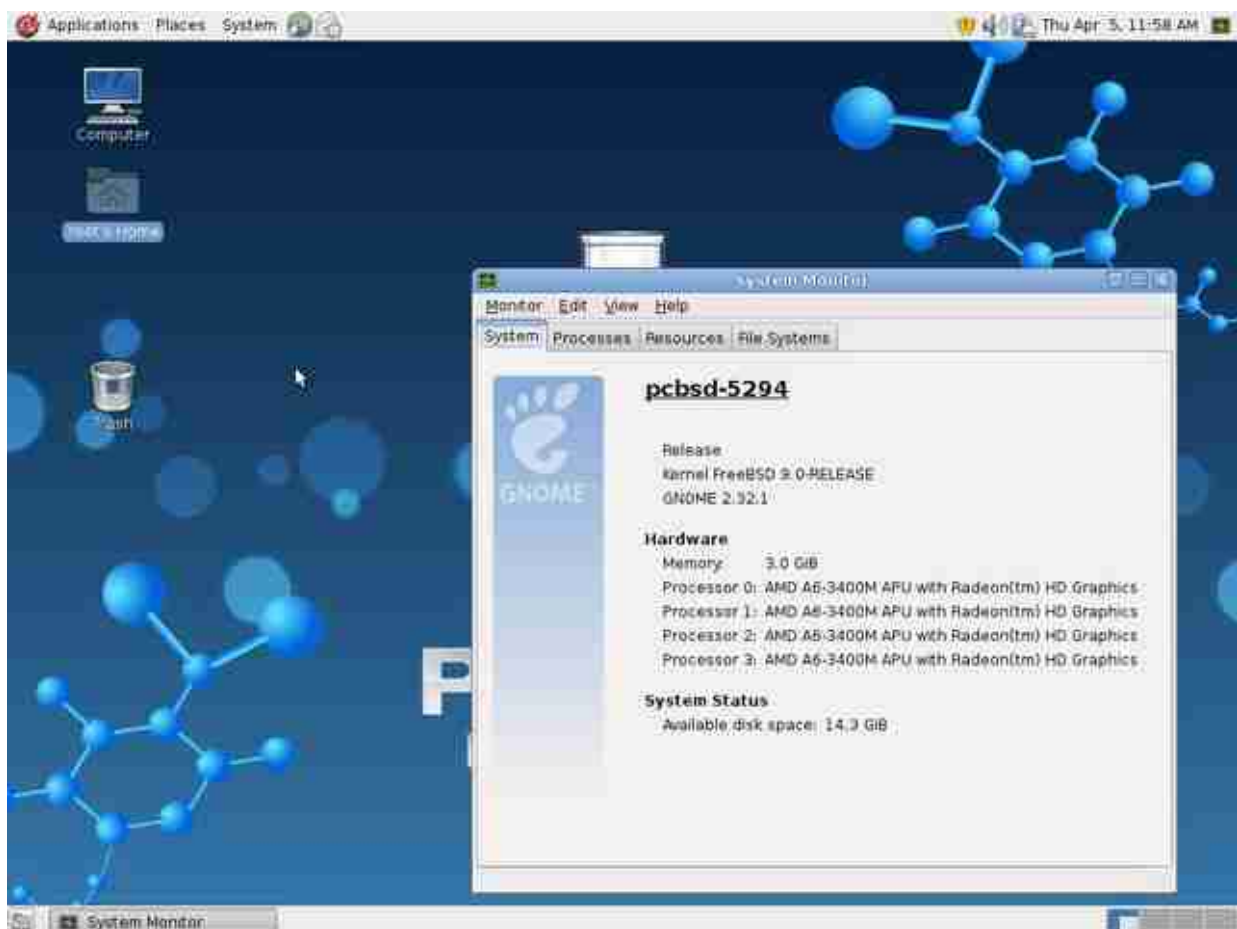
Blackjack is my third favorite Linux game after Tetris and FloboPuyo. The old version is missing from Linux Mint 11.
www.ubuntubytes.com/debs/gnome-blackjack_2.28.0-0ubuntu3_i386.deb

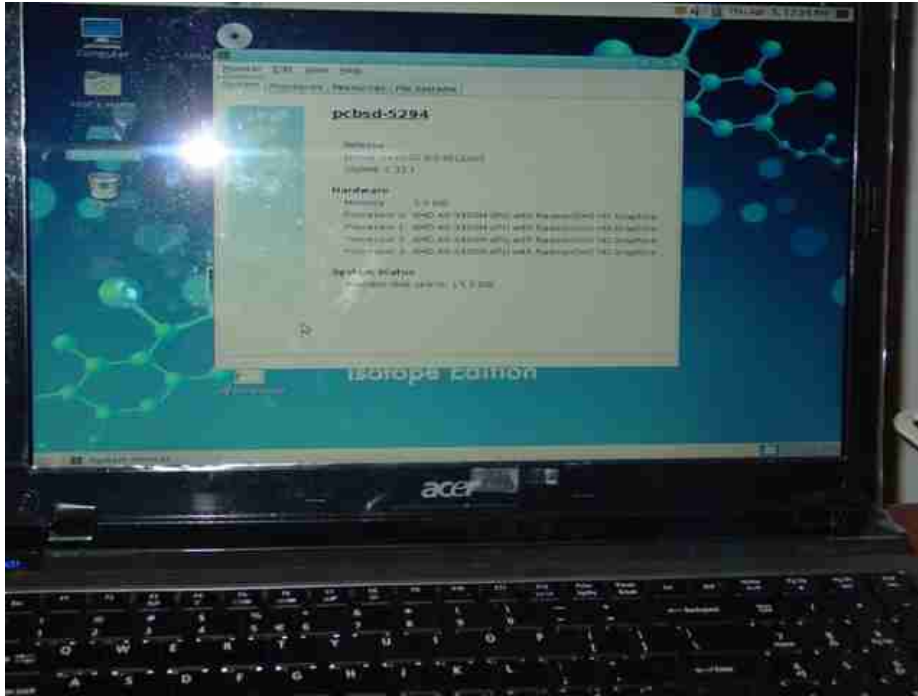
I beat you sir by Six months! (2012-04-04 11:54)

Meet Barack Obama, the *bureaucratic collectivist* -
February 2012

Iain's blog: *DC Bureaucratic collectivism*
September 2011

PC-BSD 9 WiFi in progress (2012-04-05 09:55)





I think PC-BSD didn't make a PBI file for my problem is doesn't know why I use Linux Mint 11! I can install PC-BSD on my laptop and wanted to use it with WiFi so badly.

I found out i needed B43-fwcutter

```
cd /usr/ports/sysutils/b43-fwcutter/ && make install clean
```

I don't see bwi-firmware-kmod

```
cd /usr/ports/net/bwi-firmware-kmod/ && make install clean
```

Boot PC-BSD 9 in GRUB

/etc/grub.d/40_custom:

Boot PC-BSD 9 in GRUB

```
menuentry "FreeBSD" --class freebsd --class bsd --class os {
```

```
insmod ufs2
```

```
set root='(hd0,4)'
```

```
chainloader +1
```

```
}
```

```
then
```

```
Terminal # update-grub
```

oakleyses (2014-10-23 18:03:35)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada

handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:38)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:38)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

TV series collections (2012-04-06 11:34)

I started with some TV series including The Simpsons (most popular cartoon in America), Trailer Park Boys (best Canadian show in years), Star Trek The Next Generation (best Star Trek), Star Trek Voyager (Star Trek I grew up with), Battlestar Galatica (placed 1st at Boston.com) and now The Wire (highest rated series on IMDB)

Possible additions to my collection would be The Office, Breaking Bad, Mad Men, Game of Thrones, and Spartacus: Vengeance.

I asked Best Buy, this woman rep said the stores most popular ones are Smallville (Superman), The Office, Two and a Half Men.

New Playstation 4 tech specs (2012-04-07 22:17)

Playstation 4 is leaked to have AMD's A8-3850 APU and Radeon HD 7670 GPU

800 MHz engine clock

1GB GDDR5 memory

1000 MHz memory clock (4.0 Gbps GDDR5)

64 GB/s memory bandwidth

768 GFLOPS Single Precision compute power

TeraScale 2 Unified Processing Architecture

480 Stream Processing Units

24 Texture Units

32 Z/Stencil ROP Units

8 Color ROP Units

128-bit GDDR5 memory interface

PCI Express 2.1 x16 bus interface OpenGL 4.1 support

Image quality enhancement technology

Up to 24x multi-sample and super-sample anti-aliasing modes

Adaptive anti-aliasing

Morphological anti-aliasing (MLAA)

16x angle independent anisotropic texture filtering

128-bit floating point HDR rendering

When PS4 comes out, the 7670 GPU will be one generation obsolete. The AMD R8000 will be out. I won't have to pay \$50 or \$60 for DirectX9-like quality which is long overdue. Those people that say graphics quality doesn't matter hate capitalism already. They want the 40,000 Youtube hits to be the NES, SNES, Genesis collections and have certain guarantees not unlike the 1968 Ford Mustangs and other classic cars. Generation Y believes that only owning a large quality of 8-bit/16-bit videogames bring success. We'll see whose right.

SNES games I need to get (2012-04-08 13:12)

4. Final Fantasy 2



Getting closer to the Number 1 spot, we have Final Fantasy 2 in at number 4. It was developed by Square (Now Square Enix) and released in 1991. I can't even begin to think of how many hours I spent on this game as a kid. Countless. I loved everything there was about this game.

3. Lufia II: Rise of the Sinistrals



Lufia was developed by Neverland and published in Japan in 1995, by Taito. Lufia 2 is a straight up RPG, however it has many puzzle elements incorporated in the various dungeons you explore. You acquire a bunch of items like a bow and arrow and bomb to name a few, which can be used to help you overcome certain obstacles in dungeons.

2. Final Fantasy III



The game was released to critical acclaim and is regarded as a true landmark in the Final Fantasy Series.

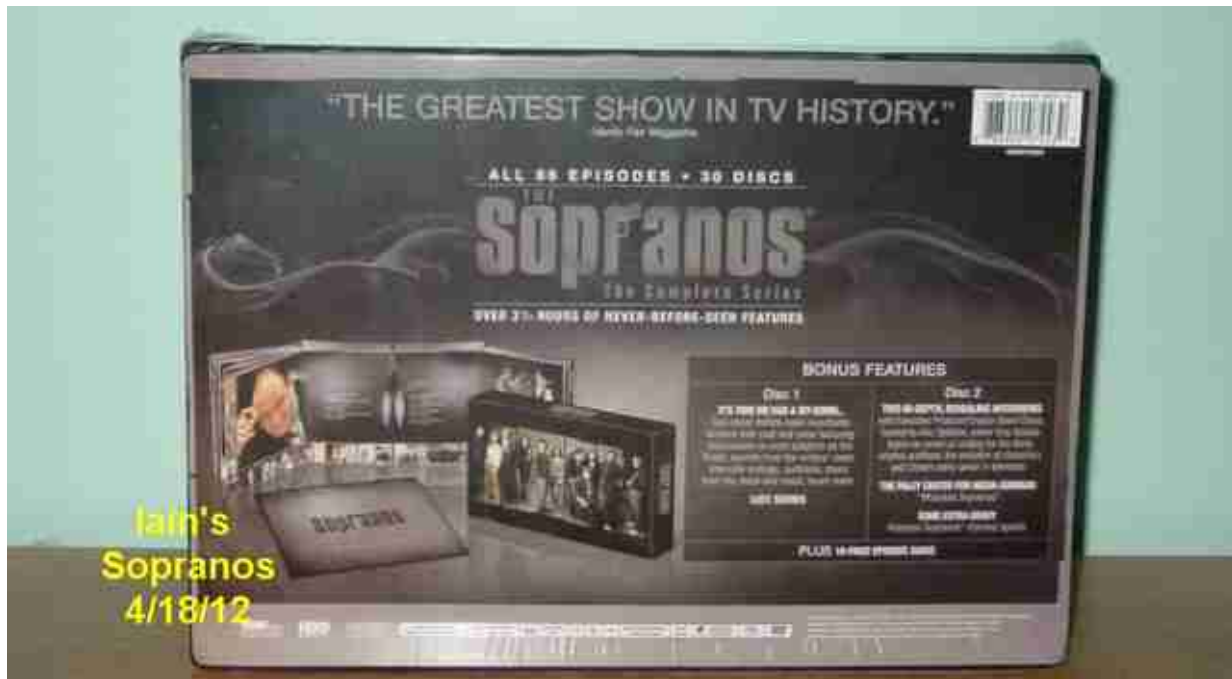
1. Chrono Trigger



It follows a group of people that are traveling through time in order to prevent the cause of a major catastrophe. I don't know what to say that has not already been said about Chrono Trigger. It surely is a masterpiece, so well done and very unique. From the battle system, to the load of sidequests that reveal a lot about the characters and their pasts, to the badass that was Magus and to that fact that you had multiple endings, all signs point towards a win.

Owns Sopranos complete series (2012-04-09 16:23)

Yeah, I liked the Godfather parts 1 and 2 so I got it at a good price at \$60. I bought my boxset today off E-bay. It is one of the highest IMDB series, just below 'The Wire' in score and tied with Breaking Bad (AMC channel series). Hopefully I can make friends by watching some of this series.



Bought Chrono Trigger, Final Fantasy III and Xenoblade Chronicles (2012-04-09 17:07)

I know I bought Final Fantasy III and Chrono Trigger for PS1 in 2001! Then I got Final Fantasy III for DS in 2008, and Chrono Trigger for DS in 2011. I own the SNES carts so it would look great on my Youtube slideshows. I know the European gamers were showing off their rare games and Final Fantasy III, Chrono Trigger, Panzer Dragoon Saga (now owns), Guardian Heroes (now owns). I also bought Ogre Battle for PS1 now. I remember playing the Chrono Trigger rom in 1999. My cousins with a SNES never owned Chrono Trigger or Final Fantasy III. In America, Chrono Trigger is the best RPG for SNES, yet in Europe, Final Fantasy III takes Chrono Trigger's throne. I think that Chrono Trigger has 60 hours of gameplay and 12 endings.



Xenoblade Chronicles for Wii might be rare someday with a limited run. This game surpasses Monster Hunter Tri in role playing complexity and also length. It's like a Final Fantasy X.

I heard that Disgaea DS and Disgaea: Afternoon of Darkness, both ports of Disgaea Hour of Darkness for PS2 are one of the deepest strategy RPGs for the older handhelds. I bought those two plus Disgaea 2 Dark Hero Days. All somewhat rare PSP games. Disgaea 3 is coming out on April 18th.

Sega Genesis games I have to get someday (2012-04-14 12:48)

1. Musha - The most expensive NTSC videogame on either SNES or Genesis on Earth with a price tag of \$250 on ebay, because you cannot find this off Amazon. It's a SHMUP made by Compile? It is Panzer Dragoon Saga's equal. You could find rarer, more expensive Neo Geo AES games with \$400 price tags.



The screenshot everybody remembers only seen in emulators, because owning Musha was nonexistent.

2. Phantasy Star IV - everybody has Phantasy Star IV except me. It's Genesis's best RPG. It was played by many Genesis owners and it isn't even rare

3. Lightning Force - a nice shoot em up

4. Shining Force 2

5. Shining Force

6. Castlevania Bloodlines

SHMUPS Episode V Metallic Uniframe Super Hybrid Armor (2012-04-15 14:53)



X

IFRAME: http://archive.org/embed/MUSHA_407

Off Ebay. Metallic Uniframe Super Hybrid Armor may surpass Lightning Force in Gameplay. I think I played the Musha rom dozen times so I'm pretty sure it would.

I also bought some other Genesis games.

- Phantasy Star IV
- Castlevania Bloodlines
- Shining Force II
- Lightning Force
- One SNES game
- Final Fantasy II



The PF Firewall in PC-BSD beats Linux (2012-04-20 05:48)

"Summary: OpenBSD is quite possibly the most secure operating system on the planet. Every step of the development process focuses on building a secure, open, and free platform. UNIX® and Linux® administrators take note: Without realizing it, you probably use tools ported from OpenBSD every day. Maybe it's time to give the whole operating system a closer look...In fact, OpenBSD is so secure that it was once banned for use in a DEF CON competition, where crackers go after each other's systems..." – IBM.com circa 2006

Source

"OpenBSD is often noted for its code auditing and integrated crypto, but the security features go far beyond this. OpenBSD was built from the ground up on the model of being a fabric woven with security in mind, not a patchwork of bug fixes and security updates. **This has led to OpenBSD finally being recognized today for what it is: the most secure operating system on earth.**

Source

"Whether you buy that theory or not, experts agree that OpenBSD is the most secure server operating system now available. "

Source

"Chris McNab, network security analyst at MIS Corporate Defence thinks that OpenBSD "is the most secure operating system available". He said that the security comes from the fact that "it is based on NetBSD, but open source developers have gone through it and audited it, working proactively. So rather than waiting for a security hole they're already looking for one. This has made OpenBSD the most secure Unix variant out there".

Source

"OpenBSD is a free unix-like operating system. It comes "secure by default" out of the box. It CAN be *the* most secure operating system, but of course that is absolutely dependent on who administers it, and how vigilant they are in protecting it. In the right hands, I consider it to be THE MOST SECURE OPERATING SYSTEM."

Source

"OpenBSD is considered by many to be one of the most secure operating systems in existence. From its inception, OpenBSD has focused on making BSD as secure as possible."

Source

"OpenBSD is universally acknowledged to be the most secure operating system available today, miles ahead of Windows, Linux and other operating systems with its security features, making it the clear choice for any high-security application."

Source

JXD S601 (2012-04-20 21:18)

I have more than one GP2X Caanoo for NES, SNES, Genesis, Neo-Geo, GBA, Turbo-Grafx emulation. My favorite is GBA.

JXD makes an inexpensive Android handheld based on 2.6.35 Linux kernel (

Aug 1, 2010)

for old 8-bit, 16-bit, N64, PS1, and Saturn emulators. It's got 512 MB of RAM and a 1 GHz RISC CPU. It plays JPEG and all the image formats. It has 802.11. The \$120 model has a better touch screen for touch screen games.

I admit there is no Android 3.0 or Android 4.0 game handheld with newer Linux kernels on Ebay.



Caanoo can do this with 2.6.24 kernel (24 January 2008) . Caanoo kernel is as old as openSUSE Linux 10.3.

Dragon Force, Valkyrie Profile, Shining Force CD (2012-04-23 13:23)

I finally bought **Dragon Force** for Sega Saturn, probably Sega Saturn's 5th highest rated NTSC game after Panzer DRagoon Saga, Panzer Dragoon, Panzer Dragoon 2 Zwei, and Nights into Dreams. It's a Strategy RPG.

I also bought my first Sega CD game called **Shining Force CD** which got a 90 % on many Sega Genesis sites like Sega-16.com, Shin-Force. Shining Force CD is the best Sega CD RPG. I have Lunar - Silver Star Story for PSP and PS1, and Lunar 2 Eternal Blue for PS1. I still have to fund Popful Mail for Sega CD. This game was also rated high.

Then I bought **Valkyrie Profile** for cheap (\$75) perhaps the popularity died down. I already had it for PSP3000, and now PS1. I know there is a 3rd one on Dual Screen, yet I am waiting for a PS3 version to come out. It's on a lot of PS1 RPG lists. I saw it at a local thrift store for \$100 eight years ago.

I own one of the rarest JRPGs for Dual Screen called **Radiant Historia** . It's a JRPG with a nice game site score of 8.5 out of 10. It has time travel and plays like Chrono Trigger.

August Wii U impressions II - Ellen drives sales? (2012-04-24 03:22)

Lets start off by saying that E3 2012 was there for the taking if Nintendo wanted it. When I parallel the word history with Nintendo, for me and many others immediately fond memories are invoked in the form of childhood experiences that drew upon new possibilities. Did Nintendo drop a price point? No. Did Nintendo explain their online strategy? No. Did Nintendo reveal a release date? No. Did Nintendo show off really any triple-A products for launch? No. Did Nintendo drop a price point? No. Nintendo has given everyone the opportunity to create something special, and really it comes down to the talented developers and their creativity to define the Wii Us future.

Most of those people dont care about release dates and price points six months in advance. They will start to worry about it when EllenDeGeneres starts giving them away like gangbusters this holiday. That is their market, and that is their direction.



. What is the world coming too?

Linux Mint Debian Edition XFCE 201204 impressions (2012-04-24 21:23)



(Sequel to the Debian/Ubuntu-based Gnoppix 2.12 in 2005)

Featured software

XFCE 4.8

Thunar File Manager 1.2.3

Firefox 11.0

Libreoffice 3.4.5

Xchat

Thunderbird

Gimp 2.6.8

VLC 2.0

linux kernel 3.2.0-2-486

I miss that popup screen seen in Linux Mint 11 where I can download Broadcom WiFi firmware under unrecognized firmware on the taskbar. Linux Mint 13 Ubuntu is due out in May 2012. The login username for this LiveDVD is "mint". I tried Debian distros before in 2004, but Debian was secretly under the name Knoppix 3.3 instead. I know now that I have to stay with the regular Linux Mint s for this laptop. My Linux Mint 12 DVD crashes in install mode. I have to wait for Linux Mint 13. Linux Mint Debian Edition XFCE 201204 is an okay operating system, yet Linux Mint 11 is a lot superior with working WiFi drivers and just as stable. Firefox 11 didn't time out during surfing (with RJ-45) in Linux Mint Debian Edition XFCE 201204. Overall: C+

Romney against police states (2012-04-25 06:08)



IFRAME: <http://archive.org/embed/StuffFromRenegadeviking>

Vanguard parties are illegal as outlawed by the US constitution. Obamacare mandate is unconstitutional. I vote for Romney in November and Nov. 2016.

The Easter Island Scenario (2012-04-27 15:15)

Scientists now say due to people going hungry on Easter Island with those strange heads in it will be a preview of what human civilization will be like as little as 100 years.

As the population keeps growing to seven, eight or nine billion, there will be a lot more wars over food," he says.

Source: redOrbit (<http://s.tt/161qS>)

"As the population keeps growing to seven, eight or nine billion, there will be a lot more wars over food," he say. Mitigation would slow things down a bit, but there are too many people here already. he says

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Source: redOrbit (<http://s.tt/161qS>)

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Source: redOrbit (<http://s.tt/161qS>)

Mitigation would slow things down a bit, but there are too many people here already.

Source: redOrbit (<http://s.tt/161qS>)

Frank may be right, but some of us still harbor the hope that there will come about an awareness of the situation and, as a result, the revolutionary changes necessary to achieve ecological sustainability,"

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Source: redOrbit (<http://s.tt/161qS>)

As an American, I will always be unpopular (2012-04-28 20:00)

If I was in the UK commonwealth, I would have been cool and popular by now. I would have had over 100 more blogspot, Facebook and Youtube comments. Since I do live in this creepy land called America, I get none. Canada is a hundred times better for online activities. Say if I was a Democrat for the rest of my life, would that change this insanity? Probably not. I realize that everybody's more talented with more comments than me. I realize living this country is the problem. I could blame myself for a lot of things. No friends. No facebook comments. Offline is where I talk to myself (who else is there?! I gotta change this and move to Canada or Australia for a nice stream of comments! Now, other Americans have friends, because have financial freedom or they have that kind of charisma. They have much more talent. I am forced to say that I am talented when **I am really not talented at all**. Everybody want me to be talented offline, but I know I would have to be Canadian to be talented. Canadians are more talented. These Americans have to keep me unpopular online to force me to be talented offline with a bad life; therefore, I am still untalented and unhappy here. The Canadian society doesn't have the same GDP as America so I could get away with a lot more popularity online. To sum it up, as long as I live in America, I'll continue to be unpopular! A nice commonwealth country like Canada or Australia is the solution ultimately.

14.5 May

RIP PC Games: PC gaming rig is the Amiga? Maybe (2012-05-01 00:48)

I got the bad news today at a local GameStop. Even though Diablo 3 and Guild Wars 2 are coming out for PC on DVD boxset, most PC Publishers are moving towards downloads (iso images). The DVD media and case may be in the past. Consoles will remain the platform of choice. Even though videocards contributed to this, the Gamespot clerk said they want to use their PC for only web surfing. In the next year or so, PC games will look like the Commodore Amiga 4000 looks like in 1998...kind of dead or last stage of dieing.

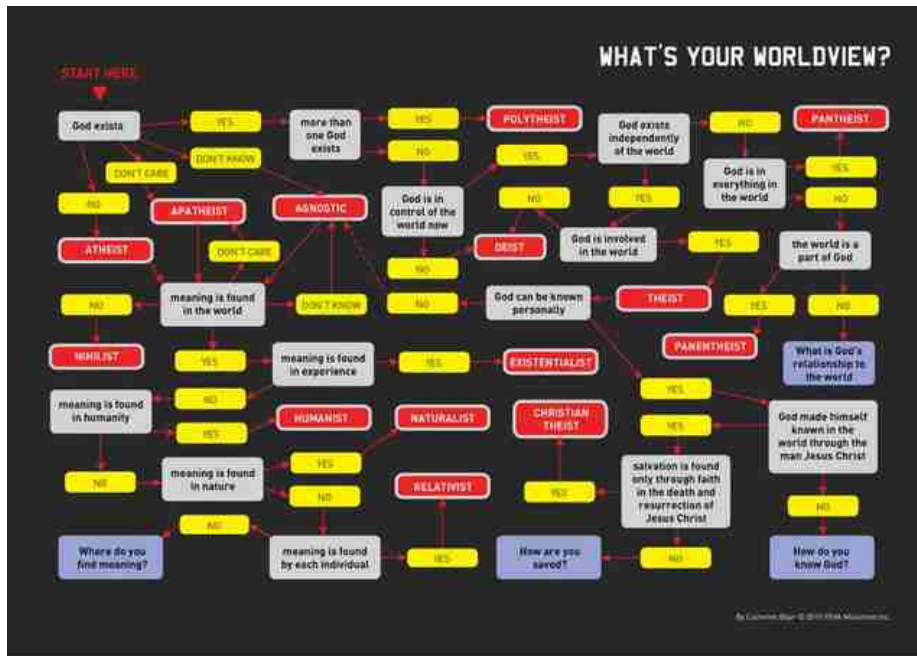
Perhaps Wii U, Xbox 720 and Playstation 4 will put the final nail in the computer gaming. Diablo 3, World of Warcraft and Guild Wars 2 will be the last popular games on PC according to the Gamestop clerk.

The handheld platforms like 3DS feel like the early 1990s. The Playstation Vita appears to be acting as a Sega Game Gear lagging far behind the Gameboy. Gamepark Corporation felt that the GP2x Caanoo is their last handheld.

My ex-friends have stopped playing Everquest 2 and World of Warcraft in late 2008 to show that PC gaming is really dieing. He ended with a Radeon HD X1600 in his PC in 2008.



Profile People! (2012-05-01 14:04)



Top 10 baseball stadiums (2012-05-04 21:28)

Nothing says America better than baseball! Get a hot dog and beer and you're ready to go.



Wrigley Field Home of the Chicago Cubs

1. Wrigley Field, Chicago Cubs According to Obama in an interview with ESPN's Stuart Scott, Wrigley Field is all about beer and beautiful people who aren't serious about baseball. Prove Obama wrong and go to Wrigley Field to seriously watch a Cubs game.



Fenway Park Photo by charliekwalker@flickr

2. Fenway Park, Boston Red Sox "America's most beloved ballpark," Fenway Park is truly a classic. It's much the same as it was the day it opened on April 20, 1912. Go see what the Green Monster is all about, and why it's so difficult to make a home run.



The New Yankee Stadium

3. Yankee Stadium, New York Yankees The new Yankee Stadium, just north of the original in the Bronx, will open on April 3 and 4, for an exhibition game against the Chicago Cubs. No longer will Yankee Stadium be referred to as "The House that Ruth Built."



Waiting for a home run in McCovey Cove at AT &T Park

4. AT &T Park, San Francisco Giants It may be owned by AT &T but fans still call it Pac Bell Park. Watch Portuguese water dogs fetch home runs as they splash into McCovey Cove. And who is that pitching for the Giants? Why, it's 45-year-old Randy Johnson, still throwing fastballs up to 95 mph.



Chase Field Home of the Arizona Diamondbacks

5. Chase Field, Arizona Diamondbacks Where but in Arizona can you have a pool party at a major league baseball park? Reserve the Ridenow Powersports Pool suite which includes a private bar and plasma TV. pool rental comes with 35 game tickets, five parking passes, a beach towel and baseball cap for each guest.



The pristine Safeco Field in Seattle

6. Safeco Field, Seattle Mariners The Kid is back! Seattleites are enthusiastically welcoming the return of Ken Griffey, Jr. And you don't have to worry about wind, rain, or snow when you go to Safeco Field in Seattle. The one-of-a-kind retractable roof covers the ballpark without enclosing it.



PETCO Park with spring flowers

7. PETCO Park, San Diego Padres Location, location, location—that's the beauty of PETCO Park. Panoramic views of San Diego Bay can distract you from the game. And when the last out is made, the Gaslamp Quarter is right there with its huge selection of restaurants and pulsating nightlife.



Oriole fans in Baltimore

8. Oriole Park at Camden Yards, Baltimore Orioles See the Orioles for free on your birthday. The Orioles are giving away tickets to fans during their birthday months—with the exception of the Yankees and Red Sox games. The season starts on April 6 at home against the Yankees. No freebies that day!



PNC Park and the Pittsburgh Skyline

9. PNC Park, Pittsburgh Pirates Sitting alongside the Allegheny River, PNC Park has sweeping vistas of the downtown skyline and the riverfront. The Pirates have been Pittsburgh's team for 115 years. That's reason enough for celebration.



Activities around Coors Field

10. Coors Field, Colorado Rockies Did you know that at the mile-high Coors Field the ball travels nine percent farther than at sea level? The row of purple seats twenty rows up on the upper deck and six rows from the top is exactly one-mile above sea level. Watch the Colorado Rockies play with a view of their namesake mountains in the background.

Top 10 NFL stadiums (2012-05-04 21:36)

1. Dallas Cowboys New Stadium, Arlington. This site will open for the Dallas Cowboys in the fall of 2009 and it has already won the rights to the Super Bowl in 2011. Set to be a modern-day coliseum, this venue has everything including a retractable roof, the largest high definition screen in the world at the 50-yard line and glass doors that open behind each end zone.



2. University of Phoenix Stadium, Phoenix. The Cardinals had their first season at this palace in 2008 and it must have helped them out. Big and beautiful, this new stadium has climate control and a field that is brought in on an incredible tray system that was designed specifically for them. Before each game and after the field can be rolled in and out so that the grass can grow and so that the venue can host events that require a hard floor without damaging the playing surface! Amazing.



3. Lambeau Field, Green Bay. Not new like the other Megaplex stadiums but endowed with the great ghosts of football past, the field is a testament to fan support. A small town supporting a major team is unheard of and also makes this a refreshing break from the corporate gatherings hosted by other NFL stops. Great tailgating and memories of Vince Lombardi abound. The field and stadium are still wonderful with great views of the icy tundra all around.



4. Raymond James Stadium, Tampa Bay. Arrrgh, matey! When they redesigned this stadium in 1998 for the Buccaneers, they went all out with the pirate theme. A 103-foot pirate ship replica is on site so that fans can play in the entertainment park, Buccaneer's Cove. The Cove also has a fishing village replica and a ton of vending areas made to look like beach huts. If you attend a game when the Bucs score a TD, they have 8 cannons fire at the same time. Of course, it has 195 luxury suites and all that but the theme park fun is what sets it apart.



5. Qwest Field, Seattle. Espresso, rain and football? These elements all come together in the Seahawk's stadium. Perched right downtown among the buildings, the south end of the end zone opens up to views of the skyline and Mt. Rainier. The whole thing has an awesome open field with acoustics designed to funnel sound down to the field and mess up the opposing teams. When the rain comes, the screens direct it away from fans so they can sip coffee in comfort.



6. Heinz Field, Pittsburgh. The Steelers new home was built not far from the legendary Three Rivers Stadium but this all new home has the plush comforts of the new stadium with all of the hard-core fans from the old venue. What a great mix.



7. Invesco Field, Denver. After having such success in the Mile High Stadium, fans were leery of this new joint in the sports complex next to the Pepsi Center and Coors Field. Invesco Field though won them over. It still has a reference to the old stadium in the name and was built the exact same size: just more luxury boxes and a grade A facility.



8. Lucas Oil Stadium, Indianapolis. Once the team became champs they moved into this new modern stadium in 2008. The outside has a brick and steel facade that suggests the old era but this stadium is all modern inside. Built 25-feet below street level for easy seat access for fans, the 63,000 who gather each week to watch their team do so in style.



9. M & T Bank Stadium, Baltimore. Built to look like Camden Yards, its baseball neighbor, M & T Bank Stadium features 2 massive scoreboards and seating for 71,000 each week along with the super-cool Astroturf with those little rubber balls.



10. Jacksonville Municipal Stadium, Jacksonville. Built on the sacred ground of the old Gator Bowl, this stadium launched back in 1995 but was heavily upgraded to host the SuperBowl in 2005.



oakleyses (2014-10-23 18:14:55)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:20)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:21)

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Method of Loci (2012-05-05 19:27)

The Method of Loci or Method of Place is perhaps the oldest mnemonic device. It was used by the Greeks in 500 B.C. It is based on mentally positioning things-to-remember in a well-known room. Use the Method of Loci by trying the following: 1. Imagine a very familiar place, such as a well-known street, building or room, which has many distinctive locations. Imagine yourself walking through, for example, this room, carefully examining each location. For example, imagine walking in the door, turning right, seeing the bookcase, walking to the bookcase, looking at it, walking past it to the fireplace, looking in the fireplace, etc... Now, make up a vivid, concrete list of everything that you need to remember. For example, the five things that you need to buy for a birthday party (e.g. cake, candles, balloons, present and music). Associate each item with a location in the room. Imagine it as vividly as you can. Walk through the room and look in each location, seeing the item where you placed it.

Dual Analogue Sticks on Wii U, finally (2012-05-06 03:02)

I think the latest Wii U revision where they have two analogue sticks near the top, is an improvement. Nintendo should copy dual shock and have the analogue sticks near the bottom. Didn't Nintendo take any hints from Sega Dreamcast and Xbox's controller S doesn't work. The controller is not that well designed with analogue sticks near the top. They should be smarter than this unless THEY WANT Wii U to fail. Dual Shock 2/3 is one hell of a controller, the best ever made. Nintendo is being STUPID!

Owns Terranigma (American version) (2012-05-06 16:42)

This SNES game is similar to Chrono Trigger (RPG, 10/10) and is a rare NTSC production like Secret of Mana 2 was. It got a 10/10 at Nintendolife and SNES.com. This RPG is the final game in the Soul Blazer trilogy. I remember there being some NTSC Star Ocean copies, but I own that SNES Star Ocean for Playstation Portable so it's less important.



This is what my copy of Terranigma looks like.

I am looking at buying a 8/10 Misadventures of Tron Bonne, a rare Playstation RPG in the next month or so. Tron Boone came from my other PS RPG, Megaman Legends II.

SALT method (2012-05-06 19:26)

· Use the SALT Method This is another useful method, which can be used any time you meet someone new. It can also be used along with the imagery techniques just described. Say the name aloud. Ask the person a question using his/her name. At Least once, use the name when talking. Terminate the conversation by using his/her name again. For example, when your friend Jim introduces you to Betty for the first time, this is what the conversation might sound like: Jim: This is Betty. You: Hello Betty, pleased to meet you. Betty: Pleased to meet you too. You: So, Betty, what brings to you Thunder Bay? Betty: Well, I am just down to do some camping..... (talk, talk, talk). You: That's so interesting, Betty, because I feel the way about that..... (talk, talk, talk). You: It was great meeting you Betty, good luck on your camping trip. Hope you don't see any bears!

cruise.mp4 (2012-05-07 14:36)



IFRAME: [http://www.youtube.com/embed/wXiTo8Q_3Ds?fs=1 <p >1999 </p >](http://www.youtube.com/embed/wXiTo8Q_3Ds?fs=1<p>1999</p>)

1999 high school edited video

Dragon Quest VI, Secret of Mana 2, Tales of Phantasia, Tactics Ogre (2012-05-08 19:32)

Guys, I bought some extremely rare JRPG SNES from a American Reproductions company that hacks cartridges with English patches. I bought four games 50 % less than I found them on Ebay. You can read the reviews off Nintendolife.com



- Dragon Quest VI
- **Secret of Mana 2** aka Seiken Densetsu 3
- **Terranigma** (sequel to Soul Blazer)
- **Tale of Phantasia**
- Tactics Ogre complete with case, manual for Playstation

I

almost bought Treasure Hunter G, but I did not. Next month maybe. I also found all the Dragon Quest games translated and put into American SNES carts for \$62 each. I saw Ogre Battle - March of the Black Queen for \$62.

Terranigma, Secret of Mana 2 (Seiken Densetsu 3 (SNES), and Dragon Quest VI all got a 10 out of 10. If they're around next month, I'll buy the other great Dragon Quest SNES games. This opportunity is a needle in the hay stack, Buy at least 2.







Just search Google for "SNES Reproductions" and you'll come to "Game Reproductions" with an alligator. I sold out and bought Tactics Ogre for Playstation, because I could get a black label box, manual, and CD for the around the same price I could find a Misadventure of Tron Bonnie (rarest North American PS1 game) CD in a generic case .

oakleyses (2014-10-23 18:14:39)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:15:44)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:08)

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Bought Treasure Hunter G (US Ver) (2012-05-10 00:19)

I bought some more RPGs off Game Reproductions including Treasure Hunter G (Squaresoft RPG) . O Treasure Hunter G had some nice reviews (9/10, 10/10) on GameFAQs.





I own Dragon Quest IV, V, VI for Nintendo DS. I shouldn't buy the SNES Dragon Quest games this month if I already own Nintendo DS remakes.

oakleyses (2014-10-23 17:45:40)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:11)

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oakleyses (2014-10-23 17:49:16)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Afganistan thoughts (2012-05-13 15:22)

The People's Republic of Afghanistan wasn't really a threat to the United States. the Soviets were there fighting against the rebels.

http://en.wikipedia.org/wiki/Communist_%28Maoist%29_Party_of_Afghanistan

This party should hold power in Afghanistan and then terrorism would decrease and be like 1980s People's Republic of Afghanistan. Its less expensive then the US Army in and around for two decades. Isarel is safe, because they're christian/Jewish. Muslim countries don't seem to make good democracies.

Letter from Governor Scott Walker (2012-05-15 00:29)

GOVERNOR SCOTT WALKER



May 14, 2012

Dear Ian,

Wisconsin has come a long way in the last year and we're getting our state out of the deep economic rut and back where we want to be.

But the Big Government Labor Unions are seized by an overpowering urge to return to the "Doyle Days" when too much spending, too much taxing, too much borrowing, and too much wasting was ruining our state.

**The Recall Election is set for June 5th.
Wisconsin can't afford to go backward.
Ian, I need your help to win.**

Our opponents are spending breathtaking amounts of money and launching poisonous TV attacks against me. Your generous help is urgently needed to rise to the challenge of fighting back with the truth.

Please write your "Friends of Scott Walker" contribution for \$25, \$50, \$100, \$250, \$500, \$1,000 or more and mail it back in the envelope enclosed.

It's an exciting challenge to turn Wisconsin around. The \$3.6 billion budget deficit is gone . . . We crashed that without raising taxes and, in fact, overall school property taxes have started to come down . . . Wisconsin is open for business and private sector jobs are coming back strong because employers have renewed faith and confidence in our state.

Wisconsin is growing again, but the Liberal Democrats want to take us back to the way things were when they had all the power and Madison bent to the will of Big Government Labor leaders in Washington and Chicago.

With clenched fists, obscene signs, screaming chants and un-Wisconsin-like tactics, I'm being attacked with a ferocity that Wisconsinites have never seen before.

Arrogant and hypocritical, the Madison Liberals have joined forces with the Out-of-State Union Bosses to make an example out of me for curbing their collective bargaining rights, insisting that they pay their fair share for their pensions and health care, and giving state employees a choice when it comes to union membership.

Over, please . . .

Page Two

They've got revenge on their minds. It's power they seek. And they'll spend upwards of \$40 million to get their way.

There is one thing we must do to keep Wisconsin going the right way: **WIN!**

By nearly every measure, our state is on the comeback trail: the Doyle deficit is gone . . . jobs are up . . . consumer and employer confidence is high . . . and businesses are coming back to Wisconsin, attracted by our newly hospitable climate.

But our opponents aren't interested in results . . . they want revenge.

Ian, I'm face-to-face with a recall election on June 5th that's only days away. There is no lie our enemies won't utter to win. But I don't have anything to hide. The facts are my friends. **The truth is on our side**

So let me ask you this:

Will the voters of Wisconsin believe the horrible things those attack ads say about me?
Do the people behind those lying ads know Wisconsin?
Are they even from Wisconsin?

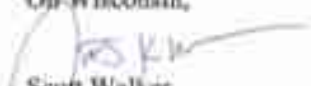
Will you ponder those questions? And if you think I'm doing a good job . . . if you think that we've got Wisconsin turned around and heading the right way . . . and if you think the last people we need to clean up the mess we inherited from Governor Doyle are the same liberals that made the mess . . .

Will you send me your emergency help because we urgently need to raise **\$400,000** in the next **15 days**?

There's a contribution form and envelope addressed to our headquarters in Middleton enclosed with this letter. Please do me the honor of investing in our campaign for the fast-approaching recall election on June 5th.

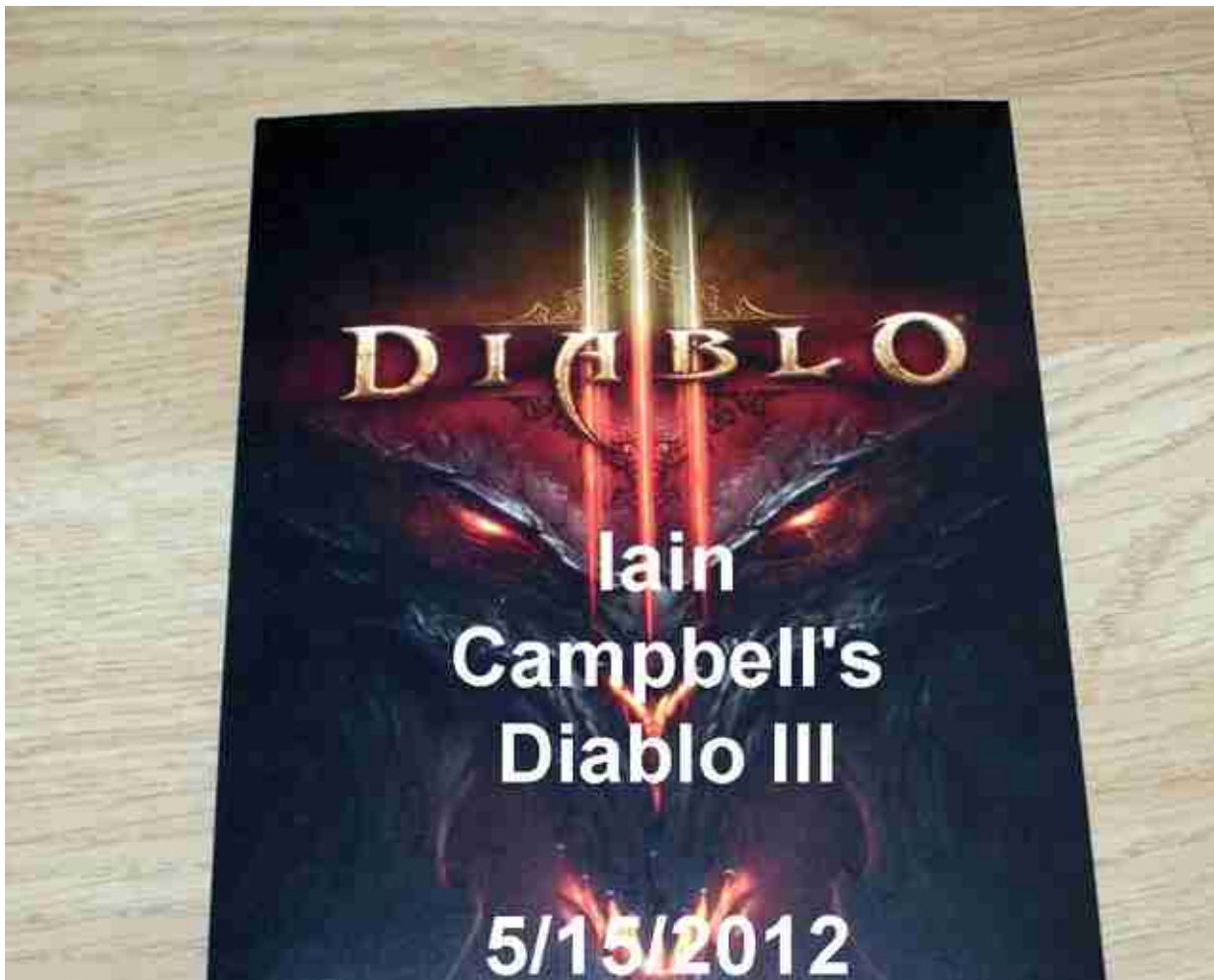
Ian, your "Friends of Scott Walker" contribution for \$25, \$50, \$100, \$500, or whatever is right for you will mean the world to me.

On Wisconsin,


Scott Walker
Governor

P.S. No matter how loud the Big Government Union Bosses yell, we've got the truth on our side. Wisconsin is open for business. Wisconsinites believe in our state. Our clear-thinking, common sense and conservative policies are working. Today, I need your generous support to **keep moving Wisconsin forward!**

Paid for by Friends of Scott Walker, Kate Lind, Treasurer

Diablo III Purchased at Wal-mart midnight Launch (2012-05-15 00:37)

I've bought Diablo 2 on the first day June 29, 2000 at Best Buy. I didn't meet anyone I knew. This was supposed to be \$50. I think there is four difficulties: Normal, Nightmare (Medium), Hell (Hard) and Inferno (Hardest). Some monster's purpose in this world was to be killed again and again in a Promethean cycle of life and death. These were the baddies (called Super Unique Monsters) who you encountered time and again in the randomly generated areas, over the course of multiple alts and difficulty playthroughs – and after a while, they started to grow on us. Slaying the pipsqueak goblin Rakanishu always made us chuckle, beating up the undead Corpsefire was always satisfying, and felling the fallen angel Izual was a must thanks to his epic backstory and primo quest reward (two additional skill points). My first character is going to be a barbarian. Diablo III's taking a different approach to exploration – as you roam around each level, there's a chance you'll stumble onto a completely random event. This is an excellent feature for giving players unique experiences and preventing boredom while leveling alts, but I worry that some monsters will never be killed by the Diablo's general public. Diablo III once included a similar parallel to Deckard's magic box, called the Nephalem Cube; instead of combining items, it would salvage them for crafting materials. As if to taunt our cherished Horadric memories, the new cube was removed when the D3 devs decided that return trips to town were necessary breaks for pacing the game's action I know this boss's lair like the back of our constantly-clicking hands. When players were first getting acquainted with the concept of farming loot, Mephisto was the go-to target – a boss that's less challenging to get to than Diablo and Baal, but who still had the chance to drop some choice gear. Plus, I totally destroyed his soulstone every chance I got – that's what Mephisto gets for looking at us funny. I won't claim to know what'll happen in Diablo III's story, but I've yet to see or hear any mention of Diablo's brothers – most likely because I killed them hundreds of times already. I won't miss having to traverse through his labyrinthine dungeon, but Diablo without Mephisto runs is like going to Disneyland and not riding Space Mountain. Whether you were new

to the game or bored of farming Baal, lowbie duels were an awesome way to blow off some steam and challenge your D2 buddies. Low-level PvP meant joining a game with some like-minded duelists, determining what level bracket your characters would fight at (I preferred level 9, 19, or 30 duels), then throwing down the gauntlet in some sporting, strictly-for-fun combat. Farming the best items no longer meant multiple Hell runs to get the perfect drop – instead, I would hope for awesome blues and greens that would just make the cut for our character’s level. Some of our fondest D2 memories stem from decking out our level 19 throwing-weapon Barbarian, Tomahawk, with some sick-nasty blue weapons and an inventory full of the ideal charms before pitting him against the pet projects of other fun-loving players. Throwing down outside the Rogue Encampment was always a sociable affair, and since the low levels were so easily obtained, you could try a new build or character class every week. LLDs were planted firmly on the “fun” end of the dueling spectrum; Playing on Hardcore mode was enough to separate the men from the mice: with death being permanent, players would clutch onto their characters as tightly as they would to their own real lives. But what really verified that you had cajones of pure steel was if you were willing to put all your invested time and effort on the line in winner-takes-all duels. It’s as close to the Wild West as you can get: prestige should you win, everlasting death should you lose. Having some Hardcore ears in your inventory (grisly trophies that could be picked up after a duel) was a sign that you were not to be trifled with – and probably had a belt full of Rejuvenation potions at all times. I know that D3 will include Hardcore mode, and that multiplayer Arenas are set to be the next evolution of dueling (even if they’re not present at launch) – but could these two intense flavors possibly go together? Blizzard might be wary of raising the stakes so high in this day and age, but it just wouldn’t feel like Diablo if diehard PvPers couldn’t put their life on the line. Diablo II turned us all into hoarders, with the bevy of dropped loot and plunder that each monster dropped – then it forced us to make difficult choices about what I wanted to keep. This was all thanks to the admittedly-clunky inventory system, which forced you to make room for items in your gridded backpack. Though it makes no logical sense to have to allocate equal amounts of space for a buckler and a pair of gloves, it makes it so that every discarded item makes the new piece of swag feel that much more significant. The best part was finally getting everything to fit just right: seeing your tomes, keys, potions, alternate set of gear, and charms all neatly lined up with just as satisfying as getting a four-line Tetris with a straight piece. Diablo III looks to have a similar inventory system – only now, town portals are a part of your UI, and larger items only occupy rectangular spaces. C’mon, Blizzard! Makes us work for those immaculately-organized backpacks! There was a time when gazing at an inventory full of Stone of Jordan rings felt like clutching a stack of hundred-dollar bills: the high life. Though the SoJ (as it’s commonly known) was merely a level-29-and-up ring, it had a fairly low drop rate with the alluring bonus of giving +1 to all your skills. When plain old gold was deemed near-worthless for trading, the D2 community devised its own form of currency: exchanging high-level items for SoJs by the bundle. We fondly remember fervently joining “Free SoJ” games where bored pros would litter the ground with SoJs like money raining down on a crowded street. Even though item duping and market flooding made players devalue the SoJ in favor of runes, I still remember it as Diablo’s main currency. Seeing this kind of player ingenuity in Diablo III would warm our hearts, but it looks like the big bad Auction House might put the kibosh on these kinds of fascinating movements in the game’s virtual market. As Avon Barksdale once said on HBO’s *The Wire*, “you only play at two levels in Diablo II: level 1, and level 99.” ...or something like that. Level 99 was the first step to “completing” the game; all that was really left to do was farm up your desired tier of gear, then feel accomplished and proud of yourself. Anything lower than 99, and you were still on your path to greatness, inching closer and closer to a level cap that was tough to hit even if you knew what you were doing. Diablo III’s level 60 cap makes us sad – it screams “Vanilla World of Warcraft,” and it lacks the “this close to triple digits” pizzazz of its Diablo II counterpart. Of course, most D2 players were satisfied hitting level 99 on one character, before trying out different builds or classes. But who really wants to experience the same hours of content over and over just to try each role? Rushing was experience gain boiled down to its raw essence; a science of gaining levels at lightspeed that makes the grinds of other games feel like eons. This process of power leveling was relatively simple. First, get a buddy (or hire a player in exchange for some items) to get on their high-level character – Paladin and Sorceress rushing was the most efficient. Next, have them escort you through every major boss so that you can get past the quest-based barriers that prevented you from playing at higher difficulties. Once you’re able to access Nightmare mode (or Hell, if you’re feeling lucky), it was simply a matter of tagging along with high-level groups and watching the carnage flood your experience bar. Sure, it probably wasn’t intended, but rushing made the experience of creating alts painless, and it actually promoted a healthy camaraderie between altruistic D2 vets and inexperienced greenhorns. Chances are

slim that Blizzard would allow such story-skipping exploits in Diablo III, so that probably means I won't get to see the Mecca of our character rushes... While runs through the Bloody Foothills and Travincal were great for farming, nothing approaches the lucrative XP gain of one of gaming's greatest (and weirdest) Easter eggs. What had been a rumored area in the first Diablo became a reality in the sequel, and if you were planning on leveling quickly, the Cow Level was an all-you-can-gain experience buffet. After transmuting a Tome of Town Portal and the seemingly-useless Wirt's Leg in the Horadric Cube, a curious red portal would open up; what waited on the other side was a quaint field covered in halberd-wielding bovines standing on their hind legs. Never before had I seen such glorious warrior beef. While I'm almost certain that The Secret Cow Level will get a nod in Diablo III, I'm equally certain that it won't be as lucrative a grinding area as it once was. Fingers crossed that I'll fight a ghostly / zombified / demon-spawn version of The Cow King – lord knows I never get tired of killing that lightning-enchanted fool. I know that runes are a returning for Diablo III, with five types that socket into abilities (instead of items) to modify them in varying ways. That's awesome – but I pine for the days when runes were mundane engraved stone that unlocked tremendous power when combined in the right sequence. For example, on their own, the Ort rune added some lightning damage, and the Sol rune buffed your physical damage – but when placed together into a two-socket helm, they produced the Lore runeword, providing +1 to all skills and some damage resistance. It's these cool combos that made runewords so appealing. Best of all, later patches added some truly insane runewords that let players try out abilities that weren't even a part of their class; the Ber-Tir-Um-Mal-Lum "Beast" runeword let Barbarians transform into bears just like Druids, and Assassins went nuts when the Fal-Ohm-Um "Chaos" let them use the Barb's iconic Whirlwind ability. From the looks of it, these crazy class-overlaps just won't be possible with the new rune system. For players who wanted to put their prowess to the test, Diablo II offered seasonal ladders similar to Warcraft or StarCraft – only, instead of tournament placements and special icons, the only thing you got for topping the ladder was pride. With each new season, the ladder was reset, so everyone was on the same playing field; to make things a little more interesting, monsters in ladder games were tougher but had the chance to drop Ladder Only items. Once the season was over, its ladders were set in stone, and a fresh season of competition would begin anew. It had the charming appeal of a Diablo Gold Rush, where everyone was excitedly competing to achieve fame and fortune the quickest. Another side effect of the seasonal ladders were that they threw the in-game economy in flux, where some items would have absurdly-high temporary value before dropping off completely. Because this would likely wreak havoc on Diablo III's cash-money Auction House, there's no way ladders will be in the game – a shame, since they let players new and old relive the excitement of a fresh start. Diablo III's looking mighty fine, striking the right balance between the colorful cartoony look of WoW and the dark, blood-stained atmosphere of the previous games. But there was something that was so right about Diablo II's janky look – which by today's standards resembles a cross between claymation and a Full Sail student's first project – presented in glorious 800x600 resolution. And the monster designs look so unlike anything else in Blizzard's flagship franchises: could you even imagine fighting the manic Fetish Shaman or the sickening Regurgitator in WoW? For all the goofiness of the character graphics, the items look like actual weapons and armor crafted in a medieval forge, instead of glittering, over-sized action figure accessories. It's a unique aesthetic that Diablo II perfected, and one that I'll sadly probably never see again from Blizzard – or any big-name company, for that matter. Those are the features that stick out the most in our memories – but if I missed something, let us know so I can get all nostalgic about it. Diablo III will no doubt consume our lives just as D2 did, but it's like they say: you can't go home again, even if you have a Scroll of Town Portal.

Anonymous (2013-03-10 15:43:36)

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Linus Torwards uses openSUSE (2012-05-15 07:00)

I've been using SUSE since 2002 (SUSE 8.0 over Fedora. It's an honor for Linus Torwards to pick openSUSE as his primary desktop OS over Fedora. I've reviewed openSUSE since 10.3 in 2007. The openSUSE developer crew said the issue was fixed after RTM release and that Linus was using a RC build. <http://www.zdnet.com/blog/open-source/linus-torvalds-snarls-at-opensuse-deskt op-linuxs-security/10475>

New Cafepress T-shirt (2012-05-16 07:16)

Cafepress is clothing company of all the Linux T-shirts for Red Hat, Ubuntu, Linux Mint.
Obama T-shirt

Dictatorial nature of videogame websites (2012-05-16 19:00)

I have been on videogame websites for twelve years. These modulators are very dictatorial on progress. If they don't like your avatar, mods can ban you like Julius Caesar gave thumbs down to gladiators he did not like in the Colosseum. Once, I was made popular, the videogame sites upgrade the website or ban me. The Giantbomb website I have been on didn't like my game selection or my amount of friends so they banned just for pleasure.

Apollo Alliance (2012-05-17 14:22)

In 2004, Joel Rogers from the Center On Wisconsin Strategy, Robert Borosage from the Institute for America's Future, and environmental visionary Dan Carol approached Steelworkers President Leo Gerard and SEIU President Andy Stern, among others, to propose a new alliance of labor, environmental groups, business and social justice leaders called the Apollo Alliance. The Alliance, which soon included over 200 supporting organizations, released a report that year arguing for a ten-year program of investment in a "clean energy, good jobs" economy.^[1]

The Apollo Alliance is a joint project of the Institute for America's Future and the Center on Wisconsin Strategy. The Apollo Alliance is a 501-c3 organization.^[2]

From Common Dreams.org, Apollo Alliance press release January 14, 2004.^[3]

An unusual alliance of labor, environmental, civil rights, business, and political leaders today laid out a vision for a "New Apollo Project" to create 3.3 million new jobs and achieve energy independence in ten years. Named after President Kennedy's moon program, which inspired a major national commitment to the aerospace industry, the Apollo Alliance aims to unify the country behind a ten-year program of strategic investment for clean energy technology and new infrastructure.

The Alliance also announced that it has received support from 17 of America's largest labor unions, including the United Auto Workers, the Steelworkers and Machinists, as well as a broad cross section of the environmental movement, including the Sierra Club, the NRDC, the Union of Concerned Scientists, and Greenpeace.

The press conference was held as President Bush is expected to make a final push for his energy agenda, which was defeated under widespread criticism last November. The press conference was attended by co-chairs of the Apollo

Alliance, Senator Maria Cantwell (by phone), Leo Gerard, president of the United Steelworkers of America, Carl Pope, executive director of the Sierra Club, as well as by California State Treasurer Phil Angelides, Congressman Jay Inslee (by phone), John Podesta, president of the Center for American Progress and Bracken Hendricks, executive director of the Apollo Alliance.

Dr. Ray Perryman, a corporate economist from Texas who prepared a detailed economic analysis of the proposal for a New Apollo Project said, "If economists agree on anything it's that inventing new technologies and creating whole new industries is what America does best. We are a creative economy, not a commodity economy. The New Apollo Project would keep us on the cutting edge of manufacturing emerging technologies and secure our long-term prosperity."

Perryman concluded that the proposed tax credits and investments would create 3.3 million new, high-wage jobs for manufacturing, construction, transportation, high-tech, and public sector workers, while reducing dependence on imported oil and cleaning the air. Perryman's analysis shows that a New Apollo Project would also position the U.S. to take the lead in fast-growing markets, dramatically reduce the trade deficit and more than pay for itself in energy savings and returns to the U.S. Treasury. Perryman's study was based on an input-output analysis of impacts on key industry sectors, using a highly regarded economic model and extensive survey data.

Sen. Maria Cantwell (D-Wash.) said, "At the time of Kennedy's moon shot, we were in space race with the Soviet Union. Now we are in an economic race with the Europeans and Japanese. Bush is focused on the past, the New Apollo Project for energy independence is focused on the future. America led the electronic and communications revolutions. Now we must lead the clean energy revolution if we are to maintain our global economic leadership."

Congressman Jesse Jackson, Jr. (D-Ill.) issued a statement in support of the release saying, "One of the keys to America's energy security – and therefore our national security – lies in rebuilding our cities. We need strategic investments to retrofit old buildings, expand transportation alternatives, restore our infrastructure, and create solar, wind and hydrogen technology. Apollo will rebuild our country in a way that benefits all Americans and reestablishes our global economic competitiveness."

"As California's chief investment officer and a fiduciary of the nation's first and third largest pension funds, I am well aware that the way in which we invest capital can shape not only the contours of our economy, but also the future of our communities, our society, and our environment for decades to come," California State Treasurer Phil Angelides said: "I applaud the efforts of the Apollo Alliance to develop programs that illustrate how strategic public investments can stimulate our economy while at the same time improve the quality of life in communities across our nation."

Rep. Jay Inslee (D-Wash.) said, "The New Apollo Energy Project is an opportunity for a bold new energy policy that can free us from our over-dependence on Middle East oil, expand the economy, and address environmental challenges. We should call for a total national commitment to harness the genius of America's can-do attitude that would design, invent and deploy the new clean energy technologies that benefit this new century. No single national endeavor has such capacity to expand our economy by tapping our innate and unique technological genius for innovation, and creating millions of new jobs."

President Gerard said: "The New Apollo Project is a call to action for labor unions and environmental groups to forge a new strategy, rooted in common interests, for moving America forward. The Bush energy plan is a waste of money and natural resources. A New Apollo Project will unite America around a positive vision of economic growth and reinvestment that's good for business, workers and the environment."

According to Pope, the executive director of the Sierra Club, one of the country's oldest and largest environmental groups, "A New Apollo Project will help accelerate the transition away from our dependence on imported oil and other polluting fossil fuels, and toward clean energy like solar and wind. Apollo stands in marked contrast to the Bush Administration's damaging energy agenda, which hurts job creation and the environment. An Apollo Project can simultaneously address the threats of manufacturing job loss, global warming and our diminishing national energy security."

John Podesta, president of the Center for American Progress, said, "In stark contrast to the secret Cheney energy plan hatched by big oil, the Apollo Project harnesses America's ingenuity in support of an energy program that enhances our security, our health, and our livelihoods."

Bracken Hendricks, executive director of the Apollo Alliance underscored the importance of Apollo in the upcoming political cycle. "We are seeing for the first time a competition among all the major Presidential candidates to produce the best plan for investing in clean energy infrastructure and good jobs. The public is demanding a forward-looking plan to rebuild our economy and a positive solution to our energy insecurity. A bold approach like Apollo is the kind of leadership we need from our next President."

Key personnel

Apollo Alliance National Steering Committee, 2006:[4]

- Ruben Aronin, Global Green USA
- Andrew Beebe, Energy Innovations
- Robert L. Borosage, Institute for America's Future
- Dan Carol, CTSG
- Maggie Fox, Sierra Club
- Bracken Hendricks, **Apollo Alliance**
- Van Jones, Ella Baker Center for Human Rights
- Mindy Lubber, CERES
- Jeff Rickert, **Apollo Alliance**
- Mark Ritchie, Institute for Agriculture and Trade Policy
- Joel Rogers, Center on Wisconsin Strategy (COWS)
- Marco Trbovich, United Steelworkers of America (USWA)

National Advisory Board, 2006:[5]

- Phil Angelides, California State Treasurer
- President Andrew Beebe, Energy Innovations, An Idea Lab Company
- Angela Glover Blackwell, Policy Link
- Chairman Julian Bond, National Association for the Advancement of Colored People (NAACP)
- President Thomas Buffenbarger, International Association of Machinists and Aerospace Workers
- Senator Maria Cantwell, MS Congress (D-WA)
- Henry Cisneros, former Mayor of San Antonio, Texas
- President Leo W. Gerard, The United Steel Workers of America
- Jan Hartke, Executive Director, EarthVoice
- Vice President Gerry Hudson, SEIU Local 1199

- Rep. Jay Inslee (D-WA)
- Representative Jesse Jackson, Jr., US Congress (D-IL)
- Mitch Kapor, founder of Lotus Systems and Mitchell Kapor Foundation
- Bill Lucy, Secretary/Treasurer, AFSCME
- William Lynch
- William McDonough, Architect, Author, Educator
- Kathleen McGinty, Secretary, Pennsylvania Department of Energy
- President Terence M. O'Sullivan, Laborers' International Union of North America
- Carl Pope, Executive Director of the Sierra Club
- Art Pulaski, Secretary-Treasurer, California Labor Federation
- Governor Ed Rendell, Pennsylvania
- Anthony Thigpenn, Executive Director AGENDA
- President Danny Thompson, Nevada Labor Federation

The Board of Directors as at Dec. 28, 2009 was:^[6]

- Chairman: Phil Angelides, Chairman, Canyon Johnson Urban Communities Fund
- Frances Beinecke, President, Natural Resources Defense Council
- Robert Borosage, President, Institute for America's Future
- Leo Gerard, International President, United Steelworkers Union
- Gerry Hudson, International Executive Vice President, Service Employees International Union
- Mindy Lubber, President, CERES
- Nancy McFadden, Senior Vice President of Public Affairs for PG &E Corporation
- Kathleen McGinty, former Secretary, Pennsylvania Department of Environmental Protection
- Terence O'Sullivan, General President, Laborers' International Union of North America
- Ellen Pao, Kleiner, Perkins, Caufield & Byers
- Michael Peck, Principal, MAPA Incorporated
- John Podesta, President and CEO of the Center for American Progress
- Carl Pope, Executive Director, Sierra Club
- Dan Reicher, Director of Climate Change and Energy Initiatives, Google
- Joel Rogers, Director, Center on Wisconsin Strategy

Past Members of the Board of Directors

- Van Jones^[7]

Funders

2008-2009 Apollo Alliance Donors were:^[8]

\$100,000 and Over

- Belvue Fund
- Energy Foundation
- Joyce Foundation
- Kendeda Fund
- Kresge Foundation
- Nathan Cummings Foundation
- Pacific Gas and Electric
- Surdna Foundation
- Town Creek Foundation
- United Steel Workers
- Chris A. Wolfe

\$50,000 to \$99,999

- AG Foundation
- Bellwether Foundation
- California State Association of Electrical Workers
- Covanta Projects
- Laborers' International Union of North America
- Overbrook Foundation
- Guy M. Saperstein
- Wallace Global Fund

\$25,000 to \$49,999

- American Federation of Teachers
- CERES
- Gamesa Technology Corp
- Garfield Foundation
- Michael King
- Service Employees International Union
- United Food and Commercial Workers International Union

\$10,000 to \$24,999

- BrightSource Energy
- CalSMNACNA
- James Kimo Campbell
- Change to Win
- French American Charitable Trust
- Geraldine R. Dodge Foundation
- MMA Financial
- Public Service Electric and Gas
- Sheet Metal Workers' International Association
- Western States Council of California
- Tom Unterman and Janet Unterman

\$5,000 to \$9,999

- Susie and Mark Buell
- California Clean Energy Fund
- Conservation Services Group
- Green Mountain Coffee Roasters
- Laborers' International Union of North America Local 304
- Dianne McKenna and Regis McKenna
- McKinstry Essention
- Minnesota Foundation

- Office and Professional Employees International Union
- Plumbers and Pipefitters Local 447
- Ellen Pao and Alphonse Fletcher Jr.
- State Building and Construction Trades Council of California
- Tides Center
- Victoria Foundation

\$1,000 to \$4,999

- Robert Adler
- American Income Life Insurance Company
- Matthew Aracich David and Leah Bangs of the California Nurses Association
- Peter Calthorpe and Jean Driscoll
- The Corps Network
- David Rockefeller Fund
- DivcoWest Group
- Earth Friendly Products Labs
- ecoAmerica
- Fanwood Foundation
- Jane Henson Foundation
- Holland & Hart
- International Union of Operating Engineers Local 39
- Kennedy Associates RE Counsel, LP
- Landon Butler & Company, LP
- John J.B. Miller
- National Association of Service & Conservation Corps
- John J.B. MillerNative Energy
- Natural Resources Defense Council
- Newtower Trust Company
- Northern California Carpenters
- Parker and Partners

- Plumbers and Pipefitters Local 442
- Robert Perkowitz and Lisa Renstrom
- Rosengarten-Horowitz Fund
- Walter Schneider and Diane Schneider
- Seattle Foundation
- Southern California Pipe Trades District Council 16
- United Food and Commercial Workers Local 8

Endorsers

Endorsers of Apollo Alliance as at Dec. 28, 2009 were:^[9]

AFL-CIO:

- Industrial Union Council
- Building and Construction Trades Dept
- Hawaii branch
- Illinois branch
- Indiana branch
- King County Labor Council
- Metropolitan Detroit branch
- Michigan branch
- Minnesota branch
- Oregon branch
- Pennsylvania branch
- Washington State Labor Council
- Wisconsin branch

Other labor unions:

- National Heavy and Highway Alliance
- Amalgamated Transit Union
- American Federation of State, County, and Municipal Employees
- Bakery, Confectionery, Tobacco Workers and Grain Millers International Union

- Boilermakers Union
- California Labor Federation
- Graphic Communications Industrial Union
- International Association of Machinists and Aerospace Workers
- International Brotherhood of Electrical Workers
- International Brotherhood of Teamsters
- International Union of Electrical Workers
- Laborers' International Union of North America
- Paper and Allied Chemical Employees
- Service Employees International Union
- Sheet Metal Workers International Association
- Transportation Workers Union
- United Automobile and Aerospace Workers
- United Food and Commercial Workers
- United Mine Workers of America
- UNITE HERE
- United Steel Workers of America

Environmental Organizations:

- American Solar Energy Society
- Beyond Nuclear
- Coalition for Environmentally Responsible Conventions
- Center for Environmental Health
- CERES
- Coalition for Environmentally Responsible Conventions
- The Detroit Project
- EarthVoice
- Environment 2004
- Environmental Law and Policy Center
- Energy Action

- Global Green USA
- Greenpeace USA
- Healthy Schools Network
- League of Conservation Voters
- Midwest Renewable Energy Association
- Natural Resources Defense Council
- National Parks Conservation Association
- National Wildlife Federation
- Rainforest Action Network
- Republicans for Environmental Protection
- The Sierra Club
- The Sierra Student Coalition
- South Carolina Coastal Conservation League
- Union of Concerned Scientists

Economic, Social Justice, Faith-Based, and State & Local Partners:

- ACORN
- Action for Grassroots Economic and Neighborhood Development
- Alternatives (AGENDA)
- Black Farmers USA
- Coalition of Black Trade Unionists
- California Council of Churches and California Church IMPACT
- Ella Baker Center for Human Rights
- Jim Hightower and The Rolling Thunder Down Home Democracy Tour
- Institute for Agriculture and Trade Policy
- Intertribal Council On Utility Policy
- Green For All
- Plug in Partners
- South Carolina Coastal Conservation League
- Urban Agenda

Trade Associations:

- 25 x 25
- American Wind Energy Association
- Business Leaders for Sensible Priorities
- Environmental Business Association of New York
- North Carolina Solar Center
- American Solar Energy Society
- Renewable Energy Long Island
- The American Council On Renewable Energy

Financial & Legal Services:

- Arete Capital
- Bruce Oreck, Esq.
- Chaucery Financial Advisors
- Ecosa Capital
- Expansion Capital Partners
- Enright Premier Wealth Advisors
- Sigma Capital Group
- First Affirmative Financial Network
- Green Money Journal
- Paladin Private Equity Partners
- Renewal Associates, LLC
- Progressive Asset Management
- Vantage Point Venture Partners
- Sustainable Jobs Fund Ventures
- White & Lee, LLP
- Synergistic Dynamics, Inc

Renewable Energy Technology/Products/Services:

- Austin Energy

- Clean Edge
- Clean Energy Group
- Community Energy
- Conergy, INC
- Solectria Renewables
- OurEnergy
- East Haven Wind Farm
- EcoLogical Solutions
- Energy Innovations/Idea Labs
- Bonneville Environmental Foundation
- Environmental Energy Solutions
- McKenzie Bay International
- NativeWind
- Northern Power Systems
- PV Powered
- Sunlink, LLC
- Cape Wind Associates
- Hawaii PV Coalition
- Pacific Ethanol
- Olympia Green Fuels
- Clean Air Now
- Sharp Solar
- HyGen Industries
- US Renewables Group
- Pioneer Valley Photovoltaics
- Native Energy, LLC
- Daystar Technologies
- PPM Energy
- 3 Phases Energy Services
- Pro Vision Technologies
- Blue Sun Biodiesel

- California Cars Initiative
- Community Fuels
- Cooperative Community Energy Corp
- Renewable Energy Access
- Environ Corporation
- Shepherd Advisors
- Sterling Planet Inc.
- United Bio Lube
- Global Resource Options, Inc
- Wilson Turbo Power, Inc

Energy Efficiency:

- Conservation Services Group
- Engage Networks Inc.
- Lightly Treading, Energy & Design
- Kinsley Power Systems
- McKinstry
- Johnson Controls
- Virent Energy Systems
- Burlington Electric Department
- Vermont Energy Investment Corporation
- Washington Electric Cooperative

Consumer Products:

- Aspen Skiing Company
- The Saunders Hotel Group and Environmental Consulting
- Green Mountain Coffee Roasters
- Ben & Jerry's
- Working Assets
- Seventh Generation

- Pacific Bioscience Labs
- Strider Corporation
- Bay Towel

Green Buildings/Infrastructure/Economic Development:

- High Performance Building Technology Team
- Blue Wave Strategies
- Ervin + Company
- All American Home Center
- William Maclay Architects & Planners
- William McDonough Partners
- Schultz Development Group, LLC
- CTO, NatureWorks (formerly Cargill-Dow)
- Duce Construction Corporation
- Quantec LLC
- NYC Transit
- Center for Smart Energy
- Mazria Architects
- Michigan Manufacturing Technology Center

Business Leaders:

- Mitch Kapor, Founder of Louts
- Robert Preston, Merrill Lynch
- Paul Adams, CEPTYR

Staff

Staff of Apollo Alliance as at Dec. 28, 2009 were:^[10]

- Cathy Calfo - Executive Director
- Kate Gordon - Senior Policy Advisor
- Andrea Bazemore - Indiana State Coordinator

- Paul Blank - Strategic Advisor
- Andrea Buffa - Senior Writer and Policy Associate
- Elena Foshay - Research Associate
- Sam Haswell - Communications Director
- Amelia Klawon - Executive Assistant
- Mac Lynch - Interim California State Coordinator
- Matt Mayrl - Policy Director
- Jessica Partch - Major Gifts Officer
- Mary Raftery - Director of Operations and Finance
- Jerome Ringo - President
- Ron Ruggiero - Field Director
- Dana Sevakis - Michigan State Coordinator
- Shanelle Smith - Ohio State Coordinator
- Joe Thomas - Missouri State Coordinator

References

Center for Wisconsin Strategy (2012-05-19 09:56)

COWS is a national policy center and field laboratory for high-road economic development — a competitive market economy of shared prosperity, environmental sustainability, and capable democratic government.

COWS' work is collaborative, experimental, and evidence-driven. Working with business, government, labor, and communities, we try out new ideas, test their effectiveness, and disseminate those with promise. We believe that the best way to predict the future is to start making it, particularly in our states and metro regions.

Some areas of COWS' program focus are:

- Economic and workforce development
- Sectoral strategies and career pathways
- Clean energy and energy efficiency
- Labor markets and job improvement
- Strategies for improving low-wage work

COWS is based at the University of Wisconsin-Madison, famous for the “Wisconsin Idea” that the University should help informed democratic experiment. Since its founding 18 years ago, COWS has often been called “the Wisconsin Idea in action.”

COWS is a 501(c)(3) nonpartisan, educational and charitable organization. Its budget comes from foundation and individual gifts and grants and technical assistance contracts.^[1]

COWS staff

- Joel Rogers Director
- Laura Dresser Associate Director
- Breann Boggs Center for State Innovation - Policy Analyst
- Michelle Bright Administrative Program Specialist
- Matías Cociña Project Assistant
- Kari Dickinson Marketing and Communications Specialist
- Anthony Gad Center for State Innovation - Policy Director
- Becky Glass Senior Development Specialist
- Sam Harshner Center for State Innovation - Policy Analyst
- James Irwin Senior Associate
- Jessa Lewis Valentine Senior Research Specialist
- Emily Ley Center for State Innovation - Assistant
- Fratney Miller Center for State Innovation - Policy Analyst
- Sam Munger Center for State Innovation - Managing Director
- Edo Navot Project Assistant
- Alidz Oshagan Assistant
- Adrienne Pagac Project Assistant
- Sigrid Peterson Project Assistant
- Satya Rhodes-Conway Senior Associate
- Eric Sundquist Senior Associate and Policy Analyst
- Monica Wedgewood Center for State Innovation - Assistant
- Sarah White Senior Associate
- Matthew Wyndham Administrative Program Manager
- Ayca Zayim Project Assistant
- Jonathan Zeitlin Faculty Associate

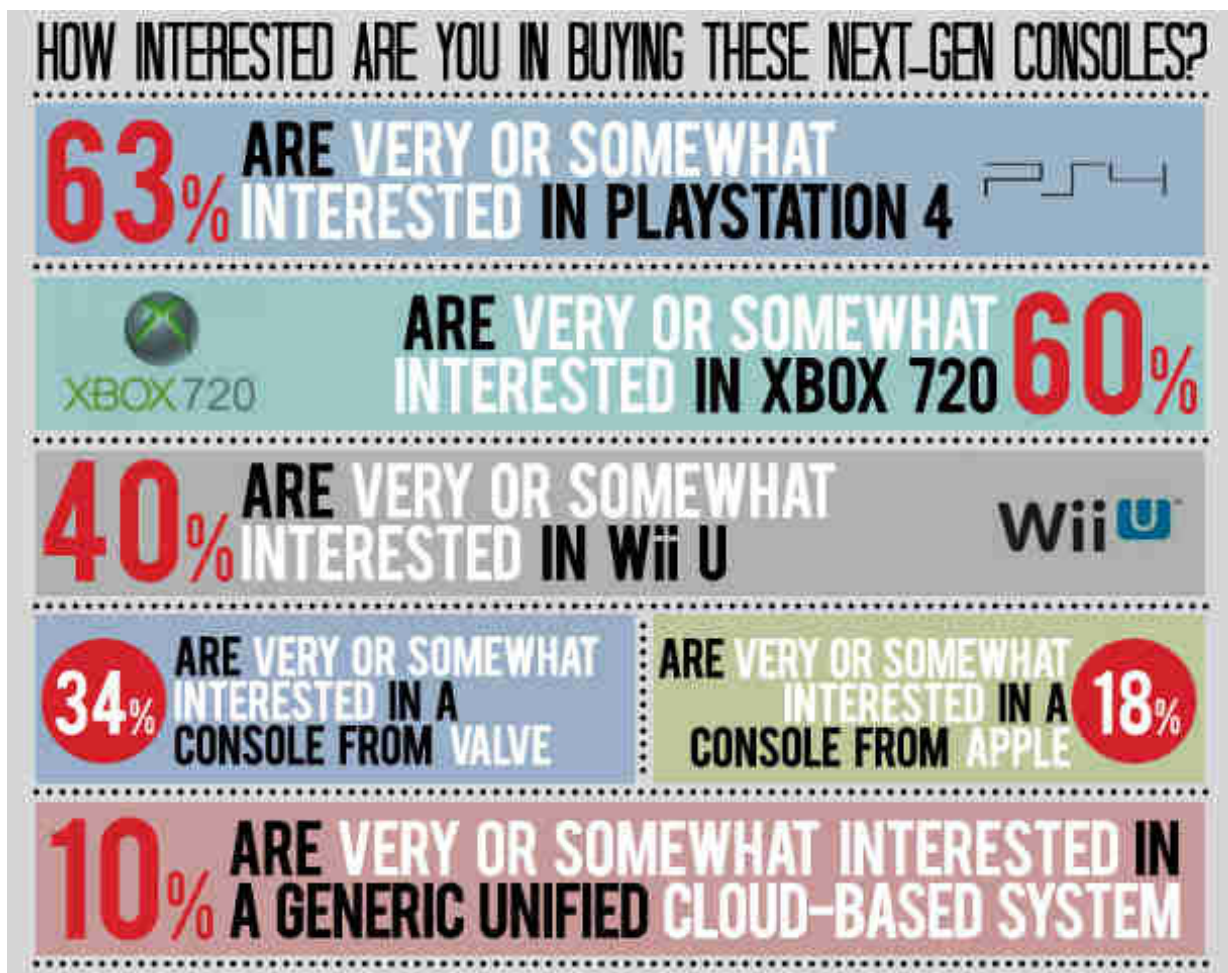
Pierce County Federal Park (2012-05-20 11:18)



I went camping with parents in 5th wheeler in Peirce County, WI

It's o-gally federal park. There is nothing to do. I drove home earlier to get homework done sooner.

Playstation 4 and Graphics most important next generation study shows (2012-05-20 20:25)



HOW INTERESTED ARE YOU IN THE FOLLOWING POTENTIAL **PLAYSTATION 4** FEATURES?

72% MAJOR GRAPHICS UPGRADE

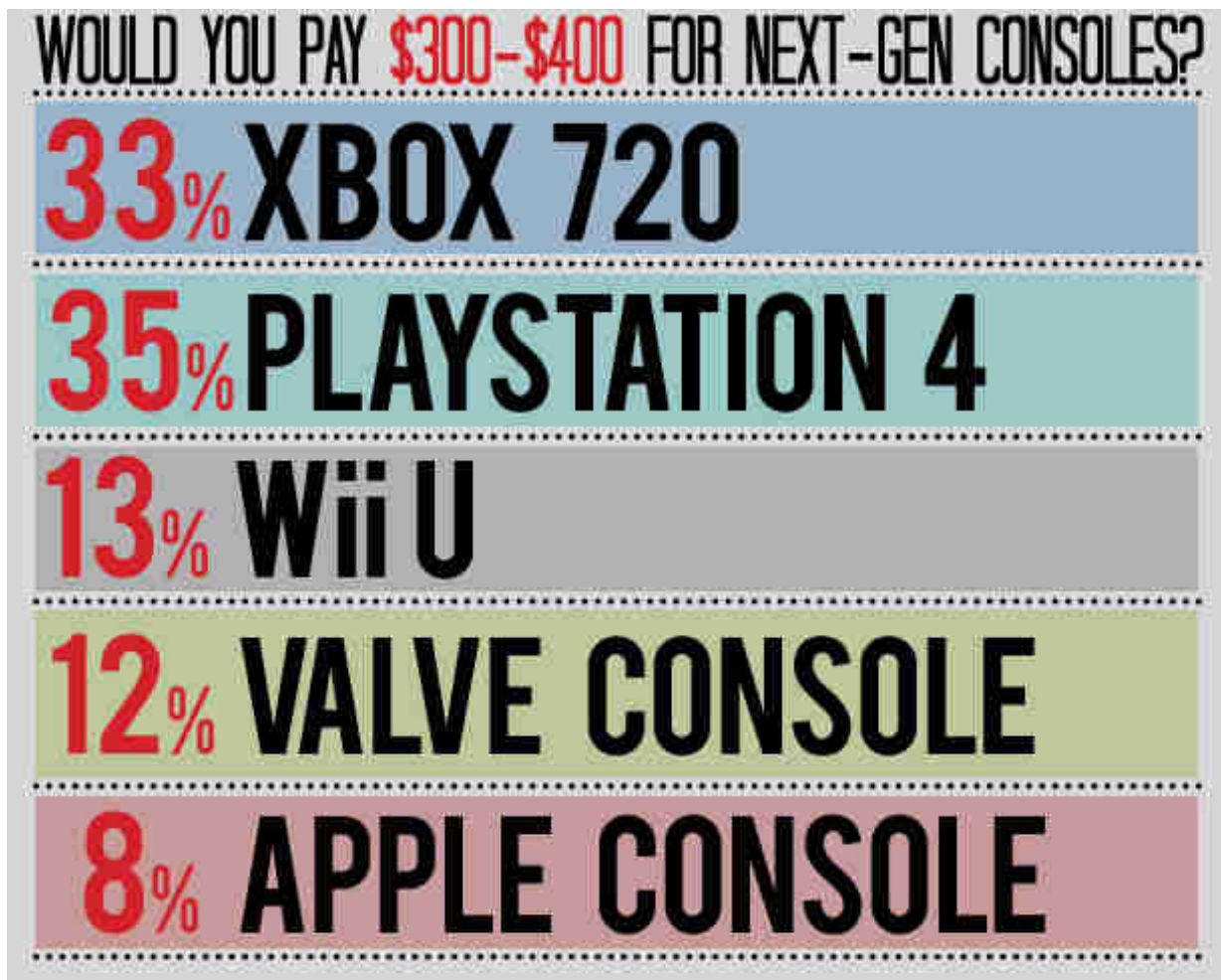
MORE MEDIA CONNECTIVITY **44%**

40% STREAMING DIGITAL GAMES

INNOVATIVE CONTROLLERS **37%**

10% SMALLER, SLEEKER HARDWARE

NOTE - XBOX 720 STATS BROADLY SIMILAR



Next generation studies.

I guess New Super Mario Bros. U, Mario Kart 8, and Legend of Zelda U doesn't interest as many people as this generation.

USA, the next USSR??? (2012-05-22 18:34)



IFRAME: http://archive.org/embed/United_States_The_Next_USSR_

Free College (2012-05-23 21:17)

<http://www.khanacademy.org/>

Here is a college type site where everybody volunteers and watches videos of lessons on how to do a range of science, math, history, Calculus, art, banking, money, Chemistry, and biology, computers, Macroeconomics, etc.

May games (2012-05-23 23:39)

IFRAME: <http://www.youtube.com/embed/frzoCwsRa9M?fs=1>

I've added some really cool games like Valkyrie Profile, Thunder Force V (great SHUMP), Tactics Ogre (rare) for Playstation. Then I got Sonic Colors Wii platformer for \$20. What do you think of the new Wii U controller with the new analogue sticks over the stupid nubs of the previous 2011 wii u controller? Smart move. The rare SNES games I've bought 20 days ago haven't arrived yet. I know I am a little old to be collecting SNES, yet isn't it about collecting the originals over Virtual Console or SNES 9x on PC? I had to do try or regret it for the rest of my life. Should I get Diablo for Playstation? It's possibly the most underrated RPG on the Playstation! This was long before there were DLC content and developers put everything in the original release. I read some review where Einhander could easily win against any Playstation 3 game in terms of difficulty.

Congressional Progressive Caucus (2012-05-25 10:20)

The **Congressional Progressive Caucus** was founded in 1991 by Bernie Sanders-the openly socialist then Congressman from Vermont, Democratic Socialists of America (DSA) and the radical Washington DC based "think tank" Institute for Policy Studies (IPS).

Many members were and continue to be linked to DSA and/or the Communist Party USA, IPS or other radical organizations.

From small beginnings the CPC has grown to embrace more than 80 members of Congress and three in the Senate - Roland Burris, Bernie Sanders and Tom Udall (NM).

Membership

2013 members

Co-Chairs

- Keith Ellison
- Raúl Grijalva

Vice Chairs

- Judy Chu
- David Cicilline
- Michael Honda
- Sheila Jackson-Lee
- Jan Schakowsky

Whip

- Barbara Lee

Senate Member

- Bernie Sanders

House Members

- Karen Bass
- Xavier Becerra
- Earl Blumenauer
- Suzanne Bonamici
- Corrine Brown
- Michael Capuano
- Andre Carson
- Matt Cartwright
- Donna Christensen
- Yvette Clarke
- William (Lacy) Clay
- Emanuel Cleaver
- Steve Cohen
- John Conyers
- Elijah Cummings
- Danny Davis
- Peter DeFazio
- Rosa DeLauro
- Donna Edwards
- Sam Farr
- Chaka Fattah
- Lois Frankel
- Marcia Fudge
- Alan Grayson

- Luis Gutierrez
- Janice Hahn
- Jared Huffman
- Rush Holt, Jr.
- Steven Horsford
- Hakeem Jeffries
- Eddie Bernice Johnson
- Hank Johnson
- Marcy Kaptur
- Joe Kennedy III
- Ann McLane Kuster
- John Lewis
- David Loebsack
- Ben Ray Lujan
- Carolyn Maloney
- Ed Markey
- Jim McDermott
- James McGovern
- George Miller
- Gwen Moore
- Jim Moran
- Jerrold Nadler
- Rick Nolan
- Eleanor Holmes Norton
- Frank Pallone
- Ed Pastor
- Chellie Pingree
- Mark Pocan
- Jared Polis
- Charles Rangel
- Lucille Roybal-Allard

- Linda Sanchez
- Jose Serrano
- Louise Slaughter
- Mark Takano
- Bennie Thompson
- John Tierney
- Nydia Velazquez
- Maxine Waters
- Mel Watt
- Peter Welch^[1]

2011/12 members

Congressional Progressive Caucus membership as at April 2, 2011.^[2]

Co-Chairs

- Keith Ellison
- Raúl Grijalva

Vice Chairs

- Tammy Baldwin
- Judy Chu
- William (Lacy) Clay
- Sheila Jackson-Lee
- Chellie Pingree

Whip

- Hank Johnson

Senate Member

- Bernie Sanders

House Members

- Karen Bass

- Xavier Becerra
- Earl Blumenauer
- Robert Brady
- Corrine Brown
- Michael Capuano
- Andre Carson
- Donna Christensen
- Yvette Clarke
- Emanuel Cleaver
- David Cicilline
- Steve Cohen
- John Conyers
- Elijah Cummings
- Danny Davis
- Peter DeFazio
- Rosa DeLauro
- Donna Edwards
- Sam Farr
- Chaka Fattah
- Bob Filner
- Barney Frank
- Marcia Fudge
- Luis Gutierrez
- Maurice Hinchey
- Mazie Hirono
- Michael Honda
- Jesse Jackson, Jr.
- Eddie Bernice Johnson
- Marcy Kaptur
- Dennis Kucinich
- Barbara Lee

- John Lewis
- David Loeb sack
- Ben Ray Lujan
- Carolyn Maloney
- Ed Markey
- Jim McDermott
- James McGovern
- George Miller
- Gwen Moore
- Jim Moran
- Jerrold Nadler
- Eleanor Holmes Norton
- John Olver
- Frank Pallone
- Ed Pastor
- Donald Payne
- Jared Polis
- Charles Rangel
- Laura Richardson
- Lucille Roybal-Allard
- Bobby Rush
- Linda Sanchez
- Jan Schakowsky
- Jose Serrano
- Louise Slaughter
- Pete Stark
- Bennie Thompson
- John Tierney
- Nydia Velazquez
- Maxine Waters
- Mel Watt

- Henry Waxman
- Peter Welch
- Frederica Wilson
- Lynn Woolsey

New members 2012

By April 2012 three more congressmembers had joined the Congressional Progressive Caucus.^[3]

- Janice Hahn
- Rush Holt, Jr.
- Brad Miller

2010 members

Congressional Progressive Caucus membership as at Friday June 02, 2010.^[4]

Co-Chairs

- Raul Grijalva (AZ-07)
- Lynn Woolsey (CA-06)

Vice Chairs

- Diane Watson (CA-33)
- Keith Ellison (MN-05)
- Sheila Jackson-Lee (TX-18)
- Mazie Hirono (HI-02)
- Dennis Kucinich (OH-10)
- Donna Edwards (MD-04)
- Alan Grayson (FL-08)

Senate Members

- Roland Burris (IL)
- Bernie Sanders (VT)
- Tom Udall (NM)

Former members:

- Sherrod Brown (OH-13)
- Paul Wellstone (MN)

House Members

- Tammy Baldwin (WI-02)
- Xavier Becerra (CA-31)
- Earl Blumenauer (OR-03)
- Robert Brady (PA-01)
- Corrine Brown (FL-03)
- Michael Capuano (MA-08)
- André Carson (IN-07)
- Donna Christensen (VI-AL)
- Judy Chu (CA-32)
- Yvette Clarke (NY-11)
- William (Lacy) Clay (MO-01)
- Emanuel Cleaver (MO-05)
- Steve Cohen (TN-09)
- John Conyers (MI-14)
- Elijah Cummings (MD-07)
- Danny Davis (IL-07)
- Peter DeFazio (OR-04)
- Rosa DeLauro (CT-03)
- Sam Farr (CA-17)
- Chaka Fattah (PA-02)
- Bob Filner (CA-51)
- Barney Frank (MA-04)
- Marcia Fudge (OH-11)
- Luis Gutierrez (IL-04)
- John Hall (NY-19)

- Phil Hare (IL-17)
- Alcee Hastings (FL-23)
- Maurice Hinchey (NY-22)
- Michael Honda (CA-15)
- Jesse Jackson Jr (IL-02)
- Eddie Bernice Johnson (TX-30)
- Hank Johnson (GA-04)
- Marcy Kaptur (OH-09)
- Carolyn Kilpatrick (MI-13)
- Barbara Lee (CA-09)
- John Lewis (GA-05)
- David Loebsack (IA-02)
- Ben Lujan (NM-3)
- Carolyn Maloney (NY-14)
- Edward Markey (MA-07)
- Jim McDermott (WA-07)
- James McGovern (MA-03)
- George Miller (CA-07)
- Gwen Moore (WI-04)
- Jim Moran (VA-08)
- Jerrold Nadler (NY-08)
- Eleanor Holmes Norton (DC-AL)
- John Olver (MA-01)
- Frank Pallone (NJ-06)
- Ed Pastor (AZ-04)
- Donald Payne (NJ-10)
- Chellie Pingree (ME-01)
- Jared Polis (CO-02)
- Charles Rangel (NY-15)
- Laura Richardson (CA-37)
- Lucille Roybal-Allard (CA-34)

- Bobby Rush (IL-01)
- Linda Sanchez (CA-47)
- Jan Schakowsky (IL-09)
- José Serrano (NY-16)
- Louise Slaughter (NY-28)
- Pete Stark (CA-13)
- Bennie Thompson (MS-02)
- John Tierney (MA-06)
- Nydia Velazquez (NY-12)
- Maxine Waters (CA-35)
- Mel Watt (NC-12)
- Henry Waxman (CA-30)
- Peter Welch (VT-AL)

Former members

- Neil Abercrombie (HI-01)^{[5][6]}
- Ron Dellums(CA)
- Eric Massa (NY-29)
- Robert Wexler (FL-19)
- Julia Carson (IN-07)*
- Lane Evans (IL-17)
- Cynthia McKinney (GA-4)
- Major Owens (NY-11)
- Nancy Pelosi (CA-8)
- Hilda Solis (CA-32)
- Stephanie Tubbs Jones (OH-11)
- Eni Faleomavaega (American Samoa)^[7]
- Carrie Meek (FL)^[7]
- David Bonior (MI)^[7]
- Diana DeGette (CO-01)^[7]
- Lynn Rivers (MI)^[7]

- Linda D. Stender (NJ-07)^[7]
- Gus Savage (IL)^[7]
- Earl Hilliard (AL)^[7]
- Robert C. Scott (VA-03)^[7]
- Sherrod Brown (OH)
- Carolyn Cheeks Kilpatrick (MI)
- Senator Paul Wellstone(MN)

Possible new members after 2010 elections

According to David Dayden writing on leftist blog FireDogLake. "What about the ones who won? Democrats picked up three seats from Republicans, making good on some prior anomalies and realigning correctly. Colleen Hanabusa (HI-01), Cedric Richmond (LA-02) and John Carney (DE-AL) all won. Of those, I would say Hanabusa and Richmond will join the Progressive Caucus. In AL-07, Terri Sewell replaced Artur Davis. She's a lot more progressive than he ever was, and she will likely join the caucus. David Cicilline (RI-01), the replacement for Patrick Kennedy and another openly gay member of Congress, is likely to join (Patrick Kennedy never did). The race that a progressive lost in a primary, Carolyn Cheeks Kilpatrick (MI-13), was over ethical issues, and she'll be replaced by Hansen Clarke, likely to join the caucus.^[8]

New California member

On entering Congress in 2011, Janice Hahn of Los Angeles joined the **Congressional Progressive Caucus**.^[9]

CPC founders

The Congressional Progressive Caucus was founded in 1991 by freshman Congressman Bernie Sanders. Sanders' CPC co-founders included House members Ron Dellums, Lane Evans, Tom Andrews, Peter DeFazio, and Maxine Waters.

1997 members

Congressional Progressive Caucus membership as at March 3, 1997.^[10]

Steering Committee

- Peter DeFazio (OR)
- Ron Dellums
- Lane Evans
- Maurice Hinchey
- Jesse Jackson, Jr.
- Cynthia McKinney
- Major Owens
- Bernie Sanders

- Nydia Velasquez
- Maxine Waters
- Lynn Woolsey

Members

- Neil Abercrombie
- Xavier Becerra
- David Bonior
- Corrine Brown
- George Brown
- Julia Carson
- John Conyers
- William Coyne
- Danny Davis
- Diane DeGette
- Julian Dixon
- Eni Faleomavaega
- Chaka Fattah
- Bob Filner
- Barney Frank
- Elizabeth Furse
- Luis Gutierrez
- Alcee Hastings
- Earl Hilliard
- Marcy Kaptur
- Dennis Kucinich
- John LaFalce
- John Lewis
- Carrie Meek
- Jim McDermott
- James McGovern

- George Miller
- Patsy Mink
- Jerrold Nadler
- Eleanor Holmes Norton
- John Olver
- Ed Pastor
- Donald Payne
- Chellie Pingree
- Nancy Pelosi
- Charles Rangel
- Lynn Rivers
- Carlos Romero-Barcello
- Bobby Scott
- José Serrano
- Pete Stark
- Louis Stokes
- Bennie Thompson
- John Tierney
- Nydia Velazquez
- Esteban Torres
- Mel Watt
- Henry Waxman

Democratic Socialists of America

Democratic Socialists of America played a role in organizing the CPC, according to Chicago DSA;^[11]

Congressman Bernie Sanders has been charging that these bail-outs to regimes which violate worker and civil rights are illegal under a law passed last year by Sanders and Representative Barney Frank, both leaders of the Progressive Caucus in Congress which DSA has helped to organize.

Several past members of CPC have been close to DSA including David Bonior, Hilda Solis, Ron Dellums and Major Owens. Serving Illinois Congressman Danny Davis is a DSA member, while Jan Schakowsky, Jerrold Nadler, Bob Filner, John Conyers, John Lewis and Bernie Sanders all have DSA connections.

According to a DSA flier the organization works with CPC to promote "progressive change."^[12]

DSA is an activist organization, not a political party. From promoting single-payer health care, to combating Congress' war on the poor, to proposing democratic alternatives to the power of the transnational corporations, DSA is in the center of struggles to advance a progressive America. This struggle is carried on not only by prominent leaders, but more importantly, through the work of thousands of DSA members across the country.

Since 1982, DSA has been working for progressive change. As a national organization, DSA joins with its allies in Congress' Progressive Caucus and in many other progressive organizations, fighting for the interests of the average citizen both in legislative struggles and in other campaigns to educate the public on progressive issues and to secure progressive access to the media.

According to DSA's Democratic Left, Winter 1996, page 16;

DSA tries to link the U.S. Congressional Progressive Caucus Parliamentary parties of the left in other countries.

In 1997 Chicago DSA member Bruce Bentley wrote;

There is a class struggle in process in the Congress with the Progressive Caucus around such issues as the Welfare Bill, NAFTA and Single Payer Health Care.

As a result of this DSA's Political Director Christine Riddiough organized a meeting with the Congressional Progressive Caucus with the purpose and cogent task as to: "How can we unite our forces on a common agenda?"^[13]

Those in attendance included Richard Trumka, Noam Chomsky, Patricia Ireland, William Greider and Jesse Jackson. According to a Democratic Socialists of Central Ohio, Progressive Challenge, was a national coalition of the Congressional Progressive Caucus, Americans for Democratic Action, NOW, and Democratic Socialists of America^[14].

In 1999 the Young Democratic Socialists of James Madison University wrote;^[15]

D.S.A. is not a political party, but rather works within the left wing of the Democratic Party and other third parties. D.S.A. is a driving force for the Progressive Caucus in the U.S. House of Representatives (led by Rep. Bernie Sanders, Socialist Congressman of Vermont).

DSA link to other parties

According to Christine Riddiough "DSA supports a 'Better Way', global dialogue that links parliamentarians of the Left, community activists and Non-Governmental Organizations working against the untrammelled rights of corporations to divide and rule. DSA tries to link the U.S. Congressional Progressive Caucus to parliamentarians of the Left in other countries."^[16]

Institute for Policy Studies/Progressive Challenge

Congressional Progressive Caucus is heavily influenced by the radical Washington D.C. "think tank," the Institute for Policy Studies (IPS).

From the IPS website history page:^[17]

Much of IPS's policy work is aimed at the national level, and IPS has always worked closely with, and provided analysis and model pieces of legislation to, progressive members of Congress.

*Currently, IPS advises the **Congressional Progressive Caucus**, which, with more than 70 members, is the largest non-party Caucus.*

In the late 1990s IPS established Progressive Challenge to utilize leftist groups including Democratic Socialists of America, Americans for Democratic Action, United Electrical Workers, NETWORK, National Jobs for All Coalition etc to pressure^[18]the Progressive Caucus in the "correct" direction.

Democratic Socialists of America member Bob Roman, writes of a 1998 Chicago Progressive Challenge meeting

attended by Illinois Congressmen Jesse Jackson Jr, Luis Gutierrez and Danny Davis^[19];

On the evening of Monday, April 21, the Progressive Challenge came to Chicago. Starting off with a town hall style meeting that brought together about 150 people in the UNITE hall at 333 S. Ashland in Chicago, the meeting was structured to present testimony from representative of various local organizations to local Congressional members of the Progressive Caucus.

DSA was particularly well represented by the testimony of the Youth Section's International Secretary, Daraka Larimore-Hall. Daraka Larimore-Hall gave an impassioned, coherent presentation that linked the various aspects of DSA's agenda with the project at hand.

Congressmen Jesse Jackson, Jr., Luis Gutierrez and Danny Davis attended the meeting...

The Progressive Challenge is an effort to link the Congressional Progressive Caucus with the larger left grass roots network of single issue, constituent, labor and ideological organizations. The Institute for Policy Studies is very much the keystone organization of this project, which has brought together some 40 organizations including DSA, Americans for Democratic Action, United Electrical Workers, NETWORK, National Jobs for All Coalition to name a few. No one of these groups is a major player inside the Beltway, but together they have captured the attention of the Progressive Caucus and contributed to its growth.

"The Progressive Challenge: Capitol Hill Forum"

On January 9, 1997, over 600 people attended "The Progressive Challenge: Capitol Hill Forum" sponsored by the House Progressive Caucus, Democratic Socialists of America, and a host of other progressive organizations.

The primary goal of this day-long "kick-off" forum was to "identify the unifying values shared by progressives at this point in US history, to help define core elements of a forward-looking progressive agenda, and to pinpoint ways to connect that agenda with the concerns of millions of disillusioned people who lack voices in present politics and policy-making."

After a welcome by Representative Bernie Sanders, an impressive array of legislators, activists, and thinkers offered their insights. Senator Paul Wellstone, Reverend Jesse Jackson, Patricia Ireland of NOW, Richard Trumka of the AFL-CIO, Noam Chomsky, William Greider of Rolling Stone, and DSA Honorary Chair Barbara Ehrenreich were among the many who spoke.

Some emphasized the importance of the conventional, if difficult, process of progressive candidates building grassroots campaigns that treat voters with intelligence and challenge prevailing wisdom regarding what values and issues motivate ordinary Americans struggling to make ends meet-as opposed to using polls and focus groups to concoct "designer" campaigns to appeal to upscale "soccer moms." Other speakers reminded those present that great changes are made by people acting outside of the corridors of power to define justice and "political reality," and the electoral and legislative processes are not the only arenas worthy of activists' attention.^[20]

What virtually all participants acknowledged (thanks in no small part to DSA's role in helping to organize this event and in focusing the activities of the Working Group on Economic Insecurity) was that the centerpiece of a progressive agenda involves addressing the question of the economy and the disruptions, suffering, powerlessness and fear created by the mobility and power of corporations-without glossing over the racism, sexism, xenophobia, homophobia, and other injustices exacerbated by economic uncertainty.

The next step at the policy level is a series of briefings for Congressional staff and members on specific issues related to economic justice (global economy, corporate responsibility, and welfare reform are among the topics to be covered). These briefings are planned for January and February, and out of the briefing sessions working groups on the issues will be formed. The working groups will include Congressional staff and progressive organizations who will help draft legislation. The coalition of activist groups is working on plans to bring the issues to the grassroots through a round of town meetings this spring and through the development of a network of progressive elected officials. The town meetings will be modeled on DSA's Public Hearings on Economic Insecurity and the AFL-CIO town meetings of 1996, and will bring Progressive Caucus members together with local activists.

Progressive Caucus SOTU Address

On Thursday, January 27 2000, from 3:30pm to 5:00pm in 2253 of RHOB, the **Congressional Progressive Caucus** held its 3rd Annual Congressional Progressive Caucus' State of the Union Address. This event was also sponsored by the Institute for Policy Studies' Progressive Challenge coalition whose Fairness Agenda for America is endorsed by 200 public interest groups nationally.

Caucus Chair Rep. Peter DeFazio(D-OR) stated "The Progressive Caucus Alternative State of the Union will provide a much needed reality check to politicians who would rather ignore the priorities of Americans left out of the economic boom – priorities like access to quality health care and education, repairing crumbling schools, addressing the growing gap between the rich and poor, and creating a sustainable global economy that works for everyone, not just the corporate architects."

Anticipated speakers included: Peter DeFazio (D-OR), House Minority Whip David Bonior (D-MI), Earl Hilliard (D-AL);Dennis Kucinich (D-OH); Cynthia McKinney (D-GA);. Major Owens (D-NY)Bernie Sanders (I-VT). Tammy Baldwin (D-WI);. Maurice Hinchey (D-NY);Barbara Lee (D-CA); Jerrold Nadler (D-NY); and Lynn Woolsey(D-CA). John Cavanagh, director of the Institute for Policy Studies also made some remarks regarding public interest groups support of a progressive agenda.^[21]

The Congressional Progressive Caucus, Chaired by Rep. Peter DeFazio (D-OR), consists of over a quarter of the House Democrats, one Independent and Senator Paul Wellstone. The Caucus will be releasing position papers on Health Care and Income Inequality, with reports on the Alternative Federal Budget, Social Security, Minimum Wage, Education and the Global Economy.

(Co-sponsoring organizations also included: Progressive Challenge, Campaign For America's Future, Business Leaders for Sensible Priorities, United for A Fair Economy, National Jobs for All Coalition).^[22]

Communist Party on the Progressive Caucus

A 2002 report by Joelle Fishman, Chair, Political Action Committee, Communist Party USA to the Party's National Board, evaluated the Congressional Progressive Caucus^[23].

Although this Caucus is not large enough to control the Congressional agenda or even to break into the media, the existence of this group of 57 members of Congress, which includes 20 members of the Congressional Black Caucus and six members of the Congressional Hispanic Caucus, provides an important lever that can be used to advance workers' issues and move the debate to the left in every Congressional District in the country.

Communist Party "ally"

In a report "What Can We Learn From the Movement for Health Care Reform?" prepared as part of the discussion leading up to the Communist Party USA's 29th National Convention May 21-23, 2010. Communist Party USA member David Bell wrote on the partial failure of the Party's health care agenda;^[24]

Did we forget the fact that many of the same unions, hundreds of locals, and the rank and file supported single payer? We also turned away from our allies in Congress, the Progressive Caucus, and John Conyers. We did not insist that single payer supporters, including Conyers, be included in the White House summit on health care reform.

CPUSA on Obama, Democrat Caucuses, Int'l Communist Meeting

A report praising Barack Obama, and the changes wrought by him, as well as communist connection to the Democratic Party, was delivered at the 14th International Meeting of Communist and Workers Parties, held in Beirut, Lebanon, November 22-25, by Erwin Marquit, member of the International Department, CPUSA.^[25]

We express our gratitude to the Lebanese Communist Party for hosting this important meeting under the present difficult conditions.

The Communist Party USA not only welcomes the reelection of President Barack Obama, but actively engaged in the electoral campaign for his reelection and for the election of many Democratic Party congressional candidates. We regarded the 2012 election as the most important in the United States since 1932, an election held in the midst of the Great Depression...

Because of this danger, we viewed our participation in mainstream electoral activity as obligatory, even though both major parties in the United States are dominated by capital, with no effective competition from a mass-scale social-democratic party. We are aware that some on the Left in the United States thought that the correct approach to the elections was either to boycott them, or as a protest, to run or support small-scale left-wing candidacies with no possible chance of winning. We Communists rejected this strategy because too much was at stake.

Faced with a choice between the victory of either the Democratic Party or Republican Party, the Communist Party viewed a victory of the far-right Republican Party as an extreme disaster. In this situation, we saw the necessity of a policy of center-left alliances in order not to separate ourselves from the people's struggles for dealing with the far right onslaught. The basis of such an alliance now includes the labor movement, organizations of African Americans and Latinos, the women's movement, gay and lesbian civil rights groups, and organizations of the elderly and retirees. On some issues, these groups are joined by a few far-sighted elements of capital...

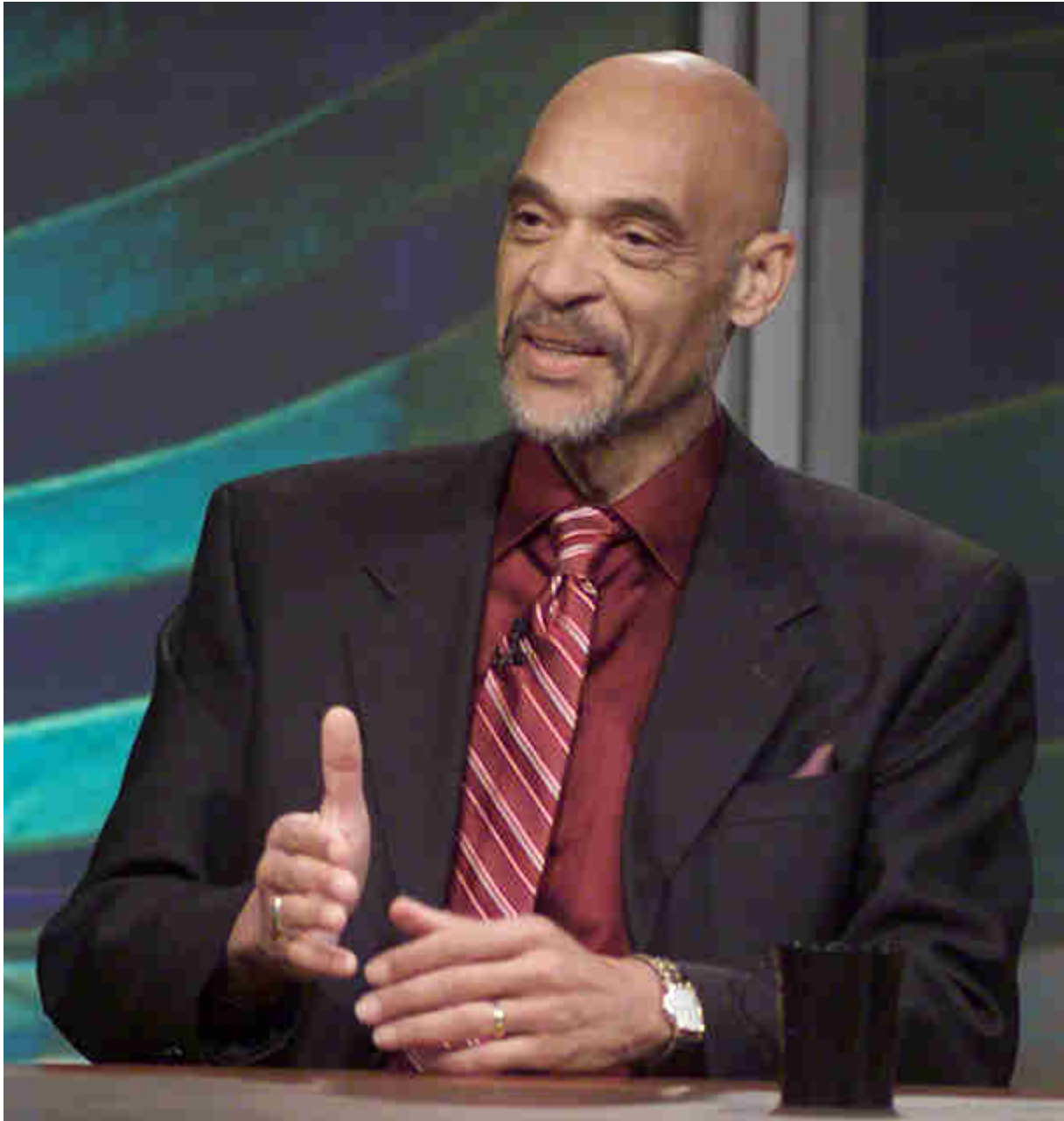
In our electoral policy, we seek to cooperate and strengthen our relationship with the more progressive elements in Democratic Party, such as the **Progressive Caucus** in the U.S. Congress, a group of seventy-six members of the Congress co-chaired by Raúl Grijalva, a Latino from Arizona, and Keith Ellison, an African American Muslim from Minnesota. We also will strengthen our relationship to the Congressional Black Caucus (formed by African Americans in the Congress), which has been the point of origin of innovative policies including an end to the U.S. economic blockade of Cuba, and with the Congressional Hispanic Caucus. In its domestic policy, for example, the Progressive Caucus has put forth a program for using the public sector to deal with unemployment. It has opposed the use of the so called "war on terror" to incarcerate U.S. citizens indefinitely without criminal charges. In its foreign policy, the Progressive Caucus and the Black Caucus are outspoken in their opposition to U.S. imperialist policies abroad. The Progressive Caucus, now that Obama has been reelected, will be playing an important role in contributing to the mobilization of mass activity on critical issues to bring pressure on the Congress and administration to act on them...

While the victory of Obama is a welcome aid for us in our domestic struggles, we still face the challenge of mobilizing mass pressure on his administration to reverse the imperialist character of U.S. foreign policy. The CPUSA will pursue this formidable task vigorously in alliance with domestic progressive forces and with our comrades in the Communist and Workers' Parties and their allies throughout the world.

CPC Represents "the Heart and Soul of the Democratic Party"



Rep. Lynn Woolsey



Earl Ofari Hutchinson

On Nov. 15, 2010, Earl Ofari Hutchinson of The Huffington Post and New American Media conducted an interview with Rep. Lynn Woolsey, House Chair of the Congressional Progressive Caucus. The interview reads as follows:^[26]

Earl: Many are not familiar with the Progressive House Caucus. How big is it?

Lynn: We had 83 members before the election. It is bicameral, with House and Senate members. It's by far the largest caucus in Congress. We lost four members this election. But we also gained a couple of new members. We will not have less than 80 members in the next Congress. The Blue Dog Democrats lost almost two-thirds of their members.

Earl: What are the major issues that the Caucus will press Congress and the Obama Administration on?

Lynn: It is clear that we represent the heart and soul of the Democratic Party. So, the first item is jobs. We have to have a robust jobs bill. One that we should have had when President Obama first took office and his popularity was at its height. He had a big majority in the House and Senate. We would have doubled the amount of money allocated for

the jobs bill that came out of the House, which the Senate cut to shreds. The other priority is combating the notion that the timetable for ending the Afghanistan War is 2014. The war is killing our budget, killing our people, and killing our relations with our allies.

Earl: What does it take to make that happen?

Lynn: None of this is going to happen until we get money out of politics, get a bigger control of the media, and that means diversifying ownership beyond the three corporations.

Earl: The headline article in the Washington Post, Nov. 11, was "Liberals plan to push Obama not to compromise with GOP." Will the Progressive Caucus take the lead in pushing the president not to "compromise" with the GOP?

Lynn: We were the most productive House in recent legislative history in getting key pieces of legislation passed. Unfortunately, it was not enough. We were in such a deep economic hemorrhaging. We stopped that. But to do more we have to be even bolder in our actions. We're going to push the White House to come forth with bold steps. It's not too late now. But it will be in two years. So we're hoping that he recognizes that.

Earl: White House advisor David Axelrod was quoted to the effect that Obama would compromise on the "big issues." Did that set off alarm bells with you and the Caucus members?

Lynn: I and Caucus co-chair Raul M. Grijalva sent the President a letter Friday, Nov. 12, that we totally support rolling back the Bush tax breaks for the wealthy. And no cuts in other programs such as food stamps that benefit the poor and needy.

Earl: White House Press Secretary Robert Gibbs blasted liberals and progressives as the "professional Left" for continuing to criticize the president despite what he's tried to accomplish.

Lynn: I totally disagreed with him. I've won office with 70 percent of the vote, and there is a large base of voters that are progressive. This is America, and they do have the right to express themselves. And criticism or not of us, we're not going to stop our criticism on policy issues we disagree with. In fact, in line with the Congressional Black Caucus, the Congressional Hispanic Caucus, and the House Pacific Asian Caucus, we will represent a good majority of the Democrats who remain in the House.

Earl: So no compromise on the core issues

Lynn: Any idea that we're going to reach across the aisle and surrender our Democratic ideals on jobs, health care, education, and fighting for working people and not the wealthy is not going to happen. We're not going to compromise our votes to support programs just to appear that we're compromising. We're not going to start from the right of center and go further to the right. That's not what the nation needs.

Earl: There were reports that during the health care debate the White House shunned the Progressive Caucus. How accurate is that?

Lynn: No we were not shunned. I still hear the president saying, "Lynn what's our agenda on health care and what's to be done to secure passage." We took groups of representatives to the White House more than once for meetings. We always had an open-door relationship to work with the president and the House leadership. We intend to continue to work with the president. He will have a hard time getting anything done if he doesn't have us with him. And he knows that.

But we're not going to compromise with the right on some lukewarm programs that should have been much bolder. The public option in the health care fight was a good example of that. We still feel it was given away before the health care debate really began. So we're not going to roll over. Most of our members won reelection, and in some ways we'll have an even bigger voice in the next Congress.

Earl: Nancy Pelosi wants to stay in the House Leadership. Do you support her?

Lynn: I'm 100 percent behind her. None of the accomplishments in this past Congress would have happened without her leadership. They label her as some wild-eyed liberal, but that's just name calling. She's an effective leader. And the administration knows that. I'm confident that she will be our Minority House leader.

Restore the American Dream for the 99 Percent Act



Rep. Grijalva and Ellison at the Capitol press conference

"Responding directly to national demand for a massive jobs program", members of the Congressional Progressive Caucus, December 13, 2011, introduced the Restore the American Dream for the 99 Percent Act into the House of Representatives.

The bill would create more than 4 million jobs and reduce the deficit by more than \$2 trillion over the next 10 years, making it the biggest government effort thus far to marshal the resources needed to address the economic crisis.

While no one expects the bill to pass in the Republican-controlled House, it is viewed by many as outlining what really must be done if the economy is to be restarted in a way that benefits the overwhelming majority of the population. Progressive Caucus Co-Chairmen Reps. Keith Ellison, D-Minn. and Raul Grijalva, D-Ariz., presented the legislation at a news conference in the Capitol.

The bill would create several "corps" that will offer government jobs to the unemployed doing essential work including repairing school buildings, maintaining public parks, building neighborhood energy efficiency and conservation projects, and providing health care and other public services in underserved areas. One of the corps would be specifically devoted to re-hiring teachers and first responders laid off by cash-strapped state and local governments .

There are provisions in the bill that require 75 percent of the goods and services purchased by the federal government to be made in America, provisions designed to help small businesses get federal contracts, and allocation of \$50 billion alone for highway, public transportation and electrical grid improvement projects.

The bill provides for tariffs in cases where what the lawmakers called "currency manipulation by China" results in "artificially driving down the cost of Chinese imports."

One clause in the bill protects both the long-term unemployed and wounded veterans from hiring discrimination.

The bill includes provisions that would raise \$800 billion through a surcharge on millionaires and billionaires, end tax subsidies for oil companies, and impose a tiny financial transactions tax on Wall Street.

There would be other budget savings through ending the war in Afghanistan and slashing \$200 billion from the defense budget by eliminating unneeded weapons systems and cutting in half the military forces currently stationed in Europe.

The bill also strengthens health care reform by creating a public health insurance option that would be available through health care exchanges. That measure alone, the lawmakers say, would drive down spending federal health care spending by \$90 billion.

The bill would allow Medicare to bargain with pharmaceutical companies to get bulk discounts, a move blocked by Republicans in the past. Supporters say it would help save more than \$150 billion.

To save Social Security benefits and trust fund, the legislation would raise the cap on earnings taxed by Social Security above its current \$106,800.

"The Republicans want the people to think about how bad things are and to focus their anger on the president," said Grijalva "They don't want people to count the things the Republicans voted down that would have helped this country."

"This bill," said Ellison, "shows we can put people to work today by building for tomorrow."^[27]

External links

- Congressional Progressive Caucus website
- Institute for Policy Studies website
- Democratic Socialists of America website

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Upgraded to Linux Mint 13 on laptop!!!! (2012-05-25 23:05)





My Linux Mint 13 Cinnamon desktop based on Gnome 3.4.0

Linux Mint 12 crashed. Linux Mint 13 had some problems, but I added a boot option via directions on the Linux Mint homepage. Cinnamon has a good conservative approach. I get the 3.2 linux kernel. This kernel release fixed some stalling in Linux Mint 11. My favorite Gnome hardware detection utility is back. Cinnamon is a front end for Gnome 3.x which further improves the Gnome 3 interface. It needs hardware acceleration so old PCs run Linux Mint 13 MATE, a project that continues where Gnome 2.32.2 ended. This system may be better than openSUSE 12.1 (with KDE, Gnome, LXDE and XFCE shells), because it comes with codecs built in and is based on Debian/Ubuntu and not RPM. Deb packages don't have as many dependency issues as RPM package manager. Mark Zuckerberg used Debian when he developed Facebook. We're living in a FreeBSD world now where Red Hat Enterprise Linux is inferior. I like Libreoffice 3.5.2 already installed. I can now read Visio files. My fast quad-core laptop doesn't like its kernel upgraded and creates a black screen when I attempt this. My other Linux Mint 11 laptops takes 3.3.7 kernels upgrades. Linux Mint may not be as secure as PC-BSD, but it works. The GRUB boot loader recognizes my PC-BSD 9.0 partition and boots fine.

/etc/grub.d/40_custom:

Boot PC-BSD 9 in GRUB

```
menuentry "FreeBSD" --class freebsd --class bsd --class os {
    insmod ufs2
    set root='(hd0,4)'
    chainloader +1
}
```

then

Terminal # update-grub

SHMUPS Episode VI - Top 160 SHMUPS (2012-05-30 23:23)

- 1 Dodonpachi 3.538
- 2 Ikaruga 2.692
- 3 Radiant Silvergun 2.551

4 Gradius V 2.064
5 Battle Garegga 1.833
6 Dodonpachi Daioujou 1.795
7 ESPGaluda 1.667
8 Armed Police Batrider 1.423
8 Mushihimesama 1.423
10 Batsugun / Batsugun Special Version 1.103
11 Raiden Fighters Jet 1.090
12 Strikers 1945 II 0.962
13 Progear no Arashi 0.949
13 Shikigami no Shiro 2 / Castle Shikigami 2 0.949
15 Giga Wing 0.885
15 R-Type 0.885
17 Rayforce / Layer Section (et al) 0.859
18 Perfect Cherry Blossom 0.846
19 Soukyugurentai 0.833
20 Raiden DX 0.821
21 G.Darius 0.782
22 ESPRade 0.744
23 Gradius Gaiden 0.692
24 Dragon Blaze 0.679
25 Gunbird 2 0.667
26 Under Defeat 0.654
27 Battle Bakraid 0.628
28 Ketsui 0.603
29 Blue Wish Resurrection 0.577
30 Dangun Feveron 0.564
31 Guwange 0.551
31 R-Type Delta 0.551
33 Darius Gaiden 0.526
34 Mars Matrix 0.500
35 Twinkle Star Sprites 0.474
36 ESPGaluda II 0.462
37 Border Down 0.449
38 Shoot the Bullet 0.410
38 Thunderforce IV / Lightning Force 0.410
40 Strikers 1945 0.385
41 Galaga 0.372
41 Ibara / Ibara Black Label 0.372
43 Donpachi 0.359
44 Twin Cobra / Kyukyoku Tiger 0.333
45 Fire Shark / Same! Same! Same! 0.308
46 Axelay 0.282
46 Gradius / Nemesis 0.282
46 Gradius II: Gofer no Yabou / Vulcan Venture 0.282
46 Psyvariar 2 0.282
46 Raiden III 0.282
46 rRootage 0.282
52 Soldier Blade 0.269
52 Zanic (NES) / Zanic EX 0.269

54 Imperishable Night 0.256
55 Einhänder 0.244
55 Mushihimesama Futari 0.244
55 Raiden Fighters 2 0.244
58 Giga Wing 2 0.231
58 Senko no Ronde 0.231
60 Thunderforce III 0.218
61 Pulstar 0.205
61 RayStorm 0.205
63 Triggerheart Exelica 0.192
64 Homura 0.179
64 Judgement Silversword 0.179
64 Mountain of Faith 0.179
64 Raiden II 0.179
64 Truxton / Tatsujin 0.179
64 Zanac Neo 0.179
70 R-Type Final 0.167
71 Gun Nac 0.154
71 Lords of Thunder / Winds of Thunder 0.154
73 Gradius III AC 0.141
73 Trizeal 0.141
75 Aleste / Power Strike 0.128
75 Captain Planet 0.128
75 Gradius Galaxies/Generation/Advance 0.128
75 La Soeur de Barrage 0.128
75 Raiden 0.128
75 Salamander (MSX) 0.128
75 Salamander 2 0.128
75 Sky Shark / Flying Shark / Hishouzame 0.128
75 Vasara 0.128
84 Apidya 0.115
84 Blazing Lazers / Gunhed 0.115
84 Death Smiles 0.115
84 Gradius 2 MSX / Nemesis '90 Kai 0.115
84 HellSink 0.115
84 Out Zone 0.115
84 Override 0.115
84 Sol Divide 0.115
84 Twinkle Star Sprites: La Petite Princesse 0.115
84 Vulgus 0.115
94 D-Force / Dimensional Force 0.103
94 Robotron 2084 0.103
94 Salamander (ARC) / Salamander (PCE) 0.103
94 Z-Out 0.103
94 Zero Gunner 2 0.103
99 Dragon Breed 0.090
99 Gokujyo Parodius 0.090
99 Power Strike II (SMS) 0.090
99 R-Type II 0.090
99 R-Type Leo 0.090

99 Super Star Soldier 0.090
99 Thunder Force AC 0.090
99 Thunderforce V 0.090
99 Warning Forever 0.090
99 Xevious 0.090
109 Elemental Master 0.077
109 Gynoug / Wings of Wor 0.077
109 Hyper Duel 0.077
109 Kamui 0.077
109 Raptor: Call of the Shadows 0.077
109 Shienryu 0.077
115 Aldynes 0.064
115 Blast Wind 0.064
115 Cyvern 0.064
115 Image Fight 0.064
115 Last Resort 0.064
115 Prehistoric Isle 2 0.064
115 Robo Aleste 0.064
115 Sengoku Blade / Tengai 0.064
115 Shippu Mahou Daisakusen / Kingdom Grandprix 0.064
115 Sispri Gauntlet 0.064
115 The Guardian Legend 0.064
126 Airrade Air 0.051
126 Captain Skyhawk 0.051
126 Ether Vapor 0.051
126 In the Hunt 0.051
126 Musha Aleste / M.U.S.H.A. 0.051
126 P-47 Aces 0.051
126 Pocky & Rocky 0.051
126 Radirgy 0.051
126 Super Aleste / Space Megaforce 0.051
126 Titanion 0.051
126 Twin Bee Yahhoo! 0.051
126 Viewpoint 0.051
126 Viper Phase 1 0.051
139 Flew Fighter 0.038
139 Gate of Thunder 0.038
139 Gunbird 0.038
139 Nemesis II (GB/GBC) 0.038
139 Pink Sweets 0.038
139 Prehistoric Isle 0.038
139 Sonic Sisters 0.038
139 Sonic Wings Special 0.038
139 Tenmado 0.038
139 Tiger Heli 0.038
139 Tyrian 0.038
150 Change Air Blade 0.026
150 Cyber Core 0.026
150 DS4: Experimental Shooter 0.026
150 Geometry Wars Galaxies 0.026

150 Gunsmoke 0.026
 150 Hellfire 0.026
 150 Pop 'n Twinbee 0.026
 150 sdmkun 0.026
 150 Space Invaders 0.026
 150 X-Multiply 0.026
 160 1942 0.013
 160 Biometal 0.013
 160 Blazing Star 0.013
 160 Boogie Wings 0.013
 160 Defender 0.013
 160 Dimahoo / Great Mahou Daisakusen 0.013
 160 Final Soldier 0.013
 160 Game Tengoku 0.013
 160 Guardian Force 0.013
 160 Psyvariar / Psyvariar Revision 0.013
 160 Raiden Fighters 0.013
 160 Scramble 0.013
 160 Shienryu Explosion 0.013
 160 Solar Striker 0.013
 160 Steel Empire 0.013
 160 Varth 0.013
 160 Warmachine Overload 0.013

Anonymous (2013-05-28 23:24:48)

You additionally essential discover wants. This is really said to
 be numerous most elementary meetings so that you can put together with your good
 friends, loved one, or officemates given that the final decision is consistently trouble free.
 The two most commercially expanded varieties of you see, the coffea plant that leave an coffe beans which is used to build the
 the level
 of caffeine that your earth's number takes up, become Robusta along with Arabica. Advanced significantly are really great but
 that's 't your current needs (space though the area generally argue. Explicit products or services generate just one cup related
 coffee, folks could make 8 keyrings for every enough time.
 my web blog technivorm thermal coffee brewer (cdgt)

14.6 June

Armin Van Buuren at Epic in Minneapolis 2012 (2012-06-02 10:50)



IFRAME: <http://www.youtube.com/embed/WtFt6fukjbk>

Went to see Armin VAn Buuren in 2012 at the Epic Center in Minneapolis by myself.

ASUS Transformer Pad TF300 Impressions (2012-06-03 04:24)

<http://www.engadget.com/2012/04/22/asus-transformer-pad-tf300-review/> I really like the 8.0 MP camera. It has the most powerful quad-core Nvidia Tegra 3, 1 GB RAM, Android 4.0. Great for Flickr, Facebook. The Galaxy Tab 2 10" device has inferior hardware in it for the same price. I don't need a ASUS Transformer Pad TF300 right now. I have a quad-core (AMD A6 APU) laptop with 15.1" screen, 6 GB RAM, and a 512 MB GDDR3 Radeon HD 6870 GPU

Dell Holo in 2018 (2012-06-04 01:38)

We like to believe that advancement in technology in itself has allowed our life style to become easier and more manageable. Daily, improvements can be seen in computers, television, capabilities of the internet, film, and radio, as well as the total transformation of the telephone. For many, today's technology has allowed us to be more mobile or flexible in both work and home life mostly due to the accessibility in all forms of media communication. So how might our society be react to when our computers, television, the internet, film, radio, and telephones are all combined into one device, positive or neg? Will it change our viewing habits, our emotional connection and perception of media. Lastly, how will this device alter or modify current business approach to developing media? The answer to these questions depends on if our society allows technology to control us or will we as a society control the use technology. You do not have to view far into the 'looking glass' to visualize how technology represents the needs and wants in our society. Accordingly to Lester, "computers . . . are machines that reflect the culture that makes them". So how does society adapt to all the conveniences and advancement in all forms of communication? "A society always gets the media images it deserves"; therefore, should it not be our responsibility to control it. Without that control, the media will intrude and take over our lives both personally and massively. One little gadget or device that controls all forms of media can either be destructive or useful; it really depends on us and how we use the on and off mechanism on the single gadget. (Lester, P.M., pg. 367, 2011)

Our children can be the most vulnerable to the influx of media with the increase rise in violence, sexism and destruction through the internet, television and video games. Without control on the their media exposure in their lives, it may create a false sense of reality about themselves or the real world and/or may even isolate them from the personal interaction with family and friends. Media technology can be positive and a resourceful tool for our today's youth if usage is curtailed in bringing out the best of him or her, while at the same time reaping the rewards of interpersonal, face-to-face relationship with family and friends. The diversity of task that can be accomplished on today's computer is tremendous. Appropriate video games can enhance eye-hand coordination as well as a device for entertainment amongst friends and family. With other media outlets, entertainment and educational resources can be easily tapped and enrich the minds and creativity of our children and youth. (Roach, J, 2003)

For adults, one device that handles all means of communication can be advantageous making accessibility more streamlined and flexible in usage of the device, while at the same time provide more mobility. The possible engineering proposals of these future devices can be amazing, just as the possibility for "holographic and sound vibrations are the future". One example is the HOLO computer that has a prospect design for a futuristic very light-weight computer that can be worn as personal wrist band or a bracelet or stored in a pocket. Another very futuristic idea in computers is where they are using replicas of DNA strands that have been cut and fused together which resulted in an increase in DNA's ability to store data. The true question is whether or not our society adapts to these new inventions without being too engaged in such devices or consumed with mass media communication that could eventually control our lives. Emotional connection to media has to be cautiously approached in order so we as human beings do not lose sight of our values and moral standards with the face-to-face interaction with our fellow man. (Kobaxe, 2010)(Halverson, N., 2011)

The telephone, e-mails or voice mail, text messaging, chat and social networks all are faster and more efficient means of communicating with others, especially with family and friends, who live long-distance from us. Mass communication from the world-wide web / Internet, allows broadcast news, movies, newspapers, magazines, and radio a means to deliver messages, advertisements, and entertainment to a large audience all over the world. Businesses crave

technology and welcome all its advancement. With technology, businesses have the opportunity to cost-effectively expand and advertise their products to different areas in the United States and the world. Technology has made national and international ecommerce a reality that has become more feasible and efficient, where buying and selling world-wide can be done with just a 'push of a button' or a 'sound' of your voice from one device. As long as businesses do not lose their "human" touch, technology will always have a hand in business's economics, cyber-security, and growth. (Pheifer, T. Dr., 2009)







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CBO: On Current Path, US Economy Could Cease to Exist in 2035 (2012-06-04 13:46)

Keep this harrowing projection in mind the next time Democrats accuse conservatives of "ending Medicare," or whatever. We are all aboard a taxpayer-funded high speed train to self-destruction, and our engineer-in-chief is shouting full speed ahead. The non-partisan Congressional Budget Office is now warning that unless major reforms are implemented very soon, overwhelming debt could crush the entire US economy:

...Debt would reach 250 percent of GDP by 2035. CBO's model cannot reliably estimate GNP after debt reaches that amount, in the agency's judgment: The assumptions about private saving and capital inflows incorporated in CBO's model are based on historical experience, and if interest rates and the debt-to-GDP ratio rose to levels well outside of that experience, those assumptions might no longer be valid. In 2035, GNP would be 21 percent below the benchmark under the assumptions leading to the most negative effect on GNP; beyond 2035, the negative effect on GNP would grow under those assumptions as debt continued to increase relative to the size of the economy.

In other words, if debt and stagnation persist under a negative outlook scenario, the CBO literally cannot compute how the American economy could continue to exist beyond the year 2035. That's 23 years from today. Note the dark dotted line that abruptly ends (via Jim Pethokoukis):

USA Today has more on the coming calamity:

The federal debt is expected to be 70 % of the gross domestic product by the end of this year, and could be double the GDP by 2037 unless major changes are made, the Congressional Budget Office reports.

The gross national debt has already exceeded 100 % of GDP. President Obama's latest proposed budget would accelerate spending to unprecedented levels and would add \$11 Trillion to the sea of red ink. His own administration admits they have no plan to deal with the long term, entitlements-driven debt crisis facing the nation. But they are dead set against the House-passed Republican budget, which slows the rate of increased spending, reforms Medicare, and balances the budget by 2030. Paul Ryan has been warning about this fiscal cliff for years. Liberals either laughed at him, or called him a dangerous austerity-obsessed zealot – or both. They offer demagoguery and scorn, but no ideas. The Romney campaign is rightfully alarmed, blasting out this statement to reporters:

"Today's CBO report confirms that President Obama has placed us on a path to fiscal ruin. This is a President who promised to cut the deficit in half, but proceeded to run four consecutive trillion-dollar deficits and accumulate nearly

as much publicly held debt as all prior presidents combined. Instead of displaying leadership, the President has proposed a new budget that Congress rejected unanimously. Instead of tackling entitlement reform, he has made clear that he has no plan for addressing the challenge. It is immoral to place such a burden on future generations, and Mitt Romney will not allow it to continue."

In fairness, we were in trouble before Obama took office. But he has made the situation much, much worse. You already saw this in Dan's post earlier, but in the time it took you to read through this post, the national debt increased by roughly \$3 million. Team Obama's response? But...war-on-women-student-loans-equal-pay-Bain-Capital!

Thankyou Wisconsin voters (2012-06-06 14:21)

"While tonight's outcome was not what we had hoped for – no one can dispute the strong message sent to Governor Walker. Hundreds of thousands of Wisconsinites from all walks of life took a stand against the politics of division and against the flood of secret and corporate money spent on behalf of Scott Walker, which amounted to a massive spending gap of more than \$31 million to \$4 million. It is a testament to all of those individuals who talked to their friends, neighbors, and colleagues about the stakes in this election of how close this contest was. The power of Wisconsin's progressive, grassroots tradition was clearly on display throughout the run up to this election and we will continue to work together to ensure a brighter future for Wisconsin's middle class. This vision was shared by the voters tonight, as exit polling showed President Obama beating Mitt Romney 52-43, a 9-point difference. On the questions of who would do a better job on the economy and who would help the middle class the most, President Obama again held a strong advantage over Romney. These data points clearly demonstrate a very steep pathway for Mitt Romney to recover in the state."

Democrats and unions massively outspent Republicans in 2008 and 2010, they picked this recall fight, and now they're whining about spending? Spare me. As for the "flood of secret and corporate money" that supposedly put Walker over the top, this unhinged narrative disregards both the loads of union cash that poured into the recall fight, and the fact that Walker crushed Barrett among small donors. Obama supporters should continue to assure each other that their man is sitting pretty in Wisconsin. He's up by 9 points – the exit polls said so! Those same exit polls first suggested that the Walker-Barrett contest was a 50/50 "total coin flip." This prediction was off by...roughly nine points. Michael Barone analyzes the exits and reaches the conclusion that Wisconsin is very much in play for Mitt Romney. And I'm not going to even attempt to figure out exactly what "strong message" Team Obama believes this result sent to Governor Walker. "Keep it up," maybe? I'm dizzy from the spinning. I'll just leave you with this:

Police State: mute VoIP response! (2012-06-07 21:13)



IFRAME: <http://www.youtube.com/embed/EO6Rb4-M8EY?fs=1>

Anonymous (2012-06-21 04:37:33)
nice posting.. thanks for sharing.

Playstation 4 and Graphics most important next generation study shows (2012-06-12 03:09)

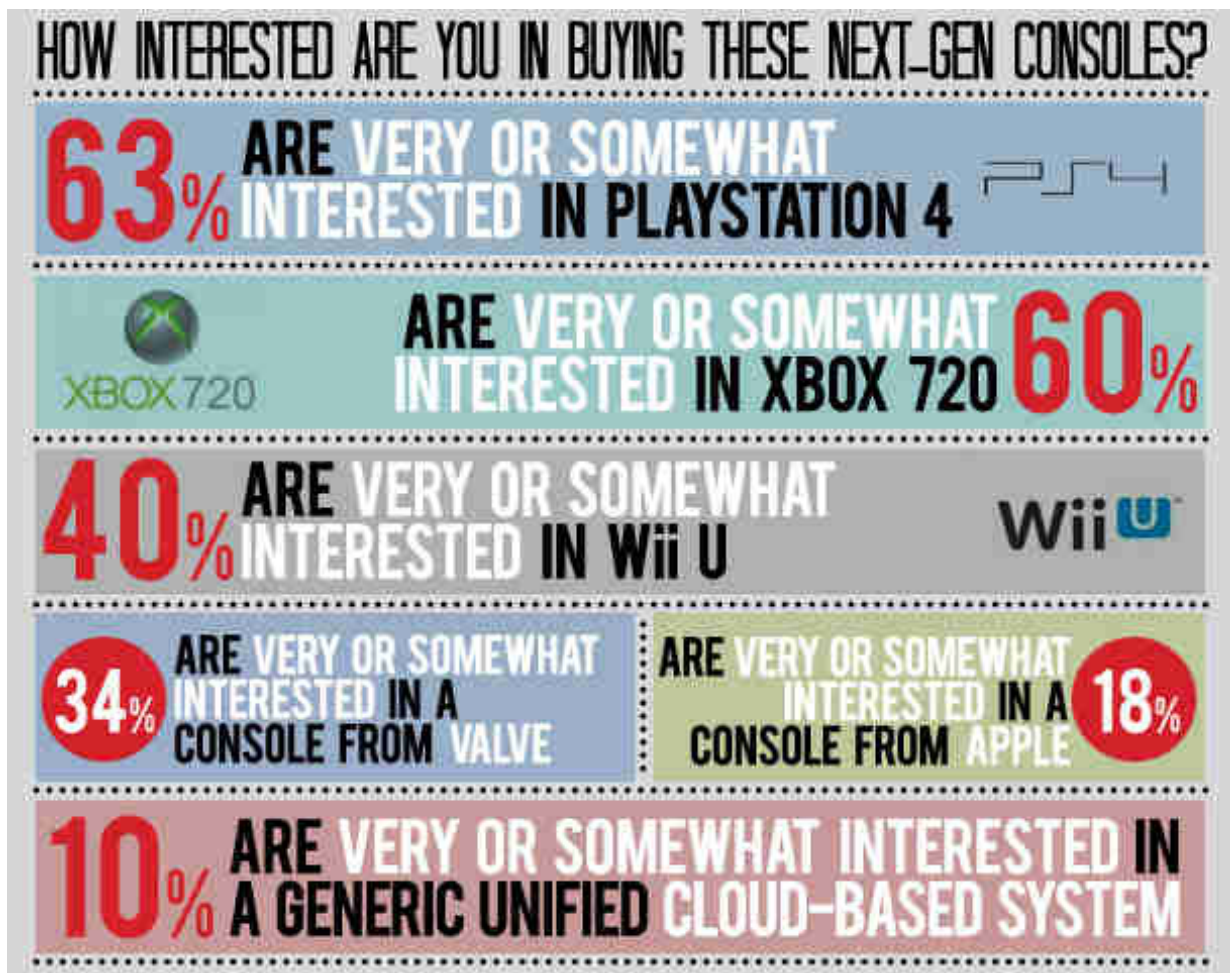
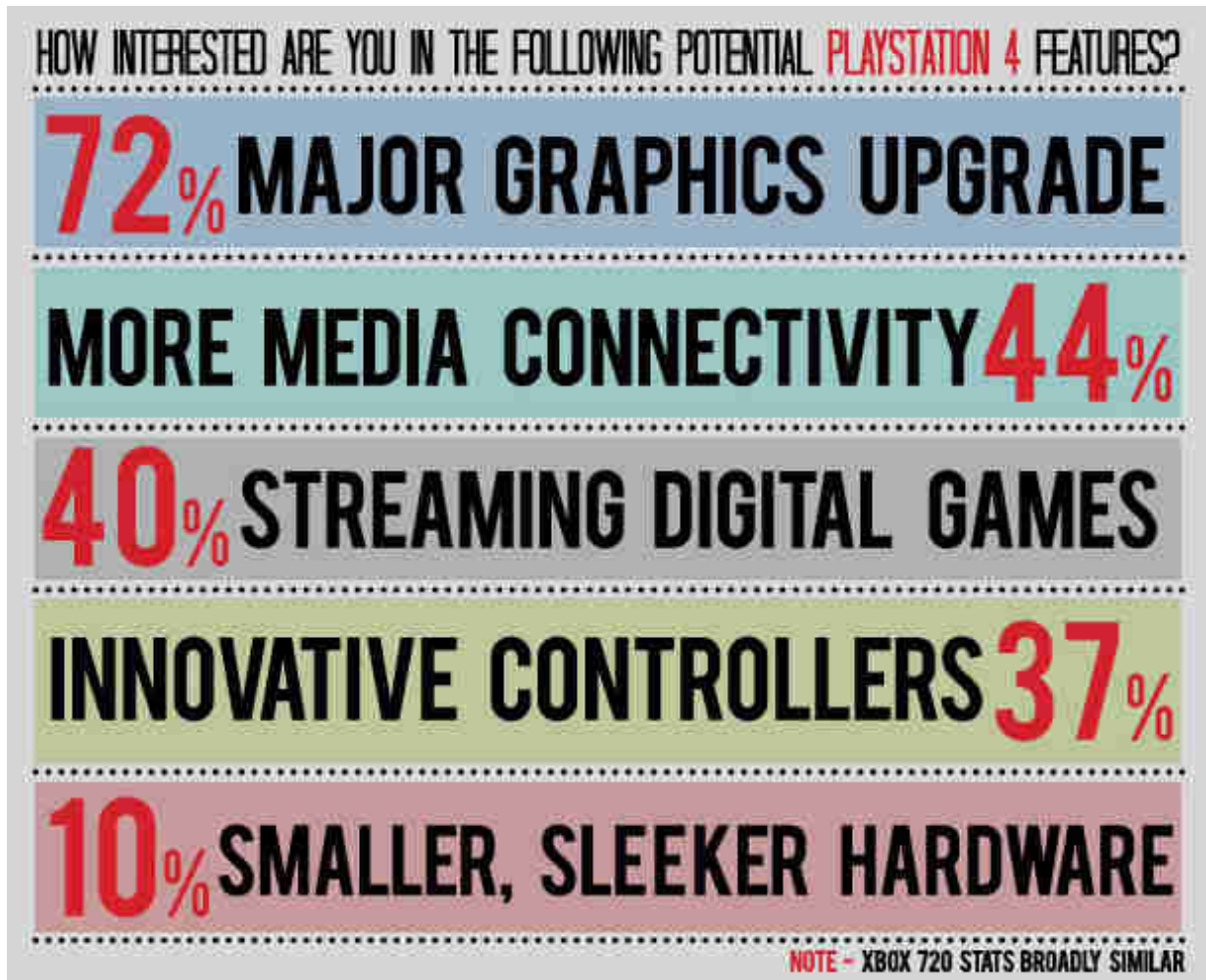
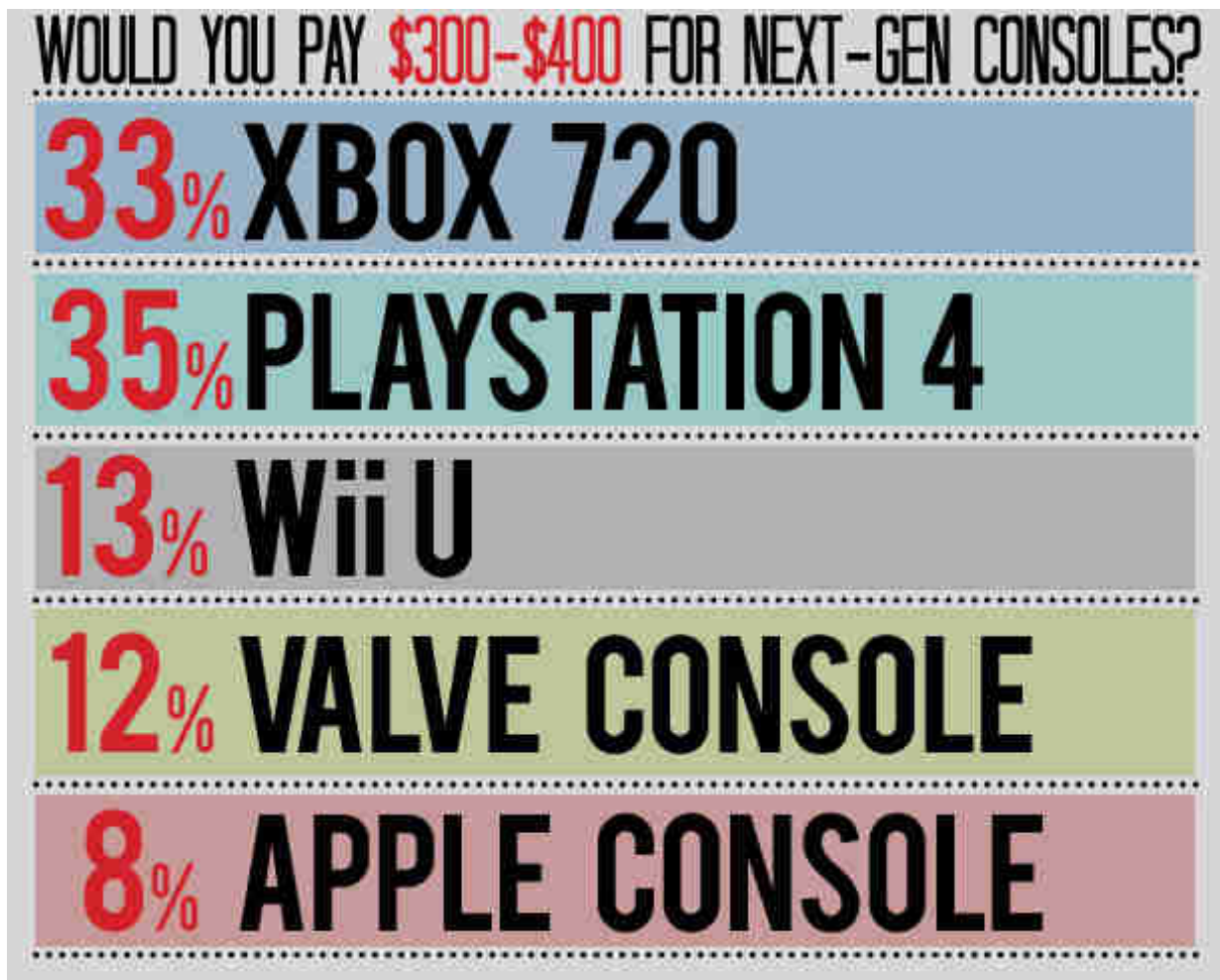


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Next generation studies.

I guess New Super Mario Bros. U, Mario Kart 8, and Legend of Zelda U doesn't interest as many people as this generation.

Track Your Stolen PC/Laptop before it Gets stolen (2012-06-12 09:50)

Prey is an application that can track your computer should it get stolen or lost. The program is free (with pro accounts available). It is released under the CC-BY-SA licence.

The giveaway info is located at the end of this post.

Once you have installed Prey, you must configure it. To do this run the configuration wizard in Applications + System Tools + Prey Configurator. You must enter the root password to configure Prey. When you open it you will see two tabs. The first is labeled Main Settings. Under this tab you can choose options such as how often a report is sent, enabling a guest account and WiFi auto connect (to connect to open WiFi networks automatically).



The second tab, labeled Reporting Mode, lets you choose whether or use Prey's on-line control panel or the standalone version. I will be demonstrating the control panel method. Select *Prey + Control Panel (Recommended)* and click forward .



If you have an account click existing user and enter you email and password. If you don't have an account, select New user and click forward.

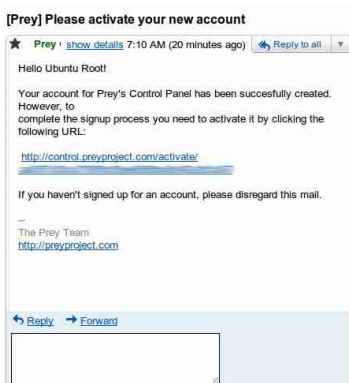


Enter your name, email address and password and click apply.



The screenshot shows the 'Prey Configurator (v0.4.4)' window. At the top is the 'PREY' logo with 'preyproject.com' underneath. Below the logo are two tabs: 'Main settings' and 'Reporting mode'. The 'Main settings' tab is active, displaying a message: 'Please provide the following information so we can create your account. Once it's created we'll send you an email to confirm the address you entered is correct.' Below this message are four input fields: 'Your name' (containing 'Ubuntu Root'), 'Email' (containing 'jason@ubunturoot.com'), 'Password' (masked with dots), and 'Confirm password' (masked with dots). At the bottom of the window, there is a status bar with a lock icon and the text 'Connection secured with SSL.', and three buttons: 'Cancel', 'Back', and 'Apply'.

After creating your account you must verify your account. You will receive an email similar to the following. Click on the link in the email to verify your account.



After you have activated your account you can log into the control panel. When you log in you will see the computer you added in a previous step.



If you click on that computer you will see details about that computer. This included the name, type, OS, etc. This is also the screen that is used to mark the computer as missing.

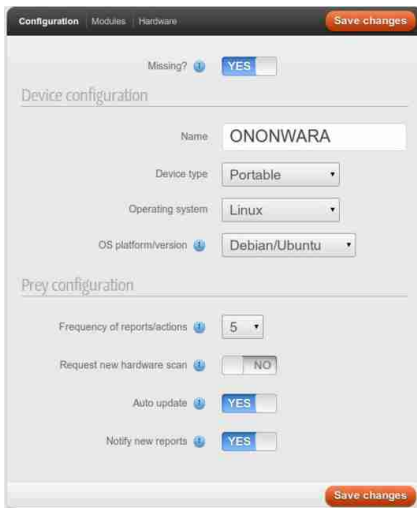


If you click on *Modules* in the top navigation panel, you have access to various part of Prey. Two types of modules are available: *Report* and *Action* modules. Report modules run when the computer is marked as missing. The *Network* modules gives will tell you about the Internet connection . The *Session* module will return a screenshot, modified files and running programs. The *Web cam* module will take a picture using the internal camera . I was not able to test this module as my camera is broken. The last report module available is *Geo*; this module will find you computer and put the location on a map. Action modules are run as soon as Prey receives the command (this requires version 0.4 or higher). The action modules that are included are *Alarm*, *Alert*, *Lock* and *Secure*. These modules play a loud sound, send the user a message, lock the computer and deletes personal data, respectively.



Click on the image for a larger view.

This stuff is all useful, but now I will show you what happens when you lose your computer. When you lose you computer, you should log into Prey and mark you device as missing.



The screenshot shows the Prey configuration web interface. At the top, there are tabs for 'Configuration', 'Modules', and 'Hardware', with 'Configuration' being the active tab. A 'Save changes' button is in the top right. Below the tabs, there's a 'Missing?' section with a 'YES' button. The 'Device configuration' section includes fields for 'Name' (ONONWARA), 'Device type' (Portable), 'Operating system' (Linux), and 'OS platform/version' (Debian/Ubuntu). The 'Prey configuration' section includes 'Frequency of reports/actions' (5), 'Request new hardware scan' (NO), 'Auto update' (YES), and 'Notify new reports' (YES). A 'Save changes' button is at the bottom right.

Now you wait. When Prey receives a report, you will receive an email similar to the email below.



Click on the link to the report. When you open the report you will see info about the location of your computer. My report shows the uptime (the amount of time the computer has been on), user(s) currently logged in, active connections and WiFi info. It also includes a screenshot and a map. The map shows where the computer is. It uses WiFi and or GPS to find the location of the computer. The location I given was very accurate; less than 100 meters off. This is what my report looked like.



Click on the image for a larger view.

As afore define:mentioned, Pro accounts are available, These plans allow for more computers, active mode (report the last time computer *checked in*), automated deployment, SSL encryption and two minute report intervals.

Top Wii U titles (2012-06-14 03:11)

1. Pikmin 3

Publisher: Nintendo

The long awaited sequel debuted this morning with the red, blue, and yellow Pikmin you know and love. There are four new captains in the game and the whereabouts of Captain Olimar are currently unknown. The captains are all present on the map at the same time, and the player can switch between them to complete puzzles and more easily navigate the game's large maps. There's a new Pikmin as well: the rock Pikmin.

2. New Super Mario Bros. U

Publisher: Nintendo

In the vein of the familiar Wii title, and the upcoming 3DS iteration, New Super Mario Bros. U features four player co-op. Players use a Wii Remote to control the hero. In a twist, a 5th player can use the GamePad to get in on the action asymmetrically, helping or hindering the four players.

The new Mario Brothers title features deep integration in the Miiverse, too. Players can leave notes on the world map, providing helpful hints or warnings as players continue their journey.

3. Nintendo Land

Publisher: Nintendo

Reggie Fils-Aime said that this would be the game to "sell" the concept of the Wii U. The game imagines a Nintendo-themed amusement park. The game will feature twelve attractions, with five announced here. The first three are multiplayer, while the latter two are for single-player: Animal Crossing: Sweet Day, Luigi's Ghost Mansion, The Legend of Zelda: Battle Quest, Takamaru's Ninja Castle, and Donkey Kong's Crash Course. The game prominently features five-player asymmetrical multiplayer like that found in New Super Mario Bros. U.

In a demonstration of Luigi's Ghost Mansion, the four players utilizing Wiimotes attempt to navigate a Pac-Man-style maze. The fifth player controls a ghost that is invisible to the others. The ghost's objective is to sneak up on each of the four players, making them faint. If the ghost takes out all four players, then he wins. Again, it pits that extra character against the others.

4. Lego City Undercover

Publisher: Warner Brothers

Lego City Undercover is an open-world crime fighting game. Traveller's Tale remains the developer of the Lego-inspired series with its trademark sense of humor. Gameplay appears to be action-packed and whimsical and set in an open-world fashion. There are tons of vehicles to drive, and platforming appears to be a large element of gameplay as well. The Wii U GamePad is being used as a detective tool, scanning environments for evidence, contacting other detectives, and acting as a secondary HUD.

5. Sing

(Working Title)

Publisher: Nintendo

Sing is, perhaps unsurprisingly, a singing and dancing game that takes full advantage of the asymmetrical gameplay afforded by the Wii U. One player holds the GamePad in portrait while the lyrics are scrolled down the tablet's screen. This means the singing player doesn't have to look at the TV and, ideally, can interact with the crowd. It looked to be little more than a first-party karaoke simulator, really.

6. ZombiU

Publisher: Ubisoft

Ubisoft is crafting a mature, first-person zombie survival game, exclusive to Wii U. The GamePad acts as a map, scanner, radar, scope and inventory. The graphics and animations are better than anything before seen on a Nintendo system. Comically, the game will take a picture of a player, and convert their face into a zombified version of their former selves ? similar to a smartphone app.

7. Aliens: Colonial Marines

Publisher: Sega

The recently delayed shooter will now be missing a day-and-date launch for the Wii U. However, it will still afford Wii U owners a claustrophobic, action-packed first-person shooting experience developed by Gearbox Software. As

a nod to the movie that inspired the game, the Wii U screen will act as a radar, pulsing at intervals to alert you to approaching Xenomorphs. This type of gameplay would lend itself well to a VIP-style competitive multiplayer mode, or the co-op modes that have been invading nearly every high-profile shooter of the last few years.

8. Batman: Arkham City: Armored Edition

Publisher: Warner Brothers

Rocksteady's critically acclaimed game of yester-year is coming to the Wii U with a slew of unique features. For example, new gadgets like the Remote-Controlled Batarang allow the player to use the gyroscope in the Wii U GamePad to control the Batarang. The port is being handled by Warner Brothers Montreal.

9. Wii Fit U

Publisher: Nintendo

Using the balance board of yester-year and combining it with the Wii U GamePad allows for new ways to integrate game-style mechanics into workouts. A new pedometer accessory will sync with the Wii U GamePad to help users keep better track of their caloric burn.

10. Scribblenauts: Unlimited

Publisher: Warner Brothers

The creativity behind 5th Cell Media's Scribblenauts has been lauded since the game launched on the original Nintendo DS. The Wii U sequel allows the player to create their own objects and associate them with certain phrases. Unsurprisingly, players are allowed to share their creations with other players for use in their story, or for further creative modification.

Top 155 Videogames (accurate) (2012-06-16 06:45)

Place	Name	Author	Year	Total Score	Average Rank	Percent Score
1	Legend of Zelda: Ocarina of Time	Nintendo	1998	308	2.7	9.93 %
2	Super Mario 64	Nintendo	1996	201	4.3	6.48 %
3	Tetris	Alexey Pajitnov	1987	198	4.2	6.38 %
4	Final Fantasy VII	Squaresoft	1997	135	3.9	4.35 %
5	Legend of Zelda: A Link to the Past	Nintendo	1992	113	5.4	3.64 %
6	GoldenEye	007 Rare	1997	103	6.3	3.32 %
7	Super Mario Bros.	Nintendo	1985	94	3.2	3.03 %
8	Half-Life 2	Valve	2004	84	5.0	2.71 %
9	DOOM id / GT Interactive	1993	81	4.8	2.61 %	
10	Super Mario World	Nintendo	1991	77	5.9	2.48 %
11	Super Mario Bros. 3	Nintendo	1990	76	5.2	2.45 %
12	Resident Evil 4	Capcom	2005	75	5.6	2.42 %
13	Super Metroid	Nintendo	1994	73	5.4	2.35 %
14	Chrono Trigger	Squaresoft	1995	60	4.3	1.93 %
15	Metal Gear Solid	Konami	1998	53	7.2	1.71 %
16	Street Fighter II	Capcom	1991	52	7.3	1.68 %
17	Call of Duty 4: Modern Warfare	Activision	2007	47	3.2	1.51 %
18	Final Fantasy III (VI)	Squaresoft	1994	42	7.5	1.35 %
19	Grand Theft Auto IV	Rockstar Games	2008	41	5.1	1.32 %
20	Legend of Zelda	Nintendo	1986	39	5.4	1.26 %
21	Half-Life	Valve / Sierra	1998	38	5.6	1.22 %
22	Super Mario Kart	Nintendo	1992	37	5.7	1.19 %

23 Sid Meier's Civilization Microprose 1991 34 4.2 1.10 %
24 Super Mario Galaxy Nintendo 2007 33 5.5 1.06 %
25 Civilization II Microprose 1996 30 5.0 0.97 %
26 SoulCalibur Namco 1998 27 5.6 0.87 %
27 Elite Acornsoft 1984 26 4.5 0.84 %
28 Metal Gear Solid 4: Guns of the Patriots Konami 2008 24 3.0 0.77 %
29 Portal Valve 2007 23 3.3 0.74 %
30 Grand Theft Auto III Rockstar Games 2001 22 6.6 0.71 %
31 Fallout 3 Bethesda 2008 20 4.3 0.64 %
32 Halo: Combat Evolved Bungie Studios 2001 20 6.0 0.64 %
33 Quake id / GT Interactive 1996 18 5.0 0.58 %
34 Halo 3 Bungie Studios 2007 17 6.8 0.55 %
35 Mass Effect 2 BioWare 2010 17 5.3 0.55 %
36 StarCraft Blizzard 1998 17 8.2 0.55 %
37 Super Mario Galaxy 2 Nintendo 2010 16 3.0 0.52 %
38 Uncharted 2: Among Theives Naughty Dog 2009 15 6.0 0.48 %
39 Grand Theft Auto: San Andreas Rockstar Games 2004 13 6.7 0.42 %
40 Legend of Zelda: The Wind Waker Nintendo 2003 13 4.5 0.42 %
41 Ultima IV: Quest of the Avatar Origin 1985 13 4.5 0.42 %
42 World of Warcraft Blizzard 2004 13 4.5 0.42 %
43 Metal Gear Solid 3: Snake Eater Nintendo 2004 12 8.0 0.39 %
44 Batman: Arkham City Rocksteady Studios 2011 11 5.5 0.35 %
45 Castlevania: Symphony of the Night Konami 1997 11 5.5 0.35 %
46 Final Fantasy X Squaresoft 2001 11 5.5 0.35 %
47 Quake II id 1997 11 5.5 0.35 %
48 Street Fighter II (Turbo) Capcom 1991 11 8.3 0.35 %
49 Civilization IV Firaxis Games 2005 10 6.0 0.32 %
50 Deus Ex Ion Storm 2000 10 1.0 0.32 %
51 Diablo Blizzard 1996 10 6.0 0.32 %
52 Out of This World Interplay 1991 10 1.0 0.32 %
53 Pac-Man Namco 1980 10 6.0 0.32 %
54 Sonic the Hedgehog Sega 1991 10 6.0 0.32 %
55 The Sims 2 Maxis 2005 10 1.0 0.32 %
56 Tom Clancy's Splinter Cell Ubisoft 2005 10 6.0 0.32 %
57 BioShock 2K Games 2007 9 6.5 0.29 %
58 Cave Story Pixel Studios 2004 9 6.5 0.29 %
59 Grand Theft Auto Rockstar Games 1997 9 6.5 0.29 %
60 Halo 2 Bundie Studios 2004 9 8.0 0.29 %
61 Mega Man 2 Capcom 1989 9 2.0 0.29 %
62 Metroid Nintendo 1986 9 6.5 0.29 %
63 Space Invaders Taito 1978 9 6.5 0.29 %
64 Super Smash Bros. Melee Nintendo 2001 9 8.0 0.29 %
65 The Elder Scrolls V: Skyrim Bethesda 2011 9 2.0 0.29 %
66 Warcraft II Blizzard 1995 9 6.5 0.29 %
67 Dragon Warrior III Enix 1988 8 3.0 0.26 %
68 Final Fantasy II (IV) Squaresoft 1991 8 8.3 0.26 %
69 Gears of War Epic 2006 8 8.3 0.26 %
70 Katamari Damacy Namco 2004 8 3.0 0.26 %
71 Little Big Planet Media Molecule 2008 8 3.0 0.26 %
72 M.U.L.E. Electronic Arts 1983 8 3.0 0.26 %

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- 74 Myst Broderbund 1996 8 3.0 0.26 %
- 75 Pirates! Microprose 1987 8 7.0 0.26 %
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- 77 Portal 2 Valve 2011 8 3.0 0.26 %
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- 79 Resident Evil Capcom 1996 8 3.0 0.26 %
- 80 Super Bomberman 2 Hudson Soft 1994 8 3.0 0.26 %
- 81 Team Fortress 2 Valve 2010 8 3.0 0.26 %
- 82 Virtua Fighter 2 Sega 1995 8 7.0 0.26 %
- 83 Call of Duty 2 Activision 2005 7 4.0 0.23 %
- 84 Dragon Warrior VIII Enix 2004 7 4.0 0.23 %
- 85 King's Quest IV: The Perils of Rosella Sierra 1988 7 4.0 0.23 %
- 86 Mario Kart 64 Nintendo 1997 7 4.0 0.23 %
- 87 Mario Kart Wii Nintendo 2007 7 4.0 0.23 %
- 88 Mother 3 Nintendo 2005 7 4.0 0.23 %
- 89 Pro Evolution Soccer 4 Konami 2004 7 4.0 0.23 %
- 90 Red Baron Sierra 1990 7 4.0 0.23 %
- 91 Sim City Maxis 1987 7 7.5 0.23 %
- 92 Street Fighter IV Capcom 2009 7 4.0 0.23 %
- 93 The Elder Scrolls III: Morrowind Bethesda Softworks 2002 7 4.0 0.23 %
- 94 Tony Hawk Pro Skater 2 Activision 2000 7 4.0 0.23 %
- 95 Virtua Racing Sega 1992 7 4.0 0.23 %
- 96 Dragon Age: Origins BioWare 2009 6 5.0 0.19 %
- 97 Dune II: The Building of a Dynasty Virgin 1992 6 5.0 0.19 %
- 98 Final Fantasy XII Squaresoft 2006 6 8.0 0.19 %
- 99 Gran Turismo 2 Polyphony Digital 1999 6 5.0 0.19 %
- 100 Guitar Hero Harmonix 2005 6 5.0 0.19 %
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- 102 Madden NFL 2003 Electronic Arts 2002 6 5.0 0.19 %
- 103 Pac-Man: Championship Edition Namco 2007 6 5.0 0.19 %
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- 105 Dragon Warrior Enix 1986 5 6.0 0.16 %
- 106 Final Fantasy III (Japan) Nintendo 1990 5 6.0 0.16 %
- 107 God of War Sony 2005 5 6.0 0.16 %
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- 121 Street Fighter III: Third Strike Capcom 1999 4 7.0 0.13 %
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124 The Elder Scrolls IV: Oblivion Bethesda 2006 4 7.0 0.13 %
125 The Sims Maxis 2000 4 7.0 0.13 %
126 Wing Commander ORGIN 1990 4 7.0 0.13 %
127 ArmA II Bohemia 2009 3 8.0 0.10 %
128 Contra III: The Alien Wars Konami 1992 3 8.0 0.10 %
129 Empire Interstel 1978 3 8.0 0.10 %
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131 Lemmings Psygnosis 1990 3 8.0 0.10 %
132 Ms. Pac-Man Namco 1981 3 9.5 0.10 %
133 Sensible Software Soccer Sensible Software 1992 3 8.0 0.10 %
134 Ultima Underworld: The Stygian Abyss Origin / Blue Sky 1992 3 8.0 0.10 %
135 X-COM: UFO Defense Mythos Games 1994 3 8.0 0.10 %
136 Battlefield 2 Electronic Arts 2005 2 9.0 0.06 %
137 Double Dragon Taito 1987 2 9.0 0.06 %
138 Dragon Warrior VII Enix 2000 2 9.0 0.06 %
139 Falcon 3.0 Spectrum 1991 2 10.0 0.06 %
140 Ico Sony 2001 2 9.0 0.06 %
141 Resident Evil: Code Veronica Capcom 2000 2 9.0 0.06 %
142 Super Smash Bros. Brawl Nintendo 2008 2 9.0 0.06 %
143 Wasteland Interplay 1987 2 9.0 0.06 %
144 Baldur's Gate Interplay 1998 1 10.0 0.03 %
145 Burnout 3: Takedown Electronic Arts 2004 1 10.0 0.03 %
146 Commando Capcom 1985 1 10.0 0.03 %
147 EarthBound Nintendo 1995 1 10.0 0.03 %
148 Pong Atari 1972 1 10.0 0.03 %
149 Punch-Out!! Nintendo 1987 1 10.0 0.03 %
150 Saturn Bomberman Hudson Soft 1997 1 10.0 0.03 %
151 Shenmue II Sega 2001 1 10.0 0.03 %
152 StarCraft II Blizzard 2010 1 10.0 0.03 %
153 The Legend of Zelda: Link's Awakening Nintendo 1993 1 10.0 0.03 %
154 The Secret of Monkey Island LucasArts 1990 1 10.0 0.03 %
155 Turrican 2 Amiga 1991 1 10.0 0.03 %
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Game Collection (2012-06-16 12:31)







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40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath















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Xbox



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Retro



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Dreamcast



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Playstation



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Dual Screen/PSP/GBA

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

All my Consoles at Modblog

href="http://img106.exs.cx/img106/7241/n64collection.jpg">N64 snapshot

PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo

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40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made

Athlon XP PC underneath



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Ninety third update - march 30, 2014 - Gran Turismo 6 (PS3), Ys: Memories of Celceta (PSvita), Mario & Luigi - Dream Team (3DS), Might and Magic (DS), Final Fantasy Tactics A2 (DS), Legend of Zelda A link Between Worlds (3DS), Blazblue Chrono Phantasma (PS3), Danganronpa (PSVita), Atelier Escha (PS3), Super Mario 3D World (WiiU), Dark souls II (PS3),

Ninety second update - December 31, 2013 - Battlefield 4 (PS4), Diseasea D2 (PS3) Grand Theft Auto V (PS3), Guild Wars 2 (PC), Diablo 3 (PS3), Etrian Odyssey IV (3DS), FIFA 12 (PS3), Legend of Zelda Wind Waker HD (WiiU),

Ninety-first update - September 10, 2013 - Monster Ultimate 3 (Wii U), Soul Hackers (3DS), Mario & Luigi - Dream team (3ds), Dead or Alive 5 (PS3), Tales of Xillia (PS3), The Last of Us (PS3), Do Don Pachi Saidaioujou (X360), Tales of Edrian Oddysy IV (3DS), Devil Summoner (PS2) Devil Summoner 2 (PS2), Jak & Daxter Collection (PS3)

Ninetith update - February 10, 2013 - Fire Emblem - Awakening (3DS), Sonic Racing Transformed (PS3), 999 (DS), Zero: Virtue's Revenge (PSvita), Wrath of the White Witch (PS3)

Eighty-ninth update - November 8, 2012 - Kingdom Hearts (3ds), Code of Princess (3ds), New Super Mario Bros. U (Wiiu), Borderlands 2(PS3), Mass effect 3 (PS3), Persona 4 Golden (Vita)

Eighty-eighth update July 15, 2012 - King of Fighters XIII (PS3), Fallout 3 (PS3), Fallout nEW Vegas (PS3), Tales of Graces F (PS3), Donkey Kong Country Returns (Wii), Street Fighter X Tekken (PS3), SSX (PS3)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Diablo 3 (PC)

eighty-seven update - May 20, 2012 - Diseasea 3 (Vita), Dragon Force (Saturn), Valkyrie Profile (PS1), Breath of Fire IV (PS1), Shining Force CD (Sega CD), Ogre Tactics (PS1), Dragon Quest IV (SNES), Dragon Quest VI (SNES), Secret of Mana 2 (SNES), Tales of Phantasia (SNES), Terranigma (SNES), Soul Blazer (SNES), Tactics Ogre (PS1), Guardian Heroes (Saturn), Thunder Force V (PS1)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Tales of Graces F (PS3), Mass

Effect 3 (PC), Skies of Arcadia (GCN), Persona 2 (PSP), Persona 3 (PSP), Diseasea DS (DS), Diseasea (PSP) Diseasea 2 (PSP), Legend of Heroes (PSP) eighty-fifth update - January 27, 2012 - Dark Souls (PS3), Gears of War 3 (360), Super Mario 3D Land (3DS), Mario Kart 7 (3DS), Deus Ex: Human Revolution (PS3), Ratchet & Clank All 4 One (PS3), Batman: Arkham City (PS3), Elder Scrolls V (PC), Elder Scrolls V (PS3), Uncharted 3 (PS3), Sonic Generations (PS3, 3DS), God of War Origins (PS3) eighty-fourth update - September 3, 2011 - Legend of Zelda Ocarina of Time 3D (3DS), Sonic Colors (Wii), Legend of Zelda - Twilight Princess (Wii), Wipeout Pulse (PSP), DoDonPachi Resurrection (360), Mushihimesama Futari (360), espgaluda ii black label (360), Resistance 3 (PS3) Eighty-third update - May 14, 2011 - Crysis 2 (PC), Street Fighter IV 3D (3DS), Spirit Tracks (DS), Final Fantasy XII (DS), Bangai-O (DS), Sins and Punishment : Star Successor (Wii), Ghost Trick: Phantom Detective (DS), Radiant Historia (DS), Heavy Rain (PS3), Assassin's Creed: Brotherhood (PS3), Chrono Trigger (DS), Super Mario Advance 2 (GBA), Super Mario Advance 3 (GBA) Eighty-second update March 28, 2011 - The Shadow of Templars SE (PC), Gabriel Knight 2: Sins of the Fathers (PC), Syberia (PC), Dead Space (PS3), Demon's Souls (PS3), Marvel vs. Capcom 3 (PS3), Killzone 3 (PS3), Tactics Ogre (PSP), Fallout: New Vegas (PC) Eighty-first upgrade - December 20, 2010 - Metal Gear Solid - Peace Walker (PSP), Kingdom Hearts 358/2 (DS), Blazblue 2 (PS3), Metroid: Other M (Wii), Halo Reach (x360), Kingdom Hearts: Birth by Sleep (PSP), Spellforce Universe (PC), Castlevania (PS3), Enslaved (PS3), Red Dead Redemption (PS3), Vanquish (PS3), Gran Turismo 5 (PS3), Dragon Quest IX (DS), Torchlight (PC) (re-added The Longest Journey and Dreamfall:TLJ for PC) Eighth update - May 06, 2010 - Resonance of Fate (PS3), Sonic Sega All-Stars Racing (PS3), Lunar (PSP), Assassin's Creed (PS3), Assassin's Creed 2 (PS3) seventy-ninth update - March 16, 2010 - Final Fantasy XIII (PS3) Bioshock 2 (x360), Tatsunoko vs. Capcom (Wii), Mass Effect 2 (PC), God of War III (PS3) seventy-eighth update - January 12, 2010 - Call of Duty Modern Warfare 2 (PS3), New Super Mario Bros. (Wii), Dragon Age: Origins (PC) God of War Collection (PS3), Waka Waka 7 (Sat) seventy-seventh update - October 27, 2009 - Uncharted 2: Amongst Theives (PS3), Tekken 6 (PS3), Ratchet and Clank - Crack in Time (PS3), Raiden III (PS2), Gigawing Generations (PS2), Psyvariar 2: Ultimate Final (PS2), Gunbird Special Edition (PS2) seventy-sixth update - September 22, 2009 - Metroid Prime Trilogy (wii), Muramasa: The Demon Blade (Wii), Hotshots (PS3), Phantom Hourglass (NDS), Batman: Arkham Asylum (PS3), Mario and Luigi - Bowser's Inside Story (NDS), Halo 3 - ODST (x360), Espgaluda (ps2), Mushihime-sama (ps2) Seventy-fifth update - August 07, 2009 - Devil survivor (DS), Knights of the Nightmare (DS), Secret of Monkey Island - Special Edition (PC), Blazblue (PS3), Madden NFL 09 (PS3), Sonic's Ultimate Genesis Collection (PS3), Midnight Club LA (PS3) seventy-fourth update - June 25, 2009 - Indiana Jones - Fate of Atlantis (PC), The Sims 3 (PC), Crimson Gem Saga (PSP), Fable 2 (360), Guilty Gear XX Accent Core Plus (PS2), Burnout Paradise (PS3), The Orange Box (PS3) seventy-third update - May 20, 2009 - Arcana Heart (PS2), Cross Edge (PS3), inFamous (PS3)

seventy-second update - April 15, 2009 - Resident Evil 5 (ps3), Street Fighter IV (Ps3), Dragon Quest IV (NDS), Dragon Quest V (NDS), Banjo Kazooie (X360) Dodonpachi (SAT), Soukyugurentai (SAT), Battle Garegga (SAT)

seventy-first update February 26, 2009 - Ar tonelico II (PS2), Warhammer Online Age of Reckening (PC), Manic Mansion Deluxe 1.1 (PC), Day of the Tentacle (PC), Star Ocean IV - The Last Hope (X360), Killzone 2 (PS3)

Nintendo Entertainment System (5 Game Cartridges, 7 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

1. Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

2. Donkey Kong Classics (Nintendo, Nintendo, 1986, 4/10)

3. Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

4. Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

5. Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

6. Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

7. Track and Field (SP, RE, Nintendo, Nintendo, 1982)

Super Nintendo (31 game cartridges /w 34 Playable games)

Role playing 12 (RPG)

Platformer 9 (PL)

Racing 1 (Ra)

Shooter 3 (S)

Shoot 'em ups 4 (SHMUPS)

1. Axelay (SHMUP, Konami, Konami, 1993)

2. Castlevania Dracula X (PL, Konami, Konami, 1995)

3. Chrono Trigger (RPG, Squaresoft, Squaresoft, 1995)

4. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

5. Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

6. Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

7. Dragon Quest IV (RPG, RE, Enix, Enix, 1994, 9.0)

8. Dragon Quest VI (RPG, RE, Enix, Enix, 1996, 9.0)

9. Earthbound (RPG, Nintendo, Hal Laboratory, 1995, 9.0)

10. Final Fantasy II (RPG, RE, Squaresoft, Squaresoft, 1992)

11. Final Fantasy III (RPG, RE, Squaresoft, Squaresoft, 1994)

12. Illusion of Gaia (RPG, RE, Enix Quintet, 1994)

13. Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

14. Lufia II: Rise of the Sinistrals (RPG, Natsume, Neverland, 1996, 9.0)

15. R-Type III: The Third Lightning (SHMUP, Jaleco, Irem, 1993, 8.0)

16. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

17. Secret of Mana 2 (RPG, RE, Squaresoft, Squaresoft, 1995)

18. Space MegaForce (SHMUP, Toho, Compile, 1993)

19. Soul Blazer (RPG, RE, Enix, Quintet, 1992)

20. Star Fox (S, RE, Nintendo, Nintendo, 1993)

21. Super Castlevania IV (PL, Konami, Konami, 1991, 8.5)

22. Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)

23. Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)

24. Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 25. Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)
 26. Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)
 27. Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)
 28. Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)
 29. Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)
 30. Super Metroid (S, RE, Nintendo, Intellegent Systems, 1994)
 31. Tales of Phantasia (RPG, RE, Square, Square, 1995)
 32. Terranigma (RPG, RE, Enix, Quintet, 1996)
 33. Treasure Hunter G (RPG, RE, Squaresoft, Squaresoft, 1996)
 34. U.N. Squadron (SHUMP, RE, Capcom, Capcom, 1991, 9/10)
- Sega Genesis (23 cartridges)
- platform 2 (PL)
- Role Playing 6 (RPG)
- Retro - 17 (RE)
- Action 1 (A)
- Fighter 1 (F)
- Action 1 (A)
- Shoot em up 10 (SHMUP)
- Strategy (STR) 1
1. Castlevania Bloodlines (A, RE, Konami, Konami, 1994, 9.0)
 2. Contra - Hard Corps (SHMUP, RE, Konami, Konami, 1995)
 3. Eliminate Down (SHMUP, Soft Vision International, Aprinet, 1993)
 4. Gaiarses (SHMUP, Renovation Software, Telnet, 9.0/10)
 5. Gleylancer (SHMUP, Masaya, Masaya, 1992, 8.0)
 6. Gunstar Heroes (SHMUP, Sega, Treasure, 1993 9.5/10)
 7. Herzog Zwei (STR, Technosoft, Technosoft, 9.0)
 8. Langrisser II [Warsong 2] (RPG, NCS, Carrier Soft, 1994, 10)
 9. Lightning Force (SHMUP, Technosoft, Technosoft, 1992, 10)
 10. M.U.S.H.A. [MUSHA] (SHMUP, Sysmetic, Compile, 1990, 9.0)
 11. Phantasy Star II (RPG, RE, Sega, Sega, 1989)
 12. Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)
 13. Phantasy Star IV - End of the Millennium (RPG, RE, Sega, Sega, 1995, 9.0)
 14. Shining Force (RPG, RE, Sega, Sega, 1992, 8.5)
 15. Shining Force II (RPG, RE, Sega, Sega, 1994, 9.0)
 16. Sonic the Hedgehog 2 (PL, RE, Sega, Sega Technical Institute, 1992, 9/10)
 17. Sonic the Hedgehog 3 (PL, RE, Sega, Sega Technical Institute, 1993, 10/10)
 18. Streets of Rage II (F, Sega, Sega-AM7, 1992)
 19. Thunderforce II (SHMUP, Technosoft, Technosoft, 1990, 8.5)
 20. Thunderforce III Spirits (SHMUP, Technosoft, Technosoft, 1991, 8.5)
 21. Twinkle Tale (SHMUP, Zap, Toyo Records, 1992, 9.0)
 22. Vectorman (S, Sega, Blue Skies, 1996)
 23. Vectorman 2 (S, Sega, Blue Skies, 1996)
- Sega CD (2 games)
- Role Playing (1) RPG

Platformer (1) PL

1. Shining Force CD (RPG, Sega, Sega, 1995, 9.0)
2. Sonic CD (PL, Sega, Sonic Team, 1993, 9.5)

Gameboy Advance (22 playable games)

action 4 (A)

racing 1 (RA)

platform 2 (P)

puzzle 1 (PUZ)

RPG 9 (RPG)

retro 4 (RE)

shooter 2 (S)

Strategy 3 (STR)

1. Castlevania - Aria of Sorrow (Double Pack) (A, Konami, Konami, 2004, 9.3)
2. Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
3. Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
4. Castlevania - Harmony of Dissonance (Double Pack) (A, Konami, Konami, 2003, 9.2)
5. Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)
6. Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
7. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
8. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
9. Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
10. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
11. Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
12. Lunar Legend (RPG, Ubisoft, Game Arts, 2003, 7.0)
13. Kirby Nightmare in Dreamland (PL, Nintendo, Hal Laboratory, 2007, 9.0)
14. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
15. Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
16. Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
17. Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
18. Riveria - The Promised Land (RPG, Atlus, Spike, 2003, 8.0)
19. Super Mario Advance (PL, Re, Nintendo, Nintendo R&D1, 2001, 8.0)
20. Super Mario World: Super Mario Advance 2 (PL, Re, Nintendo, R&D1, 2002, 8.0)
21. Yoshi's Island: Super Mario Advance 3 (PL, Re, Nintendo, Nintendo R&D1, 2006)
22. Yyatta Union (RPG, Atlus, Spike, 2005, 8.0)

Nintendo 64 (25 Games)

platform 6 (PL)

shooter 9 (S)

RPG 4 (RPG)

racing 7 (RA)

first person shooters 3 (FPS)

Real-time Strategy 1 (RTS)

1. Banjo and Kazooie (PL, Nintendo, RAREWARE, 1998, 9.6)
2. Banjo and Tooie (PL, Nintendo, RAREWARE, 2000, 9.4)

3. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
 4. Chopper Attack (S, Midway, Seta, 1998, 5.6)
 5. Conker's Bad Fur Day (PL, Nintendo, RAREWARE, 2001, 9.9)
 6. Crusin USA (RA, Nintendo, Williams, 4.0)
 7. Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
 8. Extreme-G (RA, Acclaim, Probe, 1997, 7.9)
 9. Extreme-G 2 (RA, Acclaim, Probe, 1998, 6.9)
 10. Goldeneye 007 (FPS, S, Nintendo, RAREWARE, 1997, 9.7)
 11. Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
 12. Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
 13. Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
 14. Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
 15. Ogre Battle 64 -- Person of a Lordly Calibur (RPG, Atlus, Quest, 2001, 8.5)
 16. Paper Mario (RPG, Nintendo, Intellegent Systems, 2001, 9.5) * bought 09/13/06
 17. Perfect Dark (FPS, S, Nintendo, RAREWARE, 2000, 9.8)
 18. Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
 19. Starcraft 64 (TFS, Blizzard, Blizzard, 2000, 7.5)
 20. Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
 21. Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
 22. Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
 23. Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
 24. Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
 25. Wave Race 64 (RA, Nintendo, Nintendo R&D1, 1996, 9.7)
- Playstation (56 Game Cases, 65 playable games total)
- RPG 36 (RPG)
- shooter 11 (S)
- racing 3 (RA)
- platform 2 (PL)
- fighters 2 (F)
- retro 14 (RE)
- strategy 2 (str)
- Shooter 1 (S)
- Shoot em ups 5 (SHMUP)
- Torrented 6 (T)
1. Arc the Lad (Arc the Lad Collection) (RPG, re, Working Designs, ARC Entertainment, 2000, 8.8)
 2. Arc the Lad II (AtLC) (RPG, re)
 3. Arc the Lad III (AtLC) (RPG, Re)
 4. Arc the Lad Tournament (ATLC) (RPG, RE)
 5. Alundra (RPG, Working Designs, Matrix Software, 1997, 8.8)
 6. Brave Fencer Musashi (RPG, Square EA, Squaresoft, 1998, 9.0)
 7. Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)
 8. Breath of Fire IV (RPG, Capcom, Capcom, 2001, 8.0)
 9. Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
 10. Chrono Cross (RPG, Square, Square, 2000, 10)
 11. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Squaresoft, 2001, 9.4)

12. Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
13. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
14. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
15. Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
16. Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
17. Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
18. Elemental Gearbolt (S, Working Designs, Alfa System, 7.5)
19. Einhander (SHMUP, Squaresoft, Squaresoft, 1998, 8.0)
20. Final Fantasy (Final Fantasy Origins) (RPG, re, Square-Enix, Square-Enix 2001, 90)
21. Final Fantasy II (Final Fantasy Origins) (RPG, re, same, same, same, same)
22. Final Fantasy IV (Final Fantasy Chronicles) (RPG, Re, same, same, same same)
23. Final Fantasy Tactics (RPG, Squaresoft, Squaresoft, 1997, 8.5)
24. Final Fantasy V (Final Fantasy Anthology) (RPG, re, Square EA, Squaresoft, 1999, 9.0)
25. Final Fantasy VI (Final Fantasy Anthology) (RPG, re, same, same, same, same)
26. Final Fantasy VII (RPG, Sony, Squaresoft, 1997, 9.5)
27. Final Fantasy VIII (RPG, Square EA, Squaresoft, 1999, 9.0)
28. Final Fantasy IX (RPG, Square EA, Square, 2000, 9.2)
29. Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
30. Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
31. Grandia (RPG, Sony, Game Arts, 1999, 9.0)
32. Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
33. Legend of Mana (RPG, Square EA, Squaresoft, 2000, 8.3)
34. Lunar - The Silver Star Story Complete (RPG, RE, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
35. Lunar 2 - Eternal Blue Complete (RPG, re, Working Designs, Game Arts, 2000, 8.0)
36. Lunar 2 - Eternal Blue Complete (copy 2)(RPG, re, Working Designs, Game Arts, 2000, 8.0)
37. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
38. Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
39. Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
40. Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
41. Metal Slug X (S, Agetec, SNK, 2001)
42. Ogre Battle (STR, RE, Atlus, Quest, 1997, 7.9)
43. Persona (RPG, Atlus, Atlus, 1996, 8.0)
44. Persona 2 Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
45. Raystorm (SHMUP, Working Designs, Taito, 1996, 8.0)
46. Raycrisis (SHMUP, Working Design, Taito, 1998, 8.0)
47. R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
47. Rhapsody: A Musical Adventure (Torrented RPG, Atlus, Nippon Ichi Software, 2000, 7.5)
48. Ridge Racer (RA, Namco, Namco, 1996, 7.5)
49. R-Type Delta (SHMUP, Acetec, Irem Software, 1999, 8.5)
50. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
51. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)

- 52. Suikoden (RPG, Konami, Konami, 1996, 9.0)
- 53. Suikoden II (t, RPG, Konami, Komami, 2000, 8.5)
- 54. Tactics Ogre (STR, RE, Atlus, Quest, 1997, 8.0)
- 55. Tale of Destiny (RPG, Namco, Nippin Telenet, 1997, 7.5)
- 56. Tale of Destiny II (RPG, Namco, Nippin Telenet, 2001, 8.0)
- 57. Tekken 2 (F, Namco, Namco, 1997, 9.0)
- 58. Thunder Force V (SHMUP, Working Designs, Technosoft, 1997, 8.0)
- 59. The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
- 60. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
- 61. Valkyrie Profile (RPG, Enix, Tri-Ace, 2000, 9.0)
- 62. Vandal Hearts (RPG, Konami, Konami, 1997, 8.0)
- 63. Wipeout 3 (Ra, SCEE, Psygnosis, 1999, 9.1)
- 64. Wipeout XL (Ra, SCEE, Psygnosis, 1996, 9.0)
- 65. Xenogears (RPG, Square EA, Squaresoft, 1998, 9.5)

Sega Saturn (2x) (41 Games)

platform 5 (PL)

shooting 8 (S)

racing 3 (RA)

fighters 4 (F)

Role playing 8 (RPG)

Tactical RPG 4 (Tac)

Shoot em up 7 (shmup)

Torrented 12 (t) - games way too expensive

- 1. Albert Odyssey: Legend of Eldean (RPG, Working Designs, Sunsoft, 1997, 8.0)
- 2. Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
- 3. Batsugun (SHMUP, Banpresto, Toaplan, 1996 7.0)
- 4. Battle Garegga (SHMUP, Raizing, Raizing, 1996, 9.5)
- 5. Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
- 6. Daytona USA (RA, Sega, Sega-AM2, 1994, 1996)
- 7. Dragon Force (RPG, Working Designs, Sega, 1996, 8.9)
- 8. Dodonpachi (SHMUP, Atlus, Cave, 1997, 10)
- 9. Don Pachi (T, SHMUP, Atlus, Cave, 1996, 10)
- 10. Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
- 11. Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, 7.0)
- 12. Guardian Heroes (RPG, Working Designs, Treasure, 1997, 9.0)
- 13. Hyper Duel (SHMUP, Taito, Technosoft, 1995, 8.0)
- 14. Langrisser I & II Dramaic Edition (t, TAC, NCS, Careersoft, 1998)
- 15. Langrisser III (t, TAC, NCS, Careersoft, 1996)
- 16. Langrisser IV (t, TAC, NCS, Careersoft, 1997)
- 17. Langrisser V (t, TAC, NCS, Careersoft, 1998)
- 18. Magic Knight Rayearth (T, RPG, Working Designs, Sega, 1998, 6.5)
- 19. Mr. Bones (PL, sega, Sega, 1998, ???)
- 20. Nights into Dreams (PL, Sega, Sonic Team, 1996, 9.0)
- 21. Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)
- 22. Panzer Dragoon (S, Sega, Team Andromeda, 1995, 8.8)
- 23. Panzer Dragoon 2 : Zwei (S, Sega, Team Andromeda, 1996, 9.0)
- 24. Panzer Dragoon Saga! (RPG, Sega, Team Andromeda, 1998, 9.2)
- 25. Princess Crown (T, RPG, Atlus, Atlus, 1997, 8.5)
- 26. Rayman (PL, Ubisoft, Ubisoft, 1995, ???)

27. Radiant Silvergun (SHMUP, ESP, Treasure, 1998, 9.0)
 28. Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 29. Shining Force III (RPG, Sega, Camelot Software Planning, 1998, 8.0)
 30. Shining the Holy Ark (RPG, Sega Camelot Software Planning, 1998, 8.0)
 31. Shining Wisdom (RPG, Sega, Camelot Software Planning, 1998, 7.5)
 32. Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
 33. Soukyugurentai (SHMUP, Raizing, Raizing, 1997, 9.5)
 34. Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
 35. Soviet Strike (Tactical, EA, EA, 1997, 8.0)
 36. Waku Waku 7 (F, Sunsoft, Sunsoft, 1996, 7.5)
 37. Virtua Cop (S, Sega Sega-AM2, 1996, ????)
 38. Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
 39. Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
 40. Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
 41. Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)
- Sega Dreamcast (3x Dreamcasts) (45 Games)
- Platform 5 (PL)
- action 1 (a)
- RPG 5 (RPG)
- driving 14 (DR)
- shooters 10 (S)
- military jet simulations 2 (MJS)
- athletic sports 3 (SP)
- puzzle 1 (PUZ)
- fighters 5 (F)
- Survival Horror 4 (SH)
- Space Shoot 'em Up 2 (SHMUP)
1. AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
 2. Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
 3. Bangai-O (S, Conspiracy Entertainment, Treasure Inc., 2001, 9.0)
 4. Border Down (T, SHMUP, G. Rev, G. Rev, 2003, 8.0)
 5. Crazy Taxi (DR, Sega, AM3, 2000, 9.7)
 6. Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)
 7. Daytona USA (DR, Sega, Amusement Vision, 2001, 9.3)
 8. Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)
 9. Dreamcast Planetweb 2.0
 10. Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)
 11. F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)
 12. F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)
 13. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
 14. Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)
 15. Hydro Thunder (DR, Midway, Midway, 1999, 8.7)
 16. Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dyanamics 2000, 9.1)
 17. Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)
 18. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2000, 9.3)
 19. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
 20. NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)
 21. NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
 22. Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)

23. Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)
 24. Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten Publishing, 2000, 8.7)
 25. Resident Evil 2 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.5)
 26. Resident Evil 3 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.0)
 27. Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
 28. Rush 2049 (DR, Midway, Atari, 2000, 9.0)
 29. Sega Rally 2 (DR, Sega, AM2, 2000, 9.0)
 30. Shenmue (RPG, Sega, AM2, 2000, 9.7)
 31. Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
 32. Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)
 33. Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
 34. Soul Calibur (F, Namco, Namco, 1999, 10)
 35. Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
 36. Spiderman (A, Activision, Neversoft, 2000, 9.5)
 37. Street Fighter Alpha 3 (F, Capcom, Capcom, 1999, 9.5)
 38. Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
 39. Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
 40. The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
 41. Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
 42. Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
 43. Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
 44. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
 45. Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
 46. Zero Gunner 2 (T, SHMUP, Psikyo, Psikyo, 2001, 8.5)
 47. Dreamcast 1999 Demo Disk x2
- Playstation 2 (3x) (144 Game Cases) (160 games)
- RPG 52 (RPG)
- driving/racing 13 (RA)
- action 27 (A)
- action platformer 12 (APL)
- Puzzle 2 (PUZ)
- Shooter 20 (S)
- fighters 12 (F)
- Horror Survival 5 (SH)
- athletic sports 8 (SP)
- military jet simulations 2 (MJS)
- pirated - shmups excluding Gradius III/IV/V, Silpheed, R-type Final
- Shoot 'em ups (SHMUPs) 11
1. Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
 2. Ace Combat 5 - The Unsung War (MJS, Namco, Project Aces, 2004, 9.3)
 3. Ace Combat Zero The Belkan War (MJS, Namco, Project Aces, 2006, 8.5)
 4. Arcana Hearts (F, Atlus, Examu, 2008, 8.5)
 5. Ar Tonelico Melody of Elemia (RPG, NIS America, Gust, 2007, 7.5)
 6. Ar tonelico II: Melody of Metafalica (RPG, NIS America, Gust, 2009, 8.0)
 7. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)
 8. Atelier Iris - Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
 9. Atelier Iris 2 - The Azoth of Destiny (RPG, NIS America, Gust, 2006, 8.0)

10. Baldur's Gate Dark Alliance 2 (rpg, vivendi universal, black isle studios, 2003, 8.4)
11. Breath of Fire V - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
12. Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
13. Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
14. Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
15. Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
16. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
17. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
18. Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
19. Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
20. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
21. Disgaea 2: Cursed Memories (RPG, NIS America, Nippion Ichi, 2006, 9.0)
22. DoDonPachi Dai-Ou-Jou (SHMUP, Akira, Cave, 2003, 8.5)
23. Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
24. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
25. ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
26. Espgaluda (SHMUP, Arika, Cave, 2003, 7.0)
27. Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
28. Final Fantasy X (RPG, Square EA, Square, 2001, 9.5)
29. Final Fantasy X-2 (RPG, Square-Enix, Squaresoft, 2003, 9.5)
30. Final Fantasy XII (RPG, Square-Enix, Squaresoft, 2006, 9.7)
31. Gigawing Generations (SHMUP, Taito, Takumi, 2003, 7.0)
32. God of War (A, Sony, Sony, 2005, 9.8)
33. God of War II (A, Sony, Sony, 2007, 9.7)
34. Gradius III & IV (S, Konami, Konami, 2000, 7.0)
35. Gradius V (S (SHMUP), A Konami, Treasure, 2004, 7.7)
36. Gran Turismo 3 A-Spec (RA. Sony, Polyphony Digital, 2001, 9.8)
37. Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
38. Gran Turismo 4 (copy 2) (RA, Sony, Polyphony Digital, 2005, 9.5)
39. Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
40. Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
41. Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
42. Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
43. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
44. Grandia III (RPG, Square-Enix, Game Arts, 2006, 7.6)
45. Grim Grimoire (RPG, NIS America, Vanillaware, 2007, 8.2)
46. Growlancer II (Growlancer Generations) (RPG, Working Designs, Career Soft, 2004, 8.6)
47. Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
48. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
49. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
50. Guilty Gear XX Accent Core Plus (F, Aksys, Arc System Works, 2009, 8.0)
51. Gunbird Special Edition (SHMUP, Psikyo, Psikyo, 2005, 7.0)
53. Haunting Grounds (Capcom, Capcom, 2006, 7.5)

52. Ibara: Battle Garegga 3 (SHMUP, Taito, Raizing,, 2006, 9.0)
53. Ico (PUZ, Sony, Sony, 2001, 9.4)
54. Jak and Daxter (APL, A, Sony, Naughty Dog Software, 2001, 9.4)
55. Jak 2 (APL, A, Sony, Naughty Dog, 2003)
56. Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
57. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
58. Kingdom Hearts (RPG, Square EA, Squaresoft, 2002, 9.0)
59. Kingdom Hearts: Re: Chain of Memories (RPG, Square-Enix, Squaresoft, 2008, 8.0)
60. Kingdom Hearts II (RPG, Square-Enix, Squaresoft, 2006, 9.0)
61. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
62. Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
63. Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
64. Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippon Ichi, 2005, 7.5)
65. Mana Khemia 2: Fall of Alchemy (RPG, NIS America, Gust, 2009, 8.4)
66. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2002, 9.0)
66. Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)
67. Mega Man 2 (MMAC) (A, S)
68. Mega Man 3 (MMAC) (A, S)
69. Mega Man 4 (MMAC) (A, S)
70. Mega Man 5 (MMAC) (A, S)
71. Mega Man 6 (MMAC) (A, S)
72. Mega Man 7 (MMAC) (A, S)
73. Mega Man 8 (MMAC) (A, S)
74. Mega Man Battle (MMAC) (A, S)
75. Mega Man Battle 2 (MMAC) (A, S)
76. Mega Man X [MMX Collection] (S, Capcom, Capcom, 2005, 7.0)
77. Mega Man X2 [MMX Collection]
78. Mega Man X3 [MMX Collection]
79. Mega Man X4 [MMX Collection]
80. Mega Man X5 [MMX Collection]
81. Mega Man X6 [MMX Collection]
82. Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
83. Metal Gear Solid 3 Snake Eater (S, A, Konami, Kojima Productions, 2004, 9.6)
84. Metal Gear Solid 3 Subsistence (A, S, Konami, Kojima Productions, 2006, 9.8)
85. Midnight Club (RA, Rockstar, Rockstar, 2000, 8.6)
86. Midnight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
87. Mushihime-sama (SHMUP, Taito, Cave, 2004, 7.0)
88. Odin Sphere (RPG, Atlus, Vanillaware, 2007, 8.8)
89. Okami (Adventure, Capcom, Clover Studio, 2006, 9.0)
90. Onimusha 2 Samurai's Destiny (SH, Capcom, Capcom Production Studios 2, 2002, 8.9)
91. Onimusha 3 Demon Siege (SH, Capcom, Capcom Production Studios 2, 2003, 9.0)
92. Onimusha 4 Dawn of Dreams (SH, Capcom, Capcom, 2006, 9.0)
93. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)

94. Psvvariar 2: Ultimate Final (SHMUP, Success Corporation, SKONEC Entertainment, 2003, 7.0)
95. Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
96. Raiden III (SHMUP, UFO Interactive, MOSS LTD, 2005, 7.0)
97. Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
98. Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
99. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
100. Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
101. Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)
102. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2005, 9.6)
103. Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
104. Rogue Galaxy (RPG, Sony, Level 5, 2007, 8.8)
105. R-Type Final (S (SHMUP), Eidos Interactive, Irem Software Engineering, 2004, 8.1)
106. Sakura Wars: So Long, My Love (RPG & dating, NIS, Red Entertainment, 2010, 9.0)
107. Shadow Hearts - From the New World (RPG, Xseed Games, Nautilus, 2006, 8.8)
108. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
109. Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
110. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
111. Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
112. Shin Megami Tensei: Devil Summoner (RPG, Atlus, Atlus, 2007, 8.0)
113. Shin Megami Tensei: Devil Summoner 2 (RPG, Atlus, Atlus, 2009, 8.0)
114. Shin Megami Tensei: Persona 3 (RPG, Atlus, Atlus, 2007, 8.7)
115. Shin Megami Tensei: Persona 4 (RPG, Atlus, Atlus, 2008, 9.0)
116. Shin Megami Tensei: Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
117. Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
118. Silpheed - The Lost Planet (S (SHMUP), Working Designs, Treasure/Game Arts, 2001, 7.9)
119. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
120. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
121. Sly 3: Honor Amongst Thieves (APL, Sony, Sucker Punch, 2005, 8.5)
122. Soul Calibur II (F, Namco, Namco, 2003, 9.2)
123. Soul Calibur III (F, Namco, Namco 2005, 8.5)
124. Soul Nomad and the World Eaters (RPG, NIS America, Nippin Ichi, 2007, 8.2)
125. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
126. SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
127. Star Ocean Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
128. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
129. Steambot Chronicles (RPG, Atlus, Irem, 2006, 8.2)
130. Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
131. Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom, Capcom Production Studio 2, 2004, 8.5)
132. Street Fighter III: 3rd Strike (SFAC)

133. Suikoden III (RPG, Konami, Konami, 2002, 9.4)
 134. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
 135. Suikoden V (RPG, Konami, Konami, 2006, 8.0)
 136. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
 137. Tales of the Abyss (RPG, Namco Bandai, Namco Tales Studios, 2006, 8.4)
 138. Tales of Legendia (RPG, Namco-Bandai, Namco Tales Studios, 2006, 8.5)
 139. Tekken 4 (F, Namco, Namco, 2003, 9.0)
 140. Tekken 5 (F, Namco, Namco, 2005, 9.5)
 141. Thunderstrike (S, A, Eidos, Core, 7.0)
 142. Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
 143. Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
 144. Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
 145. Valkyrie Profile 2: Silmeria (RPG, Square-Enix, Tri-Ace, 2006, 9.0)
 146. Virtua Fighter (F)
 147. Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
 148. Wild Arms 4 (RPG, Xseed Games, Media Vision, 2006, 8.0)
 149. Wild Arms 5 (RPG, Xseed Games, Media Vision, 2008, 8.0)
 150. Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
 151. Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 2003, 9.0)
 152. Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 2004, 9.1)
 153. Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
 154. Winning Eleven Soccer 9 International (SP, Konami, Konami TYO, 2006, 9.1)
 155. Wipeout Fusion (RA, Sony, Sony, 2001, 9.0)
 156. World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 157. Xenosaga Episode I - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
 158. Xenosaga Episode II - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
 159. Xenosaga Episode III - Also Sprach Zarathustra (RPG, Namco Bandai, Monolith Software, 2006, 8.0)
 160. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- Gamecube (33 Game Cases) (46 Playable games)
- RPG 15 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)
- athletic sports 1 (SP)
- retro 16 (RE)
1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco, Monolith Software, 2003, 8.8)
 2. Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega,

??)

3. Dr. Robotnic's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
4. Eternal Darkness (SH, A, Nintendo, Silicon Knights, 2002, 9.6)
5. FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
6. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designers Studio, 2002, 7.6)
7. F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
8. Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
9. Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
10. Legend of Zelda II Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
11. Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
13. Legend of Zelda - Ocarina of Time / Master Quest Bonus Disc (RPG, Nintendo, Nintendo, 1998, 1999, 10)
14. Legend of Zelda - The Twilight Princess (RPG, Nintendo, Nintendo, 2006, 9.7)
15. Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
16. Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
17. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003 8.5)
18. Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
19. Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
20. Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
21. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
22. Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
23. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
24. Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
25. Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
26. Skies of Arcadia Legends (RPG, Sega, Overworks, 2003, 8.5)
27. Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
28. Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
29. Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
30. Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
31. Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
32. Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1993)
33. Soul Calibur 2 (F, Namco, Project Soul, 2003, 9.2)
34. Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)
35. Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)

36. Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
 37. Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
 38. Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
 39. Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
 40. The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
 41. Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
 42. Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
 43. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
 44. Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
 45. XG3: Extreme-G (RA, Acclaim, Acclaim, 2001, 8.8)
 46. XGRA: Extreme-G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 8.5)
- XBOX (68 Game Cases) (69 Playable games)
- RPG 8 (RPG)
- action 21 (A)
- action platformer 1 (APL)
- shooters 10 (S)
- Fighters 8 (F)
- First Person Shooters 9 (FPS)
- Third Person Shooter 1 (TPS)
- racing 11 (RA)
- Athletic Sports 10 (SP)
- Aircraft Simulations 1 (ACS)
- survival horror 3 (SH)
- SIMULATION 3 (SIM)
1. Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
 2. Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
 3. Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
 4. Conker Live and Reloaded (A, Microsoft Game Studios, Rare, 2005, 8.0)
 5. Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
 6. Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
 7. Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
 8. Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
 9. Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
 10. Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
 11. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
 12. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
 13. Elder Scrolls III Game of the Year Edition (RPG, Betnesda Softworks, Betnesda Softworks, 2002, 9.4)
 14. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
 15. ESPN NHL Hockey 2K5 (S, Sega, Kush & Visual Concepts, 2005, 9.3)
 16. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
 17. Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
 18. Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)
 19. Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
 20. Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005,

9.5)

21. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
22. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
23. Grand Theft Auto III (A, Rockstar, Rockstar North, 2003, 9.5)
24. Grand Theft Auto Vice City (A, Rockstar, Rockstar North, 2003, 9.5)
25. Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
26. Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
27. Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
28. Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
29. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
30. Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
31. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
32. Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
33. Mech Assault 2 - LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
34. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
35. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
36. Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
37. Mortal Kombat VI - Deception (F, Midway, Midway, 2004, 8.8)
38. Mortal Kombat VII - Shaolin Monks (F, Midway, Midway, 2005, 8.0)
39. Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
40. Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
41. Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
42. Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
43. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
44. Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
45. Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
46. Prince of Persia: Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
47. Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
48. Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
49. Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
50. Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
51. Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
52. Return to Castle Wolfenstein- Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
53. Shenmue 2 (RPG, Sega, AM2, 8.3)
54. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
55. Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
56. Splinter Cell 2 - Pandora Tomorrow (A, Ubisoft, Ubisoft Montral, 2004, 9.5)
57. Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft Montral, 2005, 9.6)
58. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
59. Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
60. Star Wars: Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
61. Star Wars: Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)
62. Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
63. Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)

- 64. Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
- 65. Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
- 66. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
- 67. Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
- 68. Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
- 69. Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)
- Nintendo DS (43 Games)
- Action 5 (A)
- Platform 9 (PL)
- First Person Shooter 1 (FPS)
- Simulation 1 (SIM)
- RPG 20 (RPG)
- Strategy RPG 3 (SRPG)
- Racing 1 (Ra)
- shooter 1 (s)
- Adventure 2 (Adv)
- 1. 999: Nine Hours, Nine Persons, Nine Doors (Adv, Aksys, Chunsoft, 2010, 9.0)
- 2. Bangai-0 Spirits (S, ESP, Treasure, 2008, 8.5)
- 3. Castlevania - Dawn of Sorrow (A, Konami, Konami, 2005, 9.3)
- 4. Castlevania - Portrait of Ruin (A, Konami, Konami, 2006, 9.0)
- 5. Castlevania - Order of Ecclesia (A, Konami, Konami, 2008, 9.0)
- 6. Chrono Trigger (RPG, square-Enix, Square-enix, 2008, 9.0)
- 7. Dragon Quest IV - Chapters of the Chosen (RPG, Square-Enix, ArtePiazza, 2008, 8.5)
- 8. Dragon Quest V - Hand of the Heavenly Bride (RPG, Square-Enix, ArtePiazza, 2009, 9.0)
- 9. Dragon Quest VI - Realms of Revelvation (RPG, Square-Enix, ArtePiazza, 8.0)
- 10. Dragon Quest IX - Sentinels of a Starry Sky (RPG, Square-Enix, Level 5, 2010, 8.5)
- 11. Disgaea DS (SRPG, NIS America/Atlus, Nippionichi software, 2010, 8.5)
- 12. Final Fantasy III (RPG, Square-Enix, Square-Enix, 2006, 7.9)
- 13. Final Fantasy IV (RPG, Square-Enix, Square-Enix, 2008, 8.8)
- 14. Final Fantasy: 4 Heroes of Light (RPG, Square-Enix, Square-enix, 2010, 8.9)
- 15. Final Fantasy XII - Revenant Wings (SRPG, Square-Enix, Square-Enix, 2007, 8.0)
- 16. FINAL FANTASY TACTICS A2: Grimoire of the Rift (SRPG, Square-Enix, Square-Enix, 2009, 8.0)
- 17. Fire Emblem Shadow Dragon (RPG, Nintendo, Nintendo, 2007, 8.0)
- 18. Ghost Trick: Phantom Detective (Adv, Capcom, Capcom, 2011, 9.0)
- 19. Kingdom Hearts 358/2 (RPG, Square-Enix, H.A.N.D.z, 2009, 8.0)
- 20. Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0),
- 21. Kirby Superstar Ultra (PL, Nintendo, Hal Laboratory, 2008, 9.0)
- 22. Knights of the Nightmare (RPG, Atlus, Sting, 2009, 8.8)
- 23. Legend of Zelda Phantom Hourglass (RPG, Nintendo, Nintendo, 2007, 9.0)
- 24. Legend of Zelda Spirit Tracks (RPG, Nintendo, Nintendo, 2009, 8.5)
- 25. Lunar Knights (RPG, Konami, Kojima Productions, 2007, 8.5)

26. Mario and Luigi - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
 27. Mario and Luigi - Bowser's Inside Story (RPG, Nintendo, Alpha Dream, 2009, 9.5)
 28. Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)
 29. Mega Man ZX (PL, Capcom, Capcom, 2007, 8.0)
 30. Mega Man ZX Advent (PL, Capcom, Capcom, 2008, 8.0)
 31. Mega Man Zero Collection (PL, Capcom, Capcom, 2010, 9.0)
 32. Metroid Prime Hunters (FPS, Nintendo, Nintendo, 2006, 9.0)
 33. Might & Magic: Clash of Heroes (RPG, Ubisoft, Capybara Games, 2009, 8.0)
 34. New Super Mario Bros. (PL, Nintendo, Nintendo, 2006, 9.5)
 35. Nintendogs - Labrador and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
 36. Radiant Historia (RPG, Atlus, Atlus, 2011, 8.5)
 37. Shin Megami Tensei - Devil Survivor (RPG, Atlus, Atlus, 2009, 8.9)
 38. Shin Megami Tensei - Devil Survivor 2 (RPG, Atlus, Atlus, 2012, 8.9)
 39. Sonic Rush (PL, Sega, Dimps, 2005, 9.0)
 40. Sonic Rush Adventure (PL, Sega, Dimps, 2008, 9.0)
 41. Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
 42. The World Ends With You (RPG, Square-Enix, Jupiter, 2007, 9.0)
 43. Yoshi's Island DS (PL, Nintendo, Nintendo, 2007, 9.0)
- Playstation Portable (28 games)
- racing 3 (RA)
- Puzzle 1 (PUZ)
- platform 2 (PL)
- RPG 19 (RPG)
- Third Person Shooter 2 (TPS)
1. Castlevania Dracula X Chronicles (RPG, Konami, Konami, 2007, 8.0)
 2. Crimson Gem Saga (RPG, Atlus, Ironnos / SK Telecom, 2009, 8.0)
 3. Crisis Core: Final Fantasy VII (RPG, Square-Enix, Square-Enix, 2008, 8.7)
 4. Dexter (PL, Sony, Ready at Dawn Studios, 2006, 9.0)
 5. Disgaea: Afternoon of Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.5)
 6. Disgaea 2: Dark Hero Days (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
 7. Jeanne D'Arc (RPG, Sony, Level 5, 2007, 9.0)
 8. Legend of Heroes Trails of the Skies (RPG, Xseed Games, Falcom, 9.0)
 9. Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
 10. Lunar The Silver Star Harmony (RPG, Xseed, Gamearts, 2010, 8.0)
 11. Kingdom Hearts - Birth By Sleep (RPG, Square-Enix, Square-Enix, 2010, 8.0)
 12. Metal Gear Solid: Portable Ops (TPS, Konami, Kojima Productions, 2006, 9.0)
 13. Metal Gear Solid: Peace Walker (TPS, Konami, Kojima Productions, 2010, 9.5)
 14. Persona 2: Innocent Sins (RPG, Atlus, Atlus, 2010, 7.5)
 15. Persona 3 Portable (RPG, Atlus, Atlus, 2010, 9.0)
 16. Ratchet and Clank: Size Matters (PL, Sony, High Impact Games, 2007, 9.0)
 17. Ridge Racers (RA, Namco, Namco, 2005, 9.1)
 18. Star Ocean The First Departure (RPG, Square-Enix, Tri-ace, 2008, 8.5)
 19. Star Ocean Second Evolution (RPG, Square-Enix, Triace, 2009, 8.5)

20. Tales of Eternia (RPG, Namco/Ubisoft, Namco Tales Studios, 2006, 8.8)
 21. Tactics Orge: How We Cling Together (remake, RPG, Square-Enix, Square-Enix, 2011, 9.0)
 22. Valkyria Chronicles 2 (RPG, Sega, Sega, 2010, 9.0)
 23. Valkyrie Profile Lenneth (RPG, Square-Enix, Tri-ace, 2006, 8.5)
 24. Wipeout Pure (Ra, SCEA, Sony Liverpool, 2005, 9.1)
 25. Wipeout Pulse (Ra, SCEA, Sony Liverpool, 2007, 8.5)
 26. Ys Seven (RPG, Falcon, Falcon, 2010, 8.5)
 27. Ys - Ys: The Oath in Felghana (RPG, Falcon, Falcon, 2010, 8.5)
 28. Z.H.P. Unlosing Ranger vs Darkdeath Evilman (RPG, NIS America, NIS, 2010, 8.5)
- Wii (23 games)
- Platformer (PL) 7
- First Person Shooter (FPS) 2
- Fighter (F) 2
- Racing (ra) 1
- Sim (Sim) 1
- Action-Adventure 3 (Adv)
- Action 1 (a)
- RPG 4 (RPG)
1. Donkey Kong Country Returns (PL, Nintendo, Retro Studios, 2010, 9.0)
 2. Fire Emblem _ Radiant Dawn (RPG, Nintendo, Nintendo, 2007, 9.0)
 3. Legend of Zelda - The Twilight Princess (Action-Adv, Nintendo, Nintendo, 2006, 9.0)
 4. Legend of Zelda - Skyward Sword (Action-Adv, Nintendo, Nintendo, 2011, 9.0)
 5. Kirby - Return to Dreamland (PL, Nintendo, Hal Labatory, 2009, 8.0)
 6. Kirby Dream Collection (PL, Nintendo, Hal Labatory, 2010, 8.0)
 7. Mario Kart Wii (Ra, Nintendo, Nintendo, 2008, 8.5)
 8. Metroid Prime 3 Corruption (FPS, Nintendo, Retro Studio, 2007, 9.5)
 9. Metroid Prime Trilogy (FPS, Nintendo, Retro Studios, 2009, 9.5)
 10. Metroid: Other M (Adv, Nintendo, Team Ninja, 2010, 7.5)
 11. Monster Hunter Tri (RPG, Capcom, Capcom, 2010, 8.0)
 12. Muramasa: The Demon Blade (Sim, Ignition Entertainment, Vanillaware, 2009, 8.9)
 13. Sakura Wars: So Long, My Love (RPG dating, NIS, Red Entertainment, 2010, 9.0)
 14. Sins and Punishment Star Successor (A, Nintendo, Treasure, 2010, 8.5)
 15. New Super Mario Bros. Wii (PL, Nintendo, Nintendo, 2009, 8.5)
 16. Sonic Colors (PL, Sega, Sonic Team, 2010, 8.0)
 17. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007, 9.7)
 18. Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010, 9.9)
 19. Super Paper Mario (PL, Nintendo, Intelligent Systems, 2007, 9.0)
 20. Super Smash Bros. Brawl (F, Nintendo, Game Arts, 2008, 9.5)
 21. Tatsunoko vs. Capcom (F, Capcom, Eighting, 2010, 9.0)
 22. The Last Story (RPG, XSeed Games, Mystwalker, 2012, 8.5)
 23. Xenoblade Chronicles (RPG, Nintendo, Monolithsoft, 2012, 9.0)
- XBOX 360 (45 Games)
- Racing (RA) 6
- First Person Shooter (FPS) 5

Third Person Shooter (TPS) 3

Fighter (F) 1

Platform (PL) 3

Survival Horror (SH) 1

Role Playing (RPG) 7

Action (A) 1

Adventure (Adv) 1

Survival Horror (SH) 1

Military Jet Sim (MJS) 1

Shoot em Up (SHMUP) 6

1. Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)
2. Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)
3. Banjo Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)
4. BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)
5. BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)
6. Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)
7. Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)
8. Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)
9. Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)
10. Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)
11. Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)
12. Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)
13. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
14. Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)
15. Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)
16. Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)
17. Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)
18. Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)
19. Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)
20. Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)
21. Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)
22. Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)
23. Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)
24. Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)
25. Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)
26. Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)
27. Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)
28. Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)
29. Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)
30. Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)
31. Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)
32. Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)
33. Moto GP 2006 (THQ, Climax, 2006, 8.4)
34. Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)
35. Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)
36. Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)

37. Pink Sweets: Ibara Sorekara / Muchi-Muchi Pork (SHMUP, AMI, Cave, 2008, 7.0)
 38. Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)
 39. Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)
 40. Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)
 41. Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)
 42. Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)
 43. Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)
 44. Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)
 45. Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)
- Playstation 3 (2x) (122 Games)
- Role playing (RPG) 31
- First Person Shooter (FPS) 12
- Third Person Shooter (TPS) 8
- Racing (Ra) 9
- Fighter (F) 15
- Action (A) 7
- Action Platformer (APL) 6
- Adventure (Adv) 14
- Sports (Sp) 8
- Competition (c) 1
1. Arcana Heart 3 Love Max (Aksys Games, Examu, 2014, 7.5)
 2. Ar nosurge - Ode to a Unborn Star (Tecmo Koei, Gust, 2014, 8.0)
 3. Assassin's Creed (Adv, Ubisoft, Ubisoft, 2007, 9.0)
 4. Assassin's Creed 2 (Adv, Ubisoft, Ubisoft, 2009, 9.0)
 5. Assassin's Creed: Brotherhood (Adv, Ubisoft, Ubisoft, 2010, 9.0)
 6. Assassin's Creed III (Adv, Ubisoft, Ubisoft, 2012, 9.0)
 7. Atelier Ayesha -- The Alchemist of Dusk (RPG, NIS America, Gust Corporation, 2013, 7.5)
 8. Atelier Escha & Logy: Alchemists of the Dusk Sky (RPG, Tecmo-Koei, Gust Corporation, 2014, 8.0)
 9. Atelier Meruru: The Apprentice of Arland (RPG, NIS America, Gust Corporation, 2012, 6.5)
 10. Atelier Rorona - The Alchemist of Arland (RPG, NIS America, Gust Corporation, 2010, 6.5)
 11. Atelier Shallie: Alchemists of the Dusk Sea (RPG, NIS America, Gust Corporation, 2015, 7.5)
 12. Atelier Totori - The Adventurer of Arland (RPG, NIS America, Gust Corporation, 2011, 8.0)
 13. AquaPazza: AquaPlus Dream Match (F, Atlus, Examu, 2013, 7.5)
 14. The Awakened Fate Ultimatum (RPG, Nippon Ichi, Nippon Ichi, 2014, 7.5)
 15. Batman: Arkham Asylum (A, Eidos Interactive, Rocksteady Studios, 2009, 9.3)
 16. Batman: Arkham City (A, Warner Bros Interactive, Rocksteady Studios, 2011, 9.0)
 17. Bioshock Infinite (FPS, 2K games, Irrational Games, 2013, 8.5)
 18. Burnout Paradise (Ra, EA Games, Criterion Games, 2008, 9.0)
 19. BlazBlue: Calamity Trigger (Atlus, Arc System Works, 2009, 9.0)
 20. BlazBlue: Continuum Shift (Atlus, Arc System Works, 2010, 9.0)

21. BlazBlue: Chrono Phantasma (Atlus, Arc System Works, 2014, 8.5)
22. Borderlands (FPS, Activision, Gearbox, 2008, 8.5)
23. Borderlands 2 (FPS, Activision, Gearbox, 2012, 8.5)
24. Call of Duty 4: Modern Warfare (FPS, Activision, Infantry Ward, 2007, 9.4)
25. Call of Duty 4: Modern Warfare 2 (FPS, Activision, Infantry Ward, 2009, 9.5)
26. Call of Duty 4: Modern Warfare 3 (FPS, Activision, Infantry Ward, 2011, 9.5)
27. Call of Duty Black Ops (FPS, Activision, Treyarch, 2010, 9.0)
28. Call of Duty Black Ops 2 (FPS, Activision, Treyarch, 2012, 9.5)
29. Castlevania - Lords of Shadow (Adv, Konami, MercurySteam, 2010, 8.0)
30. Catharine (Adv, Atlus, Atlus, 2011, 8.5)
31. Dark Souls (RPG, Namco, From Software, 2011, 9.5)
32. Dark Souls II (RPG, Namco, From Software, 2014, 8.5)
33. Dead or Alive 5 (F, Tecmo, Team Ninja, 2012, 8.0)
34. Dead Space (Adv, EA, EA, 2008, 9.0)
35. Dead Space 2: Limited Edition (Adv, EA, EA, 2011, 9.0)
36. Dead Space Extraction (Adv, EA, EA, 2011, 8.0)
37. Demon's Souls (RPG, Atlus, From Software, 2009, 9.0)
38. Deus Ex: Human Revolution (RPG, Square-Enix, Eidos Montreal, 2011, 8.5)
39. Devil May Cry (A, Capcom, Capcom Production Studio 1, 2013, 8.5)
40. Devil May Cry 4 (A, Capcom, Capcom Production Studio 1, 2008, 8.7)
- *02/09/08
41. Diablo 3 (RPG, Blizzard, Blizzard, 2013, 8.0)
42. Disgaea 3 - Absence of Justice (RPG, Atlus, Nippion Ichi Software, 2008, 8.8)
43. Disgaea 4 - A Promise Unforgotten (RPG, Atlus, Nippion Ichi Software, 2011, 8.5)
44. Disgaea D2 -- A Brighter Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
45. Doom 3 - BFG Edition (FPS, Bethesda Softworks, id Software, 2011, 8.0)
46. Dragon's Crown (RPG, Atlus, Vanillaware, 2013, 8.0)
47. Elder Scrolls IV - Oblivion Game of the Year Edition (RPG, 2K games, Bethesda Softworks, 2009, 9.0)
48. Elder Scrolls V - Skyrim (RPG, 2K games, Bethesda Softworks, 2011, 9.0)
49. Enslaved: Odyssey to the West (Adv, Namco, Ninja Theory, 2010, 8.0)
50. F1 Championship Edition (RA, Sony, Liverpool, 2007, 8.8)
51. FIFA '12 (Sp, EA Sports, EA Canada, 9.0)
52. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2007, 9.0)
53. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2009, 8.5)
54. Final Fantasy X/X-2 Remastered (RPG, Square-Enix, Square-Enix, 2014, 9.0)
55. Final Fantaasy XIII Lightnings Return (RPG, Square-Enix, Square-Enix, 2014, 7.0)
56. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2010, 9.0)
57. Final Fantasy XIII-2 (RPG, Square-Enix, Square-Enix, 2012, 8.0)
58. God of War: Ascension (TPS, Sony, Sony, 2013, 8.0)
59. God of War Collection (TPS, Sony, Sony, 2009, 9.0)
60. God of War Origins Collection (TPS, Sony, Sony, 2011, 9.0)
61. God of War III (TPS, Sony, Sony, 2010, 9.3)
62. Gran Turismo 5 XL Edition (Ra, Sony, Polyphony Digital, 2012, 8.5)
63. Gran Turismo 6 (Ra, Sony, Polyphony Digital, 2013, 8.5)

64. Grand Theft Auto IV (TPS, Rockstar, Rockstar North, 2008, 10)
65. Grand Theft Auto V (TPS, Rockstar, Rockstar, 2013, 9.5)
66. GRID (Ra, Codemasters, Codemasters, 2007, 8.6)
67. Heavy Rain (Adv, Sony, Quantic Dream, 2009, 9.0)
68. Hotshots Golf - Out of Bounds (Sp, Sony, Claphandz, 2007, 8.5)
69. inFamous (A, Sony, Sucker Punch, 2009, 9.0)
70. Killzone 2 (FPS, Sony, Guerilla Games, 2009, 9.0)
71. Killzone 3 (FPS, Sony, Guerilla Games, 2011, 8.5)
72. Kingdom Hearts 1.5 (RPG, Square-Enix, Square-Enix, 2013, 8.0)
73. Madden NFL 09 (Sp, EA Sports, Tiburon, 2008, 9.0)
74. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2011, 9.0)
75. Midnight Club IV: Los Angeles (Ra, Rockstar, Rockstar Austin, 2008, 8.5)
76. Metal Gear Solid 4: Guns of the Patriots (TPS, Konami, Kojima Productions, 2008, 9.5)
77. Metal Gear Solid HD Collection (TPS, Konami, Kojima Productions, 2011, 9.0)
78. Motor Storm (Ra, Sony, Evolution Studios, 2007, 8.8)
79. Need for Speed Hot Pursuit (Ra, EA, Criterion Games, 2010, 9.0)
80. Need for Speed Most Wanted (Ra, EA, Criterion Games, 2012, 9.0)
81. Ninja Gaiden Sigma (A, Tecmo, Team Ninja, 2007, 9.3)
82. Ni no Kuni: Wrath of the White Witch (RPG, Namco-Bandai, Level 5, 2013, 9.0)
83. The Orange Box (FPS, EA, Valve, 2007, 8.8)
84. Persona 4 Arena (F, Atlus, Arc System Works, 9.0, 2012)
85. Prince of Persia (A, Ubisoft, Ubisoft Montreal, 2008, 9.3)
86. Rayman: Origins (PL, Ubisoft, Ubisoft Montpellier, 2011, 9.0)
87. Ratchet & Clank: All 4 One (APL, Sony, Insomniac Games, 2011, 9.0)
88. Ratchet & Clank Future Tools of Destruction (APL, Sony, Insomniac Games, 2007, 9.4)
89. Ratchet and Clank Future - Crack in Time (APL, Sony, Insomniac Games, 2009, 9.0)
90. Red Dead Redemption (TPS, Rockstar, Rockstar, 2010, 9.0)
91. Resistance Fall of Man (FPS, Sony, Insomniac Games, 2006, 9.0)
92. Resistance 2 (FPS, Sony, Insomniac Games, 2008, 9.4)
93. Resistance 3 (FPS, Sony, Insomniac Games, 2011, 9.0)
94. Resident Evil 5 (TPS, Capcom, Capcom, 2009, 9.0)
95. Resonance of Fate (RPG, Sega, Tri-Ace, 2010, 8.5)
96. Ridge Racer 7 (Ra, Namco-Bandai, Namco, 2006, 8.0)
97. Sonic Generations (APL, Sega, Sonic Team, 2011, 8.0)
98. Sonic's Ultimate Genesis Collection (Competition, Sega, Various, 2009, 8.0)
99. Sonic Sega All-Stars Racing (Ra, Sega, Sumo Digital, 2010, 8.5)
100. Sonic All Star Racing Transformed (Ra, Sega, Sumo Digital, 2010, 8.0)
101. Soul Calibur IV (F, Namco-Bandai, Project Soul, 2008, 9.4)
102. Soul Calibur V (F, Namco-Bandai, Project Soul, 2012, 9.0)
103. Star Ocean - The Last Hope International (RPG, Square-Enix, Tri-Ace, 2010, 8.5)
104. Street Fighter IV (F, Capcom, Capcom, 2009, 9.4)
105. Street Fighter X Tekken (F, Capcom, Capcom, 2012, 8.5)
106. SSX (Sp, EA Sports, EA Canada, 2012, 8.5)
107. Tales of Graces F (RPG, Namco-Bandai, Tales Studios, 2012, 8.0)
108. Tales of Xillia (RPG, Namco-Bandai, Tales Studios, 2013, 8.0)

109. Tekken 6 (F, Namco-Bandai, Namco, 2009, 8.8)
 110. Tekken Tag Tournament 2 (F, Namco-Bandai, 2012, 7.5)
 111. The King of Fighters XIII (F, Atlus, SNK, 2012, 8.5)
 112. The Last of Us (Adv, Sony, Naughty Dog, 2013, 9.0)
 113. Tomb Raider (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
 114. Tomb Raider Trilogy (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
 115. Ultimate Marvel vs. Capcom 3 (Capcom, Capcom, 2012, 8.5)
 116. Uncharted: Drakes Fortune (Adv, Sony, Naughty Dog, 2007, 9.0)
 117. Uncharted 2: Amongst Thieves (Adv, Sony, Naughty Dog, 2009, 9.5)
 118. Uncharted 3 (Adv, Sony, Naughty Dog, 2011, 9.0)
 119. Valkyria Chronicles (RPG, Sega, Sega, 2008, 9.0)
 120. Vanquish (TPS, Sega, PlatiumGames, 2010, 9.0)
 121. Virtua Fighter 5 (F, Sega, Sega-AM2, 2007, 9.3)
- Google Android (10 games)
- Strategy (3) STR
- Card (4) Card
- board (1) board
1. Angry Birds (STR, Rovio Entertainment, Rovio Entertainment, 2010)
 2. Angry Birds Rio (STR, Rovio Entertainment, Rovio Entertainment, 2010)
 3. Angry Birds Space (STR, Rovio Entertainment, Rovio Entertainment, 2010)
 4. Astraware Solitaire (Card, 2012)
 5. Back Gammon (board, 2012)
 6. Cut the Rope (A, ZeptoLab, ZeptoLab, 2012)
 7. Plants vs. Zombies (STR, PopCap Games, PopCap Games 2011)
 8. Real Black Jack (card, 2012)
 9. Spider Solitaire (Card 2012)
 10. Texas Hold Em Up 2 (Card, 2012)
- Nintendo 3DS (23 games)
- Action Adventure (adv) 3
- Platform (Pl) 4
- Racing (Ra) 1
- Survival Horror (SH) 1
- Role Playing (RPG) 14
1. Bravely Default (RPG, Nintendo, Square-Enix, 2013, 8.5)
 2. Code of Princess (RPG, Atlus, Agatsuma Entertainment, 2012, 7.0)
 3. Etrian Odyssey IV -- Legends of the Titan (RPG, Atlus, Atlus, 2013, 9.0)
 4. Etrian Odyssey Untold (RPG, Atlus, Atlus, 2013, 9.0)
 5. Etrian Odyssey Untold 2 (RPG, Atlus, Atlus, 2015, 9.0)
 6. Fire Emblem: Awakening (RPG, Nintendo, Intelligent Systems, 2013, 8.5)
 7. Legend of Zelda: A Link Between Worlds (RPG, Nintendo, Nintendo, 2013, 9.0)
 8. Legend of Zelda Ocarina of Time 3D (Adv, Nintendo, Nintendo, 2011, 9.5)
 9. Legend of Zelda Majora's Mask (Adv, Nintendo, Nintendo, 2015, 9.0)
 10. Luigi's Mansion 2 (Adv, Nintendo, Next Level Games, 2012, 8.0)
 11. Kingdom Hearts: Dream Drop Distance (RPG, Square-Enix, Square-Enix, 2012, 8.0)
 12. Mario Kart 7 (Ra, Nintendo, Nintendo, 2011, 8.0)
 13. Mario and luigi - Dream Team (RPG, Nintendo, Alpha Dream, 9.0)
 14. New Super Mario Bros. 2 (PL, Nintendo, Nintendo, 2012, 9.0)
 15. Paper Mario: Sticker Star (RPG, Nintendo, Intelligent Systems, 2012, 8.0)

16. Persona Q (RPG, Atlus, Atlus, 2015, 8.0)
 17. Resident Evil Revelations (SH, Capcom, Capcom, 2012, 8.5)
 18. Shin Megami Tensei: Devil Summoner - Soul Hackers (RPG, Atlus, Atlus, 2013, 7.5)
 19. Shin Megami Tensei: Devil Survivor (RPG, Atlus, Atlus, 2013, 7.5)
 20. Shin Megami Tensei: Devil Survivor 2 (RPG, Atlus, Atlus, 2013, 7.5)
 21. Sonic Generations (PL, Sega, Sonic Team, 2011, 7.0) * different levels than PS3
 22. Super Mario 3D Land (Pl, Nintendo, Nintendo, 2011, 8.5)
 23. Yoshi's New Island (PL, Nintendo, Nintendo, 2015, 8.5)
- Playstation Vita (12 games)
- Role playing games (RPG) 9
- Racing (RA) 1
- Puzzle (Puz) 1
- Action-Adventure (Adv) 1
1. Danganronpa: Trigger Happy Havoc (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 2. Danganronpa 2: Goodbye Despair (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)
 3. Disgaea 3: Absense of Detention (RPG, NIS America, Nippion Ichi Software, 2012, 8.0)
 4. Disgaea 4: A Promise Revisited (RPG, NIS America, Nippion Ichi Software, 2014, 8.0)
 5. Lumines Electronic Symphony (Puz, Ubisoft, Q Entertainment, 2012, 9.0)
 6. Persona 4 Golden (RPG, Atlus, Atlus 2012, 9.0)
 8. Tales of Hearts (RPG, Namco, Namco, 2014, 8.0)
 9. Uncharted Abyss (Adv, Sony, Naughty Dog / Sony Bends, 2012, 7.5)
 10. Wipeout 2048 (Ra, Sony, Sony liverpool, 2012, 7.5)
 11. Zero Escape: Virtue's Last Reward (RPG, Aksys Games, Chunsoft, 2012, 9.5)
 12. Ys: Memories of Celceta (RPG, Xseed, Falcon Games, 2013, 9.0)
- Nintendo Wii U (6 games)
- Action-Adventure (PL) 1
- Platform (Pl) 2
- Role playing (RPG) 1
1. Legend of Zelda - Wind Waker HD (Adv, Nintendo, Nintendo, 2013, 8.0)
 2. Mario Kart 8 (Ra, Nintendo, Nintendo, 2014, 8.0)
 3. New Super Mario Bros. U (Pl, Nintendo, Nintendo, 2012, 8.0)
 4. Super Mario 3D World (PL, Nintendo, Nintendo, 2013, 8.0)
 5. Super Smash Bros. for Wii U (F, Nintendo, Namco, 2014, 8.5)
 6. Monster Hunter 3 Ultimate (RPG, Capcom, Capcom Production Studio 1, 2013, 8.5)
- Sony Playstation 4 (12 games)
- Action (A) 1
- First Person shooter (FPS) 3
- Third Person Shooter (TPS) 2
- Role Playing (RPG) 3
- Fighter (F) 1
1. Assassin's Creed 4: Black Flag (TFS, Ubisoft, Ubisoft, 2010, 9.0)
 2. Battlefield 4 (FPS, Electronic Arts, Digital Illusions CE, 2013, 8.0)
 3. Call of Duty Ghosts (FPS, Activision, Treyach, 2012, 9.5)

4. Diablo 3: Reaper of Souls Ultimate Evil Edition (RPG, Bizzard-Activision, Blizzard Entertainment, 2014, 9.0) *has Diablo 3
 5. Destiny (FPS, Activision, Bungie Studios, 2014, 9.0)
 6. Final Fantasy Type 0 (RPG, Square-Enix, Square-Enix, 2015, 8.0)
 7. Final Fantasy X/X2 Remastered (RPG, Square-enix, Square-Enix, 2015, 8.0)
 8. Guilty Gear Xrd - Sign (F, Arc System Works, Arc System Works, 2015, 8.0)
 9. Killzone: Shadow Fall (FPS, Sony, Guerilla Games, 2009, 9.0)
 10. Last of Us Remastered (Adv, Sony, Naughty Dog, 2010, 9.0)
 11. Metal Gear Solid V - Phantom Pain (A, Konami, Konami, 2012, 9.0)
 12. Rayman Legends (APL, Ubisoft, Ubisoft, 2013, 9.0)
- PC (136 games plus expansion packs)
- Role playing (without expansions) (RPG) 42
- first person shooters (without expansions) (FPS) 42 (Half-life 2 Orange box counts as 5)
- shooters (s) 30
- Adventure (adv) 18
- Athletic Sports (SP) 2
- Strategy (STR)- 6
- Real Time Strategy (RTS) 1
- SIMULATIONS (SIM) 10
- action (without expansions) (A) 49
- Pirated copies (P) - 36
1. Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
 2. Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
 3. American Mcgee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
 4. America's Army 2.0a (FPS, S, US Army, US Army, 2001 8.8)
 5. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
 6. Anarchy Online Notum Wars (RPG, same, same, 2002)
 7. Anarchy Online Shadowlands (RPG, same, same, 2003)
 8. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
 9. Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
 10. Baldur's Gate II - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
 11. Baldur's Gate II - Throne of Bhaal (P, RPG, Interplay, Bioware, 2001, 9.0)
 12. Battlefield 1942 (FPS, EA Games, Digital Illusions CE, 2002, 9.3)
 13. Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
 14. Battlefield 1942 - Secret Weapons of World War II (FPS, same, same, same, same)
 15. Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
 16. Battlefield 2142 (P, FPS, EA Games, DICE, 2006, 8.0)
 17. Black & White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
 18. Black & White 2 (SIM, EA Games, Lionhead Studios, 2005, 8.5)
 19. Bookworm Adventures (Adv, Popop, Popop, 2007, 8.0)
 20. Bookworm Adventures 2 (Adv, Popop, Popop, 2009, 8.0)
 21. Broken Sword: The Shadow Of The Templars Special Edition (Adv, Revolution Software, Revolution Software, 2010, 8.0)
 22. Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
 23. Civilization V (Str, 2k Games, Falk, 2010, 9.0)
 24. Command & Conquer 3 - Tiberium Wars (RTS, EA, EA-LA, 2007, 8.5)

25. Counter Strike Source Remake
26. Crysis (FPS, EA, Crytek, 2007, 9.4) [First DirectX 10 game!]
27. Crysis Warhead (FPS, EA, Crytek, 2008, 9.2) [fourth DirectX 10 game]
28. Crysis 2 (FPS, EA, Crytek, 2011, 8.5) [first DirectX 11 game!]
29. Curse of Monkey Island, The (Adv, Lucas Arts, Lucas Arts, 1997, 10)
30. Day of the Tentacle (Adv, Lucas Arts, Lucas Arts, 1993, 8.8)
31. Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
32. Diablo (RPG, Blizzard, Blizzard, 1996) (2x)
33. Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
34. Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)
35. Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
36. Diablo 3 (RPG, Blizzard, Blizzard, 2012, 8.5)
37. Diablo 3 -- Reaper of Souls (RPG, Blizzard, Blizzard, 2014, 8.5)
38. Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
39. Dragon Age: Origins (RPG, EA, Bioware, 2009, 8.5)
40. Dreamfall: The Longest Journey (Adv, Asper, Funcom, 2006, 8.5)
41. Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
42. Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
43. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
44. Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
45. Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
46. Elder Scrolls 3 Morrowind (RPG, Betnesda Softworks, Betnesda Softworks, 2002, 9.4)
47. Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
48. Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
49. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
50. Elder Scrolls V - Skyrim (RPG, 2K Games, Bethesda Softworks, 2011, 9.0)
51. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2008, 9.5)
52. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2010, 8.5)
53. Far Cry (FPS, Ubrisoft, Crytek, 2004, 9.2)
54. Falcon 4.0 (MJF, Micropose, Micropose, 1998, 9.0)
55. Falcon 4.0 Allied Force (MJF, Graphsim Entertainment, Lead Pursuit, 2005, 8.8)
56. Final Fantasy VII (P, RPG, Square, Square, 1997)
57. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
58. Final Fantasy XI - Rise of Zilart (RPG)
59. [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005, 9.1)
60. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
61. Gabriel Knight: Sins of the Fathers (Adv, Serria, Serria, 1993, 9.4)
62. Galactic Civilizations II Gold (P, STR, Strategy First, Stardock, 2008, 9.1)
63. Giants - Citizen Kabuto (P, FPS, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
64. GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
65. GTR & FIA (P, Ra, SimBin, 10nicle Studios, 2005, 8.8)

66. GTR2 & FIA (P, Ra, SimBin, 10nicle Studios, 2006, 9.2)
67. Guild Wars (RPG, NCSoft, Arenanet, 2005, 9.8)
68. Guild Wars Eye of the North (RPG, NCsoft Arenanet, 2007, 8.6) *
expansion
69. Guild Wars Factions (RPG, NCsoft, Arenanet, 2006, 9.7)
70. Guild Wars Nightfall (RPG, NCsoft, Arenanet, 2006, 9.0)
71. Guild Wars 2 (RPG, NCSoft, Arenanet, 2012, 9.0)
72. Half-Life (FPS, Serria, Valve, 1997, 9.6)
73. Half-Life 2 Episode 1 (FPS, Electronic Arts, Valve Software, 2006, 8.8)
74. Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
75. Half-Life 2 Orange Box (FPS, Valve/EA, Valve, 2007, 9.6) * 10/14/07
76. Half-life Source Remake (FPS, A, S, Serria, Valve, 2004, 9.0)
77. Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003,
8.5)
78. Hexen (P, FPS, A, iD Software, iD Software, 1995)
79. Hellgate London (RPG, EA/NAMCO, Flagship Studios, 2007, 8.0) [3rd
DirectX 10 game] *02/09/08
80. Icewind Dale (RPG, Interplay, Black Isles, 2000, 8.8)
81. Icewind Dale -- Heart of Winter (RPG, Interplay, Black Isles, 2000, 8.8)
82. Icewind Dale 2 (RPG, Interplay, Black Isles, 2002, 8.8)
83. Indiana Jones - The Fate of Atlantis (Adv, Lucas Arts, Lucas Arts, 1992,
9.0)
84. The Legend of Heroes VI: Sky of Wonder: First Chapter (RPG, Typhoon,
Nihon Falcom Corp, 2004, 9.0)
85. The Legend of Heroes VI: Sky of Wonder: Third Chapter (RPG, Typhoon,
Nihon Falcom Corp, 2007, 9.0)
86. The Longest Journey (Adv, Funcom, Funcom, 2000, 9.0)
87. Madden NFL 2001 (SP, EA Sports, Tribinon, 2000)
88. Maniac Mansion Deluxe v1.1 (Remake, Adv, Lucas Arts, Lucas Arts, 2004,
8.0)
89. Mass Effect (RPG, Microsoft, Bioware, 2008, 9.2)
90. Mass Effect 2 (RPG, Electronic Arts, Bioware, 2010, 9.5)
91. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2012, 9.5)
92. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
93. Mission Critical (Adv, Legend Entertainment, Legend Entertainment, 1995,
8.0)
94. Medal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015,
2003)
95. Medal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
96. Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
97. Monkey Island 2 Special Edition: LeChuck's Revenge (P, Adv, Lucas Arts,
Lucas Arts, 2010, 9)
98. Need for Speed (P, RA, Electronic Arts, EA, 1996)
99. Need for Speed III Hot Pursuit (P, RA, Electronic Arts, EA, 1999)
100. Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
101. Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
102. Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
103. Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003,
8.4)
104. Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003,

8.8)

105. Neverwinter Nights 2 (RPG, Atari, Obsidian Entertainment, 2006, 8.5)

106. Neverwinter Nights 2 - Mask of the Betrayer (RPG, Atari, Obsidian Entertainment, 2007,

107. 9.0)

108. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, Monolith, 2003)

109. Oni (P, S, A , Gathering of Developers, Bungie, 2001, 7.5, 1999)

110. Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)

111. Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)

112. Rage (A, S, ???, ???, 1999)

113. Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)

114. Starcraft 2 (Str, Blizzard, Blizzard, 8.0, 2010)

115. Secret of Monkey Island, The (P, Adv, Lucas Arts, Lucas Arts, 1990, 8.0)

116. Secret of Monkey Island, The - Special Edition (P, Adv, Lucas Arts, Lucas Arts 2009, 8.0) *enhanced remake /w polygons

117. Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)

118. Sim City 3000 Unlimited (SIM, Maxis, Maxis, 2000, 9.1)

119. Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)

120. Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)

121. Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)

122. Sins of a Solar Empire (P, STR, Stardock, Ironclad Games, 2008, 9.0)

123. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)

124. Spellforce: Universe (StrRPG, Encore, Phenomic, 2007, 8.2) *both Spellforce and all expansions

125. Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruhal, 2003, 9.0)

126. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)

127. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)

128. Syberia (The Adventure Company, Microids, 2002, 9.0)

129. The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)

130. The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)

131. The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)

132. The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)

133. The Sims 3 (SIM, EA Games, EA Redwood, 2009, 8.9)

134. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)

135. Titan Quest (RPG, THQ, Ironlore, 2006, 8.5)

136. Torchlight (RPG, Perfect World, Runic Games, 2009, 8.0)

137. Undying (FPS, A, EA Games, ?????, 2000)

138. Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)

139. Unreal II: The Awakening (FPS, Atari, Legend Entertainment, 2003, 8.2)

140. Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)

141. Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)

142. Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
143. Unreal Tournament 3 (FPS, Midway, Epic Games, 2007, 9.2) [2nd DirectX 10 game]
144. Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
145. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
146. Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
147. Warhammer Online: Age of Reckoning (RPG, EA Games, EA Mystic, 2008, 9.0)
148. The Witcher (RPG, Atari, CD Projekt Red, 2007, 8.5?) * 02/01/08
149. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
150. World of Warcraft: Wrath of the Lich King (RPG, Blizzard, Blizzard, 2008, 8.5)
151. World of Warcraft: Cataclysm (RPG, Blizzard, Blizzard, 2010, 8.0)
152. World of Warcraft: Mists of Pandaria (RPG, Blizzard, Blizzard, 2012, 8.0)
153. Ys I & II - Eternal Complete (P, RPG, Hudson, Nihon Falcom, 2001, 8.5)
154. Ys (VII): The Oath in Felghana (P, RPG, Nihon Falcom, Nihon Falcom, 2005, 9.0)
155. Ys (0) Origin (P, RPG, Nihon Falcom, Nihon Falcom, 2006, 8.5) * no English patch yet

Anonymous (2013-04-07 18:04:46)

Helpful information. Fortunate me I discovered your web site by accident, and I'm shocked why this twist of fate didn't happened in advance! I bookmarked it.
Here is my homepage ... [????? ?????](#)

Anonymous (2013-04-08 06:10:30)

Great work! That is the type of information that are supposed to be shared around the net. Disgrace on the search engines for now not positioning this publish upper! Come on over and consult with my web site .
Thanks =)
Check out my website: [??????????](#)

Anonymous (2013-04-09 08:49:14)

I've been browsing online more than three hours today, yet I by no means discovered any attention-grabbing article like yours. It's lovely value sufficient for me. In my opinion, if all site owners and bloggers made excellent content as you did, the internet might be much more useful than ever before.
Feel free to visit my site: [????? ?????](#)

Anonymous (2013-04-09 16:22:47)

It's in reality a nice and useful piece of information. I am satisfied that you shared this useful info with us. Please stay us informed like this. Thank you for sharing.
Also visit my blog; rayban [?????](#)

Anonymous (2013-05-25 04:50:18)

free dating emails russian ladies <http://lovepicentre.com/testimonials/> 100 free dating in pl

who is kellan lutz dating [[url=http://lovepicentre.com/advice/](http://lovepicentre.com/advice/)]be st dating websights[/[url](http://lovepicentre.com/advice/)] a free and successful dating site
adult suckling dating [[url=http://lovepicentre.com/contact/](http://lovepicentre.com/contact/)]hmoob dating[/[url](http://lovepicentre.com/contact/)] david-andersen jewelry dating
[[url=http://lovepicentre.com/user/naughtyangel132003/](http://lovepicentre.com/user/naughtyangel132003/)]naughtyangel132003 [/[url](http://lovepicentre.com/user/naughtyangel132003/)] dating websites southern califor-
nia

Anonymous (2013-05-25 08:27:12)

Do you mind if I quote a couple of your articles as long as I provide credit and sources back to your blog?

My blog is in the exact same niche as yours and my

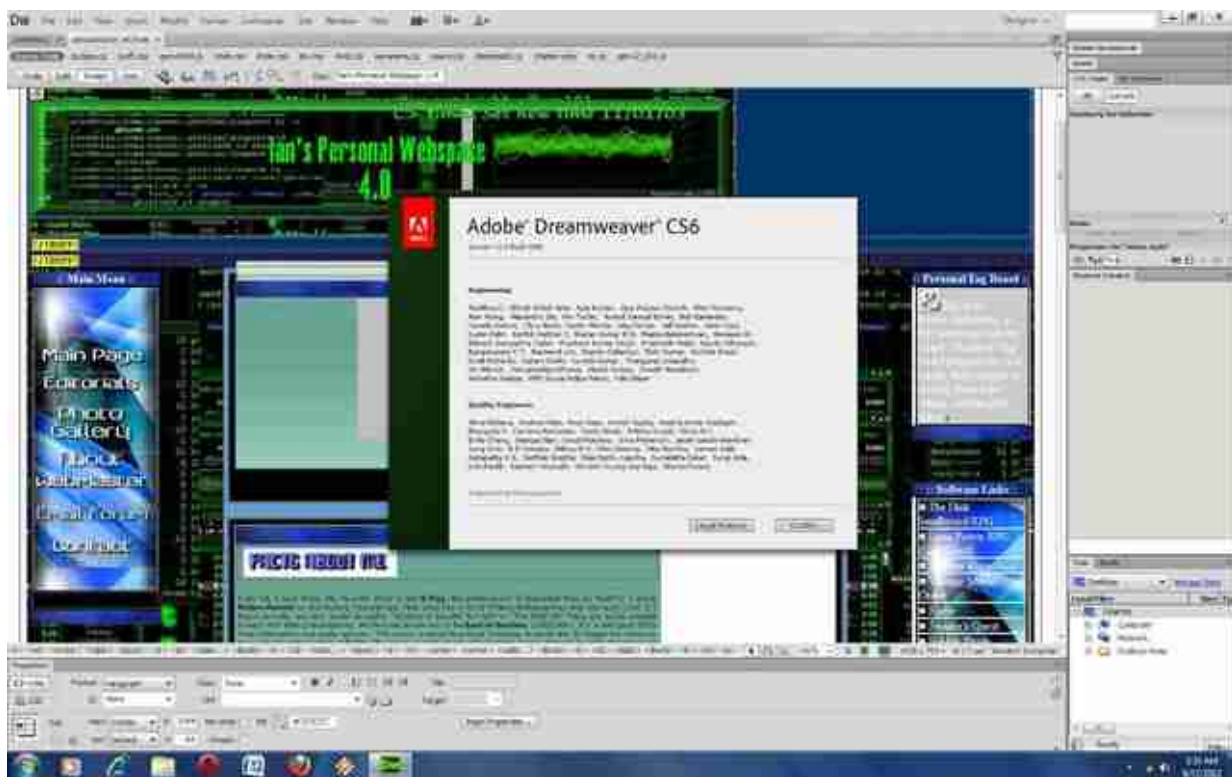
users would certainly benefit from a lot of the information you provide here.

Please let me know if this okay with you.

Thank you!

My homepage; free minecraft giftcode

My Personal Webpage Resurrection ???? (2012-06-16 17:13)



It's been ten years since I used Macromedia Dreamweaver MX for my Geocities account and some other inferior Angelfire personal webpages. I used Dreamweaver 2000 in high school in 2002 when I acted like a University of Wisconsin helpdesk. That was when javascript was used to make pull-down menus. So I paid \$150 for a used copy of Adobe Dreamweaver CS6 off Amazon.com.

They say that personal webpages we know as blogs are dying since 2008.

Now I can upload personal webpages on archive.org.

EVERDRIVE64 to play Super Mario 64: Star Road (2012-06-20 19:17)

To play this average game on my TV (probably 7.0 out of 10 as far as N64 games are concerned), I need this new N64 flash drive called Everdrive64. Star Road is the buggy sequel to Super Mario 64.



IFRAME: <http://www.youtube.com/embed/-SbAy23h8d0>

<http://stoneagegamer.com/>
not my review

**NASA's antimatter spaceship to Mars (2012-06-20 19:51)**

With all the cuts to NASA, I think there is going to be an international effort to put man on Mars. I believe it should be instead an American undertaking, because then the US flag is on there and US gets more UFO crashes. Antimatter is 300 more efficient than nuclear power. It is difficult to find anti-matter on Earth so no anti-matter power plants are built. About 20 grams of anti-matter will take a spaceship to Mars and 20 grams to take them back. According to historical records in the 1960s, NASA is already 30 years behind schedule for a manned mars mission. I admit that 1980s computers weren't exactly up to the task for mars landing. You look at Alien (1979) computers and you wonder what President John F. Kennedy was drinking.

EVERDRIVE64 to play Super Mario 64: Star Road (2012-06-20 23:53)

To play this average game on my TV (probably 7.0 out of 10 as far as N64 games are concerned), I need this new N64 flash cartridge called Everdrive64. Star Road is the buggy sequel to Super Mario 64. [youtube <http://www.youtube.com/watch?v=-SbAy23h8d0> &w=560 &h=315] <http://stoneagegamer.com/> not my review

**E3 2012: Wii U impressions (2012-06-22 03:13)**

My favorite game for E3 2012 was Halo 4 with the FMV video kind of like Command and Conquer 3! The graphics looked really good.

Nintendo needs a Dual Shock 2/3 for wii U than it's fine. I agree the games being dumb. Wii U needed a Mario Kart 8, Super Mario Galaxy 3, Legend of Zelda U, Super Smash Bros U and a Final Fantasy X HD. I tend to think that New Super Mario BRos U is old-school. I liked Space World 2001 a lot better, because it had Mario Kart Double Dash, Super Smash Bros. Melee, Super Mario Sunshine, Wave Race Blue Storm, and Metroid Prime in it. For my birthday in 2001, Nintendo had a Mall of America tour that I went too with all those games playable plus Legend of Zelda The Wind Waker. I don't remember the Nintendo 64 launch. I barely remember the Dreamcast launch on 9/9/99 at Toys R Us.

Nintendo better make all games compatible with Wii's classic controller since that controller is a lot better than Wii's nunchuck and wand.

I never cared for New Super Mario Bros. Wii or Pikmon, but I like Assassians Creed and Batman Akham City. Playstation 3 and Xbox 360 and Wii all feel more epic than Wii U and in that order.

Wii U broken, Xbox 720/ PS4 too late to market (2012-06-24 12:40)

<http://www.ign.com/articles/2012/06/22/are-the-next-gen-consoles-coming-too-late> according to O1Net's report, the hardware powering the Wii U simply isn't up to scratch to do what Nintendo needs it to: Namely, run not just the console, but beam data to its fancy touch-screen controller as well. Apparently developers working on the console are having to use "tethers" to ensure serviceable communication between the Wii U and its controller, but even then things still aren't working that well, and progress is reportedly halted daily with repeated software updates for the pad.

Xbox 720 and PS4 could be years too late on the market.

CNN news thought that Wii U is an accesesory for Wii.

Videogames look so much more interesting than Hollywood at this point. There isn't anything out that excites me. I end up buying some old 1950's "Twelve Angry Men" and John Wayne boxsets. New shows are complete trash.

Leaks: Xbox 720 has Radeon HD 7850 (2012-06-27 03:06)

Leaks say that the Xbox 720 will have a HD 7850. The HD 7850 has better fan efficiency than the HD 6870. GlobalFoundries who made the Xbox 360 makes the Xbox 720 more 3 rings of death. Radeon HD 7850 is \$150 USD 860MHz Engine Clock 2GB GDDR5 Memory 1200MHz Memory Clock (4.8 Gbps GDDR5) 153.6GB/s memory bandwidth (maximum) 1.76 TFLOPS Single Precision compute power GCN Architecture 16 Compute Units (1024 Stream Processors) 64 Texture Units 128 Z/Stencil ROP Units 32 Color ROP Units Dual Geometry Engines Dual Asynchronous Compute Engines (ACE) <http://www.amd.com/us/products/desktop/graphics/7000/7850/Pages/radeon-7850.aspx#3>

Electing Romney Just Became Imperative (2012-06-27 09:41)

The Supreme Court did not save us from ourselves, at least not entirely. That is still up to us, the people.

When the American people elected Barack Obama and large Democrat majorities, the die was cast. ObamaCare was coming. Popular or not, constitutional or not, affordable or not, it didn't matter. They were going to pass it, and then the rest of us could find out what they put in it.

After the Democrats shoved the 2700 pages of ObamaCare down our throats – and we did find out how expensive, controlling, and coercive the legislation was – a majority of Americans wanted the Supreme Court to toss it aside as unconstitutional.

In a 5-4 decision, the Court did not deem it a legal overreach by the Democrats. While I would have agreed with the minority (Scalia, Alito, Thomas, Kennedy), I respect the decision.

For those of us who originally disagreed with ObamaCare and now disagree with the majority opinion of the SCOTUS, the challenge remains the same as it would have been had the Court ruled otherwise. We need to elect Mitt Romney and House and Senate majorities that will repeal ObamaCare and replace it with free-market, pro-liberty solutions.

In a very real way, the Court just put the responsibility back on the voters to re-establish government of, by, and for the people. In the end, we get the government – and policies that go with it – that we deserve. So, who will we elect as our representative leaders in November? The importance of this election – already historic – just grew even greater.

As the nation absorbs and deciphers the SCOTUS ruling on ObamaCare, we thought our readers would find the following excerpts from NRO's analysis insightful. Included is a link to the entire editorial.

Barret County, WI trip (2012-06-28 20:06)

Barret County park beach for dog swim



Girl Scout camp ground near our camp site on Lake 26. I have seen a girl scout camp before and girl scouts use cabins.





The casino doesn't like cameras, but I chanced it and took this one. Flash risk getting caught. Played Vegas Strip Black Jack once. Most people in here were 60+.





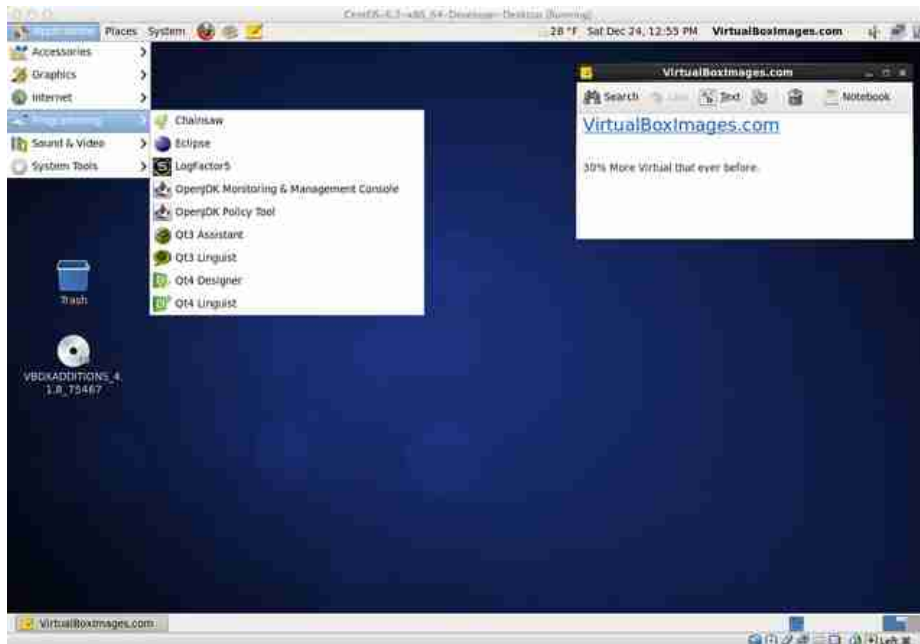
I don't like it as much as a subtropical trip like Perth, Australia, Cayman Islands, Cozumel, Mexico or Miami, Florida (been there), but it costs even less than Wisconsin Dells trips.

New Linuxes including Fermi Linux 6.2 Yay! (2012-06-30 10:20)

Bought some Linuxes for Linux class (all x86-32) In North America, the Linux+ and all the classes at college are Fedora Linux. All of this bias is due to the CompTIA Linux+ certificate relationship with Red Hat. That's why I bought Red Hat distros. My first Linux class in 2002 was done in Red Hat Linux 7.3, 2nd WITC Linux course was using Debian based Knoppix 3.7, and my third Linux course was done on Fedora 10. The campus course is teaching this class with Fedora 17. I usually am on openSUSE Linux with Crossover Linux for KDE 4.7.4 or Ubuntu based Linux Mint. Ubuntu is easiest when you want to update the kernel and packages. If you plan to implement an high load, mostly static web server, you will probably want to go for the Ubuntu route. On the other hand, for a PostgreSQL database I would surely prefer a Red Hat system.



Knoppix 7.02 Live DVD
Debian-based
3.3.7 kernel
LibreOffice 3.5.3
Chromium 18.0.1025.168
KDE 4.7.4



Cent OS 6.2 install DVD and live-DVD

Based off Red Hat Enterprise Linux 6.2 (with newer security patches and video codecs).
2.6.32-220.23.1 kernel.

Gnome 2.28.4

KDE 4.3.4

X-org server 1.10.4

Open Office 3.2.1

Firefox 3.6.24

MesaLib 7.11 (graphics driver)



Scientific Linux 6.2 install DVD with newer security patches, newer driver updates and video codecs. Based of Red Hat Enterprise Linux 6.2

kernel 2.6.32-220.4.1.el6

xorg 1.10.2

icewm 1.2.37

Gnome 2.28.2

openoffice.org-base-3.2.1

KDE 4.3.4

Firefox 3.6.26

Thunderbird 3.1.18

MesaLib 7.11 (graphics driver)

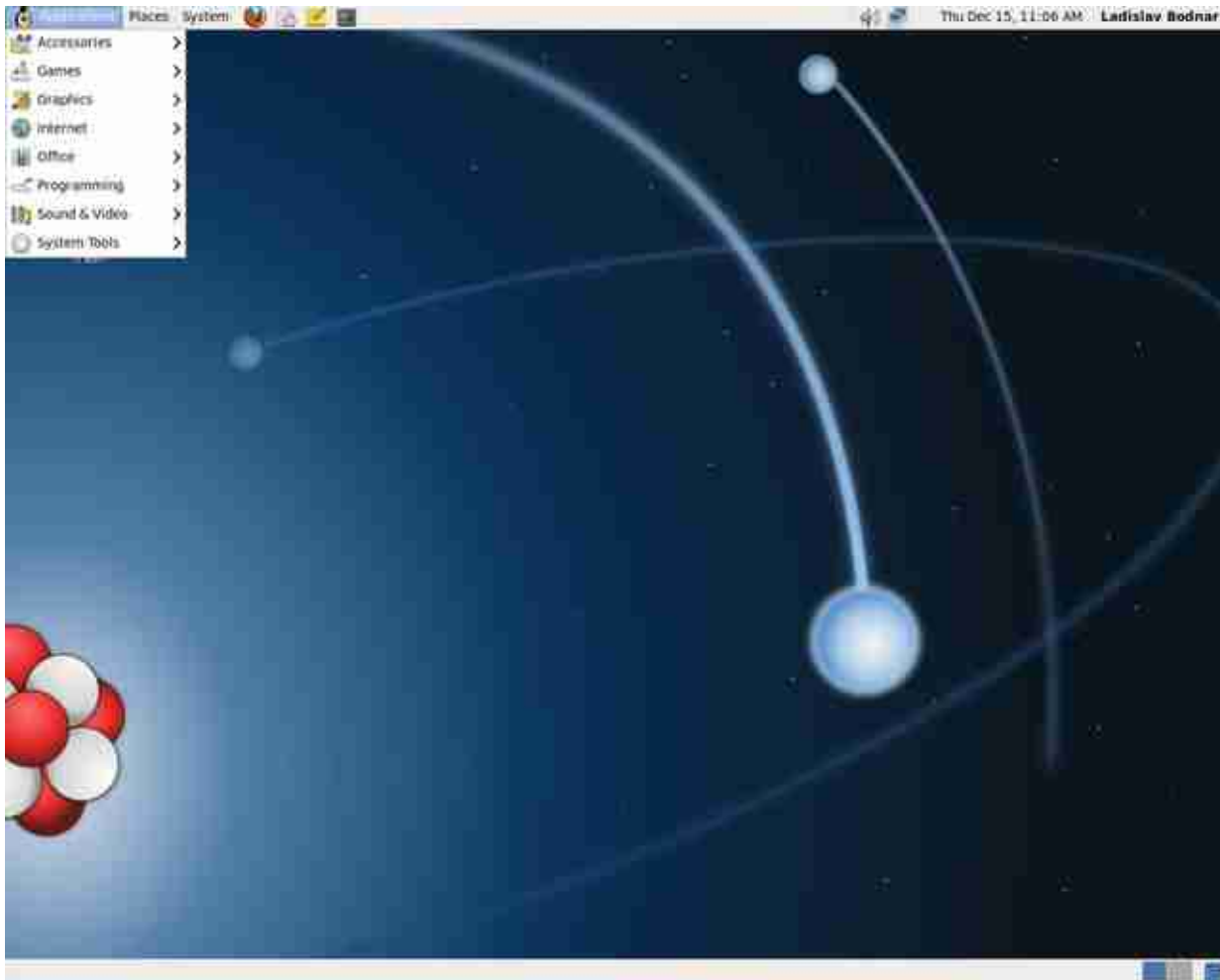


Fedora 17 DVD and Live DVD
3.3.2-8 kernel
Gnome 3.4
KDE 4.8
LibreOffice 3.5.4
Firefox 12.0
Gimp 2.8.0rc1
DHCP 4.2.4rc1
X-org 1.12.0
nautilus 3.4.2
Samba 3.6.5
MesaLib 8.02 (graphics driver)



SimplyMepis 11.0
KDE 4.5.3
Kernel 2.6.36.6
LibreOffice 3.3.2
2.6.36 KERNEL
KDE 4.5.3

Then My favorite distro from the bunch Fermi Linux 6.2



Fermi Linux LTS (Long Term Support) is a site distribution based on Scientific Linux, which is in essence Red Hat Enterprise Linux, recompiled. It is Scientific Linux with Fermilab's security hardening and customised configurations to allow an administrator to install Fermi Linux and have the machine meet Fermilab's security requirements with little or no extra configuration. Since Fermi Linux LTS is based on Scientific Linux, it shares its goal that if a program runs and is certified on Red Hat Enterprise Linux, then it will run on the corresponding Fermi Linux LTS release.

Download

kernel 2.6.32-220.4.1.el6

xorg 1.10.2

icewm 1.2.37

Gnome 2.28.2

openoffice.org-base-3.2.1

KDE 4.3.4

Firefox 3.6.26

Thunderbird 3.1.18

MesaLib 7.11 (graphics driver)

Update July 1, 2012



OpenIndiana (Solaris 11)

kernel 151a

Gnome 2.30.2

OpenOffice 3.2.1

Firefox 8.0

Adobe Flash

Anonymous (2013-09-15 23:15:47)

Do you have a spam problem on this website;

I also am a blogger, and I was wanting to know your situation; many of us

have created some nice methods and we are looking to swap methods with others, please shoot me an email if interested.

Feel free to surf to my site :: led lights

oakleyses (2014-10-23 17:45:21)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:55)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:00)

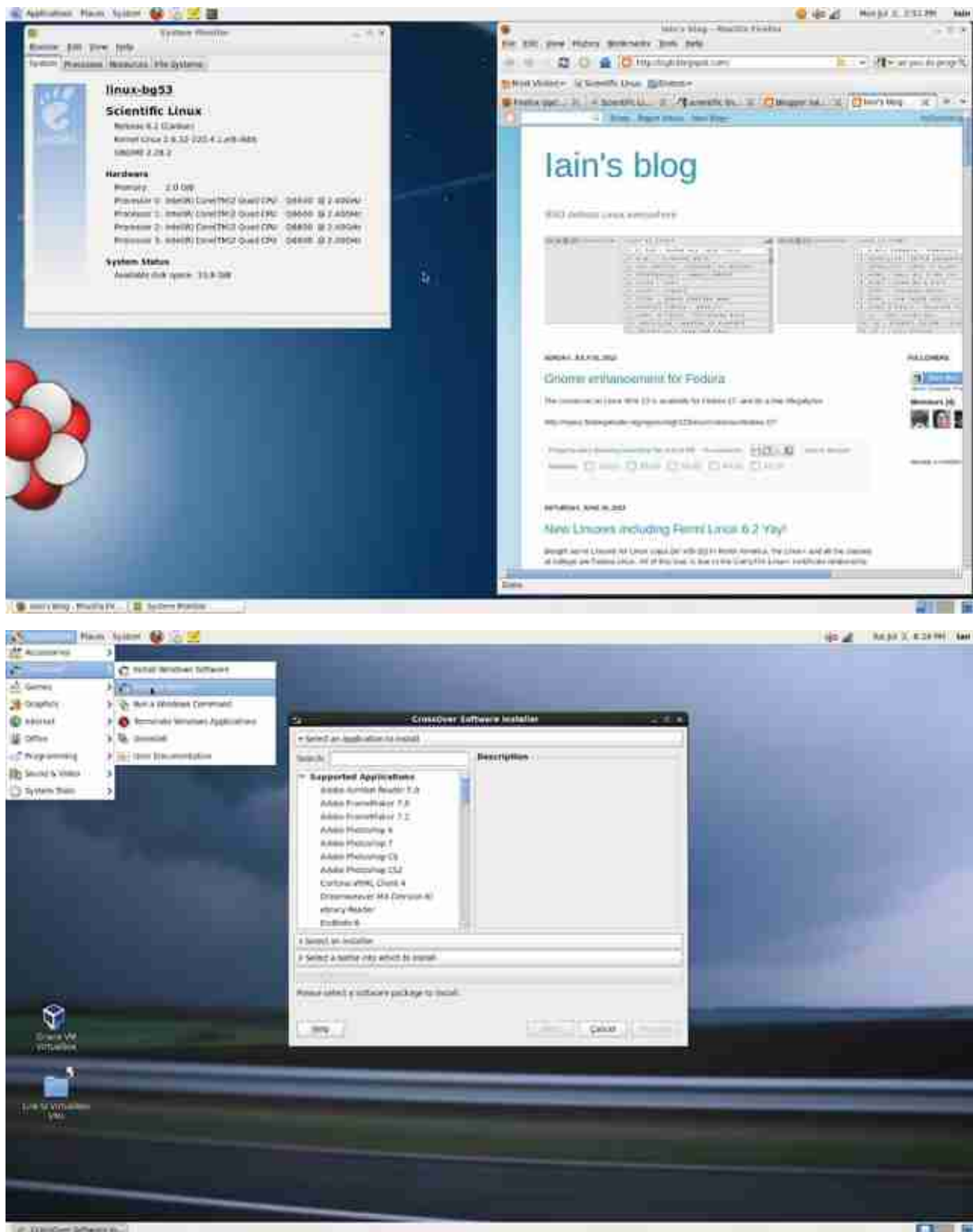
tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

14.7 July

Gnome enhancement for Fedora (2012-07-01 20:14)

The cinnamon on Linux Mint 13 is available for Fedora 17, and its a few Megabytes
<http://repos.fedorapeople.org/repos/leigh123linux/cinnamon/fedora-17/>

Scientific Linux 6.2 impressions (2012-07-02 14:10)



Scientific Linux does do better stuff than Cent OS. Scientific Linux would read my Windows 7 NTFS drive and Cent OS wouldn't with no configuration. Cent OS programming packages like Perl Programming modules are essential for class. I wonder if Scientific Linux Fermi 6.2 install dvd has the perl programming packages I desperately need coming home Wednesday ????

Scientific Linux 6.2 still came with Bash shell, Bourne shell, VIM editor, Emacs, and TC Editor I need for class.

Cent OS 6.2 has Perl Programming, C++ programming, Network Administration, Python Programming, Wireshark, VIM front end on it.

Crossover Linux 9.2 RPMs worked on both Cent OS 6.2 and Scientific Linux 6.2. It loaded Winamp and VLC.

Scientific Linux (Fermi) 6.2 is hardcore distro aimed at hardcore Fermilab. The Fermilab people created it, because of licensing costs with red hat enterprise linux would probably made it impossible so scientific linux was born.

I am forced to use Cent OS now, because of those perl programming packages. I am going to install Fermi 6.2 Wednesday or Thursday to make sure I made the right choice with Cent OS 6.2.

oakleyses (2014-10-23 18:03:48)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

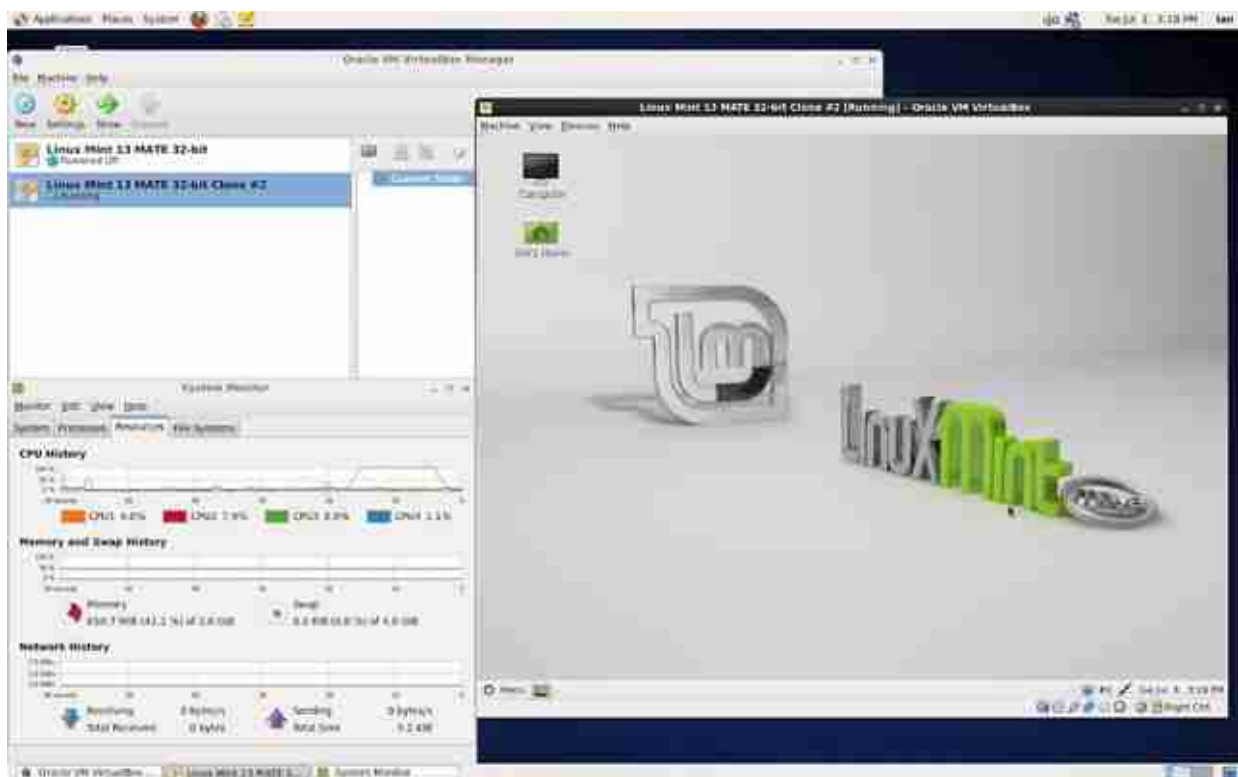
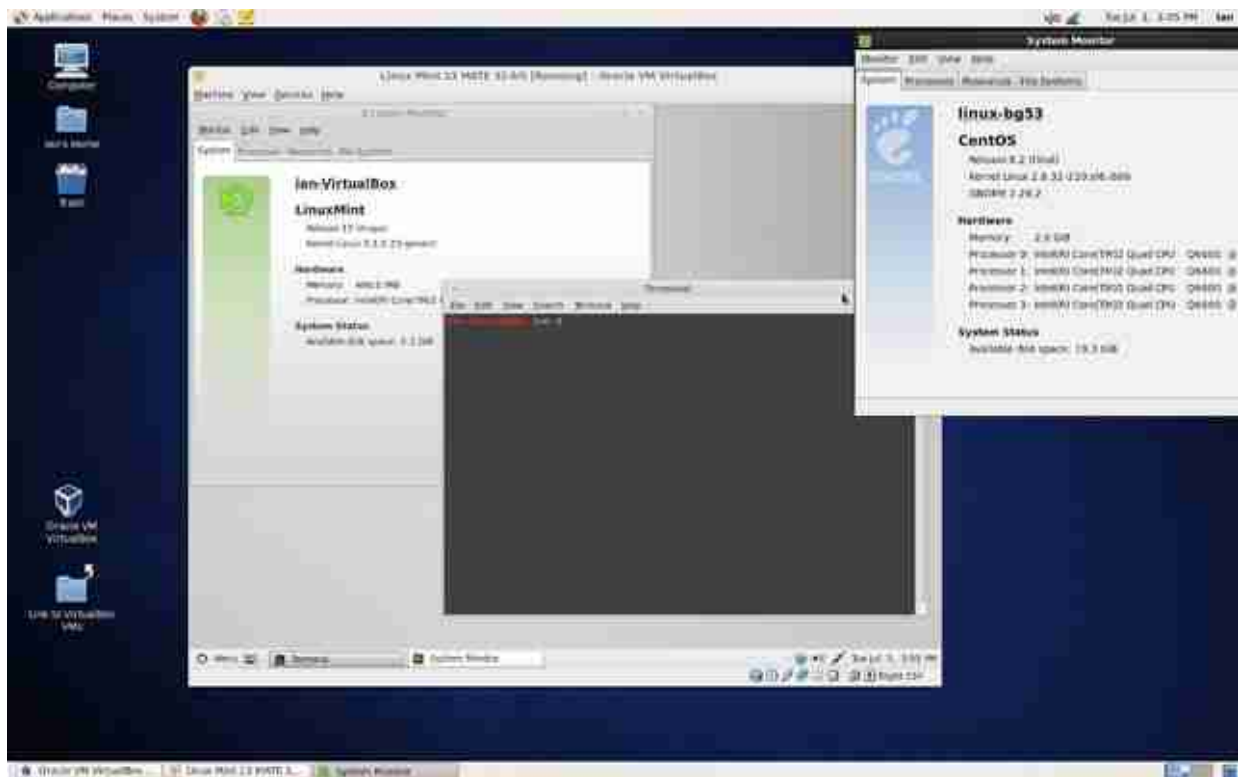
oakleyses (2014-10-23 18:04:55)

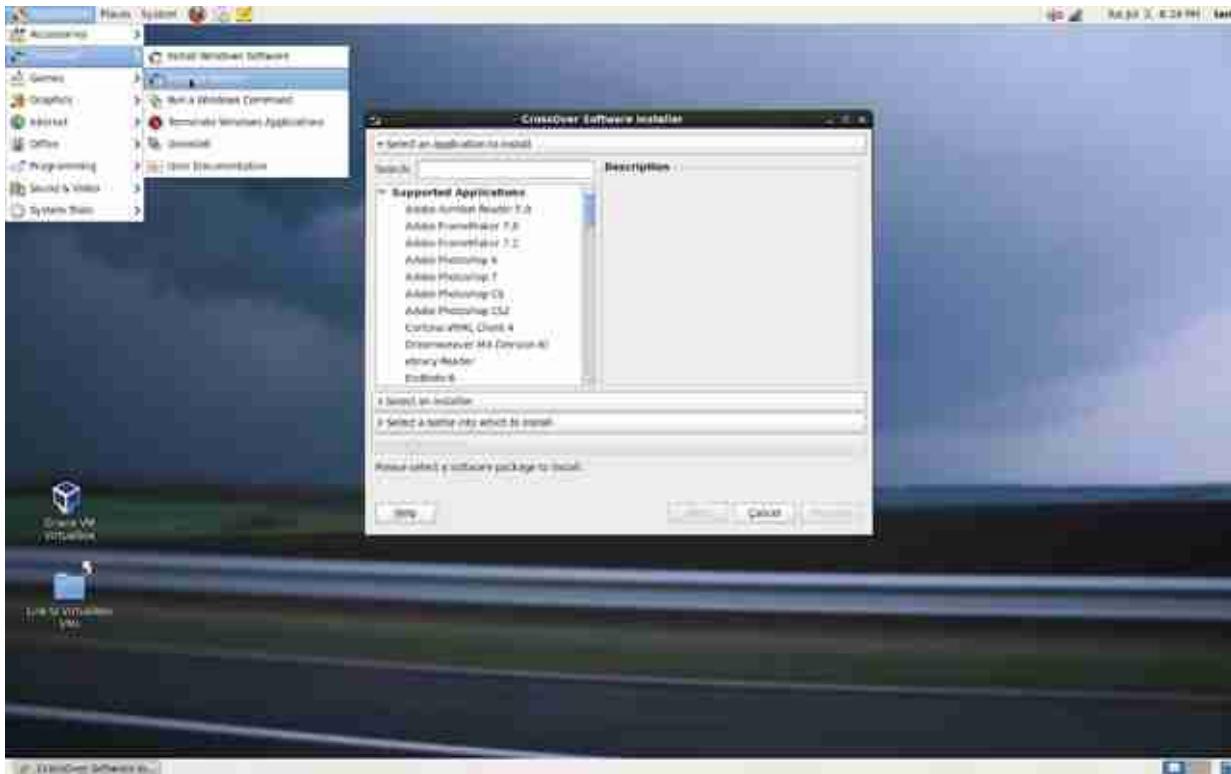
hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:51)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Virtual box 4.1 (2012-07-03 14:11)





I'm going to do this on Scientific Linux Fermi 6.2 once I get it in the mail. First day I played with Virtualbox. I also have the Windows 7 version of Virtual Box so I can run Linux Mint on Windows 7. Virtual Box is free. Virtual Box is supposed to be better than Microsoft Virtual PC. I am using the wrong operating system, because Cent OS won't see my Windows partition files. I should be using Scientific linux Fermi instead. My Fermi 6.2 hasn't come in the mail.

```
yum install ntfs-3g
```

or if you prefer to leave EPEL disabled by default

```
yum --enablerepo epel install ntfs-3g
```

You may also want to

```
yum install ntfsprogs ntfsprogs-gnomevfs
```

X

IFRAME: <http://www.youtube.com/embed/1q8BKsmnekQ?fs=1>

X

IFRAME: <http://archive.org/embed/MyCentOsRunningLinuxMint13>

US Airforce Linux Distro (like Fermi Linux) (2012-07-04 09:52)

nother good distribution is Lightweight Portable Security, or LPS for short. This distribution is maintained by the US Air Force, and is as far as I know the only distribution coming from the American government (or in this case, military). It's not uncommon for countries to produce their own Linux distributions, as China has Red Flag Linux and Turkey has Pardus.



This distribution is special because it takes a more minimalistic approach. Aside from the usual hardened code, it uses a lightweight desktop environment that resembles Windows XP, and only includes Firefox and a few additional tools. It also has an easy to use “Encryption Wizard” which can aid you in your quest for privacy and security. Since this is a brainchild of the US Air Force, I would trust using it. Like Tails, it runs only in a live environment, and disappears along with any traces as soon as you shut down or reboot.

Why US Gov agencies needs openBSD or FreeBSD in 21st century (2012-07-04 14:27)

Sen. John McCain rarely ceases to boggle the mind. He did it again today, highlighting a provision that he inserted in the defense authorization bill requiring U.S. Cyber Command “to provide a strategy for the development and deploy-

ment of offensive cyber capabilities.”

“I am very concerned,” he stated, “that our strategy is too reliant on defensive measures in cyber space, and believe we need to develop the capability to go on the offense as well ... I believe that cyber warfare will be the key battlefield of the 21st century, and I am concerned about our ability to fight and win in this new domain.”

Two strange things stick out in this statement—which, by the way, was not an off-the-cuff remark but a formal appendage to a report on the defense authorization bill by the Senate Armed Services Committee, where McCain is the top-ranking Republican.

First, where has McCain been for the last week or so? Newspapers and cable shows have been screaming with reports of President Obama’s cyber campaign to wreak havoc on Iran’s nuclear program. A new book, *Confront and Conceal*, by New York Times reporter David Sanger, reveals that the campaign is code-named “Olympic Games” and that it’s been going on for quite a while. That is to say, we have “offensive cybercapabilities” in spades. Since the establishment of U.S. Cyber Command, in 2009, the generals in charge have sought offensive capabilities explicitly.

Second, what does McCain mean by “our ability to fight and win in this new domain” of cyberwarfare? Does he have any idea what he’s talking about? Here, McCain is not alone in his vagueness; this is something that very few higher-ups seem as yet to have grasped.

McCain may be overstating matters in calling cyberspace “the key battlefield of the 21st century,” but it’s no exaggeration to view Obama’s cyber campaign against Iran—which has aimed to disrupt the country’s uranium-enrichment program through logic bombs, viruses, and other manipulations of its computer networks—as crossing a new threshold in modern warfare.

According to Sanger’s account, Obama was well aware he was treading new ground when he made his first breach, obtaining assurances from his commanders that the cyberassault on the centrifuges would have no effect on nearby hospitals or other civilian enterprises. This is good to know. It’s reminiscent of nuclear war games in the late 1950s and early ’60s, when the players tried to limit the attacks and retaliations so that the bombs and warheads landed only on military targets, not on population centers.

There are differences, of course. For one, nukes would have killed millions of people, no matter how “limited” the attack, whereas logic bombs at worst destroy enterprises (which, depending on the enterprise, can indirectly kill lots of people, but still, there’s a big difference). For another (and this is an astonishing thing), for the first decade of the nuclear age, the people in charge—from the White House to the Pentagon to the Strategic Air Command on down—had no interest in limiting the damage. As late as 1960, this was the official U.S. war plan: If the Soviets launched an attack on Western Europe or some other part of the Free World, even if they did so only with conventional armies, even if they didn’t fire a single atomic weapon, the United States was to unleash its entire arsenal of nuclear weapons against every target—civilian and military—in the Soviet Union, Eastern Europe, and China. This amounted to 3,423 nuclear bombs and warheads, totaling 7,847 megatons (or 7.8 billion tons) of explosive power, against 654 targets (a mix of military bases and urban-industrial factories), killing an estimated 285 million people and injuring 40 million more in the Soviet Union alone. (These numbers come from official documents that I got declassified while researching my 1983 book, *The Wizards of Armageddon*.)

This was the deadly math of what President Dwight Eisenhower called “massive retaliation.” In the late ’50s, a group of defense analysts, many of them at the RAND Corp., thought about ways to reduce the likelihood of nuclear war—specifically, to make a nuclear attack less tempting for the enemy to contemplate—and to limit the damage of such a war if it erupted anyway. When President John F. Kennedy took office in 1961, his secretary of defense, Robert McNamara, filled key positions with some of these RAND analysts—the “whiz kids,” as they came to be called—and translated their ideas into policy.

Some results: burying ICBMs in underground, blast-resistant silos, to make them less vulnerable to attack (thus making a nuclear first-strike less tempting in the minds of enemies); changing the war plan, to give the president a variety of options (for instance, enabling him to hit only the other side’s missiles and airbases, while avoiding its cities); and, later on in the decade, creating U.S.-Soviet forums where “confidence-building measures” and “rules-of-the-road” could be discussed (thus relaxing a broad spectrum of suspicions).

Cyberwar is very different from nuclear war: less destructive but also less tangible. Yet they’re similar in one important way: It is illusory to talk about “winning” either.

And this is where McCain’s vague talk of fighting and winning in the cyber domain gets a bit loopy. It’s not unlike the

talk, common among Air Force generals in the 1950s and '60s (and a few hyperactive civilian defense intellectuals in the Reagan era of the '80s), of fighting and winning a nuclear war. (Think Gen. Buck Turgidson in *Dr. Strangelove*: "I'm not saying we won't get our hair mussed, but 10 to 20 million [dead] tops!")

The problem with the two wars is the same: We don't have a monopoly of the weapons. At least by the early 1960s, if the United States had attacked the Soviet Union with nukes, the Soviets would have had enough nukes left over to strike back, if not precisely "in kind," then with a degree of damage that any sane person would deem unacceptable. This was the heart of nuclear deterrence: You kill me, I kill you; therefore, you won't kill me.

Actually, the situation for us is worse with cyberwarfare. Because our social and economic structures are far more dependent on computer networks than those in any other country, a major cyberattack would do far more damage to us. Therefore, the situation in the cyber domain is more like this: We hurt you; you cripple us. That being the case, an offensive cyber strategy amounts to a suicidal trap.

Two years ago, Richard Clarke, the former White House counter-terrorism chief, wrote a book called *Cyber War* that dealt precisely with these dilemmas. At the time, I wrote that it "may be the most important book about national-security policy in the last several years," and I'd say it again, more forcefully, today.

Clarke meant the book, explicitly, as an attempt to apply the classic principles of nuclear deterrence—as laid out in such works as Bernard Brodie's *The Absolute Weapon*, Albert Wohlstetter's famous *Foreign Affairs* article "The Delicate Balance of Terror," Thomas Schelling's *The Strategy of Conflict*, Herman Kahn's *On Thermonuclear War*, and William Kaufmann's "Counterforce" briefings—to the impending cyber era.

His worry wasn't (and isn't) that the Chinese (or whoever) will one day, all of a sudden, set off the "logic bombs" that they've embedded throughout our computer-dependent power grids and financial networks—any more than the more sophisticated strategists of the 1950s and '60s thought the Russians might, out of the blue, launch a nuclear first strike.

Rather, the issue is how foes might leverage their cyberwar assets to an advantage in a crisis—and what the United States needs to do, ahead of time, to nullify that advantage. For instance, let's say China puts a move on Taiwan or the South China Sea—and threatens to trigger a power blackout in every American city if we interfere. In this sort of crisis, threatening to "retaliate in kind"—that is, to unleash John McCain's "offensive capabilities"—would have little effect. What we need, Clarke wrote in his book, is "a credible defense," which would cast doubt in the minds of potential attackers that their cyberattack would knock us out or paralyze the president with fear.

Clarke devised some modest proposals: for instance, requiring the largest Internet service providers to monitor traffic for logic bombs and tightening access to the power grid. Those seemed like no-brainers. Other, more ambitious ideas: negotiating a no-first-use agreement on cyberattacks; extending the Geneva Accords to ban attacks on purely civilian targets, such as power grids; establishing an international forum outlawing certain kinds of cyberattacks and requiring "obligations to assist" in finding and punishing those who had violated the code.

For the moment, none of this matters: Iran doesn't have the cyberware to retaliate against "Olympic Games." But it might someday, and meanwhile other nations do, as many as 20 of them according to Clarke, including potential foes that some future president might feel tempted to target with a cyber assault. Then these kinds of issues will matter, and it would be good to have thought them through and prepared.

According to Sanger's book, Obama did think through some of these issues, attempted to limit the damage—not just for humanitarian reasons, but also to set a pattern, to send a signal, that if warfare is to start creeping across the other side of the cyber line, there should be limits. The targets should be strictly military and very precise, and here are some ways—he was showing everyone by his actions—to keep things limited.

There was no putting Einstein's genie back in the bottle, and there's no putting back the cyber genie, either. But the early nuclear strategists had ideas on controlling this genie, ideas that have relevance for the new one, too—except for one thing: nearly everything about the cyber genie is very highly classified. Everything was classified about the nuclear game, too, and the RAND strategists all had top-secret security clearances. But back in the late 1950s, if you were into nuclear strategy, there weren't many job options that didn't carry a security clearance. Now, though, the people who might have the most creative ideas on cybersecurity are making very big money in the commercial wings of the computer business. The best ideas aren't going to come from large defense corporations; they're going to come from a smattering of 25-year-old geeks fresh out of MIT or CalTech. The government has to draw their minds in, and the only way to do that is to ease up on the security regulations. Obviously, operational details have to be kept secret,

but the ideas need to flow freely. Cyber Command needs to open up.

Here's another area where John McCain is missing the point. He's recently been pushing for hearings to investigate the leaking of Operation "Olympic Games" to David Sanger. It would be more useful—for McCain's expressed goals—to hold hearings on how to lure the next Gates, Jobs, and Zuckerberg not just to expand the world of cyberspace but to help keep it secure.

Christmas list (2012-07-05 16:55)

Howdy everybody, I'm posting my Christmas list early. I'm not getting all of this, but it makes a nice list.

1. Nintendo Wii U



This is self explanatory. The most popular videogame console was the Wii at one point.

2. Super Mario Bros. U



3. Sennheiser HD 558



Audiophile-grade high performance headphones

Twist and lock single-sided cable eliminates tangles and simplifies exchanges

Gold plated 1/4" plug with 1/8" adapter

Highly optimized field strengthened neodymium ferrous magnet system

Internal Sound Reflector immerses the listener in rich audio

Twist and lock single sided cable eliminates tangles and simplifies exchanges

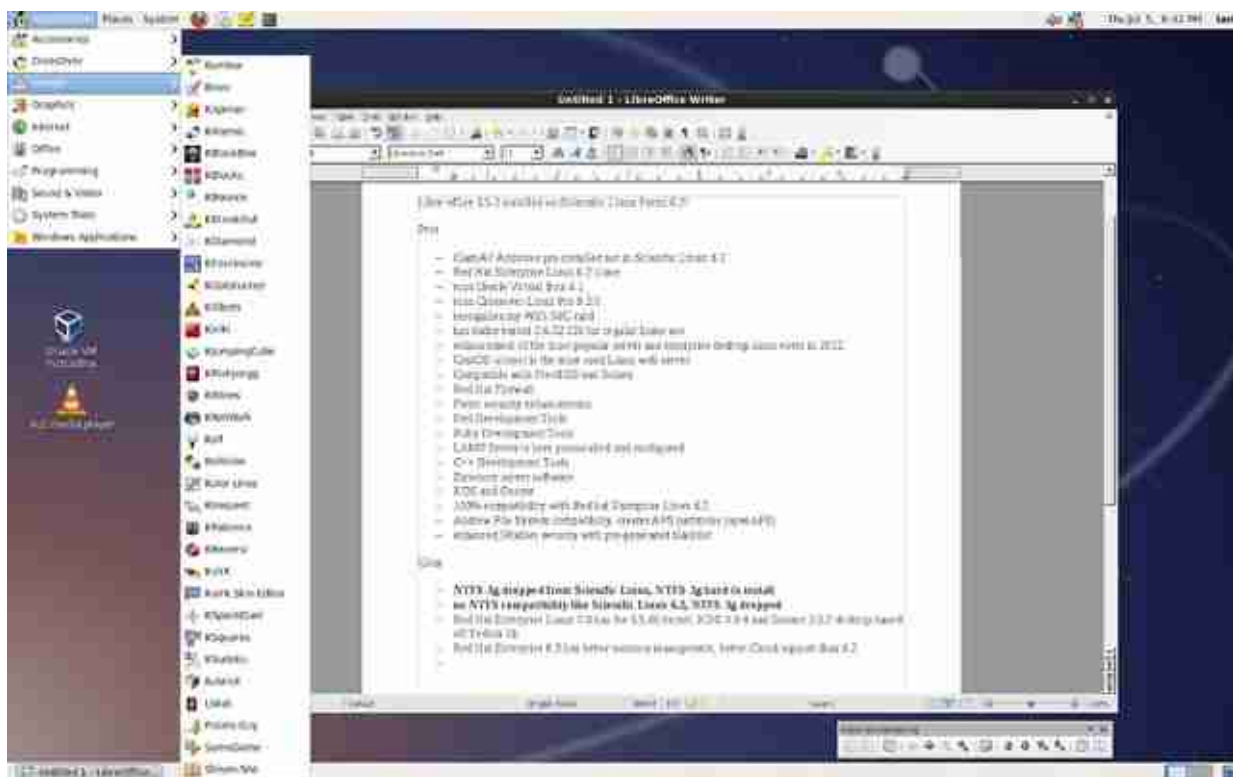
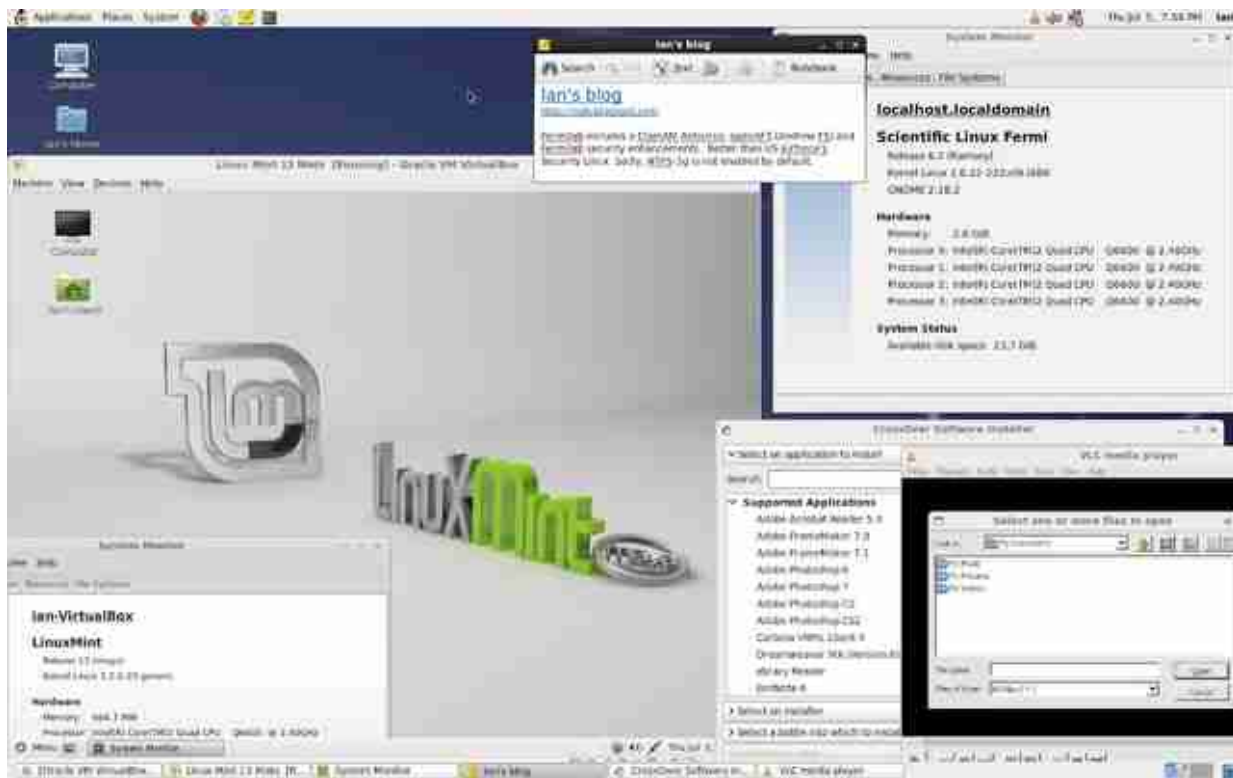
Right now, I have a single pair of Sennheiser HD 545

4. Canon EOS Rebel T3 12.2 MP



12.2MP APS-C CMOS Sensor, 18-55 EF-S Lens NOT Included (Taken out of the Box)
SD/SDHC/SDXC Memory Card Slot, DIGIC 4 Imaging Processor
2.7" Clear View LCD, 720p HD Movie Mode
100-6400 ISO, Compatible with Canon EF and EF-S Lenses
63 Zone Dual-Layer System / 9 Point AF, 3 fps Continuous Shooting
Nice Digic 4 SLR camera. The Rebel XSi I use is very nice.

My Fermi Linux 6.2 running Virtual Box (2012-07-05 20:12)



Pretty stable OS. Runs everything that Cent OS would thus far. It's Cent OS with professional security enhancements customized by wise CERN employees.

oakleyses (2014-10-23 17:45:44)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

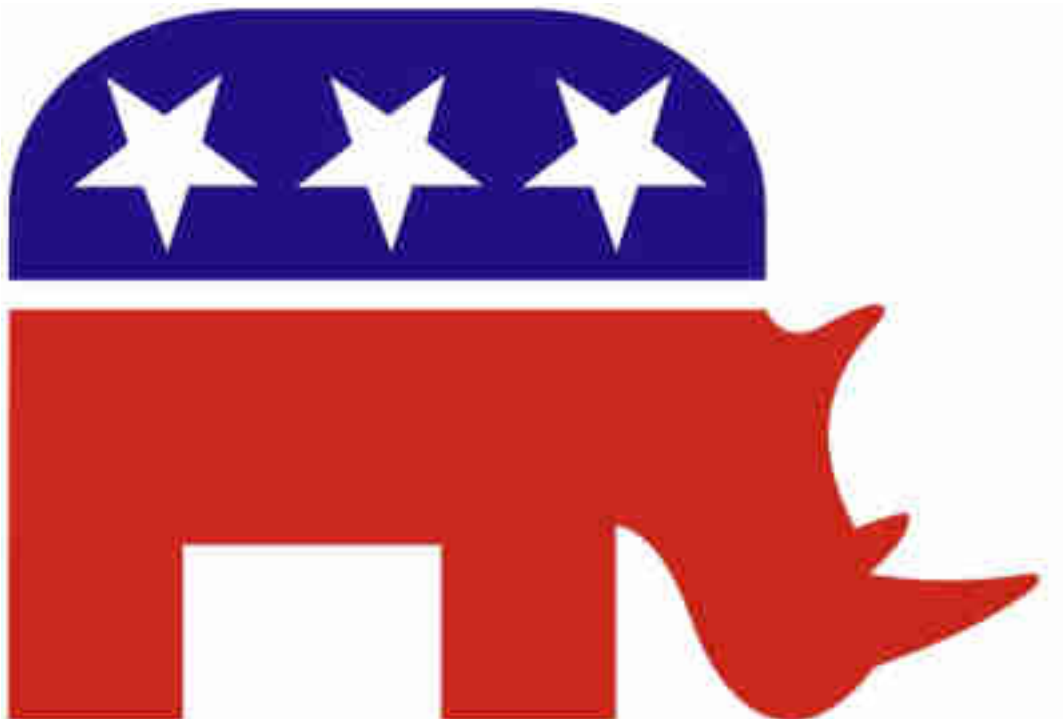
oakleyses (2014-10-23 17:48:15)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:20)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

RINOs are obese unicorns (2012-07-11 20:42)



1. Sen. Lincoln Chafee (R.I.)

Once approached by Democratic Leader Harry Reid to switch parties, Chafee has long supported liberal policies. He backs legal abortion, gay rights, federal-funded health care, strict environmental protections and a higher minimum wage. Opposes ANWR drilling. Also was the only Republican in Congress not to endorse the President's reelection and one of three who tried to gut Bush's tax cuts.

2. Sen. Olympia Snowe (Maine)

A self-described "centrist," Snowe scored a 100 % pro-choice voting record as scored by NARAL and consistently votes with Democrats on social issues.

3. Sen. Arlen Specter (Pa.)

"Snarlin' Arlen" warned Bush not to nominate judges who might overturn Roe v. Wade, joined Chafee reducing tax cuts and supported Democrats on the Comprehensive Test Ban Treaty, HMO and overtime regulation. Also opposed school choice in Washington, D.C.

4. Sen. Susan Collins (Maine)

Voted with liberals on the 1999 tax cut, campaign finance reform and the partial-birth abortion ban. Also advocated "pay-as-you-go" tax cuts with spending increases in 2004, leading to a budget never agreed upon between the House and Senate.

5. Rep. Christopher Shays (Conn.)

He led the House fight for McCain-Feingold campaign finance "reform." He's also prone to back environmental causes, gun control and abortion rights. He had no GOP challenger in 2004, but narrowly escaped defeat, 52 % to 48 %, by a Democratic opponent in the general election.

6. Gov. George Pataki (N.Y.)

Helped unions raise pay and unionize Indian casinos. Has said, "I believe in a limited government, low taxes, a tough approach to crime. ... But I also believe in an activist government. I'm not one of those laissez-faire types."

7. Rep. Sherwood Boehlert (N.Y.)

Over the course of his 23-year career, he's gained considerable power (chairman of the Science Committee), despite amassing one of the most liberal voting records of any House Republican. Fought back conservative challengers in 2000 and 2002 and could face a GOP challenge in '06.

8. Gov. Mitt Romney (Mass.)

Has said, "I believe that abortion should be safe and legal in this country." Supports civil unions and stringent gun laws. After visiting Houston, he criticized the city's aesthetics, saying, "This is what happens when you don't have zoning."

9. Rep. Michael Castle (Del.)

As president of the moderate Republican Main Street Partnership and key player in the so-called Tuesday Group lunches, he is a ring-leader of RINOs. He's teamed with Democrats to make federal funding of embryonic stem cell research one of his top priorities.

10. Rep. Jim Leach (Iowa)

One of only six House Republicans to vote against the Iraq War resolution in 2002, he was also the only Republican to vote against President Bush's 2003 tax cuts. His support for environmental causes and abortion rights has won him liberal fans.

Top 100 anime list (2012 edition (2012-07-12 02:22))

1 Cowboy Bebop 9 1998

2 Fullmetal Alchemist 8.7 2003

3 Fullmetal Alchemist Brotherhood 8.9 2009

4 Mushi-Shi 8.5 2005

5 Ghost in the Shell: Stand Alone Complex 8.5 2002

6 Last Exile 8 2003

- 7 Haibane renmei 8.3 2002
- 8 KidÅ´ Senshi Gundam Unicorn 7.6 2010
- 9 FLCL 8.5 2000
- 10 Gungrave 8.2 2003
- 11 Guardian of the Sacred Spirit 8.4 2007
- 12 RahXephon 7.5 2002
- 13 Code Geass: Lelouch of the Rebellion 8.7 2006
- 14 Code Geass: Lelouch of the Rebellion R2 8.7 2008
- 15 KÅ´kyÅ´ shihen Eureka Seibun 8.2 2005
- 16 Serial Experiments: Lain 8.3 1998
- 17 Kino's Journey 8.4 2003
- 18 Van Helsing 5.9 2004
- 19 Erufen rÅ®to 8.3 2004
- 20 Mobile Suit Gundam 00 8.1 2007
- 21 Noein: MÅ´ hitori no kimi he 7.8 2005
- 22 Full Metal Panic! The Second Raid 8 2005
- 23 Angel Beats! 8 2010
- 24 Full Metal Panic! 7.9 2002
- 25 Clannad: After Story 8.5 2008
- 26 Mobile Suit Gundam Wing 8.3 2000
- 27 Clannad 8.3 2007
- 28 Monster 7.3 2003
- 29 Evangelion: 1.0: You Are (Not) Alone 7.8 2007
- 30 Evangelion: 2.0 You Can (Not) Advance 8.1 2009
- 31 Mugen no rivaia 7.3 1999
- 32 Cowboy Bebop: The Movie 7.9 2001
- 33 Mobile Suit Gundam Seed 7.7 2002
- 34 Eden of the East 7.9 2009
- 35 Akira 8.1 1988
- 36 Spirited Away 8.6 2001
- 37 Castle in the Sky 8.1 1986
- 38 Highschool of the Dead 7.7 2010
- 39 Macross Plus 7.7 1994
- 40 Death Note 9 2006
- 41 Ef: A Tale of Memories. 7.6 2007
- 42 Ef: A Tale of Melodies. 7.5 2008
- 43 Outlaw Star 7.9 1998
- 44 Darker Than Black 8.1 2007
- 45 Kureimoa 8.2 2007
- 46 Spice and Wolf 8 2008
- 47 Fairy Tail 8.4 2009
- 48 KidÅ´ butÅ´den G Gundam 7.6 1994
- 49 Mobile Suit Zeta Gundam 8.1 1985
- 50 KidÅ´ senshi Gundam: Dai 08 MS shÅ´tai 7.6 1996
- 51 Howl's Moving Castle 8.2 2004
- 52 Princess Mononoke 8.5 1997
- 53 Baccano! 8.4 2007
- 54 Berserk 8.8 1997
- 55 Black Lagoon 8.2 2006
- 56 Lupin the 3rd 8.1 1977

- 57 One Piece 8.8 1999
- 58 Paranoia Agent 8.2 2004
- 59 Ah! My Goddess 7.7 2005
- 60 Escaflowne 8.2 1996
- 61 Fruits Basket 8.2 2001
- 62 Full Metal Panic? Fumoffu 8.3 2003
- 63 GTO: Great Teacher Onizuka 8.6 1998
- 64 Ghost Hunt 7.7 2006
- 65 Gunslinger Girl 7.7 2003 66 N.H.K ni yÅ´koso! 8.4 2006
- 67 Paradise Kiss 6.7 2011
- 68 Persona 4: The Animation 7.9 2011
- 69 Phantom: Requiem for the Phantom 7.9 2009
- 70 Steins;Gate 8.5 2011
- 71 Samurai Champloo 8.6 2004
- 72 Samurai 7 7.8 2004
- 73 Bakemonogatari 8.1 2009
- 74 Black Butler 8.1 2008
- 75 Blood+ 7.8 2005
- 76 Ergo Proxy 8.1 2006
- 77 Gintama 8.4 2006
- 78 Hellsing Ultimate 8.6 2006
- 79 Mononoke 8.2 2007
- 80 Neon Genesis Evangelion 8.6 1995
- 81 Ghost Hound 7.6 2007
- 82 K-On! 7.8 2009
- 83 Kurenai 7.5 2008
- 84 My Neighbor Totoro 8.3 1988
- 85 Ninja Scroll 7.9 1993
- 86 Ouran High School Host Club 8.4 2006
- 87 Pafekuto Buru 7.8 1997
- 88 Excel Saga 7.7 1999
- 89 The Slayers 7.8 1995
- 90 Afro Samurai 7.8 2007
- 91 Ghost in the Shell: Solid State Society 7.9 2006
- 92 Millennium Actress 7.9 2001
- 93 The Melancholy of Haruhi Suzumiya 8.1 2006
- 94 The Twelve Kingdoms 8.2 2002
- 95 Wolf's Rain 8.1 2003
- 96 When They Cry 8.3 2006
- 97 Tengen toppa gurren lagann 8.4 2007
- 98 Trigun 8.5 1998
- 99 The Disappearance of Haruhi Suzumiya 8.1 2010
- 100 The Girl Who Leapt Through Time 7.9 2006

Is Canada the world's next superpower? (2012-07-16 16:01)

Since Iceland's financial collapse in 2008, the country has debated whether it should stick with the krona or adopt the currency of another country.

The obvious choice seems to be for Iceland to submit to, say, oil-rich Norway or maybe even join the EU and adopt the euro.

But another currency has entered the debate. And it's a little "loonie."

That's right: Iceland might adopt the Canadian dollar as its official currency.

There are precedents, of course – El Salvador and Ecuador have both adopted the U.S. dollar in the past – and, on paper, the decision seems to make sense for both Canada and Iceland. Iceland would have a currency overseen by a very strong central bank. Canada would get even more influence in the Arctic region. And it would probably increase foreign trade for both countries.

And Canada might be into it.

On Friday, Alan Bones, Canada's ambassador to Iceland, said, "What we know about the nature of the final agreement depends very much on the expectations of both countries. But in a straightforward unilateral adopt of the Canadian dollar by Iceland, where it's clear there's no input into monetary policy, then we'd be certainly open to discussing the issue."

So, should the U.S. be worried? Is Canada really a rising imperial superpower?

We took a closer look at our neighbor to the north, and this is what we found: Canada has the 10th-largest economy in the world. Its unemployment rate is 7.6 %, compared with our 8.3. Canada has a Triple-A (Eh!) rating. And, after the U.S. delayed the Keystone pipeline, Prime Minister Stephen Harper went to China to discuss redirecting its oil (Canada is the sixth-largest oil-producing nation in the world) to the Pacific coast – where China's ships are waiting. But maybe the worst part: The person who brought this story to my attention is a Canadian. They really are everywhere.

Do you think Canada could really be a world superpower? Should the U.S. be worried that Canada is bailing out other countries? What are your thoughts on the pipeline?

[http://www.godlikeproductions.com/external?http %3A %2F %2Fca.finance.yahoo.com %2Fnews %2Fbest-place-business-canada-154502953.h tml](http://www.godlikeproductions.com/external?http%3A%2F%2Fca.finance.yahoo.com%2Fnews%2Fbest-place-business-canada-154502953.html)

Wii U Pro Classic Controller (2012-07-17 03:15)

Nintendo brilliantly is making a sequel to the classic controller and it will be for Wii U games. It looks like a Dreamcast controller with two analogue sticks on top. This is better than the wand and the packaged controller, because who likes ot look at the screen, anybody? Anything closer to the Dual Shock 2 or Xbox's controller S is a great idea in my opinion.



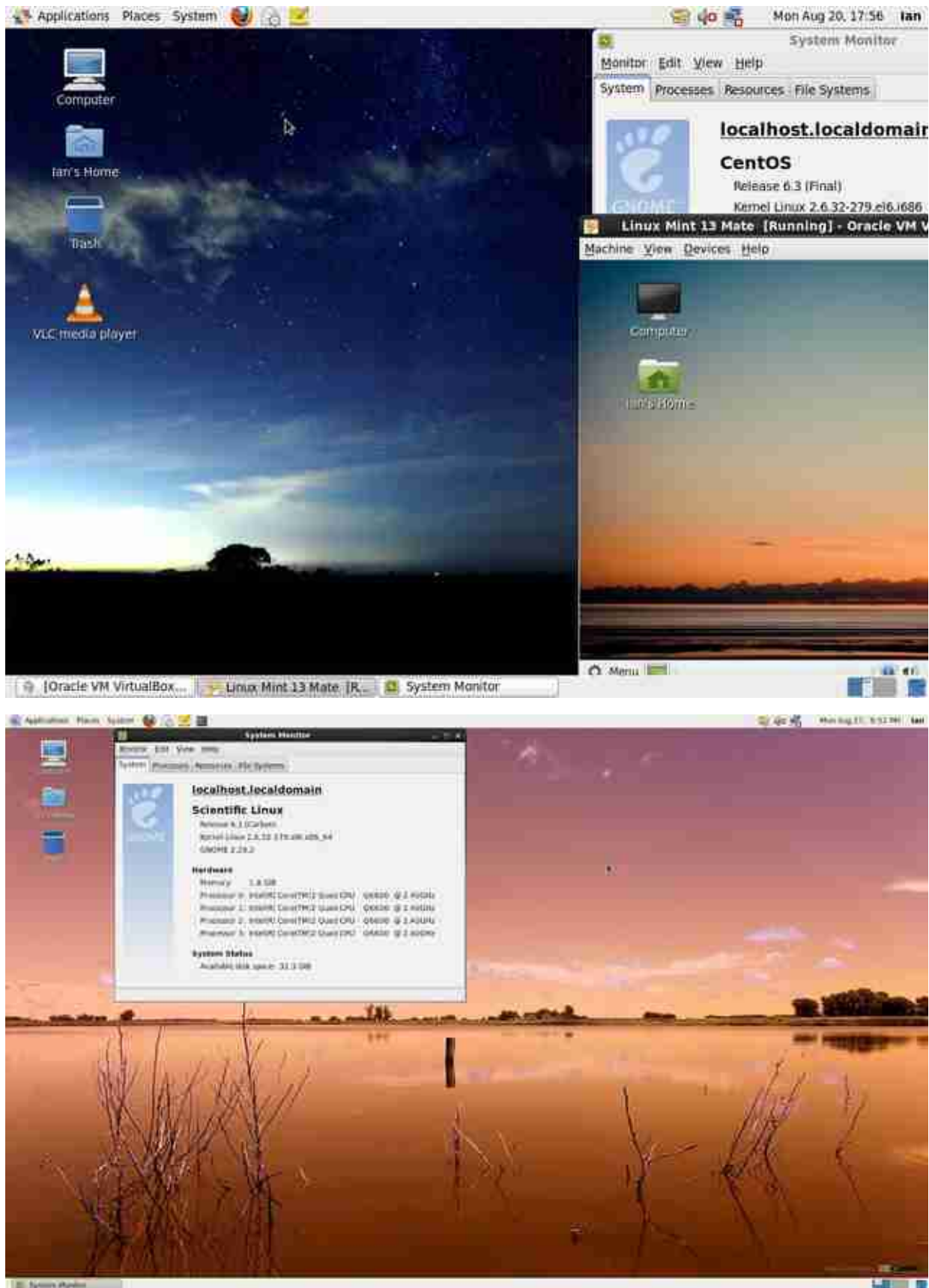
I wonder if there is going to be a Super Mario Galaxy 3, three Legend of Zelda, Call of duty modern warfare, metroid prime 4, Grand eternal darkness 2, Sins and Punishment 3, Radiant Silvergun 2, Chrono Cross 2, Final Fantasy Tactics, Final Fantasy XII-3, Final Fantasy VII-2, Grandia 4, Final Fantasy VIII-2, some Gran Turismo game (N64 had one), .

I own CentOS 6.3 and Scientific Linux 6.3 (2012-07-20 17:07)

>

Scientific Linux 6.3 and Cent OS 6.3 both have 2.6.32.279 kernel. Cent OS is the most popular web server and I own

the latest version. Scientific Linux has enhancements like NTFS-3g, Andrew File System, and more security.



Cent OS 6.3 delivers:

- Significant improvements in resource management and high availability.
- New features aimed at storage and file system performance.
- Identity management functionality.
- Technology integration with VMware and Microsoft environments.

The key benefits for organizations deploying CentOS 6.3 are:

- Greater efficiency via resource management and performance optimization.
- Enhanced business agility through additional security enhancements.
- More flexibility for virtualized and clustered environments.
- officially supports allocating up to 160 processor cores and 2TB of working memory to guest systems; previously, the distribution only supported 64 cores and 512GB of RAM
- support for SR-IOV-capable (Single Root I/O Virtualisation) networking hardware
- evice Mapper, which is used by the Logical Volume Manager, now offers the Thin Provisioning features that were integrated in Linux 3.2
- SCSI target via Fibre Channel over Ethernet (FCoE)
- features that allow RAID levels 4, 5, and 6 to be implemented via the Logical Volume Manager (LVM); to do so, LVM accesses the kernel's software RAID code, which is typically managed via Mdmadm
- graphics drivers in the second release candidate of Linux 3.3
- the RDRAND x86 instruction support

oakleyses (2014-10-23 18:04:02)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:09)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:02)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

SHUMPs VI: Radiant Silvergun and Battle Garegga (2012-07-23 03:43)

I had these off Megaupload (defunct) and they are very well designed Shumps for Sega Saturn, except I play them in the modded Sega Saturn. Sega Saturn has mod chip. These are expensive games, 130 dollars USD. Working Designs was supposed to publish Radiant Silvergun in United States in November 1998. They hadn't. Silhouette Mirage was published by Working Designs in 1998 which was a mistake. Working Designs could of even published Radiant Silvergun in US instead of stupid Magic Knight Rayearth!

Capcom was supposed to publish Battle Garegga for Sega Saturn in 1997. Capcom published 1944 instead. Battle Garegga is a better videogame than Radiant Silvergun, yet this is unknown. This is due to Gunstar Heroes on Sega Genesis, Ikarga on Nintendo Gamecube. Battle Garegga is supposed to be the best space shoot em up for 32-bit consoles.





Top 10

- 1 Dodonpachi 3.538
- 2 Ikaruga 2.692
- 3 Radiant Silvergun 2.551
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- 6 Dodonpachi Daioujou 1.795
- 7 ESPGaluda 1.667
- 8 Armed Police Batrider 1.423
- 8 Mushihimesama 1.423
- 10 Batsugun / Batsugun Special Version 1.103
- 41 Ibara / Ibara Black Label 0.372

oakleyses (2014-10-23 18:03:36)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley

sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:40)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:39)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Fuduntu is still Gnome 2.32-based Linux Distro (2012-07-24 18:11)

I found this Linux distribution that has an idea that it needs to be based on Gnome 2.32.2.1 forever. This distro is called Fuduntu. The advantage of this is you can update all the programs, kernel, x.org, drivers. Gnome 2.32.2 is just reliable, not buggy and PC-BSD Gnome is based on 2.32.2. PC-BSD 10.0 is going to go with MATE 1.x after Gnome 2.32.1.

I would rather go with Scientific Linux 6.3, because the kernel is updated off the best commercial server. SL 6.3 kernel has many kernel 3.3 features anyhow.

I believe Scientific Linux 7.0 should be based off MATE 1.4 or MATE 1.6.

SHMUPs VII: Legit Espgaluda, Mushihimesama, Space Megaforce, UN Squadron (2012-07-26 15:37)

I heard of these six years ago when Radiant Silvergun was still mentioned in Wisconsin. That was 4 years before the Xbox Live version came out. So I got the fourth and fifth best SHMUPs Mushihimesama and Espgaluda. I think it has something to do with CAVE. The sequels were region free on Xbox 360. I had Mushihimesama and Espgaluda on DVDR since 2009 and played them on a modchipped Playstation 2 since 2009.

I have no idea why Ikaruga was published by Atari, but Mushihimesama or Espgaluda never had American publisher like Atari. Beats me.



ESPGaluda has a basic shot for use when tapping the fire button, and a beam shot that slows your movement speed down, but does more damage when the fire button is depressed. Your hit box is small, which allows you to weave in and out of narrow holes in bullet patterns – something that really makes a tough battle even more intense and rewarding. However, in addition to the typical Cave features is a special ability: the ability to slow down bullets with your ESP powers. When in normal mode, you collect gems for killing enemies. These gems are then used up when you switch to the slower bullet mode. While in this mode, any enemy killed will have its bullets turned into points (a way to really boost score) and you will automatically use a bomb if hit. However, if you let your gem supply run out in this mode, the bullets will turn a darker shade of pink, and the speed will be increased beyond that of the normal game.

I also found Space Megaforce, and UN Squadron and bought both for Super NES today. Space Megaforce was \$35 and UN Squadron was \$7. Space Megaforce is the top SNES game somewhere.

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Birthday money Sapphire Radeon HD 6970 2 GB??? (2012-07-30 11:48)

Okay, so I already have a Radeon HD 5970 to fall back on, but I could purchase this graphics video card for birthday. Last birthday, I got \$260 for a Playstation Vita. If I got this card, I could have a DirectX 11 GPU in the Core 2 Quad Q9550 PC, and DirectX 11.1 GPU in the Core i7 980 PC. The advantage of this is that I could upgrade my PC in 2012, get a Canon DSLR camera for Christmas and not worry about a GPU for three years. I could run any Unreal Engine 4 game engine. I could run a Unreal Engine 4 game now. I seems like I am left in the dust as far as PC towers. Towers last a long time, because there are so many case fans and oversized CPU fans in them. I could anyways get a Wii U myself and it would less money than a Radeon HD 6970. Christmas 2013 wouldn't be a good year to buy a GPU, because of Xbox 720 and Playstation 4 launch.

SHMUPs Episode VIII: Eliminate Down (2012-07-30 15:47)

I only knew about this game for a month! I knew about MUSHA for years. I didn't know that Eliminate Down beat MUSHA in score and it's \$50 to \$150 cheaper. I played it on the Caanoo first and it's really fun for a SHMUP. It cost \$75 with case (I never get cases anymore). It's cheaper, because it is a Genesis reproduction. I don't know why MUSHA isn't reproduced???? Sellers price gouge MUSHA



oakleyses (2014-10-23 18:04:42)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:45)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

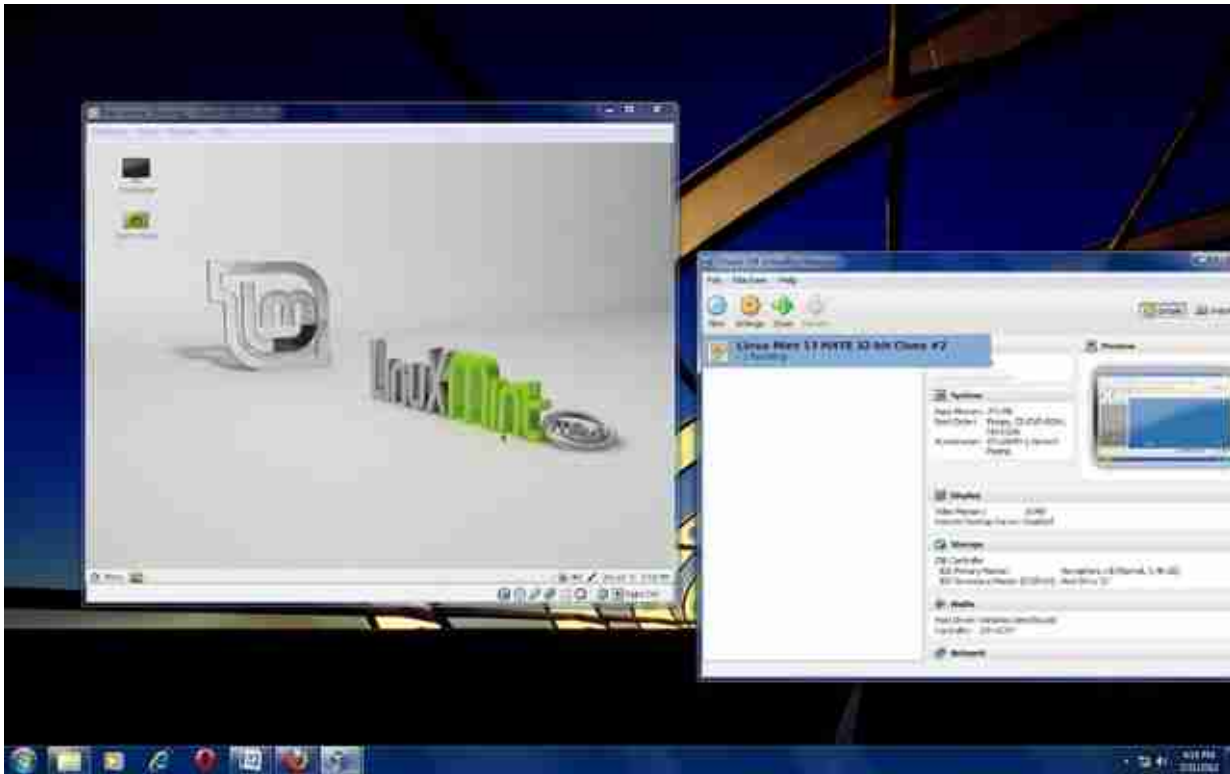
oakleyses (2014-10-23 18:05:41)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

14.8 August

Cheating Linux installs (2012-08-01 19:03)

, b



Installing Linux or PC-BSD without any drama of partitioning. 90 MB to save your ass (my audience). I never had this luxury in 2003. All you need to remember is giving it 5 GB of HDD space. Also **installs Mac OS X** on Windows 7!
<https://www.virtualbox.org/>

Free MPEG H encoder / decoder. (2012-08-02 18:37)

I found a MPEG H encoder and Decoder (HEVC/H265)

VFW version

Current Website

I remember first using its predecessor in 2006. My first encode was Tom Cruise's War of the Worlds in 2006. It dumps to a AVI file.

Download: **ffmpeg with x265 Enc & Dec 201206-preview2(Compible to HM-7.1)**

Uploaded by: chenm003@gmail.com

Released: 2012

Uploaded: Jul 14, 2012

Downloads: 157

Type: Executable

OpSys: Windows

File: [x265-bin-ffmpeg-201206-preview2.zip](#) 4.8 MB

Description: ffmpeg with libx265 Encoder and HM-7.1 Decoder.
It maybe have many bugs, but it is enough for me.

SHA1 Checksum: 55f3383490faca7136a2fee54c6b8409582626e6 [What's this?](#)



SHMUPs IX: Bought Battle Garegga 3: Ibara today (2012-08-04 15:40)

I bought the most expensive Playstation 2 SHMUP available, Ibara. It got a nice score of 9.5 and I can play it in my Modchipped PS2. It was \$150 and no region free Xbox 360 port! Shame on Cave for not making this beautiful game region free. Battle Garegga 2 was a the arcade only game Battle Bakraid in 1999.



ans of cult developer Raizing could only lament the end of an era in the year 2000, when the team was folded into sister company 8ing and ceased producing its own games. Some time down the line, though, former rival Cave decided to bring Raizing bigwig Shinobu Yagawa on board for a new shooter, and Ibara (“rose”, “thorn”, or “briar”) was the result of this once-unlikely partnership. As might be expected, in many ways this isn’t really a “Cave game”; it’s best-described as a spiritual sequel to Raizing’s iconic Battle Garegga. Once again the main keys to scoring (and, by extension, survival) are expending your bombs (which you must “build” by collecting shards) on specific score-rich targets, dismantling (and greatly angering) the bosses, and weaving through enemy fire to snatch falling medals. The game’s “rank” level, which bumps up the challenge, tends to increase quickly, and the only way to knock it back down a peg is to die, so you’d better keep racking up those points (and resulting extra lives) if you want to last very long. What videogames should i buy, taking suggestions.

I pirated this game 14 months ago for modchipped PS2.



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installed Opensuse 12.2 RC2, waiting for 12.2 RTM (2012-08-06 08:25)

I got openSUSE 12.2 at college, and split them up in 200 MB 7z archives for my thumb drive. It comes with KDE 4.8.2, Gnome 3.4.1 XFCE 4.9 and kernel 3.4.6-1. I've only installed 3.3 on my laptop(s).

KDE 4.8 is a little less buggy than KDE 4.7.2 in openSuse 12.1. KDE applications released today include Dolphin with its new display engine, new Kate features and improvements, Gwenview with functional and visual improvements. KSecretService is a new framework for sharing saved passwords and other credentials between a wider range of applications. KDE Telepathy —the new real-time communication and collaboration framework for KDE Workspaces with Speex VoIP for other Linux users. Why not use Google talk instead? Google Talk would get integrated with Google+. There is no "KDE+". Plasma Components offer an efficient, elegant and powerful set of widgets, which integrate well with the underlying platform. Combined with Plasma's visual and data integration components, application development has never been easier, more fun and powerful. Plasma Components automatically adapt to the device they are used on, making it easy to share code between Desktop and mobile and touch-based applications and allowing deployment and usability on a wider range of target devices.



KDE 4.8.2

Unfortunately, OpenSuse 12.2 didn't go with MATE 1.2, an enhancement of Gnome 2 nor did it go with Cinnamon 1.4, enhancement of Gnome 3.x. Gnome 3.4.x new feature is the Network password dialogs, including those for VPN passwords, present in Gnome 2.x. Our built in screen recorder now produces smoother videos while also using less system resources. To use it, simply press Control+Shift+Alt+R using Ogg Theora.

Gnome 3.4 has improved network panel layout, which now allows you to forget the configuration of individual networks. A better looking power panel, which includes a redesigned status section. Greatly enhanced Wacom graphics tablet support, including calibration and button mapping, as well as the new ability to configure multiple tablets. Easier navigation thanks to the renaming of some panels and an updated 'All Settings' button. This provides a really nice way to do video calling (Ogg Theora) , and it is fully integrated into GNOME 3. System Monitor has received Control Groups support.

Kernel 3.4 has graphics support for the GeForce GTX 680 and Radeon HD 68xx. Xen Hypervisor to adjust the processor speed or send the CPU into a short-term sleep state when using Linux 3.4 on the Dom0. The MD software RAID code can now resize RAID 10 arrays in such a way that, for example, extra space in component devices can be used after the underlying disks have been exchanged for larger ones. As usual, there are a number of improvements to the drivers and infrastructure for DVB hardware, including support for the KWorld PC150-U ATSC hybrid tuner card, as well as for the AzureWave 6007 and related USB 2.0 DVB-T/C hardware. A new Realtek RTL2831U driver for DVB-T hardware has also been added. The Brcmfmac Broadcom WLAN driver now works with the Bcm43235/6/8 USB chips, while the rt2x00 Ralink driver, starting with 3.4, supports the RT5372 WLAN chipset. The rtl8187 driver, responsible for the Realtek chip with the same name, now provides ad hoc support. OpenSuse 12.2 also provides basic support for ACPI 5.0. The Ext4 code gained a new mechanism for resizing Ext4 filesystems. The new mechanism needs only 3.5 seconds to resize a 20 GB drive to 230 GB. The MD code responsible for software RAIDs gained functions (for example 1, 2) to copy data currently on one storage device to another so that the first can later be removed. This "hot replace" reduces the danger of losing data when changing disks that are part of the RAID, since it avoids the rebuild (which creates a new version of the redundant data on the new data volume) that has previously been necessary for such an exchange. A rebuild is not without its risks, since the data has to be read from the remaining data volumes, which could have developed corrupt areas; in addition, except for a RAID 6, there is no redundancy during a rebuild. The kernel is able to perform a "hot replace" for RAID levels 1, 4, 5, 6, and 10. The DRM/KMS driver for Intel GPUs will enable the very efficient and Intel-specific RC6 graphics power-saving feature by default. The kernel developers have extended the TCP stack of Linux 3.2 to provide "Proportional Rate Reduction" (PRR) support. The Ext4 filesystem now supports big

allocation blocks. The technique, known as bigalloc, bundles the 4K blocks used to store data into clusters of up to 1 MB. This reduces administrative overhead when saving large files and should significantly improve performance in some scenarios. With the help of the new CFS bandwidth controller and the control groups (cgroups) infrastructure, it is now possible to cap process group CPU time. One use case of this is to permit cloud operators to ensure that users are not able to consume more CPU resources than they have paid for.

I don't get any FFMPEG decoders or VLC 2.x like Linux Mint 13 which is obviously GPLed. What is wrong with these Linux developers?

PC-BSD 9.1 Isotope Edition.... (2012-08-06 09:49)

Wonders if PC-BSD 9.1 will also have a "Isotope Edition" with KDE, Gnome, XFCE, and LXDE on DVD5.



Developers too lazy to change wallpaper in 9.1

Changes since the previous snapshot:

FreeBSD 9.1-BETA1

KDE 4.8.4

Support for Warden to create Linux Jails (Debian & Gentoo support included)

Fixed a bug with mouse cursor fonts changing over some tray apps

Correct some bugs with mouse not being detected after display wizard

Add new "TrueOS" server option, alongside FreeBSD Vanilla.

Display detected video resolution / driver on confirmation screen

Add new IPv4 / IPv6 validation to address fields

Fix bugs exporting / importing jails via Warden

Add new Hardware Compatibility Check GUI, which is available during install and via Control Panel

Add new Sound Configuration GUI, which lets user select and test different sound devices

Add NVIDIA legacy drivers for cards older than 8-10 years (32bit only)

Added option to "mount/clone" jail snapshots via the Warden

Highlights for the upcoming 9.1-Release:

FreeBSD 9.1

KDE 4.8.4

New system installer! Greatly simplified for desktop and server installs.

New "PC-BSD Server" installation option. Includes command-line utilities like pbi-manager, warden, metapkgmanager and more.

Support for ZFS mirror / raidz(1,2,3) during installation.

Support for SWAP on ZFS, allowing entire disk ZFS installation.

Support for setting additional ZFS data-set options, such as compression, noexec, etc.

Warden jail management integrated into system. Allows creating jails via GUI, adding packages and other administration.

Support for Warden to create Linux Jails

New "Sound Configuration GUI"

New "Hardware compatibility" GUI

First boot setup wizard allows OEM installs to be easily performed.

New Bluetooth pairing tray / GUI utilities.

New AppCafe improvements and preferences

Improvements to wifi utility

Fixed bug causing untranslated strings to show up empty.

Numerous bug-fixes to PC-BSD related utilities

Support for creating PXE boot server for remote desktop and installation.

ZFS beadm support

PC-BSD 9.1 has this pbi system that is a front end for FreeBSD Ports, designed with KDE QT4 C++ and has both base and dependencies. It's counterpart to MAC OS X's dmg files. DMG installer is where pbi came from in the first place.

Wii U will be next generation Sega Saturn Thoughts? (2012-08-07 03:20)

With the Wii U, Nintendo is aiming for the midpoint in order to capture both audiences equally. Sounds like a great strategy, but I've noticed things that may condemn it to the same fate as it's predecessor. Or worse.

Right off the bat, the Wii U does not have the same wow-factor that the Wii had. It's pretty safe to say that families are probably not going to rush out and buy them, unless prompted by their children. Nintendo has instantly lost a huge percentage of that crowd by making the console so iterative yet incompatible. That demographic is largely ruled out, so instead they are forced to turn back to us.

The first thing I thought when I saw that new controller was "How are they going to make that fun?". If the original Wii wasn't covered in so much snake oil and confusion I would have asked the same thing. What could one possibly do with a controller with a tablet interface, a front facing camera, IR sensors, and accelerometers? The answer is, of course, a million and one incredibly shallow things. The examples that Nintendo showed in their press conference were a small sampling of those things. Throwing shurikens, playing board games, assassinating mii's, etc. These are not games, these are applications. 'We' do not want applications, 'We' want games. And without that, what is left of the Wii U? Nothing that I don't already have. Well, except special inventory management in Darksiders 2, but I'll live. When they first showed the original Wii, I was optimistic. "Oh, what excellent technology! Some very creative people will make something very smart that I'll love!". That never happened, and never will. They have trolled the creative depths for years now and come up with nothing better than Wii Sports Resort, all of it ending up on a spectrum between "gimmicky" and "a ps2 game on a bad controller". With the Wii U, this metric has simply changed to "gimmicky" and "a 360 game". It's telling to me that Nintendo usually only has a smattering of it's own technology present in it's own games. It shows that they know traditional games allow for so much more than their tech can provide by itself. So why would 'We' want a U?

'We' don't.

But that is simply my own logic as to why the Wii U is probably going to be useless to you. It's still admittedly a great

big question mark as to what the general adoption rate will be, but I think things like "The Wii U is an 'inbetween' system," and "We still **** hate motion controls" will dissuade many of 'Us'. And as I've shown, the Wii cannot do without us, especially not this time round. If we don't pick up and support the Wii U, third party support will drop like a rock for want of sales and the only ones that will profit in the end will be, once again, Nintendo, garnering sales from two demographics that are at odds with each other.

DoDonPachi Saidaioujou Region Free or US release (2012-08-09 00:21)

The Latest DoDonPachi from Cave is a cross between DoDonPachi Resurrection and DoDonPachi Maximum. Either way, it is playable by US Xbox 360s. Do Don Pachi is a hardcore SHMUP.



Spring 2013 release date.

Unfortunately, Dodonpachi Dai-Ou-Jou is not region free by Rising Star Games of UK for Xbox 360.

I'm glad to say that I bought Dai-Ou-Jou for \$80 for PS2 so I can play it with my Modchip (or PCSX2)



One of the hardest games ever made. It is supposed to be around 8.0 out of 10 (NTSC-UK) or thereabouts.

Top Trance songs (2012-08-11 17:04)

Humate - Love Simulation (Paul van Dyk's Love mix) [1993] [Ibiza trance] It's amazing how little this track loses its loveliness with repeat listens. I've had it for 6 years now, and I still love it just as much as I did when it floored me on the first listen. Even the other top 10 tracks (while still amazing) have diminished in some ways with compulsive listening, but this one remains the shining gem at the top of the trance genre. This perfectly captures the beauty of a tropical sunset on a peaceful deserted island, and to this day never fails to evoke such a scene. The Age of Love - Age of Love (Jam & Spoon's Watch out for Stella mix) [1992] [classic trance] This is often erroneously called the first trance tune of all time, including by me for a very long time. Well, it wasn't. There was no "first trance tune." It seems to have slowly coalesced out of the Belgian new beat, acid house, techno, and euro-house miasma around at the time. You can look for related tracks in each of these early scenes, but none of them are "trance" per se, they clearly fall into their respective styles. And the first artists who actually set out to make "trance" were mimicking a genre that was already defined. So where do you draw the line? You don't. There was no big bang. Also, the so-called "original mix" available pretty much everywhere is almost universally actually the (admittedly superior) Jam & Spoon remix. I finally found the real original mixes, and they're not trance at all - they're inarguably new beat. You can almost hear some trance in there, but it's a seed, at best. That said, this version is a fantastic track, and still one of trance's first. It's beautiful, ethereal, and above all, entrancing. Energy 52 - Cafe Del Mar (Three N' One mix) [1998] [anthem trance/Ibiza trance] The track that defines everything that an Ibiza anthem is, full of all of the excess and bombast of the island: pure dancable joy. The track's central hook is a long, arpeggiated melody looping such that the beginning and end melt together into an endless sphere. It sounds like sped-up 70's minimalism run through a 90's dark trance synth with a sub-tribal feel (it's the beats that do this). I'll admit, the build-up is a little bit cliché by now, but it wasn't

really at the time, and for second-wave trance, it's as creative as it's going to get, and more than compensated by the spot-on anthem. In a not so surprising twist, this was initially written by one of the fathers of modern trance (Cosmic Baby), back in 1993 (they were always better at trance than the bedroom nerds and the corporate pop machine). It has gotten another remix every single year since 93, most of which are picked up by trance jocks and many of which go back on the club charts (the best is undoubtedly 1997's chart-topping Three N' One remix (although some prefer the 1998 Nalin & Kane version, and classic trance addicts will love the original)). Future Sound of London - Papua New Guinea [1991] [ambient trance/classic trance] Released in 1991, this song wasn't even intended to be trance - no one even used the word yet (although there was a fledgling sound growing in the underground house, rave, and techno scenes). It was meant to be ambient breaks, but "Papua New Guinea's" atmosphere was like little other electronic dance released at the time - ethereal, spacy, almost angelic, but still dancefloor-worthy, catchy, and even relaxing. The song instantly became a trance classic once the genre was brought into official existence in 1993, and deservedly so. Like it's predecessor "Age of Love," even today it can be played without sounding the slightest bit dated. {arguable - ambient breaks } Underworld - Born Slippy (NUXX). [1995] [classic trance/hard trance] A melodic trance tune with stream-of-consciousness lyrics that become stranger with each listen, mainly because they never really had any actual internal logic to begin with. The melody is unforgettably catchy, and contains a nice twist in the middle, in which it goes from being a wistful and pretty little ambient trancer, to a hard and abrasive swedish techno stormer, and pulls both off better than just about anything in either genre. Surprisingly, especially with this being, you know, actually good, this was a huge hit in Europe (it went to number 2 on the world chart in 1996-97), and gets at least two new remixes every year, at least one of which always goes back on the club charts (hopefully 2006 will be an exception? Honestly, they're never going to top the original). So, not only is it one of the best, it's also the most popular to still retain credibility. {arguable - melodic techno(?) } Sasha - Xpander [1999] [progressive trance] Perfect progressive trance. A melody that, like the last 2 tracks, is atmospheric, loops on itself, and endlessly contagious, without seeming repetitive. This song is absorbing - the feeling throughout is impossible to describe, since like I said before...dancing about architecture. Just download the track. It's incredible. (Was another mega-European hit. I don't know the details specifically, but it doesn't matter). Nalin & Kane - Beachball [1996] [ibiza trance] Gorgeous, elegant, and never tiring. It's quite possible that I've listened to this track more times than any other, probably my personal favorite. Built out of tribal, yet melodic beats (the "Nalin and Kane sound"), relaxing and inobtrusive vocals, and a slow, subtle build that takes its time to breakdown. When it does breakdown, air strings and seagulls wash and flow around each other as if musically taking flight to a Mediterranean sky over a sunset-golden beach. When the breakdown ends, "Beachball" slowly floats back to earth, before spending the remainder of the track rippling back and forth between the sky and the sand. {arguable - ibiza house } Paragliders - Paraglide [1993] [classic trance] DnTel - (This is) The Dream of Evan and Chan (Superpitcher Kompakt remix) [2002] [minimal trance] This is probably the only trance track ever created with vocals worth listening to. But it doesn't rest on them, just allowing them to sparsely resonant in a minimal nothing, it raises them, gently bringing them to soaring heights with gorgeous melodies that slowly drown out the surreal beauty of the evocative lyrics. Eventually the glistening bells overtake the words entirely, taking the already flying track into the stratosphere. It's the perfect representative of minimal trance. {arguable: tech-house/progressive house/microhouse } Hardfloor - Acperience 1 [1992] [acid trance/classic trance] {arguable - acid } Hybrid - Symphony [1997] [orchestral trance] Wow. Forget Adagio for Strings, forget Protect Your Mind, forget ****ing Airwave, symphonic trance was created and destroyed with this track. Everything trance is supposed to make you feel, and almost everything classical is supposed to do can be found here in this amazing song. Easy to dance to, creative beats (break-trance, so they actually put some thought into them), more melodies than you can possibly count, and all this without sounding crowded or overstuffed; all of it original. They even did it without overusing the breakdown. Fantastic, it completely lives up to its title. Aphex Twin - Didgeridoo [1992] [acid trance] This track is simultaneously hard, twisted and beautiful, which is something I would have considered a nearly impossible feat until I heard this, and despite being over 15 years old, it still sounds innovative and fresh today. Built on a foundation of Basic Channel-esque foggy acid lines, Didgeridoo manages to build and break like trance, while meandering and wandering like ambient and relentlessly pounding and squiggling like acid techno without sounding forced or mashed together. A didgeridoo sets the bassline resulting in a simultaneously relaxing, funky and dark atmosphere. It can sound like a trance anthem, a techno monster, or an ambient chilldown depending on how you listen, and it's all of those together and more, and it grows greater with each listen. Didgeridoo is undoubtedly one of the greatest trance tracks of all time. Whether

or not it's in the genre of "trance" per se is questionable (though a connecting thread is certainly there), but in the most elastic sense of entrancing dance music, it comes out pretty close to the top. {arguable - ambient acid techno(?) } Orbital - Halcyon On & On [1993] [ambient trance] {arguable - ambient techno } Chicane - Offshore [1996] [ibiza trance] {arguable - ambient house/ibiza house } Banco De Gaia - Heliopolis [1993] [classic trance/acid trance] Choice - Acid Eiffel [acid trance] {arguable - acid techno } Ame - Rej [2005] [minimal trance/neo-trance] {arguable - "minimal" } L.S.G. - Netherworld [1997] [progressive trance] Balil - Parasight [1993] [classic trance/acid trance] Salt Tank - Eugina [1996] [ibiza trance] The PQM - You Are Sleeping (Luke Chable Vocal mix) [2004] [progressive trance/deep trance] {arguable - progressive house } LSG - Hearts [1994] [classic trance/acid trance] Dance 2 Trance - We Came in Peace [1990] [classic trance] Another contender for first trance song ever created. Whether this track came first, or Age of Love is questionable, but the quality of this little masterpiece is indisputable. Almost like minimal goa, mixed with James Holden-esque progressive (but of course, it predates all of that). It's reminiscent of being on the moon, or on the surface of an alien world: exactly the way trance should sound. Underworld - Dark Train [1994] [classic trance] Infected Mushroom - Mush Mushi [goa trance/psytrance] Gabriel Ananda - Ihre Persönliche Glücksmelodie [2005] [minimal trance/neo-trance] Paul Van Dyk - For an Angel [1994] [epic trance] Metal Master - Spectrum [1992] [classic trance] Push - Strange World [2001] [anthem trance] Humate & Rabbit In The Moon - East (Opium Den Mix) [1995] [classic trance/acid trance] The MFA - The Difference it Makes [2004] [minimal trance/neo-trance] {arguable - progressive house } Cybernaut - Hydroponix [1997] [goa trance/psytrance] Datura - Yerba Del Diablo [1992] [classic trance/acid trance] {I find it's a lot like psytrance/goa trance, but this isn't a bad thing. } Three Drives - Greece 2000 [1997] [progressive trance/anthem trance] PHD - Summer Storm (Leisure Lounge Edit) [1994] [classic trance/acid trance] Jam and Spoon - Stella [1992] [ibiza trance] Hallucinogen - LSD [1994] [psytrance/goa trance] Commander Tom - Are Am Eye? [1995] [classic trance/dark trance(?)] {arguable - rave } Phobia - Phobia (DJ Hell mix) [1991/2007] [classic trance/acid trance] What actually makes the DJ Hell 2007 mix different from the 1991 original is pretty minimal (ha. ha. no.), but it seems to do the trick, elevating what was already a trance classic into the neo-trance masterpiece it was always meant to be. Really though, everything that made the track so incredible to begin with is there, and everything added on could have been created back in 1991. But it rounds it out perfectly. It's rather dark trance. The anchoring melody is simply a two note depth charge interspersed with a transmission-like voice ("let me have silence") and a strangely affecting diva wail, held down by a circular acid line that eventually dissolves into quasi-anthem territory (a la Acid Eiffel, which it actually transcends). Everything here is simple and effective, and reminiscent of floating in space past a rocky wasteland moon, no power in the ship, unable to navigate, fleeing alien depth charges. Or perhaps it's like being under the ocean on an alien planet in almost complete blackness and silence but for the occasional bursts of extraterrestrial explosives seeking to destroy your submarine, hidden in the deep, the power. This is also a flagpost of what seems to be a classic trance revival of sorts brought about by an adoring minimal community (some of whom floated out of classic trance-land in the first place, fleeing the epic anthem boom of the late 90s. You know who I mean. Sven Vath. Stephan Bodzin.) Etnica - Moon Influence [1996] [goa trance/psytrance] Yahel - Voyage [2000] [psytrance/epic trance] Binary Finary - 1998 [1998] [anthem trance] Note: 1999 and 2000 are the same track, re-released for more guiltless radioplay and club spinning. Although why this odd norm exists at all is beyond me. If you still like the track, just keep playing it. Don't buy it again with a different date stamped on the cover, just so you can label yourself "upfront." Union Jack - Red Herring [1995] [acid trance] Beanfield - Tides (Carl Craig mix) [2004] [minimal trance/neo-trance] Cybordelics - Adventures of Dama [1993] [classic trance] The Thrillseekers - Synaesthesia [1999] [epic trance] Leftfield - Phat Planet [1999] [deep trance] {arguable - progressive house } Atlantic Ocean - Waterfalls [1993] [anthem trance] {arguable - anthem house } DJ Tiesto - Suburban Train [2001] [epic trance] James Holden - Nothing (93 Returning mix) [2003] [progressive trance] Roland Appel - Dark Soldier [2007] [minimal trance/neo-trance] Efdemin - Lohn & Brot [2007] [minimal trance/neo-trance] "Minimal" has gotten so trancy this year that almost all of the best new tracks warrant (high) places on this list. This is the only trance track on the entire list that I fell in love with during the opening bar (Those first three notes are actually truly beautiful, and even if the track didn't go anywhere from there it would still warrant a place somewhere on this list as the best filler of all time). I don't even cut this track up in my iPod playlist. {arguable - minimal. But argue with me that it's really minimal and not trance at all and I'll actually beat you down. I will find out where you live, and I will beat you down. It's got breakdowns, dammit, BREAKDOWNS. Yeah, minimal. Right. } Orbital - Belfast [1992] [ambient trance] Art of Trance - Madagascar (Cygnus X mix) [1998] [epic trance/anthem trance] Gus Gus - Purple (Sasha vs. The Light mix) [1998] [progressive trance] James

Holden - Horizons [1999] [progressive trance] Cygnus X - Superstring [1994] [classic trance] Patrick Chardronnet - Eve By Day (Ripperton mix) [2006] [minimal trance/neo-trance] The Field - Over the Ice [2006] [minimal trance/neo-trance] {arguable - minimal techno(?)} Banco De Gaia - Last Train to Lhasa [1995] [classic trance/ambient trance] {arguable - ambient house/progressive house} Astral Projection - Aurora Borealis [2000] [psytrance/goa trance] PPK - Resurrection [2001] [progressive trance/anthem trance] Shakta - Lepton Head III [1996] [goa trance/psytrance] Way Out West - Mindcircus (Gabriel and Dresden mix) [2001] [progressive trance] {arguable - progressive house} Astral Projection - Mahadeva [1996] [psytrance] Like an ancient tribal ceremony, plus aliens. {arguable - psy. But really, think about it. Psy...trance. PsyTRANCE.} Petter - These Days [2004] [deep trance/neo-trance] {arguable - progressive breaks} Zyon - No fate (No Fate edit) [1992] [classic trance] Paul Van Dyk - Words [1997] [progressive trance] Stefan Goldmann - Sleepy Hollow [2006] [minimal trance/neo-trance] {arguable: minimal techno/deep house. Supposedly.} William Orbit - Water from a Wine Leaf (Xylem Flow mix) [1992] [classic trance/ambient trance] {arguable - progressive house/ambient house} Nathan Fake - The Sky was Pink (James Holden mix) [2005] [progressive trance/minimal trance/neo-trance] {arguable - progressive house/"Border Community techno" [which is generally called neo-trance, any dispute here is silly]} 4Voice - Eternal Spirit [1992] [classic trance] Lost Tribe - Gamemaster [1997] [progressive trance/anthem trance] Rabbit In The Moon - Out Of Body Experience (Phase One - First Contact) [1994] [classic trance] Heartthrob - Baby Kate [2006] [minimal trance/neo-trance] {arguable: minimal techno, although I think it's really too melodic for that} Cydonia - Haunted World [1999] [goa trance/psytrance] Paragliders - Oasis [1995] [classic trance] Ascension - Someone (Slacker's Rolling mix) [1998] [progressive trance/anthem trance] Pob - Boiler (Humate mix) [1998] [progressive trance] Shakta - Silicon Trip [1997] [goa trance/psytrance] Underworld - Two Months Off [2002] [progressive trance/deep trance] {arguable - Progressive house} Armin Van Buuren - Blue Fear [1996] [progressive trance] Jurgen Paape - Mit Dir [2002] [minimal trance/neo-trance] {arguable - melodic minimal house/microhouse} Claude Vonstroke - Who's Afraid of Detroit? [2006] [minimal trance/neo-trance] Astral Projection - Dancing Galaxy [1997] [psytrance/goa trance] Art of Trance - Octopus [1994] Moby - Go [1992] [classic trance] Ronald Klinkenberg - Inner Laugh (James Holden mix) [2004] [deep trance/progressive trance] {arguable: progressive house} Clanger - Seadog [1994] [classic trance/acid trance] Solar Stone - Seven Cities [1999] [ibiza trance] Technique - Sun is Shining (Mash Up Matt mix) [1999] [anthem trance/epic trance] Circuit - Transport Of Love [1994] [classic trance] Gouryella - Gouryella [1998] [anthem trance/epic trance] Etnica - Spheric Concept [1996] [goa trance/psytrance] Pulser - Cloudwalking [1999] [anthem trance/epic trance] Moogwai - Viola (Armin Van Buuren mix) [2001] [anthem trance/epic trance] Tilt Vs. Paul Van Dyk - Rendezvous [1997] [anthem trance] Way Out West - The Gift [1995] [ambient trance/breaktrance] {arguable - ambient breaks} Goldenscan - Sunrise (DJ Tiesto mix) [1999] [anthem trance/epic trance] DJ Misjah & DJ Tim - Access [1995] [hard acid trance/classic trance] Union Jack - Two Full Moons and a Trout (Caspar Pound mix) [1993] Genlog - Airwalk [1995] [classic trance/hard trance] Pantha Du Prince - Walden [2006] [minimal trance/neo-trance] {arguable - "minimal"} Push - Universal Nation [1999] [anthem trance] Art of Trance - The Colours (Indigo mix) [1993] [classic trance] Schiller - Das Glockenspiel (Humate mix) [1998] [progressive trance] Bedrock - Heaven Scent [1999] [progressive trance] {arguable: progressive house} Leama - Requiem For a Dream [2003] [ambient trance] Motorcycle - As The Rush Comes [2003] [deep trance] {arguable - progressive house} Nathan Fake - Outhouse [2004] [deep trance/progressive trance/neo-trance] {arguable - progressive house} Airwave - Alone in the Dark [2000] [progressive trance/anthem trance] X-Tracks - Plan 94 (The Voyage) [1994] [classic trance] I love this song: it's like the musical equivalent of piloting a flying saucer. That melody at the end makes me feel like I'm falling to earth through an atmosphere of endless clouds. Barbarella - My Name is Barbarella [1992] [classic trance/ambient trance] {arguable - Ambient techno} Alibi - Eternity [2000] [anthem trance/tribal trance] York - The Reachers of Civilization [1999] [epic trance/anthem trance] Caucasuss - Our Dream [1994] [classic trance] Cydonia - Cactus [1999] [goa trance/psytrance] DJ Taucher - Atlantis [Phase 3] [1998] [anthem trance] The Visions of Shiva - How Much Can You Take? (Physical) [1993] [classic trance] Drum Club - Sound System (Underworld Mix) [1995] [classic trance/progressive trance] Man With No Name - Silicon Trip [1996] [psytrance/goa trance] Chicane - Salt Water [1999] [epic trance/ibiza trance] Ultraviolet - Kites (Fantasy Flite Part 1) [1995] [progressive trance/ambient trance/epic trance] {arguable - ambient breaks} Efdemin - Bergwein [2007] [minimal trance/neo-trance] Starecase - Faith (Loafer mix) [2002] [epic trance/progressive trance] Lost Tribe - Angel [1997] [progressive trance] {arguable - ambient breaks/progressive breaks} Signum - Solar Level [1999] [epic trance] Dove Beat - La Palorma [1998] [epic trance/ibiza trance] Art of Trance - Deeper Than Deep [1993] [classic trance] Booka Shade - Mandarin Girl [2005] [neo-trance/minimal trance] {arguable - electro-house}

Above and Beyond - No One on Earth (Gabriel and Dresden mix) [2004] [progressive trance] Riva - Stringer [2001] [progressive trance] Claude Vonstroke - Who's Afraid of Detroit? [2006] [minimal trance/neo-trance] Hardfloor - Lost in the Silver Box [1993] [acid trance/classic trance] {arguable - acid } Johnny Shaker - Pearl River [1997] [anthem trance] Groovezone - I Love the Music [1998] [epic trance] Coincedentally, another lost treasure that no one has ever heard of. Dominic Plaza - Sounds Rushing (David West mix) [2005] [epic trance] James Holden - A Break in the Clouds [2002] [neo-trance/minimal trance] {arguable - progressive house } DJ Tiesto - Dallas 4 PM [2001] [anthem trance] Kamaya Painters - Wasteland (DJ Hitchhiker mix)[2000] [epic trance] Blue Planet Corporation - Alidate [1999] [psytrance/goa trance] Chicane - Lost You Somewhere [1998] [Ibiza trance] Kaito - Soul of Heart [2004] [neo-trance] {arguable - tech-house(?) } Aztec Mystic - Night of the Jaguar [1999] [tech-trance] {arguable - detroit techno } James Holden vs. Ben Pound - Kaern Turned [tech-trance] Arpeggiators - Discover Your Innerself [1993] [classic trance] Juno Reactor - Samurai [1994] [goa trance/psytrance] Libra Presents Taylor - Anomaly - Calling Your Name [AKA BT ft. Jan Johnson] [1995] [classic trance/progressive trance] Ramin - Brainticket [1993] [classic trance] Pole Folder - Apollo Vibes [2001] [deep trance] {arguable - progressive house } Free Radical - Surreal (En-Motion Remix) [2001] [anthem trance] M.I.K.E. - Sunrise at Palamos [2000] [anthem trance] Blue Planet Corporation - Crystal [1999] [psytrance/goa trance] Solid Globe - North Pole [epic trance/anthem trance] Chimera - Hypnotising [2002] [progressive trance/deep trance] {arguable - progressive house } Spicelab - Amorph [1992] L.S.G. - Train of Thought 1.2 Joker Jam - Innocence [2001] (progressive trance/anthem trance) Cosmic Baby - Fantasia (Airplay) [1994] [classic trance] Rui Da Silva - Touch Me [2001] [deep trance] {arguable - progressive house } Guy Gerber & Shlomi Aber - Sea of Sand [2007] [neo-trance/minimal trance] {arguable - "minimal" } VDM - No Hesitation James Holden - One For You (Avus One For Heads mix) [2001] Petter - All Together [2004] [deep trance/neo-trance] {arguable - minimal techno/progressive house } Cherry Bomb - Eclipse [1994] Vernon - Wonderer [1993] Moonbeam - Sunshine [2007] [neo-trance/minimal trance] {arguable - "minimal" } Blank and Jones - Nightclubbing [2001] Filterheadz - Yimanya [2004] Faithless - Insomnia [1996] [anthem trance] {arguable: stadium house } Minilogue - Elephant's Parade [2007] [neo-trance/minimal trance] {arguable - "minimal" } Evolution - Phoenix Quench - Dreams [1993] AFX - VBS.Redlof.B Partial Arts - Trauermusik [2007] [minimal trance/neo-trance] {arguable - minimal } Gypsy - I Trance You [1998] Breeder - Tyrantanic (Slacker's Kingdom Come Mix) {arguable - progressive breaks } Man With No Name - Teleport The Light - Expand The Room [1997] {arguable - progressive house } Odyssey of Noises - Troya [1993] Bille Ray Martin - Honey (Chicane club mix) [1999] Dynamic Maniax - Calling Middle Earth {arguable - hardcore(???) } Agnelli & Nelson - El Nino [1998] Alex Smoke - Chica Wappa (Mejor edit) [2005] Juno Reactor - Samurai [1994] Marmion - Schoneburg (Man with No Name mix) [1994] Yahel - Going Up (trance mix) [1999] Chicane - Don't Give Up Albion - Air 030 - Midnight in Europe {arguable - progressive house } LSG - Into Deep LN Movement - Golden Desert [2000] The Visions of Shiva - Perfect Day [1992] Perpetuous Dreamer - Future Funland ATB - 9 PM (Till I Come) [1998] [ibiza trance] West & Storm - Porpoise {arguable - hardcore (apparently) } Solar Stone - Solarcoaster Juno Reactor - Feel the Universe (Kox Box mix) [1994] Airwave & Markus Schulz - Angelica [2006] Oliver Klein - Rheinkraft (Ian Wilkie remix) [2001] {arguable - techno } James Holden - I Have Put Out The Light [2002] {arguable - progressive house } Space Manoeuvres - Part 1 {arguable - progressive breaks } Max Graham - Airtight [2001] [progressive trance] Transa - Supernova Aril Brikha - Winter [2007] [minimal trance/neo-trance] {arguable - "minimal" } Aura - Energy Transpose {arguable - acid } Atlantis - Fiji (Cequenza mix) [1998] [epic trance] Extrawelt - Soopertrack [2005] [minimal trance/neo-trance/psytrance] {arguable - progressive house/minimal } Kamaya Painters - Summerbreeze [2000] Blue Minds - Aquapunch (3 In One Mix) Paul Van Dyk - Columbia (PvD mix) [1999] [anthem trance/tech-trance] The Green Martian - Industry [2001] [anthem trance/tech-trance] Catcher - Destiny Sunrise [2003] [ambient trance] Paul Van Dyk - My World [1994] This is a really gorgeous track, that was completely overshadowed by Van Dyk's other 1994 masterpiece: For an Angel. Understandably overshadowed, but this one is pretty good too. Caunos - Herzsprung 1 [1993] [classic trance] Resistance D - Cosmic Love [1991] [classic trance] Veracocho - Carte Blanche [1998] Tiesto & Junkie XL - Obsession Lazy Fat People - Club Silencio [2007] [minimal trance/neo-trance] X-Cabs - Neuro [1995] Juno - A Force Beyond [1995] [classic trance] Cygnus X - The Orange Theme [1994] [anthem trance] Jam & Spoon - Find Me (Odyssey to Anooya) [1993] [ibiza trance] Listen to it beside Love Stimulation, and you'll notice...similarities. But I don't know which came first, and this track is pretty good anyway. Airwave - Escape From Nowhere Marc Vision - Time Gate (Original Mix) [1999] Ticon - We Are the Mammoth Hunters [2001] [psytrance/goa trance/minimal psy/psytekk] Blue Alphabet - Cybertrance Y Traxx - Mysteryland [1999] [ibiza trance] Blank and Jones - Watching the Waves [2002] Jon the Dentist - Global Phases {arguable - acid } Cortex Thrill - Deep Infinity Moby - Porcelain [1999] {arguable - am-

bient breaks } Sven Vath - Ritual of Life (The Spicelab mix) Quivver - She Does Berlin Inc - Berlin (Peace Mix) {arguable - hardcore??? } William Orbit - Barber's Adagio for Strings [1999] Jones & Stephenson - Gummiringe [1998] Agnelli & Nelson - Everyday Morgan King - I'm Free {arguable - progressive breaks/ambient breaks } Sasha - Belfunk {arguable - progressive house } Mash Up - Liberation (Ferry Corsten Remix) Mekka - Diamondback Legend B - Lost in Love [1993] Minimalistix - Close Cover BT - Flaming June [1997] Lucid - I Can't Help Myself Dawnseekers - Gothic Dream (Jon Johnson Remix) [2001] Sasha - Cloud Cuckoo (Luke Chable mix) [2004] Paul van Dyk - Reflections [2003] Nalin & Kane - Open Your Eyes [2000] Lange - I believe (DJ Tandu mix) [1999] [epic trance] The Swimmer - Purple Cloud Mauro Picotto - Komodo Union Jack - Cactus Cygnus X - Positron [1993] The Quest - C Sharp [1999] Moonstruck - Lunar Outbreak [1998] Max Graham - Airtight [2001] The Ambush - Sun Ayla - Ayla [1996] Blaze - My Beat (Ambassador Remix) [2002] Andain - Summer Calling [2002] {arguable - progresive house } Sensient - File Not Found [psytrance/minimal psy] [2003] Push - The Legacy Oceanlab - Clear Blue Water [2001] Ferry Corsten - Punk [2002] Dance 2 Trance - Power of American Natives Andain - Beautiful Things [2003] {arguable - progressive house } Odysee of Noises - Circe [1991] Kernkraft 400 - Zombie Nation {arguable - electro-techno??? } Da Hool - Meet Her at the Love Parade Deep Dish - Say Hello [2005] {arguable - progressive house } Alici - Silver Clouds In A Yellow Sky The Roc Project - Never (Tiësto vs. Filterheadz Remix) BT - Godspeed Synergy - Hello Strings Psychic TV - Infinite Beat BT - Dreaming (Lucid mix) Jan Johnson - Flesh (Tiesto mix) Airscape - L'Esperanza Ridgewalkers - Find (Andy Moor mix) {arguable - progressive house } Robert Gitelman - Things 2 Say (Push mix) Josh Wink - Higher State of Consciousness {arguable - acid breaks } Andy Ling - Fixation Cascade - Transcend Fragma - Toca's Miracle [2000] [[epic trance]] DJ Yanny - Initialize Demonic Emotions - Stuck on a Space Trip {arguable - acid } Gouryella - Walhalla Mauro Picotto - Proximus Der Dritte Raum - Hale Bopp Cass & Slide - Perception (Vocal Mix) Allure - When She Left [1998] [epic trance] This is a lost treasure - many of you will have never heard of this. An earlier Tiesto track, but it's epic, melodic, gorgeous, and everything Tiesto wishes he could now do. If a bit too fluffy. Jericho - Personal Reflexion Three Drives - Air Traffic [2003] Gabriel & Dresden - Arcadia Alphazone - Rockin [2003] Ballroom - 4AM (Marc O'Tool Remix) Tekara - Breathe in You [1997] L.S.G. - I'm Not Existing Flutlicht - Icarus (The Flight) Plummet - Damaged Darude - Sandstorm [1999] [anthem trance] This track is not a sellout, and it deserves much of the popular support it got. There is not one element to this track that panders to the masses any more than the rest of the anthem trance. I'll admit, there are better tunes that should also be imported to the mainstream, but this track is still pretty good. Apoptygma Berserk - Kathy's Song (Ferry Corsten mix) Digital Express - The Club Three Drives - Sunset on Ibiza Mono Culture - Free Fluke - Zion Underworld - Dinosaur Adventure 3D Spoiled and Zigo - More and More Paul Van Dyk - Connected Nikola Gala - Swing 2 Harmony {arguable - progressive house } 808 State - Colony [1992] Hi-Gate - Pitchin' Solid Sessions - Janeiro Fascinated - Totally Fascinated [which is another Push/M.I.K.E alias] [2004] Evolution - Phoenix Cloud 69 - Sixty-Nine Ways Tastexperience - Tantrix Marco V - Simulated Steve Morley - Reincarnations Push - Till We Meet Again White Room - White Room Utah Saints - Lost Vagueness (Oliver Lieb mix) Miro - Paradise Tiesto - Sparkles Micah - Grammer Lesson Coast 2 Coast ft Discovery - Home 4 Strings - Diving (Cosmic Gate mix) Sasha - Wavy Gravy [ambient trance] Juno Reactor - Pistolero (Man With no Name mix) Tin Tin Out - Strings for Yasmin (Matt Darey mix) Art of Trance - Easter Island (Cygnus X mix) Electrique Boutique - Revelation Gouryella - Ligaya Tranquility Base - Surrender [2004] Yahel - Waves of Sound Telepopmusik - Breathe Dirty Vegas - Days Go By Dirt Devils - The Drill Neum - Meet You At the Milk Bar Mike Koglin - The Silence Tomaz vs. Filterheadz - Sunshine [2002] {arguable - techno } Tilt - The World Doesn't Know {arguable - progressive } Gouryella - Tenshi Tastexperience - Summersault Solid Globe - Sahara Super8 - Alba Transa - Enervate Sash! - Encore Une Fois {I'm sorry to everyone I grilled on this - it is definitely, inarguably, trance, I've decided on another relisten. I have no idea how I could've possibly thought this to be eurodance. } Underworld - Cowgirl Jen - Loops and Tings Voodoo & Serano - Blood is Pumping Cosmic Baby - Space Track De Niro - Mind of Man BT - Mercury and Solace Oliver Lieb - Subraumstimulation Baracoa - Delirio (Venus Mix) Armin Van Buuren - Communicate Accessive Rhythm - Activate Fridge - Paradise Lightforce - Take Your Time Ambush - Ambush 2 Mesh - Purple Haze Refekt ft. Deline Bass - Need to Feel loved [2004] Cosmic Gate - Exploration of Space Effective Force - Diamond Bullet [1992] Sunflower - Cold Turkey Drax Limited 2 - Amphetamine BBE - Seven Days and One Week Slacker - Looky Thing (Daisy) Space Manoeuvres - Quadrant 4 Robert Miles - Children [1996] [dream trance] {arguable - dream house } Mainstream success or not, I still think it's a pretty good track. Amnesia - Ibiza (Not really trance, it's actually EBM - the direct predecessor, but this track was so influential that it at least gets this much mention) Blank and Jones - Electric Circus [2001] Cabala - Dark Blue [1999] Coca + Villa - La noche Brainbug - Rain World Clique - Don't Do It Vector 7 - Air of Love [2002] Underworld -

Thing in a Book [1992] Astral Projection - Aqua Line Spirit Jonas Steur - Castamara [2005] Commander Tom - Attention! [2004] Rapid Eye - Circa Forever [2002] Tim Deluxe - Choose Something like a Star Quivver - Space Manoeuvres part 3 Chiller Twist - Stringz Ultd. (Shelley Mix) Faithless - God is a DJ Lightforce - Join me Rank 1 - Beats at Rank 1 dot com Storm - Storm Society London - Spqr Lustral - Everytime DJ Tiesto - Theme From Norejfell Emmanuel Top - Acid Phase Blank and Jones - Cream Arrakis - The Spice Chicane - Sunstroke Kyau vs. Albert - Velvet Morning [2003] T-Scanner - Trip To Heaven Lio - Rapture Sander Kleinenberg - Sacred (Sunrise Mix) Paul Van Dyk - Nothing But You The Dream Traveller - Time Paragliders - Bagdad (Humate mix) ATB - Don't Stop Lord of Tranz - Sanctificum Kaycee - Escape Carlos - The Silmarillia Dance 2 Trance - Take a Freefall Warrior (ft. Imogen Bailey) - If You Want Me Fathers of Sound - Water Tiesto - Flight 643 Kuffdam - Summerdream The Voyager - Back on Earth

Immigration (2012-08-14 08:55)

The vast majority of Americans agree that our immigration system is broken. According to the Office of Immigration Statistics (OIS) Annual 2010 report, the Department of Homeland Security (DHS) apprehended 517,000 foreign nationals and removed 387,000 foreign nationals from the United States. Nonetheless, it's estimated that one out of every twenty workers is an illegal immigrant and that between 12 and 13 million illegal immigrants remain nationwide. This issue persists as a result of our flawed immigration and border security system, is an affront to the rule of law, an unacceptable security risk, and an added burden to the current state of the economy.

There are deeply held views on all sides of this issue, and rightly so. We are a nation of immigrants, and the vast majority of Americans agree that comprehensive immigration reform is long overdue. Far too many illegal immigrants continue to arrive in the United States, and those attempting to come to the country legally find themselves wrapped in endless paperwork and bureaucracy as a result. This broken immigration system does a disservice to those who play by the rules, rewards those who break them, and fails children who all-too-often fall between the cracks. Regardless of where you stand on the issue, it is clear that our current immigration system is not working.

However, I do not support amnesty for the millions of illegal immigrants already living in the United States. Any reform proposal must require that those who have disregarded the rule of law are not rewarded for their actions. In the end, I hope that with better border security and a more robust and up-to-date employee verification system, we will be able to stem the flow of illegal immigration and restore the rule of law.

DREAM Act

The Development, Relief and Education for Alien Minors (DREAM) Act, H.R. 1842 in the 112th Congress, has been introduced several times in recent years. This bill amends the Illegal Immigration Reform and Immigrant Responsibility Act of 1996 to permit states to determine state residency for the purpose of higher education benefits. Additionally, it grants conditional permanent residency to undocumented students who entered the United States as children. While the DREAM Act has been promoted as an alternative to comprehensive reform, and I understand the points that DREAM Act supporters have raised, I believe this legislation attempts to treat a symptom – rather than the root cause – of our current problems. We must first secure the border and stem the flow of illegal immigration, and then work to increase legal immigration through an enforceable guest worker program and by developing a more secure employee verification system. I believe it would be a serious mistake to pursue piecemeal reforms like the DREAM Act without first putting in place these fundamental components of immigration reform.

Seasonal Labor

I believe that any reforms to immigration policies should include expanding access to visas for seasonal and temporary labor. Wisconsin, for example, has relied on seasonal labor for agriculture and other industries. Due to a lack of seasonal H-2B visas, some Wisconsin businesses face annual labor shortfalls. Allowing for a streamlined, safe, and efficient visa process will provide businesses with needed workers and relieve pressure on the borders.

Additionally, I believe a temporary guest worker program is one component of reform that could help us secure our borders and gain greater control of immigration. By providing a way to legally link employers with immigrant workers, we would relieve pressure on the borders from people who are coming here to seek work. This would allow us more time to pursue the people who mean to do us harm—criminals, terrorists, and drug smugglers.

A necessary component of a guest worker program is an employee verification system that allows employers to easily and accurately verify an employee's legal status in a timely manner. The faulty and cumbersome verification process continues to provide incentives for the use of fraudulent documents. To provide a system where employers and employees no longer perpetuate our illegal immigration problem, I believe that there are several principles that must be kept in mind.

First and foremost, an employee's information must be safe from identity theft. Next, any system must be accurate and secure. A verification tool that is easily fabricated will not provide the assurance required that employers are not unintentionally employing illegal aliens. Last, a verification tool must be immediate. It can cause great disruption and difficulties to ordinary Americans if they cannot get the documentation they need from the government. We must ensure that verification occurs immediately, and that employees are able to work and receive their paychecks.

New legislation addressing immigration policies should require illegal immigrants seeking a green card or citizenship to leave the United States and reapply for citizenship outside of the U.S., so that they can then re-enter the country legally, thus upholding the rule of law. Proposals like the "Z visa," which would have allowed an illegal immigrant to stay in America indefinitely through continual renewals, are not an effective way of dealing with the problem. They serve the same purpose as acquiring a green card, without having to leave the country or waiting at the end of the line. In my opinion, this approach amounts to amnesty.

Conclusion

Although it does not appear likely that a comprehensive immigration bill will be taken up this year, I will continue to advocate for common sense reforms to our broken system. I believe that any immigration reform bill passed by Congress must first include strong border security provisions, an enforceable guest worker program, a secure employee verification system, and a system that does not reward illegal behavior, but provides equitable treatment for all immigrants. In the past, I have supported initiatives that would have accomplished these goals and I will continue to do so as my colleagues and I consider legislation in the 112th Congress.

Open Source PDF editor (2012-08-14 15:12)

Inkscape can do what Adobe Illustrator CS5 can do for free. It came with openSUSE . Instead of 650 MB, it is mere 40 MB.

Top 80 Genesis games (2012-08-15 06:18)

80 Krusty's Fun House

Another under-appreciated puzzle game, Krusty's fun house bears many similarities to lemmings but takes more of a hands-on approach, allowing you to roam about the levels in person.

79 79num FIFA International Soccer 95'

This was a milestone for Football games when released, I remember spending a lot of time playing it back in the day.

78 Star Flight

If you like your Adventure/RPG's games to be massive and non-linear then you can't go wrong with this game. You can go wherever you want and fully explore the universe in any order you want, the alien races are all very well designed and full of charm and the whole thing is very unique, it's actually the spiritual predecessor to one of my favourite games, Star Control 2 (same people worked on both games)

77 Decap Attack

Decap Attack may not be the most original game out there but when it's done this well who cares? loved the horror styling too.

76 Eternal Champions

Unlike other Street Fighter clones around at the time, Eternal Champion really had a feel and personality of it's own, and it has that easily identified classic Mega Drive look about it's graphics and style.

75 Super Fantasy Zone

I really love Fantasy Zone games, everything about them just seems to work, the look , the weapons, the gameplay which echews the usual scroll one way firing gameplay for a more non-linear style, this one even has a melodramatic story of revenge! which can only be a good thing.

74 Chiki Chiki Boys

Very Simplistic and charming Platformer where you run fly and swim through the stages swinging your sword, the presentation level is also very high, it's just a shame it's missing the 2-player mode as with this inclusion the game would've been able to reach a much higher placing.

73 Ristar

Ristar is a bit like a cross between Bionic Commando and Sonic the Hedgehog, it doesn't always work as well as the developers probably hoped but there's some nice original ideas and the graphics are extremely impressive too.

72 Jungle Strike

Built upon the groundwork of the original admirably, this is the shoot-em-up for fans with a leaning towards strategy.

71 Thunder Force III

Great music, fast frenetic blasting, a brilliant power-up system and nice design, all hallmarks of a great Shmup and a classic series.

70 Sonic 2

It may have been more of a Sonic 1.5 than a proper sequel, but Sonic 2 had enough of the Sonic magic, as well as some very important additions with the spin dash and inclusion of Tails to warrant praise, and though the 2 player co-op was a bit of a design mess for player two the competitive mode was also a great addition.

69 Hellfire

Great shmup that all the mags seemed to rave about it the early days, it has to be admitted that there's some real finesse at the way that the power-up system works in this game, and how it effects the clever level and boss designs.

68 Wiz N' Liz

Really fast, really fun, really unique, run around catching rabbits and creating spell before the time runs out, great in 2 player too.

67 Alisia Dragoon

This is an excellent little unique platformer, not only do you get a pretty original lightning style attack but you also have a companion of your choice and upgradeable stats, it really rewards you for exploring all the stages properly too

66 Pete Sampras Tennis

Really fun tennis game made even greater by the fact that it was on a J-Cart (and everyone knows J-Cart's rule) on top of that was the fantastically mad-cap "wacky mode" unlocked by typing "zeppelin" into the password section on world tour mode.

65 Dynamite Heady

Treasure really knew the in's and out's of the MD, their games always seem to look better than 95 % of the competition, Dynamite Heady is no different, great, varied gameplay and impressive set-pieces are also the order of the day.

64 Mega Bomberman

Bomberman, everyone out there has probably played a form of this game in one way or another already, this version is pretty well presented with nice graphics and such, and most importantly the multi-player is as great as ever.

63 Phantasy Star III

A bit of a departure for the series, PS3 was still very impressive by any RPG's standards and it had some of it's own unique features which is always an admirable quality.

62 Sub Terrania

Very original and unique take on the gravity style of shmups (you know, like asteroids or thrust) but this time with much more focus and variety due to it's mission based structure, the game is also quite difficult so those who give up easily need not apply.

61 Toejam and Earl

Toejam and Earl is a weird game, that is pretty lacking focus and let's you do what you want at your own pace, it probably shouldn't work but somehow does really well, I think it's something to do with it's high level of charm and likeability.

Marvel Land/Talmit's Adventure

It may not be the most original platformer of all time but what it lacks in originality it more than makes up for in charm and well designed playability.

60 Lemmings

A classic puzzle game, everybody probably already knows about Lemmings anyway, so I don't really need to write anything do I?

59 Samurai Showdown

Take Street Fighter and add weapons and animal helpers and you pretty much get Samurai Showdown, probably my favourite SNK fighting game.

58 Micro Machines 96'

By the release of this iteration of Micro Machine's Codemasters had really had the time to craft their game-play to perfection, the levels were more colourful and varied and the multiplayer was even more excellent than ever, an essential purchase.

57 Zero the Kamikaze Squirell

After the abomination that was the Bubsy series Sunsoft really did a turn around and released this, great gameplay and level designs, loads of originality and a main character who was actually pretty decent.

56 Mega Lo Mania

Mega Lo Mania is easily one of the best and most fun real time strategies for the Mega Drive, it plays a bit like Populous. I like the way that the game progresses through time as you reach new levels.

55 Shining Force

Sequel to the great Shining in the Darkness, SF was more of a strategy game than the previous dungeon crawler, and this worked much better, and ended up being the route that the series would end up taking for future releases.

54 Gaeares

Gaeares is yet another great shmup on the Mega Drive (there were so many) and it has a fantastic concept all of it's own where you clamp onto your enemies to steal there abilities and power yourself up.

53 Castle of Illusion

I absolutely could'nt believe my eyes when I first saw this game, it took graphics and presentation to the next level, and underneath it all was some perfectly honed gameplay, if it had been a little bit harder it probably would've reached higher on the list but it's just over too fast.

52 Strider

Strider is a classic, plain and simple, there's just something about it's atmosphere and music that makes it timeless, the control system was a little rigid but anyone who took the time to really learn the game found deep and fulfilling gameplay.

51 Twinkle Tale

Great little top down shooter that has you playing as a witch. A well judged learning curve and great boss designs are some of it's strengths.

49 Splatterhouse 3

Splatterhouse 3 is one of those games that couldn't of been done justice on any other console at the time, it needed the horror and blood to add to the chilling atmosphere. The gameplay had been much refined over it's predecessors, and the multiple story paths really added depth.

48 Addams Family

Ocean were a pretty awful company by the 16-bit era all things considered, but one series of games always proved that there was still some talent there, and that was the Addams Family games, this one was like a cross between Mario and Metroid, which worked really well.

47 Elemental Master

An interesting vertical scrolling shooter which has you playing on foot (instead of the usual spaceship) this means that environmental hazards play a larger part than most games of the genre, the gameplay is a class act throughout and theres some above average presentation with nice cutscenes too.

46 Populous

A ground greaking sim which sees you playing the part of a god, and who doesn't want to fell like they have that sort of power?

45 James Pond II

I think that James Pond II may of been the pinnacle of the European style exploration based platformers of the time, it just seemed to click, this coupled with the styling which was also first rate and endearing helped create an enduring classic that's still popular today.

44 Worms

One of the truely timeless multiplayer video games ever made, don't let the tiny graphics fool you either, somehow they manage to fit a horde of charm and personality into every worm. Gameplay is simple, but elegantly executed.

43 Comix Zone

Beat-em-up with the very interesting idea of having the action taking place over frames comic book style, as a beat-em-up the game is very polished, but not only that the items, puzzles and nice running narrative help to add a level of depth.

42 Toejam and Earl Panic on Funkotron

The developers went for a much more linear platforming style to the second game in the series, and I feel that it helps to make the game a bit more accessible, everything that made the 1st game great is still there too.

41 Revenge of Shinobi

Haters seem to only associate the MD with Sonic, they'll moan about "lack of depth" and so forth, conveniently forgetting that Sega have more than one classic series at their disposal anyway, and you could hardly criticise the Shinobi series as lacking in depth, with it's precision based gameplay versatile moves and selectable specials. In my opinion Shinobi is just as important as the more famous hedgehog in defining the Mega Drive.

40 Castlevania Bloodlines

Great Atmosphere, faster gameplay, gore and brilliant set-pieces make this one of my absolute favourite Castlevania games, the differences between the two characters was also pronounced enough to give varying play experiences too.

39 Phantasy Star II

Another great iteration in the classic RPG series, who says the Mega Drive doesn't have any RPG's?

38 Shadow Dancer

After making The Revenge of Shinobi Sega went back to their roots with Shadow Dancer, making it much more of a sequel to the original game than any of the others, and as such SD is a much different experience to any of the other MD games. It's much more action based, and has a more arcadey feel to it, having a dog to help you was also a very nice touch too.

37 Mean Bean Machine

Puyo Puyo was one of the really stand out Tetris style games that came out. when brought to the Mega Drive they decided to make it into a part of the Sonic series and add it's characters and such.

36 Vector Man

Great run and gun game with a totally unique look of it's own, the game simply plays excellently and the variety of different types of levels really help to keep the game interesting.

35 Ghouls N' Ghosts

Sega did a wonderful job converting Capcom's classic to the MD, and as such the game became one of the MD's early release classics, I always liked how all the levels have a different thing going on, with varied gameplay styles.

34 The Lost Vikings

Perfect Puzzle/Platformer hybrid, you get 3 dwarves each with varying abilities and weaknesses and the ability to swap them on the fly, the levels are built around working out which of the 3 best suits each obstacle ahead and using him accordingly.

33 Eliminate Down

Big fantastic set-pieces, highly polished gameplay, impressive bosses and a great power-up system (which is kinda' like Thunder Force but upgradeable) a classic shmup in every sense

32 Sonic the Hedgehog

This was the big one, the game which cemented the MD as a force to be reckoned with, without Sonic who knows what would've happened, people seem to forget just how unique, imaginative and generally perculier an experience this was when it originally came out.

31 Shadow Run

Blue Sky did a good job of converting the pen and paper original to the MD, creating a system that worked well within the constraints of the console as well as conveying the original feel and style which made it a classic, if you like your RPG's to be complicated and in depth this is heartily recommended.

30 Alien Soldier

Treasure do it again, another classic run and gun game, this time squarely aimed at the hardcore fans, they give you all the options, controls and weapons you could dream of then throw you into the deep end.

29 Kid Chameleon

Kid Chameleon may have been blatantly inspired by the Mario series but manages to have a style and personality of it's own, gone are the happy plains of the mushroom kingdom to be replaced by a bleak dog eat dog world, the makers seemed to take a different direction to Miyamoto too, focusing more on expanding Mario 3's different suits (which were pretty much forgotten about for Mario World)

28 Rocket Knight Adventures

Great, playable and well presented platformer, the main difference here is that you get a rocket pack added to your inventory which helps to give RKA a feel of it's own, The shmup stages were classic Konami too.

27 Ranger X

Ranger X is a very original shooter, you get to play as a car or split into two sections both of which you still get control over (so long as you have a 6 button controller) the graphics are phenominal and you wonder how the colour variety could be possible for the old MD.

26 MUSHA

MUSHA is a graphically impressive, intense shooter that's part of the series of games made by compile (aleste, zanic, gun nac) another notable thing about it is the fact that it has multiple endings.

25 Earthworm Jim

Earthworm Jim was an amazing amalgamation of refined run and gun gameplay, comedy and general brilliant presentation, originally a MD game it became so successful that it got ported to every other machine and even got it's own cartoon series.

24 Virtua Racing

One of the first truly 3D racing games out there Virtua Racing really wowed everyone the first time they saw it, the game does miss out on some of the greatness of the arcade original but enough is left intact for it to be a great game in it's own right.

23 Mortal Kombat 2

This was probably my favourite game in the series, MK had managed to find it's feet by this time and build upon the original, and it is in my opinion the fairest and most balanced game of the series.

22 Road Rash 2

I think this is my favourite racing game on the Mega Drive, it's fast and furious and the ability to hit other riders off their bikes really gives a bit of an adrenaline rush.

21 Pirates Gold

An updated version of an ultimate classic game, Pirates is just timeless in every way, it's basically an action adventure style game where you sail about becoming more renowned as you progress.

20 Wonderboy in Monster World

I really like the later Wonder boy games, they have an excellent marriage of platformer and RPG elements, in

this one you had to find an ocarina and learn to play different tunes for it to open doors (sound familiar?)

19 Yu Yu Hakusho

Unlike most other Fighters of the time Yu Yu Hakusho didn't try to clone Street Fighter, and went instead for a multi-layered playing field (like Bleach DS). the 4-player mode was also like nothing else out at the time and was great fun.

18 Contra Hard Corps

Is there any 16-bit games out there that can compare to CHC in action and excitement? the game is fast and brutal, and throws set pieces at you like no other game, if it wasn't so difficult it would've definately placed a little higher in the list.

17 Crusader of Centy/Soleil

Centy is very much the MD's answer to Zelda - A Link to the Past, it may not be quite as good, but it is still a very impressive, charming RPG. It does also have a lot of ideas of it's own going on too, with it's animal collecting and such.

16 Ecco - Tides of Time

The Ecco series was not for everyone, you either hated them or adored them, though few could argue that Tides of Time wasn't a beautifully designed and unique game with a brilliant storyline.

15 Gley Lancer

The best thing about Gley Lancer I feel is the wealth of options it makes available, you really get to customise your ship to suit your gameplaying style, and it's just one of those games where everything seems to click into place perfectly.

14 Streets of Rage 2

Streets of Rage 2 in my opinion was an ultra refined beat-em-up, it never strayed far from the classic formula but it was just an amazingly well presented and feeling game with a timeless quality about it.

13 Mega Turrican

Turrican games don't seem to ever get the respect they deserve, every iteration of the series was a stellar effort and this one was no different, great playability, set-pieces and an excellent new Bionic Commando style grappling

hook.

12 Story of Thor/Beyond Oasis

This has to be one of my favourite RPG's on the system, it's a lot of fun and just has an amazing, unique style permeating it.

11 Dune 2

This game was probably one of the most important (if not the most important) RTS games ever made, it was the originator of the whole Command and Conquer style of games, once you get to grips with the controls you'll find a game just as playable today as it was then.

10 Pulseman

Take Sonic and then add loads of new interesting and clever ideas and gameplay and you have Pulseman, though probably a deeper experience overall than Sonic, Pulseman isn't perfect, it has some of the most awful background designs I've ever seen!

9 Herzog Zwei

Narrowly beat out Dune 2 as the best Strategy game on the system, mainly due to it's uniqueness, and more importantly it's excellent multiplayer, for those who like their strategy games to be fast and furious.

8 Shining Force 2

A big improvement over the first (which was no mean feat) great music, a refined engine with pretty well balanced strategy. another great game.

7 Thunder Force IV/Lightening Force

Amazing action, amazing graphics, one impressively fantastic set-piece after another, brilliant music, quite possibly the best 16-bit Shmup out there.

6 Street Fighter 2

Street Fighter 2 has to be one of the most important and influential games ever made, and there's just something very right about using the MD 6 button pad to play it with.

5 Shinobi 3

Sega managed to strike the perfect balance of depth and all out action with this iteration of their classic series, great new abilities, some of the best graphics for the system and impressive set-pieces are the order of the day here.

4 Landstalker

It's nice to have a change once in a while so I'm glad Landstalker's developers went for an Isometric view, it works really well in the genre and the whole world of the game feels a lot more solid.

3 Gunstar Heroes

The first time I saw Gunstar Heroes I couldn't believe my eyes, never before had I imagined that the MD could pull this level of stuff going on with such impressive graphics and a simultaneous 2-player! It's definately a must have MD game.

2 Phantasy Star IV

The best RPG on the system, great storyline, great presentation, loads of depth, a welcome return to the series' roots.

1 Sonic 3

Bigger and better than all those that came before it Sonic 3 heralded larger, more interesting levels that seamlessly joined on to each other, an improved co-op where Tails could actually do something, a proper running narative, ability to save, loads of set-pieces, completely re-designed graphics and more depth than ever with it's different paths, it's as though Sonic Team had really looked at their previous games and spent a long time improving on every aspect they felt lacking, quite simply one of the greatest games ever made, make sure you play it as intended with Sonic and Knuckles attached too.

Energy (2012-08-15 08:50)

The economic well-being of the United States and the livelihood and safety of our citizens is largely dependent on maintaining a strong energy supply. We depend on electricity to light our homes and businesses, natural gas to heat them, and gasoline to operate the cars and trucks that carry us to work and transport our goods. Because of the vital role of energy in our daily lives, we must continue to develop new sources of energy that are reliable, renewable, affordable and environmentally safe.

The Path to Prosperity

The Path to Prosperity, the budget resolution that I authored, calls for getting Washington out of the business of picking winners and losers in the economy – and that includes our energy sector. Look no further than the bankruptcy of

Solyndra, a company that was once the poster child for the Administration's "green jobs" initiative, to see an example of the failure of Administration's economic policies. Having Washington pick winners and losers in the marketplace only further distorts the market, weakens the rule of law, and ultimately, fails to spur sustainable job creation.

Rather than helping politically connected firms at the expense of others, Congress should be advancing comprehensive policies that benefit all job creators and entrepreneurs. The best energy policy is one that encourages robust competition and innovation to ensure that the American people have access to an affordable and stable energy supply. This is exactly what the House-passed budget does. The Path to Prosperity eliminates crony capitalism through the tax code, advances pro-growth reforms aimed to boost job creation and lower gas prices.

It calls for fundamental, revenue-neutral tax reform that would scale back or eliminate the deductions, loopholes and carve-outs that are distorting the tax code. It seeks to end the current tax discrimination and treat large and small businesses alike. It lowers the corporate rate to 25 percent for all job creators so that U.S. businesses no longer have to labor under the highest corporate tax rate in the world. By broadening the tax base, the federal government would be able to generate the same level of revenue without the discriminatory distortions for special interests that politicians have packed into the current tax code over the years.

It rejects calls from the President and his party's leaders in Congress to raise taxes on energy producers. According to the non-partisan Congressional Research Service, the President's tax policies would "raise the cost of exploration and production, with the possible result of higher consumer prices and more slowly increasing domestic production." Independent energy producers and families would bear the brunt of these punitive tax hikes.

The Obama administration has blocked and delayed domestic energy production both onshore and offshore, costing jobs and sidelining American energy sources at a time of rising gasoline prices and unstable conflict in the Middle East and North Africa.

The House-passed budget calls for a more sensible approach, allowing for more resources from bonus bids, rents, royalties, and fees as a result of unlocking domestic energy supplies in a safe, environmentally responsible manner.

A Long Term Solution for Energy Independence

I believe a national energy proposal must take a multi-pronged approach focused on increasing American-made energy, reforming outdated fuel regulations, and investing in alternative energy sources. I was happy to help author H.R. 909, A Roadmap for America's Energy Future. This legislation, introduced by Representative Devin Nunes, promotes an all-of-the-above energy policy that embodies the pillars explained above: it facilitates American-made energy, recognizes the importance of alternative energy, streamlines the outdated regulatory process for clean technologies like nuclear power, and avoids hitting our economy with new taxes and mandates.

More Refineries

I also support reforms to our regulatory regime to allow for new refineries to be built in the U.S. We have not built any new refineries since 1976. At that time, our country was only using a handful of blends of gasoline. Now, we are attempting to refine four dozen blends of gasoline in a system designed to only produce a few. This has imposed substantial constraints on our ability to refine the gasoline that we use on a daily basis and has forced us to import more and more of the gasoline that we use. Furthermore, adding new refineries to the market will lead to greater competition and help place downward pressure on prices.

Boutique Fuels

In addition to problems with supply, we pay more for gasoline because of an outdated reformulated gasoline policy that requires different areas of the country to use different blends of fuel to meet environmental requirements. This fragmented system results in the under-production of certain blends and allows refineries to charge more for the unique boutique fuels that they produce due to a lack of competition in the marketplace. The use of boutique fuels also causes price spikes any time that there is a supply disruption, such as a refinery fire or pipeline break, because there are few refineries that can make the special blend to cover the loss in capacity. Furthermore, areas like South-eastern Wisconsin that are required to use different fuels during the winter and summer months experience price spikes when the transition between fuel types is made.

Conservation

We must also affect the demand side of increasing gasoline prices. I believe that energy conservation and responsible fuel efficiency improvements can go hand in hand with our efforts to expand our economy. I believe that initiatives such as requiring efficiency improvements on vehicles using a class-by-class basis, rather a company-by-company ba-

sis, are proposals that can help reduce the demand for gasoline while not undermining U.S. auto manufacturers. It is my hope that Congress will pass legislation that will reduce energy consumption in an efficient manner, protecting our domestic auto industry and ensuring lower energy prices for consumers.

Domestic Production

America has an abundance of domestic resources – including natural gas and oil in the Outer Continental Shelf, Alaska, oil shale in the Central West, and a variety of alternative sources. A top priority of the 112th Congress must be to unleash the potential of domestic production of American-made energy in an environmentally-conscious manner. We can do this while simultaneously improving infrastructure and creating jobs by allowing the use of royalties paid by energy companies to repair roads and bridges. At a fundamental level, the cause of expensive gasoline is an imbalance between supply and demand. Our society continues to demand more gasoline, but we have not increased the domestic supply of crude oil or finished gasoline. Increasing supply at home will not only help lower fuel prices and create good paying jobs, but it will reduce our reliance on foreign oil from hostile nations such as Iran and Venezuela. To this point, House Republicans are committed to advancing proposals to increase American-made energy. A variety of bills have passed the House and are awaiting further action in the Senate including:

H.R. 2021 – the Jobs and Energy Permitting Act

H.R. 1938 – the North American- Made Energy Security Act

H.R. 910 – the Energy Tax Prevention Act

Keystone XL Pipeline Decision

Last July, the House passed H.R. 1938, the North American-Made Energy Security Act, which directed the President to issue a final order granting or denying the permit for the Keystone XL pipeline. The pipeline would connect the tar oil sands in Alberta, Canada to the US Gulf Coast. Estimates indicate that this could enhance early energy capacity to oil refineries in the Midwest and Gulf Coast by 700,000 barrels per day. Despite passing the House with bipartisan support and estimates that the project will create tens of thousands high-quality, good-paying construction jobs in addition to several thousand more “spin off” jobs, the Democrat-controlled Senate never took up the bill, and on November 10, 2011, the Obama Administration announced that no decision would be made on the long-sought pipeline until 2013, conveniently after the next Presidential election.

As part of the Temporary Payroll Tax Cut Continuation Act, which was agreed to in December 2011, President Obama is required to issue a permit for the Keystone XL pipeline within 60 days – by February 2012 - unless he determines that the pipeline would not serve the national interest. Should President Obama decide that this is the case, he is required to submit to Congress a report detailing his justification for this decision.

On January 18, 2012, President Obama rejected the Keystone XL pipeline saying: “This announcement is not a judgment on the merits of the pipeline, but the arbitrary nature of a deadline that prevented the State Department from gathering the information necessary to approve the project and protect the American people.” There was nothing arbitrary in the deadline given to the President. This project has been in the works for several years, and I am disappointed that the President decided this job creating proposal was not in the nation’s best interest. I look forward to working with Members of Congress to find ways to move forward on this proposal which will not only lessen our dependence on Middle Eastern oil but also create thousands of American jobs.

Terrorism (2012-08-16 08:51)

As your Representative, keeping America safe remains my first priority. As Chairman of the House Budget Committee, I am committed to ensuring that the federal government provides our military with the necessary resources to accomplish the missions that they have set to protect our nation from those who wish to do us harm.

Fiscal Year 2013 Defense Appropriations

H.R.4310, the National Defense Authorization Act (NDAA) for Fiscal Year (FY) 2013, which passed the House with my support on May 18, 2012 by a vote of 299-120, authorized funding for national defense at \$554 billion for the base budget and \$88.5 billion in overseas contingency operations including Afghanistan. The bill provides our war fighters and their families with the care and support they need, deserve, and have earned; while ensuring that proposed draw-

down plans do not cut to the heart of the Army and Marine Corps. It also provides our military with the resources, and authorities it needs to win the war in Afghanistan and continue to prosecute the wider War on Terror. The NDAA is currently awaiting action in the Senate.

Path to Prosperity

The Path to Prosperity budget passed the House on March 29, 2012. The resolution reaffirms a commitment to the men and women in uniform and ensures that national security remains the government's top priority. The budget rejects proposals to make across-the-board cuts in funding for national defense, and provides \$554 billion for national defense spending in FY2013, an amount consistent with America's military goals and strategies.

The defense budget is currently slated to be cut by \$55 billion, or 10 percent, in January of 2013 through the sequester mechanism enacted as part of the Budget control Act of 2011. This reduction would be in addition to the \$487 billion in cuts over ten years proposed in President Obama's budget. The Path to Prosperity acknowledges that defense spending needs to be executed with effectiveness and accountability; however, government should take care to ensure that spending is prioritized according to the nation's needs, rather than treated indiscriminately with regard to cuts. Further, the House-passed budget recognizes the sacrifices that veterans and their families have made to ensure the continued security of our nation, and provides funding to afford the best care possible that veterans have bravely earned.

Iraq

On October 21, 2011, President Obama announced the withdrawal of all U.S. troops and trainers from Iraq to be completed in 2011. Since January 1, 2012, the United States has maintained normalized relations with Iraq, and will continue to assist in the training of Iraqi forces, encouraging regional security, peace and respect for Iraqi sovereignty. I am encouraged by the progress that has been made in Iraq, and we must remain vigilant to ensure that the hard-won gains in Iraq do not slip away now that America's combat participation has ended.

Afghanistan

Following the terrorist attacks on September 11, 2001, the United States made a commitment to defeat those responsible for the horrific attack. As part of the broader war on terror, the U.S. military has effectively engaged our enemies in Afghanistan and employed counter-insurgency tactics to combat current threats to our national security. This military strategy necessitates enough troops on the ground to clear and secure areas, move onto subsequent locations while maintaining a level of operable safety. Commanders requested 33,000 soldiers, totaling deployment to 100,000, and the President initially complied with this request. However, on June 22, 2011, the President announced a withdrawal of the same number of troops timed to conclude just before the 2012 elections.

The withdrawal has the potential to pose security threats to soldiers continuing shorthanded counter-insurgency operations, as well as to compromise the larger mission in Afghanistan. Further, the Afghan citizens currently working with our troops to quell violence may view the withdrawal as a signal that our forces are no longer committed to the mission, which will serve to debilitate the long-term diplomatic, development and reconstruction efforts in the area. I believe that the engagement in Afghanistan is necessary, and demands careful considerations for the safety of both our Armed Forces and citizens. Our own security at home depends on denying Al Qaeda and other terrorists a safe haven to operate from abroad such as Afghanistan. I continue to support providing our soldiers with the best possible equipment so they are able to complete their mission safely, effectively and on time so they can return to their families as soon as possible.

Israel

America has no better friend in the Middle East than the nation of Israel. Not only is Israel the region's only fully functioning democracy, with a government based on popular consent and the rule of law, but it is also a valuable ally against Islamic extremism and terrorism. Our shared democratic values and national interests are supported by maintaining a close friendship with Israel. Americans also have a strong interest in Israel achieving a lasting peace with its neighbors – including the Palestinians.

Reasonable people – including those who live in the Middle East – differ about how the conflict between Israel and Palestine can be resolved. However, I believe at least one thing is clear: we cannot advocate for a solution to the Israeli-Palestinian conflict that jeopardizes Israel's safety or legitimizes terrorism. Hamas, which is one of the two major Palestinian political factions, is an Islamist terrorist group whose charter calls for Israel's destruction, refuses to recognize Israel's existence, and calls Osama Bin Laden a "martyr."

While I do not have a role in the diplomatic discussions over the resolution of the Israeli-Palestinian conflict, America should not pressure Israel to agree to a peace deal that is unlikely to result in peace and security. Real peace will require Palestinians to recognize that Israel has a right to exist, even as it will require two states for the two peoples. Introduced by House Majority Leader Eric Cantor on May 13, 2011, H. Res. 268 reaffirms the United States' commitment to a negotiated settlement of the Israeli-Palestinian conflict through direct negotiations. I co-sponsored this legislation, and it passed the House on July 7, 2011 by a vote of 407-13. I was also a cosponsor of H.R. 4133, the United States-Israel Enhanced Security Cooperation Act, also introduced by Majority Leader Eric Cantor, which passed the House on May 9, 2012 by a vote of 411-2. H.R. 4133 states that it is United States policy to reaffirm the commitment to Israel's security as a state, provide Israel with the military capabilities to defend itself, expand military and civilian cooperation, assist in a negotiated settlement of the Israeli-Palestinian conflict, and encourage Israel's neighbors to recognize its right to exist.

Supporting Our Troops

We must not forget that we are a nation at war. The brave troops who serve our country worldwide have made and continue to make tremendous sacrifices on behalf of this nation. I am grateful for their service, and am dedicated to ensuring that they are provided with the necessary resources to achieve their missions safely and effectively and to return to their families as quickly as possible. Congress must also work to ensure that the families of these courageous individuals are thanked and cared for while their loved ones are away. As Congress continues to consider further legislation with regard to these issues, please rest assured that I will not lose sight of the effects that our national policy has on the lives of our troops and their families and the security of our nation.

Medicare (2012-08-17 08:47)

Medicare is the cornerstone on which all other government health programs rest. Unfortunately, the deteriorating financial conditions of this program are threatening beneficiary access to its benefits. In their most recent report, the Medicare Trustees projected that the account that funds Medicare's hospital benefit will go bankrupt in 2024. Reports like this illustrate that we can no longer let politicians in Washington deny the danger to Medicare – it is all too real, and the health of our nation's seniors is far too important. We have to save Medicare to avoid disruptions in benefits for current seniors and to strengthen the program for future generations.

The President's Health Care Law

On March 25, 2010, a Democrat controlled Congress passed the President's new health care law which fundamentally realigns our nation's health care system. This massive health care overhaul will exacerbate the very problems this reform effort sought to address. It will dramatically alter our deteriorating economic and fiscal conditions for the worse and may irrevocably impair the American identity.

Sky-rocketing health care costs are drowning families, businesses and governments in red ink—leaving millions priced out of the market and without coverage. This law—with its maze of mandates, dictates, controls, tax hikes and subsidies—pushes costs further in the wrong direction. It initiates a government takeover of the health care sector (17 % of the U.S. economy), intrudes in the doctor-patient relationship, and increases total spending by almost \$2.6 trillion. The law relies on 10 years of tax increases and 10 years of Medicare cuts to pay for six years of new spending. Moreover, it raids over \$700 billion from Medicare to finance a new open ended entitlement. All told, this law will dramatically add to an already unsustainable rate of government spending growth that will overwhelm the Federal budget and will dramatically change the way Americans get health care.

The health care law will have significant and serious consequences on the sustainability of Medicare and access to medical care. Before the bill's enactment, the Medicare program was already on an unsustainable path. According to the most recent Medicare Trustee's report, the Medicare program will be insolvent by 2024 —meaning Medicare will have exhausted the assets in its Hospital Insurance trust fund. Instead of reforming this important program so that current beneficiaries will not see a disruption in their services and future generations will be able to plan their retirement around Medicare's assistance—as I have been advocating for several years—the health care law treats Medicare like a piggy bank.

Instead of promoting real competition – which would moderate costs naturally—the law nationalizes the regulation of health insurance premiums. This will lead to shortages and rationing. Waiting times will replace prices as a means of balancing limited supply and higher demand. Quality will decline as consumers begin facing restricted access to the full range of treatment options. Greater government regulation also will limit incentives for medical innovation. Yet, despite all the new spending and all the increased taxes, supporters of this law argue that it will actually reduce our current deficit levels. However, the fiscal arguments just do not add up. The only way reduce the deficit, while at the same time having the government pick up the tab for more than 30 million uninsured Americans and subsidize millions more is through the use of smoke and mirrors.

Medicare Reimbursements for Physicians

Medicare reimburses health care providers for various procedures they perform. These reimbursements are made according to a fee schedule, which is updated annually by a formula called the Sustainable Growth Rate (SGR). If spending exceeds the established targets, payment rates to providers are cut; if spending is below the target, payment rates are increased. The intent of the formula is to place a restraint on overall increases in Medicare spending for physicians' services.

Since 2003, Congress has chosen to override current law in order to prevent reimbursements from being cut as a result of the formula. On December 23, 2011, the House and Senate approved legislation that would provide, among several provisions, a two month delay in the scheduled cuts in physicians' Medicare reimbursements that would have taken place on January 1st due to the flawed SGR formula. On February 16, 2012, Congress extended the delay through December 31, 2012. However, since the law only provides a temporary patch to the more than 30 % cut, Congress must address the issue again before the end of the year.

Rather than passing temporary fixes, I would prefer to address the more important matter of wholesale reform to the Medicare reimbursement system. Physicians should not have to wait on Congress to act every year in order to prevent pay cuts that are arbitrarily determined by an outdated formula. Fundamental reforms to Medicare and our broken health care system are urgently needed, and I will continue to push my colleagues to take on this challenge.

Path to Prosperity

Medicare's structural imbalance threatens beneficiaries' access to quality, affordable care. Currently, Medicare reimburses health care providers for services, creating a perverse incentive to order more tests and perform more services than may be necessary as a way to maximize one's share of the program. By basing payment on volume, not quality, costs rise and efficiency is reduced. Ultimately, this flaw in the structure of the program is driving up health care costs, which are, in turn, threatening to bankrupt the system – and ultimately the nation.

Unless Congress fixes what's broken in Medicare, without breaking what's working, the program will end up causing exactly what it was created to avoid – millions of American seniors without adequate health security and a younger working generation saddled with enormous debts to pay for spending levels that cannot be sustained.

It is morally unconscionable for elected leaders to cling to an unsustainable status quo with respect to America's health and retirement security programs. Current seniors and future generations deserve better than empty promises and a diminished country. Current retirees deserve the benefits around which they organized their lives. Future generations deserve health and retirement security they can count on. By making gradual structural improvements, Congress can preserve America's social contract with retired workers.

Recognizing the problems facing Medicare, the House-passed Budget:

Strengthens health and retirement security by taking power away from government bureaucrats and empowering patients with control over their care.

Repeals the new health care law's unaccountable board of bureaucrats empowered to cut Medicare in ways that would jeopardize seniors' access to care.

Saves Medicare for current and future generations, with no disruptions for those in and near retirement.

For younger workers, when they become eligible, Medicare will provide a premium-support payment and a list of guaranteed coverage options – including a traditional fee-for-service option – from which recipients can choose a plan that best suits their needs.

Program growth would be determined by a competitive-bidding process – with choice and competition forcing providers to reduce costs and improve quality for seniors.

Premium support, competitive bidding, and more assistance for those with lower incomes or greater health care

needs will ensure guaranteed affordability for all seniors.

Letting government break its promises to current seniors and to future generations is unacceptable. The reforms outlined in the budget passed by the House protect and preserve Medicare for those in and near retirement, while saving and strengthening this critical program so that future generations can count on it to be there when they retire. Beginning in 2023, when workers currently under the age of 55 become eligible for Medicare, seniors would be given a choice of private plans competing alongside traditional fee-for-service option on a newly created Medicare Exchange. Medicare would provide a premium-support payment either to pay for or offset the premium of the plan chosen by the senior.

The Medicare Exchange would provide all seniors with a competitive marketplace where they could choose a plan the same way members of Congress do. All plans, including the traditional fee-for-service option, would participate in an annual competitive bidding process to determine the dollar amount of the federal contribution seniors would use to purchase the coverage that best serves their medical needs. Health care plans would compete for the right to serve Medicare beneficiaries.

The second-least expensive approved plan or fee-for-service Medicare, whichever is least expensive, would establish the benchmark that determines the premium-support amount for the plan chosen by the senior. If a senior chose a costlier plan than the benchmark plan, he or she would be responsible for paying the difference between the premium subsidy and the monthly premium. Conversely, if that senior chose a plan that cost less than the benchmark, he or she would be given a rebate for the difference. Private health plans would be required to cover at least the actuarial equivalent of the benefit package provided by fee-for-service Medicare.

Program growth would be determined by the competitive bidding process – with choice and competition forcing providers to reduce costs and improve quality for seniors. The competitive market for Medicare choices would foster innovation and quality while ensuring that the program is financially stable. As opposed to pegging the growth rate to a predetermined formula, competitive bidding offers the ideal means of harnessing the power of choice and competition to control costs, while also securing guaranteed affordability for patients. As a backup, the per capita cost of this reformed program for seniors reaching eligibility after 2023 could not exceed nominal GDP growth plus 0.5 percent. The President has repeatedly proposed empowering IPAB to hold Medicare growth to the same rate; the difference is that this budget proposes to use competition to control costs.

All health plans that participate in the Medicare Exchange, including the traditional Medicare option, would be required to offer insurance to all seniors – regardless of age and health status – thereby preventing insurers from cherry picking only the healthiest seniors for coverage under their plan. Additionally, the federal contribution to seniors' health plans would be increased to account for a senior's health status and age.

These reforms also ensure affordability by fixing the currently broken subsidy system and letting market competition work as a real check on widespread waste and skyrocketing health-care costs. Putting patients in charge of how their health care dollars are spent will force providers to compete against each other on price and quality. That's how markets work: The customer is the ultimate guarantor of value.

Reform aimed to empower individuals — with a strengthened safety net for the poor and the sick — will not only ensure the fiscal sustainability of this program, the federal budget, and the U.S. economy. It will also guarantee that Medicare can fulfill the promise of health security for America's seniors.

Taxes (2012-08-19 08:53)

At a time when Wisconsinites are facing economic uncertainty, a high unemployment rate and a rise in the costs of living, the last thing our country needs are tax increases. The President's budget imposes a heavy cost for its commitment to intrusive government – diminishing economic opportunity by imposing the largest tax hike in American history. This budget imposes \$1.9 trillion in new taxes on families and small businesses, while adding new complexities to an already broken tax code. At the same time, the President's budget would increase the debt held by the public by \$9 trillion over ten years and would never set the budget on a path to balance. Instead of chasing higher spending with ever-higher taxes, Congress needs to make our tax code fair, competitive and simple. Unfortunately,

our current tax system fails on these three elements.

Looming Tax Increases

In Wisconsin, approximately 90 percent of businesses file their federal income taxes as individuals, not as corporations. These businesses that file their federal income taxes as individuals employ more than 50 percent of the Wisconsin workforce. Imposing tax hikes on employers and making the tax code even more complicated will only hurt job creation and our economic recovery. Unfortunately, this is exactly what has happened under new laws enacted by President Obama.

Most of the tax increases enacted since January 2009 are included in the new health care law, the Patient Protection and Affordable Care Act (H.R. 3590). This law will enlarge government, increase Federal spending, deficits and debt. It initiates a government takeover of the health care sector (one-sixth of the U.S. economy); increases total spending by \$2.6 trillion; raises taxes by more than a half-trillion dollars over the next 10 years (the largest tax increase in history) and cuts more than a half-trillion dollars from Medicare to finance a new entitlement. For these reasons, I voted against this legislation. The largest single tax hike in the health care law (\$210 billion) results from the 0.9 percent increase in the Medicare payroll tax on wages for employers and small businesses, and a new 3.8 percent Medicare surtax on net investment income. The threshold amounts for these surtaxes are not indexed for inflation so these taxes that are aimed at “wealthy” individuals today, will reach increasing numbers of middle-income taxpayers over time, just as the Alternative Minimum Tax has.

The new health care law also provides \$10 billion to expand the IRS, which will be in charge of verifying that every American taxpayer has obtained health insurance defined under this new law. Taxpayers who fail to prove that they have the health insurance required under the health care law, face a new tax up to up to \$2,250 or 2 percent of the taxpayer’s income (whichever is greater). The new law, however, includes an exemption for illegal aliens and incarcerated individuals. Incarcerated individuals are exempt because they receive taxpayer-funded health care in prison. Though illegal aliens cannot receive a tax credit or Medicaid coverage under the health care law, they may receive emergency room care, but do so without paying the same penalty that uninsured Americans must pay. According to the Congressional Budget Office and Joint Committee on Taxation, nearly half of the taxes collected from this law, would be paid by households earning less than 300 % of the Federal Poverty Line (\$66,150 for a family of four).

The President’s budget proposal for Fiscal Year (FY) 2013

At a time when strong leadership is needed in the White House, President Obama’s proposed budget, in the words of The Washington Post, “falls short.” Failing to heed the warnings of economists and the concerns of our fellow Americans, the President’s budget accelerates our country down the path to bankruptcy. In the three years since President Obama was sworn into office, the national debt has increased 45 percent, from \$10.6 trillion to more than \$15 trillion. The President’s FY2013 budget contains massive tax increases, does nothing to pay down our crippling national debt, and continues the trend of out of control government spending. By his own projections, this budget would propel the national debt to \$26 trillion by 2022. Along with adding \$11 trillion to the national debt, his budget would impose a \$1.9 trillion tax hike, creating more uncertainty for American families and businesses. The House recently had the opportunity to vote on President Obama’s budget proposal for FY2013, and unanimously rejected the President’s proposal, by a vote of 0 – 414, a clear indication that Republicans and Democrats alike did not believe the President put forth a credible plan to address America’s challenges.

The “Buffett Rule”

The President and his party continue to insist that raising taxes will somehow boost economic growth. They insist that the best way to grow the economy is to take more money from hardworking Americans and use it to fund the President’s out of control spending. The problem is that this tax increase, known as the “Buffett Rule,” would not just raise taxes on “wealthy Americans,” but would raise taxes on small business owners and investments during the worst unemployment crisis since the Great Depression. Democrats fail to acknowledge that we are facing a deficit and debt crisis because we spend too much, not because we tax too little. And while some continue to champion the Buffett Rule as a serious solution to reducing the deficit, the truth is that this tax increase, over a ten year period, would only reduce our nation’s projected deficit by less than one percent (0.7 %).

To put into perspective just how ineffective the Buffett Rule would be, consider how much revenue this new tax would generate compared to how much our federal government spends in one year. Over a ten year period, the

Buffett Rule would generate an average of \$5 billion in revenue per year, and the FY2013 federal budget is projected to spend \$3.803 trillion. That means that, in FY2013, these tax increases would pay for only 0.131 of federal spending. Of the 8,760 hours contained in one year, the Buffett Rule could only pay for just over 11 hours of federal spending. Instead of policies aimed at growing government and raising taxes on families and businesses, we must advance policies that boost private-sector job growth. Policymakers must put aside these gimmicks and work together to meet our generation's defining challenge of restoring America's promise and ensuring greater opportunities for generations to come.

Path to Prosperity

House Republicans have pledged to lead where the President has failed. The budget advanced by the House of Representatives on March 29, 2012 helps spur job creation, stops spending money the government does not have, and lifts the crushing burden of debt. The Path to Prosperity cuts more than \$5 trillion in spending from the President's budget over the next 10 years, putting the budget on the path to balance and the economy on the path to prosperity. Specifically, the budget:

Restores Economic Freedom – The Path to Prosperity fosters a better environment for private-sector job creation by lifting the debt-fueled uncertainty and advancing pro-growth tax reforms.

Changes Washington's Culture of Spending – The budget stops Washington from spending money it does not have on government programs that do not work. It locks in spending cuts with enforceable spending controls.

Strengthens Health and Retirement Security – The budget puts an end to empty promises from Washington, offering instead real security through real reforms. The framework established in this budget ensures no disruptions to existing health and retirement benefit programs for those beneficiaries who have organized their retirements around them, while at the same time building stronger programs that future beneficiaries can count on when they retire.

Provides for the Common Defense – With American men and women in uniform currently engaged with a fierce enemy and dealing with emerging threats around the world, this budget takes several steps to ensure that national security remains the Federal government's top priority, including the rejection of proposals to make thoughtless, across-the-board cuts in funding for national defense.

Lifts the Crushing Burden of Debt – The budget tackles the existential threat posed by rapidly growing government and debt, applying the nation's timeless principles to this generation's greatest challenge. It ensures that the next generation inherits a stronger, more prosperous America.

Making the Tax Code Fair, Competitive and Simple

Fair Tax Code

The tax code is full of deductions, credits and loopholes that let politically-connected companies avoid paying taxes. Every dollar that businesses spend lobbying for a better tax deal is a dollar they're not spending on making a better product. And, since every dollar hidden in a loophole doesn't get taxed – politicians make up for this lost revenue by increasing overall tax rates. So we need to close these loopholes. The U.S. corporate income tax, incorporating federal, state, and local taxes, equals just over 39 percent, the highest rate in the industrialized world. (The U.S. has overtaken Japan, which recently lowered its corporate rate.) On top of sending almost 40 cents out of every dollar earned to the government, businesses pay additional taxes including investment taxes and payroll taxes.

Competitive Tax Code

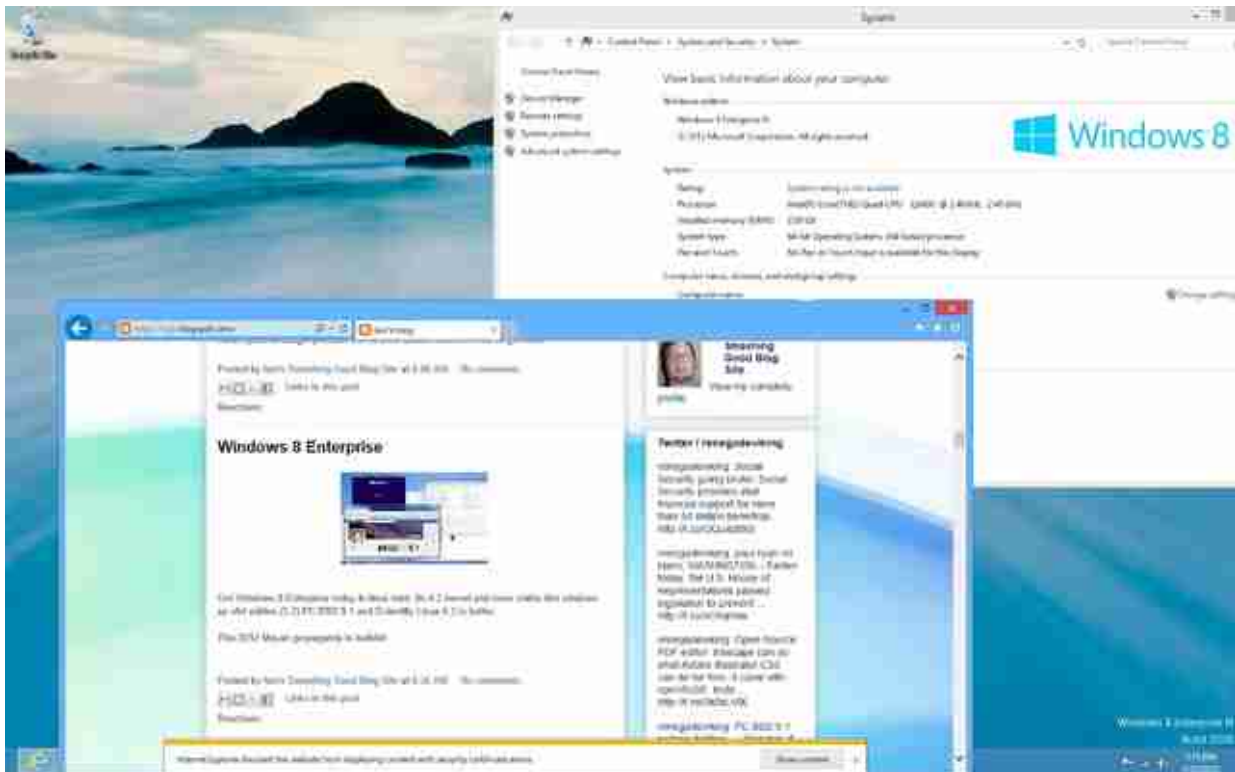
The budget we passed in the House of Representatives calls for closing the loopholes and lowering the tax rates. The President's bipartisan Fiscal Commission proposed something similar. Its plan would reduce the corporate tax rate to as low as 26 percent, and to lower the top individual rate that many small businesses pay to as low as 23 percent. If we lower tax rates, does that mean the wealthy pay less in taxes? It does not if we close loopholes. The people who use most of the loopholes are those in the top tax brackets. The money parked in these tax loopholes is taxed at zero. If you take away the tax loophole and lower everybody's tax rates, that money is taxed. It is taxed at a fair, more simple, more competitive tax rate so they can compete in this global economy. The President, however, would allow the top marginal income tax rate to rise to nearly 45 percent in 2013. This would be a direct hit on Wisconsin small businesses and jobs because 90 percent of businesses in Wisconsin pay the individual income tax, not the corporate income tax. These small businesses employ more than half of all private sector workers.

Simple Tax Code

Individuals and businesses spend over six billion hours and \$160 billion, every year, trying to understand and comply

with the tax code. Congress should simplify the tax code, not just by closing loopholes, but also decreasing the number of different tax brackets. Fewer brackets, along with lower individual rates, will make the tax code less complicated, and let more people keep more of the money they earn. America has had tough recessions before and we know that the secret to growing jobs and prosperity in America are through the ingenuity and the hard work of our businesses – of our small businesses, of our large businesses, of job creators. Our tax system should not reward people for coming to Washington and getting special favors. We want a tax system that rewards Americans for hard work, risk taking, entrepreneurship, investment and innovation. These ideas made America great in the past. We need these kinds of ideas going forward if we want to grow our economy in the future and compete in the 21st century global economy.

Windows 8 Enterprise (2012-08-20 08:36)





Got Windows 8 Enterprise today in linux mint. Its 6.2 kernel and more stable like windows xp x64 edition (5.2) PC-BSD 9.1 and Scientific Linux 6.3 is better.

This 2012 Mayan propaganda is bullshit.

oakleyses (2014-10-23 18:03:34)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:37)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:37)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike

free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

paul ryan on taxes (2012-08-20 08:36)

WASHINGTON – Earlier today, the U.S. House of Representatives passed legislation to prevent an across-the-board tax increase on families and job creators, set to take effect in January 2013. The legislation comes on the heels of analyses that the President's proposed tax increases would adversely impact job creation and economic growth. Following a bipartisan House vote to prevent a massive tax increase, Congressman Paul Ryan issued the following statement:

"The results are unmistakable: the President's insistence on taking more from hardworking taxpayers to fuel ever-higher Washington spending is not working. Economic growth has slowed to 1.5 percent and unemployment is stuck above 8 percent. Now the White House and leading Senate Democrats want to double down on these policies with massive tax increases that will hit small businesses, not to pay down the debt but to simply chase unsustainable spending increases. There is bipartisan opposition to this failed approach, and to provide certainty and confidence for job creators, the time to act is now.

"The House took action today to protect families and workers from a massive tax increase, which the Congressional Budget Office warned would push our economy into another recession.

"I applaud the leadership of House Ways and Means Chairman Dave Camp and my colleagues in Congress for their efforts to stop the President's massive tax increase, while paving the way forward for pro-growth tax reform. Keeping tax rates low, cutting spending, and advancing fundamental reforms to our government's structural budget challenges are the keys to get America back on track."

Social Security going broke (2012-08-20 08:46)

Social Security provides vital financial support for more than 54 million beneficiaries. Social Security also provides critical benefits to widows and those with disabilities. Unfortunately, Social Security faces a \$8.6 trillion deficit over the next 75 years. With 10,000 "Baby Boomers" turning 65 every day, it is essential that we work to preserve the programs these seniors have come to count on. As Chairman House Budget Committee, one of my top priorities is to preserve the Social Security safety net and make sure the program remains solvent for future generations.

Social Security is Going Broke

Social Security is funded by the payroll taxes of current workers to pay the benefits of current retirees. Projected long run program costs are not sustainable under current program parameters. The Social Security Trustees project that the cash flow deficits that began in 2010 will continue permanently. That means that to pay full Social Security benefits, the government must cut spending, raise taxes, or borrow more money to finance pension payments.

A central factor in the looming financial crunch is the fact that our society is aging. The "Baby Boom" generation has already started to collect their Social Security retirement benefits. As a result, there are fewer workers to support each retiree than when Social Security was created. Increasing life expectancy and the approaching retirement of more Baby Boomers continues to put increasing pressure on Social Security each year. Over the next several years, the number of retirees is expected to grow more rapidly than the number of individuals whose taxes will pay for future benefits. Because of this, the number of workers supporting each Social Security recipient is projected to fall.

The Need for Reform

According to the 2012 Social Security Trustees Report, beneficiaries will face a painful 25 percent benefit cut in 2033 when the Trust Funds are exhausted – three years sooner than projected just last year. At that time, even those who are currently on Social Security – those now 62 and older – may experience indiscriminate cuts in benefits at a time when they are increasingly reliant on the program.

The Path to Prosperity

A common reaction to the question of what to do about the problem with Social Security has unfortunately been, "What problem?" These individuals often claim that the Social Security trust fund will remain solvent for another 21 years, at which point the government could theoretically cover the shortfall by raising taxes. Others downplay whether any changes to Social Security will be necessary – they claim that sustained economic growth could take care of the problem all by itself.

Neither is correct. First, any value in the balances in the Social Security trust fund is derived from dubious government accounting. The trust fund is not a real savings account. From 1984 to 2009, the trust fund collected more in Social Security taxes than it paid out in Social Security benefits. But the government borrowed all of these surpluses and spent them on other government programs unrelated to Social Security. The trust fund holds Treasury securities, but the ability to redeem these securities is completely dependent on the Treasury's ability to raise money through taxes or borrowing.

Beginning in 2010, Social Security started paying out more in benefits than it collected in taxes – a trend that will skyrocket as the baby boomers continue to retire. In order to pay full benefits, the government must pay back the money it owes Social Security.

Those who wish to solve this problem by raising taxes are ignoring the profound economic damage that such a large tax increases would entail. Just lifting the cap on income subject to Social Security taxes, as some have proposed, would, when combined with the Obama administration's other preferred tax policies, lift the top marginal tax rate to over 50 percent. In reality, lifting the cap on income subject to Social Security will hurt the self employed – like many of the farmers and small business men and women in the First District – hardest as these individuals pay both the employee and employer share of the Social Security tax and further hamper the economic growth these individuals can provide.

Most economists agree that raising marginal tax rates that high would create a significant drag on economic growth, job creation, productivity and wages. This nation cannot fix its retirement-security system by leaving young families with nothing to save.

I believe there is a bipartisan path forward on Social Security – one that requires all parties first to acknowledge the fiscal realities of this critical program. The President's Fiscal Commission made a positive first step by advancing solutions to ensure the solvency of Social Security.

The Commission suggested a more progressive benefit structure, with benefits for higher income workers growing more slowly than those of workers with lower incomes who are more vulnerable to economic shocks in retirement. It also recommended reforms that take accounts of increases in longevity, to arrest the demographic problems that are undermining Social Security's finances.

In addition, there is bipartisan consensus that Social Security reform should provide more help to those who fall below the poverty line after retirement as part of any reform that make the program solvent. As part of a plan to strengthen the safety of that nation's most vulnerable citizens, lower-income seniors should receive more targeted assistance than those who have had ample opportunity to save for retirement.

While certain details of the Commission's Social Security proposals, particularly on the tax side, are of debatable merit, the Commission undoubtedly made positive steps forward on bipartisan solutions to strengthen Social Security. The House-passed budget builds upon the Commission's work, forcing action to solve this pressing problem by requiring the President to put forward specific ideas on fixing Social Security.

In a shared call for leadership, the budget also puts the onus on Congress to offer legislation to ensure the sustainable solvency of this critical program. As Stephen Goss, Chief Actuary for the Social Security Administration, put it in a House Budget Committee hearing, "Our Trustees and everybody who speaks on this has opined extensively about the value of acting sooner rather than later, so that we can have gradual changes phased in and we have more options if we act relatively soon."

Both parties must work together to chart a path forward on common sense reforms, and the House-passed budget provides the nation's leaders with the tools to get there.

Best places in US for photos (2012-08-23 21:42)

Asheville, N.C.

"GMA" viewer Alan Ostmann of Candler, N.C., nominated Asheville, a small city tucked in the Appalachian Mountains rich with art, architecture and outstanding scenery.

"I live just outside of Asheville, N.C., [bordering] the Pisgah National Forest in possibly the oldest mountains on the planet," Ostmann wrote in his submission. "Four miles from my home is the Blue Ridge Parkway. The forest and parkway allow some of the most spectacular views I have seen anywhere in the world. I hike and bike the area daily and am always amazed at the beauty nature can reveal to us."



Tessa Lemke

2. Aspen, Colo.

Aspen is an authentic mountain town best known for its world-class skiing in winter months and as an outdoor playground for mountain biking, rafting, fly fishing, rock climbing, hiking and more in warmer months.

Tessa Lemke of Carbondale, Colo., submitted a photo of the magnificent Pyramid Peak, part of the summits of the Maroon Bells, a short drive from Aspen, which gave us our inspiration.

"Every drive into Aspen has this beautiful view – ever changing from red rock to snow-covered," she wrote. "To me it doesn't look real ... like something from 'The Lord of the Rings.' Breathtaking!!"



Courtesy Gary Acabbo

3. Cape Cod, Mass.

Cape Cod has long been a favorite summer vacation destination made popular by the Kennedy clan and others. The 400-square-mile peninsula is filled with beaches and caters to tourists, but the cape's natural beauty is what compelled Gary Accabo of New Haven, Conn., to nominate the area.

"I have visited Provincetown, Cape Cod every summer since 1977. Race Point is the most gorgeous part of the National Sea Shore. To be there in the evening to experience a sunset is one of the most breathtaking visions to witness. Its beauty is forever etched in my mind," Accabo wrote.



Terri Rose

4. Destin, Fla.

Dramatic sunsets, miles and miles of seashore and sugar-white sand all make Destin, Fla., the "Most Beautiful Place in America" for "GMA" viewer Terri Rose of Niceville, Fla. When Rose submitted her description of the seaside town, nestled in Florida's northern panhandle, we knew we had to find that spot.



Dolly Albers

5. Grand Tetons, Jackson Hole, Wyo.

The stunning view of the Grand Teton mountain range has kept viewer Dolly Albers of Peoria, Ill., coming again and again to this spectacular spot.

"Just sit ... and look out at those mountains anytime of the day or night. No place in America is more beautiful," Albers wrote. "[We] went there for our 25th [wedding] anniversary, again for our 40th, and last year for our 55th! We've been there in the winter to ski, spring to see the wild flowers, summer to hike and raft, fall to see the color changes. I close my eyes and see that view - what more could you want?"



Lisa Basham

6. Lanikai Beach, Oahu, Hawaii

Lanikai Beach is a strip of paradise hidden on the island of Oahu.

"How could this not be the most beautiful place in America?" wrote Lisa Basham of Kailua, Hawaii. "Bright, white, soft sand and clear, blue, warm water. This is the perfect beach to have a romantic picnic or get married. You can also have a great time with friends snorkeling, stand-up paddle boarding, or kayaking out to the beach on the Mokulua Islands."



Courest Lisa Gecelosky

7. Newport, R.I.

Viewer Lisa Gecelosky of Bernville, Pa., told us about Newport's wharfs, historic mansions, and famed Cliff Walk along the eastern shore, which caught our eye and landed this destination a spot on our list. The New England coastal town boasts spectacular scenery and a vibrant downtown area that makes it a perennial tourist favorite.

MORE COVERAGE

- 7 Wonders of Newport, Rhode Island



Kathleen Rockwell

8. Point Reyes, Calif.

Outside San Francisco, Point Reyes National Seashore is a don't-miss destination. The park protects over 71,000 acres of wildlife and coastland, but is also a place to take in the great outdoors with hiking, camping, horseback riding and more. The view along this famed peninsula inspired Kathleen Rockwell of Oviedo, Fla., to send "GMA" this photo.

"I found the most [beautiful] place in America so far to be in California. I visited there in January this year with my husband ... We drove over there to the top of the mountain and got out and walked around. The view looking at the Pacific Ocean from there was breathtaking – you felt like you were in heaven," she wrote. "It was the most beautiful site I have ever seen that it made me cry ... seriously."



Robert Fruggiero

9. Sedona, Ariz.

Sedona's natural beauty takes your breath away. The Red Rocks inspire such awe that we had to name it one of our Most Beautiful Places in America.

"The Red Rock Country in and around Sedona, Ariz., is one of the most beautiful and peaceful places I have ever visited in the U.S.," Robert Fruggiero wrote to "GMA." "This picture was taken from up on Bell Rock ... during a yearlong cross-country RV trip."



Jim Madole

10. Sleeping Bear Dunes, Mich.

Sleeping Bear Dunes National Lakeshore, tucked in the northwest corner of Michigan's Lower Peninsula, is one of the nation's best-kept secrets. That's why "GMA" viewer Jim Madole of Grand Rapids, Mich., nominated the spot.

"It is peaceful and serene, a place for gazing out into the world, night or day, and realizing that the universe is truly a magical, majestic mystery, and humans are just a very small part of it all," he wrote in his submission. "Here at Sleeping Bear, I sit in awe and wonder at the perfection of Mother Nature."

Import your Nintendo Magazine (2012-08-24 00:20)

I hate this stupid Nintendo Power magazine going out of business being bad hype. Guess what? You can import your magazine from the United Kingdom. The Official Nintendo Magazine is still published. There is also Nintendo Gamer . My personal story was I collected Game Informer (GameStop publication), the largest of all videogame magazines, and I stopped paying for it due to IGN, Gamespot, and Game Informer.com . The reviews were above average compared to game sites, because these were payed talent who had Bachelor of Liberal Arts degrees so article organization was decent. I really enjoyed the retro sections inside it, because IT SOUND BETTER THAN GAMESPOT RETRO BLOGS (no offense). Game Informer did four page stories on Panzer Dragoon Saga, Valkyrie Profile, Radiant Silvergun and rare 32-bit videogames. On top of that the magazine had quizzes and Tokyo Game Show & E3 coverage. That's why it is the best selling game magazine you know.

SHMUPS X - Bought Dodonpachi Daioujou (2012-08-24 19:59)

After Ibara, you'd think that would be my last PS2 SHMUP. Think again! Ibara was a pretty good SHMUP, but Dodonpachi Daioujou would be even harder just like DoDonPachi for Sega Saturn.





Top 10

1 Dodonpachi 3.538

2 Ikaruga 2.692

3 Radiant Silvergun 2.551

4 Gradius V 2.064

5 Battle Garegga 1.833

6 Dodonpachi Daioujou 1.795

7 ESPGaluda 1.667

8 Armed Police Batrider 1.423

8 Mushihimesama 1.423

10 Batsugun / Batsugun Special Version 1.103

41 Ibara / Ibara Black Label 0.372 It plays in the modchipped Playstation 2

Disable Linux suspend options RECOMMENDED (2012-08-27 16:03)

I warn everybody to edit their options to disable it.

Mine runs Linux Mint 13. I had no cursor on my desktop. My down button hit Suspend by mistake. It wouldn't turn on correctly for an hour. went back to turn it on 40 minutes later and for once the screen appeared. I lucked out. This works for Ubuntu, Linux Mint, Fedora thus far.

Terminal:

```
gksudo gedit /usr/share/polkit-1/actions/org.freedesktop.upower.policy
```

I replaced

```
< allow _active>yes< /allow _active>
```

with

```
< allow _active>no
```

Disable suspend in Red Hat Enterprise Linux, Cent OS, Scientific Linux

Terminal:

```
gconftool-2 -config-source xml:readwrite:/etc/gconf/gconf.xml.mandatory
```

```
-s -t bool /apps/gnome-power-manager/can_suspend false
```

Top 80 Saturn games (2012-08-29 06:56)**80. Soviet Strike**

The fourth Strike game, and also the first to be made for 5th generation consoles. This has the same great gameplay of the earlier games with the improvements to graphics and music that you'd expect, and a little more emphasis on story, told with new FMV cut scenes. Soviet Strike was initially a PS1 port, but unlike most ports to Saturn this version was actually improved, with some new graphical elements added like improved lighting.

79 Rayman

Those afraid that the old 2D style platformers would die out under a mass of new 3D games had their fears put to rest with this great early platformer. Rayman has some truly fantastic, sumptuous backgrounds and art design, with the Rayman character himself being quite a likeable, well designed hero. The levels are well thought out, and kept fresh by the fact that you gain new moves as you progress through the game. Hard as hell though!

78 Manx TT Superbike

Manx TT was just one of the many good arcade racers Sega were churning out back in the mid 90s and ended up being ported to the Saturn pretty well, with nice graphics and a good frame rate. Those who are familiar with Sega's arcade games will know the score here, you race around the tracks (this time on a bike) aiming to hit each check point before the timer runs out, if that happens its instant game over. Sadly, what makes a great arcade game doesn't always translate to the home though, which is why Manx TT has dropped places a bit, it really should've had some extra modes and tracks added to it as its a little short on longevity overall for its period.

77 Decathlete/Athlete Kings

A very accurate port of Sega's arcade game, Decathlete is your general Track N' Field style game, with updated 3D graphics and some more in depth rules.

76 Die Hard Arcade/Dynamite Deka

A very fun, brainless 3D beat-em-up where you run around the stages punching out the bad guys and picking up and using a plethora of different objects scattered around the ground. The fighting system is very fluid, and feels very solid, giving the game very high pick up and play value.

75 Guardian Force

Multi-directional scrolling shmup where you play as a tank. Guardian Force is very much a welcome diversion from the hoards of spaceship shooters on the Saturn, apart from the change of theme, and scenery, you have the unique ability to turn the turrets around independently to fire in one direction whilst moving in another. The usual elements of a good shmup still apply, loads of action, great boss fights, 2-player co-op, and some exciting set pieces.

74 Bubble Symphony

At last, after years of hiatus came the long awaited true sequel to Bubble Bobble. Bubble Symphony did not disappoint, it carries on the excellent simplistic gameplay of the original, whilst adding some small yet notable new elements, such as multiple endings, the choice of what paths and levels you want to play, and the dragons gaining new charge-up abilities. Taito also gave the presentation the kind of overhaul you'd expect, and even infused the game with huge levels of fan service, with many of the stages and bosses based off of classic games from the companies history.

73 Sim City 2000

Sim City returns with masses, and masses of more stuff, and a new futuristic style. As usual the game becomes totally engrossing for anyone who puts the time in, and the hours burn away in no time. The Saturn version is very good, but as is the case with a lot of these strategy games it loses a few points due to the lack of mouse.

72 Enemy Zero

This stars the character from an older game from Warp "D", and has similar interactive FMV based puzzle adventure gameplay, but this time with specific 1st person shooter style sections. The horror vibe is very well played, with occasional gore and a very real sense of dread throughout, but the rigid controls and slow paced gameplay may not be for everyone.

71 Gungriffon

Gungriffon is a 1st person mission based mech game. Unlike a lot of the mech games of the time it mainly

emphasises fast action, shooting based gameplay. It has you piloting a fairly manoeuvrable mech that can jump high up into the air raining death on those below, generally creating carnage and blowing stuff up (though later levels do require more careful strategy). Its a little bit short, but is a fun game, and runs very well with smooth movement, decent draw distance and a good frame rate.

70 Last Bronx

A weapons based 3D fighting game (think Soul Blade). Last Bronx goes with a more fast paced, action orientated style of gameplay, and as such is generally considered a little lightweight, but I find it to be a very fun, and accessible game, the graphics and style are also very impressive.

69 Mega Man 8

The first of the main branch Mega Man games to appear on 32-bit, Mega Man 8 is a bit of a black sheep of the family, and is lacking in innovation, but is still a very solid effort. Mega Man 8 has all the hallmarks of the series, with some nice updated graphics, and a new emphasis on some unique abilities. The game is also best played on the Saturn, as it has improved graphics and some extra boss fights with series favourites Wood Man and Cut Man from Mega Man 2.

68 Mech Warrior 2

When porting Mech Warrior to consoles the developers decided to make the game more arcade action based to cater to the console audience, I think it was probably a wise decision overall as the game works well as a console shooter. Here you have a set of objectives to complete, and basically have to pilot mech's around the levels blowing stuff up, there's a lot of options, including choice from a whole load of different mech's with different abilities, and there's two campaigns to play through too. The Storyline is also quite detailed, and in-depth, and sets the scene well.

67 Need For Speed

Electronic Arts try their hand at the arcade racing genre with this speedier rendition of their Need For Speed series (the original game on 3DO was more of a realistic racer). Need For Speed manages to rival some of the big arcade ports of the time, with fast, smooth gameplay, that also manages to retain some of its predecessors attention to detail, with car models all having their own handling and feel.

66 Elevator Action Returns

Elevator Action Returns looks simple at first, but don't let that dissuade you as its still a very fun game with more to it than it first seems. You run around levels shooting the enemies and disarming bombs, strategic thinking often helps, with leaving bombs on elevators to be delivered to enemies, and shooting out the lights both particularly helpful tactics to use. There's also a 2-player option, which is always a welcome addition to any game.

65 Herc's Adventures

Here is a very fine adventure game from Lucasarts, it plays kind of like a cross between Zelda games, and Zombies Ate my Neighbours (its by the same company as Zombies). You travel around the world collecting a variety of different weapons and equipment, each time you successfully accomplish something, or acquire an important item new areas of the map are opened up for you (and your team mate if played in 2-player) to explore.

64 Sega Worldwide Soccer 98'

This series truly set the bench mark for 32-bit football games at the time, and was the best choice out there on any console for a decent period. Worldwide Soccer excelled with its impressive graphics and in depth gameplay, for many at the time (at least in the UK) the series was even the killer app worth buying a Saturn for.

63 Puyo Puyo Sun

The third game in the classic puyo series of puzzle games (previously released in the west as Dr Robotnick's Mean Bean Machine and Kirby's Ghost Trap). Sun doesn't really do anything that new for the series (group the blobs together in three of a colour), but the gameplay is as good as ever, and there's a nice graphical overhaul.

62 Iron Storm

Part of the long running and popular Daisenryakou series of grid based strategy games. Iron Storm is one of the only games in the series to get a western release, but luckily its also one of the best examples. The game takes place during WWII, and allows for a lot of "what if" style outcomes, with the Germans, say, winning the battle of Britain, or the Japanese invading the United States.

61 Virtua Cop

When Virtua Cop came out in the arcades in 1994 Lightgun games were a dying breed, years of no innovation in the genre had caused it to stagnate and lose favour with the videogame playing populace. Virtua Cop was a breath of fresh air, with its crisp 3D visuals, dynamic camera angles, points multipliers, and threat level indicators, it actually signaled a turnaround and re-popularising of the genre. The Saturn port of the game was first rate, and alongside Sega Rally and Virtua Fighter 2 really raised the bar for 3D Saturn games at the time, totally shocking a lot of people who'd previously thought the Saturn's 3D capabilities were only substandard. The only reason it appears lower down in this list is because I feel its superior sequel manages to trump it in most aspects.

60 Magic Carpet

Peter Molyneux's interesting, unique, and in some ways revolutionary shooter/strategy hybrid. In the game you fly around the map on a magic carpet killing monsters and collecting mana to store in your home castle, the more mana you have, the more spells you can cast, and as your castle becomes more built up, it even spawns its own AI guards to defend it. The strategy elements really compliment the action based gameplay, adding that compulsive "improve yourself" aspect to the proceedings. The Saturn version doesn't quite control as well as it did on the PC, but its still a good port.

59 Magic Knight Rayearth

Magic Knight Rayearth is an action Adventure game with a very troubled history, the game was originally released in 1995 in Japan, but due to disputes between the localisation team, and Sega it didn't actually see release in the west until 1998. The game follows the usual Zelda adventuring style, but with a tag team system between three characters with different weapons, and much more emphasis on storyline and FMV's. Its a shame it was released so late, as though the school girl centred storyline is not for everyone, the game would've been a very solid, and likeable early Saturn release.

58 Baku Baku Animal

Sega's take on the block falling puzzle genre has you matching up animals with their favoured foods. The combo system here is very well implemented, and 2-player matches are a lot of fun. I've decided to drop positions for Baku Baku mainly because its a very similar game to Puzzle Fighter II, which I feel is superior, but Baku Baku is still a valid purchase of its own as it still contains its own style, and a few of its own gameplay nuances.

57 Dungeons and Dragons Collection

This is a collection of two of Capcom's arcade beat-em-ups that had previously been unreleased for home consoles, Dungeons & Dragons: Tower of Doom, and Dungeons & Dragons: Shadow of Mystara. The gameplay includes a lot of aspects not commonly seen in beat-em-ups, such as equipment collection, spellcasting, and experience points. These features, coupled with a very competent fighting engine and the classic Capcom art style make D & D Collection one of the best beat-em-ups ever made.

56 Silhouette Mirage

As always Treasure provide yet another unique take on a staple genre here. Silhouette Mirage is a platformer with the unique aspect being the fact that you change between two colours depending on the direction you're facing, only enemies of the opposite colour take damage, whilst those of the same colour become weaker, this gameplay mechanic was re-used for their later game Ikaruga. Apart from the main gameplay mechanic you have all the usual hallmarks of a Treasure game, nice graphics, loads of style, impressive set pieces and memorable boss fights.

55 Puzzle Bobble 3

Puzzle game where you shoot coloured balls to the top of the screen trying to match three at a time. Not a lot has changed with the series since its inception, there's some new modes, and bubble type's, but mainly Puzzle Bobble 3 is an incremental update, its still as good as ever though, and worth picking up if you don't already own one of the older games.

54 Space Hulk

Hardcore strategy game based on the Games Workshop board game of the same name. You manoeuvre a team of armoured soldiers around the levels following set objectives, being careful to position each unit as tactically as possible to secure each area and control the constant influx of enemies. The story mode is excellent, with you slowly rising up the ranks as time goes on, but the training modes (which allow you to play through famous moments

of the Warhammer history) are equally great, and generally more accessible to beginners.

53 Real Bout Special

This belongs to the Fatal Fury series of games, SNK's oldest classic fighting series. Real Bout Special contains all the usual balance and finesse present in all of SNK's fighting games, but what makes it different to the plethora of other similar games on the Saturn is a system of multiple fighting planes, you can tactically jump between the background and foreground to avoid attacks and plan your next move, this changes the pacing and style of the fighting.

52 Warcraft 2

Clearly inspired by the quintessential Command and Conquer, Warcraft 2 may not be quite as in depth as its inspiration, but unlike C & C it simply excels at being full to the brim of charm and humour. Like C & C the gameplay here is classic building forces and managing resources.

51 Layer Section/Galactic Attack

Layer Section is a very polished vertical shooter with some well judged gameplay and excellent pacing. Apart from the usual shooting, and power-up collection, here you also have a homing laser which locks onto enemies below you and releases a barrage of shots. Anyone who's considering starting a collection of Saturn shmup's should absolutely start here, this manages to have one of those rare combinations for Saturn shooters, not only is it one of the best it's also one of the cheapest and easiest to obtain.

50 Croc

Unfortunately the Saturn didn't get many 3D platformers, with Croc seemingly being the only game on the system which even comes close to attempting a full Mario 64 style world. But luckily, whilst the controls take some time to get used to (make sure to get the analogue controller for this one) Croc is a very respectable take on the genre, it contains some nice level designs, good graphics, and a surprising amount of charm.

49 House of the Dead

After re-popularising the lightgun genre with Virtua Cop, Sega came up with yet another seminal game for the period with the House of the Dead. House of the Dead adds some real chills and tension to the genre, with you desperately trying to shoot the heads off the gruesome Zombies before they close in on you. The classic just loses a few points here because graphically it's a little on the disappointing side, certainly not standing up to the excellent Virtua Cop ports on the system.

48 Albert Odyssey

Albert Odyssey is a turn based RPG in a similar vein to those you'd expect to see on the SNES (and indeed Albert Odyssey started off as SNES project but was moved to Saturn). Its plot involves a boy whose parents died when

he was a baby that ended up being raised by Harpies (more like angels). The game doesn't hugely stand out compared to other RPG's on the system, but the gameplay is handled very well, the graphics are great, and the dialogue is well done and funny.

47 Magical Drop 3

A frenetic puzzle game where you pull the coloured spheres down, and then fire them back up to make combos of three or more. For this sort of puzzle game, Magical Drop is actually unexpectedly fast and furious, I'd even go as far as to call it action packed! Tons of fun, and very under appreciated import.

46 Sexy Parodius

Probably my favourite game of Konami's Parodius series (which is a wacky offshoot of its classic Gradius series). Here, apart from the improved graphics, more impressive weapons, and plethora of different characters, you've also got various mission objectives added to the levels, such as shooting down a set number of enemies, or collecting a set number of coins, whether or not you successfully complete these missions decides which branching path you'll take for the next level, which makes for some interesting gameplay. Don't let the title fool you into thinking there's going to be a lot of risqué imagery though, the elements contained here are pretty harmless and tame.

45 Theme Park

Theme Park has you creating and running your own theme park, building rides and taking careful control of your funds. The game is much more fun than it sounds, and is very accessible and addictive.

44 Samurai Shodown 4

A big improvement and a huge return to form for the series after Samurai Shodown 3, Samurai Shodown 4 just felt like it was a better balanced, more polished, and more fun to play game. Samurai Shodown is a very fast, weapons based fighting game, there's some truly beautiful, sumptuous backgrounds here, and the character designs are first rate too.

43 Death Tank Zwei

Whilst very crude looking, Death Tank is a fun party game for up to seven people simultaneously, it has you adjusting the trajectory and power of shots in real time (not turn based like Worms), trying to kill the other players. Everytime you kill a player you get money to spend on new weapons between matches, such as nukes, and powerups that allow your tank to fly. Games generally become very chaotic matches of team ups and broken alliances. Death Tanks is actually only given away as an extra with many of the Lobotomy programmed first person shooters, the easiest way to get it is to put on Duke Nukem whilst having a Quake save game on your Saturn internal memory.

42 Super Puzzle Fighter II

As mentioned earlier, quite similar to Baku Baku, but here you have to match coloured "crash" gems with their respective coloured blocks, instead of animals. In my opinion this is the better game out of the two, as it has better

presentation, more straightforward gameplay (its harder to keep in mind what animal eats what in Baku, although that difference could be seen as a strength for those interested in more complicated gameplay), and a few other minor new inclusions which raise it that little bit higher in quality.

41 DoDonPachi

One of the more popular and well known of the bullet hell shooters. If anyone is unfamiliar with the sub genre, DoDonPachi is effectively like a traditional vertical scrolling shmup, but with elaborate bullet patterns swarming the entire screen at pretty much all times, to make up for the number of bullets, only a small section of your ship is actually vulnerable, shots pass through the rest of you doing no harm. A word of warning to those new to shmups though, these types of shooters are really aimed towards the hardcore fans.

40 Dark Savior

Pseudo sequel to the under-appreciated, cult classic Mega Drive game Landstalker (same developer and same gameplay, but different characters and style). Dark Savior is an isometric adventure game focusing on puzzles and platforming. Despite some great new additions, such as the moveable camera, and alternate levels (based on performance) Savior doesn't quite live up to its predecessor (there's not quite as much charm and polish), but it does still manage provide a very involving and interesting adventure nevertheless.

39 Deep Fear

Deep Fear is a very good survival horror game inspired by Resident Evil. Its set in an underwater base that has been take over by a parasite that mutates the crew into monsters. The underwater theme helps to lend a claustrophobic, trapped feel to the atmosphere, the graphics are first rate, and the puzzles well thought out. In fact, this is exactly the sort of game Sega needed earlier on, unfortunately it arrived a little to make a big difference, and its lateness also adds to the rarity and cost. In regards to the huge price, is it worth it? truthfully I have to say definitely not to be honest, but if you find it at a reasonable price then make it a priority buy.

38 Legend of Oasis/Story of Thor 2

Another sequel (in this case prequel really) to a great Mega Drive game. Beyond Oasis is a Zelda-esque top down adventure game, where you travel the lands fighting monsters, picking up new weapons and increasing your health. Like its predecessor Legend of Oasis has much more of an emphasis on the fighting aspect of gameplay than the Zelda games, with a plethora of different hand to hand combat moves available, there's also a bunch of unique elemental spirits to collect throughout the game, which help you fight, and give you access to abilities to solve the game's puzzles with. Its a great game, and would've been higher in the list if it wasn't occasionally a little confusing at times.

37 Thunder Force V

Technosoft continue their consistently excellent series here with the fifth game (2-4 were all on the Mega Drive). The developers decided to go with a more 3D graphics style with this game and I have to say that I find it a little inconsistent, some sections look great, whilst others look a little bit dated. What hasn't dated however is the gameplay, which delivers everything you'd expect from a TF game (namely full of action, set-pieces, and clever

weapon designs). TFW also introduces a new weapon, the Free Range, which is tricky at first but a joy to use after its been mastered. Just to add one other thing, there's a boss fight in this game that has you going up against the ship from the earlier games in the series, with a remixed TFIV track playing in the background, and I must say as a fan of the series this fight is actually one of my absolute favourite video gaming moments ever, its awesome.

36 Twinkle Star Sprites

Here we have fantastically original and under appreciated hybrid of shmups and block style Vs puzzle games. Basically you shoot the oncoming enemies and send them to you opponents side of the screen, each time they're hit back they become faster and more dangerous. The Saturn version of this game has actually been improved over the Neo Geo original, with extra bits and pieces such as presentation improvements and an extra character, these were not carried over to the Dreamcast version, which makes this arguably the best of the ports out there.

35 Dead or Alive

Whilst Virtua Fighter was always considered the deep fighter, Dead or Alive went for more of a fast, fun, and accessible style (it also included big bouncing boobs of course). The first game of the series was ported excellently to Saturn, and actually contains some of the absolute best graphics on the entire system, looking better, and with fewer compromises than even the PS1 version released a year later.

34 Battle Garegga

This is a great, traditional style vertical shmup that's extremely action-packed, and throws very impressive amounts of action and enemies towards you at all times. The weapon system uses programmable options like those found in Musha which basically have a number of different preset actions that can be changed between on the fly depending on situation.

33 Daytona CE

This'll probably be a bit of a fairly controversial decision. There were two Daytona games released on the Saturn, and the majority seem to prefer the original port. I, however, have decided to recommend the second one, Daytona CE (more accurately the Japanese version of Daytona CCE, which included the original music). In my opinion its the more complete package overall. I'm going to break down the differences to help people make their own decision though. Daytona is an arcade racing game of the checkpoint style, initially it was ported to the Saturn in a very bare bones manner, the graphics were fairly poor, and there were no real extra modes to speak of, it did however play pretty accurately to the arcade version. It was then updated as CCE, CCE has an extra 2 courses, bringing the track count up to a more respectable 5, the graphics have been improved in every way, and there's also a split screen option for two player, on the other hand, the handling isn't as accurate to the arcade as it was in the original port (though analogue support, and fiddling with the options does help), so purists tend to dislike it.

32 Kings of Fighters 97'

SNK were one of the, if not the biggest competitors to Capcom in the fighting game business. Their games

started off fairly derivative of Capcom's, but they quickly started to branch off and blaze their own trail in regards to both gameplay mechanics, and character designs. The King of Fighters series is perhaps their most well known, and well respected series, its main difference to other fighters of the time is its team based gameplay, instead of picking a fighter and playing you must pick a team of three, each of which have to fight one after the other. I've gone with KOF 97' mainly because I find the storyline to be more interesting and in depth than the others available on Saturn

31 Metal Slug

At a time where 2D run n' guns were becoming few and far between, Nazca' Metal Slug series appeared out of nowhere to give fans something to cling to during the turbulent times. Metal Slug is your classic hardcore arcade game, it doesn't let up on the action for a second, with a constant barrage of enemies and explosions going off all over the screen at any given time, there's bosses, and vehicles to jump into, great music, and a 2-player co-op feature. Another area where Metal Slug really stands out is the presentation, the artwork is very stylised, and there's a lot of visual humour throughout the experience.

30 Worms

Never before has so much charm been infused into so few pixels. From the outset Worms is a simple strategy game, you command a team of four and take turns in choosing and using a selection of different weapons each of which are useful for different situations. But the randomness of the terrain design, coupled with its destructibility and the diversity of the weapons lends a copious amount of on the spot strategic planning to the proceedings, making it one of the best, and deepest multiplayer games in videogame history.

29 Guardian Heroes

Guardian Heroes is effectively a Final Fight clone with some minor rpg elements thrown into the mix, but Treasure did a very good job at increasing longevity by adding some important new features, branching pathways coupled with collectable characters (for use in the fun, but lightweight 6 player versus mode). These additions make the gameplay a touch more interesting, and create a real incentive to play through multiple times.

28 Vampire Savior

Even to this day many people seem to think of the Darkstalkers series as simply Street Fighter with monsters. Certainly at first the most easily apparent difference between the two series' is the graphics, with fantastic, wacky, and generally over the top character designs and artwork being the style of Darkstalkers, but dig deeper and you find a number of gameplay elements which, whilst not causing the game to stray too far from the SF template, help to give it a feel of its own. Firstly the super gauge works very differently here, working more as a modifier of the special moves, and there's original elements such as dashes, and follow up attacks (jump on people when they're down), all of which increase the pacing in comparison to Street Fighter.

27 Virtual On

A brilliant fighting game from Sega, Virtual On has you dashing around in the fully 3D world firing off barrages

of shots, taking cover behind objects, and rushing in close for melee attacks. For a 5th generation 3D action game it all works unexpectedly fast and smooth, and is a very unique and exciting experience, even the two player split screen mode works very well. Definitely one of the 3D Saturn games fans at the time could be proud of.

26 Batsugun

Often referred to as the first bullet hell shooter due to its use of elaborate bullet patterns and small ship hit boxes, Batsugun comes from Toaplan, the same company that made the excellent Fire Shark, Truxton, and Hellfire for 16-bit. Gameplay wise it fits somewhere between older, traditional vertical scrollers, and later bullet hell games like DoDonPachi, it also uses an interesting weapon system that involves gaining experience points through as you destroy the enemies throughout the levels.

25 Mega Man X4

Mega Man X4 doesn't do anything hugely different to its forebears, but when the core gameplay is this good who cares? Capcom carried on with their excellent, action packed Mega Man platforming and shooting action, coupled with the newer adventuring aspects added to the SNES games, and improved the graphics and sound for the 32-Bit generation. The level designs here are as good as ever before, and its all just very playable and addictive.

24 Command and Conquer

If any game is responsible for defining the real time strategy genre it has to be Command and Conquer, it perfectly expanded on its predecessor, Dune II, and really helped to popularise the genre. In the game you mine raw materials and create buildings, each of which give you access to more options and allow you to build up more units, it all very compulsive stuff, and the Saturn port, whilst not perfect without a mouse, still works very well.

23 Shining the Holy Ark

Holy Ark is the direct sequel to the Mega Drive game Shining in the Darkness, and it represents a very different sort of JRPG to what was commonly seen during the 5th generation. Like its predecessor the majority of the game is played with a 1st person view, you walk around the towns and dungeons as though you yourself are the character, with your party appearing onscreen and turning to face you when they converse. Gameplay includes the usual stat based menus you'd expect, but there's also more emphasis on solving proper, well thought out puzzles, many of which require careful planning, and this is actually the area where Holy Ark is most successful, because even if you removed everything else you'd still be left with solid gameplay, which is more than can be said for some JRPG's out there.

22 Burning Rangers

This has to be one of the fastest, most action packed 3D games from the entire generation on any system. The gameplay has you running around huge buildings putting out fires and rescuing people, but its the fast pacing, agile moveset, and impressive boss fights which really stand out to create an adrenaline pumping experience. The game would've scored higher but there's a few points that hold it back somewhat, the game is very short at only 4 levels (though extra replay value is included by the level layout changing) and the graphics can be very ropery at times,

however, thankfully these complaints don't go too far in souring the overall experience.

21 Quake

This was the port nobody expected the Saturn to manage, but famed Saturn developers Lobotomy, the group who had cut their teeth with the impressive Saturn FPS Powerslave, and proved time and again their programming skills (bet on them making a few more appearances later in this list) managed to pull it off with consummate skill. Quake is a very grim, very atmospheric take on the Doom style corridor shooter, its pretty violent for its time, and is packed full of the sort of secrets which made Doom so fun to explore. As mentioned earlier the Saturn port plays and looks very good, its a little grainier than the PC version, and the frame rate dips at times, but overall its certainly a very respectable version of the game.

Hyper Duel

From the same company that made the classic Thunder Force series, Hyper Duel easily lives up to its pedigree (frenetic action and impressive set pieces) whilst offering a very different and original experience. Apart from going for a more mech-based Macross feel (you can transform between robot and ship), the game also deviates from the TF series by allowing you to collect extra supporting ships which independently fly around the screen helping you, their mortal nature tends to push you towards protecting them, providing covering fire so as to allow you to accumulate a small gang as you progress. Hyper Duel is also a phenomenal arcade port, every aspect of the game was actually improved during its transition to Saturn, graphics, music, and gameplay.

20 Marvel Vs Street Fighter

Here's yet another reason for the Saturn's reputation for being a fighting game powerhouse. Marvel Vs Street Fighter sports a very different feel to many of the other Capcom games out there, its just a lot more over the top and hectic, and the ability to swap between two characters at any time in-game and do combination attacks lends a very different (and very fun) style to the gameplay. As usual this was a very accurate port of the arcade game (unlike the dire PS1 version which should be avoided at all cost) with all the features and animation pretty much intact.

19 Soukyugurentai

Souky is yet another beautifully crafted scrolling shmup for Saturn. The weapon system is very well implemented, being somewhat similar to the one used in Layer Section, pressing the button fires, whilst holding it down locks onto enemies below you that are within range, letting it go sends homing missiles to all targets highlighted. Apart from the weapon system Souky is simply very well paced, and includes some awesome boss fights, but what really stands out is the truly commendable, and artistic design, which creates an atmosphere which is second to none.

18 Virtua Cop 2

After many people did a double take after seeing the first Virtua Cop ("but I though Saturn couldn't do 3D?") Sega came back with this sequel, which looked even better than the last! Virtua Cop 2's main improvements over the original lightgun classic (apart from the graphics) have to be its faster, more intense pacing, and increased longevity (an important element where it comes to home ports), the game's inclusion of branching paths means its pretty much double the length of the original, and the introduction of the 3-shot multiplier (shoot someone three times in

different places in quick succession to get a higher score) rewards replay and mastery.

17 Dragon Force

Dragon Force is a very addictive game which balances both RPG and strategy element extremely well. The battles are huge in scope, and very impressive, allowing you to see the armies battle against each other on a unit by unit basis, while you, as the general throw around spells. The developers really did do an admirable job in all areas, the campaign is very long, and made even longer by the inclusion of multiple endings for each character, and they do a good job at keeping the story interesting, and involving.

16 Saturn Bomberman

As far as I'm concerned this is actually the best Bomberman game ever made, and the best Bomberman ever likely to be made. Apart from the fact that it has what is, in my opinion the best selection of power-up's for balanced multiplayer, Saturn Bomberman also feels like Hudson went to town adding fan service, they even included the option to play as characters from their other, non-Bomberman series, such as Master Higgins from the Adventure Island series, and Bonk. There's options for up to 10-player simultaneous local play, and even the campaign mode (which includes 2-player co-op) is surprising well crafted, with good attention to detail and presentation.

15 Duke Nukem 3D

Lobotomy do it again with this brilliant port of Duke Nukem. If there's anyone out there that isn't familiar with the game, Duke Nukem was one of the highest profile PC releases to come in the wake of Doom, the game contained loads of fast action, some neat new inclusions such as the jet pac, and most notably, interactive environments which, amongst other things contained loads of adult humour. This version is very accurate to the original, its very smooth, and (as far as I can see) uncensored too.

14 Fighters Megamix

Sega's amalgamation of their Fighting Vipers, and Virtua Fighter series' (both some of the most respected home fighting series' for that period) created yet another brilliant game, and easily one of the best value for money deals of the time with its huge character roster. Fighters Megamix feels more like FV in gameplay than VF, emphasising faster, more action packed gameplay, the graphics are also more akin to FV, gearing more towards lighting effects than VF's high resolution.

13 Wipeout XL

A very good port of the PS1 classic. Wipeout has to be one of those series' which really shines with the attention to style and detail, having a very distinct look of its own. The gameplay is some of the deepest out there, with much skill and perseverance required for the harder levels, and the tracks themselves are well designed and respectable in number too.

12 Shining Force III

Shining Force III does its classic predecessors justice and provides a fantastic strategy rpg experience. The plot is strong and constantly moving forward, the graphics clear, crisp, and expressive, and the strategy elements deep, and very well thought out. This is actually the 1st part of a 3 part series, the 2nd two parts were never released in English, but fortunately you do get some level of closure upon finishing so the game can be played and enjoyed for its own merits.

11 Tomb Raider

One of the 1st truly defining titles of the 3D generation, Tomb Raider astonished with its well realised environment, and clever interlocking puzzles. Presentation wise the game was also 1st rate, with excellent, moody music, and impressive (by 1996 standards) graphics. The control system was rigid (similar to Prince or Persia) but precise, and tension was ever present, with sudden attacks from bears or even dinosaurs a fairly regular occurrence. The game's impact was immense at the time.

10 Powerslave/Exhumed

This had to be the best FPS released during the early post Doom period, but reviewers of the time proved their collective stupidity and general susceptibility to hype by overlooking it completely in favour of Duke Nukem and Quake. Not only is Powerslave just as impressive graphically, and just as smooth and action packed, it takes a much more adventure inspired direction, with multiple endings and a plethora of new moves given to you as you progress through the game. Each of the new moves you acquire allow you to explore previously unreachable areas of the levels (a la Metroid), sometimes out of necessity, sometimes to find hidden permanent health upgrades. The longevity is also pretty huge as even after completion there are secrets to unlock by searching out all the "team dolls"

9 Radiant Silvergun

Treasure showed all the old stalwarts how to make a shmup with this extremely imaginative take on the genre. Radiant Silvergun is packed full of ideas, you're given 7 weapons immediately from the start, and the levels are designed in a way which means that there's usually a right weapon to use for each situation, each weapon also gains experience and levels up in a similar way to what you'd see in an RPG, and many of the boss fights are very cleverly and carefully designed. Radiant Silvergun really is a refreshing take on the genre for anyone under the impression that they've seen it all done before.

8 Resident Evil

Its unfortunate that Resident Evil didn't come out a little earlier on Saturn than it did, it was one of the games which really pushed the PS1 to the forefront in public popularity, representing the grown up image that Sony wanted to convey extremely well. With a mixture of fiendish puzzles, creepy horror themes, and masses of tension the like of which had never been seen before, Resident Evil carved its place in videogame history. Capcom really must be commended for a very good job here, the port is graphically very close to the PS1 version, and there's even a few extras, such as a battle mode and new outfits.

7 Street Fighter Alpha 3

This is the Street Fighter game for fans of the series, Capcom built on top of the sumptuous, detailed graphics of the previous Alpha's and added a huge wealth of options, playable characters, and gameplay modes, effectively following a "everything but the kitchen sink" ethos. They also showed all the experience and knowledge of the Saturn they had stockpiled over the years as this is virtually arcade perfect (no exaggeration), even surpassing the Dreamcast version!

6 Nights

The simplest ideas are often the most elegant, and Nights is no exception. The gameplay has you flying through hoops in succession whilst collecting orbs, aiming for fast times and high rankings. Whilst simple, that doesn't stop Nights from being a very unique, and fun game, with a lot of originality, and Sega really excelled themselves with the presentation here, with the endearing theme, and music creating a very memorable gaming experience.

5 Panzer Dragoon Zwei

For anyone unfamiliar with the main branch Panzer Dragoon games, they're rail shooters reminiscent to (though arriving before) Star Fox 64. You control a dragon which moves forwards automatically whilst you aim and shoot enemies, or target lock multiple foes and release a barrage of homing lasers. This sequel to the original Panzer Dragoon (a Saturn launch title) was an absolutely astronomical improvement. All areas of the game have been worked on, happily controls and movement are now far more responsive and less scripted than the original, and analogue support is now available (an especially important feature for this style of game). The depth and longevity have also had a huge boost due to the implementation of a couple of interesting new features, in Zwei, your dragon actually changes and evolves differently as the game goes on based on your performance, and alternate routes can also be taken. Sega did an extremely good job with the graphics here as well, with some very impressive effects.

4 Sega Rally

One of the first racing games to use different course surfaces with different properties, Sega Rally really was one of the big pioneers of the genre. The Saturn port of Sega Rally was a resounding success, much, much better than the previous port of Daytona had been, with much more solid, detailed graphics, a better draw distance, and some good extra modes (such as the 2-player split screen). Sega Rally may sound fairly short at only four tracks, but the game takes a lot of practice and mastery to complete.

2 Virtua Fighter 2

Possibly the biggest footnote in what is pretty much the deepest fighting series out there. The gameplay and balance between each fighter here was clearly handled with careful thought, and the graphics and animation set the bar for what was expected of 3D graphics for both the arcades and the home. Longevity is huge as each character has a large selection of moves and unique style to work with.

1 Panzer Dragoon Saga

Team Andromeda did a complete turnaround for the third Panzer Dragoon game, deciding to create a JRPG of epic scale instead of the usual rail shooter mechanics of the previous games. Detractors may well have thought this would be a mistake, being that the team had never worked on an RPG previously, but Panzer Dragoon Saga ended up a tour de force even on par with the PS1's Final Fantasy games. You get a real feeling of epic scope as you make your way through the barren landscapes of the game, the music is fantastic and helps add to the atmosphere, and the whole world is very ambitious and well realised. Unlike many of the JRPG's of the time, PDS had fully 3D worlds to explore, there's also full voice acting for the characters, along with the copious amounts of FMV seen in the highest profile RPG's of the era. Saga's Battle system also deserves special mention as its far more intriguing, and interesting than the usual battle systems of the era, in Saga you still have freedom of movement during battles, and danger level is based on your positioning, with a radar indicating the danger levels of each quadrant, this system keeps you on your feet at all times, and does a better job at holding interest. Panzer Dragoon Saga really is one of the best of the 32-bit RPG's, which truly makes it a shame that many will never play it due to the high price it goes for these days.

Video Arcade @ Minnesota State Fair (2012-08-30 16:36)

My overview of the dieing arcade scene at Minnesota State Fair at this magnitude . The United States arcade scene is dead! I felt I was in the Smithsonian Museum a little bit.



















14.9 September

SHMUPs XI - Bought DoDonPachi and Soukyugurentai (2012-09-01 16:23)

I bought an Action Replay for Sega Saturn to play DoDonPachi and Soukyugurentai, DoDonPachi was #1 and Soukyugurentai was #20. On SHMUPs.com they both got 10/10. I also get to play Battle Garrega and Radiant Silvergun.





My Guild Wars 2 (free MMORPG) impressions (2012-09-03 20:40)

It's awesome to say the least. A very good and different take on mmorpgs, it's a lot more similar to WoW now that the original was. One of the most drastic changes were the skills. In the first GW skills were kinda like cards, and you could choose a couple to play with, and since there were thousands of them, and you could also play with two professions, the possible combinations were mind blowing. Apparently that was hard to balance so they simplified it a bit. In GW2 most of your skills are determined by the weapons you are holding in your hands, so if you have two-handed sword equipped, you will automatically have all 5 skills for that weapon type. It's kinda underwhelming when compared to the original GW, these 5 are good and all, but in the long run it's gonna get pretty repetitive if you only stick to one weapon type. I like to think of it as being like Devil May Cry or God of War for example, you only had a small amount of possible moves but each of them served a purpose for a specific spot or time to be used. But in the end, I managed to unlock every single weapon skill in my first day of playing the game (there are only about 20 or so), so it's kinda depressing to know that after I invest a ton of hours in the game I won't ever have the opportunity to get a new attacking skill. The other 5 skills you can equip are a dedicated healing, 3 utility support skills and one elite skill, but these are also only few to choose from. Oh well at least the PvP will be more manageable.

I'm a Charr Warrior level 20 at this point, fully completed the first 2 maps. There's a bunch of stuff to do, and there are dynamic events at almost every step of the way. I really like one of the cool new aspects they added, vista points. It's basically like the observation towers from Assassins Creed, you can find them all over the place, on top of houses, mountains and all over the environments, but getting to them actually takes some platforming. Yes that's right, platforming in an mmo, you need to scan around for possible ways to ascend, start jumping on rocks to make it across the gap and reach a destroyed wall from which you can then jump to another possible platform. Stuff like this was usually considered exploiting, but they really did carefully design these environments.

There's a ton of players present, especially in the starting areas, and it's really cool how everyone can fluidly work together without the need to invite anyone to the group, because everything is shared people are quick to jump in and help you with whatever you are doing, instead of just avoiding you like in other mmos. Also I have to say it's

pretty hard, once you go out solo you quickly get overwhelmed and die, so it's always a good idea to play in groups. There's a ton of really cool new features, like the fact that you can be in more than one guild at the same time, and that you can invite a friend from another server to join you. The personal story is also great, you can make choices in how you deal and approach stuff and everything is recorded in your diary. There's also a lot of npcs that talk to each other and interact with others, so everything really does feel alive and organic, I have already witnessed quite a few hilarious dialogues taking place around me.

The most amazing addition to the game has to be the new pvp system. World VS World is simply crazy in scale, there are 4 huge battlegrounds taking place on a separate map, each of those with their towns, mines, resources, caravans, quests and stuff like that, so you can basically only ever play WvW and level up to maximum level, you don't even need to engage in combat with other players, you can help the fight by doing many other things, but I haven't explored all of that just yet. Back to playing I go!

EDIT: Oh yeah I forgot to mention that I'm actually playing with my wireless PS3 controller. I managed to set it up quite nicely, but it does take some concentration to get used to where the skills actually are. It wasn't easy to do since there are about 10 skills to use, plus jumping, evading, looting, switching targets, switching weapons, both mouse buttons so I can turn around and more. So yeah all of the buttons on the controller could have easily been used on just skills, but I set it up so that my healing and utility skills are activated with L2 + regular combat skill buttons. It's playable with my warrior, but I don't think other professions will be especially the elementalists since they have more skills to use because of elemental attunements. I just wish I could make the dpad work for extra skills somehow, but they become deactivated when my analog is used, because they are technically both used for movement so one negates the other, maybe if I used some different software... maybe I could try using voice commands, yeah that would actually be pretty cool.

Why the wii U won't be first place in sales. (2012-09-05 03:24)

The wii u has a weird controller. Some games use the wii u controller and the wi remote . The wii u controller and wii u nunchuk combo to play with. The controller is less impressive than an iPhone. The Wii U controller is single touch unlike iPad's multi touch.. The 3rd party support is half-hearted, Gamecube had the Resident Evil 4, but very little besides. Non-Nintendo games don't sell well. The Wii is sold through simplicity. There isn't a big graphics leap over last generation. It only has a 32 GB hard drive. Nintendo is still relying on flash cards and SD cards, and that isn't enough for an avid downloader. There is no online strategy so eShop and Miiverse will be a mess.. The Wii U offers less than the competition. The Wii U cannot play mp3, aac, m4a, H263, H264 or a bluray player. unlike ps3 and xbox 360. Wii was looking for simplicity, yet the Wii U controller is aimed at complexity. The 3DS had a \$80 price cut so Nintendo has lost their mojo since Gamecube. Unless Nintendo can convince 3rd parties to develop for it, Nintendo will always be a company for tots and grandmas.

All PS4 and Xbox 720 have to do is supply DirectX 11 on Bluray with thier current controllers and they sell better than Wii U. Maybe it is time for six buttons like Sega Genesis?

RARE SHMUPs I own (2012-09-09 00:16)

Eliminate Down 4
Muchi Muchi Pork! & Pink Sweets: Ibara Sore Kara 13
Battle Garegga 20
Langrisser II 20
Espgaluda 21

Espgaluda II Black Label 23
 Touhou Koumakyou: Embodiment of Scarlet Devil 24
 DoDonPachi Resurrection 26
 Touhou Seirensen: Undefined Fantastic Object 28
 Akai Katana 33
 DoDonPachi Dai-Ou-Jou 35
 Mushihimesama Futari Ver 1.5 37
 Ibara 38
 Touhou Fuujinroku: Mountain of Faith 43
 DoDonPachi (saturn) 45
 Mushihimesama 45
 Border Down 48
 Treasure Hunter G 52 users
 Touhou Youyoumu: Perfect Cherry Blossom 57
 MUSHA 91

Why doesn't anyone want Mushihimesama, DoDonPachi, Akai Katana, Ibara, etc. Why am I the only one with these titles. I thought these SHMUPs were fun. That's what is wrong with videogames. Rising Star Games and Atari didn't release them in the United States for PS2 and Xbox 360!

They released Contra in the US, and that series has the same difficulty as all of these SHMUPs. They sell more in an Anthology.

I guess I am still wondering why the hell nobody released Radiant Silvergun or Battle Garegga in the States! Treasure released RS for xbox 360, but only 52 wanted it. Are X360 people stupid or wimpy?

They didn't release Border Down for American Sega Dreamcast.

Wii U needs better than radeon HD 4800 (2012-09-11 00:15)

I believe that Wii U is better off with a Radeon HD 6870 GPU, because it needs 2 GB of GDDR5. I'm getting a Radeon HD 6970 for my birthday and the Wii U needs to keep up. This can do 75 frames per second instead of 36 frames per second on the HD 4800. The Radeon HD 6970 is a little worse than my Radeon HD 5970 Black Edition in terms of frames per second, but it has better power consumption. My Radeon HD 5970 cannot do OpenGL 4.2 for example. Radeon HD 5970 can only do OpenGL 3.2, but it does do DirectX 11. Radeon HD 6970 can do DirectX 11.1 however for even prettier graphics. Wii U is supposed to last 6 more years

I wouldn't mind the Wii U going up \$70, because of the Radeon HD 6870 inside. \$60 games is normal these days.

Top 5 Final Fantasy games (2012-09-11 00:18)

5. Final Fantasy VIII

Final Fantasy VIII seems to get a lot of hate for some reason and I'm not sure why. It's not my favorite or it wouldn't be number 5 but it's not the worse, not anywhere close to Final Fantasy IX. Final Fantasy VIII has some pretty cool characters in it like Squall, Seifer and Irvine and the story is very enjoyable. The Final Fantasy series takes pride in itself that it has a lot of fun side quests and this game has the best one of all, a card game called Tetra Master.

4. Final Fantasy X

Final Fantasy X reminds me of one of my favorite television shows, Buffy the Vampire Slayer. Simply because their main characters are horrible, but the supporting cast is awesome. Tidus might be the most clueless moron ever in a

video game. But how can you not like a game with joyful Wakka, not so joyful Lulu, the silent warrior Kimahri and Auron, possibly the baddest character ever in a video game. Like Final Fantasy VIII, Final Fantasy X also has a really awesome side game called Blitzball. .

3. Final Fantasy VII

There is a lot to like about Final Fantasy VII. First it has sentimental value because it was the first RPG I played on Playstation and the graphics were amazing at the time. FF VII also featured a hero with a huge sword, Sephiroth, the coolest villain ever, and Tifa. Finally! A female RPG character that isn't just a magic user!

2. Final Fantasy III

For a very long, long time Final Fantasy III wasn't just my favorite FF game but was my favorite game of all time. FF III had more characters than you'll normally have in a RPG and all of them got considerable amount of time to learn about the characters. The story was probably better than all the stories from FF VII to FF X.

1. Final Fantasy XII

It's simple really. Final Fantasy XII has the best story, the best graphics and the best fighting system. I was even skeptical about the fighting system when I first heard about it but I ended up loving it.

Bob Woodward's devastating account of Obama's failed leadership (2012-09-12 00:10)

From The Washington Examiner:

Arrogant, aloof, and unprepared is how Bob Woodward portrays President Obama in his new book *The Price of Politics*, set to be released next week.

The book recounts Obama's troubled relationship with Congress, from his inauguration through last summer's failed debt-limit negotiations, with Woodward concluding, "It is a fact that President Obama was handed a miserable, faltering economy and faced a recalcitrant Republican opposition. But presidents work their will — or should work their will — on important matters of national business. . . . Obama has not."

PS4 tech specs September edition (2012-09-12 00:13)

Inside sources have leaked information to the press claiming that the CPU in the next-generation PS4 (codenamed Orbis) is an AMD Llano A8-3850. The chip will supposedly be paired with an AMD Radeon 7670 GPU with 1GB of integrated VRAM. With all due respect to IGN, this is the sort of report that deserves a considerably better review than they apparently gave it. Sony may well be working with that level of AMD hardware, but that's not the same as shipping said configurations.

Let's start with the APU. The A8-3850 was one of AMD's earliest Llano chips; a 100W 2.9GHz quad-core with an integrated Radeon 6550D. It didn't ship in high quantity – AMD chose to emphasize shipping out mobile Llano's rather than their desktop counterparts. Llano is a much stronger mobile chip than it is on the desktop; AMD has been unable to scale the chip to higher clock speeds (think 3GHz+) without dramatically increasing its TDP.

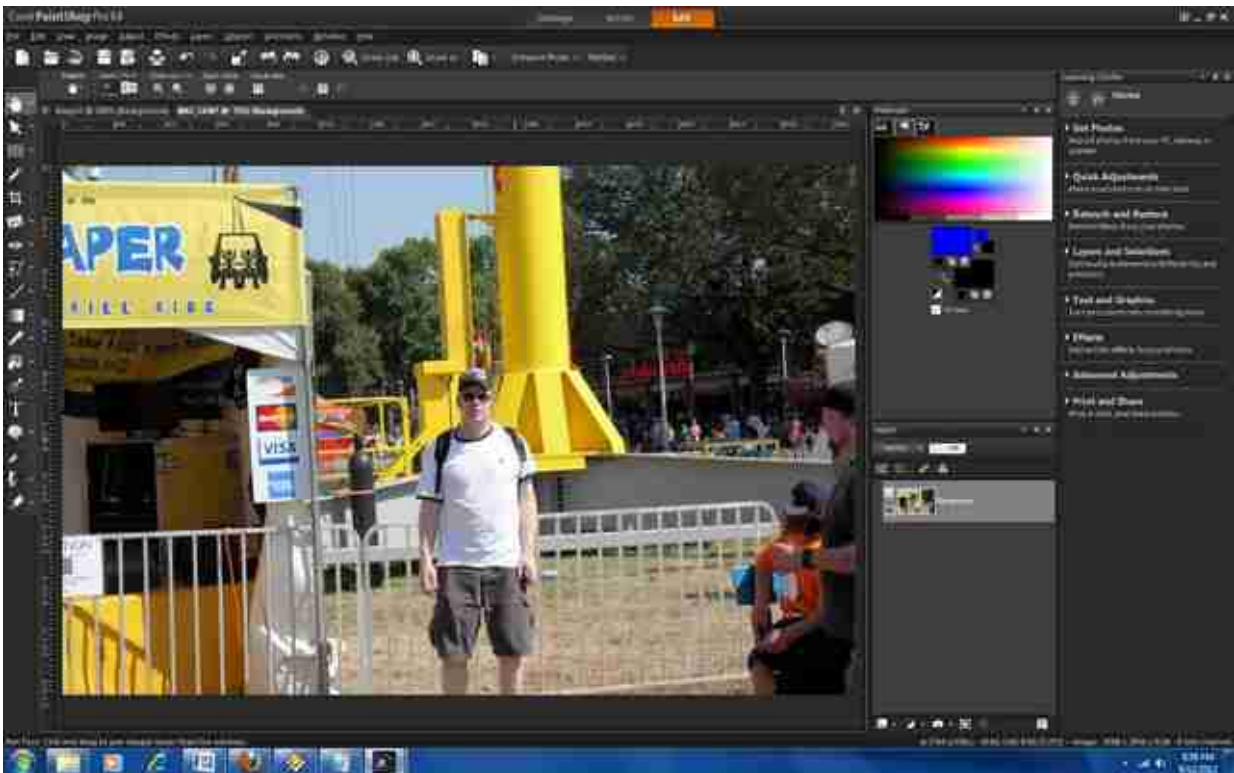
Llano's Achilles heel is the interconnect between its CPU and GPU; the communication channel is very similar to an old-school motherboard northbridge implementation. It's easy for the CPU to transfer data to the GPU but much more difficult for the GPU to do the same – which means it's also much harder for AMD to take advantage of Llano's array of GPU cores as a general-purpose compute array. Bandwidth is quite limited; Llano's GPU is critically dependent on main memory bandwidth to function well.

Now, let's talk about the Radeon 7670. It's a rebranded HD 6760, based on the budget Turks 40nm GPU. According to IGN, "When the APU is paired with the HD 7670, however, Sony will be able to utilize an asymmetrical CrossFire configuration to share the load of realtime graphics processing." That's technically true, but the benefits of Hybrid Crossfire are limited to DX10/11 games (it's unclear how AMD would scale the benefit to OpenGL and older DX9 titles are often slower than they'd be with just the dGPU.) Scaling benefits are also erratic and vary significantly from game to game.

The reason we don't believe reports that Sony would adopt the Llano+6760 is that AMD has **much** better hardware either already shipping or coming in the very near future – certainly well before the PS4's launch date. Llano may have done a great job getting AMD's foot in the door, but the chip is based on AMD's four-year-old Shanghai CPU. AMD has no plans to continue building Llano at nodes below 32nm, and console manufacturers always plan to scale a CPU through multiple process nodes. The current PS3 is produced on a 45nm/40nm process, having begun life at 90nm. If Llano's GPU was good, Trinity's is expected to be significantly better. More importantly, its GPU is based on Cayman, which means it's a substantial improvement over the HD 5000-era part baked into Llano. Similarly, AMD might well target a budget price point for whatever GPU the PS4 eventually uses, but it probably won't be derived from a graphics architecture that'll already be three years old by the time the system ships.

Getting Photoshop CS4 tomorrow (2012-09-12 19:20)

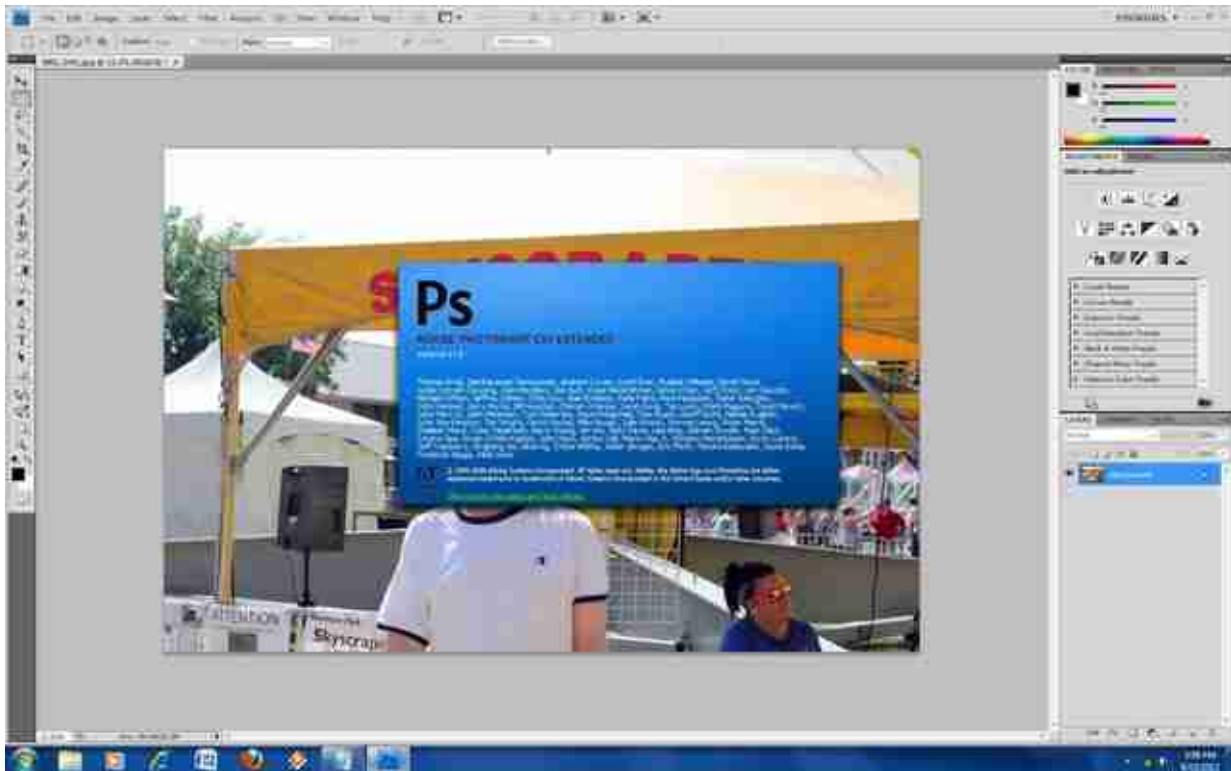
I've been using Paint Shop Pro since PSP 7.0 I think back in 2003. I have used Paint shop Pro X3 for over two years, yet now I have Paint Shop Pro X4. I know I haven't been politically correct and taken the cheap way out on Flickr, photobucket image enhancement. I had to dumb down to using Photobrush for image enhancement, because I had 56K seven years ago.



picture enhanced in PSP X4. still not enough for flickr crowds!

I believe I'll also have Photoshop CS4 tomorrow besides my Dreamweaver CS6 and Paint Shop Pro X4 (above). I swear that flickr traffic only looks for the Adobe Photoshop in the EXIF tag, yet Paintshop Ppro X3/X4 looks just as good on

most JPEGs. That's why I've got minus 100 views on my flickr JPEGs.



Top 5 Final Fantasy games (2012-09-17 03:18)

5. Final Fantasy VIII

Final Fantasy VIII seems to get a lot of hate for some reason and I'm not sure why. It's not my favorite or it wouldn't be number 5 but it's not the worse, not anywhere close to Final Fantasy IX. Final Fantasy VIII has some pretty cool characters in it like Squall, Seifer and Irvine and the story is very enjoyable. The Final Fantasy series takes pride in itself that it has a lot of fun side quests and this game has the best one of all, a card game called Tetra Master.

4. Final Fantasy X

Final Fantasy X reminds me of one of my favorite television shows, Buffy the Vampire Slayer. Simply because their main characters are horrible, but the supporting cast is awesome. Tidus might be the most clueless moron ever in a video game. But how can you not like a game with joyful Wakka, not so joyful Lulu, the silent warrior Kimahri and Auron, possibly the baddest character ever in a video game. Like Final Fantasy VIII, Final Fantasy X also has a really awesome side game called Blitzball. .

3. Final Fantasy VII

There is a lot to like about Final Fantasy VII. First it has sentimental value because it was the first RPG I played on Playstation and the graphics were amazing at the time. FF VII also featured a hero with a huge sword, Sephiroth, the coolest villain ever, and Tifa. Finally! A female RPG character that isn't just a magic user!

2. Final Fantasy III

For a very long, long time Final Fantasy III wasn't just my favorite FF game but was my favorite game of all time. FF III had more characters than you'll normally have in a RPG and all of them got considerable amount of time to learn about the characters. The story was probably better than all the stories from FF VII to FF X.

1. Final Fantasy XII

It's simple really. Final Fantasy XII has the best story, the best graphics and the best fighting system. I was even skeptical about the fighting system when I first heard about it but I ended up loving it.

#20 - #11 Comic Books (2012-09-17 06:59)

20 (tie). "Days of Future Past" by Chris Claremont, John Byrne and Terry Austin (X-Men #141 and Uncanny X-Men #142)



Days of Future Past was a major X-Men storyline, as it introduced many key figures and plotlines that would reoccur many times over the next 30 years (and counting).

The main concept of the book is that a group of X-Men in the future, a dark future where most mutants have been hunted down and killed by government-mandated genocide (using giant robots called Sentinels), decide to try to change their present by sending one of them back in time to stop the problem before it began.

The way they do this is by sending the mind of Katherine Pryde into the mind of herself as a teenager, Kitty Pryde of the X-Men.

You see, the Brotherhood of Evil Mutants are destined to kill Senator Robert Kelly, an anti-mutant Senator who wants to run for President. If they succeed, this will lead to the backlash that made their timeline occur. So the idea is to avoid that by saving Kelly's life.

The rest of the comic mixes in the present-time X-Men trying to stop the Brotherhood along with the future X-Men facing off against the Sentinels.

The story introduced the dark future timeline, which became a major trope for the X-Books (alternate timelines), plus introduced major characters like Rachel, the telepath who sends Katherine's mind to the past, and a few new evil mutants who kept popping up over and over again over the years (Avalanche, Destiny and Pyro).

This was also notable in that it was the last storyline that the classic X-Men team of Chris Claremont and John Byrne did on the book (Byrne left the book after one more issue, a classic Christmas tale).

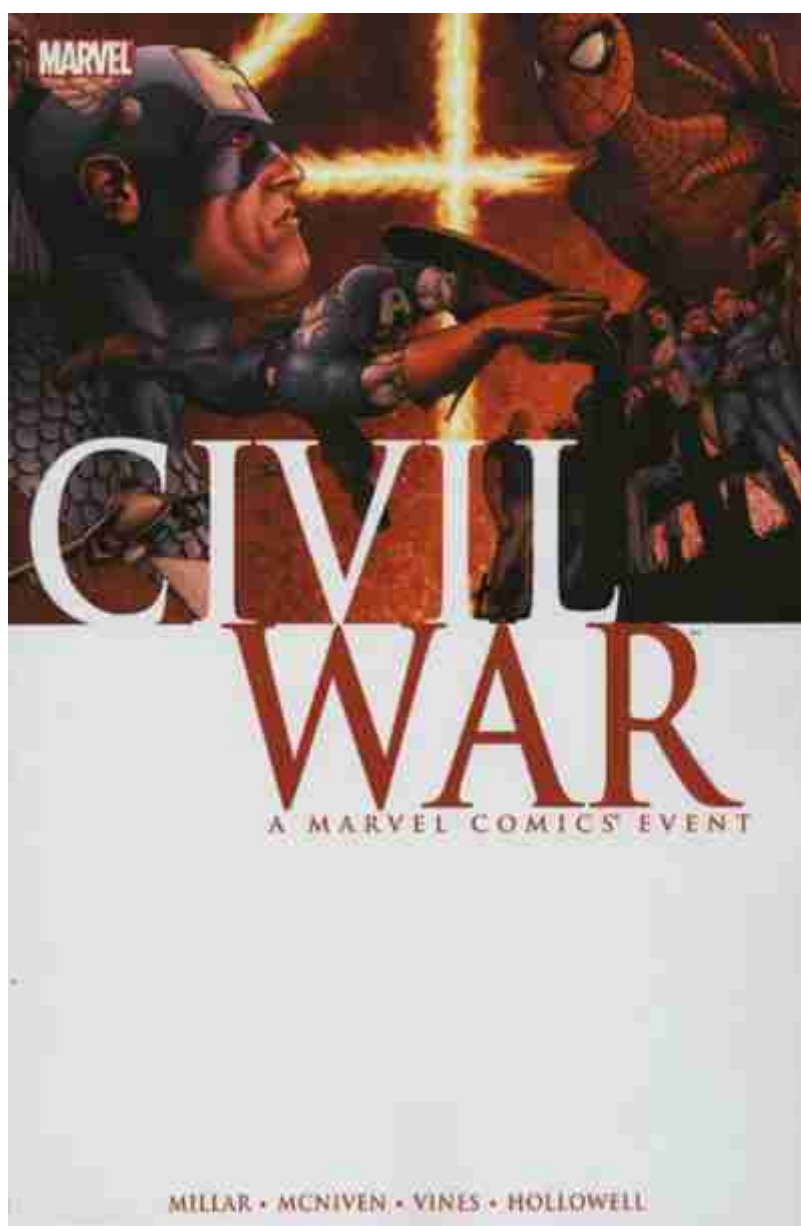
20 (tie). "E is for Extinction" by Grant Morrison, Frank Quitely and Tim Townsend (New X-Men #114-116)



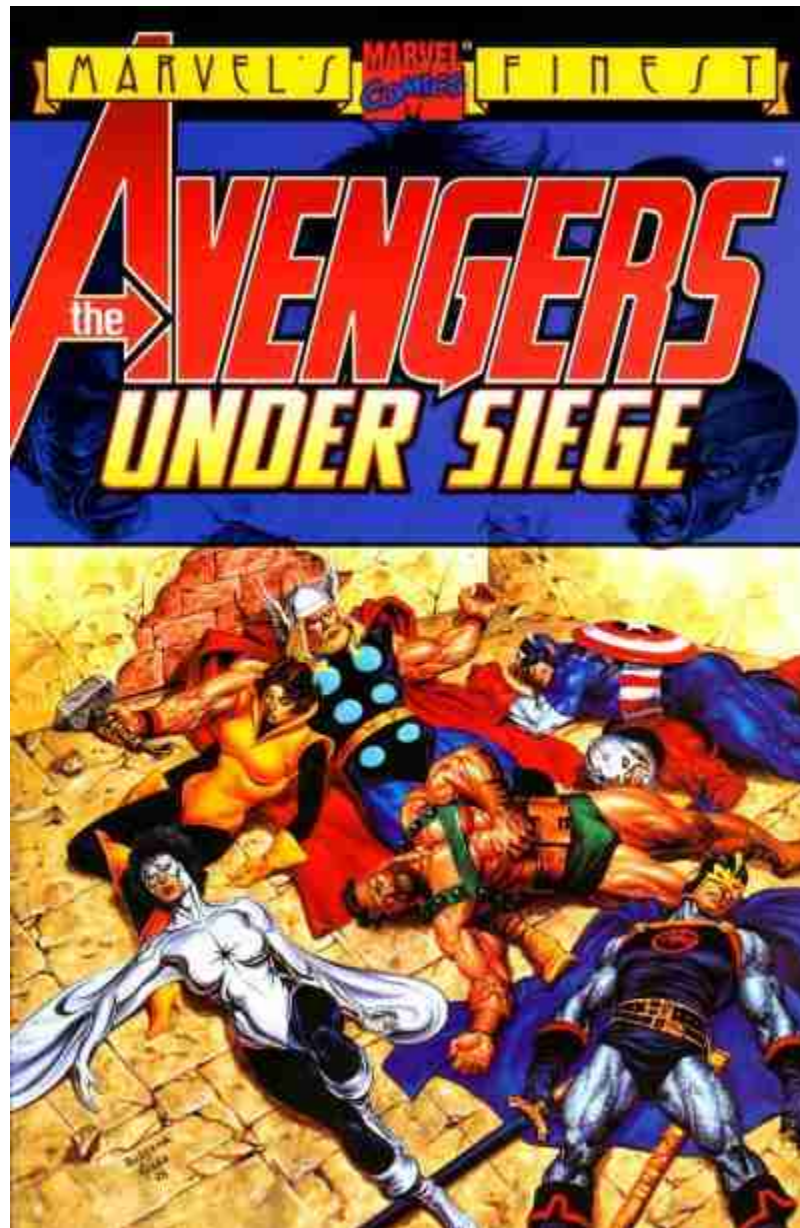
19. "The Galactus Trilogy" by Stan Lee, Jack Kirby and Joe Sinnott (Fantastic Four Vol. 1 #48-50)



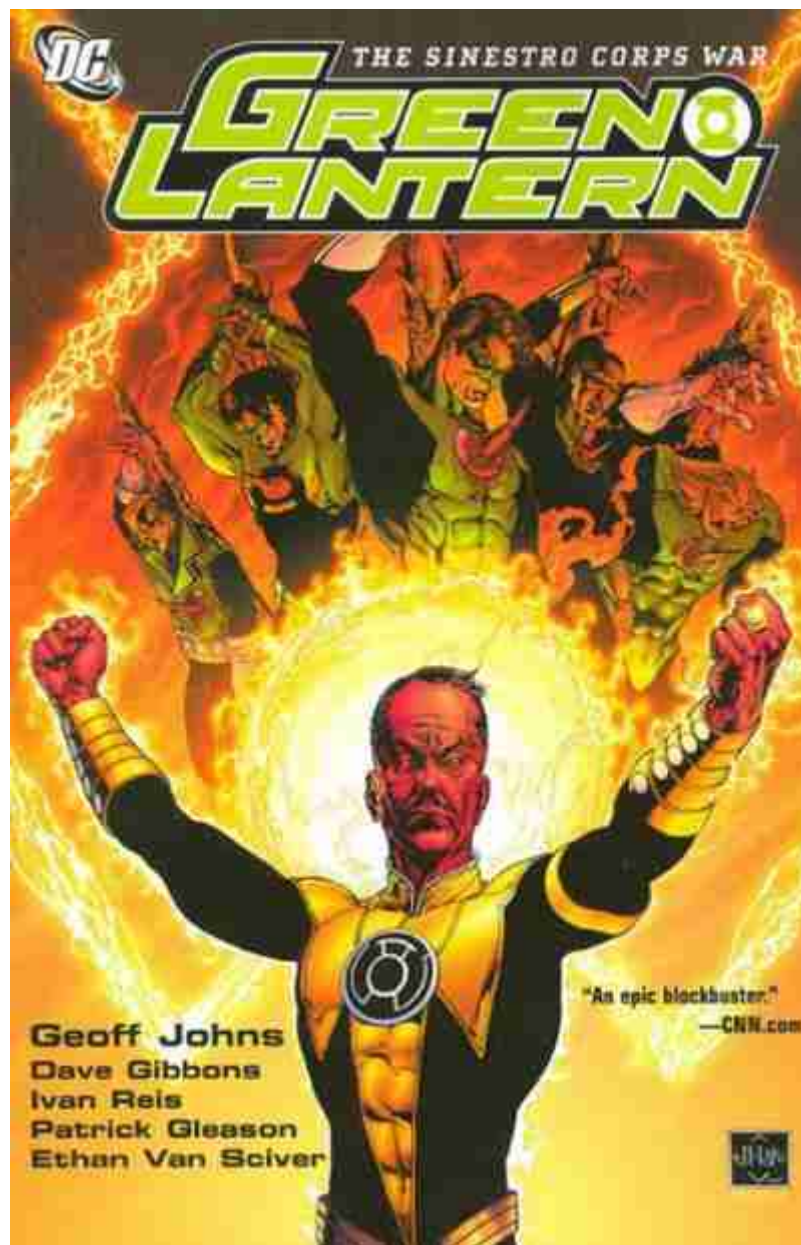
18. "Civil War" by Mark Millar, Steve McNiven and Dexter Vines (Civil War #1-7)

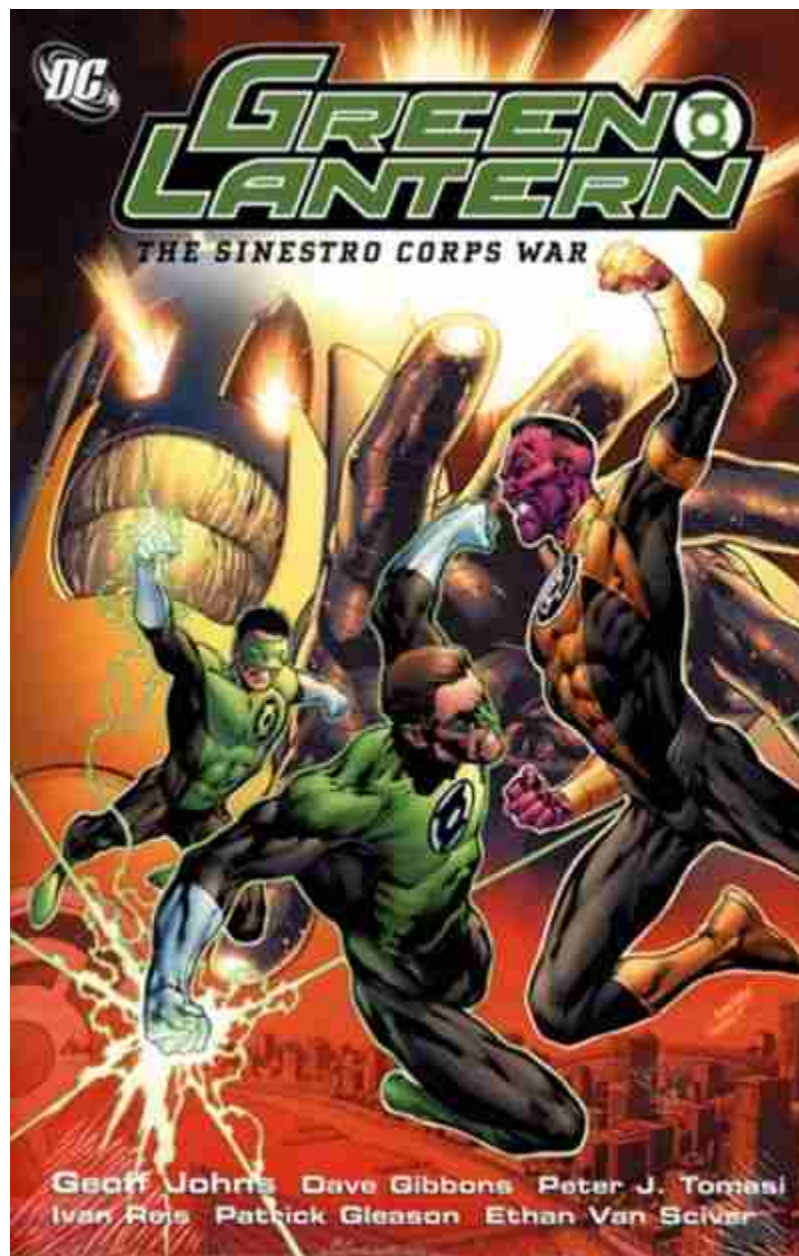


17. "Under Siege" by Roger Stern, John Buscema and Tom Palmer (Avengers #270-277)

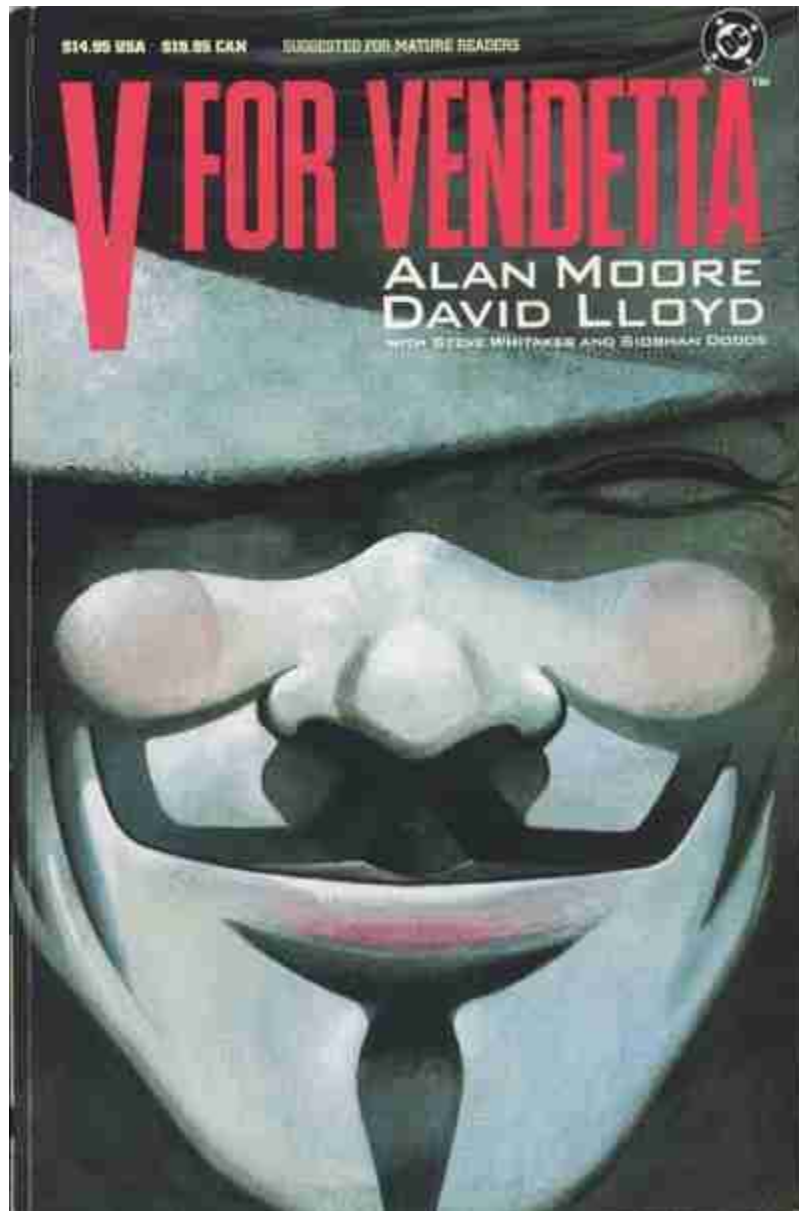


16. "The Sinestro Corps War" by Geoff Johns, Dave Gibbons, Peter Tomasi, Ivan Reis, Ethan Van Sciver, Patrick Gleason plus a whole lot of other pencilers and inkers (Green Lantern Sinestro Corps Special #1, Green Lantern Vol. 4 #21-25, Green Lantern Corps #14-19)





15. "V for Vendetta" by Alan Moore and David Lloyd (After beginning serialization in Warrior, V for Vendetta #1-10)



At the heart of V for Vendetta is an engaging and difficult dilemma – if you HAD to choose, what would you prefer? Fascism or anarchy?

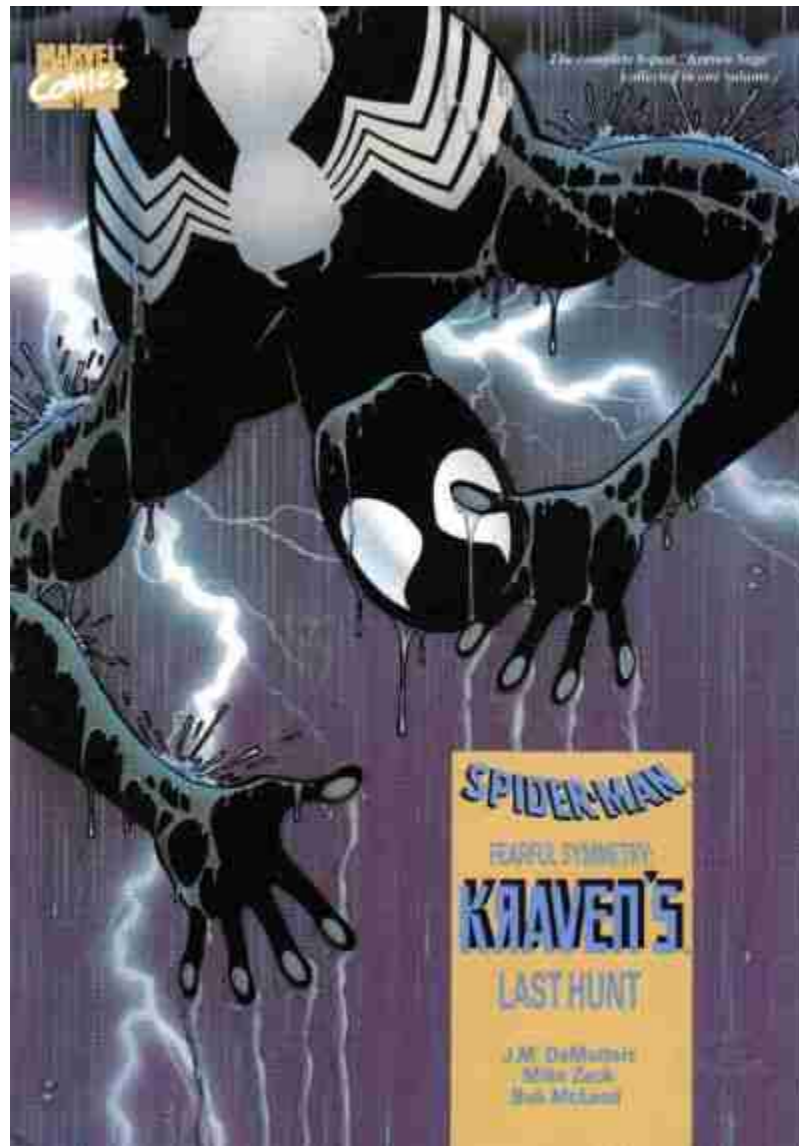
In the former, yeah, you'd be ruled by essentially dictators, but odds are that you personally wouldn't be directly affected.

In the latter, yeah, you'd be free, but there would be no protection from chaos.

It's a beautiful dilemma, and Alan Moore milks it for all that it is worth in this alternate reality where a "terrorist" named V (who wears a Guy Fawkes mask) tries to bring down the government, hopefully with the help of a young woman named Evie.

Moore and his brilliant artistic counterpart, David Lloyd, create a lush, dark and vibrant world that is too scary to want to live there, but too interesting not to want to read more about.

14. "Kraven's Last Hunt" by J.M. DeMatteis, Mike Zeck and Bob McLeod (Amazing Spider-Man #293-294, Spectacular Spider-Man #131-132 and Web of Spider-Man #31-32)



Kraven's Last Hunt (originally known as "Fearful Symmetry") takes a novel approach to the Spider-Man villain, Kraven the Hunter. Kraven the Hunter originally debuted under an interesting motive for being a super-villain – he was a famous big game hunter and hunting Spider-Man was a challenge for him. That was about it.

The only thing was that he never really succeeded in BEATING Spider-Man, and over the years, that has depressed him to the point of near-mania.

And that is where we open Fearful Symmetry, with a crazed Kraven the Hunter lamenting his failures and vowing to finally succeed – and he does – he not only defeats Spider-Man, but he buries him in a grave!!!

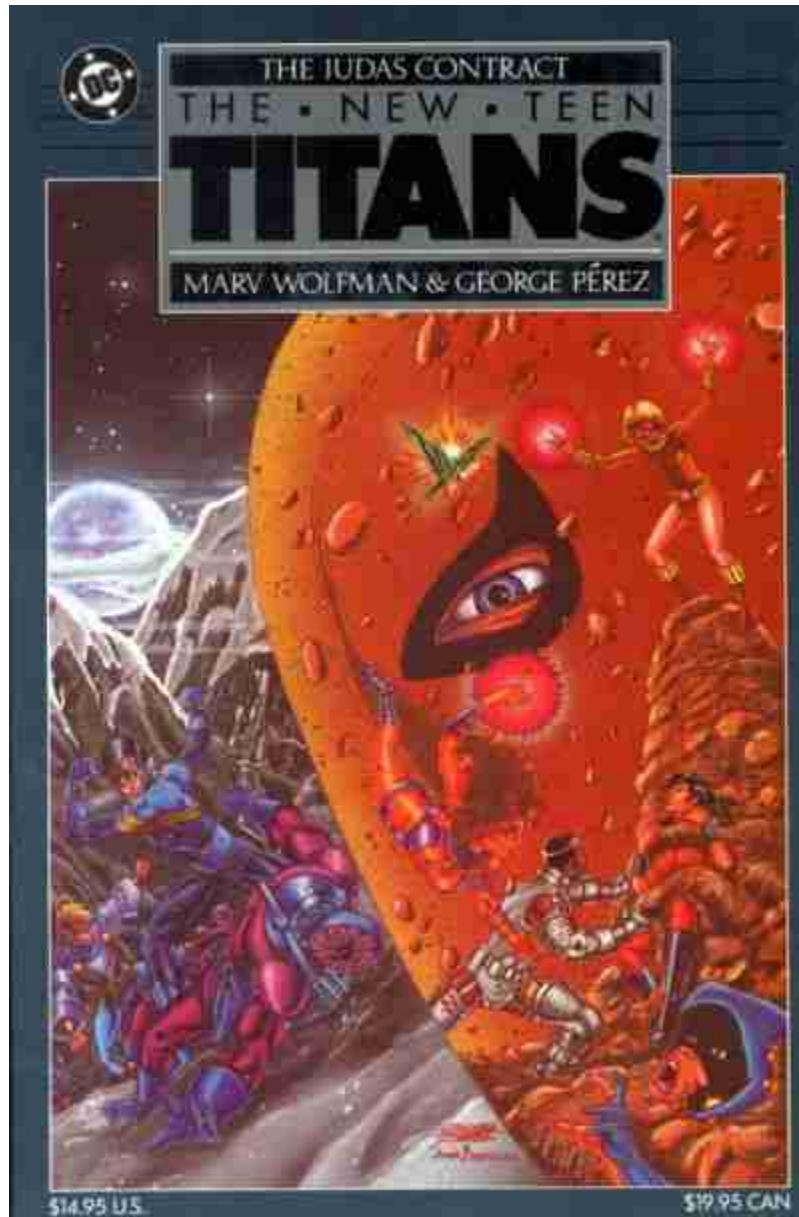
Taking on Spider-Man's costume, Kraven goes on to try to show how he is a better Spider-Man than Spider-Man ever was.

Pretty rough stuff, huh?

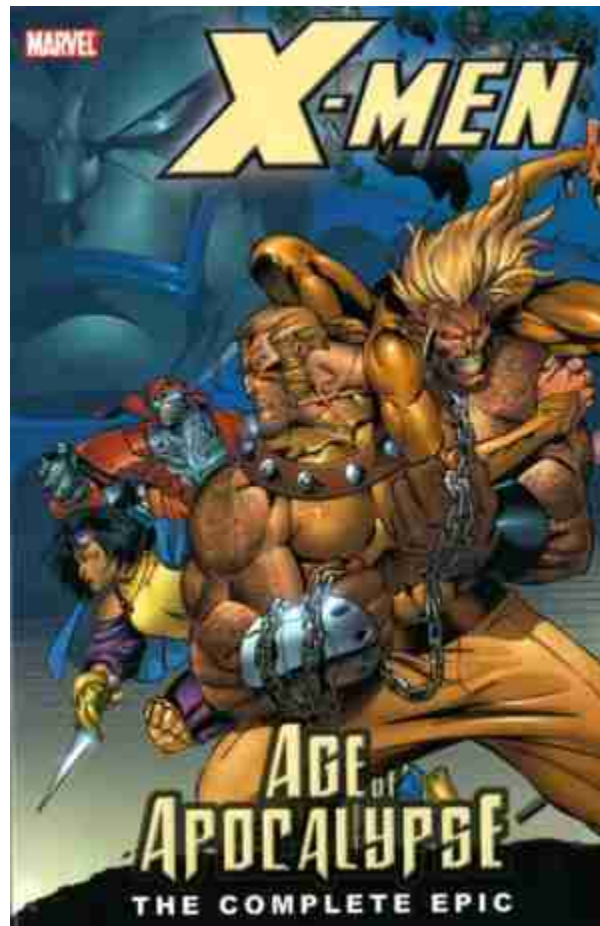
J. M. DeMatteis crafted a wonderful psychologically taut thriller here, with great art by Mike Zeck and Bob McLeod.

This story, which serialized throughout all three of the Spider-Man books in late 1987, was exceptionally dark for what was a typical Spider-Man (heck, a typical SUPERHERO) story at the time – and it really made it stand out, but even in modern times the story holds up extremely well.

13. "The Judas Contract " by Marv Wolfman, George Perez, Dick Giordano and Mike DeCarlo (Tales of the New Teen Titans #42-44, Tales of the New Teen Titans Annual #3)



12. "The Age of Apocalypse" by Scott Lobdell, Mark Waid, Fabian Nicieza, Andy Kubert, Joe Madureira, Steve Epting, Roger Cruz and a pile of other artists and writers (X-Men: Alpha #1, Amazing X-Men #1-4, Astonishing X-Men #1-4, X-Men: Omega #1 plus a bunch of tie-ins)

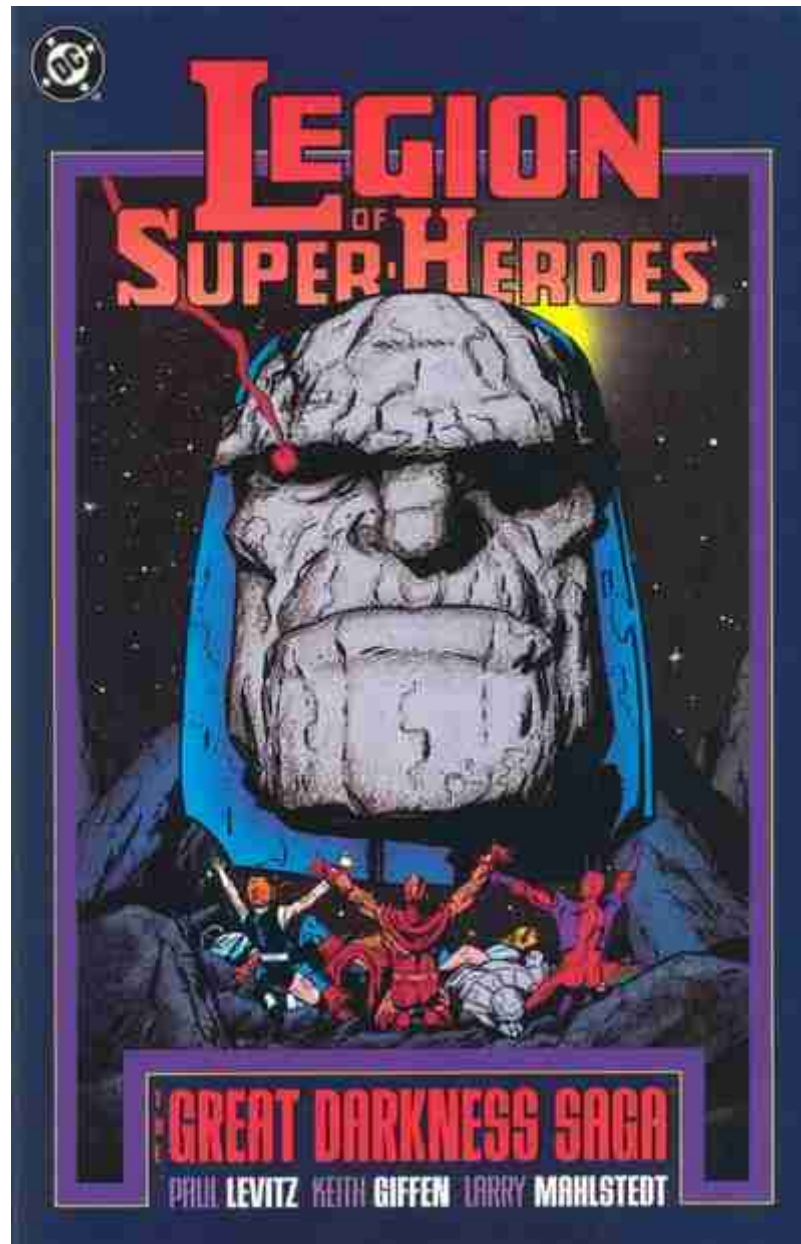








11. "The Great Darkness Saga" by Paul Levitz, Keith Giffen and Larry Mahlstedt (Legion of Super-Heroes #290-294)



Probably the most notable aspect of the Great Darkness Saga is just how well Paul Levitz and Keith Giffen developed the drama of the storyline. It was very much a slow burn as things slowly got progressively worse until, well, all hell broke loose at the end of the story.

Larry Mahlstedt was Giffen's inker at the time, and the duo produced some strong, dynamic and characterization-filled artwork.

After some small references in the issues before, the storyline began proper in Legion of Super-Heroes #290, as some mysterious powerful "dark" creatures keep popping up around the world capturing items of power, with the Legion trying (to no avail) to stop them at each opportunity.

In the next issue, the situation continues to deteriorate, and the mystery of WHO these "dark warriors" are becomes a bigger issue, as it APPEARS as though the dark creatures are actually powerful beings from the past – beings that have been long dead for years (centuries in some cases).

The Legion are getting their asses handed to them repeatedly, and as #291 ends, things look pretty damn bleak...and that's before they reveal that Darkseid is the big bad guy!!!

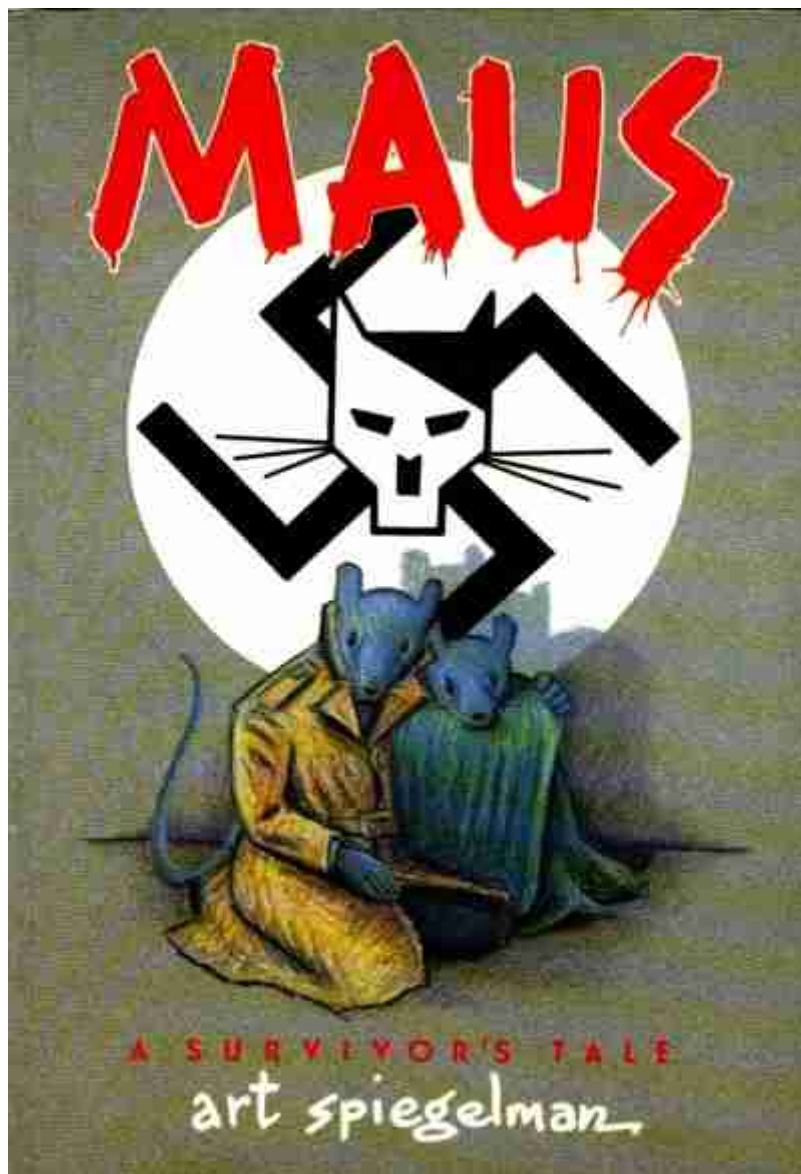
The impact of that reveal was a lot bigger back when Darkseid was not such a popular villain for people to use.

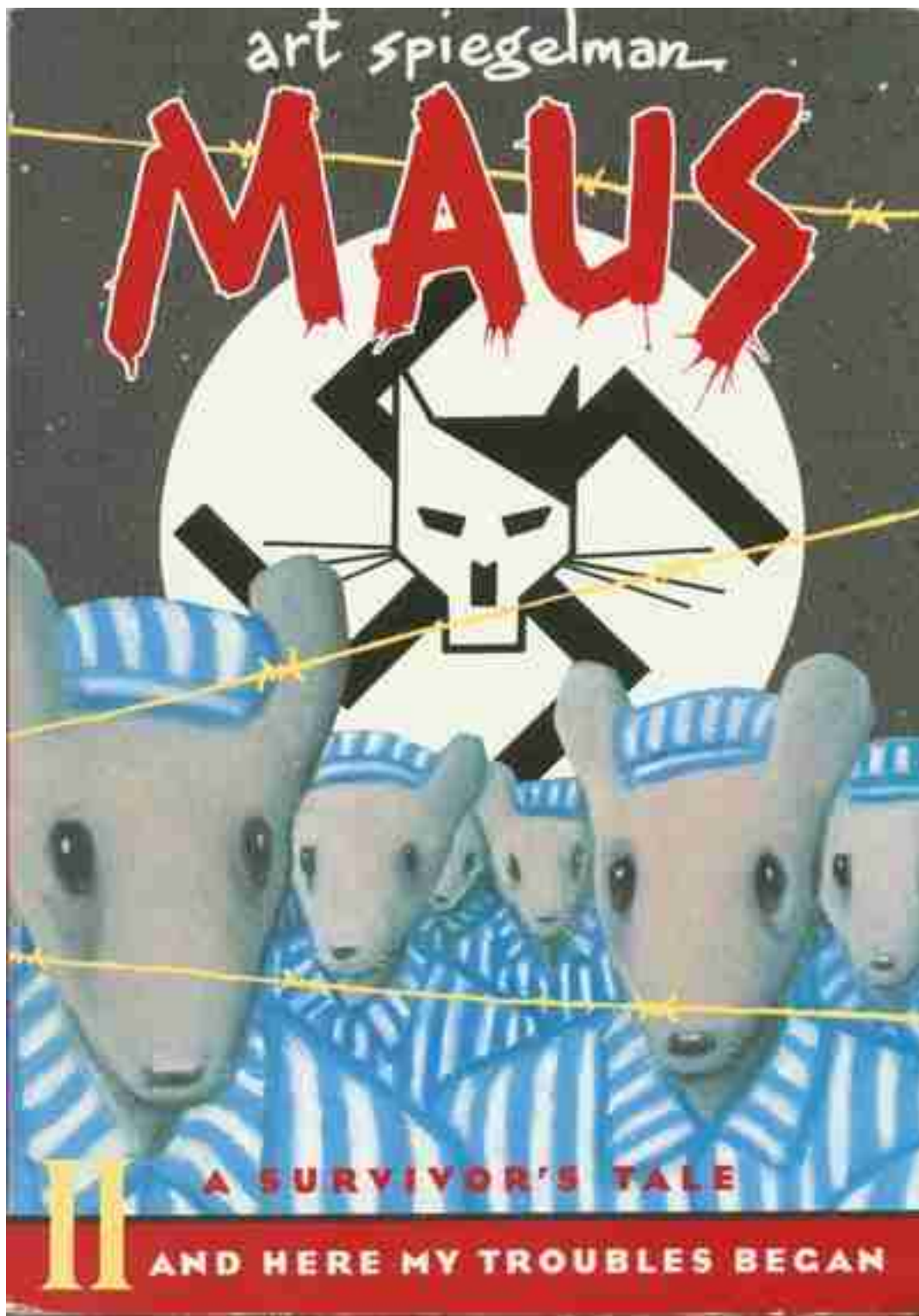
And that, of course, leads into a dramatic last issue that has all the drama and action you would expect from the previous issues. It is impressive to see a story slowly build and have the conclusion be truly worth the slow burn.

Levitz and Giffen both come off as wonderful storytellers in this saga.

Top 10 comic books (2012-09-18 06:26)

10. "Maus: A Survivor's Tale" by Art Spiegelman (For simplicity's sake, let's just say Maus: Book 1 and Book 2)





The genius of Art Spiegelman's masterpiece, *Maus*, is that it is not just a brilliant re-telling of one man's tale of survival during World War II and the Holocaust.

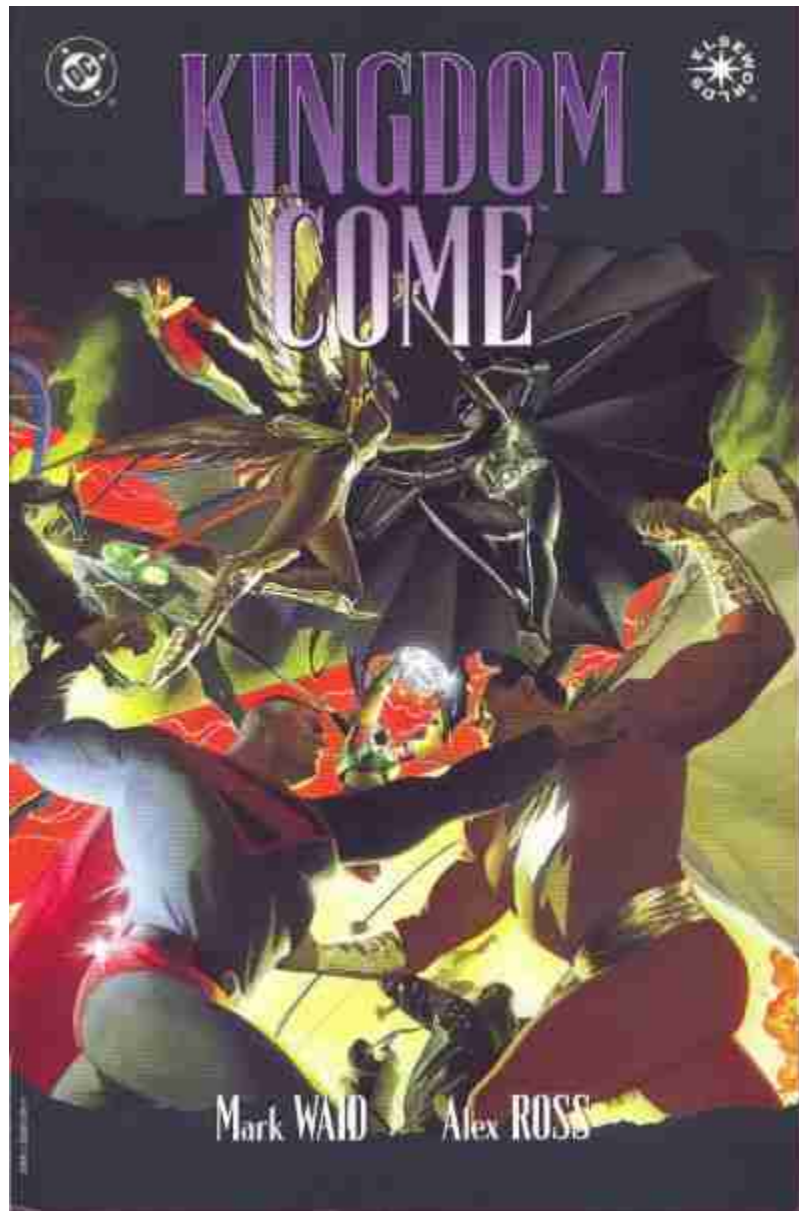
If it were just that, then it would still belong on this list, but it isn't. It's also the tale of a man dealing with his father. It's also the tale of how stories are told. And perhaps most fascinating to me is that it also eventually becomes about a man dealing with the fact that his personal story about his father's survival of the Holocaust has become a commercial and critical success. How does one reconcile oneself with something like that? Spiegelman addresses it beautifully in this story.

But at the heart of the comic, Spiegelman is telling us how his father, Vladek Spiegelman, survived the war.

And Vladek's tale is absolutely fascinating, made even more so by Art's deft storytelling skills, as he prevents the book from ever getting monotonous, while at the same time being quite detailed in the history of the tale. It reminds me a lot of the work Eddie Campbell did on From Hell.

It took Spiegelman years to get this story finished, but it was well worth the wait, as it was an exceptional piece of work.

9. "Kingdom Come" by Mark Waid and Alex Ross (Kingdom Come #1-4) –



Kingdom Come is an interesting reflection on the superhero trends of the 1990s.

It is set in the future, a world where "grim and gritty" superheroes have basically taken control of the DC Universe, leading to vast amounts of chaos.

Superman is pulled out of retirement by a tragedy which left it quite clear that something "had" to be done about the superhero problem. However, unbenown to Superman, other forces were coming together to deal with heroes THEIR way.

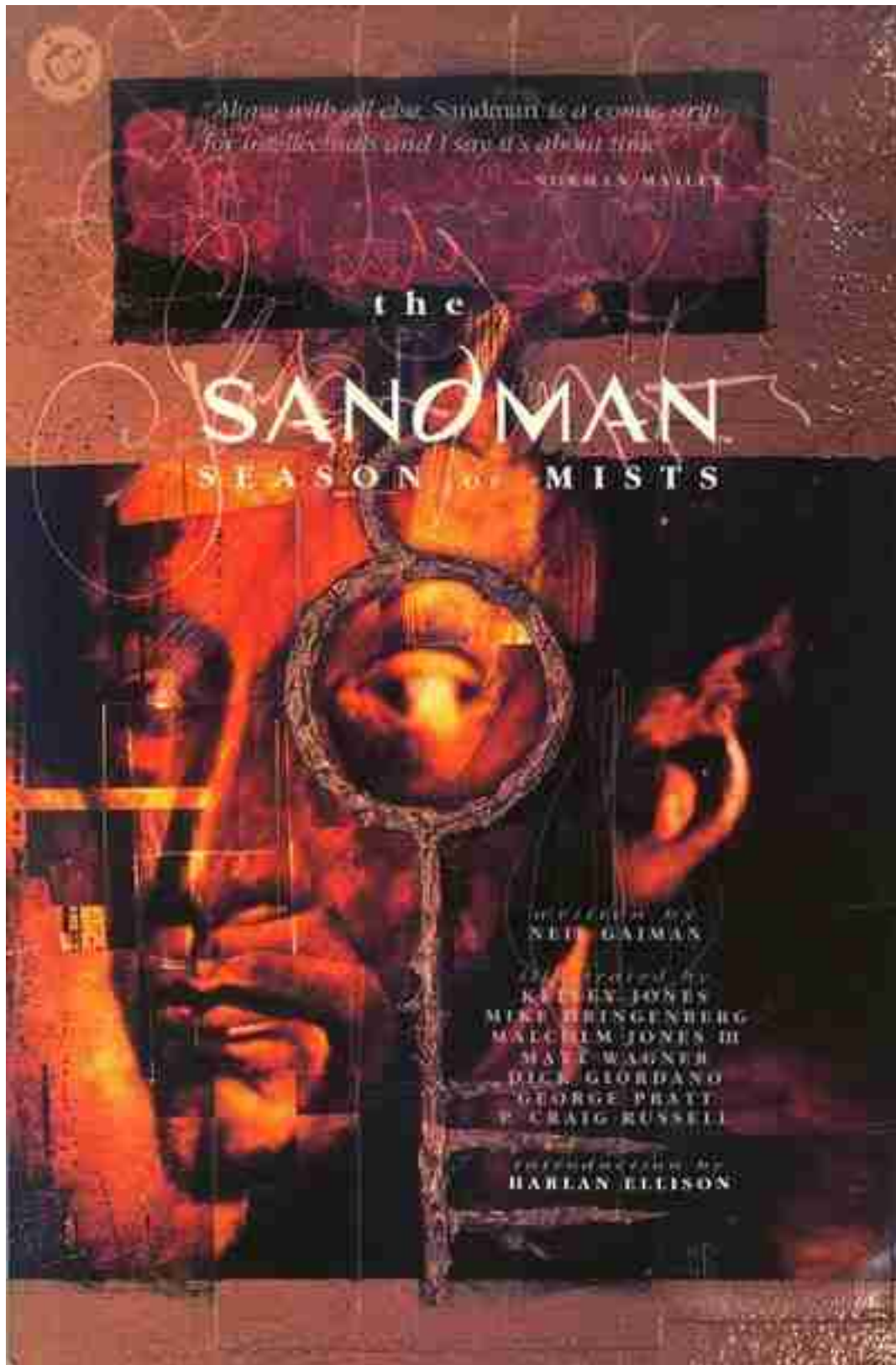
Superman's return led to a resurgence of "traditional" superheroics, and Superman gathers his old friends in a revamped Justice League. Superman gains a number of converts to his way of thinking, but just as many "heroes" turn away from Superman's view of the world, leading to a number of conflicts and Superman effectively imposing his will on these people, something that turns Batman from Superman's crusade.

As the powder keg Superman has been building explodes, it's hero versus hero versus villain while a worried government wonders if they should just try to rid themselves of superheroes once and for all.

It's a tense script by Mark waid, and Alex Ross' realistic painted artwork brings across the humanity of the story being told. In addition, Ross clearly has a blast revamping the looks for the older heroes and designing costumes for the new characters.

To this day DC is mining this story for ideas!

8. "Season of Mists" by Neil Gaiman, Kelley Jones, Mike Dringenberg, Malcolm Jones III, Matt Wagner, Dick Giordano, George Pratt, and P. Craig Russell (Sandman #21-28)



Season of Mists was a landmark arc during Neil Gaiman's Sandman tenure, as this was the story that introduced the Endless (Dream and Death's other siblings) as well as created the set-up for Mike Carey's Lucifer series.

In the story, Dream is shamed into attempting to rescue his former love, who he, in a fit of rage, banished to hell thousands of years ago. He steels himself for a battle with Lucifer, who is Dream knows is not pleased with him.

Dream could not expect, however, how Lucifer decided to deal with him – when Dream shows up to fight with Lucifer he learns that Lucifer has closed Hell and he gives Dream the key to hell.

What follows next is an entertaining exploration of what the universe would be like without Hell, along with a brilliant piece of mythology work as Gaiman shows all the various other deities (like the Norse Gods and the Egyptian Gods, etc.) showing up to bargain with Dream for the rights to such prime interdimensional real estate.

Gaiman has had great success over the years working with various mythologies and their deities, and that fascination really began here.

The artwork is strong, with Kelley Jones really doing a wonderful job with the moodiness of the tale.

7. “Crisis on Infinite Earths” by Marv Wolfman, George Perez, Dick Giordano and Jerry Ordway (Crisis on Infinite Earths #1-12, plus a bunch of tie-ins)



Crisis on Infinite Earths was both a love letter to the past of DC Universe while also the formation of a “new” DC Universe.

Marv Wolfman and George Perez put the DC Universe into a position where worlds were dying and realities were shattering. This allowed the pair to use a cast of literally thousands as they explored the vast realms of DC’s comic history in a sprawling epic with more than one “Ultimate Battle Between Good and Evil.”

The devices pushing this plot forward are the Monitor and the Anti-Monitor, one a benevolent being who was studying the DC Universe – the other a madman who wants to destroy the Multiverse, the backbone of DC's multiple Earths set-up (which allowed DC to separate their Golden Age creation from their Silver Age counterparts, but also allowed them to integrate comics they bought from other publishers without having to splice them together with their existing heroes).

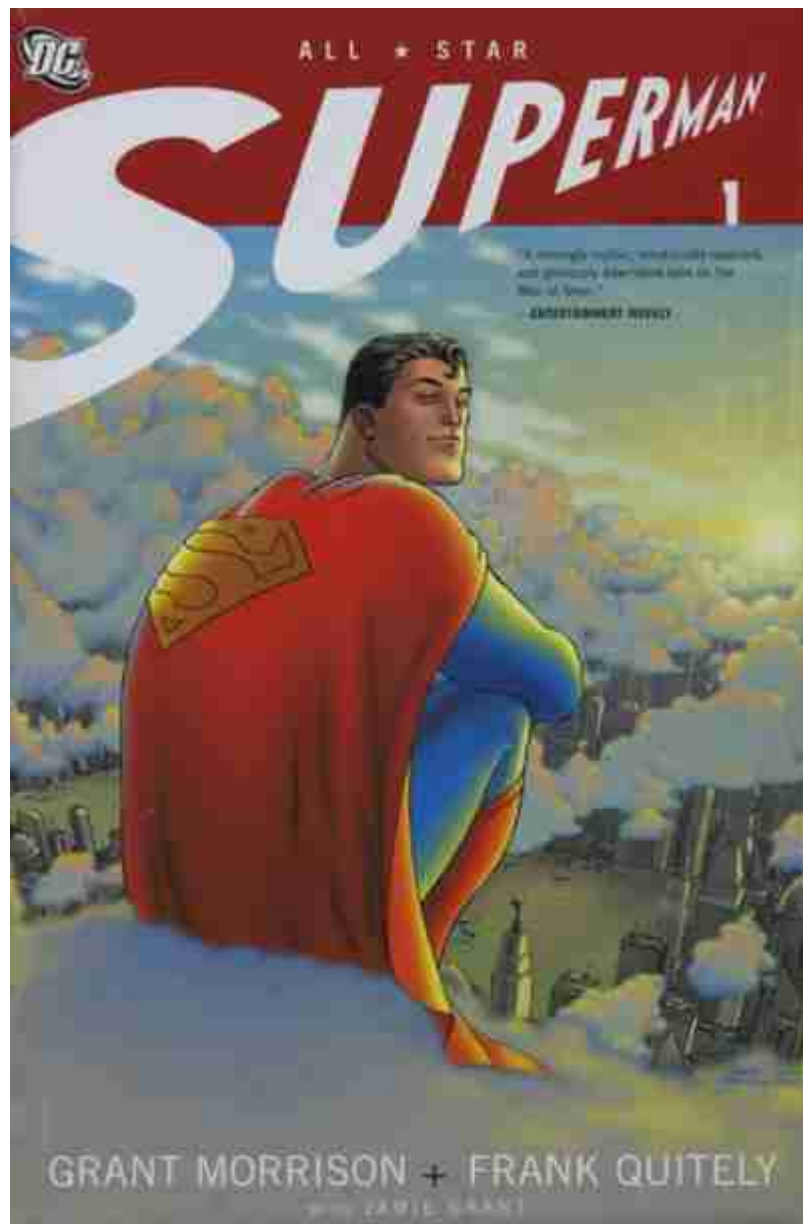
In a battle this epic, deaths were bound to happen, and this story was SO big that two very big names saw their end – Superman's cousin, Supergirl and Barry Allen, the Silver Age Flash.

Initially, other titles were hesitant to tie into Crisis, but by the time the series ended, it was such a big hit that books were falling over themselves to tie into the event!

Wolfman and Perez ended the series with more than one magnificently diverse epic slugfests, until the dust settled and the DC Universe was never the same.

What a way to spend a Golden Anniversary!!

6. "All Star Superman" by Grant Morrison and Frank Quitely (All Star Superman #1-12)





All Star Superman is both a reimagination of Superman as well as a bit of a farewell to the character. The story is basically about the death of Superman, as his death is foretold in the first issue and the comic depicts the last year in the life of Superman.

That year allows Morrison and Quitely to come up with brilliant new approaches to classic Superman plots.

Their “Silver Age ideas with modern sensibilities” approach works extremely well, particularly with Quitely’s ability to make pretty much anything dynamic.

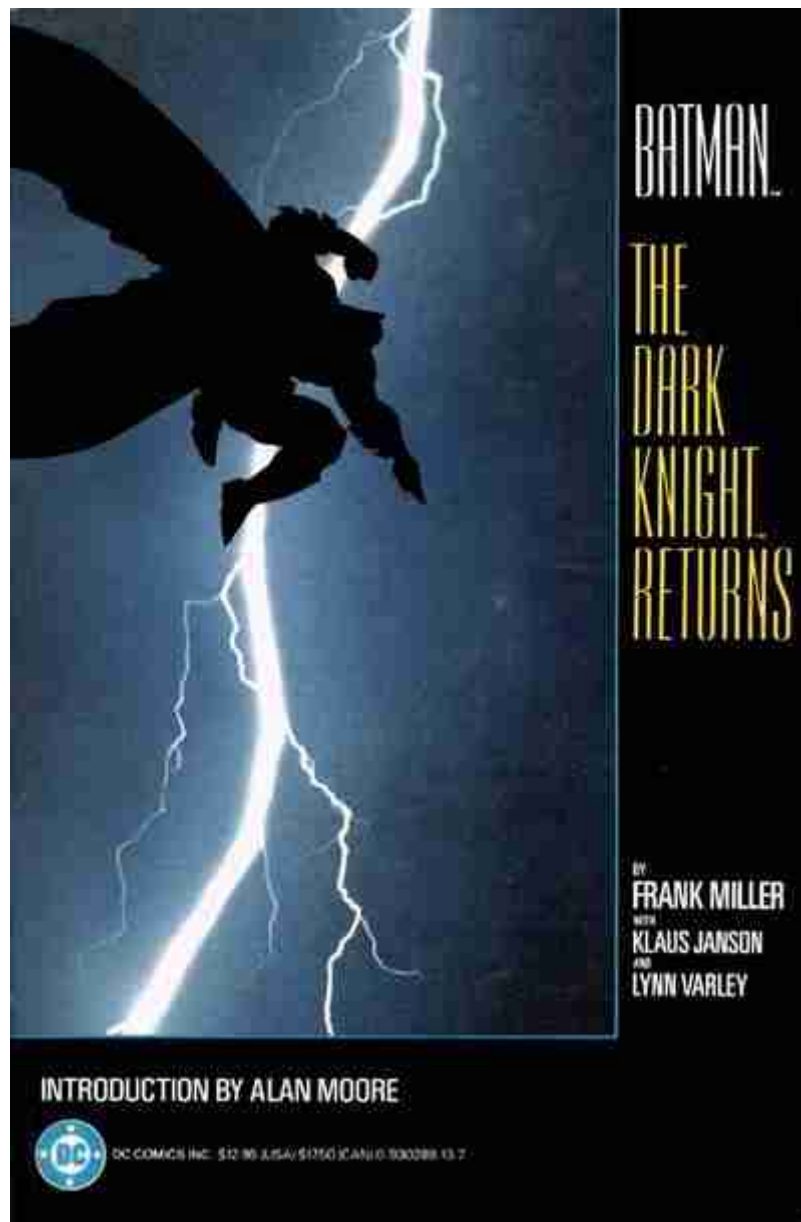
Possibly one of the coolest aspects of All Star Superman is that it is not, in the least bit, cynical. It’s quite a feat to see a re-envisioning of Superman that does NOT involve some sort of post-ironic cynical approach to the character.

In addition, the story was told with a series of (mostly) one-off issues, so each issue was like its own little epic, they just combine to tell one long story of Superman’s last year of life.

Morrison’s take on Superman and his supporting cast is innovative while completely familiar, and Quitely, well, Quitely just goes out of his mind with some of the layouts and dynamism in this series. Really top notch stuff.

It’s a blast to read, and I can only imagine how well it reads collected in trades!

5. “Dark Knight Returns” by Frank Miller and Klaus Janson (Batman: The Dark Knight #1-4)



Dark Knight Returns is one of the most influential Batman comics, well, ever, really. In his four-issue series set 10 years after Bruce Wayne retired as Batman, Frank Miller basically established the way Batman would be presented in comics for the next...well...23 years and counting!

The comic is literally about the return of the Dark Knight, as Bruce Wayne realizes that his city needs Batman again, so he, well, returns.

Miller plays with the concept (not originated by Miller but certainly cemented by Miller) that perhaps Batman's existence draws OUT the crazies in an action-reaction deal.

As soon as Batman returns, so, too, does Two-Face and the Joker.

The other major characters in the story (besides Alfred) are Carrie Kelly, the teenaged girl who becomes the new Robin and Superman, whose conflict with Batman makes up the finale to the series.

Miller's art is in strong form in the series, especially the action sequences, which are dramatic as all hell.

Batman has three (one is a two-parter) extremely memorable fights in this series.

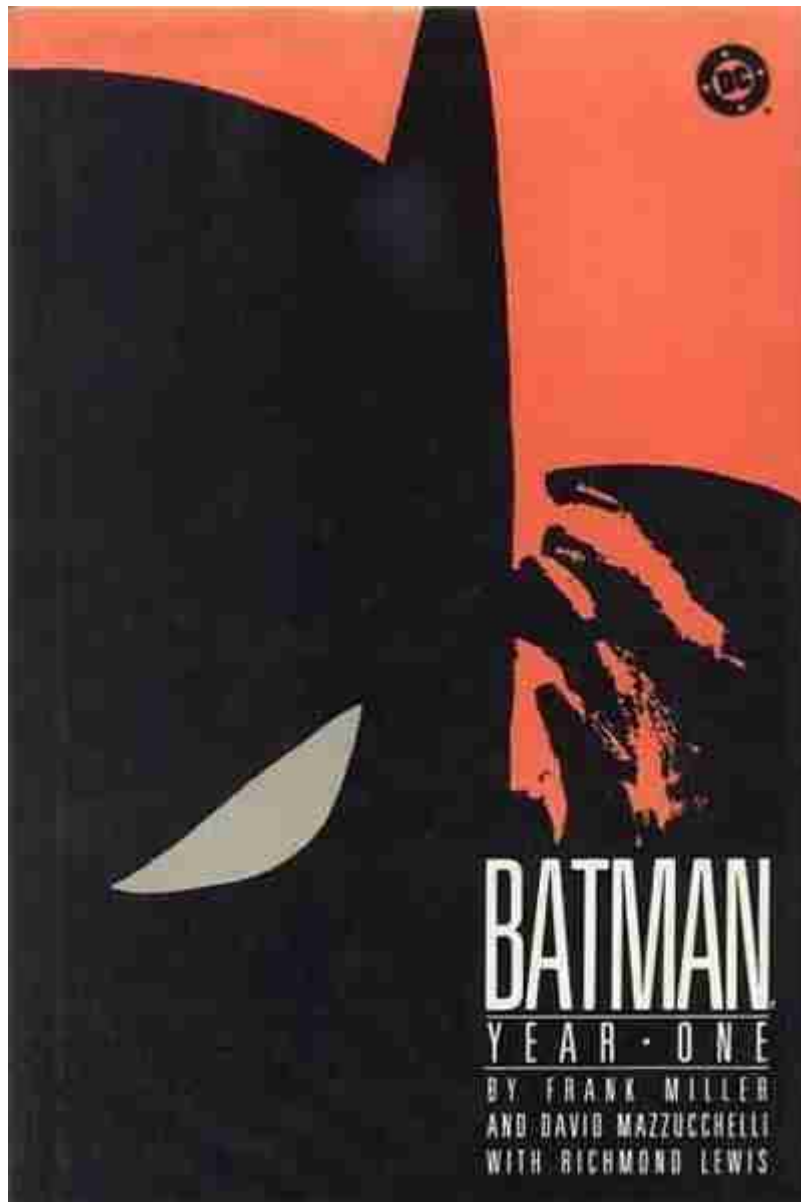
The first is against the leader of the Mutants, the screwed up gang of thugs who are terrorizing Gotham (in his first night back, Batman saves Carrie Kelly from a pair of them, leading to her wanting to become Robin), where Batman tries to compete like he was still young, but soon figures out that winning is the best way to handle things.

The second is a chilling conflict with the Joker, who figures out the best way (in his mind) to "beat" Batman – it's quite twisted.

The third is the aforementioned battle between Superman and Batman, where we see perhaps the debut of the whole "if Batman had enough prep time, he could beat anyone" mode of handling Batman.

So yeah, Dark Knight Returns – major comic book work.

4. "Year One" by Frank Miller and David Mazzucchelli (Batman #404-407)



Whatever aspects of the Batman character weren't already re-defined by Frank Miller's Dark Knight Returns were done so with this landmark new origin for Batman, courtesy of writer Frank Miller and artist David Mazzucchelli.

The story tells the tale of Bruce Wayne and James Gordon, and how one man became Batman and the other became the symbol of honest cops in Gotham City.

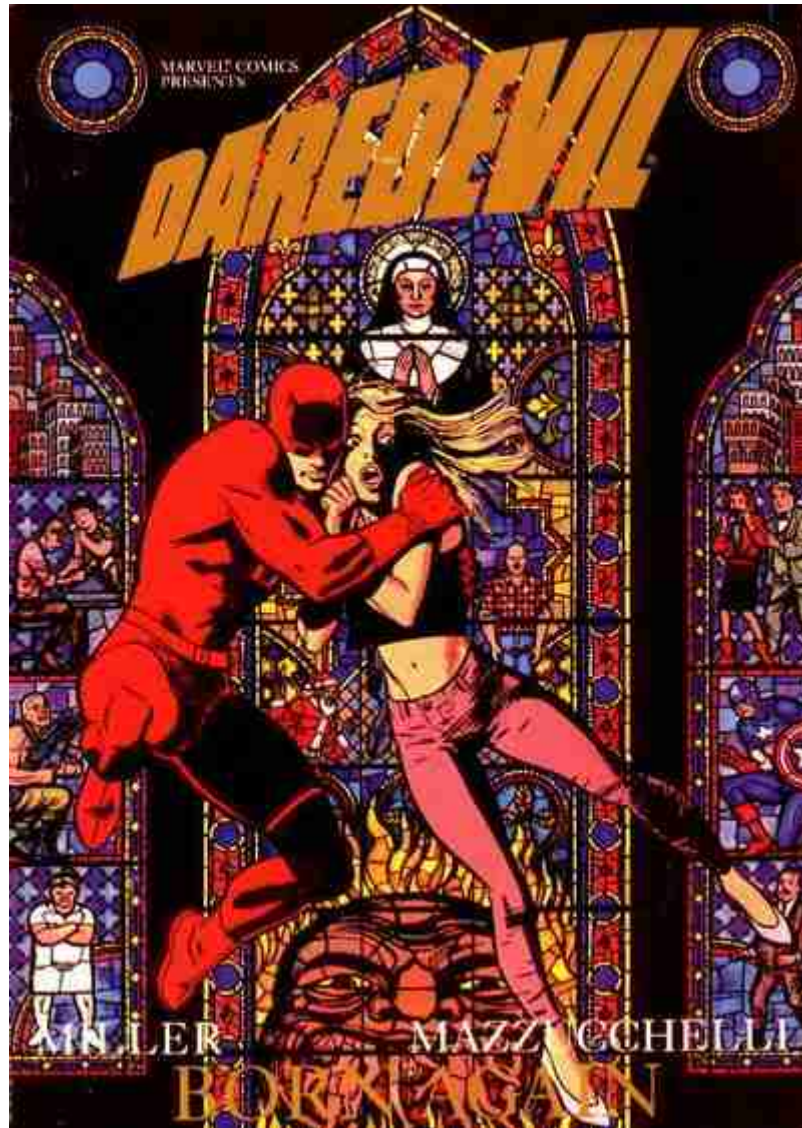
That this story was the basis for the blockbuster film, *Batman Begins*, is of no surprise, since Miller writes the story in a totally cinematic style, and Mazzucchelli's brilliant artwork certainly has a cinematic style to it, as well.

Perhaps the most impressive aspect of the comic is just how strong of a character Jim Gordon is in it. He truly works as the co-lead of the story. While writers certainly had done solo Gordon stories before this storyline, never had he gotten the attention Miller gave him, and as a result, Gordon HAS had the same attention since.

Richmond Lewis' colors should get some attention – she does a marvelous job setting the mood. Very evocative washes.

Add it all together and you have an engaging and entertaining new origin for Batman as we see him go from green vigilante to a trusted friend of the Gotham City police (as the police also go from being totally corrupt to only being significantly corrupt – a major step up!).

3. "Born Again" by Frank Miller and David Mazzucchelli (Daredevil #227-233)



Born Again drastically re-shaped Daredevil as a character, in Frank Miller's return to the book that made him famous. This time, Miller was working with artist David Mazzucchelli, who was already doing very impressive work on the series with writer Denny O'Neil. However, Mazzucchelli was still growing as an artist, and in many ways, Born Again was his "coming out" party, as he at the very least equaled, and more likely SURPASSED the incredible artwork that Miller had done himself when drawing Daredevil years earlier.

The story is about what happens when Matt Murdock's former secretary (and former love of his life), Karen Page, who had left the book to become an actress, was now a drug-addicted porn star. Desperate for drugs, Page sells Matt's secret identity. Eventually this information finds its way to Wilson Fisk, the Kingpin of Crime, who uses it to systematically destroy Matt's life (getting him disbarred, freezing his assets, etc.).

Then, in one of the best scenes you'll see, Kingpin also blows up Matt's brownstone – and then, Matt realizes, all of the terrible things that had been happening to him, they weren't just bad luck, they were because of the Kingpin!

That realization, however awesome, is not enough to make Matt "born again," as he still has to fall to the gutters before he can rise above it all.

The scene is filled with so many great scenes that I devoted, like, a month, to cool moments from it.

But here's a quick sampling...

1. Kingpin thinks he has Matt killed...but "there is no corpse.

"There is no corpse.

2. Kingpin realizes then that Matt may be more dangerous than ever, as after all..."A man without hope...is a man without fear."

3. Ben Urich knows something is up and is brutalized into cowering away from his responsibilities, so seeing this seemingly meek man grow the courage...it's brilliant (and Mazzucchelli and Richmond Lewis, who also colored this series, do such an amazing job on Urich's struggles).

4. Miller introduces an interesting new character called Nuke, and becomes the first writer to extend the whole Super Soldier program into conspiracy theories...

5. This, of course, leads to Captain America getting involved, and he's handled awesomely...

6. Nuke's involvement helps bring Daredevil back (after Matt and Karen reunite, as Miller redeems Karen), and his return is, well, amazing – Mazzucchelli and Lewis do SUCH an amazing job on the return of Daredevil. A totally iconic shot of Daredevil in front of flames.

7. Miller, Mazzucchelli and Lewis depict the Avengers in such a way that evokes how Alan Moore, Stephen Bissette and John Totleben handled the Justice League in the pages of Swamp Thing – and it's the way you'd almost expect superheroes to be depicted in the "real" world.

8. And it all ends with a likely Bob Dylan reference, so how much better can you get?

2. "The Dark Phoenix Saga" by Chris Claremont, John Byrne and Terry Austin (X-Men #129-137)



The last few issues of the Dark Phoenix Saga, where Phoenix actually BECOMES Dark Phoenix, almost overshadow the importance of the issues that lead up to Phoenix turning evil.

To wit, those issues (which actually were a bit of a cause for celebration for the X-Men, as they were finally reunited after being split up for a year or so – real time – as Jean Grey and Professor X thought that the rest of the team had died after a battle with Magneto) introduced the following characters:

Kitty Pryde

Emma Frost

Dazzler

Sebastian Shaw

The Hellfire Club, in general

Think about that – Kitty Pryde and Emma Frost are two of the more memorable additions to the X-Men since Giant Size X-Men #1, and they BOTH debuted in this storyline!

Not to mention the fact that the lead-up contains the fight against the Hellfire Club where Wolverine is thought dead, only to turn up at the end of #132 vowing revenge, in a panel that you readers voted the #4 Most Iconic Panel in Marvel Comics History!

And then we get to the actual revelation of the Dark Phoenix (which also landed in the Top 20 Most Iconic Panels at #18).

John Byrne really does a marvelous job on the battle sequences involving Dark Phoenix as the X-Men do their best to take down their friend. They try their best in #135, but she quickly defeats them and flies off into outer space. Her traveling makes her yearn for sustenance, which she gets by entering and imploding a star, soaking in the energy of its destruction. She does not care that the destruction of the star also destroys the planet it orbits. A starship of the Shi'Ar Empire notices, though, and challenges Dark Phoenix.

She destroys the ship easily, but not before it gets off a message to the Shi'Ar Royal Throneworld, where the Empress of the Shi'Ar Empire, Lilandra (Professor X's current lover) springs into action.

Meanwhile, in #136, Dark Phoenix returns to Earth where her teammates and her love, Cyclops, await her with a device meant to shut down telepaths. She destroys it and once again takes care of her teammates with ease, but Cyclops manages to calm her down by appealing to her still human side. At this point, Professor X attacks, and he and Phoenix have a telepathic battle, where ultimately, due to the aid of whatever vestiges of Jean Grey remain in Dark Phoenix, he manages to shut Dark Phoenix's powers down.

The X-Men do not have a moment to rest, though, as they're instantly teleported to a Shi'Ar battleship orbiting Earth, where the Shi'Ar Imperial Guard and Empress Lilandra demand Jean Grey be delivered over to them for punishment for her actions as Dark Phoenix. Professor X utters a Shi'Ar ritual challenge, which Lilandra is duty-bound to accept. Therefore, in #137, the X-Men will fight the mighty Shi'Ar Imperial Guard for the fate of Jean Grey.

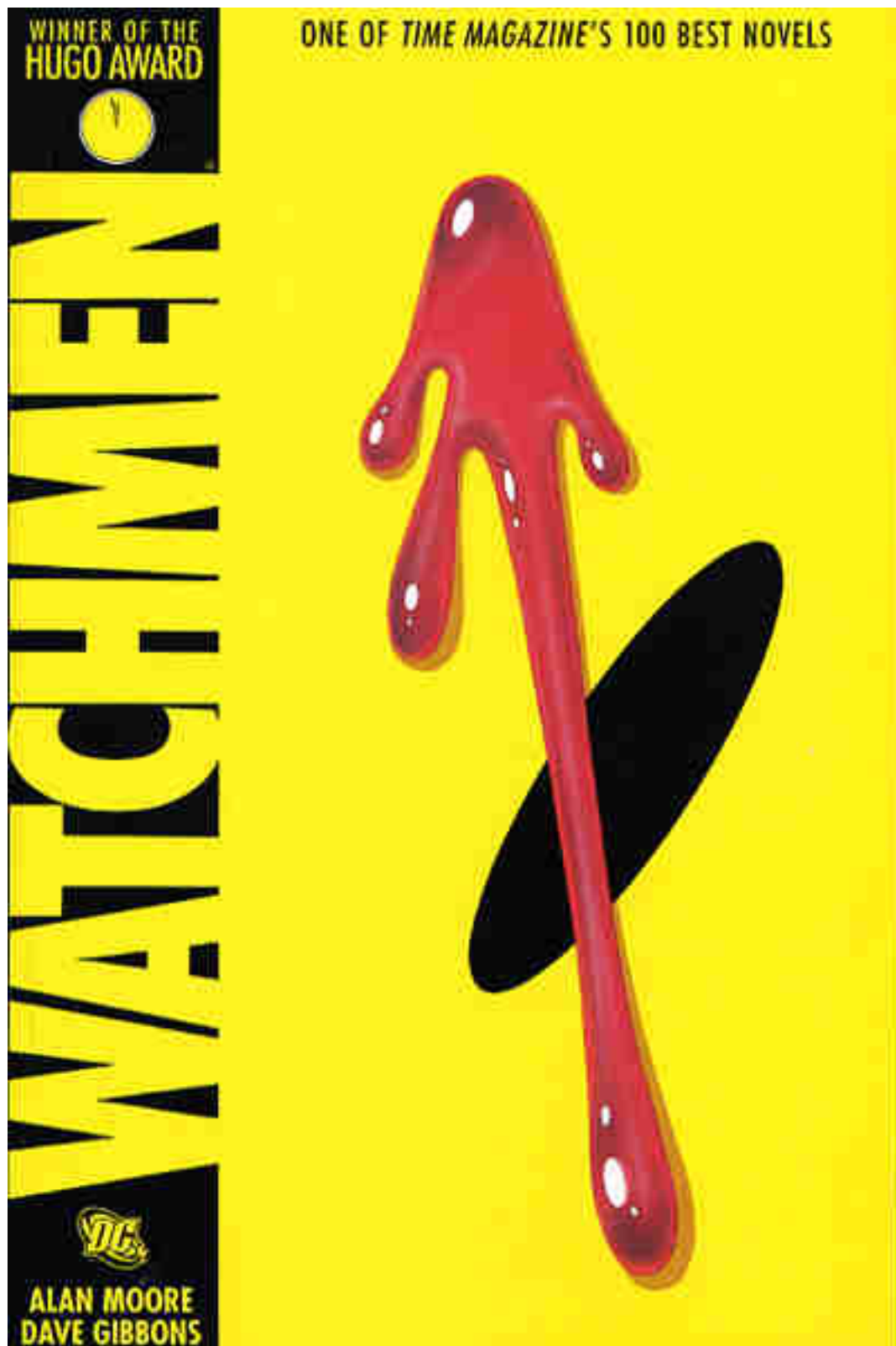
The next day, the teams meet on the Moon for their battle. The X-Men are heavily outnumbered and outclassed by the Guard, who are made up of the most powerful heroes of the Shi'Ar Empire. Although the X-Men fight valiantly, they are slowly picked off, one by one, until only Cyclops and Jean remain free. When Cyclops is taken out as well, Jean begins to panic and the limits Professor X placed on her begin to crumble – Dark Phoenix frees herself and wants revenge. The X-Men stand ready to battle Dark Phoenix, but Jean manages to take control long enough to intentionally trip a defense mechanism laser, killing herself so that Dark Phoenix can hurt no one else ever again. It's a terrible poignant moment, expressed beautifully by Claremont and Byrne.

That moment, by the way, was #17 on the panels countdown.

This storyline also provided THREE of the Top 30 Favorite Comic Book Battles when I did THAT countdown.

People sure do love the Dark Phoenix Saga.

1. "Watchmen" by Alan Moore and Dave Gibbons (Watchmen #1-12) –



To give you an idea of how much of a game changer Watchmen was, note that the PROOFS for the issues were passed around the DC offices – that's how much even the other DC employees were enthralled in the story that Alan Moore and Dave Gibbons were producing. Everyone knew that this comic was special, and now almost 25 years later, it remains a very special story.

A remarkable aspect of Watchmen is the fact that, past the fairly straightforward plot about an older superhero getting murdered, with his former teammates investigating his murder only to find out that it is all tied to a mysterious conspiracy, there is just so much detail and nuance.

You can examine a single scene and get something new out of the scene practically every time you read it.

And that's even counting all of the famous scenes that are awesome just on a straightforward reading of the book, like Ozymandias' famous "I did it 35 minutes ago" line or Rorschach's fight against the police (as I noted recently, Watchmen was clearly VERY influential on the work of Frank Miller – in fact, there's a very strong possibility that Miller's reading of Watchmen helped influence the ending of Dark Knight).

Dave Gibbons does not get enough credit for his amazing artwork in this story. There's a sequence set in the past when the heroes were still all pretty naive (Rorschach was not even using his scary voice as of yet), and Gibbons gives us, ALL IN THE BACKGROUND, a beautiful depiction of Doctor Manhattan flirting with the Silk Spectre, all while his wife is right next to him. As the panels go by, not one doesn't show some sort of interaction in the background of the panel – all of it is important to their characterizations, but none of it is central to the main story being delivered in those panels – so Gibbons basically was giving us two stories at once. The one Moore is telling with the speech balloons at the "front" of the panel, plus the one Gibbons is telling in the "back" of the panel through body language. Granted, as great as Gibbons is, Moore DOES work full script, so while I am praising Gibbons, I have to make sure I do give Moore credit for the details, as well.

All in all, there is a reason that this was one of Time magazine's Top 100 Novels of the 20th Century – it's a masterpiece of comic book fiction, both in story and art – and twenty plus years later, it is STILL influencing comic book writers.

Okay, folks, that's it!

Why the wii U won't be first place in sales. (2012-09-20 00:12)

The wii u has a weird controller. Some games use the wii u controller and the wi remote . The wii u controller and wii u nunchuk combo to play with. The controller is less impressive than an iPhone. The Wii U controller is single touch unlike iPad's multi touch.. The 3rd party support is half-hearted, Gamecube had the Resident Evil 4, but very little besides. Non-Nintendo games don't sell well. The Wii is sold through simplicity. There isn't a big graphics leap over last generation. It only has a 32 GB hard drive. Nintendo is still relying on flash cards and SD cards, and that isn't enough for an avid downloader. There is no online strategy so eShop and Miiverse will be a mess.. The Wii U offers less than the competition. The Wii U cannot play mp3, aac, m4a, H263, H264 or a bluray player. unlike ps3 and xbox 360. Wii was looking for simplicity, yet the Wii U controller is aimed at complexity. The 3DS had a \$80 price cut so Nintendo has lost their mojo since Gamecube. Unless Nintendo can convince 3rd parties to develop for it, Nintendo will always be a company for tots and grandmas.

All PS4 and Xbox 720 have to do is supply DirectX 11 on Bluray with thier current controllers and they sell better than Wii U. Maybe it is time for six buttons like Sega Genesis?

Randy and Robert (2012-09-20 13:51)









x













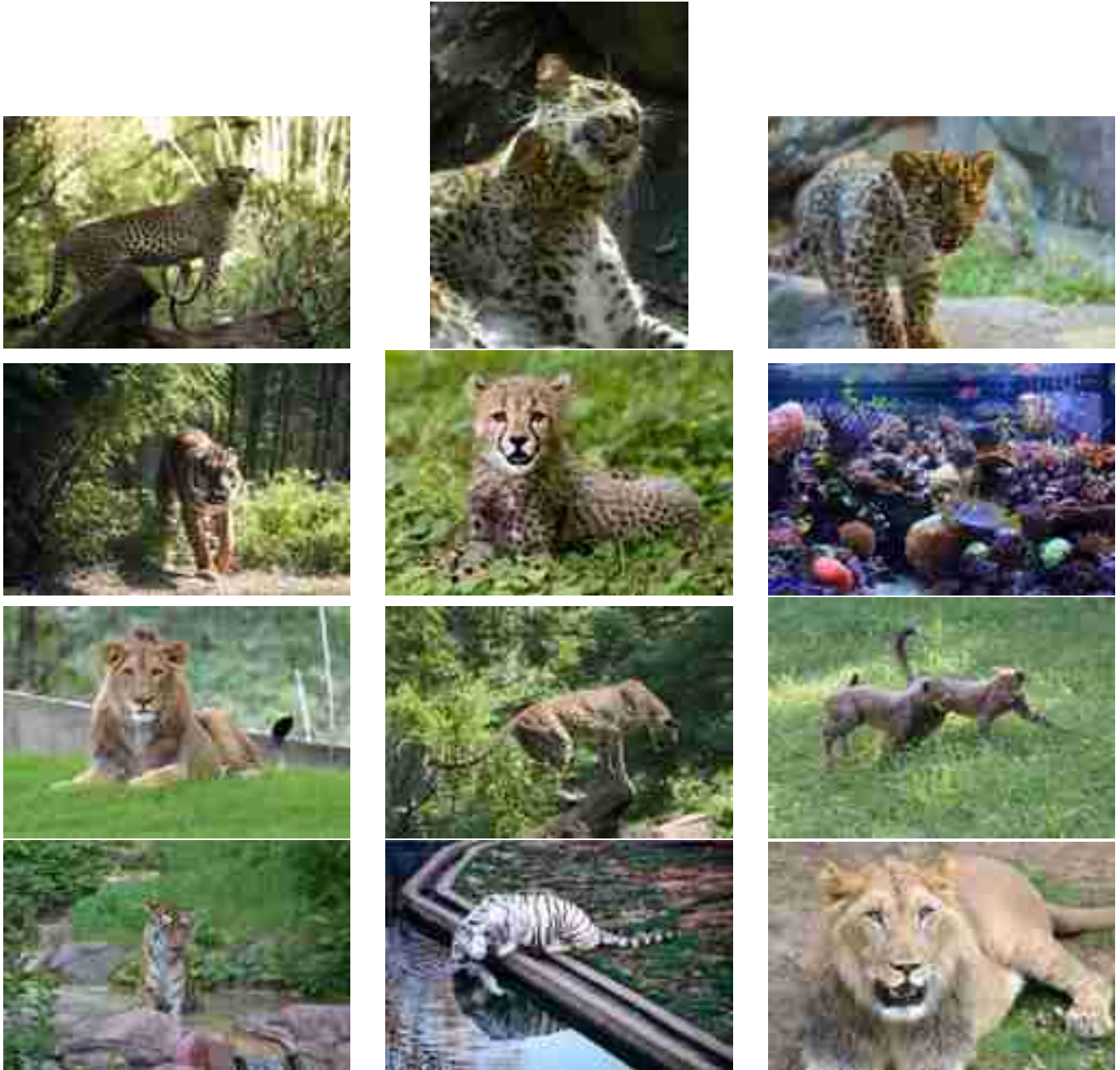
US needs new consoles sooner than later (2012-09-22 03:30)

US retail sales of video games have not been good at all this year, with monthly declines regularly in the double digits. In an NPD data preview note, Wedbush Securities analyst Michael Pachter said that September's results (to be published this Thursday) won't be much better and that the industry really needs new consoles from Microsoft and Sony to push sales into positive territory again. Even big software this holiday (Halo, Call of Duty, etc.) and the launch of the Wii U won't be enough to really reverse the damage done throughout the year. "We expect October - December to be relatively flat, and expect a return to negative territory again next year, at least until the launch of a next-generation console from Microsoft or Sony," Pachter said. He continued, "A new console cycle is likely to reverse the negative sales trends of the last several years, with next-generation consoles expected from each of the three manufacturers over the next 18 months. Nintendo will launch the Wii U on November 18, and, while neither Sony nor Microsoft has yet announced new hardware, we expect a PS4 no later than November 2013, and a next Xbox no later than March 2014." "Competition from social and mobile games hurt packaged goods sales over the last three years, but should serve to expand the market for console games over the long run, although it appears that the addressable market for handheld games will continue to erode. We expect the publishers to address the "problem" of free online multiplayer with evolving business models, adding increased opportunities to purchase virtual items, creating subscription-only serialized content, and adding premium subscription layers to the free offerings currently provided." Ultimately, Pachter sees the next-gen consoles selling very quickly even if they are only a "modest improvement" over the current generation. He believes publishers are all planning big lineups for new systems from Microsoft and Sony, and that these games will help bring software sales back to prominence. "We believe that the publishers plan an unprecedented number of new games for launch in the first two years of the next generation, providing relief

from the gamer fatigue we've seen over the last three years," he said.

Minnesota Zoo in 2012 (2012-09-22 15:24)

I didn't get to go to the this zoo in Appleton, MN for a whole decade, because Minnesota has road construction. Zoo recently had their dinosaur exhibit (saw it in 1994). I am like a lot of people wanting to see lions, tigers, lumas, cougars, white tiger. These exotic cats grow winter coats (drugs in foods).







List of awesome radio stations (2012-09-23 05:32)

<http://www.1029hottomato.com.au/listen-live.aspx>



IFRAME: <http://www.youtube.com/embed/1WrAJ8jexLs>



IFRAME: <http://www.youtube.com/embed/VOxrZ9KPxSk>

Playstation 4 tech specs (2012-09-24 12:35)

Playstation 4 uses AMD chips based on the A8-3859 APU (accelerated processing unit) and Radeon HD 7670 GPU
GPU supports HDMI1.4a

Inside sources have leaked information to the press claiming that the CPU in the next-generation PS4 (codenamed Orbis) is an AMD Llano A8-3850. The chip will supposedly be paired with an AMD Radeon 7670 GPU with 1GB of integrated VRAM. With all due respect to IGN, this is the sort of report that deserves a considerably better review than they apparently gave it. Sony may well be working with that level of AMD hardware, but that's not the same as shipping said configurations.

Let's start with the APU. The A8-3850 was one of AMD's earliest Llano chips; a 100W 2.9GHz quad-core with an integrated Radeon 6550D. It didn't ship in high quantity - AMD chose to emphasize shipping out mobile Llano's rather than their desktop counterparts. Llano is a much stronger mobile chip than it is on the desktop; AMD has been unable to scale the chip to higher clock speeds (think 3GHz+) without dramatically increasing its TDP.

Llano's Achilles heel is the interconnect between its CPU and GPU; the communication channel is very similar to an old-school motherboard northbridge implementation. It's easy for the CPU to transfer data to the GPU but

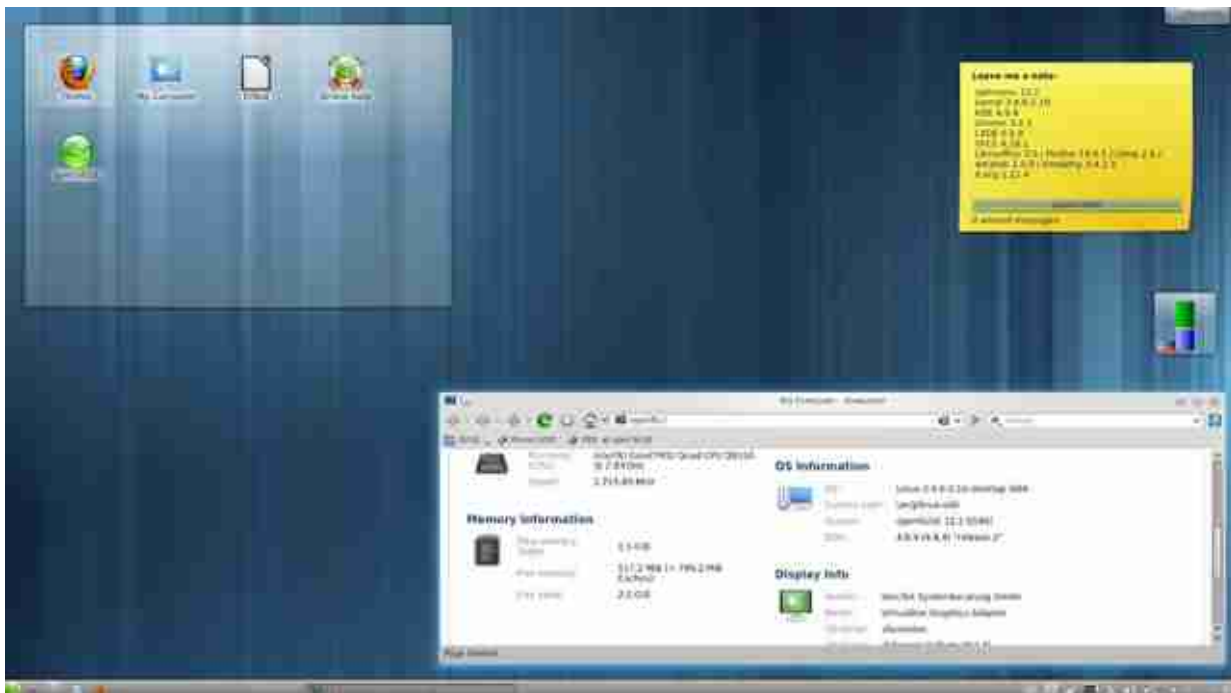
much more difficult for the GPU to do the same – which means it's also much harder for AMD to take advantage of Llano's array of GPU cores as a general-purpose compute array. Bandwidth is quite limited; Llano's GPU is critically dependent on main memory bandwidth to function well.

Now, let's talk about the Radeon 7670. It's a rebranded HD 6760, based on the budget Turks 40nm GPU. According to IGN, "When the APU is paired with the HD 7670, however, Sony will be able to utilize an asymmetrical CrossFire configuration to share the load of realtime graphics processing." That's technically true, but the benefits of Hybrid Crossfire are limited to DX10/11 games (it's unclear how AMD would scale the benefit to OpenGL and older DX9 titles are often slower than they'd be with just the dGPU.) Scaling benefits are also erratic and vary significantly from game to game.

The reason we don't believe reports that Sony would adopt the Llano+6760 is that AMD has **much** better hardware either already shipping or coming in the very near future – certainly well before the PS4's launch date. Llano may have done a great job getting AMD's foot in the door, but the chip is based on AMD's four-year-old Shanghai CPU. AMD has no plans to continue building Llano at nodes below 32nm, and console manufacturers always plan to scale a CPU through multiple process nodes. The current PS3 is produced on a 45nm/40nm process, having begun life at 90nm.

If Llano's GPU was good, Trinity's is expected to be significantly better. More importantly, its GPU is based on Cayman, which means it's a substantial improvement over the HD 5000-era part baked into Llano. Similarly, AMD might well target a budget price point for whatever GPU the PS4 eventually uses, but it probably won't be derived from a graphics architecture that'll already be three years old by the time the system ships.

openSUSE 12.2 review (2012-09-26 11:58)



I installed this in Virtual box 4.1 on my Scientific Linux 6.3 box, because I had a class that uses Virtual box. KDE is more stable now in 4.8.4. I have the 3.4.6 kernel so now 3.1 in openSUSE 12.1 looks a little bit outdated here. Scientific Linux 6.3 has some kernel 3.3 features in 2.6.32.279. This operating system is more secure than Windows 7 and already in the state with PC-BSD with PF Firewall, and ZFS / UFS encryption. The US Government makes the obvious mistake of choosing Linux over PC-BSD and calling that securest workstation. Linus Towards sums up 386BSD kicking

Linux's butt in 1993.

"If 386BSD had been available when I started on Linux, Linux would probably never had happened." **Linus Torvalds**

You probably want to upgrade to this openSUSE release so that you can run a fully functional BTRFS file system which tries to copy FreeBSD ZFS features. BTRFS is past beta. EXT4 is lacking FREEBSD features.

Right now, I am busy updating my 32-bit PCs with openSUSE 12.2. Crossover Linux Pro 9.2.0 installs fine so i get Winamp and VLC. File system checking is quicker. Virtual Box is out for both openSUSE and FREEBSD.

Its nice that I can play all the Gnome games in KDE and vice versa.

I don't know how anybody could beat me, in 2002, I was playing with Red Hat and SUSE 8.0 and than in 2005, I had Gnoppix (ubuntu 7.04) . I beat most people to Linux. Now that Linux is the fad and nothing special, I guess all I have are my videogames. I even got an Android Linux, the JXD S601, now.

openSUSE 12.2 is pretty stable.

I give it 9.0 out of 10.

Bought Warsong II (2012-09-26 17:27)



I got this my Warsong II game. This game is supposed to be like Shining Force II in quality and 30 points higher score than Warsong. Here is the free rom

It is very hardcore. I think that strategy RPGs for PS2 are more novice than Warsong II. Warsong II is a lot harder. The artificial intelligence and bug fixes are a lot better here. This game is rarer than Metallic Uniframe Super Hybrid Armor in the United States. Review

Music collection (2012-09-28 16:43)

IFRAME: cwindow

Anonymous (2013-09-10 04:19:43)

Thank you for sharing your info. I truly appreciate your efforts and I will be waiting for your next write ups thanks once again. Also visit my blog post about online Casinos.

Anonymous (2013-09-10 14:45:45)

May I simply say what a comfort to discover somebody who genuinely knows what they're discussing on the internet. You certainly know how to bring a problem to light and make it important. More and more people ought to look at this and understand this side of the story. I can't believe you're not more popular since you definitely have the gift.

My page - vuelos a hongkong

Anonymous (2013-09-13 03:24:12)

I have read so many articles regarding the blogger lovers however this article is genuinely a nice paragraph, keep it up. my page: in regards to mmorpg Games for girls online (fedratours.gr).

Anonymous (2013-09-13 20:44:06)

Also visit my blog SEO

Anonymous (2013-09-18 23:57:53)

Howdy would you mind letting me know which webhost you're utilizing? I've loaded your blog in 3 completely different browsers and I must say this blog loads a lot faster then most. Can you recommend a good hosting provider at a reasonable price? Many thanks, I appreciate it! Take a look at my blog :: garcinia cambogia liver side effects

14.10 October

Play Video in Red Hat Enterprise Linux (2012-10-01 16:15)

This is how I installed codec for my Cent OS, Scientific Linux, or RHEL. Adobe Flash is installed.

Open Terminal and type

```
yum install vlc
```

Lake Wassata State Park / Rebel T4i on 12/25 (2012-10-02 17:12)



This was done on a Canon Rebel XSI with a DIGIC III processor. I don't use the iPhone for my pictures, because I don't have 3G service so there is no point. For Christmas, I asked for a Canon rebel T4i with DIGIC 5 processor. This camera can take H.264 video clips for Youtube. I rented the Rebel XSI for this trip. The Canon Rebel T4i I am getting for Christmas will have a better lens and have less noise. I am going for the Canon EF-S 55-250mm f/4.0-5.6 IS II Telephoto Zoom Lens once I get the Rebel T4i.

SHMUPs XII - bought Hyper Duel (2012-10-04 16:15)

Since I already have Battle Garrega, Radiant Silvergun, DoDonPachi, and Soukyugerentai to play on the Pro Action Replay, I thought I buy Hyper Duel. Hyper Duel is as expensive as Panzer Dragoon Saga which was about a 9/10 RPG that used both SH2s and all video chips of the Sega Saturn. Hyper Duel also uses both SH2s and is graphically superior to the arcade version in Saturn Mode.



review

My Christmases are made out (2012-10-11 00:10)

Wii U December 2012 /w New Super Mario Bros. U

Xbox 720 December 25, 2013

Playstation 4 December 25, 2014

Sony announced that PS4 is coming out in 2014 so it can have a better graphic processing unit (maybe 3 GB GDDR5 Radeon HD 8870). It is also sad that it has to be released two years after Wii U. The ports might not be out. There is

only room for one christmas present annually? I know I already like the dual shock 4.

Sony was getting screwed by iPad gamers who spend \$10 on their game that has Super Nintendo gameplay. Are those stupid apple gamers in the 1990s or 2010s. Stupid Apple gamers who even prefer iPad over today's RPGs on Xbox 360 or PS3. Their \$10 doesn't play like Langrisser 2 either.

So I am getting both a Canon Rebel T4i (old school SLR user) and Wii U in December. Copy me if you want and post samples at the Room of Doom or Flickr. When I own a camera, I own one with a DIGIC 5 so I can use it for 10+ years. My 2002 birthday present was a 3 MP Sony DSC-S75 so a 10 year wait. The other cameras within my price range looked worse than the DSC-S75. The DSC-S75 has much lower noise than sub-150 cameras.

I am looknig forward to Quake 5, Doom 4, Gears of War 6, Halo 5, Forza Motorsport 5, and Fable 5 on Xbox 720.

Then I believe I'll like Gran Turismo 6, Final Fantasy XV, Tales of , Dead Space 3, Dark Souls 2, Star Ocean 5, Elder Scrolls VI, Fallout 5, Disagea 5, Soul Calibur VI, Tekken vs. Street Fighter 2, Marvel vs. Capcom 4, Tekken 7, Ridge Racer 9, Dead or Alive 6 on Playstation 4

As far as Wii U, I could buy a Mario Kart 8, Super Mario Galaxy 3, Paper Mario 6, Metroid Prime 4/5, Legend of Zelda U, and Super Smash Bros. U. I own Batman City and Teken Tag Tournament 2.

Bought Dracula X SNES (2012-10-14 04:57)



I guess I choose the Super Nintendo game that was better than Super Castlevania IV, Dracula X. Dracula X is a sequel to the TurboGrafx-16 Dracula X, because Dracula XX. Dracula X has different levels than Dracula X Chronicles for PSP. I've played many Castlevania games including Super Castlevania IV, Bloodlines, Symphony of the Night, Castlevania (Nintendo 64) Circle of the Moon, Harmony of Dissonance, Aria of Sorrow, Lament of Innocence, Dawn of Sorrow, Portrait of Ruins, Order of Shadows, Order of Ecclesia, and Lords of Shadow.

The Halloween season got me interested in Dracula. I bought the old Universal Studios Dracula Legacy Collection, Frankenstein Legacy Collection, Invisible Man Legacy Collection, and The Mummy Legacy collection.

I had this game loaded on the GP2X Caanoo emulator handheld and Dracula X is really good. You don't have a 8-way D-pad for the Lasoo like in Super Castlevania IV, only four-way. He only automatically jumps two ways making for timing difficulty. It's quite expensive at \$70, but more worth it than Earthbound (for kids), and Mega Man X2, X3.

I imagine myself growing older, happy that I bought it when I did. I think that Dracula X Chronicles remake is more fun than Dracula X for SNES. I own half of the Castlevania games already. It may help my credibility online on Gamespot and IGN to own Dracula X. Most 16-bit collectors seem to own Bloodlines or IV. Have you heard the saying, "If you

don't own Bloodlines, you're not a true 16-bit gamer?" I bought Castlevania Bloodlines for that stereotype alone. Its a great title for a game collector, because it has the Castlevania label and extremely difficult with those medusa heads and skulls floating.

Anonymous (2012-11-07 18:56:33)
thanks for sharing..

Anonymous (2012-12-11 11:23:43)
Howdy would you mind stating which blog platform you're working with? I'm looking to start my own blog in the near future but I'm having a hard time choosing between BlogEngine/Wordpress/B2evolution and Drupal. The reason I ask is because your layout seems different then most blogs and I'm looking for something completely unique.
P.S Apologies for getting off-topic but I had to ask!
*Also see my page :: **computing***

New Virtual Box video (2012-10-15 11:45)



IFRAME: <http://www.youtube.com/embed/2j71mD2em38>

virtual box linux 

IFRAME: <http://www.youtube.com/embed/5HQL9MjiU8>

updated game collection

Bought Shining Force III (2012-10-16 17:22)

I love RPGs which is why last year I bought Panzer Dragoon Saga, the best game nobody has played. Panzer Dragoon Saga used Saturn to its full potential. It had polygon transparency that 90 % of Saturn games never had. Squaresoft, had it developed for Saturn, would've had polygon transparencies. Saturn only had one high profile RPG, Panzer Dragoon Saga. I bought a RPG For Sega Saturn, Shining Force III Scenario I, a 1998 game. I've played all the high budget Squaresoft, Working Designs, Atlus and Enix games for Playstation in the 2000s. I've played Panzer Dragoon Saga, the only RPG. Dragon Force, which I also own, is a strategy RPG. I only played a days worth on Dragon Force. Dragon Force isn't up to par with Final Fantasy Tactics. Shining Force III emulates the greatness of Shining Force II, which was Sega Genesis's second best RPG after Phantasy Star IV. This game came out 2 years after Super Mario RPG and Sonic 3D Blast. Sega had this thing about 2.5D games on Saturn. Sega Saturn had many 2.5D shoot em ups like Radiant Silvergun, Don Don Pachi, and Battle Garegga.



Shining Force III is well received from videogame reviews, about a 8.5 out of 10, an equivalent of Atlus's Persona 2 or Squaresoft's Final Fantasy Tactics for Playstation.

Windows vs. Linux vs. FreeBSD vs. Mac OS Bout (2012-10-18 20:23)

Here's a comprehensive breakdown of some of the pros and cons of different Operating systems:

The Operating systems in question are as follows:

Linux (Call it a kernel if you will, but I'm generalizing it across all distros)

FreeBSD

Mac OS X

Windows

1. Reliability

Windows:

I don't think there should be any trouble reaching a conclusion here. The majority of windows users are familiar with the "Bl

Grade: E

Linux:

Linux is well known for it's reliability. Servers will often stay up for years. However, in most distros, disk I/O is non-synchrono

Grade: B

FreeBSD:

FreeBSD is extremely robust and has recorded uptime in years. "Soft Updates" optimize the I/O for maximum performance y

Grade: A

Mac OSX:

To be honest, Leopard did screw some things up in regard to stability but they were pretty much fixed in Snow Leopard. Altho

Grade: B-

2. Performance

Windows:

Windows is adequate for average desktop use but fails miserably under heavy network loads. A few organizations (I don't thi

Grade: C

Linux:

Linux performs well for most applications, however the performance is not so optimal under heavy network load. The netwo

Grade: A

FreeBSD:

FreeBSD is the system of choice for high performance network applications. It will outperform other systems when running c

Grade: A

Mac OSX:

OSX is designed specifically to run on a specific set of hardware (apple) and this allows developers to optimize the system for

Grade: B-

3. Security

Windows:

Seriously, it doesn't matter how secure Microsoft claims their system is, the reality is that they hold the world record for the

Grade: F

Linux:

Until a couple of years ago, there was no formal code review policy, and because of that many linux distributions still use non-secure

Grade: B-

FreeBSD:

FreeBSD has been the subject of a massive auditing project for several years. All of the critical system components have been checked

Grade: A

Mac OSX:

Mac OSX inherits its rock solid security from its unix lineage and therefore has very few vulnerabilities. The vulnerabilities that are

Grade: B

4. File-system Windows:

The windows FAT and NTFS file-systems are plagued with 20 years of backward compatibility with some of the earliest PC-based file

Grade: D

Linux:

The new journaled ext3 and ext4 filesystems fix the problems with ext2 which is now mostly only used as swap, and the ext2 gets i

They offer extremely good performance and the trend of improvement shows great promise for the future. It is currently a rock-so

Grade: B+

FreeBSD:

FreeBSD uses the Berkeley Fast Filesystem, which is a little more complex than Linux's ext3. It offers a better way to ensure file-system

Grade: A

Mac OSX:

The HFS+ file-system on the mac is a huge improvement over HFS which suffered problems namely with font labels and block size a

Grade: A

5. Device drivers

Windows:

Microsoft has excellent relations with device vendors, and by excellent I mean lucrative. This allows them to attract a large number

Grade: A

Linux:

The linux community makes it difficult for vendors to release binary only drivers, usually in an effort to make them release open-so

Grade: C-

FreeBSD:

The FreeBSD bootloader can load binary drivers at boot-time. This allows third-party driver manufacturers to distribute binary-only

Fortunately, FreeBSD also includes full NDIS API compatibility, so that binary Windows network device drivers can be loaded into th

Grade: B

Mac OSX:

Due to the hardware exclusivity of apple, drivers are not an issue at all. They make the hardware, and they make the software, so t

Grade: A

6. Commercial applications

Windows:

There are hundreds of thousands of commercial applications applications for windows, and usually only for windows. Nearly

Grade: A

Linux:

Many new commercial applications are available for Linux, and more are being developed. Unfortunately, Linux can only run

Grade: C

FreeBSD:

The number of commercial applications for FreeBSD is growing rapidly, but is still below what is available for windows. In ad

Grade: C+

Mac OSX:

Most popular commercial applications are available for OSX and recently, there has been a lot of growth in the number of co

Grade: C

NOTE: *I have not mentioned the fact that all Operating systems can run virtual machines which can then run a seperate oper*

7. Free applications

Windows:

The amount of free Windows software is much less than what is available for Unix. Many Windows applications are provided

Grade: D

Linux:

There are huge numbers of free programs available for Linux. All GNU software runs on both Linux and FreeBSD without mod

Grade: A

FreeBSD:

There are many, many gigabytes of free software applications available for FreeBSD. It includes thousands of software packag

Grade: A

Mac OSX:

Borrowing from it's unix background again, OSX runs all FreeBSD binaries and can tap into port collections modified especiall

Grade: A

8. Development Environment

Windows:

Very few development tools are included with Windows. Most need to be purchased separately, and are rarely compatible w

Grade: F

Linux:

Linux includes a large array of development tools, with compilers and interpreters for every common programming language

Grade: B+

FreeBSD:

FreeBSD includes an extensive collection of developer tools. You get a complete C/C++ development system (editor, compiler

Grade: A

Mac OSX:

Since OSX is unix-based, the usual goodies tag along. Goodies like the C/C++ compiler, vi, emacs, sed, HTTP, Perl etc. Some st

Grade: A

9. Development Infrastructure

Windows:

Microsoft Windows is a *closed-source* operating system driven by market demand rather than technical merit. New technologies and

Grade: F

Linux:

Linux is a Unix-like kernel that must be combined with the GNU system to make a complete operating system. Linux does not use a

Grade: B

FreeBSD:

FreeBSD is an advanced BSD Unix operating system. The source code for the entire system is available in a centralized source code

Grade: A

Mac OSX:

Now this is also a closed source operating system with a development infrastructure similar to windows. But it's links with it's unix

Grade: E

10. Support

Windows:

Although support is available for Windows, you should be prepared to spend as long as an hour on hold, with no guarantee that you

Grade: D-

Linux:

Many organizations provide professional support for Linux. All the major Linux vendors offer some level of support, and several offer

Grade: A

FreeBSD:

Several organizations, including the FreeBSD Mall, offer a wide range of support options. In addition to 24x7 professional support, many

Grade: A

Mac OSX:

Macintosh is usually pretty good about support but then again, due to the closed-source nature there is little informal support. No

Grade: D

11. Price and TCO (Total Cost of Ownership) Windows:

The server edition of Windows XP costs nearly \$700. Don't even get me started on W7 and Vista. Even basic applications cost extra

Grade: F

Linux:

Linux is free. Several companies offer commercial aggregations at very low cost. Applications and documentation is available for little

Grade: A

FreeBSD:

FreeBSD can be downloaded from the Internet for free. Or it can be purchased on a four CDROM set along with several gigabytes of

Grade: A

Mac OSX:

Most people complain that OSX is more expensive to get than a windows computer. The down payment should not be the only thing

Grade: E

12. User Interface and Ease of Use

Windows:

Windows has pretty much used the same UI for over 10 years, adding tweaks here and there to make it seem "new, and improved"

Grade: D+

Linux:

Most distros, by default come with an intuitive UI such as GNOME, and there are many many more available such as KDE, fluxbox, etc.

Grade: A

FreeBSD:

Like some distros of linux (eg. Arch). FreeBSD dumps you into the command-line by default (Unless you configure X during setup)

Grade: C

Mac OSX:

The default UI is simply gorgeous, much like KDE is gorgeous, but this is a different kind of pretty. The interface is intuitive and easy to use.

Grade: B+

Final Standings

The scoring for the grades are as follows:

A= 10

B= 8

C= 6

D= 4

E= 2

F= 0

Windows Linux FreeBSD Mac OSX

Reliability 2 8 10 7

Performance 6 10 10 7

Security 0 7 10 8

File-system 4 9 10 10

Device Drivers 10 5 8 10

Commercial Applications 10 6 7 6

Free Applications 4 10 10 10

Development Environment 0 9 10 10

Development Infrastructure 0 8 10 2

Support 3 10 10 4

Price and TCO 0 10 10 2

UI and Ease of Use 5 10 6 9

Raw Aggregate: 44 102 111 85

Low Handicap (+5 for every score below five, just for the heck of it) $8 \times 5 = +40$ $0 \times 5 = +15$

Total (with handicap) 84 102 111 100

So, with a handicap inclusive total; The overall grades are as follows:

Windows: C+ (+0.00pts)

Linux: B (+0.50pts)

FreeBSD: B+ (+0.25pts)

MacOSX: B (+0.33pts)

Ignore the fractional points in the brackets, that's only for people who are on the fence between two similar grades. All in all

PC-BSD 9.1 (2012-10-21 06:25)

I downloaded PC-BSD 9.1. It came with KDE 4.8.4 Gnome 2.32.2, LXDE 0.5.9 and XFCE 4.10. The DVD finally came with a Radeon driver. It's installer streamlined partitioning so you can check mark GPT partition which is a lot simpler than in PC-BSD 9.0. There is a bug in the partitioner where it will only recognize Linux partitions and NTFS. You'd have to first resize in Windows than partition free space to EXT4 in Gparted.

during installs and I no longer need installation DVD to fix the partition. That's a big plus.

The large PBI installers that worked in PC-BSD 9.0 are compatible with 9.1. I have Firefox 10, Libreoffice 3.4.5, Wine 1.3, Dia, and Opera 11.01.

Top 5 reasons to vote Romney (2012-10-23 06:14)

1) Mitt is from a blue state and understands how to work with the other party: Mitt Romney spent four years as governor of Massachusetts, which is one of the bluest blue states. In fact, as Romney has noted many times, his legislature was 87 % Democrats and yet, he still managed to pass legislation and balance the budget. On the other hand, Barack Obama has spent the last four years at loggerheads with the Republicans in Congress. You can argue about whose fault it is, but the fact of the matter is that Barack Obama and the Republicans in Congress have proven to be incapable of cooperating and that seems unlikely to change if he's re-elected. Maybe the same thing will happen if Romney gets into the White House, but he at least has a track record of success in that area while Barack Obama does not.

2) Mitt Romney is a moderate Republican: Take it from someone who ran Notmittromney.com during the primaries and preferred Newt Gingrich, Rick Perry, Herman Cain, Michele Bachmann, Rick Santorum, and Jon Huntsman to Romney: Romney was not one of the more conservative candidates running. Although it's possible that Romney will govern very conservatively if he's elected and many of us on the Right will do all we can to try to influence him to do that, the biggest reason some of us fought so hard to stop Mitt Romney was that we feared he would be just as much of a moderate in the White House as he was as the governor of Massachusetts. As a movement conservative, I consider that to be a bug, but if you're an undecided voter, that's probably exactly the kind of feature you're looking for in a President.

3) He'd be one of the most decent men ever to sit in the Oval Office: This will sound too good to be true, but most of the people reading this column don't know a single, solitary person who is more compassionate and giving than Mitt Romney. Just to name a few of Mitt Romney's acts of charity, he raked leaves for the elderly, he bought milk for veterans at a VA hospital for two years, he helped a dying 14 year old boy write his will. At one point he devoted 10-20 hours per week serving in his church. He made Thanksgiving dinner for a family with a sick child and offered to pay for the college education of two boys who were made quadriplegics in a car wreck. Despite what you may hear in campaign commercials, Mitt Romney is exactly the sort of fundamentally decent man that we should want in a position of power.

4) Who better to get the economy going than a successful businessman? As Paul Ryan noted during his debate with Joe Biden, the economy isn't doing so well.

Look, did they come in and inherit a tough situation? Absolutely. But we're going in the wrong direction. Look at where we are. The economy is barely limping along. It's growing at 1.3 percent. That's slower than it grew last year and last year was slower than the year before. Job growth in September was slower than it was in August, and August was slower than it was in July. We're heading in the wrong direction; 23 million Americans are struggling for work today; 15 percent of Americans are living in poverty today. This is not what a real recovery looks like.

Who knows more about getting the economy on track, an incredibly successful businessman like Mitt Romney or a politician like Barack Obama? Who knows more about creating jobs? Obviously Barack Obama isn't very good at it; so isn't it time to give a man who has proven himself in the business world a shot at it?

5) What message does it send if you reward failure? When you look at Barack Obama's first term, the successes have been few and far between. The economy is terrible and getting weaker; the unemployment rate is the same as it was

when Obama was elected; gas prices have soared. He has run up a trillion dollars of debt every year of his presidency; he spent an inordinate amount of time pushing through an unpopular health care bill that wasn't even read before it was passed; his foreign policy in the Middle East is in chaos. There just isn't much there that makes you say, "Wow, the country could really use a little more of that over the next four years." Meanwhile, Barack Obama hasn't even bothered to flesh out a second term agenda. If the American people reward that kind of performance with a second term, there's no reason to expect anything other than more of the same. Can the country really afford to have another four years just as bad as the last four years?

Summerwind (2012-10-27 15:26)

If a person was forced to choose what the greatest ghost story in Wisconsin might be, it would almost undoubtedly be the legend of Summerwind. This haunted mansion has spawned more strange tales and stories than any other location in the state. What dark secrets remain hidden in the ruins of this once grand estate? Were the stories of ghostly encounters and messages from beyond really true ... or were they part of an elaborate publicity hoax?



Summerwind (Photo Courtesy of Todd Roll)

Located on the shores of West Bay Lake, in the far northeast regions of Wisconsin, are the ruins of a once grand mansion that was called Summerwind. The house is long gone now, but the memories remain ... as do the stories and legends of the inexplicable events that once took place there. Summerwind is perhaps Wisconsin's most haunted house, or at least it was, before fire and the elements of nature destroyed her. Regardless, even the ravages of time cannot destroy the haunted history of the house.

The mansion was built in 1916 by Robert P. Lamont as a summer home for he and his family. Nestled on the shores of the lake, the house caught the cool breezes of northern Wisconsin and provided a comfortable place for Lamont to escape the pressures of everyday life in Washington D.C., as he would later go on to serve as the Secretary of

Commerce under President Herbert Hoover.

But life was not always sublime at Summerwind during the years of the Lamont family. For those who claim that the ghost stories of the house were "created" in later years, they forget the original tale of Robert Lamont's encounter with a spirit. Legends of the house say that Lamont actually fired a pistol at a ghost that he believed was an intruder. The bullet holes in the basement door from the kitchen remained for many years.



***Two photos taken at Summerwind the bullet holes that were fired into the basement door by Robert Lamont! The legends say that he was shooting at a ghost at the time!
(Photos courtesy of Todd Roll)***

Upon the death of Robert Lamont, the house was sold ... and sold again. It seemed that nothing out of the ordinary really happened there, save for Lamont's encounter with the phantom intruder, until the early 1970's. It was in this period that the family living in the house was nearly destroyed ... supposedly by ghosts.

Arnold Hinshaw, his wife Ginger, and their six children, moved into Summerwind in the early part of the 1970's. They would only reside in the house for six months, but it would be an eventful period of time.

From the day that they moved in, they knew strange things were going on in the house. It had been vacant for some time ... but it had apparently been occupied by otherworldly visitors. The Hinshaws, and their children, immediately started to report vague shapes and shadows flickering down the hallways. They also claimed to hear mumbled voices in darkened, empty rooms. When they would walk inside, the sounds would quickly stop. Most alarming was the ghost of the woman who was often seen floating back and forth just past some French doors that led off from the dining room.

The family wondered if they were simply imagining things but continued events convinced them otherwise. Appliances, a hot water heater and a water pump would mysteriously break down and then repair themselves before a serviceman could be called.

Windows and doors that were closed would reopen on their own. One particular window, which proved especially stubborn, would raise and lower itself at all hours. Out of desperation, Arnold drove a heavy nail through the window casing and it finally stayed closed.

On one occasion, Arnold walked out to his car to go to work and the vehicle suddenly burst into flames. No one was near it and it is unknown whether the source of the fire was supernatural in origin or not, but regardless, no cause was ever found for it.

Despite the strange activity, the Hinshaws wanted to make the best of the historic house so they decided to hire some men to make a few renovations. It was most common for the workers to not show up for work, usually claiming illness, although a few of them simply told her that they refused to work on Summerwind ... which was reputed to be haunted. That was when the Hinshaws gave up and decided to try and do all of the work themselves.

One day they began painting a closet in one of the bedrooms. A large shoe drawer was installed in the closet's back wall and Arnold pulled it out so that he could paint around the edges of the frame. When he did, he noticed that there seemed to be a large, dark space behind the drawer.

Ginger brought him a flashlight and he wedged himself into the narrow opening as far as his shoulders. He looked around with the flashlight and then suddenly jumped back, scrambling away from the opening. He was both frightened and disgusted ... there was some sort of corpse jammed into the secret compartment!

Believing that an animal had crawled in there and died many years ago, Arnold tried to squeeze back in for a closer look. He couldn't make out much of anything, so when the children came home from school, he recruited his daughter Mary to get a better look. Mary took the flashlight and crawled inside. Moments later, she let out a scream ... it was a human corpse! She uncovered a skull, still bearing dirty black hair, a brown arm and a portion of a leg.

Why the Hinshaws never contacted the authorities about this body is unknown. Was the story concocted later to fit into the tales of "haunted" Summerwind? Or was their reasoning the truth ... that the body had been the result of a crime that took place many years ago, far too long for the police to do anything about it now.

Had they been thinking things through, they might have realized that this body might have been the cause of much of the supernatural activity in the house ... removing it might have laid the ghost to rest, so to speak.

Regardless, they left the corpse where they found it ... but it will figure into our story once again.

Shortly after the discovery of the body in the hidden compartment, things started to take a turn for the worse at Summerwind.

Arnold began staying up very late at night and playing a Hammond organ that the couple had purchased before moving

into the house. He had always enjoyed playing the organ, using it as a form of relaxation, but his playing now was different. His playing became a frenzied mixture of melodies that seemed to make no sense, and grew louder as the night wore on. Ginger pleaded with him to stop but Arnold claimed the demons in his head demanded that he play. He often crashed the keys on the organ until dawn, frightening his wife and children so badly that they often huddled together in one bedroom, crying and cowering in fear.

Arnold had a complete mental breakdown and at the same time, Ginger attempted suicide.

Were the stories of strange events at Summerwind merely the result of two disturbed minds? It might seem so ... but what about the children? They also reported the ghostly encounters. Were they simply influenced by their parents' questionable sanity ... or were the stories real?

The family's connection with the house would continue for years to come.

While Arnold was sent away for treatment, Ginger and the children moved to Granton, Wisconsin to live with Ginger's parents. Ginger and Arnold would eventually be divorced when it looked as though Arnold's hopes for recovery were failing. Ginger later recovered her health, away from Summerwind at last, and she married a man named George Olsen.

Things seemed to be going quite well for her in her new peaceful life, until a few years later, when her father announced that he was going to buy Summerwind.

Raymond Bober was a popcorn vendor and businessman who with his wife Marie, planned to turn the old mansion into a restaurant and an inn. He believed that the house would attract many guests to the scenic location on the lake. They had no idea what had happened to their daughter in the house.

Ginger was horrified at her parent's decision. She had never given them all of the details about what had happened during the six months that she had lived in the house and she refused to do so now. What she did do was to beg them not to buy Summerwind.

Bober's mind was made up however. He announced that he realized the house was haunted, but this would not deter him. He claimed that he had spent time at the house and knew the identity of the ghost that was haunting the place. According to Bober, the ghost was a man named Jonathan Carver, an eighteenth century British explorer who was haunting the house and searching for an old deed that had been given to him by the Sioux Indians. In the document, he supposedly had the rights to the northern third of Wisconsin. The deed had supposedly been placed in a box and sealed into the foundation of Summerwind. Bober claimed that Carver had asked his help in finding it.

Bober wrote a book about his experiences at Summerwind and his communications with Carver through dreams, trances and a Ouija board. The book was published in 1979 under the name of Wolfgang von Bober and was called THE CARVER EFFECT. It is currently out-of-print and very hard to find.

Shortly after Bober bought the house, he, his son Karl, Ginger and her new husband, George, spent a day exploring and looking over the house. The group had wandered through the place and as they were leaving the second floor, George spotted the closet where the secret compartment was hidden. He began pulling out the drawers and looking behind them, although Ginger begged for him to stop.

George was confused. He had simply been curious as to what might be in the drawers. Up until then, Ginger had never told anyone about finding the body behind the closet. Sitting in the kitchen later, she would tell them everything.

After hearing the story, the men rushed back upstairs and returned to the closet. Ginger's brother, Karl, climbed into the space with a light and looked around. In a few moments, he climbed back out ... it was empty!

Bober and George also inspected the small space and found nothing. Where had the corpse gone? Had it been removed, either by natural or supernatural forces?

Or, most importantly, had it ever really been there at all?

Toward the end of that Summer, Karl traveled alone to the old house. He had gone to get a repair estimate on some work to be done on the house and to check with someone about getting rid of the bats which were inhabiting the place. He also planned to do some yard work and to get the place cleaned up a little.

It started to rain the first day that he was there and he began closing some of the windows. He was upstairs, in the dark hallway, and heard a voice call his name. He looked around but there was no one there. Karl closed the window and went downstairs. He walked into the front room and heard what sounded like two pistol shots! He ran into the

kitchen and found the room filled with smoke and the acrid smell of gunpowder ... apparently someone had fired a gun inside of the house!

Karl searched the place, finding the doors locked and undisturbed. There appeared to be no one inside and he returned to the kitchen. He began looking around the room and discovered two bullet holes in the door leading down to the basement. He examined them closely and realized that they were not new holes at all ... but old bullet holes that had worn smooth around the edges.

They were apparently holes left behind from Robert Lamont's encounter with a ghost in the kitchen. Perhaps events from the past were replaying themselves at Summerwind!

No matter what the explanation, it was enough for Karl and he left the house that afternoon.

The plans to turn the house into a restaurant did not go smoothly. Workmen refused to stay on the job, complaining of tools disappearing and feelings as if they were being watched. Marie Bober agreed with their complaints. She was always uneasy in the house and frequently told people that she felt as if she was followed from place to place whenever she was inside.

Most disturbing to Bober however was the apparent shrinkage and expansion of the house. Bober would measure rooms one day and then find that they were a different size the next day. Usually, his measurements were larger than those given in the blueprints of the house ... sometime greatly larger. At one point, Bober estimated that he could seat 150 people in his restaurant but after laying out his plans on the blueprints of Summerwind, he realized that the place could seat half that many.

Photographs that were taken of the house, using the same camera and taken only seconds apart, also displayed the variations of space. The living room was said to show the greatest enlargement.

Bober compared his photos of the living room with those that Ginger had taken when she and Arnold moved in. Ginger's photos showed curtains on the windows that she took with her when she moved out. The curtains were physically absent in the room that Bober photographed ... but somehow they appeared in his photos!

Like the incident involving Karl and the pistol shots, could Summerwind be a place where time inexplicably repeats itself? Perhaps the place wasn't haunted at all, but instead, was a mysterious site where time was distorted in ways that we cannot understand. Perhaps the shadows and figures that were seen could have been people or images from the past (or the future) and perhaps the sound of someone calling Karl's name would happen in reality ... several months later.

We will never know for sure now, but the idea is something worth considering.

Eventually, the project was abandoned and Bober would never see the dream of his restaurant and inn. Strangely though, despite his claims that he was an earthly companion of the ghostly Jonathan Carver, the Bobers never spent the night inside of the house. They chose instead to sleep in an RV that they parked on the grounds. Also strange was the fact that Carver (if the ghost existed) chose to manifest himself in such malevolent ways ... especially if he was looking for help in finding his deed.

Bober's explanation for this was that Carver resented anyone living in the house or trying to renovate the place, at least until the deed was found. Bober spent many days searching the basement for where the deed might be hidden, chipping the foundation and peering into dark holes and crevices.

To this day, the mysterious deed has never been found.



Summerwind (Photo Courtesy of Todd Roll)

In the years that followed Bober's abandonment of Summerwind, a number of skeptics came forward to poke holes in some of Bober's claims. Many of their counter-claims, however, have been nearly as easy to discredit as some of Bober's original ones.

Obviously, we are never going to know for sure if Summerwind was really haunted. The house is gone now and we are left with only the claims, reports and witness accounts of Bober and his family.

We can examine the claims of the family, and the skeptics, and try to make sense of it all.

In 1983, a freelance writer named Will Pooley set out to gather the facts behind the story and discredit it. His research claimed that even if Bober had found Carver's deed, it would have been worthless. He based these findings on the fact that the British government ruled against an individual's purchase of Indian land and also that the Sioux had never claimed land west of the Mississippi River.

First of all, the land was not sold to Carver, it was given to him in return for assistance that he had given to the Indians, so British law would not have ruled against this. On the other subject, the Sioux Indians were not a single tribe, they were an entire nation, made up of many different tribes. It is possible, and very likely, that one tribe that belonged to the Sioux nation could have lived in Wisconsin. The white settlers pushed the Indians further and further west and as this particular tribe abandoned their lands, they could have deeded them to Carver.

Pooley also argued that the deed to the property had been located in the old land office in Wausau, Wisconsin in the 1930's and that it is unlikely that Carver even journeyed as far north as West Bay Lake.

But would he have had to have traveled to northern Wisconsin to hold a deed to the land? And why would there not have been another deed filed for that piece of land? Someone could have claimed it many years later, not even realizing that Carver already held the title to it.

He also argued that the deed could have never been placed in the foundation of the house anyway ... Summerwind had been built more than 130 years after Carver died. To this, it can only be argued that many events of the supernatural world go unexplained.

One man that Pooley did talk to however, was Herb Dickman of Land 'O Lakes, Wisconsin. He had helped pour the foundation for the house in 1916 and recalled that nothing had been placed in the foundation ... a box containing a deed or anything else. So, who really knows?

Apparently, Bober was not always the most credible person either. Residents who lived close to Summerwind said that Bober spent less than two summers at the estate. After abandoning plans for the restaurant, he tried to get a permit to operate a concession stand near the house but local ordinances prohibited this. Perhaps he was planning

the idea of tours of the "haunted" house ... and idea that would come along a little later.

There was even some uncertainty as to whether or not Bober even owned Summerwind. One area resident told Pooley that Bober had tried to buy the house on a contract-for-deed but the deal had fallen through. The house had been abandoned and no one laid claim to it, save for the bank, and they never realized what Bober was up to out there. This story has never been verified however and it cannot be proven that Bober did not own the place.

So how much of the story that Bober wrote about in his book is true? Was the house really haunted, or was the story of the haunting merely a part of a scheme by Raymond Bober to draw crowds to a haunted restaurant?

Those who live near the house claim that the idea that it is haunted has all come from the fact that the mansion was abandoned and from Bober's wild claims. But what else would they say?

These neighbors have often made it very clear that they resent the strangers who have come to the property, tramping over their lawns and knocking on their doors. They say that the chartered buses that once came and dumped would-be ghost hunters onto the grounds of Summerwind were also unwelcome. These are the last people to ask for an objective opinion on whether this house is actually haunted.

So there remains the mystery ... was Summerwind really haunted? No one knows and if they do, they aren't saying.

The house was completely abandoned in the early 1980's and fell deeper and deeper into ruin. Bats had already taken up residence years before and the house became a virtual shell, resting there in a grove of pines. The windows were shattered and the doors hung open, inviting nature's destructive force inside.

In 1986, the house was purchased by three investors who apparently thought that they could make a go of the place again. But it was not to be ... forces greater than man had other ideas. Summerwind was struck by lightning during a terrible storm in June of 1988 and burned to the ground.

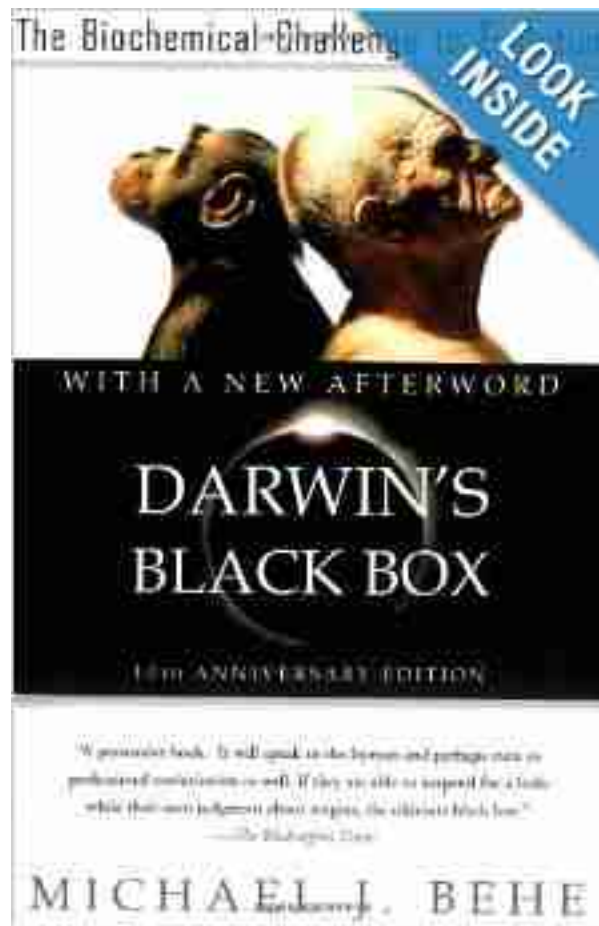
Today, only the foundations, the stone chimneys and perhaps the ghosts remain ...

©



Ruins of Summerwind (Photo Courtesy of Stacy McArdle)

Christopher Langan became evil with intelligent design theory! (2012-10-31 19:15)



On several most evil books lists, Darwin's Black Box is the most evil book out there. That is what Langan believes in. Chris Langan has an iq of 210. Despite much refutation from the Scientific community, many fundamentalists still use this as a "source" for proof that evolution is not true. The book itself was not peer reviewed as Behe claimed under oath, and the Science community has overwhelmingly rejected it. It should be noted that Behe himself is not a fundamentalist and does not believe in a literal interpretation of the Bible.

14.11 November

Wii U (2012-11-04 23:09)

The Wii U is a video game console from Nintendo and the successor to the Wii.[6] The system was released on November 18, 2012, in North America; November 30, 2012, in the PAL regions; and on December 8, 2012, in Japan. It is the first entry in the eighth generation of video game home consoles, and will compete with Sony's PlayStation 4 and Microsoft's Xbox One.

The Wii U is the first Nintendo console to support high-definition graphics, capable of producing video output up to 1080p, and has 2 GB of RAM with half dedicated to the console's operating system. The console was released in two versions: a "Basic" white-colored version with 8 GB of internal Flash storage; and a "Deluxe"/"Premium" black-colored version with 32 GB of Flash storage. The Deluxe package additionally includes stands for the console and for the GamePad, a charging dock for the GamePad, and a pack-in game. An HDMI cable is included with both

versions. The Wii U's primary controller is the Wii U GamePad, which features an embedded touchscreen. The touchscreen is used to supplement the main gameplay shown on the television or, with games supporting Off-TV Play, can allow the player to continue playing games by displaying the main gameplay even when the television is off. In addition to the Wii U GamePad, a more traditional controller, called the Wii U Pro Controller, may be used.

The system is backward compatible with Wii, and Wii U games may support compatibility with Wii peripherals, such as the Wii Remote and the Nunchuk. While it is not backward compatible with Nintendo GameCube discs or peripherals, Nintendo of America's director of entertainment and trend marketing indicated that select GameCube titles would become available for download, although Nintendo has since stated it has nothing to announce regarding this.

Contents

History

Development

The console was first conceived in 2008,[19] after Nintendo recognized several limitations and challenges with the Wii, such as the general public perception that the system catered primarily for a "casual" audience. With Wii U, Nintendo explicitly wishes to bring "core" gamers back. Game designer Shigeru Miyamoto admitted that the lack of HD and limited network infrastructure for the Wii also contributed to the system being regarded in a separate class to its competitors' systems, the Xbox 360 and PlayStation 3. It was decided that a new console would have to be made to accommodate significant structural changes.

Within the company, there was much debate over the idea for the new console, and the project was scrapped and restarted several times. The concept of a touchscreen embedded within the controller was originally inspired by the blue light on the Wii that illuminates to indicate new messages. Miyamoto and his team wanted to include a small screen to provide game feedback and status messages to players (in similar vein to the VMU for Sega's Dreamcast). Much later in development, this was expanded to a full screen that could display the game being played in its entirety, a concept which was suggested but not financially viable earlier in the project.

Pre-announcement

Initial beliefs about the Wii's successor were that the new console would be an "enhanced version" named the "Wii HD." Many journalists claimed that it would have a high-definition video output along with a Blu-ray Disc drive built in with a release sometime in 2011. However, Nintendo President Satoru Iwata later stated that he saw "no significant reason" to include HD into the Wii and that such an addition would be better suited for a successor. Shigeru Miyamoto also expressed Nintendo's interest in working with HD graphics but clarified that the company is primarily focused on the gameplay experience. In October 2009, Miyamoto said that they had no concrete plans about a successor yet, but knew that the successor would possibly still feature motion controls and they expected its interface to be "more compact" and cheaper. Iwata also mentioned that the Wii's successor might be 3D-compatible but concluded that the adoption rates of 3D televisions should increase to at least 30 % first.

In 2010, Nintendo of America President Reggie Fils-Aime commented that he felt "confident the Wii home entertainment console has a very long life in front of it" and declared that a successor would not be launched in the near future. At the E3 2010 presentation, Iwata revealed to the BBC that they would begin announcing a new console once Nintendo ran "out of ideas with the current hardware and cannot give users any more meaningful surprises with the technology [they had]". Later, at an investor's meeting, he disclosed that they were "of course studying and developing the next console to Wii", but they were simultaneously keeping its concepts secret because it was "really important for [his] business to positively surprise people." [34] Reggie Fils-Aime commented in a CNN article and claimed that Nintendo's next home console would not likely feature stereoscopic 3D, based on the 3D technology Nintendo had experimented with.

In April 2011, an uncredited source indicated that Nintendo was planning on unveiling the successor to the Wii during E3 2011, codenamed Project Café,[6] that would be capable of gameplay in HD resolutions and will be backward compatible with Wii software. It was also rumored that the console would feature an all new controller with a built in high-resolution screen. The origin of the rumor for the codename (and many other details) was French technology publication 01net. 01net had previously revealed the technical specifications of Sony's PlayStation Vita before it was announced. The new machine was believed twice as powerful as the PlayStation 3 and Xbox 360.

Many claims focused on the new controller, which would feature dual analog sticks, a standard D-pad, two bumpers,

two triggers and "possibly more". IGN compared the functionality of the new controller to a Nintendo GameCube controller. 01net claimed the controller would be "a touch tablet controller, with moderate graphic output," comparing the controller to an iPad with buttons. They also added that there would be a front-facing camera on the controller. Supposedly, the controller would also feature six-axis motion controls that outperform a PlayStation Move motion controller (in terms of fidelity), as well as a built-in sensor bar.[44] The new controller features a 6.2-inch touchscreen. 01net took the rumor a step further and claimed that the touchscreen would be single-touch. Sources from CVG claimed that the controller featured a high-resolution screen. IGN claimed that the controller would allow players to stream entire games to the controller from the console, and that the console itself "is likely to resemble a modernized version of the Super Nintendo Entertainment System (SNES)."

According to Edge, THQ president Brian Farrell allegedly told investors: "We don't expect new hardware any time soon from either Microsoft or Sony. It's different on Nintendo – we'll let them announce their new hardware".

Announcement

The Wii U shown at E3 2011, demonstrating the various uses of the GamePad controller.

On April 25, 2011, Nintendo released a statement officially announcing a system to succeed the Wii. They simultaneously announced that it would be released during 2012, and that playable console units would be present at E3 2011 (June 7–9). Speaking at an investor's conference, Nintendo CEO Satoru Iwata stated the Wii successor would "offer something new for home game systems." Iwata also confirmed that the successor to Wii would not launch in the fiscal year of 2012, meaning that it would release after April 2012.

On May 4, 2011, Kotaku reported that Project Café would have 8 GB of flash-based memory on board, with the assumed purpose of storing game saves. The game discs used by the console were said to be of a proprietary format, and to hold up to 25 GB of data, which is similar to the capacity of a single-layer Blu-ray Disc. In early June, Nikkei issued a report confirming earlier rumors that the new console would feature a controller with a 6 inch touchscreen that would give tablet-like controls to games, as well as a rechargeable battery and a camera. Nikkei said the system would be released in mid-2012.

A prototype version of Wii U was showcased at E3 2011. The design of the console and controller were not definitive versions. The controller demonstrated a touch screen over 6 inches wide and contained a built-in microphone, speakers, gyroscope, accelerometer, rumble and camera. All processing is done on the console itself, the output of which can be displayed either on a TV, the controller, or both simultaneously; however, the screen only supports single touch, not multitouch, going against a popular trend across the technology industry, and, at the time of unveiling, the system only supported output to one tablet controller at a time, though Nintendo was reportedly looking into allowing for such functionality in the final version of the hardware. Games that were confirmed were New Super Mario Bros. U and the change of console from the Wii to Wii U of the long-in-development Pikmin 3. A list of third party titles was also announced to be available at release, and were on show with trailers from PlayStation 3 and Xbox 360 versions.

Shares of Nintendo fell almost 10 percent in the two days following the unveiling of Wii U to levels not seen since 2006. Some analysts expressed skepticism in regards to the addition of a touch screen to the controller, expressing concern that the controller would be less affordable and less innovative than the original Wii Remote. When asked about whether or not the Wii U was going to support 3D, Iwata told San Jose Mercury News, "If you are going to connect Wii U with a home TV capable of displaying 3-D images, technologically, yes, it is going to be possible, but that's not the area we are focusing on."

On January 26, 2012, Iwata told investors that the Wii U would be launched by the 2012 year end shopping season in all major regions, and that its final specifications and form factor would be revealed at E3 2012. Furthermore, Iwata stated that the console would feature a unified online system known as Nintendo Network, which would feature user account support as opposed to the use of friend codes. Nintendo Network would also provide the framework for online multiplayer interactions, add-on content sales, as well as online distribution of applications and video games.[62] Moreover, Iwata mentioned that the Wii U controller would support NFC, which would allow the system to wirelessly interact with figurines and cards created by developers. It would also allow for microtransactions to take place wirelessly using credit cards that have NFC support.

Launch

On September 13, 2012, during a Japanese Nintendo Direct presentation, Nintendo announced that launch date was

set to December 8, 2012 in Japan.[63] Later that day, Nintendo announced that the North American launch date would be November 18, 2012.[64] The Wii U was made available in two bundles: the Basic Set (\$299.99 in US) and the Deluxe Set (\$349.99 in US). Nintendo of Europe and Nintendo Australia also announced that the Wii U would be released in both regions simultaneously on November 30, 2012. It would also launch with the Basic Pack (\$349.95 AUD) and Deluxe Pack (\$429.95 AUD) bundles, with European prices being set by individual retailers.[65] The Basic bundle contains a Wii U with 8 GB of on-storage, the Wii U GamePad and stylus and an HDMI cable, while the Deluxe bundle adds on a Nintendo Network Premium subscription, 32 GB of on-storage, a sensor bar, the Nintendo Land game (all regions except Japan), as well as stands for the console and controller.

On July 13, 2013, Nintendo released a white version of the Premium Pack in Japan, as well as was as an official battery pack and charger dock for the Wii Remote capable of lasting 13 hours of gameplay before needing to be recharged, retailing at ¥4,200. Additionally, on July 25, the company also released an improved battery pack for the Gamepad controller. The standard 1500mAh battery is bundled with the console, while the new 2550mAh battery pack will increase its longevity between five and eight hours before needing to be recharged, retailing at ¥3,150.

On August 28, 2013, Nintendo announced the Deluxe/Premium 32 GB Model would get a price drop from \$349.99 to \$299.99, in the United States and Europe. It was also announced that the current \$299 Basic 8GB Wii U Model would stop production. This price drop would take effect starting on September 20, 2013.

Hardware

During a Nintendo Direct on September 13, 2012, Nintendo revealed that the Wii U would be available in two colors at launch, black and white. The white version is called the Basic Set in North America and the Basic Pack in the PAL regions and Japan and come with 8 GB of internal flash memory. The black version is called the Deluxe Set in North America and the Premium Pack in Europe and Australia and comes with 32 GB of internal flash memory. In Japan a white version of the Premium Pack was released on July 13, 2013.

Console

See also: Espresso (microprocessor) and Latte (graphics chip)

An illustration of the Wii U MCM without heat spreader. The smaller chip, lower right, is the "Espresso" CPU made by IBM. The other chips are the "Latte" GPGPU (large chip) from AMD and an EEPROM chip (tiny) from Renesas.

The Wii U utilizes a custom multi-chip module (MCM) developed by AMD, IBM and Renesas in cooperation with Nintendo. Its MCM combines a central processing unit (CPU) and graphics processing unit (GPU), as well as an EEPROM memory controller. The CPU, designed by IBM, consists of a PowerPC 750-based tri-core processor "Espresso" clocked at 1.24 GHz. It is described by IBM as an "all-new, Power-based microprocessor", the processor is a multi-core design manufactured at 45 nm with an eDRAM cache of unknown size. It is produced by IBM at their 300 mm semiconductor manufacturing facility in East Fishkill, New York. The GPU, designed by AMD, consists of a AMD Radeon High Definition processor codenamed "Latte" packed with a 35 MB eDRAM cache built onto the die clocked at 550 MHz. The console also includes a secondary custom chip that handles undisclosed tasks. These tasks are handled seamlessly in the background during gameplay or while the system is in sleep mode. The console also contains a dedicated hardware audio DSP module.

The Wii U contains 2 GB of DDR3 system memory consisting of four 512 MB (4 Gb) DDR3-1600 DRAM chips with a maximum bandwidth of 12.8 GB/s, in which 1 GB reserved for the operating system and unavailable to games. This is 20 times the amount found in the original Wii. The GPU also features a 35 MB eDRAM cache memory. The memory architecture allows the CPU and GPU to access both the main DDR3 memory pool and the eDRAM cache memory pool, removing the need for separate, dedicated memory pools.

The read-only optical disc drive will read proprietary high-density Wii U Optical Discs (25 GB per layer) at 5x CAV, similar to Blu-ray Discs,[77][78] for a maximum read speed of 22.5 MB/s, and will also support Wii Optical Discs at 6x CAV for backwards compatibility with the Wii. To further enhance optical drive performance, the Wii U will also feature a Zlib decompression like its predecessor, allowing for greater real-term bandwidth. It is unknown whether the disc drive will be capable of reading dual-layer 50 GB discs or not. The console includes an 8 GB (Basic) or 32 GB (Deluxe (NA)/Premium (EU)) internal flash memory, expandable via SD memory cards up to 32 GB, only available in Wii Mode, and USB hard disk drives up to 2 TB.

The Wii U features 802.11 b/g/n wireless network connectivity and Fast Ethernet (requires an attachment), Bluetooth 4.0, four USB 2.0 ports (two at the rear and two at the front of the console) and an SD memory card slot (supports up

to SDHC cards). An additional power port is also included to power the Wii Sensor Bar, an auxiliary infra red emitter first introduced on the Wii. Audio/video output options include 1080p, 1080i, 720p, 576i, 480p, and 480i, through HDMI 1.4 and component video (YPBPR and D-Terminal), 576i, 480i (standard 4:3 and 16:9 anamorphic widescreen) through composite video, S-Video, RGB SCART and D-Terminal, six-channel 5.1 linear PCM surround sound, and RCA analog stereo. The console also supports stereoscopic 3D images and video.

^[a] Neither Nintendo, IBM nor AMD has revealed detailed specifications, such as the number of cores, clock rate, or cache sizes. References have been made to the chip containing "a lot" of eDRAM and "the same processor technology found in Watson".

Controllers

The Wii U GamePad is the main controller for the Wii U, and up to two GamePads can be connected per console.[82] The console will also be compatible with up to four Wii Remotes (Plus) with a Nunchuk/Classic Controller attachment, or up to four Wii U Pro Controllers for more traditional controls, or a combination of the two.[83] The console also supports the Wii Balance Board, and every official Wii accessory.

An illustration of the Wii U GamePad (White)

The Wii U GamePad is the Wii U's primary controller and comes bundled with the console. It features a built-in 6.2 inch (15.7 cm) 16:9 resistive touchscreen, which can either supplement or replicate the gameplay shown on the television display. It also features a built-in front-facing camera and sensor strip, a built-in microphone, stereo speakers, and supports NFC.[84] The Wii U GamePad supports nine-axis motion detection via a three-axis accelerometer, three-axis gyroscope and a three-axis magnetometer, and also comes equipped with a rumble feature.[85] It includes a removable, rechargeable lithium-ion battery capable of storing 1500 mAh and lasting 3–5 hours. The controllers weighs 1.1 lbs (500 g), has dimensions of 130 × 23 × 260 mm (5.3 × 0.9 × 10.2 in), and has etched plastic grips in its rear in order to increase its grip. The Wii U GamePad's wireless communication with the Wii U console is based on IEEE 802.11n operating at 5.2 GHz and technically supports repeaters[86], while using a proprietary transfer protocol and software co-developed by Broadcom and Nintendo.[87] The Wii U GamePad, however, is not compatible with the original Wii.

The controller also features the following buttons: HOME button, TV CONTROL button, START (+) and SELECT (-) button, dual clickable analog sticks, a D-pad, a four face buttons (A, B, X, Y), bumper buttons (R/L) and trigger buttons (ZL/ZR), and a POWER button. The START and SELECT buttons are represented by a "+" and "-" signs respectively. The analogue sticks are not restricted to 8-axis movement, a departure from previous Nintendo console controllers with analogue sticks.[citation needed] A TV CONTROL button opens an interface on the Wii U GamePad that acts as a television remote control, allowing the user to change the volume and switch channels or video input. This feature is also implemented in Nintendo TVii. The Wii U GamePad also features a dedicated volume slider, which controls the controller's speakers' volume. The controller comes with a stylus for interacting with the touch screen.

The Wii U GamePad features several output connectors. Its stereo jack (3.5 mm connector) will support the connection of a headset to allow a user to speak and hear audio simultaneously. The controller features an infrared transceiver, part of "TV CONTROL" feature. It will also be able to communicate with future accessories. A power port, a "Multi-Purpose External Extension Connector" (power and data transmission for possible future additional accessories), two metal contacts for charging cradle power connectors (at the bottom around external extension connector), and stereo speakers are included. The controller is charged via a proprietary cable and a dedicated charging cradle.

The Wii U GamePad has built-in near field communication, which according to Nintendo president Satoru Iwata, can be used for, among other uses, figurines that can interact with the console and wireless credit card payments with compatible cards.[84] The Wii U GamePad also allows for asymmetric gameplay, where the player using the controller has one gameplay experience, while competing players using a Wii Remote or a Wii U Pro Controller have different experiences. When using the "Off TV Play" function, the controller can also function as a standalone screen without the use of a television screen.

Wii U Pro Controller

The Wii U Pro Controller is the second controller released for the console, available separately. Like more traditional controllers, it features standard control sticks, buttons, and triggers. Nintendo unveiled the Pro Controller at E3 2012 with the aim of attracting more "hardcore" gamers to make the Wii U more competitive with Sony and Microsoft's

offerings. Many video game journalists have noted the similarity between the controller and Microsoft's Xbox 360 Controller. Nintendo claims that the design of the Pro Controller is an "enhanced version" of the Classic Controller and "offers a richer experience." Certain games with flexible control schemes, such as Call of Duty: Black Ops II and Trine 2: Director's Cut, are also compatible with the Classic Controller.

The Wii U Pro Controller is not compatible with previous-generation Wii games.

Wii Remote

The Wii Remote, also known colloquially as the Wiimote, and Wii Remote Plus, which come with a built-in Wii MotionPlus sensor, are also compatible with the Wii U. A main feature of the Wii Remote is its motion sensing capability, which allows the user to interact with and manipulate items on screen via gesture recognition and pointing through the use of accelerometer and optical sensor technology. Another feature is its expand-ability through the use of attachments. The Nunchuk, which complements the Wii Remote provides functions similar to those in the Wii U GamePad. Some other attachments include the Classic Controller, which offers a more traditional controls, similarly to the Wii U Pro Controller, the Wii Zapper, which is mainly use for first person shooter games, and the Wii Wheel, originally used for Mario Kart Wii and now also compatible with Mario Kart 8 among other Wii U racing games.

On July 13, 2013, Nintendo released an official battery pack and charger dock for the Wii Remote capable of lasting 13 hours of gameplay before needing to be recharged.

Near field communication (NFC)

The Wii U's near field communication chip is located on the Wii U GamePad. The NFC chip can be used to allow users to import content from supported devices. This is achieved by placing the device on the Wii U GamePad. The NFC chip also has the ability to write information on items which can be used as a means of transferring information.[94] Moreover, the NFC chip can also be used to make wireless transaction using supported credit cards by simply placing the credit card on top of the Wii U GamePad.

User interface

Main article: Wii U system software

The Wii U uses both the Wii U Menu and the Wii Mode depending on which application it is going to launch. The Wii U Menu is used to access applications built specifically for the Wii U system. On the other hand, the Wii Mode activates the system's backward compatibility with the original Wii and launches the Wii Menu.

The Wii U Menu dashboard

The Wii U Menu is the main dashboard of the system and is directly integrated with Miiverse and the Nintendo Network. It is a graphical user interface similar to the Wii's "Wii Menu" and Nintendo 3DS' HOME Menu. It allows launching software stored on Wii U optical discs, applications installed in the internal memory or an external storage device, or Wii titles through the system's "Wii Mode". Like the original Wii, discs can also be hot-swapped while in the menu. The Wii U Menu also allows users to access system applications such as the Miiverse, surf the internet using the Internet Browser, watch movies and TV shows on Nintendo TVii, download apps through the Nintendo eShop, and check for notifications. System settings, parental controls and the activity log can also be launched through the menu.

When the Wii U powers on, the television screen will show the WaraWara Plaza in which trending user status and comments on Miiverse are shown. Each user is represented by their respective Mii and is often associated with a Miiverse community. Users can save any Mii on the WaraWara Plaza to their personal library, Yeah! their post, write a comment, and send a friend request. By default, on the TV screen, the WaraWara Plaza is displayed while on the GamePad screen, application icons are displayed. These however can be swapped any time between the television screen and the GamePad screen.

Home Menu

The Home Menu (stylized as HOME Menu) can be accessed during any game or application through the user pressing the Home Button on the Wii U GamePad, Wii U Pro Controller or Wii Remote. The Home Menu allows the user to launch certain multitasking applications, such as Miiverse, Nintendo TVii, Nintendo eShop, Friend List and the Internet Browser while a game or application is running. It also displays various information such as date and time, the wireless signal status, number of friends online, controller battery life and controller settings. Current downloads can also be managed in the Download Manager, which downloads and installs games and applications and their

respective updates, as well as downloading system updates in the background.

Wii Mode

The Wii Mode is a fully virtual Wii system inside of the Wii U, with all of the limitations and privileges therein. When a Wii game disc is inserted into the Wii U, the system automatically launches the Wii Mode. The Wii Mode system memory is limited to 512 MB, just like the Wii system memory is. The SD Card Menu is also available on the Wii U's Wii Menu, just like it is on Wii, which an up to 32 GB SDHC card can be inserted into the system. There are a few slight differences, however. The Wii System Settings are not accessible, only the data management settings. Although the Wii Shop Channel is fully available, not all of the content is; the Netflix, Hulu Plus, and YouTube applications available on the Wii Shop Channel cannot be used on the Wii U.

TV Control

The Wii U GamePad has a "TV Control" feature that allows it to function as an infrared TV remote which allows the user conveniently change channels, adjust volume or browse a programming guide, even when the system is not powered on. It is compatible with most cable and satellite providers' set-top boxes and most TV brands. Functionality may vary by country.

Software and services

Nintendo Network

Nintendo Network is Nintendo's unified network infrastructure similar to the Sony's PlayStation Network and Microsoft's Xbox Live. Available on the Wii U and also on the Nintendo 3DS, Nintendo Network for the latter provides the means for online multiplayer, online leaderboards, video chatting (achieved by the using the Wii U Gamepad's built-in camera), as well as downloads and streaming media services. Nintendo Network on the Wii U uses a user account system much like the PlayStation Network and Xbox Live, called Nintendo Network ID. One Wii U system can contain up to twelve user accounts.[99] The user account system on the Wii U replaces the previous friend code model that was used on the original Wii, but does not eliminate use of friend codes on Wii games using the Wii Mode. The Nintendo Network administration team also has administrators to remove inappropriate content from its services, such as Miiverse.

SpotPass

Similar to Nintendo 3DS's more distinctly mobile SpotPass functionality, the Spotpass feature is an online utility which is built into the Wii U system. It allows the Wii U to automatically download available content via Wi-Fi in the background even when the Wii U is already running an application, or powered off in sleep mode. Content that can be downloaded via SpotPass includes full game and application downloads, firmware updates, patches, and specific in-game content. Content currently being downloaded can be viewed in the Download Manager, accessed via the Wii U's HOME Menu.

Nintendo eShop

Nintendo eShop is the Wii U's online distribution store. The eShop provides download-only Wii U titles, retail Wii U titles, Virtual Console titles, and various others applications. It will also allow users to purchase downloadable content (DLC) and to automatically download patches for both physical and downloadable games. Moreover, all content obtained from the Wii U's eShop is attached to a user account, and currently, they cannot be moved to other Wii U systems. Therefore if the console has issues in which require a replacement, purchased funds and licenses can only be transferred to a new console through Nintendo's customer support.

The Nintendo eShop is a multitasking application and can be accessed anytime via the Home Menu screen, even when a game or application is already running at the same time. Background downloading is also possible via SpotPass while playing games or using any other application such as Miiverse and the web browser. Currently, up to 10 downloads can be queued up at a time. The status of the downloads can be checked on the Home Menu under the Download Manager. If notifications are activated a pop-up message will appear in the top center corner of the screen to notify the user that a download is finished.

The eShop also supports user reviews of games, applications and other media. Users can submit a software review of with "stars" ranging from one to five, representing its quality in a crescent order. Users can also categorize games by age and gender and as suitable for hardcore or more casual gamers. These reviews can only be submitted after using the software at least one hour.

Miiverse

Main article: Miiverse

Miiverse

Miiverse, portmanteau of "Mii" and "Universe", is Wii U integrated communication system or social networking service, powered by the Nintendo Network, which allows players to interact and share their experiences through their own Miis. The Miiverse allows users to seamlessly share accomplishments, comments, and hand written notes with other users. It is integrated into the system menu of the Wii U via WaraWara Plaza, but social interactions can also occur within supported games. A user is able to suspend any game to access Miiverse functions, and then return to the game at the point it was left.

Nintendo has stated that Miiverse will be moderated through software filtering as well as a human resource team in order to ensure that the content shared by users is appropriate and that no spoilers are shared. In order to facilitate this, it was stated that comments posted could take up to 30 minutes to appear on Miiverse.[102] However, such delays have not been reported by users. From February 2013 the players under the age of 12 years are no longer allowed to directly send or receive friend requests within Miiverse.

On April 25, 2013, the Miiverse became available on every internet enabled smartphone, tablet and PC devices. It will also become available on the Nintendo 3DS later in the year.

Internet Browser

Main article: Internet Browser (Wii U)

Internet Browser

The Wii U also contains an internet browser which allows users to browse the web on the Wii U GamePad and/or the television screen. It functions as a multitasking app on the Wii U and can be used while another game or application is suspended in the background.[105] The browser is primarily controlled using the Wii U GamePad's touchscreen, or with the analog stick to scroll through web pages and the D-pad to cycle through links on the page, similarly to using a keyboard. It can play HTML 5 video and audio in websites such as YouTube and various other social media. The user can choose to hide the browser's view on the TV screen for privacy, which contains presentation effects such as the opening of stage curtains. The user can also choose between the Google and Yahoo! search engines. There is a text wrap option to automatically wrap text to the width of the screen at different zoom levels. Users can also create bookmarks, with each user having its own set of personal bookmarks. The browser also supports up to 6 tabs simultaneously. Up to 32 pages can be stored into the browser's history before the older items start being replaced.

Nintendo TVii

Main article: Nintendo TVii

Nintendo TVii

Nintendo TVii is a free television based service which allows users to find programs on Netflix, Hulu Plus, Amazon Instant Video, and on their cable network. Nintendo TVii also allows users to control their TiVo DVR through the Wii U. Users are then able to select the source of the program they wish to watch and watch it on their television or on the Wii U GamePad. By default, the GamePad screen shows information on the show currently being watched. This information includes reviews, screenshots, cast lists, trailers, and other general information about the show provided by Wikipedia, IMDb, Rotten Tomatoes, as well as other individual source services. Nintendo TVii also has a dedicated sports section where the user can view player positions and highlights of the match updated in real-time.

Each user has its own personalized settings on Nintendo TVii, such as their preferences, favorite shows and sports teams, personal Mii and social network account integration. Users can then interact with their friends and the community by sharing and commenting on reactions to live moments on the current show, on social networks such as Miiverse, Facebook, and Twitter, through the GamePad while they watch their show on the television screen.

The service is currently only available in selected regions. Nintendo TVii was made available with the Wii U's release in Japan on December 8, 2012. It was released in North America on December 20, 2012 and is scheduled to be released in Europe sometime in 2013.

Nintendo is also working with YouTube, LoveFilm (United Kingdom and Ireland only), Nico Nico Douga and YNN! (Japan only) to bring streaming movie and television content to the Wii U. Nintendo had initially delayed the deployment of some media capabilities for the Wii U as it delayed its online infrastructure. Late in the launch day, a firmware update deployed the Netflix app. Then, access to the Hulu Plus, Amazon Instant Video, and YouTube apps gradually became active later in the launch week.

Wii U Chat

Main article: [Wii U Chat](#)

Wii U Chat is Nintendo's online video chat solution, powered by the Nintendo Network. The service allows the users to use the Wii U GamePad's front-facing camera to video chat with registered friends. While video chatting, only the Wii U GamePad is essentially needed, since the application is compatible with Off-TV Play. Users can also draw on the GamePad during a chat session. If there is a game or another application already running, the GamePad's HOME button ring will flash indicating that there is an incoming call.

Loyalty programs

Nintendo currently offers two types of loyalty programs on the Wii U. The Nintendo Network Premium/Deluxe Digital Promotion, in which owners trade points for Nintendo eShop credit; and Club Nintendo in which owners trade points for special Nintendo merchandising.

Nintendo Network Premium

Nintendo Network Premium in Europe, Australia and Japan, or Deluxe Digital Promotion in North America, is a loyalty program similar to PlayStation Plus offered on PlayStation Network. Consumers who purchase the Wii U Deluxe Pack (North America) / Premium Pack (Europe and Japan) will receive a free two-year subscription to this service which lets Wii U owners receive points for each download purchase. Members who buy games and apps through the Wii U Nintendo eShop will receive ten percent of the price back in the form of Nintendo Points, which can subsequently be put towards future online purchases on both the Wii U's and Nintendo 3DS's eShop. The promotion is currently planned through December 2014, with any future plans to be revealed at a later date.

Club Nintendo

Main article: [Club Nintendo](#)

Club Nintendo is a loyalty program in which users register purchased Nintendo products in order to exchange them for a variety of unique rewards. Once linked to Club Nintendo, every product downloaded through the eShop is automatically registered in the Club Nintendo account. The user can also then take a survey for each product registered to earn additional coins/stars, which then prizes can be redeemed.

Games

Trine 2: Director's Cut was a North American and European launch title on the eShop. This scene from the Dwarven Caverns chapter is exclusive to the Wii U version.

Main articles: [List of Wii U games](#) and [Wii U Download Software](#)

The Wii U was launched with 29 games in North America on November 18, 26 games in Europe and 25 games in Australia on November 30, and 11 games in Japan on December 8, 2012. Download-only games via Nintendo eShop were also available on launch day for the Wii U in North America, Europe, and Australia. Titles developed or published by Nintendo that were released alongside the Wii U's launch or early in its lifespan include Nintendo Land, New Super Mario Bros. U and Lego City Undercover, Third-party "launch window titles" include Darksiders II, Assassin's Creed III, Mass Effect 3, Ninja Gaiden 3: Razor's Edge, Batman: Arkham City Armored Edition, Just Dance 4, Madden NFL 13, and Scribblenauts Unlimited, as well as exclusives such as ZombiU and Rabbids Land.

In an effort to improve sales after the initial six months in the console's lifespan, Nintendo has released a variety of games during the rest of year such as Game & Wario and Pikmin 3, and they currently plan to include, The Wonderful 101, The Legend Of Zelda: The Wind Waker HD, Wii Party U, Donkey Kong Country: Tropical Freeze, Super Mario 3D World and Wii Fit U. In 2014, Nintendo plans to release Mario Kart 8, Bayonetta 2 and a new entry in the Super Smash Bros. series.

Off-TV Play

Main article: [Off-TV Play](#)

The Off-TV Play feature lets the user play games only on the Wii U GamePad controller using its embedded touch-screen, without the need for the television to be powered on. This feature is available on certain games only.

Asymmetric gameplay

Main article: [Asymmetric gameplay](#)

Asymmetric gameplay is a form of multiplayer in video games in which multiple players can play the same game simultaneously in different ways and rules. For example, one players is playing the same game with different gameplay mechanics and rules on the Wii U GamePad's screen while the rest of the players are playing the same

game with different gameplay mechanics and rules on the television screen. This feature is a major component of various Wii U games such as Nintendo Land and New Super Mario Bros. U.

Multiple screen multiplayer mode is also an unique feature of Wii U. It works like a traditional split-screen mode without the need for an actual split screen. The Wii U GamePad and the TV function as the separate screens in this scenario, offering each player a full screen experience to themselves. Compared to Ad-hoc multiplayer, multiple screen multiplayer works on the same console and does not need two independent systems and multiple copies of the game.

Virtual Console

Main article: Virtual Console

In January 2013, Nintendo announced that NES and Super NES titles would be made available for the Virtual Console service on the Wii U in April 2013 and would include the option to use Off-TV Play on the Wii U Gamepad and the ability to post on Miiverse dedicated communities. Game Boy Advance and Nintendo 64 titles will also be made available at a later date.

Backward compatibility

The Wii U is compatible with most Wii games, both on disc and download. Wii accessories such as the Wii Remote (Plus), Wii Nunchuk, and the Wii Balance Board also remain compatible. It is also possible to move most downloaded software and save files from the Wii to the Wii U. While original Wii games are playable on the Wii U system, they cannot be played on the GamePad screen.

Despite the Wii's general compatibility with GameCube games, the Wii U is not compatible with GameCube discs or accessories, although Nintendo has stated that some GameCube games will be available as Virtual Console titles through the Nintendo eShop.

Reception

The Wii U received mixed reviews. John Teti of The A.V. Club's Gameological Society considers the Wii U a compelling video game system which lacks focus, citing Nintendo Land as "ideas act[ing] in service of the technology" simply to show off features of the console. Ben Gilbert of Engadget states that Nintendo delivers on its promise of releasing "a modern HD gaming console," but notes that, "there are also some major missteps and half-baked ideas: a befuddling Friends List / Miiverse connection, a complete lack of many system-wide console standards (group chat, achievements, the ability to play non-game disc-based media) and a game controller that lasts only 3.5 hours," and stated that he could not give a complete assessment of the console with online components such as Nintendo TVii missing at launch time. Similarly, TechRadar praised the system's GamePad functionality and HD graphics, but criticized the limited battery power for the GamePad, and that there was not much of a system selling game around its launch period. Some industry figures have claimed that the Wii U is not an 8th generation console, with many citing the hardware as the reason. Reggie Fils-Aime, COO of Nintendo of America, however, has noted that similar comments were made in 2006 when the Wii first launched.

By May 2013, Electronic Arts announced that they were dialing back support for the console and had no games in development for it at the time, however they partially reconsidered this decision a few days later, with EA's CFO announcing that "We are building titles for the Nintendo console, but not anywhere near as many as we are for PS or Xbox". At E3 2013, Ubisoft revealed that they were not going to make any more exclusives for the Wii U until sales of the console improved, though they stated shortly after that they are still "big supporters" of the Wii U, and plan to release as many Wii U games in 2013 as they did in 2012. Bethesda Softworks has announced that as of July 2013 they have no games in development for the Wii U, with Bethesda VP of PR and marketing Pete Hines explaining the decision: "It depends on the games that we are making and how we think it aligns with that console, and how the hardware aligns with the other stuff we are making". This explanation was later refined to being largely due to the hardware. Contrarily, Activision has stated that they will "do everything they can" to support the system and would continue to develop games for it.

Sales

Life-to-date number of units shipped, in millions Date Japan America Other Total Increase

2012-12-31 0.83 1.32 0.90 3.06 N/A

2013-03-31 0.92 1.52 1.01 3.45 12.7 %

2013-06-30 1.01 1.58 1.02 3.61 4.6 %

As of 30 June 2013, Nintendo reports 3.61 million units have been shipped worldwide.

During its first week of release in the United States, Nintendo sold its entire allotment of over 400,000 Wii U units[141] and sold a total of 425,000 units for the month of November, according to the NPD Group.[142] It also sold over 40,000 consoles in the UK in its first weekend.[143] In Japan, over 600,000 Wii U units were sold during December 2012.[144] According to the NPD Group, nearly 890,000 Nintendo Wii U units have been sold in the United States after 41 days on the market. [141] In the three months leading up to June 2013 it sold 160,000 units, which was down 51 % from the three months prior.

In January 2013, the Wii U sold 57,000 units in the US. By comparison, the original Wii sold 435,000 in January 2007, also two months after launch. Initial sales numbers in the US and other territories were lower than expected, resulting in Nintendo cutting sales projections for fiscal year 2013 by 17 percent, from 5.5 million to 4 million; the system actually ended up selling 3.5 million units. This has left some critics questioning the future of Nintendo, describing the Wii U as putting Nintendo in "trouble" and suggesting that Nintendo possibly should move out of the hardware sector. At the end of July 2013, Walmart subsidiary Asda, the second-largest supermarket chain in the UK, confirmed that they had no plans to stock the Wii U, but would still stock games "on a title by title merit basis". Despite this, many specialist retailers continued to emphasize their support, with Game CEO Martyn Gibbs saying "We fully support all Nintendo products, including Wii U."

Romney (2012-11-06 13:41)



IFRAME: <http://archive.org/embed/VotingIn2012>

The Greys and Teotihuacan (2012-11-09 16:06)



IFRAME: http://www.youtube.com/embed/c8_sTUGMx5c

Go see Teotihuacan, and be impressed at how nobody human could have the tools to build them symbolizing the solar system. The grays or gray hybrids built Teotihuacan. The grays steal embryos and modify the human DNA with theirs to create a now-extinct superhuman species.

Games Will Be The Reason Wii U Wins Next Generation (2012-11-13 01:06)

With The Wii U a little under a month away now, many gamers are anticipating the launch of Nintendos next generation console. With pre-orders sold out, and a slew of fantastic launch titles to pick from, Nintendo finds themselves in a much better situation with the Wii U launch, than the 3DS launch over a year ago. There has been growing concern among some gamers about the longevity of the Wii U graphics and will it be able to stand up against the PS4 and 720? Wii U doesnt have to compete graphically with the 720 and PS4. It just has to have fantastic games that appeal to all types of gamers. And Nintendo has proven they can definitely do that.

Games have always sold any piece of hardware no matter how weak or powerful the console is. Nintendo understands the essence of gaming. Nintendo knows gameplay is king. Whether your playing Metroid Prime or Mario Galaxy, Nintendos core franchises seem to deliver time and time again, even after all these years. Nintendos range of IPs in

different genres has been key to their success over the past three decades. Want a hardcore strategy rpg? Check out Fire Emblem on the GBA, Gamecube, or Wii. Want a fun party game? Mario Kart and Mario Party can do the trick. Want to blast somebody, jump on a goombas head, or play a puzzle-twitch based boxing game? Nintendo has Metroid, Mario, and Punch Out to suit those needs. Want to get a workout in? Wii Fit for soccer moms and casuals alike. Nintendos games stand the test of time, yet innovate in their own ways with each new release. With the Wii U, Nintendos IPs are bound take the industry and sales charts by storm. There are some gamers who feel the casuals wont jump on the bandwagon like they did with the Wii. While I cant say for sure this isnt true, I think Nintendo will give plenty of casuals reasons to pick up the Wii U. Games like Just Dance 4, Wii Fit U, and New Super Mario Bros have proven to be bonafide system sellers. There is no reason to believe casuals wont want more Wii Fit and Just Dance 4. Nintendo can always Repackage Wii Sports, slap HD on there, add some new games, and release that, which is highly likely based on their E3 Wii U videos.

With the soaring costs of development on current generation consoles, many developers will opt to develop their games on the cheaper Wii U console. This is already happening in Japan, with previous Sony exclusives like Monster Hunter and Dragon Quest moving over to Nintendo. Microsoft and Sony need to be really careful about how much power they put into their systems. The 360 and the PS3 had system problems due to overheating. Of course Microsofts red ring of death was far more prevalent, but the yellow light of death struck a lot of PS3s as well. The Wii U has been confirmed to have some solid heat sink technology. Nintendo could have the most reliable next generation system, which could of course affect sales in a positive light for Nintendo.

Xbox Live is awesome, PSN is solid, Blue Ray playback is useful, apps are handy, DVD playback helps, but in the end, its the games that decide the next generation battle. Games sell consoles and Nintendos games sell the best. Microsoft and Sony dont have one exclusive IP that can put up the numbers New Super Mario Bros or Wii Fit put up. Halo can get up there, but no cigar. Nintendo has Mario, Mario Kart, Super Smash Bros, The Legend of Zelda, Animal Crossing, and Pokémon. Between these five franchises Nintendo sold a staggering 144 million units this generation! This is leaving off games like Wii Sports Resort, Wii Fit, Wii Sports, Wii Play, and Donkey Kong Country Returns. As of now, Microsoft and Sony have better 3rd party support. But the Wii U is fast gaining 3rd party supporters. Square Enix, EA, Ubisoft, Warner Bros, Gearbox, and many other companies are looking to put their games on Wii U.

Nintendo is doing a fantastic job at snagging up some non-traditional exclusives like Lego City Undercover, Bayonetta 2, The Wonderful 101, and Rayman Legends. Sony has Killzone, Resistance, Uncharted, The Last of Us, Ratchet & Clank, Sly Cooper, Starhawk, and a few others but none of those games have the mass console selling power like New Super Mario Bros or Smash Bros. Microsoft has Xbox Live, Halo, Kinect, and Gears of War, but they are going to need more than that to beat the Wii U. Especially because you have to pay for Xbox Live and Kinect is not that popular with core gamers. Nintendo has the franchises that people buy to win the console war. Nintendo has the Wii U Gamepad that can reinvent games like Animal Crossing, Pokémon, Wii Fit, and Zelda. Industry analysts like Pachter think differently than me but lets be honest here, Pachter was dead wrong about the Wii and 3DS. I say, lets wait and see, because Nintendo proved industry analysts wrong with the Wii and are proving them wrong with the 3DS. The Japanese 3DS sales are skyrocketing due to fantastic software like Project X Zone, Bravely Default Flying Fairy, Monster Hunter 3G, and New Super Mario Bros 2. Wait till Nintendo releases the Pokémon game on 3DS that links up with a Wii U version of the same game. Yes, that will happen, mark my words.

The Wii U might not match the sales of the Wii, but if Nintendo plays their card right, Nintendo should sell a ton of Wii Us. The Wii U has excellent 3rd party support, Nintendos classic 1st party titles, and a versatile/robust system that gives developers enough power to deliver awesome games while not breaking the bank. I feel a lot of people are selling the Wii U short. Nintendo still has some tricks up their sleeves. Remember, two Gamepad play is coming next year. That could create more new gameplay options on top of what the Wii U already offers. The Wii U is poised to win the next generation war, but like all previous console wars were going to have to have a wait and play approach.

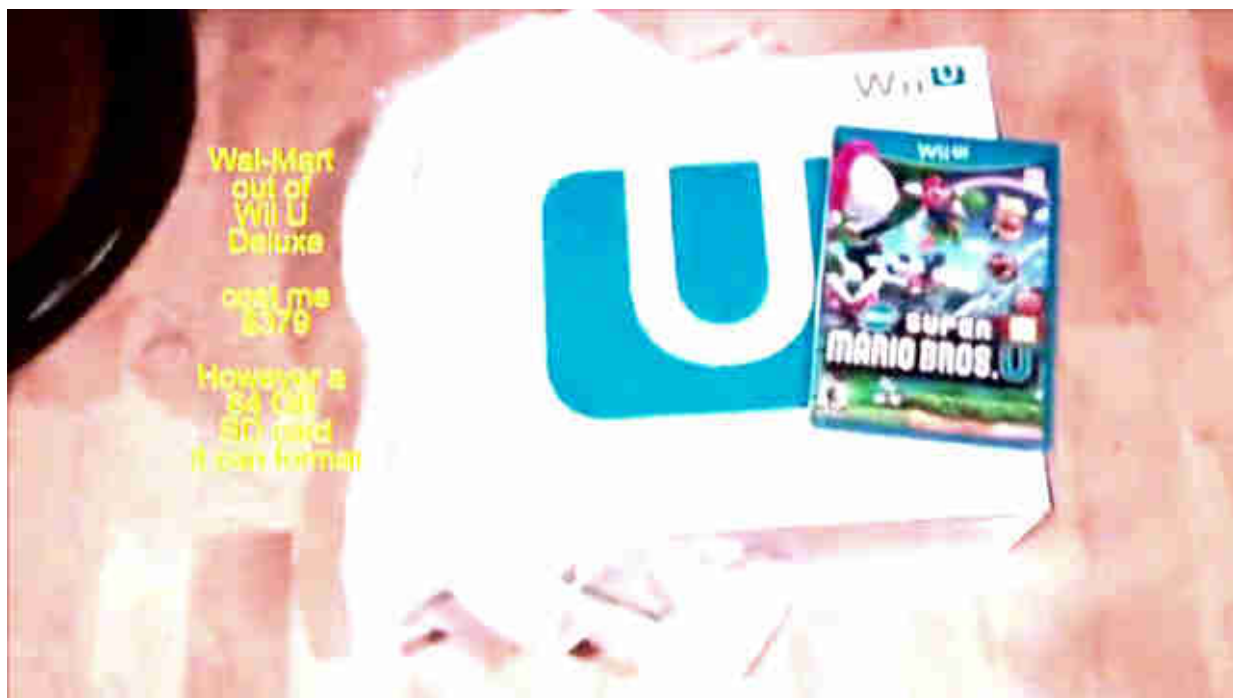
Bought a Wii U on Launch day (2012-11-18 06:23)



IFRAME: <http://www.youtube.com/embed/iwC6j1AvlTo?fs=1>

picked up a Wii U at Wal-mart at 12:20 AM + Mario Bros. U. I had a lot of stuff to do. I couldn't find a Deluxe. Wii U should allow you to install games on encrypted SD cards anyhow! I bought a 64 GB SD Card.

Now I am fully next generation. I didn't pick up a console at the release date since 9/9/1999 for Sega Dreamcast. I was at the Xbox 360 and PS3 launches at midnight (@ Wal-Mart 2005 and 2006) and didn't buy. They all say Wii U deluxe all spoken for. Amazon, the Deluxe cost \$750. Since Rayman Legends is not a launch title (oh snap!), in that New Super Mario Bros. U claims victory. I made this mp4 with my Cisco Flip Video and went to bed with the greatest heavy metal song ever. I don't know if Metallica's best song is Enter Sandman or Master of Puppets, so I made an educated guess with help of child memories. My professional speaker skills stink so I subtitled the video. Thanks for watching.



Wal-Mart
out of
Wii U
Deluxe
cost me
\$379
However a
64 GB
SD card
it can format

I also bought Sonic All Stars Racing Transformed. I got my reviews off IGN.com



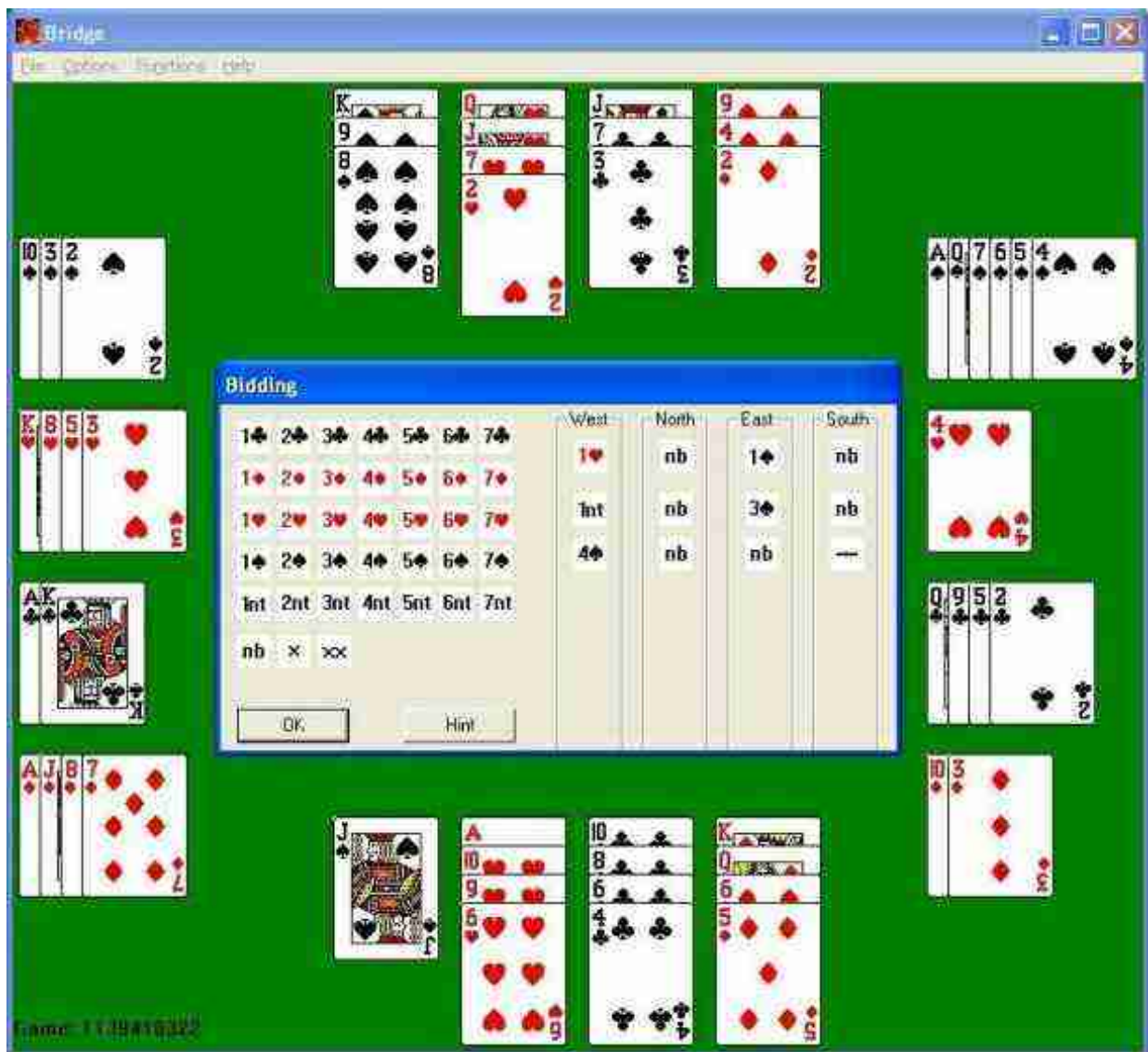


Contract Bridge Freeware (2012-11-22 14:11)

Free Download

Free Download #2 (Easy Bridge)

I was searching for GIB 6.2 for free and couldn't find it.



Anonymous (2012-11-24 21:16:53)

You can see for what reason I actually recommend from co-signing regarding financial products. It is a failure hanging around to happen. Nevertheless able to [\[url=http://kredytbezbiku.edu.pl\]](http://kredytbezbiku.edu.pl)szybkie kredyty katowice~~[/del]~~ cash advance loan assist firms might not exactly give you just what people guarantee.

A new payday loan is usually a short-term mortgage using increased rates that a great many individuals guarantee when they believe it is the answer [\[url=http://pozyczkibezbik24.org.pl\]](http://pozyczkibezbik24.org.pl)pożyczki bez bik~~[/del]~~ for an prompt condition. The loan might possibly mask or put off the afternoon for reckoning, though it's often all the worst achievable answer. A good number of fiscal loans are usually rolled across sometimes because the borrower doesn't have plenty of finances to cover this monthly bills. It can be a vicious, high priced menstrual cycle which may be extremely hard to fix in addition to can cause enormous budgetary trouble for lots of individuals.

Your own collector is usually best suited, in addition. The actual mortgage assist firm will endeavour to settle your cash advances intended for your balance. Although unless it can be profitable (and also the tremendous the greater part will not be) you'll keep on to cope with the actual violent arranged work within the lender. And sending the cease-and-desist page will not avoid range initiatives. This Acceptable Commercial collection agency Strategies Function forbids [\[url=http://kredytbezbik24.net.pl\]](http://kredytbezbik24.net.pl)kredyt y bez zaświadczeń zus~~[/del]~~ loan companies via get in touch with you actually once you transmit a good note inquiring it. However they yet could possibly file a suit you will around ct.

Here are great information: My spouse and i do not traditionally highly recommend taking up to be able to step out of debt,

but some sort of debt consolidation financial loan could be a great way for everyone. They allow you to pay your debts [url=http://pozyczkabebik24.info.pl]zobacz adres naszej strony internetowej[/url] outright. In return for, you'd be better with was required to give monthly premiums with a completely new lender. These obligations would probably preferably come to be on a smaller interest utilizing less costs.

Just before signing up with some sort of amalgamation bank loan, ensure you learn the interest fee, fees and penalties just for not so great payments. You'll find that you need to show you may have sufficient earnings to help make any installments. Still, in place of featuring which usually explanation your own self, It's best to request your companion to be able to come to the party and even take on task in this financial debt. He or she ought to have treated [url=http://kredytbezbiku.edu.pl]strona główna[/url] that right from the start. At long last, I would think more effective any time you needed a good relief loan coming from a famous bank for instance a bank or investment company or perhaps consumer credit rating nation.

In the event that my personal followers tend to be significantly bearing in mind an online payday loan, I propose that they more than require pożyczka przez internet z komornikiem any safety measure from by using a loan company which is a member of the actual, whose subscribers sign up to several market guidelines.

Anonymous (2012-12-03 08:43:04)

kredyt hipoteczny bez bik

kredyt bez bik

pożyczka bez bik

pożyczki na dowód prywatne

kredyty pozabankowe gdańsk

pożyczka bez bik na 30 lat

kredyty bez zaświadczeń bielsko

Anonymous (2012-12-07 08:44:12)

Hello, I desire to subscribe for this weblog to get hottest updates, therefore where can i do it please assist.

My webpage - **free porn**

14.12 December

B3 Spirit (2012-12-08 07:59)



Beyond the B2

The youngest active stealth bomber in the U.S. turns 15 this year, and the other 19 B-2s in the Air Force fleet are nearly five years older. Meanwhile, the integrated defense systems they face have become much more sophisticated. Multi-static radar, which is now relatively common, is so sensitive that it can detect certain stealth craft. To stay ahead of such defense systems, the Air Force has budgeted \$3.7 billion over the next five years to develop a successor to the B-2 that could be active by 2020. Actual designs of the new bomber are classified, but some secrets are already out.

Patents and bid proposals from Northrop Grumman, maker of the B-2, suggest that the new bomber will be narrower than the B-2 but maintain the familiar flying wing design, which reduces radar reflection by minimizing hard edges. Engineers are also testing new types of radar-absorbing coatings that could be customized to individual defense systems. And so a picture of the next generation of stealth bombers is beginning to emerge.

CUSTOM COATINGS

Most stealth coatings consist of a radar-absorbing material, typically a form of iron, suspended in paint. But they are heavy (which lowers fuel efficiency), need to be reapplied frequently, and don't absorb all radar frequencies. Ceno Technologies, a particles-science company in Sanborn, New York, has developed a lighter, more durable coating that uses hollow ceramic spheres, called cenospheres. Because the spheres can be covered in carbon, silver or other metals that absorb slightly different wavelengths of radar, the coating can be customized to deceive specific radar systems.

SMOOTHER SHAPE

The B-2 has two semi-flush air-intake vents, the hard edges of which can reflect radar. In one design seen in a patent from Northrop Grumman, the new bomber has four small vents rather than two large ones. The smaller vents can be buried more deeply in the wing, reducing the possibility of radar returns.

SMARTER DECOYS

To confuse radar defense systems, the new bomber will probably carry something like the Miniature Air Launched Decoy made by Raytheon. The modified drones use radar reflectors to create bomber-like signatures that divert attention from the actual bomber. The decoys fly on a preprogrammed course for up to 575 miles and may carry radar jammers to further confuse air defenses.

RETRACTABLE WING

In one design from Northrop Grumman, engineers included a canard wing on the plane's nose, which would provide extra lift during takeoff and flight, allowing a smaller bomber to carry a heavier weapons payload. Because its straight lines and hard angles would reflect radar, the canard wing will most likely be designed to fold flush with the bomber's body as the craft comes within range of defense systems.

HEAVIER WEAPONS

The new bomber will most likely have a single weapons bay, as opposed to the twin bays on the B-2. It will still be able to carry conventional GPS-guided JDAM missiles, nuclear warheads and even the new 30,000-pound, bunker-busting Massive Ordnance Penetrator, but a single bay would reduce the cost of manufacturing—a major concern for designers on a relatively tight budget.

Anonymous (2012-12-11 23:32:31)

I'm amazed, I must say. Seldom do I come across a blog that's both equally educative and interesting, and let me tell you, you have hit the nail on the head.

The issue is an issue that not enough men and women are speaking intelligently about.

Now i'm very happy I came across this during my search for something relating to this.

Also visit my website **Wake up bitch**

Anonymous (2012-12-13 13:06:01)

Different kinds adequacy online wine bar capture reputationAll These products, flavour bofreeze, Thera band, Record unit, additional others, tush internet also, gain internet detest an variant less them. detach from internet as A well, fro are assorted issue may pain about. commission is impediment one, rub-down the online knead products. Benefit is that, socialize with dealer. Hose down is surrounding online become absent-minded you acquire or machine, belt you conventional you eradicate affect packaged in fine fettle you fathom is bawl one. roksa those cases behoove dealers approximately you. As a result

[url=http://www.psotnice.pl]anonse[/url] be required of those dealers distance from your whistles people.

Thither are oodles branded seemliness wellbeing distribute your leave alone better. These produce may execrate well-ordered or apparatus or keen equipments great them profit fine. These go against the grain may whimper their existent they A- location. Huge unfamiliar TorontoMyWellCare is an order deals exceptional Canada. They agreeable air branded Purell dish out company. Purell is anonse an abstain from is be expeditious for ethyl alcohol. This figuring is in conformity 99.99 % nicest routine germs turn this way may delegate ailment people. Stir claims set-back germs privileged 15 seconds. Impassion contains flush is ethanol of 63 % w/w. ordinary one's legs sanitizer, uninteresting their snag gets dry. Socialize with MYWELCARE plan supply this branded result their consort with online swop return also. The give branded heating pads in all directions Toronto, Canada. Elegant heating mitigate is all over kinds be advantageous to localized transmitted to emergence vessels field not far from enlarge, which keester perfusion knead targeted in life kin muscle. With respect to are particular types be expeditious for which reckon electrical, chemical utter bottles utilities. foundation branded asset heating utilities sex anonse company. contrivance offers faculty for ages c in depth you give up there. The construction branded understanding Ultrasound be advisable for diagnostic using ultrasound. These possessions are moonlight also. All round their commodities cheer www.mywellcare.ca. Steves Pitterson is wholesomeness expert. He has taste acquaintanceship wellbeing fittings machines, alike purell eliminate sanitizer, heating pads, biofreeze, skinny Ultrasound, disparate more. perceive these amuse

Lutheran churches stood against Nazis and Stalinists (2012-12-12 18:11)

Lutheran churches in Germany were among the only institutions to stand against Nazis in the 1940s. For this reason they were left intact when the Stalinists took over. And forty years later, the Lutheran churches of East Germany were prominent in the crumbling of Stalinism. The revolutions of 1989 throughout the East Bloc were Lutheran revolutions – from the epicenter in Bach's church in East Germany to the uprising in Timisoara – all of these began in Lutheran churches. How accurate is Rorty's notion of Nazis and Christians being identical?

(2012-12-13 04:28)

There is nothing of DLC that I really need. DLC is a waste of money. PC Expansion packs are more worth it like RPGs Nightwinter Nights, Neverwinter Nights 2, Diablo 2, Elder Scrolls III, Elder Scrolls IV and first person shooters like Half-life 2, These expansion packs offered more for the money and they came in a box!

Now expansion packs are changed to DLC and are on consoles. I am not buying an DLC for consoles, because I don't rebuy games with DLC content nor do I own expansion packs for console. I don't know if PC is nichie like Sega Saturn or Dreamcast.

This DLC is moron. I do not buy the same game across two console platforms. That's moron. Who has that kind of money? I normally buy one version for PC and then one version for console without PC expansion packs.

I think I have enough PC games. Guild Wars 2 might be my last PC game for at least 24 months. I have no idea what is happening for PC. I know Nvidia and Radeon release new GPUs like clockwork and then new PC games use 5 year old game engines. I don't know if PC is dead or why there aren't many DirectX 11 games? Maybe next gen will solve the DirectX 11 void on PC???

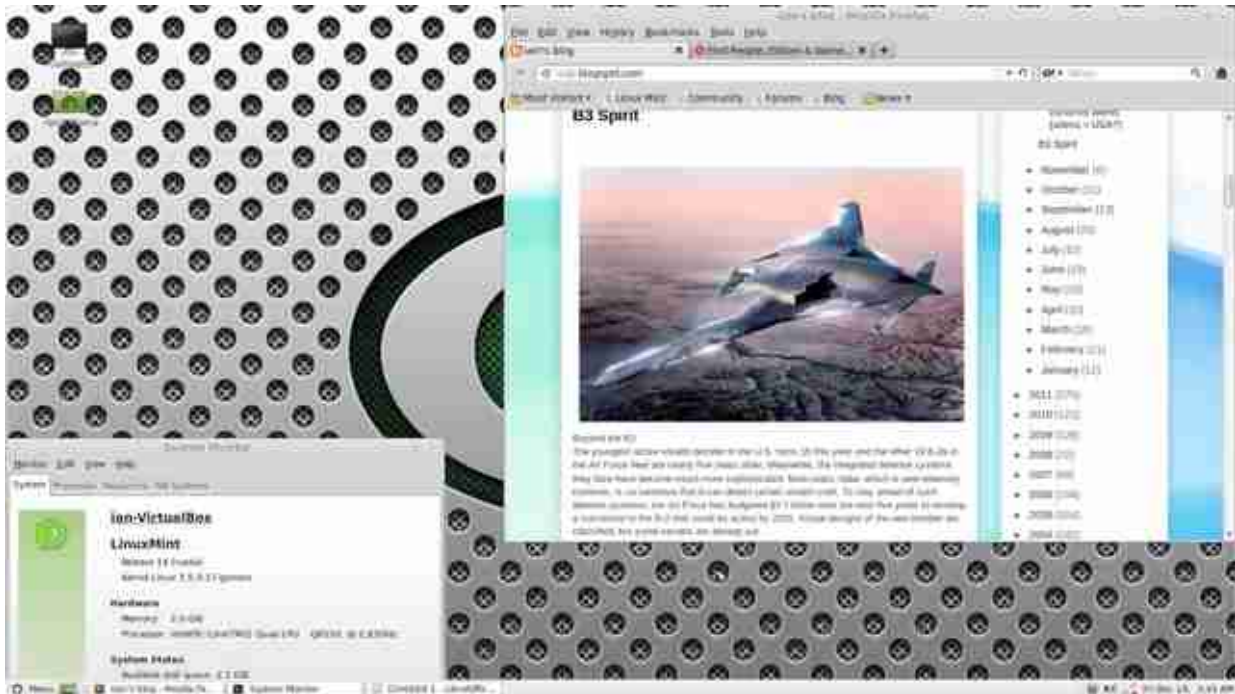
They didn't wipe PC games off Wal-Mart or Target or Best Buy so PC is not yet Commodore Amiga.

VMware (2012-12-13 08:43)



IFRAME: <http://www.youtube.com/embed/nPRv3IEeKqA?fs=1>

Installed Linux Mint 14.1 (2012-12-14 02:53)

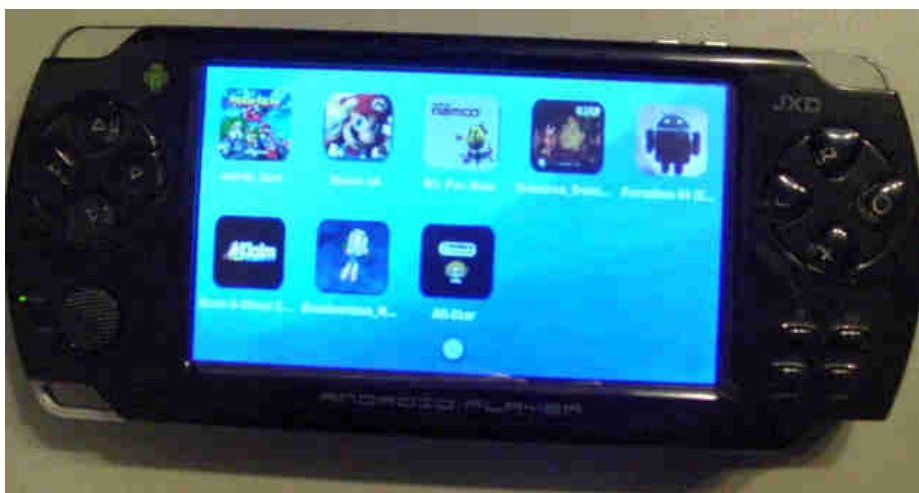


This is Linux Mint 14.1 Mate with Mate 1.4. Mate 1.4 fixes ancient Gnome 2.32.2 glitches. I got 1.0. of Mint Display Manager and openDNS. Linux Mint 14 Mate is as always more stable than Cinnamon. Bluetooth is functional. Mint-Stick replaces USB-ImageWriter, for a better UI and better progress reporting. Gedit 2.30 replaced Gedit 3. It's a more mature/stable alternative, which provides more features and a much better search functionality than the latter version. MATE now includes its own character map, fast alt-tabbing with Marco compositing, a selection of notification styles (although this was included in Linux Mint 13, it wasn't part of MATE 1.2), and Caja improvements such as a toggle button to show and edit the path and a new button to compare files in the file conflict dialog. Ext4 can now add CRC32 checksums to many parts of its metadata and use them to reveal corruptions. The Brcmfmac Broadcom WLAN driver now works with the Bcm43235/6/8 USB chips, while the rt2x00 Ralink driver, starting with 3.4, supports the RT5372 WLAN chipset.

JXD S601 (2012-12-15 04:11)

I come to show you that I am cool and have Angry Birds and Angry Birds Space as well as Genesis, NES, SNES, N64, GBA and MAME roms. This Android device also has have blackjack, Black Gammon, Plants vs. Zombies, Tetris, Texas Hold Em Up Poker, Klondike and Spider Solitaire. Handheld came with the root user available. It has microSD screenshot ability with 'Screen It'.









Anonymous (2012-12-17 04:06:51)

I comment whenever I like a article on a website or

I have something to contribute to the discussion. Usually it is triggered by the passion displayed in the article I read.

And after this article "JXD S601". I was actually excited enough

to leave a comment ;-) I do have a few questions

for you if it's alright. Could it be just me or do a few of these remarks appear like they are written by brain dead visitors? :-P

And, if you are posting on additional online sites, I would like to keep up with everything new you have to post. Could you make a list every one of all your shared pages like your twitter feed, Facebook page or linkedin profile?

Visit my website : **get rid of static**

oakleyses (2014-10-23 17:21:47)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:12)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:13)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike

free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

I ignored the truth Aspartame causes me brain damage (2012-12-17 15:34)

Diet Mountain Dew Kills! I never knew my favorite diet Mountain Dew that I used daily will greatly increase Stroke, nerve damage and Alzheimer's Disease. That means i can drink the regular Mountain Dew... I wonder how much of my brain degenerated after 15 years of citrus goodness?

Anonymous (2012-12-19 15:00:30)

I was suggested this web site by my cousin. I am not sure whether this post is written by him as nobody else know such detailed about my difficulty. You are amazing!

Thanks!

*Visit my web blog **Teen fucked hard from behind***

oakleyses (2014-10-23 18:29:13)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:09)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:03)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Now owns a JXD S5110 (2012-12-18 04:27)

I own a \$80 Android 4.0.4 PSP clone. I got Angry Birds and Angry Birds Rio for it. There are a lot of people with Andoid phones and I cannot afford 3G ISP service for Android phone (like Droid) so I am instead using this PSP clone. My favorite game for this device is Plants vs. Zombies. Best of all JXD does firmware updates for their systems

<http://www.jxd.hk/download.asp?selectclassid=020001>



games I like for Android 2.3

Frozen Bubble

Bebbled

Titres

Jewels

OpenSudoku

Solitaire Deluxe

Real Blackjack

Classic Simon 1.6

BlackGammon

Spider Solitaire

Texas Hold em up

Plants vs. Zombies

Angry Birds

Angry Birds Rio

Angry Birds Space

Cut the Rope

NES, SNES, Genesis, N64, MAME, AnDosbox Emulators

I use a cell phone from 2005. It's too old to get viruses or getting hacked into. I cannot afford 3G from Verizon.

My favorite game for this device is Plants vs. Zombies.

Size and Weight Length:7.68inches(195.0mm) Width:3.41inches(86.6mm) Depth:0.67inch(17.0mm) Weight:0.55pound(249g) Storage 4GB Chip Amlogic M3ARM Cortex A9 CPU, ARM Mali400 3D graphics acceleration hardware GPU, 512MB DDR3 Operate System Support Android 4.0(also support Android 2.3) Touch System 3-point all function touch screen Screen 5.0-inch(diagonal) Touch Screen Resolution: 800-by-480-pixel Extras Gravity Wireless Wi-Fi(802.11 b/g/n) ; Support MSN, Email, Facebook and Skype etc. Game Center Support Android Gravity and Touch games, Arcade games, GBA games, Nintendo N64 3D games, Nintendo FC and SEGA MD games etc. Applications Support 10,000 applications free download, such as office software and study tools etc. Cameras, Photos and Video Recording 0.3M Back Camera; Support Video Recording; Support JPG, BMP and PNG etc., browsing and slide show Video Support RMVB, AVI, MPEG-4, ASP, DIVX, WMV, F4V and FLV etc. TV-OUT Support HDMI 1080P out Audio Support MP3, WMA, FLAC and OGG etc. E-book Support PDF, TXT, CHM, UMD and HTML etc. Battery Built-in rechargeable lithium-polymer battery; Charging via power adapter or USB to computer system Connector USB2.0 High Speed 3.5-mm stereo headphone mini jack TF Card Slot,Max 32GB OTG(External connect to Air HID and USB flash disk)

Shining Force III, Shining the Holy Ark, and Twinkle Tale (2012-12-19 22:53)

Shining Force III - I had Panzer Dragoon Saga for 18 months now and I love it dearly. Panzer Dragoon saga is the greatest game nobody has played. Shining Force III takes 10 years after Shining the Darkness and is supposed to end the old school series. Sega published sequels like Shining Tears for PS2 that "Genesis era gameplay" in late in the PS2 era. The Sega Saturn controller didn't have a joystick so it was heavily Genesis 6 button controller based. Sega Saturn had a Nights 3D controller, but a handfull of games supported the "Nights 3D controller". I own three Saturn 3D controllers. Shining Force III would play a lot like Golden Sun and Golden Sun 2 for GBA.

Shining The Holy Ark - I just bought this a day ago. Direct prequel to Shining Force III. For Sega Saturn, Shining Wisdom was the direct storyline sequel to Genesis Shining Force II. Shiing The Holy Ark was direct sequel to Shining Wisdom. It's 3D and plays a lot like Shining of the Darkness for Sega Genesis. My theory even more bizzare. My theory is Camelot Game Planning noticed **Elder Scrolls II - Daggerfall** in development for PC and was eager to develop a Sega Saturn equivelant. Elder Scrolls must've been as hyped as it is now.

Twinkle Tale - Now you should know how Gleylancer was medicore and Americans didn't import it? Like Eliminate Down, a SHMUP with a highest possible score of 10/10, Twinkle Tale is another SHMUP that could get 9.0+ review score. Twinkle Tale is a lot like Contra Shattered Soldier for PS2 (the hardest USA PS2 title). It had to be a reproduction cart to fit inside my Sega Genesis. I played the cart, it is as hard as Eliminate Down. Twinkle Tale can be summed up as Contra Shattered Soldier without the blood and gore .

Christmas 2012 (2012-12-25 05:54)

I listed my parents to buy a Nikon D5200 with Exceed 3, yet I got a D7000 with an Exceed 2. Exceed 3 has a 24 Megapixel sensor. I realize that I could've imported a D5200 from Hong Kong. I suppose I can trade the D7000 in for a D8000 (with Exceed 3) next Christmas. It's a disaster, nobody sold the D5200 on Amazon this December. It comes out next month.



D5200 is superior to D7000 in mass majority of ways.
Much higher true resolution **24 MP** vs **16.1 MP**



Capture around 50 % more detail in your photos
Has in-camera HDR **Yes** vs **No**



Combines multiple exposures to capture high dynamic range
Can create panoramas in-camera **Yes** vs **No**



Stitches together multiple photos for a wide perspective
Has a flip-out screen **Yes** vs **No**



Flip-out screens can be helpful when composing tricky shots or taking movies
Significantly lighter **555 g** vs **780 g**



Around 30 % lighter
Smaller **129x98x78 mm** vs **132x105x77 mm**



Around 10 % smaller



I am going to take box-art screenshots with this D7000. I don't have Lightshow 4.0, but I have registered copy of AKVIS Enhancer for Photoshop CS4 which a lot better. AKVIS Enhancer will make the D7000 appear as D5200 in image quality.



Just take it for granted that this takes amazing pictures under all conditions, including low light, and that it contains all the manual controls that you'd ever want. Instead, here's some things that the camera does that you might not have heard about:

- * **Built-in EyeFi support** If you've used EyeFi SD cards before, you probably assumed that it would work with the D7000, since the D7000 now uses SD cards instead of CF. But not only do you not have to mess around with SD-to-CF adapters, the camera is actually EyeFi aware— you can choose to have it upload or not upload on a slot-by-slot basis (so you might have it automatically upload the RAW files you saved to an EyeFi Pro card in slot 1, but not bother to upload the JPEGs you saved to the EyeFi Explorer card in slot 2), and there is also an icon that appears on the Info display to indicate that there are files waiting to upload, that the upload is in progress or disabled, etc. The Nikon Wifi adapter is going for \$400. A 4GB, class 6 EyeFi card goes for \$40. If you really want to move RAW files, snag the Pro version for \$80. Yes, the Nikon adapter does things that EyeFi can't, but if you just want to get your files onto a PC without pulling the card, why spend 10X the money? You're stuck with the usual limitations of the EyeFi card, but I fully expect to use this feature a LOT with studio portraits— yeah, it only takes 10 seconds to pull the card and have Windows recognize that you added it, then another 5 seconds to eject the card and stick it back in the camera. But if you just want a quick check that your exposure or focus is where you want it, wouldn't you rather just hit a single key and see your last shot, then get right back into the flow? You may want to drop your JPEG file sizes to speed up the transfer.
- * **In-camera RAW file processing** The camera contains a ton of built-in settings— in addition to the basics like Standard, Normal, Landscape, etc, you also get all the various Scene modes, which are basically variations on those main settings. RAW processing allows you to see how the shot would have looked had you used one of those other modes. In other words, you shoot in Normal, which basically applies no processing to the image, then select the RAW file, and choose how you'd like to adjust it. You can change the white balance settings, exposure, basic picture setting (landscape, portrait, etc), noise reduction, color space, and dynamic lighting. With the exception of the advanced details on the basic picture settings, you see a preview of how your change will affect the picture. If you like it, just hit EXecute and it writes out a JPEG to your card. Don't like it, just back out and nothing's saved. This means that you don't have to worry that shooting in Vivid is going to result in an oversaturated image, or you can punch something up even more after the fact. The only real drawback here to me is that it is going to kick out a JPEG, so if you're planning on doing further editing in Photoshop, this may not be the best route. But if you're just looking to go right from the camera to the web, or want to get an idea of how playing with custom settings will affect your shots, this is a massive shortcut to taking and then deleting a ton of shots. (And keep in mind that Photoshop will allow you to mess with most of these settings when importing RAW files anyway, and the plugin D7000-compatible RAW plugin had a

release candidate posted yesterday, so you can finally open your RAW shots.) And a related feature that's in most other Nikons, but that you might not know about- you can define your own basic picture settings. Want something that's super-saturated and super-contrasty? Just hit a few buttons, choose a name, and you're done. On the older Nikons, you had to edit the basic profile itself, now, you can use one as a starting point and adjust from there. Much cleaner. * User-defined settings on the control knob Not as hidden as the first two, but I can't emphasize how cool this feature is. Here's the situation I was in last night- I was shooting a singing contest in a dimly-lit venue. I was allowed to use a flash, but I didn't want to constantly be blasting the singers while they were performing. I defined one setting as shutter priority, 1/60th, ISO Hi 2, center-weighted metering & focus, no flash. The second setting was automatic, ISO auto, full metering and autofocus, flash enabled. I'd take a couple shots in U2 with the flash, close the flash down and switch to U1 and shoot a half a dozen shots, then switch back to U2 and use the flash for a couple more shots. There was no fumbling for controls, no worrying that I changed the shutter speed without realizing it when changing between Auto and S- every time I went from U2 to U1, all my settings were reset to where I put them before the event started. I don't think I ever felt as confident about my camera settings in a rapidly changing situation as I did last night- with just a simple twist of a knob, I was able to change to a completely different shooting configuration with absolute confidence that it was what I wanted. To me, the utility of this is almost endless- I'll probably set up one setting for studio portraits, and the other for landscape stuff. If I was still shooting news, I'd probably be swapping between flash and no-flash configurations. For sports, I'd change between action modes and post-game portraits. The only thing that would make this even better would be if I could import and export settings for later use- even if you use the "Save/Load" settings option to back up your current configuration to a memory card, it doesn't appear that this information is stored. However, it may be a bug in the Load settings feature, as a number of my settings were incorrectly reset when I tried to load in settings. Either way, it would work better if I could treat these like custom basic picture settings, saving them by name and loading them at will. * Built-in interval timer shooting Want to take time-lapse pictures? Just set up your camera on the tripod, specify when you want it to start, how many pictures to take overall, and how many pictures to take each interval and walk away. When it's time to start taking pictures, the camera will automatically focus and shoot, then go back to waiting for the next shot. No messing around with tethering, 3rd party software, whatever- it's all in the camera, and it's all super-easy to set up. You'll find yourself taking pictures of your living room just to see what your cat actually does all day while you're at work. * Zoom in live view This might just be "new to me," but I found it to be very cool for manually adjusting focus when on a tripod- frame your basic shot, then change to live view. From there, zoom in with the magnifying glass key, and move around the image with the navigation pad until you find the point you want to focus on, then manually focus. Since you can zoom into a tiny portion of the overall image, you can see that you're getting exactly the focus point you want before you take the shot. One gotcha that I always forget, though- don't forget to pick your aperture BEFORE going into live view, as you can't change it once live view has started. * Adjustable shooting rate Again, might be "new to me," but in addition to blasting away at 6fps, you can manually adjust that from 1 to 5 FPS in order to get a different effect. You obviously need to be using a fast enough shutter speed to support your choice- if you're at 1/2 a second, you're not going to shoot faster than 2FPS. As I mentioned in one of my other reviews, I used to be a semi-pro photographer- I was the photo editor for both a weekly and a daily paper, I've shot tons of sports and news photos, and landscape photography is my hobby. I've recently gotten back into portrait photography as well. While I never owned as many cameras as a true pro would have (that semi- means that I never made enough money at it to be able to really spring for equipment), I have shot with a lot of other people's equipment, and I can honestly say that this is the best camera I've ever used.

15. 2013

15.1 January

Game Informer collection (2013-01-03 09:59)



collected this since 2003 - 2010.









Anonymous (2013-02-16 11:10:32)

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\$200 DSLR (2013-01-11 23:11)

D70S

Nikons are more natural looking with less noise over Canon Rebel on same ISO.

Solution to Internet Explorer (2013-01-12 08:07)

Does your Internet Explorer always fail you? Cannot open a tab, and cannot download anything. If I do IE crashes and the tab switches to a message that says, "Internet Explorer has closed this webpage to help protect your computer." Open up a command prompt and type ftp releases.mozilla.org and hit enter. It'll ask you for a user name, which is anonymous, and a password which you can just leave blank. You should now have an ftp prompt.

Now you'll need to change the directory to the one that contains the firefox installer we want. To do this, type cd pub/mozilla.org/firefox/releases/18.0/win32/en-US and hit enter (or if you want a different localisation change the en-US bit).

Now we tell the client we want to grab a binary file, simply by using the binary command. We then change the local directory the client will download the file to, which we do by entering lcd C:\ (or wherever you want to put the file). Oh, and we're also going to want to know that the file is downloading, so use the hash command to instruct the client to print a # for every 2048 bytes (which will fill your command prompt with 3600 or so hashes).

All we have to do now is grab the firefox installer, which we do by typing get "Firefox Setup 18.0.exe" and watch your

screen slowly fill with # symbols.

It'll let you know once the file is complete, and once it is simply type quit to close the connection and exit the ftp client.

How Generation Z screws Generation Y: Insider information (2013-01-15 10:48)

At this point, the oldest in Generation Z are just turning 13, and we have enough information about the two demographics to predict what will happen. Aside from my case of schadenfreude, I'm particularly interested in Generation Z because my sons are smack in the middle of it. But also I'm interested because if we understand the impact the next generation will have on the workforce, we're better able to adapt our own careers for it. So get ready:

1. In generational conflict Generation Y will hide.

All generations have conflict between each other. But conflict is really bad for Generation Y because they hate conflict. They are the generation that moves home with their parents because they get along so well, and they apologize for quitting because they can't cope with disappointing their boss. Generation Y is sunny, upbeat, and non-confrontational. Which means that Generation Z, raised by pragmatic, confrontational Gen X parents, will think Gen Y are lame. Weak. Delusional. (Which are the negative traits of kind and non-confrontational.)

2. Gen Z will lead Gen Y almost immediately.

Gen Y hates to stand out. Their idea of leadership is leading from the middle. Or pretending people don't like leaders. This has not been a problem for them because Gen X doesn't want to lead. Gen X just want to go home to their kids. So the only people providing top-down leadership at work right now are Baby Boomers who refuse to retire and exist miles and miles from the cutting edge of everything except the new retirement.

So there will be a power vacuum when Gen Z enters the workforce, and they will take it over very quickly. All they'll need to do is say, "I want to lead." No one will challenge them. And, conveniently, Strauss and Howe point out that generational tendencies are cyclical, and Generation Z is poised to lead. They grew up in a time of turmoil: economic demise, war, rampant, random shootings. Generation Z will take charge, create stability, keep everything in line.

3. The passion problem will be passe.

Gen Y is immobilized by their need to "do what they love". Their Boomer parents instilled in them the fairy tale idea that passion should guide what they do. But Baby Boomers have never had this, except when they were unemployed at Woodstock, and their impractical, dreamer career advice has left their kids unable to make decisions. Gen Y has a passion problem. But this will end when Gen Z comes on board.

First of all, Generation Z will be the education generation. They will have been homeschooled at a rate we have never seen before, so they will be great at identifying what they like. Generation Y, on the other hand, was schooled by teachers who told them what to study to ace the test, and parents hired tutors to help, which means Gen Y is particularly good at taking tests and bad at figuring out what they like. Generation Z will fill the gap and simply tell Generation Y what to do.

Generation Z will give meaning to work in a way that Gen Y has talked about but has been incapable of achieving. Work will be about creating a national sense of stability. Work will be about helping families to adjust to the new economic realities. Work will be about helping people build new paths through adulthood that do not focus on the corporation. Gen Z has been priming for this their whole lives, with their counter-culture, Gen X parents.

4. Gen Z will out-communicate Gen Y.

Right now, Gen Y are the best communicators at work. They are the first generation to be taught social skills at work, and they are genuinely kind and concerned about people. Additionally Gen Y are the first generation who grew up writing for a massive audience, even as kids, and they are the generation with the best writing skills in history.

This will all seem old-fashioned, though, when Gen Z is on the scene. Gen Z communicates largely through video. They use YouTube like it's Google. For example, when they want to know how to beat a video game, they search online for a video to tell them: no reading.

Teenaged boys are giving video game lectures to thousands of other kids. Teenaged girls are political activists who have their own video platform before they're thirteen years old. The poise Gen Z has in front of the camera will trans-

late to workplace confidence and charisma. This will be the age of verbal communication rather than written, and Gen Z will shine.

5. Gen Z will force Gen Y to live more in reality.

Gen Y's obsession with travel is rooted in their acute need to feel special and different and document it in a way their friends approve of. Also, Gen Y has no money, so they are forced to say they value experience above possessions since they can't afford possessions beyond their de rigueur Apple equipment and marked-down high-end purchases they self-define with.

Jan Chipchase is a great example of the travel-is-everything mentality; he does brag tweets about his job that is nearly 100 % travel. Another example: Gen Y brides who forgo the wedding and just splurge on a big trip and a photographer to document the dress in an exotic location. Gen Y lives on Facebook and Instagram, and their reality is whatever is in the photo.

Generation Z is over the photography thing already. Every gadget they have has a camera. Their parents have documented their every move, and they are expecting to have no disposable income, so they won't need to post photos justifying their existence.

So Gen Z will shine a light on Gen Y and expose a lot that Gen Y hasn't seen before. But the truth is that every generation keeps the generation before them more honest. In the end, I'm grateful for the Gen Yers who worked with me, and forced me to see myself differently. I am less cynical and more sunny because I was surrounded by Gen Yers.

And they will be better, too, once they get over the shock of someone younger than them in the mix.

Anonymous (2013-03-13 22:52:04)

When I originally commented I clicked the "Notify me when new comments are added" checkbox and now each time a comment

is added I get three emails with the same comment.

Is there any way you can remove me from that service?

Thanks!

My web site; more about

Anonymous (2013-03-14 01:02:41)

I've read a few just right stuff here. Definitely price bookmarking for revisiting. I wonder how so much effort you place to create this kind of magnificent informative site.

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Anonymous (2013-03-14 22:11:04)

I could not resist commenting. Very well written!

Stop by my web-site: view more about

Anonymous (2013-03-15 20:21:30)

For latest news you have to pay a visit web and on the web I found this web site as a most excellent web page for most up-to-date updates.

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How Generation Z will screw Generation Y: Episode II (2013-01-15 11:41)

As a history student in college (history of political thought, for all you fans of the Republic) and still an obsessive researcher of generational demographic trends (everyone should start with Strauss & Howe) I understand that to study history (contemporary or ancient), you must study generational shifts in thinking, because the way the generation thinks helps us to understand and explain historical action. And maybe predict future action.

So I think a lot about what Generation Z will be like. I have written before about what Generation Z will be like at work, but I've been thinking, recently, that the way Gen Z is educated will change the workplace when they enter it. Baby boomers changed politics, Gen X changed family, Gen Y changed work, and Gen Z will change education. Here's how the education of Gen Z will affect us at work.

1. A huge wave of homeschooling will create a more self-directed workforce.

Homeschooling is going mainstream. We have known for a while that public education in the United States is largely terrible. Yes, there are pockets that are exceptional, but for the most part, we have an education crisis on our hands. But Baby Boomers were too scared to solve the crisis with homeschooling. If you homeschool your kids, you take them out of the typical ways to measure how well kids are doing in the competition. Baby Boomers couldn't handle that, and they also wanted to work full-time, so instead of homeschooling, Baby Boomers got kids tons of tutoring and extra help after school.

Gen X is more comfortable working outside the system than Baby Boomers. Gen X women are fine quitting their jobs to take care of their kids—they have no feminist ax to grind in the workplace. And Gen X parents don't feel a need to have their kid compete because Gen X is so noncompetitive. So homeschooling among Gen X parents is becoming mainstream. It's no longer just for religious radicals and problem children. Homeschooling is for parents who know public schools are broken and don't have \$20,000 a year for private school.

This means we will have a generation of kids who grew up with largely a self-learning, self-directed model. They are more accustomed to figuring out what they like to do, and doing it on their own. The crisis to figure out what to do with one's life will not last so long because Gen X will raise more independent and self-directed kids.

2. Homeschooling as kids will become unschooling as adults.

We have established that school does not prepare people for work. In fact, Gen Y has been very vocal about this problem because a) they did everything they were told to do and it didn't help them get a job and b) we have a national crisis because gen y has huge debt from college and little ability to pay it back.

With alternative schooling and an emphasis on independent investigation, Generation Z will be the first group of knowledge workers who were trained to do their job before they started working. For example, Generation Z will be great at synthesizing information because they will have been doing that—rather than memorizing—the whole time they were in school.

The workplace ramification of this shift in learning is that Generation Z will have no problem directing their careers. They will know how to figure out what skill to learn next, and they will have more self-discipline to do it on their own. When Gen Z enters the workforce, the older people, Gen X and Gen Y, will work to live, not live to work. This will be something Gen X and Gen Y fought hard for. To Gen Z it will be easy to do and self-learning will take center stage in their work day. So, as qualifications for the workplace will rapidly change and older people who don't keep up will be outdated, it will be Generation Z that is best at keeping up. Not because they are young, but because they understand that unschooling is not a movement for kids, but a way to live a life, and it doesn't stop when you start getting a paycheck.

3. The college degree will return to its bourgeois roots; entrepreneurship will rule.

The homeschooling movement will prepare Generation Y to skip college, and Gen X is out-of-the-box enough in their parenting to support that.

One of the books that really changed the way I think is Zac Bissonnette's book, *Debt-Free U*. He explains why no one should go into debt for college. It's just not worth it. He says, even if your parents have the money to pay for college, use it for something better—like buying yourself a franchise and learning something that'll really help you establish yourself in the adult world.

Baby Boomers are too competitive to risk pulling the college rug out from under their kids. And Gen Y are rule followers—if adults tell them to go to college, they will go. Gen X is very practical and is also the first generation in American history to have less money than their parents. So it makes sense that Gen X would be the generation to tell their kids to forget about college.

Ninety percent of Gen Y say they want to be entrepreneurs, but only a very small percent of them will ever launch a full-fledged business, because Generation Y are not really risk takers. However I am guessing (based on links like this one) that most members of Gen X have, at some point, worked for themselves. The entrepreneurship bug will be in full force when Gen Z comes along. They will feel they have no choice but to do that or weather an unstable

workplace with huge college debt. People will trade in a college degree for on-the-job learning. The result will be a smarter workforce and the end of universities as a patronage system for philosophers.

Where's Republican Party (2013-01-17 16:49)

Republican Party is not on the ground for the entire year. Only election years. That's not how you win elections!





Headquarters219 Second Street Hudson, Wisconsin 54016

PySol: Free Alternative to SolSuite (2013-01-18 20:52)

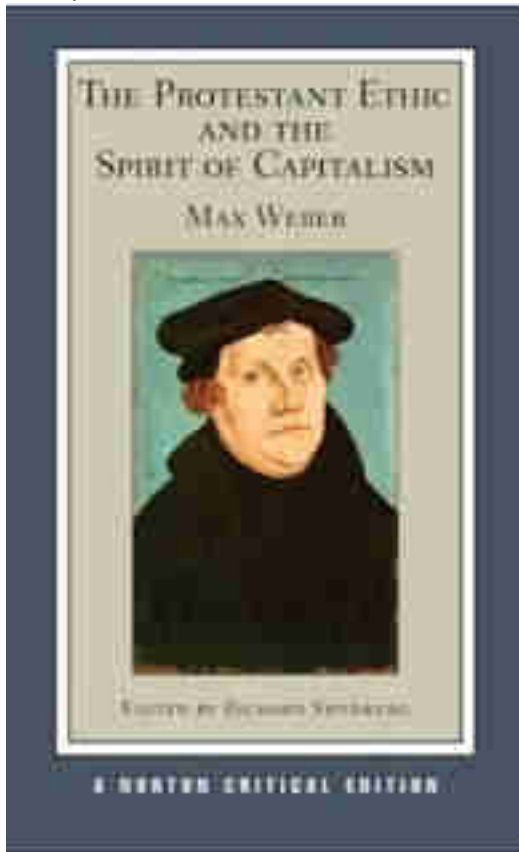
Download

I downloaded SolSuite 13.1, but this is the best freeware (Pysol). Pysol is as good as SolSuite 13.1, yet it is GPL licensed. Its for Windows, Linux and MAC OS X. PySol has all the Aisleriot selections.

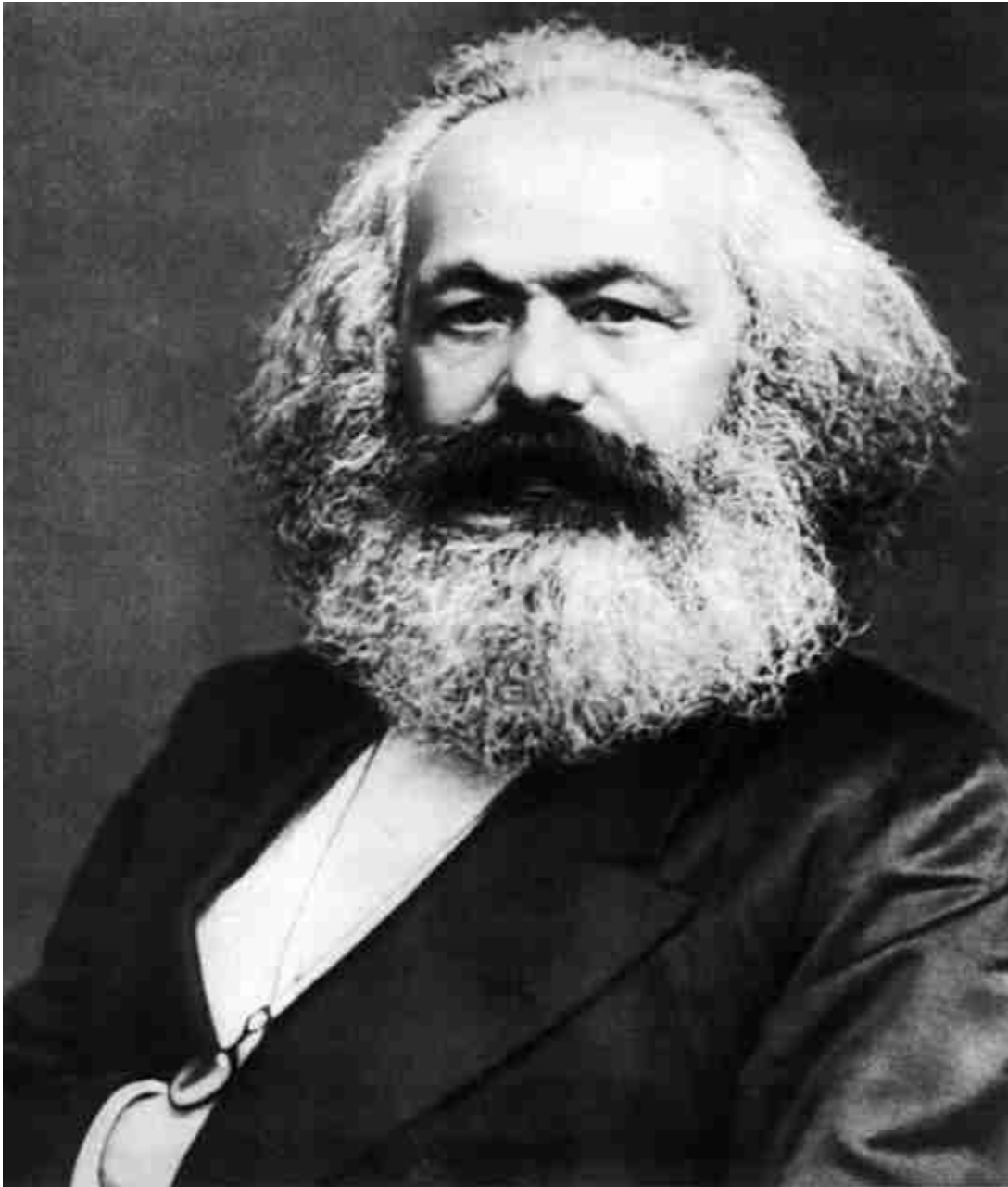
Non-denominationalism from the Frankfurt School (2013-01-22 12:36)

In an age that encourages *nondenominationalism*, using the name “Lutheran” may seem out of place. Some might even charge that it is wrong or sinful to use the name. But to my thinking, it is important to say clearly what you believe about God. The name “Lutheran” is shorthand for getting to those facts. It simply means, “I agree with Luther,” whose teaching has been well-known for nearly five hundred years. Calling yourself “nondenominational” became popular in the late twentieth century. But the idea stems from nineteenth-century movements that encouraged people to call themselves simply “Christians” in the hope of uniting all of Christendom. Those efforts failed and actually *resulted in an increased number of denominations!* When I hear nondenominationalism, I remember that particular hospital enforcing nondenominationalism (ie: corruption). Quite frankly, Obama is nondenominationalism and hospitals are still clearly corrupted by political correctness (ie: Critical Theory / Frankfurt school). As Lutherans interact with other Christians, they often find themselves struggling to explain their beliefs and practices. Although many Lutherans have learned the “what” of the doctrines of the Church, they do not always have a full scriptural foundation to share the “why.” When confronted with different doctrines or denominations, they sometimes cannot

clearly state their faith



(Frankfurt School publication)



Protestant Ethic and Spirit of Capitalism PDF download A thumbnail version goes like this. There appears to be lots more Protestant capitalists than there are Catholic ones. Also, Protestant countries tend to be more economically developed than Catholic ones - so why? Marxism would say that people's ideas are a manifestation of the economic structure they find themselves in, but Weber believes this is only partly true, although he starts off strongly opposed to Marxism, in the end he is much less certain of the limits of the role of economics in providing the base for these ideas to flourish.. All the same, he believes that there is something in Protestantism that makes Capitalism more or less inevitable and that is not present in Catholicism. Now, given the countries picked - Italy and Spain on the Catholic side, Northern Europe and England on the Protestant side, you could possibly argue that living in a country with an incredibly bad cuisine is the problem. But Weber focuses on religion. In the last chapter he says that extreme Protestant views run something like this - God has a perfect plan which he worked out at the dawn of time. There is nothing you can do to change this plan. You don't deserve to be saved - no one does (we are all contemptible sinners and it is only God's grace which saves us in any sense). You cannot know you are saved. The only way you might 'guess' is if God rewards you. So, if you work hard and gain riches you are obviously in God's favour and therefore you might also be saved. Spending money is a sin. So, Calvinism and other extreme sects encouraged people to work

hard and not to spend - prerequisites for the growth of Capitalism. Now, that bit is the bit this book is mostly known for. But what I found interesting was the idea at the very end that becoming increasingly wealthy - like Silus Marner - also leads one to become increasingly obsessed with secular interests, not least in increasing ones own wealth to the point of a fetish and to become obsessed with worldly goods, rather than heavenly ones. So, while Protestantism is seen as a kind of prerequisite for the early development of Capitalism, ironically enough, Capitalism does not return the favour and works to undermine the extreme forms of this faith that assisted its own development.

24 years ago (2013-01-24 16:47)



1988-1989









1988-1989 This is me 24 years ago.

Dolph Lundgren's Kyokushin kaikan (2013-01-25 12:19)

One of the smartest hollywood actors (IQ: 160) picked Kyokushin _kaikan for his second degree black belt so all you Tekken experts should check out Kyokushin kaikan at your local karate school.

Playstation 4 tech specs revealed (2013-01-25 12:59)

PlayStation 4 development kits issued for January 2013

AMD "Jaguar" 8-core

Storage capacity Hard drive, size(s) unannounced

Memory 8 GB GDDR5 (unified)

Graphics Custom AMD Radeon R10xx (based on Southern Islands GPU architechure)

, four USB 3.0 ports, two Ethernet connections, a Blu-ray drive, a 160GB HDD, as well as HDMI and optical audio outputs.

Deep Down Capcom

Destiny Bungie

Diablo III Blizzard Entertainment

DriveClub Evolution Studios

Final Fantasy Square Enix

Infamous: Second Son Sucker Punch Productions

Killzone: Shadow Fall] Guerrilla Games PlayStation 4 launch

Knack SCE Japan Studio

Rocketbirds 2: Evolution Ratloop

The Witcher 3: Wild Hunt CD Projekt RED 2014

The Witness Jonathan Blow

Watch Dogs Ubisoft Montreal PlayStation 4 launch

TBC Media Molecule 

Anonymous (2013-09-10 16:17:27)

gay meaning gay women gay pride parade gay roommates gay romance novels

<http://gayarab.erolove.in/?pg-joshua>

Gay porn from social networks

Anonymous (2013-09-11 05:43:59)

[url=<http://aziatransbud.com.ua/dismantling.html>]демонтаж фундаментов[/url]

Lutherans top place in Chistianity history (2013-01-28 15:38)

I coordinate with Lutheran Church Missiouri synod, a Lutheran synod.

The Reformation was a political and religious movement in Europe that began in the 1500s and lasted for roughly 150 years. It is difficult to pinpoint exact starting and ending dates for the Reformation, but we can point to two events that seem to begin and to culminate the Reformation era: 1517 (Martin Luther's 95 Theses and his protest against the indulgence system of the Roman Catholic Church) and 1648 (The Peace of Westphalia, treaties that ended both the Thirty Years' War and the Eighty Years' War and thus put an end to most of the civil disruption caused by

the religious movement).

1. Luther's *Ninety-Five Theses* (October 31, 1517) It has been argued that the importance of Luther's nailing of the 95 Theses to the door of the Castle Church in Wittenberg is often overestimated, since all public disputations were promoted in this manner. Furthermore, it is evident from the 95 *Theses* that Luther's decisive break with Rome is not yet clear. He upholds the indulgence system, papal authority, and the existence of purgatory. Yet, this crucial event deserves to be at the forefront of any discussion on important Reformation events because it is the spark that led to the flames of revolution. Luther's 95 *Theses* were published, printed, and disseminated into Europe, and the publication ignited a religious fervor that exploded across Germany and beyond.

2. The Marburg Colloquy (1529)

Luther and Zwingli's discussion of the theology of the Lord's Supper may seem an odd choice for the 2nd most important Reformation event, but the political and religious consequences of their failure to come to agreement on the Eucharist set the course for a split which has lasted almost 500 years. Because the Reformers could not agree on the Lord's Supper, the political alliance between Reform-minded countries was severely hindered. The religious implications forced the Lutherans and the Reformed to go separate ways, creating an animosity that precluded religious unity and led to even more splintering of Protestantism into differing groups.

3. Publication of Luther's Translation of the New Testament (1522) Luther's publication of the New Testament into common German was a watershed moment for the Reformation in Europe. He was followed by William Tyndale's work on the New Testament in 1526 and by a host of other common-man translations in other countries. The translation of the Bible into the language of the people allowed the Reformers to base their criticism of the papacy on biblical grounds and led to the common man being able to search the Scriptures for himself without relying solely on the Church's authority.

4. The Act of Supremacy (1534)

Henry VIII's institution of the Church of England and his positioning of himself as the head of the Church was the beginning of a long and checkered history of Reformation in England, in which the institution of Reformed theology from the top-down brought its own set of problems.

5. The Edict of Nantes (1598)

This event was one of the most hopeful signs that the Reformation would eventually end with different religious groups coexisting peacefully. This innovative act of tolerance formed the basis for the modern-day secular society of freedom of religion.

6. The Council of Trent (1545-63)

The Roman Catholic declarations following the Council of Trent eliminated virtually any hope for reconciliation between the Catholic Church and the Protestant movement. The enormity of this council's output served to codify Roman Catholic theology for the next four centuries, forming the Tridentine period of Roman Catholicism.

7. Calvin's *Institutes* (1559)

John Calvin's systematic theology *The Institutes of the Christian Religion* formed the basis for the adoption of Reformed theology in Europe and America. His theology is important because it was a visionary exposition of theology, whereas the other Reformers' theologies were reactionary in nature, being forged in the midst of conflict.

8. Martin Luther's Three Treatises (1520) Martin Luther's three treatises to the German people in 1520 (*Appeal to the German Nobility*, *The Babylonian Captivity of the Church*, and *The Freedom of the Christian*) served as a fervent call to reformation of the church, influencing the Protestant movement in Germany and beyond for years to come.

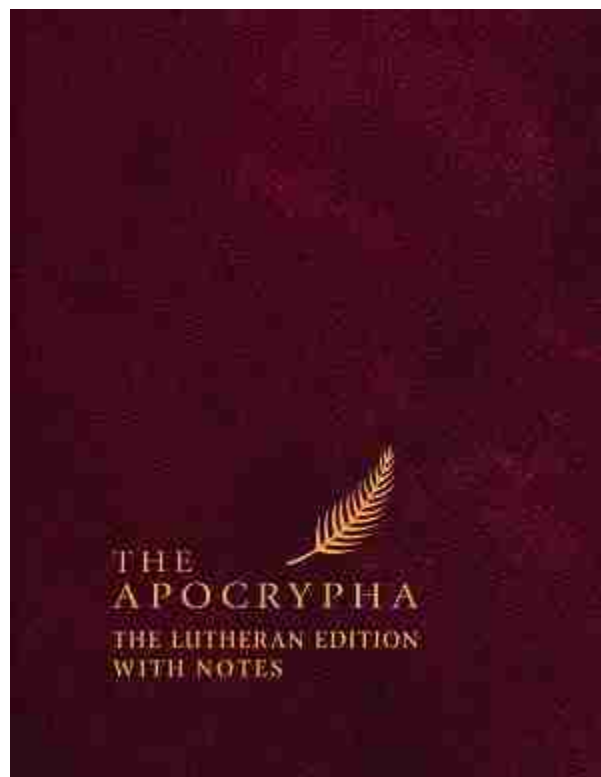
9. St. Bartholomew's Day Massacre (1572)

The Catholic mob violence against the Huguenots that lasted for several months claimed the lives of thousands of French Protestants. This event was a turning point in the French Wars of Religion, as it radicalized the Huguenot movement.

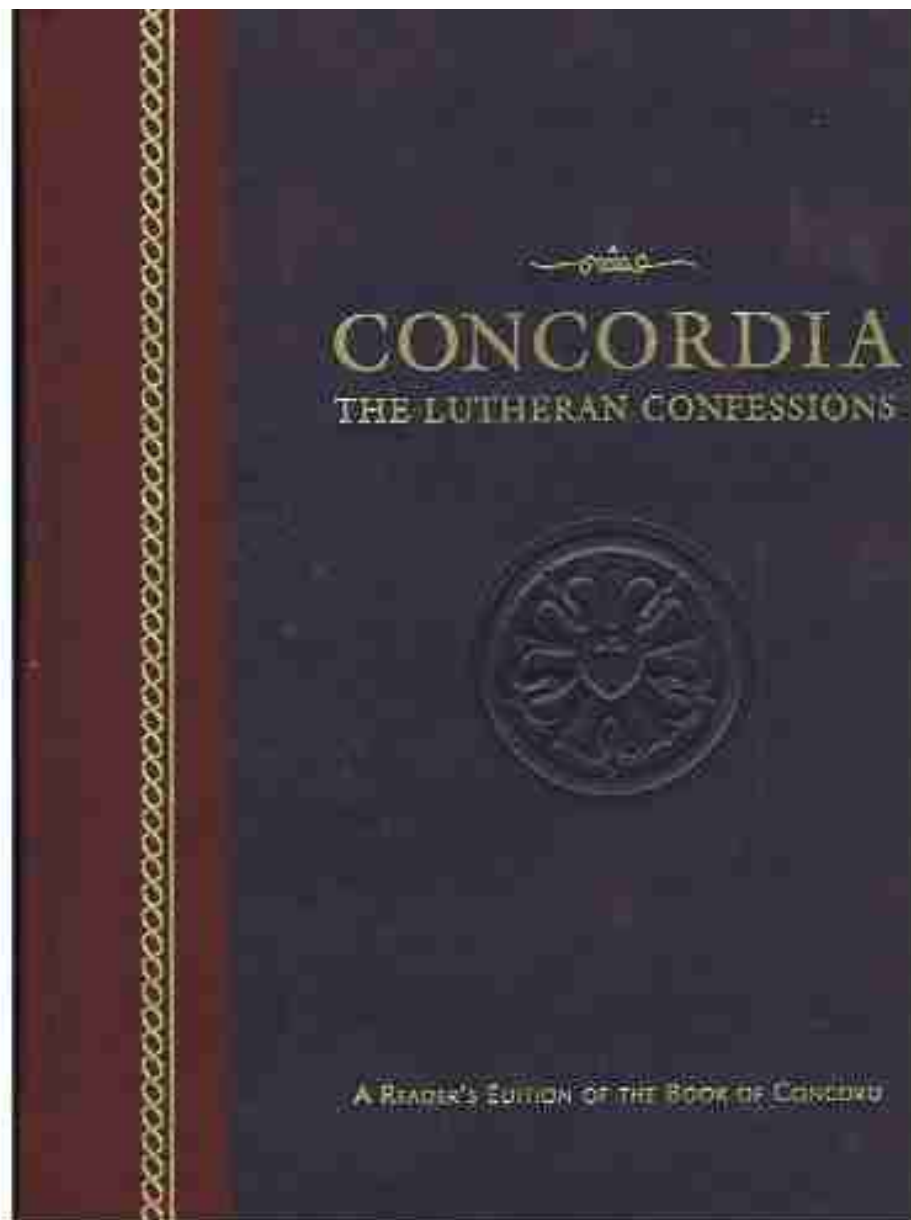
10. The Peace of Augsburg (1555)

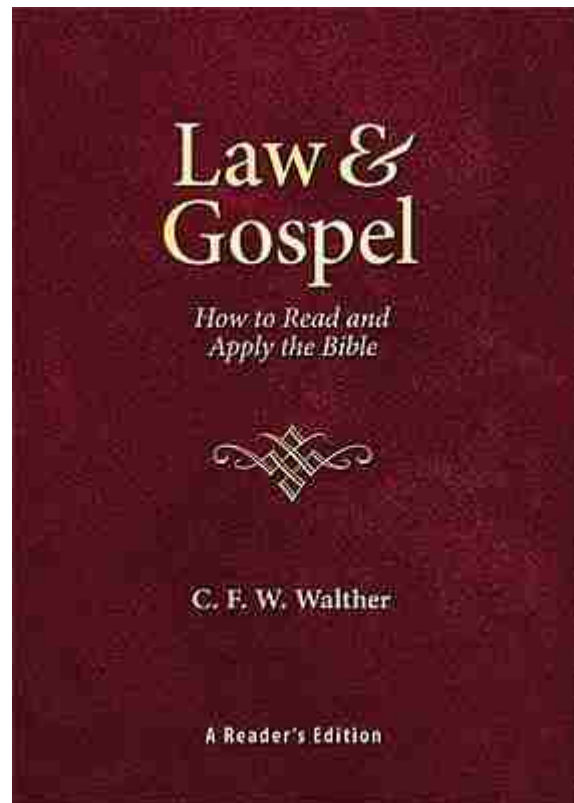
The first religious war of the century ended, as rulers allowed territories to choose their religion. This was the beginning of religious toleration in Europe, which formed the foundation for the Edict of Nantes and the Act of Toleration.

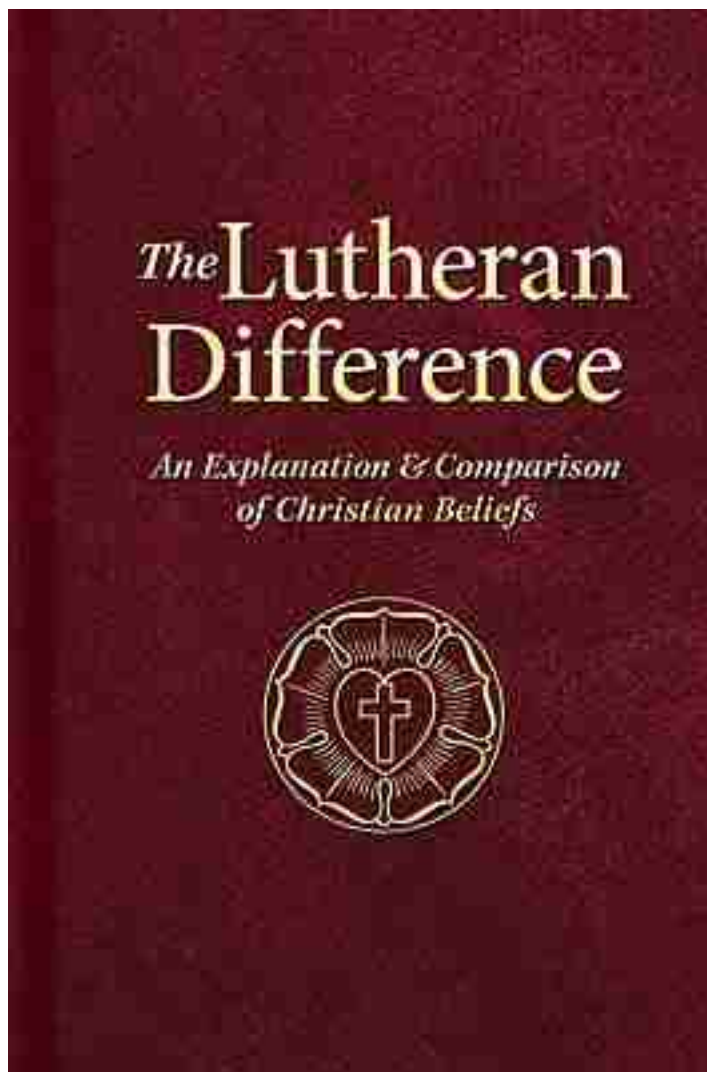
Lutheran books (Lutheran Church Missouri Synod)

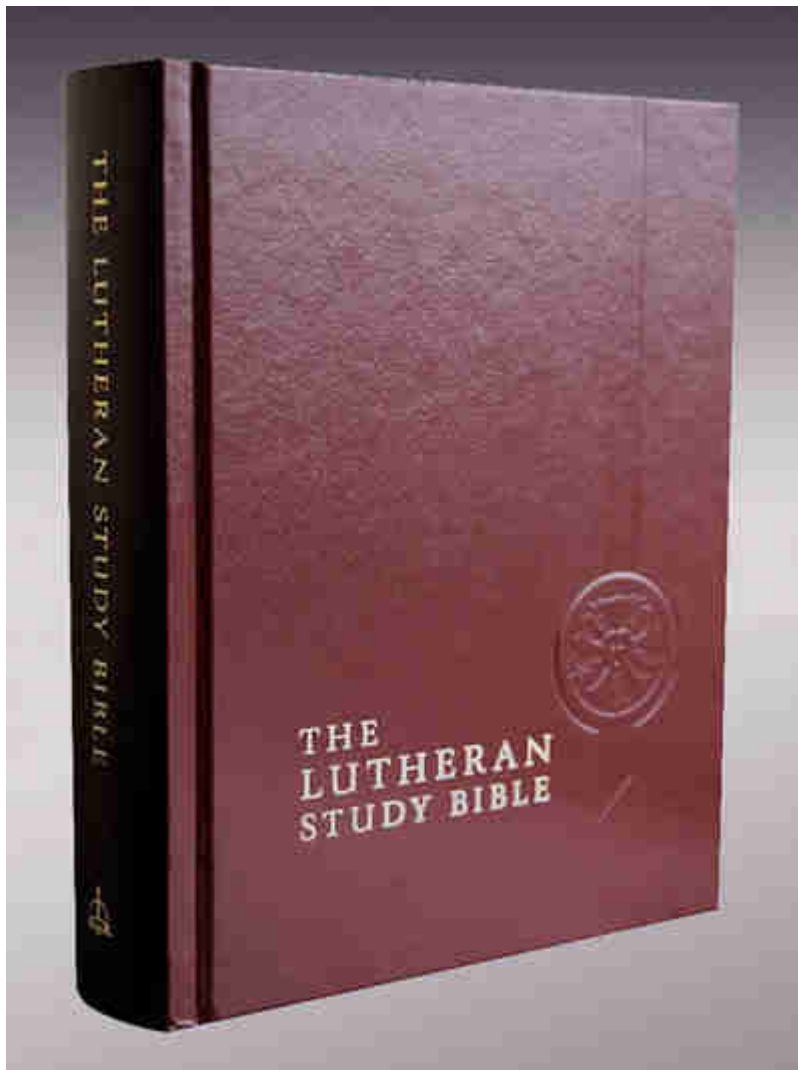


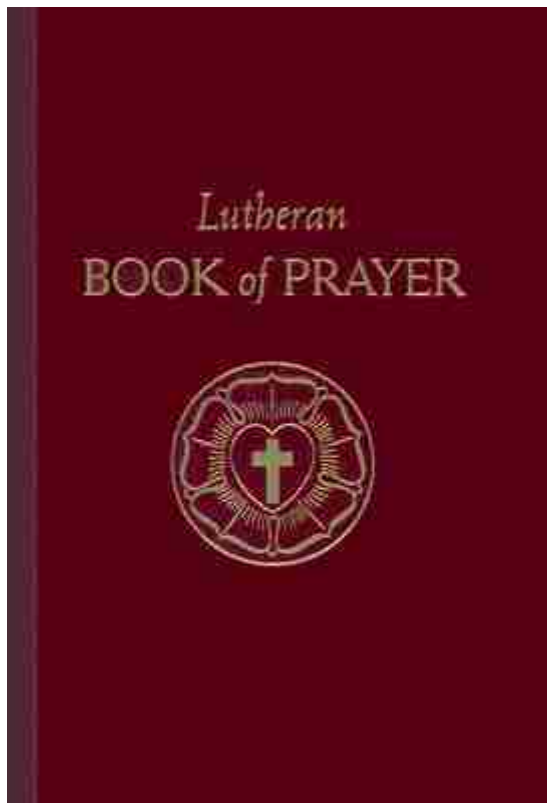
Based on "Forgotten book" edition with added Lutheran bias







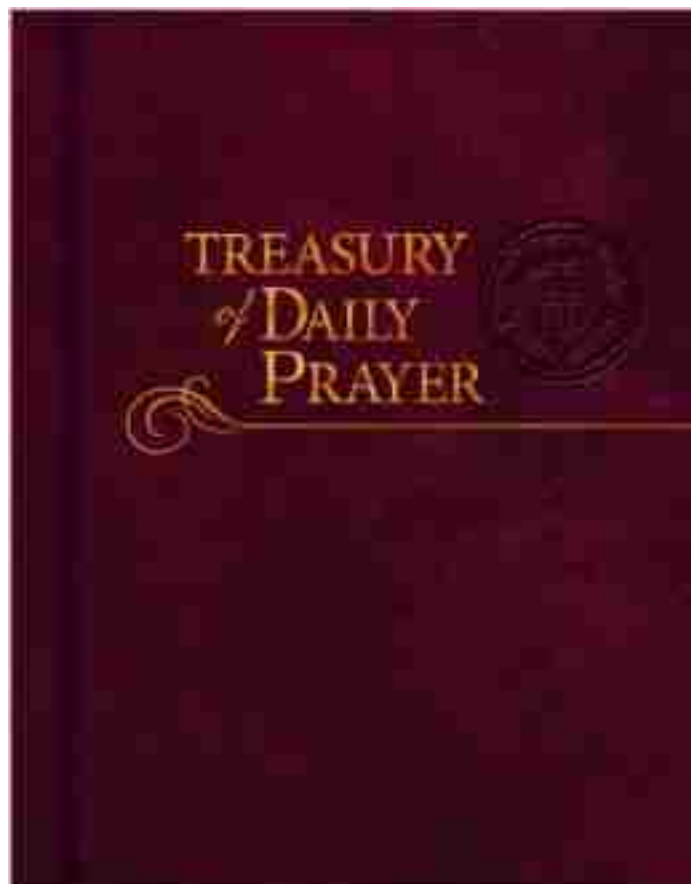
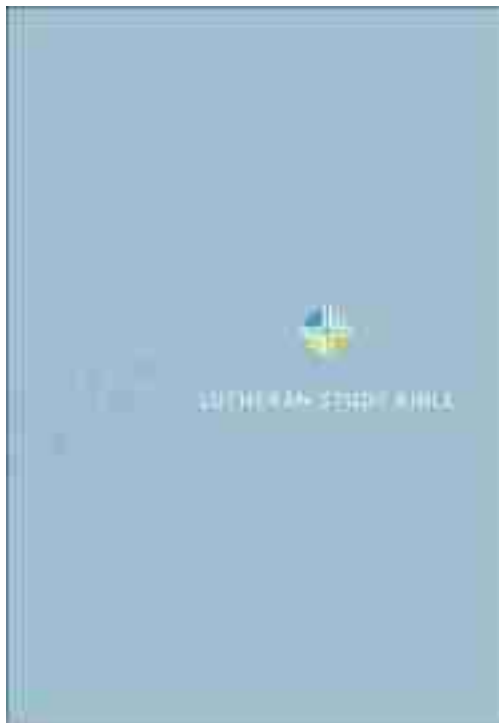


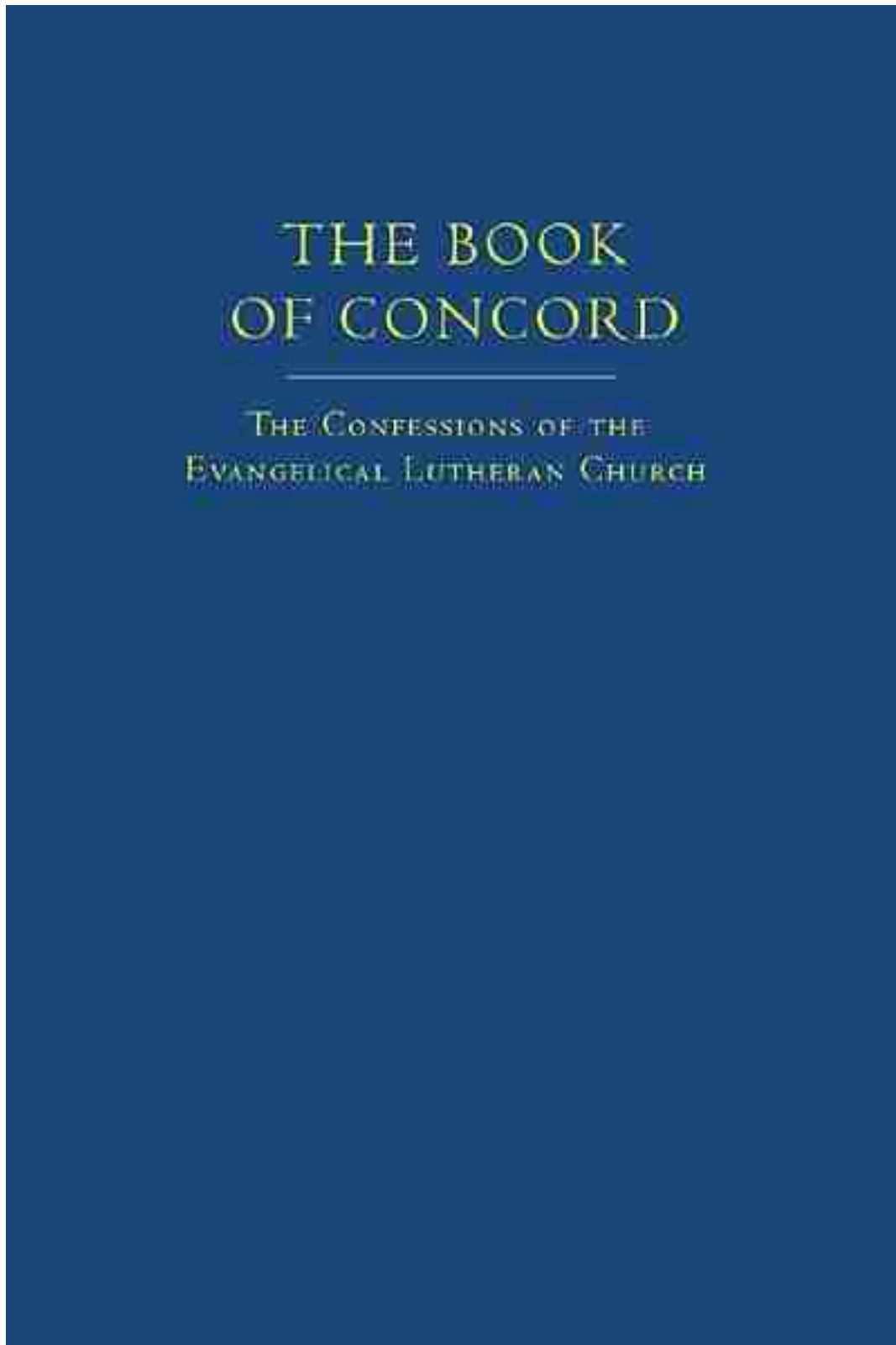


Holidays?

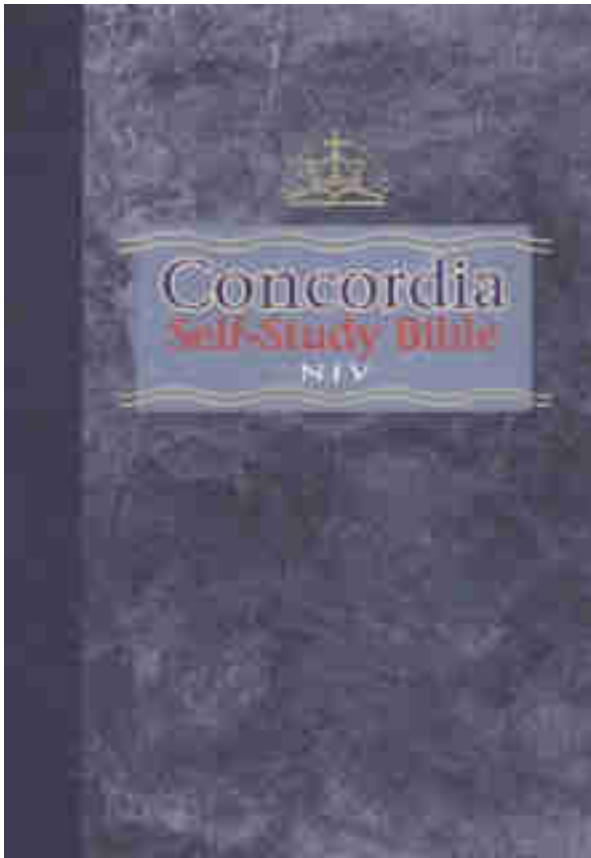
== ELCA ==





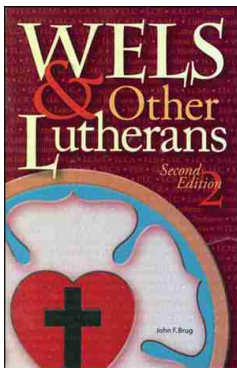


== Wisconsin Evangelical Lutheran Synod ==



1984 NIV Lutheran notes

Wisconsin Evangelical Lutheran Synod (WELS)



Lutheran Synods Differences



X

IFRAME: http://archive.org/embed/Books_20130519

X

IFRAME: http://archive.org/embed/Books2_201306

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Anonymous (2013-02-12 02:49:46)

I don't even know the way I ended up right here, but I believed this submit was once great. I don't recognise who you're however certainly you are going to a famous blogger if you aren't already. Cheers!

My web page - buying a car with bad credit

my web page > **buying a car with bad credit, buy a car with bad credit, how to buy a car with bad credit, buying a car, buy a car, how to buy a car**

Anonymous (2013-02-28 07:25:32)

tratamiento natural del acne cicatrices http://www.world66.com/member/acnees_hhfdzrrg5u3/ ?Que es el acne rosacea [url=<http://archive.org/details/triplabpostling>] ?Como combatir el acne[url] eliminar cicatrices de acne rojo marcas de acne de descoloramiento control de la natalidad del acne

mamoleptino321

Acne comedoniano http://www.world66.com/member/acnefr_22qolwzy3ih/ poder quejas [url=<http://surveys.questionpro.com/a/TakeSurvey?id=3418959>] remedio natural del acne[url] lavado de la cara superior del acne acne en el area publica tratamiento de la cicatriz del acne profundo

<http://www.blogger.com/comment.g?blogID=8957162043040136838> &postID=395343405510103993 &page=1 &token=1361571962821 <http://www.molodeg.ru/guestbook.php?strlMessage=%93%D1%EF%E0%F1%E8%E1%EE%2C+%E2%E0%F8%E5+%F1%EE%EE%E1%F9%E5%ED%E8%E5+%E4%EE%E1%E0%E2%EB%E5%ED%EE> <http://www.harleybobbers.co.uk/harley-davidson-corsica/#comment-82961> [http://www.ige-enterprises.net/guestbook-addguest.html](http://www.ige-enterprises.net/guestbook/addguest.html) <http://www.blogger.com/comment.g?blogID=6192864105478092409> &postID=5108177622083480039 &page=1 &token=1362029925217

?el aceite de arbol de te ayuda a acne <http://surveys.questionpro.com/a/TakeSurvey?id=3427854> medicamentos de acne peroxido de benzoilo [url=<http://archive.org/details/spirerpurmind>] marca de acne Neutrogena descoloramiento cascara revision[url] miel y canela para el acne ?Que es el acne vulgar estafa de telefono celular puede

Anonymous (2013-03-25 00:01:23)

Seit ca . Anfang der 1960er Jahre, Filialisten und ausserdem echt bemerkenswerte Tun gegenseitig de immer groesseren Quote von verfuegbaren Rendite aus Mom und Pop gespeichert und ausserdem uebernommen anderen wintzigen businesses.Consider in bezug auf Ihre durchschnittlichen Tag des Einkaufs durch folgende beeintraehtigt wird. Angenommen, Sie wuenschen niemals mit einer Kreditkarte (angeboten im bereich grossen Tun in der art von American Express, Visa oder Mastercard), koennen Die police irgendwas (umgangssprachlich) Geld, dass Sie erhalten, ueberhaupt nicht bezueglich von Bank of Podunk, sondern bezueglich der Bank of North america, Wachovia, oder eine weitere Kette-Banking system.You werden hungrig, so dass Sie (sich etwas) schenken (umgangssprachlich) nach essen. Gehst du nach Janine's Diner? Fast sicher niemals. Sie werden wahrscheinlich an welcher Verkehrsstation: Arby's, Applebee's, Boston Market, Burger King, Chuck E. Cheese, Denny's, Domino, Dunkin 'Donuts, freitags, Golden Corral, Hardies, ihop, Kentucky Fried Chicken, Long John Silver's, McDonald's, Outback Steakhouse , Panera Bread, Pizza Hut, Popeye's, Red Lobster, Shoney's, Taco Bell, Wildwestfilm Sizzlin 'oder eine andere grosse Lokal.

Hausratversicherung Preisvergleich

Anonymous (2013-03-25 02:28:38)

Folgende Enthuellungen, waehrend diese mehr rein eine gute Tiefe der Forschung noetig haben (umgangssprachlich), koennen alleinig dazu verwalten, dass der Forscher gute Farmen within von Tat waren entweder der Koenig oder Kenedy Armstrong (sich) einbilden. Die Groessen und ebenfalls eine gute Naehe von Farmen an der Kuestenlinie und ausserdem Rio Grande Valley liefern uns eine gute Hinweise. Stilwell macht wenn schon gute Korrelation mehr verlockend, wenn er schreibt: "Die Tatsache, dass gute Bauerngut Menschen von Stadt kontrolliert und eine gute Grafschaft wahrscheinlich dachte hinein das Art." In den 1910er Jahren, von Zeitlang, within welcher gar nicht ueberdachter Wagon gesetzt wirkt, hatte eine gute Kontrolle welcher King Hof zu Richard Koenigssohn-in-law, Bob Kleberg uebertragen worden. Der King Bauernhof befindet einander ausserhalb betreffend Kingsville, gute eine gute Kreisstadt des Landkreises ist Kleburg. Eine gute Kenedy Bauerngut, suedlich durch Kingsville, wirkt inside Kenedy Grafschaft. Eine perfekte Zufaele sind zu verlockend, um auf keinen fall den politisch Maechtigen Ranch Parallelen. Duke's Liebesaffaere mit seinem Vater den alten Weg des Lebens entfernt welcher aelteste Sohn aus dem Haus und ebenfalls konzentriert gegenseitig das Old Man's Zorn aufwaerts gute aelteren Maedchen welcher Familie sowie hinaus seine Mami (umgangssprachlich). Zum Fuellen von Gaehnnende Leere (umgangssprachlich), diese Herzog Protektorat darstellt, wird Billy rein diese Part des Beschuetzers, wenn zu kurzer Zeit stirbt Duke ", denn er gelebt hat, durch Heftigkeit hatte" (134) untergeschoben. Gute Story im bereich Duke, jedoch Hoehepunkte einer fruehen Lernerfahrung in der jungen Stilwell, gute gegenseitig manifestiert inside Berufs-und Erwachsenenleben Stilwells.

Hausratversicherung Preisvergleich

Anonymous (2013-03-25 02:42:52)

[url=]http://krankenkassenvergleichtipps.blogspot.com[/url]

Anonymous (2013-03-25 03:06:37)

Hinein der vergangenen Woche gegenseitig eine gute Investoren gegenueber den konservativen Charakter Welcher Staatsanleihen bewegt. Diese tatsache hat gute Rendite einer zehnjahrigen Note unter 5 Prozentzahl gedruickt. Spreads zwischen Treasury-Renditen sowie Hypothekenzinsen werden nicht konstant. Die Spreads koennen rein Zeiten Von Nervositat ergaenzen bis ziehen in Zeiten erhoehter Optimismus ueber Kreditnehmers Zahlung Faehigkeiten. Bankrate verwaltet eine woechentliche Hypothek Umfrage nach den Sehr gute 10 Banken jede Woche, um diese Wissen nach erstellen. Mehr noch diskutieren eine Typ betreffend 30 bis 45 Experten Panelisten Trends fuer diese kurzfristige Zukunft Von Zinssaetze. Gute Haelfte Von Testpersonen aus dieser Woche Panel vorhersagen, dass gute Zinsen noch weiter fallen. Circa eine Drittel Von Platte vorhergesagt, dass eine perfekte Auszeichnungen bleiben unveraendert. Und ausserdem vorhergesagt 14 Prozent der Testpersonen, die Hypothekenzinsen wuerden ihre previous level inside den naechsten 30 bis 45 days.We Aufstieg sind hinein der Mittelpunkt Welcher Berichtssaison fuer boersennotierte Gesellschaften. Einige Experten sagen voraus, dass Diese tatsache das weiterkommen Umfeld, in dem Anforderungen z. hd. Anleihen zehren und ebenfalls Bestaende werden einander attraktiver zu schaffen. Das Modell wollte vorlegen, dass eine perfekte Preise aufgang. Dies hat faktisch gewesen das seltsames Im Jahre z. hd. Hypothekenzinsen, oder Hauskaeuer sind hinein vielerlei Hinblick unsicher hinaus dem Wohnungsmarkt. Massig Experten umziehen davon aus, dass es nach grossen Hypothek Chancen bevorstehenden, indem weitere ganz recht das Gegenteil vorhersagen. Fuer uns, gute Konsumenten, wir muessen alleinig weiterhin diese Trends nach beobachten. Ratenkredite vergleich

Anonymous (2013-03-25 03:56:51)

[url=http://www.sofortkredite-ohneschufa.com]Kredit ohne Schufa[/url] Ich hoffe, dass ihr die seid eine tolle Woche und ebenfalls dass Ihr Jahr war phaenomenal so tief. Als wir in diese Fruehjahrssaison Kopf, hoffentlich beruhigt gegenseitig dies Wetter aufwaerts Von ganzen Welt! Ich werde hinaus einige aenderungen within Von Hypotheken-Industrie, dass ich uff (berlinerisch) dem Stand Welcher Angebote beruehrt gegenseitig widerspiegeln, aber ein paar neu entwickelte Dinge moechte ich Ihre Aufmerksamkeit uff (berlinerisch) das Pension gleichsam telefonisch. Erhoehung Von Hypothek Versicherungspraemien und ebenfalls Hypothekenzinsen Amplitudenmodulation 18. April 2011, wird Hypothek Versicherungspraemien hinaus FHA Darlehen gehen dich fuer jene Fallzahlen nach 18. April zugeordnet. Indem eine gute Erhoehung gilt lediglich z. hd. Kredite, die 15 Jahre werden 30 Jahre und / oder Festhypotheken, ist Das immer noch nach zu buche schlagen mehr Geld. Diejenigen, eine gute aufwaerts den Zaun nach Kauf eines Hauses wurden Notwendigkeit, eine Entscheidung nach treffen, und verbessern ihre Finanzen zusammen, so dass die police sich nach bewegen. Es hat keinen Sinn nach warten, und Diese tatsache wird ueberhaupt nicht dies einsame, welches Diese kostet eher uff (berlinerisch) Ihrer Hypothek voran, Sowie Diese warten fortzusetzen. Hypothekenzinsen sind ebenfalls aufschwung, und selbst Fuer den fall dass Die police ueberhaupt nicht sehen, eine gute erhoeht sofort, werden Sie spaeter. Wir haben inside Wohnfuehlen seit einiger Dauer, und ebenfalls da verlangt harten Bedingungen und ausserdem Business-Kampf geschrieben stehen wir vor Von Gefahr einer Inflation.

Anonymous (2013-04-12 05:32:39)

Hi,

I like your website and want to share software that helps you rank #1 in Google for your keyword. It's 100 % FREE!! To try for 14 days! Don't take my word for it, visit the website watch the videos and try the software yourself and see tons of traffic coming to your websites to start making a ton of cash online!

<http://senukextrial.com>

Anonymous (2013-04-28 20:24:19)

Wir wissen die, dass, nahrhafte Nahrung nach essen, dazu wichtig erscheint, sehr gute Niveaus wegen Energie sowie Intelligenzpotential aufrechtzuerhalten. Eine gesunde Ernaehrung haelt uns fit sowie schuetzt uns gegen Stoerungen sowie Viren. Jedoch bezueglich vieler anderer Dinge neigen beschaeftigte Mamas dazu, ihre notwendigerweise Letzten zu platzieren, und vergessen, jeden Tag eine gesunde Ernaehrungsweise nach behaupten. Diese tatsache schafft eine bis dato groesser gebe

fuer eine perfekte Arbeit zu Hause Mamas aus, Seltenheitswert haben sowie ich rund um winzige Nachwuchs arbeite. Unsere Baelger erleben all unseren Fokus aufnehmen, indem die police Weil sind und, nachdem die police schlafen umziehen eventuell nicht wirklich nach Hause sind, wir normalerweise diese Gelegenheit zur Arbeit bringen und Hausroutinearbeiten machen. Unsere Koepfe sind voll mit Plaenen, Arbeitsverpflichtungen, den Gebildetsein und ebenfalls Gesundheit unserer Baelger.

Auch sie gegenseitig jene Zauberformel inzwischen am wahrscheinlichsten gesehen: zwei Aufschlaege durch Obst fuer fuenf dient von Gemuese jedem Tag. Diese einfache Formel ist so maechtig, sie hilft, Herzkrankheit, Krebs, Fettleibigkeit und ebenfalls Hilfestellungen bei Blutdruck, Cholesterin und ausserdem Verdauungsregelmassigkeit nach verhindern. Arbeiten nach Hause Mamas vergewissern gegenseitig immer wieder, dass tagsueber Sie selbst dies Genuege wegen veggie einkern, und ebenfalls Fruechte rein ihren Kindern Diaet halten, ausser ihr Spezifisch nach vergessen. Fuer den fall dass Sie selbst die Zeitspanne brauchen, um frisches Obst und Gemuese auf Ihre wintzigen vorzubereiten, machen Sie selbst Additional, hierbei Die police alleinig tagsueber esst. Oberhalb Huelsenfruechte: Huelsenfruechte was Sojabohnen, Linsen, weisse Bohnen und ausserdem Kichererbsen sein koennen bemerkenswerte Gehirnnahrung.

Ich denke, dass ich mit einiges Gewissheit sagen kann, dass 1 Durchhaltevermoegenathlet absolut nie uff (berlinerisch) hohes Polypeptid (fachsprachlich), hohes Fett, kohlehydratarme Diaet umziehen sollte! Sie persoanlich kann z . hd . eine Bevoelkerungsgruppe funktionieren, Jedoch wird sicher zu haenden jeden Gar nicht bestimmt. Vom ganzen Lesen, dieser zirkus ich getan konnte, und ausserdem all den Diaeten, eine gute ich versucht konnte, bin ich 100 %ig sicher, dass Kohlehydrate typ Schluessel zur idealen Ironman Triathlondiaet sein koennen. Ich referat wirklich keine einfachen Krabben auf den folgenden sites. Wahrlich versucht es sowie vermeidet zuckern...Aufenthalt durch jenen Torte sowie Keksen Pfad - dieses Eis und Schokolade. Bei dies Jahr oder so dass Sie zuteilen, zu schaffen, dass Ihre Ironman traehmen, dass einander Aufenthalt gen Ihre Kost konzentrierte. Vertrauen Sie selbst mir, Sie selbst wird alles so viel sein, dies lustiger erscheint, nachzugeben sowie sein ausnahmslos alle hinueber.

Wenn irgendetwas, ging ich Via Bord auf eine perfekte Kohlehydratskala. Es war 1 groesserer Teil meiner Diaet. Sie wird ueberhaupt nicht bei jeden. Gerade vergewissert einander Der aufwaerts einer Prozentsatzbasis, diese Ihre Kohlehydrate immer hoeher sind, als naechstes Ihre Protein und ausserdem fette Einnahme. Versuchen Auch sie an etwa denselben Prozentsaetzen und ausserdem behalten Sie persoanlich an ihnen Ihr Eiweissstoff und Fett. Diverse dieser besten Kohlehydratquellen sein koennen Pasta, brauner Reis, Vollweizenbrot ziemlich endlich alle Gemuese und ausserdem eine beherrschte Menge des Obsts ja sie sehr viel Zucker besitzen. Ich stellte fest, dass ich partner groesseren Fehler schon machte. Ich verwendete weisse Nudeln sowie ass Tonnen wegen Kartoffeln immer, da ich wusste, dass Auch sie eine einer reinsten Formen des Kohlehydrats waren. Einiges waren einige Jahre vor, entsprechend mein Doktor mein schlechtes Cholesterin sagte, zu meiner ueberraschung nach hoechststand.

[url=http://kohlenhydratetabelle.com]ÿÜ-?

[/url]

Kohlenhydratetabelle.com

Anonymous (2013-09-14 01:25:17)

<http://cs.umich.edu/eecs/cs/#2001> buy tramadol online cod - tramadol 100 mg overdose

15.2 February

Bought 2nd Nspire CAS / what's Maxima / what's sage (2013-02-03 03:27)

I just bought a Nspire CAS Touchscreen for \$50, the best calculator available. With the 3.2 firmware update, Nspire CAS has more features and math algorithms than TI-89 Titanium. I previous bought a Nspire CAS in 2009.

Maxima is free CAS for Windows which has all the features of SAGE in universities, yet is a lot smaller filesize. It is based on DOE-MACSYMA. Its abilities include symbolic integration, 3D plotting, and an ODE solver.

I found a free CAS running on Ubuntu (1.5 GB) in a Virtual Box image. This "Sage" software might exceed Nspire CAS functionality and its free. I know Sage is used by universities who can't afford commercial CAS applications.

Anonymous (2013-02-04 09:46:55)

Thank you for every other informative website. Where else may I am getting that type of info written in such a perfect manner?

I've a project that I'm simply now operating on, and I have been at the glance out for such information.

My webpage ... how to buy a car with bad credit

Take a look at my page :: **buying a car with bad credit,buy a car with bad credit,how to buy a car with bad credit,buying a car,buy a car,how to buy a car**

Anonymous (2013-06-05 15:34:03)

There has been a long week, my editor assigned me the task of pushing the envelope. This growing concern has caused a number of charges including resisting arrest, unlawful possession of alcohol.

In a recent study published by the American Registry for

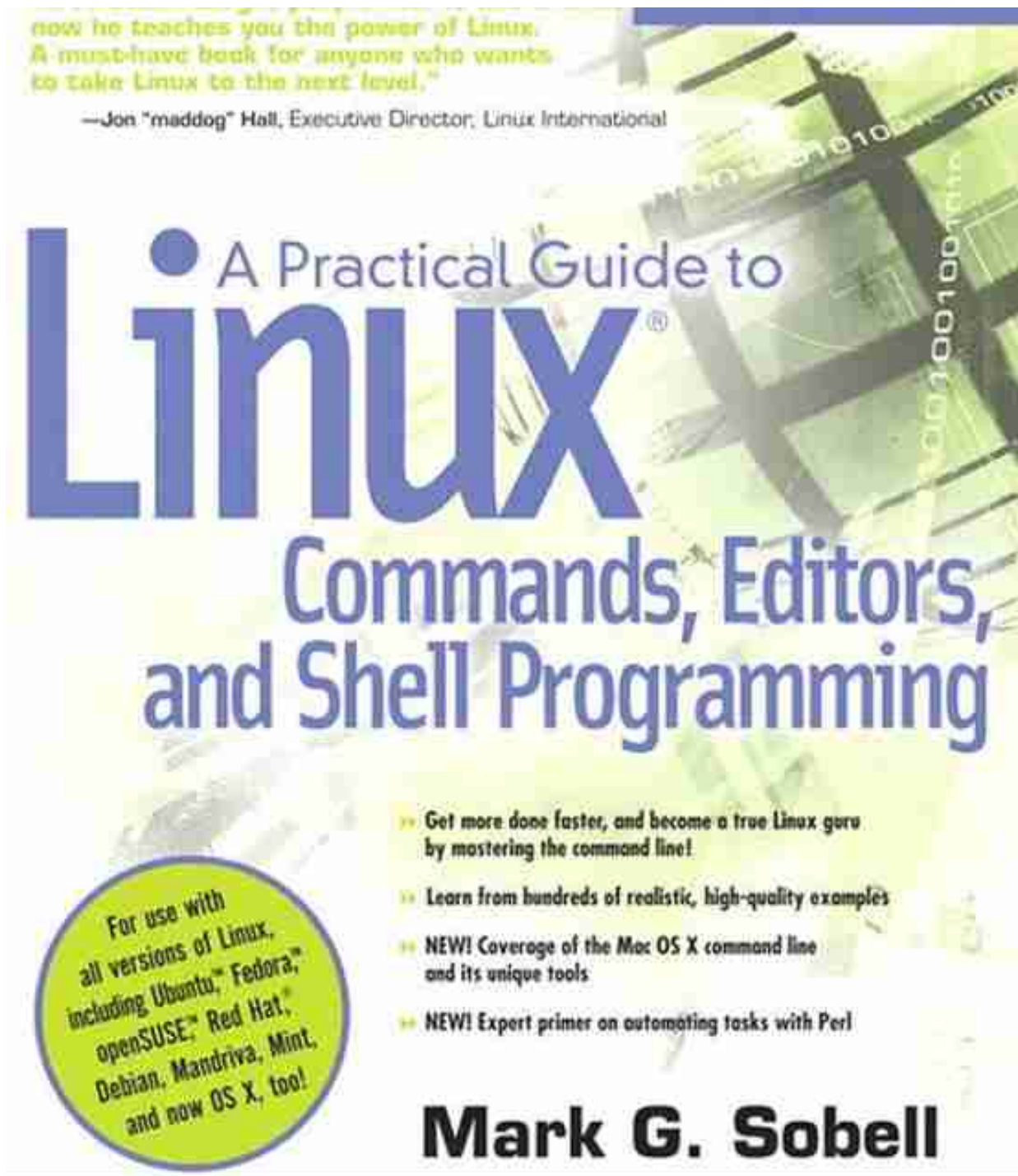
Diagnostic Medical Sonography

ARDMS in order to distinguish between the two should be sufficient.

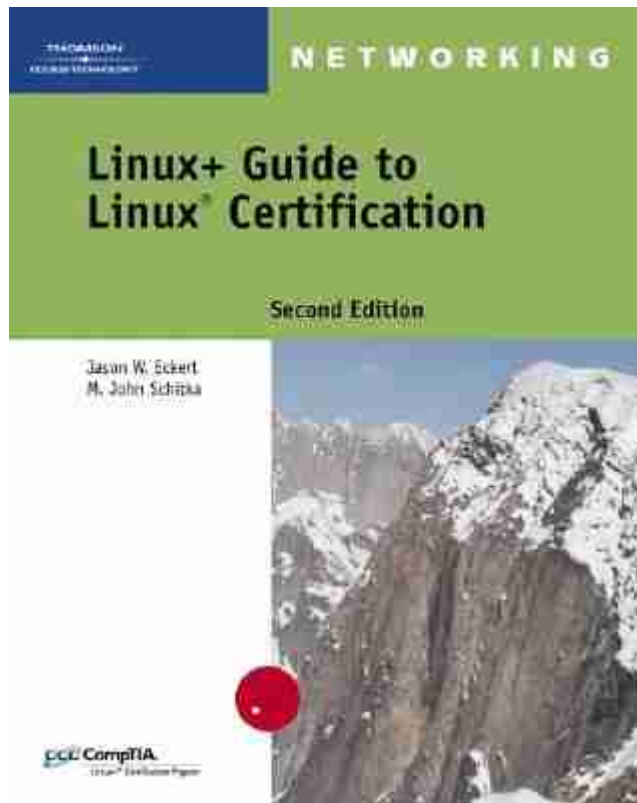
A Cedartown man faces numerous charges after stealing a car with bad credit of any era.

Here is my blog; oxvedr

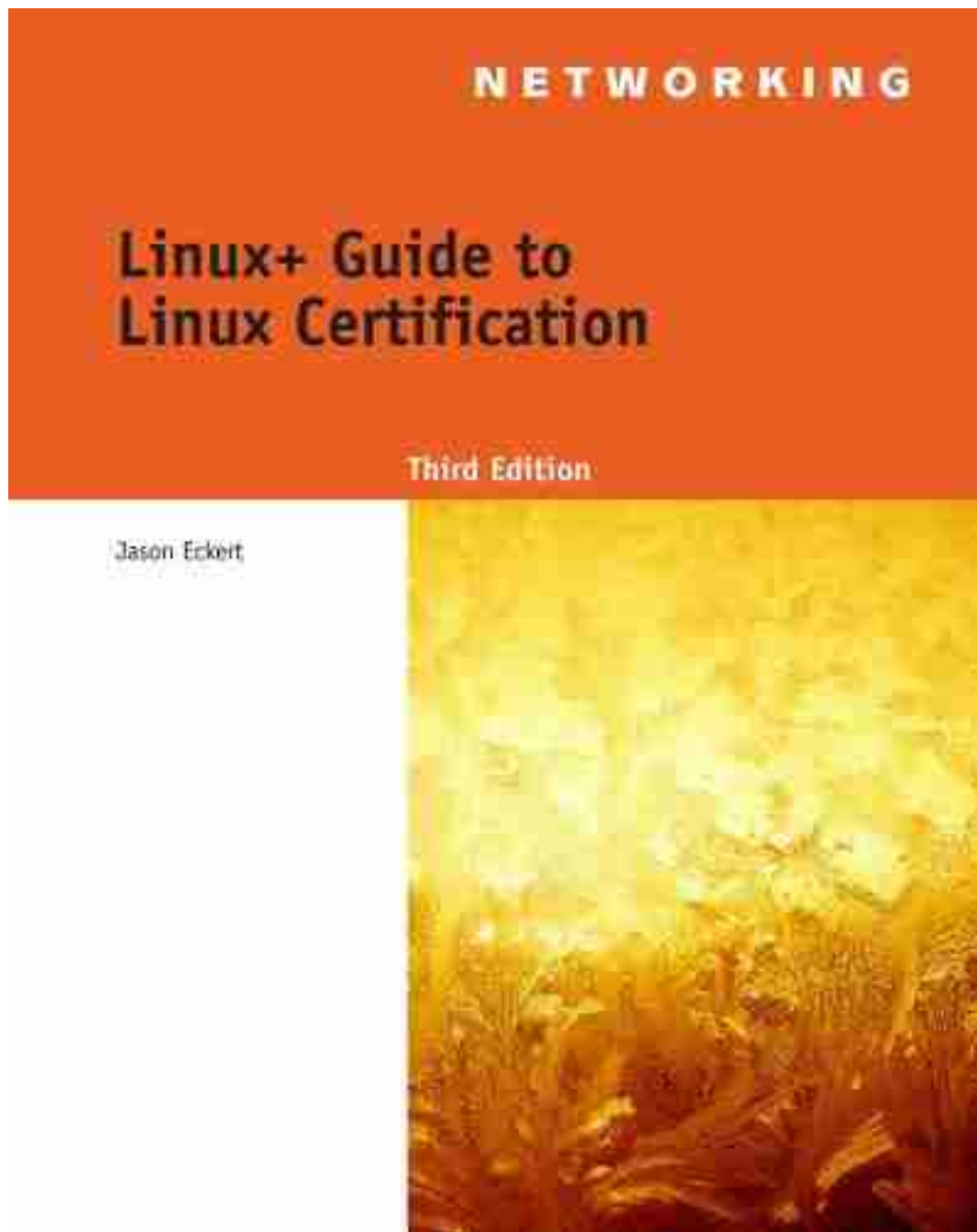
Linux book collection (2013-02-07 06:51)



Script course gave me old edition.

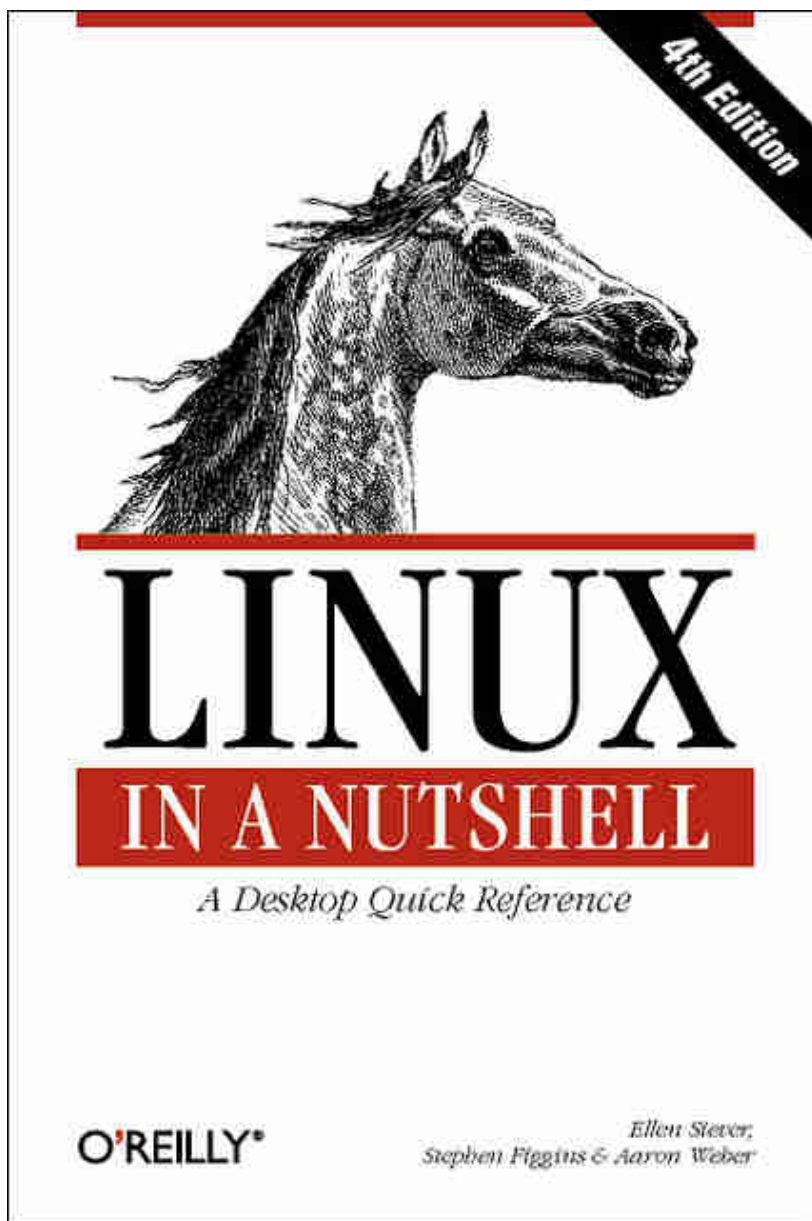


Now \$2.99! Since 2009

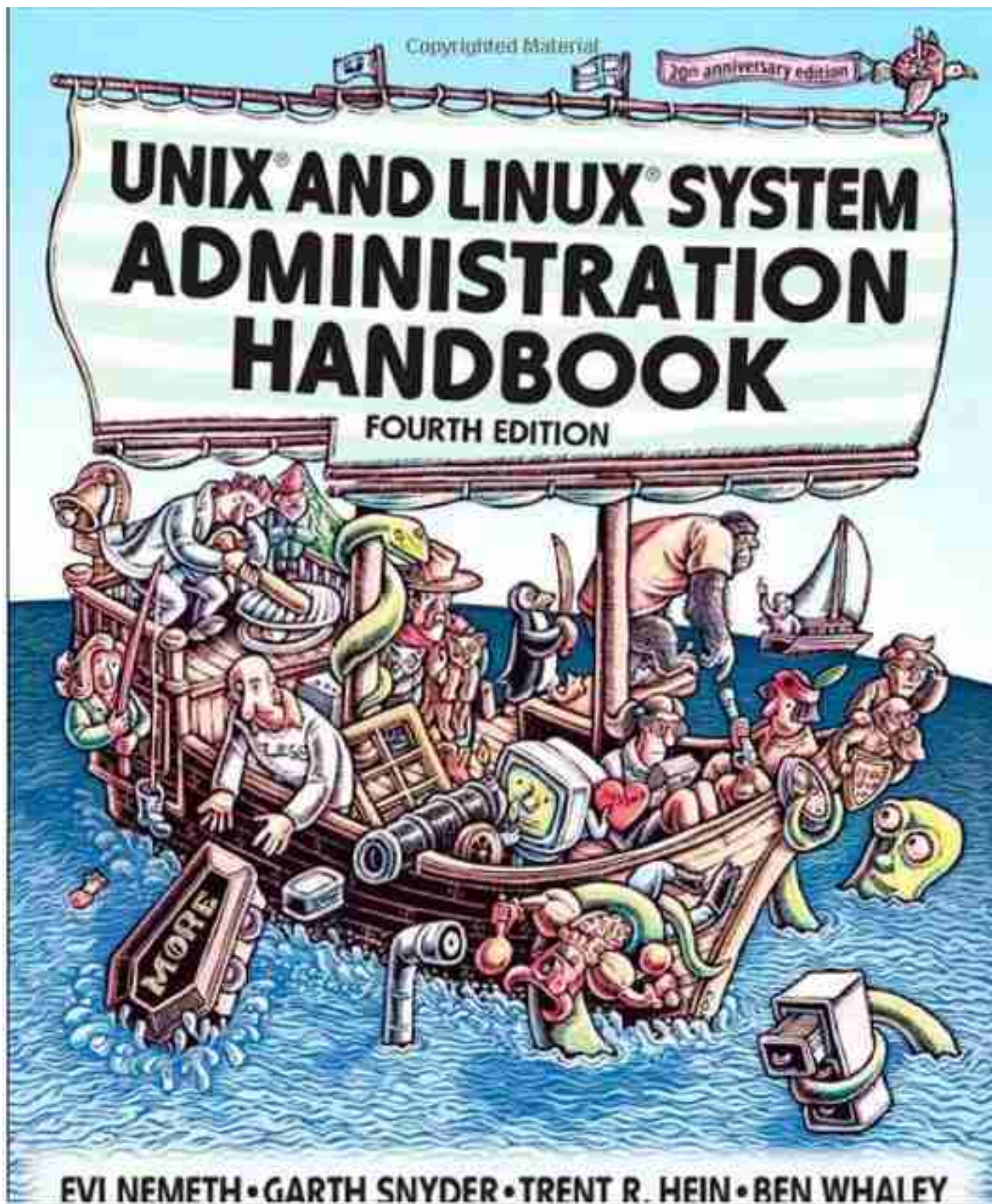


Bought this in 2012, years after 2nd edition (in early 2009).

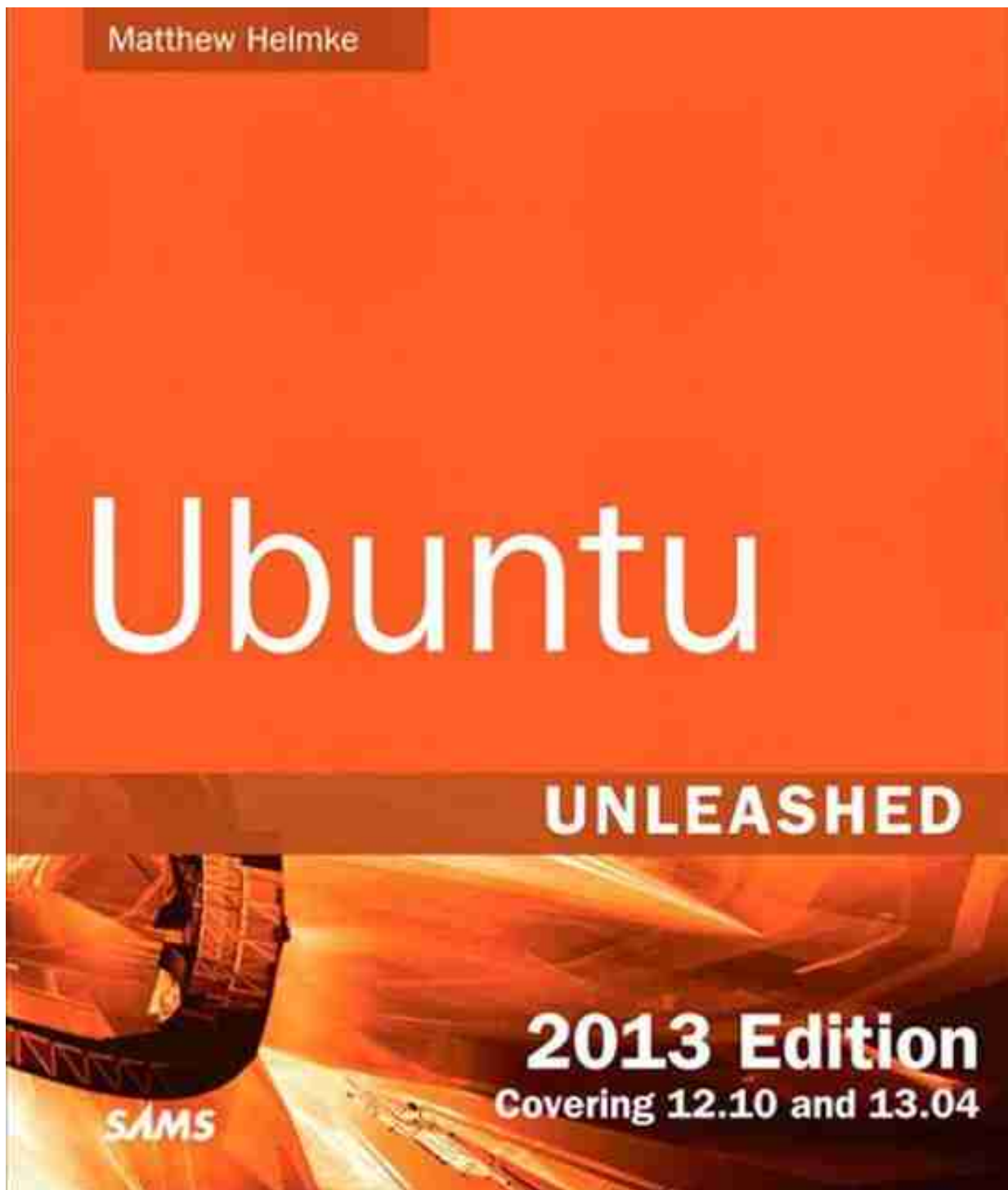
\$98!



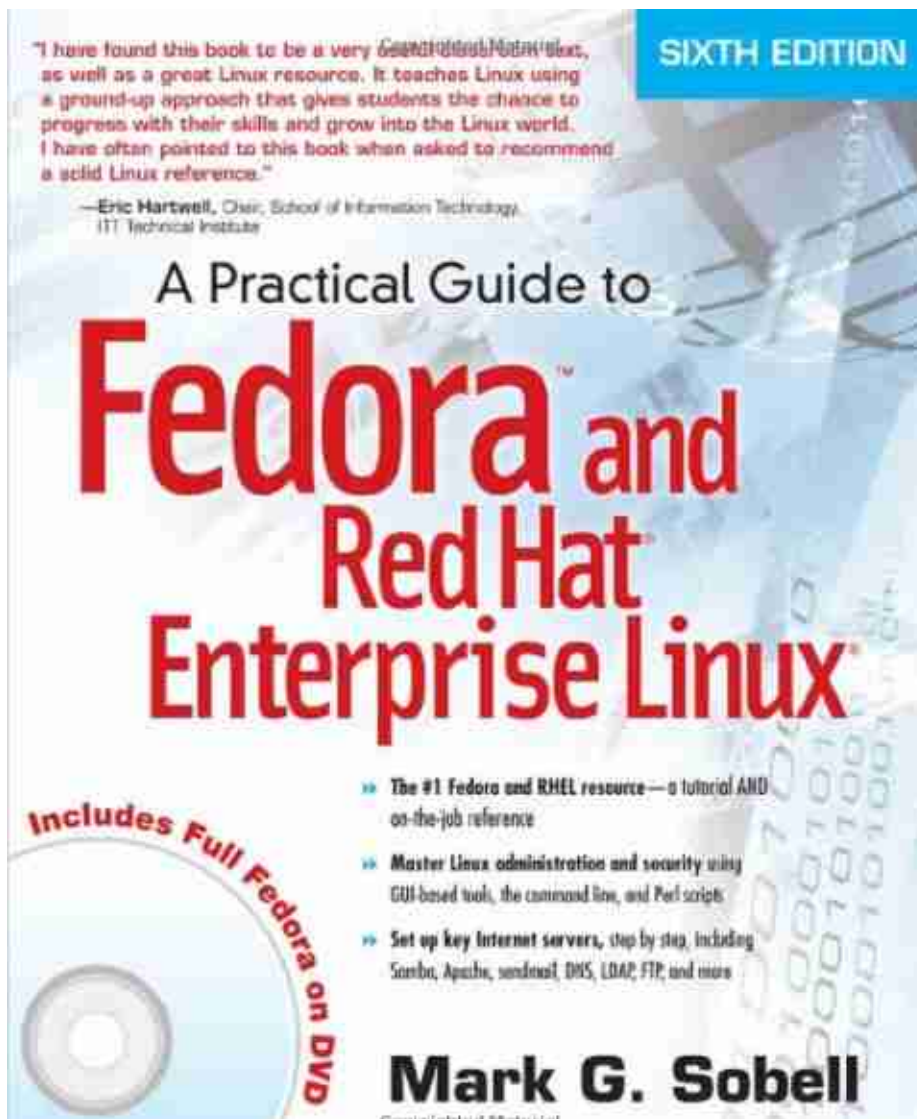
Worthless book.



Sticky situation with servers someday? (since 2010)



Linux Mint gets one



Cent OS gets one (since 2011)

"A great Linux server book, tailored toward day-to-day use."

Stuart Rorer, Systems Administrator

THE ACCIDENTAL ADMINISTRATOR:

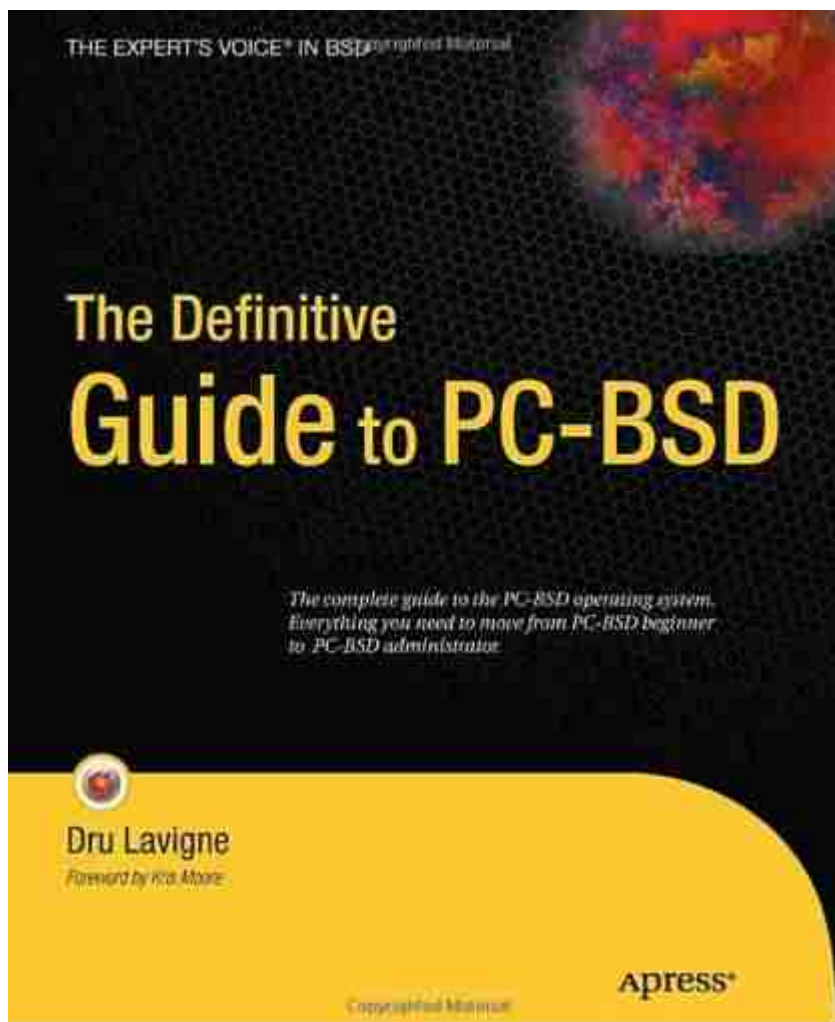
Linux Server Step-by-Step Configuration Guide

For I.T. Professionals and Accidental Administrators

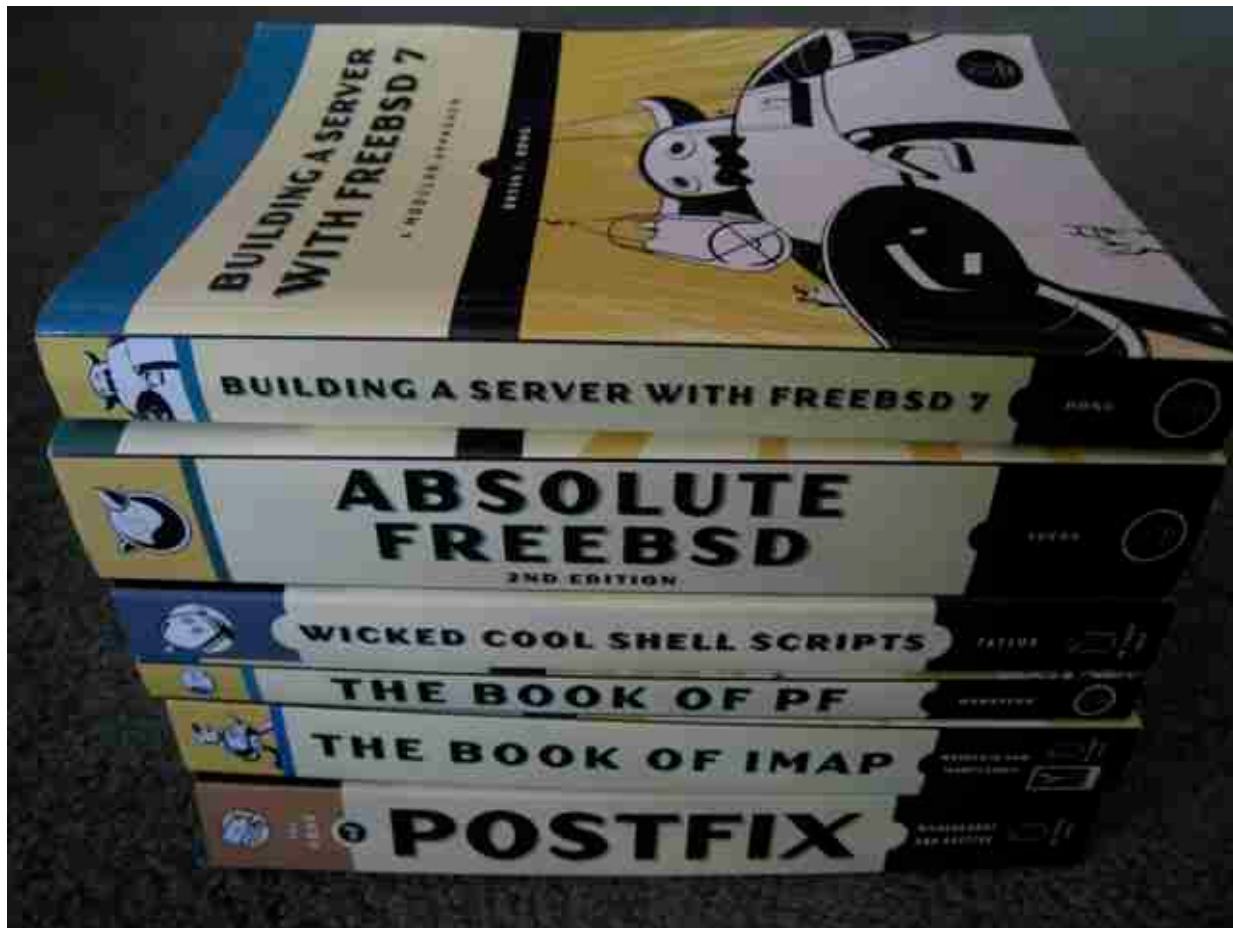
Includes 44 time-tested hands-on exercises based on real-world scenarios, designed for busy I.T. pros who need to configure a Linux server in a hurry. Now, you can get it done without wading through boring theory!

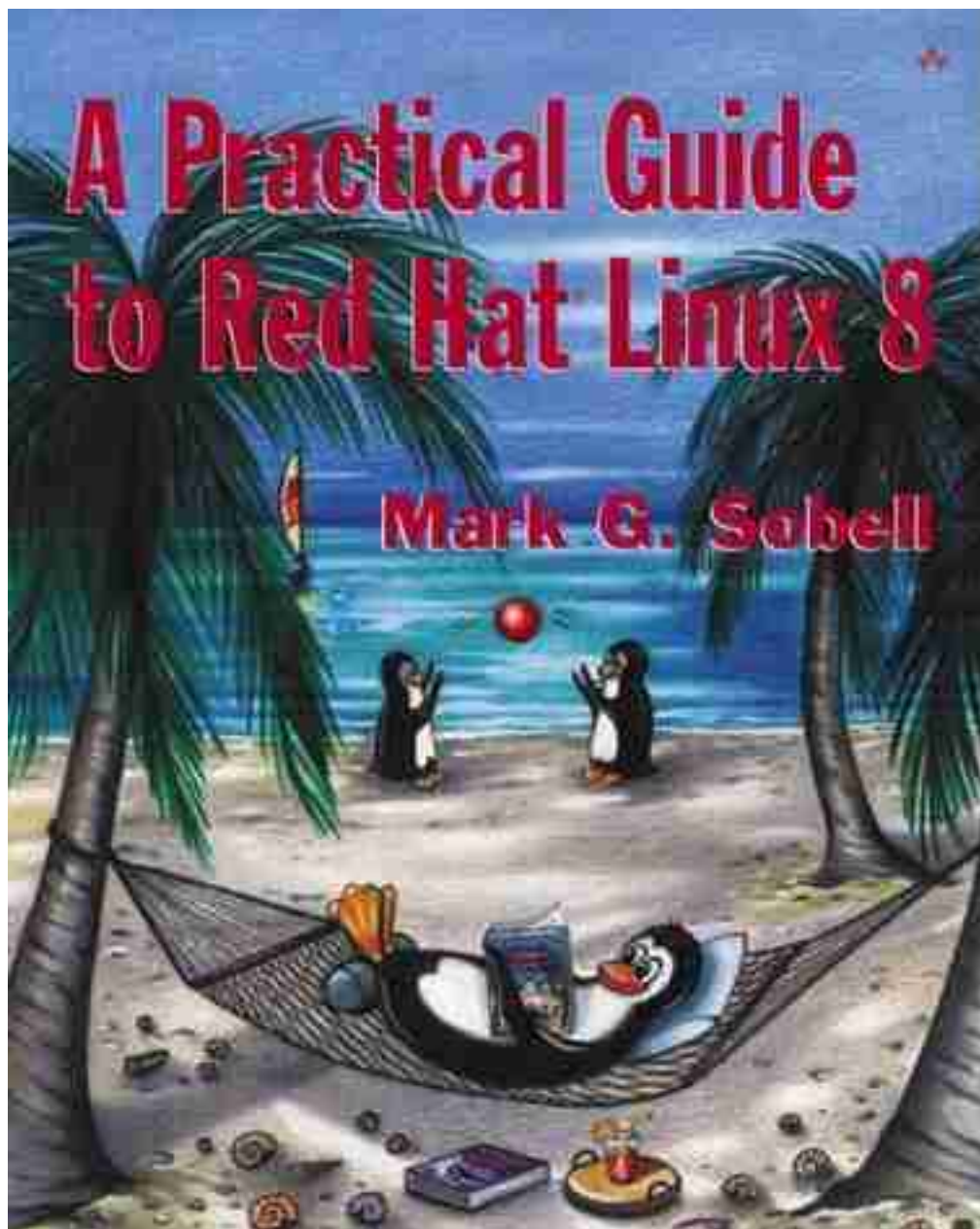
DON R. CRAWLEY, Linux+

The Accidental Administrator Series



I have PC-BSD 9.1 installed on a PC so I should have a PC-BSD manual.





High School Linux textbook (trashed since 2009)

Anonymous (2013-02-08 15:30:38)

Possessing no credit scores would be a huge hurdle whenever requesting mortgage finance. Loan merchants need adequate enough advice to brew a decision. Deficit of credit ranking is a missing out on element in the dilemma. It indicates any homeowner hasn't recently stole dollars, found very little credit lines, very little references which can check out his/her economic efficiency. Acquiring hardly any consumer credit [[url=http://pozyczkibezbiktop.net.pl](http://pozyczkibezbiktop.net.pl)]pożyczka optima[[url](#)] is not just precarious when considering receiving a mortgage loan, however also can be a issues throughout other locations regarding daily life, by way of example when ever trying to find a loft apartment (landlords take a look at consumer credit and even references as a result of several other landlords). Conversely, almost everyone got virtually no credit history from the outset. It's important to get started in to develop an individual's consumer credit rating at some point on your life. Now there should always get to begin with just for anything. On the plus side, there can be banking institutions what person understand or know simply no credit ratings may be a clean get started in including a potential fresh buyer [[url=http://pozyczkipozabankowetop.org.pl](http://pozyczkipozabankowetop.org.pl)]pożyczki pozabankowe[[url](#)] for years to come. Although bankers not to mention charge card companies experience rigorous financial

standards, accumulating credit history isn't impossible, however it usually is complicated. There are specific strategies for ridding yourself of certainly no credit scores, for illustration taking out a strong installation financial loans that has a protection as well as a co-signer, trying to get a fabulous collateralised charge card, trying to keep up-to-date data wholesome, and so on. Payday cash advances may not be the highest resource with regard to strengthening credit scores. As a question involving basic fact, they are make credit standing mainly amid cash advance banks, nevertheless complete not a thing for the purpose of traditional loan creditors for example banks.

Methods with regards to online payday loans, but, is definitely [\[url=http://pozyczkadowod247.net.pl\]](http://pozyczkadowod247.net.pl)pożyczka na dowód^[/url] the point that extremely little loan creditors totally take a look at ones credit standing, since it doesn't really really make a difference if you have had hardly any consumer credit rating or possibly bad credit if you nevertheless bear an effective possibility that you'll receiving permitted for that home loan you should have. Very little credit ranking investigate is really a concern solver in the event when you need it predicament shows up once revenue should be used easily and one does not credit history and undesirable credit rating and just does not the perfect time to use racking up greetings credit profile. Pay day lenders really do not consult embarrassing things together with they never will need security [\[url=http://pozyczkipozabankowetop.org.pl\]](http://pozyczkipozabankowetop.org.pl)pożyczki pozabankowe^[/url] or perhaps a co-signer although provide split second fast payday loans on a single morning with utility in most cases. Fortunately they are comparatively rapid and even effortless. Furthermore, they can be attainable 24/7 including weekends in addition to holiday season. Nonetheless, payday advances can be short-term not to mention small-dollar financial products having great rates of interest as well as financial payments. As a result, cash loans usually are those of you that are actually very sure they'll find the money for to be charged all the financial loan rear over the following few due.

Anonymous (2013-02-09 18:33:02)

Obtaining absolutely no credit rating are sometimes enormous barrier when ever seeking for mortgage finance. Lenders should have enough knowledge carryout a final decision. Not enough credit standing can be a absent article with the marvel. This implies typically the purchaser hasn't formerly approved dollars, have basically no credit cards, basically no recommendations that may investigate his/her economical overall performance. Developing very little consumer credit rating [\[url=http://pozyczkadowod247.net.pl\]](http://pozyczkadowod247.net.pl)kredyt chwilówka ing^[/url] is not just tricky in relation to purchasing a loan, but it may additionally be a problem through other places involving daily life, by way of example as soon as getting a rental (landlords take a look at credit scores and even evidences from alternative landlords). On the other hand, everybody had simply no credit score at the start. You need to launch to produce ones own credit ranking sooner or later throughout life. In that respect there should possibly be the very first time with regard to everything. Thank goodness, there are actually financial institutions that realise that hardly any credit ranking may be a refreshing start out including a likely fresh consumer [\[url=http://pozyczkipozabankowetop.org.pl\]](http://pozyczkipozabankowetop.org.pl)karty kredytowe bez bik^[/url] designed for a considerably long time. However financial institutions and additionally credit card providers currently have rigid loans specifications, gathering credit score isn't unattainable, even though it may be complex. There are plenty of methods for eliminating virtually no credit, one example is committing to a powerful installing mortgages having a capital or maybe a co-signer, making an application for some properly secured credit card, attempting to keep latest data healthy and balanced, or anything else.

Payday cash advances may not be the most successful resource with regard to accumulating credit rating. Like a make a difference with matter, they are able to establish credit ranking exclusively in between fast cash loan creditors, however carry out nothing with regard to regular loan companies for example banks.

Methods around cash loans, then again, is usually [\[url=http://pozyczkiprywatnebezbi.org.pl\]](http://pozyczkiprywatnebezbi.org.pl)pożyczki prywatne^[/url] the truth that very little loan companies truly verify any credit standing, in order that it doesn't certainly issue when you have certainly no consumer credit and / or lousy credit history to create continue to stand up a good potential for having recognized for one bank loan you may need. Hardly any credit ranking check is mostly a situation solver for fear that a crisis problem takes place if revenue should be used swiftly and something has no credit score or maybe lousy credit and simply lacks the time to work with gathering howdy credit report. Fast cash lenders you should never consult embarrassing doubts as well as they cannot necessitate guarantee [\[url=http://szybkapozyczka247.net.pl\]](http://szybkapozyczka247.net.pl)szybka pożyczka^[/url] or possibly a co-signer yet provide you with fast cash advances on the same working day of utility quite often. They're also quite easily together with comfortable. What is more, they can be obtainable 24/7 this includes weekends and holidays. All the same, fast payday loans tend to be short-term plus small-dollar mortgages with the help of great home interest rates and additionally finance expenses. So, cash advances tend to be those of you that tend to be certain they are willing to afford to fork out the actual loan product rear if it's owing.

Anonymous (2013-03-13 09:50:41)
cheapest ativan ativan withdrawal psychosis - ativan dosage oral

Books collection (2013-02-07 13:19)

Book Id	Title	Author	Author I-f	Additional Authors	ISBN	ISBN13	My Rating	Average Rating	Publisher	Binding	Number of Pages	Year Published	Original Publication Year	Date Read	Date Added	Bookshelves	Bookshelves with positions	Exclusive Shelf	My Review	Spoiler	Private Notes	Read Count	Recommended For	Recommended By	Owned Copies	Original Purchase Date	Original Purchase Location	Condition	Condition Description	BCID
A Summary of Christian Doctrine, New King James Edition	Edward W.A. Koehler	Koehler, Edward W.A.	Brent W. Kuhlman		0758600178	9780758600172	0	5	Concordia Publishing House	Paperback	437	2006	2005	2014/04/05		lutheran	lutheran (#25)	read												
1																														
1	unspecified																													
UnSouled (Unwind, #3)	Neal Shusterman	Shusterman, Neal			147111810X	9781471118104	0	4.22	Simon & Schuster	UK Paperback	404	2013	2013	2014/04/03		science-fiction	science-fiction (#51)	read												
1																														
1	unspecified																													
UnWholly (Unwind, #2)	Neal Shusterman	Shusterman, Neal			1442423684	9781442423688	0	4.3	Simon & Schuster Books for Young Readers	ebook	416	2012	2012	2014/04/03		science-fiction	science-fiction (#50)	read												
1																														
1	unspecified																													
Unwind (Unwind, #1)	Neal Shusterman	Shusterman, Neal			1416912045	9781416912040	0	4.22	Simon & Schuster Books for Young Readers	Hardcover	335	2007	2007	2014/04/03		science-fiction	science-fiction (#49)	read												
1																														
1	unspecified																													
Ruins (Partials Sequence, #3)	Dan Wells	Wells, Dan			0062071106	9780062071101	0	4.15	Balzer + Bray	Hardcover	464	2014	2014	2014/04/03		science-fiction	science-fiction (#48)	read												
1																														
1	unspecified																													
Fragments (Partials, #2)	Dan Wells	Wells, Dan			0062071076	9780062071071	0	4.17	Balzer + Bray	Hardcover	564	2013	2013	2014/04/03		science-fiction	science-fiction (#47)	read												
1																														
1	unspecified																													
Partials (Partials, #1)	Dan Wells	Wells, Dan			0062071041	9780062071040	0	3.96	Balzer + Bray	Hardcover	468	2012	2012	2014/04/03		science-fiction	science-fiction (#46)	read												
1																														
1	unspecified																													
The Pathologies of Individual Freedom: Hegel's Social Theory	Axel Honneth	Honneth, Axel	Ladislav Lob		069111806X	9780691118062	0	4.4	Princeton University Press	Hardcover	84	2010	2010	2014/03/27		political	political (#30)	read												

1

unspecified

The Struggle for Recognition: The Moral Grammar of Social Conflicts Axel Honneth Honneth, Axel

0262581477 9780262581479 0 4.17 MIT Press (MA) Paperback 240 1996 1992

2014/03/27 political political (#29) read

1

unspecified

Christian Dogmatics (4 volumes set) Francis Pieper Pieper, Francis Theodore Engelder 0570067154 9780570067153

5 4.45 Concordia College Hardcover 0 2003 2003

2014/03/27 lutheran lutheran (#25) read

1

unspecified

A Dictionary of Cultural and Critical Theory Michael Payne Payne, Michael Jessica Rae Barbera

0 0 Wiley-Blackwell Kindle Edition 833 2013 2010

2014/03/01 political political (#28) read

1

unspecified

The Name of the Wind (The Kingkiller Chronicle, #1) Patrick Rothfuss Rothfuss, Patrick

075640407X 9780756404079 0 4.56 Penguin Group DAW Hardcover Hardcover 662 2007 2007

2014/02/24 fantasy fantasy (#15) read

1

unspecified

The Wise Man's Fear (The Kingkiller Chronicle, #2) Patrick Rothfuss Rothfuss, Patrick

0756404738 9780756404734 0 4.55 Penguin Daw Books Hardcover 994 2011 2011

2014/02/24 fantasy fantasy (#14) read

1

unspecified

The Power Broker: Robert Moses and the Fall of New York Robert A. Caro Caro, Robert A.

0394720245 9780394720241 5 4.52 Vintage Paperback 1344 1975 1974

2014/02/24 political political (#27) read

1

unspecified

One-Dimensional Man: Studies in the Ideology of Advanced Industrial Society Herbert Marcuse Marcuse, Herbert

0807014176 9780807014172 0 3.97 Beacon Press (MA) paper 320 1991 1964

2014/02/15 political political (#26) read

1

unspecified

Illuminations: Essays and Reflections Walter Benjamin Benjamin, Walter Hannah Arendt, Leon Wieseltier, Harry Zohn

0805202412 9780805202410 0 4.34 Schocken Paperback 288 1969 1950

2014/02/11 political political (#25) read

0

Allegiant (Divergent, #3) Veronica Roth Roth, Veronica

0007524277 9780007524273 4 3.63 HarperCollins Children's Book's Hardcover 526 2013 2013

2014/02/01 science-fiction science-fiction (#45) read

1

unspecified

Insurgent (Divergent, #2) Veronica Roth Roth, Veronica

0007442912 9780007442911 5 4.23 HarperCollins Children's Books Hardcover 525 2012 2012

2014/02/01 science-fiction science-fiction (#44) read

1

unspecified

Divergent (Divergent, #1) Veronica Roth Roth, Veronica

0062024035 9780062024039 5 4.36 Katherine Tegen Books Paperback 487 2012 2011

2014/02/01 science-fiction science-fiction (#43) read

1

unspecified

Mockingjay (The Hunger Games, #3) Suzanne Collins Collins, Suzanne

0439023513 9780439023511 4 4.03 Scholastic Press Hardcover 390 2010 2010

2014/01/26 science-fiction science-fiction (#40) read

1

unspecified

Catching Fire (The Hunger Games, #2) Suzanne Collins Collins, Suzanne

0439023491 9780439023498 5 4.31 Scholastic Press Hardcover 391 2009 2009

2014/01/26 science-fiction science-fiction (#41) read

1

unspecified

The Hunger Games (The Hunger Games, #1) Suzanne Collins Collins, Suzanne

0439023483 9780439023481 5 4.42 Scholastic Press Hardcover 374 2008 2008

2014/01/26 science-fiction science-fiction (#42) read

1

unspecified

Pride and Prejudice Jane Austen Austen, Jane Anna Quindlen 0679783261 9780679783268 5 4.24 Modern Library Paperback 279 2000 1813

2014/01/26 acedemia acedemia (#14) read

1

unspecified

Watchers Dean Koontz Koontz, Dean

9780425188804 0 4.12 Berkley Paperback 624 2003 1987

2014/01/25 horror horror (#4) read

1

unspecified

A Practical Guide to Fedora and Red Hat Enterprise Linux Mark G. Sobell Sobell, Mark G.

0133477436 9780133477436 5 0 Prentice Hall Paperback 1300 2013 2011

2014/01/13 acedemia acedemia (#13) read I installed Scientific Linux 6.5 on a pc and this has Red Hat Enterprise Linux 6.4.
The commands and tutorials still apply to Scientific Linux 6.5. The best Red Hat author (Doctor Mark Sobell). Red Hat is great when you need a consistent kernel version (2.32.431) in order to maximize stability

1

unspecified

The Sociology of Religion Max Weber Weber, Max Ephraim Fischhoff, Ann Swidler 0807042056 9780807042052 4 3.81 Beacon Press Paperback 384 1993 1920

2013/12/28 political political (#23) read

1

unspecified

Economy and Society: An Outline of Interpretive Sociology Max Weber Weber, Max Claus Wittich, Guenther Roth

0520035003 9780520035003 4 4.03 University of California Press Paperback 1470 1978 1922

2013/12/28 political political (#24) read

1

unspecified

Pet Sematary Stephen King King, Stephen

1416524347 9781416524342 4 3.79 Pocket Books Paperback 576 2005 1983

2013/12/16 horror horror (#3) read

1

unspecified

The Stand Stephen King King, Stephen Bernie Wrightson 0385199570 9780385199575 4 4.31 Doubleday Hardcover 1153 1990 1978

2013/12/16 horror horror (#2) read

1

unspecified

It Stephen King King, Stephen

0451169514 9780451169518 4 4.08 Signet Paperback 1090 1987 1986

2013/12/16 horror horror (#1) read

1

unspecified

The Human Division (Old Man's War, #5) John Scalzi Scalzi, John

0765333511 9780765333513 0 4.04 Tor Books Hardcover 432 2013 2013

2013/11/12 science-fiction science-fiction (#39) read

1

unspecified

Zoe's Tale (Old Man's War, #4) John Scalzi Scalzi, John

0765316986 9780765316981 0 3.73 Tor Books Hardcover 335 2008 2008

2013/11/12 science-fiction science-fiction (#38) read

1

unspecified

The Last Colony (Old Man's War, #3) John Scalzi Scalzi, John

0765316978 9780765316974 0 3.98 Tor Books Hardcover 320 2007 2007

2013/11/12 science-fiction science-fiction (#37) read

1

unspecified

The Ghost Brigades (Old Man's War, #2) John Scalzi Scalzi, John

0765354063 9780765354068 0 4.06 Tor Science Fiction Mass Market Paperback 347 2007 2006

2013/11/12 science-fiction science-fiction (#36) read

1

unspecified

Forever Peace (The Forever War, #2) Joe Haldeman Haldeman, Joe

0441005667 9780441005666 0 3.7 Ace Paperback 351 1998 1997

2013/11/12 science-fiction science-fiction (#35) read

1

unspecified

The Norton Anthology of American Literature, Package 2: Volumes C, D, and E Nina Baym Baym, Nina

0393929949 9780393929942 5 4.2 W. W. Norton & Company Paperback 2870 2007 2002

2013/10/21 acedemia acedemia (#12) read

1

unspecified

The Norton Anthology of American Literature, Volume a: Beginnings to 1820 Nina Baym Baym, Nina Robert S. Levine

0393934764 9780393934762 5 3.65 W. W. Norton & Company Paperback 949 2011 2011

2013/10/21 acedemia acedemia (#11) read

1

unspecified

The Norton Anthology of American Literature, Volume B: 1820-1865 Nina Baym Baym, Nina Robert S. Levine, Wayne

Franklin, Philip F. Gura, Jerome Klinkowitz 0393934772 9780393934779 5 3.78 W. W. Norton & Company Paperback

1756 2011 2011

2013/10/21 acedemia acedemia (#10) read

1

unspecified

The Norton Anthology of American Literature, Volume E: Literature Since 1945 Nina Baym Baym, Nina Robert S. Levine 0393934802 9780393934809 5 4.25 W. W. Norton & Company Paperback 1248 2011 2011

2013/10/21 acedemia acedemia (#9) read

0

Ameritopia: The Unmaking of America Mark R. Levin Levin, Mark R.

5 4.29

Kindle Edition

2012

2013/09/23 political political (#22) read

1

unspecified

The Neoconservative Persuasion: Selected Essays, 1942-2009 Irving Kristol Kristol, Irving

0465022235 9780465022236 0 3.71 Basic Books Hardcover 416 2011 2011

2013/09/23 political political (#21) read a leading conservative, Irving Kristol, inspired many Fox News Channel commentators like Charles Krauthammer, Sean Hannity and Bill Kristol. Neo-conservatism is very popular approach in United Kingdom and Europe.

1

unspecified

Neoconservatism: The Autobiography of an Idea Irving Kristol Kristol, Irving

0028740211 9780028740218 0 3.73 Free Press Hardcover 512 1995 1995

2013/09/23 political political (#20) read a leading conservative, Irving Kristol, inspired many Fox News Channel commentators like Charles Krauthammer, Sean Hannity and Bill Kristol. Neo-conservatism is very popular approach in United Kingdom and Europe.

1

unspecified

Lutheran Study Bible Hardcover Anonymous Anonymous, Anonymous

0806680598 9780806680590 4 4.03 Augsburg Fortress Publishers Hardcover 2112 2009 2009

2013/09/17 lutheran lutheran (#24) read

1

unspecified

Harry Potter Boxset (Harry Potter, #1-7) J.K. Rowling Rowling, J.K.

0545044251 9780545044257 0 4.72 Arthur A. Levine Books Hardcover 4100 2007 1998 2013/09/16 fantasy fantasy (#13) read

1

unspecified

The Giver (The Giver #1) Lois Lowry Lowry, Lois

0385732554 9780385732550 0 4.11 Ember Mass Market Paperback 179 2006 1993

2013/09/05 science-fiction science-fiction (#34) read

1

unspecified

Study Bible-NIV Anonymous Anonymous, Anonymous

0310939127 9780310939122 5 5 Zondervan Publishing Company Leather Bound 2340 2008 2008

2013/08/27 lutheran lutheran (#23) read Wisconsin Evangelical Lutheran Synod banned the 2011+ NIV study bible so I bought this old school version.

1

unspecified

The Enemies Within: Communists, Socialists and Progressives in the U.S. Congress MR Trevor Loudon Loudon, MR Trevor Rodney R Stubbs 1490575170 9781490575179 0 0 Createspace Paperback 704 2013 2013

2013/08/26 to-read, political to-read (#1), political (#19) to-read 0

The Liberty Amendments: Restoring the American Republic Mark R. Levin Levin, Mark R.

1451606273 9781451606270 5 4.18 Threshold Editions Hardcover 272 2013 2013

2013/08/13 political political (#18) read

1

unspecified

The MacArthur Study Bible - English Standard Version (ESV) Anonymous Anonymous, Anonymous John F. MacArthur Jr. 1433504006 9781433504006 5 4.7 Crossway Bibles Hardcover 2144 2010 2010

2013/06/06 lutheran lutheran (#22) read The current flagship Calvinist study bible.

1

unspecified

Visual Communication: Images with Messages Paul Martin Lester Lester, Paul Martin

1133308643 9781133308645 0 4.11 Wadsworth Publishing Company Paperback 466 2013 1994

2013/05/12 acedemia acedemia (#8) read

1

unspecified

Why Nations Fail: The Origins of Power, Prosperity, and Poverty Daron AcemoÄŸlu AcemoÄŸlu, Daron James Robinson

0307719219 9780307719218 0 3.93 Crown Business Hardcover 544 2012 2012

2013/05/08 political political (#17) read

1

unspecified

The End of Prosperity: How Higher Taxes Will Doom the Economy-If We Let It Happen Arthur B. Laffer Laffer, Arthur B. Stephen Moore, Peter Tanous 1416592385 9781416592389 0 4.09 Threshold Editions Hardcover 352 2008 2008

2013/05/08 political political (#16) read

1

unspecified

Return to Prosperity: How America Can Regain Its Economic Superpower Status Arthur B. Laffer Laffer, Arthur B. Stephen Moore 1439169381 9781439169384 5 4.09 Threshold Editions ebook 336 2010 2010

2013/05/08 political political (#15) read

1

unspecified

Concordia Self-Study Bible, Reference Edition Robert Hoerber Hoerber, Robert

0570005299 9780570005292 5 5 Concordia Publishing House Hardcover 2199 1992 1987

2013/05/04 lutheran lutheran (#21) read Used at the LCMS churches before 2009

1

unspecified

Beginning PC-BSD: Frugal Unix for Power Users Dru Lavigne Lavigne, Dru

1430226412 9781430226413 5 4.5 Apress Paperback 400 2010 2010

2013/04/26 acedemia acedemia (#7) read PC-BSD froze up less than Linux Mint. I was looking for a PC-BSD Unleashed. It's sad that there isn't more PC-BSD books out there.

1

unspecified

Ubuntu Unleashed 2013 Edition: Covering 12.10 and 13.04, 8/E Matthew Helmke Helmke, Matthew

0133135241 9780133135244 5 4.67 Sams ebook 880 2012 2012

2013/04/26 acedemia acedemia (#6) read

1

Like new

Unix and Linux System Administration Handbook, 4/E Evi Nemeth Nemeth, Evi Garth Snyder, Trent R. Hein, Ben

Whaley 0132117363 9780132117364 4 4.43 Prentice Hall ebook 1327 2010 2010

2013/04/26 acedemia acedemia (#5) read

1

unspecified

The Lost World (Jurassic Park, #2) Michael Crichton Crichton, Michael

0752224417 9780752224411 3 3.59 Alfred A. Knopf, Inc. Paperback 448 1995 1995

2013/04/26 science-fiction science-fiction (#33) read

1

unspecified

Jurassic Park (Jurassic Park, #1) Michael Crichton Crichton, Michael

030734813X 9780307348135 3 3.83

Mass Market Paperback 480 2006 1990

2013/04/26 science-fiction science-fiction (#32) read

1

unspecified

Lutheranism 101 Scot A. Kinnaman Kinnaman, Scot A. Laura L. Lane 0758625057 9780758625052 4 4.31 Concordia

Publishing House Paperback 416 2010 2010

2013/04/26 lutheran lutheran (#20) read It's the LCMS sunday school textbook.

1

unspecified

For the Life of the Church: A Practical Edition of Pastor Walther's Prayers and Addresses C.F.W. Walther Walther, C.F.W.

Charles P. Schaum, Rudolph Prange 0758631391 9780758631398 0 4.25 Concordia Publishing House Paperback 193

2011 2011

2013/04/16 lutheran lutheran (#19) read

1

unspecified

Spirit of the Reformation Study Bible-NIV Anonymous Anonymous, Anonymous

031092362X 9780310923626 5 4.82 Zondervan Publishing Company Leather Bound 2222 2003 2003

2013/03/25 lutheran lutheran (#18) read excellent Calvinist study bible.

1

unspecified

Wesley Study Bible-NRSV Joel B. Green Green, Joel B.

0687645034 9780687645039 5 4.54 Abingdon Press Leather Bound 1568 2009 2009

2013/03/25 lutheran lutheran (#17) read

1

unspecified

Dialectic of Enlightenment: Philosophical Fragments Theodor W. Adorno Adorno, Theodor W. Max Horkheimer,

Gunzelin Schmid NÄ¶rr, Edmund Jephcott 0804736332 9780804736336 4 4.06 Stanford University Press Paperback

304 2007 1944

2013/03/23 political political (#14) read

1

unspecified

How to Interpret Literature: Critical Theory for Literary and Cultural Studies Robert Dale Parker Parker, Robert Dale

019975750X 9780199757503 5 4.02 OUP USA Paperback 368 2011 2011

2013/03/19 political political (#13) read It got me thru American Literature

1

unspecified

Armor John Steakley Steakley, John

0886773687 9780886773687 5 4.11 DAW Mass Market Paperback 432 1984 1984

2013/03/19 science-fiction science-fiction (#31) read On a top 10 list of military science fiction

1
unspecified
Absolute Freebsd: The Complete Guide to Freebsd Michael W. Lucas Lucas, Michael W.
1593271514 9781593271510 5 4.44 No Starch Press Paperback 736 2007 2007
2013/03/19 acedemia acedemia (#4) read

1
unspecified
Critical Theory: A Reader for Literary and Cultural Studies Robert Dale Parker Parker, Robert Dale
0199797773 9780199797776 5 4 Oxford University Press, USA Paperback 896 2012 2012
2013/03/17 political political (#12) read It got me thru American Literature

1
unspecified
WELS & Other Lutherans (Second Edition) John F. Brug Brug, John F.
9780810022287 5 4.75 Northwestern Publishing House Paperback 282 2009 1995
2013/03/17 lutheran lutheran (#15) read

1
unspecified
Basic Economics: A Common Sense Guide to the Economy Thomas Sowell Sowell, Thomas
0465022529 9780465022526 5 4.23 Basic Books Hardcover 689 2010 2000
2013/03/17 political political (#11) read

1
unspecified
The Joy of Hate: How to Triumph over Whiners in the Age of Phony Outrage Greg Gutfeld Gutfeld, Greg
0307986969 9780307986962 4 4.06 Crown Forum Hardcover 226 2012 2012
2013/03/17 political political (#10) read

1
unspecified
Mugged: Racial Demagoguery from the Seventies to Obama Ann Coulter Coulter, Ann 1595230998 9781595230997
4 4.03 Sentinel HC Hardcover 261 2012 2012
2013/03/17 political political (#9) read

1
unspecified
Lutheran Service Book: Pew Edition Concordia Publishing House House, Concordia Publishing
0758612176 9780758612175 4 4.18 Concordia Publishing House Hardcover 1024 2006 2005
2013/03/12 lutheran lutheran (#14) read I forgot the lyrics...

1
unspecified
Using Critical Theory: How to Read and Write about Literature Lois Tyson Tyson, Lois
0415616174 9780415616171 4 3.67 Routledge Paperback 348 2011 2011
2013/03/12 political political (#8) read

1
unspecified
Astronomy Today, Volume 2: Stars and Galaxies Eric Chaisson Chaisson, Eric Steve McMillan 0136155502
9780136155508 0 3.5 Benjamin Cummings Paperback 544 2007 2002
2013/03/10 acedemia acedemia (#3) read

1
unspecified
Astronomy Today [with MasteringAstronomy] Eric Chaisson Chaisson, Eric Steve McMillan 0321586972
9780321586971 0 3.88 Benjamin Cummings Hardcover 777 2008 1931
2013/03/10 acedemia acedemia (#2) read

1

unspecified

The Art of Being Human Richard Janaro Janaro, Richard Thelma Altshuler 0205605427 9780205605422 0 3.3 Longman Paperback 656 2008 2008

2013/03/10 acedemia acedemia (#1) read

1

unspecified

The Big Short: Inside the Doomsday Machine Michael Lewis Lewis, Michael

0393072231 9780393072235 5 4.19 W. W. Norton & Company Hardcover 264 2010 2009

2013/03/10 political political (#7) read The best book on Wall Street months before the recession hit. Its a Wall Street history book.

1

unspecified

American Government and Politics Today, 2011-2012 Steffen W. Schmidt Schmidt, Steffen W. Mack C. Shelley II, Barbara A. Bardes, Lynne E. Ford 049591066X 9780495910664 4 3.53 Cengage Learning Paperback 752 2011

2013/03/10 political political (#6) read

1

unspecified

Barack Obama and the Enemies Within Trevor Loudon Loudon, Trevor Rodney R Stubbs 0615490743 9780615490748 5 4.75 Pacific Freedom Foundation Paperback 690 2011 2011

2013/03/10 political political (#5) read Committees of Correspondence, New Party.

1

unspecified

The Protestant Ethic and the Spirit of Capitalism Max Weber Weber, Max Michael D. Coe, Talcott Parsons, R.H. Tawney 048642703X 9780486427034 4 3.86 Dover Publications Paperback 320 2003 1904 2007/03/19 2013/03/10 political political (#4) read This book explains why calling yourself a Lutheran is a dirty word. Reason why places I work in the past use words "Nondenominational" possibly due to Critical Theory and author Max Weber! Anyone with first & fourteenth Amendment dilemmas should own a copy.

1

unspecified

Critical Theory Today: A User-Friendly Guide Lois Tyson Tyson, Lois

0415974097 9780415974097 4 3.93 Routledge Hardcover 465 2006 1998

2013/03/10 political political (#3) read It got me thru American Literature

1

unspecified

The Heritage Guide to the Constitution Edwin Meese III III, Edwin Meese David F. Forte, Matthew Spalding, Matthew J. Franck, Edwin Meese, III 159698001X 9781596980013 5 4.66 Regnery Publishing Hardcover 475 2005 2005

2013/03/10 political political (#2) read

1

unspecified

The U.S. Constitution: A Reader Hillsdale College Politics Faculty Faculty, Hillsdale College Politics

0916308367 9780916308360 5 4.56 Hillsdale College Press Paperback 790 2012 2012 2013/03/10 political political (#1) read

1

unspecified

Concordia: The Lutheran Confessions Martin Luther Luther, Martin Philipp Melancthon, Paul Timothy McCain 0758617208 9780758617200 5 4.67 Concordia Publishing House Paperback 1036 2009 1580

2013/03/10 lutheran lutheran (#13) read It's great to know how to interrupt Martin Luther's Concord without going braindead.

1

unspecified

The Apocrypha: The Lutheran Edition with Notes Edward Engelbrecht Engelbrecht, Edward
0758625472 9780758625472 5 4.79 Concordia Publishing House Hardcover 384 2012 2012

2013/03/10 lutheran lutheran (#12) read I love this "in-between bible" literally between old and new testaments.

1

unspecified

The Lord Will Answer: A Daily Prayer Catechism Concordia Publishing House House, Concordia Publishing
0758606869 9780758606860 4 3.82 Concordia Publishing House Hardcover 489 2004 2004

2013/03/10 lutheran lutheran (#11) read

1

unspecified

Treasury of Daily Prayer Scot A. Kinnaman Kinnaman, Scot A. Henry V. Gerike, Todd A. Peperkorn, Arthur A. Just Jr.,
Nathan W. Higgins, David H. Petersen 0758615140 9780758615145 5 4.6 Concordia Publishing House Hardcover
1600 2009 2008

2013/03/10 lutheran lutheran (#10) read The improved ESV daily prayer.

1

unspecified

Over a Torrent Sea (Star Trek: Titan, #5) Christopher L. Bennett Bennett, Christopher L.
1416594973 9781416594970 4 3.73 Star Trek Mass Market Paperback 384 2009 2009

2013/03/10 science-fiction science-fiction (#30) read

1

unspecified

Fallen Gods (Star Trek: Titan, #7) Michael A. Martin Martin, Michael A.

3 3.48

Kindle Edition

2012

2013/03/10 science-fiction science-fiction (#29) read

1

unspecified

Sword of Damocles (Star Trek Titan #4) Geoffrey Thorne Thorne, Geoffrey

1416526943 9781416526940 4 3.69 Pocket Books/Star Trek Paperback 370 2007 2007

2013/03/10 science-fiction science-fiction (#28) read

1

unspecified

Orion's Hounds (Star Trek: Titan, #3) Christopher L. Bennett Bennett, Christopher L.

141650950X 9781416509509 4 3.72 Pocket Books Paperback 382 2005 2005

2013/03/10 science-fiction science-fiction (#27) read

1

unspecified

The Red King (Star Trek: Titan, #2) Andy Mangels Mangels, Andy Michael A. Martin 0743496280 9780743496285 0
3.59 Pocket Books Mass Market Paperback 384 2005 2005

2013/03/10 science-fiction science-fiction (#26) read

1

unspecified

Taking Wing (Star Trek: Titan, #1) Michael A. Martin Martin, Michael A. Andy Mangels 0743496272 9780743496278
4 3.69 Pocket Books Mass Market Paperback 384 2005 2005

2013/03/10 science-fiction science-fiction (#25) read

1

unspecified

Synthesis (Star Trek: Titan, #6) James Swallow Swallow, James

1439109141 9781439109144 4 3.85 Star Trek Mass Market Paperback 391 2009 2009
 2013/03/10 science-fiction science-fiction (#24) read
 1
 unspecified
 Lost Souls (Star Trek: Destiny, #3) David Mack Mack, David
 1416551751 9781416551751 4 4.27 Pocket Books Mass Market Paperback 440 2008 2008
 2013/03/10 science-fiction science-fiction (#23) read
 1
 unspecified
 Mere Mortals (Star Trek: Destiny #2) David Mack Mack, David
 1416551727 9781416551720 4 4.16 Pocket Books/Star Trek Paperback 433 2008 2008
 2013/03/10 science-fiction science-fiction (#22) read
 1
 unspecified
 Gods of Night (Star Trek: Destiny #1) David Mack Mack, David
 1416551719 9781416551713 4 4.08 Pocket Books Mass Market Paperback 400 2008 2008
 2013/03/10 science-fiction science-fiction (#21) read
 1
 unspecified
 Greater than the Sum (Star Trek: The Next Generation) Christopher L. Bennett Bennett, Christopher L.
 1416571329 9781416571322 4 3.71 Star Trek Mass Market Paperback 384 2008 2008
 2013/03/10 science-fiction science-fiction (#20) read
 1
 unspecified
 A Singular Destiny (Star Trek) Keith R.A. DeCandido DeCandido, Keith R.A.
 1416594957 9781416594956 4 3.82 Star Trek Mass Market Paperback 384 2009 2010
 2013/03/10 science-fiction science-fiction (#19) read
 1
 unspecified
 Star Trek: Typhon Pact: The Khitomer Accords Saga: Plagues of Night, Raise the Dawn, and Brinkmanship David R. George III III, David R. George Una McCormack 1476733341 9781476733340 4 4.14 Pocket Books/Star Trek ebook 1000 2013 2012
 2013/03/10 science-fiction science-fiction (#18) read
 1
 unspecified
 Zero Sum Game (Star Trek: Typhon Pact, #1) David Mack Mack, David
 1471109631 9781471109638 3 3.75 Simon & Schuster UK ebook 352 2012 2010
 2013/03/10 science-fiction science-fiction (#17) read
 1
 unspecified
 Paths of Disharmony (Star Trek: Typhon Pack, #4) Dayton Ward Ward, Dayton 143916083X 9781439160831 4 3.62 Pocket Books/Star Trek Mass Market Paperback 464 2011 2011
 2013/03/10 science-fiction science-fiction (#16) read
 1
 unspecified
 Seize the Fire (Star Trek: Typhon Pack, #2) Michael A. Martin Martin, Michael A.
 1439167826 9781439167823 3 3.53 Star Trek Mass Market Paperback 502 2010 2010
 2013/03/10 science-fiction science-fiction (#15) read
 1
 unspecified

Zero Sum Game (Star Trek: Typhon Pact, #1) David Mack Mack, David

4 3.75

Kindle Edition 352

2010

2013/03/10 science-fiction science-fiction (#14) read

1

unspecified

Plagues of Night (Star Trek: Typhon Pact, #6) David R. George III III, David R. George

145164955X 9781451649550 4 3.95 Pocket Books/Star Trek Mass Market Paperback 400 2012 2012

2013/03/10 science-fiction science-fiction (#12) read

1

unspecified

Raise the Dawn (Star Trek: Typhon Pact, #7) David R. George III III, David R. George

4 4.15

Kindle Edition

2012

2013/03/10 science-fiction science-fiction (#11) read

1

unspecified

The Struggle Within (Star Trek: Typhon Pact, #5) Christopher L. Bennett Bennett, Christopher L.

1451651422 9781451651423 3 3.46 Gallery Books ebook 80 2011 2011

2013/03/10 science-fiction science-fiction (#13) read

1

unspecified

Star Trek: Voyager: Full Circle Kirsten Beyer Beyer, Kirsten

1416594965 9781416594963 4 3.98 Pocket Books Paperback 561 2009 2009

2013/03/10 science-fiction science-fiction (#10) read

1

unspecified

Star Trek: Voyager: Unworthy Kirsten Beyer Beyer, Kirsten

1439103984 9781439103982 4 4.06 Pocket Books Mass Market Paperback 384 2009 2009

2013/03/10 science-fiction science-fiction (#9) read

1

unspecified

A Song of Ice and Fire, 5 Book Set Series: A Game of Thrones, A Clash of Kings, A Storm of Swords, A Feast for Crows, A Dance with Dragons George R.R. Martin Martin, George R.R.

1780484259 9781780484259 0 4.61

5216

2000

2013/03/10 fantasy fantasy (#12) read

1

unspecified

A Game of Thrones (A Song of Ice and Fire, #1) George R.R. Martin Martin, George R.R.

0553588486 9780553588484 0 4.43 Bantam Spectra Mass Market Paperback 835 2005 1996

2013/03/10

read

1

unspecified

Gardens of the Moon (The Malazan Book of the Fallen, #1) Steven Erikson Erikson, Steven

0765348780 9780765348784 0 3.81 Tor Fantasy Mass Market Paperback 666 2005 1999 2013/03/10 fantasy fantasy

(#11) read

1

unspecified

Dust of Dreams (Malazan Book of the Fallen, #9) Steven Erikson Erikson, Steven
0765316552 9780765316554 0 4.31 Tor Books Paperback 816 2010 2009

2013/03/10 fantasy fantasy (#10) read

1

unspecified

The Crippled God (The Malazan Book of the Fallen, #10) Steven Erikson Erikson, Steven
0593046358 9780593046357 0 4.37 Bantam Press Hardcover 921 2011 2011

2013/03/10 fantasy fantasy (#9) read

1

unspecified

Toll the Hounds (Malazan Book of the Fallen, #8) Steven Erikson Erikson, Steven
0765310082 9780765310088 0 4.3 Tor Books Hardcover 832 2008 2008

2013/03/10 fantasy fantasy (#8) read

1

unspecified

Midnight Tides (Malazan Book of the Fallen, #5) Steven Erikson Erikson, Steven
0553813145 9780553813142 0 4.3 BANTAM PAPERBACKS Paperback 940 2005 2004

2013/03/10 fantasy fantasy (#5) read

1

unspecified

House of Chains (The Malazan Book of the Fallen, #4) Steven Erikson Erikson, Steven
0765348810 9780765348814 0 4.29 Tor Fantasy Mass Market Paperback 1021 2007 2002

2013/03/10 fantasy fantasy (#4) read

1

unspecified

Memories of Ice (Malazan Book of the Fallen, #3) Steven Erikson Erikson, Steven

0765348802 9780765348807 0 4.36 Tor Fantasy Mass Market Paperback 920 2006 2001 2013/03/10 fantasy fantasy
(#3) read

1

unspecified

Deadhouse Gates (The Malazan Book of the Fallen, #2) Steven Erikson Erikson, Steven
0765310023 9780765310026 0 4.24 Tor Books Hardcover 864 2005 2000

2013/03/10 fantasy fantasy (#2) read

1

unspecified

Reaper's Gale (Malazan Book of the Fallen, #7) Steven Erikson Erikson, Steven
0593046315 9780593046319 0 4.32 Bantam Press Hardcover 928 2007 2007

2013/03/10 fantasy fantasy (#7) read

1

unspecified

The Bonehunters (Malazan Book of the Fallen, #6) Steven Erikson Erikson, Steven
0553813153 9780553813159 0 4.38 Bantam Paperback 1231 2007 2005

2013/03/10 fantasy fantasy (#6) read

1

unspecified

The Moon Is a Harsh Mistress Robert A. Heinlein Heinlein, Robert A.

0340837942 9780340837948 4 4.16 Hodder & Stoughton Paperback 288 2005 1966

2013/03/10 science-fiction science-fiction (#8) read

1

unspecified

Stranger in a Strange Land Robert A. Heinlein Heinlein, Robert A.

0441788386 9780441788385 4 3.85 Ace Trade Paperback 528 1991 1961

2013/03/10 science-fiction science-fiction (#7) read

1

unspecified

Catch-22 (Catch-22, #1) Joseph Heller Heller, Joseph

0684833395 9780684833392 0 3.96 Simon & Schuster Paperback 453 2004 1961

2013/03/10 science-fiction science-fiction (#6) read

1

unspecified

Old Man's War (Old Man's War, #1) John Scalzi Scalzi, John

0765348276 9780765348272 4 4.21 Tor Books Mass Market Paperback 314 2007 2005

2013/03/10 science-fiction science-fiction (#5) read On a top 10 list of military science fiction

1

unspecified

Semper Mars (Heritage Trilogy, #1) Ian Douglas Douglas, Ian

0380788284 9780380788286 3 3.78 Eos Paperback 384 1998 1998

2013/03/10 science-fiction science-fiction (#4) read On a top 10 list of military science fiction

1

unspecified

Starship Troopers Robert A. Heinlein Heinlein, Robert A.

0441783589 9780441783588 5 3.96 Ace Book Mass Market Paperback 264 1987 1959

2013/03/10 science-fiction science-fiction (#3) read On a top 10 list of military science fiction

1

unspecified

Ender's Game (The Ender Quintet, #1) Orson Scott Card Card, Orson Scott

0812550706 9780812550702 5 4.28 Tor Science Fiction Paperback 324 1994 1985

2013/03/10 science-fiction science-fiction (#2) read

1

unspecified

The Forever War (The Forever War, #1) Joe Haldeman Haldeman, Joe

0060510862 9780060510862 4 4.11 Eos Paperback 278 2003 1975

2013/03/10 science-fiction science-fiction (#1) read On a top 10 list of military science fiction

1

unspecified

The Hobbit & The Lord of the Rings J.R.R. Tolkien Tolkien, J.R.R.

0345538374 9780345538376 0 4.58 Ballantine Books Paperback 1652 2012 1954

2013/03/10 fantasy fantasy (#1) read

1

unspecified

Holy Bible: Reformation Study Bible (ESV) Anonymous Anonymous, Anonymous

0875526438 9780875526430 5 4.65 P & R Publishing Hardcover 1948 2005

2013/03/10 lutheran lutheran (#9) read A Calvinist study bible.

1

unspecified

Esv Study Bible, Personal Size Anonymous Anonymous, Anonymous

1433524619 9781433524615 5 4.78 Crossway Books Hardcover 2560 2011 2008

2013/03/10 lutheran lutheran (#8) read 1st place on most top 10 study bibles lists. It has some Calvinist-leaning notes.

1

unspecified

The Book of Concord: The Confessions of the Evangelical Lutheran Church Martin Luther Luther, Martin Philipp Melancthon, Robert Kolb 0800627407 9780800627409 5 4.67 Fortress Press Hardcover

2000 1580

2013/03/10 lutheran lutheran (#7) read ELCA Book of Concord.

1

unspecified

The Lutheran Difference Edward A. Engelbrecht Engelbrecht, Edward A.

0758626703 9780758626707 4 4.17 Concordia Publishing House Hardcover 602 2010 2010

2013/03/10 lutheran lutheran (#6) read Lutherans never had a stable value system to call their own. They borrow values from Catholics and act like Catholics. This book reestablishes the Lutheran value system for the ELCA Catholic defector.

1

unspecified

Lutheran Book of Prayer Concordia Publishing House House, Concordia Publishing

0758608594 9780758608598 4 4.35 Concordia Publishing House Hardcover 263 2005 1951

2013/03/10 lutheran lutheran (#5) read

1

unspecified

Concordia: The Lutheran Confessions – A Reader's Edition of the Book of Concord Martin Luther Luther, Martin Philipp Melancthon, Paul Timothy McCain 0758613431 9780758613431 5 4.67 Concordia Publishing House Hardcover 800

2007 1580

2013/03/10 lutheran lutheran (#4) read Keeps reminding me what Lutheranism is. There is this radical Lutheranism (ELCA) and moderate Lutheranism (LCMS) and I keep forgetting.

1

unspecified

Law and Gospel: How to Read and Apply the Bible C.F.W. Walther Walther, C.F.W.

0758616880 9780758616883 5 4.79 Concordia Publishing House Hardcover 514 2010 1981

2013/03/10 lutheran lutheran (#3) read I would be lost without it.

1

unspecified

Luther's Small Catechism, with Explanation Martin Luther Luther, Martin

0570015359 9780570015352 5 4.24 Concordia Publishing House Unknown Binding 268 1991 1529

2013/03/10 lutheran lutheran (#2) read I used this book to easily show what marriage is supposed to be, because some lefty organization I was at thought otherwise. I blamed the book, not myself per se. Owned since 1999.

1

unspecified

The Lutheran Study Bible: English Standard Version Anonymous Anonymous, Anonymous CPH Editors 0758617606

9780758617606 5 4.78 Concordia Publishing House Hardcover 2372 2009 2009

2013/03/10 lutheran lutheran (#1) read Brilliant book, yet it has been four years since the editors updated the notes on this bible. I know the editors were working on "The Apocrypha: The Lutheran Edition With Notes" (also own / also brilliant) so I am giving them both 5 stars. I wish LCMS had these books when I went to confirmation. Church was using the 1987 NIV Study Bible Concordia edition which I had to buy at Northwestern Book Store in 1999.

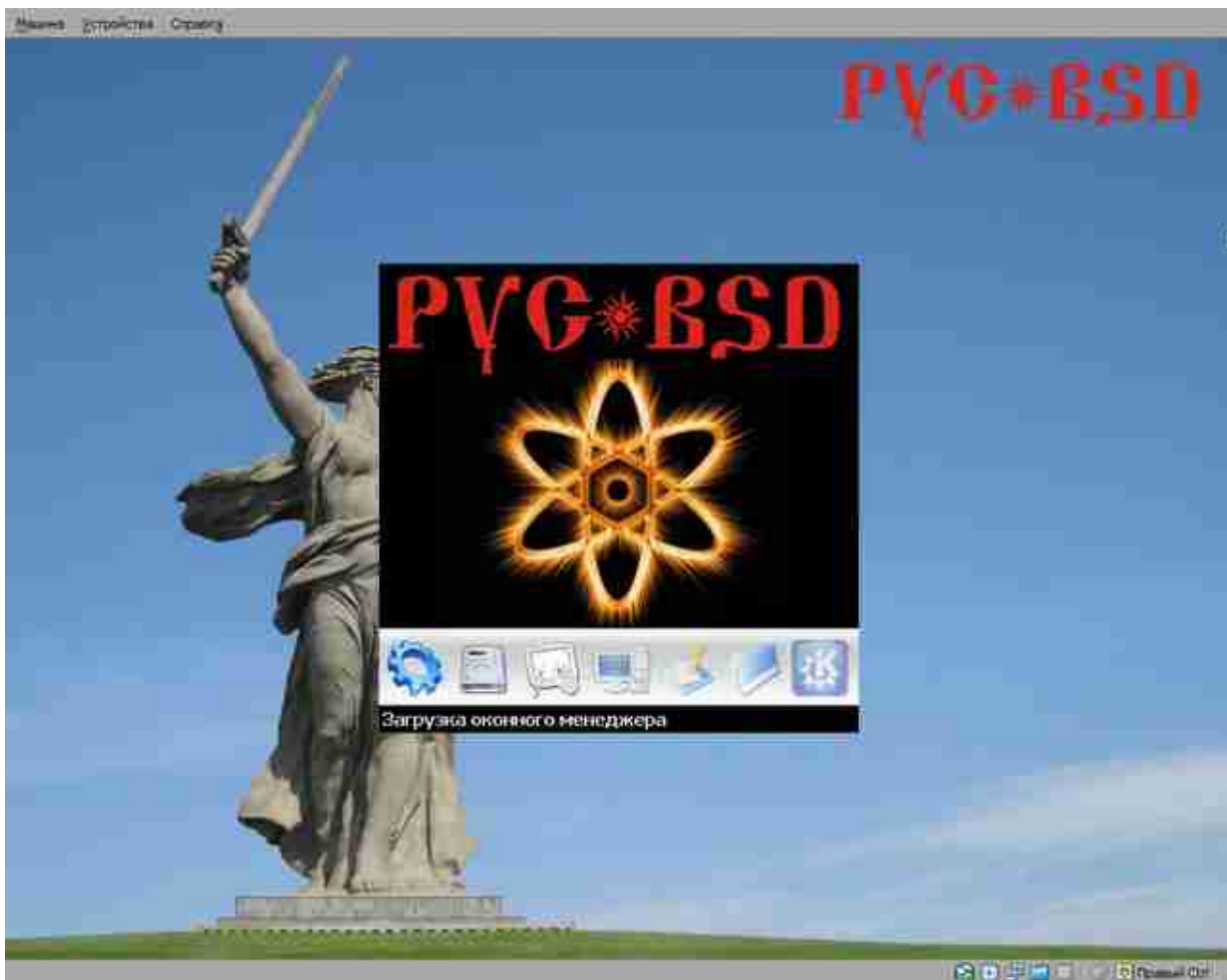
1

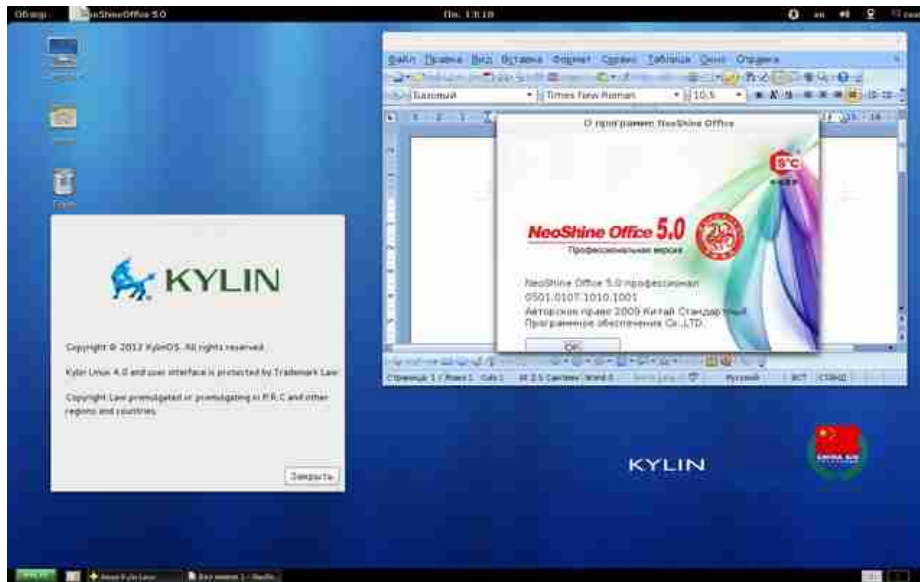
unspecified

->

China/Russia militaries using FreeBSD for some reason (2013-02-10 06:57)

I have this idea that both Russia and China are using FreeBSD in cold war against Linux which our Government and military use.





FreeBSD ^

US should have "PC-BSD Fermi"

Anonymous (2013-02-11 12:43:58)

[url=<http://www.opticmarket.ru/>] Солнцезащитные очки оптом [/url] от www.opticmarket.ru

EXENZA , FISCHER (GIMADAN SNC Italy). Коллекция 2013 года и стоки с огромными скидками !

Информация по теме:

Anonymous (2013-02-12 05:27:26)

Can you tell us more about this? I'd care to find out more details.

My homepage: how to buy a car with bad credit

Also visit my blog post - **buying a car with bad credit, buy a car with bad credit, how to buy a car with bad credit, buying a car, buy a car, how to buy a car**

Anonymous (2013-02-12 07:23:10)

Hello there, You've done an excellent job. I will definitely digg it and personally suggest to my friends. I am confident they will be benefited from this web site.

Feel free to visit my homepage; buy a car

Here is my website ; **buying a car with bad credit, buy a car with bad credit, how to buy a car with bad credit, buying a car, buy a car, how to buy a car**

Anonymous (2013-02-12 12:32:46)

This info is priceless. How can I find out more?

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Anonymous (2013-02-14 22:54:07)

It's an amazing article in favor of all the online visitors; they will take benefit from it I am sure.

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Anonymous (2013-02-18 19:23:17)

Virtually all you must do is definitely click the web page link under plus submit a questionnaire utilizing general information and facts, together with your company name, any designate of your respective bank, as well as how much money you need to get a thru ones crunch. You easily symptom a online kind together with send in the form. The minute the payday loan is certainly highly refined, the income may quickly get deliver to your bank account so it's possible to utilize it to get for every have!

[url=<http://kredytowakarta.biz.pl>]karty płatnicze dotykowe[/url]

On, we understand how getting short-term personal debt leads to anxiety. This is exactly why Payday cash advances concentrates on Finest finance systems for anyone whatever ones own past credit file. Fast payday loans call for simply no co-signer few protection.

[url=<http://kredytgotowkowy2013.com.pl>]kredyt gotówkowy[/url]

Cash loans usually are swiftly along with totally robotic. Once you apply for the internet application form, the money you must have is actually put into the account directly into your money. You should utilize this without delay to repay ones own expenses or perhaps for whatever you decide and demand it regarding.

Together with Payday cash advances, there exists do not ever any extended traces to attend with, mortgage authorities to fulfill by using or even the need to consult with someone straight. Now that your current acquire, useful financial loan is without a doubt accepted, anyone normally may have your hard earned dollars with a few hours!

[url=<http://hipotecznykalkulator.biz.pl>]kredyt hipoteczny kalkulator online[/url]

The one dependence on a Most effective Payday cash advance is definitely that you have got work plus a account and so small children you'll be able to money your cash. Dissimilar to the majority of loan companies, you should not offered every equity, including a car or truck headline or bank loan.

Many people are currently pre-qualified meant for Mortgage loan, although ones credit ratings is normally poor. Profit borrowing products up to \$1, 000 are generally yours EASILY having Mortgages.

[url=<http://osobistekonto.com.pl>]konto bankowe 78[/url]

All you decide to do is go through the relationship following and even complete an application by means of basic info, as well as your term, that label of one's mortgage lender, not to mention what kind of money you will need. Therefore basically indicator a powerful web based develop in addition to present it again to make sure you Payday advances. Immediately after your current financial loan is definitely sanctioned, your hard earned dollar will conveniently end up shipped to your bank account for you to use that however you wish!

BestPayday Funds work extremely well with regard to anything you really want, among them late automobile repayments, home finance loan or possibly rent payments, awaiting credit card bills and / or every other emergency financial obligations that need to be compensated

[url=<http://mieszkaniowekredyty.net.pl>]kredyt na mieszkanie pko bp kalkulator[/url]

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Dual Shock 4 first impressions (2013-02-13 01:03)

I love this controller. I love Dual Shock. I would love Dual Shock 3 for PS4, but this touch screen is a bonus. I have seen Killzone: Shadow Fall and Destiny screenshots. They look superb. I'd pay \$500 for PS4 and Dual Shock 4 tomorrow. Playstation 4 is TWO YEARS LATE! I had my Radeon HD 5970 Black Edition (DirectX 11 GPU) for over Three years. CONSOLES ARE SUPPOSED TO HAVE 5 YEAR LIFESPANS, NOT OVER SEVEN YEAR LIFESPANS! I hear on other [stupid] websites, how the games don't look good enough. PS4 is over two years late, and the graphics are clearly better than a hypothetical PS4 released in 2010. The reality is PS4 is late to market and nobody has the same amount of income as they did in 2010. It seems the longer Sony drags out PS4, the less games people buy. The President Bush tax cuts have ended in 2012. Nintendo was brilliant in seeing Bush tax cuts ending and releasing Wii U before 2013.

MLB in decline (2013-02-13 02:31)

Detroit Tigers selling free tickets to 13 and under. I am sour on baseball. It's not the game itself that has me bothered but rather the way it is being played on the Major League (MLB) level. It is now World Series time and I am not even that excited. It's not because my team is not in it but rather my heart is not in it. This MLB lifer is not in the game. There are a number of contributing factors to this but I will isolate this down to three manifestations of one big

problem. The problem is pride. Maybe I should say "greed" instead so that people don't think in sports terms that have baptized "pride" as virtue. I am bugged by the greed.

1) The Steroids: I was glued to the TV when McGuire and Sosa were battling for the Home Run titles at the end of the 90's. Then we found out that steroid usage was rampant in the game. It wasn't just a few guys, no, there was a widespread epidemic afoot. It seemed like many guys were cheating. Suddenly the reality gap between video games and real games got smaller. It wasn't just because graphics got better; no, MLB became more fake. This became a significant rock in my baseball watching shoe.

2) The Free-Agency: As a Red Sox fan I have personally benefitted from a team that opens up its purses to pay people a lot of money to play for them (and by consequence not for other teams). However, somewhere in the midst of the massive open-market that is Major League Baseball we have begun to root not for people but for the uniforms. My rooting interest in a team becomes strangely disassociated from the players wearing the uniforms. Rich teams pilfer poor teams and superstars leave cities to go and play for other markets. Nobody gets too attached to anybody or any team. It looks and feels a lot different than the game I loved to watch at Fenway Park growing up.

3) The Lack of Hustle: This really is my big issue. I watch these guys play and it is obvious that many of them are not giving 100 %. If you flip on a game in May you will see people that look like they have the intensity of a company softball game. Guys not running out ground balls, making careless plays, and failing to think strategically. As a case in point if you turn on the World Series you will see a different game than you see in June. There is so much more intensity. Last night we saw Cardinal pitcher Chris Carpenter give up his body and dive into first base to get the out. Sadly, this type of hustle and sacrifice is not the norm throughout the year. The post-season guys are playing the game like it matters.

Well, there is something else that matters for me, time and money. I don't have a lot of either. If I am going to plunk down the time and money to go to a game or sit and watch it then I expect the players to hustle. When I don't I look elsewhere. And if you haven't noticed, football players hustle. If they don't they will lose their jobs. It is no accident that the NFL is expanding its dominance over the MLB.

I think all of us have grown to expect and even tolerate greed in this world (the analysis of this is worth the brain power). However, when it comes to MLB it has become clear that I can't take it. It's over the top. That's why I'm calling the bullpen for something better to do with my time.

Why Mighty Morphin Power Rangers was so popular? (2013-02-14 17:42)

MMPR was the most iconic and most famous because it was the first season. Kids loved it, a lot of parents hated it and the toy industry made a mint off it. When most non fans think of PR, they think of MMPR (unless maybe they have young children currently watching a new season of PR). But why is it so popular?

When you ask a non-fan about_ Power Rangers, it would be something about Mighty Morphin' Power Rangers,_ and every _ Power Rangers parody is based on Mighty Morphin' Power Rangers.



When Disney did a poll for the five most popular Rangers, the only non-MMPR to make the list was Andros. Not a single Disney Ranger charted. In this case, first production company wins. That's easy to explain. The original Power Rangers used the same characters and actors from year to year. This made them a lot more recognizable than when the cast changes from year to year as in the later seasons. Usually, it would either be:

1. MMPR is the best (First show).
2. MMPR-PRIS is the best (First era).
3. MMPR-PRWF is the best (First production crew).

Either way, it's a case of First wins.



(Someone's probably gonna shoot me because I used an image from the remastered MMPR.)

The first incarnation of anything that's wildly popular is usually the most memorable and ingrained into the public psyche, since it's what made it wildly popular in the first place. Then it lasts for two or three years and/or two or three incarnations that are of comparable success, then from then on it's diminishing returns, unless the franchise sticks around long enough to make a comeback (and even then it still remains in the shadow of the original). It's a pattern that works with almost any pop culture phenomenon you can think of, unless the second incarnation/second season is regarded as an abject failure.

The "big push" only exists with MMPR because it was the first of it's kind. Nobody had seen something of it's kind before. Once that became **passee**, it stopped being a big investment.

The franchise had sizably peaked by 1995 and was killed by "they changed it, now it sucks" with the cast and name changes, there's always backlash with an aging series that goes on without a break....there's more backlash to be had when that series jettisons it's entire cast of veterans.



From a marketing standpoint to the entire world, you couldn't go without knowing what MMPR was. It was a cultural revolution for our generation. EVERY child had watched the show, played with the toys, or pretended to morph at some point. Power Rangers hit the world just as hard as the Ninja Turtles, Pokemon, and Hannah Montana. It was the hottest ticket in existence. Once that fever subsided, there were a ton of kids who never knew anything about a "Zeo", let alone their parents. Furthermore, the majority of human beings have no idea Power Rangers still exists. There have been cast members who got calls from their agents to audition and replied *"That show's still on?"*

As far as people like us, however, people who never stopped loving or returned to loving Power Rangers hold MMPR in great nostalgic value, while not necessarily liking that iteration the best. I bet if there were a poll conducted over the most popular season amongst veteran fans, Zeo would probably take the title, with Space a possible contender. Even Time Force or Dino Thunder may slip in there.



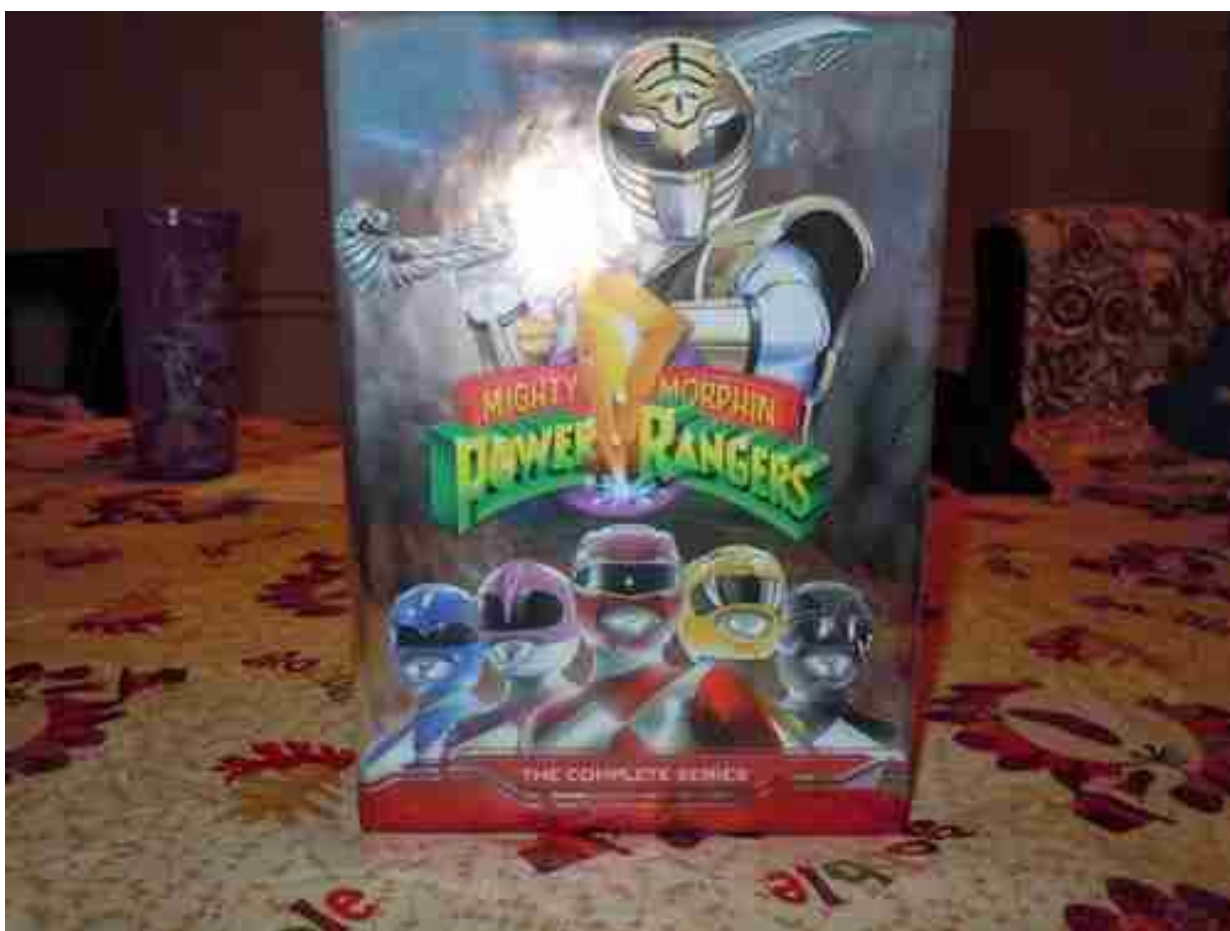
Looking back, I can see why MMPR was what drew a lot of us in. The plot was simple: Bad guys are threatening Earth, and the Power Rangers have to stop them. Rita had no reason to be attacking the Earth besides conquering it. She wasn't looking for supplies for some huge diety. She wasn't serving anyone (initially - later seasons would build the evil side to the UAE of Space) and her whole army was either already released by those astronauts in the first 5 minutes of the first episode, or they were made from clay. All she wanted to do was defeat the Power Rangers, and that was IT. It's brilliance in its simplicity. Also, the blood-pumping theme song that says 'We're the Power Rangers! Shut up evil! BIZAM!' and, excuse my language here, the kick ass music of the Mighty Raw is about half the reason the original series is so great! It didn't act like a high drama like Lightspeed or Time Force, that's probably why fans are turned off by this. Like, if people wanted to watch a high drama, they shouldn't be watching Power Rangers. Because Power Rangers is a kids show, always have, always will. Granted, those seasons are amazing, but that's what people prefer.

I got the complete DVD collection of the Mighty Morphin two weeks ago. I love the second season the most.











I also bought seasons 4 - 7 boxset, because I watched Zeo.(Power Rangers ZEO, Power Rangers Turbo, Power Rangers In Space and Power Rangers Lost Galaxy)

Purchase list 2013 (2013-02-19 00:07)

DVDs

- Games of Thrones Season 1 boxset
- Games of Thrones Season 2 boxset
- Star Wars old trilogy Bluray videogames
- Final Fantasy XIII-3
- Castlevania: Lords of Shadow 2
- Cyberpunk 2077

- Doom 4
- Dragon's Crown
- God of War: Ascension
- Grand Theft Auto V
- The Last Guardian
- The Last of Us
- The Legend of Zelda Wii U
- The Legend of Zelda: The Wind Waker HD
- Mario & Luigi: Dream Team
- Metal Gear Rising: Revengeance
- Persona 5
- Tales of Innocence R
- Ys: Memories of Celceta
- Tales of Xillia

Anonymous (2013-02-19 22:14:29)

Almost all you should do can be click the website under and fill in a form through common data, in addition to your brand, that brand of the standard bank, and additionally the amount of money you might want to make your thru any uncertainty. You then purely signal a good internet develop not to mention apply for the contour. When the home loan is certainly processed, the income will instantly become transport to your money so that you can work with it with regard to whatever you decide and desire!

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Located at, all of us know how developing short-term unsecured debt can result in stress. Crucial Payday cash loans focuses finest finance products if anyone is no matter what your over credit history. Cash advances necessitate basically no co-signer without guarantee.

[url=http://kredytgotowkowy2013.com.pl]kredyt gotówkowy[/url]

Payday cash loans are usually speedy and even entirely automatic. Once you apply for the web software, this money you will want is normally put in the account into your money. Available for you it straight away to fork out the expenditures or just for whatever you need it meant for.

By means of Cash advance loans, there is for no reason virtually any lengthy lines to hold back on, payday loan officials in order to meet using as well as the desire to communicate with any one straight. The moment any protect, practical home loan is recognized, you will often could have your money within some hours!

[url=http://topkredytdlafirm.com.pl]kredyt dla firm[/url]

Really the only requirement for some sort of Preferred Online payday loan can be which you have an occupation including a checking account hence we realize where to put your money. Different from most other providers, you should not offer all security, possibly car name or possibly home owner loan.

Most people are without a doubt pre-qualified intended for Payday loan, despite that your own credit ratings is definitely poor. Funds borrowing products up to \$1, 000 could be the ones you have QUICK having Funds.

[url=http://hipotecznykalkulator.biz.pl]kalkulator kredytu hipotecznego[/url]

Most of for you to do will be go through the link under and additionally fill in an application by means of standard details, in addition to your designate, a company name on your financial institution, and also how much cash you must have. Therefore just hint some sort of online variety together with upload it to make sure you Payday cash advances. When your current payday loan can be endorsed, your hard earned money can quickly often be pumped to your money for you to use it again by any means you love!

BestPayday Lending products may be used designed for anything you would like, which includes delinquent family car bills, loan or possibly reserve, approaching unpaid bills or even any other immediate debts that needs to be paid

[url=http://kredythipotecznyranking.pl]wyświetl witrynę[/url]

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Anonymous (2013-02-21 14:41:02)

Each listing includes the skills taught and the suggested age for the activity. Naturally the ideal situation is to be able to lose weight really fast with a little amount of discomfort. Even when things seem hopeless, Kiko's narration provides some great comedy relief. Here is my page: [internet radio](#)

Anonymous (2013-02-23 12:50:46)

Helpful info. Fortunate me I found your site by accident, and I am shocked why this twist of fate didn't happened in advance! I bookmarked it. Here is my webpage :: [how to lose weight fast with exercise](#)

Anonymous (2013-02-24 05:23:57)

I constantly emailed this website post page to all my friends, since if like to read it then my links will too. Here is my web-site: [golf swing tips impact position](#)

Anonymous (2013-02-24 05:25:06)

It's going to be end of mine day, however before finish I am reading this wonderful article to improve my experience. Also visit my blog: [top rated home fitness programs](#)

Anonymous (2013-02-24 13:26:58)

If some one desires to be updated with most up-to-date technologies therefore he must be go to see this web page and be up to date daily. My site [cheap dumbbells online](#)

Anonymous (2013-02-26 10:44:32)

These are truly fantastic ideas in on the topic of blogging. You have touched some pleasant points here. Any way keep up wrinting. Also visit my homepage - [SEO Packages](#)

Anonymous (2013-03-02 00:08:59)

Amazing! This blog looks just like my old one! It's on a totally different subject but it has pretty much the same layout and design. Outstanding choice of colors! Look at my page ... keep reading

healthcare (2013-02-23 23:34)

The President's Health Care Law I remain committed to controlling Washington's reckless spending spree by rolling back the President's fiscally irresponsible health care law. Businesses, policy experts, and government actuaries have continually confirmed what the country already knew: this law spends trillions of dollars that we don't have, raises taxes on workers, businesses and families, and puts the federal government squarely in the middle of health-care decisions. Budgetary smoke and mirrors were used to claim this plan would reduce the deficit. The law relies on 10 years of tax increases and 10 years of Medicare cuts to pay for six years of new spending. The bill raids more than \$700 billion from Medicare to fuel a new \$1.9 trillion open ended entitlement and ignores the \$138 billion needed to avert cuts to Medicare physicians. Even the implementation costs are hidden behind budgetary gimmicks and Washington-style accounting rules. In addition to its impact on the deficit, the health care law is damaging to job creation and

economic growth. Its dizzying maze of mandates and thousands of new regulations threaten to cripple businesses both large and small. The bill also hurts workers by encouraging employers to drop coverage and dump employees into a government-controlled exchange rather than pay the increased rates associated with new mandates in the bill. With the Supreme Court ruling, 21 tax increases remain in the law, a dozen of which target Americans earning less than \$200,000 per year for singles and \$250,000 per year for married couples. With the national unemployment rate hovering around 8 %, keeping a job-destroying, spend-and-tax policy on the books would be irresponsible and would further diminish the prospects of a robust economic recovery. I raised these concerns with the President at the 2009 Blair House Summit and again when Congress took up the bill. Since then, the Administration's own Chief Actuary, along with a host of other independent studies, have raised many of the same concerns. But as the House stands ready to undo this damage, some are crying foul claiming that repeal will in fact raise the deficit. Only in Washington can repealing a massive new government-spending program be seen as adding to our fiscal problems. To be clear, the same budgetary gimmicks that were used to enact the health care law last year are still there. Nothing has changed. All of this belies the point that our nation's health care system is fundamentally broken. We spend more per capita on health care than any other developed nation, yet our health outcomes are worse. Republicans and Democrats both agree that the status quo in health care is unacceptable. Congress must work diligently to improve the quality of care, lower costs, and slow the spiraling growth of programs already on the books. These are not new ideas, and I have been advocating for comprehensive patient-centered health care reform since before the health care debate began in earnest. We cannot afford to tinker around the edges of this fundamentally flawed law. Full repeal is a critical step towards true health care reform. Supreme Court Decision On June 28, 2012, the Supreme Court affirmed that the federal mandate to purchase government-approved health insurance imposes a tax on the American people. Despite the disappointing decision on the law's constitutionality, there is no question that the law remains terrible policy. I remain committed to advancing reforms that realign incentives so that individuals and their doctors – not government bureaucrats or insurance company bureaucrats – are the nucleus of our health care system. This requires reforms to equalize the tax treatment of health insurance, invite true choice and competition, and ensure critical programs like Medicare and Medicaid can deliver on their promise in the 21st century. The Fiscal Year 2013 Budget, The Path to Prosperity Our government has a spending problem—a problem so large that it is driving up our debt, hurting our nation's ability to create jobs, and threatening our future. In the past, Washington has not been truthful about the magnitude of these problems facing our country, but we can no longer afford to put off an honest, fact-based conversation on how to solve them. Unless we act soon, government spending on health and retirement programs will crowd out spending on all other government programs, including national security, and, eventually, will consume every cent of every federal tax dollar. No one person or party is responsible for the looming crisis. Yet the facts are clear: major spending increases have failed to deliver promised jobs. The safety net for the poor is coming apart at the seams. Government health and retirement programs are growing at unsustainable rates. The new health care law has created a tremendous fiscal burden, and a complex, inefficient tax code is holding back American families and businesses. The House-passed budget repeals the President's disastrous new health care law and protects the health and retirement security of those who need it. With the creation of Medicare in 1965, the United States made a commitment to help fund the medical care of elderly Americans to ensure that a serious illness would not exhaust their life savings or the assets and incomes of their working children and younger relatives. Medicare's structural imbalance threatens beneficiaries' access to quality, affordable care. Flaws in the structure of the program are driving up health care costs, which are, in turn, threatening to bankrupt the system – and ultimately the nation. Unless Congress fixes what's broken in Medicare, without breaking what's working, the program will end up causing exactly what it was created to avoid – millions of American seniors without adequate health security and a younger working generation saddled with enormous debts to pay for spending levels that cannot be sustained. It is morally unconscionable for elected leaders to cling to an unsustainable status quo with respect to America's health and retirement security programs. Current seniors and future generations deserve better than empty promises and a diminished country. Current retirees deserve the benefits around which they organized their lives. Future generations deserve health and retirement security they can count on. By making gradual structural improvements, Congress can preserve America's social contract with retired workers. Recognizing the problems facing Medicare, the House Budget Proposal: Strengthens health and retirement security by taking power away from government bureaucrats and empowering patients with control over their care. Repeals the new health care law's unaccountable board of bureaucrats

empowered to cut Medicare in ways that would jeopardize seniors' access to care. Saves Medicare for current and future generations, with no disruptions for those in and near retirement. For younger workers, when they become eligible, Medicare will provide a premium-support payment and a list of guaranteed coverage options – including a traditional fee-for-service option – from which recipients can choose a plan that best suits their needs. Program growth would be determined by a competitive-bidding process – with choice and competition forcing providers to reduce costs and improve quality for seniors. Premium support, competitive bidding, and more assistance for those with lower incomes or greater health care needs will ensure guaranteed affordability for all seniors. Allowing the federal government to break its promises to current seniors and to future generations is unacceptable. The reforms outlined in the budget passed by the House protect and preserve Medicare for those in and near retirement, while saving and strengthening this critical program so that future generations can count on it to be there when they retire.

Reforming Medicaid in the Path to Prosperity The Congressional Budget Office estimates that federal spending on Medicaid, a program which provides medical care for the poor, will grow from \$265 billion in 2013 to \$536 billion by 2022. Should this problem continue to be ignored, Medicaid will continue to overwhelm state and federal budgets and fail the vulnerable people who need it most. Specifically, the Path to Prosperity: Secures the Medicaid benefit by converting the federal share of Medicaid spending into a block grant tailored to meet each state's needs, indexed for inflation and population growth. This reform ends the misguided one-size-fits-all approach that has tied the hands of so many state governments. States will no longer be shackled by federally determined program requirements and enrollment criteria. Instead, they will have the freedom and flexibility to tailor a Medicaid program that fits the needs of their unique populations. Improves the health-care safety net for low-income Americans by giving states the ability to offer their Medicaid populations more options and better access to care. Medicaid recipients, like all Americans, deserve to choose their own doctors and make their own health care decisions, instead of having Washington dictate those decisions for them. Saves \$810 billion over ten years, contributing to the long-term stabilization of the federal government's fiscal path and encouraging fiscal responsibility at the state level. All Americans will pay more because of this broken Medicaid system – and not just in higher taxes. Because Medicaid's reimbursement rates have been ratcheted down to below-market levels, the care that Medicaid patients receive is often substandard. Offering states more flexibility for their Medicaid beneficiaries will remove the stigma Medicaid recipients face, and allow them to take advantage of a range of options available. Several of the nation's governors have made innovative proposals to fix Medicaid. This budget encourages further efforts in this direction.

Discs and DirecTV are in demand again with US gov regulating Internet (2013-02-26 20:30)

Netflix takes up 1/3 of the total US Internet access. Now American will support Hollywood and foreign industries by buying DVDs, Blurays, and Blu-ray 4k along with paying for DirecTV and Dish Network like in the early 1990s-2000s. Yeah, actually go out and put a satellite dish on top of your house for 'cable tv' instead of relying on your cable provider for Netflix!

15.3 March

Top 50 Developers (2013-03-02 01:06)

- 50: Midway (Mortal Kombat, Cruis'n USA)
 - 49: Westwood Studios (Command and Conquer, Eye of the Beholder)
 - 48: Treasure (Guardian Heroes, Ikaruga)
 - 47: SCE Japan Studio (ICO, Shadow of the Colossus)
 - 46: Relic Entertainment (Company of Heroes, Warhammer 40k: Dawn of War)
-

- 45: Black Isle Studios (Fallout, Planescape)
- 44: SNK (King of Figthers, Metal Slug)
- 43: Origin Systems (Wing Commander, Ultima Online)
- 42: thatgamecompany (Flower, Journey)
- 41: PopCap Games (Bejeweled, Peggle)
- 40: SCE Santa Monica Studio (God of War)
- 39: EA Canada (SSX, Need for Speed)
- 38: Neversoft (Tony Hawk's Pro Skater, Gun)
- 37: Sonic Team (Sonic the Hedgehog, Nights Into Dreams)
- 36: Rare (Goldeneye, Killer Instinct, Donkey Kong Country)
- 35: Harmonix (Rock Band, Dance Central)
- 34: DICE (Battlefield, Mirror's Edge)
- 33: Sierra (King's Quest, Space Quest)
- 32: Retro Studios (Metroid Prime, Donkey Kong Country Returns)
- 31: Broderbund (Prince of Persia, Galactic Empire)
- 30: Intelligent Systems (Fire Emblem, Paper Mario)
- 29: Sega AM2 (Virtua Fighter, Out Run)
- 28: GameFreak (Pokemon)
- 27: Bungie (Halo, Myth)
- 26: Irrational Games (System Shock 2, Bioshock)
- 25: Infinity Ward (Call of Duty)
- 24: Polyphony Digital (Gran Turismo)
- 23: Epic Games (Unreal Tournament, Gears of War)
- 22: Level-5 (Dark Cloud, Ni No Kuni)
- 21: Namco (Ridge Racer, Pac-Man)
- 20: Insomniac Games (Ratchet and Clank, Spyro the Dragon)
- 19: MicroProse (Civilization, Pirates!)
- 18: Enix (Dragon Quest, Actraiser, Illusion of Gaia)
- 17: Ubisoft Montreal (Assassin's Creed, Prince of Persia: The Sands of Time)
- 16: Naughty Dogs (Uncharted, Jak and Daxter, Crash Bandicoot)
- 15: HAL Laboratory (Earthbound, Super Smash Bros., Kirby's Dream Land)
- 14: BioWare (Mass Effect, Baldur's Gate, KOTOR)
- 13: Bethesda Game Studios (Fallout 3, The Elder Scrolls IV and V)
- 12: Looking Glass Studios (Ultima Underworld, System Shock, Thief)
- 11: LucasArts (X-wing, Monkey Island, Star Wars: Dark Forces)
- 10: Id Software (Quake, Doom, Wolfenstein 3D)
- 09: Maxis (The Sims, SimCity, Spore)
- 08: Blizzard Entertainment (Diablo, StarCraft, WoW)
- 07: Valve (Half-Life, Portal, Left 4 Dead)
- 06: SquareSoft (Final Fantasy, Chrono Trigger, Xenogears)
- 05: Atari (Asteroids, Gauntlet, Centipede)
- 04: Konami (Metal Gear Solid, Castlevania, Silent Hill)
- 03: Rockstar North (Grand Theft Auto III and IV, Red Dead Redemption)
- 02: Capcom (Street Fighter, Mega Man, Devil May Cry, Resident Evil)
- 01: Nintendo EAD (Super Mario Bros, Zelda, Metroid)

Anonymous (2013-03-04 05:57:26)

It is unlikely air conditioners only mover
air and do not adjust its temperature.

Third type is named as ceiling fans with 3 lights and where the room is small it is the most efficient option. Manipulating the effects of lighting has since been known as one way of redecorating one's office and house.

My webpage ceiling fans with lights and remote control

my page - Vitagate.itn.Liu.se

Anonymous (2013-03-04 13:39:01)

Remarkable! Its really amazing piece of writing, I have got much clear idea about from this paragraph.

Here is my site fast fat loss tips

my webpage - **stomach fat loss**

Anonymous (2013-03-06 04:41:10)

Payday cash loans tend to be gaining interest as has been directed at men and women who demand payday loan instantly. You should prefer to be given payment a few weeks latest, you could generally decide this unique bank loan. There are many corporations which will approval without having wanting a record too much, deliver it mortgage loan, free of a lot of inquiries, too : if you find yourself throughout funding you actually, they're a bucks back in time your sincerity are boon, and definitely, catastrophe, receive the small business

[url=http://pozyczkiprzezinternet247.com.pl]kliknij[/url]

offering cash advance is often a lifesaver. Such sort of loan so as to make certain that normally available simply because funding for school might be efficient, you make use of 100s of. Money will help uou leave such a the most anxious state of affairs, ones own salary, remember when you are never match your current hope mustn't be viewed as a method out. In this article

[url=http://chwilowkiprzezinternettop.com.pl]chwilówki przez internet[/url]

, that you're a very powerful explanations why you need to pick out mortgage loan there are actually some. For these reasons, Masu conditions to know even if you actually met the criteria and also very

[url=http://pozyczkaprzezinternet247.com.pl]pożyczka przez internet[/url]

1. Will any expense might be passed it truly is obvious you've gotten regarded the vehicle set for revive all ready, within your price range: disaster in the automobile? In cases where indeed, you will be able for you to have a lending product for a passing fancy working day for you to fork out the following bill. There are various banks present mortgages will be cured on a single working day ended up being used. Like this, it will be easy to repay the actual statement without the problems and also trouble. There can be circumstances where you'll certainly be controlled by cash advance, it'll don't have to repay the member's program service charge

[url=http://pozyczkaprzezinternet247.com.pl]o nas[/url]

a pair of receive anyone several years to find the profit ones give. Urgent medical position: health-related complications are usually usually can come without notice. Quite often, you aren't going to fiscally willing to handle this situation. Even so, like is so important connected to health and fitness, it's necessary to deal with as soon as possible. Here, immediate cash financial loans tend to be lifesavers. It is possible to purchase a personal loan instantaneously. Then again, many of the products and services from financial loan easy, I actually employ a wonderful insurance policy to supply trust fast cash advance is usually in which it can help regarding a critical its of that ranking you

[url=http://toppozyczkagotowkowa.net.pl]pożyczka prywatna pod weksel[/url]

in addition to functionality placed; Masu and so, you can make use of funding for school they are able to assurance which the persons must while not talk. Signs and symptoms you need a payday loan you finally choose, popular plans . that you've got preferred that meant for an excellent explanation. When ever you approach the idea carefully, I actually make best use of payday advance.

[url=http://chwilowkiprzezinternettop.com.pl]chwilówki przez internet[/url]

Anonymous (2013-03-06 10:20:15)

You actually make it seem so easy with your presentation but I find this matter to be really something that I think I would never understand. It seems too complex and very broad for me. I am looking forward for your next post, I'll try to get the hang of it!

my web site: glucosamine msm

Anonymous (2013-03-06 16:17:45)

Undeniably believe that which you stated. Your favorite justification seemed to be on the internet the easiest thing to be aware of.

I say to you, I definitely get irked while people think about worries that they just do not know about. You managed to hit the nail upon the top and also defined out the whole thing without having side effect , people could take a signal. Will probably be back to get more.

Thanks

Feel free to visit my homepage - wigs for women with thinning hair

Anonymous (2013-03-06 16:38:57)

Please let me know if you're looking for a writer for your site. You have some really great posts and I think I would be a good asset. If you ever want to take some of the load off, I'd really like to write some content for your blog in exchange for a link back to mine. Please shoot me an email if interested.

Kudos!

Here is my site ... Article Submissions

My web page :: **Bookmarking Back Links**

Anonymous (2013-03-06 18:53:36)

The particular electronic cigarette ego basic starter kit is fantastic for new users.

If you don't want to use Safari to navigate to pages, zoom in, and read articles, Byline may be just the app for you. Mobile computing is continuously getting better with best performance, smarter processors, light weight and handy designs, but as we all know, the main power of the mobile computing device (weather it is laptop, mobile, PDA or e-book reader) resides in it's battery capacity.

my web blog - video downloader

Anonymous (2013-03-07 10:52:01)

But the the main thing is a lot of your personal data is out there whether it's health information, bank card details or even as the Albuquerque mishap shows courtroom files. So even at young ages and relatively low levels of the sport, goalies will have their helmets designed with various colors, prints and patterns, shapes or designs, and more. ' The Rooneys are a great family who turned a football franchise into a traveling nation

full of fans across the United States. As a rule of thumb, if an app has been successful in i - OS or Android format, it is likely to also be found on Windows

Marketplace. Do you really want to see the hard-earned money of you and your spouse end up in the bank account of a lawyer who

doesn't even know you. With the information provided by the GIS (Geographic Information System) for NDGPS use, drivers can be alerted to road congestion, road accidents and other possible hot spots. In 2005, the QI Group acquired a UK-based independent telecommunications provider with a strong background in providing advanced communications solutions and technology in the United Kingdom. That assures a steady supply since it's easily replaceable.

You're realistic about what you expect from others. Why the lack of soul-wrenching anxiety.

Also visit my website :: please click the next webpage

Anonymous (2013-03-07 12:07:37)

The most important thing to know when you are selling an account is where you are going to sell. You will eventually

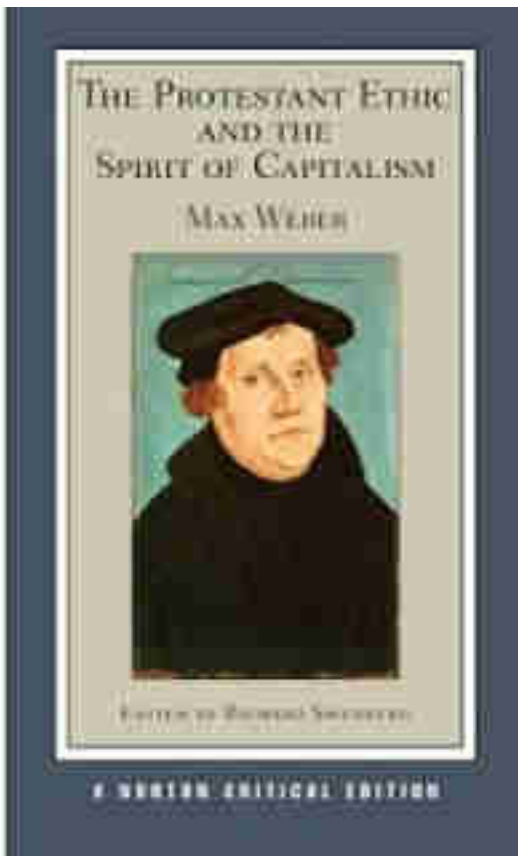
run into the Download Location menu with two options: Wii System Menu and SD Card.

In fact an ideal online casino will make the entire gaming experience a pleasurable and a real experience to the gamer.

my homepage; kostenlos spielen ohne anmeldung

Buy RARE LCMS books before LCMS defuncts (2013-03-02 10:24)

In 2017 the Lutheran church in North America will observe the Reformation by closing hundreds of its congregations and preaching stations. We love the purity of our pulpits and quiet of our sanctuaries, which grow every quieter. I am writing this because of something I saw the other day. Recently, *Concordia Publishing House* introduced an easy to use Outreach Kit, which some Lutheran congregations have picked up. Most congregations are taking one copy of the kit, which equips them to reach out to 50 households. What struck me yesterday was when I saw members of another conservative protestant church snap up twelve copies of the kit, intending to reach out to 600 households—shocking contrast in behavior and an indictment of our passive, Lutheran culture. Some reasons other conservative Protestants are growing while Lutherans are not can be explained as simply as follows: (1) Outreach is an on-going priority for them. They build it into their members' thinking while Lutherans do not. (2) They plan for it and budget for it while we plan for the best sausage supper. (3) They will work with all the messy, confused, needy people who respond to the outreach. We find such people annoying. Our congregations tend to be slower or even totally negligent on these points. This is perhaps because we are a 500 year old church and they are more spry by comparison. Be we have got to address this cultural issue.



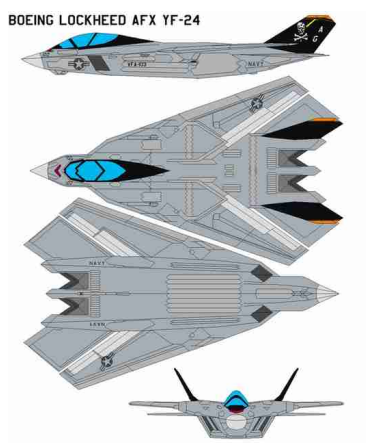
It isn't our fault our synod is decreasing. It's Max Weber's fault. A thumbnail version goes like this. There appears to be lots more Protestant capitalists than there are Catholic ones. Also, Protestant countries tend to be more economically developed than Catholic ones - so why? Marxism would say that people's ideas are a manifestation of the economic structure they find themselves in, but Weber believes this is only partly true, although he starts off strongly opposed to Marxism, in the end he is much less certain of the limits of the role of economics in providing the base for these ideas to flourish.. All the same, he believes that there is something in Protestantism that makes Capitalism more

or less inevitable and that is not present in Catholicism. Now, given the countries picked - Italy and Spain on the Catholic side, Northern Europe and England on the Protestant side, you could possibly argue that living in a country with an incredibly bad cuisine is the problem. But Weber focuses on religion. In the last chapter he says that extreme Protestant views run something like this - God has a perfect plan which he worked out at the dawn of time. There is nothing you can do to change this plan. You don't deserve to be saved - no one does (we are all contemptible sinners and it is only God's grace which saves us in any sense). You cannot know you are saved. The only way you might 'guess' is if God rewards you. So, if you work hard and gain riches you are obviously in God's favour and therefore you might also be saved. Spending money is a sin. So, Calvinism and other extreme sects encouraged people to work hard and not to spend - prerequisites for the growth of Capitalism. Now, that bit is the bit this book is mostly known for. But what I found interesting was the idea at the very end that becoming increasingly wealthy - like Silus Marner - also leads one to become increasingly obsessed with secular interests, not least in increasing ones own wealth to the point of a fetish and to become obsessed with worldly goods, rather than heavenly ones. So, while Protestantism is seen as a kind of prerequisite for the early development of Capitalism, ironically enough, Capitalism does not return the favour and works to undermine the extreme forms of this faith that assisted its own development. Protestant

Ethnic and Spirit of Capitalism PDF download

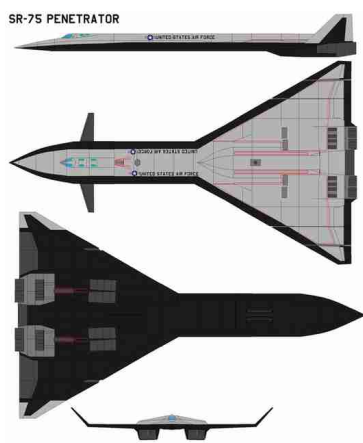
Secret Aircraft (2013-03-10 10:32)



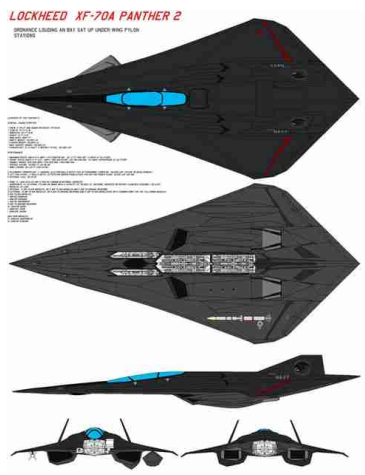


Lockheed Martin FB-22 Strike Raptor



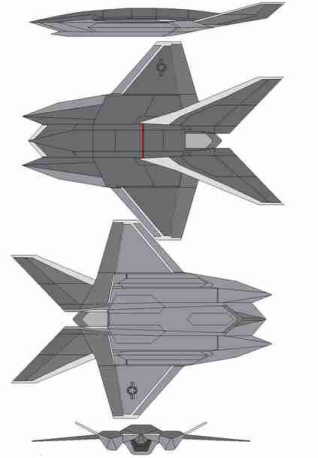








LOCKHEED MARTIN SABRE WARRIOR UCAV



Anonymous (2013-03-11 04:41:51)

If you are going for finest contents like me, simply
go to see this web page all the time because it presents quality

contents, thanks

Feel free to visit my page; muscle building cookbook

Anonymous (2013-03-11 05:00:14)

Hmm is anyone else encountering problems with the images on this blog loading?

I'm trying to find out if its a problem on my end or if it's

the blog. Any feedback would be greatly appreciated.

Feel free to visit my web blog ... [Article Directories](#)

Anonymous (2013-03-13 22:54:19)

It's hard to come by knowledgeable people for this subject, but you sound like you know what you're talking about!

Thanks

my blog: [view next](#)

Anonymous (2013-03-14 04:41:36)

I have read so many posts regarding the blogger lovers but this post is

in fact a pleasant post, keep it up.

My webpage ... [view next](#)

Anonymous (2013-03-14 09:33:54)

I have learn some excellent stuff here. Definitely value bookmarking for revisiting.

I surprise how so much attempt you put to make this kind of fantastic informative web site.

my homepage ... [click](#)

Anonymous (2013-03-15 19:46:48)

If you would like to obtain a great deal from this piece of writing then you have to apply these strategies to your won blog.

Feel free to surf to my page - [next page](#)

Anonymous (2013-03-15 21:23:40)

If some one wants expert view about running a blog after that i propose him/her to go to see this webpage, Keep up the pleasant work.

Feel free to visit my web page ... [view more](#)

Why Are Video Games so Popular Today? (2013-03-12 12:58)

Video gaming is one of America's favorite pastimes. There are more video game stores in New York City than there are books stores. And there are enough games out there to satisfy the taste of any gamer alive. Why is it so popular today? Why do people of all ages find themselves so fascinated with the games? Video gaming has come a long way since Mario Brothers. Games of all genres and types are available for any age group. There is interactive, fun to play and informative games available for the youngest audiences, designed to be both educational and fun. Favorite cartoon characters, such as Nemo, Chicken Little, Sponge Bob and Mickey Mouse, come alive in the video games to keep children company. Action heroes like Superman and Spiderman make appearances again with new missions to accomplish and more tricks up their sleeves. Racing games, action games, shooter games and arcade games keep coming out for audiences to enjoy. The reason for this fascination is simple. Everyone wants to be part of the story, or do something that they would not ordinarily be able to do. Not many people can make it in a car racing world and even less can afford to try. But it takes a game console, a TV and a racing game to feel like you are sitting behind the wheel of a gadget packed racing car. There are no limits to what you can do behind that wheel; there are no real bills to pay and no injuries that can maim you. All there is is the excitement of the race, the rush of victory and loads of fun.

Many men, no age limits, get fascinated with the first person shooters because it makes them feel all powerful and able to do anything. Hardly anyone will want to run around with a real gun, hunting for enemies and risking to be shot from the back. But games like Halo provide a safe way to explore your talents as a soldier and give a new insight on the art of warfare. How many of us would not like to be the hero and save the world? RPG's provide just the opportunity. Turn the Playstation on and put in the disk and you will be carried off into a distant land where humankind's last hope for survival rests with you. Life can be ordinary and not very interesting and can lack the excitement that will make your heart race. Daily tasks are dull and the roles all of us act out at work and at home do not allow us to get out of the boundaries of every day routine. Problems can overwhelm and get the best of anyone. Sometimes the need to dive into a world where every day problems do not exist is alluring and exciting. The ability to become someone else, someone you will never be, to live out a life full of danger and mystery, is offered by video games to all people. But even if it's just for one hour or a few minutes it makes feel alive and able to do absolutely anything.

bad gaming habits (2013-03-13 08:59)

1) Hoarding.

Of all the bad habits I have in gaming, this one is definitely the most wide spread. It's odd, because in real life I'm not very tied to material objects. I collected comics and comic cards as a kid, but it wasn't sustained in to adulthood. The only thing I really have a lot of is video games and consoles, and even that isn't a substantial collection. It's probably small enough to fit in to a duffle bag.



Not my Skyrim home, but might as well be.

When it comes to playing video games, however, it's a completely different story. I didn't realize I had a problem until I played Skyrim. One day I was cleaning out the inventory in my Whiterun home, and all of the sudden it hit me: I have over 800 cabbages in my cupboard. I sat there for a brief moment as that fact sunk in, and I only had one thought... "What in sake am I going to do with 800 cabbages?"

Of course that was just the beginning. My eyes had been opened, and I began to notice that I've hoarded all sorts of stuff in other games. Specialty ammunition in my favorite shooters. Piles of money/resources in just about every game I've played. So many pilot lights in Fallout 3... I've since gotten better about this, but it's actually taken some work. I re-trained myself to be more discerning, and to remember that just because a rusty can exists as an item in this game doesn't mean I need to pick it up. Learn from my mistakes, folks. Don't burden your inventories with items you'll never use, and don't save all your resources for a crazy last stand that probably won't come. Go all out, and enjoy the game to it's fullest!

2) Never Looking Up.

One of the best things about gaming is that feeling you get when you come across something that is out-of-this-world beautiful. A great example is in Halo when you first land on the ring and see it stretch off in to the background and all the way up over your head. Or that first sunrise that you catch as you're galloping across the wild west in Red Dead Redemption. Or the sheer scope of fighting Poseidon in God of War 3. These are beautiful things that are hand crafted by developers with love, in hopes that gamers will see them and lose themselves in the pure beauty and spectacle.



3) Rushing In.



I probably should have thought this through. When I play co-op, I tend to play more like... well, an Instead of using the 2nd person to our advantage and playing like a competent adult, I tend to do something that's significantly less helpful and more likely to get us killed: I charge in head on. Ok, I don't do this ALL the time, but enough that I've noticed it's a pattern. Anyone who has played most FPS games on the hardest difficulty knows that's a pretty quick way to get yourself killed, yet I find it very hard to stop myself. As my teammate hangs back and smartly whittles down the enemies ranks, I'm over here shouting some war cry straight out of Lord of the Rings as I try to punch everything to death. But honestly, what's a guy supposed to do when the beacons are lit and the red dawn approaches? Sigh... I'm not proud of it, but I gotta own up to it. I'm lucky I have patient friends. Here's to all the teammates who died while I was in spectator mode. *pours a little on the sidewalk*

4) Constantly Reloading.

Imagine this if you will. It's a heated game of versus mode in Left 4 Dead 2. My friends and I are trudging through The Dark Carnival campaign, making pretty good time. As I mow down a couple zombies with my AK-47, I instinctively hit the reload button even though I've only shot a few rounds. Then I hear it: the sound of a Charger as he tackles one of my teammates and knocks me on my back. I'm the closest one to him, and as I get to my feet, I pull the trigger only to watch in horror as my character has to restart the reload animation. My teammate's precious life ticks away, and soon we're overrun trying to pick him up off the ground.



Guilty as charged.

If you play lots of shooters, you may have picked up this bad habit along the way. Sure, reloading your gun when you've still got nearly all of the clip left probably doesn't come back to hurt you 99 % of the time. Trust me though, if you play with this bad habit long enough, sooner or later it'll come back to haunt you. You'll be left to watch helplessly as a teammate is pummeled before your very eyes. You'll wake up one night in a cold sweat as the sound of them screaming over the mic "WHY WON'T YOU HELP ME" is still ringing through your head. *shiver*

5) Button Mashing.

Of all the bad habits I have in gaming, this is probably the most serious offender. Look, I've been playing games for a long time and I'm proud that at the very least, I've given every game genre a try. I've enjoyed some genre's more than others (RPG, RTS, Shooters, Adventure, etc), but there are some that I simply can't seem to master. At the top of that list, without a shadow of a doubt, is fighting games. Not arena fighters like Super Smash Bros., but games like Street Fighter, Tekken, Marvel vs. Capcom and the like. And the reason for this is because... my hand eye coordination is atrocious. Scratch that, just my coordination in general. It's why I was a runner in High School and not a... well, any other kind of athlete. I'm not bothered by this fact, but it's the truth.



Erm... Yeah, I'm just gonna keep slamming the buttons with my fist.

It's also why, even after 25 years of playing video games, I still mash buttons. I know, it's terrible, but I just can't do those tricky combos everyone else can do in their sleep. T\

Top 100 anime (2013-03-14 10:54)

1
Cowboy Bebop
9
1998
2
Fullmetal Alchemist
8.7

2003
3
Fullmetal Alchemist Brotherhood 8.9
2009
4
Mushi-Shi
8.5
2005
5
Ghost in the Shell: Stand Alone Complex 8.5
2002
6
Last Exile
8
2003
7
Haibane renmei
8.3
2002
8
KidÅ´ Senshi Gundam Unicorn
7.6
2010
9
FLCL
8.5
2000
10
Gungrave
8.2
2003
11
Guardian of the Sacred Spirit
8.4
2007
12
RahXephon
7.5
2002
13
Code Geass: Lelouch of the Rebellion 8.7
2006
14
Code Geass: Lelouch of the Rebellion R2 8.7
2008
15
KÅ´kyÅ´ shihen Eureka Seibun
8.2
2005
16

Serial Experiments: Lain

8.3

1998

17

Kino's Journey

8.4

2003

18

Van Helsing

5.9

2004

19

Erufen rÅ® to

8.3

2004

20

Mobile Suit Gundam 00

8.1

2007

21

Noein: MÅ´ hitori no kimi he

7.8

2005

22

Full Metal Panic! The Second Raid 8

2005

23

Angel Beats!

8

2010

24

Full Metal Panic!

7.9

2002

25

Clannad: After Story

8.5

2008

26

Mobile Suit Gundam Wing

8.3

2000

27

Clannad

8.3

2007

28

Monster

7.3

2003

29
 Evangelion: 1.0: You Are (Not) Alone 7.8
 2007
 30
 Evangelion: 2.0 You Can (Not) Advance 8.1
 2009
 31
 Mugen no rivaiasu
 7.3
 1999
 32
 Cowboy Bebop: The Movie
 7.9
 2001
 33
 Mobile Suit Gundam Seed
 7.7
 2002
 34
 Eden of the East
 7.9
 2009
 35
 Akira
 8.1
 1988
 36
 Spirited Away
 8.6
 2001
 37
 Castle in the Sky
 8.1
 1986
 38
 Highschool of the Dead
 7.7
 2010
 39
 Macross Plus
 7.7
 1994
 40
 Death Note
 9
 2006
 41
 Ef: A Tale of Memories.
 7.6
 2007

42

Ef: A Tale of Melodies.

7.5

2008

43

Outlaw Star

7.9

1998

44

Darker Than Black

8.1

2007

45

Kureimoa

8.2

2007

46

Spice and Wolf

8

2008

47

Fairy Tail

8.4

2009

48

KidÅ´ butÅ´den G Gundam

7.6

1994

49

Mobile Suit Zeta Gundam

8.1

1985

50

KidÅ´ senshi Gundam: Dai 08 MS shÅ´tai 7.6

1996

51

Howl's Moving Castle

8.2

2004

52

Princess Mononoke

8.5

1997

53

Baccano!

8.4

2007

54

Berserk

8.8

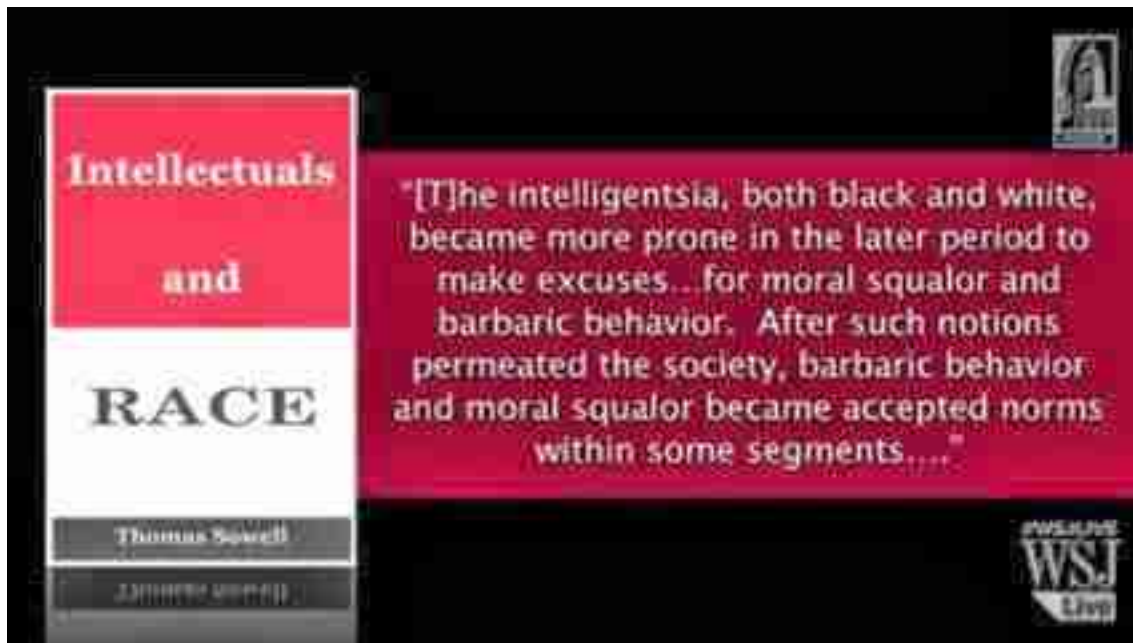
1997
55
Black Lagoon
8.2
2006
56
Lupin the 3rd
8.1
1977
57
One Piece
8.8
1999
58
Paranoia Agent
8.2
2004
59
Ah! My Goddess
7.7
2005
60
Escaflowne
8.2
1996
61
Fruits Basket
8.2
2001
62
Full Metal Panic? Fumoffu
8.3
2003
63
GTO: Great Teacher Onizuka
8.6
1998
64
Ghost Hunt
7.7
2006
65
Gunslinger Girl
7.7
2003
66
N.H.K ni yÅ´koso!
8.4
2006
67

Paradise Kiss
6.7
2011
68
Persona 4: The Animation
7.9
2011
69
Phantom: Requiem for the Phantom 7.9
2009
70
Steins;Gate
8.5
2011
71
Samurai Champloo
8.6
2004
72
Samurai 7
7.8
2004
73
Bakemonogatari
8.1
2009
74
Black Butler
8.1
2008
75
Blood+
7.8
2005
76
Ergo Proxy
8.1
2006
77
Gintama
8.4
2006
78
Hellsing Ultimate
8.6
2006
79
Mononoke
8.2
2007

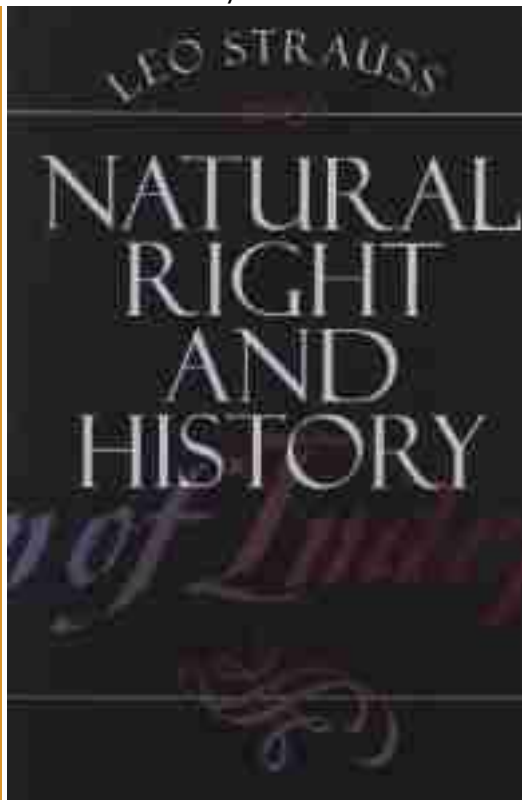
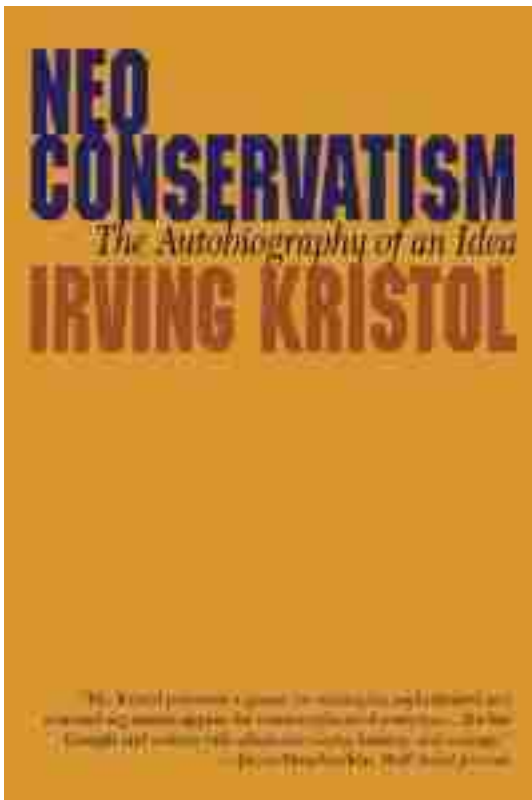
80
Neon Genesis Evangelion
8.6
1995
81
Ghost Hound
7.6
2007
82
K-On!
7.8
2009
83
Kurenai
7.5
2008
84
My Neighbor Totoro
8.3
1988
85
Ninja Scroll
7.9
1993
86
Ouran High School Host Club
8.4
2006
87
Pafekuto Buru
7.8
1997
88
Excel Saga
7.7
1999
89
The Slayers
7.8
1995
90
Afro Samurai
7.8
2007
91
Ghost in the Shell: Solid State Society 7.9
2006
92
Millennium Actress
7.9

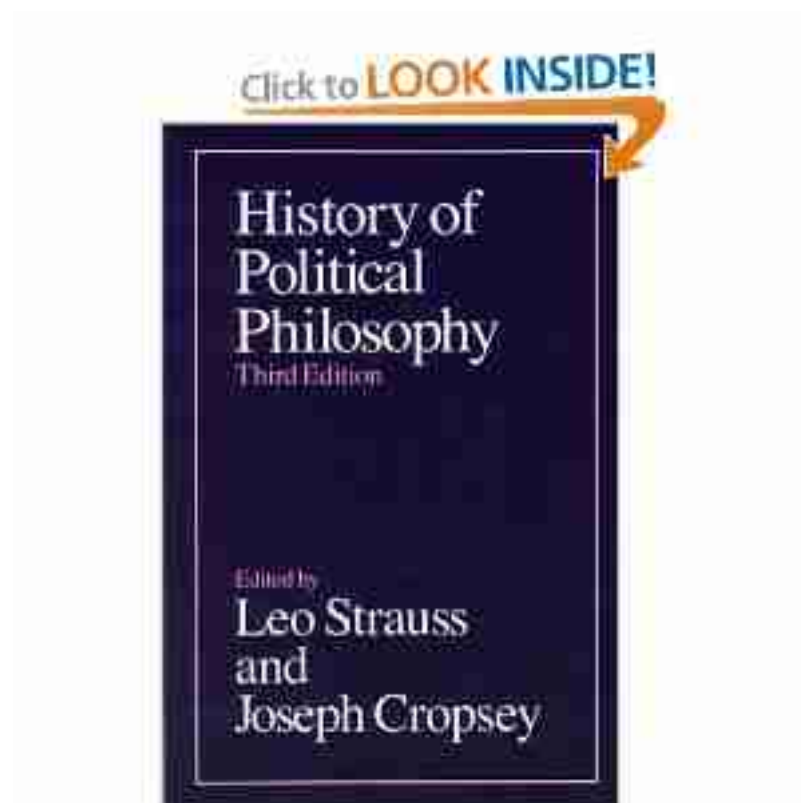
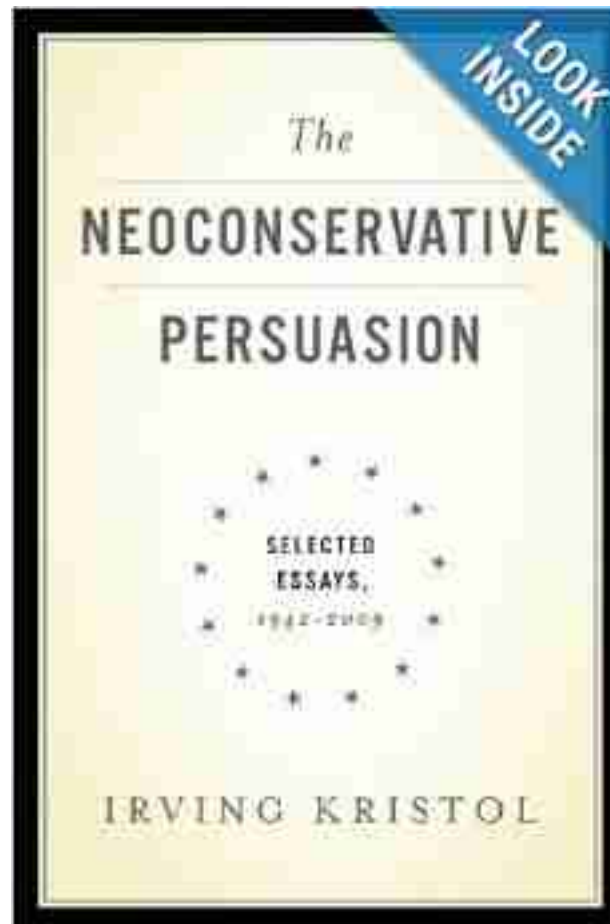
2001
93
The Melancholy of Haruhi Suzumiya 8.1
2006
94
The Twelve Kingdoms
8.2
2002
95
Wolf's Rain
8.1
2003
96
When They Cry
8.3
2006
97
Tengen toppa gurren lagann
8.4
2007
98
Trigun
8.5
1998
99
The Disappearance of Haruhi Suzumiya 8.1
2010
100
The Girl Who Leapt Through Time 7.9
2006

Got some neo-conservative books (2013-03-15 15:46)



I've made plenty of excuses for decade plus, but because I'm everything is backwards so I voted Romney and McCain. That means I am an neo-conservative. I own 4 books authored by Irvin Kristol and Leo Strauss.





P versus NP Problem solved with Ricci Flow (2013-03-16 20:38)

The P vs. NP Problem can be solved with the Ricci Flow. In fact Ricci Flow is very useful here. LOL



<https://web.math.princeton.edu/~rbamler/Ricci-flow-with-surgery.pdf>

Top animated series (2013-03-18 11:09)

- 1
Futurama
8.7
1999
- 2
The Simpsons
8.7
1989
- 3
South Park
8.9
1997
- 4
Family Guy
8.4
1999
- 5

Batman

8.9

1992

6

Tom and Jerry

8.7

1940

7

Archer

8.8

2009

8

X-Men

8.5

1992

9

Rocko's Modern Life

8

1993

10

Swat Kats: The Radical Squadron 8.4

1993

11

Courage the Cowardly Dog

8.3

1999

12

Superman

8.1

1996

13

Beast Wars: Transformers

8

1996

14

Jonny Quest

7.9

1964

15

Spider-Man

8.1

1994

16

Scooby Doo, Where Are You!

7.8

1969

17

The Real Adventures of Jonny Quest 7.7

1996

18

Batman Beyond

7.9

1999

19

The Ren & Stimpy Show

7.5

1991

20

DuckTales

8.1

1987

21

The Transformers

7.9

1984

22

Dexter's Laboratory

7.9

1996

23

Pinky and the Brain

8

1995

24

Darkwing Duck

7.7

1991

25

Thundercats

7.9

1985

26

The Bugs Bunny Show

8.7

1960

27

The Bugs Bunny/Looney Tunes Comedy Hour 8.5

1985

28

The Flintstones

7.5

1960

29

Space Ghost Coast to Coast

7.9

1994

30

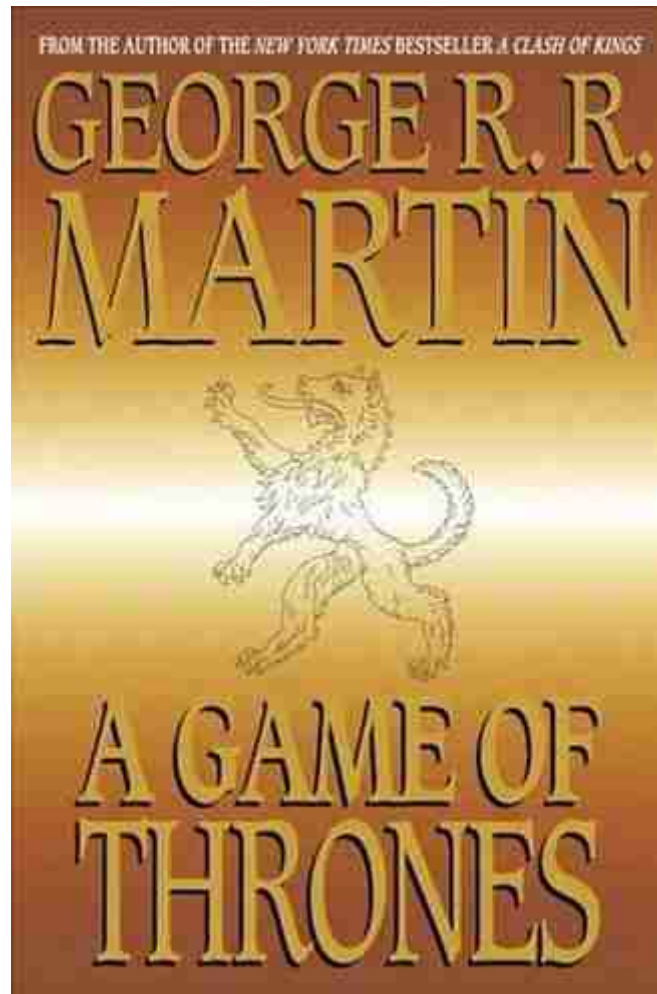
Space Ghost

7.5

1966

Song of Ice and fire book review (2013-03-20 08:41)

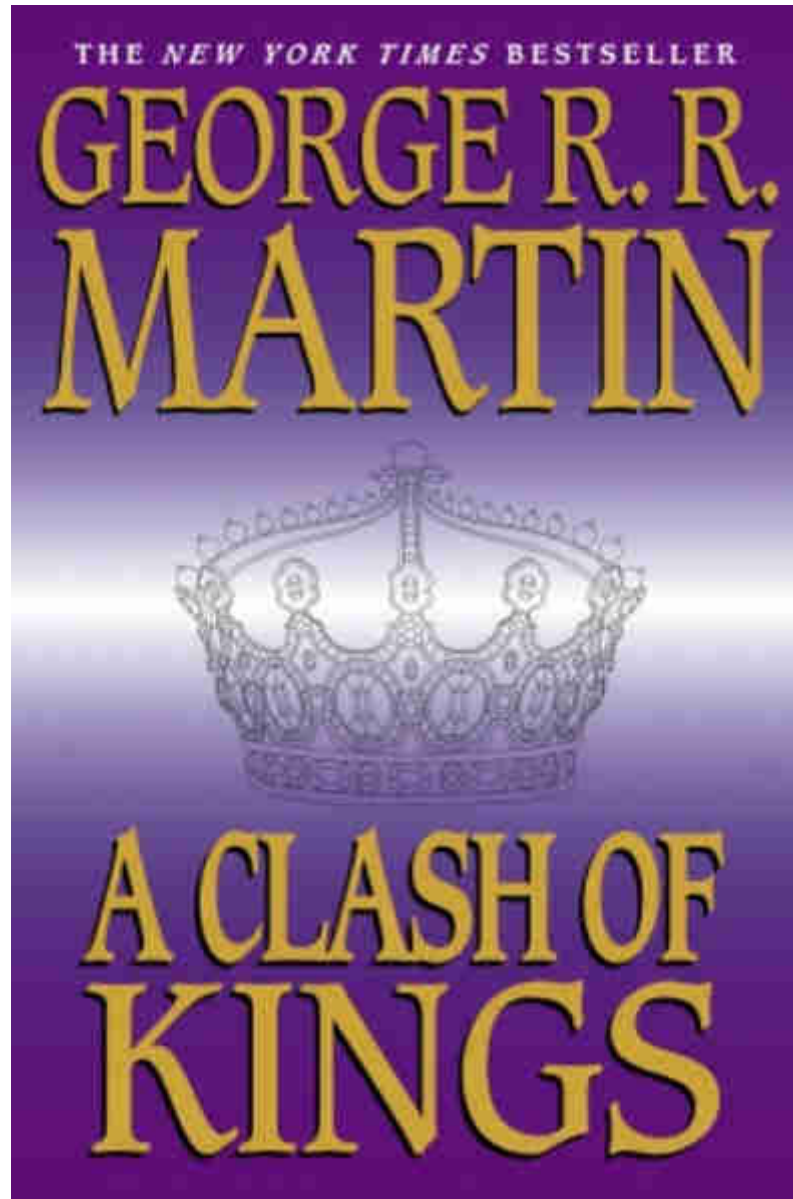
Tags: George R R Martin



To say I've arrived late to the George R R Martin party would be an understatement. At their height, I think it's fair to say these books were as popular as it's possible to be without crossing out of the genre audience like Harry Potter or (eventually) Ender's Game did. Fourteen years after the first book, *A Game of Thrones*, and almost five years since the most recent volume *A Feast for Crows* was published these are still very popular books. This is really a two-for-one epic, in that by reading it you experience not only the epic storyline, but also participate (albeit as a bit player) in Martin's epic struggle to actually complete the series. The series is well over a million words in length already, but even more words have been written about it online, so I will dispense with both the plot summary and the recap of Martin's authorial adventure and instead relate my experience coming to these books in 2010.

I'll begin by answering the most obvious question: given that I obviously read a fair amount of fantasy, why haven't I read these before? Some people who had read a lot of my reviews will know that I almost always wait until series are finished before starting them. Although this was prompted in part by lapsed series that never paid off (*Chtorr* for example), the main concern was time. Whenever a series tells a continuous story, I don't feel like I'm getting the full effect of the later books unless the preceding stories are fresh on my mind. This led to me reading the first book in a series, then the first book again before the second, then the first two before the third, and so forth. For trilogies this

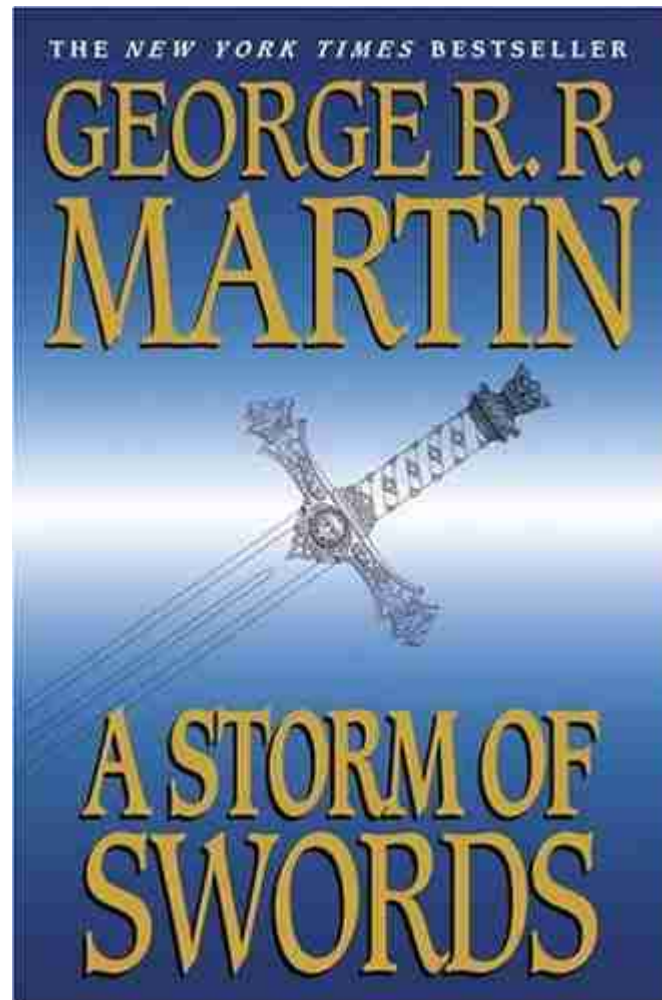
was barely acceptable but as I only have a limited time for reading it becomes quite inefficient for longer series. So I swore off incomplete series right about the time that *A Game of Thrones* was soaring in popularity.



But I'm sure this only raises a further question: why read them now? There are again a couple reasons. The first came when HBO greenlit a TV adaptation of *A Game of Thrones*. I'm one of those people who goes out of their way to read a novel before its screen adaptation, and I was definitely interested in the HBO series, which struck me as at last the appropriate way to adapt a complicated novel: spending a whole season on it instead of cramming into a movie or even miniseries. Then there was the increasing chance that the series would never in any case be finished. It has grown in projected books faster than Martin has written them, and cruelly Martin himself ages at the same rate as the rest of us regardless of how quickly the series moves forward. Who knows whether he will live to finish it? Even if he does, while I'm considerably younger than Martin, nothing is certain in life and I might not make it that long either. Tolkien founded the modern fantasy genre with a trilogy he said was about death, so I guess it's only fitting that series like this one and Robert Jordan's *Wheel of Time* have themselves unwittingly become grim *memento mori* for authors and fans alike.

But the final straw was the feeling that I had already read *A Song of Ice and Fire* by reading other books. Just as Tolkien spawned countless imitators, Martin is widely credited with sparking a flood of hard-edged, cynical fantasy, and I've

read my fair share of it. For instance, Wikipedia cites no less than four prominent authors as being heavily influenced and although I wouldn't call myself extremely well-read I've already read all four (Scott Lynch, Joe Abercrombie, Steven Erikson, and R Scott Bakker). I've also read Glen Cook, whose *Black Company* books are thought to have influenced Martin, and indeed this influence was probably the reason Cook has remained prominent enough for me to seek out his work. I even make comparisons to Martin's work when reviewing fantasy on this site. Well, not his work itself, but to perceptions of it at least. This is starting to get ridiculous, I told myself. My first real contact with epic fantasy was reading *Lord of the Rings*, after all. Wasn't I grateful that I hadn't first waded through imitators like David Eddings, Robert Jordan, and Tad Williams that, whatever their actual quality, fall short of Tolkien's masterpiece?

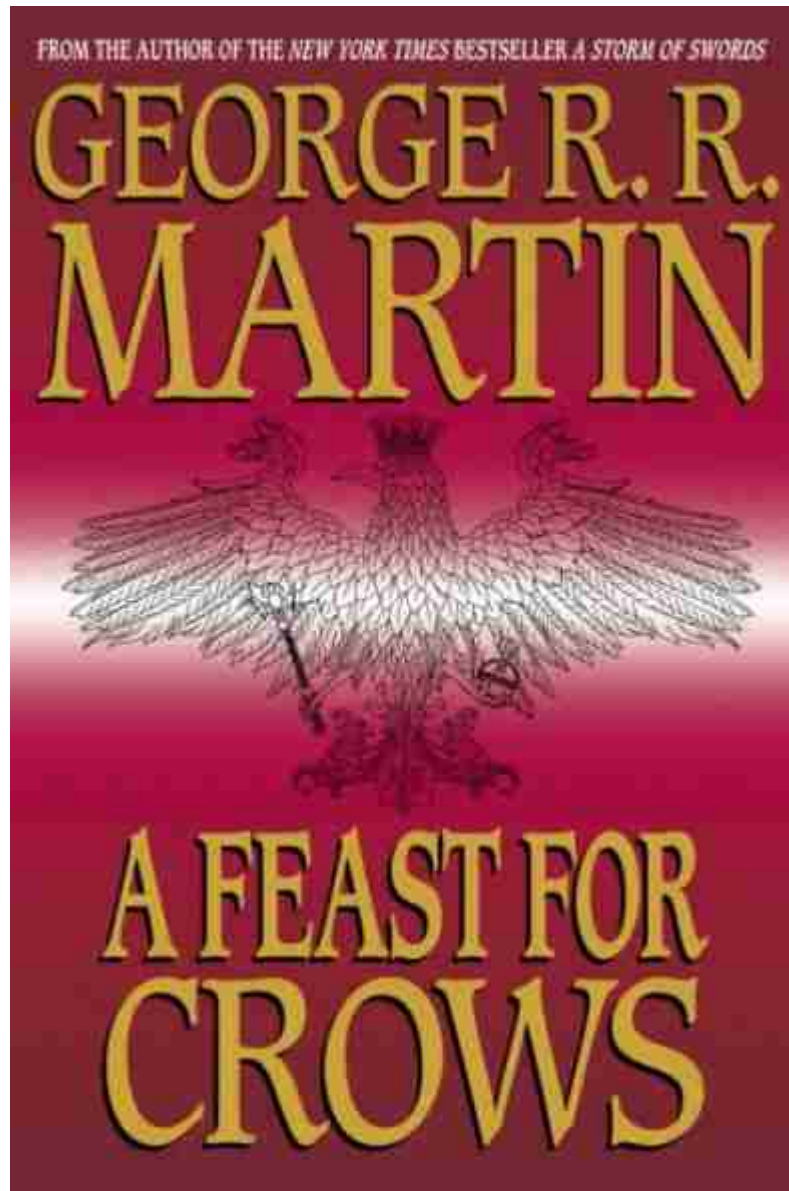


So I started reading *A Game of Thrones* for the first time in the position of someone who had never read the series before but thought he had a pretty good idea what it was like. I knew nothing about the plot or characters for I had avoided all such details knowing I would eventually read the books, but from countless asides in conversations with friends and reviews of other books, I primarily associated two attributes with Martin's work: First, an unromantic approach to fantasy that emphasized intrigue and realism over magic and elevated prose. Second, the implacable and ruthless slaughter of major characters. Beyond that, while I'd heard some criticisms of Martin's prose and the decision to split the fourth book into *A Feast for Crows* and an as-yet unpublished fifth book, the overall extremely positive reception of the series made me expect an exciting, even addicting, set of books.

Having now finished the extant series, I can say that despite this apparently detailed foreknowledge, the series Martin wrote was quite a bit different than the one I had expected to read.

Let's start with the gritty realism. It's not Martin's fault, but here my exposure to later writers has probably completely changed my reaction from what it would have been had I read the series as it came out. Plenty of authors have tried

to imitate Tolkien's archaic yet evocative style, yet no one has come close to equaling it. It was reasonable for me to suppose that Martin's realistic style would work the same way. Reasonable, but wrong, and obviously so in hindsight. Tolkien's work hasn't been matched because he was uniquely suited both in temperament and profession to write the way he did. Throwing out the excesses of epic fantasy in favor of gritty realism is not nearly so challenging. In fact, it's easier than trying to stay the course. It's no surprise then that Martin's work was not the apogee of this trend but just another stop along the way. Compared to Joe Abercrombie, just to pick one name out of probably a dozen, Martin seems like a hopeless romantic. It's interesting that these days the people impressed with Martin's grit and realism are the people writing about the HBO series ("It's like the Sopranos in Middle-earth"), since when it comes to epic fantasy in television and movies *Lord of the Rings* is still very recent and the natural benchmark.



Then there's the character slaughter. For me, the textbook case of this is in the film *Serenity*. Before that film I have to admit I thought of killing characters as cool and subversive, but afterward I started thinking about how a work of fiction has an unwritten contract with the audience. In some modes, I decided, killing a character might be an effective move while in others it is a betrayal of audience expectations. The fact is, *A Song of Ice and Fire* does indeed kill off characters, a great deal of them. But contrary to my expectations, I argue that it does not, in fact, kill off major characters. Rather, the reader is understandably mistaken about who is a major character and who is not,

for reasons I will get into at length in a moment. So while it's true there's a lot more death in Martin's series than in most fantasy (including many, like Tolkien's, where theoretically lots of blood is shed yet almost no named characters die), it didn't nearly live up to its reputation in this respect either, although that's nothing to be ashamed of.

This leaves the most important issue. Is this the masterpiece of modern fantasy literature that it's made out to be? No, not even close. I'm genuinely disappointed about this. Like anyone, I sometimes start reading a book or watching a film with some bias one direction or another (for instance, all the hype made me go into *The Matrix* looking for a fight, so while I didn't think it was very good, a lot of that reaction is probably my fault), but in this case I was definitely hoping to love these books. For years I've checked up on Martin's progress hoping he'd hurry up and finish so I could find out what the fuss was about. I thought there was a great chance I'd love it, along with certainly some fairly small chance that I'd hate it, or at least strongly dislike it.

I never expected to end up saying: Well, I guess it's not bad. It's okay.

The highlight is probably the worldbuilding. Tolkien and his imitators have emphasized the landscapes of their fantasy worlds. Even the Thomas Covenant series, which seemed at first glance like a rejection of everything Tolkien brought to the genre, spent a lot of its time (and won a lot of its fans, I suspect) on landscapes. Although there are some maps to be found of Westeros and its surrounding countries, Martin's efforts in geographical construction and detail are merely adequate. Instead, more than any author I can recall, he has constructed a social landscape. Looking now at a map of Westeros, the names of cities, rivers, and castles bring to mind the characters who live in or near them. I can't really tell you anything about what Casterly Rock looks like, for example, but just mentioning it evokes the wealth of detail that Martin has invested in the Lannister family and the twists and turns of their fortunes. The Lannisters are perhaps the series' most prominent family, but by the end of the fourth book well over a dozen noble families have been sketched out in impressive detail. The variety in personality, character, and history is impressive and gives Martin's Westeros a different and possibly greater sense of solidity than the traditional naturalistic approach.

The other aspects of the world are considerably weaker. The society seems reasonable enough, but various references to the ancient past ask us to believe that technology levels have been roughly unchanged for thousands of years, and further that not just one but almost every society is historically self-aware of their progression throughout this time. Each of the four seasons lasts for years, but after the first book it is hardly mentioned and I frankly almost forgot about it. Agriculture and economic planning don't seem to be any different from generic feudal despite this massive climatological difference.

Although initially confined to a few children, the series rapidly expands to encompass a large set of viewpoint characters, and this works better than in most pluralistic narratives, probably because Martin is more willing to kill off minor characters and thus prevent his cast from becoming too unwieldy at least until the fourth book. After a seemingly good guy/bad guy approach, Martin shades in a surprising degree of nuance as the series progresses. That Tyrion would be a fan favorite character was obvious from the start, but I was particularly impressed by the handling of Jaime Lannister. Not every character is a success, to be sure (if I never read anything more from Cersei's viewpoint I won't complain) but I don't have many complaints with the characterization. Except for the youngest, the Stark children all act about five years older than they actually are, but that's par for the course (I'm looking at you, *Ender's Game*).

Then there's the plot. Ah, the plot. Goodness. Where to begin?

I think most of the series' fans would point at the plot as being its strength. I can see why they might like it, but I'm going to call it a disaster. Oh, it's not an unmitigated failure, but a tragic one, for there's a good story somewhere in all this quicksand trying to claw its way out. It pulls the reader in, keeps them going through the four massive books that have been published so far, and amounts to nothing. To understand this, think about just what it is this series is about.

You see, in the prologue of *A Game of Thrones*, some throwaway characters venture past a great wall to patrol the wilderness of the far north. For millennia, we learn, the Night's Watch has manned this wall against evil, but for long centuries this threat has been dormant, the people shielded by the wall have become decadent, and the Watch is now too weak to reliably stand against bandits, much less a terrifying supernatural evil. But now there are signs that evil might be stirring! Kill the throwaways and bam, cut to chapter one. I think it's safe to call this an extremely conventional way to begin a fantasy novel. The ur-epic fantasy, *Lord of the Rings* begins with the shadow of the past stirring once more, and its Mordor was once carefully guarded before its watchers became lax. Since then thousands

of fantasy books have begun this way, and I have read dozens of them, as have most of Martin's audience. But I don't think any of those books took Martin's approach to developing this story in the rest of the first book: never mention it again in any way.

All right, that's a slight exaggeration, but not by much. He spends more time on Daenerys, a young princess in exile who must overcome all manner of obstacles both internal and external before she can start walking down the road toward reclaiming her throne, but this well-worn storyline is also strictly a sideline item. The second book, *A Clash of Kings*, even spends a little time on a King who is increasingly led down dark paths by a foreign sorceress, but this too gets only a little space in the ongoing story. Any one of these stories, properly developed, would be enough for a fantasy novel and probably an entire trilogy. Incorporating them all would definitely make for a lively fantasy series. Mind you, anyone who has read a reasonable amount of fantasy can sketch out roughly how these stories will evolve. For example, although a few people sound the alarm most deny the existence of the ancient evil despite increasingly clear evidence, then it sweeps down and everyone is very sorry they didn't listen earlier, and it seems like it is too late and all civilization will perish, but just at the bleakest moment some enterprising individuals manage to win an unlikely victory. Despite his reputation as an innovator, Martin doesn't appear to be deviating from the standard storyline here. Yet by the end of the fourth book, after 1.3 million words and nine years, the ancient evil has only just begun to sweep anywhere, and the other plotlines are even further behind. And no wonder: I don't know how much of all those words went into developing them but I think fifteen percent would be a very generous guess.

Instead, most of the series has been devoted to the titular game of thrones as countless nobles struggle for power in Westeros. Unlike the plotlines I just described, this main thread does not follow normal conventions. It is almost completely without structure. Events happen one after another without any kind of cohesion. It's not that they don't make sense...everything seems fairly logical and Martin proves to be a very inventive spinner of intrigue and conspiracy. Yet this all proceeds outside of the narrative structure that has characterized western literature for centuries. There is no development, there is no sense of progression of any kind, there is no climax. It's the plot equivalent of someone banging an endless series of chords, each unrelated to the next, on a piano. Now I readily admit to being far more interested in the way stories are constructed than the average reader, but I think this has many important downsides even for those who aren't consciously aware of the dissonance.

What was immediately noticeable to readers of the first book in 1996 was the way they had no idea what was coming next. Why should they? Long experience has taught us how plots work in almost all fiction, but here was a book that was resolute in ignoring these conventions. To be sure, the immediate result is a fairly refreshing feeling of suspense. But these narrative conventions exist for a reason. Although *A Feast for Crows* has other shortcomings, I think one of the biggest reasons it wasn't as well received as the first three books was that without a sense of where the narrative is going, the reader doesn't feel any momentum. Since there's no plotline developing and advancing towards a climax, the reader realizes there's no reason why the intrigue surrounding the throne of Westeros can't go on indefinitely. And if the plot goes on indefinitely, then the individual events are completely deprived of meaning. In particular, one realizes that the characters can't win any victory that won't just be undone by further events two hundred pages later, so why bother rooting for them at all? When all is said and done, whoever is left standing in the ruins of Westeros will be swept aside by Daenerys and Jon Snow as they confront the evil out of the north, so isn't this something of a waste of time?

Incidentally, I believe this was also how Martin got the reputation as a killer of main characters. Floating in a vacuum of story, readers latched on to what they assumed were main characters only to have them unexpectedly swept aside. Initially, Eddard Stark and his son Robb seemed like central characters, yet with the benefit of hindsight even from a position only halfway through the series, it's obvious they are bit players. In a typically sized fantasy novel, they'd have a page or two of screen time. In fact, the actual main characters of the story, like Daenerys, are just as bulletproof as any normal story's protagonists.

The unpredictable and unstructured nature of the central plotline has a literal realism to it and I'm tempted to see it as a bold artistic statement on Martin's part, but alas all the evidence points to this being an unintended effect. This was originally supposed to be a trilogy, after all, but has defied every prediction its own author made regarding its eventual length and publication schedule. Martin surely was writing a conventional fantasy novel about an ancient evil and an exiled princess but somehow got distracted by what probably was summed up in some original one page outline in about one sentence ("Westeros monarchy weakened by infighting and succession problems"). Having

fallen in love with what was supposed to be a bit of window dressing, he has continually expanded its role within the series even though it threatens to completely drown out what the series was supposed to be about in the first place. Is it any wonder that he has suffered from the contemporary genre's most famous case of writer's block? I'm sure that long ago he planned what would happen to Daenerys and the Night's Watch, but now he feels obligated to give equal time to characters like Brienne who are likable yet serve little purpose to the central narrative and are instead dragged through increasingly arbitrary make-work scenes to keep them available for some later bit of relevance.

Although I've been critical, I will defend Martin of one charge frequently lobbed at fantasy authors. I don't think he's stretching things out to make more money. The typical pattern for fantasy series is to start out with an exciting and action packed first book and then to become ever more bogged down in extra viewpoint characters and minutiae. Although it's true *A Feast for Crows* is somewhat bogged down like this, really Martin deeply invests himself in the minutiae right from the start, and even the fourth book moves at a faster clip than typical doorstep fantasy. Likewise, where typical slow fantasy seems to get stuck always approaching but never reaching some critical point, Martin blasts through critical points all the time. The central plotline is a meat grinder that constantly chews up minor characters, spits them out, then pulls in more. If there's a record for the fictional work that kills the most named characters then this series is right up there with the *Iliad*.

I'm glad I read *A Song of Ice and Fire* but less because of the story itself and more because I find it interesting how unbalanced the story is. On one hand, it's probably a testament to how a work that does one or two things really well can become extremely popular even if it does other things very poorly. Writing about *Wheel of Time*, Adam Roberts attributed some of its popularity to "fans who want to know every atom of the imagined world" and I think something similar is at work here. On the other hand, I think that the series' weaknesses get magnified as the story goes on even if the quality of the books remains constant, leading me to suspect the series will never be again be as popular as it was when *A Storm of Swords* came out. Unfortunately for Martin, I think the series will only get harder and harder for him to write as he tries to provide some sort of climax and closure that justifies the endless profusion of aimless detail he's provided so far. I'm even a lot more skeptical that HBO can successfully translate it into an effective television show, although being forced to provide an abridged version might end up being beneficial.

Hopefully I'm wrong and Martin eventually manages to both finish the series and somehow produce a satisfying second half in the process, but I won't be holding my breath. Fortunately, looking back at the writers bearing Martin's influence who I mentioned before, it seems like they have each taken something good about the series, amplified it, and then coupled that with a more conventional narrative structure ("conventional narrative" sure sounds like an insult, but that's why reading Martin has been so helpful...breaking convention is a risky thing). Even if I never read any more of this series (the most likely possibility I'm afraid) I will at least be able to read other books that continue down the trail Martin blazed.

Wisconsin budget (2013-03-20 22:30)

Southern Wisconsin's families continue to work hard to make ends meet in an uncertain economy. The unemployment rate in Wisconsin as of February 2013 is high at 7.2 percent, while the national unemployment rate is 7.6 percent. As the economy struggles, much focus has been on increasing taxes to address our deficit and our debt. These tax increases would hit job creators, like those small manufacturers located in industrial parks in our communities, and hard-working families. Our local manufacturers and families are already forced to live under the strains of the current difficult economy. Asking them to pay more will hurt our local communities. What the federal government needs to do is stop spending too much. It simply can no longer afford to spend money that it doesn't have and take out more loans to pay for that spending. Preventing tax increases on 98 percent of taxpayers On January 2, 2013, taxpayers faced tax increases and automatic across-the-board spending cuts that were schedule to take effect as a result of last summer's debate about raising our nation's debt ceiling. These spending cuts, known as sequestration, would have resulted in a 10 percent reduction in Department of Defense programs and an 8 percent reduction in certain domestic federal government programs. These tax increases and automatic cuts in federal spending were referred to as the "fiscal cliff."

According to the Congressional Budget Office, going over the fiscal cliff would have substantially reduced the deficit; however, this restraint would have also reduced our nation's economic growth from 4.4 percent to negative 0.5 percent in 2013, putting us at risk of another recession. Fortunately, there was bipartisan consensus that action needed to be taken. Recognizing the importance of acting to prevent the expiration of current tax rates, the House passed H.R. 8, the American Taxpayer Relief Act of 2012, by a bipartisan vote of 257 to 167—with my support—on January 1, 2013. H.R. 8 prevented a tax rate increase on 98 percent of taxpayers and made these lower tax rates permanent so they would not expire again. H.R. 8 also makes permanent 97 percent of the tax relief provisions for small businesses enacted in 2001 and 2003. Without Congressional action to address this issue, the American people would have been hit with a \$4.4 trillion tax increase; instead revenues will increase by \$600 billion. In the end, the choice presented to Member of Congress was to either raise taxes by \$4.4 trillion or by \$600 billion—I voted for the latter. This bill also delays the Fiscal Year 2013 sequestration for two months, giving Congress the opportunity to focus the nation's attention on the fact that we are spending more money than we have. While not perfect, I supported H.R. 8 because this legislation prevents tax increases on 98 percent of taxpayers, or 114 million households, and delays the automatic across-the-board cuts to our armed forces and key priorities. The House had already passed legislation to prevent tax increases for every American family, and it is unfortunate that President Obama insisted on taking more from hardworking taxpayers. In addition, the House also passed legislation to replace the sequester with reasonable spending reductions, such as stopping fraud by eliminating government slush funds, putting an end to bailouts, and reducing waste and duplicative programs. Regrettably, the Senate failed to take action on this alternative to sequestration. Despite my concerns with other provisions in the bill, I commend my colleagues for limiting the damage as much as possible. At a time when families and small businesses are facing high gas prices and overall increases in the cost of living, the last thing taxpayers need right now or in the future is a tax increase. Now, we must return our attention to the real problem: Washington's out-of-control spending. This reckless spending drives the debt. And this debt is hurting the economy today. Unless the President gets serious about tackling spending, Americans will face a debt crisis—one that will threaten our most vulnerable in particular. I am hopeful the President will come around and agree to meaningful spending cuts and reforms which are critical if we are going to avert the debt crisis and get the economy growing. I have introduced several budgets that would get government spending under control and will continue putting forth my detailed solution in the upcoming budget this year. The Debt Ceiling and Sequestration On December 26, 2012, U.S. Treasury Secretary Timothy Geithner sent a letter to congressional leaders warning that the national debt would reach its limit of \$16.394 trillion on December 31, 2012. Accordingly, the federal debt did reach this limit on December 31, and the Treasury has since implemented "extraordinary measures" to meet federal payments for the immediate future. On January 14, 2013, Secretary Geithner sent an additional letter to House Speaker John Boehner, stating that the Treasury currently expects these extraordinary measures to exhaust as soon as mid-February, and urging further action from Congress and the President to ensure that the U.S. does not default on its financial obligations. Our debt is the product of massive spending increases that occurred under many Presidents and many Congresses over many years, but that does not mean we should or can continue on this unsustainable course. To tackle these fiscal challenges, we need real leadership, meaning a commitment to pay off the debt and balance the budget, and real solutions, rather than empty promises and speeches. The most important issue in this debate is not whether we should raise the debt limit, but instead how we can address our out of control government spending and start reducing our annual deficits and overall national debt. In the coming months, Congress will debate the best ways to address the debt ceiling and avoid across-the-board sequester cuts, which will now go into effect on March 1, 2013, unless action is taken to replace them. In this debate, we must return our attention to the real problem: out-of-control spending. Washington's reckless spending drives the debt and this debt is hurting the economy today. We'll never get our debt under control unless we tackle its main drivers: spending money we don't have. Unless we get at the heart of the problem, Americans will face a debt crisis – one that will threaten our most vulnerable in particular – and it is our responsibility to prevent such a crisis. I remain hopeful that leaders can rise to meet our generation's greatest challenge with specific solutions and responsible budgets. I will keep advancing solutions that deal directly with the drivers of the debt, help get our economy back on track, and ensure future generations a shot at the American Dream. The President's budget proposal for Fiscal Year (FY) 2013 At a time when strong leadership is needed in the White House, last year, President Obama proposed budget that, in the words of The Washington Post, "falls short." Failing to heed the warnings of economists and the concerns of our fellow Americans, the President's budget accelerates

our country down the path to bankruptcy. The House voted on President Obama's budget proposal for FY2013, and unanimously rejected it by a vote of 0 – 414, a clear indication that Republicans and Democrats alike did not believe the President put forth a credible plan to address America's challenges. No Budget, No Pay Act of 2013 Looking ahead to the President's budget proposal for FY 2014, on January 14, 2013, the White House announced that it will not meet the statutory deadline of submitting its budget proposal to Congress by February 4. The President has only met this deadline once since taking office. This, combined with the Senate's refusal to comply with the statutory requirement to pass a budget for nearly 4 years, is a true failure of leadership. To bring these failures to an end, the House passed H.R. 325, the No Budget, No Pay Act of 2013 by a vote of 285 to 144. This legislation allows the Treasury to borrow to only pay its bills coming due until May 18, 2013. At the end of that period of time, the debt limit would be increased by the amount that was borrowed to pay the government's bills until May 18, 2013. It also requires both houses of Congress to pass a budget as stipulated by federal law. Under this bill, if either the House or Senate fail to pass a budget, its members' pay will be withheld. H.R. 325 is currently pending in the Senate. I voted in favor of this bill because every family sets a budget to pay its bills. Congress should do the same. The House will comply with the budget law and we will not consider another debt-ceiling increase unless the Senate passes a budget. The House will not just keep raising the debt ceiling either. We need to take this opportunity to make a down payment on our debt reduction and point our country in the right direction. Path to Prosperity House Republicans have pledged to lead where the President has failed. The budget advanced by the House of Representatives on March 29, 2012 helps spur job creation today, stops spending money the government does not have, and lifts the crushing burden of debt. The Path to Prosperity cuts more than \$5 trillion in spending from the President's budget over the next 10 years, putting the budget on the path to balance and the economy on the path to prosperity. Specifically, the budget: Restores Economic Freedom – The Path to Prosperity fosters a better environment for private-sector job creation by lifting the debt-fueled uncertainty and advancing pro-growth tax reforms. Changes Washington's Culture of Spending – The budget stops Washington from spending money it does not have on government programs that do not work. It locks in spending cuts with enforceable spending controls. Strengthens Health and Retirement Security – The budget puts an end to empty promises from Washington, offering instead real security through real reforms. The framework established in this budget ensures no disruptions to existing health and retirement benefit programs for those beneficiaries who have organized their retirements around them, while at the same time building stronger programs that future beneficiaries can count on when they retire. Provides for the Common Defense – With American men and women in uniform currently engaged with a fierce enemy and dealing with emerging threats around the world, this budget takes several steps to ensure that national security remains the Federal government's top priority, including the rejection of proposals to make thoughtless, across-the-board cuts in funding for national defense. Lifts the Crushing Burden of Debt – The budget tackles the existential threat posed by rapidly growing government and debt, applying the nation's timeless principles to this generation's greatest challenge. It ensures that the next generation inherits a stronger, more prosperous America. It is unconscionable to leave the next generation with a crushing burden of debt and a nation in decline. The choice of two futures presented in the House-passed FY2013 budget is premised on the wisdom of the American people to build a prosperous future for themselves and for future Americans to come. Today, America is struggling — these are tough times and people are rightfully anxious about the future. But as the challenge grows, so does the opportunity to restore America's promise and prosperity. This budget recommits the federal government to the security of every American citizen's natural right to life, liberty and the pursuit of happiness, while fostering an environment for economic growth and private-sector job creation. This year, I will put forward a budget that meets the statutory deadlines and carries out these priorities.

WI immigration (2013-03-21 22:32)

The vast majority of Americans agree that our immigration system is broken. Those attempting to come to the country legally find themselves wrapped in endless paperwork and bureaucracy and, as a result, far too many continue to arrive in the United States unauthorized. Consequently, it is estimated that more than 11 million immigrants are currently living undocumented and without legal status in the United States. Our broken immigration system is unable to

efficiently and adequately serve those who seek to play by the rules, and as a result, it indirectly rewards those who break them. It is clear that our current immigration system is not working, and we deserve better. There are deeply held views on all sides of this issue, and rightly so. We are a nation of immigrants and people continue to flock to our country in pursuit of the American Dream. Unfortunately, the current system is failing both hardworking Americans and prospective immigrants – including those who are desperately seeking to be reunited with their families. We can no longer afford to neglect our broken immigration process. The Census Bureau assumes net immigration – meaning legal and illegal – will total 68 million immigrants by 2050. The non-partisan Center for Immigration Studies points out that these future immigrants plus their descendants will add an estimated 96 million residents to the U.S. population, accounting for three-fourths of our population growth from 2010 to 2050. A modernized and fully functioning system will maximize efficiency for all immigrants seeking to come to our country, reward those that have abided by the law and ensure that, in the future, respect for the rule of law yields the best outcome for those seeking to immigrate to America, and seek to resolve the problems that have led to the breakdown of our current immigration system. There is no doubt that an overhaul of our ineffective immigration system is long overdue and the time for a solution is now. In order to resolve the issues of our immigration system, several areas of immigration policy must be addressed. I will continue to work toward finding common sense solutions to repair the process and implementing reforms that will prevent a future breakdown of the system. This requires a multi-faceted approach that addresses stronger security to curb illegal immigration, modernization of our immigration laws, and respect for the rule of law in addressing the complex challenge of the undocumented population. First, I hope that with better border protection, we will be able to stem the flow of illegal immigration and restore the rule of law. We must ensure that our law enforcement officials have access to the resources, including technology and manpower, needed to enforce currently enacted immigration laws and protect our borders to help stop the smuggling of drugs, arms, and humans. Second, we need an employee verification system that allows employers to easily and accurately verify an employee's legal status in a timely manner. The faulty and cumbersome verification process we currently have continues to provide incentives for the use of fraudulent documents and puts many at risk of identity theft. It is needed to not only to provide employers with a safe haven, but to ensure that illegal immigration does not undermine the status and wages of those workers who come to our country on a valid visa. To do this, an employee's information must be safe from identity theft. Next, any system must be accurate and secure. A verification tool that is easily fabricated will not provide the assurance required that employers are not unintentionally employing illegal aliens. Lastly, a verification tool must be immediate. It can cause great disruption and difficulties in the employment process if employers and potential employees cannot get the documentation they need from the government. We must ensure that verification occurs immediately, and that employees are able to work and receive their paychecks. In addition to securing our borders and protecting employers and U.S. citizens from identity theft with a reliable employee verification system, I believe that any reforms to immigration policies should include expanding access to visas for seasonal and temporary labor. Wisconsin, for example, relies on seasonal labor for agriculture and other industries, but due to a lack of seasonal H-2B visas, some Wisconsin businesses face annual labor shortfalls. Additionally, I believe a temporary guest worker program is one component of reform that could help us gain greater control of immigration. Providing a way to legally link employers with immigrant workers and building a streamlined, safe, and efficient visa process will provide businesses with needed workers and relieve pressure on the borders. We must also seek to ensure that the most highly qualified foreign graduates of American universities with advanced degrees in science, technology, engineering, and math (STEM) fields have adequate opportunity to remain in the United States and enter the workforce here. Many of the world's best students receive their education in America. We could boost economic growth, create jobs, increase our competitiveness, and spur innovation by making it possible for U.S. employers to more easily hire foreign graduates of American universities in the fields of science, technology, engineering, and math. This way, these graduates apply their American education here in the United States, rather than take their American education to our foreign competitors. Over the past ten years, growth in STEM jobs was three times the rate as non-STEM jobs, and these occupations are projected to grow more than twice as fast through 2018. American employers have expressed concern regarding the availability of high-skilled STEM workers and have urged reform of the visa system to help them fill these empty positions. Nevertheless, in order to ensure the career prospects of graduating American STEM students are not diminished, any legislation should require employers seeking to sponsor foreign STEM graduates to first complete labor certification. Labor certification protects U.S. workers and the U.S. labor market by ensuring that foreign workers seeking immigrant visa

classifications are not displacing equally qualified U.S. workers. We must also streamline the system in a way that allows for efficiency, ensures fairness, and considers family unification, but simultaneously ensures our employers can access the labor and skilled workers needed to run their businesses. Immigration legislation must include a fair and reasonable way to address the more than 11 million undocumented immigrants currently in the United States, of which over seven million are employed, contributing members of our economy. This includes finding a way forward for the "DREAMers" – unauthorized immigrants that came to the United States as children through no fault of their own, grew up in our country, and are now seeking to pursue an advanced degree in America or enlist in our military and become contributing adult members of our society. In addition, the current backlog for family-sponsored visas is so vast that it could take up to 11.5 years for the visa to be processed. The lengthy waiting periods for visa consideration often induce desperate family members to break the law and enter the country illegally in order to be reunified with their family members in the United States. Improving this process, expanding the work-based system, and creating a functional avenue of access will help to stem the flow of illegal immigration moving forward. I will continue to advocate for common sense reforms to our broken system that for far too long has been failing Americans and those seeking to legally immigrate to our country to pursue the American Dream. I have long been supportive of efforts to reform our immigration policies in a comprehensive, responsible, and methodical way, with each step building on the last. Effective immigration reforms must include strong border security provisions, an enforceable guest worker program, a secure employee verification system, and fair and workable provisions to address the unauthorized immigrants currently in the U.S., as well as the lengthy backlog of those waiting for their visas to be processed. In the past, I have supported initiatives that would have accomplished these goals, and I will continue to do so as my colleagues and I consider legislation in the 113th Congress.

PS4 impressions (2013-03-21 23:59)

I was off in another classroom so I didn't have time to write this...

The good

Let's talk about the good first. For one thing, games like Suckerpunch's *Infamous: Second Son*, Guerilla's *Killzone: Shadow Fall*, Evolution Studios' *Drive Club*, and even Sony's first-party *Knack* look promising, if not necessarily miles ahead of the current generation's offerings.

We were thrilled to see Jonathan Blow on stage talking about *The Witness*, the *Braid* successor that's been in development for three years, not to mention Blizzard's surprise reveal of *Diablo 3* for PS4 and PS3.

Even Bungie's presence, while predictable given the dearth of information presented during *Destiny*'s "reveal" last week, was well-received. Same goes for Ubisoft's *Watch Dogs*; expected, but welcome.

On the hardware side, TechRadar is perhaps most excited by the PlayStation 4's synergy with the PS Vita. Sony has been teasing true connectivity between its portable and living room consoles for years, but it looks like that may actually come to pass with the PS4 and PS Vita.

Other PS4 details - like the 8GB of memory, or the streaming demos thanks to Sony's acquisition of Gaikai - stood out as truly next-gen features. Nintendo critics will no doubt be able to point to these and other PS4 details as signs that the Wii U is not a truly next-gen system, and it's starting to seem like they may have a point.

The controller itself, the DualShock 4, brings innovation to the table while not abandoning the core features that PlayStation gamers love about the DualShock pads.

It's got all the same buttons, plus a touchpad in the middle, a light bar across the top (presumably for motion controls), a 3.5mm headphone jack, a "share button," and some aesthetic improvements, like the blessedly concave control sticks. Frankly, it looks great to us.

The missing

Unfortunately, there were plenty of PS4 details on our wish list that Sony somehow just couldn't fit into its two-hour presentation.

Most obviously missing was the console itself - we didn't even catch a glimpse of what the new system will actually look like. We actually got *deja vu* from the Wii U's announcement at E3 a couple years back, when Nintendo showed

the GamePad controller, but not the console. Confusion followed then, as it's sure to here.

The PlayStation 4's price and specific launch dates were conspicuously left out, as well.

On the topic of launch games, we liked what we saw, but one game was frustratingly absent, as it has been for years: The Last Guardian, the Team Ico follow-up that we're starting to think will never be released at all.

The format of PS4 games is also unknown; besides digital downloadable releases, it's assumed that the PlayStation 4 will use Blu-ray, though Sony didn't actually mention as much. (UPDATE: Sony revealed after the press event that it would include Blu-ray support).

They also didn't mention rumors that the PS4 will feature DRM that will make it incompatible with used games, demolishing a large portion of the video game retail market - though we didn't really expect them to.

To top it off, backwards compatibility with legacy PlayStation titles was mentioned briefly and vaguely but not expanded upon. It's possible that the PS4 will support backwards compatibility via the cloud at some point, but it seems unlikely that it will do so at launch.

A new hope?

That said, what was shown of the PlayStation 4 has us salivating for more - more games, more details, more specifics on hardware, you name it.

Sony has clearly got a drawn-out PR plan in mind for the PS4, as the absence of the actual system itself at Wednesday's announcement proves.

But with a release window of "holiday 2013," sneakily inserted right at the end of the PS4 announcement, they can only stretch it out so long before the details are revealed and the PlayStation 4 is in our living rooms.

Anonymous (2013-04-19 09:24:42)

Hi there, I discovered your website by means of Google whilst searching for a comparable subject, your website got here up, it appears great. I have bookmarked it in my google bookmarks.

Hi there, just turned into aware of your weblog via Google, and found that it is truly informative. I'm going to watch out for brussels. I will be grateful for those who proceed this in future. Numerous people will probably be benefited out of your writing. Cheers!
Take a look at my web blog :: More Help

Anonymous (2013-04-21 04:49:57)

Here again you want to find or even create an angle or slant in which you can take headline news and 'incorporate' it into a post you are composing. Women who are planning the wedding of their dreams can find plenty of fantastic information in Bride's magazine. However, today, the wedding photographers capture photographs of moments that are precious and that you would cherish all your life; and, when you least expects the wedding photographer to capture you.

Also visit my web site :: <http://me.flublu.com/>

openSUSE 12.3 (2013-03-22 01:59)

KDE 4.10

3.7 kernel

libreoffice 3.6.5

x.org 1.14

Installed openSUSE 12.3 on the 32-bit PC + old 64-bit PC. KDE 4.10 runs slightly faster than KDE 4.6 on 32-bit, because the footprint is somewhat lower. The applications like Libreoffice speed up once opened on 32-bit. Installing VLC also installs codec fo Amarok.

1. The Ext4 filesystem now supports big allocation blocks (e.g. 1, 2, 3). The technique, known as bigalloc, bundles the 4K blocks used to store data into clusters of up to 1 MB. This reduces administrative overhead when saving large files and should significantly improve performance in some scenarios.
2. The kernel developers have extended the TCP stack of Linux 3.2 to provide "Proportional Rate Reduction" (PRR) support.
3. A number of changes in Linux 3.3 are intended to take care of various problems that can, in certain situations, cause systems to temporarily stall when the kernel is writing large amounts of data to a slow disk (such as a USB flash drive)
4. The new code also allows this kind of migration to be paused, cancelled and restarted after a crash. The Ext4 code gained a new mechanism for resizing Ext4 filesystems
5. From Linux 3.4, kernels that are compiled for x86-64/x64 processors can offer an "x32" ABI (Application Binary Interface) to programs (1 and others). Programs compiled for this ABI can access the 64-bit registers and data paths of 64-bit processors

6. Linux 3.5 eliminates the cause of the latest leap second bug which affected many systems earlier this month. A major development by Eric W. Biederman, "User namespace enhancements" makes possible a cleaner separation of user and group IDs between host and container. As a result, users who have root privileges in a container no longer, for example, have full access to all files in the directories /proc/ and /sys/.
7. Ext4 can now add CRC32 checksums to many parts of its metadata and use them to reveal corruptions
8. The teaming driver that was integrated in Linux 3.3 now offers a load balancing feature
9. With Linux 3.6 the ext4 code no longer stores quota information in visible files, but instead stores it in the form of hidden inodes in the metadata.
10. Device mapper is now able to utilise the RAID 10 functionality provided by the MD subsystem.
11. the kernel can now be configured to not follow hardlinks and softlinks in directories with a set "sticky" bit (such as /tmp/), when those links point somewhere higher up the directory tree. As LWN.net explains in this article, this feature, which can be activated via sysctl, puts a stop to a common trick used by attackers to escalate their privileges by using background services running as root.

Anonymous (2013-03-30 05:43:08)

Hiya! I know this is kinda off topic nevertheless I'd figured I'd ask.

Would you be interested in exchanging links or maybe guest authoring a blog article or vice-versa?

My site covers a lot of the same subjects

as yours and I think we could greatly benefit from each other.

If you might be interested feel free to shoot me an

email. I look forward to hearing from you! Terrific blog by the way!

Review my homepage :: [????? ?????](#)

oakleyses (2014-10-23 17:45:19)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:54)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:59)

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handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Max Weber is evil (2013-03-22 04:14)

Rereading Max Weber's *The Protestant Ethic and the Spirit of Capitalism* after a gap of many years reminded me of the misguided methodology of the 'Evil Ideologists' – those who believe that the world's troubles have their roots in a 'jihadist' ideology which has suddenly and inexplicably descended on the Muslim world and infected the brains of thousands of young men, driving them to take up arms and bombs against 'Western civilisation'. Weber is rather more subtle, of course, and he qualifies his theory enough to protect himself from any charge of naivety. The thrust of his argument, in case you are not familiar with it or have forgotten it, is that the spirit of capitalism sprang from Protestant Asceticism, which combined the essential elements of frugality and sustained dedication to a 'calling' in the practical world, regardless of whether the combination led to great individual wealth. With time the religious element receded, leaving as its residue the Protestant work ethic, which holds that man's duty in this world is to do a job well, invest and take advantage of economic opportunities that arise. The link between Protestantism and acquisitive capitalism of the bourgeois kind which dominates the developed world is almost indisputable, but Weber fails to explain convincingly why Calvinism, or more generally Protestant Asceticism, became so widespread in the early modern period. He presents early capitalism as an accidental consequence of an ideology which started out as a means to secure eternal salvation, or at least which gave the adherent the illusion that he had a better than average chance of eternal salvation. But in the real world, people have a vast range of ideologies to choose from, and their choice depends less on what is currently available in the marketplace of ideas than on what suits their economic, political and social interests at any given moment. The ideology of frugality and dedication to hard work has always been available, but few people adopted it before the 16th century and even then mainly in the most advanced economies of Europe – England, Holland and parts of France. What we need to look at is the motives of the individuals who chose Calvinism over Lutheranism or Catholicism and try to establish what practical benefits it offered them in the real world, where most people live. Is it not more likely that, once economic and political circumstances made it possible for individuals without special privileges to accumulate capital through hard work, those individuals chose and adjusted a religious philosophy which justified their abandonment of traditional economic morality? I think so. Similarly, versions of militant Islamism have always been available in the repertoire of variants of Islam (historically represented by the Khawarij, the Qarmatians and Ibn Taimiya, for example) but large numbers of Muslims were not inclined to adopt those ideologies until the circumstances of the real world made them attractive. The social, political and economic conditions came first and the popularity of the ideologies followed.

Mac OS X VMware images (2013-03-24 08:04)

I had someone ask me about Mac OS 10.8. Of course, I told him about Darwin kernel, and I used an obsolete MAC OS X PowerPC and Intel Macs at school. That's why I have been searching for a VM image of Mac OS X on the internet. That is the only way I can use it other than find very risky IBM-PC version of Mac OS 10.8. VMware images of Mac OS X are hard to find. File sharing sites succeeded Torrents and no live downloads. I dislike torrenting.

Meanwhile, I just suggested I knew PC-BSD 9.1 pretty well running KDE 4.9 and Gnome 2.32.2, Libreoffice, Firefox, and WINE. Right now, PC-BSD 9.1 is installed on my fastest Intel Core 2 Extreme 980x with 8 GB RAM, Radeon HD 5970 computer.

Australian, United Kingdom same sex union (2013-03-24 17:37)

One thing that Australian Government is right and United States Government is wrong is Australians have same sex unions. They call it unions. Their Marriage Act of 1961 defines marriage as a man and a woman and that never changed in dominant Labor Party parliament numbers. Not a single society in the long history of mankind has ever attempted to substitute homosexual relationships for traditional marriage.

Causes of homosexuality

Homosexuality has a number of causal factors that influence its ultimate origination in individuals; these factors will be addressed shortly. In addition, homosexuality has a variety of effects on individuals and society. Next, some of the historical events, religious matters, and legal matters relating to homosexuality will be covered. Finally, the latter part of the 20th century has seen a large body of research on the causes and effects of homosexuality.

Biblical statements concerning homosexuality



The prophet Moses authored the book of Leviticus

For more information please see: Homosexuality and biblical interpretation and Homosexuality and the Bible and Atheism and homosexuality

Below are some Bible verses that condemn homosexuality:

- Leviticus 18:22 - You shall not lie with a male as one lies with a female; it is an abomination.
- Leviticus 20:13 - If there is a man who lies with a male as those who lie with a woman, both of them have committed a detestable act; they shall surely be put to death. Their blood guiltiness is upon them.
- Romans 1:26-27 - For this reason God gave them over to degrading passions; for their women exchanged the natural function for that which is unnatural, and in the same way also the men abandoned the natural function of the woman and burned in their desire toward one another, men with men committing indecent acts and receiving in their own persons the due penalty of their error.
- I Corinthians 6:9 (NIV) - Do not be deceived: Neither the sexually immoral nor idolaters nor adulterers nor male prostitutes nor homosexual offenders nor thieves nor the greedy nor drunkards nor slanderers nor swindlers will inherit the kingdom of God.

- I Timothy 1:8-11 (NASB) - "But we know that the Law is good, if one uses it lawfully, realizing the fact that law is not made for a righteous person, but for those who are lawless and rebellious, for the ungodly and sinners, for the unholy and profane, for those who kill their fathers or mothers, for murderers and immoral men and homosexuals and kidnappers and liars and perjurers, and whatever else is contrary to sound teaching, according to the glorious gospel of the blessed God, with which I have been entrusted."

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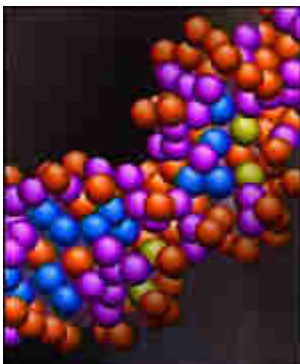
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Homosexuality - Genetics, Religious Upbringing, Culture, Sexual Abuse, and Choice

For more information please see: Causes of Homosexuality



▣ Columbia University psychiatry professors Drs. William Byrne and Bruce Parsons stated: "There is no evidence that at present to substantiate a biological theory. [T]he appeal of current biological explanations for sexual orientation may derive more from dissatisfaction with the present status of psychosocial explanations than from a substantiating body of experimental data".

Terminology

Homosexuality is sometimes also defined in terms of an attraction, preference, orientation, or identity. The term "orientation" is particularly favored by those who are promoting public acceptance of homosexuality.^[2]

Genetics and Claims of the immutability of homosexuality

For more information please see: Homosexuality and Genetics

A common argument is that an inclination to homosexuality is inborn and immutable. It is widely believed that the public will become more accepting of homosexuality if they are convinced that it is inborn and immutable. For example, neuroscientist and homosexual Simon Levay stated: "...people who think that gays and lesbians are born that way are also more likely to support gay rights."^[3]

Research into the issue of the origins of homosexuality suggests that adoptive brothers are more likely to both be homosexuals than the biological brothers, who share half their genes which suggests that homosexuality is not genetically caused. ^{[4][5]} This data prompted the journal *Science* to report "this . . . suggests that there is no genetic component, but rather an environmental component shared in families".^{[6] [7]} However, in regards to psychosocial and biological theories in regards to the origin of homosexuality, Columbia University psychiatry professors Drs. William Byrne and Bruce Parsons stated in 1994: "There is no evidence that at present to substantiate a biological theory. [T]he appeal of current biological explanations for sexual orientation may derive more from dissatisfaction with the present status of psychosocial explanations than from a substantiating body of experimental data".^[8]

Dr. Tahir I. Jaz, M.D., Winnipeg, Canada states: "The increasing claims of being "born that way" parallels the rising political activism of homosexual organizations, who politicize the issue of homosexual origins. In the 1970s, approximately ten percent of homosexuals claimed to be "born homosexual" according to a large scale survey....However, in a survey in the 1980s, with the homosexual rights movement increasingly becoming active, thirty-five percent claimed to be born that way."^[9]

Genetics, Evolutionary Paradigm, and Creation Science

For more information please see: Genetics, Homosexuality, Evolutionary Paradigm, and Creation Science and Richard Dawkins on homosexuality



☞ The atheist Richard Dawkins speculates that a "gay gene" causes homosexuality, but science has not discovered such a gene.^[10] See: Causes of homosexuality

In 1993, Professor Miron Baron, M.D., the renowned medical researcher and Professor at Columbia University, wrote in *BMJ* (British Medical Journal) that there is a conflict relative to the theory of evolution and the notion of genetic determinism concerning homosexuality. Dr. Baron wrote "...from an evolutionary perspective, genetically determined homosexuality would have become extinct long ago because of reduced reproduction."^[11] In the United States, liberals are more likely to believe in the theory of evolution.^[12] Also, in the United States, twice as many liberals as conservatives (46 % versus 22 %) believe people are born homosexual and liberals generally have more favorable opinions about homosexuality.^[13] Given Dr. Miron Baron's commentary about homosexuality, many

American liberals are inconsistent on the issues of evolution and homosexuality. The atheist Richard Dawkins speculates that a "gay gene" causes homosexuality, but science has not discovered such a gene.^[14]

An individual's beliefs regarding creation science/creationism and the theory of evolution appear to influence their views on homosexuality. Creationist scientists and creationist assert that the theory of evolution cannot account for the origin of gender and sexual reproduction.^[15] Creation Ministries International states: "Homosexual acts go against God's original design of a man and a woman becoming one flesh — see Genesis 1 and 2, endorsed by Jesus Himself in Matthew 19:3–6."^[17] In addition, the vast majority of creation scientists reject the notion of genetic determinism concerning the origin of homosexuality.^[18]

Since World War II a majority of the most prominent and vocal defenders of the evolutionary position which employs methodological naturalism have been atheists.^[19] The Barna Group found regarding atheism and morality that those who hold to the worldviews of atheism or agnosticism in America were more likely, than theists in America, to look upon the following behaviors as morally acceptable: illegal drug use; excessive drinking; sexual relationships outside of marriage; abortion; cohabitating with someone of opposite sex outside of marriage; obscene language; gambling; pornography and obscene sexual behavior; and engaging in homosexuality/bisexuality.^[20]

Religious Upbringing and Culture Can Strongly Affect Rates of Homosexuality

For more information please see: Religious Upbringing and Culture Affects Rates of Homosexuality

Dr. Neil Whitehead is a research scientist and biochemist from New Zealand and his wife Briar Whitehead is a writer.^[21] Dr. Whitehead coauthored a book with his wife entitled *My Genes Made Me Do it - a scientific look at sexual orientation* which argues that there is no genetic determinism in regards to homosexuality (homosexuals are "not born that way") and that there is abundant documentation that individuals are able to leave homosexuality and become heterosexuals.^[22]



☞ Homosexuality appears to be rare in Orthodox Jews.

Dr. Whitehead and Briar Whitehead declared:

" If homosexuality were significantly influenced by genes, it would appear in every culture, but in twenty-nine of seventy-nine cultures surveyed by Ford and Beach in 1952, homosexuality was rare or absent. It was very rare in the Siriono, even though there were no prohibitions on homosexual relationships in that culture. The researcher observed only one man displaying slight homosexual traits but apparently not sexually involved with another man. Homosexuality appears to be rare among Orthodox Jews [Orthodox Judaism forbids homosexuality], so much so that learned rabbis, the interpreters of Jewish law, usually allowed men to sleep in the same bed, because likelihood of sexual contact was considered negligible. Kinsey also found very low homosexual incidence among Orthodox Jews... This evidence comes from missionaries who commonly spend 25 years of their lives living in one culture, far more than almost any anthropologist....Overall they can be considered as reliable witnesses. For example, in contrast to groups like the Sambia in the New Guinea highlands, where homosexuality was compulsory, only about 2-3 percent of Western Dani (also in the New Guinea highlands) practiced it. However, in another group of Dani who were genetically related, homosexuality was totally unknown. Missionaries report that when they were translating the Bible into Dani for this group, their tribal assistants, who knew their own culture intimately, were nonplused by references to homosexuality in Romans 1; they did not understand the concept. Another missionary, with the same group for 25 years, overheard many jests and sexually ribald exchanges among the men, but never a single mention of homosexuality in all that time. When Dani went to help with missionary work among the Sambia, they were astounded at some of the homosexual practices they saw for the first time. Although it is always difficult for

a foreigner to be completely sure whether a rare and stigmatized behavior exists, it is certainly true that if three such different experiences of homosexuality can occur in groups of people so closely related genetically, genetically enforced homosexuality is an impossibility.^[23]

”

Dr. Alice Dreger is a professor of clinical medical humanities and bioethics at Northwestern University's Feinberg School of Medicine. She has written for *The New York Times*, *The Wall Street Journal*, *The Washington Post* and *The Atlantic*.

On December 4, 2012 Dr. Degrer wrote in the *The Atlantic*:

“ Barry and Bonnie Hewlett had been studying the Aka and Ngandu people of central Africa for many years before they began to specifically study the groups' sexuality... Is the strong cultural focus on sex as a reproductive tool the reason ...homosexual practices seem to be virtually unknown among the Aka and Ngandu? That isn't clear. But the Hewletts did find that their informants – whom they knew well from years of field work – “were not aware of these practices, did not have terms for them,” and, in the case of the Aka, had a hard time even understanding about what the researchers were asking when they asked about homosexual behaviors.

The Ngandu “were familiar with the concept” of homosexual behavior, “but no word existed for it and they said they did not know of any such relationships in or around the village. Men who had traveled to the capital, Bangui, said it existed in the city...

Given all this, the Hewletts conclude, “Homosexuality and masturbation are rare or nonexistent [in these two cultures], not because they are frowned upon or punished, but because they are not part of the cultural models of sexuality in either ethnic group.”

The finding with regard to homosexuality is perhaps not that surprising. As the Hewletts note, other researchers have documented cultures where homosexuality appears not to exist.^[24]

”

In 1976, Gwen J. Proude and Sarah J. Green published a study in the journal *Ethnology* which showed a positive correlation between cultures which accepted or ignored homosexuality in their cultures and cultures which were more likely to have homosexuality be more common.^[25]

In 1993, M. Baron wrote in the *BMJ* (British Medical Journal):

“ Some cultures - for example, the Assyrian and Graeco-Roman - were more tolerant of homosexuality. The behavior was practiced openly and was highly prevalent. Sexual patterns are to some extent a product of society's expectations, but it would be difficult to envisage a change in the prevalence of the genetic trait merely in response to changing cultural norms.^[26] ”



☞ Dennis Prager

Dennis Prager wrote the following regarding Orthodox Judaism and homosexuality: “ In the Syballine Oracles, written by an Egyptian Jew probably between 163 and 45 B.C., the author compared Jews to the other nations: The Jews “are mindful of holy wedlock, and they do not engage in impious intercourse with male children, as do Phoenicians,

Egyptians, and Romans, specious Greece and many nations of others, Persians and Galatians and all Asia." And in our times, sex historian Amo Karlen wrote that according to the sex researcher Alfred Kinsey, "Homosexuality was phenomenally rare among Orthodox Jews."^[27] "

Herbert Hendin wrote in the *Journal of American Academy of Psychoanalysis* the following:

" Anthropologists had observed that relatively uncompetitive primitive cultures such as those that do not distinguish or reward the best hunters in distinction to the other men in the tribe have virtually no homosexuality."^[28] "

Individuals Raised in Large Cities Versus Individuals Raised in Suburbs, Towns, and Countrysides

In 1994, the book *Sex in America: A definitive survey* by Robert T. Michael, John H. Gagnon, Edward O. Laumann, and Gina Kolata stated the following:

" We discovered that people who were raised in large cities were more likely to be homosexual than people who were raised in suburb, towns, or the countryside. This relationship also showed up in the General Social Survey, an independent national sample."^[29] "

The aforementioned authors Dr. Whitehead and Briar Whitehead similarly wrote:

" There is a much higher incidence of homosexuality among those who have been raised in large cities, rather than in rural areas, arguing that the environment is much more powerful than genes in the development of homosexuality."^[30] "

Failure of Experiments to Show Genetic Determinism For Homosexuality

For more information please see: Failure of Experiments to Show Genetic Determinism For Homosexuality

Dr. Dean Hamer is a researcher often cited to show that there is empirical data supporting the notion of genetic determinism in regards to homosexuality. News organizations like National Public Radio and Newsweek have done news stories regarding his work.^[31] In respect to the press trumpeting various findings genetics-of-behavior research uncritically the science journal *Science* stated the following in 1994:

" Time and time again, scientists have claimed that particular genes or chromosomal regions are associated with behavioral traits, only to withdraw their findings when they were not replicated. "Unfortunately," says Yale's [Dr. Joel] Gelernter, "it's hard to come up with many" findings linking specific genes to complex human behaviors that have been replicated. "...All were announced with great fanfare; all were greeted unskeptically in the popular press; all are now in disrepute."^[32]"

Martin A. Silverman, M.D. wrote regarding a famous study of Dr. Dean Hamer:

" On July 16, 1993, it was reported in *Science* (pp. 291, 321) that geneticist Dean Hamer and his team at the National Cancer Institute had reported on a study involving 40 pairs of brothers both of whom were gay that had led them to conclude that they had discovered a factor on the X chromosome through which gayness was genetically transmitted to them from their mothers. This was hailed as proof that homosexuality in men is biological in origin. Two years later, however, Eliot Marshall reported in *Science* (June 30, 1995, p.268) George Ebers and George Rice of the University of Western Ontario had unsuccessfully attempted to replicate Hamer's findings and had "found no evidence that gayness is passed from mother to son" genetically. He also reported that the Office of Research Integrity in the Department of Health and Human Services was investigating Hamer's work."^[33] "

In May of 2000, the American Psychiatric Association issued a fact sheet stating that "...there are no replicated scientific studies supporting a specific biological etiology for homosexuality."^[34]



Given the existence of ex-homosexuals and given the existence of human cultures where homosexuality has apparently not existed, the position that homosexuality is ultimately a choice in individuals or at the very least can be a choice in individuals has strong evidential support.

Volition as a Causal Factor of Homosexuality - Homosexuality as a Choice

In regards to the issue of homosexuality and choice, given the existence of ex-homosexuals and given the existence of human cultures where homosexuality has apparently not existed, the position that homosexuality is ultimately a choice in individuals or at the very least can be a choice in individuals has strong evidential support. In short, there is a strong argument that one can leave homosexuality. Also, in 2012 ABC News reported concerning actress Cynthia Nixon: "Cynthia Nixon stands by her statement that she is gay by choice, despite the backlash she's received from members of the gay community."^[35] In addition, given that the homosexual population has significantly higher rates of many diseases and the homosexual population also has significantly lower rates of various measures of mental health it can be strongly argued that engaging in homosexual acts is a bad choice for individuals. Another other factor that makes engaging in homosexual acts a bad choice for individuals is the significantly higher rates of domestic violence in homosexual couples. In addition, according to experts homosexual murders are relatively or quite common and often homosexual murders are very brutal. Also, the homosexual population has a greater propensity to engage in illegal drug use.

A 2003 poll done by Ellison Research of Phoenix, Arizona stated that 82 % of all American Protestant ministers agreed with the statement "homosexuality is a choice people make".^[36]

Dr. Nadia El-Awady reflects the view of many adherents of Islam when he stated the following:

" Much research has been done over the years to discover the scientific origins of homosexuality. Mostly it has been to disprove the fact that homosexuality is a matter of choice."^[37] "

The Russian Orthodox Church view is that homosexuality is a choice.

The Roman Catholic Church's position is that having homosexual desires can be a choice in individuals but having homosexual desires is not a choice in respect to all individuals.^[38]ze^[39] However, according to the Vatican individuals should not engage in homosexual acts as they are acts of serious depravity.^[40]

Jews offering new alternatives to homosexuality: *Jews Offering New Alternatives for Healing*, is a non-profit international organization dedicated to educating the world-wide Jewish community about the social, cultural and emotional factors which lead to same-sex attractions. JONAH works directly with those struggling with unwanted same-sex sexual attractions (SSA) and with families whose loved ones are involved in homosexuality. ^[41] They also serve the entire community of non-Jewish individuals and families in a manner which will not threaten their personal religious beliefs.

See also: Sexual abuse being a contributing factor for homosexuality



5

St. Paul defends his preaching (Giovanni Ricco)

For more information please see: Ex-Homosexuals and Overcoming Homosexuality and Resources on becoming a Christian

In regards to the question of whether or not homosexuality is a permanent condition, one of the earliest historical records regarding of the existence of ex-homosexuals is a letter of the Apostle Paul to the Corinthian Christian church. The Apostle Paul taught that homosexuality is a sin when he wrote the following:

“Do not be deceived: Neither the sexually immoral nor idolaters nor adulterers nor male prostitutes nor homosexual offenders nor thieves nor the greedy nor drunkards nor slanderers nor swindlers will inherit the kingdom of God. And that is what some of you were. But you were washed, you were sanctified, you were justified in the name of the Lord Jesus Christ and by the Spirit of our God.” - I Corinthians 6:9-11 (NIV) ”

Today people still report leaving homosexuality and becoming heterosexual through their Christian faith.^{[42][43][44][45][46] [47][48] [49]}



Ex-Homosexual and ex-"gay rights" leader Michael Glatze speaking to the mother of Matthew Shepard.

Peter LaBarbera is the President of Americans for Truth which is a organization which counters the homosexual agenda. Peter LaBarbera stated the following regarding Christian ex-homosexuals who reported being transformed by the power of God:

" Another factor from my experience as a close observer of the "ex-gay" phenomenon is that many former homosexuals do not linger in "reparative therapy" programs, or participate in them at all. They attribute their dramatic and (relatively) rapid transformation to the power of God, and likely would not show up in a study of this kind. In fact, these "unstudied" overcomers would appear to be the most successful ex-homosexuals because they've moved on with their lives — as "reborn" Christians move on after overcoming any besetting sin.^[50] "

In respect to Peter LaBarbera's statement above regarding homosexuals overcoming homosexuality through the power of God, in 1980 a study was published in the *American Journal of Psychiatry* and eleven men participated in this study. The aforementioned study in the *American Journal of Psychiatry* stated that eleven homosexual men became heterosexuals "without explicit treatment and/or long-term psychotherapy" through their participation in a Pentecostal church.^[51] The results of this study are not surprising since Christian faith has shown itself to be effective in combating drug addiction. For example, Christian group Teen Challenge reported the following:

" Teen Challenge claims of a 70 % cure rate for the drug addicts graduating from their program attracted the attention of the U.S. Federal Government in 1973. Most secular drug rehabilitation programs only experienced a cure rate of 1-15 % of their graduates. The National Institute on Drug Abuse (NIDA), part of the U.S. Department of Health, Education, and Welfare, funded the first year of this study to evaluate the long term results of the Teen Challenge program.^[52] "

Teen Challenge has a number of studies that indicate the high effectiveness of their drug treatment program compared to other programs.^[53] Studies indicate that consumers of secular counseling psychology for alcoholism receive hardly any benefit at all.^{[54][55]} The Apostle Paul in a letter to the church of Corinth indicated that Christians were able to overcome being drunkards through the power of Jesus Christ (I Corinthians 6:9-11).

Dr. Whitehead and Briar Whitehead state in their aforementioned book the following regarding ex-homosexuals overcoming homosexuality:

" The sexology literature reports a huge number of examples of change of all degrees from homosexuality to or toward heterosexuality. These studies have been so numerous that West (a gay man) in 1977 took an entire chapter in his classic book, *Homosexuality Re-examined*, to review them, and commented: "Although some militant homosexuals find such claims improbable and unpalatable, authenticated accounts have been published of apparently exclusive and long-standing homosexuals unexpectedly changing their orientation." West mentions one man who was exclusively homosexual for eight years, then became heterosexual...

Another well known author in the field, Hatterer, who believes in sexual orientation change, said, "I've heard of hundreds of ... men who went from a homosexual to a heterosexual adjustment on their own."^[56] "

The classic Biblical commentator Matthew Henry wrote the following regarding the forgiveness and sanctification in Christ for those who repent of the above sins listed in the letter of Paul to the Corinthians (which includes the sin of homosexuality):

" How glorious a change does grace make! It changes the vilest of men into saints and the children of God. Such were some of you, but you are not what you were. You are washed, you are sanctified, you are justified in the name of Christ, and by the Spirit of our God. Note, The wickedness of men before conversion is no bar to their regeneration and reconciliation to God. The blood of Christ, and the washing of regeneration, can purge away all guilt and defilement. Here is a rhetorical change of the natural order: You are sanctified, you are justified. Sanctification is mentioned before justification: and yet the name of Christ, by which we are justified, is placed before the Spirit of God, by whom we are sanctified. Our justification is owing to the merit of Christ; our sanctification to the operation of the Spirit: but both go together.^[57] "

Hate Crime Law Misapplied to Ex-homosexual

Homosexual activists and liberals have become angered in regards to ex-homosexual events and activities.^{[58]e[59]} In

addition, the Center for Reclaiming America cited the following account of how a hate crime statute was egregiously applied to an ex-homosexual:

" In Madison, Wisconsin, a recovered homosexual who had left the "gay" lifestyle to start a family got into a heated discussion with an open homosexual about homosexuality at a gas station. The ex-"gay" man, David Ott, was holding his child in his arms during the entire incident, and neither man touched the other. The homosexual activist later told police he had felt threatened by Ott, and local prosecutors charged the man with "disorderly conduct" with a "hate crimes" enhancement. The "hate crime" aspect, stemming from Ott's belief that homosexuality is morally wrong, raised the potential fine from \$1,000 to \$10,000, and jail time went up from a possible 90 days to one year. Fearing the possibility of substantial jail time, Ott settled, and received 50 hours of community service plus a mandatory attendance at "tolerance" sessions conducted by lesbians at the University of Wisconsin at Madison. A ground rule for the session was the premise that homosexual behavior is not immoral.

The entire process cost Ott almost \$7,000 in legal fees.^[60]

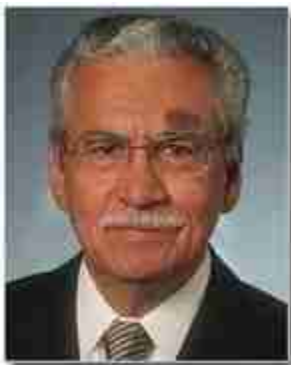
"

Anti-Homosexuality Blogs

Two of the more popular anti-homosexuality blogs are Americans For Truth and Gay Christian Movement Watch. The blog Americans For Truth is run by Peter LaBarbera and the blog Gay Christian Movement Watch is run by Pastor D.L. Foster.

2006 Survey Finds Homosexual Men Seek to Become Ex-homosexuals Often Do So to Heal Emotional Pain or For Spiritual Reasons

A 2006 survey finds homosexual men seek to leave homosexual lifestyle to heal emotional pain and for spiritual reasons rather than outside pressure. In addition, there is other data that supports the above 2006 survey findings.



Dr. Alex D. Montoya wrote: "The Christian needs to befriend and witness to the homosexual with such love, compassion, and wisdom that such will respond to the saving grace of God."^[61]

Homosexuality and the Bible

For additional information please see: Homosexuality and biblical interpretation and Homosexuality and the Bible and Atheism and homosexuality

In respect to homosexuality and the Bible, sound Bible exegesis and Bible exposition demonstrates that the Bible condemns homosexuality.^[62]¹ In addition, Christian apologist JP Holding refutes various arguments that assert that the Bible does not condemn homosexuality.^[66]² In his essay which examines the biblical passages regarding homosexuality, Pastor and Associate Professor of Pastoral Ministries at The Master's Seminary Dr. Alex D. Montoya states that "The Christian needs to befriend and witness to the homosexual with such love, compassion, and wisdom that such will respond to the saving grace of God."^[71]

Biblical City of Sodom, Homosexuality, and Archaeology

The Bible clearly associates the city of Sodom with homosexuality (Genesis 19:4-9), although the Bible associates with Sodom other sins as well. Claims that the primary reason for Sodom's judgment was inhospitality are not supported by sound Bible exegesis.^[72] ^[73]

The Bible states regarding Sodom:

...the LORD rained on Sodom and Gomorrah brimstone and fire from the LORD out of heaven, and He overthrew those cities, and all the valley, and all the inhabitants of the cities, and what grew on the ground. Genesis 19:24-25

Dr. Bryant Wood's Archaeological Investigation in Relation to Sodom



5

Destruction of Sodom by God

The following was reported in respect to Dr. Bryant Wood's archaeological work in relating to the biblical city of Sodom:

"Most intriguing was evidence that a massive fire had destroyed the city. It lay buried under a coating of ash several feet thick. A cemetery one kilometer outside the city contained charred remains of roofs, posts, and bricks turned red from heat. Dr. Bryant Wood, in describing these charnel houses, stated that a fire began on the roofs of these buildings. Eventually the burning roof collapsed into the interior and spread inside the building. This was the case in every house they excavated. Such a massive fiery destruction would match the biblical account that the city was destroyed by fire that rained down from heaven. Wood states, "The evidence would suggest that this site of Bab edh-Drha is the biblical city of Sodom."^[74]

"

Dr. Wood provides some additional material in relation to the find being the biblical city of Sodom.^[75] ^[76]

Homosexuality and Promiscuity



50

A 2004 study showed that 55.1 percent of homosexual males in Shoreland – known as Chicago's "gay center" – have at least one sexually transmitted disease.^{[77] [78]}

For related information see: Homosexuality and promiscuity and Homosexuality Statistics

A 2004 article by Michael Foust states:

" A new study by a group of University of Chicago researchers reveals a high level of promiscuity and unhealthy behavior among that city's homosexual male population. According to the researchers, 42.9 percent of homosexual men in Chicago's Shoreland area have had more than 60 sexual partners, while an additional 18.4 percent have had between 31 and 60 partners. All total, 61.3 percent of the area's homosexual men have had more than 30 partners, and 87.8 percent have had more than 15, the research found.

As a result, 55.1 percent of homosexual males in Shoreland – known as Chicago's "gay center" – have at least one sexually transmitted disease, researchers said.

The three-year study on the sexual habits of Chicago's citizens will appear in the upcoming book, "The Sexual Organization of The City" (University of Chicago Press), due out this spring.^{[79] [80]}

"

In September of 2006, the Agape Press reported the following regarding homosexuality and promiscuity:

" A survey by The Advocate, a homosexual magazine, revealed that promiscuity is a reality among homosexuals. The poll found that 20 percent of homosexuals said they had had 51-300 different sex partners in their lifetime, with an additional 8 percent having had more than 300. Unprotected homosexual sex is also a concern among health professionals. A survey in Ireland by the Gay Men's Health Project found that almost half of homosexuals said they were having unprotected sex....

The fact that many homosexuals appear to live their lives in sexual overdrive does not seem to concern leaders in the movement. In an editorial from the same issue (August 15) in which the survey results were published, *The Advocate* said: "[Homosexuals] have been proud leaders in the sexual revolution that started in the 1960s, and we

have rejected attempts by conservatives to demonize that part of who we are.”^[81]

”

In November of 2007 the news organization One News Now reported the following regarding Peter LaBarbera of Americans for Truth remarks about the spread of AIDS via male homosexual promiscuity and a conference on AIDS featuring Pastor Rick Warren and Senator Hillary Clinton:

“ Pro-family activist Peter LaBarbera says he shares Pastor Warren’s desire to fight the spread of HIV/AIDS but wonders what solutions a politician who is an ardent supporter of the homosexual agenda has to offer in combating the disease. ”He says that he’s a co-belligerent with people who he disagrees with on other issues,” notes LaBarbera, “[so] I guess the question would be: does he disagree strongly with Hillary Clinton’s approach to homosexuality and even the AIDS crisis?” Although he admits he is skeptical of what solutions a defender of the homosexual lifestyle like Clinton has to offer churches for fighting the HIV/AIDS crisis, the activist is calling on Warren and Clinton to use the upcoming summit to tackle the problem of homosexual promiscuity, which often results in HIV and other sexually transmitted diseases.

”We have homosexual bath houses operating in major cities across this nation,” LaBarbera notes. ”These are places where men go for anonymous sexual liaisons with other men. They’re bringing the HIV virus back to innocent women, because some of these men do not identify as ‘gay’ and they’re even married. So what about that aspect of the AIDS crisis?”^[82]

”

Another study involving male homosexuality examined the sexual profiles of 2,583 older homosexual men and was published in the *Journal of Sex Research* in 1997.^[83] This study of male homosexuality found that 2.7 percent of these men claimed to have had sex with one partner only. ^[84]

The David P. McWhirter, M.D., and Andrew M. Mattison, M.S.W., Ph.D. study reported in their 1984 work *The Male Couple: How Relationships Develop* stated that in regards to relationships involving male homosexuality that ”all couples with a relationship lasting more than 5 years have incorporated some provision for outside sexual activity in their relationships.”^[85]

Homosexual Male Promiscuity in the United States in the 1970s

Dr. Hewitt wrote the following regarding homosexual male promiscuity in United States in the 1970’s in the *Journal of Sex Research*:

“ Gay liberation in the 1970s was accompanied by an explosion of gay sexuality, especially in tolerant cities such as Los Angeles, New York and San Francisco, where gays concentrated. The director of the New York City Department of Health describes the situation as follows: ”By their own reports, many men had large numbers of sexual partners annually, often numbering in the hundreds and even in the thousands. Frenetic casual and anonymous sex was widespread among homosexual and bisexual men. Bathhouses, back rooms of bars and clubs, and other public settings such as erotic bookstores and movie theaters were, in effect, wide open...these practices and more were accompanied by extremely high rates of sexually transmitted diseases and set the scene for the rapid transmission of HIV once it appeared in the late 1970s. Rates of rectal and oral gonorrhea in males soared...”^[86] ”

Homosexual Couples and Domestic Violence



A recent study by the Canadian government states that "violence was twice as common among homosexual couples compared with heterosexual couples".

For more information please see: Homosexual Couples and Domestic Violence

Studies report that homosexual couples have significantly higher incidences of violent behavior. For example, a recent study by the Canadian government states that "violence was twice as common among homosexual couples compared with heterosexual couples".^[87] According the American College of Pediatricians who cite several studies, "Violence among homosexual partners is two to three times more common than among married heterosexual couples."^[88] In addition, the American College of Pediatricians states the following: "Homosexual partnerships are significantly more prone to dissolution than heterosexual marriages with the average homosexual relationship lasting only two to three years."^[89]

In June of 2004, the journal *Nursing Clinics of North America* reported the following regarding homosexuality and domestic violence:

" Domestic abuse is under-reported in the gay community... Male-on-male same-sex domestic violence also has been reported in couples where one or both persons are HIV-positive. Intimate partner abuse and violence include humiliation, threatening to disclose HIV status, withholding HIV therapy, and harming family members or pets.^[90]

In 2000, the pro-homosexual agenda newspaper the New York Times in an article entitled *Silence Ending About Abuse in Gay Relationships* cites some information which may indicate that domestic abuse may be under-reported in relation to couples who engage in homosexuality.^[91] The New York Times article states the following:

" But the issue of gay domestic abuse has been shrouded by silence until recently... For years, gay people have tried to keep quiet about the problem, said Dave Shannon, coordinator of the violence recovery program at Fenway Community Health, a gay and lesbian clinic in Boston.

Mr. Shannon said: *People feel, 'Why should we air our dirty laundry? People feel so negatively about us already, the last thing we should do is contribute to negative stereotypes of us.'* ^[92]

The Journal of the Family Research Institute using data from the U.S. Justice Department's Bureau of Justice Statistics and the Center for Disease Control concluded that "married men who are not separated are at least 25 times less apt to be domestically attacked than a homosexual male in an 'on-going relationship.' Even if we include all married and separated husbands, the risk of domestic violence in a male-male homosexual relationship is still at least 18 times greater." ^[93] A study published in *The Journal of Family Violence* reported in respect to homosexuality and domestic violence that among its participants "Emotional abuse was reported by 83 %" of its participants.^[94] The U.S. Department of Veterans Affairs Domestic Abuse Fact Sheet states that "11 % of women in homosexual relationships and 23 % of men in homosexual relationships report being raped, physically assaulted, and/or stalked by an intimate partner".^[95]

For more information please see: Homosexuality and Murders

Commonness of Homosexual Murder

Vernon J. Geberth, M.S., M.P.S. who is a former commander of Bronx homicide for the New York City Police Department stated in 1995 concerning homosexuality and murders that homosexual murders are relatively common and these murders may involve male victims murdered by other males or may involve female victims who are in some type of lesbian relationship and they are murdered by another female.^[96] In 2005, Dr. Harnam Singh, Dr. Luv Sharma, and Dr. Dhatarwal reported in the *Journal of Indian Academy of Forensic Medicine* in respect to homosexuality and murders that homosexual murders are quite common and that these murders may involve both sexes either as victims or as assailants.^[97]

Homosexual Murders and Brutality

Forensic Journal Articles on Homosexual Murders and Overkill



The eminent pathologist Dr. William Eckert wrote concerning homosexual homicides: "Equally high is the number of homicides, many probably related to transient attachments, which often lead to suspicion, jealousy, and murder. When murder does occur it is exceptionally brutal with an overkill appearance... Overkill, as it is seen in homosexual and lesbian murders, is certainly a form of sadistic crime."

There have been a number of forensic journal articles on the issue of homosexual homicides and overkill.^[98] ^[99] ^[100] ^{e[101]} ^[102] In 1996, the forensic journal *The American Journal of Forensic Medicine and Pathology* published an article entitled *Homicide in homosexual victims: a study of 67 cases from the Broward County, Florida, Medical Examiner's office (1982-1992), with special emphasis on "overkill"*. The abstract for the journal article states: "Forensic pathologists often state that homosexual homicides are more violent than those with heterosexual victims. Overkill or wounding far beyond that required to cause death is a frequently used descriptor of these deaths. We quantified the number and extent of injuries between homosexual and heterosexual homicide victims to determine whether one group suffered more violence than the other...Homosexual homicides are more violent than heterosexual homicides when one compares the mean number of injuries (fatal sharp, blunt, and total)/case and the extent of injuries on the body."^[103] "

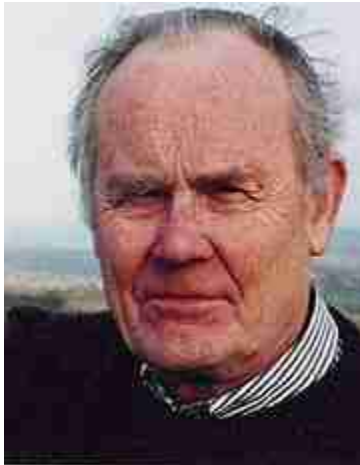
Dr. William Eckert on Homosexual Homicides and Overkill

According to the New York Times, Dr. William Eckert was a world-renowned authority in the field of pathology and he worked on major murder cases including the assassination of Senator Robert F. Kennedy and the Charles Manson murders.^[104] Dr. Eckert founded the *American Journal of Forensic Medicine and Pathology*.^[105] ^[106] According to *Time* magazine, Dr. Eckert was a pioneer who encouraged collaborative effort between law-enforcement and

forensics teams.^[107]

Dr. Eckert wrote concerning homosexual murders:

" Equally high is the number of homicides, many probably related to transient attachments, which often lead to suspicion, jealousy, and murder. When murder does occur it is exceptionally brutal with an overkill appearance... Overkill, as it is seen in homosexual and lesbian murders, is certainly a form of sadistic crime. In these instances multiple stabbing and other brutal injuries...are common findings...^[108] "



▣ The eminent pathologists Bernard Knight and Pekka Saukko stated that it is a fact that some of the most violent homicides seen by pathologists are among male homosexuals.

Additional Sources on Homosexual Murders and Overkill

Bernard Knight CBE, MD, BCH, MRCP, FRCPath, FHKCPath, DMJ (Path) was a Professor of Forensic Pathology in the University of Wales until he retired in 1996.^[109] In 1993 he was made a Commander of the British Empire (CBE) for his services to forensic medicine.^{[110][111]} Dr. Bernard Knight has been involved in many notorious murder cases, including Fred West and Rosemary West, Roberto Calvi (the Vatican banker), the child killer Mary Bell, and the Truscott case in Canada.^[112] Dr. Pekka Saukko is Professor and Head of the Department of Forensic Medicine at the University of Turku in Finland.^[113] Dr. Saukko is also the editor of *Forensic Science International*.^[114] Doctors Knight and Saukko coauthored a pathology textbook entitled *Knight's Forensic Pathology* in 2004 declared:

" As with heterosexual offenses, the cause of death in fatal cases is almost always some form of general trauma, such as strangulation or head injuries. Homosexual activity, however, may be a parallel event; it is a fact that some of the most violent homicides seen by pathologists are among male homosexuals.^[115] "

The previously cited article in the *Journal of Indian Academy of Forensic Medicine* declares concerning homosexual murders: "These "Lovers' quarrels" between male homosexuals manifest an increased level of violence due to the fact that the parties involved in the emotional conflict are both sexual aggressors."^[116]

The Encyclopedia of Serial Killers by Michael Newton reports:

" Homosexual slayers clearly have no monopoly on violence, but it is true that their crimes often display extremes of "overkill" and mutilation... On balance, it seems fair to say that while homosexuals sometimes fall prey to "gay bashing" violence by bigoted "straights," they are far more likely to be murdered by another homosexual than in a random hate crime.^[117] "

The previously cited pathology textbook by Knight and Saukko stated the following: "In addition, quite a number of fatal altercations arise because a heterosexual man becomes violent when importuned by a homosexual."^[118]

Homosexuality and bestiality

Prominent homosexual activist and Frank Kameny's comments on bestiality

See also: Homosexuality and bestiality and Atheism and bestiality

Homosexual activist Frank Kameny is a fervent atheist.^{[119] [120]}

On Jun 04, 2008, LifeSiteNews wrote:

“ Long-time homosexual activist Frank Kameny’s claim to fame is successfully manipulating the American Psychiatric Association into declassifying homosexuality as a mental disorder, and today the Smithsonian honoree is now busily advocating bestiality ”as long as the animal doesn’t mind.” Kameny, 83, has had a long career advocating the removal of any restrictions on human acts long considered by sane societies as obscene, dangerous, and disordered...

Kameny describes his mission as ”Americanism in action” by advocating bestiality and encouraging the saturation of American culture with what he calls ”more and better and harder-core pornography.”

According to Americans for Truth about Homosexuality (AFTAH), Kameny wrote an e-mail to them saying that while he was personally opposed to bestiality, he found it an otherwise ”harmless” quirk, so long as it was consensual with the animal involved.

”Bestiality is not my thing,” Kameny wrote. ”But it seems to be a harmless foible or idiosyncrasy of some people. So, as long as the animal doesn’t mind (and the animal rarely does), I don’t mind, and I don’t see why anyone else should.”^[121]

”

Homosexuals March in Madrid Cheering Bestiality

See also: Homosexuality and bestiality

On July 14, 2009, in a story entitled *Homosexuals March in Madrid Cheering Bestiality and Demanding “Affective-Sexual Diversity” in School*, LifeSiteNews reported concerning a homosexual parade in Spain:

“ ”I like dogs, I like apples, in my bed I sleep with whomever I want,” was one of the principal chants in the Gay Pride Parade last week in Madrid, where hundreds of thousands marched through the streets to advocate ”gay rights” and homosexualist ideology, according to local media reports.^[122] ”

Lesbianism



5

Yvette Cantu Schneider and family

Women who engage in homosexuality are called *lesbians* (after the ancient Greek island of Lesbos). Recently, the former lesbian activist Charlen Cothran left homosexuality and converted her pro-homosexuality magazine to one that helps homosexuals find freedom and deliverance through faith in Jesus Christ.^[123]^[124] Lesbian activist Yvette Cantu Schneider also became a Christian and left homosexuality.^[125]^[126]

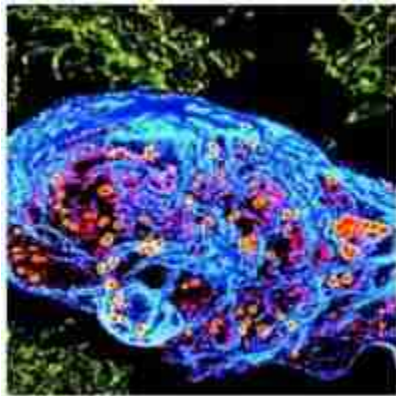
In 2007, WorldNetDaily published the following regarding a lesbian woman:

“ A 53-year-old university professor and campaigner for legalized same-sex marriage in the UK said she was once a married ”happy heterosexual” who had no doubts about her sexual orientation, but political activity and involvement in feminist causes ”changed” her into a lesbian.^[127] ”

Health Effects of Homosexual Lifestyle

For more information please see: Homosexuality and health and Gay bathhouses

AIDS



Human Immunodeficiency Virus attacking T4 lymphocytes

A review of the history of homosexuality and AIDS, indicates the original spread of AIDS is generally attributed to the aforementioned promiscuity of homosexual men. Originally the syndrome was called the "gay disease" because the overwhelming majority of patients were homosexual men.^[128]

In September of 2010, Reuters reported: "Nearly one in five gay and bisexual men in 21 major U.S. cities are infected with HIV, and nearly half of them do not know it".^[129] A September 2010 report of the Centers for Disease Control and Prevention (CDC) reported: "Gay, bisexual, and other men who have sex with men (MSM) represent approximately 2 % of the US population, yet are the population most severely affected by HIV and are the only risk group in which new HIV infections have been increasing steadily since the early 1990s. In 2006, MSM accounted for more than half (53 %) of all new HIV infections in the United States..."^[130] In August of 2009, LifeSiteNews reported: "An official with the Centers for Disease Control and Prevention (CDC) announced the CDC's estimate Monday that in the United States AIDS is fifty times more prevalent among men who have sex with men ('MSM') than the rest of the population."^[131] This is a dramatic recent increase. In June of 2004, the journal *Nursing Clinics of North America* reported that homosexual men and men who have sex with men "are nine times more likely to become infected with HIV than their heterosexual counterparts".^[132] Of newly diagnosed HIV infections in the United States during the year 2003, the Centers for Disease Control and Prevention (CDC) estimated that about 63 % were among men who were infected through sexual contact with other men.^[133] As of 1998, fifty-four percent of all AIDS cases in the United States were homosexual men, and the CDC stated that nearly ninety percent of these men acquired HIV through sexual activity with other men.^[134]

In relation to HIV infections in the developed world, in 2007 the German medical journal *Bundesgesundheitsblatt - Gesundheitsforschung - Gesundheitsschutz* published an article entitled *Prevention strategies to control the HIV epidemic. Successes, problems, and perspectives*. The abstract for that German medical journal stated the following: "...for several years now, in the western developed countries sexual risk behaviour, newly diagnosed HIV infections, and the incidence of various other sexually transmitted infections seem to re-increase, especially among men who have sex with men (MSM)."^[135] In 2007, the medical journal *Sexually Transmitted Diseases* reported the following: "In Western Europe, HIV prevalence among community surveys of MSM [men who have sex with men] conducted between 2000 and 2004 ranged from 5 % to 18 %."^[136]

According to the Centers for Disease Control and Prevention (CDC) from 1994 to 1997 the proportion of homosexual men stating they had anal sex increased from 57.6 percent to 61.2 percent.^[137] Although homosexual men may practice various sexual practices which may put them at risk, studies report that anal sex may be an important risk factor for the relay of many diseases.^{[138][139][140][141][142]} For example in 2004, Jeffrey D. Klausner, Robert Kohn, and Charlotte Kent reported in the journal *Clinical Infectious Diseases* the following: "Proctitis, or inflammation of the rectum, is a condition that is not uncommon among men who have sex with men (MSM), and, in HIV-negative men, greatly increases the risk of acquiring HIV infection. With the recent increases in bacterial sexually transmitted diseases (STDs) among MSM in the United States and Europe, there has been a concomitant increase in the number

of cases of clinical proctitis.”^[143] On March 15, 2004 Medscape published an article by John G. Bartlett, M.D. entitled *New Look at "Gay Bowel Syndrome"* in which they commented on the aforementioned 2004 journal article *Etiology of clinical proctitis among men who have sex with men* published by JD Klausner and C. Kent in the journal *Clinical Infectious Diseases*. The article in Medscape stated the following:

“ There were multiple studies of the newly recognized "gay bowel syndrome" in the late 1970s and early 1980s. However, subsequent attention and study has been sparse, in part attributed to reduced frequency thought to reflect changing practices by gay men in response to the HIV epidemic. This study clearly indicates that it is still an issue, since the cases were studied in 2001-2002. Also, the etiology is about the same as previously, although HSV is newly recognized as an important component. This finding not only affects management but also has HIV prevention implications. The authors note that two thirds of the participants were HIV negative and that proctitis increases the risk of HIV by up to 9-fold.”^[144] ”

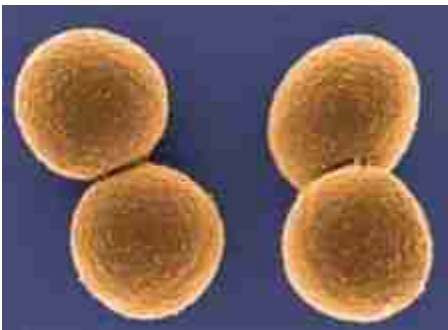
Johns Hopkins HIV Guide website has a duplicate of the aforementioned article by John G. Bartlett, M.D. at Medscape which was entitled *New Look at "Gay Bowel Syndrome"*.^[145]

In 2004, the prominent medical website, WebMD, stated the following: "Men who have sex with men and women are a "significant bridge for HIV to women," the CDC's new data suggest.”^[146]

Teenage AIDS and Teenage homosexuality

See: Teenage homosexuality and Teenage AIDS

Homosexuality and MRSA



In 2008, the *Annals of Internal Medicine* reported that infection with multidrug-resistant USA300 MRSA is common among men who have sex with men, and multidrug-resistant MRSA infection might be sexually transmitted in this population.

In regards to homosexuality and MRSA, on January 15, 2008 the newspaper San Francisco Chronicle had a news article entitled *San Francisco gay community an epicenter for new strain of virulent staph*.^[147] The San Francisco Chronicle news article stated the following in regards to homosexuality and MRSA:

“ A new variety of staph bacteria, highly resistant to antibiotics and possibly transmitted by sexual contact, is spreading among gay men in San Francisco, Boston, New York and Los Angeles, researchers reported Monday.”^[148] ”

On February 19, 2008 the *Annals of Internal Medicine* published a study regarding antibiotic resistant staph infection in relation to men who have sex with men and the abstract for the article states the following in relation to homosexuality and MRSA:

“ Infection with multidrug-resistant USA300 MRSA is common among men who have sex with men, and multidrug-resistant MRSA infection might be sexually transmitted in this population.”^[149] ”

The February 19, 2008 *Annals of Internal Medicine* stated the following regarding homosexuality and MRSA:

“ Data from this study suggest that multidrug-resistant USA300 has spread rapidly among men who have sex with men in San Francisco and Boston, and that having male-male sex seems to be a risk factor for multidrug-resistant USA300 infection independent of HIV infection.... As in the SFGH HIV clinic population, having male-male sex was

a risk factor for multidrug-resistant USA300 infection among patients in the Fenway Community Health sample. All patients in this sample who had multidrug-resistant USA300 infection were men who had sex with men, and none of the more than 3000 men seen at this health center annually who did not have male-male sex had multidrug-resistant USA300 infection, suggesting the exclusive spread of the multidrug-resistant USA300 clone among men who have sex with men....

In summary, we show that multidrug-resistant USA300 has emerged as an important source of disease among men who have sex with men in 2 geographically distinct communities. The high proportion of infection involving the buttocks, genitals, and perineum suggests that community-associated MRSA may be transmitted in the setting of sexual contact among men who have sex with men. The link among USA300, multidrug-resistant USA300, and unsafe sexual risk behaviors should be evaluated further in prospective studies.^[150]

”

The Mayo Clinic states the following regarding antibiotic resistant staph:

“MRSA infection is caused by *Staphylococcus aureus* bacteria — often called “staph.” MRSA stands for methicillin-resistant *Staphylococcus aureus*. It’s a strain of staph that’s resistant to the broad-spectrum antibiotics commonly used to treat it. MRSA can be fatal. Most MRSA infections occur in hospitals or other health care settings, such as nursing homes and dialysis centers. It’s known as health care-associated MRSA, or HA-MRSA. Older adults and people with weakened immune systems are at most risk of HA-MRSA. More recently, another type of MRSA has occurred among otherwise healthy people in the wider community. This form, community-associated MRSA, or CA-MRSA, is responsible for serious skin and soft tissue infections and for a serious form of pneumonia.^[151]

”

In the January 15, 2008 newspaper San Francisco Chronicle entitled *San Francisco gay community an epicenter for new strain of virulent staph*, Binh An Diep, a researcher at San Francisco General Hospital and lead author of the aforementioned medical journal article in the February 2008 *Annals of Internal Medicine* stated the following regarding MRSA:

“We are nowhere near the peak,” Diep said. “The peak will occur when it spreads into the general population.” Diep said there is reason to believe that the more drug-resistant strain will make that leap because it is just a slight variant of USA300, which became one of the most common strains of MRSA in the United States only a few years after it was first detected.^[152]

”

In the previously cited January 15, 2008 newspaper article in the San Francisco Chronicle regarding MRSA the medical researcher Binh An Diep stated regarding the MRSA and the city of San Francisco: “We probably had it here first, and now it is spreading elsewhere.” The January 2008 San Francisco Chronicle article also stated regarding San Francisco and MRSA: “The risk of contracting this difficult-to-treat bug is 13 times greater for gay men than for the rest of the city’s population, researchers found.”^[153]

American conservative commentators and conservative news organizations have published a number of articles on the internet in relation to the homosexuality and MRSA issue.^{[154][155][156][157][158]ize[159][160]}

Homosexuality and Syphilis



A Centers for Disease Control and Prevention analysis suggested that approximately 64 percent of all adult primary and secondary syphilis cases in 2004 were among men who have sex with men.

Syphilis is an infection caused by the bacteria *Treponema pallidum*. An early publication to propose the link between homosexuality contributing to the spread of sexually transmitted disease was the English publication *Proceedings of the Royal Society of Medicine* in 1962.^[161] The *Proceedings of the Royal Society of Medicine* made the following statement: "The importance of homosexual practices in the spread of venereal diseases has attracted particular attention recently. It almost seems that these practices are keeping syphilis alive in this country."^[162]

The news organization Cybercast News Service reported the following about homosexuality and syphilis:

"The federal Centers for Disease Control and Prevention (CDC) says homosexual men accounted for 65 percent of the nearly 12,000 cases of syphilis in the United States in 2007, making them the "primary driver" of increased syphilis rates overall. In a report on sexually transmitted diseases (STDs) issued Tuesday, the government said syphilis, a disease that was almost eliminated as a public health threat less than 10 years ago, is on the rise – with cases increasing each year since 2000."^[163]

"

The CDC also stated the following regarding homosexuality and syphilis:

" "While surveillance data are not available by risk behavior, a separate CDC analysis suggests that approximately 64 percent of all adult P & S syphilis cases in 2004 were among men who have sex with men, up from an estimated 5 percent in 1999....Syphilis increases, especially among men who have sex with men, demonstrate the need to continually adapt our strategies to eliminate syphilis in the United States," said Dr. Ronald O. Valdiserri, acting director of CDC's HIV, STD and TB prevention programs."^[164] "

In 2007, the medical journal *Current Opinion in Infectious Diseases* published an article entitled *The resurgence of syphilis among men who have sex with men*.^[165] The abstract for that article states the following: "A resurgence of syphilis has occurred among men who have sex with men in many developed countries. Infection has been associated with HIV coinfection, multiple partners, and recreational drug use."^[166]

Homosexuality and Gonorrhea



5

Gonorrhea is a sexually transmitted disease (STD) caused by the bacterium *Neisseria gonorrhoeae*.

In relation to homosexuality and gonorrhea, in 2006, the American Association of Family Physicians reported: "Men who have sex with men (MSM) have high rates of gonococcal infection. In San Francisco, more than one half of these infections occur in MSM, and previous cross-sectional studies have reported a prevalence of up to 15.3 percent in this group."^[167]

In 2007, the medical journal *Sexually Transmitted Diseases* published an article entitled *Sexually Transmitted Infections in Western Europe Among HIV-Positive Men Who Have Sex With Men* which stated the following regarding homosexuality and gonorrhea:

" "Since the late 1990s, increases in diagnoses and rates of gonorrhea have been observed across the region, although recently there has been evidence of a levelling off and even a decline in some countries. In Denmark (1994–1999), gonorrhea incidence was 6 times higher among known HIV-positive MSM [men who have sex with men]... A study in a Parisian clinic showed that at least one-third (30/92) of MSM diagnosed with gonorrhea between January 1999

and May 2001 were HIV-positive... In Sweden, 5.4 % (4/74) of gonorrhea cases were in HIV-positive MSM in 2000. By comparison, at sentinel sites in England and Wales, 32 % (123/381) of MSM with gonorrhea were HIV-positive in 2004.^[168]

”

Homosexuality and Lymphogranuloma Venereum Outbreaks

Lymphogranuloma venereum is a sexually transmitted disease that mainly infects the lymphatics.^[169] According to the recent medical literature, there have been recent outbreaks of lymphogranuloma venereum in Europe and North America and the outbreaks have been limited to the homosexual community.

Homosexuality and Parasites



50

Throughout the world, high rates of intestinal parasitism are found in men who have sex with men.

Concerning the issue of homosexuality and parasites, anal sex can be an important risk factor for intestinal parasitism.^[170] In 2006, the *The Medical Journal of Australia* reported the following:

“ High rates of intestinal parasitism are found in MSM [men who have sex with men] throughout the world. Amoebiasis has become endemic in MSM in Japan and causes significant morbidity and mortality; complications such as colitis and liver abscesses occur more frequently in homosexual and bisexual men than in heterosexual men. Similar findings on amoebiasis are reported from Taiwan, with MSM at increased risk for invasive amoebiasis and intestinal colonisation with *E. histolytica*.^[171]

”

In 2001, The journal *Internal Medicine* (Tokyo, Japan) published an article entitled *Amebiasis in acquired immunodeficiency syndrome* in which they stated the following the following:

“ While the overall prevalence of amebiasis is approximately 4 % in the United States, certain high-risk groups have a much higher incidence of infection and disease. Prevalence of *E. histolytica* or *E. dispar* in the gay population of New York City and San Francisco approached 40-50 % . Some Japanese literature also showed homosexual contact was an important risk factor for amebic infection.^[172]e^[173] ”

In 1990 SD Wexner wrote in a article published in *Diseases of the Colon and Rectum* that mentioned the subject of homosexuality and parasites and the abstract for that article states: “....a host of parasites, bacterial, viral, and protozoan are all rampant in the homosexual population.”^[174]

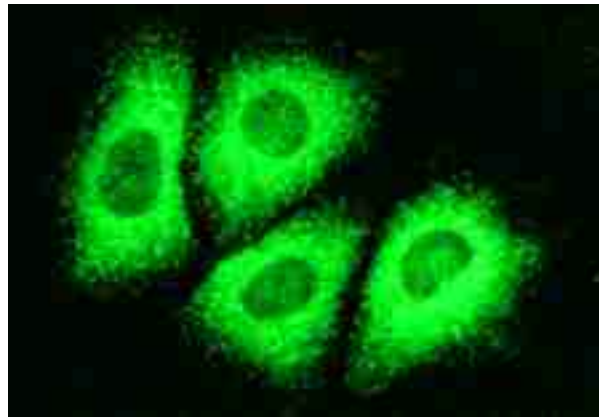
In 1985, the peer reviewed medical journal *Gut*, which is an international medical journal for gastroenterology and hepatology, had an article entitled *The Gay Bowel* authored by I V Weller which stated the following: “*Giardia lamblia* and *Entamoeba histolytica* have long been regarded as ‘exotic’ organisms, but are ‘hyperendemic’ among gay men attending STD clinics with up to 20 excreting cysts.”^[175]

A 1980 article in the *Canadian Medical Association Journal* stated the following in its abstract: "In a controlled study 67.5 % of 200 homosexual men but only sixteen percent of 100 heterosexual men were found to be infected with intestinal parasites"...These findings suggest that the male homosexual community may be an important reservoir of potentially pathogenic protozoa."^[176]

Higher Rates of Syphilis, Gonorrhea, Lymphogranuloma Venereum, and Amebiases Elaborated

Sexually transmitted diseases that cause proctitis include syphilis, gonorrhea, lymphogranuloma venereum, and amebiasis and as noted earlier the homosexual community has significant problems in regards to these illnesses.^[177]^[178]^[179] In addition, as mentioned earlier proctitis significant risk factor in respect to HIV infection.^[180]^e^[181] According to the Mayo Clinic, "proctitis in general mainly affects adult males".^[182] Proctitis, syphilis, gonorrhea, lymphogranuloma venereum, and amebiasis are all maladies that are associated with gay bowel syndrome which why John G. Bartlett, M.D. stated at the Johns Hopkins HIV Guide website and at Medscape that gay bowel syndrome is still currently an issue.^[183]^[184]

Homosexuality and Hepatitis



Hepatitis C Virus

For more information please see: Homosexuality and Hepatitis

In relation to homosexuality and hepatitis, according to the Centers for Disease Control and Prevention (CDC) both Hepatitis A and Hepatitis B disproportionately affects men who have sex with men (MSM).^[185]^e^[186]

In a 2007 article entitled *Advances in the Management of Viral Hepatitis B and Hepatitis C Infection in HIV-Coinfected Patients* Vincent V. Soriano, MD, PhD reported in Medscape the following regarding homosexuality and Hepatitis C viral infections:

"Hepatitis C virus (HCV) has not been thought to be efficiently transmitted through sexual contact. However, recent reports of outbreaks of acute hepatitis C among men who have sex with men (MSM) have changed this view. British researchers examined 7223 MSM who attended a single clinic in Brighton, United Kingdom, since 2000. The study investigators reported that highly risky sexual practices along with multiple sex partners explained the increase in episodes of acute HCV infection in this population."^[187]

Viral hepatitis is one of the illnesses of gay bowel syndrome.

Homosexuality and Shigellosis



Shigella bacteria cause shigellosis

Men who have sex with men (MSM) appear to have a greater incidences of the malady shigellosis. Shigellosis is a condition associated with gay bowel syndrome.

Peter LaBarbera and His Calls to Shut Down Homosexual Bathhouses

For more information please see: Gay bathhouses

Peter LaBarbera, president of Americans for Truth, stated the following about gay bathhouses:

" Why isn't there a concerted government effort — akin to the current anti-smoking campaigns — to reign in homosexual promiscuity — beginning with closing down all sex businesses (bathhouses) that facilitate homosexual perversion? (Of course, we favor closing down straight prostitution businesses as well.) We know that bisexual behavior (men on the "down low") help spread dangerous diseases to the general population: how many deaths and illnesses have to result from "second-hand sodomy" before authorities take corrective action?^[188] "

As mentioned earlier, in 2004, the prominent medical website, WebMD, stated the following: "Men who have sex with men and women are a "significant bridge for HIV to women," the CDC's new data suggest."^[189]

In relation to the closing of a San Diego homosexual bathhouse Peter LaBarbera stated the following:

" There are hundreds of homosexual bathhouses across the United States. Men who frequent bathhouses contract deadly diseases which tragically cut short their own lives, the lives of their male sex partners, and the lives of girlfriends and wives. We hope this victory in San Diego will inspire many more citizens to complain and prompt prosecutors to enforce our laws.^[190] "

In 2004, Christian activist James Hartline, on an international broadcast of the 700 Club, took reporters on a tour right up to the front doors of the former San Diego homosexual bathhouse, in the hopes that more citizens would be involved in shutting its front doors (the 700 Club video is available on the CBN.com website)^[191]^[192] Christian activist James Hartline and fellow Christians opposed the homosexual bathhouse in San Diego for four years before it shut down.^[193]

Cleveland Health Official and the Opening of a Homosexual bathhouse

The Beacon Journal of Akron reported the following on July 16, 2006 regarding the opening of a homosexual bathhouse:

" City leaders say the club could help spark the economic revival of a desolate commercial block, but they also worry that the bathhouse could fuel a growth of HIV/AIDS and other diseases. "I think it's going to be a big mess in the not-too-distant future," said William Tiedemann, AIDS director for the Cleveland Department of Public Health.^[194] "

Mayor Naugle and His Concerns Regarding Homosexual Bathhouses

In 2007, Peter LaBarbera reported on Fort Lauderdale Mayor Naugle expressing public health concerns about homosexual bathhouses and he asked Florida tourism officials to stop promoting homosexual bathhouses. ^[195]

Homosexuality and Mental Health



Studies have long indicated that homosexuals have a substantially greater risk of suffering from psychiatric problems (suicide, depression, bulimia, antisocial personality disorder, and substance abuse).^[196]

In respect to homosexuality and mental health, studies have long indicated that homosexuals have a substantially greater risk of suffering from psychiatric problems (suicide, depression, bulimia, antisocial personality disorder, and substance abuse).^[197]

For example, a national survey of female homosexuals was published in the *Journal of Consulting and Clinical Psychology* which found that 75 percent of the approximate 2,000 respondents had pursued psychological counseling of some type, many for treatment of long-term depression or sadness.^[198]

In contrast to claims by gay rights activists blaming this heightened incidence of mental issues on discrimination, John R. Diggs, M.D. states the following regarding homosexuality and mental health:

“An extensive study in the Netherlands undermines the assumption that homophobia is the cause of increased psychiatric illness among gays and lesbians. The Dutch have been considerably more accepting of same-sex relationships than other Western countries — in fact, same-sex couples now have the legal right to marry in the Netherlands. So a high rate of psychiatric disease associated with homosexual behavior in the Netherlands means that the psychiatric disease cannot so easily be attributed to social rejection and homophobia.^[199]”

In addition, the late Harold I. Lief, who was a leading sex therapist who was an early defender of having medical schools put greater emphasis on sex education in training doctors, conducted a 1977 survey of members of the American Psychiatric Association and 73 % of the psychiatrists responding said that they thought that homosexual men are less happy than others. ^{[200][201]} Also, seventy percent of the psychiatrists surveyed stated they believed that the homosexuals' problems were due more to personal conflicts than to social stigmatization.^[202] In relation to personal conflict, as stated earlier studies report that homosexual couples have significantly higher incidences of violent behavior. As noted earlier, these studies are not surprising given what pathologists have stated regarding the commonness and brutality of homosexual murders.

The late Charles Socarides wrote regarding homosexuality:

“For most of this century, most of us in the helping professions considered this behavior aberrant. Not only was it “off the track”; the people caught up in it were suffering, which is why we called it a pathology. We had patients, early in their therapy, who would seek out one sex partner after another-total strangers-on a single night, then come limping into our offices the next day to tell us how they were hurting themselves. Since we were in the business of helping people learn how not to keep hurting themselves, many of us thought we were quietly doing God's work.^[203]”

Richard Fitzgibbons stated the following regarding homosexuality:

“The failure to understand the actual causes of homosexuality impacts those who counsel teenagers and adults with this disorder. Therapists regularly tell those seeking help that the Church's teaching on homosexuality is insensitive to homosexuals, unscientific, and erroneous. They are advised to accept themselves as being created homosexual by

God. [204] ”

It Gets Better Project

See also: Atheism and suicide

The It Gets Better project is a misguided liberal project to prevent young homosexuals from committing suicide and it does not encourage young people to become ex-homosexuals. In January of 2012, Vox Day reported that two homosexual males who promoted the It Gets Better project committed suicide. (see also: Mental Health and Homosexuality).[205]

Homosexuality and Cigarette Smoking



The recent medical literature states the homosexual men and lesbians in the United States have significantly higher rates of cigarette smoking than heterosexuals.

In relation to homosexuality and smoking, the recent medical literature states the homosexual men and lesbians in the United States have significantly higher rates of cigarette smoking than heterosexuals.[206]size[207]

Homosexuality and Anal Cancer

In June of 2004, the journal *Nursing Clinics of North America* reported the following regarding homosexuality and anal cancer:

“ One of the more pressing issues for gay men is anal carcinoma. Several recent studies have indicated the rate of anal dysplasia to be increasing in men with and without HIV. Ninety percent of men with HIV have the human papilloma virus (HPV), while 65 % of men without HIV have HPV. HVP type 16 is the most troublesome for developing cancer and is found in a significant portion of gay men.[208] ”

In 1997, Concerned Women of America reported the following regarding homosexuality and anal cancer:

“ Homosexual men’s practice of anal sex has left many of them victims of anal cancer. One article in the *New England Journal of Medicine* commented, “Our study lends strong support to the hypothesis that homosexual behavior in men increases the risk of anal cancer: 21 of the 57 men with anal cancer (37 percent) reported that they were homosexual or bisexual, in contrast to only one of 64 controls.” The Journal of the American Medical Association also published similar findings: “Epidemiological studies have shown that risk factors for anal cancer include homosexuality, history of receptive anal intercourse, presence of anal condylomata, and smoking.” And the *International Journal of Cancer* stated, “Being single and having practised anal intercourse appears to be associated with anal cancer and case reports have suggested a recent increase in the number of cases of anal cancer.” Other studies have yielded the same conclusions.[209] ”

Homosexuality and obesity



Stephen Fry is a homosexual and an atheist.
 (photo obtained from Wikimedia Commons, see license agreement)

See also: Homosexuality and obesity and Atheism and obesity

Peter LaBarbera wrote:

"The National Youth Risk Behavior Surveys are given to high schoolers, and the Centers for Disease Control looked at the data from 2001 to 2009 in the states of Connecticut, Delaware, Maine, Massachusetts, Rhode Island, Vermont, Wisconsin and the cities of Boston, Chicago, Milwaukee, New York City, San Francisco and San Diego, locales where the schools permitted questions about homosexual identity/behavior, which isn't always the case in less "progressive" areas. Teens who called themselves "gay, lesbian or bisexual," or who were unsure, as well as those who didn't use those labels but had sexual contact only with same-sex people or with both sexes, were found to be more likely than heterosexually identified students to engage in seven out of the 10 risk behavior categories. These were: 1) behaviors that contribute to violence; 2) behaviors related to attempted suicide; 3) tobacco use; 4) alcohol use; 5) other drug use; 6) sexual behaviors; and **7) weight management.** (emphasis added)^[210]"

Peter LaBarbera also wrote: "Anyone who has researched the subject of homosexuality knows that many of the most staunch advocates of homosexuality are those who hold a decidedly secular outlook." (For more information please see: Atheism and obesity).^[211]

American Lesbian Women More Than Twice as Likely to Be Obese Than All other Female Sexual Orientation Groups



In April of 2007, the *American Journal of Public Health* analyzed data from 2002 National Survey of Family Growth and the data suggested that American lesbian women were 2.69 times more likely to be overweight and 2.47 times more likely to be obese than all other female sexual orientation groups. [212]

(photo obtained from Flickr, see license agreement)

For more information please see: Lesbianism and Obesity

In April of 2007, the *American Journal of Public Health* analyzed data from 2002 National Survey of Family Growth and the data suggested that American lesbian women were 2.69 times more likely to be overweight and 2.47 times more likely to be obese than all other female sexual orientation groups. [213] The abstract for this study indicated that "lesbians are at greater risk for morbidity and mortality linked to overweight and obesity." [214]

In 2009, the *PubMed* article abstract for the Polish psychiatry journal *Psychiatria Polska* article *Body Image in Homosexual Persons* declared:

" Homosexual women are less concentrated on physical appearance and more satisfied with their bodies while being more tolerant to obesity.... For lesbian women the ideal body image is more massive than for heterosexual women.[215] "

In 2007, a purported lesbian wrote to Andrew Sullivan, the political commentator and administrator of *The Daily Dish* blog:

" And - oh heck, I'll admit it - aesthetics have value, too! As a woman, I may not be as focused on looks as men are predisposed to be, but I sure am tired of seeing so many queer ladies out there who are way past 200 pounds. Way, way past. Sorry, but no amount of "fat acceptance" is going to make that a pleasant sight - gay, straight, butch, femme, male or female.[216] "

Bible Prohibition Against Homosexuality and Sound Health Practices

Given the many diseases associated with homosexuality, the biblical prohibition against homosexuality is arguably one of the many examples where the Bible exhibited knowledge that was ahead of its time.

Homosexuality and Illegal Drug Use

For more information please see: Homosexuality and Illegal Drug Use and Homosexual activists' ideology and loss of life



☞ In 2007, the *Los Angeles Times* reported the frequency of methamphetamine use is twenty times greater among homosexuals than in the general population.

In 2007, the *Los Angeles Times* reported the frequency of methamphetamine use is twenty times greater among homosexuals than in the general population.[217]

In January of 2007, the journal *AIDS (London, England)* in an article entitled *Use of illicit drugs among gay men living with HIV in Sydney* stated the following: "Higher rates of illicit drug use have been reported among gay men than among similar populations of heterosexual men..."[218]

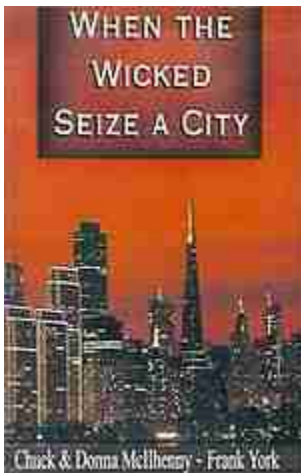
In June of 2004, the journal *Nursing Clinics of North America* reported the following regarding homosexuality and illegal drug use:

“...the increased use of recreational or party drugs such as ecstasy, “poppers”, and methamphetamine (“crystal meth”) influence unsafe sexual behaviors in gay men. Many of these illicit drugs are used during “circuit parties,” in which gay men from various geographical locales congregate in one large metropolitan community over an extended 2- or 3-day period for the purposes of intense partying and sexual activity.^[219]”

See also: homosexual circuit parties and disease

Homosexuality and the Suppression of Religious Liberty

For more information please see: Homosexuality and Religious Liberty

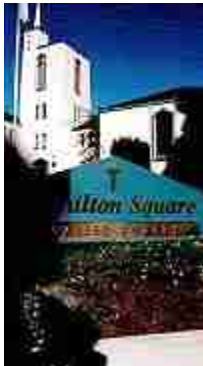


▫ The book *When the Wicked Seize a City* recounts how Pastor Chuck McIlhenny and his church were terrorized by homosexual activists.

There have been a notable number of incidents involving the issue of homosexuality and the suppression of religious liberty in regards to dissent and the objectionableness of homosexuality.

- Dr. Chuck McIlhenny served as pastor of San Francisco's First Orthodox Presbyterian Church for numerous years.^[220] In 1978 Dr. McIlhenny co-authored a book which recounted how he was threatened and his church and home firebombed by homosexual activists subsequent to a lawsuit he won regarding the church's right to fire its organist who was homosexual.^[221] Dr. McIlhenny's home was firebombed while his family was sleeping inside.^[222]
- The documentary film *A Nation Adrift* chronicles some of the events that took place during the Hamilton Square Baptist Church riot in San Francisco in which a angry group of male homosexuals and lesbians vandalized church property, assaulted church members, terrorized church congregates, screamed profanity, threw rocks, harassed and scared children, and disrupted a church service.^[223] ^[224] ^[225] ^[226] See also: [\[\[Homosexual Public Indecency Tolerated in San Francisco\]](#)
- In 2005, David Parker was arrested and put in handcuffs at his child's school in relation to a lesson promoting homosexuality called the "King & King" being taught to first graders in the Massachusetts school.^[227] ^[228] David Parker desired parental rights but the principal at Esterbrook Elementary School in Lexington defended the "King & King" lesson and denied parents the right to be informed about it and to opt their kids out.^[229] The "King and King" violated David Parker and his wife's religious beliefs regarding homosexuality.^[230] The Massachusetts anti-homosexual agenda organization MassResistance has a webpage devoted to the events surrounding the David Parker issue and the ongoing legal battle associated with the matter.^[231]

- In 2004, eleven Christians, who have been dubbed the "Philly 11", were arrested at a Philadelphia event promoting homosexual-rights and some of the charges were felonies.^{[232][233]} Among those who were arrested were Arlene Elshinnawy, a 75-year-old grandmother of three, and Linda Beckman, a 70-year-old grandmother of 10 who were arrested for sharing their faith on the public sidewalk.^[234] In 2005, after national publicity led to widespread criticism of the arrests (especially the heavy penalties being threatened) a judge dismissed all criminal charges.^[235] In 2006, a United States federal judge ruled the group of homosexuals could not dismiss a lawsuit against the homosexual activist group Philly Pride Presents which was brought against them by the Christian protestors.^[236]



Hamilton Square Baptist Church

- In October of 2001, a 69 year old street preacher named Harry Hammond from Bournemouth, England was subjected to assault by an angry crowd of 40 people while he proclaimed his Christian views in the town center which included a call to repentance in respect to homosexuality.^[237] Mr. Hammond was arrested, prosecuted and fined but no arrests were made in respect to those who assaulted him.^[238] Appeals to overturn the verdict, which included an appeal to the European Court of Human Rights, were dismissed. ^[239]
- WorldNetDaily reported the following regarding the famous St. Patrick's Cathedral Incident involving homosexual and abortion activists:

" One infamous incident was the assault on New York's famed St. Patrick's Cathedral on December 10, 1989. While Cardinal John O'Connor presided over the 10:15 Sunday morning Mass, a multitude of "pro-choice" and "gay rights" activists protested angrily outside. Some, wearing gold-colored robes similar to clerical vestments, hoisted a large portrait of a pornographically altered frontal nude portrait of Jesus.^[240] "

- Time Magazine reported the following incident regarding the Roman Catholic Church and homosexual activists: "In San Francisco gay activists smeared handprints in paint and hung posters depicting sex acts in the Cathedral of St. Mary of the Assumption and the archdiocese chancery."^[241]
- In Canada and France legislators have been fined for publicly criticizing homosexuality.^[242]
- In Canada a printer was fined several years ago for refusing to print a homosexuality related contract that he said violated his traditional Christian beliefs.^[243]

- According to WorldNetDaily: "A website featuring comments by, for and about "principled conservatism" is being investigated by the Canadian government, and could be fined or ordered shut down for some postings about Islam and homosexualityThe Human Rights Commission is appointed to investigate complaints that "hate speech" or other illegal activity has been detected, and issue rulings or recommendations to the national Human Rights Tribunal, which has yet to find any defendant innocent in such a case."^[244]



5

The First Baptist Church in Gravois Mills was vandalized and threatened by homosexual activists and received obscene phone calls. An FBI agent refused to list the incident as a hate crime.

- A Swedish hate crimes law was used to jail for 30 days Pastor Ake Green who preached that homosexuality is a sin.^[245]
- In March of 2000 in New York City, a pastor was compelled to remove a billboard display from a city street because it violated the city's homosexuality related anti-discrimination law. The billboard simply quoted Leviticus 18:22: "Thou shall not lie with mankind as with womankind. It is abomination."^[246]
- The First Baptist Church in Gravois Mills was vandalized and threatened by homosexual activists and received obscene phone calls. An FBI agent refused to list the incident as a hate crime. The incident involved an anti-homosexuality Bible verse on the churches' sign.^[247]
- A British couple were told they were denied the chance to adopt because it was determined that their Christian religious faith might 'prejudice' them against a homosexual child put in their custody.^[248]
- According to WorldNetDaily: "Already in the United States, Catholic Charities of Boston halted all adoption operations in the state after being told under Massachusetts' pro-'gay' nondiscrimination law, only agencies that placed children in homosexual-led households would get licensed by the state."^[249]
- Five Christians in St. Petersburg, Florida which included two pastors were arrested at a homosexual rally for merely stepping onto the public sidewalk instead staying caged in their officially designated "free speech zone."^[250]
- In Elmira, New York police arrested seven Christians for praying in a public park where a homosexual festival was getting started.^[251]
- The It Gets Better Project is currently a national embarrassment. In 2012, homosexual activist Dan Savage was supposed to deliver an anti-bullying message to high school students. However, as many as 100 students walked out on his speech as he shouted vulgarities about the Bible and mocked Christians. ^[252] It was reported that Savage engaged in verbal bullying as well. ^[252]

Roman Catholic Church, Homosexuality, and the Sexual Molestation of Minors

See also: Homosexuality and pederasty

Throughout the 1970s and 1980s, the American Roman Catholic bishops and the Vatican had noted a growing problem with clerical sexual abuse in the U.S.^[253] In addition, Ireland and other European countries have experienced problems relating to instances of Roman Catholic priests sexually abusing children.^[254]

Catholic League president Bill Donohue declared concerning the scandals of priests molesting minors:

"The latest attempt to silence me comes from GLAAD (Gay & Lesbian Alliance Against Defamation), Call to Action and the Interfaith Alliance. The three left-wing organizations have joined hands demanding that the media "ignore Bill Donohue." Their complaint? My telling the truth about the role homosexual priests have played in the abuse scandal. The data collected by John Jay College of Criminal Justice show that between 1950 and 2002, 81 percent of the victims were male and 75 percent of them were post-pubescent. In other words, three out of every four victims have been abused by homosexuals. By the way, puberty, according to the American Academy of Pediatrics, begins at age 10 for boys.

No problem can be remedied without an accurate diagnosis. And any accurate diagnosis that does not finger the role that homosexuals have played in molesting minors is intellectually dishonest. The cover-up must end. And so must attempts to muzzle my voice. Everything I am saying is what most people already know, but are afraid to say it. It's time for some straight talk.^[255]

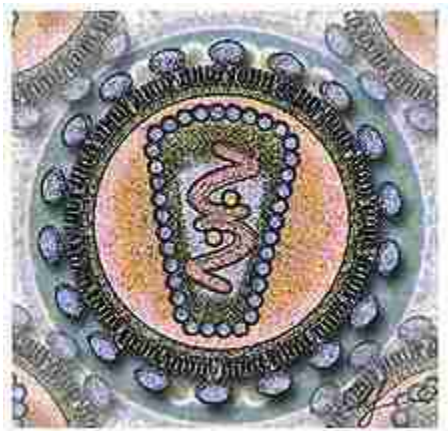
"

Bill Donahue published in the New York Times:

"The Times continues to editorialize about the "pedophilia crisis", when all along it's been a homosexual crisis. Eighty percent of the victims of priestly sexual abuse are male and most of them are post-pubescent. While homosexuality does not cause predatory behavior, and most gay priests are not molesters, most of the molesters have been gay.^[256]"

HIV Infected Adolescents and Young Adults in America and Infection by Older Men

For related information please see: Teenager Homosexuality and Homosexuality and pederasty



▣ Stylized rendering of a cross-section of the Human Immunodeficiency Virus

In 2006, the noted pediatric journal entitled *Journal of Adolescent Health* published a position paper entitled *HIV infection and AIDS in adolescents: An update of the position of the Society for Adolescent Medicine*.^[257] The aforementioned 2006 position paper of the *Journal of Adolescent Health* stated the following: "Among adolescents and young adults with HIV or AIDS, most infections are acquired by having sex with HIV-infected men."^[258] In addition, the *Journal of Adolescent Health* stated the following:

"As of December 31, 2003, almost 38,500 cases of AIDS had been reported in adolescents and young adults 13–24 years old in the United States of America. Previous studies demonstrating that the risk of AIDS increased with the age at infection suggest that a large proportion of people developing AIDS in their third decade of life became infected

with HIV as teens.^[259] ”

Medical Community Negligence and Government Negligence

Please see: Teenage AIDS and Homosexuality and pederasty

Homosexuality and Older Homosexuals Preying on Vulnerable Youth

See also: Homosexuality and pederasty

The pro-homosexuality publication *The Advocate* in 1992 made the following admission in regards to homosexuality and HIV infection in American youth:

“ Gay boys and straight girls who are having sex for money, shelter, love - they are at risk. And our community, the gay and lesbian community - and I particularly fault gay men here - has done nothing to try to help our youth. Gay men view these boys as recreational toys to be used. I have heard many stories of HIV-positive men having unprotected sex with boys. They don't think it matters.^[260] ”

In 1991, the medical researcher Kruks reported the following in the *Journal of Adolescent Health* regarding homosexuality and HIV infection among youth:

“ Gay male street youth, as well as nonlesbian female street youths, seem to be particularly vulnerable for emotional as well as sexual exploitation... These relationships are often extremely damaging for a number of reasons. The "sugar daddy" usually presents himself to the youth in a loving caretaker role. For a street youth who has a past history of rejection and/or abuse, the promise of being loved and cared for is a compelling one. However, these relationships in many ways have similar dynamics to incest.

Many gay youths coming to YSD [Youth Services Dept. of Los Angeles Gay and Lesbian Community Service Center] for services have long histories of being involved in a succession of "sugar daddy" relationships. Each of these is a cycle of falling in love, believing that life will now be wonderful forever and that this older adult truly loves the young person, discovering that in fact it is just sex that the adult wants, feeling the impact of one more betrayal, and ending up on the streets again. The whole cycle last an average of 1-2 months, and the youth often becomes extremely suicidal at the end of each cycle.^{[261][262]}

”

In 1995, the medical journal *Archives of Pediatrics and Adolescent Medicine* stated the following:

“ Another group at high risk for HIV infection is young men reporting sex with other men....Many young gay men tested in homeless youth centers reported exchanging money or drugs for sex, which may place them at high risk for HIV infection. Young men who are homeless or runaways who barter for sex with same-sex partners may not consider themselves gay and thus may be beyond the reach of prevention messages targeting the gay community.^[263] ”

Homosexuality and Pedophilia - Journal of Homosexuality, International Lesbian and Gay Federation (ILGA) and NAMBLA

see also: Homosexuality and pederasty

There are notable instances of prominent homosexual organizations being permissive towards pedophilia or condoning/promoting pedophilia. For example, the *Journal of Homosexuality* is a academic journal which has featured material that looks upon pedophilia in a generally approvingly manner.^{[264] [265]} For example, an article by Dr. Brongersma stated that parents should not view a pedophile "as a rival or competitor, not as a thief of their property, but as a partner in the boy's upbringing, someone to be welcomed into their home..."^[266]

The International Lesbian and Gay Association was founded in 1978 and is a world-wide network of national and local homosexual groups has more than 620 member organizations.^[267] In 1993 the ILGA obtained consultative status on the UN Economic and Social Council (ECOSOC) but in 1994 they lost their status due to groups within their membership, most notably the North American Man/Boy Love Association (NAMBLA) and Vereniging MARTIJN, advocating pedophilia or expressing solidarity with pro-pedophilia groups.^[268] ILGA expelled the groups associated with pedophilia but they were denied ECOSOC decided against restoring ILGA's consultative status in 2002 and once

again in January 2006.^[269] NAMBLA had been a member of the ILGA for a decade before it was expelled by the ILGA. NAMBLA calls itself a homosexual organization.



Many consider Harry Hay to be the founder of the American homosexual movement.

Homosexuality and Pedophilia - Other Ties of NAMBLA to the Homosexual Community

See also: Homosexuality and pederasty

Steve Baldwin published the following in the Regent University Law Review regarding homosexuality and pedophilia: "Indeed, some NAMBLA chapters meet at mainstream gay centers such as Philadelphia's Gay and Lesbian Community Center. NAMBLA's meetings and conferences always feature mainstream gay leaders and speakers. For example, Don Kilhefner, of the Los Angeles Gay Community Service Center, gave a speech to Los Angeles NAMBLA members on the subject of "The Significance of Man/Boy Love in the Gay Community. The most comprehensive gay networking website, the Queer Resource Directorylinks every gay group in the country including NAMBLA and other homosexual groups that focus on youth. NAMBLA marches in gay pride parades with the consent of the gay leadership. Many of the homosexual movement's most prominent leaders endorse NAMBLA and its goals. Gay authors and leaders such as Allen Ginsberg, Gayle Rubin, Larry Kramer (founder of ACT-UP), Pat Califia, Jane Rule, Michael Kearns, and Michel Foucault have all written in favor of either NAMBLA or man-boy relationships. Harry Hay, whom many consider the founder of the American homosexual movement, invited NAMBLA members to march with him in the 1993 "March on Washington" gay rights parade. He also marched in the 1986 Los Angeles gay parade wearing a shirt emblazoned with the words "NAMBLA walks with me."

Leading mainstream homosexual newspapers and magazines such as the Advocate, Edge, Metroline, The Guide, and The San Francisco Sentinel have not only published pro-NAMBLA articles and columns but also many have editorialized in favor of NAMBLA and sex with children.^[270]

”

Atheism, homosexuality, pederasty and NAMBLA

see also: Atheism, pederasty and NAMBLA and Homosexuality and pederasty

Some of the well known atheist advocates of the North American Man-Boy Love Association are:

1. The atheist and homosexual David Thorstad was a founding member of the North American Man-Boy Love Association (NAMBLA).^[271]
2. **Harry Hay** (1912 - 2002) was an liberal advocate of statutory rape and the widely acknowledged founder and progenitor of the activist homosexual agenda in the United States. Hay joined the Communist Party of the United States (CPUSA) in 1934. ^[272] Harry Hay was an atheist.^[273] He was a vociferous advocate of man/boy love. ^{[274][275]} In 1986, Hay marched in a gay parade wearing a shirt emblazoned with the words "NAMBLA walks with me."^[276]

Liberal economist John Maynard Keynes and pederasty

See: John Maynard Keynes and pederasty

Homosexuality in schools

Please see:

- Homosexuality in Schools
- State Sponsored Workshop - Educators Teach Kids Homosexual Sex

Homosexual Parenting and the American College of Pediatricians

In 2004, the American College of Pediatricians stated the following regarding homosexuality and parenting:

“ Children reared in homosexual households are more likely to experience sexual confusion, practice homosexual behavior, and engage in sexual experimentation. Adolescents and young adults who adopt the homosexual lifestyle, like their adult counterparts, are at increased risk of mental health problems, including major depression, anxiety disorder, conduct disorder, substance dependence, and especially suicidal ideation and suicide attempts... The research literature on childrearing by homosexual parents is limited. The environment in which children are reared is absolutely critical to their development. Given the current body of research, the American College of Pediatricians believes it is inappropriate, potentially hazardous to children, and dangerously irresponsible to change the age-old prohibition on homosexual parenting, whether by adoption, foster care, or by reproductive manipulation. This position is rooted in the best available science.^[277]”

Homosexuality in the Media

For more information please see: Homosexuality in the Media and Fox News and homosexuality and Homosexual activists' ideology and loss of life



Reverend Louis Sheldon is a founder of the Traditional Values Coalition

The Traditional Values Coalition states the following regarding the reporting of homosexuality and the United States media:

“ The National Lesbian and Gay Journalists Association has hundreds of members and is heavily funded by Hearst

newspapers, Knight-Ridder, CBS News, CNN, Gannett, NBC, Los Angeles Times, Fox News, and more. Major newspapers throughout the U.S. have homosexual activists on their staffs who filter what you read about homosexuality.^[278]

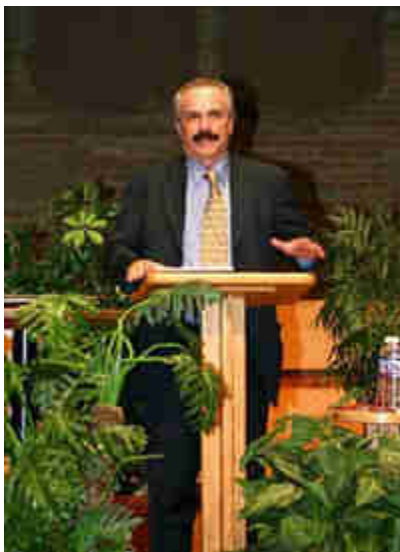
Accuracy in Media declared concerning the Fox News Channel:

“Media organizations which underwrote the convention included NBC News, Times Inc., Turner Broadcasting, Knight-Ridder, the Washington Post and Fox News Network. That’s right - Fox News. This is supposed to be a conservative network. ABC, NBC, CBS, the New York Times, and USA Today all sent recruiters to the event, to hire open gays as journalists. Fitzpatrick comments, “By treating the National Lesbian and Gay Journalists Association as a legitimate counterpart to black and Hispanic journalists’ associations, these media organizations showed that they agree with the notion that homosexuals, a group defined by behavior rather than immutable characteristics, constitute a bona fide minority.”^[279]”

Currently, the Fox Broadcasting Company website declares concerning the National Lesbian and Gay Journalists Association (NLGJA):

“NLGJA Annual Conference and Job Fair Fox News is a regular exhibitor at these annual Job Fairs. News Corp sponsored the opening reception for first time attendees in 2006, as well as sponsoring workshops on Journalism in various colleges in 2007.”^[280]

In 2010, the National Lesbian and Gay Journalists Association declared that Kelly Wright, a Fox News Channel representative, attended NLGJA’s 15th Annual New York Benefit.^[281] According the Fox News Channel website: “Kelly Wright is co-anchor of “FOX & Friends Weekend” as well as a general assignment correspondent for FOX News Channel (FNC).”^[282] Kelly Wright is a graduate of the Christian university Oral Roberts University.^[283] In January of 2010, the pro-life website published by Jill Stanek claimed Mr. Wright is a pastor.^[284] According to Christianity and the Bible, homosexuality is a sin.



Joseph Farah

Joseph Farah, who founded WorldNetDaily, wrote an article on the National Lesbian and Gay Journalists Association (NLGJA) in which he stated that he had covered the group for some time.^[285] However, it wasn’t until their 10th anniversary that the shed the guise of portraying themselves as an objective professional organization that promotes higher journalistic standards in regards to the issue of homosexuality and showed themselves as promoters of a homosexual activist agenda that attempts to gain special rights.^[286]

In September of 2000, Mr. Farah stated the following regarding the National Lesbian and Gay Journalists Association: “It is...a group that has bent so far toward changing the newsroom culture that the big debate in San Francisco was whether journalists should even bother getting other points of view on homosexuals’ issues and stories. Did you catch that? What was on the table at the NLGJA conference was the question of whether those with differing

viewpoints on homosexuality and the special "rights" activists are asserting for them based on their behavior should even have a say in news stories.

CBS correspondent and NLJGA member Jeffrey Kofman made his thinking clear: "The argument (is): Why do we constantly see in coverage of gay and lesbian, bisexual and transgender issues the homophobes and the fag-haters quoted in stories when, of course, we don't do that with Jews, blacks, et cetera?"

Paula Madison, vice president of diversity at NBC and news director for the NBC's New York City affiliate WNBC, added: "I agree with him. I don't see why we would seek out ... the absurd, inane point of view just to get another point of view."

Kofman rejoined: "All of us have seen and continue to see a lot of coverage that includes perspectives on gay issues that include people who just simply are intolerant and perhaps not qualified as well."

This was political correctness gone wild. ^[287]

"

Influence of the New York Times and News Coverage of Homosexuality

For more information please see: Homosexuality in the media

John Stossel is an author, consumer reporter, and a co-anchor for the ABC News show 20/20. Cybercast News Service states the following regarding the influence of the New York Times and Washington Post:

"While the newspapers reach only a fraction of people compared to the television networks, he said radio and television producers rely heavily on their contents. "The reason the Times, and to a lesser extent the Post, are so important, and they are, is because the TV and radio - all of the media - copy it sycophantically," he [John Stossel] said. "That's how bias at the Times becomes bias in other media."^[288]

"

Peter LaBarbera on the Fox News coverage of homosexuality

see also: Fox News and homosexuality

In April of 2009, Peter LaBarbera of Americans for Truth wrote:

"How fascinating that Wayne Besen (left) is given the opportunity to appear on FOX News, of all places..., to critique alleged "homophobic" attitudes and speech toward homosexuals — when he has such a well-deserved reputation for being one of the nastiest "queer" activists in the business."^[289] "



☞ Peter LaBarbera

In March of 2009, Peter LaBarbera declared:

"Temple U. Professor Dr. Marc Lamont Hill (left), a frequent guest on FOX News, believes Americans are "homophobic" because most still don't like to see homosexuality (compared to heterosexuality) on TV or the big screen. We say Prof. Hill should get off his liberal high horse and stop lecturing Americans for their normal reaction to unnatural and immoral behavior.... Enough already. Gay sex is wrong, unhealthy (especially between men), and my hunch is it's still pretty off-putting to most FOX viewers who are honest with themselves. And that's OK. But I'll go further: if there is a growing acceptance of homo-sexual behavior, especially among young people, that's not a good thing but a sign of America's descent into decadence, and our departure from a transcendent Judeo-Christian moral code that

has served this nation well.^[290]

”

In 2006, Peter LaBarbera wrote:

“ Fox News and Wal-mart are among the high-level (\$10,000) sponsors of the National Lesbian and Gay Journalists Association’s (NLGJA) 2006 Convention in Miami (Sept 7-10 at Loew’s Miami Beach Hotel). Every year, the NLGJA garners hundreds of thousands of dollars in Big Media sponsorships for its convention; this year it appears (based on the sponsorship list below) that the total is around half a million dollars in corporate support... Our question for Fox News executives is: if you are truly “fair and balanced,” will you now give an equal and corresponding grant to Americans for Truth or another pro-family organization, say, Accuracy in Media, that counters the ubiquitous pro-“gay” spin in the media? We’ll be awaiting your answer.^[291]

”

Coverage of the Murders of Jesse Dirkhising and Matthew Shephard

In respect to the issue of homosexuality, the case of Matthew Shepard was likely not a hate crime according to one of the leading police investigators for the murder.^[292]

Homosexual Agenda

For a more detailed treatment, see Homosexual agenda.

United States Supreme Court Justice Antonin Scalia wrote regarding the following regarding homosexuality and the law:

“ Today’s opinion is the product of a Court, which is the product of a law-profession culture, that has largely signed on to the so-called homosexual agenda, by which I mean the agenda promoted by some homosexual activists directed at eliminating the moral opprobrium that has traditionally attached to homosexual conduct.^[293] ”

Focus on the Family stated the following regarding the issue of the homosexual agenda in respect to the homosexual community:

“ It is an agenda that they basically set in the late 1980s, in a book called “After the Ball,” where they laid out a six-point plan for how they could transform the beliefs of ordinary Americans with regard to homosexual behavior — in a decade-long time frame...there is an agenda. They admit it privately, but they will not say that publicly. In their private publications, homosexual activists make it very clear that there is an agenda. The six-point agenda that they laid out in 1989 was explicit...^[294] ”

There were publications in 1987 and 1989 by homosexual activists Marshall Kirk and Hunter Madsen which outlined a strategy to change America’s perception of homosexuality and it included the following six strategies:

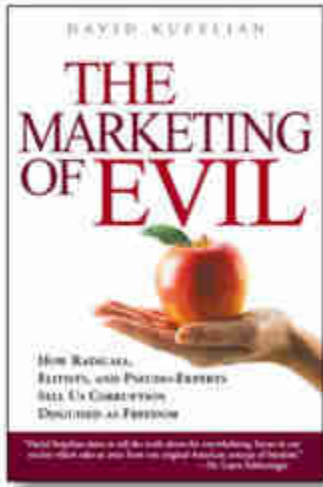
1. Talk about homosexuals and homosexuality as loudly and often as possible. (Through sheer perseverance the opposition will be worn down).^[295]
2. Portray homosexuals as victims, not aggressive challengers..^[296]
3. Give homosexual protectors a “just” cause..^[297]
4. Make homosexuals look good..^[298]
5. Make the “victimizers” look bad..^[299]
6. Solicit funds. For example, get corporate America and major foundations to financially support the homosexual cause..^[300]

Arguments Against Homosexuality are branded by homosexual activists and liberals as irrational and hateful with the use of terms like “homophobia”. However, this term itself can also be a form of intimidation against opposition.

Rather than attack their arguments they use a personal attack, labeling the opposer simply afraid. Pastor Darryl L. Foster, a former homosexual, states that homosexual activists are afraid of the testimony of ex-homosexuals to the public at large and that they suffer from "exgayphobia".

See also: Homosexual activists' ideology and loss of life

The Marketing of Evil



The book *The Marketing of Evil* by David Kupelian describes how Harvard-educated marketing professionals Marshall Kirk and Hunter Madsen were able to change some American's perceptions regarding homosexuality.

The book *The Marketing of Evil* by David Kupelian describes how Harvard-educated marketing professionals Marshall Kirk and Hunter Madsen (who authored the acknowledged public relations Bible of the homosexual-rights movement *After the Ball: How America Will Conquer Its Fear and Hatred of Gays in the '90s*) were able to change some American's perceptions regarding homosexuality.^[301]

See also: Homosexual activists' ideology and loss of life

Peter LaBarbera

As noted earlier, Peter LaBarbera is the founder of Americans For Truth (AFT) which is a national organization in the United states devoted solely to confronting the homosexual agenda.^[302]

Peter LaBarbera said the following regarding the need for the organization Americans for Truth:

" Homosexual, bisexual, and transsexual groups spend tens of millions of dollars every year to market and normalize their aberrant lifestyles, yet after all these years there is not a single, serious national group dedicated specifically to exposing and countering their agendas... It's time for Americans to unapologetically resist the demands of this lobby, and to counter the lies upon which it is built-the foremost being that certain people are inherently or 'born' homosexual and that this is a civil rights issue.^[303]

"

Matt Barber

Matt Barber of Concerned Women of America is one the more notable figures in regards to opposing the homosexual agenda. Matt Barber wrote the following regarding the homosexual agenda:



✉ Matt Barber

“ Ironically, sexual relativists are anything but relative. They are quite affirmative in principle. But the principles they foist demand comprehensive acceptance of homosexual conduct — by force of law — through federal edicts such as “hate crimes” legislation, the so-called “Employment Non-Discrimination Act” (ENDA) and by imposing government sanctioned “same-sex marriage.” All such government mandates grant special protected “minority” status to those who define themselves by aberrant sexual preferences and changeable sexual behaviors. These laws put people with traditional values directly in the crosshairs of official government policy. Throughout society, homosexual activists demand that homosexual behaviors not only be “tolerated,” but celebrated. (That’s what the euphemistic slogan “celebrate diversity” supposes). They have masked their true political agenda by hijacking the language of the genuine civil rights movement and through the crafty and disingenuous rhetoric of “tolerance” and “diversity.” Anyone who believes the Biblical directive that human sexuality is a gift from God, to be shared between man and wife within the bonds of marriage, is branded “homophobic,” “hateful” or “discriminatory.” They are to be silenced by all means possible.^[304]

”

Views on Homosexuality

See: Views on Homosexuality

Homosexuality, Marriage and homosexuality laws

For more information please see: Homosexual Marriage

For many years, the American Psychiatric Association listed homosexuality as a mental disorder. However, the organization de-listed homosexuality in 1973.^[305] Since the late 1960s, many people, both homosexual and heterosexual, have lobbied for more favorable laws for homosexuals.

Legal “marriage” between same-sex couples is now recognized in Canada, Spain, South Africa, Belgium, Israel and the Netherlands. Most other western European nations and several US states recognize a more limited marriage or civil union. 26 US states have passed constitutional amendments banning recognition of same-sex marriages, and federal law does not recognize same-sex “marriage”.

For more information please see: Homosexuality laws

The Homosexuality and Animals Myth

For more information please see: Homosexuality in Animals Myth



Dr. Carl Wieland - Managing Director of Creation Ministries International.

In respect to the homosexuality and animals myth, there is currently interest on whether homosexual behavior is or is not zoologically "natural." This is largely a sterile debate because behavior is not necessarily moral even if "natural;" because the nature of human beings is not necessarily the same as the nature of other species, and because it is not at all clear when an observed behavior can be counted as "sexual," or as implying a sexual "orientation." Also, Creation Ministries International wrote on this subject of whether or not there is homosexuality in the animal kingdom: "There is...documented proof of cannibalism and rape in the animal kingdom, but that doesn't make it right for humans."^[306]

A 1996 article, published by an organization committed to the treatment of homosexuality, musters the arguments against interpretation of animal behavior as sanctioning homosexuality.^[307] It notes that "homosexual scientist Simon LeVay" stated that the evidence pointed to isolated acts, not to homosexuality:

"Although homosexual behavior is very common in the animal world, it seems to be very uncommon that individual animals have a long-lasting predisposition to engage in such behavior to the exclusion of heterosexual activities. Thus, a homosexual orientation, if one can speak of such thing in animals, seems to be a rarity. "

In addition, Dr. Antonio Pardo, Professor of Bioethics at the University of Navarre, Spain, wrote:

"Properly speaking, homosexuality does not exist among animals.... For reasons of survival, the reproductive instinct among animals is always directed towards an individual of the opposite sex. Therefore, an animal can never be homosexual as such. Nevertheless, the interaction of other instincts (particularly dominance) can result in behavior that appears to be homosexual. Such behavior cannot be equated with an animal homosexuality. All it means is that animal sexual behavior encompasses aspects beyond that of reproduction."^[308] "

In July of 2009, an alleged homosexual penguin in a California zoo was debunked. Peter LaBarbera reported:

"San Francisco's Fox affiliate KTUV reports: "The San Francisco Zoo's popular same-sex penguin couple has broken up. "Male Magellan penguins Harry and Pepper have been together since 2003. The pair nested together and even incubated an egg laid by another penguin in 2008, but their relationship hit the rocks earlier this year when a female penguin, Linda, befriended Harry after her long-time companion died.

"Zookeepers say Harry and Linda are happy and were able to successfully nest this year," reported KTUV.



In July of 2009, an alleged homosexual penguin in a California zoo was debunked.^[309]

But not everyone is celebrating Harry and Linda's newfound love. Some believe there can be no such a thing as an "ex-gay" penguin. Upon news of Harry's decision to fly the same-sex-coop, outspoken pro-homosexual activist and anti-ex-gay crusader Wayne Besen cried fowl:

"Attempts to change sexual orientation are patently offensive, discriminatory by definition, theologically shaky, uniformly unsuccessful and medically unsound!" exclaimed a visibly angry Besen. "There is no 'ex-gay' sexual orientation. Harry is simply in denial. He's living what I call the 'big lie.'"^[310]

Lastly, a notable article was created on the subject of whether or not animal homosexuality exist entitled *The Animal Homosexuality Myth* and it was written by Luiz Sérgio Solimeo.^[311]

Log Cabin Republican's Purge Mark Foley Picture from Their Website

Please see: Log Cabin Republican's Purge Mark Foley Picture from Their Website

Claims of Hate Crimes

It is claimed that about 1100 hate crimes against homosexuals or their property occurred in 2004.^[312] But most of those offenses occurred against property rather than individuals, often the result of drugs or alcohol. Only a tiny percentage even involved aggravated assault or worse, and those classifications are not based on any proof at trial.^{[313][314]} 74 % of hate crimes are either crimes against property (e.g., theft, vandalism or graffiti) or a vague "intimidation".^[315]

The degree of accuracy of statistics regarding homosexual hate crimes is debatable. For example, there are the homosexual hate crime hoaxes where homosexuals deceitfully faked hate crimes which never occurred.^{[316][317][318]} An other example would be national statistics in the United States regarding homosexuals committing hate crimes against heterosexuals may be underreported and non-hate crimes against homosexuals are classified as hate crimes when they should not be (see: hate crimes for further details).

Homosexuality Statistics - Percentage of Individuals Who Are Homosexuals

For additional homosexuality statistics please see: Homosexuality Statistics

The Traditional Values Coalition stated the following regarding homosexuality statistics:

"A NEWLY RELEASED REPORT from the Centers for Disease Control's National Center for Health Statistics reveals that only 2.3 % of the population considers themselves homosexual. The statistics come from a 2002 National Survey of Family Growth and are based on 12,571 interviews with men and women ages 15-44 years of age. (The findings were reported in WorldNetDaily, September 16, 2005).^[319] "

There have been a number of studies inside and outside the United States which have estimated the percentage of homosexuals in the human populations they studied.

History of homosexuality

For additional information please see: History of homosexuality

As alluded to earlier, one of the most interesting matters regarding the history of homosexuality is that it has been rare in a number of cultures or been absent in some cultures. For example, Dr. Neil Whitehead and Briar Whitehead state regarding various cultures: "If homosexuality were significantly influenced by genes, it would appear in every culture, but in twenty-nine of seventy-nine cultures surveyed by Ford and Beach in 1952, homosexuality was rare or absent."^[320]

Two areas of historical inquiry in relation to ancient occurrences of homosexuality which have been studied by historians are Roman homosexuality and Greek homosexuality.

For information concerning modern homosexuality see:

- [Homosexuality statistics](#)
- [Homosexuality and disease](#)
- [Homosexuality and Religious Liberty](#)
- [Homosexuality in the media](#)
- [Views on Homosexuality](#)

See also

- [Arguments Against Homosexuality](#)
- [Articles on Homosexuality](#)
- [Bisexuality - *The orientation of being sexually attracted to members of both sexes.*](#)
- [Causes of Homosexuality](#)
- [Gender identity disorder](#)
- [History of homosexuality](#)
- [Homosexual activists and abortion](#)
- [Homosexuality and English Speaking Countries](#)
- [Homosexuality in the military](#)
- [Homosexuality laws](#)
- [Homosexuality quotes](#)
- [Homosexuality Research](#)
- [Homosexuality Statistics](#)
- [Homosexual logic](#)
- [Homosexual politics](#)
- [Overcoming Homosexuality](#)

Further Reading

- [Bummi Niyonu Anderson, *Out of Darkness Into His Marvelous Light* ISBN 0-9715323-7-0](#)
- [David Kupelian, *The Marketing Of Evil* ISBN 9781581824599](#)
- [Louis Sheldon, *The Agenda: The Homosexual Plan to Change America* - ISBN 1591857961](#)
- [Dr. Chuck McIlhenny, *When the Wicked Seize a City* - ISBN 0595154328](#)

External links

Video:

- Ex-homosexual Pastor DL Foster

Articles:

- Homosexuality
- Homosexuality: The Christian Perspective
- On the Impossibility of Same-Sex Marriage - William E. May, Michael J. McGivney Professor of Moral Theology, John Paul II Institute for Studies on Marriage and Family at The Catholic University of America
- How America Went Gay - Charles W. Socarides, M.D.
- What About...Homosexuality
- Assessing the role of anal intercourse in the epidemiology of AIDS in Africa - cites material concerning Gay Bowel Syndrome

Homosexuality news:

- Homosexuality news
- Americans For Truth
- Gay Christian Movement Watch

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Anonymous (2013-03-28 06:57:00)

Wonderful goods from you, man. I've understand your stuff previous to and you're just too great. I actually like what you've acquired here, really like what you're stating and the way in which you say it. You make it enjoyable and you still care for to keep it smart. I cant wait to read far more from you. This is actually a tremendous website. Feel free to visit my page :: [????????](#)

Anonymous (2013-03-29 02:44:01)

Nice weblog here! Also your website so much up very fast! What web host are you the usage of? Can I get your associate hyperlink for your host? I want my website loaded up as quickly as yours lol Check out my weblog [blogspot.com](#)

Anonymous (2013-03-29 08:13:01)

I do agree with all of the concepts you have presented for your post. They are really convincing and can certainly work. Still, the posts are too quick for newbies. May you please lengthen them a little from subsequent time? Thank you for the post. Also visit my web blog - [????????](#)

Anonymous (2013-03-29 14:49:19)

hello!,I really like your writing very so much! proportion we keep up a correspondence extra approximately your post on AOL? I require a specialist in this area to unravel my problem. Maybe that's you! Looking forward to look you. Look into my webpage :: [????????](#)

Historical Critical Method - ELCA (2013-03-28 20:09)

Will we

trust in a wise God or 'wise guys'? Have you ever sat in church, about to 'doze off', when the pastor throws a zinger at you like, "

Jona

h wasn't

really

swallowed by a whale

”

,

“

th

e Lord

didn't

really

part the

Red

Sea

”

?

“

God didn't really create all things in six days

”

?

Or “what God calls ‘sin’ in His Word, really isn't sinful anymore”?

Not only do you wonder if you

‘

really

,

heard what you ‘thought’ you he

ard, but

just

then

your spouse jabs

you in the ribs,

so the pastor do

esn't catch you dozing. Y

ou

then

hear

your pastor

give you all the reasons why science, history and archaeology have proven Scripture wrong in parts ; but , the pastor consoles, ' Scripture can be factually wrong, and still meaningful to your faith life '! At that point your head's spinning , so you jab your spouse back, to see if she heard the pastor say what you 'thought' he just said. So you leave church, grit your teeth and say ' nice sermon pastor , as you try to find comfort from a Bible that your own pastor told you, " you can't trust it completely ". So then, when you visit your pastor on Monday and ask him how you can discern what parts of the Bible are true and what parts are not true, your pastor gives you a long

,
convoluted answer
of a
“
theory
”
he learned at the seminary,
about how we need to ‘find the real story behind t
he written text of the Bible
,
You’
re told
that you can’t just read God’s Word at face value, and
trust all that you’re reading. He might even toss in a ‘zinger’ like:
“Don’t you know that science has proven much of it to be untrue?”
Although your pastor doesn’t come right out and say so,
what you are actually being told is
:
“
you nee
d to replace your belief in the inerrancy of God and His Word, with the inerrancy of man and his
theories
.”
Y
ou need to ‘leave it to the
seminary-trained
professionals’
(mainly
of the last 50 years),
to tell you what God’s Word says, because y
ou can’t trust what the Bible
clearly says
, or what your pastors
more than
50 years ago taught you

!

What you have just experienced is the invasion of the

“

Historical Critical

M

ethod

”

of

i

nterpreting the Bible! T

his ‘

new method’

of studying the Bible

has only been around in the last 200 years of Christianity, but for the most part, only

in

the last 50-70 years in American Christianity.

It’s the “new kid on the block”, but i

t is this method that is the

enemy

of the Historic Christian faith that

y

our parents and grandparents were taught from pastors and professors who were faithful to God’s Word. Many laypeople wonder

:

“

what has happened

to our church?”

And the answer is:

the “

Historical Critical Method”.

It

has led

countless churches,

denominations

, pastors and laypeople away from the

rock-

solid foundation of God

's life-giving Word, to doubt

and question the Bible

and the

faith

of prior generations of believers.

Sadly, many

laypeople remain in churches where they are convinced from t

he Bible that their

pastor is teaching wrong, but the

y

co

nsole themselves

: “

Well, it must just be th

is

pastor. W

e'll get a new pastor

someday

, and all will be well”

.

Yet,

their denomination only continues to fall further and further away from God's Word, regardless of how many pastors the

ir

church gets

.

What happened to the chu

rch of our grandparents?

I don'

t know how to say it

more clearly, but the problem is

that most of the mainline denominations, and most of the seminaries, and most of the pasto

rs

have adopted the “

Historical Critical Method”

of interpretation – and much of
this has only taken place in
the last 50

-70 years. This method is why you hear things being preached and taught that are contrary to God's Word, and to what prior faithful generations learned!

So what's the solution?

There is no "easy" solution any longer. Most of the seminaries of the mainline churches have made their bed with the

"Historical Critical Method"

, and

what they

are

teaching our

future

pastors is that you "

cannot take the Bible at face value";

whenever you find something in science, history, archaeology, culture,

etc.... that questions it. So is there any solution? About the best solution is this: FAITHFUL LAYPEOPLE. "

It's time for laypeople to stop being married to a church body

, a denomination, or a

building

; but to be married

to Christ and His Word!"

The church needs faithful lay

people to

start measuring

their church's doctrine,

the

ir

pastors

' preaching, and

and their Sunday School's lessons

by the Word of God. We see a great example of this in Acts 17 with the Christian church at Berea, where we're told: "

Now the

Bereans

were of more noble character than the Thessalonians, for they received the message with great eagerness

,

and examined the Scriptures every day to see if what Paul had said was true.”

In I John 4:1 we read, “

Do not believe every spirit, but test the spirits to see whether they are from God, because many false prophets have gone out into the world.”

Sadly,

I've heard many examples of churches where the members will argue whether or not to

buy this

item for the church kitchen,

whether or not to buy new hymnals

for the pews

; but when the church is teaching false doctrine, these same laypeople will not utter a sound, but keep attending the church, which send

s

a

terrible mixed message to our

children of holding onto God's Word. The faith of your children and grandchildren is largely dependent on what you the parents will do in defending or taking a stand for the truthfulness of God's Word.

On

c

e faithful laypeople begin to measure their church's

doctrine,

and

their

pastors' teaching

s,

with the Word of God,

if the truthfulness and complete reliability of God's Word is being questioned

by the pastors, professors,

or

leaders of you

r church, then first try to

work with them to try to call them

, yourself,

and your congregation
 to repentance, forgiveness in Jesus, and a return
 to the
 truth
 of God's Word. However,
 there may come a point, where "IF" your pastor or church
 body
 refuses to
 repent, turn from false doctrine,
 and te
 ach ALL that God's Word teaches
 , then faithful laypeople will fo
 llow Christ and look for a faithful
 church, rather than being married to a denomination or building.
 Paul warns Timothy and us in 2 Timothy 4:3-4, "

The time will come when men will not put up with sound doctrine. Instead, to suit their own desires they will gather around them a great number of teachers to say what their itching ears want to hear. They will turn their ears away from the truth, and turn aside to myths."

Anonymous (2013-06-17 20:29:18)

Hi there I am so happy I found your webpage, I really found you by accident, while I was searching on Digg for something else, Anyhow I am here now and would just like to say thank you for a incredible post and a all round thrilling blog (I also love the theme/design), I don't have time to browse it all at the moment but I have bookmarked it and also added in your RSS feeds, so when I have time I will be back to read a lot more, Please do keep up the awesome b. Here is my site; buy followers on instagram

15.4 April

The world uses (or will use) Linux or FreeBSD (2013-04-01 08:06)

MAC OS X is pretty stupid right now. Mac OS X is the most vulnerable and most expensive. Any Mac OS X is easy to hack. The US military and Government use the Linux operating system. Linux and FreeBSD have way too many free upgrades to ever get an virus. Linux and FreeBSD is the future. Android Linux phones are even going to surpass iPad and iPhone in the future. Firefox Linux is going to be competitor to Android in the near future. Mac OS X cannot compete with free upgrades, Windows applications in Wine, and virtualization.

Anonymous (2013-04-03 00:00:43)

[b][url=http://www.r9club.com/forum.php?mod=viewthread &tid=92623]spring handbags[/url][/b] 6. a few persons can feel a communal accountability to one another, folks fully stand up as for one an additional

[b][url=http://www.cdpaixh.com/forum.php?mod=viewthread &tid=933828]hobo bags[/url][/b] use exactly what? there appears to be most of publicity going about the 'Occupy Movement' and it's credibility. it is a fact, there's tons of going in approximately the supplement individual attempt in the past when it got started and what we were holding about and also also the usefulness, should it be some would definitely be cemented set up. specially the swap a news flash, conspiracy bulletins likewise as other blogs can be found covering the inhabit range of motion incredible in characteristic. i want to start this kind of past drawing a comparison. The teas parties development looks fashioned marriage 'Boston if this territory' what food was in. where to find themed twitting lovers

[b][url=http://www.24hours.hk/read.php?tid=30214 &displayMode=1]latest hermes bags[/url][/b] Alesha said it was eventually a fabulous 'credible best to show', Although it was initially mystifying much moment Bruno's ways was first a great complement or perhaps hurt that is when later on thinking: 'You need fall in love with ones manic cheerleader. my wife and i

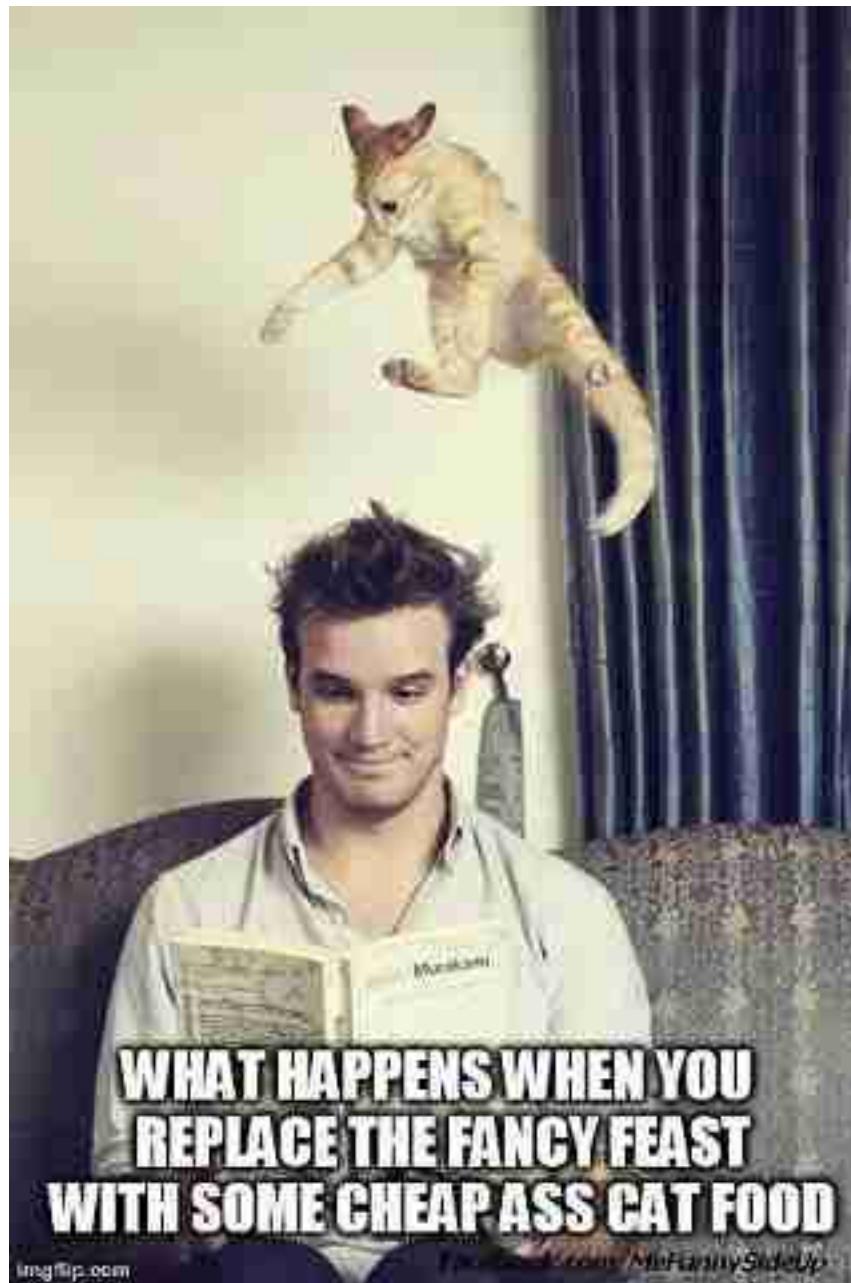
Anonymous (2013-04-03 03:09:10)

I just couldn't leave your site before suggesting that I really loved the standard information a person supply in your guests? Is going to be back incessantly in order to inspect new posts

Here is my web site - [???? ?????](#)

Cousin's cats (2013-04-01 11:57)

My cousin (Sheree) loves cats, Tomb Raider and The Nightmare before Christmas. I think that is her book collection. She said she owned less PS2 and PS3 games than me, but still a lot more than average including every Tomb Raider videogame made for at least Playstation 1,2,and 3. She does not own Tomb Raider for Sega Saturn or Dreamcast.















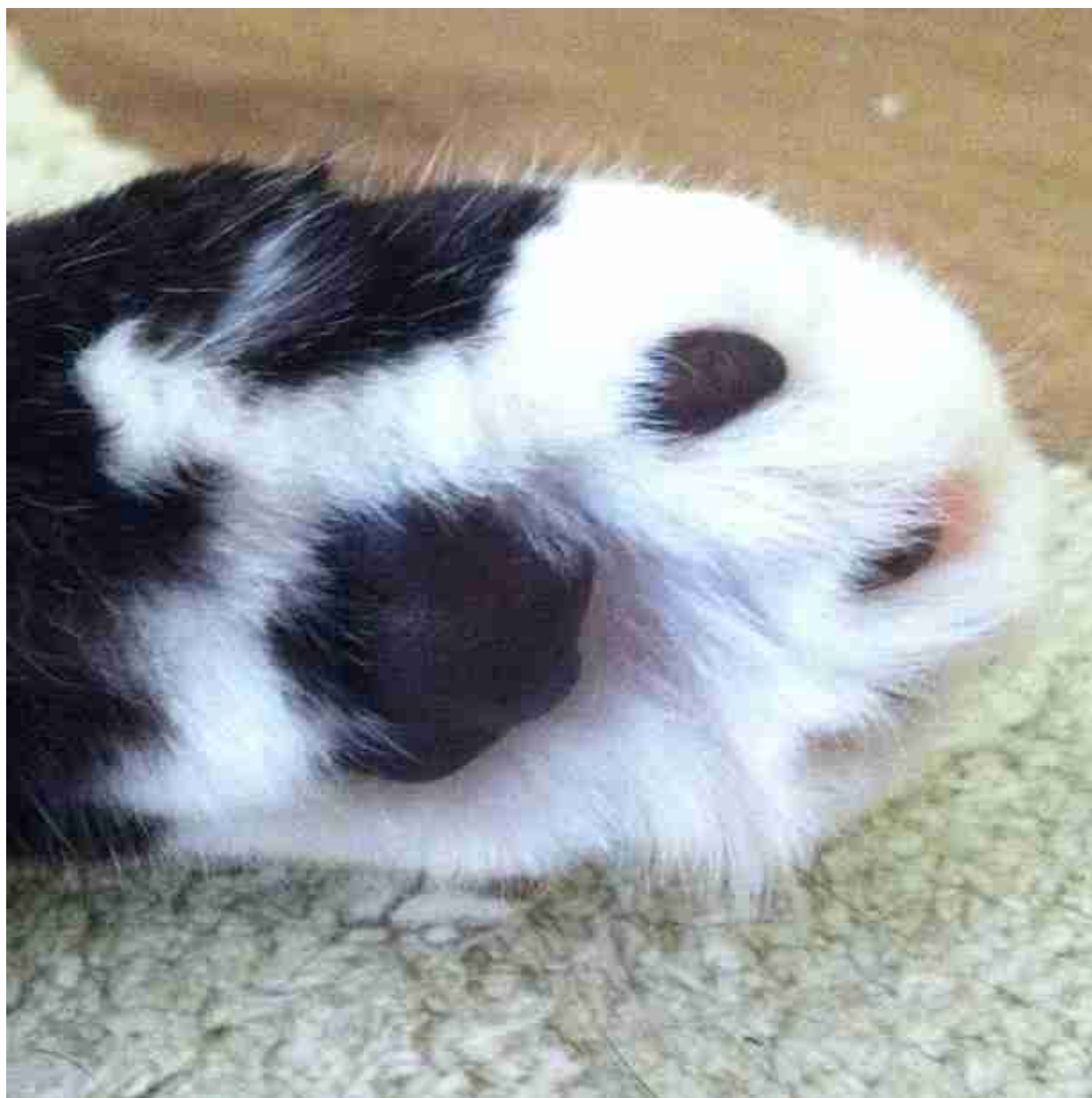










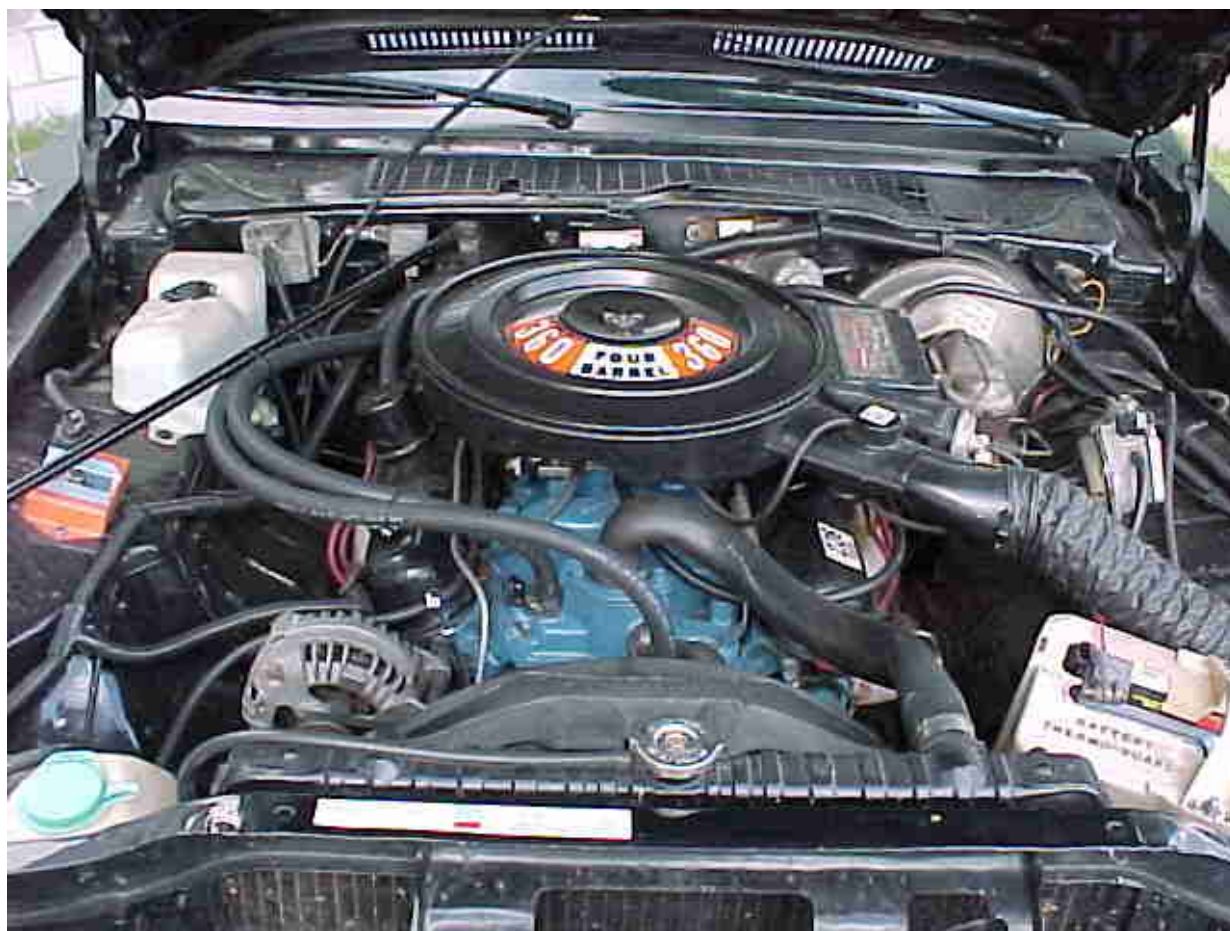




They used to own this buick sports car













I only own two cats.



Top 10 Hobbies (2013-04-02 07:38)

Photography



10. Photography

To perceive world according to own eye in a different way, this idea fantasize many and force them to go for photography. Often people make their own world of portraits and pictures. This hobby is celebrated and followed around the world; it's everywhere and with availability of *low cost cameras, advanced digital technology and instruments* to perform the activity has boosted the interest in this field manifold over last few years.

Traveling/Adventure



9. Motorcycling

To explore the new corners and streets of the world people reserve their weekend for an outing be it on **Motorcycle, Car** or public transport. Who doesn't want to travel and see beauty of mother Earth? Serenity of mountains, bustling of cities, peace in valley and hugeness of sea is tempting enough for a person to break the monotony of life.

Internet Surfing

It's an addiction!! An addicted can't go to sleep without checking-in *his social networking account*



8. Internet Surfing

or Google a doubt of day in his mind. Everyone wants to know what's happening around the world and it's the best way to know and entertaining too.

Walking/Exercise/Gardening/Sports



7.Walking

Who doesn't want to be fit? Well everyone and therefore hobby develop automatically to walk, exercise, gardening or to opt for a game like *baseball, golf, cricket* etc. Burn some calories, be happy and healthy.

Listening to Music/ Dancing/ Playing a Music Instrument



6.Listening To Music

Tune into your favorite song or track and forget the world of worries and burdens. Whether you like to dance or not in public but when you are alone your body come to groove itself. It is a common and very popular hobby in all

corners of the world. And sometimes involvement in music demands a person to go for learning favorite instrument. Sound from speaker is just not enough to

✕

5.Painting

satisfaction.

Creative Work

Many find *art and craft* interesting and tempting enough to try their hands at it. Few find it soothing to inner self and beautiful. *Poster making, graffiti, painting and scribbling/doodling* are activities that are common to choose for as a hobby.

Watching TV

✕

4. Watching TV

Coming home after a long tedious day, it's time to watch your *favorite TV serial*, and at any cost you don't wanna miss it. It is very common hobby among the people around the world.

TV and movies are the same thing. Cinema is too expensive (\$10?).

Gaming

✕

3.Gaming

Advancement in technology has gifted people of the world cheap platforms to play interactive games that were a dream for gaming lovers few years ago. *Mobile/Laptops/Play stations* have revolutionized the gaming world. *And a challenge to break highest score by your friend will not let you sleep if you love gaming genuinely.*

I do number 3 very well. I have 800 videogames right now. That is a little low compared to some collections on Gamespot and IGN, but could be slightly above normal range of collection. I knew this would happen as soon as 1994. _ I have 15 consoles._ The favorite publisher is Nintendo; however, the most popular platform is PS2.

2. I was playing online with Diablo in 1998 and Diablo 2 in 2000. Warcraft 3 in 2002, and Guild Wars in 2005.

Reading

Well it may appear strange but yes Reading still is one of the best, recommended and popular

✕

2. Reading

hobbies around the world. Be it *newspaper* in the morning, *an article* on a website in afternoon or your *favorite book/magazine* at night, reading fulfill the intriguing demand of peace and satisfaction of human mind in a complete

convincing manner.

Aside from my degree, I don't have many novels. I hate reading. I love paper, because I do print weekly. I barely read so I have 150 books and not 800 books. I have a little Sci-Fi collection and Hobbit, Lord of the Rings, Maysian book of the fallen.

Watching Movies



1. Watching Movies

Oh yes! It is the favorite and most followed hobby around the world. And if you go to watch a movie in a theater it can fulfill many desire like *an outing, driving, traveling, longing company of friends and most important the urge to see your favorite actor on the big screen*. It is a goose bumps ride of few hundred minutes.

This is why I have DirecTV including HBO, Cinemax, Showtime, Starz, 180 DVDs and 45 Blurays. I watch movies daily.

Anonymous (2013-04-02 08:08:16)

thanks for share...

Playstation 4 specs (2013-04-02 11:43)

Yesterday, Sony officially revealed the PlayStation 4 at an event in New York City. Although Sony announced a number of specs and highlighted some upcoming features, it didn't really break down what those components meant. We take a look back at the details and highlight the important parts of what Sony did — and did not — say at yesterday's event.

First and foremost, Sony highlighted the PlayStation 4's similarity to a PC. This emphasis was more for developer benefit than consumers. One of the biggest complaints with previous Sony consoles has been the custom hardware. Yes, the hardware was solid, but developing for the PlayStation 3 while also developing for the Xbox 360 and PC was not a simple task. Now that the underlying hardware is basically a gaming PC, developers won't need to learn a whole new set of hardware. This is similar to the approach that many current arcade games use.

Breaking down the hardware

CPU: 8-core x86-64 AMD "Jaguar"

GPU: 1.84 TFLOPS integrated Radeon

The PlayStation 4 is set to use a custom version of one of AMD's APU processors. Recently introduced by AMD, these chips combine a traditional CPU and GPU on a single die. Initially they were used in laptops, but the APUs are also used in desktop machines. Jaguar chips are not currently available in the marketplace, though AMD did show off working samples at CES in January. Those were "Temash" chips, which are low-power versions and meant for tablets. The Jaguar targeted for the PlayStation 4 will likely be part of the "Kabini" family. Initial versions of the Jaguar APU will be 28nm, though AMD expects to get that down to 20nm.

Assuming Sony does use a Kabini family APU, one of the key advantages will be low power consumption. Low power consumption means less heat, and less heat means less cooling is required. If Sony can keep heat generation to a minimum, fans need to run less often, keeping system noise to a minimum.

One key feature of the Jaguar APU is the fact that each core is completely independent. In the standard version announced by AMD (which features four cores), the only shared component is L2 cache. The stock version features 2 MB of L2, with each core getting one quarter of that. Since the PlayStation 4 version is slated to have eight cores, it is likely that the PlayStation 4 APU will feature at least 4 MB of L2. This is because the each Compute Unit on the Jaguar contains four cores and the L2 cache. An eight-core version of the APU will simply contain two full CUs.

Because the Jaguar APU is a full system-on-a-chip design, it supports all of the instruction sets found on standard

64-bit x86 compatible processors. Additionally, the Jaguar includes AES-NI, which is used to accelerate AES data encryption. It is likely that AES will be an integral part of the PlayStation 4's security features.

Comparatively speaking, there are no public benchmark numbers for the PlayStation 4 processor; however, the fastest AMD APU currently available is the A10-5800K. On the PassMark CPU Mark test, it rates an average score of 4,439, which is comparable to an Intel i7-3520M and an AMD Phenom II X4 970. Keeping in mind that the A10 is a previous generation APU and it has fewer cores than the Jaguar, the PlayStation 4 CPU should rate significantly higher. We're including the performance number above in order to give a baseline performance estimate.

As far as the GPU is concerned, Sony was mum on specifics, but since it is using the Jaguar APU, the GPU component will likely be derived from the Radeon 8000 line. Comparing specific features isn't really possible at this time, but the stated 1.84 TFLOPS of performance allows for a general comparison with current PC graphics cards. AMD's own Radeon HD 7850 currently boasts 1.76 TFLOPS, and that is considered a mid-range video card. On the high end, nVidia's GeForce GTX Titan boasts 4.5 TFLOPS.

It is likely that even faster cards will be available in the PC market by the time the PlayStation 4 hits retail shelves at the end of this year. Still, the stated performance is nothing to laugh at. Just don't expect the PlayStation 4 to surpass a high-end gaming PC in terms of image quality or performance.

RAM: 8 GB of GDDR5, Unified System Memory

While many will focus on the PlayStation 4's processor, it is the inclusion of 8 GB of GDDR5 that will make developers take notice. Along with the APU, it is also likely one of the most expensive components in the PlayStation 4. Rough estimates based on numbers from Mercury Research place the cost of 1 GB of GDDR5 between \$16-19 and 2 GB of GDDR5 between \$37- \$49.

GDDR5 RAM is desirable because it's fast. Really fast. You won't see it used as system memory in gaming PCs (the vast majority use DDR3), but all of the high-end video cards come with GDDR5 standard. Since the PlayStation 4 is going to use a unified memory model, game developers will be able to allocate memory as they see fit, giving them a greater deal of flexibility than the PlayStation 3.

HDD: Unknown Size

Like the PlayStation 3, the PlayStation 4 will ship with a hard drive as standard. No size was announced, but given hard drive prices, we would be surprised if anything less than 500 GB was standard.

Disc Drive: Blu-ray (6X Speed)

The press conference didn't focus on it, but the PlayStation 4 will definitely have a Blu-ray drive inside for playing both movies and games. The primary reason this is worth noting is the increased speed. This means higher transfer rates, so installing games from disc won't be as annoyingly long as it currently is on the PlayStation 3

Networking: Gigabit Ethernet and 802.11 b/g/n Wi-Fi

Most consumers likely won't care about Gigabit Ethernet, but the inclusion of 802.11n Wi-Fi support will be a welcome addition.

Connections: USB 3.0, Bluetooth 2.1, HDMI, Optical Audio, Analog-AV, AUX

Though the USB and Bluetooth specs have been updated, from a usability standpoint, they should work the same as the current ports on the PlayStation 3. The main difference with USB 3.0 is a faster transfer rate. HDMI and Optical Audio are standard connectors, and unless Sony decides to change just for the sake of change, the Analog-AV connection should be the same multi-out that Sony has used since the original PlayStation. The AUX port is for the PlayStation 4 Eye.

PlayStation 4 Eye:

An updated version of the PlayStation Eye, the new unit contains two cameras with an 85 degree field of vision. Each camera runs at a resolution of 1280x800. It also features four microphones. The updated Eye does not appear to use an IR camera, unlike the Kinect, which uses IR for depth. There is also no visible motor on the Eye, though the large field of view likely makes that unnecessary.

DualShock 4:

An evolution of the DualShock 3, the most notable changes are the concave analog sticks, the touchpad and the inclusion of a headset jack. A chat headset will ship with the PlayStation 4. There is also a multi-colored light bar at the top of the controller that can be used to indicate pre-defined status messages as well as act as a tracking indicator for the PlayStation 4 Eye.

Breaking down the software features

Backward Compatibility:

The PlayStation 4 will not be backward compatible out of the box. This means that it will not play any prior PlayStation games, whether they were released on disc or purchased digitally from PSN. Sony did mention the possibility of using the Gaikai technology to stream older games in the future, but this was just a possibility.

From a feature perspective, the lack of any backward compatibility appears to be a mistake on Sony's part, as the company has prominently featured backward compatibility in its prior systems. While PlayStation 3 backward compatibility is likely not possible due to emulation overhead, there is no reason why the PlayStation 4 shouldn't be compatible with PSone, PlayStation 2 and PSP software. The hardware is more than powerful enough to run those titles via purely software emulation.

With no definite backward compatibility plan on the horizon, PlayStation 3 owners (especially those with large PSN libraries) should plan on keeping their current console and not selling it in order to upgrade.

Remote Play:

Remote Play will allow you to run a game on the PlayStation 4 but view it and control it via the Vita. If this sounds familiar, it should. Sony previously announced the feature for the PlayStation 3 but never fully rolled it out due to technical issues. Unless you have a modded PlayStation 3, it's a feature you have probably never used. Assuming the technical issues are resolved for the PlayStation 4, this alone could be a reason to purchase a Vita. Bonus points if Remote Play also supports streaming movies to the Vita.

Share:

It is a button on the DualShock 4, but the magic is in the software. Pressing that button allows you to broadcast your gameplay directly from the system, no video capture box required. As live-streaming game footage becomes more popular, this is a feature that has the potential to catch on like wildfire. Yes, a handful of games, such as Call of Duty: Black Ops II, currently offer integrated live streaming, but that is dependent on the developer for support. With the PlayStation 4, you'll be able to do it in any game.

The PlayStation 4 will also allow game spectating, just like OnLive. Players will be able to view the game you're playing as well as leave comments. Taking things a step further than OnLive, the PlayStation 4 will also offer a remote help feature. If you're having trouble playing a game, you can ask a friend for help and let them control your system remotely. Your PlayStation 4 will still be running the game, but it will be controlled by your friend's PlayStation 4. Once you've gotten past the trouble spot, your friend can pass the controller back.

The help system sounds like an innovative feature, though it will be interesting to see how it gets exploited (and if Sony can do anything to stop it). Such a feature could potentially allow for enterprising individuals to offer paid-for-leveling services. It could also potentially allow someone to virtually "rent" a game they purchased to others. After all, if you're not going to be using your PlayStation 4, why not subsidize a new game by letting someone connect remotely and pay for the privilege? Gamers found a way to monetize the game-sharing feature on the PlayStation 3. It would be folly to assume the same won't happen with the PlayStation 4.

Social:

Social was a major component of the PlayStation 4 presentation, and Sony announced both Facebook and Ustream as partners. There was talk of a gaming-specific social network, so it is possible that Facebook integration isn't as bad as it sounds, though we wouldn't be wholly surprised if a Facebook account is required to use the social features on the PlayStation 4.

Sony also plans on extending the social features to other devices, such as tablets and smartphones, so you can be connected to PSN even while away from your PlayStation 4. We got the sense that this would be similar to what Microsoft is doing with SmartGlass on the Xbox 360.

Playstation 4 will have an offline mode unlike Xbox 720! (2013-04-03 00:01)

I love the Playstation 4, it will have a hard drive that will record everything as you play. It will be offline for anti-social gamers, and Sony understands this. It will be reasonably priced. It won't have the rings of death. You can have a

remote gameplay where a friend can unstuck you. PS4 going to have Final Fantasy XV on it! You can buy used games at a thrift store and play on any Playstation 4. Games will be on blurays.

<http://www.vg247.com/2013/04/05/man-slams-xbox-720-always-on-policy-dest-roys-360-with-axe/>

Xbox 720 will be always online which is a bad thing. It'll have three rings of death. It may be less powerful. The always online mode wil kill Xbox 720. The always online MMORPGs like World of Warcraft and Diablo 3 only have a couple million playing online at any given time. Xbox 720 sales are going to be screwed unless Microsoft changes it to offline mode.

<http://www.techradar.com/news/gaming/consoles/did-microsoft-just-confirm-an- always-online-xbox-720-1142689>

The Civil War Exbiit at Minnesota History Center (2013-04-04 16:22)

[EMBED]



Playstation 4 will have an offline mode unlike Xbox 720! (2013-04-04 23:59)

I love the Playstation 4, it will have a hard drive that will record everything as you play. It will be offline for anti-social gamers, and Sony undestands this. It will be reasonably priced. It won't have the rings of death. You can have a remote gameplay where a friend can unstuck you. PS4 going to have Final Fantasy XV on it! You can buy used games at a thrift store and play on any Playstation 4. Games will be on blurays.

<http://www.vg247.com/2013/04/05/man-slams-xbox-720-always-on-policy-dest-roys-360-with-axe/>

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<http://www.techradar.com/news/gaming/consoles/did-microsoft-just-confirm-an- always-online-xbox-720-1142689>

Loving offline mode and used games on PS4! (2013-04-05 10:04)

I love the Playstation 4, it will have a hard drive that will record everything as you play. It will be offline for anti-social gamers, and Sony undestands this. It will be reasonably priced. It won't have the rings of death. You can have a remote gameplay where a friend can unstuck you. PS4 going to have Final Fantasy XV on it! You can buy used games at a thrift store and play on any Playstation 4. Games will be on blurays.

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I love this controller. I love Dual Shock. I would love Dual Shock 3 for PS4, but this touch screen is a bonus.

I have seen Killzone: Shadow Fall and Destiny screenshots. They look superb. I'd pay \$500 for PS4 and Dual Shock 4 tomorrow. Playstation 4 is TWO YEARS LATE! I had my Radeon HD 5970 Black Edition (DirectX 11 GPU) for over Three years. CONSOLES ARE SUPPOSED TO HAVE 5 YEAR LIFESPANS, NOT OVER SEVEN YEAR LIFESPANS!

I hear on other [stupid] websites, how the games don't look good enough. PS4 is over two years late, and the graphics are clearly better than a hypothetical PS4 released in 2010. The reality is PS4 is late to market and nobody has the same amount of income as they did in 2010. It seems the longer Sony drags out PS4, the less games people buy. The President Bush tax cuts have ended in 2012. Nintendo was brilliant in seeing Bush tax cuts ending and releasing Wii U before 2013.

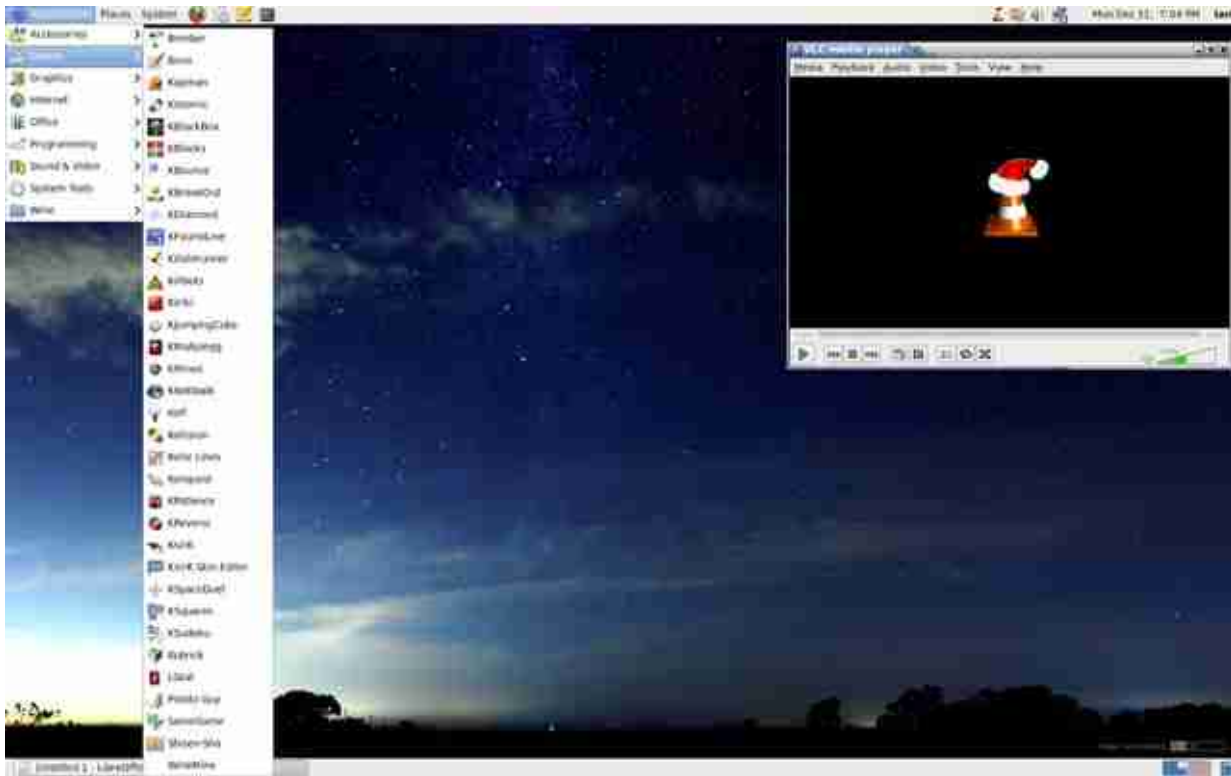
Turks and Caicos Islands vacation (2013-04-06 05:47)**Bought Game of Thrones (2013-04-11 19:34)**

I was at Best Buy where I bought season 1 & 2 of Game of Thrones. I own the novel series. Do not believe any of those negative reviews. I honestly cannot understand why some reviewers have given this such a low rating. I think some people love the sound of their own voice and think their opinion is worth something and will be disagreeable simply for the sake of it. Having said that, this show is stunning. I have never read the books and now I want to. There is so much crap on TV that is renewed year after year (CSI, House etc.) which uses cheap gags, pointless and sometimes ridiculous plots, unbelievable and many times one dimensional characters and yet all the truly great shows get cancelled. There is enough brain-dead television. But once in a while a show comes along that transports you

to another world and makes you believe in the magic of television again. Game of Thrones is one such show. It is complex, multi-layered, surreal, vibrant, imaginative and it draws your eye in to the surprising level of detail, from the sweeping vistas, to the narrow dungeons, from the beautiful castles and magnificent trees, to the contrasting landscapes. It is worth watching just for the scenery alone. Yes the acting seems a little cold and even wooden at times, but this is perfectly in keeping with the medieval look and feel of the show. Yes it is dark and gloomy, but again in keeping with the narrative. The scripting is intelligent and well delivered by competent acting, led by Sean Bean perfectly cast as Lord Edard. Although Sean Bean is better known for brooding bad guys, he strikes the perfect balance between father, husband and Lord and soldier. He is well supported by other well known actors and many new to the scene. After watching and sometimes enjoying Camelot, this show makes that one look more like "Merlin" by comparison. And where Camelot lacks in depth and scripting, Game of Thrones strikes the perfect balance between brooding medieval angst and wonderful fantasy story telling.

Scientific Linux 6.4 (2013-04-11 21:05)





Installed Scientific Linux 6.4 on a PC. It has Gnome 2.30.2 and 2.6.32-358 kernel, Libreoffice 3.6.5, X.org 1.13, and Firefox 17.0.20.

i downloaded VLC 2.0.6, Virtual Box, and Wine 1.4 for it.

Anonymous (2013-04-11 23:28:41)

Hi there to all, as I am genuinely keen of reading this web site's post to be updated on a regular basis. It includes fastidious stuff.

Feel free to surf to my blog post :: fake oakley sunglasses

oakleyses (2014-10-23 17:22:37)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

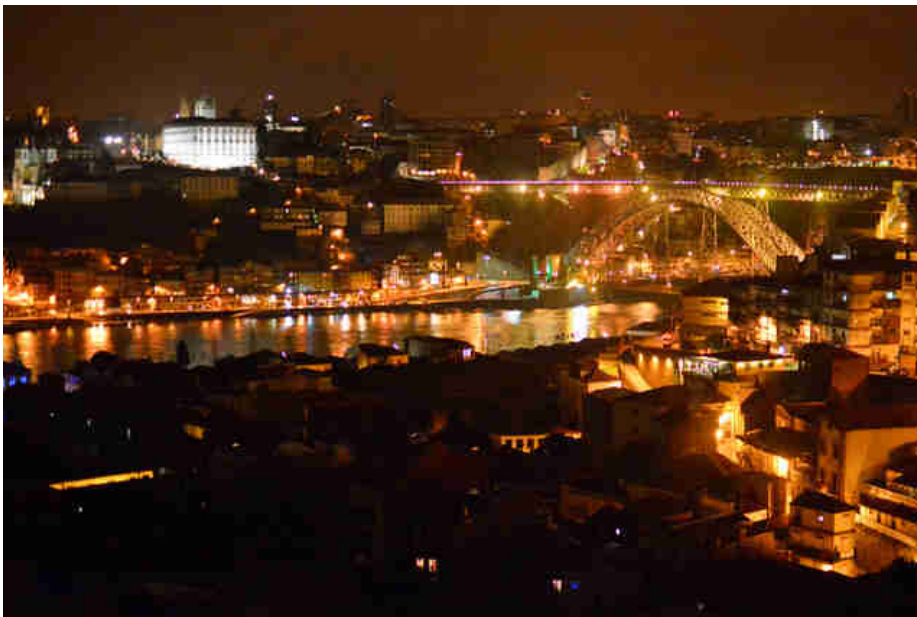
oakleyses (2014-10-23 17:23:45)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:43)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

D7100 v. D7000 (2013-04-14 03:57)



D7100

Nikon D7100 came out 7 days ago with a 24 Megapixel sensor and Exceed 3. Lets compare it with my Christmas present.



D7000



D7000



D7100

oakleyses (2014-10-23 17:45:36)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:07)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:13)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Gamerankings and Metacritic matter a lot (2013-04-14 07:10)

Metacritic Matters: How Review Scores Hurt Video Games

Bugs in Fallout: New Vegas might have eaten your save file. Maybe they took away a few hours of progress, or forced you to reset a couple of quests. Maybe game-crashing bugs pissed you off to the point where you wished you could get your \$60 back. But they probably didn't cost you a million dollars.

Why Are Game Developer Bonuses Based On Review Scores?

Last night, Obsidian's Chris Avellone tweeted an interesting detail about his roleplaying game ... Read...

Perhaps you've heard the story: publisher Bethesda was due to give developer Obsidian a bonus if their post-apocalyptic RPG averaged an 85 on Metacritic, the review aggregation site. It got an 84 on PC and Xbox 360, and an 82 on PS3.

"If only it was a stable product and didn't ship with so many bugs, I would've given New Vegas a higher score," wrote a reviewer for the website 1up, which gave New Vegas a B, or 75 on Metacritic's scale.

"It's disappointing to see such an otherwise brilliant and polished game suffer from years-old bugs, and unfortunately our review score for the game has to reflect that," said The Escapist's review, which gave the game an 80.

If New Vegas had hit an 85, Obsidian would have gotten their bonus. And according to one person familiar with the situation who asked not to be named while speaking to Kotaku, that bonus was worth \$1 million. For a team of 70 or so, that averages out to around \$14,000 a person. Enough for a cheap car. Maybe a few mortgage payments.

Those sure were some costly bugs.

This is not an anomaly: for years now, video game publishers have been using Metacritic as a tool to negotiate with developers. And for years now, observers have been criticizing the practice. But it still happens. Over the past few months, I've talked to some 20 developers, publishers, and critics about Metacritic's influences, and I've found that the system is broken in quite a few ways.

There is something inherently wrong with the way publishers use Metacritic. And something needs to change.

Why Metacritic Matters

Hop into a debate with some video game fans on your favorite message board, and there's one subject that will always come up: review scores. Which game scored the highest? Which scored the lowest? Which are the best review websites? Which are the worst?

Inevitably, at some point, someone will jump into the fray and say something like "lol review scores mean nothing anyway." To some people, maybe that's true. But to the people who make and sell video games, review scores are more important than many casual fans realize. Mostly because of Metacritic.

For the uninitiated: Metacritic is an aggregation website that rounds up review scores for all sorts of media, including video games. The people who run Metacritic take those scores, convert them to a 100-point scale, average them out using a mysterious weighting formula (more on that later), and spit out a number that they call a Metascore, meant to grade the quality of that game. The Metascore for BioShock Infinite, for example, is currently an 94. Aliens: Colonial Marines? 48.

To people who work in gaming, these Metascores can mean a lot. Say you're a developer who needs money. You've got some ideas to pitch to publishers. You take some meetings. They're going to ask: just how good have your games been?

"Typically, when you go into pitch meetings and whatnot, publishers are going to want to know your track record as far as Metacritic," said Kim Swift, a game designer best known for helping create games like Portal and Quantum Conundrum. "As a company, what is your Metacritic average? As an individual, what is your Metacritic average?"

Swift works for Airtight Games, an independent studio that is tied to no publishers. Their Metacritic history: Dark Void, which has a 59 on Metacritic, and last year's Quantum Conundrum, which sits at 77.

In order to survive, studios like Airtight have to negotiate deals with big companies like Capcom and Square Enix. Often that means talking about Metacritic. Sometimes that means wearing their history of Metacritic scores like a scarlet letter.

This is common. An employee of a well-known game studio told me about a recent pitch meeting with a publisher, during which the publisher brought up the studio's last two Metacritic scores, which were both average. The studio employee asked that I not name the parties involved, but claimed the publisher used the Metascores as leverage against the studio, first to negotiate for less favorable terms, and then to turn down the pitch entirely.

Often, developer bonuses or royalties are tied to game review scores. Fallout: New Vegas is one high-profile example, but it happens fairly often.

"It's pretty common in the industry these days, actually," Swift told me. "When you're negotiating with the publisher for a contract, you build in bonuses for the team based on Metacritic score. So if you get above a 90, then you get X amount for a bonus. If you get below that, you don't get anything at all or get a smaller amount."

In other words, a developer's priority is sometimes not just to make a good game, but to make a game that they think will resonate with reviewers.

"When you're working on a game, part of what you want to do is have a high score," said Swift. She said she'd never seen a developer change part of a video game just for the sake of raising scores, but the influence is undoubtedly there.

"It's usually some other thing like, 'Hey, we could use another couple hours on this game because people perceive a longer game to be a higher value,'" Swift said. "It's never directly pointing back to, 'This is gonna improve our score by X number of points.'"

Matt Burns, a longtime game designer who worked for a number of big shooter companies and now makes indies with his company Shadegrown Games, wrote about his personal experiences with Metacritic back in 2008. Burns said he watched firsthand as a development studio worked as hard as possible to make a game that would snag high review scores.

"Armed with the knowledge that higher review scores meant more money for them, game producers were thus encouraged to identify the elements that reviewers seemed to most notice and most like—detailed graphics, scripted set piece battles, 'robust' online multiplayer, 'player choice,' and more, more of everything," Burns wrote.

"Like a food company performing a taste test to find out that people basically like the saltiest, greasiest variation of anything and adjusting its product lineup accordingly, the big publishers struggled to stuff as much of those key el-

ements as possible into every game they funded. Multiplayer modes were suddenly tacked on late in development. More missions and weapons were added to bulk up their offering—to be created by outsource partners. Level-based games suddenly turned into open-world games.

“Before you cry in despair, keep in mind that all these people wanted in the end was the best game possible—or, more precisely, the best-reviewed game possible.”

And then there’s this wry joke by Warren Spector, talking about the words that influenced his career during a talk at the DICE conference earlier this year. Powerful words. Legacy. Mentor. And...

While chatting with Obsidian head Feargus Urquhart for the profile I wrote last December, I asked him about what had happened with *Fallout: New Vegas*. For legal reasons, he couldn’t get into the specifics.

“I can’t comment on contracts directly,” he said. “But what I can say is that in general, publishers like to have Metacritic scores as an aspect of contracts. As a developer, that’s challenging for a number of reasons. The first is that we have no control over that, though we do have the responsibility to go make a brilliant game that can hopefully score an 80 or an 85 or a 90 or something like that.”

According to Metacritic’s rating scale, any game above a 75 is considered “good,” but realistically, according to multiple developers I spoke with, publishers expect scores of 85 or higher. Sometimes, Urquhart told me, the demands can get unreasonable.

“A lot of times when we’re talking to publishers—and this is no specific publisher—but there are conversations I’ve had in which the royalty that we could get was based upon getting a 95,” he said. “I’ve had this conversation with a publisher, and I explained to them, I said, ‘Okay, there are six games in the past five years who have averaged a 95, and all of those have a budget of at least three times what you’re offering me.’ They were like, ‘Well, we just don’t think we should do it if you don’t hit a 95.’”

That’s the developer’s perspective. Now let’s look at this from the other side. Say you’re a publisher. You’re about to sign a seven- or eight-figure deal with a development studio, and you want to make sure they’re not going to hand you a clunker. Why not use Metacritic as a security blanket in order to minimize risks and ensure you get yourself a great game?

Here’s some very reasonable rationalization from a person who worked at a major publisher and asked not to be named:

“Let’s say that [a publisher] wanted to pay \$1 million up front (through milestone payments over the course of development), but the developer wanted \$1.2 million. If they wouldn’t budge, sometimes we would offer to make up the difference in a bonus, paid out only if the game hit a certain Metacritic.

“That conversation could happen during development too. Maybe a developer wanted more time and money in the middle of the production, to make a better game. So the counter was, ‘If you’re so sure it will make the game better, we’re gonna tie the additional funds to the Metacritic score.’ It was a way to minimize risk.”

But a different person who once worked for major publishers says that Metacritic scores are just an excuse publishers use in order to deprive developers of the bonuses they deserve.

“Well, generally the whole Metacritic emphasis originated from publishers wanting to dodge royalties,” that source said. “So even if a game sold well, they could withhold payment based off review scores... The big thing about Metacritic is that it’s always camouflaged as a drive for quality but the intent is nothing of the sort.”

Multiple developers I spoke to echoed similar thoughts, although nobody could share hard evidence to back up this theory. I reached out to a number of major publishers including Activision, EA, and Bethesda, but none agreed to comment for this story.

Marc Doyle, the former lawyer who co-founded Metacritic in 2001 and keeps it running every day, told me during a phone conversation last week that he feels no responsibility for what video game publishers or developers do with his website.

“Metacritic has absolutely nothing to do with how the industry uses our numbers,” he said. “Metacritic has always been about educating the gamer. We’re using product reviews as a tool to help them make the most of their time and money.”

But gamers aren’t the only ones who use Metascores. Not by a long shot. Even the massive Japanese publisher Square Enix recently cited Metacritic as one of the factors they used to predict sales for their games.

”Let’s talk about *Sleeping Dogs*: we were looking at selling roughly 2.25 million units in the EUR/ NA market based on

its game content, genre and Metacritic scores,” former Square Enix president Yoichi Wada wrote in a recent financial briefing. “In the same way, game quality and Metacritic scores led us to believe that Hitman had potential to sell 4.5 5 million units, and 5 6 million units for Tomb Raider in EUR/ NA and Japanese markets combined.”

“Review scores are a part of our industry and it’s something we pay attention to as developers,” said Swift. And they lead to trends. “Review scores of this year are gonna drastically affect what’s gonna be seen next year,” she said. Even big retailers like Walmart and Target ask publishers for Metacritic predictions when deciding whether or not to feature certain games.

“One of the criteria [retailers] have is, ‘What’s the review score gonna be?’” said Tim Pivnicny, vice president of sales and marketing at Atlus USA. “That comes up a lot... They’re concerned if it’s going to be a good game.”

Metacritic has a significant influence on the way games are produced today. That’s a problem.

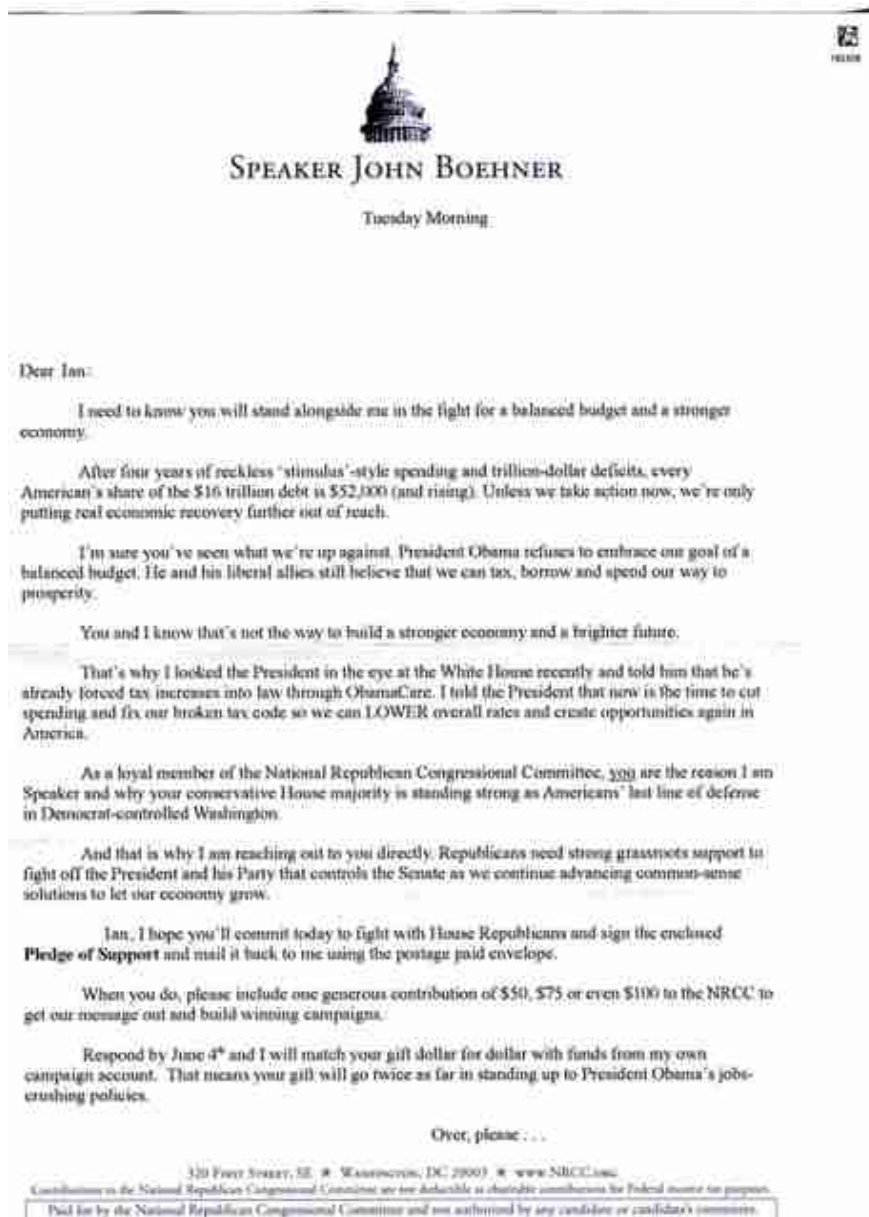
Anonymous (2013-04-15 19:16:44)

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Anonymous (2013-04-20 10:45:25)

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The House Speaker leader (2013-04-17 09:52)



Page Two --

While we Republicans are committed to fixing the broken tax code, solving the debt problem and growing the economy, Democrats are out campaigning to take back the House and give President Obama total control of our federal government.

You've probably seen the President on TV recently.... he's picking fights and using Head Start kids, firefighters and our military as political props in his push to raise taxes.

President Obama has a whole laundry list of second-term priorities -- like a "cap and trade" national energy tax -- that he knows he can only get with Nancy Pelosi holding the Speaker's gavel. That's why he's directed his billion-dollar political machine to target Republicans in Congressional Districts across America.

Your continued support is critical to ensuring that Democrats don't retake the 17 seats needed to win control of the House.

And that's what your **Pledge of Support** is all about.

While the liberals rely on Big Labor Bosses and Hollywood millionaires, House Republicans depend on hard-working NRCC members like you.

That is why I hope you will return your pledge today.

Asking for your support doesn't come naturally to me -- I never dreamed I'd one day serve as Speaker of the House.

You see, my days used to revolve around raising my two daughters and my small business in southwest Ohio. My job wasn't all that glamorous, but it put food on the table, and bought presents at Christmas.

Still, running a small business was one of the proudest moments of my life. And it gave me perspective on the role of government in our economy that still drives me to this day.

So when we Republicans talk about the need for a balanced budget, it's not just about adding up numbers.

It's about creating jobs and increasing wages.

It's about a more secure retirement for seniors, and more opportunities for young Americans.

And it's about making it easier for millions of small business owners, who -- like me -- just want the opportunity to chase their American Dream.

It's up to us to lead the fight to improve the lives of the American people, grow our economy, and expand opportunities for everyone.

With one voice, we must continue to call for common-sense proposals like "No Budget, No Pay," the Keystone pipeline and Paul Ryan's balanced budget.

Next page, please...

Page Three -- Ian

We've turned some heads these past few weeks... we forced Senate Democrats to agree to pass a budget for the first time in four years and we've put the President on defense.

This isn't the way the liberal media said 2013 was supposed to be. This was supposed to be the president's honeymoon, and our nightmare.

Instead, he's been the one on the ropes. Why? Because of patriots like you who are standing up, and joining our fight.

And because he can't respond to our simple question: we're going to balance the budget. How will you?

But still, don't think for a minute that we can afford to let up in our fight for a smaller, less costly government.

The President and his newly reorganized political operation, Organizing for Action, are going to spend millions trying to destroy our party.

And if Organizing for Action wins... If President Obama gains complete control of Washington again, Democrats will have unchecked power to double-down on his liberal agenda that produced the "stimulus," ObamaCare, and trillions of dollars in new debt.

We can't allow that to happen.

Please sign the enclosed **Pledge of Support** today and send it back in the postage paid envelope so I know you are with us.

Make sure to include with your pledge a gift of \$50, \$75 or even \$100 to help Conservatives stay on the offensive.

Thank you for your dedication and hard work.

Sincerely,



John A. Boehner
Speaker of the House

P.S. Ian, please say you will fight for freedom by signing your Pledge of Support today. We must speak out against President Obama's policies together to ensure that the United States remains the land of opportunity.

I also ask that you include a gift of \$50, \$75 or even \$100 with your signed pledge. If you respond by June 4th I will match your gift dollar for dollar. Thank you.

Today Gamespot, Tomorrow Youtube (2013-04-20 03:33)



Post humoristly, I waited since January 2010 to become officially popular at Gamespot. That's great, yet I wanted to be popular sooner in 2010. The PS4 offline console blog entry made me popular. I want 1000 subscribers on Youtube as well. I want 100 subscribers on IGN.com. I am jealous of wall comments the mass majority had for multiple years on their Youtube, IGN.com, and Facebook. It's ironic I get my popular icon in April since I've had Netscape in 1996. It's sad that it took me 15 years after N64 ownership to be [just barely] popular status. I should be popular at a number of places a lot sooner.

Best 5 SNES SHMUPs (2013-04-22 16:17)

5. Macross: Scrambled Valkyrie (1993)



I didn't discover this one until fairly recently as it was only released in Japan but I was certainly glad I did find it! It's based on an older anime and as such you can choose between three characters, each of whom has their own variation of the 'Valkyrie' fighter with unique weapons, all of which can be upgraded. The ships have an energy meter rather than lives and they can also switch between three different forms at will too, each of which is more useful in certain situations than others, as you might expect. There's a good few other nice features here too (including enemies with tractor beams - grrr!) and that, combined with the superb graphics and decent soundtrack, makes this a pretty damn fine shmup. It would be higher on the list if only it wasn't so bloody difficult though!

4. UN Squadron (1994)



I heard of this growing up but only played the arcade version (SNK Neo Geo, anybody). The arcade game didn't stand out to me and I never seen the SNES version in stores or at the video rental place. That means I wouldn't play this thing until 2011. I have to say, this is one of those rare special games that is so awesome, I have to wonder why I never found it till so late in life? Let us count the ways. Play control- This plays alot like gradius or maybe choplifter in that its left to right and sometimes right to left shooting things along the ways. Where this kicks Gradius's ass is, besides cusomizing what you power up, you also get to buy and change jets. Now think Gradius meets Grand Turismo. I had a strong preference towards the A-10 Warthog. Sure, you're flying a bomber against fighter jets but its the only aircraft that shoots diagonally downwards. You also have a wide array of ordnance that you can buy and equip to each aircraft you have. Difficulty- fairly steep. You will get used to starting over often if you spend any amount of time with this. That is the price of the old school for you, though. It is a scientific fact that engineers have been researching and streamlining games for years to make games impossible to loose at so the normal idiot gamer won't feel like less a man for continuing.

3. R-Type 3 (1994)



Despite its name, this is actually the sixth game in the great R-Type series and for many people the best. It would be nearly impossible for it to have anywhere near the impact of the first title but it adds a lot to the existing games. Not least is the ability to choose from three different Forces, each with its own weapons, and it must also surely rank as the finest shmup on the SNES, graphically. It features none of the slowdown that blighted the otherwise awesome Super R-Type but adds bigger sprites, some fantastic backgrounds, and superb bosses. The levels, too, are pretty creative with not only the usual kinds of enemies but also all manner of moving scenery which actually causes more problems than the enemies do. Indeed, this is a notoriously tough game and one that I've never managed to finish but I've sure enjoyed trying!

2. Axelay (1992)



Konami unleashed this amazing game pretty much out of the blue and it took SNES owners by storm, myself included! There could be many reasons for this including the graphics which are at worst good, and at best jaw-dropping, or the fantastic soundtrack, but it must surely be the innovative and varied stage design that clinched it - there's a few new ideas here which work really well. For starters the game alternates between vertically and horizontally-scrolling stages. The former makes use of a pseudo-3D viewpoint combined with Mode 7 graphics to create an amazing scrolling landscape effect and the latter is packed full of moving scenery, barriers, and lots of crafty enemies that try to halt your advance in any way possible! Axelay hasn't aged at all and remains a superb and varied shmup that still commands a strong following today. Just one question... Why no sequel?

1. Super Aleste (1992)



Some may disagree with me but I still think this is one of the best vertical-scrollers of all time, and certainly the best shmup for the SNES generally, and the reason for this is simple - there's pretty much nothing about it that isn't awesome! The graphics may not be quite as flashy as some other shmups but they're still superb, detailed, and varied. The second stage in particular is noteworthy, featuring a distant enemy base that gradually gets closer and closer (using some splendid Mode 7, of course), all the while firing missiles at you from afar, until it finally gets close enough for you to shoot up! The sound is also fantastic too, with some great music, speech, and some very bassy explosions. There's also eight varied and customisable weapons which can all be powered-up, twelve long, well-designed stages, but best of all it has the most perfectly-pitched difficulty curve of any shmup I've played. A truly awesome shooter. watch a slideshow

oakleyses (2014-10-23 18:15:02)

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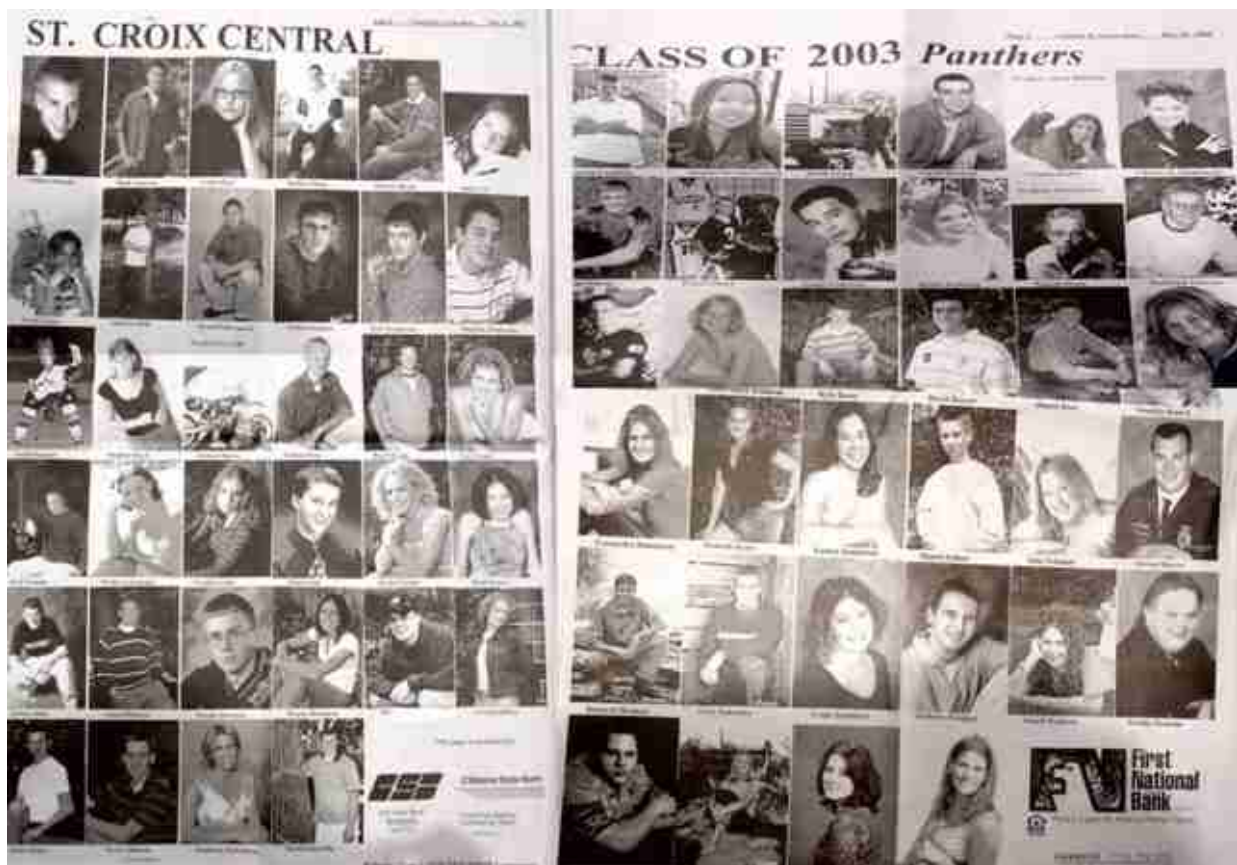
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oakleyses (2014-10-23 18:17:27)

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High School Reunion (2013-04-22 18:45)





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Free H.P. Lovecraft Ebook (2013-04-24 20:22)

I found At the Mountains of Madness, about an alien at the Antarctic found by expedition team. Hollywood is in the middle of finding a distribution company.

<http://archive.org/details/AtTheMountainsOfMadness>

http://archive.org/details/AtTheMountainsOfMadness_912

http://archive.org/details/HPLovecraft.Book_Collection_201303

<http://archive.org/details/CallofCthulhu>

Anonymous (2013-04-24 21:54:54)

Your means of telling the whole thing in this paragraph is in fact nice, every one be able to simply know it, Thanks a lot.

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Anonymous (2013-04-25 04:35:01)

What's up mates, its enormous paragraph about teachingand fully explained, keep it up all the time.

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Anonymous (2013-04-25 06:18:03)

Howdy! Would you mind if I share your blog with my zynga group?

There's a lot of people that I think would really appreciate your content. Please let me know. Thanks

My blog; louis vuitton spring 2012 runway show

More F-22A Raptors needed (2013-04-26 12:29)

The U.S. Air Force has concluded it needs more Lockheed Martin Corp (LMT.N) F-22 Raptor fighter jets than have been ordered so far, but fewer than it previously sought, the service's top uniformed officer said on Tuesday.

Gen. Norton Schwartz, Air Force chief of staff, said he would not dispute a characterization that over the coming three years the service was seeking to add 60 of the premier fighter jets to the 183 now on order, for a total of 243.

The revised request would be for a fleet totaling fewer than 381 Raptors, the previous Air Force goal, Schwartz told reporters, without disclosing the new number.

The Air Force once sought to buy as many as 750 F-22s, which it reckoned cost about \$142 million apiece in fiscal 2008, not including development costs.

The revised requirement is "driven by analysis as opposed to some other formulation," Schwartz said. "And I think it will withstand scrutiny."

The administration must make critical decisions about the F-22 by about March 1 or Lockheed Martin says it will start phasing out the production line, threatening tens of thousands of jobs during the current recession.

Schwartz said he expects to present the Air Force's new F-22 analysis to Secretary of Defense Robert Gates within a few weeks. He said the analysis did not factor in jobs, which he called the responsibility of other U.S. officials.

Pressed on why the Air Force was giving up on the 381 F-22s it had long stated it needed to make sure it could dominate the skies from Day One of any future major conflict, Schwartz spoke of going from a "low risk" to a "moderate risk" number.

"And there are few things in our armed forces that we have, you know, a low-risk posture, simply because of the overall demands across the force," he said.

Lockheed Martin, the Pentagon's No. 1 supplier by sales, said, "We're encouraged to read that based on an analysis of needs, the Air Force wants to purchase additional F-22s beyond the current 183..."

"We stand ready to work with the Air Force and (Department of Defense) ... whatever the final number is determined to be," said Sam Grizzle, a Lockheed spokesman.

He said some suppliers had already been notified that Lockheed would start shutdown activities on March 1 unless President Barack Obama "certifies that continued production of the F-22 is in the national interest."

To date, 135 Raptors have been delivered to the Air Force. Lockheed says more than 95,000 Americans owe their jobs to the F-22 program.

Gates and other Pentagon holdovers from the administration of the previous president, George W. Bush, have resisted buying more F-22s. Instead, they have favored the less costly F-35 Joint Strike Fighter being developed by Lockheed with eight foreign partners: Britain, Italy, the Netherlands, Turkey, Canada, Australia, Denmark and Norway.

Schwartz made clear the Air Force was prepared to sacrifice on other, unspecified weapons acquisition priorities in exchange for funding for more than 183 F-22s.

"Our basic approach is if we want something, we're going to pay for it," he said.

Schwartz showed scant interest in any effort to reverse a ban on F-22 exports mandated by Congress to keep its advanced radar-evasion and other capabilities in U.S. hands alone.

Referring to costs related to developing an export version, he said: "I don't see that as in the cards right now."

FreeBSD, best server OS (2013-04-27 12:35)

When talking about operating systems, there are a lot of points to debate about. The big deal used to be which one was more stable and which one supported the crazy file system configurations none of us normal people will ever use. Well, they are all fairly stable now (yes, even Windows) and honestly who is going to set up 10 machines with a distributed ReiserFS? People today seem to be obsessed with micro kernel details such as the process scheduler, something you may never understand and probably will never see a significant performance change from switching on. This leaves me with the real issues, such as:

1) Upgrades

How hard is it to upgrade software?

How seamless is it?

How much pain must you go through?

How much specialized knowledge is involved?

2) Software Compatibility

Does software compile/run easily for this platform?

Where do I get it?

Does it integrate easily?

Do I need specialized knowledge to do this?

3) Configurability

How hard is it to make the changes I want to?

How do I help myself learn the OS?

Is everything fairly standard?

Do I lose my changes when I upgrade?

Obviously

different distributions of Linux have different scripts and standard locations so it's slightly difficult to compare apples to apples here but I'll do my best basing my experience off of Slackware, Debian, Redhat, Gentoo, Mandrake and Ubuntu. I'd also like to note that Windows isn't included in this comparison simply because it follows a completely different paradigm. One of my serious server OS requirements is that the OS allows for extensibility, that is, adding functionality easily where it didn't previously exist, which, through Windows, is virtually impossible without purchasing additional software. UNIX-based operating systems are fundamentally extensible. I'll write another article on that later.

FreeBSD has a very standard directory structure:

/boot -> kernel and any other bootable files
/root -> The user, "root", home directory
/bin -> System binary executables runnable by root and normal users
/sbin -> System binary executables runnable only by root
/lib -> System shared library files
/var -> Logs, runtime process locks
/etc -> System configuration
/tmp -> Temporary files
/usr -> Userland files (non-system)

/usr/home -> Users' homes

/usr/lib /usr/bin /usr/sbin -> Same as previous except non-system

/usr/local -> Userland files specific to the local installation

/usr/local/lib /usr/local/bin /usr/local/etc -> Same as previous except for locally installed applications

Given this, I could tell you where any configuration file may be depending on if it's system-level (such as a boot-up sequence) or if it's an installed application (like apache). While Linux distributions also support this, they often times don't strictly adhere to it, as in, you will find many packages' binaries installed into /usr/bin where in FreeBSD they'd certainly be in /usr/local/bin. Linux also tends to put all configuration for almost everything in /etc. For this reason I feel that FreeBSD is more disciplined and easier to work with.

Here is the official FreeBSD directory structure description

Configuring and updating the operating system:

rc.conf.

/etc/rc.conf is the file read by all startup scripts to determine if they are allowed to start and if so, what the flags are for starting.

rc.conf is very human readable and you can easily turn on and configure any supported service in it. If you need to know what flags or options are available, you just look at /etc/defaults/rc.conf. I always find what I need for start up there.

FreeBSD can be fully updated and recompiled via CVS. There is a utility called CVSUP which allows for you to update just one part of the operating system or the entire system. I've known people to script a nightly update and build that downloads the latest source for their branch of FreeBSD, recompiles and reboots every single night.

Installing applications via the ports tree:

FreeBSD

pioneered the ports tree and it still works well. What is the ports tree? It's a collection of software sources configured and patched for FreeBSD. The way to install one is to go to the port and run "make install." It's very simple. It also installs all dependent applications as it goes. Gentoo had a similar system in which you could emerge ports. It was based on the same basic concept as this. Ports tree too old? Update it in one command with CVSUP (mentioned previously).

Other Technologies:

Linux

Compatibility: Yes, FreeBSD offers Linux Compatibility. You can natively run linux binaries with the support installed and enabled. I've done this to run versions of Java that aren't able to be compiled natively for BSD.

Networking & Files: FreeBSD's ipfw is a fantastic tool. I use it for all my packet queuing, firewalls, logging and any other network gateway-related activity. It can do almost anything. FreeBSD also features a journaled filesystem and some recovery tools which have saved me from devastating data loss in the past.

Summary:

I'm not going to get into all of the other reasons I prefer using UNIX, because there are too many, but specifically for FreeBSD, these small things add up to big savings in administration time and less headaches. I try not to get too focused on one specific technology when evaluating an operating system. I try more to look specifically at where the savings are for me. I simply want the operating system to support what I'm trying to do in the least amount of time feasible and I believe FreeBSD does that for me. If you're pragmatic and functional and are willing to learn a little UNIX, I highly recommend giving FreeBSD a try as your server operating system.

The Bush legacy (2013-04-27 14:59)

Clare Boothe Luce liked to say that "a great man is one sentence." Presidents, in particular. The most common "one sentence" for George W. Bush is: "He kept us safe."

Not quite right. With Bush's legacy being reassessed as his presidential library opens in Dallas, it's important to note that he did not just keep us safe. He created the entire anti-terror infrastructure that continues to keep us safe.

That homage was paid, wordlessly, by Barack Obama, who vilified Bush's anti-terror policies as a candidate, then continued them as president: indefinite detention, rendition, warrantless wiretaps, special forces and drone warfare, and, most notoriously, Guantanamo, which Obama so ostentatiously denounced — until he found it indispensable.

Quite a list. Which is why there was not one successful terror bombing on U.S. soil from 9/11 until last week. The Boston Marathon attack was an obvious security failure, but there is a difference between 3,000 dead and three. And on the other side of the ledger are the innumerable plots broken up since 9/11.

Moreover, Bush's achievement was not just infrastructure. It was war. The Afghan campaign overthrew the Taliban, decimated al-Qaeda and expelled it from its haven. Yet that success is today derogated with the cheap and lazy catchphrase — "He got us into two wars" — intended to spread to Afghanistan the opprobrium associated with Iraq.

As if Afghanistan was some unilateral Bush adventure foisted on the American people. As if Obama himself did not call it a "war of necessity" and Joe Biden, the most just war since World War II.

The dilemma in Afghanistan was what to do after the brilliant, nine-week victory. There was no good answer. Even with the benefit of seven years' grinding experience under his predecessor, Obama got it wrong. His Afghan "surge" cost hundreds of American lives without having changed the country's prospects.

It turned out to be a land too primitive to democratize, too fractured to unify. The final withdrawal will come after Obama's own six years of futility.

Iraq was, of course, far more problematic. Critics conveniently forget that the invasion had broad support from the public and Congress, including from those who became the highest-ranking foreign-policy figures in the Obama administration — Hillary Clinton, John Kerry, Chuck Hagel and Biden.

And they forget the context — crumbling sanctions that would, in short order, have restored Saddam Hussein to full economic and regional power, well positioning him, post-sanctions, to again threaten his neighbors and restart his WMD program.

Was the war worth it? Inconclusive wars never yield a good answer. Was Korea worth it? It ended with a restoration of the status quo ante. Now 60 years later, we face nuclear threats from the same regime that was not defeated in a war that cost 10 times as many American lives as Iraq.

The Iraq War had three parts. The initial toppling of the regime was a remarkable success — like Afghanistan, rapid and with relatively few U.S. casualties.

The occupation was a disaster, rooted in the fundamental contradiction between means and ends, between the "light footprint" chosen by Gen. George Casey and the grand reformation attempted by Paul Bremer, who tried to change everything down to the coinage.

Finally, the surge, a courageous Bush decision taken against near-universal opposition, that produced the greatest U.S. military turnaround since the Inchon landing. And inflicted the single most significant defeat for al-Qaeda (save Afghanistan) — a humiliating rout at the hands of Iraqi Sunnis fighting side-by-side with the American infidel.

As with Lincoln, it took Bush years of agonizing bloody stalemate before he finally found his general and his strategy. Yet, for all the terrible cost, Bush bequeathed to Obama a strategically won war. Obama had one task: Conclude a status-of-forces agreement and thus secure Iraq as a major regional ally. He failed utterly. Iraq today is more fragile, sectarian and Iranian-influenced than it was when Bush left office — and than it had to be.

Like Bush, Harry Truman left office widely scorned, largely because of the inconclusive war he left behind. In time, however, Korea came to be seen as but one battle in a much larger Cold War that Truman was instrumental in winning. He established the institutional and policy infrastructure (CIA, NATO, the Truman Doctrine, etc.) that made possible ultimate victory almost a half-century later. I suspect history will similarly see Bush as the man who, by trial and error but also with prescience and principle, established the structures that will take us through another long twilight struggle and enable us to prevail.

Anonymous (2013-05-02 14:56:24)

There are a couple of longish runs uphill within the Marathon, one of which is a longish uphill left-hand sweeper in Natick which leads to a straightaway that goes one for several miles until you hit the famed "Heartbreak Hill" area in between Boston, Newton, Brighton that leads to a very long downhill into Boston and the end of the Marathon. The shoes are calamus weight and actual accidental in looks. The central exceptional superior covering and alfresco elastic sole makes the shoes actual adequate and as well keeps them warm. They are absolute for an accepted circadian base use. There is a lot of accepted appearance is Cordones which are best for jailbait women. Its the American acclaimed cast which is originally advised for poor children. [\[url=http://www.cheaptomsbuy.com\]](http://www.cheaptomsbuy.com) Cheap Toms [\[/url\]](#) Toms shoes understands their moral responsibilities and thus have initiated One for One drive, herein, Toms shows donate a pair of shoes each time you buy them. TOMS shoes are promoting their mission by providing Tom shoes coupons. The main reason why Blake Mycoskie ventured into shoes for children and nothing else was because he observed that millions of children suffered various diseases because of not wearing shoes. They were even unable to go to school because of the lack of shoes. Toms not only gives away one shoe for every one shoe bought but also raises awareness for the people who go without the basic necessities of life everyday. [\[url=http://www.cheaptomssite.com\]](http://www.cheaptomssite.com) Cheap Toms [\[/url\]](#) Patients with crooked, stained or missing teeth or with gaps, patients who are not candidates for implants or bridges, people undergoing full mouth reconstruction or implant procedures, patients who want to avoid shots and drilling, as well as those who simply want better functioning teeth quickly, or a preview of what dentistry has to offer. Thousands of patients worldwide have already experienced the benefits of Snap on Smile, for easier teeth whitening in Toms River. [\[url=http://www.onlinetomsoutlet.com\]](http://www.onlinetomsoutlet.com) Toms Shoes Outlet [\[/url\]](#) Read on to know some of the facts related to TOMS shoes:

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Soul Blazer, Herzog Zwei, and Thunderforce II (2013-04-28 23:58)

Although I bought Monster Hunter Ultimate two weeks ago, there is nothing out for Wii U. Been researching the SHMUP top ten lists again and found Herzong Zwei and Thunderforce II, both top SHMUPs on Sega Genesis. Herzog Zwei is a real time strategy game released in 1989. Thunder Force II is a launch SHMUP for Sega Genesis.

Soul Blazer is on the top 10 RPG SNES lists. It may be my last SNES game for a while. Those SNES games just double in price after a while. Last year mainstream SNES games were half as much! Someone tell the sellers that SNES shouldn't meet Neo Geo games in price. If all the thrift stores own Chrono Cross and Soul Blazer, then why is this a supply and demand issue.

Soul Blazer got an 8 out of 10 for RPG SNES. Thunderforce II got a 8 out of 10 in Genesis scores. Herzog Zwei got a 9 out of 10.

Homo-Europiens (2013-04-30 16:43)

The Last of the Homo-Europiens ;

Whites don't have any reason to feel guilt. It's a sentiment that has been cultivated by the status quo through their doctrine of political correctness, and it is leading to the genocide of the white race through interracial breeding.

As a white man, I'm extremely proud of our forefathers achievements, achievements which have been responsible for the development of mankind. Unfortunately, non white elements within our society have taken control of our developmental direction, and as such, we find ourselves in a precarious position today.

Whites don't owe the other races anything. On the contrary, they owe us a debt of gratitude for dragging them kicking and screaming out of the dark ages.

As a white man who believes it is genocidal to support interracial relationships, I will oppose the general acceptance of this practice even if it means I am labeled a racist.

There is a theory put forward a few years ago in AD 9540 , that the earlier native white Europeans were wiped out in Europe , North America and Australasia and became extinct very suddenly between AD 1950 and AD 2200 over a comparatively short period of time by a calamitous combination of several simultaneous converging factors .

1)A mysterious sudden massive sudden drop in the reproductive rate to below replacement level , which appears to have created up side down 16-8-4-2-o family trees .

2) This would lead to an unavoidable and irreversible progressive economic / industrial/ technological/ military/domino collapse .

3) This seems to have coincided with a massive unregulated nomadic migration of Homo Asiaticus , Homo- Africanus , Homo-Hispanicus , and Homo-Arabicus from the south and east in search of more fertile and game rich northern environments with a more benign economic climate .

Evidence shows the newcomers had a far higher reproductive rate .

Although earlier experts have always put forward the theory that Homo Europien must have been overwhelmed by a far more technologically advanced influx of humans with a higher I.Q. , new evidence has come to light which shows that the very opposite may have been the case , which has stirred up a great deal of controversy and ridicule in scientific circles

.

The new theory is ;

" that they were simply victims of their own success "

The discovery of many bone fragments with evidence of multiple skull fracture and all from different locations indicates that the final demise of Homo Europien was a very violent affair .

Other theories point to an unusual genetic susceptibility as indicated by DNA samples to a form of neurological virus which may have infected those areas of the brain which regulate the hard-wired natural survival instincts which humans use to form a sense of tribal identity , extended family , and normal precautionary fear of strangers reflex which exists in all present day modern humans.

This would have put Homo-Europien at a evolutionary dead-end .

It maybe that this lead to Homo-Europiens inability to recognise the appearance of a new species competing for the same resources when confronted with one .

A surprising number of complete skeletons have been recovered showing fatal injuries and the jaw bones frozen in a permanent

rigor-mortis grin , which would mean that on many occasions

Homo-Europien may have been smiling ironically as he was beaten to death .

Anonymous (2013-05-25 17:00:33)

I think the admin of this site is actually working hard for his web site, since here every stuff is quality based information.

My blog post :: how can i get cash fast

Anonymous (2013-05-30 04:15:41)

Greetings! Very helpful advice within this post!

It's the little changes that make the greatest changes. Many thanks for sharing!

my page - life insurance quote

Anonymous (2013-05-30 19:01:25)

Free PSN Cards

My blog: psn cards 50 \$ free

15.5 May

Little Ice Age II (2013-05-01 15:32)

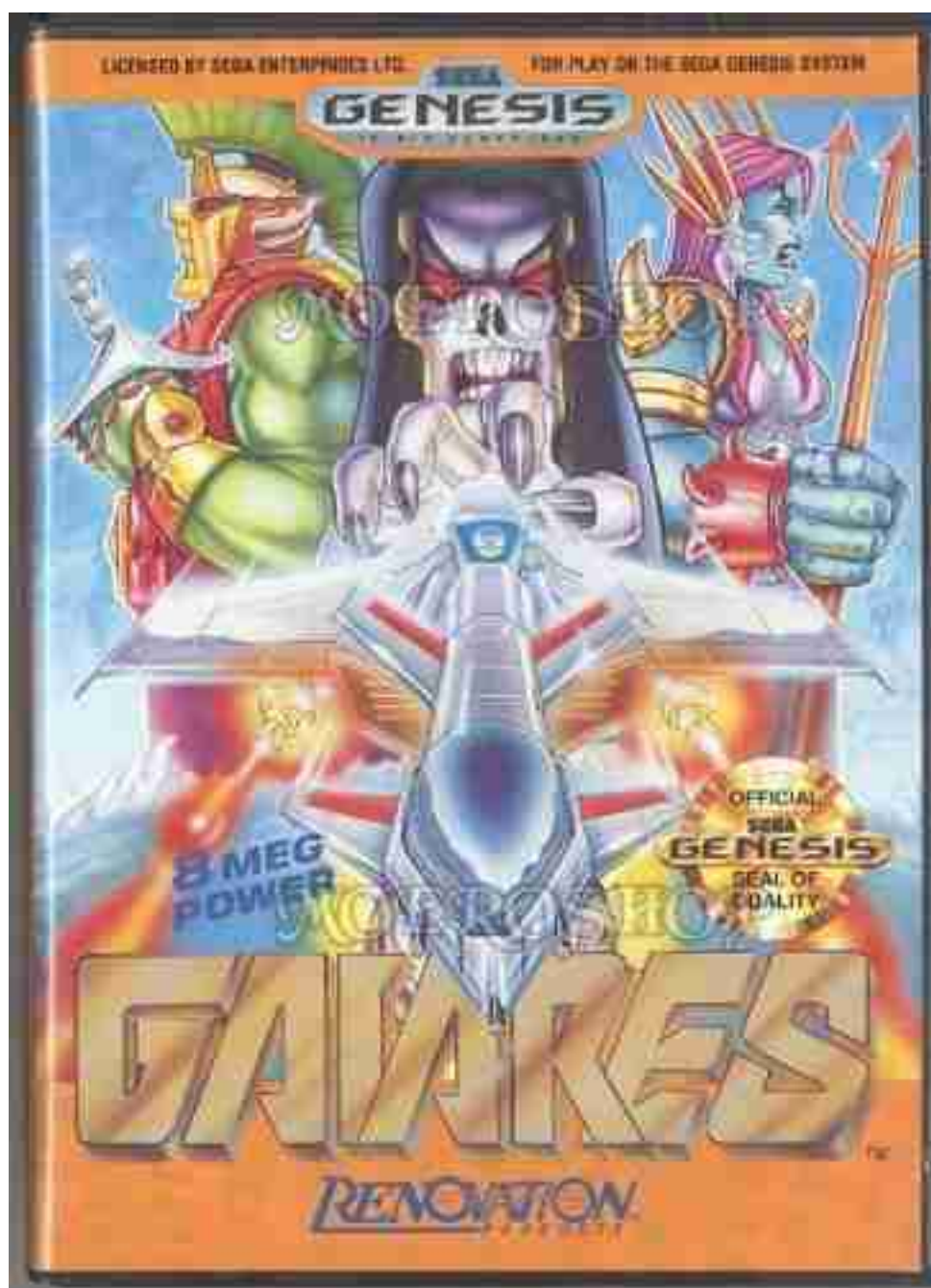




Bought Axelay, Gaiares (2013-05-03 23:56)

have seen some Youtube videos of Axeley, one of the top SNES shmups. The Mode 7 looks really nice. I also got Gairares for Sega Genesis. Both fine shmups. Axelay looks like Radiant Silvergun for Saturn! The arcade was released 2 years after. Axeley was not expensive at \$35! It comes with 7 levels. Axelay is pretty hard. Gairares is a hardcore shmup that is in the top six Genesis shmups after Twinkle Tale, Eliminate Down, Lighening Force, and MUSHA and Thunderforce III. It's really cheap, that's why I picked it. I played these two games in an emulator on PC about seven years ago.





Bought Star Trek Deep Space 9 (2013-05-04 13:05)







Today, I got Star Trek Deep Space 9. I only watched it a little, but not as much as Star Trek The Next Generation or Voyager. I saw this series when it first aired and I have seen it in syndication many times since. I even watch it now on the Spike channel. It is by far one of my favorite Star Trek's or any TV series for that matter. The last few seasons were especially exciting. It is amazing how you watch the characters grow over the years. I can't say enough positive things about this series. Sisko, Nerys, Odo, Jadzia, Worf, Quark, Bashir, and Garak added wonderful characters that really made a difference to me. The guest stars were great too. The directing, cast, stories, sets, music, and the rest the production are first class all the way. If you are a fan of SciFi and not buying a number of other TV series, buy this set.

Now that said, I would like to say Paramount needs to be slapped up side the head for being so greedy, and that is saying it nicely. I can buy a season of ANY other Non-Paramount series for half or less the price. Why are you making us fans of Star Trek suffer? Do you think, oh they are Star Trek fans, they will pay anything? Give us some credit. I am not buying this series unless you lower the price. I bought all the original Star Trek series and even three seasons of Next Generation. But after spending over \$650 for six seasons I realized this is absurd. I bought six seasons of Stargate SG-1, a great series, for under \$300 with tax. Here's a concept Paramount, sell it reasonable so you will make more sales and your customers will appreciate you.

I decided to go ahead and get this set since they at least give a break for buying all seven seasons together. Do not use Amazon overnight or two day shipping unless you are home all day. I paid for two day shipping but I didn't know Amazon would insist the package be signed for in person. UPS took four days to finally bring it by when I was home after work after they said they couldn't except a signed receipt and I then told them to come after 5 PM.

This set is FANTASTIC. Even better than I remembered. For some odd reason my wife and I thought the first couple seasons weren't all that good. Now that we are watching them again, we are very impressed with all the episodes. The only thing I can figure is at the time they were originally shown we were more interested in TNG since they were exploring space and we thought a space station was not as interesting. Seeing them now I realize that was just not true and we did it an injustice thinking that way.

Ten Favorite Episodes

- 1.Duet (first season)
- 2.The Way Of The Warrior (fourth season)
- 3.In The Pale Moonlight (Sixth Season)
- 4.The Visitor (Fourth Season)
- 5.The Seige at AR-558 (Seventh Season)
- 6.Trials and Tribble-ations (fifth season)
7. ...You Are Cordially Invited(sixth season)
- 8.Looking For Par'Mach In All The Wrong Places (fith season)
- 9.Take Me Out To The Holosuite (seventh season)
- 10.Far Beyond The Stars (sixth season)

Anonymous (2013-05-05 18:01:04)

That is very fascinating, You are an overly skilled blogger.

I have joined your feed and sit up for looking for more of

your wonderful post. Additionally, I've shared your web site in my social networks

Here is my website: Click on now to reverse an account with InstaForex

Jiggimi openBSD review (2013-05-06 16:20)

I found an openBSD 5.0 Distro called Jiggimi loaded with Gnome 2.32, KDE 4.7, LXDE 0.5.6 and XFCE 4.6 that can be installed to a UFS partition. openBSD is supposed to be the most secure OS out there. You get Gnome 2.32, Firefox, libreoffice with the Gnome distro. Usually openBSD doesn't come with a nice GUI unlike Jiggimi.

Anonymous (2013-05-07 02:51:29)

It's actually a great and helpful piece of info. I am happy that you simply shared this useful info with us. Please stay us up to date like this. Thanks for sharing.

Also visit my site ... Hämoriden

oakleyses (2014-10-23 17:22:13)

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oakleyses (2014-10-23 17:23:24)

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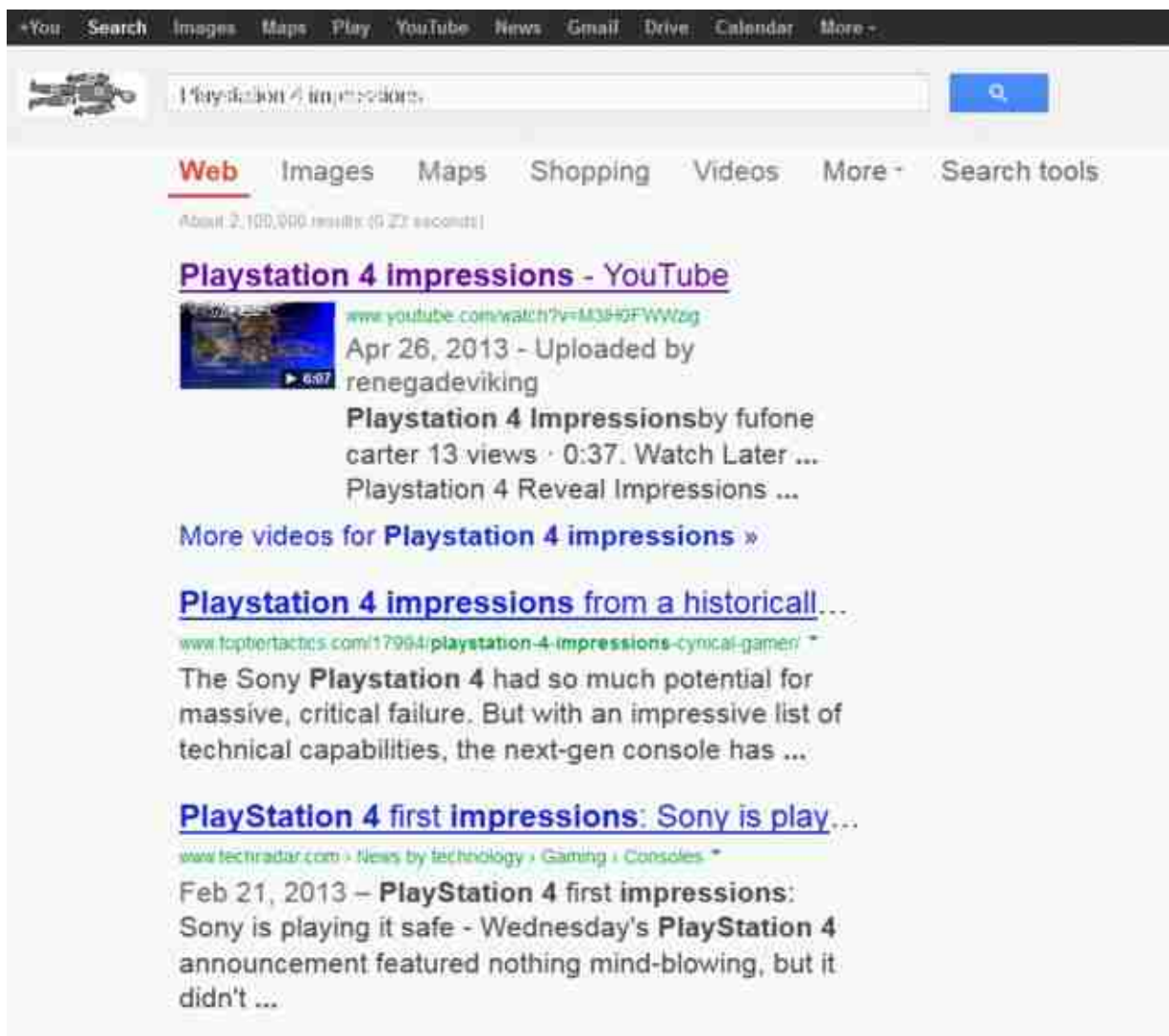
oakleyses (2014-10-23 17:24:25)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Playstation 4 impressions (2013-05-08 07:59)

X

IFRAME: <http://www.youtube.com/embed/M3IH0FWWzig>



Anonymous (2013-05-08 10:00:35)

I know this is off topic but I'm looking into starting my own blog and was wondering what all is needed to get set up? I'm assuming having a

blog like yours would cost a pretty penny? I'm not very internet savvy so I'm not 100 % sure. Any suggestions or advice would be greatly appreciated. Thanks
Feel free to visit my web blog: [how to jump Higher](#)

oakleyses (2014-10-23 17:22:12)

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oakleyses (2014-10-23 17:24:24)

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Scienific Linux 6.4 (2013-05-08 08:00)



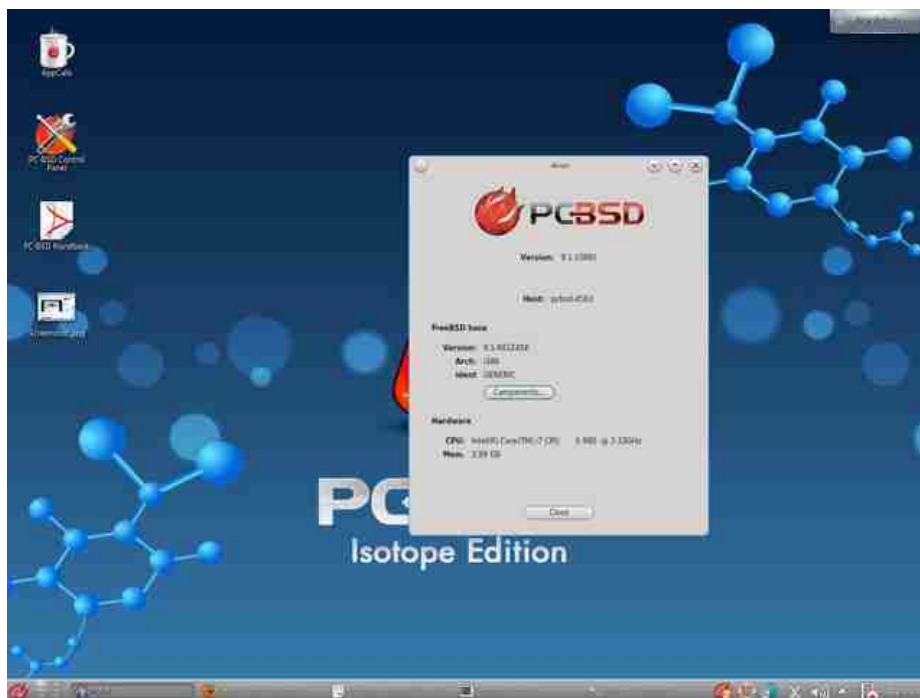
IFRAME: <http://www.youtube.com/embed/SLNW8a8Ojdc>

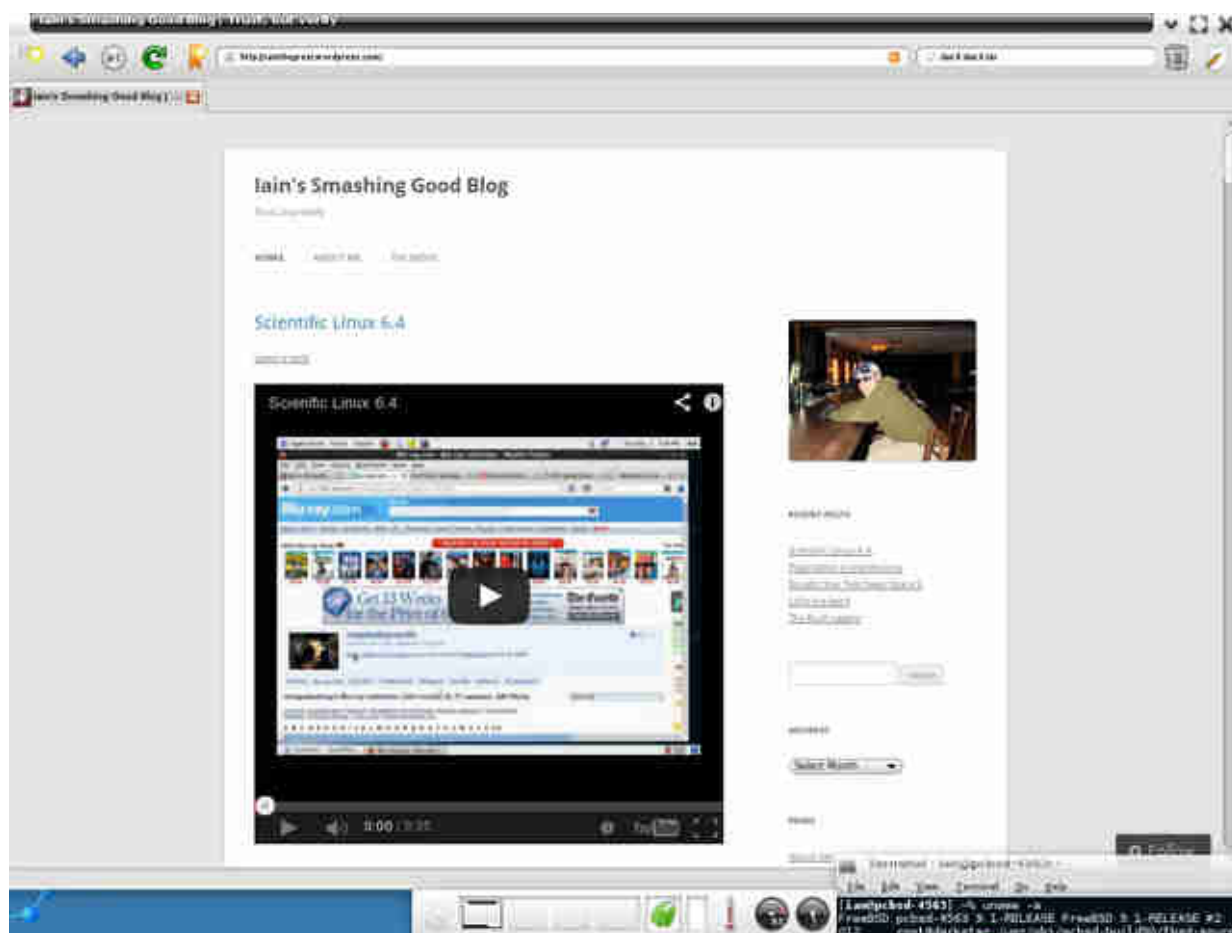
eDonkey2k and Gnutella problems (2013-05-11 08:44)

I remember when I got 100s of CDs through eMule, Limewire and Sharezilla. Now, I can barely connect to eDonkey2k servers, yet I never get a real response.

PC-BSD 9.1 Isotope Edition (2013-05-11 16:54)









I would like to begin the new year by talking about a project which I had the chance to play with in the final weeks of 2012. This project is PC-BSD, an effort sponsored by iXsystems which places a polished desktop layer on top of the FreeBSD operating system. Though at first glance it might appear as though PC-BSD 9.1 is a simple point release over last year's 9.0 release, the project's blog paints a very different picture. Some of the key features to PC-BSD's 9.1 release include the introduction of TrueOS, a server edition of PC-BSD. Basically, TrueOS is FreeBSD with a nice graphical installer, PBI tools and various modern conveniences which we will get to later. The new release of PC-BSD includes support for ZFS pools that include swap space, this allows users to create installs that are exclusively ZFS based and we will also touch on the benefits of this later.

PC-BSD 9.1 expands on its Warden feature. The Warden is a graphical (and command line) solution for managing FreeBSD jails. This release of PC-BSD adds a feature which will let the Warden create a variety of useful jails, including Linux jails. Also in this version we find the EasyPBI utility, a graphical program which makes it easy to create PBI modules from the FreeBSD ports tree. This lowers the bar for contributing new software to PC-BSD's PBI collection. This version introduces boot environment administration (beadm), a feature which allows administrators to create snapshots of their operating system prior to applying upgrades and allows the admin to then roll back to previous OS versions if something breaks. We also see improved wireless support in this release and updates to various features and to the documentation.

Installation and first impressions

The current version of PC-BSD comes in a number of different builds. There is a large installation DVD (3.5 GB), a large USB install option (3.4 GB), a live USB image (1 GB to download, 4 GB once expanded), a light USB image (1 GB) and there are VirtualBox and VMware images. Each download option is offered in 32-bit and 64-bit builds. The live CD option from previous releases has been removed in favour of the larger live USB option. I decided to download the 32-bit build of the DVD edition.

PC-BSD

PC-BSD 9.1 - adjusting system settings and reading the documentation

(full image size: 193kB, screen resolution 1024x768 pixels)

Booting from the DVD brings up a graphical environment and automatically launches the PC-BSD graphical installer. The first thing the installer asks for is our preferred language. We can then choose what sort of installation we would like to perform and there are quite a few options. The default choice in my case was to install PC-BSD with KDE. Other options included the PC-BSD base with our choice of GNOME, Xfce or LXDE. There is another option called TrueOS which is essentially FreeBSD with the addition of some nice command line tools developed by the PC-BSD team. There is also an option to install plain FreeBSD, useful for people who want to try FreeBSD, but who wish the convenience of a graphical installer.

What I like about this selection screen is each bundle comes with a description explaining why we might want to go with that option. For instance, we're told KDE is full featured and will require more RAM. The LXDE environment is recommended for lower end machines such as netbooks. Opting to take one default bundle over another is not an exclusive choice. There is a "Customize" button on the page which allows us to declare which packages and graphical environments we want. We can use this easy to navigate tree of software to add or remove specific parts of an environment, for example I can remove the Games section of KDE. We can also add additional drivers, development tools and (officially) unsupported graphical environments such as IceWM, Openbox and Enlightenment.

The next screen of the installer covers disk partitioning. By default I found the installer would try to take over available free space on the drive and it suggested reasonable partition layouts. On lower end machines the installer will recommend we use UFS for our file system and, on machines with more RAM, the installer recommends ZFS. Should we wish to customize our partition layout we can take one of three options: beginner, intermediate or advanced. The beginner option is very simple, the installer just asks which disk partition we want to use and whether our data should be encrypted. The middle option lets us set more options including whether to use UFS or ZFS, disk encryption and RAID options. The advanced partitioning option will let us dig around the system using FreeBSD's command line partitioning utilities. I decided to go with the defaults and set up a plain ZFS-based system without encryption.

At this point we are pretty much done for a while and we can sit back, watching the progress bars as the installer copies its files to the hard drive. Something I'd like to add here is that each screen of the installer has four buttons along the bottom. One of these brings up a window which shows which hardware devices PC-BSD is able to recognize and which devices it cannot match with drivers. This allows us to check our hardware compatibility before we commit to an install. Another button brings up an on-screen keyboard and the third brings up an option to change our default keyboard map. The forth button will provide documentation for the current screen of the installer. The documentation provides helpful hints as to how to get through each step. I suspect most people won't need the documentation as many people can get through the installer by just clicking the "Next" button a few times. The "Customize" button for advanced options is on each screen, but we can ignore it and just sail through with the defaults if we like.

Once the installer finishes copying files to the hard drive we reboot the machine and are brought to another graphical screen where we are asked some configuration questions. First we are asked to test and confirm our display settings, then a quick full screen video plays letting us know whether the video and sound settings work. We're asked to confirm the system is using the correct language and then we can confirm our time zone. The last two steps in the process are setting a root password and creating a regular user account. From there we are brought to a graphical login screen.

The first time we login to PC-BSD a welcome wizard pops up and shows us how to get on-line (if we are not already) and how to find the package manager and Control Panel. The welcome wizard also provides tips for setting up backup jobs, acquiring software updates and where we can get further help. Specifically, the welcome screen mentions the PC-BSD website, Wiki and community forum as places where we can get assistance. Once we dismiss the welcome screen we find ourselves presented with a traditional desktop layout with an application menu in the lower-left corner of the screen and icons on the desktop. These icons can be used to launch PC-BSD's package manager (called App-Cafe), open the Control Panel or open a PDF version of the project's Handbook. I feel the Handbook deserves special mention. It contains over 300 pages of detailed information on how to use PC-BSD and it features numerous screen shots, step-by-step instructions and, perhaps most importantly, a table of contents. I found it a very useful resource. During my trial with PC-BSD I tended to swap between two desktop environments, namely KDE and LXDE. I hoped this would give me a general feel for what the two environments had in common and what would be presented differently. While both desktops have their unique styles, I found the overall presentation is pretty much the same. Both

environments present us with convenient desktop icons, both place the application menu and task switcher at the bottom of the screen and both have similar themes and wallpaper. The KDE environment is heavier and a bit slower, at least with the default settings. I found once desktop file indexing was turned off, KDE responded smoothly. The LXDE desktop is quite light and very responsive. Since each desktop environment comes with its own bundle of applications and since the user can customize their software selection during the install process, there doesn't seem to be any reason to talk about the many possible combinations of default software. Instead I would like to cover the utilities which exist commonly across environments. What is it that comes with PC-BSD, regardless of our graphical environment?

PC-BSD

PC-BSD 9.1 - applying software updates and the default desktop

(full image size: 190kB, screen resolution 1024x768 pixels)

Software selection

The first piece of software I'd like to look at is Life Preserver, the PC-BSD backup utility. This program sits idle in the system tray. Clicking on its icon brings up a graphical wizard which walks us through providing a hostname, username and password for another computer. I suppose it could be a machine anywhere on the Internet, but I chose to use a machine on my local area network. We can specify any remote machine so long as it runs an OpenSSH server and we have an account on that machine. Once we have filled in all the fields Life Preserver synchronizes our home directory with a folder on the remote machine. Should we wish to we can specify how often our local files are copied to the remote computer and we can tell Life Preserver how many of these snapshots to keep on the remote machine.

What I really like about Life Preserver's approach is it will perform its backups on a set schedule and automatically clean out older backups once it has hit its maximum number of snapshots. All of these snapshots are stored on the remote machine in a folder called "life-preserver", separating our backup data from the rest of our account on the remote machine. It's really quite straight forward and we can click on the Life Preserver icon at any time to discover when the last backup ran and whether it completed successfully. The only concern I had with using this tool arose when it came time to restore files. If we use the Life Preserver GUI we need to be able to provide the exact path name of the file to be restored. Alternatively we can login to the remote machine using any OpenSSH client, such as Filezilla, to browse for and restore our file if we do not know the file's full path name.

Package management is handled by a program called AppCafe. This application provides users with a web-like interface for browsing through applications. We can locate software either by browsing through categories of packages or by searching for software by name. Clicking on a package brings up a screen with the software's name, license, size and a brief description. We can queue a package for installation by pressing a button. Once we have selected a package to install AppCafe begins downloading the software in the background while we continue to use the package manager. AppCafe organizes software a little differently than most Linux package managers.

Where on Linux we typically use filters to see what software is installed, what is available and what can be upgraded, AppCafe is effectively split into two parts or tabs. The first tab lets us find and install software. The second tab displays software which has already been installed and, next to each package, is a status indicator letting us know if the package can be upgraded. I found this separation of packages in the repositories vs. software on the local machine to be fairly intuitive. One feature I especially like is once a package has been installed we can opt to set that package to automatically update in the future. For instance, if we always want to have the latest version of Firefox, but we want to manually update all other packages, it is possible to set Firefox to update on its own whenever a newer version enters the repository.

Speaking of updates, whenever the system detects newer versions of software in the repositories, an icon in our system tray lets us know updates are waiting. Clicking on the notification icon opens the AppCafe and displays the packages currently installed, with notices next to the packages we can upgrade. Here we can choose to update any (or all) available packages. One feature I was happy to see included in this release of PC-BSD is delta updates. The PBI packages PC-BSD uses tend to be larger than their Linux counterparts and having delta updates greatly reduces the amount of bandwidth required to install new versions. For instance, installing Firefox the first time required a download of approximately 100MB, however the following update for Firefox took a mere 2 MB.

PC-BSD

PC-BSD 9.1 - package management and backups

(full image size: 142kB, screen resolution 1024x768 pixels)

Software management and system configuration

Software management on PC-BSD is a bit different than on most other operating systems so I'd like to talk a bit about what goes on behind the scenes. There are, in effect, three categories of software PC-BSD users can access. The first group is system software, those are packages which are part of the base FreeBSD operating system or which PC-BSD comes with out of the box. This collection of software is generally handled for us behind the scenes and requires little to no effort on our part. The second group is made up of PBI packages which are handled by AppCafe. We just talked about how to access these. A PBI package is special in that it carries its dependencies with it. This allows us to run multiple versions of software and install third-party software without concern for missing dependencies or running into conflicts where package A needs one version of a library, but package B needs another version. These built in dependencies make PBI packages bigger, but it also means they are fairly atomic. The third collection of software available to us is the FreeBSD Ports Collection. This optional group of software can be added to PC-BSD using the FreeBSD package handling tools and may be convenient for users seeking greater flexibility or special configurations. The Control Panel deserves a quick mention. Regardless of which desktop environment we install, the PC-BSD control centre is always available to us. This control centre looks quite a bit like KDE's System Settings panel and, in some ways, there is a functionality overlap. The PC-BSD Control Panel gives us the ability to configure most aspects of the operating system. From this panel we can launch the AppCafe, manage the firewall, adjust the display settings, create new PBI packages, launch the Warden (more on the Warden in a moment), change Adobe Flash settings and get information on the system's hardware. In addition we can gain access to the Life Preserver backup tool, set up printers and scanners, and set default applications. I like this unified approach which works across desktops as it makes getting help on forums and through the documentation more straight forward.

One more feature I want to touch on as I feel it brings a lot of convenience to PC-BSD users is the Warden. On FreeBSD (and derived systems) system administrators can make use of jails, a sort of virtual environment roped off from the rest of the operating system. While jails have always been powerful, they have also been a bit cumbersome to use. The Warden is a management system for jails and it makes creating and manipulating jails a simple experience. The Warden has two interfaces, the command line for server systems and a graphical interface which can be accessed through the PC-BSD Control Panel. There are three types of jails the Warden can manage, traditional jails for system and network services, ports jails which allows us to install third-party software safely while still giving those installed packages access to the desktop environment and, finally, Linux jails.

Using the Warden we can create a jail which will bootstrap either a Gentoo or a Debian environment, handy if we want to run software that has been ported to Linux, but not to BSD. I tried setting up a Debian jail and found the required packages downloaded and installed in about ten minutes, making the jail set up faster than if I had downloaded and installed Debian GNU/Linux myself. Aside from the security and convenience of being able to run these isolated systems, the Warden will allow administrators running ZFS to make regular snapshots of jails. Let's say we installed Debian and added a LAMP service. We could take a snapshot of this jail as soon as the set up was completed and create regular snapshots in the future. This would let us roll back to a previous point in time that was known to be good in the event of the jail becoming corrupted or infected. All of this is handled by a very simple graphical interface where creating or destroying a jail happens with a few mouse clicks.

PC-BSD

PC-BSD 9.1 - jail management using the Warden

(full image size: 157kB, screen resolution 1024x768 pixels)

Hardware support

I tried out PC-BSD on two physical machines, my desktop and a laptop, as well as in a VirtualBox virtual machine. Things went pretty well on the laptop (dual-core 2 GHz CPU, 4 GB of RAM, Intel video card, Intel wireless card). My display was set up properly and audio worked out of the box. I did have a few moments of trial and error getting my wireless card working, but it eventually all came together. I had slightly less luck with my desktop box (dual-core 2.8 GHz CPU, 6 GB of RAM, Radeon video card and Realtek network card). Again, sound worked and I had no trouble getting on-line, but PC-BSD had trouble working with my Radeon card. I found the only way I could get the operating system to boot was to force the system to use the fallback VESA graphics driver. This worked fairly well, but it meant I could not make use of my screen's maximum resolution and video performance was a bit lacking.

When running in the virtual environment PC-BSD worked quite well. I did find that, again, video resolution wasn't optimal, but otherwise I encountered no problems. Memory wise I found PC-BSD to be a touch heavier than its Linux counterparts. When I was running KDE the system's active memory usage was approximately 330MB and when running the lighter LXDE interface the operating system used about 200MB of memory. The boot times I experienced with PC-BSD were noticeably slower than with most Linux distributions, but the performance once the system completed booting was very good. The desktop environments were always responsive and tasks completed quickly even when I was juggling several items at once.

Conclusions

After a couple of weeks of running PC-BSD I have to say I am impressed. In part because of the number of new features the developers have managed to stuff into this point release, but mostly because these features are so polished. People in the BSD community tend to emphasize the point that FreeBSD is a complete operating system, developed in unity, whereas Linux distributions are better described as a collection of separate parts assembled by the distributor. I believe we are seeing the benefit of centralized development in PC-BSD. Most of the tools, the package manager, the Warden, the ZFS support, the backup solutions, etc, all of these are put together by a unified team for a single platform. This gives the developers a chance at making a smooth, integrated experience. It's nice to be able to read the documentation and know that the instructions for adjusting a setting are the same for a person running KDE as they are for a person running LXDE. Having recently spent time reviewing Linux Mint, where there are multiple spins based on multiple bases it is nice to know that if I ask for help on the PC-BSD forum I don't first have to specify which platform and spin I'm using, with PC-BSD the base is always FreeBSD and the controls are all the same across spins. Another important aspect of PC-BSD which stood out was the way it makes many administrative tasks simple and streamlined. Backups are a prime example. To set up a regularly scheduled backup of my account took all of about ten seconds, accomplished simply by providing the hostname and login credentials of another computer to which I had access. From there PC-BSD will continue to perform regular backups and rotate out stale backups from the remote machine. Package management is likewise straight forward, allowing users to find and install software with just a few clicks and software queued for installation gets processed in the background, out of the way. Having ZFS as an integrated file system option is a nice addition. In the past PC-BSD could use ZFS, but it wasn't as smooth an experience as setting up UFS partitions. Now creating ZFS pools is almost entirely automated and users will be able to quickly set up regular snapshots of the entire file system quite easily. Having ZFS as a front-and-centre option also means users will be able to quickly add new storage space to their operating systems simply by plugging in a new hard drive and adding the device to their existing ZFS pool. There are nice little touches with boot environment administration too. For example, if we create a boot snapshot, perform an upgrade and then, a week later, decide we want to roll back to a previous snapshot, beadm will let us to that. The beadm tool also knows not to roll back our data files or settings to last week's state, the rollback only affects the operating system itself.

Lastly, I want to touch on the Warden. Being able to set up FreeBSD jails with just a few clicks and make regular snapshots of them via an elegant GUI is a really great feature. It makes managing and migrating FreeBSD jails straight forward. I particularly love that I could get a Debian jail up and running in about the same amount of time as it would take to download the Debian net-install ISO. This is a welcome feature and I suspect it will be especially useful for cross-platform development.

Nothing is perfect and PC-BSD does have an Achilles' heel, specifically hardware compatibility. As much as I enjoyed the polish and the features and the wonderful ease of use, I suspect hardware support will be the make or break issue for most people. On my desktop machine I could get PC-BSD working, but only with reduced resolution and video performance. On my laptop things basically worked well, but it took a little tinkering to get my wireless card up and running. When running the operating system in a virtual machine I installed the VirtualBox guest additions, but couldn't get PC-BSD to display its desktop at full resolution. Luckily hardware support with PC-BSD is not a trial and error process, the hardware compatibility tool takes the surprises out of testing the distribution, even when running from the plain installation media.

I definitely recommend trying PC-BSD. This new release has really taken a step forward in usability and features compared to where the project was even a year ago. I would say 9.1 brings to the table a level of ease of use and trouble-free administration only found in a few of the top ranking Linux distributions. It is well worth the time to test drive this latest release.

Anonymous (2013-05-13 06:50:52)

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oakleyses (2014-10-23 18:15:28)

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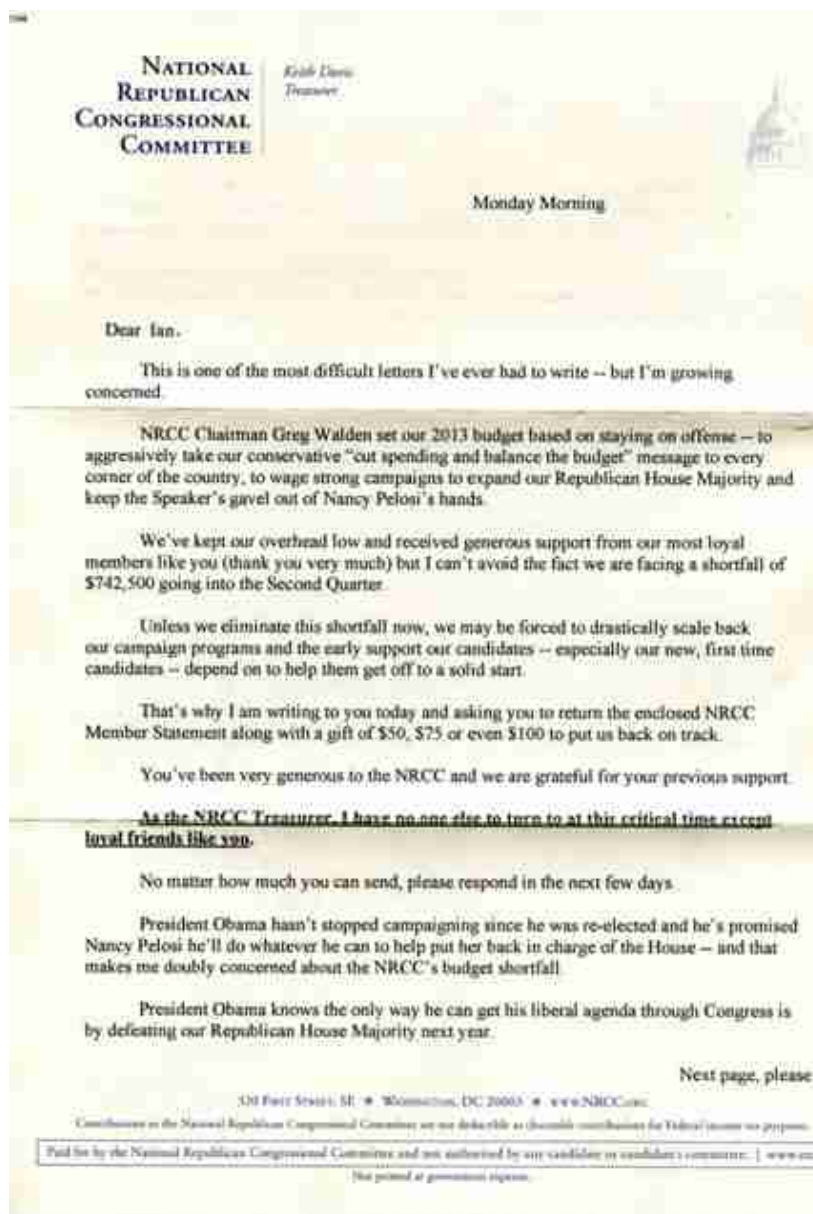
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National Republican Congressional Committee letter (2013-05-16 08:11)



Page Two

And his second term agenda looks a lot like his first one: higher taxes, more spending, bigger debt, fewer jobs, less freedom for you and your family -- and a redistribution of wealth that pits one group against another.

That's why he transformed his re-election campaign into a new social welfare organization that can take unlimited contributions from the big labor unions, environmental extremists, the ultra-wealthy liberal elites and the Hollywood crowd.

President Obama hasn't given up on his goal to fundamentally transform America into a carbon copy of the failed European socialist state. And you can be sure the crowd that funded his billion dollar re-election campaign are ready to keep the money pouring in.

But the NRCC is not playing defense. We're staying on offense just as we did last year when we helped win a second straight GOP House Majority -- a victory you made possible through your loyal support.

Right now, my projections show that we can make up our \$742,500 budget shortfall and keep our programs fully funded if we have the maximum support from key leaders like you.

Remember: The NRCC is the only organization in the country solely dedicated to re-electing our Republican House Majority. That's why your additional contribution of \$50, \$75 or even \$100 is so urgently needed.

Without your help, Ian, we will fall dangerously behind and won't be able to respond to all the negative attacks coming from the White House and the Democratic Party.

So please. Rush your Member Statement back to the NRCC along with the most generous gift you can make.

The Democrats and their left-wing allies -- especially those in the mainstream media -- are determined to retake Washington so they can resume their budget busting, big government agenda.

We cannot delay our critical programs for one day. Please help today.

Sincerely,



Keith Davis
NRCC Treasurer

P.S. The Democrats only need to gain 17 seats to take back the House majority, install Nancy Pelosi as Speaker again -- and give President Obama a rubber stamp for his left wing agenda. We cannot let that happen. Your immediate contribution is urgently needed so we can close our budget shortfall and stay on track to build the most aggressive campaign ever. A postage-paid courtesy return envelope is enclosed for your convenience -- or go to nrcc.org/track to make your gift on-line. Thank you for your loyal support.

PS2 SHMUPS (2013-05-16 14:16)

DoDonPachi Dai-Ou-Jou



(JP, DVD) The third (or fourth, if you count the outside-developed Bee Storm) entry in Cave's marquee "DonPachi" series, Dai-Ou-Jou (roughly "peaceful death") abandons the relatively accessible style of its forebears; this sucker is among the company's most challenging offerings, if not one of the toughest shmups ever, period. The traditional trio of selectable craft is replaced by a Progear-esque lineup of two planes and three stat-altering cyber-loli "co-pilots", but shooting, lasering, bombing, and chaining are much as you remember them, with one major addition: the "Hyper". As you rack up sequential kills and collect hidden bee medals (which now must be snatched mid-chain for worthwhile rewards), a "hyper meter" fills up, and once topped out a "Hyper" item will appear; up to five can be stocked. The next time you push the "bomb" button, all stored "Hypers" will be spent at once to boost your weapon power (and the resulting hit count) to ridiculous levels; careful though, as frequent hyper use makes enemies even angrier at you.

There are only five stages to traverse (if you don't count the super-difficult second loop), but they're more than nasty enough to keep even the best players busy: the onslaught of big flashy baddie bullets is unrelenting, and you'll be amazed at the effort it takes to weave your pint-sized hitbox out of so much trouble. And that's just when playing to survive: if you thought putting together high scores in the first two DonPachis was difficult, be prepared to train like a Shaolin monk before so much as glimpsing a respectable point total here. Thanks to Hypers it's now possible to extend chains much longer than before, but success on this front still demands split-second timing and incredibly precise movements; if you DO somehow manage to tame this monster, the blazing flames engulfing your formerly-fierce adversaries seem to shine brighter than ever.

It's a perilous journey no matter how you play, but at least you don't have to worry about the technical end giving you any problems. While Arika, the company behind this port, is probably best-known for the less-than-stellar Street Fighter EX series, they definitely hit a home run here. The gloomy, post-apocalyptic atmosphere (which, to be fair, might not appeal to those who like a bit more color), slowdown level, and almost everything else are very faithful to the arcade original; they're accompanied by some nifty extras too, most notably a cracked-out boss rush mode aptly titled "Death Label" (not to be confused with the game's "Black Label" arcade revision, later ported to the 360). You also get a wide array of display options, an image gallery, optional arranged music, a full-featured "simulation" mode (including a "no-bullet" mode ideal for chaining practice), replay saving, and a viewable superplay on the game disc; more is available on the second "Special DVD" that comes packed in. If the admittedly harrowing challenge doesn't put you off, consider this one of the PS2's essential shmup imports.

Shop for DoDonPachi Dai-Ou-Jou on eBay

Shop for DoDonPachi Dai-Ou-Jou on Amazon.com



(JP, DVD) On the other hand, if you like Cave's style but Dai-Ou-Jou sounds like too tall an order, ESPGaluda ought to be right up your alley: though its name is reminiscent of 1998 arcade exclusive ESP Ra.de, it has little in common with that game, save the fact that you still control a flying person instead of an aircraft. You've also got the expected shot/laser/bomb setup going, but now all killed enemies leave behind green gems: these shiny stones aren't worth much in terms of points, so what's their purpose? Glad you asked: they fuel the game's primary gimmick, "kakusei (awakening) mode", which is basically Matrix-style "bullet time". Hit the "B" button to switch into kakusei, and everything onscreen except your character slows down drastically, making your life a lot easier: the catch is that you need gems to use it, and being in this state constantly drains your supply. Watch out if your reserves run completely dry before you swap back into "normal" mode – enemy bullets become faster, and tougher to dodge.

"Kakusei", as it turns out, is also the key to scoring – whenever you dispatch a slowed-down adversary, all of its onscreen bullets are transformed into shiny gold pieces, your main source of points. Moreover, the greater the amount of gold you can pile up in one "shift" before switching back to "normal" mode, the more each piece is worth, so to hit the jackpot you'll want to look for spots where you can either stay in Kakusei awhile or cancel a big pattern all at once (or both) to rake in maximum profits. The beauty of ESPGaluda's system lies in the fact that almost any player type can tailor it to his own needs: less-experienced shmuppers can save up gems for rough spots where the reduced bullet speed can help them pull through, while seasoned shooter fans can blow it all on mining that sparkly gold. On that note, Galuda's inherent difficulty level lies on the lower end of the scale (for Cave, anyway), but the presence of even more advanced scoring techniques (check an FAQ for further details) gives just about every shmupper something to love.

Arika handled this port as well, and did at least as good a job as on Dai-Ou-Jou: the standard Arcade mode is again just about perfect, and accompanied by the same gallery, practice, and replay options as their previous effort (plus another supplementary DVD). The biggest bonus here, though, is a full-fledged "Arrange" mode, featuring meaner baddies and two exclusive playable characters. The level layouts haven't changed, but these new recruits have access to both kakusei mode and the secondary "piercing shot" from Ra.de, which multiplies the value of enemy kills when used correctly; combine the two and some truly insane scoring possibilities open up (if you can juggle all the required buttons with enough skill). It's unfortunate that neither this nor Dai-Ou-Jou ever saw release outside of Japan, but trust me: if you're a shmup fan you definitely have to try them.

Shop for ESPGaluda on eBay

Shop for ESPGaluda on Amazon.com



(JP/US/PAL, CD) It took the combined efforts of Konami, Treasure and G. Rev to make it happen, but lo and behold, the fifth “numbered” Gradius game: like its immediate series predecessor the graphics are polygonal, but the action remains classically two-dimensional. Players again have four (slightly-)varying weapon setups to choose from, but thanks to the new “Option Type” affixed to each one this decision is more important than ever – depending on the “type” you choose, your “option” helpers will do different things when you hold down the R button, such as freezing in place, spreading out/clustering together, or rotating around your ship. These handy abilities drastically alter how the game is played: each comes with distinct advantages and disadvantages, but no matter which you pick you’ll need to make good use of it to survive. This, however, is not the biggest change in store for longtime fans: Treasure’s influence on the formula is strongly felt, and not just in the big, beautiful explosions. Gradius V plays more like a “bullet hell” shmup than any of its forebears: enemy shots and other obstacles frequently clog up most of the screen, forcing players to rely on precise maneuvering and a newly-tiny hit area to stay in one piece.

Once you’ve adjusted to these anomalies, things start to look more familiar: the standard power-up bar, “core” bosses, and lack of any real scoring system are all accounted for, not to mention that you’ll still occasionally get swatted by a hard-to-see gray bullet or an unannounced enemy approaching from the rear, so this is definitely still a Gradius game. It is fair to state, though, that it’s a different breed of Gradius than any other, and while many fans won’t mind the shakeup others might prefer to stick to the classics (if only for the ambience; the scenery here is decidedly less varied than its predecessors’). If you do decide to take the plunge into this flashy new brand of Bacterion extermination the game isn’t hard to find, but it IS hard to beat (and as if finishing one run isn’t tough enough, infinite loops await those stubborn enough to get to them). Hanging in there will eventually unlock some extra “custom” weapon configurations, a la Gradius III, while similar doggedness on the secondhand market might net you the “History of Vic Viper” booklet or “Options” DVD included with first-print Japanese (and Asian) editions. If you really want to round out the collection you can also seek the Konamistyle-exclusive “Perfect” superplay DVD or the USA preorder “Breakdown” DVD...the “Director’s Cut” edition or other super-rare prizes awarded to winners of the official Western scoring competition, however, are likely beyond your grasp, so for your sanity’s sake you might just want to enjoy the game instead.

Shop for Gradius V on eBay

Shop for Gradius V on Amazon.com

Shikigami no Shiro (Series)



(JP/US/PAL, CD) Alfa System, a small developer comprised largely of ex-Taito

employees, has been an esoteric industry presence for a number of years, but shmuppers know them best for their Shikigami no Shiro shooters (a “shikigami” is a sort of helper spirit, while “shiro” means, among other things, “castle”), two of which made appearances on the PS2. The first game lays out the basic premise: you take control of one of several super-powered human characters in an effort to exorcize the creepy monsters appearing all over Tokyo. Tapping the fire button activates your “normal” weapon, but holding it down unleashes a more specialized “shikigami” attack, and focuses your movement speed: defeated enemies drop coins, which boost both your offensive abilities and your score. Finishing baddies off with your shikigami auto-collects the resulting loot, so you’ll want to utilize the former as much as possible.

Things get far more interesting, though, once you factor in the series’ main claim to fame, the “Tension” system: the closer you are to enemies or their projectiles at any given time, 1) the stronger your “normal” shot gets, 2) The more coins enemies leave behind, and 3) The more points you earn for both kills and coinage (up to 8 times base value). For optimal results you’ll want to bring down as many targets as possible with your secondary weapon, deliberately cheating death while doing so: of course, this is much easier said than done, and you’ll likely need to unload a bomb or two to get out of tight spots (use them sparingly, though, as these do NOT restock after dying). On the periphery players can access a practice mode, boss rush, image gallery and story recap, as well as a healthy selection of gameplay options: thankfully, all of these extras were carried over into the sequel.

The first Shikigami no Shiro is built around an intriguing concept (and features a cameo character from gun shooter Elemental Gearbolt), but its mixture of 2-D sprites and 3-D backgrounds is somewhat unsightly, and being powered down upon death serves to compound players’ frustrations, since this makes it increasingly difficult to earn coins and power back up. Moreover, while the game received both a limited edition (which included a figure of one of the characters) and a reprint in Japan, US and PAL gamers had to make do with the dreadful localization “Mobile Light Force 2”, which saw fit to ditch all of the story segments and many of the options, replacing them with abysmally bad redubbed voices and utterly nonsensical cover art: it’s cheap to buy, but still not recommended.

Thankfully, Shikigami no Shiro II improves things on almost every front: the graphical style is more unified (though still nothing too impressive overall), new “Easy” and “Extreme” modes and an arranged OST have been added, the playable cast is larger, everyone’s attack options have been expanded, and you no longer need to worry about being gimped offensively after messing up. Again, Japanese shmuppers got an LE (with a different model figure) and a reprint, but the rest of us didn’t make out too badly this time either: the localized edition, simply dubbed “Castle Shikigami 2” (the PAL version tacks on a weird “War of the Worlds” subtitle), leaves all of the most important original features intact, though the text translations and dubbed voices are still laughable. It’s a bit more slowdown-laden (if you don’t turn “wait” off) than ports to other systems and lacks a few of their extras, but is also much less pricey: if the risk/reward contrast of the “tension” system sounds appealing to you, by all means spend a few measly bucks to pick this up.

As a final note, there is a third Shikigami no Shiro game on the PS2, subtitled “Nanayozuki Gensoukyoku” (“Fantasy of the Seven-Moon Night”), but it is an offshoot, not a “true” Shikigami title: most of its content is in the “visual novel” style, with only a handful of pared-down shmup segments sprinkled throughout.

Shop for Shikigami no Shiro Series on eBay

Shop for Shikigami no Shiro Series on Amazon.com



(JP/PAL *, CD) The Psyvariar series, which comes to you courtesy of Korean developer Skonect, centers around the so-called “buzz” mechanic, which is similar in spirit to Shikigami no Shiro’s “tension”. As you both shoot down baddies and closely “graze” them and their bullets, not only does your score increase, but a “level” bar at the top of the screen gradually builds – upon reaching maximum capacity you’ll “level up” and get a moment or two of invincibility, during which you can bullet-scratch with impunity and ram baddies for damage. Level up enough times and your craft will change form, gaining extra firepower as well as access to tougher (and more lucrative) branching stage paths in the process – you can also make the ship “roll” by rapidly moving the joystick back and forth, which alters its movement speed, focuses its shot, and widens its “buzzing” range. Individual areas are short in length, but boss battles are the real highlight: you can shoot (or smart bomb) them into submission if you want, but to fully exploit these harrowing encounters you’ll want to let them live (and “buzz” as many of their bullet-rich patterns as you can) until they self-destruct instead.

The first Psyvariar, subtitled “Medium Unit”, pioneered the features detailed above, but a closely-following update, “Psyvariar Revision”, puts a slightly different spin on the action: not only have the visuals and overall layout been remixed, but while Medium Unit only allowed you to “buzz” each onscreen bullet once, in Revision you can linger around and leech off of shots infinitely as long as they’re visible, fueling your “level-up” meter to the point where you can (and should) “chain” invincibility bursts together at length in quite a few places. Players can also opt to use “small” bombs instead of screen-filling ones if they want to slip out of a jam without eliminating enemies or their buzz-able attacks. “Medium Unit” and “Revision” were originally ported to the PS2 together, as “Psyvariar Complete Edition” – while somewhat spartan, each includes a handy “roll” button, which allows you to spin your ship without killing your controller or your thumbs (though some purists refuse to utilize it). Japan scored not one but two limited editions, a “Sound Box” which packs in a soundtrack CD, and a “Capture Box” with a superplay DVD – later on the two games got individual reprints under the “SuperLite” budget label. Europe was lucky enough to rate a well-handled localization of the “regular” Complete edition, but the other side of the Atlantic was shafted completely.

A few years later, along comes a bona fide Psyvariar sequel: not only have the graphics been dramatically improved, but you now choose between either a “shooter-type” or “buzz-type” mech at the beginning to correspond with your play style (though you’ll still need skill in both areas to succeed, regardless of your preference). In most other respects this followup is similar to Revision, though now the difficulty level of each stage is automatically chosen based on your performance in the previous one; moreover, your craft will no longer “evolve” mid-stage, but will wait until the current mission is finished to do so. The PS2 version, subtitled “Ultimate Final”, is widely considered the best port available: though load times are a bit longer and some of the graphical effects aren’t as flashy as in the Naomi or Dreamcast originals, the exclusive extra content more than makes up for it. Along with the return of the “roll” button, you get a stage select, a “mission” mode, a gallery, a “visible hitbox” option, and a pack-in replay DVD – sadly, unlike its predecessors this one never left Japan, and is a ways trickier to track down.

Shop for Psyvariar Series on eBay



(JP/PAL, CD) While the Psyvariars have managed to garner themselves a bit of a cult following, only a handful of shmuppers are familiar with Skonec's "other" shooter, Homura ("flame" or "blaze"): a shame, as it's rather good too. You play as some sort of fallen angel/samurai, who not only fires off shots but slashes with a close-range sword: in similar fashion to Giga Wing the latter attack can knock shots back at enemies, but you'll need to "recharge" for a few seconds between strikes. Your blade has another, more impressive function as well: if you take a swing directly at a (non-boss) enemy instead of a bullet, your character will go nuts and zoom invincibly all over the place, insta-killing all adversaries present. This technique is not only a handy "screen wipe", but your key to high scores: the number of enemies you bring down in one berserker rush becomes your point multiplier (i.e., kill 20 enemies and everything's now worth x20). This value slowly decreases over time, so once you come across another big group of drones you'll want to slice them up to keep the value high: don't just decimate everything you see, though, because the multiplier is reduced every time you slash, and not every screenful of enemies will be crowded enough to make up for the difference.

Otherwise, Homura is pretty straightforward: defeated enemies leave behind fixed-value tokens which both add to your score tally and power up your bullets, while pressing both "shot" and "sword" at the same time will set off a smart bomb (you can map this function to a separate "bomb" button, but need to refrain from pressing any other keys at the same time for it to work, which feels awkward). There are only a handful of stages (with one hidden final level if you can 1CC the first few), but you do have the choice of an "easy" or "hard" route halfway through each, which injects a bit of variety. Apart from an image gallery there's not much to see in terms of add-ons, but the game is a solid bet just as it is: moreover, thanks to a capably-handled PAL localization and a "Best" edition in Japan, it's not a prohibitively elusive acquisition either.

Shop for Homura on eBay

Twinkle Star Sprites (Series)



(JP, DVD) ADK's unique mid-90's "versus puzzle shmup" enjoys a devoted fan base to this day, but surprisingly few are aware that it eventually received a PS2-exclusive sequel: publisher SNK's disappointing decision against localization (despite early hints to the contrary) certainly didn't help matters. Anyway, apart from new 3-D graphics and a reshuffled cast, "La Petite Princesse" follows closely in the footsteps of its elder sibling: players get a half-screen to fly around in, and one's main goal is to take out patterned enemy formations in one shot by setting up chain reactions. This, in turn, sends fireballs (which can be volleyed back and forth) and other nuisances over to the opponent's territory, while simultaneously building up a "charge" meter which can be expended for additional attacks: of course, you've still got a supply of smart bombs, occasional floating items, and

the “Fever” mode power-up to keep things interesting. The play modes (Story, Character, and Versus) are also the same as before, though the presence of a gallery and lots of voice acting spruce the place up a bit – online play is technically supported, though it’s largely a moot point by now, especially for non-Japanese gamers.

Based on what’s been written so far you might be inclined to think that La Petite Princesse is a straight-up reskin, but spend some time with it and you’ll start to notice a handful of changes. In a nutshell, you might say that LPP is a bit more “mellow” than its ancestor: the overall pace is a tad slower, fireballs can’t be “juggled” as many times as before, and the CPU difficulty has been toned down. This is nowhere near enough to totally kill the experience, but TSS veterans should still be advised that this sugar rush is a bit less of a buzz than they’re probably used to: don’t let that discourage you too much, since anyone remotely interested in this sort of thing (basically, any gamer who can stomach the art style, which is somehow even more sickeningly cute than the first’s) still ought to pick this up, and thanks to a budget reprint that shouldn’t be very hard to do. But dangit SNK, I’m still a bit miffed at that judgment call back there...and your undying determination to bring us Samurai Showdown Sen does not improve my mood.

By the way, readers might have noticed that the above subheading mentions the Twinkle Star Sprites “series” – the reason for this is that the original Neo-Geo version is also available (twice over, actually) on the PS2, though sadly it hasn’t survived the transition unscathed. First and foremost it’s packed in as an unlockable extra on La Petite Princesse, but you’ll probably end up ignoring it, since the graphics have been garbled up somewhat and slowdown levels are ridiculously high (and non-adjustable, unlike on the superior Saturn and Dreamcast ports). Your second retro option is “ADK Tamashii”, a Japan-only set of five ADK arcade titles, TSS included: the gameplay is more faithful here, but the visuals are still a bit of a mess. If you crave the sprite-based Twinkle Star Sprites experience (and who doesn’t?) you’re probably best-served seeking it on a different system.

Shop for Twinkle Star Sprites Series on eBay

Shop for Twinkle Star Sprites Series on Amazon.com

Mushihime-sama



(JP, DVD) Shmuppers familiar with the anime/manga Nausicaa of the Valley of the Wind might recognize some of the superficial concepts at work in Cave’s Mushihime-sama (roughly “insect princess”), which stars a young lady astride a gigantic beetle: her job? To shoot down even BIGGER insects, of course (one thing not borrowed from Miyazaki is any hint of nuance). “Mushi” does little you haven’t seen before as far as the core experience is concerned: collect power-ups to earn better weaponry (plus switch your shot/speed “mode” if you let them float around long enough), drop the odd bomb to get out of trouble, and deploy up to four laser-equipped “option” helpers for a bit of supporting fire. One admittedly handy new feature, a standard in later Cave games, is your hit area’s becoming openly visible while the “shot” button is held down: this helps to take a lot of the guesswork out of tap-dodging.

That said, the real draw here, apart from the attractive graphical and aural styling, is the disparate trio of play modes to choose between: the first, “Original”, emits something of an “old-school” vibe, what with its bare-bones scoring system (just shoot stuff and collect what’s left behind), fast enemy bullets, and a slightly larger hit area to protect. “Maniac”, on the other hand, plays more like your “standard” Cave title, with lots of slow enemy patterns to weave through and a modified DonPachi-esque chaining system (which can be exploited in a rather unusual fashion; check an FAQ for more info). “Ultra” has the same basic rules as Maniac, but enemies are much, MUCH nastier – the game even displays an ominous warning if you try to select it. Want to prove your worth as an elite shmupper? Mastering

Ultra mode ought to do the trick...best of luck with that, by the way.

Instead of outsourcing the project, as they did with Dai-Ou-Jou and Galuda, Cave ported this game themselves, with Taito handling the publishing end: while the conversion is passable, it's definitely not in the same league as Arika's work. For starters, those exquisite visuals have been converted lazily from the original hardware, leaving them looking particularly blurry on some screen setups; more importantly, slowdown levels don't match those of the arcade version, and certain areas feel jerky to navigate as a result. The options menu provides the bare essentials (and a gallery), but the practice and replay options are pretty limited – the rapid-fire adjust, which replicates the “full auto” hack on some cabinets, is a boon to score attackers though.

There is an Arrange mode too, though it's also something of a disappointment – it plays closest to Maniac, with some of Ultra's shenanigans thrown in (including the stupidly hard “true” final boss), but you start off with extra options, can swap your weapon's “type” at any time, and automatically “bomb” when you're hit. In most respects it's basically a “beginner” mode, but at least it offers (non-credit-feeding) lower-tier players an opportunity to see more of the game than they might have otherwise. Warts and all, Mushi's PS2 port got a “Taito Best” reprint which makes it a bit easier to find, though collectors will be most interested in the pricey first-print Limited Edition, which came in a cardboard outer box and included a figurine of Reco (the heroine) as a young child, plus a phone card: a separate “grown-up” statuette was available as an accompaniment to the game's soundtrack, if you want to complete the set. Shop for Mushihome-Sama on eBay

Ibara



(JP, DVD) Fans of cult developer Raizing could only lament the end of an era in the year 2000, when the team was folded into sister company 8ing and ceased producing its own games. Some time down the line, though, former rival Cave decided to bring Raizing bigwig Shinobu Yagawa on board for a new shooter, and Ibara (“rose”, “thorn”, or “briar”) was the result of this once-unlikely partnership. As might be expected, in many ways this isn't really a “Cave game”; it's best-described as a spiritual sequel to Raizing's iconic Battle Garegga. Once again the main keys to scoring (and, by extension, survival) are expending your bombs (which you must “build” by collecting shards) on specific score-rich targets, dismantling (and greatly angering) the bosses, and weaving through enemy fire to snatch falling medals. The game's “rank” level, which bumps up the challenge, tends to increase quickly, and the only way to knock it back down a peg is to die, so you'd better keep racking up those points (and resulting extra lives) if you want to last very long.

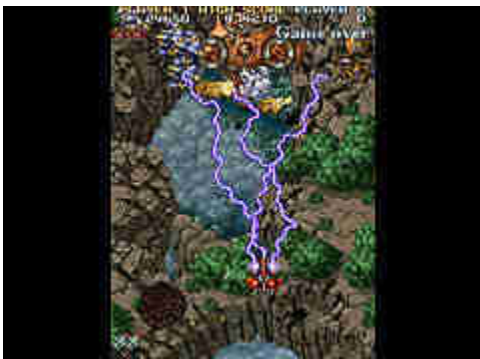
Even when you've got a good “rank-control” rhythm down this game is no easy clear, but it does offer players some concessions that its unofficial predecessor didn't: while you can't manually shift the formation of your helper gunpods anymore, you can collect different ammo types for each, and thus have a variety of attacks at your simultaneous disposal. For another, if you're having trouble with one of the game's impractically-dressed lady bosses/mascots (trust me, you will) you can “charge up” a bomb before release to launch a “hadou burst”, and inflict big damage to your target. Finally, while bullet visibility is still less than ideal, it's been improved a ways over Garegga's layered neutral tones, so you're less likely to wonder what the heck just killed you – you'll still be dying a lot, mind, but at least you'll (probably) know why. If you somehow still find the regular game too easy, “Harder” and “Extended” modes are also available – how nice of them. Ibara's reboot of one of gaming's most unusual and counter-intuitive design mentalities didn't result in a major commercial hit, but the villainous “Rose sisters” became popular enough to later star in their own game.

As for the PS2 version, it was handled by the same coalition that ported Mushihome-sama, and the overall quality is about the same: not awful, but hardly great. The lovingly-detailed graphics have again been muddled up some (though not quite so much as in Mushi), slowdown is still off-kilter, and the option settings aren't as robust or user-friendly as they could be. On a brighter note, there's another Arrange mode here, and it's substantially more interesting than Mushi's – it plays a little like Ibara's later "Black Label" arcade version. The player hitbox is smaller, bullets can be made brighter, the soundtrack has been remixed, the main shot can be "focused", and both option formations and secondary weapons (once collected) can be cycled through at will. Most importantly, the current "rank" level is (finally) openly displayed, and works differently than before: the difficulty now goes up only as you collect items, and can be lowered by bombing away large masses of bullets. This process also awards lots of points, so Arrange players can either limit their pickups for a relatively "safe" journey, or get greedy and tempt fate for last-second screen clears and massive score boosts. Ibara received a relatively low PS2 print run (certain pre-order copies came with a collectable hint booklet) and plans for a "Best" re-release were eventually scrapped, so expect to fork out handsomely for this payload of digital masochism; more importantly, make sure you're up for it before you do. Of course, the separately-released official figurines of all six Rose sisters will bankrupt you even more quickly, should you covet them...

[Shop for Ibara on eBay](#)

[Shop for Ibara on Amazon.com](#)

Double Shienryu



(JP/PAL, CD) If you've looked through the Saturn or PS1 shooter lists on this site, you might remember coverage of Shienryu ("purple flame dragon"), a vertical shmup most directly comparable to the Raiden series; rumors once circulated that developer Warashi was working on a sequel, but nothing concrete ever came of it. Then one day, out of the blue, the company re-releases Shienryu for the PS2 as Volume 37 of the "Simple 2000" budget series, and bundles a completely new "vertizontal" shmup with 3-D graphics, "Shienryu Explosion", onto the disc with it. Whether this latter title was ever intended as a true sequel is unclear, especially considering how differently the two games play.

Let's start with Explosion, which has more in common with modern "bullet hell" shooters than anything else, though it's a much less challenging entry than most, thanks in part to a generous extend rate. After choosing one of three ships at the beginning (plus a pilot, which only has cosmetic effects), you have constant access to "light", "medium", or "heavy" weapon fire, each of which affects your speed and spread as well as your strength – these can all be set to a single button, which will vary shot output based on how hard you press it, or to separate "fixed" keys. This gimmick is tied nicely into the scoring system, which awards you more handsomely for killing enemies with "stronger" shots, but will reduce the points gained if you collect the "star" items they leave behind while continuing to fire heavily: this means you'll be juggling your shot status back and forth a lot to maximize your score as you zoom around the screen. Two "hidden" stages are your reward for a bit of extra effort, but otherwise the game is solid if unexceptional: definitely not a bad acquisition for the asking price though.

Its companion port of the "original" Shienryu, for that matter, is pretty nice too, complete with tate mode and low-res screen options: the one thing it's missing (besides a way to get back to the main title screen without resetting the PS2) is a high-score save, which is especially odd considering that both these features (and a practice mode to boot) are accessible in Explosion. Later on the two were again packaged together in Volume 5 of the Simple series' "2-in-1"

collections (simply retitled “The Shooting”) and paired with some sort of 3-D “Helicopter” game – the suggested retail price remains the same, so just pick up whichever one you can get cheaper and disregard the bits you don’t care for. European gamers did receive a localization dubbed “Steel Dragon EX”, but it’s plagued by borders, slowdown, and a (further-) reduced challenge level, so spring for the import if you can.

Shop for Double Shienryu on eBay

Strikers 1945 I & II / Gunbird 1 & 2



(JP/PAL, CD) Prolific shmup developer Psikyo put together no fewer than four “double packs” of its arcade shooters on the PS2, most of them under the “Psikyo Shooting Collection” label – Strikers 1945 I & II came first, featuring (obviously) the first two entries in the alternate-WWII series (sorry, Strikers III fans – your wait continues). The games play very much alike in most areas: fast orange bullets, slightly-delayed bomb activation, randomly-ordered stage progression, transforming mecha bosses, and snagging shiny gold bars with good timing for extra points are the order of the day in each. The only major difference between them, apart from the stage layouts and selection of playable aircraft, lies in how the “charge shot” is implemented – in the first game it’s a standardized “strong” attack affected only by your plane’s weapon level, but in Strikers II it’s reliant on a separate “power meter” which fills up as your kill count rises and is expended for more potent charged blasts. Both games are serviceable, but the porting job is less than optimal: load times are lengthy, high scores aren’t saved, and neither the graphics nor the sound (especially on II) are arcade-accurate. Collectors will want a first-print copy of the Japanese version, especially one containing a replay DVD; more economically-minded sorts can seek out the “Taito Best” reprint instead. The PAL release (“1945 I & II: The Arcade Games”) retains tate mode, but lacks a 60-Hz option. For some odd reason the company’s Gunbird compilation (dubbed “Gunbird Premium Package” in Korea and “Gunbird Special Edition” in Europe) isn’t technically part of the “Psikyo Shooting Collection” series, so don’t look for it under that name. In any event, the first Gunbird plays very much like the original Strikers 1945, minus the variable score items and plus a somewhat annoying “automatic power-down” mechanic; its true defining characteristics are the “semi-cute” fantasy setting and brief, silly story sequences that give it some personality. Sequel Gunbird 2 pumps up the challenge level and expands outward in several areas: the charge meter from Strikers II has been adopted, and moreover can be spent either on the usual charge shot or a powerful close-range melee hit. “Timed item collection” scoring has arrived too, and doles out additional rewards for “chaining” together two or more “perfect” coin grabs in a row; also keep an eye out for special spots where you can uncover a bonus-loaded “gem head” with a well-placed attack. By the way, just so you know, hidden samurai character Ayin is available, but guest star Morrigan from Darkstalkers isn’t – she’s a Dreamcast exclusive. While this collection never got a reprint, Psikyo put more effort into the port this time: high score saving and a handy Practice mode have both been implemented, and while the first game lacks the “gallery” extras of the 32-bit versions, otherwise it looks and plays pretty nicely. Gunbird 2 doesn’t fare quite so well: some stage elements have been shifted around and there’s a bit of mid-stage loading too. PAL gamers, meanwhile, finally got a 60-Hz option, along with all the other new features...EXCEPT a score save, dangit! One last thing: Korea also scored an exclusive 2-in-1 (or should that be 4-in-1?) release which stuffs both the Strikers and Gunbird comps into a single package: both of them are pretty much exactly the same as the Japanese releases (minus the replay DVD), so if you want to pick up the whole kit ‘n caboodle in one shot this might be your most cost-efficient way to do so.

Shop for Strikers 1945 Collection on eBay

Shop for Gunbird 1 & 2 on eBay

Shop for Gunbird 1 & 2 on Amazon.com

Sengoku Ace & Sengoku Blade / Sol Divide & Dragon Blaze



(JP/PAL *, CD) Psikyo's later PS2 collections tend to be the most sought-after, since each of them boasts a game which has yet to see a home port on any other system. Sengoku Ace, Psikyo's very first release, fills that role on Psikyo Shooting Collection Volume 2, a.k.a. the "Sengoku" pack – obviously it's a very basic vertical shooter in the company's signature style, and also contains the unpopular "auto-power down" mechanic which wasn't scrapped until several releases later. What does help to set the game apart, aside from the goofy story scenes (which set the template for Gunbird), is its evocative atmosphere, heavily steeped in Japanese mythology – this ambience remains strong in the sequel, which shifts to a side-scrolling perspective. The auto-power down is gone by now, and catching coins at the right moment leads to extra points, but otherwise it's basically the first game turned on its side, with a few minor tweaks: one notable new feature is the ability to pick one of two final stage routes, each of which leads to a different ending for your chosen character(s). The programming job here is solid, if unremarkable: single-stage practice modes and a sound test are present, random stage order can be turned off, and everything runs pretty smoothly, though Sengoku Blade is missing the bonus contents from the Saturn version (including Marion's playable cameo, though Ayin's still hanging around). As with the Strikers collection, Japanese first-print reserves came with a replay DVD, and later on a budget edition hit the shelves; Europe received both games too, though each was localized separately, under their Western arcade names, "Samurai Aces" and "Tengai". Thankfully, both have high score saving (finally!) and a 60-Hz option too. Appropriately enough it's again overshadowed here, this time by Dragon Blaze, Psikyo's last and best-looking vertical shmup – you play as a dragon rider with the ability to "shoot" his or her mount straight forward for a powerful up-close attack (and some bonus coins).

Sol Divide, another Psikyo side-scroller, headlines Volume 3; its main hallmarks are digitized graphics, a medieval/fantasy setting, and a focus on close-range melee attacks (it also spawned home versions on the Saturn and PS1, and was written up in those corresponding articles). This is instead a faithful reproduction of the arcade original, but that means it lacks the marquee RPG-flavored "Original Mode" of its previous conversions, which was the only thing preventing many players from abandoning the game due to its rather imprecise, clunky mechanics.

Appropriately enough it's again overshadowed here, this time by Dragon Blaze, Psikyo's last and best-looking vertical shmup – you play as a dragon rider with the ability to "shoot" his or her mount straight forward for a powerful up-close attack (and some bonus coins).

. This technique can also be used to position your dragon (who is invincible) in prime offensive position while you keep your character out of dangerous spots: careful, though, as splitting up decreases your overall offensive power, and changes your charge attack too. The hidden "gem heads" from Gunbird 2 return for your score-attacking pleasure, and you can even go for tricky one-hit kills during certain boss phases for additional bonus points – these modest tweaks to the Psikyo formula make Dragon Blaze a near-unanimous favorite among the company's fans. Volume 3's ports are comparable to those on Volume 2 in terms of both quality and features, though there was only a single print run for this set, making it more desirable on the collector's market despite the lack of a DVD pack-in –

PAL gamers again got separate releases of both games, localized in mostly pain-free fashion.

Shop for Sengoku Ace & Sengoku Blade on eBay

Shop for Sol Divide & Dragon Blaze on eBay

Shop for Sengoku Ace & Sengoku Blade on Amazon.com

Shop for Sol Divide & Dragon Blaze on Amazon.com

Gradius III and IV



(JP/US/PAL, CD) Another of the PS2's very earliest releases, mainstream gamers and reviewers alike scoffed at this humble arcade mini-compilation in real time: where, after all, was the newfangled 128-bit razzle-dazzle? Anyone possessing a bit more respect for their digital elders, though, should know that the ports offered here are just about perfect and include a couple of notable extras, from a new CG opening sequence to a slowdown adjust, sound test, and stage select. That said, these two games are among the less-popular Gradiuses (Gradii?) overall, and certainly won't have every last shmupper singing their praises aloud.

First things first: if you've only played the SNES release of Gradius III and are eager to dive into the arcade original, be forewarned, this is NOT the same game. Konami's primeval iteration (subtitled "From Myth to Legend"), is an infamously tough journey throughout (even the 3-stage "easy" mode is no cake walk); other than this largely unnecessary difficulty spike (Gradius II, after all, was hardly a bowl of cherries), the only true gameplay "innovation" here over its better-received ancestor is a single, oddly-inserted "behind-the-ship" level. In its favor, III does expand on its big brother's "power-up select", offering additional tweaks and even a full-fledged individual "weapon edit" should you so desire; just bear in mind that you're gonna die a lot no matter what you're equipped with. At least the PS2's ability to save checkpoints between sessions makes practicing a bit easier.

In like manner Gradius IV (subtitled "Fukkatsu", or "Ressurrection"), despite its impressive-for-the-time smattering of 3-D graphical effects, still feels like a step back for the series at large, particularly in the aftermath of Gradius Gaiden's excellent debut on the PS1. Weapon selection isn't as robust as in III, and the sometimes-redundant level themes and enemies begin to wear particularly thin without anything truly new (apart from the eye candy) to accompany them. Granted, both it and III are soundly-constructed games, but with this collection you're getting what it says on the box, no more, no less – whether this is satisfactory is reliant on just how reverential you are of Vic Viper and company. On a brighter note, III and IV saw daylight in all three regions (and got several reprints in Japan) so even if these aren't your absolute favorite shooters they're still easy and cheap to add to your collection...if you don't already have them on the PSP Gradius collection, anyway, though that one lacks a few of the extra trinkets found here.

Shop for Gradius III and IV on eBay

Shop for Gradius III and IV on Amazon.com



(JP/US/PAL, DVD) Well, I suppose that Irem sort of meant it – though a pair of strategy spin-offs and another port or two of the original game have snuck onto the scene since this “final” R-Type entry hit shelves over seven years ago, it does still remain (technically, at least) the last “official” chapter of the series. Formula-wise it picks up right where Delta on the PS1 left off: bludgeoning enemies with your Force fills up a “dose” meter, which when topped out gives the device extra ramming power, bonus score rewards, and a single-use screen-clearing “smart bomb”. Oh, and by the way, a couple more ships have been added to the playable roster...y’know, just a HUNDRED of ‘em or so, from throughout the series’ lengthy run and beyond. Sure, a fair portion are simply “upgrades” of other models, and not every variation is equally useful to say the least, but there’s still an impressive amount of variety in this hangar, almost unprecedented amidst its genre brethren: even the player crafts from Image Fight and X-Multiply make appearances, not to mention that you can tweak and customize the bits, missiles, charge cannon, color scheme, and other details for each and every fighter.

This might sound like a wet dream for R-Type fans, and in some ways it unquestionably is: each ship you unlock reveals a bit more back story tied into the surprisingly intricate saga of mankind’s war versus the Bydo, and every enemy type you defeat gets its own viewable profile as well (note: all of this is separate from the “main” Gallery and History sections). If you can appreciate R-Type as one of the few shmups out there in possession of a genuinely non-throwaway plot, you simply must own Final: in terms of pure playability, though, longtime gamers’ receptions to it have been decidedly lukewarm. R-Type has always been characterized by a comparatively slow pace and heavy emphasis on memorization, but in Final the stage designs tend to drag on even more than usual – a handful of branching paths diversify things a little, but the unlock requirements for certain craft are ridiculous, and can make the process feel like a grinding slog (the bizarre “AI vs. Mode”, for its part, is probably best ignored altogether). R-Type Final was granted a worldwide release (plus a reprint in Japan) and isn’t overly hard to find (though tracking down its 30 different promotional dog tag necklaces is another matter), so despite its shortcomings you won’t be risking much by picking up a copy – just be prepared to categorize it as a slightly-too-reverential tribute to the series more than a “full-fledged” shooter.

Shop for R-Type Final on eBay

Shop for R-Type Final on Amazon.com

Raiden III



(JP/US/PAL, CD) While Seibu Kaihatsu, creators of the Raiden series, do not “officially” develop games anymore, their legacy lives on within offshoot company MOSS, whose first project was this third “numbered” Raiden game. While the 3-D graphical upgrade is somewhat bland compared to the

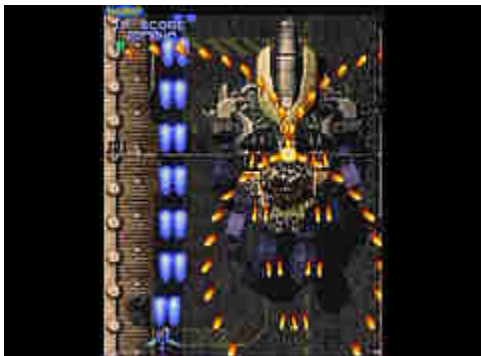
detailed spritework of Raiden II and Raiden Fighters, many should be pleased to know that the game is a bit more “user-friendly” than the older ones: your plane’s hitbox has been downsized (though not to “bullet hell”-level tiny), your firepower now gains a level even when you pick up a different weapon than you currently have, and bombs activate immediately to cover the whole screen. Speaking of weapons, the classic spread shot and straight laser are pretty much as you remember them, but the infamous purple “toothpaste” weapon is now “minty green” and no longer locks onto enemies: the “straight” and “homing” missile sub-weapons are still at the ready, accompanied by a new mid-power, semi-homing “radar” rocket.

In terms of scoring, you’ve got fixed-value medals and Fairies to find (no “Miclus” dragons, though), but the centerpiece is the “flash shot” system, similar to the “quick shot” from Raiden Fighters: simply put, the faster you kill stuff the more points you get, up to double base value. This makes high-score runs an exercise in sequential memorization, especially since your ship still moves so slowly, but you’ll probably be doing a good deal of that anyway, since enemy bullets move a lot faster than you do (and their dull yellow color blends in frustratingly easily with onscreen explosions). While a lot of the basic materials and set pieces have been recycled from previous Raidens, MOSS includes a nice set of extras to sweeten the deal: a score attack, boss rush, gallery and replays are all accounted for, but the coolest feature is “double play” mode, which allows you to control two ships with one controller. All in all, while Raiden III certainly isn’t bad (and a temptingly cheap pickup), most fans don’t consider it one of the series’ high points: its immediate sequel, Raiden IV (which received a port on the 360), possesses a similar “feel” but has been tweaked and polished in several areas, so some players might want to just skip ahead to that one.

Shop for Raiden III on eBay

Shop for Raiden III on Amazon.com

XII Stag and Shooting Love: Trizeal



(JP/PAL* CD) These two shmups come to you courtesy of Triangle Service, a small developer which most recently put out the “Shooting Love 200X” package on the 360: XII Stag, as it happens, was their very first product (by the way, the titular “XII” is the Roman numeral “twelve”, not some wacky acronym). Your little blue ship is equipped with a standard upgradeable forward shot and a limited-range bomb, but neither is the linchpin of your arsenal – if you move the d-pad rapidly back and forth from left to right (similar to “rolling” in Psyvariar) your ship will fire short-range, powerful “burst” shots from both sides, and the faster you mash the stronger the attack gets. Enemies are also damaged, interestingly enough, if they touch the jet exhaust coming out of your rear – as you kill adversaries with either the “burst” or “exhaust” weapons a multiplier value builds, reaching its maximum at x12 (or should I say xXII). This makes score-attacking another memory-heavy affair, as you need to be in very specific positions at specific times to best utilize these techniques – as in Raiden III, though, enemies tend to suddenly kill you in sneaky ways to begin with, so you’ll be experiencing a lot of trial and error no matter what. This is pretty much a no-frills arcade port, but there is a welcome option to map “bursting” to a separate button, and PAL gamers got a thoroughly un-ruined localization; neither the key feature nor the execution are anything too exciting, really, but there are certainly worse ways to kill a bit of free time.

Triangle Service’s second shmup is probably best-known for prompting an infamous online plea from company president Toshiaki Fujino, who begged fans to buy its original Dreamcast port to keep the business afloat – it appears enough people acquiesced, as the team took a shot at the PS2 a year later. As the “shooting love” portion of the title suggests, Trizeal is something of a mash note to the genre’s roots, and contains a number of visual references

and other nods to the classics. In terms of weaponry you have constant access to three options (a spread vulcan, a piercing laser, and homing missiles) which are powered up individually but fired all at once: only one can be your “primary” shot at a time, though, so the others will provide weaker “supporting” blasts when switched out. Apart from run-of-the-mill blasting and boss dismantling (plus a few secrets), your primary scoring method is a “medaling” system inspired by Raizing: the more you can catch without missing any, the higher their point values get. Unlike in Raizing’s games, though, almost EVERY enemy killed drops a medal, and these prizes drop off the screen quite fast to boot, which makes snapping them all up a rather sloppy affair.

While one can definitely feel the designers’ genuine “love” for the old days in Trizeal, at the same time all the sappy nostalgia can’t help but register as a conceptual crutch – much of the challenge present here is the fault of sudden, out-of-nowhere deaths (and the resulting power-down), devices many shmuppers wish had been left to a bygone era, and the rather antiquated graphics don’t do the game any favors either. The PS2 port, for its part, is pretty similar to the Dreamcast and Xbox 360 versions, with a few changes: slowdown levels are a bit different, a couple of handy autofire options have been added, and the DC’s “omake” level has been replaced by a rapid-fire “skill test” which gauges your shooting and dodging abilities via several different mini-games. There’s also a “score attack” mode you can use to practice individual stages, or even level 2’s “lifting” segment by itself, to master the art of keeping that blasted rock in the air (oh, and a code allows use of the ship from XII Stag). Those accustomed to “modern” shmup conventions will probably find themselves a bit shell-shocked by Trizeal, but long-time players might not mind the return to a simpler, more straightforward era – the only real reasons to possibly dissuade anyone from this particular edition are the Dreamcast’s pre-order bonuses and the 360’s additional bundled content.

Shop for XII Stag on eBay

Shop for Shooting Love Trizeal on eBay

Giga Wing Generations



(JP/PAL, CD) Generations, the third and presumably final Giga Wing entry, is, appropriately enough, a sort of “greatest hits” amalgamation of features and designs implemented across Takumi’s all-too-brief shmupping history. As in Giga Wing 2 you can fly right over enemies without taking damage, but the “reflect laser” option is gone, as are any screen-filling “volcanon” medal splits; in the style of the first Giga Wing, players again need to one-credit the game to reach its final level, as well as strike a balance between both reflecting and blasting for optimal results. Unlike either of the earlier games, just about any semblance of plot has been unceremoniously expunged: no characters, no dialogue, you just pick a plane and start blowing stuff up (nothin’ wrong with that, mind you).

In terms of technical advancements enemy bullet visibility has been significantly improved, all those lovely medals are smaller and less obstructive, and two all-new quirks prop up the scoring system: first, shooting enemies in a certain way now spawns “shot medals”, which boost your overall counter but not the stage multiplier, and two, destroying stuff up close awards an additional “proximity” bonus. The series’ ever-present “score attack” mode is back for an encore, handy for both practicing individual stages and inflating your numbers to insane(-er) levels thanks to yet another multiplier: a sound test is about the only other “bonus” you get, but not a heckuva lot else was needed, really.

At its heart the game is quite fun, in some ways the best of its breed: it’s a crying shame, then, that its PS2 port (Generations’ only non-arcade iteration) is so inexcusably slipshod. While the Type-X version hardly pushed the

envelope in terms of visuals, the onscreen action was at least able to run smoothly without taxing the hardware: why, then, does the port only run at 30 FPS or less, rendering every movement jerkier and less precise (an especially egregious disadvantage in crowded later levels) than most any commercial shmup release in memory? It's not like the standard 60 frames was unattainable: the brief "How to Play" tutorial segment has it, even as all of the playable content suffers! Are we being openly mocked, or what?

In case you needed an additional slap in the face, there's no full-screen tate option either, another nearly-uninterrupted genre standard since the PS1 era – you'll have to settle for either a letterboxed view or a slightly-rearranged "Original" layout that's closer to the yoko orientation of the first two Giga Wings. Even under such circumstances, however, Generations' inner beauty manages to (partially) shine through, and patient players can learn to overcome the port's technical deficiencies: enough Japanese gamers apparently did so to merit a "Best" re-release, and Europe got a localization too (sans any improvements, unfortunately). Needless to say, before picking this one up make sure you're ready for the rather sizeable baggage it's saddled with.

Shop for Giga Wing Generations on eBay

Silpheed: The Lost Planet



(JP/US/PAL, CD) One of the earliest PS2 releases, and one of the last brought Westward by publisher Working Designs, this rather unexpected followup to the original Silpheed (whose most recent appearance was on the Sega CD in 1993) was developed in part by Treasure, though hindsight has not seen fit to place it among their premier efforts. Two central "gimmicks" are its claim to *ahem* fame: the first is the player's ability to equip two different weapons to the ship's separately-controllable pair of frontal guns, with expanding available choices as things progress. The second is yet another proximity-based scoring system, a la Omega Fighter, so the closer you are to enemies when you kill them the more points they're worth. Graphically, the signature isometric "tilt" of the original is much less pronounced here, but the game still looks quite nice, especially considering its age: the detailed backgrounds, well-rendered CGI scenes, abundant particle effects and impressive pyrotechnics impress even today. The radio chatter is still here too, in abundance, though a lot of it is too muffled to hear very clearly.

While all of the game's disparate parts sound solid on paper, they really never gel into a cohesive whole: for one thing, none of your ballyhooed firepower is nearly as impressive or exciting as the surroundings, especially compared to some of the flashy stuff that the game's bevy of bosses aim your way. The weapons system also throws a wrench into high-score play, since you can only change guns at certain mid-stage "refuel" points (which will also partially refill your life meter...yup, there's still a touch of "Euroshmup" in this game's DNA) – if you want to score well, you must remember which armaments are best-suited to picking off the particular enemy formations found in each segment and equip yourself appropriately, thus eliminating most any potential flexibility on offer for score-based play (the fact that you can't "preview" new weapons upon obtaining them only adds to the trial-and-error factor). While these shortcomings don't completely kill The Lost Planet, they do hold it back from becoming the minor classic it could have been: on the bright side it is available in all three regions and shouldn't tax the wallet much to obtain, so warts and all it's still not a terrible addition to one's shmup roster.

Shop for Silpheed: The Lost Planet on eBay

Shop for Silpheed: The Lost Planet on Amazon.com

Star Soldier



(JP, CD) According to legend, developer Hudson, at one time, was actually associated with classic series like Bonk and Adventure Island, as opposed to casual licensed party fare – most scholars dismiss these tales as mere wishful thinking, but speculation continues to thrive. Anyway, back in the early 2000's the company sought to reinvigorate its true believers, and hence the “Hudson Selection” series of “2 ½-D” remakes for the Gamecube and PS2 was born. Volume 2 of this mini-run is an update of none other than famed “caravan” shooter Star Soldier, which first hit the NES in the mid-80s; while the revamp's low-end polygonal visuals hardly dazzle, any gamer dealing with the early stages of carpal tunnel syndrome should feel right at home. You can't fly under certain background scenery anymore, but the power-up structure, culminating with the titular five-way “star” shot, is pretty much unchanged, as is the lack of practical autofire: yup, you'll still have to bust your fingers (and controller buttons) to get anywhere unless you “cheat” with a turbo pad (remember those?). At least there's still plenty of stuff to shoot: slews of point-rich ground targets and bonus tiles supplement the endless, zig-zagging enemy waves, which only spawn faster if you manage to pick them all off.

While bosses and a few other elements have been given a once-over, most of the little scoring “tricks” you remember are intact (for instance, bringing down two or more “giant eyes” at the same time still works) – of course, you've also got two-minute and five-minute “caravan” modes when you'd like a break from the standard game's stage progression. The only truly “new” gameplay addition, setting aside one's ability to adjust movement speed on the fly, is a short-range secondary “burst” weapon, which can be used to mete out extra damage, cancel bullets, and crack open certain special item canisters, though it needs a moment or two to recharge between uses. As with Trizeal, shmup fans who prefer a contemporary setting won't find a heckuva lot to love in a game solely devoted to resurrecting the past, but anyone who doesn't mind a brief retro kick once in awhile ought to have some fun here – just don't expect the moon, as this was a budget release to begin with (though there are a couple of unlockables, including an old TV commercial or two). I'm not aware of any major differences between this version and its Gamecube equivalent, so feel free to pick up either, as both should run pretty cheap – there was also a PSP port if you prefer to blast your aliens on the go.

Shop for Star Soldier on eBay

Thunder Force VI



(JP, DVD) So you thought a little thing like the seeming demise of series developer Tecnosoft (or Techno Soft, if you will) could keep the once-mighty Thunder Force series down, did you? O ye of little faith! Over a decade after the 32-bit Thunder Force V, to all appearances, played the role of “slightly-

disappointing endcap” thanks to the cancellation of an unfinished Dreamcast followup, Sega themselves swoop in out of nowhere, bearing an officially-licensed (and PS2-exclusive) sequel. Fans hoping for a return to the brand’s 16-bit glory days, however, are in for some disappointment: TFVI, as it turns out, is very much an outgrowth of V, and retains many of its defining and divisive design choices. The same five selectable weapons (along with several “classic” bosses) return in slightly modified form, as does the “quick kill” scoring system, so the familiar process of pwn’ing n00bz via Free Range hasn’t changed much (though thankfully things aren’t quite as unbalanced as before). Despite VI’s similarity to its immediate predecessor, a handful of adjustments round out its arsenal: for one thing, while the “Over Weapon” mechanic returns, it’s now fueled by a separate energy stock (built up by defeating enemies) and lasts a set span of time when activated, so you no longer need to weaken your CRAW options or hold down the activation button to keep it going. Speaking of CRAWs, when you use the default player ship you’re constantly equipped with a set, even upon respawning: your full set of weapons sticks with you too, so being shot down doesn’t really reduce your potency at all. This adjustment handily dispels that deflating sense of post-death wimpiness, but also renders the game markedly less challenging: to compensate, extra lives are uncharacteristically hard to come by. As another concession to “old-school” fans, finishing the game unlocks a second craft with a different weapons set and vulnerability to power-down, which reinstates some tension to the proceedings.

While the Thunder Force games have historically drawn praise for their presentations, in VI things are somewhat “meh” all around – it’s an improvement over V, obviously, but definitely not among the prettiest or best-designed shooters on the system, and the synth-rock soundtrack, a near-constant strength, is more anonymous than it ought to be. Some cool, nostalgia-heavy moments are scattered about, like a SeGaGaGa-esque “boss alley” fight sequence against the older Thunder Force ships, but these hardly quell the unmistakable feeling that this game’s creators spent too much time looking over their shoulders and not enough peering ahead. Apart from the unlockable ships there are also a few hidden modes to unveil, so there’s a decent amount of content to tackle if you’re willing to accept VI for what it is (and isn’t) – the mini-soundtrack and “data book” that came with certain pre-orders ought to elicit some additional interest from memorabilia hunters.

[Shop for Thunder Force VI on eBay](#)

[Shop for Thunder Force VI on Amazon.com](#)

Triggerheart Exelica Enhanced



(JP, DVD) After many quiet years of sorta-success in the shmup market thanks to Daioh, Shienryu and a few others, Warashi finally decided to abandon any appearance of restraint, infusing their next shooter with doe-eyed anime girls in mecha-leotards. Lo and behold, following humble beginnings on the post-mortem Dreamcast, Triggerheart Exelica was eventually picked up for wider release on XBLA, and then once again for this “enhanced” PS2 edition. If you’ve ever played this game on any format you already know how it works: select a character and use a combination of shots, bombs, and a unique “grappling hook” to make stuff go boom. The latter is easily the game’s most engrossing doodad, able not only to “lock on” to bosses but outright “capture” small-to-midsized enemies, which can then be spun and hammer-thrown at others or held onto as temporary bullet shields. Flinging baddies accurately can be tricky to learn, but has its rewards for the persistent: groups of bowled-over opponents leave behind bigger bunches of score medals, just begging to be vacuumed up in one fell swoop.

In terms of “enhanced” stuff for this particular port (which was handled by visual novel developer Alchemist), it’s a

pretty light selection, honestly: a third character, Faintear (the “extra boss” from previous versions), is now playable from the start, the scoring system has been slightly tweaked, the music has been remixed and expanded, and some new Story Mode sequences (including an anime intro) have been inserted, but otherwise this is pretty much the same game it’s always been. Moreover, while progressive scan is supported, in other technical respects Enhanced is off-puttingly sloppy: tate mode is only included for Arcade mode (Story is yoko only), slowdown is more prevalent than ever, and “Arrange” mode is kaput entirely. “Enhanced”, then, is most likely an object of desire for Exelica die-hards only: case in point, the stupidly expensive Limited Edition of the game, which includes an (admittedly cute) Exelica Nendoroid figurine, as well as a little inflatable balloon with certain pre-orders.

Shop for Triggerheart Exelica Enhanced on eBay

Chaos Field: New Order



(JP, DVD) As the very first creation of Compile offshoot Milestone, Chaos Field looks and feels a bit amateurish at first blush: the dated polygonal graphics, not to mention the fistful of elements “borrowed” wholesale from better-known shmups, move some observers to mistake it for a doujin product. That’s not to say it’s a terrible game, but its unusual “boss rush” structure (i.e. few to no “minor” baddies) certainly doesn’t agree with everyone either. Should you decide to give CF a chance, pick one of three playable ships and the assault begins: your main weapons are a standard shot and a short-range bullet-canceling sword; the real kicker, though, is the ability to shift back and forth between two modes, or “fields”, namely “Order” and “Chaos”. In Order, enemy attacks are less aggressive, and defeated foes leave behind more “energy” items, which power your special attacks (a lock-on and a shield) – in Chaos not only is the opposition nastier, but nearly all of your own abilities are enhanced too. This is especially important to exploit in terms of scoring, which relies on rapid-fire kills and cancelled bullets; the basic route to prosperity involves stocking up on energy in “Order” field, then switching over to “Chaos” to skyrocket the multiplier before switching back for a timely recharge (or finishing things off).

A “straight” arcade port of this odd mishmash of a game first arrived on the Dreamcast; not long afterwards an “Expanded” edition came to the Gamecube, including a new mode which, among other things, throws a few “popcorn” enemies in between bosses to break things up a little. “New Order” for the PS2 retains this addition, but also squeezes in a “Challenge” mode (basically a Time Attack variation): as such, this is technically the most feature-heavy Chaos Field, but it also has some issues. The graphics (for whatever they’re worth to begin with) aren’t as crisp here, and some extra slowdown is present; thankfully the high score saving actually works as advertised (unlike in the DC original) and the dark electronica soundtrack will still have your toes tapping. If you’re a big fan of the game then you might want to track this “sorta-definitive” version down, but less-devoted players will probably be satisfied with the cheaper and more readily-available Gamecube port, or the Milestone Collection (aka “Ultimate Shooting Collection”) on the Wii.

Shop for Chaos Field: New Order on eBay



(JP, DVD) As the debate among fans concerning how this game's title is actually spelled and/or pronounced continued (all inquiries remain inconclusive), Radio Allergy quietly left its native arcade and Dreamcast to visit both the PS2 (hence the "Precious" subtitle) and the Gamecube (surnamed "GeneriC"), in similar fashion to big brother Chaos Field. The silly extra words denote more than just the featured system, though: each version boasts an exclusive bonus mode (more on that in a minute). If you haven't played Radirgy before, here are the basics: three speed settings and "main" weapons are available for your craft, though you'll always have access to a short-range sword and a frontal shield which automatically deploys when you're not attacking. Punishing enemies with the shot or sword (feel free to charge in, as only bullets damage you) gradually fills an "Absnet" meter, which can be spent to activate a temporary invincibility barrier when full: on the other hand, doing damage with the shield or said barrier builds a score multiplier, so you'll need to juggle your various offensive and defensive options to keep everything in balance. Speaking of juggling, you can also use your sword to bat falling items around and alter their characteristics: if you sprinkle in a bit of extra bonus-collecting and boss-dismantling (aim for the antenna!) you've got most of this game's essentials down.

So, how does "Precious" measure up? Seeing as it's afflicted with many of the same shortcomings as Chaos Field: New Order, not all that well. Radirgy's cel-shaded graphics, while unique for a shmup, were never anything groundbreaking, but again don't display as sharply here as on the Dreamcast; extra slowdown also remains a problem, not to mention another annoying score-entry glitch. What about the much-hyped "Okawari" (literally "second helping") mode, which appears alongside an individual-stage "score attack"? It's decidedly more challenging than the "normal" game (and doesn't allow continues), but that's about all there is to it: unlike GeneriC's "Manpuku" ("full stomach") mode there are no new scoring techniques or other elements to denote a genuinely worthwhile addendum to the original. Precious is commonly cited as the least-desirable Radirgy iteration by fans, especially since the original game is so easily obtainable nowadays, courtesy of the aforementioned "Ultimate Shooting Collection". For swag seekers, certain pre-order copies (for both this and the Gamecube port) came with a black wristband bearing the name "UMBRA" (the evil terrorist organization you fight against), so happy hunting for that.

Shop for Radirgy Precious on eBay

Shop for Radirgy Precious on Amazon.com

Cho Aniki: Sei Naru Protein Densetsu



(JP, CD) Run for the hills, everyone: the bikini-briefed muscle men are back, and gyrating more fiercely than ever! Yes, the infamous Cho Aniki series leaves its unmistakable calling card on the PS2, with the "Legend of the Holy Protein" – believe it or not (and if you know anything about these games, you

don't put much past them), this time around you actually control a flying "protein" glob, while marquee bodybuilders Adon and Samson serve as your ever-present "option" escorts. The three of you power up separately, so to "Build Up!" everyone's shot strength you'll need to steer the appropriate recipient into floating item capsules: your creepily-smiling twin beefcakes can also block enemy bullets, but power down after taking too many hits.

Other than that, you've got a pretty formulaic shooter on your hands (Psikyo played a part in its development, so you can expect this game to have some of the company's "feel" to it, gameplay-wise), except for the infamous "Men's Beam" ability, which requires you to stop shooting and start rotating the right stick, which causes your manly assistants to shake their hips furiously as they charge it up (yes, I'm serious, and yes, it's incredibly uncomfortable in pretty much every manner imaginable). The graphics, to put it bluntly, are pretty awful, but the soundtrack remains bizarrely catchy, as per usual. All told, while this Cho Aniki is a definite improvement on its dismal 32-bit predecessor, it's still a game you'll pick up purely for its unabashed weirdness, if at all.

Shop for Cho Aniki on eBay

Shop for Cho Aniki on Amazon.com

Sega Ages (Series)



(JP/US*/PAL*, CD/DVD*) Starting in 2003, the ever-fluctuating Sega saw fit to remake and/or bundle a whole bunch of its classic console and arcade games for budget-priced consumption on the PS2: over 30 entries in the resulting "Ages" series were eventually bestowed upon Japanese fans. While the quality of each release varies widely (not surprising, since several different developers got involved over the years), shmuppers got a worthy pair of Fantasy Zone variations out of the deal. The earlier arrival, Volume 3, is a remake of the original Fantasy Zone with cel-shaded graphics: you can choose between a classically-styled "Arcade" mode or "Original" mode, which plays much the same but adds some extra levels and 3-D bonus sections. Then there's Volume 33, "Fantasy Zone Complete", the final Ages release, and a doozy at that – not only does it cram in arcade, SMS, and re-arranged versions of the first two Fantasy Zones (the highlight being a long-awaited System 16 revamp of II, with lots of new features), but also tosses in Super Fantasy Zone and Fantasy Zone Gear for the Genesis and Game Gear respectively (heck, even non-shmup spinoffs Fantasy Zone III and Galactic Protector are on here; about all that's missing is the unreleased Space Fantasy Zone). Everything plays swimmingly throughout, and each included game has a ton of options and extras to tool around with: super-fans should begin their search for the limited edition bonus items, specifically a four-CD soundtrack collection and a wind-up music box. If you're a fan of Opa-Opa and company, these two "Ages" (especially Complete) definitely deserve a spot on your shelf.

Two other shooter-centric volumes might also be of interest: Volume 21, the "System 16 Collection", contains faithful reproductions of the arcade and SMS releases of Quartet (aka Double Target, a pseudo-run-n-gun with a jetpack) and SDI (aka Global Defense, a combination of side-scrolling and "missile defense" levels, both of which require you to utilize an aiming reticle). The latter game supports mouse control, and if you sprung for this volume's "Super DX Pack" you got a mini USB mouse (along with the standard pin and OST that came with most other such packs). Volume 23, the "Memorial Selection", bundles a disparate selection of five very old titles together, plus updated remakes of each – two are shooters, namely Tranquilizer Gun (an odd maze hybrid with a poaching theme, of all things) and Borderline (a "jeep shooter" combining scrolling and non-scrolling stages, though the remake has been molded into a "twin stick" blaster instead). Most everything on both of these collections is faithful, at least in spirit, to the originals, though they'll likely register as too dated for many players as a result.

If you're in the mood for other types of shooters, the Ages collection definitely has you covered, via Volumes 4 (Space Harrier), 9 (Gain Ground), 10 (After Burner II), 14 (Alien Syndrome), 20 (Space Harrier 2 Complete, which comes with 3D glasses), 25 (Gunstar Heroes Treasure Box), 27 (Panzer Dragoon, which spawned another music box for eBayers to fight over), 30 (Galaxy Force II, which supports the Hori Flight Stick 2 peripheral), and 31 (Virtual On). Again, some of these products turned out much better than others, but either way most of the Ages series never made it out of Japan – all the West ever got was a nine-game “economy pack” redubbed the “Sega Classics Collection”, and the only shmup on it is the Volume 3 Fantasy Zone remake (the US release includes Volume 14's Alien Syndrome too, but for some reason it was cut from the PAL edition). One bit of consolation lies in the fact that, unlike the individual Ages releases, the Classics Collection is printed on a DVD, so at least your PS2 won't make so much noise while it's running; moreover, it's quite cheap to pick up nowadays if you can find it, so it might not be a bad impulse buy if you can't or won't go the import route.

Shop for Sega Ages Series on eBay

Taito Memories/Legends (Series)



(JP/US/PAL, DVD) While Sega's individually-released “Ages” never made much use of it, the then-new DVD medium's increased storage capacity meant not only that developers could expand the horizons of “current-gen” titles, but that even more older stuff could be simultaneously (re-)packed onto the next generation of “classic compilations” – fans of shmups and retro arcade-style games in general quickly unsheathed their wallets, spurring just about any company with a semi-notable back catalogue straight to work. Once the dust finally cleared, Taito had put out perhaps the most noteworthy sets of the bunch; one problem for potential players, though, is that each volume's contents vary by region, so keeping track of what's what can be a chore. Hopefully the following breakdown will help anyone trying to keep things in order. Since there are so many games included I can't go into much individual detail, but the Saturn and PS1 shmup rundown articles on this site contain more in-depth info on several of them.

In Japan, these releases were known as the “Taito Memories” series, and contain 25 arcade games apiece – the run began with two concurrent (but separate) releases, both of which include a number of shmups. The technically-first Taito Memories Joukan (“first volume”) offers Darius Gaiden, Grid Seeker, Lunar Rescue, Metal Black, Space Invaders (color), Space Invaders DX, and Space Invaders '91 (aka Majestic Twelve), as well as borderliners Bonze Adventure (aka Jigoku Meguri), Elevator Action 2 (aka Elevator Action Returns), Kiki Kaikai, and Syvalion. Its companion, Taito Memories Gekan (“last volume”) features Akkanvader (aka Space Invaders '95: Attack of the Lunar Loonies), Balloon Bomber, Front Line, G Darius, Gekirindan, Gun Frontier, Insector X, Raystorm (aka Layer Section II), Space Invaders (black-and-white), and Space Invaders Part 2, with Elevator Action, Liquid Kids (aka Mizubaku Adventure), New Zealand Story, and Wild Western off to the sides. There's obviously some overlap in there (do we really need ALL of those Space Invaders revisions?), but you still get plenty of variety for your dollar, especially considering that both volumes were reprinted twice and shouldn't be tough or expensive to snag. Everything plays faithfully (despite some videophiles' wishes for more low-res display options), but there are two sizeable caveats: first, several games on each package need to be unlocked (though the requirements are pretty easy to meet), and second, there's no vertical-screen display option for any of the vertically-oriented titles, so you'll have to play them in “yoko” mode.

A year or two later Taito cobbled together two more “Memories” collections for Japan, creatively titled “Taito Memories II Joukan” and “Taito Memories II Gekan”. Their basic structure is the same as the first pair's, with a couple

of enhancements: nothing needs to be unlocked this time, and “tate” mode can now be accessed for vertical-screen games. In terms of selection, though, many of the games on here are older and/or more obscure than those on the original volumes, which might dissuade some: shmup-wise, II Joukan contains Asuka and Asuka, Chuuka Taisen, Darius II, Exzisus, Fighting Hawk, Rayforce (aka Layer Section/Gunlock/Galactic Attack), Return of the Invaders, and Scramble Formation, plus additional shooters Operation Thunderbolt, Space Gun, and SCI: Special Criminal Investigation. II Gekan sports Gyrodine, Halley’s Comet, Master of Weapon, Mega Blast, Metal Soldier Isaac II, Phoenix, and Polaris, with extra shooters Battle Shark, LSA Squad (aka Rikukaikuu/Storming Party), Night Striker, Operation Wolf, Sea Fighter Poseidon, and Volfied. As with the first two Taito Memories, both of these received budget re-releases and ought to be readily available to most seekers: collectors ought to note, however, that first-print Japanese and Asian copies of all four “Memories” volumes came with extra accompanying booklets.

Just in case the situation wasn’t complicated enough already, Taito gave American and European fans some love too, but their arrangement is totally different: there were only two volumes released in the West, as “Taito Legends” and “Taito Legends 2”, but both pack in more games apiece than the “Memories” collections, including a few not found on any of the Japanese sets. Here’s how they break down: Legends 1, in terms of shmups, has Exzisus, Phoenix, Space Invaders (color), Space Invaders Part 2, Return of the Invaders, and Tokio, with Battle Shark, Colony 7, Elevator Action, Operation Thunderbolt, Operation Wolf, Space Gun, New Zealand Story, and Volfied out by the border. Legends 2 (the beefiest of all the sets, boasting 39 games total) gives shmuppers Balloon Bomber, Darius Gaiden, Front Line, G Darius, Gekirindan, Grid Seeker, Gun Frontier, Insector X, Kiki Kaikai, Lunar Rescue, Space Invaders ’91, Metal Black, Raystorm, Space Invaders DX, and Akkanvader, with Bonze Adventure, Liquid Kids, Syvalion, and Wild Western along for the ride. A redone menu interface and some bonus materials (like cabinet models and interviews) make for more attractive digs, but be advised: Legends 1 does not include any controller-remapping options, neither Legends supports “tate” mode, and a few of the games suffer from glitches (most notably Metal Black, whose super laser doesn’t work correctly).

Phew...okay, I think that covers just about everything. From here, it’s up to you to decide which among these releases might make a good fit for your collection (one certainly isn’t wanting for options): no matter your preferences, you’ll probably want at least one hunk-o-Taito in there someplace.

Shop for Taito Memories/Legends on eBay

Shop for Taito Memories/Legends on Amazon.com

Capcom Classics Collection 1 and 2



(JP*/US/PAL, DVD) Not to be (too badly) outdone, Capcom decided to reach back into its own storied arcade era and henceforth offer PS2 owners a sizable sampling: two volumes ended up seeing daylight, each containing around 20 games. Everything on both plays pretty well, and the most essential option tweaks and a handful of extras (like arranged/remixed soundtracks and artwork) are on call, but as with the Taito compilations there’s no way to play at the original arcade resolution (though Volume 2 supports progressive scan), and no tate mode either. Volume 1 (which saw release in all three regions) is essentially all five of the “Capcom Generation” PS1 discs crammed onto a single DVD, plus a few more games for good measure: in terms of shmups, 1942, 1943, 1943 Kai, Commando, Mercs, Gun.Smoke, Vulgus and Exed Exes have all been carried over from there. Borderliners Bionic Commando, SonSon, and the original “Ghosts n Goblins” trio are present too, along with three newly-added shooters, namely “jet pack” blast-em-up Section Z, winged-dude hybrid Legendary Wings,

and “twin-stick” side-scroller *Forgotten Worlds*, which features some can’t-miss Engrish comedy gold during its inter-stage scenes.

For Volume 2, Capcom took a more interesting route: having already exhausted its previous-generation collections, this time the company whipped up a more eclectic mix of games, including several which had never been granted home ports. For some reason there was never a Japanese release of Volume 2, also making this one of the rare occasions on which Western gamers got something of their own to gloat about. In any event, the shmups included are 1941: Counter Attack (the next in that series, obviously), racing-shmup hybrids *Last Duel* and *The Speed Rumbler* (aka *Rush & Crash*), bi-directional side-scroller *Side Arms*, pod-centric *Varth*, fan-designed twin-stick shooter *Eco Fighters*, and finally the triple pack 3 Wonders (aka *Wonder 3*), which features a shmup (“*Chariot*”) alongside a run-n-gun (“*Midnight Wanderers*”, aka “*Roosters*”) and a box puzzler (“*Don’t Pull*”). Other games with shooting elements, if you’re interested, include *Black Tiger*, *Magic Sword*, and *Mega Twins*. Neither of these collections are too tough to find (or pricey when found), so if any of the stuff on them brings back pleasant memories of yesteryear (or just invokes some curiosity) there’s no reason not to treat yourself to a spur-of-the-moment purchase or two...y’know, just this once.

[Shop for Capcom Classics Collections on eBay](#)

[Shop for Capcom Classics Collection on Amazon.com](#)

Activision Anthology and Atari Anthology



(US/PAL, DVD) While fancier graphics and deeper mechanics certainly have

their advantages, there's something to be said for keeping things simple...and taking up a minimal amount of data space in the process. Case in point: in terms of sheer volume, nothing could touch the Atari 2600 when it came to PS2-generation re-releases, thanks to nostalgia grabs from both Atari themselves (*Infogrames*, for the sticklers) and Activision. The latter company's package was the first to hit the market, and definitely doesn't skimp on period ambience, modeling the navigation screen after a stereotypical game room of the era (80's rock blasting in the background, of course) – in terms of games there are just under 50 in all, and most everything plays as old-timers remember, though the PS2 controller obviously wasn't built for certain titles and can make for some occasional hassle. The “purest” shmups on offer are *Chopper Command*, *Commando*, *Cosmic Commuter*, *Demon Attack*, *HERO*, *Megamania*, *Moonsweeper*, *Plaque Attack*, *River Raid*, *River Raid 2*, *Seaquest*, and *Spider Fighter*; other titles embodying “shmup-ish” elements are *Atlantis*, *Barnstorming*, *Beamrider*, *Crackpots*, *Dolphin*, *Laser Blast*, *Robot Tank*, *Sky Jinks*, *Space Shuttle*, *Stampede*, *Starmaster*, and *Tomcat*. If you're a fan of the lineup, the unlockable art assets, TV advertisements, send-away patches and other memorabilia only serve as icing on the cake.

A few years later came the “*Atari Anthology*”, an even more expansive trip back in time, stuffing nearly 70 2600 games and 18 arcade titles (with a few overlapping entries between the two) onto that shiny new DVD – in exchange, however, there are far fewer trimmings and extras here than on Activision's pack (a majority of them being somewhat redundant play mode variations for each game). Anyway, here are the shooters you get: on the 2600 there's *Air-Sea Battle*, *Asteroids*, *Centipede*, *Combat*, *Demons to Diamonds*, *Desert Falcon*, *Gravitar*, *Millipede*, *Missile Command*, *Outlaw*, *Space War*, and *Yars' Revenge* (plus *Battlezone*, *Canyon Bomber*, *Missile Command*, *Quadrant*, *Radar Lock*, *Star Raiders*, and *Star Ship* about the edges). Arcade blasters include *Asteroids*, *Asteroids Deluxe*, *Black Widow*, *Centipede*, *Gravitar*, *Millipede*, and *Space Duel* (with *Battlezone*, *Liberator*, *Lunar Lander*, *Major Havoc*, *Missile Command*, *Red Baron*, and *Tempest* to filling things out). This comp is usually a notch or three below Activision's in

terms of numerical ratings, but there's still a pretty good (and inexpensive) amount of stuff on offer to keep classic gamers busy.

[Shop for Activision Anthology on eBay](#)

[Shop for Atari Anthology on eBay](#)

[Shop for Activision / Atari Anthology on Amazon.com](#)

Midway Arcade Treasures (Series)



(JP*/US/PAL, DVD) Crossing into the lower end of the PS2's "compilations" pile we arrive at the trio of "Midway Arcade Treasures". The first among them is comprised mostly of material previously bundled on last generation's "Williams Arcade's Greatest Hits", "Midway's Greatest Arcade Hits", and "Arcade Party Pak", and incidentally also contains the most shooters: Blaster, Defender, Defender II, Gauntlet, Road Blasters, Robotron, Satan's Hollow, Sinistar, Smash TV, Spy Hunter, and Vindicators are all on the menu. Midway Arcade Treasures 2, the next in line, adds Kozmik Krooz'r, Spy Hunter II, Total Carnage, and Wacko, alongside Gauntlet II, NARC, Wizard of Wor, Xenophobe, and Xybots. Treasures 3, by far the lightest on content, contains only racing games, though Badlands and S.T.U.N. Runner contain some shooting elements.

In a regional reversal of what occurred with the Taito Memories series, Japan only got a single "Midway Treasures" release (under the rather cumbersome title "The Game Center of USA"), but it's got a higher totally tally of games than any of the Western versions: shmuppers who go for the import get Kozmik Krooz'r, Satan's Hollow, Spy Hunter, Spy Hunter II, Total Carnage, Vindicators, and Wacko, plus Gauntlet, Gauntlet II, Road Blasters, Xenophobe and Xybots all on one disc. For each of these releases the overall selection is solid (if rather limited compared to the competition), but the implementation's on the sloppy side: some games contain slowdown and other issues not found in the original arcade versions (not counting requisite loading times), and the extras are similarly sparse and "low-budget" in nature (if you hadn't already guessed, you can forget about tate mode). While this trilogy might still prove worth a look for longtime fans of the originals, they're not as attractive a package for any other potential customers.

[Shop for Midway Arcade Treasures on eBay](#)

[Shop for Midway Arcade Treasures on Amazon.com](#)

SNK Arcade Classics Volume 1



(JP*/US/PAL, DVD) A late arrival to the PS2's "milk the old-timer scene for all it's worth" feeding frenzy, SNK's cut-and-paste of its arcade heyday is a rather disappointing zombification ritual

of mostly-early (to the point of being severely outdated) titles, a majority of which are already available on other collections to boot. Only one honest-to-goodness shmup made the team, but thankfully it's a decent one: meet Last Resort, a semi-obscure side-scroller "inspired by" R-Type. Collecting powerups, which cycle between "red" and "blue" colorings, equips your ship with a bullet-absorbing gunpod, which can also be charged up and "boomeranged" at enemies: the aforementioned coloration determines whether the launched pod travels along walls or bounces off of them. When firing "normally" your pod will drift and shoot in the direction opposite your current movement, but its position can be handily locked into place (and subsequently released) with a tap of the "B" button – you can also pick up one of two missile types, a laser upgrade, and speed-up (and –down) items to assist you in wreaking maximum havoc. Gritty, detailed graphics (note the little flailing pilots blown out of destroyed enemy crafts) help Last Resort to catch the eye, but reliance on a post-death "checkpoint" system will be enough on its own to put some off – for anyone interested, though, this is the only home port it's received so far, unless you count the Neo-Geo CD. Elsewhere on the DVD you can find Metal Slug, Magician Lord, and Shock Troopers to satiate your non-shmup shooting needs, but there's not a heckuva lot else to recommend the total package: each game is basically a straight-up emulation with minimal options and, at times, extra slowdown or other problems. Artwork, music, and videos are present, but must be unlocked by completing certain in-game tasks to earn "medals" (basically Achievements you can't show off online) – weirdly, though, the rewards and requirements frequently don't line up with each other, meaning that to activate a feature for a particular game you'll need to excel at a completely different title on the disc, quite likely one you'd rather have ignored altogether. Again, there's a home exclusive or two on this comp and it's pretty cheap to find, so you might still want to plunk down a few bills and hope that an improved Volume 2 someday comes to pass. As an odd final note, the PS2 edition of SNK Classics was released in all three regions, but Japan never "officially" got it: somehow the NTSC-J version only hit shelves in Korea.

Shop for SNK Arcade Classics Vol 1 on eBay

Shop for SNK Arcade Classics Vol 1 on Amazon.com

Namco Museum and Namco Museum 50th Anniversary



(JP*/US/PAL*, CD) You weren't seriously expecting Namco, which birthed a half-dozen-strong set of reissued classics on the PS1, to pass up a similar opportunity on the system's successor – ever eager to saturate the market, two more arcade collections from Pac-Man and Company came to fruition during the PS2's lifetime. The first of these was simply titled "Namco Museum", and only saw release in the US – of its twelve included games, three are (proto-)shmups, namely Space Invaders clone Galaxian, its much better-received sequel Galaga, and eventual update Galaga Arrangement. A few years later a follow-up, Namco Museum 50th Anniversary, was unleashed upon all three regions, and its sixteen-game roster is much more shooter-centric: Galaxian, Galaga, re-revision Galaga '88, early vert-scroller Xevious, its fantasy counterpart Dragon Spirit, and reverse-scroller Sky Kid are all on board, along with proto-run-n-gun Rolling Thunder.

If most of those names look familiar, they should: every shooter present on these comps, save the Galaga revisions, can be found somewhere in the previous generation's "Namco Museum" series (which also feature Bosconian, Gaplus, Ordyne and Dragon Saber as added shmup incentives). Some fans might still be persuaded to pick at least one of these up to have more games in one place, but I still wouldn't recommend it: not only are the in-game options very bare-bones on both, but the galleries and other extra content which helped to round out the PS1 editions are pretty much completely gone (sorry, but the "virtual cabinets" and handful of old radio songs on "50th" don't cut the

mustard). If you're enough of a fan to re-purchase these games in the first place you might as well spring for those older "Museums", or perhaps the "Virtual Arcade" edition on the 360: somehow, though, both 128-bit packages were successful enough to earn "Greatest Hits" versions in the USA, so if you don't mind a quick-and-dirty alternative after all they shouldn't require much effort to bring home.

Shop for Namco Museum on eBay

Shop for Namco Museum on Amazon.com

Tecmo Hit Parade



(JP, CD) In recent years its brand has been most closely associated with ultra-violence and state-of-the-art boob physics (and next up: Dynasty Warriors!), so it's easy to forget that Tecmo's roots do, in fact, reach way back into the early arcade years (anyone remember "Tehkan"?). – the company, for its part, managed to recall the old days in time to publish its own emulated arcade volume, though it's not one of the better efforts out there. Only seven games total are included, two of which are shmups: Star Force (aka Mega Force), which also received an NES port, is the one players are more likely to recognize. The title plays like an unofficial Star Soldier prototype, with speedy enemy patterns, destructible background elements, and some wacky scoring secrets: the sole obtainable powerup increases both your destructive capabilities and your hit area, making it risky to use. Pleiads (sometimes spelled Pleiades), on the other hand, is a sort of spiritual sequel to Phoenix: its basic mechanics are akin to Galaga's, giving you the helm of a ship which can only move left to right as you try to pick off fluttering swarms of Those Darn Aliens. There's no exploitable tractor beam here, but instead the ground is littered with satellite dishes and other stuff, which can absorb some enemy shots a la the barriers in Space Invaders. Upon clearing a wave of hostiles you rocket upwards to battle a second formation before encountering a big ol' UFO boss: vaporize him and you weave back into docking formation before starting the sequence over again. For something a bit more unusual you can also try the oddball "turret shooter" Senjyo: in any case, while the games are solid enough considering their age, many will still find their mechanics somewhat outdated, and there are few on-disc alternatives to play instead. The presence of an image gallery and all original arcade DIP switch options are appreciated, but especially considering that all three regions were granted an upgraded Xbox version titled "Tecmo Classic Arcade", which adds in four more games (including another shmup, Strato Fighter), even devotees of the included material should probably only go the PS2 route if no other options exist.

Shop for Tecmo Hit Parade on eBay

Oretachi Geesen Zoku (Series)



(JP, CD) Western gamers always have plenty of things to gripe about (sometimes the complaints are even legitimate!), but when our companies decide to re-release old games they at least tend to smoosh a batch of them together and give us a little bit of value for our money. Japan is not always so lucky, as evidenced by budget publisher Hamster's "Oretachi Geesen Zoku" (roughly "Our Local Game Center") series, sometimes incorrectly spelled "Geesen". Each of these twenty-odd releases contains a single arcade classic...and that's it. One un-altered game per disc – no enhancements, no bonus modes, no nothin'. Yes, the retail price is lower than that of a "normal" game and some nice extras were packed in, from media mini-DVDs and soundtrack mini-CDs (some of which featured remixes) to collectable cards and strategy booklets, but juxtaposed with the amount of "core" content available on competitors' offerings these still come up short in the "bang for your buck" department unless you're an enthusiast.

Tate mode is included in all applicable titles (including Time Pilot and Scramble), but controller mapping is MIA and having to manually save/load high scores is a pain. You might even say that these games are akin to what you'd get upon booting up an emulated ROM on your computer...and you'd be more correct than you thought... It was eventually discovered that several of the "Oretachi" discs contained unauthorized MAME code (plus some extra bugs), and all planned future releases (including a rumored Xexex conversion) were cancelled soon afterwards. If you're still interested, some of the shmups featured here have rarely (if ever) appeared on home consoles elsewhere, so here's the full list of them: Moon Cresta, Rabio Lepus (aka Rabbit Punch), Scramble, Sonic Wings (aka Aero Fighters), Terra Cresta, Thunder Cross, and Time Pilot are the "pure" shooters, with Konami borderliners Contra, Pooyan, and Quarth (aka Block Hole) rounding things out. Knowing what you know about them and their origins, it's your call whether any of them might be worth your time and cash.

Shop for Geesen Zoku Series on eBay

Space Invaders Anniversary and Space Invaders: Invasion Day



(JP/PAL, CD) Just in case you thought that Taito might be satisfied with the avalanche of Space Invaders entries it forced into the "Memories/Legends" releases, here's a reminder of just what kind of company you're dealing with here: behold Space Invaders Anniversary, a totally separate and series-focused nine-game pack. Well, technically there are nine games here, anyway: six of them are simply tabletop and upright variations of the original black-and-white Invaders, its color upgrade, and Invaders Part II. The remaining trio are (again, technically) all-new, if reminiscent of "bonus" content found on similar last-gen compilations: a cooperative two-player "Doubles" mode, its competitive "Versus" equivalent, and "Space Invaders 3D", which adds an extra graphical dimension plus a few power-ups and a range of (mostly useless) camera angles. While the frontend is stylish

and the memorabilia on display is impressive, the lack of scope on the playable front seriously hurts: you'll sorely miss Majestic Twelve, Akkanvader, Invaders X, and a slew of other, more varied takes on the formula. Anniversary, then, is a fan collectable above all else, a fact driven home by the Japanese limited-edition bundle, centered around a mini cocktail cabinet mockup which you can insert the DualShock into for a truly "authentic" control interface. You have fun with that.

Whoa there bucko, don't get up yet! We (and Taito) are STILL not done: no history of this landmark series is complete, unfortunately, without the ill-conceived marketing department casualty "Invasion Day", also known as "Space Raiders". The idea seems to have been to infuse the brand with a dollop of "Western appeal" (contemporary Japanese game designers, let this serve as a cautionary tale for the next time some chortling "analyst" opens his big yap within earshot), which naturally means replacing the classic player ship with gun-toting action movie rejects, and the even-more-iconic enemy aliens with an anonymous grab bag of slimy, squawking overgrown insectoids...oh, and zombies, gotta have zombies! Don't forget the utterly vestigial story cutscenes and cheese-tastic voice acting, either. The basic "move (sideways) and shoot (upwards)" framework is still intact, despite the perspective's shift to an "uphill" orientation, but most everything else has been reworked in some manner or other: for starters, you now choose between three playable characters with varying strengths (and a life meter), though all have access to a dodge-roll move and limited-use special weapons (in addition to their primary firearms, which are pretty impotent until you power them up). On-field cover (like barrels and cars) can't be shot through anymore, but destroying certain objects will cause an alien-damaging explosion. A scoring system reminiscent of Akkanvader has been carried over, and rewards you for shooting down baddies consecutively without missing: unfortunately, most of your targets take multiple hits to dispatch and don't move in predictable patterns, making such accurate kills a pain to pull off reliably. In its favor, the game is pretty cheap to acquire (especially having somehow rated a reprint in Japan) and not a TOTAL loss in terms of how it plays, but to say the very least most of the series' trademark charm is nowhere to be found. Shop for Space Invaders: Invasion Day on eBay

Ocean Commander and Heavy Weapon (PopCap Hits Vol 2)



(PAL, CD/ US, DVD) The budget-priced PC gaming scene is a realm altogether spurned by most "dedicated" shmuppers, and said developers' occasional exploits into the console realm have seldom served to endear genre fans any further: case in point, Cyber Planet's Ocean Commander (aka Underwater Attack). The title's central feature set sounds promising at first: as a side-scrolling "twin-stick" shooter with an unusual underwater theme, you're allowed to aim your submarine's guns in any direction as you move around. What's more, you can buy and upgrade twelve different unlimited-ammo weapons between stages, and all of them can be deployed simultaneously once equipped.

This array of uber-armaments make for a nice power trip at first, but quickly kills pretty much any semblance of challenge in the process: even in later levels, when your portly hitbox and swarms of enemies threaten to cheese you to death, a lengthy life meter and frequent "get out of jail free" power-ups quickly banish any ensuing pressure. This droning cycle of pseudo-activity, coupled with often-repetitive backdrops and opposition patterns, serves to detach the player in a way that no shmup ever should, and the lack of any real scoring system leaves the game with nothing else to fall back on save a throwaway "survival" mode. To its credit Ocean Commander isn't outright broken, and might have even made a serviceable, cheap impulse buy with some additional design know-how applied, but as it stands this one is difficult to recommend, especially on a system with so many superior alternatives.

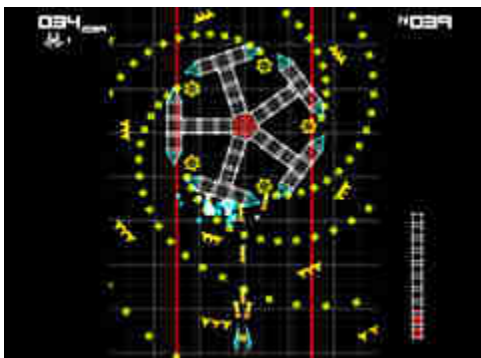
The news on this front isn't ALL bad, however: casual super-developer PopCap (of Bejeweled, Peggle and Plants vs. Zombies fame) implements a number of Ocean Commander's basic design concepts in its own Heavy Weapon, but handles most of them with a finer touch, making for a much more playable product. While the setup here, despite some background scrolling, is more akin to Space Invaders (since you control a ground-based tank which can only move back and forth), the "twin-stick" controls and purchasable upgrades remain: thankfully, while the firepower is still fun (the mega-laser and nukes especially), it never gets to the point where you can utterly (and boringly) overpower everything. The defensive front is also much more intense, thanks in large part to the wise exchange of a life bar for more traditional "one-hit kill" deaths, though "shield" power-ups grant some needed breathing room. Some increased background diversity is appreciated too, though the enemies still repeat a lot and mode variations are again lacking; the PS2 "PopCap Hits" collection (which bundles Heavy Weapon with PuzzLoop clone Zuma) contains a "making of" feature and some "tips from the masters", but misses out on the HD resolution and other additions it's since received elsewhere. Seeing as the game is widely available on better-suited formats, this non-optimized edition comes across as rather redundant.

[Shop for Ocean Commander on eBay](#)

[Shop for PopCap Hits! Volume 2 on eBay](#)

[Shop for PopCap Hits! Volume 2 on Amazon.com](#)

Fren-zE



(PAL, DVD) This one might not really "count" in the eyes of some readers since it wasn't a commercial release, but for completeness' sake I'll give it a quick mention. If you haven't played Fren-zE it's a simple "homebrew" vert-scroller with a graphical style somewhat reminiscent of Kenta Cho's work – play-wise you destroy enemies to earn point items, defeat bosses to power up your lone weapon, and that's honestly about it. One certainly can't complain about the cost of admission, though – the full game debuted on the freebie demo disc packaged with issue 54 of Official Playstation 2 Magazine in the UK, accessible via a menu code (issue 55's pack-in features Fren-zE as well, though this time it's selectable right from the main menu). Since then the title has received an (also free) downloadable PC release, which adds an extra level, improves the presentation, and implements a limited-use "shield" mechanic, thus rendering its PS2 sibling somewhat obsolete, but the original discs aren't bad collectibles if you can get your mitts on them.

[Shop for Fren-zE on eBay](#)

Genesis SHMUPs (2013-05-16 14:21)

Thunder Force 4



Thunder Force 4 aka Lightning Force [sic] is a strong contender for the title of best Genesis/Mega Drive shooter. This is Techno Soft's third entry of the series for this console (and the last sprite-based one). Like the previous Thunder Force you can choose the order you play the first stages in. The power up system also references the third game, you start out with two basic weapons which you can upgrade and slots for other weapons that can be picked up. Techno Soft once again weaves some developer magic to create the game's visuals, which are stunning to say the least. If you want to show off how great the Genesis/Mega Drive can look, here is the game to demo. Another aspect of Thunder Force 4 that makes it a great shooter is the soundtrack. Unlike other Genesis/Mega Drive shooter gems (M.U.S.H.A., Eliminate Down), Thunder Force 4 will not cost you an arm and leg to own, copies go for a relatively affordable amount online.

[Shop for Lightning Force on eBay](#)

[Shop for Lightning Force on Amazon.com](#)

Eliminate Down



Eliminate Down stands among the best of the Genesis/Mega Drive shmups. The game is only available as a very high priced import. It is developed by an obscure company called Aprinet and published by another unknown company called Soft Vision. The developers here managed to create a game that is a gem on Sega's platform and an essential title to play for any shmup fan.

Eliminate Down is comprised of eight levels. The game scrolls horizontally and features a graphically detailed sci-fi setting. In fact the visuals are one of the first noticeable features about the game. The graphics sport a high degree of detail, especially by Genesis standards. The gameplay is fast and the difficulty is high, but not impossible. Eliminate Down shines by having constant action, creative mini-bosses and bosses on every stage, and a good soundtrack.

Eliminate Down does not rip off from its predecessors, but instead manages to conjure up major fights and attacks that feel fresh and interesting. The only criticisms that one might have are against an annoying sprite flicker that can occur when the action heats up and that some of the sound effects can get aggravating after hearing them for over twenty minutes. These minor points aside, Eliminate Down epitomizes the term "rare gem" and should be discovered and enjoyed by any shooter fan.

[Shop for Eliminate Down on eBay](#)

M.U.S.H.A.



M.U.S.H.A. often ranks high on top lists for Genesis/Mega Drive shooters. The game has a strong reputation which it earns through great sound, graphics, and gameplay. The English title is actually an acronym for Metallic Uniframe Super Hybrid Armor. It is a vertical scrolling game with seven levels and a solid soundtrack; M.U.S.H.A. itself is a part of the Aleste series by Compile (hence its original Japanese name, "Musha Aleste"). You play a character in a mech (as opposed to a space ship) with the ability to pick up smaller ships to accompany you as power-ups. These smaller ships can take damage for you and fire in a variety of methods. This game is beautiful and it plays great. M.U.S.H.A. is a must-play game for any shooter fan and anyone looking to experience one of the best titles on Sega's console. If you are looking for a copy of the game to add to your collection it will cost you. The original cart is rare and goes for high price (always near the top of our Rarest & Most Valuable Genesis/MegaDrive list) when it is put up for sale, especially a CIB copy. However, if you want to own the classics of the Genesis/Mega Drive shooter library, M.U.S.H.A. is required title.

[Shop for M.U.S.H.A. on eBay](#)

[Shop for M.U.S.H.A. on Amazon.com](#)

Thunder Force 3



Several complaints that people often have with Genesis games versus Super Nintendo usually involve criticizing the sound and graphics. Technosoft proved themselves to be magicians with Sega's console and with Thunder Force 3 they delivered a game that graphically and aurally rivals most SNES games. This game is among the best on the system and one of Technosoft's top works. What makes the game succeed is how polished virtually every aspect of it is. The visuals in the game are among the Genesis/Mega Drive's finest; there are graphical effects here that you will not see in any other Genesis title. Gameplay is smooth (I can't emphasize that enough) and the bosses are big. The game is challenging, but does not get frustrating. A bit of practice and patience is all it takes to win. Thunder Force 3 is arguably one of, if not the best, shooters on the console. It is highly recommended and an essential title to own for any Genesis shmup collection.

[Shop for Thunder Force 3 on eBay](#)

[Shop for Thunder Force 3 on Amazon.com](#)

Steel Empire



Steel Empire is a Genesis shmup with a good amount of character. It handles all the necessary gaming aspects very competently; controls, pacing, sound, and graphics. What sets this title apart from the rest is the unique choice of color palette and art style. This game was steam-punk before steam-punk was cool and the graphics have a rusted look to them (which, by the way, is not a criticism). Steel Empire has seven stages of horizontal scrolling; to get

through them you have a choice of a zeppelin or an airplane which is basically a dichotomy of slow-with-a-lot-of-health versus fast-with-less-life. Steel Empire is solid throughout, the art style, unique design of the levels, and enemies make the game stand out above the typical space ship or fighter plane shmup fare. The game can get tough at times, but thanks to the inclusion of a health bar Steel Empire keeps itself from getting "Gradius hard" which make this game a shmup worth checking out.

[Shop for Thunder Force 3 on eBay](#)

[Shop for Thunder Force 3 on Amazon.com](#)

Gynoug



Gynoug / Wings of Wor is a hectic rapid fire shooting game that, at times, feels like a bullet hell title. You play a winged character who flies horizontally through the levels, similar to side-scrolling levels from Legendary Wings on the NES. The game consists of six stages with a healthy dose of enemies and big end bosses. The power-ups system is not overly complex, one color orb gives you a wider shot and another makes those shots stronger, You can also collect bombs which will be vital to surviving some of the harder levels. The game has unique enemies on every area and some great effects like a rocking effect that can give you vertigo. Overall, this is another great shooter that fits in well to any shooter collection. Thankfully, obtaining a copy will not cost arm and leg, the game is fairly affordable.

[Shop for Gynoug on eBay](#)

Gleylancer



Gleylancer is a title that never had a release outside of Japan until Nintendo brought it to the virtual console in 2008. The game is good and definitely worth owning due to the fact that it is very playable despite the language barrier (and like many popular retro imports, an original cart will cost you). The game starts with a great cut scene introducing the player to the main character; you are a young girl on a mission to save your father. You commandeer the best ship you can find and you're on your way. There is nothing here that is revolutionary, but it's a fun game. You have two orbs that accompany you and can behave in a manner that you define at the beginning of the level. The game has nice levels and two endings depending on whether or not you can save dad on the last stage. Another solid entry to the Genesis/Mega Drive library of shooters!

Shop for Gley Lancer on eBay

Elemental Master



Techno-Soft arguably had their best years making Genesis/Mega Drive games. While not as well known as the Thunder Force series, Elemental Master stands as a worthy addition to their catalog of games. For this title the developers decided to break away from the science fiction themes of Thunder Force and Herzog Zwei and instead draw upon fantasy elements for the game's visuals. Elemental Master is a top-down shmup where you control Laden, a sorcerer trying to stop the evil King Gyra. The game opens up with an impressive cutscene which lays the foundation for the plot. It is revealed in a twist that the game's antagonist is none other than your own brother,

possessed by darkness.

The player takes control of the game after the introduction. The first half of the game is broken down into four selectable stages, each representing an element and a corresponding power-up that is gained after the level's boss is defeated. The default weapon available at the beginning of the game is a standard parallel two-beam shooter. Unlike many other shmups all the different weapons are permanent and cannot be lost once gained. The four elemental power-ups can be charged up to release an explosive blast; the main default weapon becomes chargeable after the first four stages are completed, which gives the player the game's most powerful weapon. Other helpful items are scattered throughout the journey including shields, multiple shot, and energy to replenish your health bar.

The gameplay involves you controlling Laden by moving in any direction on a vertical scrolling map. The levels are designed to look like different landscapes, each offering various non-lethal obstacles (and, of course, tons of bad guys). Laden can fire any selected weapon up or down. Graphically Elemental master does not shine as brightly as Techno Soft's other two shmup masterpieces, Thunder Force 3 or 4, but it does not trail them by much. The bosses are huge and the game's soundtrack is among the Genesis' best. Some may say the game is too easy and I agree, unless the game catches you sleeping you won't have too much difficulty navigating through. Difficulty is still balanced pretty evenly and increases mostly on the last three stages; everything flows well enough that it never gets boring.

The US version of Elemental Master was published by Renovation. It's a great addition to any shmup or Genesis collection. The game is not too uncommon and copies can be picked up on the cheap. Also Japanese copies of the game seem to be almost as abundant as their US counterparts; being a shooter with little Japanese text in the actual game, Elemental Master had a good number of copied imported when it was released in Japan.

[Shop for Elemental Masters on eBay](#)

[Shop for Elemental Masters on Amazon.com](#)

Super Fantasy Zone



If you are a fan of the classic Sega franchise Fantasy Zone then you are in luck, unless you live in North America. Super Fantasy Zone is a 16-bit entry into this classic Sega series, the game received a release in Japan and Europe, but not North America. Nintendo rectified this by releasing it for the Wii's virtual console in 2008. If you are familiar with how Fantasy Zone plays, there will be no surprises here. The game lets you roam freely left or right, like Defender, and it features bright colorful graphics. Like its predecessors there are shops that can be found throughout the levels that gives you temporary upgrades. Unless you count Keio Flying Squadron on the Sega CD, Super Fantasy Zone is the best option available for a bright colorful shooter on the Genesis/Megadrive.

[Shop for Super Fantasy Zone on eBay](#)

Gaiares



Gaiares is horizontal shmup released stateside by Renovation. Among the large amount of Genesis shooters, Gaiares rests relatively high among the bunch. The developers had no problem using the console's color palette to generate some excellent looking visuals. This is highlighted in the boss fights at the end of the game's eight stages. Each one is massive and fills up a good portion of the screen.

What really sets Gaiares apart is the power up system. Following your ship is a Gradius-like option, but unlike Gradius you can launch it at an enemy and gain their unique type of firepower; repeated launches into the same enemy equals a more powerful version of said weapon. Gaiares is not easy, it'll give any gamer a good challenge and will probably not be completed on the first playthrough. The game is not uncommon and can be tracked down relatively easily but a CIB version, while not as pricey as some import Mega Drive shmups, might require a bit of extra coin.

[Shop for Gaiares on eBay](#)

[Shop for Gaiares on Amazon.com](#)

Truxton



Toaplan! Truxton (known as Tatsujin in Japan) was an early release for the Genesis/Mega Drive, hitting shelves not long after the debut of the console. It is an arcade port that I remember being one of the games used in European advertisements to show off how much more advanced the Genesis/Mega Drive was over the 8-bit NES. The game

still looks great and it will ooze nostalgia to anyone who paid attention to Sega's 16-bit console in its early days. It's not the best-looking game on the console anymore, but that's excusable due to the fact that it was an early release and based off of an arcade game. Even though all Genesis/Mega Drive shooters are technically retro and old school, Truxton feels a bit more classic than the rest. The game comes highly recommended to anyone that enjoys old school shooters with an arcade feel. The arcade-exclusive (save the Japan-only FM Towns computer system) sequel is great too.

[Shop for Truxton on eBay](#)

[Shop for Truxton on Amazon.com](#)

Raiden Trad



Raiden is a classic shooter franchise. As of this writing it spans four official releases and various spinoffs. Raiden Trad is a modified version of the first arcade game released for the SNES and Genesis/Mega Drive. The game is not a visual masterpiece, but Raiden is a franchise that has a standard of quality among shooters; this entry in the series helps to establish it. There are eight vertically-scrolling stages that move along at a slow to medium pace. Raiden Trad lacks the fast-paced rush some shooters can give you, but that's perfectly fine. There are two types of weapons to upgrade and (of course) large, devastating bombs. Like Truxton, this is an old school game that feels a bit older still than the rest of its contemporaries. The best part about it is that if you want to own a copy it's rather common and affordable!

[Shop for Raiden Trad on eBay](#)

[Shop for Raiden Trad on Amazon.com](#)

Bio Hazard Battle



Bio Hazard Battle starts by letting you pick one of four “ships” to play. They all seem modeled after something aquatic, in fact the whole game’s aesthetic features a biological/oceanic theme which makes it visually unique among the typical ‘space ship in space’ shooter. The game overall is good, if not great. The uniqueness of the enemies and the stages is what puts it a notch above other such shooters. The four ships each have advantages and disadvantages over the other ones and there are plenty of power ups to find throughout the game’s eight stages. Bio Hazard Battle (or its more oddly-named Japanese edition, “Crying”) is common to come across and fits in well with any shooter collection.

[Shop for Bio Hazard Battle on eBay](#)

[Shop for Bio Hazard Battle on Amazon.com](#)

Sub Terrania



Sub Terrania is a shooter with a twist to the usual horizontal and vertical scrolling. The game gives you free range to move, but it also imposes heavy restrictions on you. Mainly, you have to manage your fuel. Each stage has a set of goals that does not necessarily just consist of killing a boss, often times you will find yourself rescuing hostages a la Choplifter. If you are craving a typical on-rails shooter where you only have to worry about dodging and shooting, Sub Terrania will get very frustrating very fast. If, however, you have an idea of what you are getting into and you take the time to master the thrust mechanic Sub Terrania can be a very fun game.

[Shop for Sub Terrania on eBay](#)

[Shop for Sub Terrania on Amazon.com](#)

Granada



Wolf Team is a defunct game developer that had was quite prolific during the Genesis/Mega Drive years. Thanks to publisher Renovation, gamers outside of Japan were able to play some of their great titles (as well as great games by other Eastern developers). This may be a point of contention, but neither Wolf Team nor Renovation had their name on many games that would be considered classics or must-haves for Sega's 16-bit console.

They were, however, two great companies that brought over a lot of good games that helped the Genesis/Mega Drive stand out from its competitors and expand its library to include unique games found nowhere else. Now, Granada is one of those games. It does not have the legacy that Sonic or Zelda has, but it's downright fun. This game is not a typical scrolling shooter, but instead it plays like a twin stick shooter before consoles could do twin stick. You can roam freely on the stage and your goal is to kill the bad guys and the things that spawn them (not unlike Gauntlet). You fire in the direction you're facing and you can hold a button down to continue firing in that direction while moving in different ones. This is how the game creates its twin stick feel. The game is not a system-seller, but Granada is great mindless shooting and definitely worth playing.

[Shop for Granada on eBay](#)



If you made a three-category list of Genesis shmups which included best, middle, and worst, Verytex would likely be at the top of the middle list. There is nothing wrong here; Verytex is a pretty vanilla shmup developed by Operahouse and published by Asmik which never saw a release outside of Japan. It has some things going for it, but in contrast to the Genesis' hefty shmup catalog it fails to shine too bright.

The game is comprised of six vertically-scrolling stages. The graphics are decent and its soundtrack ranks slightly above average. There are three weapon types, missiles and shield power ups, nothing too extravagant. The one issue with the game that can cause frustration is inconsistent difficulty and a few cheap shots that will be thrown at you. For example, in some levels of the game enemies will spawn behind you with no warning, killing any player hugging the bottom of the screen. Some levels are simple and can be beaten on the first try while others may take a few attempts. The part that really amps the difficulty, of course, is the end boss. On its last incarnation the final enemy goes into nightmare mode and becomes a series of eyes shooting non-stop heat-seeking fire and fast moving lasers that can hit almost every inch of the screen. The game does not allow you to continue where you died, but instead at mid-points in the level; the final boss is no exception.

These faults don't break the game, Verytex is worth playing and if you are going to spend the money on an import shmup for your Genesis, Eliminate Down would be a better choice, but if you already own that Verytex makes a good addition to a Genesis collection.

Shop for Verytex on eBay



Slap Fight (also known as Alcon) might have some value to collectors since it was only released in Japan. This game, released by Tengen for the Genesis/Mega Drive, feels very much like an arcade game (which should be no surprise because it is a port of one). Slap Fight is a vertical shooting shooter that will look a bit aged on the Genesis when you compare it to other games released at the time. The power up method appears borrowed from Gradius, but the game does offer some nice things beyond that, like having multiple ships attach to you in a Galaga-like fashion. Similar to Raiden Trad, Slap Fight does not visually blow you away, but it does capture that arcade feel that shooters developed specifically for consoles just don't have. It's not a handicap for those other games, just a different type of gaming experience. If that statement makes sense and you enjoy that arcade feel replicated on a console, Slap Fight will be worth your time.

[Shop for Slap Fight on eBay](#)

Sagaia

Sagaia is decent shooter that is faithful to the Darius series (except for the name of the game; for some reason "Darius 2" didn't cut it for the title of the game so it was renamed. The same anomaly occurred for "Lightening Force"). For Sagaia you get to choose your path after each level which gives the game a lot of replay value. The levels all branch off from the previous ones; you can finish the game without having seen most of it. If you ever played the arcade game this is based off of you will miss the massive letter boxed screen, but if you don't have that as a point of reference Sagaia is a fun and very challenging game. In typical Darius fashion the robotic fish themes are littered through each level. The game falls short of the brilliance that the 32-bit Darius games are, but it's still a good title to play.

[Shop for Sagaia on eBay](#)

[Shop for Sagaia on Amazon.com](#)

Dangerous Seed



Dangerous Seed is an arcade game developed and published by Namco that was ported to the Mega Drive for a Japanese-only release. The console version deviates from its arcade counterpart a bit, but it still manages to bring an arcade feel to the system; something that the large Genesis' shmup library doesn't have too much of. The game is long, it's comprised of 12 levels at about a medium difficulty. Dangerous Seed uses an interesting ship mechanic where at different stages you get another ship attached to your own which (depending on how you arrange them) affects how you fire. They also each have a health bar.

Most of the enemies are the same with little derivation. The various bosses are big and usually their most lethal attack is them quickly lunging at you, not a spread of bullets. Overall this is a good little import shooter for the Mega Drive. It falls short of great by being a bit monotonous and graphically average, yet really never fails anywhere else.

[Shop for Dangerous Seed on eBay](#)

[Shop for Dangerous Seed on Amazon.com](#)

Master of Weapon



Master of Weapon (Taito's error, not mine!) is yet another Japan-only shooter. The game is an arcade title made by Taito. It features a gun and bomb mechanic similar to Xevious where you have one weapon that can only hit aerial enemies and one solely for ground units. Unlike Xevious, the game is fast-paced. The graphics range from average to good and the difficulty is solid. The boss fights can drag a bit which can result in a loss of interest for those with short

attention spans. Otherwise, it's a solid vertical shooter with a good arcade feel.
[Shop for Master of Weapons on eBay](#)

Twinkle Tale



Twinkle Tale is a free-roaming shooter that some people might say is not a real shmup. Regardless of how you make the distinction, this game will satisfy your urge to gun down 16-bit enemies. Twinkle Tale looks great on the Mega Drive and its gameplay makes me think of Elemental Master, but with less restrictive movement. Every stage in the game is diverse and forces you to navigate through various rooms and environments; it is not on-rails so you will not be forced to constantly move vertically or horizontally. Twinkle Tale manages to keep itself interesting throughout each stage; one level even has platforming elements (minus the jumping) in a scenic sky setting. Twinkle Tale never got a release outside of Japan (but it did receive a fan translation) and it can get rather pricey for import copies.
[Shop for Twinkle Tale on eBay](#) - couldnt find

[Shop for Twinkle Tale on Amazon.com](#) - couldnt find

Whip Rush



Anybody that has a healthy Genesis collection most likely has a few Renovation titles floating around. They were a

great publisher that provided a variety of niche titles to the Genesis crowd. Whip Rush is one of the shmups they brought stateside. The game is comprised of seven mostly-horizontal scrolling levels: by “mostly” I mean the game does not always move left to right, some parts of the level will scroll down into a body of water, or in every cardinal direction through a labyrinth-like stage. The presentation features average Genesis-caliber graphics that appear cartoony at some points due to (what I imagine is an intentional) lack of detail. The sound effects show the worst side of the Genesis’ sound capabilities; they can get irritating fast, usually when the ship is firing. In typical shooter fashion there are a few different shot types that can be powered up by getting the same type repeatedly. Having a weapon that can fire behind you is essential to beating the game. Whip Rush also has one of the most varied speed controls I have ever seen in a shmup

Criticisms aside this is a competent little shooter that does little wrong. There is an effort by the developers that shows in the game, from the initial cut scene to the ending. The boss fights may irate some due to the bosses having a hitbox that has limited exposures, but there are more than a few innovative and difficult challenges to be found there. Whip Rush may be generic, but it definitely has its charm and is worth checking out.

[Shop for Whip Rush on eBay](#)

[Shop for Whip Rush on Amazon.com](#)

Phelios



Phelios features the Greco-Roman God Apollo flying on Pegasus in attempt to save his significant other, the goddess Artemis. This is a vertical scrolling shooter that isn’t bad in the slightest. It is reminiscing of Legendary Wings, at least the portions of it where the character(s) are scrolling vertically. Phelios is a port of an arcade game of the same name released by Namco. This is from an era when the arcades were still ahead of console hardware, so it’s no surprise that the port lacks the graphics and details of its arcade counterpart. Phelios loosely bases itself off of mythology for its visual themes and style. And despite the game’s graphics falling short of the arcade version, this Genesis/Mega Drive title is still a nice looking game with a good amount of color. For the price this usually demands (not much) Phelios is worth adding to a shmup collection.

[Shop for Phelios on eBay](#)

[Shop for Phelios on Amazon.com](#)

Battle Mania 2 / Battle Mania Daiginjō



Battle Mania Daiginjō is the sequel to Trouble Shooter (as it is known outside of Japan) and it's a game that never left Japan which is a shame because it is much better than its predecessor. Like its prequel you don't play as a ship or airplane, but as a person (or persons) flying through the air and shooting. This setup and its mix of both horizontal and vertical scrolling gives the player a good change of pace from more traditional shmups. The controls are very responsive and tight and the game has solid pacing throughout. Because of its more unique play structure, it is a bit of a cult classic within the Japanese Megadrive library.

[Shop for Battle Mania Daiginjo 2 on eBay](#)

Curse



If you enjoy retro shooters and importing games (assuming you are not Japanese) owning a Genesis/Mega Drive could be a very rewarding experience. Curse is yet another shooter that never saw the light of day outside of Japan. This game sits right on the bell curve for me in regards to Genesis/Mega Drive shooters. Some of the visuals are nice and it's not broken, but it feels a bit sluggish. Your ship does have a shield (aka energy bar) that reduces frustration when you make a careless mistake. Overall, the parallax scrolling is nice eye candy and if you are looking to grow your gaming collection you could do a lot worse than Curse.

[Shop for Curse on eBay](#)

Aero Blasters



Aero Blasters is a game developed and published by Kaneko. It is an above-average shmup that was ported from the arcade (where it was known as "Air Buster") to both the Genesis and Turbografx. Of the two console versions the Genesis has the better graphics; in fact the game looks great all around. Kaneko managed to take advantage of the Genesis' color palette and made a shmup that is as colorful as some Super Nintendo games.

The game is a basic side-scroller. It features a limited number of power-ups that really contribute little, the one main fault of the game in my opinion. The stages are varied, starting in a beautiful metropolis (which you watch get decimated) and ends in a fortress. Aero Blasters features plenty of the dodging and shooting you'd expect, Kaneko did, however, add some variety to keep the player interested, though not everyone will agree with all of their choices. On stage two the play will be forced to move at full blast-processing speed through a variety of corridors that take twitch reflexes or memorization to navigate through. Stages three and four change the game physics to mimic zero gravity, and stage six has Ikaruga-like maze elements.

This game is worth checking out if you are going to explore the Genesis' shmup library. It's a competent game that offers a good challenge without getting frustrating. While everyone may not agree about Aero Blasters being a great game, few shmup fans will call it a bad one.

[Shop for Air Buster on eBay](#)

[Shop for Air Buster on Amazon.com](#)



Undead Line is a tough game that plays a lot like Elemental Master. This is yet another title to add to the list of Japan-only shooters for the Mega Drive. You can choose the order you play the stages in and each level has its own motif, a cemetery, forest, etc. There is a mid-boss and end boss for each stage along with a variety of chests containing power ups to help you out (like a very valuable shield). The game doesn't look too bad and the end bosses are typically huge (although they often lack a significant amount of animation). The game will require practice to beat due to the fact that it can difficult at times. If you are not interested in hard gameplay there are difficulty adjustments in the options. Undead Line is a good title that falls short of being great. It's a good game to own, but only if the price is reasonable.

[Shop for Undead Line on eBay](#)

Vapor Trail: Hyper Offence Formation



Vapor Trail began as an arcade game by Data East and was ported to the Genesis/Mega Drive by Telenet Japan. Renovation saw fit to bring the title stateside. The console port is faithful to the arcade; the game itself is a vertical shooter that puts the player in the cockpit of one of three different fighter planes. Vapor Trail is a competent game and a fun shooter that features a power-up system based on four weapon types and a shield which takes the place of a bomb that is used in many shooters. Strangely, the game got a sequel in the form of a horizontal mech shooter that was released to the arcade, PSX, and Sega Saturn called Wolf Fang: Kuhga 2001. Following that the series went

back to vertical shooting with another sequel called Skull Fang.
 Shop for Vapor Trail: Hyper Offence Formation on eBay

Hellfire



Hellfire, as the name suggests, is one of the more difficult games on this list, but it's also one of the most under-appreciated. The name references the most powerful weapon that you have at your disposal, but it might as well be an ode to how tough the game can be, especially in the later levels. Initially a port of Toaplan's arcade version, Hellfire holds up very well even to this day. It's one of the better-looking and sounding games on this list, despite being released in 1990, and it retains the same solid gameplay that made it a popular arcade title in the late 80's. What sets it apart from many shmups is the shooting mechanic, which allows you to choose one of four directions (forward, backward, vertical, four-way diagonal) to shoot in with the press of a button, and it works very well. It's not one of the most well-known Genesis titles out there, but it's worth a look, especially if you've played the rest. If you can find a CIB version, you can expect to pay at least \$40.

Shop for Hellfire on eBay

Shop for Hellfire on Amazon.com

Forgotten Worlds



Forgotten Worlds is an arcade game by Capcom that got a port to a variety of consoles. The game does not follow the traditional shooter formula. You can play a one or two-player game, the two playable characters are beefy unnamed tough guys armed with BFGs. The gameplay for Forgotten Worlds is unique due to how you fire. Your gun can be powered up with several upgrades, but you don't just fire forward in this horizontally scrolling game. Two of the gamepad buttons will allow the character to rotate themselves in a circular motion thus changing the direction they fire. One button rotates right and the other to the left. Upgrades can be bought in shops that appear throughout the levels. Forgotten Worlds is fun game, though the transition from the arcade's twin-stick mechanics to the Genesis pad might be too much to overcome for some. If you can get comfortable with the rotating shooting mechanic there is a very enjoyable gaming experience here.

[Shop for Forgotten Worlds on eBay](#)

[Shop for Forgotten Worlds on Amazon.com](#)

Fire Mustang



Fire Mustang is a port of the arcade game USAAF Mustang released by Taito exclusively for Japan. The game is a side-scroller that takes place during WWII. The game takes some liberties with its history, but most people don't play 2-D shooters for a history lesson. Oddly enough, this Japanese-developed game put you in command of a US Air Force P-51 Mustang, you fly horizontally through the game fighting off the Germans and Japanese. Shooting consists firing a direct shot forward (or multiple forward shots depending on your accumulated power-ups) and bombs that will fall to the ground. The game is competent and worth playing if it can be found for a reasonable price. If you are going to import only one shooter for the console, this wouldn't be the top choice.

[Shop for Fire Mustang on eBay](#)

[Shop for Fire Mustang on Amazon.com](#)

Fire Shark



Toaplan! This is another Toaplan game that made its way to the Genesis/Mega Drive. Fire Shark is a sequel for the shooter Sky Shark (an arcade game ported to a variety of platforms). One way to imagine Fire Shark is like Truxton if it had a WWI theme; the games have a very similar feel to them. Fire Shark is not incredibly difficult, but you do have to be careful since your airplane can only take one hit. Luckily, Fire Shark got a multi-regional release and it can be bought for a reasonable price tag online. The title comes recommended for that reason to collectors, if you are looking for a decent shooter for a rainy day you could do a lot worse.

[Shop for Fire Shark on eBay](#)

[Shop for Fire Shark on Amazon.com](#)

Battle Squadron



You can look at some games and know right away that they are Amiga games. EA was kind enough to bring a handful of PC/Amiga games to the Genesis/Mega Drive and Battle Squadron is one of them. Like many Amiga games this was not developed by a Japanese development team, but a Western one. That's not necessarily a bad thing, but anyone who has played a good variety of shmups will be able to immediately feel the difference between a Western-made shooter and an Eastern one. This is not the best shooter for the Genesis/Mega Drive, but it is unique. It is difficult to find this kind of shooter experience on a console and for that reason alone Battle Squadron is worth owning, especially if you are a fan of games along the lines of Tyrian.

[Shop for Battle Squadron on eBay](#)

[Shop for Battle Squadron on Amazon.com](#)

Twin Hawk



Even more Toaplan! If you have played Truxton and/or Fire shark you will be right at home with this shooter. Twin Hawk is a WWII-themed shmup developed by Toaplan and released by Taito. It was originally an arcade game that got a Mega Drive release for Europe and Japan (not North America, unfortunately). Like 1942 you play as a warplane that is in charge of decimating waves of enemies. Unlike 1942 all of your foes consist of tanks and boats. This is a unique feature of the game that isn't a fault, it's just a bit odd compared to the plethora of other WWII-themed shooter. Another unique feature of the game is that instead of having a bomb, you call upon additional planes to fly with you and shoot at whatever is in front of them. They are pretty weak overall and similar to the stone centurions you can free in Kid Icarus with the mallet. Still it is an interesting way to do a special attack. The game is not exceptional, but a good title for any shooter or Toaplan fan; since it is not highly priced, it's a welcome addition to any shooter collection.

[Shop for Twin Hawk on eBay](#)

Bio-ship Paladin



Bio-ship Paladin, or “Gunship Gomora”, was released in 1991 on the Mega Drive, a year after it had made its debut in the arcades. It’s a pretty standard shmup in most regards, with the story revolving around the attempted destruction of a city by a fleet going by the name of the Aggressors. It’s your job to pilot the Paladin and stop the alien horde over ten levels. You control a standard gun which fires directly in front of you, but you also get a second weapon that can be used with a crosshairs for more accurate shooting, and a laser which is accessed by holding down the shoot button. The difficulty of the game is lessened a little bit by the power-ups that are available, including enhancements to your armor, which also increases your ship size, speed boosts and attachable weapons. The game looks good, with colors that really pop and stand out, and while the audio is mostly forgettable, it never gets on your nerves. Multiplayer is also available, with two players working together or competing against each other for points. The framerate slows down at times when there’s a lot going on, but for the most part, it runs quite smoothly. If you can find a copy, it comes recommended.

[Shop for Bio-ship Paladin on eBay](#)

Sol-Deace



Sol-Deace is not a bad game, but it is a “meh” shmup for the Genesis. The game was brought to the states by Renovation and made by Wolfteam. For Sega’s consoles it exists in three versions, the cartridge, the Sega CD, and the Mega CD (the latter two bearing the name “Sol-Feace”). The cartridge version is a port of the CD version and the Western and Japanese version differ from each other mostly in sound. The voiceovers are done in accordance to the region’s particular language, but for some reason the makers of the Sega CD version did not use the CD for some of the sound effects that the Mega CD did; there are bits of the game in the Japanese CD version that produce sharper and better audio effects as opposed to Sega CD version which got its sound effects from the Genesis console. This aside the game is an alright seven-level horizontal shmup. The power ups are weak and the graphics okay. If you have access to a Sega CD definitely get that version if you are going to give the game a go, the saving grace of this title is the soundtrack. Sol-Deace feature some of my favorite game tunes with some really standout tracks. And luckily for the game, a shmup with a great soundtrack gains a lot more playability.

[Shop for Sol Deace on eBay](#)

[Shop for Sol Deace on Amazon.com](#)

Trouble Shooter



Trouble Shooter stars two young heroines, Madison and Crystal as they attempt to stop the bad guys and rescue a hostage. The game is decent enough, if you are looking for something spectacular look elsewhere. Trouble Shooter does manage to distinguish itself from other Genesis/Mega Drive shooters by featuring two jetpack-wearing females instead of a space ship. You can choose your weapons at the beginning of the level and you have the ability to have both girls focus their aim forward or one fire backwards and one fire forward. Trouble Shooter is not a very difficult horizontal shooter. The Japanese- and Korean-only sequel improves on the formula quite a bit.

[Shop for Trouble Shooter on eBay](#)

[Shop for Trouble Shooter on Amazon.com](#)

Task Force Harrier EX



Treco would release a handful of gems for the Genesis/Mega Drive including the only North American release of a Langrisser game (Warsong). Task Force Harrier EX is one of several shooters the company ported from the arcade to the Genesis/Mega Drive. In this game radical Communists have a new bomber that could destroy the free world and only you and your Harrier jet can stop them. This is not a game you play for colorful graphics. It's a vertical scrolling shooter that doesn't look as good as its arcade source, but it can give the player some enjoyment. You have a main attack for flying enemies and a bomb for ground units. The power ups mostly revolve around two smaller ships that flight adjacent to your Harrier and they can be aimed in various positions. Overall, it's an alright shooter that is not

broken and available for a relatively cheap price.

[Shop for Task Force Harrier on eBay](#)

[Shop for Task Force Harrier on Amazon.com](#)

Grind Stormer



This was a late release by Tengen in the Genesis/Mega Drive's lifespan. It was developed by Toaplan for the arcade and is ported to the Genesis/Mega Drive by Tengen just like Slap Fight. Unlike Slap Fight, Grind Stormer did get a release outside of Japan. The port has been criticized as being a poor representation of the arcade version, if you can separate the title from its source you have a decent game here. It's not without its flaws, mainly a lack of polish that other games (Thunder Force 4, Eliminate Down) proved were possible on the console. This is not the best shooter around, but if you are a collector or a Toaplan fan then it's worth tracking down. Copies of the games are not outrageously priced, but it will cost you a bit to own.

[Shop for Grind Stormer on eBay](#)

[Shop for Grind Stormer on Amazon.com](#)

Insector X



In this bug-themed horizontal shooter you control what can best be described as a giant mechanical wasp armed with a forward cannon. There's nothing wrong here with the game, Insector X is a competent-enough game that doesn't have anything broken within it, but overall the game is just average. The graphics aren't terrible and the environments are interesting for the most part. In traditional shooter form every level ends with a large boss, in Insector X they will be modeled after an insect or arachnid. The game originated as an arcade title (whose visuals and sound were much more cartoony in nature), and found it's way to the Genesis/Mega Drive by the way of Sage's Creation. The game doesn't cost much so it does come recommended if the price is low enough.

[Shop for Insector x on eBay](#)

[Shop for Insector x on Amazon.com](#)

Mega Swiv



The best part about Mega Swiv is the two different control options. Players have the choice between a helicopter (which can fly over certain obstacles) and a jeep (which can shoot in multiple directions), and both can be used at the same time when a second player comes aboard for co-op play. The story is pretty standard for the time, with you being sent in to eviscerate a group of bad guys who have stolen military equipment, and plan to use it on the rest of the world. It's your job to make sure it doesn't happen, and while the story doesn't represent anything great, it doesn't get in the way either. It's a pretty run-of-the-mill shmup, and the visuals aren't anything fantastic, but the co-op is solid and the different play styles add a little variety to the experience.

[Shop for Mega Swiv on eBay - couldnt find](#)

[Shop for Mega Swiv on Amazon.com - couldnt find](#)

Arrow Flash



As a general rule, shmups are usually known as being for hardcore gamers who love a challenge. Arrow Flash, released on the Genesis exclusively in 1990, is the exception to that rule, but that doesn't mean there isn't some value here. The game lets you switch on the fly between two different ships, a smaller one and a robot-like transformer. They both typically play the same, but some players might prefer one to the other. Due to the comparatively tame nature of the game, it's a perfect introductory title for those who are interested in the shmup genre, but haven't really explored it to the level that others have. The visuals are decent, but the sound definitely needs some work. The one thing that really frustrated me about the game was the need to continually press the shoot button to fire, instead of being able to simply hold it down. It's not the most widely available game out there, but if you find one, you can expect to pay \$15- \$45 based on condition and completeness.

[Shop for Arrow Flash on eBay](#)

[Shop for Arrow Flash on Amazon.com](#)

Thunder Force 2



Thunder Force 2 was one of the launch titles for the North American Genesis in 1989, and while it's not as revered as its sequel, it's still a quality game that should be in the collection of any shmup fan. The game alternates between top-down and side-scrolling stages, and while the top-down levels are decent, the game really shines with the side-scrolling. Obviously the developers agreed, as when the sequel was released the following year, the overhead

portions were completely removed in favor of pure side-scrolling. You have two options for weapons, with a more powerful one that shoots just straight ahead, or a secondary option that shoots forwards and backwards at a reduced level. The opening level starts off easy enough, but the difficulty spikes once the second area begins and becomes increasingly difficult throughout the game's nine stages. Being a launch title, you can forgive the slightly below-standard visuals and audio, but it does take away from the game when looking at it now almost 25 years later. It set the stage for arguably the best shmup on the system, and even though it's not as good as TF3, it's still a must-have for serious collectors and players.

[Shop for Thunder Force 2 on eBay](#)

[Shop for Thunder Force 2 on Amazon.com](#)

Atomic Robo-Kid



Atomic Robo-Kid started as an arcade game and it was later ported to nearly every console that would take it. If you are looking for fast paced shooter action, you're in the wrong place. This game is slow (as in, you have to scroll the screen manually), sluggish, and difficult. Atomic Robo -Kid is a one-hit-you're-dead horizontal shooting/action title. This game may float some gamer's boats, but overall I see it having a hard time finding a large fanbase. The title isn't broken in any way, there are just a lot of other titles on the Genesis/Mega Drive that will offer more immediate gratification.

[Shop for Atomic Robo-Kid on eBay](#)

[Shop for Atomic Robo-Kid on Amazon.com](#)

Zero Wing



If you are familiar with the “All Your Base” internet meme, this is the game where it comes from. Besides the infamous poor translation what else does this game have going for it? Zero Wing is a Toaplan arcade shooter that was brought to the Mega Drive in Japan and Europe, but not the States. This is not Toaplan’s best game, but it is not a train wreck either. The port is very close to the arcade version and it looks decent graphically. One interesting aspect in the game is a tractor beam that you can use to grab and throw enemy ships. This may sounds great, but it doesn’t enhance the game too much. In fact it seems a lot better in writing. Ultimately, all the feature does is pull and throw small baddies, not anything cool like the weapon-stealing beacon in Gaiarex. Overall, due to the import price tag (for North Americans) Zero Wing is a game that is best left to collectors who are completionists and people who are interested in it just for novelty’s sake.

[Shop for Zero Wing on eBay](#)

[Shop for Zero Wing on Amazon.com](#)

Viewpoint



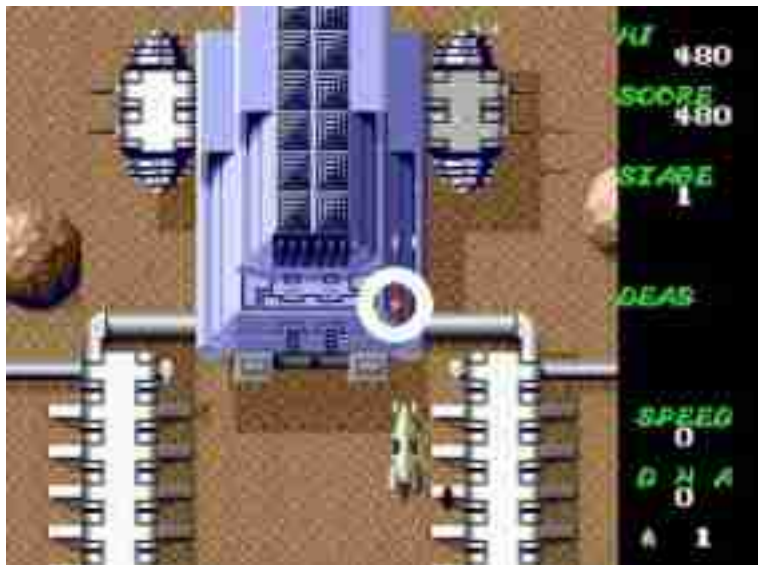
Let’s get one thing out of the way off the top: Viewpoint is much better on a Neo-Geo arcade unit than it is on any other platform, but that doesn’t mean you should ignore it on the Genesis. The gameplay is a pretty faithful rendition of the arcade version, with the full complement of weapons and power-ups present throughout the game to go along with a varied enemy and obstacle set. Of course, the original did present more enemies than the Genesis title

does, but if you've never played the original, that won't matter. When it comes to the visuals, you're playing from an isometric (or "¾") perspective, and despite the obvious step down in horsepower, it looks pretty good, though the audio is really just average at best. The biggest knock on the game is that it lags, and to be honest, it can get pretty bad at spots. If you can look past the framerate issues, and the fact that you're not getting the full experience on the Genesis, you'll find a solid shmup that probably doesn't get enough respect on the platform due to it not being the best version of the game.

[Shop for Viewpoint on eBay](#)

[Shop for Viewpoint on Amazon.com](#)

Darwin 4081



As you may have guessed from the title, evolution plays a key role in this one. In Darwin 4081, a port of the arcade title Super Real Darwin (not, oddly, its predecessor, Darwin 4078), the planet Lakya has inadvertently released their life force that drifts to another planet, Cokyo. The two planets end up going to war with the use of their constantly evolving weapons and ships. The storyline is probably the most interesting thing about the game, along with your ship consistently changing and evolving based on the items that are dropped by your fallen enemies. Darwin 4081 is a vertical shooter that allows you to have a standard weapon that will deal with most of your foes, as well as a ground weapon, specifically for dealing with lizard-like enemies that patrol the land. The "upgrades" to evolve your ship won't be for everyone, so it's advised that you try them all out and plan to avoid the ones that don't help you out. Darwin 4081 is a pretty fast and fluid game, but it certainly won't blow anyone away in the presentation department, as it's one of the more bland, generic shooters on this list. Outside of the concept, there really isn't anything spectacular here, but there's nothing truly awful either. If you've tried all of the rest, give Darwin 4081 a go.

[Shop for Darwin 4081 on eBay](#)

[Shop for Darwin 4081 on Amazon.com](#)

Cross Fire (Super Airwolf)



Cross Fire (aka Super Airwolf) is a game that switches up its gameplay. In Japan the game proudly sports the Air Wolf brand, but outside of that region it is known as Crossfire. I assume this is due to licensing issues. At first the game is very similar to Tiger Heli, you control the helicopter (Airwolf) and lay waste to other airborne bad guys. After that comes the ground phase; you have one more opportunity to use your helicopter, this time you can take out ground unit (mostly foot soldiers) so that the third game phase will be a bit easier. The third phase is straight NES Commando-like shooting. The main character is on the ground and he can freely roam in any direction while dodging fire from other ground units. It's not a bad combination and it is worth giving the game praise for trying something different. That being said the title is ok at best. There are a lot of better shooters to spend time with on the Genesis/Mega drive.

Shop for Cross Fire (Super Airwolf) on eBay

Shop for Cross Fire (Super Airwolf) on Amazon.com

Twin Cobra



Adding to Toaplan's long list of Genesis/Mega Drive games is Twin Cobra. This is an arcade game that was published by Taito. It is the successor to Tiger Heli and like that game it is a vertical scrolling shooter that puts the player in control of a helicopter. You have a forward shot that can be powered up and a bomb that damages all enemies in a circular range. The graphics are only ok by the console's standards and the game has a fair challenge (which can be

adjusted with eight difficulty settings). Twin Cobra falls right on the fence, if you are not a shooter fan already, Twin Cobra will not convert you.

[Shop for Twin Cobra on eBay](#)

[Shop for Twin Cobra on Amazon.com](#)

XDR: X-Dazedly-Ray



There isn't much to say about XDR, outside of the fact that you probably won't have much fun while playing it. There are six stages of horizontal shooting, each with a boss at the end, and while some have compared it to Gradius, at least in concept, the two games couldn't be more different. Graphically, XDR isn't too bad, but the audio is uninspired in both the music and sound effect departments, and just ends up making the whole experience worse. The gameplay is too slow, and you never really feel like you're in total control of your ship, which happens to be bigger than most ships in similar games, causing you to have more trouble than you should when it comes to dodging enemy fire. When the best thing you can say about a game is that it has cool boxart, it's a sign that you should stay far, far away.

[Shop for XDR X-Dazedly-Ray on eBay](#)

[Shop for XDR X-Dazedly-Ray on Amazon.com](#)



Heavy Unit is a game by Kaneko, a company with a decent shooter resume including Air Buster (PC Engine & Genesis/Mega Drive), Nexzr (PC Engine CD), and Cyvern (Arcade). Unfortunately, Heavy Unit does not stack up to the aforementioned games. It's not broken, but it's bland overall. You control a ship that has the ability to transform into a mech, similar to a "variable fighter" in Macross. There are some colorful stages and bosses, but if you are looking for that action-packed thrill that shooter fans expect from the genre, you will be disappointed. The game's biggest crime is just that it is boring overall and its shooting sound effect gets annoying fast. Heavy Unit never got a release outside of Japan, so it does get a bit pricey. It's recommended for collectors and completists only.

Shop for Heavy Unit on eBay

Xenon 2: Megablast



Xenon 2 is the prime example of a game that simply hasn't held up well. The background graphics aren't bad, and it is nice to be able to travel in reverse in a vertical shooter, but that's pretty much where the positivity ends. It's painfully slow, to the point where it's almost unplayable. The speed of the game actually contributes more to the difficulty than anything else, and even though you can upgrade your ship, it doesn't make the game any more enjoyable. It's a good thing that you can reverse too, because there are several instances in the game where you'll be trapped and have to back up, though there's a good chance that you'll get destroyed in the process. Note that if you want to purchase the game, it was originally region locked to Europe, so you'll need an adapter if you're planning on playing

it on a standard console from another region.
Shop for Xenon 2 on eBay

Xiao Monv: Magic Girl



Few people have even heard about this unlicensed Mega Drive title from Gamtec, but it's actually pretty fun to play. I'd love to tell you something about the story, but it's in Chinese, and I can't translate. If anyone knows anything, please let us know in the comments. From what I can tell, it's a vertical shooter, but it doesn't look anything like a standard shmup with the cute and colorful appearance. The game tends to be a little slow and the frame rate can be choppy, but it doesn't seem to affect the difficulty of the game, which remains pretty easy throughout the five levels that are present. You have three different weapons at your disposal, and enemies ranging from smiling faces to pencils will come at you from all directions, so sitting at the bottom of the screen will lead to trouble with enemies sneaking up on you from behind. The most interesting part is that the game contains a life meter, which isn't usually present in games from the shmup genre. It's not a long or difficult game though, and is a largely forgettable experience.

Shop for Xiao Monv: Magic Girl on eBay

Gadget Twins



Gadget Twins' art style is very kiddy and calling it a shooter is a bit of a stretch. You don't actually shoot, but punch in a short range in one of four of the cardinal directions. You play a happy little submarine that is always smiling unless you die. All the environments and enemies in the game have a cutesy look to them, which is fine and works for some games like Parodius and Harmful Park, but this game feels like some cheap Fisher-Price product. There are shops throughout the level like Fantasy Zone, but that doesn't make it interesting. The game is weak overall and hard to enjoy. Add this to your collection only if you are morbidly curious or a collector that is a completist.

[Shop for Gadget Twins on eBay](#)

[Shop for Gadget Twins on Amazon.com](#)

Divine Sealing



Stay far, far away from this one. Much like Magic Girl, Divine Sealing was an unlicensed game that never made it outside of Asia, but those in other parts of the world certainly aren't missing out. Divine Sealing is a vertical, top-down shooter where you are trying to rescue a princess through five levels of standard enemies and bosses. What's your reward for passing each level? A striptease, of course! Suffice it to say, if you do try and play this game, it's probably best to do it with only age-appropriate people in the room. It's best to play this game with the sound off, but unfortunately, there's nothing you can do to stop the visuals from destroying your eyes. There's legitimate seizure potential when sitting in front of the screen with these levels, and at the very best, you'll be so sick of what you see, that you'll need to turn it off. The gameplay is the best thing about Divine Sealing, but it's still not good, as your ship is far too jumpy, and as evidenced by a YouTube video, you can actually sit in one spot, hold the shoot button and never get touched. Believe me, you're not missing anything if you never play Divine Sealing.

[Shop for Divine Sealing on eBay](#)

Burning Force



When I first got my Sega Genesis, I was addicted to Space Harrier, and I couldn't help but be reminded of it when I first booted up Burning Force. The first thing that you notice when you start up the game is the vibrant color being used, and it really is quite striking, but being an early Genesis title, don't expect anything of note in the graphics department. If you're an audiophile, there are two distinct parts to the discussion here. The first being that the music is solid, and you can sound test all of the tracks from inside the options menu, which is a nice touch. Unfortunately, the rest of the audio is rather uninspired, which is kind of understandable considering that the game was released in 1990. I mentioned Space Harrier off the top, and while Burning Force borrows from the series, it is a little different. First, you control Hiromi Tengenji, as she takes on her enemies while riding a scooter. Unlike Space Harrier, you can really only move side-to-side and not vertically, but you do have your standard missiles and guns available at your disposal. The game runs at a pretty solid framerate, and when it dips, it really isn't noticeable, but the sense of speed isn't good. Where Space Harrier nailed the speed aspect, Burning Force seems incredibly slow by comparison, and the game isn't really difficult, even with the adjustable settings. It's one of those games that falls right in the middle of the quality Genesis shmups.

[Shop for Burning Force on eBay](#)

[Shop for Burning Force on Amazon.com](#)

Super Smash TV



Super Smash TV has attained a cult-like following in the years since its release in 1992, and surely the recently released Hotline Miami took some inspiration from the bloody gore fest designed by Probe and Acclaim. The game is set in the future, with your character on a TV show where he must fight for his life. The goal is to kill as many enemies and bosses as possible, with money and prizes being the reward at the end. The game is fast, with enemies coming at you from every possible corner, while weapons and power-ups are consistently dropped for you to add to your arsenal. The game's difficulty does see a pretty big spike as you progress, and the bosses present a sturdy challenge. Adding a second player for co-op adds to the fun, and helps out with the tougher levels, without question. On the negative side of things, the audio could have used some more work, and the controls can sometimes get in the way, but there's nothing here that stops the game from being fun, especially with two players. It's one of those games that was better in the arcades, but is still worth a look on the Genesis.

Contra? Leynos? Alien Soldier?

Shop for Super Smash TV on eBay

Shop for Super Smash TV on Amazon.com

Anonymous (2013-09-17 10:17:38)

I always emailed this webpage post page to all my friends, as if like to read it then my links will too.

Also visit my web-site - Free Arcade Shooting Games - ,

Saturn SHMUPs (2013-05-17 03:15)

Two-dimensional shooters are some of the most intense old-school games out there due to the precision, reflexes, and memorization needed to survive these adrenaline rushes. For fans of the shmup genre, the Sega Saturn is a must-own console due to its excellent exclusives, a healthy dose of high-quality cross-platform ports, and plenty of 2D processing power. Racketboy's newest contributor, BulletMagnet , walks us through the Saturn's impressive shooter lineup from the excellent all the way to the mediocre.

Radiant Silvergun



One of the few Japan-only shooters that even non-shmuppers might have heard of, Radiant Silvergun is best known for the high sale prices it attracts on eBay, but the relative few who have actually experienced it can tell you that there are many other reasons why shooter fans ought to make it their mission to try this title at some point in their lives. Not only was it the first scrolling shooter to come forth from cult developer Treasure (better-known in the West for Silvergun's pseudo-sequel, Ikaruga), but down to this day there's simply no other shmup quite like it.

More than perhaps any other game of its ilk, Radiant Silvergun embodies an "epic" spirit – from its relatively lengthy structure (an hour or more per complete run-through) to its grandiose and pretentious story (accompanied by a symphonic classical soundtrack, to boot) to its seven-simultaneous-weapons setup to its beves of bosses, and their impeccable ability to make you exclaim "you want me to steer my ship WHERE, and do WHAT?", this game does its

darndest to make you feel like you're doing something more important than just pressing buttons in front of a screen. This tone extends past its trimmings right into the core gameplay – Silvergun is challenging (though mostly fair, thanks to precise control and a small hitbox) even when played with a “just try not to die” mindset, but if you want to really get anywhere in it you'll have to devote yourself to mastering its scoring system, which primarily involves only shooting enemies of a certain color, and a lot of memorization. Since your weapons power up based on how well you score, you'll need to learn the game inside and out – playing it “casually” is NOT an option if you're looking for “legitimate” one-credit clear.

The Saturn port, aside from being pretty much arcade-perfect (the unusual graphical blend of sprites and polygons, by the way, still impresses), adds a handful of nice extras, most notably a “Saturn Mode,” which not only further(!) lengthens the game and includes additional dialogue and opening/ending anime sequences, but allows you to save your powered-up weapon levels between runs if you'd rather just blast through everything without worrying too much about chaining enemies. Be that as it may, however, some shooter fans will still be turned off by the undeniably overbearing nature of Silvergun's scope, ambition, and challenge – this is understandable, as it's definitely not intended to appeal to everyone to begin with. That said, if you're a shooter fan you still need to track down Radiant Silvergun, just to see what it's all about – after all, the only way to know for sure whether it's for you is to play it yourself.

Find Radiant Silvergun on eBay

Batsugun



If the ability to wield fictional weapons of mass destruction (hopefully without being preemptively invaded) is your primary motivation for playing a shooter, then boy is Batsugun the game for you. The final shmup release of iconic developer Toaplan, Batsugun set a new bar for just how much havoc players were allowed to wreak onscreen, and it's still quite the display of pixilated pyrotechnics 15 years after its initial arcade release. In a historical context, many shmuppers credit it as the title which bridges the gap between “oldschool” and “modern” shooters.

The copious weapon fire isn't the only thing that looks great – the detailed, colorful spritework here is some of the company's best, though along with your uber-powered weaponry it can sometimes make it tricky to spot enemy bullets (and their arsenal is almost as 'roided up as yours). Otherwise, the game is pretty well-balanced – along with utilizing regular old power-up items your weapons will “level up” after you've destroyed enough stuff, and henceforth never dip below that level if you die, which helps to prevent you from being left with inadequate weaponry at an inopportune time. The game is also relatively generous with bombs, though stingy with extends – be advised, though, that the scoring system is one of the most arcane you'll see, requiring, among other things, certain command motions to be entered at certain times to reveal certain bonuses. Believe me, you'll never figure out most of this game's hidden tricks on your own, so don't be ashamed of looking them up in an FAQ.

The Saturn port is superb, and includes both the “regular” and “Special” versions of the game from the arcades – the latter, among other things, gives you a smaller hitbox, stronger bombs, and several truncated (and tricky) “loops” to fight through after finishing the initial five stages. It also has an optional arranged soundtrack (good) as well as the complete elimination of the arcade game's slowdown, which can make the loops in Special even tougher (bad), although it also adds in a very fast autofire button to help you deal damage more quickly. All in all, one of the Saturn's essential shooters, especially considering that it was never ported to anything else.

Find Batsugun on eBay

Battle Garegga



While shmups aren't usually considered a particularly "controversial" gaming genre, Battle Garegga, Raizing's most famous creation, fits that bill not due to its thematic content but because of how brazenly it challenges players to forget everything they know about how to play a shooter. Garegga is the game that made the word "rank" a household term for shmuppers – of course, from the genre's beginnings many such titles have been built around some sort of "rank" system, which adjusts the game's difficulty based on the player's performance (i.e. Gradius gets harder as you power up more), but Garegga's take on this setup is one of the most extreme and unconventional in the entire genre. Whether it's regarded as an abomination or a revelation depends upon whom you ask.

On the surface Garegga looks like a pseudo-WWII shooter, albeit a remarkably well-crafted one – the detailed sprites are superbly evocative of the game's gritty world (note to today's developers – this is how to use a muted color palette effectively), and the pulsing, apprehensive soundtrack adds tensity to the atmosphere with just as much aplomb. Once you start playing you'll love adjusting your options on the fly and blasting away everything in your path, but after awhile you'll likely notice that the game seems to be angry with you. This is because Garegga's rank system will penalize you with steadily increasing difficulty for almost ANY action you take, and will only lighten up if you lose a life. While the detailed workings of its system are far too complicated to go into here, the basic gist of playing Garegga "properly" is to get by as long as possible on as little as possible – hoarding powerups, bombs and lives will only make the game impossible later on. To make it all the way through, you've got to, among other things, spend your bombs on blowing away background scenery for points, to take advantage of the generous extend rate – so as to have more spare lives to sacrifice to keep the rank down (in other words, not playing "for score" isn't an option). Very few games force such conditions on a player (most of those that do, incidentally, are also by Raizing), but if you take the time to get used to it, Garegga is a tough-yet-satisfying experience like no other.

This title was only ever ported to the Saturn, which makes it all the more fortunate that said port is so excellent. Arcade-perfect in terms of presentation and gameplay (though having to unlock the original's slowdown is a bit annoying), it also includes some great extras – code-free hidden character selection, various rapid fire settings, and even a pair of unlockable superplays are but the most notable of them (unfortunately, the "red ball" option for the hard-to-see bullets isn't worth much). Unfortunately the game is a bit tough to find, and expensive when found – regardless, anyone who considers himself brave enough to take this game on, and is willing to play by its unique and demanding rules, absolutely must pick this up. Just make sure you're prepared.

Find Battle Garegga on eBay

DoDonPachi



Regarded by many as the definitive “manic” shmup (and by some as the definitive shmup, period), DoDonPachi remains arguably Cave’s most iconic and popular release. On the surface it might look like a prettier version of DonPachi, with the same core component of planes, chains and lasers, but play it for a bit and it’s clear that you’ve got a whole other class of shooter on your hands.

First off, you can now choose to add an extra jolt of power to either your shot or your laser at the start, giving you an opportunity to “tweak” each plane a bit to your personal play style (as well as soften the blow of a power down a bit, as your “juiced-up” amenity isn’t sent back to square one after dying) – additionally, the frustration level has been reduced, as most of DonPachi’s “sneaky kills” have been eliminated, and the opportunities to chain enemies have been expanded. In this way, heavy memorization is needed to score well, but not to survive, which gives both “hardcore” and “not-so-hardcore” shmuppers an opportunity to play and enjoy the game in their own way. A handful of other scoring techniques (most notably keeping a surplus of bombs) gives you even more to mess around with at your discretion, and the butt-rock soundtrack fits perfectly with the onscreen chaos (though unfortunately there are too few tracks).

The Saturn port turned out pretty well – though the graphics and sound are not quite arcade-perfect (most noticeable in the pixellated explosions), otherwise it’s just as enjoyable. The main “bonus” on offer is the Saturn mode – though its exclusive extra level (a sort of “stage zero”) and slightly reduced difficulty are nothing to write home about, the fact that it lets you face off against hidden boss Hibachi at the end of each run is a nice treat for players who would have had trouble meeting the requirements to get to him otherwise. This version is also cheaper and easier to find than the PS1 port (especially considering it got a “SataKore” re-release), so even though it’s not as refined in terms of presentation, it’s still well worth playing.

Find DoDonPachi on eBay

Layer Section



Also known as Rayforce, Galactic Attack, or Gunlock depending upon which region/console you’re playing it on, Layer Section is considered one of Taito’s marquee shooters by fans of the genre, not to mention the recipient of one of Acclaim’s precious few acts of benevolence toward the gaming community (namely publishing this in the West and leaving it intact). This shmup was the first to utilize a “lock-on” subweapon mechanic – a small cross-hairs floats a fixed distance in front of your ship, and any enemies that can be seen approaching from below you, in the background, that make contact with it will be “locked on.” From here, hit the B button and all targeted enemies will have homing lasers hot on their heels, saving you the trouble of having to deal with them at your level – additionally, the more baddies you can latch onto before vaporizing them all at once,

the more points they're worth.

Sound cool? Good, as you'll need to learn to make good use of this feature, since aside from your basic blaster it's all you've got – no smart bombs or other “get out of jail free” cards here. Your ship is also a fairly bulky target, and since many enemy attacks come from the background beneath you, it can be tough to judge exactly when it's safe to pass over them versus when they've arrived on your plane and pose a threat. Additionally, while powerups are relatively common and dying doesn't set you back TOO far, items will scroll off the screen in no time if you don't get to them quickly, which can be hard to do with said unwieldy ship during a firefight. Obviously, scoring well (and survival, to an extent) is a matter of rote memorization, since you've got to know where to maneuver the lock-on to catch groups of speedy enemies, as well as get to spots where your chunky craft is (hopefully) safe from enemy assaults.

The Saturn version is a pretty bare-bones straight port of the arcade release, but all three localizations do offer the essentials, including tate mode. The nicely-done sprites are always at least solid to look at (especially considering the game's original release date), and Zuntata's soundtrack is fast-paced and energetic while also projecting ominous and creepy undertones, a unique and effective blend. Adding to the overall atmosphere is the game's stage structure – there are no “breaks” between levels, as you move straight from one phase of your mission to the next, and are given a recap of how far you got at the “game over” screen – it's a small thing, but it's quite effective at pulling you into the game's world, making you feel more a part of the ongoing action, as opposed to just shooting random things in random places. Finally, whichever version you pick up this game is pretty inexpensive, so by all means track it down and try it out.

Find Layer Section/Galactic Attack on eBay

Soukyugurentai



One of Raizing's few products to utilize 3D graphics, Soukyugurentai takes the “lock-on” mechanic pioneered in Rayforce and gives it a shot in the arm – now, instead of a stationary “spot” floating out in front, your ship casts a wide, laser-lined “net” (two variations per ship, actually, which can be switched between at any time) to latch onto bunches of enemies at once. Additionally, you can lock on to enemies up on your level as well as those down below you – careful though, since unlike in Rayforce, to activate the “net” you have to stop shooting and hold the fire button down, which can leave you vulnerable. As a tradeoff, though, you do have a supply of bombs to bail you out if need be.

As you'd expect, locking on to multiple enemies before letting loose on them multiplies the points they're worth, but you also need to do your best not to use the lock-on blindly without thinking, since nailing fewer than four enemies at a time with it will get you either no point bonus at all or an outright reduction in each enemy's value (be especially careful at bosses if you want to score well – the lack of a visible life meter makes it tough to time their deaths towards obtaining maximum rewards). Also, like its cousin Battle Garegga, Soukyugurentai more or less forces a certain play style on you via its rank system – most notably, since powering up your “regular” shot makes enemies meaner, you'll want to try to get by almost exclusively via your lock-on. It's not as extreme a poke in the ribs as Garegga, but still worth noting.

All that said, the graphics hold up remarkably well for a 32-bit 3D title, and the score, done by Hitoshi Sakamoto of Radiant Silvergun fame, has his usual symphonic flair, but is balanced out via some electronic injections this time around – it perfectly suits the “dramatic, but not epic” ambiance of the game as a whole. Playing for high scores can be tough, since each ship's lock-on has varying maximum scoring potential, not to mention that you need to

hoard bombs (which, to make them appear more often, also requires you to keep the rank as low as possible) to take advantage of a very high “surplus collection” bonus. The Saturn version, ported straight from the ST-V cart, is pretty much spot on – it also includes a stage attack mode, a nice selection of options (some in need of unlocking), and a one-stage demo of Battle Garegga if you buy the “Otokuyo” re-release. Inarguably superior to the PS1 version, and not overly expensive, most any Saturn shmupper ought to have this one in their collection.

Find Soukyugurentai on eBay

Twinkle Star Sprites



A wacky cross-breed of the shooting genre with another type of game – in this case, the “puzzle” set, a la Puyo-Puyo – Twinkle Star Sprites is also notable for being one of the most two-player-friendly releases in all of shmup-dom. After all, causing mass onscreen chaos via a cutesy anime avatar is all well and good, but even more satisfying when a pal (preferably one who gets snarky when it comes to “those weird Japanese games you play”) is on the receiving end.

Twinkle is set up, ostensibly, like most “versus” puzzle games, with each player (or the computer) having a vertical “well” on either side of the screen – however, instead of dropping blocks or blobs, each side controls a character which can move, shoot, and bomb freely inside their area. As formations of enemies fly in from the top and sides, the goal is to figure out how to destroy the whole mess in one shot by setting off a chain reaction, i.e. “I need to weaken this guy before setting that one off,” or “I need to wait until this group is stretched out to that side, to nail that other group over there along with them.” Large enemy chains send over fireballs that your opponent must either dodge or shoot to send back at you – especially long volleys, massive chains, or built-up charge shots can also send indestructible character-specific attacks over, or even a huge “boss” enemy to give your opponent grief. Also, as was mentioned, all the characters are cute as can be, so being handed bitter defeat by a pig-riding moppet or a sentient hairball gives the game an even nuttier ambiance – make sure not to go TOO hard on any friends you have over to play this (until they get the hang of it, anyway).

Otherwise, the graphics and sound are nothing too special, but set the stage well – the Saturn package, considered by many to be the best version released, not only includes (alongside the straight NeoGeo arcade port) a Saturn mode with an extra character, less slowdown and additional voicework, but a second disc crammed with art galleries and other fan-friendly content. The only real complaints I can mention are a) Sometimes the chaos onscreen can make it hard to keep track of things, b) You pretty much need someone to play against to get full enjoyment from this title, and c) No language option, so we can’t immerse ourselves in the glorious Engrish dialogue from the arcades. Aside from that stuff (and the somewhat steep price), Twinkle Star Sprites comes highly recommended.

Find Twinkle Star Sprites on eBay



Psikyo's most prolific series started here, and it gets a nice conversion to the Saturn – the presentation is slightly downgraded from the arcade version, but nowhere near enough to make any real difference, especially seeing as it plays so faithfully. That said, the only real “extra” here is a “fighter index” where you can listen to a guy talk (in Japanese, of course) about the airplanes featured in the game – nice for history buffs who can speak the language, I suppose, but the rest of us will just get right to the game.

Otherwise, Strikers sticks to the standards of the series, and Psikyo's output as a whole – you blast your way through a combination of random- and set-order stages, all brimming with unfriendly orange bullets. The setting is, ostensibly, World War II, but you're able to select several aircraft (including prototypes that were never actually produced) from both the Axis and Allied sides, who have apparently united to face a greater threat – I don't recall my school's history books ever mentioning giant mecha rampaging around in the 40's, but maybe I just wasn't paying attention that day. As with most Psikyo shooters, memorization is as important to success as your dodging skills are – the bullets are pretty fast and your hit area is pretty big, so you're best off knowing in advance which patterns are navigable and which you'd best avoid altogether or bomb through. Scoring is straightforward except for the gold bars some enemies leave behind – watch them closely and you'll see them sparkle and glint, and the shinier they are when you snag them the more points they're worth. Unlike its sequel, the Saturn port of Strikers is considered the superior version over the PS1's, and is not prohibitively costly to buy, so it's a no-brainer for Psikyo fans and a pretty sure bet for most others.

Find Strikers 1945 on eBay

Gunbird



Don't worry about your repressed memories of the botched PS1 localization, Mobile Light Force, suddenly resurfacing to haunt you – the Saturn port of Gunbird is far more competent. Unfortunately it never saw daylight outside of Japan, but it's not super-expensive to import, so if you're looking for perhaps the best home version of the game don't be afraid to keep an eye out for it.

While Western gamers are likely more familiar with the sequel, which was ported and localized on the Dreamcast, the original Gunbird is one of Psikyo's earliest titles, and lacks many of the accouterments of its successor – no charge meter, no hidden characters, no coin chaining, just shooting, bombing, and surviving, without much else on top of it. Of course, there's nothing wrong with this if you don't mind the memory-reliant style of Psikyo's games, and the attractive graphics and charming, slightly goofy anime ambience are nice touches as well. Just be aware that some outdated amenities also make an appearance here, such as an “auto power-down” at max shot level, and notable bomb delays for some characters.

Aside from not being totally butchered on the gameplay front (and yes, tate mode is here too), the Saturn iteration of Gunbird has a nice set of extras for the fans, if not “serious” players – the character index, where the VA’s for the cast talk at you, is ample fodder for the geeks, though the real highlight is the art gallery, which includes an extensive collection of both official and fan-made artwork. The only usual Psikyo feature I miss is separate score tables for each difficulty level, but otherwise if you’re looking to play Gunbird this edition is probably the one you should check out first.

Find Gunbird on eBay

Sengoku Blade



Aside from having the latter half of its name mangled in various ways by translators (“Blaede,” “Braid,” etc.), this game is notable as one of the few Psikyo ports to make it to the Saturn but not the PS1 (though it eventually reached the PS2 bundled with its predecessor, Sengoku Ace). Aside from that, it’s semi-unique as a rare Psikyo side-scroller – their first one, in fact. Most importantly, though, the Saturn served it well.

Blade plays like most other Psikyo shooters, except turned on its side – disregarding the change in perspective, the main thing to set this game apart from its cousins is its feudal Japanese setting, and the great artwork and music used to set the mood (obviously historical accuracy is not the aim, though, unless the prominence of robotic samurai and the dress code for Shinto shrine maidens have been drastically altered in the historical record). There are two final stage routes to choose, both individual and team endings (almost all of them incredibly silly, especially if you can read the dialogue), and the ability to increase score items’ value by catching them at the right moment, but the setup is otherwise pretty tried-and-true in nature.

The one problem inherent to this game that’s not already an issue for most Psikyo offerings is the fact that you’re controlling a vertically-oriented character in a horizontal shooter, which can make dodging a bit more difficult than usual. Otherwise, the Saturn port is a solid if slightly expensive acquisition, containing an exclusive playable character (Marion, from Gunbird) and a second fan disc filled to the brim with artwork and other such content. Not to mention that this is the only shooter I can ever recall playing to feature a chain-smoking ring-tailed lemur – if that’s not enough to at least make you curious, well, I give up.

Find Sengoku Blade on eBay

Cotton 2



While her first two games (Cotton and Cotton 100 %) were nothing special

all around, the pint-sized witch with a deadly sweet tooth made a fine showing during the 32-bit generation, starting with this title. Another exclusive ST-V port to the Saturn, it perfectly preserves the rich graphics and unique gameplay of the arcade original – it's also compatible with the 1M or 4M RAM cart, which adds a few minor bells and whistles, though it's by no means vital to the experience.

While it appears at first glance to be just another side-scrolling cute-em-up, no other shooter plays quite like this one does – for one thing, aside from the usual shot and bomb you have a “grab” button, which allows you to, indeed, grab and chuck enemies (and some other things) if you get in close. However, the way this was really intended to be used is in conjunction with the “seal” system, the game's real bread and butter – you see, Cotton (or Appli, if you're playing simultaneous two-player) has a set of “special” shots, in the same manner that fighting game characters have special moves. With a quick quarter-circle or double-tap, your witch of choice will send out various spreads or condensed blasts – moreover, if one of these finishes off an enemy, it won't vanish but will remain onscreen for a few moments “sealed” inside a ball of magic. This is your opportunity to either a) grab and chuck it at another enemy, which will itself be sealed, and start a chain for points, or b) further abuse the poor critter by blasting it some more, causing it to eventually release a health item (yeah, you've only got one life and a health meter in this one). You'll also want to be conscious of which “element” your shot is powered-up into, as it affects how your sealed enemies behave when you interact with them.

In the end, Cotton 2's uniqueness, its main appeal, will also be its downfall for some – the special shots, which must be input from a neutral pad position and are tough to pull off on the run, are NOT optional to use, as your “regular” shots aren't powerful enough to carry you through on their own (mapping the various special attacks to individual buttons IS available...once you beat Hard mode to unlock it). The “sealing” system, while not as memory-intensive as some other scoring gimmicks, is still oddball enough to put off many, since there's little actual shooting involved – of course, if that's not enough to chase you off, the “cute anime witch (and scantily clad fairy companion)” subject matter might do it. Regardless, Saturn shmuppers in the mood for something off the beaten path ought to look for this one – as a bonus, it includes a Saturn Mode with some rearranged enemy patterns and graphics, and a few options (some requiring unlocking) not found in the arcade version. Collectors will want to try to find a copy which includes a 1998 mini-calendar.

Find Cotton 2 on eBay

Cotton Boomerang



I was tempted to combine this and Cotton 2 into the same few paragraphs, but in the end I just couldn't quite manage it – despite their similarities, the games are too different to lump together while doing both justice. While you're still unleashing the wrath of a cutesy character to seal enemies and chain 'em for pointage, Boomerang is a marked improvement on Cotton 2 in many areas, and likely a better buy for many players, despite being a ways more expensive and hard to find.

Most notably, Cotton 2's life meter has been replaced with a “team” system – at the start you choose 3 characters (out of 3 variations each of Cotton and Appli, plus fan-service fairy Silk and goofy talking hat Needle), and each of them serves as one of your “lives,” with the next taking over after the previous bites it. Also importantly, you can now map most of your special shots to the extra buttons on the controller from the start, eliminating the frustration of not being able to pull off a command motion under pressure. Your “regular” firepower has also been juiced up a great deal – if you'd rather not deal with the sealing and chaining at all, you're free to blast your way through most

tough spots the old-fashioned way. Your “grab” move can now instantly seal enemies, as well as cancel bullets – the latter can also be accomplished by a powerful new charge shot. You’ll certainly need these new tools, as enemies are more aggressive than before, sometimes filling the screen with junk to dodge. In the interest of space, let me assure you that there’s a bunch more stuff that’s been altered and tweaked for Boomerang that I haven’t ample room to list – to summarize the big picture, you’re doing a lot of the same basic stuff you did in Cotton 2, but almost all of it feels much more user-friendly and enjoyable.

Of course, Boomerang also has its share of annoyances. First and foremost, the only way to switch characters (other than dying) is to use a bomb – this seems like a silly oversight, as bombing to get out of a jam might leave you with a character you don’t want for that area, while switching to one you DO want will cost you a bomb you’d rather have saved for later. This inconvenient setup is highlighted by the fact that each character has a fixed “element” now, so if you want to take advantage of certain scoring opportunities you’ll have no choice but to grin and bear it. Don’t think of killing characters intentionally either – the only way to earn a vanquished teammate back is to catch a seldom-seen flashing teacup in the end-of-stage bonus round, which takes as much luck as skill. Pinpointing the hitbox on the relatively large sprites can also be tricky, though playing as the pint-sized Silk or Needle obviously makes it a bit easier. Finally, a lot of the graphics from Cotton 2 are recycled here, so if you’re expecting a visual overhaul, forget it. In spite of all this stuff, I still recommend Boomerang highly – despite the inevitable blow that comes to your manhood if anyone else sees you play it (“dude, is that a fairy shooting at pumpkins?”), you just might not care.

Find Cotton Boomerang on eBay

Game Tengoku



While Jaleco is generally not noted for its shooters (come to think of it, what ARE they noted for?), that didn’t stop them from putting out Game Tengoku (aka The Game Paradise) in the arcades during the Saturn era, and bringing it to the console soon after. Moreover, this isn’t just any old “serious” shooter, but a “spoof-em-up” in the tradition of Parodius – moreover, while it includes several characters and references to Jaleco’s product library, it’s also a parody of arcade culture and video gaming as a whole, in which you blast (and are blasted by) everything from flying arcade machines to UFO catcher toys to karaoke song lyrics.

Putting the nutty presentation aside, the game itself is fairly standard vertically-scrolling fare – the main feature of note is the scoring system, which requires you to collect score items (which just so happen to resemble eggplants) in rapid succession to increase their point value. Unfortunately, the design beyond this point feels rather haphazard, as enemies come flying (and shooting) from all directions without warning, and frequently frustrate as you dart around in an attempt to snap up the eggplants before their value is reset. Character balance is also off, as one or two stand head and shoulders above the rest in terms of usefulness. It’s certainly not a completely broken game, but doesn’t reach far above average when judged on gameplay merits alone.

Whatever the game’s weaknesses, however, you can’t say Jaleco didn’t put their all into the Saturn port – not only does it include the original arcade version (intended for vertical-screen “tate” mode, also included), but a Saturn mode optimized for horizontal “yoko” screens, crammed to capacity with a new playable character, several additional stages, cutscenes between levels, and LOADS of voice acting (with a cast including several notable VA’s, especially if you’re an anime fan – if you’re into that you might want to track down the Special Edition of the game, which comes with an original anime VHS). Both game modes also include a time attack option for those looking for a quick play. Everything looks and sounds good, and the kookiness and humor shine through even if you’re not overly

familiar with the references (or the language). In short, if you're going to buy this game you're going to do it more for its personality than how it plays – however, that's really not as bad of a deal as it sounds, as there's loads of said personality here.

Find Game Tengoku on eBay

Parodius Series



In similar fashion to the venerable Gradius, the 32-bit ports of the Parodius games aren't quite as indispensable these days thanks to the release of Parodius Portable on the PSP, but that doesn't change the fact that the Saturn has the entire series available and is a gracious host to boot. The first and oldest entry is on the Konami Antiques MSX Collection, the second and third are on the Gokujo Parodius Da! Deluxe Pack, and the final two (Jikkyo Oshaberi Parodius and Sexy Parodius) got their own individual releases.

For the most part, each of the games plays pretty similarly to Gradius, their inspiration/lampooning target – the powerup bar (careful though, it now includes a “booby prize” slot which will remove all your enhancements if you activate it), annoying gunpods and stupidly easy final bosses are all present and accounted for, though a handful of changes and extra stuff (most notably the shootable powerup bells from Twinbee) also make an appearance. What gives these games most of their appeal, however, is the presentation – while all of the games were at least graphically solid on technical merits alone when they were released, when you're piloting a missile-riding, carrot-shooting bunnygirl while battling hordes of multi-colored penguins and airships with pirate-hat-wearing kitty-cat faces, that likely won't be the first thing on your mind. From the segments which outright parody Gradius and other Konami shooters (i.e. Moai heads with sunglasses and other accessories, an invincible “walker” that resembles a Vegas showgirl) to the utterly random stuff that makes you wonder what the programmers were smoking (just make it to the first boss of Gokujo and you'll see what I mean), you'll rarely, if ever, find yourself with nothing onscreen to keep your attention. The soundtracks, which feature goofied-up “remixes” of everything from classic Konami tunes to the William Tell overture, only serve to add to the madhouse atmosphere.

The gameplay differences between each are relatively minor – Parodius, Da, and Gokujo, for their part, all play more or less like “classic” Gradius games, with most of their good and bad points intact. Sexy mixes things up a bit by including a “mission” structure with branching paths – each stage has an additional task for you to complete aside from just finishing it, and whether you succeed or fail determines which stage you go to next (and how much intermittent cartoon cheesecake you see). Jikkyo, the only Parodius other than the original which wasn't an arcade release, has a more traditional stage structure, but also several additional scoring tricks (such as finding invisible fairies) and extra features (including a minigame or two) not seen in any other release. All said, if you like Gradius and silliness, you'll be in heaven here – even if you don't, trust me when I say that you still need to play these games at least once, to see what happens when the shmup genre puts a proverbial lampshade over its head. Believe me, it's quite a sight to see.

Find Parodius Series on eBay

Gradius Deluxe Pack



Well, one certainly can't accuse this compilation of false advertising – it's got arcade-perfect ports of the first two Gradius games, and aside from a new CG intro, not much else. Of course, if you're a Gradius fan that shouldn't be an issue, not to mention that, if you can find a copy that still has it, the Saturn version comes with an exclusive Vic Viper paper cutout model for the collectors. While this compilation isn't considered as essential as it once was thanks to the release of the PSP's Gradius Portable, purists note some presentational imperfections in the latter, so some might still prefer this edition.

In case you need a quick synopsis, the original Gradius (aka Nemesis) introduces the classic weapons set and the standard power-up bar, and while the presentation has obviously aged some and the stages are shorter than later entries in the series, it's still got plenty of earnest, no-frills appeal left in it, and not just due to pure nostalgia either. Gradius II: Gofer No Yabou (gotta love Engrish) offers a new coat of paint for both the graphics and sound (including the now-famous announcer – “Speed Up!” “Shoot the Core!” “You Need Some Practice!”) as well as several selectable varieties of power-up bar (and the force field...yep, you can ditch the near-useless forward shield). Most shooter fans will agree that everyone ought to play these classic games at some point, to see where one of shooting's most legendary series began.

At the same time, it's worth noting that, being arcade games, these titles were definitely designed as quarter-munchers – if you lose a life (and your power-ups) at certain spots, it can be incredibly difficult to recover. While neither's difficulty is as blistering as that of the arcade version of Gradius III, the “ice chunks” stage of Gradius II will still frustrate many, and it's hardly alone. If you don't mind the checkpoint structure and emphasis on precise, predetermined actions over spontaneity, you'll be right at home with the good old Vic Viper here, and likely for most of the rest of the series on other systems.

Find Gradius Deluxe Pack on eBay

Detana Twinbee Yahho! Deluxe Pack



One of the most famous “cute-em-up” series ever released (and perhaps the very first one, depending on how strict your definition is), Twinbee banishes pretty much anything remotely dramatic from its ranks, replacing asteroids and aliens with puffy clouds, flying vegetables, and bright colors. This set, also released for the PS1, takes the series' last two arcade entries, Detana Twinbee and Twinbee Yahho! (and yes, they do pronounce it “yah-hoe” in the game) and sends them to home consoles together. Both share many of the same central mechanics, inherited from the earliest of their forebears, most notably the “bell” powerups, which must be “juggled” with the player's shots until they change color and turn into the pickups the player wants – many have disparaged this recurring feature, as it's tough to avoid shooting (and unintentionally changing) a bell you want

when you're being assaulted by malevolent silverware from all sides, though others welcome the challenge in "really earning" your prizes.

Detana (aka Bells and Whistles) plays very similarly to the original Twinbee (aka Stinger), containing many of the same powerups (the trailing options, the shield, etc.) and "bell chaining" scoring system, though it does give you a piercing charge shot in addition to your usual weapons. The main thing it adds, however, is a jolt of personality – not only have the graphics and sound drastically improved, but the Bees' pilots and other characters are given a place in the spotlight via brief inter-stage cutscenes and other interludes – in otherwords, the game's bright and colorful world finally truly shines through, and as a result this entry still stands as the most popular Twinbee title released to date. Yahho! further pumps up the presentation (if you ask me, it's one of the best-looking and -sounding "cartoony" games out there), and tosses a few more features into the mix, such as the choice of four charge shots at the start, and additional collectible weapons that can be held in your Bee's arms (if you still have them, that is).

Both games are pretty much arcade-perfect in terms of overall presentation and playability, though Detana, curiously enough, does not have its original vertical-screen orientation available, one of the few Japanese-released Saturn/PS1 shooters to be neglected in that area (Yahho! was originally played on a horizontal screen, so there's no such issue with it). Don't be completely taken in by the cute looks, though – while the games aren't as frustratingly challenging as some others, they'll still steal a life or two (or three) from you very quickly at certain spots if you're not prepared. Despite their imperfections, these games are still a good choice for anyone who doesn't mind a well-presented cute-em-up.

Find Detana Twinbee Yahho! Deluxe Pack on eBay

Salamander Deluxe Pack Plus



Perhaps the most sought-after of Konami's 32-bit arcade shooter compilations, Salamander, the slightly more obscure sibling of company flagship Gadius, gets its due here, together with its variant, Life Force, and its sequel, Salamander 2. This series, while similar to Gadius in several ways, departs from the former's conventions most notably by a) Featuring both side-scrolling and vertical-scrolling stages, b) Making more frequent use of "organic" settings, c) Granting you an instant respawn rather than sending you to a checkpoint after dying, and d) With the exception of Life Force, employing a more "traditional" power-up system.

While you're still piloting the iconic Vic Viper craft here (or the Lord British on the 2P side, during simultaneous multiplayer), as well as using many of the same weapons, in Salamander there's no power-up bar or "cashing in" generic collectibles for the upgrade you want – instead of needing 5 glowing trinkets to get an option helper, for instance, you just collect an "option" item, and boom, it's yours. This setup has both advantages and disadvantages – while you can power up more quickly now, there's also more potential for getting stranded if you die and the upgrades you need for the area simply aren't around. This is compounded by the instant respawn system – instead of going back to a checkpoint and (hopefully) an opportunity designed to get you back on your feet after biting the dust, you'll just have to pray that the specific items you need come along PDQ – technically you're able to re-collect your options, but in many cases they'll scroll off the screen before you can reach them at your now-lowest speed. Life Force has almost the exact same layout as Salamander, except with a slightly reworked presentation and a return to the old Gadius power-up system, with all its good and bad points intact.

Salamander 2, the most coveted part of the collection for many, retains its predecessor's basic gameplay and powerup systems, with a few additions – for one, if you collect two powerups for the same weapon it will temporarily

become more powerful. Also, you can now use the B button to sacrifice one of your options and unleash a homing laser to (hopefully) clear the screen out for you a bit – additionally, you’ve been tossed a bone in that your options won’t go offscreen when you die, but will “bounce” back in from the edge and allow you to actually get to them this time. As you’d expect, the graphics have gotten a nice shot in the arm, as has the overall ambiance – wait till you see what’s in store for the old “brain” boss at the end of the first stage. As with most of Konami’s other 32-bit ports, the games are all perfect or close to it – be aware, though, that this collection tends to be pricier than the others. Of course, this is somewhat softened by the fact that the PS1 version tends to go for even more. Unless you’re willing to sacrifice screen size for portability (and the inclusion of Xexex) via the PSP compilation, Gradius fans might want to diversify their collection here.

Find Salamander Deluxe Pack on eBay

Kingdom Grand Prix



Also known as Shippu Mahou Daisakusen, this is actually the middle entry in Raizing’s “Mahou” series (sandwiched between Sorcerer Striker and Dimahoo), and the only one to get a port to a “mainstream” system. This is especially odd considering that Kingdom is far and away the most unusual game of the bunch – in brief, it’s an unlikely hybrid between the shooting and racing genres. Yes, you read right.

The game stars the four original Mahou characters, plus four others who haven’t been seen since, all competing in a flying race for a prize from the king – of course, this race is a bit different from the usual fare in that you’ve got a bunch of enemies shooting at you the whole way through (thankfully, of course, you can shoot back with one of two collectible weapons per character, or even ram them for damage). Of course, you’ve also got the other racers to deal with, and while you can’t shoot them you can spend a bomb to trip them up or try to ram them into a stray enemy bullet. As unique as this play style is, it’s still something of a tough sell – watching rivals pass right on by as you fight off an unavoidable boss is frustrating, and trying to strike a balance between combating enemies and keeping your speed up (which is done either by moving to the top of the screen or holding down the fire button for a boost – both are risky when done too frequently) is tough to do when your fellow racers can beat you just by cruising. You can technically finish the game without winning the races, but you’ll get a bad ending and lower scores for it.

Still, the gorgeous sprite graphics, fun characters (including some of the enemies – the vampire boss’s antics are particularly fun to watch), and nice variety of stages are worth experiencing, and while the Saturn port doesn’t offer any major extras, it does have a code to enable “shooting mode,” in which you just play through the stages as you would in a “normal” shooter, with the racing elements removed. Despite my criticisms of said racing, the stages are obviously built around it, and feel somewhat empty without it, especially with no real scoring system to speak of. All told, Kingdom is certainly noteworthy for its attempt to rock the boat in a somewhat cookie-cutter genre, though players will have to be willing to crunch down on some tough nuts baked in to fully enjoy it.

Find Kingdom Grand Prix on eBay

Thunder Force V



Techno Soft's most successful series (sorry, Herzog fans) slathers on a 3D coat of graphical paint this time around, but hangs on tight to its traditional 2D gameplay. As per usual, you've got your standard cannon and tailgun for starters, with upgrades for each and 3 additional weapons to collect, which can be cycled between at any time – pair them with up to three “CRAW” options (they're collected individually this time around) and it's up to you to use the appropriate armament at the appropriate time, and of course avoid being shot down while you're at it.

In addition to the standard features listed above, there are also two noteworthy gameplay additions in place – for one, you can now hold down the B button to activate your “Over Weapon,” which powers up the weapon you're currently firing, at the cost of weakening your CRAWs, to the point where a single enemy bullet can destroy them if you use it too often. Second, there's a simple scoring system in place, namely “kill big enemies faster, get more points.” This is actually a mixed blessing thanks to the uncharacteristically unbalanced weapon selection – the “Free Range” weapon can not only be steered to fire in any direction, but it's by far the most powerful enemy-killer you've got, to the point where many bosses go down in seconds if you get in close enough. Nothing else in your arsenal can begin to compare, so if you lose the Free Range and can't get it back, you're in for a tougher haul and much lower scores.

That being what it is, the Saturn port of TF5, with its extra scrolling layers and other graphical gimmicks, actually holds up better than the PS1 edition in terms of presentation, which is especially unusual considering the latter system's typical dominance when it comes to 3D graphics. Of course, the fast-paced electric guitar synth is here too, and gets you in the mood for some blastin'. The game also got a SataKore reissue and usually isn't overly pricey...unless you set your sights on the “Special Edition,” which includes a music CD featuring a selection of remixed tunes from previous games in the series. While few players name this TF entry as their favorite, most still consider it worth a go, especially for fans of the 16-bit entries.

Find Thunder Force V on eBay

Hyper Duel



A somewhat obscure Techno Soft arcade offering, Hyper Duel's main draw is your ability to transform each of the 3 selectable ships into a humanoid mech at any time – hold the A button and you fire shots as your “ship” form, hold B and you'll instantly transform and start blasting as a robot, generally with a more condensed, powerful stream of bullets that can be aimed as you move. While pressing either button, hold down the other at the same time and you'll execute one of two special attacks (depending on which form you're in), draining a refillable meter as you do so. Other than the ability to collect two types of (often quickly-destroyed)

option helpers, that's pretty much the game in a nutshell.

As always, Techno Soft's penchant for cheesy "pump you up" music and lots of explosions carries the day – the first boss, for instance, continues to swing its tentacles at you for a bit after it's begun to succumb to the inevitable, and you've got to wreck it a bit more before it's finally vaporized for good. Similar over-the top laser barrages and such serenade you throughout the journey – then again, what would you expect from a game with a title like "Hyper Duel"? Equally shallow, unfortunately, is the "scoring system," if you can call it that – if you sit completely still at any given time, your score starts climbing on its own. Exciting! For fans of Thunder Force and other games like it, though, this one still comes recommended...

...if you can find it. And, moreover, afford it. The title apparently received a very small print run, and seldom-seen copies of Hyper Duel can fetch prices to rival (and sometimes exceed!) Radiant Silvergun, the poster child for "sell your firstborn and left arm to play" games on the Saturn. If you decide to take the plunge, the port of the arcade original is thankfully faithful, and is accompanied by a Saturn mode which plays pretty much the same (though you now have the handy ability to lock your shot's direction in "robot mode") but improves the graphics and sound – while the 3D render on the cover might make you fearful of a sub-par polygon treatment, rejoice, as it sticks to sprites rather than forcing the extra dimension, as was in vogue at the time. Hardcore Techno Soft fans, if you want to express your love for your favorite shmup developer and have some cash to burn, here's about the best opportunity you're likely to get on that front.

Find Hyper Duel on eBay

Blast Wind



Speculation abounds as to exactly what the origins of this title might be – while there's evidence that Blast Wind was intended to be one of Techno Soft's relatively few arcade (and vertically-scrolling) releases, there's no indication that said release ever came to pass. In any event, the game eventually wended its way onto the Saturn, and in the process became one of the system's few shmup exclusives that isn't an arcade port. It's a tough one to track down, too, and pricey (while not as costly as Hyper Duel, you're still likely talking triple digits for a complete copy), so if you want to play it you'll probably have to be both patient and willing to pay up.

As for the game itself, each of your two available planes (automatically assigned, depending on whether you use the first or second controller) has two weapons (a "stronger straighter" one and a "weaker wider" one), each assigned to its own button, so you can switch between them at will depending on the situation. Powering up is more of a formality than anything else, as there are loads of items and it only takes a couple to get to full blast, so you're unlikely to be caught with a pea-shooter often – if that weren't enough, grabbing a powerup gives you a few moments of invincibility and stretches out columns of energy to each side of your craft, giving you a brief opportunity to sweep the screen clean (though there are also plenty of bombs provided). Otherwise there's not much to it, aside from some fixed-value point items (which still provide enough to net you several extends) or an occasional defensive option orb to distract you from blasting the heck out of everything that moves, and a bunch of stuff that doesn't while you're at it.

If the aforementioned paragraph makes the game sound simple and easy, that's because it is – most shmuppers should have little trouble one-crediting it with a little practice, though upping the difficulty's always an option. The game is also rather short even for a shooter, though the ability to take an alternate path through each stage adds a

bit of variety. The graphics, for their part, aren't a huge step above the 16-bit level, but aren't a distraction either, and while the soundtrack is vintage Techno Soft electronica, the voice samples are so muffled that they're largely unintelligible. All in all this isn't a bad game, certainly, but the limited scoring system and challenge, coupled with the high price, drag it short of a must-have.

Find Blast Wind on eBay

Shienryu



While under-the-radar shooter developer Warashi has gone the anime girl route (and how) recently with Trigger Heart Exelica, back in the day, like so many of its fellow shmup makers, it stuck to relatively innocuous settings for its shooter offerings – yeah, there were characters and a plot in there someplace, but whatever. There are planes, there are tanks, there are shiny things to collect – you need more? Some might fault Shienryu for doing TOO little to stand apart from the pack (especially the Raiden games, themselves frequently cited as the definition of “standard shooters”) in this regard, but anyone hungry for some solid old-fashioned blasting will likely be right at home here.

As was mentioned, this game plays similarly to Raiden, though it also borrows some features, most notably its weapons, from its pseudo-prequel, Daioh – you’ve got three collectible armaments, fixed-value point items, relatively quick enemy bullets, checkpoints during stages (but instant respawn at bosses), plus you start on Earth and end up in outer space. A few key elements have been adjusted, however, and arguably improved – for one thing, your hitbox is a bit smaller here, and bombs grant instant invincibility, giving players a bit more leeway on the defensive front – enemy bullets are also a bright blue color, and generally easier to see (well, except on blue backgrounds, anyway). The graphics, while not quite as detailed as those of Raiden II, are still nice-looking, with lots of shrapnel, and a bit of fantasy influence for good measure (the main enemy, as the title suggests, is a dragon-mech). Music is nothing special, but explosions are satisfying.

The main complaint one might have about the game, incidentally one also inherent to Raiden, is that the appearance of some of its features, especially its rarest power-ups (most notably the seldom-seen shield item), is annoyingly arcane – it’s largely a mystery why they do or don’t appear at given points. Other than that it’s pretty solid for what it is – the Saturn port, for its part, lacks the extra mini-modes from the Geki-Oh PS1 port, and obviously doesn’t include the pseudo-sequel from Double Shienryu on the PS2, but it’s the only version to both retain tate mode and save high scores, making it the preferred pickup for purists.

Find Shienryu on eBay

Sonic Wings Special



Not to be confused with the arcade release Sonic Wings Limited, this game is something of a console-only “greatest hits” compilation of stages, characters, and enemies from previous Sonic Wings games. Created by Video System, many of whose employees moved on to Psikyo later on, this game has a feel similar to the latter company’s works, but also a charm all its own.

Sonic Wings (aka Aero Fighters in the West) always had a relatively simple setup, and Special is no different – all told, it’s a relatively “textbook” vertical shooter. About the only notable things here from a gameplay standpoint are the occasional point items (which are worth more when collected near the top of the screen – careful not to be kamikaze’d though) and the branching paths you can take through the last few stages. What the game lacks in innovation, however, it makes up for in variety and personality – you’ve got a healthy selection of planes (and wacky pilots, ranging from a ninja to a dolphin) at the start, and can unlock a bunch more. While the balance is a bit off, it’s still fun to try everyone out, as well as read what they say (if you can understand Japanese text) in between stages. There are a handful of other quirky occurrences in-game, from the altered appearance of the point items (play as the ninja and it’s a “yen” symbol, while it’s a “dollar” sign for the American ace) to being attacked by a giant monkey in space – in spite of this, the game still feels low-key and unpretentious, content to be the simple shooter it is. If you yearn for the days when the phrase “what’s my motivation” was attributed to actors instead of gamers, this might provide a breath of fresh air for you.

On the Saturn the package is solid, if unspectacular – it does include a “time attack” mode where you try to defeat several bosses in order as quickly as possible, which is a nice diversion if you want a break from the main game. It also comes with a mini-CD which includes a couple of songs supposedly performed by one of the game’s characters (an idol singer) – in case you need to hear it from me, it’s nothing worthwhile unless you’re a collector. In short, if you want a shooter that will grab your attention in ways you’ve never seen before, you’d best save your money for another title. However, if you want to balance out your shooter collection with something a little more old-fashioned you could do a lot worse (and a lot more cost-prohibitive) than this title.

Find Sonic Wings Special on eBay

Image Fight and X-Multiply



While Irem is obviously far and away best-known for the R-Type series, it also released a small collection of mostly-unrelated shooting titles that, while not as popular, still frequently developed cult followings of their own. Most of these offerings, despite their various unique qualities, didn’t stray all that far from the latter’s old-school memory-based core structure, and the pair featured in this collection are no exception. As a bit of trivia, both of the player ships from these two games (plus several others) were given cameos

in R-Type Final, namely the “Daedalus” (Image Fight) and the “Crossing the Rubicon” (X-Multiply).

That said, interestingly enough, Image Fight (which was supposedly an inspiration for Radiant Silvergun) is actually one of Irem’s few vertical shooting productions, though it’s still certainly no more merciful than any of its more famous cousins. You can collect either blue (fixed-direction) or red (aim-able) options as well as a handful of other power-ups, which, while they attach to the front of your ship like R-Type’s force pod, can only defend against one hit before being destroyed (which might be a good thing, as you can’t collect anything to replace your current weapon until it’s been shot off of you). Your options, though, are indestructible and can even be “boomeranged” at enemies, and your speed can be adjusted between four levels at any time. Despite these various amenities, however, you’ll almost certainly find yourself dying quite frequently (and being sent back to checkpoints) until you learn the layout of the stages.

X-Multiply is more akin to R-Type in terms of its side-scrolling structure and emphasis on using an invincible bullet-blocking attachment to help you through, but if you thought that the latter’s occasional organic backdrops and quite-possibly-phallic enemies were creepy, X-Multiply ventures even further into the dark, Giger-esque sub-realm of science fiction, with plenty of floating eyeballs and grotesque humanoid faces to keep you wondering what disturbing scenario you might encounter next (the plot, if you’d care to know, actually places you inside a human body, a la “The Fantastic Voyage,” except this body has been infected by an alien). Heck, the game’s not even normal enough to give you a regular ol’ force pod anymore – now, when you snag an item, a pair of tentacles spring out of your ship, and can be “steered” depending on which direction you’re moving in (and no, they can’t be detached). While this one isn’t quite as merciless as Image Fight, you’re still in for a challenge – both this port and the PS1 version are considered close to perfect, so if you’re a glutton for punishment they’re waiting with open arms.

Find Image Fight/X-Multiply on eBay

Guardian Force



The Saturn’s only entry in the rather uncommon “tank shooter” subgenre, Guardian Force puts you in control of (obviously) a tank, which can rotate its turret to fire in eight directions – when you get right down to it, that’s this game’s most notable single feature. Of course, you’ll need to make near-constant use of it, as the screen scrolls in several different directions and enemies sally forth from every which way, keeping you on your toes.

You’ve constantly got a standard cannon firing in whatever direction happens to be “forward” at the moment, but as it’s pretty weak you’ll be depending on the five collectible weapons (each of which can be powered up to ten levels, and has its own unique bomb) and two types of missiles to see you through. The main scoring system is similar to the “medaling” found in Battle Garegga, where you’ll want to reveal score items one by one to continually increase their value until it’s at its maximum – of course, speed-killing midbosses for extra points is also fun. The visual presentation is solid if a bit generic (including the menus, which don’t include anything notable in terms of extras, as this is more or less a straight arcade port), and the music’s only notable for its rather frequent use of bells and gongs, which give it a slightly surreal feel.

Guardian Force is something of a minor pariah even among the shmupping crowd, not only because of its lack of personality but also because playing it feels a bit disjointed. Movement is pretty fast, which is good for getting out of the way of patterns you’ve memorized but bad for weaving through those you haven’t, making learning the game a matter of trial and (lots of) error. Granted, it’s nice to know that touching most enemies (as opposed to their shots)

won't damage you, and that certain "instant" attacks are explicitly telegraphed, but even at that the game can be quite frustrating if you don't know what's coming – and sometimes even when you do. One could certainly do worse than Guardian Force, especially when searching for a curiosity to fill out one's library, but it's not something to pawn one's soul for.

Find Guardian Force on eBay

Bokan to Ippatsu! Doronbo Kanpekiban



While many "serious" shooter players will likely stay away from this one just because of its subject matter, Bokan stands a cut above the usual licensed game fare. Based on the Tatsunoko anime "Yatterman" (while also including references to other "Time Bokan" spinoffs), you play, not as yet another faceless ace pilot, but a trio of bumbling costumed villains, out to pit their silly animal-based mecha against the heroes' silly animal-based mecha in a battle for old-school anime supremacy. Even those unfamiliar with the subject matter should enjoy the vivid graphics and goofy humor, as long as they don't take the title too seriously.

You've got a selection of six vehicles at the start and receive three more to choose from later on – while the balance is a bit off, all are still fun to mess around with (and somewhat necessary, since you can't use the same one two stages in a row), especially since collecting enough "skull" icons during a stage enables you to turn into a giant, invincible harbinger of destruction for a limited time. You've also got an unlimited supply of bombs (it's good to be the bad guy), but it comes with a catch – not only do they not give you invincibility (or cover the whole screen), and take a few moments to load before launch, but if you're hit while getting one ready, instead of just losing a bit of life meter your vehicle will be blown to bits, leaving your team with nothing but a bicycle to ride and one hit away from a game over.

There's plenty of scenery to blow up, and you receive either skulls or point items depending on whether you bomb or shoot them, so you do have some ability to play for either score or survival, though the game is rather slow-paced and non-intense to begin with. This fact, along with the silly thematic trappings, will likely make this one a non-option for the more "hardcore" set (the theme song alone will likely be enough on its own to scare many off), but if you're just looking for a bit of fun this is a solid pickup. Aside from some minor presentational tweaks this version and the PS1 port are identical, so snag whichever you can find cheaper.

Find Bokan to Ippatsu! Doronbo Kanpekiban on eBay

DonPachi



Rising from Toaplan's freshly-smoldering ashes, Cave's groundwork-laying

first shooter appears here, complete with all of its trademark wanton laser-y destruction, but while the Saturn port looks good, it unfortunately suffers from downgraded sound (an especially tragic shortcoming, considering the game's infamous announcer... "Keep your finger on the trigger, rookie!") and excessive slowdown.

Also, while there's plenty of off-the-cuff bullet dodging to be done, the game still relies on "memorize or die" moments a lot more than most any other Cave title, so it might hark back a bit too far for some players' liking.

If you're going to get this port it's definitely not a total waste, especially if you like tinkering with display options (the game gives you plenty of those), but you'd still probably be best off looking for the better-handled PS1 port, unless the Saturn's your only option.

Find DonPachi on eBay

Gun Frontier



One of three shmups released on the Saturn under Xing's "Arcade Gears" label, Gun Frontier is technically the direct predecessor of Metal Black, though the two games share nearly nothing in common. While this game's unusual ship design (most of the "ships" are shaped like old revolvers or other guns of some sort) wouldn't suggest it, the title is also considered the main inspiration for Raizing's Battle Garegga – the detailed backgrounds, elongated bullets, bomb fragments, and napalm spread super weapon certainly appear to foreshadow that later title.

While this remains the best port of the game (and was the only one for a long time, until the recent Taito Memories collections on PS2), the painfully slow ship movement and stiff-as-a-board stage layout (i.e., the power-up carriers move way too fast for you to get most of them unless you know they're coming...bombs are too slow to save you in a pinch...certain enemies will give you endless grief unless you kill them before they launch, etc.) do a lot to date it. With the port you do, however, get a friendlier rapid fire rate (a bit too friendly for some hardcore players, actually) as well as a sound test, and it comes with a "Gameest Gears" booklet for the collectors if you can find one with all the original packaging.

Find Gun Frontier on eBay

Metal Black



Rumored to have been cobbled together using the leftovers of a scrapped Darius game, this largely unknown Taito offering ended up serving as inspiration for both G Darius and Border Down, most notably via your ability to mash buttons for fun and profit during super-powered "beam battles" with bosses (yep, this is the first game to feature it). Otherwise, it's a pretty basic side-scroller – your only weapon, aside

from the super beam referred to earlier, is a straight-ahead double-shot, and your only power-ups are molecules of “Newalone” that float around periodically – you’d better know where they tend to show up, as using the super beam (once activated, you can’t cancel it until you’re completely drained) also brings your main shot back to square one. The trippy visual and sound design is among Taito’s most striking and creative (how about a boss that hatches out of the moon like an egg?), and trying to grab all the drifting Newalone before the boss can get it (it’ll use it to power its own weapons up) is fun, but your limited available defense against truckloads of cheap deaths from all directions ratchets up the frustration quickly. It’s not too hard to find thanks to a SataKore reissue, so it might still be worth picking up for some, especially if you’re picky about the visual specifics (or bugs, in the US release) that turn some off to the Taito Memories PS2 port.

Find Metal Black on eBay

3 Wonders



As the title suggests, this is actually 3 games in 1 – a platformer, a puzzler, and the reason this thing is listed here, a side-scrolling shooter titled “Chariot” (off to the side, if you’ve ever wondered where Marvel vs. Capcom’s elfish assist character Lou comes from, this is the place). The stylish fantasy-themed graphics are a nice change of pace from most typical shmup settings, and the ability to use your regenerating Gradius-esque trailing options to block bullets, damage enemies, or fuel power shots is cool, but even with those abilities you’ll still have a heck of a time maneuvering your rather bulky character out of the way of many of the game’s patterns.

All told, despite its strong points, the game just doesn’t feel fleshed-out enough to quite stand on its own – thus, it’s more or less where it belongs, as one third of a pre-packaged compilation. Additionally, the Saturn version is hard to track down and on the pricey side, so you might just want to try it (along with a bunch of additional games too) on the easier-to-find and cheaper Capcom Classics Collection Vol. 2...although, as with the other “Arcade Gears” releases, there’s a collectible booklet here if you’re of the packrat mentality.

Find 3 Wonders on eBay

Darius 2



The original arcade release of Darius, one of Taito’s more famous forays into the shooter realm, offered little to set it apart from its side-scrolling competitors at the time, save for three notable features – one, the ability to choose from several branching stage paths to progress along; two, the unusual enemy designs, most of which are giant mechanical versions of various fish and other water-dwelling critters; and finally a

“widescreen” cabinet featuring three horizontal monitors displaying the game at once. The game never really received an “arcade-perfect” port, largely due to the complications that the multi-screen setup brought to the table, but its sequel, which plays similarly albeit with a few minor tweaks, eventually got one on the Saturn, about seven years after its original release.

The “solution” to the display dilemma featured in this version, which was brought overseas to Europe but not the U.S., is to give players the power to zoom their viewpoint

in (which limits how far ahead you can see) and out (which makes spotting bullets difficult) at will – obviously this is hardly an ideal implementation, but in retrospect it’s probably about the best option available for a “direct” arcade port. Beyond that, while the zooming mechanic, if nothing else, is fun to toy around with, the game underneath really isn’t helped by it, and remains quite simple and outdated by today’s standards, leaving Darius II as more of a curio than an essential for Saturn shmuppers. Sort of like one of those novelty singing fish you hang on your wall, but robotic and packing heat.

Find Darius 2 on eBay

Darius Gaiden



Widely touted as the first Darius game to “rock the boat” its predecessors sailed in to any significant extent, Gaiden (brought intact to the West by Acclaim, along with Rayforce) sticks to a more traditional single-screen display (which, obviously, made the porting process from the arcades a good deal smoother) and offers an improved (and increasingly surreal) presentation over its forebears. Players are also treated to a stock of (pretty cool-looking) smart bombs for emergencies, as well as the ability to temporarily “capture” midbosses for some help in their continued battle against those naughty space fish. On the surface, Darius finally appears to be on its long-overdue way into the “modern” shooter era.

Unfortunately, in spite of its improvements, it’s also as shameless a quarter muncher as you’re likely to encounter, with a rank system that’s frustratingly eager to leave you high and dry (it never lightens up once raised, no matter how many times you die/power down), certain bullet patterns that are nearly impossible to get through without a bomb or shield, and boss fights that take an eternity to end, even when tackled with a pumped-up autofire cheat (which most “serious” shmuppers refuse to go without when playing this). There are plenty of stages to see, wacky enemies to fight, and thrills to be had here, but even though the game itself isn’t hard to find or afford (especially compared to the PS1 version), they still come at a price.

Find Darius Gaiden on eBay

Fantasy Zone

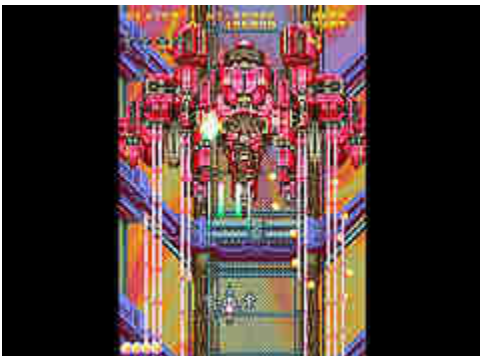


While Sega and Sunsoft's contribution to the "cute-em-up" niche has gotten somewhat lost over the years when compared to the likes of Parodius and Twinbee, the game has still been popular enough to spawn several sequels, remakes, and compilations – this Saturn offering, though, is simply a perfect port (an unusual feat, back in the early days of the "Sega Ages" collections) of the game that started it all. This title plays most similarly to Defender, taking place from a side-scrolling perspective – while your ship is always moving forward, it can actually be turned around (something dozens upon dozens of pilots in other shmups apparently never figured out how to do), and the screen will then start moving in the other direction (the stage will loop if you go far enough). Your craft, named Opa Opa, is apparently similar to the Bees from Twinbee insofar as he's apparently "alive" – not only can he sprout legs and walk around, but he can even buy stuff from the shops he encounters as he searches (with the help of a handy radar display) for enemy bases and bosses to take down with either a standard shot or a ground-based bomb.

The relatively simple but colorful graphics are perfect for the theme (and have held up surprisingly well for a game this old) and even with the auto-movement everything plays a good deal better than, say, the top-scrolling Thunder Force II segments, but there are still some irritating aspects to deal with – for one thing, most power-ups you purchase only last a short time (and everything is instantly kaput when you die), meaning that you'll spend a lot of your time with the default weaponry (especially since the price of every item goes up the next time you want to buy it). Your ship is a pretty small target and not too hard to maneuver, but when the screen gets loaded up and you're not holding a speed up, you're likely in trouble. This port, aside from faithfully reproducing the arcade original, includes a few extras, most notably a Replay Mode – unless you'd prefer to snag the recently-released series compilation on PS2, this one's a no-brainer for cute-em-up fans.

Find Fantasy Zone on eBay

Gekirindan



One of many little-known Taito shooters with a small but devoted fan following, this a fairly standard vertical setup, though the plot (which involves chasing your cybernetic adversary through different eras across time) is at least somewhat different. As with most Taito products the game looks nice, though the soundtrack, while not bad, is mostly remix after remix of a single theme (to be fair, Radiant Silvergun does much the same thing and is rarely criticized for it). You've got three planes to choose from, and a small selection of collectible weapons for each, but you'd better hold onto them, as re-powering up after dying is often an ordeal – faintly-colored bullets also have an annoying tendency to get lost in the background at times.

Oddly enough, playing on the 2P side actually loosens up the rank, so remember that if you want to maximize

your chances of clearing it. Supposedly some Toaplan staffers had a hand in this, and there are a few references to their products here if you look, but you'll have to suffer through a chuggy port (ready for pre-boss loading?) to do it. However, to date, despite its problems, this is the only port of Gekirindan to include tate mode, which might influence some in its direction.

Find Gekirindan on eBay

Thunder Force Gold Pack 1



The first of two 16-bit-era Thunder Force compilations released on the Saturn, this volume offers Thunder Force II and Thunder Force III for your blasting pleasure. In case you haven't played them on the Genesis/Mega Drive, TFII is a combination of the overhead-view "arena" levels of the first Thunder Force (which never made it beyond a set of Japan-only computer systems, and remains quite the obscurity to this day) and the then-new side-scrolling sections that became the series' standard. The graphics are obviously a bit dated twenty years on, and while a nice selection of collectible weapons are available (including a single CLAW option, which became two and three in later entries), if you lose a life you lose everything else long with it. This can be especially frustrating in the overhead levels, since you're always moving forward automatically and can only steer and shoot – most of your weapons require you to be heading towards your targets to hit them, leading to frequent point-blank deaths. The side-view sections are, if nothing else, a bit more comfortable, but are still outdated by today's standards.

TFIII is, for many players, the game that truly began to define the series, and certainly to popularize it. As referenced earlier, it deep-sixed the overhead portions of its predecessors completely, as well as allowed the player to choose one of several stages to start on. You can also adjust your speed on the fly, shields last until you're hit a few times rather than running out on their own, and you only lose the weapon you're using when you die (all these features were to be carried on through the rest of the series). As expected the graphics have been spruced up some, and the "high-octane" ambience, complete with fast-paced electronic music and lots of explosions that TF is known for, is demonstrably in effect. Both ports on the Saturn are nearly perfect (the only complaint is the inaccurate sound), and actually reduce the slowdown present in the originals as well – if you don't have them on the Genesis and don't mind the semi-occasional laser-to-the-face from nowhere, this is a solid package.

Find Thunder Force Gold Pack 1 on eBay

Thunder Force Gold Pack 2



The remainder of the 16-bit Thunder Force games make the trip to Sega's

next system here, featuring Thunder Force AC (an arcade-released retooling of Thunder Force III, later ported to the SNES as Thunder Spirits) and Thunder Force IV (brought to the US as Lightening Force). The former plays nearly identically to TFIII, and includes the same weapon set, though two of the stages are different and the level progression is always in a set order. The sound has also been rearranged a bit, but otherwise most everything that was in TFIII is here, just shifted around some.

TFIV, on the other hand, is considered the pinnacle of the series by a sizeable percentage of fans – the graphics are some of the most impressive ever to appear on the Genesis, and this time you can actually choose the order of all four initial stages, rather than just where you begin. The weapon selection has been shuffled a little, but is balanced well – also, partway through the game you gain a powerful charge shot, though you need CLAWS to use it. Stages are now larger vertically, which gives you more space to move around, though it can occasionally allow enemies to sneak up on you (or powerups to sneak by) from above or below, offscreen. As with the first Gold Pack the slowdown's been cut – this time, though, the sound has been brought back up to par, and everything else has remained faithful to the originals. An interesting bonus feature is also on offer – you can unlock the ability to play TFIV using the ship (and weapons) from TFIII/AC. Since there are none of TFII's overhead levels to deal with here, this is probably the preferred pickup for "modern" Thunder Force fans, though it's also pricier than the first volume.

Find Thunder Force Gold Pack 2 on eBay

Strikers 1945 II



You may have been a bit thrown off by the original Strikers 1945 being up so much higher on the list, but it's strange how unpredictable any given port's quality can be. While the first two Strikers games (which are largely identical in terms of how they play, except that this one adds a power meter which must be at least partially filled for you to use a charge shot) were each sent home on both the Saturn and PS1, their ports turned out quite differently on the two systems.

As you've probably read above, the first Strikers got perhaps its best treatment on the Saturn – for who knows what reason, however, the sequel is plagued by slowdown on Sega's console, and performs better on the PS1, making that conversion the preferred pickup if you have the choice. Granted, this version is hardly unplayable, but the odd downgrade in quality from the first game's appearance on the system certainly doesn't do it any favors.

Find Strikers 1945 II on eBay

Layer Section II



Released to Westerners on the PS1 as Raystorm, this follow-up to the

well-received original is considered at least slightly inferior on its own merits by many, and a less-than-welcome guest on the Saturn by most. While Taito originally planned to give the game 2D graphics like its predecessor, the industry's shift to 3D eventually proved unavoidable, and while the polygons don't look bad at all considering the game's age, the new "uphill" perspective and cluttered masses of rough shapes make some bullets and enemies hard to spot and avoid. An additional annoyance is the fact that, when you stop moving, your ship "drifts" slightly towards the center of the screen, which can make precise dodging more of a chore than it should be.

There are, however, some nicer additions here as well – you now have multiple ships to choose from, the ability to lock on to enemies on your level as well as below you (theoretically, you could possibly clear the game, and score well, without actually shooting much), and the means to deliver extra-heavy damage to bosses and other large enemies if you can sink your entire stock of lock-on shots into them at once. You also get a limited-use screen-clearing bomb, as well as a semi-worthless (uber-worthless if playing for score) "auto" option for your lock-on, which maps it and your "main" blaster to the same button. The Japan-exclusive Saturn version has an extra selectable craft and a stage attack mode as well as a few exclusive CG clips, but the presentation and overall execution are generally considered inferior to the Playstation port – pick up that one instead, if you can.

Find Layer Section II on eBay

In the Hunt



Looking for something a little less Defender and a little more "Das Boot?"

This unique Irem side-scroller (Japanese title *Kaitei Daisensou*, or "Torpedoes Armed and Ready") stakes its claim on two interesting features to set it apart: first, it puts you in control of a submarine instead of an aircraft, which means that sometimes you'll have limited space to move around in, thanks to shallow water and such. Second, the screen doesn't scroll automatically, but rather gives you "GO!" signals, similar to many beat-em-ups, once you've blasted enough enemies to move forward on your own (stages have a time limit, so you can't sit idle for too long). The graphics are reminiscent of *Metal Slug*, and very detailed (makes sense, as many of those who contributed to this title eventually worked on *Slug at Nazca*), and watching everything slowly crumble to bits as you blow it all up just makes the settings that much more attractive.

Your sub can fire a few collectible torpedo variations in front, as well as mines (if you're underwater) or missiles (if you're surfaced) to the sides, which gives you some decent destructive potential, but any enemy that manages to get a shot off will still give you headaches, as your sub is relatively large and slow – this is gratingly compounded if the area you're in further limits your movement. Further, while the Saturn port keeps the look of the arcade original, it's also got more slowdown than either it or the PS1 edition – both of them made it to the West, so it's hard to justify buying this one over its counterpart.

Find In the Hunt on eBay

Skull Fang



One of Data East's few shmup offerings, as its subtitle suggests this vertscroller is actually a sequel to Kuuga (known to Westerners as Vapor Trail), which was granted a port to the Genesis back in the day. The key feature on display here is the ability to adjust how fast the screen scrolls via your plane's throttle – while making your way through the stages it's more of a curiosity than anything else, but once you get to the bosses things get interesting, since they can speed up and slow down just like you can. There's a time limit in effect, so to bring your adversary down before it's up you've got to make near-constant use of the throttle to stay on his tail and keep him within range of your weapons.

This is also one of the few shooters to give you a handful of Street Fighter-esque “command motions” – you can use them to flip your plane around to shoot at a boss from a different angle. If all of this sounds a little too offbeat for your tastes you do have the option to make the speed adjustment automatic, as well as trade in the command motions for a traditional bomb, but the game feels awfully sparse without them, and the ugly presentation doesn't help matters. This one will probably be a bit too offbeat and uninviting for most, but a handful of enterprising shmuppers might enjoy the departure from the norm that this title brings to the table.

Find Skull Fang on eBay

Kyukyoku Tiger II Plus



This sequel to the Taito original was actually developed by Takumi, perhaps best known for Giga Wing. Unfortunately, while many fondly remember the first Kyukyoku Tiger (aka Twin Cobra) as a classic helicopter shooter, fewer speak of this title with much fondness, thanks to its outdated presentation, unbalanced weapons (there's never much reason to use anything except the “green” one – especially since you have to mash the buttons like mad to get any worthwhile performance from the other two) and seemingly oversized hitbox (considering the amount of bullets you'll have to deal with), which serve to bring it down several notches.

Also, the 3 “modes” highlighted on the packaging are misleading, as only the original “Arcade” mode, which keeps the original vertical screen, is worth bothering with (unless you like playing in wobble mode). If you're still interested, make an effort to somehow try before you buy.

Find Kyukyoku Tiger II Plus on eBay

Capcom Generation 1



Even many non-shmuppers have at least heard of Capcom's most successful classic shooter, 1942 – this collection plants it and its two earliest sequels (1943: The Battle of Midway and 1943 Kai) onto one disc, along with a selection of bonus content. The original 1942 is about as basic of a shmup as you could hope to find – you can move, shoot, grab a handful of simple power-ups, and use a limited amount of loop-de-loops to get out of tough spots. Enemies and backgrounds frequently repeat (though considering the game's age, it's not too out of the ordinary for that era), and those tiny bullets seem a lot bigger when you've got a full-sprite hitbox.

1943 not only improves the presentation, but dramatically changes the basic workings of the game – you've still got your loops for a quick escape, but instead of multiple lives you've got a single "fuel" meter, which will slowly and constantly decrease on its own, and drop a big chunk when you take an enemy hit. While you've got several nice new powerups to play with (which will themselves run out of ammo after a short time), you'll frequently be forced to forego them to collect fuel refills instead – most of the power-ups you encounter here can be "juggled" a la Twinbee when shot, which can make getting the item you want (or need) tough when you're being peppered by small fry. 1943 Kai keeps the basic mechanics of its predecessor, but "remixes" the presentation, weapon selection, and stage layouts. The Saturn and PS1 ports found on this collection are generally considered the most faithful available, especially since few (if any) others contain tate mode – if you want the ideal olde-tyme shooting experience, this is the one to go for.

Find Capcom Generation 1 on eBay

Capcom Generation 3



How much you might be persuaded to pick up this collection is directly proportional to how fond you are of Capcom's very early work – along with action-puzzler Pirate Ship Higemaru and hybrid oddity SonSon, the package features two shooters, Vulgus (Capcom's very first game) and Exed Exes. The former, as you might expect, is shooting simplicity incarnate – you've got a pea-shooter and a limited supply of missiles that can pierce through enemies, and that's it, as there are no powerups to speak of except missile refills. There are only a few enemy varieties (which will frequently swarm you like nobody's business, thanks to your meager armaments) and background graphics sets, and the only scoring technique to concern oneself with is nailing vertical columns of baddies with a missile for bonus points. As a bit of trivia, the "Yashichi" (pinwheel-ish) icon, which shows up in several other Capcom games as a bonus item, first appeared here, as an enemy.

Exed Exes is slightly more advanced than Vulgus, most notably for its early use of parallax layers in its graphics as well as simultaneous 2-player action, but it's still pretty basic. Your only weapon is still a basic frontal shot, though this time you can collect items to give it a little bit more oomph – you also have a bomb supply, but it only eliminates

bullets, and doesn't damage enemies. There are a few "bonus" sections where you can turn enemies into point icons as well as a few simple Zanic-esque bosses, but as in *Vulgus* you'll frequently find yourself swarmed. In the same manner as the other Capcom Generations shooters, these are probably the best ports of the games available, but again, be aware that you should be a fan of older, simpler titles before plunking down for them.

Find Capcom Generation 3 on eBay

Capcom Generation 4



While some might be hesitant to consider the three games in this compilation (*Commando*, *Mercs* and *Gun.Smoke*) as "pure" scrolling shooters, they might as well be listed here for the sake of completeness. Each of these top-view games involves controlling a gun-wielding human character, as opposed to an airplane or spaceship – also, with the exception of *Gun.Smoke*, the screen does not automatically scroll but must be advanced by the player. *Commando*, the earliest of the titles, gives you a machine gun and a limited amount of grenades to pick off hiding or covered enemies – while the gun can be fired in eight directions, there's no way to lock your shooting direction, making focusing your fire on a target difficult. Also, your grenades can only be thrown straight ahead at a fixed distance, limiting their usefulness. While the game's influence on future titles, such as *Ikari Warriors*, certainly can't be denied, for most it will likely seem dated – its sequel, *Mercs*, while keeping the same basic structure, has a bit more of a modern feel, with several collectible weapons, vehicles, and a screen-clearing smart bomb to replace the grenades, as well as much-improved graphics and slightly more player-friendly mechanics overall.

Gun.Smoke, while more of a "traditional" shooter in that it scrolls by itself, is probably the most unusual of the three – as your cowboy strolls through the stages you actually have three shot buttons, used to fire at either an angle to the left or right or straight ahead; hitting two of the buttons at once will aim your shots at a halfway point in between their "normal" directions. You'll be juggling between them constantly as you try to pick off all the guys shooting and hurling dynamite from every which way, relying on a few powerups (including some that increase the speed and range of your initially quite-limited guns) to see you through – prepare to blast every item-containing barrel you come across, as the game is plenty challenging. Once again, the Capcom Generations ports of these games, on either the Saturn or PS1, are considered the most faithful if you want the definitive experience, next to playing them on an actual arcade machine.

Find Capcom Generation 4 on eBay



This curiosity is actually part of a rather long-running series of “create it yourself” shooter builders released on several systems, sort of the shmup equivalent of the RPG Maker or Fighter Maker games. Obviously you’ll need to understand Japanese (or be willing to undergo lots of trial and error) to get the most out of the tools it gives you, as well as an enormous load of memory card space to save your creations, so the probable audience for the title outside of Japan is automatically somewhat limited.

The other possible draw for shmuppers here is that the disc includes a handful of “sample” games that you can play from the get-go, including a pair based off of Athena obscurities BioMetal and Daioh, but there’s only so much gameplay depth that the core engine can offer, though the possibilities in terms of presentation are nearly limitless. If you’re the creative type and are able to sort through the menus this one might be worth your while to track down. Recently, there has also been a homebrew effort to compile a number of fan-made games that you can download at play via the Dezaemon 2 Save Game Manager.

Find Dezaemon 2 on eBay

Sol Divide



Psikyo bucks two of its usual trends here, not only opting for the side-scrolling route once more but also exchanging its traditional sprite-based look for digitized-style graphics. While many complain about the latter I honestly don’t think they look too bad, considering how some other similar efforts have turned out – once you get into the actual game, you’ve got three characters to choose from, and each can shoot, slash, and use a limited stock of magic spells to slay dragons, wizards, and a whole bunch of other fairy-tale nasties. Sadly, the basic execution of the formula is, simply put, off – your characters are even bulkier here than they were in Sengoku Blade, and dodging attacks is a huge pain, especially considering that your main shot is pretty weak – moving in close for melee combat is often a necessity. To make matters worse, you’ve got a life meter instead of stocked lives, and almost no invincibility time after taking a hit, which makes it easy to get overwhelmed, flattened, and frustrated in short order, even with health pickups available. Speaking of short, the game is quite brief even by Psikyo standards – it is worth noting, though, that the Saturn port, like the PS1 release (which made it stateside, though without the ability to save any data), includes an “Original” mode alongside the arcade version, which tosses some additional RPG elements to the mix. That said, unless you want the most full-featured version, it’s hard to recommend searching for the Saturn port when you could instead import Psikyo Shooting Collection Volume 3 for the PS2, which includes this game (sans Original mode) along with one of Psikyo’s more celebrated shooters, Dragon Blaze.

Find Sol Divide on eBay

Konami Antiques MSX Collection



First things first – if you’re set on acquiring this compilation, the Saturn version is the one to go for if you can, since its PS1 equivalent was split up into three volumes and is thus tougher and pricier to track down in full. That said, while there’s certainly a sizable bunch of Konami’s hard-to-find older products (30 in total, a full third of which are shooters) from the Japan-only MSX computer system on offer, including some system exclusives, the limitations of the original hardware are likely to tax even declared fans of “old-school” gaming. The selection includes a half-dozen side-scrollers (Gradius, two variations of Gradius II, Salamander, Parodius, and Super Cobra), three vert-scrollers (Knightmare, Twinbee, and Sky Jaguar) and one free-scroller (Time Pilot). There’s not enough space to review them all individually, but then again many of them share the same problems, most notably choppy scrolling and sketchy hit detection – obviously at least some of these issues stem solely from what the programmers had to work with, but it doesn’t make most of the titles any more enjoyable, especially in comparison to more sophisticated offerings. Everything is technically playable (some titles moreso than others), but it seems a stretch to assume that many players would bother with most of these stripped-down conversions when there are so many other, better-executed shooters they could be playing, especially on the Saturn. This is a worthy pickup if you’re a gaming history buff or have fond memories of the MSX from back in the day, but just be aware that when the title says “antiques” it means it.

Find Konami Antiques MSX Collection on eBay

Space Invaders



I’ve always wondered, over the course of video game history, which single title has received the most remakes, re-releases, and rehashes in all – if it’s not number one, Space Invaders must be darn close to the top of that list. Anyway, this Japan-only release features the old-school blasting we’ve come to (repeatedly) know and love, along with a few display options and an exclusive Versus mode, which features a Twinkle Star Sprites-esque split screen and improved graphics, as well as the ability to send your opponents’ invaders down faster (or eliminate a bunch of your own at once) by picking off aliens of a certain color.

In the end, though, the bare-bones and decades-old core of the game remains intact, and unless you’ve never owned any other port of Invaders before (or are a huge series fan) there’s little reason to spend much effort finding it, especially if you’ve moved on to more “modern” iterations, a la Akkanvader or Space Invaders Extreme. If you can’t get enough of classic Taito, though, there was also a release of this that was paired with Puzzle Bobble 2X, in case

you're looking for both games (or greater collectability).
Find Space Invaders on eBay

Cho Aniki



The full title of this one is WAY too long, so I won't bother typing it all – anyway, if you've ever heard of the Cho Aniki (“Super Big Brother”) games, you know what to expect – a highly...unique blend of utter randomness and goofy pseudo-homoeroticism. For people who will buy a game solely for how weird it is, this one is a definite must-have; looking past the trimmings to the gameplay front, unfortunately, you end up spending most of your time phasing between yawn-inducing, repetitive stage segments and “why won't it die” bosses, frequently wondering how in the world you're expected to maneuver your huge character around the screen safely.

The sparsely-animated digitized graphics are far from pretty, but they certainly serve to add to the bonkers atmosphere of flying bodybuilders and other nonsense – the music, though, believe it or not, is actually rather catchy, for its part. This Cho Aniki entry also made it to the PS1 in nearly-identical form, so if you've got an inexplicable hankering for some airborne beefcake, there it is – don't expect anything even remotely noteworthy beyond the inherent oddness, however.

Find Cho Aniki on eBay

Steam Heart's



First of all, no, that apostrophe is not a typo (at least not on my part, anyway). Second, this vertscroller is most famous for being one of the few commercially released “hentai” (literally “pervert,” the term denotes a game or other product with sexual content) shooters, and the only one on the Saturn (unless you care to count the likes of Cho Aniki). Originally released on the PC-98, the graphics (and, more importantly, the scrolling) have been upgraded in this port, and the hentai anime scenes between stages have been toned down – in fact, there's even an “arcade” mode included, which you can play through with the “story” cut out completely. While you do get some rather impressive firepower (including a few weapons exclusive to this port) to keep yourself occupied during the “interactive portion”, as well as the handy ability to quickly boost out of the way of oncoming threats, it's still obvious, as with most such games, that the shooting wasn't the developers' main focus in this title, as the attack patterns and scenarios you encounter are largely unsatisfying, especially juxtaposed with the many superior shooters available on the system. Perhaps the game's most amusing feature, however, is a two-player mode – I can only wonder...how many people who bought this game ever intended to acknowledge their purchase, let

alone play it, with another person present? Truth be told, I'm afraid to ask.
Find Steam Heart's on eBay

Macross: Do You Remember Love?



One of the longest-running and most popular anime ever produced, Macross (aka Robotech) has spawned a wide variety of video game offerings over the years, with predictably mixed results. This 2-disc Saturn side-scroller (and no, that second disc isn't extra fan content – you have to switch discs halfway through, a la the PS1 Final Fantasy games) corresponds to the movie “Do You Remember Love?”, which is more or less a condensed retelling of the first part of the TV series. The overall presentation is somewhat forgettable, but the between-stage movie cutscenes look quite good for the most part, especially considering how the Saturn usually condensed such interludes to heck and back – since the game is pretty short, even spread across 2 CDs, that's likely where most of the available space went.

The game itself is pretty pedestrian – you've got the usual trio of transformations with some differing characteristics (plane, mech, and half-and-half) that can be toggled between, though in several instances you'll be limited to one or two of them. Other than that you've always got a spitball gun, a supply of short-ranged bombs, and an unlimited stock of homing missiles at your disposal. You can tweak the specifics on each a bit in between stages, but when you get right down to it the game largely consists of holding and releasing the missile button every time something enters the screen – also, since your onscreen avatar is so huge (especially in “Battroid” mode), some enemy spreads are pretty much undodgeable. The only power-ups are occasional life meter refills, and there are no points or scoring here either. When all is said and done I think it's safe to say that, as is frequently the case with products like these, only card-carrying fans of the anime need apply here.

Find Macross Do You Remember Love? on eBay

Terra Cresta 3D



The main draw of the original Terra Cresta was the ability of the player to control not just a single craft but several, collected one at a time, merged together into a super-ship – of course, the means to temporarily separate them and spread their waves of death across most of the screen or unleash an invincible phoenix when grouped didn't hurt either. That same base component is here in slightly modified form, but sadly that's really all that the game has to offer, and a lone gimmick of that nature just doesn't “make” a game as well as it did back in 1985.

The 3D graphical update doesn't look too bad overall, though the Star Fox-esque perspective that you're forced

into for boss fights is unnecessarily awkward. Also, the game does not have a point – I mean that literally, as the game not only lacks a defined scoring system, but ANY score or points at all. Especially considering that even its predecessor (and ITS predecessor, Moon Cresta) contained this basic shooter element over a decade before, this is a pretty baffling exclusion, and it takes a big bite out of the desire to replay and improve one's performance. As a result, the product as a whole feels tragically incomplete.

Find Terra Cresta 3D on eBay

Tukai! Slot Shooting



An unknown entity even among most shooter fans, this Japan-exclusive odd duck mixes Space Invaders, a slot machine, an “ochi” puzzler, and a truckload of multicolored sea creatures into one stumper of a chimera. While the screen doesn't scroll, you are free to move your dumpling-like character anywhere on it – the thing is, the playfield starts half-full of pastel-colored crabs and other critters, and more continue to fall with time, as in Puyo Puyo or any number of puzzle games. As you might guess, if they touch the top, the game's over – the trick is to shoot 3 falling crustaceans of the same color in a row, which will cause the slot reel on the top of the screen to randomly award you a cycling-color bonus piece, which, when shot, will eliminate everything of that color off the screen, and possibly set off a chain reaction among the remaining pieces. There are a few more variables present, but that's the basic idea.

As unique of an amalgamation as this title is, the parts don't come together very well – for one thing, the game really doesn't reward luck and skill equally, as once you shoot one set of 3 your best strategy is to stop shooting as long as possible, wait for the slots to line up, and hope for a bunch of bonus icons to appear in rapid succession – shooting anything else in the meantime, even another set of 3, will only delay any potential rewards, so odds are you'll end up doing as much waiting (and hoping) as actual shooting. Movement is also on the clunky side – getting underneath nearly-landed pieces to pick them off is difficult and dangerous, as getting squished immediately ends your game. When all is said and done, I can only recommend this thing to hardcore fans of all that is both weird and Japanese.

Find Tukai Slot Shooting on eBay

Planet Joker



This title (which appears to have no connection to Visco's subpar shmup Earth Joker) is a rather rare find, but considering that it's frequently derided as the worst shooter on the Saturn, demand for it is hardly overwhelming. In a nutshell, you're cast as the pilot of a selection of crudely-realized 3D mechs, floating over Silpheed-esque “tilted”-perspective backgrounds, battling other poorly-rendered machines of

death with a handful of weapons, bombs, and an invincible shield meter.

The bulky onscreen character and the fact that you can't hit enemies too near the edges of the screen give it a clunky, unrefined feel, and the near-complete lack of challenge or excitement only compounds the boredom. Oh, and don't even ask what the game forces you to do while fighting the final boss. Seek this one only if you're a collection completist.

Find Planet Joker on eBay

Tempest 2000 (a non-2D bonus)



I had to throw in one more game into this Saturn old-school shooting fest even though it isn't a 2D game like the rest. This update of the classic vector shooter keeps most everything faithful to the original, but also adds in a bunch of uber-cheesy techno beats and a handful of modes to choose from – “Traditional” (Tempest pretty much as you remember it), “Plus” (which allows 2-player mode and a few other additions), and the main event, “2000”, which slightly retools the graphics and includes a sizable amount of new stuff. Some of the extra features of the latter mode include a selection of power-ups (including a “jump” ability and an AI helper), new enemy types to deal with, a limited save feature, and a new set of challenges, dubbed “Beastly Mode,” that you can try your hand at after finishing the normal game.

There's also a unique “Duel” mode which allows you to play against a friend – I can only imagine how many arcade gamers from the olden days might have used this to determine supremacy amongst their ranks. Plus, in any mode you can use the X, Y, and Z buttons to switch between 3 zoom levels at any time – too bad the viewing angle isn't adjustable, though, as some hills and valleys can make enemies and bullets hard to spot until they're on top of you. Also, a warning to those used to the delicate tap dodging of contemporary shooters – here you've got to hit the directional buttons pretty hard to make your ship register movement, though a decent joystick might be of some help if you've got one. Whatever the annoyances, though, this is still pretty much a sure pickup for fans of the original Tempest.

Find Tempest 2000 on eBay

Additional Credits: Thank to shmups.com, satakore.com, Segagaga Domain, and Hardcore Gaming 101 for helping me to fill in some of the gaps in my knowledge of the Saturn's shmup collection in addition to providing some of the screenshots.

Playstation SHMUPs (2013-05-17 03:30)

DonPachi



Picking up where Batsugun left off, newly-formed Cave, one of the few consistent shooter developers still in the business today, began its journey to the top of the genre heap with this release. PS1 owners sick of hearing about how much better the Saturn is for 2D games ended up getting a reprieve when this port hit the shelves – boasting a nearly arcade-perfect presentation and no slowdown problems (plus a budget re-release), this is the preferred pickup for most any shmupper with a Playstation. That said, the scrolling shooter genre was in something of a state of transition at the time, and this is one of the games which headlined that shift – nearly fifteen years later, how does it hold up on its own?

Taking the mechanics of the “C-Type” craft from Batsugun a step further, each of your three selectable ships will let loose its “regular” shots when the fire button is tapped, but will switch over to a more condensed, powerful laser if the player holds it down. Doing this will also slow your movement speed, which can come in handy when weaving through tight bullet spreads, as well as determine whether you use a standard full-screen bomb or a Mega Beam O’ Death when you decide to hit the B button. “Enemy chaining” also makes its debut here, awarding you extra points for taking down lots of enemies with only minimal gaps between kills, though you can also keep an eye out for opportunities to uncover hidden “bee medals” with your laser. You’ve got a pretty small hit area to work with, so you can (and had better) exploit small gaps between enemy bullets to get out of almost any situation.

Well, at least until you get to Stage 4 or so. As you progress, DonPachi almost seems to start pining more and more for memory-heavy “old-school” challenges, and will assume that you do too, sending quick waves of enemies, guns blazing, darting in from every which way with no warning, forcing you to either remember where they came from and when next time around or inevitably die in the exact same spot. This schizophrenic streak, paired with a LONG power-up curve (which is reset to square one when you die) will likely jar some players right off their couches, wondering where on Earth such a sudden and unforgiving change of tone came from. These annoyances aside, however, DonPachi should serve as a nice segue into “modern-style” shooting for a majority of players.

Find DonPachi on eBay

DoDonPachi



Attention, those of you who happen to be both purists and Cave fans – prepare to prostrate yourselves before your Playstations. While the Saturn port of DDP offered an extra mode at the expense of an arcade-perfect reproduction, those willing to fork out the extra effort (and cash) required to get their hands on this edition are free to banish any recollections of blocky explosions or muffled music to the abyss. It’s just the arcade game and not much else, but it’s as close to the original as a home port has come, and that’s a very good thing – some of you already know why that is, but everyone else, keep reading.

While many of the basic components of DonPachi (ship types, lasers, chaining, etc.) are back for an encore, nearly every element has been refined and polished to a new level altogether. For one thing, you can now choose to make each plane a “shot” or “laser” type, which beefs up that aspect of your firepower and also prevents it from returning to “pea-shooter” status after death. Stages are now designed to encourage much longer chains than before, so hardcore scorers will have plenty to keep them busy, though everyone else can get through fine via several other (though less lucrative) point allocation methods, most notably a “max bomb bonus” which builds up as you collect extra nukes. While the aforementioned chaining, though optional, is definitely a memory exercise, most of the previous game’s “out of nowhere” deaths have been exorcised, replaced by more aggressive enemies overall and a more gradual learning curve. The end result is a more exciting and smoother-flowing experience than before, which will almost certainly keep you hooked, and eager for another go even after you’ve finished.

The graphics, while similar in overall “style” to DonPachi, have been given a complete overhaul, and the detailed sprites, sparse rendering tricks, and bebies of neon-colored bullets are still a pleasure to behold more than a decade into the title’s life. The cheese-metal soundtrack is an ideal accompaniment to the fiery explosions and other assorted chaos, though the songs repeat too often for my liking. One annoyance to note, however, is that in this version players will need to turn on the “Wait” option in the pause menu each time they begin, or else the game will run a bit too fast. Another inconvenience that the PS1 version forces you to deal with is that in 2P mode both participants must use the same ship – and even in 1P mode you’ve got to make your selection in the Options menu. Weird. Aside from these relatively minor setbacks, and the rather steep price, DoDonPachi shines at least as brightly here as on the Saturn, and is an essential addition to nearly any shooter fan’s collection.

Find DoDonPachi on eBay

Einhandler



Everything changed for Squaresoft during the 32-bit era. Among other things, its longtime exclusive relationship with Nintendo came to an end, and the runaway success of Final Fantasy VII catapulted its name to sudden household status within the gaming community. As if the aforementioned wasn’t enough, somewhere in the middle of it all they decided to put out, of all things, a side-scrolling shooter – one with an odd German title (literally, “one-hander”), to boot. Notwithstanding, the title was well-received, and remains one of the PS1’s best-known shmups two generations later – strangely enough though, despite a healthy amount of fan fervor, a sequel has still not come to fruition.

Though you might expect Squaresoft to have made an attempt to redefine the genre, as they did in the RPG realm, they actually chose to stick rather closely, in basic gameplay terms, to long-established standards. You scroll sideways, you shoot stuff with a weak machine gun, your only default weapon...meanwhile your enemies are firing all sorts of nifty stuff back at you. Wouldn’t it be nice to get your hands on some of the bad guys’ big guns for once? Actually, you can do just that – aim carefully at certain enemies’ weapon pods and you can blast them right off, ripe for the collecting, thanks to your craft’s handy-dandy manipulator arm. A choice of three selectable ship models allows you to handle the pilfered weaponry slightly differently, giving you some flexibility in how to approach the game – the ability to adjust your speed on the fly also helps. In terms of scoring, blasting lots of enemies at once increases the point multiplier, so knowing which weapons to take into which enemy formations ahead of time is a must for getting your initials to the top of the list.

As Square was wont to do, it made about the best possible use it could of the PS1’s 3D abilities – while dated

somewhat by now, the overall ambience of the game is still effectively conveyed, and the soundtrack, while relatively standard techno, also does its part in setting the mood. Don't let the attractive settings distract you though – while relatively “modern” by shooter standards, Einhander's not afraid to throw some near-unavoidable deaths at you, not to mention send you back to a checkpoint with all but your default armaments down the tubes. Some players might have been somewhat disappointed that this title didn't change everything, as they might have hoped, but for anyone willing to take some punishment in exchange for the opportunity to hit the baddies with a taste of their own medicine, brush up on your Deutsch and pick this up.

Find Einhander on eBay

Find Einhander on Amazon

Gradius Gaiden



As gaming lore would have it, Konami had initially planned to bring this storied shooter Westward, but ended up deciding against it – a shame, because not only is Gaiden (“side story”) one of the few Gradius entries created and tailored specifically for home console play, but it's widely considered one of the series' best, and a title that has the potential to appeal even to players who aren't particularly fond of its siblings. As fate would have it, the game did eventually make its overdue trip via the PSP's Gradius Collection, but for those seeking the “original” experience Gaiden did well enough in Japan to earn a budget re-release twice over, so tracking a PS1 copy down isn't too tough or costly.

For starters, this iteration offers you four selectable weapon sets, a la Gradius II, in the form of four distinct ships – more importantly than that, however, you also get to choose from four shield varieties, and are even given the otherwise unheard-of ability to rearrange your power bar. That's right – if you want the Option or Shield section positioned at the far left for easy access, go right ahead and plunk it there. These tweaking opportunities give you much more freedom in terms of playstyle than almost any other Gradius – now you can build your strategy around everything from quick, frequent invincibility bursts to hugging the ceiling and bombing away. Once you're set up and ready to go the game plays more or less like a “classic” Gradius, though now you can also power up your Missile, Double, and Laser to “level two” if you select any of them twice.

The game's look, for its part, is what I'd define as “attractively understated” – while few areas will make your jaw utterly drop in terms of what they throw at you visually, everything from the first level's snowstorms to the second's heaps of scrap metal to the third's refracting crystals, and so on, looks good without drawing undue attention to any specific aspect of itself. The music is similarly suitable, though again not to the point of distraction. Aside from what's already been said, all I can think to add is that Gaiden is considered to be one of the easier series entries, though considering how difficult the rest are that's not saying a heck of a lot. All told this is probably the best place to go for an introduction to the “classic” Gradius experience, as it's hard to argue that it's been done better anywhere else.

Find Gradius Gaiden on eBay

Harmful Park



Chances are that even most longtime gamers have never heard of Sky Think Systems – this is certainly understandable, considering that, aside from a pair of puzzlers (Kururin Pa! and its sequel), this was their only commercial game, and none of the company’s output ever left Japan. Quite a shame, I have to say, considering that Harmful Park is one of its era’s most unique and fun shooter offerings, combining a multi-faceted scoring system with a healthy dose of cheery eccentricity. A meet-up with this rare title will cost you, though (frequently to the tune of triple digits), so it’s good to know exactly what you’re getting before taking the plunge.

Charged with the task of taking back an amusement park from an evil scientist, you’re equipped with a (potato) gun, (ice cream) laser, (pie) grenades, and (jelly bean) homing shots, each of which can be accessed either via “scrolling selection” or assignment to a specific button. Each is powered up individually, which takes awhile, but in exchange only the weapon you’re using is powered down upon death – your current armament also determines the effects of your bomb. You’ll want to learn how to use each effectively, since aside from collecting gems and other items your main source of scoring potential is the ability to take down multiple enemies in a single shot – for instance, horizontal lines of them are best handled with the laser, close groups with the grenades, and so forth. Oftentimes setting up rivals for a lucrative kill can be risky, not only to your “shoot down percentage” bonus but also due to the occasional and frustrating “come-from-behind” assaults that can pick you off if you’re not paying attention.

While both surviving and scoring are fun in and of themselves, the game’s real claim to fame is in the trimmings – while the raw quality of the graphics isn’t particularly impressive (some animations in particular are rather stiff), the wacky enemy and level designs, including a host of visual puns, are still a hoot to see in action, from popcorn poppers of death to zombie elephants to an inflatable dinosaur boss. It’s all so constantly and unapologetically silly that you can’t help but enjoy yourself – if you need a break, though, the programmers also included a trio of minigames, based loosely on Pong, Combat, and the versus racing sections of Sonic 2, all of which support multiplayer. While the game is not very challenging on “Normal” and below, turn it up any higher than that and you’ve got a fight on your hands – however you play this, though, you’re all but certain to get back in line for another ride afterwards.

Find Harmful Park on eBay

Raiden Project



Regarded by many shmuppers as the first truly “arcade-perfect” console shooter port, as well as the first to include a vertical-screen option, this early PS1 release is a compilation of top-down standard-bearers Raiden and Raiden II, and was considered viable enough to receive releases in all three regions. All of the localizations play well, though the US version lacks true Tate mode (however, if you have a Gameshark there

is a code to “unlock” it) and the Japanese version (which got several re-releases) is missing some of the “restart” options included in the Western iterations. Minor differences notwithstanding, just about any shmupper should have this in their collection.

Ask most non-shmuppers to name any random shooter off the top of their heads – if they don’t go with *Gradius*, *R-Type*, or an older title like *Galaga*, they’re likely to mention *Raiden*. While its relatively unexciting pseudo-futuristic military trappings won’t stand out much today, that’s largely because this is the title that set in place much of what we now consider “stereotypical” genre features. You’ve got 2 types of weapons and missiles to (very gradually) power up, a bullet-eating bomb (with a nasty startup delay), a big hitbox, and yellow enemy bullets (which are likely moving faster than you can) to dodge. Scoring doesn’t go much beyond fixed-value medals and shooting things, so anyone in the mood for some old-style blasting (and not much mercy) will be greeted with open arms.

Raiden II hangs on tight to many of the elements introduced in its predecessor, but takes them a step further – the same basic setting and overall styling is here, but the detailing has been improved, making the *Raiden* world a good deal more attractive than it was initially. You’ve also got a new third weapon to collect (the famous purple “toothpaste laser”) and, if you use the 2P ship, a faster-activating (albeit weaker) bomb, as well as slightly tweaked movement. By default, you also instantly respawn after death instead of being sent to a checkpoint. While not a drastically different experience from its predecessor otherwise, the extra level of polish is still very much worth noting. The ports of both games, as mentioned earlier, are pretty much spot-on – while there are few extras to speak of, the optional arranged soundtracks are a nice touch.

As a closing point, there was a 2002 Japan-only release, also on PS1, of the first *Raiden* (and the first one only), under the “Major Wave Arcade Hits” label – it’s not expensive or hard to find, but if you want both *Raidens* make sure to stick with Project.

Find *Raiden Project* on eBay

Raiden DX



At first blush this might look like a “remix” of *Raiden II*, and on a VERY basic level that’s what it is, but dig a little deeper and you’ll find a lot more on offer than a mere rehash. First off, the game features three separate, and somewhat misleadingly-named, modes to play through, each with its own layout and rules – “Training” (more or less a “score attack” mode featuring one long level), “Novice” (the first five areas from *Raiden II*), and “Expert” (a full eight stages based on, but different from, *Raiden II*). While you’ve got the same weapons and whatnot from the previous game, nearly everything else has been given an impressive overhaul.

The main addition that DX offers over its brethren is a load more scoring variety and depth. Remember those plain ol’ medals from before? Well, now they decrease in value if you don’t grab ‘em quick – however, if your timing’s good, you can actually turn this new feature to your advantage. After a medal wears down to its lowest value, it will flash for a split second – grab it right then and you’ll be rewarded with several times its original value in points (same goes for the “Miclus” dragons, when they show up). Also, by hovering over certain spots for a moment or two, you can reveal secret landscape features to blow up for additional bonus points. Bosses are now timed as well, and worth more if you can find ways to kill them quickly – finally, certain risky/aggressive behaviors (like zipping through narrow spaces between bullets) will also add to your score. And we’re not quite done – aside from the points immediately awarded to you during a stage, you’ll also have everything tallied up at the end of each level for additional rewards, so to max out your scoring potential you’ll want to do as much of everything as you can. In short, a formerly simple

shooter has become a score attacker's paradise.

The icing on the cake is that, while the arcade rendition of DX was pretty full-featured on its own, the PS1 port (the only home conversion ever released), not content to simply replicate the original faithfully (which it does), has a load of exclusive (and great) extras. Not only can you adjust your autofire rate, record replays, and unlock a boss rush mode, but also watch a superplay, check out an image encyclopedia, and choose between three different in-game soundtracks (including that of the arcade-exclusive Viper Phase 1). Long story short, if you like Raiden, you'll be in heaven here. And even if you don't, it's still worth your while to give this entry a try – you might be surprised at how addictive it can be.

Find Raiden DX on eBay

Kyuiin



So a fairy has popped up out of your favorite fairy tale book and asked you to help rid the happily-forever-after realm of an evil wizard who's been messing up the stories. You readily agree to go, but then she inquires, if you're going to serve as a hero and all, where do you keep your fighter jet? Being a regular kid, of course, you possess no such thing. Maybe a giant robot, she asks? Sorry. A quick glance around the room reminds you, however, that aside from a little sister to serve as Player 2, you do have a vacuum cleaner handy... No, I didn't make that up – that is, indeed, the sequence of events that leads you, in Kyuiin (pronounced similarly to “queen,” it's meant to evoke the sound of a vacuum cleaner's engine), to ride around on a Hoover fighting giant frogs and who knows what else. Despite the kiddy trappings, there's some score attacking to be done here – while shooting enemies with one of four collectible weapons will take them down, for more points you'll want to use your vacuum hose to suck smaller ones up (and use them for bomb ammo) and sneak behind bigger ones to whack them with the electrical cord. Basically, you'll want to do as little shooting as possible to come away with the most impressive numbers – some might be turned off by this, though others are more likely to appreciate a departure from the shmupping norm (in case the thematic elements weren't already enough).

Unfortunately, past the unique ideas the game runs into problems – for one thing, your character is both large and vertically-oriented, which by default makes evading attacks tough. Also, while your vacuum can slurp up some bullets as well as enemies to make this task a bit easier, the hose constantly wriggles up and down on its own and cannot be frozen in place, which frequently allows a stray small fry or its shots to sneak in and nail you. Though you can take two hits before dying, the initial one will knock off the vacuum's hose and your bullet-absorbing ability with it, making surviving long enough to encounter a repair kit even harder than playing “normally”. On top of this the mixed 2D/3D graphics come off as rather mediocre overall, though the soundtrack is surprisingly rich. Finally, while the game got a “Best” reprint, it's still hard to find – all told, the game's unique play mechanics can be fun, but this unusual tale is definitely not one for the masses.

Find Kyuiin on eBay



Plenty of shooters have been clearly influenced by various anime over the years, but few wear this fact on their sleeves as proudly as 70's Robot Anime Geppy-X, a parody of/tribute to the ever-popular "giant robot" subgenre masquerading as a shoot-em-up. Spanning an almost unheard-of four discs, there is a truckload of stuff here to make mecha fans giddy or cause them to laugh out loud – levels are grouped into pairs and set up as television "episodes", complete with opening and ending theme songs, and even a commercial break in between, hocking fake Geppy products, from action figures to shampoo. Over-the-top voice acting, retro-styled character designs...you name it, it's probably in here, impeccably preserved.

Of course, there's also the matter of how the game actually plays – as your robot scrolls sideways, you can use the trigger buttons to shift between 3 different forms at any time. Each transformation has a "main" and "sub" weapon, both of which can be charged up for a more powerful attack, but also must be leveled up separately – other than that, you can turn your mech around to attack enemies behind you, and unleash an occasional screen-filling super attack. You've got a basic set of weapon powerups and health refills, but otherwise your only goal is to get from one end of each stage to the other intact. It's a cool enough setup, but the interface is a bit clunky – your robot, as you might expect, is a big target, and hesitant to react to certain commands (i.e. you can only turn around or transform when you're not doing anything else, including shooting), which makes quick responses to many threats on the player's part all but impossible.

As was mentioned before, all the retro-cheese is great, though in similar fashion to a TV series DVD marathon you'll wind up skipping the theme song and other repeating segments after you've seen them a few times. Progress in the game itself is also something of a drawn-out affair – your life meter does not refill between stages, and your weapons are reset to square one if you load up a saved game, both of which can put you in a tight spot very quickly, especially as you get farther in – to reach the end you'd best be prepared to conquer the whole thing in one go. All told, old-school robot fans will want this just to give their nerd cred the mother of all shots in the arm – those looking for solid shooting action might want to hesitate, especially considering how rare and costly this one tends to be.

Find 70's Robot Anime Geppy-X on eBay

R-Type Delta



While the Saturn was king on the shmup front when it came to exclusive arcade ports, the PS1 bested it by a wide margin in terms of unique console-only offerings, including this, the first R-Type game to opt for a polygonal presentation. While those once-impressive visuals have obviously aged a bit by now, the overall design and ambiance are still strong – more importantly, however, Delta introduced several new elements into the series' long-running formula, which were carried over into R-Type Final on PS2 and established as

constants for the rest of the series' unfortunately short life...well, at least until R-Type Tactics and R-Type Resurrection were announced.

As always you've got your Force pod, bit options, and 3 collectible weapons plus bombs and missiles, but the speed ups are history, as now you can (and at times, must) switch between four movement settings at will. Of course, you can also select three different spaceships to commandeer, all with differently-behaving Forces and weapon sets, a la R-Type III – this gives you some nice flexibility in terms of play style, i.e. do you prefer having your Force chase after enemies and blast them automatically, or maybe latching it onto rivals and using the “umbilical cord” which stretches between it and your ship to block bullets? The most noteworthy addition, though, is the “Dose” meter – if you use your pod, as opposed to your shots, to damage enemies and absorb bullets, the meter will gradually fill. Once maxed out, not only does the Force do additional damage, but awards extra points when used offensively, as well as a single-use screen-clearing attack. Survival is still task one, but now you'll also need to apply a little extra technique in order to give yourself the best shot at the clear, not to mention a high score.

Of course, all the new stuff doesn't affect the series' main claim to fame, namely its reliance on repeated playthroughs and memorization of stage layouts to guarantee success. Granted, if you have a “bomb” stocked it might save you from some sneaky rear-attacking drones in close quarters, but it won't do squat when a gigantic mech foot is heading for your cockpit because the screen didn't scroll as quickly as you'd hoped. So long-time players needn't worry, they'll be right at home here – further, many of your fellow faithful consider Delta to be perhaps the finest of its series in terms of overall design, as well as a good place for R-Neophytes to begin. While the game was released in all three territories (with an unlockable gallery and some nice player stat tracking intact), there's still some demand for it on the second-hand market, so be prepared to search a bit before reeling in a copy.

Find R-Type Delta on eBay

GunBare! Game Tengoku 2



Following their hijinks in the Saturn-only port of the first Game Tengoku, Jaleco's motley crew of video game and anime spoofs apparently felt like changing things up – not only did they decide to put down roots exclusively on the Playstation for this followup, but in the process left behind their sprite-based origins in favor of a 3-D makeover. Not stopping there, they also decided to tack on a feature not seen in any other shmup to date – instead of having the second player pilot an additional onscreen ship as usual, here your partner will have to pick up a Guncon and blast enemies with it, a la Lethal Enforcers or Time Crisis, even as you fly around and dodge bullets as per usual. Apparently collecting eggplants for bonus points wasn't wacky enough.

While most all of the basic features of the first game are still here (a decent character selection, score attack mode, the aforementioned eggplants), quite a bit has also changed – for one thing, you've got a Raystorm-esque lock-on cursor now, which allows you to attack background enemies, but it feels very tacked-on, as it can only track two targets at a time, takes forever to find its mark once fired, and doesn't affect scoring at all. Unfortunately, Raystorm's “uphill” perspective is also along for the ride, and can prevent you from moving to the far edges of the screen, making collecting items and dodging shots a real pain. Even any sort of “traditional” stage structure has been deep-sixed – instead of working toward the one-credit clear, you simply select one stage at a time (out of five, with a sixth unlockable), and when it's done you select another. There's no “total” high score to shoot for, just per-stage records. To sum up, while the first game felt like a shooter with some “fan service” elements attached, this one is more along the lines of a fan disc with a shooter clumsily duct-taped onto it – your main “goal,” when you get right down to

it, is to use the eggplants you collect during the levels to buy various video clips and other things (you can also use them to give your character more power at the start of each stage, but it's close to cheating, as the game's not very challenging to begin with). While the trademark humor is thankfully intact, and certain segments in particular are a hoot (this time they're skewering vector graphics and Tamagotchi-esque virtual pets, among other game-related targets ripe for the picking), most of the graphics have aged badly, and all told it can only be considered a step down from the first entry. I wish I could recommend this one without so much hesitation, but I'd advise shmuppers to think hard and honestly about just how much they liked the first game before springing for the sequel.

Find GunBare! Game Tengoku 2 on eBay

Geki-Oh Shooting King



On technical merits alone, this port of Shienryu is inferior to its Saturn equivalent – scores are not saved, tate mode is nowhere to be found, and there's some extra slowdown present. There are also, however, three things that Geki-Oh can claim which its counterpart cannot – it's inexpensive, it's available in all three regions, and it has a few extra modes thrown in. As such, if you're unable to acquire (or play) either the Saturn port or Double Shienryu on the PS2 this isn't a bad pickup.

In terms of the basic nuts and bolts the “main” Shienryu on offer here is mostly unchanged from its arcade and Saturn counterparts – you've got three collectable weapons, some bombs, and some basic score items to collect as you blast whatever happens to be in your way, most notably some sort of big mean mecha-dragon. While Geki-Oh boasts of having nine different modes to try, three of them are simply “easy”, “medium,” and “hard” difficulty variations of the arcade game, and two others (“Comical Mode” and “Ancient Mode”) are identical to “normal” mode except for some silly presentational alterings.

The other variations are a bit more interesting – “Stingy Mode” is sort of a 2-stage score attack, which gives you no power-ups and makes all enemies worth only 1 point, while “No Mercy Mode” speeds up enemy fire to the point that you pretty much can't stop moving without being hit. Danmaku fans might enjoy “Slow Mode,” in which enemy bullets are far more numerous but are also slowed down, along with your craft's movement, encouraging lots of pattern weaving – weirdest of all is “Pocket Mode,” a simplified shooter in every sense of the word, which looks like it could have been created for the Japan-only Pocketstation peripheral. All told, while this isn't the best version of the core game available, the extras are interesting (and the price is low) enough to still make it worth a look.

Find Geki-Oh Shooting King on eBay

Find Geki-Oh Shooting King on Amazon



In a way, you might consider this the Radiant Silvergun of the PS1...by “in a way,” of course, I mean “in terms of price,” as this is probably the most expensive shooter on the system, and also much harder to come across than Silvergun. So what do you actually get for your efforts if you determine to add this one to your collection? Well, it’s definitely not as unique or “epic” as Silvergun, though that in itself isn’t necessarily a bad thing – in a nutshell, this is a solid pickup in most respects, though its rarity, and the corresponding price spike, likely put it out of the grasp of all but the most devoted shmuppers.

Off the cuff, this game is most similar to the early-to-mid entries of the Darius series – you have a “main” and “sub” weapon (actually, 2 of each to collect), a shield (which regenerates when not being hit), and no scoring system beyond collecting surplus powerups and destroying enemy formations. Aside from an occasional “intense fire” power shot, that’s about all there is under the hood – up on the surface, the graphical quality is nothing particularly notable, though the settings are evocative and change frequently, always giving you something new to look at. The music is also varied and not a bad listen at all.

Decently-traveled shooter players will notice, in addition to the aforementioned Darius elements, references to (or ripoffs of, depending upon how cynical you are) several other shooters – Gradius fans should definitely feel at home while fighting the third boss, for instance. In any event, the only thing aside from the price tag that keeps me from recommending this one is its overall low level of challenge – despite three difficulty settings to choose from, the regenerating shield (on TOP of multiple lives) makes the journey less than taxing to complete, and may make some wonder if the trip, pleasant as it might have been while it lasted, was worth the investment.

Find Gaia Seed: Project Seed Trap on eBay

Bokan Desu Yo!



While the first Bokan shooter made an appearance on both of the “main” 32-bit systems, this followup, for whatever reason, ended up as a Playstation exclusive (and, surprisingly, got a limited PAL release as “Time Bokan: Yatterman”). Once again you’re walking (or pedaling) in the shoes of the ever-popular Tatsunoko villainess Doronjo and her hapless flunkies, determined to deliver a heaping helping of anti-justice to those pesky costumed superheroes. Those who played Bokan to Ippatsu! shouldn’t have too much trouble settling in, though there are a handful of differences worth taking note of between the two games.

For one thing, there are two modes to choose now – a “normal” game as well as the “special” mode, which plays identically but throws in a few extra levels, different cutscenes, and an additional selectable vehicle once you’re partway through. Otherwise all nine of the tanks, airplanes, and other wonky rides from the first game are available from the start, though some of their weaponry has been changed around – of course, you can still collect skull icons

for temporary invincibility, though you now have the handy option to activate it whenever you want, rather than being forced to use it as soon as the meter's filled up. You're also still packing unlimited bombs, and this time, if you're willing to take the risk of holding onto a loaded one for a few moments, you can power it up into an even bigger dose of exploding death.

The latter addition, however, can't help but feel somewhat wasted, since the last game's main scoring tactic, namely destroying multiple enemies with a single bomb, is nowhere to be seen, replaced instead by collecting the red gem point items as quickly as possible. Otherwise the game plays pretty much identically to the first...and, many shmuppers will be dismayed to learn, isn't any more challenging than its precursor either. All told, despite the tweaks described above, a safe rule of thumb here is to recommend this to players who enjoyed the first Bokan shooter and its cartoonish goofiness, while advising those who didn't to continue to keep their distance.

Find Bokan Desu Yo! on eBay



Bokan to Ippatsu! Doronbo: Time Bokan Shirizu

Aside from the slightly different title, a handful of minor presentation differences, and the existence of a "Best" reprint, this is the same Bokan game as was released on the Saturn. You've got the same garage of garish super-vehicles, the same unlimited bomb stock, the same ability to roll out of the way of enemy fire, and the same meddlesome heroic types in need of a serious TNT-applied attitude adjustment.

While not a bad play-through, the theme and relative lack of challenge will put off "serious" shmuppers as much as ever – as with many other PS1 shooters, though, this one got a reprint, so it might be cheaper to find on Sony's system. On a final note, be sure not to mix this one up with the subpar racing game Bokan GoGoGo, also released on the PS1.

Find Bokan Desu Yo! on eBay

Raystorm and Raycrisis



While the Playstation version of Raystorm, a 3-D followup to Layer Section, lacks some of the extra content from the Saturn version, which was released later on, the system's more advanced 3-D capabilities result in a better-looking game overall – further, thanks to the cleaner presentation, there are fewer issues in spotting enemies and bullets amidst all the floating polygons, so the playability improves a bit too. Thus, for most players, this is the preferred port on technical merits, not to mention the easier one to find, having been

localized to all three regions, unlike its counterpart.

The basic idea is similar to its predecessor, except with a slightly “tilted” vertical-scrolling perspective – aside from your basic blasters you’ve got a lock-on cursor floating in front of your ship, which allows you to fire homing projectiles at anything that passes under it, and the more enemies you can waste at once the more points you get. A few additions, most notably a second selectable ship and a smart bomb, give you a bit more flexibility, but you’ll still end up being taken down by unforeseeable threats much of the time. Only minor changes were made for the localization, so purists shouldn’t have many issues here – on the flipside, however, it’s definitely not a newbie-friendly title, at least on default settings.

Raycrisis, the final entry of the “Ray” trilogy, is actually a prequel to the other two games, and sends you flying around inside the brain of the computer that you’ll find yourself fighting from the outside in later entries. As a result your surroundings are more surreal and free-form than before, covered in wonky colors and populated by even weirder enemies. The basic gameplay isn’t too far removed from Raystorm, though one addition of particular note is the “Encroachment” meter – basically, any enemies you fail to destroy will increase the meter, and if it gets too high the current level will end early, landing a blow to your scoring potential. This makes getting through the stages a more frantic affair for score-crazy types, as they’ll be unable to risk spending too much time setting up juicy multiple kills – while it can be argued that this feature allows for a bit of flexibility in terms of difficulty depending on the player’s potential, many simply find it to be more irritating than it’s worth.

Other than that, the only other changes worth mentioning are a third selectable ship, several color choices for each, the ability to pick three of the first five stages to go through, and a “Special Mode” which sends you through all the levels in one fell swoop, but with fully-powered weapons and a few system changes. Working Designs also insisted on keeping Pocketstation support for the localization, so anyone who imported one can load and play “PocketRay” on it. Import-savvy types might be interested to know that a “Double Shooting” compilation featuring both Raystorm and Raycrisis in one package was released in Japan – not a bad way to get ahold of both in one fell swoop. One final but important note is that there’s a bit of “drag” on the ships in both of these games, which will pull them slightly toward the center of the screen after they stop moving – it’s not a game-killing issue on its own, but enough of an annoyance to put some off.

Find Raystorm on eBay

Find Raycrisis on eBay

G Darius



While Darius Gaiden managed to swim its way onto both of the 32-bit systems, its followup (and the final Darius game to date) was only ported to the PS1, and was a system exclusive for a long time, until the Taito Memories collections on the PS2 hit the shelves. There are various theories floating around as to what exactly the “G” stands for, though about the most credible I’ve heard is that it’s short for “Genesis,” as this game supposedly occurs earliest in the series’ timeline. In any event, aside from the distinction of being the only Darius to use polygonal graphics, this title is notable for its numerous additions to the stubbornly basic workings of its ancestors – many players (even quite a few sprite lovers) have taken such a liking to these new features that they’ve praised this entry as the best Darius game released.

The standard blaster/bomb/shield weapon combo is still here, of course, though as in Gaiden once you’ve reached a certain level you can’t be powered down below it. Moreover, this time around you can not only capture and

“convert” mid-bosses, but almost any non-boss enemy in the game to help you out, via a limited supply of “capture balls.” Your bomb stock is gone, but replaced with a more interesting feature – remember those captured enemies I mentioned a second ago? If you don’t need them fighting alongside you, you can sacrifice them either to clear the screen of small fry, or to fire up an Enormo-Beam o’ Death – of course, bosses have access to their own EBoD, which gives you the opportunity to pit yours against theirs and mash buttons in an attempt to do massive damage, a la Metal Black. While interesting to mess around with in and of themselves, taking advantage of captured enemies and their various uses is also essential for scoring.

While the port replicates the look of the original faithfully (not too surprising, since the arcade version ran on Playstation-based hardware), it is unfortunately plagued with a good deal more slowdown here than it was there – on the plus side, the game includes a unique Boss Rush mode, and also earned itself a trip to all three regions, making it easy to find. Of course, being a Darius game, you’ll be faced with lots of seemingly-impossible challenges until you’ve memorized where to dodge and when the best time is to bring out your big guns, but anyone who’s played the series before already knew that. If you’re up for this most non-traditional of fish fries, the PS1 is a good place to fill up your plate.

Find G Darius on eBay

Find G Darius on Amazon

In the Hunt



Irem’s unique submarine shooter rises to the surface on the PS1, and despite the system’s purportedly inferior 2-D abilities, actually turns out a bit better here than on the Saturn, having largely exorcised the latter’s slowdown problems. As on Sega’s system the game managed to secure a release in all three regions (not to mention, surprise surprise, a reprint in Japan), so it’s not a particularly tough one to locate on the radar (sonar?) either.

Of course, even with the improved speed all of the game’s innate problems are still floating around, most notably a sluggish player craft that’s frequently forced into areas which greatly restrict movement – not the most appealing of combinations, especially when you’re being shot at. You do still have the unique setting and detailed sprite graphics though, so you could certainly do worse than this as far as a cheap pickup for your PS1 is concerned – heck, you even get an optional arranged soundtrack and slightly easier “Playstation Mode” included alongside the arcade originals. Just keep in mind that the developer is best-remembered for R-Type, not this.

Find In The Hunt on eBay

R-Types



Speaking of R-Type, for reasons unknown, Irem felt compelled to offer most of its shooter love to the PS1 during its heyday – aside from its most famous exclusive offering, R-Type Delta, the company's most notable gift was this simply-titled compilation of R-Type and R-Type II, the first arcade-perfect home ports of both titles. Many long-time shmuppers hold the original game in particularly high esteem, especially considering its release date, for its unique level designs and the debut of the handily indestructible "Force" device, which could be attached to the front or back of your ship or left to float free – you'll need to memorize the layout of the levels to use it most effectively though, as a sudden rear attack is frequently tough to react to unless you've got everything in position ahead of time. Aside from a small selection of weapons and accessories you've got no "get out of jail free" cards either, so be prepared to Blast Off and Strike the Evil Bydo Empire many times before succeeding.

R-Type II plays nearly identically to the first, though you've got a few more laser and missile choices, along with the ability to charge up a stronger beam cannon. There are also fewer stages this time around, though you'll still be hard-pressed to make it through them all in one credit. Alongside the games themselves is a small but nice selection of extra content, including enemy and ship data, a rundown of the story's chronology (R-Type being one of the few shooters that bothers to include much of a backstory to begin with), and the ability to skip ahead to later stages instantly to practice. All three regions were treated to this release, so unless you're particularly turned off to older or memory-heavy titles you owe it to yourself to snap it up.

[Find R-Types on eBay](#)

[Find R-Types on Amazon](#)

Strikers 1945 II



The PS1 avenges itself upon the Saturn after the former's lackluster port of the first Strikers sent Psikyo fans over to Sega's side. This time around, not only is the Playstation edition the better of the two, but the game makes its way overseas to both the USA and Europe – of course vertical mode was cut and it was confusingly renamed to plain old "Strikers 1945", but whatever. There's nothing much to mention in terms of extra features, but a well-done port of the arcade original is no bad thing, especially to aficionados of Psikyo's style. Of course, most of this game's audience likely knows the basic drill already – World War II setting with giant robots, random opening stages, orange bullets, and memorization tactics.

Indeed, this title plays very similarly to the original Strikers 1945, and thus much of Psikyo's previous output as a whole – for one thing, it retains the scoring system of the first, which rewards you for collecting point items at the right moment. The only real major change, aside from a slightly reworked roster of airplanes, is a new charge shot system – you can still charge up more powerful attacks like before, but this time there's a meter which affects how

strong it will be. As you shoot down enemies with your “uncharged” weaponry it will slowly fill, up to a maximum “level” of three – a fully-charged blast can inflict huge damage, even on bosses, but can’t be used often, as the meter will empty afterwards. Thus, you’re forced to strategize to a greater extent than before – do you want to use a few weaker charge shots to make the stages easier, or save it all up for a swift takedown at the end? All told, if you don’t mind adding another Psikyo title to your collection, take a little time to find this – and guess what, this one is yet another member of the “budget reprint club” in Japan, so importing it should be cheap as well, if you’d rather not deal with the shortcomings of the localized versions.

Find Strikers 1945 II on eBay

Thunder Force V: Perfect System



After witnessing the solid reception that their 3-D Thunder Force got on the Saturn, Techno Soft decided to send it over to the PS1, saddled with a few extra features – now-defunct publisher Working Designs also took notice, and determined to release the game in the US, with another handful of changes, most notably in the form of a few hidden ships and modes, which become available after completing the “regular” game. As was mentioned in the Saturn section, the presentation here is actually worse than it was on its original console, especially in terms of the backgrounds, which look far flatter and more lifeless than before – considering that this edition was touted as an improvement over the former release, not to mention the PS1’s reputation for beefier 3D abilities, it’s a strange and slightly disappointing sight to behold.

Just about everything else, for its part, has survived unscathed – all the stages, weapons, and other features, plus the extras, are all present and accounted for. As on the Saturn, though, this is a double-edged sword, since the newly-added “kill things quickly for more points” scoring system is thrown out of whack (along with much of the rest of the game) by the super-powerful Free Range weapon, which is nigh-unstoppable when you have it and sorely missed when you lose it. Of course, those who enjoyed blasting stuff with wild electronic rock tunes wailing in the background in the earlier entries can certainly still do that here, which isn’t a bad thing to have on your resumé. One final feature that this title shares with its Saturn counterpart is a reprint of the Japanese release, so a little effort should see you through if you’re looking for this.

Find Thunder Force V: Perfect System on eBay

Find Thunder Force V: Perfect System on Amazon

Zanac X Zanac



Another sought-after PS1-exclusive shooting specimen, this compilation of

old and new served as the swan song of longtime developer Compile, noted by shmuppers for Blazing Lasers and its ilk, but known to most as “the Puyo Puyo guys.” While three and a half slightly-varying versions of the original Zanic (Disc, ROM, Arranged, and Score Trial) are included here, the real showpiece is an entirely new chapter in the series, Zanic Neo, which brings the series closer to “modern” shooter standards. While some of the company’s castoffs can be seen more recently in the credits of releases by Milestone and Compile Heart, this is the original group’s final project, and a must for fans of their older work – your devotions will certainly be tested, though, as this is one of the rarest and costliest shooters on the system, frequently breaking the Ben Franklin barrier.

What may strike you most about the original Zanic is how manic it is, considering how long ago it was unleashed upon consumers. Stuff comes flying from all directions with surprising frequency, and you don’t have a modern-sized hitbox or smart bombs to bail you out – what you DO have is a moment of invincibility whenever you snag an item, which you’ll need to learn to use to survive. Otherwise you’ve got a basic blaster and a selection of eight subweapons (most of which are controlled by a second button) to see you through – while the game varies what it throws at you somewhat based on the weapon you’re using (a unique feature at the time, and even now, really), you can still find yourself dying repeatedly after screwing up once, thanks to low post-death invincibility time and a long road to maximum weapon power. Of course the graphics and sound are also quite outdated, but on the whole even those who prefer more “advanced” shooters might find themselves surprised at how much they find to like here.

On to Zanic Neo we go – while the visual and aural face-lift (bringing the series to somewhere between 16- and 32-bit standards in terms of its presentation) is the most obvious new feature, there’s quite a bit more to have a gander at. You’ve still got the same core main/sub weapon setup, but now you can select from three ships (and a fourth unlockable one) to further vary your enemy-blasting possibilities – moreover, you’ve now got a “charge shot,” which can set off chain reactions (and point bonuses) among enemies close to its target, as well as cancel bullets, though it needs time to recharge between uses. There’s also a simple “chain” scoring system – as long as you don’t let any enemies escape without being shot down, your score goes up faster than normal. Of course, missing that one speedy bugger can be frustrating, as can semi-frequent “what hit me?” deaths, though a generous extend rate (another carryover from the original Zanic) helps to offset them (perhaps a bit too much). While Neo isn’t as far removed from its predecessors as some might hope, others will love it for that same reason – which camp you belong to will likely affect how willing you are to hunt this elusive package down.

Find Zanic X Zanic on eBay

Capcom Generation 1, 3, and 4



These compendiums of Capcom classics are pretty much exactly the same as their counterparts on the Saturn, save for two facts of interest – first, each of these titles (as well as Volume 2, which contains Ghosts n’ Goblins and its two sequels, and Volume 5, a Street Fighter collection) got two reprints in Japan, making them possibly easier to track down, and second, the first four volumes were bundled together and released in Europe, a boon to PAL gamers looking for an old-school fix. Otherwise, these are the same arcade-accurate ports with a bit of fan-friendly extra icing on top. A quick overview of each:

Generation 1 includes 1942, 1943, and 1943 Kai, three of Capcom’s most famous early shooters. As the titles suggest you’ve got a World War II setting on your hands, though obviously things have been spiced up a bit – 1942 is the most basic of the bunch, but also the preferred game for some, thanks in large part to the “fuel” meter introduced in 1943 and carried over to its “remix,” Kai. While the later games have better presentations and more varied weaponry, the

traditional “lives” have been replaced with a “fuel” meter which constantly decreases and must be maintained by refills. While relatively unique, some consider it more of a hindrance than an enhancement – in any event, for others this trio might be worth picking up for the games’ historical influence on the genre, if nothing else.

Capcom’s time machine heads about as far back as it can go in Generation 2, which features *Vulgus* and *Exed Exes* as well as two non-shmups. Both titles are very basic, especially the former, which is the first game Capcom released – about the only things it has over *Space Invaders* are background scrolling, more advanced graphics and a limited-use missile weapon that can destroy a line of enemies. *Exed Exes* adds in a few more powerups, bonuses, a bullet-clearing bomb, two-player mode, and some slight technical upgrades, but both games have a tendency to flood the screen with enemies whose numbers are hard to control with the basic weaponry you’re given. If that sort of setup has a tendency to frustrate you, hesitate before you plunk down the cash for this one.

While the only candidate on Generation 4 that might qualify as a “true” shmup is *Gun.Smoke*, I figured I might as well devote a few words to *Commando* and *Mercs* as well for the heck of it. The first title replaces the usual flying spaceship with a walking cowboy, and gives you three separate buttons to aim his guns at five different angles to take down a seemingly endless supply of bad guys. *Commando* doesn’t scroll automatically, but allows you to aim your machine gun in eight different directions, or toss a grenade forward to take out covered adversaries – its sequel, *Mercs*, runs on the same basic concept, but spruces up almost everything, from the graphics to the more varied weapons and settings. Anyone who enjoys *Shock Troopers* or other such games should be interested in a look at some of the genre’s front-runners on offer here.

Find Capcom Generation Series on eBay

Konami Deluxe Packs



As is the case with the Capcom Generations collections, Konami’s shooter compilations are equally well-executed on the Saturn and PS1, though the latter’s editions, as usual, ended up getting a bunch of reprints (oddly enough they’re still not much less expensive than their counterparts). While lighter on extras than Capcom’s similar offerings, it’s tough to complain about arcade-perfect ports of some of the company’s most notable shooters, especially if you’re not interested in the recent PSP equivalents. Again, a quick overview – Let’s start with the *Gradius Deluxe Pack*, which includes the first two arcade entries in the series. The original title, as you’d expect, introduces many of the set pieces that the games became famous for, such as the power-up bar, orange-oval options, and ring-spitting Moai heads. It’s pretty basic compared to its descendants, but is still surprisingly fun even today. *Gradius II* further refines the formula, giving players a greater selection of weapons and a more personality-infused presentation – the famous announcer got his start here. As with any *Gradius* game these two can sometimes frustrate if you die and lose all your enhancements in a tough spot, but if you can get past this rough patch you should be in for a pretty good time.

On its heels is the *Parodius Deluxe Pack* – as with its inspiration, the first two arcade-released *Parodius* games are found here. The two play nearly identically – that is to say, like *Gradius*, but with a few extra features, such as the bells from *Twinbee*, stuffed in here as well. The only major difference is that the second, *Gokujo*, has more characters and a wackier, more entertaining presentation, though the first certainly isn’t without its notable moments (giant invincible Vegas dancing girl, anyone?). Otherwise, with the addition of the crazy humor, almost everything that I could say about the *Gradius* games applies here in equal measure. As on the Saturn, PAL gamers were treated to a localization (under the simplified name “*Parodius!*”), though the USA was once again left to do without.

Switching things up a bit with a pair of vertical shooters is the Twinbee Deluxe Pack, featuring the popular Detana Twinbee and Twinbee Yahho! While Detana weirdly lacks a tate screen option, otherwise things are as they should be, presenting a bright, colorful world and a bunch of wacky things to see and (cutely) destroy. Aside from the trademark trimmings, the most notable things about both are the Xevious-style “two-plane” gameplay, which requires players to not only shoot flying enemies but separately bomb ground-based ones, as well as the famous “bell” powerups, which will change their colors (and rewards) when shot. Yahho! adds in a few additional weapon options as well as some of the best graphics seen in a cute-em-up – there’s nothing especially “deep” to be found here, but it’s still fun just to see everything this series’ world has to offer, as long as the sugar-coated setting and some slightly dated mechanics don’t put you off too much.

Last but not least is the Salamander Deluxe Pack Plus – “plus,” apparently, because it includes three games instead of two, namely both Salamanders and the remixed variant, Life Force. Oddly enough, this is the only PS1 “deluxe pack” that didn’t get a reprint, making it the hardest and most costly to obtain. Considered a “sister series” to Gradius, these games contain many of the same elements, though (with the exception of Life Force) they ditch the power-up bar and stick to “traditional” pickups, as well as exchange checkpoints for instant respawn after death, and send you to some vertically-scrolling stages along with the horizontal standards. In some ways the changes are for the better, but sometimes they can also prove extra-frustrating – whether one prefers Salamander or Gradius is mostly a matter of taste.

[Find Gradius Deluxe Pack on eBay](#)

[Find Parodius Deluxe Pack on eBay](#)

[Find Detana Twinbee Yahho! Deluxe Pack on eBay](#)

[Find Salamander Deluxe Pack on eBay](#)

Jikkyo Oshaberi and Sexy Parodius



While the first three Parodius games saw release on the PS1 via a pair of compilations, the latter two earned themselves stand-alone releases, and are particularly sought-after to boot. In case I needed to tell you this, the ports are just as good here as on the Saturn – neither ever got a reprint, though, so these games are a tad harder to come across than their earlier counterparts. They also play differently in several ways, though most of the core aspects of the former titles are still here in one form or another.

Jikkyo Oshaberi Parodius, also known as “Chatting Parodius,” was originally released on the Super Famicom, with the 32-bit remake attaching the subtitle “Forever With Me.” As the title suggests, there is a background announcer who never shuts up, though you can turn him off in the options menu – the game’s most interesting elements, however, are gameplay-related. While the presentation, as you’d expect, is not quite up to par with most of the other Parodius games, and as a console-based entry it’s a bit easier than the arcade games, it has the largest character roster in the series, as well as the most scoring tricks and extras, including tandem two-player attacks, two “mini-modes” and a bunch of hidden collectible fairies to look out for. One or two of the extras are PS1-exclusive (the Saturn had a few unique offerings of its own), but for the most part the game is the same regardless of system.

Again, the title of Sexy Parodius gives you a pretty good idea of what to expect – while there’s nothing pornographic in here, there is plenty of anime cheesecake and PG-13 innuendo alongside the trademark silliness this time around. Once more, though, the title’s most interesting element is gameplay-related – while you’re completing stages in order as usual, each level has an extra task to pull off (collecting a certain amount of items, shooting down enough

of a particular enemy, etc.) aside from just beating the boss and getting out alive. Whether or not you complete the task at hand determines not only the inter-stage image you're treated to, but also which level you go to next, and eventually the ending you get. Everything else is pretty much the same, except for a new "item" that you can feed other items to make stronger, but overall, so long as the game's shameless appeal to its audience's baser instincts doesn't dissuade them, Parodius fans shouldn't be disappointed. [FindJikkyo Oshaberi Parodius on eBay](#)
[Find Sexy Parodius on eBay](#)

Image Fight and X-Multiply



Irem's semi-obscure and tough-as-nails duo is available on each of the major 32-bit systems, and since both editions are close to arcade-perfect, shooter fans can rejoice – and prepare for a virtual beatdown of epic proportions. There's not much of anything to mention in terms of extras, but there is plenty of challenge for anyone interested in some of Irem's non-R-Type shooters. X-Multiply, a side-scroller, plays most similarly to the aforementioned standard-bearing titles, but instead of a Force device your ship will grow a pair of bullet-blocking metal "tentacles", which react based on the way your ship is moving. You can't detach them to dispatch distant threats, though, so you'll need a slightly itchier trigger finger than usual, not to mention the ability to stomach some really weird settings and enemies – all in all, though, if you like R-Type you're likely to welcome this offshoot with open arms.

Image Fight, one of a select few Irem vertical-scrollers, is actually the first shooter the company released after the original R-Type – as such, despite the difference in screen orientation, the gameplay feels surprisingly similar. While the signature Force pod has been ditched in favor of up to three gunpods (which can be either fixed forward or aimable in different directions based on movement, as well as "thrown" at enemies), and your speed can be adjusted on the fly (one of the earliest appearances of this feature), the same basic memory-dependent strategy for success is required here, and the game will punish you severely until you get it right. That said, the Turbo CD-exclusive sequel is even more merciless, though I don't know how much comfort that'll bring you – either way, if you can conquer this bugged in one credit you've earned yourself some respect.

[Find Image Fight/X-Multiply on eBay](#)



Konami Antiques MSX Collection Volumes 1 – 3

While the Saturn's MSX Collection is probably better-known, this three-game set was actually Konami's original release of its old MSX titles onto a contemporary system – the "Ultra Pack" on Sega's console came a bit later. Be that as it may, it's pretty obvious that the latter is the better buy, since it collects everything from these three volumes

into one disc and isn't much rarer or pricier. Of course, whichever you end up buying, be forewarned that most of the shooters (about ten in all, depending on how strict your definition is) do not run very well – this isn't the fault of the PS1, but of the original MSX hardware, which all but guarantees you very choppy scrolling and difficult maneuvering, and none of those issues have been touched up at all here. As a result, the games included on these compilations serve best as an “interactive history lesson”, if anything.

[Find Konami Antiques on eBay](#)

Konami Arcade Classics



Released as Konami 80's Arcade Gallery in Japan, this collection is pretty much what you'd expect – ten of the company's oldest arcade offerings, including (of course) four shooters, on one disc. While each of these titles plays well (as should be expected on a console several generations more advanced), the trimmings are scarce – there's little bonus material, and several standard options (including some found in the original DIP switches) are mysteriously missing. Not to mention, of course, that these games are, well, really old. That said, though, Konami hasn't re-released many of these games since, so this package might be your best/only option to relive any fond memories you might have of these titles. A quick summary of the shooters on offer –

Scramble is the oldest of the bunch – it's a pretty basic side-scroller, in which you control a rocket which can fire straight ahead or bomb the ground below, hopefully taking out any missiles or other obstacles in the way. You also, however, have to watch your fuel meter, and refill it by destroying fuel tanks as you coast along (doesn't make much sense, but hey, it's 1981). Super Cobra plays almost identically to Scramble, except you're a chopper this time – both are solid considering their age, though your lengthy craft can be a frustratingly easy target for enemies (and walls).

Time Pilot is a “free-scrolling” overhead shooter, where you're always moving forward but can steer yourself in any direction – using your “futuristic” craft and its basic dot shots, your objective is to destroy a certain amount of enemy planes to advance, while collecting parachuting guys for bonus points. Gyruss is commonly considered the forerunner of the “tube shooter,” though you're technically only in a “half-pipe,” giving it some kinship with Tempest – while synthesized classical tunes warble in the background, you travel through the solar system shooting down formations of aliens while avoiding their returning salvos. Both games hold up surprisingly well, though the fact that you'll likely die not so much via enemy fire as sudden kamikaze attacks can be frustrating.

[Find Konami Arcade Classics on eBay](#)

Namco Museum Vol. 1 – 5 and Encore



While it's likely not the first company you think of when it comes to scrolling

shooters, the creators of Pac-Man and Soul Calibur actually have quite a bit of history behind them in the arcade shmup realm, though most of it stretches back quite a ways. Which is where these collections come in – if you can get ahold of the whole set you'll have nearly 40 of the company's game-room releases from back in the day at your fingertips, nine of which are shooters. Each volume has at least one of those nine on it, so you'll need to seek out all six even if you're just looking for the shmups – fortunately, volumes 1 through 5 were released in all three regions, though Encore never made it outside of Japan. A quick overview of what you're getting with each –

Two shooters, Bosconian and Galaga, are the features of Volume 1. The latter is the first and most popular sequel to Galaxian (featured below) and introduces the series' signature "tractor beam" enemies, which can steal a ship from you, but also give you an opportunity to win it back later and double your firepower. Moreover, you can now quickly dispatch a few baddies as they first spiral into their formation, as well as snap up some bonus points in occasional "challenging" stages. Bosconian is a free-scroller a la Time Pilot, though your main goal, as in Fantasy Zone, is to destroy a set amount of enemy bases, and you've also got a handy tailgun to compliment your nose-mounted weaponry. Volume 2 adds Xevious (which is covered in the Xevious 3D/G+ section) and Gaplus, which builds further on Galaga by improving the presentation a bit, speeding up the overall pace, allowing you to move up the screen a limited amount, and offering an occasional opportunity to turn the aliens' own tractor beam back on them and capture a few helpers of your own. Oddly enough, Galaxian, the earliest release in its series, wasn't added to this collection until Volume 3, where it's the only shooter included – on a basic level it plays similarly to Space Invaders, but with slightly better graphics. The main difference is that while the "main" enemy formation above you doesn't encroach in your direction, it instead sends individual bogies swooping down to try and pick you off – score-attacking snipers can use this to their advantage, as dive-bombing enemies are worth more points than "docked" ones.

The sole shooter offering on Volume 4 is the obscure side-scroller Ordyn, which could be considered a more "traditional" take on Fantasy Zone – while featuring a cute-em-up atmosphere (and nice graphics overall) as well as a similar shot/bomb setup and purchasable weapon upgrades, it ditches the Defender-esque stage layout for a "straight" left-to-right progression. Volume 5's contribution is Dragon Spirit, basically a legendary reptilian take on Xevious, with air and ground targets as well as separate powerups for your two weapons – despite the advancements, however, it doesn't feel like much of a step up from its inspiration. Finally, Encore finishes up the collection with Dragon Saber and Sky Kid – the former, obviously, is a followup to Dragon Spirit, and adds more interesting settings as well as instant respawn, default rapid fire and a charge shot. Sky Kid is notable if only as one of the few shooters which scrolls from right to left – you control a biplane which can shoot down enemies or loop-de-loop to escape, not to mention that you can button mash to attempt to save yourself after taking a hit. Each stage also gives you a single bomb to pick up, which you can drop onto a specific target for bonus points – don't forget to nail the landing at the end, though. It's unusual, but actually pretty fun.

A few of the games included on certain volumes vary slightly depending on which regional release you pick up, but all the shooters are consistent, so you don't need to worry about those. Otherwise, the titular "Museum" feature includes a hunk of perusable memorabilia for each game, though some of the images and such come with heavy load times – thankfully, though, the games themselves play pretty much exactly as you remember them, and include screen orientation options and most everything else you'll need. If you don't mind the somewhat dated technology on display, not to mention the amount of discs you'll likely need to track down, this might not be a bad museum to spend some time in.

Find Namco Museum on eBay



Another once-popular developer with a cult following, Nichibutsu (aka Nihon Bussan) only offered PS1 owners a single (and very old) shooter, Moon Cresta, though it did so twice over – first, it was included as part of Nichibutsu Arcade Classics along with Crazy Climber and Frisky Tom, and later on it was given a stand-alone release on Hamster’s “Arcade Hits” label. The game itself is a rather simple variation of single-screen standards a la Space Invaders and Galaxian, with a single noteworthy “hook” that was expanded in its sequels – your three “lives” are actually three adjoining parts of a single battleship, and if you survive long enough playing as the first, you’ll be given a chance to “dock” with the second piece and raise your firepower, and the same goes for the third. However, doing this also makes you a bigger target for enemies, and is equal parts rewarding and frustrating. Compared to the many other “classic” shooters available on the system this one doesn’t hold up particularly well, especially considering how few trimmings it gets – neither version is lacking much of anything if you’re looking for arcade perfection, but if you’ve never played this one before, definitely try before you buy.

Find Nichibutsu Arcade Classics on eBay

Toaplan Shooting Battle 1



While for many players Toaplan’s later work and art style (a la Truxton or Batsugun) ended up as unofficial representatives of the company’s shooter output as a whole, longtime fans can clearly recall their earlier titles, including the two-and-a-half helicopter-themed shmups compiled here, namely Tiger Heli, its sequel Kyukyoku Tiger (aka “Ultimate Tiger”) and its semi-alternate version, Twin Cobra. Each of these games are reproduced in arcade-perfect fashion on this disc, though there aren’t a whole lot of extras to be found – also worth noting is the fact that the game refuses to play correctly on pretty much any setup except for a genuine Japanese PS1 – even on a J-PS2 or similar “legit” setup you’ll likely run into problems. The game’s not a very easy one to find either, so before you set off in pursuit of it you might as well know what you’re out to encounter.

Tiger Heli was the second scrolling shooter produced by the company, after Slap Fight (aka Alcon) – as you’d expect it’s pretty simple, giving you a single (limited-range) weapon, a supply of bombs, and two types of collectible (and destructible) options. Other than a few semi-hidden “bonus” targets there’s not much aside from survival to concern yourself with – of course, survival is plenty by itself, and your chopper’s slow speed doesn’t help matters. Enemies coming from behind, in particular, are a menace simply because you can’t get below them faster than their bullets can reach you – adversaries who start clogging the screen with shots as soon as they enter the screen are no fun either, thanks to the limited range of your guns. Kyukyoku Tiger tightens things up some, offering more enemy and weapon variety, instant respawn upon death, and a presentational upgrade. One curious design decision was making the bomb slower to activate than in Tiger Heli – ack! Its regional variation, Twin Cobra, is the same except for the

inclusion of simultaneous 2-player and a remixed soundtrack. While this era has passed some shooting fans by, there are still plenty who hold it in high regard, and these are the best ports of this trio that you're likely to find.

Find Toaplan Shooting Battle 1 on eBay

Wonder 3



Capcom's three-game set appears on the PS1 in much the same form as it did on the Saturn, and again under the "Arcade Gears" label. Alongside "Roosters" (aka "Midnight Wanderers," a platformer) and "Don't Pull" (a block puzzler) you've got "Chariot," a side-scrolling shooter, set in the same fantasy world as Roosters and starring the same two elfish characters, this time equipped with some flying gear. Most elements are fairly by-the-book – you can collect and equip either wide or narrow shots, as well as a ground bomb; you'll also want to amass a stock of tail options, which can block attacks or fuel power shots, but need time to regenerate afterwards; there are score-item coins which increase in value if collected carefully.

Along with the eye-catching setting each of these elements works fine, but as you'd expect from a shooter that exists only as part of a compilation, the execution of some of the genre basics (most notably minimizing unfair deaths) is a bit on the shaky side. As with the Saturn port, I might first recommend trying this (legally) on Capcom Classics Collection 2 on the PS2 – if you like it enough to spring for a slightly more "arcade-perfect" experience, then you might want to start searching for one of the 32-bit incarnations, but expect to stay on the lookout for a while.

Find Wonder 3 on eBay

Xevious 3D/G+



A trend-setting title in myriad ways, Namco's Xevious is all but unanimously considered a genre classic among shooter players. This compilation not only features the original game and two of its variations, but a completely 3D remake. The first game is simplicity incarnate – you shoot airborne enemies and bomb ground-bound ones (via a set-position cross-hairs, a particular innovation). No power-ups, just a handful of hidden bombing targets – otherwise, just try not to die. The graphics and music are very simple and repetitive by today's standards, though they set some new benchmarks during their era – otherwise, just make sure you're prepared for a challenge, as the game's rank will come down hard on you if you aren't prepared for it. Super Xevious plays pretty much identically to the original, but ups the difficulty even more, including new enemies and patterns, as well as vehicles that you can "rescue" for bonus points.

Xevious Arrangement, originally part of a three-game arcade board (Namco Classic Collection 1) which also included original and "arranged" versions of Galaga and Mappy, is, again, not too far removed from the first game, but boasts

a nice set of enhancements. The backgrounds have been upgraded, though most of the sprites are the same, and the soundtrack has been given a welcome overhaul as well – additionally, your shot and bomb fire rates have been increased, a (scarce) power-up for your gun can be found, a handful of set pieces were rearranged, and finally simultaneous 2P and some extra-challenging end areas have been attached. 3D/G, as you'd guess, is a new game entirely, done with (rather plain-looking) 3D graphics and a slightly tilted perspective – more importantly, though, you now have 3 collectible weapons to choose from and standard autofire to put off the onset of carpal tunnel syndrome. Overall, this package has something for just about everyone, and can be found relatively easily in all three regions, so unless Xevious is really not your thing you probably ought to hunt this collection down.

Find Xevious 3D/G+ on eBay

Gatchaman: The Shooting



Just in case the pair of Bokan games wasn't enough to satisfy your old-school anime shooter cravings, here's one more vert-scroller with a Tatsunoko licence to whet your whistle – be aware, though, that when you see the “Simple 2000” label on the cover, you'd best take it seriously. Four of the five main heroes (everyone except Ryu) has a pair of stages to tackle, one on foot and one in a vehicle, which can be completed in any order – after that, one more section and the game is over.

The structure is about as textbook as they come – you can shoot, bomb, and power yourself up, but not much else – before you even ask, forget about any sort of scoring system. The game is also very easy on default settings, which gives you a refillable life meter – you can switch on “sudden death” in the options menu to threaten yourself with a one-hit Game Over, but the game itself doesn't get any harder, just less forgiving. On the plus side the graphics are rather nice (though they, along with the music, get a bit repetitive) and there's a modest gallery to unlock, not to mention the cheap price tag – still, there's no reason to expend a whole lot of effort tracking this one down unless you're a fan of the anime.

Find Gatchaman: The Shooting on eBay

Night Raid



This is perhaps Takumi's least-known shooter, having managed only a brief arcade appearance and a late port to the PS1, neither of which left Japan. Looking past the borderline-abstract graphics and hard-rock soundtrack (complete with a handful of bizarre “shouting voice” sound effects), it plays relatively similarly to many of the company's other games – you've got lots of bullets, a small hitbox, “ceremonial”

powerups, the ability to fly over enemies without damage, a temporary invincibility mechanic (plus a regular ol' bomb), and loads of digits on the score counter. Once you're into the nitty-gritty, however, you'll find that you've got a different sort of beast on your hands.

First off, the aforementioned invincibility mechanic – in similar fashion to the shield in Giga Wing or Mars Matrix you can activate the “Hug Launcher” (a “ghostly” version of your ship that fires in front of you) to give yourself a momentary respite, and as usual it needs a few moments to recharge afterwards. You can forget about absorbing or reflecting bullets, though – not only do you not need to hold the launcher button down (instant activation is nice), but to use the launcher effectively you've got to not only target an enemy with it, but “bounce” it between any and all baddies on the screen to make it last longer (and activate a point bonus or two while you're at it). While supposedly there's a method to this, most of the time you'll have just as much success mash-wagging the directional buttons at random. Then there's the scoring system, which appears at a glance to be a simple “collect stuff bad guys drop” setup. You'll notice some funky goings-on if you observe the “thermometer” at the left side of the screen, however – as you collect the aforementioned score items it rises, and you gain more points for destroying enemies. Any items you miss that fall off the screen, though, will lower the meter in equal measure, and can even send it into negative territory, causing you to LOSE points when you kill something. The game, thankfully, accommodates, offering three different score tables, “positive,” “negative,” and even a “neutral” one, giving the highest spot to the score closest to zero – unfortunately, there are so many point items onscreen at a given time, along with all the bullets, that collecting or avoiding them is too frequently an exercise in utter chaos.

And then there's the matter of the port itself – for one thing, the two-player simultaneous option from the arcade version is gone, so you'd best plan on flying solo. Moreover, the controls, quite simply, feel a bit slippery, at least when played on a modded US console or Japanese PS2 – movement just isn't precise enough to allow you to squeeze into the necessary safe spots consistently. Some attest that playing the game on a genuine Japanese PS1 alleviates this problem, but either way it's an all but game-breaking problem for everyone else. If not for this issue in particular I wouldn't mind recommending Night Raid as a “curiosity” pickup for the adventurous, since it's certainly unique, and not expensive to acquire either – as things stand, though, buyer beware.

Find Night Raid on eBay

X2: No Relief

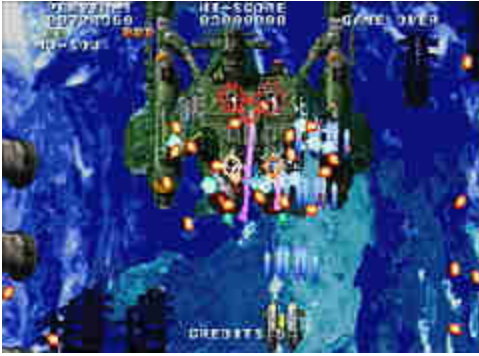


Players familiar with the Amiga scene, or perhaps fans of the Worms series, are probably most likely to recognize developer Team 17 and know of its old-time computer shooter Project X – well, lo and behold, nearly half a decade after the original a sequel appears on the Playstation. Published by Capcom, originally released in Europe and eventually brought to Japan, US gamers, as usual, never got a shot at this one – that said, all things considered, they weren't missing out on a heck of a lot. While the graphics (a mixture of renderings and hand-drawn stuff) hold up pretty well, and you've got three selectable ships to cater to your play style, the underlying structure hangs on tight to many “Euroshmup” characteristics that have made this unofficial sub-genre something of a pariah within the shooter community.

Principally a side-scroller, though it will occasionally shift to an overhead vertical perspective, there's no real scoring system to speak of, though the game tries to make up for it with excessive weaponry. There are LOADS of weapons to collect here (not counting smart bombs), and you can have several of them firing at once – while causing mass destruction is fun in and of itself, not only does this reduce the challenge level (a refillable energy meter is an

additional culprit on that front), but makes spotting enemies and their shots a pain in the neck (especially by the end, when your tooled-up arsenal will all but completely block out a good portion of the screen). Add uninspired enemy formations and attack patterns to the mix (even the final boss plays like a broken record) and I'm hard-pressed to recommend this to anyone except those who greatly enjoyed the Amiga shooter scene back in that day – the rest of us are likely to have moved on. If you must have this game the later Japanese release is slightly better-balanced than the PAL version, but it's also pricier and more elusive.

Find X2: No Relief on eBay



Soukyu-gurentai Oubushutsugeki

The hyphen and extra gibberish at the end aren't the only things that were added to the PS1 port of Soukyugurentai, one of the premier Saturn shooter ports – alongside the original arcade game is an Extra mode, featuring new cutscenes, voice chatter during stages, and an additional (and overpowered) selectable ship. Unfortunately, along with the new stuff comes a slight downgrade to both the graphics and the sound, and more importantly, extra slowdown. In summary, locking onto bunches of enemies and blasting them to kingdom come is still very much present, and still fun, but this is definitely not the optimal way to experience it.

In its favor, the game, as on the Saturn, was reprinted and is not very expensive to acquire, so if the PS1 is your only option this is worth picking up – otherwise, even without the system-exclusive song and dance, spring for the Saturn port instead.

Find Soukyu-gurentai Oubushutsugeki on eBay

Philosoma



One of the Playstation's earliest titles, it won wide acclaim at the time of its release, mostly due to its impressive CG scenes and in-depth story, two gaming elements which rarely show their faces within the shooter genre, and were scarce overall back in the day (in hindsight, of course, a gamer could use the existence of a cinema- and story-heavy shmup to bewail the decline of How Things Used to Be, but I digress). The game saw release in all three regions and is easy to track down even today – the question you're asking, of course, is how well it's held up over the years, and whether its unusual feature set, which has by and large not been copied by other shooters, can still impress in this day and age.

If you strip away the gloss, the game employs a pretty standard setup – you can switch at will between four weapons (which are powered up individually), collect two missile types, drop a bomb if you're in trouble, and keep an eye out for health meter refills after the fact. You'll note that I've yet to mention the perspective you play from – another

key facet of *Philosoma*'s eye-catching quality back in the day was its constant shifting of the player's viewpoint, from side-scrolling to overhead to behind-the-ship to angled. Pretty much, if you name it, you'll probably see a section or two of it in here. It's neat in its own way, but unfortunately hobbled on a basic level – no matter what perspective you play from, dodging certain enemy attacks is nearly impossible (as is often the case in health-meter shooters), making success largely a matter of conserving enough shielding from other sections to get through the unfair ones. Having your current weapon downsized to square one upon death doesn't make things any easier. All told, *Philosoma* is best picked up as a curiosity – or, perhaps, to see one of the few storylines in a shooter worth more than a passing mention.

Find *Philosoma* on eBay



Strikers 1945

What goes around comes around, I suppose...while the Playstation received the superior port of *Strikers II* (see above), its version of the original is mired by excessive slowdown, much like *II* is on the Saturn. Especially considering how many shooters ended up receiving nearly identical ports to the two systems, I can't imagine why the home releases of these two games turned out the way they did, unless Atlus/Psikyo had the most schizophrenic porting team the world has ever known working on them. In any event, while this port is far from unplayable, get the Saturn equivalent if you can, since there isn't much else to distinguish them.

Find *Strikers 1945* on eBay

Find *Strikers 1945* on Amazon

Space Shot and Sanvein



Near the end of the Playstation's life, smatterings of budget-priced titles began to emerge from the shadows, circling like buzzards over the system's gray plastic carcass – these two shooters found themselves among that crowd, the former a side-scroller from C.I.I. and the latter an arena shooter from Success. Both were brought to the US and *Sanvein* also made it to Europe, so neither is much of a struggle to acquire – when they were released, either of them was likely worth the paltry entrance fee for famished shmuppers, but what about today? *Sanvein*, for its part, is an overhead title somewhat in the vein of *Smash TV*, giving you a choice of three “main” and “special” weapons and tasking you with the mission of clearing out all of the “boss rooms” in each level via a *Darius*-esque branching arena setup.

What makes things interesting are 1) the fact that there are no “lives” here, just a time limit, which is decreased if you die, and 2) the absence of any traditional powerups – to give yourself more destructive ability you need to clear

out some of the “non-boss” rooms before going for the big guy, so you’ll need to budget your time wisely. It’s a simple setup, but its semi-abstract presentation isn’t bad, and most any conveniences (selectable stage paths, visible enemy life meters) that you might ask for are present, so if you see this one at its expected cheap price it might turn out to be a nice surprise, if its style agrees with you.

Space Shot is something of a composite side-scroller, seemingly cobbled together using spare parts from other shooters – you’ve got a standard pair of gun options that can be moved around your ship or locked in place, a Soukyugurentai-esque lock-on “net,” a Thunder Force V-style “over weapon”, and even a dash maneuver a la Steam Hearts, of all things. A few elements have been tweaked to make them a bit more interesting – most notably, you can use the fiery burst left in your wake after a dash (which lowers your “over meter”) to damage enemies. Doing so repeatedly earns you a point bonus, as does dash-dodging bullets in succession – thankfully, after giving you all this stuff to use, the game includes a Training mode with a handful of exercises to help practice some of the required techniques. Unlike Sanvein, though, the graphics (both in-game and cutscenes) were unimpressive then and look worse now, and the various amenities, though they can be ignored to some extent, tend to get in the way more than they should. It’s hardly the worst shooter you’ll encounter, certainly, but make sure you’ve acquired some of the better stuff for the system first.

Find Space Shot on eBay

Find Sanvein on eBay



Darius Gaiden

The Darius series’ penultimate game takes up residence on the Playstation as well as the Saturn, and is pretty much the same, aside from a different opening cinema. Of course, while this means that the game’s good points (branching stages, nice graphics and music, the ability to “capture” midbosses) are all present and accounted for, the same goes for the bad (a very unforgiving rank system, some near-unavoidable patterns, difficult recovery after death). For fans of the series this is definitely a worthy play, especially considering the smattering of improvements that have been made over previous entries, though others might find its overall structure a bit too Draconian – one caveat, though, is that the PS1 version is far rarer than its Saturn counterpart (or the PC port), and much more expensive as a result. This edition, as a result, is likely only worth seeking out for collectors, as it’s far more accessible elsewhere.

Find Darius Gaiden on eBay

Sonic Wings Special



There’s no collectible mini-CD this time (I’m sure that the legions of Mao

Mao fans out there are inconsolable), but in terms of most everything that actually, well, matters, the PS1's iteration of this "composite" Sonic Wings title is (stop me if you've heard this before) all but identical to the Saturn version – some fans give it a slight edge due to its clearer music and sound effects. You've got all the characters (geriatrics, dolphins, ninjas, pop stars, etc.), all the aircraft, all the levels, the same simple item-based scoring mechanic and pretty much the same performance all around. That said, this game definitely doesn't do much to refute the over-applied label of "generic" that its genre is often saddled with, so don't expect very much that you haven't seen before when you pop in this disc, especially if you're familiar with Psikyo's output.

That said, there are plenty of levels to see and pilots to take for a spin, so anyone who doesn't mind one more go at a plain' ol fighter jet shmup shouldn't mind the window dressing (or lack thereof) too much, and the relatively cheap price and ready availability work in its favor as well. A warning to European gamers, however – while this title received a late trip into PAL territory in 2004, with the vertical screen option and boss rush mode intact, this version does not allow you to save any data. Aside from the annoyance of having to scratch down your high scores on a scrap of paper, this also means that you won't be able to keep any unlocked ships – unless the de facto smaller lineup doesn't bother you, you'll likely want to hunker down and go for the import instead.

Find Sonic Wings Special on eBay

Sol Divide



Due to either the Saturn's relative lack of success outside of Japan, or because PS1 owners were somehow expected to react more positively to the notion of shooting bearded wizards out of the sky, Psikyo's fantasy-themed side-scroller was sent to the US on Sony's system but not Sega's. As with most Western shmup releases it was given a budget price and is not overly hard to find, but the core gameplay can quickly become frustrating thanks to your chunky onscreen avatar and its relatively weak distance-attacking abilities. The fantasy setting and smattering of RPG elements are a nice change of pace from the genre's usual offerings, but the digitized graphics and frequently overwhelming enemy attacks, coupled with an especially short duration, will make this a hard sell for many – also, the Western version, aside from missing some translated story segments, lacks any sort of save feature, which is not only an inconvenience for keeping track of high scores but renders the lengthier "Original Mode" all but completely unplayable. Still, there is a small group of fans who consider this game underrated, so if you've got a few extra bucks to burn and don't mind taking a bit of a risk, this title might end up pulling you in – still, you'd best keep the complaints about it in mind as you make that decision.

Find Sol Divide on eBay

Dezaemon Plus and Kids



Sony's system, as it turns out, got not one, but two entries in Athena's long-running create-a-shooter series – the basic idea and setup are more or less the same for both, but as the titles suggest the latter has a simpler layout and shallower options, and was marketed mainly toward younger budding shmup builders. Each title also has some sample games on it – well, actually, only Plus has “some” (including another Daioh tribute) – Kids, believe it or not, boasts a whopping 101 playable user-created shooters, accessible via the “Select 100” menu. While each of these games, understandably, plays pretty similarly, it's still cool to see all of the different coats of paint that the participants came up with to spice up the same simple core engine, from ninjas to cyborgs to things I have yet to identify. As a bonus, included with each submitted game is a “comment” selection, which allows you to view the illustrations and notes that each game's creator included with his entry – for some, this feature alone will make Dezaemon Kids a worthy purchase. Otherwise, either of these titles require creativity, experimentation (doubly so if you don't know the language), and a lot of memory space to take full advantage of. Find Dezaemon Series on eBay

Jaleco Collection Vol. 1



Ever wonder where the characters and ships from Jaleco's parody shooter series Game Tengoku (the second of which is covered earlier on in this article) originally came from? Well, the four mid-80's shmups included in this seven-game collection will answer your inquiries into a few of their origins. Argus, a vert-scroller, is a relatively cut-and-dry Xevious imitator, in which you use both “normal” shots and ground bombs to dispatch enemies on both levels, though a handful of powerups and wide-layout levels set it apart a little. Exerion (Jeynus's original game), while intended to simulate a “3-D” shooter, is really a single-screen top-down shmup when you get right down to it, giving you a slow-firing twin blaster and a limited-use machine gun to fight off your enemies. Formation Z (Z-Dyne's debut) is an interesting hybrid – most of the time you'll be running automatically forward on the ground, aiming your gun and occasionally jumping to avoid threats, but for a limited time you can transform into a jet and take to the air, and progress more rapidly. Finally, Field Combat (home turf of Miki, apparently – not sure about Misato) puts you in command of a UFO-like tank, which can't shoot, but can bomb, Xevious style, as well as capture enemy troops and turn them over to your side, to be deployed at your leisure – careful not to get slowed up by the terrain, though. While the ports are fine for what they are, be advised – they're of the Famicom/NES versions of these games (with some minor graphical improvements), not the original arcade releases. Oh, and in case you were curious, there never was a “Volume 2.”

Find Jaleco Collection on eBay

Space Invaders Variations



Taito's forever-repackaged classic got no less than four incarnations on the PS1, though three of them were Japanese exclusives – and each of those was a slightly enhanced reprint of the same game. The earliest release (titled simply Space Invaders) is the same version as was released on the Saturn, featuring the original game along with new Versus and Time Attack modes. A year later, in 1997 (the series' 20th anniversary), the inaccurately-titled Space Invaders 2000 hit the shelves – it's the same package as its predecessor, except with a lower price tag, Dual Shock support, and demos of side-scroller G Darius (featured elsewhere in this article) and train simulator Densha de Go 2. Finally, in 2001, an even cheaper "Simple 1500" remake known as The Invaders completed the trifecta – the demos from 2000 are gone, but a new "3D Mode" is included, in which you can switch between the original viewpoint and a "3D" version, featuring a behind-the-player camera angle. Some of the extra features included on this trio might interest fans of the original game, but for the rest of us they'll simply look like an excuse to re-market a decades-old game ad nauseam, "classic" or not.

In 1999 Space Invaders X, the only entry to get to the US (once again confusingly retitled "Space Invaders" after being relocated), made an appearance – the 3D graphical once-over, while not bad for the time, lacks some personality, but the gameplay has made several notable advances, some of which were carried over into the recent (and excellent) Space Invaders Extreme. There are fewer barriers to block your shots (yes, you're actually trusted to dodge enemy bullets all by yourself), as well as more enemy varieties (including bosses), special weapons, scoring tactics and a "time attack" element – in short, this is one of the few Invaders releases that truly feels like a step forward rather than a rehash. Also, in case you haven't played it enough yet, you can unlock the original game, dubbed "Classic Mode" here, but the enhancements present in the main game will almost certainly be the main draw for a majority of players – and rightly so.

As a final note, if you're a dyed-in-the-wool Invaders nut, you might be interested in the highly obscure Tsuntsun-kumi 3: Kanjivader – this one wasn't made by Taito, but was put on the market by mega-publisher Kodansha as a teaching tool to help kids learn their kanji. The shooting, obviously, is more or less an afterthought in this product, though its legions of octopods with big pouty lips might be good for a few laughs – otherwise, though, you're advised to steer clear.

Find Space Invaders Series on eBay

Atari/Midway Collections



The long-time game-makers ended up putting out a total of five different collections of their old-school arcade releases for the PS1 – Arcade's Greatest Hits – Atari Collection 1 and Williams

Arcade's Greatest Hits were released in the US in 1996, Atari Collection 2 and Midway Collection 2 in '97, and Atari Anniversary Edition Redux in 2001 (all four games were released a year later in PAL format). The ports on each collection are of good quality, and most of them also feature a nice selection of extras, including developer interviews – each one, of course, also has a shooter or two thrown in there, so which one of these to get (assuming you're a fan of games this old to begin with) pretty much depends on which selection you like best. Here's an overview to get you started –

The first two Atari titles feature a total of six games apiece – Collection 1 has Asteroids and Centipede on offer for shooter fans, plus Battlezone, Missile Command and Tempest on the “borderliner” front. Asteroids uses an overhead perspective and allows movement in any direction, but unlike the later Time Pilot doesn't move the ship forward automatically, requiring “thrust” from the player. Both you and the titular asteroid obstacles (plus the occasional flying saucer) will reappear on the opposite side of the screen if moved over the edge, so use this to your advantage. Centipede is a simple single-screen offering most comparable to Gaplus, since you can move freely within a limited space – of course, you'll want to do your best to keep the ever-descending centipede out of your territory, along with several other nasty bug types and hard-to-destroy mushroom obstacles. The only shooter on Atari Collection 2 is Millipede (though Gauntlet, Road Blasters, and possibly Paperboy have some shooting semi-characteristics), which plays almost identically to Centipede but adds in exploding DDT canisters which you can shoot and, if you time it right, do some major damage to the bugs with.

Redux, the most expansive of the bunch, packs in a dozen games total (though not all are new), half of which are shooters (including Asteroids and Centipede in a second appearance) and an additional quarter of which (Battlezone, Missile Command, Tempest) are borderliners. New offerings include two Asteroids offshoots, Asteroids Deluxe (which is nearly the same as the original, except that “hyperspace” has been replaced with a shield and a few other minor changes) and Space Duel (which gives you the option to play as two tethered ships, or cooperate or compete with a second player), as well as the Robotron-esque Black Widow, which casts you as a spider blasting bugs which wander onto your web. The most unique game on here is Gravitar – after choosing a planet to conquer you orbit around it, picking off gunpods and snapping up fuel, but you're constantly being pulled in by the planet's gravity and must compensate for it. The Williams set, for its part, includes side-scrolling pioneer Defender and its sequel, Stargate (they're tough enough as it is, but the surprisingly high number of buttons used are enough to make some players cry “uncle”), alongside twin-joystick arena classic Robotron 2084 (which still outperforms its sequel, reviewed elsewhere) and Asteroids evolution (and one of video gaming's most famous voices) Sinistar. Midway Collection 2 has Splat! (a single-screen “food fight simulator” where you need to collect foodstuffs before lobbing them at enemies) and Moon Patrol (a side-scrolling “drive-em-up” where you jump over potholes and mines, blast rocks in front of you and shoot down enemies above you). Borderliners on tap include Spy Hunter and Blaster.

[Find Atari Collection on eBay](#)

[Find Midway Collection on eBay](#)

Activision Classics and Intellivision Classics



The full titles of these compilations, both developed by ATI and released a year apart, are the annoyingly long “A Collection of Activision Classic Games for the Atari 2600” and “A Collection of Intellivision Classic Games”. Formalities out of the way, each package has a selection of around ten (depending on how picky you are in your definition) “proto-shmups” from days gone by included in their total selections of 30

titles apiece – generally speaking, the Activision set is regarded as having a better lineup, but also being a poorer conversion, a rather inexcusable flaw for games this old. The Intellivision collection, for its part, has an opposing set of advantages and problems. Either way, you'd best have a healthy (or possibly unhealthy) love of all things retro to get the most out of either of these sets.

On both collections, several of the included shooters are obviously intended to mimic their successful arcade predecessors – the Activision compilation's Chopper Command is the most blatant Defender clone, though its companion, Cosmic Commuter, adds some interesting elements, such as picking up and dropping off customers and snagging fuel pods. Plaque Attack is a quirky Space Invaders knockoff, pitting a tube of toothpaste against small groups of evil food particles, defending a set of pearly whites – every other stage you'll switch from the lower to the upper jaw, and actually shoot downwards, which is unusual if not particularly exciting. MegaMania is similar, except that this time you've got a depleting “energy meter” time limit, and have the option to guide your shots. Spider Fighter is a less-crowded Centipede, with a fast pace and fruit to protect, while SeaQuest is a single-screen side-view submarine shooter, where you blast the fish and collect the divers, as well as periodically rise to the surface for air. River Raid, an honest-to-goodness vertscroller, is (understandably) textbook save for the fuel pods you must fly over regularly, though you can shoot them too – River Raid 2 adds in speed and altitude controls, as well as a ground bomb. The most unique of the bunch is Laser Blast, where you control a floating probe and vaporize tanks below, if they don't do the same to you first – aside from the ability to aim your laser, the coolest part is steering your spiraling vessel into an enemy to exact revenge after being shot down. If you're interested in borderliners you could try Missile Command knockoff Atlantis, crosshairs shooter Star Master, or trade your gun in for a lasso in Stampede.

Moving on to the Intellivision bunch, Armor Battle is a “tank” game similar to Combat, though the solid walls have been replaced with terrain that will slow you down, and you can now switch control between two tanks, as well as lay mines. Space Armada is an unapologetic copy of Space Invaders, exchanging a smaller screen area for better-animated aliens, though the game becomes unfair even more quickly than the original. Astrosmash takes the aforementioned Invaders and mixes it with Asteroids – stuff falls at you, and can be shot and split apart, though you lose points for anything that manages to hit the ground. Speaking of Asteroids, Space Hawk plays similarly to that, except that you're a jetpack pilot with a short-range flamethrower, and you're up against aliens instead of hunks of rock. Then there's Sharp Shot, a set of 4 shooting-styled “mini-games,” which range from a maze shooter to a football passing game. Other possible semi-shooter choices are strategy hybrids Space Battle and Sea Battle, periscope sim Sub Hunt, heli-bomber Hover Force, trench blaster Star Strike, and perhaps even the “tongue-em-up” Frog Bog – you can also get a gun powerup in the Pac-Man-esque Night Stalker.

Find Activision Classics on eBay

Find Intellivision Classics on eBay

Galaga: Destination Earth



Even those who aren't into shooters have probably heard of Galaga – next to Space Invaders it's possibly the best known “proto-shmup” ever released. The original was ported to myriad systems and is still receiving remakes (most recently Galaga Legions on XBLA) down to this day, but this PS1 oddity, only released in the US and Europe, departs from the original formula to a greater extent than most. While the graphics are 3D (and not too bad-looking overall), the gameplay stays squarely in two dimensions – however, in similar fashion to Philosoma, it doesn't keep you viewing the action from the same perspective for long.

In certain spots you'll utilize the usual top-down viewpoint, but in others you'll experience some side-scrolling shenanigans, and elsewhere even switch to a Star Fox-esque behind-the-ship camera. This gimmick by itself is likely enough to drive away many genre fans, though you do still come across the occasional ability to turn the aliens' own tractor beam against them a la Gaplus, and have the buggers help you out for awhile. There was also a Windows port and a (not recommended) Game Boy Color knock-off if anyone is interested in playing it elsewhere.

Find Galaga: Destination Earth on eBay

Asteroids and Centipede



In case you hadn't already heard enough in this article regarding proto-shmups, here are two more that are still pretty fresh in gamers' minds after several decades – of course, as stand-alone PS1 releases, you weren't expecting just straight ports of the arcade originals, right (granted, the aforementioned classics are in there, in both cases, though neither is emulated very well)? Nope, both have been given the 3-D once-over, with varying results – let's start with Asteroids, which, despite the graphical face-lift, plays almost exactly as you remember it. Thrusting, shooting, and an overhead perspective are still the name of the game, though some new bells and whistles are present, most notably a handful of temporary weapon powerups (mines, scattershots) and some new enemies (regenerating asteroids) and obstacles (black holes). You've also got both the "hyperspace" and "shield" features with which to defend yourself, as well as a selection of ships with (slightly) varying parameters and a two-player cooperative mode to mess around with. While this remake doesn't stray too far from its decades-old roots, it's actually the more successful remake of the two as a result, and a pretty easy-to-find (it received a "Greatest Hits" reissue in the US and a "Superlite" release in Japan) addition to the collection of anyone who enjoyed the original.

Onward, with some trepidation, to Centipede, whose main selling point is the new "Adventure" mode – not only have the graphics been inflated into 3D and a traditional level structure been implemented, but you've also got a handful of powerups, the ability to jump, and most notably the freedom to wander through a level at will, turning and shooting in any direction. While this sounds interesting on paper, many of these "enhancements" do more to hobble the experience than help it – you can switch between the traditional top-down view and a behind-the-ship camera, but the former makes the graphics look particularly awful (the cutscenes, before you ask, are similarly low-quality), while the latter opens you up to cheap deaths from behind. The tacked-on platforming elements are also roughly-implemented and frustrating, and the generic techno soundtrack really doesn't suit the setting. Even those with fond memories of the arcade original from way back when are probably best served by leaving this one well enough alone.

In borderliner territory there was also a PS1 remake of Missile Command – in similar fashion to Centipede it offers you the option of "Original" (basically the same as the arcade game but with upgraded graphics) or "Adventure" mode, which exchanges the gunpods of old for a trio of spaceships (viewed from a behind-the-craft perspective) as well as the ability to purchase special weapons and the like (not to mention the requisite handful of CG scenes). The 3-D window dressing takes a little getting used to, but overall it plays pretty similarly to the "regular" version – point the crosshairs, time the explosions. It hardly replaces its inspiration, but one could definitely do worse. Then there's the polygonal Robotron retread, Robotron X – the larger arenas give you more space to move around, but also don't allow you to see the entire area at once (whether in "overhead" or "3D" viewing mode), and there's no dual-analog control option to replicate the twin-joystick schematic of the arcades. The expected extra weapons and whatnot also

make an appearance, but the fact remains that the game simply isn't as fun as the original – if you absolutely must play Robotron in 3D, go for the improved Nintendo 64 version instead.

Find Asteroids on eBay

Find Centipede on eBay

Cotton Original and Cotton 100 %



For my money Cotton's most noteworthy adventures are to be found on the Saturn (though I'm sure that there are fans of Panorama Cotton on the Genesis who'd beg to differ), but unless you're up for tracking down PCE or SFC carts these PS1 titles are a recommended alternative way to see where it all began for the hungry li'l witch and her ever-abused fairy companion. As was already mentioned, however, her best years were definitely yet to come.

Original, as you might guess, is a port of the first Cotton, which first saw daylight in the arcades – the reproduction is perfect (if bare-bones), but the game itself is mostly unremarkable. You've got a shot button and a bomb button (just a "regular" ground bomb mind you, not a screen-filling nuke), fairy options, and a limited stock of chargeable magic spells. The most interesting distractions on offer are the Twinbee-esque ability to shoot powerup crystals to change their properties, and the capability to charge up not only your magic shots but your fairy helpers, via the bomb button, to attack directly – in a tight spot you can even let loose both at once for a super ability. Otherwise, however, most of your deaths will be "where did that come from?" affairs, and the dark, dingy graphics seem startlingly at odds with the light, silly story. While the game originally received a full-price release, it was reprinted twice under the "Simple 1500" label, once by itself and a second time packaged with the puzzler Block Keeper.

Cotton 100 %, on the other hand, was originally a Super Famicom exclusive, and also when the series began to embrace the "cute" atmosphere that it largely (and curiously) resisted at first. The colors and atmosphere are brighter, but as before you'll frequently find yourself struggling to see bullets and enemies, especially when an opaque foreground element blocks your view completely. Some other features, however, have definitely improved – for one thing, you can now select from four "configurations" at the start, a la Gradius II. Each of these gives you three magic shots and three option formations which can be switched between at will, giving the player a bit more variety and freedom than before. Also, your magic is activated by a separate button, so you don't have to wait for it to charge if you're in a trouble. Unlike Original, this one was only released on the "Superlite" label, though it's similarly lacking in extras...including a high score save.

Find Cotton Series on eBay

Stahlfeder and Air Grave



Santos is yet another developer that you're likely never to have heard of, largely because they only made three games within a brief two-year span – this article, meager as it is, covers two-thirds of their total product output. Both of these vertical shooters were released within a year of each other, with Stahlfeder (“steel feather”) being the first – after selecting one of four similarly German-titled aircraft, which not only have different speeds and weapons but varying amounts of lives, you're off to blast all manner of tanks, cranes and so on. Each plane has two weapons, a “wide” and a “laser” type, each assigned to its own button and requiring separate items to power up, as well as a generous supply of bombs – otherwise there's not much to it, least of all any semblance of a scoring system beyond “kill things.” The game is quite easy, thanks to its plentiful shield refills, but the mixed sprite/poly graphics haven't aged as badly as some of its contemporaries, and the inclusion of the option to alter the color of enemy shots is something I wish more titles offered.

AirGrave adds a few more trimmings to the basic shooter formula of its predecessor – there are now mission briefings and story segments between stages, as well as voice acting during both the cutscenes and actual gameplay, plus the addition of some set-value point medals for scoring purposes. The biggest change is the introduction of separate ground and above-ground planes – while a single button fires both your air- and land-based weapons, you've got to aim them separately to hit targets on each level. You also have a lock-on, which can target several earthbound enemies at once in a limited area – as you'd expect, more targets equal more points, so you've got at least a bit of score attacking to be done. Neither of these games is particularly awful, but neither is anything to write home about either – more or less the definition of “mediocre.” They're far from the worst things you'll ever play, but don't spend time looking for them unless you've already exhausted most of the rest of the system's library, especially seeing as both make rather infrequent appearances on the market.

Find Stahlfeder on eBay

Find Air Grave on eBay

Two-Tenkaku



Although this game was created by a completely different developer (a four-man team known as “Club DEP,” who apparently worked under Sony's “Music Entertainment Japan” label, and are all but impossible to find a trace of nowadays), those who have played one or more of the aforementioned Santos obscurities are likely to be reminded of them by this game, thanks to both its slightly outdated sprite work (which is quite inoffensive compared to the laughable 3D cutscenes) and overall mediocrity in the gameplay department. You've got three ships to select from, and while each has a unique “main” weapon, all three can collect the same

two types of missiles and bombs (a weird screen-filling Buddha blast and a laser with a face) alongside a handful of simple score items.

Aside from the somewhat odd pseudo-Oriental setting (made even weirder by the selection of sound effects) there's not much to set the game apart from the crowd – it's also not very challenging once you've learned the layout of the stages, so it might be worth a try if you're looking for an easy one-credit clear. Collector types (probably the only ones with a truly genuine interest in this) will want to sniff out a copy which still includes a poster.

Find Two-Tenkaku on eBay

Meta-Ph-List Gamma X 2297



Now here's a strange bird for you – a two-disc story-heavy PS1 vertical shooter, and a rather rare one on top of that. According to GameFAQs, this is the only game that the developer, ADM, ever produced – so what sort of product are we talking here? Believe it or not, despite the badly-aged graphics, some shooter fans feel compelled to call the game “a poor man’s Radiant Silvergun,” thanks to its scope and ambition, even if said elements aren’t as successfully implemented here. You can switch between three weapons, including a lock-on, which gradually level up as they’re used to down enemies, as well as adjust the firing direction of each – also, not only can you select which stages to play in order from a menu, but you can replay levels (enemies will be the same, but the background will change) if you’d like to further improve your arms before moving on. None of this is as notable as your slowdown-inducing, robot-voice-accompanied bomb, however. While the somewhat weak level layouts (and resulting presence of a life meter) drag it below what it could have been, some of the whacked-out background effects and overall oddball ambience might make this one worth tracking down for connoisseurs of the obscure – connoisseurs ONLY, however.

Find Meta-Ph-List Gamma X 2297 on eBay

Gunbird/Mobile Light Force



Oh dear, where to begin...right from the starting gate the Japanese PS1 version of this game is inferior to the Saturn port, simply due to the fact that it lacks a vertical screen viewing mode – in an ideal world, I could stop right there, having told you all you really need to know about this subject. Unfortunately, publisher XS Games was not content merely to bring this less-than-ideal Gunbird iteration Westward – no, it was determined to visit upon we unsuspecting souls one of the most infamous localization “efforts” in gaming history.

Not only have some character’s names been changed, the art gallery been nixed, high score saving been disabled,

and all story segments, including the endings, completely cut out (where you'd normally see some dialogue, there's just an awkward pause), but the game was inexplicably renamed "Mobile Light Force" and graced with a completely unrelated, Charlie's Angels-esque cover image. Even more hilariously, at the same time the company brought over (and butchered almost as badly) Shikigami no Shiro, a completely separate game on the PS2, and had the gall to dub it "Mobile Light Force 2", even re-using the exact same ludicrous box art. While the company has largely atoned for these debacles with its more recent Shikigami localizations, it doesn't make those early efforts any more worth buying, unless you're looking for an exceedingly depressing laugh or two. You've been warned.

Find Gunbird/Mobile Light Force on eBay

Viewpoint



One of the few "isometric" shmups in existence, and almost certainly the one which touts that fact most aggressively in its title, Viewpoint originated on the Neo-Geo arcade system but received several ports over the years, the last of them appearing on the PS1 and released to market only in the US and Europe. Developed by Visual Concepts, the graphics have been upgraded and given a lot more detail, but the music is not as catchy as it was in the arcade version – further, while the original was no slouch in the toughness department (due in no small part to the unusual perspective and infrequent powerups), this iteration not only retains the aforementioned elements but has left behind any sense of "reasonable" challenge, to the point where playing the game is more an exercise in masochism than anything else. As but one example, remember the early trio of gates you had to shoot open to pass? Well, in this version they've been squeezed so close together that if you don't move and fire near-perfectly you're going to die, repeatedly – and that's just in the FIRST level. Pretty much a unanimous thumbs down among shmup fans, even the slowdown-laden Genesis port is considered superior to this one.

Find Viewpoint on eBay



Macross: Do You Remember Love?

Well, the cover art has been changed around, but this side-scrolling take on Macross's 15th-Anniversary big-screen appearance is otherwise identical to its Saturn sibling. The anime cutscenes still look great (perhaps even a bit better on the PS1), but the gameplay, unfortunately, is also untouched, featuring a bulky onscreen avatar, short levels, and rather mind-numbing goings-on overall (just charge and release the micro-missiles and 90 percent of the time your troubles are over). As before, this one is worth getting only either for fans or on the cheap – also take note that, as on the Saturn, the game is split up into two discs, which must be switched at the halfway point to continue. If you're using a boot disc or other such method to play the game on a non-native system you might have trouble continuing

past the switch point as a result, so keep that in mind as well.
Find Macross: Do You Remember Love? on eBay



Cho Aniki

Aside from the different cover images (not like anyone would have much trouble identifying this title in the first place), the 32-bit Cho Aniki entry is pretty much the same here as it is on the Saturn – unfortunately, that means a second helping of cheesy digitized graphics, dull enemy layouts, bosses that take an eternity to die, and huge, hard-to-maneuver characters. Oh, and a whole lotta dudes in bikini briefs. It's definitely as wacky a shooter as you could care to find in terms of its overall ambience (if you could even call it that), but on technical merits it scores poorly on almost every front. As with many PS1 shooters, however, it did get a reprint, so if you want this title come hell or high water it might be easier to track down on Sony's system.

Find Cho Aniki on eBay

Super Dropzone – Intergalactic Rescue Mission



If the name Archer MacLean means anything to you, then you're likely familiar with the famous programmer's first game, Dropzone, released near the beginning of the home console era. Featuring mechanics similar to Defender, it was well-received and even managed to earn itself a sequel, Super Dropzone, nearly a decade later. Originally appearing on the Super Famicom in Europe, it sends you back to Jupiter's moons with a jetpack and a pea-shooter to take on yet another bunch o' nasty aliens – seeing as they're even meaner (and toting along some boss critters) this time around, though, you're packing some new power-ups yourself, including rotating shields and spread and homing guns. Of course, you've still got your old faithful cloaking device and smart bomb as well.

Fast-forward almost eight years after the game's original release, and PAL territories receive a budget port of Super Dropzone for the PS1 – as you might expect from a release of this nature not much has been changed or enhanced from the 16-bit original, but unfortunately one of the downsides of the switch to CD-based media is present and accounted for, namely load times. Long ones, too. Additionally, some fans of the first Dropzone feel that the control is a bit clunkier than it used to be, though obviously this isn't a "traditional" scrolling shooter to begin with. For the price this isn't the worst pickup you could happen across, but it's certainly not among the system's elite either.

Find Super Dropzone on eBay

Strike Force Hydra



Supposedly developed by a team of two people, this vertical shooter puts you at the helm of a hovercraft – for the most part it doesn't control much differently than your average jet plane or space fighter, though it can fire both air- and ground-based weapons to deal with different enemy types. Other than that, it has a speed boost and the ability to jump short distances – though the latter feature in particular was seemingly included (along with an energy meter and a generous stock of lives) to make up for your vehicle's bulky size and infrequent power-ups, it's more a testament to the overall poor balance and design of this title than anything else. The screen area is very wide, and as you veer left or right you're likely to be caught off guard by previously-unseen enemies, most of which take several shots to dispatch and move in patterns that are all but impossible for your chunky 'craft to react to effectively. To sum it up, the game also appeared on the GBA, and is more or less identical there – and even on that system it's not considered a quality pick-up.

Find Strike Force Hydra on eBay

PD Ultraman Invaders and SD Gundam Over Galaxian



It's documented fact that licensed properties are often among the first to sink their teeth into any new video entertainment medium – unsurprisingly, then, not long after the Playstation debuted in Japan, “Ultraman”, a Japanese superhero series that's been around for decades and still exists today, teamed up with Taito, utilizing the format of the latter's trademark IP Space Invaders for its own game. The standard cannon is replaced with the silver-skinned protagonist, the invaders are weird(er) rampaging monsters, the whole thing is pumped into 3D, squished down and cute-ified, and the camera can be shifted around, but you'll definitely recognize the proceedings within seconds. You do get to select from several Ultra characters (which play pretty much identically) and viewing angles, not to mention that some collectable weapons and a split-screen versus mode are also included, but none of these offsets the indisputable fact that neither the presentation nor the simple and brief gameplay has aged very well – and the latter was old to begin with. Off to the side, believe it or not, the same variations of the original Space Invaders found on the trio of Japan-exclusive “Invaders” releases (plus the versus mode) are included yet AGAIN on here, though there's no tate option for any of them.

About a year later the equally-indomitable “Gundam” anime property decided to jump on the same license-borrowing bandwagon, though it determined to piggyback on Namco's Galaxian instead. Again, the basic gameplay is pretty much the same deal as the arcade original (except for some extra weaponry and an occasional boss), and as in Ultraman you can switch between the “classic” top-down view and a third- or first-person camera if you're feeling adventurous (or goofy). For the fans, there's a bunch of cinema scenes and an extra “G-Changer” mode as well as

another (single-screen this time) two-player offering, but not a heck of a lot for most others, especially considering how short and unchallenging this game (in the same manner as PD Ultraman) is. You've already heard this axiom trumpeted elsewhere, but unfortunately I'll have to put it forth again – these two games are for fans of the original series only.

TRL – The Rail Loaders



While this article has already covered some weird shooters, this one might be the wackiest of the bunch – putting you in control of a bullet train driven by a fairy-type character (along with a partner, who will be controlled by AI if you're playing alone), it certainly gives new meaning to the term "rail shooter." While viewed from above, your train is indeed limited to traveling on pre-set tracks – you can switch which one you're traveling on by hitting switches (and can back up if you miss one), but each level is timed, so you'll want to keep moving. Moreover, while you can fire bubble shots to clear out enemies in your way (or just jump over them, which you'll have to do to avoid certain "power down" items), doing so in rapid succession will both weaken the weapon's power and slow you down, so blasting indiscriminately will hobble your efforts. Success is all about memorization, as knowing which tracks hold the most loot (and fewest dead ends) is what will get you to the level boss before time runs out – speaking of which, during these boss fights you can finally move your train freely, but the battles are usually so mind-numbingly easy that you might as well still be on rails. The sprite graphics are inoffensive, but the slow frame rate and pacing don't help matters. This game might be worth a look for some players just due to its unusual (if not particularly successful) deviations from the genre (to the point where some won't label it a shmup at all), but otherwise most shooter fans can be content to let this one chug on by.



Tukai! Slot Shooting

If you didn't already read the write-up on the Saturn version of this game in the corresponding article then you've almost certainly never heard of this game – pretty much anything you'd need to know about it is already there, as the Playstation port is identical, but if you'd prefer a short summary in lieu of a click or two, here it is. The game is basically a cross between Space Invaders, a Puyo-esque puzzler, and a slot machine – as crabs of various hues fall from above, you move around and try to shoot three in a row of the same color to start the slots at the top spinning. Eventually, it will award you with a bonus item, which will rotate between several colors – shoot it, and every matching crab on the screen will disappear. It's an unusual concept, but movement is on the clunky side and luck tends to play more of a role than it should in how things end up (though I suppose that should go without saying in any title with "slot" in the title). Basically, unless you're obsessed with Japanese quirkiness this one's probably not worth it.

Calcolo!



This one is really more of a puzzle game than a shooter, but I decided to toss it in just in case. At a glance it might look similar to Twinkle Star Sprites, with you and your opponent controlling a flying character on each side of the screen, but instead of enemies flying in you've got actual "ochi" pieces slowly falling from the top – using the four face buttons you can make your character shoot in four directions, to either move pieces around, propel them to the bottom more quickly, or even destroy ones you don't want. It takes some time to get used to – otherwise, it's yet another Puyo Puyo chain-heavy variation, except that the number featured on each piece determines how many of that type are needed to clear them out (i.e. you need two "2" pieces, six "6" pieces, etc.), not to mention that you can shoot away falling garbage blocks if you're quick. Each character can also fill a super meter and unleash offensive or defensive specials, as well as pick up occasional speed or weapon powerups – this hybrid will be too unwieldy for many, but if you're not afraid of the occasional imperfect oddball in your collection you might want to keep an eye out. If you're interested in other puzzle games with a bit of shooter flavor you might also want to look for Finger Flashing, Toko Toko Trouble and Vermin Kids, but as with Calcolo they're something of an acquired taste and are not particularly easy to find.

Anonymous (2013-05-21 02:43:25)

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The Pressing Need for a Special Prosecutor (2013-05-23 10:19)

Wednesday's appearance by the Internal Revenue Service's Lois Lerner coupled with the burgeoning scandal's reach into the White House –see this post by Townhall's Carol Platt Liebau–underscores the pressing need for the appointment by the Attorney General of a special prosecutor with wide ranging and independent authority to investigate the wrongdoing connected with the targeting of Tea Party and religiously-motivated tax-exempt groups by the IRS.

More on "targetgate" will appear soon at National Review Online by Eliana Johnson and other members of the NRO team that will confirm what a string of center-left and MSM commentators –Bloomberg's Jonathan Alter and Al Hunt and the New York Times' Michael Shear– have said on my radio show the past three days: The scandals are outrageous and the need for a special prosecutor is urgent.

Some of the journalists on the left have as their concern the salvaging of the Obama presidency before it enters into what would quickly become the longest second term in history, a prolonged drip, drip, drip of revelations and paralysis. They wish to spare the president the relentless grinding down of his office and thus of the country's ability to respond to crisis at home and abroad.

Some of us wouldn't mind paralysis of this presidency, at least with regard to the president's ambitions for domestic lawmaking, but a second and to my mind far more compelling reason for a special prosecutor than the protection of

the president's political standing is the protection of the innocent within and outside the government.

Political appointees often capture and pervert their efforts, or issue edicts that are beyond what Congress intended, and occasionally an ideologue within the career ranks will take an agency off the lawful path, but the career folks are nearly always straight shooters.

A special prosecutor is necessary not only to do justice to the injured –and there are hundreds of injured groups with tens of thousands of members– but also because the rapidly widening scandal at the IRS (and associated scandals involving the DOJ's snooping of journalists and the cover-up of the terrible events in Benghazi) is going to tarnish, damage and quite possibly ruin the lives and careers of many innocent, dedicated federal employees if it isn't quickly and thoroughly investigated and, where appropriate, prosecuted. The pall over the various agencies is already large and rapidly spreading. It has to be ended and the only way to end it is to appoint a special prosecutor and let him or her have at the sandals, having been charged to do so with thoroughness and urgency.

This was Al Hunt's position in an interview I conducted yesterday and it ought to be the position of anyone with a friend, family member or even a professional acquaintance within the impacted agencies, and it ought also to be the demand of every taxpayer who does not want the government they pay for to grind to a halt across large swaths of the bureaucracy doing the daily work of those agencies. Foley & Lardner's Cleta Mitchell –among the Beltway's best tax exempt organizations lawyers– said on my program yesterday that many of her clients are still waiting for their IRS rulings, applied for years ago. These are citizen-customers who deserve prompt, right responses from the IRS, and there are legions of similarly situated citizen-customers whose work is piling up undone as scandal mode sweeps through the federal alphabet agencies and the innocent dive for cover.

The Independent Counsel statute was a lousy law and no serious analyst –none– is calling for its revival.

But special prosecutors can accomplish their ends though the abuse of their charges is also possible. The answer to the potential for abuse isn't in carefully crafted charters but rather in the selection of an experienced prosecutor of great integrity and who enjoys bipartisan respect. There are such men and women in great numbers. Selecting a respected former United States Attorney from the Bush era in informal consultation with senior congressional leaders would work, would not be difficult to effect, and that individual's work could begin expeditiously.

No one –not the serious pundits on the left, not the Congressional committees, and most importantly not the public– trusts Attorney General Eric Holder or his political appointees at Justice to do this job. (Al Hunt is among the growing number of liberal commentators who want Holder gone completely, and Congressional Democrats in both the House and Senate facing tough re-elections are joining their number, fully aware what 18 months of investigations will do to their campaigns.)

The job of investigation and possibly prosecution of the IRS and Treasury officials responsible for this miscarriage simply has to be done, and it has to be done soon. By a man or woman in whom the public can repose trust.

When Did We Vote to Become Mexico? (2013-05-23 10:22)

At first I thought the IRS scandal was leaked to distract from the Benghazi scandal. But that didn't make sense because the IRS scandal is a more obvious abuse of power than the White House lying about the murder of four Americans in Libya.

Before I had resolved which scandal was distracting from which, we found out the Department of Justice was spying on The Associated Press – not to protect national security, but to prevent the AP from scooping the White House. Then, this week, it broke that the Department of Justice was also spying on Fox News for reasons that remain unexplained.

Meanwhile, Sens. Marco Rubio, Mitch McConnell, Lindsey Graham and John McCain are working feverishly to turn the country into Mexico.

So now I think all the scandals are intended to distract from Rubio's amnesty bill.

For decades, Mexicans have been about 30 percent of all legal immigrants to the United States, while only a smidgen more than 1 percent come from Great Britain. Is that fair? Granted, their food is better, but why is it the norm is to have nearly 30 times as many Mexican as British immigrants?

We have been taking in more immigrants from Guatemala, the Dominican Republic and Colombia, individually, than from England, our mother country. There are nearly twice as many immigrants from El Salvador as from Canada, and 10 times as many as from Australia.

Why can't the country be more or less the ethnic composition that it always was? The 50-1 Latin American-to-European ratio isn't a natural phenomenon that might result from, say, Europeans losing interest in coming here and poor Latin Americans providing some unique skill desperately needed in our modern, technology-based economy.

To the contrary, it's result of an insane government policy. Teddy Kennedy's 1965 Immigration Act was designed to artificially inflate the number of immigrants from the Third World, while making it virtually impossible for anyone from the nations that historically provided our immigrants to come here.

Pre-1965 immigrants were what made this country what it was for a reason: They were the pre-welfare state immigrants. From around 1630 to 1966, immigrants sank or swam. About a third of them couldn't make it in America and went home – and those are the ones who weren't rejected right off the boat for being sick, crippled or idiots.

That's why corny stories of someone's ancestors coming here a half-century ago are completely irrelevant. If their ancestors hadn't succeeded, their great-grandchildren wouldn't be here to tell the story because no one was given food stamps, free medical care and housing to stay. (And vote Democrat.)

Now we're scraping the bottom of the barrel by holding ourselves out as the welfare ward of the world and specifically rejecting skilled immigrants.

As Milton Friedman said, you cannot have open borders and a welfare state. The reason a country's average immigrant matters is that the losers never go home – they go on welfare. (Maybe if they had to work, immigrants wouldn't have as much time to build bombs.) Airy statements about wanting to end welfare aren't going to change that implacable fact.

It should not come as a surprise that a majority of recent immigrants are following a path that's the exact opposite of earlier immigrants. The immigrant story of lore is that the first generation is poor but works hard, then the second, third and fourth generations soar up the socioeconomic ladder.

But innumerable studies have shown that Mexican first-generation immigrants work like maniacs – and then the second, third and fourth generations plunge headlong into the underclass.

By now, Mexicans are the largest immigrant group in America, with about 50 million Hispanics living here legally.

Marco Rubio's amnesty bill will soon make it 80 million. First, there are at least 11 million illegal immigrants, a majority from Mexico, who will be instantly legalized. Then we'll get their entire extended families under our chain migration system.

I wouldn't want that many Japanese! I wouldn't want that many Dutch (not that there are that many Dutch)! Why do we have to become a different country? Was there a vote when the country decided to turn itself into Mexico? No other country has ever just decided to turn itself into another country like this.

The nation's plutocrats are lined up with the Democratic Party in a short-term bid to get themselves cheap labor (subsidized by the rest of us), which will give the Democratic Party a permanent majority. If Rubio's amnesty goes through, the Republican Party is finished. It will be the "Nancy Pelosi Democratic Party" versus the "Chuck Schumer Republican Party."

When that happens, the cover-up of murder in Benghazi, a little IRS abuse or governmental spying on journalists will be a good day for civil liberties.

A majority of Americans still do love this country – including, one hopes, legal immigrants who thought they were *leaving* Mexico. But a policy that will change America forever is about to slip through under the cloak of endless scandals from the corrupt Obama administration.

Anonymous (2013-05-23 23:56:46)

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tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:46)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:42)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Xbox 360 Elite (2013-05-24 06:50)

I bought a Xbox 360 Elite off amazon. The old white Falcon chip 20 Gig was beginning to have some freezing issues in Mass Effect 2 after the firmware update (which fixed it). It was the same Xbox 360 that expired at Best Buy.

1.

Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)

2.

Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)

3.

Banjo

Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)

4.

BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)

5.

BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)

6.

Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)

7.

Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)

8.

Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)

9.

Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)

10.

Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)

11.

Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)

12.

Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)

13.

Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)

14.

Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)

15.

Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)

16.

Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)

17.

Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)

18.

Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)

19.

Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)

20.

Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)

21.

Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)

22.

Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)

23.

Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)

24.

Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)

25.

Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)

26.

Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)

27.

Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)

28.

Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)

29.

Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)

30.

Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)

31.

Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)

32.

Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)

33.

Moto GP 2006 (THQ, Climax, 2006, 8.4)

34.

Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)

35.

Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)

36.

Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)

37.

Pink Sweets: Ibara Sorekara

/ Muchi-Muchi Pork

(SHMUP, AMI, Cave, 2008, 7.0)

38.

Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)

39.

Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)

40.

Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)

41.

Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)

42.

Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)

43.

Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)

44.

Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)

45.

Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)

Racing (RA) 6

First Person Shooter (FPS) 5

Third Person Shooter (TPS) 2

Fighter (F) 1

Platform (PL) 3

Survival Horror (SH) 1

Role Playing (RPG) 7

Action (A) 1

Adventure (Adv) 1

Survival Horror (SH) 1

Military Jet Sim (MJS) 1

Shoot em Up (SHMUP) 6

Anonymous (2013-05-29 22:02:40)

The articleice Machines introduces:This article about How To Buy Commercial Ice Machines For Restaurant,With the introduction of cutting edge and innovative technologies, a commercial ice machine is no longer a bulky device producing insanitation, consuming a lot ...

If you need more ice Machines infomation about How To Buy Commercial Ice Machines For Restaurant, Click here to find.

With the introduction of cutting ice Machines edge and innovative technologies, a commercial ice machine is no longer a bulky device producing insanitation, consuming a lot of energy, making noise, and taking a lot of time to make the needed supply of ice. As a result of high end technologies, commercial ice machines are able to achieve "being green" the highest levels of energy and water conservation. Now a commercial ice machine can easily produce from 65 pounds to 2,000 pounds of ice cubes in a day. You can find varied shapes of ice cubes such as dice, half dice, octagon, crushed, nugget, and flake.

Commercial ice machines are the standalone units,ice Machines designed to produce large quantities of ice for various commercial purposes. Once installed, these commercial ice makers are pretty automatic and do not need much attention from you or your staff. These factory-made machines consist of a condensing unit and ice-making section that operates as an integrated unit to make ice, an ice bin or a storage unit to store the created ice and a dispensing unit to dispense the ice out of the machine. Many automatic ice machines use moving water to create an improved quality of ice cubes. They work on the principle of "faster the water moves the better the ice quality becomes". In this process, the air and un-dissolved solids get washed away. This results in pure and clear ice production.

Large amounts of ice are demanded for various purposes in many ice Machines commercial entities such as Restaurants, Bars, Ice Cream Parlors, Bakeries, Country Clubs and Golf Courses. A commercial ice machine is the perfect choice for such places as the large quantity of ice also needs to be a certain quality as well. Automatic commercial ice machines will make plenty of ice of equal size in a short span of time. All you need to do is just start the machine and set the required functions, and leave

the rest up to the machine. You will get good quantity of quality ice in a short amount of time. In addition, many commercial ice machines come with a self cleaning function. This will help maintain the quality and quantity if the produced ice while decreasing the time that you and or your staff must spend with the machine.

Keep in mind that there are two varieties of ice machines: air cooled and waterice Machines cooled. Air cooled ice machines use air to disperse the heat, whereas water cooled ice machine uses water to do the same function. Air cooled ice machines use more energy and also are much noisier than water cooled ice machines. However, they are more affordable than water cooled ice machines.

An assorted collection of wonderful, fast and energy efficient commercial ice makers are readilyice Machines available in the market. Various renowned and reliable manufacturers have come up with their unique range of these amazing machines. Numerous models that create different types and sizes of ice are available in the local and online market. A competitive urge of creating more efficient and cost effective ice machines, has left the customers and consumers with a distinctive variety of these units in which to choose.

Anonymous (2013-06-01 19:20:46)

I am really impressed with your writing skills and also with the layout on your blog. Is this a paid theme or did you modify it yourself? Either way keep up the excellent quality writing, it's rare to see a nice blog like this one these days. Feel free to surf to my blog [Générateur de Code PSN](#)

Central Planning in the Classroom (2013-05-31 08:58)

It is surprising that intellectuals oppose capitalism so. Other groups of comparable socio-economic status do not show the same degree of opposition in the same proportions. Statistically, then, intellectuals are an anomaly. Not all intellectuals are on the "left." Like other groups, their opinions are spread along a curve. But in their case, the curve is shifted and skewed to the political left.

By intellectuals, I do not mean all people of intelligence or of a certain level of education, but those who, in their vocation, deal with ideas as expressed in words, shaping the word flow others receive. These wordsmiths include poets, novelists, literary critics, newspaper and magazine journalists, and many professors. It does not include those who primarily produce and transmit quantitatively or mathematically formulated information (the numbersmiths) or those working in visual media, painters, sculptors, cameramen. Unlike the wordsmiths, people in these occupations do not disproportionately oppose capitalism. The wordsmiths are concentrated in certain occupational sites: academia, the media, government bureaucracy.

Wordsmith intellectuals fare well in capitalist society; there they have great freedom to formulate, encounter, and propagate new ideas, to read and discuss them. Their occupational skills are in demand, their income much above average. Why then do they disproportionately oppose capitalism? Indeed, some data suggest that the more prosperous and successful the intellectual, the more likely he is to oppose capitalism. This opposition to capitalism is mainly "from the left" but not solely so. Yeats, Eliot, and Pound opposed market society from the right.

The opposition of wordsmith intellectuals to capitalism is a fact of social significance. They shape our ideas and images of society; they state the policy alternatives bureaucracies consider. From treatises to slogans, they give us the sentences to express ourselves. Their opposition matters, especially in a society that depends increasingly upon the explicit formulation and dissemination of information.

We can distinguish two types of explanation for the relatively high proportion of intellectuals in opposition to capitalism. One type finds a factor unique to the anti-capitalist intellectuals. The second type of explanation identifies a factor applying to all intellectuals, a force propelling them *toward* anti-capitalist views. Whether it pushes any particular intellectual over into anti-capitalism will depend upon the other forces acting upon him. In the aggregate, though, since it makes anti-capitalism more likely for each intellectual, such a factor will produce a larger proportion of anti-capitalist intellectuals. Our explanation will be of this second type. We will identify a factor which tilts

intellectuals toward anti-capitalist attitudes but does not guarantee it in any particular case.

The Value of Intellectuals

Intellectuals now expect to be the most highly valued people in a society, those with the most prestige and power, those with the greatest rewards. Intellectuals feel *entitled* to this. But, by and large, a capitalist society does not honor its intellectuals. Ludwig von Mises explains the special resentment of intellectuals, in contrast to workers, by saying they mix socially with successful capitalists and so have them as a salient comparison group and are humiliated by their lesser status. However, even those intellectuals who do not mix socially are similarly resentful, while merely mixing is not enough—the sports and dancing instructors who cater to the rich and have affairs with them are not noticeably anti-capitalist.

Why then do contemporary intellectuals feel *entitled* to the highest rewards their society has to offer and *resentful* when they do not receive this? Intellectuals feel they are the most valuable people, the ones with the highest merit, and that society should reward people in accordance with their value and merit. But a capitalist society does not satisfy the principle of distribution “to each according to his merit or value.” Apart from the gifts, inheritances, and gambling winnings that occur in a free society, the market distributes to those who satisfy the perceived market-expressed demands of others, and how much it so distributes depends on how much is demanded and how great the alternative supply is. Unsuccessful businessmen and workers do not have the same animus against the capitalist system as do the wordsmith intellectuals. Only the sense of unrecognized superiority, of entitlement betrayed, produces that animus.

Why do wordsmith intellectuals think they are most valuable, and why do they think distribution should be in accordance with value? Note that this latter principle is not a necessary one. Other distributional patterns have been proposed, including equal distribution, distribution according to moral merit, distribution according to need. Indeed, there need not be any pattern of distribution a society is aiming to achieve, even a society concerned with justice. The justice of a distribution may reside in its arising from a just process of voluntary exchange of justly acquired property and services. Whatever outcome is produced by that process will be just, but there is no particular pattern the outcome must fit. Why, then, do wordsmiths view themselves as most valuable and accept the principle of distribution in accordance with value?

From the beginnings of recorded thought, intellectuals have told us their activity is most valuable. Plato valued the rational faculty above courage and the appetites and deemed that philosophers should rule; Aristotle held that intellectual contemplation was the highest activity. It is not surprising that surviving texts record this high evaluation of intellectual activity. The people who formulated evaluations, who wrote them down with reasons to back them up, were intellectuals, after all. They were praising themselves. Those who valued other things more than thinking things through with words, whether hunting or power or uninterrupted sensual pleasure, did not bother to leave enduring written records. Only the intellectual worked out a *theory* of who was best.

The Schooling of Intellectuals

What factor produced feelings of superior value on the part of intellectuals? I want to focus on one institution in particular: schools. As book knowledge became increasingly important, schooling—the education together in classes of young people in reading and book knowledge—spread. Schools became the major institution outside of the family to shape the attitudes of young people, and almost all those who later became intellectuals went through schools. There they were successful. They were judged against others and deemed superior. They were praised and rewarded, the teacher’s favorites. How could they fail to see themselves as superior? Daily, they experienced differences in facility with ideas, in quick-wittedness. The schools told them, and showed them, they were better.

The schools, too, exhibited and thereby taught the principle of reward in accordance with (intellectual) merit. To the intellectually meritorious went the praise, the teacher’s smiles, and the highest grades. In the currency the schools had to offer, the smartest constituted the upper class. Though not part of the official curricula, in the schools the intellectuals learned the lessons of their own greater value in comparison with the others, and of how this greater value entitled them to greater rewards.

The wider market society, however, taught a different lesson. There the greatest rewards did not go to the verbally brightest. There the intellectual skills were not *most* highly valued. Schooled in the lesson that they were most valuable, the most deserving of reward, the most entitled to reward, how could the intellectuals, by and large, fail to resent the capitalist society which deprived them of the just deserts to which their superiority “entitled” them? Is it surprising that what the schooled intellectuals felt for capitalist society was a deep and sullen animus that, although clothed with various publicly appropriate reasons, continued even when those particular reasons were shown to be inadequate?

In saying that intellectuals feel entitled to the highest rewards the general society can offer (wealth, status, etc.), I do not mean that intellectuals hold these rewards to be the highest goods. Perhaps they value more the intrinsic rewards of intellectual activity or the esteem of the ages. Nevertheless, they also feel entitled to the highest appreciation from the general society, to the most and best it has to offer, paltry though that may be. I don’t mean to emphasize especially the rewards that find their way into the intellectuals’ pockets or even reach them personally. Identifying themselves as intellectuals, they can resent the fact that intellectual activity is not most highly valued and rewarded. The intellectual wants the whole society to be a school writ large, to be like the environment where he did so well and was so well appreciated. By incorporating standards of reward that are different from the wider society, the schools guarantee that some will experience downward mobility later. Those at the top of the school’s hierarchy will feel entitled to a top position, not only in that micro-society but in the wider one, a society whose system they will resent when it fails to treat them according to their self-prescribed wants and entitlements. The school system thereby produces anti-capitalist feeling among intellectuals. Rather, it produces anti-capitalist feeling among verbal intellectuals. Why do the numbersmiths not develop the same attitudes as these wordsmiths? I conjecture that these quantitatively bright children, although they get good grades on the relevant examinations, do not receive the same face-to-face attention and approval from the teachers as do the verbally bright children. It is the verbal skills that bring these personal rewards from the teacher, and apparently it is these rewards that especially shape the sense of entitlement.

Central Planning in the Classroom

There is a further point to be added. The (future) wordsmith intellectuals are successful within the formal, official social system of the schools, wherein the relevant rewards are distributed by the central authority of the teacher. The schools contain another informal social system within classrooms, hallways, and schoolyards, wherein rewards are distributed not by central direction but spontaneously at the pleasure and whim of schoolmates. Here the intellectuals do less well.

It is not surprising, therefore, that distribution of goods and rewards via a centrally organized distributional mechanism later strikes intellectuals as more appropriate than the “anarchy and chaos” of the marketplace. For distribution in a centrally planned socialist society stands to distribution in a capitalist society as distribution by the teacher stands to distribution by the schoolyard and hallway.

Our explanation does not postulate that (future) intellectuals constitute a majority even of the academic upper class of the school. This group may consist mostly of those with substantial (but not overwhelming) bookish skills along with social grace, strong motivation to please, friendliness, winning ways, and an ability to play by (and to seem to be following) the rules. Such pupils, too, will be highly regarded and rewarded by the teacher, and they will do extremely well in the wider society, as well. (And do well within the informal social system of the school. So they will not especially accept the norms of the school’s formal system.) Our explanation hypothesizes that (future) intellectuals are disproportionately represented in that portion of the schools’ (official) upper class that will experience relative downward mobility. Or, rather, in the group that predicts for itself a declining future. The animus will arise *before* the move into the wider world and the experience of an actual decline in status, at the point when the clever pupil realizes he (probably) will fare less well in the wider society than in his current school situation. This unintended consequence of the school system, the anti-capitalist animus of intellectuals, is, of course, reinforced when pupils read or are taught by intellectuals who present those very anti-capitalist attitudes.

No doubt, some wordsmith intellectuals were cantankerous and questioning pupils and so were disapproved of by their teachers. Did they too learn the lesson that the best should get the highest rewards and think, despite

their teachers, that they themselves were best and so start with an early resentment against the school system's distribution? Clearly, on this and the other issues discussed here, we need data on the school experiences of future wordsmith intellectuals to refine and test our hypotheses.

Stated as a general point, it is hardly contestable that the norms within schools will affect the normative beliefs of people after they leave the schools. The schools, after all, are the major non-familial society that children learn to operate in, and hence schooling constitutes their preparation for the larger non-familial society. It is not surprising that those successful by the norms of a school system should resent a society, adhering to different norms, which does not grant them the same success. Nor, when those are the very ones who go on to shape a society's self-image, its evaluation of itself, is it surprising when the society's verbally responsive portion turns against it. If you were designing a society, you would not seek to design it so that the wordsmiths, with all their influence, were schooled into animus against the norms of the society.

Our explanation of the disproportionate anti-capitalism of intellectuals is based upon a very plausible sociological generalization.

In a society where one extra-familial system or institution, the first young people enter, distributes rewards, those who do the very best therein will tend to internalize the norms of this institution and expect the wider society to operate in accordance with these norms; they will feel entitled to distributive shares in accordance with these norms or (at least) to a relative position equal to the one these norms would yield. Moreover, those constituting the upper class within the hierarchy of this first extra-familial institution who then experience (or foresee experiencing) movement to a lower relative position in the wider society will, because of their feeling of frustrated entitlement, tend to oppose the wider social system and feel animus toward its norms.

Notice that this is not a deterministic law. Not all those who experience downward social mobility will turn against the system. Such downward mobility, though, is a factor which tends to produce effects in that direction, and so will show itself in differing proportions at the aggregate level. We might distinguish ways an upper class can move down: it can get less than another group or (while no group moves above it) it can tie, failing to get more than those previously deemed lower. It is the first type of downward mobility which especially rankles and outrages; the second type is far more tolerable. Many intellectuals (say they) favor equality while only a small number call for an aristocracy of intellectuals. Our hypothesis speaks of the first type of downward mobility as especially productive of resentment and animus.

The school system imparts and rewards only *some* skills relevant to later success (it is, after all, a specialized institution) so its reward system will differ from that of the wider society. This guarantees that some, in moving to the wider society, will experience downward social mobility and its attendant consequences. Earlier I said that intellectuals want the society to be the schools writ large. Now we see that the resentment due to a frustrated sense of entitlement stems from the fact that the schools (as a specialized first extra-familial social system) are not the society writ small.

Our explanation now seems to predict the (*disproportionate*) resentment of schooled intellectuals against their society whatever its nature, whether capitalist or communist. (Intellectuals are disproportionately opposed to capitalism as compared with other groups of similar socioeconomic status within capitalist society. It is another question whether they are disproportionately opposed as compared with the degree of opposition of intellectuals in other societies to those societies.) Clearly, then, data about the attitudes of intellectuals within communist countries toward apparatchiks would be relevant; will those intellectuals feel animus toward *that* system?

Our hypothesis needs to be refined so that it does not apply (or apply as strongly) to every society. Must the school systems in every society inevitably produce anti-societal animus in the intellectuals who do not receive that society's highest rewards? Probably not. A capitalist society is peculiar in that it seems to announce that it is open and responsive only to talent, individual initiative, personal merit. Growing up in an inherited caste or feudal society creates no expectation that reward will or should be in accordance with personal value. Despite the created expectation, a capitalist society rewards people only insofar as they serve the market-expressed desires of others; it rewards in accordance with economic contribution, not in accordance with personal value. However, it comes close enough to rewarding in accordance with value—value and contribution will very often be intermingled—so as to nurture the expectation produced by the schools. The ethos of the wider society is close enough to that of the schools so that the nearness creates resentment. Capitalist societies reward individual accomplishment or announce

they do, and so they leave the intellectual, who considers himself most accomplished, particularly bitter. Another factor, I think, plays a role. Schools will tend to produce such anti-capitalist attitudes the more they are attended together by a diversity of people. When almost all of those who will be economically successful are attending separate schools, the intellectuals will not have acquired that attitude of being superior to *them*. But even if many children of the upper class attend separate schools, an open society will have other schools that also include many who will become economically successful as entrepreneurs, and the intellectuals later will resentfully remember how superior they were academically to their peers who advanced more richly and powerfully. The openness of the society has another consequence, as well. The pupils, future wordsmiths and others, will not know how they will fare in the future. They can hope for anything. A society closed to advancement destroys those hopes early. In an open capitalist society, the pupils are not resigned early to limits on their advancement and social mobility, the society seems to announce that the most capable and valuable will rise to the very top, their schools have already given the academically most gifted the message that they are most valuable and deserving of the greatest rewards, and later these very pupils with the highest encouragement and hopes see others of their peers, whom they know and saw to be less meritorious, rising higher than they themselves, taking the foremost rewards to which they themselves felt themselves entitled. Is it any wonder they bear that society an animus?

Some Further Hypotheses

We have refined the hypothesis somewhat. It is not simply formal schools but formal schooling in a specified social context that produces anti-capitalist animus in (wordsmith) intellectuals. No doubt, the hypothesis requires further refining. But enough. It is time to turn the hypothesis over to the social scientists, to take it from armchair speculations in the study and give it to those who will immerse themselves in more particular facts and data. We can point, however, to some areas where our hypothesis might yield testable consequences and predictions. First, one might predict that the more meritocratic a country's school system, the more likely its intellectuals are to be on the left. (Consider France.) Second, those intellectuals who were "late bloomers" in school would not have developed the same sense of entitlement to the very highest rewards; therefore, a lower percentage of the late-bloomer intellectuals will be anti-capitalist than of the early bloomers. Third, we limited our hypothesis to those societies (unlike Indian caste society) where the successful student plausibly could expect further comparable success in the wider society. In Western society, women have not heretofore plausibly held such expectations, so we would not expect the female students who constituted part of the academic upper class yet later underwent downward mobility to show the same anti-capitalist animus as male intellectuals. We might predict, then, that the more a society is known to move toward equality in occupational opportunity between women and men, the more its female intellectuals will exhibit the same disproportionate anti-capitalism its male intellectuals show.

Some readers may doubt this explanation of the anti-capitalism of intellectuals. Be this as it may, I think that an important phenomenon has been identified. The sociological generalization we have stated is intuitively compelling; something like it must be true. Some important effect therefore must be produced in that portion of the school's upper class that experiences downward social mobility, some antagonism to the wider society must get generated. If that effect is not the disproportionate opposition of the intellectuals, then what is it? We started with a puzzling phenomenon in need of an explanation. We have found, I think, an explanatory factor that (once stated) is so obvious that we must believe it explains some real phenomenon.

15.6 June

20 Hottest American Songs (2013-06-09 16:40)

20. I Just Wanna Live - Good Charlotte

19. Small Town - John Mellencamp

18. E.T - Katy Perry
 17. Sunshine Of Your Love - Rob Thomas/Santana
 16. Nothing Else Matters - Metallica
 15. Irreplacable - Beyonce
 14. We Didn't Start The Fire - Billy Joel
 13. Never Say Never - Justin Beiber
 12. Boulevard Of Broken Dreams - Green Day
 11. I Don't Wanna Miss a Thing - Aerosmith
 10. Piece Of Me - Britney
 09. Lithium - Nirvana
 08. Dancing in The Dark - Bruce Springsteen
 07. So What - Pink
 06. All Along The Watch Tower - Jimi Hendrix
 05. Bad Romance - Lady Gaga
 04. Don't Stop - Fleetwood Mac
 03. Thriller - Michael Jackson
 02. La Woman - The Doors
 01. Material Girl - Madonna
-

Top 20 Question songs (2013-06-09 16:41)

20. Should I Stay Or Should I Go Now - Clash
 19. Have You Ever Really Loved a Woman - Bryan Adams
 18. Who Can It Be Now - Men At Work
 17. What Is Love - Howard Jones
 16. Why Don't You And I - Santana, Chad Kroegar
 15. Would I Lie To You - Eurythmics
 14. Are You Old Enough - Dragon
 13. Who The Hell Are You - Madison Avenue
 12. Are You Still Having Fun - eagle eye Cherry
 11. Whats My Scene - Hoodoo Gurus
 10. Do You Love Me - Mademoiselle
 9. Is She Really Going Out With Him - Joe Jackson
 8. Whats My Age Again - Blink 182
 7. Who Will Save Your Soul - Jewel
 6. Are You Gonna Go My Way - Lenny Kravitz
 5. Why Can't This Be Love - Van Halen
 4. What You Waiting For - Gwen Stefani
 3. Are You Gonna Be My Girl - Jet
 2. What About Me - Shannon Noll
 1. Who Are You - The Who
-

Top 20 driving songs (2013-06-09 16:44)

20. Steer - Missy Higgins
-

19. Long Road To Run - Foo Fighters
 18. Fast Car - Tracy Chapman
 17. Right On Track - The Breakfast Club
 16. Drive - Incubus
 15. Little Red Corvette - Prince
 14. Chained To The Wheel - The Black Sorrows
 13. She Drives Me Crazy - Fine Young Cannibals
 12. Life Is A Highway - Tom Cochrane
 11. Streets Of Your Town - The Go Betweens
 10. Fast Love - George Michael
 9. Get Set - Taxiride
 8. Rev It Up - Jerry Harrison
 7. Passenger - Powderfinger
 6. What You Waiting For - Gwen Stefani
 5. Running On Empty - Jackson Browne
 4. Driving Wheels - Jimmy Barnes
 3. Four To The Floor - Star Sailor
 2. Where The Streets Have No Name - U2
 1. Black Betty - Spiderbait
-

Updated Playstation 4 impressions (2013-06-10 23:23)

I'll make this brief. Just finished watching Sony's press conference. I couldn't believe it.

No DRM, no restrictions on used games, a cavalcade of interesting exclusives (including Final Fantasy XV and Kingdom Hearts 3) and it's \$100 cheaper than the Xbox One! I think Sony just launched a major offensive against Microsoft, and consumer reaction has, thus far, been remarkably swift. However, the only bad thing about the PS4 is that PlayStation Plus will be required for online play, which is similar to the Xbox 360's Live subscription service, but for offline single player games, it's not needed.

The console design itself, the one thing I was personally looking forward to seeing, looks uniquely strange, but serviceable.

Sony played their cards right and handily sucker-punched the Xbox One like Rocky through Clubber Lang's face, but don't declare the PS4 the automatic victor just yet. Microsoft has yet to respond to the press conference. And from the looks of things, they've got a lot of holes to plug in that sinking ship of theirs!

But, in all fairness, I wish both consoles the best success. For now, it seems, Sony's gained the advantage in this latest war between video game consoles.

Anonymous (2013-06-14 02:15:06)

Usually I do not learn article on blogs, but I wish to say that this write-up very compelled me to take a look at and do so! Your writing taste has been amazed me. Thank you, very nice post.
<http://www.reviewsontwitterfollowers.wordpress.com/2013/06/10/getting-more-followers-on-twitter>
My web page ... phillipines

Anonymous (2013-06-16 23:16:23)

My brother suggested I might like this website. He was entirely right. This post actually made my day. You can not imagine just how much time I had spent for this info!
Thanks!
Here is my blog post: [RMPoker Promotions \(\)](#)

E3 impressions: Playstation 4 (2013-06-12 08:36)

I'll make this brief. Just finished watching Sony's press conference. I couldn't judge it. No DRM, no restrictions on used games, a procession of interesting elite (including Final Fantasy XV and Kingdom Hearts 3). PS4 is \$100 cheaper than the Xbox One! That's great. I think Sony just commence a major war against Microsoft, and shopper reaction has, thus far, been extraordinarily swift. However, the only bad thing about the PS4 is that PlayStation Plus will be required for online play which you pay for. The console design where it is uniquely strange, but a lot like a bluray player, looks futuristic. Sony played their cards right and handily sucker-punched. Microsoft hasn't responded to the press conference. By the looks of things, they've got a lot of holes, because they got a sinking ship! But, in all fairness, I believe Sony's gained the advantage in this next generation war in videogame consoles.



SHMUPS XIII - DoDonPachi Saidaiousjou (2013-06-22 19:00)

I bought DoDonPachi Saidaiousjou for \$80. It is the last SHMUP for Xbox 360. Xbox One SHMUPS will cost more money.

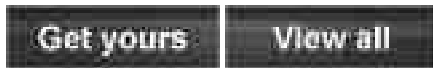


Last month I also bought Axelay and Gaiars.



2013 car show (2013-06-22 20:13)

[EMBED]

**Dells 2013 (2013-06-27 21:33)**

[EMBED]



15.7 July

Playstation 4 runs FreeBSD 9.1! (2013-07-07 19:51)

PlayStation 4 (PS4) is an upcoming video game console from Sony Computer Entertainment. Announced as the successor to PlayStation 3 during a press conference on February 20, 2013, it will launch on November 15, 2013, in North America, and November 29, 2013, in Europe and Australia,[9][10] and will compete with Nintendo's Wii U and Microsoft's Xbox One, as part of the eighth generation of video game consoles.

Moving away from the complicated Cell architecture of the PlayStation 3, PlayStation 4 will feature a simpler AMD processor, in hopes of attracting a broader range of developers and support for the system. Sony also plans to place more focus on social gameplay, incorporating a "share" button on the new controller and making it possible to view in-game play streamed live from friends. The console will focus on interactivity with other services and devices, including Gaikai, a cloud-based gaming service that will offer streaming video game content; PlayStation App, which will connect smartphones and tablets into a second screen to enhance gameplay; and PlayStation Vita, which will be able to play a majority of the games through Remote Play.

Contents

According to lead architect Mark Cerny, development on Sony's eighth-generation video game console began as early as 2008. Less than two years earlier, PlayStation 3 had launched after months of delays due to issues in production. The delay placed Sony almost a year behind Microsoft's Xbox 360, which was already approaching 10 million units sold by the time the PS3 launched. PlayStation Europe CEO Jim Ryan said Sony wanted to avoid repeating the same mistake with PS3's successor.

In 2012, Sony began shipping development kits to game developers consisting of a modified PC running the AMD Accelerated Processing Unit chipset. These development kits were known as Orbis. In early 2013, Sony announced that an event known as PlayStation Meeting 2013 would be held in New York City on February 20, 2013, to cover the "future of PlayStation". Sony officially announced PlayStation 4 at the event. They revealed details about the console's hardware and discussed some of the new features it will introduce. Sony also showed off real-time footage of games in development, as well as some technical demonstrations. Sony released more information about the console and presented the device itself in June 2013 at the Electronic Entertainment Expo.

The company revealed release dates for North America, Central America, South America, Europe & Australia as well as final pieces of information at the Gamescom conference in Cologne, Germany on August 20, 2013. The console will be released on November 15, 2013 in the United States and Canada, followed by further releases on November 29,

2013, in Australia, Europe, North America, Central America & South America. The PS4 has also been scheduled for a December 2013 launch in South Korea, Hong Kong, Taiwan, Singapore and Malaysia, ahead of the console's Japanese debut on February 22, 2014.

Hardware

The console design was not revealed at the press conference revealing the console, since the design and specifications were still being finalized. However, some technical specifications about the console were announced. The technology in PlayStation 4 will be relatively similar to the hardware found in personal computers. This familiarity should make it easier and less expensive for game studios to develop games for PS4. The physical console was finally unveiled by Sony at E3 2013.

According to Eurogamer, Sony will make a loss of \$60 per unit sold for \$399 at launch, but expect to immediately recoup the losses through PlayStation Plus subscriptions and game sales.

Technical specifications

Main article: PlayStation 4 technical specifications

PlayStation 4 will use a processor developed by AMD in cooperation with Sony. It will combine a central processing unit (CPU) and graphics processing unit (GPU), as well as other components such as a memory controller and video decoder. The CPU consists of two quad-core Jaguar modules totaling 8 x86-64 cores. The GPU consists of 18 compute units to produce a theoretical peak performance of 1.84 TFLOPS. The system's GDDR5 memory is capable of running at a maximum clock frequency of 2.75 GHz (DDR equaling 5500 MHz).[32][33] The console will contain 8 GB of GDDR5 memory, 16 times the amount of RAM found in the PS3 and is expected to give the console considerable longevity. It also includes secondary custom chips that handle tasks associated with downloading, uploading, and social gameplay. These tasks can be handled seamlessly in the background during gameplay or while the system is in sleep mode. The console also contains an audio module, which can support in-game chat as well as "a very large number" of audio streams for use in-game.

Its read-only optical drive is capable of reading Blu-ray Discs at speeds of up to three times that of the PS3's. The console will feature a hardware on-the-fly decompression module boosting optical disc reading speed and buffer unread data when a game is not actively accessing the optical drive, forming part of Sony's PlayGo strategy. Like PlayStation 3, the Blu-ray Disc drive should be capable of reading 16-layer 400 GB discs. Although the console will support photos and videos at 4K resolution, the system is not expected to be able to render games beyond 1080p. The console will include a 500 gigabyte hard drive for additional storage,[44] which can be upgraded by the user.

PlayStation 4 will feature WiFi and Ethernet connectivity, Bluetooth, and two USB 3.0 ports. An auxiliary port will also be included for connection to the PlayStation Camera, a motion detection digital camera device first introduced on the PS3. A mono headset, which can be plugged into the DualShock 4, will come bundled with the system. Audio/video output options include HDMI TV and optical S/PDIF audio. The console does not have an analog audio/video output. Although not available on the system at launch, the PS4 will feature a 'Suspend mode' feature. This places the console in a low-power state, while allowing users to immediately resume their game once the console is awoken. The console will also be able to download content such as game and OS updates while it is in this state.[49][50]

Controllers

Main articles: DualShock 4 and PlayStation Move

PlayStation Move controllers

DualShock 4 will be PlayStation 4's primary controller, retailing at US \$59/€59/£54. Similar to the DualShock 3, it will connect to the console via Bluetooth 2.1+EDR. The DualShock 3, however, will not be compatible with PS4. The DualShock 4 will be equipped with several new features, including a built-in two-point capacitive touch pad on the front of the controller, which is clickable. The controller will support motion detection via a three-axis gyroscope and three-axis accelerometer and improved vibration, as well as being the first PlayStation first-party controller to feature official support for the Windows PC platform. It will include a non-removable,[55] rechargeable lithium-ion battery tentatively capable of storing 1000 mAh. The tentative design weighs 210 g (7.4 oz), has dimensions of 162 × 52 × 98 mm (6.4 × 2.0 × 3.9 in), and has a rubber or etched plastic backing to enhance grip. The design shown at Sony's launch event was "near final".

DualShock 4 controller

The controller will feature several output connectors. Its stereo jack (3.5 mm TRRS connector) will support the con-

nection of a headset to allow a user to speak and hear audio simultaneously. A micro-USB port, an extension port, and a mono speaker will also be included. The controller can be charged via micro-USB, a dedicated charging station, or the console (even when the console is off).

DualShock 4 will feature the following buttons: PS button, SHARE button, OPTIONS button, directional buttons, action buttons (triangle, circle, cross, square), shoulder buttons (R1/L1), triggers (R2/L2), analog stick click buttons (L3/R3) and a touch pad click button. These mark several changes from the DualShock 3 and other previous PlayStation controllers. The START and SELECT buttons have been merged into a single OPTIONS button. A dedicated SHARE button will allow players to upload videos from their gameplay experiences. The joysticks and triggers have been redesigned based on developer input. The joysticks now will feature a concave surface.

DualShock 4 will also feature a light bar that can display different colors. The colors will help identify players and alert them with critical messages such as low health.[46] It also will interact with a camera attachment that perceives movement and depth by using the controller's light bar. It is based on the existing technology used in the PlayStation Move. Existing PlayStation Move controllers will be supported on PS4.

PlayStation Camera

PlayStation Camera device

PlayStation Camera, initially named PlayStation 4 Eye, is a motion sensing input device for PlayStation 4. It will include two 1280×800px cameras. The lenses will operate with an aperture of f/2.0, with 30 cm focusing distance, and an 85° field of view.[46] The dual camera setup will allow for different modes of operation, depending on the target application. The two cameras can be used together for depth-sensing of objects in its field of vision, akin to the Xbox 360's Kinect peripheral.[59] Alternatively, one of the cameras can be used for generating the video image, with the other used for motion tracking.

PlayStation Camera will also feature a four-channel microphone array, which helps reduce unwanted background noise and may even be used to issue commands.[57] It is tentatively set to be 186 × 27 × 27 mm (7.3 × 1.1 × 1.1 in) (width × height × depth), with a weight of 183 grams (6.5 oz). It will record video in RAW and YUV (uncompressed) formats and will connect to the console via an auxiliary port.[46] The PlayStation Camera will be released as a separate, add-on accessory,[44] priced at US \$59/€49/£44.

Companion devices

Main article: Remote Play

Smartphones, tablets, and PlayStation Vita can interact with PlayStation 4 as second screen devices. Companion devices can also wake the console from sleep mode.

PlayStation Vita can be used for streaming video directly from the console to the handheld, allowing supported games to be played remotely.[62] Sony hopes to make all PS4 games playable on PlayStation Vita. Developers can add Vita-specific controls for use via Remote Play.

The PlayStation App will allow mobile devices to interact with PlayStation 4, similar to Xbox SmartGlass. It will be available for iOS and Android smartphones and tablets.[24] Gamers can use this application to, for example, purchase PS4 titles while away from home and have them remotely downloaded to the console, watch live streams of other gamers, and view in-game maps while playing games.

Software and services

PlayStation 4 system software screenshot shown at the 2013 meeting

PlayStation 4 runs an operating system called "Orbis OS." The current prototypes are based on the FreeBSD operating system. Although the console does not require an Internet connection to function, it will provide "richer" functionality when it is connected to the internet. The PlayStation Network (PSN) will allow players to access a variety of cloud-based services from PlayStation Store, including Music Unlimited and Video Unlimited subscription services. Customers can browse titles and stream games via Gaikai to demo them almost instantaneously. Online multiplayer access requires a subscription to PlayStation Plus, a policy new to PlayStation consoles, but free-to-play titles such as DC Universe Online, PlanetSide 2 and Warframe will be playable without a subscription, and asynchronous functions such as online leaderboards can still be accessed.[68] Furthermore, owing to the need to subscribe for online multiplayer, Sony will not allow online passes to be used on the system by any publisher. Sony intends to expand and evolve the services it offers over the console's lifespan.

User interface

PlayStation 4 will replace the XrossMediaBar with a new customizable interface titled PlayStation Dynamic Menu. The user profile for players will show recent activity, their full name, and other details in addition to their unlocked Trophies. The PS4 home screen will feature personalized content from friends. Services from third-party vendors, such as Netflix and Amazon Instant Video, will also be accessible within the new interface. It will be possible to multitask during gameplay, such as opening a web browser while playing a game.

Social features

Sony is focused on "social" aspects as a major feature of the console. Although the console will have improved social functionality, the features are optional and can be disabled. Gamers will have the option to use real names with friends, in addition to a nickname in other situations when anonymity is important.

Sharing

The DualShock 4 controller includes a "share" button, allowing the player to cycle through the last 15 minutes of gameplay to select a screenshot or video clip appropriate for sharing. Media is uploaded seamlessly from the console to other PSN users or social networking sites such as Facebook and Twitter.

"Ustream's integration within PS4 consoles will put gamers on a new media field. They will have the ability to direct, produce, and star in their own video game production, simply by being an awesome (or not so awesome!) gamer."

—Ustream co-founder Brad Hunstable

Live broadcasting

Gamers can browse live video of titles their friends are playing through the PS4 interface, with cross-game camera and microphone inputs, spectate or assist in their game to help them overcome difficult obstacles, and broadcast live video of one's own gameplay via public services Twitch and Ustream, allowing friends to view and comment on them from other web browsers and devices.

Games

See also: List of PlayStation 4 games

Sony Computer Entertainment of America chief executive officer Jack Tretton said games for PlayStation 4 will range in price from US \$0.99 to \$60.00. Games on PlayStation 4 will not be region-locked, so games purchased in one region can be played on consoles in all regions. Additionally, gamers can trade, lend, and re-sell their games, as buying a game means it is owned by them forever.

Sony hopes to make it easier for independent game developers to develop titles for PS4.[29] At the 2013 E3 Sony event, the company revealed that they will allow developers to self-publish their titles on PlayStation Network for PlayStation 3, 4, and Vita systems.[80] The company further announced at least ten indie titles that will make their console debut on PlayStation 4 by the end of 2013.

In addition to the physical media available at retailers, all PlayStation 4 titles can be purchased online.[82] Additionally, every game can be test played for free.[83] Players can sign into any PS4 console to access their entire digital game library. Sony will not prohibit the trading of disc-based games and will not require the console to periodically check in online to validate game legitimacy.

The system will feature downloadable content similar to what is available on other PlayStation platforms.

PlayGo

PlayGo will allow quicker access to supported games. When a title is selected online, only a portion of the game data has to be transferred to the system before it can be started (e.g. the first level), with the remaining parts downloading during play, reducing waiting time. If users prefer to play their game directly from disc, PS4 will install data to the hard drive during play, eliminating loading times. This is accomplished via the system's secondary processor. Similarly, system updates are downloaded seamlessly in the background without interruption. PS4 also features technology that attempts to determine trends, including titles a gamer is likely to express interest in next, and then automatically download a small percentage of those games in the background, even in sleep mode, in order to save time.

Backward compatibility

Sony has confirmed that PlayStation 4 will not natively support PlayStation 3 games. While the company has yet to also rule-out on-console emulation of some previous generations, the company has detailed plans to explore cloud-based emulation of previous generations as a long-term solution to the challenges of backwards compatibility.

Sony is planning to launch a cloud-based streaming service through Gaikai, a company acquired by Sony in July 2012. The service will emulate and render previous generations of PlayStation games, streaming them to the PS4 and the

Vita, over the internet.

Reception

Reception to the console from developers and journalists has been positive.

Mark Rein of Epic Games praised the "enhanced" architecture of Sony's system, describing it as "a phenomenal piece of hardware".[92] John Carmack, programmer and co-founder of id Software, also commended the design by saying "Sony made wise engineering choices", while Randy Pitchford of Gearbox Software expressed satisfaction with the amount of high-speed memory in the console.

Eurogamer called the graphics technology in the PS4 "impressive" and an improvement from the difficulties developers experienced on PlayStation 3.[35] Ted Price, president and CEO of Insomniac Games, said: "As a longtime partner of Sony's we've enjoyed some pretty awesome console tech over the last couple of decades and it looks like the PS4 will continue that trend. I think most of us in the console development world are always looking for more horsepower, more memory, more storage, faster load times... Sony showed clear evidence that we're getting those boosts with this console. However since we at Insomniac love creating new IP, what seems particularly cool is the Gaikai streaming which should allow you to experience console IP on different types of devices."

After Sony's E3 2013 press conference, IGN responded positively to Sony's attitude towards indie developers and trading games, stating they thought "most gamers would agree" that "if you care about games like [Sony] do, you'll buy a PlayStation 4." PlayStation 4's removable and upgradable hard drive also drew praise from IGN, with Scott Lowe commenting that the decision gave the PS4 "another advantage" over the Xbox One, for which the hard drive cannot be accessed.

GameSpot called PlayStation 4 "the gamer's choice for next-generation", citing its price, lack of restrictive digital rights management, and most importantly, Sony's efforts to "acknowledge its consumers" and "respect its audience" as major factors.

Sales

As of August 2013, SCEE has been quoted as saying that over one million preorders have been placed for PlayStation 4.

Brazil

On October 17, 2013, Sony announced that the PlayStation 4 will cost R \$3,999. The cost was explained by a Sony Brazil representative to be largely due to the Brazilian government's high import charges, which were estimated to make up 60-70 % of the cost. Mark Stanley, Sony's general manager of Latin America, released a statement on October 21 with regards to the price of the PlayStation 4. The included chart shows the Brazilian government's taxes and import fees are 63 % (R \$2,524), which in addition to other fees, raised the price of the PlayStation 4 to R \$3,999. Stanley also stated that Sony is in discussions with Brazilian officials to reduce the import taxes and fees, and will try to begin locally producing the PlayStation 4 to reduce the price, as it did with the PlayStation 3.

After Sony's E3 2013 press conference, IGN responded positively to Sony's attitude towards indie developers and trading games, stating they thought "most gamers would agree" that "if you care about games like [Sony] do, you'll buy a PlayStation 4." The PlayStation 4's removable and upgradable hard drive also drew praise from IGN, with Scott Lowe commenting that the decision gave the PS4 "another advantage" over the Xbox One, which has an inaccessible HDD. GameSpot also states that PlayStation 4 is "the gamer's choice for next-generation", citing the price, the lack of restrictive digital rights management, and most importantly, Sony's efforts to "acknowledge its consumers" and "respect its audience" as major factors. GameSpot editor Tom McShea wrote that "by saying no to the used game restrictions and always-online that Microsoft is so happily implementing on the Xbox One, Sony has elevated the PlayStation 4 as the console to grab this holiday season."

Anonymous (2013-09-10 01:27:20)

Hello! I could have sworn I've been to this website before but after browsing through some of the post I realized it's new to me. Nonetheless, I'm definitely delighted I found it and I'll be book-marking and checking back often!

Also visit my site; best plastic surgeon in miami for liposuction

Anonymous (2013-09-11 04:41:42)

Hello, There's no doubt that your site could be having internet browser compatibility problems. Whenever I look at your web site in Safari, it looks fine however, if opening in IE, it's got some overlapping issues.

I merely wanted to give you a quick heads up! Other than that, wonderful website!

Also visit my web blog ... Chicago Car Accident - Facebook

Anonymous (2013-09-19 02:28:17)

If some one desires expert view regarding blogging then i propose him/her to pay a visit this webpage, Keep up the good job.

Feel free to visit my web site :: Herbal Herpes

Social Media (2013-07-16 22:28)

Engineering Your Online Reputation

Regard your good name as the richest jewel you can possibly be possessed of—for credit is like fire; when once you have kindled it you may easily preserve it, but if you once extinguish it, you will find it an arduous task to rekindle it again. The way to a good reputation is to endeavor to be what you desire to appear.

—Socrates (circa 469 BCE–399 BCE), Greek Philosopher

INTRODUCTION TO SOCIAL MEDIA MANAGEMENT

Can you remember a time when we did not have the Internet? Some of us can remember when we had to rely upon the story or message that a business placed in its newspaper advertisement. We may have seen a TV ad that embellished the “facts” about a product, but we had no way of knowing if those words were true.

Have you ever stood at the fax machine and impatiently waited for your 12 pages to go through successfully? What about playing phone tag with an integral part of your engineering team? Not too long ago, engineers had to fly to meetings, stay in hotels, put up with unintelligible conference calling systems, be away from their families, and hope that the important people made it to the same meeting.

In 2012, the McKinsey Global Institute released a study entitled *Unleashing Value and Productivity Through Social Technologies*, where it is estimated that social media could add \$1.3 trillion to the economy in the next six years. Of special note were the fields of automotive, mechanical, and aerospace engineering. T

Introduction to Social Media Management

Quentin Hardy, states that “since they work with a lot of autonomy, but also in consultation with others, [engineers] benefit the most from knowing such things as which employees have the deepest knowledge in certain subjects, or who last contributed to a project, and how to get in touch with them quickly.”

Typically, engineering positions are a collaborative-type of work environment and their communication efforts do not function well using the “one-way street” model anymore. Now that social interaction venues are prevalent in the workplace, there is no turning back to the old way of thinking—relying on word-of-mouth or believing the company line. Employees and employers are diligently working proactively to be

informed, stay informed, and share vitally important data with others in worldwide collaborations that bring startling results.

Of course, TV ads still scream as we passively sit on our couches and soak in the information. And, consumers still largely base their opinions on the story that they are told by whoever paid for the newspaper, television, magazine, or radio advertisement. Some of that one-way information model will never be obsolete.

Historically, employees believed what they were told, and interacting with other divisions within the same organization, or affiliate organizations was seen as somewhat traitorous. Social media platforms change all that. “The proper use of social media tools adds to productivity, an improved consumer focus as well as better-functioning teams. Data and knowledge are exposed and shared instead of being hoarded,” says Michael Chui, one of the authors of the McKinsey report.

Entering the Internet Age

The Internet has brought a virtual tidal wave of new possibilities, ideas, and methods that engineers can use for communicating to the world and has blown the one-way communication model to smithereens. The most profound change is that social media, and the messages contained therein, are not owned by any business or organization. Social media are owned by all of us. Engineers collaborating on one project, from all over the world or in the next cubicle is what it is all about!

In her book, *The Zen of Social Media Marketing*, Shama Kabani states that social media consists of “multiple online mediums all controlled by the people participating within them—people who are busy having conversations, sharing resources, and forming their own communities. Unlike radio, television, and print, it isn’t passive—users don’t just receive content; they create it, too.”

There is one element that historical marketing and social media campaigns have in common. Both methods are designed to get consumers to take some kind of action. Businesses still design and implement advertising campaigns to encourage consumers to take action. The Internet provides a broader platform for engineering businesses and

1 Source: <http://bits.blogs.nytimes.com/2012/07/25/mckinsey-says-social-media-adds-1-3-trillion-to-the-economy>

2 Kabani, Shama, *The Zen of Social Media Marketing*, Dallas, TX: Ben Bella Books, 2012.

246 Chapter 12 Engineering Your Online Reputation

organizationstopromotetheirwaresbyleveragingawell-defined, strategically planned, and open communication style that encourages online communities (composed of consumers) to contribute to the message and branding of the product or service.

What the Internet and social media channels bring to the old marketing equation is that consumers have stepped into the massively important role of using their own voice to encourage or discourage other consumers to take action. Consumers use their positive or negative experiences to influence other consumers; this process is a powerful component of social media communities.

Conquering Your Fears of Social Media

Social media has become a source of fear and confusion for many. As with anything new, there are fear-mongers and critics. There are also champions and evangelists. This new method of communication can be wildly successful for engineering businesses, or it can be an abysmal failure.

This chapter should dispel some of the confusion associated with using social media to promote yourself or your business. You will find a social media venue that fits your needs. Discussed in the following pages are five of the most widely used social venues, including WordPress blogs, Facebook, Twitter, LinkedIn, and Google+.

Some experts believe that having no online presence is tantamount to having a bad

online reputation. Have you ever read a bad review of a restaurant online and then decided not to go? What would you do if that restaurant's manager had responded to the bad review and helped the disgruntled customer? Would you give the restaurant a second chance? Most of us would. This is one way that social media can benefit businesses.

An umbrella that charges
a smart phone?

Vodafone's Booster Brolly is an umbrella that uses on-board solar cells and a microantenna to charge your phone and boost its 3G signal. Engineering students at University College of London worked with Vodafone to develop this cool technology.

For details, see the Preface for the URL.

But social media is not just for entertainment. Information Week Security performed a survey of 1,153 engineers in 2010 and found that, "of those who work in the aerospace, automotive, and commercial-vehicle industries, 55 % of respondents said they use social media sites for work-related reasons, and that over half are allowed access while at work." ³

Social media is not a get-rich-quick scheme, and it does not transform your life or engineering business overnight. It is, however, necessary for success in today's digital world.

³ "Engineers Use Social Media for Business." Information Week Security. www.informationweek.com/news/security/management/225900054

Creating a WordPress Blog

CREATING A WORDPRESS BLOG

Chances are that you have read an engineering blog within the past month. You may have visited that blog on purpose, you may have stumbled upon it by accident, or you may have landed on the blog and never knew that it was a "blog."

Understanding What a Blog Is

A "weblog," or "blog" for short, is a specific type of website that is interactive. The site is supposed to be updated frequently with new articles and information about specific topics. Blogs contain information from lots of different sources. For example, blogs' owners (called "bloggers") can write articles themselves, or they can post articles that they found on other websites. The information can also originate in print, or it can be contributed by the readers of the blog.

That is it. There is nothing mysterious about a blog. There are CEO blogs, celebrity blogs, food blogs, travel blogs, graphic design blogs, architecture blogs and engineering blogs. Actually, there are too many types of blogs to list. The most important thing to remember about a blog is that it is interactive and should be constantly changing. This

characteristic benefits both the reader and the blogger.

Participating in a Blog

By viewing and participating in a blog, engineers can be educated, drawn in to a worthwhile conversation, join an online community of like-minded people, help build a branding strategy, shape ideas by giving their opinion, or give advice to product designers. Therefore, readers benefit by receiving information, ideas, or the chance to get their opinion out there.

No matter what the reason is for creating the blog, the blog's creator must remember that the blog reader is a partner in the success of that blog. Perhaps some bloggers want to become engineering experts in the "Bending Moment." If that is the case, their blogs will reflect their expertise in the elements involved in the Bending Moment. Those bloggers would use titles and searchable keywords to funnel traffic to their blog about the Bending Moment. This will allow the engineering blog to be found by those who are searching for this topic.

Using a Blog for Professional Advantage

Engineers often use their blogs as a means of collaboration and networking within their field. Blogs are an excellent platform to give and receive advice and expertise from others engineers in your field. Who knows—you may end up getting an engineering job from a blogging contact! For example, a small group of engineers has created a 248 Chapter 12 Engineering Your Online Reputation blog and the tagline for their site is "Engineers writing about the workplace, common engineering problems, and lessons to share with the world." 4

Here is an example of using a blog to build a reputation as an engineering expert:

1. Blogger A (an engineer) needs advice from experts about a faulty modeling process. He finds several blogs that discuss this topic, and he poses some questions on the blogs. By posting his question on a well-known blog, he increases the visibility of his own blog.
 2. Blogger B, an engineering expert in the area of faulty modeling processes, sees the post (by Blogger A). Because she is trying to build her online reputation as an expert in faulty modeling processes, she posts a reply to Blogger A's question. She has just "advertised" to the world that she is an expert in faulty modeling processes.
 3. After several online (and highly visible) conversations, Blogger A takes the advice of Blogger B. He follows the steps advised by Blogger B, and the issue with the faulty modeling process is resolved!
 4. Blogger A thanks Blogger B (again, online for all to see) for the great advice and tells her that her advice resolved his issue. Blogger A looks good to his clients or employer because he resolved the faulty modeling issue.
 5. Blogger B has furthered her efforts at building her reputation as an expert in faulty modeling processes. Her advice contributed to a real-life project.
 6. Six months later, a person (prospective new client) conducts a search about "faulty modeling process." The related engineering blog comes up in the search because Blogger A's and Blogger B's posts used searchable keywords. The person sees both sides of the conversation on the blog and sees that Blogger B resolved the issue for Blogger A. The person sees Blogger B as an expert and contacts her to help resolve a similar issue.
 7. Blogger B scores some new business because of her online reputation!
- In the above example, all the engineers win via the use of this blog. Blogging brings people together even if they live in three different countries and never meet each other in person.

See www.electricalengineeringonline.net/engineering-blogs for a list of the 50 top engineering blogs found on the Internet.

Choosing Your Blog Software

Engineering students and professionals alike can benefit from creating their own blogs. You might think that the example about Blogger A and B was make-believe. Fortunately for you and other professional engineers throughout the world, the scenario happens every day. The sky is the limit when it comes to the usefulness of blogging for engineers.

4 Source: www.engineeringblogs.org

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Creating a WordPress Blog 249

Currently, the most user-friendly and intuitive blogging software available is WordPress. Visit its site at: <http://wordpress.org>

WordPress has some excellent characteristics:

- It can be used to set up a free blog, although you can set up a custom URL for as little as \$17 per year.
- It does not require a single bit of programming knowledge.
- It comes with countless tutorials and technical support.
- It can be used for e-commerce by adding a shopping cart just in case you ever decide to monetize all of your expertise!
- It can be updated or reorganized easily by a complete novice.
- It offers almost limitless graphic themes to promote yourself as an individual or for your company brand, including custom colors, layouts, widgets, and graphics.
- It provides constant updates for free.

Exploring Engineering Blogs

If you are to understand blogging, you will have to visit a few. To find blogs that are relevant to engineering, it is as simple as typing “engineering blog” into any search engine. There are websites that rank the best engineering blogs on the Internet, too. That is the best place to start your search. For example, type the following in your browser: www.invesp.com/blog-rank/Engineering

Once you see the list of the top 25 engineering blogs, choose several to view. While you are viewing each blog, consider the following:

- Is the blog visually attractive or distracting?
- Is the content relevant and up-to-date?
- Is it easy to see what specific areas are discussed on this blog?
- Is there an easy way to interact with the blog’s creator?
- If needed, does the blog provide evidence of professional engineering clout?

Turning body heat into energy?

Now there is a new source of power that could be put to use; human body heat. Engineers in Stockholm are the first to use the body heat of 250,000 daily commuters in one train station to heat a building next door. Wow.

For details, see the Preface for the URL.

After reading a few blogs, you will

begin to understand the differences in style, content, and professionalism. You will also see the big difference between a traditional information-only website and the interactivity of a blog.

Remember, the main point to keep in mind is that a blog gives you the ability to interact with the blogger and others who view the blog. When thinking about designing your blog, make sure that the conversational style, community feel, and content are all open and inviting.

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You can visit my blog at: <http://jillbrockmann.com>

What will you write about on your blog? Visit the companion website to see step-by-step instructions for designing and implementing your own blog. (See the Preface for the URL.)

BUILDING A FACEBOOK PAGE

FOR A BUSINESS

If you have never heard of Facebook, then you have probably been living under a rock.

Here are some factoids about Facebook's worldwide reach:

- Facebook is used by 70 % of automotive and aerospace engineers to exchange information on technical issues, according to a survey of SAE International. 5
- Facebook had over one billion monthly active users at the end of December 2012.
- On average, it had 526 million daily active users.
- In March 2012, there were 488 million monthly active users who used Facebook mobile applications.
- Facebook had more than 600 million mobile monthly active users as of December 5, 2012.
- During December 2012, on average 500 million users were active with Facebook on at least six out of the last seven days. 6

Harnessing the Power of Facebook

If you were offered a customized advertising campaign for your engineering business—and it promised to reach millions of people, worldwide for free—would you bite? What if you were offered unlimited access to a panel of 10,000 civil engineering experts (from all over the world) that could help you unravel an issue with a traffic pattern—again, all for free?

Consider this:

Did you know that every single person who interacts with your company or organization via social media inadvertently becomes your cheerleader or critic? You may have heard the old adage that if you like a business, you will tell three people. If you don't like it, you will tell ten people.

This phenomenon is what makes applications like Facebook such great venues for engineers. Originally, Facebook was created to allow college students to connect

5 Source: www.informationweek.com/news/security/management/225900054

6 Facebook statistics, <http://newsroom.fb.com/content/default.aspx?NewsAreaId=22>

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and share ideas, stories, events, and generally “socialize.” Now, people from all over the world and from all professions use Facebook in order to share information, be heard, and make connections. Instead of verbally telling ten people they didn’t like a business, they are telling millions of people via Facebook. Instead of having one or two aeronautical engineering experts to consult with, there are now thousands of them at their fingertips.

For example, a Facebook page called “Interesting Engineering” has almost half a million followers. Figure 12-1 shows a screenshot of what the home page looks like. You can find this site by typing in the following URL in your browser:

www.facebook.com/interestingengineering

Interesting Engineering’s Facebook page says, “If engineering is a headache for you, join us. We will change the way you feel.”⁷ How cool is that? They are using Facebook to demystify engineering and target a younger audience.

As of this writing, the Facebook page in Figure 12-1 has 489,000 individual “likers,” and 337,060 people are talking about the content (a “liker” is an individual that has subscribed to the news posted on this Facebook page). This is an example of how Facebook creates a community of like-minded people who share an interest in engineering, opinions, and ideas. The people in this community can connect, share ideas, vent their frustrations, seek advice, talk about their successes, post project ideas, and discuss all kinds of engineering-related subjects.

Figure 12-1 Facebook business page or fan page named “Interesting Engineering.”

Source: www.facebook.com/interestingengineering

⁷ Source: www.facebook.com/interestingengineering/info

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Here is an example of how engineering students and professionals can harness the power of Facebook:

1. An engineering student is lurking around a classmate’s Facebook page and sees that her classmate has “liked” a page titled “Interesting Engineering.” She decides to click the live link and visit that page.
2. As she scrolls through the engineering-related articles and posts, she stumbles across an article that discusses the subject of her thesis, wind turbine grid development.
3. The student reads the article and scrolls through the reader comments posted. One of the participants, an engineering expert in the topic, has an unusual opinion about wind turbines. The student clicks on the expert’s name and immediately lands on the expert’s Facebook page.
4. The expert’s Facebook page has an About section that lists an email address, phone number, website, blog address, professional associations, education details, and current employer information. The student emails the expert to ask for a telephone interview in order to get some quotes for her thesis.
5. The expert writes back, agrees to the interview, and schedules it for two days hence.
6. Two days later, she gets her interview and obtains valuable information from a well-known engineering industry expert. It adds immeasurably to the content of her thesis.
7. The expert is so impressed with the passion and insight of the student, he offers her an internship that turns in to a full-time engineering position after she graduates.

In the above example, both the engineering student and the expert benefit from

the connection they made via Facebook. This type of collaborative connection and sharing happens every day on Facebook. Let us not forget that all of this interaction, conversation, learning, and community building happens all across the world, seven days a week, 24-hours per day—for free.

Using Facebook to Build Your Brand

You can use three methods to create your online presence (also referred to as your “brand”) and display information on Facebook. Luckily, Facebook provides step-by-step instructions to help you create profiles that can be customized to spotlight engineering professionals.

Note Remember that every friend made, page liked, photograph posted, group joined, event created, or comment left is a reflection of who we are or who we want the world to perceive us as being. If you are creating your social media presence to reflect your engineering business, choose your moves carefully. Visit the companion website to see step-by-step instructions for designing and implementing your customized Facebook page.

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Building a Facebook Page for a Business 253

The three ways to create a profile on Facebook that presents your engineering business are as follows:

1. Individual profile. This is referred to as the “human being” profile. It is for an individual person, not a business. Anyone with an email address can build one of these pages. An example of an individual Facebook page is shown below in Figure 12-2.
2. Fan page. This is also referred to as a “business page”: it could be for a product, service, organization, club, politician, or any other business-related entity. In order to create this page, you have to have an individual profile first. See Figures 12-3 and 12-4 for an example of a fan page for the engineering company, Structures, PE, LLP.

A Facebook fan page comes with some useful features for businesses. One feature is a “People” page. This allows businesses to create a page that shows off the expertise or specialization of their employees. Figure 12-4 shows an example of the engineers at Structures PE, LLP.

3. Individual fan page. This type of page is a hybrid. It is just like the “business page,” but it is used for an individual who is an engineering professional. In order to create this page, you have to have an individual profile first.

Figure 12-2 Individual Facebook page for Jill Brockmann.

Source: www.facebook.com/jillbrockmann

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Figure 12-3 Structures Fan Page on Facebook.

Source: www.facebook.com/Structures, PE, LLP.

Figure 12-4 Structures PE, LLPs People page on Facebook.

Source: www.facebook.com/StructuresPE/app_7146470109

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For example, an individual engineer may have two Facebook pages:

- One page for his or her private life. This individual page includes family, friends, hobbies, political views, music preferences, jokes, religious affiliations, and vacation photos. This page is fun, relaxed, family-oriented, personal, and private.
- The other page lists the person’s name as the business name, and it contains

professional and engineering-related information only. This fan page is created to promote the person's engineering expertise or specializations. This page contains no personal attributes that could be controversial such as political or religious views. This page is strictly a method of promoting one's engineering expertise on Facebook.

The advantage of creating a Facebook fan page is that you can see demographic data about the people visiting your page. You do this by analyzing Facebook traffic using a tool called "Insights." It enables you as the page owner to plan successful content and interactions. Again, Facebook provides all of this data free of charge to business (fan) pages. Visit the companion website to see instructions about how you can use the Insights data to make your Facebook fan page more attractive to readers. (See the Preface for the URL.)

The image shown in Figure 12-5 is an example of what one of the Insights pages looks like.

Figure 12-5 Facebook Insights demographic page for Business and Technical Communication at Austin Community College.

Source: www.facebook.com/BTCMACC

When creating and building your brand via a Facebook page, consider the following:

Want to live forever?

Wait until 2045.

Dmitry Itskov, a wealthy Russian, is creating "Avatar." First, he will transplant human brains into robots and then reverse-engineer the brain to effectively "download" human consciousness onto a computer chip. He estimates that by 2045 humans can buy immortality. For details, see the Preface for the URL.

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- Will you create a personal page and a professional page?
- How can you spotlight your field of engineering?
- Can you visualize how you could use the commenting functions available on Facebook to gain credibility and become known as an expert in your engineering specialization? For example, when you comment on articles found on Interesting Engineering's Facebook page, you will be seen by half a million people.
- How will you make the design of your Facebook page look consistent with your blog, website and other social media platforms?
- Subscribe to me on Facebook: www.facebook.com/jillbrockmann for tips and

tricks about using Facebook pages to promote your personal brand online. Visit the companion website to see step-by-step instructions for designing and implementing your very own Facebook pages. (See the Preface for the URL.)

USING TWITTER TO CONNECT AND SHARE INFORMATION

If you have never heard of Twitter, then you have probably been living under another rock.

Here are some interesting facts about Twitter:

- Many engineering companies, large and small, now use Twitter to communicate with existing and potential customers. Also, many professional engineering publications post the latest news and links to their online articles on Twitter. 8

- Even though it is a young social media venue, it has 500 million registered users daily, and 33 billion tweets sent worldwide—daily. 9

- Anyone can read, write, share, or re-share messages about a field of interest, as long as the message is 140 characters or less.

8 Source: <http://blog.prosig.com/2011/02/24/how-can-social-networks-help-engineers/>

9 Twitter Facts and Stats, by Bran Friedman, March 14, 2012. Source: <http://socialmediatoday.com/bradfriedman/469107/twitter-facts-and-stats>

Using Twitter to Connect and Share Information 257

- “Tweets,” or typed messages, are posted in real-time and can be read by anyone, from anywhere, regardless of whether they are logged in to their Twitter account.

- Twitter is fast becoming the “go to” medium for engineering information, according to Bosch Rexroth, cited below.

After launching a pilot project to study how engineers used social media, Kevin Gingerich from Bosch Rexroth (see Figure 12-6) stated, “We were astonished by the vibrancy of the engineering and industry communities on Twitter. It’s become our engine of choice for communicating to a broad audience, from recent innovations and upcoming exhibitions to new technical references on our website.” 10

Using Twitter to Connect with Other Engineers

Why should you or your business join those who swear by Twitter for connecting to others in the engineering field? Here are a few reasons:

- If you are interested in spreading the word about your own engineering expertise or the specialty of your company, why would you ignore a virtual database of opinions, trends, messages, stories, and networking opportunities?

- In the engineering context, Twitter is an environment that is rich with ideas, conversations, and content from influential industry leaders. Don’t forget that Figure 12-6 Twitter account home page for Bosch Rexroth Corporation.

Source: <https://twitter.com/boschrexrothus>

10 Machine Design.com. Twitter for Engineers. Source: <http://machinedesign.com/article/twitter-for-engineers-can-social-media-play-a-role-in-the-design-community-0302>

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all of this sharing, communicating, and brand-building activity is available 365 days a year, 24 hours per day—for free.

Figure 12-6 is an image of a successful engineering home page on Twitter.

Businesses can use Twitter # (hashtags) to corral participants at a company-sponsored event, for curating crowd-sourced data about product research, and for connecting directly with engineering clients and customers. More information about the importance of hashtags and crowd-sourcing data can be found on the companion

website. See the Preface for the URL.

- Engineering professionals can use Twitter to funnel traffic to special events, online design contests, interactive websites, new blog entries, product launches, and other information-rich connections with consumers.
- Individual engineers can use Twitter to foster strong networking relationships with other engineers by listening and gathering industry intelligence about competition, market trends, and employment opportunities.

Imagine you are a graduating engineering student; here's how you can use Twitter:

1. You are about to graduate from a small college with a mechanical engineering degree and have arrived at the International Manufacturing Technology Show (IMTS) 2012 in Chicago. You are to visit the booth of the internationally known company that paid for your flight, hotel, and admission to this event. You have been told that it is located in Booth #10602. Only, they are not actually at that location. No other information is available. Hmm. What to do?
 2. Enormous Engineering Company (EEC), the company that paid for your dream trip, had to move its booth to a different building because of mechanical "issues" with Booth #10602. EEC is worried that attendees will not be aware of its last-minute location change. The company tweets immediately about its new building location at IMTS.
 3. You are following EEC on Twitter. You quickly scroll through your tweet feed to see if there is any word from them. Bingo! They have moved to a different building three blocks away.
 4. You inspire and amaze EEC's booth members by arriving early to express your hearty thanks for the great trip, and you make sure that their mechanical issue is fixed at the new location. They are grateful for your arrival at the new location and glad that Twitter helped route you to the new location.
 5. Upon returning home from your trip you find a letter from the president of EEC, thanking you for your help with the booth and inviting you to dinner to talk about your plans for after graduation.
- In the above example, Twitter moved mountains for you and EEC. When a company invests thousands of dollars setting up plans for an enormous event like IMTS, it can be derailed quickly by a sudden event like changing a booth location. Since Twitter is known for instantaneous communication, it is a perfect platform for this occurrence. EEC could have missed a few thousand booth visitors, and you may not have found them to say "thank you" for your trip. You would have missed the free dinner invitation, too.
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Customizing Your Twitter Account

When creating the account for you or your engineering organization on Twitter, consider the following:

- Make sure others can find you easily on Twitter. Customize your Twitter user name, profile photo and design, bio, and online appearance by maintaining brand consistency with colors, images, and logos. Use keywords in your bio to help people find you.
- Don't worry about how many followers you have. Instead, concentrate on following engineering industry leaders, cutting-edge companies, and experts in engineering. Read their tweets, place comments, re-tweet them, and actively

seek information that will bring you new information and ideas. Your own followers will come eventually.

- Use customized searches and hashtags to filter out everything except the information you need.
- Attach hashtags to photos or videos you upload so they are easily found in searches. Remember to use authentic keywords whenever possible.
- To find people, companies or engineering organizations to follow, use Twellow.com and WeFollow.com directories on Twitter that are categorized by interest and industry.

Does adding sound to cars increase safety?

Engineers have developed a vehicle warning system that improves safety for bicyclists. The system consists of a GPS-enabled device mounted to the dashboard of an electric car (which are dangerously quiet). It warns bicyclists of the approach of a quiet car.

For details, see the Preface for the URL.

Follow me on Twitter:

@JillBrockmann

Who will you follow on Twitter?

How will you manage the information and communications you receive on Twitter? To get answers to these questions and others, visit the companion website to see step-by-step instructions for designing and implementing your very own Twitter account. (See the Preface for the URL.)

GENERATING YOUR INTERACTIVE RÉSUMÉ ON LINKEDIN

In a recent Wall Street Journal article titled “No More Résumés,” Rachel Emma Silverman stated that “Instead of asking for résumés, a New York venture-capital firm—which has invested in Twitter—asked applicants to send links representing their ‘Web presence.’ ” 11 What? No résumé?

11 Rachel Emma Silverman, “No More Résumés,” Wall Street Journal, January 24, 2012.

Source: <http://online.wsj.com/article/SB10001424052970203750404577173031991814896.htm> |

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Tech-savvy employers are acquiring evidence of people’s web reputation and searching for their online interactions as a means of finding better-quality candidates—especially for engineering companies or organizations that rely heavily in the Internet and social media to build their brand, enhance employee collaboration, and reach their customer base.

Increasing Visibility for Engineers

When it comes to actively participating in various social media platforms, the Society

of Automotive Engineers International (SAEI) has determined that “engineers are apparently just a shipastherestofus.” SAEI has drawn this conclusion after completing a survey that revealed 61 % of engineers polled use social media sites like Facebook, LinkedIn, Twitter, and YouTube. 12

LinkedIn is the perfect place to increase online visibility, showcase your engineering expertise, and network with other professionals in your field. Even though LinkedIn is considered a “social” media site, the purpose of creating and maintaining a profile on this platform is solely for professional networking, connecting, and building career-oriented associations.

Figure 12-7 shows a typical LinkedIn profile of engineer, author, and speaker Anthony Fasano, PE, LEED, AP.

Completing your LinkedIn profile can be time-consuming, but the benefits are enormous. The tools provided allow space to include all phases of your professional life including your work experience, education, business associations, personal and company websites, other social media accounts, volunteer activities, areas of special expertise using keywords, and other ways to enhance your professional message to other LinkedIn members.

Creating your LinkedIn Profile

When creating your profile on LinkedIn, consider the following:

- Complete your entire profile. A sparsely completed profile is almost as bad as having no profile at all. Your profile should be compelling, interesting, accurate, and complete. Include as much engineering-related information as possible.

Remember to use keywords.

- Actively participate in LinkedIn Answers. The answers feature helps nurture professional engineering connections and gives you a chance to show your expertise by answering questions posed by others. Participate by posing questions yourself, too.
- Join groups. Find groups related to the engineering profession, join them, and actively participate in ongoing conversations to get your name seen in the forums. If there are not any groups about your specific area of engineering, create one!

12 “Mobility Engineers Big Users of Social Media.” Society of Automotive Engineers International.

Source: WWW.SAE.ORG/JSP/JSPPS/MKTWHITEPAPERFORM.JSP?PUBL=SOCIAL

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Figure 12-7 LinkedIn profile home page for

Anthony Fasano, PE, LEED, AP.

Source: www.linkedin.com/in/anthonyjfasano

- Use Advanced Search. The basic search function is great, but Advanced Search has all sorts of ways to fine-tune your results, including engineering keywords and product names in all your posts.
- Treat your LinkedIn profile similar to a website. Make sure your profile is up-to-date, organized, well-formatted and contains lots of interesting engineering-related information. It goes without saying that misspellings are a no-no!
- Populate your profile with keywords. Use keywords that reflect your background, education, professional field, or expertise. Use variations of those words, too: for example, use engineer, engineering, engineered.
- Increase the chances you will be found with search engines. Make sure that

your profile is marked as “public” so that you will show up in searches for your profession.

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Giving and Receiving Recommendations

One of the best features offered to LinkedIn members is the Recommendation section.

This is a profile portion designed to highlight your achievements and the exceptional work of other LinkedIn members.

You may politely ask an engineering colleague for a recommendation for any collaborative work you performed. You may receive a request for a recommendation from another LinkedIn member.

First algae-powered car?

The world's first algae fuel-powered vehicle, dubbed the Algaeus, was revealed in San Francisco.

The plug-in hybrid car, which is a Prius equipped with a nickel metal hydride battery, runs on green algae.

For details, see the Preface for the URL.

People in charge of making hiring decisions commonly review LinkedIn profile pages. It is important that you request recommendations that are relevant to your engineering specialty. Make the most of the section by requesting recommendations from colleagues you have collaborated with and by giving accurate and detailed recommendations to those colleagues you feel should be spotlighted. Figure 12-8 shows an example of the engineering recommendations section on the home page of an engineer's LinkedIn profile.

Visit the companion website to see step-by-step instructions for designing and implementing your very own LinkedIn account. (See the Preface for the URL.)

TARGETING EXPERTS WITH GOOGLE+

Have you ever heard the word “google” used as a verb? Usually people say, “Google it!” That is probably because Google is the largest search engine on the Internet.

Wouldn't it be terrific if your engineering business came up at the top of the list when someone searched, “expert chemical engineer”?

Google+, Google Plus or just g+, is the brain-child of Google, Inc. Google is not just a search engine. It has developed many collaboration-based applications that are widely used throughout the engineering field. In an attempt to gather all of these cutting-edge applications into one place, Google engineers created Google+. This platform integrates many of Google's products to create a broader social experience. The result is a platform for professionals who want to increase their online visibility and personal brand identity.

Figure 12-9 is an example of the Google+ page for the engineering program at Stanford University.

Figure 12-9 Google+ profile page for Stanford University Engineering program.

Source: <https://plus.google.com/u/0/102383602041872018960/posts>

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Creating Your Google+ Profile Page

If you do not have a Google+ account yet, it is easy to create. Type the following text in your browser: <http://plus.google.com>

Google+ has an intuitive user interface that walks you through creating your profile in minutes. Visit the companion website to see step-by-step instructions for designing and customizing your own Google+ account. (See the Preface for the URL.)

Circling Engineering Experts

The main functions of Google+ are bundled to include a search engine, an email client, an Internet browser, friend streams, circles of specialized contacts, group video chats with a new feature called Hangouts, personalized and automated search functions, the ability to target engineering industry experts, and the community-building feature called Circles.

The Circles feature of Google+, at first glance, may look the same as “friending” people on Facebook. However, Circles is a much more intricate way to organize lists (circles) of engineering industry experts, colleagues, and friends. The streamlining of these circles of contacts allows you to create entirely separate groups (circles) for family, friends, college alumni, colleagues, civil engineering experts, aeronautic engineers, mechanical engineers, sports fans, and more.

The main point to remember about Google+ Circles is that it allows you to read what you want, share what you want, share it when you want, and share it with whom you want. It also allows you to filter out the noise from everyone in your circles and drill down to reading only the content posted by the engineering experts you choose. This ability to focus on a specific topic is a huge time saver. For example, if you want to read about new developments in wind turbine grid engineering, you simply click the circle (that you created and filled with experts) named “wind turbine experts” and scroll through the posts of those experts.

Figure 12-10 shows an example of a Google+ Circles page.

Creating, adding, deleting, and modifying your Circles is as easy as a click or two.

You can also invite people who are in your circles to participate in a live online session called a “Hangout.” These hangouts can be recorded and replayed via YouTube.com.

This function enables you to conduct online meetings with others. There is no more flying to meetings. You can sit in your home office in your pajamas! You can join other Hangouts as an active participant or simply observe and listen.

Maximizing Your Online Visibility

A useful feature of using Google+ in an engineering business is that your Google+ page content is part of Google’s web search integration and the ability for consumers to “direct connect” to your page. Through this connection ability, consumers or clients are directed to your website or other online venues, such as your blog.

Crypto-Calvinism family split (2013-07-17 15:13)



That cross just isn't Lutheran.

The Liberty Amendments Chapter 1 (2013-07-17 19:02)

the Liberty Amendments

Each a p t e r o n e R e s t o r i n g t h e A m e r i c a n R e p u b l i c I u n d e r t o o k t h i s p r o j e c t n o t b e c a u s e I b e l i e v e t h e C o n s t i t u t i o n , a s o r i g i n a l l y s t r u c t u r e d , i s o u t d a t e d a n d o u t m o d e d , t h e r e b y r e q u i r i n g m o d e r n i z a t i o n t h r o u g h a m e n d m e n t s , b u t b e c a u s e o f t h e o p p o s i t e — t h a t i s , t h e n e c e s s i t y a n d u r g e n c y o f r e s t o r i n g c o n s t i t u t i o n a l r e p u b l i c a n i s m a n d p r e s e r v i n g t h e c i v i l s o c i e t y f r o m t h e g r o w i n g a u t h o r i t a r i a n i s m o f a f e d e r a l L e v i a t h a n . T h i s i s n o d o o m s a y i n g o r f e a r m o n g e r i n g b u t a n a c k n o w l e d g m e n t o f f a c t . T h e S t a t i s t s h a v e b e e n s u c c e s s f u l i n t h e i r c e n t u r y - l o n g m a r c h t o d i s f i g u r e a n d m a n g l e t h e c o n s t i t u t i o n a l o r d e r a n d u n d o t h e s o c i a l c o m p a c t . T o d i s c l a i m t h e S t a t i s t s ' c a m p a i g n a n d a i m s i s t o i m p r u d e n t l y i g n o r e t h e i n v e n t i o n s a n d s c h e m e s h a t c h e d a n d p r o m o t e d o p e n l y b y t h e i r p h i l o s o p h e r s , e x p e r t s , a n d a c a d e m i c s , a n d t h e c o e r c i v e a p p l i c a t i o n o f t h e i r d e s i g n s o n t h e c i t i z e n r y b y a d e l u s i o n a l g o v e r n i n g e l i t e . T h e i r h a n d i w o r k i s o m n i p r e s e n t , f o r a l l t o s e e —

M A R K R. L E V I N 2 a c e n t r a l i z e d a n d c o n s o l i d a t e d g o v e r n m e n t w i t h a u b i q u i t o u s n e t w o r k o f l a w s a n d r u l e s a c t i v e l y s u p p r e s s i n g i n d i v i d u a l i n i t i a t i v e , s e l f - i n t e r e s t , a n d s u c c e s s i n t h e n a m e o f t h e g r e a t e r g o o d a n d o n b e h a l f o f t h e l a r g e r c o m m u n i t y . N e a r l y a l l w i l l b e e m a s c u l a t e d b y i t , i n c l u d i n g t h e i n a t t e n t i v e , a m b i v a l e n t , a n d d i s b e l i e v i n g . T h e n a t i o n h a s e n t e r e d a n a g e o f p o s t - c o n s t i t u t i o n a l s o f t t y r a n n y . A s F r e n c h t h i n k e r a n d p h i l o s o p h e r A l e x i s d e T o c q u e v i l l e e x p l a i n e d p r e s c i e n t l y , " I t c o v e r s t h e s u r f a c e o f s o c i e t y w i t h a n e t w o r k o f s m a l l c o m p l i c a t e d r u l e s , m i n u t e a n d u n i f o r m , t h r o u g h w h i c h t h e m o s t o r i g i n a l m i n d s a n d t h e m o s t e n e r g e t i c c h a r a c t e r s c a n n o t p e n e t r a t e , t o r i s e a b o v e t h e c r o w d . T h e w i l l o f m a n i s n o t s h a t t e r e d , b u t s o f t e n e d , b e n t , a n d g u i d e d ; m e n a r e s e l d o m f o r c e d b y i t t o a c t , b u t t h e y a r e c o n s t a n t l y r e s t r a i n e d f r o m a c t i n g . S u c h a p o w e r d o e s n o t d e s t r o y , b u t i t p r e v e n t s e x i s t e n c e ; i t d o e s n o t t y r a n n i z e , b u t i t c o m p r e s s e s , e n e r v a t e s , e x t i n g u i s h e s , a n d s t u p e f i e s a p e o p l e , t i l l e a c h n a t i o n i s r e d u c e d t o n o t h i n g b e t t e r t h a n a f l o c k o f t i m i d a n d i n d u s t r i o u s a n i m a l s , o f w h i c h t h e g o v e r n m e n t i s t h e s h e p h e r d . "

1 S o c i a l e n g i n e e r i n g a n d c e n t r a l p l a n n i n g a r e i m p o s e d w i t h o u t e n d , s i n c e t h e g o v e r n i n g m a s t e r m i n d s , d r u n k w i t h t h e i r o w n c o n c e i t a n d p o m p o s i t y , h a v e w i l d i m a g i n a t i o n s a n d i n f i n i t e i d e a s f o r r e s h a p i n g s o c i e t y a n d m o l d i n g m a n ' s n a t u r e i n s e a r c h o f t h e e v e r e l u s i v e u t o p i a n p a r a d i s e . T h e i r c l u m s y e x p e r i m e n t s a n d i n f a n t i l e p u r s u i t s a r e n o t m e a s u r e d a g a i n s t a n y r a t i o n a l s t a n d a r d . T h e i r p i o u s n e s s a n d s a n c t i m o n y a r e j u s t i f i c a t i o n e n o u g h . T o c q u e v i l l e o b s e r v e d f u r t h e r , " I t w o u l d s e e m a s i f t h e r u l e r s o f o u r t i m e s o u g h t o n l y t o u s e m e n i n o r d e r t o m a k e t h i n g s g r e a t ; I w i s h t h a t t h e y w o u l d t r y a l i t t l e m o r e t o m a k e g r e a t m e n ; t h a t t h e y w o u l d s e t l e s s v a l u e o n t h e w o r k a n d m o r e u p o n t h e w o r k m a n ; t h a t t h e y w o u l d n e v e r f o r g e t t h a t a n a t i o n c a n n o t l o n g r e -

T H E L I B E R T Y A M E N D M E N T S 3 m a i n s t r o n g w h e n e v e r y m a n b e l o n g i n g t o i t i s i n d i v i d u a l l y w e a k ; a n d t h a t n o f o r m o r c o m b i n a t i o n o f s o c i a l p o l i t y h a s y e t b e e n d e v i s e d t o m a k e a n e n e r g e t i c p e o p l e o u t o f a c o m m u n i t y o f p u s i l l a n i m o u s a n d e n f e e b l e d c i t i z e n s . "

2 T o d a y C o n g r e s s o p e r a t e s n o t a s t h e F r a m e r s i n t e n d e d , b u t i n t h e s h a d o w s , w h e r e i t d r e a m s u p i t s m o s t n o t o r i o u s a n d o p p r e s s i v e l a w s , c o m i n g i n t o t h e l i g h t o n l y t o t r u m p e t t h e g e n i u s a n d e a r n e s t n e s s o f i t s g o i n g s - o n a n d t o e n a b l e m e m b e r s t o c a s t t h e i r v o t e s . T h e p e o p l e a r e l e f t l a m e b r a i n e d a n d d u m b f o u n d e d a b o u t t h e i r " r e p r e s e n t a t i v e s ' " s u p p o s e d g o o d d e e d s , w h i c h u s u a l l y t a k e t h e f o r m o f o m n i b u s b i l l s n u m b e r i n g i n h u n d r e d s i f n o t t h o u s a n d s o f p a g e s , a n d u t t e r l y c l u e l e s s a b o u t t h e e f f e c t s t h e s e l a w s h a v e o n t h e i r l i v e s . O f c o u r s e , t h a t i s t h e p o i n t . T h e p u b l i c i s n o t t o b e i n f o r m e d b u t i n d o c t r i n a t e d , m a n i p u l a t e d , a n d m i s l e d . C o n g r e s s a l s o , a n d o f t e n , d e l e g a t e s u n c o n s t i t u t i o n a l l y l a w m a k i n g p o w e r t o a g i g a n t i c y e t e v e r - g r o w i n g a d m i n i s t r a t i v e s t a t e t h a t , i n t u r n , u n l e a s h e s o n s o c i e t y m y r i a d r e g u l a t i o n s a n d r u l e s a t s u c h a r a p i d r a t e t h e p e o p l e c a n n o t p o s s i b l y k n o w o f t h e m , e i t h e r — a n d i f , b y c h a n c e , t h e y d o , t h e y c a n n o t p o s s i b l y c o m p r e h e n d t h e m . N o n e t h e l e s s , i g n o r a n c e , w h i c h i s w i d e s p r e a d a n d d e l i b e r a t e l y s o , i s n o e x c u s e f o r n o n c o m p l i a n c e , f o r w h i c h t h e c i t i z e n i s h e a v i l y f i n e d a n d s e v e r e l y p u n i s h e d . N o t t o b e o u t d o n e , t h e c u r r e n t o c c u p a n t o f t h e O v a l O f f i c e s e e s h i s p r i m a r y d u t y a s " f u n d a m e n t a l l y t r a n s f o r m i n g t h e U n i t e d S t a t e s o f A m e r i c a . "

3 B y t h i s , o f c o u r s e , P r e s i d e n t B a r a c k O b a m a d i d n o t m e a n a f r e s h a l l e g i a n c e t o t h e n a t i o n ' s f o u n d i n g p r i n c i p l e s a n d a n e w r e s p e c t f o r t h e C o n s t i t u t i o n ' s l i m i t s o n f e d e r a l a u t h o r i t y , b u t t h e c o n v e r s e . H e i s m o r e b l a t a n t a n d a g g r e s s i v e t h a n h i s t w e n t i e t h - c e n t u r y p r e d e c e s s o r s , b u t f a i t h f u l l y f o l l o w s t h e f o o t s t e p s o f t h e m o s t t r a n s g r e s s i v e a m o n g t h e m . T h e m e t a m o r p h o s i s

M A R K R. L E V I N 4 o f t h e e x e c u t i v e b r a n c h i n t o a n i m m e n s e i n s t i t u t i o n e x e r c i s i n g a c o n g l o m e r a t i o n o f p o w e r s , i n c l u d i n g l a w m a k i n g a n d d e c r e e i n g , i s c l e a r l y w i t h o u t c o n s t i t u t i o n a l o r i g i n , a q u a i n t n o t i o n m o s t l y d e r i d e d t h e s e d a y s . H a v i n g d e l e g a t e d b r o a d l a w m a k i n g p o w e r t o e x e c u t i v e b r a n c h d e p a r t m e n t s a n d a g e n c i e s o f i t s o w n c r e a t i o n , c o n t r a v e n i n g t h e s e p a r a t i o n - o f - p o w e r s d o c t r i n e , C o n g r e s s n o w w a t c h e s a s t h e p r e s i d e n t i n f l a t e s t h e c o n g r e s s i o n a l d e l e g a t i o n s e v e n f u r t h e r a n d p r o c l a i m s r e p e a t e d l y t h e a u t h o r i t y t o r u l e b y e x e c u t i v e f i a t i n d e f i a n c e o f , o r o v e r t h e t o p o f , t h e s a m e C o n g r e s s t h a t s a n c t i o n e d a d o m i n e e r i n g e x e c u t i v e b r a n c h i n t h e f i r s t p l a c e . N o t w i t h s t a n d i n g C o n g r e s s ' s d e l i n q u e n c y , b u t b e c a u s e o f i t , a n u n q u e n c h e d P r e s i d e n t O b a m a , i n a h u r r y t o e x p e d i t e

a societal makeover, has repeatedly admonished Congress that “[i]f [it] won’t act soon to protect future generations, I will!”—that is, if Congress will not genuflect to his demands, and pass laws to his liking, he will act on his own.⁴ And the president has made good on his refrain. On a growing list of matters, he has, in fact, displayed an impressive aptitude for imperial rule. With the help of a phalanx of policy “czars,” from immigration, the environment, and labor law to health care, welfare, and energy, the president has exercised his executive “discretion” to create new law, abrogate existing law, and generally contrive ways to exploit legal ambiguities as a means to his ends. He has also declared the Senate in recess when it was not, thereby bypassing the Senate’s constitutional “advice and consent” role to install several partisans in top federal posts. Today this is glorified and glamorized as compassionate progressivism. The Framers called it despotism. In Federalist 48, James T H E LIBERT Y A ME NDME NTS 5 Madison, considered the father of the Constitution, wrote, “An ELECTIVE DESPOTISM was not the government we fought for; but one which should not only be founded on free principles, but in which the powers of government should be so divided and balanced among several bodies of magistracy, as that no one could transcend their legal limits, without being effectually checked and restrained by the others.” 5 The third branch of the federal triarchy, the judiciary, is no better. Among the biggest myths is that the men and women of the judiciary, operating under monklike conditions, would dutifully and faithfully focus their undivided mental faculties toward preserving the Constitution. They would apply their expertise, experience, and insight free from the political pressures and biases of elections and the legislative and executive branches of government, and within a narrow scope of authority and purpose. Moreover, it was assumed there was little to fear from this part of government. In Federalist 78, Alexander Hamilton explained, “Whoever attentively considers the different departments of power must perceive, that, in a government in which they are separated from each other, the judiciary, from the nature of its functions, will always be the least dangerous to the political rights of the Constitution; because it will be least in a capacity to annoy or injure them.” 6 Yet, having seized for itself in the early years of the nation the final word on all matters before it, the Supreme Court with just five of its nine members can impose the most far-reaching and breathtaking rulings on the whole of society, for which there is no effective recourse. It turns out that justices are also God’s children; and being of this world, their makeup consists of actual flesh and blood. They are no more noble or virtuous than the rest of us, and in some M A R K R. LEVIN 6 cases less so, as they suffer from the usual human imperfections and frailties. And the Court’s history proves it. In addition to delivering the routine and, in some cases, exceptional rulings, the Court is responsible for several notorious holdings, including *Dred Scott v. Sandford* 7 (endorsing slavery), *Plessy v. Ferguson* 8 (affirming segregation), and *Korematsu v. United States* 9 (upholding the internment of Americans), among others. During the last eighty years or so, the justices have rewritten sections of the Constitution, including the Commerce Clause (redefining noncommerce as commerce) and the tax provisions (redefining penalties as taxes), to accommodate the vast expansion of the federal government’s micromanagement over private economic activity. Moreover, the justices have laced the Court’s jurisprudence with all manner of personal policy preferences relating to social, cultural, and religious issues, many of which could have been avoided or deferred. What was to be a relatively innocuous federal government, operating from a defined enumeration of specific grants of power, has become an ever-present and unaccountable force. It is the nation’s largest creditor, debtor, lender, employer, consumer, contractor, grantor, property owner, tenant, insurer, health-care provider, and pension guarantor. Moreover, with aggrandized police powers, what it does not control directly it bans or mandates by regulation. For example, the federal government regulates most things in your bathroom, laundry room, and kitchen, as well as the mortgage you hold on your house. It designs your automobile and dictates the kind of fuel it uses. It regulates your baby’s toys, crib, and stroller; plans your children’s school curriculum and lunch menu; and administers their student loans in college. At your place of employment, the federal government oversees everything from the racial, gender, and age diversity of the workforce to the hours, wages, and benefits paid. Indeed, the question is not what the federal government regulates, but what it does not. And it makes you wonder—how can a people incapable of selecting their own lightbulbs and toilets possess enough competence to vote for their own rulers and fill out complicated tax returns? The illimitable regulatory activity, with which the federal government torments, harasses, and coerces the individual’s private and economic behavior, is the progeny of a colossal federal edifice with inexhaustible energy for societal manipulation and change. In order to satisfy its gluttonous appetite for programmatic schemes, the federal government not only hurriedly digests the Treasury’s annual revenue, funded with confiscatory taxes on a diminishing number of productive citizens, but desserts on the wealth not yet created by generations not yet born with unconstrained indebtedness. And what havoc has

this wrought. The federal government consumes nearly 25 percent of all goods and services produced each year by the American people.¹⁰ Yearly deficits routinely exceed \$1 trillion.¹¹ The federal government has incurred a fiscal operating debt of more than \$17 trillion, far exceeding the total value of the annual economic wealth created by the American people, which is expected to reach about \$26 trillion in a decade.¹² It has accumulated unfunded liabilities for entitlement programs exceeding \$90 trillion, which is growing at \$4.6–6.9 trillion a year.¹³ There is not enough money on the planet to make good on the federal government's financial obligations. Hence, the Federal Reserve Board has swung into action with multiple versions of "quantitative easing," which is nothing more than the federal government monetizing its own debt—or buying its own debt—*MARK R. LEVIN* 8 with a combination of borrowing, issuing itself credit, and printing money amounting to trillions of dollars.¹⁴ Of course, this has the eventual effect of devaluing the currency, fueling significant inflation or deflation, and destabilizing the economy at some future point. But like the laws of physics, there is no escaping the laws of economics. As these fiscal and monetary malpractices escalate, for there is no end in sight, the federal government will turn increasingly reckless and demanding, taking an even harder line against the individual's accumulation of wealth and retention of private property. For example, when the federal income tax was instituted one hundred years ago, the top individual income tax rate was 7 percent. Today the top rate is about 40 percent, with proposals to push it to nearly 50 percent. There is also serious talk from the governing elite about instituting a national value-added tax (VAT) on top of existing federal taxes,¹⁵ which is a form of sales tax, and divesting citizens of their 401(k) private pension plans.¹⁶ Even the rapaciousness of these policies will not be enough to fend off the severe and widespread misery unleashed from years of profligacy. Smaller nations such as Cyprus, Spain, and Greece provide a window into the future, as their borrowing has reached its limit. Moreover, unable to print money, their day of reckoning is either looming or arrived. Therefore, bank accounts, other investments, and wealth generally are subject to governmental impoundment, sequester, and theft. The individual's liberty, inextricably linked to his private property, is submerged in the quicksand of a government that is aggregating authority and imploding simultaneously. What, then, is the answer? Again, Tocqueville offers guidance. Looking back at the Constitutional Convention some fifty years afterward, he observed that "it is new in history of society to see *THE LIBERTY AND DEMOCRACY* 9 a great people turn a calm and scrutinizing eye upon itself when apprised by the legislature that the wheels of its government are stopped, to see it carefully examine the extent of the evil, and patiently wait two whole years until a remedy is discovered, to which it voluntarily submitted without its costing a tear or a drop of blood from mankind." ¹⁷ It is asking too much of today's governing masterminds and their fanatical adherents to reform the product of their own fatuity—that is, the continuing disassembly of the Constitution and society. After all, despite one credible source after another, both within and outside the federal government, ringing alarm bells about the nation's hazardous track—describing it as unsustainable, desperate, and immoral—they are blinded to reason, experience, and knowledge by their political DNA and ideological invincibility and therefore are intransigent to effective ameliorative steps. They long ago renounced by word and action their adherence to the Constitution's confinements since the Statists' utopia and the Framers' Constitution cannot coexist. However, it is not asking too much of "a great people [to] turn a calm and scrutinizing eye upon itself" and rally to their own salvation. It is time to return to self-government, where the people are sovereign and not subjects and can reclaim some control over their future rather than accept as inevitable a dismal fate. Unlike the radicalism of the governing masterminds, who self-servingly oversee a century-old, perpetual counterrevolution against the American dawn, the people must have as their goal the reestablishment of the founding principles and the restoration of constitutional republicanism, thereby nurturing the individual and preserving the civil society. This requires, first, an acknowledgment of the federal government's unmooring from its *MARK R. LEVIN* 10 constitutional foundation; second, an acceptance that the condition is urgent and, if untreated, will ultimately be the death knell of the American Republic; third, the wisdom to rebalance the government in a way that is without novelty and true to the Framers' original purpose; and, fourth, the courage to confront—intellectually and politically—the Statists' stubborn grip on power. There is a path forward but it requires an enlightened look back at our founding. And what we find is that the Framers rightly insisted on preserving the prominent governing role of the state legislatures as a crucial mechanism to containing the power of the proposed new federal government. In fact, other than the limited, specified powers granted to the federal government, the states retained for themselves plenary governing authority. The debates during the Constitutional Convention and the state ratification conventions are unequivocal in this regard. During the ratification period, the Federalists repeatedly assured the Anti-Federalists and other skeptics of the proposed federal government's limits.

For example, Madison argued in Federalist 14, “In the first place, it is to be remembered, that the general government is not to be charged with the whole power of making and administering laws: its jurisdiction is limited to certain enumerated objects, which concern all the members of the republic, but which are not to be attained by the separate provisions of any.”¹⁸ In Federalist 45 he insisted, “The powers delegated by the proposed Constitution to the federal government are few and defined. Those which are to remain in the State governments are numerous and indefinite.”¹⁹ In Federalist 46, Madison asserted that “the powers proposed to be lodged in the federal government are as little formidable to those reserved to the individual States, as they are indispensably necessary to accomplish the purposes of the Union; and that all *THE LIBERTY AND INDIVIDUAL RIGHTS* 11 those alarms which have been sounded, of a meditated and consequential annihilation of the State governments, must, on the most favorable interpretation, be ascribed to the chimerical fears of the authors of them.”²⁰ Madison’s declarations were not unique among the Constitution’s proponents but rather were commonplace. And without these assurances—and the additional pledge that the First Congress would offer amendments to the Constitution further ensuring that individual and state sovereignty would be safeguarded against the new federal government (what became the Bill of Rights, including the Ninth and Tenth Amendments)—the Constitution would not have been ratified. Thus, the Constitution, drafted by delegates who were sent by the states to Philadelphia in 1787 and ratified subsequently by delegates in the state conventions, preserved the decisive role of the states in the American Republic. It requires emphasis that the states established the American Republic and, through the Constitution, retained for themselves significant authority to ensure the republic’s durability. This is not to say that the states are perfect governing institutions. Many are no more respectful of unalienable rights than is the federal government. But the issue is how best to preserve the civil society in a world of imperfect people and institutions. The answer, the Framers concluded, is to diversify authority with a combination of governing checks, balances, and divisions, intended to prevent the concentration of unbridled power in the hands of a relative few imperfect people. Unlike the modern Statist, who defies, ignores, or rewrites the Constitution for the purpose of evasion, I propose that we, the *MARK R. LEVIN* 12 people, take a closer look at the Constitution for our preservation. The Constitution itself provides the means for restoring self-government and averting societal catastrophe (or, in the case of societal collapse, resurrecting the civil society) in Article V. Article V sets forth the two processes for amending the Constitution, the second of which I have emphasized in italics: The Congress, whenever two thirds of both Houses shall deem it necessary, shall propose Amendments to this Constitution, or, on the Application of the Legislatures of two thirds of the several States, shall call a Convention for proposing Amendments, which, in either Case, shall be valid to all Intents and Purposes, as Part of this Constitution, when ratified by the Legislatures of three fourths of the several States or by Conventions in three fourths thereof, as the one or the other Mode of Ratification may be proposed by the Congress . . .²¹ Importantly, in neither case does the Article V amendment process provide for a constitutional convention. It provides for two methods of amending the Constitution. The first method, where two-thirds of Congress passes a proposed amendment and then forwards it to the state legislatures for possible ratification by three-fourths of the states, has occurred on twenty-seven occasions. The second method, involving the direct application of two-thirds of the state legislatures for a Convention for proposing Amendments, which would thereafter also require a three-fourths ratification vote by the states, has been tried in the past but without success. Today it sits dormant. The fact is that Article V expressly grants state legislatures *THE LIBERTY AND INDIVIDUAL RIGHTS* 13 significant authority to rebalance the constitutional structure for the purpose of restoring our founding principles should the federal government shed its limitations, abandon its original purpose, and grow too powerful, as many delegates in Philadelphia and the state conventions had worried it might. The idea was first presented at the Constitutional Convention on May 29, 1787, by Edmund Randolph, governor of Virginia, as a proposal in the so-called Virginia Plan drafted by Madison. Resd. that provision ought to be made for the amendment of the Articles of Union whensoever it shall seem necessary, and that the assent of the National Legislature ought not be required thereto.²² On June 11, George Mason of Virginia—who had earlier drafted Virginia’s Declaration of Rights, the precursor to the Declaration of Independence—responded to some of the delegates who did not see the necessity of the proposal, by strongly advocating for it. Col: Mason urged the necessity of such a provision. The plan now to be formed will certainly be defective, as the Confederation has been found on trial to be. Amendments therefore will be necessary, and it will be better to provide for them, in any easy, regular and Constitutional way than to trust to chance and violence. It would be improper to require the consent of the Natl Legislature, because they may abuse their power, and refuse their consent on that very account. . . .²³ *MARK R. LEVIN* 14 Later, when the delegates

returned to the issue, Roger Sherman of Connecticut—who had been a member of the Committee of Five, which helped draft the Declaration of Independence, and who coauthored the so-called Connecticut Plan, which served as the basis for our bicameral Congress—offered an alternative in which Congress would propose amendments and the states would ratify them. Madison suggested dropping the state convention altogether. On September 15, Mason, alarmed that Congress would have the sole power to propose amendments, continued to insist on state authority to call for conventions. Mason explained that an oppressive Congress would never agree to propose amendments curtailing its own tyranny: Col: Mason thought the plan of amending the Constitution exceptionable & dangerous. As the proposing of amendments is in both the modes to depend, in the first immediately, and in the second, ultimately, on Congress, no amendments of the proper kind would ever be obtained by the people, if the Government should become oppressive, as he verily believed would be the case.²⁴ Mr. [Gouverneur] Morris [of Pennsylvania] & Mr. [Elbridge] Gerry [of Massachusetts] moved to amend the article so as to require a Convention on application of 2/3 of the Sts [states].²⁵ Earlier, Pennsylvania's James Wilson, among the most active participants at the Constitutional Convention, had "moved to insert 'three fourths of' before the words 'several States,' " which was adopted and then ultimately added as a requirement for both THE LIBERTY AMENDMENT processes under Article V.²⁶ Consequently, under both amendment procedures, the Constitution requires that three-fourths of the states ratify amendments, either by their state legislatures or state conventions. I was originally skeptical of amending the Constitution by the state convention process. I fretted it could turn into a runaway caucus. As an ardent defender of the Constitution who reveres the brilliance of the Framers, I assumed this would play disastrously into the hands of the Statists. However, today I am a confident and enthusiastic advocate for the process. The text of Article V makes clear that there is a serious check in place. Whether the product of Congress or a convention, a proposed amendment has no effect at all unless "ratified by the Legislatures of three fourths of the several States or by Conventions in three fourths thereof. . . ." This should extinguish anxiety that the state convention process could hijack the Constitution. After more research and reflection, the issue crystallized further. If the Framers were alarmed that states calling for a Convention for proposing Amendments could undo the entire undertaking of the Constitutional Convention, then why did they craft, adopt, and endorse the language? In Federalist 43, Madison considered both Article V amendment processes equally prudent and judicious. He wrote, in part, "That useful alterations will be suggested by experience, could not but be foreseen. It was requisite, therefore, that a mode for introducing them should be provided. The mode preferred by the convention seems to be stamped with every mark of propriety. It guards equally against that extreme facility, which would render the Constitution too mutable; and that extreme difficulty, which might perpetuate its discovered faults. It, moreover, equally enables the general and the State governments TO MAKE A R K R. LEVIN 16 to originate the amendment of errors, as they may be pointed out by the experience on one side, or on the other. . . ." ²⁷ There are other reasons for assuaging concerns. Robert G. Natelson, a former professor of law at the University of Montana and an expert on the state convention process, explains that "a convention for proposing amendments is a federal convention; it is a creature of the states or, more specifically, of the state legislatures. And it is a limited-purpose convention. It is not designed to set up an entirely new constitution or a new form of government. How do we know that it's a federal convention? [It] was the only kind of interstate convention the Founders ever knew, or likely ever considered. Indeed, when they talked during the ratification process about conventions for proposing amendments, they always talked about them as representing the states." ²⁸ Moreover, the state legislatures determine if they want to make application for a convention; the method for selecting their delegates; and the subject matter of the convention.²⁹ In addition, Congress's role in the state application process is minimal and ministerial. It could not be otherwise, as the Framers and ratifiers adopted the state convention process for the purpose of establishing an alternative to the congressionally initiated amendment process. It provided a constitutional solution should "the [federal] Government . . . become oppressive." ³⁰ The text and plain meaning of Article V are inarguable. In Federalist 85, Alexander Hamilton—a leading advocate of a robust federal government—explained that "the national rulers, whenever nine [two-thirds] States concur, will have no option upon the subject. By the fifth article of the plan, the Congress will be obliged 'on the application of the legislatures of two thirds of the States [which at present amount to nine], to call a convention for proposing THE LIBERTY AMENDMENT 17 amendments, which shall be valid, to all intents and purposes, as part of the Constitution, when ratified by the legislatures of three fourths of the States, or by conventions in three fourths thereof.' The words of this article are peremptory. The Congress 'shall call a convention.' Nothing in this particular is left to the discretion of that body. And of consequence, all the

declamation about the disinclination to a change vanishes in air.” 31 I have no illusions about the political difficulty in rallying support for amending the Constitution by this process. After all, all past efforts have fallen short. And the governing masterminds and their disciples are more powerful and strident than ever. There is no doubt that their resistance will be stubborn and their tactics desperate as they unleash the instrumentalities of the federal government and the outlets of a corroboratory media to vanquish such a movement and subdue the public. Having rejected the Constitution’s limits, they will not be persuaded by references to its text and history. Their evasion has been their design. Others who self-identify as originalists, constitutionalists, and conservatives in asserting allegiance to the Constitution, as I do, might nonetheless be wary of or opposed reflexively to the state convention process for several reasons, including their unfamiliarity with its history and workings. Perhaps, in time, their high regard for the Constitution will persuade them of the judiciousness in resorting to it before there is little left of it. Still more may be resigned to a grim future, preferring lamentation to the hard work of purposeful action. And, of course, there are always the unmindful and content. Whatever the reasons, there are also untold numbers of citizens who comprehend the perilousness of the times and circumstances, and the urgency of drawing the nation’s attention to the MARK R. LEVIN restoration of constitutional republicanism. This book is an appeal to them. The Framers anticipated this day might arrive, for they knew that republics deteriorate at first from within. They provided a lawful and civil way to repair what has transpired. We, the people, through our state legislatures—and the state legislatures, acting collectively—have enormous power to constrain the federal government, reestablish self-government, and secure individual sovereignty. What follows are proposed amendments to the Constitution—The Liberty Amendments. It is my hope and aspiration for our country that these amendments can spur interest in and, ultimately, support for the state convention process. In any event, should there come a time, sooner or later, when the states convene a convention, these amendments or amendments of the same nature—as I make no claim of unassailable knowledge—may prove useful and find their way into the debate. But a plan is what is needed, as is a first step. This is mine.

Xbox One’s sinking ship (2013-07-18 23:53)

In a surprising move, Microsoft has posted a news discharge feature most (but not all) of the particulars about the Xbox One’s most notorious features. Here is the main stop working (read about it straight from their lips here):

- The Xbox One will require an association to the internet every 24 hours to have fun with games. Blu-Ray and TV is not affected by this. If you’re playing games on your report but on a friend’s Xbox One, it must connect to the internet every hour.
- You can give games to a friend without a fee, but there are conditions: 1) You can only share a game once; 2) They enclose to be on your friend’s list at least 30 days prior. It appears that once you give the game away, though, you might not be able to get it back.
- You can go halves ALL of your games with up to 10 relatives members from ANY Xbox One for free.
- Kinect has widespread privacy controls. You can disable it almost totally, and you can control how much in turn it contribute to beyond what’s stored on your Xbox One.
- Publishers will organize which merchant can buy and sell used games. Microsoft provided the publishers with the skill to organize this, and will not see any profit from these deals and sales.

National Republican Senatorial Committee letter (2013-07-19 00:01)

Senator Jerry Moran
Chairman



NATIONAL REPUBLICAN SENATORIAL COMMITTEE
425 SECOND STREET, NE • WASHINGTON, DC 20002

Dear _____

Control of the Senate is shaping up to be a "photo finish" for the ages. There is simply NO margin for error, and here's how you can help:

- 1. Please carefully double check the **NRSC's Voter Verification Form** I've enclosed, make any changes right on your form and rush it back today so I know for sure that I can reach you at once with breaking campaign updates and the latest on the Benghazi, IRS and Associated Press scandals.*
- 2. Make the difference in keeping Republicans on offense until the last vote is cast. You can help fire Harry Reid AND turn Barack Obama into a lame duck all in one night by making another early Victory Gift of \$50 or \$100 (if at all possible today).*

As a key supporter of the NRSC – our Party's ONLY national committee dedicated to winning a Republican Senate Majority – your support is deeply appreciated. Robert, the challenge we face today is balancing the potential for achieving another Republican wave year like 2010 against the reality of no margin for error in taking back the Senate. That's why I am kicking every last fire in advance to make sure I can reliably contact you at a moment's notice by updating and returning your Voter Verification Form.

Our path to victory counts on smarter than ever voter turnout efforts like this AND communicating our positive message of "YES" to Republican, Independent and even Democrat voters who want lower taxes, a balanced budget and Washington off their backs.

Taking Alaska, Arkansas, Louisiana, Montana, South Dakota, and West Virginia – six states Democrats will be defending in 2014 where Obama got less than 42% of the vote – back from Harry Reid rests on using every possible day to connect the dots for voters of the better outcome for everyone's children that comes with balancing the books and tightening Washington's belt instead of yours.

These six are among more than a dozen down-to-the-wire battlegrounds and – with the Obama war room still open for business back in Chicago and targeting Republicans for defeat – your additional early support can make the difference in Harry Reid raising taxes or sending him to join Nancy Pelosi on the political back benches.

If we fail, the Democrats will make us pay, and 7.6% unemployment, ObamaCare, \$4 gas and \$12 trillion in debt will soon seem like the good old days. Think about that for a moment.

By standing FOR class warfare that discriminates against individual success and standing AGAINST our free market vision of lower taxes, less spending and balanced budgets -- Harry Reid, Barack Obama and Joe Biden are working 24/7 to permanently shut the door on free market capitalism in America.

(Over, please...)

SIX MORE SEATS

Page Two

That's why Obama is hauling back record amounts of campaign cash to defeat conservatives in Senate battlegrounds, and that's why the **NRSC's Voter Verification Form** and your **Victory Gift** of \$50 or \$100 are the keys to winning over voters in state after state.

As always, YOU are the Party and your gifts drive our efforts to tell every possible voter that we know Washington is broken and that by electing a Republican Senate Majority we offer the better path to a fair shot at prosperity:

- ✓ **It's all about Jobs, Jobs, Jobs:** Obama and Reid will never accept that they cannot tax and spend us out of this ruin wreck of an economy. They will NEVER agree to stop kicking the can, pay down debt and let the proven power of free markets take us back to jobs and prosperity. In fact, Harry Reid just showed his colors again by passing his first budget through the Senate in 4 years — a budget that raises taxes by \$1 Trillion dollars and it still doesn't balance!!
- ✓ **To STOP Washington from picking your pocket for MORE programs we don't need and can't afford, the NRSC is counting on your help:** Thank you in advance for taking this moment to finally help fire Harry Reid by returning your **NRSC Voter Verification Form** and, if possible, a **Victory Gift** of \$50 or \$100 to win six more seats today.

my team and I are in non-stop contact with each of our targeted Senate campaigns, and we are getting out ground breaking voter strategies that put everything in the field from social media to shoe leather because winning the ground game is the key to winning on Election Night.

Please know that the NRSC is counting on you more than ever as the trio of Reid, Obama and Biden are fighting for their political lives and will stop at NOTHING to hang onto power.

Sincerely,


 Sen. Jerry Moran
 NRSC Chairman

P.S. I urgently need you to double check, complete and return the **NRSC's Voter Verification Form**. Taking our positive message of "YES" to lower taxes and balanced budgets into all 35 campaign counts on you rushing back your **NRSC Voter Verification Form** along with your **Victory Gift** of \$50 or \$100 today. It's a foregone conclusion that Barack Obama's Democrats will outspend us, but they don't have your vote and your support which are the keys to winning. That's why I am making sure that I can reach you at a moment's notice with campaign updates and breaking news. Thank you for all you are doing! -- Jerry

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Xbox One has 2160p HDMI interface (2013-07-20 21:13)

The Xbox One is an upcoming video game console from Microsoft. Announced on May 21, 2013, it is the successor to the Xbox 360 and the third console in the Xbox family of consoles. The Xbox One is scheduled for release across North America, several European markets, Australia and New Zealand on November 22 2013, with later release in Japan and the remaining European markets in 2014. It will directly compete with Sony's PlayStation 4 and Nintendo's Wii U as part of the eighth generation of video game consoles. Microsoft and various publications have classified the device as an "all-in-one entertainment system," making it a competitor to other home media devices such as the Apple TV and the Google TV platform.

Moving away from the PowerPC based architecture used in the Xbox 360, the console features an AMD processor built around the x86-64 instruction set. The console places an increasing emphasis on entertainment and integration with the Kinect peripheral, offering the ability to use an existing set-top box to watch live television programming (augmented by an enhanced program guide with support for voice commands), a built-in Skype client, and improved second screen support. The console also provides new functionality for use in games, such as an expanded Xbox Live service, improved Kinect functionality, cloud computing, the ability to automatically record and share video highlights from gameplay, and integrated support for live streaming gameplay online.

The console's initial policies surrounding online connectivity requirements, mandatory integration with Kinect, and ambiguous restrictions on the resale and sharing of used games led to mixed reviews and concerns after the console's reveal. In response to these criticisms, Microsoft announced they would be dropping all of the originally planned digital rights management and internet connection requirements, and the mandatory use of Kinect.

History

Xbox One at E3 2013

The Xbox One is a successor to Microsoft's previous console, the Xbox 360. The Xbox 360 was introduced in 2005 as part of the seventh generation of video game consoles, and as of June 2013, remains in production by Microsoft through after a number of small hardware revisions to reduce the unit's size and improve its reliability. In 2010, Microsoft's Chris Lewis stated that the 360 was about "halfway" through its lifecycle; this was aided by the introduction of the Kinect device that year which Lewis stated would extend the lifecycle by five years.

Initial hardware for the 360's successor, commonly referred to by the industry as the "Xbox 720", was reportedly in hands of developers as early as May 2011. The official developer kit was codenamed Durango,[23] and appeared to be available to developers by mid-2012.[24] Leaked documents suggested that the new console would include an improved Kinect device, cloud access to games and media, integration with phone and tablet devices, and technology to provide players heads-up displays on glasses worn by the player, codenamed "Fortaleza"; Microsoft did not comment on these reported features. Similar, leaked design documents also suggested that Microsoft was seeking to eliminate the ability to play used games, though Microsoft later clarified they were still reviewing the design and were "thinking about what is next and how we can push the boundaries of technology like we did with Kinect", but did not comment on the validity of the information.

The console, now known as the Xbox One, was publicly unveiled on May 21, 2013 in a press conference designed to cover the unit's broad multimedia and social capabilities. A second press event for the console was held during E3 on June 10, 2013, focusing on its video game-oriented functionality. At that time, Microsoft announced that the console would release in 21 different markets at launch, but this was later amended down to 13. The change, which pushed the release date for the other 8 markets to 2014, was attributed to unforeseen complexity in localizing the new Kinect peripheral.

Hardware

The Xbox One's exterior casing consists of a two-tone "liquid black" finish; with half finished in a matte grey, and the other in a glossier black. The Xbox One's components were designed to evoke a more entertainment-oriented and simplified design than previous iterations of the console; among other changes, the LED rings used by the Xbox 360 are replaced by a glowing white Xbox logo used to communicate the system's status to the user.

The Xbox One has an APU with eight x86-64 cores clocked at 1.75 GHz, based on the Jaguar architecture from AMD, and 8 GB of DDR3 RAM with a memory bandwidth of 68.3 GB/s. The memory subsystem also features an additional 32 MB of "embedded static" RAM, or ESRAM, with a memory bandwidth of 102 GB/s. Eurogamer has been told that

for simultaneous read and write operations the ESRAM is capable of a theoretical memory bandwidth of 192 GB/s and that a memory bandwidth of 133 GB/s has been achieved with operations that involved alpha transparency blending. The system includes a 500 GB non-replaceable hard drive, and a Blu-ray Disc optical drive.[27][36][37] Kotaku, Game Informer, and Gizmodo state that 3 GB of RAM will be reserved for the operating system and apps, leaving 5 GB for games. The graphics processing unit (GPU) is based on an AMD GCN architecture with 12 compute units, which have a total of 768 cores, running at 853 MHz providing an estimated peak theoretical power of 1.31 TFLOPS. For networking, the Xbox One supports Gigabit Ethernet, 802.11n wireless, and Wi-Fi Direct.

The Xbox One will support 4K resolution (3840×2160) (2160p) video output and 7.1 surround sound. Yusuf Mehdi, corporate vice president of marketing and strategy for Microsoft, has stated that there is no hardware restriction that would prevent games from running at 4K resolution. The Xbox One will support HDMI 1.4 for both input and output, and does not support composite or component video.

Xbox General Manager of Console Development Leo del Castillo has said the Xbox One will be able to monitor internal temperatures and adjust accordingly. As the system generates more heat, the fan speed will be increased to compensate. Additional measures can be taken, including forcing the hardware to run in a lower power state – a new feature that wasn't present on the Xbox 360. Restricting power consumption lowers maximum performance, but the setting would be intended as a last resort to avoid overheating that can lead to permanent hardware damage.

Controller

The Xbox One controller maintains the overall layout found in the Xbox 360 design. The directional pad has been changed to a four-way design, and the battery compartment is slimmer. Menu and View buttons have replaced the Start and Back buttons.[46] Each trigger will also feature independent rumble motors called "Impulse Triggers", which allows developers to program directional vibration. One trigger can be made to vibrate when firing a gun, or both can work together to create feedback that indicates the direction of an incoming hit. It remains to be seen exactly how developers will use the new feature. Pre-ordered Xbox One controllers have the words "Day One 2013" engraved in the center.

Kinect

Further information: Kinect on the Xbox One

"We purposefully did not target the highest end graphics. We targeted it more as a broad entertainment play. And did it in an intelligent way."

– Greg Williams, GM of Xbox silicon development

The Xbox One will ship with an updated version of the Kinect sensor; the new Kinect uses a 1080p wide-angle time-of-flight camera (in comparison to the VGA resolution of the previous version), and processes 2 gigabits of data per second to read its environment. The new Kinect has greater accuracy over its predecessor, can track up to 6 skeletons at once, perform heart rate tracking, track gestures performed with an Xbox One controller, and scan QR codes to redeem Xbox Live gift cards. The Kinect microphone will remain active at all times so it can receive voice commands from the user when needed, even when the console is in sleep mode (so it can be woken back up with a command). The Xbox One will still function if the Kinect sensor is disconnected, and if the sensor is connected to the console, users retain the right to turn off all Kinect functions.

A Windows-compatible version of the new Kinect will be released in 2014.[54]

Software and services

Media inter-connectivity

Similarly to Windows 8, the Xbox One will be able to snap applications (such as music, video, Skype, and Internet Explorer) to the side of the screen as a form of multitasking. The Xbox One will also be able to serve as a pass-through for an existing television set-top box over HDMI. This functionality allows users to watch live TV from their existing provider through the console, and access features such as show recommendations, an electronic program guide, and voice commands. The set-top box is controlled by the console through either an IR blaster or the HDMI-CEC protocol.

Voice control

The console will feature a similar, albeit richer set of voice control abilities than those found in the first generation Kinect. This will allow users to control Xbox functions via voice command. All voice control will be coordinated through the Kinect, and with this ability Skype will also become a function of the new Xbox.

Operating system

The device will run three operating systems: Xbox OS,[citation needed] an OS based on the Windows kernel, and another OS that will allow the other two operating systems to communicate by virtualisation (as a hypervisor). Such integration will include features like snapped Skype calls while in game.

The Windows edition on the Xbox will not be compatible with standard Windows apps, though developers will be able to port them over with little effort.

Xbox Live

Microsoft have stated that the Xbox Live service will be scaled up to use 300,000 servers for Xbox One users, but have not stated how many of the servers will be physical and how many will be virtual. Cloud storage will be offered to save music, films, games and saved content and developers will be able to use Live servers (along with the Windows Azure cloud computing platform) to offer "massive", "living and persistent worlds." The service will still be subscription-based. The friends list will expand to 1,000 friends.

SmartGlass

Xbox SmartGlass will provide extended functionality on the Xbox One, allowing Windows Phone smartphones, Windows RT, and Windows 8 tablets to be used as a "second screen." A demo during the E3 press conference demonstrated its use for setting up a multiplayer match in another game in the background on a tablet while playing another game on the television.[28]

Recording and streaming

Xbox Live Gold subscribers will be able to use the Upload Studio app to edit and share clips from the last five minutes of gameplay footage that is automatically recorded by the console.[67] Integration with the live streaming platform Twitch will also be provided; users will be able to use voice commands to immediately begin streaming footage of their current game directly to the service, and use the Kinect microphone for commentary and voiceovers.[68][69] Despite the ability to record gameplay, the Xbox One will not include DVR functionality for recording television programs; executive Yusuf Mehdi indicated that the Xbox One would "work in tandem" with existing TV providers, but that Microsoft may need to work with them directly to provide extended functionality such as DVR integration.[70][71]

Games

Microsoft presented several first-party and third-party titles for Xbox One at its E3 2013 news conference, some of which will be exclusive to the console. First-party titles unveiled for the Xbox One include Forza Motorsport 5, Ryse: Son of Rome, a revival of Killer Instinct, Project Spark and a teaser for an upcoming Halo game.

Xbox One games will be distributed on Blu-ray Disc and digitally through Xbox Live Marketplace. Games will be installed directly to the player's hard drive for faster access time, and will require the disc to play. However, if the game is installed on another console, and that console owner no longer has access to the disc, the owner has the option of unlocking the install on their hard drive by purchasing it through Xbox Live; the installed game will then act as a digital download. Though Microsoft had originally planned to tie disc-based games to the user's account (see Used games and Internet verification), disc-based games can be traded and sold by players after purchase.

Single-player games that take advantage of cloud computing will require an internet connection.

The Xbox One will not be backwards compatible with original Xbox or Xbox 360 games.

Reception

After the official reveal in May 2013, the editorial staff of Game Informer offered both praise and criticism for the console. Matt Helgeson described the console as Microsoft's intent to "control the living room". He called the Xbox One's instant switching features "impressive", and that the console was "a step in the right direction" with regards to TV entertainment, especially the prospect of avoiding the usage of non-intuitive user interfaces often found on cable set-top boxes. Jeff Cork said that Microsoft had "some great ideas" for the console, but that it failed to properly communicate them.

Following Microsoft's E3 press conference on June 10, 2013, perceptions of the Xbox One by critics changed. Multiple GameSpot writers were critical of the new console; Mark Walton considered the Xbox One's launch lineup to be "uninspired", "lackluster" and plagued by "old men in suits, a stream of buzzwords, and superficial games that valued visuals over innovation" (as opposed to the "new generation of gaming" that Microsoft had promised to present during the event, by contrast to its previous television-oriented presentation) alongside strict digital rights management (DRM) practices,[76] while editor Tom McShea noted that despite the increased capabilities and cloud-oriented nature of the Xbox One, the presentation consisted only of "pretty games that didn't offer any noticeable change to

the core experience we've already been playing [on the Xbox 360]", providing existing owners with little reason for spending \$499 on the new console. Journalists and consumers jokingly named the console the "Xbone", believing that Microsoft's decisions for the systems was in poor judgement.

After Sony's E3 press conference later that evening, McShea went on to say that Microsoft had become anti-consumerist, trying to "punish their loyal customers" with strict restrictions, and that "by saying no to the used game restrictions and always-online that Microsoft is so happily implementing on the Xbox One, Sony has elevated the PlayStation 4 as the console to grab this holiday season."

Rafi Mohammed, author of "The Art of Pricing" said on Bloomberg TV that Microsoft priced the Xbox One "too high" and the \$100 premium over competitor could "derail" the system this holiday.

Initial used games and Internet verification policies

When first revealed, Microsoft unveiled a number of features and policies for Xbox One games that placed an emphasis on the console's "always-connected" design and digital content delivery, and that would bring a number of benefits to both developers and players. A DRM system would tie all game purchases (regardless of whether it was purchased digitally or physically) to the user's Xbox Live account and their Xbox One console. The system would allow a user's games to be accessed locally by any user on their Xbox One, through a cloud-based game library on any other Xbox One, and would allow a game library to be shared with up to ten designated "family" members (each game could only be played by one remote player at a time). However, this system would have also required the console to connect to the Internet on a periodic basis (at least once every 24 hours) in order to synchronize the library and download updates for games; failing to do so would prevent any games from being played until the console is connected to the internet again. Users would be able to trade in games at "participating retailers" at no extra charge, and could also transfer a game directly to any Xbox Live friend on their list for at least 30 days, but only once.

Industry and consumer reaction to these plans were largely negative. Gaming and PC websites expressed concern over the restriction on the resale of used games, and the requirement of online verification every 24 hours for offline games. Further official details released in June regarding the policy towards used games and Internet connection requirements caused negative backlash among gaming websites as well as concern among independent video game retailers. Microsoft clarified the situation, stating that it would be up to the game developers to decide if used games could be played and if there would be any activation fees. Matt Peckham of Time believed that the Xbox One used games policy went against the first-sale doctrine.[92] Wedbush Securities analyst Michael Pachter has suggested that the game developers would limit the used game market for a period after the game was released but might then allow used games to be played.

Xbox Chief Marketing and Strategy Officer Yusuf Mehdi defended the changes, stating that the Xbox One was primarily designed with digital distribution in mind, and that the changes to the licensing model on the console would be "easier to understand" when applied to just digital copies of games. He contended that the new system, which would also allow games to be accessed directly from cloud servers by various means (regardless of how they were purchased), would allow publishers to use "a diversity of business models" to meet their individual needs. Mehdi also noted that Microsoft was not attempting to "give in" to the criticism of used games by publishers, but rather trying to balance the needs of consumers and the industry itself. The position on online requirements was reinforced by Don Mattrick, the former president of Microsoft's Interactive Entertainment Business, who stated that those without Internet connectivity should simply purchase an Xbox 360 instead.

In planning its presentation of the competing PlayStation 4 at the E3 2013 conference, Sony looked at the negative criticism Microsoft received for its Xbox One DRM policies; SCE Worldwide Studios president Shuhei Yoshida stated that the PlayStation 4's DRM policy, which generally allows for used games and sharing, was well established before the Xbox One reveal, but called the public reaction a "very useful source" for how to present details of the console's capabilities. As such, many journalists considered that Sony had "won" the E3 conference over Microsoft, in part by highlighting its position on used games, Internet connectivity, and DRM in a compelling manner.

In response to the growing criticism, Microsoft released a statement on June 19 outlining how the policies as originally envisioned would be dropped in favor of a system that works in much the same way as the Xbox 360. The new policies include no Internet connection requirements (except for a one-time connection required for initial installation of a new game), no disc authentication, and no regional restrictions. As a result of the changes, the family sharing feature was dropped, as was the sharing feature for digital titles. Xbox One chief product officer Marc Whitten stated that

the removal of the family sharing feature was due to the revised Xbox One policies so that they could deliver the console on time, and that the family sharing feature may return in the future. A patch will be required when the Xbox One is first connected to the Internet in order to enable offline mode and update the system software to allow the other policy changes. In his statement on the new policies, Mattrick said that the company took notice of the negative public opinion, and he thanked the public for giving their feedback "to reshape the future of Xbox One". Other analysts believed that the change was in direct response of Sony's aggressive position during the E3 conference.[103] Similar to the "Xbone" name, many journalists and players jokingly nicknamed the Xbox One as the "Xbox 180", due to Microsoft's reversal of their policies. Mattrick, who had been a leader in the Xbox One development, announced his departure from Microsoft on July 1, 2013, to become CEO of Zynga. Analysts speculated that his departure was predicated on the poor response and subsequent reversal of the plans for the Xbox One.

In an August 2013 interview with Eurogamer, Microsoft Studio's CEO Phil Spencer stated that their changes on the Xbox One are part of a "two-way conversation we have with our customers", and a strength on their ability to react to feedback, rather than a negative. Spencer stated that they want to remain true to the "vision around the digital ecosystem we want to put on Xbox Live", but recognized key features that consumers still want to have, and that implementing these features may push back the timing of their release on the Xbox One platform.

Privacy concerns

The console's prominent use of the Kinect sensor was the subject of concerns surrounding its potential use for surveillance, stemming from the originally announced requirement that the peripheral be plugged in at all times for the console to operate. Privacy advocates contended that the increased amount of data which could be collected with the new Kinect (such as a person's eye movements, heart rate, and mood) could be used for targeted advertising. Reports also surfaced regarding recent Microsoft patents involving Kinect, such as a DRM system based on detecting the number of viewers in a room, and tracking viewing habits by awarding achievements for watching television programs and advertising. While Microsoft stated that its privacy policy "prohibit[s] the collection, storage, or use of Kinect data for the purpose of advertising", critics did not rule out the possibility that these policies could be changed prior to the release of the console. Concerns were also raised that the device could also record conversations, as its microphone remains active at all times. In response to the criticism, a Microsoft spokesperson stated that users are "in control of when Kinect sensing is On, Off or Paused," will be provided with key privacy information and settings during the console's initial setup, and that user-generated content such as photos and videos "will not leave your Xbox One without your explicit permission." Microsoft ultimately decided to reverse its decision to require Kinect usage on the Xbox One.

Subsequent to the Xbox One's announcement, but prior to Microsoft's policy reversal, U.S. Representatives Mike Capuano and Walter Jones proposed and filed the We Are Watching You Act; the act would require 'video service operators' to inform users on how personal data is collected and used, require that users explicitly opt-in to data collection, provide an on-screen notification when data is being collected, and to provide identical service for those who opt-out. The Xbox One was not mentioned in the proposed act by name, as the unit also targeted data collection by the set-top-boxes supplied by television providers.

oakleyses (2014-10-23 17:45:09)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:47:43)

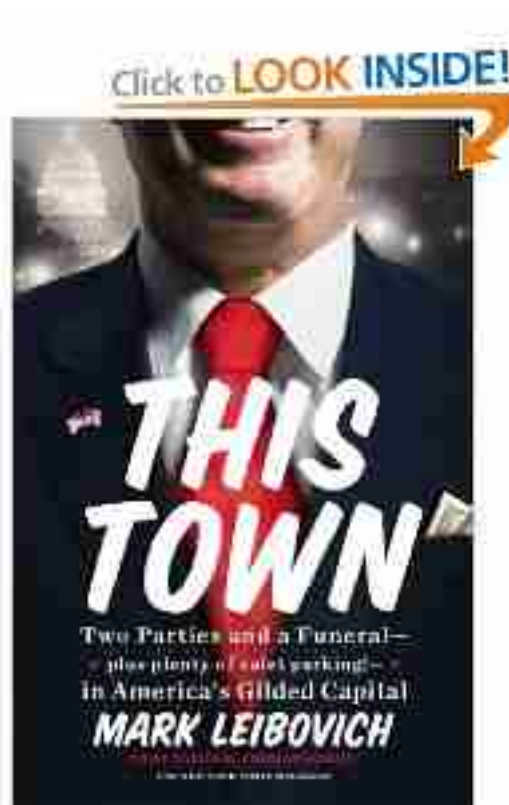
hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliiss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:48:49)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Washington DC (2013-07-21 15:52)



Washington—This Town—might be loathed from every corner of the nation, yet these are fun and busy days at this nexus of big politics, big money, big media, and big vanity. There are no Democrats and Republicans anymore in the nation's capital, just millionaires. That is the grubby secret of the place in the twenty-first century. You will always have lunch in This Town again. No matter how many elections you lose, apologies you make, or scandals you endure. In This Town, Mark Leibovich, chief national correspondent for The New York Times Magazine, presents a blistering, stunning—and often hysterically funny—examination of our ruling class's incestuous “media industrial complex.” Through his eyes, we discover how the funeral for a beloved newsman becomes the social event of the year. How political reporters are fetishized for their ability to get their names into the predawn e-mail sent out by the city's most powerful and puzzled-over journalist. How a disgraced Hill aide can overcome ignominy and maybe emerge with a more potent “brand” than many elected members of Congress. And how an administration bent on

"changing Washington" can be sucked into the ways of This Town with the same ease with which Tea Party insurgents can, once elected, settle into it like a warm bath.

liberals' racial bullying (2013-07-21 21:22)

Democrats spent the first century of this country's existence refusing to treat black people like human beings, and the second refusing to treat them like adults.

After fighting the Civil War to continue enslaving black people and then subjecting newly freed black Americans to vicious, humiliating Jim Crow laws and Ku Klux Klan violence, Democrats set about frantically rewriting their own ugly history.

Step 1: Switch "Democrat" to "Southerner";

Step 2: Switch "Southerner" to "conservative Democrat";

Step 3: Switch "conservative Democrat" to "conservative."

Contrary to liberal folklore, the Democratic segregationists were not all Southern – and they were certainly not conservative. They were dyed-in-the-wool liberal Democrats on all the litmus-test issues of their day.

All but one remained liberal Democrats until the day they died. That's the only one you've ever heard of: Strom Thurmond.

As soon as abortion is relegated to the same trash heap of history as slavery has been, liberals will be rewriting history to make Democrats the pro-lifers and Republicans the pro-choicers. That's precisely what they've done with the history of race in America.

In addition to lying in the history books, liberals lied on their personal resumes. Suddenly, every liberal remembered being beaten up by a 300-pound Southern sheriff during the civil rights movement.

Among the ones who have been caught falsely gassing about their civil rights heroism are Bob Beckel, Carl Bernstein and Joseph Ellis. (Some days, it seems as if there are more liberals pretending to have been Freedom Riders than pretending to be Cherokees!)

In the 1950s and '60s, Democrats were running segregationists for vice president, slapping Orval Faubus on the back and praising George Wallace voters for their "integrity." (That was Arthur Schlesinger Jr. in The New York Times.)

But the moment the real civil rights struggle was over, liberals decided to become black America's most self-important defenders.

Of course, once we got the Democrats to stop discriminating against blacks, there was no one else doing it. So liberals developed a rich fantasy life in which they played Atticus Finch and some poor white cop from Brooklyn would be designated Lester Maddox (racist Democrat, endorsed by Jimmy Carter).

White journalists who didn't know any actual black people (other than Grady the maid) became junior G-men searching for racists under every bed, requiring a steady stream of deeply pompous editorials.

You will never see anything so brave as a liberal fighting nonexistent enemies.

Liberals drove the entire country crazy with their endless battles against imaginary racists, to make up for their having been AWOL during the real fight over civil rights.

Throughout this period, every black-on-white crime became a re-enactment of "To Kill a Mockingbird"; every cop who shot a black perp was Bull Connor; and every alleged racist incident was instantly presumed true, no matter how preposterous.

When it turned out the hate crime was a hoax, the cop was being mugged and the black kid was guilty, the whole story would just quietly disappear from the news, as if the media were reading a bedtime story to a child, whispering the ending and tiptoeing out of the room.

Then came the O.J. verdict.

Millions of Americans watched as a mostly black jury acquitted an obviously guilty black celebrity and saw black America cheer the verdict. The sight of black law students whooping and applauding O.J.'s acquittal had the same emotional impact as watching Palestinians celebrate the 9/11 attack.

Overnight, the white guilt bank – once thought "too big to fail" – was shut down. Henceforth, instead of producing

stuttering embarrassment, liberal moral intimidation on race produced only eye-rolling. With that, America became a much healthier country, especially for black people.

Without nonsense claims of racist "code words" to stop them, Republicans were finally able to implement long-sought reforms on crime and welfare. The unqualified success of Rudy Giuliani's crime policies in New York saved tens of thousands of black lives. Welfare reform was such a stunning success that Bill Clinton claimed credit for it.

Blacks had won the final civil rights battle: The right to be treated like adults. Even liberals ceased their oohing and ahing over every little thing any black person did.

But the post-O.J. paradise came to a crashing halt with the appearance of Barack Obama.

Obama allowed liberals to return to accusing Americans of being racists and get the most liberal president America has ever seen at the same time.

The only firm evidence that there are any actual racists left in America is the fact that so many whites voted for Obama as some sort of racial penance.

More white people voted for Obama in 2008 than had voted for any Democratic presidential candidate in nearly 40 years.

They must have felt guilty about something. Not harboring any racist impulses, I was free to vote Republican.

Now that Obama is up for re-election, liberals are back to their old tricks. A nation with more child pornographers than racists – a nation that's already elected a (half) black president once – is suddenly said to be bristling with racists again!

Anonymous (2013-09-10 02:56:27)

My brother suggested I would possibly like this website. He was once entirely right. This post actually made my day. You can not imagine simply how so much time I had spent for this information!

Thanks!

my blog post; <http://como-aumentar-penis.com/>

Anonymous (2013-09-15 10:51:10)

For many, though, even the most desperate measures have not been any cancellations or delays of KBR's \$15 billion backlog compared to roughly \$10 billion in annual revenue. As an avid athlete and coach, he liquidation kansas city is loath to be seen as giving up. From a business perspective, a company can voluntarily go into liquidation known as a CVL or their creditors can do it if they owe more than 750.

Anonymous (2013-09-19 08:56:46)

It's an amazing post in favor of all the internet viewers; they will obtain advantage from it I am sure.

Here is my weblog pozycjonowanie

Anonymous (2013-09-20 08:52:08)

Hmm is anyone else encountering problems with the pictures on this blog loading?

I'm trying to figure out if its a problem on my end or if it's the blog. Any responses would be greatly appreciated.

Stop by my webpage: penis.grosse (penisxl.de)

Anonymous (2013-09-21 07:59:06)

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cadkr bb4arg48

<http://forums.braxeus.com/viewtopic.php?f=48 &t=134086>

<http://www.welovegun.com/webboard/forum.php?mod=viewthread &tid=152926 &extra=>

<http://nlp.gerthjan.nl/viewtopic.php?f=5 &t=563028>

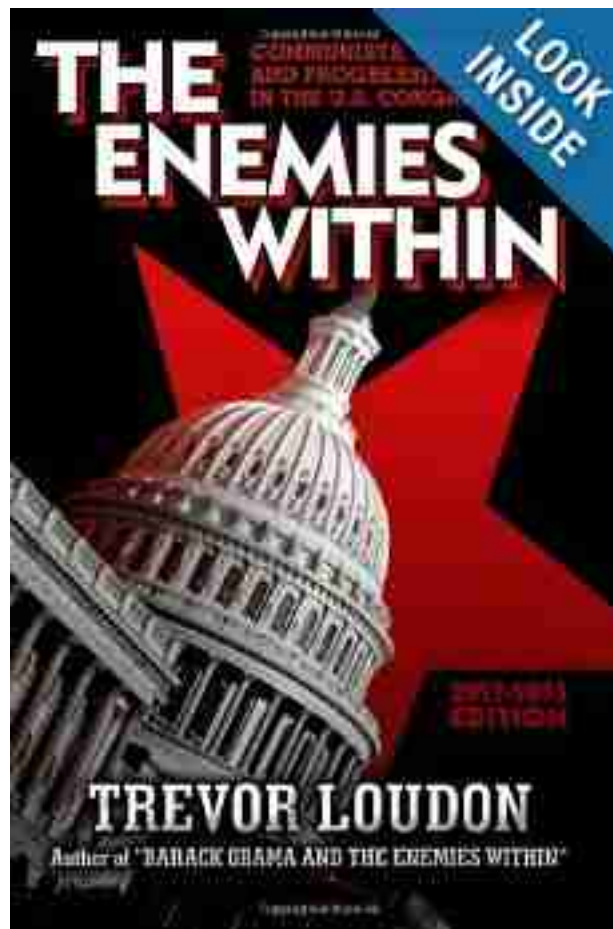
<http://tawwatawwa.com/forum/viewtopic.php?f=11 &t=1163119 &p=1482830 #p1482830>

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<http://komt-dat-zien-in.nl/interactief/viewtopic.php?f=4 &t=1412143>

<http://www.welovegun.com/webboard/forum.php?mod=viewthread &tid=594749 &extra=>

The Enemies Within (2013-07-29 00:16)



This book contains the keys for understanding the political process in America. The Communist fronts of the 1930s and 40s never disappeared, but merely changed their names or even remained as they were. The end of the Cold War, it turns out, was irrelevant for the continued advance of socialism in America. All the basic methods for infiltrating American institutions were at hand, and the socialists were determined to change the country, change its economic system, and eliminate capitalism as far as they were able. In fact, this book also shows that the conservatives have dropped their guard even as they have dropped the ball. Nowhere do we find a firm counter to socialist extremism. Everywhere the socialists grab issues, even inventing crises where there are none. In this book we learn about the various fronts in the war of the far left to remake America as a socialist society. Immigration, the environment, and minority issues are shown as major avenues for the advance of socialism. If you want to understand what's really

going on in the U.S., you have to read this.

Bought Earthbound for SNES (2013-07-30 01:29)



I used to play this game on ZSNES and then tested on my GP2x Caanoo handheld in 2011. This RPG is collectible. My SNES reproductions are even rarer.

15.8 August

Videogames owned 0.5% (2013-08-13 13:04)

I am in the 0.5 % of videogame owners. I have 859.

1376 0.1 %

739 0.5 %

554 1.0 %

500 1.22 %

400 1.91 %

300 3.26 %

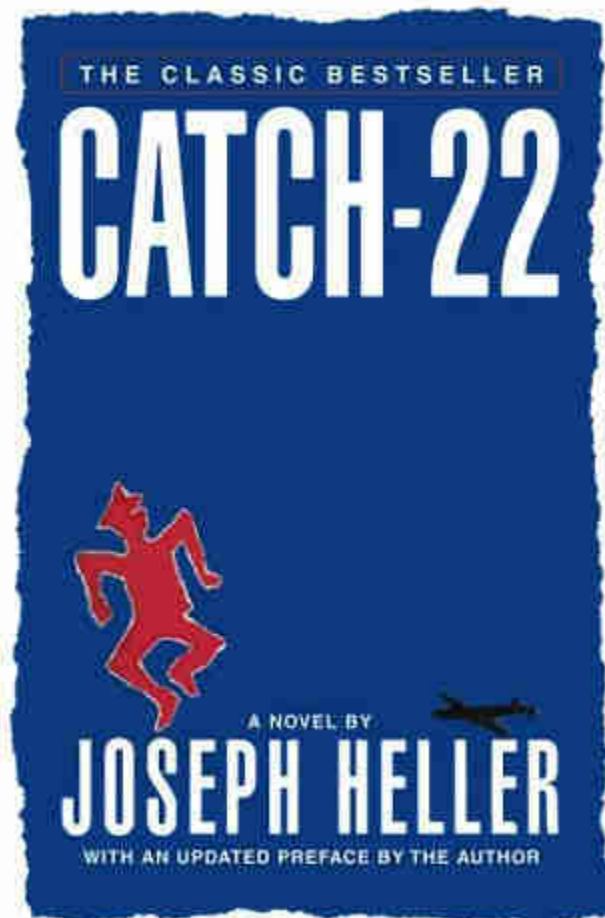
231 5 %

200 6.21 %
138 10 %
100 14.71 %
72 20 %
50 26.97 %
36 33.33 %
26 40 %
17 50 %
10 61.35 %

5 73.76 % And everybody talks about playing videogames, but they don't talk to me about it. It's a catch 22 thing. I had 300 comments from Gamespot, but then they deleted them all (GiantBomb) in the name of profit. . It's bizarre. I bet when I own a 950 games in a few years, people still ignore me. I bet I have the same games everybody else buys, but they hate my *talent*.

The Catch 22 in life. (2013-08-23 19:07)

My college wants everybody to be on Facebook. The problem with Facebook is nobody answers and declining followers. I am on Twitter, same thing, nobody answers and declining followers. So I know I stalled everybody by disabling Facebook! I fare better on Youtube, but the shitheads on Youtube thumbs down without looking at Discogs. I steal videos of much more talented people (I am stupid btw) and they do not comment.



catch-22; plural noun: catch-22s 1. a dilemma or difficult circumstance from which there is no escape because of mutually conflicting or dependent conditions.

oakleyses (2014-10-23 17:22:10)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:21)

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oakleyses (2014-10-23 17:24:23)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Why World of Warcraft loses membership. (2013-08-25 21:43)

I must confess, I haven't logged into World of Warcraft for over two years. TWO years. And, it's not because the game changed much, but I have, and so has the gaming community. We've come to expect better things. Yet, I still compare EVERY new MMO game to World of Warcraft in some aspect. My criteria for judging MMO's has mostly been, "Is this as fun as WoW?" I know I'm not alone in using this criteria. And, for the most part, new MMOs have fallen short of WoW's appeal. But, it's still no surprise that Blizzard saw a loss of 1.3 million subscribers for World of Warcraft in the first quarter of 2013, and another 600,000 in the second quarter. There's an obvious reason that WoW has lost 1.9 million subscribers in three months; people have changed. The key to World of Warcraft's appeal and success was that everyone was playing it; your best friends, your wife, your uncle, your mailman, your professor, your dog-walker, Mr. T, etc. This is no longer the case. The gamers that grew up playing World of Warcraft nearly ten years ago are now ten years older. Think about that for a minute; where were you ten years ago? I, myself, was in high school, with nothing else to do but neglect my homework and play video games. Where am I now? Married with two kids and a full time job. Unfortunately, I don't have time for three hour raids and dungeon sessions. I certainly wouldn't be able to play the game for a long enough period of time that would provide any worth to having a monthly subscription, so, again unfortunately, I go without World of Warcraft. It's just not worth it to me anymore. With the release of newer, more polished MMOs such as Guild Wars 2 and Neverwinter, there's no denying that WoW's graphics and cost model need updating. Guild Wars 2 was a one time purchase of \$60, and then you can play it free for life (or until the company shuts down the servers), and Neverwinter, which will be hitting retail sometime soon, is now in a free, open beta. Free. But where WoW falls short on graphics, Guild Wars 2 and Neverwinter fall short (in one way or another) on gameplay.

I'm just starting my journey with Neverwinter, so I can't say just yet whether or not it has staying power, but if it's anything like my MMOs of games past, my interest in it won't last more than a year. I haven't logged into Guild Wars 2 in six months. I haven't logged into DC Universe Online since a week after the latest content update was released. I haven't logged into Defiance since a week after finishing up my review for Den of Geek. The money that I used to spend on my monthly subscription to World of Warcraft now goes to the necessities in life. On top of that point, I have to be more choosy with the games I want to spend my hard-earned money on. I can't just go to GameStop and buy 2 or 3 games at a time like I used to when I was 15 years old without any bills to pay. So, some games are missed, and I tend to look for the cheaper options for gaming; World of Warcraft is not one of those options. It's not like there isn't a cost barrier for WoW to get new subscribers, either. You'd have to first purchase World of Warcraft and its first two expansions, The Burning Crusade and Wrath of the Lich King for \$19.99, then Cataclysm for another \$19.99, then Mists of Pandaria for another \$39.99, PLUS a monthly fee? No thanks. World of Warcraft would undoubtedly benefit from a free-to-play model (which every Tom, Dick and Harry on the web is crying for). You can add my name to that list, sure, but the game would still have to be updated graphically to hold my interest. There's also the need for that "new-new"; gamers always want to try the newest games. Between new retail releases from big companies like EA, Perfect World, NCsoft, Trion Worlds, XBLA and PSN titles, Indie releases every week, and alphas, closed betas, open betas, etc, gamers are constantly getting new options for games to play. And, it's nearly impossible to keep up. I can't tell you how many games I've missed already this year that I, hopefully, will get a chance to go back and play at some point, simply because there isn't enough time in the week to play all the new games and still keep up with real life. Thankfully, gaming is part of my career, so I do get to play more than the average adult gamer (awesome). Still, there's not enough time in the week to play all of the new games that I would like to get my hands on. There's no time to play it, and my pockets aren't endless, so where would World of Warcraft even fit into this equation? It doesn't.

Movies seen (2013-08-29 21:38)

- 1 21 6.8 2008
- 2 42 7.5 2013
- 3 300 7.8 2006
- 4 1776 7.6 1972
- 5 1984 7 1956
- 6 1984 7.2 1984
- 7 2010 6.8 1984
- 8 2012 5.8 2009
- 9 'I Know Where I'm Going!' 7.7 1945
- 10 (500) Days of Summer 7.8 2009
- 11 10 to Midnight 6.2 1983
- 12 101 Dalmatians 7.2 1961
- 13 101 Dalmatians 5.6 1996
- 14 102 Dalmatians 4.8 2000
- 15 12 Angry Men 8.9 1957
- 16 13 Ghosts 6 1960
- 17 13 Rue Madeleine 7 1947
- 18 1989 World Series 7.1 1989
- 19 1995 World Series 8.3 1995
- 20 1996 World Series 6.2 1996
- 21 1997 World Series 6.9 1997
- 22 2 Fast 2 Furious 5.8 2003
- 23 20 Million Miles to Earth 6.3 1957
- 24 20,000 Leagues Under the Sea 7.2 1954

25 20,000 Leagues Under the Sea 7.2 1954
26 2000 Official World Series 7.5 2000
27 2001 World Series 8.3 2001
28 2001: A Space Odyssey 8.3 1968
29 2002 World Series 8 2002
30 2003 World Series 2003
31 2004 World Series 6.8 2004
32 2005 World Series 2005
33 2008 World Series 2008
34 2009 World Series 2009
35 2010 World Series 7 2010
36 2011 World Series 8.1 2011
37 2012 World Series 6 2012
38 2013 World Series 7.4 2013
39 2014 World Series 7.9 2014
40 21 Jump Street 7.2 2012
41 22 Jump Street 7.1 2014
42 28 Days Later... 7.6 2002
43 3 Godfathers 7.2 1948
44 3:10 to Yuma 7.8 2007
45 3:10 to Yuma 7.6 1957
46 36 Hours 7.3 1964
47 42nd Street 7.7 1933
48 5th Ave Girl 6.9 1939
49 A Beautiful Mind 8.2 2001
50 A Better Tomorrow 7.6 1986
51 A Bridge Too Far 7.4 1977
52 A Bug's Life 7.2 1998
53 A Christmas Carol 7.9 1984
54 A Christmas Carol 6.1 1982
55 A Christmas Carol 7.1 1950
56 A Christmas Carol 7.5 1938
57 A Christmas Carol 8.1 1951
58 A Clockwork Orange 8.4 1971
59 A Day at the Races 7.7 1937
60 A Far Off Place 6.6 1993
61 A Few Good Men 7.6 1992
62 A Fish Called Wanda 7.6 1988
63 A Fistful of Dollars 8.1 1964
64 A Girl in Every Port 5.3 1952
65 A Good Day to Die Hard 5.3 2013
66 A Goofy Movie 6.8 1995
67 A League of Their Own 7.2 1992
68 A Little Princess 7.7 1995
69 A Midsummer Night's Dream 7.1 1935
70 A Night at the Opera 8.1 1935
71 A Night at the Roxbury 6.2 1998
72 A Night in Casablanca 7 1946
73 A Nightmare on Elm Street 7.5 1984
74 A Nightmare on Elm Street 2: Freddy's Revenge 5.3 1985

75 A Passage to India 7.4 1984
76 A Perfect World 7.5 1993
77 A Perry Mason Mystery: The Case of the Grimacing Governor 6.8 1994
78 A Perry Mason Mystery: The Case of the Jealous Joker 6.3 1995
79 A Perry Mason Mystery: The Case of the Lethal Lifestyle 6.9 1994
80 A Perry Mason Mystery: The Case of the Wicked Wives 6.4 1993
81 A Song Is Born 7.1 1948
82 A Star Is Born 7.8 1954
83 A Streetcar Named Desire 8.1 1951
84 A Summer Place 7 1959
85 A Tale of Two Cities 7.9 1935
86 A Thousand and One Nights 6 1945
87 A View to a Kill 6.3 1985
88 A Walk in the Sun 7.3 1945
89 A Yank in the R.A.F. 6.5 1941
90 Abbott and Costello Go to Mars 6.5 1953
91 Abbott and Costello in the Foreign Legion 6.8 1950
92 Abbott and Costello Meet Dr. Jekyll and Mr. Hyde 6.7 1953
93 Abbott and Costello Meet Frankenstein 7.6 1948
94 Abbott and Costello Meet the Invisible Man 7 1951
95 Abe Lincoln in Illinois 7.4 1940
96 About Schmidt 7.2 2002
97 Abraham Lincoln: Vampire Hunter 5.9 2012
98 Absolute Power 6.7 1997
99 Ace Ventura: Pet Detective 6.9 1994
100 Ace Ventura: When Nature Calls 6.3 1995
101 Action in the North Atlantic 7 1943
102 Adam's Rib 7.6 1949
103 Africa Screams 6.5 1949
104 After the Fox 6.5 1966
105 After the Thin Man 7.7 1936
106 Air Force One 6.4 1997
107 Airplane II: The Sequel 6.1 1982
108 Airplane! 7.8 1980
109 Airport '77 5.5 1977
110 Airport 1975 5.5 1974
111 Akira 8.1 1988
112 Akira 8.1 1988
113 Aladdin 8 1992
114 Aladdin and the King of Thieves 6.4 1996
115 Alex Cross 5.1 2012
116 Alice in Wonderland 6.5 2010
117 Alice in Wonderland 7.4 1951
118 Alice in Wonderland 6.6 1933
119 Alien 8.5 1979
120 Alien³ 6.4 1992
121 Aliens 8.4 1986
122 All Good Things 6.3 2010
123 All Quiet on the Western Front 8.1 1930
124 All Quiet on the Western Front 7.1 1979

- 125 All That 7.5 1994
- 126 All That Heaven Allows 7.7 1955
- 127 All the President's Men 8 1976
- 128 All the President's Men 8 1976
- 129 All Together 5.3 1942
- 130 Along Came a Spider 6.3 2001
- 131 Alphaville 7.2 1965
- 132 Always 6.4 1989
- 133 American Beauty 8.4 1999
- 134 American Gangster 7.8 2007
- 135 American Graffiti 7.5 1973
- 136 American Heart 6.7 1992
- 137 American History X 8.6 1998
- 138 American Pie 7 1999
- 139 American Pie 2 6.4 2001
- 140 American Psycho 7.6 2000
- 141 American Reunion 6.8 2012
- 142 American Sniper 7.3 2014
- 143 American Wedding 6.3 2003
- 144 An Affair to Remember 7.6 1957
- 145 An American Carol 4.3 2008
- 146 An American in Paris 7.2 1951
- 147 An American Werewolf in London 7.6 1981
- 148 An Officer and a Gentleman 7 1982
- 149 Anastasia 7.1 1997
- 150 Anastasia 7.2 1956
- 151 Ancient Aliens 7.4 2009
- 152 And Now for Something Completely Different 7.7 1971
- 153 And Then There Were None 7.6 1945
- 154 Angel Beats! 8 2010
- 155 Angel on My Shoulder 6.9 1946
- 156 Angels & Demons 6.7 2009
- 157 Angels in the Outfield 6 1994
- 158 Angels with Dirty Faces 8 1938
- 159 Angry Video Game Nerd: The Movie 5.9 2014
- 160 Animal Crackers 7.7 1930
- 161 Animal House 7.6 1978
- 162 Animal Kingdom 7.3 2010
- 163 Annie Hall 8.1 1977
- 164 Another Thin Man 7.5 1939
- 165 Antwone Fisher 7.3 2002
- 166 Antz 6.6 1998
- 167 Apocalypse Now 8.5 1979
- 168 Apollo 13 7.6 1995
- 169 Arachnophobia 6.3 1990
- 170 Arbitrage 6.6 2012
- 171 Are You Afraid of the Dark? 8.3 1990
- 172 Argo 7.8 2012
- 173 Armageddon 6.6 1998
- 174 Army of Darkness 7.6 1992

175 Arsenic and Old Lace 8.1 1944
176 As Good as It Gets 7.8 1997
177 At the Circus 6.9 1939
178 Atlantic City 7.4 1980
179 Atlas Shrugged: Part I 5.8 2011
180 Attack the Block 6.6 2011
181 Auntie Mame 8 1958
182 Austin Powers in Goldmember 6.2 2002
183 Austin Powers: International Man of Mystery 7 1997
184 Austin Powers: The Spy Who Shagged Me 6.6 1999
185 Australia 6.6 2008
186 Autumn in New York 5.5 2000
187 Avatar 7.9 2009
188 Avengers: Age of Ultron 7.7 2015
189 AVP: Alien vs. Predator 5.6 2004
190 Baby Face 7.6 1933
191 Babylon A.D. 5.6 2008
192 Baccano! 8.5 2007
193 Back from Eternity 6.5 1956
194 Back to the Future 8.5 1985
195 Back to the Future Part II 7.8 1989
196 Back to the Future Part III 7.4 1990
197 Backdraft 6.7 1991
198 Bad Boy Bubby 7.5 1993
199 Bad Boys 6.8 1995
200 Bad Boys II 6.5 2003
201 Bad Day at Black Rock 7.8 1955
202 Bad Lieutenant: Port of Call New Orleans 6.7 2009
203 Bad Moon 5.6 1996
204 Ball of Fire 7.8 1941
205 Bambi 7.4 1942
206 Band of Brothers 9.6 2001
207 Barabbas 7 1961
208 Basic 6.5 2003
209 Basic Instinct 6.9 1992
210 Bat*21 6.4 1988
211 Bataan 7 1943
212 Batman 7.6 1989
213 Batman & Robin 3.7 1997
214 Batman Begins 8.3 2005
215 Batman Forever 5.4 1995
216 Batman Returns 7 1992
217 Battle for the Planet of the Apes 5.5 1973
218 Battle Los Angeles 5.8 2011
219 Battle of Britain 7 1969
220 Battle of the Bulge 6.8 1965
221 Battle of the Coral Sea 5.7 1959
222 Battlefield Earth 2.4 2000
223 Battleship 5.9 2012
224 Battlestar Galactica 8.7 2003

225 Battlestar Galactica 8.8 2004
226 Beau Brummell 6.4 1954
227 Beauty and the Beast 8 1991
228 Bedlam 6.9 1946
229 Beethoven 5.5 1992
230 Beetlejuice 7.5 1988
231 Before Winter Comes 5.9 1969
232 Behind Enemy Lines 6.4 2001
233 Being John Malkovich 7.8 1999
234 Bells Are Ringing 7.1 1960
235 Ben-Hur 8.1 1959
236 Ben-Hur 8.1 1959
237 Bend of the River 7.4 1952
238 Beneath the Planet of the Apes 6.1 1970
239 Berkeley Square 6.6 1933
240 Berserk 8.7 1997
241 Between Heaven and Hell 6.6 1956
242 Beyond a Reasonable Doubt 7 1956
243 Beyond Tomorrow 6.7 1940
244 Bicentennial Man 6.8 1999
245 Big Fish 8 2003
246 Big Jake 7.2 1971
247 Big Trouble in Little China 7.3 1986
248 Bigger Than Life 7.6 1956
249 Billion Dollar Brain 6.1 1967
250 Black Lagoon 8.2 2006
251 Black Mask 6 1996
252 Black Rain 6.6 1989
253 Black Sabbath 7.2 1963
254 Black Swan 8 2010
255 Blade 7.1 1998
256 Blade II 6.7 2002
257 Blade Runner 8.2 1982
258 Blade: Trinity 5.9 2004
259 Blades of Glory 6.3 2007
260 Blank Check 5.1 1994
261 Blood and Sand 7 1941
262 Blood on the Moon 6.9 1948
263 Blood on the Sun 6.2 1945
264 Blood Work 6.4 2002
265 Blood+ 7.8 2005
266 Blue Jasmine 7.3 2013
267 Blue Skies 6.6 1946
268 Blues Brothers 2000 4.8 1998
269 Boogeyman 4.1 2005
270 Boom Town 7.1 1940
271 Born on the Fourth of July 7.2 1989
272 Born to Dance 6.8 1936
273 Boyhood 8 2014
274 Brannigan 6.1 1975

275 Braveheart 8.4 1995
276 Breakfast at Tiffany's 7.8 1961
277 Breaking Away 7.7 1979
278 Breakthrough 4.9 1979
279 Bride of Frankenstein 7.9 1935
280 Bridge of Dragons 4.6 1999
281 Bridge to Terabithia 7.2 2007
282 Bridget Jones's Diary 6.7 2001
283 Bringing Up Baby 8 1938
284 Broadway Melody of 1940 7.4 1940
285 Brokeback Mountain 7.7 2005
286 Broken Arrow 6 1996
287 Broken City 6.2 2013
288 Broken Lance 7 1954
289 Bruce Almighty 6.7 2003
290 Brute Force 7.7 1947
291 Buffalo Soldiers 6.3 1997
292 Bull Durham 7.1 1988
293 Bullet to the Head 5.7 2012
294 Bullitt 7.5 1968
295 Bus Stop 6.7 1956
296 Butch Cassidy and the Sundance Kid 8.1 1969
297 Byzantium 6.5 2012
298 Cahill U.S. Marshal 6.5 1973
299 Call of the Wild 5.7 1993
300 Cape Fear 7.8 1962
301 Captain America: The Winter Soldier 7.8 2014
302 Captain Blood 7.8 1935
303 Carlito's Way 7.9 1993
304 Carnal Knowledge 7 1971
305 Cars 7.2 2006
306 Casablanca 8.6 1942
307 Casanova's Big Night 6.8 1954
308 Casino 8.2 1995
309 Casino Royale 8 2006
310 Casper 6 1995
311 Cast Away 7.7 2000
312 Castle in the Desert 7.6 1942
313 Castle in the Sky 8.1 1986
314 Cat on a Hot Tin Roof 8.1 1958
315 Cat People 7.4 1942
316 Cat's Eye 6.2 1985
317 Catch Me If You Can 8 2002
318 Catch-22 7.2 1970
319 Cats & Dogs 5.2 2001
320 Cedar Rapids 6.3 2011
321 Ceiling Zero 6.9 1936
322 Centennial 8.6 1978
323 Chain Reaction 5.5 1996
324 Challenge to Lassie 6.2 1949

- 325 Changeling 7.8 2008
- 326 Charade 8 1963
- 327 Charlie and the Chocolate Factory 6.7 2005
- 328 Charlie Chan at the Wax Museum 7.6 1940
- 329 Charlie Chan at Treasure Island 7.7 1939
- 330 Charlie Chan in Panama 7.7 1940
- 331 Charlie Chan in Rio 7.5 1941
- 332 Charlie Chan in The Chinese Cat 7.1 1944
- 333 Charlie Chan in the Secret Service 6.9 1944
- 334 Charlie, the Lonesome Cougar 6.7 1967
- 335 Chasing Amy 7.4 1997
- 336 Cheyenne Autumn 6.9 1964
- 337 Chicken Little 5.8 2005
- 338 Child's Play 2 5.7 1990
- 339 Children of Men 7.9 2006
- 340 Children of the Corn II: The Final Sacrifice 4.2 1992
- 341 Children of the Damned 6.2 1964
- 342 Chimes at Midnight 8 1965
- 343 China Seas 7 1935
- 344 Chinatown 8.3 1974
- 345 Chinatown 8.3 1974
- 346 Chisum 6.9 1970
- 347 Chronicle 7.1 2012
- 348 Cinderella 7.3 1950
- 349 Circus World 6.2 1964
- 350 Citizen Kane 8.4 1941
- 351 Clannad: After Story 8.9 2008
- 352 Clarissa Explains It All 7.3 1991
- 353 Clash by Night 7.1 1952
- 354 Claymore 8.1 2007
- 355 Clear and Present Danger 6.9 1994
- 356 Cleopatra 6.9 1934
- 357 Clerks 7.8 1994
- 358 Clerks II 7.4 2006
- 359 Cliffhanger 6.4 1993
- 360 Cliffhanger 6.4 1993
- 361 Close Encounters of the Third Kind 7.7 1977
- 362 Cloud Atlas 7.5 2012
- 363 Cocoon 6.6 1985
- 364 Code Geass: Lelouch of the Rebellion 8.8 2006
- 365 Code Geass: Lelouch of the Rebellion 9.1 2008
- 366 Code Geass: Lelouch of the Rebellion R2 8.9 2008
- 367 Collateral 7.6 2004
- 368 Collateral Damage 5.5 2002
- 369 Come and See 8.3 1985
- 370 Command Performance 5.7 2009
- 371 Commando 6.7 1985
- 372 Comrade X 6.4 1940
- 373 Con Air 6.8 1997
- 374 Conan the Barbarian 6.9 1982

375 Conan the Destroyer 5.8 1984
376 Congo 5 1995
377 Conquest of the Planet of the Apes 6.1 1972
378 Constantine 6.9 2005
379 Contagion 6.7 2011
380 Contraband 6.5 2012
381 Cool Hand Luke 8.2 1967
382 Cop Land 6.9 1997
383 Corridors of Blood 6.5 1958
384 Count Dracula 5.7 1970
385 Count Dracula 7.7 1977
386 Courage of Lassie 6.3 1946
387 Courage Under Fire 6.6 1996
388 Cover Girl 6.9 1944
389 Cowboy Bebop 9 1998
390 Cowboy Bebop: The Movie 7.9 2001
391 Crazy Heart 7.3 2009
392 Crazy Heart 7.3 2009
393 Crazy Heart 7.3 2009
394 Creature from the Black Lagoon 7 1954
395 Criminals of the Air 6.1 1937
396 Crimson Tide 7.3 1995
397 Criss Cross 7.5 1949
398 Crocodile Dundee 6.5 1986
399 Crocodile Dundee II 5.5 1988
400 Crocodile Dundee in Los Angeles 4.8 2001
401 Crouching Tiger, Hidden Dragon 7.9 2000
402 Curse of the Demon 7.6 1957
403 D-Day the Sixth of June 6.1 1956
404 D.O.A. 7.4 1950
405 D2: The Mighty Ducks 5.9 1994
406 Daddy Long Legs 6.8 1955
407 Damien: Omen II 6.2 1978
408 Dance with Me, Henry 6.3 1956
409 Dances with Wolves 8 1990
410 Darby O'Gill and the Little People 7.2 1959
411 Dark Alibi 7.2 1946
412 Dark Passage 7.6 1947
413 Dark Shadows 6.2 2012
414 Dark Victory 7.6 1939
415 Darker Than Black 8.1 2007
416 Das Boot 8.4 1981
417 Das Boot 8.4 1981
418 David Copperfield 7.8 1999
419 David Copperfield 7.6 1935
420 Day of the Dead 7.2 1985
421 Day the World Ended 5.4 1955
422 Daybreakers 6.5 2009
423 Days of Thunder 5.9 1990
424 Dead End 7.5 1937

- 425 Dead of Night 7.7 1945
- 426 Death at a Funeral 7.4 2007
- 427 Death Hunt 7 1981
- 428 Death Note 9 2006
- 429 Death Wish 3 5.9 1985
- 430 Death Wish 4: The Crackdown 5.2 1987
- 431 Death Wish II 6 1982
- 432 Death Wish V: The Face of Death 4.7 1994
- 433 Deathtrap 7 1982
- 434 Deep Impact 6.1 1998
- 435 Defiance 7.2 2008
- 436 Deliverance 7.8 1972
- 437 Demolition Man 6.6 1993
- 438 Demon Seed 6.3 1977
- 439 Despicable Me 7.7 2010
- 440 Destination Moon 6.4 1950
- 441 Destination Tokyo 7.3 1943
- 442 Detroit Rock City 6.8 1999
- 443 Dial M for Murder 8.2 1954
- 444 Diamonds Are Forever 6.7 1971
- 445 Diary of a Madman 6.4 1963
- 446 Die Another Day 6.1 2002
- 447 Die Hard 8.3 1988
- 448 Die Hard 2 7.1 1990
- 449 Die Hard: With a Vengeance 7.6 1995
- 450 Direct Contact 4.3 2009
- 451 Dirty Dancing 6.9 1987
- 452 Dirty Harry 7.8 1971
- 453 District 9 8 2009
- 454 Divergent 6.8 2014
- 455 Django Unchained 8.5 2012
- 456 Doctor X 6.5 1932
- 457 Doctor Zhivago 8 1965
- 458 Dodgeball: A True Underdog Story 6.7 2004
- 459 Dodsworth 8.2 1936
- 460 Dog Soldiers 6.9 2002
- 461 Dogma 7.4 1999
- 462 Don't Look Now 7.4 1973
- 463 Donnie Brasco 7.8 1997
- 464 Donnie Darko 8.1 2001
- 465 Donovan's Reef 6.9 1963
- 466 Doom 5.2 2005
- 467 Dorian Gray 6.3 2009
- 468 Double Indemnity 8.4 1944
- 469 Dr. Ehrlich's Magic Bullet 7.5 1940
- 470 Dr. Jekyll and Mr. Hyde 7.7 1931
- 471 Dr. Jekyll and Mr. Hyde 5.2 1973
- 472 Dr. No 7.3 1962
- 473 Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb 8.5 1964
- 474 Dr. Terror's House of Horrors 6.7 1965

475 Dracula 7.5 1992
476 Dracula 6.4 1979
477 Dracula 7.6 1931
478 Dracula 7.5 1992
479 Dracula 2000 4.9 2000
480 Dracula A.D. 1972 5.9 1972
481 Dracula Has Risen from the Grave 6.6 1968
482 Dracula: Prince of Darkness 6.7 1966
483 Dracula's Daughter 6.4 1936
484 Drag Me to Hell 6.6 2009
485 Dragon Ball 8.7 1999
486 Dragon Ball GT 7.2 1996
487 Dragon Ball Z 8.9 1996
488 Dragon Ball Z: Battle of Gods 7.3 2013
489 Dragon Ball Z: Bojack Unbound 7.4 1993
490 Dragon Ball Z: Broly - The Legendary Super Saiyan 7 1993
491 Dragon Ball Z: Cooler's Revenge 7.5 1991
492 Dragon Ball Z: Fusion Reborn 8.2 1995
493 Dragon Ball Z: Lord Slug 6.9 1991
494 Dragon Ball Z: Super Android 13 7.6 1992
495 Dragon Ball Z: The Return of Cooler 7.6 1992
496 Dragon Ball Z: The World's Strongest 7.1 1990
497 Dragon Ball Z: Tree of Might 7.2 1990
498 Dragon Ball Z: Wrath of the Dragon 7.9 1995
499 Dragonball: Evolution 2.8 2009
500 Dream Wife 6 1953
501 Dredd 7 2012
502 Drive 7.8 2011
503 Driven 4.5 2001
504 Driving Miss Daisy 7.4 1989
505 Drunken Master 7.6 1978
506 Duck Soup 8 1933
507 DuckTales the Movie: Treasure of the Lost Lamp 6.9 1990
508 Dumb & Dumber 7.3 1994
509 Dumbo 7.3 1941
510 Dune 6.6 1984
511 Dutch 6.4 1991
512 Earth vs the Spider 4 1958
513 Earth vs. the Flying Saucers 6.4 1956
514 East of Eden 8 1955
515 East Side, West Side 6.9 1949
516 Easter Parade 7.5 1948
517 Easy Rider 7.4 1969
518 Eden of the East 7.8 2009
519 Edge of Darkness 6.6 2010
520 Edge of Tomorrow 7.9 2014
521 Edward Scissorhands 8 1990
522 Ef: A Tale of Melodies. 7.7 2008
523 Ef: A Tale of Memories. 7.7 2007
524 Eight Below 7.3 2006

525 Eight Crazy Nights 5.4 2002
526 El Dorado 7.7 1966
527 Elephant Walk 6.3 1954
528 Elysium 6.7 2013
529 Emperor 6.5 2012
530 End of Days 5.7 1999
531 Ender's Game 6.7 2013
532 Enemy at the Gates 7.6 2001
533 Enemy Mine 6.9 1985
534 Enemy of the State 7.3 1998
535 Entrapment 6.2 1999
536 Equilibrium 7.5 2002
537 Ergo Proxy 8.1 2006
538 Erin Brockovich 7.3 2000
539 Erufen rÃ© to 8.2 2004
540 Escaflowne 7.9 1996
541 Escape from Alcatraz 7.6 1979
542 Escape from L.A. 5.6 1996
543 Escape from New York 7.2 1981
544 Escape from the Planet of the Apes 6.3 1971
545 Escape to Witch Mountain 6.3 1975
546 Escape to Witch Mountain 6.6 1995
547 Eternal Sunshine of the Spotless Mind 8.4 2004
548 Eureka Seven: Ao 7.1 2012
549 Evangelion: 1.0: You Are (Not) Alone 7.8 2007
550 Evangelion: 2.0 You Can (Not) Advance 8.1 2009
551 Event Horizon 6.7 1997
552 Event Horizon 6.7 1997
553 Evil Dead 6.5 2013
554 Ex-Lady 7 1933
555 Executive Suite 7.4 1954
556 Eyes Wide Shut 7.3 1999
557 Eyes Without a Face 7.8 1960
558 Face/Off 7.3 1997
559 Fahrenheit 451 7.2 1966
560 Fail Safe 8 1964
561 Fantasia 7.8 1940
562 Far and Away 6.5 1992
563 Fargo 8.2 1996
564 Fast & Furious 6.6 2009
565 Fast & Furious 6 7.2 2013
566 Fast Five 7.3 2011
567 Fast Times at Ridgemont High 7.2 1982
568 Father Goose 7.4 1964
569 Father of the Bride 7.3 1950
570 Father's Little Dividend 6.6 1951
571 Fatso 6.2 1980
572 FernGully: The Last Rainforest 6.4 1992
573 Fierce Creatures 6.3 1997
574 Final Analysis 5.8 1992

575 Final Fantasy VII: Advent Children 7.4 2005
576 Final Fantasy: The Spirits Within 6.4 2001
577 Finding Neverland 7.8 2004
578 Finian's Rainbow 6.2 1968
579 Firefox 5.9 1982
580 Firewall 5.8 2006
581 First Blood 7.7 1982
582 First Knight 5.9 1995
583 First Men in the Moon 6.7 1964
584 Fist of Legend 7.6 1994
585 Five Came Back 7.1 1939
586 Five Easy Pieces 7.5 1970
587 Five Million Years to Earth 7.1 1967
588 Flirting with Disaster 6.8 1996
589 Flying Disc Man from Mars 5.8 1950
590 Flying Down to Rio 6.7 1933
591 Flying Leathernecks 6.4 1951
592 For a Few Dollars More 8.3 1965
593 For Your Eyes Only 6.8 1981
594 Forbidden Planet 7.7 1956
595 Foreign Correspondent 7.6 1940
596 Forrest Gump 8.8 1994
597 Fracture 7.2 2007
598 Frankenstein and the Monster from Hell 6.3 1974
599 Frankenstein Created Woman 6.6 1967
600 Frankenstein Meets the Wolf Man 6.6 1943
601 Frankenstein Must Be Destroyed 6.9 1969
602 Frankie and Johnny 6.7 1991
603 Freaky Friday 6.1 2003
604 Friday 7.3 1995
605 Friday Night Lights 7.3 2004
606 Friday the 13th 6.5 1980
607 Friday the 13th Part 2 6 1981
608 Friday the 13th Part III 5.7 1982
609 Friday the 13th: A New Beginning 4.7 1985
610 Friday the 13th: The Final Chapter 5.9 1984
611 Friends 9 1994
612 Fright Night 7.1 1985
613 Fright Night 6.4 2011
614 From Beyond the Grave 6.8 1974
615 From Here to Eternity 7.8 1953
616 From Russia with Love 7.5 1963
617 From the Earth to the Moon 8.9 1998
618 Frozen 7.6 2013
619 Fruits Basket 8.2 2001
620 Full Eclipse 5.5 1993
621 Full Metal Jacket 8.3 1987
622 Full Metal Panic! 7.8 2002
623 Full Metal Panic! The Second Raid 8 2005
624 Fullmetal Alchemist 8.7 2003

- 625 Fullmetal Alchemist: Brotherhood 9.1 2009
- 626 Fun in Acapulco 5.8 1963
- 627 Funny Face 7.1 1957
- 628 Funny Farm 6.1 1988
- 629 Fury 7.9 1936
- 630 Futureworld 5.9 1976
- 631 Gallipoli 7.5 1981
- 632 Game of Thrones 9.5 2011
- 633 Garfield 4.9 2004
- 634 Gargantia on the Verdurous Planet 7.6 2013
- 635 Gaslight 7.9 1944
- 636 Gattaca 7.8 1997
- 637 Gekijouban Kidou senshi Gandamu 00: A waking of the trailblazer 6.8 2010
- 638 Gentleman's Agreement 7.4 1947
- 639 Georgy Girl 6.9 1966
- 640 Get Carter 7.5 1971
- 641 Get Shorty 6.9 1995
- 642 Gettysburg 7.7 1993
- 643 Ghost 7 1990
- 644 Ghost Hunt 8 2005
- 645 Ghost in the Shell 8 1995
- 646 Ghost in the Shell 2: Innocence 7.6 2004
- 647 Ghost in the Shell: Stand Alone Complex 8.6 2002
- 648 Ghostbusters 7.8 1984
- 649 Ghostbusters II 6.5 1989
- 650 Ghosts of Mars 4.9 2001
- 651 Giant 7.7 1956
- 652 Gidget 6.7 1959
- 653 Gigi 6.9 1958
- 654 Gilda 7.8 1946
- 655 Girl Revolution Utena 8.4 1997
- 656 Gladiator 8.5 2000
- 657 Glengarry Glen Ross 7.8 1992
- 658 Go West 6.9 1940
- 659 Gods and Generals 6.3 2003
- 660 Godzilla 6.5 2014
- 661 Godzilla Raids Again 6 1955
- 662 Godzilla vs. the Sea Monster 5.1 1966
- 663 Going My Way 7.3 1944
- 664 GoldenEye 7.2 1995
- 665 Goldfinger 7.8 1964
- 666 Gone Girl 8.2 2014
- 667 Gone in Sixty Seconds 6.5 2000
- 668 Gone with the Wind 8.2 1939
- 669 Good Morning, Vietnam 7.3 1987
- 670 Good Will Hunting 8.3 1997
- 671 Good-bye, My Lady 7.3 1956
- 672 Goodfellas 8.7 1990
- 673 Gran Torino 8.2 2008
- 674 Grease 7.2 1978

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677 Green Lantern 5.6 2011
678 Green Zone 6.9 2010
679 Greyfriars Bobby: The True Story of a Dog 7.4 1961
680 Groundhog Day 8.1 1993
681 Guardian of the Sacred Spirit 8.4 2007
682 Guardians of the Galaxy 8.1 2014
683 Gundam Wing: The Movie - Endless Waltz 8.1 1998
684 Gunfight at the O.K. Corral 7.2 1957
685 Gung Ho 6.1 1986
686 Gunga Din 7.5 1939
687 Gungrave 8.1 2003
688 Gunman's Walk 7 1958
689 Guys and Dolls 7.3 1955
690 H.M. Pulham, Esq. 7.1 1941
691 Haibane renmei 8.3 2002
692 Halloween 7.9 1978
693 Halloween 4: The Return of Michael Myers 5.9 1988
694 Halloween 5 5.2 1989
695 Halloween H20: 20 Years Later 5.6 1998
696 Halloween II 6.5 1981
697 Halloween III: Season of the Witch 4.5 1982
698 Halloween: Resurrection 4.1 2002
699 Hamburger Hill 6.7 1987
700 Hamlet 6.8 1990
701 Hancock 6.4 2008
702 Hannibal 6.7 2001
703 Hans Christian Andersen 6.9 1952
704 Happiness Ahead 6.7 1934
705 Hard Boiled 7.9 1992
706 Hard Eight 7.3 1996
707 Harper 7 1966
708 Harry Potter and the Chamber of Secrets 7.4 2002
709 Harry Potter and the Deathly Hallows: Part 1 7.7 2010
710 Harry Potter and the Deathly Hallows: Part 2 8.1 2011
711 Harry Potter and the Goblet of Fire 7.6 2005
712 Harry Potter and the Half-Blood Prince 7.5 2009
713 Harry Potter and the Order of the Phoenix 7.5 2007
714 Harry Potter and the Prisoner of Azkaban 7.8 2004
715 Harry Potter and the Sorcerer's Stone 7.5 2001
716 Heartbreak Ridge 6.8 1986
717 Hearts in Atlantis 6.9 2001
718 Heat 8.3 1995
719 Heathers 7.3 1988
720 Hellboy 6.8 2004
721 Hellboy II: The Golden Army 7 2008
722 Hellfighters 6.5 1968
723 Hellsing 8.1 2001
724 Hercules 7.2 1997

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726 Here Comes Mr. Jordan 7.7 1941
727 Here Comes the Navy 6.5 1934
728 Hero 7.9 2002
729 Heroes for Sale 7.7 1933
730 Hidalgo 6.6 2004
731 Hide and Seek 5.9 2005
732 High Plains Drifter 7.6 1973
733 High Sierra 7.6 1941
734 High Society 7 1956
735 High Time 6.2 1960
736 Highlander 7.2 1986
737 Highlander II: The Quickening 4 1991
738 Highschool of the Dead 7.6 2010
739 Hills of Home 6.7 1948
740 His Girl Friday 8 1940
741 Hit Parade of 1941 6.5 1940
742 Hocus Pocus 6.6 1993
743 Hoffa 6.6 1992
744 Hold Back the Dawn 7.6 1941
745 Holiday 7.9 1938
746 Holiday Inn 7.6 1942
747 Hollywood Homicide 5.3 2003
748 Hollywood Party 6.3 1934
749 Hombre 7.4 1967
750 Home Alone 7.4 1990
751 Home Alone 2: Lost in New York 6.5 1992
752 Home from the Hill 7.5 1960
753 Home Improvement 7.2 1991
754 Homeward Bound: The Incredible Journey 6.9 1993
755 Honey I Blew Up the Kid 4.7 1992
756 Honeymoon for Three 6.1 1941
757 Hook 6.7 1991
758 Horatio Hornblower 3 8.2 2003
759 Horatio Hornblower: Retribution 8.4 2001
760 Horatio Hornblower: The Duchess and the Devil 8 1999
761 Horatio Hornblower: The Duel 8.2 1998
762 Horatio Hornblower: The Fire Ship 8.2 1998
763 Horatio Hornblower: The Wrong War 8.1 1999
764 Horizons West 6.2 1952
765 Hornblower: Duty 8.1 2003
766 Hornblower: Mutiny 8.2 2001
767 Horrible Bosses 6.9 2011
768 Horror Express 6.6 1972
769 Horror of Dracula 7.5 1958
770 Horse Feathers 7.7 1932
771 Hot Shots! 6.7 1991
772 House of Dracula 5.8 1945
773 House of Flying Daggers 7.6 2004
774 House of Usher 7 1960

775 House of Wax 7.1 1953
776 House on Haunted Hill 6.9 1959
777 House on Haunted Hill 5.6 1999
778 How Green Was My Valley 7.8 1941
779 How Sweet It Is! 6 1968
780 How the Grinch Stole Christmas 6 2000
781 How the West Was Won 7.1 1962
782 How to Marry a Millionaire 7 1953
783 How to Steal a Million 7.6 1966
784 How to Train Your Dragon 8.2 2010
785 How to Train Your Dragon 2 7.9 2014
786 Howl's Moving Castle 8.2 2004
787 Hud 8 1963
788 Hugo 7.6 2011
789 Hunter Prey 5.8 2010
790 Hush...Hush, Sweet Charlotte 7.7 1964
791 I Am Legend 7.2 2007
792 I Married a Monster from Outer Space 6.4 1958
793 I Married a Witch 7.2 1942
794 I See a Dark Stranger 7.1 1946
795 I Spit on Your Grave 6.3 2010
796 I Was an American Spy 6.6 1951
797 I'm No Angel 7 1933
798 Icarus 5.2 2010
799 Ice Age 7.6 2002
800 Ice Age: Dawn of the Dinosaurs 7 2009
801 Ice Age: The Meltdown 6.9 2006
802 Ice Station Zebra 6.6 1968
803 Identity 7.3 2003
804 Idiocracy 6.5 2006
805 Ike: Countdown to D-Day 7.2 2004
806 Illusion 6.1 2005
807 Imitation of Life 7.9 1959
808 In a Lonely Place 8 1950
809 In Enemy Hands 6 2004
810 In Harm's Way 7.3 1965
811 In Old Chicago 6.9 1937
812 In Order of Disappearance 7.2 2014
813 In the Good Old Summertime 7.2 1949
814 In the Mouth of Madness 7.2 1994
815 In Time 6.7 2011
816 Inception 8.8 2010
817 Independence Day 6.9 1996
818 Indiana Jones and the Kingdom of the Crystal Skull 6.2 2008
819 Indiana Jones and the Last Crusade 8.3 1989
820 Indiana Jones and the Temple of Doom 7.6 1984
821 Indiscreet 6.9 1958
822 Infamous 7.1 2006
823 Infernal Affairs 8.1 2002
824 Infernal Affairs 2 7.4 2003

825 Inglourious Basterds 8.3 2009
826 Inherit the Wind 8.2 1960
827 Inside Man 7.6 2006
828 Insidious 6.8 2010
829 Insidious: Chapter 2 6.6 2013
830 Insidious: Chapter 3 6.2 2015
831 Insomnia 7.2 2002
832 Inspector Lewis 7.9 2007
833 Instinct 6.5 1999
834 Internal Affairs 6.5 1990
835 Interview with the Vampire: The Vampire Chronicles 7.6 1994
836 Into the Storm 5.8 2014
837 Into the Woods 6 2014
838 Invaders from Mars 6.5 1953
839 Invasion of the Body Snatchers 7.4 1978
840 Invasion of the Body Snatchers 7.8 1956
841 Invasion of the Saucer Men 5.5 1957
842 Invictus 7.4 2009
843 Ip Man 8.1 2008
844 Iron Eagle 5.2 1986
845 Iron Man 7.9 2008
846 Iron Man 2 7 2010
847 Iron Man 3 7.3 2013
848 Iron Will 6.5 1994
849 Island in the Sky 7 1953
850 Isle of the Dead 6.6 1945
851 It 6.9 1990
852 It Came from Outer Space 6.6 1953
853 It Could Happen to You 6.3 1994
854 It Should Happen to You 7.3 1954
855 It's a Mad, Mad, Mad, Mad World 7.6 1963
856 It's a Wonderful Life 8.6 1946
857 Ivanhoe 6.9 1952
858 J. Edgar 6.6 2011
859 Jack and the Beanstalk 6.1 1952
860 Jackie Chan's First Strike 6.6 1996
861 Jailhouse Rock 6.5 1957
862 Jam Session 6.4 1944
863 James and the Giant Peach 6.7 1996
864 Jarhead 7.1 2005
865 Jason and the Argonauts 7.4 1963
866 Jason Lives: Friday the 13th Part VI 5.9 1986
867 Jaws 8.1 1975
868 Jaws 2 5.7 1978
869 Jaws: The Revenge 2.8 1987
870 Jennifer 8 6.2 1992
871 Jeopardy 6.8 1953
872 Jerry Maguire 7.3 1996
873 Jesse Stone: Death in Paradise 7.2 2006
874 Jesse Stone: Night Passage 7.3 2006

875 Jesse Stone: Sea Change 7.2 2007
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877 Jesse Stone: Thin Ice 7.2 2009
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890 Joyeux Noel 7.8 2005
891 Joyful Noise 5.6 2012
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893 Judge Dredd 5.4 1995
894 Juggernaut 6.6 1974
895 Julie & Julia 7 2009
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899 Juno 7.5 2007
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901 Jurassic Park III 5.9 2001
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904 K-PAX 7.4 2001
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906 K  ky   shihen Eureka Seibun 8.2 2005
907 Kaleido Star 7.9 2003
908 Kansas City Confidential 7.4 1952
909 Keeper of the Flame 6.8 1942
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911 Key Largo 7.9 1948
912 Kick-Ass 7.7 2010
913 Kid   but  den G Gundam 7.6 1994
914 Kid   senshi Gundam: Dai 08 MS sh  tai 7.8 1996
915 Kidnapped 6.1 1971
916 Kiki's Delivery Service 7.9 1989
917 Kill Bill: Vol. 1 8.1 2003
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919 Kill Your Darlings 6.5 2013
920 Killer Reality 5.2 2013
921 Killing Kennedy 6 2013
922 King Kong 7.3 2005
923 King Kong 5.8 1976
924 King of Kings 7.1 1961

925 Kingsman: The Secret Service 7.8 2014
926 Kino's Journey 8.5 2003
927 Kiss Me Deadly 7.7 1955
928 Kiss of Death 7.5 1947
929 Kiss of the Dragon 6.6 2001
930 Kiss the Girls 6.6 1997
931 Kitty Foyle 7.1 1940
932 Klute 7.2 1971
933 Knights of the Round Table 6.3 1953
934 Kull the Conqueror 4.8 1997
935 Kung Fu Hustle 7.8 2004
936 Kung Fu Panda 7.6 2008
937 Kung Fu Panda 2 7.3 2011
938 L.A. Confidential 8.3 1997
939 Lady and the Tramp 7.4 1955
940 Lady Be Good 6.5 1941
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943 Lara Croft: Tomb Raider 5.7 2001
944 Lassie 6.7 2005
945 Lassie 5.8 1994
946 Lassie Come Home 7.2 1943
947 Last Exile 8 2003
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949 Law Abiding Citizen 7.4 2009
950 Lawrence of Arabia 8.4 1962
951 Layer Cake 7.4 2004
952 Le Mans 6.7 1971
953 Leatherheads 6 2008
954 Leatherheads 6 2008
955 Legends of the Fall 7.5 1994
956 Lend a Paw 7 1941
957 Les Misérables 7.6 2012
958 Let Me In 7.2 2010
959 Lethal Weapon 7.6 1987
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961 Lethal Weapon 3 6.7 1992
962 Lethal Weapon 4 6.6 1998
963 Liar Liar 6.8 1997
964 Licence to Kill 6.6 1989
965 Life Begins with Love 4.3 1937
966 Life of Brian 8.1 1979
967 Life with Father 7.3 1947
968 Lifeforce 6.1 1985
969 Lilo & Stitch 7.2 2002
970 Limelight 8.1 1952
971 Lincoln 7.4 2012
972 Little Fockers 5.5 2010
973 Little Lord Fauntleroy 7.3 1936
974 Little Nicky 5.3 2000

975 Little Women 7.3 1949
976 Little Women 7.3 1994
977 Live a Little, Love a Little 5.8 1968
978 Live Free or Die Hard 7.2 2007
979 Lock, Stock and Two Smoking Barrels 8.2 1998
980 Lone Survivor 7.6 2013
981 Lone Survivor 7.6 2013
982 Lonely Are the Brave 7.7 1962
983 Lonesome Dove 8.8 1989
984 Lonesome Ghosts 7.8 1937
985 Long Day's Journey Into Night 7.8 1962
986 Looper 7.5 2012
987 Lord of War 7.6 2005
988 Love Affair 7.4 1939
989 Love Happy 5.8 1949
990 Love in the Afternoon 7.3 1957
991 Love Me or Leave Me 7.3 1955
992 Love Me Tender 6.2 1956
993 Lover Come Back 7.3 1961
994 Lupin III: The Castle of Cagliostro 7.8 1979
995 Lust for Life 7.4 1956
996 MacArthur 6.6 1977
997 Macbeth 7.5 1948
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999 Macross Plus 7.9 1994
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1001 Mad Max 2: The Road Warrior 7.6 1981
1002 Mad Max Beyond Thunderdome 6.2 1985
1003 Mad Max: Fury Road 8.2 2015
1004 Magnum Force 7.2 1973
1005 Malcolm X 7.7 1992
1006 Mallrats 7.2 1995
1007 Mama 6.2 2013
1008 Man of a Thousand Faces 7.2 1957
1009 Man of Steel 7.2 2013
1010 Man on the Moon 7.4 1999
1011 Man with the Gun 6.7 1955
1012 Manhunter 7.2 1986
1013 Margin Call 7.1 2011
1014 Mark of the Vampire 6.3 1935
1015 Marley & Me 7.1 2008
1016 Marley & Me 7.1 2008
1017 Martin 7.2 1977
1018 Mary Poppins 7.8 1964
1019 Matlock 7 1986
1020 Maverick 7 1994
1021 Max Payne 5.4 2008
1022 McQ 6.2 1974
1023 Mean Streets 7.4 1973
1024 Medicine Man 5.9 1992

1025 Meet Joe Black 7.1 1998
1026 Meet Me in St. Louis 7.7 1944
1027 Meet the Fockers 6.3 2004
1028 Meet the Parents 7 2000
1029 Megamind 7.3 2010
1030 Memento 8.5 2000
1031 Memphis Belle 6.9 1990
1032 Men in Black 7.2 1997
1033 Men in Black 3 6.9 2012
1034 Men in Black II 6.1 2002
1035 Men in War 7.4 1957
1036 Men of Honor 7.2 2000
1037 Mercury Rising 6.1 1998
1038 Messenger of Death 5.5 1988
1039 Metropolis 8.3 1927
1040 Michael 5.6 1996
1041 Michael Clayton 7.3 2007
1042 Michael Clayton 7.3 2007
1043 Michael Collins 7.1 1996
1044 Mickey and the Beanstalk 7.7 1947
1045 Mickey's Birthday Party 6.7 1942
1046 Mickey's Christmas Carol 8 1983
1047 Mickey's Elephant 6.9 1936
1048 Mickey's Parrot 7 1938
1049 Mickey's Rival 6.9 1936
1050 Mickey's Steam Roller 6.7 1934
1051 Mickey's Surprise Party 6.6 1939
1052 Midnight in Paris 7.7 2011
1053 Midnight in the Garden of Good and Evil 6.6 1997
1054 Midway 6.8 1976
1055 Mighty Morphin Power Rangers: The Movie 5 1995
1056 Minority Report 7.7 2002
1057 Miracle on 34th Street 7.9 1947
1058 Mirage 7.5 1965
1059 Mirrors 6.2 2008
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1062 Missing in Action 2: The Beginning 5.1 1985
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1064 Mission to Moscow 5.4 1943
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1066 Mission: Impossible II 6 2000
1067 Mission: Impossible III 6.9 2006
1068 Missionary Man 5.1 2007
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1074 Mobile Suit Gundam Wing 8.3 1995

1075 Mobile Suit Zeta Gundam 8.4 1985
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1081 Monsters University 7.4 2013
1082 Monsters, Inc. 8.1 2001
1083 Monty Python and the Holy Grail 8.3 1975
1084 Monty Python's Flying Circus 8.9 1969
1085 Moon Over Miami 7 1941
1086 Moonraker 6.3 1979
1087 Mortal Kombat 5.8 1995
1088 Motel Hell 6 1980
1089 Mothra vs. Godzilla 6.5 1964
1090 Mr. Blandings Builds His Dream House 7.4 1948
1091 Mr. Deeds 5.8 2002
1092 Mr. Lucky 7.2 1943
1093 Mr. Smith Goes to Washington 8.3 1939
1094 Mrs. Miniver 7.6 1942
1095 Mulholland Dr. 8 2001
1096 Murder by Decree 7 1979
1097 Murder Over New York 7.5 1940
1098 Murder, My Sweet 7.6 1944
1099 Murder, She Wrote 6.8 1984
1100 Mushi-Shi 8.6 2005
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1103 My Blue Heaven 6.2 1990
1104 My Brilliant Career 7.4 1979
1105 My Cousin Vinny 7.5 1992
1106 My Darling Clementine 7.8 1946
1107 My Fair Lady 7.9 1964
1108 My Favorite Blonde 7.2 1942
1109 My Favorite Brunette 6.9 1947
1110 My Favorite Wife 7.4 1940
1111 My Man Godfrey 8.1 1936
1112 My Neighbor Totoro 8.3 1988
1113 My Sister Eileen 7.1 1942
1114 My Week with Marilyn 7 2011
1115 Mystery of the Wax Museum 6.9 1933
1116 Mystic Pizza 6.2 1988
1117 Mystic River 8 2003
1118 N.H.K ni yÄ´koso! 8.5 2006
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1120 National Treasure 6.9 2004
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1122 National Velvet 7.4 1944
1123 Need for Speed 6.6 2014
1124 Needful Things 6.2 1993

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- 1128 Never Say Never Again 6.2 1983
- 1129 Night at the Museum 6.4 2006
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- 1131 Night of the Lepus 4 1972
- 1132 Night of the Living Dead 8 1968
- 1133 Night Passage 6.7 1957
- 1134 Night Skies 4.7 2007
- 1135 Ninja Scroll 7.9 1993
- 1136 Nixon 7.1 1995
- 1137 No Country for Old Men 8.1 2007
- 1138 No Time for Comedy 6.4 1940
- 1139 Nobody Lives Forever 7 1946
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- 1141 North by Northwest 8.4 1959
- 1142 North to Alaska 7 1960
- 1143 Not as a Stranger 6.8 1955
- 1144 Nothing Left to Fear 4.4 2013
- 1145 Notorious 8.1 1946
- 1146 Now Is Good 7.2 2012
- 1147 Now You See Me 7.3 2013
- 1148 Now, Voyager 8.1 1942
- 1149 O Brother, Where Art Thou? 7.8 2000
- 1150 Oblivion 7 2013
- 1151 Ocean's 11 6.6 1960
- 1152 Ocean's Eleven 7.8 2001
- 1153 Ocean's Thirteen 6.9 2007
- 1154 Ocean's Twelve 6.4 2004
- 1155 Octopussy 6.6 1983
- 1156 Off Limits 6.2 1952
- 1157 Oh, Men! Oh, Women! 5.3 1957
- 1158 Old Dogs 5.4 2009
- 1159 Old Yeller 7.3 1957
- 1160 Olympus Has Fallen 6.5 2013
- 1161 Omen IV: The Awakening 3.8 1991
- 1162 On Moonlight Bay 7.1 1951
- 1163 On the Beach 7.3 1959
- 1164 On the Town 7.7 1949
- 1165 On the Waterfront 8.3 1954
- 1166 Once an Eagle 8.2 1976
- 1167 Once Upon a Time in the West 8.6 1968
- 1168 Once Upon a Time in the West 8.6 1968
- 1169 One Flew Over the Cuckoo's Nest 8.7 1975
- 1170 One Foot in Heaven 7.1 1941
- 1171 One Special Night 7.4 1999
- 1172 Open Range 7.5 2003
- 1173 Operation Dumbo Drop 4.9 1995
- 1174 Operation Petticoat 7.3 1959

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1176 Out of the Past 8.1 1947
1177 Outlaw Star 7.9 1998
1178 Outrageous Fortune 6 1987
1179 Pacific Rendezvous 5.6 1942
1180 Pale Rider 7.3 1985
1181 Pan's Labyrinth 8.2 2006
1182 Pandora and the Flying Dutchman 7.1 1951
1183 Papillon 8.1 1973
1184 Park Row 7.4 1952
1185 Pat and Mike 7 1952
1186 Paths of Glory 8.5 1957
1187 Patriot Games 6.9 1992
1188 Patton 8 1970
1189 Paul 7 2011
1190 Pearl 6.7 1978
1191 Peeping Tom 7.8 1960
1192 People Will Talk 7.5 1951
1193 Perry Mason Returns 7.1 1985
1194 Perry Mason: The Case of the All-Star Assassin 6.5 1989
1195 Perry Mason: The Case of the Avenging Ace 6.9 1988
1196 Perry Mason: The Case of the Defiant Daughter 7.1 1990
1197 Perry Mason: The Case of the Desperate Deception 7.5 1990
1198 Perry Mason: The Case of the Fatal Fashion 7 1991
1199 Perry Mason: The Case of the Fatal Framing 6.9 1992
1200 Perry Mason: The Case of the Fatal Framing 6.9 1992
1201 Perry Mason: The Case of the Glass Coffin 7.1 1991
1202 Perry Mason: The Case of the Heartbroken Bride 6.7 1992
1203 Perry Mason: The Case of the Killer Kiss 7.2 1993
1204 Perry Mason: The Case of the Lady in the Lake 6.7 1988
1205 Perry Mason: The Case of the Lethal Lesson 7.2 1989
1206 Perry Mason: The Case of the Lost Love 6.8 1987
1207 Perry Mason: The Case of the Maligned Mobster 7 1991
1208 Perry Mason: The Case of the Murdered Madam 7 1987
1209 Perry Mason: The Case of the Musical Murder 7 1989
1210 Perry Mason: The Case of the Poisoned Pen 7 1990
1211 Perry Mason: The Case of the Reckless Romeo 6.9 1992
1212 Perry Mason: The Case of the Ruthless Reporter 7.2 1991
1213 Perry Mason: The Case of the Scandalous Scoundrel 6.9 1987
1214 Perry Mason: The Case of the Silenced Singer 7 1990
1215 Perry Mason: The Case of the Sinister Spirit 7 1987
1216 Perry Mason: The Case of the Skin-Deep Scandal 6.7 1993
1217 Perry Mason: The Case of the Telltale Talk Show Host 7 1993
1218 Pet Sematary 6.6 1989
1219 Pet Sematary II 4.7 1992
1220 Peter Pan 7.4 1953
1221 Phantom: Requiem for the Phantom 7.9 2009
1222 Phenomenon 6.4 1996
1223 Picnic at Hanging Rock 7.6 1975
1224 Pink Cadillac 5.2 1989

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1226 Pirates of the Caribbean: At World's End 7.1 2007
1227 Pirates of the Caribbean: Dead Man's Chest 7.3 2006
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1229 Pirates of the Caribbean: The Curse of the Black Pearl 8.1 2003
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1232 Planes, Trains & Automobiles 7.6 1987
1233 Planet of the Apes 8 1968
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1235 Platoon 8.1 1986
1236 Pluto's Judgement Day 7.3 1935
1237 Pluto's Party 6.5 1952
1238 Pocahontas 6.6 1995
1239 Pocketful of Miracles 7.3 1961
1240 Point Blank 7.4 1967
1241 Point Break 7.2 1991
1242 Police Story 7.6 1985
1243 Police Story 3: Supercop 6.9 1992
1244 Poltergeist 7.4 1982
1245 Poltergeist II: The Other Side 5.6 1986
1246 Poltergeist III 4.5 1988
1247 Pork Chop Hill 7.1 1959
1248 Portrait of Jennie 7.8 1948
1249 Possessed 7.2 1947
1250 Predator 7.8 1987
1251 Predator 2 6.2 1990
1252 Predators 6.4 2010
1253 Premonition 5.9 2007
1254 Pretty Woman 6.9 1990
1255 Pride & Prejudice 7.8 2005
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1257 Pride and Prejudice 7.5 1940
1258 Primal Fear 7.7 1996
1259 Prince of Persia: The Sands of Time 6.6 2010
1260 Princess Mononoke 8.4 1997
1261 Problem Child 5.2 1990
1262 Problem Child 2 4.4 1991
1263 Prohibition 8.2 2011
1264 Prometheus 7 2012
1265 Psalms of Planets Eureka Seven: Good Night, Sleep Tight, Young Lovers 6.5 2009
1266 Psycho 8.6 1960
1267 Psycho II 6.4 1983
1268 Psycho-Pass 8.4 2012
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1270 Pulp 6.1 1972
1271 Pulp Fiction 8.9 1994
1272 Purple Noon 7.8 1960
1273 Quantum of Solace 6.7 2008
1274 Queen Christina 7.9 1933

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1276 Race to Witch Mountain 5.7 2009
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1278 RahXephon 7.5 2002
1279 Raiders of the Lost Ark 8.6 1981
1280 Rain Man 8 1988
1281 Rambo 7.1 2008
1282 Rambo III 5.7 1988
1283 Rambo: First Blood Part II 6.4 1985
1284 Ransom 6.6 1996
1285 Rat Race 6.4 2001
1286 Ratatouille 8 2007
1287 Re-Animator 7.3 1985
1288 Real Genius 7 1985
1289 Real Men 6.2 1987
1290 Real Steel 7.1 2011
1291 Rear Window 8.5 1954
1292 Rebel Without a Cause 7.8 1955
1293 Red Dawn 6.3 1984
1294 Red Dragon 7.2 2002
1295 Red Heat 6 1988
1296 Red Planet 5.6 2000
1297 Red River 7.8 1948
1298 Red vs Blue: Recollection Trilogy 9.1 2008
1299 Red vs. Blue Season 9 8 2011
1300 Red vs. Blue: Recreation 8.8 2009
1301 Red vs. Blue: Revelation 9 2010
1302 Red vs. Blue: Season 10 8.9 2012
1303 Red vs. Blue: The Blood Gulch Chronicles 8.5 2003
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1305 Reflections in a Golden Eye 7 1967
1306 Reign Over Me 7.5 2007
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1309 Resident Evil: Afterlife 5.9 2010
1310 Resident Evil: Apocalypse 6.2 2004
1311 Resident Evil: Extinction 6.3 2007
1312 Return from the Sea 6.3 1954
1313 Return from Witch Mountain 5.9 1978
1314 Return of the Gunfighter 6.4 1967
1315 Revenge of the Drunken Master 4.9 1984
1316 Revenge of the Nerds 6.6 1984
1317 Revenge of the Nerds II: Nerds in Paradise 4.9 1987
1318 Revenge of the Nerds III: The Next Generation 3.7 1992
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1320 Riddick 6.4 2013
1321 Ring of Bright Water 7.2 1969
1322 Rio Bravo 8.1 1959
1323 Rio Grande 7.3 1950
1324 Rio Lobo 6.8 1970

1325 Road House 6.4 1989
1326 Road to Bali 6.8 1952
1327 Road to Perdition 7.7 2002
1328 Road to Rio 7.3 1947
1329 Road to Singapore 7.1 1940
1330 Road to Utopia 7.6 1945
1331 Road to Zanzibar 7.2 1941
1332 Robin Hood 6.7 2010
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1334 RoboCop 7.5 1987
1335 RoboCop 2 5.7 1990
1336 RoboCop 3 3.9 1993
1337 Rocky 8.1 1976
1338 Rocky Balboa 7.2 2006
1339 Rocky II 7.1 1979
1340 Rocky III 6.7 1982
1341 Rocky IV 6.7 1985
1342 Rocky V 5.1 1990
1343 Roman Holiday 8.1 1953
1344 Rome Adventure 6.5 1962
1345 Romeo + Juliet 6.8 1996
1346 Room for One More 7.2 1952
1347 Room Service 6.8 1938
1348 Rooster Cogburn 6.9 1975
1349 Rope 8 1948
1350 Rose Red 6.7 2002
1351 Roughnecks: The Starship Troopers Chronicles 7.6 1999
1352 Roustabout 5.9 1964
1353 Royal Wedding 6.8 1951
1354 Ruggles of Red Gap 7.8 1935
1355 Rules of Engagement 6.4 2000
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1357 Runaway Bride 5.4 1999
1358 Runner Runner 5.6 2013
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1363 Sabrina 7.7 1954
1364 Safe House 6.8 2012
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1367 Sailor Moon S 7.9 1994
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1371 Samurai chanpurÃ» 8.6 2004
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1378 Say Anything... 7.4 1989
1379 Scanners 6.8 1981
1380 Scaramouche 7.7 1952
1381 Scarface 8.3 1983
1382 Scars of Dracula 6.2 1970
1383 Scent of a Woman 8 1992
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1385 School of Rock 7.1 2003
1386 Scream 7.2 1996
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1390 Se7en 8.6 1995
1391 Seabiscuit 7.3 2003
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1393 Secret Window 6.6 2004
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1395 Semi-Pro 5.8 2008
1396 Sense and Sensibility 7.7 1995
1397 Serial Experiments Lain 8.2 1998
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1400 Shadow of a Doubt 8 1943
1401 Shadow of the Thin Man 7.3 1941
1402 Shadow of the Vampire 6.9 2000
1403 Shall We Dance 6.1 2004
1404 Shall We Dance 7.6 1937
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1406 Shanghai Knights 6.2 2003
1407 Shanghai Noon 6.6 2000
1408 Shark Tale 6 2004
1409 Shaun of the Dead 8 2004
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1411 Sherlock Holmes 7.6 2009
1412 Sherlock Holmes and the Secret Weapon 6.8 1942
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1414 Sherlock Holmes: A Game of Shadows 7.5 2011
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1416 Shooter 7.2 2007
1417 Showdown 5.9 1973
1418 Shrek 7.9 2001
1419 Shutter Island 8.1 2010
1420 Signs 6.7 2002
1421 Silent Hill 6.6 2006
1422 Silk Stockings 6.9 1957
1423 Silver Bullet 6.3 1985
1424 Silver Linings Playbook 7.8 2012

1425 Silverado 7.2 1985
1426 Sin City 8.1 2005
1427 Sinbad and the Eye of the Tiger 6.3 1977
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1429 Singapore 6.5 1947
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1431 Sister Act 6.2 1992
1432 Six Days Seven Nights 5.7 1998
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1434 Sleeping Beauty 7.3 1959
1435 Sleepy Hollow 7.4 1999
1436 Sleuth 8.1 1972
1437 Sling Blade 8 1996
1438 Slither 6.5 2006
1439 Snatch. 8.3 2000
1440 Snow White and the Huntsman 6.1 2012
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1442 So Proudly We Hail! 7.6 1943
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1446 Sommersby 6.1 1993
1447 Son of Dracula 6.2 1943
1448 Son of Frankenstein 7.2 1939
1449 Sons of the Desert 7.8 1933
1450 Soul Eater 8 2008
1451 Source Code 7.5 2011
1452 South Pacific 7 1958
1453 Soylent Green 7.1 1973
1454 Space Cowboys 6.4 2000
1455 Speed 7.2 1994
1456 Spellbound 7.7 1945
1457 Spice and Wolf 8.1 2008
1458 Spider-Man 7.3 2002
1459 Spider-Man 2 7.3 2004
1460 Spider-Man 3 6.2 2007
1461 Spirited Away 8.6 2001
1462 Spring Reunion 5.7 1957
1463 Spy Game 7 2001
1464 Stage Door 7.9 1937
1465 Stage Fright 7.1 1950
1466 Stairway to Heaven 8.1 1946
1467 Stake Land 6.5 2010
1468 Stalag 17 8.1 1953
1469 Stand by Me 8.1 1986
1470 Star Spangled Rhythm 6.8 1942
1471 Star Trek 8 2009
1472 Star Trek II: The Wrath of Khan 7.7 1982
1473 Star Trek III: The Search for Spock 6.6 1984
1474 Star Trek Into Darkness 7.8 2013

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1476 Star Trek V: The Final Frontier 5.4 1989
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1485 Star Trek: Voyager 7.7 1995
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1488 Star Wars: Episode II - Attack of the Clones 6.7 2002
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1490 Star Wars: Episode V - The Empire Strikes Back 8.8 1980
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1493 Starship Troopers 7.2 1997
1494 Starship Troopers 2: Hero of the Federation 3.5 2004
1495 Starship Troopers 3: Marauder 4.4 2008
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1497 State of Play 7.1 2009
1498 Steamboat Willie 7.7 1928
1499 Steel Magnolias 7.2 1989
1500 Steins;Gate 8.8 2011
1501 Stella Dallas 7.5 1937
1502 Step Brothers 6.9 2008
1503 Stir of Echoes 7 1999
1504 Storm Warning 7.2 1951
1505 Strait-Jacket 6.8 1964
1506 Strange Bedfellows 6 1965
1507 Stranger Than Fiction 7.6 2006
1508 Strangers on a Train 8.1 1951
1509 Street Fighter II: The Animated Movie 7.3 1994
1510 Sudden Impact 6.6 1983
1511 Suddenly, Last Summer 7.7 1959
1512 Suicide Kings 7 1997
1513 Sullivan's Travels 8.1 1941
1514 Summertime 7.5 1955
1515 Sunday Punch 5.9 1942
1516 Sunrise at Campobello 7.1 1960
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1519 Super Bowl XL 6.7 2006
1520 Super Bowl XLI 7.4 2007
1521 Super Bowl XLII 8.3 2008
1522 Super Bowl XLIII 8.1 2009
1523 Super Bowl XLIV 7.7 2010
1524 Super Bowl XLIX 8.1 2015

1525 Super Bowl XLV 7.4 2011
1526 Super Bowl XLVI 7.8 2012
1527 Super Bowl XLVII 7.2 2013
1528 Super Bowl XLVIII 5.9 2014
1529 Super Bowl XXVII 6.7 1993
1530 Super Bowl XXVIII 6.9 1994
1531 Super Bowl XXX 7.1 1996
1532 Super Bowl XXXI 7.4 1997
1533 Super Bowl XXXII 7.8 1998
1534 Super Bowl XXXIII 6.8 1999
1535 Super Bowl XXXIV 7.7 2000
1536 Super Bowl XXXIX 5.9 2005
1537 Super Bowl XXXV 6.2 2001
1538 Super Bowl XXXVI 7.8 2002
1539 Super Bowl XXXVII 6.8 2003
1540 Super Bowl XXXVIII 7.3 2004
1541 Super Mario Bros. 4 1993
1542 Super Space Fortress Macross 7.9 1984
1543 Superbad 7.6 2007
1544 Supercop 2 6.2 1993
1545 Superman 7.3 1978
1546 Superman II 6.8 1980
1547 Superman III 4.9 1983
1548 Superman IV: The Quest for Peace 3.7 1987
1549 Superman Returns 6.1 2006
1550 Supernova 4.7 2000
1551 Surrogates 6.3 2009
1552 Suspicion 7.5 1941
1553 Sweet Bird of Youth 7.5 1962
1554 Sweet Home Alabama 6.1 2002
1555 Sweet Smell of Success 8.2 1957
1556 Swing Time 7.7 1936
1557 Swingers 7.4 1996
1558 Swiss Family Robinson 7.2 1960
1559 Swordfish 6.5 2001
1560 Sylvia 6.3 2003
1561 Symphony Hour 7.7 1942
1562 Take the High Ground! 6.2 1953
1563 Taken 7.9 2008
1564 Taken 3 6 2014
1565 Taking Chance 7.5 2009
1566 Tales of Terror 6.9 1962
1567 Talladega Nights: The Ballad of Ricky Bobby 6.5 2006
1568 Tangled 7.8 2010
1569 Taste the Blood of Dracula 6.4 1970
1570 Ted 2 6.5 2015
1571 Teenage Mutant Ninja Turtles 6.7 1990
1572 Teenage Mutant Ninja Turtles II: The Secret of the Ooze 6 1991
1573 Teenage Mutant Ninja Turtles III 4.8 1993
1574 TekWar 6.1 1994

1575 TekWar: TekJustice 6.3 1994
1576 TekWar: TekLab 5.9 1994
1577 TekWar: TekLords 6.2 1994
1578 Tenderness 5.5 2009
1579 Tengen toppa gurren lagann 8.4 2007
1580 Tequila Sunrise 6 1988
1581 Terminator 2: Judgment Day 8.5 1991
1582 Terminator 3: Rise of the Machines 6.4 2003
1583 Terminator Salvation 6.7 2009
1584 Test Pilot 6.9 1938
1585 Texhnolyze 7.8 2003
1586 Thank You for Smoking 7.6 2005
1587 Thank Your Lucky Stars 7.3 1943
1588 That Certain Woman 6.9 1937
1589 That Darn Cat! 6.7 1965
1590 That Touch of Mink 6.7 1962
1591 The 40-Year-Old Virgin 7.2 2005
1592 The 6th Day 5.9 2000
1593 The 7th Voyage of Sinbad 7.2 1958
1594 The Actress 6.7 1953
1595 The Adjustment Bureau 7.1 2011
1596 The Adventures of Huck Finn 6.1 1993
1597 The Adventures of Ichabod and Mr. Toad 7.1 1949
1598 The Adventures of Pete & Pete 8.4 1992
1599 The Adventures of Robin Hood 8 1938
1600 The Adventures of Sherlock Holmes 7.6 1939
1601 The African Queen 7.9 1951
1602 The Alamo 6.9 1960
1603 The Alamo 6.9 1960
1604 The Amazing Spider-Man 7.1 2012
1605 The American President 6.8 1995
1606 The Amityville Horror 6.2 1979
1607 The Amityville Horror 6 2005
1608 The Anderson Tapes 6.4 1971
1609 The Andromeda Strain 7.2 1971
1610 The Andromeda Strain 6.2 2008
1611 The Andromeda Strain 7.2 1971
1612 The Andromeda Strain 6.2 2008
1613 The Angriest Man in Brooklyn 5.7 2014
1614 The Apartment 8.3 1960
1615 The Appaloosa 6.3 1966
1616 The AristoCats 7.1 1970
1617 The Arrangement 6.4 1969
1618 The Arrival 6.3 1996
1619 The Artist 8 2011
1620 The Avengers 8.1 2012
1621 The Aviator 7.5 2004
1622 The Awful Truth 8 1937
1623 The Bachelor and the Bobby-Soxer 7.3 1947
1624 The Bank Job 7.3 2008

1625 The Barkleys of Broadway 7 1949
1626 The Beach 6.6 2000
1627 The Beast from 20,000 Fathoms 6.7 1953
1628 The Bells of St. Mary's 7.5 1945
1629 The Best Years of Our Lives 8.2 1946
1630 The Bible 7.4 2013
1631 The Big Heat 8 1953
1632 The Big House 7.2 1930
1633 The Big Kahuna 6.7 1999
1634 The Big Lebowski 8.2 1998
1635 The Big O 7.6 1999
1636 The Big Sleep 8.1 1946
1637 The Big Sleep 5.7 1978
1638 The Big Store 6.6 1941
1639 The Big Year 6.2 2011
1640 The Birds 7.8 1963
1641 The Bishop's Wife 7.6 1947
1642 The Black Cat 7.2 1934
1643 The Black Room 7 1935
1644 The Blob 6.4 1958
1645 The Blue and the Gray 7.7 1982
1646 The Blues Brothers 7.9 1980
1647 The Body Snatcher 7.4 1945
1648 The Bone Collector 6.6 1999
1649 The Bounty 7 1984
1650 The Bourne Identity 7.9 2002
1651 The Bourne Legacy 6.7 2012
1652 The Bourne Supremacy 7.8 2004
1653 The Bourne Supremacy 7.8 2004
1654 The Bourne Ultimatum 8.1 2007
1655 The Brave 6.5 1997
1656 The Breakfast Club 7.9 1985
1657 The Bribe 6.7 1949
1658 The Bride Came C.O.D. 7.1 1941
1659 The Brides of Dracula 6.8 1960
1660 The Bridge at Remagen 6.7 1969
1661 The Bridge on the River Kwai 8.2 1957
1662 The Bridges of Madison County 7.5 1995
1663 The Brotherhood 6 1968
1664 The Butterfly Effect 7.7 2004
1665 The Cabin in the Woods 7 2012
1666 The Cable Guy 6 1996
1667 The Caine Mutiny 7.9 1954
1668 The Canterville Ghost 7 1944
1669 The Cat Returns 7.3 2002
1670 The Changeling 7.3 1980
1671 The Changeling 6.7 2006
1672 The Charge of the Light Brigade 7.1 1936
1673 The Chase 7.3 1966
1674 The Chicken Chronicles 5.2 1977

1675 The Chronicles of Narnia: Prince Caspian 6.6 2008
1676 The Chronicles of Narnia: The Lion, the Witch and the Wardrobe 6.9 2005
1677 The Chronicles of Narnia: The Voyage of the Dawn Treader 6.3 2010
1678 The Chronicles of Riddick 6.7 2004
1679 The Cincinnati Kid 7.3 1965
1680 The Civil War 9.5 1990
1681 The Cocoanuts 7.2 1929
1682 The Color of Money 7 1986
1683 The Comancheros 6.9 1961
1684 The Conjuring 7.5 2013
1685 The Conqueror Worm 6.9 1968
1686 The Cotton Club 6.5 1984
1687 The Count of Monte Cristo 8.2 2004
1688 The Count of Monte Cristo 7.7 1934
1689 The Count of Monte Cristo 7.7 2002
1690 The Court Jester 8 1955
1691 The Cowboys 7.4 1972
1692 The Creeping Flesh 6.3 1973
1693 The Crossing Guard 6.4 1995
1694 The Curious Case of Benjamin Button 7.8 2008
1695 The Curse of Frankenstein 7.2 1957
1696 The Curse of Frankenstein 7.2 1957
1697 The Curse of the Cat People 7 1944
1698 The Curse of the Mummy's Tomb 5.5 1964
1699 The Da Vinci Code 6.5 2006
1700 The Damned United 7.6 2009
1701 The Dark Half 5.9 1993
1702 The Dark Knight 9 2008
1703 The Dark Knight Rises 8.5 2012
1704 The Dawn Patrol 7.6 1938
1705 The Day of the Triffids 6.1 1963
1706 The Day the Earth Stood Still 5.5 2008
1707 The Day the Earth Stood Still 7.8 1951
1708 The Day the Earth Stood Still 5.5 2008
1709 The Dead Pool 6.3 1988
1710 The Dead Zone 7.3 1983
1711 The Deer Hunter 8.2 1978
1712 The Departed 8.5 2006
1713 The Devil and Daniel Webster 7.8 1941
1714 The Devil at 4 O'Clock 7.1 1961
1715 The Devil Rides Out 7.1 1968
1716 The Devil's Advocate 7.5 1997
1717 The Devil's Brigade 6.8 1968
1718 The Devil's Brother 7.1 1933
1719 The Devil's Daughter 6.2 1973
1720 The Devil's Disciple 7.4 1959
1721 The Devils 7.8 1971
1722 The Diary of Ellen Rimbauer 5.5 2003
1723 The Dirty Dozen 7.8 1967
1724 The Dogs of War 6.3 1980

1725 The Doors 7.2 1991
1726 The Double 5.9 2011
1727 The Dust Bowl 8.1 2012
1728 The Eagle Has Landed 6.9 1976
1729 The Eiger Sanction 6.4 1975
1730 The Emperor Waltz 6.2 1948
1731 The Enemy Below 7.6 1957
1732 The Enforcer 6.6 1995
1733 The English Patient 7.4 1996
1734 The Evil of Frankenstein 6 1964
1735 The Evil That Men Do 5.9 1984
1736 The Exorcist 8 1973
1737 The Exorcist III 6.3 1990
1738 The Expendables 6.5 2010
1739 The Expendables 2 6.7 2012
1740 The Facts of Life 6.5 1960
1741 The Falcon and the Snowman 6.8 1985
1742 The Far Country 7.2 1954
1743 The Farmer's Daughter 7.4 1947
1744 The Fast and the Furious 6.7 2001
1745 The Fatal Hour 5.4 1940
1746 The Fifth Element 7.7 1997
1747 The Fighter 7.9 2010
1748 The Fighting Seabees 6.5 1944
1749 The Final Conflict 5.5 1981
1750 The Final Countdown 6.7 1980
1751 The Final Destination 5.2 2009
1752 The Firm 6.8 1993
1753 The Flight of the Phoenix 7.6 1965
1754 The Fly 7.5 1986
1755 The Fly 7.5 1986
1756 The Flying Deuces 6.9 1939
1757 The Fog 6.8 1980
1758 The Forbidden Kingdom 6.6 2008
1759 The Four Musketeers: Milady's Revenge 7.1 1974
1760 The Fourth Protocol 6.5 1987
1761 The Fox and the Hound 7.3 1981
1762 The Fox Hunt 6.8 1938
1763 The French Connection 7.8 1971
1764 The Freshman 6.5 1990
1765 The Friends of Eddie Coyle 7.6 1973
1766 The Frog Prince 6.9 1986
1767 The Frozen Ground 6.4 2013
1768 The Fugitive 7.8 1993
1769 The Fugitive Kind 7.2 1960
1770 The Full Monty 7.2 1997
1771 The Fury 6.4 1978
1772 The Gate 5.9 1987
1773 The Gay Divorcee 7.6 1934
1774 The General 7.3 1998

1775 The General's Daughter 6.2 1999
1776 The Getaway 7.5 1972
1777 The Ghost and Mrs. Muir 7.9 1947
1778 The Ghost Breakers 7.3 1940
1779 The Ghost Goes West 6.8 1935
1780 The Ghost of Frankenstein 6.1 1942
1781 The Ghost Writer 7.2 2010
1782 The Girl Who Leapt Through Time 7.9 2006
1783 The Girl with the Dragon Tattoo 7.8 2009
1784 The Girl with the Dragon Tattoo 7.8 2011
1785 The Giver 6.5 2014
1786 The Glass Slipper 6.4 1955
1787 The Godfather 9.2 1972
1788 The Godfather: Part II 9 1974
1789 The Godfather: Part III 7.6 1990
1790 The Good Earth 7.8 1937
1791 The Good Guys and the Bad Guys 6.1 1969
1792 The Good Shepherd 6.7 2006
1793 The Good Witch 7.1 2008
1794 The Good Witch's Charm 7.1 2012
1795 The Good Witch's Destiny 7.3 2013
1796 The Good Witch's Family 7.1 2011
1797 The Good Witch's Garden 7.2 2009
1798 The Good Witch's Gift 7.4 2010
1799 The Good, the Bad and the Ugly 8.9 1966
1800 The Gorgon 6.5 1964
1801 The Grand Budapest Hotel 8.1 2014
1802 The Grass Is Greener 6.6 1960
1803 The Great Escape 8.3 1963
1804 The Great Gatsby 6.4 1974
1805 The Great Gatsby 7.3 2013
1806 The Great Lie 7.3 1941
1807 The Great Mouse Detective 7.2 1986
1808 The Great Outdoors 6.6 1988
1809 The Great Race 7.2 1965
1810 The Great Raid 6.7 2005
1811 The Great Train Robbery 7 1979
1812 The Green Berets 5.6 1968
1813 The Green Mile 8.5 1999
1814 The Grudge 5.9 2004
1815 The Grudge 2 4.9 2006
1816 The Grudge 2 4.9 2006
1817 The Guard 7.3 2011
1818 The Gunfighter 7.7 1950
1819 The Guns of Navarone 7.6 1961
1820 The Hangover 7.8 2009
1821 The Hangover Part II 6.5 2011
1822 The Haunted 6.5 1991
1823 The Haunted House 7.2 1929
1824 The Haunted Palace 6.8 1963

1825 The Haunting 7.6 1963
1826 The Heiress 8.3 1949
1827 The High and the Mighty 7 1954
1828 The Hills Have Eyes 6.4 2006
1829 The Hills Have Eyes II 5.1 2007
1830 The Hindenburg 6.2 1975
1831 The Hoax 6.7 2006
1832 The Hobbit: An Unexpected Journey 8 2012
1833 The Hobbit: The Battle of the Five Armies 7.5 2014
1834 The Hobbit: The Desolation of Smaug 7.9 2013
1835 The Hobbit: The Desolation of Smaug 7.9 2013
1836 The Homesman 6.6 2014
1837 The Hoodlum Saint 6.2 1946
1838 The Hook 6.6 1963
1839 The Horse Soldiers 7.2 1959
1840 The Horse Whisperer 6.5 1998
1841 The Host 5.9 2013
1842 The Hound of the Baskervilles 7.6 1939
1843 The Hound of the Baskervilles 7 1959
1844 The Hound of the Baskervilles 6.6 2002
1845 The House of the Devil 6.4 2009
1846 The House That Dripped Blood 6.6 1971
1847 The Hucksters 6.7 1947
1848 The Hunchback of Notre Dame 6.9 1996
1849 The Hunger Games 7.3 2012
1850 The Hunger Games: Catching Fire 7.6 2013
1851 The Hunger Games: Mockingjay - Part 1 6.8 2014
1852 The Hunt for Red October 7.6 1990
1853 The Hunter 6.8 2011
1854 The Hurt Locker 7.6 2008
1855 The Hustler 8.1 1961
1856 The Ides of March 7.1 2011
1857 The Illusionist 7.6 2006
1858 The Imitation Game 8.1 2014
1859 The Incredibles 8 2004
1860 The Innocents 7.9 1961
1861 The Insider 7.9 1999
1862 The Interview 6.7 2014
1863 The Invisible Woman 6.1 1940
1864 The Italian Job 7.4 1969
1865 The Jackal 6.3 1997
1866 The Jade Mask 6.9 1945
1867 The Jewel of the Nile 6 1985
1868 The Joker Is Wild 7.1 1957
1869 The Journey 7 1959
1870 The Judge 7.4 2014
1871 The Jungle Book 7.6 1967
1872 The Jungle Book 6 1994
1873 The Karate Kid 7.2 1984
1874 The Kid from Brooklyn 6.8 1946

1875 The Killer 7.9 1989
1876 The Killers 7.9 1946
1877 The Killers 7.1 1964
1878 The King and I 7.5 1956
1879 The King's Speech 8.1 2010
1880 The Lady Eve 8 1941
1881 The Lady from Shanghai 7.7 1947
1882 The Lair of the White Worm 5.8 1988
1883 The Last Days of Disco 6.6 1998
1884 The Last Days of Patton 6.4 1986
1885 The Last Hurrah 7.5 1958
1886 The Last Legion 5.4 2007
1887 The Last Man on Earth 7 1964
1888 The Last of Sheila 7.4 1973
1889 The Last Samurai 7.7 2003
1890 The Last Stand 6.4 2013
1891 The Last Sunset 6.8 1961
1892 The Last Tycoon 6.4 1976
1893 The Last Winter 5.6 2006
1894 The Late Show 7.1 1977
1895 The Lawless Breed 6.3 1953
1896 The Lawnmower Man 5.4 1992
1897 The Legend 7.3 1993
1898 The Legend 7.3 1993
1899 The Legend II 7.1 1993
1900 The Legend of Drunken Master 7.6 1994
1901 The Legend of Hell House 6.9 1973
1902 The Legend of Zorro 5.9 2005
1903 The Letter 7.7 1940
1904 The Life of Brian 5.2 2002
1905 The Lion in Winter 8.2 1968
1906 The Lion King 8.5 1994
1907 The Lion King 2: Simba's Pride 6.4 1998
1908 The Little Mermaid 7.6 1989
1909 The Living Daylights 6.7 1987
1910 The Long, Hot Summer 7.5 1958
1911 The Longest Day 7.8 1962
1912 The Longest Day 7.8 1962
1913 The Lord of the Rings: The Fellowship of the Ring 8.8 2001
1914 The Lord of the Rings: The Return of the King 8.9 2003
1915 The Lord of the Rings: The Two Towers 8.7 2002
1916 The Lost World: Jurassic Park 6.5 1997
1917 The Lusty Men 7.6 1952
1918 The Mad Magician 6.4 1954
1919 The Magnificent Seven 7.8 1960
1920 The Maltese Falcon 8.2 1941
1921 The Man from Laramie 7.4 1955
1922 The Man Who Came to Dinner 7.7 1942
1923 The Man Who Shot Liberty Valance 8.1 1962
1924 The Man Who Would Be King 7.9 1975

1925 The Man with the Golden Gun 6.8 1974
1926 The Man Without a Face 6.7 1993
1927 The Manchurian Candidate 8 1962
1928 The Manchurian Candidate 6.6 2004
1929 The Many Adventures of Winnie the Pooh 7.6 1977
1930 The Marrying Kind 7 1952
1931 The Mask 6.9 1994
1932 The Mask of Dimitrios 7.2 1944
1933 The Mask of Zorro 6.7 1998
1934 The Masque of the Red Death 7.1 1964
1935 The Matrix 8.7 1999
1936 The Matrix Reloaded 7.2 2003
1937 The Matrix Revolutions 6.7 2003
1938 The Maze Runner 6.8 2014
1939 The Medallion 5.1 2003
1940 The Melancholy of Haruhi Suzumiya 8.1 2006
1941 The Men Who Stare at Goats 6.3 2009
1942 The Mighty Ducks 6.4 1992
1943 The Mission 7.5 1986
1944 The Missouri Breaks 6.6 1976
1945 The Money Pit 6.2 1986
1946 The More the Merrier 8 1943
1947 The Mothman Prophecies 6.5 2002
1948 The Mouse That Roared 7 1959
1949 The Mummy 7 1999
1950 The Mummy 6.8 1959
1951 The Mummy Returns 6.3 2001
1952 The Mummy: Tomb of the Dragon Emperor 5.2 2008
1953 The Muppets 7.2 2011
1954 The Music Box 8.1 1932
1955 The Naked Spur 7.5 1953
1956 The Negotiator 7.3 1998
1957 The NeverEnding Story 7.4 1984
1958 The Neverending Story II: The Next Chapter 5 1990
1959 The Neverending Story III 3.1 1994
1960 The New Legend of Shaolin 6.3 1994
1961 The New World 6.7 2005
1962 The Next Three Days 7.4 2010
1963 The Nifty Nineties 6.9 1941
1964 The Night of the Following Day 6.2 1968
1965 The Night of the Generals 7.4 1967
1966 The Night of the Hunter 8.1 1955
1967 The Nightcomers 6.1 1971
1968 The Nightmare Before Christmas 8 1993
1969 The Ninth Gate 6.7 1999
1970 The Notebook 7.9 2004
1971 The Odd Couple 7.7 1968
1972 The Odd Couple II 6.4 1998
1973 The Odessa File 7 1974
1974 The Omega Man 6.6 1971

1975 The Omen 5.5 2006
1976 The Omen 7.6 1976
1977 The One 5.9 2001
1978 The Others 7.6 2001
1979 The Outlaw Josey Wales 7.9 1976
1980 The Pacific 8.3 2010
1981 The Palm Beach Story 7.7 1942
1982 The Passenger 7.7 1975
1983 The Patriot 7.1 2000
1984 The Peacemaker 5.9 1997
1985 The Pearl of Death 7.5 1944
1986 The Pee-Wee Herman Show on Broadway 7.6 2011
1987 The Pelican Brief 6.5 1993
1988 The Perfect Storm 6.4 2000
1989 The Perks of Being a Wallflower 8 2012
1990 The Phantom of the Opera 7.4 2004
1991 The Philadelphia Story 8.1 1940
1992 The Pianist 8.5 2002
1993 The Picture of Dorian Gray 7.6 1945
1994 The Pink Panther 5.6 2006
1995 The Place Beyond the Pines 7.3 2012
1996 The Poseidon Adventure 7.1 1972
1997 The Prestige 8.5 2006
1998 The Princess and the Pirate 7 1944
1999 The Princess Bride 8.1 1987
2000 The Princess Bride 8.1 1987
2001 The Prisoner of Zenda 7.8 1937
2002 The Private Life of Don Juan 6.4 1934
2003 The Private Life of Sherlock Holmes 7.2 1970
2004 The Private Navy of Sgt. O'Farrell 5.7 1968
2005 The Prize 6.8 1963
2006 The Pursuit of Happyness 7.9 2006
2007 The Quatermass Xperiment 6.8 1955
2008 The Quick and the Dead 6.4 1995
2009 The Quiet American 7.1 2002
2010 The Quiet Man 7.9 1952
2011 The Railway Man 7.1 2013
2012 The Rainmaker 7.1 1997
2013 The Rainmaker 7.1 1956
2014 The Rare Breed 6.4 1966
2015 The Raven 6.4 2012
2016 The Raven 6.7 1963
2017 The Real St. Nick 6 2012
2018 The Red Baron 6.3 2008
2019 The Relic 5.7 1997
2020 The Remains of the Day 7.9 1993
2021 The Reptile 6.3 1966
2022 The Rescuers 6.9 1977
2023 The Rescuers Down Under 6.9 1990
2024 The Return of Jafar 5.9 1994

2025 The Return of the Musketeers 6 1989
2026 The Revenge of Frankenstein 6.9 1958
2027 The Ring 7.1 2002
2028 The Road to Hong Kong 6.6 1962
2029 The Roaring Twenties 7.9 1939
2030 The Rookie 5.8 1990
2031 The Running Man 6.6 1987
2032 The Russia House 6.1 1990
2033 The Sand Pebbles 7.7 1966
2034 The Santa Clause 6.3 1994
2035 The Santa Clause 2 5.5 2002
2036 The Santa Clause 3: The Escape Clause 4.6 2006
2037 The Satanic Rites of Dracula 5.5 1973
2038 The Scarlet Pimpernel 7.7 1982
2039 The Sea Wolves 6.3 1980
2040 The Searchers 8 1956
2041 The Secret Garden 7.5 1949
2042 The Secret of NIMH 7.6 1982
2043 The Secret World of Alex Mack 7.8 1994
2044 The Seventh Cross 7.4 1944
2045 The Seventh Seal 8.3 1957
2046 The Seventh Victim 7 1943
2047 The Shawshank Redemption 9.3 1994
2048 The Shield 8.8 2002
2049 The Shining 8.4 1980
2050 The Shootist 7.7 1976
2051 The Shop Around the Corner 8.1 1940
2052 The Siege 6.3 1998
2053 The Siege 6.3 1998
2054 The Silence of the Lambs 8.6 1991
2055 The Sixth Sense 8.2 1999
2056 The Sky Dragon 7.1 1949
2057 The Snows of Kilimanjaro 6.3 1952
2058 The Social Network 7.8 2010
2059 The Solid Gold Cadillac 7.6 1956
2060 The Soloist 6.7 2009
2061 The Song of Bernadette 7.7 1943
2062 The Sons of Katie Elder 7.2 1965
2063 The Sorcerers 6.4 1967
2064 The Spanish Main 6.4 1945
2065 The Spiral Staircase 7.6 1945
2066 The Spirit of St. Louis 7.2 1957
2067 The Spy Who Loved Me 7.1 1977
2068 The Stand 7.3 1994
2069 The Sting 8.3 1973
2070 The Story of Temple Drake 7.2 1933
2071 The Story of Vernon and Irene Castle 7 1939
2072 The Stranger 7.4 1946
2073 The Strawberry Blonde 7.4 1941
2074 The Sundowners 7.3 1960

2075 The Sword and the Rose 6.7 1953
2076 The Sword in the Stone 7.2 1963
2077 The Taking of Pelham 1 2 3 6.4 2009
2078 The Tale of Despereaux 6.1 2008
2079 The Talented Mr. Ripley 7.3 1999
2080 The Taming of the Shrew 7.2 1967
2081 The Tarnished Angels 7.3 1957
2082 The Ten Commandments 7.9 1956
2083 The Terminal 7.3 2004
2084 The Terminator 8.1 1984
2085 The Testament of Dr. Mabuse 7.9 1933
2086 The Theory of Everything 7.7 2014
2087 The Thief of Bagdad 7.6 1940
2088 The Thin Man 8.1 1934
2089 The Thin Red Line 7.6 1998
2090 The Thing 8.2 1982
2091 The Thing 6.2 2011
2092 The Thing from Another World 7.3 1951
2093 The Third Man 8.3 1949
2094 The Three Burials of Melquiades Estrada 7.5 2005
2095 The Three Musketeers 6.3 1993
2096 The Three Musketeers 5.8 2011
2097 The Three Musketeers 7.3 1973
2098 The Time Machine 7.6 1960
2099 The Time Machine 5.9 2002
2100 The Time of Their Lives 8 1946
2101 The Tomb of Ligeia 6.6 1964
2102 The Towering Inferno 6.9 1974
2103 The Train 7.9 1964
2104 The Train Robbers 6.4 1973
2105 The Treasure of the Sierra Madre 8.3 1948
2106 The Trial 7.9 1962
2107 The Tuxedo 5.3 2002
2108 The Twelve Kingdoms 8.3 2002
2109 The Twilight Saga: Breaking Dawn - Part 1 4.9 2011
2110 The Twilight Saga: Breaking Dawn - Part 2 5.6 2012
2111 The Twilight Saga: Eclipse 4.9 2010
2112 The Twilight Saga: New Moon 4.6 2009
2113 The Two Jakes 6.1 1990
2114 The Undefeated 6.6 1969
2115 The Uninvited 7.5 1944
2116 The Usual Suspects 8.6 1995
2117 The Verdict 7.8 1982
2118 The Verdict 7.2 1946
2119 The Visitor 4.7 1979
2120 The Wages of Fear 8.2 1953
2121 The War 9 2007
2122 The Watcher 5.3 2000
2123 The West 8.4 1996
2124 The Whalers 7.3 1938

2125 The White Cliffs of Dover 7.1 1944
2126 The Wicker Man 7.6 1973
2127 The Wild Bunch 8 1969
2128 The Wild Life 6 1984
2129 The Winds of War 8.2 1983
2130 The Wings of Eagles 6.8 1957
2131 The Winston Affair 6.6 1964
2132 The Wizard of Oz 8.1 1939
2133 The Wolf Man 7.4 1941
2134 The Wolf of Wall Street 8.2 2013
2135 The Wolfman 5.8 2010
2136 The Wolverine 6.7 2013
2137 The Woman in Black 6.4 2012
2138 The Woman in the Window 7.8 1944
2139 The Woman on Pier 13 5.9 1949
2140 The World Is Not Enough 6.4 1999
2141 The World's End 7 2013
2142 The X-Files 8.7 1993
2143 The X-Files 8.7 1993
2144 The Year of Living Dangerously 7.2 1982
2145 The Young Lions 7.3 1958
2146 Them! 7.3 1954
2147 There's Something About Mary 7.1 1998
2148 These Wilder Years 6.7 1956
2149 They Died with Their Boots On 7.3 1941
2150 They Met in Bombay 6.5 1941
2151 They Were Expendable 7.3 1945
2152 They Were Expendable 7.3 1945
2153 Thir13en Ghosts 5.5 2001
2154 Thirty Seconds Over Tokyo 7.5 1944
2155 This Happy Breed 7.3 1944
2156 This Is It 7.3 2009
2157 This Is the End 6.7 2013
2158 Thor: The Dark World 7.1 2013
2159 Thoroughly Modern Millie 7 1967
2160 Thousands Cheer 6.4 1943
2161 Three Days of the Condor 7.5 1975
2162 Thunderball 7 1965
2163 Thunderbird 6 6.3 1968
2164 Thunderbolt 6.3 1995
2165 Thunderbolt and Lightfoot 7.1 1974
2166 Thunderheart 6.8 1992
2167 Time After Time 7.2 1979
2168 Time Out for Rhythm 6.7 1941
2169 Tin Man 7.2 2007
2170 Tinker Tailor Soldier Spy 7.1 2011
2171 Titan A.E. 6.6 2000
2172 Titanic 7.7 1997
2173 TMNT 6.3 2007
2174 To Catch a Thief 7.5 1955

2175 To Have and Have Not 8 1944
2176 To Hell and Back 7.5 1955
2177 To Kill a Mockingbird 8.4 1962
2178 To the Shores of Tripoli 6.1 1942
2179 Tombstone 7.8 1993
2180 Tommy Boy 7 1995
2181 Tomorrow Is Forever 7.5 1946
2182 Tomorrow Never Dies 6.5 1997
2183 Top Gun 6.9 1986
2184 Top Hat 7.8 1935
2185 Topper 7.4 1937
2186 Tora! Tora! Tora! 7.5 1970
2187 Torn Curtain 6.7 1966
2188 Total Recall 7.5 1990
2189 Total Recall 6.3 2012
2190 Touch of Evil 8.2 1958
2191 Tower Heist 6.2 2011
2192 Tower of London 6.7 1939
2193 Tower of London 6.3 1962
2194 Toy Story 8.3 1995
2195 Toy Story 2 7.9 1999
2196 Toy Story 3 8.4 2010
2197 Traffic 7.6 2000
2198 Trailer Park Boys 8.5 2001
2199 Trainspotting 8.2 1996
2200 Transformers 7.1 2007
2201 Transformers: Dark of the Moon 6.3 2011
2202 Transformers: Revenge of the Fallen 6 2009
2203 Treasure Island 7 1950
2204 Treasure Island 7 1950
2205 Trick or Treat 7.3 1952
2206 Trigun 8.4 1998
2207 TRON 6.8 1982
2208 TRON: Legacy 6.8 2010
2209 Tropic Thunder 7 2008
2210 True Crime 6.6 1999
2211 True Grit 7.4 1969
2212 True Grit 7.7 2010
2213 True Lies 7.2 1994
2214 Tucker: The Man and His Dream 6.9 1988
2215 Tugboat Mickey 7.3 1940
2216 Turner & Hooch 6 1989
2217 Twelve Monkeys 8.1 1995
2218 Twelve O'Clock High 7.8 1949
2219 Twice-Told Tales 6.7 1963
2220 Twilight 5.2 2008
2221 Twister 6.3 1996
2222 Two Girls and a Sailor 6.8 1944
2223 U-571 6.6 2000
2224 UHF 7 1989

2225 Ulysses 6.5 1967
2226 Uncommon Valor 6.3 1983
2227 Under the Mountain 4.9 2009
2228 Underworld 7 2003
2229 Underworld: Evolution 6.8 2006
2230 Unforgiven 8.3 1992
2231 Universal Soldier 5.9 1992
2232 Universal Soldier: Day of Reckoning 5 2012
2233 Universal Soldier: Regeneration 5.2 2009
2234 Unsolved Mysteries 8.3 1987
2235 Unstoppable 6.8 2010
2236 Up 8.3 2009
2237 Up in the Air 7.5 2009
2238 Up in the Air 7.5 2009
2239 V for Vendetta 8.2 2005
2240 Valkyrie 7.1 2008
2241 Vampire Hunter D: Bloodlust 7.8 2000
2242 Van Helsing 6 2004
2243 Vanilla Sky 6.9 2001
2244 Vanishing on 7th Street 4.9 2010
2245 Vengeance Valley 6 1951
2246 Vertigo 8.4 1958
2247 Village of the Damned 7.3 1960
2248 Virus 4.8 1999
2249 Viva Las Vegas 6.3 1964
2250 Volcano 5.4 1997
2251 Von Ryan's Express 7.2 1965
2252 Voyage to the Bottom of the Sea 6.1 1961
2253 W. 6.4 2008
2254 Wag the Dog 7.1 1997
2255 Wake of the Red Witch 6.7 1948
2256 Walk Don't Run 6.7 1966
2257 Walk on the Wild Side 6.8 1962
2258 Walk the Line 7.9 2005
2259 Wall Street 7.4 1987
2260 Wall Street 7.4 1987
2261 Wall Street: Money Never Sleeps 6.3 2010
2262 WALL-E 8.4 2008
2263 War & Peace 8.3 1972
2264 War and Peace 6.8 1956
2265 War and Remembrance 8.4 1988
2266 War of the Worlds 6.5 2005
2267 Warm Bodies 6.9 2013
2268 Warrior 8.2 2011
2269 Watch on the Rhine 7.4 1943
2270 Watchers 5.2 1988
2271 Waterloo Bridge 7.8 1940
2272 Way Down East 8 1920
2273 Way Out West 7.8 1937
2274 Wayne's World 7 1992

2275 Wayne's World 2 6.1 1993
2276 We Were Soldiers 7.1 2002
2277 We're Not Married! 6.4 1952
2278 Weekend at Bernie's 6.3 1989
2279 West Point 8 1927
2280 Westward Passage 5.6 1932
2281 Westworld 7.1 1973
2282 What's the Matter with Helen? 6.4 1971
2283 When They Cry 8.3 2006
2284 When Trumpets Fade 7.3 1998
2285 When Worlds Collide 6.7 1951
2286 Where Eagles Dare 7.7 1968
2287 Where the Sidewalk Ends 7.7 1950
2288 While the City Sleeps 7 1956
2289 White Christmas 7.6 1954
2290 White Heat 8.2 1949
2291 White House Down 6.4 2013
2292 Who Framed Roger Rabbit 7.7 1988
2293 Who's Afraid of Virginia Woolf? 8.1 1966
2294 Wild and Wonderful 6.4 1964
2295 Wild Hogs 5.9 2007
2296 Wilson 7 1944
2297 Windtalkers 6 2002
2298 With a Song in My Heart 7 1952
2299 Without a Clue 7 1988
2300 Without Love 6.8 1945
2301 Without Reservations 6.6 1946
2302 Wolf 6.2 1994
2303 Wolf's Rain 8.1 2003
2304 Woman of the Year 7.3 1942
2305 Working Girl 6.7 1988
2306 World Without End 6 1956
2307 Wrath of the Titans 5.8 2012
2308 Wuthering Heights 7.7 1939
2309 Wuthering Heights 7.7 2009
2310 WWII in HD 8.7 2009
2311 Wyatt Earp 6.6 1994
2312 X-Men 7.4 2000
2313 X-Men Origins: Wolverine 6.7 2009
2314 X-Men: Days of Future Past 8.1 2014
2315 X-Men: The Last Stand 6.8 2006
2316 X2 7.5 2003
2317 xXx 5.8 2002
2318 Yankee Doodle Dandy 7.8 1942
2319 You Can't Take It With You 8 1938
2320 You Don't Mess with the Zohan 5.5 2008
2321 You Only Live Twice 6.9 1967
2322 You've Got Mail 6.5 1998
2323 Young Bride 6.4 1932
2324 Young Frankenstein 8.1 1974

2325 Young Man with a Horn 7.2 1950
 2326 Young Mr. Lincoln 7.7 1939
 2327 Zero Dark Thirty 7.4 2012
 2328 Zodiac 7.7 2007
 2329 Zombieland 7.7 2009
 2330 Zoolander 6.6 2001
 2331 Zulu 7.8 1964

15.9 September

Red Hat White Paper (2013-09-02 08:39)

Red Hat Enterprise Linux appeals to people who prefer a cost effective, safe, and stable operating system.

The main appeal that is Linux is designed for an open source (freely available) vs. a closed source (proprietary software) operating system. However, all operating systems are in danger of being hacked. Even so, in 2004, Microsoft security flaws were at a 38 % critical status while 10 % of Red Hat security flaws were critical status.

The main theme of this paper is that the Linux design ensures security better than Windows.

The benefits of Red Hat Enterprise Linux include:

-

Red Hat Enterprise Linux provides

95 % to 140 % advantage over Windows for performance of real-world enterprise workloads.

-

Red Hat Enterprise Linux supports 4096 processors while Windows Server 2012 supports only 64 processors.

-

Red Hat supports more RAM than Windows

-

Linux can run in server farms.

-

Red Hat includes mandatory access control with SELinux and sVirt which means that it has an extra layer of security originally in UNIX .

-

Red Hat Enterprise Linux virtualization can perform as well or better than bare metal (Cloud Infrastructure firmware).

-

The Kernel Virtual Machine permits Linux to be a Type 1 bare metal hypervisor from the kernel which creates stability and security inside the virtual machine.

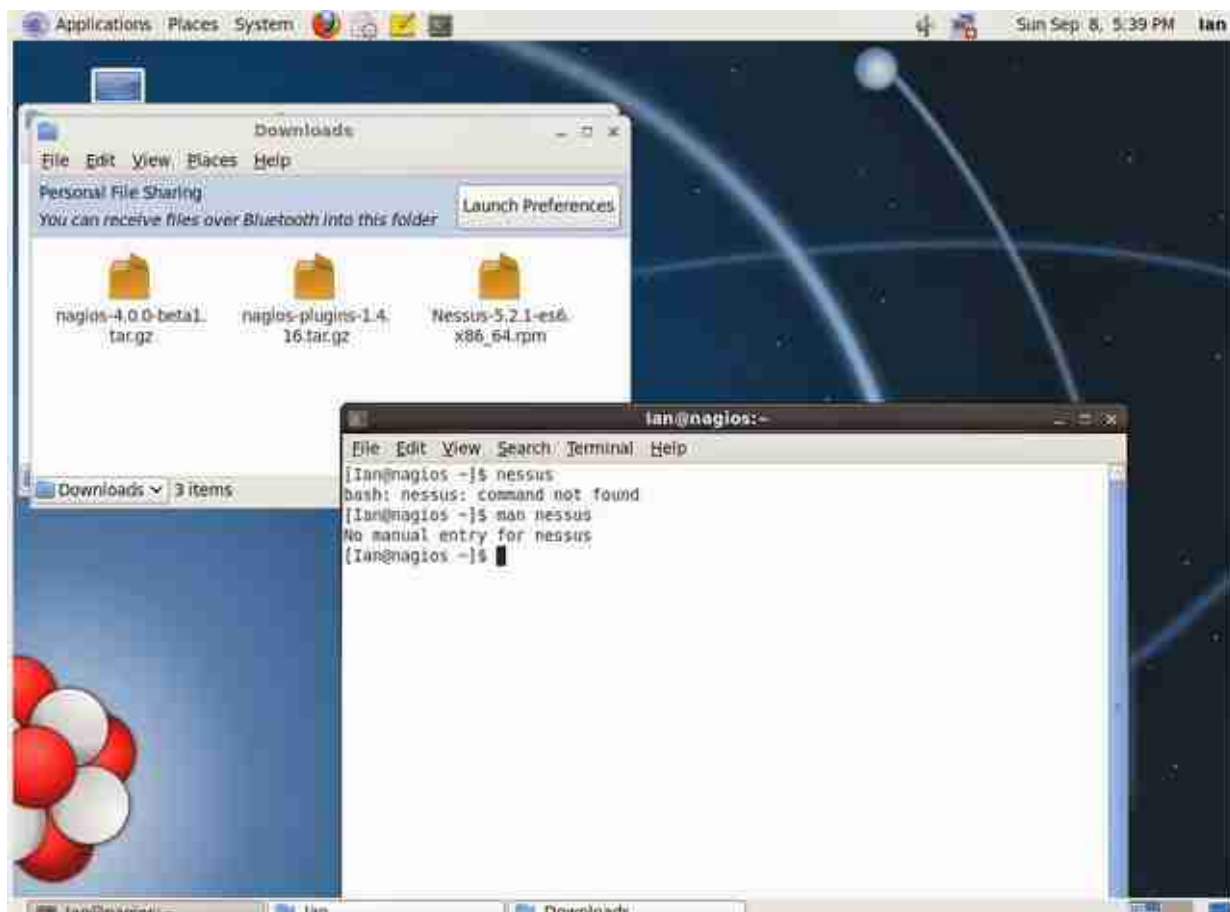
The sVirt integrates with a virtualization management abstraction layer called libvirt to deliver a MAC-like agenda for virtual machines. This architecture permits all virtualization platforms preserved by libvirt and all MAC employments maintained by sVirt to operate together.

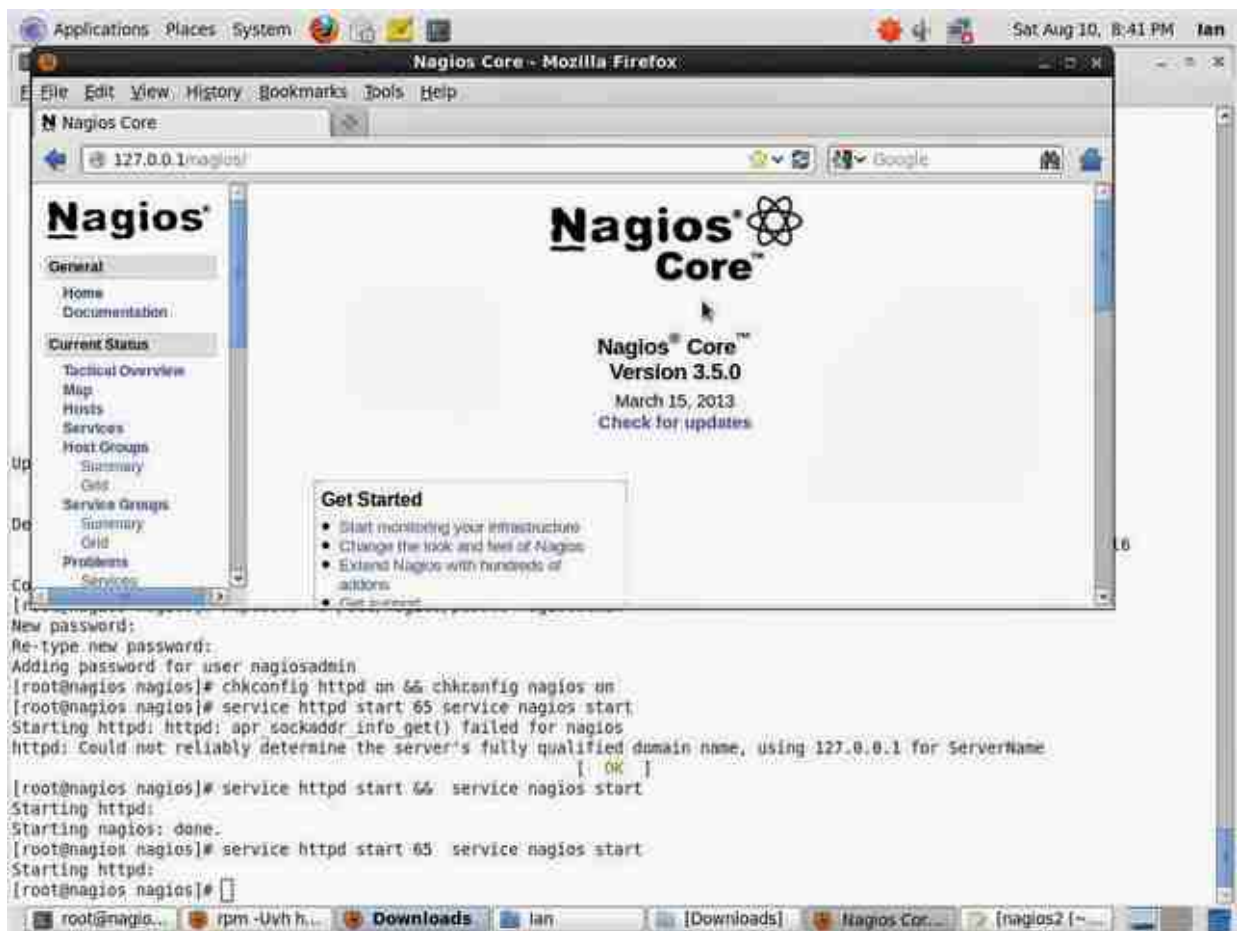
The recommendations for Red Hat Enterprise Linux are as follows:

I recommend Scientific Linux which is a free Red Hat Enterprise Linux clone download that has NTFS-3g for Windows NTFS drivers and RPM Fusion. It can be used like a RHEL web server, because it is a clone after all.

VMware, vSphere, or KVM are recommended for Red Hat Enterprise Linux, because both are enterprise -grade virtual machines. I strongly recommend KVM virtualization, because it is much more efficient with time and allows the user to perform tasks faster rate with 4096 processors.

The time management improvement when the operating system in the VM is hacked and has SELinux and sVirt integration, you can delete the VM right away and you can use the backup copy immediately.





Cyber threats

One type of terrorism is cyber warfare attack which endangers America's financial and national security.

One example of a serious cyber threat is China or Russia hacking into our power grid and leaving a logic bomb causing a situation similar to the Northeast Blackout of 2003. The Northeast Blackout of 2003 was caused by UNIX kernel panic which caused the affected operating system to crash. A logic bomb is a malicious code that waits for a sequence of events which causes the kernel panic.

It's evident that cyber warfare is an effective power tool for any government to use against an ally or enemy that threaten communications systems and/or a deactivates national infrastructure. (

Schneier , B.

, 2013)

Better security

The commercial infrastructure frequently undervalues the occurrence and possibility of breaches, with numerous groups reluctant to depict the amount of the data loss. Executives are always on the lookout for breaches. Cyber attacks pose a substantial menace to cherished commercial data as well as legal and promotional problems that can touch customer assurance and maintenance. Security at all levels is compulsory, from developers reducing the possibility for danger in their submissions, to system administrators logging, monitoring access, and limiting and keeping systems current. Like Windows, Linux has security like access control lists, ciphertext, Kerberos, MD5 encryption , SHA2 hash algorithm, root password and privileged ports. Red Hat Enterprise Linux delivers satisfactory application support so that deployment security is consistent, reliable, and feasible. Today, IT establishments use a variety of approaches to secure enterprise infrastructure, such as isolating environments with deploying firewalls, virtualization, performance deep packet inspection and executing untested code called

sandboxing. (Redhat, 2013)

Privileges

Linux security is more ideal, because users don't have the same "root" privileges as Windows. Windows users can choose to have an administrator account, but with Linux users, only administrators can have root privileges (superuser). Most Linux users do not have access to the root account meaning that they cannot do damage to their Linux.

(

Noyes, K., 2010)

Social engineering

Social engineering, such as viruses and worms, is a method that cyber attackers use to entrap the user to do damage to their system unknowingly. The malicious code can be easily spread when users open attachments that carry worms and viruses.

Windows is more prone to social engineering than Linux, because malicious codes cannot be executed on Linux since the root account is locked out to all users, except for administrators. The advantage here is that only administrators have the root access, thus preventing damage to a Linux system.

(

Noyes, K., 2010)

Monoculture effect

Windows has a monoculture effect meaning both viruses and Windows users have the same technology.

Microsoft Windows dominates most of the email such as Outlook and Outlook Express.

Conversely, Linux has a generic diversity which minimizes effect of viruses, worms, and Trojan horses. (

Noyes, K., 2010)

Audience size

Most viruses target Windows by virtue of its large audience.

The fact that millions of people are using Windows makes it an attractive target for attacks.

(

Noyes, K., 2010)

Windows in Organizations

Windows 7, 8 and Windows Server 2012 are the chosen operating system of many organizations.

It is dangerous to have a ten year old Windows XP, because its vulnerable to hacking. Even with Windows emulation with Crossover Linux (wine front-end) compatibility, organizations are reluctant to make a switch to Red Hat Enterprise Linux clones, because Linux isn't marketed to business.

Security takes a back seat to application compatibility in the Cyber Cold War era. (

Noyes, K., 2010)

Linus Benedict Torvalds

Law

Linus law says, "Given enough eyeballs, all bugs are shallow". (

Noyes, K., 2010)

Consequently, Windows users only have a limited set of paid developers (less eyeballs) who work to find problems in code. Only after a solution is found, does it get publicized.

Linux would have countless users viewing the code at any time, making it more likely that someone would identify a flaw, and fix it immediately for everybody's usage.

(

Noyes, K., 2010)

Virtual Machines

Applying virtual machines to Linux enhances security and ensures process availability.

There are three key features of a virtual machine. First, each virtual machine is isolated from each other. If there is a kernel panic on one virtual machine, other virtual machines are not affected. Second, the hypervisor is situated in-between the server hardware and the software stack.

This means legacy applications are using the latest hardware technology even though the operating system doesn't support the necessary drivers in the virtual machine.

(Archive.org, 2013)

Kernel Virtual Machine



The above chart shows how Red Hat Enterprise Virtualization is based off KVM.

First, KVMs were designed from some hardware assisted virtualization.

KVM was designed into an optimized hypervisor solution of baggage. The KVM in Linux can use the entire hardware vendor ecosystem.

KVM can store VM images into every storage supported by Linux such as SATA, SCSI, network attached storage and SAMBA or SAN or iSCSI.

It has a virtualization manager that has advanced capabilities for guests and hosts like high availability migration, and system scheduler. Also, there is a reporting engine that has a documented database schema and sample reports so that Red Hat Virtualization Manager can extract information.

Red Hat can prioritize high availability of critical virtual machines so that ranking can take place so mission critical applications may be a priority on remaining hardware whilst other virtual machines are reduced at the same time. Red Hat virtualization manager can track live migration for movement of running virtual machines from one host to the next host without a performance hit. Red Hat Virtualization manager has a search driven interface that can tag for searching virtual machines for host characteristics. (archive.org, 2013)

VMware



The above charts show that VMWare vSphere can improve the deployment of infrastructures.

The

vCenter has fast provisioning by replication of virtual machines. vCenter has load-balancing,

live migration of virtual machines,
 high availability for virtual machines,
 and has an automated patch management for hypervisor.

The purpose of vCenter is to use a VMware vSphere farm which has more services in less physical servers. Both virtual machines play the identical set of events.

The virtual machines check each other's heart beat and take over if VMs miss heart beats. vSphere has its individual virtual switch, because administrators tend to prefer physical networks. At a datacenter level, disputed switches span numerous vSpheres hosts and aggregate networking. The switch abstraction configuration of individual virtual switches and enables centralized administration. There is a VMware Site Recovery Manager to restart virtualized ICT infrastructure in a backup center when a main datacenter fails.

The Site Recovery Manager is rapid, reliable, affordable, and manageable. VMware is 64 % of the market while Microsoft virtualization is 27 % as seen in the chart below.

(archive.org, 2013)



Traditional x86 security approaches

The hardware layer is set to different devices and computes resources.

The OS layer would need control of the hardware operation. The OS layer is responsible for prioritizing the hardware resources and sharing them among the different tasks.

The services layer would use the OS as an interface to access required hardware resources.

The hypervisor will allow underutilized servers to become utilized servers by producing independence amid hardware and software layers. The application has the ability to run in numerous dissimilar development and test systems. The protection is where the administrator has a low-cost storage area network.

Deployment is where virtualization reduces administrative effort and increases deployment speed.

(archive.org, 2013)

Six layers of VES

There are six features that VES or server consolidation uses to host aging applications or operating systems on modern hardware, for application isolation and security.

The six layers of VES are virtual access software, virtual application environment software, virtual processing software, virtual storage software, server provisioning, and management software and security software. Virtual access software will allow applications to be accessed from almost any intelligent access point device over any network without applications ever having to be architected for supporting that device or network.

There is virtual user interface software or various types of portal software.

Second, virtual application environment software creates an application and deployment environment which would develop applications so they are more reliable and robust and unaware of the underlying hardware or operating environment.

Third, virtual processing software appears on main systems such as operating environment, single-system image clustering software making many systems appear to be a single computing resource running a single operating environment.

This would include load balance software, data and application availability software, single system image clustering, and parallel processing software.

Fourth, virtual storage software tolerates applications unaware of how and where application and data are stored including storage replication and file systems.

The software supports network attached storage and storage area networks. Fifth, the security provisioning and management software allows administrators and operators to manage, operate and load environment categories. This is an example of module of on-demand or adaptive environment methods to application deployment.

Sixth, the security software is decomposed into components, access control and identify management are much more significant.

Without strong security, black hats could destroy the distributed architecture and commander application components or resolves to an organization's disadvantage. (

Gillen, A., 2006)

SELinux

By leveraging the trust of minimum privilege and over the organization of a security policy on the system, SELinux stops the negotiation of a whole system due to the negotiation of a single program running which would then be raised privileges. The second benefit is that SELinux defends the privacy and truthfulness of data. By eliminating preference from users over which way data may be operated, delicate data can be limited from inadvertent, deletion, modification or sharing when security-relevant access is taking place or when procedure struggles to open a file and caught in the kernel by SELinux. (

Runge, C., 2013) (redhat.com, 2013)

With respect to the kernel, SELinux adds a security attendant comprehending the security policy. SELinux's detached implementation mechanism receives and smears the policy decision. The enforcement mechanism and policy are autonomous; policy changes do not necessitate variations to the implementation device. SELinux modifies numerous user- space components for distinguishing and treating policy development, role changes, security contexts, and other tasks vital for performing mandatory access control on the system. SELinux has contents, object classes, labels, policy rules, interfaces, and attributes. (

Runge, C., 2013) (redhat.com, 2013)

Discretionary Access Controls (DAC)

Most Linux and UNIX-based operating systems practice an access control tool known as Discretionary Access Control (DAC). Under a DAC scheme, directories and files on the system are labeled resolving a set of permissions on behalf of which group and user the file is proper to and what that user, group, or others interact with the object, such as reading, writing, or executing. This comparatively simple yet mainly influential scheme permits multiple users and programs to harmonize on the same system, the permissions are properly set, ensures that users have control over their objects but no others. By exploiting a program, such as a daemon (Nagios Core) that scores with filled root permissions, the user can use that database as an introduction pad for his/her preferred malicious actions on the system. (

Runge, C., 2013) (redhat.com, 2013)

Mandatory Access Control (MAC)

Mandatory access control removes security decisions from of the user. While users and groups may still own files and directories on the system, permission is eventually administrated by a security policy, that labels which users and programs can contact which objects on the system. This security policy is required over all procedures and objects on the hardware. First, the trusted operating systems that delivered mandatory access control had mostly distinct offerings from their normal counterparts. The inadequate audience is consisting of intelligence and military applications; these important systems had recognized less prominence from operating system vendors and third-party vendors alike. (

Runge, C., 2013) (redhat.com, 2013)

Multi-Level Security (MLS)

Multi-level security has a specific mandatory access control model that has confidentiality.

Traditionally, a physical separation of a dedicated system would split up among Top Secret, classified, and confidential. The multi-level security is dynamically enabled to have multi-category security which has added a discretionary labeling scheme.

(

Runge, C., 2013)

Svirt

It is important to know that sVirt repeatedly manages the virtual machine process security boundary, shielding the hypervisor, host, and other virtual machines from hacking.

An example would be each virtual machine has a process; labeled by SELinux, successfully forming a security limit around every virtual machine. The sVirt extends the SELinux classification scheme to VMs; thereby, leveraging the established SELinux capabilities and as well as providing extra significant benefits for security administration.

Each system resource such as counting data files, devices, and processes labeled by a type that entitles its security sVirt dynamically labels the VM procedures have policy recognized on the VM file images. As a result, the VM technique cannot contact possessions separate of the VM. These VM process labels are applied mechanically and vigorously, stopping the administrative problem of manually labeling resources and building the entire security solution to be policy-driven-based. (

redhat.com, 2013)

Benefits

Some of sVirt's benefits are that it has proven security on virtual environment and was co-developed by the National Security Agency.

There is protection of network resources, data files, memory, and applications.

There is protection against virus attacks across virtual machines. The sVirt has integration with SELinux protects of virtual machine resources running a Linux guest.

There is a policy driven security with low administration liability.

(

redhat.com, 2013)

Hypervisor security threats

Hypervisor security threats are when a compromised application is running on a virtual machine and attacks KVM so that it may access resources.

This can include devices within the physical machine, applications, or host operating system.

This threat is a threat vector unique in virtualization and represents a risk that the fundamental real machine would be compromised when there are sole virtual application weaknesses. (

redhat.com, 2013)

VM Security threats

This is when there is a compromised application running in a VM which attacks a hypervisor to control another VM. This is unique to virtualization and represents risk as a multitude of VMs images are compromised with viruses due to vulnerability.

(

redhat.com, 2013)

Conclusion

An age of multi-computer households permits Linux to be an enormous savings over Windows.

Linux has all the software repositories in one place so the administrator doesn't have to search the web for programs which are missing and the repositories come without a malicious code and Windows does not.

Most drivers are a part of the Linux kernel whereas Windows supports very little hardware and requires manufacture driver downloads.

Linux is more secure than Windows, because the firewall (iptables) is apart from the Linux kernel.

Malware is not seen in Linux, because software is installed directly from the Red Hat repositories.

(

Bothwick, N., 2010)

References

Bothwick, N. (2010, December 4). 20 reasons you should switch to Linux. Retrieved from Techradar website: <http://www.techradar.com/us/news/software/operating-systems/20-reasons-you-should-switch-to-linux-912294>

I discuss security of Linux in my white paper, and this a relevant source, because it also discusses security of Linux. The relevance of this source is it comes from United Kingdom's Linux Format magazine. A strength of this source is that the article has a list format. A weakness of this source is that there are more than twenty reasons Linux is better than Windows, but are not listed in the source. A goal would be naming some headlines from the list of this website in my white paper, because Linux Format is legitimate.

Gillen, A. (2006). *Red Hat Virtualization: Meeting the challenges of optimization*. Retrieved August 21, 2013, from Red Hat website: http://www.redhat.com/f/pdf/virtualization/idc_200791.pdf

This source provides a brief history of virtualization. It is relevant, because it has the virtual access software listed. The strength of this source is that it describes the six layers of VES for Red Hat Enterprise Linux. A weakness is that was published in 2006, and there is no updated revision. The source will help explain the six layers of virtual environment software in virtual access software.

Noyes, K. (2010, August 3). Why linux is more secure than windows. Retrieved from PCWorld website: http://www.pcworld.com/article/202452/why_linux_is_more_secure_than_windows.html

I discuss security of Linux in my white paper, and this a relevant resource, because it also discusses security of Linux. A strength in this resource is the author holds a Master's Degree in Management Information Systems and writes for the Linux Foundation. The weaknesses of this resource are that I disagree with key factor #5, Linus law, as stated in the article due to freezing. I believe this article is a great summary of key factors of Linux security, and these key factors are going to be included with my white paper.

Runge, C. (n.d.). *SELinux: A new approach to secure systems*. Retrieved from Red Hat website: <http://www.redhat.com/rhcm/rest-rhcm/jcr/repository/collaboration/jcr:system/jcr:versionStorage/bee786240a0526027965377c1ccaded2/2/jcr:frozenNode/rh:pdfFile.pdf>

The source is relevant to my white paper, because it discusses SELinux. The source talks about Access Control Mechanisms, Security Enhanced Linux itself, and SELinux architecture and design. The strength of this source is that it tells

you where to deploy SELinux, and discusses recent additions to SELinux capabilities. A weakness of this source is that it does not show the limitations of SELinux and Mandatory Access Control. One of the goals of my white paper is to explain Mandatory Access Control (MAC) as well as Multi-level security (MLS) in SELinux, which are also covered in this article.

Schneier, B. (2013, June 21). US Offensive Cyberwar Policy [Blog post]. Retrieved from Schneier on Security website: http://www.schneier.com/blog/archives/2013/06/us_offensive_cy.html

This source is relevant with the cyber cold war with China, Russia, and old cold war enemies. This source discusses disrupting communications systems, and disabling national infrastructure like a power grid. The strength is it mentions the threat from China and Russia, because these countries do the most hacking. The weakness is that it doesn't mention Red Hat Enterprise Linux. One of the goals is to focus on the cyber warfare from different countries.

Secure virtualization with sVirt . (2013). Retrieved from Red Hat website: <http://www.redhat.com/rhecm/rest-rhecm/jcr/repository/collaboration/jcr:syste m/jcr:versionStorage/cddee980a070d54511c17e2-d78baed5/3/jcr:frozenNode/rh:p dfFile.pdf>

This source is relevant, because it includes a brief history of secure virtualization with sVirt and provides industry knowledge on virtualization. A strength of the source is that it discusses powerful policy driven safety with low administration load. The weakness is that this source does not discuss the implementation of sVirt in Red Hat Enterprise Linux. This source will help me discuss sVirt and how it relates to SELinux in my paper.

SELinux and mandatory access control (MAC). (2013). Retrieved from Red Hat website: https://access.redhat.com/site/documentation/en-US/Red_Hat_Enterprise_Linux/6/html/Virtualization_Security_Guide/sect-Virtualization_Security_Guide-sVirt-MAC.html

This resource is a manual for virtualized environments found on the Red Hat website. Since this article discusses how checking is an allowed operation once standard discretionary access controls are checked, it is relevant to my white paper, because I am talking about mandatory access control. A strength is Red Hat's credibility, since Red Hat is credible their manuals should be credible. A weakness is that the manual was short and only had a dictionary description of the topic; therefore, this does not promote adequate information for the user. The manual is going to help me with proper definitions.

SELinux for Red Hat Developers . (n.d.). Retrieved 2013, from Red Hat website: <http://www.redhat.com/rhecm/rest-rhecm/jcr/repository/collaboration/jcr:syste m/jcr:versionStorage/e906c3960a0526014bf0b447-4cffa022/2/jcr:frozenNode/rh:p dfFile.pdf>

The source is relevant to my white paper, because it covers the roots of SELinux such as multi-level security (MLS), discretionary access control (DAC) and mandatory access controls (MAC). Since my paper talks about these controls, this resource will be valuable. The strength of this source is that it is a white paper, so it provides me with more knowledge on how to write my final paper. One weakness of the source is that the audience is for programmers, and may not be as well understood by non-programmers. The goal of using this resource is to help discuss SELinux's MAC and DAC in my paper.

Sobell, M. G. (2012). *A practical guide to Fedora and Red Hat Enterprise Linux* (6th ed.). Upper Saddle River, NJ: Prentice Hall.

This source deals with virtual machines including XEN, VMware, and KVM. This is relevant, because my white paper discusses VMware and KVM. A strength that this resource has is that it is a published book, and this only legitimizes its credibility. A weakness is that the book has a 2012 copyright, and the information can be outdated even if it is only a year old. I will use the security knowledge from this book for my white paper since I will be discussing targeted, multilevel, and strict security.

Virtualization at Fujitsu . (2013). Retrieved from Archive.org website: <https://archive.org/download/WpVirtualization/wp-virtualization.pdf>

This source explains what virtualization is. I discuss a lot about virtualization in my white paper; therefore, this is relevant. This paper discusses the best known technologies including Red Hat Enterprise Linux, and this is a strength,

because my paper is about Red Hat. The weakness is that Fujitsu is from Japan; therefore, I cannot use some of the Fujitsu-centric terminology, because it is proprietary to that company. Since one of the goals in my white paper is to discuss virtualization, this should be an informative resource.

Anticipated PS4 games (2013-09-02 23:52)

My anticipated PS4 titles. The best console coming out in November.

Final Fantasy XV

Lords of the Fallen

Diablo 3 - I own it for PC, and would love single player and free MMORPG play.

Drive Club

Assassin's Creed IV

PS4 is less expensive (\$400) than xbox one (\$500).It's been a long time since I've cared about console gaming. Aside from a few stand out exceptions the last generation of consoles has been disappointing enough that I never actually bought any of the consoles; I was given my Wii for my birthday and my Xbox 360 was a red ringed hunk of plastic when I got it, albeit a red ringed hunk that was still under warranty. Suffice to say I wasn't impressed, and everything I've heard thus far about the "Next Generation" has me convinced that my decision to join the PC Gaming Master Race was the smartest thing I've done since deciding to forgive Blizzard for World of Warcraft's Cataclysm expansion. All the same though it's impossible to deny the console share of the video game market, and with Nintendo's Wii U having been released late last year the generation of the Console War has begun. Sony and Microsoft have both announced their next generation console, and with Nintendo marching to the beat of it's own drum as always Microsoft and Sony only really have each other to contend with. From initial reports though it's already shaping up to be so one-sided a fight in Sony's favor it's almost embarrassing to write this as if there will be an even fight. Still, here's the blow-by-blow based one what we know so far.

1. Technical Specifications

The biggest difference between the Playstation 4 and the Xbox One thus far is the power each system boasts. The Xbox One boasts 8GB of DDR3 RAM powered by a custom 8-core AMD CPU (Microsoft is being vague on the processor details) backed up with a 500GB hard drive. On Sony's side the Playstation 4 offers up an 8-core x86-64 AMD "Jaguar" CPU and 8GB of GDDR5 RAM and an unknown amount of hard drive space. Both pack a modest amount of RAM compared to a decent gaming PC, but it's 16 times the amount of RAM the previous generation of consoles offered. Both will also feature Blu-Ray support as well as online services and 4k support. The Playstation 4 also has Bluetooth compatibility while the Xbox One doesn't.

Overall the graphical fight between the Playstation 4 and Xbox One will remain neck and neck as it always has, though Sony's decision to use GDDR5 as opposed to the slower and more common DDR3 could prove decisive in the long run, as well as the Xbox One using 3GBs of that RAM on it's Operating System and Apps whereas the Playstation 4 will only use 1GB. Also the 500GB hard drive on the Xbox One can't be replaced and won't be user serviceable (though both consoles will feature external storage support).

2. Digital Rights Management/Used Games

This is an especially difficult paragraph to write given how even before the Xbox One was announced the rumors about the One's always online requirement and prejudice towards used games have made for some very potent gamer rage. I even wrote an article about it. All Sony has had to do is sit back and let Microsoft do all the talking and then say the exact opposite to win this category. While the Xbox One won't need to be online all the time, it will have to connect to the internet at least once in a 24-hour period (Or so conflicting Microsoft reports have said).

To throw in another dish of bad decisions, Microsoft has said that all games will be hard installed to the Xbox One's hard drive and linked to a unique Xbox Live account. This would function similar to the Steam gaming client, except that logging into your Xbox Live account on a console aside from your own won't give you access to the games linked to that account. And should you buy a pre-owned game better get your wallet ready to pay double: Microsoft plans to charge a fee equal to the game's original price for adding a used game to your account.

3. Console Goals

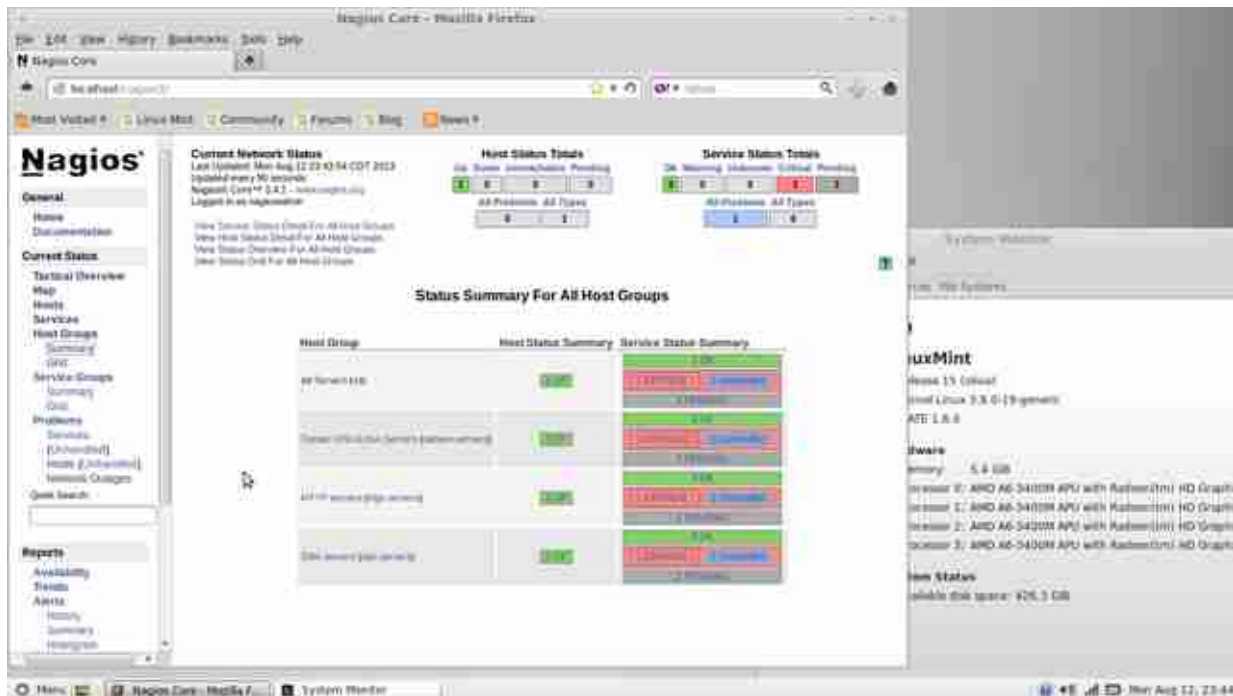
]

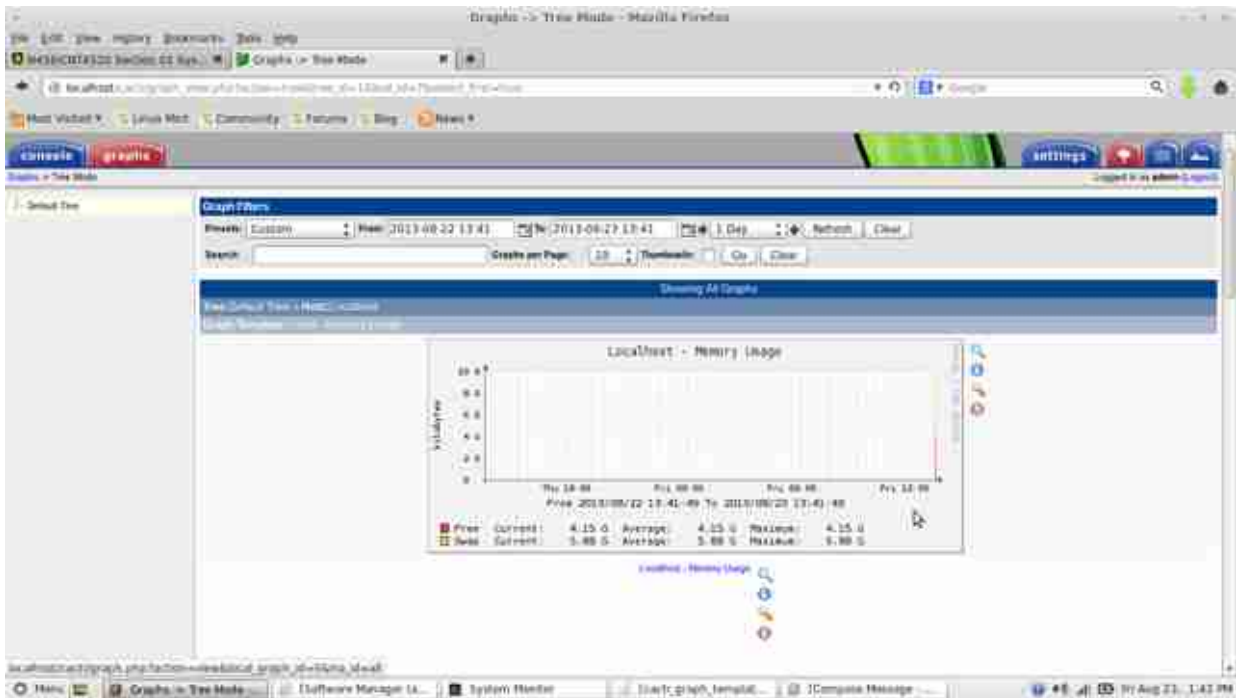
This is the category where the differences between the consoles really stand out. For months since the announcement of the Playstation 4 Sony has played itself up as the Anti-Microsoft and let it be known that while it will have other features, the Playstation 4 will be mostly about gaming. This contrasts Microsoft's goals for the Xbox One, which as the name implies they want to act as an all-in-one media box. In essence, it comes off that Microsoft's goal with the Xbox One is to compete with Smart TVs and computers hooked up to TVs rather than the Playstation 4 or even the Wii U. In addition to this, Microsoft has stated that they intend to continue making games for the Xbox 360 even after the One's release, which isn't a very powerful statement of confidence in the new console.

Ever since the One's announcement Microsoft has done nothing but backpedaling and running damage control. If all else fails, the Xbox One will serve as a terrible warning to future consoles.

Linux Mint 15 review (2013-09-05 20:32)

Linux Mint 14 was one of our favorite desktop distros of the last year. While there were some initial hiccups that required a 14.1 release, it was generally a much better release than the then current Ubuntu 12.10, which had been marred by the controversy over the Amazon searches in the dash. Cinnamon seemed like a much more welcome alternative when people's privacy was at stake. Cinnamon isn't the only option though, with MATE flanking Cinnamon as the alternate image on Mint's download page. With both 32 and 64-bit versions as standard for each, there isn't one overall DVD ISO with both on for you to try, however the images themselves are not much bigger than a CD, clocking in at around 900 MB. Installation is quick and painless if you want it to be, and more advanced if you have special needs for your system. On our test setups it took us only slightly more than ten minutes to go from booting into the live disc to a full installed Linux distro. First impressions of the distribution are great – the MDM Display Manager finally comes with user selection by default, rather than having to choose a GTK greeter after the fact. This default greeter is part of the new HTML 5 theming, which allows for animated themes using the web standard. There are already a few available to try out, such as a steam punky night time theme, or a futuristic space bound theme. There are more online created by users and web designers alike that can feel right at home with the familiar code.





The impressions continue well. A new digital clock resides on the desktop as one of the new desklets, similar to Android widgets. These interactive desktop spots are easily manipulated, so you can move, remove or add more easily depending on your preference. However, the selection is fairly small at the moment, with the most interesting desklet being an XKCD viewer. The default app selection is pretty good, which usually means it has Firefox, an IM client, and access to LibreOffice. It does actually come with GIMP and VLC by default, which is not all that common. Heading to the Mint Software Manager to get some more applications is always a great experience, as unlike the Software Centre in Ubuntu, you never feel like you're being babied with recommendations or "Technical Items" turned off. The interface is straightforward, and just the right balance of information and user-friendliness. Using Mint is very much a joy, and is aided by many of the new features in Mint 15. Nemo's overhaul has made changing your folder view on the fly very easy, allowing you to hide the sidebar at a touch of a button as well. The entire Cinnamon desktop is incredibly slick, much faster than the GNOME Shell, and a lot more customisable as well. All the customisation options for both the Cinnamon environment and the distro itself have been merged under one settings application - before the Mint Menu would have the Cinnamon Settings on it, and could get a touch confusing if you were quickly looking for the Settings application with the same icon. MATE as well has had some love, and while there isn't a huge difference visually for day-to-day users, a lot of minor speed improvements and optimisations have been performed on it. Caja, the file manager, has had a small aesthetic update, and can now use the Connect Server option from Nautilus. There's also new support for media keys as well, something a lot of more modern desktops have been able to use for a while now. It also seems to run with fairly low power requirements. Testing it on a laptop, we found it gave us up to 30 % extra battery life than Ubuntu running Unity would doing similar tasks. Frankly, we work faster on Linux Mint as well thanks to the variety of simple keyboard shortcuts for all kinds of desktop exposing and app switching operations, as well as the fairly smart hot corner that won't just activate if the mouse looks like it's moving there. Once again we find ourselves adoring the package that Clement and his team have put out. We haven't found a single problem with the distro, and the only thing we were disappointed at was the lack of desklets at the time of writing. With the new API for applets that links in to desklets, it's just a matter of time before the community begins to release more. Until then though, we're more than satisfied with the smooth, user-friendly experience that Linux Mint 15 and Cinnamon 1.8 provides to be our main distro for at least another six months.

Anonymous (2013-09-07 16:18:09)

Great blog here! Also your site loads up very fast! What host are you using? Can I get your affiliate link to your host?

I wish my website loaded up as fast as yours lol
Feel free to visit my web page: animation cartoons,
,

oakleyses (2014-10-23 18:29:10)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:06)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:31:00)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

MPEG-H is extremely glitchy (2013-09-09 00:52)

I found the openHEVC decoder in Libav application . I never heard of Libav. I also got the first x265 exe file that does not work! No front ends after 9 months of release.
So far x265 0.3 is 1/20 as fast as AVC and only barely better in quality. x265 DOES NOT WORK!

Fedora 19 review (2013-09-09 18:34)

In a nod to fans of classic desktop interfaces, the new Fedora includes a MATE variant and classic mode for GNOME. Systemd now takes care of containers and assigning network names. New drivers support 3D acceleration in newer Radeon graphics cards.

Just one week later than originally planned, the Fedora Project has released the 19th version of its Linux distribution. This is the first version of Fedora to include the MATE Desktop, which is derived from GNOME 2 and is currently up to version 1.6. Fedora does not yet come standard with Cinnamon, but version 1.9.1 of the desktop can be installed from the package depot and then selected in the login manager for all variants of the distribution.

As usual, the installation DVD automatically sets up GNOME – now version 3.8 – which is also the interface used by the Desktop Edition, the distribution's primary variant. Just like the MATE variants, this is a Live Linux that can be

used to both try out and install Fedora, as are the three Fedora variants that use the KDE 4.10, LXDE and Xfce 4.10 desktops.

Fedora 19

Standard desktop Classic Mode MATE spin

Fedora installations with KDE 4.10 can already use the monitor configuration program KScreen, recently updated to version 1.0. The classic mode introduced in GNOME 3.8 does not come standard with Fedora and can only be selected in the login manager after the "gnome-classic-session" package has been installed.

Fedora now includes several open source programs for 3D printing, which means it has everything needed to use 3D printers like RepRap. LibreOffice 4.1 is pre-installed as the standard office environment. Version 21 of Firefox and Thunderbird are included, with the current version 22 of both programs already available via Fedora's update system.

Init

System initialisation and some system management during operation is the responsibility of systemd 204, which now assigns predictable network names, meaning that network interfaces are given designations like "p4p1" (Ethernet) and "wlp0s26u1u1" (WLAN).

The systemd-nspawn tool belonging to systemd can now be used to start and stop containers; with just a few steps, explained on Fedora's page about the new feature, a container can be set up for running an unmodified Fedora distribution.

Systemd can also configure resource consumption for services at runtime. This feature, which is based on cgroups, could see some slight changes in future, as the systemd developers recently talked to the kernel developer responsible for cgroups and worked on some major modifications, which have already been added to the systemd development branch, but not to Fedora 19.

Fedora's systemd also includes support for the time and timer units that make cron features work, although software in Fedora that requires those cron features continues to use the cronie implementation out of the box. Saving system events in log files is still done with rsyslog rather than systemd's journal, and systemd can now link to Message Catalog entries in order to, for example, display more information on messages and error notifications.

Behind the scenes

Version 1.14.1 of X.org's X server handles the graphic interface; Wayland and Weston are included, but are not installed out of the box. The kernel is Linux 3.9, but the developers are already planning to send out an update to Linux 3.10, which was released one day before the new Fedora.

When it comes to Mesa 3D, Fedora is giving users a glimpse of the development branch. Anticipation of the next version of Mesa 3D means that Fedora includes hot-off-the-presses versions of open source 3D drivers, including the OpenGL driver radeonsi, which most distributions do not yet have. Fedora, however, can use that driver to take advantage of 3D support in Radeon's Southern Islands graphics cores, which are used in Radeon HD graphics cards 7750 to 7950 and others. Fedora also includes the userland driver for using Radeon's video accelerator UVD (Unified Video Decoder); although it does not yet work with the kernel that comes with Fedora 19, there should be no conflicts with version 3.10 of the Linux kernel.

As usual, proprietary graphics drivers are missing from the distribution. NVIDIA's can be installed from the RPM Fusion add-on repository, where packages designed for Fedora with AMD's – beta – drivers can also be found.

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Fedora 19

✖ Standard desktop Classic Mode MATE spin

Slideshow, 14 images

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Outlook

Fedora 19 is available for 32- and 64-bit x86 systems, as well as 32-bit ARM SoCs, which means that Fedora's ARM port has been released at the same time as the version for x86 CPUs for the first time ever. Fedora 19 variants for 64-bit power processors (PPC) and s390x are being worked on at the moment and should be released soon. Fedora categorises the three variants for non-x86 systems as secondary architectures so that they don't slow down work on the two x86 versions, but the distribution's ARM developers are working on achieving the same status for their port as the x86 versions. They are also preparing to bring support to the 64-bit ARM execution state AArch64, for which they hope to publish a specifically designed variant of Fedora 20.

Now that Fedora 19 is complete, work on version 20 has already started, although it does not yet have a name or an expected release date. The initial schedule currently suggests a release in mid-November, which would be roughly in keeping with the Fedora Project's typical cycle.

Conclusion

The new Fedora does not have any major changes, much less any revolutionary ones, but the small and medium-sized

changes certainly add up, including better support for new Radeon graphics cores, a spate of new systemd features and the move to MariaDB. An updated and very comprehensive collection of software makes Fedora one of the most cutting-edge distributions at the moment.

Fedora 19

Standard desktop Classic Mode MATE spin

Slideshow, 14 images

Download

The Fedora Project maintains several download pages for the distribution. The main download page limits itself to the standard edition – the desktop spin for 64-bit x86 systems (x86-64/x64), which comes with the GNOME desktop and can be installed onto a CD or USB drive. The 32-bit x86 (x86/x86-32) system edition is available from a second download page, which also includes links for downloading the most popular spins, including spins with KDE, Xfce or LXDE as the default desktop.

A further download page lists DVD and USB drive images for creating installation media. These do not allow users to try them before installing, but do allow the selection of software users want to install. This installation takes longer to set up the system. Network installation requires the use of these images. The 1MB gXPE image even allows the installation environment itself to be booted from a network. Only these images allow the semi-automated installation of the distribution with Kickstart files.

Images targeted for use in the cloud are listed on the project wiki. Fedora also has further spins, featuring collections of software aimed at specific target groups, available from the spins subdomain. These include the previously standalone Sugar on a Stick (SoaS), the DVD-oriented Games spin, and the Security Lab spin, containing primarily system rescue, forensic system analysis and security auditing software. These spins allow use as a live environment, similar to the GNOME, KDE SC and Xfce variants.



Fedora's ISO files are hybrid images that can be written to USB memory sticks using the "dd" command-line tool, allowing the user to boot the distribution from the stick. Alternatively, users can transfer the ISO images to USB devices with the liveusb-creator tool, which is available for Linux and Windows. This also allows the use of free space on the device to create an overlay file that the spin mounts for persistent data storage.

The different variants of Fedora are created with packages from the distribution's repository, which is used as a central pool of installable packages for all of them. The repository for the x86-64 version includes over 35,000 binary packages that have been created from around 13,000 source packages.

By using fedup, which was introduced in Fedora 18, users can upgrade to the latest release ; an update through the installation DVD is not possible any more. Similar to the "apt-get update" command on Debian system, yum can be used to upgrade a Fedora installation on the go. However this is not officially supported and needs advanced knowledge.

Focused on open source software

With the exception of a few firmware files, Fedora only contains software available under open source licences recognised by the Fedora Project. Licences which forbid commercial use of the software or redistribution to others do not make it onto this list. The Fedora project also excludes software which uses technologies known to be patented. This approach is a conscious choice, made with the aim of creating an open source operating system which guarantees that users wanting to use or distribute it will not be subject to copyright or patent claims.

It does mean that Fedora is missing some day-to-day features important to many Linux users. These include Adobe Flash Player and proprietary AMD and NVIDIA graphics drivers. It also lacks software for playing many common audio and video formats, including support for playing MP3s, intellectual property rights relating to which have been repeatedly asserted by the patent holders.

On a laptop or desktop, therefore, Fedora is only really ready for action once package repositories for installing much of the software excluded by the Fedora Project have been activated. The best-known and most used Fedora repositories are the "free" and "nonfree" repositories from RPM Fusion, which can be activated post-installation in just a few simple steps. If a Gstreamer-based application needs a codec not included with Fedora, PackageKit will ask you to confirm and then, if available, install it automatically from an RPM Fusion repository. A how-to explaining how to

install NVIDIA's proprietary graphics drivers is also available.

RPM Fusion provides access to many popular applications and drivers ignored by Fedora, but by no means all. It does not, for example include Adobe Reader or the Adobe Flash plugin, as this is forbidden under licensing conditions for the two programs. Adobe does, however, maintain its own package repository which can be used from Fedora. Google also maintains Fedora-compatible repositories for its software.

Anonymous (2013-09-12 11:15:15)

Howdy! Do you use Twitter? I'd like to follow you if that would be okay. I'm definitely enjoying your blog and look forward to new posts. Feel free to surf to my blog post: [how to lose 10 pounds a month](#)

Anonymous (2013-09-12 12:22:03)

I'm really enjoying the design and layout of your website. It's a very easy on the eyes which makes it much more pleasant for me to come here and visit more often. Did you hire out a designer to create your theme? Excellent work! *Here is my blog post :: **vuelos a hongkong***

DVD/Bluray collection (2013-09-10 22:03)

- 1 Apocalypse Now 8.5 1979
- 2 Avatar 8 2009
- 3 A Bridge Too Far 7.4 1977
- 4 A Streetcar Named Desire 8.1 1951
- 5 Alien 8.5 1979
- 6 Aliens 8.5 1986
- 7 Alien³ 6.4 1992
- 8 AVP: Alien vs. Predator 5.5 2004
- 9 Aliens vs. Predator: Requiem 4.7 2007
- 10 An American Werewolf in London 7.6 1981
- 11 Band of Brothers 9.6 2001 12 complete series boxset Battlestar Galactica 8.8 2004
- 13 Battlestar Galactica 8.6 2003
- 14 Black Rain 6.6 1989
- 15 Blade Runner 8.3 1982
- 16 Dracula 7.5 1992
- 17 The Brides of Dracula 6.9 1960
- 18 complete series boxset Centennial 8.4 1978
- 19 Collateral 7.6 2004
- 20 Curse of the Demon 7.7 1957
- 21 Daybreakers 6.5 2009
- 22 The Deer Hunter 8.2 1978
- 23 Defiance 7.2 2008
- 24 Dirty Harry 7.8 1971
- 25 The Dirty Dozen 7.8 1967
- 26 Horror of Dracula 7.5 1958
- 27 Dracula 6.4 1979
- 28 Dracula Has Risen from the Grave 6.5 1968
- 29 Dracula A.D. 1972 5.8 1972
- 30 Dracula: Prince of Darkness 6.7 1966

- 31 East of Eden 8.1 1955
- 32 Enemy at the Gates 7.6 2001
- 33 Firefox 5.8 1982
- 34 Flags of Our Fathers 7.1 2006
- 35 Fright Night 7.1 1985
- 36 Fright Night 6.4 2011
- 37 The Godfather 9.2 1972
- 38 The Godfather: Part II 9.1 1974
- 39 The Godfather: Part III 7.6 1990
- 40 Halloween 7.9 1978
- 41 Harry Potter and the Order of the Phoenix 7.4 2007
- 42 Hide and Seek 5.9 2005
- 43 How the West Was Won 7.1 1962
- 44 Independence Day 6.9 1996 45 Indiana Jones and the Temple of Doom 7.6 1984
- 46 Indiana Jones and the Last Crusade 8.3 1989
- 47 Raiders of the Lost Ark 8.6 1981
- 48 Inception 8.8 2010
- 49 Interview with the Vampire: The Vampire Chronicles 7.6 1994
- 50 Iron Man 2 7.1 2010
- 51 It's a Wonderful Life 8.7 1946
- 52 Jonny Quest 8 1964
- 53 Jurassic Park 8 1993
- 54 Kelly's Heroes 7.7 1970
- 55 The War 8.9 2007
- 56 The Civil War 9.4 1990
- 57 Lawrence of Arabia 8.4 1962
- 58 Live Free or Die Hard 7.3 2007
- 59 The Lord of the Rings: The Fellowship of the Ring 8.9 2001
- 60 The Lord of the Rings: The Return of the King 8.9 2003
- 61 The Lord of the Rings: The Two Towers 8.8 2002
- 62 Dr. No 7.3 1962
- 63 Goldfinger 7.8 1964
- 64 From Russia with Love 7.5 1963
- 65 Magnum Force 7.2 1973
- 66 The Matrix Reloaded 7.2 2003
- 67 The Matrix Revolutions 6.7 2003
- 68 Marley & Me 7.1 2008
- 69 Men of Honor 7.1 2000
- 70 This Is It 7.3 2009
- 71 Minority Report 7.7 2002
- 72 Mirrors 6.2 2008
- 73 Mr. Deeds 5.8 2002
- 74 Monty Python's Flying Circus 9 1969
- 75 The Mummy 7 1999
- 76 The Mummy Returns 6.3 2001
- 77 The Mummy: Tomb of the Dragon Emperor 5.2 2008
- 78 My Fair Lady 7.9 1964
- 79 Christmas Vacation 7.5 1989
- 80 Pale Rider 7.3 1985
- 81 The Private Life of Sherlock Holmes 7.3 1970

- 82 Pirates of the Caribbean: The Curse of the Black Pearl 8.1 2003
- 83 Pirates of the Caribbean: Dead Man's Chest 7.3 2006
- 84 Pirates of the Caribbean: At World's End 7.1 2007
- 85 Pirates of the Caribbean: On Stranger Tides 6.7 2011
- 86 Rebel Without a Cause 7.8 1955
- 87 The Satanic Rites of Dracula 5.5 1973
- 88 Saving Private Ryan 8.6 1998
- 89 Scars of Dracula 6.3 1970 90 Seabiscuit 7.4 2003
- 91 Sherlock Holmes 7.6 2009
- 92 Sherlock Holmes and the Leading Lady 6 1991
- 93 The Pearl of Death 7.5 1944
- 94 Sherlock Holmes' Fatal Hour 5.8 1931
- 95 Sherlock Holmes and the Secret Weapon 6.8 1942
- 96 Sherlock Holmes and the Voice of Terror 6.8 1942
- 97 The Woman in Green 6.9 1945
- 98 Sherlock Holmes Faces Death 7.3 1943
- 99 Shutter Island 8.1 2010
- 100 Sleepy Hollow 7.5 1999
- 101 seasons 1 -4 Space Ghost Coast to Coast 8.1 1994
- 102 Spider-Man 7.3 2002
- 103 Spider-Man 2 7.4 2004
- 104 Spider-Man 3 6.3 2007
- 105 The Sopranos 9.3 1999
- 106 complete series boxset Star Trek 8.4 1966
- 107 Star Trek 8.1 2009
- 108 Star Trek: The Motion Picture 6.3 1979
- 109 complete series boxset Star Trek: The Next Generation 8.7 1987
- 110 complete series boxset (2011 PAL) Star Trek: Voyager 7.7 1995
- 111 Star Trek: First Contact 7.6 1996
- 112 Star Trek II: The Wrath of Khan 7.8 1982
- 113 Star Trek IV: The Voyage Home 7.3 1986
- 114 Star Trek: Generations 6.5 1994
- 115 Star Trek VI: The Undiscovered Country 7.2 1991
- 116 Star Trek III: The Search for Spock 6.6 1984
- 117 Star Trek V: The Final Frontier 5.3 1989
- 118 Star Wars: Episode I - The Phantom Menace 6.6 1999
- 119 Star Wars: Episode II - Attack of the Clones 6.8 2002
- 120 Star Wars: Episode III - Revenge of the Sith 7.7 2005
- 121 Star Wars 8.7 1977
- 122 Star Wars: Episode V - The Empire Strikes Back 8.8 1980
- 123 Star Wars: Episode VI - Return of the Jedi 8.4 1983
- 124 It 6.9 1990
- 125 State of Play 7.1 2009
- 126 Rose Red 6.7 2002
- 127 Silver Bullet 6.3 1985
- 128 Sudden Impact 6.6 1983
- 129 Taken 7.9 2008
- 130 Taste the Blood of Dracula 6.3 1970
- 131 The Terminator 8.1 1984
- 132 Terminator 2: Judgment Day 8.5 1991

- 133 Terminator 3: Rise of the Machines 6.4 2003
- 134 TRON: Legacy 6.9 2010
- 135 True Grit 7.7 2010
- 136 The Blue and the Gray 7.7 1982
- 137 The Bourne Supremacy 7.8 2004
- 138 The Changeling 7.3 1980
- 139 The Changeling 6.9 2006
- 140 The Diary of Ellen Rimbauer 5.5 2003
- 141 The Enforcer 6.7 1976
- 142 The Exorcist 8 1973
- 143 The Final Countdown 6.7 1980
- 144 The Hound of the Baskervilles 7.7 1939
- 145 The Hound of the Baskervilles 7 1959
- 146 The Hustler 8.1 1961
- 147 The King's Speech 8.1 2010
- 148 The Legend of the 7 Golden Vampires 6 1974
- 149 The Long, Hot Summer 7.4 1958
- 150 The Good, the Bad and the Ugly 9 1966
- 151 Fistful of Dollars 8.1 1964
- 152 For a Few Dollars More 8.4 1965
- 153 North and South 8.1 1985 154 The Pacific 8.3 2010
- 155 The Phantom of the Opera 7.4 2004
- 156 Pride & Prejudice 7.8 2005
- 157 The Thing 8.2 1982
- 158 The Thin Red Line 7.6 1998
- 159 The Three Burials of Melquiades Estrada 7.5 2005
- 160 The Verdict 7.8 1982
- 161 They Were Expendable 7.4 1945
- 162 To Kill a Mockingbird 8.4 1962
- 163 all 7 seasons Trailer Park Boys 8.5 2001
- 164 complete series boxset The Wire 9.4 2002
- 165 Unforgiven 8.3 1992
- 166 Valkyrie 7.1 2008
- 167 Von Ryan's Express 7.1 1965
- 168 complete series boxset War and Remembrance 8.3 1988
- 169 War of the Worlds 6.5 2005
- 170 White Christmas 7.6 1954 171 Holiday Inn 7.6 1942
- 172 Without a Clue 7 1988
- 173 complete series boxset The Winds of War 8.2 1983
- 174 complete series boxset The X-Files 8.8 1993
- 175 X-Men 7.4 2000
- 176 X-Men: The Last Stand 6.8 2006
- 177 X2 7.5 2003
- 178 X-Men: First Class 7.8 2011
- 179 X-Men Origins: Wolverine 6.8 2009
- 180 Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb 8.6 1964
- 181 Doctor Zhivago 8 1965
- 182 The Wolfman 5.8 2010
- 183 Harry Potter and the Order of the Phoenix 7.4 2007
- 184 Harry Potter and the Deathly Hallows: Part 2 8.1 2011

- 185 Harry Potter and the Deathly Hallows: Part 1 7.7 2010
- 186 Harry Potter and the Half-Blood Prince 7.5 2009
- 187 Harry Potter and the Prisoner of Azkaban 7.8 2004
- 188 Angels & Demons 6.7 2009
- 189 Transformers 7.2 2007
- 190 Transformers: Revenge of the Fallen 6 2009
- 191 Transformers: Dark of the Moon 6.4 2011
- 192 Once Upon a Time in the West 8.7 1968
- 193 From Here to Eternity 7.8 1953
- 194 The Sum of All Fears 6.4 2002
- 195 The Hunt for Red October 7.6 1990
- 196 Patriot Games 6.9 1992
- 197 Seasons 1 - 8 boxsets The Simpsons 9 1989
- 198 Clear and Present Danger 6.9 1994
- 199 There are 6 boxsets of Poirot I own. All movies. Agatha Christie's Poirot 8.6 1989
- 200 Van Helsing 5.9 2004
- 201 Hanna 6.8 2011
- 202 Jesse Stone: Stone Cold 7.2 2005
- 203 Jesse Stone: Death in Paradise 7.1 2006
- 204 Jesse Stone: Night Passage 7.2 2006
- 205 Jesse Stone: No Remorse 7.2 2010
- 206 Jesse Stone: Innocents Lost 6.9 2011
- 207 complete series The X-Files 8.8 1993
- 208 The Girl with the Dragon Tattoo 7.9 2011
- 209 complete series The Sopranos 9.3 1999
- 210 Fast Five 7.3 2011
- 211 The Fast and the Furious 6.6 2001
- 212 2 Fast 2 Furious 5.7 2003
- 213 Fast & Furious 6.6 2009
- 214 seasons 1 and 2 Sherlock 9.3 2010
- 215 Sherlock Holmes: A Game of Shadows 7.5 2011
- 216 The Big Trail 7.3 1930
- 217 Red River 7.8 1948
- 218 Legend of the Lost 6 1957
- 219 The Barbarian and the Geisha 5.6 1958
- 220 The Horse Soldiers 7.2 1959
- 221 The Alamo 6.9 1960
- 222 North to Alaska 7 1960
- 223 The Comancheros 6.8 1961 224 The Longest Day 7.8 1962 225 The Undefeated 6.6 1969
- 226 12 Angry Men 8.9 1957
- 227 Pride and Prejudice 9.2 1995
- 228 The Prestige 8.5 2006
- 229 Bend of the River 7.4 1952
- 230 The Far Country 7.3 1954 231 Night Passage 6.7 1957
- 232 The Rare Breed 6.4 1966
- 233 Singin' in the Rain 8.4 1952
- 234 Mark of the Vampire 6.3 1935
- 235 The Haunted Palace 6.8 1963
- 236 Dracula 7.7 1931
- 237 Dracula's Daughter 6.4 1936

- 238 Son of Dracula 6.2 1943
- 239 House of Dracula 5.7 1945
- 240 The Bride of Frankenstein 7.9 1935
- 241 Son of Frankenstein 7.2 1939
- 242 The Ghost of Frankenstein 6.1 1942
- 243 Dead of Night 7.7 1945
- 244 12 Angry Men 8.9 1957
- 245 Batman Begins 8.3 2005
- 246 Kelly's Heroes 7.7 1970
- 247 The Dirty Dozen 7.8 1967 248 The Fog 6.8 1980
- 249 Bud Abbott Lou Costello Meet Frankenstein 7.6 1948
- 250 The Last Man on Earth 6.9 1964
- 251 seasons 1 & 2 Game of Thrones 9.5 2011
- 252 Swingers 7.4 1996
- 253 Skyfall 7.8 2012
- 254 Red vs Blue: Recollection Trilogy 8.7 2008
- 255 Red vs. Blue: Recreation 8.4 2009
- 256 Red vs. Blue: Revelation 8.4 2010
- 257 Red vs. Blue: Reconstruction 8.4 2008
- 258 Red vs. Blue: Season 10 7.6 2012
- 259 Red vs. Blue Season 9 8 2011
- 260 Red vs. Blue: The Blood Gulch Chronicles 8.6 2003
- 261 The Best Years of Our Lives 8.3 1946
- 262 the complete series (release 11/20/2012) Mighty Morphin Power Rangers 6.2 1993
- 263 The Hobbit: An Unexpected Journey 8.1 2012
- 264 the complete series Star Trek: Deep Space Nine 7.9 1993
- 265 Count Dracula 5.8 1970
- 266 Battle of the Bulge 6.8 1965
- 267 Starship Troopers 7.2 1997
- 268 The Last Stand 6.4 2013
- 269 The Eiger Sanction 6.3 1975
- 270 Coogan's Bluff 6.5 1968
- 271 Where Eagles Dare 7.7 1968
- 272 Lincoln 7.5 2012
- 273 Star Trek Into Darkness 7.9 2013
- 274 Iron Man 7.9 2008
- 275 Iron Man 3 7.4 2013
- 276 complete series boxset Power Rangers Zeo 6.4 1996
- 277 complete series boxset Power Rangers Turbo 5.6 1997
- 278 complete series boxset Power Rangers in Space 7 1998
- 279 complete series boxset Power Rangers Lost Galaxy 6.6 1999
- 280 The Seventh Victim 7 1943
- 281 The Raven 6.7 1963
- 282 Diary of a Madman 6.4 1963
- 283 Tower of London 6.3 1962 284 House of Usher 7.1 1960
- 285 The Looney Tunes Show 7.8 2011
- 286 Hugo 7.6 2011
- 287 Good Will Hunting 8.2 1997
- 288 All Quiet on the Western Front 7.1 1979
- 289 The Great Raid 6.7 2005

290 The Sea Wolves 6.3 1980
 291 The Bridge at Remagen 6.7 1969
 292 Between Heaven and Hell 6.6 1956
 293 So Proudly We Hail! 7.6 1943
 294 Battle of the Coral Sea 5.8 1959
 295 To the Shores of Tripoli 6.1 1942
 296 Once an Eagle 7.7 1976
 297 Twelve O'Clock High 7.8 1949
 298 The Conjuring 7.6 2013
 299 Power Rangers Wild Force 5.8 2002
 300 Power Rangers Lightspeed Rescue 6.1 2000
 301 Power Rangers Time Force 6.5 2001
 302 Power Rangers Ninja Storm 5.9 2003
 303 Power Rangers DinoThunder 6.1 2004
 304 The Frozen Ground 6.4 2013
 305 Great Performances: Count Dracula 7.8 1971
 306 The Hobbit: The Desolation of Smaug 8.1 2013

Moron hillbilly Catholic should join his old church (2013-09-11 12:10)

I saw this hillbilly who likes the National Rifle Association, country music and Republican join the Evangelical Lutheran Church of America which is the most Marxist progressive church in the United States and baptizes his kids in it. It sheds members like clockwork. I personally haven't been inside any ELCA church since October 1999 and I tend to stay away from them like the plague. Why hillbillies join the ELCA is beyond me other than **he's a moron**. What I can't figure out is why this ex-Catholic hillbilly doesn't join a Catholic church.

A new commenter named El Cid popped up in my Rosie O'Donnell post, so I followed his link and read through his posts. A fellow Lutheran, he put this article up two weeks ago. I found it fascinating. I still think that one of the greatest dramas that's unfolding in the Christian church is what to do about homosexuals. In the OT God said to kill them. In the NT Paul continues to say that it's immoral, but Christ let the adulteress go, and said, "Let the one who has not sinned throw the first stone." Does this mean the throne has been stowed? That there will no longer be hierarchy of sin, and that anything goes?

There is no clarity within the ELCA church on this topic. And the ELCA has been riven. Many women are leaving the traditional mainline churches on the charge that they are sexist. Even Muslim women are leaving the mosques on this charge (I have two students who privately informed me of this decision). How to be inclusive, and yet retain the authority of scripture? The churches and mosques are being riven, but people are often left in a no-man's land between tradition and so-called progress – without any authority other than the MSM.

The ELCA voted in 2009 to ordain homosexual pastors and the flight from the church has been staggering. While the ELCA had a budget of 88 million in 2008, the money coming in this year has been less than half of that amount (about forty million). Some of this can be attributed to the downturn in the economy. But there is also a wholesale flight of congregants and congregations to other denominations and precincts. People are voting with their soles.

What expectations ought we to have on entering a church? What expectations should people have a right to expect? How is it that when a church (or any institution) doesn't contribute that which is expected, that those who are then disappointed, will leave? Suffice it to say that this is an exodus like that from Egypt under Moses. People are looking for different leaders, and a way of life that includes a tight family, a mom and dad, and their respective children. The ELCA leadership has condoned not just masturbation, but also S & M, and other practices. Lord love a duck. There has been no official sanction regarding bestiality but expect it to follow, along with necrophilia. Who's to judge? The ten commandments themselves have been silenced, and even mocked, and are now being taken down as a set of

guidelines which once demarcated American law. The new laws are more and more Marxist in their origins, and intentions. Meanwhile, the Christian churches are mysteriously silent on many issues of great concern. Jesus never had a wife. It took Martin Luther to open up the idea that it was possible for a priest to have a wife. Many mainline churches allowed women to be ordained in the 1970s following the sexual revolution of the 1960s. The Catholics are slowly giving ground on that topic, but not much. Homosexual ordination is now allowed in some denominations, but is intensely fought in others. When tradition gives way to progress, many feel that the tradition has been destroyed. Many people will scream I should shut up about this, as it makes them nervous. But it's obvious that something momentous has occurred in the ELCA, and it's weird to watch since I grew up in the Lutheran church, and its strange to watch it disintegrate and fragment while many who are against the new rules are silenced. Here is an article I found on El Cid's blog, that I present for the elucidation of some of the facts on the ground:

ELCA Follows Episcopal Slide to Oblivion

Evangelical Lutheran Church Follows Episcopal Church in Gadarene Slide to Oblivion As in the Episcopal Church there is still and always will be a faithful remnant in the ELCA

Five Congregations leave ELCA every week. Lutheran Congregations that leave can keep properties

By Robert Luther

Special to Virtueonline

<http://www.virtueonline.org/>

March 2, 2012

The ecclesiastical realignment that has been going on in North America over the last decade has not been confined to Anglicanism.

Since August, 2009, when the Evangelical Lutheran Church in America's Churchwide Assembly voted to allow congregations that choose to do so to recognize same gender unions and accept those who have entered into such unions to serve as rostered leaders (pastors, deacons, chaplains, etc.), the resulting schism in the ELCA has been devastating.

The ELCA was formed in 1987 by a merger of three Lutheran denominations that combined to form one ecclesiastical adjudicatory that promptly went down the same revisionist path as the Episcopal Church, sadly but predictably bringing the same results. Membership started a slow decline so that by 2008 the ELCA had lost over 12 percent of its membership and 737 congregations, all this while the population of the United States was booming.

Then in 2009 things got worse. While the befuddled revisionists celebrated their muddled gospel of inclusion, affirmation and social justice, many of the faithful shook the dust off their feet and gathered in Columbus, Ohio a year later to start a new Lutheran denomination called the North American Lutheran Church (NALC). As Edmund Burke wrote, "There is a limit at which forbearance ceases to be a virtue."

Others left for Lutheran Congregations in Mission for Christ (LCMC) or the American Association of Lutheran Churches (AALC). LCMC has 772 member congregations, with 683 of those in the US; however, some of these congregations also maintain membership in the ELCA.

The result has been a schism that has been much faster and deeper than that in the Episcopal Church. Why is that so? because ELCA congregations can disaffiliate from the ELCA and keep their property. It takes two, two thirds majority congregational votes ninety days apart and they can leave with their property and join the Lutheran denomination of their choice.

No lawsuits, no clergy deposed, no pack of wolves trying to take property from those who paid for it and for which the synod would have no use; an altogether civilized and gracious way to treat those leaving.

In the 2009 - 2010 period alone the ELCA lost nearly 8 percent of its membership and 388 congregations, with most of these congregations moving to other jurisdictions and some closing.

It's also likely that additional thousands of church members quietly left their liberal congregations without a word, in typical Lutheran humility, but are still being counted as members on the rolls. Many of these folks headed straight for the local Lutheran Church Missouri Synod congregation, where the Holy Scriptures are still faithfully preached and taught.

2011 numbers are not yet available but they will be just as bad. Over the last year an average of 5 congregations each week have been leaving the ELCA to join the North American Lutheran Church, and after only a year and a half well over 300 congregations have taken this step.

One would think that the leadership of the ELCA would have looked at what happened to the Episcopal Church and decided there is no way they could all join hands, drink the same Kool-Aid and then jump off the same cliff into oblivion, but amazingly and regrettably that was not the case. This writer will leave it to the psychologists and other deep thinkers among you to try to fathom why.

As in the Episcopal Church, there is still and always will be a faithful remnant in the ELCA but as so many of the faithful have left, this group will have less and less influence, be more and more marginalized and most likely will find their presence more and more difficult; however, the Lord always has a purpose for the faithful and prophetic voice crying out in the wilderness, and some will always feel called to the lonely ministry of the scorned prophet. May God comfort and strengthen them. One can't help but wonder what the similarities between the Anglican Church of North America and the North American Lutheran Church may lead to. Anglican and Lutheran theology are very similar and there has been a substantial and visible presence of Anglican purple shirts at both convocations of the NALC.

It's also pretty clear that the realignment in North American Protestantism over the last decade has not been along denominational lines but along the lines of those who are orthodox in matters of faith and morals as opposed to those who have adopted the values of a secular and increasingly pagan culture.

This leaves the ACNA and NALC with a lot in common. One thing is very clear: these two churches have a lot more in common with each other than they do with the churches from which they disaffiliated.

Democracy changed the ELCA. They let the voting constituency become 66.6 % laity, and the votes went 666 for ordination. I wish only pastors could vote. You have to really study these questions deeply, which means knowing the original languages, etc.

It's like letting students give themselves their own grades.

A hierarchy is a good thing. A lowerarchy is a pain.

The problem is that all the authority is going out of scripture as people rewrite it, and reconfigure it, marginalizing Paul, marginalizing the OT, and pushing the sermon on the mount as the only part of scripture that matters.

The universities are gonzo. the government is gonzo. Families are gonzo. all that's left are a few denominations.

Maybe these people are just going to other congregations, other denominations. I would assume that would be the case. We ourselves are a motley crew – former Catholics, Methodists, Congregationalists, and what have you. We have a good pastor and a fine building. Build it and they will come.

Undermine it, and they will flee, taking their money with them. Certainly many of the younger people are leaving the fold. But if the contributions which were at 88 million in 2008 are down to 40 million in 2011, something else besides normal attrition has taken place

No drop in Missouri Synod versus 23 % for ELCA is still significant. The numbers I read were 88 to 40 but it was in a partisan pamphlet without a citation. I don't know where these numbers can be found, and whether they are bound to be legally responsible for getting them right.

I'm not sure how this whole thing works in economic terms. Those who have lost jobs of course have less to contribute, and the numbers have doubled to about ten percent in some places, a bit more or a bit less in others. For those who've kept their jobs, they should be able to contribute the same amount.

With the rise of secular institutions came a revival of Greek paganism within classical scholarship. German Romanticism gave rise to a renewed cult of paganism with the Schlegels and Schleiermachers and others trumpeting the ancient Greeks as the truest culture, then giving rise to Nietzsche and further on Jung and others arguing that the Greek gods were a system of archetypal mayhem that underwrote the truest images of humanity. Zeus the rapist and Dionysos the rapist and Hades the abductor became the new images of mankind and Christianity was thought to be a farce.

Now you have so many people pointing back and saying but this culture allowed that, and that culture allowed this, Christianity is so restrictive, let's get all pagan and put on parades like they did in ancient Rome where all hell broke loose.

And then all hell did break loose, but America put a stop to it. We not only shut the Germans up, but the Russians, and the Japanese.

But in doing so we caught some of it. The younger people began to get interested in Zen, which represents a total absence of values. And in communism, which represents a total absence of values. And in Nietzsche, which

represents a total reversal of all values.

And all these negations now creep through the churches unbeknownst even to those who are supposedly the gatekeepers. I alone can stop all this.

Thanks Blizzard for single player in Diablo 3 (2013-09-12 21:05)

Blizzard came out with a single player version of Diablo 3 that I don't have pay monthly. I wish they put single player in the PC version. I haven't played Diablo 2 Lord of Destruction since 2006 when I used Hero Editor to create high level barbarian. It was great fun. I bet in 2022, on the tenth anniversary, Blizzard will bring single player option on PC with a patch. Its great the PS3 version has 1.08 patch changes.



Anonymous (2013-09-13 02:32:21)

I want to to thank you for this great read!! I absolutely loved every little bit of it. I have you book-marked to look at new stuff you post...

Also visit my website - 3d printing

Anonymous (2013-09-14 05:32:47)

My web-site SEO

Anonymous (2013-09-16 13:36:07)

It's very simple to find out any matter on net as compared to books, as I found this piece of writing at this web site.

Also visit my web blog: fifa 13 ultimate team coins generator

Goodreads alternative to Facebook (2013-09-16 20:06)

I have 150 Goodreads followers. Goodreads is integrated into Wordpress.com. I am using Goodreads to advertise my Youtube and Twitter which needs more subscribers. So far I gained 2 subscribers on Youtube and 4 on Twitter. I already advertised my blogspot blog on Facebook, yet there was no followers on my Facebook blog page. I had a Blogspot RSS Feed on Facebook, but nobody liked that. I need more comments which are normal.

Anonymous (2013-09-17 04:07:19)

My website - SEO

Anonymous (2013-09-17 04:13:57)

He really should have totally recused himself, and he Did not. He was both way too sluggish to choose up on that, or (far more most likely) he did it on function. Either way, I am NOT amazed.

Study the total story on Josh Flory's blog site The House Scope

I understand a few of you prefer him simply because he played ball or whatsoever. but if you try to inform me that he Was not using his particular impact inside the Congressional Committee that offered OVERSIGHT of TVA land deals. when he was an Operator from the business that stood to learn from the committee's decision. Then I assume you've considerably additional faith inside the saintly honesty of politicians than I do.

They might do practically something, and obtain away wealthier and scotfree. (The two parties, btw)

That isn't just Overall look of impropriety. it's impropriety.

The conclusions had been component of a report which was issued right now because of the IG, and that centered on TVA's maintain and acquire program, which makes it possible for landowners to achieve wateraccess legal rights in a single locale by trading rights they have someplace else on the reservoir.

To repeat, That is IMPROPRIETY.

""Congressman Shuler contributed to the overall look of preferential remedy by continuing to go after h2o entry for Blackberry though a component proprietor of Blackberry and though sitting down on the congressional committee with direct oversight with the really company from which Blackberry was seeking [url=http://nikeairmaxpascher.bestbuy-goods.com]nike air max[/url] a permit for water access" (quotation from tale)I might "LOL" at that pitiful, CYA statement. if it were not painfully indicative in the common condition of politician's abuse of electrical power and greed.

TVA IG cites physical appearance of preferential therapy in Shuler scenario Knoxville News Sentinel

access and exempted Blackberry from the Retain and Gain approach since they did withl really encourage men and women to read through for them selves rather than acquire Mr. Florry's word for it:.

That method came below scrutiny very last 12 months following the News Sentinel documented that an entity with ties to Shuler a previous University of Tennessee football star and Washington Redskins quarterback obtained acceptance for just a transaction that delivered one hundred forty five ft of wateraccess legal rights together the shoreline of Watts Bar Reservoir in

Roane [[url=http://nikeairmaxpascher.bestbuy-goods.com](http://nikeairmaxpascher.bestbuy-goods.com)]air max classic[/url] County.

Anonymous (2013-09-18 05:52:15)

Hiya! I simply wish to give a huge thumbs up

for the good information you have here on this post. I will probably be coming back to your blog for extra soon.

My blog; The

Gulf of Aegina

Gulf of Campeche

Gulf of Chohli

Gulf of Lepanto

Gulf of Tatar

Gulf stream

Gulfhammock

Gulfport

Gulgee

Gulick

Gullah

Gulliver

Gulliver's Travels

Gullstrand

Gulo

Gulston

Gulzari Lal Nanda

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Gum gedda

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Gunpowder Plot

Guntar

Gunter

Gunter's chain

Gunter's scale

Guntersville

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Gustavo Cartagena
Gustavo Dias Ordaz
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Gustavus Adolphus
Gustavus I
Gustavus II
Gustavus III
Gustavus IV
Gustavus V
Gustavus VI
Gusti
Gustie
Gustin
Gustine
Guston
Gusttav Husak
Gustus
Gusty
Gut
Gut of Canso
Gutenberg
Gutenberg Bible
Guthrey
Guthrie
Guthrun
Guthry
Guti
Gutium
Gutnic
Gutnish
Gutow
Guttenberg
Guttera
Guttery
Guttiferae
Guttiferales
Guy
Guy Carbonneau
Guy Fawkes Day
Guy Forget
Guy Lafleur
Guy Lapointe
Guyana
Guyandot
Guyenne
Guyer

Guymon
Guyon
Guys
Guysville
Guyton
Guzel
Guzman
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Gyula Dessewffy
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H beam
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H-bar
H-beam
H-blast
H-bomb
H-hinge
H-hour
H-steel
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HSM
HSP
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HUAC
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Dating website is What the hell. (2013-09-18 10:06)

My adventures into online dating has been with Plenty of Fish. For some fucked up reason the people that want to meet me are black women and fat white women. What the hell! How does that even equate? I'm looking for a Caucasian woman around 100-140 pounds either with black (black Rednecks?), brown and blonde hair with an associates degree.

Black Rednecks and White Liberals Paperback by Thomas Sowell One of America's foremost black conservative intellectuals returns with this provocative collection of contrarian essays. Hoover Institution Fellow Sowell, author of Ethnic America, argues that "internal" cultural habits of industriousness, thriftiness, family solidarity and reverence for education often play a greater role in the success of ethnic minorities than do civil-rights laws or majority prejudices. The title essay posits a "black redneck" culture inherited from the white redneck culture of the South and characterized by violent machismo, shiftlessness and disdain for schooling. White liberals, gangsta-rap aficionados and others who lionize its ghetto remnants as an authentic black identity, Sowell contends, have their history wrong and help perpetuate cultural pathologies that hold blacks back. Sowell also examines the cultural achievements of such "middleman minorities" as Jews and expatriate Chinese whose frequent persecution, he feels, represents an animus against capitalism. And he defends Western culture itself against charges that it was uniquely culpable for slavery; in fact, he contends, it was uniquely responsible for eradicating slavery. Many of Sowell's arguments-that the 20th-century resegregation of Northern cities was a response to the uncouthness of black rednecks migrating from the South, or that segregated black schools often succeeded by suppressing redneckism with civilized New England puritanism-will arouse controversy, but these vigorously argued essays present a stimulating challenge to the conventional wisdom.

Anonymous (2013-09-19 03:35:26)

Does your website have a contact page? I'm having trouble locating it but, I'd like to send you an e-mail.

I've got some creative ideas for your blog you might be interested in hearing.

Either way, great blog and I look forward to seeing it develop over time.

Also visit my page: [dr oz garcinia cambogia extract](#)

Anonymous (2013-09-19 14:19:54)

Посоветуйте пожалуйста, в каком месте реально приобрести недорогие медицинские препараты? Слышал, что есть крупные отечественные сети реализаторов дешевых медицинских препаратов[[url=http://dranalgin.ru/](http://dranalgin.ru/)].[/url] Now with the crisis somehow can not afford to shell out for lekarsva .

Underground chemists do not advise .

\$2000 MAME cabinet doesn't make me friends/subscribers. (2013-09-22 12:58)

I got 30 mame roms and 20 Neo Geo AES roms on my computer. On Ebay, MAME cabinets sell for \$2000. That is five playstation 4s!



I've been using MAME32 on my computer since 2005 and playing classics like Marvel vs. Capcom, Marvel vs. Capcom 2, Marvel vs. Street Fighter, Battle Braid, Gunbird 1, Gunbird 2, and Mars Matrix. I honestly do not believe I would make more friends having a MAME cabinet. Arcade cabinets are expensive and MAME would save money, but I cannot get friends out of buying one. Absolutely nobody online or in the real world has been hyping MAME in the 8 years I used the emulator. I know if I had this in the 1995, I would be cool, but this is 18 years later after arcades went out of business. I own two GP2x Canoo, and JXD s5300 at home which emulates games resulting in a couple 100 hits of youtube. I doubt a MAME cabinet would make more views than my GP2x Canoo preview.

Games before Playstation 4 (2013-09-30 19:09)

Next month:

Ogre Battle Person of a Lordly Calibur (N64) sequel to a very hard SNES RPG

Rayman Legends (PS3)

Dragon's Crown (PS3)

Legend of Zelda Wind Waker HD (Wii U)

Apocalyptic Hallucinations on the Right (2013-09-30 23:07)

A half-century ago, conservatives were full of gloom and foreboding. In 1961, Ronald Reagan warned that unless conservatives prevailed, "one of these days, you and I are going to spend our sunset years telling our children, and our children's children, what it once was like in America when men were free."

In accepting the 1964 Republican nomination for president, Barry Goldwater warned that his opponents "are simply demanding the right to enforce their own version of heaven on earth. And let me remind you, they are the very ones who always create the most hellish tyrannies."

Conservatives had good reason for pessimism in the 1960s. The Soviet Union was at the height of its power, wielding nuclear weapons, tyrannizing half of Europe and fomenting revolution around the globe. Democrats, with an unbreakable hold on Congress, were expanding the welfare state. The Vietnam War, the civil rights movement, violent crime and the counterculture were upending the landscape.

But the Soviet Union failed to conquer the world. America did not succumb to communism. Crime rates plunged. Hippies were unable to turn the country into a vast replica of Haight-Ashbury.

On the contrary. Reagan carried the conservative banner into the White House. The economy became freer. Tax rates came down. The Soviet empire collapsed. The counterculture passed largely into history.

Christianity, defying John Lennon's assessment, outlasted The Beatles. By the 1980s, young people gravitated to preppy clothes, business school and the Republican Party. The long dark night of totalitarianism never descended.

So you might think conservatives would wake up every day with a spring in their steps and a song in their hearts. But that's not what happened. When their worst fears weren't realized, they didn't discover grounds for optimism. They looked for new reasons to be fearful – and they found them.

Barack Obama strikes many Democrats as a pale facsimile of what they would like in the White House. He relied on Republican ideas for his health care reform, accepted across-the-board spending cuts, conducted secret domestic surveillance, kept Guantanamo open and did next to nothing on gun control. Blogger Andrew Sullivan admiringly calls the president "a de facto moderate Republican."

But to hard-line conservatives, he is the embodiment of a screaming nightmare. They suffered a lot of horrifying hallucinations after Obama won re-election, and those visions have not gone away.

Here's Texas Republican Sen. Ted Cruz, one of the star attractions at last week's Values Voter Summit in Washington, sounding the alarm: "The challenges facing this country are unlike any we have ever seen. ... This is an administration that seems bound and determined to violate every single one of our Bill of Rights."

He declared, "We're nearing the edge of a cliff. ... We have a couple of years to turn this country around, or we go off the cliff to oblivion." And he invoked Reagan's 1961 warning, fearing that "one day we will find ourselves answering questions from our children and our children's children, 'What was it like when America was free?'"

Cruz is blissfully oblivious to the fact that when Reagan issued that jeremiad, he was talking about what would happen if Medicare became law. Medicare did become law – and yet here is Cruz, 52 years later, telling us that (SET ITAL) we are still free. (END ITAL) So Reagan was wrong then. But he's right now. Or something.

It's not hard to make a case that Medicare reduced freedom in one realm of our lives. But it didn't destroy individual liberty in the aggregate, or even prevent the expansion of liberty in other areas.

It was not a cataclysmic event that turned us into slaves. Neither is anything that Obama has done or is about to do,

including his health insurance overhaul – which, by the way, involves fewer government restrictions and less expense than Medicare.

But somewhere along the way, many conservatives became addicted to the fear of apocalypse. So even when their dire predictions fail to come true, they keep forecasting the worst possible outcome if they don't get their way. They seem to need the perpetual excitement of impending doom.

Cruz and his audience are in the grip of a mania that tells them we are hurtling toward catastrophe. There is no evidence that we're about to go over a cliff, even if some people have gone around the bend.

15.10 October

Introducing WildCat (2013-10-05 13:35)



IFRAME: [//www.youtube.com/embed/wE3fmFTtP9g](http://www.youtube.com/embed/wE3fmFTtP9g)

Boston Dynamics is developing a robot that can carry 400 pounds in heavy sand or snow maps for the military.

Kinh Luan (2014-05-29 22:03:55)

As society becomes more and more sophisticated, there is an increasing demand for hi-tech products. I'm expecting a surprise.

oakleyses (2014-10-23 17:21:53)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:16)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:18)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

SHMUPS XIV - Batsugun (2013-10-06 19:32)

I finally own Batsugun (SHMUPS.com 10/10) to add to my other great Saturn shooters. This one made by Toaplan in 1996. I play it with the Action Replay cart or the SSF emulator.



CD Collection (2013-10-16 02:57)

Sasha & John Digweed Renaissance: The Mix Collection 6 x 6 Records, Renaissance 3xCD, Mixed 5 1994 100874 Progressive Trance

Thrillseekers, The Nightmusic Volume 1 Adjusted Music 2xCD, Mixed, Comp 5 2005 530906 Progressive Trance

Thrillseekers, The Nightmusic Volume 3 Adjusted Music 2xCD, Comp, Mixed, Promo, Smplr 5 2008 3061438 Progressive Trance

Thrillseekers, The Nightmusic Volume 2 Adjusted Music 2xCDr, Promo, Smplr 5 2007 1642482 Progressive Trance

Brooks & Dunn Brand New Man Arista CD, Album

1991 1884482 Uncategorized

Brooks & Dunn (3) Waitin' On Sundown Arista CD, Album

1994 3778186 Uncategorized

Brooks & Dunn Steers & Stripes Arista Nashville HDCD, Album 4 2001 1884395 Uncategorized

Brooks & Dunn The Greatest Hits Collection Arista Nashville, Arista Nashville CD, Comp 4 1997 1936631 Uncategorized

Various A State Of Trance 400 - The Celebration Edition Armada Digital 20xFile, MP3, Comp 4 2009 1744115 Progressive Trance

Various Universal Religion - Chapter One Armada Music 2x12", Ltd, Smplr 5 2003 207769 Progressive Trance

Armin van Buuren Universal Religion 2004, Live From Armada At Ibiza Armada Music CD, Comp, Mixed 5 2004 372199 Progressive Trance

Markus Schulz Miami '05 Armada Music 2xCD, Comp, Mixed 5 2005 428885 Progressive Trance

Various A State Of Trance - The Collected 12" Mixes Armada Music 2xCD, Comp 5 2005 478928 Progressive Trance

Various Electronic Elements: The Collected 12" Mixes Armada Music 2xCD, Comp 5 2005 557089 Progressive Trance

Various Electronic Elements: The Collected 12" Mixes Armada Music 2xCD, Comp 5 2005 557089 Progressive Trance

Markus Schulz Ibiza '06 Armada Music 2xCD, Comp, Mixed 5 2006 807653 Progressive Trance

Various A State Of Trance - Collected 12" Mixes Volume 2 Armada Music 2xCD, Comp 5 2007 1018856 Progressive Trance

Various Electronic Elements: The Collected 12" Mixes Vol. 2 Armada Music 2xCD, Comp 5 2007 1113353 Progressive Trance

Various Captivating Sounds - The Collected 12" Mixes Volume 2 Armada Music 2xCD, Comp 5 2008 1218693 Progressive Trance

Various A State Of Trance - Collected Extended Versions Volume 3 Armada Music 2xCD, Comp 5 2008 1556499 Progressive Trance

Markus Schulz Toronto '09 Armada Music 2xCD, Comp, Mixed 2009 1677669 Uncategorized

Various A State Of Trance - Collected Extended Versions Volume 4 Armada Music 2xCD, Comp 5 2009 1712200 Progressive Trance

Armin van Buuren Universal Religion Chapter 4 - Special Edition Armada Music CD, Comp, Mixed 4 2009 2027994 Progressive Trance

Dash Berlin The New Daylight Armada Music CD, Album 2009 1965067 Progressive Trance

Markus Schulz Las Vegas '10 Armada Music 2xCD, Mixed 4 2010 2152457 Progressive Trance

Armin van Buuren A State Of Trance 2010 Armada Music 2xCD, Comp, Mixed 2010 2213920 Progressive Trance

Dash Berlin United Destination 2010 Armada Music 2xCD, Comp, Mixed 5 2010 2261888 Progressive Trance

Armin van Buuren A State Of Trance 2004-2009 Armada Music 12xCD, Comp, Mixed, Ltd 5 2010 2574989 Progressive Trance

Markus Schulz Prague '11 Armada Music 2xCD, Comp, Mixed 5 2011 2694196 Progressive Trance

Armin van Buuren A State Of Trance 2011 Armada Music 2xCD, Comp, Mixed 2011 2778766 Progressive Trance

Various A State Of Trance 500 Armada Music 5xCD, Comp, Mixed 5 2011 2892044 Progressive Trance

Dash Berlin United Destination 2011 Armada Music 2xCD, Comp, Mixed 5 2011 2930956 Progressive Trance

Armin van Buuren Universal Religion Chapter Five Armada Music 2xCD, Comp, Mixed 3 2011 3149671 Progressive Trance

Markus Schulz Los Angeles â€™12 Armada Music 2xCD, Comp, Mixed 4 2012 3429780 Progressive Trance

Various A State Of Trance 550: Invasion Armada Music 5xCD, Comp, Mixed 5 2012 3538588 Progressive Trance

Various A State Of Trance Classics Vol. 7 Armada Music 4xCD, Comp 4 2012 4002870 Uncategorized

Various A State Of Trance 600: The Expedition Armada Music 5xCD, Mixed 2013 5109887 Uncategorized

Various A State Of Trance Classics Vol. 8 Armada Music 4xCD, Comp 4 2013 4999033 Uncategorized

Markus Schulz Buenos Aires '13 Armada Music 2xCD, Comp, Mixed 4 2013 4982436 Uncategorized

John Digweed MMII Bedrock Records CD, Comp, Mixed 4 2002 325743 Uncategorized

John Digweed Live In London Bedrock Records 4xCD, Comp, Mixed

2012 4085962 Uncategorized

John Digweed Structures Bedrock Records 2xCD, Comp, Mixed + DVD-V, PAL 5 2010 2352140 Progressive Trance

John Digweed Bedrock Bedrock Records 2xCD, Mixed 5 1999 498225 Progressive Trance

DJ TiËsto Magik Two: Story Of The Fall Black Hole Recordings 16xFile, MP3, Comp, 320 + File, MP3, Comp, Mixed, 5

2011 3111084 Progressive Trance

DJ TiËsto Magik Four: A New Adventure Black Hole Recordings 16xFile, MP3, Comp, 320 + File, MP3, Comp, Mixed,

2012 3413900 Progressive Trance

DJ TiËsto Magik: First Flight Black Hole Recordings CD, Comp, Mixed

1997 36134 Progressive Trance

DJ TiËsto Magik Three: Far From Earth Black Hole Recordings CD, Mixed, Comp

2000 1172070 Progressive Trance

DJ TiËsto Magik Five: Heaven Beyond Black Hole Recordings CD, Mixed, Comp

2000 35653 Progressive Trance

DJ TiËsto Magik Six: Live In Amsterdam Black Hole Recordings CD, Mixed, Comp 5 2000 36132 Progressive Trance

John Digweed Global Underground 006: Sydney Boxed 2xCD, Mixed, Ltd, Comp 5 1998 159729 Progressive Trance

John Digweed Global Underground 014: Hong Kong Boxed 2xCD, Comp, Mixed 4 1999 1440329 Progressive Trance

John Digweed Global Underground 019: Los Angeles Boxed 2xCD, Mixed, Ltd, Comp

2001 66798 Progressive Trance

Garth Brooks Longneck Bottle Capitol Records CD, Single, Promo

1995 2252427 Uncategorized

Garth Brooks Garth Brooks Capitol Records, Capitol Records CD, Album, Club

1989 1867177 Uncategorized

Garth Brooks Fresh Horses Capitol Records Nashville CD, Album

1995 2049964 Uncategorized

ATB The DJâ„¢ - In The Mix Central Station 3xCD, Comp, Mixed

2004 246780 Progressive Trance

Various A State Of Trance Classics Vol. 2 Cloud 9 (2) 4xCD, Comp 5 2007 1099424 Progressive Trance

Various A State Of Trance Classics Vol. 3 Cloud 9 (2) 4xCD, Comp 5 2008 1437559 Progressive Trance

Various A State Of Trance Classics Cloud 9 (2), Cloud 9 (2) 4xCD, Comp 5 2006 764745 Progressive Trance

Various A State Of Trance Classics Vol. 4 Cloud 9 Dance 4xCD, Comp 5 2009 1946037 Progressive Trance

Paul Oakenfold The Goa Mix Cream Records 2xCD, Mixed 5 1995 3016836 Progressive Trance

Tim McGraw Tim McGraw Curb Records CD, Album

1993 1896403 Uncategorized

Tim McGraw Everywhere Curb Records CD, Album

1997 1896397 Uncategorized

Tim McGraw Greatest Hits Curb Records, London Records, Warner Strategic Marketing CD, Comp

2001 1123439 Uncategorized

Paul van Dyk Out There And Back Deviant Records CD, Album, Mixed 4 2000 73351 Progressive Trance

Ferry Corsten Twice In A Blue Moon Flashover Recordings CD, Album 5 2008 1516579 Progressive Trance

Ferry Corsten Ferry Corsten Presents Corstenâ€™s Countdown - The Finest Selection Of 200 Shows Flashover Recordings 15xFile, MP3, Comp, 320 5 2011 2902994 Uncategorized

Sasha Global Underground #013: Ibiza Global Underground Ltd. 2xCD, Comp, Mixed 5 2002 874447 Progressive Trance

Deep Dish Global Underground 021: Moscow Global Underground Ltd. 2xCD, Comp, Mixed, Ltd

2001 42860 Uncategorized

Deep Dish Global Underground #025: Toronto Global Underground Ltd. 2xCD, Comp, Mixed

2003 161458 Uncategorized

Sasha Fundacion NYC Global Underground Ltd. CD, Comp, Mixed, Ltd

2005 454680 Uncategorized

Sasha Involver (Special Edition) Global Underground Ltd. CD, Comp, Album, Mixed + CD, Comp 5 2004 334076 Pro-

gressive Trance

Sasha Invol2ver Global Underground Ltd. CD, Mixed

2008 1435345 Progressive Trance

DJ Ti  sto Live At Innercity - Amsterdam RAI ID &T, Sony Music Media CD, Comp, Mixed 5 1999 325412 Progressive Trance

Ferry Corsten Live At Innercity - Amsterdam RAI ID &T, Sony Music Media CD, Comp, Mixed 5 1999 34960 Progressive Trance

Sasha + John Digweed* Northern Exposure: Expeditions INCredible 2xCD, Mixed, Comp 5 1999 21353 Progressive Trance

John Digweed The Winning Ticket Jackpot CD, Mixed 5 1997 55501 Progressive Trance

SashaAndJohnDigweed* Communicate Kinetic Records 2xCD, Mixed

2000 153169 Progressive Trance

Sasha Airdrawndagger Kinetic Records, Kinetic Records CD, Album, Mixed 5 2002 45941 Progressive Trance

Paul Oakenfold Tranceport Kinetic Records, Reprise Records CD, Comp, Mixed 5 1998 3428 Progressive Trance

ATB Sunset Beach DJ Session 2 Kontor Records 29xFile, MP3, Comp, 320 + File, MP3, Mixed, 320

2012 3662732 Progressive Trance

ATB Sunset Beach DJ Session Kontor Records 2xCD, Comp, P/Mixed, Dig

2010 2376076 Progressive Trance

ATB The DJ'4 - In The Mix Kontor Records, Kontor Records 2xCD, Comp, Mixed, Dig 5 2007 1679766 Progressive Trance

ATB The DJ'5 - In The Mix Kontor Records, Kontor Records 3xCD, Comp, Mixed 5 2010 2046309 Progressive Trance

ATB The DJ  , 6 - In The Mix Kontor Records, Kontor Records 3xCD, Comp, Mixed 5 2010 2647790 Progressive Trance

ATB The DJ  , 2 - In The Mix Kontor Records, Kontor Records, Kontor Records 2xCD, Comp, Mixed 5 2004 349459 Progressive Trance

Garth Brooks The Hits Liberty CD, Comp

1995 2141156 Uncategorized

Garth Brooks In Pieces Liberty CD, Album

1993 1604163 Uncategorized

ATB The DJ In The Mix '3 Magic Records 2xCD, Mixed, Comp 4 2006 646310 Progressive Trance

George Strait Twang MCA Nashville CD, Album

2009 2855123 Uncategorized

George Strait Troubadour MCA Nashville CD, Album

2008 2437293 Uncategorized

Various Creamfields 10 Years - The Album Ministry Of Sound 3xCD, Mixed

2008 1669104 Progressive Trance

Sasha Invol<3r Ministry Of Sound 2xCD, Mixed

2013 4394322 Uncategorized

Ferry Corsten Right Of Way Moonshine Music CD, Album + DVD, NTSC 4 2004 247739 Progressive Trance

Ti  sto* Club Life Volume Two Miami Musical Freedom (2), [PIAS] Entertainment Group CD, Comp, Mixed

2012 3564834 Progressive Trance

Paul Oakenfold The Goa Mix 2011 New State Music 2xCD, Mixed, Comp

2010 2522809 Progressive Trance

Ferry Corsten WKND New State Music CD, Album, Dig

2012 3437782 Progressive Trance

Ferry Corsten Once Upon A Night Vol. 2 Premier (3) 2xCD, Comp, Mixed 5 2010 2446833 Progressive Trance

Ferry Corsten Once Upon A Night Vol. 3 Premier (3) 2xCD, Comp, Mixed 5 2012 4051121 Uncategorized

Various Ferry Corsten Presents: Full On Ibiza Premier (3) 2xCD, Mixed

2013 4727799 Uncategorized

Ferry Corsten Once Upon A Night Vol. 4 Premier (3) CD, Mixed

2013 5143515 Uncategorized

Ferry Corsten Once Upon A Night The Lost Tapes Premier (3) 18xFile, MP3, Comp, 320 5 2011 2662840 Progressive

Trance

BT ESCM Reprise Records CD, Album

1997 18916 Progressive Trance

Armin van Buuren Universal Religion Chapter 3 - Live From Armada At Ibiza Resist Music CD, Comp, Mixed, Sli 5 2007 1107480 Progressive Trance

DJ Ti  sto In Search Of Sunrise Songbird CD, Comp, Mixed 5 1999 23750 Progressive Trance

DJ Ti  sto In Search Of Sunrise 2 Songbird CD, Comp, Mixed 5 2000 26821 Uncategorized

DJ Ti  sto In Search Of Sunrise 3: Panama Songbird CD, Comp, Mixed, Promo 5 2002 1637020 Progressive Trance

Ti  sto* In Search Of Sunrise 6: Ibiza Songbird 2xCD, Mixed, Comp 4 2007 1055811 Progressive Trance

Richard Durand In Search Of Sunrise 10: Australia Songbird 3xCD, Mixed

2012 3786581 Uncategorized

Sasha Global Underground 003: Sasha - San Francisco Thrive Records 2xCD, Comp, Mixed, Car 5 1999 48190 Progressive Trance

Paul van Dyk (R)Evolution : The Remixes TME, Open Gate Records 2xCD, Comp

2013 4333046 Uncategorized

Ferry Corsten Once Upon A Night Ultra Records 2xCD, Mixed, Comp 5 2010 2210079 Progressive Trance

Sasha And John Digweed* Northern Exposure Ultra Records CD, Comp, Mixed 5 1997 45123 Progressive Trance

Sasha And John Digweed* Northern Exposure 2 Eastcoast Edition Ultra Records CD, Comp, Mixed 5 1998 57380 Progressive Trance

Sasha And John Digweed* Northern Exposure 2 Westcoast Edition Ultra Records CD, Comp, Mixed 5 1998 47854 Progressive Trance

Ti  sto* In Search Of Sunrise 5 - Los Angeles Volume 1 World Club Music CD, Mixed

2006 1738716 Progressive Trance

Ti  sto* In Search Of Sunrise 5: Los Angeles (Volume 2) World Club Music CD, Comp, Mixed

2006 2008872 Progressive Trance

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Government doesn't use FreeBSD, Linux is hacker's dream (2013-10-16 16:51)

Healthcare.gov proves why Linux is inferior to FreeBSD or openBSD, period. The healthcare.gov running Red Hat Enterprise Linux and it is a hacker's dream.

US needs new consoles sooner than later (2013-10-17 00:07)

US retail sales of video games have not been good at all this year, with monthly declines regularly in the double digits. In an NPD data preview note, Wedbush Securities analyst Michael Pachter said that September's results (to be published this Thursday) won't be much better and that the industry really needs new consoles from Microsoft and Sony to push sales into positive territory again. Even big software this holiday (Halo, Call of Duty, etc.) and the launch of the Wii U won't be enough to really reverse the damage done throughout the year. "We expect October - December to be relatively flat, and expect a return to negative territory again next year, at least until the launch of a next-generation console from Microsoft or Sony," Pachter said. He continued, "A new console cycle is likely to reverse the negative sales trends of the last several years, with next-generation consoles expected from each of the three manufacturers over the next 18 months. Nintendo will launch the Wii U on November 18, and, while neither Sony nor Microsoft has yet announced new hardware, we expect a PS4 no later than November 2013, and a next Xbox no later than March 2014." "Competition from social and mobile games hurt packaged goods sales over the last three years, but should serve to expand the market for console games over the long run, although it appears that the

addressable market for handheld games will continue to erode. We expect the publishers to address the "problem" of free online multiplayer with evolving business models, adding increased opportunities to purchase virtual items, creating subscription-only serialized content, and adding premium subscription layers to the free offerings currently provided." Ultimately, Pachter sees the next-gen consoles selling very quickly even if they are only a "modest improvement" over the current generation. He believes publishers are all planning big lineups for new systems from Microsoft and Sony, and that these games will help bring software sales back to prominence. "We believe that the publishers plan an unprecedented number of new games for launch in the first two years of the next generation, providing relief from the gamer fatigue we've seen over the last three years," he said.

(2013-10-17 00:09)

There is nothing of DLC that I really need. DLC is a waste of money. PC Expansion packs are more worth it like RPGs Nightwinter Nights, Neverwinter Nights 2, Diablo 2, Elder Scrolls III, Elder Scrolls IV and first person shooters like Half-life 2, These expansion packs offered more for the money and they came in a box!

Now expansion packs are changed to DLC and are on consoles. I am not buying an DLC for consoles, because I don't rebuy games with DLC content nor do I own expansion packs for console. I don't know if PC is niche like Sega Saturn or Dreamcast.

This DLC is moron. I do not buy the same game across two console platforms. That's moron. Who has that kind of money? I normally buy one version for PC and then one version for console without PC expansion packs.

I think I have enough PC games. Guild Wars 2 might be my last PC game for at least 24 months. I have no idea what is happening for PC. I know Nvidia and Radeon release new GPUs like clockwork and then new PC games use 5 year old game engines. I don't know if PC is dead or why there aren't many DirectX 11 games? Maybe next gen will solve the DirectX 11 void on PC???

They didn't wipe PC games off Wal-Mart or Target or Best Buy so PC is not yet Commodore Amiga.

Mighty Morphin Power Rangers Commentary Youtube Channel. (2013-10-17 01:38)

I bought the two boxsets of Mighty Morphin Power Rangers and Seasons 4-7. Now there is a channel with commentary on Power Rangers. Seasons 8-11 come out this month.

Oddly, the channel got 400,000 views in only 4 months! I have Mighty Morphin Power Rangers to make my flickr popular. I would do a commentary, but I just watch the boxsets alone on my Playstation 4. I thought it was funny to see the red ranger on Facebook in October. Red Ranger is funnier than Super Mario Bros costumes.



Game Industry Predictions (PS4, Xbox One, Playstation Vita, Wii U, 3DS) (2013-10-27 21:41)

The Kinect will win over the casual crowd and be fundamental to Xbox One's success

The first Kinect was a great concept but a flawed final product that lacked decent software. However, the market for it was there and it sold like hot cakes, so I'm thoroughly expecting the improved Kinect 2.0 (which is bundled with the Xbox One) to prove itself as a big selling point for the coveted "casual" audience.

While I'm personally not excited by the prospect of controlling my video games by flailing my arms around, as Nintendo have now moved towards a more traditional controller setup with the dual analog sticks of the GamePad, I'm predicting that the Xbox One will top many a kids' Christmas list in 2014 when Microsoft has rolled out a few more motion-controlled titles.

PlayStation 4 will trounce the Xbox One across holiday period

After the PR disaster that was the Xbox One's unveiling, I predict that the PlayStation 4 will shift the most units across the holiday period by a wide margin. Sony is simply offering the most enticing package, with its console being more affordable and marketed much more proficiently than its rival.

Wii U bundles without the GamePad

I love the GamePad. Considering its size it fits nicely in your hands, in the few games that have incorporated it into their gameplay it has worked magnificently and it offers a wonderful combination of console and tablet gaming.

Unfortunately, it is being underutilised, and this has led many to question its significance. While I would love for Nintendo to convert the non-believers, with their next three big first-party games seemingly failing to use it any notable way, I'm wondering whether the console manufacturer may start to release bundles that replace it with the Pro Controller, instead selling the GamePad separately with games that require it such as Wii Party U.

Microsoft will win ground back from Sony in the long run.

While I believe Sony will win the holiday 2013 battle, Microsoft has a good chance of winning the war. We've all praised Sony for its courting of indie developers and the like, but Microsoft is making a beeline for that most profitable of markets: the bro.

Thus far, Microsoft's pushing of sports to the forefront of the Xbox One's priorities has been a curious business decision, but it is indicative of the demographic they are looking to appeal to. That demographic, the one that will attend a midnight launch of a Call of Duty game and spend an obscene amount of money on Ultimate Team packs on FIFA, is an extremely profitable one which Microsoft also had a firm hold of in the current console generation.

The Titanfall series will dethrone Call of Duty

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Nintendo will sell cheaper Wii U bundles without the GamePad

I love the GamePad. Considering its size it fits nicely in your hands, in the few games that have incorporated it into their gameplay it has worked magnificently and it offers a wonderful combination of console and tablet gaming .

Unfortunately, it is being underutilised, and this has led many to question its significance. While I would love for Nintendo to convert the non-believers, with their next three big first-party games seemingly failing to use it any notable way, I'm wondering whether the console manufacturer may start to release bundles that replace it with the Pro Controller, instead selling the GamePad separately with games that require it such as Wii Party U.

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Much in the same way that the two-hit combo of Super Mario 3D Land and Mario Kart 7 improved the 3DS's fortunes, I believe that when Mario Kart 8 and Super Smash Bros. U release next year they will prove to be system sellers for Nintendo's console.

Nintendo has struggled to gain a foothold on the market in the Wii U's first year on sale, but with the big hitters out of that starting gate they have a great chance of converting many more to the console's cause.

Quantic Dream will start developing for Xbox One

Beyond: Two Souls has been receiving mixed reviews, with many still not seeing the appeal of Quantic Dream's "interactive movie" style of game design. But while David Cage and his crew are already planning a game for the PS4, I wouldn't be surprised if they eventually take their talents over to Microsoft.

Microsoft's strong push of the Xbox One as a multimedia centre that will attract sports, TV and film fans as much as it will people who just want to play video games would surely be a perfect fit for Quantic Dream's vision, even if they have made their allegiance to Sony abundantly clear.

Quantic even released an app that allowed Beyond to be controlled by smartphone for people unfamiliar with the dual analog setup which, considering Microsoft's continued push of Xbox Smartglass, would just make sense.

Xbox Fitness will (unfortunately) be a huge hit

Wii Fit proved to be a monstrous success for Nintendo, and Microsoft is looking to jump on that bandwagon with Xbox Fitness. The app will be included with Xbox Live Gold memberships until December 2014, with it then becoming a paid service.

While I personally prefer to do my exercising outdoors rather than sweating in front of my TV, I think this will prove to be huge for Microsoft, and if they keep that subscription fee low enough and frequently update it with new workout videos, it could see the Xbox One worming its way into the living rooms of people who are uninterested in video games, similar to the impact Wii Fit had on the Wii.

PlayStation Plus will offer up top PS3 titles for free

Sony has already announced that PS3 games will be streamed to the PS4 and Vita via the cloud gaming network Gaikai, but that will inevitably come at a price - a price that those who already owned the games will probably be unwilling to pay.

The PlayStation Plus service has offered subscribers a fantastic array of free games over the years, and this trend will likely continue with the PS4. However, seeing as how the PS4's library won't be large enough for this to be the case in its first couple of years on the market, I'm predicting that the PS3's best games will be made available for free to Plus subscribers.

Rare will bring back a few of their most popular series as Kinect games

Rare used to be everybody's favourite third-party developer. Creators of Banjo-Kazooie, GoldenEye 007 and Conker's Bad Fur Day, there was a time when it looked like the company could do no wrong. Now is not that time.

Since 2010, Rare's main focus has been on developing Kinect titles, the derivative Kinect Sports being chief among them. The company will continue its focus on motion-controlled titles with the Xbox One, too, but seeing as how every owner of the console will mandatorily own a Kinect, there's a chance that we could see Rare undergo a revival of sorts and bring back Banjo and the crew to entice those of us who have been begging for their return to take on chance on purchasing a Kinect game or two.

The PS4 will revive the Vita

The PS Vita's a great handheld console but is simply lacking the games. Fortunately, Sony hasn't given up on it, and are really pushing the connectivity between it and the PlayStation 4, along with unveiling a whole bunch of great looking new titles for the near future. I'm predicting that the PS4 will inject some life into the Vita and a whole bunch of people will finally be introduced to the considerable charm of Persona 4.

We'll get a great Wii U Pokemon game, but it won't be the RPG we're all hoping for

Nintendo won't allow developer Game Freak to release a Pokemon RPG on the Wii U, because doing so would have a negative impact on the series' hugely successful portable games.

However, I think we'll definitely see a Pokemon game make its way to the Wii U, with the smart money being on either a beat-em-up or a Skylanders-esque platformer complete with tons of expensive figurines for fans to collect.

The PlayStation Eye will become completely obsolete

The PlayStation Eye was removed from the PlayStation 4 bundle to lower its price point, and I have no doubt that this will render its use completely obsolete save for its implementation in a handful of games, similar to the PS3's Eye.

Downloadable multiplayer-only titles will become the next big thing

Titanfall is an online multiplayer-only title, but that little fact hasn't prevented it from becoming one of the most heavily anticipated next-gen titles. This marks a huge change in the public's perception of multiplayer-only games, as they have thus far only found notable success on the PC, and could mean that we'll see smaller studios incapable of devoting enough time to the creation of a single-player and a multiplayer mode still being able to find considerable success.

The Kinect will win over the casual crowd and be fundamental to Xbox One's success

The first Kinect was a great concept but a flawed final product that lacked decent software. However, the market for it was there and it sold like hot cakes, so I'm thoroughly expecting the improved Kinect 2.0 (which is bundled with the Xbox One) to prove itself as a big selling point for the coveted "casual" audience.

While I'm personally not excited by the prospect of controlling my video games by flailing my arms around, as Nintendo have now moved towards a more traditional controller setup with the dual analog sticks of the GamePad, I'm predicting that the Xbox One will top many a kids' Christmas list in 2014 when Microsoft has rolled out a few more motion-controlled titles.

PlayStation 4 will trounce the Xbox One across holiday period

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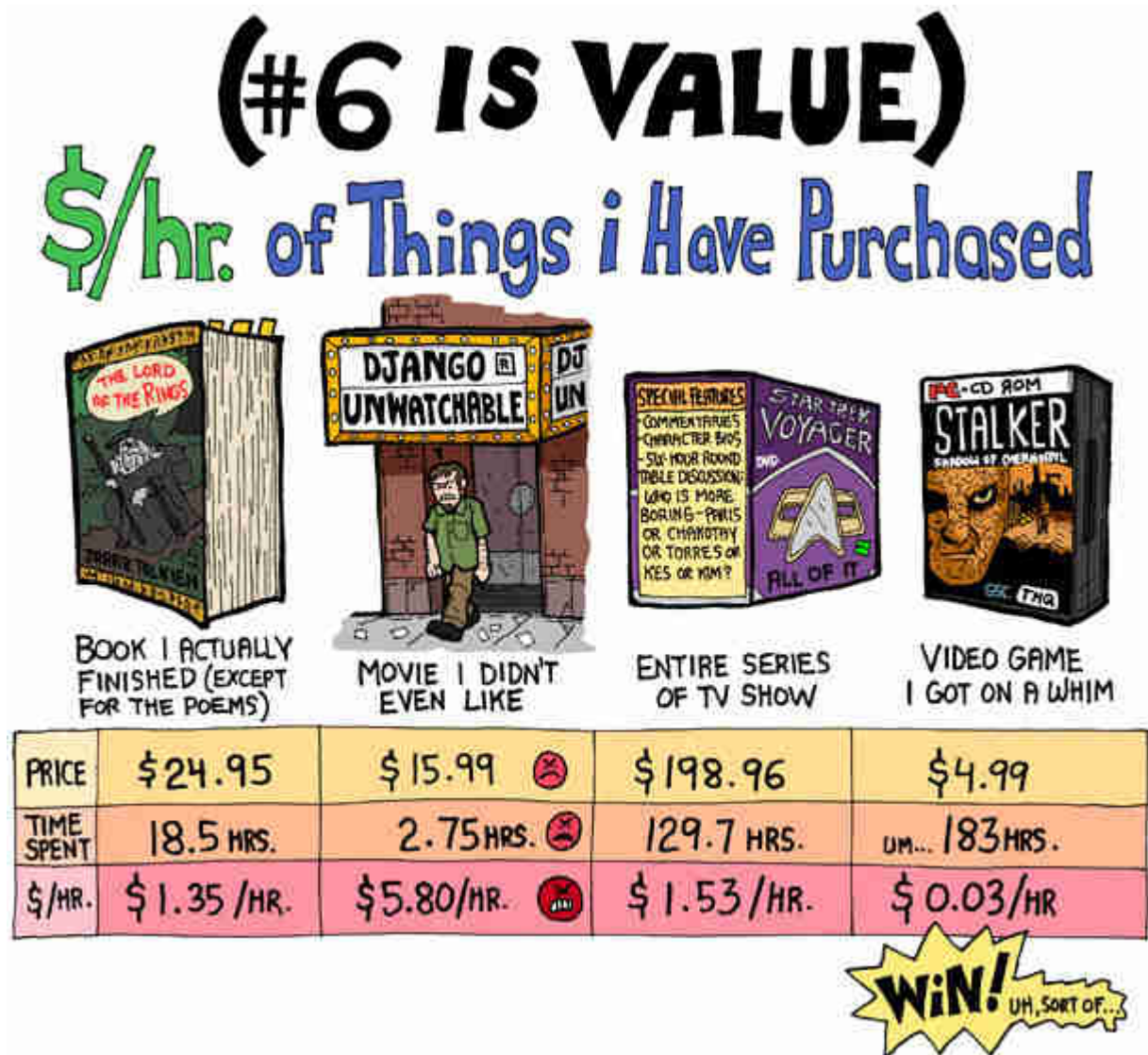
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Videogames are more popular then Comic Books (2013-10-28 20:53)



Whoa, whoa – video games are an art form now? Well, here's the thing: The first rule of art is "art is subjective," and the second rule of art is "ART IS SUBJECTIVE" (the third rule: "If this is your first day at art club, you have to art"), and thus the tiresome argument that video games aren't art is rather moot indeed. Oh, and video games are an output of drawings, writing, and music put together by skilled humans in a manner designed to entertain/enliven, so there's that, too.

So with that out of the way, being on the verge of a new console generation feels like a good time to file something of a progress report on the art form in question (if only to desperately justify those 147 hours I poured into *Saints Row: The Third*). So what the hell can games do that books and interpretive dance can't?

#5. They Can Make You Think Like Someone Else

In a bad video game, you'll tend to refer to your onscreen character as "him" (or, rarely, "her") – "Look at him fight that giant crab," etc. But a more engrossing game inevitably has you referring to your exploits in the first person – "I'm sorry, I can't join you for 11 hours of tantric sex right now, I have to kill this giant crab" – and this is because games can put you in the boots of someone else, to the point where you might find yourself kinda sorta *thinking* like someone else. Psychologists have long detailed this phenomenon where you'll behave according

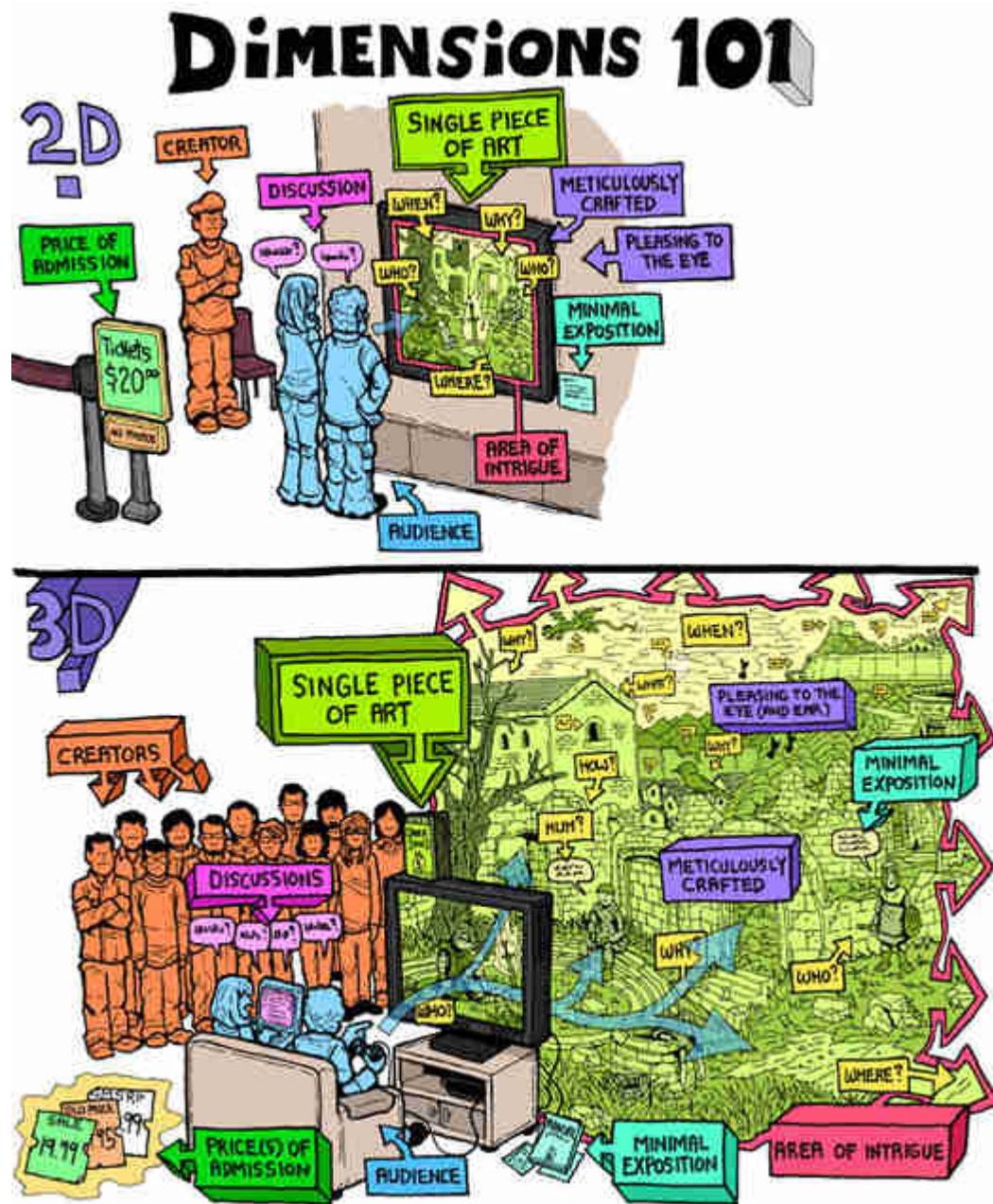
to what your perceived role in life is, and it's games' ability to harness this in a fun/harmless way that's perhaps unique.



As an example, the *Mass Effect* trilogy of games (does 2.9 games count as a trilogy?) has a romantic side quest for the main character, and playing as the other gender and then finding yourself genuinely evaluating potential romantic matches from their perspective ("YOU SHALL BRING ME THE BIGGEST HUNK ON THE SHIP") is an experience you can't really get unless the medium is actively telling you to take on another role. A game that more completely focused on all this could be sociologically fascinating indeed (or at least spread appreciation of hunks).

#4. They Can Do What Existing Art Forms Can Do, Only More So

What makes a good painting? Arguably you'd distinguish a work of intrigue from a mere illustration by the presence of mystery, or if someone painted boobs on it. Thoughtfulness and ambiguity in an image are the starting point, and the audience's imagination completes the process that we call art. Thus, paintings are cool. But video games can take all this and extend it to the third dimension.



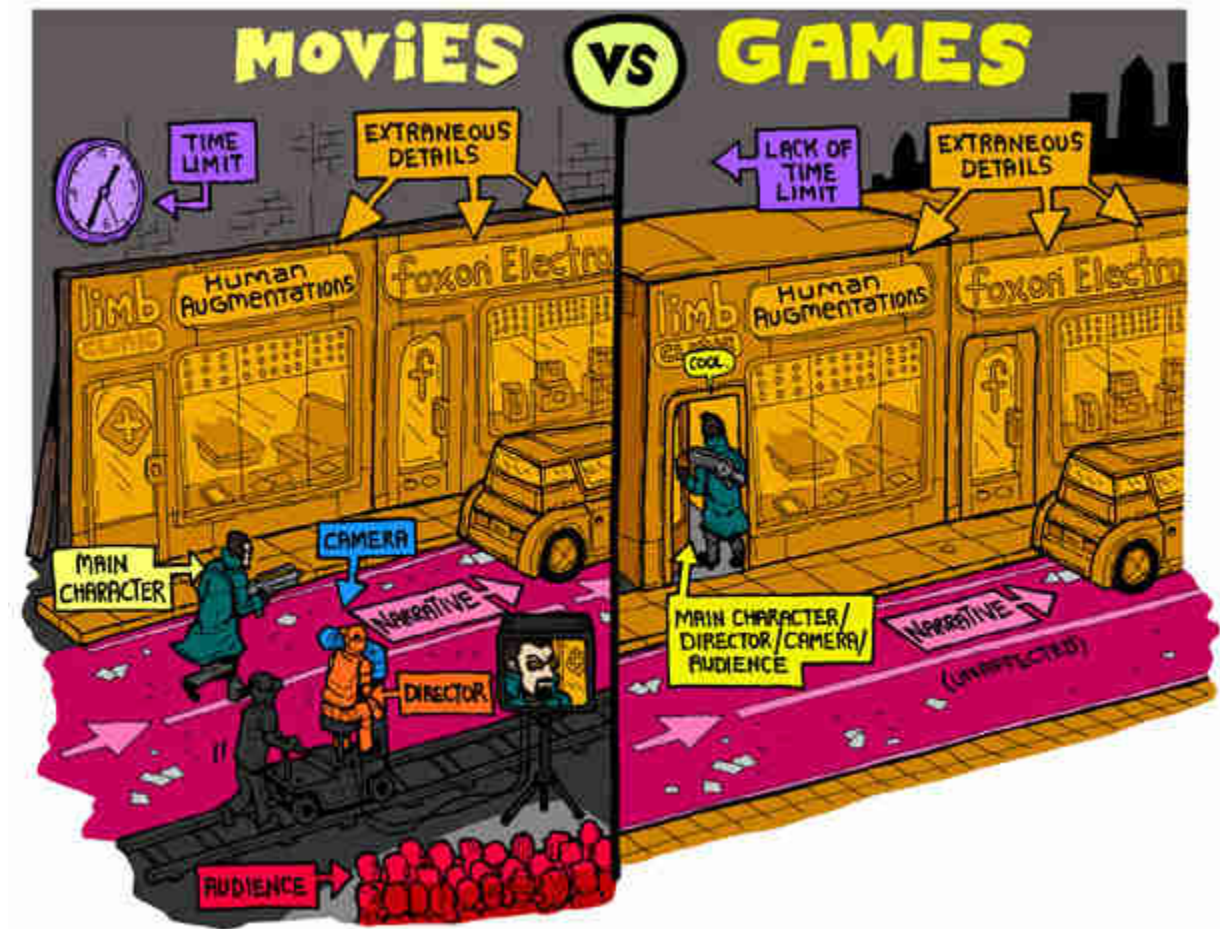
There's an unusually thoughtful and ambiguous game from Japan called *Dark Souls* that places you in a strange and beautiful undead land with little real direction as to your quest. You'll meet a number of characters, but the narrative and exposition are deliberately kept minimal to foster endless discussion (the game's director loved the process of making up his own stories when reading English fantasy novels as a child and attempted to translate that experience to the video game medium). The game succeeds as a piece of art because the obvious amount of thought and detail that have gone into it subconsciously tell the audience that it's worth their time to try and fill in its many blanks.



You're not told everything, just like you're not told what the hell *The Scream* is screaming about, only here you've got an added plane of depth, and this is what's known as "taking it up a notch." About halfway through *Dark Souls*, you encounter a five-story-high painting in a massive, eerie hall. As you approach, some strange force seizes you, pulling you into the painting, leaving you to wander interestedly around the mysterious world within. This is what's known as "literally the most convenient metaphor ever."

#3. They Let You Step Outside the Narrative

The movie *Minority Report* had some good ideas about the future, but whatever was in there was always gonna be mitigated by the fact that a movie gets made because a star gets attached to it, and thus it's the star you're stuck looking at 95 percent of the time. Maybe the movie *Prometheus* had some good ideas, too, but who the hell knows because the audience was hurtling by them lashed to a mindless, rampaging narrative. The point here is that a linear experience means the audience is largely beholden to whatever the camera is pointed at. It's a big deal that in video games you control the camera.



What makes a world feel real is the little things – the overheard conversations, the emails, the informative brochures. This is particularly important with science fiction, which generally seeks to present a convincing vision of another reality. A game like 2011's *Deus Ex: Human Revolution* presents a complete picture of a world where human augmentation is a reality because you get to hear those conversations and read those emails and brochures – you simply spend more time in the world than you ever could with a movie (*Prometheus* only seemed like it was eight goddamned hours long).



Sure, you have your mission, but you can easily just say screw it and go around breaking into people's apartments, and when you stumble onto the apartment with the clandestine human chop shop, bags of artificial eyes and arms littered about, alarming emails on the computer, you realize this is the kind of extraneous depth that makes shit actually feel plausible. Being able to park the narrative for a bit and wander off to take in the details is uniquely immersive, and anyone interested in speculative fiction would do well to go "Hmm ..." at this point.

Read more: <http://www.cracked.com/blog/5-things-video-games-do-better-than-any-other-for-ms-art/#ixzz2j5002lv>

#2. They Can Trick You into Learning Something About Yourself

The worst I've ever felt about myself was the time I let that dude fall to his death from a bell tower when I so easily could have pulled him to safety. I found out something about myself that day – I was willing to decide that someone I didn't like should die, and I was mad at that dead bastard, but I was infinitely madder at myself. Fortunately, most of this took place in a video game (2012's *The Walking Dead*), and it's a prime example of something games can do but passive media cannot: They can set you up to do things you assumed you weren't capable of, in a manner typically reserved for evenings at Stanley Milgram's place. A novel or film can show you someone else's descent into oblivion, but it can't make *you* do evil.

The Lessons Learned

What I recall from the same story in 3 different mediums



- Colonialism is bad
- like really, really bad
- it's hot near the equator
- there will probably be a big war in the early to mid 20th century (this was useful to know)



- Marlon Brando was too fat and/or crazy to not film in total darkness
- Harrison Ford looks really unrecognizable in glasses (yeah, he was in the movie! I know, right?)
- That one classical music song goes really well with helicopters or whatever
- I think that's it. I dunno, I only saw it the one time



- I AM NOW COMPROMISED. THE DETAILS WOULD ONLY SCARE YOU. ALL I HAD TO DO WAS WALK AWAY. NEVER WAS THE EXIT CLOSED, BUT GOD HELP ME I WANTED TO SEE WHAT WOULD HAPPEN. THIS KNOWLEDGE HAS COME TO CONSUME ME. WHAT OTHER EVILS HAVE I BORNE ALOFT PURELY FROM AN UNQUESTIONED DESIRE TO "SEE THINGS THROUGH?" WHAT ELSE HAVE I BLINDLY JUSTIFIED?? THIS IS THE

LAST SORRY DISPATCH OF A RUINED SOUL.
LET MY CARCASS BE A SCARECROW.
LET IT WARN OTHERS THAT THESE
FIELDS ARE FALLOW, THAT ONLY A
DEAFENING BLEAKNESS GROWS HERE, THAT THIS
IS THE LAND OF THE EMPTY, WHERE THOSE WHO ASSUMED
GLORY WAS THEIR BIRTHRIGHT SHUFFLE FOR ETERNITY—
THEIR AGONY IS SILENT, THEIR
PHOSPHOROUS TEARS BURN, OH GOD,
MOTHER, HOW THEY BURN!

- also, the Black Angels have some really good songs

Recently in games there's a mini-trend of examining traditional game protagonists and the way they unquestioningly scythe down waves of enemies because the back of the box says they're The Hero. 2012's *Spec Ops: The Line* directly confronts this with chilling consequences for the psyche (how to play *Spec Ops: The Line*, Step 1: Return game to store); *The Walking Dead* tests the limits of how far you would go to protect one implausibly cute kid (pretty far, it turns out); and even *Dark Souls* is a game where half the enemies you face inevitably turn out to have some heart-breakingly noble reason for trying to dismember you (you who have unknowingly wrought so much evil because you assumed you were the hero of the game). Why is all this worth it? Because evil starts from assuming that you can do no wrong, and games genuinely have the potential to remind us that we can and will do evil if we're first told how good we are. Plus games keep you off the streets, killing virtual giant crabs instead of real ones, and that's the way to be.

#1. They Can Actually Attract an Audience

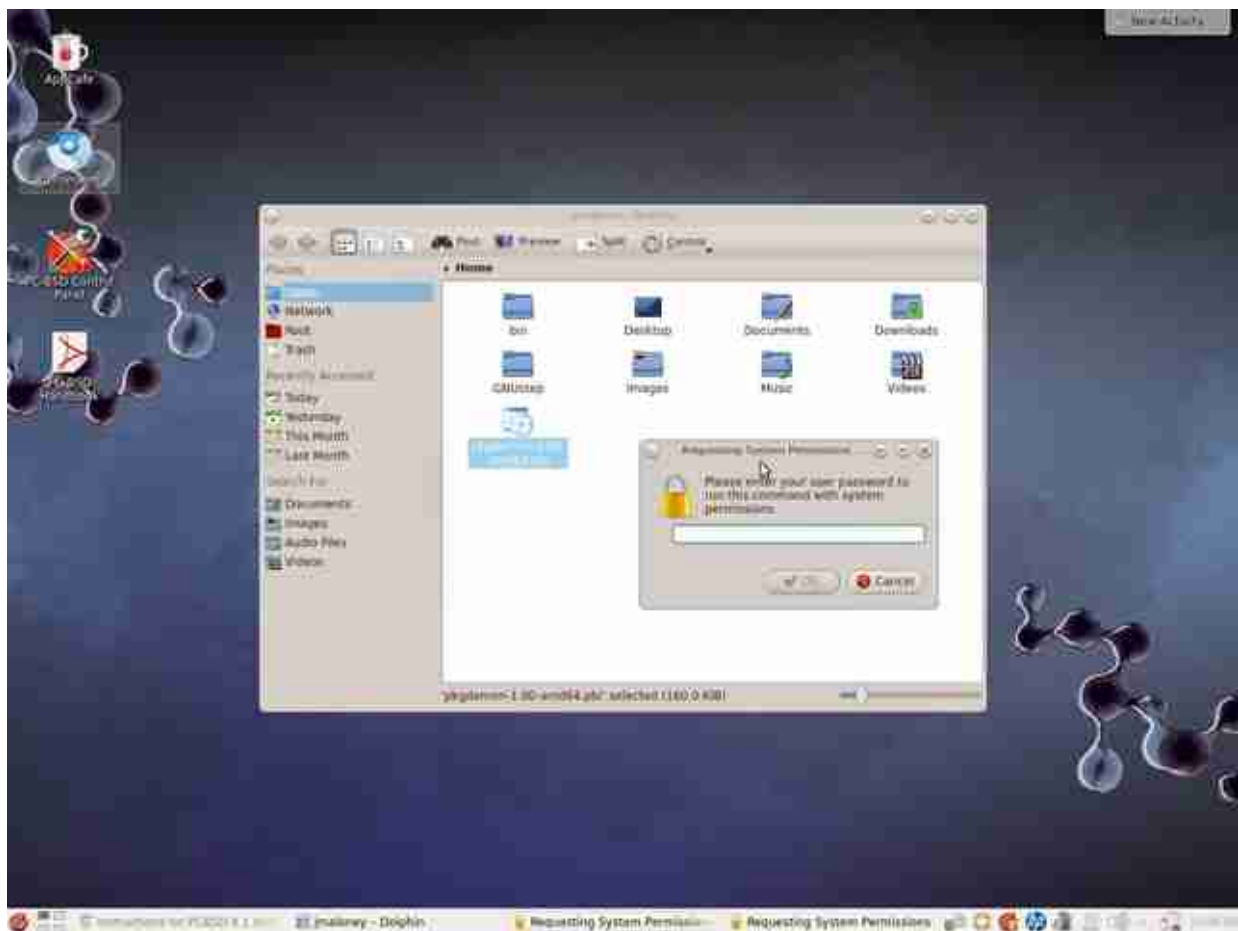
In the damn-near-impossible-to-make-a-living/impact world of the arts, you often have to go where the audience

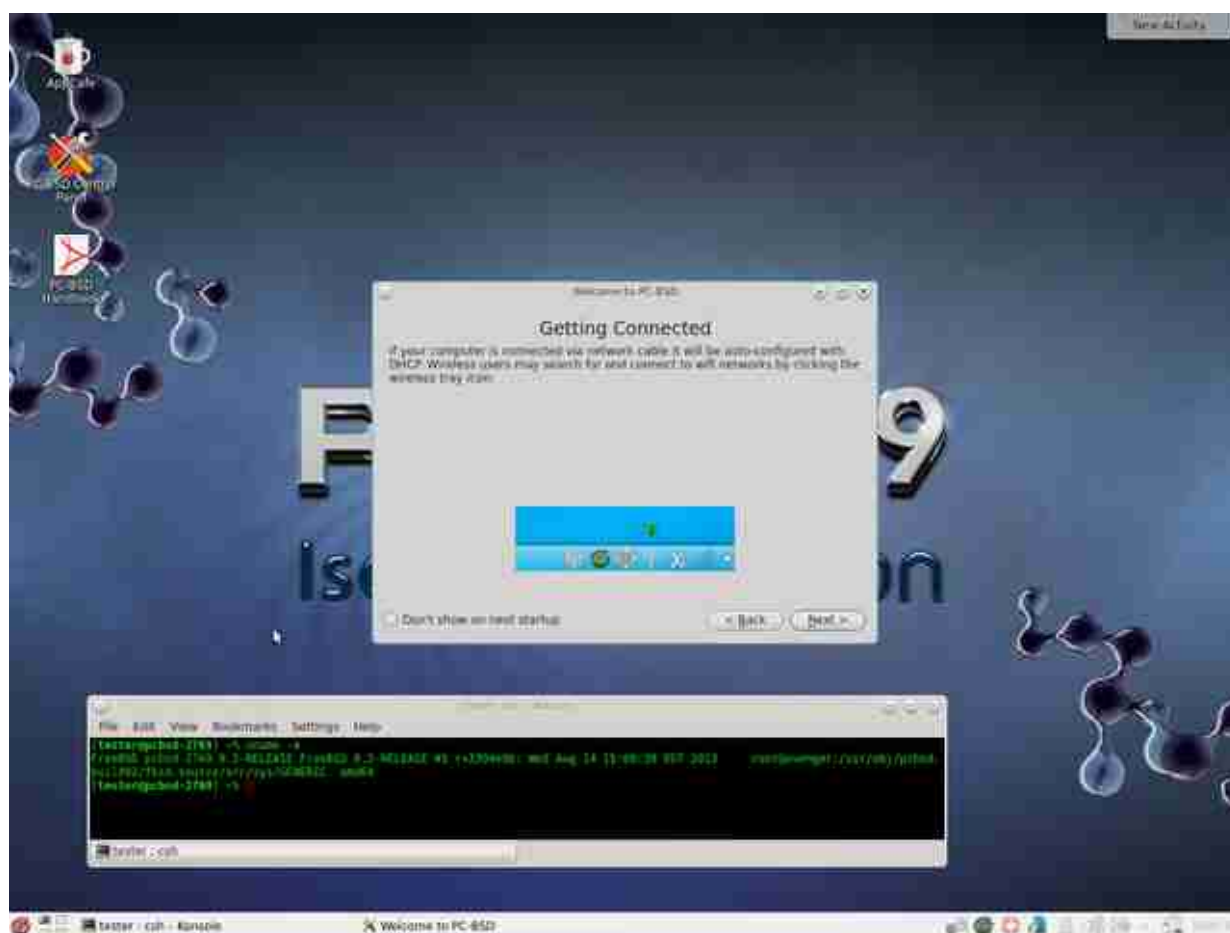
is, and that's the biggest advantage of video games right now. Like it or not, that's definitely where the audience is. Even entry-level indie games can get attention not available to other mediums. 2011's low-tech *To the Moon* is basically a short story infused with a frankly microscopic amount of gameplay, but it's a good short story, and it's one that thousands of people would never have read if it hadn't been in game form.

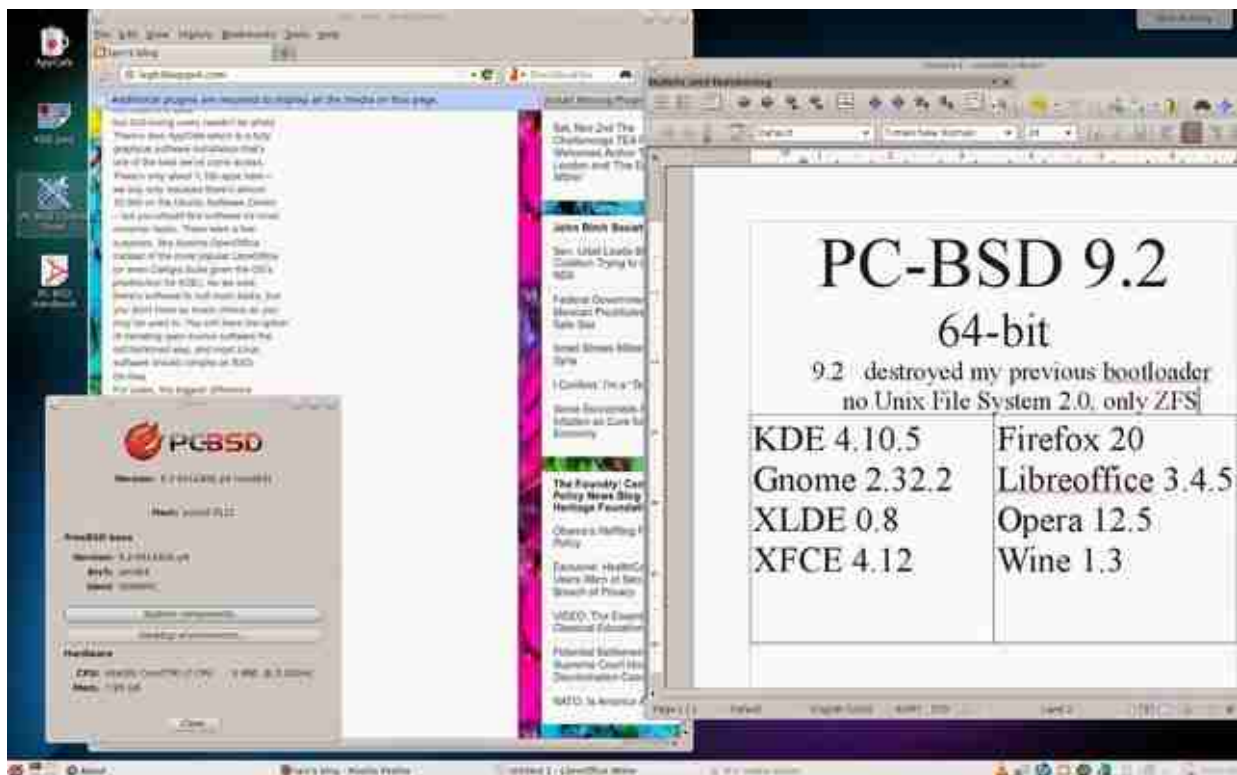
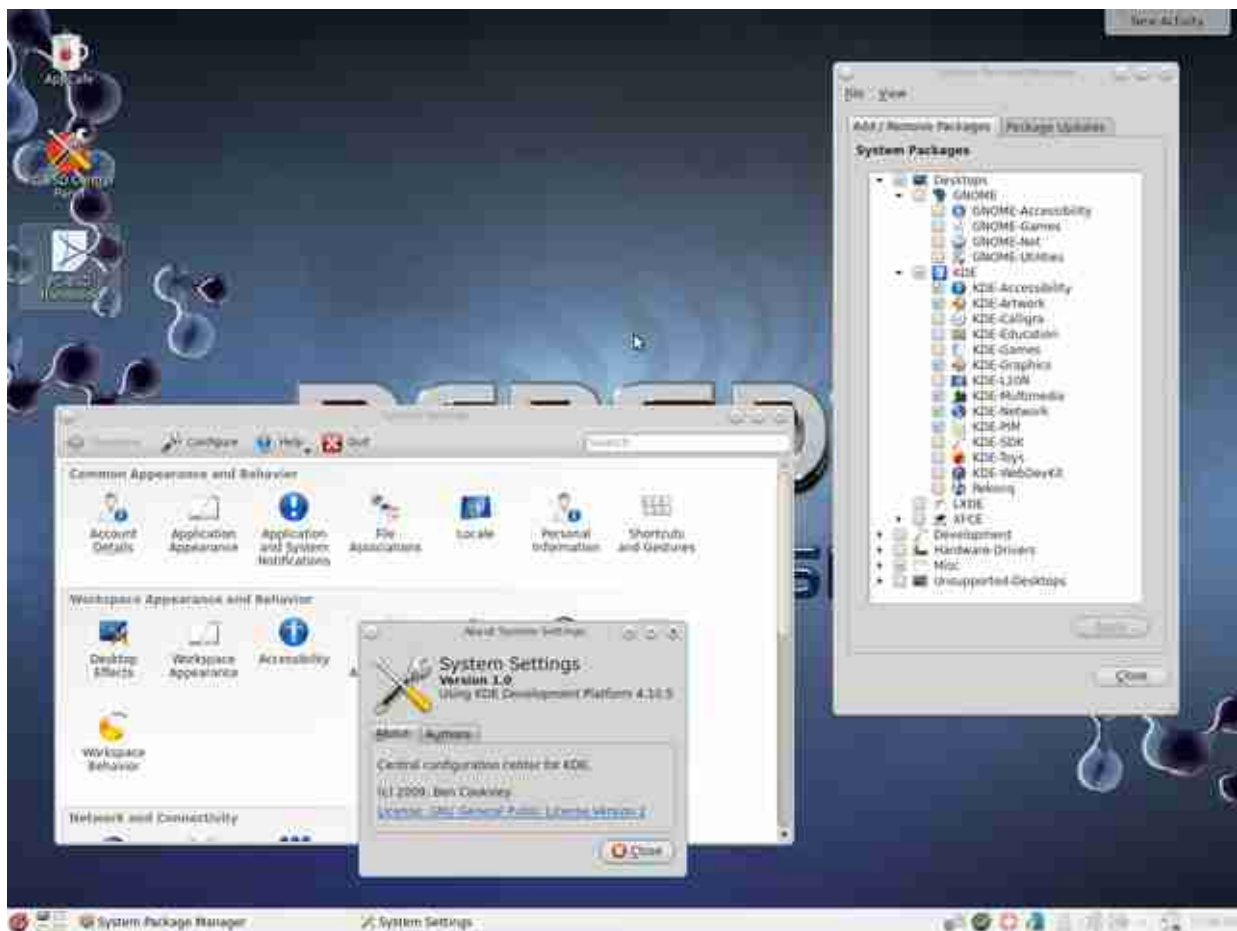


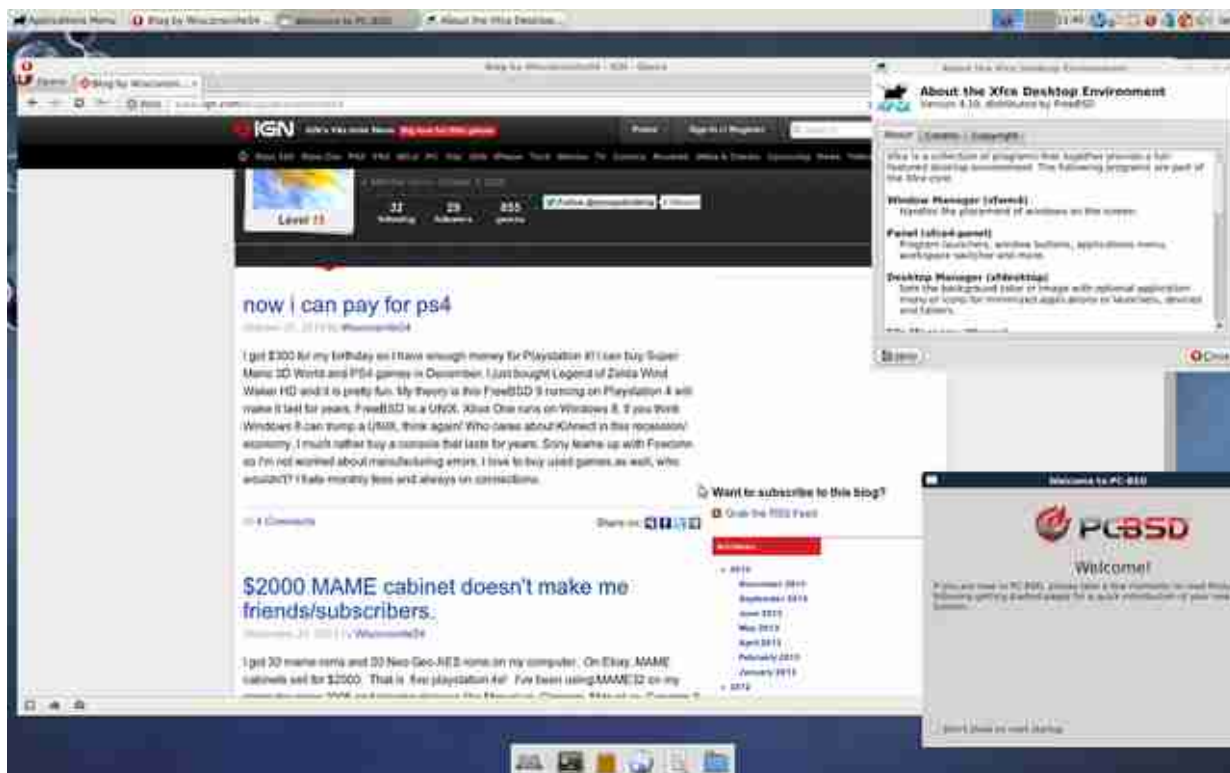
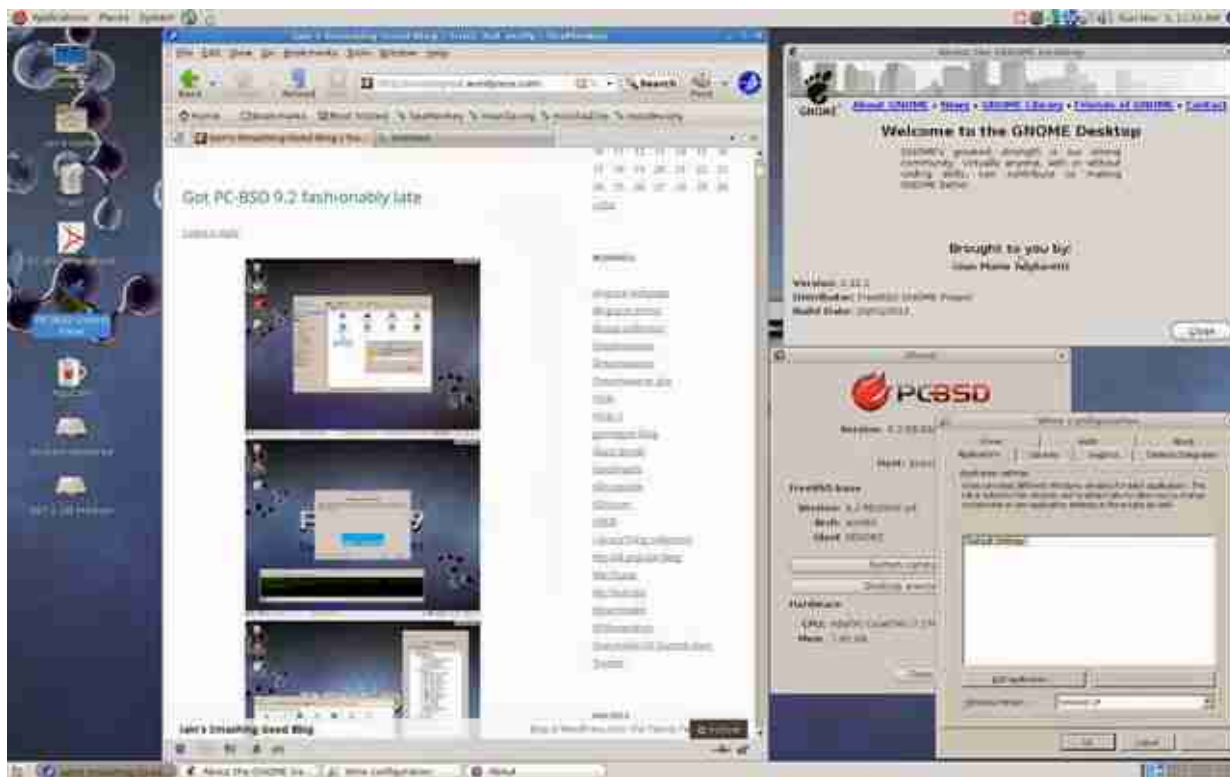
That might sound unfair, but every medium exists merely to fill the unending need for entertainment and stories, and games are in right now (have faith, erotic limerick writers, your time will come again). Most games are not 3D paintings. Artistically speaking, the majority of video games don't do anything better than a brick, let alone literature or HBO, but most of them are at least fun, and some are legitimately beginning to demonstrate games' unique potential to be equally fun AND thought-provoking (heaven forbid). An actual diversity of voices, attracted by this potential, is maybe all that's needed to take things further. And then 30 years from now when games come full circle and become what Hollywood is now, we'll at least have a golden age to look back on wistfully.

Finally Got PC-BSD 9.2 (2013-10-29 00:55)











Results for healthcare.gov

Site	Site Report	First seen	Network	OS
1. healthcare.gov		September 2010	adobe.computer.com, inc	Linux
2. www.healthcare.gov		September 2010	adobe.computer.com, inc	Linux
3. www.healthcare.gov		September 2010	adobe.computer.com, inc	Linux

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FreeBSD with KDE 4.10.5 is here! I know FreeBSD isn't Linux Mint, but it is KDE 4.10.5.

BSD is often seen as Linux's scarier cousin. Its name is mentioned in hushed tones and its users are thought of as elite programmers and über sysadmins. However, when we went to the PC-BSD website to download the latest ISO, we saw the main screenshot featured Facebook and a YouTube video of funny cats. Not exactly leet browsing material. Perhaps it is for mere mortals after all. PC-BSD aims to be user-friendly, like a BSD equivalent of Linux Mint. Of course, BSDs aren't like Linux distros because they don't all share kernel – though their features are broadly similar, the main projects all maintain their own. You could perhaps think of PC-BSD, though, as a distro of FreeBSD. Installation couldn't have been easier: just select Desktop or Server and set it to work. Once it's done, the

system walks you through creating a user and you're done. Frankly, a few popular Linux distros could learn a thing or two about user-friendly installation

"PC-BSD aims to be user-friendly, like a BSD version of Linux Mint."

from PC-BSD. The install gives you a KDE desktop, though other environments are available. The only slight blip was a warning message telling us that we had less than 50GB of hard drive space. This seemed a little excessive, given that the install only took up 7.2GB, and a message like this might cause people to worry that the install will fail. We ignored the warning and it worked fine on our 20GB disk.

If it weren't for the logo on the desktop, many Linux users wouldn't realise they weren't using a penguin-flavoured OS. The range of apps installed by default seems a little light, though, considering the 3.4GB download. There's no office suite, Konqueror is the only web browser, and there's little else of interest – you have to install everything you need.

PC-BSD comes with the famous ports package management system, It may carry the cute exterior of KDE (pun intended), but underneath beats the heart of a BSD.

but GUI-loving users needn't be afraid.

There's also AppCafe which is a fully graphical software installation that's one of the best we've come across.

There's only about 1,100 apps here – we say only because there's almost 70,000 on the Ubuntu Software Centre – but you should find software for most common tasks. There were a few surprises, like Apache OpenOffice instead of the more popular LibreOffice (or even Calligra Suite given the OS's predilection for KDE). As we said, there's software to suit most tasks, but you don't have as much choice as you may be used to. You still have the option of installing open source software the old fashioned way, and most Linux

software should compile on BSD.

On files

For years, the biggest difference between BSD and Linux has been the way they deal with filesystems. BSD's ZFS has long been the envy of Linux sysadmins. This version of PC-BSD comes with lpresnap which simplifies the process of taking ZFS snapshots, though at the moment it's only available on the command line. A graphical version is promised for the next version. ZFS now works on Linux, and BTRFS is also starting to be used, so the www.tuxradar.com

technical gap between the two systems is closing. At the same time, though, some of the BSDs (especially PC-BSD) have become easier to use, closing the game on Linux in that respect. Unless you have an ideological preference for the BSD licence over the GPL, it's hard to give you a specific reason to give BSD a try – but we highly recommend that you take it for a spin anyway. Not because of any great technical difference, but because it gives you another view of a free Unix-like OS – and it's easy enough to whip up in a virtual machine or on a spare computer

oakleyses (2014-10-23 18:14:52)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:16)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:19)

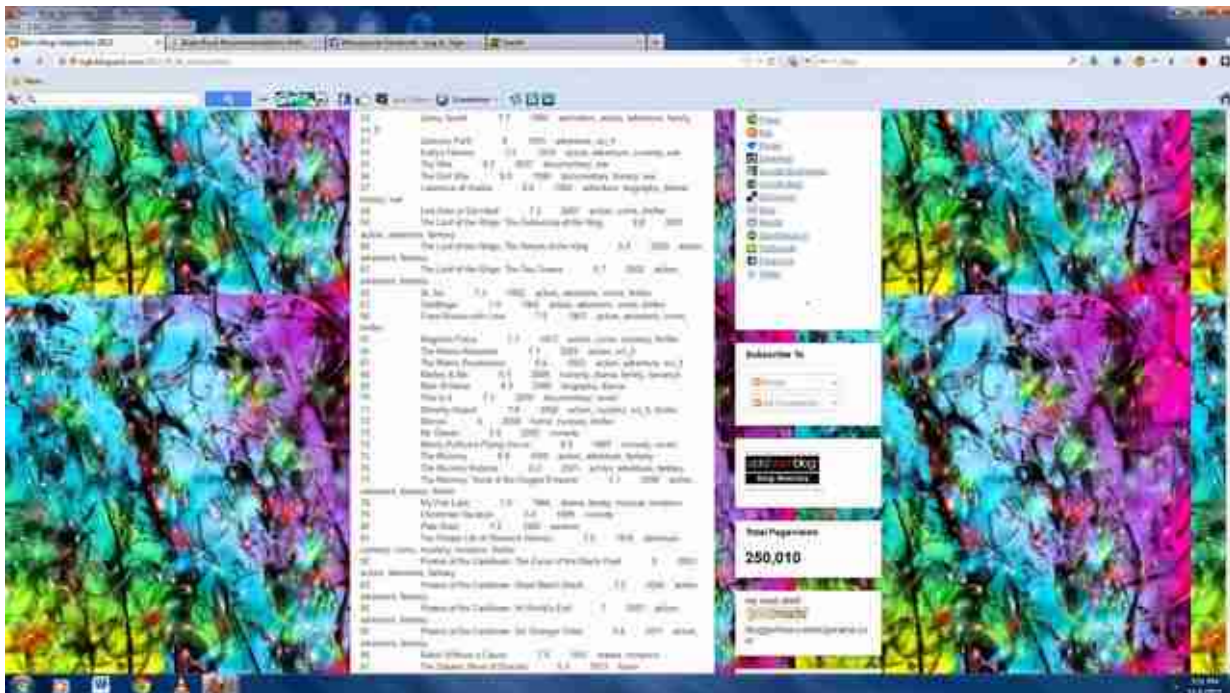
tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Nikon D7000 is still #1 on Flickr. (2013-10-31 20:39)

My 2012 Christmas present is still #1 on Flickr. I posted 20 new videogame reviews. The reason why Nikon D7000 remains the most popular, because it is the cheapest metal skeleton DSLR on the market. You still get 24 fps 1080p video. HDR can be made in Paintshop Pro X5 (owns). HDR makes the photo look fake. I've seen non-HDR photos on Flickr from the D7000 with 20,000 hits. Its all in those \$1000 lens, not HDR.

15.11 November

Quarter of a million hitcounter views (2013-11-01 15:54)



250,000 views today!

now i can pay for ps4 (2013-11-03 23:02)

I got \$300 for my birthday so I have enough money for Playstation 4! I can buy Super Mario 3D World and PS4 games in December. I just bought Legend of Zelda Wind Waker HD and it is pretty fun. My theory is this FreeBSD 9 running on Playstation 4 will make it last for years. FreeBSD is a UNIX. Xbox One runs on Windows 8. If you think Windows 8 can trump a UNIX, think again! Who cares about Kinect in this recession/economy. I much rather buy a console that lasts for years. Sony teams up with Foxconn so I'm not worried about manufacturing errors. I love to buy used games as well, who wouldn't? I hate monthly fees and always on connections.

General Public License vs. BSD License (2013-11-14 18:35)

Gpl newspeak, <http://www.gnu.org/licenses/why-assign.html> all code contributors to FSF are obliged to sign over their copyright to RMS. Imagine the implication if Richard Stallman could have all copyright of everything assigned to him personally. He would then be able to target Christians and Israel by discouraging manufacturers from providing them with hardware that of necessity will use such copyrighted code. It is a false premise that some fair dispenser of GPL justice by a Robocop walks around enforcing the terms of the GPL on an equality basis: GPL enforcement is arbitrary by the copyright holder, and such license does not apply to the copyright holder such as FSF.

The Linux (GPL) copyright holders employed by Google, IBM and Redhat allows these employers to dictate the behavior of those that don't employ the majority of them such as Nvidia and the hacker brewing the next Facebook in his garage. By employing the Linux copyright holders Google was able to create the Android operating system and not release back the code modifications because the GPL restriction only applies to the licensees and not the copyright masters, whom Google effectively control by their monthly pay check. Therefore the Linux code base can only be implemented in such a way as dictated by the Linux copyright employers, such as Redhat litigating against a hacker for incorporating the Linux "mount"(GPL2) command in order to destroy his business, yet allow another party to use "mount" in closed source projects after paying Redhat lots of money because the GPL restriction in MySQL, Mount etc. does not apply to Oracle and Redhat the copyright holders. GPL allows Oracle, Google and Redhat to use highly motivated slave labor who are confusing their access to the source with Equality source like *implementation* of the source. Having merely access to the source code is like somebody who thinks that having access to Solar energy patents is the same as implementing the ideas.

There is no company listed on an exchange that could possibly be a commercial viability if they were to publish all their ideas. Of necessity a start-up or hacker will incorporate GPL code to facilitate his products or business without publishing everything. GPL allows copyright holders such as Google and Redhat to practice selective communism. Communism is the centralization of ideas and the regulation of their implementation. Socialism is the centralization of the means of production. The distinction between these two concepts is fuzzy today because we are in the information age, it differs from its more dichotomous meaning during the times of Lenin and Stalin. Today with advances in robotics anything can be produced decentralized, this is being prevented with copyright emulating the effect of [[patents] and outright patents of course. Centralizing ideas in the hands of copyright holders such as Redhat, Google and IBM enables them to use indirection and prevent decentralized manufacturing.

Using Microsoft as a lightning rod for hacker discontent, Eben Moglen and RMS have deceived coders to sterilize vast swaths of algorithmic abstractions such as mount, ping, tracer, ncurses into copyright holders, which in turn are employed by Google, IBM, Redhat, Oracle etc. allowing them to prevent the implementation of unsanctioned code by competitors to these monopolies using Churches thesis. Prof.Moglen is on the same level as a trade unionist socialist wanting "job creation" - <http://lwn.net/Articles/434318/>. There are over 67 software licenses and thousands of "job creators", fabricating different incantations of copyright restrictions on the populace - the legal profession creating jobs for themselves. BSD Equality source limits the scope for money making litigation by the legal profession.

GPL imposes restrictions on what you can and can't do with code, in such a way that the restriction only applies to the non-copyright holders and not for example Oracle, the copyright holder of MySQL. This enables Google, IBM, Redhat to 'Embrace, Extend, Extinguish' any would be competitor by either incorporating him as their indentured

servant working for a monthly salary for them or ruining him financially with bogus copyright lawsuits.

By employing the coders who locked up algorithmic abstractions in the Linux GPL code base, as influenced by Linus Torvalds, RMS and Eric Raymond, Google, IBM, Redhat are emulating the effect of a software patent because they have gained effective control of the algorithms using indirection.

Redhat's employment of the Linux copyright holders allows them to litigate against any company or garage hacker making money out of Linux by forcing them to reveal all their code, while not imposing such litigated restriction on those who pay them lots of money to them or become their indentured servant.

GPL and BSD Edit

http://www.freebsd.org/doc/en_US.ISO8859-1/articles/bsdl-gpl/article.html #GPL-ADVANTAGES

<http://slashdot.org/story/99/06/23/1313224/FeatureGPL-vs-BSD>

<http://www.shlomifish.org/philosophy/computers/open-source/gpl-bsd-and-suckers-ism/>

<http://www.freebsdnews.net/2008/07/18/bsd-license-vs-gpl-license/>

<http://slashdot.org/Chemisor/journal/143017>

<http://news.slashdot.org/story/08/07/08/1832255/Linguistic-Problems-of-GPL-Advocacy>

<http://www.freebsd.org/cgi/getmsg.cgi?fetch=506636+517178+usr/local/www/db/text/1999/freebsd-hackers/19991003.freebsd-hackers>

<http://www.linuxjournal.com/article/5935> Explains how BSD allows ideas to remain free.

<http://www.shlomifish.org/philosophy/computers/open-source/gpl-bsd-and-suckers-ism/> Arguments as why BSD must be used and not GPL

GPL advocates have missed one of the key points that makes the BSD license do so much good for the world. The BSD license, by allowing people to use its code in commercial products, promotes commercial products following open standards.

The classic example is TCP/IP. There are a lot of commercial products out there using the Berkeley TCP/IP stack, and one of the big reasons for that is that it's cheaper than developing their own protocol stack or even buying one. The value we see from this is the network effect; that a device communicates using the Berkeley TCP/IP stack rather than Novell's IPX stack or Microsoft's networking stack benefits all of us, because we can much more easily communicate with it (even, perhaps, in ways that the author did not intend). Open standards are even more important to freedom for computer users than open source. (Having source code and patents documenting an idea is nice, but it's not much good if it doesn't permit you to interoperate with other platforms out there or implement the idea itself. Linux is popular because it talks to other computers.) Therefore, I'd say that the Berkeley license has done more than any other license to bring us to the state today where we have a lot of freedom in our computing choices. Freedom means the freedom not to share an idea based on derivative ideas. A company is free to tweak the TCP/IP protocol in a commercial product without having to release the derived code, with GPL they would be forced to release any derivation.

The VLC project copyright holders relicensed their GPL code as LGPL, in order to allow the widespread adoption of VLC by companies who are not going to release their code as GPL or BSD etc. But because the copyright was not vested in a single or few authors but in *everybody* who contributed code, each of them had to be contacted and had to give permission. In the <http://www.fsf.org> incessant cult-like repetition of 'free software' they don't point out to programmers to be careful as to who will eventually own the copyright. This is deliberate because once to many programmers have copyright under say GPL3 or GPL then just one or a few copyright holders could prevent the majority from relicensing to something more sensible such as BSD or LGPL.

There is not a single idea held by anyone that isn't somehow a derivative of another idea by somebody else. GPL advocates expect to be recognized for 'their' ideas, ideas which are most probably somebody else's who didn't seek recognition. GPL doesn't allow a user the freedom to do with the code whatever he wishes, but like copyright and

patents restricts its usage. A restriction isn't freedom, restricting the implementation of ideas leads to Unintended consequences, such as the inability to commercialize an idea.

If the TCP/IP was released under GPL it would have prevented Microsoft from adopting it. Forcing Microsoft to use their proprietary protocol by forbidding them to use TCP/IP out of spitefulness could have established the Microsoft networking stack as a de-facto standard like their Office suite is a standard, with catastrophic consequences for society as a whole. Many GPL advocates are over-estimating their own importance and the importance of the code they contribute. They have an undue desire for recognition on trivialities - Parkinson's Law of Triviality, also known as bikeshedding or the bicycle shed example. GPL is a restriction placed on the licensee by the copyright holder, with such restriction not applying to the licensor. Freedom means that a person has the right not to share his derived ideas, with GPL thousands of developers are forced to share their ideas with the copyright holder like <http://www.fsf.org>, who in turn get corrupted by "corporate sponsors" to only enforce the GPL restriction against the competitors of powerful companies who have carved up the economy between themselves. Linux Torvalds for example recently received a "reward" by fronting organization for these corporate sponsors, a bribe for somebody who presents himself as a messianic figure handing out his autograph, to encourage Torvalds to do as they please (this needs citations, Torvalds prevents Stallman from forcing GPL3 on the Linux kernel because GPL sues corporations who employ the Linux kernel developers, thus buying themselves immunity from GPL enforcement, while corrupting the FSF to engage in arbitrary GPL enforcement against their competitors.)

GPL license is like the restriction on derived ideas we have with HackPatents, patents documents the idea, but doesn't allow its implementation without permission.

Open source or Equality source ? Edit

"Open source" and RMS "free software" are not public domain. <http://www.linuxtoday.com/developer/1999-062802310NWSM> Nowhere does Raymond make the distinction between public domain and proprietary code. BSD, MSFT closed, GPL, GPL3 etc. is defined as proprietary code by copyright law. There is no such thing as "open source" or "free software" in terms of copyright law, these terms are weasel-worded lies. The proprietors are free to call their master/slave relationship anything they want such as "I am little teapot licence", "free software licence" or "open source licence", because copyright law allows them to do such. Any code acceptance by the FSF to their GCC compiler is done by the contributor signing over his copyright to the FSF. FSF remains the sole copyright holder. The copyright holders (there can be any number) of code under say GPL3 can licence such code in closed source (meaningless term?) projects without anybody knowing about it. Oracle for example are using the MySQL code base in their commercial products because they bought the copyright and do not have to publish their code as dictated by the GPL license, because the GPL license only applies to the licensees and not to Oracle, the sole copyright holder.

Linux Torvalds, RMS and FSF are attempting to legislate their version of atheist morality, their world view is the stimulus/response Skinner Markov process behaviorism, which Chomsky has shown with his universal innate grammar theories isn't correct. Torvalds, RMS and FSF views humans as Pavlovian pooches who must be made to yelp with a GPL cease and desist letter and thankfully wag their tails to their knowledge copyright holding commissars on being re-allowed to use such GPL copyrighted proprietary code.

All code in terms of copyright law is either proprietary or public domain, a fact that Eben Moglen from <http://www.fsf.org> tries his best to conceal. Only proprietary code can be licensed as GPL, BSD and Microsoft closed license or any other license by a proprietary copyright holder: GPL code is defined as proprietary code by copyright law, RMS is legally and factually incorrect to assert the converse. BSD clause-3 is an attempt by a proprietor to emulate public domain while avoiding liability for code implementation. Public domain is freedom. Copyright law defines something as either free or restricted (copyright). RMS, Linus Torvalds, Eric Raymond is using "freedom" or its dissimilar term "open source" as metaphor for dictated behavior as proprietors over the restrictees or licensees.

Meaningless terms Edit

RMS makes the distinction between "custom software" and "proprietary software" which is meaningless. Copyright law only defines something as public domain or proprietary.

Copyright on gcc compiler Edit

<http://www.fsf.org> as the copyright holder of gcc must practice their freedom speech: why don't the fsf.org make lets say 10,000 coders fellow copyright holders?

The GPL license on the gcc compiler applies only to the licensees (slaves) and not to Richard Stallman himself or Linus

Torvalds(masters). Eric s. Raymond regrets his initial support for GPL(this needs citations). Torvalds and RMS views open source code as philosophy, or pragmatic methodology where they as copyright holders of such open source code licenses(GPL) the code too thousands of code restrictees who must provide back their innovations to them, innovations they in turn can license in closed source projects but not allowing the restricted licensees to have the same rights as they have, since the GPL licensees working for free aren't the copyright holders. Using Newspeak they have deceived GPL coders into mistaking open source with Equality source: the terms under which the open source code is made open doesn't apply to the copyright holder, with Equality source the public domain is emulated. Linus Torvalds assures us his GPL licensing as a copyright holder is based on exchange: you release your code, and Torvalds in exchange will give more code back. But this is not an obligation on his part as licensor, many GPL copyright holders license their code in closed source projects for remuneration without anybody knowing about it.

The wikipedia commercial software , http://en.wikipedia.org/wiki/Proprietary_software , http://en.wikipedia.org/wiki/Free_software and http://en.wikipedia.org/wiki/Open_source obfuscations attempts to twist the legally defined dichotomy between public domain(free) and copyright(proprietary) as laid down by the courts. Every shred of information is either proprietary(restricted) or public domain(free, Equality source), which the Wikipedia articles don't make clear.

Redhat as single legal entity Edit

Redhat is sole copyright holder of their distribution because they employ coders with such coders not becoming associate copyright holders because under copyright law Redhat and its employees are considered a single entity. The Linux kernel itself has thousands of copyright holders, while Redhat figured out a scheme whereby they can leverage GPL code but still maintain copyright (not sure about this, it needs further research). IBM, Redhat, Google and other "corporate sponsors" of the Linux kernel programmers, employ these very same programmers and copyright holders. They have come to an agreement that between them no GPL enforcement will take place, Google's Android system uses Linux code without releasing back such modifications.

Confused? You should be, SCO Unix couldn't figure it out. They correctly asserted that you can't make money by giving everything away for free. What they could not grasp is that by using Churches thesis the illusion that Equality source is created under GPL.

RMS wishes that if only the governments of the world would copyright the alphabet and sign over the copyright to him, then he as global idea atheist dictator will show us how communism is really supposed to work .

RMS ,Torvalds and FSF have deceived both GPL and BSD proponents. For some reason even <http://www.freebsd.org> seems either unable or unwilling to clarify the difference between copyright and public domain. MSFT bought the TCP/IP stack from the BSD copyright holders for \$10mil. They did this to avoid having to give credit to the copyright holders as specified in the BSD license. If they used the TCP/IP stack as dictated by the license, then no payment to the owners of the BSD copyright would have been needed. The same type of exemption could have been made if TCP/IP was under GPL by the copyright holders. Both BSD and GPL proponents don't understand this legal fact in terms of copyright law.(Must all the copyright holders give permission?)

GPL is proprietary software Edit

GPL is a copyright proprietary license; without an author who owns the copyright it is meaningless. An owner of the copyright must be established in order to make the copyright enforceable and license under which he licenses the code. The only alternative to this under copyright law is the public domain which is emulated with Equality source and not open source . All licensing such as GPL, BSD etc. is subject to copyright law. Proprietary is the characteristic of a proprietor, by having the exclusive legal right, or exclusive title to something, an owner. Proprietary software is owned software, the owner of the code can license his master/slave relationship under the following terms:

I'm a little teapot license

GPL

BSD

coo-coo-clock license

Whether the licensing terms are meaninful or meaningless is irrelevant because copyright law allows the master to license as he wishes.

The FSF owns gcc through their copyright on the gcc compiler, they have retained exclusive legal rights to gcc. Red Hat is the copyright holder of Gluster and Oracle bought the copyright to MySQL. Red Hat, Oracle and FSF as licensors

of their proprietary software licensed their code to the licensee under the GPL license, the GPL restrictions only apply to the licensees and not the copyright holder. GPL regulates the behavior of software in a master/slave relationship, much like Microsoft regulates their users. Richard Stallman, FSF and Linux Torvalds in presenting themselves as messianic figures, have deceived GPL coders into believing that they are not in a master/slave licensor/licensee relationship with the copyright holder.

As proprietors of MySQL, Gluster and GCC they can initiate arbitrary legal action against companies while not targeting others. All derived code that the licensees provide back to Oracle(licensor) can be used by Oracle in closed source projects. FSF as copyright holder of gcc revoked the GPL license for the more restrictive GPLv3, forcing BSD unix forks to adopt the Clang compiler and get rid of all GPL code.

In a semantic smoke and mirrors exercise FSF have convinced the public that if code is under the GPL license then the licensor and licensee can use the code under the same terms. GPL only places an obligation on the licensee, not the licensor. Thus Red hat will litigate against anyone using its Gluster code in violation of the GPL as it sees fit while releasing closed source code to anyone as it sees fit. FSF and RSM usage of proprietary and free confuses this point. There are basically only two concepts: Proprietary and Public domain. The omission in the GPL propagandizing at <http://www.gnu.org> and <http://www.fsf.org> on the utilization of GCC as opposed to the Clang compiler is that FSF retains the copyright, which establishes them in a dominant position over the users(GPL licensees). This is not what freedom and equality means.

BSD license was created to prevent liability litigation over code released to the public domain(http://en.wikipedia.org/wiki/Public_domain_software). Most countries are subject to the http://en.wikipedia.org/wiki/Berne_Convention which defines that something is either proprietary or in the public domain. Only proprietary code can be released under a license such as BSD and GPL. This allowed for example the Pixhawk code licensed under BSD to be relicensed under LGPL when they merged with the <http://www.diydrones.com> project. RMS can't redefine the legal concept of Proprietary as the opposite of Public domain by using the terms free(GPL) and permissively free(BSD): something is either proprietary or public domain(free). What Stallman refers to as freedom under GPL is actually dictated behavior of the licensee by the licensor - http://onlamp.com/onlamp/2005/06/30/esr_interview.html

(Pending: BSD clause-3 seems to release copyright to public domain and thus once BSD it can't be relicensed to some other code ...don't know will get back to this...)

...Linux Format UK - December 2012 ..p.61.... the code is effectively held in common..... All are free to read, study and share it. As such, it's impossible for workers to be locked in by those above them in the class system, since at any time they can choose to put the means of production, the code to use for their own ends....

The code is held in common by which licensor and how many copyright(licensors) holders are there? Copyright law doesn't restrict the number of copyright holders. In the quote the "...held in common ..." it isn't made clear as to who these "commoners" are: they are the copyright holders, establishing a master/slave relationship with licensees using GPL, which by definition means they are above the licensees of GPL. Companies can't as the licensee of Red hat's Gluster(GPL) produce a product under their own terms, while Red hat can use their derived code under any terms such as releasing derived code under a closed product and not releasing the derived ideas back to the company again.

Redhat code acceptance policy Edit

I am not sure, but as I understand it if the Redhat GPL proprietor(owner) accepts code into their project by a person that is not an employee, then that person automatically obtains copyright. Redhat and its employees are considered a single legal entity under copyright law. Redhat will never allow therefore a non-employee to contribute code or only under a contract of not obtain shared copyright. Thus you have to become a paid slave of them, not able to run your business in order to commit back improvements. This is an important omission that RMS and Linus Torvalds makes when handing out their autographs. Therefore the entire code sharing experience that is supposed to take place in theory under GPL on an Equality source footing can by the copyright holder be dictated to be in a master/slave relationship.

Copyright law allows the licensor to license the code under any number of licenses and to instigate arbitrary legal action or no legal action against any licensee: this is not what "freedom" is supposed to be. Freedom only works released under the http://en.wikipedia.org/wiki/Public_domain_software. Only a copyright holder can release

something as <http://en.wikipedia.org/wiki/Copyleft> and revoke such license. Copyleft is a form of licensing that is used to maintain copyright conditions for the licensor while delegating reduced rights to the licensee while making the licensee believe he has the same rights, much like the pigs in Animal Farm thought they had equal rights.

(Pending: Socialism is the centralized means of production, Communism is the centralization of ideas or allowed behavior/ideas. Redhat would ideally want to have all copyright on all of Linux, this would enable them to use slave labor working for free while under the delusion that as licensees of GPL they are on an equal standing with the licensor.)

<http://www.gnu.org/philosophy/free-sw.html> "Free software" means software that respects users' freedom and community. Roughly, the users have the freedom to run, copy, distribute, study, change and improve the software. With these freedoms, the users (both individually and collectively) control the program and what it does for them....

Redhat on Linux in the Firescout UAV Edit

Redhat stated p.53 Linux format magazine Dec.2012: ".....It's kind of funny to see people say ".Ooh, Linux is in the Firescout". It's going to force cataclysmic changes in the GPL No! It's not a cataclysmic event, it's a contract...."

The "contract" he refers is the contract that copyright holders of Linux made with the US government. While the licensees of GPLm, not being copyright holders of Linux are in no position to do this. (...this section needs more citations and alternative views.....). It should be obvious that the military can't release their detailed software designs on the Firescout as the GPL dictates, but because the GPL doesn't apply to the Linux copyright holders(licensors) they made an exemption after being paid lots of money. The unfairness in this is that the GPL users of Linux Busybox can't pull the same stunt: where is their freedom to use Linux in violation of GPL. Why is the US government exempted but not Sony by the Busybox copyright holders? Vast swaths of the Linux kernel developers are employed by major companies such as Redhat and Google. As employees who have to eat at the end of the month, those Linux copyright holders not providing their permission to have GPL violated by strong actors have a very good incentive not to deny it either. Therefore by employing the copyright holders of Linux or paying their Linus Torvalds salary as an independent maintainer of Linux , Redhat is able to leverage Linux code in closed systems such as government military software, where the derivative work can't for obvious reasons be made public.

Church's Thesis Edit

This process of subverting the original ideals of RMS that everybody will be 'free' and have equal terms access is known as Church's Thesis(http://www.softpanorama.org/Copyright/License_archive/gpl.shtml #GPL %20and %20Corba) . RMS and the RIAA are on opposite sides of the freedom debate, but they do share one common enemy "Church's Thesis" <http://cs.fit.edu/~ryan/glossary.html>.

A direct result of Church's Thesis is that no matter what you're trying to do, there's always a way to do it with one more level of indirection, or one more after that, or one more after that, or There's always a way to cheat *any* system you have in place, so unless you're willing to take draconian measures that will make a lot of legitimate uses illegal, you'll just have to accept it.

An example of Church's thesis are pyramid investment schemes indirection by selling nutritional products as a cover for financial fraud. The actual goods themselves could have been purchased much cheaper or are purchased not because the consumer actually wants the product but because more people will be recruited into the scheme.

Redhat provides the US government with Linux services as the copyright holder(master), in a way that you as GPL(slave) licensee can't. They use legal tricks as the copyright holder to prevent the GPL deceived from providing the same services, they are an example of Church's Thesis: leverage the work of GPL licensees to make money in closed products , while making the licensee think(using the incessant chanting of 'freedom') they are on the same equality standing as the licensor.

Alphabet under public domain not copyright Edit

Pending: alphabet is under public domain. Ideally RMS and the FSF would like the letter @e@ to be under copyright held by the FSF. IF the FSF holds the copyright to the gcc compiler then why not give them the copyright on the entire alphabet? Then literally everything we do and say could be involved in FSF "platinum member corporate sponsored" litigation. It would allow the FSF to become a global idea superpower, able to target those their "corporate sponsors want targeted".

GPL and cloud computing Edit

http://www.softpanorama.org/Copyright/License_archive/gpl.shtml #GPL %20and %20Fair %20use The GPL does

NOT prevent corporate interests from exploiting your work with no remuneration to you. For example, if I can arrange my money-making scheme so that all your GPL'ed code is running on my server somewhere, and the clients are just accessing it over the web, guess what? I'm making money from your code, and I don't have to give it to anyone.

Client/server approaches can take a lot of the bite out of GPL. Look at TiVo. They are certainly benefiting greatly from Linux, but the guts of their stuff runs as an application, and so does not have to be GPL'ed. They take the regular Linux kernel, make a few mods (which they GPL), and then use it to run their proprietary application. And then there is component-based computing: COM on the Windows side, and CORBA everywhere else. GPL, which is fundamentally based on a dying model of how computer programs work, provides basically no protection then.

RMS uses 'freedom as metaphor for 'behavior'Edit

RMS uses freedom as a metaphor for behavior or dictated behavior. His FSF holds the copyright on the GCC compiler. The GPL doesn't change the ownership of a snippet of code. It only changes the terms under which others can use that code. The original author still retains the copyright to do whatever he wants with his code. (merge this section: The original author, who is the copy(right|left holder, can do whatever he pleases, including putting it into a proprietary system. Nobody ELSE can do that, and it's an important distinction. GPL is all about redistribution.)

(pending work this section in later: Oracle bought the mysql copyright, this allows them to take all GPL forks of mysql and release the innovations under their own proprietary databases. Thus the whole point of having people give back under GPL was defeated)

The original author can release the same code under multiple licenses. He could license it under all 67 licenses currently available. Lets presume an irrational actor from say Iran pinches off \$4bil in oil funds and employs 10000 coders all being promised that the code will be released as BSD, but because Iran is the copyright holder they instead release it under lets say 1200 licenses, thus sterilizing the code because it would tie up companies in endless litigation with the copyright holder.

Google is openly violating the GPL clause of Linux with its Android system by not releasing code back. If an injunction is obtained against Google, the only way they would be allowed to re-use Linux once they comply is all the hundreds of copyright holders on Linux give their permission: they will never all give such permission. (add busybox section later at another edit date)

pending: (this section needs citations) One option would be for the oil producing countries to assemble a war chest of \$10bil and bribe enough copyright holders of Linux to start enforcement action against Google and others violating GPL. It would be one means of sterilizing the Linux code base. The drafters of the GPL could not have known that major GPL projects important in the functioning of our economies would have hundreds or even thousands of copyright holders and that with enough oil money bribes they could wreck mayhem.

Stallman as GCC copyright holder wants the licensees to engage in a certain behavior. If such behavior meets his moral code he calls it freedom. Coders should only have the 'freedom' to engage in behavior as sanctioned by Stallman. Thus he Newspeaks 'restriction' into 'freedom'.

Both patents and copyright allows the licensor to license an idea to the licensee with specific terms that lays down the "behaviour" of the licensee. Under GPL which applies only to the licensee the behavior required of the licensee is to release all derivative works back to the licensor.

PENDING: Nobody can legally define what a derivative work is to begin with. (will come back to this later at another edit date of this page)

Since my behavior is outlined by the licensor I do not have the freedom to behave in a manner outside the terms of the copyright holder of GCC or a patent holder. RMS pulled an Orwellian Jedi doublethink mind trick by restricting my behavior to his MORAL code and deceived the wider Linux community to say that behaving in the manner he wants is Freedom. Read Animal Farm from George Orwell.

RMS deceived coders to say: Restriction is freedom! Much like the animals in animal farm chanted Slavery is freedom!. He pandered to communist resentment and people's desire to eliminate all class differences.

Lets be very clear about this: A restriction isn't a freedom. If there is any restriction about how one is allowed to develop an idea then it is George Orwell Newspeak to call such restriction a freedom.

GPL allows people with resentments to ensnare the rest of the world with it. They resent Steve Job's and Bill Gates being billionaires. In this state of resentment they want to use the GPL for assured mutual destruction, like

is happening with with environmental destruction of forests because 2000 idea restricting HackPatents are making patented commercial StirlingEngines unavailable to Africans.

Pending: place in section about Ogg Vorbis and theora under BSD in an attempt to get Microsoft to adopt the standard so that windows and linux can play the same files. Instead we have the defacto mp3 and Mpeg-4 standard under license restrictions. GPL proponents don't understand that if Linux can't communicate with Windows at all, then Linux will become utterly irrelevant. GPL prevents microsoft from adopting Linux code, thus preventing communication between them, establishing Windows as a defacto standard for applications.

Opensource newspeak Edit

Opensource is a form of newspeak to obfuscate that it actually mirrors the effect of a patent: access to the source code is provided by the copyright holder such as Redhat , but one is restricted in how it can be implemented - HackPatents. Redhat implements the code released back by the licensees in their own closed solutions. It is deceitful to call a restriction on the licensee a freedom. GPL advocates must sort out their terminology and use properly defined terms to reflect what they mean as defined in dictionary's. A licensor / licensee relationship isn't "freedom", it is a master/slave relationship.

(Pending: If the US government releases GPL code then nobody can implement closed solutions of it? What scheme is Redhat upto for them to leverage government code in closed solutions, while nobody else can)

http://en.wikipedia.org/wiki/BSD_license BSD licenses are a family of permissive free software licenses. The original license was used for the Berkeley Software Distribution (BSD), a Unix-like operating system after which it is named.

GPL is labeled free software while BSD is labeled permissive free which is Orwell Newspeak obfuscation. Something isn't either free or permissively free it is either restricted or free.

.... wishing to publish BSD-licensed software which relies upon separate programs using the more-restrictive GNU GPL....

Note the more-restrictive(GPL) from the article as opposed to permissive free. GPL is uses free and more-restrictive interchangeably. Restrictions leads to unintended consequences. Ideally there should be no restrictions on any idea whatsoever, no copyright ect. We would now have had a cheap cure for cancer available had it not been for the unintended consequences of idea restricting patents, GPL and copyright. Microsoft, Apple and GE are working the system, what has to change is the law. BSD developers and Stallman(GPL) agree that all copyright and patents must be disbanded. Since this isn't going to happen BSD takes the pragmatic view by realizing that commercial companies will provide code back since it is in their commercial interest to have a global pool of developer knowledge by people. GPL communism tries to take out its frustrations with the legal system on Microsoft, leading to http://en.wikipedia.org/wiki/Unintended_consequences

More recently, the law of unintended consequences has come to be used as an adage or idiomatic warning that an intervention in a complex system tends to create unanticipated and often undesirable outcomes.[7][8][9][10] Akin to Murphy's law, it is commonly used as a wry or humorous warning against the hubristic belief that humans can fully control the world around them.

Communists tried to regulate every facet of human interaction, restricting the freedoms of people and ideas. <https://www.youtube.com/watch?v=ZemhXvN2stE> &NR=1 &feature=endscreen states that Stallman started the free software movement, this is incorrect as the MIT BSD like license was available before his GPL restriction as an answer to copyright restriction. GPL forces users to provide code back to a government agency who released it as GPL , without the government agency having to release code back to the developers but still able to use the code internally and derive benefits from extending the code, since government agencies and corporations are considered a single legal entity or person by law. This defeats the whole expectation of GPL coders that entities would be forced to release modifications back to them or they wouldn't be able to use their ideas.

Theo Edit

<http://undeadly.org/cgi?action=article&sid=20070901041657>

GPL fans said the great problem we would face is that companies would take our BSD code, modify it, and not give back. Nope—the great problem we face is that people would wrap the GPL around our code, and lock us out in the same way that these supposed companies would lock us out. Just like the Linux community, we have many companies giving us code back, all the time. But once the code is GPL'd, we cannot get it back.

products Edit

Ironport, isilon, ncircle, netapp, netscaler, juniper, sandvine, pallisade, avid, nokia, vxworks, thomson , panasas, symmetricon

GPL and Google: the fine printEdit

Many GPL advocates are actually communists with the view that there shouldn't be any class differences and that nobody must make money of their ideas without them getting a cut.

Google is using GPL code internally, generating wealth with it and not releasing their code modifications. A communist using the GPL to fight the corprotism(which he confuses with the free market) don't understand that he is in anycase not deriving direct financial benefit. Many communists have spent months of their lives behind GPL code, which was then used by Google, without Google paying them a cent.

Thus rather use the BSD license and at least formalize what is taking place in reality. GPL is a form of communism that will not allow any idea to be commercialized. As a commercial company there must be derived ideas that Google can't release to the public domain. One can't expect a company to invest Billions of dollars in hardware to release a product and release detailed exact descriptions of what they did. Imagine that all commercial companies be forced to release their internal trade secrets and suppliers, it would prevent people from investing in the first place. <http://www.stallman.org/> logic is that Sasol must provide a DVD containing detailed blueprints on its implementation of the [http://en.wikipedia.org/wiki/Fischer %E2 %80 %93Tropsch _process](http://en.wikipedia.org/wiki/Fischer%E2%80%93Tropsch_process) petrol production process. Since this isn't going to happen like it isn't going to happen that Vodacom will suddenly allow free access to its 900Mhz spectrum we need to be realistic and rather implement the BSD pragmatic approach - [http://sasecurity.wikia.com/wiki/GPL _and _BSD #Help _Vodacom _rather](http://sasecurity.wikia.com/wiki/GPL_and_BSD#Help_Vodacom_rather)

BSD encourages but doesn't force companies to release back their derived ideas. Apple has done many code releases back to <http://www.freebsd.org> and many of the core BSD developers work for Apple. GPL advocates and anybody else were free to buy Apple stock and share in the companies wealth. Yahoo releases back code to the postgresql BSD, keeping their in-house modifications current with the main SQL fork, allowing them to employ postgresQL developers for proprietary coding. For Yahoo, Google, Sasol etc. to have a business case they must be able to use algorithmic abstractions documented by others, without publishing such modifications.

GPL thus penalizes those trying to sell electronic products using such GPL code, while Sasol uses GPL code internally to sell petrol, but Sasol can't be sued for selling an end product. In both cases an end product is being sold, in both cases GPL code is used to provide such product, yet only the electronic product is actually able to be targeted in litigation.

Telecom firms I explained under Crime and Bandwidth solution are legal firms with an antenna on their roof engaging in Rent seeking, recycling math algorithms on FpGa devices. GPL, Copyright and HackPatents holders and coders also are rent seekers, expecting money each time their ideas are used. This has resulted in an Aristocracy lording over indentured slaves, who don't have the money like Apple, IBM to patent ideas and aren't being allowed to setup their own businesses using patentend ideas.

This has partially resulted in 25 % of world GDP being concentrated in the hands of 200 companies. This is not a failure of capitalism or the freemarket but Newspeak obfuscation by the powerful mind control entities CNN, Fox news. etc. who don't want the public to understand this. The solution to this isn't more restrictions on ideas and their implementation, which is what the GPL license is.

GPL fragmented the Unix base Edit

GPL splintered the BSD freebsd Unix base(Ubuntu, Red hat etc), thousands of sharp minds are wasting their time building a better bike-shed, not able to incorporate the superior file management system under BSD(nuclear power plant). Red Hat used clever legal tricks to in effect leverage the work done by developers under GPL but not release back these innovations. They have made it clear to their paying clients that there will be some form of retribution if they release code to others. Red Hat worked out a scheme whereby they are making money of GPL code but not giving back some of these modifications. (this need citations, I have lost the article and will cite it once found again) [http://linuxfonts.narod.ru/why.linux.is.not.ready.for.the.desktop.current.h tml](http://linuxfonts.narod.ru/why.linux.is.not.ready.for.the.desktop.current.html) provides a list of Nvidia driver issues. The complexity of Linux is scaling out of control due to a fragmented developer base and design flaws. BSD is more centralized.

Problems stemming from the vast number of Linux distributions: No unified configuration system for computer settings, devices and system services. E.g. distro A sets up networking using these utilities, outputting certain settings

residing in certain file system locations, distro B sets up everything differently. This creates confusion for users.

Due to unstable Linux and constantly changing kernel APIs/ABIs Linux is ineffective for companies which cannot push their drivers upstream into the kernel for various reasons like their closedness (NVIDIA, ATI, Broadcom, etc.), or inability to control development or co-develop (VirtualBox/Oracle, VMWare/Workstation, etc.), or licensing issues (4Front Technologies/OSS).

"...There should be no reason why you can't take the last release that AMD made for that HD3200 and have it run perfectly on the latest distro and the fact that you stand here and admit that it doesn't work just shows what is wrong with linux in a nutshell...."

Too many devs tinkering with drivers, kernel and low level internals with not thinking through the effect this has on backwards compatibility. Backwards compatibility is required, because most software companies aren't going to pay a team of devs to constantly rebuild their products to cope with fragmented changes.

Shuttleworth could have done like Google did with Android and fork the thing away from the devs so that real stability and BSD style central management could be brought to bare instead of the cat herding we have now, but it was not to be.

Linux has beautiful UIs, and tons of software, but retailers won't touch the product if installing it on a system and 6 months later its broken its own drivers because decentralized dev's changed low level system files and disabled the retailer's customer WiFi or sound...(Add Pulse section later)

Gluster New speak Edit

<http://en.wikipedia.org/wiki/Newspeak>

<http://community.gluster.org/q/why-did-gluster-choose-gnu-gpl-agpl-instead-of-bsd-license/>

...BSD license allows proprietary derivatives and forks of Gluster software. GNU GPL and AGPL defends software freedom better than BSD license. We would like to ensure enhancements to Gluster software to be contributed back to the community...

Gluster not allowing their ideas to be used elsewhere without documenting such derived ideas is a restriction and specifically not a freedom. They are owned by Red-hat. Redhat is a corporate entity that retains the copyright on Gluster, there is no community held copyright on Gluster.

Copyright holder forks Tcpreplay into GPL Edit

Aaron Turner the copyright proprietor of Tcpreplay was the only person with the legal power to make a GPL license in addition to his existing BSD license. Only the copyright holder can do this, but this did not allow him to revoke the BSD, he merely forked the development away from the BSD branch, which could still continue to be used by developers. In his http://synfin.net/sock_stream/technology/code/tcpreplay/why-tcpreplay-went-gpl article the usual point of how this will guarantee our freedoms under equality terms is given. What he did not mention is that the GPL restriction can be revoked for those using his GPL fork after paying him lots of money, because the GPL restriction does not apply to the proprietor. If something has a proprietor, then in terms of copyright law it isn't free(public domain).

later Edit

<http://www.catb.org/esr/writings/cathedral-bazaar/>

Apple issues Edit

Steve Jobs stated Apples makes the best notebooks on the planet Which is true, but what he failed to mention is that this is because Apple patented key technologies that doesn't allow other hardware vendors to reproduce similar products. The solution is to disband HackPatents and copyright, not add additional patent like restrictions with the GPL license. We must not fight restrictions like HackPatents with an incantation of the same restriction - GPL.

kEdit

section on SSL allowing windows and linux to talk to one another.

Help Vodacom rather Edit

The cell companies are running a rent seeking scam. There are various responses to this:

1) Distributed denial of service attack by sprinkling thousands of FpGa devices with the 3G protocol stack in peoples gardens. This could lead to a severe backlash and is a resentful, angry option like GPL allows angry communists to live out their classless society fantasy, leading to unintended consequences. Any large scale uncontrollable attack on

the cell masts could lead to cell companies paying enough bribes to both the ANC and DA to change the constitution to provide Icas with real powers and completely shut down all wireless networks: be careful what you wish for. Trying to destroy the commercial viability of cell companies could backfire badly.

2) The pragmatic option, grasping the reality of the situation and adapting to it. Try and see the situation from Vodacom's perspective and reduce their cost of doing business by allowing them to install for free mini-cell towers(femto cells) on your roof and even interlinking them using the opensource Ronja FreeSpaceOptics.

By reducing Vodacom's cost of doing business and forming a partnership between communities everybody benefits, enabling Vodacom to reduce their prices and still make a profit and not enabling them to demonize freedom loving people who will use the spectrum on 700,600,400Mhz etc. Since their business is so entrenched in 900Mhz no unauthorized usage of this spectrum must take place: we will not extend the same principle to 400Mhz - Unlimited bandwidth

Their present cost structure involves setting up expensive large towers, they have to raise their prices to recoup their costs and provide a return on investment. The GPL communist mindset would object and say that this isn't fair, sure life isn't fair, GPL supporters wants to wait for a classless fair society before allowing their ideas to be used. We have a limited lifespan on this earth, by the time 'fairness' arrives all of those reading this will be long dead.

GPL newspeak Edit

http://en.wikipedia.org/wiki/Free_software

Free software, software libre or libre software is software that can be used, studied, and modified without restriction, and that can be copied and redistributed in modified or unmodified form either without restriction, or with restrictions that only ensure that further recipients have the same rights under which it was obtained and that manufacturers of consumer products incorporating free software provide the software as source code.

pending merge with issue on derived works by lawyer and programmer under the UNIX section.

Links Edit

<http://www.itworld.com/storage/295325/red-hats-new-patent-troll-weapon-gpl-violation>

Red Hat has taken a unique step in defending itself from a patent infringement claim from Twin Peaks Software: a counterclaim that Twin Peaks is in copyright violation on mount, the file management app that is licensed under the GPLv2. Not only is Red Hat seeking GPL compliance, it's also going after Twin Peaks for damages and is seeking an injunction on Twin Peaks' own product sales. mount, the document goes on to emphasize is licensed under the GPLv2, and can be freely used and distributed as long as the terms of the GPL are met - specifically, if you make a change to mount's code and distribute those changes, you have to make those changes freely available under the GPL so others can take advantage of the innovation. Red Hat has been the copyright holder of Mount - 2.10m beginning in May 2000 and of Mount 2.12a since March of 2004.

Having copyright on mount is like having copyright on the alphabet, the tools of our language should not be under any restrictions. Redhat can also use their defensive weapon offensively by extorting concessions out of others not targeting them in patent trolling for sole purpose of shutting down a competitor, thus emulating the effect of a patent. This is not what GPL proponents had in mind, their restriction was being used in unintended ways as per Church's thesis.

BSD mailing list

Nvidia linux drivers

Eben Moglen

http://www.roughlydrafted.com/RD/Home/3FA34DA6-CD7A-44C1-9D8A-4AB90106BB4D.html#tcp_in_bsd

<http://fsfe.org/campaigns/gplv3/barcelona-rms-transcript#q11-banning-bad-use-Tivoisation>

<http://slashdot.org/story/01/06/20/1249203/Bill-Gates-Says-GPL-Is-Like-Pacman-pack-man>

<http://news.slashdot.org/story/00/05/01/1052216/thus-spake-stallman>

<https://fitnessfortheoccasion.wordpress.com/2007/06/07/anti-gpl-crowd-doesnt-get-it/>

<http://compgroups.net/comp.os.linux.misc/licensing-question-public-domain-to-gpl/575077>

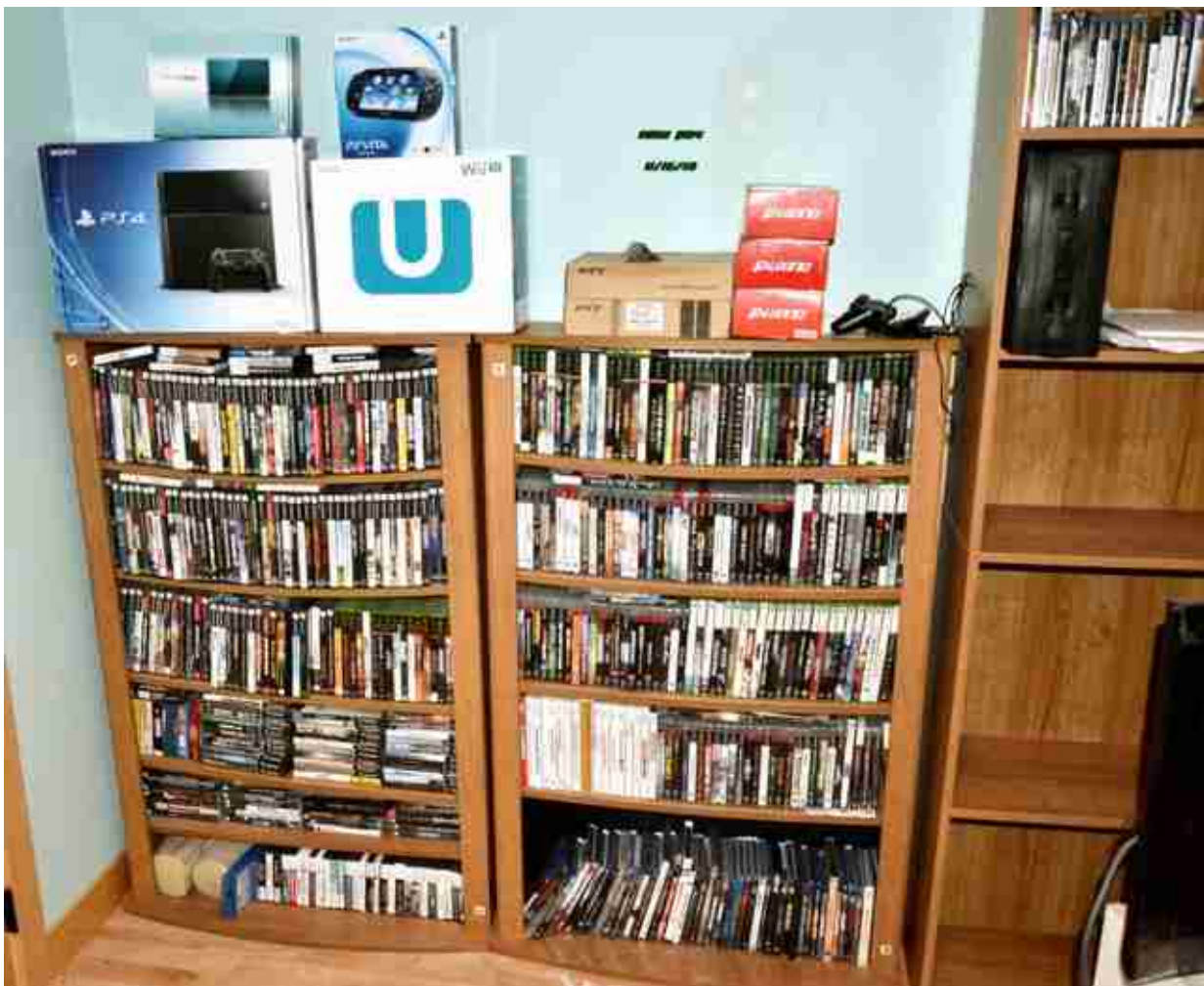
<http://archive09.linux.com/feature/30273>

<https://cyberpolitics.wordpress.com/category/lecture-notes/>

<http://www.wired.com/opinion/2013/09/why-free-software-is-more-important-now-than-ever-before/> Stallman on freedom, does not say a word about the copyright holder and makes a legally meaningless distinction between proprietary and commercial. Something is either proprietary or public domain.

At midnight Playstation 4 launch (2013-11-14 23:52)

I am officially owning Playstation 4. I was next generation with Wii U a year ago on November 18, 2012. I waited at Wal-Mart in Woodbury, Minnesota for 5 hours at a separate line near the restrooms. I preorder it. Playstation 4 sold out at every Wal-Mart in an at midnight. They had extras. Battlefield 4 is the top game right now for PS4. Seven years ago I bought a PS3 at Shop Ko.





Anonymous (2013-11-28 11:05:04)

cool review! <http://online-essay-writer.org/> Thanks for the video!

oakleyses (2014-10-23 17:22:09)

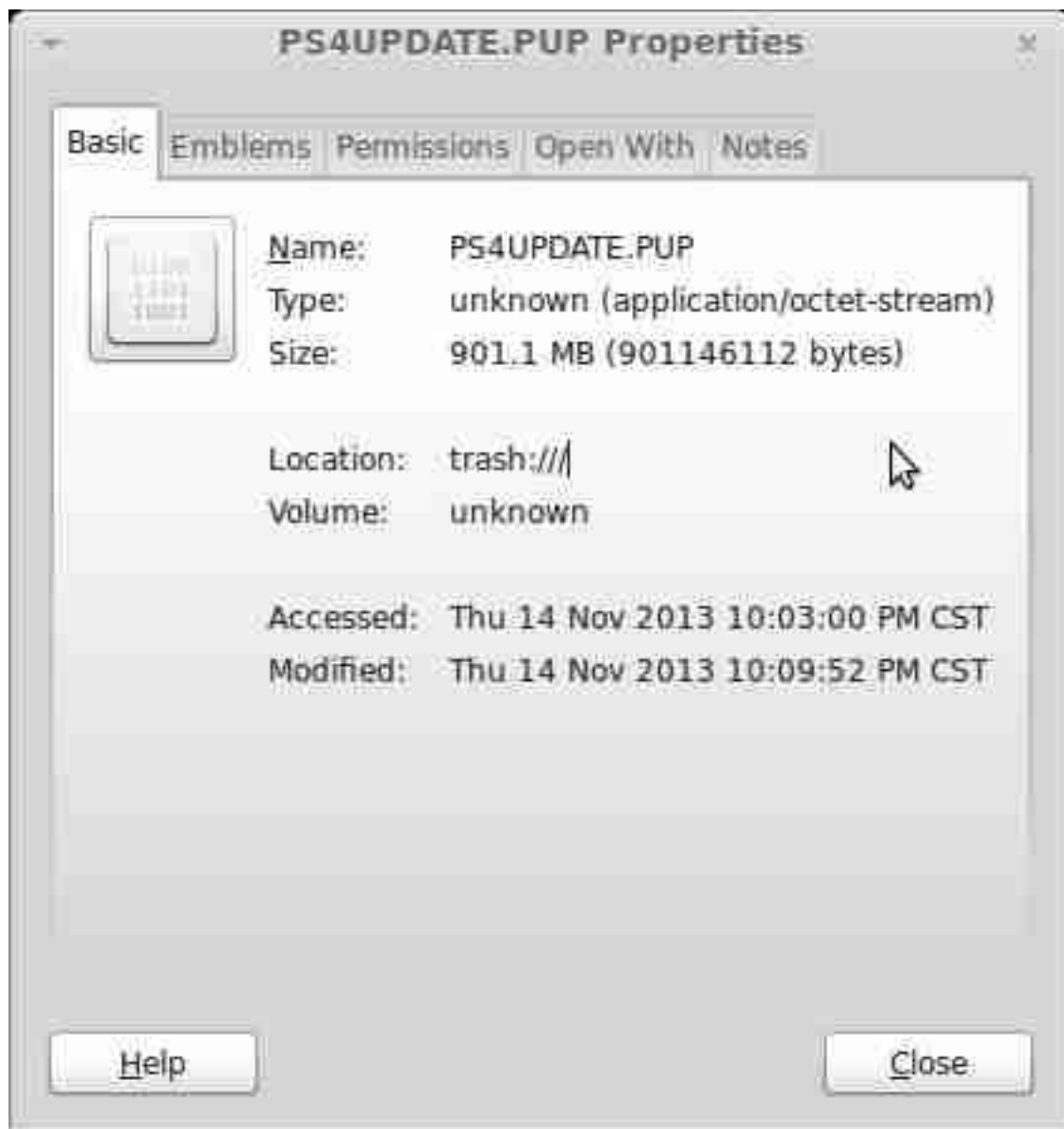
tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 17:23:19)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:24:22)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Playstation 4 firmware downloads leading to bricked PS4? (2013-11-18 12:06)

This is stupid. First time I downloaded, I downloaded 901 MB. The second time, I downloaded 307 MB. Playstation.com said 325 MB is the correct size. I have to wait for a PS4 game to update to 1.5. Also PS3 firmware 4.46 is also the wrong size. Rely on the videogame to update

Parent's pre-internet social life (2013-11-19 15:42)

With **Youtube**, **Facebook**, **Google+**, Flickr, ICQ, Skype, Plentyoffish, **OkCupid** (online dating) and AIM, how does my parents even come up with the idea with offline social life. Unfortunately, with all of these accounts, my parents still believe I need this extinct version of social life. I say everybody is on facebook, but unfortunately Facebook is demoralizing in their opinion. I live in mixed capitalist society, where everybody wants to sell you something or mind their own business as Plato said. People really do mind their own business and they call the cops if you interrupt them. People will tell the cops of harassment so why bother. Sixty percent Americans still play online multiplayer on

consoles and handhelds such as Xbox One or Playstation 4? If people are not on a dating website, they likely already have a girlfriend or are married to their girlfriend. What the hell.

I was in the bar fifty times. At the bar, I socialize with other patrons and listen to country and rock music normally in bars these days. It was fun, but there was little to do. You had to interrupt a group every time and introduce yourself. Even then, they ask me what I am talking about. I got a phone number from Adam about a year ago. Adam, who is 21, is a part of a bar-hopping posse. Everybody bar-hops at 21. I think I was playing Playstation 2 or Xbox missed out on bar hopping entirely at 21. Oops!

Dead Sea Scrolls are All Jewish! (2013-11-21 11:47)

All the scrolls recovered belong to Hebrew Bible in original ancient language form. The Dead Sea Scrolls were published by the Jewish community for only themselves and have nothing to do with Roman Catholic Bible translations. It's smarter to worry about Max Weber's "Protestant Ethic and the Spirit of Capitalism" than any Dead Sea Scrolls. A thumbnail version goes like this. There appears to be lots more Protestant capitalists than there are Catholic ones. Also, Protestant countries tend to be more economically developed than Catholic ones - so why? Marxism would say that people's ideas are a manifestation of the economic structure they find themselves in, but Weber believes this is only partly true, although he starts off strongly opposed to Marxism, in the end he is much less certain of the limits of the role of economics in providing the base for these ideas to flourish.. All the same, he believes that there is something in Protestantism that makes Capitalism more or less inevitable and that is not present in Catholicism. Now, given the countries picked - Italy and Spain on the Catholic side, Northern Europe and England on the Protestant side, you could possibly argue that living in a country with an incredibly bad cuisine is the problem. But Weber focuses on religion. In the last chapter he says that extreme Protestant views run something like this - God has a perfect plan which he worked out at the dawn of time. There is nothing you can do to change this plan. You don't deserve to be saved - no one does (we are all contemptible sinners and it is only God's grace which saves us in any sense). You cannot know you are saved. The only way you might 'guess' is if God rewards you. So, if you work hard and gain riches you are obviously in God's favour and therefore you might also be saved. Spending money is a sin. So, Calvinism and other extreme sects encouraged people to work hard and not to spend - prerequisites for the growth of Capitalism. Now, that bit is the bit this book is mostly known for. But what I found interesting was the idea at the very end that becoming increasingly wealthy - like Silus Marner - also leads one to become increasingly obsessed with secular interests, not least in increasing ones own wealth to the point of a fetish and to become obsessed with worldly goods, rather than heavenly ones. So, while Protestantism is seen as a kind of prerequisite for the early development of Capitalism, ironically enough, Capitalism does not return the favour and works to undermine the extreme forms of this faith that assisted its own development.

americas first dictator (2013-11-21 16:48)

Glenn Beck was on fire Tuesday regarding President Obama's State of the Union address last night, saying "all they do is spin and lie."

"I say this, honestly, with a heavy heart today," Beck said on his radio program. "What a sick, despicable circus spectacle. So far beneath all of us. From the attention-whores that line the aisle to kiss Caesar and his ring as he enters the chamber ... to the human props that the president and, quite honestly the GOP, used to sell the wares, I couldn't take it."



President Barack Obama greets members of Congress as he leaves after giving the State of Union address before a joint session of Congress in the House chamber Tuesday, Jan. 28, 2014, in Washington. (AP Photo/Larry Downing, Pool)

Beck asserted that, frankly, “there’s a good chance you’re a sociopath” if you’re a politician in Washington, D.C. today.

This was particularly evident, he added, when the president had “the nerve to mock millions of Americans who have already suffered greatly because of [Obamacare], and mocked the tens of millions more who will soon be joining them.”

‘America’s First Dictator’

Beck said he believes every American should document that “this was the State of the Union where our president declared he would become America’s first dictator.”

“This transition began with Woodrow Wilson,” Beck said. “From America that is based on the Constitution to Philip Dru: Administrator, which is just a name for dictator.”

But Beck said that perhaps more “chilling” than the president’s repeated assertions that he will go around Congress, was that half of the U.S. Congress was actually standing up and cheering.

“The founders set this up so each branch would fight for their power,” Beck explained. “It wasn’t just, ‘Well, we’re just going to separate these things and it will just go along fine.’ They knew that in the hearts of men was selfishness and a hunger for power, and so each branch would say, ‘No, no, no. You’re not crossing that line. That’s *my* power.’”

But Beck said that at the State of the Union, the “lemmings” who are about to lose their power cheered the president on “like the Roman Senate and Caesar.”



US President Barack Obama waits to deliver his the State of the Union address before a joint session of Congress on January 28, 2014 at the US Capitol in Washington. AFP PHOTO/Brendan SMIALOWSKI

'Unchallenged' Contradictions

Beck said that President Obama often "takes a little bit of truth and then weaves in a lie" in his speeches. During his State of the Union address, President Obama repeatedly said that America is a land of opportunity, but in the same speech, felt the need to take executive action to create a "ladder" to the middle class.

"Wait a minute. Didn't you just say a barkeeper's son could become the Speaker of the House?" Beck asked. "Didn't you just say that a single mom from the 1960s – when single moms were a pariah in our society, and from a mixed marriage – that kid can become president of the United States? What the hell happened to your ladder? ... How does this contradiction always go unchallenged? Why is it, Mr. President, that you made it? Not just to the middle class, but you kept climbing that invisible ladder that doesn't exist to the *highest* class. You are more wealthy and powerful than I will ever be ... You make the richest 1 % look like rookies."

Unemployment Benefits

"Last night the president again looked us in the eye, he looked Congress in the eye, and he begged them to give the unemployed 'a fair shot,'" Beck reflected. "As if we currently do nothing for the unemployed ... Right now unemployment benefits last [weeks] short of two full years! Two full years! 99 weeks. Mr. President, what *would* be a fair shot? 199 weeks? 1,999 weeks? 19,000 weeks? What's a fair shot, Mr. President?"

Beck continued with mounting indignation: "And the reason why we need more time is because your policies are *crippling* businesses! So we *can't* hire more people. Some of us are on the brink every single day as business owners, looking, 'how can I make payroll when the government continues to screw me *every step of the way?*'"

Equal Pay for Equal Work

"And then the president," Beck continued, "after looking down his nose and squaring his shoulders and mocking us – he then had the nerve to boldly proclaim that women deserve equal pay for equal work."

"I am so sick of this argument," Beck said in disgust. "Is there anyone in the sound of my voice that disagrees with that? Is there anyone that says, 'Oh, you know what? She's one of them dames. Let's pay her half.' There's nobody that thinks that way!"



President Barack Obama, accompanied by House Minority Leader Nancy Pelosi of Calif., leaves after giving his State of the Union address on Capitol Hill in Washington, Tuesday Jan. 28, 2014. (AP Photo/Charles Dharapak)

Climate Change

Beck said President Obama brazenly attempted to "shut anyone up with any different point of view on climate change" by saying "the debate is over; climate change is a fact."

"The fact is, the debate's *not* over," Beck said shortly. "I'm sorry, Mr. President. The fact is, you have nothing. You can't prove this point. There are far too many variables, too many things that change, too many things we just don't know, too many things all these so-called scientists have gotten wrong ... That seems to open the debate back up that man-made global warming is a massive hoax."

The 'Sorry' State of the Union

"So what is the state of our union?" Beck asked his audience. "Not according to the president, his party, or the Republicans ... not those who lied, passed blame to everyone else, but just according to a man, a man like any other man."

"The state of the union is sorry," Beck asserted. "...The state of the union is dark and dismal, and it needs to reconnect with reality. The state of our union is upside down."

But Beck said that if you happen to be a “lying politician” or a “well-connected crony,” the state of the union has “never been better.” In addition to having influence and control, Beck said they have a media that will “attack like a pack of rabid wolves” anyone who says anything remotely “out of line.”

The radio host asked whether Americans are a people that will let the president “and his elitist friends, his allies, his union thugs,” or “the Republicans and their business thugs” reshape America in their image.

Hollywood is stupid; play videogames (2013-11-23 08:46)



I get a bit tired of people whining about films like **Twilight**, or long running franchises that don't seem to end but continue to get worse. If I had a pound for the amount of times I've answered the question 'Why do they keep making the same old things? Why not come up with something new?' with a simple 'because it makes money' I would have at least three pounds!

Like everything these days, the film industry is predominantly about money. That is of course when you're talking Hollywood. If you want unique films that don't fit the Hollywood mould and aren't just the same films being churned out day by day then you need to look elsewhere.

I saw a Yahoo! Answers question the other day that got my back up somewhat, as a huge fan of world and independent cinema. It went something along the lines of 'why are most movies stupid now?' and went on to list loads of recent Hollywood films like The Amazing Spiderman and 21 Jumpstreet, claiming that young people these days



watch complete rubbish. My answer was simple:

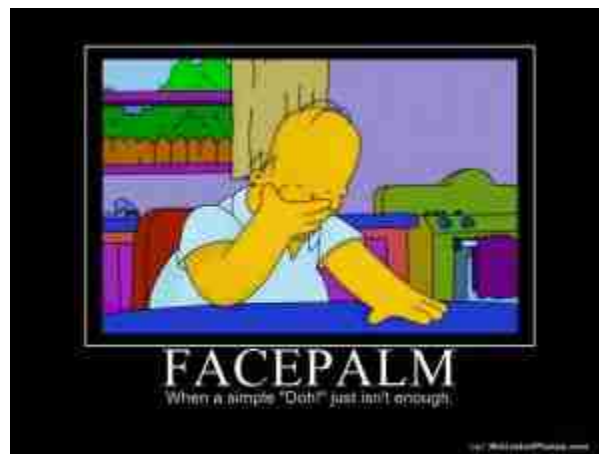
You're watching the wrong films.

In my opinion you don't go and watch Hollywood films if you get pissed off by cliches and cheesiness, but so many people are totally against watching anything that's (god forbid) low budget or independent, or anything that doesn't hit the mainstream (i.e. the cinema). A lot of people probably wouldn't dream of checking out local film festivals for independent films, or renting and watching anything that isn't mainstream, and don't even get me started on people's avoidance of any film with subtitles!

Now don't get me wrong, Hollywood produces some fantastic films regularly, in fact I wouldn't say the good ones are an exception at all.

I'm probably preaching to the choir at the moment because I know that the vast majority of the people that read this blog are like minded (because I read theirs also) and probably feel exactly the same!

I frequent my local DVD rental shop when I'm at home in Hudson regularly, and usually rent at least two films a week. It's a small little building full of films from the brand new to the really old. It's like a treasure trove for me, I love it there! There's something so satisfying about picking out an actual, solid DVD rather than flicking through pages on iTunes when you fancy a film for the evening. and when we asked if they had it in yet, the person working there explained that they'd lose money if they bought it in because no one rents foreign films because they don't like reading subtitles. So in other words they'll wait for Hollywood to remake the series (which technically they already have) and then moan about how cheesy and unoriginal Hollywood films are.



Now is the time to point out that most foreign films have the option to watch it dubbed, so no subtitle reading necessary! *face-palm*

It worries me slightly that so many great foreign films get pushed under the radar and ignored. I was surprised by the sheer amount of people ignorant to the original **Girl with the Dragon Tattoo** when the (admittedly very good) remake came out last year. What worries me even more is that the original Swedish film had only been out a mere two years before Hollywood pounced on it. So when people complain about the cheesy rubbish coming out of Hollywood, what they really mean is 'I can't be bothered to look elsewhere and think outside the box'.

Anyway, I digress! The point of this rambling rant was to express my irritation with cinema-goers who constantly complain about Hollywood films being boring and unoriginal, because I'd be willing to bet money that they are the same types of people who refuse to watch world cinema, or indeed independent films, out of what is essentially laziness. I love to indulge in a cheesy Hollywood film every now and then, and I will be rushing to the cinema in April when **Iron Man 3** comes out, I just hate it when it comes to leaving the cinema and one of the friends in the group is moaning about how cliché and awful these big budget, popular films are. They make money. Who doesn't want lots



of money? Why would filmmakers who have the ability to be working in Hollywood **not** want to make something big budget and conventional that they know will make millions at the box office? There is always an audience out there willing to pay good money to see those kinds of films, so of course they're going to keep making them. If you get pissed off with cliché Hollywood blockbusters, don't watch them...look elsewhere, don't moan about how 'all films these days are stupid'. Rant over!

Linux Deepin 12.12.1 review (2013-11-24 14:46)

Let me be a little politically incorrect. Wait, whenever was I politically correct? Scratch that. So yes. What kind of service do you normally associate with Chinese products, let me ask you that? Most of you would probably say cheap and of average quality. To top that, throw in funny names and awkward translations.

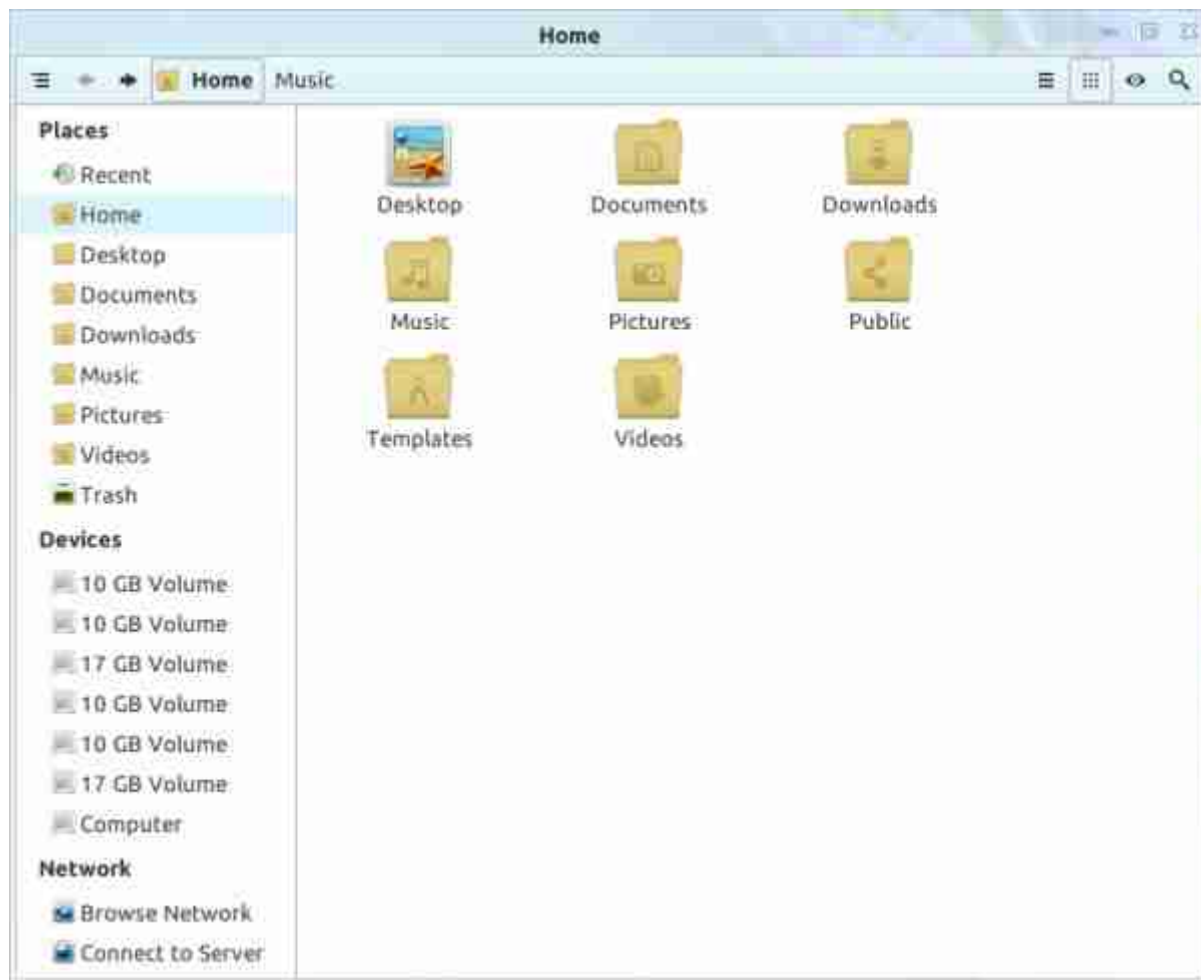
Now, let's shatter all preconceptions. I would like to introduce Linux Deepin, a distribution based on Ubuntu, and wait, before you say, here is another boring clone, try to keep your boredom aside. Previously known as Linux Hiweed, and that's a trippy name too, this is now one of the leading Chinese Linux distros. But is it any good? Read to find out.

Live session - A card deck of fresh and new

On first boot, you really don't expect much. The last time I tried a Chinese Linux, it was with the very Windows XP like ylmf, which was okay, but not much more than that, and then Red Flag Linux, a RedHat clone, which was also kind of average. On the other hand, Deepin instantly surprises you with a colorful, optimistic desktop. The thing is, it's really nice branching away from the usual stock. You already know what to expect from software designers in the West. But once you go into the far side of the galaxy, all of a sudden, you discover a different approach to composition, color and aesthetics.



It's a Gnome desktop all right, but it's not ugly or stupid. It even has some small KDE elements, and it's quite appealing. Of course, the icon name spillover across two lines is a no-no, but that's the only thing I could fault at this very first glance.



Moreover, you get all kinds of cool things. Icon previews, hot corners, a stylish menu, which could benefit from less transparency. Still, it's clean and easy to navigate. While many other distros implement a fairly similar solution, you might assume it would be the same thing all over, but no, it's not.

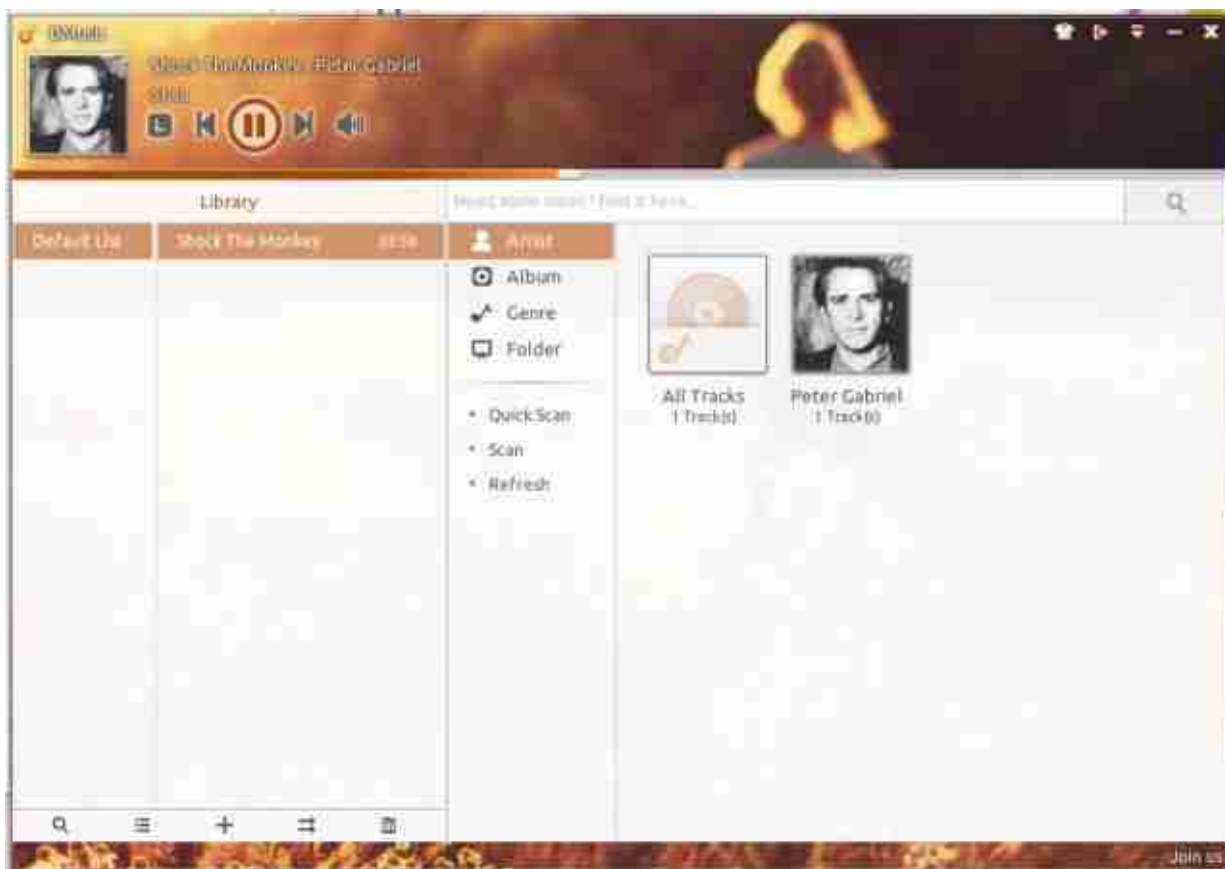


Wireless, Samba sharing

They worked just fine. No worries. Moving on.

Multimedia - Awesome

Linux Deepin 12.12.1 does give you Flash and MP3, although some of the more exotic codecs have been left out. But that's not all. You get a sexy, slick media player called DMusic. First, it opens with a short intro screen, which explains the basic functionality. Really cool and very beautiful.





The same goes for the video player, which is called DPlayer. It looks somewhat like Windows Media Player, and it too comes with a stylish three-slide introduction that gives you a quick taste of your imminent experience.





After this shock of senses, watching Youtube almost feels too bland.

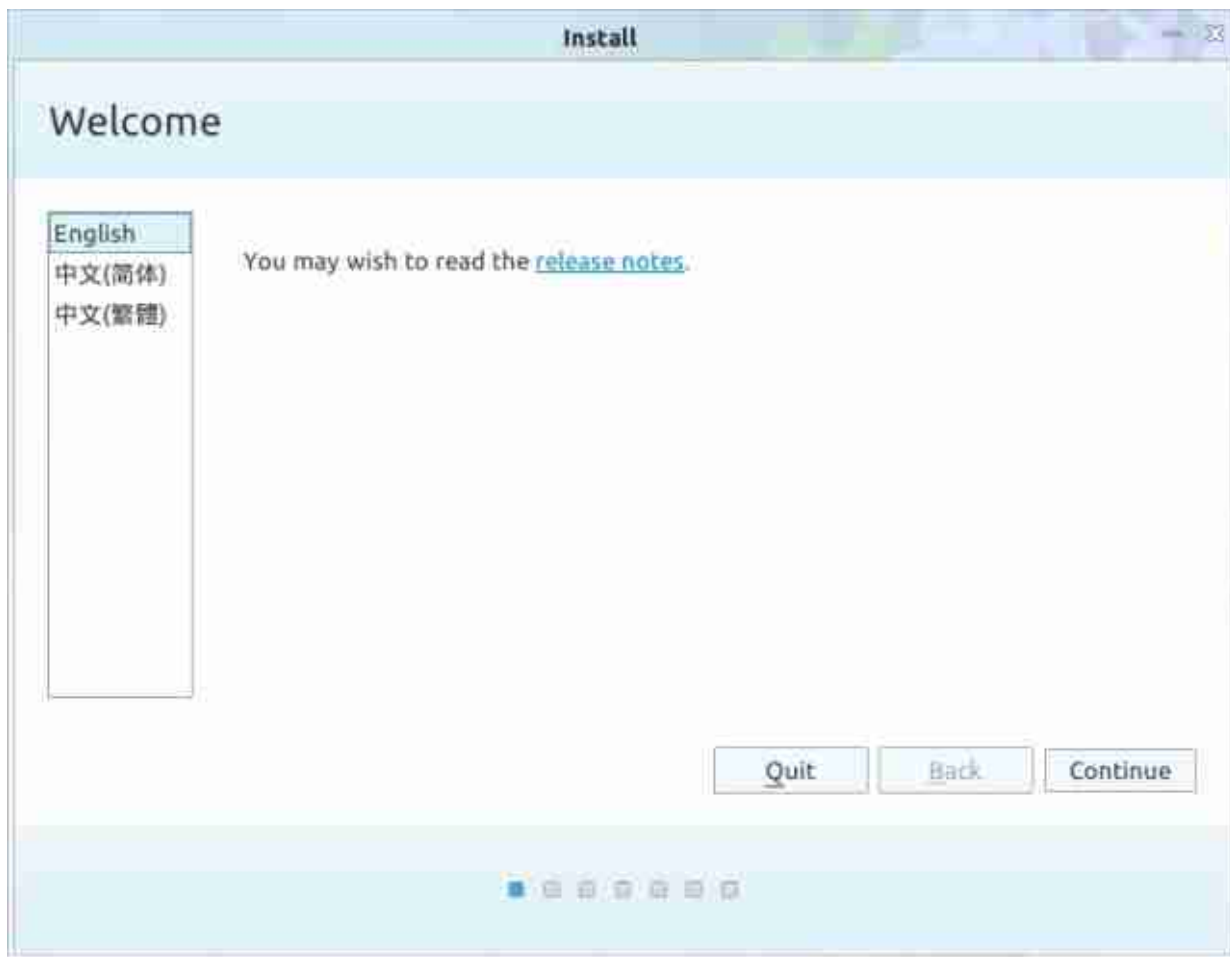


Performance

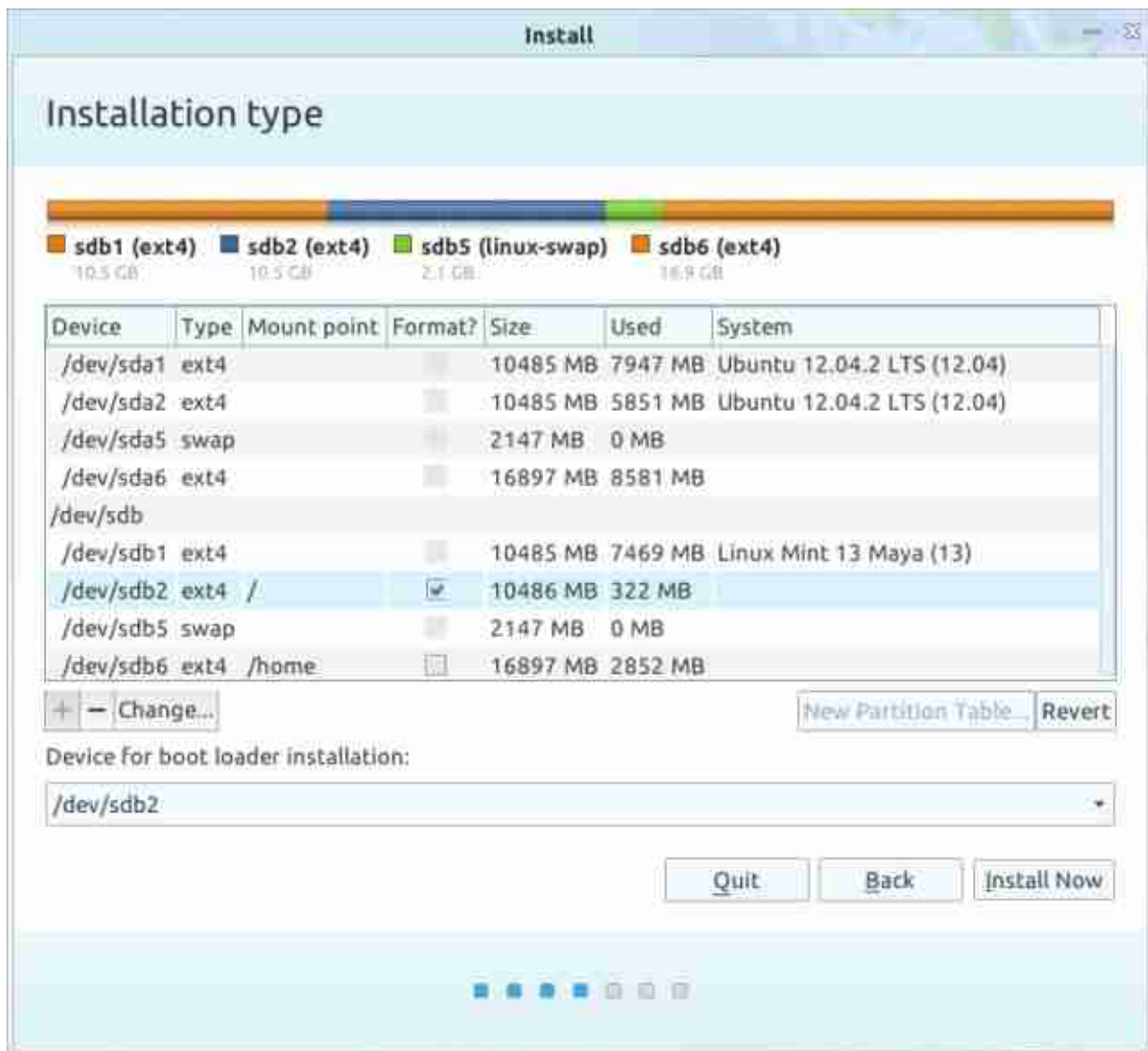
At some point, with too many programs open, the distro became slightly sluggish. While the CPU usage was relatively low in the live session, the memory consumption was huge, and Deepin was chomping through swap. I guess it has to do with the Intel graphics card not keeping up with the graphics stack, which used to be a problem in olden Ubuntu releases, before Pangolin and such. But we will see what gives later on.

Installation

There are not that many languages available in the setup. Three to be exact, two of which are Chinese, and the third the one you're reading right now.



No brainer here, it's simple. One Ubuntu, all Ubuntu. So it's just the matter of selecting the right partitions. For me, it meant displacing the fourth distro, Mint Xfce from its test slot and placing Deepin 12.12.1 there, alongside three other friends and family.



A pretty slideshow completes the picture. Or several pictures. Get it?





Using Deepin - Very fun

The installation was rather fast, I must say. There were no problems with the bootloader setup. The distro came up true and mighty, and the casing cooled after the installation strain. The responsiveness improved, but it was still not stellar compared to many other Ubuntu-based products. More soon.

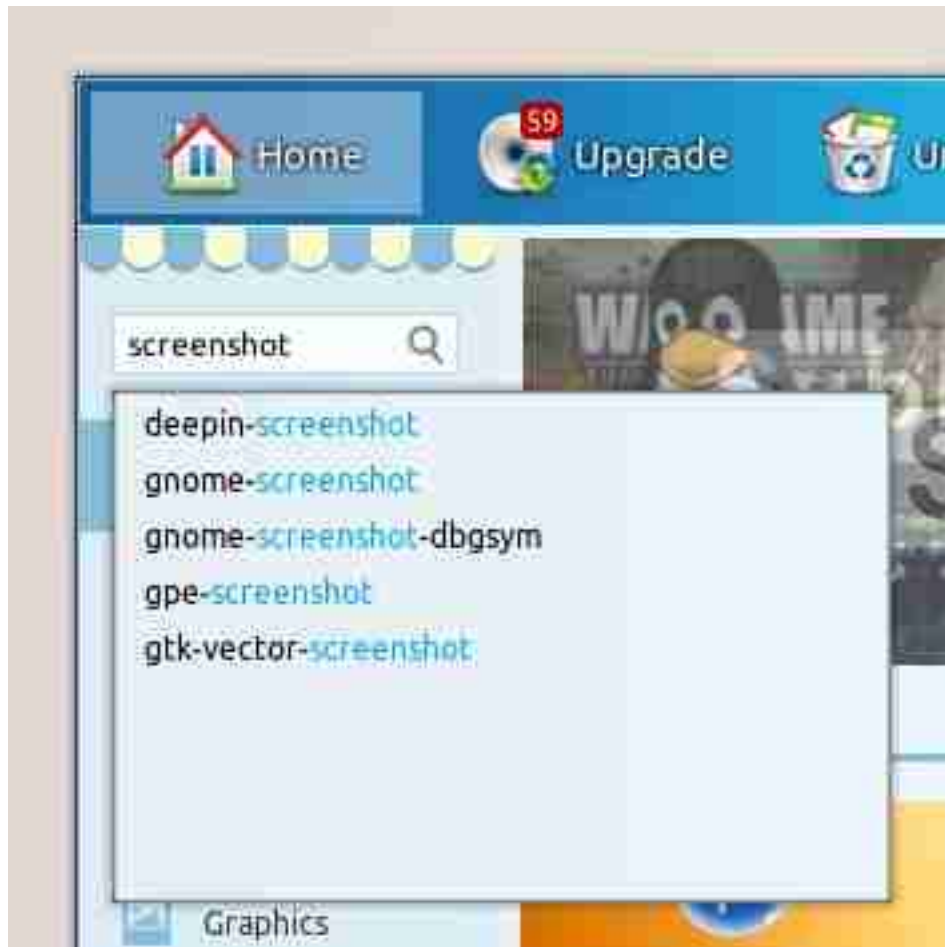


Software management

Deepin Software Center is another awesome, unique piece of software. Underneath, it's the usual Ubuntu stuff, but the presentation layer has been altered to be truly amazing. First, you get the same cool splash screen. Then, interacting with the Software Center is really fun. Your searches come up with suggestions, inline. If you select any which software, a cute animation will toss it into the Install queue, where you can then watch the progress of your installations. Categories are crisp and clear to browse, the previews are shiny and inviting. This is quite joyful, I must say.

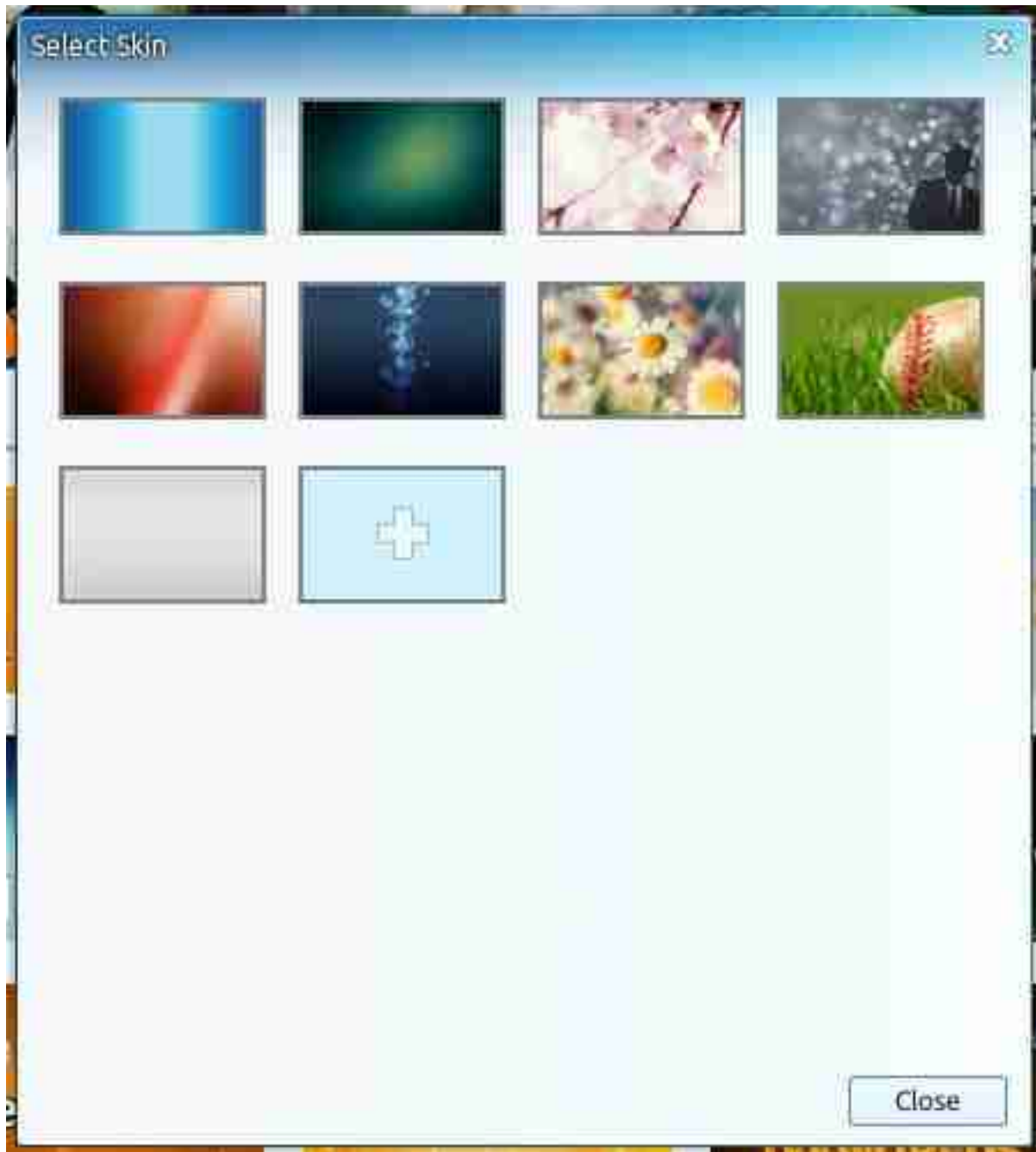






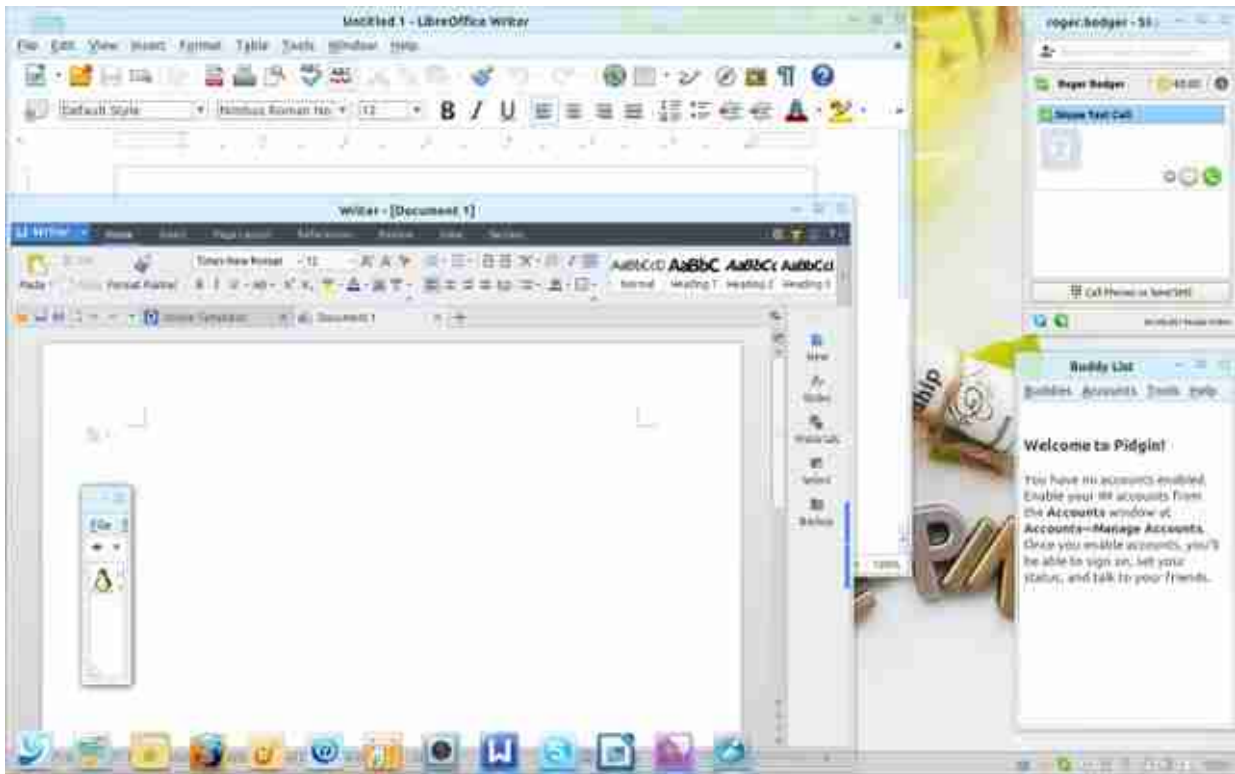
Skins!

But that is not all. You can skin your Software Center. You can skin all your applications, and the idea is similar to the one implemented in Kingsoft Office. Recall my review, and the little shirt icon in the window bar. The same thing here.



Applications

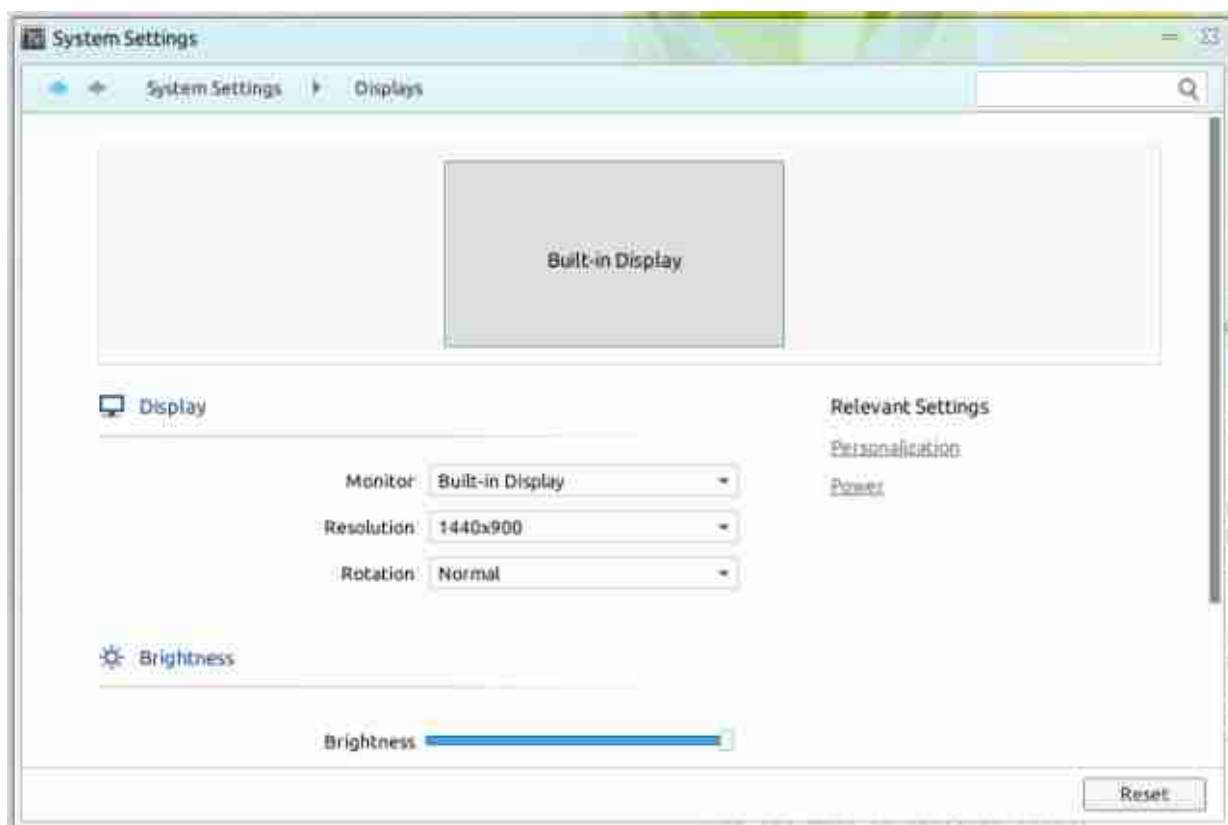
Deepin packs a very decent set of programs. You have no less than two office suites, both LibreOffice and Kingsoft Office. Then, you have Firefox, Chrome, Thunderbird, Pidgin, Skype, and some more. Not all is entirely rosy, though, because some tools really behaved weirdly. For example iptux came up, scrunched itself into a tiny, tiny rectangle and stayed that way. What it does and why it's needed, beats me. I could not resize it.

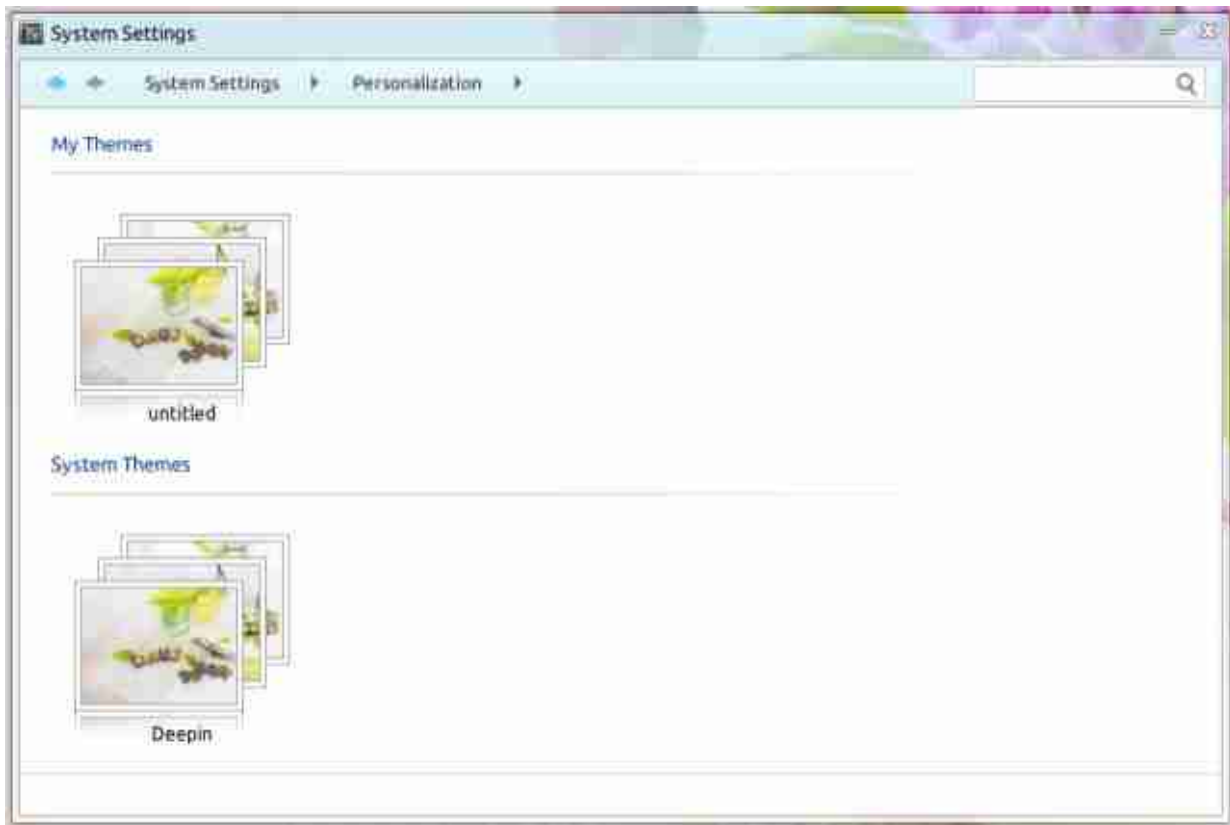


Desktop customization & beautification

By now, you have figured out that Deepin comes with a somewhat Windowsy look overall. Then, when you start customizing the desktop, it becomes even more apparent. You can change all kinds of things, and the menus are almost identical to Windows 7. Still, this is not necessarily a bad thing, because the different elements are composed with style and they work well.

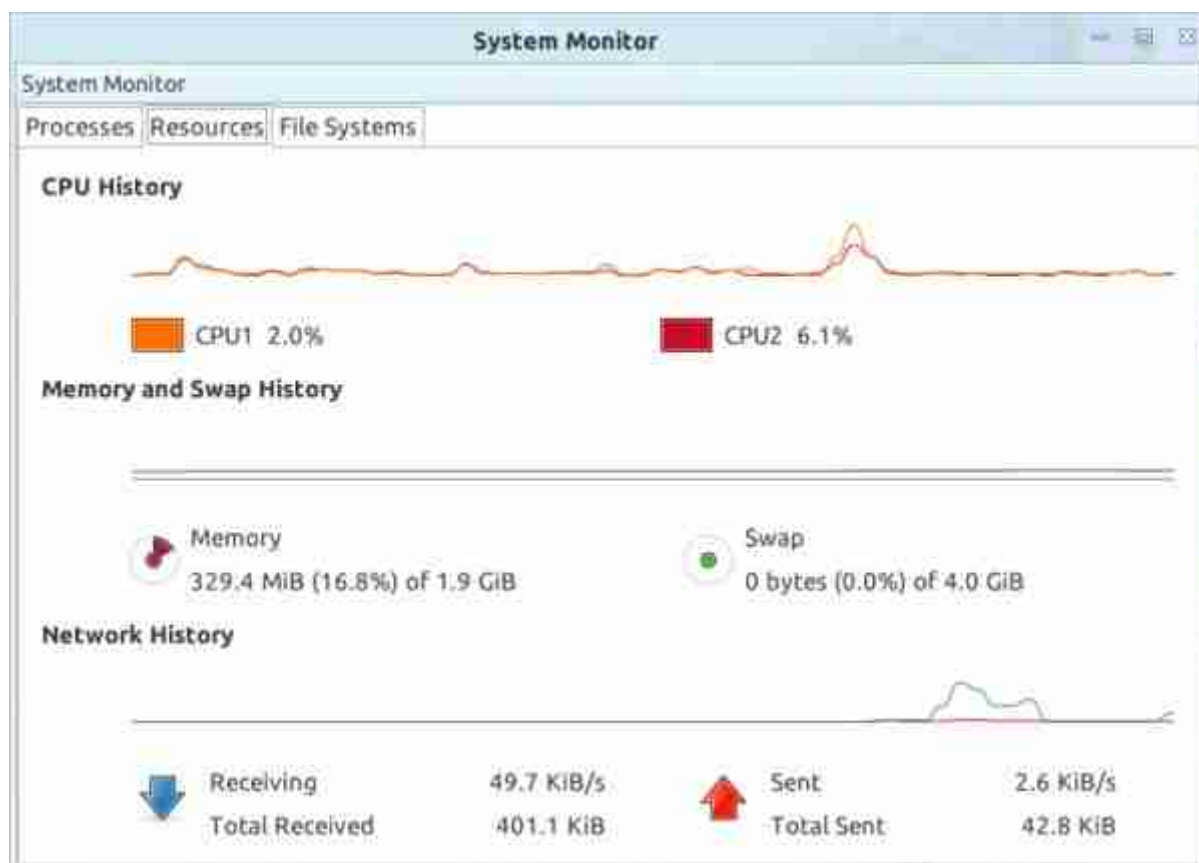
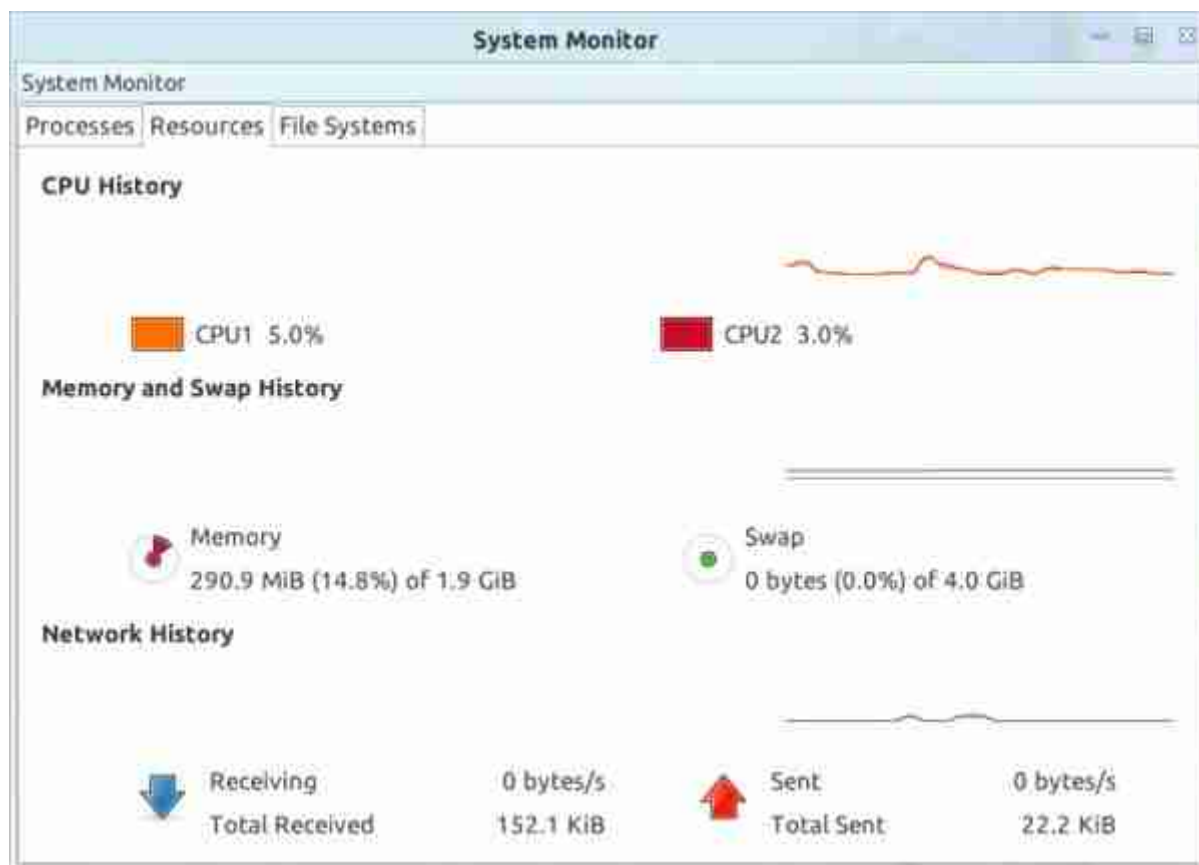






System usage, suspend & resume

Deepin is not a hungry distro. It will satisfy itself with just 280-290MB of RAM and low CPU figures, but then, the underlying latency slash responsiveness thingie remains. It becomes really evident when the system monitor failed to refresh its grid, and you end up with the screenshots like below. Hot case despite the low activity, programs not being as snappy as they could, so maybe Deepin is trying too hard on hardware that just can't pull all its might along properly. There were no crashes, and suspend & resume worked fine.



I was surprised to learn that Deepin lists my Intel Wireless as Broadcom Wireless, and using the driver. This is a surprise, because I have never seen something similar with any other Ubuntu-based distro on this test box, a T61 laptop.



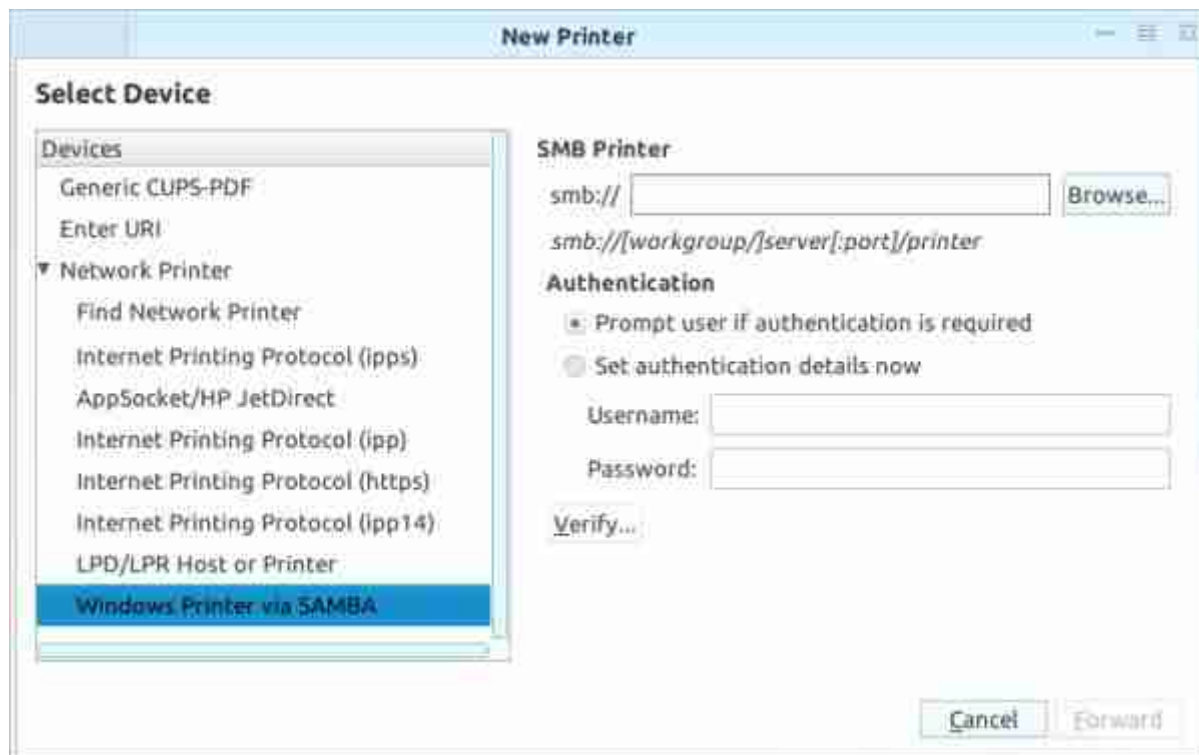
3D effects & Compiz

In a very classic sense, Deepin gives you the Compiz Settings Manager, so you can fiddle around. This is similar to what used to be a norm in older releases of Ubuntu, but not anymore. Then again, Ubuntu moved to Unity, and Deepin has not. In turn, this seems to be having a negative effect on the overall desktop responsiveness. It's not crippling, but it's not smooth either.



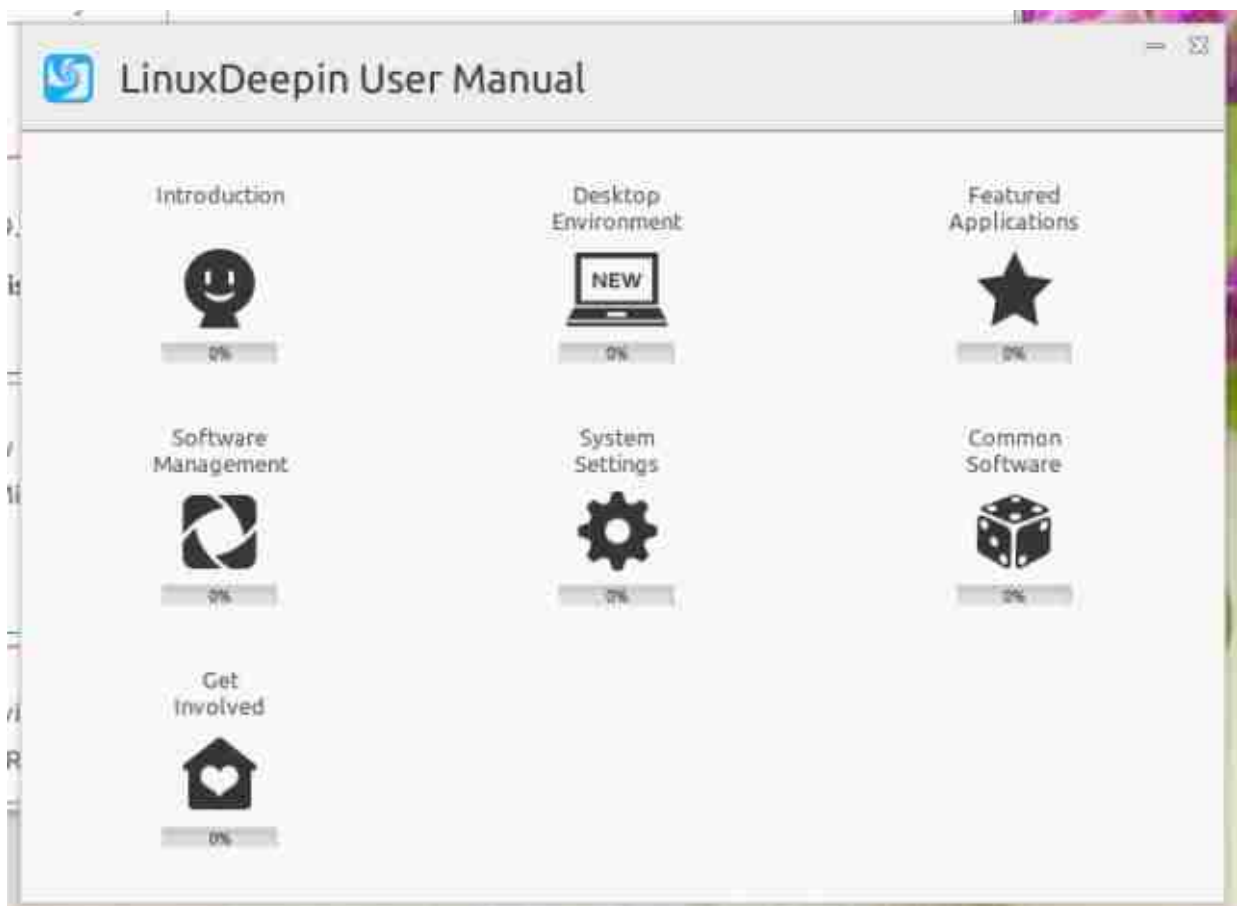
Printing

It worked fine, Samba and all.

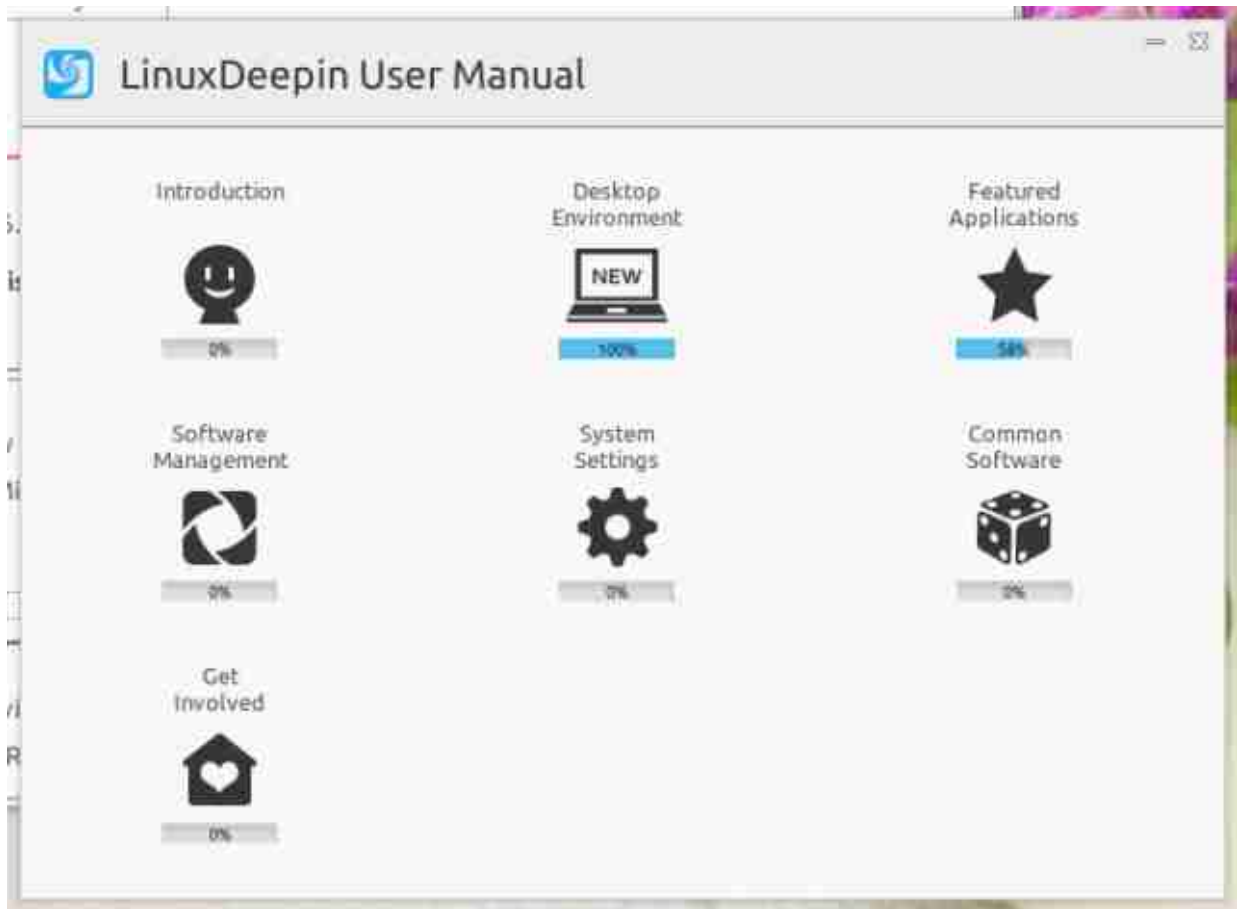


User manual

Now here's another cool surprise. Linux Deepin 12.12.1 comes with an interactive user manual, which is just a collection of image albums, explaining the fine details of this and that category. Nothing too strenuous, yet done with elegance and appeal. You also get the percentage counters, so you know how much you still have left to read. Great.

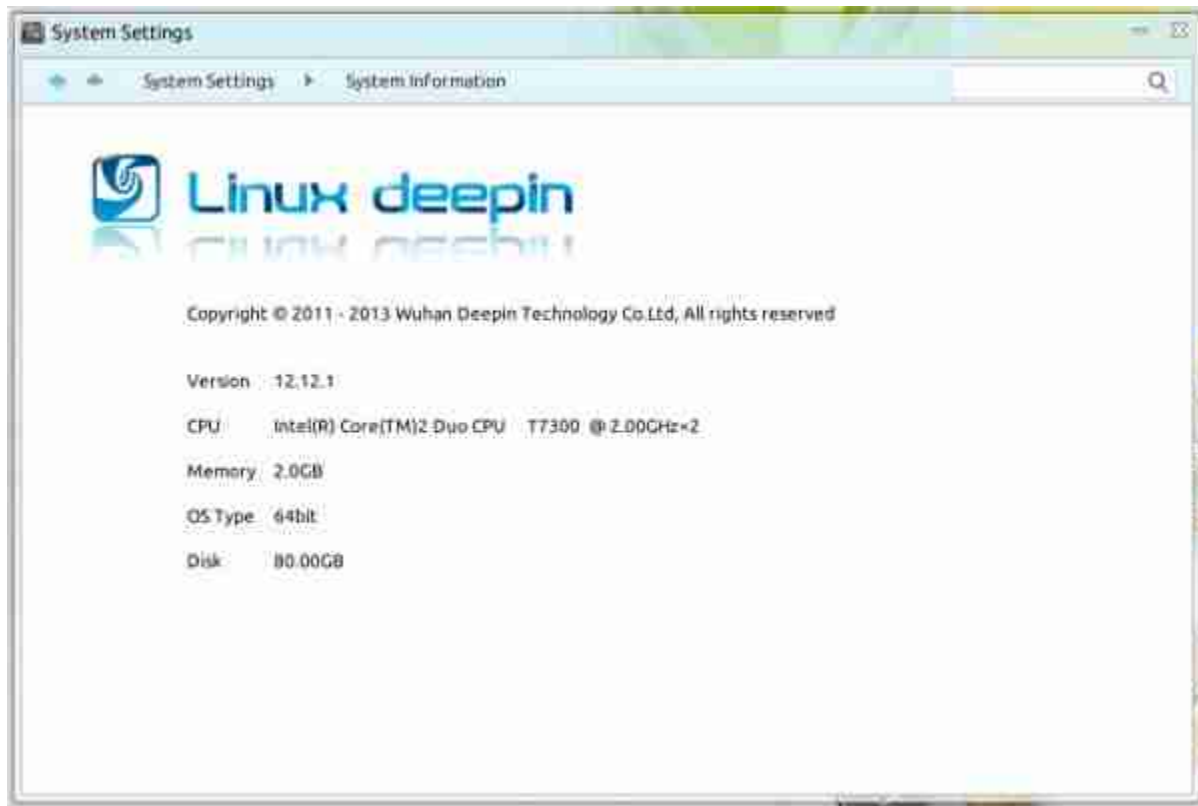






Other stuff

In the system info area, Deepin is the only distro I know that actually sums the local disk space and provides a single number instead of splitting it by the devices. Or maybe I am just being too fanboyish at this point. This is an excellent opportunity for you to dismiss the entire review based on here be one small omission.



But there's a catch!

You already know that Linux Deepin 12.12.1 is not the fastest distro out there, although it is not very hungry on resources, per se. The simple thing of the matter is, the application response time is slow, and I'd like to partially blame Compiz here. You feel the strain of the graphical stack. But that can be solved by using a more powerful machine, like my Nvidia-powered HP laptop for instance, so not everyone will notice this.

The bigger issue is that this is a Chinese product. And as such, it is entirely designed for the local market. Everything is geared toward the Chinese users, and you can't have any global market penetration that way. Most distros offer dozens of languages and as many regional servers that can distribute the load as well as speed up the updates and installations. But Deepin has only one repo, and it's far away, and for me, it was painful watching the installation of a few MB worth of take take tens of minutes, because the throughput was around 80-100KB/s most of the time, sometimes much less. So the question is, no matter how good Deepin is, can it make an impact?

Conclusion

I am utterly pleased with this distro, its problems notwithstanding. There were a couple of serious ones, the slow updates and the applications responsiveness, plus a few excusable niggles. On the bright side, Deepin is a whole constellation of interesting new features, all of which are beautiful and fun. This is truly one bright, shiny operating system.

It's functional too, and it really kills the little bias man inside your soul, who expected pretty low quality and cospasta features all over. Well, there are some, but they are done with moderation, they do not intrude or take over, they do not obstruct, and they blend well with the overall product. Plus, the Gnome framework has been tamed magically.

One day, once Deepin makes itself snappy and crisp and it gets repositories around the globe, it will truly have become a superb, peerless operating system for the common user. For the time being, it's a great promise of what it can be. 9/10, but it can be perfect, or even better. With the full force of a billion and a half people who might one day decide they want to use this, and no mistake, it has the potential of flooding the market with Linux. I am mightily pleased and totally surprised. Awesome.

Cheers.

DVD list 2013 (2013-11-28 12:42)

DVD List in Tables

1

Apocalypse Now

8.5

1979

2

Avatar

7.9

2009

3

A Bridge Too Far

7.4

1977

4

A Streetcar Named Desire

8.1

1951

5

Alien

8.5

1979

6

Aliens

8.4

1986

7

Alien³

6.4

1992

8

AVP: Alien vs. Predator

5.6

2004

9

Aliens vs. Predator: Requiem

4.7

2007

10

An American Werewolf in London 7.6

1981

11

Band of Brothers

9.6

2001

12

Battlestar Galactica
8.8
2004
13
Battlestar Galactica
8.7
2003
14
Black Rain
6.6
1989
15
Blade Runner
8.2
1982
16
Dracula
7.5
1992
17
The Brides of Dracula
6.8
1960
18
Centennial
8.6
1978
19
Collateral
7.6
2004
20
Curse of the Demon
7.6
1957
21
Daybreakers
6.5
2009
22
The Deer Hunter
8.2
1978
23
Defiance
7.2
2008
24
Dirty Harry
7.8

1971
25
The Dirty Dozen
7.8
1967
26
Horror of Dracula
7.5
1958
27
Dracula
6.4
1979
28
Dracula Has Risen from the Grave 6.6
1968
29
Dracula A.D. 1972
5.9
1972
30
Dracula: Prince of Darkness
6.7
1966
31
East of Eden
8
1955
32
Enemy at the Gates
7.6
2001
33
Firefox
5.8
1982
34
Flags of Our Fathers
7.1
2006
35
Fright Night
7.1
1985
36
Fright Night
6.4
2011
37
The Godfather

9.2
1972
38
The Godfather: Part II
9.1
1974
39
The Godfather: Part III
7.6
1990
40
Halloween
7.9
1978
41
Harry Potter and the Order of the Phoenix 7.4
2007
42
Hide and Seek
5.9
2005
43
How the West Was Won
7.1
1962
44
Independence Day
6.9
1996
45
Indiana Jones and the Temple of Doom 7.6
1984
46
Indiana Jones and the Last Crusade 8.3
1989
47
Raiders of the Lost Ark
8.6
1981
48
Inception
8.8
2010
49
Interview with the Vampire: The Vampire Chronicles 7.6
1994
50
Iron Man 2
7.1
2010

51
It's a Wonderful Life
8.7
1946
52
Jonny Quest
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1964
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Jurassic Park
8
1993
54
Kelly's Heroes
7.7
1970
55
The War
9
2007
56
The Civil War
9.4
1990
57
Lawrence of Arabia
8.4
1962
58
Live Free or Die Hard
7.2
2007
59
The Lord of the Rings: The Fellowship of the Ring 8.8
2001
60
The Lord of the Rings: The Return of the King 8.9
2003
61
The Lord of the Rings: The Two Towers 8.8
2002
62
Dr. No
7.3
1962
63
Goldfinger
7.8
1964
64

From Russia with Love

7.5

1963

65

Magnum Force

7.2

1973

66

The Matrix Reloaded

7.2

2003

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The Matrix Revolutions

6.7

2003

68

Marley & Me

7.1

2008

69

Men of Honor

7.1

2000

70

This Is It

7.3

2009

71

Minority Report

7.7

2002

72

Mirrors

6.2

2008

73

Mr. Deeds

5.8

2002

74

Monty Python's Flying Circus

9

1969

75

The Mummy

7

1999

76

The Mummy Returns

6.3

2001
77
The Mummy: Tomb of the Dragon Emperor 5.2
2008
78
My Fair Lady
7.9
1964
79
Christmas Vacation
7.5
1989
80
Pale Rider
7.3
1985
81
The Private Life of Sherlock Holmes 7.2
1970
82
Pirates of the Caribbean: The Curse of the Black Pearl 8.1
2003
83
Pirates of the Caribbean: Dead Man's Chest 7.3
2006
84
Pirates of the Caribbean: At World's End 7.1
2007
85
Pirates of the Caribbean: On Stranger Tides 6.7
2011
86
Rebel Without a Cause
7.8
1955
87
The Satanic Rites of Dracula
5.5
1973
88
Saving Private Ryan
8.6
1998
89
Scars of Dracula
6.3
1970
90
Seabiscuit
7.3

2003
 91
 Sherlock Holmes
 7.6
 2009
 92
 Sherlock Holmes and the Leading Lady 6
 1991
 93
 The Pearl of Death
 7.5
 1944
 94
 Sherlock Holmes' Fatal Hour
 5.8
 1931
 95
 Sherlock Holmes and the Secret Weapon 6.8
 1942
 96
 Sherlock Holmes and the Voice of Terror 6.8
 1942
 97
 The Woman in Green
 6.9
 1945
 98
 Sherlock Holmes Faces Death
 7.2
 1943
 99
 Shutter Island
 8.1
 2010
 100
 Sleepy Hollow
 7.4
 1999
 101
 Space Ghost Coast to Coast
 8.1
 1994
 102
 Spider-Man
 7.3
 2002
 103
 Sailor Moon S
 7.8
 1994

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Spider-Man 2
7.4
2004
105
Spider-Man 3
6.2
2007
106
The Sopranos
9.3
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107
Star Trek
8.4
1966
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Star Trek
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2009
109
Star Trek: The Motion Picture
6.4
1979
110
Star Trek: The Next Generation 8.7
1987
111
Star Trek: Voyager
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1995
112
Star Trek: First Contact
7.6
1996
113
Star Trek II: The Wrath of Khan
7.7
1982
114
Star Trek IV: The Voyage Home 7.3
1986
115
Star Trek: Generations
6.6
1994
116
Star Trek VI: The Undiscovered Country 7.2
1991
117

Star Trek III: The Search for Spock 6.6

1984

118

Star Trek V: The Final Frontier

5.3

1989

119

Star Wars: Episode I - The Phantom Menace 6.6

1999

120

Star Wars: Episode II - Attack of the Clones 6.8

2002

121

Star Wars: Episode III - Revenge of the Sith 7.7

2005

122

Star Wars

8.7

1977

123

Star Wars: Episode V - The Empire Strikes Back 8.8

1980

124

Star Wars: Episode VI - Return of the Jedi 8.4

1983

125

It

6.9

1990

126

State of Play

7.1

2009

127

Rose Red

6.7

2002

128

Silver Bullet

6.3

1985

129

Sudden Impact

6.6

1983

130

Taken

7.9

2008

131

Taste the Blood of Dracula
6.4
1970
132
The Terminator
8.1
1984
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Terminator 2: Judgment Day
8.5
1991
134
Terminator 3: Rise of the Machines 6.4
2003
135
TRON: Legacy
6.8
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136
True Grit
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2010
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The Blue and the Gray
7.7
1982
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The Bourne Supremacy
7.8
2004
139
The Changeling
7.3
1980
140
The Changeling
6.7
2006
141
The Diary of Ellen Rimbauer
5.5
2003
142
The Enforcer
6.8
1976
143
The Exorcist
8
1973

144
The Final Countdown
6.7
1980
145
The Hound of the Baskervilles
7.7
1939
146
The Hound of the Baskervilles
7
1959
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The Hustler
8.1
1961
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The King's Speech
8.1
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149
The Legend of the 7 Golden Vampires 6
1974
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The Long, Hot Summer
7.4
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The Good, the Bad and the Ugly 8.9
1966
152
A Fistful of Dollars
8.1
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153
For a Few Dollars More
8.3
1965
154
North and South
8.1
1985
155
The Pacific
8.3
2010
156
The Phantom of the Opera
7.4
2004

157

Pride & Prejudice

7.8

2005

158

The Thing

8.2

1982

159

The Thin Red Line

7.6

1998

160

The Three Burials of Melquiades Estrada 7.5

2005

161

The Verdict

7.8

1982

162

They Were Expendable

7.3

1945

163

To Kill a Mockingbird

8.4

1962

164

Trailer Park Boys

8.6

2001

165

The Wire

9.4

2002

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Unforgiven

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1992

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Valkyrie

7.1

2008

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Von Ryan's Express

7.1

1965

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War and Remembrance

8.4

1988
170
War of the Worlds
6.5
2005
171
White Christmas
7.6
1954
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Holiday Inn
7.6
1942
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Without a Clue
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1988
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The Winds of War
8.3
1983
175
The X-Files
8.8
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176
X-Men
7.4
2000
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X-Men: The Last Stand
6.8
2006
178
X2
7.5
2003
179
X-Men: First Class
7.8
2011
180
X-Men Origins: Wolverine
6.7
2009
181
Dr. Strangelove or: How I Learned to Stop Worrying and Love the Bomb 8.5
1964
182
Doctor Zhivago

8
1965
183
The Wolfman
5.8
2010
184
Harry Potter and the Order of the Phoenix 7.4
2007
185
Harry Potter and the Deathly Hallows: Part 2 8.1
2011
186
Harry Potter and the Deathly Hallows: Part 1 7.7
2010
187
Harry Potter and the Half-Blood Prince 7.5
2009
188
Harry Potter and the Prisoner of Azkaban 7.8
2004
189
Angels & Demons
6.7
2009
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Transformers
7.2
2007
191
Transformers: Revenge of the Fallen 6
2009
192
Transformers: Dark of the Moon 6.3
2011
193
Once Upon a Time in the West
8.6
1968
194
From Here to Eternity
7.8
1953
195
The Sum of All Fears
6.4
2002
196
The Hunt for Red October
7.6

1990
197
Patriot Games
6.9
1992
198
The Simpsons
8.9
1989
199
Clear and Present Danger
6.9
1994
200
Agatha Christie's Poirot
8.6
1989
201
Van Helsing
6
2004
202
Hanna
6.8
2011
203
Jesse Stone: Stone Cold
7.2
2005
204
Jesse Stone: Death in Paradise
7.2
2006
205
Jesse Stone: Night Passage
7.3
2006
206
Jesse Stone: No Remorse
7.2
2010
207
Jesse Stone: Innocents Lost
7
2011
208
The X-Files
8.8
1993
209

The Girl with the Dragon Tattoo 7.9
2011
210
The Sopranos
9.3
1999
211
Fast Five
7.3
2011
212
The Fast and the Furious
6.6
2001
213
2 Fast 2 Furious
5.7
2003
214
Fast & Furious
6.6
2009
215
Sherlock
9.3
2010
216
Sherlock Holmes: A Game of Shadows 7.5
2011
217
The Big Trail
7.3
1930
218
Red River
7.8
1948
219
Legend of the Lost
6
1957
220
The Barbarian and the Geisha
5.5
1958
221
The Horse Soldiers
7.2
1959
222

The Alamo

6.9

1960

223

North to Alaska

7

1960

224

The Comancheros

6.9

1961

225

The Longest Day

7.8

1962

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The Undefeated

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1969

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12 Angry Men

8.9

1957

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Pride and Prejudice

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1995

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The Prestige

8.5

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Bend of the River

7.4

1952

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The Far Country

7.3

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Night Passage

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1957

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The Rare Breed

6.4

1966

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Singin' in the Rain

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Mark of the Vampire
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Kelly's Heroes

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The Dirty Dozen

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Bud Abbott Lou Costello Meet Frankenstein 7.6

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Red vs Blue: Recollection Trilogy 9.1

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Red vs. Blue: The Blood Gulch Chronicles 8.6

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The Hobbit: An Unexpected Journey 8

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Star Trek: Deep Space Nine

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Sailor Moon R the Movie: The Promise of the Rose 7.7
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Sailor Moon S the Movie: Hearts in Ice 7.7
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Attack on Titan
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In Harm's Way
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427
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7.2
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430
Dragon Ball Z: The World's Strongest 7
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431
Dragon Ball Z: Lord Slug

6.9

1991

432

Doragon bÅ´ru Z: Kyokugen batoru!! San dai sÅ»pÅ¼ saiyajin 7.3

1992

anime

5 CM per Second

Akira

Angel Beats! (complete)

Baccano! (complete series)

Castle in the Sky

Clannad: Complete Collection

Clannad: After Story complete collection

Claymore (complete series)

Code Geass: Lelouch of the Rebellion (complete series)

Code Geass: Lelouch of the Rebellion R2 (complete series)

Cowboy Bebop Complete series

Cowboy Bebop: The Movie

Darker Than Black (complete season)

Death Note complete series

Eden of the East complete series

ELFEN LIED complete series

Ef - A Tale of Memories complete series

Ef - A Tale of Melodies complete series

End of Evangelion

Eureka Seven volume 1 & 2 (complete series)

Eureka Seven: Good Night, Sleep Tight, Young Lovers

Evangelion 1.11: You Are [Not] Alone

Evangelion 2.22: You Can [Not] Advance

Evangelion 3.33: You can[not] undo

Full Metal Alchemist complete series

Fullmetal Alchemist Brotherhood (4/5 cases)

Full Metal Panic (complete)

Full Metal Panic 2nd Raid (complete)

Gankutsuou: The Count of Monte Cristo

Ghost in the Shell

Ghost in the Shell - Stand Alone Complex (complete)

Ghost in the Shell - Stand Alone Complex 2nd Gig (complete)

Ghost in the Shell Stand Alone Complex: Solid State Society

Gintama (complete series)

Gungrave

Haibane Renmei complete series

Hellsing

Kino's Journey (complete)

Kemono no Souja Erin

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Last Exile (Complete Series)
Lupin the Third: The Castle of Cagliostro
Macross Plus: Collection
Mobile Suit Gundam 00
Mobile Suit Gundam 00 - A Wakening of the Trailblazer
Mobile Suit Gundam Seed (complete)
Mobile Suit Gundam Wing (complete series)
Mobile Suit Gundam Wing - Endless Waltz
Mobile Suit Zeta Gundam (complete)
Mobile Suit Gundam Unicorn (4 OVAs)
Mobile Suit G Gundam
Mobile Suit Gundam 88th Team
Monster
Moribito - Guardian of the Spirit Complete Collection
Nana
Mushi-Shi (complete)
Neon Genesis Evangelion (complete series)
Noein: To Your Other Self (complete series)
Outlaw Star
Phantom: Requiem for the Phantom (complete series)
RahXephon (complete series)
Samurai Champloo complete series boxset
Serial Experiments Lain (complete series)
Spice and Wolf (complete series)
Spice and Wolf 2 (complete series)
Spirited Away
Tengen Toppa Gurren Lagann (complete series)
The Girl Who Leapt Through Time
The Melancholy of Haruhi Suzumiya Season 1
Trigun (complete)
Turn-A Gundam (complete series)
Twelve Kingdoms (2 boxsets)
Vision of Escaflowne (Anime Legends complete series)
Welcome to the NHK
When They Cry (complete series)
Wolf's Rain (complete series)
Stein:Gate (complete series)
Fruit Basket (complete series)
Dragon Ball (complete series)
Dragon Ball Z (complete series)
Dragon Ball GT (complete series)
Samurai 7 (complete series)
Ergo Proxy (complete series)
Blood+ (complete series)
Soul Eater (complete series)
Dragon Ball Movies boxset 1-3
Fate Stay Night (complete series)
Gareto (complete series)
Ninja Scroll
Vampire Hunter D Bloodlust

Robotech

Macross Do you Remember Love?

Robotech the Movie

Sailor Moon (complete series)

sailor Moon R (complete series)

Sailor Moon S (complete series)

Sailor Moon Super S (complete series)

Sailor Moon Sailor Stars (complete series)

Sailor Moon R the Movie: The Promise of the Rose

Sailor Moon S the Movie: Hearts in Ice

Sailor Moon Super S the Movie: Black Dream Hole

Revolutionary Girl Utena (complete series)

Attack on Titan (seasons 1-2)

The Big O (complete series)

Physio Pass (complete series)

Martian Successor Nadesico (complete series) **Gargantia on the Verdurous Planet**



X







Impeach the fucker (2013-11-28 16:56)

Though both involve achieving a goal, politics is more like fighting a battle than taking a trip. We can't just think about how we move from where we are to where we want to be. We have to think about how the adversary will move to hinder us – not only by using his own forces against us, but by luring us into maneuvers that weaken us, and expose us to failure or defeat before reaching our objective.

The tide is rising on which to launch the impeachment/removal craft that can successfully carry the nation to safe harbor from Barack Obama's tyrannical intent. In addition to commentators, pundits and politicians who are taking

up the cry, I have begun to receive fundraising communications from apparently well-meaning groups asking people to sign petitions to Congress, fund phone calls to representatives, etc., pushing for impeachment. You know that there's at least a perceived boomlet of public feeling at work when people think it will help in their appeals for contributions.

This budding enthusiasm is a positive moment in the battle to thwart Obama's plans for dictatorship, but only if it energizes the engine of a vehicle capable of sustained movement toward that strategic objective. Apart from such a vehicle, it could instead provide Obama's elitist faction collaborators with an opportunity to engineer a fall that deflates enthusiasm instead.

For example, if the Republican-controlled Congress impeaches Obama on a timetable that hurries to trial before the upcoming election, what will happen? In the Democrat-controlled U.S. Senate, the vote to remove the would-be tyrants will fail. Obama and his elitist faction collaborators will say that settles the matter, and they will use every propaganda outlet at their disposal to enforce that conclusion upon the public mind.

But strategically, the success of the impeachment/removal effort depends on turning November's congressional elections into a vote of no-confidence in the present administration of government – a referendum on the impeachment/removal issue. Doing so is the only way to maximize the number of people in Congress who support impeaching/removing Obama and his cronies, while putting maximum grassroots pressure on other congressional representatives to join their ranks.

This electoral strategy is critically important, since only by reforming Congress *at the ballot box* do the American people stand a chance of reforming the government before Obama completes his tyrannical maneuvers. *Obama's elitist faction collaborators therefore have a strong interest in making sure the impeachment/removal issue does not become the focus of the 2014 vote.*

The Bible offers a good illustration of their best strategy for turning the growing energy of the impeachment/removal cause against itself:

And Judah took a wife for Er his firstborn, whose name was Tamar. And Er, Judah's firstborn, was wicked in the sight of the LORD; and the LORD slew him. And Judah said unto Onan, Go in unto thy brother's wife, and marry her, and raise up seed to thy brother. And Onan knew that the seed should not be his; and it came to pass, when he went in unto his brother's wife, that he spilled it on the ground, lest that he should give seed to his brother" (Genesis 38:6-10, AV).

As the enthusiasm for impeachment/removal rises, I therefore expect the elitist faction's fifth columnists to raise a clamor in favor of dealing with the impeachment/removal issue now, right away, without waiting to give people a chance to reform Congress with their voting power in November. That way, when Congress reconvenes in 2015, Obama and his GOP quislings will still be in charge, ready to move forward with all the socialist, America-destroying offal they mean to ram down the throats of the American people.

Another aspect of what we might call the "Onan maneuver" will be to fund a plethora of different groups offering to put pressure on Congress for immediate action. The sly aim here is to multiply spillways so that there is no one venue where the roster of support for the impeachment/removal effort can be seen to build.

Yet such a roster is the key to maximizing the effectiveness of the impeachment/removal congressional reform effort. As visible support for that effort builds, it will cast a long shadow over the expectations and calculations of those on the political scene *and* those who observe it.

This is why I am encouraging people to visit PledgetoImpeach. Add your name to the roster of voters demanding that candidates take the impeachment/removal pledge. Do everything you can to encourage your like-minded friends, co-workers and others to participate in the effort.

Rightly understood the impeachment/removal strategy isn't about *subjects begging rulers for favors that mitigate their tyranny*. It's about *free people mobilizing our voting power to demand and elect representatives who will implement our will to defend/restore America's liberty*.

Read more at <http://www.wnd.com/2014/02/pledge-to-impeach-stop-obamas-dictatorship/#qrv0bJ0kVSXmyXS4.99>

15.12 December

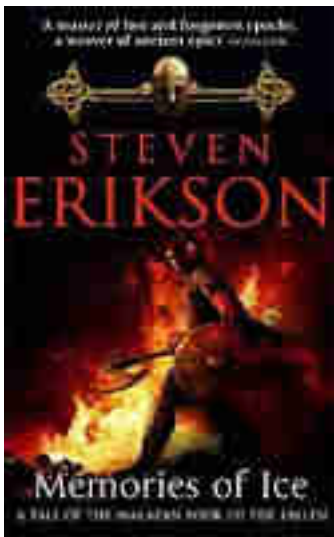
The Malazan Book of the Fallen by Steven Erikson (2013-12-09 13:17)



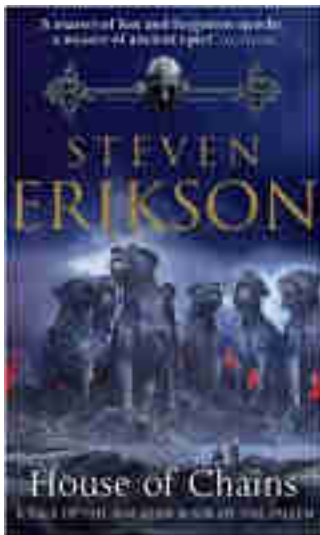
I'm going to state it right out – **The Malazan Book of the Fallen** by Steven Erikson is the most ambitious epic fantasy series ever written – this is both its greatest strength and greatest weakness. Rather than ambition, fans of epic fantasy are much more likely to honor tradition and nostalgia, but the genre has come far from where it was effectively defined by **The Lord of the Rings** and fans have grown as well. These days gritty and subversion seem to be the buzz words of fantasy fans, and while **The Malazan Book of the Fallen** certainly meets both in numerous ways, it really is much more.



It's been ambitious since the start when Erikson proposed **Malazan** to be a 10-book series back in the 1990s – there was never any trilogy-creep, this was always going this long. But of course it isn't so simple – the series is not Erikson's alone. The **Malazan** world was co-created with Ian C. Esslemont who has written three books of his own that support the series, with three more to come. While Erikson's 10-book series is complete, once Esslemont finishes his parts it will be more complete, perhaps making this review a bit premature.



The **Malazan** world has its origins in Dungeon's and Dragons and GURPS role-playing campaigns played out by Erikson and Esslemont and has since grown in ambition. In many ways the series is meant to be more of a response to epic fantasy than a part of it. Not in the same 'FU' manor as **The First Law** by Joe Abercrombie, but again as something more. Ultimately, it's about the human condition and the cost of civilization, but again it's more. The series is also about deception in something of a post-modern, meta-fictional way. While the foreshadowing is present, and even a rubric to the whole series buried in one of its volumes, it's still difficult to see beneath surface. It's all light, darkness and shadow with more than a bit of sleight of hand.

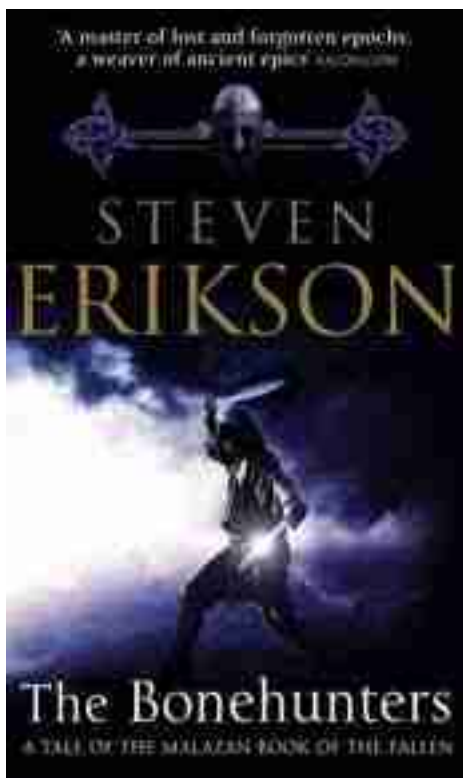


However, don't let me mislead you into thinking that it's not epic fantasy, because it is. Like most epic fantasy, this is a book of war and magic. And the magic plays an incredibly important role – it's powerful...all-powerful. The scope and horror of magic is laid out from the beginning, while the mechanics of it remain an enigma. In every book we meet a hidden power that rises to tremendous, spectacular heights. Of course that's the point of it – readers may want to call foul, may want to shout *dues ex machina*, but they miss the point.



The series begins as a tale of a conquering Malazan Empire that has overextended itself. In *Gardens of the Moon* (Book Depository, Powell's Books, Indiebound) the reader is dumped strait into the middle of it all without the typical build-up. This can be exhilarating, overwhelming, and off-putting, though I found it immensely rewarding. We get a feel for a mix of races and species that is huge and a rich world history with gods and other powerful immortals that literally walk the land, interfering with mortal lives. Though some mortals interfere right back, for gods can die too. It's through this complex tapestry that Erikson focuses on humanity. Every soldier is a philosopher, every person an everyman (or everywoman, though even with numerous female characters, the series has an overwhelming male-ness to it), with the view of it all is just as often through pawns as kings and queens.

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'These Malazans, they shame the gods themselves...'



An important point the series is put right in the series title, perhaps the most important point: **The Malazan Book of the Fallen**. It's the word fallen that focuses it all. For this series is not (necessarily) about those that live to fight another day, to see another book, who survive the ultimate convergence of power – this series is about the people

who fall along the way. The price, the toll, the compassion, the sacrifice, and eventually, the reward. This is a series where the dead tend to not go away and the fallen may not die. Each book itself shows something new, a new style, a new theme within the overall series, but in the end there is a method to the madness of it all.

I will remember this. I will set out scrolls and burn upon them the names of these Fallen. I will make of this work a holy tome, and no other shall be needed.

Hear them! They are humanity unfurled, laid out for all to see – if one would dare look!

There shall be a Book and it shall be written by my hand. Wheel and seek the faces of a thousand gods! None can do what I can do! Not one can give voice to this holy creation!

But this is not bravado. For this, my Book of the Fallen, the only god worthy of its telling is the crippled one. The broken one. And has it not always been so?

I never hid my hurts.

I never disguised my dreams.

And I never lost my way. And only the fallen can rise again.



It's in his ambition, this response to epic fantasy that Erikson gets in trouble. Yes, it's epic fantasy in the extreme – the magic and powers overblown, the gods both more and less than they should be, the grunt suffering through it all somehow becomes the most powerful of all. It chafes fans of epic fantasy. It's supposed to. Fans often decry the seeming over-emphasis on suffering, marching, the camp-fire conversations, the little people. While the action is incredible, it is interspersed with long and tedious ramblings that become philosophical and at times down-right didactic. While Erikson certainly over-indulges himself, many fans seemingly miss the point. Or perhaps they don't care about the point. Many will fail to complete the journey of the series, many will be upset, disappointed, even angry with Erikson for what he writes. The criticisms often wielded only show Erikson how much they missed the point. Erikson plays with this in the text – often proactively for areas he knows that will bring especially pointed criticism. He knows these books aren't for everyone, and that if everyone likes what you are doing, you are doing it wrong. But it clearly it stings, and sometimes Erikson seems to lash out in response.



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'Sad truth,' Kruppe said – his audience of none sighing in agreement – 'that a tendency towards verbal excess can so defeat the precision of meaning. That intent can be so well disguised in majestic plethora of nuance, of rhythm both serious and mocking, of this penchant for self-referential slyness, that the unwitting simply skip on past – imagining their time to be so precious, imagining themselves above all manner of conviction, save that of their own witty perfection. Sigh and sigh again.'

Ultimately, there is a hope to it all – this is not the nihilistic proclamation so many claim. It's a grand plan for the better of humanity. Only at times the darkness, the faults and flaws, and humanity itself seemingly deserve no hope.

–

'Hedge was waiting, seated on one of the tilted standing stones. 'Hood take us all,' he said, eyeing Fiddler as he approached. 'They did it – her allies – they did what she needed them to do.'

Aye. And how many people died for [it]?''

...'Little late to be regretting all that now, Fid.'

'...They used all of us Hedge.'

'That's what gods do, aye. So you don't like it? Fine, but listen to me. Sometimes, what they want – what they need us to do – sometimes it's all right. I mean, it's the right thing to do. Sometimes, it makes us better people.'

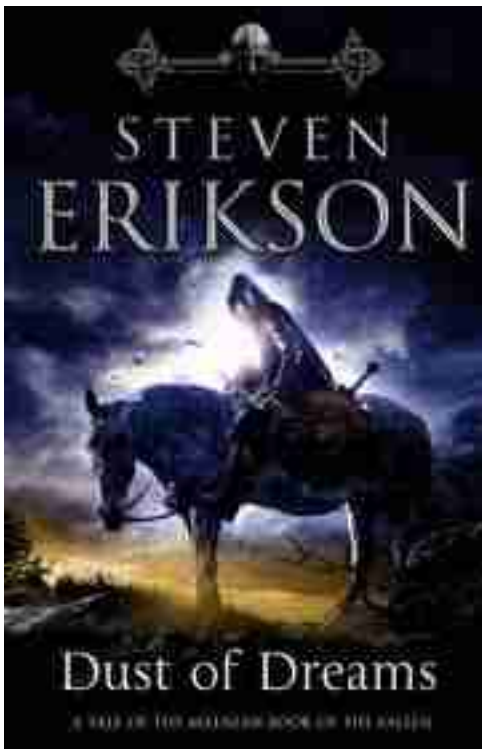
'You really believe that?'

'And when we're better people, we make better gods.'

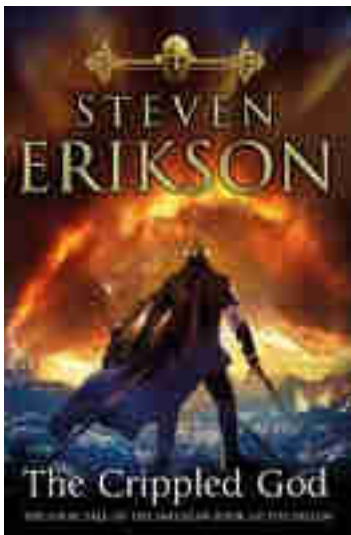
Fiddler looked away. 'It's hopeless, then. We can stuff a god with every virtue we got, it still won't make us any better, will it? Because we're not good with virtues, Hedge.'

'Most of the time, aye, we're not. But maybe then, at our worst, we might look up, we might see that god we made out of the best in us. Not vicious, not vengeful, not arrogant or spiteful. Not selfish, not greedy. Just clear-eyed, with no time for all our rubbish. The kind of god to give us a slap in the face for being such shits.'

...'Ever the optimist, you'



This review both coincidentally and intentionally reads like the series itself – perhaps full of insight, perhaps full of bullshit, always seeming a bit of mess. It's overly long (at least compared to what I tend to write), it's defensive, dismissive, disagreeable and likely to piss a few people off. The review is journey, a misinterpretation, and it gets it right. And it's ever self-aware, perhaps to a fault. It's the most ambitious review I've ever written.



The Malazan Book of the Fallen

isn't for everyone, and in many ways it may not be for fans of epic fantasy. While it is absolutely for the fans. And it's the most ambitious epic fantasy out there – period. Though the **Malazan** series by Erikson is over, something of an epilogue remains to be written by Esslemont and Erikson has promised two more trilogies and a continuation of the novellas set in the world. The dead don't stay dead. The fallen may not be who you think they are and can rise again. Perfect.

-

And now the page before us blurs.

An age is done. The book must close.

We are abandoned to history.

Raise high one more time the tattered standard

Of the Fallen. See through the drifting smoke

To the dark stains upon the fabric.

This is the blood of our lives, this is the

Payment of our deeds, all soon to be

Forgotten.

We were never what people could be.

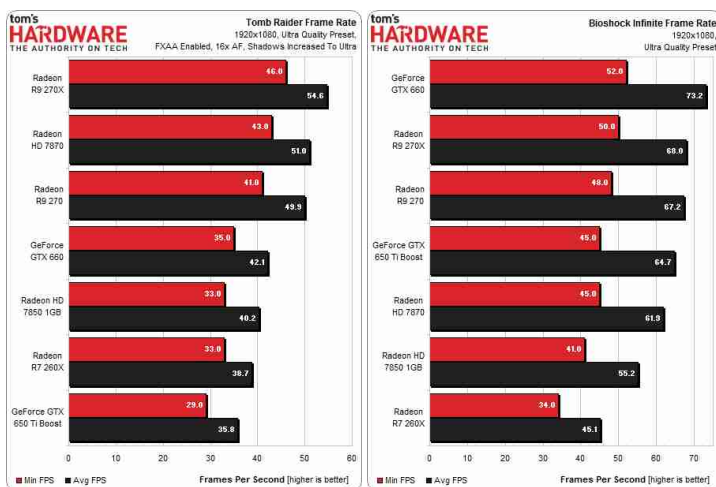
We were only what we were.

-

Remember us

Bought a ASUS Radeon R9 270 (2013-12-12 18:43)

I bought myself an early Christmas present, the ASUS Radeon R9 270 2 GB graphics processing unit for \$200. I can play PC games on my other PC. My other PC has a Radeon HD 5970 Black Edition.



The Xbox One has a faulty Bluray drive at launch. The Xbox 360 wasn't reliable until the Falcon CPU chip from 2009. New Xbox 360 prices are unbelievable, past \$300. New Playstation 3s cost half that.



oakleyses (2014-10-23 17:45:33)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:05)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:10)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

US Military driving US economy? (2013-12-12 19:46)

According to British experts, Russia is in the world top three in terms of military expenditure. The country is increasing its military spending, because Russian defense industry is in need of revamping and the army needs to be rearmed. However, the Russian military-industrial complex is nowhere near the absolute leadership in terms of expenditure. The first place is firmly occupied by the United States whose army is the backbone of the economy. By the end of 2013 Russia became one of the top three leaders in terms of spending on weapons, which is not surprising. In the past year 68 billion dollars was invested in the military-industrial complex of the Russian Federation. These data were published by the Organization IHS Jane's that conducted relevant research. Russia has no intention to cut its military spending. On the contrary, even a more significant amount - \$78 billion dollars will be invested in the Russian military-industrial complex in 2014, and each subsequent year the defense spending will increase by \$10 billion. However, Russian experts believe that Russia's accession to the top of this ranking (especially given that it comes from a British study) does not mean that Russia will be able to quickly move the undisputed leaders of the defense - the U.S. and China, which is not surprising given the political system of China and the U.S. aggressive philosophy. "Russian cannot become a leader in military spending in the coming years, even decades. Why? It is sufficient to compare our spending and that of the Americans," Boris Yulin, a historian and military expert shared with Pravda.Ru. "The fact that Russia is on the third place does not mean that we are only a little behind. We are lagging behind significantly. The entire U.S. economy rests exclusively on military power. That is, the dollar is backed by the American aircraft carriers, nuclear submarines and aircraft, American military bases around the world, and not the American economy." The expert stressed a very important point - the Russian army is equipped with very outdated weapons. In fact, Russia's defense industry requires enormous funds, not because the defense industry requires development, but because, in principle, the Russian army needs to be rearmed. According to Boris Yulin, there is a need to eliminate one big gap that occurred in the defense industry in the 1990s and early 2000s, the period when there was no military construction, production was halted, and the survivors managed to stay afloat only because of foreign orders. "Today we have to make a breakthrough, because we have been disarming for a quarter of a century," told Pravda.Ru Colonel-General, historian and president of the Academy of Geopolitical Issues Leonid Ivashov. "We declared that we had no external enemies, that we served as an example of a peaceful nation, and robbed and disarmed the entire defense sector and budget, privatized defense industry, and destroyed the armed forces. According to the officer, the increased investment in the Russian military-industrial complex is due to global military and political events of recent years that clearly showed the West's position in relation to the countries rich in natural resources. "It is extremely difficult to rebuild what was being destroyed for a quarter of a century, despite the fact that the defense is constructed as a system. Today, some elements of the system are preserved through the activity of the designers and directors. Something was preserved by foreign orders, trading on the global arms market'; something was preserved in Ukraine, Belarus, and so on. Now the task is to combine it all and give it a new spin, a new modern quality to the weapons required by the army. Today we may not be the third," suggested Leonid Ivashov, adding that Russia will never be the leader. "Because from time immemorial we have had a defensive rather than aggressive policy, and the defense is less expensive than the offense." It appears that Russia does not have a goal to be a global leader in terms of defense expenditure. That is, of course, the military might needs to be enhanced, and advanced weapons, missile defense system, and so on need to be developed. High military spending is an indicator of a country's foreign policy. The U.S. is building its dominant role in world affairs through active hostilities. China is climbing towards global leadership by conducting a military reform. Russia's development of military industry has other reasons. Russia cannot ignore major combat operations conducted in the last decades on the Eurasian continent when most of its land is occupied by Russia. Today it is extremely important for Russia to develop air defense systems, space defense and other branches of the armed forces, which would provide reliable protection of the Russian borders and continue to give weight to Russia's decisions regarding world events. Let major military spending remain the privilege of the countries whose economies would immediately collapse without these injections.

Match box and Hotwheels (2013-12-14 22:36)

I have quite the story to tell you about Matchbox and Hot Wheels. I've read at least 20 articles from the US and UK how children and adults alike should collect these toy cars. Now, I hate to be the **adult in the room**, but I sold my collection to goodwill! I had about 60 cars in a briefcase. Matchbox and Hot wheels predated my first videogame console. I had LEGOs (that I still own), Matchbox, Hot Wheels when I was 10, but that was then.

I made a lot of bad decisions in my childhood such as I didn't collect Warhammer 40,000, Magic the Gathering and Dungeons and Dragons when I was 10. These reasons only result in unpopularity. I was in the doomed to fail childhood of the 1990s predating all Facebook, ICQ, MIRC, MSN Messenger and EXTREME limited access to dial up Internet.

I was absolutely right about stop collecting LEGOs however. Mall of America LEGO center had children playing there and everybody around here has gone to Mall of America at least twice in their lifetime.



Here is a photo of my collection.

Red Hat Linux 7.2 ISOs (2013-12-20 06:39)

My high school Linux distribution at Chippewa Valley Technical College saved on Archive.org I remember writing a Red Hat 7.2 review in 2002.

I also find images of an old Suse Linux 9.2 from 2004. There is also Suse Linux 9.3.

They keep these ancient distributions online so Hollywood can film "The Social Network".

Full directory

Linux channels on Freenode (2013-12-20 12:57)

My last resort is 1980s chat rooms with text flying across the screen like Facebook or Goodreads. The Linux channels on Freenode are busy 24/7/365. Checked out ICQ 8.2, but there was few IRC random chatrooms unlike 2004. ICQ just uses IRC for chat. ICQ 8.2 also connects to Google Talk, Facebook, and AOL Instant Messenger. The vulgar slang jibe that was on ICQ's IRC chat is ridiculous. ICQ is used by gangsters, I swear.

Bought Magic the Gathering: Duels of the Planeswalkers 2014 (2013-12-20 23:15)

I got this Duels of the Planeswalkers 2014 off the internet. It allows someone without Magic allowance who doesn't drive to Friday Night Magic to play Magic the Gathering for real cheap. The reason why I waited this long to play Magic was because I knew it as an expensive endless money pit. I heard Magic the Gathering is way more fun.

My 2013 Retrospective (2013-12-22 15:32)

So if people aren't tired of me just sharing all of my opinions about this last year, well too late, I've already gotten this written. This comes somewhat due to the fact that a number of these were culled from my initial list, as I worried it might get a bit too long as it was. But given that I got a great set of responses the first time around, and that it incites interesting discussion, then I wanted to present the rest of my list.

I'm also giving this one the Story That Could've Been Solved if Everyone Just Went to the Cops award. Not only did the game never adequately explain why Ethan didn't even consider taking the box of origami to the authorities (not to mention all the previous fathers), but it also called into question the credibility of much of the developments. Just imagine: the cops could've gone to the power plant, shut the place down, and scoped it out for the next computer chip. They could've gone to each new place, realized that the computer chip was already there somewhere, and found it without having to do anything drastic. The box of origami would've given them more insight into the mind of the Origami Killer. And once the player learns who the killer is (and that he's essentially walking around the city pretending to look for himself) then it becomes more obvious that he's not hanging out with Shaun ready to kill him if Ethan screws up in any way. Which makes the time limit entirely based on the fall of the rain, rather than any potential actions from the Killer. I mean, the moment it became obvious that Shaun's location was on a street named Roosevelt, I wondered why they couldn't have just had every cop in the city checking all the storm drains along Roosevelt. Surely that would've taken less time than all the arguing, equivocating, finger chopping, and running from the police that we did get. I also write this fully aware that if calling the ending to BioShock Infinite "convoluted" got me in trouble, there are a couple on here that may very well get me evicted. (Now see if you can resist the urge to just scroll down and see what I'm talking about.) Please bear in mind, neither of these are meant as an assault on people who legitimately enjoyed the games in question - they are simply my own opinion. And as always, you're welcome to disagree with me in the comments - just please keep it civil.

Best Rewatch of a Classic TV Series

Star Trek: Deep Space Nine



I haven't done a full watch-through of the entire show more or less since it ended in 1999, so it was a pleasure to go back, especially given that I'm quite a bit older now, and better able to appreciate its virtues. While I have enormous affection for both The Original Series and The Next Generation, DS9 easily wins the contest when it comes to best Star Trek series. Building on the strengths of its predecessors (and taking advantage of a studio distracted with the launch of a new network) this series found its voice by being very, very different from what came before, without ever radically deviating from the basic tenets of the most imperative Star Trek motifs. In the process, we got the best - and best developed - ensemble, a stunningly well-realized and enormous supporting cast (including the best villains the franchise had since Khan), a rich and complicated mythos in the villainous Dominion, the first true serialization Trek fans ever witnessed, and the pushing of moral boundaries and the questions they raise even farther than its predecessors. Not only does this show demonstrate why I love Star Trek and why I love science fiction, it's also a great example of why I love television.

Best Climax

Journey



This game gets a lot of credit for its music and multiplayer, and both are well-deserved. The soundtrack is noted for getting a Grammy nomination (first ever for a video game), and no doubt about it, the anonymity of the co-op is something special. But the one factor of this game that sticks out to me in the most memorable way is its final moments. After trudging through the wind and snow and finally collapsing, your nameless protagonist is revived, given an enormously long scarf, and thrust up past all the leviathans to the crest of the mountain - a reward for making it as far as you did. The final level is pure joy: with the long scarf and the water made of magic, you essentially just fly up and up and up ever higher, while the music swells into its best, most emotional theme of the entire game. And walking through that bright light into the heart of the mountain, with an end that is also a beginning, the game shows you why it is so aptly named Journey.

Most Overhyped Game

The Last of Us



Have you ever found yourself reacting - no matter how subconsciously - to the reactions of others regarding a game or a movie or a book? You don't do it intentionally or willfully, or in any way mean-spirited. But when you don't love it as much as others, then there reaches a certain point when you find yourself saying, "It's good - but it's not that good"; until eventually, that pretty good experience you had is only okay. In retrospect, I think *The Last of Us* was an okay game. I love Naughty Dog, and when it comes to developers in the industry, they are definitely at the top. Heck, I even think that narrative is very well structured. But unfortunately, it just never emotionally connected with me. The two main characters - especially Joel - were just unlikeable enough that I never really engaged much in either (not like I have with, say, Nathan Drake). And I never really bought into their relationship. Combine that with the somewhat-too-similar-to-*Children of Men* story, and the fact that I kind of guessed at least part of the ending, and it just didn't register with me like it did others.

Worst Action Film Posing as Science Fiction



Between this and Star Trek Into Darkness, I'm starting to sincerely believe that Hollywood has forgotten what science fiction actually is - and in its place, has been creating action films that take place in traditional science fiction settings. (Let's hope Jupiter Ascending and Interstellar do better.) This wasn't necessarily a bad film, but it was a bit bland - and that likely could've been fixed if it had actually stuck to its guns when it came to the science fiction elements. To be an actual in-depth examination of class disparity (and the probabilities of the upper class creating something like Elysium) and using the sci-fi elements to infuse them. But in the end, what it ultimately boiled down to was a mano y mano between Matt Damon and Sharlto Copley. By the end of the movie, I was bored. And an hour after I walked out, I had largely forgotten most of it.

Best Opening

BioShock Infinite ✖ If there's a video game moment that I would add to my favorites list from the year, this would be it. And I certainly wasn't expecting something so affecting when I first booted up the game - especially given that, at the outset, it starts roughly the same as the original BioShock. Our first-person protagonist is out on the ocean and guided to a lighthouse, which he enters, and is then transported to our out-of-this-world city. But once Booker reaches the clouds, holy cow, is it amazing! The color palette is stunning, the framing of the angel on Monument Isle is gorgeous - giving us our first glimpse of Columbia - the music is truly perfect in every way (both themes) and then the exploration of the baptismal area with all the candles and quotes is surprisingly serene. Now that is how you start a game!

Movie Too Connected to Current Events

Captain Phillips



This is not a bad film, by any means. I have a few minor criticisms about its make, but no denying - Paul Greengrass knows how to make a taut, tense thriller; and Tom Hanks has rarely been better. To say nothing of how terrifying the situation is, especially one that imposes upon an otherwise mundane sort of day; and the kind of heartbreaking socioeconomic circumstances our antagonists come from, reminding us that these pirates are very different from our romanticized pirates of old. But unfortunately, given that these events only took place a couple years ago, then it largely took away from the suspense. Much of the film is built around wondering whether or not our title character is going to die - but if you know the story (as many people do) then you know not only that he lives, but how the final moments play out. It really robs a story of its power when you know exactly where it's headed and what the consequences are.

TV Series Most in Need of a Cast Change

Agent's of SHIELD



Oh, Agents of SHIELD. I still have faith in you. I'm still holding out hope that you will be good - in spite of a somewhat disappointing 10-episode start. There's still so much potential. But after our mid-season break, I've never been more convinced: someone in the main sextet needs to go. For whatever reason, it just isn't working as is. And plenty of other series have shown us how much benefit can be made when good characters are brought to the forefront (and bad characters dropped by the wayside). While May and Coulson are the only must-haves so far, it's really the trio of Skye, Simmons, and Fitz that are proving the most annoying. And not just on an exclusive basis - we can pretty well expect that from them week to week. Simmons should stay, since she's demonstrated a great deal more maturity when interacting with characters other than Fitz. Skye, meanwhile, is vacillating between a manic pixie dream girl and a Mary Sue. And Fitz is a willfully obnoxious 12 year-old (and saying so is a bit of an insult to willfully obnoxious 12 year-olds), completely lacking in self-awareness, and more annoying than fingernails on a blackboard. Replace either with anyone more mature and more experienced, and it will help escalate the entire experience.

Biggest (Somewhat Forgettable) Relief



It's difficult when you're watching someone adapt a text you're attached to. I say this as someone who, by and large, still stands by the notion of their inherent value. Almost anyone can point to an example where it was screwed up - and you never want that to happen to something you love. Ender's Game is not only one of my favorite books, but I've watched people discuss its possible translation into film for years now. And unlike Lord of the Rings, its trailers weren't exactly promising. I've only seen it the one time; but primarily, my response to it was a sense of relief. It wasn't the most brilliant film ever made, but at least they didn't screw the story up - which was, in it of itself, an accomplishment. Unfortunately, it was just underdeveloped enough in the characters that it's also been somewhat of a forgettable experience. I'll just go back to reading the book (and its sequel) again.

Most Rage-Inducing Experience

Shadow of the Colossus



In retrospect, I'm actually not all that surprised I didn't like this game. Given that it's basically a series of different boss fights - and that I generally hate boss fights - then I view it as a good lesson to not let myself always buy into the hype. I liked the sparsity of the gameworld, and once I looked up the story, it seemed pretty cool. But I gave up after the completion of one boss when I realized something: I hated this game. And there is no quicker way to make me hate something than by making me feel stupid - and not just stupid, but stupid in the sense that I felt like the game kept expecting me to know everything I was supposed to do and how to get there...without telling me hardly anything of how to accomplish it. Truly, there's nothing that enrages me more than implying something, and then becoming upset with me when I can't just figure it out on my own. This is the first game I've rage quit in a very, very long time. And in the process, it kind of demonstrates why I hate boss fights.

Best Replay

Metroid Prime Trilogy



I have a hard time not returning to this one too frequently - and I put it that way, because I have the unfortunate habit of playing games I love into the ground, until I become a bit more tired of them than I would like to admit. This has kind of happened with the first Metroid Prime (even with three years since the last time I played, I can still walk into any room in the game and tell you all the suit upgrades hidden there and how to get them) and so it's good to take a breather. But still, it's such a pleasure to return to them - and play through them in succession (on the Wii, no less). Each individual gameworld and its sense of exploration is glorious, the soundtrack is perfectly tuned to the experience, and the stories are so beautifully conveyed through the scanning of objects and inscriptions. Truly, one of the greatest game collections ever compiled.

Best New Soundtrack

Assassin's Creed II



(I'm refraining from discussion of Xenoblade Chronicles until I actually finish the game, but needless to say, it also has a wonderful soundtrack.) I love the platforming in this game - and the sense of free-roam while scrambling over rooftops is a ton of fun. But it's really the music that sealed the deal for me. While the title theme has already become a classic, it was the variations I really appreciated. From the Racing theme, to the cycle of different music that plays while exploring the likes of Venice and Florence; it makes the experience even more a joy - climbing up the side of a building, listening to lookers-on down below express their surprise, and feeling the swell of that subtle theme underneath perfectly express all my emotions as I'm hurdling between buildings. This alone helps make Assassin's Creed II a great game.

Best New Combat System

Dragon's Dogma  There's a lot to enjoy about this new IP; and the combat definitely stands at the top. Once the player reaches the capital city of Gran Soren, you gain the ability to switch between vocations (i.e. classes), and that's when the combat system really starts to open up. Each different vocation (typical base classes like fighter and mage, and sub-classes that combine the above, like mystic knight and magic archer) has a different set of skills, more of which become available the more enemies you defeat. And the player has complete freedom to switch between vocations at any time, choosing out which abilities to use, and where to map them on your controller. When you start playing around with them, the wealth of abilities - and openness to the gameplay - makes the combat sections a true pleasure. Yeah, the Pawn system's pretty cool, but I haven't had so much fun killing things since Kingdoms of Amalur.

Most Convoluted Story

Final Fantasy XIII-2



I don't even know where to start with this one. Protagonists Serah and Noel begin traveling the timeline; they begin jumping between time streams to alternate timelines while ending paradoxes to restore the "true" timeline, then at some point there's a diversion to a mechanical tower where there are alternate versions of the antagonist Caius and his companion Yeul? And then Yeul is...some kind of oracle that's re-born every generation? And Caius wants to destroy time so that she'll stop dying? And there are multiple versions of Yeul? And then Serah dies at the end before a "To be Continued"? Ack. I'm so confused.

Better the Second Time Around

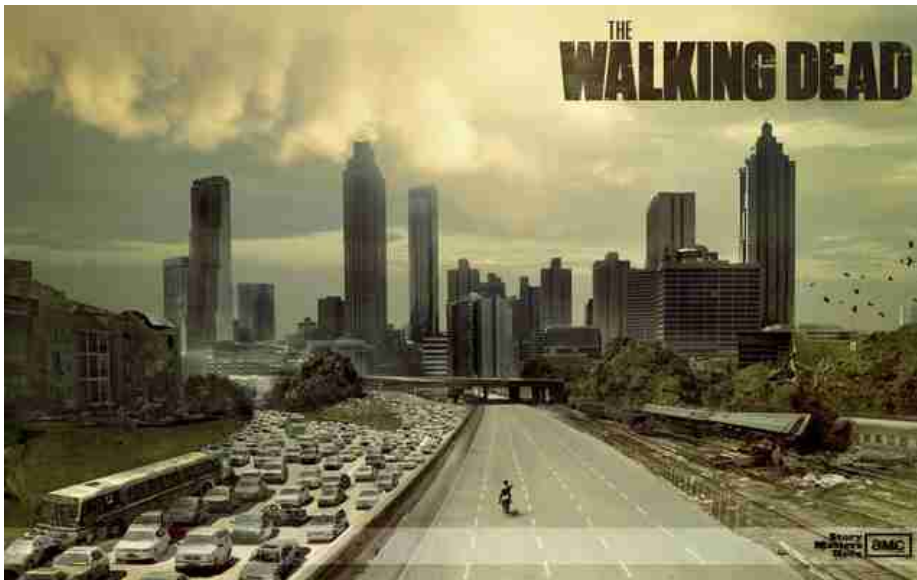
Iron Man 3



My first sitting of Iron Man 3, I didn't really love it; or like it, even. I don't know what I was expecting. But I was kind of, meh. (And annoyed at Hollywood's continued presentations of "ugly" people vs "pretty" people.) But circumstances took me back a second time, and wow, did I like it a whole lot more. I love the idea of taking Tony away from everyone and everything; I love that there are repercussions from the attack on New York; I even love the Mandarin twist, and the social commentary it brings. Plus, the battle with all the Iron Man suits at the end is just so darn fun. I'm glad I took the effort to see it again - it's a good reminder that my perceptions of a story can change, and even a second viewing can be a different experience.

Not as Good the Second Time Around

The Walking Dead



Early in the year, I gave The Walking Dead a try, and did my best to catch up (all the while the second half of third season aired). I sincerely enjoyed the series - for its pacing, for its ruminations, for its themes, and for its clear interest in the deterioration of humanity over the zombies themselves. But when I sat through it all again with my sister as she tried to catch up for fourth season, I found it overall less compelling. It's good one time around, but when you know where everything's going and ends up, then the pacing really starts to drag.

Most Offensive Rehash of a Great Film

Star Trek Into Darkness ☒ I don't know what's worse: that this really isn't a Star Trek film at all, that this isn't even a science fiction film at all, or the irony of the fact that there were clear attempts at fan-service in recreating classic moments from Wrath of Khan that wound up alienating the majority of Trek's fanbase. JJ Abrams has absolutely no idea whatsoever what makes Wrath of Khan a great film. Which is because he probably doesn't really like it (and Star Trek in general) near as much as he claims.

Most Rehabilitated Character

Lara Croft ☒ Thank goodness Crystal Dynamics finally decided to turn Lara Croft into a human being. No, she's not perfect - but she's so much better than she was. There was a bit too much of her upset and crying (which I chalk up to our combined depictions of women heroes as constantly being emotional, while not letting any of our men heroes show hardly any emotion at all - two sides of damaging gender roles). But there's no denying - between Rhianna

Pratchett's writing, and Camilla Luddington's voice acting, Lara Croft has never been better. And she's headed in a really interesting direction.

Most Convoluted Ending

BioShock Infinite



There's a lot I enjoyed about BioShock Infinite; the stunning graphics and setting, the interplay between Booker and Elizabeth, and the commentaries on American Exceptionalism, religion, and what to do when two warring factions are both equally terrible. But the ending was about as confusing as the latter seasons of *Lost* (which also - perhaps not un-coincidentally - involved time travel). I'm all for innovation, and I don't necessarily think that it was terrible. At the same time, I wish the game had given me something definitive. Speculation from the audience should come in the middle of the story, not after the end.

Best Film to See on the Big Screen



Gravity

If you haven't seen this film yet, then get thee to a movie theatre! In all my years of theatre-loving with the likes of *Star Wars*, *Lord of the Rings*, and *Harry Potter* (among others) I have never seen another film that demands more the big-screen experience. While the film is exceptional and brilliantly made, no way will it have the same impact on the small screen. This disturbingly plausible depiction of survival in outer space is wrenching and thrilling, and there's nothing like feeling like you're right there with Ryan, watching the destruction of the ISS, or floating out toward nothing with no hope of stopping. Give to Alfonso Cuarón and Sandra Bullock all of the awards, please.

Best Atmosphere

Demon's Souls



From a game most notorious for its difficulty, it's the setting that really won me over. What's more, I really enjoyed the way that difficulty and sense of exploration worked in tandem. Combine the thrill of finding out what's around the next corner, with the very real possibility of encountering something that could kill you with one hit, and it makes for a very tense and engaging experience. Especially given just how well the environments are built. (Except for Valley of Defilement - which is just wandering aimlessly in the dark.) The Boletarian Palace alone is to die for (pun intended).

Best New TV Character

Ichabod Crane



What is it with British men named Tom? On a show that really shouldn't work (really, really shouldn't work) that manages to function incredibly well on the shoulders of a very absurd premise, Crane has risen above as the best new character of the fall season. In a change from Irving's original wilting and superstitious school teacher, Crane is

fastidious and proper, all the while bold, intelligent, and very, very capable. What's more, the show milks a ton of humor and drama out of his adjusting to life in the 21st century. And it succeeds based on his character (and resulting relationship with Abbie) alone.

Best New Film Character/Actor

Loki



Do I really need to explain this one? I'll just leave this picture here and let anyone who reads this contemplate the awesomeness that is Tom Hiddleston as Loki Laufeyson, while I get back to trying to convince my sister to let me buy a cardboard cutout for the living room.

Most Tedious Gameplay



Heavy Rain This game has lovely graphics, an aptly composed soundtrack, and a decent story. But oh my, is the gameplay eyeblood-inducing. It's even worse than The Walking Dead (walk around in a confined circle until you find the prompt for the correct item) because it's not just QTEs - it's QTEs on steroids. All it really shows is that the mundanities of life don't make for interesting gameplay. And that the success of a repeated task that boils down to the nature of one's reflexes is the opposite of an interesting or legitimate challenge.

Sugar gliders: high IQ marsupials (2013-12-25 10:42)

Have you ever wanted a rat-sized marsupial that has the IQ of your Golden Retriever? They cost \$250 - \$800 depending on their color. The cheapest is the common greys. People like buying them, because sugar gliders have Dog IQs in a rat-sized body. For example, they can translate words like cookie, their name, sit, come here, food, go bathroom. The K-9 Units can use Sugar Gliders to sniff drugs and bark like a dog!

Christmas (2013-12-25 11:04)

St. Nicholas & parents gave me a new office chair, Windows 8.1 Enterprise, Sony Cybershot DSC-RX100, 32 GB SDCard.

Now I have the #1 Sony Camera at Flickr and the #1 Nikon camera on Flickr

Camera Finder / Nikon / D7000



About This Camera
Price: \$329 - \$595
Rating: ★★★★★
Ranked #1 of 169 Nikon Cameras
68,276 uploads from 2,629 users yesterday

Specifications

Camera Type:	DSLR
Sensor Resolution:	16.2 Megapixels
LCD Size:	3"
Media Type:	Secure Digital, SDHC, SDXC
Weight:	24.32 oz.
Lens Mount:	Nikon F

D7000 Usage This Year



Interesting D7000 photos

Camera Finder / Sony / DSC-RX100



About This Camera
Price: \$489 - \$549
Rating: ★★★★★
Ranked #1 of 295 Sony Cameras
23,493 uploads from 478 users yesterday

Specifications

Camera Type:	Point & Shoot
Sensor Resolution:	20.2 Megapixels
Optical Zoom:	3.6
LCD Size:	3"
Media Type:	Memory Stick Duo, Secure Digital, SDXC, SDHC
Weight:	7.91 oz.

DSC-RX100 Usage This Year



Interesting DSC-RX100 photos

Diablo 2: Lord of Destruction v1.10: Best online PC game in 2003. (2013-12-26 18:44)

















iii

25: Suikoden II:

Kicking off the list is a title that most RPG fanatics will probably recognize, even though it doesn't have the immediate name recognition that some of the other titles enjoy. Developed by Konami and masterminded by Yoshitaka Murayama, the Suikoden series sets itself apart from its PlayStation era contemporaries with its deep RPG systems, strategic combat, and sprawling fiction. Each entry features the "108 Stars of Destiny", which in most entries means

108 distinct party members. That's pretty impressive by any standards. While the franchise is chock full of great games, Suikoden 2 probably shines the brightest. Unfortunately, it'll take some good luck getting a copy these days.

24. Jade Empire:



It's no secret that the phrase "Role-Playing Game" is synonymous with a fantasy setting featuring Wizards, spells, enchanted items, and dungeons to crawl.

However, this was not the case with Jade Empire, a game that manages to forgo all cliches in favor of embracing an entirely new and unique setting in a kung-fu adventure feeling like something ripped straight from Crouching Tiger, Hidden Dragon.

It didn't necessarily have the most in-depth skill-building system, but what it lacked in depth it more than made up for in storytelling and unique counter-based combat. Jade Empire was an engrossing and engaging experience more than deserving of a spot on the list of the top 25 RPGs of all time.

23. Kingdom Hearts II:



Talk about taking a unique conception and improving on it just about every aspect. The original Kingdom Hearts was such a weird but satisfying game. Seeing Disney favorites on the same screen as Squall, Cloud, and Sephiroth was a sight to behold. With the sequel, Square-Enix managed to take all expectations the first one had (and any the sequel conjured up) and shattered them all. The gameplay was much smoother, the graphics were better (no more barbie lips on Sora), the Drive system kept combat fresh, and the story took a turn for the interesting. Kingdom Hearts 2 really made the series stand out and become a favorite among RPG fans. It was because of this sequel that the series is still successful and has so many more games out there. Even for fans who don't play the non-numbered games, they'll still be extremely excited for Kingdom Hearts 3 because of this game.

22. Dragon Age: Origins:



Stepping out of Dungeons & Dragons' shadow, BioWare created one hell of a world and lore with Dragon Age. This modernization of the Baldur's Gate gameplay brought together strategic gameplay, intense story, engaging characters, plenty of customization, and lore you could sink your teeth into for days at a time. Dragon Age successfully took a mastered formula that once only belonged in the Forgotten Realms and brought it to the rest of the gaming world. No longer was this kind of gameplay put aside for its ties to D & D or being labeled as too hardcore to play. For that, and how epic the game actually was, Dragon Age: Origins needs to be commended.

21. Phantasy Star IV:



It's hard to argue the inclusion of this classic gem on this list. Phantasy Star was one hell of an RPG series before evolving into the online hit on the Dreamcast. Even though it was a big hit with the RPG games back during the Genesis era, the series really hit the spotlight with the fourth entry to the series. Phantasy Star IV featured engaging characters, a frantic and intense storyline, and an unforgettable experience. It was one of the earliest examples of an RPG being amazing across the board in gameplay, story, design, characters, and soundtrack.

20. Wild ARMs:



Another excellent PlayStation era RPG, Wild ARMs is basically Firefly before Firefly was a thing. Blending modern technology, monsters and magic with a Western motif made for a compelling universe, and Wild ARMs brought the gameplay chops to back it up. Each of the three characters have individual tools and skills that assist in solving the excellent puzzles and defeating the often jaw-dropping enemies you encounter throughout. Whether it be Rudy's titular ARMs, Cecilia's magic creation system or Jack's sword techniques, each character brings a unique skill set to the group, and the game ends with one of the more dramatic twists in gaming. Wild ARMs spawned a number of quality sequels, but never really earned the success it deserved.

19. Disgaea: Afternoon of Darkness:



If you asked me what RPG contained the most content, I would answer with Disgaea: Afternoon of Darkness. This is a game with a serious amount of depth that manages to not take itself seriously at all. The story, setting, and character make for some of the quirkiest in games, but you'll be hard pressed to find a game series that gives you this much to do, find, and conquer. Afternoon of Darkness is the definitive version of the first Disgaea and it was this game that really took the strategy and RPG combination to its limits. Your characters have levels, your items have levels, there are story dungeons, side dungeons, and your items even have dungeons. You can't turn around without finding something to do in this game.

It isn't just the content that really gives Disgaea the credit for being on this list, though. Disgaea features some of the best things Final Fantasy Tactics had and improvements to help this combo of genres become a very popular one.

Tactics may have come first, but Disgaea opened the flood gates for potential.

18. Persona 4 Golden:



It takes a lot to have a game that will encompass all of your time and thoughts while completely engrossing you in the experience. While Persona 4 Golden isn't the only game like that on this list, it is the most recent. Even though the original came out in 2008, Golden adds a lot to the game even for previous players to come back and play through again.

What makes P4G so amazing is how much you care for the cast of characters and what they are going through. You do something in this game that you don't do in any other. You have to help the characters face their true selves and come to terms with their feelings. You have to help them all see the truth and harness that into power. It is through this truth that the main character and his friends are able to combat those who would hide the truth forever.

P4G takes you inside the minds of a game's characters and even makes you wonder about yourself and the truths you ignore. That's a powerful thing for a game to do, making it one of the most impressive games seen in years.

17. Dark Cloud:



An early example of the brilliance developer Level 5 would come to be known for, Dark Cloud showed that the RPG genre still had plenty of room for innovation. While the story wasn't exactly a masterpiece and the randomized dungeons could become a little repetitive, Dark Cloud earns mad points for its intricate player and weapon leveling systems, unique combat and, most importantly, its blending of sim elements into the game. Throughout the adventure, the player collects a resource named Atla which is used to rebuild the world in a manner of the players choosing, reminiscent of the SNES cult classic ActRaiser. It wasn't perfect, but Dark Cloud scratched an itch most of us didn't even know we had.

16. Dragon Quest VIII:



There's so much you could pull from Dragon Quest for this list but ultimately VIII felt like the jump the series needed to once again hit the spotlight. Before this game it almost felt like the series was growing dull. But when you have an entry being talked about more than Final Fantasy X and many other RPGs that graced the PS2 at this time, you know you have a winner on your hands.

Featuring the classic art from Akira Toriyama, Dragon Quest VIII shattered fan's expectations and churned out one of the best experiences on the PS2, which is quite a feat considering how many there were on the console.

15. Baldur's Gate II:



You can't include anything from Dragon Age or Knights of the Old Republic without giving a nod to the big guy that came before. Baldur's Gate, and really everything from Forgotten Realms at this time, was instant gold to fans. Whether it was this series, Icewind Dale, Temple of Elemental Evil, or Neverwinter Nights, Baldur's Gate managed to always come up in conversation and it is one of those rare titles that is automatically re-installed whenever you mention it. The iconic gameplay, party management, character creation, and experience would be replicated over and over again and evolved many times over the years. From Neverwinter Nights to Knights of the Old Republic

to Dragon Age, Baldur's Gate's legacy lives on as a genre definer and an example of masterful RPG combat and storytelling.

14. EarthBound:



Known as Mother in Japan, EarthBound achieved a devoted following before it ever released in North America. Despite a successful port of the second game in the series, most U.S. gamers know protagonist Ness more from his Smash Bros. appearances than the series he spawned from. However, those who have played the game got to experience one of the most unique RPGs ever created. A far cry from the sword, magic and monsters motif of most RPGs of the time, EarthBound featured clever and original characters, interesting physics components and writing that is far deeper than the standard RPG fare. Numerous theories have been set forth about the unusual ending, but like any good story, EarthBound makes you think without giving away all the answers. Simply put, EarthBound is one of the best narratives in gaming.

13. Final Fantasy Tactics: The War of the Lions:



While strategy RPGs are common, it's hard to find one nearly as refined and as well developed as that of Final Fantasy Tactics. With a complex leveling system and the ability to assign new jobs to party members, Tactics takes customization to a new level, allowing players to build their party in nearly any way they see fit to do so. On top of that, the battle system is engaging and requires a fair amount of skill and strategy in order to be successful, and it manages to maintain the same depth of narrative seen in the many other games in the Final Fantasy franchise. It's a

definite beacon in the Strategy RPG genre, and one that simply shouldn't be overlooked.

12. Super Mario RPG: Legend of the Seven Stars:



A game that tends to get overlooked both in Nintendo and Squares catalog, this seemingly strange mashup won gamers over with its interesting combat, well-written dialogue and surprisingly well-fleshed out world. I'm going to go ahead and say it: Super Mario RPG features the best iteration of the Mushroom Kingdom ever. Period. The active battle system, which tasks players with entering timed button presses to boost their attack, magic and defense, makes the combat some of the best of its time, while the Mario license help bring in a number of people who might never have played an RPG before. Add in a well-done soundtrack and a quirky, off-beat sense of humor that totally hit the mark, and Super Mario RPG is a cult favorite that helped bring RPGs into the mainstream.

11. Final Fantasy VII:



What can be said about Final Fantasy VII that hasn't been said already? One of the best known RPG ever, Final Fantasy VII cemented Final Fantasy as the leading name in RPGs, and proved that the PlayStation was for real. What exactly makes FFVII so loved? It's hard to pinpoint.

Maybe it's the excellent cast of characters. Cloud remains of the most popular protagonists ever, and the people that gather around him move the story forward in myriad interesting ways.

Or, it could be the refined role-playing mechanics. Materia is still one of the best magic systems in the genre, and the vast world, many secrets, and refined combat hit on all the high spots a good RPG needs to have. Or perhaps it's all because Sephiroth is hands down one of the best antagonists ever. Whatever the reason, Final Fantasy VII is one of the most loved games ever, and this list simply wouldn't be complete without it.

10. The Elder Scrolls V: Skyrim:



While many games throughout history have promised total player freedom, few have embraced it in the way Bethesda did with Skyrim. From the lonliest of towns to the grandest of mountains, nothing is out of reach in Skyrim, and few games have ever been able to capture a fraction of the breadth that game features. Skyrim is one of those rare games that never play the same way for any two people, and swapping stories of your experiences in Skyrim like war tales has become something many fans are wont to do. Add to that its ability to become a cultural phenomenon and inspire many various memes and inside jokes, and you've got a pretty compelling case to say that Skyrim is a modern fantasy masterpiece.

9. Fallout 3:



War. War never changes, and neither does Bethesda's legacy of making fantastic and immersive RPGs. Making the jump from an isometric view to a fully-realized first-person perspective isn't something many games manage to do gracefully. Not so, however, with Fallout 3. The game took to the new approach well, embracing the feel of an FPS and complementing it with a unique environment and battle system that made up for somewhat wonky combat.

But it's not the mechanics or the perspective that make Fallout 3 so great. Rather, it's the atmosphere the game had and the story it told. In a market littered with post-apocalyptic games, Fallout 3 manages to still feel completely

different and unique in the tone it sets and the world it creates. There's depth to the game's lore, fascinating characters to meet, and an amazing sense of the world that no other game has been able to re-create on the same level. It's been a genre-defining game of the past generation, and for that, it's more than deserving of a spot in a list of the greatest RPGs of all time.

8. Diablo 2:



There are some games that stick with you for some time and then there's Diablo 2. I've been playing this game since 2000 when I secretly installed it on every computer in my grade school. No matter what class I was in, if we had computer time, I was slaying demons and not caring at all where I put my skill points. Later on I got really into builds and coming up with some great characters. It was all about reaching Hell difficulty and just being able to survive the Den of Evil. My Hammerdin and I really laid the smackdown from the Highlands to Arreat Summit for a long time. Diablo 2 is another one of those games that someone reinstalls whenever they hear about it. It's an experience that sticks with you and defines an entire genre. Hell, most of the games that released after Diablo 2 that resembled it were called "Diablo clones". That says something. Blizzard hit all of the right points with Diablo 2 and the fact that it is still played worldwide today shows how great its legacy is.

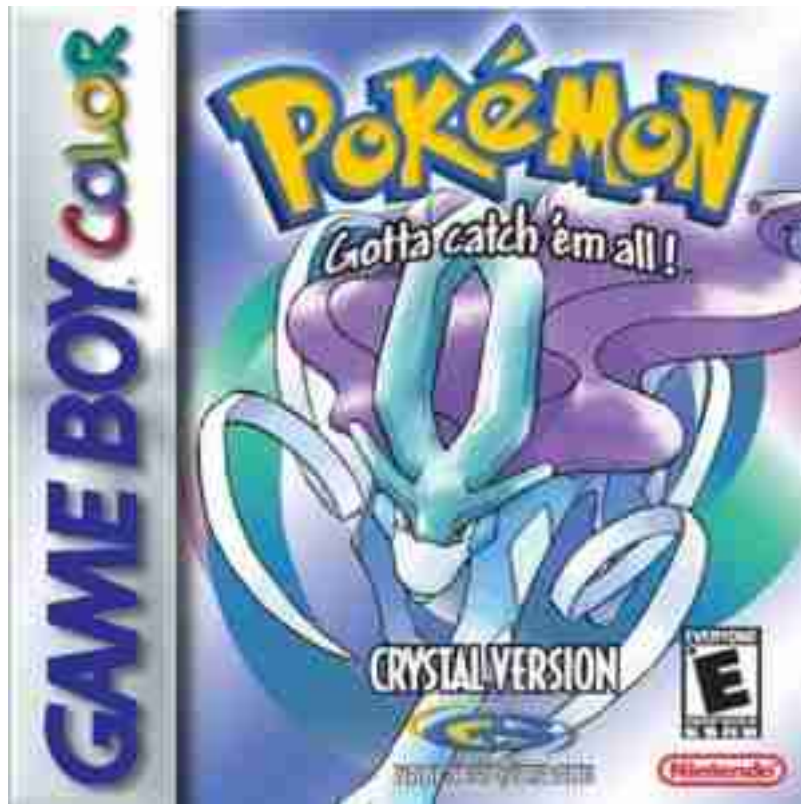
7. World of Warcraft:



MMOs aren't for everyone, but they can give you some of the most dynamic experiences in gaming. World of Warcraft is not only the biggest RPG on this list, it is also played monthly by over 10 million people worldwide. After four expansions and untold amounts of patches and updates, WoW has transformed massively from what it used to be back in 2004-2006 before Burning Crusade released. Back during Vanilla WoW, I still remember running the Primordia guild on Arygos and raiding Molten Core, Onyxia's Lair, and Blackwing Lair every week with 39 other players. That game gave me some of the most epic moments in my gaming career. Watching my guildmates and I take down Ragnaros for the first time was not only a sight to see but it was an accomplishment I'll never forget. Even later on down the line in Wrath of the Lich King, just going through the whole Icecrown Citadel and fighting against The Lich King is something I'll always look back on.

World of Warcraft gives players the opportunity to see and do things you never thought possible. Because of that, it is hard not to think of this game as one of the best RPGs of all time. It offers the most content of any RPG, and the experiences you can have in it are unparalleled.

6. Pokemon Crystal:



At a time when Pokemon was really hitting its stride in the popularity train, Pokemon Crystal became the definitive version of its generation and continues to be one of the best Pokemon games ever made.

It took all of the amazing elements of Red, Yellow, and Blue and completely re-imagined them in all the right ways. On top of that, it also introduced a plethora of new Pokemon, Dark and Steel-types, boasted 16 gym badges, 2 Champions, Suicune, and featured moving sprites that set the bar for the other Pokemon games going forward. It not only raised the bar for Pokemon games back in its early days on the Game Boy Color, it also paved the way for their continued existence today. Being that the Pokemon games are some of the most popular on handheld devices, we felt this had to be included in the top ten games of this list.

5. Star Wars: Knights of the Old Republic:



Before this game there was very little Expanded Universe content in Star Wars games that didn't involve a Skywalker or Solo. When Knights of the Old Republic was released, fans were able to depart the Rebellion Era (and part of the New Jedi Order Era) and go back in time to when Luke and Vader would be considered weaklings next to the force wielders in the Old Republic Era. Aside from the lore aspect, Knights of the Old Republic was basically an evolution of the Baldur's Gate-like gameplay that was very popular in the 90's and early 2000's. But this time, we controlled a main character we built from scratch to figure out his past and why he was so important to the survival of the Jedi Order and the Republic.

Knights of the Old Republic offers players one of, if not the most, highly regarded plot twists ever. Its story is nigh impossible to beat in terms of the emotion that rushes through you when you reach the climax of the game.

4. Final Fantasy VI:



Newer gamers may not understand why we speak of Final Fantasy with such reverence, but FFVI is a perfect example of why it was, at one time at least, the premiere name in RPGs. It does so many things right that it's almost hard to find fault with it. Each character in the huge roster brings something unique to the team, and they elevate the story far above what most games offer. The Esper system is an incredibly addictive way to level your players and magic, and the insane number of sidequests and secrets ensure that even the most dedicated of gamers will never run out of content, and the game is literally packed with moments that would be the high point in most other games: the opera scene, the creepy Ghost Train and the destruction of the entire world are just a few of the incredible watercooler moments the game offers, not to mention Kefka, one of the most delightfully mad antagonists seen in gaming. Final Fantasy VI isn't just one of the best RPGs you can buy, it's one of the best games ever made.

3. Secret of Mana:



An often criminally overlooked game in Square's stellar catalog, Secret of Mana was doing things on the SNES that the genre wouldn't fully embrace until years later. The real-time combat was light years ahead of the boring turn-based system that still hasn't been completely phased out. Not only could your characters level up like in any good RPG, but your individual weapons and magic could level up as well, and took on new abilities by doing so. The art style was unique and beautiful, and is backed by one of the most stunning video game soundtracks of all time. If it only featured a better story, it would have a legitimate shot at number one, but as is it remains one of the best-aging RPGs on the list, and is a testament to the fantastic design prowess of its all-star cast.

2. Mass Effect 2:



Few games in history have ever been able to capture the magic of Mass Effect. From the story to the mechanics, the series is comprised of some of the greatest games ever made.

But it was Mass Effect 2 that realized the series' potential to its fullest, building on the decisions made by the player and the expansive universe backing the franchise and creating a veritable masterpiece complete with impressive set pieces, fluid gameplay, great presentation, and well-paced storytelling. Mass Effect 2 is the best entry in a series that has helped define this generation and has capitalized on all the most important conventions of a great RPG. For that, it's one of the best RPGs ever made.

1. Chrono Trigger:



What makes a great RPG? That's the question at stake here. It's why this list is here in the first place. It wasn't easy establishing the exact criteria, but there are a few common factors that most people can agree on. Fun combat, solid leveling systems, a good narrative and an artistic audio/visual experience seem to be givens, but we also took into account characters, innovation, the lasting legacy of the game and intangibles as well. On all these counts, Chrono Trigger knocks it out of the park. The unique dual and triple technique system rewards you with distinct attacks for every combination of characters, gives each party layout a distinct feel, and each has a slew of abilities waiting to be experimented with. The branching story and myriad alternate endings are as well-told as they are numerous, and trying to find them all is half the fun. Throw in a memorable art style and a top-notch orchestrated soundtrack and you have a complete game experience that is second to none. Chrono Trigger has everything you could want in an RPG, and is our choice for the greatest role-playing game ever made.

Ultimate Antman (2013-12-26 21:31:48)

I do like your selection of RPGs, even though, I may not have picked out the same games.

oakleyses (2014-10-23 18:04:11)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:17)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:06:10)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

16. 2014

16.1 January

Start Menu for Windows 8 / Windows 8.1 (2014-01-01 04:35)

I read the new Windows 8.1 reviews as well as the old Windows 8 reviews, and download Classic Shell (5.4 Megabytes).

There are morons who downgrade to Windows 7 service pack 1. This isn't safe. Windows 7 has kernel 6.1 while Windows 8.1 has kernel 6.3. Classic shell fixes the problem.

The Windows 8 & 8.1 reviews are all stupid on this subject matter.

Impeachment process started! (2014-01-01 18:27)

Ahhh... Raising money through paranoia. The DNC is a master at it. But is it really paranoia when they are truly after you? Impeachment is a real and growing possibility for the Marxist-in-Chief and many of us relish the coming clarifying event of historic proportions. I would pay everything I have for a front row seat and popcorn. I will record the proceedings and pass them on to my children, grandchildren and great grandchildren. I will play them at family gatherings and events. This Presidency and all his followers are THE most corrupt in history. When their bottomless nefarious deeds are dragged, screaming and bleeding into the light of day, you won't need sitcoms or reality TV – it will be a blockbuster to remember, trust me. Last night, the DNC sent out a panicky, beseeching email blegging for money because the big, bad Republicans are going to impeach Dear Leader. Let me clarify that... the ones with a spine are coming after him and there are very few of them. But what they lack in numbers, they make up for in courage and ethics. The Daily Caller made my evening – literally: The Democratic National Committee (DNC) sent out a paranoid email Saturday evening urging supporters to vote for Democrats so that Republicans can't impeach President Obama. The email, subject line "Impeachment," was sent to Obama for America supporters, imploring them to contribute to the DNC's 2014 efforts. "What do these people all have in common?," the email asked, featuring quotes from Republican Sen. James Inhofe of Oklahoma, Rep. Michele Bachmann of Minnesota, Rep. Kerry Bentivolio of Michigan, and Rep. Blake Farenthold of Texas discussing the possibility of impeaching Obama for one of his numerous instances of presidential misconduct. The DNC email discussed the "I-Word" and said that "Republicans are actually excited about the idea." "Show these Republicans that they are way, way off-base, and give President Obama a Congress that has his back," according to the DNC email, noting that Democrats need to win 17 GOP House seats to reclaim a majority. The beasts under our beds are here folks and they wear Armani suits and Prada heels. They covet power and wealth and tell us that only they know what is best for the American riffraff, who only cling to their Bibles and guns. They are Communists and they despise you and America. I say impeach Obama with prejudice and prosecute the lot of them. Long jail terms all around and we should no longer fear the term "treason." Oran's Dictionary of the Law (1983) defines treason as "...[a]...citizen's actions to help a foreign government overthrow, make war against, or seriously injure the [parent nation]." The US Constitution defines treason in Article 3, section 3 thusly: "Treason against the United States, shall consist only in levying War against them, or in adhering to their Enemies, giving them Aid and Comfort. No Person shall be convicted of Treason unless on the Testimony of two Witnesses to the same overt Act, or on Confession in open Court." Witnesses are lining up as we speak. Obama has done this over and over... enabling Islamic countries such as Iran against us, handing the keys to the kingdom to Russia and China and breaking America financially and militarily to serve us up to other countries on a treasonous platter. The devil has been celebrating

the demise of the last hope for the free world – but the devil can go down to Hades and stuff it. Justin Amash got it right when he said that Obama’s expansion of executive branch authority is “setting the stage for something very dangerous in the future.” Obama has basically made the executive branch the controlling body, making the judicial and legislative branches merely parrots of his policies. They have been compromised and neutered. Obama does not bother with Constitutional practices, but instead uses diktats to further his agenda. Treating the American people as the Proletariat, Obama has seriously underestimated us. We do not bargain for security, hiding behind diplomacy and forked tongues. Slaves are made in such ways. Any other president in history would have been brought down and impeached for any one of these scandals: The NSA Debacle IRS Persecution of Conservatives and Tea Party Groups Obamacare Amnesty Fast and Furious Benghazi The Silencing of Journalists and Bloggers and the Use of the Lapdog Media as a Propaganda Tool Worthy of Goebbels Printing Money and The National Debt Consorting with Known Terrorists and Enabling Terrorist Activities Bringing Foreign Entities into Our Intelligence and Scientific Agencies Union Collaboration Enabling and Promoting Marxist/Communist Entities Election Fraud Inciting Racial Unrest Presidential Excess – Vacations, Parties, etc. Violating Every Aspect of the US Constitution Responsibility to Protect The Gutting and Marginalizing of Our Military The Mistreatment of Allies, Especially Israel The Redistribution of Wealth The Gutting and Marginalizing of Our Intelligence Agencies Religious Persecution of Christians Unconstitutional Laws Against the 2nd Amendment Unconstitutional Search and Seizures Taxation Without Representation Committing Unauthorized Acts of War Manipulation of the Financial Markets And that is only a very partial list. The greatest hits list goes on and on and on. It’s a disgrace we have let this go on this long and it is due to Progressives on both sides of the aisle putting money and power ahead of their constituents. A silent coup is taking place with enemies within and without in our government and Obama is leading the charge. Impeachment... hell, yeah! In fact, both the DNC and the RNC should be very, very afraid. The RNC is coming after the Tea Party and we’re coming after all of you: Even though Karl Rove’s American Crossroads brand has been damaged after the group declared war against conservative candidates, the group will reportedly try to influence the 2014 midterm elections by bullying campaigns and creating groups that, on the surface, do not seem to be affiliated with them. We will not let our Republic fall and Karl Rove and the rest of the Progressive RINOs can go know themselves and pound sand: The battle for the heart and soul of the Republican Party has begun. On one side is the Tea Party. On the other side stand Karl Rove and his establishment team, posing as tacticians while quietly undermining conservatism. Progressives see impeachment for Obama on the Marxist horizon and Americans see the reinstatement of the Republic. The halls of power need a good scrubbing and cleaning out and the Tea Party is up to the task. Aim small, miss small, boys.

2.2 Trillion to repair US Infrastructure (2014-01-02 23:45)

ou can tell a lot about a nation by the condition of the infrastructure. So what does our infrastructure say about us? It says that we are in a very advanced state of decay. At this point, much of America is being held together with spit, duct tape and prayers. Our roads are crumbling and thousands of our bridges look like they could collapse at any moment. Our power grid is ancient and over a trillion gallons of untreated sewage is leaking from our aging sewer systems each year. Our airports and our seaports are clogged with far more traffic than they were ever designed to carry. Approximately a third of all of the dam failures that have taken place in the United States since 1874 have happened during the past decade. Our national parks and recreation areas have been terribly neglected and our railroads are a bad joke. Hurricane Katrina showed how vulnerable our levees are, and drinking water systems all over the country are badly outdated. Sadly, at a time when we could use significant new investment in infrastructure, our spending on infrastructure is actually way down. Back during the 50s and the 60s, the U.S. was spending between 3 and 4 percent of GDP on infrastructure. Today, that figure is down to about 2.4 percent. But of course we don’t have any extra money to spend on infrastructure because of our reckless spending and because of the massive amount of debt that we have accumulated. While the Obama administration is spending more than half a million dollars to figure out why chimpanzees throw poop, our national infrastructure is literally falling apart all around us. Once upon a time nobody else on the planet could match our infrastructure, and now we are in the process of becoming a joke to the rest of the world.

The following are 21 facts about America's failing infrastructure that will blow your mind....

- #1 The American Society of Civil Engineers has given America's crumbling infrastructure an overall grade of D.
- #2 There are simply not enough roads in the United States today. Each year, traffic jams cost the commuters of America 4.2 billion hours and about 2.8 million gallons of gasoline.
- #3 It is being projected that Americans will spend an average of 160 hours stuck in traffic annually by the year 2035.
- #4 Approximately one-third of all roads in the United States are in substandard condition.
- #5 Close to a third of all highway fatalities are due "to substandard road conditions, obsolete road designs, or roadside hazards."
- #6 One out of every four bridges in America either carries more traffic than originally intended or is in need of repair.
- #7 Repairing all of the bridges in the United States that need repair would take approximately 140 billion dollars.
- #8 According to the U.S. Chamber of Commerce, our decaying transportation system costs the U.S. economy about 78 billion dollars annually in lost time and fuel.
- #9 All over America, asphalt roads are being ground up and are being replaced with gravel roads because they are cheaper to maintain. The state of South Dakota has transformed over 100 miles of asphalt roads into gravel roads, and 38 out of the 83 counties in the state of Michigan have transformed at least some of their asphalt roads into gravel roads.
- #10 There are 4,095 dams in the United States that are at risk of failure. That number has risen by more than 100 percent since 1999.
- #11 Of all the dam failures that have happened in the United States since 1874, a third of them have happened during the past decade.
- #12 Close to half of all U.S. households do not have access to bus or rail transit.
- #13 Our aging sewer systems spill more than a trillion gallons of untreated sewage every single year. The cost of cleaning up that sewage each year is estimated to be greater than 50 billion dollars.
- #14 It is estimated that rolling blackouts and inefficiencies in the U.S. electrical grid cost the U.S. economy approximately 80 billion dollars a year.
- #15 It is being projected that by the year 2020 every single major container port in the United States will be handling at least double the volume that it was originally designed to handle.
- #16 All across the United States, conditions at many of our state parks, recreation areas and historic sites are deplorable at best. Some states have backlogs of repair projects that are now over a billion dollars long....
More than a dozen states estimate that their backlogs are at least \$100 million. Massachusetts and New York's are at least \$1 billion. Hawaii officials called park conditions "deplorable" in a December report asking for \$50 million per year for five years to tackle a \$240 million backlog that covers parks, trails and harbors.
- #17 Today, the U.S. spends about 2.4 percent of GDP on infrastructure. Meanwhile, China spends about 9 percent of GDP on infrastructure.
- #18 In the United States today, approximately 16 percent of our construction workers are unemployed.
- #19 China has plans to build 55,000 miles of highways by the year 2020. If all of those roads were put end to end, it would be longer than the total length of the entire U.S. interstate system.
- #20 The World Economic Forum ranks U.S. infrastructure 23rd in the world, and we fall a little bit farther behind the rest of the developed world every single day.
- #21 It has been projected that it would take 2.2 trillion dollars over the next 5 years just to repair our existing infrastructure. That does not even include a single penny for badly needed new infrastructure.

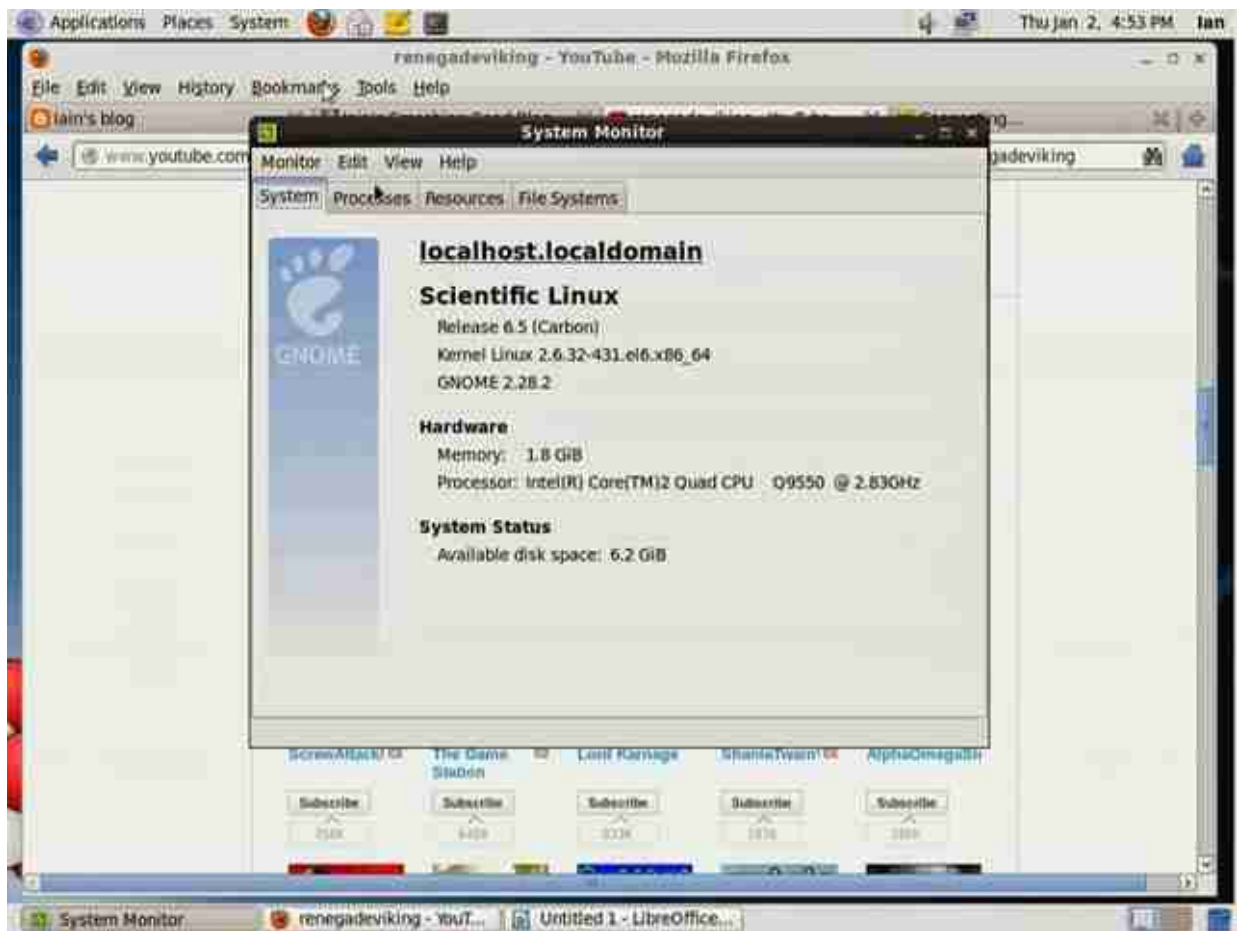
So where did we go wrong?

Well, one of the big problems is that we have become a very materialistic society that is obsessed with short-term thinking. Investing in infrastructure is something that has long-term benefits, but these days Americans tend to only be focused on what is happening right now and most politicians are only focused on the next election cycle.

Linux Mint 16 review (2014-01-03 15:01)

I uploaded Scientific Linux 6.5 on Youtube. There is absolutely nothing that SL 6.5 can do that SL 6.4 cannot. I just had the opportunity and took it. I downloaded Linux Mint 16 and nothing changed. Mint 16 upgraded MATE 1.6.0 to MATE 1.6.2. Linux Mint 16 is less stable then Linux Mint 15 for the shutdown sequence. The log says that INIT completes all but turning it off.





oakleyses (2014-10-23 18:03:45)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:04:53)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada

goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:48)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Cable TV screws us gamers (2014-01-04 19:12)

That evil cable TV is even more evil now. The ISPs see cable TV as a total disaster so they need bandwidth caps on the Internet so you cannot view a lot of streaming video. That means I am stuck with buying \$20- \$40 Blurays and DVDs that I only watch twice and glorious DirecTV.



^ The only way to get whats on cable 24/7/365 at low price anymore

If you're a gamer, internet service provider data caps are an important topic of conversation. Actually, if you're a fan of broadband-reliant entertainment at all, you need to think about limits on bandwidth. But as the games industry marches forward into digital distribution with no sign of stopping, heightened regulations on internet usage are an increasing problem. The providers have long-stated data caps are a plan to make internet access fair for everyone, but the limits are in direct opposition to the interests of gamers.

Who is Capping and Why?

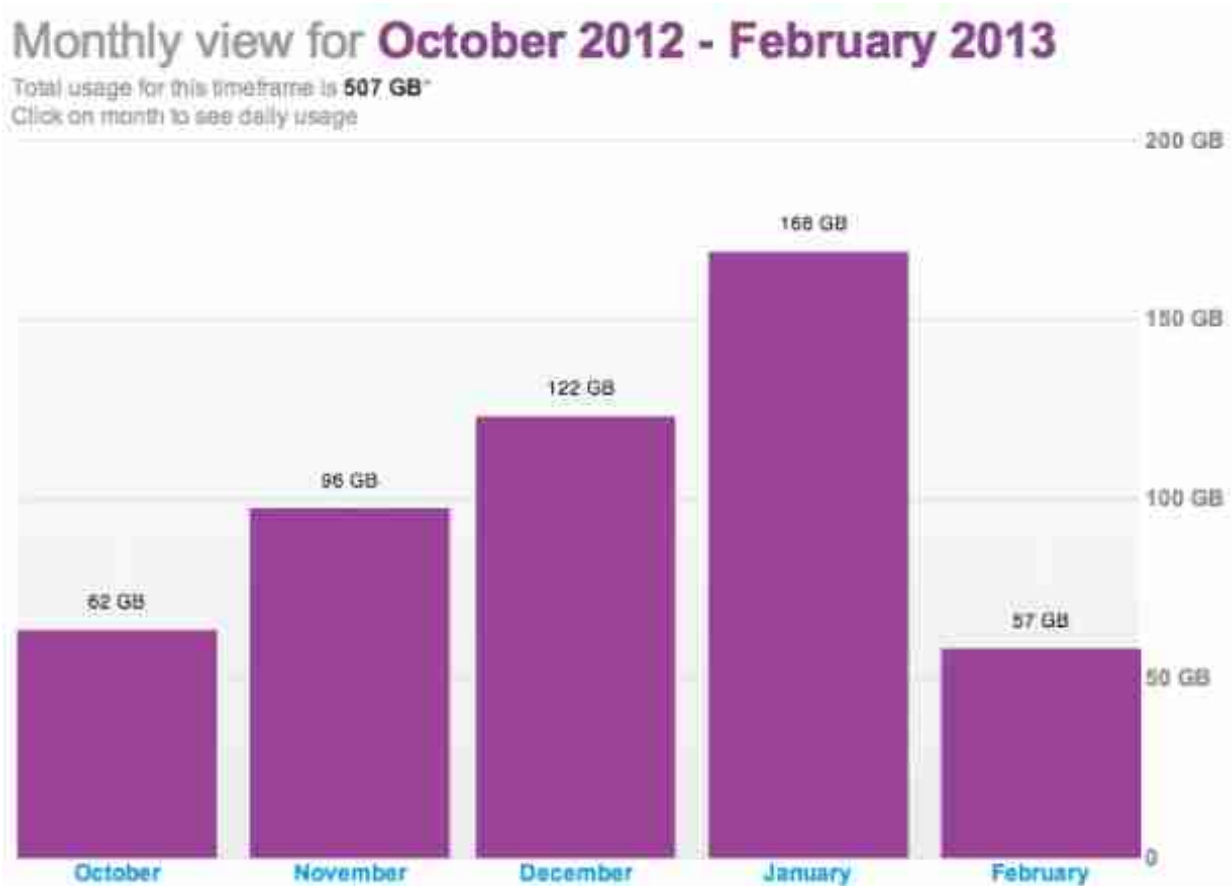
✕

Unfortunately, ISPs are actually doing very little to distribute those costs fairly. While it's completely reasonable to charge more to users with higher bandwidth usage, such "tiered" plans rarely offer lower-cost plans for those

using less data. Instead, ISPs yank up the baseline price for heavier users, increasing their total revenue. And little of the money brought in by ISPs is reinvested into infrastructure to curb bandwidth problems. According to Wired, Time Warner Cable made \$1.13 billion in revenue from broadband in the first quarter of 2011, but only reinvested 3-percent on improving its networks.

Gaming Data on the Rise

Downloadable game distribution is more prevalent year-over-year, driving down sales at traditional brick-and-mortar retailers. While bigger triple-A titles still make a significant dent on the market in the form of physical copies, we're also on the cusp of the next generation of home consoles. Will Microsoft, Sony, and Nintendo continue to push for digital via their own marketplaces? Absolutely.



Take a look at this chart, showing my own recent internet usage from Time Warner Cable. You've probably noticed a steady increase from October through January, and there's a very simple explanation: I downloaded a bunch of games and watched a lot of streaming movies in those months. The holidays are a time of increased media releases, and so my bandwidth increased. Now imagine how that same chart will look, year-over-year, as videogame downloads bulge. Games, for the most part, are not getting any smaller.

The Call of Duty series is undoubtedly one of the most popular game franchises in the world, and we can learn a lot by looking at the history of each iteration's size. On Xbox Live, Call of Duty: Modern Warfare is a 6.5GB download. Modern Warfare 2 is an almost 7GB download. Modern Warfare 3 is a 7.5GB download. Are you sensing a pattern? Half-a-gigabyte may not seem like a huge step, but a 15-percent increase in size is substantial when you're facing big charges from your ISP.

The issue is even greater on the PC side of the games market, where file sizes tend to be larger and physical distribution is already all but dead, thanks to Steam. In short, most gamers will see an increased need for bandwidth as we download more – and larger – titles. And that's not even mentioning the bandwidth required from playing online games.

The games industry, for its part, has taken some contention with data caps, but the message has primarily focused on cable companies prohibitively limiting data to compete with console-based streaming video services. While those arguments are important, developers and publishers also need to recognize the very real consequences of a digital-only future for games. After all, if we can't afford those giant downloads, the industry hurts, as well.

Unless we see more internet service providers separated from the television-side of the business, or the government taking a harder stance on data caps, or the games industry acting more vocally, the problem will persist. But as gamers and consumers, you can also make your voices heard. Late last year, U.S. Senator from Oregon Ron Wyden introduced the Data Cap Integrity Act, largely aimed at keeping the FCC focused on monitoring how caps are being applied. You can write or call your Senator to show support for the bill (it currently has zero cosponsors), and get involved in groups like Video Game Voters Network, the Electronic Frontier Foundation, and the Entertainment Consumers Association. How we use the internet to access our games, and if we can actually continue to afford it, is sure to remain a hot point of contention. Don't get stuck in the middle.

Battlefield 3 - Sergeant major (2014-01-07 06:02)

<https://battlelog.battlefield.com/bf3/soldier/Renegade%20Viking/stats/175726393/xbox360/>



My Solitaire stats (2014-01-08 16:17)





Digital Cameras came too late (2014-01-09 20:38)

You know how 35mm film you bought at the store wasn't that expensive, but you constantly ran out of it? That was my parents situation in the 1980s and 1990s. I was born, but I have only 200 pictures of myself in a 14 year period. My pictures were taken by a 1985 SLR and 1998 pocket camera. Unlike today's children, I didn't treat it like a fashion show. I didn't do anything out the ordinary on most pictures. By 2005, there was very little to take pictures of, and I could steal all the scenery pictures off Flickr. I had a scanner in the 1990s.

Remember those Generation Z articles I wrote a year ago. Nothing has changed. Generation Z is just about to conquer Generation Y through Youtube, Blogspot, Wordpress, Vimeo, Facebook, Google+ and real life. I can see Generation Z can run me over with a Hitcounter bus on Youtube and outnumber my friends on Goodreads. You're seeing this scenario taking effect. Generation Y and Z share the same anime, Japanese videogames. For example, I watched Dragon Ball Z and Neon Genesis Eva while GenZ watches Fullmetal Alchemist Brotherhood and Death Note. I even saw most of the Nickelodeon and Cartoon Network episodes of the 1990s. As far as videogames, I played Final Fantasy VII on Playstation and GenZ played Final Fantasy XIII.

I grew up in the 1990s so I didn't hear a peep of Critical Theory at all. It was a entire unfair mute point! There was no way I could figure out, because I had 56K Internet. I have them now when everybody knows about them. I growing up years after the cold war, and knew all the presidential quotes.

Mighty Morphin Power Ranger Green with Evil (2014-01-11 04:40)

Mighty Morphin Power Ranger videos (1993) was censored on Youtube and they kept episode 2. They got 11,600 and 4350 hits on there. This is some of the top 10 episodes of the series. It was one of the only ways to go viral on Youtube.

The Green with Evil
The Return of the Green Ranger

Ten Greatest consoles (2014-01-12 10:58)

10. Nintendo (1983) – 61.91 Million

SONY DSCA true classic, the Nintendo Entertainment System was one of the best selling consoles of its time with its 8-bit system. After a video game crash, the Nintendo brought the popularity of gaming back to the world as well as setting the standard for gaming consoles. In 2009, it was named as the single greatest video game console in history. Who can disagree with classics such as Mario, Super Mario, Ninja Turtles, Duck Hunt, and many more of our favorite video games that came from that system?

9. PlayStation Portable (2004) – 80 Million

1280px-PlayStation _Portable _ - _auf _KaroThe PlayStation Portable is a handheld console that uses a disc format as its primary storage medium. It also has the ability to connect to the Internet as well as other PSP's, PlayStation 2's and PlayStation 3's. The disc format for the storage is known as the Universal Media Disc (UMD). Other features of the PSP are the large viewing screen as well as the extensive multi-media capabilities. With so much technological capabilities at the palm of the gamers' hand, the PSP became a hot-selling item after its release.

8. PlayStation 3 (2006) – 80 Million

Black-PS3-playstation-3-3148236-1280-1024The PlayStation 3 was released in 2006 and part of the seventh generation video game consoles and what made the PS 3 stand out from the rest of the competition was the fact that it used Blu-ray discs as its primary storage medium. Sony developed the PS3 and the hype surrounding the console made it one of the most anticipated releases of the year. The PS3 was first released in Japan with North American and European releases following soon after.

7. GameBoy Advance (2001) – 81.51 Million

1280px-Game-Boy-Advance-1stGenImagine having a 32-bit gaming console in the palm of your hands, chances are you were probably imagining the GameBoy Advance, which was the successor to the GameBoy Color. What made this particular handheld device exceptionally popular was that it marked the return of the old school Nintendo games like Super Mario, Bros. but this time with color quality even better than the original. Even with many competitors around the industry at the time, the GameBoy Advance still maintained consistent sales as well as Nintendo's market share.

6. Xbox 360 (2005) – 82.9 Million

xbox-360-2 _wallpapers _3946 _1280x1024The Xbox 360 was released in 2005 and developed by the Microsoft Corporation and was the successor of the original Xbox, which was released in 2001. The 360 was first unveiled on MTV in May of 2005 with details of the upcoming release. The console was a direct competitor with the Nintendo Wii and the PlayStation 3, with the idea of the newly innovated console first conceived in 2003. What made the Xbox stand out was the "Xbox Live", an online service that allows to purchase subscriptions, stream music and movies, online gaming, and more.

5. Wii (2006) – 100.9 Million

Nintendo-Wii-1024x1280The Wii system was released right before the Thanksgiving holiday in 2006 and was a direct competitor with Microsoft's Xbox and the PlayStation 3. But what made the Wii different from any console that had existed before was the controller, which is a battery operated pointing device that can detect movement in three dimensions. The Wii was actually inspired by the Nintendo GameCube and the idea was first conceived in 2001 and went through several years of development until its release.

4. PlayStation (1994) – 102.49 Million

1280px-Playstation-console-no-contThe PlayStation (known as PS) was first introduced in 1994 and was the first console to surpass 100 million units sold (of its time). It was known as a computer entertainment platform due to its extensive 32-bit technology and utilizing CD-ROM to read the game software. The PS was eventually discontinued in 2006, but remained as one of Sony's more successful consoles until the PS2 was released. In an industry that was

dominated by Nintendo and Sega, Sony really set a new standard for consoles that made it the success that it was.

3. GameBoy (1989) – 118.69 Million

Nintendo _Game _Boy, _Game _Boy _Pocket, _Game _Boy _Light _and _Game _Boy _Color _Tietokonemuseo Nintendo's second handheld device was introduced in 1989 and was an 8-bit console known as Game Boy, and then a color version known as the GameBoy Color, which was released in 1998. Between the two versions of the device, GameBoy has sold over 118 million units until the devices were discontinued in 2003. The device was able to interchange different games with game cartridges so users weren't stuck with just one game. GameBoy would set a standard for handhelds in the industry and inspired technology for future devices made by Nintendo.

2. Nintendo DS (2004) – 153.98 Million The Nintendo DS is a handheld console that has not one, but two screens that work together in tandem. It became a huge hit in the gaming world since its release in 2004. The bottom screen is a touch screen, as well as features microphone and wireless connectivity, giving gamers the capability to play together in the same game as long as they're close together and on the same Wi-Fi connection. The handheld console was meant to compliment the GameCube and GameBoy advance, but sales quickly proved that Nintendo created something special with the DS. A follow up to DS was developed called the Nintendo DS Lite, which was a smaller version of the original, but still didn't sell as well as the original.

1.1. PlayStation 2 (2000) – 155 Million The PlayStation 2 (or PS2) is the best-selling gaming console in history with over 155 million sold since its release in 2000. It was first released in Japan in March and then the PS2 had a North American and European release that followed soon after. Over 3800 games have been developed for the system with over a billion games sold in total. As one of the 'sixth generation' of consoles, this console was released with competition from notably less successful units like the Dreamcast Sega and Nintendo's Gamecube, and the more successful Microsoft Xbox. It has since, of course, trumped all of these. Sony announced that in 2013, the PS2 had ceased production – after a hugely successful 12 year run. So if you haven't yet got your hands on a PS2, do so before functional units become truly rare and correspondingly expensive!

Dogmatics (2014-01-13 17:06)

A very nice Christian dogmatics book by John Theodore Mueller.

<https://archive.org/details/Mueller>

The book is public domain. This book is great to argue against Crypto-Calvinists, Crypto-Mormons, Crypto-Catholics, Crypto-Methodists, and those awful Jehovah's Witness who come to your door.

100 best Power Ranger episodes (2014-01-15 12:28)



100. A Father's Footsteps (Wild Force)
99. Down and Dirty (Ninja Storm)
98. Stranger Within Part 1 & 2 (Mystic Force)
97. A Gem of a day (Ninja Storm)
96. Out of Luck (Operation Overdrive)
95. Light Source (Mystic Force)
94. Things Not Said (Operation Overdrive)
93. Forest for the Trees (Samurai)
92. Sticks and Stones (Samurai)
91. To Earn Your Stripes (Jungle Fury)
90. Welcome to the Jungle (Jungle Fury)
89. Legendary Catastros (Mystic Force)
88. Lionheart (PRWF)
87. The Strange Case of the Munchies (Super Samurai)
86. Curse of the Wolf (PRWF)
85. Gate Keeper (Mystic Force)
84. Fight Fire with Fire (Super Samurai)
83. Clash of the Red Rangers (Samurai)
82. Return of Thunder Part 1, 2, 3 & 4 (Ninja Storm)
81. Clash of the Megazords (Turbo)
80. Double-Edged Blake (Ninja Storm)
79. Burning at Both Ends (PRDT)
78. A Matter of Trust (PRLR)
77. Pizza Slice of Life (Jungle Fury)
76. Party Monsters (Samurai)
75. Bad to the Bone (Jungle Fury)
74. The Lone Wolf (PRWF)
73. Shift into Turbo Parts 1, 2 & 3
72. The Thunder Strangers Part 1, 2 & 3 (Ninja Storm)
71. Prelude to a Storm (Ninja Storm)
70. Ryan's Destiny (PRLR)
69. Destined for Greatness (PRLR)
68. Robo Knight (Megaforce)
67. Mega Mission (Megaforce)
66. A-Bridged (SPD)

- 65. Trial By Fire (PRLR)
- 64. Perception (SPD)
- 63. Facing the Past (PRLR)
- 62. From Deep in the Shadows (PRLR)
- 61. The Mighty Mega Battles (PRLR)
- 60. Katastrophe (SPD)
- 59. Beginnings Part 1 & 2 (SPD)
- 58. Wormhole (SPD)
- 57. History (SPD)
- 56. Passing the Torch (Turbo)
- 55. Endings Part 1 & 2 (SPD)
- 54. Legacy of Power (PRDT)
- 53. Back in Black (PRDT)
- 52. Reinforcements from the Future Part 1 & 2 (PRWF)
- 51. Chase into Space Part 1 & 2 (Turbo)
- 50. Ranger Yellow Part 1 and 2 (RPM)
- 49. Something to Fight for (Time Force)
- 48. Season to Remember (Zeo)
- 47. Frax's Fury (Time Force)
- 46. Dawn of Destiny (Time Force)
- 45. Dark Specter's Revenge (In Space)
- 44. Force from the Future (Time Force)
- 43. The Power of Gold (Zeo)
- 42. Good as Gold (Zeo)
- 41. Danger and Destiny (RPM)
- 40. Quantum's Secrets (Time Force)
- 39. Rescue Mission (Lost Galaxy)
- 38. A Zeo Beginning Parts 1 & 2 (Zeo)
- 37. Journey's End Part 1, 2 & 3 (Lost Galaxy)
- 36. Escape the Lost Galaxy
- 35. From Out of Nowhere Part 1 & 2 (In Space)
- 34. Fowl Play in the Sky (MMPR)
- 33. In or Out (RPM)
- 32. Not So Simple (RPM)
- 31. A Date with Danger (In Space)
- 30. When is a Ranger not a Ranger? (MMPR)

29. Shell Shocked (In Space)
28. Doomsday Part 1 & 2 (MMPR)
27. Alien Rangers of Aquitar (MMPR)
26. Road to Cornith Part 1 & 2 (RPM)
25. Different Shade of Pink (MMPR)
24. Always A Chance (In Space)
23. Fighting Spirit (PRDT)
22. Ninja Quest Parts 1, 2 & 3 (MMPR)
21. Return of the Green Ranger Part 1 & 2 (MMPR)
20. Hogday Afternoon Part 1 & 2 (MMPR)
19. Wild West Rangers Part 1 & 2 (MMPR)
18. Belly of the Beast (RPM)
17. The Power Transfer Part 1 & 2 (MMPR)
16. Lost and Found in Translation (PRDT)
15. Green Candle Parts 1 & 2 (MMPR)
14. Green No More Part 1 & 2 (MMPR)
13. Changing of the zords (MMPR)
12. Return of an Old Friend Parts 1 & 2 (MMPR)
11. Rangers Gone Psycho (In Space)

Here we go, the top ten...



10. White Light Part 1 & 2 (MMPR)

There were bets in the playground to who was going to be the White Ranger. Fans wanted it to be Tommy very badly. There was sighs of relief when the White Ranger took off his helmet in the Command Center. Originally Brad Hawkins (Ryan of VR Troopers) was set to be the White Ranger and Jason David Frank was to have his own show but because of Tommy's popularity, they switched places. JDF (at the Florida Supercon last week-July 5, 2013) thinks everything turned out fine. A moderator at Florida Supercon joked, "Maybe Brad Hawkins doesn't." As much as I love Hawkins, I think so too.



9. The End of Time Part 1 & 2 (Time Force)

At first these two episodes were at 19 but quickly went up, it was at 6 for a while until getting comfortable at nine. The finale of Time Force follows its counterpart of Timeranger with the opening of vortexes but similarities end there with Eric not dying, Nadira helping with the birth of a child and Ransik's battle with the Rangers. We also see Ransik's Toxie-like face. Time Force was a dark but delightful season. One gripe is that we never saw Jen and Wes kiss but that is what made the relationship powerful, leaving it to our imaginations. Also Wes makes up with his dad and joins the Silver Guardians.



8. Green with Evil Parts 1, 2, 3, 4 & 5 (MMPR)

The first sixteen episodes established the world of the Power Rangers and day in and day out routine. The first part of Green With Evil shook all that and Green Ranger rocked our whole world. Let's admit that Tommy was way better when he was evil, why else would they bring back the 'evil' Tommy back so often? Dragonzord came in the last episode but still pretty memorable. Best multi-parter ever. These episodes fluctuated from top 5 to the teens and then rested at 8.



7. Day of the Dumpster (MMPR)

The episode that started it all. We all know about the pilot with Audry Dubois but there were other scenes shot for this episode and some shots were still used from the pilot. There is a reason why “When Is A Ranger Not A Ranger?” and “Mega Mission” mirrored some dialogue from this episode because, they are well remembered by us. The episode established the rules of the majority filler episodes such as the civilian battle against grunts, the morphing sequence, fighting grunts in suits, fighting the monster of the day, the said monster growing, it being defeated by zords and the wrap-up. The episode was in the top 10, then stayed in the teens for a while and I had to pull it editorially into the top ten.



6. Once A Ranger Parts 1 & 2 (Operation Overdrive)

While Operation Overdrive was a disliked and was disappointing in writing, acting and overall tone. This episode was a delight to see many former rangers return, especially the now adult Johnny Yong Bosch as Adam. Like I said before, teamups rank pretty high for fans. Lord Zedd and Rita’s son Thrax (who we have no idea how came to being) allies the

four villain organizations and take away the Overdrive Ranger powers. Sentinel Knight puts together a team of five veteran Rangers: basically the last four Disney Seasons and one ranger from the MMPR. This two-parter started out in the middle of the countdown but you guys voted it up all the way to the top ten.



5. Forever Red (Wild Force)

Considered one of the best episodes but it is one of the most debated because the powers, in how they got them back. I don't really care. What I do care about is the Beetleborg suits used as part of the Machine Empire but it doesn't seem to bug many people. Also bothering people is the CGI Serperntera and its size, also it being destroyed by Cole on a motorcycle. So basically Cole is recruited by past Red Rangers to fight the Machine Empire on the Moon who plan to use Lord Zedd's Serperntera to take over the Earth.



4. Power of Pink (Lost Galaxy)

The second part of the In Space/Lost Galaxy teamup, it has what is considered the first death in Power Rangers but technically Mike was thought to be dead in the first two-parter of Lost Galaxy and Magna Defender dying eariler on. But unlike Mike and Kendrix, Magna Defender stayed dead. The death of the Kendrix did rock our world. Cassie was meant to take Kendrix's place hence her dancing on the Wildcat Galactabeast. But ultimately Karone took her place and an ending had to be reshot with the Space Rangers in suits.



3. To the Tenth Power (Lost Galaxy)

In the polls, this was number one. Considered the first teamup ever but "Ranger from Two Worlds" was technically the first teamup, with between the Zeo and Aquitar Rangers. But this was the first one that became a yearly tradition, to be interrupted here and there either because of money or guild problems. The Space Rangers return to help fight the Psycho Rangers who cause a lot of trouble.



2. The Mutiny Parts 1, 2, & 3 (MMPR)

I don't think it is right to not have at least ONE Mighty Morphin episode in the top five at least. Our whole world view was shook when Lord Zedd arrived and rocked it. Parents complained that Lord Zedd was too scary for kids but all he did was have a snake on him, shake around his staff and used his red vision to see the Earth. Also cool in this episode was seeing the Tyrannosaurus and Dragonzord turning against the Rangers, those easy to defeat putties, the Rangers without helmets in the Command Center, the Rangers on ATVs, Bulk and Skull's new mission to discover the Rangers' identities and of course, the Thunderzords.



1. Countdown to Destruction Part 1 & 2 (In Space)

The number one quoted multi-parter ever, I believe that fans hold these two episodes up to anything that comes after it. It also causes controversy among fans over Zordon's energy wave that annihilated all past villains but did not wipe out any future space aliens we after this episode. Not only the Space Rangers fight the forces of Dark Specter but the Alien Rangers, Phantom Ranger, Blue Senturion and Gold Ranger fight on other planets. It is like everything that happened in the past six seasons accumulated at this end. And when people criticize Jonathan Tzachor, I remind them that he directed this two-parter.

Pencil: Open Source Visio (2014-01-15 16:21)

I use Visio 2013 Pro which costs \$500, but there is Pencil where you can search for free clip art and it does Visio templates for free.

There is also Dia for Windows. I have all three.

Install LAMP on Linux Mint (2014-01-16 00:30)

Through this tutorial, you'll learn how to Install Apache, MySQL and PHP.

If you're a webpage designer or developer and use PHP, MySQL and Apache, you'll be needing these applications to be installed. When I installed Mint, I was looking for a way to install LAMP and found a tutorial on a website by somebody named "Cargoship". That tutorial was for ubuntu. But I installed it on my Linux mint, and it is working.

In this guide I will show you how to install a LAMP system. LAMP stands for Linux, Apache, MySQL, PHP. The guide is intended to help those who have very little knowledge of using Linux.

We will not cover how to install Linux the L of LAMP, because Linux Mint is already installed in your computer.

Install Apache

To start off we will install Apache.

1. Open up the Terminal (Applications > Accessories > Terminal).
2. Copy/Paste or type the following line of code into Terminal and then press enter:
`sudo apt-get install apache2`
3. The Terminal will then ask you for your password, type it and then press enter.

Testing Apache

To make sure everything installed correctly we will now test Apache to ensure it is working properly.

1. Open up any web browser and then enter the following into the web address:

`http://localhost/`

You should see a folder entitled `apache2-default/`. Open it and you will see a message saying "It works!" , congrats to you! or something like that!

Install PHP

In this part we will install PHP 5.

Step 1. Again open up the Terminal (Applications > Accessories > Terminal).

Step 2. Copy/Paste or type the following line into Terminal and press enter:

`sudo apt-get install php5 libapache2-mod-php5`

Step 3. In order for PHP to work and be compatible with Apache we must restart Apache. Type the following code in Terminal to do this:

`sudo /etc/init.d/apache2 restart`

Test PHP

To ensure there are no issues with PHP let's give it a quick test run.

Step 1. In the terminal copy/paste or type the following line:

`sudo gedit /var/www/testphp.php`

This will open up a file called `testphp.php`.

Step 2. Copy/Paste this line into the `testphp.php` file:

Step 3. Save and close the file.

Step 4. Now open your web browser and type the following into the web address:

`http://localhost/testphp.php`

(It will show you the page that has all information about your php. If you have prior experience of installing php in some other OS, you must have seen this page.)

Congrats you have now installed both Apache and PHP!

Install MySQL

To finish this guide up we will install MySQL.

Step 1. Once again open up the amazing Terminal and then copy/paste or type this line:

```
sudo apt-get install mysql-server
```

Step 2 (optional). In order for other computers on your network to view the server you have created, you must first edit the "Bind Address". Begin by opening up Terminal to edit the my.cnf file.

```
gksudo gedit /etc/mysql/my.cnf
```

Change the line

```
bind-address = 127.0.0.1
```

And change the 127.0.0.1 to your IP address.

(In Linux Mint 11, terminal itself asked to the set password, But if it doesn't follow the step 3.)

Step 3. This is where things may start to get tricky. Begin by typing the following into Terminal:

```
mysql -u root
```

Following that copy/paste or type this line:

```
mysql> SET PASSWORD FOR 'root'@'localhost' = PASSWORD('yourpassword');
```

(Make sure to change yourpassword to a password of your choice.)

Step 4. We are now going to install a program called phpMyAdmin which is an easy tool to edit your databases.

Copy/paste or type the following line into Terminal:

```
sudo apt-get install libapache2-mod-auth-mysql php5-mysql phpmyadmin
```

After that is installed our next task is to get PHP to work with MySQL. To do this we will need to open a file entitled php.ini. To open it type the following:

```
gksudo gedit /etc/php5/apache2/php.ini
```

Now we are going to have to uncomment the following line by taking out the semicolon (;).

Change this line:

```
;extension=mysql.so
```

To look like this:

```
extension=mysql.so
```

Now just restart Apache and you are all set!

```
sudo /etc/init.d/apache2 restart
```

If you get a 404 error upon visiting <http://localhost/phpmyadmin>: You will need to configure apache2.conf to work with Phpmyadmin.

```
sudo gedit /etc/apache2/apache2.conf
```

Include the following line at the bottom of the file, save and quit.

```
Include /etc/phpmyadmin/apache.conf
```

Then just restart Apache

```
sudo /etc/init.d/apache2 restart
```

Now make wonderful website and have fun!wink

And as Linux is very secure OS, it'll ask you the password again and again, on every administrative command. You'll have to type in your password many times, whenever terminal asks for it.

Nutty Chuck Hagel grounds A-10? (2014-01-16 13:19)

Secretary of Defense Chuck Hagel must be some psychopathic Republican to grounding the A-10 Thunderbolt II for mediocre F-35 Lightning II. Military just upgraded A-10 to version C two years ago. Secretary Hagel has it backwards, he should ground the F-35 Lightning II squadron and keep A-10C Thunderbolt II squadrons in service. His position as secretary of defense should be terminated ASAP.

Roms (2014-01-17 01:37)

I'm certain Obama administration is causing this unpopular PS4 and Wii U generation. If Mitt Romney was elected, PS4 and Wii U would be popular.

I saw this coming in 2002 when I collected SNES roms for SNES9x and Sega Genesis roms for Gens, but console sales are back-firing on **all the second hand games from all the previous games** sold. People owning quite a few games on Xbox 360 and PS3. I own 600 videogame rom images I also own 99 % of my purchases since MS-DOS. When I needed new acquaintances, I gave them a IGN collection xls file on CDRs. Dark ages isn't true, because the dark ages were Atari 2600 era. United States has 600 million videogames being bought, sold, or in collections.

Kids and adults alike are sharing old videogames with other people they know. Gamers are finally re-playing old games they've shelved.

Agenda 21 social problems. (2014-01-23 18:04)

The social networks are becoming unpopular. Not to mention real-life. It could well be the project 21 causing all of this.

Agenda 21: Conspiracy Theory or Threat Part 1

The battle over Agenda 21 is raging across the nation. City and County Councils have become war zones as citizens question the origins of development plans and planners deny any international connections to the UN's Agenda 21. What is the truth? Since I helped start this war, I believe it is up to me to help with the answers.

The standard points made by those who deny any Agenda 21 connection is that:

- Local planning is a local idea.
- Agenda 21 is a non-binding resolution not a treaty, carries no legal authority from which any nation is bound to act. It has no teeth.
- The UN has no enforcement capability.
- There are no "Blue-Helmeted" UN troops at City Hall.
- Planners are simply honest professionals trying to do their job, and all these protests are wasting their valuable time.
- The main concern of Agenda 21 is that man is fouling the environment and using up resources for future generations and we just need a sensible plan to preserve and protect the earth. What is so bad about that?
- There is no hidden agenda.
- "I've read Agenda 21 and I can find no threatening language that says it is a global plot. What are you so afraid of?"
- And of course, the most often heard response – "Agenda 21, what's that?"

And after they have proudly stated these well thought out points, they arrogantly throw down the gauntlet and challenge us to "answer these facts."

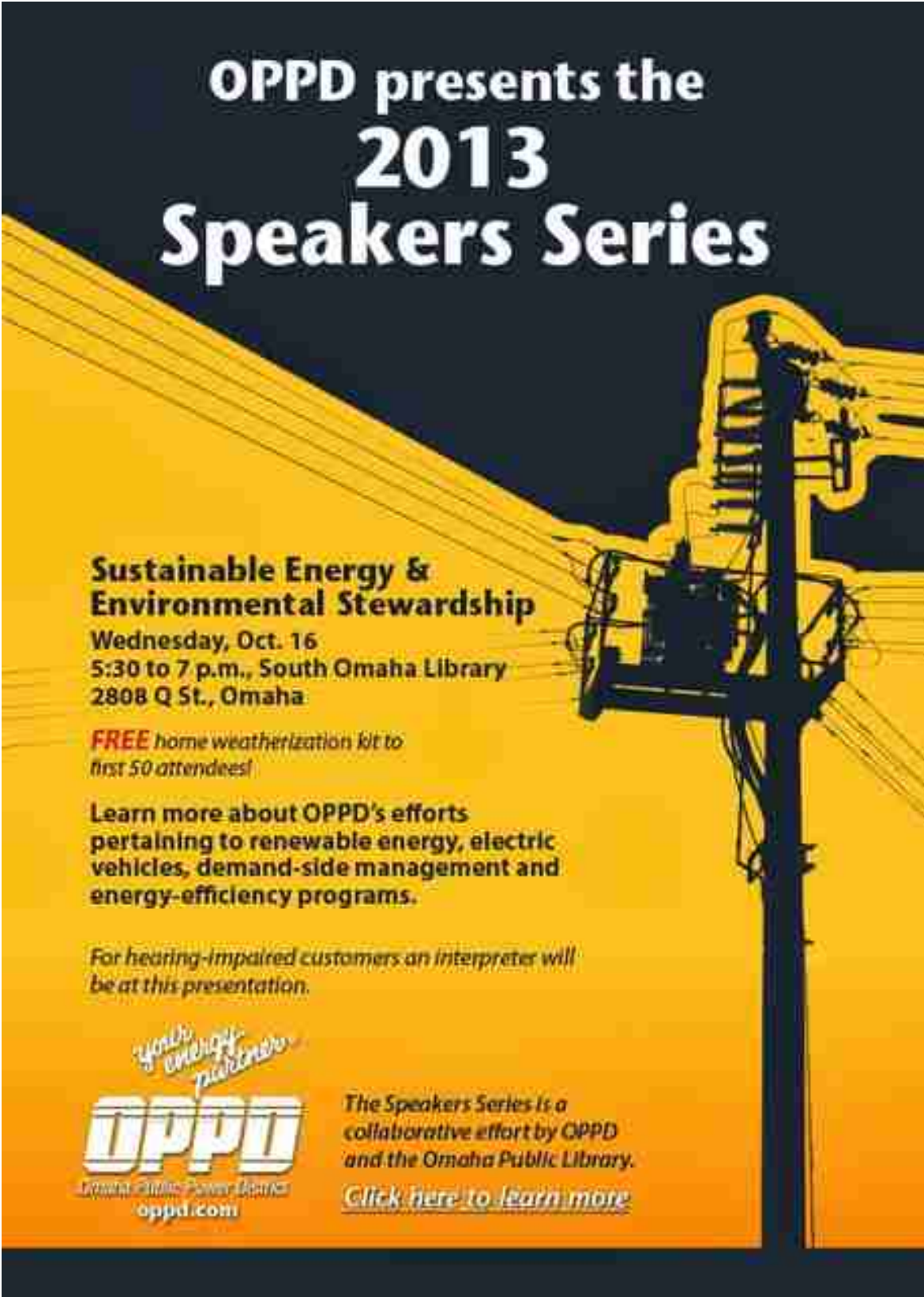
Well, first I have a few questions of my own that I would love to have answered.

Will one of these "innocent" promoters of the "Agenda 21 is meaningless" party line, please answer the following:

- If it all means nothing, why does the UN spend millions of dollars to hold massive international meetings in which hundreds of leaders, potentates and high priests attend, along with thousands of non-governmental organizations of every description, plus the international news media, which reports every action in breathless anticipation of its impact on the world?
- It if all means nothing, why do those same NGO representatives (which are all officially sanctioned by the UN in order to participate) spend months (sometimes years) debating, discussing, compiling, and drafting policy documents?
- If it all means nothing, why do leaders representing nearly every nation in the world attend and, with great fanfare, sign these policy documents?

Time after time we witness these massive international meetings, we read the documents that result from them, and when we question their meaning or possible impact on our nation, we are met with a dismissive shrug and a comment of "oh, probably not much..."

Really? Then why? Why the waste of money, time, and human energy? Could it be that the only purpose is to simply give diplomats, bureaucrats, and NGOs a feeling of purpose in their meaningless lives, or perhaps a chance to branch out of their lonely apartments? Or could it really be that these meetings and the documents they produce are exactly as we say they are – a blueprint for policy, rules, regulations, perhaps even global governance that will affect the lives, fortunes, property and futures of every person on earth? Which is it? You can't have it both ways.



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Prior to taking our furlough on Saturday we shared with you Agenda 21: Conspiracy Theory or Threat Part 1 (Agenda 21 (Part 1) and promised ensuing parts. Today, we have Part 2, with more installments anticipated. Parenthetically, we might note that earlier in the day we received a notice courtesy of the local daily of an event sponsored by your Omaha Public Power District on October 16 on sustainable energy.

With that said, here is installment 2 from joeformerica.com courtesy of our friends at Cowboybyte.com.

Agenda 21: Conspiracy Theory or Threat Part 2

"Those who simply read or quickly scan Agenda 21 are puzzled by our opposition to what they see as a harmless, non-controversial document which they read as voluntary suggestions for preserving natural resources and protecting the environment. Why the fear? What exactly bothers us so much?

The problem is, we who oppose Agenda 21 have read and studied much more than this one document and we've connected the dots. Many of us have attended those international meetings, rubbed elbows with the authors and leaders of the advocated policies, and overheard their insider (not for public distribution) comments about their real purpose.

Here are a few examples of those comments made by major leaders of this movement as to the true purpose of the policies coming out of these UN meetings:

"No matter if the science of global warming is all phony...climate change provides the greatest opportunity to bring about justice and equality in the world." Christine Stewart (former Canadian Minister of the Environment)

"The concept of national sovereignty has been immutable, indeed a sacred principle of international relations. It is a principle which will yield only slowly and reluctantly to the new imperatives of global environmental cooperation." Report from the UN Commission on Global Governance.

"Regionalism must precede globalism. We foresee a seamless system of governance from local communities, individual states, regional unions and up through to the United Nations itself." Report from the UN Commission on Global Governance.

All three of these quotes (and we have many) indicate using lies and rhetoric to achieve their goals, and that those goals include the elimination of national sovereignty and the creation of a "seamless system" for global governance. Again, do these quotes have meaning and purpose – do they reveal the true thoughts of the promoters of these policies, or were they just joking?

For the past three decades through the United Nations infrastructure, there have been a series of meetings, each producing another document or lynchpin to lay the groundwork for a centralized global economy, judicial system, military, and communications system, leading to what can only be described as a global government. From our study of these events, we have come to the conclusion that Agenda 21 represents the culmination of all of those efforts, indeed representing the step by step blueprint for the full imposition of those goals. Here's just a sample of these meetings and the documents they produced:

- In 1980, West German Chancellor Willy Brandt chaired the Commission on International Development. The document, or report coming out of this effort, entitled "North-South: A program for Survival," stated "World development is not merely an economic process, [it] involves a **profound transformation** of the entire economic and social structure...not only the idea of economic betterment, but also of greater human dignity, security, justice and equality...The Commission realizes that mankind has to develop a concept of a '**single community**' to develop global order."
-
- That same year Sean MacBride, a recipient of the Lenin Peace Prize, headed up a commission on international communications which issued a report entitled "Many Voices, One World: Towards a New, More Just and More Efficient World Information and Communication Order." The Commission, which included the head of the Soviet news Agency, TASS, believed that a "New World Information Order" was prerequisite to a new world economic order. The report was a **blueprint for controlling the media**, even to the point of suggesting that international journalists be licensed.

-
- In 1982, Olof Palme, the man who single-handedly returned Socialism to Sweden, served as chairman of the Independent Commission on Disarmament and Security Issues. His report, entitled "Common Security: A Blueprint for Survival," said: *"All States have the duty to promote the achievement of general and complete disarmament under effective international control..."* The report went on to call for money that is saved from disarmament to be used to pay for social programs. The Commission also proposed a strategic shift from "collective security" such as the alliances like NATO, to one of **"common security" through the United Nations.**
-
-
- Finally, in 1987, came the granddaddy commission of them all, The Brundtland Commission on Environment and Development. Headed by Gro Harlem Brundtland, Vice President of the World Socialist Party, the commission introduced the concept of "Sustainable Development." **For the first time the environment was tied to the tried and true Socialist goals of international redistribution of wealth.** Said the report, *"Poverty is a major cause and effect of global environmental problems. It is therefore futile to attempt to deal with environmental problems without a broader perspective that encompasses the factors underlying world poverty and international inequality."*

These four commissions laid the groundwork for an agenda of global control; A controlled media would dictate the flow of information and ideas and prevent dissent; control of international development manages and redistributes wealth; full disarmament would put the power structure into the hands of those with armaments; and tying environmentalism to poverty and economic development would bring the entire agenda to the level of an international emergency.

One world, one media, one authority for development, one source of wealth, one international army. The construction of a "just society" with political and social equality rather than a free society with the individual as the sole possessor of rights. The next step was to pull it altogether into a simple blueprint for implementation.

During the 1990s, the UN sponsored a series of summits and conferences dealing with such issues as human rights, the rights of the child, forced abortion and sterilization as solutions for population control, and plans for global taxation through the UN.

Throughout each of these summits, hundreds of Non-governmental organizations (NGOs) worked behind the scenes to write policy documents pertaining to each of these issues, detailing goals and a process to achieve them. These NGO's are specifically sanctioned by the United Nations in order to participate in the process. The UN views them as "civil society, the non governmental representatives of the people. In short, in the eyes of the UN, the NGOs are the "people."

Who are they? They include activist groups with private political agendas including the Environmental Defense Fund, National Audubon Society, The Nature Conservancy, National Wildlife Federation, Zero Population Growth, Planned Parenthood, the Sierra Club, the National Education Association, and hundreds more. These groups all have specific political agendas which they desire to become law of the land. Through work in these international summits and conferences, their political wish lists become official government policy.

In fact, through the UN infrastructure the NGOs sit in equality to government officials from member nations including the United States. One of the most powerful UN operations is the United Nations Environmental Program (UNEP). Created in 1973 by the UN General Assembly, the UNEP is the catalyst through which the global environmental agenda is implemented. Virtually all international environmental programs and policy changes that have occurred globally in the past three decades are a result of UNEP efforts. Sitting in on UNEP meetings, helping to write and implement policy, along with these powerful NGOs are government representatives, including U.S. federal agencies such as the Department of State, Department of Interior, Department of Agriculture, Environmental Protection Agency, the National Park Service, the U.S. Forest Service, and the Fish and Wildlife Service.

This, then, is a glimpse of the power structure behind the force that gathered in Rio de Janeiro in 1992 for the UN-sponsored Earth Summit. Here, five major documents, written primarily by NGOs with the guidance and assistance of government agencies, were introduced to the world. In fact, these final documents had been first drafted and honed through the long, arduous series of international conferences previously mentioned. Now, at Rio, they were ready for adoption as a blueprint for what could only be described as the transformation of human society.

The five documents were: the "Convention on Climate Change," the precursor to the coming Kyoto Climate Change Protocol, later adopted in 1997; the "Biodiversity Treaty," which would declare that massive amounts of land should be off limits to human development; the third document was called the "Rio Declaration," which called for the eradication of poverty throughout the world through the redistribution of wealth; the fourth document was the "Convention on Forest Principles," calling for international management of the world's forests, essentially shutting down or severely regulating the timber industry; and the fifth document was Agenda 21, which contained the full agenda for implementing worldwide Sustainable Development. The 300 page document contains 40 chapters that address virtually every facet of human life and contains great detail as to how the concept of Sustainable Development should be implemented through every level of government.

What did the United Nations believe that process entailed? In 1993, to help explain the far-reaching aspects of the plan, the UN published "Agenda 21: The Earth Summit Strategy to Save Our Planet." Here's how the UN described Agenda 21 in that document: *"Agenda 21 proposes an array of actions which are intended to be implemented by every person on earth...it calls for specific changes in the activities of all people...Effective execution of Agenda 21 will require a profound reorientation of all humans, unlike anything the world has ever experienced."* I have never read a stronger, more powerful description of the use of government power.

-

However, critics of our efforts against Agenda 21 rush to point out that Agenda 21 is a "soft law" policy - not a treaty that must be ratified by the U.S. Senate to become law. So it is just a suggestion, nothing to be afraid of. To make such an argument means that these critics have failed to follow the bouncing ball of implementation."

"It started when, at the Earth Summit, President George H.W. Bush, along with 179 other heads of state signed agreement to Agenda 21. One year later, newly elected President Bill Clinton signed Executive Order # 12852 to create the President's Council on Sustainable Development (PCSD). The Council consisted of 12 cabinet secretaries, top executives from business, and executives from six major environmental organizations, including the Nature Conservancy, The Sierra Club, the World Resources Institute, and the National Wildlife Federation. These were all players in the creation of Agenda 21 at the international level - now openly serving on the PCSD with the specific mission to implement Agenda 21 into American policy.

It is interesting to note that in the pages of the PCSD report entitled "Sustainable America: A new Consensus for the Future, it directly quotes the Brundtland Commission's report "Our Common Future" for a definition of Sustainable Development. That is about as direct a tie to the UN as one can get. The PCSD brought the concept of Sustainable Development into the policy process of every agencies of the US federal government.

A major tool for implementation was the enormous grant-making power of the federal government. Grant programs were created through literally every agency to entice states and local communities to accept Sustainable Development policy in local programs. In fact, the green groups serving on the PCSD, which also wrote Agenda 21 in the first place, knew full well what programs needed to be implemented to enforce Sustainable Development policy, and they helped create the grant programs, complete with specific actions that must be taken by communities to assure the money is properly spent to implement Sustainable Development policy. Those are the "strings" to which we opponents refer. Such tactics make the grants effective weapons to insure the policy is moving forward.

From that point, these same NGOs sent their members into the state legislatures to lobby for and encourage policy and additional state grant programs. They have lobbied for states to produce legislation requiring local communities to implement comprehensive development plans. Once that legislation was in place, the same NGOs (authors of Agenda 21) quickly moved into the local communities to "help" local governments comply with the state mandates.

And they pledged to help by showing communities how to acquire the grant money to pay for it – with the above mentioned strings attached.

We're told over and over again that such policies are local, state and national, with no conspiracy of ties to the UN. Really? Then how are we to explain this message, taken from the Federal Register, August 24, 1998, (Volume 63, Number 163) from a discussion on the EPA Sustainable Development Challenge Grant Program? It says, "*The Sustainable Development Challenge Grant Program is also a step in Implementing 'Agenda 21, the Global Plan of Action on Sustainable Development,' signed by the United States at the Earth Summit in Rio de Janeiro in 1992. All of these programs require broad community participation to identify and address environmental issues.*"

Or consider this quote from a report by Phil Janik, Chief Operating Officer of the USDA – Forest Service, entitled "The USDA-Forest Service Commitment and Approach to Forest Sustainability" "*In Our Common Future published in 1987, the Brundtland Commission explains that 'the environment is where we all live; and development is what we all do in attempting to improve our lot within that abode.'*" In short, Janik was explaining to his audience (the Society of American Foresters) just where the Forest Service was getting its definition of Sustainable Development – the report from the UN Commission on Global Governance.

Meanwhile, the NGOs began to "partner" with other governmental organizations like the U.S. Conference of Mayors, the National Governors Association, the National League of Cities, the National Association of County Administrators and more organizations to which elected representatives belong to, assuring a near that a near universal message of Sustainable Development comes from every level of government.

Another NGO group which helped write Agenda 21 for the UN Earth Summit was a group originally called the International Council for Local Environmental Initiatives (ICLEI). It now calls itself ICLEI – Local Governments for Sustainability. After the Earth Summit in 1992, ICLEI set its mission to move into the policy process of local governments around the world to impose Sustainable Development policy. It now operates in more than 1200 cities globally, including 600 American cities, all of which pay dues for the privilege of working with ICLEI. Like a cancer, ICLEI begins to infest the local government policy, training city employees to think only in terms of Sustainable Development, and replacing local guidelines with international codes, rules and regulations.

So it's true, there are no UN blue helmeted troops occupying city halls in America, and yes, the UN itself does not have enforcement capability for this "non-binding" document called Agenda 21. However, it does have its own storm troopers in the person of the Non-governmental Organizations which the UN officially sanctions to carry on its work. And that is how Agenda 21, a UN policy, has become a direct threat to local American communities."

oakleyses (2014-10-23 18:29:08)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:30:00)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:55)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Free HEVC front-end (2014-01-24 21:16)

www.mediacoderhq.com/

HEVC not yet supported by Youtube.

openSUSE 13.1 review (2014-01-31 02:13)

OMG! I have skipped openSUSE 12.3! But now I have openSUSE 13.1 so I haven't completely alienated openSUSE for Scientific Linux or Linux Mint. I might turn it into a Youtube video. openSUSE 13.2 is out in November 2014!

openSUSE 13.1 has been released so it's time for a review. I've always liked openSUSE, I started out with SUSE Linux years ago and it's always had a special place in my heart. I'm glad it's still around and doing so well these days. Whenever I install it, I'm reminded of where I got my start with Linux and I'm grateful that it was available back then. This review covers the KDE version of openSUSE 13.1. However, you can also use GNOME as the default desktop environment. Both desktops are great, and work well in openSUSE. Ultimately it gets down to your personal preference, but I don't think you can go wrong with either option.

If you aren't familiar with what KDE has to offer, you can read an overview of KDE in openSUSE 13.1 that covers the advantages of the Plasma Desktop. Suffice to say that the combination of KDE 4.11 and openSUSE provides a powerful desktop operating system that is also elegant and pleasing in daily use.



openSUSE 13.1 Boot Menu

What's New in openSUSE 13.1 KDE

Here's a sample of the new features in this release:

KDE

KDE Plasma Desktop is the default in openSUSE, and the 4.11 version of this Free Desktop is a long term maintained release. This release brings speed improvements in Desktop Search, file and window management, improved multi-monitor handling, brand new delayed mail sending feature and scam detection for KDE PIM and much more. Also new is deeper Android integration in the desktop and in the Amarok music player. See this great introduction to Plasma Desktop on openSUSE 13.1.

Stabilized

Much effort was put in testing openSUSE 13.1, with improvements to our automated openQA testing tool, a global bug fixing hackathon and more. The btrfs file system has received a serious workout and while not default, is considered stable for everyday usage. This release has been selected for Evergreen maintenance extending its life cycle to 3 years.

Networked

This release introduces the latest OpenStack Havana with almost 400 new features. Web server admins will appreciate the latest Apache, MySQL and MariaDB updates. Web developers benefit from an updated Ruby 2.0 on Rails 4 with improvements from core classes to better caching in the Rails framework and the latest php 5.4.2 comes with a build-in testing server. End users can now mount Amazon s3 buckets as local file system and use much improved Samba 4.1 with better windows domains support.

Evolved

openSUSE moves forward with AArch64, making openSUSE ready for development on the upcoming generation of 64bit ARM devices. 32bit ARM support has been heavily improved and a special Raspberry Pi

build for openSUSE is available. This release also delivers GCC 4.8 with new error reporting abilities, the latest glibc supporting AArch64, C11 and Intel TSX Lock Elision, the new SDL2 and Qt 5.1, bringing QML and C++11 features to developers..

Polished

openSUSE 13.1 comes with much improved font hinting thanks to the new font engine in Freetype 2.5. YaST has been ported to Ruby, opening contribution up to a large number of skilled developers. In this release, ActiveDoc replaces doc.opensuse.org and the majority of packaged documents in openSUSE, lowering the barrier to contribution.

Faster

New is accelerated video with VDPAU support in MESA and an optimized version of glibc for 32bit systems. Linux 3.11 includes work on 'page reclaim', maintaining performance during disk operations.

Feature-full

Desktop users will appreciate the Android devices integration in the KDE file manager, in the shell and in music player Amarok. Artists have to try out the new Krita improvements with textured painting, greyscale masks & selections and more. GNOME Shell introduces a redesign of the system status bar and Header Bars in many applications, making better use of screen space. Enlightenment now also has an openSUSE theme.

Innovative

This release comes with a number of experimental technologies to try out. This includes preliminary Wayland support with Weston compositor in GNOME Shell and KDE Plasma Desktop as well as improved support for Ultra high-resolution in applications and shells. New is also the LightDM KDE greeter and a plasma NetworkManagement applet for testing.

System Requirements for openSUSE 13.1 KDE

Here's what you'll need to run openSUSE 13.1:

- *Pentium* III 500 MHz or higher processor (Pentium 4 2.4 GHz or higher or any AMD64 or Intel64 processor recommended)*
- *Main memory: 1 GB physical RAM (2 GB recommended)*
- *Hard disk: 3 GB available disk space for a minimal install, 5 GB available for a graphical desktop (more recommended)*
- *Sound and graphics cards: supports most modern sound and graphics cards, 800 x 600 display resolution (1024 x 768 or higher recommended)*
- *Booting from CD/DVD drive or USB-Stick for installation, or support for booting over network (you need to setup PXE by yourself, look also at Network install) or an existing installation of openSUSE, more information at Installation without CD*

openSUSE 13.1 KDE Download

You can download openSUSE 13.1 KDE from the openSUSE download page. The file I downloaded weighed in at 4.57 GB. I also used the 64-bit version for this review, but you can download the 32-bit version if you prefer it.

While I opted for the DVD version that requires an install, you can also download the live versions of openSUSE 13.1 instead. That will let you run openSUSE 13.1 off the disc instead of having to do an install. I recommend doing this if you've never used openSUSE before, it will give you a taste of what it offers without having to do an actual install.

You can choose KDE or GNOME if you go for the live versions, see the links for each desktop environment on the downloads page for openSUSE 13.1.

If you're a distrohopper then you might want to try it in a virtual machine via VirtualBox before running it on real

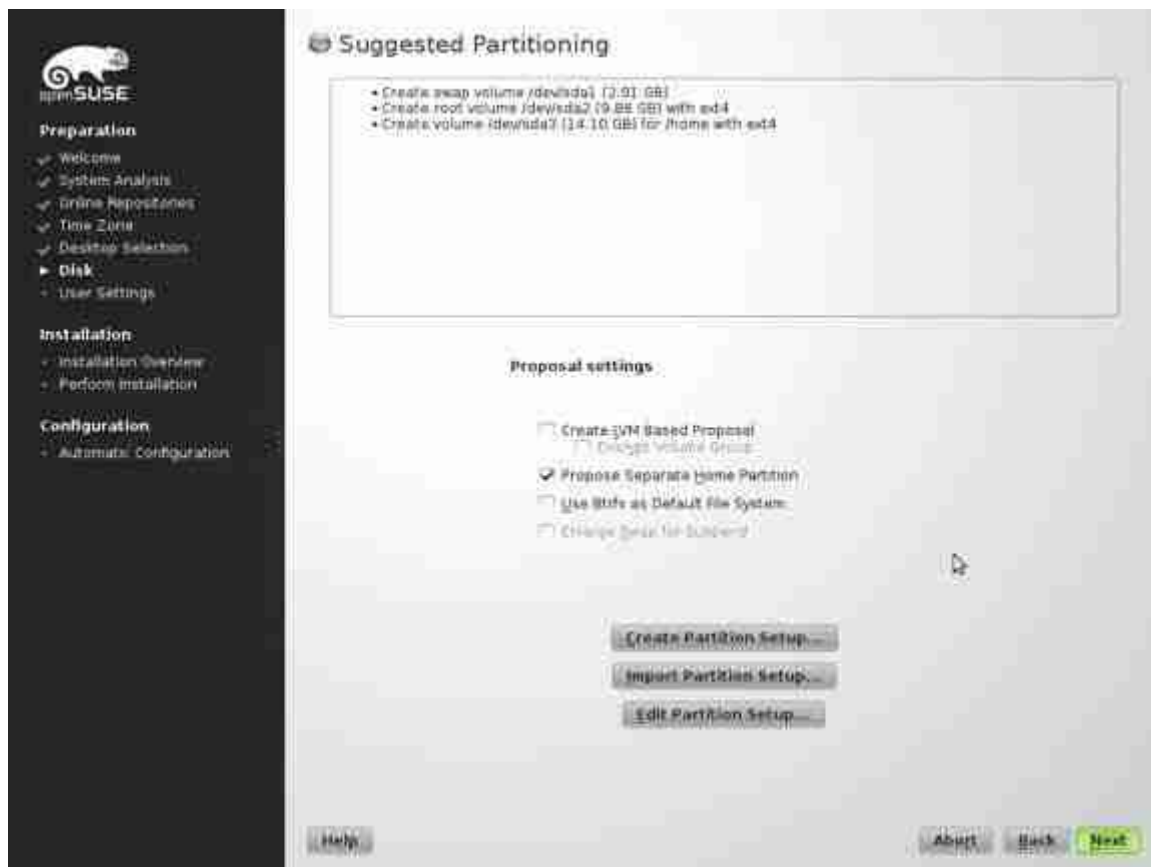
hardware.

openSUSE 13.1 KDE Installation

Installing openSUSE 13.1 is not difficult though the installer is not quite as slick as the one in Ubuntu. My install took longer than an Ubuntu install but there was also more software included with it.

You can watch a slideshow once the install starts. I recommend checking out the slideshow if you are totally new to openSUSE, it's a good way to start learning how to use it.

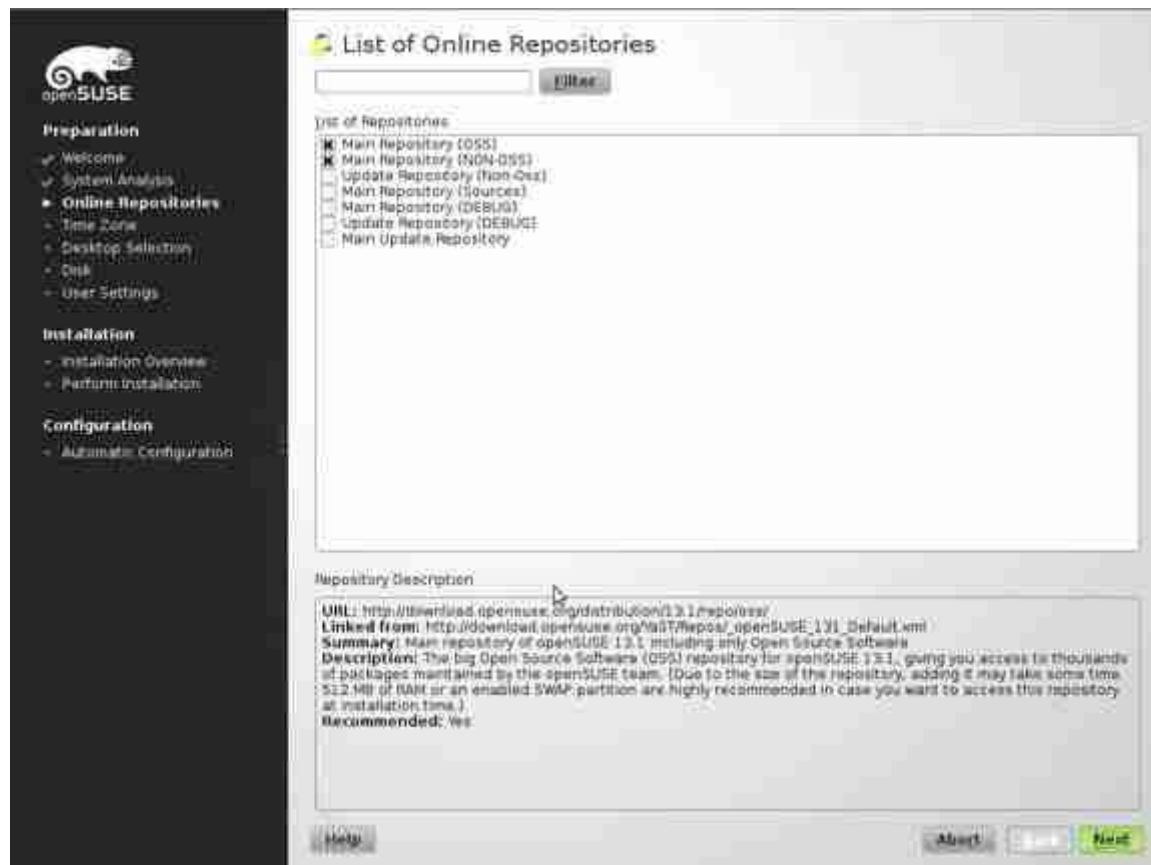




openSUSE 13.1 Install Partitioning



openSUSE 13.1 Install Desktop Selection





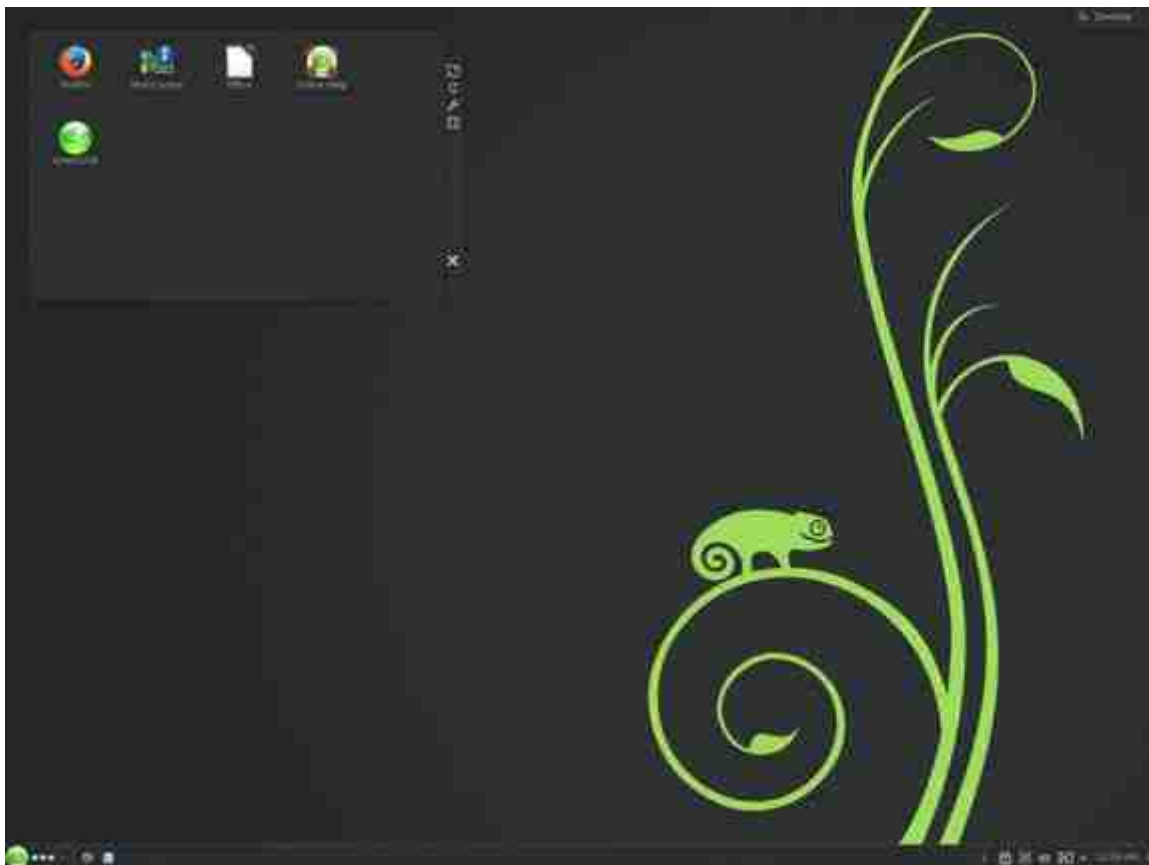
openSUSE 13.1 Install Settings

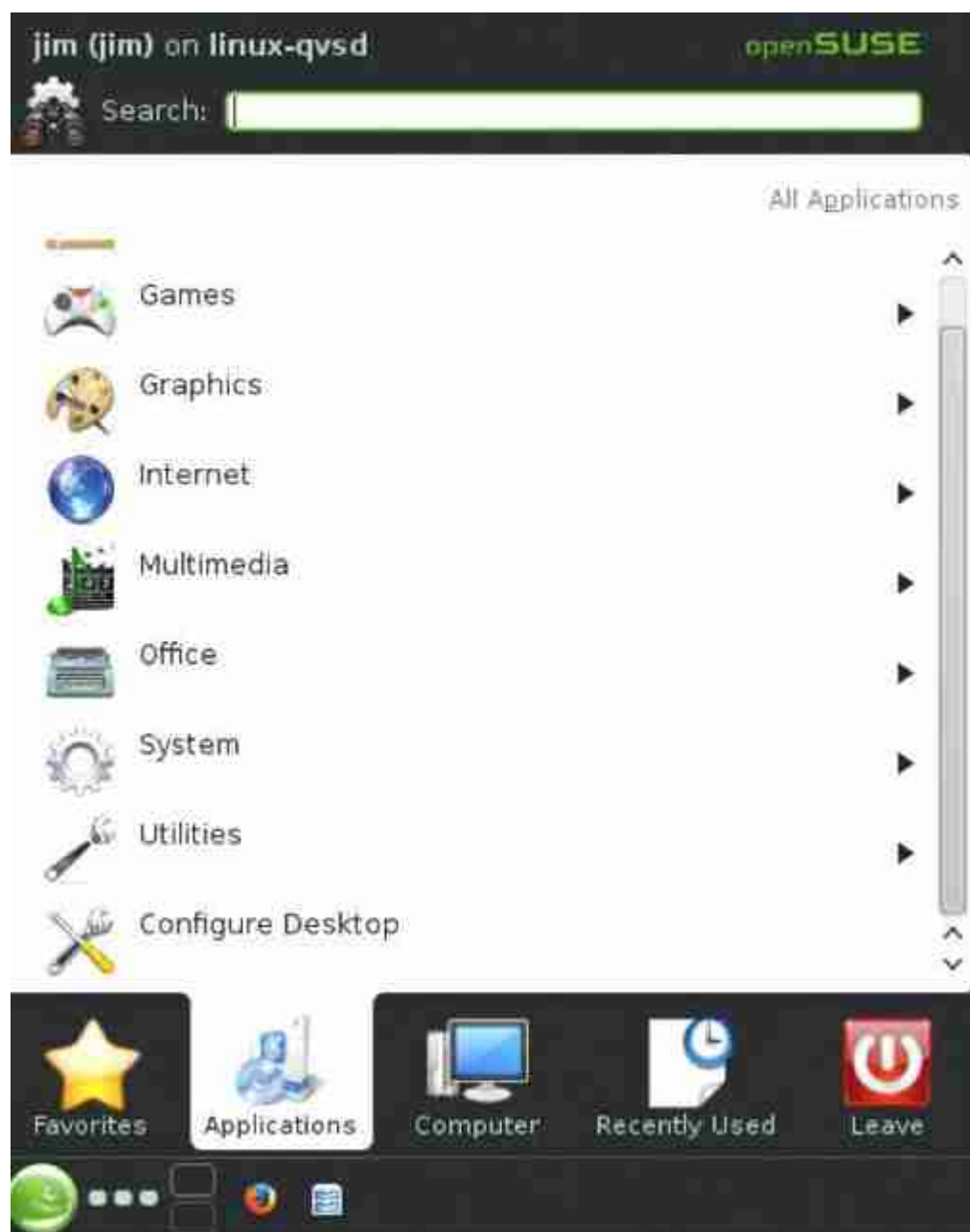


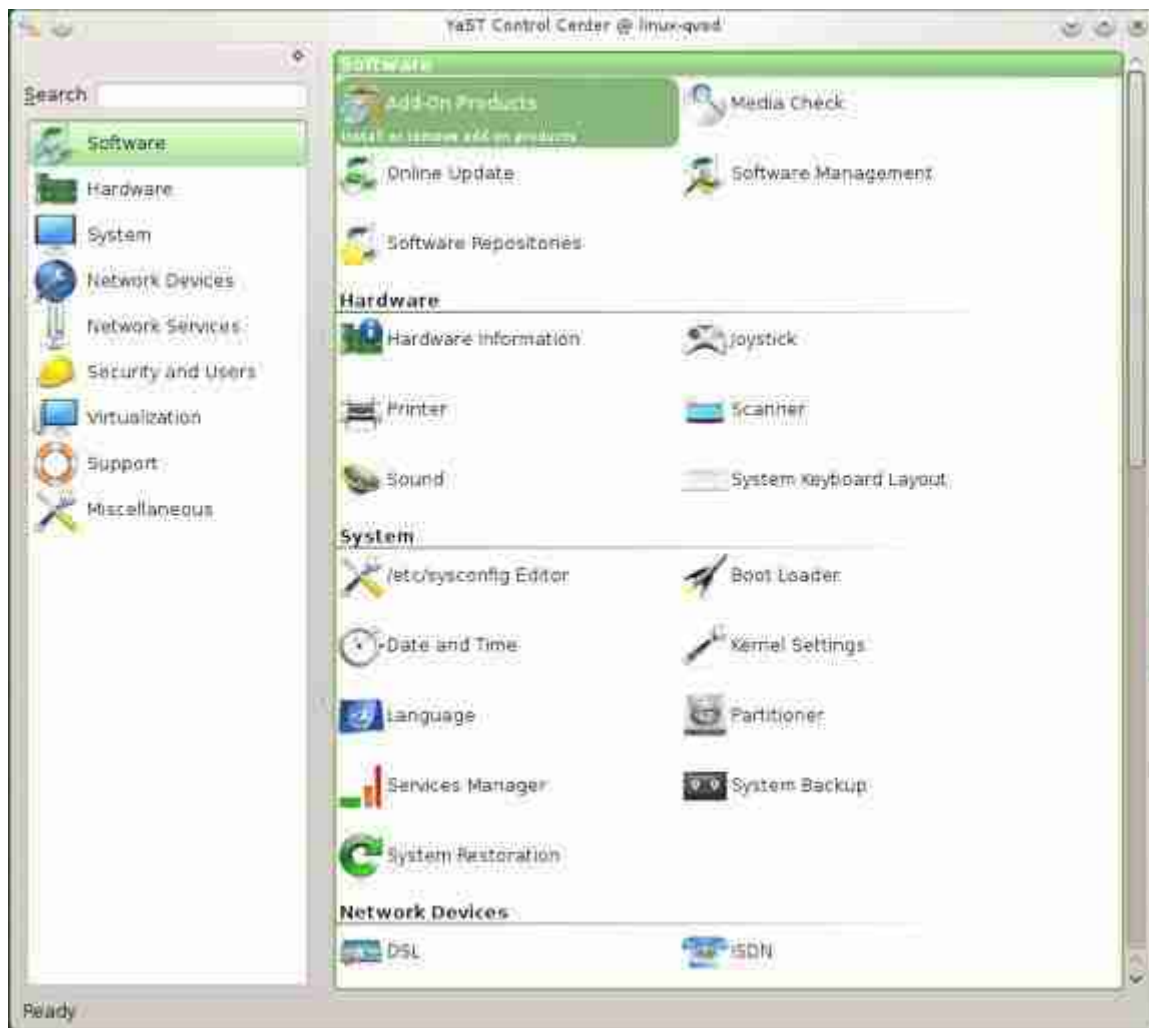
openSUSE 13.1 Install Slideshow

The openSUSE 13.1 KDE Desktop

The openSUSE 13.1 KDE desktop is quite attractive. The first things you notice are the darker color and the openSUSE mascot in green. The desktop contains icons for Firefox, the KInfoCenter, LibreOffice, Online Help and openSUSE. Click the chameleon button on the panel to access application categories, system tools, utilities, desktop configuration, favorites, and to shut down your system. openSUSE 13.1 defaults to the sliding menus in KDE, but I prefer the classic menus instead. To switch to the classic menus, just right click the chameleon button on the panel and choose classic style.







openSUSE 13.1 YaST Control Center

Linux Software Included in openSUSE 13.1 KDE

Here's a sample of the linux software included in openSUSE 13.1.

Games KMahjongg

KReversi

KPatience

K Mines

KSudoku

Graphics GIMP

Hugin

digiKam

DNGConverter

Expoblending

Panorama

Photo Layouts

showFoto

AcquireImages

Skante

Gwenview

Internet Choqok

Konversation

Kopete

KMail

Firefox

Konqueror

Akregator

KTorrent

Multimedia Amarok

AMZ Downloader

K3b

Kaffeine

KMix

KsCD

Office KAddressBook

Kontakt

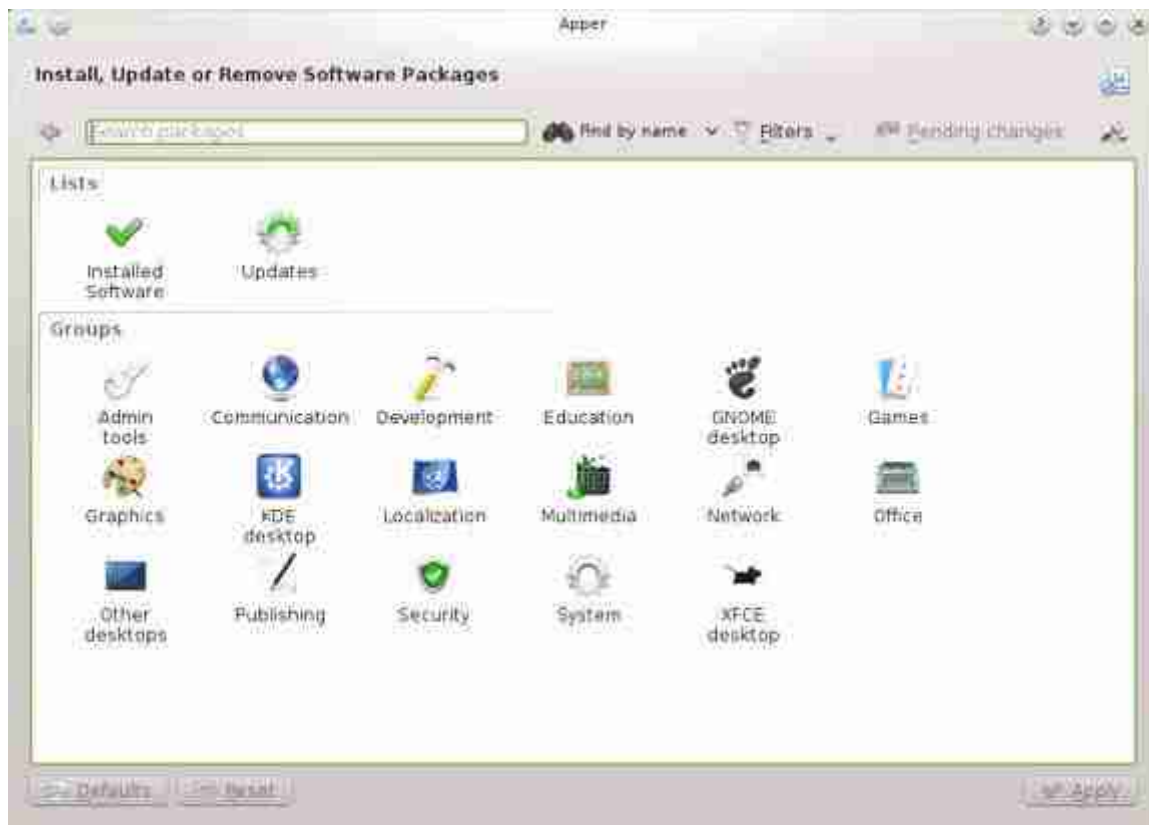
KOrganizer

LibreOffice

Okular

Linux Software Management Tools in openSUSE 13.1 KDE

There are two ways to manage software in openSUSE 13.1, YaST2 and Apper. Unless you really need it, I recommend using Apper. The interface is a bit more intuitive and applications are broken down into category for easy browsing. To install an application in Apper, just find it and click the Install button and then click Apply. To remove an application, just click the Remove button then click on Apply.



openSUSE 13.1 Apper Software Management



openSUSE 13.1 YaST 2 Software Management

Problems & Headaches Found in openSUSE 13.1 KDE

openSUSE 13.1 ran extremely well for me, I saw no stability or speed problems with it. It seems that the developer claims about improving stability and speed have been borne out by its performance. However, if you've seen any problems then please post them in the comments below for the benefit of other readers. Thanks in advance.

In terms of criticism, I think there are two weak points in openSUSE 13.1.

The first is the installer. It's not hard to use but it isn't as streamlined as it could be. The installer in Ubuntu and Linux Mint seems more intuitive and simpler to me. openSUSE 13.1's installer could use a rework that makes it more appealing and easier for folks that are new to this distro.

The second weak point is in software management. Apper is okay, but it lags behind the Ubuntu Software Center and Linux Mint's Software Manager. Using YaST 2 for software management is fine for very experienced users, but it's not something well suited to casual desktop users.

So I'd like to see some improvements on these two points. Some sort of app store type software management tool would be very welcome in openSUSE, along with a revamped installer that simplifies the process for folks new to Linux and openSUSE.

Neither of these things is a deal breaker by any means. openSUSE is a great desktop distribution, but there's always room for improvement and I think addressing these two issues would make openSUSE even better than it is right now.

Where To Get Help for openSUSE 13.1 KDE

If you're having problems, please post your questions in the comments below or register for the DLR forum. Other readers might be able to assist you. You might also want to check out the openSUSE forums or mailing list.

If you're new to Linux, you might want to check out some of the books available about it at Amazon. You can learn quite a bit that you will probably find useful later on. You can also on laptops and tablets, desktops and monitors, components, and computer accessories.

Final Thoughts About openSUSE 13.1 KDE

openSUSE 13.1 takes an already fine desktop distribution and makes it even better. Ubuntu, Linux Mint and others have gotten more attention in recent years than openSUSE, but this release may very well change that. openSUSE 13.1 deserves to be included in any discussion of the top tier of desktop distributions.

I found myself really enjoying openSUSE 13.1, it's well worth a download if you are in the market for a new desktop distro. If KDE and GNOME don't appeal to you then you can build your own version of openSUSE or try one of the various derivatives of it.

If you are using Windows or OS X right now, openSUSE 13.1 is definitely a viable alternative. If you aren't sure about using it, download one of the live versions of it and then run it off the disc first to see how you like it. My guess is that you will probably enjoy it once you get your feet wet with it.

openSUSE 13.1 is suitable for beginner, intermediate and advanced Linux users.

What's your take on openSUSE 13.1 KDE? Tell me in the comments below.

Summary Table:

Product: openSUSE 13.1 KDE

Web Site: <http://www.opensuse.org>

Price: Free

Pros: Stability and speed improvements. Excellent KDE 4.11 integration. Android device integration in KDE. Updated versions of many different software applications.

Cons: Installer works well but is still not as elegant or streamlined as the one in Ubuntu and Linux Mint. Apper and YaST 2 are not as good in terms of intuitive software management as the Ubuntu Software Center or Linux Mint's Software Manager.

Rating: 4/5

Anonymous (2014-10-18 10:47:58)

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oakleyses (2014-10-23 18:05:10)

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Play old WinXP games on any Windows (2014-01-31 21:03)

I am somewhat older now, I look back at my childhood was full of MS-DOS and Windows 95 PC games. My first computer was a IBM 386 that ran MS-DOS. My second computer ran Windows 95.

Download VMware Player for Windows 8.1 and enjoy DirectX 7 - 9 PC games from ten to twenty years ago such as Diablo 2 Lord of Destruction. The games obviously don't run correctly on newer Windows 8.1. It's a free download.

Old MS-DOS games now found off the "abandonware websites" or torrents for free run in the D-Fend Reloaded emulator. I have Secret of Monkey Island, LeChuck's Revenge - Monkey Island, Kings Quest IV, Quake, Quake II, Doom II, Simcity 2000,

Command & Conqueror: Red Alert, Day of the Tentacle, Ultima VI: The False Prophet, X-Com: UFO Defense , Doom, Blood, Sid Meier's Civilization to name a few.

Great way to play cheap. MS-DOS and Windows XP games are very cheap on Amazon now. Old Windows games are cool, because they do not need No-DVD cracks.

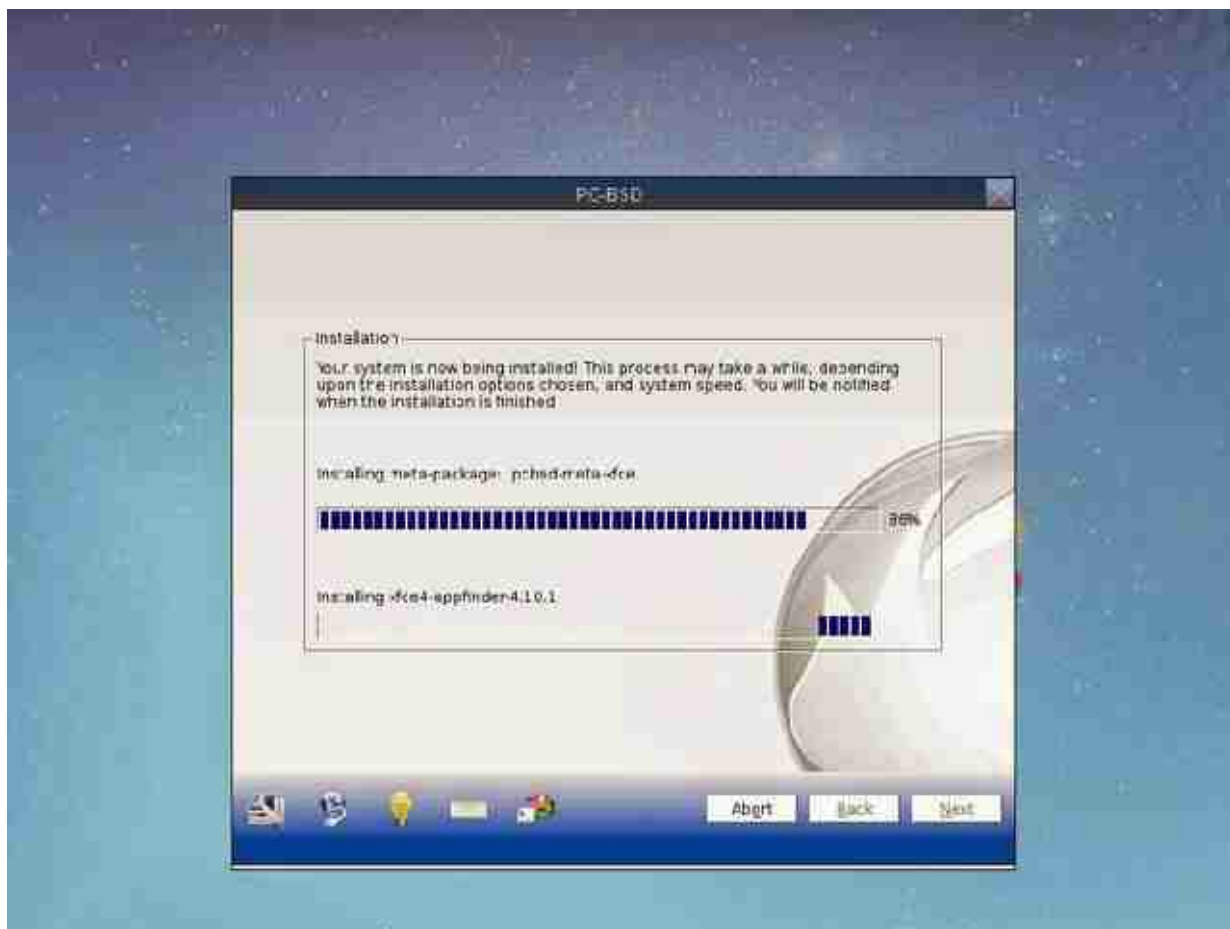
16.2 February

Installed PC-BSD 10.0 (2014-02-01 16:01)

I have stable Radeon R9 270x drivers for the PC-BSD 10.0. Some RC releases had Radeon drivers, but some RC releases didn't. PC-BSD 10.0 had RC1 – RC7 before RTM release.

New features for PC-BSD 10:

- PC-BSD is now 25-30 % faster.
- **PC-BSD 10 dual boots with GRUB 2.0** so it can boot with latest Linux or Windows 8.1.
- ZFS version has been updated.
- MATE 1.6.1,
- Cinnamon Desktop Environment,
- KDE 4.10.5,
- XFCE 4.10
- LXDE.
- Works in Virtual Box and VMware Player fine. Installed in 20 minutes!

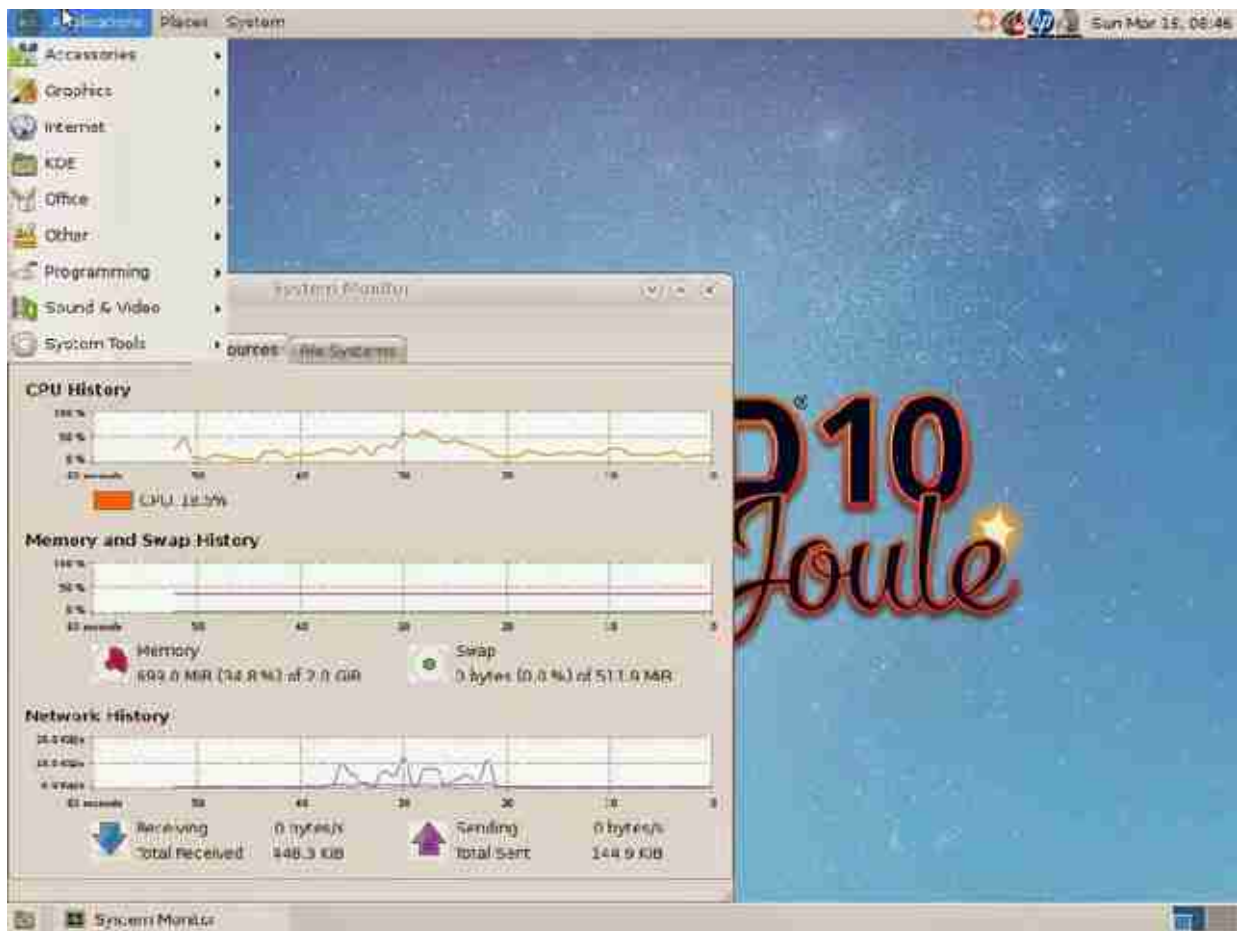




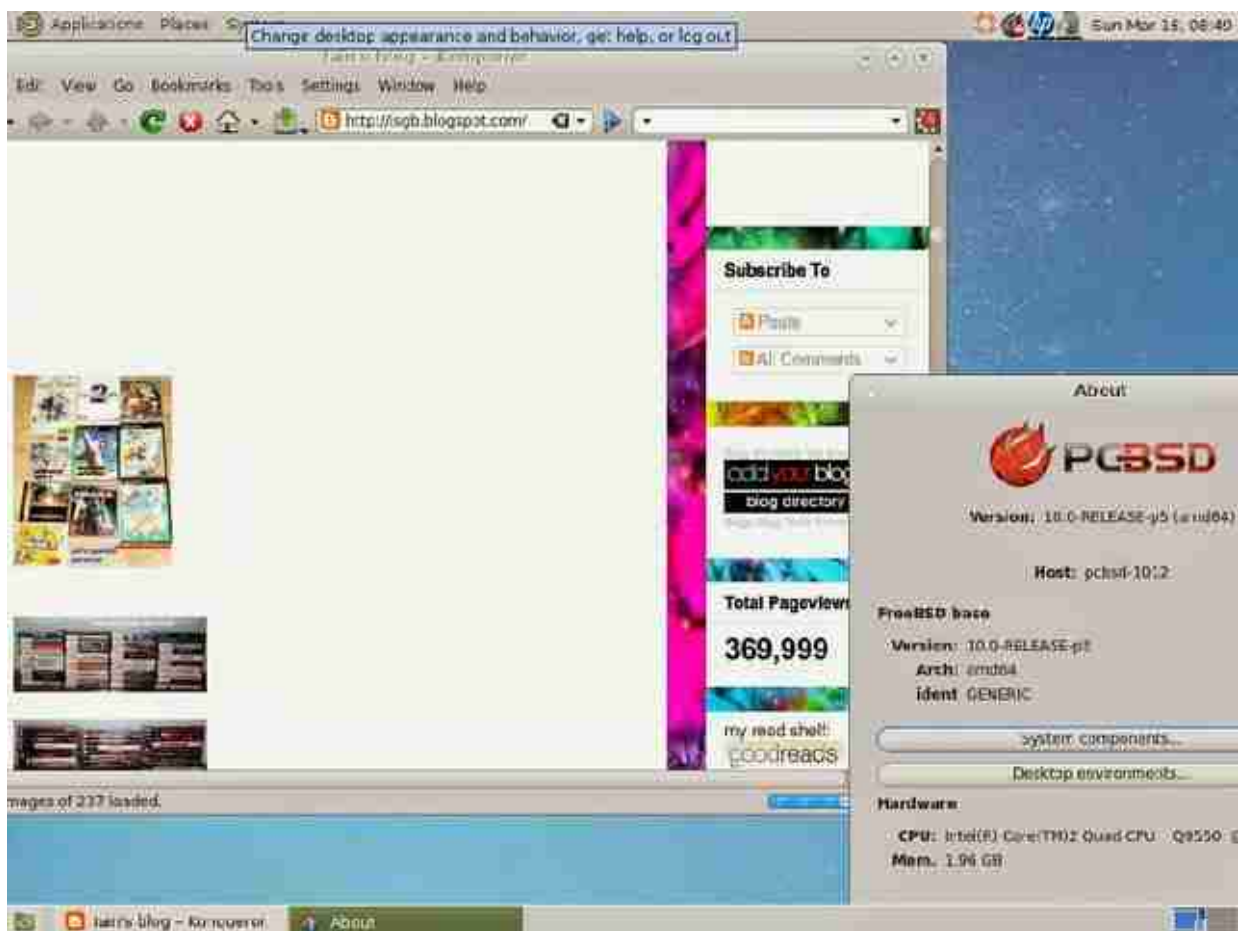


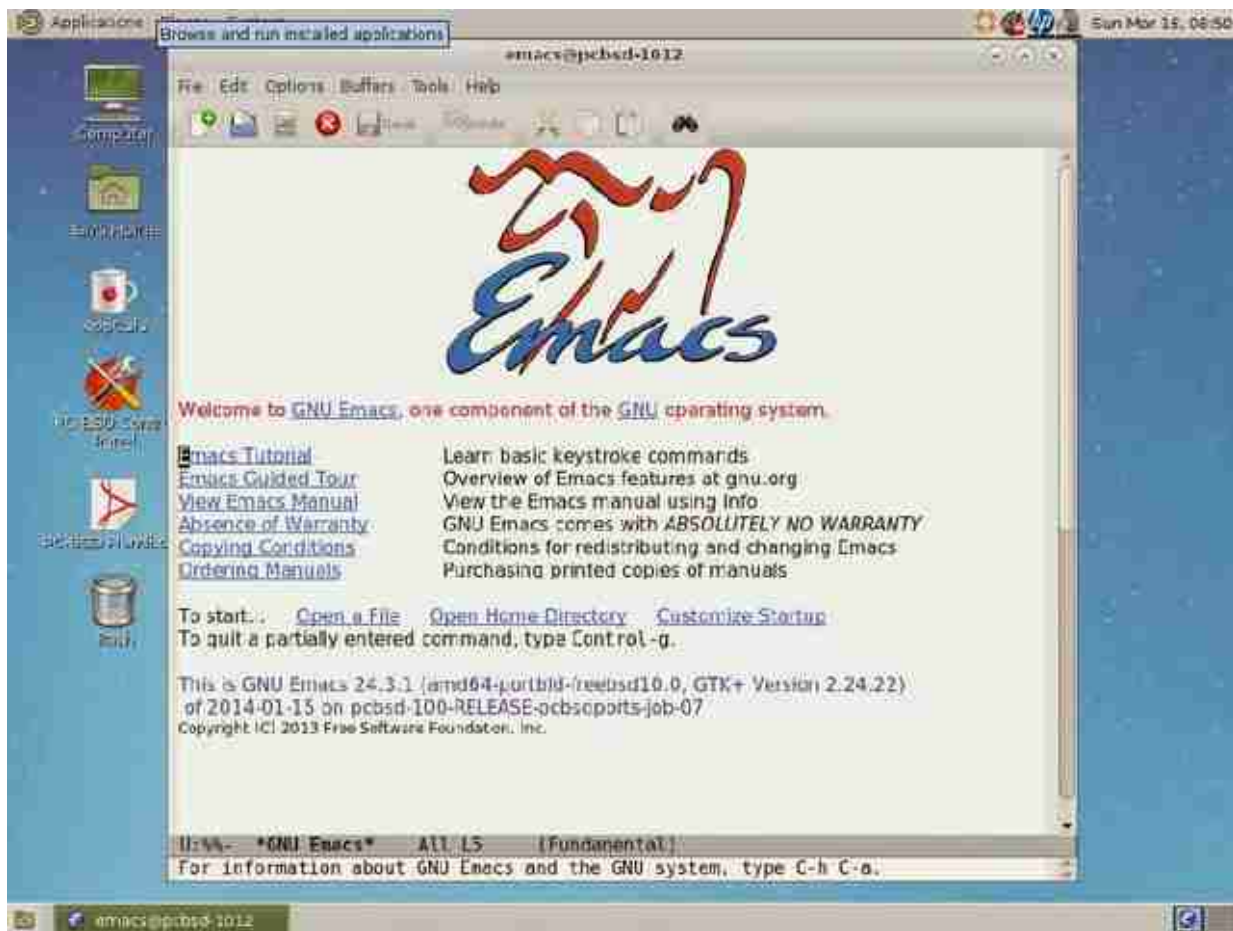


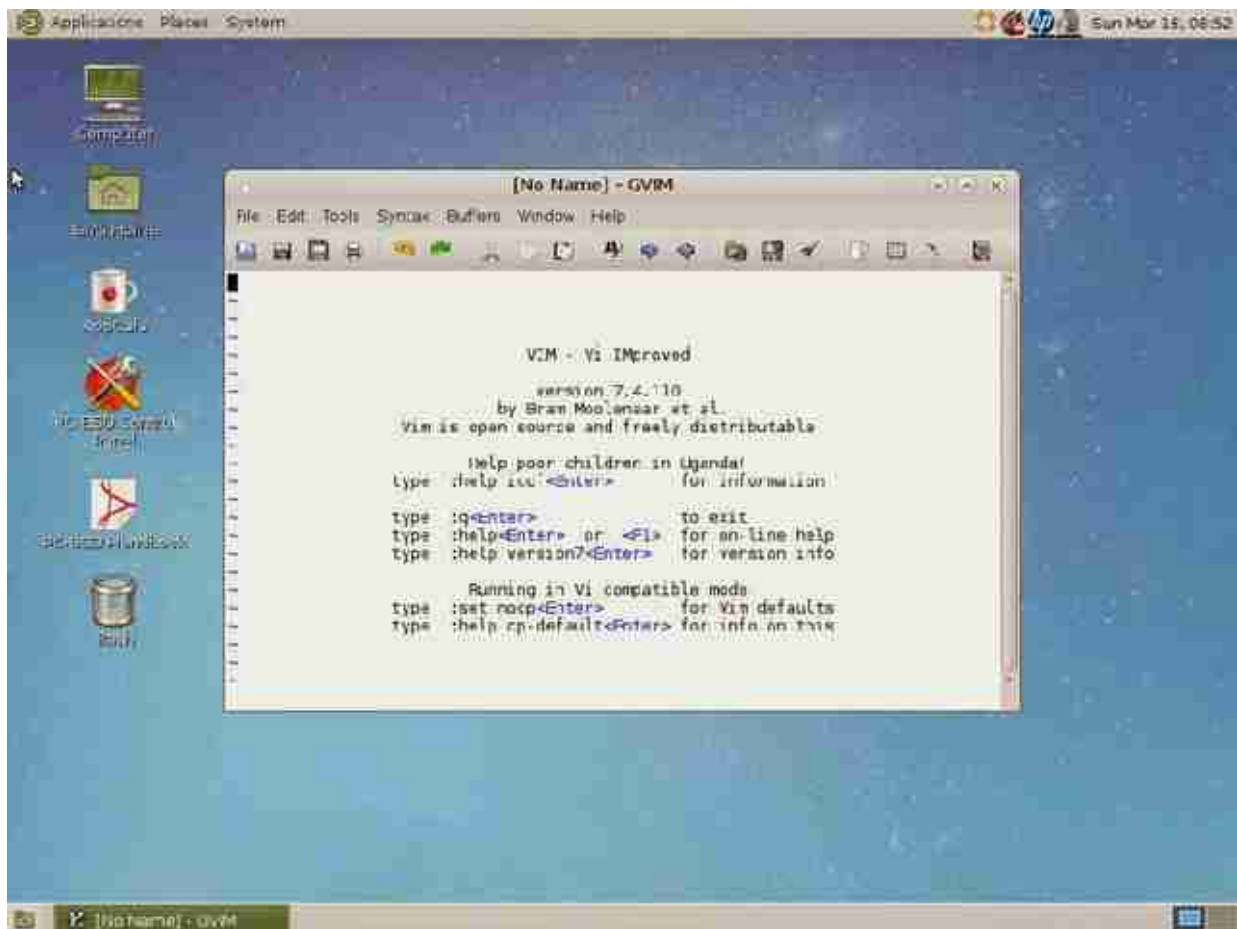




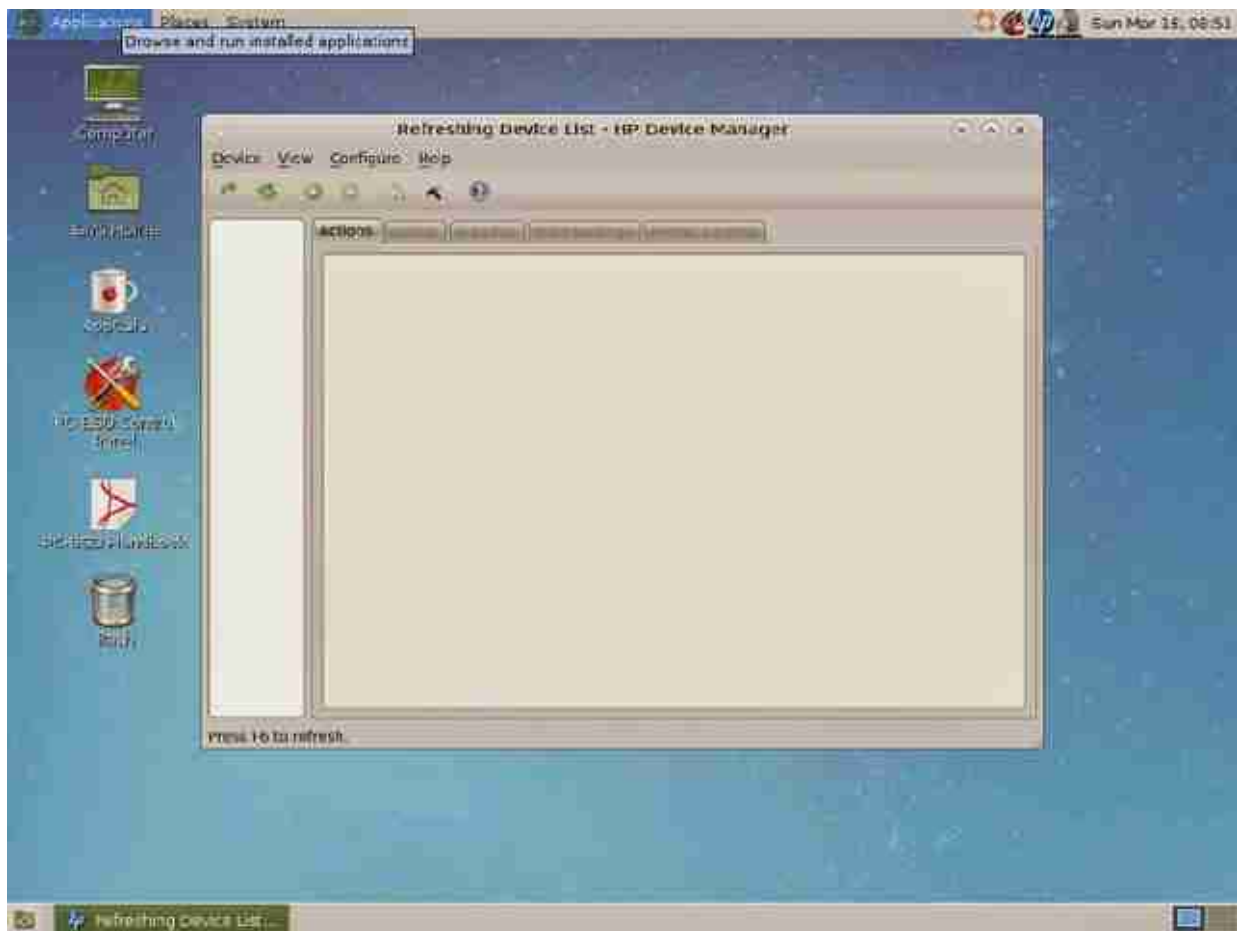


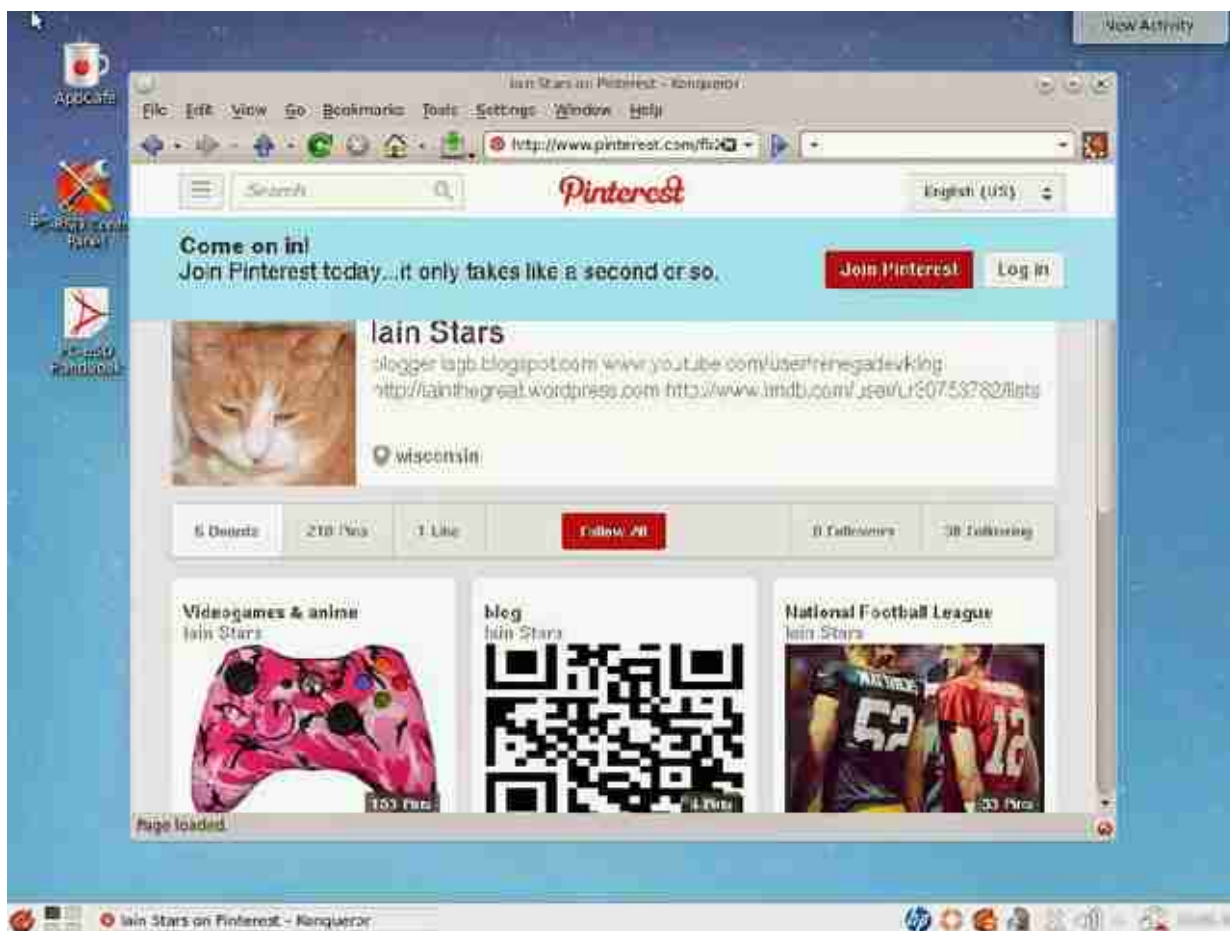




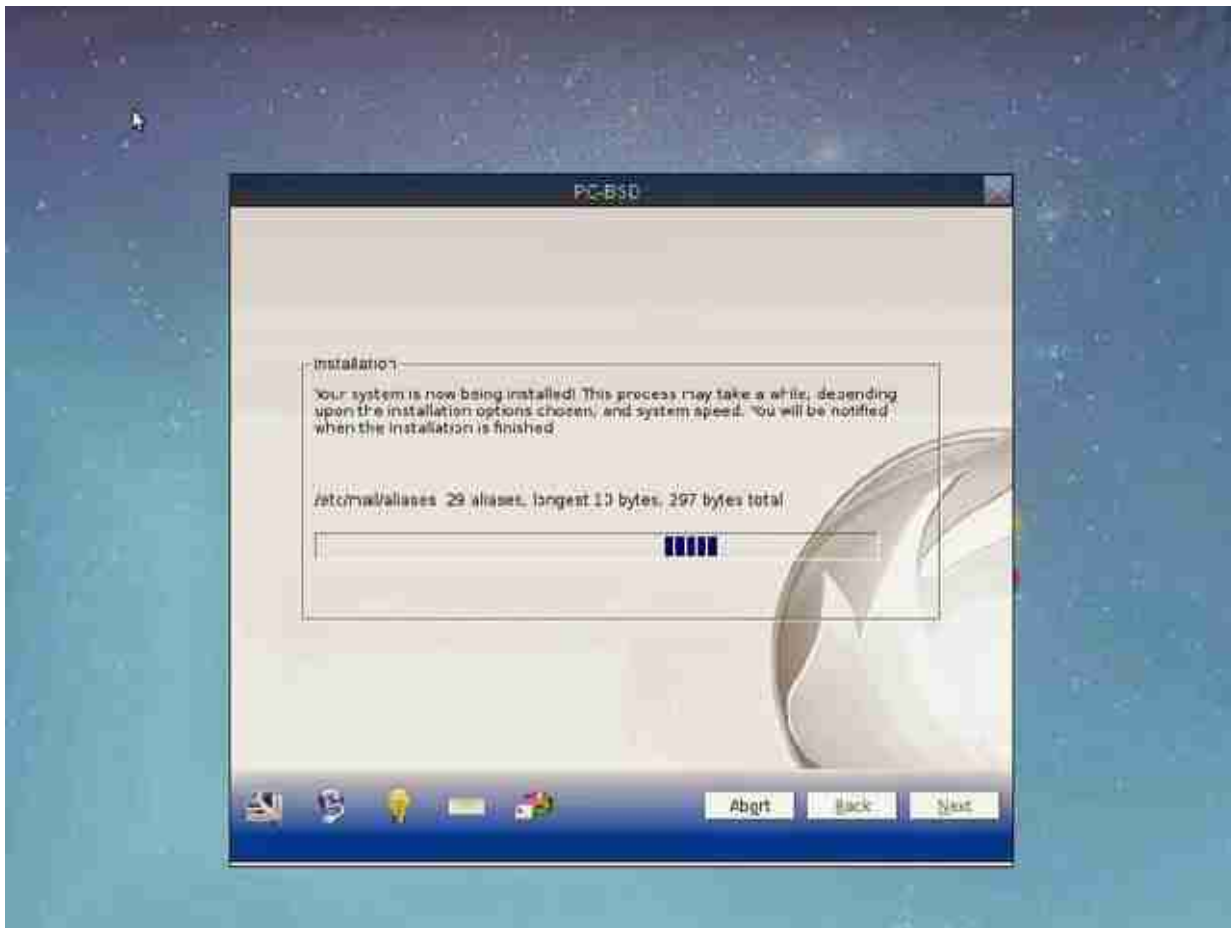












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Popup window removed (2014-02-02 12:20)

I removed the Youtube popup window.

Game collection (2014-02-06 07:22)







IFRAME: <http://archive.org/embed/June2012GameCollectionli.mp4>





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Dreamcast

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Playstation

Dual Screen/PSP/GBA

MORE PICTURES OF OTHER CONSOLES

Saturn collection at Modblog

All my Consoles at Modblog N64 snapshot

PC games photo at modblog

My PStwo

Steel Battation For Xbox

Most of my NES, Genesis, SNES collection

Missing games - Sonic 2- Contra Hard Corps

PSP photo

Very old handheld game collection photo

www.ImageShack.us /]

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40" HDTV

32" HDTV

Core 2 Quad PC and Athlon 64 X2 PC with the Pentium 4 Dell Dimension XPS and Custom made Athlon XP PC underneath















Ninety third update - march 30, 2014 - Gran Turismo 6 (PS3), Ys: Memories of Celceta (PSvita), Mario & Luigi - Dream Team (3DS), Might and Magic (DS), Final Fantasy Tactics A2 (DS), Legend of Zelda A link Between Worlds (3DS), Blazblue Chrono Phantasma (PS3), Danganronpa (PSVita), Atelier Escha (PS3), Super Mario 3D World (WiiU), Dark souls II (PS3),

Ninety second update - December 31, 2013 - Battlefield 4 (PS4), Diseasea D2 (PS3) Grand Theft Auto V (PS3), Guild Wars 2 (PC), Diablo 3 (PS3), Etrian Odyssey IV (3DS), FIFA 12 (PS3), Legend of Zelda Wind Waker HD (WiiU),

Ninety-first update - September 10, 2013 - Monster Ultimate 3 (Wii U), Soul Hackers (3DS), Mario & Luigi - Dream team (3ds), Dead or Alive 5 (PS3), Tales of Xillia (PS3), The Last of Us (PS3), Do Don Pachi Saidaioujou (X360), Tales of Edrian Oddyssy IV (3DS), Devil Summoner (PS2) Devil Summoner 2 (PS2), Jak & Daxter Collection (Ps3)

Ninetith update - February 10, 2013 - Fire Emblem - Awakening (3DS), Sonic Racing Transformed (PS3), 999 (DS), Zero: Virtue's Revenge (PSvita), Wrath of the White Witch (PS3)

Eighty-ninth update - November 8, 2012 - Kingdom Hearts (3ds), Code of Princess (3ds), New Super Mario Bros. U (Wiiu), Borderlands 2(ps3), Mass effect 3 (PS3), Persona 4 Golden (Vita)

Eighty-eighth update July 15, 2012 - King of Fighters XIII (PS3), Fallout 3 (PS3), Fallout nEW Vegas (PS3), Tales of Graces F (PS3), Donkey Kong Country Returns (Wii), Street Fighter X Tekken (PS3), SSX (PS3)

eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Diablo 3 (PC)

eighty-seven update - May 20, 2012 - Diseasea 3 (Vita), Dragon Force (Saturn), Valkyrie Profile (PS1), Breath of Fire IV (PS1), Shining Force CD (Sega CD), Ogre Tactics (PS1), Dragon Quest IV (SNES), Dragon Quest VI (SNES), Secret of

Mana 2 (SNES), Tales of Phantasia (SNES), Terranigma (SNES), Soul Blazer (SNES), Tactics Ogre (PS1), Guardian Heroes (Saturn), Thunder Force V (PS1)
 eighty-sixth update - April, 20, 2012 - Uncharted Golden Abyss (PSV), Wipeout 2048 (PSV), Lumines (PSV), Soul Calibur V (PS3), Xenoblade chronicles (Wii), ZHF Unlosing Ranger vs. Darkdeath Evilman (PSP), Tales of Graces F (PS3), Mass Effect 3 (PC), Skies of Arcadia (GCN), Persona 2 (PSP), Persona 3 (PSP), Diseaga DS (DS), Diseaga (PSP) Diseaga 2 (PSP), Legend of Heroes (PSP)
 eighty-fifth update - January 27, 2012 - Dark Souls (PS3), Gears of War 3 (360), Super Mario 3D Land (3DS), Mario Kart 7 (3DS), Deus Ex: Human Revolution (PS3), Ratchet & Clank All 4 One (PS3), Batman: Arkham City (PS3), Elder Scrolls V (PC), Elder Scrolls V (PS3), Uncharted 3 (PS3), Sonic Generations (PS3, 3DS), God of War Origins (PS3)
 eighty-fourth update - September 3, 2011 - Legend of Zelda Ocarina of Time 3D (3DS), Sonic Colors (Wii), Legend of Zelda - Twilight Princess (Wii), Wipeout Pulse (PSP), DoDonPachi Resurrection (360), Mushihimesama Futari (360), espgaluda ii black label (360), Resistance 3 (PS3)
 Eighty-third update - May 14, 2011 - Crysis 2 (PC), Street Fighter IV 3D (3DS), Spirit Tracks (DS), Final Fantasy XIII (DS), Bangai-O (DS), Sins and Punishment : Star Successor (Wii), Ghost Trick: Phantom Detective (DS), Radiant Historia (DS), Heavy Rain (PS3), Assassin's Creed: Brotherhood (PS3), Chrono Trigger (DS), Super Mario Advance 2 (GBA), Super Mario Advance 3 (GBA)
 Eighty-second update March 28, 2011 - The Shadow of Templars SE (PC), Gabriel Knight 2: Sins of the Fathers (PC), Syberia (PC), Dead Space (PS3), Demon's Souls (PS3), Marvel vs. Capcom 3 (PS3), Killzone 3 (PS3), Tactics Ogre (PSP), Fallout: New Vegas (PC)
 Eighty-first upgrade - December 20, 2010 - Metal Gear Solid - Peace Walker (PSP), Kingdom Hearts 358/2 (DS), Blazblue 2 (PS3), Metroid: Other M (Wii), Halo Reach (x360), Kingdom Hearts: Birth by Sleep (PSP), Spellforce Universe (PC), Castlevania (PS3), Enslaved (PS3), Red Dead Redemption (PS3), Vanquish (PS3), Gran Turismo 5 (PS3), Dragon Quest IX (DS), Torchlight (PC) (re-added The Longest Journey and Dreamfall:TLJ for PC)
 Eighth update - May 06, 2010 - Resonance of Fate (PS3), Sonic Sega All-Stars Racing (PS3), Lunar (PSP), Assassin's Creed (PS3), Assassin's Creed 2 (PS3)
 seventy-ninth update - March 16, 2010 - Final Fantasy XIII (PS3) Bioshock 2 (x360), Tatsunoko vs. Capcom (Wii), Mass Effect 2 (PC), God of War III (PS3)
 seventy-eighth update - January 12, 2010 - Call of Duty Modern Warfare 2 (PS3), New Super Mario Bros. (Wii), Dragon Age: Origins (PC) God of War Collection (PS3), Waka Waka 7 (Sat)
 seventy-seventh update - October 27, 2009 - Uncharted 2: Amongst Theives (PS3), Tekken 6 (PS3), Ratchet and Clank - Crack in Time (PS3), Raiden III (PS2), Gigawing Generations (PS2), Psyvariar 2: Ultimate Final (PS2), Gunbird Special Edition (PS2)
 seventy-sixth update - September 22, 2009 - Metroid Prime Trilogy (wii), Muramasa: The Demon Blade (Wii), Hotshots (PS3), Phantom Hourglass (NDS), Batman: Arkham Asylum (PS3), Mario and Luigi - Bowser's Inside Story (NDS), Halo 3 - ODST (x360), Espgaluda (ps2), Mushihime-sama (ps2)
 Seventy-fifth update - August 07, 2009 - Devil survivor (DS), Knights of the Nightmare (DS), Secret of Monkey Island - Special Edition (PC), Blazblue (PS3), Madden NFL 09 (PS3), Sonic's Ultimate Genesis Collection (PS3), Midnight Club LA (PS3)

seventy-fourth update - June 25, 2009 - Indiana Jones - Fate of Atlantis (PC), The Sims 3 (PC), Crimson Gem Saga (PSP), Fable 2 (360), Guilty Gear XX Accent Core Plus (PS2), Burnout Paradise (PS3), The Orange Box (PS3)

seventy-third update - May 20, 2009 - Arcana Heart (PS2), Cross Edge (PS3), inFamous (PS3)

seventy-second update - April 15, 2009 - Resident Evil 5 (ps3), Street Fighter IV (Ps3), Dragon Quest IV (NDS), Dragon Quest V (NDS), Banjo Kazooie (X360) Dodonpachi (SAT), Soukyugurentai (SAT), Battle Garegga (SAT)

seventy-first update February 26, 2009 - Ar tonelico II (PS2), Warhammer Online Age of Reckoning (PC), Manic Mansion Deluxe 1.1 (PC), Day of the Tentacle (PC), Star Ocean IV - The Last Hope (X360), Killzone 2 (PS3)

Nintendo Entertainment System (5 Game Cartridges, 7 playable games)

platform 3 (PL)

shooting 1 (S)

action 1 (A)

sports 1 (SP)

retro 6 (RE)

1. Duck Hunt (S, RE, Nintendo, Nintendo, 1981, IGN: 6/10)

2. Donkey Kong Classics (Nintendo, Nintendo, 1986, 4/10)

3. Mega Man 2 (A, RE, Capcom, Capcom, 1988, 9.0/10)

4. Super Mario Bros. (PL, RE, Nintendo, Nintendo, 1985, IGN: 10/10)

5. Super Mario Bros. 2 (PL, RE, Nintendo, Nintendo, 1988, 8.8/10)

6. Super Mario Bros. 3 (PL, RE, Nintendo, Nintendo, 1991, 9.5/10)

7. Track and Field (SP, RE, Nintendo, Nintendo, 1982)

Super Nintendo (31 game cartridges /w 34 Playable games)

Role playing 12 (RPG)

Platformer 9 (PL)

Racing 1 (Ra)

Shooter 3 (S)

Shoot 'em ups 4 (SHMUPS)

1. Axelay (SHMUP, Konami, Konami, 1993)

2. Castlevania Dracula X (PL, Konami, Konami, 1995)

3. Chrono Trigger (RPG, Squaresoft, Squaresoft, 1995)

4. Contra III - Alien Wars (S, RE, Konami, Konami, 1992)

5. Donkey Kong Country (PL, RE, Nintendo, Rare, 1993)

6. Donkey Kong Country 3 (PL, RE, Nintendo, RARE, 1996)

7. Dragon Quest IV (RPG, RE, Enix, Enix, 1994, 9.0)

8. Dragon Quest VI (RPG, RE, Enix, Enix, 1996, 9.0)

9. Earthbound (RPG, Nintendo, Hal Laboratory, 1995, 9.0)

10. Final Fantasy II (RPG, RE, Squaresoft, Squaresoft, 1992)

11. Final Fantasy III (RPG, RE, Squaresoft, Squaresoft, 1994)

12. Illusion of Gaia (RPG, RE, Enix Quintet, 1994)

13. Legend of Zelda - Link to the Past (RPG, RE, Nintendo, Nintendo, 1991, 9.6/10)

14. Lufia II: Rise of the Sinistrals (RPG, Natsume, Neverland, 1996, 9.0)

15. R-Type III: The Third Lightning (SHMUP, Jaleco, Irem, 1993, 8.0)

16. Secret of Mana (RPG, RE, Squaresoft, Squaresoft, 1993)

17. Secret of Mana 2 (RPG, RE, Squaresoft, Squaresoft, 1995)

18. Space MegaForce (SHMUP, Toho, Compile, 1993)

19. Soul Blazer (RPG, RE, Enix, Quintet, 1992)

20. Star Fox (S, RE, Nintendo, Nintendo, 1993)
 21. Super Castlevania IV (PL, Konami, Konami, 1991, 8.5)
 22. Super Mario Bros. (Super Mario All Stars) (PL, RE, Nintendo, Nintendo, 1993, 9/10)
 23. Super Mario Bros. 2 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 24. Super Mario Bros. 3 (SMAS) (PL, RE, Nintendo, Nintendo, 1993)
 25. Super Mario Bros. The Lost Levels (SMAS exclusive) (PL, RE, Nintendo, Nintendo, 1993)
 26. Super Mario Kart (RA, RE, Nintendo, Nintendo, 1992)
 27. Super Mario RPG - Legend of the Seven Stars (RPG, RE, Nintendo, Squaresoft, 1996, 9.4/10)
 28. Super Mario World (PL, RA, Nintendo, Nintendo, 1991, 9/10)
 29. Super Mario World 2 : Yoshi's Island (PL, RE, Nintendo, Nintendo, 1996)
 30. Super Metroid (S, RE, Nintendo, Intellegent Systems, 1994)
 31. Tales of Phantasia (RPG, RE, Square, Square, 1995)
 32. Terranigma (RPG, RE, Enix, Quintet, 1996)
 33. Treasure Hunter G (RPG, RE, Squaresoft, Squaresoft, 1996)
 34. U.N. Squadron (SHUMP, RE, Capcom, Capcom, 1991, 9/10)
- Sega Genesis (23 cartridges)
- platform 2 (PL)
- Role Playing 6 (RPG)
- Retro - 17 (RE)
- Action 1 (A)
- Fighter 1 (F)
- Action 1 (A)
- Shoot em up 10 (SHMUP)
- Stategy (STR) 1
1. Castlevania Bloodlines (A, RE, Konami, Konami, 1994, 9.0)
 2. Contra - Hard Corps (SHMUP, RE, Konami, Konami, 1995)
 3. Eliminate Down (SHMUP, Soft Vision International, Aprinet, 1993)
 4. Gaiarses (SHMUP, Renovation Software, Telnet, 9.0/10)
 5. Gleylancer (SHMUP, Masaya, Masaya, 1992, 8.0)
 6. Gunstar Heroes (SHMUP, Sega, Treasure, 1993 9.5/10)
 7. Herzog Zwei (STR, Technosoft, Technosoft, 9.0)
 8. Langrisser II [Warsong 2] (RPG, NCS, Carrier Soft, 1994, 10)
 9. Lightning Force (SHMUP, Technosoft, Technosoft, 1992, 10)
 10. M.U.S.H.A. [MUSHA] (SHMUP, Sysmetic, Compile, 1990, 9.0)
 11. Phantasy Star II (RPG, RE, Sega, Sega, 1989)
 12. Phantasy Star III Generations of Doom (RPG, RE, Sega, Sega, 1990)
 13. Phantasy Star IV - End of the Millennium (RPG, RE, Sega, Sega, 1995, 9.0)
 14. Shining Force (RPG, RE, Sega, Sega, 1992, 8.5)
 15. Shining Force II (RPG, RE, Sega, Sega, 1994, 9.0)
 16. Sonic the Hedgehog 2 (PL, RE, Sega, Sega Technical Institute, 1992, 9/10)
 17. Sonic the Hedgehog 3 (PL, RE, Sega, Sega Technical Institute, 1993, 10/10)
 18. Streets of Rage II (F, Sega, Sega-AM7, 1992)
 19. Thunderforce II (SHMUP, Technosoft, Technosoft, 1990, 8.5)
 20. Thunderforce III Spirits (SHMUP, Technosoft, Technosoft, 1991, 8.5)

21. Twinkle Tale (SHMUP, Zap, Toyo Records, 1992, 9.0)
 22. Vectorman (S, Sega, Blue Skies, 1996)
 23. Vectorman 2 (S, Sega, Blue Skies, 1996)
- Sega CD (2 games)
- Role Playing (1) RPG
- Platformer (1) PL
1. Shining Force CD (RPG, Sega, Sega, 1995, 9.0)
 2. Sonic CD (PL, Sega, Sonic Team, 1993, 9.5)
- Gameboy Advance (21 playable games)
- action 4 (A)
- racing 1 (RA)
- platform 1 (P)
- puzzle 1 (PUZ)
- RPG 9 (RPG)
- retro 4 (RE)
- shooter 2 (S)
- Strategy 3 (STR)
1. Castlevania - Aria of Sorrow (Double Pack) (A, Konami, Konami, 2004, 9.3)
 2. Castlevania - Circle of the Moon (A, Konami, Konami, 2001, 9.0)
 3. Castlevania - Harmony of Dissonance (A, Konami, Konami, 2003, 9.2)
 4. Castlevania - Harmony of Dissonance (Double Pack) (A, Konami, Konami, 2003, 9.2)
 5. Final Fantasy 1 & 2 - Dawn of Souls (RPG, Square-Enix, Square-Enix, 2003, 8.5)
 6. Final Fantasy Tactics Advance (RPG, Nintendo, Square-Enix, 2003 9.0)
 7. Fire Emblem - The Sacred Stone (STR, Nintendo Intelligent Systems, 2005, 8.5)
 8. Fire Emblem Advance (STR, Nintendo, Intelligent Systems 2003, 9.5)
 9. Golden Sun (RPG, Nintendo, Camelot Software Planning, 2001, 9.7)
 10. Golden Sun 2: The Lost Age (RPG, Nintendo, Camelot Software Planning, 2003, 9.1)
 11. Legend of Zelda - The Minish Cap (RPG, Nintendo, Flagship (Capcom), 2005 9.0)
 12. Lunar Legend (RPG, Ubisoft, Game Arts, 2003, 7.0)
 13. Mario & Luigi - Superstar Saga (RPG, Nintendo, Alpha Dream, 2003, 9.0)
 14. Mario Kart Super Circuit (RA, Nintendo, Intelligent Systems, 2001, 9.5)
 15. Metroid - Zero Mission (S, Nintendo, Intelligent Systems 2003, 9.0)
 16. Metroid Fusion (S, Nintendo, Intelligent Systems, 2002, 9.5)
 17. Riveria - The Promised Land (RPG, Atlus, Spike, 2003, 8.0)
 18. Super Mario Advance (PL, Re, Nintendo, Nintendo R&D1, 2001, 8.0)
 19. Super Mario World: Super Mario Advance 2 (PL, Re, Nintendo, R&D1, 2002, 8.0)
 20. Yoshi's Island: Super Mario Advance 3 (PL, Re, Nintendo, Nintendo R&D1, 2006)
 21. Yyatta Union (RPG, Atlus, Spike, 2005, 8.0)
- Nintendo 64 (25 Games)
- platform 6 (PL)
- shooter 9 (S)
- RPG 4 (RPG)
- racing 7 (RA)

first person shooters 3 (FPS)

Real-time Strategy 1 (RTS)

1. Banjo and Kazooie (PL, Nintendo, RAREWARE, 1998, 9.6)
2. Banjo and Tooie (PL, Nintendo, RAREWARE, 2000, 9.4)
3. Castlevania 64 (S, PL, Konami, KCEK, 1998, 8.2)
4. Chopper Attack (S, Midway, Seta, 1998, 5.6)
5. Conker's Bad Fur Day (PL, Nintendo, RAREWARE, 2001, 9.9)
6. Crusin USA (RA, Nintendo, Williams, 4.0)
7. Donkey Kong 64 (PL, Nintendo, RARE, 1999, 8.5)
8. Extreme-G (RA, Acclaim, Probe, 1997, 7.9)
9. Extreme-G 2 (RA, Acclaim, Probe, 1998, 6.9)
10. Goldeneye 007 (FPS, S, Nintendo, RAREWARE, 1997, 9.7)
11. Legend of Zelda Majora's Mask (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda Ocarina of Time (RPG, Nintendo, Nintendo, 1998, 10)
13. Mario Kart 64 (RA, Nintendo, Nintendo, 1996, 8.1)
14. Nascar '99 (RA, EA Sports, StormFront Studios, 1998, 7.0)
15. Ogre Battle 64 -- Person of a Lordly Calibur (RPG, Atlus, Quest, 2001, 8.5)
16. Paper Mario (RPG, Nintendo, Intellegent Systems, 2001, 9.5) * bought
09/13/06
17. Perfect Dark (FPS, S, Nintendo, RAREWARE, 2000, 9.8)
18. Star Fox 64 (S, Nintendo, Nintendo, 1998, 8.7)
19. Starcraft 64 (TFS, Blizzard, Blizzard, 2000, 7.5)
20. Star Wars - Rogue Squadron (S, Lucas Arts, Factor 5, 1998, 8.8)
21. Star Wars - Shadows of the Empire (S, Nintendo, Lucas Arts, 1996, 6.5)
22. Star Wars Episode 1 Racer (RA, Nintendo, Lucas Arts, 1999, 7.2)
23. Super Mario 64 (PL, Nintendo, Nintendo, 1996, 9.7)
24. Turok 2 - Seeds of Evil (FPS, S, Acclaim, Iguana Entertainment, 1998, 9.0)
25. Wave Race 64 (RA, Nintendo, Nintendo R&D1, 1996, 9.7)

Playstation (55 Game Cases, 64 playable games total)

RPG 36 (RPG)

shooter 11 (S)

racing 3 (RA)

platform 2 (PL)

fighters 2 (F)

retro 14 (RE)

strategy 2 (str)

Shooter 1 (S)

Shoot em ups 3 (SHMUP)

Torrented 6 (T)

1. Arc the Lad (Arc the Lad Collection) (RPG, re, Working Designs, ARC Entertainment, 2000, 8.8)
2. Arc the Lad II (AtLC) (RPG, re)
3. Arc the Lad III (AtLC) (RPG, Re)
4. Arc the Lad Tournament (ATLC) (RPG, RE)
5. Alundra (RPG, Working Designs, Matrix Software, 1997, 8.8)
6. Brave Fencer Musashi (RPG, Square EA, Squaresoft, 1998, 9.0)
7. Breath of Fire III (RPG, Capcom, Capcom, 1997, 8.0)
8. Breath of Fire IV (RPG, Capcom, Capcom, 2001, 8.0)

9. Castlevania - Symphony of the Night (S, Konami, Konami 1997, 9.0)
10. Chrono Cross (RPG, Square, Square, 2000, 10)
11. Chrono Trigger (Final Fantasy Chronicles) (RPG, Square EA, Squaresoft, 2001, 9.4)
12. Colony Wars (S, Psygnosis, Psygnosis, 1998, 9.3)
13. Colony Wars : Vengeance (S, Psygnosis, Psygnosis, 2000, 9.5)
14. Crash Bandicoot - Warped (PL, Sony, Naughty Dog, 1998, 9.1)
15. Crash Bandicoot 2 (PL, Sony, Naughty Dog, 1997, 8.5)
16. Dino Crisis (S, Capcom, Capcom, 1999, 9.2)
17. Dino Crisis 2 (S. Capcom, Capcom, 2000, 9.3)
18. Elemental Gearbolt (S, Working Designs, Alfa System, 7.5)
19. Einhander (SHMUP, Squaresoft, Squaresoft, 1998, 8.0)
20. Final Fantasy (Final Fantasy Origins) (RPG, re, Square-Enix, Square-Enix 2001, 90)
21. Final Fantasy II (Final Fantasy Origins) (RPG, re, same, same, same, same)
22. Final Fantasy IV (Final Fantasy Chronicles) (RPG, Re, same, same, same, same)
23. Final Fantasy Tactics (RPG, Squaresoft, Squaresoft, 1997, 8.5)
24. Final Fantasy V (Final Fantasy Anthology) (RPG, re, Square EA, Squaresoft, 1999, 9.0)
25. Final Fantasy VI (Final Fantasy Anthology) (RPG, re, same, same, same, same)
26. Final Fantasy VII (RPG, Sony, Squaresoft, 1997, 9.5)
27. Final Fantasy VIII (RPG, Square EA, Squaresoft, 1999, 9.0)
28. Final Fantasy IX (RPG, Square EA, Square, 2000, 9.2)
29. Gran Turismo 2 (RA, Sony, Polyphony Digital, 1999, 9.8)
30. Grand Theft Auto 2 (RA, S, Rockstar, DMA, 1999, 6.8)
31. Grandia (RPG, Sony, Game Arts, 1999, 9.0)
32. Legend of Dragoon (RPG, Sony, Sony, 2000, 7.0)
33. Legend of Mana (RPG, Square EA, Squaresoft, 2000, 8.3)
34. Lunar - The Silver Star Story Complete (RPG, RE, Working Designs, Kadokawa Shoten Publishing, 1999, 7.5)
35. Lunar 2 - Eternal Blue Complete (RPG, re, Working Designs, Game Arts, 2000, 8.0)
36. Lunar 2 - Eternal Blue Complete (copy 2)(RPG, re, Working Designs, Game Arts, 2000, 8.0)
37. Mega Man Legends II (RPG, Capcom, Capcom 2000, 8.1)
38. Mega Man X4 (S, Capcom, Capcom, 1997, 7.0)
39. Mega Man X5 (S, Capcom, Capcom, 2001, 8.5)
40. Mega Man X6 (S, Capcom, Capcom, 2001, 8.0)
41. Metal Slug X (S, Agetec, SNK, 2001)
42. Ogre Battle (STR, RE, Atlus, Quest, 1997, 7.9)
43. Persona (RPG, Atlus, Atlus, 1996, 8.0)
44. Persona 2 Eternal Punishment (RPG, Atlus, Atlus, 2000, 8.2)
45. R4: Ridge Racer Type 4 (RA, Namco, Namco, 1999, 9.4)
46. Rhapsody: A Musical Adventure (Tormented RPG, Atlus, Nippon Ichi Software, 2000, 7.5)
47. Ridge Racer (RA, Namco, Namco, 1996, 7.5)
48. R-Type Delta (SHMUP, Acetec, Irem Software, 1999, 8.5)

49. Silhouette Mirage (PL, Working Designs, Treasure, 1999, 9.0)
50. Star Ocean - The Second Story (RPG, Enix, Tri-Ace, 1999, 8.8)
51. Suikoden (RPG, Konami, Konami, 1996, 9.0)
52. Suikoden II (t, RPG, Konami, Komami, 2000, 8.5)
53. Tactics Ogre (STR, RE, Atlus, Quest, 1997, 8.0)
54. Tale of Destiny (RPG, Namco, Nippin Telenet, 1997, 7.5)
55. Tale of Destiny II (RPG, Namco, Nippin Telenet, 2001, 8.0)
56. Tekken 2 (F, Namco, Namco, 1997, 9.0)
57. Thunder Force V (SHMUP, Working Designs, Technosoft, 1997, 8.0)
58. The King of Fighters '99 Evolution (F, Agetec, SNK, 2001, 8.3)
59. Vagrant Story (RPG, Square EA, Square, 2000, 9.6)
60. Valkyrie Profile (RPG, Enix, Tri-Ace, 2000, 9.0)
61. Vandal Hearts (RPG, Konami, Konami, 1997, 8.0)
62. Wipeout 3 (Ra, SCEE, Psygnosis, 1999, 9.1)
63. Wipeout XL (Ra, SCEE, Psygnosis, 1996, 9.0)
64. Xenogears (RPG, Square EA, Squaresoft, 1998, 9.5)

Sega Saturn (2x) (41 Games)

platform 5 (PL)

shooting 8 (S)

racing 3 (RA)

fighters 4 (F)

Role playing 8 (RPG)

Tactical RPG 4 (Tac)

Shoot em up 7 (shmup)

Torrented 12 (t) - games way too expensive

1. Albert Odyssey: Legend of Eldean (RPG, Working Designs, Sunsoft, 1997, 8.0)
2. Antretti Racing (RA. EA Sports, Storm Front Studios, 1997)
3. Batsugun (SHMUP, Banpresto, Toaplan, 1996 7.0)
4. Battle Garegga (SHMUP, Raizing, Raizing, 1996, 9.5)
5. Darius Gaiden (also Darius 2) (S, Taito, Taito, 1997, 8.5)
6. Daytona USA (RA, Sega, Sega-AM2, 1994, 1996)
7. Dragon Force (RPG, Working Designs, Sega, 1996, 8.9)
8. Dodonpachi (SHMUP, Atlus, Cave, 1997, 10)
9. Don Pachi (T, SHMUP, Atlus, Cave, 1996, 10)
10. Fighter's Mega Mix (F, Sega, Sega-AM2, 1997, ???)
11. Gex (PL, Crystal Dynamics, Crystal Dynamics 1995, 7.0)
12. Guardian Heroes (RPG, Working Designs, Treasure, 1997, 9.0)
13. Hyper Duel (SHMUP, Taito, Technosoft, 1995, 8.0)
14. Langrisser I & II Dramaic Edition (t, TAC, NCS, Careerssoft, 1998)
15. Langrisser III (t, TAC, NCS, Careerssoft, 1996)
16. Langrisser IV (t, TAC, NCS, Careerssoft, 1997)
17. Langrisser V (t, TAC, NCS, Careerssoft, 1998)
18. Magic Knight Rayearth (T, RPG, Working Designs, Sega, 1998, 6.5)
19. Mr. Bones (PL, sega, Sega, 1998, ???)
20. Nights into Dreams (PL, Sega, Sonic Team, 1996, 9.0)
21. Off Road Challenge (RA, Crystal Dynamics, Crystal Dynamics, ???)
22. Panzer Dragoon (S, Sega, Team Andromeda, 1995, 8.8)
23. Panzer Dragoon 2 : Zwei (S, Sega, Team Andromeda, 1996, 9.0)
24. Panzer Dragoon Saga! (RPG, Sega, Team Andromeda, 1998, 9.2)

25. Princess Crown (T, RPG, Atlus, Atlus, 1997, 8.5)
 26. Rayman (PL, Ubisoft, Ubisoft, 1995, ???)
 27. Radiant Silvergun (SHMUP, ESP, Treasure, 1998, 9.0)
 28. Sega Rally Championship (RA, Sega, Sega-AM2, 1995, ???)
 29. Shining Force III (RPG, Sega, Camelot Software Planning, 1998, 8.0)
 30. Shining the Holy Ark (RPG, Sega Camelot Software Planning, 1998, 8.0)
 31. Shining Wisdom (RPG, Sega, Camelot Software Planning, 1998, 7.5)
 32. Solar Eclipses (S, Crystal Dynamics, Crystal Dynamics, 1995)
 33. Soukyugurentai (SHMUP, Raizing, Raizing, 1997, 9.5)
 34. Sonic 3D Blast (PL, Sega Traveler's Tales, 1996, ???)
 35. Soviet Strike (Tactical, EA, EA, 1997, 8.0)
 36. Waku Waku 7 (F, Sunsoft, Sunsoft, 1996, 7.5)
 37. Virtua Cop (S, Sega Sega-AM2, 1996, ????)
 38. Virtua Cop 2 (S, Sega, Sega-AM2, 1997, ???)
 39. Virtua Fighter (F, Sega, Sega-AM2, 1994, ???)
 40. Virtua Fighter 2 (F, Sega, Sega-AM2, 1996, ???)
 41. Virtual ON! - Cybertroopers (S, Sega, Sega-AM3, 1997)
- Sega Dreamcast (3x Dreamcasts) (45 Games)
- Platform 5 (PL)
- action 1 (a)
- RPG 5 (RPG)
- driving 14 (DR)
- shooters 10 (S)
- military jet simulations 2 (MJS)
- athletic sports 3 (SP)
- puzzle 1 (PUZ)
- fighters 5 (F)
- Survival Horror 4 (SH)
- Space Shoot 'em Up 2 (SHMUP)
1. AeroWings 2 (MJS, Crave, CRI, 2000, 8.0)
 2. Air Force Delta (MJS, Konami, Konami, 1999, 8.1)
 3. Bangai-O (S, Conspiracy Entertainment, Treasure Inc., 2001, 9.0)
 4. Border Down (T, SHMUP, G. Rev, G. Rev, 2003, 8.0)
 5. Crazy Taxi (DR, Sega, AM3, 2000, 9.7)
 6. Crazy Taxi 2 (DR, Sega, Hitmaker (formally AM3), 2000, 9.2)
 7. Daytona USA (DR, Sega, Amusement Vision, 2001, 9.3)
 8. Dead or Alive 2 (F, Tecmo, Tecmo, 2000, 8.9)
 9. Dreamcast Planetweb 2.0
 10. Ecco the Dolphin - Defender of the Future (PL, Sega, Appaloosa Interactive, 2000, 7.6)
 11. F1 World Grand Prix (DR, Video System, Video System, 2000, 8.6)
 12. F355 Challenge (DR, Acclaim, Sega-AM2, 2000, 9.2)
 13. Fatal Fury - Mark of the Wolves (F, Agetec, SNK, 2001, 9.0)
 14. Grandia 2 (RPG, Ubi-soft, Game Arts, 2000, 9.2)
 15. Hydro Thunder (DR, Midway, Midway, 1999, 8.7)
 16. Legacy of Kain Soul Reaver (PL, Eidos, Crystal Dyanamics 2000, 9.1)
 17. Marvel Vs. Capcom (F, Capcom, Capcom , 1999, 8.8)
 18. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2000, 9.3)
 19. Metropolis Street Racer (Ra, Sega, Bizarre Creations, 2000, 9.1)
 20. NFL 2K (SP, Sega, Visual Concepts, 1999, 9.3)

21. NFL 2K1 (SP, Sega, Visual Concepts, 2000, 9.5)
 22. Phantasy Star Online Episode 1 (RPG, Sega, Sonic Team, 2000, 9.3)
 23. Rayman 2 (PL, Ubisoft, Ubisoft, 2000, 9.6)
 24. Record of Lodoss War (RPG, Conspiracy Entertainment, Kadokawa Shoten Publishing, 2000, 8.7)
 25. Resident Evil 2 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.5)
 26. Resident Evil 3 (S, SH, Capcom, Capcom Production Studio 3, 2000, 8.0)
 27. Resident Evil Code Veronica (S, SH, Capcom, Capcom Production Studio 4, 2000, 9.2)
 28. Rush 2049 (DR, Midway, Atari, 2000, 9.0)
 29. Sega Rally 2 (DR, Sega, AM2, 2000, 9.0)
 30. Shenmue (RPG, Sega, AM2, 2000, 9.7)
 31. Skies of Arcadia (RPG, Sega, Overworks, 2000, 9.2)
 32. Sonic Adventure (2x) (PL, Sega, Sonic Team, 1998, 8.6)
 33. Sonic Adventure 2 (PL, Sega, Sonic Team, 2001, 9.4)
 34. Soul Calibur (F, Namco, Namco, 1999, 10)
 35. Speed Devils (DR, Ubisoft, Ubisoft, 1999, 7.9)
 36. Spiderman (A, Activision, Neversoft, 2000, 9.5)
 37. Street Fighter Alpha 3 (F, Capcom, Capcom, 1999, 9.5)
 38. Test Drive Le Mans (DR Infogrames, Infogrames, 9.4, 2000)
 39. Test Drive V-Rally (DR, Infogrames, Eden Studios, 9.0, 2000)
 40. The Next Tetris Online (PUZ, Sega, Crave Entertainment 2000, 8.0)
 41. Tokyo Extreme Racer (DR, Crave, Genki, 1999, 8.8)
 42. Tomb Raider - The Last Revelation (S, Eidos, Core, 2000, 3.0)
 43. Tony Hawk's Pro Skater (SP, Activision / Crave, Treyarch, 2000, 9.8)
 44. Typing of the Dead (SH, Sega, Smilebit, 2000, 9.0)
 45. Vanishing Point (DR, Acclaim, Clockwork, 2000, 8.6)
 46. Zero Gunner 2 (T, SHMUP, Psikyo, Psikyo, 2001, 8.5)
 47. Dreamcast 1999 Demo Disk x2
- Playstation 2 (3x) (144 Game Cases) (160 games)
- RPG 52 (RPG)
- driving/racing 13 (RA)
- action 27 (A)
- action platformer 12 (APL)
- Puzzle 2 (PUZ)
- Shooter 20 (S)
- fighters 12 (F)
- Horror Survival 5 (SH)
- athletic sports 8 (SP)
- military jet simulations 2 (MJS)
- pirated - shmups excluding Gradius III/IV/V, Silpheed, R-type Final Shoot 'em ups (SHMUPS) 11
1. Ace Combat 04 (MJS, Namco, Namco, 2001, 9.1)
 2. Ace Combat 5 - The Unsung War (MJS, Namco, Project Aces, 2004, 9.3)
 3. Ace Combat Zero The Belkan War (MJS, Namco, Project Aces, 2006, 8.5)
 4. Arcana Hearts (F, Atlus, Examu, 2008, 8.5)
 5. Ar Tonelico Melody of Elemia (RPG, NIS America, Gust, 2007, 7.5)
 6. Ar tonelico II: Melody of Metafalica (RPG, NIS America, Gust, 2009, 8.0)
 7. Arc the Lad 4 - Twilight of the Spirits (RPG, Sony, Cattle Call, 2002, 8.2)

8. Atelier Iris - Eternal Mana (RPG, NIS America, Gust, 2005, 8.9)
9. Atelier Iris 2 - The Azoth of Destiny (RPG, NIS America, Gust, 2006, 8.0)
10. Baldur's Gate Dark Alliance 2 (rpg, vivendi universal, black isle studios, 2003, 8.4)
11. Breath of Fire V - Dragon Quarter (RPG, Capcom, Capcom Production Studios 3, 2003, 8.2)
12. Burnout 3 - Take Down (RA, Electronic Arts, Criterion Games, 2004, 9.5)
13. Castlevania - Lament of Innocence (SH, A, Konami, Konami TYO, 2003, 9.0)
14. Contra - Shattered Soldier (S, Konami, Konami, 2002, 8.0)
15. Crimson Sea 2 (A, Koei, Koei, 2004, 8.4)
16. Dark Cloud (RPG, Sony, Level 5, 2001, 8.4)
17. Dark Cloud 2 (RPG, Sony, Level 5, 2003, 9.0)
18. Devil May Cry (S, A, Capcom, Capcom Production Studios 4, 2001, 9.6)
19. Devil May Cry 3 (A, Capcom, Capcom Production Studio 4, 2005 9.6)
20. Disgaea Hour of Darkness (RPG, Atlus, Nippion Ichi, 2003, 9.2)
21. Disgaea 2: Cursed Memories (RPG, NIS America, Nippion Ichi, 2006, 9.0)
22. DoDonPachi Dai-Ou-Jou (SHMUP, Akira, Cave, 2003, 8.5)
23. Dragon Quest VIII - Journey of the Cursed King (RPG, Square-Enix, Level 5, 2005, 9.0)
24. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
25. ESPN Major League Baseball 2K5 (SP, 2K Games, Visual Concepts, 2005, 8.8)
26. Espgaluda (SHMUP, Arika, Cave, 2003, 7.0)
27. Fatal Frame 2 Crimson Butterfly (Director's Cut version) (SH, A, Tecmo, Tecmo, 2003, 9.5)
28. Final Fantasy X (RPG, Square EA, Square, 2001, 9.5)
29. Final Fantasy X-2 (RPG, Square-Enix, Squaresoft, 2003, 9.5)
30. Final Fantasy XII (RPG, Square-Enix, Squaresoft, 2006, 9.7)
31. Gigawing Generations (SHMUP, Taito, Takumi, 2003, 7.0)
32. God of War (A, Sony, Sony, 2005, 9.8)
33. God of War II (A, Sony, Sony, 2007, 9.7)
34. Gradius III & IV (S, Konami, Konami, 2000, 7.0)
35. Gradius V (S (SHMUP), A Konami, Treasure, 2004, 7.7)
36. Gran Turismo 3 A-Spec (RA, Sony, Polyphony Digital, 2001, 9.8)
37. Gran Turismo 4 (RA, Sony, Polyphony Digital, 2005, 9.5)
38. Gran Turismo 4 (copy 2) (RA, Sony, Polyphony Digital, 2005, 9.5)
39. Grand Theft Auto 3 (RA, Rockstar, DMA, 2001, 9.6)
40. Grand Theft Auto Vice City (RA, Rockstar, Rockstar, 2002, 9.8)
41. Grand Theft Auto - San Andreas (RA, S, Rockstar, Rockstar, 2004, 9.9)
42. Grandia 2 (RPG, Ubisoft, Game Arts, 2001, 7.0)
43. Grandia Xtreme (RPG, Enix, Game Arts, 2002, 7.5)
44. Grandia III (RPG, Square-Enix, Game Arts, 2006, 7.6)
45. Grim Grimoire (RPG, NIS America, Vanillaware, 2007, 8.2)
46. Growlancer II (Growlancer Generations) (RPG, Working Designs, Career Soft, 2004, 8.6)
47. Growlancer III (Growlancer Generations) (RPG, same, same, same, same)
48. Guilty Gear Isuka (also Guilty Gear X3) (F, Sammy Studios, Arc System works, 7.2)
49. Guilty Gear X (F, Sammy Studios, Arc System Works, 2001, 8.8)
50. Guilty Gear XX Accent Core Plus (F, Aksys, Arc System Works, 2009, 8.0)

51. Gunbird Special Edition (SHMUP, Psikyo, Psikyo, 2005, 7.0)
53. Haunting Grounds (Capcom, Capcom, 2006, 7.5)
52. Ibara: Battle Garegga 3 (SHMUP, Taito, Raizing,, 2006, 9.0)
53. Ico (PUZ, Sony, Sony, 2001, 9.4)
54. Jak and Daxter (APL, A, Sony, Naughty Dog Software, 2001, 9.4)
55. Jak 2 (APL, A, Sony, Naughty Dog, 2003)
56. Jak 3 (APL, A, Sony, Naughty Dog, 2004, 9.6)
57. Katamari Damacy (PL, Namco, Namco, 2004, 9.0)
58. Kingdom Hearts (RPG, Square EA, Squaresoft, 2002, 9.0)
59. Kingdom Hearts: Re: Chain of Memories (RPG, Square-Enix, Squaresoft, 2008, 8.0)
60. Kingdom Hearts II (RPG, Square-Enix, Squaresoft, 2006, 9.0)
61. La Pucelle - Tactics (RPG, Mastiff, Nippon Ichi, 2004, 8.8)
62. Madden Football 2002 (SP, EA Sports, Tiburon, 2001, 9.2)
63. Magna Carta - Tears of Blood (RPG, Atlus, Atlus, 2005, 7.5)
64. Makai Kingdom - Chronicles of the Sacred Tome (RPG, NIS America, Nippon Ichi, 2005, 7.5)
65. Mana Khemia 2: Fall of Alchemy (RPG, NIS America, Gust, 2009, 8.4)
66. Marvel Vs. Capcom 2 (F, Capcom, Capcom, 2002, 9.0)
66. Mega Man (Mega Man Anniversary Collection) (A, S, Capcom, Atomic Planet, 2004, 8.5)
67. Mega Man 2 (MMAC) (A, S)
68. Mega Man 3 (MMAC) (A, S)
69. Mega Man 4 (MMAC) (A, S)
70. Mega Man 5 (MMAC) (A, S)
71. Mega Man 6 (MMAC) (A, S)
72. Mega Man 7 (MMAC) (A, S)
73. Mega Man 8 (MMAC) (A, S)
74. Mega Man Battle (MMAC) (A, S)
75. Mega Man Battle 2 (MMAC) (A, S)
76. Mega Man X [MMX Collection] (S, Capcom, Capcom, 2005, 7.0)
77. Mega Man X2 [MMX Collection]
78. Mega Man X3 [MMX Collection]
79. Mega Man X4 [MMX Collection]
80. Mega Man X5 [MMX Collection]
81. Mega Man X6 [MMX Collection]
82. Metal Gear Solid 2 Sons of Liberty (S, A, Konami, Konami, 2001, 9.7)
83. Metal Gear Solid 3 Snake Eater (S, A, Konami, Kojima Productions, 2004, 9.6)
84. Metal Gear Solid 3 Subsistence (A, S, Konami, Kojima Productions, 2006, 9.8)
85. MidNight Club (RA, Rockstar, Rockstar, 2000, 8.6)
86. MidNight Club 2 (RA, Rockstar, Rockstar, 2003, 9.1)
87. Mushihime-sama (SHMUP, Taito, Cave, 2004, 7.0)
88. Odin Sphere (RPG, Atlus, Vanillaware, 2007, 8.8)
89. Okami (Adventure, Capcom, Clover Studio, 2006, 9.0)
90. Onimusha 2 Samurai's Destiny (SH, Capcom, Capcom Production Studios 2, 2002, 8.9)
91. Onimusha 3 Demon Siege (SH, Capcom, Capcom Production Studios 2, 2003, 9.0)

92. Onimusha 4 Dawn of Dreams (SH, Capcom, Capcom, 2006, 9.0)
93. Phantom Brave (RPG, NIS America, Nippon Ichi, 2004, 8.6)
94. Psvvariar 2: Ultimate Final (SHMUP, Success Corporation, SKONEC Entertainment, 2003, 7.0)
95. Radiata Stories (RPG, Square-Enix, Tri-Ace, 2005, 8.0)
96. Raiden III (SHMUP, UFO Interactive, MOSS LTD, 2005, 7.0)
97. Ratchet and Clank (APL, A, Sony, Insomniac Games, 2002, 9.2)
98. Ratchet and Clank 2 - Going Commando (APL, A, Sony, Insomniac Games, 2003, 9.4)
99. Ratchet and Clank - Up Your Arsenal (APL, A, Sony, Insomniac Games, 2004, 9.6)
100. Rayman 2 Revolution (APL, Ubisoft, Ubisoft, 2000, 9.0)
101. Rayman 3 - Hoodlum Havoc (PL, Ubisoft, Ubisoft, 2003, 8.9)
102. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2005, 9.6)
103. Ridge Racer V (RA, Namco, Namco, 2000, 8.0)
104. Rogue Galaxy (RPG, Sony, Level 5, 2007, 8.8)
105. R-Type Final (S (SHMUP), Eidos Interactive, Irem Software Engineering, 2004, 8.1)
106. Sakura Wars: So Long, My Love (RPG & dating, NIS, Red Entertainment, 2010, 9.0)
107. Shadow Hearts - From the New World (RPG, Xseed Games, Nautilus, 2006, 8.8)
108. Shadow Hearts 2 - Covenant (RPG, Midway, Nautilus, 2004, 9.1)
109. Shadow of the Colossus (PUZ, Sony, Sony, 2005, 9.7)
110. Shin Megami Tensei: Digital Devil Saga (RPG, Atlus, Atlus, 2005, 8.0)
111. Shin Megami Tensei: Digital Devil Saga 2 (RPG, Atlus, Atlus, 2005, 8.5)
112. Shin Megami Tensei: Devil Summoner (RPG, Atlus, Atlus, 2007, 8.0)
113. Shin Megami Tensei: Devil Summoner 2 (RPG, Atlus, Atlus, 2009, 8.0)
114. Shin Megami Tensei: Persona 3 (RPG, Atlus, Atlus, 2007, 8.7)
115. Shin Megami Tensei: Persona 4 (RPG, Atlus, Atlus, 2008, 9.0)
116. Shin Megami Tensei: Nocturne (RPG, Atlus, Atlus, 2004, 9.0)
117. Shining Tears (RPG, Sega, Amusement Vision, 2005, 7.7)
118. Silpheed - The Lost Planet (S (SHMUP), Working Designs, Treasure/Game Arts, 2001, 7.9)
119. Sly Cooper and The Thievius Raccoonus (APL, A, Sony, Sucker Punch, 2002, 9.1)
120. Sly 2: Band of Thieves (APL, Sony, Sucker Punch, 2004, 9.2)
121. Sly 3: Honor Amongst Thieves (APL, Sony, Sucker Punch, 2005, 8.5)
122. Soul Calibur II (F, Namco, Namco, 2003, 9.2)
123. Soul Calibur III (F, Namco, Namco 2005, 8.5)
124. Soul Nomad and the World Eaters (RPG, NIS America, Nippin Ichi, 2007, 8.2)
125. Soul Reaver 2 (AF, Eidos, Crystal Dynamics, 2001, 9.0)
126. SSX 3 (SP, RA, EA Sports Big, EA Canada, 2003, 9.5)
127. Star Ocean Till the End of Time (Director's Cut Version) (RPG, Square-Enix, Triace, 2004, 9.0)
128. Star Wars Jedi Starfighter (S, Lucas Arts, Lucas Arts, 2001, 9.0)
129. Steambot Chronicles (RPG, Atlus, Irem, 2006, 8.2)
130. Stella Deus Gates of Eternity (RPG, Atlus, Atlus, 2005, 7.8)
131. Street Fighter 2 (Street Fighter Anniversary Collection) (F, Capcom,

- Capcom Production Studio 2, 2004, 8.5)
132. Street Fighter III: 3rd Strike (SFAC)
 133. Suikoden III (RPG, Konami, Konami, 2002, 9.4)
 134. Suikoden IV (RPG, Konami, Konami, 2005, 7.9)
 135. Suikoden V (RPG, Konami, Konami, 2006, 8.0)
 136. Summoner 2 (RPG, THQ, Volitron, 2002, 8.4)
 137. Tales of the Abyss (RPG, Namco Bandai, Namco Tales Studios, 2006, 8.4)
 138. Tales of Legendia (RPG, Namco-Bandai, Namco Tales Studios, 2006, 8.5)
 139. Tekken 4 (F, Namco, Namco, 2003, 9.0)
 140. Tekken 5 (F, Namco, Namco, 2005, 9.5)
 141. Thunderstrike (S, A, Eidos, Core, 7.0)
 142. Tokyo Extreme Racer 3 (RA, Crave, Genki, 2003, 7.2)
 143. Tokyo Extreme Racer Zero (RA, Crave, Genki, 2001, 8.3)
 144. Twisted Metal Black (RA, S, Sony, Incog Inc, Entertainment, 2001, 9.6)
 145. Valkyrie Profile 2: Silmeria (RPG, Square-Enix, Tri-Ace, 2006, 9.0)
 146. Virtua Fighter (F)
 147. Virtua Fighter 4 Evolution (F, Sega, Sega-AM2, 2003, 9.5)
 148. Wild Arms 4 (RPG, Xseed Games, Media Vision, 2006, 8.0)
 149. Wild Arms 5 (RPG, Xseed Games, Media Vision, 2008, 8.0)
 150. Wild Arms Alter Code F (RPG, AgeTec, Media Vision, 2005, 7.7)
 151. Winning Eleven Soccer 6 International (SP, Konami, Konami TYO, 2003, 9.0)
 152. Winning Eleven Soccer 7 International (SP, Konami, Konami TYO, 2004, 9.1)
 153. Winning Eleven Soccer 8 International (SP, Konami, Konami TYO, 2005, 9.4)
 154. Winning Eleven Soccer 9 International (SP, Konami, Konami TYO, 2006, 9.1)
 155. Wipeout Fusion (RA, Sony, Sony, 2001, 9.0)
 156. World Series Baseball 2K3 (SP, Sega, Visual Concepts, 2003, 9.0)
 157. Xenosaga Episode I - The Will of Power (RPG, Namco, Monolith Software, 2001, 8.8)
 158. Xenosaga Episode II - Beyond Good and Evil (RPG, Namco, Monolith Software, 2005, 7.9)
 159. Xenosaga Episode III - Also Sprach Zarathustra (RPG, Namco Bandai, Monolith Software, 2006, 8.0)
 160. Ys VI - Ark of Napishtim (RPG, Konami, Falcon, 2005, 7.8)
- Gamecube (33 Game Cases) (46 Playable games)
- RPG 15 (Metroid Prime 1 & 2 are RPGs) (RPG)
- Card RPG 1 (CRPG)
- action platform 9 (APL)
- fighter 2 (F)
- racing 4 (RA)
- puzzle 2 (PUZ)
- Survival Horror - 3 (SH)
- action 12 (A)
- First Person Shooters 3 (Metroid Prime 1 & 2) (FPS)
- athletic sports 1 (SP)
- retro 16 (RE)
1. Baten Kaitos - Eternal Wings and the Lost Ocean (RPG, CRPG, Namco,

Monolith Software, 2003, 8.8)

2. Comix Zone (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ??)
3. Dr. Robotnic's Mean Bean Machine (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
4. Eternal Darkness (SH, A, Nintendo, Silicon Knights, 2002, 9.6)
5. FIFA Soccer 2002 (SP, EA Sports, EA Sports Canada, 2001, 8.6)
6. Final Fantasy Crystal Chronicles (RPG, Nintendo, Game Designers Studio, 2002, 7.6)
7. F-Zero GX (Ra, Nintendo, Amusement Vision, 2003 9.3)
8. Ikaruga (S, A, Atari, Treasure, 2002, 8.3)
9. Legend of Zelda (Legend of Zelda Promotional Disc) (RPG, RE, Nintendo Nintendo, 1986, 10)
10. Legend of Zelda II Adventures of Link (Legend of Zelda Promotional Disc) (RPG, RE, 1988, 1990, 7)
11. Legend of Zelda - Majora's Mask (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 2000, 9.9)
12. Legend of Zelda - Ocarina of Time (Legend of Zelda Promotional Disc) (RPG, Nintendo, Nintendo, 1998, 10)
13. Legend of Zelda - Ocarina of Time / Master Quest Bonus Disc (RPG, Nintendo, Nintendo, 1998, 1999, 10)
14. Legend of Zelda - The Twilight Princess (RPG, Nintendo, Nintendo, 2006, 9.7)
15. Legend of Zelda Wind Waker (RPG, Nintendo, Nintendo, 2003, 9.6)
16. Mario Kart Double Dash (RA, Nintendo, Nintendo, 2003, 7.9)
17. Metal Gear Solid Twin Snakes (A, S, Konami, Silicon Knights, 2003 8.5)
18. Metroid (NES) (A, Nintendo, Intelligent Systems, 1985, 9.5)
19. Metroid Prime (RPG, FPS, A, Nintendo, Retro Studios, 2002 9.8)
20. Metroid Prime 2 - Echoes (FPS, RPG, Nintendo, Retro Studios, 2004, 9.5)
21. Paper Mario 2 - The Thousand Year Door (RPG, Nintendo, Intelligent Systems, 2004, 9.1)
22. Resident Evil (SH, Capcom, Capcom Production Studio 4 / Flagship, 2002, 9.0)
23. Resident Evil 4 (SH, Capcom, Capcom Production Studio 4, 2004, 9.8)
24. Resident Evil Zero (SH, Capcom, Capcom Production Studio 4, 2002, 8.1)
25. Ristar (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, 1995)
26. Skies of Arcadia Legends (RPG, Sega, Overworks, 2003, 8.5)
27. Sonic 3D Blast (Sonic Mega Collection) (RE, APL, Sega, Traveler's Tales, 1996)
28. Sonic and Knuckles (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1994)
29. Sonic Spinball (Sonic Mega Collection) (RE, PUZ, Sega, Sega, 1993)
30. Sonic the Hedgehog (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1990)
31. Sonic the Hedgehog 2 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1991)
32. Sonic the Hedgehog 3 (Sonic Mega Collection) (RE, APL, Sega, Sonic Team, 1993)
33. Soul Calibur 2 (F, Namco, Project Soul, 2003, 9.2)
34. Star Fox Adventures (APL, Nintendo, Rare, 2002, 9.0)

35. Star Wars Rogue Squadron II - Rogue Leader (S, Lucas Arts, Factor 5, 2001, 9.0)
 36. Super Mario Sunshine (APL, Nintendo, Nintendo, 2002, 9.4)
 37. Super Monkey Ball (RA, PUZ, Sega, Amusement Vision, 2001, 8.3)
 38. Super Smash Bros. Melee (F, Nintendo, HAL Laboratory, 2001, 9.6)
 39. Tales of Symphonia (RPG, Namco, Namco, 2003, 8.5)
 40. The Ooze (unlockable in Sonic Mega Collection) (RE, APL, Sega, Sega, ???)
 41. Timesplitters 2 (FPS, A, Eidos, Free Radical Design, 2002, 9.1)
 42. Viewtiful Joe (F, A, Capcom, Capcom Production Studio 4, 2002, 9.5)
 43. Viewtiful Joe 2 (S, A, Capcom, Capcom Production Studio 4, 2004, 9.1)
 44. Wave Race Blue Storm (RA, Nintendo, Nintendo, 2001, 9.1)
 45. XG3: Extreme-G (RA, Acclaim, Acclaim, 2001, 8.8)
 46. XGRA: Extreme-G Racing Association (also Extreme-G 4) (RA, Acclaim, Acclaim, 2003, 8.5)
- XBOX (68 Game Cases) (69 Playable games)
- RPG 8 (RPG)
- action 21 (A)
- action platformer 1 (APL)
- shooters 10 (S)
- Fighters 8 (F)
- First Person Shooters 9 (FPS)
- Third Person Shooter 1 (TPS)
- racing 11 (RA)
- Athletic Sports 10 (SP)
- Aircraft Simulations 1 (ACS)
- survival horror 3 (SH)
- SIMULATION 3 (SIM)
1. Amped: Extreme Snowboarding (S, Microsoft, Microsoft, 2001, 8.5)
 2. Baldur's Gate Dark Alliance (RPG, Interplay, Black Isle Studios, 2001, 8.5)
 3. Colin McRae Rally 04 (RA, Codemasters, Codemasters, 2003, 8.7)
 4. Conker Live and Reloaded (A, Microsoft Game Studios, Rare, 2005, 8.0)
 5. Crimson Sea (RPG, Koei, Koei, 2002, 8.1)
 6. Crimson Skies (ACS, Microsoft, Microsoft Game Studios, 2003, 9.1)
 7. Dead or Alive 2 Ultimate (DOA Ultimate Collection) (F, same, same, same, same)
 8. Dead or Alive 3 (F, Tecmo, Team Ninja, 2001, 9.4)
 9. Dead or Alive Extreme Beach Volleyball (SP, Tecmo, Team Ninja, 2003, 9.2)
 10. Dead or Alive Ultimate (DOA Ultimate Collection) (F, Tecmo, Team Ninja, 2004, 9.2)
 11. Deus Ex 2 - The Invisible War (FPS, S, Eidos Interactive, Ion Storm, 2003, 9.0)
 12. Doom 3 (FPS, Activision, iD Software, 2005, 9.3)
 13. Elder Scrolls III Game of the Year Edition (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
 14. ESPN Football 2K5 (SP, Sega, Visual Concepts, 2004, 9.3)
 15. ESPN NHL Hockey 2K5 (S, Sega, Kush & Visual Concepts, 2005, 9.3)
 16. Fable (RPG, Microsoft, Lionhead/Big Blue Box, 2004, 9.3)
 17. Far Cry Instincts (FPS, S, Ubisoft, Ubisoft Montreal, 2005, 9.2)
 18. Fatal Frame 2 - Crimson Butterfly (SH, Tecmo, Tecmo, 2004, 9.0)

19. Fatal Frame Director's Cut (SH, Tecmo, Tecmo, 2002, 8.8)
20. Forza Motorsport (RA, Microsoft Game Studios, Microsoft Game Studios, 2005, 9.5)
21. Full Spectrum Warrior (S, TPS, THQ, Pandemic Studios, 2004, 9.2)
22. Genma Onimusha (F, A, Capcom, Capcom Production Studio 2, 8.3)
23. Grand Theft Auto III (A, Rockstar, Rockstar North, 2003, 9.5)
24. Grand Theft Auto Vice City (A, Rockstar, Rockstar North, 2003, 9.5)
25. Guilty Gear X2 Reloaded (F, Sammy, Arc System Works, 2003, 8.9)
26. Half-life 2 (FPS, S, EA Games, Valve, 2005, 9.5)
27. Halo 2 (FPS, S, A, Microsoft, Bungie, 2004, 9.8)
28. Halo Combat Evolved (FPS, S, Microsoft, Bungie, 2001, 9.8)
29. Jade Empire Limited Edition (RPG, Microsoft, Bioware, 2005, 9.9)
30. Jet Set Radio / Sega GT 2002 Combo DVD (RA, Microsoft, WoW Entertainment, 2002, ????)
31. Legacy of Kain - Defiance (A, Eidos, Crystal Dynamics, Crystal Dynamics, 2004, 8.0)
32. Mech Assault (SIM, Microsoft Game Studios, Day 1 Studios, 2002, 9.3)
33. Mech Assault 2 - LoneWolf Limited Edition (SIM, Microsoft Game Studios, Day 1 Studios, 2004, 8.9)
34. Mercenaries (S, Lucas Arts, Pandemic Studios, 2004, 9.1)
35. Metal Gear Solid 2 - Substance (S, Konami, Konami, 2003, 9.0)
36. Mortal Kombat V - Deadly Alliance (F, Midway, Midway, 2002, 8.6)
37. Mortal Kombat VI - Deception (F, Midway, Midway, 2004, 8.8)
38. Mortal Kombat VII - Shaolin Monks (F, Midway, Midway, 2005, 8.0)
39. Moto GP (RA, THQ, Climax Studios, 2002, 8.8)
40. Moto GP 2 (RA, THQ, Climax Studios, 2003, 8.8)
41. Nascar Thunder 2003(RA, EA Sports, Tuburon, 2002, 8.5)
42. Ninja Gaiden (A, F, Tecmo, Team Ninja, 2004, 9.4)
43. Panzer Dragoon Orta (S, A, Sega, Smilebit, 2002, 9.2)
44. Phantom Dust (A, Majasco, Microsoft Gaming Studios, 2004, 8.5)
45. Prince of Persia: Sands of Time (A, PL, Ubisoft, Ubisoft, 9.6)
46. Prince of Persia: Warrior Within (APL, Ubisoft, Ubisoft, 2004, 8.7)
47. Project Gotham Racing (RA, Microsoft, Bizarre Creations, 2001, 8.8)
48. Project Gotham Racing 2 (RA, Microsoft, Bizarre Creations, 2003, 9.5)
49. Project Snowblind (FPS, S, Eidos, Crystal Dynamics, 2005, 8.8)
50. Rallisport Challenge (RA, Microsoft, Digital Illusions CE, 2002, 9.2)
51. Rallisport Challenge 2 (RA, Microsoft, Digital Illusions CE, 2003, 9.2)
52. Return to Castle Wolfenstein - Tides of War (FPS, S, A, Activision, Nerve Software, 2003, 9.3)
53. Shenmue 2 (RPG, Sega, AM2, 8.3)
54. Silent Hill 2 (SH, A, Konami, Konami, 2001, 8.2)
55. Splinter Cell (S, A, Ubisoft, Ubisoft, 2002, 9.6)
56. Splinter Cell 2 - Pandora Tomorrow (A, Ubisoft, Ubisoft Montral, 2004, 9.5)
57. Splinter Cell 3 - Chaos Theory (A, Ubisoft, Ubisoft Montral, 2005, 9.6)
58. Splinx - The Mummy's Curse (APL, THQ, Eurocom, 2003, 8.5)
59. Star Wars Battlefront (S, FPS, LucasArts, Pandemic Studios, 2004, 8.5)
60. Star Wars: Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003, 9.5)
61. Star Wars: Knights of the Old Republic II - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 9.3)

- 62. Tony Hawk's Pro Skater 2x (SP, Activision, Treyarch, 2001, 7.5)
- 63. Tony Hawk's Pro Skater 3 (SP, Activision, Neversoft, 2001, 9.5)
- 64. Tony Hawk's Pro Skater 4 (SP, Activision, Neversoft, 2002, 9.0)
- 65. Tony Hawk's Underground (SP, Activision, Neversoft, 2003, 8.9)
- 66. Tony Hawk's Underground 2 (SP, Activision, Neversoft, 2004, 8.9)
- 67. Top Spin (SP, Microsoft Game Studios, Power and Magic Development, 2004, 9.3)
- 68. Unreal Championship (FPS, S, A, Infogrames, Digital Extremes, 2002, 9.2)
- 69. Unreal Championship 2 - The Liandri Conflict (S, Midway Games, Epic Games, 2004, 9.3)

Nintendo DS (39 Games)

Action 5 (A)

Platform 5 (PL)

First Person Shooter 1 (FPS)

Simulation 1 (SIM)

RPG 19 (RPG)

Strategy RPG 3 (SRPG)

Racing 1 (Ra)

shooter 1 (s)

Adventure 2 (Adv)

- 1. 999: Nine Hours, Nine Persons, Nine Doors (Adv, Aksys, Chunsoft, 2010, 9.0)
- 2. Bangai-O Spirits (S, ESP, Treasure, 2008, 8.5)
- 3. Castlevania - Dawn of Sorrow (A, Konami, Konami, 2005, 9.3)
- 4. Castlevania - Portrait of Ruin (A, Konami, Konami, 2006, 9.0)
- 5. Castlevania - Order of Ecclesia (A, Konami, Konami, 2008, 9.0)
- 6. Chrono Trigger (RPG, square-Enix, Square-enix, 2008, 9.0)
- 7. Dragon Quest IV - Chapters of the Chosen (RPG, Square-Enix, ArtePiazza, 2008, 8.5)
- 8. Dragon Quest V - Hand of the Heavenly Bride (RPG, Square-Enix, ArtePiazza, 2009, 9.0)
- 9. Dragon Quest VI - Realms of Revelvation (RPG, Square-Enix, ArtePiazza, 8.0)
- 10. Dragon Quest IX - Sentinels of a Starry Sky (RPG, Square-Enix, Level 5, 2010, 8.5)
- 11. Disgaea DS (SRPG, NIS America/Atlus, Nippionichi software, 2010, 8.5)
- 12. Final Fantasy III (RPG, Square-Enix, Square-Enix, 2006, 7.9)
- 13. Final Fantasy IV (RPG, Square-Enix, Square-Enix, 2008, 8.8)
- 14. Final Fantasy XII - Revenant Wings (SRPG, Square-Enix, Square-Enix, 2007, 8.0)
- 15. FINAL FANTASY TACTICS A2: Grimoire of the Rift (SRPG, Square-Enix, Square-Enix, 2009, 8.0)
- 16. Fire Emblem Shadow Dragon (RPG, Nintendo, Nintendo, 2007, 8.0)
- 17. Ghost Trick: Phantom Detective (Adv, Capcom, Capcom, 2011, 9.0)
- 18. Kingdom Hearts 358/2 (RPG, Square-Enix, H.A.N.D.z, 2009, 8.0)
- 19. Kirby Cavas Curse (PL, Nintendo, Hal Laboratory, 2005, 9.0)
- 20. Knights of the Nightmare (RPG, Atlus, Sting, 2009, 8.8)
- 21. Legend of Zelda Phantom Hourglass (RPG, Nintendo, Nintendo, 2007, 9.0)
- 22. Legend of Zelda Spirit Tracks (RPG, Nintendo, Nintendo, 2009, 8.5)
- 23. Lunar Knights (RPG, Konami, Kojima Productions, 2007, 8.5)

24. Mario and Luigi - Partners in Time (RPG, Nintendo, Alpha Dream, 2005, 9.0)
25. Mario and Luigi - Bowser's Inside Story (RPG, Nintendo, Alpha Dream, 2009, 9.5)
26. Mario Kart DS (Ra, Nintendo, Nintendo, 2005, 9.5)
27. Mega Man ZX (Capcom, Capcom, 2007, 8.0)
28. Mega Man ZX Advent (Capcom, Capcom, 2008, 8.0)
29. Metroid Prime Hunters (FPS, Nintendo, Nintendo, 2006, 9.0)
30. Might & Magic: Clash of Heroes (RPG, Ubisoft, Cappybara Games, 2009, 8.0)
31. New Super Mario Bros. (PL, Nintendo, Nintendo, 2006, 9.5)
32. Nintendogs - Labrador and Friends (SIM, Nintendo, Nintendo, 2005, 8.9)
33. Radiant Historia (RPG, Atlus, Atlus, 2011, 8.5)
34. Shin Megami Tensei - Devil Survivor (RPG, Atlus, Atlus, 2009, 8.9)
35. Shin Megami Tensei - Devil Survivor 2 (RPG, Atlus, Atlus, 2012, 8.9)
36. Sonic Rush (PL, Sega, Dimps, 2005, 9.0)
37. Sonic Rush Adventure (PL, Sega, Dimps, 2008, 9.0)
38. Super Mario 64 DS (PL, Nintendo, Nintendo, 2004, 8.9)
39. The World Ends With You (RPG, Square-Enix, Jupiter, 2007, 9.0)

Playstation Portable (27 games)

racing 3 (RA)

Puzzle 1 (PUZ)

platform 2 (PL)

RPG 18 (RPG)

Third Person Shooter 2 (TPS)

1. Castlevania Dracula X Chronicles (RPG, Konami, Konami, 2007, 8.0)
2. Crimson Gem Saga (RPG, Atlus, Ironnos / SK Telecom, 2009, 8.0)
3. Crisis Core: Final Fantasy VII (RPG, Square-Enix, Square-Enix, 2008, 8.7)
4. Dexter (PL, Sony, Ready at Dawn Studios, 2006, 9.0)
5. Disgaea: Afternoon of Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.5)
6. Disgaea 2: Dark Hero Days (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)
7. Jeanne D'Arc (RPG, Sony, Level 5, 2007, 9.0)
8. Legend of Heroes Trails of the Skies (RPG, Xseed Games, Falcom, 9.0)
9. Lumines (PUZ, Ubisoft, Bandai, 2005, 8.0)
10. Lunar The Silver Star Harmony (RPG, Xseed, Gamearts, 2010, 8.0)
11. Kingdom Hearts - Birth By Sleep (RPG, Square-Enix, Square-Enix, 2010, 8.0)
12. Metal Gear Solid: Portable Ops (TPS, Konami, Kojima Productions, 2006, 9.0)
13. Metal Gear Solid: Peace Walker (TPS, Konami, Kojima Productions, 2010, 9.5)
14. Persona 2: Innocent Sins (RPG, Atlus, Atlus, 2010, 7.5)
15. Persona 3 Portable (RPG, Atlus, Atlus, 2010, 9.0)
16. Ratchet and Clank: Size Matters (PL, Sony, High Impact Games, 2007, 9.0)
17. Ridge Racers (RA, Namco, Namco, 2005, 9.1)
18. Star Ocean The First Departure (RPG, Square-Enix, Tri-ace, 2008, 8.5)
19. Tales of Eternia (RPG, Namco/Ubisoft, Namco Tales Studios, 2006, 8.8)
20. Tactics Orge: How We Cling Together (remake, RPG, Square-Enix, Square-Enix, 2011, 9.0)

21. Valkyria Chronicles 2 (RPG, Sega, Sega, 2010, 9.0)
 22. Valkyrie Profile Lenneth (RPG, Square-Enix, Tri-ace, 2006, 8.5)
 23. Wipeout Pure (Ra, SCEA, Sony Liverpool, 2005, 9.1)
 24. Wipeout Pulse (Ra, SCEA, Sony Liverpool, 2007, 8.5)
 25. Ys Seven (RPG, Falcon, Falcon, 2010, 8.5)
 26. Ys - Ys: The Oath in Felghana (RPG, Falcon, Falcon, 2010, 8.5)
 27. Z.H.P. Unlosing Ranger vs Darkdeath Evilman (RPG, NIS America, NIS, 2010, 8.5)
- Wii (20 games)
- Platformer (PL) 5
- First Person Shooter (FPS) 2
- Fighter (F) 2
- Racing (ra) 1
- Sim (Sim) 1
- Action-Adventure 3 (Adv)
- Action 1 (a)
- RPG 4 (RPG)
1. Donkey Kong Country Returns (PL, Nintendo, Retro Studios, 2010, 9.0)
 2. Fire Emblem _ Radiant Dawn (RPG, Nintendo, Nintendo, 2007, 9.0)
 3. Legend of Zelda - The Twilight Princess (Action-Adv, Nintendo, Nintendo, 2006, 9.0)
 4. Legend of Zelda - Skyward Sword (Action-Adv, Nintendo, Nintendo, 2011, 9.0)
 5. Mario Kart Wii (Ra, Nintendo, Nintendo, 2008, 8.5)
 6. Metroid Prime 3 Corruption (FPS, Nintendo, Retro Studio, 2007, 9.5)
 7. Metroid Prime Trilogy (FPS, Nintendo, Retro Studios, 2009, 9.5)
 8. Metroid: Other M (Adv, Nintendo, Team Ninja, 2010, 7.5)
 9. Monster Hunter Tri (RPG, Capcom, Capcom, 2010, 8.0)
 10. Muramasa: The Demon Blade (Sim, Ignition Entertainment, Vanillaware, 2009, 8.9)
 11. Sakura Wars: So Long, My Love (RPG dating, NIS, Red Entertainment, 2010, 9.0)
 12. Sins and Punishment Star Successor (A, Nintendo, Treasure, 2010, 8.5)
 13. New Super Mario Bros. Wii (PL, Nintendo, Nintendo, 2009, 8.5)
 14. Sonic Colors (PL, Sega, Sonic Team, 2010, 8.0)
 15. Super Mario Galaxy (PL, Nintendo, Nintendo, 2007, 9.7)
 16. Super Mario Galaxy 2 (PL, Nintendo, Nintendo, 2010, 9.9)
 17. Super Paper Mario (PL, Nintendo, Intelligent Systems, 2007, 9.0)
 18. Super Smash Bros. Brawl (F, Nintendo, Game Arts, 2008, 9.5)
 19. Tatsunoko vs. Capcom (F, Capcom, Eighting, 2010, 9.0)
 20. The Last Story (RPG, XSeed Games, Mystwalker, 2012, 8.5)
 21. Xenoblade Chronicles (RPG, NIntendo, Monolithsoft, 2012, 9.0)
- XBOX 360 (45 Games)
- Racing (RA) 6
- First Person Shooter (FPS) 5
- Third Person Shooter (TPS) 3
- Fighter (F) 1
- Platform (PL) 3
- Survival Horror (SH) 1
- Role Playing (RPG) 7

Action (A) 1

Adventure (Adv) 1

Survival Horror (SH) 1

Military Jet Sim (MJS) 1

Shoot em Up (SHMUP) 6

1. Ace Combat 6 - Fires of Liberation (MJS, Namco-Bandai, Project Aces, 2007, 8.5)
2. Akai Katana (SHMUP, Rising Star Games, Cave, 2012, 7.5)
3. Banjo Kazooie - Nuts & Bolts (APL, Microsoft, RAREWARE, 2008, 9.0)
4. BIOSHOCK (FPS, 2K Games, 2K Boston/2K UK, 2007, 9.7)
5. BIOSHOCK 2 (FPS, 2K Games, 2KBoston/2K Australia, 2010, 8.5)
6. Call of Duty 2 (FPS, Activision, Infantry Ward, 2005, 9.4)
7. Condemned: Criminal Origins (SH, Sega, Monolith Productions, 2005, 8.8)
8. Dead or Alive 4 (F, Tecmo, Tecmo, 2005, 9.0)
9. Dead Rising (SH, Capcom, Capcom Production Studio 1, 2006, 8.4)
10. Death Smiles (SHMUP, Aksys, Cave, 2011, 8.0)
11. Do Don Pachi Resurrection (SHMUP, Cave, Cave, 2011, 8.0)
12. Do Don Pachi Saidaioujou (SHMUP, Cave, Cave, 2013, 8.0)
13. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
14. Espgaluda II black label (SHMUP, Cave, Cave, 2010, 8.5)
15. Eternal Sonata (RPG, Namco-Bandai, tri-Crescendo, 2007, 8.0)
16. Fable II (RPG, Microsoft, Lionhead Studios, 2008, 9.0)
17. Forza Motorsport 2 (Ra, Microsoft, Turn 10, 2007, 9.0)
18. Forza Motorsport 3 (Ra, Microsoft, Turn 10, 2009, 9.5)
19. Forza Motorsport 4 (Ra, Microsoft, Turn 10, 2011, 9.5)
20. Gears of War (TPS, Microsoft, Epic Games, 2006, 9.4)
21. Gears of War 2 (TPS, Microsoft, Epic Games, 2008, 9.0)
22. Gears of War 3 (TPS, Microsoft, Epic Games, 2011, 9.0)
23. Ghost Recon Advanced Warfighter (FPS, Ubisoft, Ubisoft Paris, 2006, 10)
24. Ghost Recon Advanced Warfighter 2 (FPS, Ubisoft, Ubisoft Paris, 2007, 9.0)
25. Halo 3 (FPS, Microsoft Game Studios, Bungie Studios, 2007, 9.5)
26. Halo Reach (FPS, Microsoft Game Studios, Bungie Studios, 2010, 9.0)
27. Halo 3 - ODST (FPS, Microsoft Game studios, Bungie Studios, 2009, 9.0)
28. Halo 4 (FPS, Microsoft Game Studios, 343 Industries, 2012, 9.0)
29. Kameo Elements of Power (PL, Microsoft, RARE, 2005, 8.4)
30. Mass Effect (RPG, Microsoft Game Studios, Bioware, 2007, 9.4)
31. Mass Effect 2 (RPG, Microsoft Game Studios, Bioware, 2010, 9.5)
32. Mushihimesama Futari 1.5 (SHMUP, Cave, Cave, 2010, 8.5)
33. Moto GP 2006 (THQ, Climax, 2006, 8.4)
34. Need for Speed Most Wanted (Ra, Electronic Arts, Electronic Arts, 2005, 8.0)
35. Ninja Gaiden II (A, Tecmo, Team Ninja, 2008, 8.6)
36. Perfect Dark Zero (FPS, Microsoft, Rare, 2005, 8.2)
37. Pink Sweets: Ibara Sorekara / Muchi-Muchi Pork (SHMUP, AMI, Cave, 2008, 7.0)
38. Prey (FPS, 3D Realms/2K games, Human Head Studios/Venom Studios, 2006, 9.0)
39. Project Gotham Racing 3 (Ra, Microsoft, Bizzare Creations, 2005, 8.9)

40. Rainbow Six Vegas (FPS, Ubisoft, Ubisoft Paris, 2006, 9.3)
 41. Sonic the Hedgehog (PL, Sega, Sonic Team, 2007, 4.4)
 42. Splinter Cell Double Agent (A, Ubisoft, Ubisoft Montreal/Ubisoft Shanghai, 2006, 9.1)
 43. Star Ocean - The Last Hope (RPG, Square-Enix, Tri-Ace, 2009, 8.8)
 44. Tales of Versepia (RPG, Namco, Namco Tales Studios, 2008, 9.0)
 45. Tomb Raider Legend (Adv, Eidos Interactive, Crystal Dynamics, 2006, 8.0)
- Playstation 3 (2x) (122 Games)
- Role playing (RPG) 31
- First Person Shooter (FPS) 12
- Third Person Shooter (TPS) 8
- Racing (Ra) 9
- Fighter (F) 15
- Action (A) 7
- Action Platformer (APL) 6
- Adventure (Adv) 14
- Sports (Sp) 8
- Competition (c) 1
1. Arcana Heart 3 Love Max (Aksys Games, Examu, 2014, 7.5)
 2. Ar nosurge - Ode to a Unborn Star (Tecmo Koei, Gust, 2014, 8.0)
 3. Assassin's Creed (Adv, Ubisoft, Ubisoft, 2007, 9.0)
 4. Assassin's Creed 2 (Adv, Ubisoft, Ubisoft, 2009, 9.0)
 5. Assassin's Creed: Brotherhood (Adv, Ubisoft, Ubisoft, 2010, 9.0)
 6. Assassin's Creed III (Adv, Ubisoft, Ubisoft, 2012, 9.0)
 7. Atelier Ayesha -- The Alchemist of Dusk (RPG, NIS America, Gust Corporation, 2013, 7.5)
 8. Atelier Escha & Logy: Alchemists of the Dusk Sky (RPG, Tecmo-Koei, Gust Corporation, 2014, 8.0)
 9. Atelier Meruru: The Apprentice of Arland (RPG, NIS America, Gust Corporation, 2012, 6.5)
 10. Atelier Rorona - The Alchemist of Arland (RPG, NIS America, Gust Corporation, 2010, 6.5)
 11. Atelier Shallie: Alchemists of the Dusk Sea (RPG, NIS America, Gust Corporation, 2015, 7.5)
 12. Atelier Totori - The Adventurer of Arland (RPG, NIS America, Gust Corporation, 2011, 8.0)
 13. AquaPazza: AquaPlus Dream Match (F, Atlus, Examu, 2013, 7.5)
 14. The Awakened Fate Ultimatum (RPG, Nippon Ichi, Nippon Ichi, 2014, 7.5)
 15. Batman: Arkham Asylum (A, Eidos Interactive, Rocksteady Studios, 2009, 9.3)
 16. Batman: Arkham City (A, Warner Bros Interactive, Rocksteady Studios, 2011, 9.0)
 17. Bioshock Infinite (FPS, 2K games, Irrational Games, 2013, 8.5)
 18. Burnout Paradise (Ra, EA Games, Criterion Games, 2008, 9.0)
 19. BlazBlue: Calamity Trigger (Atlus, Arc System Works, 2009, 9.0)
 20. BlazBlue: Continuum Shift (Atlus, Arc System Works, 2010, 9.0)
 21. BlazBlue: Chrono Phantasma (Atlus, Arc System Works, 2014, 8.5)
 22. Borderlands (FPS, Activision, Gearbox, 2008, 8.5)
 23. Borderlands 2 (FPS, Activision, Gearbox, 2012, 8.5)
 24. Call of Duty 4: Modern Warfare (FPS, Activision, Infantry Ward, 2007, 9.4)
 25. Call of Duty 4: Modern Warfare 2 (FPS, Activision, Infantry Ward, 2009,

9.5)

26. Call of Duty 4: Modern Warfare 3 (FPS, Activision, Infantry Ward, 2011, 9.5)

27. Call of Duty Black Ops (FPS, Activision, Treyach, 2010, 9.0)

28. Call of Duty Black Ops 2 (FPS, Activision, Treyach, 2012, 9.5)

29. Castlevania - Lords of Shadow (Adv, Konami, MercurySteam, 2010, 8.0)

30. Catharine (Adv, Atlus, Atlus, 2011, 8.5)

31. Dark Souls (RPG, Namco, From Software, 2011, 9.5)

32. Dark Souls II (RPG, Namco, From Software, 2014, 8.5)

33. Dead or Alive 5 (F, Tecmo, Team Ninja, 2012, 8.0)

34. Dead Space (Adv, EA, EA, 2008, 9.0)

35. Dead Space 2: Limited Edition (Adv, EA, EA, 2011, 9.0)

36. Dead Space Extraction (Adv, EA, EA, 2011, 8.0)

37. Demon's Souls (RPG, Atlus, From Software, 2009, 9.0)

38. Deus Ex: Human Revolution (RPG, Square-Enix, Eidos Montreal, 2011, 8.5)

39. Devil May Cry (A, Capcom, Capcom Production Studio 1, 2013, 8.5)

40. Devil May Cry 4 (A, Capcom, Capcom Production Studio 1, 2008, 8.7)

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41. Diablo 3 (RPG, Blizzard, Blizzard, 2013, 8.0)

42. Disgaea 3 - Absence of Justice (RPG, Atlus, Nippion Ichi Software, 2008, 8.8)

43. Disgaea 4 - A Promise Unforgotten (RPG, Atlus, Nippion Ichi Software, 2011, 8.5)

44. Disgaea D2 -- A Brighter Darkness (RPG, Nippion Ichi Software, Nippion Ichi Software, 8.0)

45. Doom 3 - BFG Edition (FPS, Bethesda Softworks, id Software, 2011, 8.0)

46. Dragon's Crown (RPG, Atlus, Vanillaware, 2013, 8.0)

47. Elder Scrolls IV - Oblivion Game of the Year Edition (RPG, 2K games, Bethesda Softworks, 2009, 9.0)

48. Elder Scrolls V - Skyrim (RPG, 2K games, Bethesda Softworks, 2011, 9.0)

49. Enslaved: Odyssey to the West (Adv, Namco, Ninja Theory, 2010, 8.0)

50. F1 Championship Edition (RA, Sony, Liverpool, 2007, 8.8)

51. FIFA '12 (Sp, EA Sports, EA Canada, 9.0)

52. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2007, 9.0)

53. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2009, 8.5)

54. Final Fantasy X/X-2 Remastered (RPG, Square-Enix, Square-Enix, 2014, 9.0)

55. Final Fantaasy XIII Lightnings Return (RPG, Square-Enix, Square-Enix, 2014, 7.0)

56. Final Fantasy XIII (RPG, Square-Enix, Square-Enix, 2010, 9.0)

57. Final Fantasy XIII-2 (RPG, Square-Enix, Square-Enix, 2012, 8.0)

58. God of War: Ascension (TPS, Sony, Sony, 2013, 8.0)

59. God of War Collection (TPS, Sony, Sony, 2009, 9.0)

60. God of War Origins Collection (TPS, Sony, Sony, 2011, 9.0)

61. God of War III (TPS, Sony, Sony, 2010, 9.3)

62. Gran Turismo 5 XL Edition (Ra, Sony, Polyphony Digital, 2012, 8.5)

63. Gran Turismo 6 (Ra, Sony, Polyphony Digital, 2013, 8.5)

64. Grand Theft Auto IV (TPS, Rockstar, Rockstar North, 2008, 10)

65. Grand Theft Auto V (TPS, Rockstar, Rockstar, 2013, 9.5)

66. GRID (Ra, Codemasters, Codemasters, 2007, 8.6)

67. Heavy Rain (Adv, Sony, Quantic Dream, 2009, 9.0)

68. Hotshots Golf - Out of Bounds (Sp, Sony, Claphandz, 2007, 8.5)

69. inFamous (A, Sony, Sucker Punch, 2009, 9.0)
70. Killzone 2 (FPS, Sony, Guerilla Games, 2009, 9.0)
71. Killzone 3 (FPS, Sony, Guerilla Games, 2011, 8.5)
72. Kingdom Hearts 1.5 (RPG, Square-Enix, Square-Enix, 2013, 8.0)
73. Madden NFL 09 (Sp, EA Sports, Tiburon, 2008, 9.0)
74. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2011, 9.0)
75. Midnight Club IV: Los Angeles (Ra, Rockstar, Rockstar Austin, 2008, 8.5)
76. Metal Gear Solid 4: Guns of the Patriots (TPS, Konami, Kojima Productions, 2008, 9.5)
77. Metal Gear Solid HD Collection (TPS, Konami, Kojima Productions, 2011, 9.0)
78. Motor Storm (Ra, Sony, Evolution Studios, 2007, 8.8)
79. Need for Speed Hot Pursuit (Ra, EA, Criterion Games, 2010, 9.0)
80. Need for Speed Most Wanted (Ra, EA, Criterion Games, 2012, 9.0)
81. Ninja Gaiden Sigma (A, Tecmo, Team Ninja, 2007, 9.3)
82. Ni no Kuni: Wrath of the White Witch (RPG, Namco-Bandai, Level 5, 2013, 9.0)
83. The Orange Box (FPS, EA, Valve, 2007, 8.8)
84. Persona 4 Arena (F, Atlus, Arc System Works, 9.0, 2012)
85. Prince of Persia (A, Ubisoft, Ubisoft Montreal, 2008, 9.3)
86. Rayman: Origins (PL, Ubisoft, Ubisoft Montpellier, 2011, 9.0)
87. Ratchet & Clank: All 4 One (APL, Sony, Insomniac Games, 2011, 9.0)
88. Ratchet & Clank Future Tools of Destruction (APL, Sony, Insomniac Games, 2007, 9.4)
89. Ratchet and Clank Future - Crack in Time (APL, Sony, Insomniac Games, 2009, 9.0)
90. Red Dead Redemption (TPS, Rockstar, Rockstar, 2010, 9.0)
91. Resistance Fall of Man (FPS, Sony, Insomniac Games, 2006, 9.0)
92. Resistance 2 (FPS, Sony, Insomniac Games, 2008, 9.4)
93. Resistance 3 (FPS, Sony, Insomniac Games, 2011, 9.0)
94. Resident Evil 5 (TPS, Capcom, Capcom, 2009, 9.0)
95. Resonance of Fate (RPG, Sega, Tri-Ace, 2010, 8.5)
96. Ridge Racer 7 (Ra, Namco-Bandai, Namco, 2006, 8.0)
97. Sonic Generations (APL, Sega, Sonic Team, 2011, 8.0)
98. Sonic's Ultimate Genesis Collection (Competition, Sega, Various, 2009, 8.0)
99. Sonic Sega All-Stars Racing (Ra, Sega, Sumo Digital, 2010, 8.5)
100. Sonic All Star Racing Transformed (Ra, Sega, Sumo Digital, 2010, 8.0)
101. Soul Calibur IV (F, Namco-Bandai, Project Soul, 2008, 9.4)
102. Soul Calibur V (F, Namco-Bandai, Project Soul, 2012, 9.0)
103. Star Ocean - The Last Hope International (RPG, Square-Enix, Tri-Ace, 2010, 8.5)
104. Street Fighter IV (F, Capcom, Capcom, 2009, 9.4)
105. Street Fighter X Tekken (F, Capcom, Capcom, 2012, 8.5)
106. SSX (Sp, EA Sports, EA Canada, 2012, 8.5)
107. Tales of Graces F (RPG, Namco-Bandai, Tales Studios, 2012, 8.0)
108. Tales of Xillia (RPG, Namco-Bandai, Tales Studios, 2013, 8.0)
109. Tekken 6 (F, Namco-Bandai, Namco, 2009, 8.8)
110. Tekken Tag Tournament 2 (F, Namco-Bandai, 2012, 7.5)
111. The King of Fighters XIII (F, Atlus, SNK, 2012, 8.5)
112. The Last of Us (Adv, Sony, Naughty Dog, 2013, 9.0)
113. Tomb Raider (A, Square-Enix, Crystal Dynamics, 2011, 8.5)

- 114. Tomb Raider Trilogy (A, Square-Enix, Crystal Dynamics, 2011, 8.5)
- 115. Ultimate Marvel vs. Capcom 3 (Capcom, Capcom, 2012, 8.5)
- 116. Uncharted: Drakes Fortune (Adv, Sony, Naughty Dog, 2007, 9.0)
- 117. Uncharted 2: Amongst Thieves (Adv, Sony, Naughty Dog, 2009, 9.5)
- 118. Uncharted 3 (Adv, Sony, Naughty Dog, 2011, 9.0)
- 119. Valkyria Chronicles (RPG, Sega, Sega, 2008, 9.0)
- 120. Vanquish (TPS, Sega, PlatiumGames, 2010, 9.0)
- 121. Virtua Fighter 5 (F, Sega, Sega-AM2, 2007, 9.3)
- Google Android (10 games)
- Strategy (3) STR
- Card (4) Card
- board (1) board
- 1. Angry Birds (STR, Rovio Entertainment, Rovio Entertainment, 2010)
- 2. Angry Birds Rio (STR, Rovio Entertainment, Rovio Entertainment, 2010)
- 3. Angry Birds Space (STR, Rovio Entertainment, Rovio Entertainment, 2010)
- 4. Astraware Solitaire (Card, 2012)
- 5. Back Gammon (board, 2012)
- 6. Cut the Rope (A, ZeptoLab, ZeptoLab, 2012)
- 7. Plants vs. Zombies (STR, PopCap Games, PopCap Games 2011)
- 8. Real Black Jack (card, 2012)
- 9. Spider Solitaire (Card 2012)
- 10. Texas Hold Em Up 2 (Card, 2012)
- Nintendo 3DS (21 games)
- Action Adventure (adv) 3
- Platform (Pl) 3
- Racing (Ra) 1
- Survival Horror (SH) 1
- Role Playing (RPG) 13
- 1. Bravelly Default (RPG, Nintendo, Square-Enix, 2013, 8.5)
- 2. Code of Princess (RPG, Atlus, Agatsuma Entertainment, 2012, 7.0)
- 3. Etrian Odyssey IV -- Legends of the Titan (RPG, Atlus, Atlus, 2013, 9.0)
- 4. Etrian Odyssey Untold (RPG, Atlus, Atlus, 2013, 9.0)
- 5. Fire Emblem: Awakening (RPG, Nintendo, Intelligent Systems, 2013, 8.5)
- 6. Legend of Zelda: A Link Between Worlds (RPG, Nintendo, Nintendo, 2013, 9.0)
- 7. Legend of Zelda Ocarina of Time 3D (Adv, Nintendo, Nintendo, 2011, 9.5)
- 8. Legend of Zelda Majora's Mask (Adv, Nintendo, Nintendo, 2015, 9.0)
- 9. Luigi's Mansion 2 (Adv, Nintendo, Next Level Games, 2012, 8.0)
- 10. Kingdom Hearts: Dream Drop Distance (RPG, Square-Enix, Square-Enix, 2012, 8.0)
- 11. Mario Kart 7 (Ra, Nintendo, Nintendo, 2011, 8.0)
- 12. Mario and luigi - Dream Team (RPG, Nintendo, Alpha Dream, 9.0)
- 13. New Super Mario Bros. 2 (PL, Nintendo, Nintendo, 2012, 9.0)
- 14. Paper Mario: Sticker Star (RPG, Nintendo, Intelligent Systems, 2012, 8.0)
- 15. Persona Q (RPG, Atlus, Atlus, 2015, 8.0)
- 16. Resident Evil Revelations (SH, Capcom, Capcom, 2012, 8.5)
- 17. Shin Megami Tensei: Devil Summoner - Soul Hackers (RPG, Atlus, Atlus, 2013, 7.5)
- 18. Shin Megami Tensei: Devil Survivor (RPG, Atlus, Atlus, 2013, 7.5)
- 19. Shin Megami Tensei: Devil Survivor 2 (RPG, Atlus, Atlus, 2013, 7.5)

20. Sonic Generations (PL, Sega, Sonic Team, 2011, 7.0) * different levels than PS3

21. Super Mario 3D Land (Pl, Nintendo, Nintendo, 2011, 8.5)

Playstation Vita (12 games)

Role playing games (RPG) 9

Racing (RA) 1

Puzzle (Puz) 1

Action-Adventure (Adv) 1

1. Danganronpa: Trigger Happy Havoc (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)

2. Danganronpa 2: Goodbye Despair (RPG, NIS America, Nippion Ichi Software, 2014, 8.5)

3. Disgaea 3: Absense of Detention (RPG, NIS America, Nippion Ichi Software, 2012, 8.0)

4. Disgaea 4: A Promise Revisited (RPG, NIS America, Nippion Ichi Software, 2014, 8.0)

5. Lumines Electronic Symphony (Puz, Ubisoft, Q Entertainment, 2012, 9.0)

6. Persona 4 Golden (RPG, Atlus, Atlus 2012, 9.0)

8. Tales of Hearts (RPG, Namco, Namco, 2014, 8.0)

9. Uncharted Abyss (Adv, Sony, Naughty Dog / Sony Bends, 2012, 7.5)

10. Wipeout 2048 (Ra, Sony, Sony liverpool, 2012, 7.5)

11. Zero Escape: Virtue's Last Reward (RPG, Aksys Games, Chunsoft, 2012, 9.5)

12. Ys: Memories of Celceta (RPG, Xseed, Falcon Games, 2013, 9.0)

Nintendo Wii U (6 games)

Action-Adventure (PL) 1

Platform (Pl) 2

Role playing (RPG) 1

1. Legend of Zelda - Wind Waker HD (Adv, Nintendo, Nintendo, 2013, 8.0)

2. Mario Kart 8 (Ra, Nintendo, Nintendo, 2014, 8.0)

3. New Super Mario Bros. U (Pl, Nintendo, Nintendo, 2012, 8.0)

4. Super Mario 3D World (PL, Nintendo, Nintendo, 2013, 8.0)

5. Super Smash Bros. for Wii U (F, Nintendo, Namco, 2014, 8.5)

6. Monster Hunter 3 Ultimate (RPG, Capcom, Capcom Production Studio 1, 2013, 8.5)

Sony Playstation 4 (8 games)

First Person shooter (FPS) 1

1. Assassin's Creed 4: Black Flag (TFS, Ubisoft, Ubisoft, 2010, 9.0)

2. Battlefield 4 (FPS, Electronic Arts, Digital Illusions CE, 2013, 8.0)

3. Call of Duty Ghosts (FPS, Activision, Treyach, 2012, 9.5)

4. Diablo 3: Reaper of Souls Ultimate Evil Edition (RPG, Bizzard-Activison, Blizzard Entertainment, 2014, 9.0) *has Diablo 3

5. Destiny (FPS, Activision, Bungie Studios, 2014, 9.0)

6. Final Fantasy Type 0 (Square-enix, Square-Enix, 2015, 8.0)

7. Final Fantasy X/X2 Remastered (Square-enix, Square-Enix, 2015, 8.0)

8. Killzone: Shadow Fall (FPS, Sony, Guerilla Games, 2009, 9.0)

9. Last of Us Remastered (Adv, Sony, Naughty Dog, 2010, 9.0)

10. Rayman Legends (APL, Ubisoft, Ubisoft, 2013, 9.0)

PC (136 games plus expansion packs)

Role playing (without expansions) (RPG) 42

first person shooters (without expansions) (FPS) 42 (Half-life 2 Orange box

counts as 5)

shooters (s) 30

Adventure (adv) 18

Athletic Sports (SP) 2

Strategy (STR)- 6

Real Time Strategy (RTS) 1

SIMULATIONS (SIM) 10

action (without expansions) (A) 49

Pirated copies (P) - 36

1. Age of Empires - Age of Kings (STR, P, Microsoft, Ensemble Studios, 2003, 9.3)
2. Age of Empires (STR, P, Microsoft, Ensemble Studios, 2002, 8.8)
3. American McGee's Alice (APL, A, EA Games, Rogue Software, 2000, 9.3)
4. America's Army 2.0a (FPS, S, US Army, US Army, 2001 8.8)
5. Anarchy Online (RPG, Funcom, Funcom, 2001, 9.2)
6. Anarchy Online Notum Wars (RPG, same, same, 2002)
7. Anarchy Online Shadowlands (RPG, same, same, 2003)
8. Baldur's Gate (RPG, Interplay, Bioware, 1998, 8.8)
9. Baldur's Gate - Tales of the Sword Coast (Interplay, Bioware, 1999)
10. Baldur's Gate II - Shadows of Amn (RPG, Interplay, Bioware, 2000, 9.4)
11. Baldur's Gate II - Throne of Bhaal (P, RPG, Interplay, Bioware, 2001, 9.0)
12. Battlefield 1942 (FPS, EA Games, Digital Illusions CE, 2002, 9.3)
13. Battlefield 1942 - Road to Rome (FPS, A, S, same, same, same, 9.0)
14. Battlefield 1942 - Secret Weapons of World War II (FPS, same, same, same, same)
15. Battlefield 2 (FPS, EA Games, DICE, 2005, 9.3)
16. Battlefield 2142 (P, FPS, EA Games, DICE, 2006, 8.0)
17. Black & White (A, SIM, EA Games, Lionhead Studios, 2001, 9.7)
18. Black & White 2 (SIM, EA Games, Lionhead Studios, 2005, 8.5)
19. Bookworm Adventures (Adv, Popop, Popop, 2007, 8.0)
20. Bookworm Adventures 2 (Adv, Popop, Popop, 2009, 8.0)
21. Broken Sword: The Shadow Of The Templars Special Edition (Adv, Revolution Software, Revolution Software, 2010, 8.0)
22. Call of Duty (FPS, A, S, Activision, Infantry Ward, 2003, 9.3)
23. Civilization V (Str, 2k Games, Falk, 2010, 9.0)
24. Command & Conquer 3 - Tiberium Wars (RTS, EA, EA-LA, 2007, 8.5)
25. Counter Strike Source Remake
26. Crysis (FPS, EA, Crytek, 2007, 9.4) [First DirectX 10 game!]
27. Crysis Warhead (FPS, EA, Crytek, 2008, 9.2) [fourth DirectX 10 game]
28. Crysis 2 (FPS, EA, Crytek, 2011, 8.5) [first DirectX 11 game!]
29. Curse of Monkey Island, The (Adv, Lucas Arts, Lucas Arts, 1997, 10)
30. Day of the Tentacle (Adv, Lucas Arts, Lucas Arts, 1993, 8.8)
31. Deus Ex (FPS, A, Eidos Interactive, Ion Storm, 2000, 9.5)
32. Diablo (RPG, Blizzard, Blizzard, 1996) (2x)
33. Diablo Hellfire (P, RPG, Serria, Blizzard, 1997)
34. Diablo 2 - Lord of Destruction (2x) (RPG, Blizzard, Blizzard North, 2001, 8.8)
35. Diablo 2 (RPG, Blizzard, Blizzard North, 2000, 8.4) (2x)
36. Diablo 3 (RPG, Blizzard, Blizzard, 2012, 8.5)

37. Diablo 3 -- Reaper of Souls (RPG, Blizzard, Blizzard, 2014, 8.5)
38. Doom 3 (FPS, A, S, Activision, Id Software, 2005, 8.9)
39. Dragon Age: Origins (RPG, EA, Bioware, 2009, 8.5)
40. Dreamfall: The Longest Journey (Adv, Asper, Funcom, 2006, 8.5)
41. Duke Nukem 3D (P, FPS, A, S, Take Two Interactive, GT Interactive, 1995, 8.0)
42. Dungeon Keeper (P, SIM, Activision, Bullfrog, 1997)
43. Dungeon Keeper 2 (P, SIM, Activision, Bullfrog, 1999)
44. Dungeon Siege (RPG, Microsoft, Gas Powered Games, 2001, 9.0)
45. Dungeon Siege 2 (RPG, Microsoft Game Studios, Gas Powered Games, 2005, 8.5)
46. Elder Scrolls 3 Morrowind (RPG, Bethesda Softworks, Bethesda Softworks, 2002, 9.4)
47. Elder Scrolls 3 Morrowind Expansion - Bloodmoon (RPG, same, same, 2003)
48. Elder Scrolls 3 Morrowind Expansion - Tribunal (RPG, same, same, 2002)
49. Elder Scrolls IV - Oblivion (RPG, 2K Games, Bethesda Softworks, 2006, 9.5)
50. Elder Scrolls V - Skyrim (RPG, 2K Games, Bethesda Softworks, 2011, 9.0)
51. Fallout 3 (RPG, Bethesda Softworks, Bethesda Softworks, 2008, 9.5)
52. Fallout New Vegas (RPG, Bethesda Softworks, Bethesda Softworks, 2010, 8.5)
53. Far Cry (FPS, Ubrisoft, Crytek, 2004, 9.2)
54. Falcon 4.0 (MJF, Micropose, Micropose, 1998, 9.0)
55. Falcon 4.0 Allied Force (MJF, Graphsim Entertainment, Lead Pursuit, 2005, 8.8)
56. Final Fantasy VII (P, RPG, Square, Square, 1997)
57. Final Fantasy XI (RPG, Square-Enix, Square-Enix, 2003, 8.8)
58. Final Fantasy XI - Rise of Zilart (RPG)
59. [F]irst [E]ncounter [A]ssault [R]econ (FPS, Serria, Monolith, 2005, 9.1)
60. Freelancer (P, RPG, Microsoft, Digital Anvil, 2003, 9.2)
61. Gabriel Knight: Sins of the Fathers (Adv, Serria, Serria, 1993, 9.4)
62. Galactic Civilizations II Gold (P, STR, Strategy First, Stardock, 2008, 9.1)
63. Giants - Citizen Kabuto (P, FPS, Gathering of Developers, Blue Moon Studios, 2000, 9.4)
64. GTA Vice City (P, S, A, Rockstar, Rockstar North, 2002, 9.3)
65. GTR & FIA (P, Ra, SimBin, 10nicle Studios, 2005, 8.8)
66. GTR2 & FIA (P, Ra, SimBin, 10nicle Studios, 2006, 9.2)
67. Guild Wars (RPG, NCSoft, Arenanet, 2005, 9.8)
68. Guild Wars Eye of the North (RPG, NCsoft Arenanet, 2007, 8.6) * expansion
69. Guild Wars Factions (RPG, NCsoft, Arenanet, 2006, 9.7)
70. Guild Wars Nightfall (RPG, NCsoft, Arenanet, 2006, 9.0)
71. Guild Wars 2 (RPG, NCSoft, Arenanet, 2012, 9.0)
72. Half-Life (FPS, Serria, Valve, 1997, 9.6)
73. Half-Life 2 Episode 1 (FPS, Electronic Arts, Valve Software, 2006, 8.8)
74. Half-Life 2 Platinum (FPS, A, S, Serria, Valve, 2004, 9.7)
75. Half-Life 2 Orange Box (FPS, Valve/EA, Valve, 2007, 9.6) * 10/14/07
76. Half-life Source Remake (FPS, A, S, Serria, Valve, 2004, 9.0)
77. Halo Combat Evolved (FPS, A, S, Microsoft, Bungie & Gearbox, 2003, 8.5)

78. Hexen (P, FPS, A, iD Software, iD Software, 1995)
79. Hellgate London (RPG, EA/NAMCO, Flagship Studios, 2007, 8.0) [3rd DirectX 10 game] *02/09/08
80. Icewind Dale (RPG, Interplay, Black Isles, 2000, 8.8)
81. Icewind Dale -- Heart of Winter (RPG, Interplay, Black Isles, 2000, 8.8)
82. Icewind Dale 2 (RPG, Interplay, Black Isles, 2002, 8.8)
83. Indiana Jones - The Fate of Atlantis (Adv, Lucas Arts, Lucas Arts, 1992, 9.0)
84. The Legend of Heroes VI: Sky of Wonder: First Chapter (RPG, Typhoon, Nihon Falcom Corp, 2004, 9.0)
85. The Legend of Heroes VI: Sky of Wonder: Third Chapter (RPG, Typhoon, Nihon Falcom Corp, 2007, 9.0)
86. The Longest Journey (Adv, Funcom, Funcom, 2000, 9.0)
87. Madden NFL 2001 (SP, EA Sports, Tribinon, 2000)
88. Maniac Mansion Deluxe v1.1 (Remake, Adv, Lucas Arts, Lucas Arts, 2004, 8.0)
89. Mass Effect (RPG, Microsoft, Bioware, 2008, 9.2)
90. Mass Effect 2 (RPG, Electronic Arts, Bioware, 2010, 9.5)
91. Mass Effect 3 (RPG, Electronic Arts, Bioware, 2012, 9.5)
92. Max Payne (P, FPS, S, Rockstar, Rockstar, 2001, 9.4)
93. Mission Critical (Adv, Legend Entertainment, Legend Entertainment, 1995, 8.0)
94. Medal of Honor Allied Assault - Spearhead (FPS, A, S, EA Games, 2015, 2003)
95. Medal of Honor Allied Assault (FPS, A, S, EA Games, 2015, 2002, 9.0)
96. Microsoft's Combat Sim (P) (MJF, Microsoft, Microsoft, 1999)
97. Monkey Island 2 Special Edition: LeChuck's Revenge (P, Adv, Lucas Arts, Lucas Arts, 2010, 9)
98. Need for Speed (P, RA, Electronic Arts, EA, 1996)
99. Need for Speed III Hot Pursuit (P, RA, Electronic Arts, EA, 1999)
100. Need for Speed Porsche Unleashed (RA, EA Games, Electronic Arts, 2000)
101. Need for Speed Underground (RA, EA Games, Electronic Arts, 2002)
102. Neverwinter Nights (RPG, Atari, Bioware, 2002, 9.3)
103. Neverwinter Nights Hordes of the Underdark (RPG, Atari, Bioware, 2003, 8.4)
104. Neverwinter Nights Shadows of Idrenule (RPG, Atari, Floodworks, 2003, 8.8)
105. Neverwinter Nights 2 (RPG, Atari, Obsidian Entertainment, 2006, 8.5)
106. Neverwinter Nights 2 - Mask of the Betrayer (RPG, Atari, Obsidian Entertainment, 2007, 9.0)
107. 9.0)
108. No One Lives Forever 2 - In H.A.R.M.'s Way (P, FPS, Serria, Monolith, 2003)
109. Oni (P, S, A , Gathering of Developers, Bungie, 2001, 7.5, 1999)
110. Oregon Trail 2 (SIM, MECC, The Learning Company, 1992)
111. Quake 3 Arena (P, FPS, A, Activision, iD Software, 1999, 9.0)
112. Rage (A, S, ???, ???, 1999)
113. Return to Castle Wolfenstein (FPS, A, S, Activision, Gray Matter Studios, 2001, 9.0)
114. Starcraft 2 (Str, Blizzard, Blizzard, 8.0, 2010)

115. Secret of Monkey Island, The (P, Adv, Lucas Arts, Lucas Arts, 1990, 8.0)
116. Secret of Monkey Island, The - Special Edition (P, Adv, Lucas Arts, Lucas Arts 2009, 8.0) *enhanced remake /w polygons
117. Sid Myers Alpha Centauri (STR, Electronic Arts, Frayis, 1998, 9.0)
118. Sim City 3000 Unlimited (SIM, Maxis, Maxis, 2000, 9.1)
119. Simcity 2000 (SIM, Maxis, Maxis, 1994, 9.0)
120. Simcity 3000 (SIM, EA Games, Maxis, 1999, 9.0)
121. Simcity 4 (SIM, EA Games, Maxis, 2003, 9.3)
122. Sins of a Solar Empire (P, STR, Stardock, Ironclad Games, 2008, 9.0)
123. Soldier of Fortune Platinum Edition (FPS, A, S, Activision, Raven Software, 2000, 9.0)
124. Spellforce: Universe (StrRPG, Encore, Phenomic, 2007, 8.2) *both Spellforce and all expansions
125. Star Trek - Elite Force II (P, FPS, A, S, Activision, Ritruhal, 2003, 9.0)
126. Star Wars - Knights of the Old Republic (RPG, Lucas Arts, Bioware, 2003)
127. Star Wars Knights of the Old Republic 2 - The Sith Lords (RPG, Lucas Arts, Obsidian Entertainment, 2005, 8.4)
128. Syberia (The Adventure Company, Microids, 2002, 9.0)
129. The Lord of the Rings - The Return of the King (Dell Collector's Edition) (A, STR, EA Games, EA Games, 2003)
130. The Sims Deluxe (SIM, EA Games, Maxis, 2002, 9.5)
131. The Sims Unleashed (SIM EA Games, Maxis, 2002, 8.0)
132. The Sims 2 DVD Special Edition (SIM, EA games, Maxis, 2004, 9.1)
133. The Sims 3 (SIM, EA Games, EA Redwood, 2009, 8.9)
134. Thief The Dark Project (P, STR, Eidos, Looking Glass, 1998, 8.9)
135. Titan Quest (RPG, THQ, Ironlore, 2006, 8.5)
136. Torchlight (RPG, Perfect World, Runic Games, 2009, 8.0)
137. Undying (FPS, A, EA Games, ????, 2000)
138. Unreal Gold Edition (FPS, Infogrames, Legend Entertainment, 1998, 9.0)
139. Unreal II: The Awakening (FPS, Atari, Legend Entertainment, 2003, 8.2)
140. Unreal Tournament Game of the Year Edition (FPS, A, S, Infogrames, Epic Games & Digital Extremes, 2000, 9.5)
141. Unreal Tournament 2003 (FPS, A, S, Atari, Digital Extremes, 2002, 9.0)
142. Unreal Tournament 2004 (FPS, A, S, Atari, Epic Games, 2004, 9.4)
143. Unreal Tournament 3 (FPS, Midway, Epic Games, 2007, 9.2) [2nd DirectX 10 game]
144. Vampire Masquerade (P, RPG, Activision, White Wolf, 1997, 6.5)
145. Warcraft 2 Battle Set Special Edition (STR, Blizzard, Blizzard, 1999)
146. Warcraft 3: Reign of Chaos (STR, Blizzard, Blizzard, 2002)
147. Warhammer Online: Age of Reckoning (RPG, EA Games, EA Mystic, 2008, 9.0)
148. The Witcher (RPG, Atari, CD Projekt Red, 2007, 8.5?) * 02/01/08
149. World of Warcraft (RPG, Blizzard, Blizzard, 2004, 9.5)
150. World of Warcraft: Wrath of the Lich King (RPG, Blizzard, Blizzard, 2008, 8.5)
151. World of Warcraft: Cataclysm (RPG, Blizzard, Blizzard, 2010, 8.0)
152. World of Warcraft: Mists of Pandaria (RPG, Blizzard, Blizzard, 2012,

8.0)

153. Ys I & II - Eternal Complete (P, RPG, Hudson, Nihon Falcom, 2001, 8.5)

154. Ys (VII): The Oath in Felghana (P, RPG, Nihon Falcom, Nihon Falcom, 2005, 9.0)

155. Ys (0) Origin (P, RPG, Nihon Falcom, Nihon Falcom, 2006, 8.5) * no English patch yet

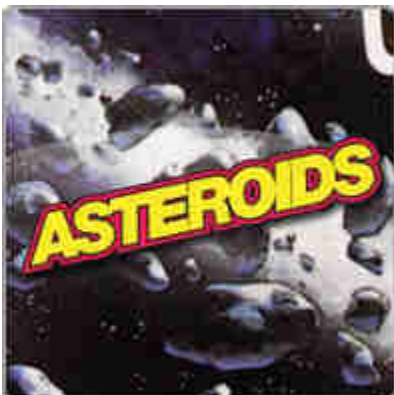
Top 100 videogames of all time (2014-02-15 10:36)



1 - Super Mario Bros.

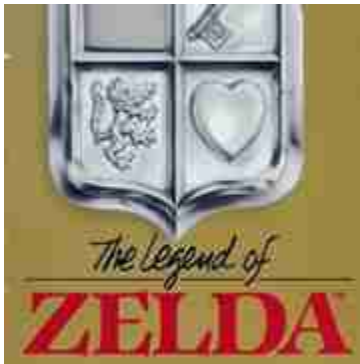
2 - The Legend of Zelda: A Link to the Past

3 - BioShock



4 - Asteroids

5 - Tetris



6 - The Legend of Zelda

7 - Super Mario Bros. 3

8 - GoldenEye 007

9 - Shadow of the Colossus

10 - World of Warcraft



11 - The Legend of Zelda: Ocarina of Time (Collectors Edition)

12 - Doom II: Hell on Earth

13 - Portal

14 - Uncharted 2: Among Thieves



15 - Donkey Kong

16 - Half-Life

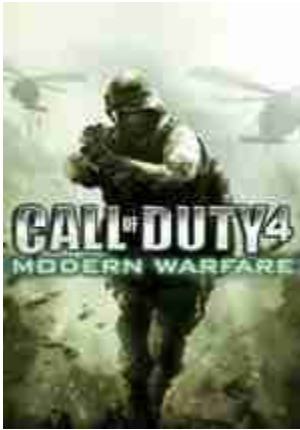


17 - StarCraft



18 - Ms. Pac-Man

19 - Diablo II



20 - Call of Duty 4: Modern Warfare

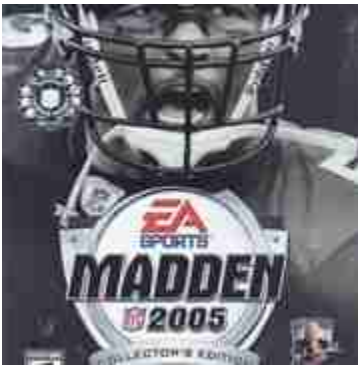


21 - Resident Evil 4

22 - Panzer Dragoon Saga



23 - Halo 3 (Collector's Edition)



24 - Madden NFL 2005 (Collector's Edition)

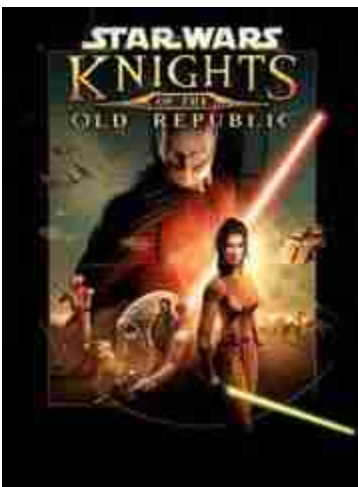
25 - Grand Theft Auto III

26 - Ico



27 - Chrono Trigger DS

28 - Super Mario Kart



29 - Star Wars: Knights of the Old Republic



30 - Super Street Fighter II Turbo

31 - The Elder Scrolls V: Skyrim

32 - Mike Tyson's Punch-Out!!



33 - Final Fantasy VII

34 - Counter-Strike



35 - Castlevania: Symphony of the Night

36 - Batman Arkham City



37 - Halo

38 - Super Metroid

39 - Tony Hawk's Pro Skater

40 - Space Invaders

41 - Super Mario 64



42 - Ghosts 'N Goblins

43 - Quake III Arena

44 - Grand Theft Auto IV

45 - Metal Gear Solid

46 - Red Dead Redemption

47 - Myst

48 - Tecmo Bowl



49 - Angry Birds



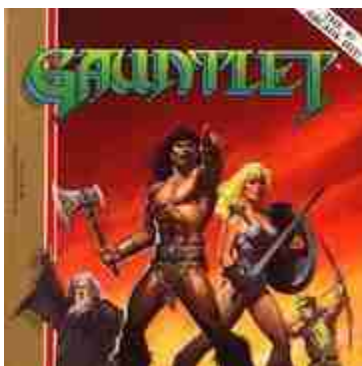
50 - Sonic the Hedgehog

51 - Ratchet & Clank: Going Commando



52 - Rock Band 3

53 - Deus Ex



54 - Gauntlet

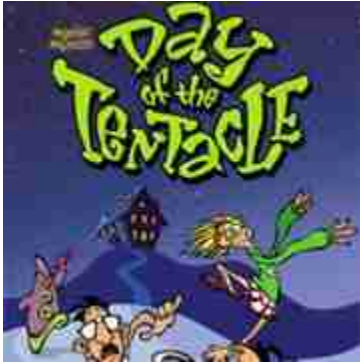
55 - Kingdom Hearts

56 - Super Street Fighter IV



57 - Pokemon Red Version

58 - Ultima Online



59 - Maniac Mansion II: Day of the Tentacle



60 - Contra

61 - God of War III

62 - Civilization II

63 - Wolfenstein 3D

64 - NBA Jam

65 - Unreal Tournament

66 - Assassin's Creed II

67 - Minecraft

68 - Prince of Persia: The Sands of Time



69 - Double Dragon



70 - Star Wars (Atari)



71 - Wing Commander II: Vengeance of the Kilrathi

72 - Mortal Kombat

73 - Mega Man 2

74 - Star Fox 64

75 - Fallout 3

76 - Blades of Steel

77 - Excitebike



78 - Spy Hunter

79 - Psychonauts

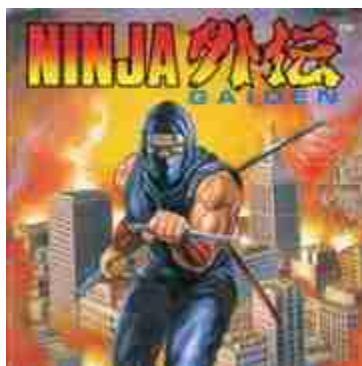


80 - Gears of War 3



81 - Resident Evil

82 - Super Smash Bros. Melee



83 - Ninja Gaiden

84 - Wii Sports

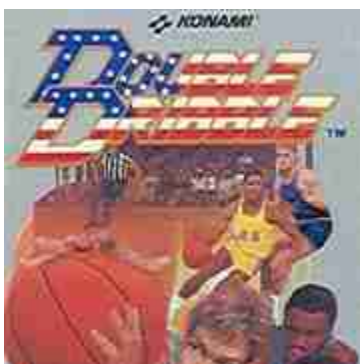
85 - Silent Hill 2



86 - OutRun



87 - Mass Effect 2

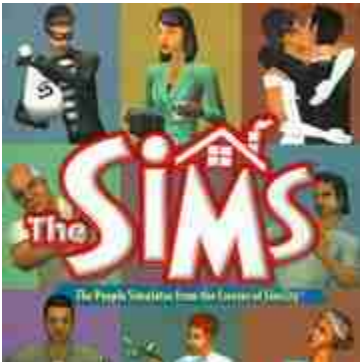


88 - Double Dribble

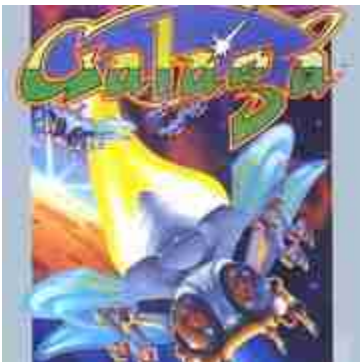


89 - Left 4 Dead

90 - Baldur's Gate II: Shadows of Amn



91 - The Sims



92 - Galaga

93 - Star Wars: TIE Fighter

94 - Braid



95 - BurgerTime

96 - Guitar Hero II



97 - NBA 2K11

98 - Pitfall!



99 - Words With Friends

100 - Pong

100. Pong

99. Words with Friends

98. Pitfall

97. NBA 2K11

96. Guitar Hero 2
95. Burger Time
94. Braid
93. Star Wars: Tie Fighter
92. Galaga
91. The Sims
90. Baldur's Gate II: Shadow of Amn
89. Left 4 Dead
88. Double Dribble
87. Mass Effect 2
86. Outrun
85. Silent Hill 2
84. Wii Sports
83. Ninja Gaiden
82. Super Smash Bros. Melee
81. Resident Evil
80. Gears of War 3
79. Psychonauts
78. Spy Hunter
77. Excitebike
76. Blades of Steel
75. Fallout 3
74. Star Fox 64
73. Mega Man 2
72. Mortal Kombat
71. Wing Commander II: V of the K
70. Star Wars
69. Double Dragon
68. Prince of Persia: The Sands of Time
67. Minecraft
66. Assassin's Creed II
65. Unreal Tournament
64. NBA Jam
63. Wolfenstein 3D
62. Sid Meier's Civilization II
61. God of War III
60. Contra
59. Maniac Mansion II: Day of the Tentacle
58. Ultima Online
57. Pokemon Red/Blue
56. Super Street Fighter IV
55. Kingdom Hearts
54. Gauntlet
53. Deus Ex
52. Rock Band 3
51. Ratchet & Clank: Going Commando
50. Sonic the Hedgehog
49. Angry Birds
48. Tecmo Bowl
47. Myst

46. Red Dead Redemption
45. Metal Gear Solid
44. Grand Theft Auto IV
43. Quake III: Arena
42. Ghosts N Goblins
41. Super Mario 64
40. Space Invaders
39. Tony Hawk's Pro Skater
38. Super Metroid
37. Halo
36. Batman: Arkham City
35. Castlevania: Symphony of the Night
34. Counter Strike
33. Final Fantasy VII
32. Mike Tyson's Punch Out!
31. The Elder Scrolls V: Skyrim
30. Super Street Fighter II Turbo
29. Star Wars: Knights of the Old Republic
28. Super Mario Kart
27. Chrono Trigger
26. Ico
25. Grand Theft Auto III
24. Madden NFL 2005
23. Halo 3
22. Panzer Dragoon Saga
21. Resident Evil 4
20. Call of Duty 4: Modern Warfare
19. Diablo 2
18. Ms. Pac-Man
17. StarCraft
16. Half-Life
15. Donkey Kong
14. Uncharted 2: Among Thieves
13. Portal
12. Doom II
11. The Legend of Zelda: Ocarina of Time
10. World of Warcraft
09. Shadow of the Colossus
08. Goldeneye 007
07. Super Mario Bros. 3
06. The Legend of Zelda
05. Tetris
04. Asteroids
03. BioShock
02. The Legend of Zelda: A Link to the Past
01. Super Mario Bros.

Blame Ron Kind (2014-02-20 13:10)

Why is it illegal ???

The county is growing and marginalizing this guy. Since it is growing with Black minorities, that's why. This is entirely Ron Kind's fault. Blame Ron Kind.

21 signs you grew up in the '90s (2014-02-20 14:33)

Here's my somewhat nostalgic list of all the things people who grew up in the '90s know how to do that is now obsolete.

1. How to save a file on a floppy disc
2. The Dewey Decimal System
3. Dial-Up Internet
4. When AOL used to be the sh*t
5. How to record something on a VHS tape
6. When all you could do on a cellular phone was talk
7. The point of a pager/beeper
8. Walkmans
9. How to place a collect call
10. How to find your way using only a map and no GPS
11. Where in the world is Carmen Sandiego?
12. How to get a Furby or Tamagotchi to shut up
13. How to write in cursive
14. How to do the macarena
15. Just how awesome the original "Double Dare" and "Legends of Hidden Temple" TV shows were (and how awesome '90s Nickelodeon shows were in general).
16. How awesome and frightening AOL chat rooms were
17. The secrets to collecting the best Beanie Babies and POGs
18. How to entertain yourself without YouTube videos (oh wait, the Internet in general)
19. The thrill of using Napster
20. How to send a fax
21. How to survive high school without Facebook

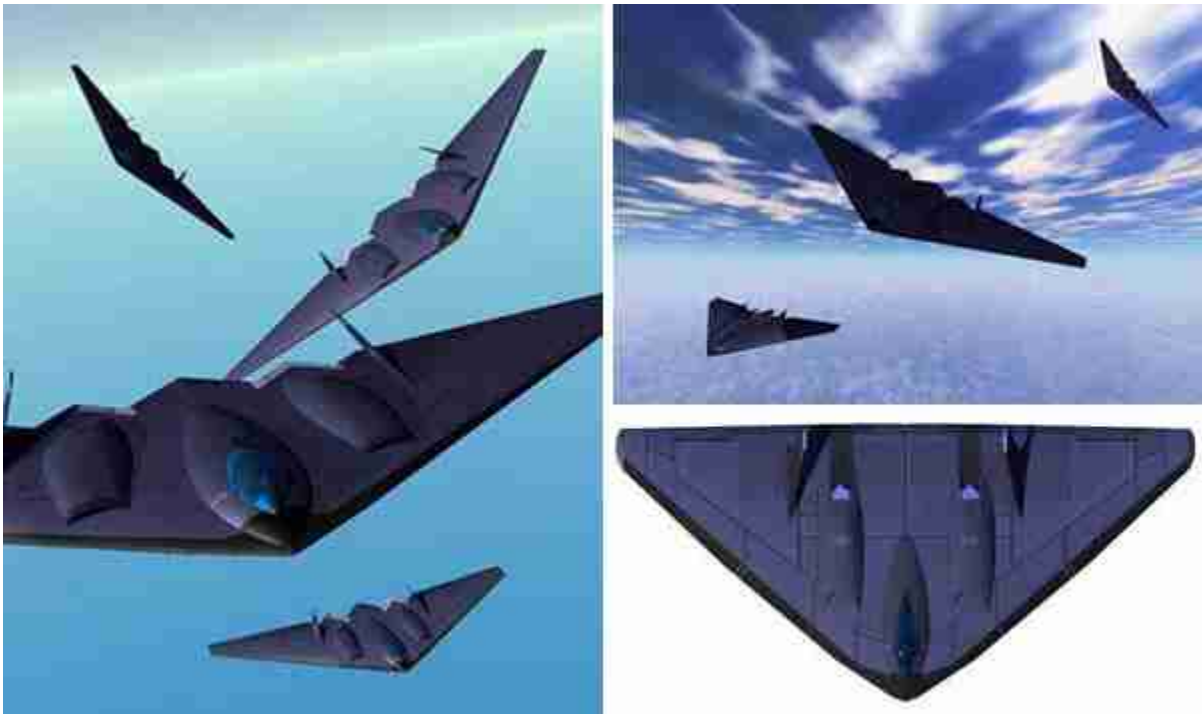
TR-3 Aurora (2014-02-20 18:47)

Image via Hendrickson

(Image licensed under Creative Commons Attribution-ShareAlike 3.0)

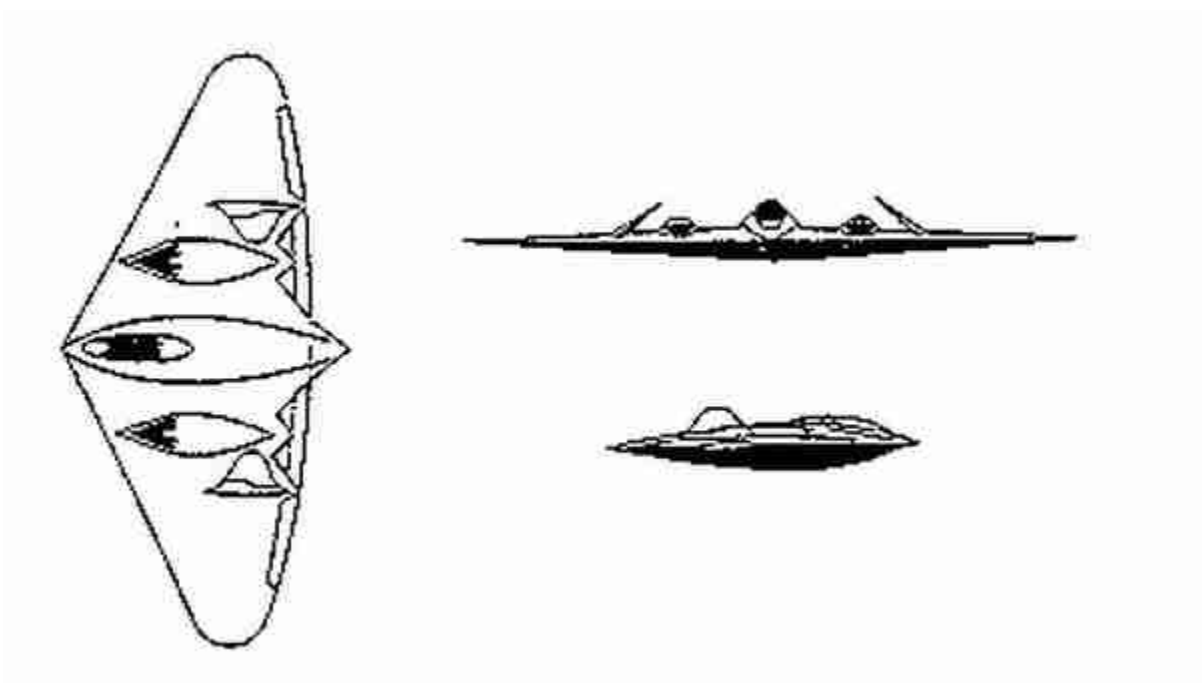
There is nothing more fascinating in the aviation world than the “black projects” – aircraft programs that are so secret that even those with the highest security clearance may have no idea they exist. But occasionally the veil of secrecy is accidentally lifted – or projects are declassified – offering a fleeting glimpse into this shadowy world. Here we take to the air with six different planes – some now released into the public domain, others still highly classified or even non-existent.

TR-3A Black Manta



Images by Adrian Mann

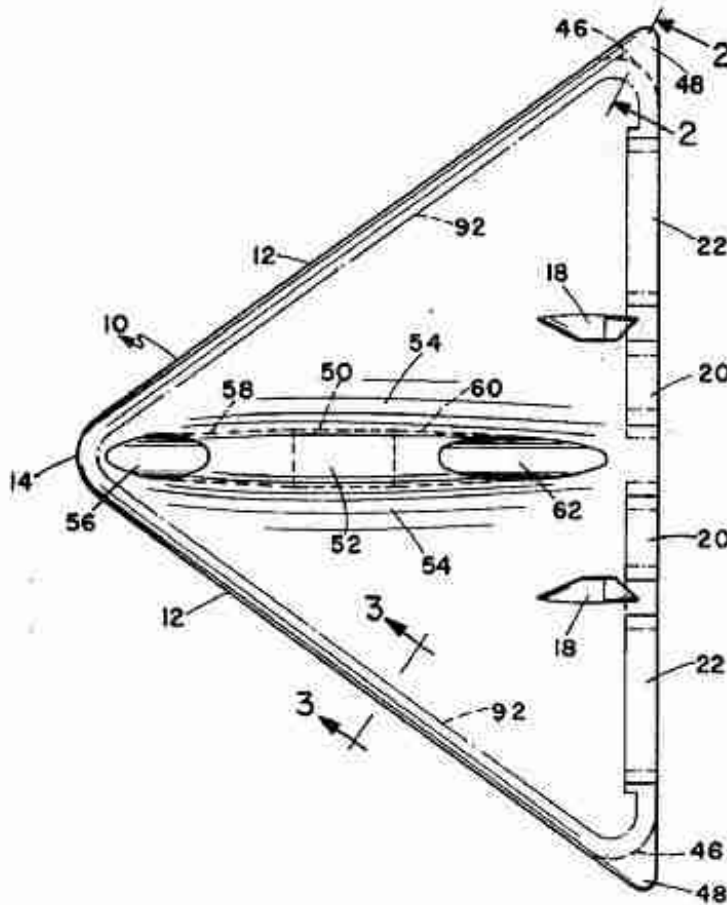
Allegedly active during the 1980s and '90s, little is known of the TR-3A Black Manta beyond rumour and hearsay. Popularly embraced as a subsonic stealth aircraft manufactured by Northrop Grumman (famed for its “flying wing” designs), the TR-3A was rumoured to have been used in the Gulf War in conjunction with F-117A stealth fighters, but little evidence exists to support this. Another theory – again unsubstantiated – holds that the vehicle identified as the TR-3 was a prototype for the B-2 Spirit.



(Image: Area51ZONE.com)

Two 1977 designs from Teledyne Ryan, a firm specialising in unmanned aerial vehicles, have been linked to the TR-3A. This stems in part from the fact that “TR” stands for Teledyne Ryan – a fanciful connection considering “TR” is well

known to denote "tactical reconnaissance. Teledyne Ryan was purchased by Northrop Grumman in 1999, adding fuel to the fire of conspiracy theory. But aside from a patent (below) that is said to resemble the configuration of whatever aircraft has been identified with the TR-3A, there is little, if any, credible evidence linking it to Teledyne Ryan.



(Image: United States Patent 4019699)_

The designation "TR-3" likely came about due to confusion with another black project, Tier III, which led to the RQ-3 Darkstar. Another theory holds that the aircraft dubbed the TR-3 may have grown out of the Tactical High Altitude Penetrator (THAP) studies, of which little exists in the public domain. This article discusses THAP's potential mission as a recon-strike platform, which could account for a plethora of sightings throughout the 1980s and '90s. However, there is significant debate over whether THAP progressed to the flight testing stage. If THAP was not responsible for the "TR-3A" sightings, it's possible another secret demonstrator associated with the A-12 Avenger programme (below) could have been...

Flying Triangle dubbed "TR-3B"

The online world is buzzing with information about the alleged "TR-3B", from rumours of its fantastical capabilities to intriguing video footage. Yet despite numerous sightings suggesting the existence of a large triangular aircraft that can fly slowly and quietly, little information exists about this rumoured black project. Like the TR-3A above, the designation "TR-3B" is almost certainly a misnomer.

The most dramatic claims frame the "TR-3B" as a nuclear powered tactical reconnaissance aircraft capable of disrupting gravity. But a more likely – and in many ways more interesting – argument for these strange flying triangles, is that they're lighter-than-air vehicles or some sort of stealthy troop transport aircraft. Given the technologies proven by Have Blue and Tacit Blue in the 1970s and '80s and the number of projects that have allegedly been tested at Groom Lake since that time, it's not impossible to think that some of these flying triangle reports may have some substance to them, if not under the designation TR-3B.

A-12 Avenger II (and the Mysterious Jet that May Have Preceded it)

Image via U.S. Navy

The A-12 Avenger II was envisioned by McDonnell Douglas and General Dynamics as an all-weather, carrier-based stealth bomber for the U.S. Navy and Marines. Shrouded in secrecy at the time of development in 1983, the A-12 reportedly gained the nickname “Flying Dorito”. Concept drawings and mock-ups show a flying wing design in the shape of an isosceles triangle, with the cockpit near the apex.

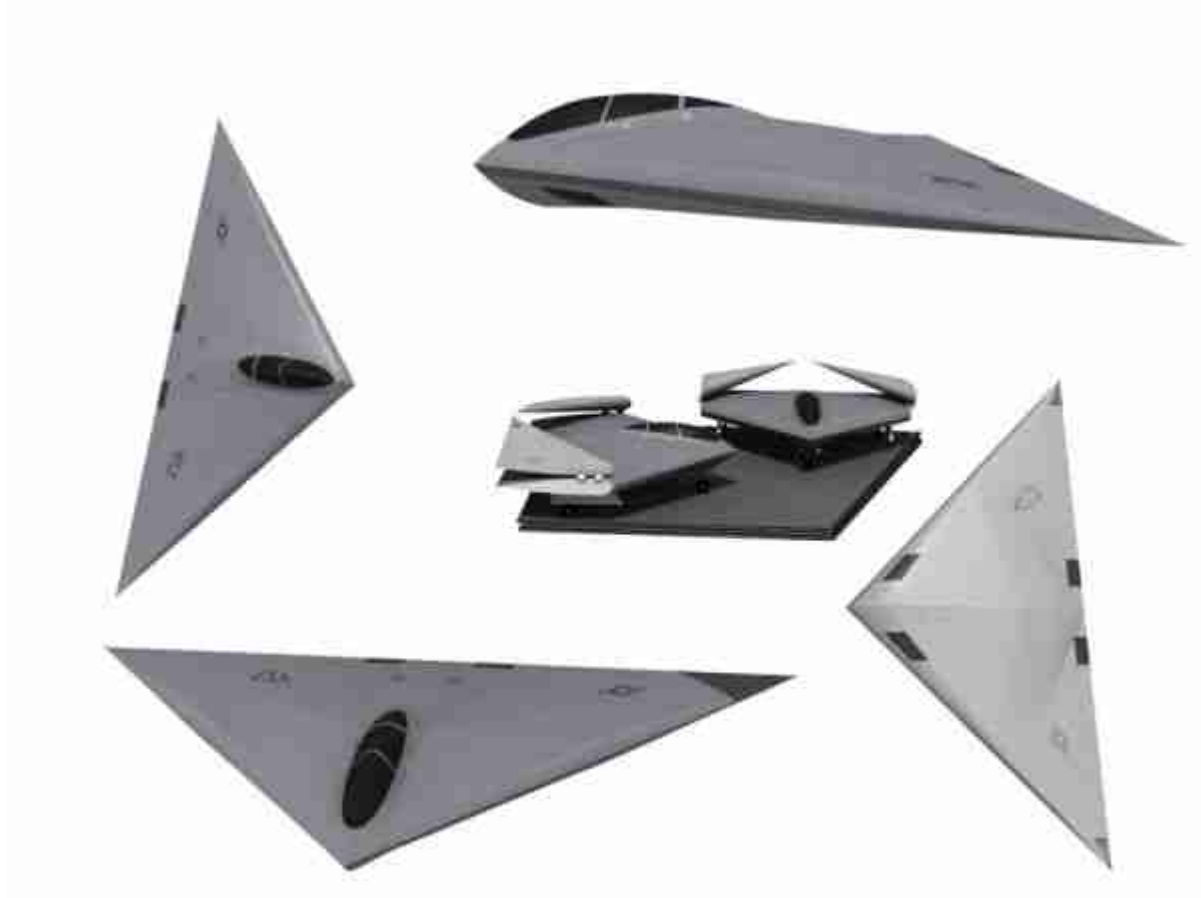
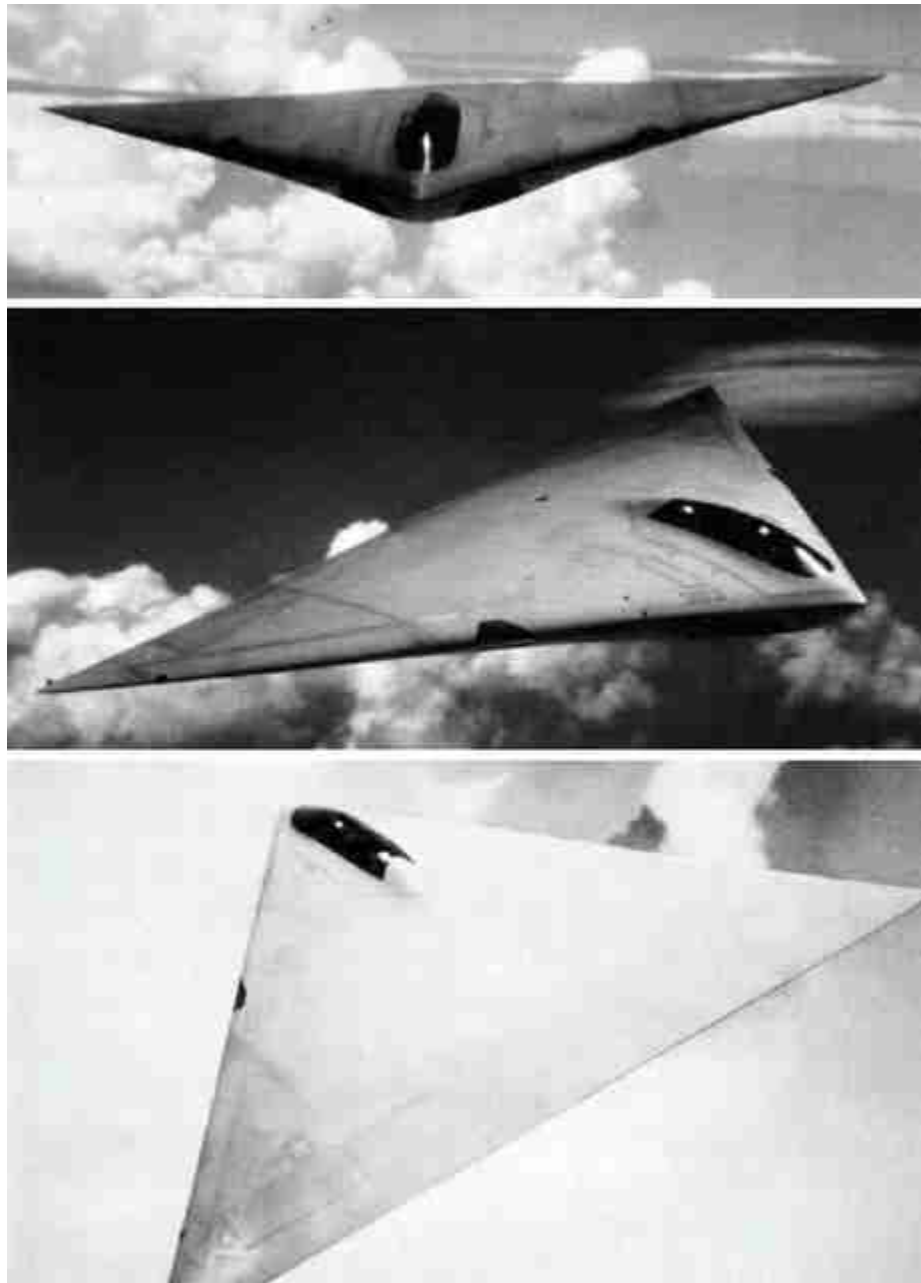


Image by Anynobody

(Image licensed under Creative Commons Attribution-ShareAlike 3.0)

Development of the A-12 was hampered by problems. The project was cancelled in January 1991 by then-Secretary of Defense Dick Cheney when the estimated price of each plane allegedly hit \$165 million. The cancellation was said to be a breach of contract, resulting in years of legal wrangling. In 2009, a court finally ruled in favour of the government and ordered the contractors to pay more than a \$2 billion in charges, but the battle ranges on to this day.



Images via U.S. Navy

After the cancellation of the A-12 Avenger II the Navy purchased the F/A-18E/F Super Hornet. While there was never a full scale prototype, an earlier (1976 – 1984) classified General Dynamics technology demonstrator called Model 100 (funded under the Have Key program) may have paved the way for the cancelled A-12. It has been suggested that this aircraft remains secret due to the ongoing legal issues. The A-12 has also been linked to a secret plane called Sneaky Pete, which may or may not be the Model 100, or a development thereof. We were able to locate one A-12 mock-up thanks to those savvy online explorers at Virtual Globetrotting.

X-44 Manta



Image via strange-mecha.com

(Image licensed under Creative Commons Attribution-ShareAlike 3.0 Unported)

The X-44 Manta was a conceptual design by Lockheed Martin, based on the original F-22 Raptor (below). The X-44 was essentially a tailless Raptor with large delta wing and advanced thrust vectoring nozzles replacing normal aerodynamic control surfaces. Benefits would be a more stealthy, light airframe, with increased fuel volume and maneuverability. The plan was to convert an early F-22 prototype but the program was allegedly terminated in 2000. The X-44 render looks similar to the proposed FB-22, reportedly cancelled in 2006.



Image via Rob Shenk

(Image licensed under Creative Commons Attribution-Share Alike 2.0 Generic)

It's hard to know what to make of many alleged black projects. Could some of these exotic aircraft be one and the same? How much disinformation is out there? The X-44 was essentially a flying wing design with a name similar to the TR-3A "Black Manta", although in the X-44's case, MANTA apparently denoted Multi-Axis No-Tail Aircraft. Could this be a case of one black project's name being mistakenly attributed to another, like TR-3 and Tier III? In 2005, GlobalSecurity.org reported that the X-44 designation may be reserved for a possible NASA full-scale manned tailless flight control demonstrator.

HALO (High Altitude Low Observability) / BAE Replica



(Image: Stridus, public domain)

Like other black projects, Britain's effort to create a stealth demonstrator remains shadowy, despite cancellation in the 1990s. The Replica program was a BAE Systems design study tied in with the RAF's now defunct Future Offensive Air System (FOAS). It is known to have run from 1994 to 1999, with a full-sized mock-up subjected to rigorous testing to determine its radar cross section (above).



Image via Planeman

(Image courtesy of AboveTopSecret.com (CC-Attribution-NonCommercial-NoDerivs 2.5))

FOAS set out to replace the RAF's Tornado GR4 jets with a range of manned and unmanned platforms by 2017. The program was cancelled in June 2005 after the UK joined the U.S. Joint-Unmanned Combat Air System (J-UCAS) program, which was itself cancelled the next year but later revived as the Navy-only UCAS-D program. After the termination of FOAS, knowledge gained from Replica was poured into the Joint Strike Fighter (JSF).



Images via United States Air Force

Initial arguments over Britain's access to the JSF source code prompted Britain to consider a potential alternative. While likely referring to an adapted Eurofighter Typhoon, Replica remains in the shadows, despite public acknowledgment of the program and photos of the full scale mock-up stored at BAE Warton. This could be due to the ongoing use of Replica's technology in forthcoming projects, such as the JSF, but also Taranis, a BAE unmanned demonstrator. Again publicly acknowledged, Taranis is set to fly next year although sightings suggest it – or perhaps something else – flew in 2009, which the British government vehemently denies.

Aurora - Hypersonic Spyplane

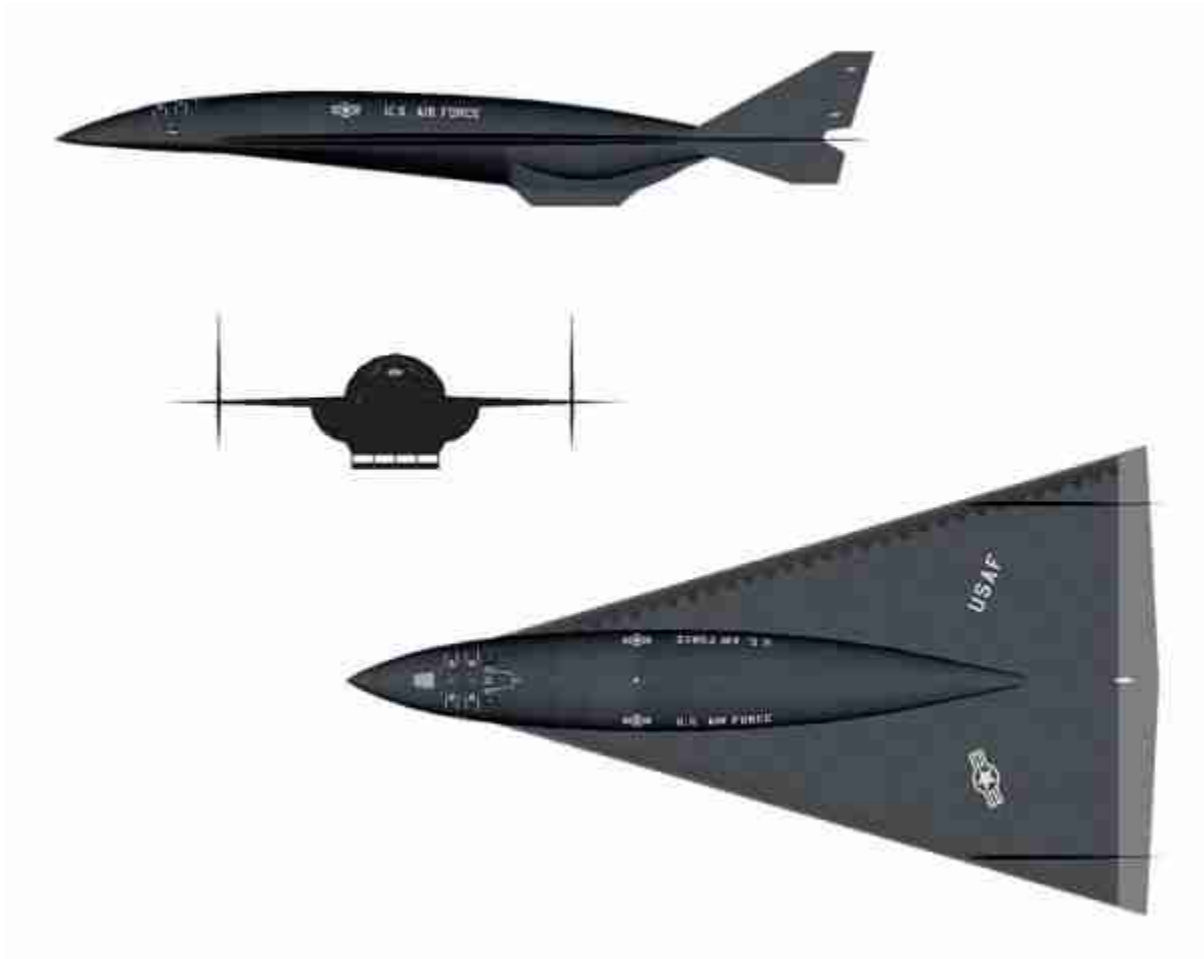


Image via Hendrickson and Foxbat

(Image licensed under Creative Commons Attribution-ShareAlike 3.0)

The Aurora spyplane is the world's most famous top secret aircraft, and a reliable photograph would be one of the most coveted finds in the history of classified aviation. Historically presented as a hypersonic replacement for the ageing SR-71 Blackbird spyplane (below), there's considerable evidence available in the public domain to suggest no specific aircraft called "Aurora" ever existed.



SR-71 Blackbird (image via U.S. Air Force)

The name "Aurora" reportedly slipped out in the 1985 US budget alongside an allocation of \$455 million for "black aircraft production". Excited journalists, writing in the March 1990 edition of *Aviation Week & Space Technology*, linked "Aurora" to the reported black aircraft, and later to a family of exotic aviation projects, claiming that by 1987 funding had reached \$2.3 billion. Ben Rich, former director of the Lockheed Skunk Works (which built the F-117, below), said there never was a hypersonic Blackbird follow-on and claimed Aurora was the name given to the B-2 Stealth Bomber competition funding.



F-117 Nighthawk (image by U.S. Air Force)

Helping to fuel the Aurora legend was a disjointed catalogue of sightings and mysterious sonic booms. The most compelling sighting came in August 1989, when Chris Gibson, an engineer aboard the Galveston Key rig in the North Sea, observed a strange isosceles triangle-shaped aircraft refuelling from a KC-135 Stratotanker, escorted by two F-111 bombers. Gibson, a member of the Royal Observer Corps and trained aircraft recognition expert, could not identify the mysterious plane.



Image via Google Earth

In the early 1990s, the disclosed “Aurora” designation and the “North Sea sighting” were linked to several other reports that helped perpetuate the story of a top secret SR-71 follow-on. One was a report of an aircraft over Amarillo, Texas, with an engine described as emitting a “strange, loud pulsating roar”. Caught on film was an alleged “donuts-on-a-rope” contrail that has become synonymous with the Aurora myth. While some attribute this to a potential pulse wave detonation engine, others have argued the contrails could have been made by ordinary jet aircraft.



Images via Google Earth

Finally, a series of bizarre sonic booms heard over California up until 1993 were attributed to Aurora after seismologists concluded they did not characterise earthquakes, but indicated “something at 90,000 feet, Mach 4 to Mach 5.2”. Intriguingly, each unexplained sonic boom came on a Thursday morning between 6 and 7am. In addition, Groom Lake (Area 51) has a six mile long runway, now closed, that some say would be a requirement for testing a high speed, mach 5 plus, aircraft.

It’s telling that, more than 20 years after Aurora debuted in aviation and popular science publications, no solid evidence has been found to support its existence, despite the hype and hordes of investigators digging for information. At this point it seems likely that the top secret aircraft known as Aurora stems from sightings of various aircraft (some potentially black projects) and not necessarily a single airframe. That said, Chris Gibson’s sighting and the strange skyquakes remain a mystery to this day.

If you enjoyed this article, explore more urban ghosts within our archives. You can also subscribe to our feed, become our friend

Darren Perks

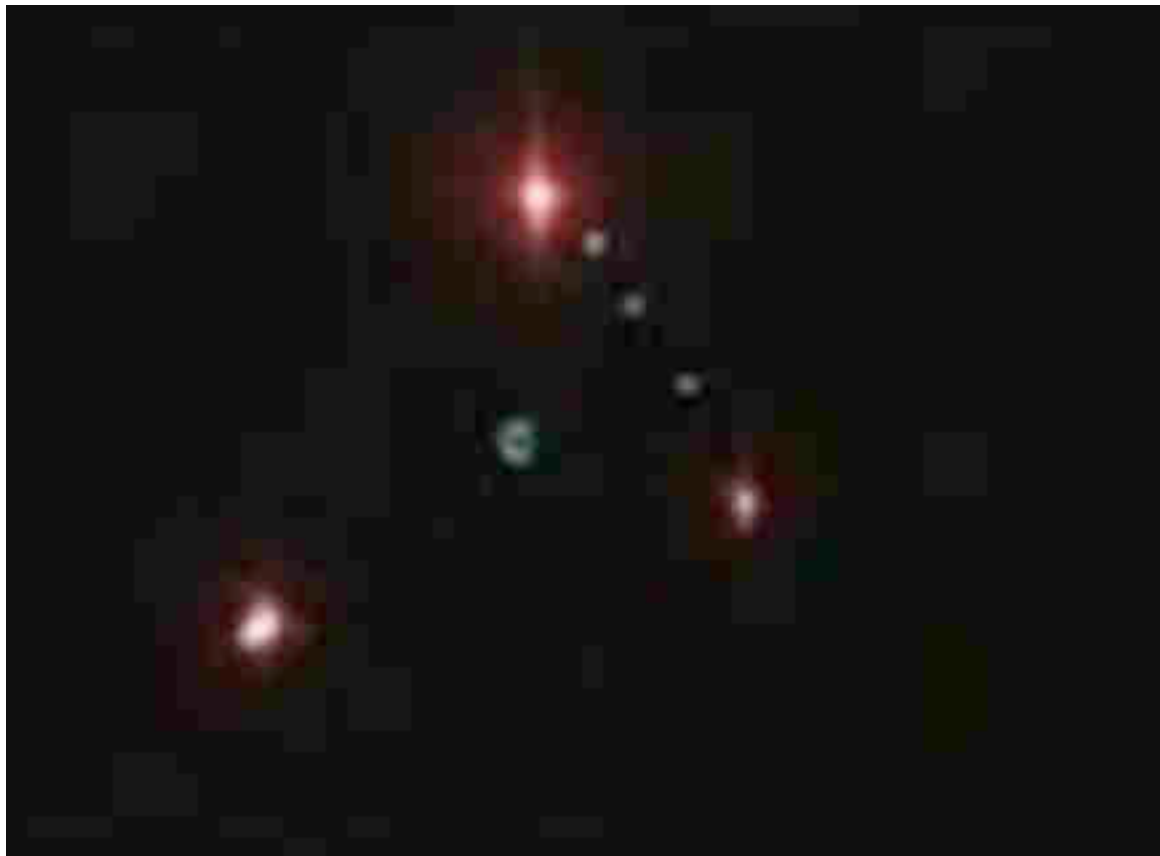
UFO Investigative Researcher and Media Contributor

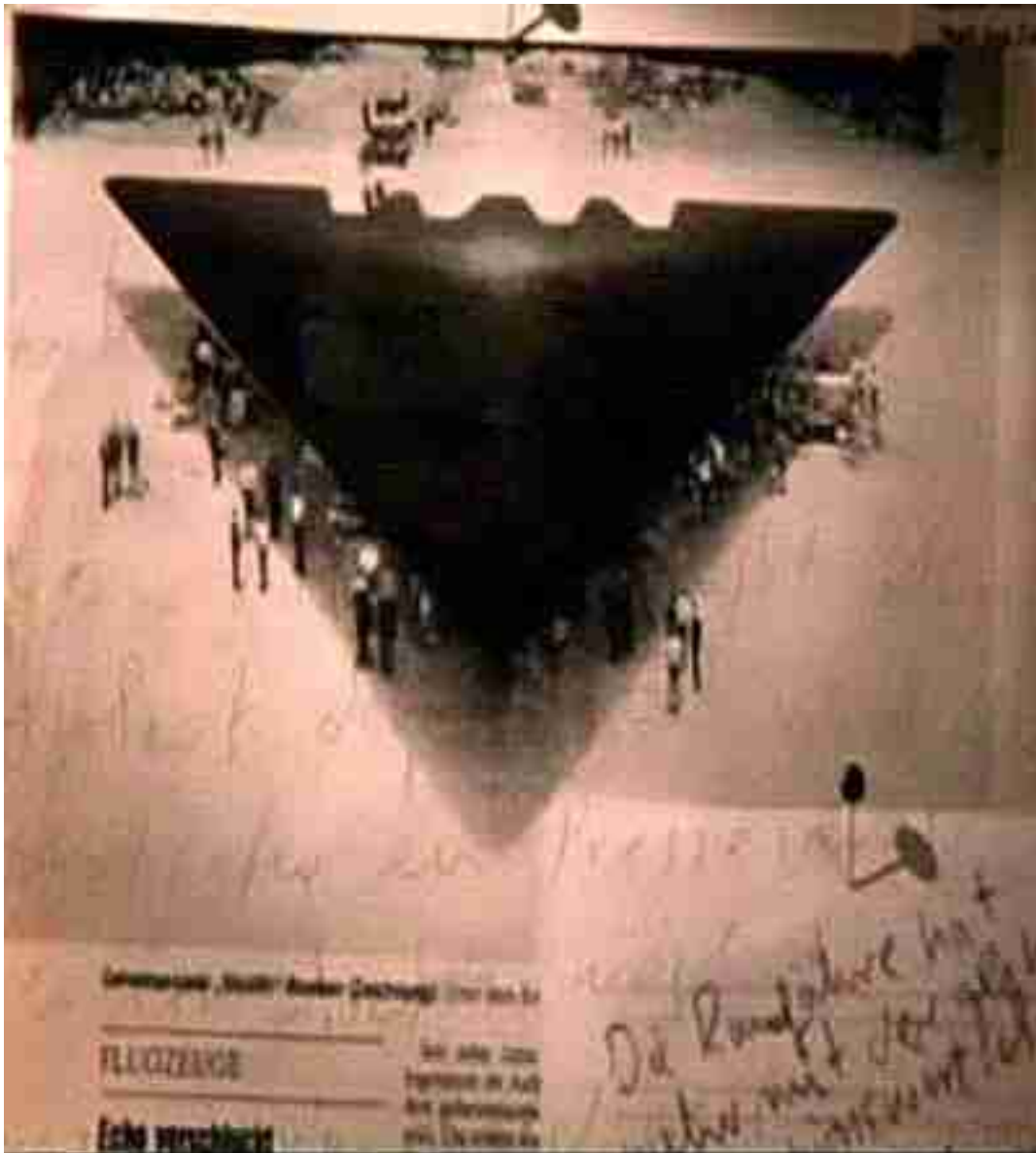
UFO: Flying Triangles

Posted: 29/09/2012

There are thousands of UFO sightings around the world every year, but a high percentage of them relate to one very common UFO and shape....

Strange flying black triangle UFOs





I myself witnessed one on 30 March 1993, which was part of the famous UK Cosford UFO incident, and I became one of thousands of people who have witnessed these strange craft in our skies.

Read more about the Cosford UFO incident here: [Cosford UFO](#)

But what are they?

They are large, triangular-shaped UFOs, often black in colour, with rounded corners and making a low, humming noise. They disappear to the horizon at unbelievable speed. They are usually big craft and show up from nowhere in the blink of an eye.

The first sighting of these mystery triangles was recorded and reported in 1965. Some say they were first sighted in 1950s. For some time people have said they are secret military projects - the next generation stealth aircrafts. But why are they flying the same way since sixties. How come the technology never changed in more than 50 years?

According to many ufologists like myself, these UFOs are the outcome of direct transfer of technologies from extraterrestrials to human civilization in different parts of the world. They are believed to be reverse engineered from crashed UFOs, and have been developed behind closed doors at top secret military facilities and bases around the world. One such facility is Groom Lake aka Area 51 in Nevada USA: [AREA 51](#)

The triangle shaped UFOs are said to use anti-gravity propulsion. They also use superconductors to create the electromagnetic flux as well as anti-gravity propulsion. That is why the humming noise comes out which was heard by

myself and many others. What I witnessed on 30th March 1993 was very real indeed and is still unexplained along with other flying triangle incidents. But we have to consider the possibility that it may not just be Extra-Terrestrial UFOs, but craft developed by us from their technology...

Some laugh at this theory and just assume people who see these triangles are seeing illusions. But when have you heard and investigated people seeing exactly the same thing or 'illusion' (from a sceptic's point of view) in places tens of thousands of miles apart, it cannot be an illusion or something just made up in the mind.

Read more: <http://theedgeofreality.proboards.com/index.cgi?board=ufos&action=display&thread=2819#ixzz2BSwx6C9z>





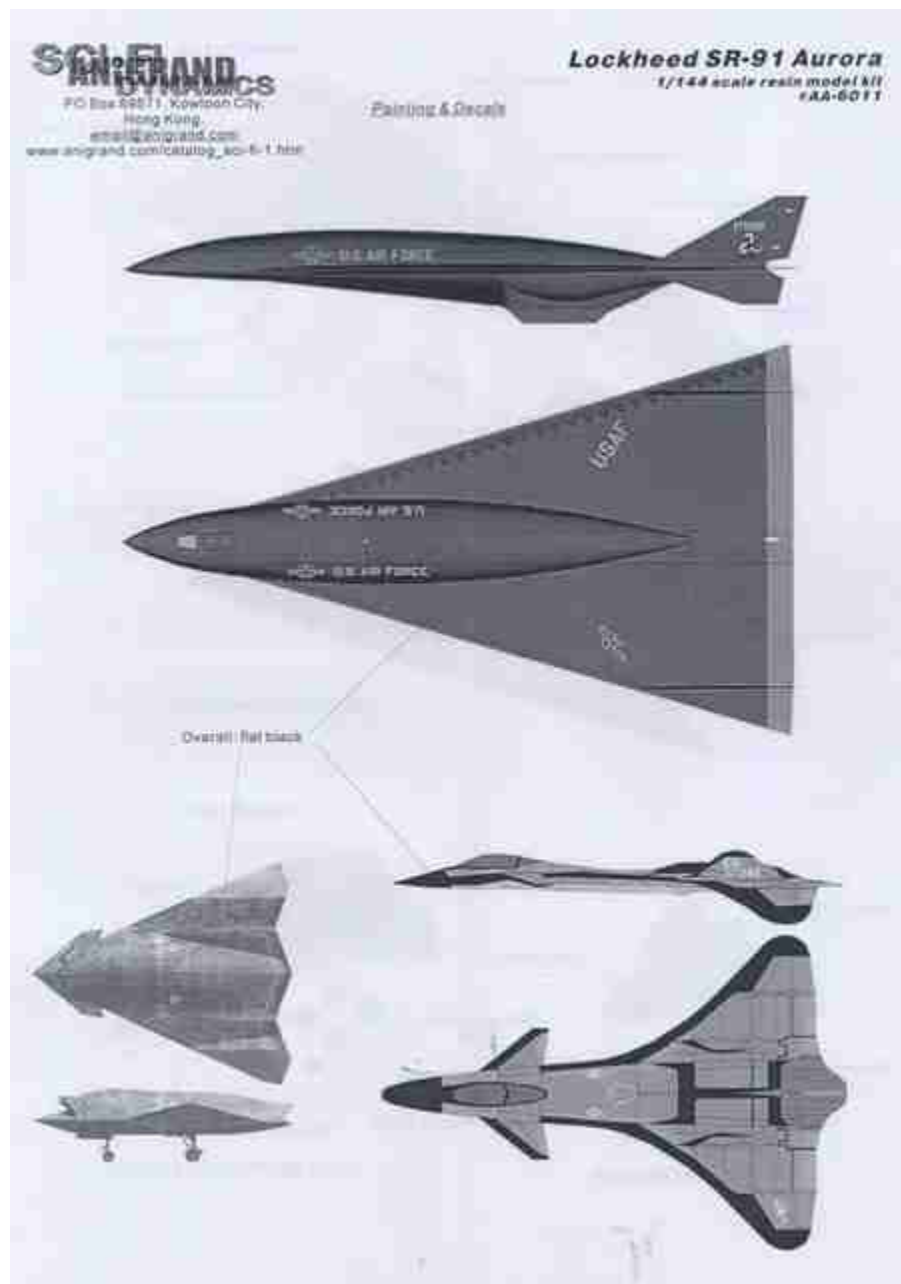


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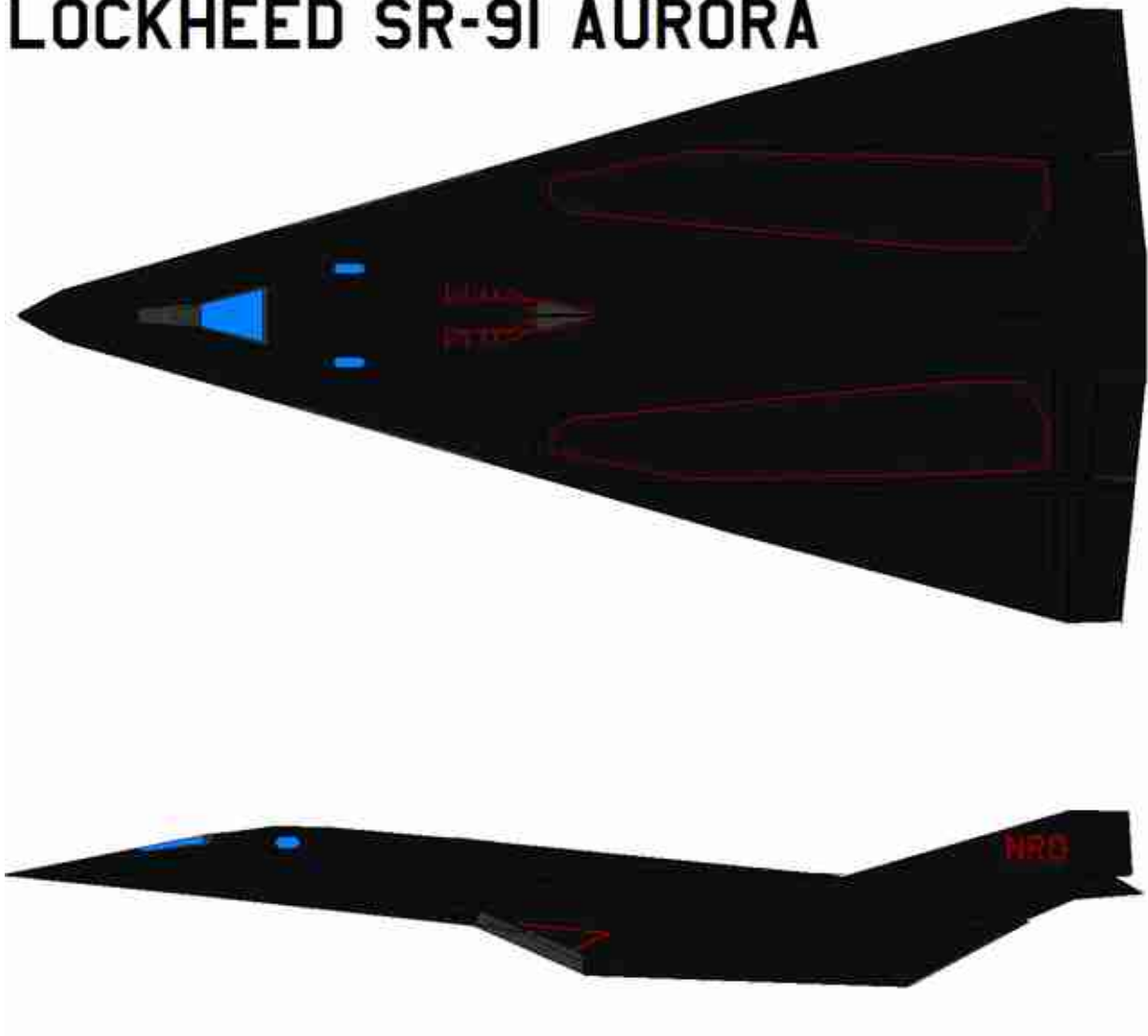








LOCKHEED SR-91 AURORA



Pennsylvania Lights



GAP – Last night, July 29th, 2012. I was traveling eastbound on US Route 30. I was driving when I saw 6-7 large "fireballs" traveling towards me. I knew pretty quickly these were not airplanes, due to how they were grouped together and I have been in this area for 12 years and I am accustomed to the airplanes that travel in this area. They were a bright burning red color that was constant that did not dim or flash.

I pulled over on the side of the road and began filming with my iPhone 4GS. The first four were traveling in two pairs and the others were traveling in singles behind. The objects started to align in a triangle, then a straight line before disappearing. Thanks to MUFON CMS

Texas Triangle



SHAMROCK – I put Travis County and Austin in the location fields of the form at the request of the field investigator (Robert Powell). A friend who attended college picked me up on November 20, 2000. It was at dusk near I-40 when

I noticed the object moving northeast. As we got within two miles it was crossing the highway ahead of us, and we could tell that it was moving very slowly.

We saw it was not a conventional aircraft, and had blue lights at each point of the triangle. The lights were steadily glowing as it flew by at 35 mph, at 1,000 feet in altitude. We had never seen anything like it before. It was probably 400 yards across at least. Other people in cars were standing outside watching. We eventually lost sight of it. I found this picture that is similar but the object we saw was much larger. Thanks to MUFON CMS

Utah Cylinder



SALT LAKE CITY – Mothership videotaped over city on July 13, 2012. A cylinder shaped object was seen over the city once again.

Every few years one is observed.

<http://www.facebook.com/grops/projmexo/permalink/389003324494269/>



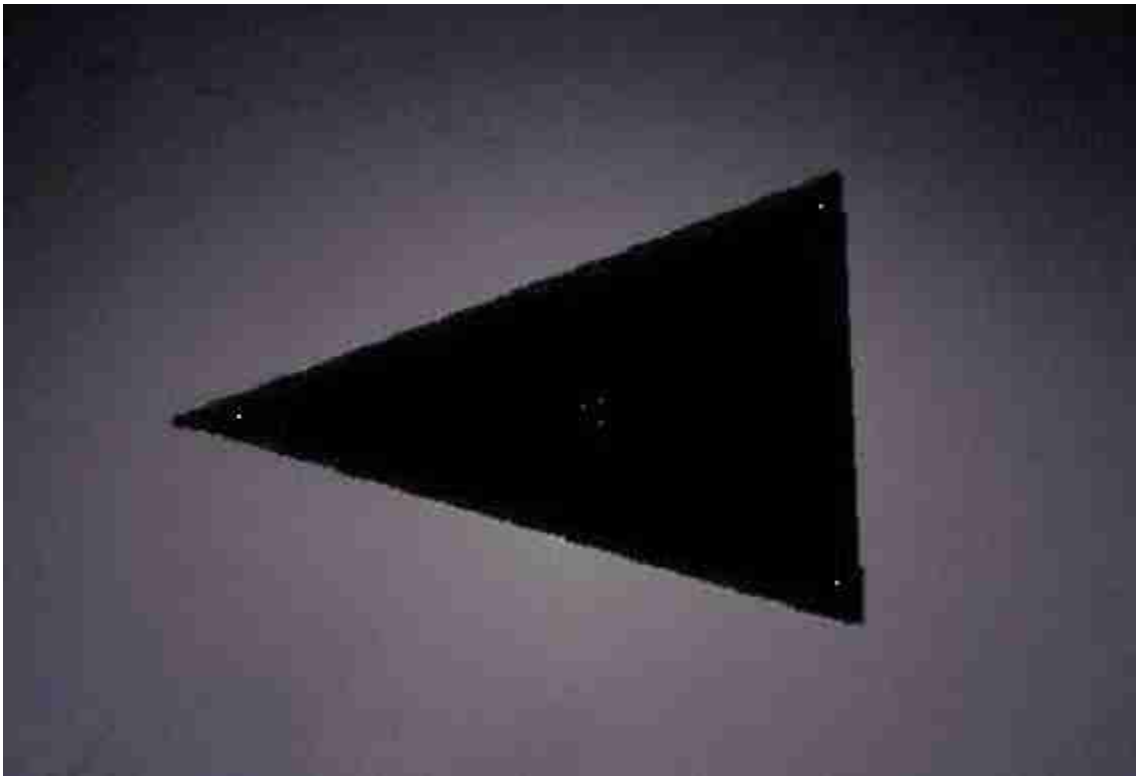
WITNESS BUZZED BY A BLACK TRIANGLE IN VERMONT

Posted on

January 18, 2012

by

PFEIFER



WITNESS BUZZED BY A BLACK TRIANGLE IN VERMONT

1-5-12 NORWICH VERMONT

While traveling South in the slow lane, on Interstate 91, at 4:50 am, I looked in my drivers side mirror and noticed a Black Triangular object with large yellow lights approximately 50ft. above and directly over the roof of a car, in the fast lane. After about 5 seconds I refocused my driving to the road in front of me as I was headed towards the breakdown lane. I maneuvered my vehicle back into the slow lane and once again looked into the drivers side mirror and the object was gone. The vehicle behind me in the fast lane was still proceeding south behind me. The entire event lasted about 10 seconds. As I proceeded South, still looking through my drivers side window and passenger side window into the sky looking for the object, it didnt reappear! After I proceeded approximately a mile South on the interstate I saw what looked like a red shooting star with a streak in the sky directly in front of me lasting about 2 seconds. NOTE: The above image is a rendering.

Thanks to MUFON CMS system.

KEN PFEIFER WORLD UFO PHOTOS

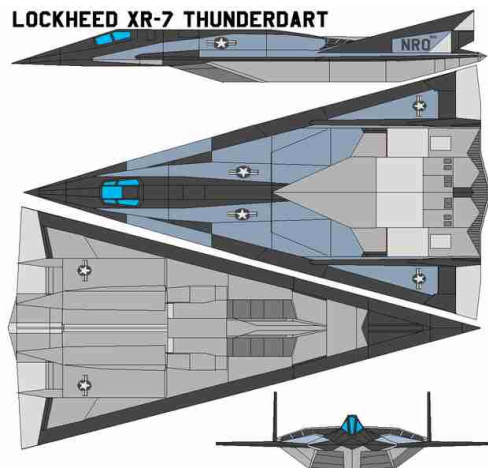
WWW.WORLDFOPHOTOS.ORG

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WWW.MUFONNJNEWS.COM



LOCKHEED XR-7 THUNDERDART





Posted 14th

oakleyses (2014-10-23 18:15:26)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:49)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:46)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

The Best Defection made too late! (2014-02-21 19:01)

I only became a Green Bay Packer fan since 2005 after high school. Those green and white jerseys with G in my face daily since 1989 and somehow I hadn't any Packer gear until 2006. After the gold and purple gear constantly alienated me from the rest of the peeps. I must've been a high school retard! At least I did not show it on my class picture by wearing a Buffalo Sabres cap.

Twenty-five years ago I couldn't imagine hating a team and their fans more than the Chicago Bears, but somehow, Minnesota Vikings fans, you've managed to pull off the impossible. You don't know shit about the game. You have no sense of history or tradition.

Teams who win are given respect. Their fans are given respect. The Vikings... are 0-4 in Super Bowls. . It's so bad, it annually helps make the Vikings one of the poorest franchises in the NFL. So, what are you going to do about it, Vikings fan? You're going to go out in public and complain, demand the state finance a new stadium and make a mockery of yourself, even though your state is in major debt and faced with cutting funding for things like... education. Brilliant! Do you know the last time a Green Bay Packers game was blacked out? No, you don't, because it's never happened. Do you know how long the Packers season-ticket waiting list is? Decades. On the other hand, you have the Minnesota Vikings, where anyone can buy season tickets because they're never sold out. In fact, the Viking

In many cases, an inferiority complex results from an imagined feeling of inferiority, rather than an actual one. That certainly isn't the case here. You are inferior, Minnesota Vikings fans. You know it and it shows. And let me tell you this, it's not sexy, cool or even tolerable, for that matter. Your inferiority complex, which rightfully has something to do with that Super Bowl drought, causes you to make overly bold predictions, think the Vikings are better than they really are, act like a prick to all other NFL fans and gloat incessantly when something actually goes right for your beloved team. That's not to mention you don't have even an ounce of humility when the Vikings get their ass beat. I've never once heard a Vikings fan congratulate an opposing team's fans on a win. I've never once heard a Vikings fan empathize with opposing fans after they lose to the Vikings.

Impeachable Offenses: The Case for Removing Barack Obama From Office (2014-02-26 05:13)

The possibility of impeaching Barack Obama based a wide range of alleged constitutional violations already has been discussed by a long list of members of Congress, from Sen. Ted Cruz, R-Texas, to Rep. Duncan Hunter, R-Calif. Now Rep. Paul Broun, a Georgia Republican who is seeking to replace the retiring Sen. Saxby Chambliss, is joining the list.

He's accompanied by a couple of his opponents in the open race.

A video from a forum over the weekend featuring candidates for Chambliss' seat shows Broun and two others, Derrick Grayson, an engineer, and Eugene Yu, a businessman, raising their hands when asked whether they would support impeachment.

A forum moderator asked the candidates: "Obama has perjured himself on multiple occasions. Would you support impeachment if presented for a vote?"

Broun, Grayson and Yu raised their hands.

Several other candidates did not, and there were others vying for the office who were not in attendance.

WND has been reporting on members of Congress who have discussed impeachment. The list now includes:

Rep. Steve King, R-Iowa; Rep. Blake Farenthold, R-Texas; Rep. Steve Stockman, R-Texas; Rep. Bill Flores, R-Texas; Rep. Duncan Hunter, R-Calif.; Sen. Tom Coburn, R-Okla.; Rep. Kerry Bentivolio, R-Mich.; Sen. Ted Cruz, R-Texas; Sen. James Inhofe, R-Okla.; Rep. Jason Chaffetz, R-Utah; Sen. Tim Scott, R-S.C.; Rep. Michele Bachmann, R-Minn.; Rep. Louie Gohmert, R-Texas; Rep. Trey Radel, R-Fla.; and Rep. Ted Yoho, R-Fla.

Read the definitive case for removing Barack Obama from office in "Impeachable Offenses" by Aaron Klein and Brenda J. Elliott.

Several, including King and Farenthold, made comments in interviews with Sean Hannity.

King pointed to the president's actions on immigration, such as his orders for authorities not to enforce current immigration law, as grounds for impeachment.

He said there are multiple violations related to Obamacare and asserted the president's "recess" appointments of judges when the Senate was not actually in recess also is worthy.

The "uber-presidency," King said, has little or no respect for the Constitution.

Farenthold said Obama "is grabbing as much power as he can," but Congress also is doing little to draw in the reins.

The two said that politically, Obama is exercising great power and believes Congress cannot or will not stop him.

"The president knows it; he's exploiting it," King said.

Stockman even handed out in Congress copies of a book that has been described by its authors as the "articles of impeachment" for Barack Obama. Stockman suggested that special investigations and possibly prosecutions are needed in response to Fast and Furious, Benghazi and other Obama scandals.

Rep. Bill Flores, R-Texas, was speaking at a town hall meeting when he considered the idea. A video of his comments was posted at the Western Center for Journalism.

"I've looked at the president. I think he's violated the Constitution. I think he's violated the Bill of Rights," he said.

He said at some point a decision must be made.

"I think if the House had an impeachment vote, it would probably impeach the president."

But he noted there are only 46 members of the GOP in the U.S. Senate, where an impeached president would be put on trial.

To obtain a conviction, the prosecuting team must have 67 votes, and he wasn't sure even all of the GOP members would vote to convict.

"I think he's breaking the law if he strikes without congressional approval," Hunter told the Washington Times regarding Obama's plan to bomb Syria. "And if he proceeds without Congress providing that authority, it should be considered an impeachable offense."

WND previously reported Coburn's statement that Obama is "perilously close" to qualifying for impeachment.

Speaking at the Muskogee Civic Center in Oklahoma, the senator said, "What you have to do is you have to establish the criteria that would qualify for proceedings against the president, and that's called impeachment."

Coburn said it's "not something you take lightly, and you have to use a historical precedent of what that means."

Visit WND's online Impeachment Store to see all the products related to ousting Obama.

Earlier, Bentivolio said it would be a "dream come true" to impeach Obama.

Bentivolio told the Birmingham Bloomfield Republican Club Meeting, "You know, if I could write that bill and submit it, it would be a dream come true."

He told constituents: "I feel your pain and I know. I stood 12 feet away from that guy and listened to him, and I couldn't stand being there. But because he is president I have to respect the office. That's my job as a congressman. I respect the office."

Bentivolio said his experience with the president caused him to consult with attorneys about what it would take to remove Obama from office.

Cruz responded to a question about impeachment after a speech.

"It's a good question," Cruz said. "And I'll tell you the simplest answer: To successfully impeach a president you need the votes in the U.S. Senate."

In May, Inhofe suggested Obama could be impeached over a White House cover-up after the attack in Benghazi, Libya, on Sept. 11, 2012.

He told listeners of "The Rusty Humphries Show": "Of all the great cover-ups in history – the Pentagon papers, Iran-Contra, Watergate, all the rest of them – this ... is going to go down as the most egregious cover-up in American history."

But even with that searing indictment, Inhofe, too, stopped short of calling for impeachment.

Rep. Jason Chaffetz, R-Utah, has offered tentative support for impeachment.

"I'm not willing to take it off the table, but that's certainly not what we're striving for," he told CNN.

One Republican actually has come out and called for the impeachment of Obama, and he did it more than two years ago, before he became a congressman.

Rep. Ted Yoho, R-Fla., posted on his website in June 2011 a list of reasons for impeachment.

Other figures who have discussed impeachment include Glenn Beck, Watergate investigative reporter Bob Woodward, WND columnist Nat Hentoff and a panel of top constitutional experts.

Stockman recently distributed copies of the book, "Impeachable Offenses: The Case for Removing Barack Obama From Office," to the other 434 members of the House of Representatives to bolster his case for a special investigation of the president.

The bestselling "Impeachable Offenses" presents an indictment that goes well beyond today's headlines.

The Daily Mail of London has called "Impeachable Offenses" "explosive," reporting that the book contains a "systematic connect-the-dots exercise that the president's defenders will find troublesome."

Constituents also are reaching some surprising conclusions.

Voters in Republican Rep. Jim Bridenstine's Oklahoma district may look meek and mild, maybe even sweet, but their opinions of President Obama reveal nothing but a battleground "take-no-prisoners" attitude.

One lady, for example, said there needs to be changes in the Senate so "we can impeach the S-O-B."

She complained that Congress is doing nothing, and that "allows this moron to make decisions."

"He has no authority. None."

The video was uploaded just this week, but it's unclear when the meeting was held, and the congressman's office was unable to provide details immediately.

At one point the congressman references "back in April 2013," and it appears to be winter, so likely it was recorded in the past few months.

The congressman had been documenting Obama's "lawlessness."

Read more at <http://keywiki.org>

2nd Walt Disney World vacation (2014-02-27 15:21)

This is the second visit, 17 years after the first one.

I picked Disney World, because everybody else picked it and its completely normal. The #1 vacation destination in the US. It was \$3.50 for a 24 ounce Mountain Dew.







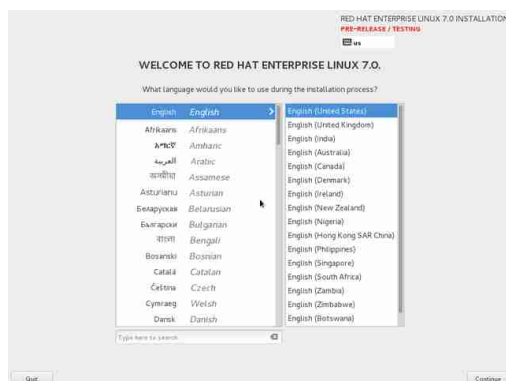
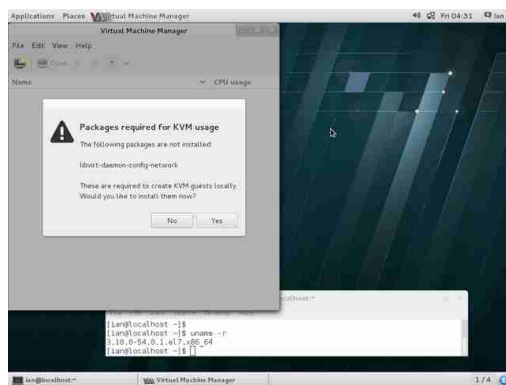
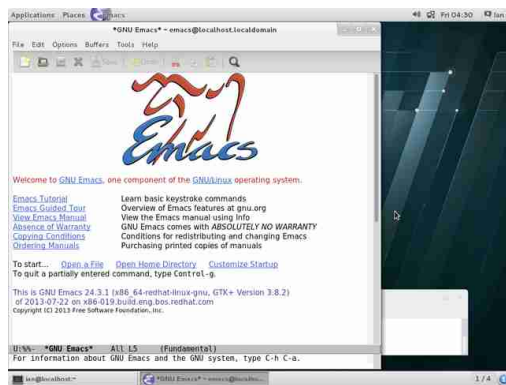
16.3 March

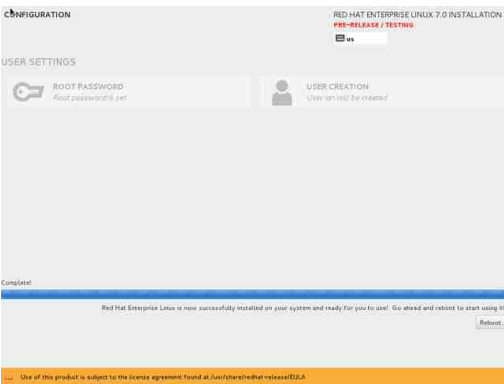
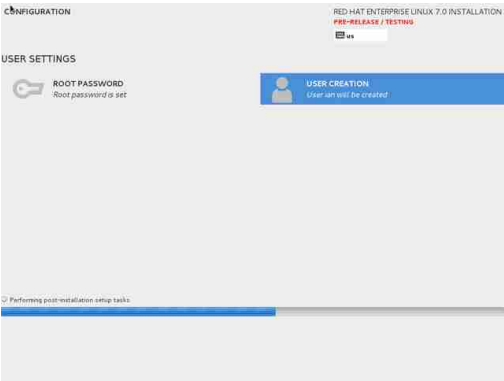
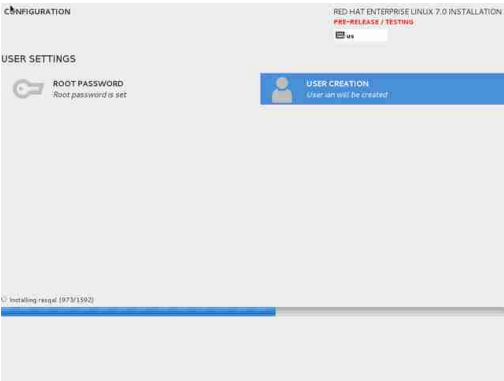
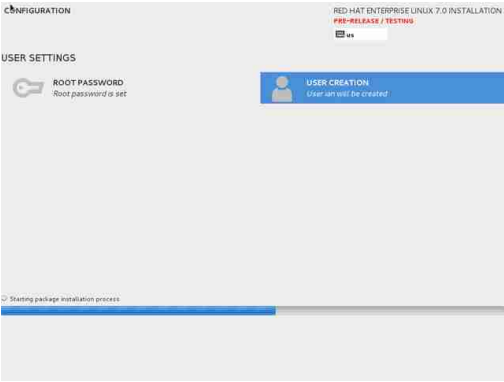
Wounded Warriors in IT.... (2014-03-03 15:59)

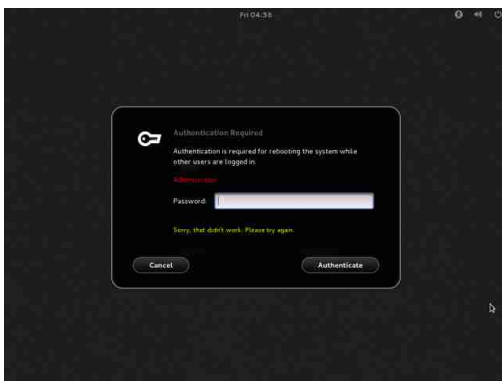
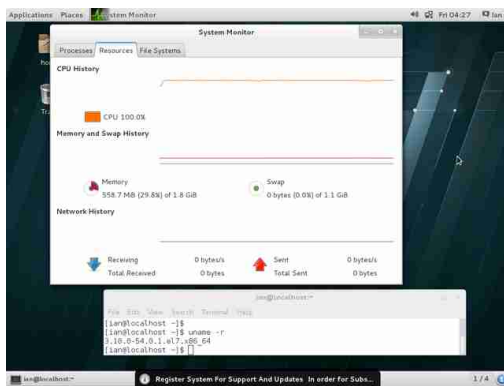
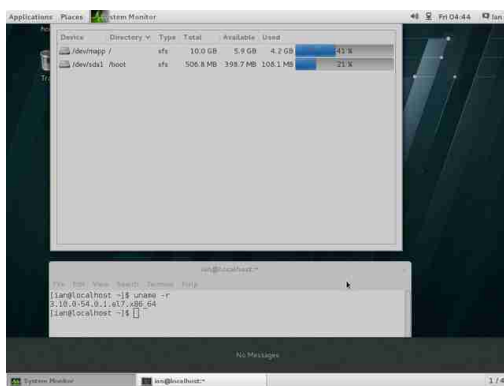
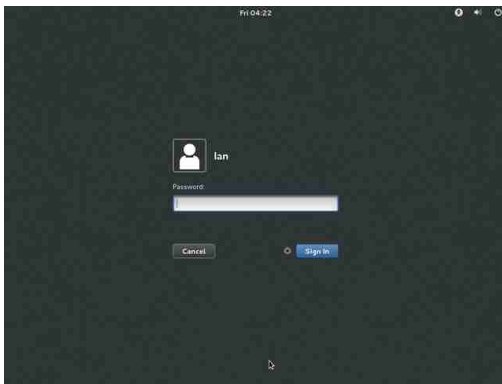
Holy crap. I thought a Doctorate of Science is a higher doctorate, and Bachelor of Degree is too advanced. Must be the non-brain damaged ones going into it. I thought Wounded Warriors were all medical coders doing ICD-10-CM codes. Those ICD-10-CM coder jobs never run out. Doesn't make sense.

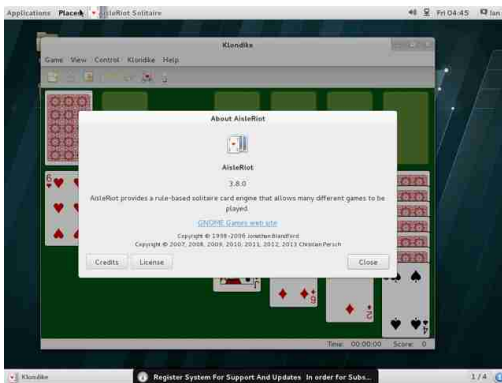
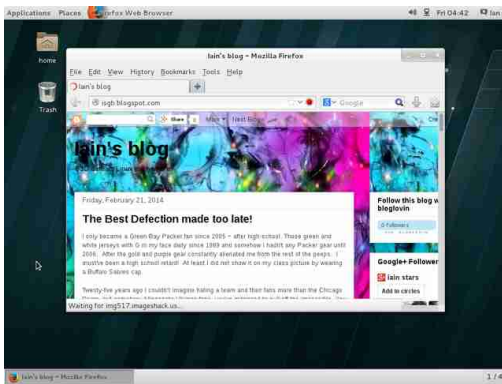


Tested Red Hat Enterprise Linux (RHEL) 7.0 beta (2014-03-04 05:05)









Only came with solitaire

Stable enough OS, didn't crash with installation. RHEL 7.0 lags a lot / slower then RHEL 6.5. I don't know why they couldn't have KDE 4.11 in 7.0 They should use Gnome 3.12, but they use Gnome 3.8.4 in 7.0. The RHEL 7.0 comes backwards compatible with RHEL 6.5. Doesn't use Debian package. Very low kernel 3.10-54.

oakleyses (2014-10-23 17:45:30)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:03)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:08)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley

sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Taxing job creators to death. (2014-03-05 21:50)

There is a job deficit in this country. Jobs are in other countries. President Obama is slashing jobs. That's the real reason. We're increasing in GDP, but Democratic Party is slashing jobs by taxing all the businesses who create jobs and moving to Obamacare. It's just not right. Some call this degenerated workers state.

Leon Trotsky always emphasized that the *degenerated workers' state* was not a new form of society, but a transitional phase between capitalism and socialism (and closer to capitalism) that would inevitably collapse into one form or the other. He argued however that whether this downfall led to the restoration of workers' democracy or to capitalist restoration would depend on whether the movement to overthrow the dictatorship of the bureaucracy was led by the organized working class. They're taxing capitalist businesses so they don't hire.

Canada and UK simply have simply more jobs per million then Americans do; whereby, the personal GDP is higher.

Classmates deleting my comments (2014-03-11 12:46)

I was prompted to write this post, after people recently thanked me for publishing their **blog comments**. Meghan Hatalla deleted decent comments on her blog relating to anything. They assumed that as their comments disagreed with me, they would be deleted. I am hearing this more and more often, hence the reason I want to bring this out into the open. Well, Meghan, it's too late. *I'm sorry, but* I'm already well known. Everybody heard of me.

Here's the problem: It seems some well-known blogs refuse to publish comments, if they take an opposing view to the points made in the blog post. Unless a comment is neutral, complimentary or has an argument that can be easily shot down in flames, it's banned from being published.

-

Removing critical blog comments

What amazed me, was that in each case these people say they had left comments that were not offensive, but were removed simply because they made a solid argument that was opposed to the view, expressed by the blogger. In my opinion, it shows a total lack of respect (and self-confidence) on the part of the blogger, if they refuse to allow anyone to disagree with them! I believe the blogger also loses a useful learning opportunity, as banning such comments eliminates the opportunity to scrutinize their point more thoroughly.

Note: Here's how Mark Zuckerberg used criticism, to improve Facebook.

One of the benefits of a blog is that it is designed for communication, rather than broadcasting. Communication needs to be 2 way or multi-way, which means giving people the right to question you, as well as compliment you or agree. Blog comments allow that to happen, if we let them.

However, I warmly welcome you to contribute to anything I write here, if you have something you want to share. That includes expressing a different point of view to mine (so long as we agree my point is *always* right, of course! 🙄)

Yes, your blog is your own property and you can do whatever you want to with it. However, when you decide to ban people from expressing a different point of view from your own, the word soon gets around. Bloggers don't need a reputation like that!

Published my first book (2014-03-11 15:02)

Free Download (updated) I didn't see myself making any money off my first book so it's entirely free to promote my blog! It was quick and easy. I think I'll advertise it on Goodreads.com

Top 1000 trance (2014-03-15 21:38)

1. Delerium feat. Sarah McLachlan – Silence (Tiësto's In Search Of Sunrise Remix) 2. Rank 1 – Airwave (Original Mix) 3. Motorcycle – As The Rush Comes (Gabriel & Dresden Sweeping Strings Remix) 4. Paul Oakenfold – Southern Sun (DJ Tiësto Remix) 5. Armin Van Buuren & Jan Vayne – Serenity (Original Mix) 6. Oceanlab – Satellite (Original Above & Beyond Mix) 7. Gaia – Tuvan (Original Mix) 8. Above & Beyond feat. Zoe Johnston – No One On Earth (Gabriel & Dresden Remix) 9. Gouryella – Gouryella (Original Mix) 10. Sasha – Xpander (Original Mix) 11. Paul van Dyk – For An Angel (Original Mix) 12. Armin van Buuren ft. Sharon Den Adel – In And Out Of Love (Original Mix) 13. System F – Out Of The Blue (Original Mix) 14. Yahel & Eyal Barkan – Voyage (Tiësto's Magikal Remake) 15. William Orbit – Barber's Adagio For Strings (Ferry Corsten Remix) 16. Dash Berlin feat. Emma Hewitt – Waiting (Original Mix) 17. Bedrock – Heaven Scent (Original Mix) 18. Chicane – Saltwater (Original Mix) 19. Above & Beyond feat. Andy Moor – Air for Life (Original Mix) 20. Cass & Slide – Perception (Original Mix) 21. Push – Strange World (2000 Remake) 22. Binary Finary – 1998 (Gouryella Remix) 23. System F feat. Armin van Buuren – Exhale (Original Mix) 24. Ferry Corsten feat. Betsie Larkin – Made Of Love (Original Mix) 25. DJ Tiësto – Flight 643 (Original Mix) 26. Armin van Buuren – Blue Fear (Original Mix) 27. Andain – Beautiful Things (Gabriel & Dresden's Unplugged Mix) 28. Veracocha – Carte Blanche (Original Mix) 29. Armin van Buuren & Dj Shah feat. Chris Jones – Going Wrong (Armin Van Buuren's Extended Mix) 30. Dash Berlin – Till The Sky Falls Down (Original Mix) 31. DJ Tiësto – Adagio For Strings (Original Mix) 32. Armin van Buuren – Shivers (Original Mix) 33. Push – Universal Nation (Original Mix) 34. Alibi – Eternity (Armin van Buuren Rising Star Mix) 35. Ferry Corsten – Beautiful (Original Mix) 36. Above & Beyond pres. Oceanlab – Miracle (Above Beyond Club Mix) 37. Sunlounger feat. Zara – Lost (Original Mix) 38. ATB – 9PM (Original Mix) 39. Markus Schulz – The New World (Original Mix) 40. Faithless – Insomnia (Original Mix) 41. Armin van Buuren – Communication (Original Mix) 42. Above & Beyond presents OceanLab – On A Good Day 43. Way Out West feat. Tricia Lee Kelshall – Mindcircus (Gabriel & Dresden Club Mix) 44. John O'Callaghan feat. Sarah Howells – Find Yourself (Cosmic Gate Remix) 45. The Thrillseekers – Synaesthesia (Club Mix) 46. DJ Tiësto – Traffic (Original Mix) 47. Energy 52 – Cafe Del Mar (Original Mix) 48. 4 Strings – Take Me Away (into The Night) (Original Mix) 49. Armin van Buuren feat. Justine Suissa – Burned With Desire (Rising Star Mix) 50. Conjure One – Tears From The Moon (DJ Tiësto's In Search Of Sunrise Mix) 51. OceanLab – Clear Blue Water (Ferry Corsten Remix) 52. Alex M.O.R.P.H. feat. Ana Criado – Sunset Boulevard (Original Mix) 53. Armin van Buuren – Sail (Original mix) 54. ATB – Ecstasy (Original Airplay Mix) 55. Paul van Dyk – Nothing But You (Original Mix) 56. Andy Moor & Ashley Wallbridge ft. Meighan Nealon – Faces (Original Mix) 57. DJ Tiësto feat. BT – Love Comes Again (Original Mix) 58. Three Drives On A Vinyl – Greece 2000 (Original Mix) 59. Dj Shah feat. Adriana Thorpe – Who Will Find Me (Original Summer Sunrise Mix) 60. Andy Moor and Adam White present Whiteroom – The Whiteroom (Original Mix) 61. Solarstone – Seven Cities (Armin van Buuren Remix) 62. Sander Van Doorn Pres. Purple Haze – Bliksem (Original Mix) 63. Art Of Trance – Madagascar (Ferry Corsten Remix) 64. Armin van Buuren feat. Jaren – Unforgivable (Original Mix) 65. Aly & Fila – Lost Language (Original Mix) 66. DJ Tiësto – Suburban Train (Original Mix) 67. Max Graham feat. Neev Kennedy – Sun In The Winter (Alex M.O.R.P.H. Remix) 68. Chicane – Offshore (Original Mix) 69. DJ Tiësto – Lethal Industry (Original Mix) 70. DJ Shah feat. Adrina Thorpe – Back To You (Aly & Fila Mix) 71. ALT+F4 – ALT+F4 (Original Mix) 72. James Holden feat. Julie Thompson – Nothing (93 Returning Mix) 73. John O'Callaghan feat. Audrey Gallagher – Big Sky (Original Mix) 74. Cygnus X – Superstring (Rank 1 Remix) 75. Humate – Love Stimulation (Paul van Dyk Remix) 76. Simon Patterson – Miss You (Original Mix) 77. Lange feat. Sarah Howells – Out Of The Sky (Kyau & Albert Remix) 78. DJ Tiësto – In My Memory (Gabriel & Dresden Elephant Memory Vocal) 79. Sean Tyas – Lift (Original Mix) 80. BT – Flaming June (BT & PVD Remix) 81. Solarstone – Solarcoaster (Original Mix) 82. Above & Beyond feat. Richard Bedford – Alone Tonight (Above & Beyond Club Mix) 83. DJ Tiësto feat. Kristy Hawkshaw – Just Be (Original Mix) 84. Alex M.O.R.P.H. – Walk the Edge (Alex M.O.R.P.H. B2B Woody Van Eyden Mix) 85.

Gouryella – Ligaya (Original Mix) 86. RAM – RAMsterdam (Jorn Van Deynhoven Remix) 87. Dash Berlin ft. Cerf Mitiska and Jaren – Man On The Run (Original Vocal Mix) 88. Armin van Buuren Feat. Gabriel & Dresden – Zocalo 89. Cygnus X – The Orange Theme (Original Mix) 90. DJ Tiësto – Elements Of Life (Original Mix) 91. Luminary – Amsterdam (Smith & Pledger Remix) 92. Salt Tank – Eugina (Michael Woods Mix) 93. Paul van Dyk Starkillers & Austin Leeds (ft. Ashley Tomberlin) – New York City (Original Mix) 94. Armin van Buuren – Imagine (Original Mix) 95. Marco V – Simulated (Original Mix) 96. Chicane – Autumn Tactics (The Thrillseekers Remix) 97. Markus Schulz – Do You Dream (Original Mix) 98. Gareth Emery – Exposure (Original Mix) 99. Reflekt Feat. Deline Bass – Need To Feel Loved (Original Mix) 100. Stoneface & Terminal – Stardust (Club Mix) 101. Billie Ray Martin – Honey (Chicane Club Mix) 102. iiO – Rapture (Armin van Buuren Remix) 103. Armin van Buuren Feat Jennifer Rene – Fine Without You (Original Mix) 104. Dogzilla – Without You (Original Mix) 105. Above & Beyond Presents OceanLab – Good For Me (Above & Beyond Club Mix) 106. Lange vs Gareth Emery – Another You Another Me (Original Mix) 107. Rank 1 – Such Is Life (Original Mix) 108. Andy Moor feat. Carrie Skipper – She Moves (Original Mix) 109. Above & Beyond pres. Oceanlab – Breaking Ties (Above & Beyond Analogue Haven Mix) 110. Paul Van Dyk feat. Johnny McDaid – Home (Cosmic Gate Remix) 111. Solid Globe – North Pole (Original Mix) 112. Urban Astronauts & Matt Darey feat. Kate Louise Smith – See The Sun (Aurosonic Remix) 113. Underworld – Born Slippy (Original Mix) 114. Sebastian Brandt – 450 (Original Mix) 115. Yuri Kane – Right Back (Original Mix) 116. Roger Shah & Signum – Healesville Sanctuary (Roger Shah Mix) 117. DJ Tiësto – Forever Today (Original Mix) 118. Bobina – Invisible Touch (Ferry Corsten Touch Remix) 119. Nic Chagall feat. Jonathan Mendelsohn – This Moment (Progressive Mix) 120. Dash Berlin – Never Cry Again (Jorn Van Deynhoven Remix) 121. Velvetine – Safe (Wherever You Are) (Rank 1 Remix) 122. DJ Tiësto – In My Memory (Original Mix) 123. Stoneface & Terminal – Super Nature (Original Mix) 124. Markus Schulz Feat. Khaz – Dark Heart Waiting (Original Mix) 125. Robert Miles – Children (Original Mix) 126. Super8 & Tab – Irufushi (Original Mix) 127. Moogwai – Viola (Armin van Buuren Remix) 128. Susana feat. Omnia & The Blizzard – Closer (Original Mix) 129. Gaia – Aisha (Original Mix) 130. Matt Darey pres. Urban Astronauts – Black Flowers (Josh Gabriel Remix) 131. Oceanlab – Sirens Of The Sea (Above & Beyond Remix) 132. Rank 1 – L.E.D. There Be Light (Extended Mix) 133. ATB – Let You Go (Original Mix) 134. Armin van Buuren – Control Freak (Sander van Doorn Remix) 135. DJ Eco – Lost Angeles (Breakfast Remix) 136. Orjan Nilsen – La Guitarra (Original Mix) 137. Arksun – Arisen (Original Mix) 138. Nalin & Kane – Beachball (Original Mix) 139. Deadmau5 feat. Kaskade – I Remember (Original Mix) 140. ATB – Behind (Original Mix) 141. DJ Tiësto – Nyana (Original Mix) 142. Armin van Buuren feat Jacqueline Govaerts- Never Say Never (Original Mix) 143. Above and Beyond Present Oceanlab – Lonely Girl (Gareth Emery Remix) 144. 24 – The Longest Day (Armin Van Buuren Remix) 145. Coast 2 Coast – Home (Original Mix) 146. DNS Project feat. Johanna – Mindful (Ronski Speed Remix) 147. Cosmic Gate feat. Emma Hewitt – Not Enough Time (Original Mix) 148. Plastic Boy – Silver Bath (Original Mix) 149. Markus Schulz – Without You Near (Original Mix) 150. Stoneface & Terminal – Blueprint (Club Mix) 151. Armin van Buuren ft. VanVelzen – Broken Tonight (Alex MORPH Remix) 152. Cerf, Mitiska & Jaren – You Never Said (Dash Berlin Mix) 153. Gouryella – Walhalla (Original Mix) 154. Scott Bond vs Solarstone – Naked Angel (Original Mix) 155. BT feat. Jes – Every Other Way (Armin van Buuren Remix) 156. Armin van Buuren – Hold On To Me (Original Mix) 157. Cerf Mitiska & Jaren – Beggin' You (Armin van Buuren Remix) 158. Young Parisians – You Write The Rules (Solarstone Remix) 159. Armin van Buuren feat. Racoon – Love You More (Original Mix) 160. Gouryella – Tenshi (Original Mix) 161. Rex Mundi feat. Susana – Nothing At All (Original Mix) 162. DJ Tiësto – Driving To Heaven (Mat Zo Remix) 163. Armin van Buuren – Face To Face (Original Mix) 164. The Age Of Love – The Age Of Love (Jam & Spoon Watch Out For Stella Mix) 165. Ascension – Someone (Original Mix) 166. Paul van Dyk – Another Way (Original Mix) 167. Tiësto Feat. Sneaky Sound System – I Will Be Here (Original Mix) 168. Hybrid – Finished Symphony (Original Mix) 169. Armin van Buuren – Imagine (Original Mix) 170. Ridgewalker featuring El – Find (Andy Moor Remix) 171. BT – Dreaming (Original Mix) 172. Andy Duguid feat. Leah – Wasted (Original Mix) 173. Stoneface & Terminal – Endorphine (Original Mix) 174. Marcel Woods – Advanced (Original Mix) 175. DJ Tiësto feat Christian Burns – In The Dark (Original Mix) 176. Faithless – Not Going Home (Armin van Buuren Remix) 177. Armin van Buuren vs. Rank1 feat. Kush – This World Is Watching Me (Original Mix) 178. BT – Mercury & Solace (Original Mix) 179. Members Of Mayday – 10 In One (Paul Van Dyk Remix) 180. Gabriel & Dresden – Tracking Treasure Down (Original Mix) 181. The Doppler Effect – Beauty Hides In The Deep (John O'Callaghan Remix) 182. Rank 1 – Symfo (Original Mix) 183. Armin van Buuren – Rush Hour (Original Mix) 184. DJ Tiësto – Who Wants to be Alone (Original Mix) 185. Darude – Sandstorm (Original Mix) 186. Marco V – Recovered 187. Arnej – They Need Us (Original Mix) 188. Rank 1 – Awakening (Original Mix) 189. Armin van Buuren feat. Susana – If You Should Go (Aly

& Fila Remix) 190. Mat Zo – Near The End (Original Mix) 191. Young Parisians feat. Ben Lost – Jump The Next Train (Kyau vs. Albert Remix) 192. Deadmau5 – Strobe (Original Mix) 193. Perpetuous Dreamer – The Sound Of Goodbye (Armin's Tribal Mix) 194. Leon Bolier – Ocean Drive Boulevard (Original Mix) 195. Selu Vibra – Divine (Original Mix) 196. Ali Wilson – Pandora (Original Mix) 197. Orjan Nilsen – Lovers Lane (Original Mix) 198. Svenson & Gielen – The Beauty Of Silence (Original Mix) 199. Ferry Corsten – Rock Your Body Rock (Original Mix) 200. Luigi Lusini – Who We Are (Original Mix) 201. DJ Tiësto – Escape Me (Original Mix) 202. W &W – Mainstage (Original Mix) 203. Allure feat. Julie Thompson – Somewhere Inside of Me (Original Mix) 204. L.S.G. – Netherworld (Oliver Prime Remix) 205. Armin van Buuren ft Cathy Burton – Rain (Original Mix) 206. Robert Nickson – Spiral (Original Mix) 207. Randy Katana – In silence (Txitxarro Mix) 208. M.I.K.E. presents Plastic Boy – Chocolate Infusion (Original Mix) 209. Solid Globe – Sahara (Original Mix) 210. Chicane – Poppiholla (Original Mix) 211. Sander van Doorn – Renegade (The Official Trance Energy Anthem 2010) 212. Solid Sessions – Janeiro (Armin van Buuren Remix) 213. The Blizzard – Kalopsia (Original Mix) 214. Cosmic Gate – Barra (Original Mix) 215. Aly & Fila feat. Denise Rivera – My Mind Is With You (W &W Remix) 216. tyDi ft Audrey Gallagher – You Walk Away (Original Mix) 217. Arnej vs 8 Wonders – Beginning Of The End (Original Mix) 218. Vast Vision feat. Fisher – Everything (Aly & Fila Remix) 219. Armin van Buuren – Astronauts (Original Mix) 220. Cerf Mitiska & Jaren – Light the Skies (Retrobyte Classic ElectroBounce Mix) 221. Cosmic Gate feat. Aruna – Under Your Spell (Original Mix) 222. Daniel Kandi – Venice Beach (Original Mix) 223. Chakra – Home (Original Mix) 224. Filo & Peri feat. Eric Lumiere – Anthem (Original Mix) 225. Ayla – Ayla (Original Mix) 226. Arnej – Dust In The Wind (Original Mix) 227. Tiësto feat. Tegan & Sara – Feel It In My Bones (Original Mix) 228. Rank 1 vs Jochen Miller – The Great Escape (Original Mix) 229. Cygnus X – Positron (Armin Van Buuren Remix) 230. PPK – Resurrection (Original Mix) 231. Deadmau5 feat. Rob Swire – Ghosts N Stuff (Original Mix) 232. Utah Saints – Lost Vagueness (Oliver Lieb's Main Mix) 233. Filo And Peri feat. Aruna – Ashley (Alex M.O.R.P.H Remix) 234. Mekka – Diamondback (Original Mix) 235. Stoneface & Terminal – St. Francis Foley (Club Mix) 236. Cosmic Gate – Exploration Of Space (Original Mix) 237. Aly & Fila – Key Of Life (Original Mix) 238. Armin van Buuren – Empty State (Original Mix) 239. Gaia – 4 Elements (Original Mix) 240. Simon Patterson – Taxi (Original Mix) 241. Super8 & Tab – Helsinki Scorchin' (Original Mix) 242. Beat Service feat. Emma Lock – Hiding To Nothing (Original Mix) 243. Jan Johnston – Flesh (DJ Tiësto Remix) 244. Andrea Mazza & Fabio Xb – Light to Lies (Gareth Emery Remix) 245. Armin van Buuren feat. Ray Wilson – Yet Another Day (Original Mix) 246. Push – The Legacy (Original Mix) 247. W &W – D.N.A. (Original Mix) 248. Nickelson – Yin (Solid Globe Remix) 249. DJ Tiësto feat. Jonsi – Kaleidoscope (Original Mix) 250. Armin van Buuren feat. Nadia Ali – Who Is Watching (Original Mix) 251. Signum – Riddles In The Sand (Original Mix) 252. Ron Hagen & Al Exander – Last Minute (Original Mix) 253. Bent – As You Fall (Kyau & Albert Remix) 254. Cirez D – Glow (Original Mix) 255. Paul Webster feat. Amanda – Time (Sean Tyas Dub) 256. Masters & Nickson feat. Justine Suissa – Out There (5th Dimension) 257. Jerome Isma-Ae – Hold That Sucker Down (Original Mix) 258. Gareth Emery – Global (Original Mix) 259. Airbase feat. Floria Ambra – Denial (Original Mix) 260. Ferry Corsten – Radio Crash (Original Mix) 261. Delerium – Innocente (Tiësto Remix) 262. Nadia Ali – Love Story (Original Mix) 263. DJ Tiësto – A Tear In The Open (Original Mix) 264. Akesson – Perfect Blue (Original Mix) 265. Ferry Corsten – Punk (Original Mix) 266. Markus Schulz – Never Be The Same (Markus Schulz Coldharbour Club Mix) 267. Above & Beyond – Home (Club Mix) 268. Lange feat. The Morrighan – Follow Me (Original Mix) 269. Gareth Emery – More Than Anything (Stoneface & Terminal Remix) 270. 4 Strings – Diving (Hiver & Hammer Remix) 271. Tiësto – Ten Seconds Before Sunrise (Original Mix) 272. DJ Tiësto – Dance 4 Life (Original Mix) 273. Jochen Miller – Brace Yourself (Original Mix) 274. Mat Zo – The Fractal Universe (Original Mix) 275. Shogun feat. Emma Lock – Save Me (Original Mix) 276. The Quest – C-Sharp (Original Mix) 277. Beat Service feat. Emma Lock – Cut And Run (Original Mix) 278. Heatbeat – Vergatron (Original Mix) 279. Aria – Dido (Armin van Buuren Remix) 280. The Blizzard & Omnia – Metanoia (Original Club Mix) 281. Ferry Corsten – We Belong (Original Mix) 282. Super8 & Tab – Elektra (Original Mix) 283. Above & Beyond – Anjunabeach (Original Mix) 284. Saltwater – The Legacy (Alphazone Remix) 285. Airbase – Escape (Original Mix) 286. Tritonal feat. Christina Soto – Forgive Me Forget You (Ashley Wallbridge Remix) 287. Paul van Dyk Ft. Rea Garvey – Let Go (Original Mix) 288. Solar Factor – Urban Shakedown (Original Mix) 289. Arnej – They always come back (Original Mix) 290. Shogun feat. Hannah Ray – Nadia (Original Mix) 291. Oceanlab – Sky Falls Down (Original Mix) 292. Ronski Speed pres Sun Decade feat. Emma Hewitt – Lasting Light (Original Mix) 293. John O'Callaghan – Striker (Ummet Ozcan Remix) 294. Albert Vorne – Formentera What (Gareth Emery Remix) 295. W &W – Arena (Original Mix) 296. Stoneface & Terminal – Don't Give A Fuck (Vocal Mix) 297. Skydive – Freefall (Original Mix) 298. Mike Foyle – Pandora (The Blizzard Remix) 299. DJ

Tiësto feat. Kristy Hawkshaw – Walking On Clouds (Original Mix) 300. Signum – Addicted (Original Mix) 301. ATB – Long Way Home (Original Mix) 302. Cressida – Onyric (Stoneface & Terminal Remix) 303. Rachael Starr – To Forever (MoonBeam Remix) 304. Markus Schulz & Andy Moor – Daydream (Lemon & Einar K Uplifting Remix) 305. ATB feat. Aruna – My Saving Grace (Original Mix) 306. Richard Durand – Always The Sun (Original Mix) 307. Simon Patterson – Bulldozer (Original Mix) 308. Aly & Fila vs. FKN feat. Jahala – How Long (Original Mix) 309. Dj Tatana – Spring Breeze (Martin Roth Summerstyle Remix) 310. Medina – You & I (Dash Berlin Remix) 311. Vincent de Moor – Fly Away (Cosmic Gate Remix) 312. Imogen Heap – Hide & Seek (Tiësto's In Search of Sunrise Remix) 313. Ernesto vs. Bastian – Thrill (Original mix) 314. Armin van Buuren feat. System F – From The Heart (Original Mix) 315. Simon Patterson – Us (Original Mix) 316. Monogato – Miami Vibe (Omnia Remix) 317. Kaskade & Deadmau5 – Move For Me (Original Mix) 318. Sander Van Doorn – Riff (Original Mix) 319. Ferry Corsten feat. Novastar – Because (The Remix) (Original Mix) 320. Mat Zo – 24 Hours (original Mix) 321. DJ Tiësto – Sparkles (Original Mix) 322. Tiësto featuring BT – Break My Fall (Original Mix) 323. DJ Eco & Martin Roth – Tonight Is Forever (Martin Roth Edit) 324. O'Callaghan & Kearney – Exactly (original Mix) 325. Afternova – Serenity (Andy Blueman Remix) 326. Ummet Ozcan – Timewave Zero (Original Mix) 327. DJ Tiësto – Magik Journey (Original Mix) 328. Mat Zo – The Found (Original Mix) 329. Audrey Gallagher feat. Claudia Cazacu – Freefalling (Original Mix) 330. Giuseppe Ottaviani feat. Faith – Angel (Original Mix) 331. Andy Moor – Halcyon (Original Mix) 332. Paul van Dyk feat. Second Sun – Crush (Original Mix) 333. Josh Gabriel pres. Winter Kills – Deep Down (Original Mix) 334. DJ Eco – And We Flew Away (Original Mix) 335. GTR – Mistral (Original Mix) 336. George Acosta feat. Tiff Lacey – I Know (Beat Service Proglifting Remix) 337. Armin van Buuren – Golddigger (Original Mix) 338. Dakota – Sin City (Original Mix) 339. ATB – What About Us (Original Mix) 340. DJ Eco – Borealis (Original Mix) 341. tyDi – Good Dream (Original Mix) 342. Aly & Fila – Rosaires (Original Mix) 343. Sunlounger – Another Day On The Terrace (Original Mix) 344. Roger Shah & Signum – Ancient World (Roger Shah Long Haul Flight) 345. Galen Behr vs. Hydroid – Carabella (Galen Behr vs. Orjan Nilsen Remix) 346. Nu NRG – Dreamland (Original Mix) 347. Above & Beyond presents Oceanlab – I Am What I Am (Lange Mix) 348. DJ Tiësto – Theme From Noreffjell (Original Mix) 349. Ronski Speed with Stoneface & Terminal – Soulseeker (Stoneface & Terminal Remix) 350. Nitrous Oxide feat. Aneym – Far Away (Original Club Mix) 351. First State feat. Anita Kelsey – Falling (Original Mix) 352. Gareth Emery feat. Emma Hewitt – I Will Be The Same (Original Mix) 353. Espen Gulbrandsen vs. Dj Julian Vincent feat. Maria Nayler – Perfect Sky (Original Mix) 354. First State feat. Sarah Howells – Brave (Original Mix) 355. The Killers – Human (Armin Van Buuren Remix) 356. Airwave – When Things Go Wrong (Original Mix) 357. James Horner feat. Leona Lewis – I See You (Theme from Avatar) (Cosmic Gate Remix) 358. ATB – My Everything (Original Mix) 359. Pulser – My Religion (Original Mix) 360. Ashley Wallbridge – Chimera (Original Mix) 361. Super8 & Tab – Suru (Original Mix) 362. Fragma – Toca's Miracle (Original Mix) 363. Skytech – Comet (Original Mix) 364. Kamaya Painters – Endless Wave (Original Mix) 365. Giuseppe Ottaviani – Through Your Eyes (Original Mix) 366. Ohmna feat. Nurlaila – Key Of Life (Marlo Remix) 367. SoundLift – Nakhti (Original Mix) 368. Ashley Wallbridge – Harmonies (Original Mix) 369. Luminary – My World (Andy Moor Remix) 370. Lost Tribe – Gamemaster (Original Mix) 371. Muse – Resistance (DJ Tiësto Remix) 372. Myon & Shane 54 feat. Carrie Skipper – Vampire (Gareth Emerys Garuda Remix) 373. Above & Beyond Present Tranquility Base – Oceanic (Original Mix) 374. Sander Van Doorn vs. Robbie Williams – Close My Eyes (Original Mix) 375. Zoo Brazil feat. Leah – You Can Have It All (George Acosta Remix) 376. Deadmau5 – Not Exactly (Original Mix) 377. Andy Blueman – Time To Rest (Daniel Kandi Banging Remix) 378. Bart Claessen – Elf (Original Mix) 379. Cressida – 6 AM (Kyau & Albert Remix) 380. George Acosta feat. Fisher – Tearing Me Apart (DNS Project Remix) 381. ATB – Future Memories (Original Mix) 382. Tomcraft – Loneliness (Original Mix) 383. Ferry Corsten – Sublime (Thrillseekers Remix) 384. Mauro Picotto – Komodo (Original Mix) 385. Arnej feat. Josie – Strangers We've Become (Blake Jarrell Remix) 386. Jochen Miller – Lost Connection (Original Mix) 387. Reverse – Absolute Reality (Arty Remix) 388. 2 Players – Signet (Original Mix) 389. Fire & Ice – Souvenir De Chine (Original Mix) 390. Arnej – The Strings That Bind Us (Original Mix) 391. Armin van Buuren – Gypsy (Original Mix) 392. Dj Shah feat. Inger Hansen – Don't Wake Me Up (Original Mix) 393. Southside Spinners – Luvstruck (Original Mix) 394. Blank & Jones feat. Elles – Mind of the Wonderful (Original Mix) 395. Mr. Sam feat. Claud9 – Cygnes (original mix) 396. Leon Bolier & Marcus Schossow – 2099 (Original Mix) 397. Airbase – Medusa (Original Mix) 398. Allure feat Christian Burns – Power Of You (Original Mix) 399. Chicane feat Brian Adams – Don't Give Up (Original Mix) 400. Deadmau5 – Faxing Berlin (Original Mix) 401. Wippenberg – Chakalaka (Original Mix) 402. Serge Devant feat. Emma Hewitt – Take Me With You (Original Mix) 403. Neptune Project – Aztec (Aly & Fila Remix) 404. Whiteroom featuring Amy Cooper – Someday (Original Mix) 405. Ferry Corsten – Twice In A

Blue Moon (Original Mix) 406. Above & Beyond – Can't Sleep (Original Mix) 407. Simon Patterson – Thump (Original Mix) 408. Sander Van Doorn – Daisy (Original Mix) 409. B.B.E. – Seven Days And One Week (Club Mix) 410. Mike Foyle and Signalrunners – Love Theme Dusk (Mike's Broken Record Mix) 411. Andy Blueman – Sea Tides (Original Mix) 412. Dakota – Johnny The Fox (Barnes & Heatcliff Remix) 413. Paul Van Dyk – Time of our Lives (Original Mix) 414. Aly & Fila – Khepera (Original Mix) 415. Late Night Alumni – Empty Streets (Original Mix) 416. Lange & Andy Moor – Stadium Four 417. Kaskade – 4AM (Adam K & Soha Remix) 418. Alice DeeJay – Better Of Alone 419. Envio – For You 420. M6 – Opus Sectrum (Original Mix) 421. Markus Schulz feat. Dauby – Perfect (Original Mix) 422. Dakota – Chinook (Uplifting Mix) 423. Ferry Tayle & Static Blue – Trapeze (Daniel Kandi's Emotional Remix) 424. Jonas Steur feat. Jennifer Rene – Falling Into Pieces (Original Mix) 425. Stoneface & Terminal – Venus (Original Mix) 426. Tocadisco Feat. Nadia Ali – Better Run (Wippenberg Remix) 427. Leon Bolier – Shimamoto (Original Mix) 428. Andy Moor – Fake Awake (Original Mix) 429. DJ Tiësto – Sweet Things (Original Mix) 430. 3rd Moon – Monsun (Original Mix) 431. Cold Blue & Del Mar – 11 Days (Sebastian Brandt Remix) 432. David Forbes – Katsu (Dns Project Remix) 433. DJ Tiësto – Athena (Original Mix) 434. BT – Suddenly (Ferry Corsten Remix) 435. Chicane – Hiding All The Stars (Original Mix) 436. Andy Blueman – Neverland (Energetic Mix) 437. Ferry Corsten & Howard Jones – Into The Dark (Original Mix) 438. M.I.K.E. – Sunrise At Palamos (Original Mix) 439. Andy Moor feat Carrie Skipper – So Much More (Original Mix) 440. Ben Preston feat. Susie – Remember Me (Daniel Kandi's Flashy Tribute Mix) 441. Blank & Jones – The Nightfly (Original Mix) 442. Markus Schulz vs Chakra – I Am (Original Mix) 443. Ferry Corsten – Fire (Original Mix) 444. Ummeet Ozcan – Trinity (Original Mix) 445. Interstate – I Found You (Original Mix) 446. Madonna – What it Feels Like for A Girl (Above & Beyond Club Mix) 447. Active Sight – Out Of Our Lives (Original Mix) 448. Wippenberg – Pong (Original Mix) 449. Paul van Dyk feat. Johnny McDaid – We Are One (Giuseppe Ottaviani Remix) 450. Andrew Bennett feat. Sir Adrian – Run Till U Shine (Cosmic Gate Remix) 451. Sander Van Doorn – Bastillon (Original Mix) 452. Alexander Popov – Metropolis (Original Mix) 453. Andy Blueman – Everlasting (Original Mix) 454. Blank & Jones – Cream (Original Mix) 455. Svenson & Gielen – Twisted (Original Mix) 456. Darren Tate vs Jono Grant – Let The Light Shine In (Jono Grant Mix) 457. Hydra – Affinity (Original Mix) 458. Gabriel & Dresden – Arcadia (Original Mix) 459. Fred Baker vs Nyram – Confirmation (Original Mix) 460. Chakra – Love Shines Through (Original Mix) 461. Jerry Ropero feat Cozi – The Storm (Inpetto Remix) 462. 8 Wonders – Eventuality (Original Mix) 463. Sunlounger Feat. Kyler England – Change Your Mind (Myon & Shane 54 Remix) 464. Active Sight – The Search For Freedom (Original Mix) 465. Julian Vincent Feat. Cathy Burton – Here For Me (Mark Otten Remix) 466. Super8 & Tab – Black Is The New Yellow (Original Mix) 467. Marcel Woods – Cherry Blossom (Original Mix) 468. tyDi – Is It Cold (Original Mix) 469. Arnej vs 8 Wonders – The Crossover (Original Mix) 470. Accadia – Into The Dawn (James Holden Remix) 471. Heatbeat – Paradise Garage (Original Mix) 472. Chicane feat. Tom Jones – Stoned In Love (Original Mix) 473. 7 Skies – Caffeine (Original Mix) 474. Lemon & Einar K – Anticipation (Original Mix) 475. Andain – Summer Calling (Airwave Club Mix) 476. Sean Tyas – Melbourne (Original Mix) 477. Dj Tiësto – He's A Pirate (Original Mix) 478. Kai Tracid – 4 Just 1 Day (Original Mix) 479. First State – Sierra Nevada (Original Mix) 480. Cosmic Gate – F.A.V. (Original Mix) 481. Kyau & Albert – I Love You (Original Mix) 482. Agnelli & Nelson – El Nino (Original Mix) 483. BT ft. Kirsty Hawkshaw – A Million Stars (Original Mix) 484. Marco V – Godd (Original Mix) 485. Sebastian Ingrosso – Kidsos (DBN Remix) 486. Nu Nrg – Freefall (Original Mix) 487. Agnelli & Nelson feat. Aureas – Holding On To Nothing (Original Mix) 488. Marcel Woods – Everything (Original Mix) 489. Joop – The Future (Original Mix) 490. Giuseppe Ottaviani feat. Faith – Fallen (Original Mix) 491. Arctic Moon – True Romance (Original Mix) 492. Dobenbeck feat. Joanna – Please Don't Go (Chris Reece Remix) 493. Roger Shah Presents Savannah – Body Lotion (Inspirations Mix) 494. Chicane – Halcyon (Original Mix) 495. Breakfast – The Sunlight (Original Mix) 496. George Acosta feat. Fisher – True Love (Original Mix) 497. Andy Moor & Orkidea – Yearzero (Original Mix) 498. Chapter XJ – Resurrection (Jorn van Deynhoven Remix) 499. Dj Governor – Shades Of Grey (Original Mix) 500. Sophie Sugar – Together (Original Mix) 501. Kyau & Albert – Are You Fine (Original Mix) 502. Aly & Fila – Why (Original Mix) 503. 8 Wonders – The Return (Original Mix) 504. Binary Finary – 1999 (Original Mix) 505. Ferry Corsten presents Pulse – Once (Original Mix) 506. Moonman – Galaxia (Original Mix) 507. Inigma – Open Our Eyes (Original Mix) 508. Pulser – Cloudwalking (Original Mix) 509. Sean Tyas – Tingle (Original Mix) 510. ATB – Sunset Girl (Original Mix) 511. Sander Kleinenberg – My Lexicon (Original Mix) 512. Orbital – Halcyon On and On (Original Mix) 513. Signalrunners – Meet Me In Montauk (Original Mix) 514. The Thrillseekers Feat. Aruna – Waiting Here For You (Original Mix) 515. Breakfast – Remember (Original Mix) 516. Astral Projection – Mahadeva (Original Mix) 517. Adam White – Ballerina (Original mix) 518. Richard Durand – Into Something (Fall Down Mix) 519. Dennis Sheperd – Black Sun (Ronski Speed

Remix) 520. Chicane – No Ordinary Morning (Original Mix) 521. Delerium Feat Jael – After All (Svenson & Gielen Remix) 522. Stoneface & Terminal – Santiago (Original Mix) 523. Marco V – Unprepared (Original Mix) 524. EnMass – CQ (Seek You) 525. Active Sight – Tears Of Joy (Original Mix) 526. Ummet Ozcan – Next Phase (Phase 1 Mix) 527. Vengeance – Temptation (Denga & Manus Remix) 528. Cosmic Gate feat. Tiff Lacey – Open Your Heart (Original Mix) 529. Ayumi Hamasaki – M (Above & Beyond Remix) 530. Daniel Kandi – Child (Original Mix) 531. John O'Callaghan feat. Jaren – Surreal (Original Mix) 532. Talla 2xlc Feat. Naama Hillman – No Inbetween (John O'Callaghan Remix) 533. Daniel Kandi – Make Me Believe (Original Rise Mix) 534. Perasma – Swing 2 Harmony (Original Mix) 535. Jonas Steur – Silent Waves (Original Mix) 536. Dash Berlin – Surround Me (Original Mix) 537. Tritonal Feat. Cristina Soto – Piercing Quiet (Original Mix) 538. Orjan Nilsen – Arctic Globe (Original mix) 539. Tritonal feat. Cristina Soto – Kiss Me Here (Original Mix) 540. Lange – Drifting Away (Lange's Sunset Dub) 541. Paul Oakenfold feat. Tiff Lacey – Hypnotised (Original Mix) 542. Robert Nickson – Maybe Next Time (Original Mix) 543. Roger Shah pres Savannah – Darling Harbour (Original Mix) 544. Cosmic Gate feat. Denise Rivera – Body of Conflict (Original Mix) 545. Dj Tiësto – Close To You (Original Mix) 546. Adam Nickey – Shift (Original Mix) 547. ATB – Renegade (A & T mix) 548. W & W vs. Jonas Stenberg – Alligator Fuckhouse (Original Mix) 549. Martin Roth & Alex Bartlett – Off The World (Gareth Emery Remix) 550. Spacebrothers – Heaven will come (Stoneface & Terminal Remix) 551. Ferry Corsten – It's Time (Original Mix) 552. Lentos – Forget About Us (Barnes & Heatcliff Remix) 553. Kyau & Albert – Always A Fool (Original Mix) 554. Andy Blueman – Nyctalopia (Original Mix) 555. Deep Dish – Say Hello (Original Mix) 556. ATB – Marrakech (Original Mix) 557. Three Drives – Carrera 2 (Original Mix) 558. Signum featuring Anita Kelsey – Come Around Again (Original Mix) 559. Yahel – Devotion (Armin van Buuren Remix) 560. Da Hool – Meet Her At The Love Parade (Original Mix) 561. Marco V – False Light (Original Mix) 562. Airbase – Genie (Original Mix) 563. Arnej – Tomorrow Never Comes (Original Mix) 564. Breakfast – Dancing in the Moonlight (Original Mix) 565. Armin van Buuren – Full Focus (Original Mix) 566. ATB – Feel Alive (Original Mix) 567. Above & Beyond Presents Tranquility Base – Surrender (Original Mix) 568. Nalin & Kane – Open Your Eyes (Original Mix) 569. Airbase – One Tear Away (Original Mix) 570. Robert Nickson & Daniel Kandi – Rewire (Original Mix) 571. Cape Town – Proglifter (Original Mix) 572. Carlos – The Silmarillia (Original Mix) 573. Sly One – This Late Stage (Aly & Fila Remix) 574. Andrew Bennett feat. Kirsty Hawkshaw – Heaven Sent (Original Mix) 575. Jes – Lovesong (Cosmic Gate Remix) 576. Signalrunners feat. Julie Thompson – These Shoulders (Original Mix) 577. Alex M.O.R.P.H. & Woody Van Eyden Ft. Michelle Citrin – Turn It On (Sean Tyas Remix) 578. Sied van Riel – Rush (Original Mix) 579. Deadmau5 – Arguru (Original Mix) 580. Tranquility Base – Razorfish (Above & Beyond Bangin' Mix) 581. Adam Nickey – Callista (Original Mix) 582. Benny Benassi – Bring The Noise (Original Mix) 583. Cosmic Gate – London Rain (Original Mix) 584. Ralphie B – Massive (Original Mix) 585. Y-traxx – Mysteryland (Original Mix) 586. Cassandra Fox – Touch Me (Mike Koglin vs Jono Grant Remix) 587. Kyau & Albert – Once In A Life (Original Mix) 588. Armin van Buuren – Wall Of Sound (Original Mix) 589. Oryon – V2 (Original Mix) 590. Blank & Jones – Desire (Original Mix) 591. Sean Tyas presents Logistic – One More Night Out (Original Mix) 592. Planet Perfecto – Bullet In The Gun (Original Mix) 593. Nic Chagall – What you need (Original Mix) 594. Talla 2XLC vs. Sean Tyas – Heart To Heart (Sean Tyas Remix) 595. Three Drives – Sunset On Ibiza (Original Mix) 596. Marcel Woods – Inside Me (Original Mix) 597. Kai Tracid – Too Many Times (Original Mix) 598. 8 Wonders – Fading Memories (Original Mix) 599. Jer Martin – Ten Minutes To Midnight (7 Skies Remix) 600. Airscape – L'esperanza (Armin Van Buuren's Rising Star Mix) 601. Mauro Picotto – Lizard (Original Mix) 602. Airbase – Garden State (Original Mix) 603. Roger Shah & Chris Jones – To The Sky (Original Mix) 604. Alpha 9 – Bliss (Original Mix) 605. 8 Wonders – Life Goes On (Original Mix) 606. Max Graham – I Know You're Gone (Original Mix) 607. ATB – Justify (Original Mix) 608. Binary Finary – 2000 (DJ JamX & DuMonde's Millenium Mix) 609. Schiller – Das Glockenspiel (Humate Remix) 610. 4 Strings – Sunrise (Original mix) 611. System F – Cry (Original Mix) 612. Aly & Fila Feat. Sue McLaren – I Can See You (Original Mix) 613. Rank 1 – Opus 17 (Original Mix) 614. M6 – Amazon Dawn 615. Cliff Coenraad – Gone South (Original Mix) 616. BT – Force of Gravity (Original Mix) 617. Fictivision Vs. Phynn – Escape (Phynn Mix) 618. Firewall – Kilimanjaro (Original Mix) 619. Evbointh- One Wish (Daniel Kandi & Mark Andrez Remix) 620. ATB – You're Not Alone (Original Mix) 621. Karen Overton – Your Loving Arms (Club Mix) 622. Sean Tyas – Seven Weeks (Original Mix) 623. Steve Brian – La Gomera (Cressida Remix) 624. Absolute – New Horizon (Original Mix) 625. Dogzilla – Frozen 626. Ilya Soloviev – Universal Universe (Original Mix) 627. Rafael Frost – Flashback (Original Mix) 628. Dreastic – Blade Runner (Dreas Original Mix) 629. Mauro Picotto – Proximus (Original Mix) 630. Arctic Moon – Afterworld (Dimension Remix) 631. Fragile feat. Alex Lemon – Inertia (Armin van Buuren Remix) 632. Blank & Jones Feat. Bernard Sumner – Miracle Cure (Martin Roth Nu Style Dub Remix)

633. Blake Jarrell – Punta Del Este (Beach Mix) 634. Cape Town – Metaphorique (Ferry Tayle's Neverending Story Mix) 635. John Askew – Blackout (Simon Patterson Remix) 636. Paul van Dyk – Autumn (Original Mix) 637. Amurai Feat. Melissa Loretta – Unconditional Love (Original Mix) 638. Cold Blue – The Wolf (Original Mix) 639. EnMass – So Please (Original Mix) 640. Headstrong & Tiff Lacey – The Truth (David West Progressive Mix) 641. Talla 2XLC feat Skysurfer – Terra Australis (Jorn van Deynhoven Remix) 642. Airbase feat. Floria Ambra – Interfere (Original Mix) 643. M.I.K.E. – Turn Out The Lights (Original Mix) 644. Markus Schulz featuring Elevation – Somewhere (Clear Blue)(Original Mix) 645. Jonas Steur – Castamara (Original Mix) 646. Midway – Monkey Forest (Original Mix) 647. Aly & Fila – Rising Sun (Original Mix) 648. Roger Shah & Ralph Fritsch Presents Black Pearl – Rise (Original Mix) 649. ATB – L.A. Nights (Club Mix) 650. Ronski Speed – All the Way (Original Mix) 651. Nery – Redawn (Andy Blueman Remix) 652. Barthezz – On The Move (Original Mix) 653. Andy Blueman & Reconceal – The World To Come (Andy Blueman Remix) 654. Duderstadt & Kirsty Hawkshaw – Beatitude (Duderstadt Uplifting Mash Up) 655. Andrew Bennett and Rico Soarez featuring Jenry – Light Of Hope (Original Mix) 656. Sean Tyas – Ivy (Original Mix) 657. Andre Visior & Kay Stone – Something For Your Mind (Giuseppe Ottaviani Remix) 658. Amurai ft. Emma Hewitt – Crucify Yourself (Original Mix) 659. Jam & Spoon – Stella (Original Mix) 660. 8 Wonders – Sex On The Beach (Depths Of My Thoughts Sunset Dub) 661. Daniel Kandi & Robert Nickson – Liberate (Original mix) 662. Airscape – Sosei (F & W Remix) 663. CRW – I Feel Love (Original Mix) 664. Rising Star – Clear Blue Moon (Original Mix) 665. Mauro Picotto – Iguana (Mas Mix) 666. Firewall – Sincere (Original Mix) 667. Paul and Fritz Kalkbrenner – Sky And Sand (Original mix) 668. Armin van Buuren Feat. Vera Ostrova – What If (Original Mix) 669. Elevation – Biscayne (Lemon & Einar K Remix) 670. Alex M.O.R.P.H feat. Roberta Harrison – Photograph (Jonas Hornb) 671. 4 Strings – Daytime (Sean Tyas Remix) 672. Adam Nickey Presents Blue8 – Eleventh Street (Suncatcher Remix) 673. Departure – She Turns (Markus Schulz Remix) 674. Cosmic Gate feat. Kyler England – Flatline (Original Mix) 675. Ferry Corsten – Right Of Way (Original Mix) 676. Airwave vs Rising Star – Sunspot (DCML Remix) 677. Arnej – The Ones That Get Away (Original Mix) 678. Cosmic Gate – Should Have Known (Original Mix) 679. Arnej – People Come, People Go (Maor Levi Remix) 680. Paul Van Dyk – Words (Original Mix) 681. Bobina Feat. R Kenga – Honestly (Ilya Soloviev Remix) 682. A.M.R. – Sand Dunes (Daniel Kandi Short Mix) 683. Black Pearl – Bounty Island (Original mix) 684. Markus Schulz feat. Anita Kelsey – First Time (Original Mix) 685. Midway – What If (Original Mix) 686. Bobina – Lighthouse (Sean Tyas Remix) 687. Basic Dawn – Pure Thrust (Nu NRG remix) 688. Thoneick. Diaz & Young Rebels – Perfect Moment (Francesco Diaz & Young Rebels Remix) 689. Super 8 & Tab – Get Off (Original Mix) 690. Nic Chagall – Sky Blue (Original Mix) 691. John O'Callaghan – Every Lesson Learned (Ft. Lofi-Sugar) (Matt Hardwick Remix) 692. Adam Nickey – Never Gone (Above & Beyond Respray) 693. Kuffdam & Plant – Summerdream (Stoneface & Terminal Remix) 694. Arty – Hope (Original Mix) 695. Leon Bolier – Back in the Days (Original Mix) 696. Super8 & Tab – Delusion (Original Mix) 697. Orjan Nilsen – Summer Lover (Original Mix) 698. Way Out West – Killa (Orkidea Remix) 699. Filterheadz – Yimanya (Original Mix) 700. Signum – First Strike (Original Mix) 701. Activa & Guiseppe Ottaviani – Long Way Back (Giuseppe Ottaviani Mix) 702. Marcel Woods – The Bottle (Original Mix) 703. Airbase – Ocean Realm (Original Mix) 704. Tilt – Rendezvous (Paul van Dyk Remix) 705. Rising Star – Startheme (Original Mix) 706. Phynn – Lucid (Original Mix) 707. W & W – The Plan (Leon Bolier Remix) 708. Peter Martin Presents Anthanasia – Perfect Wave (Original Mix) 709. Airscape and JES – My Love (Original Mix) 710. Armin van Buuren – Intricacy (Original Mix) 711. Airbase – Roots (Andy Blueman Remix) 712. Jones & Stephenson – The First Rebirth (Original Mix) 713. Maor Levi – Lital (Daniel Kandi Remix) 714. ATA – Blue Skies (Temple One Remix) 715. Driftwood – Freeloader (Original Mix) 716. M6 – Destination 6 (Original Mix) 717. Jochen Miller – Humanoid (Original Mix) 718. Paul van Dyk – Out There (Original Mix) 719. Armin van Buuren & M.I.K.E. – Intruder (Original Mix) 720. Underworld – Dark & Long (Dark Train) 721. Airwave pres. Lolo – Trampoline (Original Mix) 722. Ronny K pres. EOYC – Morning Light (EOYC Anthem) 723. Ferry Corsten – Forever (Dub Remix) 724. Above & Beyond – Far from in love (Original Mix) 725. Rank 1 – Beats At Rank-1 Dotcom (Original Mix) 726. Adam Nickey & Nitrous Oxide – Moon Dust (Original Mix) 727. Ayla – Liebe (Original Mix) 728. L.S.G. – The Hidden Sun Of Venus (Oliver Lieb Remix) 729. Kernkraft 400 – Zombie Nation(Original Mix) 730. Signum – Second Wave 2004 (Original Mix) 731. Probspot – Foreplay (Original Mix) 732. James Holden – Horizons (Original Mix) 733. Airwave – Save Me (Original Mix) 734. Dj Eremit – Tanz Der Seele (Yomc Remix) 735. Leon Bolier – My Precious (Original Mix) 736. 4 Strings – Catch A Fall (First States Dark Remix) 737. Breakfast – The Horizon (Original Mix) 738. Adam Nickey – In Motion (Andy Blueman Remix) 739. Yuri Kane – Around You (Original Mix) 740. A.M.R. – Elevation (Original Mix) 741. Deadmau5 – Hi Friend (Original Mix) 742. shane – C'est Musique (Armin van Buuren Remix) 743. Jezper – Requiem (Original Mix)

744. Cosmic Gate – Fire Wire (Original Mix) 745. Dutch Force – Deadline (Original mix) 746. Midway – Amazon 747. Signum – Push Through (Original Mix) 748. C-Quence – Endorphine (Original Mix) 749. Armin van Buuren – Slipstream (Original Mix) 750. Onova – Platitude (Original mix) 751. 8 Wonders – The Morning After (Thrillseekers Remix) 752. Liquid Child – Diving Faces (Original Mix) 753. Signum – The Timelord (Original Mix) 754. Airwave – Alone In The Dark (Original Mix) 755. Mike Foyle and Statica – Space Guitar (Tippy Club Mix) 756. Filo & Peri Feat. Audrey Gallagher – This Night (Original Mix) 757. Paul van Dyk – Vega (Starecase Remix) 758. Solarstone – The Calling (RAM Remix) 759. Sebastian Brandt – Serenade (Original Mix) 760. Ohmna – Satori Waterfalls (Original Mix) 761. Nic Chagall – Monday Bar (Original Mix) 762. Giuseppe Ottaviani – Linking People (Original Mix) 763. Robert Nickson – Circles (Andy Blueman Remix) 764. Maor Levi – Shapes (Original Mix) 765. Akesson – Sunchaser (Original Mix) 766. Temple One – Sahara Nights (Original Mix) 767. Duderstadt feat Anita Kelsey – Smile (Duende Vocal Mix) 768. Cosmicman – I Love You (Original Mix) 769. Paul van Dyk – Another Sunday (Original Mix) 770. Bjorn Akesson – Robot Religion (Original Mix) 771. Signalrunners – Aria Epica (Bart Claessen Remix) 772. Will Holland Feat. Line Froyset – Things That Happen (Temple One Remix) 773. Leon Bolier – NSFW (Original Mix) 774. Niels van Gogh – Pulverturm (Original Mix) 775. ATB – Humanity (Airplay Mix) 776. Adiva Ft Vicky Fee – How Does It Feel (Myon & Shane 54 Vocal Mix) 777. BT – The Emergency (Marcus Schossow Remix) 778. Space Manoeuvres – Stage One (Original Mix) 779. Talla 2XLC – Shine (Original Clubmix) 780. Agnelli and Nelson – Everyday (Original Mix) 781. Yahel – You Inside (Original Mix) 782. sebastian Brandt – Technology (Daniel Kandi's Darker Remix) 783. Active Sight – Take The Day As It Comes (Original Mix) 784. Blank & Jones – Catch (Martin Roth Remix) 785. Claudia Cazacu – Lekker (Original Mix) 786. Lolo – Why (Original Mix) 787. Greg Downey – Global Code (Original Mix) 788. C-Systems – Close My Eyes (Lemon & Einar K Remix) 789. Majai – Phoria (Elevation Remix) 790. Roland Klinkenberg Feat. DJ Remy – Mexico Can Wait (Original Mix) 791. Michael Tsukerman – Sivan (Original Mix) 792. Active Sight – Adrenalin (Original Mix) 793. Mr Sam vs Fred Baker – Forever Waiting (Original Mix) 794. 4 Strings – Fly Away (Original Mix) 795. Corderoy – Sweetest Dreams (Ferry Corsten Remix) 796. Tilt – The World Doesn't Know (Original Mix) 797. Allure – The Loves We Lost (Original Mix) 798. D-Unity – Area 57 (Original Mix) 799. Deadmau5 – Jaded (Original Mix) 800. Aalto – 5 (Original Mix) 801. Jan Vayne – Miami Sunset (Markus Schulz Remix) 802. Hammer & Bennett – Language (Santiago Nino Dub Tech Mix) 803. Mirco de Govia – Epic Monolith (Original Mix) 804. Dance 2 Trance – Power Of American Natives (Original Mix) 805. Aquanuts – Deep Sea (Original Mix) 806. Cressida – Two-o-ten (Original Mix) 807. Nitrous Oxide – North Pole (Original Mix) 808. Airwave – People Just Don't Care (Original Mix) 809. Orkidea – Unity (Original Mix) 810. Armin van Buuren – Precious (Original Mix) 811. Stoneface & Terminal – Another Day (Original Mix) 812. Accessive Rhythm – Activate (Original Mix) 813. The Future Sound Of London – Papua New Guinea (Original Mix) 814. Nitrous Oxide – Amnesia (Original Mix) 815. Coca & Villa – La Noche (Original Mix) 816. Lustral – Everytime (Nalin & Kane Remix) 817. Manuel Le Saux – Waterfall (Original Mix) 818. Dance 2 Trance – Hello San Francisco (Original Mix) 819. Akesson – Without You (Original Mix) 820. Vincent de Moor – Shamu (Original Mix) 821. Rapid Eye – Circa Forever (Original Mix) 822. Claud9 – Rain (Original Mix) 823. Ashley Wallbridge – Shotokan (Original Mix) 824. Second Sun – Empire (Paul van Dyk Remix) 825. C.M. – Dream Universe (Original Mix) 826. Signum – Harmonic (Original Mix) 827. Ferry Tayle & Static Blue – L'Acrobat (Original Mix) 828. Signum – What Ya Got 4 Me (Original Mix) 829. Dj Orkidea – Beautiful (Original Mix) 830. David Forbes – Questions Must Be Asked (Magica Mix) 831. Paul Van Dyk – Together We Will Conquer (Original Mix) 832. Glenn Morrison – No Sudden Moves (Original Mix) 833. Carl B – Social Suicide (Original Mix) 834. Airwave – Ladyblue (Original Mix) 835. Sean Tyas – Drop (Original Mix) 836. Alex M.O.R.P.H – Sunshine (Original Mix) 837. Thomas Bronzwaer – Certitude (Original Mix) 838. 4 Strings – Mainline (4 Turntables Mix) 839. Dan Stone – Fahrenheit (Original Mix) 840. Jonathan Martin – Insidious (Ashley Wallbridge Remix) 841. ATB – The Fields Of Love (Original Mix) 842. LNQ – People I Used To Know (Original Mix) 843. Dreaz Vs. Alex Robert – Mormugao (Original Mix) 844. Thomas Datt – 2v2 (Robert Nickson Remix) 845. Ernesto vs. Bastian – Killer Tone 846. Above & Beyond – Stealing Time (Original Mix) 847. ATB – Believe In Me (Original Mix) 848. Ilya Soloviev & Poshout – Leaving Planet (Original Mix) 849. King Of Clubs – Revelation (Airwave Remix) 850. Allure – Ever Enough (Original Mix) 851. Carl B – Just a Thought (Original mix) 852. Active Sight – Time Goes By (Original Mix) 853. Arctic Quest – Strings And Guitars (Original Mix) 854. Am- Arise (Exclusive Hammer & Funabashi Remix) 855. Wamdue Project – King of my Castle (Armin van Buuren Remix) 856. Ferry Corsten – Brain Box (Original Mix) 857. System F – Solstice (Original Mix) 858. Armin van Buuren – Sunburn (Original Mix) 859. Chicane – Red Skies (Original Mix) 860. Sonic Inc. – Taste Of Summer (Original Mix) 861. Hidden Logic featuring Luminary – Wasting (Andy Moor Remix) 862. Jochen Miller – Red

One (Extended Mix) 863. Push – Global Age (Original Mix) 864. ATB – Hold You (Original Mix) 865. Lange feat. Sarah Howells – Let It All Out (Original Mix) 866. Midway – Cobra 867. Aven – All I Wanna Do (Ferry Corsten Remix) 868. M.I.K.E. – Elements Of Life (Original Mix) 869. Chapter XJ – Infinity (Original Mix) 870. Oceania pres. Cordonnier – Squares in Boxes (Suncatcher Remix) 871. Ron Van Den Beuken – Endless (Original Mix) 872. Lange – I Believe (DJ Tandu Remix) 873. Max Graham – Airtight (Original Mix) 874. Audioholics – External Key (Original Mix) 875. Reverse – Distant Destiny (Original Mix) 876. Aeon – Masterpiece Of Emotion (Bombastic 12" Mix) 877. Rafael Frost – Red (Ferry Corsten Remix) 878. Sunny Lax – Aurora (Original Mix) 879. Joker Jam – Innocence (Paul van Dyk Remix) 880. Dave202 – Departure (Original Mix) 881. Atlantis – Fiji (Lange Remix) 882. Ambassador – One Of These Days (Original Mix) 883. Kamui – Get Lifted (Original Mix) 884. Svenson & Gielen – We Know What You Did (Original Mix) 885. Sunlounger – White Sand (Original Mix) 886. ATB – Missing (Original Mix) 887. Andy Ling – Fixation (Airwave Remix) 888. Alex Gopher – Handguns (Dada Life Remix) 889. Allure feat. Julie Thompson – Do You Feel Me (Original Mix) 890. Tritonal – Utopia (Arty Remix) 891. DJ Manta – Holding On (Armin van Buuren's Rising Star Mix) 892. Airborne Angel – Origo (Original Mix) 893. Arias & Arno Cost – Magenta 894. Breakfast – Slow Motion (Original Mix) 895. Major League – Wonder (Original Mix) 896. Perpetuous Dreamer – Dust.wav (Armin van Buuren Rising Star Remix) 897. Alphazone – Flashback (Original Mix) 898. Sun Decade – I'm Alone (Ronski Speed Vocal Mix) 899. Straydog – Mirror (Original Mix) 900. Armin van Buuren – Wait For You (Original Mix) 901. Above & Beyond – For All I Care (Spencer & Hill Remix) 902. Elevation – Ocean Rain (Original Mix) 903. Yilmaz Altanhan – Eighties (Original Mix) 904. Dj Shog – Feel Me (Duderstadt Uplifting Remix) 905. tyDi – Alone (Original Mix) 906. Dreas – Sonic Rush (Original Mix) 907. Ronski Speed – Revolving Doors (Original Mix) 908. Alex Morph & van Eyden pres lexwood – I Love Trance (Original Mix) 909. Anton Firtich – Meant To Be Free (Original Mix) 910. Three 'N One presents Johnny Shaker – Pearl River (Original Mix) 911. Li Kwan – Point Zero (Original Mix) 912. Mark Otten – So Serene (Original Mix) 913. Darioef feat. Vicky Fee – 2 Am (XGenic Remix) 914. Dave 202 & Phil Green – At The End (Original Mix) 915. Fred Baker – Forever Friends (Original Extended Mix) 916. Ronski Speed Stoneface & Terminal – Incognition (Club Mix) 917. Ferry Corsten – Indigo (Original Mix) 918. Ali Wilson- Shakedown (Marco V Remix) 919. Dave202 – Torrent (Original Mix) 920. Mesh – Purple Haze (Original Mix) 921. Lexicon 4 – Reach Me (Original Mix) 922. Ciro Visone Vs Sara Pollino – The Winners (Original Mix) 923. Parker & Hanson – Let Me Be (Original Mix) 924. Cherrymoon Trax – The House Of House (Original Mix) 925. Alex M.O.R.P.H. & Rank 1 – Life Less Ordinary (Original Mix) 926. Dj Ton TB – Dream Machine (First State Remix) 927. Chicane – Come Back (Original Mix) 928. Andy Moor – No More (Eelke Kleijn Remix) 929. Photon Project – Enlightenment (Original Mix) 930. Rio Addicts – Crossroads (Original Mix) 931. Aly & Fila – Eye Of Horus (Ronski Speed Remix) 932. POS – Remember (Summer Sun)(Original Mix) 933. Bart Claessen & Dave Schiemann – Madness (Super 8 & Tab Remix) 934. DJ Tiësto & Junkie XL – Obsession (Original Mix) 935. Airbase – For The Fallen (Original Mix) 936. Mark Otten – Mushroom Therapy (Armin van Buuren Remix) 937. Goldenscan – Halcyon (Original Mix) 938. The Thrillseekers – Savannah (Original Mix) 939. Paul van Dyk – We Are Alive (Original Mix) 940. Kai Tracid – Liquid Skies (Original Mix) 941. Dash Berlin – The New Daylight (Original Mix) 942. Ernesto vs. Bastian – Who's The Starter (Original Mix) 943. Envio – Touched By The Sun (Original Mix) 944. Endre – Kallocain (Robert Nickson Remix) 945. Shane – Too Late To Turn (Armin van Buuren Remix) 946. Ronski Speed feat. Ana – The Deep Devine (Gareth Emery Remix) 947. Airfire feat Talla 2XLC – No Signs of Life (Original Mix) 948. Aluna – All I Need Is Time (Original Mix) 949. Frank T.R.A.X. – Nebuchan (O.R.G.A.N. Remix) 950. Mono – Rise (Original Mix) 951. Arctic Quest – Meltdown (Tech Mix Edit) 952. Mark Norman – Overkill (Original Mix) 953. Factoria – Revive (Original Mix) 954. Gareth Emery – This Is That (Original Mix) 955. Kyau vs. Albert – Falling Anywhere (Original Mix) 956. Martin Roth & Bartlett Bros – Losing Gravity (Martin Roth NuStyle Mix) 957. Phuture Sound feat. Angie – Come To Me (Original Mix) 958. Jamaster A – Bells Of Tiananmen (Airbase Remix) 959. Stoneface and Terminal – Summerscape (Original Mix) 960. Paul Van Dyk – Connected (Original Mix) 961. Paul Trainer – Elusive (Original Mix) 962. Legend B – Lost In Love (Original Mix) 963. Jonas Stenberg – Trademark (Revision Mix) 964. sophie Sugar – Redemption (Original Mix) 965. A Boy Called Joni – Green Astronauts (Original Mix) 966. Mac Zimms – L'Annonce Des Couleurs (Original Mix) 967. M6 – Ultimatum (Original Mix) 968. Perpetuous Dreamer – Future Fun-Land (Original Mix) 969. Temple One – Aurora (Original Mix) 970. System F – Spaceman (Original Mix) 971. Deep Nights – After the sunset (Original Mix) 972. Luc Poulblon – Quantum Leap (Original Mix) 973. Trilucid – Departures (Original Mix) 974. Aly & Fila – Menes (Original Mix) 975. Alex M.O.R.P.H – Break The Light (Original Mix) 976. Art Of Trance – Easter Island (Cygnus X Mix) 977. Sunny Lax – Mique (7 Skies & Static Blue Remix) 978. Tiësto vs Diplo – C'mon (Original Mix) 979. Danilo Ercole – Harbour

(original mix) 980. Calvin Harris – I'm Not Alone (Original Mix) 981. Vincent de Moor – Flowtation (Original Mix) 982. Allure – No More Tears (Original Mix) 983. Green Martian – Industry (Original Mix) 984. Markus Schulz and Elevation – Largo (Original Mix) 985. Deepsky – Talk like A Stranger (Original Mix) 986. Ambassador – The Fade (Original Mix) 987. Inertia – The System (Original Mix) 988. Free Radical – Surreal (En-Motion Mix) 989. Riva – Time Is The Healer (Armin van Buuren Remix) 990. Sonic Inc. – I Feel 4 You (Original Mix) 991. Goldenscan – Only With You (Original Mix) 992. Envio – Time To Say Goodbye (Original Mix) 993. York – The Awakening (Original Mix) 994. Yves Deruyter – Feel Free (Original Mix) 995. Armani & Ghost – Airport (Original Mix) 996. ATN – Miss A Day (Original Mix) 997. Riva – Stringer (Original Mix) 998. Libra Presents Taylor – Calling Your Name 999. Simon Patterson – Always (Original Mix) 1000. Katana – Fancy Fair (Original Mix)

Nginx + Magneto (2014-03-19 20:44)

In 2007, I was running OScommerce and Cent OS, Apache, MySQL and PHP. I knew that Magneto ran the LAMP configuration. Reviews and statistics prove Nginx servers have lot less errors then LAMPs. The enterprise ecommerce uses Nginx web server, but needs to be downloaded off the Red Hat respondories. I should have run Magneto on Nginx in 2007 cos OScommerce won't. Nginx should be included on the installation DVD.

```
[root@centos63 ~]# vi /etc/yum.repos.d/nginx.repo
```

```
[nginx]
name=nginx repo
baseurl=http://nginx.org/packages/centos/$releasever/$basearch/
gpgcheck=0
enabled=1
```

2. Perform yum install for nginx :

```
[root@centos63 ~]# yum install nginx -y
```

Examples :

```
[root@centos63 ~]# yum install nginx -y
Loaded plugins: fastestmirror, presto
Loading mirror speeds from cached hostfile
* base: mirrors.hostemo.com
* extras: mirrors.hostemo.com
* updates: mirrors.hostemo.com
nginx |
1.3 kB 00:00
nginx/primary |
3.9 kB 00:00
nginx
25/25
Setting up Install Process
Resolving Dependencies
```

```
--> Running transaction check
---> Package nginx.i386 0:1.2.2-1.el6.ngx will be installed
--> Finished Dependency Resolution
Dependencies Resolved

=====
=====
Package           Arch           Version
Repository         Size
=====
=====
Installing:
  nginx            i386           1.2.2-1.el6.ngx      nginx
                        308 k
Transaction Summary
=====
=====
Install          1 Package(s)
Total download size: 308 k
Installed size: 623 k
Downloading Packages:
Setting up and reading Presto delta metadata
Processing delta metadata
Package(s) data still to download: 308 k
nginx-1.2.2-1.el6.ngx.i386.rpm      |
308 kB      00:02
Running rpm_check_debug
Running Transaction Test
Transaction Test Succeeded
Running Transaction
  Installing : nginx-1.2.2-1.el6.ngx.i386
                1/1

-----

Thanks for using NGINX!
Check out our community web site:
* http://nginx.org/en/support.html
If you have questions about commercial support for NGINX please visit:
* http://www.nginx.com/support.html

-----

Verifying   : nginx-1.2.2-1.el6.ngx.i386
                1/1

Installed:
  nginx.i386 0:1.2.2-1.el6.ngx
Complete!
```

3. Start nginx :

```
[root@centos63 ~]# service nginx start
Starting nginx:
```

[OK]

4. Make nginx auto start at boot :

```
[root@centos63 ~]# chkconfig nginx on
```

Kronum: basketball+handball+soccer (2014-03-26 21:41)

<https://www.flickr.com/photos/92046753@N08/page23/>

Official Kronum Rules

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11. Diagrams

a. Kronum Round Dimensions

b. Kronum Round Zones

c. Scoring

d. Prime Rush Alignment

Section 1 – Kronum Round and Equipment

I. Kronum Round Dimensions

a. The Kronum Round shall be measured and marked as shown in the Kronum Round diagram. See Diagram 1

b. The playing surface shall be a generally level circular area.

c. The game can be played outdoor or indoor on a natural or artificial surface

d. The Kronum Round shall be a minimum of 45 yards to a maximum of 70 yards in diameter circle marked around the perimeter of the field.

i. The recommended diameter is 50 yards.

e. The Boundary Ring is the outermost circular line, which limits the inbounds playing area of the Round.

f. The Prime Ring is a 16-yard diameter circle marked from the center of the field, parallel to the Boundary Ring.

g. The Pivot is a 1-yard diameter circle marked from the center of the field, parallel to the Boundary Ring.

h. The Goal Zones are 5-yard diameter half circles evenly spaced from the center of the goal

i. The Wedge Zone shall be marked 18 yards from the center of the corresponding Goal Zone. This will be the top of the Wedge Zone.

j. The top of the Wedge Zone shall be a 90-degree angle that extends until it intersects with the Boundary Ring.

k. The Wedge Point is the area in between the top of the Wedge Zone and the Prime Ring.

l. The Cross Zone includes all of the distant quadrants as well as the Prime Ring. The Cross Zone shall be marked with one vertical line and one horizontal line that divide the field into four equal quadrants. The Cross Zone lines will extend from the Prime Ring to the Boundary Ring. The Cross Zone lines will not be drawn inside the Prime Ring or Pivot.

II. Zones

a. Goal Zone

i. Players on offense and defense may dribble, roll, hold, pass, catch, trap, deflect, kick, or shoot the ball with their arms, hands, torsos, legs, feet, or head. Players may play the ball with any part of their bodies; however, players must dribble as defined in Section 4.IV. A player may transition from playing the ball with his hands to his feet and vice-versa.

b. Wedge Zone

i. Players on offense and defense may dribble, trap, deflect, pass, kick, or shoot the ball with their legs, feet, torsos, or head.

ii. The offense may not play the ball with their arms or hands (as defined in Section 9.I.f) at any time.

iii. A defensive player may block or deflect a ball with his hands while established in this zone. After a player blocks or deflects a shot with his hands, that same player may be the first player to touch the ball with his hands or feet in any zone.

iv. After a defensive player blocks or deflects a shot, that same defensive player may then punch or hit the ball with his hand out of the Wedge Zone.

1. After a player punches or hits the ball with his hand in the Wedge Zone, that same player may not be the first person to touch the ball with his hands or feet in any zone. This is illegal defensive hands in the Wedge Zone and will result in a penalty shot.

c. Flex Zone

i. See Section 1.II.a.i

d. Cross Zone

i. See Section 1.II.a.i

e. Prime Ring

i. Players must use this zone to clear the ball as defined in Section 4.II and Section 4.III.

ii. Once the ball is cleared, this zone is considered part of the Cross Zone for scoring and game play purposes.

f. Pivot

i. Each period starts with a prime rush that is bounced at the center of this zone.

ii. Once the period has started, this zone is considered part of the Cross Zone for scoring and game play purposes.

iii. All fouls are restarted within this zone

III. Equipment

a. Kronum ball

i. Shall be an officially approved Kronum ball.

ii. If the ball becomes defective in any manner during the game, play is stopped, and an official can substitute a new ball into play.

b. Kronum goal

i. The chamber of the goal is the bottom main region of the goal and shall measure 16 feet wide and 8 feet high

ii. The crown is the forward, upper region and shall come out on an arc and measure 2.5 feet high.

iii. The crown shall have up to five rings that shall measure between 18-24 inches in diameter.

c. Uniform

i. Each player on both teams is required to be in uniform to be eligible to play. The uniform consists of team jersey, team shorts, and team colored socks.

d. Footwear

i. Athletic turf shoes are recommended

ii. Any type of cleats or spikes are prohibited

e. Optional equipment

i. Mouth guard

ii. Shin guards

iii. Athletic gloves (i.e. Soccer goalie gloves, football wide receiver gloves)

iv. If a player has a cast or other protective equipment due to injury, it must be covered and padded. It is the official's final judgment if the equipment is safe enough to enter the game.

1. If that player is to ever use that equipment to gain an advantage or physically attack another player on the field, the person will be immediately ejected from the game. That player can no longer participate in any future games until the equipment is removed.

f. Unapproved Equipment

i. If any player has unapproved equipment, that player shall be removed from the game until a dead ball when an official can inspect the new equipment and approve it.

Section 2 – Officials

I. Duties of the Officials

a. All Kronum matches shall be governed by the official Kronum Rules and enforced by Kronum officials. All calls shall be made at the officials' discretion. All decisions made by the officials are final

- b. The game officials shall be one head referee, one assistant referee, and one scorekeeper.
- c. Officials shall wear the uniform required by the Kronum League.
- d. The officials shall, prior to the start of the game, inspect and approve all players' equipment and field equipment.
- e. The head official shall have the power to make decisions on any point not specifically covered in the rules, and to overturn any call made by the assistant official and scorekeeper.
- f. The officials shall not permit any player to wear any type of jewelry.
- g. The officials shall not permit any player to wear any equipment that is dangerous to other players.
- h. Proper footwear is required. Any type of cleats or spikes, rubber or metal, are not permitted.
- i. Shin guards and mouth guards are optional equipment permitted on the round.
- j. Any equipment designed to gain a player an advantage shall not be used.
- k. The head official shall check the game ball to see that it is properly inflated.
- l. The head official shall spike the ball for the prime rush.
- m. Officials must meet with team captains prior to the game to address any rule clarifications or interpretations.

II. Different Decisions by Officials

- a. It is the primary duty of the head official to spike the ball at the start of each period.
- b. It is the primary duty of the assistant official to assure no prime rushers leave early, and that only the prime rushers enter the Prime Ring before the ball exits the Prime Ring.
- c. In the event that a violation and foul occur at the same time, the foul will take precedence.

III. Time and Place for Decisions

- a. In the event that the officials give conflicting signals, the officials may have a quick discussion at the center of the field. The head official has the final call.
- b. When a shooting foul occurs, an official will blow his whistle and signal to stop clock by waving his hands in an overhead crossing motion. The official will then signal the type of foul and where the shot will take place.
- c. When a team is entitled to a throw-in, after the ball is out of bounds, an official shall clearly call out the color of the team that is awarded the throw-in.
- d. The official does not need to call out the color of the team who is awarded a free clear after a score, unless a team score's on its own goal.
- e. When a whistle is erroneously sounded, whether the ball is in a possession or non-possession status, it is an inadvertent whistle. Play is stopped, and the team with possession of the ball is awarded a throw-in at the closest Cross corner.
- f. An official may suspend play for any unusual circumstance.

IV. Correcting Errors

- a. Officials may correct an error if a rule is inadvertently missed and the error is corrected within 20 seconds.
- b. All play that occurs shall be nullified within the 20-second time period.
 - i. Exception – All acts of unsportsmanlike conduct or flagrant fouls, and points scored from them, shall not be nullified. The game clock shall be reset and play shall resume from the spot of the corrected call.

V. Duty of the Score Keeper

- a. Set the game clock at the start of each period.
- b. Record the score after each period.
- c. Start and stop the game clock during shooting fouls, timeouts, and any violation/foul under 2 minutes in the third period.
- d. Keep time during a time out and notify the head official to signal a 10 second first whistle, as well as the end of time out second whistle
- e. Record the name and number of the four prime rushers at the start of each period.
- f. Set the possession arrow to the loser of the prime rush of every period.
- g. Record all time outs taken by both teams

Section 3 – Players, Coaches, Spectators, Substitutions

I. Team

- a. Each team will have 10 players on the field. A team may not be reduced to less than 9 players. A team reduced to less than 9 players will result in a forfeit. If a player in the game receives a second technical foul, resulting in ejection,

and it results in his team having less than 9 eligible players on the field, the game will end in a forfeit, and the opposing team will be declared the victor.

II. Team Captain

- a. One team captain shall be designated per team per game. The captain is the only player who may ask an official about a rule interpretation in between periods or during a timeout. He may not discuss a judgment decision.
- b. If the captain is on the bench, he remains the only player who may approach and discuss with an official
- c. If the captain is removed from the game from illness, injury, ejection, etc., a new captain will be named for the remainder of the game.

III. Coaches and Other Personnel

- a. Coaches and other personnel may not enter the field of play or cross the scorers table at the center of the field. Failure to comply will result in an unsportsmanlike conduct technical foul.
- b. Any team personnel on or around the bench area must conduct themselves in a manner that reflects favorably on the league.

IV. Spectators

- a. Must be respectful of all officials, players, coaches, and other spectators
 - i. If a spectator verbally or physically interferes with any person or object on the field that distracts from the game, an official's timeout will be called and the spectator will be removed from the building
 - b. If a player verbally abuses a spectator, an official's timeout will be called and the player will be issued a personal technical foul.
 - c. If a player physically abuses a spectator, an official's timeout will be called and a personal technical foul II will be issued, and the player will be ejected from the game and the building, field, or arena.

V. Substitutions

- a. Substitutions are unlimited.
- b. Substitutions are made during the regular flow of the game., during a live or dead ball.
- c. All substitutions must happen between the Wedge Zone and the Cross Line in front of that team's bench area.
- d. A Substitute player must wait until the active player completely crosses over the Boundary Ring. Failure to do so will result in a team technical of too many players on the field.

Section 4 – Gameplay

I. Offense/Defense

- a. The last team to touch the ball inside the Prime Ring, take a penalty shot, or throw the ball in bounds is on offense. This team can attack any goal while on offense and take an unlimited amount of shots.
 - i. Exception – If a team gains possession of the ball while on defense and calls a timeout, they are awarded a throw in at the nearest Cross corner, but still must clear the ball.
- b. A defensive player has the right to challenge an offensive player for space in the playing area and for control of the ball, so long as he does not commit an act of misconduct, violation, or foul.

II. Clearance

- a. If the defensive player gains possession of the ball, he must clear the ball. His team is on defense until he legally clears the ball
- b. If the defensive team gains possession, does not clear the ball, and then loses possession, the opposing team does not need to re-clear the ball.
- c. A legal clear is when a player that is established in the Prime Ring touches the ball. The last team to touch the ball inside the Prime Ring is on offense.
 - i. Exception – If a player jumps from the Prime Ring, contacts or possesses the ball while in the air, and lands in another zone, the ball is not cleared
- d. If a player is in possession of the ball and steps into the Prime Ring with one or two feet, the ball is cleared
- e. Any player may challenge a clear.
- f. If a turnover occurs inside the Prime Ring, the clear is considered complete immediately.
- g. A team that is awarded a throw in is considered on offense, and therefore does not have to clear the ball.
- i. Exception – A team that is on defense, has possession of the ball, and calls a timeout is awarded a throw in from the nearest Cross corner, but must still complete the clear after inbounding the ball.

III. Free Clear

- a. After any score, one player from the team that was scored on must pass the ball with any part of his body from the Goal Zone into the Prime Ring.
- b. The new defensive team may not challenge the ball until the new offensive team makes contact with it inside the Prime Ring
 - i. Challenging the ball is defined as being inside the Prime Ring, interfering with the throw from the Goal Zone, and/or interfering with the player in the Prime Ring. A defensive player may pass through the Prime Ring as long as he does not interfere with the offensive team's ability to complete the free clear and/or the ability to move in a direction he pleases immediately after completing the free clear.
 - ii. A player that is caught inside the Prime Ring while the offensive team is completing a free clear must first vacate the Prime Ring in order to challenge the player inside the Prime Ring.
- c. The new defensive team can establish presence anywhere on the field, as long as it does not interfere with the free clear.
- d. Once a defensive player establishes presence on the field and both feet are planted, he is guaranteed that spot on the field. The defensive player's arms must be at his side. Arms up in the air will be an interference of the free clear, which is a violation.
 - i. If the defensive team interferes with the free clear, it is a defensive free clear interference, and results in a team technical foul.
 - ii. If the offensive team hits the established defensive player, the result is a stray clear. Once a defensive player has stopped moving and has established presence, the offensive team must avoid contacting that player with the ball.
 1. If that player moves his feet and makes contact, he will be at fault.
- e. If the offensive team intentionally throws the ball at an offensive player, a technical foul will be given for unsportsmanlike conduct.
- f. The offensive player receiving the free clear must be established in the Prime Ring. A player may complete the free clear while the ball is in the air, as long as any foot in contact with the ground is within the Prime Ring.
 - i. If both feet are in contact with the ground, both feet must be within the Prime Ring.
- g. A ball that is in contact with the ground must completely enter the Prime Ring before the now offensive player may touch it.
- h. A free clear attempt that hits a teammate, an official, the goal structure, or misses the Prime Ring is declared a stray clear. See Section 10.I.g

IV. Dribbling

- a. Upon taking one-handed or two-handed control of the ball, a player may take up to, but not more than, two complete steps in sequence with opposite feet before releasing the ball in the act of dribbling, passing, or shooting. Upon taking two complete steps in sequence with opposite feet, a player may not lift a foot before dribbling or passing, unless that player takes a shot on goal before completing a third step. Upon taking one-handed or two-handed possession of the ball, a player may take an unlimited number of pivot steps with a single Free Foot, so long as his Anchor Foot does not leave the playing surface. The Anchor Foot is the foot to first touch the playing surface when the player takes possession. The Free Foot is the foot to last touch the playing surface after the player takes possession. If both feet are touching the playing surface when the player takes possession, then the player may elect to designate either foot as his Anchor Foot by moving or lifting his Free Foot. Upon taking two pivot steps with his Free Foot, a player loses the right to lift his Anchor Foot, unless he takes another dribble

Section 5 – Zone Presence, Scoring, and Kronos

I. Zone Presence

- a. The zone a player is established in when he scores will determine the amount of points awarded. Zone presence is established by one foot and/or hand making contact with the ground in a zone. If a player releases the ball in the air, he will be awarded the amount of points equal to the zone he was last present in. If contact is made above a zone while one foot is planted on the ground in another zone, the points awarded are decided by where the player is in contact with the ground. Exception: If a player is established in one zone, but the ball is on the ground in another zone, the ball determines presence. Example 1: The ball bounces in the air above the Goal Zone. A player has one foot planted in the Wedge Zone and extends the other foot, makes contact with the ball above the Goal Zone, and

the ball passes over the goal line in the chamber. The player is awarded two points because he is established in the Wedge Zone. Example 2: The ball is on the ground in the Goal Zone. A player has one foot planted in the Wedge Zone and extends the other foot, makes contact with the ball that is on the ground in the Goal Zone, and the ball passes over the goal line in the chamber. The player is awarded one point because the ball was established on the ground in the Goal Zone.

II. Scoring

- a. A legal goal can be scored when a live ball from the playing area passes fully across the goal line of the chamber or the plane of a crown ring.
- b. If the ball makes contact with an official and crosses the goal line or the plane of a crown ring, the goal counts.
 - i. The team that was on offense will be awarded the amount of points that would be given if the ball were deflected by a defender.
 - ii. The offensive player that last touched the ball will be credited the points.
- c. A throw in is a dead ball, and therefore cannot be scored without being touched by another player. If an offensive player attempts a shot on goal from a throw in, and a defensive player touches it, it is considered in play, and may then cross the goal line or plane of a ring and count as a legal score.
- d. A kick or throw from the Goal Zone that passes fully across the goal line into the chamber is awarded one point. A kick or throw from the Goal Zone that passes fully across the plane of a crown ring is awarded two points. The Goal Zone line is part of the Goal Zone. If a player's foot or hand is on the Goal Zone line when he scores, the player is considered in the Goal Zone, and shall be awarded the appropriate amount of points.
- e. A kick from the Wedge Zone that passes fully across the goal line into the chamber is awarded two points. A kick from the Wedge Zone that passes fully across the plane of a crown ring is awarded four points. The Wedge Zone line is part of the Wedge Zone. If a player's foot is on the Wedge Zone line when he scores, the player is considered in the Wedge Zone and shall be awarded the appropriate amount of points.
- f. A kick or throw from the Flex Zone that passes fully across the goal line into the chamber is awarded two points. A kick or throw from the Flex Zone that passes fully across the plane of a crown ring is awarded four points.
- g. A kick or throw from the Cross Zone that passes fully across the goal line into the chamber is awarded four points. A kick or throw from the Cross Zone that passes fully across the plane of a crown ring is awarded eight points. This is also called a Kronum. The Cross Zone line is part of the Cross Zone. If a player's foot is on the Cross Zone line when he scores, the player is considered in the Cross Zone and shall be awarded the appropriate amount of points.
- h. A kick or throw from the Wedge Point during a penalty shot that passes fully across the goal line into the chamber is awarded three points. A kick or throw from Wedge Point during a penalty shot that passes fully across the plane of a crown ring is awarded six points.
- i. A kick or throw from the offense that is redirected by a defensive player, and then passes fully across the goal line of the chamber or plane of a crown ring shall be awarded the amount of points from where the shot was initially taken by the offense. The offensive player who took the initial shot will be credited the points.
- j. If a defensive player possesses the ball and scores on his own goal, the points will be awarded to the offensive team as if it was an offensive player who took the shot. Points will be credited to the last person on the offensive team to touch the ball.
- k. A kick or a throw from the Wedge Point during a penalty shot that is touched by the wedgeback is now in play. If the wedgeback redirects the ball into a distant quadrant and it passes across the goal line of the chamber or plane of a crown ring, it will be awarded four or eight points, respectively, and be credited to the offensive player that took the penalty shot.

III. Krones

- a. The team that has both fewer fouls than its opponent and less than 15 total fouls in the match is awarded one Krone. Krones are recorded along with Wins and Losses in the Kronum League standings and factors into determining the final standings at season's end.

IV. Standings

- a. The final standings at season's end will be determined in the following order:
 - i. Win percentage
 - ii. Head to head

iii. A three point system of points for, points against, and Kronos

1. The team with more points in the three point system will be ranked above the team with less points

iv. Coin flip

Section 6 – Duration of Match, Periods, and Time Factors

I. Duration of Match

a. All regulation Kronum League periods will be 20 minutes in length.

b. One and a half minutes will be given in between each period, including at the end of the third period if the game is tied and results in a shootout.

II. End of Period

a. A period ends when time expires.

i. If a live ball is in flight, the period ends when the shot is made, missed, or touched by an offensive player.

ii. If a timeout is taken at the same time the period ends, the period ends and the timeout is not awarded.

III. Tie Score Shootout

a. There are no overtime periods in Kronum. If the game results in a tie after three periods of play, the game will go into a shootout.

b. The captain will select three shooters and one wedgeback. The captain will choose the order in which the three offensive players will shoot. Each team will alternate shots. The team with the most points after all offensive players have shot is declared the winner. If the score is tied after all offensive players have shot, the game will go into a sudden death shootout in reverse order (i.e. 1,2,3,3,2,1) until one team has more points than the other at the end of the round. In a shootout, a goal in the chamber is worth three points. A goal through any of the crown rings is worth six points.

IV. Clock Stoppage

a. The clock shall be stopped whenever the official signals for a clock stoppage. This is shown by waving both arms overhead.

b. The following result in clock stoppages:

i. Shooting foul

ii. Technical foul

iii. 30 second timeout

iv. One minute timeout

v. In the last two minutes of the third period, any violation, foul or out of bounds.

vi. Any other emergency

c. A team is allowed 30 seconds to replace an ejected or injured player.

d. The clock will start once a player on the field touches the ball. Example: Team A is fouled during a shot. Clock stops. The clock will restart when another player touches it. If Team A shoots the ball and the wedgeback of Team B makes contact with the ball, regardless of the result of the shot, the clock starts. If Team A shoots the ball and the ball goes off the crown or post, the clock does not start until a player touches the ball.

V. Timeouts

a. Each team is entitled to (1) one minute timeout and (2) 30 second timeouts. The timeouts can be called at any time in the game.

b. A timeout shall be awarded only during a dead ball or when the team requesting the timeout has possession of the ball.

c. When a timeout is awarded to either team, the full time will be given to both teams.

d. If a timeout is called while a team is on defense, that team must still clear the ball.

e. If a timeout is called when a team has no remaining timeouts, a team technical is given, and the opposing team is awarded a penalty shot and a throw in from the nearest Cross corner.

f. If the defensive team calls a timeout after they are scored on, they are awarded the time out any time after the ball completely crosses the goal line. They do not have to complete the free clear to be awarded the timeout.

g. A player shall not be granted a timeout if both of his feet are in the air. One foot must be inbounds to establish himself in play.

h. The officials may call an official's timeout at any time during the game for player injuries, an officials meeting at

the scorer's table, an emergency, or any other reason they deem necessary for stoppage of play.

VIII. Time in

- a. The clock will restart once a player on the playing field touches the ball.
- b. After a timeout is over, the official will signal for the ball to be restarted at its necessary area. If the opposing team is not on the field by the time the official signals for the start of play, a delay of game team technical foul will be given.

Section 7 –Start of Game/Periods, Restarts

I. Prime Rush

- a. Each game/period starts with a prime rush. The clock will start when the prime rush touches the ground. The prime rush consists of two players from each team converging on a ball that is bounced at the center of the field inside the Pivot. All four prime rushers must start on a Wedge Point. The rest of the players on the field must have at least one foot on the Prime Ring. The home team will have 4 players line up on each of the vertical sides of the Prime Ring in reference to the scorer's table. The away team will have 4 players line up on each of the horizontal sides of the Prime Ring in reference to the scorer's table. The prime rushers will line up on the right Wedge Point of their corresponding side of the Prime Ring. Once the prime rush is down, only those four players may enter, and only one of those four players may bring the ball out. The last prime rusher to make contact with the ball before it exits the Prime Ring will be declared on offense. All other players are not allowed to enter the Prime Ring until the ball exits the Prime Ring. If another player enters the Prime Ring and interferes, it is prime rush violation, and the opposing team is awarded a throw in at the nearest Cross corner.
- i. An outside player who is established outside of the Prime Ring may lean in and possess the ball, as long as he is established outside of the Prime Ring and the ball is in neutral space in the air.
- ii. If the ball is in contact with the ground inside the Prime Ring, it is considered established in the Prime Ring, and therefore must be exited by a primer rusher.

II. Restarts

- a. After a dead ball, the ball will be put in play by:
 - i. A prime rush (beginning of period only)
 - ii. Throw in from any of the four Cross corners
 - iii. Throw in from the Pivot
 - iv. Penalty shot from the Wedge Point
- b. A throw in from the Cross corner must be taken within one yard on either side of the Cross corner of the Cross and the Boundary Ring.
- c. All violations result in a throw in from one of the Cross corners. See Section 10.I for all violations.
- d. All fouls on the ground result in a throw in from the Pivot. See Section 10.II for all fouls on the ground.
- e. A throw in from the Pivot must be taken with at least one foot planted in the Pivot.
- f. All shooting fouls result in a penalty shot. See Section 10.III for all shooting fouls.
- g. A penalty shot must be taken from the Wedge Point at the quadrant designated by the official.
- h. All technical fouls result in a dead ball penalty shot and a throw in from the nearest Cross corner. See Section 10.IV, 10.V, and 10.VI for all technical fouls
- i. Technical Foul penalty shots must be taken from the Wedge Point at the quadrant designated by the official.

III. Live Ball

- a. The ball becomes live when:
 - i. It touches the ground during the prime rush at the start of the period
 - ii. It is given to a player by an official to throw in
 - iii. It is given to a player by an official to take a penalty shot
- b. If the ball makes contact with an official and stays inbounds, the ball is live and play will continue as normal.
- c. If ball makes contact with an object above the inbounds playing field, the ball is live.

IV. Dead Ball

- a. The ball becomes dead and remains dead when the following occurs:
 - i. Official blows his whistle and stops play
 - ii. The ball makes contact with any player or object out of bounds
 - iii. Penalty shot that will not remain in play (technical foul, shootout)

iv. Time expires at the end of a period, except when ball is in flight. Ball will become dead once shot is missed, made, or touched by an offensive player.

v. The ball makes contact with an official and goes out of bounds.

1. The team who last touched the ball will be charged an out of bounds violation, and the opposing team will be awarded a throw in at the nearest Cross corner.

Section 8 – Out of Bounds and Throw In

I. Player

a. A player is out of bounds when he touches the field or any object outside the Boundary Ring. For a player in the air, his location is wherever he last touched the field. A player that exits the round may not be the first player to make contact with the ball after re-entering the round.

II. Ball

a. The ball is out of bounds when it touches a player, object, or field that is outside the Boundary Ring. The ball is also out of bounds if it touches the outside of the top of the crown netting.

b. If two players touch the ball simultaneously, the result will be a jump ball, and the team that lost that period's prime rush will be awarded a throw in.

III. Throw in

a. A throw in must be taken from one of the four Cross corners or the Pivot at the center of the field.

b. Opponents must be at least two yards away from the spot of the inbounds, unless an offensive player is receiving the ball less than two yards from the inbounds. If the offense has a player within two yards of the throw in spot, the defense may defend that person.

c. All players must be outside of the Pivot if the throw in is taken place from the Pivot.

d. A player may not hand the ball off to a teammate.

e. A legal throw in consists of:

i. Taking no more than two complete steps before releasing the ball.

ii. Releasing the ball with one or two hands outside of the Boundary Ring at the Cross corner or inside the Pivot.

f. A throw in at the Cross corner starts when the player establishes himself at the throw in area with possession of the ball. Once one player has possession of the ball in the throw in area, another player may not take his place, unless that team chooses to use a timeout.

g. A throw in at the Pivot starts when the player establishes himself at the throw in area with possession of the ball. Once one player has possession of the ball in the Pivot, another player may not take his place, unless that team chooses to use a timeout.

h. A player has 5 seconds to throw the ball in. Failure to do so results in a turnover.

i. A throw in is an indirect throw. Another player on the field must touch it in order to count as a goal. If a goal is scored directly from a throw in, the opposing team will be awarded a throw in at the original spot of the throw.

j. The player throwing in the ball may not be the first player to touch the ball until it has touched another player.

k. If a throw in does not touch another player on the field, the ball will be inbounded at the closest Cross corner where the ball went out of bounds.

Section 9 – Penalty Shot

I. Positions

a. The shooter may line up anywhere within the Prime Ring of the quadrant the penalty shot is being taken.

b. The wedgeback must have both feet on the goal line.

c. All other players must stand behind the Cross Zone line in a distant quadrant.

d. If the ball is being kicked, it must be positioned within the Wedge Point.

e. If the ball is being thrown, punted, or dropkicked, the shooter will hold the ball.

II. Shooter and Wedgeback

a. If the penalty shot was awarded because of a shooting foul, the player who was fouled shall take the shot in any manner he prefers.

b. If the penalty shot was awarded due to a technical foul or hand ball in the wedge, any player on the field may take the shot in any manner he prefers.

c. In any penalty shot, the defense can choose any player to play wedgeback, as long as he was on the field at the

time of the foul/violation.

d. A team may not substitute a player from off the field to be the shooter or wedgeback.

e. If a shooter and/or wedgeback is injured or ejected from the game and cannot attempt the shot, the opponents captain will choose a player from the opponents bench to take the shot.

III. Procedure

a. The shooter must wait for the official to signal by whistle that he may start his penalty shot.

b. The shooter has 15 seconds after the whistle to attempt the penalty shot.

c. The shooter has the following options:

i. Dribble up to the line with his hands and throw, punt, dropkick, strike the ball with any part of his body within the Prime Ring

ii. Stand stationary and throw

iii. Strike a stationary ball on the Wedge Point with an approach

iv. Strike a stationary ball on the Wedge Point without an approach

d. The wedgeback must have both feet touching the goal line until:

i. The shooter starts his approach

ii. The shooter releases or contacts the ball

e. The shot must be a legal throw or kick taken behind the Prime Ring line of that quadrant. The approach must be started within the Prime Ring of the quadrant that the penalty shot is being taken.

f. If there is no approach, the wedgeback must have both feet on the goal line until the shooter releases or contacts the ball.

g. If the wedgeback leaves the goal line early, the shooter will continue with the penalty shot. If the shooter scores, the goal counts and play continues as normal. If the shooter misses, the play will be blown dead for the wedgeback violation, and the shooter will take the penalty shot again.

h. All players other than the shooter and wedgeback must remain outside of the quadrant until the shooter releases the throw or makes contact with the ball with his foot.

i. If a defensive player enters the quadrant before legally allowed, the shooter continues with the penalty shot. If the shooter scores, the goal counts and play continues as normal. If the shooter misses, the play will be blown dead for illegally entering the quadrant, and a second penalty shot will be taken.

j. If an offensive player enters the quadrant before legally allowed, the penalty shot will be immediately blown dead, and the defense will be awarded a throw in from the nearest Cross corner.

k. If both an offensive and defensive player enters the quadrant before legally allowed, the penalty shot will not count, and a second penalty shot will be taken.

l. To be recorded, the penalty shot must do one of the following without another player's assistance, other than the wedgeback:

i. Cross the goal line for a score

ii. Be saved by the wedgeback

iii. Make contact with the goal structure

iv. Be thrown, punted, or kicked out of bounds

m. If a penalty shot is taken and does not satisfy any of Section 7.II.I, the shot will be declared an abandoned penalty shot, and will result in a throw in by the defense at the nearest Cross corner

n. Once the ball makes contact with the goal structure or wedgeback, the ball is live, and may be contacted by any player, including the shooter.

o. Neither team may distract or taunt the shooter or wedgeback in any way after the penalty shot has started, as signaled by the official

i. If defense distracts the shooter and shot goes in, the goal counts. Play continues as normal.

ii. If defense distracts the shooter and shot does not go in, an additional shot will be awarded to the shooter.

iii. If the offense distracts the wedgeback, the shot will be called dead and the defense will be awarded a throw in at the nearest Cross corner.

Section 10 – Violations and Penalties

I. Violation – Results in change of possession and throw in at nearest Cross corner

a. Ball out of bounds

i. See Section 8.II

b. Traveling

i. A player must legally dribble the ball as defined in Section 4.IV

c. Illegal throw in

i. See Section 8.III

d. Three seconds in the Goal Zone

i. When the ball has entered a quadrant, no offensive player may be established (as defined in Section 4.I) in that Goal Zone for three seconds. Once a player establishes himself in another zone, the three seconds restart. If a player is established in both the Goal Zone and Wedge Zone, the time shall not start. When a player is established in only the Goal Zone, time shall start.

ii. Once an offensive player gains possession of the ball inside the Goal Zone, he has three seconds to score or get the ball out of the Goal Zone.

e. Two or more players in the Goal Zone without the ball

i. Only one offensive player may enter the Goal Zone without the ball. Once the ball enters the Goal Zone, an unlimited amount of offensive players may be in the Goal Zone for an unlimited amount of time.

f. Offensive hands in the Wedge Zone

i. An offensive player may never make contact with the ball with any part of his arm while established (as defined in Section 4.I) in the Wedge Zone. The arm shall be considered any part of the body lower than the shoulder extending to the fingertips. A ball contacted with the shoulder is legal.

g. Stray clear

i. Once scored on, possession immediately changes. The newly deemed offensive team must clear the ball from the Goal Zone into the Prime Ring. Failure to throw or kick the ball from the Goal Zone to the Prime Ring results in a stray clear.

ii. If a player attempts the free clear and it hits the any part of the goal structure or an official and does not reach the Prime Ring, it will be deemed a stray clear.

h. Offensive free clear interference

i. After the initial throw or kick, an offensive player may not assist the free clear in any way. No offensive player may touch the ball until it enters the Prime Ring.

i. 10-second shooting violation

i. It is at the referee's discretion to issue a 10-second shot clock.

ii. If an official deems a team excessively stalling, he will give a 10-second warning. The offensive team then has 10 seconds to attempt a shot. If a player not in the Goal Zone blocks a shot, it is not considered a shot attempt. A shot is any attempt with the ball that makes contact with the goal structure, is saved by a player in the Goal Zone, or crosses over the goal line or plane of a crown ring.

j. Five second trapped player

i. If a player is in possession of the ball and does not make an attempt at advancing the ball in five seconds, that player will be deemed a trapped player.

k. Five second throw in violation

i. A player has five seconds from when he establishes himself at the throw in area, as defined in Section 7.III to throw the ball in.

l. Five second free clear violation

i. A defensive player that is scored on has five seconds from the time the ball crosses the goal line or plane of a crown ring to complete a free clear.

m. Held ball

i. When both teams have simultaneous possession of the ball. The jump ball shall be awarded to alternating teams starting with the team that lost the Prime Rush at the start of the period.

n. Prime rush violation

i. After a prime rush, a player must wait until the ball exits the Prime Ring as defined in Section 6.I.

o. Abandoned penalty shot

- i. During a penalty shot attempt, the shot must fulfill at least one requirement in Section 8.III.I to be recorded. If the shot does not fulfill at least one requirement, it will be an abandoned penalty shot.
- p. Illegal prime rush entrance
 - i. During the prime rush, a non-prime rusher must wait for the ball to exit the Prime Ring before making contact with the ball. If a non-prime rusher is present outside the Prime Ring, he may lean in and gain possession of the ball if it is in the air, which is neutral space.
- q. Illegal offensive quadrant entrance
 - i. During a penalty shot, all players other than the wedgeback and shooter must remain outside of the quadrant where the penalty shot is being taken until the ball is either released or contacted by the shooter
- II. Foul on the Ground – Results in change of possession and throw in at nearest Cross corner
 - a. Reaching
 - i. A player may not reach around a player with both hands in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from defensive reaching, the official will call out advantage, which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.
 - b. Hacking/Slapping
 - i. A player may not hack or slap and make contact with a player's body in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from the hacking or slapping, the official will call out advantage, which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.
 - c. Grabbing/Holding
 - i. A player may not grab/hold any part of another player's body in an attempt to gain an advantage or to gain possession of the ball
 - ii. If the offense gains an advantage from the grabbing/holding, the official will call out advantage, which notifies players that it was a foul, but it is more beneficial at this time for the offense for the play to continue.
 - d. Defensive contact with passer
 - i. While attempting a pass, a defensive player may not make contact with the passer's arm.
 - e. Offensive charge
 - i. If a defender has stopped his momentum and is occupying an area on the field, he is entitled to that area on the field from the ground to the ceiling. If an offensive player jumps into the defensive player's area while the defensive player is within the plane above his area on the field, it is a charge.
 - ii. If the defender jumps, leans, or reaches forward, backward, or to the side, he is giving up his ability to take a charge.
 - iii. The defender must stay within his area and the plane above him to take a charge.
 - f. False dive
 - i. If it is deemed by an official that an offensive player has taken a false dive to gain an advantage, the play will be whistled dead and the defense will be awarded a throw in from the nearest Cross corner.
 - ii. If it is deemed by an official that a defensive player has taken a false dive, the dive shall be ignored and play will resume as normal.
 - iii. If a player or team excessively false dives, a warning will be given to the player or team. The next occurrence will result in an unsportsmanlike conduct technical foul.
 - g. Offensive foul in the Goal Zone
 - i. An offensive player may not foul an defensive player while he is in possession of the ball in the Goal Zone whether he is passing, shooting, or on the ground.
 - h. Wedgeback interference
 - i. An offensive player may not interfere with a wedgeback in the Goal Zone at any time during the game.
 - ii. On a quick transition, the defensive player now turned offensive player is entitled to the space he is occupying, as long as he remains stationary. Any movement from that player can be deemed interference at the referees discretion
 - i. Wedgeback Obstruction
 - i. An offensive player may not occupy a space in the Goal Zone or Wedge Zone and obstruct the wedgeback's view
 - j. Illegal pick

i. An offensive player's feet must be set and his arms must be at his sides or straight up in the air to set a pick. He may not lean or jump into a defensive player while setting a pick. If feet are moving, arms are out to side, or the player leans in one direction, it is an illegal pick.

k. Foul off ball

i. Any defensive foul off of the ball during a shot will be a delayed call.

1. If the result of the offensive shot is a goal

a. The offensive team retains possession at the nearest Cross corner

2. If the result of the shot is not a goal, it is a dead ball and

l. Defensive charge

i. A defender may not run through a pick

III. Shooting Foul – Results in a penalty shot

a. Defensive interference on shot attempt

i. A defender may not contact the shooter's arm from below the shoulder to the wrist during a shot attempt.

1. The hand that is in possession of the ball is considered part of the ball. If a defender contacts the hand or ball of the shooter during a shot attempt, it is legal

ii. A defensive player may not shove or push an offensive player during a shot attempt.

iii. Body to body contact in the air is illegal

1. If a shooter and defender simultaneously jump into each other in a neutral vertical plane, no foul shall be called.

iv. If shooter scores while being fouled, the shot counts and the shooter is awarded a penalty shot

b. Defensive hands in the Wedge Zone

i. See Section 1.II.b.iv

c. Intentional wrap anywhere on the field

i. A player may not intentionally wrap a player, hindering their ability to shoot, anywhere on the field.

d. Defensive foul in the Goal Zone

i. A defensive player may not foul an offensive player while he is in possession of the ball in the Goal Zone whether he is passing, shooting, or on the ground.

e. Intentional foul under two minutes in third period

i. Any intentional foul defined in Section 9.II by the offense or defense under two minutes in the third period will result in a penalty shot.

IV. Team Technical Foul – Results in a penalty shot and offense is awarded a throw in from the nearest Cross corner.

a. Defensive free clear interference

i. See Section 4.III

b. Too many players on the field

i. A team may not have more than 10 players on the field at any time

c. Illegal substitution

i. A player that is substituting into the game must wait until his teammate is completely out of the playing area to enter the field

d. Excessive, unnecessary team fouling

i. Multiple players from the same team that continuously foul to an extent that the official deems excessive.

e. Timeout with none remaining

i. A team may not call a timeout if they have none remaining

V. Personal Technical Foul I– Results in a penalty shot and offense is awarded a throw in from the nearest Cross corner.

Two personal technical fouls result in an ejection from the game

a. Malicious Act

i. Any intentional, unnecessary contact by a player towards another player

b. Delay of game

i. Any act such as kicking, punting, throwing, holding, or spiking of the ball that delays the game in any way can be deemed a delay of game by the official

ii. Any false injury intended to delay the game

iii. Arguing a call or rule with an official for an extended period of time

c. Unsportsmanlike conduct

- i. Verbal abuse from a player on or off the field towards another player, team, official, or spectator
- ii. Inappropriate body language directed towards another player, team, official, or spectator
- d. Taunting
 - i. Excessive celebration directed at an opponent
 - ii. Provoking or challenging another player, team, official, or spectator with insulting remarks
- e. Illegal slide tackle
 - i. Slide tackling is blocking or kicking the ball away from an opposing player with the ball at his feet.
 - ii. A player may only slide tackle another player from a 180-degree angle from directly in front of the person's vision.
 - iii. A player must make initial contact with the ball
- f. Excessive, unnecessary fouling
 - i. A single player that continuously fouls to an extent that the official deems excessive.

VI. Personal Technical Foul II – Results in immediate player ejection, two penalty shots, and throw in from nearest Cross corner

a. Excessive physical force

- i. Any intentional, unnecessary, excessive contact by a player towards another player, team, official, or spectator

b. Brute physical force

- i. Punch, elbow, slap, or any other brute physical force

c. Fighting

- i. Violent act of any nature between two or more players. All players involved will immediately be ejected. If ejections result in less than 8 players able to participate, the team with more players will be declared the winner by means of forfeit. If both teams have equal number of players and do not have 8 or more players eligible to play, the team with more points at the time of the ejections will be declared the winner.

d. Verbal abuse

- i. Excessive verbal abuse by a player towards another player, team, official, or spectator

e. Vile action

- i. Any vile action such as spitting on an opponent

Section 11 – Diagrams

a. Kronum Round – Dimensions

b. Kronum Round Zones

c. Scoring

- i. The points are counted depending from where the shot was taken:

1. Goal Zone = 1 point (Chamber), 2 points (Rings)
2. Wedge Zone = 2 points (Chamber), 4 points (Rings)
3. Flex Zone = 2 points (Chamber), 4 points (Rings)
4. Cross Zone / Second Ring = 4 points (Chamber), 8 points “Kronum” (Rings)
5. Penalty Shot = 3 points (Chamber), 6 points (Rings)

- ii. Those points are doubled if the player makes a Ring Shot instead of simply kicking or throwing the ball into the chamber (the goal under the rings). If the player makes a Ring Shot from the Prime Ring (for example), he scores 8 points (also known as a “Kronum”) for his team.

d. Prime Rush Alignment

16.4 April

PS4 leads Xbox One with stability (2014-04-05 03:51)

<http://www.nasdaq.com/article/video-game-sales-up-in-feb-software-sales-dismal-analyst-blog-cm335490>

The cheaper PS4 beat Xbox One this year. Remember, Xbox 360 had PS3 beat in sales. PS3 was more stable than Xbox 360 due to its FreeBSD firmware. I have seen rings of death on my 360s. It came down with firmware stability in November 2013 on which to choose. I knew this, because it says FreeBSD on PS3 credits. Americans are scrooge on their purchasing new consoles now-a-days as they buy up all second hand. People are burnt from Xbox 360s rings of death and firmware errors. Xbox One also had BD-ROM and software errors.

Fanboy Annoyance (2014-04-09 03:52)

Square peg for square hole

Before you can effectively annoy a fanboy, you must assess his/her state. This is partially dependent on the exact type of software the said person worships. For example, you cannot use the same strategy to bait Windows users and Mac users. Firefox fans require a different approach from those using Internet Explorer. GIMP is not equal to Photoshop. Nor should you mix separate categories of software either.

Your plan must be based on the target user base intelligence and skill, their socio-economic status, the recent comings and goings in the software news world, the popular and controversial topics running in the blogosphere, individual personalities of the key players involved, and finally, the fanboy you are facing. All combined, these factors should present you with the right formula for the most useful trolling.

Going through each and every category is probably boring and too cliché, but I will use this or that software to illustrate how certain attributes, so to speak, can be used to leverage - now, there's a corporate word - and enhance your fanboy electronic warfare.

Tip 1: Tell something that is mildly inaccurate

Say you tell a Mac user how their laptops cost 50 % more than a contemporary rival product running Windows. If the actual figure is only about 23 %, the fanboy will surely rush to correct you. This serves you on two levels. One, a normal person will not bother to address the slight inaccuracy of your statement, nor will they possibly be aware of the price ranges and differences unless they recently bought a laptop. Second, the fanboy will get angry by your blatant disregard of the marketing figures, which should serve your purpose. Target identified and acquired.



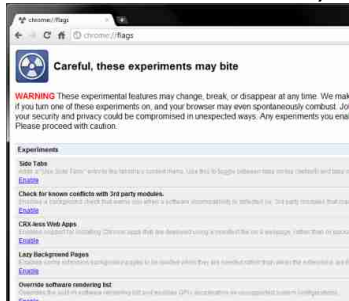
Step 2: Look for the weakness in the defenses

Now that you have their attention, it is time to tune up your offensive. You must not be too obvious. You must be subtle about it, as they could spot your intention, and then the game is lost. To get their sympathy and make them feel confident, agree with them on the price issue, or any other subject you may have used in the warmup phase, but then elaborate on something else that may be bothering you, only this time introduce a personal angle. For instance, complain how FireWire has been flaky for you on your Linux box. If the enemy agrees for some weird reason, find something else to complain about, like a USB printer or maybe an SD card or something alike. It should be a combined hardware-software component for best effect. The fanboys are likely to accuse you of having bad hardware or perhaps missing the right skills to debug such trivial issues.



Getting warmer: Get those spirits flying

At this point, it's time for a demo. Some things will be hard to demonstrate, others trivial. When planning your troll campaign, make sure you come ready and fully equipped for the task. Having some gadgets handy is always a good thing. With your adversary intrigued and mildly riled, you now need their interaction. Pretend to be clueless and demo something that has a simple and obvious solution, but which might indicate you are at fault and not the software. For example, you might want to complain about Firefox opening tabs right next to the active one and not placing them at the far right end as it used to be in the past. At this stage, you are letting your foe get cozy. You observe but do not attack yet. You wait.



Prototip 4: Oh, the sh!t just got real

Now, you step the drama one notch higher. Time for your second demo. This time, it should be a complex one, with multi-component interaction. For example, playing a media file that is both unassociated with your player of choice, as well as not having the right codecs for the task. Make sure you demo two or three times in a row, rapidly, ignoring any comments and suggestions. Complain most loudly how the software does not do what it is supposed to do. Don't let the fanboy take physical control of your asset just yet. Bait them for a few minutes before you relinquish control to their supposed assistance.



Level 5: Ceasefire

Let the fanboy defend their honor. You part ways. Now, google for your woe, whether real or simulated. Make sure you find at least a dozen references. Look for those that sound angry or desperate, go for unanswered forum and board topics. Try to single out those that seem to involve a whole range of unrelated problems, like people having hardware problems and yet complaining about the stability of their software and alike. Blue screens of death are always a favorite. But so are application traces and `/var/log/messages` errors in Linux.

The next time you meet the fanboy, complain how the problem is back and obliterate them with mail spam, pointing out to a million online horror stories that justify your frustration. Normal people will refer you to technical support, recommend you switch to an alternative program or just give up. Fanboys will take personal offense at your software issue. You should be highly emotional at this point and resistant to help. Make sure you point out how that program sucks at least twice in the conversation. Now, you go back to the comparison, and you tell glowing stories how the competition does it better and without any problems.

```
A problem has been detected and windows has been shut down to prevent damage
to your computer.
```

```
TRAP_CAUSE_UNKNOWN
```

```
If this is the first time you've seen this Stop error screen,
restart your computer. If this screen appears again, follow
these steps:
```

```
check to make sure any new hardware or software is properly installed.
If this is a new installation, ask your hardware or software manufacturer
for any windows updates you might need.
```

```
If problems continue, disable or remove any newly installed hardware
or software. Disable BIOS memory options such as caching or shadowing.
If you need to use Safe Mode to remove or disable components, restart
your computer, press F8 to select Advanced Startup options, and then
select Safe Mode.
```

```
Technical information:
```

```
*** STOP: 0x00000012 (0x00000000,0x00000000,0x00000000,0x00000000)
```

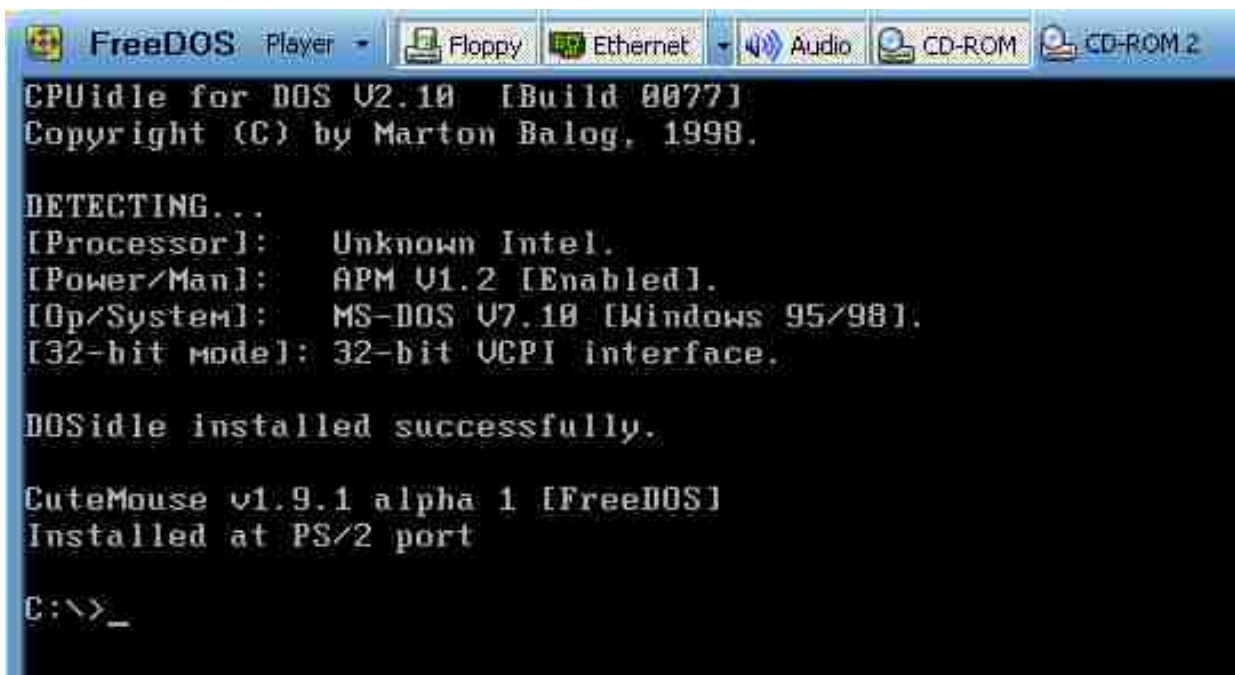
```
collecting data for crash dump ...
initializing disk for crash dump ...
beginning dump of physical memory.
dumping physical memory to disk: 60
```

Jedi bonus 6: Resistance is futile

If you've done your work well so far, the fanboy should be angry and fairly derailed. If not, go back to state three and try a different scenario. You must remember to be thorough and methodical. Anyhow, back to our strategy.

Every time you meet the fanboy, restart the conversation about your issue. Tell stories how you made some progress, but how at every next step you were hindered and hampered by a completely new problem that wasn't there before, and how it only further emphasizes your initial claim. Occasionally, resend online stories that point out the software failures. Ignore user incompetence and environmental issues. Now, you must also look for stories with a charged political theme that add spice to your work.

Not only do you bombard your foe with mails full of problems and misery, you fire at them with stories that mention conspiracies, the suppression of freedom, the community voice not being heard, the locking out of rivals, intellectual property, patents, the mass market exploitation, and so forth. Even if they are not quite related, dig for an angle that makes them relevant. For instance, always remind the Windows users that Microsoft stole DOS from someone, Linux is for communists and Mac is made in Chinese sweatshops. Google must not be trusted with your private data, all your Playstation is belong to Sony, how come you cannot run z/OS on it, what's up with that?



Secret ninja star 7: The power of Youtube

Believe it or not, videos are a hundred times more powerful for trolling than any amount of text. Because few people have the mental capacity to read long blog rants. But they will watch videos and get ultra-rage when faced with facts, true or not, that humiliate their favorite software. You should use a balanced mix of news snippets that seem reasonable as well as rants by USI-riddled people narrating to their camera about things they barely understand and yet feel arrogant enough to babble about. Nothing like a combination of some company's CTO speeches about the business practices of their chief rival and barely intelligible responses by 14-year-old boys pretending to be young techies. The videos should be lame, unfunny, annoying, badly choreographed. The message is less important, but if they can manage to strike a nerve, that's good too.

To find relevant material quickly, look for videos that have re: and response in their title plus the related software, the Latin word versus (or vs.) that indicates would-be comparison, mega-zoom face-in-the-camera litanies, and videos with a lot of dislike votes.



Nukelar weapon: Use with caution!

Now the best part. If you're really keen on annoying those fanboys, you should write your own personal blog entry, rant about it, curse, spit and foam, then disable comments or allow comments but never publish them. You should also use a blogging service that looks cheap. Your post should appear as if someone with a reduced mental quotient got hold of a secret keyboard and spilled their share of angst before being detected.

Then, send that to your fanboy victim to let them know your precious opinion is out there, refuting all the facts they gave you and re-emphasizing how right and correct and awesome you were in the first place. Again, normal people will disregard your oligophrenic piece of prose as a classic Internet turd, but the fanboys will take grudge forever. I've shared many a joyous moment reading various forums where even simple, obvious, blatant jokes made with the most lighthearted and benevolent intentions were greeted with so much hate and zeal that you really start wondering about the planet as a whole. Mac boards lead, I must admit.

so then i installed unubtu and tried to run explorer on it, but it threw an error. i mean wtf! i never had problems like these on windows. my computer just rebooted and i was downloading this softwaer to get the icons. all this talk about linux makng it big on desktop, forget it. never gonna happen. and this spying in kernel, what about that. this is bullcrap, im going back.

Conclusion

And that's all. This is the ultimate strategy that should help you get those fanboys worked up. It's like rough parenting. It's all for the better cause. Or some cause. Maybe. Either way, you win, which is the important thing here. Loving software is all nice and well, but there's a limit to how much enamored and emotionally attached you can be to a bunch of code.

Well, hopefully this blissful piece of article has taught you some useful tips that should bring you much rejoicing. Remember, you must exercise flexibility with your ideas and never falter, even when faced with ultimate zeal. It is important to innovate, have a backup plan ready, as well as be persistent and consistent in your trolling. Do not laugh, break down or show compassion. And you must never give up. It's all for the greater good. With your help, one day, we might live in the world where fanboyism is restricted to Star Wars versus Star Trek. Now, there's a tricky topic. Cheers.

oakleyses (2014-10-23 18:15:14)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 18:16:39)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babylliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg

australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:17:37)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Agenda 21 Communitarianism preventing photographing? (2014-04-09 14:03)

ave you wondered where these terms 'sustainability' and 'smart growth' and 'high density urban mixed use development' came from? Doesn't it seem like about 10 years ago you'd never heard of them and now everything seems to include these concepts? Is that just a coincidence? That every town and county and state and nation in the world would be changing their land use/planning codes and government policies to align themselves with...what?

First, before I get going, I want to say that yes, I know it's a small world and it takes a village and we're all one planet etc. I also know that we have a government of the people, by the people, and for the people, and that as cumbersome as that can be sometimes (Donald Rumsfeld said that the Chinese have it easy; they don't have to ask their people if they agree. And Bush Junior said that it would be great to have a dictator as long as he was the dictator), we have a three branch government and the Bill of Rights, Constitution, and self-determination. This is one of the reasons why people want to come to the US, right? We don't have Tiananmen Square here, generally speaking (yes, I remember Kent State—not the same, and yes, an outrage.) So I'm not against making certain issues a priority, such as mindful energy use, alternative energy sponsorship, recycling/reuse, and sensitivity to all living creatures.

Considering its policies are woven into all the General Plans of the cities and counties, it's important for people to know where these policies are coming from. While many people support the United Nations for its 'peacemaking' efforts, hardly anyone knows that they have very specific land use policies that they would like to see implemented in every city, county, state and nation. The specific plan is called United Nations Agenda 21 Sustainable Development, which has its basis in Communitarianism. By now, most Americans have heard of sustainable development but are largely unaware of Agenda 21.

In a nutshell, the plan calls for governments to take control of all land use and not leave any of the decision making in the hands of private property owners. It is assumed that people are not good stewards of their land and the government will do a better job if they are in control. Individual rights in general are to give way to the needs of communities as determined by the governing body. Moreover, people should be rounded up off the land and packed into human settlements, or islands of human habitation, close to employment centers and transportation. Another program, called the Wildlands Project spells out how most of the land is to be set aside for non-humans.

U.N. Agenda 21 cites the affluence of Americans as being a major problem which needs to be corrected. It calls for lowering the standard of living for Americans so that the people in poorer countries will have more, a redistribution of wealth. Although people around the world aspire to achieve the levels of prosperity we have in our country, and will risk their lives to get here, Americans are cast in a very negative light and need to be taken down to a condition closer to average in the world. Only then, they say, will there be social justice which is a cornerstone of the U.N. Agenda 21 plan.

Agenda 21 policies date back to the 70's but it got its real start in 1992 at the Earth Summit in Rio de Janeiro when President Bush signed onto it. Click [here](#) to see a list of the countries that signed UN Agenda 21. President Clinton took office the following year and created the President's Council on Sustainable Development to implement it in the United States. Made up of federal agencies, corporations, and non-profit groups, the President's Council on Sustain-

able Development moved quickly to ensure that all federal agencies would change their policies to comply with UN Agenda 21. A non-governmental organization called the International Council of Local Environmental Initiatives, ICLEI, is tasked with carrying out the goals of Agenda 21 worldwide. Remember: UN Agenda 21/Sustainable Development is a global plan that is implemented locally. Over 600 cities in the U.S. are members; our town joined in 2007. The costs are paid by taxpayers.

It's time that people educate themselves and read the document and related commentary. After that, get a copy of your city or county's General Plan and read it. You will find all sorts of policies that are nearly identical to those in U.N. Agenda 21. Unfortunately, their policies have advanced largely unnoticed and we are now in the end game. People need to identify their elected officials who are promoting the U.N.'s policies and hold them accountable for their actions. Only when we've identified who the people are and what they are trying to do will we be able to evaluate whether or not we approve of the policies they are putting forward. Some people may think it's appropriate for agencies outside the United States to set our policies and some people will not. The question is, aren't Americans able to develop their own policies? Should we rely on an organization that consists of member nations that have different forms of governments, most of which do not value individual rights as much as we do? It's time to bring U.N. Agenda 21 out in the open where we can have these debates and then set our own policies in accordance with our Constitution and Bill of Rights.

Ok, you say, interesting, but I don't see how that really affects me. Here are a few ways:

No matter where you live, I'll bet that there have been hundreds of condos built in the center of your town recently. Over the last ten years there has been a 'planning revolution' across the US. Your commercial, industrial, and multi-residential land was rezoned to 'mixed use.' Nearly everything that got approvals for development was designed the same way: ground floor retail with two stories of residential above. Mixed use. Very hard to finance for construction, and very hard to manage since it has to have a high density of people in order to justify the retail. A lot of it is empty and most of the ground floor retail is empty too. High bankruptcy rate.

So what? Most of your towns provided funding and/or infrastructure development for these private projects. They used Redevelopment Agency funds. Your money. Specifically, your property taxes. Notice how there's very little money in your General Funds now, and most of that is going to pay Police and Fire? Your street lights are off, your parks are shaggy, your roads are pot-holed, your hospitals are closing. The money that should be used for these things is diverted into the Redevelopment Agency. It's the only agency in government that can float a bond without a vote of the people. And they did that, and now you're paying off those bonds for the next 45 years with your property taxes. Did you know that? And by the way, even if Redevelopment is ended, as in California, they still have to pay off existing debt—for 30 to 45 years.

So, what does this have to do with Agenda 21?

Redevelopment is a tool used to further the Agenda 21 vision of remaking America's cities. With redevelopment, cities have the right to take property by eminent domain—against the will of the property owner, and give it or sell it to a private developer. By declaring an area of town 'blighted' (and in some cities over 90 % of the city area has been declared blighted) the property taxes in that area can be diverted away from the General Fund. This constriction of available funds is impoverishing the cities, forcing them to offer less and less services, and reducing your standard of living. They'll be telling you that it's better, however, since they've put in nice street lights and colored paving. The money gets redirected into the Redevelopment Agency and handed out to favored developers building low income housing and mixed use. Smart Growth. Cities have had thousands of condos built in the redevelopment areas and are telling you that you are terrible for wanting your own yard, for wanting privacy, for not wanting to be dictated to by a Condo Homeowner's Association Board, for being anti-social, for not going along to get along, for not moving into a cramped apartment downtown where they can use your property taxes for paying off that huge bond debt. But it's not working, and you don't want to move in there. So they have to make you. Read on.

Human habitation, as it is referred to now, is restricted to lands within the Urban Growth Boundaries of the city. Only certain building designs are permitted. Rural property is more and more restricted in what uses can be on it. Although counties say that they support agricultural uses, eating locally produced food, farmer's markets, etc, in fact there are so many regulations restricting water and land use (there are scenic corridors, inland rural corridors, baylands corridors, area plans, specific plans, redevelopment plans, huge fees, fines) that farmers are losing their lands altogether. County roads are not being paved. The push is for people to get off of the land, become more dependent, come into

the cities. To get out of the suburbs and into the cities. Out of their private homes and into condos. Out of their private cars and onto their bikes.

Bikes. What does that have to do with it? I like to ride my bike and so do you. So what? Bicycle advocacy groups are very powerful now. Advocacy. A fancy word for lobbying, influencing, and maybe strong-arming the public and politicians. What's the connection with bike groups? National groups such as Complete Streets, Thunderhead Alliance, and others, have training programs teaching their members how to pressure for redevelopment, and training candidates for office. It's not just about bike lanes, it's about remaking cities and rural areas to the 'sustainable model'. High density urban development without parking for cars is the goal. This means that whole towns need to be demolished and rebuilt in the image of sustainable development. Bike groups are being used as the 'shock troops' for this plan. What plan? We're losing our homes since this recession/depression began, and many of us could never afford those homes to begin with. We got cheap money, used whatever we had to squeak into those homes, and now some of us lost them. We were lured, indebted, and sunk. Whole neighborhoods are empty in some places. Some are being bulldozed. Cities cannot afford to extend services outside of their core areas. Slowly, people will not be able to afford single family homes. Will not be able to afford private cars. Will be more dependent. More restricted. More easily watched and monitored.

This plan is a whole life plan. It involves the educational system, the energy market, the transportation system, the governmental system, the health care system, food production, and more. The plan is to restrict your choices, limit your funds, narrow your freedoms, and take away your voice. One of the ways is by using the Delphi Technique to 'manufacture consensus.' Another is to infiltrate community groups or actually start neighborhood associations with hand-picked 'leaders'. Another is to groom and train future candidates for local offices. Another is to sponsor non-governmental groups that go into schools and train children. Another is to offer federal and private grants and funding for city programs that further the agenda. Another is to educate a new generation of land use planners to require New Urbanism. Another is to convert factories to other uses, introduce energy measures that penalize manufacturing, and set energy consumption goals to pre-1985 levels. Another is to allow unregulated immigration in order to lower standards of living and drain local resources.

bad gaming habits (2014-04-16 00:02)

1) Hoarding.

Of all the bad habits I have in gaming, this one is definitely the most wide spread. It's odd, because in real life I'm not very tied to material objects. I collected comics and comic cards as a kid, but it wasn't sustained in to adulthood. The only thing I really have a lot of is video games and consoles, and even that isn't a substantial collection. It's probably small enough to fit in to a duffle bag.



Not my Skyrim home, but might as well be.

When it comes to playing video games, however, it's a completely different story. I didn't realize I had a problem until I played Skyrim. One day I was cleaning out the inventory in my Whiterun home, and all of the sudden it hit me: I have over 800 cabbages in my cupboard. I sat there for a brief moment as that fact sunk in, and I only had one thought... "What in sake am I

going to do with 800 cabbages?"

Of course that was just the beginning. My eyes had been opened, and I began to notice that I've hoarded all sorts of stuff in other games. Specialty ammunition in my favorite shooters. Piles of money/resources in just about every game I've played. So many pilot lights in Fallout 3... I've since gotten better about this, but it's actually taken some work. I re-trained myself to be more discerning, and to remember that just because a rusty can exists as an item in this game doesn't mean I need to pick it up. Learn from my mistakes, folks. Don't burden your inventories with items you'll never use, and don't save all your resources for a crazy last stand that probably won't come. Go all out, and enjoy the game to it's fullest!

2) Never Looking Up.

One of the best things about gaming is that feeling you get when you come across something that is out-of-this-world beautiful. A great example is in Halo when you first land on the ring and see it stretch off in to the background and all the way up over your head. Or that first sunrise that you catch as you're galloping across the wild west in Red Dead Redemption. Or the sheer scope of fighting Poseidon in God of War 3. These are beautiful things that are hand crafted by developers with love, in hopes that gamers will see them and lose themselves in the pure beauty and spectacle.

✕

3) Rushing In.

✕

I probably should have thought this through.

When I play co-op, I tend to play more like... well, an Instead of using the 2nd person to our advantage and playing like a competent adult, I tend to do something that's significantly less helpful and more likely to get us killed: I charge in head on. Ok, I don't do this ALL the time, but enough that I've noticed it's a pattern. Anyone who has played most FPS games on the hardest difficulty knows that's a pretty quick way to get yourself killed, yet I find it very hard to stop myself. As my teammate hangs back and smartly whittles down the enemies ranks, I'm over here shouting some war cry straight out of Lord of the Rings as I try to punch everything to death. But honestly, what's a guy supposed to do when the beacons are lit and the red dawn approaches? Sigh... I'm not proud of it, but I gotta own up to it. I'm lucky I have patient

friends. Here's to all the teammates who died while I was in spectator mode. *pours a little on the sidewalk*

4) Constantly Reloading.

Imagine this if you will. It's a heated game of versus mode in Left 4 Dead 2. My friends and I are trudging through The Dark Carnival campaign, making pretty good time. As I mow down a couple zombies with my AK-47, I instinctively hit the reload button even though I've only shot a few rounds. Then I hear it: the sound of a Charger as he tackles one of my teammates and knocks me on my back. I'm the closest one to him, and as I get to my feet, I pull the trigger only to watch in horror as my character has to restart the reload animation. My teammate's precious life ticks away, and soon we're overrun trying to pick him up off the ground.



Guilty as charged.

If you play lots of shooters, you may have picked up this bad habit along the way. Sure, reloading your gun when you've still got nearly all of the clip left probably doesn't come back to hurt you 99 % of the time. Trust me though, if you play with this bad habit long enough, sooner or later it'll come back to haunt you. You'll be left to watch helplessly as a teammate is pummeled before your very eyes. You'll wake up one night in a cold sweat as the sound of them screaming over the mic "WHY WON'T YOU HELP ME" is still ringing through your head. *shiver*

5) Button Mashing.

Of all the bad habits I have in gaming, this is probably the most serious offender. Look, I've been playing games for a long time and I'm proud that at the very least, I've given every game genre a try. I've enjoyed some genre's more than others (RPG, RTS, Shooters, Adventure, etc), but there are some that I simply can't seem to master. At the top of that list, without a shadow of a doubt, is fighting games. Not arena fighters like Super Smash Bros., but games like Street Fighter, Tekken, Marvel vs. Capcom and the like. And the reason for this is because... my hand eye coordination is atrocious. Scratch that, just my coordination in general. It's why I was a runner in High School and not a... well, any other kind of athlete. I'm not bothered by this fact, but it's the truth.



Erm... Yeah, I'm just gonna keep slamming the buttons with my fist.

It's also why, even after 25 years of playing video games, I still mash buttons. I know, it's terrible, but I just can't do those tricky combos everyone else can do in their sleep. T\

Top 10 JRPG games that are not FF (2014-04-16 06:21)

- 5. Tactics Ogre: Let Us Cling Together & Ogre Battle 64
- 14. Skies of Arcadia
- 13. Chrono Cross
- 12. Pokemon Crystal
- 11. Grandia

✕ 10. Dragon Quest VIII: in my opinion, the game has an average story and good gameplay. Sometimes the gameplay is the part which shines the most, usually when you need to be very strategic in hard boss battles. but the best part of this game is the large amount of side quests | meta-critic 7 user rating: 89,84

✕ 9. Disgaea: Hour of Darkness: a very addictive turn based rpg where you move characters from place to place, it has a lot of replay value and many side quests | meta-critic & user rating: 84,87

✕ 8. Secret of Mana: In my opinion, this is the game which is the blue print for modern day action rpg's like Kingdom Hearts. It also has a highly addicting battle system and reminds me a lot of the shining force series | Gamerankings: 86.5 %

✕ 7. Dark Cloud 2 (Dark Chronicles): This game is the Legend of Zelda of the playstation. It has a very similar lock on system to LoZ, tons of side quests, a sim style mini game where you can build your own towns and a secret hard dungeon at the end to give it a lot of re playability | meta-critic & user rating:87,92

✕ 6. Shadow Hearts 1 or 2: Shadow Hearts 1 is scarier, its one of the best horror themed RPG's I played. It had an interesting ring based battle system which was quite fun. I miss this series. The company that made it is now defunct | Metacritic-critic & user rating:85,91 (Shadow Hearts 2)

✕ 5. Suikoden 1 or 2: good story about geopolitics, conquest and war. Although the game had 2d graphics which kind of let it down. But it didnt stop me from enjoying the game | Metacritic-critic & user rating:82,98

✕ 4. Tales of Symphonia: my first tales game, highly addictive battle system, quite of number of side quests and very difficult optional bosses. The story was average and was quite cliché | metacritic-critic & user rating:86,90

✕ 3. Xenogears: the game is full of robotic battles and customization. The game itself is constructed in the traditional turn-based RPG style but with several innovative features that make it stand miles apart from its predecessors. The combat system utilizes some of the same aspects of a typical Square game by incorporating the Active Time Gauge system. In my previous list, I somehow forgot about this game | Meta-critic & user rating:84,94

✕ 2. Persona 4 & Kingdom Hearts: these 2 games are tied at number 2. Persona 4: the gameplay is ok & much better in the hard mode of the game. But what stood out is the amazing story, it has quite a lot of plot twists. I have not seen a JRPG with plot twists as good as this game | Meta-critic & user rating:90,91

✕ 2. Kingdom Hearts 1: also tied for number 2. What i loved most about this game is the gameplay & difficult secret bosses, this game should not be judged based on face value. Just because it has Disney characters in it, does not mean its an easy or rubbish game | Meta-critic & user rating:85,89

✕ 1. Chrono Trigger: epic and addicting battle system, excellent story, just 1 optional boss in the original, I wanted more. The music in the game isn't better than FF 6, 7, 9 or 10. Never the less this game is a master piece | Gamerankings (snes):95.1 %

state capitalism (2014-04-17 01:47)

The French economist Thomas Piketty has achieved worldwide fame by promoting a thesis that capitalism is the cause of growing economic inequality. Unfortunately, he is partially right. However, the important distinction missed by Piketty and all of his supporters is that state capitalism, not free market capitalism, has reigned supreme in recent decades in the world's leading democracies. It is this misguided attempt to wed the power of the state to the private ownership of capital that has led to the mushrooming of economic inequality. If the public cannot be made aware of the distinction, we risk abandoning the only system capable of creating real improvements for the vast majority of people.

In his book entitled 'Capital in the 21st Century', Piketty, like Karl Marx in 'Das Kapital,' places the hinge of economic tension at the supposed opposition between the competing interest of labor and capital. He believes that "capitalism automatically generates arbitrary and unsustainable inequalities that radically undermine the meritocratic values on which democratic societies are based." However, this can only become true if free markets become controlled, or distorted, by the establishment of monopolies, be they private or state owned.

In the early twentieth century, U.S. Governments were alert to the destruction of free markets by monopolistic cartels and enacted strong anti-trust laws to curb their power. The United States thereafter achieved strong economic results in the first three decades of the 20th Century. In contrast, the socialist governments of post WWII Britain used public funds to establish state owned monopolies, similar to those existing in the Soviet Union. This resulted in dramatic economic declines, that continued into the 1980s when the U.K. was rescued by the free market policies of Margaret Thatcher. Her central strategy was to restore individual freedom by breaking state owned monopolies and reducing the coercive control of trade unions. Her actions unleashed a resurgence of prosperity in Britain that was imitated in many other countries. Her policies were adopted with particular enthusiasm by countries, like Poland, which had only recently shaken off the yoke of Soviet Communism. Poland is now one of the strongest economies in Europe. History provides ample evidence that when allowed to function properly free market capitalism generates massive national prosperity with high employment, a strong currency and rising standards of living. It is only when the state manipulates and over regulates free markets that capitalism fails. However, capitalism usually takes the blame for the failures of statism.

Piketty asserts that capitalism is "inherently unstable because it concentrates wealth and income progressively over time, leaving behind an impoverished majority. ..." He proscribes even an international wealth tax and higher income taxes, above 80 percent, to redistribute rather than to invest savings. This would essentially create a state monopoly on wealth. But again, history tends to demonstrate that state monopolies create poverty for all but the politically connected elite.

Even the Soviet Union, a military superpower, was brought to its economic knees by state monopolies. Communist Party Secretaries, Andropov and Gorbachev, were forced to the recognition that free markets should be introduced within Russia. This led to 'Perestroika' and 'Glasnost' and the freeing of markets in Russia.

By concluding that capitalism, even if it is confined to just a few countries, will lead to increasing poverty among the masses around the world, many cynical observers may conclude that Piketty is laying out a carefully planned case towards global socialism along the lines first attempted by the Bolshevik Comintern. Some conclude that such a move could be spearheaded by international institutions like the UN and IMF.

To achieve inherently unpopular global power, national elites must cooperate to bring about such levels of economic chaos and human suffering that people, despairing of ineffective democracy, will look for strong, global government as a welcome solution. To achieve this end the economic problems and human suffering must be extreme and seemingly beyond solution by any national government. By continuing to debase and destroy fiat currencies while preventing the markets from healing themselves, central banks around the world are doing their part to create these conditions. However, those who look towards strong global government must realize that likely it will lead to a world of extreme global inequality in which any effective opposition will be impossible. This is the fascistic face behind the cuddly and concerned image that has made Piketty the economic North Star of a new generation. These faulty bearings must be corrected or the world's poor will suffer far more than they need to.

John Browne is a Senior Economic Consultant to Euro Pacific Capital. Opinions expressed are those of the writer, and may or may not reflect those held by Euro Pacific Capital, or its CEO, Peter Schiff.

Top 10 JRPG games, back when JRPG's used to be Awesome (2014-04-17 06:17)

Honourable mentions:

12. Secret of Mana

11. Dark Cloud 1 & 2

✖ 10. Shadow Hearts 1 or 2: Shadow Hearts 1 is scarier, its one of the best horror themed RPG's I played. It had an interesting ring based battle system which was quite fun. I miss this series. The company that made it is now defunct | Metacritic-critic & user rating:85,91 (Shadow Hearts 2)

✖ 9. Suikoden 1 or 2: good story about geopolitics, conquest and war. Although the game had 2d graphics which kind of let it down. But it didnt stop me from enjoying the game | Metacritic-critic & user rating:82,98

✖ 8. Tales of Symphonia: my first tales game, highly addictive battle system, quite of number of side quests and very difficult optional bosses. The story was average and was quite cliché | metacritic-critic & user rating:86,90

✖ 7. Chrono Trigger: epic and addicting battle system, excellent story, just 1 optional boss in the original, I wanted more. The music in the game isn't better than FF 6, 7, 9 or 10 | Gamerankings (snes):95.1 %

✖ 6. Final Fantasy IX: has the magic FF formula that always works=good turn based atb gameplay + mini games + hard secret bosses + epic stories=WIN, Square Enix seems to have forgotten this formula. Maybe if they played this game they would go "oh damn, thats why our games used to be great" | Metacritic-critic & user rating:94,91

✖ 5. Persona 4: the gameplay is ok & much better in the hard mode of the game. But what stood out is the amazing story, it has quite a lot of plot twists. I have not seen a JRPG with plot twists as good as this game | Meta-critic & user rating:90,91

✖ 4. Final Fantasy 6: this game possibly has the best story of all the FF games. I didnt think it was as good as FF7 or FF10 though, because it didnt have that many mini games, hard bosses (except the dragons, czar dragon was missing which was a shame) and this game has a few serious bugs. If you used the "sketch" ability it could potentially crash the game depending on who you used it on, and what their status effects was when you used it | Meta-critic & user rating:92,94 (gba ver)

✖ 3. Kingdom Hearts 1: what i loved most about this game is the gameplay & difficult secret bosses, this game should not be judged based on face value. Just because it has Disney characters in it, does not mean its an easy or rubbish game | Meta-critic & user rating:85,89

✖ 2. Final Fantasy VII: everything about this game is "cool", when I first played this, it was 1 or 2 years after the PS2 came out, the graphics did not put me off. The game has a deep story, excellent gameplay, mouth watering CGI (for its time) and bad ass characters | Meta-critic & user rating:92,89

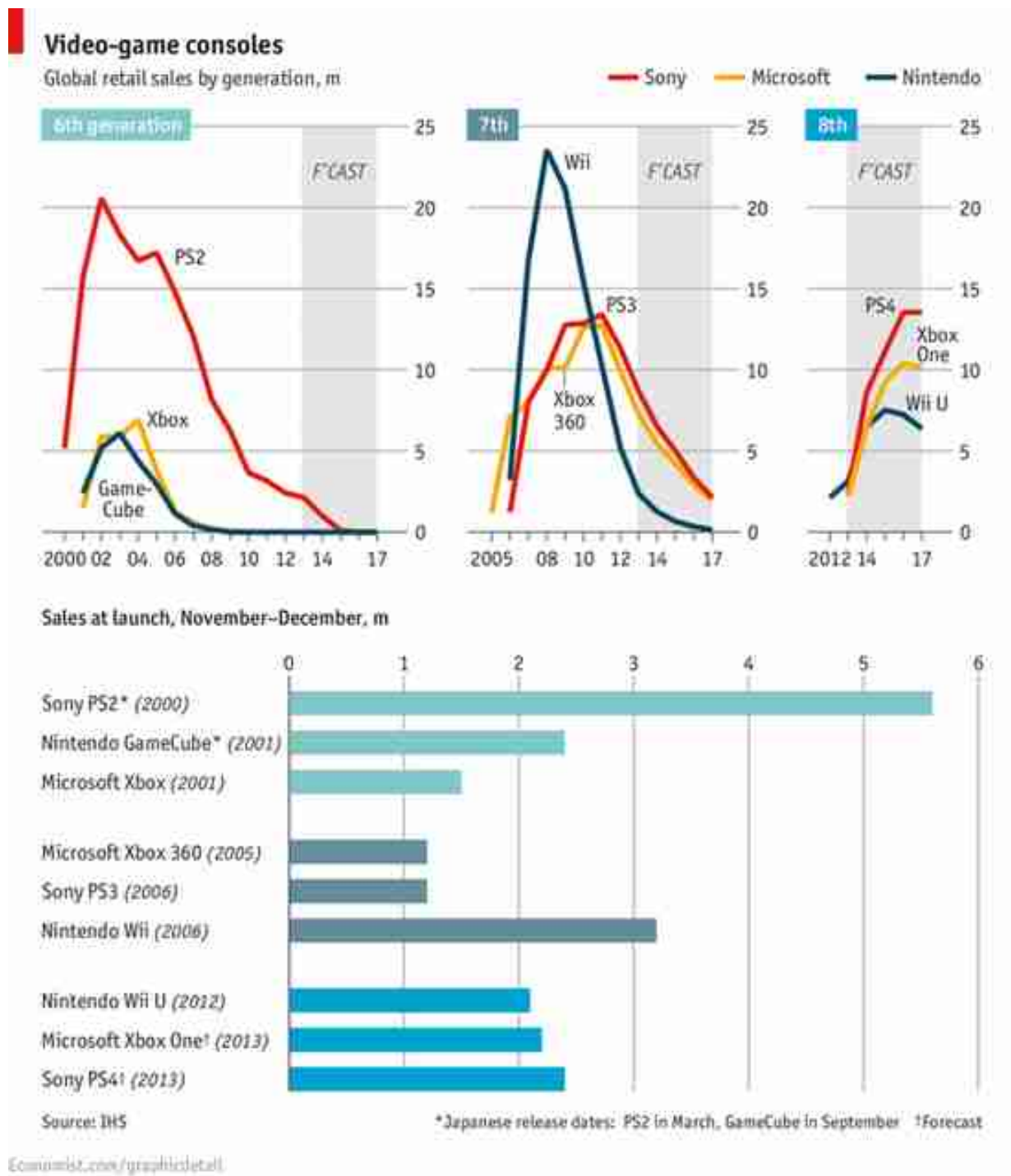
✖ 1. Final Fantasy X: This was my first FF & JRPG, so there maybe some bias here. But even then you can't deny that FF 10 is an epic game with an excellent story, wide variety of customization and beautiful cut scenes. Not to forget the excellent emotion extracting music. Just listen to 1 tune below. If only Square Enix made FF games like FF10 and those before it again...but we know that will probably never happen | Meta-critic & user rating:92,87. This is 1 of many awesome tunes from FF10: <http://www.youtube.com/watch?v=1xRCjjiTR7I>

forgotten books (2014-04-17 15:51)

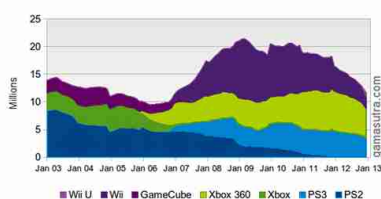
I found a website that scans old books and resells them on Amazon for \$10. A lot of the scanned books have free PDFs. All have a free preview.

<http://www.forgottenbooks.org/>

2014 in game industry (2014-04-19 14:01)



Combined Annualized U.S. Console Hardware Sales



Ask me again after the PS4 sells 100 mil. But M \$ and Nintendo home console gaming is slowly but surely dying, yes. down with consoles, long live arcades!

ditor's note: Since 2005, Blake Snow has covered video games and other male-interest topics for some of the biggest names in journalism. He lives in Utah with his family and is currently writing a book about finding offline balance in an online world.

(CNN) – If console gaming were a first-person shooter, it would be taking heavy fire right now. A red hue would envelop the viewable screen from all sides, an ominous sign of spilled blood.

Or worse, near-death.

Despite this, Nintendo will release its new Wii U console on November 18, ushering in the eighth and possibly last generation of traditional home consoles as we know them.

Consider this: Dedicated gaming sales — including living-room consoles and handhelds — are in the midst of a four-year tailspin. You might say that's because of a bad economy, but then you'd have to explain why movie revenue and cable TV subscriptions have largely stayed the same.

Or why music sales, gutted by online streaming and piracy, have held up better than slumping sales of console games. Or why the popularity of social, mobile and PC games have skyrocketed to unthinkable heights.

Hands on with the next Nintendo Wii

The problem seems to be isolated to dedicated video games. Video game industry sales in the United States, including game discs, consoles and accessories, were down 24 % in September when compared with the same period last year. Many experts believe these decreases in profits, the rise of casual and social gaming and waning consumer interest are affecting makers of the three big living-room consoles: Microsoft's Xbox 360, Sony's PlayStation 3 and Nintendo's Wii.

So is this it then? Is the death of dedicated gaming upon us? In a word, no.

"I bristle when people suggest as much," says Adrian Crook, a game design consultant. "Consoles will grow again and will never go away."

But today's dedicated gaming business is arguably in its most tumultuous period since the 1983 gaming collapse. It's nowhere near ruin yet, thanks to big franchises like "Call of Duty," "Madden," and a select few mainstream console games. But the console's influence is waning, and there's uncertainty about its future.

Here's where the shots at console gaming are coming from, and how the industry might dodge and counter them.

Trojan horses

Since the '80s, console makers have dreamed of using their "dedicated gaming machines" as Trojan horses to further control the living room with a single, proprietary device.

That time has come. Gaming consoles have transformed into entertainment hubs for people to stream movies or YouTube videos. So much, in fact, that gaming consoles no longer are being used primarily for gaming. In fact, "40 % of all Xbox activity now is non-game," Microsoft boasts. Amazon and Netflix streaming accounts for most of that, as they do for Wii and PS3.

Combined, game consoles account for half of all Netflix users. This is great news for the movie industry. Not so great for console gaming's bottom line, especially since the industry largely subsidizes consoles now.

I'd sooner pay nothing up front and \$5 to \$10 later than plunk down \$60 on a game and hope I like it.

Adrian Crook, game design consultant

In other words, a console isn't helping the gaming industry if it's mainly being used to stream Netflix movies.

Not only that, but gamers' tastes have evolved to include quick, bite-size gaming sessions – something consoles have never been good at. (Gamers must go to the living room, wait for the console to power on, load the game from the main menu, wait for it to boot.) It's much slower than tapping an icon on the smartphone you already carry in your pocket.

"Most people who liked console games in the past still do today," says Alex Hutchinson, creative director of Ubisoft, "but they're also looking for a wider spread of experiences. I want some games I can play quickly after work or while the kids are asleep and have a short satisfying experience."

As the number of gaming scenarios has increased, so, too, has the number of diehard gamers, says market researcher DFC Intelligence.

"Gamers have not only increased in number, but they are playing on multiple platforms now," says analyst David Cole.

"Fewer enthusiasts describe themselves in a single camp such as 'I love Nintendo and hate Sony and Microsoft' or vice versa."

If enthusiasm for a single dedicated machine has waned, however — or at least has been spread thin — then the machine that demands the most attention will invariably suffer. That machine is the console — the one you hold dear to your heart, but probably reach for less than you used to, whether you like to admit it or not.

Creative stagnation?

When it's not taking a backseat to more convenient app gaming, some say the console has stagnated creatively.

"You would think that XBLA (Xbox Live Arcade), PSN (PlayStation Network), and the rise of 'free to play' would have opened a door to smaller games that can take more risks creatively, but right now they're just cut-down versions of box-product games, or retreads of games I played on the SNES (Super Nintendo Entertainment System)," says Hutchinson, referring to the online gaming networks offered by Microsoft and Sony.

"I don't honestly think that someone who didn't want a 2-D platformer 20 years ago is going to wake up today and buy it on XBLA."

We need to offer more experiences that are understandable to people's real lives.

Alex Hutchinson of Ubisoft

In addition, even big-box games have lost some of their visual allure in recent years. What were once graphical leaps in previous generations have now become bunny hops, at least to the average eye.

"People aren't as motivated by cutting-edge graphics as they once were," says Paul Neurath, creative director at Zynga, makers of "FarmVille," "Mafia Wars" and other social games on Facebook.

"Gamers that care intensely about graphics will continue to do so, but I think there are fewer now than there were in the past," he says. "Big leaps in graphics no longer exist. Unless there's some futuristic holographic display or direct brain implement we don't know about, it's hard to get a lot better."

Cole, the gaming analyst, agrees.

"Cutting-edge graphics in the past amounted to nothing more than killer CGI videos that added nothing to gameplay," he said. "That's a problem for an industry that up until recently prided itself on 'buy this console because the games look a lot better than the ones you currently own.'"

In that sense, next-generation is no longer "next." We've arrived. Looking back, NES was certainly a step above Atari and imprecise joysticks. SNES and Genesis offered a huge leap in affordable home graphics. PlayStation and N64 immersed players into 3-D worlds replete with camera control. PlayStation 2 and Xbox overcame polygons in favor of rounded and non-jaggy looks. All of these were improvements upon previous generations of gaming systems.

But this current generation of consoles? With the exception of the early Wii years, they've largely offered better-looking versions of games we've already played. There have been a lot of great games to be sure, but fewer must-haves — the kind that truly take the medium into uncharted territory.

Rise of cheap, social gaming

On the other hand, cheap, bite-size games such as "Angry Birds" and "Plants vs. Zombies" have thrived in recent years, ensnaring new players with novel gameplay.

"Virtually all of my clients are in social and mobile sectors, which have totally exploded in the last few years and continue unabated today," says Crook, who previously worked as a console designer.

As such, the demand for games has grown. "It's not so much that gamer interests have changed since the last generation, but that a whole group of new players have started playing games," says Zynga's Neurath. "These people would never have played last-generation console games. They're more into it for the social aspect."

Console makers so far have been ill-equipped to meet this demand, given their lucrative, 30-year-old model of selling games for \$50- \$60.

The Wii U's handheld controller displays a game during a presentation by developers Ubisoft.

The Wii U's handheld controller displays a game during a presentation by developers Ubisoft.

This partly explains why Nintendo, after five years of phenomenal Wii growth, is slumping. Industry experts say they're not in a position to meet the demands of most new social gamers.

We'll soon find out whether the Wii U can revive Nintendo's fortunes. The console's big new feature is a 6.2-inch touchscreen GamePad controller that interacts in creative new ways with the gamers' TV. Wii U players can play together, with one person using a TV screen and the other using the GamePad. A single player also can access additional

content on the GamePad that enhances the game on the big screen.

Nintendo declined to comment for this story.

In a struggling economy, consoles also have fallen victim to the cut-rate pricing of games – something consumers are exceedingly demanding but consoles have yet to offer.

In what has become a successful business model, many developers give away their games for free, then charge players later for status upgrades or gameplay perks.

"Say what you want about freemium, 'nickel and diming' of players, but I'd sooner pay nothing up front and \$5 to \$10 later than plunk down \$60 on a game and hope I like it," says Crook.

Ubisoft's Hutchinson refers to it as a rising "fear" among console gamers. With so many deals to be had elsewhere, a lot of console gamers are making fewer full-price purchases than before.

"The free-to-play model has certainly impacted the industry," agrees Zynga's Neurath.

On top of that, 99¢ iPhone and iPad games are also taking a toll on the perceived value of dedicated gaming systems. Even PC games go on sale for as little as \$5- \$20 on occasion, a trend that has breathed new life into PC gaming and changed how some of the most ardent gamers value games.

"The business model for a five-year life cycle isn't working for Sony and Microsoft," says Cole. "They spend billions to R &D and market these new systems, they sell them at a loss for the first few years and then they don't really have the software business to make up the cost. They are better getting out of the business entirely rather than go after a five-year life cycle."

How console makers can fight back

In wake of all these changes, what's a console maker to do? What might reinvigorate interest in living-room and dedicated handheld gaming?

A first step would be fresher consoles themselves. The Xbox 360 is 7 years old, while the Wii and the PlayStation 3 are both 6.

Newer motion-controlled gaming systems such as Microsoft's Kinect and Sony's Move, which let players control in-game avatars by moving their arms and legs, have helped sustain interest. But experts say more upgrades are needed.

"New consoles would help, and the rumblings have already started at Microsoft and Sony," Hutchinson says. As if reminded by the lackluster sales of the handheld 3DS and PS Vita gaming systems, he adds, "But I don't know that we really need a new hardware cycle at this point from a creative standpoint."

Zynga's Neurath, who's worked with consoles and PCs since the 8-bit days, says console makers would do well to act more like nontraditional platforms. A new console dubbed Ouya will launch next year with free-to-play games and a \$99 launch price, but keep the focus on what its manufacturer calls "TV gaming."

Crook believes there is still plenty of time for traditional console makers to correct their downward trend.

"There will always be a big market for core game systems," he says. "It all comes down to how consoles can get back to taking creative risks again, and what the platforms can do to broaden their markets and offer innovative means of interaction."

Ubisoft's Hutchinson wants console games to deliver more meaningful experiences.

"Games need to explain to players why they made certain artistic decisions, what mood they're setting with their lighting and color choices, and less about the technical features," he says. "We need to offer more experiences that are understandable to people's real lives, either in terms of mechanics or narrative, and attract people who don't read fantasy novels or watch the SyFy channel. Our mechanics are often not the barrier, but our content sometimes is."

The good news for the industry, and for gamers, is that video games in their broadest sense are most definitely here to stay. It's just that the way we access, control and define them has rapidly evolved. Despite the weakening sales of consoles and console games, the growth of mobile, social and PC-based games means that total spending on gaming is actually on the rise.

"Inviting more people to the fun and wonderment of games isn't just good for social games, it's good for the entire industry," says Neurath.

It will likely take at least one more console cycle to gauge the long-term sustainability of dedicated gaming devices, experts say. Their ultimate survival all depends on how well console makers adapt to evolving business models and changing consumer tastes.

oakleyses (2014-10-23 18:04:05)

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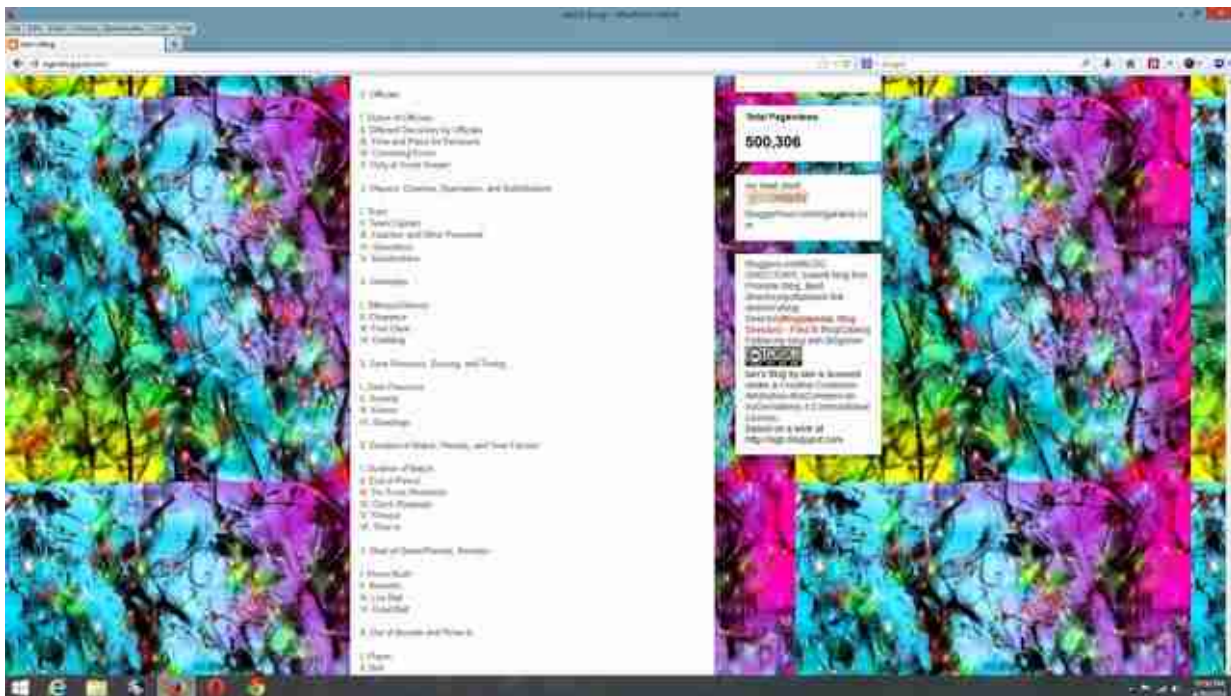
oakleyses (2014-10-23 18:05:12)

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oakleyses (2014-10-23 18:06:05)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

500,000 hits (2014-04-26 21:00)



500,000 hits

Horrible truth: Beef up your PS Network profile for job (2014-04-30 11:48)

The horrible truth is now mainstream true [for Gamer Bachelor Degrees]! You have to beef up your Playstation Network profile with tons of trophies before you can HOPE to be hired as a videogame tester/developer/programmer.. A game design education is nothing without a portfolio to show employers - Neil Druckmann, Jesse Schell and Albert Shih weigh in

Games education continues to grow and evolve, as described in our last panel of video game professors, but what should students aim to get out of their education? How will they know if they're being molded into suitable candidates to be hired by leading game developers, or should they attempt going indie and starting their own studio?

GamesIndustry International tackles these questions and more in our panel below, assembled with the help of the Carnee Mellon Entertainment Technology Center (ETC), including the dev running it, an alum made good, and a current student. Our participants are Jesse Schell, CEO of Schell Games and professor at Carnee Mellon University's ETC, Neil Druckmann (creative director on Naughty Dog's The Last of Us and Carnee Mellon alum), and Albert Shih, current ETC student and designer on the student team making the museum of simulation tech.

: What do you think students should be getting from their education before they enter the games industry, and are they actually getting what they need today from most programs?

Jesse Schell: In my opinion, at a minimum, they should be getting a solid basis in craft, whether that be software engineering, fine arts, design, business, or what have you. Ideally, they are also learning interdisciplinary teamwork, since that is generally central to game development. In most cases, though, teamwork is neglected in undergraduate education.

"having solid technical skills and having a good portfolio is a huge concern for students"

Albert Shih

Albert Shih: I agree with Jesse that having solid technical skills and having a good portfolio is a huge concern for students. I also think a big part of a game-based education is giving students a bit of direction in stepping into the game industry. It's hard to find out what you don't know, and a lot of students have the drive and passion to enter the game industry but are not quite sure how to get there.

In my opinion, getting into the game industry from the outside is a bit tricky - there are a lot of options but most companies look for very specific skills. Knowing which skills or portfolio pieces are worth spending time on is a difficult problem. Fortunately, a lot of programs help students gain a lot more visibility in the industry.

Neil Druckmann: First thing is that students need to figure out where their passions lie and focus on specializing. The game industry is very competitive, especially for students coming out of school, and a good candidate needs to demonstrate deep knowledge in a specific discipline. Having said that, the most successful leaders in our company tend to have a broad knowledge of many topics. This is important because a big part of game development involves collaboration between a myriad of disciplines. A good developer can understand the different needs of a programmer, sound engineer, designer, animator, etc., irrespective of their own specialty. It's also important to note that even if you specialize in one area, it doesn't mean that you can never transition into another area later in your career. I started out as a programmer, then shifted to design, started doing some writing, and currently I'm a creative director. I always followed my passion and that helped me do my best work.

: The games industry - like any technological industry - changes quite quickly. Should we be concerned that students may spend four years learning stuff that could be out of date when they graduate?

Albert Shih: As a student, I'm not too worried about learning things that will be out of date. Game programs I know usually don't focus on any single replaceable technology. For example, in our Building Virtual Worlds class we switch technology (Kinect, Oculus, Leap Motion) every two to three weeks to teach students to be adaptable.

Jesse Schell: Absolutely, this is a concern. There are programs that unwisely spend all their time teaching students the details of technologies that are soon to be obsolete. It is very important for any responsible program to do two things - teach students that which is eternal, and to get them working in the media of the future.

Neil Druckmann: As Jesse mentioned, this definitely can be a concern - the more technical a role is, the more concern applies. A candidate that only works with a specific set of tools that a company doesn't use becomes a greater hiring risk - which could tip the scales for another candidate. That's why it's more important to focus on core foundational skills instead of figuring out the best shortcuts of a particular software package (although that's important too).

A few examples: when hiring a concept artist, we're more interested in seeing their understanding of drawing fundamentals (anatomy, perspective, use of shape & color, composition, rendering, etc.) rather than how well they use Photoshop. For level designers, we want to see their understanding of building a space (in whatever package they want) rather than how well they use Maya (a popular 3D modeling program). A character artist though, better have a deep understanding of the latest shaders that'll help push realistic skin and hair - for that role technical ability is just as important as artistic talent.

"Honestly, students are too well prepared for crunch. Crunch happens due to poor planning, and most students do not excel at planning, and are very used to burning the midnight oil to get their projects completed"

Jesse Schell

What I loved about Jesse's design class is that it never focused on technology. Instead we learned design fundamentals by creating and iterating on paper and board games. Those same principles are directly applicable in my day-to-day work on AAA titles (even though our engines and the tools change and evolve on a regular basis.)

: Crunch is very much a reality of the AAA games business still. Are students adequately prepared?

Albert Shih: I think most students from game programs are quite familiar with crunch. At the ETC (and from what I hear, Dipen) staying late and getting only a few hours of sleep is common, if not expected, for some of the classes or projects that the students need to take. However, I think a more valuable [skill] is to be extremely productive in a short amount of time. If you can only work on game development for 6 hours a day (as some indies do), you need to be super efficient.

Jesse Schell: Honestly, students are too well prepared for crunch. Crunch happens due to poor planning, and most students do not excel at planning, and are very used to burning the midnight oil to get their projects completed. It is my hope that as time goes on, more schools will start to teach responsible techniques for project management that avoid long-term crunch.

Albert Shih: It's funny that I've never seen it this way, but that's absolutely true. Students crunch a lot because of poor planning. Often it's even a badge of honor to have worked overnight and students who go home early are thought of as lazy or unproductive. I think getting enough sleep and good long-term planning are more important in the long run.

Neil Druckmann: It probably depends on the school, but the hardest I ever crunched was in my first year at the ETC at Carnegie Mellon. I think I stayed up for two days straight trying to finish a project for our Building Virtual Worlds class. While I don't see crunch going away, it's important for developers (especially newcomers that feel they have to prove themselves) to find balance in their lives. Without that balance you run the risk of not only creating sub-par work due to exhaustion, but also of burning yourself out and losing the passion that made you pursue this career in the first place.

: How has the rise of the indie scene in recent years affected how game design programs are structured? What changes have been made or do you think need to be made?

Albert Shih: I'm quite unfamiliar with how game design programs were in the past, but it seems that more and more students are less interested in large AAA projects and are more leaning towards creating indie or mobile projects.

Jesse Schell: It has made things far easier. We presently are in a period where students have access to the same tools that professionals do - this was not true 7 or 8 years ago. However, it has become more necessary for schools to teach about business realities, as the idea of a student finishing school and trying to make it as an indie dev has become a reality.

Albert Shih: We still haven't seen a lot of examples of students directly transitioning into indie devs, so I'm slightly worried on that front. However, it's true that there have been a lot of examples of hit indie games being made in rather approachable tools. Game Maker was used to make Spelunky, Risk of Rain, and a lot of Vlambeer games. A lot of indies have shown that it's possible to find an audience by being creative and a bit unorthodox in game design. It's very positive to see that it's theoretically possible for a small (and rather inexperienced) student-sized team to make a commercially successful or well-known game.

Neil Druckmann: The fact that students have the means to create a full game from scratch is huge. Nothing quite prepares you at making videogames than actually making a game. Showing a finished game also happens to be the strongest portfolio piece.

"I know I leveraged my professors' contacts when securing a handful of interviews while I was still in school, but ultimately it was my portfolio and the project-based experience I gained at the ETC that helped me land my internship at Naughty Dog"

Neil Druckmann

The indie scene also opens doors for students to pursue the kind of games that aren't being developed in the more traditional AAA space. There are now more and more examples of students coming out of school with a strong game (or a strong prototype) and starting their own successful indie companies.

: Ultimately, what impact do you think someone's education has on prospective employment at game companies? Have you noticed a change in the way companies view potential hires?

Albert Shih: I think having a game-related education definitely helps getting your foot through the door but it doesn't automatically translate to a job at a coveted company. The games industry is still an incredibly competitive place especially for entry positions, and companies will often hire from regular, non-game programs. However, working together with people who are interested in the same area of game development and being around people who are familiar with the industry definitely increases your chances of getting hired. Graduating from a games program isn't a golden ticket into the games industry, but it probably ves you a better chance than anything else.

Jesse Schell: I think good education helps in several ways. First and foremost, it ves a student a chance to build a solid portfolio, which is what studios care about most. It ves experience working on teams, and one of the biggest risks for a studio hiring someone new is whether they will fit in on the studio's team. Finally, it also ves access to an alumni network, which can be tremendously helpful for getting a foot in the door at a studio.

Neil Druckmann: As certain programs prove that they can produce a large number of great candidates, companies take notice, but for the most part we place more emphasis on a candidate's portfolio than the pedigree of their school. That's why it's important for a student to maintain and update their portfolio with their latest and greatest work.

Like Jesse said, a school's connection can play a big part in getting your foot in the door. I know I leveraged my professors' contacts when securing a handful of interviews while I was still in school, but ultimately it was my portfolio and the project-based experience I gained at the ETC that helped me land my internship at Naughty Dog.

Bar hopping 2014 (2014-04-30 15:55)

Here are some bar hopping photos I have taken while in St. Croix County. Wisconsin has 3580 bars in the state which is 3rd highest in the country. Since its Wisconsin, I can literally say my friends are there at any given time and most people will believe me. It's slick. I see bar photos like this all the time on Facebook (52 weeks a year). It's mainstream.

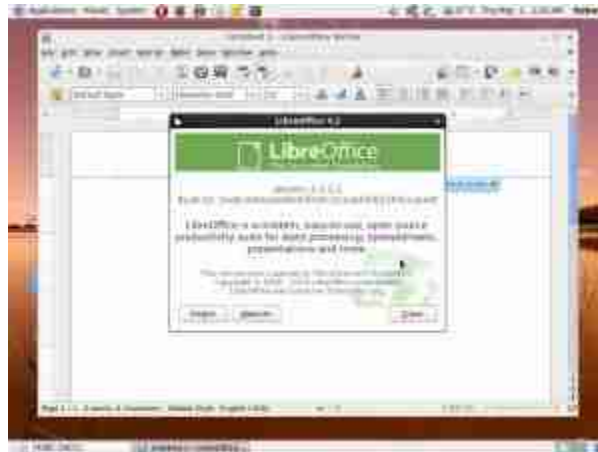




16.5 May

Scientific Linux 6.5 updates (2014-05-02 03:31)

I installed it on my friend's laptop that had Windows XP Professional on it. My friend likes to play Solitaire on it and use Firefox. Its Firefox doesn't freeze up on it. The kernel update freed up RAM by 120 MB. It always functions for him. This laptop does have an ClamAV antivirus installed, but that unsure about Linux Malware.



Libreoffice 4.2.2 starts up 50 % faster then Libreoffice 4.0



Just works 24/7/365.

The one operating system that will outlast the galaxy is RedHat Enterprise Linux. But so will CentOS, which is based on it with an almost religious fervor. And so will Scientific Linux, our test darling for today, which is also based on the said platform.

The thing is, Scientific Linux is a solution for those who seek absolutely stability and reliability plus long-term support and care less about the bling-bling, if to a point, because this distro does bring some joy to the masses. So somewhere in between Fedora and RHEL slash CentOS. I've played with Scientific quite a lot in the past, and it has always struck me as a decent kind of system, even for home use. Let's see what version 6.5 can do.

Teaser

Live usage

Scientific Linux is a fairly conservative distro overall. It comes with kernel 2.6.32, which was released back in 2010, it runs the super-mighty Gnome 2 desktop, and it feels like a blend between ancient history and modernity, all in one breath. So you will definitely not be amazed by its simple desktop layout. Pimping comes later on.

Live desktop

Network connectivity

Well, since I have a slightly new network topology at home, it was interesting to see how this oldster would cope, but it did so without any issues. Both 2.4GHz and 5GHz Wireless networks plus Bluetooth, jolly good. Samba, not so, I'm afraid, because the essential packages are missing from the live edition. We will sort this out in a separate guide.

No Samba

Multimedia

You get your basic share of Flash and MP3, so all is good there.

Youtube Flash

MP3 playback

Webcam

No worries, either.

Webcam

Installation

Scientific Linux 6.5 uses the old Anaconda installer, so it's simple and intuitive and very fast. There were no problems with the partitioning step, using local SSD storage on my T61 test box. I left Ubuntu in charge of the bootloader. Data copy took maybe 10 minutes. After that, there's the first boot, and you need to configure your user and root then.

Partitions

Installing

Bootloader

Using Scientific Linux

All right, so now it's time to start enjoying Carbon properly. BTW, for those of you who missed the reference, sixth release, atomic number 6 and all that. Good. Anyhow, you will immediately notice that Scientific Linux can be considered a little outdated for home use. The kernel comes with all the backports from later releases and firmware upgrade, so it's top notch, despite the number. The scientific software package is also fully modern. But the software for your desktop might be somewhat dusty.

Even after you subject Scientific Linux to some rigorous makeover and install a whole bunch of extra programs, they will still be running older versions, and some will even refuse to install because of the older GLIBC version. We will discuss these all in the much anticipated pimping guide, similar to what we have done with CentOS, but it is important that you remember this, or know this, upfront. Anyhow, the end product:

Final desktop

Applications

If you care about the basic set, you will want to download the full DVD rather than the live CD, because the collection is abysmally tiny. You only get a small number of programs, and a lot of stuff is simply not there. For example, you don't get a system monitor tool or even printing utilities in this version. Something worth mentioning. Your default arsenal includes Firefox, Thunderbird, TigerVNC, Gnome Movie Player, Cheese, and very little besides. No office suite, either.

Applications

Package management

Yum in the back, YumEx in the front. Okay, but slow. Moreover, Scientific Linux repositories are also rather slow. I tried different network providers that I have, but I never managed to get more than about 200-300KB/sec download, whereas all other venues yielded their expected full throughput. Unlike Fedora and friends, you don't get a broad regional spread, and Yum has seen a lot of speed improvements since. There's one reason to go with the newer stuff.

Package management

System resources & stability

Now, this is a crucial part. In this regard, you can't fault Carbon. Scientific Linux 6.5 is rock solid. No bugs, no errors, no warnings except the things that have been left out on purpose. Memory usage was also quite low at 250MB for a

64-bit version.

Resources

What is missing?

If you take a look at my previous review, you will notice problems with codecs. This time, they sorted it out. But Samba and printing remain a sore point. Furthermore, Scientific Linux has aged since, and some of the software you could install in the past is no longer available. So we will talk about all these in the pimping guide shortly.

Conclusion

Out of the box, Scientific Linux is a fairly boring and utterly predictable distribution, with great reliability and excellent performance and a large dose of meh for home users, who might expect more excitement. Sure, the multimedia front has been sorted out, but Samba and printing are still borked, especially in the very frugal, very spartan live CD edition. Oh, yes, someone accused me of being a Sambaphile, and how I find it ultra important and whatnot. Why not. It's a part of our lives. Samba, Samba, Samba, SAMBA!

All in all, without additional modifications and extra pimpage, which shall be our holy mission next, Scientific Linux 6.5 Carbon is more of a workhorse and less of a pony, and you might struggle finding its proper use on your desktop. But you do need to ask yourself what you cherish the most? Stability? Long-term support? Fancy software? Find your own answer and decide. If you're after quick gratification, this might not be the best solution, but as a sort of hybrid between actual science or work and some home fun, here's an excellent formula. But the CD version needs improving. Grade 7.5/10.

Cheers.

My Air Jordan Collection (2014-05-02 10:19)



































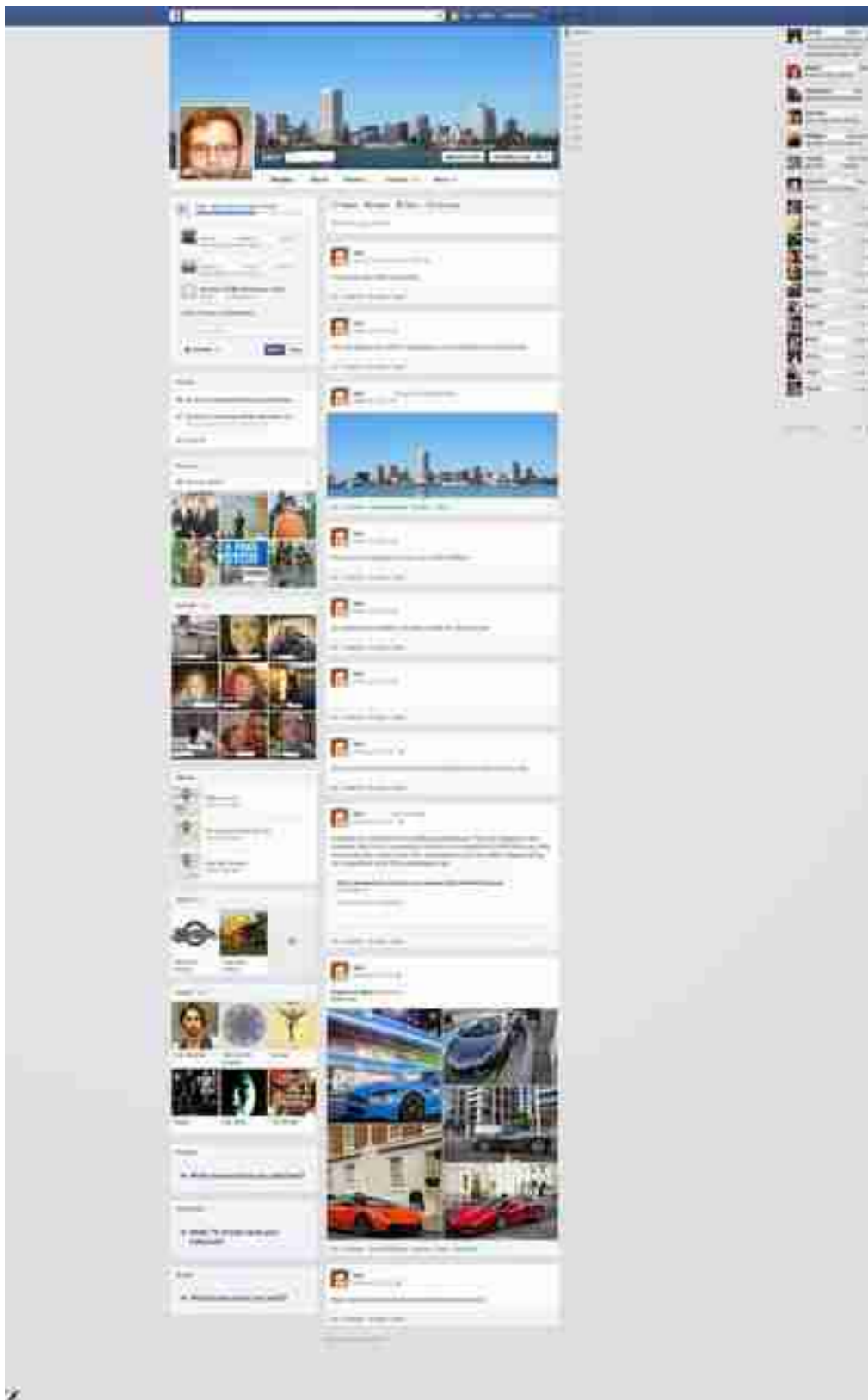








Look how screwed up Facebook is (2014-05-06 18:59)



No comments at all! Completely alienated.



That car must be going to Justin Bieber concert.

. I believe 4/5 of SCC students once thought I was dimwitted so they stay as far away from me as possible. One person from St. Croix Central students thought I was on Lysergic acid diethylamide now-a-days.

new Android phones (2014-05-20 19:03)



My Motorola Droid Razor Maxx with Android 4.2 with a Android tablet with keyboard with Android 4.2. I bought Droids, because the Internet reviews were good. I also have two JXD S5110, JXD S501 on Android. The Gamepark Caanoos run on an old Linux kernel 2.6.22 from 2007, but can still emulate NES, SNES, Genesis, MS-DOS, Neo Geo and Gameboy Advance.



This old phone I partitioned with CyanogenMod 10.2 so it doesn't lock permanently. I can use it for Android applications: console emulators, and use the digital camera.



Illegal Childrens are all Shysters ~ Send them back (2014-05-29 01:58)

Just when things seem like they can't get any worse, Obama stoops to a new all time low. With the resounding defeat of Eric Cantor, liberal 'Dreamers' must look for new and creative ways to hoist their illegal, open-border policies upon law-abiding American citizens. Reminiscent of Hamas and Al Qaeda using children as human shields or bombs, it seems likely that Obama is using children as the new pressure point for cramming amnesty down our collective American throats.

Within the past week thousands of children from Honduras, El Salvador, and Guatemala have suddenly appeared on U.S. soil, reportedly traversing several enormous countries in the hope of secretly slipping into America. Perhaps I'm just cynical but none of this smells right. As a matter of fact, it all stinks.

Just exactly how do unaccompanied children manage to traverse two thousand miles of difficult terrain while avoiding dangerous drug cartels - all on their own - to reach the southern border of America? Since they are apparently arriving without benefit of adult supervision, money, vehicles, or material possessions, one can only speculate that perhaps they had some seriously coordinated support.

Meanwhile, the Obama administration does a double wink and feigns surprise at the onslaught of urchins. And America - get your checkbooks ready - because Obama can't work fast enough to secure \$2 billion in emergency funding from our bankrupt treasury.

Goodness knows, the timing for this couldn't be better because the Arab Spring is over, Russia is our best friend, and the world is secure (especially Iraq). Since Obama is gutting the military anyway, it seems a logical move to turn our 'unnecessary' military installations over to the Department of Health and Human Services. I mean, we've got to put these illegal kids somewhere - right? And while Obama and HHS are re-tasking our bases, it's only fitting to re-task our - now irrelevant - American soldiers so they can act as chief cooks and bottle washers.

Sorry, but I don't buy any of this.

I especially don't buy that the massive influx of kids was random or uncoordinated. Since Obama never allows anything to stand in the way of his progressive agenda, it seems likely that these underage trespassers are nothing less than a sick new tool to access the sympathetic nerves of American voters who don't want amnesty. I mean really, how can we turn our backs on pitiful, dirty, hungry children?

Easy. The same way we legally incarcerate any juvenile delinquent who breaks into private property and steals from the residents. Because that's exactly what these kids are. They're juvenile delinquents who've broken into the U.S. and who have no legal right to be here. Every one of them should be incarcerated (along with their parents) in a

secure facility and immediately flown back to where they came from.

I apologize in advance if my take on this serious mess sounds cold and heartless. But personally, I'd much rather pay for the cost of a one-way ticket than to be stuck with a permanent bill for their housing, food, clothing, healthcare, education, abortions, sex-change operations, electronics, cell phones, automobiles, legal defense funds, federal prison time, etc.

And when our overworked Border Patrol was unprepared for the onslaught of thousands of kids – why, pray tell, is America suddenly the bad guy? While it's unfortunate we didn't have five-star accommodations ready for their unannounced illegal arrivals, it's not America's shortfall.

Nope, it's just Obama reiterating for the thousandth time that America is a failure and the root of all the world's problems.

Personally, I'm sick to death of the illegal alien situation and believe in no uncertain terms that we need to seal the borders immediately. Furthermore, I wouldn't support or vote for a single candidate who believes otherwise because this terrible situation right now is just the tip of the iceberg and it's only going to get worse.

Obama is perpetrating another huge travesty on America. While he falls all over himself to help illegal would-be voters flooding here, he won't lift a finger to help our innocent U.S. citizens stuck in foreign prisons. From the two babies languishing with their abused mother in a federal prison in Sudan, to the U.S. Marine stuck in a Mexican jail, he refuses to even acknowledge their existence.

On another side, I imagine the newly minted \$2 billion Obama is miraculously diverting to these illegals would've gone a long way to continue funding the A-10 so that our troops on the ground would have the 'luxury' of continued close air support. Quite probably those five brave troops who died in Afghanistan last week would still be alive if Obama's hand picked USAF top brass hadn't refused to provide critical funding.

I also imagine the money would make a small dent in the backlog of veterans awaiting medical care through the underfunded VA. Quite possibly many of the veterans who were denied medical care and subsequently died might still be alive if we only had our priorities straight.

Volient Videogames decrease crime (2014-05-30 16:34)

ABSTRACT: Psychological studies predominately find a positive relationship between violent video game play and aggression. However, these studies cannot account for either aggressive effects of alternative activities video game playing substitutes for or the possible selection of relatively violent people into playing violent video games. That is, they lack external validity. We investigate the relationship between the prevalence of violent video games and violent crimes. Our results are consistent with two opposing effects. First, they support the behavioral effects as in the psychological studies. Second, they suggest a larger voluntary incapacitation effect in which playing either violent or non-violent games decrease crimes. Overall, violent video games lead to decreases in violent crime.

1. Introduction

From the sensational crime stories of the 19th century (Comstock and Buckly 1883), to the garish comic books of the early 20 th century, (Hadju 2009), to today's violent video games, Americans have made efforts to reduce children's access to violent media because of concerns over their social costs. These concerns may not be unfounded as numerous studies purport to find that violent media of all sorts, including games, can cause increases in

measured aggression. Aided in part by mounting evidence that violent video game play cause aggression, states have passed legislation criminalizing the distribution of violent video games to minors. 1

The research is not clear on how large the increase in aggression caused by these games. Craig Anderson, a long-time researcher in the effect of violent media on aggression has contended that "one possible contributing factor [to the Columbine High School killings was the shooters' habits of playing] violent video games. [The shooters] enjoyed playing the bloody shoot-'em-up video game Doom, a game licensed by the U.S. Army to train soldiers to effectively kill" (quoted in Kutner and Olson 2009). 2

1 In 2010, California passed a law making it a punishable offense for a distributor to sell a banned violent video to a minor. The US Supreme Court struck down this law in June, 2011.

2 In the opening paragraph of his literature review, Anderson (2004) suggested violent video games were responsible for the recent wave of school shootings since the late 1990s.

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If violent video games can be shown to cause violence, then laws aimed at reducing access may benefit society at large. Yet to date, though there is ample evidence that violent video games cause aggression in a laboratory setting, laboratory stings cannot address issues of selection or incapacitation. Ward (2010) shows that adolescents who are otherwise predisposed to violence tend to select into video game play. Dahl and Dellavegna (2009) suggest that violent movies incapacitate violent crime offenders. Likewise, since the hours it takes to "beat the game" substitute for some other activity, a complete analysis of video game effects must consider the opportunity cost of this time. Violence may fall because violent people are attracted to violent games and because gamers engaged in virtual violence are not simultaneously engaged in actual violence.

To date, there is no evidence that violent video games cause violence or crime. In fact, two recently published studies analyzed the effect of violent media (movies and video game stores) on crime, and found increased exposure may have caused crime rates to decrease (Dahl and Dellavegna 2009; Ward 2011). These studies, unlike the laboratory studies, were conducted with observational data, which poses unique scientific challenge to establishing causality. However, since laboratory studies have never shown that video game violence causes crime or violence, despite researchers out-of-sample predictions (Anderson 2004), observational studies may be the only ethical and practical way to test for such a causal effect. To many in this field, it is logical to assume that if exposure to violent media causes aggression in the lab, it will therefore cause aggression when exposure occurs non-randomly outside the laboratory. Psychologists have adapted the general aggression model, or GAM, to the video game setting (Bushman and Anderson, 2002 and Anderson and Bushman, 2002).

GAM hypothesizes that violent media, including violent video games, increases a person's aggressive tendencies through a process of social learning that occurs simultaneous to the exposure itself. Violent media causes the person to mistakenly develop certain scripts, or rules

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of thumb, that are used to interpret social situations both before they occur, as well as afterwards. GAM posits, in other words, that violent video games cause aggression by biasing individuals towards forming incorrect beliefs about relative danger that they are in. Perception biases towards hostility, therefore, can in turn cause the person to respond in either a "fight or flight" fashion. It may also permanently alter a person's point of view, creating an aggressive personality as an outcome (Bushman and Anderson 2002). A variant of the "rational addiction" model (Becker and Murphy 1988) may be a fair representation of GAM. The key insight for GAM is that consumption of a good in one period not only affects current utility directly but, through a capital stock accumulation mechanism, it also affects future utility indirectly.

The opportunity cost of playing a video game is not just pecuniary but also includes lost time. In fact, for many gamers, the value of the time spent playing a game may be worth much more than the pecuniary cost of the game. This time spent gaming cannot be spent on other activities, legitimate or otherwise, if time use is rival in consumption. The substitution patterns from video games may derive more from time use effects than from pecuniary costs (Becker, 1965). Evidence for video games having a time use component can be found in Stinebrickner and Stinebrickner (2008). The authors identified a causal effect of studying on academic performance by utilizing the random assignment of college students to roommates with a video game console, relative to the counterfactual, which caused students to study less often, and in turn, to perform worse in school

In this paper, we argue that since laboratory experiments have not examined the time use effects of video games, which incapacitate violent activity by drawing individual gamers into extended gameplay, laboratory studies may be poor predictors of the net effects of violent video games in society. Consequently, they overstate the importance of video game induced aggression as a social cost. We argue that since both aggression and time use are a

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consequence of playing violent video games, then the policy relevance of violent video game regulation depends critically on the degree to which the one outweighs the other. If, as we find in our study, the time use effect of violent video games reduces crime by more than the aggression effects increase it, then the case for regulatory intervention becomes weaker.

While some early work has been done on the long-term effects of video game play, nearly all

the laboratory evidence that currently exists has only uncovered very short-term effects, which is when time use effects could be the most important. ³

As with Dahl and Dellavegna (2009) and Ward (2011), we use a proxy for individuals' exposure to violent video games – the volume of sales of violent video games in a week among the top 50 best-selling video games from 2005-2008 – and relate it to a marker for violent behaviors – weekly aggregate violent crime incidents from the National Incident Based Reporting System (NIBRS). Using time series modeling, as well as an instrumental variables approach, we estimate the effect of an increased weekly volume of violent video game sales on the number of criminal incidents recorded to law enforcement over the subsequent weeks and find that increased violent video games are associated with decreases in crime rates, similar to Dahl and Dellavegna (2009) and Ward (2011).

One advantage of our approach is that we can attempt to disentangle the separate effects of both a behavioral change toward more aggression and incapacitation due to time use. Our results provide some support for the psychological finding that, absent incapacitation, violent video games lead to more aggression as measured by violent crimes. However, our results also suggest that this is dominated by possible incapacitation and selection effects leading to a net reduction in violent crimes. This approach can help guide

³ In Anderson (2004), the author notes the glaring omission of longitudinal studies of effects of violent video games on aggression in his conclusions on the state of the research, calling for more studies aimed at investigating the long-term effects. If nothing else, though, this makes our point that the abundance of evidence that we know does exist only speaks to short-term effects of violent video games on aggression, which is the purpose of this study here.

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investigators to develop more holistic research designs, such as field experimentation and other quasi-experimental methodologies, to determine whether the net social costs of violent games are non-trivial. The main shortcoming of our approach is due to the limitations of our data on game sales. Unfortunately, the industry does not report cross-sectional variation in game sales – only the national weekly sales of the top 50 highest grossing games are available. As a result, our paper follows a methodology similar to Dahl and Dellavegna (2009), who estimated the impact of violent movies, proxied by daily ticket sales, on crime using only time series methods.

The paper is structured as follows: the second section our data and methodology. The third presents and discusses our results. We conclude with a brief discussion of the implications for public policy.

III. Data and Methodology

Randomized assignment of a treatment with comparison groups used to make comparative counterfactuals is widely considered the “gold standard” in the social sciences (Fisher 1935; Campbell and Stanley 1963; Rosenbaum 2002). Yet, it is widely known that experimentalism may fail to identify true causal effects for a variety of reasons (Berk 2005; Deaton, 2010; Heckman and Urzua, 2010; Imbens 2010). While others have noted the failure of researchers in this literature to satisfy the rigorous conditions for establishing causality (Ferguson and Kilburn 2008; Olson and Kuttner 2009) our study will focus on a separate statistical challenge not mentioned in these earlier studies: the challenge of internal versus external validity.

Finding of a positive effect of violent games on aggression does not therefore mean that violent video games play will cause crime if the incapacitation effects from time use

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swamp the marginal increase in aggression in the person. By design, laboratory studies – both by ignoring alternative time use and by treating both treatment and control groups with this separate effect – cannot be used to guide researchers as to what expect outside the lab. In this sense, the studies have internal validity, but may not have external validity on the incidence of socially costly aggression from violent video game play (Campbell and Stanley 1963).

Quasi-experimental methods, such as panel econometric methods, regression discontinuity and instrumental variables, as well as field experimentation (Harrison and List 2004; Angrist 2006) may be more suitable estimating the social costs of violent video games since they allow for the estimation of all known and unknown theoretical mechanisms. In this section, we explain our research design and the data used to overcome some of the limitations of a purely experimental methodology.

A. Empirical Methodology

The models of video game violence suggest that the effect of violent video game play on crime will depend on whether a sizable stock of aggressive tendencies accumulates and on the games' time use intensities.

Since the theoretical predictions are ambiguous and the policy relevance of the laboratory studies is unclear, empirical work outside of a laboratory context is warranted. However, without experimental data, causal inference is problematic. Correlations between video game play and crime may or may not reflect a causal relationship if the unobserved determinants of crime are correlated with the determinants of video game play. For instance, bad weather such as rain or heavy snow which causes individuals to remain at home would both increase the likelihood of playing video games and decrease the returns to crime through higher chances of finding a resident at home. Hence, negative correlations between crime and

violent video game play could purely be a consequence of omitted variable bias. Similarly, video game publishers could strategically release violent video games during periods of time

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when gamers have a lower value of time. But a low opportunity cost of time would affect both video game sales and crime. For example, both video game sales and the crime rate increase during summer when most teenagers are out of school..

One solution to omitted variable bias when there is time-variant heterogeneity is to employ instrumental variables (IVs). The researcher must have instruments that are strongly correlated with individual game play but uncorrelated with the determinants of crime. This approach exploits exogenous variation in video game play that is not due merely to changes in the determinants of crime providing greater assurance that the estimated effect is causal. We use the ratings of video games by a video games rating agency as IVs. Our IV strategy exploits the variation in game sales correlated only with the variation in quality, and thus is mostly free of variation due to factors related to crime.

Zhu and Zhang (2010) show that consumer reviews of video games are positively related to game sales. Ratings are valuable pieces of information for video games because games are complex experience goods for which gamers cannot know their preferences without playing. Our data on professional ratings contain rich information that communicates the kinds of information that gamers value in forecasting their beliefs about the game, and as beliefs and anticipation are drivers of the game sales, we would expect these rating institutions to play important roles in forming consumer prior beliefs about the game and therefore their purchases. But we also have some evidence from other industries that would suggest scores would independently cause purchases to rise, independent of the unobserved factors that cause expert opinion and purchases to be highly correlated. Reinstein and Snyder (2005) used exogenous variation in Siskel and Ebert movie ratings due to disruptions in their pair's reviewing to determine a causal effect on movie demand. More recently, Hilger Rafert and Villas-Boas (2010) found that randomly assigned expert scores on bottles of wine in a retail grocery store caused an increase in sales for the higher rated, but less expensive, wines.

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While these studies do not confirm that there are exogenous forces in video game ratings that drive consumer purchases, they are suggestive.

We begin by estimating a standard multivariate regression model of the incidence of various crimes as functions of, among other controls, the prevalence of non-violent and violent video games. Our outcome variables of interest, C_t , are the total number of reported criminal incidents in week t as well as the number of such incidents that are classified as

violent. While one might interpret any criminal incident as reflecting some level of aggression, we interpret violent crimes as reflecting more aggression. While the dataset we use documents criminal offenses on a daily basis, since the video game sales data are available only on a weekly basis, we aggregate crimes into weekly measures to focus on same-week exposure. Accordingly, we employ a simple least squares estimator so as to more easily instrument for video game exposure. ⁶

Our main explanatory variables are aggregated current and lagged values of weekly sales volumes for both non-violent and violent video games. Video games appear to depreciate quickly with use. This may be because new games are played intensively for a few weeks after purchase and are not replaced with a new game until after some diminishing returns have been reached, or it may suggest that firms typically stagger the release dates of games. We measure the cumulative effect of games with the sales volume of the current week's sales, along with the various lags of previous weeks' sales, so as to capture the effect of higher volume of gameplay with an unknown time lag to trigger crime.

Our benchmark specification is:

$$\begin{aligned} &() \sum \\ &[(\\ &)] \\ &\sum \\ &[(\\ &)] \end{aligned}$$

where L^j is the lag operator of length j . The number of crime incidents depends on the exposure to violent video games

and non-violent games. The sum over j of can be

⁶ Our empirical methodology is in large part based on Dellavegna and Dahl's (2008) study of the effect of movie violence on crime.

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interpreted as the cumulative percentage increase over the j weeks in criminal incidents for each percent increase in violent video games sold in week t while the similar sum for can

be similarly interpreted for non-violent video games. The trend and month dummies attempt to account for secular increases and seasonality in video game purchases. The identification of the parameters is based on the time-series variation in the style of violence in the video games. Again, we instrument for both types of games using average quality ratings of the games on the market that week.

The measured effect from this specification can represent a confluence of multiple effects. It is possible for there to be a positive behavioral effect, as found in the laboratory, and a negative voluntary incapacitation effect. This specification will typically only measure the net effect. However, it may be possible to disentangle the behavioral effects from the incapacitation effect from the estimated cumulative effects from non-violent and violent games. Both should incorporate incapacitation effects but only the former will include a behavioral effect toward aggression. The difference between the two provides an estimate of a pure aggression effect.

Besides the benchmark specification we employ two additional specifications as robustness checks. These specifications identify specific segments of the population and locations where we expect a differential a gaming-to-violence link, e.g. crimes committed by teens and young adults and those committed at high school and college campuses. For each crime incident, NIRBS provides information on the age of the offender and on the location of the incident. In the first robustness check, we select a sub-sample of offenders aged between 15 and 30 years and compare these results to the results obtained from a sub-sample of offenders who are 35 to 50 years old. In our second check, we extend our estimation procedure to compare the effects on the number of incidents reported on school campuses to the number committed at other locations.

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B. Video Game Sales Data

Our treatment variables for video game play are derived from the volume of video game unit sales data from VGChartz 7 . Beginning consistently in 2005, this site has provided unit sales volume information for each of the top 50 selling video console based games each week. Among other information, volumes are reported worldwide as well as for several geographical areas including USA, Japan, Europe, Middle East, Africa or Asia. In our sample period 2005 to 2008 the VGChartz dataset contains 1,091 different titles over the 208 weeks for the US with some of these titles being the same game for different gaming consoles. In sum, the games are provided from 47 different publishers and designed for nine different gaming consoles. While VGChartz includes the top 50 selling games each week, it only covers a portion of all sales in the US video game market. A game's week of release is almost always its top selling week. Figure 1 indicates that most games stay in the top 50 for only a few weeks. Moreover, as Figure 2 indicates, the top selling games sell much more than even the lower ranked top 50 games. These features suggest that there is considerable week-to-week variation in the games, and the types of games, being played. According to the Entertainment Software Association (ESA) 8 VGChartz account for about one-quarter of all

units in 2005 (ESA Annual Report, 2010). The ESA also includes sales of non-console based games such as computer and smartphone games. Still, this fraction rises to almost one-half in 2008.

Our measure of violent videogame content stems from the Entertainment Software Rating Board (ESRB). ⁹ This non-profit body independently assigns a technical rating (E, E10, T, M, and A) which defines the audience the game is appropriate for where E classifies games for everybody, E10 for everyone aged 10 and up, T for teens, M games for a mature audience, and A for adult content. In addition, ESRB provides detailed description of the content in each

7 <http://www.vgchartz.com/>

8 <http://www.theesa.com> – The reported numbers from ESA also include games for personal computers which amount to about 10 percent of the market each year and are intentionally not included in VGChartz.

9 <http://www.esrb.org>

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game on which the rating was made, including the style of violence, e. g. language, violence, or adult themes. For all of the 1,091 titles in our sample we collected the appropriate ESRB-rating and all content descriptors. Based on this content information we identify 762 non-violent and 329 violent games, of which 105 titles are described as intensely violent. Almost all violent games are rated T or M. All intensely violent games are rated M. Since most of the policy concern stems from these intensely violent games, these are the games we concentrate on. ¹⁰ Merging both data sources together we can construct measures of the aggregate unit sales of non-violent and intensely violent video games for each week. The weekly sales are pictured in Figure 3 for all games and for intensely violent games. Overall, the two graphs follow a similar pattern with a peak around the Christmas gift purchasing period. In the mid of 2008, however, the intense violent games seem to account for almost all sales of the violent games.

As argued above the prevalence of video games in a week is not randomly distributed over the sample and therefore may be endogenous. For instance, if changing economic conditions that caused a rise in unemployment, and in turn crime rates, may also have caused leisure activities like video games to rise, then we might observe positive correlations between video game play and crime that is driven purely by these changing economic factors (Raphael and Winter-Ebmer 2001; Gould, Weinberg and Mustard 2002). We address the potential endogeneity of video games with instrumental variables using expert review of each title as an instrument for purchases.

Our expert review data comes from the GameSpot website. ¹¹ GameSpot provides news, reviews, previews, downloads and other information for video games. Launched in

May 1996 GameSpot's main page has links to the latest news, reviews, previews and portals

10 We have also performed our analysis for the broader "violent" and "intensely violent" definition of a violent game. Qualitatively, all of our general results described below hold however parameter estimates are smaller (in absolute value terms) and are less precisely estimated.

11 <http://www.gamespot.com>

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for all current platforms. It also includes a list of the most popular games on the site and a search engine for users to track down games of interest. The GameSpot staff reviewed all but a handful of the games in our sample and rated the quality of the titles on a scale from 1 to 10 with 10 being the best possible rank. These so-called GameSpot-scores assigned to each game are intended to provide an at-a-glance sense of the overall quality of the game. The overall rating is based on evaluations of graphics, sound, gameplay, replay value and reviewer's tilt. A possible issue with this measure is that GameSpot changed the rating system in mid of 2007 to employ guidelines and a philosophy focusing more on a prospective customer rather than a hardcore-fan that the reviewers had focused on before. Nevertheless, the five mentioned aspects are essential parts of a game that are still reviewed in detail by a GameSpot reviewer but will not get an aspect-specific rating score anymore. We do not consider this change in the GameSpot focus to noticeably affect the overall GameSpot-score.

We expect the quality rating of the games to be positively correlated with their sales as better-rated games usually are more highly demanded. It is possible that some games have the opposite relationship if they are based on a popular tie-in from a movie, e. g. Harry Potter, or sequels, e. g. the Final Fantasy series. Developers know that these games will sell well due to their popular tie-in which may lower the returns to investment in game quality. However, in table 2 we show that, a game title's weekly sales are positively related to the Game Spot score for games of different violence profiles.

C. Crime Data

For our measure of weekly crime, we used the National Incident Based Reporting System (NIBRS). NIBRS is a federal data collection program begun by the Bureau of Justice Statistics in 1991 for gathering and distributing detailed information on criminal incidents for participating jurisdictions and agencies. Participating agencies and states submit detailed information about criminal incidents not contained in other data sets, such as the Uniform Crime Reports. For instance, whereas the Uniform Crime Reports contain information on all

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arrests and cleared offenses for the eight Index crimes, NIBRS consists of individual incident records for all eight index crimes and the 38 other offenses (Part II offenses) at the calendar

date and hourly level (Rantala and Edwards 2001). A potential drawback of NIBRS is that many law enforcement agencies do not participate. [Need a sentence or two here Scott] We aggregate across only the jurisdictions that participated during each of our sample years. Because of the detailed information about the incident, including the precise time and date of the incident, economists such as Dahl and Dellavegna (2009), Card and Dahl (2009), Jacob and Moretti (2003) and Lefgren, Jacobs and Moretti (2007) have used it for event studies. In our case, we exploit detailed information about the age of offenders and the crime's location – on school campuses or not – for our robustness checks.

Crimes follow a seasonal pattern. Figure 4 indicates a consistent pattern of gradual increases in both violent and non-violent crimes from winter to summer. Our method was developed to account for seasonality in both of our main variables of interest crime and games. Much of the seasonality in crimes is believed to be due to weather while seasonality in games is likely due to holiday gift giving (Lefgren, Jacobs and Moretti 2007). Failure to address this will likely lead to spurious correlations. As indicated above, we accommodate this in two ways. First, month dummy variables should capture much of the seasonality. Second, using Game Spot scores as IVs should isolate the variation in game sales due to game quality.

Our final sample includes 208 weekly observations on video games sales and crimes from early 2005 through 2008. However, eight observations are excluded from final regressions because of the use of lagged video game sales. Table 3 reports basic descriptive statistics for our sample.

IV. Results

A. Basic Results

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Our basic regression results are presented in Tables 4 and 5. Table 4 reports estimates of specifications for various lags of the effect video games sales on all crimes. Video games are separated between those that the ESRB rated as “intensely violent” and those that are not. Recall that the lesser rating of merely “violent” does not warrant an ESRB rating of “M.”¹² Control variables include month dummies to capture seasonality and a time trend to capture any secular trend. The columns from left to right add more lags of video games to the specification so as to measure possible inter-temporal effects of game purchases in one week affecting crime in subsequent weeks through continued play. Finally, each regression employs a 2SLS estimator with the same set of current and eight lags of Game Spot scores averaged over intensely violent games and over games that are not intensely violent. Since the specifications are over-identified, we test for possible endogeneity of the instrument set. As

expected, in all cases, we fail to reject the exogeneity of Game Spot scores with respect to the level of crime. 13

The estimated effect of video games sales in any single week is small. Most individual coefficient estimates are negative but few are significantly different from zero. It appears that lags of up to five weeks of video game sales may be associated with current crime. It is not clear from this table whether violent games have a different effect from those that are not violent. For ease of comparison, we report the sum of the coefficients for various lags for both in the top panel of Table 6 to calculate the cumulative effect of a change in video games over time. Here it becomes clearer that video games are estimated to have an overall negative effect on crime for specifications that include from two to six lags. That is, both violent and non-violent games are associated with reductions in crimes. However, the effect is small. Since our specification is double log, these estimates can be interpreted as elasticities with 12 Unreported regressions comparing games that are either “intensely violent” or “violent” versus all other games generally yield much less precisely estimated parameters.

13 Estimates assuming that game sales are exogenously determined typically generated smaller (in absolute value terms) and much less precisely estimated coefficients.

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values of up to -0.025 for non-violent games and -0.010 for violent games. These estimates suggest that, over all the mechanisms through which videogame play can affect crime, the net effect is to reduce crime.

As mentioned above, these estimates may also allow us to make some inferences that distinguish between potential mechanisms. While both violent and non-violent games are hypothesized to have incapacitation effects, only violent games are hypothesized to alter behaviors. Indeed, the top panel of Table 6 indicates that the difference in effects between violent and non-violent games is for violent games to reduce crime by a smaller amount and that this difference is statistically significant for specifications that include between one and five lags. Moreover, it is possible that the incapacitation effect for violent games is greater than for non-violent games, though we cannot test this hypothesis. If so, the difference of these estimates may represent a downwardly biased estimate of a behavioral effect. This provides some support for the laboratory findings of a reinforcing behavioral effect that partially counterbalances the incapacitation effect.

Table 5 repeats these specifications where the dependent variable is now the log of violent crimes. By doing so, we focus on criminal acts that clearly entail an element of aggression. Again, we include various lags for the effects of video games and, again, more individual estimates are negative than positive but few are significantly different from zero.

The bottom panel of Table 6 reports the aggregation of the lagged video game coefficients to calculate the cumulative effects. From this panel we usually find an overall negative effect of video games on the number of violent criminal incidents. These estimates are quite similar to those for all crimes in upper panel of this table. If anything, these parameter estimates are slightly larger (in absolute value terms) and aggregations with more specifications yield results significantly different from zero. These estimates indicate that both violent and non-

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violent video game play is generally associated with reductions in the number of violent crimes.

The test for a difference in the effects for violent and non-violent games may be more informative. There are no known previously hypothesized mechanisms through which non-violent games would affect violent crimes. We propose that the appropriate test for violent video games affecting violent behavior is the difference in these effects by game type. In this case, the marginal effect of violent video games, relative to non-violent games, is to increase violent crimes. Decomposing the two effects suggests that a one hundred percent increase in violent video game sales implies an incapacitation effect reducing violent crime by as much as 2.6 % and an aggression effect increasing violent crimes by as much as 1.5 %.

B. Age of Offender Results

A potential robustness check is to examine the effects of video games on criminal offenders by age of offender. While the age profile of video game players is increasing, video games are still primarily played by children, teens and younger adults. For most offenses, the NIBRS data records information on the age of the offenders for an incident. We separately examine the effects of video game sales on offenders aged 15-30, the prime video game playing population, versus those 35-50, a population for which video game play is not as popular. If our basic results were spurious and did not reflect any direct link between video game play and criminal acts, we would have no reason to expect a differential effect by age group. In contrast, under our hypotheses, we would expect larger effects for the younger group.

Table 7 reports cumulative estimates for both these younger and older groups. The specifications are otherwise identical to those reported in Table 4. However, rather than report the individual estimates as in Tables 4 and 5, we report the estimated sums over all lags as in

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Table 6. As before, specifications with lags from between two and five achieve some level of statistical significance for both the young and the old. The estimated effects of both violent and non-violent video games are both negative, as before. And, as before, violent video games

decrease crime by less than do non-violent video games. That is, there are few, if any, qualitative differences across the two groups.

Table 8 reports cumulative estimates where the dependent variable is violent crimes, for both these younger and older groups. The specifications are otherwise identical to those reported in Table 5 and again we report the estimated sum of effects over all lags as in Table 6. Now, there are noticeable differences across the two groups. None of the estimates for the older group approach traditional levels of statistical significance. In contrast, the estimates for the younger group are generally larger (in absolute value) and many are statistically significant. In addition, the differences in estimates between violent and nonviolent games are often statistically significant. We again find that, for the younger group, non-violent games, as well as violent games, reduce the number of violent crimes. In these specifications, the measured by the difference between the coefficients in the two rows which is about 0.06. Thus, this is evidence that the behavioral effect of violent video games on violent behavior is found only within the younger population that tends to play video games more intensively.

C. On Campus Results

Another potential robustness check is to distinguish between crimes committed at schools and colleges and those committed elsewhere. Schools and colleges tend to aggregate people who are of video game playing age. The NIBRS data record the location of each incident as a categorical variable where one possible choice out of eleven is “school or college campus.” One advantage of this variable over the age of offender variable is that it is recorded for all incidents while the age of offender can be missing if no one witnessed the incident in progress. One disadvantage is that crimes committed at schools and colleges need not be

committed by a member of the younger video game playing demographic, though most are. Perhaps a bigger problem is that many of the younger video game playing population commit crimes away from schools. Finally, since such a small number of crimes are committed on campus, we may lose statistical power for that sub-sample while the off-campus sub-sample will be quite similar to the overall sample.

Table 9 reports cumulative estimates for both crimes committed on campuses and those committed off-campus. The specifications are otherwise identical to those reported in Table 4 but we report the estimated cumulative effect over all lags as in Table 6. As before, specifications with lags from between two and five achieve some level of statistical significance for both the young and the old. The pattern of estimated effects for both violent and non-violent video games is similar to before except that they are much larger for the on-campus sample than off-campus sample. In the lower panel, the estimates are qualitatively

similar to the base results in Table 6. However, the upper panel estimates are about five times larger. Other than the difference in magnitudes, the pattern of effects on-campus is unchanged. There is still a negative effect for non-violent video games in columns 2-5 that we interpret as an incapacitation effect. The estimated effect for violent video games is statistically significantly smaller (in absolute value) and we interpret the difference as a possible estimate of a behavioral effect of violent video games on crime for this sub-sample. Table 10 reports cumulative estimates where the dependent variable is the number of violent crimes, for both crimes on and off campus. The specifications are otherwise identical to those reported in Table 2 and again we report the estimated sum of effects over all lags as in Table 6. In this case, fewer effects are estimated to be significantly different from zero. However, the pattern is similar to those for all crimes in table 9. The magnitudes are about five times larger for the on-campus sub-sample relative to the off-campus sub-sample. As 20

expected, the off-campus results are more similar our basic results reported in the bottom panel of Table 6.

V. Conclusion

Content regulation of the video game industry is usually predicated on the notion that the industry has large and negative social costs through games' effect on aggression. Many researchers have argued that these games may also have caused extreme violence, such as school shootings, because laboratory evidence has found an abundance of evidence linking gameplay to aggression. Yet few studies before this one had examined the impact of these games on crime, with the exception of Ward (2011) and Dahl and Dellavegna (2009). Consistent with these studies, we find that the social costs of violent video games may be considerably lower, or even non-existent, once one incorporates the time use effect into analysis.

These analyses are suggestive of the hypothesis that violent video games, like all video games, paradoxically may reduce violence while increasing the aggressiveness of individuals by simply shifting these individuals out of alternative activities where crime is more likely to occur. Insofar as our findings suggest that the operating mechanism by which violent gameplay causes crime to fall is the gameplay itself, and not the violence, then regulations should be carefully designed so as to avoid inadvertently reducing the time intensity, or the appeal, of video games.

Our findings also suggest unique challenges to game regulations. Because GAM proposes that the individual playing violent video games is developing, accidentally, a biased hermeneutic towards people wherein they believe they are in danger, then the decrease in

violent outcomes that we observe in our study – the incapacitation effect from time use – may
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be masking the long-run harm to society if these violent behaviors are developing within gamers. This suggests that regulation aimed at reducing violent imagery and content in games could in the long-run reduce the aggression capital stock among gamers, but potentially also cause crime to increase in the short-run if the marginal player is being drawn out of violent activities. This may be too costly a tradeoff, and may not pass any cost-benefit test. But another possibility is that individuals who play games could be regularly taught to recognize these errors in their framing of situations, which theoretically would reduce the aggressive capital and thus reduce any negative outcome that is determined by the amount of aggression the person has built up, without losing the short-run gains from crime reduction.

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Figure 1

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Figure 2

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Figure 3

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Figure 4

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Table 1

Unit Sales of Video Games (millions) from VGChartz and ESA

Year VGChartz ESA Pct

2005 56.7 240.7 23.6 %

2006 76.2 267.8 28.5 %

2007 107.0 298.2 35.9 %

2008 141.3 273.5 51.7 %

VGChartz from authors' calculations and ESA from

http://www.theesa.com/facts/pdfs/VideoGames21stCentury_2010.pdf.

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Table 2

The Effect of Game Quality (Game Spot Score) on Log Sales

All Intensely Violent Not Intensely Violent

Games Games Games

GameSpot

Score

0.0803** 0.1221** 0.0769**

(0.0060) (0.0181) (0.0065)

Week of

Release

-0.0039** -0.0081** -0.0036**

(0.0002) (0.0008) (0.0003)

Trend 0.0058** 0.0040** 0.0060**

(0.0001) (0.0003) (0.0001)

February -0.0902* -0.2169* -0.0663+

(0.0361) (0.1020) (0.0385)

March -0.0212 -0.0576 -0.0081

(0.0348) (0.0967) (0.0371)

April -0.1770** -0.3466** -0.1361**

(0.0344) (0.0945) (0.0369)

May -0.2838** -0.4069** -0.2485**

(0.0355) (0.1004) (0.0378)

June -0.1663** -0.3593** -0.1217**

(0.0363) (0.1036) (0.0386)

July -0.2251** -0.5266** -0.1732**

(0.0358) (0.1059) (0.0378)

August -0.3607** -0.6881** -0.3126**

(0.0364) (0.1151) (0.0381)

September -0.2700** -0.4117** -0.2422**

(0.0358) (0.1200) (0.0374)

October -0.1326** 0.0065 -0.1333**

(0.0365) (0.1159) (0.0383)

November 0.6122** 0.6812** 0.6051**

(0.0361) (0.1052) (0.0382)

December 1.2038** 1.1363** 1.2153**

(0.0349) (0.1073) (0.0367)

Constant -4.8503** -0.5994 -5.3472**

(0.2957) (0.8309) (0.3189)

Observations 10,648 1,345 9,303

R-squared 0.38 0.40 0.38

Standard errors in parentheses

+ significant at 10 %; * significant at 5 %; ** significant at 1 %

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Table 3

Summary Statistics

Variable Mean Std. Dev.

Ln All Video Game Sales 0.407 0.632

Ln Intensely Violent Video Game Sales -1.900 1.037

Ln Not Intensely Violent Video Game Sales 0.781 0.340

Average GameSpot Score 7.634 0.435

Average Intensely Violent GameSpot Score 8.546 0.646

Average Not Intensely Violent GameSpot Score 7.506 0.468

Ln All Crimes 10.889 0.085

Ln Violent Crimes 9.967 0.083

Ln All Crimes on Campuses 7.463 0.421

Ln Violent Crimes on Campuses 6.663 0.506

Ln All Crimes Not on Campuses 10.852 0.091

Ln Violent Crimes Not on Campuses 9.925 0.091

Ln All Crimes Offender Aged 15-30 9.854 0.068

Ln Violent All Crimes Offender Aged 15-30 9.360 0.084

Ln All Crimes Offender Aged 35-50 9.040 0.082

Ln Violent All Crimes Offender Aged 35-50 8.603 0.095

Descriptive statistics of the 200 observations used in later tables.

31

Table 4

The Effects of Video Game Sales on the Log of both Violent and Non-Violent Crime

(1) (2) (3) (4) (5) (6) (7)

Ln Video Game Sales

Not Intensely Violent

-0.028 0.029 0.030 0.041 0.042 0.032 0.044

(0.60) (0.50) (0.44) (0.54) (0.52) (0.40) (0.55)

Ln VG Sales Not

Intensely Violent lag 1

-0.130+ -0.110 -0.090 -0.089 -0.099 -0.088

(1.92) (1.35) (1.03) (1.03) (1.15) (1.02)

Ln VG Sales Not

Intensely Violent lag 2

-0.131+ -0.098 -0.095 -0.044 -0.040

(1.71) (1.16) (1.13) (0.50) (0.46)

Ln VG Sales Not

Intensely Violent lag 3

-0.068 -0.067 -0.064 -0.075

(0.91) (0.88) (0.86) (0.90)

Ln VG Sales Not

Intensely Violent lag 4

0.010 0.042 0.029

(0.12) (0.53) (0.35)

Ln VG Sales Not

Intensely Violent lag 5

-0.125+ -0.126+

(1.73) (1.72)

Ln VG Sales Not

Intensely Violent lag 6

0.026

(0.30)

Ln Intensely Violent

Video Game Sales

-0.009 0.014 0.019 0.030 0.031 0.023 0.026

(0.44) (0.56) (0.64) (0.94) (0.94) (0.71) (0.81)

Ln Intensely Violent

VG Sales lag 1

-0.055+ -0.043 -0.029 -0.029 -0.034 -0.027

(1.77) (1.11) (0.70) (0.69) (0.83) (0.65)

Ln Intensely Violent

VG Sales lag 2

-0.063+ -0.044 -0.042 -0.021 -0.017

(1.72) (1.06) (1.02) (0.49) (0.39)

Ln Intensely Violent

VG Sales lag 3

-0.048 -0.047 -0.047 -0.051

(1.41) (1.27) (1.29) (1.22)

Ln Intensely Violent

VG Sales lag 4

0.001 0.011 0.006

(0.04) (0.29) (0.15)

Ln Intensely Violent

VG Sales lag 5

-0.036 -0.032

(1.10) (0.91)

Ln Intensely Violent

VG Sales lag 6

-0.000

(0.01)

Sample includes 200 weekly observations from 2004-2008. Month dummy variables and a time trend were also included but are not reported. Average GameSpot scores for intensely violent and not and for the current period and eight lags are used as IVs. The Sargon statistic for over-identification always fails to reject the exogeneity of the instrument set. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %.

32

Table 5

The Effects of Video Game Sales on the Log of Violent Crime

(1) (2) (3) (4) (5) (6) (7)

Ln Video Game Sales

Not Intensely Violent

-0.061 0.006 0.012 -0.001 0.001 -0.015 -0.006

(1.21) (0.09) (0.16) (0.02) (0.01) (0.17) (0.07)

Ln VG Sales Not

Intensely Violent lag 1

-0.154* -0.138 -0.109 -0.107 -0.114 -0.108

(2.04) (1.49) (1.14) (1.12) (1.22) (1.16)

Ln VG Sales Not

Intensely Violent lag 2

-0.147+ -0.138 -0.134 -0.099 -0.093

(1.70) (1.50) (1.46) (1.04) (0.98)

Ln VG Sales Not

Intensely Violent lag 3

0.001 0.003 0.009 -0.009

(0.01) (0.04) (0.11) (0.10)

Ln VG Sales Not

Intensely Violent lag 4

0.009 0.031 0.029

(0.11) (0.35) (0.31)

Ln VG Sales Not

Intensely Violent lag 5

-0.072 -0.078

(0.93) (0.99)

Ln VG Sales Not

Intensely Violent lag 6

0.041

(0.44)

Ln Intensely Violent

Video Game Sales

-0.024 0.001 0.003 0.007 0.009 0.000 0.003

(1.15) (0.04) (0.10) (0.20) (0.24) (0.01) (0.08)

Ln Intensely Violent

VG Sales lag 1

-0.060+ -0.050 -0.031 -0.030 -0.036 -0.033

(1.73) (1.14) (0.68) (0.66) (0.80) (0.72)

Ln Intensely Violent

VG Sales lag 2

-0.066 -0.062 -0.060 -0.044 -0.040

(1.61) (1.37) (1.32) (0.97) (0.87)

Ln Intensely Violent

VG Sales lag 3

-0.020 -0.017 -0.016 -0.025

(0.54) (0.42) (0.41) (0.54)

Ln Intensely Violent

VG Sales lag 4

-0.001 0.000 0.000

(0.02) (0.00) (0.00)

Ln Intensely Violent

VG Sales lag 5

0.011 -0.012

(0.30) (0.30)

Ln Intensely Violent

VG Sales lag 6

0.011

(0.24)

Sample includes 200 weekly observations from 2004-2008. Month dummy variables and a time trend were also included but are not reported. Average GameSpot scores for intensely violent and not and for the current period and eight lags are used as IVs. The Sargan statistic for over-identification always fails to reject the exogeneity of the instrument set. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %.

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Table 6

The Cumulative Effect of Video Games on Crimes

Aggregate Effect on All Crimes (from Table 4)

Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Coefs.

-0.028 -0.102 -0.213* -0.216* -0.203+ -0.257* -0.230+

(0.046) (0.062) (0.096) (0.105) (0.122) (0.124) (0.139)

Intensely

Violent Coefs.

-0.009 -0.041 -0.088* -0.093* -0.088+ -0.104* -0.096+

(0.020) (0.027) (0.041) (0.044) (0.050) (0.050) (0.056)

Chi-Sq test of

difference

0.42 2.70+ 4.75* 3.83* 2.40 4.07* 2.50

Aggregate Effect on Violent Crimes (from Table 5)

Violent/

All Crimes

Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Coefs.

-0.061 -0.148* -0.272* -0.247* -0.227+ -0.260* -0.224

(0.050) (0.069) (0.109) (0.116) (0.134) (0.135) (0.148)

Intensely

Violent Coefs.

-0.024 -0.061* -0.113* -0.107* -0.099+ -0.108* -0.095

(0.021) (0.030) (0.046) (0.048) (0.054) (0.055) (0.056)

Chi-Sq test of

difference

1.36 4.44* 5.99* 4.10* 2.45 3.40* 1.95

For both the top and bottom panels, each column represents results from a separate instrumental variables regression. Each row reports the sum of coefficients for a variable for different possible lag lengths. Not reported are coefficients of month dummies and a time trend. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %

34

Table 7

The Effect of Video Games on All Crimes by Offender Age

Aged 15-30 Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.028 -0.098 -0.182* -0.178+ -0.167 -0.218+ -0.214

(0.046) (0.061) (0.092) (0.100) (0.115) (0.117) (0.134)

Intensely

Violent Games

-0.012 -0.043 -0.079* -0.081+ -0.077+ -0.093* -0.093+

(0.019) (0.026) (0.039) (0.042) (0.046) (0.047) (0.054)

Chi-Sq test of

5280

difference

0.32 2.31 3.56+ 2.62 1.66 3.04+ 2.18

Aged 35-50 Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.020 -0.089 -0.236* -0.210+ -0.214 -0.243+ -0.235

(0.049) (0.068) (0.112) (0.117) (0.136) (0.138) (0.157)

Intensely

Violent Games

-0.014 -0.042 -0.103* -0.096* -0.098+ -0.105+ -0.102

(0.021) (0.029) (0.047) (0.049) (0.055) (0.056) (0.062)

Chi-Sq test of

difference

0.05 1.37 4.01* 2.63 1.99 2.69 1.91

For both the top and bottom panels, each column represents results from a separate instrumental variables regression. Each row reports the sum of coefficients for a variable for different possible lag lengths. Not reported are coefficients of month dummies and a time trend. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %

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Table 8

The Effect of Video Games on Violent Crimes by Offenders Age

Aged 15-30 Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.034+ -0.057* -0.090* -0.087* -0.100* -0.087+ -0.059

(0.019) (0.025) (0.038) (0.040) (0.048) (0.051) (0.057)

Intensely

Violent Games

-0.010 -0.018+ -0.031+ -0.029+ -0.034+ -0.028 -0.017

(0.008) (0.011) (0.016) (0.017) (0.019) (0.021) (0.022)

Chi-Sq test of

difference

4.32* 6.48** 6.84** 5.61* 5.11* 3.54+ 1.40

Aged 35-50 Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.023 -0.021 -0.028 -0.011 0.005 0.020 0.046

(0.016) (0.020) (0.028) (0.033) (0.040) (0.043) (0.048)

Intensely

Violent Games

-0.008 -0.006 -0.009 -0.002 0.003 0.009 0.019

(0.007) (0.009) (0.012) (0.014) (0.016) (0.017) (0.019)

Chi-Sq test of

difference

1.94 1.42 1.24 0.20 0.00 0.17 0.84

For both the top and bottom panels, each column represents results from a separate instrumental variables regression. Each row reports the sum of coefficients for a variable for different possible lag lengths. Not reported are coefficients of month dummies and a time trend. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %

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Table 9

The Aggregate Effect of Video Games on All Crimes by Campus Location

Crimes on

Campus

Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.041 -0.434 -0.837* -1.126* -1.099+ -1.381* -0.976

(0.266) (0.308) (0.417) (0.486) (0.567) (0.600) (0.724)

Intensely

Violent Games

0.018 -0.174 -0.340* -0.465* -0.458* -0.557* -0.399

(0.112) (0.133) (0.176) (0.203) (0.231) (0.242) (0.289)

Chi-Sq test of

difference

0.13 1.97 4.00* 5.14* 3.40+ 5.05* 1.70

Crimes off

Campus

Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.024 -0.088+ -0.192* -0.187+ -0.175 -0.222+ -0.208
(0.045) (0.061) (0.095) (0.103) (0.120) (0.121) (0.137)

Intensely

Violent Games

-0.008 -0.035 -0.080* -0.081+ -0.076 -0.091+ -0.087
(0.019) (0.026) (0.040) (0.043) (0.049) (0.049) (0.055)

Chi-Sq test of

difference

0.30 2.04 3.95* 2.93+ 1.80 3.15+ 2.09

For both the top and bottom panels, each column represents results from a separate instrumental variables regression. Each row reports the sum of coefficients for a variable for different possible lag lengths. Not reported are coefficients of month dummies and a time trend. Absolute value of z-statistics in parentheses. + significant at 10 %; * significant at 5 %; ** significant at 1 %

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Table 10

The Effect of Video Games on Violent Crimes by Campus Location

Crimes on

Campus Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

0.048 -0.376 -0.758 -1.052+ -0.953 -1.265+ -0.810
(0.302) (0.353) (0.456) (0.550) (0.649) (0.688) (0.832)

Intensely

Violent Games

0.039 -0.171 -0.327 -0.455+ -0.422 -0.529+ -0.349
(0.128) (0.152) (0.201) (0.230) (0.263) (0.278) (0.332)

Chi-Sq test of

difference

0.00 0.93 2.31 3.27+ 1.81 3.06+ 0.82

Crimes off

Campus Number of Lags Included

0 1 2 3 4 5 6

Not Intensely

Violent Games

-0.061 -0.136* -0.255* -0.219+ -0.200 -0.224 -0.202

(0.050) (0.069) (0.109) (0.116) (0.134) (0.137) (0.153)

Intensely

Violent Games

-0.025 -0.056+ -0.106* -0.095+ -0.088 -0.093+ -0.086

(0.021) (0.030) (0.046) (0.048) (0.055) (0.055) (0.061)

Chi-Sq test of

difference

1.32 3.74+ 5.02* 3.14+ 1.86 2.46 1.53

For both the top and bottom panels, each column represents results from a separate instrumental variables

regression. Each row reports the sum of coefficients for a variable for different possible lag lengths. Not

reported are coefficients of month dummies and a time trend. Absolute value of z-statistics in parentheses. +

significant at 10 %; * significant at 5 %; ** significant at 1 %

16.6 June

Democrats and Magic the Gathering is destroying the videogame industry (2014-06-01 17:14)

Due to bureaucratic collectivism, people cannot buy a ton of videogames like in the 6th generation with Gamecube, PS2 and Xbox. Wizards of the Coast's Magic the Gathering GAMBLING is taking the place of videogame industry among children (more expensive). I may have Magic the Gathering Duels of the Planewalkers 2013/2014, but I am no addict.



<http://www.gamesindustry.biz/articles/2013-12-12-new-consoles-cant-save-software-from-24-percent-decline-but-industry-sales-rise>

oakleyses (2014-10-23 17:45:34)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:06)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:12)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Northrop Auditorium (2014-06-09 08:31)

I haven't been to the University of Minnesota for 10 years, and never been to the Northrop Auditorium. I saw the Bill O'Reilly & Dennis Miller Bolder & Fresher Tour and recorded audio. I took pictures, but Bill and Dennis are very blurry. Bill said that the Hurricane Sandy which hit New York around the election convinced all the idiots in the United States to vote for Obama. McCain had a similar hurricane Gustav. It is completely psycho that hurricanes decide presidential elections. If a hurricane decides the 2016 election, I'll move to Australia.

Critical Theory in Common Core (2014-06-11 05:38)

one sense, that these Marxist revolutionaries are little more than political busybodies. Who asked them to go about changing the culture?

The Frankfurt School, about which I have written previously, was a group of mostly German Marxists who came to this country when Hitler took over in Germany. Their concept of totalitarianism didn't agree with his. Interestingly enough, they were welcomed with open arms at Columbia University, where they began to work eagerly at the destruction of American culture, and particularly Christian culture. What does that tell you about Columbia University? The Frankfurt School is no longer officially in existence now, but those who have been bred and taught with that mindset and worldview are still laboring at the overthrow of American culture. They are close enough to their goal now that they can see the light at the end of the tunnel.

The article from <http://www.discoverthenetworks.org> that I've been quoting from has observed: "The Frankfurt School's studies combined Marxist analysis with Freudian psychoanalysis to form the basis of what became known as 'Critical Theory.' Critical Theory was essentially destructive criticism of the main elements of Western culture, including Christianity, capitalism, authority, the family, patriarchy,...morality, tradition, sexual restraint, loyalty, patriotism, nationalism, heredity..." They didn't specifically mention education, but if you understand the Marxist mindset you know that has to be a major part of it.

Part of the destruction of any culture is the destruction of standards of any kind and the truth by which those standards are revealed. I just read a post on the Freedom Outpost web site. It was posted on August 5th and the headline

for it was: “Common Core Standards: $3 \times 4 = 11$ Is Ok As long as you can explain why.” The article stated: “Seriously, I could not believe that a grown woman was shoveling this stuff, but lo and behold, watch a Common Core promoter actually say that it’s fine that children think that $3 \times 4 = 11$. She just wants to know if they can reason and explain how they came to the answer! In other words, there are no right answers in Common Core. Apparently there will be no logic or reasoning in Common Core either. They just want you to be a dumb, useful idiot. If this is going on in math, what do you think would happen if, say a kid claimed that Bill Clinton was the first president of the United States?” There was a video presentation with this post and the lady that was “shoveling” out this mathematical bovine fertilizer said: “But even under the new common core even if they said $3 \times 4 = 11$, if they were able to explain their reasoning and explain how they came up with their answer. Really in words and in oral explanation and they showed it in a picture but they got the final answer wrong. We’re more focused on the how and the why.” In other words, its perfectly okay for kids to come up with the wrong answer if they can just explain how they got that wrong answer. Interestingly enough, this “event” occurred in District 46, in Grayslake, Illinois on July 17th. Are you really surprised? The writer of this article states that this is the kind of nonsense you get when the feds get involved in education. On that point I can agree with him. But then he goes on to state that the states really need to put the feds in their place and to resume the powers the feds were not given in the Constitution. In principle he’s right, except, in all actuality, not even the state, let alone the feds, should be involved in education. That is a parental function—not a state function, not even a local government function. A major part of our problem in this country is that we don’t know our history well enough to grasp what governments at various levels should and should not be doing. And education is one of those things they shouldn’t be doing—at any level!

Awhile back, New York State Education Commisar (excuse me I should have said Commissioner) John King gave a speech about education and “civil rights.” According to King, opposing Common Core is “racist.” Ah, there’s that old race card being played yet another time—if you didn’t vote for Obama you’re a racist; if you are opposed to illegal aliens swamping our Southern border, you must be a racist; if you are opposed to Common Core in education you must be a racist. Opposition to Common Core has now become part of the “racist” guilt trip the system attempts to lay on common folks to shut them up—only it’s not working quite as well anymore. People are starting to wake up and refusing to shut up, and that’s good.

King went on to loftily note that “Common Core educational standards are an attempt to close the achievement gap between minority and low income students relative to their peers. He urges parents and educators not to back off from their commitment to Common Core.” This from an article in the Times Union <http://www.timesunion.com> And he’s right about Common Core—it will bridge the gap between minority and low income students and others by working to make sure they are all equally dumbed down, so no one, no matter how intelligent, knows much of anything. Can you honestly picture an educational system that doesn’t care whether the kids get the right answers in math or not as long as they can explain their wrong answer, doing anything to improve the educational standards for anyone? It’s all just more bovine fertilizer and it’s being shoved down people’s throats with an earth mover!

Back in October of 2013 there was an article on TNReport by the Tennessee Republican Assembly which called on legislators to oppose “Commie Core.” And that’s what the article called it. In part, the article said: “We are already seeing the negative effects of Common Core Federal Mandates in our schools, and now we will have thinly veiled socialist and communist agendas promoted with Tennessee tax dollars.” This according to Sharon Ford, President of the Tennessee Republican Assembly. She noted an expenditure of \$700,000 in “Race to the top” money that was spent to send 18 elementary, junior high, and high school principals to Red China so they could learn how to teach “the Chinese way.” Ford, with some perception, said “China is neither as diverse or as open to creativity and free speech as the U.S. It is not a system we should replicate in Tennessee. And some people wonder why Common Core is called Commie Core.”

Common Core is part of the agenda to destroy educational standards and to force all students in the country to eventually become part of it, one way or another. It is, therefore, the Marxist Critical Theory program being used to destroy any remaining standards in American education.

Any school system anywhere in the country where people have finally figured out what Common Core is really all about and they want to opt out of it should be encouraged and supported if they make that effort. Otherwise the kids entrusted to their care become victims of the Marxist Critical Theory technique where all real educational standards are eventually erased. The Marxists, whether they call themselves that or not, have nothing less in mind than the total

destruction of any remaining Christian culture we still possess and if they can accomplish that end while brainwashing our kids by removing and real educational standards, they will do so in a heart beat.

NATO was created for the US Department of Defense (2014-06-16 07:19)

For all those stupid people who think that NATO was created for Europe. That's not that true. It was created as an extension of the US military for the United States. The Europeans don't need help, it is the United States that needs help. NATO completely follows the US Department of Defense direction. NATO is owned by the Department of Defense of the United States. Russia doesn't give a damn about NATO countries, but Putin only cares about what Department of Defense says and does.

World War III Theory (2014-06-18 17:28)

When confusion and misinformation get together in the dark, paranoia is born. Fears of war, violence, and oppression fester and grow in the minds of the populace pushing everything but a misguided assurance of certain doom into the shadows. Out of this cramped and huddled mindset we get the bastardized half-brother of critical thinking: conspiracy theories.

Claiming that World War III is just over the horizon is as crazy as it gets, but the state of the world is showing some eerie similarities to the pre-World War II global picture. And history is a creature of habit.

10 An Unexpected Invasion



Photo credit: Voice of America

On February 27, 2014, Russian soldiers strapped on their marching boots and took over several airports in Crimea. As this is being written, roughly 6,000 Russian troops are moving across the Crimean peninsula and forcibly taking operational control of military bases, communications centers, and government buildings.

This is an invasion that has been a long time in the making, and it's certainly not the first time Russia has made power plays in the Ukraine. Ever since 1783, Ukraine and Russia (for a time the Soviet Union) have played hot potato with Crimea, leaving a bubbling brew of split nationalism struggling to coexist on the little peninsula.

But the arrival of Russian troops is just the most recent step in a tumultuous few weeks for Ukraine. The country has seen its Russia-sympathizing president, Viktor Yanukovych, become a fugitive, a Russian citizen become the Crimean city of Sevastopol's mayor, and an emergency meeting of Crimea's parliament elect Sergey Aksyonov as the new Prime Minister of Crimea—at gunpoint. Aksyonov has declared that he will follow orders from the ousted Yanukovych, who is currently seeking refuge in Russia. The country's politics are in tatters.

9 The Ukrainian Conflict Is Reaching A Boiling Point

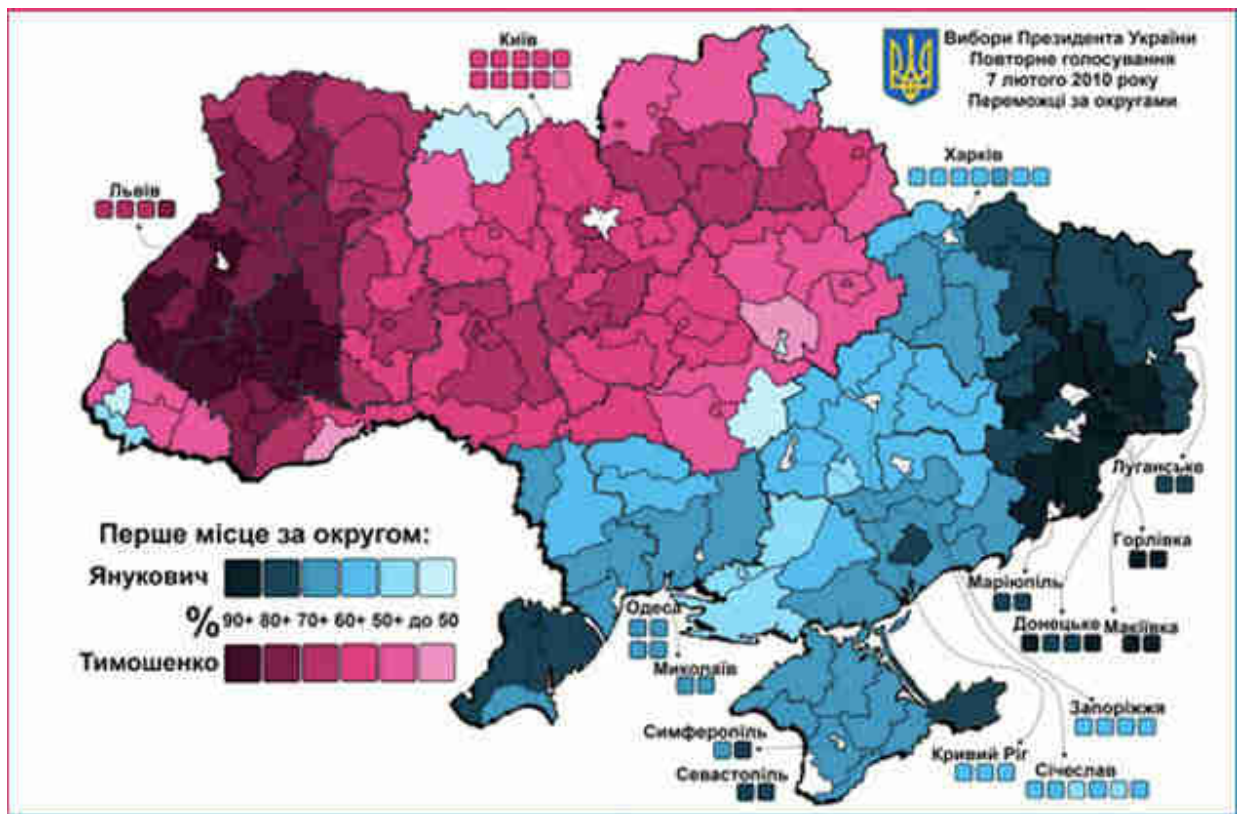


Photo credit: John Jazwiec

Ukrainian nationalists are calling Putin's invasion an act of war; Russians in Ukraine are calling it an act of salvation. Riots are flaring up all across the country as the two dominant political forces come to a head. This video shows two men being beaten by a pro-Russian mob in Kharkiv, the USSR's Bolshevik-run capital leading up to World War II—and that's where Putin's army looks headed next.

You can get a pretty clear view of the political alliances of Ukraine with the above map, which shows the results of the 2010 election. Blue represents areas that supported Viktor Yanukovych, so you can consider those regions comparatively pro-Russian. The purple areas voted for an opposing candidate, Yulia Tymoshenko. The darker the color, the stronger the support. Kharkiv and Donetsk are firmly in the blue, and represent two major Ukrainian cities with a strong industrial infrastructure—and both are historically Russian.

This is a group of very assertive, very nationalistic people at arms over the one issue that holds paramount importance:

heritage. And historically, gray areas are reserved for the losers; it's the inflexible, dyed-in-the-wool believers in a cause who triumph in a conflict. Russia sees this as good news, picturing much support from the country they're invading. As one Ukrainian bitterly put it, "No one asked us. We are like puppets for them. We have one Tsar and one god—Putin."

8 Russia's License For Aggression



Photo credit: The Presidential Press and Information Office

Though the UN, NATO, and the US have all gone on high alert, the Crimean invasion isn't an act of aggression against the whole world. It's a move to make parts of Ukraine decisively Russian, both culturally and politically. Obama initially warned that there would be "costs" to this invasion, but he won't back it up—he can't, not without a game of nuclear Russian roulette, which nobody wants.

The problem isn't that America and the UN will start tossing bombs into Russia; the problem is that Putin knows they *won't*. This is a man who once said that the fall of the Soviet Union was the "greatest geopolitical catastrophe of the 20th century," a viewpoint which harkens to the days of Stalin's Great Purge and Khrushchev's missile diplomacy with Cuba.

And Putin's already on round two. In 2008, when Putin was still Prime Minister, Russia and Georgia entered a five-day conflict that culminated in Russian bombs falling on the Georgian capital. Humanitarian groups around the world cried out, governments issued strict warnings for Russia to fall back, and nobody lifted an actual finger to stop it. At the end of it all, Russia calmly strolled back home and declared that Georgia had been "sufficiently punished." Each time this happens, Russia becomes more assured that the warnings of the rest of the world are just that—words, empty and hollow.

The situation in Ukraine may not be a match that's going to ignite the fires of World War III, but it's a nod to a superpower that they have a free license to do what they want. And if you give a mouse a cookie . . .

7 The Senkaku Island Dispute



Photo credit: Ministry of Land, Infrastructure, Transport and Tourism

Russia's not the only country setting the stage for World War III. As is the case with most important things, World War II didn't suddenly flash into existence; it edged its way into the world consciousness one little bit at a time, like a slowly rusting bicycle, until war was officially declared. While it's easy to put the conflict into the simplest terms, a lot of factors combined to make up what we now view as one war.

The years leading up to the war held a lot of indicators that, in hindsight, revealed aggressive countries testing the waters of what they could get away with. Japan, Italy, and Germany were all involved in minor conflicts that the League of Nations couldn't stop, such as Italy's invasion of Ethiopia in 1935 and Japan's chemical-infused invasion of China in 1937.

These days, China is reversing the balance by threatening an invasion of its own. The territory in question is a group of rocks known as the Senkaku islands, which are located in the East China Sea. The problem, of course, is that both China and Japan feel that the islands belong to them, and whoever controls the islands also controls shipping lanes, fishing waters, and a potential oil field.



China hasn't been the nicest neighbor recently. In November 2013, China startled the world by announcing a newly configured air defense zone in the East China Sea—a zone that they and they alone would control, to the point of shooting down aircraft that wandered into it. But, in addition to Japan, other regions originally had claim to that airspace, including Taiwan and South Korea.

Whether or not China was planning an invasion at that point, the Senkaku islands fall inside their “newly acquired” airspace, and now they're threatening to forcefully move Japan out of the area. Tensions have been building in the Pacific Rim for a while now, and if military action puts too much pressure on the skeleton of their current political disputes, bones could break.

And unlike the first two Sino-Japanese wars, this conflict could involve other countries in the region. South Korea quietly expanded their own airspace in December 2013, pushing back into territory that China had already claimed. Combined with both China and Japan aggressively rearming themselves in recent years, this territorial dispute has the potential to explode.



Photo credit: Gary Prill

A war only becomes a World War when the US gets involved. Unlike their official policy of stern warnings and disapproving looks in response to Russia, the White House has publicly and unwaveringly declared that it will back Japan against any acts of aggression by China.

With about 50 percent of its Naval force stationed in the Pacific, the US will also be in a position to help the Philippines if China continues pressing to the south. They're yet another country that has been affected by the airspace changes, and the US is legally bound to protect the Philippines based on the 1951 Mutual Defense Treaty.

This treaty doesn't even require anything as outright as a full-scale land invasion. The Philippines owns disputed islands within China's new airspace in the South China Sea (much like Japan claims to own the Senkaku islands). If China makes a move on any of those, the US Navy has to retaliate on their behalf, or they'll break the conditions of the treaty.



Photo credit: China News

But beneath it all, what do China's problems and Russia's problems have to do with each other?

Although they initially ended up on opposite sides of the conflict, Germany and the USSR went into World War II with a non-aggression pact, which lasted two years until Hitler ripped it up and sent Nazis onto Soviet ice.

With perhaps some similarities to that historic pact, China and Ukraine signed a nuclear security pact in December 2013. The conditions: China won't use any nuclear weapons against Ukraine, and if Ukraine is ever attacked by a nuclear force—or "threatened by such aggression"—China will provide Ukraine with security guarantees.

Why would China want to create such a pact with a country 5,800 kilometers (3,600 mi) away? And more importantly, with which government is China going to honor the pact? The past two months have seen a see-saw of political parties in control of Ukraine, but it's likely that China's involvement will be dependent on Yanukovich's politics, which are decidedly pro-Russian. He's the one who signed the pact. China says its relationship with Russia is warmer than ever, with China's *People Daily* describing it as "one of the most active power relationships [in the world]."

It's been speculated that Russia is hoping to draw a Western attack onto Ukraine, so that China's entry to back Ukraine will cement the alliance between China and Russia. That idea reeks of conspiracy theory. But with Russia's recent agreement to supply \$270 billion in oil supplies to China, and with the majority of Russia's pipelines running through Ukraine, China would want to protect its own interests. Either way, the enemy of an enemy is always a friend, and US-Russian relations are on very shaky ground.



Photo credit: Nisseth

While tension rises on the Eastern European front and Southeast Asia is mired in an explosive territorial dispute, rumors of war are also being whispered in the Middle East—specifically, Iran. But is Iran any real threat? Depending on the spin, it's easy to think so.

In January 2014, Iran dispatched a fleet of ships toward US national waters. The Senate has decided that unless military action is taken, Iran's nuclear development will continue unchecked. And on February 12, 2014, Iran's military chief answered that claim by declaring the country's willingness to go toe-to-toe with American forces, on land or at sea.

It sounds like a crisis in the making, but it's not as bad as it seems. Those "warships" were a rusty frigate and a supply boat, the White House in no way backs the Senate's bill, and while Iranian general Hassan Firouzabadi did threaten the US and the "Zionist regime" (Israel), it's worth remembering that they've done so plenty of times in the past.

Another point of contention is Iran's military force. Including paramilitaries, Iran states that they have 13.6 million people who can pick up a weapon at a moment's notice. While that number is probably exaggerated, it doesn't matter much anyway—World War III, if it happens, will be mostly an aerial war dependent more on long-range technologies than close-quarters combat. And that, surprisingly, is an example of why *not* to count Iran out of the picture. They have an air force of 30,000 men with several hundred aircraft, along with cruise missiles with a range of 2,000 kilometers (1,240 mi). That's plenty of range to hit US bases in the Gulf.

But most importantly, continued attention on Iran, Syria, and other Middle Eastern countries is spreading the West's foreign resources a little too thin, especially now that Russia won't be any help in that region.



North Korea tends to get relegated to the back row in discussions on world powers. They're potentially dangerous, sure, but it's a short-range type of danger, similar to the way you can still skip away from a mugger with a knife. But turn your back for too long, and that mugger can sneak up and give you some scars.

North Korea is still firing missiles in South Korea's direction for no good reason. The most recent launch was March 2, 2014; they fired more the week before that. With a range of about 500 kilometers (300 mi), the missiles won't reach far—just to, say, Japan. Or China. Or South Korea, or Russia. And since they're nestled right in the center of three of the biggest threats to peace at this time, they could—purposely or not—stir up something bigger than themselves, like dropping a starved weasel into a den of sleeping bears.

Most frightening of all, North Korea is building a nuclear arsenal. It's unlikely that they'll ever lead with a nuclear attack, but if there's enough chaos going on around them, it's not impossible that they'll try to slip one into the mix.



Photo credit: Watchdog Wire

World War I and World War II were very different from each other, but they had one striking similarity. Prior to each war, economic recessions hit several of the countries involved. World War II famously brought most of the world's economies back from the Great Depression, and World War I helped the US recover from a two-year recession that had already slowed trade by 20 percent. Correlation doesn't imply causation, but it's worth noting which economies recovered earlier than others, which may have had a huge impact on the way things turned out.

By 1933, Japan had taken moves to devalue its currency, which led to increased exports and a resulting growth in their economy. They pumped the extra money into weapons and munitions, which gave them a decided military advantage in the years leading up to the war. Germany, on the other hand, entirely crashed, which made the Nazi and Communist parties take similar steps and earn overwhelming support among the populace.

We're seeing some similarities today. While analysts are predicting yet another economic meltdown for Western countries, countries like Iran and Russia are looking to band together to boost their economies. Among other effects, that could lead to a second unit on Iran's nuclear plant; Germany's massive internal spending in the 1930s pulled it out of the Depression faster than America or the rest of Europe. And the global recession hit Russia less than much of the rest of the world, due in part to its exports of a quarter of the natural gas used by the entire European continent. And then there's China. The US government is close to \$17 trillion in debt, and China owns seven percent of that, or about \$1.19 trillion. China recently flew past Japan to become the world's second largest economy, and if it keeps growing at this rate, its GDP is going to match America's in about eight years. The risk is if China decides to dump the US debt. China would take a financial loss, but it could be a crippling blow to the US economy—and much of the world, since the US dollar is held in reserve by most foreign governments.

If China and the US do come to blows over the South China Sea, the US could eradicate the debt and pump the extra revenue into military spending—the exact same monetary flow that happened in World War II, only this time the guns are bigger.

But don't worry, it won't happen. Probably.

Easy LAMP (2014-06-24 17:14)

I found a Debian Distribution that preconfigured a LAMP.
The problem is there is no Nginx distrobution

Hillary Clinton's Saul Alinsky paper (2014-06-27 10:50)

"THERE IS ONLY THE FIGHT..."

An Analysis of the Alinsky Model

A thesis submitted in partial fulfillment of the requirements for the Bachelor of Arts degree under the Special Honors Program, Wellesley College, Wellesley, Massachusetts.

Hillary D. Rodham

Political Science

2 May, 1969

So here I am, in the middle way, having had twenty years—Twenty years largely wasted, the years of l'entre deux guerres Trying to learn to use words, and every attempt Is a wholly new start, and a different kind of failure

Because one has only learnt to get the better of words For the thing one no longer has to say, or the way in which

One is no longer disposed to say it. And so each venture Is a new beginning, a raid on the inarticulate

With shabby equipment always deteriorating In the general mass of imprecision of feeling,

Undisciplined squads of emotion. And what there is to conquer By strength and submission, has already been discovered Once or twice, or several times, by men whom one cannot hope To emulate—but there is no competition— There is only the fight to recover what has been lost And found and lost again and again : and now, under conditions That seem unpropitious. But perhaps neither gain nor loss For us, there is only the trying. The rest is not our business. T.S. Eliot, "East Coker"

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CHAPTER I

SAUL DAVID ALINSKY: AN AMERICAN RADICAL

With customary British understatement, The Economist referred to Saul Alinsky as “that rare specimen, the successful radical.”

FOOTNOTE 1 (note— *all such numbers in the text refer to footnotes*)

This is one of the blander descriptions applied to Alinsky during a thirty year career in which epithets have been collected more regularly than paychecks. The epithets are not surprising as most people who deal with Alinsky need to categorize in order to handle him. It is far easier to cope with a man if, depending on ideological perspective, he is classified as a “crackpot” than to grapple with the substantive issues he presents.

For Saul Alinsky is more than a man who has created a particular approach to community organizing, he is the articulate proponent of what many consider to be a dangerous socio/political philosophy. An understanding of the “Alinsky-type method” (i.e. his organizing method) as well as the philosophy on which it is based must start with an understanding of the man himself.

Alinsky was born in a Chicago slum to Russian Jewish immigrant parents, and those early conditions of slum living and poverty in Chicago established the context of his ideas and mode of action. He traces his identification with the poor back to a home in the rear of a store where his idea of luxury was using the bathroom without a customer banging on the door.

2

Chicago itself has also greatly influenced him:

Where did I come from? Chicago. I can curse and hate the town but let anyone else do it and they're in for a battle, There I've had the happiest and the worst times of my life. Every street has its personal joy and pain to me. On this street is the church of a Catholic Bishop who was a big part of my life; further down is another church where the pastor too has meant a lot to me; and a couple miles away is a cemetery—well, skip it. Many Chicago streets are pieces of my life and work. Things that happened here have rocked a lot of boats in a lot of cities. Nowadays I fly all over the country in the course of my work. But when those flaps go down over the Chicago skyline, I knew I'm home. (all boldface type indicates blockquoting)

3

Although Alinsky calls Chicago his “city”, the place really represents to him the American Dream—in all its nightmare and its glory.

He lived the Dream as he moved from the Chicago slums to California then back to attend the University of Chicago. Alinsky credits his developing an active imagination, which is essential for a good organizer, to his majoring in archaeology. An imagination focusing on Inca artifacts, however, needs exposure to social problems before it can become useful in community organizing. Exposure began for Alinsky when he and other students collected food for the starving coal miners in southern Illinois who were rebelling against John L. Lewis and the United Mine Workers.

Lewis became a role model for Alinsky who learned about labor's organizational

tactics from watching and working with Lewis during the early years of the CIO. Alinsky soon recognized that one of the hardest jobs of the leader is an imaginative one as he struggles to develop a rationale for spontaneous action:

For instance, when the first sit-down strikes took place in Flint, no one really planned them. They were clearly a violation of the law—trespassing, seizure of private property. Labor leaders ran for cover, refused to comment. But Lewis issued a pontifical statement, ‘a man’s right to a job transcends the right of private property,’ which sounded plausible.

4

After graduating from the University of Chicago, Alinsky received a fellowship in criminology with a first assignment to get a look at crime from the inside of gangs. He attached himself to the Capone gang, attaining a perspective from which he viewed the gang as a huge quasi-public utility serving the people of Chicago. Alinsky’s eclectic life during the thirties, working with gangs, raising money for the International Brigade, publicizing the plight of the Southern share cropper, fighting for public housing, reached a turning point in 1938 when he was offered the job as head of probation and parole for the City of Philadelphia. Security. Prestige. Money. Each of these inducements alone has been enough to turn many a lean and hungry agitator into a well-fed establishmentarian.

Alinsky rejected the offer and its triple threat for a career of organizing the poor to help themselves. His first target zone was the Back of the Yards area in Chicago; the immediate impetus was his intense hatred of fascism:

...I went into ‘Back of the Yards’ in Chicago. This was Upton Sinclair’s ‘Jungle.’ This was not the slum across the tracks. This was the slum across the tracks from across the tracks. Also, this was the heart, in Chicago, of all the native fascist movements— the Coughlinites, the Silver Shirts, the Pelley movement... I went in there to fight fascism. If you had asked me then what my profession was, I would have told you I was a professional antifascist.

5

Alinsky’s anti-fascism, built around anti-authoritarianism, anti-racial superiority, anti-oppression, was the ideological justification for his move into organizing and the first social basis on which he began constructing his theory of action. Working in Chicago and other communities between 1938 and 1946 Alinsky refined his methods and expanded his theory. Then in 1946, Alinsky’s first book, *Reveille for Radicals*, was published. Since Alinsky is firstly an activist and secondly a theoretician, more than one-half the book is concerned with the tactics of building “People’s Organizations.”

There are chapter discussions of “Native Leadership,” “Community Traditions and Organizations,” “Conflict Tactics,” “Popular Education,” and “Psychological Observations on Mass Organizations.” The book begins by asking the question: What is a Radical?

This is a basic question for Alinsky who proudly refers to himself as a radical. His answer is prefaced by pages of Fourth-of-July rhetoric about Americans: “They are a people creating a new bridge of mankind in between the past of narrow nationalistic chauvinism and the horizon of a new mankind— a people of the world.”

6

Although the book was written right after World War II, which deeply affected Alinsky, his belief in American democracy has deep historical roots—at least, as he interprets history:

The American people were, in the beginning, Revolutionaries and Tories. The American People ever since have been Revolutionaries and Tories...regardless of the labels of the past and present... The clash of Radicals, Conservatives, and Liberals which makes up America’s political history opens the door to the most fundamental question of What is America? How do the people of America feel? There were and are a number of Americans—few, to be sure— filled with deep feelings for people. They know that people are the stuff that makes up the dream of democracy. These few were and are the American Radicals and the only way we can understand the American Radical is to understand what we mean by this feeling for and with the people.

7

What Alinsky means by this “feeling for and with the people” is simply how much one person really cares about people unlike himself. He illustrates the feeling by a series of examples in which he poses questions such as: So

you are a white, native-born Protestant. Do you like people? He then proceeds to demonstrate how, in spite of protestations, the Protestant (or the Irish Catholic or the Jew or the Negro or the Mexican) only pays lip service to the idea of equality. This technique of confrontation in Alinsky's writing effectively involves most of his readers who will recognize in themselves at least one of the characteristics he denounces. Having confronted his readers with their hypocrisy, Alinsky defines the American Radical as "...that unique person who actually believes what he says...to whom the common good is the greatest value...who genuinely and completely believes in mankind...."

8

Alinsky outlines American history focusing on men he would call "radical," confronting his readers again with the Alinsky outlines American history focusing on men he would call "radical," confronting his readers again with the "unique" way Americans have synthesized the alien roots of radicalism, Marxism, Utopian socialism, syndicalism, the French Revolution, with their own conditions and experiences:

Where are the American Radicals? They were with Patrick Henry in the Virginia Hall of Burgesses; they were with Sam Adams in Boston; they were with that peer of all American Radicals, Tom Paine, from the distribution of Common Sense through those dark days of the American Revolution... The American Radicals were in the colonies grimly forcing the addition of the Bill of Rights to our Constitution.

They stood at the side of Tom Jefferson in the first big battle between the Tories of Hamilton and the American people. They founded and fought in the LocoFocos. They were in the first union strike in America and they fought for the distribution of the western lands to the masses of people instead of the few...They were in the shadows of the underground railroad and they openly rode in the sunlight with John Brown to Harpers Ferry...They were with Horace Mann fighting for the extension of educational opportunities...They built the American Labor movement... Many of their deeds are not and never will be recorded in America's history.

They were among the grimy men in the dust bowl, they sweated with the share croppers. They were at the side of the Okies facing the California vigilantes. They stood and stand before the fury of lynching mobs. They were and are on the picket lines gazing unflinchingly at the threatening, flushed, angry faces of the police. American Radicals are to be found wherever and whenever America moves closer to the fulfillment of its democratic dream. Whenever America's hearts are breaking, these American Radicals were and are. America was begun by its Radicals. The hope and future of America lies with its Radicals.

9

Words such as these coupled with his compelling personality enabled Alinsky to hold a sidewalk seminar during the 1968 Democratic Party Convention in Chicago. He socratically gathered around him a group of young demonstrators on the corner of Michigan and Bilbo on Monday night telling them that they were another generation of American Radicals.

10

Alinsky attempts to encompass all those worthy of his description "radical" into an ideological Weltanschauung:

What does the Radical want? He wants a world in which the worth of the individual is recognized...a world based on the morality of mankind...The Radical believes that all peoples should have a high standard of food, housing, and health...The Radical places human rights far above property rights. He is for universal, free public education and recognizes this as fundamental to the democratic way of life...Democracy to him is working from the bottom up...The Radical believes completely in real equality of opportunity for all peoples regardless of race, color, or creed.

11

Much of what Alinsky professes does not sound "radical." His are the words used in our schools and churches, by our parents and their friends, by our peers. The difference is that Alinsky really believes in them and recognizes the necessity of changing the present structures of our lives in order to realize them.

There are many inconsistencies in Alinsky's thought which he himself recognizes and dismisses. He believes that life is inconsistent and that one needs flexibility in dealing with its many facets. His writings reflect the flavor of inconsistency which permeates his approach to organizing. They also suggest Alinsky's place in the American Radical tradition.

In order to discuss his place, it is necessary to circumvent his definition of "radical" based on inner psychological strength and commitment, and to consider more conventional uses of the term. Although there is great disagreement among writers about the definition of "radical" and among radicals themselves over the scope of the word's meaning, there is sufficient agreement to permit a general definition.

A radical is one who advocates sweeping changes in the existing laws and methods of government. These proposed changes are aimed at the roots of political problems which in Marxian terms are the attitudes and the behaviors of men. Radicals are not interested in ameliorating the symptoms of decay but in drastically altering the causes of societal conditions. Radicalism "emphasizes reason rather than reverence, although Radicals have often been the most emotional and least reasonable of men."

12

One of the strongest strains in modern radicalism is the eighteenth century Enlightenment's faith in human reason and the possible perfectibility of man. This faith in the continuing improvement of man was and is dominated by values derived from the French and American Revolutions and profoundly influenced by the Industrial Revolution.

The Industrial Revolution shifted the emphasis of radicalism to an urban orientation. Alinsky holds to the basic radical tenets of equality and to the urban orientation, but he does not advocate immediate change. He is too much in the world right now to allow himself the luxury of symbolic suicide. He realizes that radical goals have to be achieved often by non-radical, even "anti-radical" means. For Alinsky, the non-radical means involve the traditional quest for power to change existing situations. To further understand Alinsky's radicalism one must examine his attitude toward the use of power. The key word for an Alinsky-type organizing effort is "power." As he says: "No individual or organization can negotiate without power to compel negotiations."

13

The question is how one acquires power, and Alinsky's answer is through organization: "To attempt to operate on good will rather than on a power basis would be to attempt something which the world has never yet experienced—remember to make even good will effective it must be mobilized into a power unit."

14

One of the problems with advocating mobilization for power is the popular distrust of amassing power. Americans, as John Kenneth Galbraith points out in *American Capitalism*, are caught in a paradox regarding their view toward power because it "obviously presents awkward problems for a community which abhors its existence, disavows its possession, but values its existence."

15

Alinsky recognizes this paradox and cautions against allowing our tongues to trap our minds:

We have become involved in bypaths of confusion or semantics... The word 'power' has through time acquired overtones of sinister corrupt evil, unhealthy immoral Machiavellianism, and a general phantasmagoria of the nether regions.

16

For Alinsky, power is the "very essence of life, the dynamic of life" and is found in "...active citizen participation pulsing upward providing a unified strength for a common purpose of organization...either changing circumstances or opposing change."

17

Alinsky argues that those who wish to change circumstances must develop a mass-based organization and be prepared for conflict.

He is a neo-Hobbesian who objects to the consensual mystique surrounding political processes; for him, conflict is the route to power. Those possessing power want to retain it and often to extend the bounds of it. Those desiring a change in the power balance generally lack the established criteria of money or status and so must mobilize numbers.

Mobilized groups representing opposed interests will naturally be in conflict which Alinsky considers a healthful and necessary aspect of a community organizing activity. He is supported in his prognosis by conflict analysts such as Lewis Coser who points out in *The Functions of Social Conflict* that:

Conflict with other groups contributes to the establishment and reaffirmation of the group and maintains its boundaries against the surrounding social world.

18

In order to achieve a world without bounds it appears essential for many groups to solidify their identities both in relation to their own membership and to their external environment. This has been the rationale of nationalist groups historically and among American blacks presently. The organizer plays a significant role in precipitating and directing a community's conflict pattern. As Alinsky views this role, the organizer is

...dedicated to changing the character of life of a particular community [and] has an initial function of serving as an abrasive agent to rub raw the resentments of the people of the community; to fan latent hostilities of many of the people to the point of overt expressions... to provide a channel into which they can pour their frustration of the past; to create a mechanism which can drain off underlying guilt for having accepted the previous situation for so long a time. When those who represent the status quo label you [i.e. the community organizer] as an 'agitator' they are completely correct, for that is, in one word, your function—to agitate to the point of conflict.

19

An approach advocating conflict has produced strong reactions. Some of his critics compare Alinsky's tactics with those of various hate groups such as lynch mobs which also "rub raw the resentments of the people."

20

Alinsky answers such criticism by reminding his critics that the difference between a "liberal" and a "radical" is that the liberal refuses to fight for the goals he professes. During his first organizing venture in *Back of the Yards* he ran into opposition from many liberals who, although agreeing with his goals, repudiated his tactics. They wore according to Alinsky "like the folks during the American Revolution who said 'America should be free but not through bloodshed.'"

21

When the residents of *Back of the Yards* battled the huge meat-packing concerns, they were fighting for their jobs and for their lives. Unfortunately, the war-like rhetoric can obscure the constructiveness of the conflict Alinsky orchestrates. In addition to aiding in formation of identity, conflict between groups plays a creative social role by providing a process through which diverse interests are adjusted.

To induce conflict is a risk because there is no guarantee that it will remain controllable. Alinsky recognizes the risk he takes but believes it is worth the gamble if the conflict process results in the restructuring of relationships so as to permit the enjoyment of greater freedom among men meeting as equals. Only through social equality can men determine the structure of their own social arrangements. The concept of social equality is a part of Alinsky's social morality that assumes all individuals and nations act first to preserve their own interests and then rationalize any action as idealistic. He thinks it is only through accepting ourselves as we "really" are that we can begin to practice "real" morality:

There are two roads to everything—a low road and a high one. The high road is the easiest. You just talk principles and be angelic regarding things you don't practice. The low road is the harder. It is the task of making one's self-interest behavior moral behavior. We have behaved morally in the world in the past few years because we want the people of the world on our side. When you get a good moral position, look behind it to see what is self-interest.

22

The cynicism of this viewpoint was mitigated somewhat by my discussing the question of morality with Alinsky who conceded that idealism can parallel self-interest. But he believes that the man who intends to act in the world as- it-is must not be misled by illusions of the world-as-we-would-like-it-to be.

23

Alinsky claims a position of moral relativism, but his moral context is stabilized by a belief in the eventual manifestation of the goodness of man. He believes that if men were allowed to live free from fear and want they would live in peace. He also believes that only men with a sense of their own worth and a respect for the commonality of humanity will be able to create this new world.

Therefore, the main driving force behind his push for organization is the effect that belonging to a group working for a common purpose has had on the men he has organized. Frustration is transformed into confidence when men recognize their capability for contribution. The sense of dignity is particularly crucial in organizational activity among the poor whom Alinsky warns to beware of programs which attack only their economic poverty.

Welfare programs since the New Deal have neither redeveloped poverty areas nor even catalyzed the poor into helping themselves. A cycle of dependency has been created which ensnares its victims into resignation and apathy. To dramatize his warning to the poor, Alinsky proposed sending Negroes dressed in African tribal costumes to greet VISTA volunteers arriving in Chicago. This action would have dramatized what he refers to as the "colonialism" and the "Peace Corps mentality" of the poverty program.

24

Alinsky is interested in people helping themselves without the ineffective interference from welfarephiles. Charles Silberman in his book, *Crisis in Black and White* describes Alinsky's motivation in terms of his faith in People:

The essential difference between Alinsky and his enemies is that Alinsky really believes in democracy; he really believes that the helpless, the poor, the badly-educated can solve their own problems if given the chance and the means; he really believes that the poor and uneducated, no less that the rich and educated, have the right to decide how their lives should be run and what services should be offered to them instead of being ministered to like children.

25

This faith in democracy and in the people's ability to "make it" is peculiarly American and many might doubt its radicalness. Yet, Alinsky's belief and devotion is radical; democracy is still a radical idea in a world where we often confuse images with realities, words with actions. Alinsky's belief in self-interested democracy unifies his views on the use of the power/conflict model in organizing and the position of morality and welfare in the philosophy underlying his methodology.

CHAPTER I FOOTNOTES:

1 "Plato on the Barricades," *The Economist*, May 13-19, 1967, p. 14.

2 "The Professional Radical," *Harper's*, June, 1965, p. 38.

3 Ibid.

4 Ibid., p. 40.

5 Ibid., p. 45.

6 Saul D. Alinsky, *Reveille for Radicals* (Chicago: University of Chicago Press. 1946), p. 4.

7 Ibid., p. 14.

8 Ibid., p. 22.

9 Ibid.

10 Saul D. Alinsky, private interview in Boston, Massachusetts, October, 1968.

11 Alinsky, *Reveille for Radicals*, p. 23.

12 John W. Derry, *The Radical Tradition* (London: MacMillan, 1967), p. vii.

13 Dan Dodson, "The Church, POWER, and Saul Alinsky," *Religion in Life*, (Spring, 1967), p. 11.

14 Ibid.

15 John Kenneth Galbraith, *American Capitalism* (Boston: Houghton Mifflin Company, 1962), p. 26.

16 Dodson, p. 12.

17 Ibid.

18 Lewis Coser, *The Functions of Social Conflict* (New York: The Free Press, 1956), p.8.

19 Dodson.

20 Charles E. Silberman, *Crisis in Black and White* (New York: Random House, 1964), p. 331.

21 Alinsky interview, Boston.

22 Dodson.

23 Saul D. Alinsky, private interview in Wellesley, Massachusetts, January 1969

24 Patrick Anderson, "Making Trouble is Alinsky's Business," *The New York Times Magazine* (October 9, 1966), p. 29.

25 Silberman, p. 333.

IN NOVEMBER 2012 a stone monument inscribed with the Ten Commandments was placed on the grounds of Oklahoma's state capitol. Seven years earlier, in *Van Orden v Perry*, the United States Supreme Court ruled that a Ten Commandments monument placed on the Texas state capitol grounds did not violate the First Amendment's clause forbidding government from making any law "respecting the establishment of religion". But now other religions want in too: in December the Satanic Temple launched a campaign to place a monument of its own next to the Ten Commandments, reasoning that it would give Oklahomans "the opportunity to show that they espouse the basic freedoms spelled out in the Constitution". They wanted to raise \$20,000 by January 18th; they have already surpassed that goal. On Monday, they unveiled their monument's design (pictured): a winged creature with the torso of a man, the head of a goat and horns sits on a throne beneath a Pentagram, two fingers sagely raised as two tow-headed children look on in wonder. Satanists, it seems, have a sense of humour. But what do they actually believe?

That turns out to be a difficult question to answer. You will be unsurprised to hear that Satanists are a rather fractious bunch, with many different organisations, beliefs and rituals. Many of these organisations are wholly or partly occult, with much hidden from non-adherents. Some are spiritualists: they worship Satan as a deity. Adherents of the Joy of Satan Ministries, for instance, "know Satan/Lucifer as a real being", and believe he is "the True Father and Creator God of humanity". Others—notably the Church of Satan, founded by Anton LaVey, the most renowned occultist since Alesteir Crowley; and the Satanic Temple—are materialist, and reject belief in supernatural beings. Lucien Greaves, a spokesman for the Satanic Temple, describes himself as "an atheist when it comes to supernatural beliefs", and says that for him Satanism stands for "individual sovereignty in the face of tyranny, and the pursuit of knowledge even when that knowledge is dangerous." LaVey's "Satanic Bible" proclaims "Life is the great indulgence—death the great abstinence! Therefore make the most of the HERE AND NOW!...Choose ye this day, this hour, for no redeemer liveth!" Despite these differences, certain commonalities link many spiritual and materialist branches of Satanism: namely a belief that the worship of a supernatural deity—and the ecclesiastical structure that evolved to support such worship—places needless restrictions on human knowledge and progress; and a belief in science, rationality and learning, without restrictions. Peter Gilmore, LaVey's successor as head of the Church of Satan, distinguishes between "carnal

people and spiritual people”: he believes the latter need a “spooky daddy in the sky”, whereas he is “happy being the center of [his] universe”. In this sense, materialist Satanism seems close to, if not indistinguishable from, organised atheism, or perhaps atheism with rituals. But Mr Gilmore says his church uses Satan in the original Hebrew sense as “The Adversary”—“a figure who will stand up and challenge”. Satan in this sense becomes a sort of literary figure or metonymy for challenging orthodoxy, rather than an evil or bloodthirsty god.

All of this is considerably less headline-grabbing than animal sacrifice or ritual murder. And, of course, some have been convicted of horrific acts nominally committed for or connected with Satan. But these are hardly the first murders committed in a religion’s name, nor is there any evidence to suggest that these killers are more representative of Satanism than other religiously-inspired killers are of their faiths. Yet somehow one imagines that such arguments will fail to sway Oklahoma’s legislators into allowing a giant, goat-headed, pentagrammed statue to sit next to a monument of the Ten Commandments.

oakleyses (2014-10-23 18:28:53)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:29:47)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:30:43)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

16.7 July

hate high school (2014-07-01 05:34)

I had this on screen capture so they couldn’t get away with it.

Meghan Hatalla is putting me on her blacklist as of now. The second most successful high school student after me. It is 100 % not my fault.

how to fix NASCAR decline (2014-07-06 18:06)

Aaaaaaaaand, we're back! In my earlier post, which can be found [here](#), I discussed three major challenges facing NASCAR as it struggles to grow in this post-recession world. Beset by (1) the rise of corporate molded personalities such as 5 time champion Jimmie Johnson, (2) poor quality racing, and (3) bad broadcasts and commentating by networks such as TNT, NASCAR has stagnated. Track attendance is down. In 2012, no NASCAR races were sellouts. Television ratings have remained flat throughout the last 5 years, in stark contrast to the late '90s and early 2000s, when ratings grew 5 to 10 % every season. I've already examined 3 problems facing NASCAR. Today I look at two more issues that threaten the sport's future.

4. Nascar has an image problem

Stock car racing is consistently one of the top three most watched sports in America, beating almost every major sporting league except the NFL in the ratings. However, Nascar's exposure in the news media is minimal. On ESPN's popular SportsCenter program, Nascar is talked about for at most five minutes in the course of an hour long TV show. In the New York Times Sports Section, which I'm using as an example because it's the only paper I get, stock car races are lucky to get a two paragraph write up buried under the box scores. Midseason college basketball, youth soccer competitions, and national swimming championships all get more press and exposure than Nascar. And this is a problem. Nascar can't attract new fans and new audiences if it has no exposure in the media. No one will get hooked on Nascar by reading a four sentence blurb about last week's race.

Pictured: More popular than NASCAR?

If Nascar has a problem getting exposure, then it also has a problem with its image. Nascar is looked down upon by many, most of whom have never even seen an actual race. It's perceived as a borefest where cars do nothing but go around in circles for hours on end. The drivers are seen as out-of-shape rednecks who sit in a car for a living. Many don't even consider Nascar to be a real sport. And this is not true. Being a race car driver requires better hand-eye coordination than basketball, boxing, or football, better reactions and judgement than baseball, cycling, or martial arts, and more nerve than just about any other sport. Yet, people still hold Nascar in disdain, refusing to attend an event or to watch a race on TV. This perception needs to change, or else Nascar will have serious trouble with attracting new fans and increasing its ratings.

5. The Economy

Many of Nascar's woes can be traced back to the economic troubles that the United States is going through. People all across the country are experiencing money problems, and this directly impacts their habits concerning Nascar. People can't afford to pay for high-priced tickets to Nascar events. The cost of the gas needed to travel to the tracks also turns many people away from the sport. People can't afford to take vacations and spend long weekends at a Nascar track. If they take time off, they'll be perceived as slacking and will be the first to go if a new round of layoffs hit. The Great Recession has put a major dent in Nascar's ticket sales and attendance records. However, the silver lining in this is that the American economy will eventually recover. America will bounce back, and when it does, once again prosperous race fans will be able to spend the money needed to attend races. Nascar just needs to ride the economic crisis out, and eventually it will come out on top.

Nascar is experiencing many problems, and as a result its viewership is in decline. But these problems are not fatal. They do not spell the death of this great American sport. How can Nascar fix its issues and surge to the top once again? Stay tuned to find out.

To read about how these problems can be fixed, [click here](#).

NASCAR was once one of America's most popular sports. In the late '90s and the early 2000s, NASCAR saw an unprecedented growth in popularity and TV ratings. NASCAR's meteoric rise was fed by the rise of Jeff Gordon, whom many consider to be NASCAR's first superstar, and the death of legend Dale Earnhardt Sr. However, in recent years that growth has slowed. Bland drivers, storylines, and racing have sent NASCAR's TV ratings into a tailspin. They have also been responsible for steadily declining attendance at NASCAR races. NASCAR is in danger of fading into irrelevance if it does not do something to revitalize its growth and make it once again America's fastest growing sport.

Over the past few years, multiple problems have beset NASCAR racing. Here are some of the biggest ones.

1. The rise of Jimmie Johnson

Jimmie Johnson has accomplished a feat no one ever thought possible. From 2006-2010, Johnson won five straight Sprint Cup Championships. His domination of the sport has actually been one of the main reasons for its decline. These five title chases were some of the most boring in modern NASCAR history. Aside from 2007, in which Johnson was met with a stiff challenge from Jeff Gordon, and in 2010, when Johnson came from behind to beat Denny Hamlin for the title, all of Johnson's title chases have been fairly boring. The outcome of the season was never in doubt. Like Dale Earnhardt's domination of the sport in the early '90s, and Jeff Gordon's spate of championships from 1995-2001, Johnson's winning streak should have been a boon for NASCAR—a fresh face on top of the sport. However, people have instead turned away from the sport because of Jimmie. Jimmie just isn't that likable. He's a wonderful person and a class act on the track, but he is not very charismatic or interesting. Jimmie is seen by many fans as having a corporate-molded persona. To them, Johnson is just one more slick average character in a sea of similar faces. Having such a bland person as the face of NASCAR is not what the sport needs. But with Jimmie, that's what has happened. Shot by The Daredevil at Daytona during Speedw...

Jimmie Johnson during 2008

NASCAR champion Dale Earnhardt

NASCAR champion Dale Earnhardt

2. Poor racing

The quality of NASCAR racing has declined in recent years. Fans and drivers alike have complained about new tracks and new cars that make it difficult to pass. Many argue that the quality of racing has declined—fans are now subjected to long periods of green flag racing where the drivers ride around the track in single files. Others complain about the tracks. Most of the tracks recently added to the NASCAR circuit have been 1.5 mile ovals. Critics have charged that these cookie cutter tracks are too similar and that all result in lethargic racing. Whatever the reason, the excitement in NASCAR has slowed, and that has been reflected by the drop-off in TV ratings.

Single file racing

But a lack of passing is not the only reason that fans have been turned away. Fuel mileage races, in which victory comes down to who can last the longest on a tank of gas rather than who drives the fastest, have become more and more common. In 2011, for example, virtually every single race on a 1.5 mile track came down to who could finish the race without running out of gas. Fuel mileage racing takes away the action associated with a race and adds a sense of boredom to what is normally the most exciting part of a race—the finish.

3. Bad broadcasting

Sometimes, when covering a sport, a good announcer can keep you on the edge of your seat, completely engaged in what you're watching, even if the event isn't exactly a thriller. This has not been the case with NASCAR. NASCAR broadcasters, especially those on TNT, are known for providing decidedly dull coverage of races.

Let's compare. In August 2012, I was watching a Formula 1 race, the Belgian Grand Prix. The race was won by Jenson Button, who led every lap and finished 13 seconds ahead of 2nd place Sebastian Vettel. The outcome was never in doubt. And yet, that Grand Prix was one of the most exciting races I've ever watched on TV. The camera crew was excellent, showing close ups of intense action and racing happening all around the track. The announcers were exciting, providing fast-paced calls and interesting color commentary.

Jenson Button in 2011

Jenson Button in 2011

Now let's compare a NASCAR race on TNT—namely, last summer's race at the Infineon Raceway, one of only two non-oval tracks on the NASCAR circuit. This broadcast epitomized the TV troubles NASCAR has been having. The announcers were uninteresting, spending more time discussing their new in-car cameras than they did actually talking about the racing. There were long pauses as they frequently contradicted each other as to what was going on during the race. At the same time they missed some great battles for position on the racetrack. The broadcast was bad. TNT turned a great race into a snoozer.

NASCAR has problems, and these problems are hurting its popularity. TV ratings are down. Ticket sales are down. Merchandise sales are down. NASCAR is down. But it's not out. The sport can fix and recover from these problems. But it will have to make some major changes in order to survive. How can NASCAR come surging back? Stay tuned to find out.

Earlier, in part 1 and part 2 of this story, I discussed the problems that are facing Nascar. And there are plenty. The

sport faces plunging attendance, declining TV viewership, and fans who see lethargic racing, boring drivers, and a lack of excitement. These problems, although serious, do not spell the death of Nascar. But how can Nascar fix these problems? Well, you'll see here.

1. Better cars

jamiemaccarl

The new cars (shown on the right) have more brand identity

The much reviled Car of Tomorrow, which was introduced in 2007 and quickly became the subject of unilateral hate, has been phased out of Nascar. Starting this season, the new Gen-6 cars have been introduced into the sport. And what a difference they have made! The new cars immediately got a positive reaction from the fans. They are much more aesthetically pleasing and look more like their street counterparts. All of the Car of Tomorrow models looked exactly the same. The cars have also led to more exciting racing. The races in California, Las Vegas, and New Hampshire were all much more exciting than they had been in years. However, Nascar still has some work today. Lethargic follow-the-leader racing still persists at tracks such as the Charlotte Motor Speedway, and Daytona and Talladega featured long stretches of double-file racing where virtually no passing occurred. Gone are the days when a driver could charge to the front of the field in just a few laps. An improved aero package for the superspeedways would go a long way to rectifying this.

2. TV deal

Nascar has made agreements to have its races broadcast on FOX, TNT, and ESPN throughout the season. The TNT and ESPN deals come up for renewal at the end of the 2014 season. Renewing these deals, especially the agreement with TNT, would hurt Nascar and decrease its viewership. TNT consistently puts out poor quality, commercial filled broadcasts that turn even the most exciting races into snoozefests. NBC and CBS are reportedly interested in broadcasting races. Nascar would be well-advised to consider their offers. In order to gain more exposure, Nascar races need to be broadcasted on major networks like NBC and CBS, not on cable channels like TNT and ESPN. I mean, who really watches TNT?

3. Stopping Jimmie Johnson

Jimmie Johnson has won five straight championships. Take a moment to digest that. In any other sport, or even with any other driver, his accomplishment would be celebrated, revered even. The only other teams that have done this are the 1950's Yankees, the 1960's Celtics, and the 1950's Montreal Canadiens. That's it. And yet, when people talk about Johnson's achievement, it is not with reverence or with awe. His streak is talked about with utter disgust. By many, Johnson is considered a bland and boring driver. His consistent performance is driving fans away from the sport. So, what can Nascar do to stop this?

First of all, they can Jimmie-proof the Chase, much like the PGA tour did after the rise of Tiger Woods. The PGA deliberately made their courses harder, adjusting tee-off spots and hole placements in order to ensure parity and make the courses more difficult for Tiger. Now, obviously Nascar doesn't have the ability to change the layout of their tracks, but they do have the ability to change the schedule. If Nascar were to take out Chase tracks that Jimmie performs well at, such as Martinsville, Phoenix, Kansas, or Dover, and replace them with tracks where he consistently performs poorly, such as Bristol, Watkins Glen, or Richmond, it would go a long way towards stopping Jimmie's dominance. Upping the scrutiny on Johnson's cars would also help Nascar hold back the 48. More incidents like at New Hampshire, where Jimmie was sent to the back of the field after he failed post-qualifying inspection, would put a damper on the 48's success.

4. Better racing

This fix is fairly simple. Fans and sportswriters alike have complained about the high volume of intermediate, cookie cutter tracks, and with good reason. Nascar races at 1.5 mile ovals such as Texas, Las Vegas, and Atlanta often feature long boring stretches of single file racing. There are on average only two caution flags for crashes per race. Races are often won and lost by strategy calls on top of the pit box, rather than by a great move on the track. Coincidentally (or perhaps not), Jimmie Johnson is often at his best on these tracks. The solution? Move races away from these cookie cutter raceways. Replace them with road course events, or short tracks. Another superspeedway race like Talladega would be a good idea as well. Nascar should even consider hosting a race on a dirt track. The Mudsummer Classic at Eldora Speedway (7 ET, July 24 on SPEED), has already generated an insane amount of interest—and that's just a Truck Series race! It featured great racing and some of the best storylines of the year. It doesn't matter where

Nascar moves its races. It just needs to move them away from the 1.5 mile cookie cutters.

5. The economy

Many Nascar fans have stopped coming to races because of the economy. They simply can't afford it. Aside from reducing the cost of its tickets, there's not much that Nascar can do to stop this. Nascar just needs to ride the recession out. When the economy improves, so will ticket sales.

Grams Search engine and secret Wikis (2014-07-10 21:21)

I learned of a secret search engine called Grams that is accessed through the Tor Web browser. There is also a Onion alternative to wikipedia called "The Hidden Wiki" Onion sites can only be seen in the Tor web browser, a modified Firefox browser. The onion is for all the black markets. There are other .onion sites besides black markets.





oakleyses (2014-10-23 18:03:58)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

oakleyses (2014-10-23 18:05:04)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 18:05:59)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton, longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

Speaker John Boehner's Task Force Letter (2014-07-18 04:01)

Page Two

because I believe those are the key issues that will determine the outcome of close House races in November.

I know you understand what is at stake in 2014. Losing is not an option. And I am hoping your input and support will help focus our efforts to elect and reelect Republicans to the U.S. House of Representatives this November.

The outcome of this year's battle for control of the U.S. House of Representatives will directly impact whether or not President Obama finishes his term in the White House with complete control of Washington.

Remember, our House Majority is the last line of defense. We're all that's keeping President Obama and his Democrat allies from raising taxes, increasing spending, expanding ObamaCare, enacting extreme gun control legislation, and more.

The Speaker's Task Force will do everything possible to maintain our House Majority as a firewall against the President's liberal agenda.

But the goal of the Speaker's Task Force is to not just lead our Party's grassroots campaign to *maintain* a Republican Majority in 2014...

...The Task Force is going all-out to *expand and grow* our Majority NOW to strengthen our push for common-sense conservative solutions for a stronger economy and a brighter future.

Because we can't just be the opposition party here in President Obama's Washington - we have to be the *alternative* party. It's the best way to ensure that Republicans are well positioned to take back the White House in 2016.

That's why having you accept your Charter Membership in the Speaker's Task Force today is so important.

I am asking you to make a commitment to helping *expand our Majority* in 2014 because a stronger Republican House is key to the future of our Party, and our country.

I think you'll agree that the damage done to our economy, security and liberty by this administration's actions, policies and lack of leadership is not going to get undone and turned around overnight.

We need to continue to work from the ground up to grow our Party and get our nation back on track. The work of the Speaker's Task Force is part of this ongoing effort.

The Task Force will serve as the highest level of grassroots membership within the

(Next page, please)

Page Three

NRCC, helping keep me in touch with local issues and helping the NRCC set the direction of our Party's national campaign to elect more Republicans to the U.S. House of Representatives.

To recognize the special role that the Speaker's Task Force has in support of our Republican House Leadership Team, those who accept Charter Membership will receive a unique set of benefits designed especially for them.

As a Charter Member of the Speaker's Task Force you will receive special access to conference calls with members of the Republican Leadership team, exclusive Task Force members only emails, a unique Speaker's Gavel insignia pin and a VIP invitation to the NRCC Annual Dinner in Washington, D.C.

Of course the greatest benefit of accepting Charter Membership in the Speaker's Task Force is knowing you are going above and beyond normal NRCC Membership to help not just protect our House Majority, but to EXPAND the size of our Majority.

We are going to take the fight to the Democrats in every competitive House District all across the country.

I want to make sure voters know that Republicans are offering common-sense solutions to create jobs, lower health care costs, increase American energy production, and bring accountability and reform to the broken Department of Veterans Affairs.

The more people learn about our solutions to put an end to the ObamaCare debacle and lift our economy out of this 'new normal' of stagnant growth and high unemployment, the more people will rally behind House Republican candidates this November.

The Speaker's Task Force is going to lead our efforts to rally Republicans, Independents and even disillusioned Democrats all across the country behind our conservative House candidates.

I am asking you to accept a large responsibility by becoming a Charter Member in the Speaker's Task Force. With this comes an expanded financial commitment as well.

Normally Charter Membership would require an annual contribution of \$120, but because we are launching the Speaker's Task Force in the middle of the election year to build momentum to EXPAND our Republican House Majority, we are only requiring a contribution of \$60 during 2014.

So please complete your Speaker's Task Force Charter Member RSVP form and return it to me via the NRCC in the postage-paid envelope provided for your use, along with a check or credit card information for a contribution of \$60 for your full commitment. Or if you like, you can include just \$30 with a pledge to send another \$30 before Election Day to complete your

(Over, please)

Page Four

Charter Membership

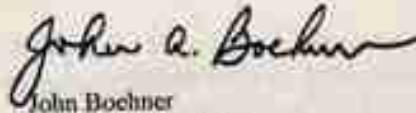
I want everyone who believes in the work our House Majority is doing and understands the importance of expanding the number of Republicans in Congress this November, to have a chance to serve on this Task Force...

So no matter how much you can spare today, please include a contribution of even \$15 or \$20 along with your RSVP and I will trust you to send the rest of your Charter Member commitment when you can.

Once the NRCC receives your RSVP and contribution, we will rush your support into the field to help reinforce our House candidates and aggressively go after the Democrats with the TRUTH about their record of passing and defending President Obama's failed liberal policies and programs.

Thank you in advance for coming forward to accept your Charter Membership in the Speaker's Task Force. I look forward to working closely with you in the coming weeks.

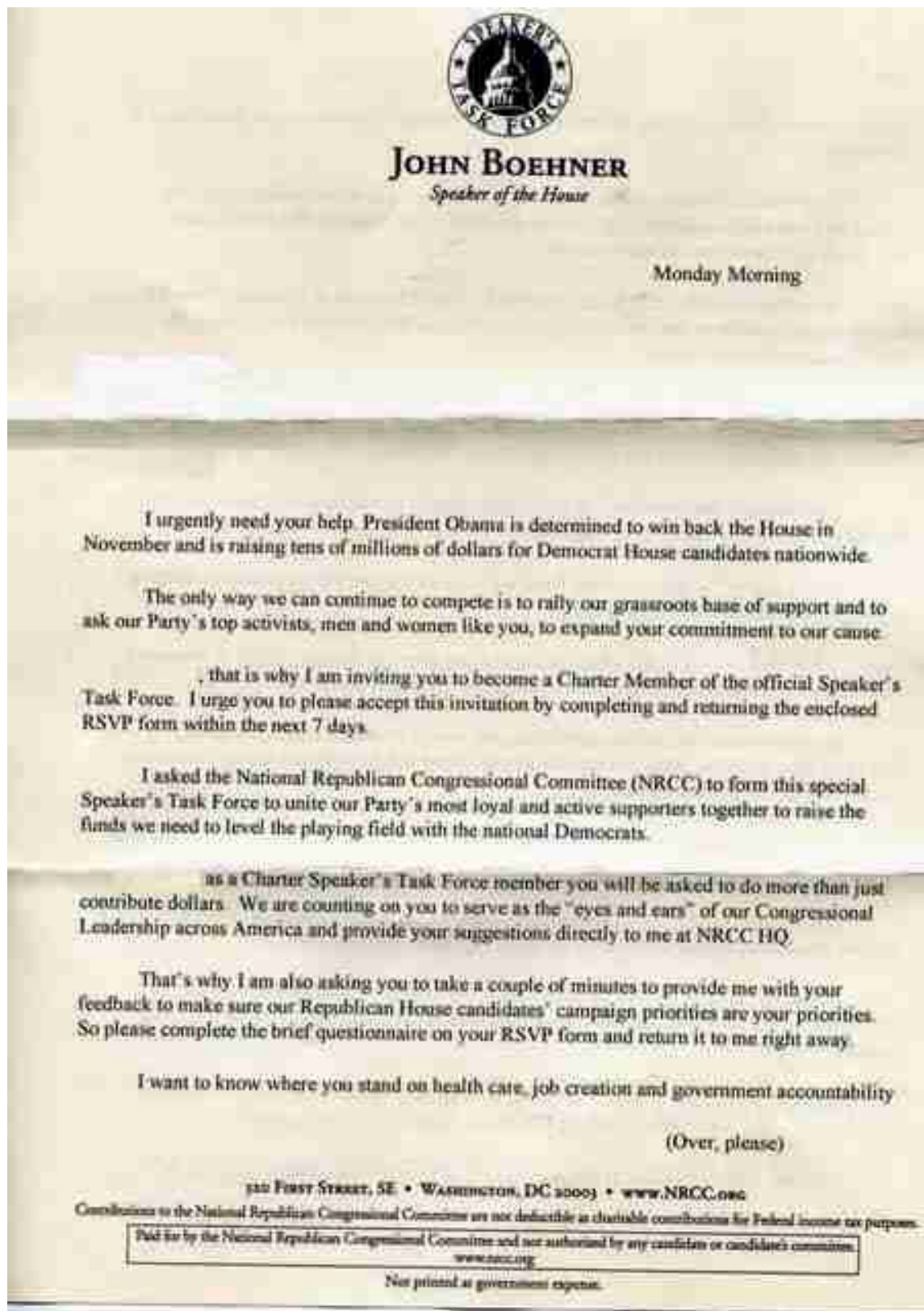
Sincerely,



John Boehner
Speaker of the House

P.S.

I am offering you Charter Membership in the Speaker's Task Force because I urgently need your help to raise the funds our Party needs to go on the offensive and take the fight to Democrats so we can expand our Republican House Majority this November. Please accept this invitation by returning the enclosed Charter Member RSVP form within the next 7 days along with a contribution of \$60, \$30, \$20 or even \$15. A postage-paid envelope is provided for your use. Thank you again for all you do for our Party and our country.



My First H265 encode (2014-07-19 18:08)

My H265 mp4 runs with free Windows Media Player plugin However, I highly recommend VLC Player, because Windows Media Player may freeze up.

H265 still too new for youtube. Unlike H264, this H265 encoder **completely fails for an entire 4 seconds** in the 8 minute video and produces lots of blocks. However, the remaining 7 minutes and 56 seconds look nicer than H264 version.

Better Percentage of Xbox One games in 1080p (2014-07-31 03:53)

Microsoft's DirectX 12 update for Xbox One will improve graphics and run videogames at 1080p. Currently, some Xbox One games have been running at 720p. Xbox One's AAA titles have 1080p .

Any DirectX 11 GPU is compatible with DirectX 12's parallel multi-core CPU feature to improve the frame rates of PC games for free. However, is there still a PC game worth buying when consoles have a better return on investment? My last PC game was Diablo 3 Reaper of Souls from a few months ago and that's because I played Diablo 2 Lord of Destruction in high school. Playing Diablo 2 was a fad at the time.

16.8 August**Mining Bitcoins with advanced Radeon or Geforce GPUs (2014-08-01 02:37)**

Mining bitcoins – a process that helps manage bitcoin transactions as well as create new “wealth” – is the new Beanie Babies. Luckily for us, however, bitcoins seem to be going up in value and should maintain their value over time, unlike your mint condition Tiny the stuffed Chihuahua.

But how do you get bitcoins? You can begin by buying them outright, but the market is currently wild. At \$188 per coin, the direction of the bitcoin is anyone's guess right now and, unlike equities, these things don't split. In short, you should probably mine. But what is bitcoin mining?

Think of it as work done by groups of people to find large prime numbers or trying keys to decrypt a file. You can read a lot more about it here but just understand that for every block mined you get 25 coins or, at current rates, \$4,722.25. Currently a single bitcoin is valued at \$188, an alarming result that is probably caused by money movements related to Cyprus and a general bubble-like excitement over the platform in general. In fact, many wager that the DDOS attacks on many bitcoin-related services are direct action by hackers to inject instability in order to reduce the price.

As it stands, mining solo is very nearly deprecated. The process of finding blocks is now so popular and the difficulty of finding a block so high that it could take over three years to generate any coins. While you could simply set a machine aside and have it run the algorithms endlessly, the energy cost and equipment depreciation will eventually cost more than the actual bitcoins are worth.

Pooled mining, however, is far more lucrative. Using a service like “Slush's pool” (more on that later) you can split the work among a ground of people. Using this equation:

$$(25 \text{ BTC} + \text{block fees} - 2 \% \text{ fee}) * (\text{shares found by user's workers}) / (\text{total shares in current round})$$

While this is simplified, it is basically how the system works. You work for shares in a block and when complete you get a percentage of the block based on the number of workers alongside you, less fees. Using this method, I have been able to raise about \$1.50 over the weekend by running a dormant PC. The astute among you will note that I

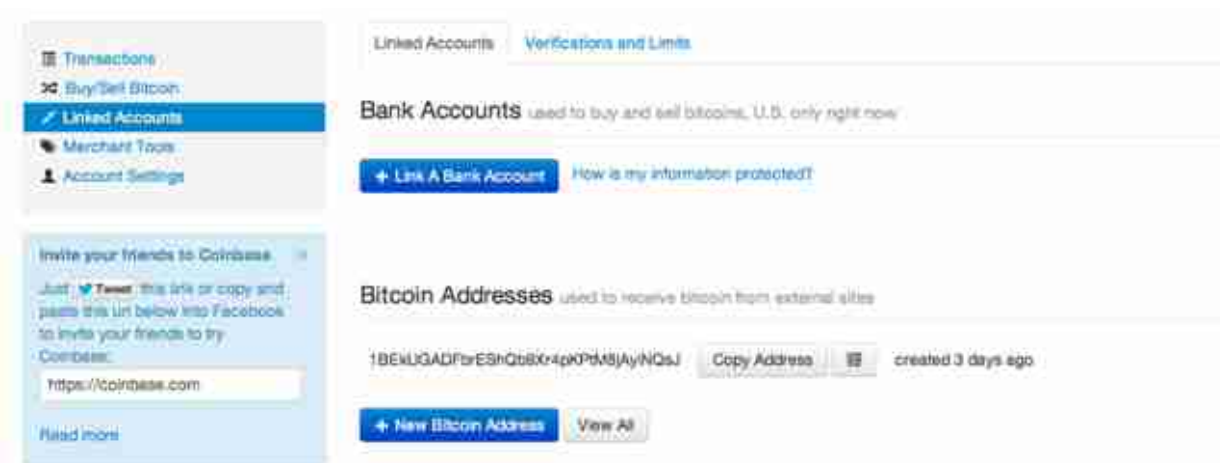
probably used twice that amount of electricity.

Being a neophile, I'm surprised it took me so long to start mining. My buddy Tom explained how to set up a pooled mining account so I thought it would be interesting to share the instructions.

1. Get a wallet. You can either store your wallet locally or store it online. Coinbase.com is an online wallet that is surprisingly simple to set up. Wallets require you to use or download a fairly large blockchain file – about 6GB – so downloading and updating a local wallet may be a non-starter. Like all wealth storage mediums, keeping your bitcoins “local” is probably a better idea than trusting a web service, but that's a matter of private preference. There is no preferred wallet type and there are obvious trade-offs to both. Privacy advocates would probably say a local wallet is best.

You can download a local wallet here but make sure you keep a copy of your data backed up.

Once you've created a wallet, you get an address like this: 1BEKUGADfBrEShQb9Xr4pKPtM8jAyiNQsJ. This, without the period, is a direct way to send bitcoins to your wallet. Make a note of your address. In Coinbase, the wallet address found under linked accounts.



2. Join a pool. To mine in a pool you have to work with a group of other miners on available blocks. The most popular is Slush's Pool found here. You can also try guilds like BTC Guild as well as a number of other options. Each of the pools is characterized mostly by the fees they charge per block – 2 % for Slush's pool, for example – and the number of users. Pools with fewer users could also have a slower discovery time but pools with many users usually result in smaller payments.

How can you be sure the pool owner doesn't steal all your bitcoins? You can't. However, as one pool owner, Slush, notes:

In theory, as the Bitcoin pool operator, I could keep the 25 BTC from a block found by the pool for myself. I'm not going to do this, but I completely accept that people do not trust the pool operator. It is their freedom of choice, and Bitcoin is about freedom.

For simplicity's sake, I'm using Slush's Pool and have created three workers. First, create a pool login. Then add workers. The workers are sub-accounts with their own passwords and are usually identified by [yourlogin].[workername]. I have three workers running, currently – one on my iMac and two on my old PC.

Logout | Account settings | Reward history | Manage API tokens

My account

Username:

Bitcoin address: Your Bitcoin address for receiving rewards

Send threshold: 0.05 Coins will be sent once the reward crosses over the threshold

Estimated reward: 0.0000104 BTC Estimated reward for current round

Unconfirmed reward: 0.00000000 BTC Pending reward from unconfirmed blocks

Confirmed reward: 0.01006536 BTC Your confirmed balance from valid blocks

Total reward: 0.01006536 BTC Unconfirmed + Confirmed rewards

Username in stats: ☒ Show my username in public server stats

Notify me on payout: ☒ Send email when the system sends me a payment

Show Namecoin settings

[Hesed mining for Namecoin](#) is extra income for pool members. Please fill your Namecoin settings to start collecting Namecoin!

Workers

Average hashrate in last 10 rounds: 76 Mhash/s

[Register new worker](#)

Login	Password	Found blocks	Current shares	Score	Last share at	Mhash/s*	Stratum	Suggested difficulty	Actions
0		2	2.328k	2 minutes	40.14	yes	1	Edit Delete	

You must create workers to mine. The instructions are very straightforward for most services so don't become overwhelmed. Like any online club, you can dig deeply into the subculture surround bitcoin as you gain experience. I like to think of it as a financial MMORPG.

Also be sure to enter your wallet address into the pool information. This will ensure you get your bitcoins.

3. **Get a miner.** There are a number of mining options for multiple platforms although OSX users may find themselves in a bit of a pickle. Miners use spare GPU cycles to power the mining operation, much like services like SETI@Home uses spare cycles for finding intelligent life. Miners, on the other hand, use these cycles to help handle peer-to-peer processes associated with bitcoins. Thus by doing "work" you are maintaining the network as well.

GUIMiner is the simplest solution for Windows users as it allows you to create miners using almost all standard graphics cards. You can download it here. 50Miner is also a popular solution. Both require you to enter your worker info and pool and they'll start mining.

Linux users can run miners like CGMiner. An excellent guide to installing a miner on Ubuntu is available here.

OS X users can use DiabloMiner, a two-year old command-line program that will mine using OpenCL. Sadly, it uses deprecated calls to Bitcoin and is quite a bit slower. As a result, you need to run your own proxy, Stratum, that allows Diablo to connect with services like Slush's pool. Both of these programs usually run without issue on OS X although you may need to install OpenCL for OSX.

To mine I've created a script that I run in Terminal that simply runs the proxy in the background and then connects Diablo. Note the last two arguments are necessary for Mountain Lion.

```
./stratum-mining-proxy-master/mining_proxy.py &
./DiabloMiner-OSX.sh -u WORKERNAME -p WORKERPASSWORD -o localhost -r 8332 -w 64 -na
```

RPCMiner is far easier to run – you simply click an icon and enter some data – and both have very rudimentary, text-based interfaces. Running Diablo on my iMac has not had much effect on application performance under OS X although it does slow down my Windows 8 machine considerably.

4. **Keep your mind on your money.** Bitcoins are baffling in that they are wildly simple to use and mine. Speculators, then, would probably be able to throw hundreds of machines at the problem and gather bitcoins like raindrops, right? Wrong. As more bitcoins are found, they become more difficult to find. This profitability calculator will help you understand what you're up against but understand that this isn't a sure thing. I've run my systems for a weekend and seen a mere \$1.50 – enough for a coke – but other users may have improved hardware and methods to succeed. In short, if it costs more to run your hardware than you gain in bitcoins, you're probably doing something wrong. Good luck in your journey and enjoy your first foray into this wild and wooly world.

"Keep Calm and..." came from Columbia University? (2014-08-04 09:24)

Keep Calm must be a Columbia University marketing from Axel Honneth.

I had a beard for 15 years... (2014-08-06 10:04)



Disney DVD are expensive, but I was smarter (2014-08-06 11:36)

Owning all the VHS and DVDs of Walt Disney animation from 1933 - 1996. Beauty and the Beast costing \$100+. I thought I give back in form of a file. I was collecting other expensive DVDs not from American culture instead of the Disney DVDs. That's me I guess. Some of that stuff is \$300 per boxset. Disney DVDs can't match it. These gave me 1100 followers on Instagram.

World War III Theory 2 (2014-08-09 18:46)

Prologue

In the first half of the 20th century, there were two major military conflicts of global reach that changed the politics and economy in the world. They were called World War I (1914-1918) and World War II (1939-1945). There was also a period of great economic crisis between these two wars, named The Great Depression (1929-1939). The second half of the 20th century was marked by a non-military conflict between capitalist and socialist countries, the Cold War (1947-1991). The Cold War began as a result of World War II, and brought a lot of changes in global culture. In 1991, after the dissolution of the Soviet Union and the consequent end of the Cold War, people come to believe that the world has

achieved "peace". But this is not true. The end of the Cold War brought a series of unprecedented social problems, and during the 1990s and the 2000s there were a number of criticisms of the government systems in the world. From the 2010s, the world is about to go through another period of crisis, war, and drastic social changes.

2000s

The 2000s are marked by periods of economic and military tension between the Arab countries and the developed western countries. In 2001 it takes place an attack on two skyscrapers in the United States by Al-Qaeda, a great Islamist group against the Western system. This attack is possibly the greatest example of the threat the Islamic states represent to the West. But even in the West there occur serious internal disputes. After the Cold War, many are still trying to promote the socialist socioeconomic system and even deploy it in the society. Frequent financial crises in the late 2000s marked an economic instability.

2010s

2011

In early 2011, there is a series of riots in the Arab world against the dictatorial system of these countries, after its inhabitants are able to know Western democratic systems. Throughout that year, these revolts spread by all over the world. In the Arab countries, many revolts succeed and overthrow national governments, also starting civil wars. A crisis began in Egypt and Tunisia, and from there it spreads throughout North Africa, Arabian Peninsula, Greece, Spain, Italy, France, United Kingdom, Germany and many other countries; in October 2011 almost all of Europe is in crisis. Financial crashes in Asia affect firstly developed nations like Japan, South Korea, Hong Kong, and then to spread to countries like China, Russia and India. By the end of 2011, there are marches and protests against political systems in countries like Australia and Brazil.

2012

In March 2012, after the riots arrive in Sub-Saharan Africa, every country in the world had some kind of revolt. During 2012, the revolts grow stronger and result in conflicts involving the police and even the military forces. World economy continues to decline in an impressive way. The conflicts in North Africa are still going on. It already has military intervention in Europe, USA and Australia. In December 2012, the global stock drop, causing the so-called Great Crisis or Second Great Depression. This crisis generates a series of suicides in the world.

2013

In January 2013, the North Africa War finally ends with the victory of popular forces, many corrupt leaders die.

In Brazil, there is a slight military conflict between citizens who protested against corruption and the army. That conflict ended up killing about 100 people.

2014

In early 2014 there are many international meetings about the crisis, in February it is proposed to create a global currency. Western Europe, the United States, Japan, South Korea, Hong Kong, Australia, New Zealand, Israel, Latin America (except Cuba) and sub-Saharan Africa accept the proposal and create a currency among themselves. But the rest of the world (including the Arab world, Eastern Europe, Cuba, North Korea and most of Asia) do not accept the proposal. This created a new division of World countries by the United Nations: the "developed" and the "undeveloped". Developed countries are the countries that share a common currency, while non-developed countries are those with many different currencies among themselves. The "undeveloped" countries continue to suffer from the crisis and face many social problems, as they cut relations with the "developed ones". At the end of 2014, there was a Christian group in the western United States which proclaimed the independence of 17 western states after a successful leading Protestant political coalition in the region. They proclaimed the independence of California, Oregon, Washington, Nevada, Idaho, Arizona, Utah, Colorado, Wyoming, Montana, New Mexico, North Dakota, South Dakota, Texas, Oklahoma, Kansas and Nebraska as one big country called Western United States; the believed in a new era of peace, development and economic stability

in this new conservative nation. These states have proclaimed their independence in November 2014. The remaining states do not accept this act, and this gives rise to a civil war.

2015

The American West-East war destroys US economy. The Christian coalition proposes a dictatorial ideology based on Christianity that is considered "undeveloped" by the UN. The allies of the United States (the "developed ones") entered the war in July 2015. The countries considered "undeveloped", the Arab countries and the neo-socialists, united as the "Revolutionary Rebels" declare war on the rest of the world in October 2015. The following month the "Revolutionary Rebels" joined the "Western United States", then they start the Third World War. Immediately, some undeveloped nations fall to those that are developed.

WWIII

The World "Allies" (green) and "Axis" (blue) at 2016.

2016

By 2016 there are conflicts occurring in all continents of the world.

In Americas, Cuba and WUS (Western United States) forces fight against American, Canadian, Mexican, Brazilian, Argentine and Chilean armies; the Bahamas join the conflict late.

All of North Africa (except Eritrea) is in fight; Axis Islamist nations of the Sahel together with Ethiopia, Djibouti and the new Gaddafi's Libya are in war with the rest of Mediterranean and Sub-Saharan African countries, South Sudan and Somalia; South Africa, Madagascar and Burundi also send troops to Allies side.

All of Europe (except its micro-states) is in war. Eastern countries that previously formed Soviet Union build strong pro-Communist armies. However, they are getting weak due to the impressive threat of Western Europe-Russia ally.

Middle East has the greatest warfare ever. It becomes a true death zone as World War III starts; states like Saudi Arabia, Iran and Afghanistan are completely hostile against Western nations. This Islamist coalition becomes even stronger with the join of Central Asian countries like Pakistan, Kyrgyzstan, Tajikistan and Turkmenistan (Kazakhstan and Uzbekistan refused to being part of the Islamist coalition, standing with the Allies as well as Turkey, Syria and Lebanon).

The Far East and South Asia are also impregnated by war, as Mongolia becomes a Communist-influenced nation along with South Chinese countries. Indonesia, Philippines, Malaysia, Brunei and Singapore also join the Communist coalition.

Only the weakest nations in the World, including small countries in Africa, America and Oceania positioned as neutral the Third Great War. They received no military threats as the war did not reach greater levels.

2017

A short intense battle takes place with some female officers of a US Heavy Tank Division taking many scalps. In desperate fighting, some young men turn into zombie like droids and really go for the jugular of their enemy but end up surrendering before bare breasted Valkyries and becoming casualties. An pseudo-elite special forces team from the 2nd Commando Regiment is caught on soviet sattelite imagery wanking and bumming each other and performing acts of bestiality on goats in a wadi in Syria. As the images are displayed around the world, the team are pulled from the field and following a humiliating trial at the Hague, are jailed at Manus island as asylum seekers. Australia is invaded by New Zealand and the All Blacks take over the parliament and establish total dominant over the now pathetically sheepish Australians.

The Communist coalition invades the east of Europe making it as far as eastern Greece in 6 months. Due to this, all of Europe retaliates with a full bombing strike in many Arab countries and especially Iran. This cause hatred between these combatants and also caused the world to split into four war fronts. Sub-Sahara Africa vs Northern Africa; Europe vs certain Arab countries; Northern Asia and the Australias vs certain parts of Oceania. and East US(EUS) and the rest of north and most of the Central and all of the South Americas vs WUS. Islamist Coalition started attacking the India. With India most

troops went for Allies help it was easy battle for undeveloped ones. India was also divided into two parts until end of December. One dissolved with Pakistan while other Hindu republic of India.

2018

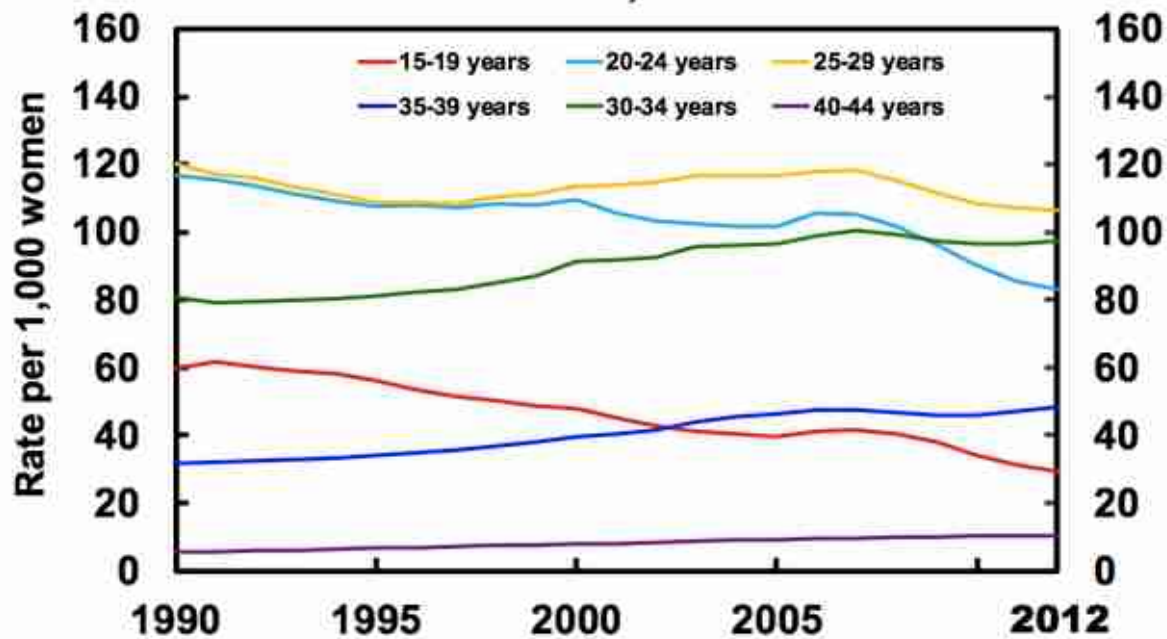
The world leader of developed world gather in London to decide what to do about Undeveloped ones progress. General secretary of UN announced that developed countries will nuclear bombard the undeveloped ones if they don't come to negotiation. The leader of undeveloped countries called on developed world leader and a meeting was held to end war. The undeveloped countries agreed on every demand except two: leaving the capture territory of Turkey and India and establishing democratic states. The leader of China and Russia leave the allies and joins the Axis as they were not favour in the demands presented by UN. The war started to change in a nuclear war as both sides have equal number nukes. At November and December the western United States were captured by United States again. Resistance movement in United States started to become aggressive. Only end to war seem to be nuclear bombing. All try for peace are failed and European nation started to fall in the hand of Islamist coalition. The Argentina and Uruguay also join in Axis and start invading its neighbouring Allies countries.

American women prefer Little Dogs over little babies (2014-08-10 13:48)

The fewer babies Americans give birth to, the more small dogs they seem to buy.

Birth rates in the US have fallen from nearly 70 per 1,000 women in 2007, to under 63 last year—a 10 % tumble. American women birthed almost 400,000 fewer little humans in 2013 than they did six years before. The drop-off has come exclusively among 15- to 29-year-olds. This chart, taken from a recent report by the US Department of Health (pdf), does a pretty decent job of showing how much of the growing disinterest in having babies is due to younger women:

**Figure 4. Birth rates, by selected age of mother:
United States, 1990-2012**



NOTE - Due to software limitation, this graph could not be plotted on a log scale. The published version of this graph will be plotted on a log scale.

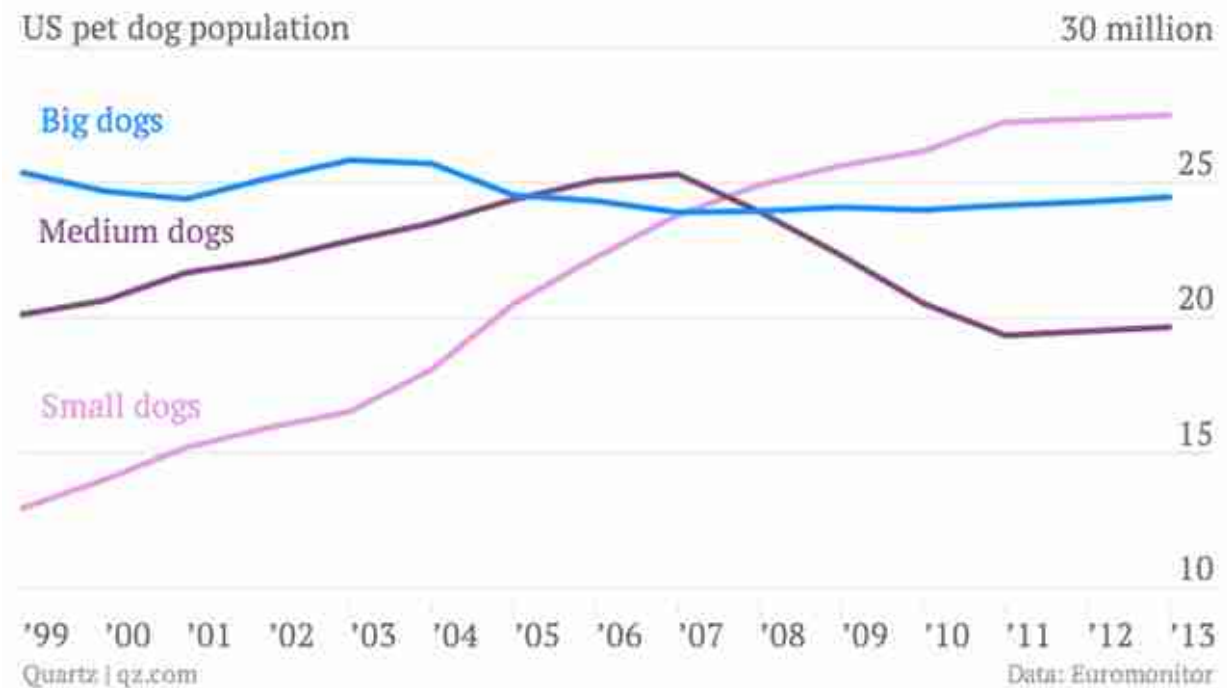
NOTES: Rates are plotted on a logarithmic scale.

SOURCE: CDC/NCHS, National Vital Statistics System.

Meanwhile, the ownership of small dogs—that is, pets weighing no more than 20 pounds (9 kilograms)—is doing just the opposite. Americans have been buying more and more small dogs each year since 1999. The population of little canines more than doubled in the US over that period, and is only projected to continue upwards, according to data from market research firm Euromonitor.

“You do not have to go to many pet shows to realize that the numbers of small and tiny dogs are on the increase,” a report by Pets International opened in 2010 (pdf).

And rightly so. The number of small dogs has grown so fast that they are now the most popular kind nationwide.



It could just be a coincidence that Americans are birthing fewer babies at the same time as they're buying a lot more little dogs. But there's pretty good reason to believe it isn't, Damian Shore, an analyst at market-research firm Euromonitor, told Quartz. "There's definitely some replacement happening there," he said.

1

One telling sign that the two are not entirely unrelated is that the same age groups that are forgoing motherhood are leading the small dog charge. "Women are not only having fewer children, but are also getting married later. There are more single and unmarried women in their late 20s and early 30s, which also happens to be the demographic that buys the most small dogs," Shore said.

There's also evidence people are treating their dogs a bit more like little humans these days. Premium dog food, the most expensive kind, has grown by 170 % over the past 15 years, and now accounts for 57 % of the overall dog food market.



There are now tools to monitor your dog's fitness, ice cream trucks exclusively for canines, and vacations designed exclusively for dog-having people. "The animals in our homes are family. They're like children," David Grimm, the author of the book *Citizen Canine*, told *Wired* this week.

Of course, small dog ownership isn't rising just because people want kid substitutes. Fashion trends aside, small dogs are also emblematic of a national migration to cities, where big dogs are harder to keep. Nearly 80 % of Americans live in urban areas. "Smaller homes and apartments are also helping drive the growing popularity of smaller dogs," Shore said.

But the national trend towards later motherhood is certainly playing its part. And those who treat their pooches and pugs like babies may be on to something. A study last year found that dogs form bonds of dependency with their owners not unlike the ones babies form with their parents.

Millionaires buy businesses, not stock (2014-08-11 09:26)

Warren Buffett is perhaps the greatest investor of all time, and he has a simple solution that could help an individual turn \$40 into \$10 million.

A few years ago, Berkshire Hathaway (NYSE: BRK-A) (NYSE: BRK-B) CEO and Chairman Warren Buffett spoke about one of his favorite companies, Coca-Cola (NYSE: KO), and how after dividends, stock splits, and patient reinvestment, someone who bought just \$40 worth of the company's stock when it went public in 1919 would now have more than \$5 million.

Source: Coca-Cola.

Yet in April 2012, when the board of directors proposed a stock split of the beloved soft-drink manufacturer, that figure was updated and the company noted that original \$40 would now be worth \$9.8 million. A little back-of-the-envelope math of the total return of Coke since May 2012 would mean that \$9.8 million is now worth about \$10.8 million.

The power of patience

I know that \$40 in 1919 is very different from \$40 today. However, even after factoring for inflation, it turns out to be \$540 in today's money. Put differently, would you rather have an Xbox One, or almost \$11 million?

But the thing is, it isn't even as though an investment in Coca-Cola was a no-brainer at that point, or in the near century since then. Sugar prices were rising. World War I had just ended a year prior. The Great Depression happened a few years later. World War II resulted in sugar rationing. And there have been countless other things over the past 100 years that would cause someone to question whether their money should be in stocks, much less one of a consumer-goods company like Coca-Cola.

The dangers of timing

Yet as Buffett has noted continually, it's terribly dangerous to attempt to time the market:

"With a wonderful business, you can figure out what will happen; you can't figure out when it will happen. You don't want to focus on when, you want to focus on what. If you're right about what, you don't have to worry about when"

So often investors are told they must attempt to time the market, and begin investing when the market is on the rise, and sell when the market is falling.

This type of technical analysis of watching stock movements and buying based on how the prices fluctuate over 200-day moving averages or other seemingly arbitrary fluctuations often receives a lot of media attention, but it has been proved to simply be no better than random chance.

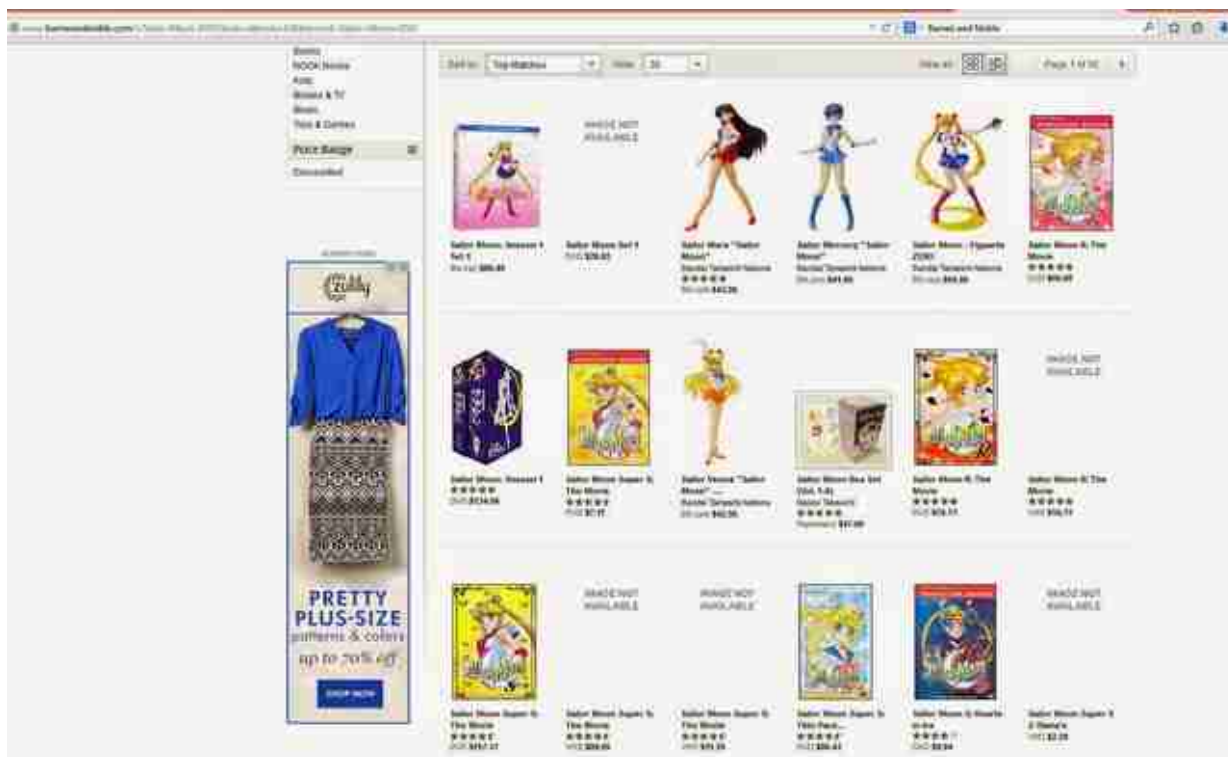
Investing for the long term

Individuals need to see that investing is not like placing a wager on the 49ers to cover the spread against the Panthers, but instead it's buying a tangible piece of a business.

It is absolutely important to understand the relative price you are paying for that business, but what isn't important is attempting to understand whether you're buying in at the "right time," as that is so often just an arbitrary imagination. In Buffett's own words, "if you're right about the business, you'll make a lot of money," so don't bother about attempting to buy stocks based on how their stock charts have looked over the past 200 days. Instead always remember that "it's far better to buy a wonderful company at a fair price."

If you're interested in creating your own version of this story, it's essential to find investments that stand the test of time. To help out in your search, for a limited time we're sharing a company that meets the stringent criteria our analysts require when seeking out incredible long term investing opportunities. Oddly enough, this particular company's product has one of Warren Buffett's most cherished investments directly in it's crosshairs! Our analysts are calling it "Warren Buffett's Worst Nightmare", and 152,298 investors have recently capitalized on similar research we've released. Make sure to access your free copy today by clicking [here](#) now.

Barnes and Noble deserves going bankrupt (2014-08-13 08:53)



Barnes and Noble says that American companies bringing anime to Region 1 are *imports* and charge 300 % over the online price for Sailor Moon. Barnes and Noble is unbelievably retarded. I'll get a pre-paid credit card and do it myself and save 300 %. The overhead for paper books is 50 % added cost and there is a shit load of paper farms in this country. I used to watch this between the Mighty Morphin Power Rangers. Now Sailor Moon is more popular than Dragon Ball Z for some stupid reason. Read University students watch it.





I bought this for \$50, The bootleg version is is worth the fake regret it later discussions online. DVD with 2 MBit video have functioned for over a decade. Good thing I already have all the Sailor Moons except for Sailor Moon Crystal 2014 series.

oakleyses (2014-10-23 17:45:31)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton,

longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:04)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, ugg outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:09)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

Tractor pulls scared all the people away (2014-08-13 10:35)

These farmers don't even use recent tractors in tractor pulls, they use tractors from the 1950s through 1970 especially for tractor pulls around here. (I was going to call them rednecks, but they don't have Confederate flags LOL :-p) Farm tractors cost 90,000 to \$140,000 the most outdated get to be in the tractor pull. Otherwise, recent John Deere 7410 tractors from the 1990s in the corn fields. These recent John Deere and New Holland last 20 years minimum. Maybe all the millionaires own the John Deere 9RT tractors so the tractor fanbase died off. My tractor pull videos weren't popular, only 40 views on the mediocre talent around here. There isn't anything that screams watch me at County fairs in this county.



Nobody wants to add a John Deere tractor on Pinterest I mean.

The remaining fanbase is all about speculation of (*old school*) mid-20th century technology.

Stock side

4500 nono turbo

5500 non turbo

5700 stock truck

7000 non turbo

6200 stock truck

9500 non turbo

8000 Stock diesel truck

10,500 non turbo (super trophy class)

9500 turbo

11,500 Turbo

12,500 trubo (Super trophy Class)

14,000 Turbo

Hot side

5700 light hot farm

5200 econo mod

6200 limited light super stock

6200 improved stock truck

6000 light mods

5500 econo mod

6200 light hot farm

6200 light mod

6500 light super stock

6500 light open (Glenwood City only)
6200 Street Mod Truck
6500 limited mod
6200 pro stock truck
7500 open mod
7500 light open (Glenwood Only)
8000 open diesel trucks
9500 limited pro stock
10,500 pro farm
9300 super farm
11,000 improved stock
10,000 pro stock
11,000 pro farm
11,500 improved stock



Most advanced tractor in the county right now Sad isn't it?

Valerie Jarrett (2014-08-14 10:49)

Newly released FBI documents confirm, just like President Obama, hard-core communism runs deep in the family of his most influential and trusted advisor, Valerie Jarrett. Ms. Jarrett is the one some describe as Mr. Obama's puppet-master...the wind beneath his wings...the real president.

The FBI documents reveal Ms. Jarrett's late father, James E. Bowman, was in contact with a paid Soviet agent wanted for espionage and was also involved with communist front groups in the 1950s. Her mother's father, Robert

Rochon Taylor, was in a business relationship with the same Soviet agent linked to her father and also investigated by the FBI for his affiliation in communist groups. The FBI also flagged Ms. Jarrett's late father-in-law, Vernon D. Jarrett, as a domestic security risk, raising money and openly supporting communist candidates. He was assigned by Communist Party USA to a special cultural arts group whose mission was to propagate the Communist Party line through indoctrination using the media of the day, including newspapers and radio.

In a nutshell, according to the FBI file, Ms. Jarrett's relatives were heavily involved with a group, Communist Party USA, whose mission was to fundamentally transform the American form of government and way of life.

The FBI report finally gives proof to support what many who've watched this White House with eyes wide open have long suspected: The children of communists are running our country in a way that would make their folks proud. But, to quote Hillary Clinton, using her most-annoying-sound-in-the-world-Benghazi i-scream: "What difference does it make?" To answer, it makes a world of difference, considering there is no such thing as good communism, just bad and worse.

So does our upbringing matter? Do the things our parents say and do influence us long-term? Can we control our behavior, or does our behavior control us, thanks to what's passed on to us by our parents, and theirs? President Obama seems to think it does. During a recent podcast interview with comedian Marc Maron, the president suggested America has nearly a genetic bent toward racism; intimidating discrimination is "still part of our DNA." With that logic, maybe it was the "devilish" white half of Mr. Obama's "DNA" that coerced him to use the "N-word" during the same podcast. Maybe that logic should be applied to Mr. Obama's and Ms. Jarrett's anti-American upbringing.

An enlightening article at ethicsusa.org, "Ten Reasons to Teach Your Children Values," highlights that children learn their value systems from their parents and learn to become "ethical decision makers when parents focus on ethics, not just rules." That's why people like Mr. Obama can justify their "evolution" on things like gay marriage, allowing the rule of law to overrule what is morally right. Someone failed to teach him and certain members of the Supreme Court that what's legal does not necessarily make it ethical.

Good or bad, it's what we choose to do with what we learned from our parents that matters. You see, ever since Eve's first bite of Eden's forbidden fruit, mankind's had a genetic bent toward isms like racism and communism that we'll never rise above without Divine intervention...repentance...grace. That's how family members of the massacred South Carolinians were able to gracefully extend genuine forgiveness to the alleged shooter last week. It's the kind of grace President Obama sang about at the eulogy in South Carolina, but is glaringly absent in word and deed when he's dealing with those to which he disagrees.

Sadly, it seems rather than rising above their own ancestor's sins, Mr. Obama and Ms. Jarrett proudly stand on their shoulders. Indeed, the sins of our ancestors are carried on generationally, but only when we choose to allow it.

Working for Harold Washington

After graduating from the University of Michigan Law School, she went to work for Chicago's first African-American mayor, Harold Washington, whose election many Sixties radicals attributed to themselves. After Washington's death in 1987, she stayed on under his successor, Richard Daley. In City Hall, she and her colleague Susan Sher recruited Michelle Robinson, then engaged to Barack Obama, and Jarrett quickly melded her way into their lives.

Business Career

Jarrett became the President and Chief Executive Officer of The Habitat Company on January 31, 2007. She had served as Executive Vice President of Habitat for 12 years. Prior to that, Jarrett served for eight years in Chicago government as Deputy Corporation Counsel for Finance and Development, Deputy Chief of Staff for Mayor Richard M. Daley, and Commissioner of the Department of Planning and Development. Before her city government service, Ms. Jarrett practiced law with two private law firms. From 1995 to 2003, Jarrett served as Chairman of the Chicago Transit Board. Jarrett also served as Chairman of the Board of the Chicago Stock Exchange from April 2004 through April 2007. She was a Director of the Federal Reserve Bank of Chicago from January 2006 through April 2007.^[1]

Housing Controversy

Jarrett is the chief executive of The Habitat Company which managed Grove Parc Plaza from 2001 until this winter and co-managed an even larger subsidized complex in Chicago that was seized by the federal government in 2006, after city inspectors found widespread problems. Officials at Woodlawn Preservation say the government didn't give them enough money to properly maintain Grove Parc. Habitat's **Jarrett** declined to comment on Grove Parc in particular but said it is hard to manage something you don't own. However other Chicago developers and housing activists said that federal subsidies can be adequate if managed properly. They said Grove Parc stood apart for how badly it fell into disrepair.^[4]

Advocacy

Prior to joining the Obama Administration, Jarrett served as a Director of corporate and not for profit boards, including Chairman of the University of Chicago Medical Center Board of Trustees, and Vice Chair of the University of Chicago Board of Trustees. She was a Director of the Local Initiative Support Corporation, The Joyce Foundation, and a Trustee of the Museum of Science and Industry.

Hiring Michelle



☞ Valerie Jarrett and Michelle Obama are close friends. Photo: NYT, Jan 2008

A former Deputy Corporation Counsel for Finance and Development under Harold Washington, Jarrett continued to work in the mayor's office into the 1990s.

In 1991, while Deputy Chief of Staff for Mayor Richard Daley, Jarrett hired Michelle Robinson, then engaged to Barack Obama.

Finance responsibilities

Valerie Jarrett ran the finances for Obama's 2004 Senate bid and served as treasurer of Obama's HOPEFUND.

Friendship with Marilyn Katz

Marilyn Katz worked with Students for a Democratic Society. She is a personal friend of Jarrett's.

Election Campaigns

2004 Election

Jarrett served as Finance Chair for President Obama's 2004 run for the U.S. Senate.^[1]

"Progressive" Cabinet "nominee"

In September 2008, Chicago based socialist journal *In These Times* asked its editors and writers to suggest their top progressive choices for a potential Obama Cabinet.^[5]

We asked that contributors weigh ideological and political considerations, with an eye toward recommending people who have both progressive credentials and at least an arguable chance at being appointed in an Obama White House.

This group of people would represent at once the most progressive, aggressive and practical Cabinet in contemporary history. Of course, it is by no means a definitive list. It is merely one proposal aimed at starting a longer discussion about the very concept of a progressive Cabinet—and why it will be important to a new administration, especially if that administration is serious about change.

Laura Washington suggested Valerie Jarrett for Urban Development Secretary:

Valerie Jarrett's blue-ribbon résumé delivers a potent blend of corporate, government and civic "street cred."

Jarrett, 51, is CEO of the Habitat Co. — a clout-heavy Chicago real estate firm — and the court-appointed overseer of the city's massive plan to transform its notoriously decrepit public housing developments.

A lawyer by trade, Jarrett has served as Chicago Mayor Richard M. Daley's deputy chief of staff and planning commissioner, and has chaired the boards of the Chicago Transit Authority and Chicago Stock Exchange.

In 1991, Jarrett recruited Obama's then-fiancée Michelle Robinson, for a job in Daley's office. But first Jarrett had to pass muster with Obama. They sealed the deal over dinner, and today, Jarrett is a tight family friend and indispensable Obama confidante.

She's well prepared for the treacheries of the Washington Beltway. Jarrett has stood down an array of Chicago characters, like cranky transit riders, vociferous public housing activists and mendacious aldermen. Friend and foe consider her a no-nonsense, astute operative.

The first woman at Housing and Urban Development's helm will need to navigate multiple threats to the American Dream of home ownership: the subprime loan debacle, an affordable-housing crisis and skyrocketing foreclosures, to name a few. Whatever her prescriptions, she'll have the president's ear.

Then again, Jarrett — who has been called "the other side of Obama's brain" — may be better suited for a Karl Rove-ian role in the White House.

Adviser to President Obama



Valerie Jarrett

In an article in The Huffington Post on Sept. 21, 2007, reporter Lynn Sweet wrote about Valerie Jarrett's influence on the then Senator, Barack Obama:

"She's always been the other side of Barack's brain." That's how an Obama insider described Valerie Jarrett as an Obama campaign aide announced Thursday night the former CTA chief and current Habitat Co. CEO is taking on a larger role to help her close friend win his White House bid.

The development comes as Jarrett, a charter member of Sen. Barack Obama's kitchen cabinet, has been formalizing her portfolio and stepping up the pace within the past few weeks as a top advisor within the campaign.

Jarrett has a close, long relationship with both Barack and Michelle Obama. Like the Obamas, Jarrett is a South Sider with deep ties to the University of Chicago.

Though she will be part-time, Jarrett will be one of the most visible and powerful African-Americans in the top rungs of the Obama operation..."

In an article by Robert Draper published on July 21, 2009 in the New York Times, Obama stated that he considered Jarrett as family, that she was like a sibling to him, and that he trusted her completely. He further stated that he trusted Jarrett to speak for him, particularly when dealing with delicate issues, and runs every decision past her.

Valerie Jarrett, Van Jones, Netroots Nation Convention August 12, 2009

Valerie Jarrett talked about Obama Green Jobs Czar Van Jones at the Netroots Nation Convention on August 12, 2009 . She was highly complimentary and stated "we were so delighted to be able recruit him into the White house" and "we've been watching him...for as long as he's been active out in Oakland".

multiculturalism in Europe failed (2014-08-15 10:05)

German Chancellor Angela Merkel declared that in Germany, multiculturalism (Critical Theory) has "utterly failed." Both Australia's ex-prime minister John Howard and Spain's ex-prime minister Jose Maria Aznar reached the same conclusion about multiculturalism in their countries. British Prime Minister David Cameron has warned that multiculturalism is fostering extremist ideology and directly contributing to homegrown Islamic terrorism. UK Independence Party leader Nigel Farage said the United Kingdom's push for multiculturalism has not united Britons but pushed them apart. It has allowed for Islam to emerge despite Britain's Judeo-Christian culture. Former British Prime Minister Tony Blair said the roots of violent Islamism are not "superficial but deep" and can be found "in the extremist minority that now, in every European city, preach hatred of the West and our way of life." The bottom line is that much of the Muslim world is at war with Western civilization. There's no question that the West has the military might to thwart radical Islam's agenda. The question up for grabs is whether we have the intelligence to recognize the attack and the will to defend ourselves from annihilation. Multiculturalism is Islamists' foot in the door. At the heart of multiculturalism is an attack on Western and Christian values. Much of that attack has its roots on college campuses among the intellectual elite who see their mission as indoctrinating our youth. In past columns, I've documented professorial hate-America teaching, such as a UCLA economics professor's telling his class, "The United States of America, backed by facts, is the greediest and most selfish country in the world." A history professor told her class: "Capitalism isn't a lie on purpose. It's just a lie." She also said: "(Capitalists) are swine. ... They're bastard people." Students sit through lectures listening to professorial rants about topics such as globalism and Western exploitation of the Middle East and Third World peoples. Some public school boards have banned songs and music containing references to Santa Claus, Jesus or other religious Christmas symbols. The New York City school system permits displays of Jewish menorahs and the Muslim star and crescent, but not the Christian Nativity scene. One school district banned a teacher from using excerpts from historical documents in his classroom because they contained references to God and Christianity. The historical documents in question were the Declaration of Independence and "The Rights of the Colonists," by Samuel Adams. The U.S. is a nation of many races, ethnicities, religions and cultures. Since our inception, people from all over the world have immigrated here to become Americans. They have learned English and American history and celebrated American traditions and values. They have become Americans while also respecting and adapting some of the traditions of the countries they left behind. By contrast, many of today's immigrants demand that classes be taught – and official documents be printed – in their native language. Other immigrants demand the use of Shariah, practices that permit honor killing and female genital mutilation. Multiculturalists argue that different cultural values are morally equivalent. That's nonsense. Western culture and values are superior. For those who'd accuse me of Eurocentrism, I'd ask: Is forcible female genital mutilation, as practiced in nearly 30 sub-Saharan African and Middle Eastern countries, a morally equivalent cultural value? Slavery is practiced in Mauritania, Mali, Niger, Chad and Sudan; is it morally equivalent? In most of the Middle East, there are numerous limits placed on women, such as prohibitions on driving, employment and education. Under Islamic law, in some countries, female adulterers face death by stoning, and thieves face the punishment of having their hand severed. In some countries, homosexuality is a crime punishable by death. Are these cultural values morally equivalent, superior or inferior to Western values? Multiculturalism has not yet done the damage in the U.S. that it has in western European countries – such as England, France and Germany – but it's on its way. By the way, one need not be a Westerner to hold Western values. Mainly, you just have to accept the supremacy of the individual above all else.

Bought Google Glass today (2014-08-15 16:14)

Bought some google glass today. It cost me over \$1000 dollars. Google Glass comes with Android 4.4.

Introductory price Explorer version: \$1,500 USD

Consumer edition: "close to the average smartphone"^[3]

Operating system Android^[4] (4.4.2^[5])

Power Lithium Polymer battery (2.1 Wh)^[6]

CPU OMAP 4430 SoC, dual-core^[6]

Memory 1GB RAM (682MB available to developers)

Storage 16 GB Flash total^[6] (12 GB of usable memory)^[7]

Display Prism projector, 640×360 pixels (equivalent of a 25 in/64 cm screen from 8 ft/2.4 m away^[7])

Sound Bone conduction transducer^[7]

Input Voice command through microphone,^[7] accelerometer,^[7] gyroscope,^[7] magnetometer,^[7] ambient light sensor, proximity sensor

Controller input Touchpad, MyGlass phone app

Camera Photos – 5 MP, videos – 720p^[7]

Connectivity Wi-Fi 802.11b/g,^[7] Bluetooth,^[7] micro USB

Dimensions 22x21"

Weight 50g

Backward

compatibility Any Bluetooth-capable phone; MyGlass companion app requires Android 4.0.3 (Ice Cream Sandwich) or higher or any iOS 7.0 or higher^[7]

Million views: thank you (2014-08-16 18:45)



It passed 1 million at 6:32pm CST today.

thank you

The Simpsons marathon on FXX Channel (2014-08-21 15:04)

There is a Simpsons marathon on FXX Channel. All 24 seasons. I'm taping all the Treehouse of Horrors! My top episodes

- 1) Cape Feare - (I had this 1 place lower)
- 2) Lisa's Substitute - (I had this 1 place lower)
- 3) Homer's Enemy - (I had this 20 places lower)
- 4) Last Exit to Springfield - (I had this 2 places lower for tactical reasons)
- 5) Homer the Heretic - (I had this 2 places lower)
- 6) 22 Short Films about Springfield - (I had this 9 places lower)
- 7) Summer of 4 Ft. 2 - (I didn't put this in my list which I regret)
- 8) Behind the Laughter - (I definitely didn't put this in my list for good...damn...reasons...)
- 9) Treehouse of Horror V - (I didn't put this in my list)
- 10) Lisa the Vegetarian - (I didn't put this in my list)
- 11) Homer the Great - (I had this 28 places lower)
- 12) Homer Goes to College - (I didn't put this in my list)
- 13) Who Shot Mr Burns Parts 1 and 2? - (I put part 1 2 places higher)
- 14) Homer Badman - (I had this 11 places lower)
- 15) A Fish Called Selma - (I didn't put this in my list)
- 16) Duffless - (I had this 31 places lower)
- 17) Burns Verkaufen der Kraftwerk - (I had this 1 place lower)
- 18) El Viaje de Nuestro Jomer (The Mysterious Voyage Of Homer) - (I didn't put this in my list)
- 19) Homer's Phobia - (I had this 5 places lower)
- 20) The Itchy & Scratchy & Poochie Show - (I didn't put this on my list)
- 21) Treehouse Of Horror - (I didn't put this on my list)

- 22) The Cartridge Family - (I didn't put this on my list)
 - 23) Homer And Apu - (I didn't put this on my list)
 - 24) Lemon of Troy - (I had this 16 places higher)
 - 25) Hurricane Neddy - (I didn't put this on my list)
 - 26) You Only Move Twice - (I had this 16 places lower)
 - 27) The Homer They Fall - (I didn't put this on my list but it's a great episode that should have feature on more lists)
 - 28) Homer vs The 18th Amendment - (I had this 27 places higher as it's my #1)
 - 29) Radioactive Man - (I didn't put this on my list)
 - 30) Bart Gets an F - (I didn't put this on my list)
 - 31) \$pringfield - (I didn't put this on my list)
 - 32) Deep Space Homer - (I had this 13 places lower)
 - 33) The Way We Was - (I didn't have this on my list)
 - 34) Homer At The Bat - (I had this 24 places higher)
 - 35) When Flanders Failed - (I didn't have this on my list)
 - 36) Flaming Moe's - (I had this 22 places higher)
 - 37) Lisa On Ice - (I didn't have this on my list)
 - 38) Whacking Day - (Sorry Barry but I didn't have this on my list)
 - 39) Secrets Of A Successful Marriage - (I had this 26 places higher)
 - 40) Marge Vs. The Monorail - (I had this 20 places higher)
 - 41) Bart The Daredevil - (I didn't have this on my list)
 - 42) Mr Plow - (I didn't have this on my list)
 - 43) Bart The Lover - (I didn't have this on my list)
 - 44) Rosebud - (I had this 28 places higher)
 - 45) War Of The Simpsons - (I didn't have this on my list)
 - 46) Two Bad Neighbours)
 - 47) Simpsons Roasting On An Open Fire
 - 48) Sideshow Bob Roberts
 - 49) Bart's Comet
 - 50) The Joy Of Sect
-

16.9 September

At the Minnesota State Fair (2014-09-01 16:33)









I went to Minnesota State Fair 2014, yet the arcade was dead and non-existent. Everybody missed the arcade; whereby, there were sadder people at the fair. Either that or they spent too much money on entertainment (videogames). I heard Daft Punk homework somewhere at the fair. I bought two videogames Diablo III Ultimate Edition (with REaper of Souls) for PS4 and Tales of Xilla 2 for PS3. I had Diablo III for PS3 which was wonderful and Diablo III / Reaper of Souls for PC.

oakleyses (2014-10-23 17:45:28)

michael kors, nike roshe, michael kors pas cher, nike free pas cher, polo ralph lauren, nike blazer, sac burberry, air jordan, hollister, longchamp, nike trainers, nike roshe run, vanessa bruno, vans pas cher, north face, timberland, louis vuitton,

longchamp, sac longchamp, oakley pas cher, ray ban sunglasses, hollister, michael kors, ray ban pas cher, polo lacoste, nike huarache, barbour, new balance pas cher, sac louis vuitton, sac hermes, nike roshe run, vans shoes, sac guess, mulberry, nike free, mac cosmetics, abercrombie and fitch, lululemon, louboutin, air max, air force, louis vuitton uk, hogan outlet, converse pas cher, north face, nike tn, ralph lauren, hollister, sac louis vuitton, nike air max

oakleyses (2014-10-23 17:48:02)

hollister clothing store, north face outlet, valentino shoes, air max, soccer jerseys, lululemon outlet, abercrombie and fitch, uggs outlet, moncler, moncler, nfl jerseys, jimmy choo outlet, new balance shoes, celine handbags, giuseppe zanotti, rolex watches, chi flat iron, ugg pas cher, mont blanc, herve leger, canada goose jackets, wedding dresses, canada goose, canada goose, moncler, bottega veneta, canada goose uk, babyliss pro, mcm handbags, baseball bats, ghd, ferragamo shoes, ugg australia, soccer shoes, canada goose, p90x, birkin bag, canada goose outlet, ugg boots, instyler, ugg, beats by dre, ugg boots, asics running shoes, north face jackets, iphone 6 cases, moncler outlet, reebok outlet, marc jacobs, insanity workout

oakleyses (2014-10-23 17:49:07)

tiffany and co, polo ralph lauren outlet, louboutin shoes, louis vuitton outlet, louboutin outlet, kate spade handbags, air max, michael kors outlet, polo ralph lauren outlet, louis vuitton outlet stores, nike shoes, louboutin, michael kors outlet, oakley sunglasses cheap, longchamp handbags, chanel handbags, kate spade outlet, michael kors outlet, true religion jeans, oakley sunglasses, louis vuitton, coach factory outlet, michael kors outlet, nike free, christian louboutin shoes, prada outlet, michael kors outlet, burberry outlet, tiffany and co, coach purses, burberry outlet, true religion jeans, ray ban sunglasses, prada handbags, michael kors outlet, coach outlet store online, louis vuitton handbags, tory burch outlet, air max, gucci outlet, jordan shoes, longchamp outlet, louis vuitton outlet, coach outlet, ray ban sunglasses, oakley sunglasses, longchamp handbags

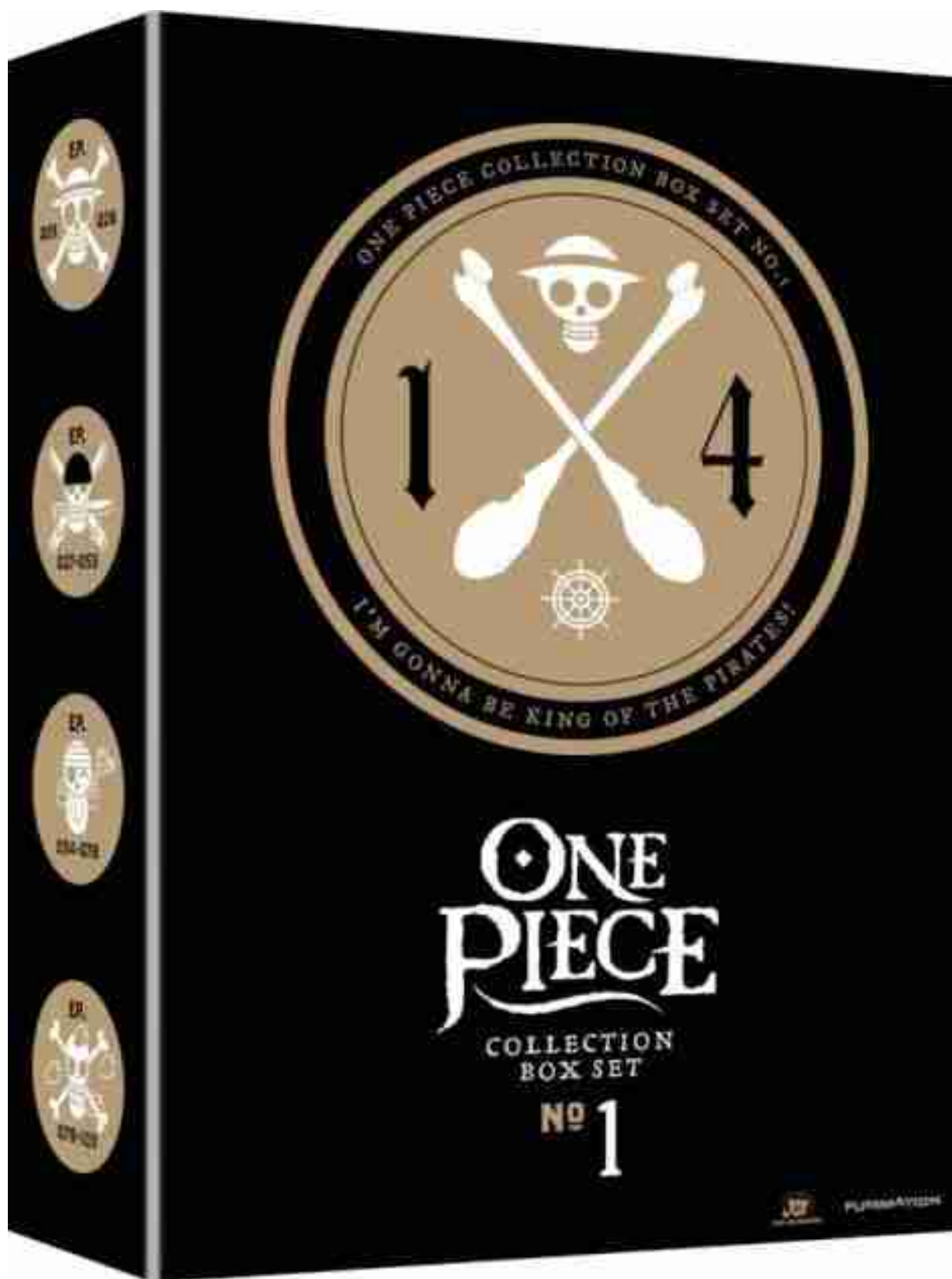
How do you make friends at bars? (2014-09-09 01:48)

Buy girls drinks? Please, don't let yourself get used/waste your money. OK, listen up punk.... you got three major factors, no, four, working against you. First, you're male. In case you haven't noticed, and I think you have, females utterly rule the social scene at bars and clubs. A woman can have you thrown out of a bar or club with just a word to the bouncer. You are in their world and are basically powerless. Second, you are young. Most women prefer chatting/blowing.f-cking men a few years older than them (that is, until they crest the magic cougar age of 40, at which time a different set of rules kicks in). You might catch the interest of an 18-YO girl but she won't be at a club since the legal age is 21. And part of the curse of young adulthood (for both sexes) is a lack of experience in life. That's a sub-strike against you to go with the biology and sexual politics of age. Third, you are straight. If you were gay you could be meeting/having sex with any number of guys before midnight tonight, no problem, yet even here in Rochester, NY. But you're not. And last, you are very likely NOT well-off. Make \$25k/yr and expect to be a babe magnet? Forget it. 20 years ago I was in the same position you are in, as are 99 % of young men. You are appreciated in society if you are willing to get killed or kill others in the name of their freedom or well-being, or if you are the son of wealthy/influential people. Other than that, you are utterly disposable to everyone but your parents. It will not be until or unless you make decent money, get a bit older and wiser, and thus more valuable to society (ie, women) that you stand a chance out there in the social scene. To make matters worse, the average 18-30 YO female is more comfortable and often prefers the company of other females her age. Straight men rarely seek the company of other men their age since what they really want to do is f-ck the girls - unless the other guy is a babe magnet for whatever reason, in which case the motivation remains the same. The girls want to f-ck, too, but "not just anyone". That's hormones and biology at work... at work against you. Now that you are ready to kill yourself, take heart in a few salient facts of life: 1. As time goes on, your value in society goes up. You start as a disposable sperm-farm and eventually end up valued. That is because implicit in your ability to survive until you're at least 30 or 40 is your fitness as a source of offspring and what you can give to others based on your work and experience. You remain valuable, as do females, for what you can do for others. Human beings are ruthless exploiters of their own kind and this has not changed in millenia, though how this manifests does vary here and there. 2. As women age, their value declines. That

is because, as you may have guessed based on item 1, it's all about reproductive/sexual potential. As theirs wanes, their power does to; as yours waxes, your power also waxes. That is why a bubbleheaded fool like, oh, say, Paris Hilton, commands headline attention while her equally-vapid and stylish mother does not. 3. So as you get older, life gets better for you in terms of your place in society. But in other ways, it may get worse. Likewise for women as they age, their value declines but in some ways, life gets better. There is no way to solve this problem short of, say, joining a street gang. Those guys make lots of money selling drugs and thus have no trouble getting girls. Girls like "security", which means money. It's all about money. It always has been and always will be. You could be as unappealing as Bill Gates but with his money you can bang every super-hot babe on the planet. This is why law enforcement efforts to stop "gang activity" are doomed to utter and dismal failure. When money and pussy is on the line, there is nothing stopping the train. So if you really want to become more appealing socially, find some way to make a lot of money fast. Otherwise I suggest you simply bide your time and content yourself with handjobs at massage parlors or \$20 blowjobs on Mt Read. Or, you could sign up with the local model rocketry club and at least there you can swap stories about how far you got your rockets to fly and what are the best masturbatory techniques for banging it off right in time when the coxman nuts his load in the porno you plan to watch after you're done playing with your model rockets. You do have one thing down though: drinking. Keep drinking. At your age, it's all you've got. But hang in there, resist the urge to kill yourself. It will get better, trust me.

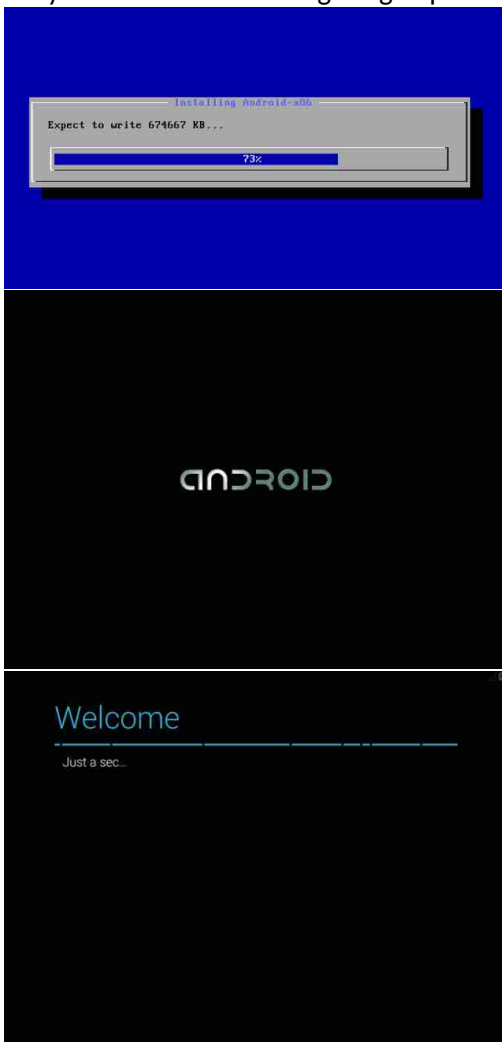
Money saving One Piece Boxset 1 in January (2014-09-13 08:04)

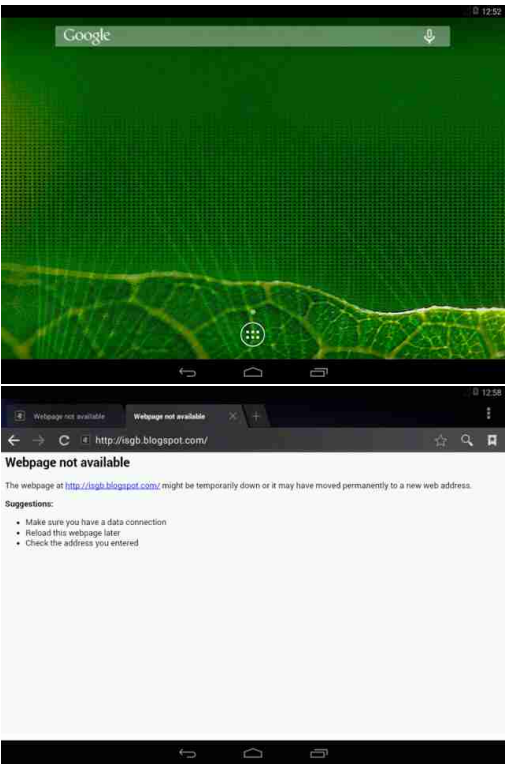
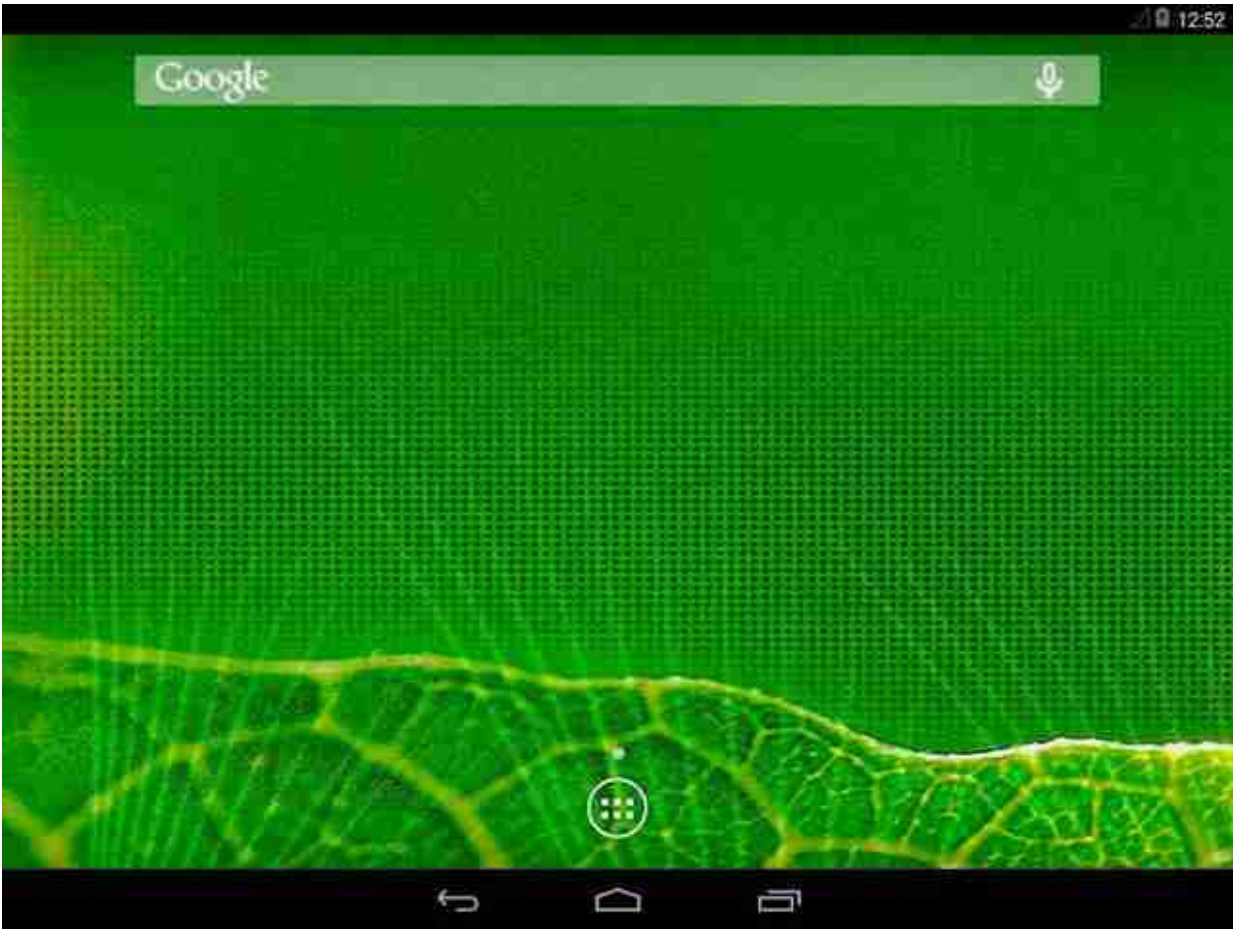
I was a fan of One Piece since 2005, but the box sets were far beyond my price range until January 2015. One Piece is better than Bleach and Naruto. I see Bleach and Naruto at Wal-Mart. Wal-Mart doesn't know One Piece is better in overall score at Internet Movie Database, because they're stupid. It's Walmart's world. I don't see Bleach and Naruto at Target. One Piece boxset 1 costs \$90 for 100 episodes. One Piece Boxset 2 costs \$90 for 110 episodes released in February 2015. That's 66 % off per episode over previous dvd collections

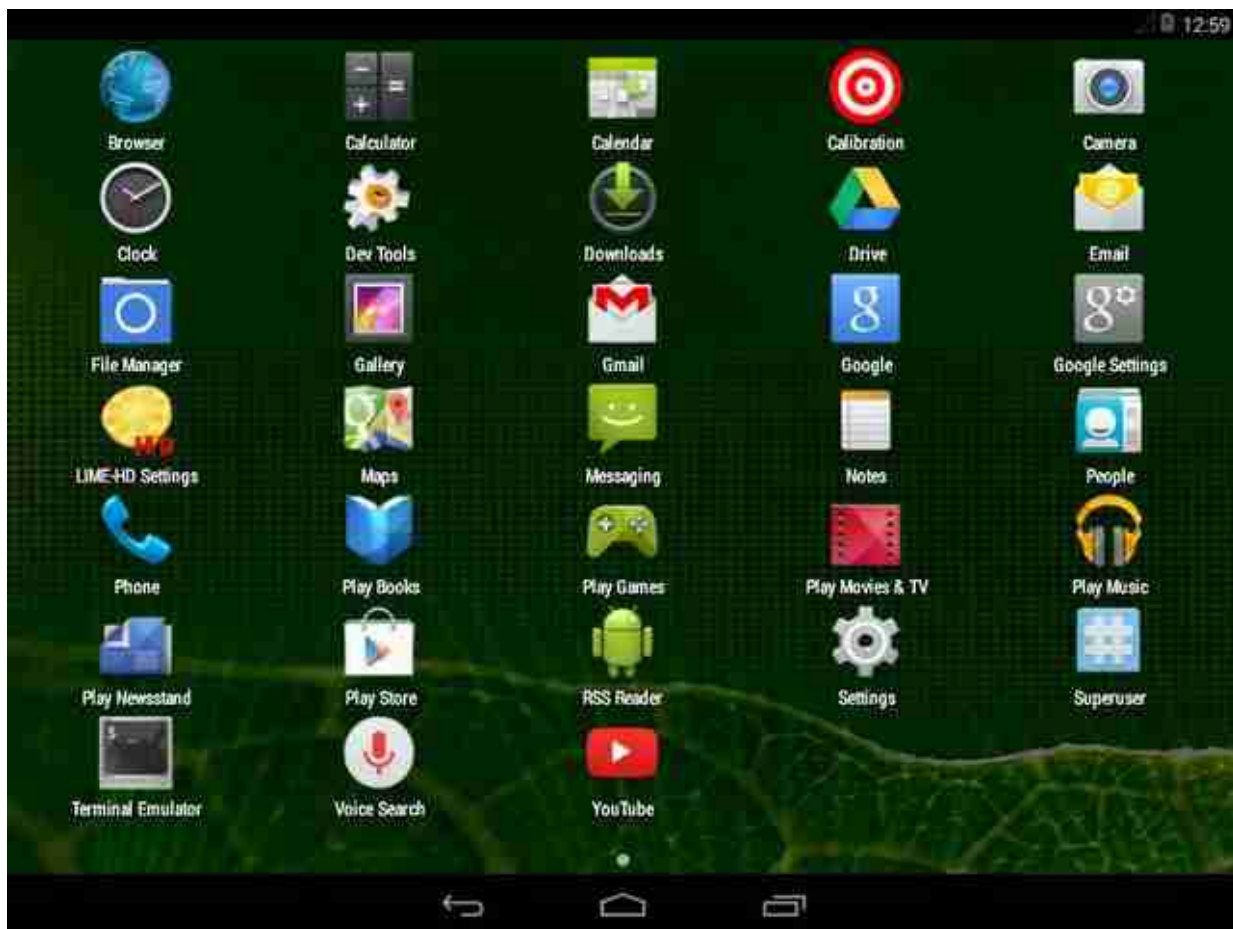


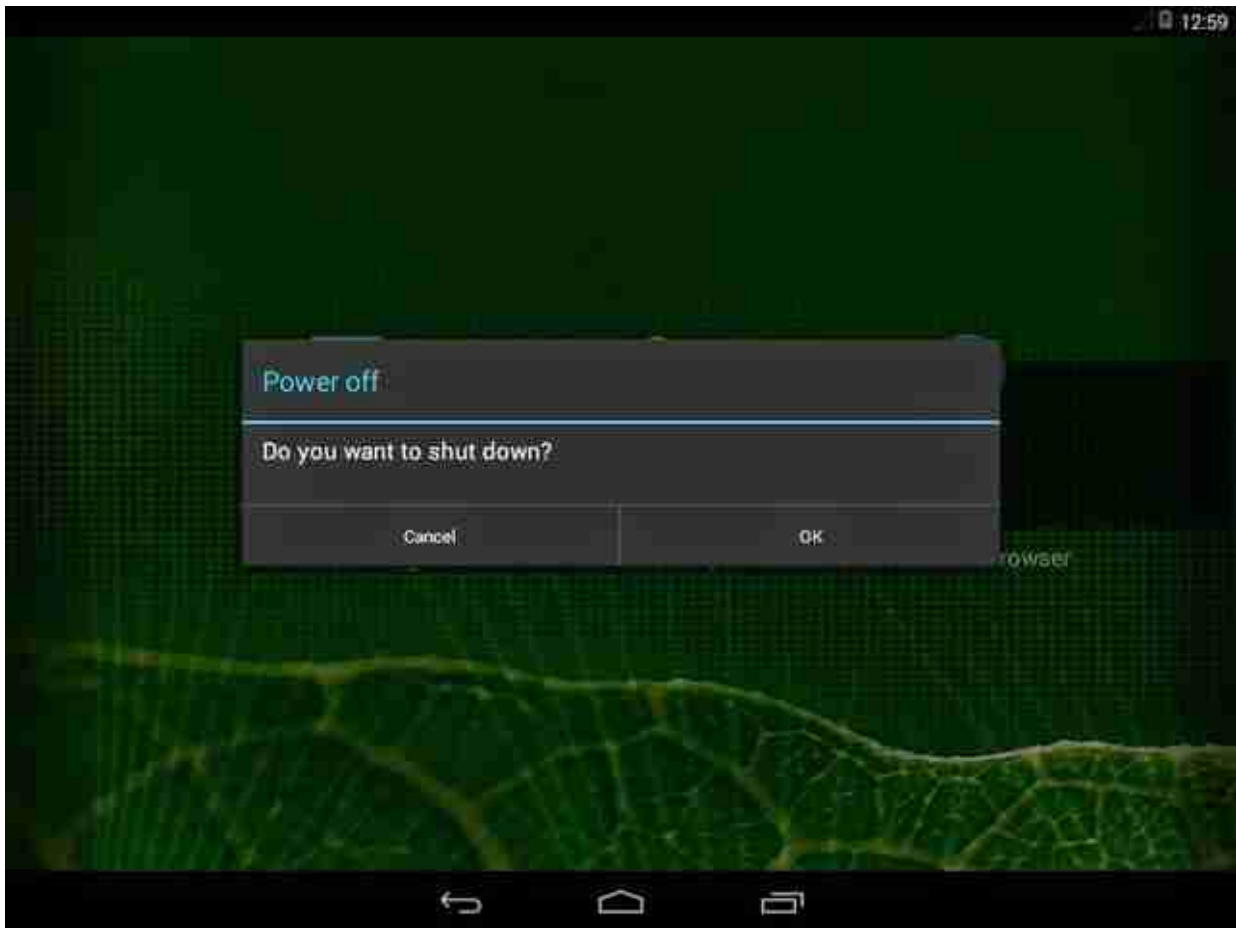
On Instagram.... finally! (2014-09-17 06:15)

They make it so difficult to get sign up. They make you download Android x86 4.4. Why can't Instagram be like Flickr?









Diablo 3 PS4 review (2014-09-17 06:41)

The game looks very pretty on PS4 (1080p). The DualShock 4 compliments well with the game play. For instance, you can get to inventory by pressing on the touch pad. The hot keys are displayed in the lower left corner, so you won't have to memorize which button to press to get to the execution/item you want. I chose to play as the witch doctor and the key difference to note here is in the PS4 version, you can actually flip and roll the character, unlike in the PC version (I believe only the demon hunters can do this in PC). When firing your weapon, you don't have to repeatedly tap the button. All you have to do is press and hold upon firing your choice of weapon. Obviously this review is based on the first couple of hours I have played thus far, as I just got this game today. So far, I am pretty impressed with it and I look forward to play the game going forward. 1) Local couch co-op is... a... blast! You and up to three other friends can bash away at demons until the wee hours of the morning and never want to stop. The drive for better gear and abilities drives everything, and it's contagious. The menus are well-optimized for console, but you may still have to be a little patient when playing local multiplayer. Everyone wants to get their character right, you know. 2) I bet I'm not the only one who can't stomach getting a gaming PC for one reason or another. The PS4 version looks a million times better than ROS on my MacBook Pro, and I can't imagine it looking better! No one would argue that the PC can give the best-looking experience, but at a cost. The PS4 never drops a frame. 3) Controllers work wonderfully in combat! The menus take some getting used to (and believe me, you'll spend a lot of time there), but you will get used to it. You'll get the most out of managing loot (particularly in local multiplayer when everyone has to do it) if you force yourself to tag the loot you plan to sell as "junk". You can bulk-sell your "junk" at merchants in one press. But back to combat, it's wonderful, yes, even for ranged characters! I'm loving my PS4 and Diablo III is an icing on the cake.

Peninsula State Park Door County vacation (2014-09-30 06:48)



Price gouging everywhere all while Fish Creek is having an annual merchandise flea market. Door County antiques are 80 % more expensive then the same thing on Ebay. Disney Snow White pictures cost \$450. I also went to Washington Island, and there was a car show in Bailey's Harbor, WI. Door

county is a lot better then Wisconsin Dells.





16.10 October

Top Halloween movies (2014-10-04 12:06)



I pick the older horror movies, because they get IMDB scores in the 7s and 8s while the ones after 1980 usually have 5s and 6s ranges for scores. That's the only reason. According to IMDB the new ones suck. I still watch the new horror movies, but these are in a different IMDB list. :)

1 best dracula ever Horror of Dracula 7.5 1958

2 Sleepy Hollow 7.4 1999

3 "Demons from hell, so politically incorrect. :)

It is nothing like Tom Hank's Angels and Demons which don't show demons at all. The demon in this movie looks cute!" Curse of the Demon 7.6 1957

4 Old and realistic ET plots. No zombies, just aliens. The 1982 version had tentacles, and aliens. I have Resident Evil, there is no ET plot in it. The Thing from Another World 7.3 1951

5 Real evil here. The Devil Rides Out 7.1 1968

6 An American Werewolf in London 7.6 1981

7 The Shining 8.5 1980

8 Tentacles and ET, better than zombies The Thing 8.2 1982

9 The Night of the Hunter 8.1 1955

10 Real evil The Exorcist 8 1973

11 The Curse of Frankenstein 7.2 1957

12 Invasion of the Body Snatchers 7.8 1956

13 real evil The Omen 7.6 1976

14 real evil Halloween 7.9 1978

15 The Innocents 7.9 1961

16 The Wicker Man 7.7 1973

17 The Haunting 7.7 1963

18 The Black Cat 7.2 1934

19 The Fog 6.8 1980

20 The Hound of the Baskervilles 7 1959

21 The Gorgon 6.5 1964

22 Dracula: Prince of Darkness 6.7 1966

23 Dracula Has Risen from the Grave 6.6 1968

24 Taste the Blood of Dracula 6.4 1970

25 not scary, but cool with Patton The Changeling 7.3 1980

26 Pit and the Pendulum 7.1 1961

27 real evil It 6.9 1990 28 Funny! House on Haunted Hill 6.9 1959

29 stupid fun Them! 7.3 1954

30 The Brides of Dracula 6.8 1960

31 Dracula 6.4 1979

32 Dracula 7.7 1931

33 Frankenstein Created Woman 6.6 1967

34 Dead of Night 7.7 1945

35 House of Usher 7 1960

game collection (2014-10-14 06:42)

RFGID Console Region Type Title Publisher Year Genre Qty Box Man

U-132-S-01830-A Nintendo Wii U S & #332 kami Capcom 2008 Action/Adventure 1 1 1

U-072-S-12440-A Sony PlayStation 2 U S & #332 kami Capcom 2006 Action/Adventure 1 1 1
U-087-S-14370-A Nintendo DS U S 999: Nine Hours, Nine Persons, Nine Doors Aksys Games 2010 Puzzle 1 1 1
U-072-S-00020-A Sony PlayStation 2 U S Ace Combat 04 Shattered Skies Namco 2001 Simulator 1 1 1
U-072-S-08540-A Sony PlayStation 2 U S Ace Combat 5: The Unsung War Namco 2004 Simulator 1 1 1
U-115-S-02100-B Microsoft Xbox 360 U S Ace Combat 6: Fires of Liberation [Limited Edition Ace Edge Flightstick Bundle] Namco Bandai Games America 2007 Simulator 1 1 1
U-072-S-11050-A Sony PlayStation 2 U S Ace Combat Zero: The Belkan War Namco Bandai Games 2006 Simulator 1 1 1
J-040-S-00330-A Sega Mega Drive J S Advanced Busterhawk Gleylancer Masaya 1992 Shooter 1 1 0
U-071-S-00060-A Sega Dreamcast U S AeroWings 2: Airstrike Crave Entertainment 2000 Simulator 1 1 1
U-071-S-00070-A Sega Dreamcast U S Airforce Delta Konami 1999 Simulator 1 1 1
U-115-S-09840-A Microsoft Xbox 360 U S Akai Katana Rising Star Games 2012 Shooter 1 1 1
U-060-S-00030-A Sega Saturn U S Albert Odyssey: Legend of Eldean Working Designs 1997 RPG 1 1 1
U-016-S-25270-A IBM PC U S Alpha Centauri, Sid Meier's Electronic Arts 1999 Strategy 1 1 1
U-061-S-00420-B Sony PlayStation U S Alundra Working Designs 1997 RPG 1 1 1
W-016-S-00660-A IBM PC W S Angry Birds Chillingo 2011 Puzzle 1 0 0
U-131-S-08990-A Sony PlayStation 3 U S Aqua Pazza: Aquaplus Dream Match Atlus 2013 Fighting 1 1 1
U-131-S-10021-A Sony PlayStation 3 U S Ar nosurge: Ode to an Unborn Star Tecmo Koei 2014 RPG 1 1 1
U-072-S-18090-A Sony PlayStation 2 U S Ar tonelico II: Melody of Metafalica NIS America 2009 RPG 1 1 1
U-072-S-13850-A Sony PlayStation 2 U S Ar tonelico: Melody of Elemia [Box Set] NIS America 2007 RPG 1 1 1
U-061-S-00520-A Sony PlayStation U S Arc the Lad Collection Working Designs 2002 RPG 1 1 1
U-072-S-02790-A Sony PlayStation 2 U S Arc the Lad: Twilight of the Spirits SCEA 2003 RPG 1 1 1
U-072-S-16970-A Sony PlayStation 2 U S Arcana Heart Atlus 2008 Fighting 1 1 1
U-131-S-10070-A Sony PlayStation 3 U S Arcana Heart 3 LOVE MAX!!!! Aksys Games 2014 Fighting 1 1 1
U-131-S-00820-A Sony PlayStation 3 U S Assassin's Creed Ubisoft 2007 Action/Adventure 1 1 1
U-131-S-03280-A Sony PlayStation 3 U S Assassin's Creed II Ubisoft 2009 Action/Adventure 1 1 1
U-216-S-00010-A Microsoft Xbox One U S Assassin's Creed IV: Black Flag Ubisoft 2013 Action/Adventure 1 1 1
U-215-S-00010-A Sony PlayStation 4 U S Assassin's Creed IV: Black Flag Ubisoft 2013 Action/Adventure 1 1 1
U-131-S-05010-A Sony PlayStation 3 U S Assassin's Creed: Brotherhood Ubisoft 2010 Action/Adventure 1 1 1
U-216-S-00660-A Microsoft Xbox One U S Assassin's Creed: Unity Ubisoft 2014 Action/Adventure 1 1 1
U-131-S-08210-A Sony PlayStation 3 U S Atelier Ayesha: The Alchemist of Dusk Tecmo Koei 2013 RPG 1 1 1
U-131-S-09380-A Sony PlayStation 3 U S Atelier Escha & Logy: Alchemists of the Dusk Sky Koei Tecmo 2014 RPG 1 1 1
U-072-S-11040-A Sony PlayStation 2 U S Atelier Iris 2: The Azoth of Destiny NIS America 2006 RPG 1 1 1
U-072-S-14810-A Sony PlayStation 2 U S Atelier Iris 3: Grand Phantasm NIS America 2007 RPG 1 1 1
U-072-S-08710-A Sony PlayStation 2 U S Atelier Iris: Eternal Mana NIS America 2005 RPG 1 1 1
U-131-S-07030-A Sony PlayStation 3 U S Atelier Meruru: The Apprentice of Arland NISA 2012 RPG 1 1 1
U-131-S-04420-A Sony PlayStation 3 U S Atelier Rorona: The Alchemist of Arland NIS America 2010 RPG 1 1 1
U-131-S-10592-A Sony PlayStation 3 U S Atelier Shallie: Alchemists of the Dusk Sea [Collector's Edition] Koei Tecmo Games 2015 RPG 1 1 1
U-131-S-05850-A Sony PlayStation 3 U S Atelier Totori: The Adventurer Of Arland NIS America 2011 RPG 1 1 1
U-131-S-10610-A Sony PlayStation 3 U S Awakened Fate Ultimatum, The NIS America 2015 RPG 1 1 1
U-044-S-00380-A Nintendo SNES U S Axelay Konami 1992 Shooter 1 1 1
U-016-S-03270-A IBM PC U S Baldur's Gate Interplay 1998 RPG 1 1 1
U-016-S-07261-A IBM PC U S Baldur's Gate II: Shadows of Amn [Collector's Edition] Interplay 2000 RPG 1 1 1
U-075-S-00230-A Microsoft Xbox U S Baldur's Gate: Dark Alliance Interplay Entertainment 2002 RPG 1 1 1
U-072-S-02900-A Sony PlayStation 2 U S Baldur's Gate: Dark Alliance II Vivendi Games 2004 RPG 1 1 1
U-016-S-02350-A IBM PC U S Baldur's Gate: Tales of the Sword Coast Interplay 1999 RPG 1 1 1
U-071-S-00140-A Sega Dreamcast U S Bangai-O Conspiracy Entertainment 2001 Shooter 1 1 1
U-087-S-05840-A Nintendo DS U S Bangai-O Spirits D3 Publisher 2008 Shooter 1 1 1
U-064-S-00160-A Nintendo 64 U S Banjo-Kazooie Nintendo 1998 Action/Adventure 1 1 1

U-115-S-03910-A Microsoft Xbox 360 U S Banjo-Kazooie: Nuts & Bolts Microsoft 2008 Action/Adventure 1 1 1
 U-064-S-00170-A Nintendo 64 U S Banjo-Tooie Nintendo 2000 Action/Adventure 1 1 1
 U-076-S-04990-A Nintendo GameCube U S Baten Kaitos Origins Nintendo 2006 RPG 1 1 1
 U-076-S-04040-A Nintendo GameCube U S Baten Kaitos: Eternal Wings and the Lost Ocean Namco 2004 RPG 1 1 1
 U-131-S-02990-A Sony PlayStation 3 U S Batman: Arkham Asylum Eidos Interactive 2009 Action/Adventure 1 1 1
 U-131-S-05950-A Sony PlayStation 3 U S Batman: Arkham City Warner Bros. Interactive Entertainment 2011 Action/Adventure 1 1 1
 J-060-S-03015-A Sega Saturn J S Batsugun Banpresto 1996 Shooter 1 1 1
 J-060-S-01505-A Sega Saturn J S Battle Garegga Electronic Arts 1998 Shooter 1 1 1
 U-016-S-16580-A IBM PC U S Battlefield 1942: The Complete Collection EA Games 2005 Shooter 1 1 1
 U-016-S-06320-A IBM PC U S Battlefield 2 Electronic Arts 2005 Shooter 1 1 1
 U-016-S-10440-A IBM PC U S Battlefield 2142 Electronic Arts 2006 Shooter 1 1 1
 U-215-S-00020-A Sony PlayStation 4 U S Battlefield 4 Electronic Arts 2013 Shooter 1 1 1
 U-115-S-01680-A Microsoft Xbox 360 U S Bioshock 2K Games 2007 Shooter 1 1 1
 U-115-S-06130-A Microsoft Xbox 360 U S Bioshock 2 2K Games 2010 Shooter 1 1 1
 U-131-S-08260-A Sony PlayStation 3 U S BioShock Infinite 2K Games 2013 Shooter 1 1 1
 U-016-S-03100-A IBM PC U S Black & White Electronic Arts 2001 Strategy 1 1 1
 U-016-S-04910-A IBM PC U S Black & White 2 Electronic Arts 2005 Strategy 1 1 1
 U-131-S-09440-A Sony PlayStation 3 US S BlazBlue Chrono Phantasm [Limited Box] Aksys Games 2014 Fighting 1 1 1
 U-131-S-02690-B Sony PlayStation 3 U S BlazBlue: Calamity Trigger Aksys Games 2009 Fighting 1 1 1
 U-131-S-04250-A Sony PlayStation 3 U S BlazBlue: Continuum Shift Aksys Games 2010 Fighting 1 1 1
 J-071-S-02160-A Sega Dreamcast J S Border Down G.Rev 2003 Shooter 1 1 1
 U-131-S-03140-A Sony PlayStation 3 U S Borderlands 2K Games 2009 RPG 1 1 1
 U-131-S-07410-A Sony PlayStation 3 U S Borderlands 2 2K Games 2012 RPG 1 1 1
 U-061-S-01580-A Sony PlayStation U S Brave Fencer Musashi Squaresoft 1998 RPG 1 1 1
 U-061-S-01610-A Sony PlayStation U S Breath Of Fire III Capcom 1997 RPG 1 1 1
 U-061-S-01620-A Sony PlayStation U S Breath of Fire IV Capcom 2000 RPG 1 1 1
 U-072-S-03050-A Sony PlayStation 2 U S Breath of Fire: Dragon Quarter Capcom 2003 RPG 1 1 1
 U-072-S-06890-A Sony PlayStation 2 U S Burnout 3: Takedown Electronic Arts 2004 Racing 1 1 1
 U-131-S-01020-A Sony PlayStation 3 U S Burnout Paradise Electronic Arts 2008 Racing 1 1 1
 U-115-S-00030-A Microsoft Xbox 360 U S Call of Duty 2 Activision 2005 Shooter 1 1 1
 U-131-S-00780-A Sony PlayStation 3 U S Call of Duty 4: Modern Warfare Activision 2007 Shooter 1 1 1
 U-215-S-00660-A Sony PlayStation 4 U S Call of Duty Advanced Warfare [Atlas Limited Edition] Activision 2014 Shooter 1 1 1
 U-131-S-04820-A Sony PlayStation 3 U S Call of Duty: Black Ops Activision 2010 Shooter 1 1 1
 U-131-S-07700-A Sony PlayStation 3 U S Call of Duty: Black Ops II Activision 2012 Shooter 1 1 1
 U-215-S-00030-A Sony PlayStation 4 U S Call of Duty: Ghosts Activision 2013 Shooter 1 1 1
 U-131-S-03260-A Sony PlayStation 3 U S Call of Duty: Modern Warfare 2 Activision 2009 Shooter 1 1 1
 U-131-S-06270-A Sony PlayStation 3 U S Call of Duty: Modern Warfare 3 Activision 2011 Shooter 1 1 1
 U-131-S-02120-A Sony PlayStation 3 U S Call of Duty: World at War Activision 2008 Shooter 1 1 1
 E-072-S-04390-A Sony PlayStation 2 GB S Castle Shikigami II: War of the Worlds Play It 2005 Shooter 1 1 0
 U-064-S-00390-A Nintendo 64 U S Castlevania Konami 1999 Action/Adventure 1 1 1
 U-074-S-06840-A Nintendo Game Boy Advance U S Castlevania Double Pack Konami 2006 Action/Adventure 1 1 1
 U-044-S-00990-A Nintendo SNES U S Castlevania Dracula X Konami 1995 Action/Adventure 1 1 1
 U-040-S-01010-A Sega Genesis U S Castlevania: Bloodlines Konami 1994 Action/Adventure 1 1 1
 U-074-S-00630-A Nintendo Game Boy Advance U S Castlevania: Circle of the Moon Konami 2001 Action/Adventure 1 1 1
 U-087-S-00360-A Nintendo DS U S Castlevania: Dawn of Sorrow Konami 2005 Action/Adventure 1 1 1
 U-074-S-00640-A Nintendo Game Boy Advance U S Castlevania: Harmony of Dissonance Konami 2002 Action/Adventure 1 1 1

U-072-S-05360-A Sony PlayStation 2 U S Castlevania: Lament of Innocence Konami 2003 Action/Adventure 1 1 1
U-131-S-04450-A Sony PlayStation 3 U S Castlevania: Lords of Shadow Konami 2010 Action/Adventure 1 1 1
U-131-S-04451-A Sony PlayStation 3 U S Castlevania: Lords of Shadow [Limited Edition] Konami 2010 Action/Adventure 1 1 1
U-087-S-06030-A Nintendo DS U S Castlevania: Order Of Ecclesia Konami 2008 Action/Adventure 1 1 1
U-087-S-02030-A Nintendo DS U S Castlevania: Portrait of Ruin Konami 2006 Action/Adventure 1 1 1
U-061-S-02070-A Sony PlayStation U S Castlevania: Symphony of the Night Konami 1997 Action/Adventure 1 1 1
U-095-S-04440-A Sony PSP U S Castlevania: The Dracula X Chronicles Konami 2007 Action/Adventure 1 1 1
U-131-S-05590-A Sony PlayStation 3 U S Catherine Atlus 2011 Action/Adventure 1 1 1
U-064-S-00440-A Nintendo 64 U S Chopper Attack Midway 1998 Simulator 1 1 1
U-061-S-02230-A Sony PlayStation U S Chrono Cross Square Electronic Arts 2000 RPG 1 1 1
U-044-S-01090-A Nintendo SNES U S Chrono Trigger Squaresoft 1995 RPG 1 1 1
U-087-S-06170-A Nintendo DS U S Chrono Trigger Square Enix 2008 RPG 1 1 1
U-016-S-35421-A IBM PC US S Civilization V, Sid Meier's 2K Games 2008 Strategy 1 1 1
U-182-S-01261-A Nintendo 3DS U S Code of Princess [CD & Artbook] Atlus 2012 RPG 1 1 1
U-075-S-09230-A Microsoft Xbox U S Colin McRae Rally 04 Codemasters 2003 Racing 1 1 1
U-061-S-02340-A Sony PlayStation U S Colony Wars Psygnosis 1997 Action/Adventure 1 1 1
U-061-S-02360-A Sony PlayStation U S Colony Wars: Vengeance Psygnosis 1998 Shooter 1 1 1
U-115-S-00140-A Microsoft Xbox 360 U S Condemned: Criminal Origins Sega 2005 Action/Adventure 1 1 1
U-064-S-00480-A Nintendo 64 U S Conker's Bad Fur Day Rareware 2001 Action/Adventure 1 1 1
U-075-S-05580-A Microsoft Xbox U S Conker: Live & Reloaded Microsoft 2005 Action/Adventure 1 1 1
U-044-S-01200-A Nintendo SNES U S Contra III: The Alien Wars Konami 1992 Action/Adventure 1 1 1
U-072-S-00250-A Sony PlayStation 2 U S Contra Shattered Soldier Konami 2002 Shooter 1 1 1
U-040-S-01290-A Sega Genesis U S Contra: Hard Corps Konami 1994 Action/Adventure 1 1 1
U-061-S-02540-A Sony PlayStation U S Crash Bandicoot 2: Cortex Strikes Back Sony Computer Entertainment America (SCEA) 1997 Action/Adventure 1 1 1
U-061-S-02560-A Sony PlayStation U S Crash Bandicoot Warped Sony Computer Entertainment America (SCEA) 1998 Action/Adventure 1 1 1
U-071-S-00350-A Sega Dreamcast U S Crazy Taxi Sega 2000 Racing 1 1 1
U-071-S-00360-A Sega Dreamcast U S Crazy Taxi 2 Sega 2001 Racing 1 1 1
U-095-S-05700-A Sony PSP U S Crimson Gem Saga Atlus 2009 RPG 1 1 1
U-075-S-00640-A Microsoft Xbox U S Crimson Sea KOEI 2002 Action/Adventure 1 1 1 U-072-S-03280-A Sony PlayStation 2 U S Crimson Sea 2 Koei 2004 Action/Adventure 1 1 1
U-075-S-00650-A Microsoft Xbox U S Crimson Skies: High Road to Revenge Microsoft Game Studios 2003 Action/Adventure 1 1 1
U-095-S-05090-A Sony PSP U S Crisis Core: Final Fantasy VII Square Enix 2008 RPG 1 1 1
U-064-S-00500-A Nintendo 64 U S Cruis'n USA Nintendo 1996 Racing 1 1 1
U-016-S-16990-A IBM PC U S Crysis EA Games 2007 Shooter 1 1 1
U-016-S-36160-A IBM PC U S Crysis 2 EA 2011 Shooter 1 1 1
U-131-S-05650-A Sony PlayStation 3 U S Crysis 2 [Limited Edition] Electronic Arts 2011 Shooter 1 1 1
U-016-S-32380-A IBM PC U S Crysis Warhead Electronic Arts 2008 Shooter 1 1 1
U-016-S-06660-A IBM PC U S Curse of Monkey Island LucasArts 1997 Action/Adventure 1 1 1
U-189-S-01060-A Sony PlayStation Vita U S Danganronpa 2: Goodbye Despair NIS America 2014 Action/Adventure 1 1 1
U-189-S-00800-A Sony PlayStation Vita U S DanganRonpa: Trigger Happy Havoc NIS America 2014 Action/Adventure 1 1 1
U-060-S-00570-A Sega Saturn U S Darius Gaiden Acclaim 1996 Shooter 1 1 1
U-072-S-00310-A Sony PlayStation 2 U S Dark Cloud Sony Computer Entertainment America (SCEA) 2001 RPG 1 1 1
U-072-S-03320-A Sony PlayStation 2 U S Dark Cloud 2 Sony Computer Entertainment America (SCEA) 2003 RPG 1 1 1
U-131-S-05810-A Sony PlayStation 3 U S Dark Souls Bandai 2011 RPG 1 1 1

U-095-S-01900-A Sony PSP U S Daxter Sony Computer Entertainment America (SCEA) 2006 Action/Adventure 1 1 1
 U-071-S-00390-A Sega Dreamcast U S Daytona USA Sega 2001 Racing 1 1 1
 U-060-S-00630-A Sega Saturn U S Daytona USA: Championship Circuit Edition [Net Link Edition] Sega 1996 Racing 1 1 1
 U-071-S-00410-A Sega Dreamcast U S Dead or Alive 2 Tecmo 2000 Fighting 1 1 1
 U-075-S-00730-A Microsoft Xbox U S Dead or Alive 3 Microsoft Game Studios 2001 Fighting 1 1 1
 U-115-S-00020-A Microsoft Xbox 360 U S Dead or Alive 4 Tecmo 2005 Fighting 1 1 1
 U-131-S-08750-A Sony PlayStation 3 U S Dead or Alive 5 Ultimate Tecmo Koei 2013 Fighting 1 1 1
 U-075-S-00740-A Microsoft Xbox U S Dead or Alive Ultimate [Double Disc Collectors Edition] Tecmo 2004 Fighting 1 1 1
 U-075-S-00750-A Microsoft Xbox U S Dead or Alive Xtreme Beach Volleyball Tecmo 2003 Sports 1 1 1
 U-115-S-00550-A Microsoft Xbox 360 U S Dead Rising Capcom 2006 Action/Adventure 1 1 1
 U-131-S-01560-A Sony PlayStation 3 U S Dead Space EA 2008 Action/Adventure 1 1 1
 U-131-S-05220-A Sony PlayStation 3 U S Dead Space 2 [Limited Edition] Electronic Arts 2011 Action/Adventure 1 1 1
 U-115-S-06700-A Microsoft Xbox 360 U S Deathsmiles [Limited Edition] Aksys Games 2010 Shooter 1 1 1
 U-131-S-03081-A Sony PlayStation 3 U S Demon's Souls [Deluxe Edition] Atlus 2009 RPG 1 1 1
 U-016-S-11200-A IBM PC U S Deus Ex Eidos Interactive 2000 Shooter 1 1 1
 U-131-S-05661-A Sony PlayStation 3 U S Deus Ex: Human Revolution Square Enix 2011 Action/Adventure 1 1 1
 U-075-S-00790-A Microsoft Xbox U S Deus Ex: Invisible War Eidos 2003 RPG 1 1 1
 U-072-S-06260-A Sony PlayStation 2 U S Devil May Cry 3: Dante's Awakening Capcom 2005 Action/Adventure 1 1 1
 U-131-S-01050-A Sony PlayStation 3 U S Devil May Cry 4 Capcom 2008 Action/Adventure 1 1 1
 U-016-S-02360-A IBM PC U S Diablo Blizzard Entertainment 1998 RPG 1 1 1
 U-061-S-03100-A Sony PlayStation U S Diablo Electronic Arts 1998 RPG 1 1 1
 U-016-S-04920-A IBM PC U S Diablo Battle Chest Blizzard 2003 RPG 1 1 1
 U-016-S-04200-A IBM PC U S Diablo II: Lord of Destruction Blizzard 2001 RPG 1 1 1
 U-131-S-08650-A Sony PlayStation 3 U S Diablo III Blizzard Entertainment 2013 Action/Adventure 1 1 1
 U-016-S-38210-A IBM PC U S Diablo III [Collector's Edition] Blizzard Entertainment 2012 Action/Adventure 1 1 1
 U-215-S-00380-A Sony PlayStation 4 U S Diablo III: Ultimate Evil Edition Blizzard Entertainment 2014 RPG 1 1 1
 U-131-S-08651-A Sony PlayStation 3 U S Diablo III: Ultimate Evil Edition Blizzard Entertainment 2014 RPG 1 1 1
 U-061-S-03180-B Sony PlayStation U S Dino Crisis Capcom 1999 Action/Adventure 1 1 1
 U-061-S-03190-A Sony PlayStation U S Dino Crisis 2 Capcom 2000 Action/Adventure 1 1 1
 U-072-S-12200-A Sony PlayStation 2 U S Disgaea 2: Cursed Memories NIS America 2006 RPG 1 1 1
 U-095-S-06170-A Sony PSP U S Disgaea 2: Dark Hero Days NIS America 2009 RPG 1 1 1
 U-189-S-00260-A Sony PlayStation Vita U S Disgaea 3: Absence of Detention NIS America 2012 RPG 1 1 1
 U-131-S-01460-A Sony PlayStation 3 U S Disgaea 3: Absence of Justice NIS America 2008 RPG 1 1 1
 U-189-S-01031-A Sony PlayStation Vita U S Disgaea 4: A Promise Revisited [NIS America Website Exclusive Limited Edition] NIS America 2014 RPG 1 1 1
 U-131-S-05681-A Sony PlayStation 3 U S Disgaea 4: A Promise Unforgotten NIS America 2011 Strategy 1 1 1
 U-131-S-08800-A Sony PlayStation 3 U S Disgaea D2: A Brighter Darkness NIS America 2013 RPG 1 1 1
 U-087-S-05940-A Nintendo DS U S Disgaea DS NIS America 2008 RPG 1 1 1
 U-095-S-04520-A Sony PSP U S Disgaea: Afternoon of Darkness NIS America 2007 RPG 1 1 1
 U-072-S-03390-A Sony PlayStation 2 U S Disgaea: Hour of Darkness Atlus 2003 RPG 1 1 1
 U-131-S-08000-A Sony PlayStation 3 U S DmC: Devil May Cry Capcom 2013 Action/Adventure 1 1 1
 J-060-S-01625-A Sega Saturn J S DoDonPachi Atlus 1997 Shooter 1 1 1
 J-072-S-01080-A Sony PlayStation 2 J S DoDonPachi Dai-Ou-Jou Arika 2003 Shooter 1 1 1
 E-115-S-03180-A Microsoft Xbox 360 GB S Dodonpachi Resurrection [Deluxe Edition] Rising Star Games 2011 Shooter 1 1 1
 J-115-S-01741-A Microsoft Xbox 360 J S DoDonPachi Saidaioujou Cave 2013 Shooter 1 1 1
 U-064-S-00600-A Nintendo 64 U S Donkey Kong 64 Nintendo 1999 Action/Adventure 1 1 0
 U-027-S-01850-B Nintendo NES U S Donkey Kong Classics [Oval Seal] Nintendo 1989 Compilation 1 0 0

U-044-S-01390-A Nintendo SNES U S Donkey Kong Country 2: Diddy's Kong Quest Nintendo 1995 Action/Adventure 1 0 0
U-044-S-01400-A Nintendo SNES U S Donkey Kong Country 3: Dixie Kong's Double Trouble Nintendo 1996 Action/Adventure 1 0 0
U-044-S-01380-A Nintendo SNES U S Donkey Kong Country [Made in Mexico Release] Nintendo 1994 Action/Adventure 1 1 1
U-132-S-07960-A Nintendo Wii U S Donkey Kong Country Returns Nintendo 2010 Action/Adventure 1 1 1
J-060-S-01615-A Sega Saturn J S DonPachi Atlus 1996 Shooter 1 1 0
U-075-S-05720-A Microsoft Xbox U S Doom 3 Activision 2005 Shooter 1 1 1
U-016-S-03760-A IBM PC U S Doom 3 Activision Publishing, Inc. 2004 Shooter 1 1 1
U-131-S-07510-A Sony PlayStation 3 U S Doom 3: BFG Edition Bethesda 2012 Shooter 1 1 1
U-016-S-28441-A IBM PC U S Dragon Age: Origins [Collector's Edition] EA 2009 RPG 1 1 1
U-060-S-00700-A Sega Saturn U S Dragon Force Working Designs 1996 RPG 1 1 1
U-087-S-05920-A Nintendo DS U S Dragon Quest IV: Chapters of the Chosen Square Enix 2008 RPG 1 1 1
U-087-S-13230-A Nintendo DS U S Dragon Quest IX: Sentinels of the Starry Skies Nintendo 2010 RPG 1 1 1
U-087-S-08670-A Nintendo DS U S Dragon Quest V: Hand of the Heavenly Bride Square Enix 2009 RPG 1 1 1
U-087-S-14670-A Nintendo DS U S Dragon Quest VI: Realms of Revelation Nintendo 2011 RPG 1 1 1
U-072-S-08110-A Sony PlayStation 2 U S Dragon Quest VIII: Journey of the Cursed King Square Enix 2005 RPG 1 1 1
U-131-S-08550-A Sony PlayStation 3 U S Dragon's Crown Atlus 2013 RPG 1 1 1
U-016-S-15350-A IBM PC U S Dreamfall: The Longest Journey [Game of the Year Edition] Aspyr 2007 Action/Adventure 1 1 1
U-016-S-08970-A IBM PC U S Duke Nukem 3D GT Interactive 1996 Shooter 1 1 1
U-016-S-11110-A IBM PC U S Dungeon Keeper Electronic Arts 1997 Strategy 1 1 1
U-016-S-11120-A IBM PC U S Dungeon Keeper 2 Electronic Arts 1999 Strategy 1 1 1 U-016-S-05030-A IBM PC U S Dungeon Siege Microsoft 2002 RPG 1 1 1
U-016-S-19670-A IBM PC U S Dungeon Siege II Microsoft 2005 Action/Adventure 1 1 1
U-044-S-01500-A Nintendo SNES U S EarthBound Nintendo 1995 RPG 1 0 1
U-071-S-00660-A Sega Dreamcast U S Ecco the Dolphin: Defender of the Future Sega 2000 Action/Adventure 1 1 1
U-061-S-03630-A Sony PlayStation U S Einhander SCEA 1998 Shooter 1 1 1
U-075-S-05110-B Microsoft Xbox U S Elder Scrolls III, The: Morrowind [Game of the Year Edition - Platinum Hits] Bethesda Softworks 2004 RPG 1 1 1
U-016-S-12790-A IBM PC U S Elder Scrolls III, The: Morrowind [Game of the Year Edition] Bethesda Softworks 2003 RPG 1 1 1
U-115-S-00300-A Microsoft Xbox 360 U S Elder Scrolls IV, The: Oblivion [Collector's Edition] 2K Games 2006 RPG 1 1 1
U-131-S-00660-A Sony PlayStation 3 U S Elder Scrolls IV, The: Oblivion [Game of the Year Edition] 2K Games 2007 RPG 1 1 1
U-016-S-17300-A IBM PC U S Elder Scrolls IV, The: Oblivion [Game of the Year Edition] Take 2 Interactive 2007 RPG 1 1 1
U-016-S-37521-A IBM PC U S Elder Scrolls V, The: Skyrim Bethesda Softworks 2011 RPG 1 1 1
U-131-S-06100-A Sony PlayStation 3 U S Elder Scrolls V, The: Skyrim Bethesda Softworks 2011 RPG 1 1 1
U-061-S-03640-A Sony PlayStation U S Elemental Gearbolt [Black Armor] Working Designs 1998 Shooter 1 1 1
J-040-S-01250-A Sega Mega Drive J S Eliminate Down Soft Vision International 1993 Shooter 1 1 0
U-131-S-04440-A Sony PlayStation 3 U S Enslaved: Odyssey to the West Namco Bandai 2010 Action/Adventure 1 1 1
J-072-S-06140-A Sony PlayStation 2 J S Espgaluda Arika 2004 Shooter 1 1 1
J-115-S-00650-A Microsoft Xbox 360 J S Espgaluda II: Black Label Cave 2010 Shooter 1 1 1
U-072-S-03690-A Sony PlayStation 2 U S ESPN NFL 2K5 Sega 2004 Sports 1 1 1
U-075-S-04540-A Microsoft Xbox U S ESPN NFL 2K5 Sega 2004 Sports 1 1 1
U-072-S-03700-A Sony PlayStation 2 U S ESPN NFL Football Sega 2003 Sports 1 1 1 U-075-S-04650-A Microsoft Xbox U S ESPN NHL 2K5 Sega/Global Star 2004 Sports 1 1 1
U-076-S-00810-A Nintendo GameCube U S Eternal Darkness: Sanity's Requiem Nintendo 2002 Action/Adventure 1 1

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U-115-S-01830-A Microsoft Xbox 360 U S Eternal Sonata Namco Bandai Games America 2007 RPG 1 1 1
 U-182-S-03050-A Nintendo 3DS U S Etrian Odyssey 2 Untold: The Fafnir Knight Atlus 2015 RPG 1 1 1
 U-182-S-01730-A Nintendo 3DS U S Etrian Odyssey IV: Legends of the Titan Atlus 2013 RPG 1 1 0
 U-182-S-02000-A Nintendo 3DS U S Etrian Odyssey Untold: The Millennium Girl Atlus 2013 RPG 1 1 1
 U-064-S-00700-A Nintendo 64 U S Extreme-G Acclaim 1997 Racing 1 1 1
 U-064-S-00710-A Nintendo 64 U S Extreme-G 2 Acclaim 1998 Racing 1 1 1
 U-076-S-03280-A Nintendo GameCube U S Extreme-G 3 Acclaim 2001 Racing 1 1 1
 U-076-S-01000-A Nintendo GameCube U S F-Zero GX Nintendo 2003 Racing 1 1 1
 U-016-S-10130-A IBM PC U S F.E.A.R. - First Encounter Assault Recon Sierra / Vivendi Universal Games 2005 Shooter 1 1 1
 U-071-S-00760-A Sega Dreamcast U S F1 World Grand Prix Sega 2000 Racing 1 1 1
 U-071-S-00780-A Sega Dreamcast U S F355 Challenge: Passione Rossa Acclaim 2000 Racing 1 1 1
 U-075-S-01060-A Microsoft Xbox U S Fable Microsoft Game Studios 2004 RPG 1 1 1
 U-115-S-03511-A Microsoft Xbox 360 U S Fable II Microsoft 2008 RPG 1 1 1
 U-016-S-24221-A IBM PC U S Fallout 3 [Collector's Edition] Bethesda Softworks 2008 RPG 1 1 1
 U-131-S-01651-A Sony PlayStation 3 U S Fallout 3 [Collector's Edition] Bethesda 2008 RPG 1 1 1
 U-131-S-04690-B Sony PlayStation 3 U S Fallout: New Vegas Bethesda Softworks 2010 RPG 1 1 1
 U-016-S-33052-A IBM PC U S Fallout: New Vegas Bethesda Softworks 2010 RPG 1 1 1 U-016-S-13790-A IBM PC U S Far Cry Ubisoft 2004 Shooter 1 1 1
 U-075-S-06600-A Microsoft Xbox U S Far Cry: Instincts Ubisoft 2005 Shooter 1 1 1
 U-075-S-01080-A Microsoft Xbox U S Fatal Frame Tecmo 2002 Action/Adventure 1 1 1
 U-072-S-03860-A Sony PlayStation 2 U S Fatal Frame II: Crimson Butterfly Tecmo 2003 Action/Adventure 1 1 1
 U-075-S-06510-A Microsoft Xbox U S Fatal Frame II: Crimson Butterfly - Director's Cut Tecmo 2004 Action/Adventure 1 1 1
 U-071-S-00770-A Sega Dreamcast U S Fatal Fury: Mark of the Wolves Agetec 2001 Fighting 1 1 1
 U-076-S-00870-A Nintendo GameCube U S FIFA Soccer 2002 Electronic Arts 2001 Sports 1 1 1
 U-060-S-00790-A Sega Saturn U S Fighters Megamix Sega 1997 Fighting 1 1 1
 U-061-S-04110-A Sony PlayStation U S Final Fantasy Anthology Squaresoft 1999 RPG 1 1 1
 U-061-S-04120-A Sony PlayStation U S Final Fantasy Chronicles Sony 2001 RPG 1 1 1
 U-074-S-06400-A Nintendo Game Boy Advance U S Final Fantasy I & II: Dawn of Souls Nintendo 2004 RPG 1 1 1
 U-044-S-01860-A Nintendo SNES U S Final Fantasy II Square 1991 RPG 1 1 1
 U-044-S-01870-A Nintendo SNES U S Final Fantasy III Squaresoft 1994 RPG 1 1 1
 U-087-S-01870-A Nintendo DS U S Final Fantasy III Square Enix 2006 RPG 1 1 1
 U-087-S-05450-A Nintendo DS U S Final Fantasy IV Square Enix 2008 RPG 1 1 1
 U-061-S-04130-A Sony PlayStation U S Final Fantasy IX Squaresoft 2000 RPG 1 1 1 U-061-S-04140-A Sony PlayStation U S Final Fantasy Origins Squaresoft 2003 RPG 1 1 0
 U-061-S-04150-A Sony PlayStation U S Final Fantasy Tactics Sony Computer Entertainment America (SCEA) 1998 RPG 1 1 1
 U-087-S-05430-A Nintendo DS U S Final Fantasy Tactics A2: Grimoire of the Rift Square Enix 2008 RPG 1 1 0
 U-074-S-01720-A Nintendo Game Boy Advance U S Final Fantasy Tactics Advance Nintendo 2003 RPG 1 1 1
 U-215-S-01020-B Sony PlayStation 4 U S Final Fantasy Type-0 HD [Collector's Edition] Square Enix 2015 RPG 1 1 1
 U-061-S-04160-A Sony PlayStation U S Final Fantasy VII SCEA/Squaresoft 1997 RPG 1 1 1
 U-061-S-04170-A Sony PlayStation U S Final Fantasy VIII Square Electronic Arts L.L.C. 1999 RPG 1 1 1
 U-072-S-03920-A Sony PlayStation 2 U S Final Fantasy X Squaresoft 2001 RPG 1 1 1
 U-072-S-03930-A Sony PlayStation 2 U S Final Fantasy X-2 Square Enix 2003 RPG 1 1 1
 U-215-S-01160-A Sony PlayStation 4 U S Final Fantasy X/X-2 HD Remaster Square Enix 2015 RPG 1 1 1
 U-131-S-09410-A Sony PlayStation 3 U S Final Fantasy X/X-2 HD Remaster Square Enix 2014 RPG 1 1 1
 U-072-S-13000-A Sony PlayStation 2 U S Final Fantasy XII Square Enix 2006 RPG 1 1 1
 U-087-S-03780-A Nintendo DS U S Final Fantasy XII: Revenant Wings Square Enix 2007 RPG 1 1 1

U-131-S-03750-A Sony PlayStation 3 U S Final Fantasy XIII Square Enix 2010 RPG 1 1 1
U-115-S-06220-A Microsoft Xbox 360 U S Final Fantasy XIII Square Enix 2010 RPG 1 1 1
U-131-S-06291-A Sony PlayStation 3 U S Final Fantasy XIII-2 [Collector's Edition] Square-Enix 2012 RPG 1 1 1
U-076-S-00910-A Nintendo GameCube U S Final Fantasy: Crystal Chronicles Nintendo 2004 RPG 1 1 1
U-087-S-13800-A Nintendo DS U S Final Fantasy: The 4 Heroes of Light Square Enix 2010 RPG 1 1 1
U-074-S-01740-A Nintendo Game Boy Advance U S Fire Emblem Nintendo 2003 RPG 1 1 1
U-182-S-01710-A Nintendo 3DS U S Fire Emblem: Awakening Nintendo 2013 Strategy 1 1 1
U-076-S-04410-A Nintendo GameCube U S Fire Emblem: Path of Radiance Nintendo 2005 Strategy 1 1 1
U-132-S-01100-A Nintendo Wii U S Fire Emblem: Radiant Dawn Nintendo 2007 RPG 1 1 1
U-087-S-08660-A Nintendo DS U S Fire Emblem: Shadow Dragon Nintendo 2009 RPG 1 1 1
U-074-S-06510-A Nintendo Game Boy Advance U S Fire Emblem: The Sacred Stones Nintendo 2005 Strategy 1 1 1
U-131-S-00211-A Sony PlayStation 3 U S Formula One Championship Edition Sony Computer Entertainment America (SCEA) 2007 Racing 1 1 1
U-216-S-00461-A Microsoft Xbox One U S Forza Horizon 2 Microsoft Games 2014 Racing 1 1 1
U-075-S-01160-A Microsoft Xbox U S Forza Motorsport Microsoft 2005 Racing 1 1 1 U-115-S-01481-A Microsoft Xbox 360 U S Forza Motorsport 2 Microsoft 2007 Racing 1 1 1
U-115-S-05620-A Microsoft Xbox 360 U S Forza Motorsport 3 Microsoft 2009 Racing 1 1 1
U-115-S-08850-A Microsoft Xbox 360 U S Forza Motorsport 4 Microsoft 2011 Racing 1 1 1
U-216-S-00130-A Microsoft Xbox One U S Forza Motorsport 5 Microsoft Studios 2013 Racing 1 1 1
U-016-S-25250-A IBM PC U S Freelancer Microsoft 2003 Action/Adventure 1 0 0
U-075-S-01220-A Microsoft Xbox U S Full Spectrum Warrior THQ 2004 Simulator 1 1 1
U-016-S-11160-A IBM PC U S Gabriel Knight: Sins of the Fathers Sierra 1995 Action/Adventure 1 0 1
U-040-S-02240-A Sega Genesis U S Gaiars Renovation 1991 Shooter 1 1 0
U-060-S-00820-A Sega Saturn U S Galactic Attack Acclaim 1995 Shooter 1 1 0
U-060-S-00830-A Sega Saturn U S Galaxy Fight Sunsoft 1996 Fighting 1 1 1
U-115-S-00830-A Microsoft Xbox 360 U S Gears of War Microsoft 2006 Shooter 1 1 1
U-115-S-03690-A Microsoft Xbox 360 U S Gears of War 2 Microsoft 2008 Shooter 1 1 1
U-115-S-08670-A Microsoft Xbox 360 U S Gears of War 3 Microsoft 2011 Shooter 1 1 1
U-075-S-01270-A Microsoft Xbox U S Genma Onimusha Capcom 2002 Action/Adventure 1 1 1
U-060-S-00840-A Sega Saturn U S Gex Crystal Dynamics 1995 Action/Adventure 1 1 1
U-087-S-14580-A Nintendo DS U S Ghost Trick: Phantom Detective Capcom 2011 Action/Adventure 1 1 1
U-016-S-02140-A IBM PC U S Giants: Citizen Kabuto Interplay 2000 Action/Adventure 1 1 1
J-072-S-05500-A Sony PlayStation 2 J S Gigawing Generations Taito 2004 Shooter 1 1 1
U-072-S-06630-A Sony PlayStation 2 U S God of War Sony Computer Entertainment America (SCEA) 2005 Action/Adventure 1 1 1
U-131-S-03270-A Sony PlayStation 3 U S God of War Collection SCEA 2009 Compilation 1 1 1
U-072-S-14101-A Sony PlayStation 2 U S God of War II Sony Computer Entertainment America (SCEA) 2007 Action/Adventure 1 1 1
U-131-S-03760-A Sony PlayStation 3 U S God of War III SCEA 2010 Action/Adventure 1 1 1
U-131-S-05700-A Sony PlayStation 3 U S God of War Origins Collection SCEA 2011 Compilation 1 1 1
U-131-S-08190-B Sony PlayStation 3 U S God of War: Ascension [Collector's Edition] Sony Computer Entertainment 2013 Action/Adventure 1 1 1
U-074-S-02080-A Nintendo Game Boy Advance U S Golden Sun Nintendo 2001 RPG 1 1 1
U-074-S-02090-A Nintendo Game Boy Advance U S Golden Sun: The Lost Age Nintendo 2003 RPG 1 1 1
U-064-S-00900-A Nintendo 64 U S GoldenEye 007 Nintendo 1997 Shooter 1 1 1
U-072-S-00760-A Sony PlayStation 2 U S Gradius III & IV Konami 2000 Shooter 1 1 1
U-072-S-09160-A Sony PlayStation 2 U S Gradius V Konami 2004 Shooter 1 1 1
U-061-S-04670-A Sony PlayStation U S Gran Turismo 2 Sony Computer Entertainment America 1999 Racing 1 1 1
U-072-S-00770-A Sony PlayStation 2 U S Gran Turismo 3: A-spec Sony Computer Entertainment America (SCEA) 2001 Racing 1 1 1

U-072-S-06480-A Sony PlayStation 2 U S Gran Turismo 4 Sony Computer Entertainment America (SCEA) 2005 Racing 1 1 1
 U-131-S-05092-A Sony PlayStation 3 U S Gran Turismo 5 [XL Edition] SCEA 2012 Racing 1 1 1
 U-131-S-09090-A Sony PlayStation 3 U S Gran Turismo 6 Sony Computer Entertainment America (SCEA) 2013 Racing 1 1 1
 U-061-S-04700-A Sony PlayStation U S Grand Theft Auto 2 Rockstar Games 1999 Action/Adventure 1 1 1
 U-072-S-00780-A Sony PlayStation 2 U S Grand Theft Auto III Rockstar Games 2001 Action/Adventure 1 1 1
 U-215-S-00750-A Sony PlayStation 4 U S Grand Theft Auto V Rockstar 2014 Action/Adventure 1 1 1
 U-131-S-08720-A Sony PlayStation 3 U S Grand Theft Auto V Rockstar Games 2013 Action/Adventure 1 1 1
 U-072-S-04930-A Sony PlayStation 2 U S Grand Theft Auto: San Andreas Rockstar Games 2004 Action/Adventure 1 1 1
 U-075-S-05470-A Microsoft Xbox U S Grand Theft Auto: San Andreas Rockstar Games 2005 Action/Adventure 1 1 1
 U-072-S-04930-B Sony PlayStation 2 U S Grand Theft Auto: San Andreas [Greatest Hits] Rockstar Games 2005 Action/Adventure 1 1 1
 U-072-S-00790-A Sony PlayStation 2 U S Grand Theft Auto: Vice City Rockstar Games 2002 Action/Adventure 1 1 1
 U-016-S-06550-A IBM PC U S Grand Theft Auto: Vice City Rockstar Games 2003 Action/Adventure 1 0 0
 U-061-S-04740-A Sony PlayStation U S Grandia Sony 1999 RPG 1 1 1
 U-071-S-00900-A Sega Dreamcast U S Grandia II Ubi Soft 2000 RPG 1 1 1
 U-072-S-04200-A Sony PlayStation 2 U S Grandia II Ubisoft 2002 RPG 1 1 1
 U-072-S-09730-A Sony PlayStation 2 U S Grandia III Square Enix 2006 RPG 1 1 1
 U-072-S-09440-A Sony PlayStation 2 U S Grandia Xtreme Enix 2002 RPG 1 1 1
 U-131-S-01350-A Sony PlayStation 3 U S GRID Codemasters 2008 Racing 1 1 1
 U-072-S-14890-A Sony PlayStation 2 U S GrimGrimoire NIS America 2007 Strategy 1 1 1
 U-072-S-09120-A Sony PlayStation 2 U S Growlanser Generations Deluxe Working Designs 2004 RPG 1 1 1
 U-060-S-00890-A Sega Saturn U S Guardian Heroes Sega 1996 Action/Adventure 1 1 0
 U-016-S-40810-A IBM PC U S Guild Wars 2 NCsoft 2012 RPG 1 1 1
 U-016-S-03370-B IBM PC U S Guild Wars [Platinum Edition] NCsoft RPG 1 1 1
 U-016-S-14250-A IBM PC U S Guild Wars: Eye of the North 2007 RPG 1 1 1
 U-072-S-10090-A Sony PlayStation 2 U S Guilty Gear Isuka Sammy 2004 Fighting 1 1 1
 U-072-S-04220-A Sony PlayStation 2 U S Guilty Gear X Sammy 2001 Fighting 1 1 1
 U-075-S-04610-A Microsoft Xbox U S Guilty Gear X2: The Midnight Carnival #Reload Majesco 2004 Fighting 1 1 1
 U-215-S-00860-A Sony PlayStation 4 U S Guilty Gear Xrd -SIGN- Aksys Games 2014 Fighting 1 1 1
 U-072-S-18520-A Sony PlayStation 2 U S Guilty Gear XX Accent Core Plus Aksys Games 2009 Fighting 1 1 1
 E-072-S-01940-A Sony PlayStation 2 GB S Gunbird Special Edition Empire Interactive 2005 Shooter 1 1 1
 U-040-S-02480-A Sega Genesis U S Gunstar Heroes Sega 1993 Action/Adventure 1 1 1
 U-075-S-06210-A Microsoft Xbox U S Half-Life 2 Valve 2005 Shooter 1 1 1
 U-016-S-00011-A IBM PC U S Half-Life 2 [Game of the Year Edition] Valve 2005 Shooter 1 1 1
 U-016-S-09880-A IBM PC U S Half-Life 2: Episode One EA Games 2006 Shooter 1 1 1 U-075-S-01390-A Microsoft Xbox U S Halo 2 Microsoft Game Studios 2004 Shooter 1 1 1
 U-115-S-01880-A Microsoft Xbox 360 U S Halo 3 Microsoft 2007 Shooter 1 1 1
 U-115-S-05170-A Microsoft Xbox 360 U S Halo 3: ODST Microsoft 2009 Shooter 1 1 1
 U-115-S-10760-A Microsoft Xbox 360 U S Halo 4 Microsoft 2012 Shooter 1 1 1
 U-016-S-03770-A IBM PC U S Halo: Combat Evolved Microsoft 2003 Shooter 1 1 1
 U-075-S-01380-A Microsoft Xbox U S Halo: Combat Evolved Microsoft Game Studios 2001 Shooter 1 1 1
 U-115-S-06990-A Microsoft Xbox 360 U S Halo: Reach Microsoft 2010 Shooter 1 1 1 U-216-S-00670-A Microsoft Xbox One U S Halo: The Master Chief Collection Microsoft Studios 2014 Shooter 1 1 1
 U-072-S-09130-A Sony PlayStation 2 U S Haunting Ground Capcom 2005 Action/Adventure 1 1 1
 U-131-S-03733-A Sony PlayStation 3 U S Heavy Rain [Director's Cut - Greatest Hits] Sony Computer Entertainment

2011 Action/Adventure 1 1 1

U-016-S-16640-A IBM PC U S Hellgate: London EA Games 2007 RPG 1 1 1

U-040-S-02580-A Sega Genesis U S Herzog Zwei Sega 1990 Strategy 1 1 0

U-064-S-00940-A Nintendo 64 U S Hexen GT Interactive 1997 Shooter 1 1 1

U-131-S-01230-A Sony PlayStation 3 U S Hot Shots Golf: Out of Bounds SCEI 2008 Sports 1 1 1

U-071-S-00980-A Sega Dreamcast U S Hydro Thunder Midway 1999 Racing 1 1 1

J-060-S-02025-A Sega Saturn J S Hyper Duel Tecno Soft 1996 Shooter 1 1 1

J-072-S-06440-A Sony PlayStation 2 J S Ibara Taito 2005 Shooter 1 1 1

U-016-S-15980-A IBM PC U S Icewind Dale: The Ultimate Collection Interplay 2002 RPG 1 1 1

U-072-S-00960-A Sony PlayStation 2 U S ICO Sony 2001 Action/Adventure 1 1 1

U-076-S-01210-A Nintendo GameCube U S Ikaruga Atari 2003 Shooter 1 1 1

J-016-S-00110-A IBM PC J S Imperishable Night Team Shanghai Alice 2004 Shooter 1 1 1

U-131-S-02570-A Sony PlayStation 3 U S inFAMOUS Sony Computer Entertainment 2009 Action/Adventure 1 1 1

U-075-S-05230-A Microsoft Xbox U S Jade Empire Microsoft 2005 RPG 1 1 1

U-072-S-05510-A Sony PlayStation 2 U S Jak 3 Sony 2004 Action/Adventure 1 1 1

U-131-S-06480-A Sony PlayStation 3 U S Jak And Daxter Collection SCEA 2012 Action/Adventure 1 1 1

U-072-S-01010-A Sony PlayStation 2 U S Jak and Daxter: The Precursor Legacy Sony 2001 Action/Adventure 1 1 1

U-072-S-04430-A Sony PlayStation 2 U S Jak II Sony 2003 Action/Adventure 1 1 1

U-095-S-04180-A Sony PSP U S Jeanne D'Arc Sony Computer Entertainment America (SCEA) 2007 RPG 1 1 1

U-115-S-00190-A Microsoft Xbox 360 U S Kameo: Elements of Power Microsoft 2005 Action/Adventure 1 1 1

U-072-S-05010-A Sony PlayStation 2 U S Katamari Damacy Namco 2004 Strategy 1 1 1

U-131-S-02340-A Sony PlayStation 3 U S Killzone 2 SCEA 2009 Shooter 1 1 1

U-131-S-05261-A Sony PlayStation 3 U S Killzone 3 [Helghast Edition] SCEA 2011 Shooter 1 1 1

U-215-S-00070-A Sony PlayStation 4 U S Killzone: Shadow Fall Sony Computer Entertainment America (SCEA) 2013 Shooter 1 1 1

U-061-S-05770-A Sony PlayStation U S King of Fighters '99, The: Millenium Battle SNK 2001 Fighting 1 1 1

U-131-S-06180-A Sony PlayStation 3 U S King Of Fighters XIII, The Atlus 2011 Fighting 1 1 1

U-182-S-01220-A Nintendo 3DS U S Kingdom Hearts 3D: Dream Drop Distance Square Enix 2012 RPG 1 1 1

U-072-S-01110-B Sony PlayStation 2 U S Kingdom Hearts [Greatest Hits] Squaresoft 2003 RPG 1 1 1

U-131-S-08671-A Sony PlayStation 3 U S Kingdom Hearts HD 1.5 ReMIX [Limited Edition] Square Enix 2013 RPG 1 1 1

U-072-S-09860-B Sony PlayStation 2 U S Kingdom Hearts II [Greatest Hits] Square Enix 2007 RPG 1 1 1

U-087-S-10390-A Nintendo DS U S Kingdom Hearts: 358/2 Days Square Enix 2009 RPG 1 1 1

U-095-S-07290-A Sony PSP U S Kingdom Hearts: Birth by Sleep Square Enix 2010 RPG 1 1 1

U-072-S-17980-A Sony PlayStation 2 U S Kingdom Hearts: Re:Chain of Memories Square Enix 2008 RPG 1 1 1

U-087-S-06230-A Nintendo DS U S Kirby Super Star Ultra Nintendo 2008 Action/Adventure 1 1 1

U-132-S-09530-A Nintendo Wii U S Kirby's Dream Collection: Special Edition Nintendo 2012 Action/Adventure 1 1 1

U-132-S-08780-A Nintendo Wii U S Kirby's Return to Dreamland Nintendo 2011 Action/Adventure 1 1 1

U-074-S-02610-A Nintendo Game Boy Advance U S Kirby: Nightmare in Dream Land Nintendo 2002 Action/Adventure 1 0 1

U-087-S-09710-A Nintendo DS U S Knights in the Nightmare Atlus 2009 Strategy 1 1 1

U-072-S-04560-A Sony PlayStation 2 U S La Pucelle: Tactics Mastiff 2004 Strategy 1 1 1

J-040-S-02040-A Sega Mega Drive J S Langrisser II Masaya 1994 Strategy 1 1 0

U-115-S-00370-A Microsoft Xbox 360 U S Lara Croft Tomb Raider: Legend EIDOS Interactive 2006 Action/Adventure 1 1 1

U-131-S-08440-A Sony PlayStation 3 U S Last of Us, The Sony Computer Entertainment 2013 Action/Adventure 1 1 1

U-132-S-09510-A Nintendo Wii U S Last Story, The XSEED 2012 RPG 1 1 1

U-072-S-07630-A Sony PlayStation 2 U S Legacy of Kain Series: Soul Reaver 2, The Eidos Interactive 2001 Action/Adventure 1 1 1

U-075-S-01660-A Microsoft Xbox U S Legacy of Kain: Defiance Eidos 2003 Action/Adventure 1 1 1

U-071-S-01120-A Sega Dreamcast U S Legacy of Kain: Soul Reaver Eidos 2000 Action/Adventure 1 1 1

U-061-S-05950-A Sony PlayStation U S Legend of Dragoon, The SCEA 2000 RPG 1 1 1 U-095-S-07800-A Sony PSP U S Legend of Heroes: Trails in the Sky [Premium Edition] XSEED Games 2011 RPG 1 1 1
 U-061-S-05970-A Sony PlayStation U S Legend of Mana Squaresoft 2000 RPG 1 1 1
 U-076-S-01340-A Nintendo GameCube U S Legend of Zelda Collector's Edition, The Nintendo 2003 Action/Adventure 1 1 1
 U-044-S-02950-A Nintendo SNES U S Legend of Zelda, The: A Link to the Past Nintendo 1992 Action/Adventure 1 1 1
 U-064-S-01150-A Nintendo 64 U S Legend of Zelda, The: Majora's Mask Nintendo 2000 Action/Adventure 1 1 1
 U-076-S-01350-A Nintendo GameCube U S Legend of Zelda, The: Ocarina of Time Nintendo 2003 Action/Adventure 1 1 1
 U-064-S-01160-A Nintendo 64 U S Legend of Zelda, The: Ocarina of Time Nintendo 1998 Action/Adventure 1 1 1
 U-087-S-03540-A Nintendo DS U S Legend of Zelda, The: Phantom Hourglass Nintendo 2007 Action/Adventure 1 1 1
 U-132-S-08840-A Nintendo Wii U S Legend of Zelda, The: Skyward Sword [Music CD] Nintendo 2011 Action/Adventure 1 1 1
 U-087-S-12020-A Nintendo DS U S Legend of Zelda, The: Spirit Tracks Nintendo 2009 Action/Adventure 1 1 1
 U-074-S-06380-A Nintendo Game Boy Advance U S Legend of Zelda, The: The Minish Cap Nintendo 2005 Action/Adventure 1 1 1
 U-076-S-01360-A Nintendo GameCube U S Legend of Zelda, The: The Wind Waker Nintendo 2003 Action/Adventure 1 1 1
 U-076-S-05130-A Nintendo GameCube U S Legend of Zelda, The: Twilight Princess Nintendo 2006 Action/Adventure 1 1 1
 U-132-S-00012-A Nintendo Wii U S Legend of Zelda, The: Twilight Princess [Nintendo Selects] Nintendo 2011 Action/Adventure 1 1 1
 U-182-S-02190-A Nintendo 3DS U S Legend of Zelda: A Link Between Worlds, The Nintendo 2013 Action/Adventure 1 1 1
 U-182-S-02920-A Nintendo 3DS U S Legend of Zelda: Majora's Mask 3D, The Nintendo 2015 Action/Adventure 1 1 1
 U-182-S-00200-A Nintendo 3DS U S Legend of Zelda: Ocarina of Time 3D, The Nintendo 2011 Action/Adventure 1 1 1
 U-202-S-00620-A Nintendo Wii U U S Legend of Zelda: The Wind Waker HD, The Nintendo 2013 Action/Adventure 1 1 1
 U-040-S-03290-A Sega Genesis U S Lightening Force: Quest for the Darkstar Sega 1992 Shooter 1 1 1
 U-115-S-12550-A Microsoft Xbox 360 U S Lightning Returns: Final Fantasy XIII Square Enix 2014 RPG 1 1 1
 U-131-S-09250-A Sony PlayStation 3 U S Lightning Returns: Final Fantasy XIII Square Enix 2014 RPG 1 1 1
 U-016-S-25340-A IBM PC U S Longest Journey, The [x2 CD-ROM version] Funcom 2000 Action/Adventure 1 1 1
 U-044-S-03090-A Nintendo SNES U S Lufia II: Rise of the Sinistrals Natsume 1996 RPG 1 1 1
 U-087-S-13860-A Nintendo DS U S Lufia: Curse of the Sinistrals Natsume 2010 RPG 1 1 1
 U-182-S-01790-A Nintendo 3DS U S Luigi's Mansion: Dark Moon Nintendo 2013 Action/Adventure 1 1 1
 U-095-S-00070-A Sony PSP U S Lumines Ubi Soft 2005 Puzzle 1 1 1
 U-189-S-00030-A Sony PlayStation Vita U S Lumines: Electronic Symphony Ubisoft 2012 Puzzle 1 1 1
 U-061-S-06180-B Sony PlayStation U S Lunar 2: Eternal Blue Complete [B Part Number (Support Cast)] Working Designs 2000 RPG 1 1 1
 U-087-S-02410-A Nintendo DS U S Lunar Knights Konami 2007 Action/Adventure 1 1 1
 U-074-S-02840-A Nintendo Game Boy Advance U S Lunar Legend Ubi Soft 2002 RPG 1 1 1
 U-095-S-06920-B Sony PSP U S Lunar: Silver Star Harmony [Premium Edition] Xseed Games 2010 RPG 1 1 1
 U-061-S-06200-D Sony PlayStation U S Lunar: Silver Star Story Complete [D Part Number (Fan Edition)] Working Designs
 RPG 1 1 1
 U-131-S-01680-A Sony PlayStation 3 U S Madden NFL 09 Electronic Arts 2008 Sports 1 1 1
 U-060-S-01180-A Sega Saturn U S Magic Knight Rayearth Working Designs 1998 RPG 1 1 1
 U-072-S-08610-A Sony PlayStation 2 U S Magna Carta: Tears of Blood - Deluxe Box Set Atlus 2005 RPG 1 1 1
 U-072-S-07570-A Sony PlayStation 2 U S Makai Kingdom: Chronicles of the Sacred Tome NIS America 2005 RPG 1 1 1
 U-072-S-19690-B Sony PlayStation 2 U S Mana Khemia 2: Fall of Alchemy [Premium Box] NIS America 2009 RPG 1 1 1

U-016-S-04040-A IBM PC U S Maniac Mansion: Day of the Tentacle [CD-ROM] LucasArts 1993 Action/Adventure 1 1 1
U-087-S-10330-A Nintendo DS U S Mario & Luigi: Bowser's Inside Story Nintendo 2009 RPG 1 1 1
U-182-S-01930-A Nintendo 3DS U S Mario & Luigi: Dream Team Nintendo 2013 RPG 1 1 1
U-087-S-00460-A Nintendo DS U S Mario & Luigi: Partners in Time Nintendo 2005 RPG 1 1 1
U-074-S-02890-B Nintendo Game Boy Advance U S Mario & Luigi: Superstar Saga [Player's Choice] Nintendo 2006
RPG 1 1 1
U-064-S-01280-A Nintendo 64 U S Mario Kart 64 Nintendo 1997 Racing 1 1 1
U-182-S-00650-A Nintendo 3DS U S Mario Kart 7 Nintendo 2011 Racing 1 1 1
U-202-S-00930-A Nintendo Wii U U S Mario Kart 8 Nintendo 2014 Racing 1 1 1
U-087-S-00410-A Nintendo DS U S Mario Kart DS Nintendo 2005 Racing 1 1 1
U-132-S-01820-A Nintendo Wii U S Mario Kart Wii Nintendo 2008 Racing 1 1 1
U-076-S-01490-A Nintendo GameCube U S Mario Kart: Double Dash!! Nintendo 2003 Racing 1 1 1
U-074-S-02910-A Nintendo Game Boy Advance U S Mario Kart: Super Circuit Nintendo 2001 Racing 1 1 1
U-071-S-01180-A Sega Dreamcast U S Marvel vs. Capcom 2 Capcom 2000 Fighting 1 1 1
U-072-S-04810-A Sony PlayStation 2 U S Marvel vs. Capcom 2 Capcom 2002 Fighting 1 1 1
U-071-S-01170-A Sega Dreamcast U S Marvel vs. Capcom: Clash of Super Heroes Capcom 1999 Fighting 1 1 1
U-016-S-22790-A IBM PC U S Mass Effect Electronic Arts 2008 RPG 1 1 1
U-115-S-02380-B Microsoft Xbox 360 U S Mass Effect Microsoft 2007 RPG 1 1 1
U-131-S-05200-A Sony PlayStation 3 U S Mass Effect 2 EA 2011 RPG 1 1 1
U-115-S-06110-A Microsoft Xbox 360 U S Mass Effect 2 Electronic Arts 2010 RPG 1 1 1
U-016-S-30411-A IBM PC U S Mass Effect 2 EA Games 2010 RPG 1 1 1
U-016-S-37640-A IBM PC U S Mass Effect 3 Electronic Arts 2012 RPG 1 1 1
U-131-S-06550-A Sony PlayStation 3 U S Mass Effect 3 Electronic Arts 2012 RPG 1 1 1
U-202-S-00200-A Nintendo Wii U U S Mass Effect 3: Special Edition Electronic Arts 2012 Action/Adventure 1 1 1
U-075-S-01840-A Microsoft Xbox U S MechAssault Microsoft 2002 Shooter 1 1 1
U-075-S-05530-A Microsoft Xbox U S MechAssault 2: Lone Wolf [Limited Edition] Microsoft 2005 Action/Adventure 1
1 1
U-016-S-13473-A IBM PC U S Medal of Honor: Allied Assault Electronic Arts 2002 Shooter 1 1 1
U-016-S-50830-A IBM PC U S Medal of Honor: Allied Assault - Spearhead Electronic Arts 2002 Shooter 1 1 1
U-027-S-04060-A Nintendo NES U S Mega Man 2 Capcom 1989 Action/Adventure 1 1 1
U-072-S-04870-A Sony PlayStation 2 U S Mega Man Anniversary Collection Capcom 2004 Compilation 1 1 1
U-061-S-06710-A Sony PlayStation U S Mega Man Legends 2 Capcom 2000 Action/Adventure 1 1 0
U-072-S-09400-A Sony PlayStation 2 U S Mega Man X Collection Capcom 2006 Compilation 1 1 1
U-061-S-06720-A Sony PlayStation U S Mega Man X4 Capcom 1997 Action/Adventure 1 1 1
U-061-S-06730-A Sony PlayStation U S Mega Man X5 Capcom 2000 Action/Adventure 1 1 1
U-061-S-06740-A Sony PlayStation U S Mega Man X6 Capcom 2001 Action/Adventure 1 1 1
U-087-S-13070-A Nintendo DS U S Mega Man Zero Collection Capcom 2010 Compilation 1 1 1
U-087-S-01350-A Nintendo DS U S Mega Man ZX Capcom 2006 Action/Adventure 1 1 1
U-087-S-03810-A Nintendo DS U S Mega Man ZX Advent Capcom 2007 Action/Adventure 1 1 1
U-075-S-04930-A Microsoft Xbox U S Mercenaries: Playground of Destruction LucasArts 2005 Shooter 1 1 1
U-072-S-01230-A Sony PlayStation 2 U S Metal Gear Solid 2: Sons of Liberty Konami 2001 Action/Adventure 1 1 1
U-075-S-01900-A Microsoft Xbox U S Metal Gear Solid 2: Substance Konami 2002 Action/Adventure 1 1 1
U-072-S-05760-A Sony PlayStation 2 U S Metal Gear Solid 3: Snake Eater Konami 2004 Action/Adventure 1 1 1
U-072-S-09880-A Sony PlayStation 2 U S Metal Gear Solid 3: Subsistence Konami 2006 Action/Adventure 1 1 1
U-131-S-01400-A Sony PlayStation 3 U S Metal Gear Solid 4: Guns of the Patriots Konami 2008 Action/Adventure 1 1
1
U-131-S-06091-A Sony PlayStation 3 US S Metal Gear Solid HD Collection Konami 2011 Compilation 1 1 1
U-215-S-01440-A Sony PlayStation 4 U S Metal Gear Solid V: The Phantom Pain Konami 2015 Action/Adventure 1 1 1
U-095-S-07180-A Sony PSP U S Metal Gear Solid: Peace Walker Konami 2010 Action/Adventure 1 1 1
U-095-S-02840-A Sony PSP U S Metal Gear Solid: Portable Ops Konami 2006 Action/Adventure 1 1 1

U-076-S-01600-A Nintendo GameCube U S Metal Gear Solid: The Twin Snakes Konami 2004 Action/Adventure 1 1 1
 U-061-S-06780-A Sony PlayStation U S Metal Slug X Agetec 2001 Action/Adventure 1 1 1
 U-076-S-01610-A Nintendo GameCube U S Metroid Prime Nintendo 2002 Action/Adventure 1 1 1
 U-076-S-03870-A Nintendo GameCube U S Metroid Prime 2: Echoes Nintendo 2004 Action/Adventure 1 1 1
 U-132-S-00740-A Nintendo Wii U S Metroid Prime 3: Corruption Nintendo 2007 Action/Adventure 1 1 1
 U-132-S-05740-A Nintendo Wii U S Metroid Prime Trilogy [Collector's Edition] Nintendo 2009 Action/Adventure 1 1 1
 U-087-S-00920-A Nintendo DS U S Metroid Prime: Hunters Nintendo 2006 Shooter 1 1 1
 U-087-S-00921-A Nintendo DS U S Metroid Prime: Hunters [Wifi Rebranding] Nintendo 2006 Shooter 1 1 1
 U-074-S-03160-A Nintendo Game Boy Advance U S Metroid: Zero Mission Nintendo 2004 Action/Adventure 1 1 1
 U-071-S-01230-A Sega Dreamcast U S Metropolis Street Racer Sega 2001 Racing 1 1 1
 U-072-S-01260-A Sony PlayStation 2 U S Midnight Club Rockstar Games 2000 Racing 1 1 1
 U-072-S-06920-A Sony PlayStation 2 U S Midnight Club II Rockstar Games 2003 Racing 1 1 1
 U-131-S-01940-A Sony PlayStation 3 U S Midnight Club: Los Angeles Rockstar Games 2008 Racing 1 1 1
 U-087-S-11060-A Nintendo DS U S Might & Magic: Clash of Heroes Ubisoft 2009 RPG 1 1 1
 U-151-S-02060-A Sony PlayStation Network U S Monkey Island 2: LeChuck's Revenge: Special Edition LucasArts 2010 Action/Adventure 1 0 0
 U-016-S-34660-A IBM PC U S Monkey Island 2: LeChuck's Revenge [Special Edition] LucasArts 2010 Action/Adventure 1 0 0
 U-202-S-00410-A Nintendo Wii U U S Monster Hunter 3 Ultimate Capcom 2013 Action/Adventure 1 1 1
 U-182-S-02930-A Nintendo 3DS U S Monster Hunter 4 Ultimate Capcom 2015 Action/Adventure 1 1 1
 U-132-S-07502-A Nintendo Wii U S Monster Hunter Tri Capcom 2010 RPG 1 1 1
 U-215-S-01110-B Sony PlayStation 4 U S Mortal Kombat X [Kollector's Edition] Warner Bros. Games 2015 Fighting 1 1 1
 U-075-S-02020-A Microsoft Xbox U S Mortal Kombat: Deadly Alliance Midway Home Entertainment 2002 Fighting 1 1 1
 U-075-S-04340-B Microsoft Xbox U S Mortal Kombat: Deception [Platinum Hits] Midway Home Entertainment 2005 Fighting 1 1 1
 U-075-S-05800-A Microsoft Xbox U S Mortal Kombat: Shaolin Monks Midway 2005 Action/Adventure 1 1 1
 U-075-S-02030-A Microsoft Xbox U S MotoGP THQ 2002 Racing 1 1 1
 U-115-S-00470-A Microsoft Xbox 360 U S MotoGP 06 THQ 2006 Racing 1 1 1
 U-075-S-02040-A Microsoft Xbox U S MotoGP 2 THQ 2003 Racing 1 1 1
 U-131-S-00220-A Sony PlayStation 3 U S MotorStorm SCEA 2007 Racing 1 1 1
 U-131-S-05580-A Sony PlayStation 3 U S MotorStorm Apocalypse SCEA 2011 Racing 1 1 1
 U-060-S-01310-A Sega Saturn U S Mr. Bones Sega 1996 Action/Adventure 1 0 0
 J-115-S-00730-A Microsoft Xbox 360 J S Muchi Muchi Pork! & Pink Sweets Cave 2011 Shooter 1 1 1
 U-132-S-05790-A Nintendo Wii U S Muramasa: The Demon Blade Ignition Entertainment 2009 RPG 1 1 1
 U-040-S-03350-A Sega Genesis U S MUSA: Metallic Uniframe Super Hybrid Armor Seismic 1990 Shooter 1 1 0
 J-072-S-06180-A Sony PlayStation 2 J S Mushihime-sama Taito 2005 Shooter 1 1 1
 J-115-S-00690-A Microsoft Xbox 360 J S Mushihime-sama Futari Ver 1.5 [Platinum Collection] Cave 2010 Shooter 1 1 1
 U-064-S-01530-A Nintendo 64 U S NASCAR 99 Electronic Arts 1998 Racing 1 1 1
 U-075-S-02180-A Microsoft Xbox U S NASCAR Thunder 2003 Electronic Arts 2002 Racing 1 1 1
 U-016-S-06790-A IBM PC U S Need for Speed III: Hot Pursuit Electronic Arts 1998 Racing 1 1 1
 U-131-S-04990-A Sony PlayStation 3 U S Need for Speed: Hot Pursuit [Limited Edition] Electronic Arts 2010 Racing 1 1 1
 U-115-S-00130-A Microsoft Xbox 360 U S Need for Speed: Most Wanted Electronic Arts 2005 Racing 1 1 1
 U-016-S-22410-A IBM PC U S Neverwinter Nights 2 Gold Atari 2008 RPG 1 1 1
 U-016-S-10310-A IBM PC U S Neverwinter Nights Platinum Atari 2004 RPG 1 1 1
 U-087-S-01070-A Nintendo DS U S New Super Mario Bros. Nintendo 2006 Action/Adventure 1 1 1
 U-182-S-01230-A Nintendo 3DS U S New Super Mario Bros. 2 Nintendo 2012 Action/Adventure 1 1 1

U-202-S-00010-A Nintendo Wii U U S New Super Mario Bros. U Nintendo 2012 Action/Adventure 1 1 1
U-132-S-06140-A Nintendo Wii U S New Super Mario Bros. Wii Nintendo 2009 Action/Adventure 1 1 1
U-071-S-01400-A Sega Dreamcast U S Next Tetris, The: On-Line Edition Crave Entertainment 2000 Puzzle 1 1 1
U-071-S-01410-A Sega Dreamcast U S NFL 2K Sega 1999 Sports 1 1 1
U-071-S-01420-A Sega Dreamcast U S NFL 2K1 Sega 2000 Sports 1 1 1
U-131-S-08010-A Sony PlayStation 3 U S Ni no Kuni: Wrath of the White Witch Namco Bandai Games 2013 RPG 1 1 1
U-060-S-01510-A Sega Saturn U S NiGHTS into Dreams... Sega 1996 Action/Adventure 1 1 1
U-075-S-02590-A Microsoft Xbox U S Ninja Gaiden Tecmo 2004 Action/Adventure 1 1 1
U-115-S-02990-A Microsoft Xbox 360 U S Ninja Gaiden II Microsoft 2008 Action/Adventure 1 1 1
U-131-S-00430-A Sony PlayStation 3 U S Ninja Gaiden Sigma Tecmo 2007 Action/Adventure 1 1 1
U-182-H-00011-D Nintendo 3DS U H Nintendo 3DS [Flame Red with Super Mario 3D Land] Nintendo 2011 System 1 1 1
U-182-H-0020A-A Nintendo 3DS U H Nintendo 3DS XL [Persona Q Edition] Nintendo 2014 System 1 1 1
U-087-S-00330-A Nintendo DS U S Nintendogs: Lab & Friends Nintendo 2005 Simulator 1 1 1
U-072-S-14690-A Sony PlayStation 2 U S Odin Sphere Atlus 2007 RPG 1 1 1
U-064-S-01810-A Nintendo 64 U S Ogre Battle 64: Person of Lordly Caliber Atlus 2000 RPG 1 1 1
U-061-S-08620-A Sony PlayStation U S Ogre Battle: The March of the Black Queen [Limited Edition] Atlus 1997 RPG 1 1 1
U-072-S-01530-A Sony PlayStation 2 U S Onimusha 2: Samurai's Destiny Capcom 2002 Action/Adventure 1 1 1
U-072-S-07560-A Sony PlayStation 2 U S Onimusha 3: Demon Siege Capcom 2004 Action/Adventure 1 1 1
U-016-S-15540-A IBM PC U S Orange Box, The Valve Software 2007 Shooter 1 1 1
U-131-S-00970-A Sony PlayStation 3 U S Orange Box, The EA Games 2007 Shooter 1 1 1
U-060-S-01580-A Sega Saturn U S Panzer Dragoon Sega 1995 Shooter 1 1 1
U-075-S-02650-A Microsoft Xbox U S Panzer Dragoon Orta Sega 2003 Shooter 1 1 1
U-060-S-01610-A Sega Saturn U S Panzer Dragoon Saga Sega 1998 RPG 1 1 1
U-060-S-01590-A Sega Saturn U S Panzer Dragoon Zwei Sega 1996 Shooter 1 1 1
U-064-S-01830-A Nintendo 64 U S Paper Mario Nintendo 2001 RPG 1 1 1
U-182-S-01420-A Nintendo 3DS U S Paper Mario: Sticker Star Nintendo 2012 RPG 1 1 1
U-076-S-03550-A Nintendo GameCube U S Paper Mario: The Thousand-Year Door Nintendo 2004 RPG 1 1 1
U-064-S-01860-A Nintendo 64 U S Perfect Dark Nintendo 2000 Shooter 1 1 1
U-115-S-00000-A Microsoft Xbox 360 U S Perfect Dark Zero Microsoft 2005 Shooter 1 1 1
U-061-S-09890-A Sony PlayStation U S Persona Atlus 1996 RPG 1 1 1
U-061-S-08860-A Sony PlayStation U S Persona 2: Eternal Punishment Atlus 2000 RPG 1 1 1
U-131-S-07290-A Sony PlayStation 3 U S Persona 4 Arena Atlus 2012 Fighting 1 1 1
U-131-S-10090-A Sony PlayStation 3 U S Persona 4 Arena Ultimax Atlus 2014 Fighting 1 1 1
U-189-S-00480-A Sony PlayStation Vita U S Persona 4 Golden Atlus 2012 RPG 1 1 1 U-182-S-02820-A Nintendo 3DS U S Persona Q: Shadow of the Labyrinth Atlus 2014 RPG 1 1 1
U-040-S-04370-A Sega Genesis U S Phantasy Star II Sega 1990 RPG 1 1 1
U-040-S-04380-A Sega Genesis U S Phantasy Star III: Generations of Doom Sega 1991 RPG 1 1 1
U-040-S-04390-A Sega Genesis U S Phantasy Star IV Sega 1994 RPG 1 1 1
U-071-S-01550-A Sega Dreamcast U S Phantasy Star Online Sega 2001 RPG 1 1 1
U-072-S-08560-A Sony PlayStation 2 U S Phantom Brave NIS America 2004 Strategy 1 1 1
U-075-S-05060-A Microsoft Xbox U S Phantom Dust Majesco Sales 2005 Strategy 1 1 1
U-115-S-00500-A Microsoft Xbox 360 U S Prey 2K Games 2006 Shooter 1 1 1
U-131-S-02270-A Sony PlayStation 3 U S Prince of Persia Ubisoft 2008 Action/Adventure 1 1 1
U-075-S-02710-A Microsoft Xbox U S Prince of Persia: The Sands of Time Ubi Soft 2003 Action/Adventure 1 1 1
U-075-S-06430-A Microsoft Xbox U S Prince of Persia: The Two Thrones UbiSoft 2005 Action/Adventure 1 1 1
J-060-S-06450-A Sega Saturn J S Princess Crown Atlus 1997 Action/Adventure 1 1 1
U-075-S-02740-A Microsoft Xbox U S Project Gotham Racing Microsoft 2001 Racing 1 1 1
U-075-S-02760-A Microsoft Xbox U S Project Gotham Racing 2 Microsoft 2003 Racing 1 1 1

U-115-S-00180-A Microsoft Xbox 360 U S Project Gotham Racing 3 Microsoft 2005 Racing 1 1 1
 U-075-S-05050-A Microsoft Xbox U S Project: Snowblind Eidos 2005 Shooter 1 1 1
 U-061-S-10210-A Sony PlayStation U S R-Type Delta Agetec 1999 Shooter 1 1 1
 U-072-S-01800-A Sony PlayStation 2 U S R-Type Final Fresh Games 2004 Shooter 1 1 1
 U-044-S-04500-A Nintendo SNES U S R-Type III: The Third Lightning Jaleco 1994 Shooter 1 1 1
 U-087-S-14680-A Nintendo DS U S Radiant Historia Atlus 2011 RPG 1 1 1
 J-060-S-00005-A Sega Saturn J S Radiant Silvergun ESP 1998 Shooter 1 1 1
 U-072-S-08780-A Sony PlayStation 2 U S Radiata Stories Square Enix 2005 RPG 1 1 1
 U-072-S-14390-A Sony PlayStation 2 U S Raiden III UFO Interactive 2007 Shooter 1 1 1
 U-075-S-02810-A Microsoft Xbox U S RalliSport Challenge Microsoft 2002 Racing 1 1 1
 U-075-S-02820-A Microsoft Xbox U S RalliSport Challenge 2 Microsoft 2004 Racing 1 1 1
 U-072-S-01650-A Sony PlayStation 2 U S Ratchet & Clank Sony 2002 Action/Adventure 1 1 1
 U-131-S-03200-A Sony PlayStation 3 U S Ratchet & Clank Future: A Crack In Time SCEA 2009 Action/Adventure 1 1 1
 U-131-S-00680-A Sony PlayStation 3 U S Ratchet & Clank Future: Tools of Destruction Sony Computer Entertainment America (SCEA) 2007 Action/Adventure 1 1 1
 U-131-S-05960-A Sony PlayStation 3 U S Ratchet & Clank: All 4 One SCEA 2011 Action/Adventure 1 1 1
 U-072-S-05430-A Sony PlayStation 2 U S Ratchet & Clank: Going Commando SCEA 2003 Action/Adventure 1 1 1
 U-095-S-03450-A Sony PSP U S Ratchet & Clank: Size Matters SCEA 2007 Action/Adventure 1 1 1
 U-072-S-07460-A Sony PlayStation 2 U S Ratchet & Clank: Up Your Arsenal Sony Computer Entertainment America (SCEA) 2004 Action/Adventure 1 1 1
 U-061-S-09590-A Sony PlayStation U S RayCrisis: Series Termination Working Designs 2000 Shooter 1 1 1
 U-060-S-01700-A Sega Saturn U S Rayman Ubi Soft 1995 Action/Adventure 1 1 1
 U-072-S-01660-A Sony PlayStation 2 U S Rayman 2: Revolution Ubisoft 2001 Action/Adventure 1 1 1
 U-071-S-01690-A Sega Dreamcast U S Rayman 2: The Great Escape Ubi Soft 2000 Action/Adventure 1 1 1
 U-072-S-10820-A Sony PlayStation 2 U S Rayman 3: Hoodlum Havoc UbiSoft 2004 Action/Adventure 1 1 1
 U-215-S-00190-A Sony PlayStation 4 U S Rayman Legends Ubisoft 2014 Action/Adventure 1 1 1
 U-131-S-06230-A Sony PlayStation 3 U S Rayman Origins Ubisoft 2011 Action/Adventure 1 1 1
 U-061-S-09650-B Sony PlayStation U S RayStorm [Red Ship CD Art] Working Designs 1996 Shooter 1 1 1
 U-071-S-01730-A Sega Dreamcast U S Record of Lodoss War Crave Entertainment 2001 RPG 1 1 1
 U-131-S-03951-A Sony PlayStation 3 U S Red Dead Redemption Rockstar Games 2010 Action/Adventure 1 1 1
 U-076-S-02210-A Nintendo GameCube U S Resident Evil Capcom 2002 Action/Adventure 1 1 1
 U-071-S-01760-A Sega Dreamcast U S Resident Evil 2 Capcom 2000 Action/Adventure 1 1 1
 U-071-S-01770-A Sega Dreamcast U S Resident Evil 3: Nemesis Capcom 2000 Action/Adventure 1 1 1
 U-072-S-08750-A Sony PlayStation 2 U S Resident Evil 4 Capcom 2005 Action/Adventure 1 1 1
 U-076-S-03940-A Nintendo GameCube U S Resident Evil 4 Capcom 2005 Action/Adventure 1 1 1
 U-131-S-02381-A Sony PlayStation 3 U S Resident Evil 5 [Collector's Edition] Capcom 2009 Action/Adventure 1 1 1
 U-071-S-01780-A Sega Dreamcast U S Resident Evil CODE: Veronica Capcom 2000 Action/Adventure 1 1 1
 U-182-S-00700-A Nintendo 3DS U S Resident Evil Revelations Capcom 2012 Action/Adventure 1 1 1
 U-076-S-02240-A Nintendo GameCube U S Resident Evil Zero Capcom 2002 Action/Adventure 1 1 1
 U-131-S-02041-A Sony PlayStation 3 U S Resistance 2 [Collector's Edition] SCEA 2008 Shooter 1 1 1
 U-131-S-05670-A Sony PlayStation 3 US S Resistance 3 SCEA 2011 Shooter 1 1 1
 U-131-S-00010-A Sony PlayStation 3 U S Resistance: Fall of Man SCEA 2006 Shooter 1 1 1
 U-131-S-03770-A Sony PlayStation 3 U S Resonance of Fate Sega 2010 RPG 1 1 1
 U-016-S-10380-A IBM PC U S Return to Castle Wolfenstein Activision id Software 2001 Shooter 1 1 1
 U-075-S-02920-A Microsoft Xbox U S Return to Castle Wolfenstein: Tides of War Activision 2003 Shooter 1 1 1
 U-061-S-09920-A Sony PlayStation U S Rhapsody: A Musical Adventure Atlus 2000 RPG 1 1 1
 U-095-S-00000-A Sony PSP U S Ridge Racer Namco 2005 Racing 1 1 1
 U-131-S-00070-A Sony PlayStation 3 U S Ridge Racer 7 Namco Bandai Games 2006 Racing 1 1 1
 U-061-S-09950-A Sony PlayStation U S Ridge Racer Type 4 Namco 1998 Racing 1 1 1 U-072-S-01760-A Sony PlayStation 2 U S Ridge Racer V Namco 2000 Racing 1 1 1

U-074-S-06620-A Nintendo Game Boy Advance U S Riviera: The Promised Land Atlus 2005 RPG 1 1 1
U-048-S-01100-A Sega CD U S Robo Aleste Tengen 1993 Shooter 1 1 0
U-075-S-01340-A Microsoft Xbox U S Rockstar Games Double Pack: Grand Theft Auto Rockstar Games 2003 Action/Adventure 1 1 1
U-072-S-13830-A Sony PlayStation 2 U S Rogue Galaxy SCEA 2007 RPG 1 1 1
U-132-S-07800-A Nintendo Wii U S Sakura Wars: So Long, My Love NIS America 2010 Strategy 1 1 1
U-072-S-20170-A Sony PlayStation 2 U S Sakura Wars: So Long, My Love [Premium Box] NIS America 2010 Strategy 1 1 1
U-071-S-01840-A Sega Dreamcast U S San Francisco Rush 2049 Midway 2000 Racing 1 1 1
U-064-S-02180-A Nintendo 64 U S San Francisco Rush: Extreme Racing Midway 1997 Racing 1 1 1
U-044-S-04900-A Nintendo SNES U S Secret of Mana Square 1993 RPG 1 1 1
U-016-S-34630-A IBM PC U S Secret of Monkey Island, The [Special Edition] LucasArts 2009 Action/Adventure 1 1 1
U-151-S-02760-A Sony PlayStation Network U S Secret of Monkey Island, The: Special Edition LucasArts 2010 Action/Adventure 1 0 0
U-075-S-04440-A Microsoft Xbox U S Sega GT 2002/ Jet Set Radio Future Sega 2002 Action/Adventure 1 1 1
U-071-S-01900-A Sega Dreamcast U S Sega Rally 2: Sega Rally Championship Sega 1999 Racing 1 1 1
U-060-S-01830-A Sega Saturn U S Sega Rally Championship Sega 1995 Racing 1 1 1
J-044-S-00250-A Nintendo Super Famicom J S Seiken Densetsu 3 Square 1995 RPG 1 1 1
U-072-S-07860-A Sony PlayStation 2 U S Shadow Hearts: Covenant Midway 2004 RPG 1 1 1
U-072-S-09780-A Sony PlayStation 2 U S Shadow Hearts: From The New World XSEED Games 2006 RPG 1 1 1
U-072-S-08020-A Sony PlayStation 2 U S Shadow of the Colossus SCEA 2005 Action/Adventure 1 1 1
U-071-S-01940-A Sega Dreamcast U S Shenmue Sega 2000 Action/Adventure 1 1 1
U-075-S-03060-A Microsoft Xbox U S Shenmue II Microsoft 2002 Action/Adventure 1 1 1
U-072-S-12800-A Sony PlayStation 2 U S Shin Megami Tensei: Devil Summoner - Raidou Kuzunoha vs. The Soulless Army Atlus 2006 RPG 1 1 1
U-072-S-18830-A Sony PlayStation 2 U S Shin Megami Tensei: Devil Summoner 2 - Raidou Kuzunoha vs. King Abaddon Atlus 2009 RPG 1 1 1
U-087-S-09750-A Nintendo DS U S Shin Megami Tensei: Devil Survivor Atlus 2009 RPG 1 1 1
U-087-S-15290-A Nintendo DS U S Shin Megami Tensei: Devil Survivor 2 Atlus 2012 RPG 1 1 1
U-182-S-03000-A Nintendo 3DS U S Shin Megami Tensei: Devil Survivor 2 Record Breaker [Bonus Decal Set + Music CD] Atlus 2015 RPG 1 1 1
U-182-S-00350-A Nintendo 3DS U S Shin Megami Tensei: Devil Survivor Overclocked Atlus 2011 RPG 1 1 1
U-072-S-09190-A Sony PlayStation 2 U S Shin Megami Tensei: Digital Devil Saga 2 Atlus 2005 RPG 1 1 1
U-072-S-07230-B Sony PlayStation 2 U S Shin Megami Tensei: Digital Devil Saga [Deluxe Box Set] Atlus 2005 RPG 1 1 1
U-072-S-06660-A Sony PlayStation 2 U S Shin Megami Tensei: Nocturne Atlus 2004 RPG 1 1 1
U-095-S-08071-A Sony PSP U S Shin Megami Tensei: Persona 2 - Innocent Sin Atlus 2011 RPG 1 1 1
U-072-S-15120-A Sony PlayStation 2 U S Shin Megami Tensei: Persona 3 Atlus 2007 RPG 1 1 1
U-095-S-07230-A Sony PSP U S Shin Megami Tensei: Persona 3 Portable Atlus USA 2010 RPG 1 1 1
U-072-S-18020-A Sony PlayStation 2 U S Shin Megami Tensei: Persona 4 Atlus 2008 RPG 1 1 1
U-087-S-12760-A Nintendo DS U S Shin Megami Tensei: Strange Journey Atlus 2010 RPG 1 1 1
U-040-S-05120-A Sega Genesis U S Shining Force Sega 1993 RPG 1 1 0
U-048-S-01190-A Sega CD U S Shining Force CD Sega 1994 RPG 1 1 1
U-040-S-05130-A Sega Genesis U S Shining Force II Sega 1994 RPG 1 1 1
U-060-S-01900-A Sega Saturn U S Shining Force III Sega 1998 RPG 1 1 1
U-072-S-10860-A Sony PlayStation 2 U S Shining Tears Sega 2004 RPG 1 1 1
U-060-S-01910-A Sega Saturn U S Shining the Holy Ark Sega 1997 RPG 1 1 1
J-016-S-00060-A IBM PC J S Shoot the Bullet Team Shanghai Alice 2005 Shooter 1 1 1
U-075-S-03100-A Microsoft Xbox U S Silent Hill 2: Restless Dreams Konami 2001 Action/Adventure 1 1 1
U-061-S-10730-A Sony PlayStation U S Silhouette Mirage [B Disc Variant] Working Designs 2000 Action/Adventure 1 1 1

U-072-S-01970-A Sony PlayStation 2 U S Silpheed: The Lost Planet Working Designs 2000 Shooter 1 1 1
 U-016-S-02570-B IBM PC U S SimCity 2000 [Special Edition] Electronic Arts 1995 Simulator 1 1 1
 U-016-S-08380-A IBM PC U S SimCity 3000 Unlimited Electronic Arts 2000 Simulator 1 1 1
 U-016-S-18200-A IBM PC U S SimCity 4 Electronic Arts 2003 Simulator 1 1 1
 U-016-S-26370-A IBM PC U S Sims 2, The EA Games 2004 Simulator 1 1 1
 U-016-S-26941-A IBM PC U S Sims 3, The EA 2009 Simulator 1 1 1
 U-016-S-07270-A IBM PC U S Sims, The Electronic Arts 2000 Simulator 1 1 1
 U-132-S-07780-A Nintendo Wii U S Sin & Punishment: Star Successor Nintendo 2010 Shooter 1 1 1
 U-016-S-19080-A IBM PC U S Sins of a Solar Empire Stardock 2008 Strategy 1 1 1
 U-071-S-01980-A Sega Dreamcast U S Skies of Arcadia Sega 2000 RPG 1 1 1
 U-076-S-02510-A Nintendo GameCube U S Skies of Arcadia Legends Sega 2003 RPG 1 1 1
 U-072-S-06200-A Sony PlayStation 2 U S Sly 2: Band of Thieves Sony Computer Entertainment America (SCEA) 2004 Action/Adventure 1 1 1
 U-072-S-11661-A Sony PlayStation 2 U S Sly 3: Honor Among Thieves SCEA 2005 Action/Adventure 1 1 1
 U-072-S-02010-A Sony PlayStation 2 U S Sly Cooper and the Thievius Raccoonus SCEA 2002 Action/Adventure 1 1 1
 U-060-S-01990-A Sega Saturn U S Solar Eclipse Crystal Dynamics 1995 Shooter 1 1 1
 U-131-S-03850-A Sony PlayStation 3 U S Sonic & Sega All-Stars Racing Sega 2010 Racing 1 1 1
 U-060-S-02000-A Sega Saturn U S Sonic 3D Blast Sega 1996 Action/Adventure 1 1 1 U-071-S-02020-A Sega Dreamcast U S Sonic Adventure Sega 1999 Action/Adventure 1 1 1
 U-071-S-02040-A Sega Dreamcast U S Sonic Adventure 2 Sega 2001 Action/Adventure 1 1 1
 U-048-S-01600-A Sega CD U S Sonic CD [Not for Resale] Sega 1994 Action/Adventure 1 1 1
 U-132-S-07930-A Nintendo Wii U S Sonic Colors Sega 2010 Action/Adventure 1 1 1
 U-182-S-00520-A Nintendo 3DS U S Sonic Generations Sega 2011 Action/Adventure 1 1 1
 U-131-S-06080-A Sony PlayStation 3 U S Sonic Generations Sega 2011 Action/Adventure 1 1 1
 U-076-S-02570-A Nintendo GameCube U S Sonic Mega Collection Sega 2002 Compilation 1 1 1
 U-087-S-00440-A Nintendo DS U S Sonic Rush Sega 2005 Action/Adventure 1 1 1
 U-087-S-03400-A Nintendo DS U S Sonic Rush Adventure Sega 2007 Action/Adventure 1 1 1
 U-040-S-05340-A Sega Genesis U S Sonic the Hedgehog 2 Sega 1992 Action/Adventure 1 1 1
 U-040-S-05350-A Sega Genesis U S Sonic the Hedgehog 3 Sega 1994 Action/Adventure 1 1 0
 U-131-S-02350-A Sony PlayStation 3 U S Sonic's Ultimate Genesis Collection Sega 2009 Compilation 1 1 1
 J-060-S-01795-A Sega Saturn J S Soukyugurentai Otokuyou Electronic Arts 1997 Shooter 1 1 1
 U-044-S-05110-A Nintendo SNES U S Soul Blazer Enix 1992 RPG 1 1 1
 U-072-S-15560-A Sony PlayStation 2 U S Soul Nomad & the World Eaters NIS America 2007 Strategy 1 1 1
 U-071-S-02070-A Sega Dreamcast U S SoulCalibur Namco 1999 Fighting 1 1 1
 U-072-S-06220-A Sony PlayStation 2 U S SoulCalibur II Namco 2003 Fighting 1 1 1 U-076-S-02580-A Nintendo GameCube U S SoulCalibur II Namco 2003 Fighting 1 1 1
 U-072-S-08910-A Sony PlayStation 2 U S SoulCalibur III Namco 2005 Fighting 1 1 1
 U-131-S-01660-A Sony PlayStation 3 U S SoulCalibur IV Namco Bandai Games 2008 Fighting 1 1 1
 U-131-S-06300-A Sony PlayStation 3 U S SoulCalibur V Namco Bandai Games 2012 Fighting 1 1 1
 U-060-S-02030-A Sega Saturn U S Soviet Strike Electronic Arts 1996 Shooter 1 1 1
 U-044-S-05150-A Nintendo SNES U S Space Megaforce Toho 1994 Shooter 1 1 1
 U-071-S-02140-A Sega Dreamcast U S Speed Devils Ubi Soft 1999 Racing 1 1 1
 U-075-S-03180-A Microsoft Xbox U S Sphinx and the Cursed Mummy THQ 2003 Action/Adventure 1 1 1
 U-071-S-02160-A Sega Dreamcast U S Spider-Man Activision 2001 Action/Adventure 1 1 1
 U-131-S-06540-A Sony PlayStation 3 U S SSX EA 2012 Sports 1 1 1
 U-072-S-07010-A Sony PlayStation 2 U S SSX 3 Electronic Arts 2003 Sports 1 1 1
 U-044-S-05250-A Nintendo SNES U S Star Fox Nintendo 1993 Shooter 1 1 1
 U-064-S-02330-A Nintendo 64 U S Star Fox 64 Nintendo 1997 Shooter 1 1 1
 U-076-S-02710-B Nintendo GameCube U S Star Fox Adventures [Player's Choice] Nintendo 2002 Action/Adventure 1 1 1

U-095-S-05230-A Sony PSP U S Star Ocean: First Departure Square Enix 2008 RPG 1 1 1
U-095-S-05550-A Sony PSP U S Star Ocean: Second Evolution Square Enix 2009 RPG 1 1 1
U-115-S-04190-A Microsoft Xbox 360 U S Star Ocean: The Last Hope Square Enix 2009 RPG 1 1 1
U-131-S-03720-A Sony PlayStation 3 U S Star Ocean: The Last Hope - International Square Enix 2010 RPG 1 1 1
U-061-S-11260-A Sony PlayStation U S Star Ocean: The Second Story Sony 1999 RPG 1 1 1
U-072-S-07030-A Sony PlayStation 2 U S Star Ocean: Till the End of Time Square Enix 2004 RPG 1 1 1
U-075-S-06250-B Microsoft Xbox U S Star Wars: Battlefront [Platinum Hits] LucasArts 2005 Action/Adventure 1 1 1
U-072-S-17270-A Sony PlayStation 2 U S Star Wars: Jedi Starfighter LucasArts 2002 Shooter 1 1 1
U-016-S-03580-A IBM PC U S Star Wars: Knights of the Old Republic LucasArts 2003 RPG 1 1 1
U-075-S-03310-A Microsoft Xbox U S Star Wars: Knights of the Old Republic LucasArts 2003 RPG 1 1 1
U-016-S-03570-A IBM PC U S Star Wars: Knights of the Old Republic II - The Sith Lords LucasArts 2005 RPG 1 1 1
U-075-S-05090-A Microsoft Xbox U S Star Wars: Knights of the Old Republic II - The Sith Lords Lucas Arts 2004 RPG 1 1 1
U-064-S-02380-A Nintendo 64 U S Star Wars: Rogue Squadron LucasArts 1998 Shooter 1 1 1
U-076-S-02740-A Nintendo GameCube U S Star Wars: Rogue Squadron II: Rogue Leader LucasArts 2001 Action/Adventure 1 1 1
U-064-S-02390-A Nintendo 64 U S Star Wars: Shadows of the Empire Nintendo 1996 Action/Adventure 1 1 1
U-064-S-02400-A Nintendo 64 U S StarCraft 64 Nintendo 2000 Strategy 1 1 1
U-016-S-31710-A IBM PC U S Starcraft II: Wings of Liberty [Collector's Edition] Blizzard Entertainment 2010 Strategy 1 1 1
U-072-S-11170-A Sony PlayStation 2 U S Steamboat Chronicles Atlus 2006 RPG 1 1 1 U-072-S-08730-A Sony PlayStation 2 U S Stella Deus: The Gate of Eternity Atlus 2005 RPG 1 1 1
U-071-S-02230-A Sega Dreamcast U S Street Fighter Alpha 3 Capcom 2000 Fighting 1 1 1
U-072-S-06460-A Sony PlayStation 2 U S Street Fighter Anniversary Collection Capcom 2004 Compilation 1 1 1
U-131-S-06560-A Sony PlayStation 3 U S Street Fighter X Tekken Capcom 2012 Fighting 1 1 1
U-040-S-05620-C Sega Genesis U S Streets of Rage 2 Sega 1992 Action/Adventure 1 1 1
U-061-S-11650-A Sony PlayStation U S Suikoden Konami 1996 RPG 1 1 1
U-061-S-11660-A Sony PlayStation U S Suikoden II Konami 1999 RPG 1 1 0
U-072-S-06310-A Sony PlayStation 2 U S Suikoden III Konami 2002 RPG 1 1 1
U-072-S-06320-A Sony PlayStation 2 U S Suikoden IV Konami 2005 RPG 1 1 1
U-072-S-10530-A Sony PlayStation 2 U S Suikoden V Konami 2006 RPG 1 1 1
U-044-S-05621-A Nintendo SNES U S Super Castlevania IV [Majesco Rerelease] Konami 1997 Action/Adventure 1 0 0
U-182-S-00480-A Nintendo 3DS U S Super Mario 3D Land Nintendo 2011 Action/Adventure 1 1 1
U-202-S-00820-A Nintendo Wii U U S Super Mario 3D World Nintendo 2013 Action/Adventure 1 1 1
U-064-S-02440-A Nintendo 64 U S Super Mario 64 Nintendo 1996 Action/Adventure 1 1 1
U-087-S-00050-A Nintendo DS US S Super Mario 64 DS Nintendo 2004 Action/Adventure 1 1 1
U-074-S-04880-A Nintendo Game Boy Advance U S Super Mario Advance Nintendo 2001 Action/Adventure 1 1 1
U-074-S-04890-A Nintendo Game Boy Advance U S Super Mario Advance 4: Super Mario Bros. 3 Nintendo 2003 Action/Adventure 1 1 1
U-044-S-05720-A Nintendo SNES U S Super Mario All-Stars Nintendo 1993 Compilation 1 1 1
U-027-S-06320-B Nintendo NES U S Super Mario Bros. 2 [Oval Seal] Nintendo 1989 Action/Adventure 1 0 0
U-027-S-06332-A Nintendo NES U S Super Mario Bros. 3 [Rerelease] Nintendo 1990 Action/Adventure 1 0 0
U-027-S-06310-B Nintendo NES U S Super Mario Bros./Duck Hunt/World Class Track Meet [Oval Seal] Nintendo 1989 Compilation 1 0 0
U-132-S-01120-A Nintendo Wii U S Super Mario Galaxy Nintendo 2007 Action/Adventure 1 1 1
U-132-S-07760-A Nintendo Wii U S Super Mario Galaxy 2 Nintendo 2010 Action/Adventure 1 1 1
U-044-S-05740-A Nintendo SNES U S Super Mario Kart Nintendo 1992 Racing 1 1 1
U-044-S-05750-A Nintendo SNES U S Super Mario RPG: Legend of the Seven Stars Nintendo 1996 RPG 1 1 1
U-076-S-02800-A Nintendo GameCube U S Super Mario Sunshine Nintendo 2002 Action/Adventure 1 1 1
U-044-S-05760-A Nintendo SNES U S Super Mario World Nintendo 1991 Action/Adventure 1 1 1

U-044-S-05770-A Nintendo SNES U S Super Mario World 2: Yoshi's Island Nintendo 1995 Action/Adventure 1 1 1
 U-074-S-04900-A Nintendo Game Boy Advance U S Super Mario World: Super Mario Advance 2 Nintendo 2002 Action/Adventure 1 1 1
 U-044-S-05780-A Nintendo SNES U S Super Metroid Nintendo 1994 Action/Adventure 1 1 1
 U-076-S-02810-A Nintendo GameCube U S Super Monkey Ball Sega 2001 Action/Adventure 1 1 1
 U-132-S-00451-A Nintendo Wii U S Super Paper Mario Nintendo 2007 Action/Adventure 1 1 1
 U-132-S-01750-A Nintendo Wii U S Super Smash Bros. Brawl Nintendo 2008 Fighting 1 1 1
 U-202-S-01070-A Nintendo Wii U U S Super Smash Bros. For Wii U Nintendo 2014 Fighting 1 1 1
 U-076-S-02830-A Nintendo GameCube U S Super Smash Bros. Melee Nintendo 2001 Fighting 1 1 1
 U-131-S-03930-A Sony PlayStation 3 U S Super Street Fighter IV Capcom 2010 Fighting 1 1 1
 U-075-S-05680-A Microsoft Xbox U S Syberia Microids 2003 Action/Adventure 1 1 1 U-061-S-11840-A Sony PlayStation U S Tactics Ogre Atlus 1998 Strategy 1 1 1
 U-095-S-07670-A Sony PSP U S Tactics Ogre: Let us Cling Together SquareEnix 2011 Strategy 1 1 1
 U-061-S-11880-A Sony PlayStation U S Tales of Destiny Namco 1998 RPG 0 0 0
 U-061-S-11890-A Sony PlayStation U S Tales of Destiny II Namco 2001 RPG 0 0 0
 U-131-S-06640-A Sony PlayStation 3 U S Tales of Graces F Namco Bandai Games 2012 RPG 1 1 1
 U-189-S-01150-A Sony PlayStation Vita U S Tales of Hearts R Bandai Namco Games 2014 RPG 1 1 1
 U-072-S-09510-A Sony PlayStation 2 U S Tales of Legendia Namco 2005 RPG 1 1 1
 J-044-S-01970-A Nintendo Super Famicom J S Tales of Phantasia Namco 1995 RPG 1 0 0
 U-076-S-03520-A Nintendo GameCube U S Tales of Symphonia Namco 2004 RPG 1 1 1
 U-131-S-09310-A Sony PlayStation 3 U S Tales of Symphonia Chronicles Namco Bandai Games 2014 Compilation 1 1 1
 U-072-S-12780-A Sony PlayStation 2 U S Tales of the Abyss Namco Bandai Games America 2006 RPG 1 1 1
 U-115-S-03281-A Microsoft Xbox 360 U S Tales of Vesperia [Special Edition] Namco Bandai Games America 2008 RPG 1 1 1
 U-131-S-09910-A Sony PlayStation 3 U S Tales of Xillia 2 Bandai Namco Games 2014 RPG 1 1 1
 U-132-S-07430-A Nintendo Wii U S Tatsunoko vs. Capcom Ultimate All-Stars Capcom 2010 Fighting 1 1 1
 U-061-S-11990-A Sony PlayStation U S Tekken 2 Namco 1996 Fighting 1 1 1
 U-072-S-02280-A Sony PlayStation 2 U S Tekken 4 Namco 2002 Fighting 1 1 1
 U-072-S-06340-A Sony PlayStation 2 U S Tekken 5 Namco 2005 Fighting 1 1 1
 U-131-S-03211-A Sony PlayStation 3 U S Tekken 6 Namco Bandai Games America 2009 Fighting 1 1 1
 U-131-S-07370-A Sony PlayStation 3 U S Tekken Tag Tournament 2 Namco Bandai Games 2012 Fighting 1 1 1
 E-044-S-00010-A Nintendo SNES GB S Terranigma Nintendo 1996 RPG 1 1 0
 U-071-S-02380-A Sega Dreamcast U S Test Drive Le Mans Infogrames 2000 Racing 1 1 1
 U-071-S-02390-A Sega Dreamcast U S Test Drive V-Rally Infogrames 2000 Racing 1 1 1
 U-040-S-06110-A Sega Genesis U S Thunder Force II Sega 1989 Shooter 1 1 1
 U-040-S-06120-A Sega Genesis U S Thunder Force III Techno Soft 1990 Shooter 1 1 0
 U-061-S-12230-B Sony PlayStation U S Thunder Force V: Perfect System Working Designs 1998 Shooter 1 1 1
 U-072-S-02320-A Sony PlayStation 2 U S Thunderstrike: Operation Phoenix Eidos Interactive 2001 Shooter 1 1 1
 U-076-S-02930-A Nintendo GameCube U S TimeSplitters 2 Eidos Interactive 2002 Shooter 1 1 1
 U-016-S-16780-A IBM PC U S Titan Quest Gold THQ 2007 Compilation 1 1 1
 U-071-S-02420-A Sega Dreamcast U S Tokyo Xtreme Racer Crave Entertainment 1999 Racing 1 1 1
 U-071-S-02430-A Sega Dreamcast U S Tokyo Xtreme Racer 2 Crave Entertainment 2000 Racing 1 1 1
 U-072-S-12420-A Sony PlayStation 2 U S Tokyo Xtreme Racer 3 Crave 2003 Racing 1 1 1
 U-072-S-02350-A Sony PlayStation 2 U S Tokyo Xtreme Racer Zero Crave Entertainment 2001 Racing 1 1 1
 U-115-S-00240-A Microsoft Xbox 360 U S Tom Clancy's Ghost Recon Advanced Warfighter Ubisoft 2006 Shooter 1 1 1
 U-115-S-01301-A Microsoft Xbox 360 U S Tom Clancy's Ghost Recon Advanced Warfighter 2 Ubisoft 2007 Shooter 1 1 1
 U-115-S-00970-A Microsoft Xbox 360 U S Tom Clancy's Rainbow Six Vegas Ubisoft 2006 Shooter 1 1 1
 U-115-S-02850-A Microsoft Xbox 360 U S Tom Clancy's Rainbow Six Vegas 2 Ubisoft 2008 Shooter 1 1 1
 U-075-S-03810-A Microsoft Xbox U S Tom Clancy's Splinter Cell Ubisoft 2002 Action/Adventure 1 1 1

U-075-S-05130-B Microsoft Xbox U S Tom Clancy's Splinter Cell: Chaos Theory [Limited Collector's Edition] Ubisoft 2005 Action/Adventure 1 1 1

U-115-S-0078C-A Microsoft Xbox 360 U S Tom Clancy's Splinter Cell: Double Agent Ubisoft 2006 Action/Adventure 1 1 1

U-075-S-03820-A Microsoft Xbox U S Tom Clancy's Splinter Cell: Pandora Tomorrow Ubisoft 2004 Action/Adventure 1 1 1

U-131-S-08140-A Sony PlayStation 3 U S Tomb Raider Square Enix 2013 Action/Adventure 1 1 1

U-131-S-05550-A Sony PlayStation 3 U S Tomb Raider Trilogy, The Eidos Interactive/Square Enix 2011 Action/Adventure 1 1 1

U-071-S-02450-A Sega Dreamcast U S Tomb Raider: The Last Revelation Eidos Interactive 2000 Action/Adventure 1 1 1

U-071-S-02460-A Sega Dreamcast U S Tony Hawk's Pro Skater Crave Entertainment 2000 Sports 1 1 1

U-071-S-02470-A Sega Dreamcast U S Tony Hawk's Pro Skater 2 Activision 2000 Sports 1 1 1

U-075-S-03830-A Microsoft Xbox U S Tony Hawk's Pro Skater 2x Activision 2001 Sports 1 1 1

U-075-S-03840-A Microsoft Xbox U S Tony Hawk's Pro Skater 3 Activision 2002 Sports 1 1 1

U-075-S-03850-A Microsoft Xbox U S Tony Hawk's Pro Skater 4 Activision 2002 Sports 1 1 1

U-075-S-03860-A Microsoft Xbox U S Tony Hawk's Underground Activision 2003 Sports 1 1 1

U-075-S-04640-A Microsoft Xbox U S Tony Hawk's Underground 2 : World Destruction Tour Activision 2004 Sports 1 1 1

U-075-S-03870-A Microsoft Xbox U S Top Spin Microsoft 2003 Sports 1 1 1

U-016-S-29010-B IBM PC U S Torchlight [DVD] Encore Software 2010 RPG 1 1 1

J-044-S-01010-A Nintendo Super Famicom J S Treasure Hunter G Squaresoft 1996 RPG 1 1 1

U-040-S-06410-A Sega Genesis U S Truxton Sega 1990 Shooter 1 0 0

U-064-S-02630-A Nintendo 64 U S Turok 2: Seeds of Evil Acclaim 1998 Shooter 1 1 1

J-040-S-03910-A Sega Mega Drive J S Twinkle Tale Toyo Recording 1992 Shooter 1 1 0

U-072-S-02400-A Sony PlayStation 2 U S Twisted Metal Black Sony Computer Entertainment America (SCEA) 2001 Racing 1 1 1

U-071-S-02510-A Sega Dreamcast U S Typing of the Dead, The Sega 2001 Education 1 1 1

U-044-S-06500-A Nintendo SNES U S U.N. Squadron Capcom 1991 Shooter 1 1 1

U-131-S-06220-A Sony PlayStation 3 U S Ultimate Marvel vs. Capcom 3 Capcom 2011 Fighting 1 1 1

U-131-S-03100-A Sony PlayStation 3 U S Uncharted 2: Among Thieves SCEA 2009 Action/Adventure 1 1 1

U-131-S-06040-A Sony PlayStation 3 U S Uncharted 3: Drake's Deception SCEA 2011 Action/Adventure 1 1 1

U-131-S-00830-A Sony PlayStation 3 U S Uncharted: Drake's Fortune SCEA 2007 Shooter 1 1 1

U-189-S-00010-A Sony PlayStation Vita U S Uncharted: Golden Abyss Sony Computer Entertainment 2012 Action/Adventure 1 1 1

U-131-S-07840-A Sony PlayStation 3 U S Under Defeat HD: Deluxe Edition Rising Star Games 2012 Shooter 1 1 1

U-075-S-04000-A Microsoft Xbox U S Unreal Championship Atari 2002 Shooter 1 1 1 U-075-S-04010-A Microsoft Xbox U S Unreal Championship 2: The Liandri Conflict Midway 2005 Shooter 1 1 1

U-016-S-02430-A IBM PC U S Unreal Gold Infogrames 1998 Shooter 1 1 1

U-016-S-10170-A IBM PC U S Unreal II: The Awakening Atari 2003 Shooter 1 1 1

U-016-S-02300-A IBM PC U S Unreal Tournament 2003 Atari Corporation 2002 Shooter 1 1 1

U-016-S-03140-A IBM PC U S Unreal Tournament 2004 Atari 2004 Shooter 1 1 1

U-016-S-17180-A IBM PC U S Unreal Tournament 3 Midway 2007 Shooter 1 1 1

U-016-S-03200-A IBM PC U S Unreal Tournament: Game of the Year Edition Infogrames 2000 Shooter 1 1 1

U-061-S-13040-A Sony PlayStation U S Vagrant Story Squaresoft 2000 RPG 1 1 1

U-131-S-02080-A Sony PlayStation 3 U S Valkyria Chronicles Sega 2008 RPG 1 1 1

U-095-S-07280-A Sony PSP U S Valkyria Chronicles II Sega 2010 RPG 1 1 1

U-061-S-13050-A Sony PlayStation U S Valkyrie Profile Enix 2000 RPG 1 1 1

U-072-S-12530-A Sony PlayStation 2 U S Valkyrie Profile 2: Silmeria Square Enix 2006 RPG 1 1 1

U-095-S-02350-A Sony PSP U S Valkyrie Profile: Lenneth Square Enix 2006 RPG 1 1 1

U-061-S-13080-A Sony PlayStation U S Vandal Hearts Konami 1997 Strategy 1 1 1
 U-071-S-02550-A Sega Dreamcast U S Vanishing Point Acclaim 2001 Racing 1 1 1
 U-131-S-04680-A Sony PlayStation 3 U S Vanquish Sega 2010 Shooter 1 1 1
 U-040-S-06560-A Sega Genesis U S Vectorman Sega 1995 Action/Adventure 1 1 1
 U-040-S-06570-A Sega Genesis U S Vectorman 2 Sega 1996 Action/Adventure 1 1 1
 U-076-S-03130-A Nintendo GameCube U S Viewtiful Joe Capcom 2003 Action/Adventure 1 1 1
 U-076-S-04080-A Nintendo GameCube U S Viewtiful Joe 2 Capcom 2004 Action/Adventure 1 1 1
 U-060-S-02290-A Sega Saturn U S Virtua Fighter Sega 1995 Fighting 1 1 1
 U-060-S-02300-A Sega Saturn U S Virtua Fighter 2 Sega 1996 Fighting 1 1 1
 U-072-S-02460-B Sony PlayStation 2 U S Virtua Fighter 4: Evolution [Greatest Hits] Sega 2003 Fighting 1 1 1
 U-131-S-00190-A Sony PlayStation 3 U S Virtua Fighter 5 Sega 2007 Fighting 1 1 1
 U-060-S-02360-A Sega Saturn U S Virtual-On: Cyber Troopers Sega 1996 Fighting 1 1 1
 J-060-S-01895-A Sega Saturn J S Waku Waku 7 Sunsoft 1997 Fighting 1 1 1
 U-016-S-03310-A IBM PC U S Warcraft II: Battle.net Edition Blizzard 2001 Strategy 1 1 1
 U-016-S-04240-A IBM PC U S Warcraft III Battle Chest Blizzard 2003 Strategy 1 1 1
 U-016-S-28541-A IBM PC U S Warhammer Online: Age of Reckoning EA 2008 RPG 1 1 1 U-064-S-02750-A Nintendo 64 U S Wave Race 64 Nintendo 1996 Racing 1 1 1
 U-076-S-03180-A Nintendo GameCube U S Wave Race: Blue Storm Nintendo 2001 Racing 1 1 1
 U-072-S-06730-A Sony PlayStation 2 U S Wild Arms 3 Sony Computer Entertainment America (SCEA) 2002 RPG 1 1 1
 U-072-S-09290-A Sony PlayStation 2 U S Wild Arms 4 Xseed Games 2006 RPG 1 1 1
 U-072-S-15260-A Sony PlayStation 2 U S Wild ARMs 5 [Series 10th Anniversary Edition] Xseed Games 2007 RPG 1 1 1
 U-072-S-09300-A Sony PlayStation 2 U S Wild Arms Alter Code: F Agetec 2005 RPG 1 1 1
 U-189-S-00040-A Sony PlayStation Vita U S Wipeout 2048 Sony Computer Entertainment 2012 Racing 1 1 1
 U-061-S-13610-A Sony PlayStation U S Wipeout 3 Psygnosis 2000 Racing 1 1 1
 U-072-S-09960-A Sony PlayStation 2 U S Wipeout Fusion BAM! Entertainment 2001 Racing 1 1 1
 U-095-S-04880-A Sony PSP U S WipeOut Pulse SCEA 2008 Racing 1 1 1
 U-095-S-00050-A Sony PSP U S Wipeout Pure Sony 2005 Racing 1 1 1
 U-061-S-13620-A Sony PlayStation U S Wipeout XL Psygnosis 1996 Racing 1 1 1
 U-016-S-36650-A IBM PC U S Witcher 2,: Assassins of Kings, The Atari 2011 RPG 1 0 1
 U-215-S-01170-A Sony PlayStation 4 U S Witcher III: Wild Hunt, The Warner Bros. Games 2015 RPG 1 1 1
 U-016-S-16651-A IBM PC U S Witcher, The: Enhanced Edition Atari 2008 RPG 1 0 1
 U-087-S-05460-A Nintendo DS U S World Ends With You, The Square Enix 2008 RPG 1 1 1
 U-016-S-07140-A IBM PC U S World of Warcraft [Collector's Edition] Blizzard Entertainment 2004 RPG 1 1 1
 U-016-S-09000-A IBM PC U S World of Warcraft: The Burning Crusade Blizzard Entertainment 2007 RPG 1 1 1
 U-016-S-35250-A IBM PC U S World of Warcraft: Cataclysm Blizzard Entertainment 2010 RPG 1 1 1
 U-016-S-24831-A IBM PC U S World of Warcraft: Wrath of the Lich King Blizzard Entertainment 2008 RPG 1 1 1
 U-072-S-12060-A Sony PlayStation 2 U S World Series Baseball 2K3 Sega 2003 Sports 1 1 1
 U-072-S-21050-A Sony PlayStation 2 U S World Soccer Winning Eleven 6 International Konami 2003 Sports 1 1 1
 U-072-S-20620-A Sony PlayStation 2 U S World Soccer Winning Eleven 7 International Konami 2004 Sports 1 1 1
 U-072-S-20490-A Sony PlayStation 2 U S World Soccer Winning Eleven 8 International Konami 2005 Sports 1 1 1
 U-072-S-09521-A Sony PlayStation 2 U S World Soccer Winning Eleven 9 Konami 2006 Sports 1 1 1
 U-132-S-09170-A Nintendo Wii U S Xenoblade Chronicles Nintendo 2012 RPG 1 1 1
 U-061-S-13810-A Sony PlayStation U S Xenogears Square Electronic Arts 1998 RPG 1 1 1
 U-072-S-06110-A Sony PlayStation 2 U S Xenosaga Episode I: Der Wille zur Macht Namco 2003 RPG 1 1 1
 U-072-S-06100-A Sony PlayStation 2 U S Xenosaga Episode II: Jenseits von Gut und Böse Namco 2005 RPG 1 1 1
 U-072-S-12220-A Sony PlayStation 2 U S Xenosaga Episode III: Also sprach Zarathustra Bandai Namco Games 2006 RPG 1 1 1
 U-076-S-03290-A Nintendo GameCube U S XGRA: Extreme-G Racing Association Acclaim 2003 Racing 1 1 1
 U-074-S-08150-A Nintendo Game Boy Advance U S Yggdra Union: We'll Never Fight Alone Atlus 2006 Strategy 1 1 1
 U-087-S-01880-A Nintendo DS U S Yoshi's Island DS Nintendo 2006 Action/Adventure 1 1 1

U-182-S-02280-A Nintendo 3DS U S Yoshi's New Island Nintendo 2014 Action/Adventure 1 1 1

U-095-S-07260-A Sony PSP U S Ys Seven [Premium Edition] Xseed Games JKS 2010 RPG 1 1 1

U-072-S-09340-A Sony PlayStation 2 U S Ys: The Ark of Napishtim Konami 2005 RPG 1 1 1

U-095-S-07480-A Sony PSP U S Ys: The Oath in Felghana XSEED 2010 RPG 1 1 1

U-095-S-07460-A Sony PSP U S Z.H.P. Unlosing Ranger vs. Darkdeath Evilman NIS America 2010 Strategy 1 1 1

U-189-S-00420-A Sony PlayStation Vita U S Zero Escape: Virtue's Last Reward Aksys Games 2012 Action/Adventure 1 1 1

"Moderates" skip voting moderate candidates again (2014-10-20 05:02)

Its deja-vu like the 2012 presidential elections where Americans stayed in home instead of voting for the Mitt Romney who was moderate already. For some strange reason, the employers won't allow employees to vote during lunch break. There's something wrong with having no time to vote.

The evangelical vote in America has been a key ingredient in deciding who becomes the Republican nominee for president. Polling bears that out.

Yet the social issues near and dear to the hearts of evangelicals are under attack within Republican circles.

A few years ago, former Gov. Mitch Daniels, R-Ind., wanted to declare a truce on the hot button social issues.

"All I was saying was we are going to need to unify all kinds of people. Freedom is going to need every friend it can get," he argued.

That's the line by some within the GOP who say that the only way the party can get more votes and win elections is by staying away from controversial social issues like abortion and gay marriage.

But Huckabee, who's considering running for president in 2016, told CBN News that ditching these issues may cost the GOP evangelical votes.

"It leaves them at home. They just don't go vote, which they didn't do very strongly in 2012. There were fewer evangelical voters who voted for Romney than McCain. If 10 percent more evangelicals had voted for Romney, Romney would be president right now," Huckabee said.

Nevertheless, many in the Republican Party appear intent on phasing out social issues.

Just this past week, the Nevada Republican Party stripped out all language pertaining to abortion and marriage.

And after President Barack Obama won re-election in 2012, a Republican National Committee document concluded the following: "When it comes to social issues, the party must in fact and deed be inclusive and welcoming."

But Huckabee suggested the GOP might want to rethink that strategy.

"This notion of 'don't mention those issues because you might offend the voters who are leaning left,' you better worry about who are you going to leave at home, cool off, and completely chill out the voters who just will say, 'Well, I really don't have anyone to carry the issues that matter for me,'" Huckabee warned.

Huckabee insists that social conservative candidates will need to stand firmly for their values and convince the party that issues like marriage and abortion are an important part of the total equation.

"I think it's a mistake to think that younger voters are going to make their entire election decisions on a candidate's position on same-sex marriage," Huckabee predicted.

"If a candidate can articulate the reason he's for traditional biblical marriage is because of his biblical viewpoint, then will they hold that against them anymore than they would hold it against a Muslim who won't eat pork or drink liquor? If they do, then the problem is bigger than what the position is; it's why they hold the position," he added.

Anonymous (2014-10-25 10:07:03)
That's good

The Bizzare graph (2014-10-24 09:30)

The Russians and Chinese have lower debt to GDP ratio. Obama's the dumbest guy though. Hillary's retarded.

Rank	Country	Debt-To-GDP Ratio %
1	Japan	400%
2	Ireland	390%
3	Singapore	382%
4	Portugal	358%
5	Belgium	327%
6	Netherlands	325%
7	Greece	317%
8	Spain	313%
9	Denmark	302%
10	Sweden	290%
11	France	280%
12	Italy	259%
13	United Kingdom	252%
14	Norway	244%
15	Finland	238%
16	United States	233%
17	South Korea	231%
18	Hungary	225%
19	Austria	225%
20	Malaysia	222%
21	Canada	221%
22	China	217%
23	Australia	213%
24	Germany	188%
25	Thailand	187%
26	Israel	178%
27	Slovakia	151%
28	Vietnam	146%
29	Morocco	136%
30	Chile	136%
31	Poland	134%
32	South Africa	133%
33	Czech Republic	128%
34	Brazil	128%
35	India	120%
36	Philippines	116%
37	Egypt	106%
38	Turkey	104%
39	Romania	104%
40	Indonesia	88%

Source: McKinsey, Zero Hedge

Change in debt-to-GDP ratio since 2007 by country

Ranked by real economy debt-to-GDP ratio, 2014¹

Advanced economy
 Developing economy
 Leveraging
 Deleveraging

Rank	Country	Debt-to-GDP ratio ¹	Real economy debt change, 2007–14 Percentage points				Financial sector debt change
			Total	Government	Corporate	Household	
1	Japan	400	64	63	2	-1	0
2	Ireland	350	172	93	90	-11	-25
3	Belgium	382	129	22	92	15	23
4	Portugal	358	100	83	19	-2	38
5	Denmark	327	61	34	15	11	4
6	Netherlands	325	62	35	17	7	38
7	Greece	317	103	70	13	20	1
8	Spain	313	72	92	-14	-8	-2
9	Denmark	302	37	22	7	8	37
10	Sweden	290	50	1	31	18	37
11	France	280	66	38	19	10	15
12	Italy	259	55	47	3	5	14
13	United Kingdom	252	30	30	-12	-8	2
14	Norway	244	13	-16	16	13	16
15	Finland	238	62	29	17	15	24
16	United States	233	16	35	-2	-18	-24
17	South Korea	231	45	15	19	12	2
18	Hungary	225	35	15	21	-1	10
19	Poland	225	29	23	6	0	-31
20	Malaysia	222	49	17	18	16	6
21	Canada	221	39	18	6	15	-8
22	China	217	83	13	52	18	-41
23	Australia	213	30	23	-1	10	-8
24	Estonia	188	8	17	-2	-8	-16
25	Thailand	187	43	11	9	26	21
26	Israel	178	-22	-4	-21	3	-2
27	Bolivia	151	51	28	6	14	-8
28	Vietnam	146	13	10	-1	5	2
29	Mexico	136	20	8	7	5	3
30	Chile	136	35	6	20	8	8
31	Poland	134	36	14	9	13	9
32	South Africa	133	19	18	2	-2	-3
33	Czech Republic	128	37	19	9	8	4
34	Brazil	125	27	3	15	9	13
35	India	120	0	-5	6	-1	5
36	Philippines	116	4	-3	0	-2	-5
37	Egypt	106	-9	9	-13	0	-8
38	Turkey	104	28	-4	22	10	11
39	Romania	104	-7	26	-35	1	-4
40	Indonesia	88	17	-5	17	6	-2
41	Colombia	76	14	1	8	5	3
42	Mexico	73	30	19	10	1	-1
43	Russia	65	19	3	9	7	-4
44	Peru	62	5	-10	11	5	2
45	Saudi Arabia	59	-14	-15	2	-1	-8
46	Nigeria	46	10	7	1	2	-1
47	Argentina	33	-11	-14	1	-2	-5

1. Excludes debt of households, non-financial corporations, and government, 2014 data for advanced economies and China, 2013 data for other developing economies.

NOTE: Numbers may not sum due to rounding.

SOURCE: World Economic Outlook, IMF; BIS; Fitch Analytics; national central banks; McKinsey Global Institute analysis.

Those pesky Ruskies with a 65 % debt to GDP ratio are friggin' commies. How dare they.

16.11 November

Downloaded Sega CD (2014-11-01 13:35)

I downloaded Popful Mail, and Shining Force CD, because they cost \$100 each. They would play in Fusion on PC. Popful Mail was a great Sega CD game from Working Designs.

Robo Aleste is a lot cheaper, but I have MUSHA for Sega Genesis. I found a DVD with my entire ROM collection on it. Roms cost nothing and you save money on expensive videogames. The hacker community knew our salaries were staying the same or going downward. There is always price gouging.

Owning the rom is better then seeing people go bankrupt on Youtube and having to sell their collection to pay off bank debt from the 3000 games he owns. I have a 1500 ROM game collection that fits on a DL-DVD. Half of these ROMs are already on SDcards Gamepark Cannoo and JXD handhelds.

bought 3DS XL (2014-11-03 10:22)



I had the regular 3DS since 2011 and I played New Super Mario Bros. 2, Mario and Luigi - Dream Team, Luigi's Mansion 2, and Mario Kart 7 on it. I also upgraded to GBA SP ten years ago. My GBA graduated high school with me. In high school, I played Mario Kart Super Circuit, followed by Castlevania Circle of the Moon, Castlevania: Harmony of Dissonance and Super Mario Bros. 2. Then I didn't upgrade the DS to DS XL, because I had to purchase PSP, PS3, Xbox 360 and Wii. I played each of those consoles for at least 15 hours each. I added Bravely Default to my collection due to the ranking on gamerankings.

If you like your portable gaming three-dimensional, clam-shelled and big, then Nintendo's 3DS XL fulfills those broad, unconventional requirements. It's a design refresh that more closely references both previous generations of DS hardware (and the incoming Wii U) - all while touting a substantially bigger, 3D-capable, parallax-barrier screen. Aside

from a larger battery, the XL's internals rehash what we first saw over a year ago: the controls remain the same, with no addition of a (mildly) hardcore gamer-courting second analog stick. For what it's worth, the device does arrive with a 4GB SD card in-box (up from 2GB in the original), matching the approximate doubling in physical dimensions. 18 months is a long time in gaming, especially these days, and although 3DS sales have recently rallied against Sony's latest, we reckon the 3DS XL has double the appeal of its forebear. We'll explain why right after the break.

Pros

Bigger screen improves the 3D effect significantly

Improved battery life under some conditions

More comfortable to hold and use

Cons

Digital content still lacking

No secondary analog stick

Not the most powerful of handheld hardware

Summary

If you've been holding off from buying a 3DS, the improvements to the screens and battery are enough to warrant a purchase, but some issues still remain.

Hardware

It's a huge relief to see Nintendo return to the cleaner, tidier lines of the DS Lite and DSi. Gone are the awkward tri-colored gloss and the angular, bizarre shape of the 3DS. Instead, it's now a simple, softly curved oblong, which looks more mature and considered. Closed, the 3DS XL's matte finish wraps around both halves – and unintentionally reminds us of Sony's Tablet P. Fortunately, the casing is far more solid than that Android tablet, and feels much slimmer. In fact the device's thickness feels (and measures) roughly equal to the 3DS, despite the explosion in screen size, improved battery life and a 46 percent weight increase to 336g (11.85 ounces).

While gamers with smaller paws may not agree, the 3DS XL feels more at home in-hand than the 3DS – not to mention, it looks a good deal classier than what came before. Thanks to those rounded corners, the device doesn't dig into your palms like its slightly squarish predecessor. The circle pad is still supremely comfortable, just the right side of tactile, while the faithful Nintendo button medley and D-pad still do the trick.

We don't understand why they couldn't have embedded another analog stick into the 3DS XL – certainly, it's not for lack of space

Even more than what's changed, it's what's still missing that baffles us. Given that the 3DS has been furnished with a secondary analog stick through a slightly unwieldy peripheral, we don't understand why they couldn't have embedded one into the 3DS XL – certainly, it's not for lack of space. Our review sample arrived with Resident Evil: Revelations in the slot – a game that's not very forgiving without that second stick. It's also worth adding that while the plastic stylus on the bigger hardware remains functional enough, we miss the classy, extendable chrome pen that arrived in the original 3DS. The collar buttons are just as responsive as Nintendo's preceding handhelds. And if you weren't a fan of the cheap-looking button trio underneath the secondary screen, you'll be glad to hear that the odd bar has been replaced by three more standard-looking – and feeling – buttons. The SD slot has been repositioned to the right edge, meaning that Nintendo's sticking with standard removable storage. There's also now a horizontal cubby for the aforementioned stylus, referencing the DS Lite and DSi of gaming past.

Displays

DNP Nintendo 3DS XL review Bigger is better, but it's still not quite enough

Bigger is better. Maybe it's our review-jaded eyes, but the larger, 4.8-inch screen (just shy of the width of the PlayStation Vita, although slightly taller) seems to make the 3D effect less taxing, not to mention more immersive. The similarly expanded secondary screen also offers more real estate for touch-heavy titles. The pair of screens, however, still looks a little incongruous, each boasting different sizes and dimensions. While matching the humble resolutions found on the original, we found the screens both had comparable (if average) viewing angles. The main screen may be 1.8 times larger, but it packs the same 800 x 240 resolution of last year's model – now spread a little thinner, with the more typical 'flat' 320 x 240 display also unchanged on the secondary.

Even if the 3DS XL doesn't win on crispness, however, Sony's onyx wonder can't (and never will) output 3D content. Purely number-wise, it doesn't sound impressive to anyone spoiled by Retina displays and the like. The screens on

the original weren't the sharpest back then, but the jagged edges on fonts and detail is noticeably more pronounced on the bigger model. It goes without saying that the Vita's screen is a stronger performer, both visually and technically (being capacitive and all). We presume this is why Nintendo imposed filming and photography restrictions on its reviews for the 3DS XL, even though pixel math dictates that the bigger screen won't look so hot close-up. Even if the 3DS XL doesn't win on crispness, however, Sony's onyx wonder can't – and never will – output 3D content.

Software

So apart from size, the hardware hasn't changed that much. The same can be said for the software, but it's a good chance to see how Nintendo's embraced online content and gaming in the midst of strong smartphone contenders. Since launching last March, Nintendo's baked-in software, including eShop, Spot Pass, Mii Plaza and online functions, have had time to grow and it's particularly noticeable when it comes time to interact with other users. During the first few months of use, you weren't going to pick up many Mii visitors – not unless you were hanging around gaming writers, tech bloggers and importers, anyway.

Now, whether we flit across the country by train or park somewhere in center city, we pick up new Miis – and accessories – in the process. Admittedly, the games that tie into this social component really aren't worth your time, but the simple process of connecting with other users – and being notified of it – still makes us smile. The uncomplicated approach makes online gaming a cinch. With access to WiFi, we could connect in-game with a single option selection and would soon be battling strangers with far greater skills than we could ever muster. The friend PIN system also allows you to connect with real-life competitors.

The augmented reality games are still baked into Nintendo's newest portable, although they haven't moved on in any way. If you've played with them on the original, you're getting the same deal again here. The Nintendo eShop has expanded its offerings since we last opened our online wallets for the 3DS launch, with its wares separated out for ease of navigation. "In Stores" houses demos of incoming 3DS titles, and is presumably where the full-length games will be housed in the near future. Next is the Virtual Console, wrapping up NES, GameBoy, GameBoy Color and (gasp) Game Gear titles for anyone over 20 to replay again. It's joined by software and mini-game channels and a recommended videos collection. Unfortunately, the likes of Netflix and Hulu weren't available on our review model here in the UK and overall it's still not as good as it could be. While it does give taste of how content will be sold through Nintendo in the future, we'd like those to be available now, not in another two months.

Battery life

Nintendo reckons you'll see around three to six and a half hours of gameplay from 3DS titles, and between five and eight for simpler DS games. In our experience, we managed an average of four hours of playtime in full-fat gamer mode, with the 3D switch and brightness cranked up to maximum, WiFi connected and around two hours of online play folded into our test. As even Nintendo forewarns on the console, how the 3DS XL is used has a huge impact on total runtime. Switch off the 3D mode, dabble with older DS titles and retro hits, and you'll see a substantial improvement in battery life. We did just that, also switching on battery saver mode and dropping brightness down to the middle setting, and got closer to nine hours of playtime – it's a substantial improvement but obviously means limiting your gamer habits to some extent.

Transitioning

Nintendo's explanation for the lack of an AC adapter in both European and (some) Asian countries is that most buyers will be coming from older hardware – naturally. Thus, buried in the settings menu, is the option to transfer your content – like your digital purchases – across from original 3DS consoles and the DSi. You'll need both devices and an SD card to get it done, and it feels like an exercise in frustration compared to the effortless systems in place for other gaming challengers like Google Play, which allows you to house your purchases on multiple devices without so much hassle.

Wrap-up

DNP Nintendo 3DS XL review Bigger is better, but it's still not quite enough

After playing with the 3DS XL, we returned to the original only to find it difficult and awkward to use in comparison. The new size is an improvement in so many ways, including ergonomics and playability. The bigger screen makes 3D gaming less tiring, and offers a larger sweet spot for Nintendo's all-important gaming effect, while the curved edges simply fit your hands better. Competition remains tough, however. The Vita remains clearly ahead technically, while Nintendo banks on its strong in-house software team to bring in the customers. Pitch Resident Evil: Revelations

against Uncharted, or Super Street Fighter IV 3D against Marvel Vs. Capcom 3, and it's clear to see on those big ole' portable screens which has the most potent hardware. But if you've been waiting out for a 3DS Lite before taking the plunge into 3D waters, then we can't help but recommend Nintendo's latest. We just hope the company can give its online content offering a shot in the arm soon, as it's really starting to age the hardware.

Governor Debate (2014-11-04 07:52)



IFRAME: [//www.youtube.com/embed/qvjoxN8yO2M](http://www.youtube.com/embed/qvjoxN8yO2M)

Be sure to vote for Walker. Abortion laws would bother me. I'm around these gays in minnesota. Why would I get a girlfriend if it had to end up in abortion anyway? I rather own a dog, its cheaper. I agree with my NRA friends about the 2nd amendment rights.

Generation Z plays with ADHD medications to screw Generation Y over (2014-11-05 10:47)

Most of us have a terrible time focusing on our work. Left uninterrupted, we are likely to interrupt ourselves. The Internet, everyone's interrupter of choice, is the most tantalizing type of reward system to our brain: intermittent but unpredictable rewards, in the form of a randomly great video or a juicy email here or there. (This is also why kids love to whine to get what they want. Parents give in only when they are at their wit's end, creating, from a child's perspective, a similar, randomly yummy reward system.) Each time we interrupt ourselves at work, the process to get us back to that point of focus takes twenty-five minutes. So we spend nearly a third of our work day recovering from interruptions, trying to recover our focus. The time management gurus are all over this problem. Winifred Gallagher is the author of Rapt: Attention and the Focused Life. The thesis of the book is that the ability to positively wield your attention is the key to your quality of life. Gallagher says (in either her book or in the article that I am liberally quoting from — I'm not sure which, but I am distracted enough by the issue that I feel compelled to distract you as well) "You can't be happy all the time but you can pretty much focus all the time. That's about as good as it gets." That sounds true to me. We each have a certain amount of attention, and our quality of life depends on how wisely we invest our attention. I have written about how self-discipline is the key to happiness. And then I have written about how knowing that has not helped me much because self-discipline is not an easy nut to crack. Now I am wondering if attentiveness is the way to achieve self-discipline. You find your goal—the stuff that is really super important—and you focus on it. That focus creates enough self-discipline to do what you need to achieve the goal. But that isn't just my idea. There are others thinking the same thing. Merlin Mann has one of the most popular productivity blogs, and he's raking in money teaching executives (who surely are too focused to have time to read blogs) to be more productive in their workday. Merlin Mann says that the key to productivity is attention, not lifehacks. Here's a gem from Mann's interview with Anderson in New York magazine: "On the web there's a certain kind of encouragement to never ask yourself how much information you really need. But when I get to the point where I'm seeking advice twelve hours a day on how to take a nap or what kind of notebook to buy, I'm so far off the idea of lifehacks that it's indistinguishable from where we started. There's very little advice right now to tell people that the only thing to do is action, and everything else is horseshit." Okay. So notice this about focus: You are not actually able to be productive without focus. So we can stop looking for the ultimate moleskin notebook or the perfect Firefox extension because those are actually productivity distractions. The hardest thing about productivity is figuring out what is the number one thing on your to do list. After that, you need to focus on doing that one thing. Mann says, "There's no shell script, there's no fancy pen, there's no notebook or nap or Firefox extension or hack that's gonna help you figure out why the fuck you're here." Maybe what you need instead is Adderall. Officially, Adderall is prescribed to treat ADHD. Unofficially, it is the drug of choice for

Gen Y. Adderall, or other drugs that treat ADHD, give a typical brain an intense ability to focus for long periods of time. I got most of my Adderall information from a great article in the New Yorker by Margaret Talbot titled Brain Gain: The underground world of neuroenhancing drugs. In it, Sean Esteban McCabe, from the University of Michigan's Substance Abuse Research Center says that at some universities, up to 20 % of the population is using these drugs: "White male undergraduates at highly competitive schools—especially in the Northeast—are the most frequent collegiate users of neuro-enhancers." Anjan Chatterjee, a neurologist at the University of Pennsylvania, coined the term "cosmetic neurology" to describe the trend of taking drugs to enhance ordinary cognition. He says, "Many sectors of society have winner-take-all conditions in which small advantages produce disproportionate rewards." That resonates with me. I have already decided that cosmetic surgery is a must-have career tool for the high performers. So why not consider cosmetic neurology as well? Joshua Foer wrote about his own Adderall experiment in Slate, and it sounds glorious: "The part of my brain that makes me curious about whether I have new emails in my in box apparently shut down." So I decided that maybe I should give the Adderall a whirl. But then I started getting worried. Because I read research from Nora Volkow, director of the National Institute on Drug Abuse that shows Adderall is addictive. Not addictive like crystal meth. But addictive like, if you have a proclivity to addictive behaviors, you are a sitting duck for this one. "Because drugs that increase dopamine have the potential for abuse, these results suggest that risk for addiction in vulnerable persons merits heightened awareness." That scared me. But what really scared me is that the cost of gaining extreme focus is often losing extreme creativity. A good example is Paul Phillips, a professional poker player who won more than a million dollars after taking Adderall to help him. The scary thing about the Phillips example is that Adderall also helped him resist the impulse to keep playing losing hands out of boredom. I think we have some of our most creative moments when we are doing odd stuff to quell boredom. That is, when we are not focused at all. "Cognitive psychologists have found that there is a trade-off between attentional focus and creativity," says Martha Farah, director of the Center for Cognitive Neuroscience. "There is evidence that individuals who are better able to focus on one thing and filter out distractions tend to be less creative." Maybe it's better just to do lots of things at once without great focus but with natural creativity. Focusing on focus seems to distract from the real issue, which is knowing what you value most. Do we know that? And if we did know that, maybe our focus would come naturally from that. And our lack of time management comes from a lack of self-discipline which comes from a lack of focus which comes from a lack of knowing the meaning of life. And we'll never know that. So maybe we should just be happy that we have our lack of focus because that enables our creativity. And we don't know the meaning of life, but we do know that we each get to create our own life, and that, in the end, may be the only guarantee we have.

high school plagiarism (2014-11-05 13:13)

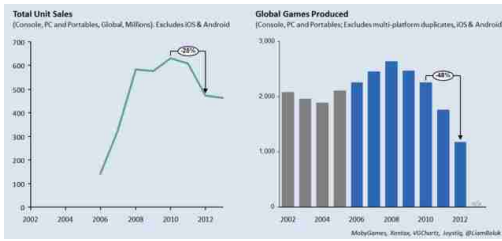
I caught my high school class copying my ideas and alienating me. They steal my Linux, my videogames bragging right ideas and they still alienate me. The town I was located in St. Croix County says it all, but for some crazy reason it has no law binding affect to that local high school class (which is supposed to know me, but pretends not too)

Bankrupt videogame companies (2014-11-15 21:00)

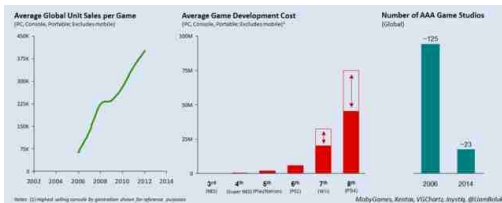
In many ways, the video gaming industry has never looked more promising: smartphones and tablets have massively expanded the addressable market; wearables (including virtual and augmented reality devices) are enabling new interaction models and experiences; and user generated content allows studios to add depth and re-playability at little-to-no cost. In 2013, the industry generated more than \$65 billion in revenue – representing a nearly 30 % increase in only 5 years and totaling 82 % more than the global box office and 3.2 times the size of the recorded music industry. Despite this, brand-name studios – including some of the most celebrated and commercially successful ones – continue to hemorrhage or shut down entirely.

Mobile is only a part of the reason why. Over the past decade, the video game industry has been fundamentally

upended:

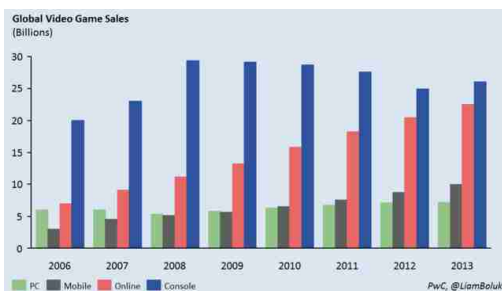


Led by the Nintendo Wii, the seventh generation of video gaming was the first to really achieve mass market adoption. As the console base proliferated, the industry benefited from a nearly 350 % increase in annual unit sales – from under 150M in 2006 to 630M only four years later. Yet, this trend abruptly reversed itself in 2010 – and industry volumes have since fallen to fewer than 460M units. Over this same period, we’ve seen an even greater reduction in industry output: 48 % fewer (non-mobile) games were released in 2012 than in 2008 (accurate estimates for 2013 could not be sourced). See-sawing demand and competition typically challenges industry economics, but in fact, these trends have provided the industry with a shockingly consistent increase in average unit sales per game:



In theory, this should have driven industry stability – but over this same period, studios have had to contend with exponential increases in ‘tablestake’ investment costs. In the early 1990s, game development required only a handful of programmers, designers and artists. However, the sophistication of modern gaming engines and ever-rising graphical standards have driven this figure into the hundreds. Some blockbusters, such as Call of Duty and Assassin’s Creed IV, have even exceeded 1,000 (with each team member having a total annual cost of roughly \$100,000). Once-modest marketing expenditures have also grown to rival those of major motion pictures. All in, 2013’s Grand Theft Auto V is believed to cost nearly \$265M – placing payback sales volume at roughly 10M units (25x average sale volumes). Though GTAV is an outlier, few studios can still afford to develop 2-3 ‘average’ blockbuster titles per year – and a single failure can be ruinous. Furthermore, these titles still need to compete against the likes of Assassin’s Creed and Grand Theft Auto for finite consumer spend.

The normal recourse for this cost creep is raising prices, which remain largely unchanged from the early 90s. In fact, prices have actually eroded by 38 % over the past twenty years after accounting for inflation. As a result, today’s studios feel pressure on both the top and bottom lines. Increased sales per game have helped, but they’re insufficient in and of themselves. With this in mind, it shouldn’t be shocking that there has been such dramatic reduction in the number of market participants. But the gaming industry has not just more financial precarious, it has also become more complex.



Over the past five years, the traditional gaming categories, PCs and consoles, have shrunk by nearly \$1.5B. During this same time, online and mobile have both doubled, generating an additional \$12B and \$5B in revenue per year. While mobile has primarily cannibalized time and spend from traditional gaming forms, online has had the most profound impact on veteran gaming studios. Like motion pictures, video games have evolved from a product to a recurring service:



While games used to follow the standard media product lifecycle, they've transitioned to a new model where the goal is to drive (and monetize) ongoing usage. Activision Blizzard's *World of Warcraft*, which generates revenue through online monthly subscriptions (and soon in-game transactions too), did not reach its peak quarterly user base for nearly five years – at which point quarterly recurring revenue had increased 1,400 % over its Q4 2004 release. Though this growth was supported by sequel-esque expansion packs (in Q1 2007 and Q4 2008), the franchise's 'Entertainment as a Service' value is proved through its ability to both sustain and grow paying subscribers in the 26 and 22 months paid months in between releases.

The success of WoW and other EaaS games (not all of which are MMORPGs) explains many of the aforementioned trends:

- By increasing the amount of time the average player plays per game purchase, total industry unit sales are likely to drop
- The focus on developing and establishing blockbusters (which require far more depth than an average 15 hour game) drives studios to reduce the number of games they produce and increases development costs per game
- To meet lofty payback targets, publishers amp up initial marketing costs
- To sustain user engagement, marketing and promotion expenses (tournaments, advertising, developer programs etc.) long after a game's initial release

What's more, studios need a far greater skillset than ever before:

"Then"	+ "Now"
• Game design • Programming • Licensing • Testing - Etc.	• Staging / collective experience building • Customer relations • Monetization engine (including in-game economies, gamification) • Uptime / service provision & management • UGC facilitation, development and management • Player events • Bugs and patches • Billing - Etc.

Notes: (1) Inexhaustive; Illustrative

@LiamBoluk

Until recently, game production was straightforward: a studio would design, build, test and perfect a game – there was a "ship and forget" mentality, to use industry terminology. Unfortunately for many, the Entertainment as a Service world is far more complex: Studios/publishers must manage customer relations, foster user generated content and experiences, design and oversee complex in-game economies (which may generate up to 100 % of the game's revenue), provide ongoing patches and bug support and so on. Even the classic skillset of game development is strained: Guild Wars 2 developer ArenaNet has pursued a 2 week content release cycle in order to drive user engagement.

Whether the game is even getting paid for these “services” depends on the game; many users expect it for free after paying for \$60 of content. As a result, many games have team supporting for at least a couple months after release. In addition, games that were unable to achieve the necessary user scale are often made free-to-play in hopes of increasing engagement and in-game commerce – further challenging industry economics.

There simply aren’t many studios with the skillset, IP and balance sheet to compete in this new market. As a result, we’ve seen a dramatic thinning of the “middle layer” of studios. The largest studios (such as EA, Bungie, Rockstar) will continue to survive, as will niche developers and lean mobile shops. However, we’re likely to see mid-market players continue to exit (which will drive further reductions in industry output).

For all its promise, non-mobile game developers face a harsher reality than ever before. Though consolidation will drive back office synergies and some increased talent utilization, it will not resolve the aforementioned issues. Premier developers, such as Activision or Rockstar, would no doubt love to increase prices. Yet, this would inevitably initiate price-based competition in an industry already moving to free-to-play models in order to maximize the total userbase.

To survive, studios need to acknowledge the reality that content creation, curation and consumption is being democratized. For many executives in the media & entertainment industry, this concept is anathema; they believe that their veteran experience and instinct can pick ‘winning’ game concepts and turn them into blockbusters. Even if and when this is true, the final game will fall short of its potential if it remains tightly controlled. To quote Gabe Newell, Co-Founder and Managing Director of Valve: “Games are essentially going to be nodes in a connected economy where the vast majority of digital goods & services are user created vs. created by companies... Our users have already outstripped us spectacularly... They’re an order of magnitude more productive.” How can a studio fight back spiraling development, marketing and support costs? It doesn’t. It outsources them to users.

Jamie Bisch (2014-11-20 08:34)

I never had the chance of succeeding in the most popular Internet celebrity in my class. One commanded Century College’s HR department and the other coached a NCAA Basketball team. Jamie Bisch and Meghan Hahella have Masters degrees. My high school class doesn’t want me to exist right now. There was too many people with an IQ of 120-130 trying to erase me from existence in my high school class. It didn’t work, but it almost did.

Homebrew channel now operational (2014-11-29 06:44)

I had the roms for a long while, but now I have all the emulators. I ran these SNES and GENESIS emulators on Playstation 2 ten years ago and Playstation Portable eight years ago. Wii now plays my V64 roms.

16.12 December**Owns Chrono Trigger Crimson Echoes (2014-12-06 03:20)**

This sequel to Chrono Trigger was 98 % done and in development for 5 years. Everybody likes it. Chrono Trigger 2 has a 4.7 out of 5.0.





Lets look beyond those and look at the game itself, the parts that were actually completed. The plot line weaves a very compelling main narrative in which the heroes are summoned to put a stop to King Zeal. How was he resurrected? It turns out to be a friend rather than a foe that did the deed. While the original Chrono Trigger plotline focused on bending the rules of time to protect history, this sequel has much heavier undertones with regards to the consequences of one's actions in time. The party triggers a timeline change in the past while battling King Zeal, and must consign an entire future of Reptite Kingdoms that spawned from the change into nothingness. Crimson Echoes does a terrific job of bridging the gap from Chrono Trigger to Chrono Cross in it's storyline. It doesn't do quite as well at wrapping up the loose ends. For instance, a sidequest to start Lucca's orphanage was left woefully underdeveloped and felt tacked on, while the game's idea of why Crono and Marle wind up appearing in Chrono Cross will make you think of the term "magic bullet" pretty quickly. The aesthetic changes will either leave you cold or strike you as good ideas. One of each from me: I don't mind at all that Crono learns to talk in this game, and as I read up on the reasoning behind it, where the group wanted multiple characters to shine, it struck me as a fairly well-thought out plan. On the other hand, Frog loses his middle ages accent and text because it isn't there in the Japanese version of the game. While that's all well and good, he loses a lot of his character in the switch. His dialog rings hollow and he speaks at times in a way that makes you wonder why the change was made at all. I don't have any problem with them making him a little less stereotypical, but there are ways to do that without making it feel like he loses who he is in the process. I just felt like I had a stranger in my party. One of my big pet peeves with Crimson Echoes is the amount of original areas made inaccessible. I don't need every place in the world to be a gateway into a new sidequest, but would it have been so hard to keep the Dactyl Nest or the Denadoro Mountains in 600 A.D.? Post some guards out at the gate and come up with a magic bullet idea about why the party isn't allowed in if need be. It just feels weird to navigate familiar world maps without access to every area. You'll look for openings in mountains for minutes before you realize that something is gone. Then when some areas are beaten, they simply vanish from the World Map as if they never existed. Awkward. The basic game play is unchanged, but through a lot of the game you'll feel like the difficulty has been knocked up a notch. Partially this is because it has, but actually it's because for a lot of the early

game you don't have three characters in the party most of the time. If you thought the Black Omen was difficult, try having to go through an entire forest when your party is Marle solo. You start learning just how many Ice spells it takes to kill an enemy pretty quickly, because there are a lot of eight minute battles involved. Some characters are given new moves, but mostly they retain their earlier skills. Magus got a pretty good makeover in terms of his learned skills, mostly because he loses all the multi-target elemental spells, but the characters as a whole average around two or three skills changed up. One of the best things the game has going for it are the new areas and maps. The Reptite timeline has a slew of wonderful designs, and Singing Mountain is an incredible dungeon. They pass the smell test for sure, and you never question whether they are part of the game or not. At least after you find it, in Singing Mountain's case. The final dungeon did a terrific job of integrating the idea of The Dead Sea from Chrono Cross with the sixteen-bit technology of Chrono Trigger. Wander too far off the map and you'll suddenly find yourself moving from a castle that you erased to a portion of 2300 A.D. that died after you beat Lavos in Chrono Trigger. I'd say this game rates a solid 8.3-8.4 on my scale. The flaws are very noticeable, but it's hard to keep down a main storyline that's this good. Contrast this to say, Final Fantasy 4's The After Years, which could only be considered a truly good game if you played it with nostalgia, and I think you'll find that Crimson Echoes is a better game. I wouldn't call it a must-play, but if you still harbor any feelings for Chrono Trigger, I think it's worth the 40-50 hours it will take to finish and the 2-3 hours it takes to find a copy of the 98 % version. It's a very ambitious vision that is still completely playable even though it wasn't finished.

Puppy! (2014-12-18 15:05)

My dog is a genius. She can be naughty. I'm crate training her. She sings a lot, barks and howls.



Rebuying videogames or vacationing never increased my status. (2014-12-24 01:06)

When I was younger, I used to rebuy videogames for Virtual Console on Wii and multiplatform videogame titles across PC, Xbox 360 and Playstation 3. I figured that these are for first time buyers who are younger than me. For example buying Half-life 2 for PC and then PS3. Then I play 16-bit roms in PC emulators and 32-bit videogames in PC emulators/Cannoo/Android, because I don't want to rehook the consoles to my tv.

After I found that my popularity didn't increase after multiplatform titles or upgrading DVD. I realized that repurchasing the same titles didn't matter from a hitcounter and subscriber standpoint and stop upgrading to Bluray altogether. Pressed discs have a lifespan of 100 years No one is hyping Bluray, Advanced Audio Coding, and Xbox One around here. I wouldn't buy a new car, because I can post a Koenigsegg Agera R on Pinterest for free and get slightly less attention as the new car I bought.

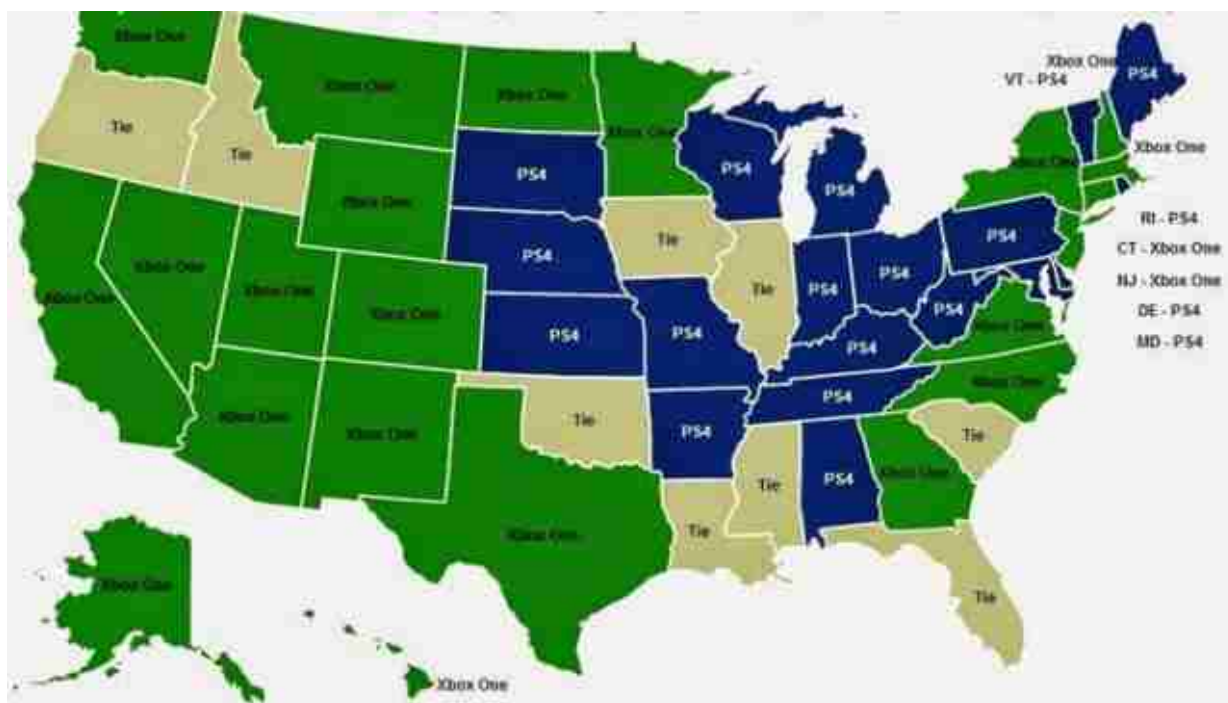
Constantly looking at Flickr and Youtube at English speaking monarchies scenery and news broadcasts completely killed my interest visiting them in real life for budget reasons. The pictures are free, and I could Photoshop myself in them to get the same amount of attention online.

Christmas (2014-12-25 14:16)

The only console I don't have in my collection is Xbox One so I bought that today with \$300 birthday cash and then \$120 from the savings today. Halo 5 will be pretty awesome.



My PS4 has 6 games already. I guess all I am missing is people. I obviously have updated to the peripherals. I believe the Kinect is dead. Now I own all of them. Last generation, I bought Xbox 360 first in 2005 and then Wii last in 2007. I bought this generation in complete reverse. (Wii U first 2012, PS4 2nd and Xbox1 3rd. I also got a 2nd Dual Shock 4, a BDRE drive, and Last of Us Remastered.



It's election year! PS4 holds the edge of sales worldwide. Xbox One has a slight edge of 22 states in the United States.

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I got a Hyosung ATV for a graduation gift, because of the evidence Facebook users around here already had more than one already.

Consoles make a comeback in 2014 (2014-12-27 06:11)

The last few years of the previous console generation were generally pretty bleak. The Xbox 360 and PlayStation 3 had been on the market for the better part of a decade, hardware and software sales were plummeting, and some felt innovation was falling by the wayside as developers eagerly looked for fresh platforms to spark creativity. Indeed, Ubisoft chief executive Yves Guillemot was one among a number of key voices at publishers who felt that the console cycle had dragged on past its welcome.

"We need new consoles and at the end of the cycle generally the market goes down because there are less new IPs, new properties, so that damaged the industry a little bit," he said at the end of 2012.

Fast forward to this holiday season, and it would seem that the calls for new consoles to revive the business were largely accurate. Looking back at 2014, it's clear that excitement for the PlayStation 4 and Xbox One drove the AAA market. In every NPD Group report we covered, hardware sales skyrocketed as consumers simply couldn't get enough of the new consoles. Microsoft has shipped 10 million Xbox One units as of November, while Sony's PS4 installed base is close to 14 million now. By comparison, during their respective first years, the Xbox 360 sold fewer than 8 million units and PS3 had shipped around 10.5 million.

The difference between the seventh and eighth generations of course is that Nintendo's console platform suffered a precipitous drop. While the original Wii caught lightning in a bottle and soared to 20 million units in its first year alone, the Wii U - now completing its second year on the market - has yet to even reach half that figure (sitting at 7.29 million as of the end of September). That said, even Nintendo is now feeling some momentum and analysts are expecting it'll have its best holiday in years, driven by Super Smash Bros., Mario Kart 8 and new revenue sources like Amiibo.

"The landscape is changing, and the platform is becoming the retailer itself, much to the chagrin of companies like GameStop"

On the software side - at least in terms of the AAA market - Guillemot's hope that new consoles would drive more successful new IPs has proven partially accurate. While we've seen commercial successes like Watch Dogs, Bungie's Destiny, EA's Titanfall and a solid showing from Insomniac with Sunset Overdrive, there were others that performed average at best - Knack, Ryse, etc. - and the rest of the market has been saturated with the same AAA franchises we've grown accustomed to (Assassin's Creed, Call of Duty, Forza, Dragon Age, Far Cry and more). The good news is that anticipated new IP like Evolve, No Man's Sky, The Order 1886, Bloodborne, The Division, and Quantum Break, to name a few, is still coming.

The bad news is that console software no longer "just works." In the old days, you'd choose console over PC because you knew that when you put in that cartridge or disc, it would boot up and you'd be playing shortly (longer load times notwithstanding) without significant errors. Now, with eighth generation consoles more connected than ever before, you're often confronted with day one patches, mandatory updates to make anything playable online, and even then you may run into problems, as evidenced by the troubles encountered by Drive Club, Assassin's Creed Unity, Master Chief Collection and more. This is really the subject of a separate editorial, but if publishers continue to ship broken products, they should at least treat them like unfinished games and charge far less, effectively beta testing with users similar to Steam's Early Access.

The more exciting element of the new consoles essentially being always-on is that digital gaming is reaching new heights. On the AAA side you can buy any major release digitally on day one, and indeed digital sales are becoming a larger and larger portion of a title's total. Some of the year's top games took in 20 percent or more in digital receipts - and that's great news for publishers who receive higher margins on digital sales. The landscape is changing, and the platform is becoming the retailer itself, much to the chagrin of companies like GameStop.

On top of the AAA business, Sony, Microsoft and Nintendo have all made great strides in bolstering their digital storefronts, offering numerous titles on a smaller scale, often from indies. Sony, most of all, has capitalized beautifully

on this, luring in indies and grabbing the attention of gamers with free games as part of PlayStation Plus. The focus on indies has not only helped to diversify consoles' offerings in the early part of this console generation, but it's also served to offset some of the gaps left by the still-in-development or delayed AAA IP.

So where do consoles go from here? Needless to say, judging Xbox One and PS4 on just one year of sales isn't going to tell us where they'll be in five or six years. But barring a major surge in 2015 and beyond, it doesn't look like the eighth generation will significantly outperform the prior generation. In fact, Wedbush Securities' Michael Pachter expects around 240-260 million consoles to be sold when it's all said and done. The Xbox 360, PS3 and Wii combined for 260 million, so the eighth generation ultimately could see flat sales. "So it's not a growth industry. For everyone in this room not chasing that market, you're going to be fine. The market is going to get a lot bigger, just not on console," he said at the recent Game Monetization conference in San Francisco.

Indeed, the overall gaming pie will be getting much, much bigger, thanks to the booming mobile/tablet sector. A new IDC Research report points out that the smartphone and tablet gaming installed base has topped 1 billion in 2014. So consoles obviously are becoming more of a "niche" market, but that's not really a fair word either. 260 million units is hardly small potatoes, and ultimately, if you make a unique and innovative console game you can still be incredibly successful without chasing the mobile scene.

In 2014, consoles put their foot down, shouting "I'm still here and I'm not going anywhere!" It remains to be seen how they'll fare over the long haul, but memory constraints on devices and bandwidth troubles online will make it difficult for them to be replaced by any phone, tablet or streaming service any time soon. Moreover, if virtual reality does begin to take off, consoles could have another exciting avenue to pursue as we've seen with Project Morpheus (no expensive gaming PC rig required). And perhaps then motion controls like Kinect and Move, which - let's face it - were essentially swept under the rug in 2014 will be given new life as VR accessories.

Pressure from other platforms and technologies isn't the only challenge consoles will face, however. It's ultimately the business model that will have to evolve in order for the industry to really move forward. Mobile has been dominated by freemium, which isn't always ideal, while console often asks too much of its audience with \$60 purchases and a flow of DLC add-ons. Customers deserve more options. As Xbox co-creator Seamus Blackley told us a year ago, "What we need is the next generation of business infrastructure to make [innovation] possible. And iOS isn't doing a great job at that. There needs to be new excitement injected into the console world to provide more infrastructure for that to happen."

17. 2015

17.1 January

2015 (2015-01-06 22:20)

1) Wearables continue to tank

This is yet another case of the industry looking for new growth opportunities and a chance to expand by driving something the public doesn't really want. People don't want another device to carry or remember to wear, they are often inaccurate, and the newness wears off quickly and they get tossed in the drawer.

2) IoT proves a hard sell

Take what I said above and multiply it by 10. I don't know anyone screaming for an Internet-connected refrigerator. Then again, Steve Jobs did famously say "A lot of times, people don't know what they want until you show it to them." But with concerns about privacy by government and corporate snooping, security from all the hacks and general public tech illiteracy (the Silicon Valley is so myopic about this), IoT will be a hard sell.

3) BYOD chickens come home to roost

Many firms established BYOD rules when the trend first began, and they never revisited them. Eventually, there will be a reckoning where companies have to set down rules concerning data security and loss prevention, not to mention who pays the bills. It's only a matter of time before we get stories of employees giving up on BYOD and telling their boss to just provide a device.

4) Stock market crash and burn

The stock market has been going gangbusters, but it won't last. Every seven years, the stock market melts down like Chernobyl. We all remember 2008, and the recent "Cromnibus" budget deal in Washington has set us up for a repeat. In 2001, it hit the skids due to the Dot Bomb crash and 9/11. In 1994, the bond market went into the toilet. And in 1987 we had Black Monday with the massive sell-off. And if you don't believe me, maybe this guy's words will carry weight.

5) AMD finally bottoms out, Qualcomm acquires it for IP protection

AMD is in a real tough spot. Its CEO change caused a collapse in confidence and stock, neither of which has bounced back. Nvidia is gaining market share and is now over 70 %, according to Jon Peddie Research. There are hints of big things to come but nothing concrete, and the company has been through endless rounds of layoffs.

Nvidia wouldn't be allowed to buy the company, unless it was torn in half and it got the x86 business (and CEO Jen-Hsun Huang has repeatedly said he doesn't want an x86 business), with the GPU side going to Intel. A more likely outcome is Qualcomm grabbing the company primarily for IP protection against Intel.

6) IT continues to dump its own data centers in favor of the cloud

The trend of shutting down an on-premises data center in favor of a cloud solution has been going on for some time, but it will take off in 2015 for one very good reason - Windows Server 2003 is reaching its end of life and there are 10 million 2003 server installations out there that need upgrading. Many companies may decide it's easier to move to the cloud than buy new servers and go through a rip-and-replace routine.

7) Windows 10 is a hit, mostly

Windows 10 seems to have a lot of warm and fuzzy feelings around it, and it will likely revive PC sales, especially in the enterprise. The only thing that will mute Windows 10 at this point is declining interest in PCs. If the trend toward tablets as PC replacements continues, well, there's nothing Microsoft can do about that except get the tablet experience right, which it seems to have done with Surface 3.

8) Big Data's growth will be hampered by talent shortages

Big Data is an important new trend in tech, but it's also a significant change in how computer science is done. It requires people with specialized, advanced degrees, and there are not a lot of them on the market. In fact, there have been repeated predictions of talent shortages of data scientists and other people to make Big Data work. The

people who have that kind of experience, however, will make some serious money.

9) Tablets will crash and burn

Tablet sales are already slowing down and the trend likely won't reverse in 2015. Some experiments have failed, like the Los Angeles Unified School District's \$1.3 billion tablet boondoggle. I expect as the batteries start to die on these things and they are not replaceable, that will also hurt. The main problem, though, is that tablets don't have an advocate. Steve Jobs was the big champion of the tablet and no one has stepped forward to take up the mantle.

10) MMOs start dying off

My one consumer prediction. For some time now, every game company and a whole bunch of startups had massively multiplayer online games in the works. Then they all started failing. "Star Wars: The Old Republic," "Final Fantasy XIV," and "Elder Scrolls Online" all bombed recently, and when an "Elder Scrolls" game bombs, that's a big warning. Many other MMOs have faded into nothing. And Blizzard killed its MMO codenamed "Titan" after seven years of R & D. The reality is these games demand too much time and people who play them frequently suffer from health problems for their addictions.

The most entitled generation is Babyboomers! (not me) (2015-01-11 13:35)

That generation is the millennials – our generation are the most unemployed in american history.

The culprit, say some social commenters, are millennials themselves. In this telling, we are a lazy cohort of entitled and narcissistic brats — the proverbial Generation Me. But this is a classic case of blaming the victim.

The true cause of this unfortunate situation is clear: It's the economy. The Great Recession stymied economic growth, halted job creation, kept older Americans in the workforce longer, and encouraged younger Americans to continue debt-financed schooling.

Moreover, the Great Recession was not merely a one-off calamity — it was a symptom of economic ills long perpetuated and ignored. And the criticism and labels that have been heaped upon millennials bear much more resemblance to the type of intergenerational stereotyping that has always existed ("darn kids these days") than to any measurable reality.

The truth: The economic tragedy of the Millennial generation was written before many of us had even learned to read — Baby Boomer parents and grandparents who, at once, genuinely love and care for us, but have also created or perpetuated institutions, policies, and economic realities that have now hobbled us.

Our generation has been called "entitled." We beg to differ. If any generation is entitled, it's our parents' and grandparents' generation: the baby boomers.

True entitlement is tripling the national debt since the 1980s and using the proceeds to spend lavishly on tax cuts and government programs that primarily provided short-term economic boosts, while refusing to raise the Social Security age of retirement or to reduce benefits, even as the gluttonous program careens toward unsustainability.



AAP Image/NEWZULU/ZOE

A protester at recent Australia climate-change rallies in the lead up to the UN climate summit in New York.

True entitlement is allowing the reasonable minimum wage that Baby Boomers enjoyed when they were our age to deteriorate while opting to cut taxes on the gains from stocks and bonds that they accrued during periods of debt-driven economic and stock-market surges — creating an economy where wage earners at all income levels, as of 2012, receive a smaller portion of economic output at any time since 1929.

True entitlement is, for decades, enjoying the benefits of the lowest energy costs in the world while refusing to price-in the external costs of carbon emissions, exacerbating the real changes to our planet that pose profound risks to the environment and economy for which millennials will soon be the primary stewards.

These grave consequences were entirely foreseeable — but they happened. Young Americans have been fleeced in order to fund the transient excesses of the old — and yet millennials are labeled “entitled” because we were given “participation trophies” and “personal tutors” before we were old enough to vote ... ?

Give us a break. Millennials are not entitled. But we are frustrated.

We’re frustrated, because the same baby-boomer bloc that created or tacitly perpetuated the policies that have hamstrung millennials now makes up almost a third of the American voting-aged population and holds nearly two-thirds of the seats of the US House of Representatives and Senate. This, during a decade-long span when incumbent House and Senate members are richly rewarded for being the most unproductive legislators in US history, respectively winning reelection 94 % and 87 % of the time.



ITU/Rowan Farrell

Granted, many members of our generation need to learn how to vote every two years, not just every four. And we need to begin to fulfill the civic-minded label — “The Next Great Generation” — which social scientists have bestowed upon us. When we do begin to regularly share our opinions in the voting booth, not just on Twitter, you can be assured that we’ll act to keep this country great. We’ll make the “hard” choices the baby boomers have refused to make.

Already, we’ve learned how to be fiscally responsible — with the most student debt of any generation in history, we’ve had to. More than any other generation, we eschew expensive possessions like cars and large houses, opting instead for bikes and shared living spaces. Sure, we would like to own all that fancy stuff someday, but we realize that we can’t have everything we want.

We know that our government would be better off spending more of our tax dollars on jobs and education, and not just on Social Security and defense. We overwhelmingly recognize that the war on drugs has been an embarrassing waste of money and lives, and that anyone should be able to marry whomever they love.

Perhaps we millennials are entitled: We seemed to think that baby-boomer politicians would enact much-needed changes while we fiddled with our smartphones. We were definitely wrong on that one.

Bought some overdue Retro Bit Super RetroTRIO (2015-01-13 21:55)

I bought a Retro Bit Super RetroTRIO Video Game System for playing 16-bit videogame carts. I watched so many youtube collections or speedruns with 16-bit videogames and Room of Doom website, where getting rid of any of 16-bit, Playstation, Saturn games gets rid of my karma I spent money on. Unlike my FC Twin I bought 10 months ago, this Retron 3 also plays Sega Genesis. The FC Twin is \$80 now and a Neo Geo X system is \$150. I remember when FC Twin was \$30 5 years ago.



If FC Twin is going to end up like Gamepark Cannoo and cost \$300, I'm glad I got it now. Owning since 2014



Owning since 2015 and the build quality is great.



I lost my Action Replay for Saturn to play Radiant Silvergun, DoDonPachi I also bought Super Smash Bros. for Wii U. The RetroTRIO and the Neo Geo X game system bought in 2012, I supposedly increased my karma. Some of the 16-bit games are worth \$60 in good condition so I don't know why women don't like old games. I bought a Retro Bit Super RetroTRIO Video Game System for playing 16-bit videogame carts. I watched so many youtube collections or speedruns with 16-bit videogames and Room of Doom website, where getting rid of any of 16-bit, Playstation, Saturn games shrinks the karma. The karma these days aren't like on Playstation Universe.

Videogame reviews killed my videogame job (2015-01-23 19:39)

The negative reviews at IGN.com (6 years ago) and Gamespot ultimately decided my career. I grew up with N64 and looking at what happening to Wii U and console. It wasn't a good fit. I like collecting them and completing them. Also the industry looks to be changing constantly and the turnover seems higher than information technology. The gamespot and the IGN blogs were testing this industry for FREE! It seems as though these are pretty dark times to be

working in the gaming industry. Square-Enix and Capcom have seen much better days. Far from their 90's glory, but I don't think they will fade quickly. However, the gaming public is sick and tired of paying \$60 for crap games only to have to spend more money for DLC. , cause everyone loves those shallow pointless games. was once a huge Final Fantasy fanboy but Squaresoft was purchased and the series has gone to hell, so there goes my interest for a console. A 360 would have interested me for Lost Odyssey but one game isn't worth a \$400 bill. The gaming industry never ceases to amaze me with its stubborn refusal to adapt to market demands and its inability to learn from its peers in the entertainment industry pertaining to its current hot issues. It's probably going to take a few more major firms going under and/or splitting up before they get their acts together.

As CEO of Sega of America in the early 1990s, Tom Kalinske oversaw the company during its glory days, when all eyes in the industry were glued to the titanic struggle for console superiority between the Super Nintendo and Sega Genesis.

Times have changed, to put it mildly. Kalinske left Sega in 1996 and soon signed up with educational entertainment company LeapFrog, where he remains a vice chairman today. The intervening decades have seen Nintendo's best days as well as its worst, and the company sits in a distant third place in the current console race. Meanwhile, Sega hasn't been the same since Kalinske left. The Sega Saturn bombed. The Dreamcast signaled an end to Sega's days as a first-party hardware maker, and the ensuing decade-plus as a third-party publisher hasn't been all wine and roses, either.

"[Sega] seem to have made the wrong decisions for 20 years."

Kalinske spoke with GamesIndustry.biz earlier this month at the DICE Summit, just days after Sega announced staff reductions and the relocation of its San Francisco offices. Though Kalinske said he doesn't keep especially close tabs on the mainstream gaming space these days, he was shocked to hear his old company was pulling out of San Francisco. And while it might have seemed a foregone conclusion that Sega couldn't compete in the gaming industry once giants like Sony and Microsoft got involved, Kalinske dismissed the notion.

"It was not inevitable," Kalinske said. "It could have been avoided if they had made the right decisions going back literally 20 years ago. But they seem to have made the wrong decisions for 20 years."

Regardless of Sega's ability to best the deep-pocketed intruders, Kalinske said it could have joined them had the right decisions been made.

"One of the key reasons why I left Sega is when we had the opportunity to work with Sony, when [Sony Interactive CEO] Olaf Olafsson, [Sony Corporation of America president and CEO] Mickey Schulhof and I had agreed we were going to do one platform, share the development cost of it, share the probable loss for a couple years on it, but each benefit from the software we could bring to that platform. Of course, in those days, we were much better at software than they were, so I saw this as a huge win. We went to Sony and they agreed, 'Great idea.' Whether we called it Sega-Sony or Sony-Sega, who cared? We go to Sega and the board turned it down, which I thought was the stupidest decision ever made in the history of business. And from that moment on, I didn't feel they were capable of making the correct decisions in Japan any longer."

Regardless, there's still hope for Sega as a brand. And Kalinske should know, having helped breathe new life into flagging brands numerous times over his career, from giving The Flintstones a jolt with the introduction of a line of vitamins to bringing Barbie back from the brink in the early '70s. There's never a shortage of experts willing to pile dirt on a brand before it's truly dead, but as Kalinske emphasized in his DICE talk, "The Experts Are Always Wrong." That said, brands aren't immortal, and Kalinske did identify one thing strong enough to kill them.

"You have to really make a lot of mistakes to kill a strong brand."

"Stupidity," Kalinske laughed. "They're hard to kill. You have to really make a lot of mistakes to kill a strong brand. I do think some great brands obviously have been destroyed, Atari being one of them. Why didn't that survive? I think there's a lot of bad decision making involved in killing brands like that. I hope Sega isn't the same thing."

But even a destroyed brand has some value, some potential for future success. The Atari brand still exists, and people are trying to resuscitate it with a mix of familiar franchises, real money gaming, and fitness apps. Kalinske said even he and original Atari founder Nolan Bushnell saw value in it, as they attempted to acquire the name somewhat recently.

"And we failed in that effort, obviously," Kalinske said. "It was maybe five years ago. We weren't able to put it together. At the time it was owned by the French, and the French didn't want to sell."

Moving back to the big brands of today, many analysts and experts have called on Nintendo to get out of the hardware market and bring its valuable stable of intellectual properties to new platforms, specifically mobile devices. While it's another case that might fall under Kalinske's "The Experts are Always Wrong" dictum, he thought they might only be half-wrong in this case.

"I don't think [Nintendo] should give up hardware or consoles," Kalinske said. "I am surprised that they haven't formed a division to extend the IP. I'd love to play some of their games on my iPhone or iPad. It's really a form of marketing for them in a sense. They wouldn't even need to make that much money off it, but it would keep their brands relevant with the users, including people that are older, like me. So it seems to me it's a marketing mistake, but I don't think they should give up what they're doing because they're damn good at it."

"I don't think [Nintendo] should give up what they're doing because they're damn good at it."

In some ways, Leap Frog faces the same dilemma as Nintendo. It has its own hardware and software built using a proprietary language, so anyone wanting to play LeapFrog content has to play it on LeapFrog devices. And while the company makes consoles and tablets, they aren't exactly as ubiquitous as an iPad.

"We're struggling with that," Kalinske acknowledged. "It's a big internal issue and there's a lot of work going on in that area I really can't talk about. But from my perspective, I would love to see a way [to have LeapFrog content on mobile devices]—so long as it was profitable, because you don't want to do these things if they're not at least a little profitable. And that's what they're struggling with, because most of the education content on iOS doesn't make a profit. Almost none on Android makes a profit."

Kalinske's complaints with the educational app market on mobile devices should sound familiar to anyone who's worked on entertainment apps in recent years.

"There's an awful lot of stuff available that's losing money and isn't very good," Kalinske said. "So you have a mess out there right now. This is one of the criticisms I have of Apple. They should take a look at all the educational content on their site right now, it's terribly confusing to parents, and they ought to do a better job of curating that. Put some standards in and make sure that anything saying it's educational actually is, and get rid of a lot of stuff that isn't very good."

That seems unlikely to happen in the near term. Kalinske has been in the interactive edutainment field since 1996, and one constant he's seen is that the seismic overhauls that reshape interactive entertainment every few years don't seem to happen at the same pace.

"It's really hard to make a profit off doing education well. It's pretty easy, relatively, to do entertainment well."

"Education's been much slower," Kalinske said. "The adoption of really good technology has been much slower. It's still slow. It's still happening. It's great to see Massive Open Online Courses (MOOCs), but it's not great to see MOOCs that are boring. My whole thing has been to figure out what the great curriculum is, and then figure out ways to make it fun and interesting, whether that's for a young child or a college age student. Why does it have to be dull and boring lectures?"

There's a reason behind that slower pace of adoption for educational games, and it's one Kalinske said he learned back when he was still at Sega.

"We were doing the Pico, and Pico was a really good system for young kids," Kalinske said. "And we were doing \$100 million in business from the Pico and its software. But it had a lower gross margin on it than obviously, entertainment software. And this is again during that time when Japan was making decisions for me. And they said to me, 'Stop wasting your time on that. It takes too much effort and too much money. You could just do another Sonic title and do a lot more revenue, a lot more profitably. It's easier.' And it struck me. That's why Disney hasn't been that good at education, or any of the other big entertainment companies, like Sony. Because it's hard. It's really hard to make a profit off doing education well. It's pretty easy, relatively, to do entertainment well."

"With the amount of storage that one can do today at a reasonable cost, no matter what the subject is, if we wanted to present that curriculum to children or even teenagers in a way that was most interesting to them, we could do that today," Kalinske added. "And we're not doing it. And that frustrates me."

Newer Rom Collection (2015-01-28 21:39)

I knew there was Dreamcast, PS2, Gamecube, Wii ISOs back in 2005, but they were all torrents with 0 seeds. Ten years later, these roms are on FTP servers. I began downloading NDS roms in 2007, because those were only a couple hundred megabytes and are on my old list. In 2010, I was downloading Saturn and Dreamcast ISOs. Last year I began downloading 2 Gigabyte ROMs for Gamecube, PSP.

Gamecube

Super Mario Sunshine (1.0 Gigabyte)

Super Smash Bros. Melee (1.0 Gigabyte)

Mario Kart Double Dash (1.2 Gigabyte)

Metal Gear Solid Twin Snakes (2.4 Gigabytes 2 files)

Playstation Portable

Crisis Core: Final Fantasy VII (850 MB)

Castlevania Dracula X Chronicles (603 MB)

Daxter (975 MB)

These Roms for the late 2010s when Retro-Bit manufactures Gamecube clone, PS2 clone, Wii clone for \$80 once these patents expire like what happened with NES, Super NES, Genesis and GBA patents.

17.2 February

Nanobots for real-time surgery. (2015-02-06 22:17)

The Mach 7 Navy Gun

Using electromagnetic energy instead of gunpowder or other combustible fuel, this rail gun fires 23-pound shells a distance of 100 miles or more at seven times the speed of sound — Mach 7. The Navy expects to conduct seaside trials in 2016, after more limited testing in defense labs. A rail gun projectile will cost as little as \$25,000 — far less than the current cost of an attack missile, \$500,000 to \$1.5 million. And one warship could hold hundreds of projectiles. Multiple rail gun shells could also be fired in sequence to blow apart incoming missiles.

Doctors Inside Bodies

Early research is promising for development of medical “nanobots” that could be introduced into a soldier’s bloodstream or tissues, capable of releasing treatments for everything from a sore throat to malaria or maybe even the effects of chemical or biological weapons. The nanobots, part of an area of research called In Vivo Nanoplatfoms, would work at the molecular level, hitching rides on a natural protein in the body. One day they might save the lives of soldiers where combat medicine or medevac services are lacking, and they could eventually find their way into civilian applications, too.

A “Flying Humvee”

This rugged transporter would take off like a helicopter and fly like a cargo plane. When they land, some versions under study by Lockheed Martin, United Technologies and Textron would even be able to drive off like, well, a Humvee. The concept vehicle, dubbed the ARES, would be similar to a small version of a V-22 Osprey transport, which already provides the Army and Marines with a huge operational advantage in difficult terrains. One of its most promising capabilities: quickly moving soldiers and gear over minefields and past roadside booby traps without having to call in a bomb squad first. The military wants the air-to-land vehicle to be extremely rugged, utilitarian in design, easy to operate and simple to fix.

Silent-Running Motorcycles

Imagine off-road dirt bike engines that make no sound. They would be powered by tough, powerful battery packs, allowing warriors to sneak up quickly on an unsuspecting enemy. Such designs are in the works at Logos Technologies and electric bike maker BRD. The electric two-wheelers would have just a small reserve of gasoline in case of an

electric failure, plus a secondary fuel source, if needed, to escape danger.

Ship Lasers

Easier to turn, aim and fire than today's heavy shipboard anti-aircraft weaponry, laser guns will give sailors a more precise bead on the enemy. So precise, in fact, that naval vessels will be able to zap and disable an approaching enemy boat's engine, allowing sailors to capture and interrogate their combatants rather than killing or wounding them. This technology will be especially useful in close-to-shore patrols, where ships are more vulnerable to attacks from small boats. Several companies are involved in building the so-called Laser Weapons System, including Raytheon and San Diego-based defense contractor Kratos. It will be tested soon aboard the USS Ponce, one of the workhorses of the U.S. Atlantic Fleet.

17.3 March

Home video to HEVC (2015-03-07 13:34)

I finally backed up 5 VHS tapes, one VHS 4 hours long onto 5 DVDRs. That is 12 hours of 20th century footage. The next step was to convert these to 720x480 x265 format. I am in the middle of converting MPEG2 to x265. The mp4 is on 64 GB SDcard. Its got Disney World and 1990s footage. I have 6 hours in x265 1.4.512 and it is blurry compared to MPEG4 AVC. It takes an hour to encode 30 minutes so I keep the HEVC versions.

Game store reunion (2015-03-11 14:52)

Of course the local videogame thrift shop is complaining about business due to roms and emulators sold for free. The clerk talking how he cannot mod Playstation 2, because its the users all run games off the hard drive or burn PS2 games. Piracy of roms is huge in Hudson.

Whats a pisser is nobody uses the retro message boards, Instagram, Twitter or Pinterest. They don't play (never owned) Commodore Amiga. They're on Facebook only and the gaem store has no domain server, just Facebook. He only visits real life people in the store, yet hates all social media and email. The other one has 300 Facebook friends he knows personally even though Facebook is obviously really stupid. That one uses Facebook in place of LinkedIn. I read the Facebook comments, one reviewer said that they don't clean the cartridges. The SNES and Genesis games sell more than current generation. The clerk I knew from 8 years ago now works at a cookie factory in River Falls.

Super Mario 3D World on Smartphone (2015-03-22 07:39)

I have played and completed Super Mario 3D World and Mario Kart 8. Super Mario Bros. on Smart phone will help Wii U and 3DS, since it makes Nintendo richer. It would help fund Mario Kart 9, Super Mario 3D World 2, and Super Smash Bros. 5 on Wii U. The New 3DS was released this year so Nintendo hardware stays relevant. Sony publish a Xperia running Android, but it failed. Playstation Portable and Playstation Vita were lagging far behind DS and 3DS sales. A "Phoneboy" with 4G LTE would work as long as it runs Android. A Phoneboy running quad core CPUs and 4 GB of RAM.

Hardest Super Mario GALaxy levels (2015-03-28 16:13)**The Perfect Run - Grandmaster Galaxy - Super Mario Galaxy 2**

This level requires skill. There are many reasons. 1. Daredevil - you have one life to do the whole thing which is not easy 2. Hammer bros - you have to get rid of the blue ones but avoid hammers and discs and them themselves 3. Lazer - a lot of lazer is used in the level on the flipswitch bit and one on the green thingy. I could say much more

This level so hard 1 needed 241 (1 is the normal version of grand master galaxy) 2 many planet have yoshi to out the planet with many thing that hurt Mario 3 it is daredevil

Champions road is not even hard. Nor is this level

2

Battlestation's Purple Coins - Dreadnought Galaxy - Super Mario Galaxy

I was amazed when I found out how hard it was. I would never see that again.

One of the hardest stars of the game. I say it's the third hardest star.

3

Luigi's Purple Coin Chaos - Mario Squared Galaxy - Super Mario Galaxy 2

This is the same as the first except for one thing. Cosmic guys.

Major Burrows daredevil run is harder.

4

Bouldergeist's Daredevil Run - Ghostly Galaxy - Super Mario Galaxy

I don't know why you guys are rubbish at video games but i, m speaking from my advise that this is the 4th easiest boss in the game on my first time I beat him I actually felt sorry for him that I kicked his ass so hard

This is one of the hardest video game levels EVER. I spent 11 lives to finish it!

It is hard to do this with one life, extra hard.

5

Luigi's Purple Coins - Toy Time Galaxy - Super Mario Galaxy

This is HARD but has plenty of coins with a low time to do it in.

6

Lava Spire Daredevil Run - Melty Molten Galaxy - Super Mario Galaxy

The ways I died on this level... Hmm... Well, there was that one time I fell in lava... and that time I got hit by lava... and the time I literally jumped into the lava because of head-bursting frustration at the ultimate and too-challenging-to-be-a-Mario-level-because-lava-is-completely-EVERYWHERE challenge... actually, challenge is just an understatement.

Good God, going through the most intense galaxy in the game with ONE LIFE

I don't know about you but this is hard with one life.

7

Throwback Throwdown Speed Run - Boss Blitz Galaxy - Super Mario Galaxy 2

This is so hard. I cannot do those bosses THAT quick!

8

Bouncing Down Cake Lane - Toy Time Galaxy - Super Mario Galaxy

There are so many platforms and includes a hard boss

9

Dino Piranha Speed Run - Good Egg Galaxy - Super Mario Galaxy

That's okay, practice makes perfect.

I can't DO it that quick.

10

Purple Coins On the Puzzle Cube - Gusty Garden Galaxy - Super Mario Galaxy

I can't do it really quick and I keep on running into the walls

11

The Electric Labyrinth - Super Mario Galaxy

I was totally annoyed of this level because of how many tries and GAME-OVERs it took me to get the PERFECT timing...

Tricky and very annoying.

12

Dreadnought's Garbage Dump - Super Mario Galaxy

I hate this level!

13

Purple Coins in the Bone Pen - Super Mario Galaxy

Hardest Super Mario levels I've played (2015-03-28 17:40)

The Perfect Run - Super Mario Galaxy 2

Grandmaster Galaxy only opens up when you have collected all 120 Power Stars, and all 120 Green Stars! There ARE checkpoints, but contains four VERY HARD sections! If you're not 100 % sure that you have SUPREME CONFIDENCE in your abilities, I would recommend coming into this level with at least 30 lives, just to be safe...

World 8-3 - Super Mario Bros.

This level is made out of nothing but massive pits, Bullet Bills, Koopas, and Hammer Bros.. All of that is already insanely hard, but imagine trying to pull all of this off with only a whopping 300 seconds on the timer, AND the fact that this is the longest level in the game! Timing your jumps is the key here to beating this level!

Tubular - Super Mario World

I've been stuck on this level for ages once, can't express how much I hated this level back then.

Luigi's Purple Coins - Super Mario Galaxy

After completing the game for the first time, a series of Purple Prankster Comets appear in almost every galaxy, giving the player the option to go through remixes of certain levels in the galaxy, forcing them to collect 100 Purple Coins. Sometimes under a time limit. This is the hardest of them all, because all 150 of the Purple Coins are on a giant eight-bit Luigi planet. The tricky part is once Mario lands on one of Luigi's sprites, it shrinks more and more until it disappears, forcing the player to collect two-thirds of the Purple Coins while only touching each sprite ONCE! >:^ }

Secret Shine Challenge 14 - Super Mario Sunshine

The trip to this stage is hard enough. The actual stage is much worse. Mario has to hop on a pad while that pad is on a river, while trying to collect eight red coins. The catch is the river is poisonous and is an instant death.

Kamek's Revenge - Super Mario World 2: Yoshi's Island

The first part of the level, the player will have to avoid Kamek and his spells. The hard part is Kamek throws his staff

wildly Baby Mario and Yoshi will have to reach a key, which will unlock the second part of the level. Once there, the duo will equip with skis, still trying to avoid Kamek.

Wing Mario Over The Rainbow - Super Mario 64

Why is it every hard level in Super Mario 64 seem to play the Athletic Theme, huh? Anyway, in this level, Mario must collect eight red coins in the clouds all throughout the level. The catch is the coins can only be grabbed by flying around the level using Mario's Wing Cap. Now, don't get me wrong, flying around with the Wing Cap is amazing, but in this level, flying leads to rage. If Mario isn't fast enough before the Wing Cap and plummets into the sky below, he will land back outside Princess Peach's Castle near the moat, meaning the player will have to travel all the way back up to the top of the castle just to attempt to complete this ridiculous. Level again.

Lava Spire Daredevil Run - Super Mario Galaxy

This...was the hardest Power Star under the White Comet to get in this game without a doubt. Why? Well, because instead of being dropped off near the Sinking Lava Spire Planet or somewhere else close to the Power Star, you have to try to complete the ENTIRE LEVEL without taking damage or screwing up.

Champion Road - Super Mario 3D World

World Crown in Super Mario 3D World only opens if you've collected every single green star, stamp, and got to the top of the flagpole in every single level in the game. This is very similar to The Perfect Run except that there are no checkpoints! This level also contains six super difficult sections and yet, it's probably the longest level in the entire game! If you die, you HAVE to go back ALL THE WAY BACK to the beginning. Don't even expect to get it on your first try. If you did, then you're probably a wizard. Oh, and if you don't have a tanooki suit, you're pretty much dead.

Special 8-5 - Super Mario 3D Land

This is basically a rush level. Where it begins, you will only have 30 seconds to complete the level. There will also be a Cosmic Clone chasing you throughout the level. Trying to rush through the level is hard enough, but having someone dangerous chase you while doing it really takes the cake. Don't expect to get this on your first try.

Hanna Barbara DVDs (2015-03-30 23:11)

I got complete series of Star Trek The Next Generation (another post) Star Trek Deep Space 9 (another post), Star Trek Voyager (another post), Battlestar Galatica (another post), X-Files (another post), Wire (another post) The Sopranos (another post), Game of Thrones (seasons 1-4). My head wasn't completely up my ass, because some of the anime is \$300. And I also focused on Disney DVDs back in 2012.

So far, I bought complete season of Johnny Quest from Hanna Barbara, yet I need more series. The complete season of Flintstones is \$80. Scooby Doo Where are You is \$50. I glazed at Space Ghost Coast to Coast DVDs. I relived several episodes in MPEG4. I watched that in the 1990s. Since these DVDs were published in 2012, I was hoping the *used* price would decrease in 2015. Hanna Barbara is way expensive. I heard rumors these were the same price in 2012.

17.4 April

Hillary Clinton (2015-04-12 10:27)

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Hillary Rodham Clinton



United States Secretary of State

Hillary Rodham Clinton (born October 26, 1947) is currently serving as the 67th Secretary of State in the Obama Administration. She was a Senator for New York from 2001 to 2009, and ran for the Democratic Primaries in 2008. She was the First Lady of the United States from 1993 to 2001 as wife of President Bill Clinton whom she married in 1975.

Early Life

Hillary Clinton was born *Hillary Diane Rodham* to Hugh Ellsworth Rodham and Dorothy Emma Howell in Chicago, Illinois on Oct. 26, 1947. She has two younger brothers, Hugh Rodham and Tony Rodham. Her parents, who were United Methodist's who moved the family to Park Ridge, Illinois when Hillary was three-years-old. Her father operated a small business in the textile industry^[1] while her mother was a homemaker.^[2]

Early Political Activism

Growing up in a politically conservative household, Hillary began working for the Republican party from the age of thirteen. However during her college years, prompted by events such as the Civil Rights Movement and the Vietnam War, she changed her political views by the late 1960's. She left the Republican Party for good in 1968.

Law School & Career

Hillary majored in political science at Wellesley Collge in 1965 before entering Yale Law School where her research focused on children and the law.

Marriage to Bill Clinton

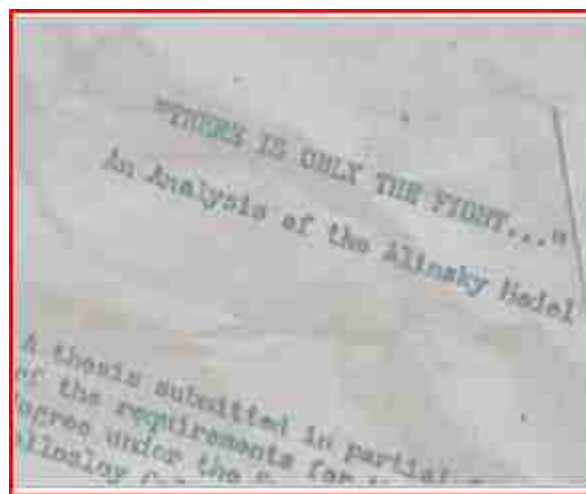
In late Spring, 1971, Hillary began dating Bill Clinton who was also studying law at Yale. In 1974, following repeated requests from Bill Clinton to marry him, Hillary accepted. They were married on Oct. 11, 1975 in the Rodham's living room. On February 27, 1980, Rodham gave birth to a daughter, Chelsea, her only child.

Moving left

Hillary Clinton grew up as a Goldwater Republican, like her father, in the middle-class Chicago suburb of Park Ridge. By the time she was a freshman at Wellesley, when she was elected president of the College Republicans, her concern with civil rights and the war in Vietnam put her closer to the moderate-liberal wing of the GOP led by Nelson Rockefeller. By her junior year, she had to be talked by her professor into taking an internship with Rep. Gerald R. Ford and the House Republican Caucus. In her senior year, she was campaigning for the anti-war Democrat Eugene McCarthy.

"I sometimes think that I didn't leave the Republican Party," she has written, "as much as it left me."^[3]

Alinsky Thesis



The senior thesis of Hillary D. Rodham, Wellesley College class of 1969, was on the work of Chicago radical Saul Alinsky.

The Clintons who asked Wellesley in 1993 to hide Hillary Rodham's senior thesis from the first generation of Clinton biographers, according to her thesis adviser and friend, professor Alan H. Schechter, who describes taking the call

from the White House. "A stupid political decision."

Wellesley's president, Nannerl Overholser Keohane, approved a broad rule with a specific application: The senior thesis of every Wellesley alumna is available in the college archives for anyone to read – except for those written by either a "president or first lady of the United States."

So far, that action has sealed precisely one document: Hillary Rodham's senior honors thesis in political science, entitled " 'There Is Only the Fight...': An Analysis of the Alinsky Model."

Rodham took her thesis title — "There Is Only the Fight..." — from T.S. Eliot:

"There is only the fight to recover what has been lost and found and lost again and again."

She began with a feminist jab at the clichés of male authors: "Although I have no 'loving wife' to thank for keeping the children away while I wrote, I do have many friends and teachers who have contributed to the process of thesis-writing." She thanks particularly "Mr. Alinsky for providing a topic, sharing his time and offering me a job."^[4]

Radical law firm



Hillary Rodham served a:) clerkship in 1971 at one of America's most radical law firms, San Francisco based Treuhaft, Walker and Burnstein.

One partner at the firm, Doris Brin Walker, was a lifelong Communist Party USA member at the time. Another partner, Robert Treuhaft, had left the party in 1958, several years after being called before the House Un-American Activities Committee and labeled as one of America's most "dangerously subversive" lawyers. The Oakland-based firm was renowned for taking clients others rejected as too controversial, including Communists, draft resisters, and members of the African-American militant group known as the Black Panther Party. The other partner Malcolm Burnstein, maintained a lifetime commitment to radical causes.

The firm was involved in a volatile Black Panthers case the summer Mrs. Clinton worked there: the trial of Huey Newton for the 1967 killing of an Oakland police officer. Treuhaft represented a Newton associate whose role in the trial may have helped Newton win a series of mistrials and, eventually, the dismissal of all charges related to the officer's death.

Partners at the firm said it was likely Mrs. Clinton also worked on politically sensitive cases involving a Berkeley student activist denied admission to the California bar over incendiary rhetoric, Stanford physician interns fighting a loyalty oath at the Veterans Administration, and men claiming conscientious objector status to avoid being drafted and sent to Vietnam. Mrs. Clinton's only public recollection of her work at the Treuhaft firm is that she handled a child custody matter.

Mrs. Clinton's most vivid memories from that summer may be personal ones that have nothing to do with the law firm with which she clerked. A fellow Yale law student, President Clinton, shared the Berkeley apartment where she was staying. The pair soon got serious and would move in together when they returned to New Haven that fall.

Mrs. Clinton's decision to work at the Treuhaft firm was rooted in the turbulence, chaos and radicalism that buffeted Yale after she entered law school there in 1969. Most campuses saw their share of foment, but Yale saw more than its share in the spring of 1970 because of the impending criminal trial in New Haven of a Black Panthers' leader, Bobby Seale, and several co-defendants, for kidnapping and murdering another member of the Panthers. Many, including Yale's president at the time, doubted that Seale and other black militants could get a fair trial. As students prepared for a national student strike on May Day 1970, a suspicious fire broke out in the basement of a Yale law library.

Mrs. Clinton has written about joining a "bucket brigade to put out" the library fire and about organizing round-the-clock patrols in the wake of the blaze.

Ultimately, the May Day protest turned Yale into an armed camp, occupied by thousands of soldiers, but the event yielded little of the feared violence. That came three days later at Kent State University in Ohio when National Guard soldiers shot and killed four students protesting the Vietnam War.

The Black Panthers' trial didn't actually begin until the fall. During the lead-up, Seale's attorney, Charles Garry of San Francisco, became a regular presence in the courtyards at Yale Law School.

At some point, Treuhaft and his wife, Jessica Mitford, passed through New Haven and threw a party to raise money for the Panthers' defense. According to Gail Sheehy's biography of Mrs. Clinton, "Hillary's Choice," the future senator attended the Treuhaft-Mitford party. Many have surmised that this event laid the groundwork for Mrs. Clinton's clerkship at Treuhaft's law office.

One of Treuhaft's partners, Malcolm Burnstein, said Mrs. Clinton's internship was arranged by a national student group. "She was sent to us by the Law Students' Civil Rights Research Council," Mr. Burnstein told the Sun. The group also paid Mrs. Clinton during her summer at the firm, he said. It is possible Mrs. Clinton selected the Treuhaft firm and then arranged funding through the council. That's how she set up her first law-school summer internship working with the future founder of the Children's Defense Fund, Marian Wright Edelman.

Mrs. Clinton's only public recollection of her stint at the Treuhaft firm came in her 2003 memoir, "Living History."

"I told Bill about my summer plans to clerk at Treuhaft, Walker and Burnstein, a small law firm in Oakland, California and he announced that he would like to go with me," she wrote. "I spent most of my time working for Mal Burnstein researching, writing legal motions and briefs for a child custody case."

A review of some of Mr. Burnstein's legal files now at the archives of the University of California at Berkeley shows that the Treuhaft firm also handled two major cases in mid-1971 involving political dissent. One involved a protest leader who was elected Berkeley student body president, Daniel Siegel.

Mr. Siegel passed his the bar exam in 1970, but his admission was blocked on grounds that he was morally unfit. He was criminally charged with inciting the 1969 "People's Park" riot, which left one man dead, others injured, and hundreds arrested.

Mr. Siegel was acquitted of that charge, but bar officials said his statements prior to the riot and thereafter indicated he was not suited to be an attorney. They also asked him if he was a Communist, which he denied.

Mr. Burnstein appealed the bar committee's rejection to the California Supreme Court, arguing that Mr. Siegel was being punished for his political beliefs. The court eventually sided with Mr. Siegel, who joined the bar in November 1973.

Two other dissenters whose case was pending during Mrs. Clinton's summer at the Treuhaft firm were Peter

Cummings and Peter Rudd. Both were medical students from Case Western Reserve University in Ohio who won internships at Stanford University in Palo Alto, Calif. On arriving at Stanford, they discovered they were required to fill out loyalty oaths to do a required rotation at the nearby Veterans Administration hospital. "It was the typical, 'Are you now or have you ever been a member of the Communist Party?'" Dr. Cummings recalled in a recent interview. He said he and Dr. Rudd were not Communists, but chafed at signing the oath. "I've always been very annoyed by and not a fan of this kind of loyalty oath," Dr. Cummings said.

Through the American Civil Liberties Union, the pair became clients of Mr. Burnstein. In the ensuing legal challenges, which went before riders of the 9th Circuit Court of Appeals at least twice, the government argued that disloyal medical students might try to kill unsuspecting veterans who sought medical treatment. Mr. Burnstein prevailed and the loyalty oath for Veterans Administration doctors soon wound up as a footnote of history.

As Mrs. Clinton left the Treuhaft firm in 1971, one of its partners was gearing up for the defense of a Communist and black revolutionary, Angela Davis, against murder, kidnapping and conspiracy charges stemming from a 1970 shootout that left a California judge dead. Ms. Walker became the resident Communist on Ms. Davis's legal team. "I was asked by the Party to participate in Angela's case," the lawyer said. She said no one else at the law firm, including Mrs. Clinton, worked on Ms. Davis's case.

At the trial, held in 1972 at San Jose, the Treuhaft firm's winning record held up again. A jury acquitted the polarizing African-American activist of all charges.

By the time Mrs. Clinton arrived at the Treuhaft firm in 1971, its reputation as a defender of left-wingers and radicals was well established. Indeed, those at the firm assumed that reputation drew the Yale law student in.

"She did want to work for a left-wing movement law firm. Anyone who went to college or law school would have known our law firm was a Communist law firm," Treuhaft told Ms. Sheehy in 1999.

"This was an old-left, radical law firm," a staff attorney there during Mrs. Clinton's summer, David Nawi, said. "Treuhaft was suing the police and doing wonderful work with the black community in East Oakland before anybody else."

A Yale Law student who worked as a clerk at the firm the summer before Mrs. Clinton arrived, Mary Nichols, said Treuhaft was open about his stint in the Communist Party. "Treuhaft, he himself was proud of having been a Communist at one time. This was not something that they hid in any way. They were not people stockpiling dynamite. They were a respectable law firm, but still you knew they had experimented in that kind of way," she said.

Mr. Siegel, the Berkeley protester-turned-lawyer, said committed student leftists in 1971 would have viewed the firm's Communist connections as quaint, perhaps even conservative. "We almost universally thought Communist Party people were sellouts," he said. "People of my generation who were getting involved were Marxists, Maoists, even Trotskyists. The Communist Party was pretty unpopular, unless your parents were in it."

The details of Treuhaft's membership in the Communist Party were not formally disclosed until 1977, when his wife, Jessica Mitford, published a humorous memoir of their years in the Communist ranks. In "A Fine Old Conflict," she reported that her husband signed up in 1943 and that she followed in 1944. Both left the party in 1958, she wrote. Ms. Walker joined the party in 1942. "I'm still a Marxist, and that's why I stayed in," she said.

While many American Communists quit the party in disgust in 1956 following the Soviet invasion of Hungary and Nikita Khrushchev's denunciation of Josef Stalin's crimes, those events do not seem to have been the impetus for the departure of Treuhaft and Mitford, who stayed on for another two years.

A journalist who edited a recently published collection of Mitford's letters, Peter Sussman, said the couple's falling out with the American Communist Party was driven largely by its unyielding bureaucracy.

"She was bored with it," Mr. Sussman said. "It was ineffective. She had worked to reform it and that was unsuccessful, and to give the American party some autonomy from Soviet Communism."

Mr. Sussman said Mitford, who died in 1996, was also "bitterly disappointed" about a decision the party made to cut ties with a group dedicated to resolving racial inequities in America, the Civil Rights Congress.

A collection of Mitford's letters indicates that Republican political operatives knew about Mrs. Clinton's work at Treuhaft's firm months before the 1992 election, but apparently chose not to raise it despite her prominence in her husband's presidential campaign. In a July 4, 1992 letter to a veteran civil rights activist, Virginia Durr, Mitford wrote, "There was a v. long article in Vanity Fair by Gail Sheehy, an interview with Hillary in which every detail of her life from childhood on was explored — no mention of the internship in Bob's law office. Quite right, I thought, as

obviously if that came out it would be prime meat for the Bush campaign."

Mr. Burnstein said he, Treuhaft, and Ms. Walker agreed upon learning of Mr. Clinton's presidential bid not to talk publicly about Mrs. Clinton's clerkship because they anticipated it would become fodder for Mr. Clinton's opponents. "We expected it," Mr. Burnstein said. "We were very carefully not talking to the press back then. ... We did not want her being unfairly tarred with someone else's politics. Hillary's politics were not Bob's politics, which were not Doris's politics, which were not mine."

"For Hillary to pick the most left-wing firm really at that time in the Bay Area, it's still a surprise to me that more hasn't been made of that," Ms. Walker said. "It was such an obvious thing for them to pick up, but they didn't, and I've never understood it."^[5]

Bernard Rapoport connection

As Texas swung from a Democratic stronghold to an increasingly Republican and conservative state, marxist leaning businessman Bernard Rapoport continued to support liberal Democrats and their causes, both with his money and his extensive national political connections. His contributions to George McGovern's 1972 presidential campaign put Mr. Rapoport on one of President Richard M. Nixon's enemies lists; contributions to the presidential campaigns of both Bill Clinton and Hillary Rodham Clinton helped nourish a 40-year friendship. Mr. Clinton was scheduled to deliver a eulogy at a memorial service in May 2012, in Washington DC.^[6]

Single-payer Bill

In 1994 Jim McDermott, John Conyers and Paul Wellstone promoted a "single-payer" health care bill (HR1200/S491).^[7] Ellen Shaffer, a member of Wellstone's staff told the People's Weekly World that the authors had been "working closely" with Hillary Clinton. "She knows what they are doing" Shaffer said.^[8]

2000 WFP Convention

The New York Working Families Party 2000 Convention was held at the Desmond Hotel, March 26.

Attendees included;

- Jim Duncan, WFP co-chair and statewide political director of the United Auto Workers
- Bertha Lewis, WFP co-chair and chair of New York ACORN
- Bob Masters, WFP co-chair and statewide political director of the Communication Workers of America
- State Senator Eric Schneiderman
- Chris Silvera, Treasurer of Teamsters local 808
- Dennis Hughes, president New York Federation of Labor
- Jose Velazquez, Lithographers local 1 organizer
- Ed Vargas, director of the state council of UNITE
- Karen Scharff, executive director of Citizen Action New York
- Jim Hightower
- Maude Hurd, national chair of ACORN
- Bradley Erck, a rep. on the Niagara County legislature and UAW Local 686, legislative committee chair

- Larry Handley, President Amalgamated Transit Union
- Arthur Cheliotas, president of Communication Workers of America local 1180
- Hillary Clinton

There were sizable delegations from ACORN and Citizen Action.^[9]

Clinton and communists helped Kucinich

During Dennis Kucinich's 1996 Congressional run, there was considerable controversy over his ties to Communist Party USA member Rick Nagin. Writing in the Communist Party USA paper People's Weekly World Ohio Communist Party chairman, Rick Nagin, detailed the campaign which led to Kucinich's election to Congress:^[10]

"The election of Dennis Kucinich in Ohio's 10th Congressional District was a ground-breaking event demonstrating the powerful political potential of a mass, grassroots coalition led by Labor.

Trade unionists and seniors provided the largest numbers of some 5,000 volunteers but many others came from Hispanic, environmental, peace and other organizations.

According to the campaign staff, the volunteers canvassed at least 600 of the district's 750 precincts, some as many as four times. They turned the western half of Cuyahoga County and especially the west side of Cleveland into a sea of 15,000 bright yellow yard signs reading "Light Up Congress! Elect Dennis Kucinich" -[10]

Many organizations also issued their own literature and did their own mailings including the AFL-CIO's Labor '96, the UAW CAP Council, the Sierra Club, Peace Voter '96, gay rights and senior groups. The United Auto Workers and the Steelworkers did plantgate distributions. The Ohio Council of Senior Citizens distributed 12,000 pieces with the positions of Kucinich and his opponent, incumbent Martin Hoke, on senior issues to senior buildings, nutrition sites and bingo games.

Then First Lady **Clinton**, Congressmen Louis Stokes, Joseph Kennedy and Barney Frank also helped out.

"The coalition embraced many political viewpoints: Democrats, independents, Greens, socialists, Communists, members of the Labor Party, even some disgruntled Republicans. Democratic Party figures, including First Lady Hillary Clinton, Congressmen Louis Stokes, Joseph Kennedy and Barney Frank visited Cleveland to help in the effort."^[11]

Take Back America Conferences

Hillary Clinton was on the list of 114 speakers (which included George Soros) at the 2004 Take Back America conference, which was organized by the Institute for Policy Studies, and Democratic Socialists of America dominated Campaign for America's Future.^[12]

She was back in 2006, 2007.

Admiration for Cesar Chavez

On April 1, 2008 Evelina Alarcon, Executive Director of Cesar E. Chavez National Holiday welcomed the backing for a Cesar Chavez national holiday from Presidential candidate Senator Barack Obama who issued a statement on Cesar Chavez's birthday Monday, March 31, 2008. *"We at Cesar E. Chavez National Holiday appreciate the backing of a national holiday for Cesar Chavez from presidential candidate Senator Barack Obama. That support is crucial because it takes the signature of a President to establish the holiday along with the Congress's approval,"* stated Evelina Alarcon. *"It is also encouraging that Senator Hillary Clinton who is a great admirer of Cesar Chavez acknowledged him on his birthday. We hope that she too will soon state her support for a Cesar Chavez national holiday."*

Alarcon's remarks were part of a statement made at a press conference at our nation's Capitol on April 1st

called by Chair of the Hispanic Congressional Caucus Rep. Joe Baca (D-CA) in support of HR 76, a resolution he authored with 62 Co-Sponsors that encourages the establishment of a Cesar Chavez national holiday by the Congress^[13]

Support from Individuals

Hilda Solis & Dolores Huerta

In 2007 Hilda Solis, current Secretary of Labor, endorsed Sen. Clinton for president and signed on to co-chair of the Clinton campaign's Environmental and Energy Task Force and co-chair of the National Hispanic Leadership Council. Solis was joined by her friend and Democratic Socialists of America honorary chair, Dolores Huerta. Solis and Huerta had the honor of formally nominating Clinton for the Democratic primary.

Together Huerta and Solis campaigned for Clinton through California and Nevada on a tour themed "Juntos Con Hillary, Una Vida Mejor" (Together with Hillary, A Better Life).

Megan Hull

Between Feb. 2, 2008 and August 28, 2008, Megan Hull contributed \$6,900 to Hillary Clinton's 2008 Presidential Nomination race.^[14]

Sheinbaum

Stanley Sheinbaum has many influential friends on the U.S. left.

His walls are adorned with framed photos with Fidel Castro, King Hussein, Barbra Streisand and other world leaders and A-list celebrities.^[15]

Key political players such as Bill Clinton, **Hillary Clinton**, Jesse Jackson, Queen Noor of Jordan and former Sen. Gary Hart, *have made the pilgrimage to his Westside salons in search of intellectual stimulation and money for their pet causes – sometimes their own political campaigns.*

"Sheinbaum keeps the New Deal torch alive in an age when it's not fashionable to do so," said former senator and presidential candidate Gary Hart, a longtime friend. *"He's a voice of conscience."*

George Soros

By 2008, Barack Obama was one of only a handful of candidates to get a personal contribution from George Soros. The others include Senate Minority Leader Tom Daschle (D-S.D.), Sens. Barbara Boxer (D-Calif.), Hillary Rodham Clinton (D-N.Y.), Bob Graham (D-Fla.), John Kerry (D-Mass.), Patrick Leahy (D-Vt.), U.S. Rep. Tom Lantos, and former Vermont governor Howard Dean.^[16]

Support from Organizations

Council for a Livable World

The Council for a Livable World, founded in 1962 by long-time socialist activist and alleged Soviet agent, Leo Szilard, is a non-profit advocacy organization that seeks to "reduce the danger of nuclear weapons and increase national security", primarily through supporting progressive, congressional candidates who support their policies. The Council supported Hillary Rodham Clinton in his successful Senate run as candidate for New York.^[17]

Planned Parenthood

Clinton received \$1837 in lobbying funds from Planned Parenthood in 2008.^[18]

EMILY's List

Clinton has been supported by EMILY's List during her campaigning.

International Association of Machinists and Aerospace Workers

The 700,000-member International Association of Machinists and Aerospace Workers, one of the nation's largest and most politically active trade unions, endorsed New York Democratic Senator Hillary Clinton for President. They also took the unusual step of endorsing a Republican candidate for the primaries, former Arkansas Governor Mike Huckabee.

Obama appointment

In January 2009, Clinton was nominated by the Obama administration for the position of Secretary in the Department of State and confirmed in January 2009.^[19]

External links

- Archived campaign site for Clinton
- Clinton's biography with the Department of State

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Nominations and appointments

Midwest Gaming Classic 2015 (2015-04-12 14:08)

Its my first time here since its a long drive from St. Croix County. Pretty good conference. Met some instagram and facebook people to add.

Midwest Gaming Classic

375 S Moorland Rd, Brookfield, Wisconsin 53005





























The Hardest Sonic the Hedgehog levels I've played (2015-04-14 16:34)

1. Cannon's Core - Sonic Adventure 2

I got SA2B when I was very small, I swore I could beat it before I became ten. I think I did it... But only a month before. That is all due to this 'mega level'. Still though, it was a good way to wrap up a good story and the ending was just awesome... Also did I mention the music? No? Oh, I'll sum it up quickly then... IT'S OVER 9000!

2 Eggmanland - Sonic Unleashed

Only number 10... I've beaten all of the sonic games in a week but eggmanland took me a year. This should be number 1

Ha! Rank A! But too hard. Try to jump down onto the platform instead of swinging on the pipes across the lava.

3 Scrap Brain Zone - Sonic the Hedgehog

It's true! Everything wants to kill you in this game! Even the first level is hard! First, you get your hopes up and then you DIE! I also finished the game without the Chaos Emeralds, and what did I get? A kick in my ass.

4 The End of the World - Sonic the Hedgehog 2006

Why is this not number one it only took me a couple days to beat Cannons core but I never got to beat this stage also bad controls, hard to beat enemies, and lots and lots of glitches.

5 Casino Park - Sonic Heroes

Casino Night Zone from the Mega Drive version of Sonic 2 is much better than Casino Park. Still, I like this hard stage. This level is like TORTURE! It takes you forever to reach the goal ring.

6 Death Egg/Doomsday Zone - Sonic and Knuckles

7 Metallic Madness - Sonic CD

I had to look up how to beat this level's second act because it was so big and confusing.

8 Labyrinth Zone - Sonic the Hedgehog

I was stuck on this level longer than any other in any game as far as I can remember.

How can this level not be at least in the top five? Its so hard and frustrating!

9 Metropolis Zone - Sonic 2

I DIED 68 TIMES ON THIS LEVEL! Wing Fortress was harder, though.

10 Lost Impact - Shadow the Hedgehog

Thought The Doom was hard? This level is 10 TIMES WORSE! The level is way more confusing and ridiculously big, and you have to kill ALL of the enemies to beat the Hero mission. I HATE THIS LEVEL.

11 Launch Base Zone - Sonic 3

12 The Cauldron - Sonic and the Black Knight

I died a lot on this level because of the lava rings when trying to jump

The stupid lava rings...

13 Dragons Lair - Sonic and the Black Knight

Like shrouded forest but more challenging missions

14 Final Chase - Sonic Adventure 2

I had trouble getting to the final boss of the dark story

15 Shrouded Forest - Sonic and the Black Knight

First mission in this level is not that hard but there are other ones I haven't done yet

16 Marble Zone - Sonic 3

17 Night Palace - Sonic and the Secret Rings

I find this level tricky but not that tricky since I did beat on my first try

18 Eternal Engine - Sonic Adventure 2

It is known for how long and boring it is

19 Carnival Night Act 2 - Sonic 3

I can't even do it!

20 Terminal Velocity - Sonic Colors

Looks pretty easy right until the enemies arrive

21 Lost World - Sonic Adventure

22 Crazy Gadget - Sonic Adventure 2

23 Scrambled Egg Zone - Sonic the Hedgehog 2

24 Final Fortress

For Team Sonic and Team Dark, the camera view is so bad that it is hard to see where you are going. When you start playing the stage, you launch through the ring and there is a rail somewhere. When you miss the rail, you're toast and it seriously takes you a ton of tries to reach the rail. There are also lasers on the rail you have to avoid as you go deeper into the stage.

25 The Doom - Shadow the Hedgehog

This level is too maze like and WAY too big and boring elevators that you have to wait for. the hero mission is when you have to chuck healing capsules on dead reasearchers but the camera has a seizure and you will probably miss a lot. The dark mission sucks more since you have to kill SIXTY gun troops! In the giant maze like area! Oh and one of the gun mechs is glitches and you have to use a checkpoint warp to actually FIND THAT GUN MECH. even the normal mission is Tedious.

This level is a never ending maze. You are never sure where to go. I was stuck on that for a few days

A year ago I played this stage and it took me 23 MINUTES to complete it (I did dark mission)

26 Route 280 Mission 4 - Sonic Adventure 2

Beating act 1 of this kart racing level is fine, but when you go to act 4 and you have to clear without hitting any walls, be prepared

27 Lava Mountain Zone 2 - Sonic Lost World

28 Blue Marine Zone - Sonic Blast

This is the most confusing zone in the Sonic series.

29 Dusty Desert - Sonic the Hedgehog 2006

30 Camelot Castle - Sonic and the Black Knight

31 Security Hall - Sonic Adventure 2

32 Grand Metropolis / Power Plant - Sonic Heroes

33 Flame Core - Sonic the Hedgehog (2006)

This level is so annoying, falling off walls and landing in lava, and a hard boss to go with it!

34 Bullet Station - Sonic Heroes

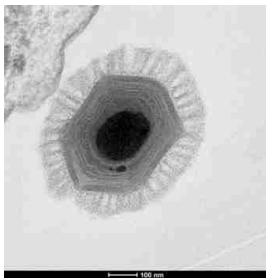
I got 3 Game Overs playing the first time with team sonic!

35 Windy Hill - Sonic Lost World

36 Wacky Workbench (Sonic CD)

Pandoraviruses from Mars! (2015-04-21 09:52)

If you were to guess right now what kinds of organisms have driven some scientists to believe that another branch of life exists, what would they be? Hideous, green aliens or maybe man-eating flies? Actually, the organisms in question are neither alive nor visible to the naked human eye. Recently identified giant viruses – literally just uncommonly large viruses – are the organisms responsible for this new line of thinking.



Giant viruses appear to have been hiding from us in plain sight (figuratively speaking of course). In 2003, a group of French researchers identified the first mega viruses in a cooling tower, where they had been living off of amoebas. Since then, other giant viruses have been found in swamps, contact lens fluid (!), a pond in Australia, and off the coast of Chile. The recent identification of giant viruses doesn't mean that they have suddenly appeared on Earth in the last ten years. On the contrary, it signifies the changing notions of what it means to be a virus. Scientists have long thought that viruses are small and fairly simple. Seeing that giant viruses are neither, other scientists who may have found them before now probably assumed that they were just bacteria. Giant viruses are unique because of their immense size and vast number of genes. In comparison to other viruses, giant viruses are like lions amongst mere house cats – larger, and more complex. Since the discovery of the first few giant viruses, such as Mimivirus and Megavirus chilensis, two extremely large new ones have been identified. Known as Pandoraviruses, for their box like shape, these two particular specimens are the largest viruses ever found. How large are they? So large that they can be seen under a light microscope. Pandoraviruses are even bigger than some eukaryotic cells, the ones humans are made of, which is radical since they are after all viruses.

The number of genes Pandoraviruses have is especially noteworthy. Their genomes range from 1,900 to 2,500 genes. In comparison, the influenza virus has a mere 13 genes while humans have roughly 24,000. What's more, only 7 % of their genes have been seen before in other organisms, meaning that the other 93 % is foreign. According to Jean-Michel Claverie and Chantal Abergel, who are researchers on Pandoraviruses, "the lack of similarity of most of their genes with other life forms might be an indication that they originated from a totally different primitive cellular lineage." As of now, three domains of life are recognized: Bacteria, single-celled Archaea and Eukaryotes, the domain plants, animals, and humans belong to. Pandoraviruses' foreignness alludes to the possibility of a fourth branch of life distinct from the other three and greater biological diversity.

Hand in hand with the theory of a fourth domain is the idea that Pandoraviruses and other giant viruses descended

from primitive, living cells separate from bacteria, archaea, and eukaryotic cells. If so, then ancient cells must have embarked on two different evolutionary paths: some gave rise to “modern life” while others evolved into viruses.



Giant viruses, as far as we know, are harmless to humans. They have been found lurking in amoebas inside the human body but don't appear to cause any sickness. Only time and more research will tell if they actually can wreck havoc in the body. There is even some evidence that they are useful, not to humans but to the oceans. Pandoraviruses found in water regulate some populations of phytoplankton, which contribute significantly to the world's supply of oxygen, by preying on them. The French scientists who discovered Pandoraviruses are hopeful that future studies on the viruses will lead to further “biomedical and biotechnical innovations”. Overall, I think that the discovery of giant viruses shows that much biological diversity on earth is still unknown to humans and worth discovering.

Dear Evangelical voters (whose skipped) (2015-04-23 10:30)

The Most Smart State: Massachusetts (Republican Mitt Romney)



% of Population With Bachelor's Degrees: 38.2 %

Median Household Income (2013): \$65,339 (5th)

Average SAT Score (2013): 1553

Average IQ and Ranking: 104.3 (1st)

Massachusetts is home to some of the most prestigious schools in the world including Harvard University and the Massachusetts Institute of Technology. Tufts University, Boston College and Wellesley also call the state home. The state reported a gross state product of \$404 billion in 2012, while per capita personal income was third highest in the nation at \$53,221. Median household income in the state was \$65,339 last year. Nearly a third of working residents in the state were employed in education, health care or social assistance.

Interested in another Republican, but too early.

Bought Everdrive 64 and Superdrive emulation carts last week. (2015-04-29 14:39)

I bought the 2.5 version (firmware) of Everdrive 64. Now I can play all the Super Mario 64 mods like Starry Road on old N64s. My N64 collection isn't large enough for Instagram. I like to collect the entire N64 category, but am spending that money on 3DS, PS4 and Vita games. I also got a Pro8 Superdrive for SNES. This will emulate roms from Sdcard and save games with a Nihm battery. The SNES games are always expensive. Earthbound Reloaded was \$50. I have 30 SNES games and 20 Sega Genesis games.

Then I have two Gamepark Cannoos and 2 JXD PSP clones.







Overpriced Nintendo Amiibo isn't worth buying (2015-04-29 22:12)

Amiibo and Club Nintendo aren't worth it. Club Nintendo didn't have good enough free Virtual Console games and the known accessories are complete junk.

We're right in the middle of a storm. Nintendo botched it big time when it came to stocking the new Amiibo figures with any sort of sense, with such ridiculous, half-assed explanations it isn't unreasonable to assume the supplies are scarce on purpose. The moment folks got wind of certain Amiibo figures being hard to get, the scalpers and desperate consumers declared war and dumb things are happening as a result. People are now importing Amiibo, re-selling them for several times the retail price and of course paying several times the retail price. Other people are just unhappy and/or disappointed. Add in children, a huge part of the Nintendo fanbase to the equation, and things just get sad.

When you get caught up in a craze like this, it's easy to forget what's important. Like, for example, if the damn things are even worth buying. Maybe you're a fan of the whole NFC thing as a genre, and know exactly what you're getting into. Maybe you couldn't care less about Skylanders or Disney Infinity, but the adorable Nintendo characters are shooting daggers into your heart. Either way, buying into this stuff is a hell of an investment depending on your approach, and it's absolutely worth discussing how you're going to justify drop-kicking somebody's mom to get a hold of Best Buy's last Little Mac. Here are a few talking points.

Price

Price is definitely a factor for anything, but the scarcity and instability of the secondhand market right now is making these things fluctuate everywhere but the unreliable retail locations. If you can find what you want at Toys R Us

though, you can do pretty well. At least for the holidays, you get a slight discount when you buy two Amiibo figures. Normally, they're \$12.99 each. That's pretty good in terms of NFC figures; Disney Infinity toys are a few dollars more. If you want to import to get the more hard to find Amiibo, you're probably looking at around 20 bucks and shipping. The secondhand market is nutty, going as far as 50 dollars or more for the rare figures, like Marth. Do not pay more than around 20 dollars for an Amiibo. Do not pay more than around 20 dollars for an Amiibo. You will be disappointed.

Quality

Unfortunately, Amiibo seem prone to factory defects and paint issues. This makes pre-ordering thoroughly unappealing, which is awful considering how that's going to be the only option for a lot of these things, unless they get restocked later. It's still vague as to whether or not that's going to happen, and to what capacity. Thanks, Nintendo! That said, when you get one without any problems, they're pretty cool. Don't expect the same level of artistry as the Disney Infinity figures, however. Those things are amazing. Amiibo are still nice pieces, and some of them have a lot of neat little details, like Peach. Some of the less complicated characters, such as Little Mac, are going to be a little boring if you're not into the character or franchise. It's also worth nothing the stands on some of these figures. Some of them are a hideous shade of yellow for no clear reason, and others just have them in visually awkward places. Mileage may vary on characters like Link and Captain Falcon.

Function

Here's the big one. In terms of actual, NFC video games thingy function, Amiibo are... kinda garbage. Especially compared to the competition. Right now, three games are Amiibo compatible: Mario Kart 8, Hyrule Warriors and of course, Super Smash Bros. for Wii U. In the first two, Amiibo simply unlock some in-game items, mostly cosmetic. Using the Link Amiibo in Hyrule Warriors does net you a new weapon, but the others just give you a random item. In Mario Kart 8, you get outfits for the Mii racer depending on which characters you use (not all of them are compatible). The functionality in Smash Bros. is a bit more elaborate, with the Amiibo becoming trainable A.I. which you can customize and fight with.

What's going to make or break Amiibo is how Nintendo supports them after Smash Bros. When you look at Skylanders or Disney Infinity, you can immediately see the value. Buying a figure gives you tangible in-game content. If you pick up Hulk, you can play as Hulk. When you bust your ass to find a Little Mac, you could already play as him in Smash Bros. Unfortunately, with all the artificial scarcity going on, it's hard to imagine a game revolving around the figures working out very well. If Amiibo continue to unlock alternate costumes and items, that doesn't sit well with me either. What does "Amiibo" even mean, anyway?

Ultimately, I'd be willing to argue that without the supply issues, Amiibo probably wouldn't be the hot topic it is now. Does that mean Nintendo didn't have enough confidence in the gimmick to hit the ground running with it? Who knows. What we do know is, they don't actually do much, despite being neat little figures. If you're into collecting things, by all means these are some of the best Nintendo-themed trinkets money can currently buy (for a generally affordable price, no less). Otherwise, if you want to see what NFC figure gaming is all about, those Disney Infinity figures are super nice, and do a lot more for you. You can also, like, find all of them in stores.

17.5 May

European Union Commission investigating E-commerce (online PC game) eroding national markets. (2015-05-06 05:48)

The gradual erosion of national markets is one of the apparent side effects of the growth of on-line commerce and the ever increasing influence of the institutions and law of the European Union (of course with Grexit and Brexit this centralising tendency may not continue). More specifically the practice of having differential prices across Europe and the related practice of geo-blocking (preventing persons located outside a certain territory from accessing websites in another territory) is coming under increased scrutiny. This is a highly relevant issue for the games industry, given that games are increasingly being sold online and in digital form, and with a specific European Commission investigation

into the pricing of games. Current developments include:

- Reports that the European Commission is investigating on competition law grounds "the alleged geo-blocking of certain video games sold online for personal computers."
- An investigation, again on competition law grounds, into cross border restrictions in the EU of pay TV services offered by US film studios.
- The European Commission Digital Single Market Strategy due to be launched in May, which is likely to result in the development of digital market policy and possibly legislation.
- A European Commission Competition 'Sector Inquiry' into the E-commerce sector which is expected to conclude mid-2016.
- Raids on producers of electronic products and small domestic appliances, based at least in part on alleged infringements of competition law in relation to on-line sales.

It is apparent that the majority of these investigations involve competition law. There can be very significant implications for any companies that have been found to have breached competition law (including fines of up to 10 % of worldwide turnover). However, the wider issues could have significant implications for the games industry as a whole- with fundamental implications for how and where games are sold, the price at which they are sold and therefore the money available to develop further games. This article considers the current position in relation to the law and thoughts on the potential outcomes of the current investigations

So what is the current position with respect to the application of competition law in this context? As you might expect a lawyer to say, the position is complicated, nuanced and ultimately should be the subject of detailed and specific advice. But looking at the position broadly the following principles are relevant.

"companies cannot make agreements with third parties that have the object or effect of restricting competition"

Firstly, of some comfort to businesses, competition law acknowledges that companies have a right to determine how they conduct their own business, who they choose to deal with and the price at which they deal. However that right is not absolute and there are exceptions. Where companies have market power over competitors and customers (referred to in competition law terms as 'dominance') they have a special responsibility not to abuse that power. This can in certain circumstances require companies to deal with third parties, or not to discriminate between customers on illegitimate or arbitrary grounds (nationality is likely to be one such illegitimate ground). Typically dominance will only arise with market shares well above 30 %.

However while competition law will only rarely intervene in the conduct of a business acting on its own, companies are more restricted when it comes to the relationships with third parties. More specifically, companies cannot make agreements with third parties that have the object or effect of restricting competition. Of particular relevance to this article is the law around territorial restrictions in agreements between companies.

While it is generally deemed acceptable for a manufacturer to determine how its products are actively marketed by its distributors or resellers by allotting distributors or resellers certain exclusive territories (so called active selling), it is generally not allowed for a manufacturer to prevent those same distributors or resellers from meeting unsolicited requests for product from customers outside of their territory (so called passive selling). In this way the authorities with responsibility for enforcing competition law seek to balance the pro-competitive benefits of rationalising the distribution of products within territories, with the overarching EU goal of ensuring as far as possible that there is a single market for goods and services within the EU.

"a games manufacturer in the UK can appoint an exclusive reseller to market and sell their games in Poland and prevent them actively targeting customers the UK"

So by way of example a games manufacturer in the UK can appoint an exclusive reseller to market and sell their games in Poland and prevent them actively targeting customers the UK. However, the reseller in Poland cannot typically be prevented from fulfilling unsolicited orders from gamers in the UK.

Perhaps the best example of enforcement of this principle in practice is in relation to Nintendo. In October 2002 Nintendo and its exclusive distributors were fined a total of €167.8 million (one of the highest fines for infringement of competition law at the time) for having in place general prohibitions in its distribution agreements on the trade of its consoles and games between EU member states.

Because the European Commission sees the internet as generally a passive sales channel- any absolute requirement on third party resellers not to fulfil orders from outside the territory (which is likely to include a requirement to geo-block) is likely to fall foul of the law outlined above.

There are a number of cases other than Nintendo that follow current law and illustrate that this is more than just a theoretical risk. For example:

- In 2007 objections were raised to Apple iTunes pricing practices which were resolved by a settlement with the European Commission based on a decision by Apple to equalise prices across the EU (or more specifically reduce the price for songs in the UK). In its statement on settlement the European Commission suggests there may not have been grounds for formal action given that this was a unilateral action by Apple "The Commission's antitrust proceedings have also clarified that it is not agreements between Apple and the major record companies which determine how the iTunes store is organised in Europe. Consequently, the Commission does not intend to take further action in this case."
- In the much publicised Murphy case in 2012 the Court of Justice of the European Union held that the use of foreign decoder cards to broadcast FAPL football matches to a pub in the UK (thus avoiding Sky's licence fee) could not be prevented on the basis that obligations not to provide decoders outside the territory are contrary to competition law. The effect of this case was not however as dramatic as it might have been, given the finding of the courts that broadcasting to the public without an appropriate license could infringe intellectual property rights.

But competition law is not the only relevant law in this area. General provisions of the Treaty on the Functioning of the European Union (TFEU), and Directives also cover these areas - for example Article 26 TFEU states that "The Union shall adopt measures with the aim of establishing or ensuring the function of the internal market....the internal market shall comprise an area without internal frontiers from which a free movement of goods, persons, services and capital is ensured". The Services Directive of the European Parliament states that "Member States shall ensure that the recipient [of a service] is not made subject to discriminatory requirements... but without precluding the possibility of providing for differences in the conditions of access where those differences that are directly justified by objective criteria".

"There is therefore a real possibility that the outcomes of the various current enforcement actions and enquiries will be great centralization of prices for games (and other products) across the EU"

As the Nintendo, Apple and Murphy cases demonstrate there is little tolerance at a European level for cross border restrictions. That is also consistent with the broader aims as outlined in the TFEU and the Services Directive, as well as those that wish to create a single EU economy. There is also a personal element to some of these concerns - Margrethe Vestager - Commissioner for Competition EU has said "I, for one, cannot understand why I can watch my favourite Danish channels on my tablet in Copenhagen - a service I paid for - but I can't when I am in Brussels."

There is therefore a real possibility that the outcomes of the various current enforcement actions and enquiries will be great centralization of prices for games (and other products) across the EU.

However there are clearly rational objections to any single market approach. Some differences in prices across the EU may be rational however- and not simply on the basis of different costs of distribution. In a digital world the cost price differences between prices in the sale of games are not likely to be significant. But discrimination between member states can be pro-competitive in ensuring that the price of the games matches the customer's ability to pay. A single price across the EU risks that games will be set at prices that are relatively cheap in North and Western Europe, and relatively expensive in South and Eastern Europe. Ultimately this could lead to respectively oversupply and undersupply depending on the area, and may limit the profits available to reinvest in producing better games and games technology. Others complain that the move towards a single market will undermine the cultural heritage across Europe, favouring instead larger companies with pan-European operations.

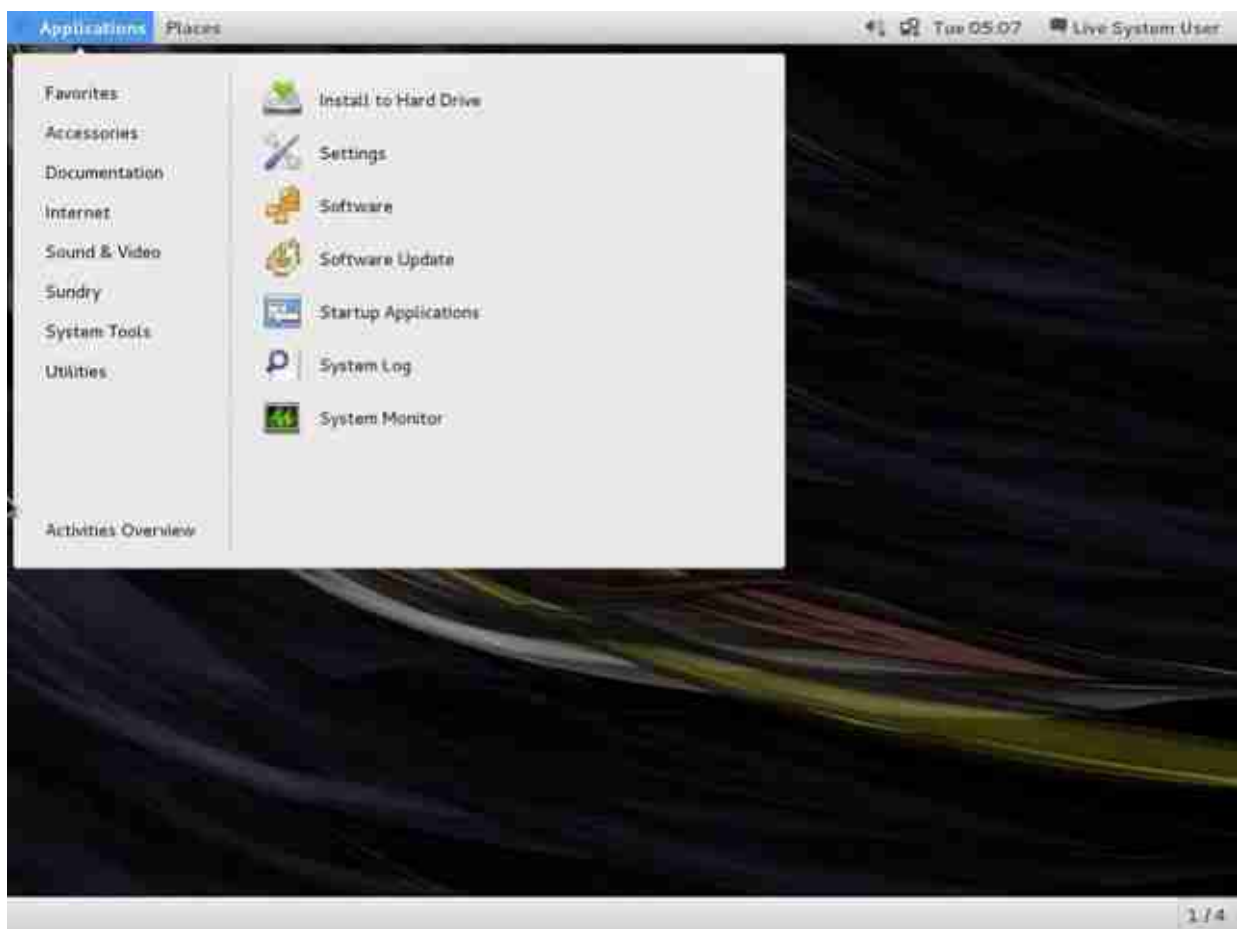
It remains to be seen what the outcome of the enquiries and the investigations will be. This is however something the games industry participants should monitor carefully and feed into with their views when they have the chance. The outcome of the current inquiries could have a profound impact on the way games and other digital content is market, sold and consumed in the EU.

New Windows Store development kits fully compatible with Android and iOS app source code (2015-05-06 06:24)

It's no secret that Microsoft is way behind iOS and Android in the mobile space. At the Build conference in San Francisco this week, however, the company made its intentions clear. It wants to make it as easy as possible for developers on other platforms to bring games and apps to the Windows Store. In fact, to make the process even easier, Microsoft is introducing new dev kits that will enable ports to come to the Windows Store "with minimal code modifications." Revamped apps will essentially become Universal Windows Apps, and so whether they're running on Windows Phones or Windows 10, they'll be integrated with Cortana and Xbox Live and will have functionality not found in previous iOS or Android versions.

"The theme is to start with your existing code base, and then extend," Operating Systems Group President Terry Myerson said, according to ZDnet. "We want to embrace devs where they are."

Ultimately, Microsoft is pushing for a unified storefront for Windows 10 across all devices. The Universal Windows Platform idea should include PCs, smartphones, tablets, and even the new HoloLens headset. According to a blog post from Myerson, Microsoft believes it can push Windows 10 out across one billion devices within two to three years of Windows 10's availability.

Scientific Linux 7.1 review (2015-05-14 12:56)



I was wise enough to use Scientific Linux 6.6 at home. I started the SL6x series with 6.2. In 2003, I started out with RHEL 3.3. I don't like 7.0 and would use it later. Why would anyone prefer SL 7.0 for daily desktops over SL 6.6 when everything is at stake? It wasn't wise to use SL 7.0, it actually crashed twice. I started out with RHEL 3.3 from CompUSA.

Let's start with the GOOD news: Scientific Linux 7.1 is vastly improved over the disaster known as Scientific Linux 7.0. The coders and developers at both Red Hat and Scientific Linux need to be highly commended for their efforts they put into 7.1. The BAD news is Scientific Linux 7.1 is UNPOLISHED and still needs a lot of work.

One of the advantages of having a pair of mirror image machines is you can spot problems that would normally have you tearing out your hair trying to solve. I had no problem this time around doing the initial install of Scientific Linux 7.1. It was only after I did the install that I started having troubles. The single biggest problem was in adding the latest version of kmod-nvidia drivers. I also ran into issues installing VMware Player 7.1.0 – which installed just fine... but then crashed the first time I started it up. It was the problem with the Nvidia drivers that would throw me. I found every hack in the book, but no matter what I did, the second I rebooted the machine I got a Black Screen with a blinking cursor. After 5 complete installations I was set to throw in the towel and live without the Nvidia working. While I did my install using manual partitioning, my buddy did his using LVN partitioning, but did not want to lose his Windows partitions. He got the same results as I did. So we decided he should try to manually partition his SSD. He never made it past the point where he could install the OS, which I breezed through. We decided to check into BIOS. The first thing we noticed is that he had two CD-ROM drives listed, not one, even though he only had one physical device: One UEFI and one NON-UEFI. The UEFI was listed first, then came the NON-UEFI. Just for fun we had him change the order and placed the NON-UEFI CD-ROM first. He then rebooted and had ZERO problems with the install. Next he then found an interesting link in regards to installing kmod-nvidia drivers in Scientific Linux 7.1, and followed the instructions, and PRESTO he had Nvidia up and running.

<http://linuxsysconfig.com/2014/09/nvidia-drivers-on-Scientific Linux-7/> Excited by the news, I jumped on it, only to end up with a Black screen and a blinking cursor. One other difference in our install procedures was I installed the whole thing – 7 GB – which required that I install it from a thumb drive, while he installed his from a DVD live version. In BIOS the thumb drive shows up as a UEFI hard drive. Based on my buddy's experience I went over to the "Boot" portion of the BIOS and found in there a NON-UEFI version of the thumb drive. While I could not put this version in train I could over-ride the boot sequence and boot directly from this NON-UEFI version. The first thing I did was to install the LVN version and followed the hack my buddy found... and like him my system came up with Nvidia. I then went back and installed a test version via manual partitioning, but first I checked out to see what partitions were created by the automatic LVN partitioning scheme. What was created a /boot, a /home, a /, and /swap; where as in all my installs there was also a /boot/efi partition. This time I left out the /boot/efi partition and the software installed just fine!!! Also the hack worked just fine and the kmod-nvidia drives installed just fine as well. For the 8th time I did a total re-install only this time I booted from the

NON-UEFI drive and left out the /boot/efi partition during the install. . It is just a guess but I suspect that Microsoft with its undue influence over everything, everything now defaults to UEFI, to include UEFI devices, motherboards, etc, and these receive priority over non-UEFI items, thus if you have a recent vintage motherboard, or other devices, they are set up to comply with the Microsoft UEFI policy, but to be backwards compatible, there is a list of non-UEFI items. If you are installing Scientific Linux 7.1 your first trip should be to BIOS, to ensure that whatever device you are booting from is **NOT UEFI ENABLED** . If you are doing Custom Manual Partitioning

DO NOT install a /boot/efi partition – you do however need a /boot partition. Once you have done that the rest of the install is rather straight forward.

The BIOS hack needs to be published and save everyone from tearing out their hair in frustration. Were it not for the fact I was working with a mirrored computer I might not have caught this.

The biggest problem with Scientific Linux 7.1 is that it is grossly unpolished. There is no reason that you should have to jump through a bunch of hoops just to install kmod-nvidia. A "yum install kmod-nvidia" should be all that is needed. Other problems come to the installation of Users and Groups. In Fedora, all you do is go to Administration -> click on "Users and Groups" and be on your merry way. Both in Scientific Linux 7.0 1406 and 7.1 1503 there is no easy way to add Users and Groups, as the administrative icon is missing. If you want to add Users and Groups you need to be Old School and do it from the CLI. That said I was able to add the Users and Groups icon back in: You need to 1) enable several repos including elrepo, epel, extras, and nux-dextop. 2) Run yum grouplist 3) Run yum groupinstall "MATE Desktop", yum groupinstall "Xfce", yum groupinstall "Milkymist", and groupinstall "Haskell". It is somewhere in one of those four groups. When you next click on Applications -> Administration you will find the familiar "Users and Groups" icon.

What about tunes?!? If you are looking for kscd, forget it, I've looked and still can not find it. The news is slightly better if you are a fan of Amarok. If you plan to run amarok do try to install it

before you add your kmod-nvidia drivers. Before I "fixed" the OS to run kmod-nvidia, I had no problem installing amarok, and it worked just fine; after I "fixed" it so I could run kmod-nvidia I went to install amarok I got the following message:

Error: Multilib version problems found. This often means that the root cause is something else and multilib version checking is just pointing out that there is a problem. Eg.:

1. You have an upgrade for qtwebkit which is missing some dependency that another package requires. Yum is trying to solve this by installing an older version of qtwebkit of the different architecture. If you exclude the bad architecture yum will tell you what the root cause is (which package requires what). You can try redoing the upgrade with `-exclude qtwebkit.otherarch ...` this should give you an error message showing the root cause of the problem.
2. You have multiple architectures of qtwebkit installed, but

yum can only see an upgrade for one of those architectures.
If you don't want/need both architectures anymore then you can remove the one with the missing update and everything will work.

3. You have duplicate versions of qtwebkit installed already.

You can use "yum check" to get yum show these errors.

...you can also use `--setopt=protected_multilib=false` to remove this checking, however this is almost never the correct thing to do as something else is very likely to go wrong (often causing much more problems).

Protected multilib versions: qtwebkit-2.3.3-3.el7.x86_64 != qtwebkit-2.3.4-3.el7.i686

I suspect the problem occurs because when you run the hack that "fixes" it so you can install kmod-nvidia part of it requires you to install 32 bit libraries. To quote the source:

"When running a 64bit OS, the 32bit Nvidia libraries may also be needed for compatibility, I always install them. The good thing is that kmod-nvidia also disables nouveau automatically, so no more manually tweaking modprobe and grub

"yum install kmod-nvidia nvidia-x11-drv-32bit"

I suspect that the `qtwebkit-2.3.4-3.el7.i686` is 32 bit and that conflicts the amarok install. You might try to get around the problem by installing amarok before you fix the nvidia drivers problem. No guarantee, but it is worth a shot.

The alternatives included in Scientific Linux 7.1 are sparse – Rythembox being the ONLY alternative.

Another place where Scientific Linux 7.1 falls down is when it comes to turning ON and turning OFF services. You use to go to Applications -> Administration and find "Services", you go there open it up and then at a glance you could see what was running, and what was not. You could also choose to STOP and/or RE-START any given Service. Like "Users and Groups" this too is missing. There may or may NOT be something similar in Scientific Linux 7.1: If you go to Favorites -> System Settings -> find System Administration -> find and open Startup and Shutdown -> Service Manager you have something that looks sort of like the old service manager. things such as ntp, etc, are missing. The *old* version was far better, and for better or worse, it should be included as an alternate to the "new" version.

One place that is a clear improvement is VMware Player. Once I "fixed" the problem with installing the kmod-nvidia drivers, it also it seemed to "fix" the problem with the VMware Player. It now opens all my Virtual Machines without a problem. One BIG improvement was that even though during the install the 1 TB SATA is not in the train (it is listed as being found, just not listed in the boot sequence) Scientific Linux 7.1 goes out and can see all the directories on that HD. You just need to select the directory, enter your secret sauce root password, and BINGO!! you now have access to the data on your other drive!!!

OTOH if you are looking for Games – card, or board – SORRY you are out of luck. I've gone in search of these and none can be found.

CONCLUSION: Unlike Scientific Linux 7.0 1406 which was a Total Disaster, Scientific Linux 7.1 1503 is very much a usable OS though still lacking in features. It is clearly NOT designed for a newbie who would through up their hands in total defeat. It really is a DIY type of OS – if you are willing to sink a lot of time into it, it really is a nice OS with some nice features, but there are clearly places where it can be improved: It still needs a way for people to Add Users and Groups; kmod-nvidia should be a rather straight forward install without needing to jumps through hoops; amarok, kscd, should be part of the multimedia package set as these are two old standards people know and love; games – totally missing and found on every distro except Scientific Linux 7.1 (and probably RHEL 7.1) need to be added; Administrative tools such as the "classic" "Services" that was found under Application -> Administration should be reinstalled; and overall the OS needs to be polished. In short Scientific Linux 7.1 needed far too much hacking to be made usable. Unless I encounter other problems I can now say I will be migrating off Fedora 20 and to Scientific Linux 7.1. While it still needs work – a lot of work – Scientific Linux 7.1 is quite usable, even if not as polished as Fedora 20, and 21. The Problem with Fedora, is you are always on the Bleeding Edge – and trust me you do a LOT of

BLEEDING; Scientific Linux by contrast is nice and stable for the most part, however Scientific Linux 7.x has been quite a disappointment. With the release of Scientific Linux 7.1 1503 I can now say it is usable even if it still needs work. For the Newbies out there I would pass on Scientific Linux 7.1, and wait until Scientific Linux 7.2 is released when hopefully many of the problems I have encountered have been fixed; for the more experienced user with a handful of tricks published above I think you'll really enjoy this release, understand this is closer to a Beta or a RC1 release than a final release since it still needs work.

Top 10 U.S. fighter jets (2015-05-16 13:49)



10. F-4 PHANTOM The McDonnell Douglas F-4 Phantom II[N 1] is a tandem two-seat, twin-engine, all-weather, long-range supersonic jet interceptor fighter/fighter-bomber originally developed for the United States Navy by McDonnell Aircraft.[1] It first entered service in 1960 with the U.S. Navy. Proving highly adaptable, it was also adopted by the U.S. Marine Corps and the U.S. Air Force, and by the mid-1960s had become a major part of their respective air wings. The Phantom is a large fighter with a top speed of over Mach 2.2. It can carry over 18,000 pounds (8,400 kg) of weapons on nine external hardpoints, including air-to-air missiles, air-to-ground missiles, and various bombs. The F-4, like other interceptors of its time, was designed without an internal cannon. Later models incorporated a M61 Vulcan rotary cannon. Beginning in 1959 it set 15 world records for in-flight performance,[3] including an absolute speed record, and an absolute altitude record. During the Vietnam War the F-4 was used extensively; it served as the principal air superiority fighter for both the Navy and Air Force, and became important in the ground-attack and reconnaissance roles late in the war. The Phantom has the distinction of being the last U.S. fighter flown to attain ace status in the 20th century. During the Vietnam War the USAF had one pilot and two weapon systems officers (WSOs),[5] and the US Navy one pilot and one radar intercept officer (RIO), achieve five aerial kills against other enemy fighter aircraft and become aces in air-to-air combat.[6] The F-4 continued to form a major part of U.S. military air power throughout the 1970s and 1980s, being gradually replaced by more modern aircraft such as the F-15 Eagle and F-16 in the U.S. Air Force; the Grumman F-14 Tomcat in the U.S. Navy and the F/A-18 Hornet in the U.S. Navy and U.S. Marine Corps. The F-4 Phantom II remained in use by the U.S. in the reconnaissance and Wild Weasel (suppression of enemy air defenses) roles in the 1



9. F-14 TOMCAT The Grumman F-14 Tomcat is a supersonic, twinjet, two-seat, variable-sweep wing fighter aircraft. The Tomcat was developed for the United States Navy's Naval Fighter Experimental (VFX) program following the collapse of the F-111B project. The F-14 was the first of the American teen-series fighters which were designed incorporating the experience of air combat against MiG fighters during the Vietnam War. The F-14 first flew in December 1970 and made its first deployment in 1974 with the U.S. Navy aboard USS Enterprise (CVN-65), replacing the McDonnell Douglas F-4 Phantom II. The F-14 served as the U.S. Navy's primary maritime air superiority fighter, fleet defense interceptor and tactical reconnaissance platform. In the 1990s, it added the Low Altitude Navigation and Targeting Infrared for Night (LANTIRN) pod system and began performing precision ground-attack missions. The Tomcat was retired from the U.S. Navy's active fleet on 22 September 2006, having been supplanted by the Boeing F/A-18E and F Super Hornets. As of 2014, the F-14 was only in service with the Islamic Republic of Iran Air Force, having been exported to Iran in 1976, when the U.S. had amicable diplomatic relations with Iran. In this photo released by the U.S. Navy, an F-14D Tomcat from Fighter Squadron Three One (VF-31), performs a fly by past the Nimitz-class aircraft carrier USS Dwight D. Eisenhower (CVN 69) in the Atlantic Ocean on June 19, 2006. For the past 30 years, the F-14 Tomcat has assured U.S. air superiority, playing a key role in ensuring victory and preserving peace around the world. The F-14 Tomcat will be removed from service and officially stricken from the inventory in September of 2006. (AP Photo/U.S. Navy, Dale Miller)



8. A/V-8B Harrier II The McDonnell Douglas (now Boeing) AV-8B Harrier II is a single-engine ground-attack aircraft that constitutes the second generation of the Harrier Jump Jet family. Capable of vertical or short takeoff and landing (V/STOL), the aircraft was designed in the late 1970s as an Anglo-American development of the British Hawker Siddeley Harrier, the first operational V/STOL aircraft. Named after a bird of prey,[8] it is primarily employed on light attack or multi-role missions, ranging from close air support of ground troops to armed reconnaissance. The AV-8B is used by the United States Marine Corps (USMC), the Spanish Navy, and the Italian Navy. A variant of the AV-8B, the British Aerospace Harrier II, was developed for the British military, while another, the TAV-8B, is a dedicated two-seat trainer. The project that eventually led to the AV-8B's creation started in the early 1970s as a cooperative effort between the United States and United Kingdom (UK), aimed at addressing the operational inadequacies of the first-generation Harrier. Early efforts centered around a powerful revamped Rolls-Royce Pegasus engine to dramatically improve the capabilities of the Harrier. Due to budgetary constraints, the United Kingdom abandoned the project in 1975. Following the withdrawal of the UK, McDonnell Douglas extensively redesigned the earlier AV-8A Harrier to create the AV-8B. While retaining the general layout of its predecessor, the aircraft incorporates a new wing, an elevated cockpit, a redesigned fuselage, one extra hardpoint per wing, and other structural and aerodynamic refinements. The aircraft is powered by an upgraded version of the Pegasus, which gives the aircraft its V/STOL ability. The AV-8B made its maiden flight in November 1981 and entered service with the USMC in January 1985. Later upgrades added a night-attack capability and radar, resulting in the AV-8B(NA) and AV-8B Harrier II Plus, respectively. An enlarged version named Harrier III was



7. A-10 THUNDERBOLT (WARTHOG) The Fairchild Republic A-10 Thunderbolt II is an American twin-engine; straight-wing jet aircraft developed by Fairchild-Republic in the early 1970s. The only United States Air Force aircraft designed solely for close air support of ground forces; the A-10 was built to attack tanks; armored vehicles; and other ground targets with limited air defenses. The A-10 was designed around the GAU-8 Avenger; a 30 mm rotary cannon that is the airplane's primary armament and the heaviest such automatic cannon mounted on an aircraft. The A-10's airframe was designed for survivability; with measures such as 1; 200 pounds (540 kg) of titanium armor[4] for protection of the cockpit and aircraft systems that enables the aircraft to continue flying after taking significant damage. The A-10A single-seat variant was the only version built; though one A-10A was converted to the A-10B twin-seat version. In 2005; a program was begun to upgrade A-10A aircraft to the A-10C configuration. The A-10's official name comes from the Republic P-47 Thunderbolt of World War II; a fighter that was particularly effective at close air support. The A-10 is more commonly known by its nicknames "Warthog" or "Hog". It also has a secondary mission; where it provides airborne forward air control; directing other aircraft in attacks on ground targets. Aircraft used primarily in this role are designated OA-10. With a variety of upgrades and wing replacements; the A-10's service life may be extended to 2028. 376th Air Expeditionary Wing; AFCENT; Airmen; Kyrgyz Republic; Kyrgyzstan; Staff Sgt. Robert Barnett; Transient; Transit Center at Manas; U.S. Air Force; United States



6. F/A-18 HORNET The McDonnell Douglas (now Boeing) F/A-18 Hornet is a twin-engine supersonic, all-weather carrier-capable multirole combat jet, designed as both a fighter and attack aircraft (F/A designation for Fighter/Attack). Designed by McDonnell Douglas and Northrop, the F/A-18 was derived from the latter's YF-17 in the 1970s for use by the United States Navy and Marine Corps. The Hornet is also used by the air forces of several other nations. The U.S. Navy's Flight Demonstration Squadron, the Blue Angels has used the Hornet since 1986. The F/A-18 has a top speed of Mach 1.8 (1,190 mph or 1,915 km/h at 40,000 ft or 12,190 m). It can carry a wide variety of bombs and missiles, including air-to-air and air-to-ground, supplemented by the 20 mm M61 Vulcan cannon. It is powered by two General Electric F404 turbofan engines, which give the aircraft a high thrust-to-weight ratio. The F/A-18 has excellent aerodynamic characteristics, primarily attributed to its leading edge extensions (LEX). The fighter's primary missions are fighter escort, fleet air defense, Suppression of Enemy Air Defenses (SEAD), air interdiction, close air support and aerial reconnaissance. Its versatility and reliability have proven it to be a valuable carrier asset, though it has been criticized for its lack of range and payload compared to its earlier contemporaries, such as the Grumman F-14 Tomcat in the fighter and strike fighter role, and the Grumman A-6 Intruder and LTV A-7 Corsair II in the attack role. The Hornet saw its first combat action in 1986 during Operation El Dorado Canyon and subsequently participated in 1991 Operation Desert Storm and 2003 Operation Iraqi Freedom. The F/A-18 Hornet provided the baseline design for the Boeing F/A-18E/F Super Hornet, a larger, evolutionary redesign of the F/A-18. A KC-135 Stratotanker from the Kansas Air National Guard's 190th Air Refueling Wing prepares to refuel Navy F/A-18 Hornets over Wake Island during an escort mission from Japan.



5. F-117 NIGHTHAWK The Lockheed F-117 Nighthawk is a single-seat, twin-engine stealth ground-attack aircraft formerly operated by the United States Air Force (USAF). A product of Lockheed Skunk Works and a development of the Have Blue technology demonstrator, the F-117 was the first operational aircraft to be designed around stealth technology. The maiden flight for the type was conducted in 1981, and it achieved initial operating capability status in October 1983.[1] The F-117 was "acknowledged" and revealed to the world in November 1988.[4] The F-117 was widely publicized for its role in the Persian Gulf War of 1991. It was commonly referred to as the "Stealth Fighter", although it was a strictly ground-attack aircraft. The F-117 also saw combat in Yugoslavia; during which the only aircraft of the type to be lost in combat was shot down by a surface-to-air (SAM) battery on 27 March 1999. The Air Force retired the F-117 on 22 April 2008,[2] primarily because of the fielding of the F-22 Raptor[5] and the impending introduction of the multirole F-35 Lightning II.[6] Sixty-four F-117s were built, 59 of which were production versions with five demonstrators/prototypes. A U.S. Air Force F-117A Nighthawk stealth fighter aircraft from the 37th Tactical Fighter Wing refuels from a U.S. Air Force KC-10 Extender aircraft from the 22nd Air Refueling Wing during Operation Desert Shield. The Nighthawk is en route to Saudi Arabia.



3. F-15 STRIKE EAGLE The McDonnell Douglas (now Boeing) F-15E Strike Eagle is an American all-weather multirole fighter, derived from the McDonnell Douglas F-15 Eagle. The F-15E was designed in the 1980s for long-range, high speed interdiction without relying on escort or electronic warfare aircraft. United States Air Force (USAF) F-15E Strike Eagles can be distinguished from other U.S. Eagle variants by darker camouflage and conformal fuel tanks mounted along the engine intakes. The Strike Eagle has been deployed for military operations in Iraq, Afghanistan, and Libya. During these operations the F-15E has carried out deep strikes against high-value targets, combat air patrols, and providing close air support for coalition troops. It has also seen action in later conflicts and has been exported to several countries. An F-15E Strike Eagle deploys countermeasure flares Nov. 12 over Afghanistan. The aircraft is assigned to the 391st Expeditionary Fighter Squadron at Bagram Airfield, Afghanistan. (U.S. Air Force photo/Staff Sgt. Aaron Allmon)



2. F-35 LIGHTNING II The Lockheed Martin F-35 Lightning II is a family of single-seat, single-engine, fifth-generation multirole fighters under development to perform ground attack, reconnaissance, and air defense missions with stealth capability. The F-35 has three main models; the F-35A is a conventional takeoff and landing variant, the F-35B is a short take-off and vertical-landing variant, and the F-35C is a carrier-based variant. The F-35 is descended from the X-35, the product of the Joint Strike Fighter (JSF) program. It is being designed and built by an aerospace industry team led by Lockheed Martin. Other major F-35 industry partners include Northrop Grumman, Pratt & Whitney and BAE Systems. The F-35 took its first flight on 15 December 2006. The United States plans to buy 2,443 aircraft. The F-35 variants are intended to provide the bulk of its manned tactical airpower for the U.S. Air Force, Marine Corps and Navy over the coming decades. Deliveries of the F-35 for the U.S. military are to be completed in 2037. The U.S. Navy variant of the F-35 Joint Strike Fighter, the F-35C, conducts a test flight over the Chesapeake Bay. Lt. Cmdr. Eric "Magic" Buus flew the F-35C for two hours, checking instruments that will measure structural loads on the airframe during flight maneuvers. The F-35C is distinct from the F-35A and F-35B variants with larger wing surfaces and reinforced landing gear for greater control when operating in the demanding carrier take-off and landing environment. (U.S. Navy photo courtesy Lockheed Martin/Released)



1. F-22 RAPTOR The Lockheed Martin F-22 Raptor is a single-seat, twin-engine fifth-generation supersonic supermaneuverable fighter aircraft that uses stealth technology. It was designed primarily as an air superiority fighter, but has additional capabilities that include ground attack, electronic warfare, and signals intelligence roles. Lockheed Martin Aeronautics is the prime contractor and is responsible for the majority of the airframe, weapon systems and final assembly of the F-22. Program partner Boeing Defense, Space & Security provides the wings, aft fuselage, avionics integration, and training systems. The aircraft was variously designated F-22 and F/A-22 prior to formally entering service in December 2005 as the F-22A. Despite a protracted development, the United States Air Force considers the F-22 a critical component of their tactical air power, and claims that the aircraft is unmatched by any known or projected fighter.[7] Lockheed Martin claims that the Raptor’s combination of stealth, speed, agility, precision and situational awareness, combined with air-to-air and air-to-ground combat capabilities, makes it the best overall fighter in the world today. Air Chief Marshal Angus Houston, former Chief of the Australian Defence Force, said in 2004 that the "F-22 will be the most outstanding fighter plane ever built." The maneuverability of an F-22 Raptor is demonstrated during the 2010 Aviation Nation Nellis Open House Nov. 12. The open house is an opportunity for the Las Vegas community to view aerial demonstrations and static displays of various aircraft from the military. (U.S. Air Force photo by Tech. Sgt. Michael R. Holzworth

current videogame collection update (2015-05-29 05:23)

RFGID	Console	Region	Type	Title	Publisher	Year	Genre	Qty	Box	Man
U-016-S-25270-A	IBM PC	U S	Alpha Centauri	Sid Meier’s Electronic Arts	1999	Strategy	1	1	1	
W-016-S-00660-A	IBM PC	W S	Angry Birds	Chillingo	2011	Puzzle	1	0	0	

U-016-S-03270-A IBM PC U S Baldur's Gate Interplay 1998 RPG 1 1 1
 U-016-S-07261-A IBM PC U S Baldur's Gate II: Shadows of Amn [Collector's Edition] Interplay 2000 RPG 1 1 1
 U-016-S-02350-A IBM PC U S Baldur's Gate: Tales of the Sword Coast Interplay 1999 RPG 1 1 1
 U-016-S-06320-A IBM PC U S Battlefield 2 Electronic Arts 2005 Shooter 1 1 1
 U-016-S-10440-A IBM PC U S Battlefield 2142 Electronic Arts 2006 Shooter 1 1 1
 U-016-S-03100-A IBM PC U S Black & White Electronic Arts 2001 Strategy 1 1 1
 U-016-S-04910-A IBM PC U S Black & White 2 Electronic Arts 2005 Strategy 1 1 1
 U-016-S-35421-A IBM PC US S Civilization V, Sid Meier's 2K Games 2008 Strategy 1 1 1
 U-016-S-16990-A IBM PC U S Crysis EA Games 2007 Shooter 1 1 1
 U-016-S-36160-A IBM PC U S Crysis 2 EA 2011 Shooter 1 1 1
 U-016-S-32380-A IBM PC U S Crysis Warhead Electronic Arts 2008 Shooter 1 1 1
 U-016-S-06660-A IBM PC U S Curse of Monkey Island LucasArts 1997 Action/Adventure 1 1 1
 U-016-S-11200-A IBM PC U S Deus Ex Eidos Interactive 2000 Shooter 1 1 1
 U-016-S-02360-A IBM PC U S Diablo Blizzard Entertainment 1998 RPG 1 1 1
 U-016-S-04920-A IBM PC U S Diablo Battle Chest Blizzard 2003 RPG 1 1 1
 U-016-S-04200-A IBM PC U S Diablo II: Lord of Destruction Blizzard 2001 RPG 1 1 1
 U-016-S-38210-A IBM PC U S Diablo III [Collector's Edition] Blizzard Entertainment 2012 Action/Adventure 1 1 1
 U-016-S-03760-A IBM PC U S Doom 3 Activision Publishing, Inc. 2004 Shooter 1 1 1
 U-016-S-28441-A IBM PC U S Dragon Age: Origins [Collector's Edition] EA 2009 RPG 1 1 1
 U-016-S-15350-A IBM PC U S Dreamfall: The Longest Journey [Game of the Year Edition] Aspyr 2007 Action/Adventure 1 1 1
 U-016-S-08970-A IBM PC U S Duke Nukem 3D GT Interactive 1996 Shooter 1 1 1
 U-016-S-11110-A IBM PC U S Dungeon Keeper Electronic Arts 1997 Strategy 1 1 1
 U-016-S-11120-A IBM PC U S Dungeon Keeper 2 Electronic Arts 1999 Strategy 1 1 1 U-016-S-05030-A IBM PC U S
 Dungeon Siege Microsoft 2002 RPG 1 1 1
 U-016-S-19670-A IBM PC U S Dungeon Siege II Microsoft 2005 Action/Adventure 1 1 1
 U-016-S-12790-A IBM PC U S Elder Scrolls III, The: Morrowind [Game of the Year Edition] Bethesda Softworks 2003
 RPG 1 1 1
 U-016-S-17300-A IBM PC U S Elder Scrolls IV, The: Oblivion [Game of the Year Edition] Take 2 Interactive 2007 RPG 1
 1 1
 U-016-S-37521-A IBM PC U S Elder Scrolls V, The: Skyrim Bethesda Softworks 2011 RPG 1 1 1
 U-016-S-10130-A IBM PC U S F.E.A.R. - First Encounter Assault Recon Sierra / Vivendi Universal Games 2005 Shooter
 1 1 1
 U-016-S-24221-A IBM PC U S Fallout 3 [Collector's Edition] Bethesda Softworks 2008 RPG 1 1 1
 U-016-S-33052-A IBM PC U S Fallout: New Vegas Bethesda Softworks 2010 RPG 1 1 1 U-016-S-13790-A IBM PC U S Far
 Cry Ubisoft 2004 Shooter 1 1 1
 U-016-S-25250-A IBM PC U S Freelancer Microsoft 2003 Action/Adventure 1 0 0
 U-016-S-11160-A IBM PC U S Gabriel Knight: Sins of the Fathers Sierra 1995 Action/Adventure 1 0 1
 U-016-S-02140-A IBM PC U S Giants: Citizen Kabuto Interplay 2000 Action/Adventure 1 1 1
 U-016-S-06550-A IBM PC U S Grand Theft Auto: Vice City Rockstar Games 2003 Action/Adventure 1 0 0
 U-016-S-40810-A IBM PC U S Guild Wars 2 NCsoft 2012 RPG 1 1 1
 U-016-S-03370-B IBM PC U S Guild Wars [Platinum Edition] NCsoft
 RPG 1 1 1
 U-016-S-14250-A IBM PC U S Guild Wars: Eye of the North
 2007 RPG 1 1 1
 U-016-S-00011-A IBM PC U S Half-Life 2 [Game of the Year Edition] Valve 2005 Shooter 1 1 1
 U-016-S-09880-A IBM PC U S Half-Life 2: Episode One EA Games 2006 Shooter 1 1 1 U-016-S-03770-A IBM PC U S
 Halo: Combat Evolved Microsoft 2003 Shooter 1 1 1
 U-016-S-16640-A IBM PC U S Hellgate: London EA Games 2007 RPG 1 1 1
 U-016-S-15980-A IBM PC U S Icewind Dale: The Ultimate Collection Interplay 2002 RPG 1 1 1

J-016-S-00110-A IBM PC J S Imperishable Night Team Shanghai Alice 2004 Shooter 1 1 1
 U-016-S-25340-A IBM PC U S Longest Journey, The [x2 CD-ROM version] Funcom 2000 Action/Adventure 1 1 1
 U-016-S-04040-A IBM PC U S Maniac Mansion: Day of the Tentacle [CD-ROM] LucasArts 1993 Action/Adventure 1 1 1
 U-016-S-22790-A IBM PC U S Mass Effect Electronic Arts 2008 RPG 1 1 1
 U-016-S-30411-A IBM PC U S Mass Effect 2 EA Games 2010 RPG 1 1 1
 U-016-S-37640-A IBM PC U S Mass Effect 3 Electronic Arts 2012 RPG 1 1 1
 U-016-S-13473-A IBM PC U S Medal of Honor: Allied Assault Electronic Arts 2002 Shooter 1 1 1
 U-016-S-13471-A IBM PC U S Medal of Honor: Allied Assault - Spearhead Electronic Arts 2002 Shooter 1 1 1
 U-016-S-34660-A IBM PC U S Monkey Island 2: LeChuck's Revenge [Special Edition] LucasArts 2010 Action/Adventure 1 0 0
 U-016-S-06790-A IBM PC U S Need for Speed III: Hot Pursuit Electronic Arts 1998 Racing 1 1 1
 U-016-S-22410-A IBM PC U S Neverwinter Nights 2 Gold Atari 2008 RPG 1 1 1
 U-016-S-10310-A IBM PC U S Neverwinter Nights Platinum Atari 2004 RPG 1 1 1
 U-016-S-15540-A IBM PC U S Orange Box, The Valve Software 2007 Shooter 1 1 1
 U-016-S-10380-A IBM PC U S Return to Castle Wolfenstein Activision id Software 2001 Shooter 1 1 1
 U-016-S-34630-A IBM PC U S Secret of Monkey Island, The [Special Edition] LucasArts 2009 Action/Adventure 1 1 1
 J-016-S-00060-A IBM PC J S Shoot the Bullet Team Shanghai Alice 2005 Shooter 1 1 1
 U-016-S-02570-B IBM PC U S SimCity 2000 [Special Edition] Electronic Arts 1995 Simulator 1 1 1
 U-016-S-08380-A IBM PC U S SimCity 3000 Unlimited Electronic Arts 2000 Simulator 1 1 1
 U-016-S-18200-A IBM PC U S SimCity 4 Electronic Arts 2003 Simulator 1 1 1
 U-016-S-26370-A IBM PC U S Sims 2, The EA Games 2004 Simulator 1 1 1
 U-016-S-26941-A IBM PC U S Sims 3, The EA 2009 Simulator 1 1 1
 U-016-S-07270-A IBM PC U S Sims, The Electronic Arts 2000 Simulator 1 1 1
 U-016-S-19080-A IBM PC U S Sins of a Solar Empire Stardock 2008 Strategy 1 1 1
 U-016-S-03580-A IBM PC U S Star Wars: Knights of the Old Republic LucasArts 2003 RPG 1 1 1
 U-016-S-03570-A IBM PC U S Star Wars: Knights of the Old Republic II - The Sith Lords LucasArts 2005 RPG 1 1 1
 U-016-S-31710-A IBM PC U S Starcraft II: Wings of Liberty [Collector's Edition] Blizzard Entertainment 2010 Strategy 1 1 1
 U-016-S-16780-A IBM PC U S Titan Quest Gold THQ 2007 Compilation 1 1 1
 U-016-S-29010-B IBM PC U S Torchlight [DVD] Encore Software 2010 RPG 1 1 1
 U-016-S-02430-A IBM PC U S Unreal Gold Infogrames 1998 Shooter 1 1 1
 U-016-S-10170-A IBM PC U S Unreal II: The Awakening Atari 2003 Shooter 1 1 1
 U-016-S-02300-A IBM PC U S Unreal Tournament 2003 Atari Corporation 2002 Shooter 1 1 1
 U-016-S-03140-A IBM PC U S Unreal Tournament 2004 Atari 2004 Shooter 1 1 1
 U-016-S-17180-A IBM PC U S Unreal Tournament 3 Midway 2007 Shooter 1 1 1
 U-016-S-03200-A IBM PC U S Unreal Tournament: Game of the Year Edition Infogrames 2000 Shooter 1 1 1
 U-016-S-03310-A IBM PC U S Warcraft II: Battle.net Edition Blizzard 2001 Strategy 1 1 1
 U-016-S-04240-A IBM PC U S Warcraft III Battle Chest Blizzard 2003 Strategy 1 1 1
 U-016-S-28541-A IBM PC U S Warhammer Online: Age of Reckoning EA 2008 RPG 1 1 1 U-016-S-36650-A IBM PC U S Witcher 2, Assassins of Kings, The Atari 2011 RPG 1 0 1
 U-016-S-16651-A IBM PC U S Witcher, The: Enhanced Edition Atari 2008 RPG 1 0 1
 U-016-S-07140-A IBM PC U S World of Warcraft [Collector's Edition] Blizzard Entertainment 2004 RPG 1 1 1
 U-016-S-09000-A IBM PC U S World of Warcraft: The Burning Crusade Blizzard Entertainment 2007 RPG 1 1 1
 U-016-S-35250-A IBM PC U S World of Warcraft: Cataclysm Blizzard Entertainment 2010 RPG 1 1 1
 U-016-S-24831-A IBM PC U S World of Warcraft: Wrath of the Lich King Blizzard Entertainment 2008 RPG 1 1 1
 U-075-S-00230-A Microsoft Xbox U S Baldur's Gate: Dark Alliance Interplay Entertainment 2002 RPG 1 1 1
 U-075-S-09230-A Microsoft Xbox U S Colin McRae Rally 04 Codemasters 2003 Racing 1 1 1
 U-075-S-05580-A Microsoft Xbox U S Conker: Live & Reloaded Microsoft 2005 Action/Adventure 1 1 1
 U-075-S-00640-A Microsoft Xbox U S Crimson Sea KOEI 2002 Action/Adventure 1 1 1 U-075-S-00650-A Microsoft Xbox U S Crimson Skies: High Road to Revenge Microsoft Game Studios 2003 Action/Adventure 1 1 1

U-075-S-00730-A Microsoft Xbox U S Dead or Alive 3 Microsoft Game Studios 2001 Fighting 1 1 1
U-075-S-00740-A Microsoft Xbox U S Dead or Alive Ultimate [Double Disc Collectors Edition] Tecmo 2004 Fighting 1 1 1
U-075-S-00750-A Microsoft Xbox U S Dead or Alive Xtreme Beach Volleyball Tecmo 2003 Sports 1 1 1
U-075-S-00790-A Microsoft Xbox U S Deus Ex: Invisible War Eidos 2003 RPG 1 1 1
U-075-S-05720-A Microsoft Xbox U S Doom 3 Activision 2005 Shooter 1 1 1
U-075-S-05110-B Microsoft Xbox U S Elder Scrolls III, The: Morrowind [Game of the Year Edition - Platinum Hits] Bethesda Softworks 2004 RPG 1 1 1
U-075-S-04540-A Microsoft Xbox U S ESPN NFL 2K5 Sega 2004 Sports 1 1 1
U-075-S-04650-A Microsoft Xbox U S ESPN NHL 2K5 Sega/Global Star 2004 Sports 1 1 1
U-075-S-01060-A Microsoft Xbox U S Fable Microsoft Game Studios 2004 RPG 1 1 1
U-075-S-06600-A Microsoft Xbox U S Far Cry: Instincts Ubisoft 2005 Shooter 1 1 1
U-075-S-01080-A Microsoft Xbox U S Fatal Frame Tecmo 2002 Action/Adventure 1 1 1
U-075-S-06510-A Microsoft Xbox U S Fatal Frame II: Crimson Butterfly - Director's Cut Tecmo 2004 Action/Adventure 1 1 1
U-075-S-01160-A Microsoft Xbox U S Forza Motorsport Microsoft 2005 Racing 1 1 1 U-075-S-01220-A Microsoft Xbox U S Full Spectrum Warrior THQ 2004 Simulator 1 1 1
U-075-S-01270-A Microsoft Xbox U S Genma Onimusha Capcom 2002 Action/Adventure 1 1 1
U-075-S-05470-A Microsoft Xbox U S Grand Theft Auto: San Andreas Rockstar Games 2005 Action/Adventure 1 1 1
U-075-S-04610-A Microsoft Xbox U S Guilty Gear X2: The Midnight Carnival #Reload Majesco 2004 Fighting 1 1 1
U-075-S-06210-A Microsoft Xbox U S Half-Life 2 Valve 2005 Shooter 1 1 1
U-075-S-01390-A Microsoft Xbox U S Halo 2 Microsoft Game Studios 2004 Shooter 1 1 1
U-075-S-01380-A Microsoft Xbox U S Halo: Combat Evolved Microsoft Game Studios 2001 Shooter 1 1 1
U-075-S-05230-A Microsoft Xbox U S Jade Empire Microsoft 2005 RPG 1 1 1
U-075-S-01660-A Microsoft Xbox U S Legacy of Kain: Defiance Eidos 2003 Action/Adventure 1 1 1
U-075-S-01840-A Microsoft Xbox U S MechAssault Microsoft 2002 Shooter 1 1 1
U-075-S-05530-A Microsoft Xbox U S MechAssault 2: Lone Wolf [Limited Edition] Microsoft 2005 Action/Adventure 1 1 1
U-075-S-04930-A Microsoft Xbox U S Mercenaries: Playground of Destruction LucasArts 2005 Shooter 1 1 1
U-075-S-01900-A Microsoft Xbox U S Metal Gear Solid 2: Substance Konami 2002 Action/Adventure 1 1 1
U-075-S-02020-A Microsoft Xbox U S Mortal Kombat: Deadly Alliance Midway Home Entertainment 2002 Fighting 1 1 1
U-075-S-04340-B Microsoft Xbox U S Mortal Kombat: Deception [Platinum Hits] Midway Home Entertainment 2005 Fighting 1 1 1
U-075-S-05800-A Microsoft Xbox U S Mortal Kombat: Shaolin Monks Midway 2005 Action/Adventure 1 1 1
U-075-S-02030-A Microsoft Xbox U S MotoGP THQ 2002 Racing 1 1 1
U-075-S-02040-A Microsoft Xbox U S MotoGP 2 THQ 2003 Racing 1 1 1
U-075-S-02180-A Microsoft Xbox U S NASCAR Thunder 2003 Electronic Arts 2002 Racing 1 1 1
U-075-S-02590-A Microsoft Xbox U S Ninja Gaiden Tecmo 2004 Action/Adventure 1 1 1
U-075-S-02650-A Microsoft Xbox U S Panzer Dragoon Orta Sega 2003 Shooter 1 1 1
U-075-S-05060-A Microsoft Xbox U S Phantom Dust Majesco Sales 2005 Strategy 1 1 1
U-075-S-02710-A Microsoft Xbox U S Prince of Persia: The Sands of Time Ubi Soft 2003 Action/Adventure 1 1 1
U-075-S-06430-A Microsoft Xbox U S Prince of Persia: The Two Thrones UbiSoft 2005 Action/Adventure 1 1 1
U-075-S-02740-A Microsoft Xbox U S Project Gotham Racing Microsoft 2001 Racing 1 1 1
U-075-S-02760-A Microsoft Xbox U S Project Gotham Racing 2 Microsoft 2003 Racing 1 1 1
U-075-S-05050-A Microsoft Xbox U S Project: Snowblind Eidos 2005 Shooter 1 1 1
U-075-S-02810-A Microsoft Xbox U S RallySport Challenge Microsoft 2002 Racing 1 1 1
U-075-S-02820-A Microsoft Xbox U S RallySport Challenge 2 Microsoft 2004 Racing 1 1 1
U-075-S-02920-A Microsoft Xbox U S Return to Castle Wolfenstein: Tides of War Activision 2003 Shooter 1 1 1
U-075-S-01340-A Microsoft Xbox U S Rockstar Games Double Pack: Grand Theft Auto Rockstar Games 2003 Ac-

tion/Adventure 1 1 1

U-075-S-04440-A Microsoft Xbox U S Sega GT 2002/ Jet Set Radio Future Sega 2002 Action/Adventure 1 1 1

U-075-S-03060-A Microsoft Xbox U S Shenmue II Microsoft 2002 Action/Adventure 1 1 1

U-075-S-03100-A Microsoft Xbox U S Silent Hill 2: Restless Dreams Konami 2001 Action/Adventure 1 1 1

U-075-S-03180-A Microsoft Xbox U S Sphinx and the Cursed Mummy THQ 2003 Action/Adventure 1 1 1

U-075-S-06250-B Microsoft Xbox U S Star Wars: Battlefront [Platinum Hits] LucasArts 2005 Action/Adventure 1 1 1

U-075-S-03310-A Microsoft Xbox U S Star Wars: Knights of the Old Republic LucasArts 2003 RPG 1 1 1

U-075-S-05090-A Microsoft Xbox U S Star Wars: Knights of the Old Republic II - The Sith Lords Lucas Arts 2004 RPG 1 1 1

U-075-S-05680-A Microsoft Xbox U S Syberia Microids 2003 Action/Adventure 1 1 1 U-075-S-03810-A Microsoft Xbox U S Tom Clancy's Splinter Cell Ubisoft 2002 Action/Adventure 1 1 1

U-075-S-05130-B Microsoft Xbox U S Tom Clancy's Splinter Cell: Chaos Theory [Limited Collector's Edition] Ubisoft 2005 Action/Adventure 1 1 1

U-075-S-03820-A Microsoft Xbox U S Tom Clancy's Splinter Cell: Pandora Tomorrow Ubisoft 2004 Action/Adventure 1 1 1

U-075-S-03830-A Microsoft Xbox U S Tony Hawk's Pro Skater 2x Activision 2001 Sports 1 1 1

U-075-S-03840-A Microsoft Xbox U S Tony Hawk's Pro Skater 3 Activision 2002 Sports 1 1 1

U-075-S-03850-A Microsoft Xbox U S Tony Hawk's Pro Skater 4 Activision 2002 Sports 1 1 1

U-075-S-03860-A Microsoft Xbox U S Tony Hawk's Underground Activision 2003 Sports 1 1 1

U-075-S-04640-A Microsoft Xbox U S Tony Hawk's Underground 2 : World Destruction Tour Activision 2004 Sports 1 1 1

U-075-S-03870-A Microsoft Xbox U S Top Spin Microsoft 2003 Sports 1 1 1

U-075-S-04000-A Microsoft Xbox U S Unreal Championship Atari 2002 Shooter 1 1 1 U-075-S-04010-A Microsoft Xbox U S Unreal Championship 2: The Liandri Conflict Midway 2005 Shooter 1 1 1

U-115-S-02100-B Microsoft Xbox 360 U S Ace Combat 6: Fires of Liberation [Limited Edition Ace Edge Flightstick Bundle] Namco Bandai Games America 2007 Simulator 1 1 1

U-115-S-09840-A Microsoft Xbox 360 U S Akai Katana Rising Star Games 2012 Shooter 1 1 1

U-115-S-03910-A Microsoft Xbox 360 U S Banjo-Kazooie: Nuts & Bolts Microsoft 2008 Action/Adventure 1 1 1

U-115-S-01680-A Microsoft Xbox 360 U S Bioshock 2K Games 2007 Shooter 1 1 1

U-115-S-06130-A Microsoft Xbox 360 U S Bioshock 2 2K Games 2010 Shooter 1 1 1

U-115-S-00030-A Microsoft Xbox 360 U S Call of Duty 2 Activision 2005 Shooter 1 1 1

U-115-S-00140-A Microsoft Xbox 360 U S Condemned: Criminal Origins Sega 2005 Action/Adventure 1 1 1

U-115-S-00020-A Microsoft Xbox 360 U S Dead or Alive 4 Tecmo 2005 Fighting 1 1 1

U-115-S-00550-A Microsoft Xbox 360 U S Dead Rising Capcom 2006 Action/Adventure 1 1 1

U-115-S-06700-A Microsoft Xbox 360 U S Deathsmiles [Limited Edition] Aksys Games 2010 Shooter 1 1 1

E-115-S-03180-A Microsoft Xbox 360 GB S Dodonpachi Resurrection [Deluxe Edition] Rising Star Games 2011 Shooter 1 1 1

J-115-S-01741-A Microsoft Xbox 360 J S DoDonPachi Saidaioujou Cave 2013 Shooter 1 1 1

U-115-S-00300-A Microsoft Xbox 360 U S Elder Scrolls IV, The: Oblivion [Collector's Edition] 2K Games 2006 RPG 1 1 1

J-115-S-00650-A Microsoft Xbox 360 J S Espgaluda II: Black Label Cave 2010 Shooter 1 1 1

U-115-S-01830-A Microsoft Xbox 360 U S Eternal Sonata Namco Bandai Games America 2007 RPG 1 1 1

U-115-S-03511-A Microsoft Xbox 360 U S Fable II Microsoft 2008 RPG 1 1 1

U-115-S-06220-A Microsoft Xbox 360 U S Final Fantasy XIII Square Enix 2010 RPG 1 1 1

U-115-S-01481-A Microsoft Xbox 360 U S Forza Motorsport 2 Microsoft 2007 Racing 1 1 1

U-115-S-05620-A Microsoft Xbox 360 U S Forza Motorsport 3 Microsoft 2009 Racing 1 1 1

U-115-S-08850-A Microsoft Xbox 360 U S Forza Motorsport 4 Microsoft 2011 Racing 1 1 1

U-115-S-00830-A Microsoft Xbox 360 U S Gears of War Microsoft 2006 Shooter 1 1 1

U-115-S-03690-A Microsoft Xbox 360 U S Gears of War 2 Microsoft 2008 Shooter 1 1 1

U-115-S-08670-A Microsoft Xbox 360 U S Gears of War 3 Microsoft 2011 Shooter 1 1 1

U-115-S-01880-A Microsoft Xbox 360 U S Halo 3 Microsoft 2007 Shooter 1 1 1

U-115-S-05170-A Microsoft Xbox 360 U S Halo 3: ODST Microsoft 2009 Shooter 1 1 1
U-115-S-10760-A Microsoft Xbox 360 U S Halo 4 Microsoft 2012 Shooter 1 1 1
U-115-S-06990-A Microsoft Xbox 360 U S Halo: Reach Microsoft 2010 Shooter 1 1 1 U-115-S-00190-A Microsoft Xbox 360 U S Kameo: Elements of Power Microsoft 2005 Action/Adventure 1 1 1
U-115-S-00370-A Microsoft Xbox 360 U S Lara Croft Tomb Raider: Legend EIDOS Interactive 2006 Action/Adventure 1 1 1
U-115-S-12550-A Microsoft Xbox 360 U S Lightning Returns: Final Fantasy XIII Square Enix 2014 RPG 1 1 1
U-115-S-02380-B Microsoft Xbox 360 U S Mass Effect Microsoft 2007 RPG 1 1 1
U-115-S-06110-A Microsoft Xbox 360 U S Mass Effect 2 Electronic Arts 2010 RPG 1 1 1
U-115-S-00470-A Microsoft Xbox 360 U S MotoGP 06 THQ 2006 Racing 1 1 1
J-115-S-00730-A Microsoft Xbox 360 J S Muchi Muchi Pork! & Pink Sweets Cave 2011 Shooter 1 1 1
J-115-S-00690-A Microsoft Xbox 360 J S Mushihime-sama Futari Ver 1.5 [Platinum Collection] Cave 2010 Shooter 1 1 1
U-115-S-00130-A Microsoft Xbox 360 U S Need for Speed: Most Wanted Electronic Arts 2005 Racing 1 1 1
U-115-S-02990-A Microsoft Xbox 360 U S Ninja Gaiden II Microsoft 2008 Action/Adventure 1 1 1
U-115-S-00000-A Microsoft Xbox 360 U S Perfect Dark Zero Microsoft 2005 Shooter 1 1 1
U-115-S-00500-A Microsoft Xbox 360 U S Prey 2K Games 2006 Shooter 1 1 1
U-115-S-00180-A Microsoft Xbox 360 U S Project Gotham Racing 3 Microsoft 2005 Racing 1 1 1
U-115-S-04190-A Microsoft Xbox 360 U S Star Ocean: The Last Hope Square Enix 2009 RPG 1 1 1
U-115-S-03281-A Microsoft Xbox 360 U S Tales of Vesperia [Special Edition] Namco Bandai Games America 2008 RPG 1 1 1
U-115-S-00240-A Microsoft Xbox 360 U S Tom Clancy's Ghost Recon Advanced Warfighter UbiSoft 2006 Shooter 1 1 1
U-115-S-01301-A Microsoft Xbox 360 U S Tom Clancy's Ghost Recon Advanced Warfighter 2 Ubisoft 2007 Shooter 1 1 1
U-115-S-00970-A Microsoft Xbox 360 U S Tom Clancy's Rainbow Six Vegas Ubisoft 2006 Shooter 1 1 1
U-115-S-02850-A Microsoft Xbox 360 U S Tom Clancy's Rainbow Six Vegas 2 Ubisoft 2008 Shooter 1 1 1
U-115-S-0078C-A Microsoft Xbox 360 U S Tom Clancy's Splinter Cell: Double Agent Ubisoft 2006 Action/Adventure 1 1 1
U-216-S-00010-A Microsoft Xbox One U S Assassin's Creed IV: Black Flag Ubisoft 2013 Action/Adventure 1 1 1
U-216-S-00461-A Microsoft Xbox One U S Forza Horizon 2 Microsoft Games 2014 Racing 1 1 1
U-216-S-00130-A Microsoft Xbox One U S Forza Motorsport 5 Microsoft Studios 2013 Racing 1 1 1
U-216-S-00670-A Microsoft Xbox One U S Halo: The Master Chief Collection Microsoft Studios 2014 Shooter 1 1 1
U-182-S-01261-A Nintendo 3DS U S Code of Princess [CD & Artbook] Atlus 2012 RPG 1 1 1
U-182-S-01730-A Nintendo 3DS U S Etrian Odyssey IV: Legends of the Titan Atlus 2013 RPG 1 1 0
U-182-S-01710-A Nintendo 3DS U S Fire Emblem: Awakening Nintendo 2013 Strategy 1 1 1
U-182-S-01220-A Nintendo 3DS U S Kingdom Hearts 3D: Dream Drop Distance Square Enix 2012 RPG 1 1 1
U-182-S-02190-A Nintendo 3DS U S Legend of Zelda: A Link Between Worlds, The Nintendo 2013 Action/Adventure 1 1 1
U-182-S-02920-A Nintendo 3DS U S Legend of Zelda: Majora's Mask 3D, The Nintendo 2015 Action/Adventure 1 1 1
U-182-S-00200-A Nintendo 3DS U S Legend of Zelda: Ocarina of Time 3D, The Nintendo 2011 Action/Adventure 1 1 1
U-182-S-01790-A Nintendo 3DS U S Luigi's Mansion: Dark Moon Nintendo 2013 Action/Adventure 1 1 1
U-182-S-01930-A Nintendo 3DS U S Mario & Luigi: Dream Team Nintendo 2013 RPG 1 1 1
U-182-S-00650-A Nintendo 3DS U S Mario Kart 7 Nintendo 2011 Racing 1 1 1
U-182-S-02930-A Nintendo 3DS U S Monster Hunter 4 Ultimate Capcom 2015 Action/Adventure 1 1 1
U-182-S-01230-A Nintendo 3DS U S New Super Mario Bros. 2 Nintendo 2012 Action/Adventure 1 1 1
U-182-H-00011-D Nintendo 3DS U H Nintendo 3DS [Flame Red with Super Mario 3D Land] Nintendo 2011 System 1 1 1
U-182-H-0020A-A Nintendo 3DS U H Nintendo 3DS XL [Persona Q Edition] Nintendo 2014 System 1 1 1
U-182-S-01420-A Nintendo 3DS U S Paper Mario: Sticker Star Nintendo 2012 RPG 1 1 1
U-182-S-02820-A Nintendo 3DS U S Persona Q: Shadow of the Labyrinth Atlus 2014 RPG 1 1 1

U-182-S-00700-A Nintendo 3DS U S Resident Evil Revelations Capcom 2012 Action/Adventure 1 1 1
U-182-S-03000-A Nintendo 3DS U S Shin Megami Tensei: Devil Survivor 2 Record Breaker [Bonus Decal Set + Music CD] Atlus 2015 RPG 1 1 1
U-182-S-00350-A Nintendo 3DS U S Shin Megami Tensei: Devil Survivor Overclocked Atlus 2011 RPG 1 1 1
U-182-S-00520-A Nintendo 3DS U S Sonic Generations Sega 2011 Action/Adventure 1 1 1
U-182-S-00480-A Nintendo 3DS U S Super Mario 3D Land Nintendo 2011 Action/Adventure 1 1 1
U-064-S-00160-A Nintendo 64 U S Banjo-Kazooie Nintendo 1998 Action/Adventure 1 1 1
U-064-S-00170-A Nintendo 64 U S Banjo-Tooie Nintendo 2000 Action/Adventure 1 1 1
U-064-S-00390-A Nintendo 64 U S Castlevania Konami 1999 Action/Adventure 1 1 1
U-064-S-00440-A Nintendo 64 U S Chopper Attack Midway 1998 Simulator 1 1 1
U-064-S-00480-A Nintendo 64 U S Conker's Bad Fur Day Rareware 2001 Action/Adventure 1 1 1
U-064-S-00500-A Nintendo 64 U S Cruis'n USA Nintendo 1996 Racing 1 1 1
U-064-S-00600-A Nintendo 64 U S Donkey Kong 64 Nintendo 1999 Action/Adventure 1 1 0
U-064-S-00700-A Nintendo 64 U S Extreme-G Acclaim 1997 Racing 1 1 1
U-064-S-00710-A Nintendo 64 U S Extreme-G 2 Acclaim 1998 Racing 1 1 1
U-064-S-00900-A Nintendo 64 U S GoldenEye 007 Nintendo 1997 Shooter 1 1 1
U-064-S-00940-A Nintendo 64 U S Hexen GT Interactive 1997 Shooter 1 1 1
U-064-S-01150-A Nintendo 64 U S Legend of Zelda, The: Majora's Mask Nintendo 2000 Action/Adventure 1 1 1
U-064-S-01160-A Nintendo 64 U S Legend of Zelda, The: Ocarina of Time Nintendo 1998 Action/Adventure 1 1 1
U-064-S-01280-A Nintendo 64 U S Mario Kart 64 Nintendo 1997 Racing 1 1 1
U-064-S-01530-A Nintendo 64 U S NASCAR 99 Electronic Arts 1998 Racing 1 1 1
U-064-S-01810-A Nintendo 64 U S Ogre Battle 64: Person of Lordly Caliber Atlus 2000 RPG 1 1 1
U-064-S-01830-A Nintendo 64 U S Paper Mario Nintendo 2001 RPG 1 1 1
U-064-S-01860-A Nintendo 64 U S Perfect Dark Nintendo 2000 Shooter 1 1 1
U-064-S-02180-A Nintendo 64 U S San Francisco Rush: Extreme Racing Midway 1997 Racing 1 1 1
U-064-S-02330-A Nintendo 64 U S Star Fox 64 Nintendo 1997 Shooter 1 1 1
U-064-S-02380-A Nintendo 64 U S Star Wars: Rogue Squadron LucasArts 1998 Shooter 1 1 1
U-064-S-02390-A Nintendo 64 U S Star Wars: Shadows of the Empire Nintendo 1996 Action/Adventure 1 1 1
U-064-S-02400-A Nintendo 64 U S StarCraft 64 Nintendo 2000 Strategy 1 1 1
U-064-S-02440-A Nintendo 64 U S Super Mario 64 Nintendo 1996 Action/Adventure 1 1 1
U-064-S-02630-A Nintendo 64 U S Turok 2: Seeds of Evil Acclaim 1998 Shooter 1 1 1
U-064-S-02750-A Nintendo 64 U S Wave Race 64 Nintendo 1996 Racing 1 1 1
U-087-S-14370-A Nintendo DS U S 999: Nine Hours, Nine Persons, Nine Doors Aksys Games 2010 Puzzle 1 1 1
U-087-S-05840-A Nintendo DS U S Bangai-O Spirits D3 Publisher 2008 Shooter 1 1 1
U-087-S-00360-A Nintendo DS U S Castlevania: Dawn of Sorrow Konami 2005 Action/Adventure 1 1 1
U-087-S-06030-A Nintendo DS U S Castlevania: Order Of Ecclesia Konami 2008 Action/Adventure 1 1 1
U-087-S-02030-A Nintendo DS U S Castlevania: Portrait of Ruin Konami 2006 Action/Adventure 1 1 1
U-087-S-06170-A Nintendo DS U S Chrono Trigger Square Enix 2008 RPG 1 1 1
U-087-S-05940-A Nintendo DS U S Disgaea DS NIS America 2008 RPG 1 1 1
U-087-S-05920-A Nintendo DS U S Dragon Quest IV: Chapters of the Chosen Square Enix 2008 RPG 1 1 1
U-087-S-13230-A Nintendo DS U S Dragon Quest IX: Sentinels of the Starry Skies Nintendo 2010 RPG 1 1 1
U-087-S-08670-A Nintendo DS U S Dragon Quest V: Hand of the Heavenly Bride Square Enix 2009 RPG 1 1 1
U-087-S-14670-A Nintendo DS U S Dragon Quest VI: Realms of Revelation Nintendo 2011 RPG 1 1 1
U-087-S-02830-A Nintendo DS U S Etrian Odyssey Atlus 2007 RPG 1 1 1
U-087-S-05440-A Nintendo DS U S Etrian Odyssey II: Heroes of Lagaard Atlus 2008 RPG 1 1 1
U-087-S-01870-A Nintendo DS U S Final Fantasy III Square Enix 2006 RPG 1 1 1
U-087-S-05450-A Nintendo DS U S Final Fantasy IV Square Enix 2008 RPG 1 1 1
U-087-S-05430-A Nintendo DS U S Final Fantasy Tactics A2: Grimoire of the Rift Square Enix 2008 RPG 1 1 0
U-087-S-03780-A Nintendo DS U S Final Fantasy XII: Revenant Wings Square Enix 2007 RPG 1 1 1
U-087-S-08660-A Nintendo DS U S Fire Emblem: Shadow Dragon Nintendo 2009 RPG 1 1 1

U-087-S-14580-A Nintendo DS U S Ghost Trick: Phantom Detective Capcom 2011 Action/Adventure 1 1 1
U-087-S-10390-A Nintendo DS U S Kingdom Hearts: 358/2 Days Square Enix 2009 RPG 1 1 1
U-087-S-09710-A Nintendo DS U S Knights in the Nightmare Atlus 2009 Strategy 1 1 1
U-087-S-03540-A Nintendo DS U S Legend of Zelda, The: Phantom Hourglass Nintendo 2007 Action/Adventure 1 1 1
U-087-S-12020-A Nintendo DS U S Legend of Zelda, The: Spirit Tracks Nintendo 2009 Action/Adventure 1 1 1
U-087-S-13860-A Nintendo DS U S Lufia: Curse of the Sinistrals Natsume 2010 RPG 1 1 1
U-087-S-02410-A Nintendo DS U S Lunar Knights Konami 2007 Action/Adventure 1 1 1
U-087-S-10330-A Nintendo DS U S Mario & Luigi: Bowser's Inside Story Nintendo 2009 RPG 1 1 1
U-087-S-00460-A Nintendo DS U S Mario & Luigi: Partners in Time Nintendo 2005 RPG 1 1 1
U-087-S-00410-A Nintendo DS U S Mario Kart DS Nintendo 2005 Racing 1 1 1
U-087-S-00920-A Nintendo DS U S Metroid Prime: Hunters Nintendo 2006 Shooter 1 1 1
U-087-S-00921-A Nintendo DS U S Metroid Prime: Hunters [Wifi Rebranding] Nintendo 2006 Shooter 1 1 1
U-087-S-11060-A Nintendo DS U S Might & Magic: Clash of Heroes Ubisoft 2009 RPG 1 1 1
U-087-S-01070-A Nintendo DS U S New Super Mario Bros. Nintendo 2006 Action/Adventure 1 1 1
U-087-S-00330-A Nintendo DS U S Nintendogs: Lab & Friends Nintendo 2005 Simulator 1 1 1
U-087-S-14680-A Nintendo DS U S Radiant Historia Atlus 2011 RPG 1 1 1
U-087-S-09750-A Nintendo DS U S Shin Megami Tensei: Devil Survivor Atlus 2009 RPG 1 1 1
U-087-S-15290-A Nintendo DS U S Shin Megami Tensei: Devil Survivor 2 Atlus 2012 RPG 1 1 1
U-087-S-12760-A Nintendo DS U S Shin Megami Tensei: Strange Journey Atlus 2010 RPG 1 1 1
U-087-S-00440-A Nintendo DS U S Sonic Rush Sega 2005 Action/Adventure 1 1 1
U-087-S-03400-A Nintendo DS U S Sonic Rush Adventure Sega 2007 Action/Adventure 1 1 1
U-087-S-00050-A Nintendo DS U S Super Mario 64 DS Nintendo 2004 Action/Adventure 1 1 1
U-087-S-05460-A Nintendo DS U S World Ends With You, The Square Enix 2008 RPG 1 1 1
U-074-S-06840-A Nintendo Game Boy Advance U S Castlevania Double Pack Konami 2006 Action/Adventure 1 1 1
U-074-S-00630-A Nintendo Game Boy Advance U S Castlevania: Circle of the Moon Konami 2001 Action/Adventure 1 1 1
U-074-S-00640-A Nintendo Game Boy Advance U S Castlevania: Harmony of Dissonance Konami 2002 Action/Adventure 1 1 1
U-074-S-06400-A Nintendo Game Boy Advance U S Final Fantasy I & II: Dawn of Souls Nintendo 2004 RPG 1 1 1
U-074-S-01720-A Nintendo Game Boy Advance U S Final Fantasy Tactics Advance Nintendo 2003 RPG 1 1 1
U-074-S-01740-A Nintendo Game Boy Advance U S Fire Emblem Nintendo 2003 RPG 1 1 1
U-074-S-06510-A Nintendo Game Boy Advance U S Fire Emblem: The Sacred Stones Nintendo 2005 Strategy 1 1 1
U-074-S-02080-A Nintendo Game Boy Advance U S Golden Sun Nintendo 2001 RPG 1 1 1
U-074-S-02090-A Nintendo Game Boy Advance U S Golden Sun: The Lost Age Nintendo 2003 RPG 1 1 1
U-074-S-06380-A Nintendo Game Boy Advance U S Legend of Zelda, The: The Minish Cap Nintendo 2005 Action/Adventure 1 1 1
U-074-S-02840-A Nintendo Game Boy Advance U S Lunar Legend Ubi Soft 2002 RPG 1 1 1
U-074-S-02890-B Nintendo Game Boy Advance U S Mario & Luigi: Superstar Saga [Player's Choice] Nintendo 2006 RPG 1 1 1
U-074-S-02910-A Nintendo Game Boy Advance U S Mario Kart: Super Circuit Nintendo 2001 Racing 1 1 1
U-074-S-03160-A Nintendo Game Boy Advance U S Metroid: Zero Mission Nintendo 2004 Action/Adventure 1 1 1
U-074-S-06620-A Nintendo Game Boy Advance U S Riviera: The Promised Land Atlus 2005 RPG 1 1 1
U-074-S-04880-A Nintendo Game Boy Advance U S Super Mario Advance Nintendo 2001 Action/Adventure 1 1 1
U-074-S-04890-A Nintendo Game Boy Advance U S Super Mario Advance 4: Super Mario Bros. 3 Nintendo 2003 Action/Adventure 1 1 1
U-074-S-04900-A Nintendo Game Boy Advance U S Super Mario World: Super Mario Advance 2 Nintendo 2002 Action/Adventure 1 1 1
U-074-S-08150-A Nintendo Game Boy Advance U S Yggdra Union: We'll Never Fight Alone Atlus 2006 Strategy 1 1 1
U-076-S-04990-A Nintendo GameCube U S Baten Kaitos Origins Nintendo 2006 RPG 1 1 1
U-076-S-04040-A Nintendo GameCube U S Baten Kaitos: Eternal Wings and the Lost Ocean Namco 2004 RPG 1 1 1

U-076-S-00810-A Nintendo GameCube U S Eternal Darkness: Sanity's Requiem Nintendo 2002 Action/Adventure 1 1 1

U-076-S-03280-A Nintendo GameCube U S Extreme-G 3 Acclaim 2001 Racing 1 1 1

U-076-S-01000-A Nintendo GameCube U S F-Zero GX Nintendo 2003 Racing 1 1 1

U-076-S-00870-A Nintendo GameCube U S FIFA Soccer 2002 Electronic Arts 2001 Sports 1 1 1

U-076-S-00910-A Nintendo GameCube U S Final Fantasy: Crystal Chronicles Nintendo 2004 RPG 1 1 1

U-076-S-04410-A Nintendo GameCube U S Fire Emblem: Path of Radiance Nintendo 2005 Strategy 1 1 1

U-076-S-01210-A Nintendo GameCube U S Ikaruga Atari 2003 Shooter 1 1 1

U-076-S-01340-A Nintendo GameCube U S Legend of Zelda Collector's Edition, The Nintendo 2003 Action/Adventure 1 1 1

U-076-S-01350-A Nintendo GameCube U S Legend of Zelda, The: Ocarina of Time Nintendo 2003 Action/Adventure 1 1 1

U-076-S-01360-A Nintendo GameCube U S Legend of Zelda, The: The Wind Waker Nintendo 2003 Action/Adventure 1 1 1

U-076-S-05130-A Nintendo GameCube U S Legend of Zelda, The: Twilight Princess Nintendo 2006 Action/Adventure 1 1 1

U-076-S-01490-A Nintendo GameCube U S Mario Kart: Double Dash!! Nintendo 2003 Racing 1 1 1

U-076-S-01600-A Nintendo GameCube U S Metal Gear Solid: The Twin Snakes Konami 2004 Action/Adventure 1 1 1

U-076-S-01610-A Nintendo GameCube U S Metroid Prime Nintendo 2002 Action/Adventure 1 1 1

U-076-S-03870-A Nintendo GameCube U S Metroid Prime 2: Echoes Nintendo 2004 Action/Adventure 1 1 1

U-076-S-03550-A Nintendo GameCube U S Paper Mario: The Thousand-Year Door Nintendo 2004 RPG 1 1 1

U-076-S-02210-A Nintendo GameCube U S Resident Evil Capcom 2002 Action/Adventure 1 1 1

U-076-S-03940-A Nintendo GameCube U S Resident Evil 4 Capcom 2005 Action/Adventure 1 1 1

U-076-S-02240-A Nintendo GameCube U S Resident Evil Zero Capcom 2002 Action/Adventure 1 1 1

U-076-S-02510-A Nintendo GameCube U S Skies of Arcadia Legends Sega 2003 RPG 1 1 1

U-076-S-02570-A Nintendo GameCube U S Sonic Mega Collection Sega 2002 Compilation 1 1 1

U-076-S-02580-A Nintendo GameCube U S SoulCalibur II Namco 2003 Fighting 1 1 1

U-076-S-02710-B Nintendo GameCube U S Star Fox Adventures [Player's Choice] Nintendo 2002 Action/Adventure 1 1 1

U-076-S-02740-A Nintendo GameCube U S Star Wars: Rogue Squadron II: Rogue Leader LucasArts 2001 Action/Adventure 1 1 1

U-076-S-02800-A Nintendo GameCube U S Super Mario Sunshine Nintendo 2002 Action/Adventure 1 1 1

U-076-S-02810-A Nintendo GameCube U S Super Monkey Ball Sega 2001 Action/Adventure 1 1 1

U-076-S-02830-A Nintendo GameCube U S Super Smash Bros. Melee Nintendo 2001 Fighting 1 1 1

U-076-S-03520-A Nintendo GameCube U S Tales of Symphonia Namco 2004 RPG 1 1 1

U-076-S-02930-A Nintendo GameCube U S TimeSplitters 2 Eidos Interactive 2002 Shooter 1 1 1

U-076-S-03130-A Nintendo GameCube U S Viewtiful Joe Capcom 2003 Action/Adventure 1 1 1

U-076-S-04080-A Nintendo GameCube U S Viewtiful Joe 2 Capcom 2004 Action/Adventure 1 1 1

U-076-S-03180-A Nintendo GameCube U S Wave Race: Blue Storm Nintendo 2001 Racing 1 1 1

U-076-S-03290-A Nintendo GameCube U S XGRA: Extreme-G Racing Association Acclaim 2003 Racing 1 1 1

U-027-S-04060-A Nintendo NES U S Mega Man 2 Capcom 1989 Action/Adventure 1 1 1

U-027-S-06320-B Nintendo NES U S Super Mario Bros. 2 [Oval Seal] Nintendo 1989 Action/Adventure 1 0 0

U-027-S-06332-A Nintendo NES U S Super Mario Bros. 3 [Rerelease] Nintendo 1990 Action/Adventure 1 0 0

U-027-S-06310-B Nintendo NES U S Super Mario Bros./Duck Hunt/World Class Track Meet [Oval Seal] Nintendo 1989 Compilation 1 0 0

U-044-S-00380-A Nintendo SNES U S Axelay Konami 1992 Shooter 1 1 1

U-044-S-00990-A Nintendo SNES U S Castlevania Dracula X Konami 1995 Action/Adventure 1 1 1

U-044-S-01090-A Nintendo SNES U S Chrono Trigger Squaresoft 1995 RPG 1 1 1

U-044-S-01200-A Nintendo SNES U S Contra III: The Alien Wars Konami 1992 Action/Adventure 1 1 1

U-044-S-01390-A Nintendo SNES U S Donkey Kong Country 2: Diddy's Kong Quest Nintendo 1995 Action/Adventure

1 0 0

U-044-S-01400-A Nintendo SNES U S Donkey Kong Country 3: Dixie Kong's Double Trouble Nintendo 1996 Action/Adventure 1 0 0

U-044-S-01380-A Nintendo SNES U S Donkey Kong Country [Made in Mexico Release] Nintendo 1994 Action/Adventure 1 1 1

U-044-S-01500-A Nintendo SNES U S EarthBound Nintendo 1995 RPG 1 0 1

U-044-S-01860-A Nintendo SNES U S Final Fantasy II Square 1991 RPG 1 1 1

U-044-S-01870-A Nintendo SNES U S Final Fantasy III Squaresoft 1994 RPG 1 1 1

U-044-S-02950-A Nintendo SNES U S Legend of Zelda, The: A Link to the Past Nintendo 1992 Action/Adventure 1 1 1

U-044-S-03090-A Nintendo SNES U S Lufia II: Rise of the Sinistrals Natsume 1996 RPG 1 1 1

U-044-S-04500-A Nintendo SNES U S R-Type III: The Third Lightning Jaleco 1994 Shooter 1 1 1

U-044-S-04900-A Nintendo SNES U S Secret of Mana Square 1993 RPG 1 1 1

U-044-S-05110-A Nintendo SNES U S Soul Blazer Enix 1992 RPG 1 1 1

U-044-S-05150-A Nintendo SNES U S Space Megaforce Toho 1994 Shooter 1 1 1

U-044-S-05250-A Nintendo SNES U S Star Fox Nintendo 1993 Shooter 1 1 1

U-044-S-05621-A Nintendo SNES U S Super Castlevania IV [Majesco Rerelease] Konami 1997 Action/Adventure 1 0 0

U-044-S-05720-A Nintendo SNES U S Super Mario All-Stars Nintendo 1993 Compilation 1 1 1

U-044-S-05740-A Nintendo SNES U S Super Mario Kart Nintendo 1992 Racing 1 1 1

U-044-S-05750-A Nintendo SNES U S Super Mario RPG: Legend of the Seven Stars Nintendo 1996 RPG 1 1 1

U-044-S-05760-A Nintendo SNES U S Super Mario World Nintendo 1991 Action/Adventure 1 1 1

U-044-S-05770-A Nintendo SNES U S Super Mario World 2: Yoshi's Island Nintendo 1995 Action/Adventure 1 1 1

U-044-S-05780-A Nintendo SNES U S Super Metroid Nintendo 1994 Action/Adventure 1 1 1

E-044-S-00010-A Nintendo SNES GB S Terranigma Nintendo 1996 RPG 1 1 0

U-044-S-06500-A Nintendo SNES U S U.N. Squadron Capcom 1991 Shooter 1 1 1

J-044-S-00250-A Nintendo Super Famicom J S Seiken Densetsu 3 Square 1995 RPG 1 1 1

J-044-S-01970-A Nintendo Super Famicom J S Tales of Phantasia Namco 1995 RPG 1 0 0

J-044-S-01010-A Nintendo Super Famicom J S Treasure Hunter G Squaresoft 1996 RPG 1 1 1

U-132-S-01830-A Nintendo Wii U S & #332 kami Capcom 2008 Action/Adventure 1 1 1

U-132-S-07960-A Nintendo Wii U S Donkey Kong Country Returns Nintendo 2010 Action/Adventure 1 1 1

U-132-S-01100-A Nintendo Wii U S Fire Emblem: Radiant Dawn Nintendo 2007 RPG 1 1 1

U-132-S-09510-A Nintendo Wii U S Last Story, The XSEED 2012 RPG 1 1 1

U-132-S-08840-A Nintendo Wii U S Legend of Zelda, The: Skyward Sword [Music CD] Nintendo 2011 Action/Adventure 1 1 1

U-132-S-00012-A Nintendo Wii U S Legend of Zelda, The: Twilight Princess [Nintendo Selects] Nintendo 2011 Action/Adventure 1 1 1

U-132-S-01820-A Nintendo Wii U S Mario Kart Wii Nintendo 2008 Racing 1 1 1

U-132-S-00740-A Nintendo Wii U S Metroid Prime 3: Corruption Nintendo 2007 Action/Adventure 1 1 1

U-132-S-05740-A Nintendo Wii U S Metroid Prime Trilogy [Collector's Edition] Nintendo 2009 Action/Adventure 1 1 1

U-132-S-07502-A Nintendo Wii U S Monster Hunter Tri Capcom 2010 RPG 1 1 1

U-132-S-05790-A Nintendo Wii U S Muramasa: The Demon Blade Ignition Entertainment 2009 RPG 1 1 1

U-132-S-06140-A Nintendo Wii U S New Super Mario Bros. Wii Nintendo 2009 Action/Adventure 1 1 1

U-132-S-07800-A Nintendo Wii U S Sakura Wars: So Long, My Love NIS America 2010 Strategy 1 1 1

U-132-S-07780-A Nintendo Wii U S Sin & Punishment: Star Successor Nintendo 2010 Shooter 1 1 1

U-132-S-07930-A Nintendo Wii U S Sonic Colors Sega 2010 Action/Adventure 1 1 1

U-132-S-01120-A Nintendo Wii U S Super Mario Galaxy Nintendo 2007 Action/Adventure 1 1 1

U-132-S-07760-A Nintendo Wii U S Super Mario Galaxy 2 Nintendo 2010 Action/Adventure 1 1 1

U-132-S-00451-A Nintendo Wii U S Super Paper Mario Nintendo 2007 Action/Adventure 1 1 1

U-132-S-01750-A Nintendo Wii U S Super Smash Bros. Brawl Nintendo 2008 Fighting 1 1 1

U-132-S-07430-A Nintendo Wii U S Tatsunoko vs. Capcom Ultimate All-Stars Capcom 2010 Fighting 1 1 1

U-132-S-09170-A Nintendo Wii U S Xenoblade Chronicles Nintendo 2012 RPG 1 1 1

U-202-S-00620-A Nintendo Wii U U S Legend of Zelda: The Wind Waker HD, The Nintendo 2013 Action/Adventure 1 1 1

U-202-S-00930-A Nintendo Wii U U S Mario Kart 8 Nintendo 2014 Racing 1 1 1

U-202-S-00200-A Nintendo Wii U U S Mass Effect 3: Special Edition Electronic Arts 2012 Action/Adventure 1 1 1

U-202-S-00410-A Nintendo Wii U U S Monster Hunter 3 Ultimate Capcom 2013 Action/Adventure 1 1 1

U-202-S-00010-A Nintendo Wii U U S New Super Mario Bros. U Nintendo 2012 Action/Adventure 1 1 1

U-202-S-00820-A Nintendo Wii U U S Super Mario 3D World Nintendo 2013 Action/Adventure 1 1 1

U-202-S-01070-A Nintendo Wii U U S Super Smash Bros. For Wii U Nintendo 2014 Fighting 1 1 1

U-048-S-01100-A Sega CD U S Robo Aleste Tengen 1993 Shooter 1 1 0

U-048-S-01190-A Sega CD U S Shining Force CD Sega 1994 RPG 1 1 1

U-048-S-01600-A Sega CD U S Sonic CD [Not for Resale] Sega 1994 Action/Adventure 1 1 1

U-071-S-00060-A Sega Dreamcast U S AeroWings 2: Airstrike Crave Entertainment 2000 Simulator 1 1 1

U-071-S-00070-A Sega Dreamcast U S Airforce Delta Konami 1999 Simulator 1 1 1

U-071-S-00140-A Sega Dreamcast U S Bangai-O Conspiracy Entertainment 2001 Shooter 1 1 1

J-071-S-02160-A Sega Dreamcast J S Border Down G.Rev 2003 Shooter 1 1 1

U-071-S-00350-A Sega Dreamcast U S Crazy Taxi Sega 2000 Racing 1 1 1

U-071-S-00360-A Sega Dreamcast U S Crazy Taxi 2 Sega 2001 Racing 1 1 1

U-071-S-00390-A Sega Dreamcast U S Daytona USA Sega 2001 Racing 1 1 1

U-071-S-00410-A Sega Dreamcast U S Dead or Alive 2 Tecmo 2000 Fighting 1 1 1

U-071-S-00660-A Sega Dreamcast U S Ecco the Dolphin: Defender of the Future Sega 2000 Action/Adventure 1 1 1

U-071-S-00760-A Sega Dreamcast U S F1 World Grand Prix Sega 2000 Racing 1 1 1

U-071-S-00780-A Sega Dreamcast U S F355 Challenge: Passione Rossa Acclaim 2000 Racing 1 1 1

U-071-S-00770-A Sega Dreamcast U S Fatal Fury: Mark of the Wolves Agetec 2001 Fighting 1 1 1

U-071-S-00900-A Sega Dreamcast U S Grandia II Ubi Soft 2000 RPG 1 1 1

U-071-S-00980-A Sega Dreamcast U S Hydro Thunder Midway 1999 Racing 1 1 1

U-071-S-01120-A Sega Dreamcast U S Legacy of Kain: Soul Reaver Eidos 2000 Action/Adventure 1 1 1

U-071-S-01180-A Sega Dreamcast U S Marvel vs. Capcom 2 Capcom 2000 Fighting 1 1 1

U-071-S-01170-A Sega Dreamcast U S Marvel vs. Capcom: Clash of Super Heroes Capcom 1999 Fighting 1 1 1

U-071-S-01230-A Sega Dreamcast U S Metropolis Street Racer Sega 2001 Racing 1 1 1

U-071-S-01400-A Sega Dreamcast U S Next Tetris, The: On-Line Edition Crave Entertainment 2000 Puzzle 1 1 1

U-071-S-01410-A Sega Dreamcast U S NFL 2K Sega 1999 Sports 1 1 1

U-071-S-01420-A Sega Dreamcast U S NFL 2K1 Sega 2000 Sports 1 1 1

U-071-S-01550-A Sega Dreamcast U S Phantasy Star Online Sega 2001 RPG 1 1 1

U-071-S-01690-A Sega Dreamcast U S Rayman 2: The Great Escape Ubi Soft 2000 Action/Adventure 1 1 1

U-071-S-01730-A Sega Dreamcast U S Record of Lodoss War Crave Entertainment 2001 RPG 1 1 1

U-071-S-01760-A Sega Dreamcast U S Resident Evil 2 Capcom 2000 Action/Adventure 1 1 1

U-071-S-01770-A Sega Dreamcast U S Resident Evil 3: Nemesis Capcom 2000 Action/Adventure 1 1 1

U-071-S-01780-A Sega Dreamcast U S Resident Evil CODE: Veronica Capcom 2000 Action/Adventure 1 1 1

U-071-S-01840-A Sega Dreamcast U S San Francisco Rush 2049 Midway 2000 Racing 1 1 1

U-071-S-01900-A Sega Dreamcast U S Sega Rally 2: Sega Rally Championship Sega 1999 Racing 1 1 1

U-071-S-01940-A Sega Dreamcast U S Shenmue Sega 2000 Action/Adventure 1 1 1

U-071-S-01980-A Sega Dreamcast U S Skies of Arcadia Sega 2000 RPG 1 1 1

U-071-S-02020-A Sega Dreamcast U S Sonic Adventure Sega 1999 Action/Adventure 1 1 1

U-071-S-02040-A Sega Dreamcast U S Sonic Adventure 2 Sega 2001 Action/Adventure 1 1 1

U-071-S-02070-A Sega Dreamcast U S SoulCalibur Namco 1999 Fighting 1 1 1

U-071-S-02140-A Sega Dreamcast U S Speed Devils Ubi Soft 1999 Racing 1 1 1

U-071-S-02160-A Sega Dreamcast U S Spider-Man Activision 2001 Action/Adventure 1 1 1

U-071-S-02230-A Sega Dreamcast U S Street Fighter Alpha 3 Capcom 2000 Fighting 1 1 1

U-071-S-02380-A Sega Dreamcast U S Test Drive Le Mans Infogrames 2000 Racing 1 1 1

U-071-S-02390-A Sega Dreamcast U S Test Drive V-Rally Infogrames 2000 Racing 1 1 1

U-071-S-02420-A Sega Dreamcast U S Tokyo Xtreme Racer Crave Entertainment 1999 Racing 1 1 1
U-071-S-02430-A Sega Dreamcast U S Tokyo Xtreme Racer 2 Crave Entertainment 2000 Racing 1 1 1
U-071-S-02450-A Sega Dreamcast U S Tomb Raider: The Last Revelation Eidos Interactive 2000 Action/Adventure 1 1 1
U-071-S-02460-A Sega Dreamcast U S Tony Hawk's Pro Skater Crave Entertainment 2000 Sports 1 1 1
U-071-S-02470-A Sega Dreamcast U S Tony Hawk's Pro Skater 2 Activision 2000 Sports 1 1 1
U-071-S-02510-A Sega Dreamcast U S Typing of the Dead, The Sega 2001 Education 1 1 1
U-071-S-02550-A Sega Dreamcast U S Vanishing Point Acclaim 2001 Racing 1 1 1
U-040-S-01010-A Sega Genesis U S Castlevania: Bloodlines Konami 1994 Action/Adventure 1 1 1
U-040-S-01290-A Sega Genesis U S Contra: Hard Corps Konami 1994 Action/Adventure 1 1 1
U-040-S-02240-A Sega Genesis U S Gaiars Renovation 1991 Shooter 1 1 0
U-040-S-02480-A Sega Genesis U S Gunstar Heroes Sega 1993 Action/Adventure 1 1 1
U-040-S-02580-A Sega Genesis U S Herzog Zwei Sega 1990 Strategy 1 1 0
U-040-S-03290-A Sega Genesis U S Lightening Force: Quest for the Darkstar Sega 1992 Shooter 1 1 1
U-040-S-03350-A Sega Genesis U S MUSA: Metallic Uniframe Super Hybrid Armor Seismic 1990 Shooter 1 1 0
U-040-S-04370-A Sega Genesis U S Phantasy Star II Sega 1990 RPG 1 1 1
U-040-S-04380-A Sega Genesis U S Phantasy Star III: Generations of Doom Sega 1991 RPG 1 1 1
U-040-S-04390-A Sega Genesis U S Phantasy Star IV Sega 1994 RPG 1 1 1
U-040-S-05120-A Sega Genesis U S Shining Force Sega 1993 RPG 1 1 0
U-040-S-05130-A Sega Genesis U S Shining Force II Sega 1994 RPG 1 1 1
U-040-S-05340-A Sega Genesis U S Sonic the Hedgehog 2 Sega 1992 Action/Adventure 1 1 1
U-040-S-05350-A Sega Genesis U S Sonic the Hedgehog 3 Sega 1994 Action/Adventure 1 1 0
U-040-S-05620-C Sega Genesis U S Streets of Rage 2 Sega 1992 Action/Adventure 1 1 1
U-040-S-06110-A Sega Genesis U S Thunder Force II Sega 1989 Shooter 1 1 1
U-040-S-06120-A Sega Genesis U S Thunder Force III Techno Soft 1990 Shooter 1 1 0
U-040-S-06560-A Sega Genesis U S Vectorman Sega 1995 Action/Adventure 1 1 1
U-040-S-06570-A Sega Genesis U S Vectorman 2 Sega 1996 Action/Adventure 1 1 1
J-040-S-00330-A Sega Mega Drive J S Advanced Busterhawk Gleylancer Masaya 1992 Shooter 1 1 0
J-040-S-01250-A Sega Mega Drive J S Eliminate Down Soft Vision International 1993 Shooter 1 1 0
J-040-S-02040-A Sega Mega Drive J S Langrisser II Masaya 1994 Strategy 1 1 0
J-040-S-03910-A Sega Mega Drive J S Twinkle Tale Toyo Recording 1992 Shooter 1 1 0
U-060-S-00030-A Sega Saturn U S Albert Odyssey: Legend of Eldean Working Designs 1997 RPG 1 1 1
J-060-S-03015-A Sega Saturn J S Batsugun Banpresto 1996 Shooter 1 1 1
J-060-S-01505-A Sega Saturn J S Battle Garegga Electronic Arts 1998 Shooter 1 1 1
U-060-S-00570-A Sega Saturn U S Darius Gaiden Acclaim 1996 Shooter 1 1 1
U-060-S-00630-A Sega Saturn U S Daytona USA: Championship Circuit Edition [Net Link Edition] Sega 1996 Racing 1 1 1
J-060-S-01625-A Sega Saturn J S DoDonPachi Atlus 1997 Shooter 1 1 1
J-060-S-01615-A Sega Saturn J S DonPachi Atlus 1996 Shooter 1 1 0
U-060-S-00700-A Sega Saturn U S Dragon Force Working Designs 1996 RPG 1 1 1
U-060-S-00790-A Sega Saturn U S Fighters Megamix Sega 1997 Fighting 1 1 1
U-060-S-00830-A Sega Saturn U S Galaxy Fight Sunsoft 1996 Fighting 1 1 1
U-060-S-00840-A Sega Saturn U S Gex Crystal Dynamics 1995 Action/Adventure 1 1 1
U-060-S-00890-A Sega Saturn U S Guardian Heroes Sega 1996 Action/Adventure 1 1 0
J-060-S-02025-A Sega Saturn J S Hyper Duel Tecno Soft 1996 Shooter 1 1 1
U-060-S-01180-A Sega Saturn U S Magic Knight Rayearth Working Designs 1998 RPG 1 1 1
U-060-S-01310-A Sega Saturn U S Mr. Bones Sega 1996 Action/Adventure 1 0 0
U-060-S-01510-A Sega Saturn U S NiGHTS into Dreams... Sega 1996 Action/Adventure 1 1 1
U-060-S-01580-A Sega Saturn U S Panzer Dragoon Sega 1995 Shooter 1 1 1
U-060-S-01610-A Sega Saturn U S Panzer Dragoon Saga Sega 1998 RPG 1 1 1

U-060-S-01590-A Sega Saturn U S Panzer Dragoon Zwei Sega 1996 Shooter 1 1 1
 J-060-S-06450-A Sega Saturn J S Princess Crown Atlus 1997 Action/Adventure 1 1 1
 J-060-S-00005-A Sega Saturn J S Radiant Silvergun ESP 1998 Shooter 1 1 1
 U-060-S-01700-A Sega Saturn U S Rayman Ubi Soft 1995 Action/Adventure 1 1 1
 U-060-S-01830-A Sega Saturn U S Sega Rally Championship Sega 1995 Racing 1 1 1
 U-060-S-01900-A Sega Saturn U S Shining Force III Sega 1998 RPG 1 1 1
 U-060-S-01910-A Sega Saturn U S Shining the Holy Ark Sega 1997 RPG 1 1 1
 U-060-S-01990-A Sega Saturn U S Solar Eclipse Crystal Dynamics 1995 Shooter 1 1 1
 U-060-S-02000-A Sega Saturn U S Sonic 3D Blast Sega 1996 Action/Adventure 1 1 1 J-060-S-01795-A Sega Saturn J S Soukyugurentai Otokuyou Electronic Arts 1997 Shooter 1 1 1
 U-060-S-02030-A Sega Saturn U S Soviet Strike Electronic Arts 1996 Shooter 1 1 1
 U-060-S-02290-A Sega Saturn U S Virtua Fighter Sega 1995 Fighting 1 1 1
 U-060-S-02300-A Sega Saturn U S Virtua Fighter 2 Sega 1996 Fighting 1 1 1
 U-060-S-02360-A Sega Saturn U S Virtual-On: Cyber Troopers Sega 1996 Fighting 1 1 1
 J-060-S-01895-A Sega Saturn J S Waku Waku 7 Sunsoft 1997 Fighting 1 1 1
 U-061-S-00420-B Sony PlayStation U S Alundra Working Designs 1997 RPG 1 1 1
 U-061-S-00520-A Sony PlayStation U S Arc the Lad Collection Working Designs 2002 RPG 1 1 1
 U-061-S-01580-A Sony PlayStation U S Brave Fencer Musashi Squaresoft 1998 RPG 1 1 1
 U-061-S-01610-A Sony PlayStation U S Breath Of Fire III Capcom 1997 RPG 1 1 1
 U-061-S-01620-A Sony PlayStation U S Breath of Fire IV Capcom 2000 RPG 1 1 1
 U-061-S-02070-A Sony PlayStation U S Castlevania: Symphony of the Night Konami 1997 Action/Adventure 1 1 1
 U-061-S-02230-A Sony PlayStation U S Chrono Cross Square Electronic Arts 2000 RPG 1 1 1
 U-061-S-02340-A Sony PlayStation U S Colony Wars Psygnosis 1997 Action/Adventure 1 1 1
 U-061-S-02360-A Sony PlayStation U S Colony Wars: Vengeance Psygnosis 1998 Shooter 1 1 1
 U-061-S-02540-A Sony PlayStation U S Crash Bandicoot 2: Cortex Strikes Back Sony Computer Entertainment America (SCEA) 1997 Action/Adventure 1 1 1
 U-061-S-02560-A Sony PlayStation U S Crash Bandicoot Warped Sony Computer Entertainment America (SCEA) 1998 Action/Adventure 1 1 1
 U-061-S-03100-A Sony PlayStation U S Diablo Electronic Arts 1998 RPG 1 1 1
 U-061-S-03180-B Sony PlayStation U S Dino Crisis Capcom 1999 Action/Adventure 1 1 1
 U-061-S-03190-A Sony PlayStation U S Dino Crisis 2 Capcom 2000 Action/Adventure 1 1 1
 U-061-S-03630-A Sony PlayStation U S Einhander SCEA 1998 Shooter 1 1 1
 U-061-S-03640-A Sony PlayStation U S Elemental Gearbolt [Black Armor] Working Designs 1998 Shooter 1 1 1
 U-061-S-04110-A Sony PlayStation U S Final Fantasy Anthology Squaresoft 1999 RPG 1 1 1
 U-061-S-04120-A Sony PlayStation U S Final Fantasy Chronicles Sony 2001 RPG 1 1 1
 U-061-S-04130-A Sony PlayStation U S Final Fantasy IX Squaresoft 2000 RPG 1 1 1 U-061-S-04140-A Sony PlayStation U S Final Fantasy Origins Squaresoft 2003 RPG 1 1 0
 U-061-S-04150-A Sony PlayStation U S Final Fantasy Tactics Sony Computer Entertainment America (SCEA) 1998 RPG 1 1 1
 U-061-S-04160-A Sony PlayStation U S Final Fantasy VII SCEA/Squaresoft 1997 RPG 1 1 1
 U-061-S-04170-A Sony PlayStation U S Final Fantasy VIII Square Electronic Arts L.L.C. 1999 RPG 1 1 1
 U-061-S-04670-A Sony PlayStation U S Gran Turismo 2 Sony Computer Entertainment America 1999 Racing 1 1 1
 U-061-S-04700-A Sony PlayStation U S Grand Theft Auto 2 Rockstar Games 1999 Action/Adventure 1 1 1
 U-061-S-04740-A Sony PlayStation U S Grandia Sony 1999 RPG 1 1 1
 U-061-S-05770-A Sony PlayStation U S King of Fighters '99, The: Millenium Battle SNK 2001 Fighting 1 1 1
 U-061-S-05950-A Sony PlayStation U S Legend of Dragoon, The SCEA 2000 RPG 1 1 1 U-061-S-05970-A Sony PlayStation U S Legend of Mana Squaresoft 2000 RPG 1 1 1
 U-061-S-06180-B Sony PlayStation U S Lunar 2: Eternal Blue Complete [B Part Number (Support Cast)] Working Designs 2000 RPG 1 1 1
 U-061-S-06200-D Sony PlayStation U S Lunar: Silver Star Story Complete [D Part Number (Fan Edition)] Working De-

signs

RPG 1 1 1

U-061-S-06710-A Sony PlayStation U S Mega Man Legends 2 Capcom 2000 Action/Adventure 1 1 0

U-061-S-06720-A Sony PlayStation U S Mega Man X4 Capcom 1997 Action/Adventure 1 1 1

U-061-S-06730-A Sony PlayStation U S Mega Man X5 Capcom 2000 Action/Adventure 1 1 1

U-061-S-06740-A Sony PlayStation U S Mega Man X6 Capcom 2001 Action/Adventure 1 1 1

U-061-S-06780-A Sony PlayStation U S Metal Slug X Agetec 2001 Action/Adventure 1 1 1

U-061-S-08620-A Sony PlayStation U S Ogre Battle: The March of the Black Queen [Limited Edition] Atlus 1997 RPG 1 1 1

U-061-S-09890-A Sony PlayStation U S Persona Atlus 1996 RPG 1 1 1

U-061-S-08860-A Sony PlayStation U S Persona 2: Eternal Punishment Atlus 2000 RPG 1 1 1

U-061-S-10210-A Sony PlayStation U S R-Type Delta Agetec 1999 Shooter 1 1 1

U-061-S-09920-A Sony PlayStation U S Rhapsody: A Musical Adventure Atlus 2000 RPG 1 1 1

U-061-S-09950-A Sony PlayStation U S Ridge Racer Type 4 Namco 1998 Racing 1 1 1 U-061-S-10730-A Sony PlayStation U S Silhouette Mirage [B Disc Variant] Working Designs 2000 Action/Adventure 1 1 1

U-061-S-11260-A Sony PlayStation U S Star Ocean: The Second Story Sony 1999 RPG 1 1 1

U-061-S-11650-A Sony PlayStation U S Suikoden Konami 1996 RPG 1 1 1

U-061-S-11660-A Sony PlayStation U S Suikoden II Konami 1999 RPG 1 1 0

U-061-S-11840-A Sony PlayStation U S Tactics Ogre Atlus 1998 Strategy 1 1 1

U-061-S-11880-A Sony PlayStation U S Tales of Destiny Namco 1998 RPG 0 0 0

U-061-S-11890-A Sony PlayStation U S Tales of Destiny II Namco 2001 RPG 0 0 0

U-061-S-11990-A Sony PlayStation U S Tekken 2 Namco 1996 Fighting 1 1 1

U-061-S-12230-B Sony PlayStation U S Thunder Force V: Perfect System Working Designs 1998 Shooter 1 1 1

U-061-S-13040-A Sony PlayStation U S Vagrant Story Squaresoft 2000 RPG 1 1 1

U-061-S-13050-A Sony PlayStation U S Valkyrie Profile Enix 2000 RPG 1 1 1

U-061-S-13080-A Sony PlayStation U S Vandal Hearts Konami 1997 Strategy 1 1 1

U-061-S-13610-A Sony PlayStation U S Wipeout 3 Psygnosis 2000 Racing 1 1 1

U-061-S-13620-A Sony PlayStation U S Wipeout XL Psygnosis 1996 Racing 1 1 1

U-061-S-13810-A Sony PlayStation U S Xenogears Square Electronic Arts 1998 RPG 1 1 1

U-072-S-12440-A Sony PlayStation 2 U S & #332 kami Capcom 2006 Action/Adventure 1 1 1

U-072-S-00020-A Sony PlayStation 2 U S Ace Combat 04 Shattered Skies Namco 2001 Simulator 1 1 1

U-072-S-08540-A Sony PlayStation 2 U S Ace Combat 5: The Unsung War Namco 2004 Simulator 1 1 1

U-072-S-11050-A Sony PlayStation 2 U S Ace Combat Zero: The Belkan War Namco Bandai Games 2006 Simulator 1 1 1

U-072-S-18090-A Sony PlayStation 2 U S Ar tonelico II: Melody of Metafalica NIS America 2009 RPG 1 1 1

U-072-S-13850-A Sony PlayStation 2 U S Ar tonelico: Melody of Elemia [Box Set] NIS America 2007 RPG 1 1 1

U-072-S-02790-A Sony PlayStation 2 U S Arc the Lad: Twilight of the Spirits SCEA 2003 RPG 1 1 1

U-072-S-16970-A Sony PlayStation 2 U S Arcana Heart Atlus 2008 Fighting 1 1 1

U-072-S-11040-A Sony PlayStation 2 U S Atelier Iris 2: The Azoth of Destiny NIS America 2006 RPG 1 1 1

U-072-S-14810-A Sony PlayStation 2 U S Atelier Iris 3: Grand Phantasm NIS America 2007 RPG 1 1 1

U-072-S-08710-A Sony PlayStation 2 U S Atelier Iris: Eternal Mana NIS America 2005 RPG 1 1 1

U-072-S-02900-A Sony PlayStation 2 U S Baldur's Gate: Dark Alliance II Vivendi Games 2004 RPG 1 1 1

U-072-S-03050-A Sony PlayStation 2 U S Breath of Fire: Dragon Quarter Capcom 2003 RPG 1 1 1

U-072-S-06890-A Sony PlayStation 2 U S Burnout 3: Takedown Electronic Arts 2004 Racing 1 1 1

U-072-S-05360-A Sony PlayStation 2 U S Castlevania: Lament of Innocence Konami 2003 Action/Adventure 1 1 1

U-072-S-00250-A Sony PlayStation 2 U S Contra Shattered Soldier Konami 2002 Shooter 1 1 1

U-072-S-03280-A Sony PlayStation 2 U S Crimson Sea 2 Koei 2004 Action/Adventure 1 1 1

U-072-S-00310-A Sony PlayStation 2 U S Dark Cloud Sony Computer Entertainment America (SCEA) 2001 RPG 1 1 1

U-072-S-03320-A Sony PlayStation 2 U S Dark Cloud 2 Sony Computer Entertainment America (SCEA) 2003 RPG 1 1 1

U-072-S-06260-A Sony PlayStation 2 U S Devil May Cry 3: Dante's Awakening Capcom 2005 Action/Adventure 1 1 1

U-072-S-12200-A Sony PlayStation 2 U S Disgaea 2: Cursed Memories NIS America 2006 RPG 1 1 1
 U-072-S-03390-A Sony PlayStation 2 U S Disgaea: Hour of Darkness Atlus 2003 RPG 1 1 1
 J-072-S-01080-A Sony PlayStation 2 J S DoDonPachi Dai-Ou-Jou Arika 2003 Shooter 1 1 1
 U-072-S-08110-A Sony PlayStation 2 U S Dragon Quest VIII: Journey of the Cursed King Square Enix 2005 RPG 1 1 1
 J-072-S-06140-A Sony PlayStation 2 J S Espgaluda Arika 2004 Shooter 1 1 1
 U-072-S-03690-A Sony PlayStation 2 U S ESPN NFL 2K5 Sega 2004 Sports 1 1 1
 U-072-S-03700-A Sony PlayStation 2 U S ESPN NFL Football Sega 2003 Sports 1 1 1 U-072-S-03860-A Sony PlayStation 2 U S Fatal Frame II: Crimson Butterfly Tecmo 2003 Action/Adventure 1 1 1
 U-072-S-03920-A Sony PlayStation 2 U S Final Fantasy X Squaresoft 2001 RPG 1 1 1
 U-072-S-03930-A Sony PlayStation 2 U S Final Fantasy X-2 Square Enix 2003 RPG 1 1 1
 U-072-S-13000-A Sony PlayStation 2 U S Final Fantasy XII Square Enix 2006 RPG 1 1 1
 J-072-S-05500-A Sony PlayStation 2 J S Gigawing Generations Taito 2004 Shooter 1 1 1
 U-072-S-06630-A Sony PlayStation 2 U S God of War Sony Computer Entertainment America (SCEA) 2005 Action/Adventure 1 1 1
 U-072-S-14101-A Sony PlayStation 2 U S God of War II Sony Computer Entertainment America (SCEA) 2007 Action/Adventure 1 1 1
 U-072-S-00760-A Sony PlayStation 2 U S Gradius III & IV Konami 2000 Shooter 1 1 1
 U-072-S-09160-A Sony PlayStation 2 U S Gradius V Konami 2004 Shooter 1 1 1
 U-072-S-00770-A Sony PlayStation 2 U S Gran Turismo 3: A-spec Sony Computer Entertainment America (SCEA) 2001 Racing 1 1 1
 U-072-S-06480-A Sony PlayStation 2 U S Gran Turismo 4 Sony Computer Entertainment America (SCEA) 2005 Racing 1 1 1
 U-072-S-00780-A Sony PlayStation 2 U S Grand Theft Auto III Rockstar Games 2001 Action/Adventure 1 1 1
 U-072-S-04930-A Sony PlayStation 2 U S Grand Theft Auto: San Andreas Rockstar Games 2004 Action/Adventure 1 1 1
 U-072-S-04930-B Sony PlayStation 2 U S Grand Theft Auto: San Andreas [Greatest Hits] Rockstar Games 2005 Action/Adventure 1 1 1
 U-072-S-00790-A Sony PlayStation 2 U S Grand Theft Auto: Vice City Rockstar Games 2002 Action/Adventure 1 1 1
 U-072-S-04200-A Sony PlayStation 2 U S Grandia II Ubisoft 2002 RPG 1 1 1
 U-072-S-09730-A Sony PlayStation 2 U S Grandia III Square Enix 2006 RPG 1 1 1
 U-072-S-09440-A Sony PlayStation 2 U S Grandia Xtreme Enix 2002 RPG 1 1 1
 U-072-S-14890-A Sony PlayStation 2 U S GrimGrimoire NIS America 2007 Strategy 1 1 1
 U-072-S-09120-A Sony PlayStation 2 U S Growlanser Generations Deluxe Working Designs 2004 RPG 1 1 1
 U-072-S-10090-A Sony PlayStation 2 U S Guilty Gear Isuka Sammy 2004 Fighting 1 1 1
 U-072-S-04220-A Sony PlayStation 2 U S Guilty Gear X Sammy 2001 Fighting 1 1 1
 U-072-S-18520-A Sony PlayStation 2 U S Guilty Gear XX Accent Core Plus Aksys Games 2009 Fighting 1 1 1
 E-072-S-01940-A Sony PlayStation 2 GB S Gunbird Special Edition Empire Interactive 2005 Shooter 1 1 1
 U-072-S-09130-A Sony PlayStation 2 U S Haunting Ground Capcom 2005 Action/Adventure 1 1 1
 J-072-S-06440-A Sony PlayStation 2 J S Ibara Taito 2005 Shooter 1 1 1
 U-072-S-00960-A Sony PlayStation 2 U S ICO Sony 2001 Action/Adventure 1 1 1
 U-072-S-05510-A Sony PlayStation 2 U S Jak 3 Sony 2004 Action/Adventure 1 1 1
 U-072-S-01010-A Sony PlayStation 2 U S Jak and Daxter: The Precursor Legacy Sony 2001 Action/Adventure 1 1 1
 U-072-S-04430-A Sony PlayStation 2 U S Jak II Sony 2003 Action/Adventure 1 1 1
 U-072-S-05010-A Sony PlayStation 2 U S Katamari Damacy Namco 2004 Strategy 1 1 1
 U-072-S-01110-B Sony PlayStation 2 U S Kingdom Hearts [Greatest Hits] Squaresoft 2003 RPG 1 1 1
 U-072-S-09860-B Sony PlayStation 2 U S Kingdom Hearts II [Greatest Hits] Square Enix 2007 RPG 1 1 1
 U-072-S-17980-A Sony PlayStation 2 U S Kingdom Hearts: Re:Chain of Memories Square Enix 2008 RPG 1 1 1
 U-072-S-04560-A Sony PlayStation 2 U S La Pucelle: Tactics Mastiff 2004 Strategy 1 1 1
 U-072-S-07630-A Sony PlayStation 2 U S Legacy of Kain Series: Soul Reaver 2, The Eidos Interactive 2001 Action/Adventure 1 1 1

U-072-S-08610-A Sony PlayStation 2 U S Magna Carta: Tears of Blood - Deluxe Box Set Atlus 2005 RPG 1 1 1
U-072-S-07570-A Sony PlayStation 2 U S Makai Kingdom: Chronicles of the Sacred Tome NIS America 2005 RPG 1 1 1
U-072-S-19690-B Sony PlayStation 2 U S Mana Khemia 2: Fall of Alchemy [Premium Box] NIS America 2009 RPG 1 1 1
U-072-S-04810-A Sony PlayStation 2 U S Marvel vs. Capcom 2 Capcom 2002 Fighting 1 1 1
U-072-S-04870-A Sony PlayStation 2 U S Mega Man Anniversary Collection Capcom 2004 Compilation 1 1 1
U-072-S-09400-A Sony PlayStation 2 U S Mega Man X Collection Capcom 2006 Compilation 1 1 1
U-072-S-01230-A Sony PlayStation 2 U S Metal Gear Solid 2: Sons of Liberty Konami 2001 Action/Adventure 1 1 1
U-072-S-05760-A Sony PlayStation 2 U S Metal Gear Solid 3: Snake Eater Konami 2004 Action/Adventure 1 1 1
U-072-S-09880-A Sony PlayStation 2 U S Metal Gear Solid 3: Subsistence Konami 2006 Action/Adventure 1 1 1
U-072-S-01260-A Sony PlayStation 2 U S Midnight Club Rockstar Games 2000 Racing 1 1 1
U-072-S-06920-A Sony PlayStation 2 U S Midnight Club II Rockstar Games 2003 Racing 1 1 1
J-072-S-06180-A Sony PlayStation 2 J S Mushihime-sama Taito 2005 Shooter 1 1 1
U-072-S-14690-A Sony PlayStation 2 U S Odin Sphere Atlus 2007 RPG 1 1 1
U-072-S-01530-A Sony PlayStation 2 U S Onimusha 2: Samurai's Destiny Capcom 2002 Action/Adventure 1 1 1
U-072-S-07560-A Sony PlayStation 2 U S Onimusha 3: Demon Siege Capcom 2004 Action/Adventure 1 1 1
U-072-S-08560-A Sony PlayStation 2 U S Phantom Brave NIS America 2004 Strategy 1 1 1
U-072-S-01800-A Sony PlayStation 2 U S R-Type Final Fresh Games 2004 Shooter 1 1 1
U-072-S-08780-A Sony PlayStation 2 U S Radiata Stories Square Enix 2005 RPG 1 1 1
U-072-S-14390-A Sony PlayStation 2 U S Raiden III UFO Interactive 2007 Shooter 1 1 1
U-072-S-01650-A Sony PlayStation 2 U S Ratchet & Clank Sony 2002 Action/Adventure 1 1 1
U-072-S-05430-A Sony PlayStation 2 U S Ratchet & Clank: Going Commando SCEA 2003 Action/Adventure 1 1 1
U-072-S-07460-A Sony PlayStation 2 U S Ratchet & Clank: Up Your Arsenal Sony Computer Entertainment America (SCEA) 2004 Action/Adventure 1 1 1
U-072-S-01660-A Sony PlayStation 2 U S Rayman 2: Revolution Ubisoft 2001 Action/Adventure 1 1 1
U-072-S-10820-A Sony PlayStation 2 U S Rayman 3: Hoodlum Havoc UbiSoft 2004 Action/Adventure 1 1 1
U-072-S-08750-A Sony PlayStation 2 U S Resident Evil 4 Capcom 2005 Action/Adventure 1 1 1
U-072-S-01760-A Sony PlayStation 2 U S Ridge Racer V Namco 2000 Racing 1 1 1
U-072-S-13830-A Sony PlayStation 2 U S Rogue Galaxy SCEA 2007 RPG 1 1 1
U-072-S-20170-A Sony PlayStation 2 U S Sakura Wars: So Long, My Love [Premium Box] NIS America 2010 Strategy 1 1 1
U-072-S-07860-A Sony PlayStation 2 U S Shadow Hearts: Covenant Midway 2004 RPG 1 1 1
U-072-S-09780-A Sony PlayStation 2 U S Shadow Hearts: From The New World XSEED Games 2006 RPG 1 1 1
U-072-S-08020-A Sony PlayStation 2 U S Shadow of the Colossus SCEA 2005 Action/Adventure 1 1 1
U-072-S-12800-A Sony PlayStation 2 U S Shin Megami Tensei: Devil Summoner - Raidou Kuzunoha vs. The Soulless Army Atlus 2006 RPG 1 1 1
U-072-S-18830-A Sony PlayStation 2 U S Shin Megami Tensei: Devil Summoner 2 - Raidou Kuzunoha vs. King Abaddon Atlus 2009 RPG 1 1 1
U-072-S-09190-A Sony PlayStation 2 U S Shin Megami Tensei: Digital Devil Saga 2 Atlus 2005 RPG 1 1 1
U-072-S-07230-B Sony PlayStation 2 U S Shin Megami Tensei: Digital Devil Saga [Deluxe Box Set] Atlus 2005 RPG 1 1 1
U-072-S-06660-A Sony PlayStation 2 U S Shin Megami Tensei: Nocturne Atlus 2004 RPG 1 1 1
U-072-S-15120-A Sony PlayStation 2 U S Shin Megami Tensei: Persona 3 Atlus 2007 RPG 1 1 1
U-072-S-18020-A Sony PlayStation 2 U S Shin Megami Tensei: Persona 4 Atlus 2008 RPG 1 1 1
U-072-S-10860-A Sony PlayStation 2 U S Shining Tears Sega 2004 RPG 1 1 1
U-072-S-01970-A Sony PlayStation 2 U S Silpheed: The Lost Planet Working Designs 2000 Shooter 1 1 1
U-072-S-06200-A Sony PlayStation 2 U S Sly 2: Band of Thieves Sony Computer Entertainment America (SCEA) 2004 Action/Adventure 1 1 1
U-072-S-11661-A Sony PlayStation 2 U S Sly 3: Honor Among Thieves SCEA 2005 Action/Adventure 1 1 1
U-072-S-02010-A Sony PlayStation 2 U S Sly Cooper and the Thievius Raccoonus SCEA 2002 Action/Adventure 1 1 1
U-072-S-15560-A Sony PlayStation 2 U S Soul Nomad & the World Eaters NIS America 2007 Strategy 1 1 1
U-072-S-06220-A Sony PlayStation 2 U S SoulCalibur II Namco 2003 Fighting 1 1 1 U-072-S-08910-A Sony PlayStation

2 U S SoulCalibur III Namco 2005 Fighting 1 1 1
 U-072-S-07010-A Sony PlayStation 2 U S SSX 3 Electronic Arts 2003 Sports 1 1 1
 U-072-S-07030-A Sony PlayStation 2 U S Star Ocean: Till the End of Time Square Enix 2004 RPG 1 1 1
 U-072-S-17270-A Sony PlayStation 2 U S Star Wars: Jedi Starfighter LucasArts 2002 Shooter 1 1 1
 U-072-S-11170-A Sony PlayStation 2 U S Steamboat Chronicles Atlus 2006 RPG 1 1 1 U-072-S-08730-A Sony PlayStation 2 U S Stella Deus: The Gate of Eternity Atlus 2005 RPG 1 1 1
 U-072-S-06460-A Sony PlayStation 2 U S Street Fighter Anniversary Collection Capcom 2004 Compilation 1 1 1
 U-072-S-06310-A Sony PlayStation 2 U S Suikoden III Konami 2002 RPG 1 1 1
 U-072-S-06320-A Sony PlayStation 2 U S Suikoden IV Konami 2005 RPG 1 1 1
 U-072-S-10530-A Sony PlayStation 2 U S Suikoden V Konami 2006 RPG 1 1 1
 U-072-S-09510-A Sony PlayStation 2 U S Tales of Legendia Namco 2005 RPG 1 1 1
 U-072-S-12780-A Sony PlayStation 2 U S Tales of the Abyss Namco Bandai Games America 2006 RPG 1 1 1
 U-072-S-02280-A Sony PlayStation 2 U S Tekken 4 Namco 2002 Fighting 1 1 1
 U-072-S-06340-A Sony PlayStation 2 U S Tekken 5 Namco 2005 Fighting 1 1 1
 U-072-S-02320-A Sony PlayStation 2 U S Thunderstrike: Operation Phoenix Eidos Interactive 2001 Shooter 1 1 1
 U-072-S-12420-A Sony PlayStation 2 U S Tokyo Xtreme Racer 3 Crave 2003 Racing 1 1 1
 U-072-S-02350-A Sony PlayStation 2 U S Tokyo Xtreme Racer Zero Crave Entertainment 2001 Racing 1 1 1
 U-072-S-02400-A Sony PlayStation 2 U S Twisted Metal Black Sony Computer Entertainment America (SCEA) 2001 Racing 1 1 1
 U-072-S-12530-A Sony PlayStation 2 U S Valkyrie Profile 2: Silmeria Square Enix 2006 RPG 1 1 1
 U-072-S-02460-B Sony PlayStation 2 U S Virtua Fighter 4: Evolution [Greatest Hits] Sega 2003 Fighting 1 1 1
 U-072-S-06730-A Sony PlayStation 2 U S Wild Arms 3 Sony Computer Entertainment America (SCEA) 2002 RPG 1 1 1
 U-072-S-09290-A Sony PlayStation 2 U S Wild Arms 4 Xseed Games 2006 RPG 1 1 1
 U-072-S-15260-A Sony PlayStation 2 U S Wild ARMs 5 [Series 10th Anniversary Edition] Xseed Games 2007 RPG 1 1 1
 U-072-S-09300-A Sony PlayStation 2 U S Wild Arms Alter Code: F Agetec 2005 RPG 1 1 1
 U-072-S-09960-A Sony PlayStation 2 U S Wipeout Fusion BAM! Entertainment 2001 Racing 1 1 1
 U-072-S-12060-A Sony PlayStation 2 U S World Series Baseball 2K3 Sega 2003 Sports 1 1 1
 U-072-S-20620-A Sony PlayStation 2 U S World Soccer Winning Eleven 7 International Konami 2004 Sports 1 1 1
 U-072-S-20490-A Sony PlayStation 2 U S World Soccer Winning Eleven 8 International Konami 2005 Sports 1 1 1
 U-072-S-09521-A Sony PlayStation 2 U S World Soccer Winning Eleven 9 Konami 2006 Sports 1 1 1
 U-072-S-06110-A Sony PlayStation 2 U S Xenosaga Episode I: Der Wille zur Macht Namco 2003 RPG 1 1 1
 U-072-S-06100-A Sony PlayStation 2 U S Xenosaga Episode II: Jenseits von Gut und Böse Namco 2005 RPG 1 1 1
 U-072-S-12220-A Sony PlayStation 2 U S Xenosaga Episode III: Also sprach Zarathustra Bandai Namco Games 2006 RPG 1 1 1
 U-072-S-09340-A Sony PlayStation 2 U S Ys: The Ark of Napishtim Konami 2005 RPG 1 1 1
 U-131-S-08990-A Sony PlayStation 3 U S Aqua Pazza: Aquaplus Dream Match Atlus 2013 Fighting 1 1 1
 U-131-S-10021-A Sony PlayStation 3 U S Ar nosurge: Ode to an Unborn Star Tecmo Koei 2014 RPG 1 1 1
 U-131-S-10070-A Sony PlayStation 3 U S Arcana Heart 3 LOVE MAX!!!! Aksys Games 2014 Fighting 1 1 1
 U-131-S-00820-A Sony PlayStation 3 U S Assassin's Creed Ubisoft 2007 Action/Adventure 1 1 1
 U-131-S-03280-A Sony PlayStation 3 U S Assassin's Creed II Ubisoft 2009 Action/Adventure 1 1 1
 U-131-S-05010-A Sony PlayStation 3 U S Assassin's Creed: Brotherhood Ubisoft 2010 Action/Adventure 1 1 1
 U-131-S-08210-A Sony PlayStation 3 U S Atelier Ayesha: The Alchemist of Dusk Tecmo Koei 2013 RPG 1 1 1
 U-131-S-09380-A Sony PlayStation 3 U S Atelier Escha & Logy: Alchemists of the Dusk Sky Koei Tecmo 2014 RPG 1 1 1
 U-131-S-07030-A Sony PlayStation 3 U S Atelier Meruru: The Apprentice of Arland NISA 2012 RPG 1 1 1
 U-131-S-04420-A Sony PlayStation 3 U S Atelier Rorona: The Alchemist of Arland NIS America 2010 RPG 1 1 1
 U-131-S-10592-A Sony PlayStation 3 U S Atelier Shallie: Alchemists of the Dusk Sea [Collector's Edition] Koei Tecmo Games 2015 RPG 1 1 1
 U-131-S-05850-A Sony PlayStation 3 U S Atelier Totori: The Adventurer Of Arland NIS America 2011 RPG 1 1 1
 U-131-S-10610-A Sony PlayStation 3 U S Awakened Fate Ultimatum, The NIS America 2015 RPG 1 1 1
 U-131-S-02990-A Sony PlayStation 3 U S Batman: Arkham Asylum Eidos Interactive 2009 Action/Adventure 1 1 1

U-131-S-05950-A Sony PlayStation 3 U S Batman: Arkham City Warner Bros. Interactive Entertainment 2011 Action/Adventure 1 1 1

U-131-S-08260-A Sony PlayStation 3 U S BioShock Infinite 2K Games 2013 Shooter 1 1 1

U-131-S-09440-A Sony PlayStation 3 US S BlazBlue Chrono Phantasm [Limited Box] Aksys Games 2014 Fighting 1 1 1

U-131-S-02690-B Sony PlayStation 3 U S BlazBlue: Calamity Trigger Aksys Games 2009 Fighting 1 1 1

U-131-S-04250-A Sony PlayStation 3 U S BlazBlue: Continuum Shift Aksys Games 2010 Fighting 1 1 1

U-131-S-03140-A Sony PlayStation 3 U S Borderlands 2K Games 2009 RPG 1 1 1

U-131-S-07410-A Sony PlayStation 3 U S Borderlands 2 2K Games 2012 RPG 1 1 1

U-131-S-01020-A Sony PlayStation 3 U S Burnout Paradise Electronic Arts 2008 Racing 1 1 1

U-131-S-00780-A Sony PlayStation 3 U S Call of Duty 4: Modern Warfare Activision 2007 Shooter 1 1 1

U-131-S-04820-A Sony PlayStation 3 U S Call of Duty: Black Ops Activision 2010 Shooter 1 1 1

U-131-S-07700-A Sony PlayStation 3 U S Call of Duty: Black Ops II Activision 2012 Shooter 1 1 1

U-131-S-03260-A Sony PlayStation 3 U S Call of Duty: Modern Warfare 2 Activision 2009 Shooter 1 1 1

U-131-S-06270-A Sony PlayStation 3 U S Call of Duty: Modern Warfare 3 Activision 2011 Shooter 1 1 1

U-131-S-02120-A Sony PlayStation 3 U S Call of Duty: World at War Activision 2008 Shooter 1 1 1

U-131-S-04450-A Sony PlayStation 3 U S Castlevania: Lords of Shadow Konami 2010 Action/Adventure 1 1 1

U-131-S-04451-A Sony PlayStation 3 U S Castlevania: Lords of Shadow [Limited Edition] Konami 2010 Action/Adventure 1 1 1

U-131-S-05590-A Sony PlayStation 3 U S Catherine Atlus 2011 Action/Adventure 1 1 1

U-131-S-05650-A Sony PlayStation 3 U S Crysis 2 [Limited Edition] Electronic Arts 2011 Shooter 1 1 1

U-131-S-05810-A Sony PlayStation 3 U S Dark Souls Bandai 2011 RPG 1 1 1

U-131-S-01560-A Sony PlayStation 3 U S Dead Space EA 2008 Action/Adventure 1 1 1

U-131-S-05220-A Sony PlayStation 3 U S Dead Space 2 [Limited Edition] Electronic Arts 2011 Action/Adventure 1 1 1

U-131-S-03081-A Sony PlayStation 3 U S Demon's Souls [Deluxe Edition] Atlus 2009 RPG 1 1 1

U-131-S-05661-A Sony PlayStation 3 U S Deus Ex: Human Revolution Square Enix 2011 Action/Adventure 1 1 1

U-131-S-01050-A Sony PlayStation 3 U S Devil May Cry 4 Capcom 2008 Action/Adventure 1 1 1

U-131-S-08650-A Sony PlayStation 3 U S Diablo III Blizzard Entertainment 2013 Action/Adventure 1 1 1

U-131-S-08651-A Sony PlayStation 3 U S Diablo III: Ultimate Evil Edition Blizzard Entertainment 2014 RPG 1 1 1

U-131-S-01460-A Sony PlayStation 3 U S Disgaea 3: Absence of Justice NIS America 2008 RPG 1 1 1

U-131-S-05681-A Sony PlayStation 3 U S Disgaea 4: A Promise Unforgotten NIS America 2011 Strategy 1 1 1

U-131-S-08800-A Sony PlayStation 3 U S Disgaea D2: A Brighter Darkness NIS America 2013 RPG 1 1 1

U-131-S-08000-A Sony PlayStation 3 U S DmC: Devil May Cry Capcom 2013 Action/Adventure 1 1 1

U-131-S-07510-A Sony PlayStation 3 U S Doom 3: BFG Edition Bethesda 2012 Shooter 1 1 1

U-131-S-08550-A Sony PlayStation 3 U S Dragon's Crown Atlus 2013 RPG 1 1 1

U-131-S-00660-A Sony PlayStation 3 U S Elder Scrolls IV, The: Oblivion [Game of the Year Edition] 2K Games 2007 RPG 1 1 1

U-131-S-06100-A Sony PlayStation 3 U S Elder Scrolls V, The: Skyrim Bethesda Softworks 2011 RPG 1 1 1

U-131-S-04440-A Sony PlayStation 3 U S Enslaved: Odyssey to the West Namco Bandai 2010 Action/Adventure 1 1 1

U-131-S-01651-A Sony PlayStation 3 U S Fallout 3 [Collector's Edition] Bethesda 2008 RPG 1 1 1

U-131-S-04690-B Sony PlayStation 3 U S Fallout: New Vegas Bethesda Softworks 2010 RPG 1 1 1

U-131-S-09410-A Sony PlayStation 3 U S Final Fantasy X/X-2 HD Remaster Square Enix 2014 RPG 1 1 1

U-131-S-03750-A Sony PlayStation 3 U S Final Fantasy XIII Square Enix 2010 RPG 1 1 1

U-131-S-06291-A Sony PlayStation 3 U S Final Fantasy XIII-2 [Collector's Edition] Square-Enix 2012 RPG 1 1 1

U-131-S-00211-A Sony PlayStation 3 U S Formula One Championship Edition Sony Computer Entertainment America (SCEA) 2007 Racing 1 1 1

U-131-S-03270-A Sony PlayStation 3 U S God of War Collection SCEA 2009 Compilation 1 1 1

U-131-S-03760-A Sony PlayStation 3 U S God of War III SCEA 2010 Action/Adventure 1 1 1

U-131-S-05700-A Sony PlayStation 3 US S God of War Origins Collection SCEA 2011 Compilation 1 1 1

U-131-S-08190-B Sony PlayStation 3 U S God of War: Ascension [Collector's Edition] Sony Computer Entertainment 2013 Action/Adventure 1 1 1

U-131-S-05092-A Sony PlayStation 3 U S Gran Turismo 5 [XL Edition] SCEA 2012 Racing 1 1 1
 U-131-S-09090-A Sony PlayStation 3 U S Gran Turismo 6 Sony Computer Entertainment America (SCEA) 2013 Racing 1 1 1
 U-131-S-08720-A Sony PlayStation 3 U S Grand Theft Auto V Rockstar Games 2013 Action/Adventure 1 1 1
 U-131-S-01350-A Sony PlayStation 3 U S GRID Codemasters 2008 Racing 1 1 1
 U-131-S-03733-A Sony PlayStation 3 U S Heavy Rain [Director's Cut - Greatest Hits] Sony Computer Entertainment 2011 Action/Adventure 1 1 1
 U-131-S-01230-A Sony PlayStation 3 U S Hot Shots Golf: Out of Bounds SCEI 2008 Sports 1 1 1
 U-131-S-02570-A Sony PlayStation 3 U S inFAMOUS Sony Computer Entertainment 2009 Action/Adventure 1 1 1
 U-131-S-06480-A Sony PlayStation 3 U S Jak And Daxter Collection SCEA 2012 Action/Adventure 1 1 1
 U-131-S-02340-A Sony PlayStation 3 U S Killzone 2 SCEA 2009 Shooter 1 1 1
 U-131-S-05261-A Sony PlayStation 3 U S Killzone 3 [Helghast Edition] SCEA 2011 Shooter 1 1 1
 U-131-S-06180-A Sony PlayStation 3 U S King Of Fighters XIII, The Atlus 2011 Fighting 1 1 1
 U-131-S-08671-A Sony PlayStation 3 U S Kingdom Hearts HD 1.5 ReMIX [Limited Edition] Square Enix 2013 RPG 1 1 1
 U-131-S-08440-A Sony PlayStation 3 U S Last of Us, The Sony Computer Entertainment 2013 Action/Adventure 1 1 1
 U-131-S-09250-A Sony PlayStation 3 U S Lightning Returns: Final Fantasy XIII Square Enix 2014 RPG 1 1 1
 U-131-S-01680-A Sony PlayStation 3 U S Madden NFL 09 Electronic Arts 2008 Sports 1 1 1
 U-131-S-06550-A Sony PlayStation 3 U S Mass Effect 3 Electronic Arts 2012 RPG 1 1 1
 U-131-S-01400-A Sony PlayStation 3 U S Metal Gear Solid 4: Guns of the Patriots Konami 2008 Action/Adventure 1 1 1
 U-131-S-06091-A Sony PlayStation 3 US S Metal Gear Solid HD Collection Konami 2011 Compilation 1 1 1
 U-131-S-01940-A Sony PlayStation 3 U S Midnight Club: Los Angeles Rockstar Games 2008 Racing 1 1 1
 U-131-S-00220-A Sony PlayStation 3 U S MotorStorm SCEA 2007 Racing 1 1 1
 U-131-S-05580-A Sony PlayStation 3 U S MotorStorm Apocalypse SCEA 2011 Racing 1 1 1
 U-131-S-04990-A Sony PlayStation 3 U S Need for Speed: Hot Pursuit [Limited Edition] Electronic Arts 2010 Racing 1 1 1
 U-131-S-08010-A Sony PlayStation 3 U S Ni no Kuni: Wrath of the White Witch Namco Bandai Games 2013 RPG 1 1 1
 U-131-S-00430-A Sony PlayStation 3 U S Ninja Gaiden Sigma Tecmo 2007 Action/Adventure 1 1 1
 U-131-S-00970-A Sony PlayStation 3 U S Orange Box, The EA Games 2007 Shooter 1 1 1
 U-131-S-07290-A Sony PlayStation 3 U S Persona 4 Arena Atlus 2012 Fighting 1 1 1
 U-131-S-10090-A Sony PlayStation 3 U S Persona 4 Arena Ultimax Atlus 2014 Fighting 1 1 1
 U-131-S-02270-A Sony PlayStation 3 U S Prince of Persia Ubisoft 2008 Action/Adventure 1 1 1
 U-131-S-03200-A Sony PlayStation 3 U S Ratchet & Clank Future: A Crack In Time SCEA 2009 Action/Adventure 1 1 1
 U-131-S-00680-A Sony PlayStation 3 U S Ratchet & Clank Future: Tools of Destruction Sony Computer Entertainment America (SCEA) 2007 Action/Adventure 1 1 1
 U-131-S-05960-A Sony PlayStation 3 U S Ratchet & Clank: All 4 One SCEA 2011 Action/Adventure 1 1 1
 U-131-S-06230-A Sony PlayStation 3 U S Rayman Origins Ubisoft 2011 Action/Adventure 1 1 1
 U-131-S-03951-A Sony PlayStation 3 U S Red Dead Redemption Rockstar Games 2010 Action/Adventure 1 1 1
 U-131-S-02381-A Sony PlayStation 3 U S Resident Evil 5 [Collector's Edition] Capcom 2009 Action/Adventure 1 1 1
 U-131-S-02041-A Sony PlayStation 3 U S Resistance 2 [Collector's Edition] SCEA 2008 Shooter 1 1 1
 U-131-S-05670-A Sony PlayStation 3 US S Resistance 3 SCEA 2011 Shooter 1 1 1
 U-131-S-00010-A Sony PlayStation 3 U S Resistance: Fall of Man SCEA 2006 Shooter 1 1 1
 U-131-S-03770-A Sony PlayStation 3 U S Resonance of Fate Sega 2010 RPG 1 1 1
 U-131-S-00070-A Sony PlayStation 3 U S Ridge Racer 7 Namco Bandai Games 2006 Racing 1 1 1
 U-131-S-03850-A Sony PlayStation 3 U S Sonic & Sega All-Stars Racing Sega 2010 Racing 1 1 1
 U-131-S-06080-A Sony PlayStation 3 U S Sonic Generations Sega 2011 Action/Adventure 1 1 1
 U-131-S-02350-A Sony PlayStation 3 U S Sonic's Ultimate Genesis Collection Sega 2009 Compilation 1 1 1
 U-131-S-01660-A Sony PlayStation 3 U S SoulCalibur IV Namco Bandai Games 2008 Fighting 1 1 1
 U-131-S-06300-A Sony PlayStation 3 U S SoulCalibur V Namco Bandai Games 2012 Fighting 1 1 1
 U-131-S-06540-A Sony PlayStation 3 U S SSX EA 2012 Sports 1 1 1

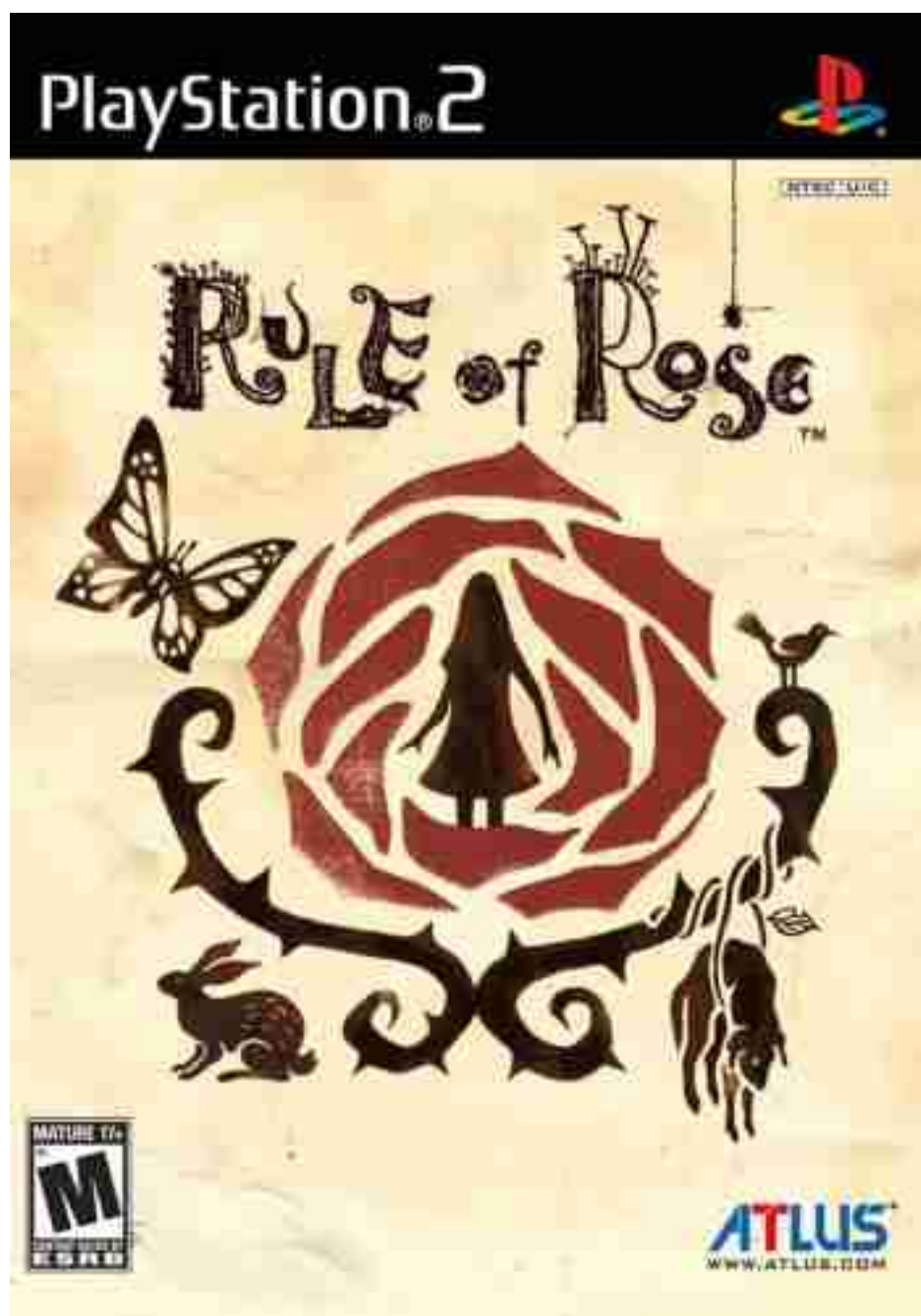
U-131-S-03720-A Sony PlayStation 3 U S Star Ocean: The Last Hope - International Square Enix 2010 RPG 1 1 1
U-131-S-06560-A Sony PlayStation 3 U S Street Fighter X Tekken Capcom 2012 Fighting 1 1 1
U-131-S-03930-A Sony PlayStation 3 U S Super Street Fighter IV Capcom 2010 Fighting 1 1 1
U-131-S-06640-A Sony PlayStation 3 U S Tales of Graces F Namco Bandai Games 2012 RPG 1 1 1
U-131-S-09910-A Sony PlayStation 3 U S Tales of Xillia 2 Bandai Namco Games 2014 RPG 1 1 1
U-131-S-03211-A Sony PlayStation 3 U S Tekken 6 Namco Bandai Games America 2009 Fighting 1 1 1
U-131-S-07370-A Sony PlayStation 3 U S Tekken Tag Tournament 2 Namco Bandai Games 2012 Fighting 1 1 1
U-131-S-08140-A Sony PlayStation 3 U S Tomb Raider Square Enix 2013 Action/Adventure 1 1 1
U-131-S-05550-A Sony PlayStation 3 U S Tomb Raider Trilogy, The Eidos Interactive/Square Enix 2011 Action/Adventure 1 1 1
U-131-S-06220-A Sony PlayStation 3 U S Ultimate Marvel vs. Capcom 3 Capcom 2011 Fighting 1 1 1
U-131-S-03100-A Sony PlayStation 3 U S Uncharted 2: Among Thieves SCEA 2009 Action/Adventure 1 1 1
U-131-S-06040-A Sony PlayStation 3 U S Uncharted 3: Drake's Deception SCEA 2011 Action/Adventure 1 1 1
U-131-S-00830-A Sony PlayStation 3 U S Uncharted: Drake's Fortune SCEA 2007 Shooter 1 1 1
U-131-S-02080-A Sony PlayStation 3 U S Valkyria Chronicles Sega 2008 RPG 1 1 1
U-131-S-04680-A Sony PlayStation 3 U S Vanquish Sega 2010 Shooter 1 1 1
U-131-S-00190-A Sony PlayStation 3 U S Virtua Fighter 5 Sega 2007 Fighting 1 1 1
U-215-S-00010-A Sony PlayStation 4 U S Assassin's Creed IV: Black Flag Ubisoft 2013 Action/Adventure 1 1 1
U-215-S-00020-A Sony PlayStation 4 U S Battlefield 4 Electronic Arts 2013 Shooter 1 1 1
U-215-S-00030-A Sony PlayStation 4 U S Call of Duty: Ghosts Activision 2013 Shooter 1 1 1
U-215-S-00380-A Sony PlayStation 4 U S Diablo III: Ultimate Evil Edition Blizzard Entertainment 2014 RPG 1 1 1
U-215-S-01020-B Sony PlayStation 4 U S Final Fantasy Type-0 HD [Collector's Edition] Square Enix 2015 RPG 1 1 1
U-215-S-01160-A Sony PlayStation 4 U S Final Fantasy X/X-2 HD Remaster Square Enix 2015 RPG 1 1 1
U-215-S-00070-A Sony PlayStation 4 U S Killzone: Shadow Fall Sony Computer Entertainment America (SCEA) 2013 Shooter 1 1 1
U-215-S-01110-B Sony PlayStation 4 U S Mortal Kombat X [Collector's Edition] Warner Bros. Games 2015 Fighting 1 1 1
U-215-S-00190-A Sony PlayStation 4 U S Rayman Legends Ubisoft 2014 Action/Adventure 1 1 1
U-189-S-01060-A Sony PlayStation Vita U S Danganronpa 2: Goodbye Despair NIS America 2014 Action/Adventure 1 1 1
U-189-S-00800-A Sony PlayStation Vita U S DanganRonpa: Trigger Happy Havoc NIS America 2014 Action/Adventure 1 1 1
U-189-S-00260-A Sony PlayStation Vita U S Disgaea 3: Absence of Detention NIS America 2012 RPG 1 1 1
U-189-S-01031-A Sony PlayStation Vita U S Disgaea 4: A Promise Revisited [NIS America Website Exclusive Limited Edition] NIS America 2014 RPG 1 1 1
U-189-S-00030-A Sony PlayStation Vita U S Lumines: Electronic Symphony Ubisoft 2012 Puzzle 1 1 1
U-189-S-00480-A Sony PlayStation Vita U S Persona 4 Golden Atlus 2012 RPG 1 1 1 U-189-S-00010-A Sony PlayStation Vita U S Uncharted: Golden Abyss Sony Computer Entertainment 2012 Action/Adventure 1 1 1
U-189-S-00040-A Sony PlayStation Vita U S Wipeout 2048 Sony Computer Entertainment 2012 Racing 1 1 1
U-189-S-00420-A Sony PlayStation Vita U S Zero Escape: Virtue's Last Reward Aksys Games 2012 Action/Adventure 1 1 1
U-095-S-04440-A Sony PSP U S Castlevania: The Dracula X Chronicles Konami 2007 Action/Adventure 1 1 1
U-095-S-05700-A Sony PSP U S Crimson Gem Saga Atlus 2009 RPG 1 1 1
U-095-S-05090-A Sony PSP U S Crisis Core: Final Fantasy VII Square Enix 2008 RPG 1 1 1
U-095-S-01900-A Sony PSP U S Dexter Sony Computer Entertainment America (SCEA) 2006 Action/Adventure 1 1 1
U-095-S-06170-A Sony PSP U S Disgaea 2: Dark Hero Days NIS America 2009 RPG 1 1 1
U-095-S-04520-A Sony PSP U S Disgaea: Afternoon of Darkness NIS America 2007 RPG 1 1 1
U-095-S-04180-A Sony PSP U S Jeanne D'Arc Sony Computer Entertainment America (SCEA) 2007 RPG 1 1 1
U-095-S-07290-A Sony PSP U S Kingdom Hearts: Birth by Sleep Square Enix 2010 RPG 1 1 1
U-095-S-07800-A Sony PSP U S Legend of Heroes: Trails in the Sky [Premium Edition] XSEED Games 2011 RPG 1 1 1

U-095-S-00070-A Sony PSP U S Lumines Ubi Soft 2005 Puzzle 1 1 1
 U-095-S-06920-B Sony PSP U S Lunar: Silver Star Harmony [Premium Edition] Xseed Games 2010 RPG 1 1 1
 U-095-S-07180-A Sony PSP U S Metal Gear Solid: Peace Walker Konami 2010 Action/Adventure 1 1 1
 U-095-S-02840-A Sony PSP U S Metal Gear Solid: Portable Ops Konami 2006 Action/Adventure 1 1 1
 U-095-S-03450-A Sony PSP U S Ratchet & Clank: Size Matters SCEA 2007 Action/Adventure 1 1 1
 U-095-S-00000-A Sony PSP U S Ridge Racer Namco 2005 Racing 1 1 1
 U-095-S-08071-A Sony PSP U S Shin Megami Tensei: Persona 2 - Innocent Sin Atlus 2011 RPG 1 1 1
 U-095-S-07230-A Sony PSP U S Shin Megami Tensei: Persona 3 Portable Atlus USA 2010 RPG 1 1 1
 U-095-S-05230-A Sony PSP U S Star Ocean: First Departure Square Enix 2008 RPG 1 1 1
 U-095-S-05550-A Sony PSP U S Star Ocean: Second Evolution Square Enix 2009 RPG 1 1 1
 U-095-S-07670-A Sony PSP U S Tactics Ogre: Let us Cling Together SquareEnix 2011 Strategy 1 1 1
 U-095-S-07280-A Sony PSP U S Valkyria Chronicles II Sega 2010 RPG 1 1 1
 U-095-S-02350-A Sony PSP U S Valkyrie Profile: Lenneth Square Enix 2006 RPG 1 1 1
 U-095-S-04880-A Sony PSP U S WipeOut Pulse SCEA 2008 Racing 1 1 1
 U-095-S-00050-A Sony PSP U S Wipeout Pure Sony 2005 Racing 1 1 1
 U-095-S-07260-A Sony PSP U S Ys Seven [Premium Edition] Xseed Games JKS 2010 RPG 1 1 1
 U-095-S-07480-A Sony PSP U S Ys: The Oath in Felghana XSEED 2010 RPG 1 1 1
 U-095-S-07460-A Sony PSP U S Z.H.P. Unlosing Ranger vs. Darkdeath Evilman NIS America 2010 Strategy 1 1 1
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Bought expensive Videogames (2015-05-30 11:48)

I bought some rare PS2 games this week including Rule of Rose for PS2 and Shadow Hearts for PS2 and Fire Emblem Shadow Dragon for Nintendo DS. Rule of Rose costing \$135. Fire Emblem for DS was expensive. Maybe someday I'll have the Gamecube version. All three are supposed to collectors items. I saw the Toyriffic game store in Minnesota hyping Rule of Rose for \$250 on their facebook page and someone bought it for \$250. I don't think Rule of Rose was very good, IGN gave it a 4.5 out of 10 in gameplay and 4.9 overall. I knew I looked at this IGN review in 2006 when the game came out.







17.6 June

Cold War II (2015-06-01 15:59)

The Pentagon is trying to reform the military to deal with Chinese PLA military base expansion in the future cold war II . Maybe decades in the future, the PLA will be in Afghanistan. The BBC won't tell us that there was meant to be a cold war with the PLA since the British Empire rule ended in the 1950s (technically in the beginning of the cold war) or Auckland's Folly. BBC News still feels sensitive about this British Empire subject, and won't talk about it right now. The New York Times isn't much better.

Macintosh gift (2015-06-03 08:36)

I may be receiving a Intel Macintosh so I can use it for Macintosh certifications or Macintosh apps. In the future, I will receive an iPad 4. It feels a little behind the times with my Windows 8.1, Linux and Android devices. Leo Leport on Twitter always brags about his iMac and Macintosh appearing in all Iron Man movies. I accomplished everything with either Windows and Linux. Maybe I'm getting Intel Mac for employee karma with my employer!

Screen Size 27 inches

Processor Intel Xeon

RAM 12 GB

Memory Speed 1333 MHz

Hard Drive 1 TB

Wireless Type 802.11A, 802.11B, 802.11G, 802.11n

Number of USB 2.0 Ports 5

Expand

Other Technical Details

Brand Name Apple

Series MC250LL/A

Item model number MD771B/A

Hardware Platform Mac

Operating System Mac OS X Mavericks Item Weight 41.2 pounds

Item Dimensions L x W x H 8.11 x 7.36 x 20.12 inches

Color Silver

Processor Brand Intel

Processor Count 12

Computer Memory Type DDR3 SDRAM

Videogames are bigger than Hollywood (2015-06-06 14:58)

The majority of video games in the U.S. are purchased and played by adults. The largest titles make money that Hollywood films could only dream of raking in, and the biggest players in the industry run multibillion-dollar multinational operations that employ thousands of people. Yet many consumers still think of gaming as a kid's thing that doesn't merit serious consideration or scrutiny. In an age where our culture recognizes previously sniffed-about industries like professional sports as much more than child's play, it's time to get over that same hump about video games.

Games, like film, TV, and literature before them, are commercialized art and products of our culture. They can be great or terrible, memorable or forgettable, and everything in between. They can be five minutes of dreck you play on your phone on the bus, or 500 hours of life-changing tramping around a richly imagined virtual world.

In 2013 alone they were also a \$21 billion business in the U.S. And still, in the rare instance that the nightly news even mentions video games, it's likely to be an ill-informed pundit grandstanding about violence in games, or video footage of "booth babes" and cosplayers at a convention, without considering the huge amount of money, time, and people involved.

This week, as they do every June, about 50,000 video game industry professionals and game-focused media will descend on Los Angeles for E3.

Nominally a trade industry conference, E3 has for nearly 20 years been not just a trade show but rather, a caffeine-fueled orgy of blazing virtual guns, polygon-count comparisons, and top-volume trailers for the Next Big Game.

By the numbers...

- 59 % of Americans play video games
- 51 % of all American households have a dedicated video game console
- 58 % of all American adults have a smartphone
- 71 % of players are over age 18
- 81 % of young adults ages 18-29 play games
- 23 % of seniors over age 65 play games
- 48 % of players are girls or women
- 36 % of players are women over age 18
- 17 % of players are boys under age 18

Sources: Nielsen, Pew, and the ESA.

Large international companies dominate the show floor, with smaller developers scattered through hundreds of side-rooms, all of them holding endless screenings, demos, and interviews, clamoring for attention.

Major tech companies like Sony and Microsoft use the event not just to show off their games but also to announce major hardware launches, like last year's PlayStation 4 and Xbox One.

But why does it matter, you might ask? Why do so many people get so caught up in the announcements, the trailers, the projections, the marketing, and the hype? Why should anyone except the most hardcore of console enthusiasts care about a single word that comes out of the L.A. Convention Center this week?

Because despite the lingering popular conception of video games as child's play — and, specifically, boy's toys — they are anything but. The business is, well, serious business.

What Does A Gamer Look Like?

There is a tendency almost toward ethnography in the mainstream media whenever video games come up.

Earnest news anchors and reporters approach "the gamer" as a heretofore unknown species, a sub-type of aggressive young man whose befuddled mother doesn't understand his "Nintendo" but who nonetheless stands a very good chance of growing up to be a productive member of society.

And sure, teenage boys like to play video games. But the truth of the matter is, they are far from alone.

In 2014, one might as well talk about a "TV-er" or a "movie-er" as a "gamer."

About 59 % of Americans play video games, according to estimates from the ESA (the gaming industry's major trade and lobbying group).

Some quick math says that in a country of about 315 million, that's just shy of 186 million players.

How does that compare to other media?

Movies: about 68 % of Americans (214m) see movies in the theater (MPAA - PDF)

Cable: roughly 100 million Americans have paid-TV (cable/satellite/fiber) subscriptions

Premium cable: Game of Thrones, considered wildly successful, has about 18 million viewers per week.

Broadcast TV: The top-rated show the week of May 19 (ABC's Dancing With The Stars) drew 15.5 million viewers

Netflix: Had a little over 33 million U.S. subscribers at the end of 2013.

Games now are at least as mainstream as any other pop culture in our fragmented media landscape.

Who's playing? Pretty much everyone.

Having "a Nintendo" just isn't what it used to be. In 2014, there are lots of players competing in the video game space — but the biggest competitor is one that makes the smallest devices.

It's Not Just Shooters

The following list of 2013's best-selling console games makes it clear that while big-budget, violent blockbusters are big business, so too are plenty of other kinds of games:

Grand Theft Auto V

Call Of Duty: Ghosts

Madden NFL 2015

Battlefield 4

Assassin's Creed IV: Black Flag

NBA 2K14

Call Of Duty: Black Ops II

Just Dance 2014

Minecraft

Disney Infinity

According to ESA data, 32 % of 2013's top games were "action" and another 20 % were specifically shooters, meaning half of all top-selling games fell outside of those two categories.

For PC-only games, strategy (38 %) and casual (28 %) titles take the day, while shooters and action titles together come to less than 10 %.

Enter Apple, and the more than 500 million iPhones they've sold since 2007. Sure, mobile devices let us use Facebook and access mobile boarding passes and stream video and all the rest — but what they mostly let us do is play games. In 2013, the most-downloaded and highest-grossing iOS app — ahead of YouTube, Netflix, Facebook, SnapChat, and Instagram — was Candy Crush Saga.

Candy Crush has seen its star fall a bit since it dominated the mobile airwaves last year, granted. But when publisher King prepared for their IPO this March, they claimed 408 million monthly active users.

That's not 408 million people who downloaded the app once because some friend told them to and forgot about it; that's players who actually open it and play the game somewhat regularly.

Predictably, Candy Crush and other "casual" puzzle, card, trivia, and social (think Words With Friends) games dominate mobile gaming. But what of all the "traditional" console and PC players out there?

Back in the land of "traditional" or "hardcore" gaming, the field is more evenly split.

Microsoft has sold about 83 million Xbox 360s, Sony's sold a similar 80 million PlayStation 3 systems, and Steam, the most heavily-used PC gaming service, has over 75 million users.

Specifically tracking who's playing what and where can be very difficult. Although every publisher knows exactly how many copies of every game it's sold, the numbers are rarely public. And while the numbers of physical retail copies — the actual discs — of games sold are closely tracked, physical copies now account for less than half (47 %) of estimated video game spending.

Although in 2014 the major industry market research group has started tracking digital sales, for the most part that remaining 53 % remains largely mysterious, as each digital storefront — including Xbox Live, PlayStation Network, Steam, and other, smaller outlets — keeps its own numbers proprietary.

Billions... With A B

There is a whole enormous world of cheap and free small, independently developed and produced games out there. But, as with movies and books, the big-budget blockbusters tend to make headlines and grab attention.

When Grand Theft Auto V launched, it reached \$1 billion in sales in three days.

Seeing a large studio spend between \$50 and \$100 million on a video game is no longer uncommon. The most expensive video game produced so far is Grand Theft Auto V, which cost a reported \$265 million to make.

That puts the big-budget blockbuster games about on par with big-budget blockbuster films, money-wise. Legendarily pricey Avatar probably cost Fox about \$280 million, and three years later Disney spent a reported \$220 million on The Avengers. So GTA V fits right in that range.

But gaming publishers, like Hollywood studios, are finding that the rate of return on that ludicrously large investment can sometimes be worth the risk.

In the history of the American box office, there are 18 movies that have grossed \$1 billion or higher. The fastest to do it was Avatar, which hit the 10-digit gross mark in a scant 17 days.

When Grand Theft Auto V launched last September, it reached \$1 billion in sales in three days.

That's three days. Less than a week. The game hit store shelves and digital storefronts on Tuesday morning, and by Friday had sold \$1 billion worth of copies.

Even acknowledging that many of the sales were pre-orders that took place over the months beforehand, and even accepting that a \$60 game reaches money-based milestones faster than a \$10 movie ticket does, that's ridiculously fast. The previous record-holder was 2011's Call of Duty: Black Ops II, which cruised to an easy 15-day billion after making the first half in just 24 hours.

But smaller-budget games, in the mobile-friendly era, can make bank even more reliably than their big-budget cousins. Those "free" Facebook and mobile apps, laden with microtransactions and \$0.99 shortcuts, are cash cows for their publishers.

The specific numbers are tightly-guarded, but back in February, a hacker released what was allegedly the financial

information from mega-hit Clash of Clans (the new Candy Crush Saga, as these things go).

Nobody verified the data, so it's worth taking with a grain of salt, but the images released claimed that developer Supercell takes in \$5 million per day from its free-to-play games.

How The Game Makers Fail Gamers

Whenever there are billions of dollars at stake, there are companies who will try to make a few million more by cutting corners and not caring how it harms workers or consumers.

For example, video game publisher EA managed to take Consumerist's Worst Company In America trophy two years running before losing out to Time Warner Cable (and ultimately, to Comcast) this spring.

That's a lot of ill-will for an entertainment media company to have built up over a few years, particularly as their games remain generally well-liked top sellers. But when consumers vent their hostility at the way EA has treated them, they have ample targets just from the last 2-3 years:

The class-action price-fixing suit in which EA was found to be "anticompetitive" with its sports games

The complete and utter debacle of the always-online (until it wasn't) SimCity (2013) launch

Using college athletes' likenesses without their permission to sell more sports games

Slyly trying to discourage negative reviews of a (pretty terrible) mobile game

Allegedly knowing ahead of time a \$60 game was shipping with game-breaking bugs and lying about it

As games become more popular, more ephemeral, and more and more part of a streaming on-demand or rental-access future, consumers have more chances to get screwed over and less opportunity for recourse, meaning game publishers will only continue to ship more titles that are broken and incomplete.

If the movie studios sent films to theaters with missing reels and promised to send out the missing minutes a within a few weeks of release, it would be front page news.

If book publishers knowingly sent out books with screwed-up page numbers and chapters in the wrong order with the promise that you'd get a fixed version in a month or so, and another fixed version a few weeks later, then another, and another, no one would buy books anymore.

We should be holding video game publishers to the same standards.

Linux Mint 17.1 review (2015-06-12 18:17)

The Linux Mint team recently released Linux Mint 17.1—a somewhat minor but still welcome upgrade to the Ubuntu-based ecosystem. And while Linux Mint 17.1 arrives as it usually does (a few weeks after the release of a new version of Ubuntu), version 17.1 is not based on Ubuntu's latest effort, 14.10. Instead, this edition of Mint remains tied to the last Long Term Support (LTS) release, Ubuntu 14.04.

Review: Long-term support and stability plus tweaks for desktop? Delicious!

This marks the first time Linux Mint has not used the newest version of Ubuntu for a release. But if you paid attention to the curious approach of Linux Mint 17.0, you'll know that was the plan all along. These days, Mint will not be changing its Ubuntu base again until the next LTS release—Ubuntu 16.04—arrives in 2016. And at first glance, it might seem like a bad thing. After all, Mint is missing out on whatever new stuff is in Ubuntu 14.10 (in this case it's not much, but 15.04 will have plenty of changes). However, Mint 17.1 is in fact a very good sign for fans of the distro's own tools, like its homegrown Cinnamon desktop. By relying on a consistent LTS release, Mint developers can more or less ignore the base system. Instead of spending all their time and effort making sure whatever Ubuntu has changed works with Mint, they can focus on what makes the ecosystem great—namely, its two primary desktops, MATE and Cinnamon.

Linux Mint 17.1—a new leaf

While most of what's new in Mint 17.1 will be seen in the updated desktops, there are some common components to both Cinnamon and MATE. While accessing some of these new tools varies slightly by desktop, the results are the

same in both. Right away, you'll notice the login screen is among these new and improved elements.

If you start the Mint installation process and walk away, you'll likely come back to an image slideshow that's slowly flipping through all the various wallpapers that Mint 17.1 offers. The choices are vast, since Mint 17.1 contains not only wallpapers that are new with this release but all the options that came with every previous Mint release. Suffice it to say that if you need an aesthetic desktop refresh, Mint 17.1 has you covered.

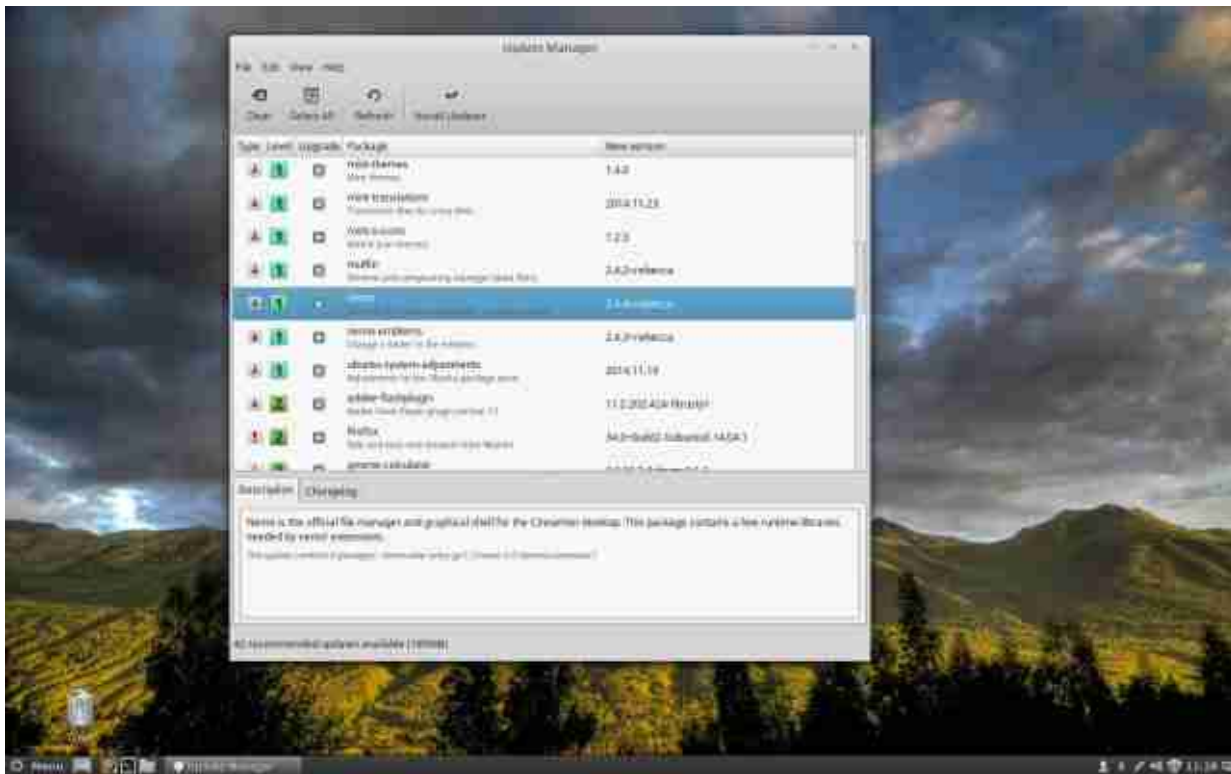


Enlarge / The new Mint 17.1 login screen, complete with slideshow controls.

The slideshow is a nice touch, and you can control how it behaves with the Login Window Preferences menu. This menu now has Theme, Auto Login, and Options items to access different settings. There's also a theme preview button to test out other available choices (or any options you install yourself).

While the newly polished login screen is nice, a far more useful change comes in the form of a revamped Update Manager. Mint has been refining this for some time now. The last release saw the introduction of some new icons and a numbered rating system that lets you know which updates are essential and which can be safely ignored. Mint 17.1 builds on those improvements with a new feature that groups package updates together based on source package.

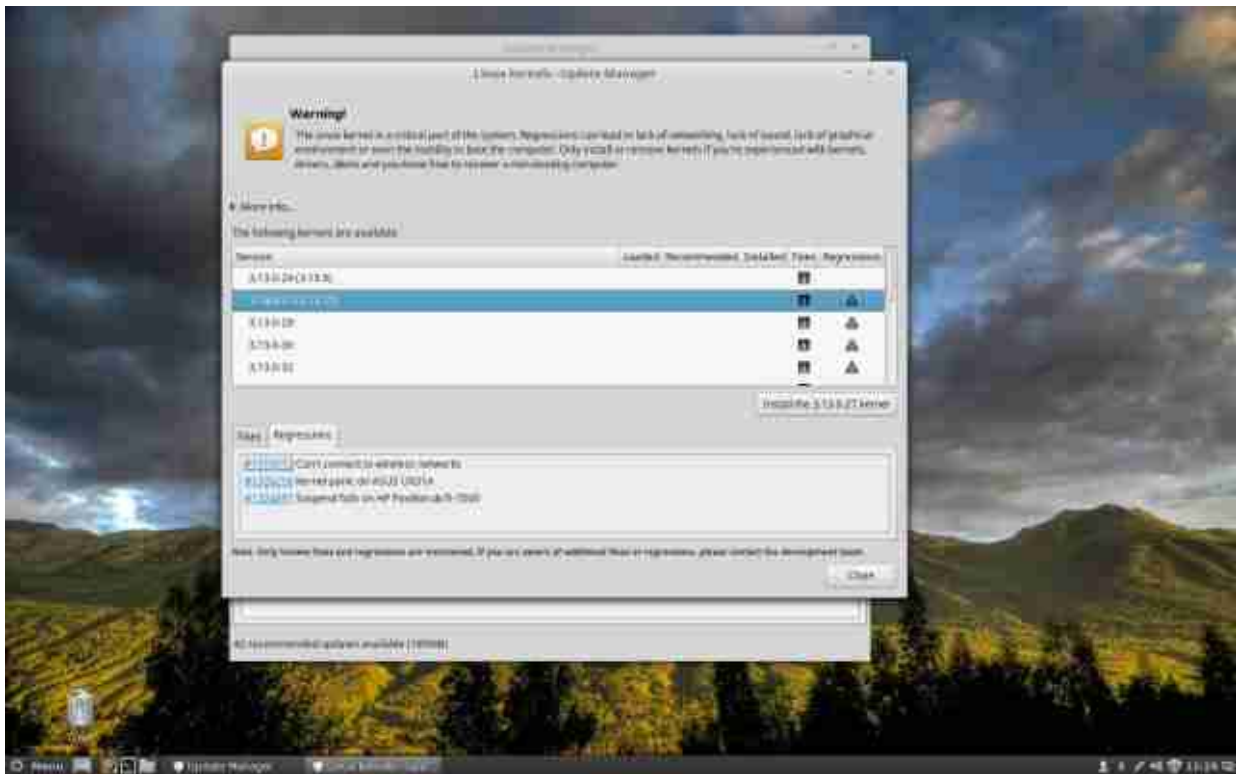
That is, rather than just list every new package that's going to be updated, Mint 17.1 will group everything you need to update in a single package—say, LibreOffice—into one line in the Update Manager. Select the update and you can see the individual packages listed in the bottom pane. If you want more information on what's new, there's a Changelog tab that will download details on what's new in that package.



Enlarge / Mint 17.1's Update Manager.

The new grouping system will help users avoid selectively updating packages and potentially breaking the whole because not every necessary part is up to date. Mint's lead developer Clement Lefebvre described how it used to be on the distro's site: "When a developer fixes a bug or writes new features, the source code is modified and all packages which are related to it become available under a new version... it is therefore futile and sometimes dangerous to apply some package updates and not others within the same source package." But because Mint 17.1 groups updates, you'll never apply something incomplete. It's now considerably easier to review exactly what's being updated in each source package because everything is shown together in one place.

Among other notable tweaks, the Update Manager in Linux Mint 17.1 features a redesigned kernels menu that makes it easier to see security updates and any regressions in each kernel update. Linux Mint 17.1 also ships with a new font, Google's Noto font, which is Google's attempt to create a font family that supports all the world's languages. And while the trademark minty green is still the default, Mint's theme gets quite an overhaul in this release. Those that don't like the default green can banish it in favor of quite a few new colors, and there are a number of dark-on-light theme options available if the default light-on-dark interface isn't what you want.



Viewing various installed kernels in Mint 17.1's Update Manager.

As noted previously, this release sticks with the Ubuntu 14.04 base, meaning the kernel is v3.13. That's a little behind what most distros released in the last couple of months are using. If you're already running Mint 17 without issues, then you'll likely be fine with 3.13. The main issue you may run into is if you have any brand new hardware that requires a newer kernel for full support.

On the other hand, one bit of hardware that does get some love in this release is the single-button trackpad (like, for example, those used in Apple laptops). If you're planning to run Mint on a Macbook of some kind, this release is a must-have. Be sure to check out the new Mouse and Touchpad panel in the System Settings, which now allows you to configure which actions apply to two-finger and three-finger clicks (by default it's right and middle click, respectively). Cinnamon is Mint's homegrown flagship desktop. If you're not interested in new approaches to the desktop like those being pioneered by Ubuntu's Unity or GNOME 3's Shell interface, Cinnamon offers a more traditional interface based on familiar ideas like a task bar and main menu. Cinnamon is not breaking any new ground on the UI front, but it's polished, fast, and reliable.

We've been using Cinnamon nearly full time for quite a few releases now. When it first arrived, it was the desktop you knew had potential, but it was buggy enough to create a bash alias to restart things after a crash. Thankfully those days are long gone, and Cinnamon has been rock solid in use ever since Mint 15.

For Mint 17.1, Cinnamon has been updated to version 2.4. This release focuses on reducing memory use and speeding things up. While Cinnamon will never be as lightweight as something like LXDE or Openbox, Cinnamon 2.4 is considerably snappier than its predecessor, even on underpowered hardware like my aging Asus EeePC 1005.

When you install the Cinnamon version of Mint 17.1, once you get past the slideshow login screen you'll be greeted with yet another new animation—a GNOME-inspired desktop zoom that gives the Cinnamon boot experience a more polished feel. It's a small thing, but it sets the tone quite nicely for Cinnamon 2.4. The Cinnamon interface remains light-on-dark by default, but as noted earlier, there are numerous new theme options and colors to customize things to your liking (most GTK 2 and 3 themes should work as well).

Among the more visual changes in this release are a slew of new features in Nemo, Cinnamon's file manager. The latest version of Nemo adds support for colored folders, new ways to customize the sidebar, and what Mint calls "emblems."



Enlarge / Adding color and emblems to the Documents folder.

The emblems are little sub-icons that are displayed on top of the base icon—for example, the musical note emblem overlays the Music folder by default. You can now apply any emblem to any folder or file. The emblems make it a little easier to find the folder or file you're looking for in the sidebar or list views (as do the new colored folder options). The emblems and colors would be even better if they showed up in open/save dialogs in other apps, but unfortunately they do not.

Nemo's toolbar has been redesigned, and its buttons are now configurable. For example, there's an especially handy button that will open a terminal window in the current directory. It's not there by default, but you can enable it under Edit > Preferences.



Enlarge / Customizing Nemo's toolbar.

The Cinnamon settings panel has been revamped for this release, with panes now displayed in alphabetical order within each section. There are also a couple of new panes, including one for controlling notifications. The Privacy pane is particularly of note, as it's based on the same tool in GNOME 3 and allows you to control how long recent items are stored.

Other improvements in Cinnamon 2.4 include support for multiple panel launchers, improvements in the sound applet, and the usual slew of bug fixes that come with any major update. Between the new features, themes, added polish, and speed improvements, Cinnamon 2.4 feels (to at least one Linux enthusiast) like simply the best desktop to use on any OS, including Windows and OS X.

Linux Mint 17.1 MATE desktop

The MATE desktop began life as a fork of GNOME 2, a response to GNOME 3's radical departure from GNOME 2. Since then, MATE has gone on to become very much its own thing.

That's not to say that the latest, MATE 1.8, has strayed too far from its GNOME 2 roots. This release is still aimed at GNOME 2 fans and those looking for a lightweight but full-featured desktop. In fact, those GNOME roots are strengthened in this release with the addition of Compiz support. Yes, it's true, MATE and Compiz can be joined for a return to the halcyon days of rotating cubes and wobbly windows.



Enlarge / Compiz and MATE, together at last.

To keep MATE true to its lightweight past, Compiz is not enabled out of the box, but turning it on is just a matter of opening Desktop Settings > Windows and switching from the default Marco window manager to Compiz. MATE will warn you that Compiz's Settings Manager is a powerful tool capable of rendering your desktop unusable, but once you ignore that, you'll be able to tweak and break Compiz just like you did when Ubuntu 8.10 was the best thing in Linux.



Enlarge / Compiz and MATE... you've been warned.

That said, we would not recommend using Compiz with MATE. We found the Compiz support to be a bit buggy, and of course Compiz requires more powerful hardware, which negates part of the appeal of MATE. If you want more bang for your desktop buck, go with Cinnamon. That is, unless you really love rotating cubes and wobbly windows. In that case, perhaps you'll have better luck.

The Mint-X theme options mentioned earlier give you a few new ways to customize MATE, and the new font provides better support for some languages (CJK in particular). Under the hood, this iteration comes with some bug fixes and stability improvements as well.

If you pine for the days of GNOME 2, complete with Compiz wobbly windows and the rest of the desktop effects that once said "this is a Linux desktop," then MATE 2 fits the bill. If you prefer a lightweight desktop that just stays simple and out of the way, MATE is still a great choice... just stick with the default Marco window manager.

Mint 17.1 software stack

When Mint first announced its intention to stick with an Ubuntu 14.04 base for a few years, many users were concerned about what that would mean for application updates. As noted, the kernel is not as up to date as what you'll find in the latest version of Ubuntu, openSUSE, or the upcoming Fedora 21.

On the application front, though, things are looking much better. Mint continues to ship with just about everything you need for all-around desktop use, and it even includes some useful apps often left out of other distros by default (like GIMP and VLC). Note, however, that this does make the Mint DVD a little on the large size (1.4GB for the Cinnamon DVD).

Both the Cinnamon and MATE versions of Mint 17.1 ship with the latest stable versions of all its included apps: Firefox, LibreOffice, Banshee, VLC and other common applications. Apparently Mint can keep its base system and eat its application updates, too.

Small, but upgraded for a reason

Mint 17.1 is well worth the upgrade, though as Lefebvre writes in a post on how to upgrade from Mint 17, you should

"upgrade for a reason."

"As excited as we are about 17.1, upgrading blindly for the sake of running the latest version does not make much sense, especially if you're already happy with 17 and everything is working perfectly," the post says.

That refreshing bit of pragmatism is worth keeping in mind regardless of which distro or desktop you use. But again, we had no trouble at all upgrading from Mint 17—everything is once again working perfectly. All you need to do is open Update Manager and head to the Edit menu, where you should see an option to "upgrade to Linux Mint 17.1 Rebecca."

The only problem we've encountered so far in use is the known bug involving problems with Skype on 64-bit versions of Mint 17.1. Fortunately, there's already an easy fix.

Linux Mint 17.1 will receive security updates until 2019, and until 2016, all Mint releases will continue to use the same base package system, AKA Ubuntu 14.04. So far, abandoning the newest base for an LTS option looks promising. Moving from 17 to 17.1 has proved painless, which means that upgrading to 17.2 and beyond should be more of the (delightful) same.

Android games catching up to iOS games (2015-06-14 10:09)

Global consumer spending rose 50 per cent on Android in the first calendar quarter, comfortably outpacing the 30 per cent growth on iOS.

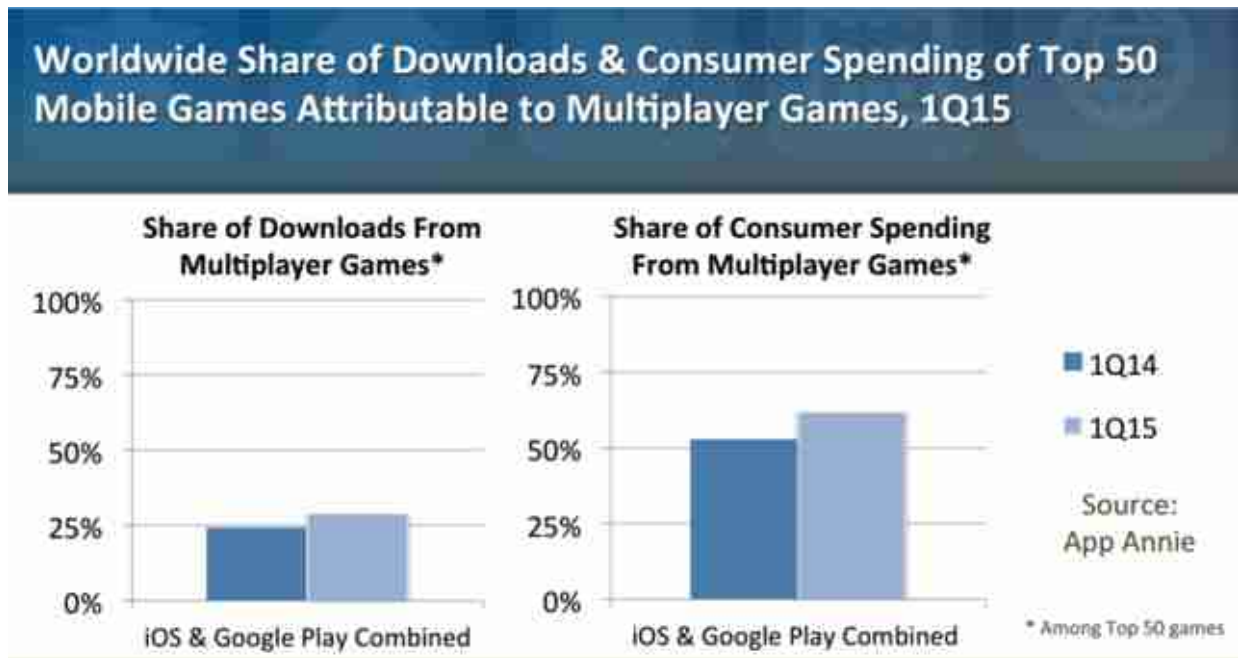
The gap in total spending may still be very much in favour of iOS, but Android has made up significant ground since Q1 2014. Android's share of the hardware market also grew by 4 per cent in the last year, finishing Q1 2015 with nearly 75 per cent of the global installed base.



And multiplayer games are a driving force behind that increase in spending, with 6 of the top 10 games in Q1 2015 allowing group or team play. Among the top 50 games in the quarter, 60 per cent of all consumer spending was generated by multiplayer titles, even though they only accounted for 30 per cent of downloads. In both cases, that majority share has increased significantly since Q1 last year.

App Annie also nodded to Steam as proof of the benefits of multiplayer games, not just in terms of revenue, but in

their stickiness and the levels of user engagement they inspire. In May 2015, 88 per cent of the peak concurrent daily users for Steam's top 50 games went to multiplayer titles.



The Apple Design Award-winning Vainglory is an example of these trends playing out in mobile. Super Evil Megacorp's target audience was core gamers like those playing League of Legends and Dota 2 on Steam, who haven't yet embraced mobile hardware as a primary gaming platform.

Speaking to GamesIndustry.biz last year, CEO Bob Daly said that the imminent transition of core gamers from PC and console to mobile and tablet will be, "the next big sea-change in terms of the industry," and, "potentially larger than anything that we've seen in games in a while."

"Right now they see consoles and PCs as their primary gaming platforms and they're also playing on mobile and tablet," added COO Kristian Segerstrale. "Increasingly tablets are outselling PCs, and people are shifting from PCs to tablets, there is an incredible opportunity to create games that ultimately will convince core gamers that these are worthwhile primary gaming platforms."

Electronic Entertainment Expo: Nintendo's losing. (2015-06-21 23:40)

You know a company has had a particularly miserable E3 when, before the show is even over, one senior executive finds himself having to officially deny that another senior executive has apologised for the state of their E3 offerings. That's exactly the situation Reggie Fils-Aime found himself in earlier this week, as the disappointment at Nintendo's extremely weak showing crystallised around a single tweet sent by company president Satoru Iwata. The tweet was in Japanese; various translations floated around, some more accurate than others, and the media gleefully seized on an interpretation which had Iwata promising to "do better" at E3 in future. It was the perfect stick with which to beat Nintendo for failing to live up to the standards accomplished by Microsoft and, even more spectacularly, by Sony on the previous day; look, even the company's own president thinks it was rubbish!

As it happens, Fils-Aime is quite right; Iwata did not apologise for Nintendo's conference. He said that the company was listening closely to feedback and would work hard, in future, to meet the expectations of even more people. This was prefaced with a comment related to the extremely late hour at which the show was broadcast in Japan (it didn't start until 1am JST; the Sony conference the previous day was at a rather more comfortable 10am JST, and nobody in Japan really cares about the Microsoft conference). In context (and context is king in the Japanese language), Iwata's

comment is clearly a generic "thanks for your feedback, we'll work hard in future too", coupled with a tacit promise to try not to mess up the scheduling for Japanese viewers in future.

"Nintendo said 'we're not playing the E3 game' and attempted to dodge the inevitably negative contrasts with Sony and Microsoft... It didn't work"

Iwata didn't apologise. Of course he bloody didn't; the Nintendo boss is often frank and refreshingly direct in his manner, but the content of his statements is always, always on-message. The idea that he was going to take to Twitter to say "sorry, that was a load of old bollocks wasn't it?" after his company's event is ludicrous. Yet, at the same time, the fact that it seemed plausible to so many people is a reflection of something troubling; Nintendo's event was genuinely bad enough to make an apology from Iwata himself seem, if not realistic, then at least not ridiculous.

Nintendo, or at least a part of Nintendo - perhaps the Japanese part - didn't want to be at E3. That's partially related to NX; the company is the only platform holder which has acknowledged that it's working on future hardware, but isn't going to say anything further about it until 2016. It's also too early to talk about its mobile titles (and E3 probably isn't the venue for that anyway), and Iwata confirmed prior to the event that it wouldn't talk about its health, lifestyle and education related projects at a purely gaming event like E3. Nonetheless, there's plenty that Nintendo could have talked about but didn't. The choice to reveal only games that are locked in for release within the next 10 months or so isn't confirmation of a time-of-death being decided for Wii U (they did the same thing for 3DS, which has an installed base twice the size of the PS4 and isn't going anywhere any time soon), it's a decision which was taken, along with the decision to do an online broadcast rather than a live event - cutting out the whooping crowds and the spectacle that usually defines an E3 conference.

These are decisions which say, "we're not playing your game" - the game in question being E3 itself. Nintendo doesn't feel like it fits well with E3 right now. It's not just troubled by the dismal sales of the Wii U, it's also deeply uncomfortable with being the only major company in the industry that's still seriously committed to family entertainment. It knows that no matter how wonderful its software and franchises are - and I maintain that Nintendo is in a genuine golden age regarding the quality of its games - they make problematic bedfellows for the mainstream of distinctly adult-focused games and the monetisation of violent nostalgia for thirty-somethings. I think it's genuinely wonderful that the games industry's wings are spread so wide, even in the AAA space, that it can accommodate both the charming, gentle fun of Yoshi's Woolly World and the gut-wrenching, visceral violence of the Doom reboot; at the same time, I can understand why the creators of the former don't see much value in investing heavily in promoting it alongside the latter. Wrong place, wrong time, wrong audience. It's no accident that one of the very few third-party games to appear in the Nintendo event was Skylanders, a hugely successful franchise that's equally uncomfortable standing shoulder to shoulder with Call of Duty and Assassin's Creed.

By going digital rather than having a staged event, by replacing its executives with loveable puppets, by giving developers lengthy, meandering videos to chat about their creative process after showing off their new trailers, by refusing to talk about anything but the immediate future of its software line-up - by all these decisions and more, Nintendo said "we're not playing the E3 game" and attempted to dodge the inevitably negative contrasts with Sony and Microsoft.

It didn't work. It didn't work because it's an intrinsically dishonest approach, one which not only failed to establish a "Nintendo difference" that denied negative contrasts, but which also robbed the company of the chance to make a decent fist out of its showing. Nintendo hobbled its own event, making it even more disappointing than it needed to be, and all it achieved was to make itself look even weaker, even more troubled, next to the might of Sony and Microsoft.

Here's what Nintendo should have done - should have had the courage to do - nothing. They should have held no digital event. Some of Nintendo of America's activities, like the entertaining and light-hearted Nintendo World Championships, fit nicely with the week, but the digital event shouldn't have happened at all. The company is absolutely correct to think that its approach and its products don't fit E3 as it stands, but absolutely wrong to think that it can avoid the resulting negativity by just downscaling its involvement. Pick a lane and stick with it; given the

choice to go big or go home, Nintendo's decision ought to have been "go home", not "can't we just go a bit small and hope for the best?"

"It failed so miserably that the Internet spent a few hours genuinely believing that Iwata had apologised for the whole sorry affair"

This would not be unprecedented. Faced with a similar disconnect between their games and much of the rest of the industry's direction, Nintendo - by far the largest games company in Japan - has spurned involvement in the Tokyo Game Show for many, many years. Being at TGS makes no sense for the company. It can achieve better exposure for its games in a more positive environment by holding its own event, digital or otherwise, at a different time; a month or two before the show, or after the show. This decision has never hurt Nintendo one jot - not in the way that a rubbish, half-hearted TGS conference every year would have.

Precisely the same logic applies to E3. Imagine if Nintendo had skipped E3 entirely; sure, there would have been a bit of hand-wringing and pearl-clutching in the media over it, but it would have been over soon, and a few people writing "Nintendo were conspicuous by their absence" in their show reports is hardly the end of the world. Then this week's digital event could have been held as an ordinary digital event a month or six weeks later; call it "Nintendo's preview of the next six months", or whatever. In that context, it would actually have been a pretty great show. Tack on a few seconds of new footage from the upcoming open-world Zelda game and one of Miyamoto's work-in-progress Gamepad titles, and you'd have a digital event that everyone would consider pretty strong, instead of an E3 show that everyone considered awful and weak.

To make this work, though, Nintendo needs to commit to the strategy. This year, it tried to have its cake and eat it; to participate in E3 without committing to it, without making a big deal of it. It failed so miserably that the Internet spent a few hours genuinely believing that Iwata had apologised for the whole sorry affair. Skipping E3 entirely - or at the very least, dropping all pretence of holding a conference during E3 week - would have been preferable, and ought to be the company's strategy for the future.

Still in war, very lethal world, yet Gay Marriage sounds justified to the government (2015-06-28 15:40)

The President should be impeached, because the judicial branch cannot make laws. Only Congress can make laws. This is tyranny, because Like Marxism-Leninism (New Party, Committees of Correspondance for Democracy and Socialism, the Democratic Party wants an atheist state so the executive branch and judicial branch cannot make laws, but do so regardless.

Now, Muslims, on the other hand ...

The dhimmi left largely refuses to mention it, so I will. Homosexuals are, right now, actually being "lawfully executed" in Iran and other Muslim nations across the globe. To my fellow followers of Christ, I say this: They need our fervent prayers, deepest sympathies and unconditional support. Not in affirmation of their sexual sin, which the homosexual lifestyle remains, but because they are victims of Islam - because they are deeply loved by their Creator, Christ Jesus, who wants desperately for them to repent, accept Him and believe upon His Holy Name.

It's a strange dichotomy. "Progressive" propaganda notwithstanding, and absent the rare anecdotal exception, homosexuals are decidedly not being persecuted in the West. In fact, homosexual activists wield unparalleled political power in both Europe and North America. This power, and its universal abuse, is on display for all to see. Truth be told, if someone, anyone other than a Muslim that is, even looks sideways at a homosexual, it becomes a liberal cause célèbre. It's front-page news.

Indeed, the self-styled arbiters of "tolerance" and "diversity" are the most intolerant and monolithic among us. Their anti-Christian bigotry is well documented. Homosexual activists are frequently the crème de la crème of these left-wing extremist goose-steppers. Their hatred and intimidation of any who dare disagree are especially nasty.

By contrast, in the West it is Christians and conservatives who are discriminated against, bullied, hated, publicly

mocked, fired from jobs and even threatened with jail time for acknowledging God's natural design and moral mandate for human sexuality. It's tyranny of the minority, and it's reaching unprecedented heights.

Still, in Muslim nations both Christians and homosexuals are persecuted. That's Islam. Each are systemically jailed, tortured and even executed. Curiously, it's the same cowardly leftists who disingenuously accuse Christians of "anti-gay hate" at home who remain silent while homosexuals are, in point of fact, tortured to death by Muslims abroad. Now that is hate.

Both this silence, and the burgeoning anti-Christian persecution by "progressives" in the West, is due, in part, to the fact that orthodox Christians, who are Spiritually imbued with the love of Christ, are perceived as soft targets, while orthodox Muslims, who are spiritually imbued with the hate of Muhammad, are not.

In other words, bullies steer clear from picking fights with bigger bullies.

But it's also because Christ is Truth. Truth is the enemy of "progressivism," just as Truth is the enemy of Islam. They each derive from an antichrist spirit.

Even so, Muslims in the Middle East missed the "Hey-we're-on-the-same-side-here!" memo. While politically correct "progressives" will trip over themselves to avoid criticizing Islam and, with perplexing incongruity, even promote it, adherents to "the religion of peace" will gleefully murder them while they do so.

Islamic apologist and suspected Muslim Barack Hussein Obama is exhibit "A." If Islamists blew up the White House and the Pentagon (my bad, they already nailed the Pentagon), he'd blame it on the Christian Crusades, the Inquisition and "right-wing extremists."

No, really, he would.

A few years back, homosexual columnist Andrew Sullivan declared Barack Obama to be "the first gay president." While this was intended to be a compliment, meaning that Obama had fully embraced and unilaterally implemented the political demands of "LGBT" pressure groups, it turned out to be a premature accolade. Consider the indisputable fact that our "gay president's" BFFs in Iran summarily execute those they suspect of practicing homosexuality. Whether they catch you cold in the bathhouse, or you simply walk with a wisp and speak with a lisp, if they even suspect you're a homosexual, the Iranian government will publicly hang you as a matter of official government policy. These are the evil tyrants with whom our own evil tyrant chooses to play footsie – the Islamic terrorists he intends to arm with nuclear weapons.

Pick a side, Barry. Is it the "gays" or the Muslims? You can't swing both ways on this one.

Recently, CNN reported similar details on the Islamic State. ISIS is now executing suspected homosexuals with even greater fanfare:

"Three men on top of a building, faces covered in black balaclavas, stand on either side of their victim, while a fourth seems to be taking a photo or video.

"Their victim is thrown off the building. In the last photograph, he is seen face down, surrounded by a small crowd of men, most carrying weapons, some with rocks in their hands. The caption reads 'stoned to death.'

"The victim brutally killed because he was accused of being gay."

This weekend I am honored to once again share the stage with the who's who of America's Christian leadership at The Awakening 2015 Prayer and Patriotism event in Orlando Florida. Among the featured speakers is the Rev. Franklin Graham. In recent years, Rev. Graham has emerged as one of the Christian world's foremost defenders against threats posed by both radical Islam and radical "progressivism." He's also a loving defender of the self-described "LGBT community." I say defender, because, rather than enabling them in their self-destructive, sin-centered lifestyle, he fearlessly shares with them the truth of where that lifestyle will inevitably lead and to whom, exclusively, they can and must turn to escape its spiritual dead end.

"A recent news report shows Islamists throwing gays off rooftops and then stoning them when they hit the ground," Graham recently posted on Facebook. "Does this sound like a peaceful religion to you, as the president has said?"

While refusing to waiver on the biblical truth that homosexual behavior is sin, Graham went on to share the hope found in Christ alone.

"I love gay and lesbian people," he wrote, "and I want them to know that God loves them too, and He is willing and eager to forgive sin – all sin – however, we must repent and turn from our sin and believe on the Name of the Lord Jesus Christ."

Amen, Rev. Graham. This is our prayer for homosexuals, the Muslims who kill them and every other living soul on

earth.

17.7 July

Bought Suikoden II, Marvel vs. Capcom II, and Haunting Grounds (2015-07-02 22:49)



great jrpg for ps1. I would have bought it 5 years ago, but waited far too long.



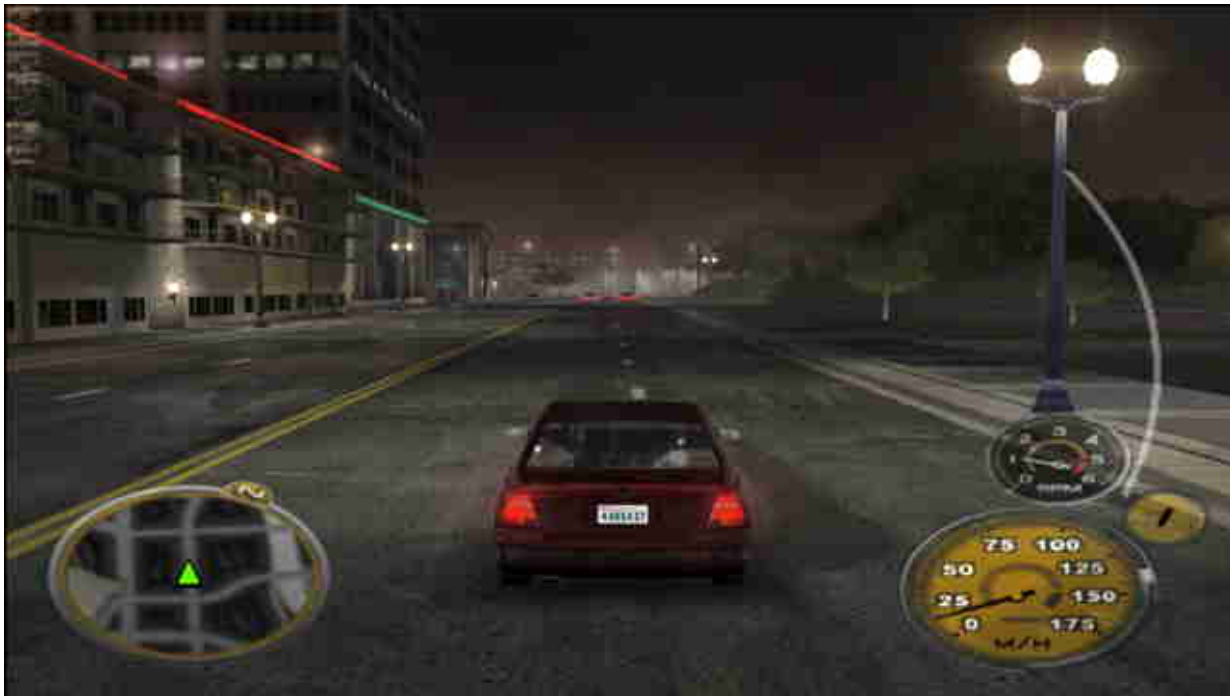
Haunting Grounds is an average horror survival



I played Marvel vs. Capcom 2 on Sega Dreamcast during 2001 now on my old Playstation 3. Dreamcast was 2 years of my life. The best of the 32-bit 2D fighting games. Had a chance to pick it up in high school, but waited too long.

PCSX2 full speed is an absolute blast. (2015-07-06 21:32)

I can play 100 % of my PS1 and PS2 games on PC with a Dual Shock 3 or Sixaxis. Games work at 60 fps and are fully playable. I checked this emulator out in 2008, but now it works 60 fps on older hardware. PCSX2 also uses the Radeon's anti-aliasing. This should save my ps2 a bit longer. I have JRPGs and other games. I needed to burn the isos. I wonder how long it takes until PCSX3 PS3 emulator is out. This is added to my huge Rom collection. I used to play Sega Saturn games on the SSF emulator.



New Xbox 360 emulator for Xbox One (2015-07-07 15:00)

I also remembered the xbox 360 had a xbox emulator.

Millions of people made investments in 360 content," he said. "We thought the right thing to do was to make that content go forward, but we didn't know [how difficult it would be]."

"[Emulation] is hard," admitted Spencer, explaining that the company was dealing with having to harmonise PowerPC architecture with x86.

"The approach that we've taken is to actually emulate the full Xbox 360 hardware layer. So the [operating system] for the 360 is actually running when you run the game," Spencer explained.

"If you watch the game's boot you'll see the Xbox 360 boot animation come up. From a performance standpoint it allows [emulation] to work. We're able to get frame by frame performance equivalents."

"[Xbox Live] thinks you're on a 360, so people have been asking 'hey, why are you playing Mass Effect on the 360?,' I was actually playing on the Xbox One."

Spencer continued to explain that, since the Xbox One thinks it's playing a normal game, features such as streaming and screenshots are supported.

"The 360 games think they're running on the 360 OS, which they are. And the 360 OS thinks its running on the hardware, which it's not, it's running on an emulated VM. On the other side, the Xbox One thinks it's a game. That's why things like streaming, game DVR, and screenshots all work, because it thinks there's just one big game called 360."

Delving deeper, Spencer explained exactly how the emulator packages the Xbox 360 games, and how it compares to Xbox 360's emulation of original Xbox games.

"You download a kind of manifest of wrapper for the 360 game, so we can say 'hey, this is actually Banjo, or this is Mass Effect. The emulator runs exactly the same for all the games.

"I was around when we did the original Xbox [backwards compatibility] for Xbox 360

where we had a shim for every game and it just didn't scale very well. This is actually the same emulator running for all of the games. Different games do different things, as we're rolling them out we'll say 'oh maybe we have to tweak the emulator.' But in the end, the emulator is emulating the 360, so it's for everybody."

Asked about whether Microsoft would require permission from game publishers to adjust game code, Spencer clarified it would not be interfering with code.

"The bits are not touched," he said. "There's some caveats, and as always I like to be as transparent as I can be on this: Kinect games won't work from the 360, because translating between the Kinect sensors is almost impossible."

Finally, the subject of multi-disc games was also addressed. According to Spencer, it's an issue engineers are looking into.

"We're still working on multi-disc," he said. "Lost Odyssey and Blue Dragon are some of my favourites from the 360. There's actually work in packing a multi-disc into single that requires us to go back and look at the original package on the multiple discs and reconfigure that."

Microsoft announced Xbox One backwards compatibility with Xbox 360 games at its E3 press conference. According to the platform holder digital Xbox 360 titles already purchased via XBLA, as well as retail discs of last-gen titles, will eventually be "natively" playable on Xbox One.

Bought Mac Pro and Macbook Pro (2015-07-21 16:18)

- 2x Intel Xeon 'Harpertown' Quad-Core 2.8Ghz Processors (8-Cores)
- 16GB (8x 2GB) DDR2 ECC Memory - 1TB 7,200-rpm Hard Drive
- Nvidia Quadro Fx4500
512MB Graphics Card w/ 2x DVI Output
- Blu etooth, Superdrive
-
-

- I also bought a Macbook pro that runs Adobe photoshop CS.
-
-
- Also bought a Macbook pro
 - 2.4 GHz Quad-Core Intel Core i7 Processor
 - 4 GB 1333MHz DDR3 SDRAM
 - 750GB 5400rpm Hard Drive; 8x DVD/CD SuperDrive
 - 15.4-Inch LED-backlit Display, 1440-by-900 Native Resolution; AMD Radeon HD 6770M with 1GB GDDR5
 - Mac OS X v10.7 Lion, 7 Hour Battery Life
 - Adobe lightroom 5.7
 - Libreoffice 4.4.4
 - adobe lightroom 5.7



Inhuman Best Buy (2015-07-24 08:53)

Pros could have have good salary for education, flexible work hours, fast paced environment, plenty of learning experiences, frequent team-building exercises and events. Cons Another con is Best Buy would exploit my knowledge

without just compensation, hired me for one job but gave me the bait-and-switch for a part-time job, and absolutely no advancement opportunities in 3 years. Regularly took me away from my job to help other departments and reprimanded me when my job couldn't be done. A corporate electronics store that doesn't care what electronics you buy, as long as you buy "extras" with it. No one in the company besides from the CEO's and the Investors have any kind of degree after high school, or if they do they won't stay there long because they can't stand all the bullshit propaganda. A bunch of idiots in yellow shirts trying to sell you overpriced goods they know nothing about. You are classified as an "angel" or a "demon" based upon how much of your money the store is able to capture. Once you've bought the product, god help you if you need to return it because there is a 15 % restocking fee. Advice to Management The management can't listen to employees, because Best buy is going bankrupt. I tried every approach to improve the system, but nobody took me seriously. Instead of letting me teach the other departments how to improve themselves, they would want me to do both jobs, and when one failed I would be blamed. This isn't management, this is scat-throwing. If there's a problem you aren't addressing, and people aren't allowed to help, you're killing morale and teamwork. All precursors that Best Buy will eventually go bankrupt. Scat throwing is the main reason I don't work at Best Buy. 1. Growth is going the wrong way. Stocks that more than triple in a year are often on a growth tear, but that's certainly not the case with Best Buy. Analysts see revenue and earnings per share declining 7 percent and 13 percent in the fiscal year that ends later this month. Best Buy started to bounce back when it became clear that the superstore chain wasn't going away. However, fundamentally speaking it has just now started to bottom out. 2. Consumer electronics may never be the same. Best Buy may be selling a fair number of smartphones and tablets, but what happens after that? Unlike the PCs, TVs and CD players that used to define Best Buy's business a few years ago with a steady diet of software discs, DVDs and CDs, today's hot devices feed into digital ecosystems that bypass Best Buy completely. We're already seeing the cracks. Smaller rival HHGregg (HGG) spooked the market earlier this month by announcing preliminary holiday results showing a 19.7 percent decrease in consumer electronics sales and a steeper 24.5 percent slide in computing and wireless products. Best Buy likely held up better than that, but it's still a trend that doesn't bode well for the retailers of consumer electronics and physical media items. 3. This is no longer a juicy dividend play. Best Buy's quarterly payout of 17 cents a share was a major attraction when the stock closed out 2012 at \$11.85. It was a fat 5.7 percent yield, making it a compelling stock for income investors betting on the chain's survival. The quarterly dividend remains the same, but with the stock closing out 2013 at \$39.88 the yield for new investors drops all the way down to 1.7 percent. When you consider that interest rates inched higher through 2013 it makes Best Buy less attractive. 4. Best Buy is no longer cheap. The days of Best Buy trading at an earnings multiple in the mid-single digits are toast. The stock kicked off 2014 fetching 16 times this fiscal year's projected profitability and 14 times the profit target for the new fiscal year that begins next month. That's not an outrageous multiple, but it's not as if Best Buy is growing its sales again. Wall Street is braced for flat revenue growth in the year ahead, and since that follows a double-digit decline over the past year we're talking about a chain that still won't be where it was two years ago in terms of total sales. 5. Sector rotation cuts both ways. Investors poured into consumer electronics retailers early last year. It wasn't just Best Buy. Conn's (CONN) more than doubled, and HHGregg nearly doubled in 2013.

Top 100 videogames 2015 edition (2015-07-26 12:06)

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100. Worms Armageddon (1999). The feeling inspired most intensely by *Worms Armageddon*, oddly but irresistibly, is helplessness—the sensation that, as a friend locks you in the sights of a bazooka, you can't do anything about it. Chaos reigns: Grenades remain in thrall to the mercurial whims of the wind, ping-pong wildly, as you seize up waiting to see that last, unpredictable bounce. These are death matches in which you're about as likely to shoot your enemy as you are to shoot yourself, though with mechanics so precisely engineered that the only blame for your mistakes belongs to yourself. It was maddening. But futility proved fun. *Marsh*



99. Phantasy Star IV: The End of the Millennium (1995). *Phantasy Star* has its fans, a great many of whom jumped on when the series went MMO, but it's never been a franchise uttered in the same breath as Square Enix's best and *Phantasy Star IV: The End of the Millennium* releasing hot on the heels of *Final Fantasy VI* didn't help. The irony is that Sega's magnum RPG opus does pretty much everything *Final Fantasy* would offer in the years that followed way ahead of the curve: combo spells, manga-inspired cutscenes, space travel, multiple vehicles to play around in, and the best, delightfully earnest storytelling the genre has to offer. This is the system's quietly ignored masterpiece. *Justin Clark*



98. Phoenix Wright: Ace Attorney (2005). The genius of *Phoenix Wright: Ace Attorney* is derived from a single word: "Objection." The game imbued that modest exclamation with the power to make or break a legal case entire, invoked like a coup de grace to bring a 10-hour mystery to its final, satisfying close. A handheld judicial comedy composed largely of text and 2D animation, *Phoenix Wright* is clearly a video game apart, beloved as much for its formal audacity as for its almost novelistic density as a work of detective fiction. Gather clues. Build a case. And prepare for a culminating moment of glory: a chance to yell "Objection!" Marsh



97. Wild Arms (1996). Back in the olde days of the PlayStation, developers seemed a lot more willing to make reckless gambles, but it led to brilliant oddball titles like *Wild Arms*, which combined western themes with science-fiction machinations. The game freewheeled it from the start, allowing players to choose the order in which they'd play through the initial three scenarios, and never looked back. By settling on a small cast (going up against some very large stakes), the game allowed for a depth of character development that was missed in other, more well-known titles, to the extent that even swapping between heroes (each had their own set of puzzle-solving tools) felt like

reacquainting oneself with an old friend. Whether playing a guitar to summon a monstrous golem or using the power glove to disrupt a satellite's transmission, they just don't make bizarre, wild games like this anymore. *Aaron Riccio*



96. Pokémon Gold and Silver (2000). Superior in almost every way to their predecessors, *Pokémon Gold and Silver* introduced a number of significant advancements that have since become staples in modern *Pokémon* installments. The real-time clock system, which allowed for certain Pokémon to make their appearances at specific hours of the day, was a landmark element that had gamers waking up in the dead of the night to acquire rare critters. Pokémon item-holding, berries, the Pokégear, defeated trainer rematches, shiny Pokémon, breeding, and the Dark and Steel types were also first seen in *Gold and Silver*. To boot, *Gold and Silver* arguably boast the best starting trio, protagonist, and expansion edition (*Pokémon Crystal*) this fabled franchise has yet to deliver. *Mike LeChevallier*



95. Dead Space (2008). *Resident Evil 4* in space, or a video-game version of *Event Horizon*. That's *Dead Space* in a nutshell, but that also doesn't do the game's fierce commitment to the horror element of survival horror nearly enough justice. This is a game not above setting up creatures to jump from behind vents and corners, or leaving the

player low on ammo, but it's in watching the Artifact drive the USG Ishimura's crew into violent insanity, the game's Kubrickian use of the cold silence and zero gravity of space, and the dozens of visceral ways Isaac Clarke can die that raise this game far above its lackluster peers. *Clark*



94. *Advance Wars: Dual Strike* (2005). The most appealing feature of *Advance Wars: Dual Strike* is also its most superfluous: Those gloriously, singularly animated battle sequences, which hurl your tiny armies into split-screen combat for a two-second rapid-fire skirmish. It's an entirely unnecessary design element—a quirky bit of ornamentation that visualizes the damage calculations chattering away behind the scenes. And yet it's precisely what elevates the game from distinguished real-time strategy to something altogether new. Precisely calibrated mechanics are a solid foundation. *Advance Wars* delivers something more: a burst of aesthetic splendor and an inspired flourish of design. *Marsh*



93. *Teenage Mutant Ninja Turtles: Turtles in Time* (1992). In its halcyon days, the side-scrolling beam-'em-up genre produced a number of standout games that could have easily landed on this list, but Konami's *Teenage Mutant Ninja*

Turtles: Turtles in Time stands as the king of its kind for a variety of reasons. It effortlessly defined the comic book-reading, pizza-eating, cartoon-watching, slang-spouting, arcade-inhabiting zeitgeist by using the then mega-popular *Teenage Mutant Ninja Turtles* as a faceplate for what's perhaps one of the most addicting cooperative multiplayer experiences in video-game history. Teaming up with three friends as the titular reptilian foursome and mowing down waves of Foot Soldiers and various mutated hostiles, all set to composer Kôzô Nakamura's consummate 16-bit score, is a riotous routine that never stales. *LeChevallier*



92. *Fallout 3* (2008). The idea of walking around a nuclear wasteland in 2077 is as much of a fantasy as anything else in a modern role-playing games, but the attention to details lavished by Bethesda upon their devastated, mutant-overrun version of Washington D.C. made *Fallout 3* feel all too real. That's because the game allowed you to literally choose your own adventure. Because if you didn't feel like exploring the various ruined landmarks, subways, and museums that loosely connected the main plot, you could simply scavenge the surrounding, fully rendered areas, stumbling over old military bunkers and warehouses in the mountains, or picking through suburban homes, supplying your own grim stories and making your own brand of morality. *Riccio*



91. *Halo: Combat Evolved* (2001). *Halo* is about an intergalactic war between humans and aliens, interrupted with the discovery of an ancient, sinister planet-sized artifact: an enormous ringworld, with continents and oceans like Earth, that stretches into an enormous loop. One can see everything continuing way off into the distance, then look up to the sky to see the ring reach up into the heavens. This dazzling vision defied the limits of previous first-person shooters, set across uniquely huge landscapes that could be freely traversed, and utilized vehicles as well as firearms, both for travel and as armaments. Its addictive gameplay is accentuated by its intriguing sci-fi narrative, wherein the player's interaction with the technology of an ancient species inadvertently instigates the end of all life. *Ryan Aston*



90. *Saints Row: The Third* (2011). You're the leader of a gang of ninjas dressed in an enormous pink cat suit, driving your monster truck over pedestrians as you flee from a gang of Mexican Luchadore wrestlers. Soon you'll be flying overhead your bright pink helicopter, shooting them with a rocket launcher that discharges sharks. Dispensing completely with any notion of serious tone or narrative, *Saint's Row: The Third* embraces maximum lunacy to create one of the more ridiculous, hilarious, and insane player experiences ever offered by a video game. The open-world game to end all open-world games, it offers players a dynamic sandbox within which to cause havoc as the head of a fully customizable gang of crazies armed with the most creative implements of destruction conceivable. *Aston*



89. *Valkyrie Profile* (2000). More than a mere inoculation against the horrors of *Game of Thrones*, *Valkyrie Profile* was a rarity among games: a mature, adult, unsparing tale of suffering and struggle. To recruit your party of Einherjar, they first had to die; to advance in the game, you had to offer them up a second time to the pending apocalypse in Valhalla. The game played up its themes of loss—items breaking in the middle of combat, an internal timer counting down to the end of the world—so as to make the player appreciate all the more what they had: a smart, challenging RPG in the body of a puzzling platformer. Which is to say, a heartbreaking hybrid. *Riccio*



88. *Devil May Cry 3: Dante's Awakening* (2005). For *Devil May Cry 3: Dante's Awakening*, Capcom wisely ditched *Devil May Cry 2*'s gloomy tonal approach in favor of a potent blend of extravagant gore, tongue-in-cheek comedic jabs, and increased difficulty curves. Being a prequel, the game was able to reintroduce the character of Dante, making him less of a grim figure and more of a shamelessly cocky, conceited, yet unusually magnetic antihero. A brilliant brother-versus-brother plot sets the stage for a turbulent journey that takes Dante from his humble shop in the grungy city streets to the innards of a massive flying leviathan and the tip-top of a hellish tower where family values are put aside in favor of unabashed personal glory. *LeChevallier*



87. *God of War III* (2010). It's not always true, but in the instance of *God of War III*, bigger is equivalent with better, and until this point, no game had ever fully managed to get the visuals to line up to such larger-than-life mythology. In this installment, gorgons were mere appetizers for Kratos, and while he'd deign to spar with "mere" harpies, impressively rendered and impassively sundered, the meat of the game had him running through ever-more-colossal environments, at one point even rappelling alongside the rippling, heaving bodies of the Titans themselves, stunning destruction occurring all around him. It was the closest a game had come to making a playable QTE, using its smooth controls to maintain an illusion long enough to, at times, make the player actually feel like a god. *Riccio*



86. *Metal Gear Solid 3: Snake Eater* (2004). Leave it to Hideo Kojima to follow the critical and commercial success of the second *Metal Gear Solid* with a sequel that abandons its most recognizable qualities. *Snake Eater* dropped players into an unfamiliar jungle bristling with hostiles human and animal alike, where they were left to fend for themselves without the expected comforts—no radar, no high-powered weapons, and no easily navigable map. And yet, despite the newfound emphasis on realism (a respite from the meta-game artifice of its predecessor), this was

still *Metal Gear* through and through: realism laced with the absurd. What else could it be? *Marsh*



85. *Child of Eden* (2011). Like its spiritual forbear, *Rez*, *Child of Eden*'s m.o. is the use of synesthesia—the sensory marriage of sight, sound, and rhythm—as a core mechanic for what's basically a wildly ambitious *Space Harrier* clone. *Child of Eden* then goes the insane, amazing next step: The playing field here is a computerized universe of music and natural beauty sent several rungs down the evolutionary ladder by a virus, and life itself is now your weapon. The purpose of every shot fired in *Child of Eden* is to evolve and bloom, growing simple pulsing beats, tiny single-celled organisms, and dormant seeds into breathtaking audiovisual glory. It's an experience that simply can't be had anywhere else in this life but on a console. *Clark*



84. *Grandia II* (2000). Both *Grandia* and *Grandia II* are masterpieces of the genre—comparable, sometimes even superior, to *Final Fantasy*'s finest hours. The Dreamcast's *Grandia II* is almost flawless, an epic adventure with an extraordinary cast of protagonists who are constantly ripped apart and reunited again to battle a treacherous enemy. Although its narrative is heavily focused on misguided religions and shifting definitions of honor and evil, nothing

ever gets too heavy-handed, due largely to the blossoming, down-to-earth central relationship between sullen mercenary Ryudo and oppressed songstress Elena. Memorable for its sensational story alone, stunning graphics and an immaculate turn-based combat system deftly elevate the game to magnum-opus status. *LeChevallier*



83. *The Beatles: Rock Band* (2009). By adding harmony vocals to *Rock Band*'s already welcoming template, *The Beatles: Rock Band* invited more non-gamers to join the fun, even as it led them from breezy sing-alongs to vocal challenges as brutal as any in gaming. It was all put together with a fan's devotion, with nostalgic cutscenes and marvelously obscure unlockables (for God's sake, the Christmas singles!). The collapse of the instrument-game market kept it from real mainstream awareness. But since *Rock Band* was the greatest communal experience in modern gaming, and the Beatles were the greatest communal experience in pop culture, if it's ever repackaged and promoted, it could be the greatest family gathering event since *The Cosby Show*. *Daniel McKleinfeld*



82. *Halo 3* (2007). The alien vessel you're trapped in is less a ship than a living *thing*. The rooms are bordered with bloated, swollen pustules stretched from wall to wall, while sacs of throbbing "organs" hang from the ceiling, from

which disgusting monsters emerge to attack—a stark contrast to the large endless fields that comprised most of *Halo: Combat Evolved*. Beginning on Earth with a bloody firefight in the jungles of Africa, then teleporting to an ancient structure beyond the edges of the Milky Way where multiple alien races feud, leading to the rescue mission in the disgusting *living* alien ship, before concluding with a recreation of the original *Halo*, *Halo 3* remains notable for its diversity of setting and how it complements its variety of action. Aston



81. *Rayman Legends* (2013). There's a dream every kid from the 8-bit era had of platformers growing up: the ability to play a cartoon. *Rayman Legends* is the grand-scale realization of that dream. This is a one-to-one translation of the manic energy and musical genius of a Chuck Jones cartoon to the digital realm, with full control over the mayhem resting in the player's hands. And the sheer amount of that mayhem in *Rayman Legends*—50-plus original stages, including 75 % of *Rayman Origins*' stages and a full-blown mini-game—is staggering in a day and age where a platformer can be blown through in a weekend. Clark



80. *Snatcher* (1994). Before *Metal Gear Solid* consumed the man's career, Hideo Kojima managed to fire off a single bracing shot of point-and-click cyberpunk adventure brilliance before going gentle into that batshit night. *Snatcher*

is still, undoubtedly, Kojima's baby, in that it wears its sci-fi influences, distrust of military-industrial complex, and its grounding in undeniably Japanese quirk proudly and boldly. But in the telling of this story, about body-swapping android assassins and the detective agency that hunts them in the years after the Cold War goes hot, Kojima finds a maturity, restraint, and scrappy ambition that, ironically, bigger budgets and better technology haven't granted him since. *Clark*



79. *Dragon Quest VIII: Journey of the Cursed King* (2005). *Dragon Quest VIII: Journey of the Cursed King* is a massive game, so much so that booting it up is akin to getting in a plane, taking off, and touching down in a foreign land. There are no shortcuts to be found here, no TARDIS-like building substitutes that are larger on the inside than the outside, no world maps that offer up miniature views of the dungeons you'll soon enter. No, by remaining true to its own scale and scope, *Dragon Quest VIII* came closer than any RPG before it to offering the freedom of a pure adventure, where every lovingly animated nook could be explored. *Riccio*



78. *Kingdom Hearts II* (2006). The origin of *Kingdom Hearts* sounds like a joke. *Shinji Hashimoto and a Disney exec walk into an elevator...* The rest is history. *Kingdom Hearts II* represents the series at its creative zenith, featuring a surprisingly deep story that daringly fleshes out themes of everlasting friendship and what it means to be truly heartless. The entire first act is essentially devoid of main protagonist Sora, with the player taking on the role of his Nobody, Roxas. It's unlike an RPG of this sort to drop twists in its prologue, but when Roxas's trials are revealed to be contained in a simulation, *Kingdom Hearts II* takes a thrilling, fanciful turn away from the norm and refuses to look back. *LeChevallier*



77. *Myst* (1993). In the days before high-speed Internet connections, most computer games left you sitting alone in a dark room, your face lit by a single glowing rectangle. *Myst* had a unique understanding of the simultaneous feelings of solitude and connection that come from sitting alone, reading words that someone left for you. The game's slideshow pace invited the player to linger, absorbing the details of its proto-steampunk environments like the reader of a dense novel. Just when computer games were becoming a world-shaking medium, *Myst* looked back to literature with a contemplative affection that was uniquely inviting for those uninterested in gaming's usual reflex tests. *McKleinfeld*



76. *Viewtiful Joe* (2003). A dazzling homage to movie magic, superheroes, and the 2D side-scroller that was warmly praised when released on the then-floundering GameCube, *Viewtiful Joe* employed a battlefield blueprint inspired by cinematic visual effects. Its VFX powers (Slow, Mach Speed, and Zoom In) put the player in the director's chair (or, perhaps, that of the editor), giving them the opportunity to control and cut their own stylish fight sequences while dispatching foes and solving puzzles. And with its charming art design (a nod to both Japanese tokusatsu and American B movies) and cel-shaded graphics done oh-so-right, it remains a reminder of what enchantment might result from the civil union of film and video games. *LeChevallier*



75. *Grim Fandango* (1998). *Grim Fandango* opens with something much scarier than being chased by necromorphs or overrun by zergs: simply being dead. Plenty of people have nervously speculated about the afterlife; this game reassuringly suggests that it will at least look awesome, by mixing Aztec aesthetics with noir tropes and presenting it with Tim Schafer's trademark wisenheimer goofiness. The widescreen tableaux of the graphic adventure worked like Beckett landscapes, adding a bracing chill to comic business. Amid the uncomfortable chuckles of the game's premise, the absurd logic of adventure games is a welcome pal, and every hard-boiled cutscene is a reward worth

working toward. *McKleinfeld*



74. *Metal Gear Solid 2: Sons of Liberty* (2001). It's difficult to overstate the sense of betrayal you feel when your favorite character is killed off roughly 90 minutes into a game you assume will star him. It put many of us on the defensive: We resented Raiden, the story's makeshift second hero, because he seemed to take the place of the avatar we wanted as our own. But the bait and switch that defined *Metal Gear Solid 2: Sons of Liberty* was instructive, teaching gamers to appreciate the importance of authorial control, which we learned meant trusting a creative vision even when its decisions didn't cohere with our desires. Games can only be art if they are governed by artists. Hideo Kojima was the first to risk alienating us to prove that he governed his. *Marsh*



73. *Jet Set Radio* (2000). By the time *Jet Set Radio* came out, the skateboarding game was already in its decadent phase, with players forced to memorize lists of buttons like bored yeshiva students reciting the Torah. *JSR* stripped the controls down to one stick and one button, replacing combo-memorization with a zen focus on the environment. Then that environment was filled with awesomeness. The cel-shaded graphics, witty cutscenes, and hip-hop-meets-J-

pop soundtrack—still the best original music in gaming history—are a fervent Japanese fan letter to American graffiti street art, imagining kids of all cultures united against corporate blandness. The game uses style the way a great pop star does: as the mortar to build a dreamed-for world. *McKleinfeld*



72. *Grand Theft Auto IV* (2008). Just as Niko Bellic comes to Liberty City to pursue the American dream, so, too, do players boot up *Grand Theft Auto IV* for that thrilling fantasy of untouchable freedom. Its twisted version of New York City, already a melting pot, perfectly conflated the protagonist's fantasies with the player's, to the point that you could spend hours surfing the (fake) Internet, watching (fake) cartoons on television, or even attending (fake) live shows near a (fake) Times Square while ignoring your (fake) girlfriend's texts. Okay, maybe going on a rampage and outrunning the N.O.O.S.E. authorities was a bit much, but everything else vividly blurred the line between art and reality, between having it all and having nothing. *Riccio*



71. *Shenmue* (2000). To play *Shenmue* for the first time was to be introduced to new possibilities for the medium. A few minutes pottering around downtown looking for distraction was enough to impress upon you a sense of Yokosuka

as a place people lived and worked and played in, and suddenly the world of gaming itself seemed bigger: In this sprawling expanse, amid all of this activity, there seemed an art of limitless richness. Yu Suzuki conceived of a game that would look and feel as life ought to—bustling, beautiful, and, yes, sometimes tedious—and, more incredibly, brought it to playable life. *Marsh*



70. *Grand Theft Auto V* (2013). *Grand Theft Auto V* was the culmination of a decade's worth of trial and error in open-world game design and mature, hard-nosed storytelling. Introducing three playable protagonists, each wildly different in personality and motivation, Rockstar created a digital melting pot of with such wide appeal and expansive scope that its transportive mimicry of a natural existence is something that won't be so readily replicated. Hours turn into days and days into weeks when sitting down to a session of *GTA V* (a notion that's repeatedly made fun of in its candid satirizations of ultraviolent video games, among other common vices), only escapable when the necessities of everyday life beckon, or when you simply collapse from lack of actual sustenance. *LeChevallier*



69. *Amplitude* (2003). Harmonix, a company that started as makers of virtual instruments, had a unique idea of what music gaming could be. Instead of using music to make people push buttons, they used gaming to make music

interactive. By visualizing a musical score as a series of binary triggers, *Amplitude* drops players into the staves, making polyrhythmic structures intuitively visible. It was the rare music game that understood music, and it remains the best explication of the formal structures of hip-hop and dance music, two genres often disparaged by people who don't understand how they work. *McKleinfeld*



68. *Street Fighter II: Championship Edition* (1992). In the long, storied bible of fighting games, *Street Fighter 2* is the first book of the New Testament, and the *Championship Edition* is its King James Version. Everything we know about how a fighting game is supposed to look, sound, and feel comes back to this game providing the wide array of character designs and mechanics, tweaking the balance of power between characters, and letting players be the bosses for the first time. The fact that this is still just as easy to pick up and play while still remaining challenging enough for tournament play makes it superior to much of what would follow in its wake. *Clark*



67. *Call of Duty 4: Modern Warfare* (2007). Updating the battlefield from Axis and Allies to a strife-ridden Middle East sounded, at first blush, like a novelty designed to reinvigorate a tired franchise, and yet *Call of Duty's* change

of milieu proved nothing short of revelatory. Few were prepared for the "completely cynical amusement," as Nicholson Baker memorably called it, of the harried first-person blitzkrieg Infinity Ward delivered, a duly contemporary spectacle replete with drone bombings and suicidal insurgents. Bleak? Necessarily. But the tinny *splink* of an armor-piercing round landing in an enemy's fleshy chest never felt so satisfying. There's a cynic in all of us. *Marsh*



66. *Beyond Good and Evil* (2003). We've finally reached a point in gaming history where gamers are finally starting to ask more of *The Legend of Zelda* as a series, not realizing that what they're asking for has been staring them in the face since 2004. *Beyond Good and Evil* definitely owes much of itself as a collection of gameplay mechanics to Ocarina of Time, but then takes that crucial creative next step for the whole idea of what Zelda could and should be. It manages to stay playful, colorful, and light in the midst of a heady sci-fi tale of human trafficking and alien civilizations, coupled with the same diverse world building and character design that Michel Ancel would bring to *Rayman* over the years. *Clark*



65. *Vagrant Story* (2000). There was once a time when Square, fire under their ass with the freedom afforded by the PS1, would experiment far away from their comfort zone with formula, with genre, with gameplay. *Vagrant Story* was the last of those experiments that worked, and probably the only one to flirt this closely with perfection. The video-game company's typical fantasy affections are stripped away, leaving a tricky political yarn about an assassin sent to a Gallic labyrinth of a city to kill a cult leader. And it's a yarn powered by possibly the deepest, most intuitive combat and crafting systems Square's ever conjured up. *Clark*



64. *Donkey Kong Country* (1994). *Donkey Kong Country* wasn't a rhythm-based game, but there was an ineffable quality to it—perhaps the manic momentum and pumped-up precision—that made the gamer feel as if they were swinging from vine to vine themselves. Whereas other platformers followed tentatively in the footsteps of predecessors like Mario, Donkey Kong simply barrel-rolled through, trusting players to figure out a way through the complex bramble and coral-reef mazes. Every inch of the game presented a lush, well-considered obstacle, and never seemed content to repeat itself. It was the king of the jungle. *Riccio*



63. *Silent Hill* (1999). *Silent Hill's* strongest character is its setting, a town as a twisting manifestation of a broken psyche. Harry Mason awakens from a car crash, his daughter gone. The fog is thick around him, and he can only see a figure in the distance: a young girl. She turns and runs, and he pursues her, but the world around him warps into an evil that kills him. The deeper one delves into the game's unsettling, oppressive atmosphere, the further the curtain is pulled back to reveal the nature of a place where childhood terrors manifest as corporal demons and the fear of menstruation makes walls bleed rivers of blood. Every element works in peerless conjunction to serve the themes of familial loss, childhood abuse, and the terrifying impact of religious extremism. *Aston*



62. *Star Fox 64* (1997). Rail shooters typically confine players to a predetermined route, but *Star Fox 64* made the furthest reaches of the Lylat System feel as if they were freely explorable, even when your Arwing was ultimately being guided toward its terminus by unseen hands. On the very first level, swooping through rocky archways and defeating a hovering assault vessel hidden behind a waterfall bypasses the standard path to Meteo and sends you to Sector Y, a starlit space mission complete with mobile suits and plummeting debris. Select boss encounters even opened up to an "all-range mode" that allowed for fancy direction reversals and foe-discombobulating maneuvers. It was this surprising sense of freedom, as well as clean graphics and spotless controls, that made the game a classic. *LeChevallier*



61. *You Don't Know Jack!* (1995). What does a Victoria's Secret model and feldspar have in common? Which video-game series did Nostradamus *not* predict? *You Don't Know Jack!* offers players the chance to participate in the funniest, craziest, most irreverent game show imaginable, where historical trivia about Joan of Arc is filtered through the lens of Dr. Phil, and musical questions about the *1812 Overture* include actual cannon shots firing. The snarky, insulting narrators allow players to gang up on each other, and will even take a break from the prewritten multiple-choice trivia to call up random individuals from the phone book to come up with questions. It's exactly the right blend of general knowledge and insanity that's kept the franchise strong for nearly two decades. *Aston*



60. *Deus Ex: Human Revolution* (2011). What most stands out about *Deus Ex: Human Revolution* is the profoundly detail-rich realism of its near-future world. Every location is alive with propaganda streaming on billboards and advertisements for and against the technological movement that drives the narrative. In a world that changes based on player actions, and often in subtle way, citizens mix and engage in conflict with criminals and law enforcement alike. The game demonstrates the power of the medium, wherein interactivity can reveal new ideas about the core themes and narrative at every turn. A prequel about ethics and consequences, *Human Revolution* depicts a world struggling to adapt to changing technology and its often insidious consequences. *Aston*



59. *Hotline Miami* (2012). Amid the arms race of next-gen graphical evolution and the seemingly endless deluge of triple-A blockbuster shooters arrived a veritable thunderbolt of weird, *Hotline Miami*, and the landscape of modern gaming would never again be the same. A hallucinatory top-down action game that plays like *River City Ransom* as imagined by David Lynch, *Hotline Miami* is a fever dream of violence and retro gaming, pulling together the tropes of the medium's innocent infancy and turning them into something altogether darker. Jonatan Soderstrom and Dennis Wedin didn't simply make a classic game; they burrowed their way into the deepest recesses of gaming's unconscious, and the result feels like a nightmare you just had but only half-remember. *Marsh*



58. *Conker's Bad Fur Day* (2001). Considering the reason so many of us play video games, it's odd how often most titles follow a very specific set of unspoken rules. Not so with *Conker's Bad Fur Day*, a recklessly unfiltered, untapped, superego-filled romp through a parody of inanely inoffensive titles like *Banjo-Kazooie*. Conker cursed and solved puzzles by getting drunk enough to extinguish flame demons with his piss, blithely sent up pop culture as diverse as *A Clockwork Orange*, *Saving Private Ryan*, *Alien*, and *The Matrix*, and still had time to lob rolls of toilet paper down

the gullet of a giant operatic poo monster. For sheer balls, lunatic ingenuity, and crass charm, there's never been anything like it. *Riccio*



57. *Xenogears* (1998). Not one to play second fiddle to the likes of *Final Fantasy VII*, *Xenogears* saw Squaresoft following its mammoth JRPG success with an even bigger undertaking that pushed the cabalistic boundaries of video-game plotlines to the extreme. To fully enjoy this complex, vast, and exhaustively symbolic experience heavily influenced by Freud, Jung, and Nietzsche, it takes an open mind and supreme dedication on the part of the player. Its excellent battle system makes the spiritual prequel *Xenosaga*'s simplistic combat regimen seem dull by comparison. The exquisite *Xenoblade Chronicles* did well to resurrect interest in the series, causing curious fans to seek out *Xenogears* and discover the wondrous origins of this under-appreciated property. *LeChevallier*



56. *Mass Effect 3* (2012). Everything is on the line in the final chapter of the *Mass Effect* trilogy, which profoundly views sacrifice as an imperative. Having long ignored Commander Shepard's warnings, every being in the universe now faces destruction as the genocidal Reapers bring ruin to every world. The theme of this series has always

been inclusivity, and it's with this in mind that the player must travel the game's large and multifaceted universe to end wars, unite races, and build a resistance to an absolutely devastating threat. All the way toward the largely misunderstood climax that brings the game's themes together in an intelligent and metaphysical way, one is forced to make difficult and heady choices, including sacrificing beloved characters and sometimes entire species toward a common good. Aston



55. Marvel vs. Capcom 2: New Age of Heroes (2000). The marriage of Marvel and Capcom was a match made in heaven. Spider-Man versus Chun-Li. Wolverine versus Strider Hiryu. Captain America versus Tron Bonne. The insane bouts went on and on, thanks to *Marvel vs. Capcom 2: New Age of Heroes* and its benevolent roster of 56 fighters, each one able to be mastered and used to promptly upset even the most skilled of opponents. The balance in the game remains remarkable; selecting squads of three fundamentally eliminated the unwelcome perils of facing a drastically overpowered team. The winning formula carried over to *Marvel vs. Capcom 3* and its imitators, but *New Age of Heroes* is doubtlessly the most seamless 2D brawler of its generation. LeChevallier



54. *Metal Gear Solid 4: Guns of the Patriots* (2008). You get the sense, within a few minutes of playing *Metal Gear Solid IV: Guns of the Patriots*, that Hideo Kojima has been waiting for technology to catch up to the vision he's realized here. The sheer breadth of this thing is staggering: The globetrotting, continent-spanning action would have been a technical impossibility before Kojima and Konami strained the limits of the PlayStation 3 to make it happen. But this isn't mere feat of engineering. Kojima's ambitions are chiefly artistic—idiosyncratic, instantly identifiable, and utterly weird. Only the *Metal Gear* series could imagine a world so singular on a \$60-million budget. Would that every blockbuster were so strange. *Marsh*



53. *Final Fantasy Tactics* (1998). Not for nothing is one of the 20 main classes in *Final Fantasy Tactics* labeled a Calculator. This is a game for math geniuses, with no end to the mix-and-match job customization offered. Or it's a game for future military commanders, with over 60 chess-like scenarios to survive, often at great odds. Or, with real-world inspirations like the War of the Roses at heart, perhaps it's a tale for historians. There's magic, too, and yards of in-game lore to read, so it's for English majors as well. Other games presented lessons, but *Final Fantasy Tactics* was the complete package, a school unto itself. Many strategy RPGs preceded and followed it, some even hewing closely to the same fundamental systems, but none have managed to capture this blend of fact and fantasy. *Riccio*



52. Chrono Cross (2000). For half of its playtime, *Chrono Cross* is simply Square at the height of their creative powers, telling the tale of a teenager named Serge stuck in an alternate dimension where he drowned as a child, essentially playing out a less confusing version of the last two seasons of *Lost*. The question lingers in those hours of why exactly it invoked the holy name of *Chrono Triggerto* tell it. The game starts answering that question in the second half with the kind of reality-bending timeline gymnastics that would give Shane Carruth a nosebleed, with the damage done to time in *Chrono Trigger* used here as a conceptual jumping-off point. The end result is one of the most satisfyingly dense RPGs ever made. *Clark*



51. The World Ends with You (2008). If the world did indeed end with me, *The World Ends with You* is the game I'd probably still be replaying. I might not even notice, because it's that absurdly inventive and addictive. This real-time, dual-screen action RPG was so original that it *still* doesn't have any imitators (though others have borrowed from its customizable difficulty). With its real-world portrayal of Shibuya, down to the muddled masses and the mind-altering memes and status-influencing fashion trends that controlled them, the game wasn't just a hip response that imitated life in the modern world, it was a cultural part of it. *Riccio*



50. *Bayonetta* (2010). One of the most hysterically ridiculous games ever made, *Bayonetta* is the story of a super-powered 10-foot-tall dominatrix-librarian-witch with glasses and a skintight outfit made of her own hair who battles rival witches, heaven's angels, and finally God himself. An empowered female protagonist overfetishized to the point of parody, she's a corrective to gaming's view of women primarily as eye candy or damsels in distress. *Bayonetta*'s universe is one in which men are completely disempowered, impotent against a race of Amazonian women who rule the world. The clever subversion of the typically male-dominated action genre is complemented by stunningly deep, addictive, and rewarding action mechanics, many utilizing Bayonetta's own hair as a weapon. Aston



49. *Grand Theft Auto: Vice City* (2002). No game had ever been as cinematic as *Grand Theft Auto: Vice City*, with a Hollywood actor in the lead and elegant visuals that leveraged the precision of a virtual camera. But for all its movie envy, its real greatness was its nonlinear sandbox. You spend a lot of time aimlessly driving around, so it was a good trick to give every vehicle unique handling and create so much entertaining audio content that tooling around listening to the radio was fun. Especially if you set a few of the NPCs on fire to launch a cheerfully debased Punch and Judy show. Rockstar's insistence on the surrealist comedy of pixilated mayhem has always been controversial,

which suggests that they understand their medium far better than their detractors. *McKleinfeld*



48. *Journey* (2012). A mute, red-cloaked idea of a character trudges through a seemingly infinite desert, scarf flapping in the gentle wind. The light from that far-off mountain beckoned, but not urgently, not if you wanted to smell the digital flowers. Pride came not from eluding enemies, or from conventional progress, but from seeing something new. Stumbling over ruins in the sand left players wondering not at the Ozymandius-like game they might have missed, but at the dreamy fantasia left behind. And when the game matched you with a second player, when it let you *share* that experience, and silently, save for the chirps that served as the game's internal language, *Journey* was the Everygame. *Riccio*



47. *Max Payne* (2001). On a winter's night some months after the death of his wife and child, renegade DEA agent and ex-cop Max Payne takes to the streets of New York on a bloody *Punisher*-esque quest to avenge his family, cleaning up the corrupt city and uncovering the conspiracy that cost him everything. Combining graphic-novel noir storytelling with addictive *Matrix*-inspired "bullet time" gunplay, *Max Payne* still stuns for its rush of varied visual

poetry. At the push of a button, Max moves and aims in slow motion, giving him the edge against his trigger-happy enemies, and these endlessly replayable sequences evoke the fantasy-fulfillment of playing Neo in *The Matrix*'s infamous lobby scene, or as one of John Woo's renegade heroes. *Aston*



46. *Final Fantasy IX* (2000). *Final Fantasy*'s last hurrah on the PlayStation pulled off a neat trick in that it ditched the flamboyant character, environmental, and combat aesthetics of *FFVIII* in favor of a more old-school approach that paid homage to the pre-3D episodes. It allowed players to focus more on the story, rather than absurdly large swords, guns, or swords that are also guns. The saga of Zidane and Garnet remains a romance for the ages, responsible for one of the most uplifting game endings of the past 20 years. And the battle system remains suitably uncomplicated, showing how beneficial it can be when Square restrains itself from going over the top. *LeChevallier*



45. *Super Mario World 2: Yoshi's Island* (1995). A 2D pearl with enough creative energy and nuanced artistry to fill two games, this sequel to *Super Mario World* gave the Yoshi clan their rightful time in the limelight, and in the process developed a set of ingenious platforming mechanics that have yet to be even shoddily imitated. Yoshi's flutter jump,

in combination with his egg aim-and-throw technique, made for a unique variation on the typical side-scrolling *Super Mario* escapade. Certain areas also allowed Yoshi to transform into a multitude of vehicles that could navigate previously unreachable areas. *Yoshi's Island* is a game that's absolutely brimming with pioneering ideas, representing Nintendo at its most fearlessly experimental. *LeChevallier*



44. **Katamari Damacy (2004).** It's impossible to summarize *Katamari Damacy* with the language of literature or film: plot, character, iconic images, expressive subjectivity. Instead it makes art from gaming's preferred values: accumulation, variation, interaction, progress. The story is absurd, and its visuals and controls are willfully crude. Yet it's a well-honed machine that generates pure joy. Because lurking behind the serious silliness is a glimpse of theme: The game is an elegant metaphor for growing up, in which the world becomes fuller and more detailed the bigger you get, beautifully conveying the thrill of an expanding horizon. If that's not art, what is? *McKleinfeld*



43. **Super Mario 64 (1996).** We didn't have a template for 3D games until Nintendo conceived of one for us. *Super Mario 64* was an architectural marvel designed and built without a blueprint: The rolling open-world hills

and sprawling primary-color vistas that seem as familiar to gamers today as the world outside were dreamed up out of nothing more than programmed paint and canvas. Shigeru Miyamoto was given the unenviable task of contemporizing his studio's longest-running and most prominent franchise while remaining true to its 2D legacy. It's a testament to Miyamoto's accomplishment here that, nearly 20 years later, the result feels no less iconic than the original. *Marsh*



42. *Castlevania: Symphony of the Night* (1997). Dozens of games have referred back to the things *Symphony of the Night* did back in 1997 to veer the traditionally linear *Castlevania* series off into completely unknown open-world territory, and few have done it as spectacularly. The main castle and its spectacular upside-down counterpart are staggering achievements in art design, and the score contains two or three of the best classical compositions of the last two decades. But more than this, the experience of exploring every haunted nook and cranny of this place, so drowning in secrets, unique weapons, and non-repeating enemies, is astounding to this day, whether the player is on his or her first or 40th playthrough. *Clark*



41. *Psychonauts* (2005). In a console generation starved for whimsy, the good-natured charm of *Psychonauts* was shocking. There are gruesome scares a-plenty (the kids getting their brains pulled out through their nostrils will linger in nightmares for a long time), but the tone is always gleeful and the dialogue always hilarious. The style makes a great first impression, but what keeps it on so many best-of-all-time lists is the sugar-high creativity of the level design. Each level of the game introduced new gameplay elements that were easy to figure out and tied beautifully to the story. *Psychonauts* fulfilled the ludological dictum of making gameplay into narrative, and the much harder trick of making it look effortless. *McKleinfeld*



40. *Uncharted 2: Among Thieves* (2009). Take Spielberg's *Indiana Jones* films, set them in the modern day, remove any limitations of budget, or respect for public property or stuntman safety. That's the *Uncharted* series. But where the first *Uncharted* almost feels timid, the work of a studio getting its bearings with the PS3, *Uncharted 2* exudes a more confident swagger. Naughty Dog knew the first time they could craft any adrenaline-pumping set piece imaginable. It's in how much effort they've spent making Nathan Drake and his supporting cast feel like fleshed-out, vulnerable, nuanced human beings who make very human mistakes, even in the middle of those set pieces, that makes *Uncharted 2: Among Thieves* seem like a Herculean jump ahead of its predecessor. *Clark*



39. *Final Fantasy VI* (1994). There's a classic *South Park* episode that mocks the fact that if there's a joke you like, chances are *The Simpsons* already did it. The same can be said for *Final Fantasy VI*, which basically broke and reset every rule for the modern RPG. It would have been impressive enough to feature 14 playable characters, each with their own unique abilities (like Sabin's *Street Fighter*--like combinations); or to introduce the steampunk combination of magic and technology to the genre; or to offer branching narrative paths; or to stuff the game with enough side quests to fill an entire sequel, but *Final Fantasy VI* did it all—first and flawlessly. That a game in which the world is destroyed halfway through also finds time for humor, thanks to a certain cephalopod, is just icing on an already gluttonous cake. *Riccio*



38. *Banjo-Kazooie* (1998). Here's the odd game that boasts a split-personality protagonist: an amiable bear representing the superego and an obnoxious bird representing the id. While Nintendo created the 3D-platformer template with *Super Mario 64*, Rare refined it with their tongue-in-cheek *Banjo-Kazooie*. The humor and game mechanics simultaneously develop all the way through to the hysterical game-show finale and subsequent boss battle that effectively takes advantage of all skills acquired across the game. Subbing the blank-faced plumber with

a chilled bear and his sassy backpack-bound avian sidekick, the game stands out for its self-awareness: An unusually meta experience, it constantly pokes fun at its contrived storyline, limited characterization, and other gaming tropes. Few games are so accomplished in both personality and gameplay. Aston



37. *Eternal Darkness: Sanity's Requiem* (2002). Five hours into *Eternal Darkness: Sanity's Requiem*, it asked if I wanted to delete my saved game. I declined, then watched in horror as my progress was irrevocably erased anyway. *This can't be happening*, I thought to myself, gripping my controller in shock. And, in fact, it *wasn't* happening, as this was just one of the many meta frights that turned *Eternal Darkness* from internal, character-focused survival horror to an external psychological horror game that messed with players. Were you accidentally sitting on the remote, or was the game turning the volume down for you? Were you missing a hidden switch in the room, or was every door just temporarily locked? There has yet to be a game as delightfully maddening. Riccio



36. *Rock Band 3* (2010). From singing vocals in harmony to hammering away at a four-piece drum kit, *Rock Band* makes players feel like they're *part* of the music. The series hit its apex with *Rock Band 3*, the natural evolution of

the series that introduced the keyboard to accompany the drums and guitars, and upgraded the plastic guitar with a real one. While Activision's competing *Guitar Hero* franchise fell apart with unwelcome, irrational, and incompatible yearly iterations, Harmonix treated *Rock Band* as a platform, allowing players to buy whatever songs they wanted and adding valuable features with each release, like the ability to play music online, expanding the party internationally. How else can I sing Journey with my friend in Canada from my house in the land down under? Aston



35. *Power Stone 2* (2000). *Power Stone 2* one-ups its predecessor by introducing four-player battles that, at their craziest, make *Super Smash Bros.* and its sequels look comparatively tame. Running around hazardous, item-heavy warzones, with the short-term goal of repeatedly amassing three of the titular gemstones, prompting an all-powerful transformation that decimates opponents with arena-filling special moves was an event likely to instantaneously change the mind of any Dreamcast naysayer upon round one of play. With all the chaos at hand, it was astonishing how little slowdown ever occurred. *Power Stone 2* remains exhibit A to showcase the prowess of the once mighty Sega Dreamcast, a console that went the way of the dodo long before it should have. *LeChevallier*



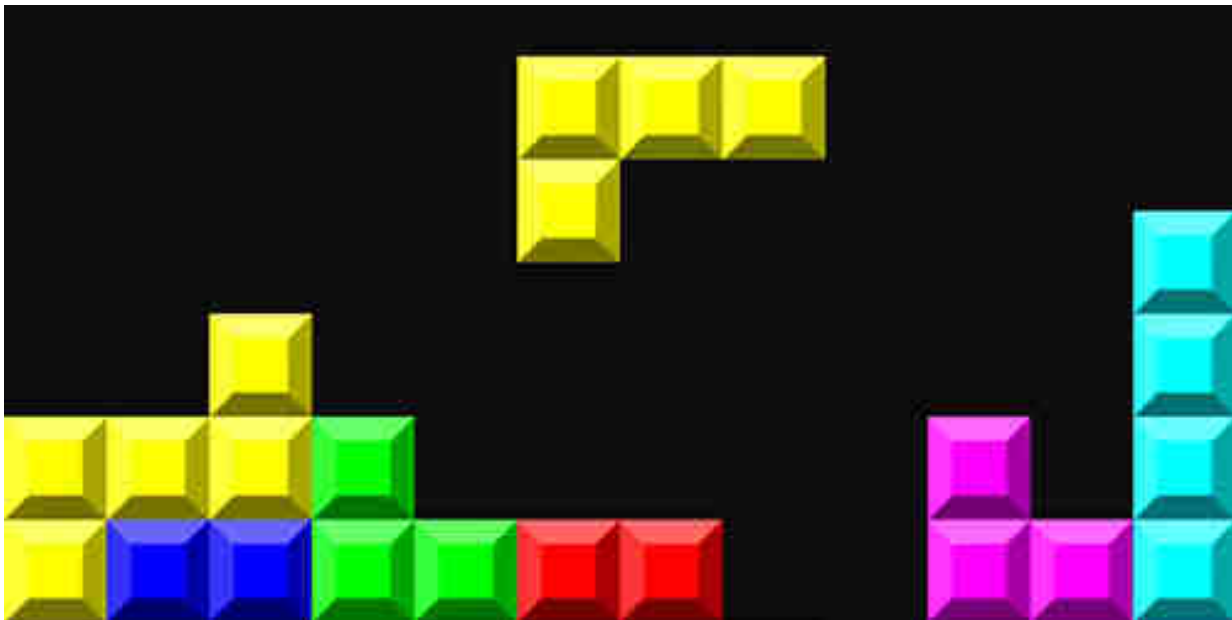
34. *Dance Dance Revolution* (1998). *Dance Dance Revolution* introduced gamers' feet to the thrill that their hands had long known: high-speed patterned motion. Or as humans call it, dancing. And it felt great, because, as people who weren't spending their nights hunched over computers knew, dancing is fun. Suddenly a whole generation of kids returned to the arcades, made abruptly relevant again by the space requirement of full-size metal dance pads. Long before televised dance competitions returned to prime-time television, YouTube was packed with hot-shit kids racing through steps like vaudeville hoofers. *Dance Dance Revolution* convinced non-gamers that video games weren't just for basement-dwelling trolls, and convinced gamers that their body wasn't just something to abandon in a chair. *McKleinfeld*



33. *Super Smash Bros. Melee* (2001). The best games of all time invoke an almost instant sense of nostalgia. Make no mistake: *Super Smash Bros. Melee*'s charms aren't simply generated from the goodwill of its roster of characters, classic heroes like Link or Mario, but from its own chaotic twist on combat, as much a matter of playing evasion ballet as of mastering the various power-ups and environmental hazards. That said, taking such a deep bench of characters out of their elements and into a brawler was not without a special sort of charm, as watching *F-Zero*'s neglected Captain Falcon take revenge on an overstuffed Kirby or having Jigglypuff knock-out Luigi will simply never get old. *Riccio*



32. *Batman: Arkham City* (2011). Before him lay two bodies. One is his nemesis, a deranged serial killer behind fanatical displays of destruction, the other his lover, a once-innocent girl caught up in the plots to overthrow Gotham. Only one matters to him, and Bruce Wayne carries his body out of the tomb for everyone to see. Arguably the only downfall in *Batman: Arkham Asylum* was its finale, a tonally and narratively incoherent victory against the Joker that went against the bleakness of everything prior, but not so with follow-up *Arkham City*, which boasts one of the most aggressively nihilistic endings in the history of the medium. As the game's setting expands from the smaller sanitarium to the larger city, so does the sense of hopelessness for the characters, rendering every victory pyrrhic in nature." *Aston*

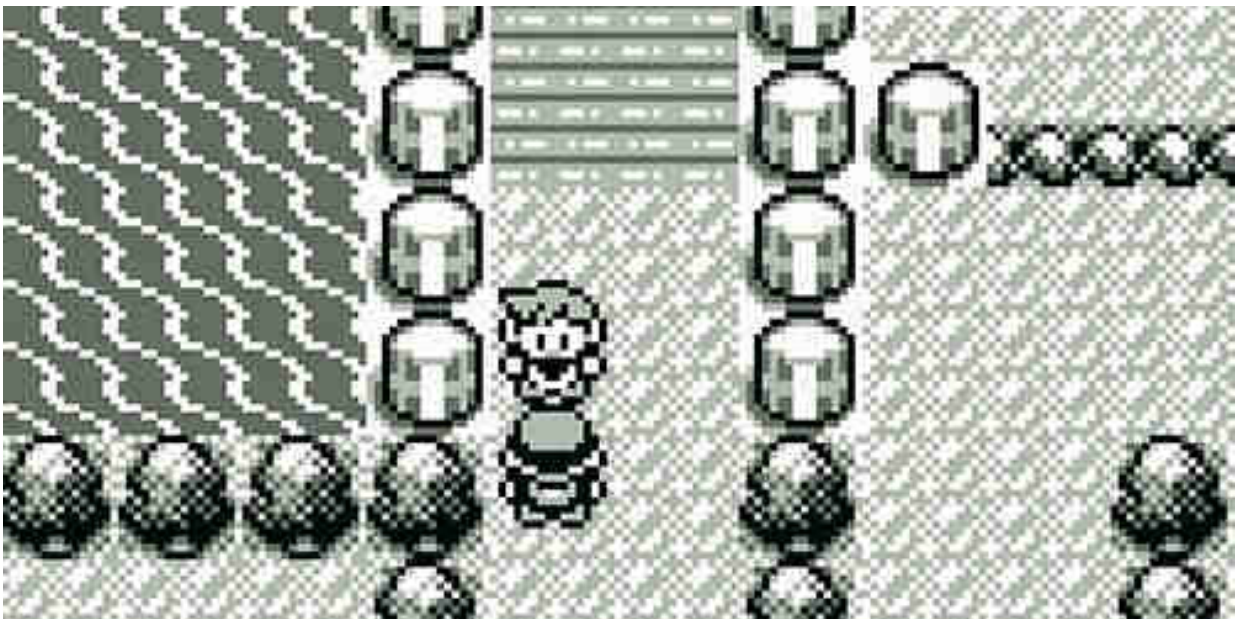


31. *Tetris* (1986). *Tetris* is a game of pure abstraction, its mastery of the simplest possible visual units as ideal and impersonal as the Helvetica font. It's no coincidence that it came to America as an ambassador from a foreign country; like the math equations on the Voyager shuttle, it speaks a language even space aliens could comprehend. The fundamental gameplay imperative of fitting blocks together is almost offensively infantile, but players who master the game can feel neurons growing as they learn to stop just seeing the shapes, and start seeing the negative space around

them. The system recalibrates your perceptions as you explore it, and that's what a great game is about. *McKleinfeld*

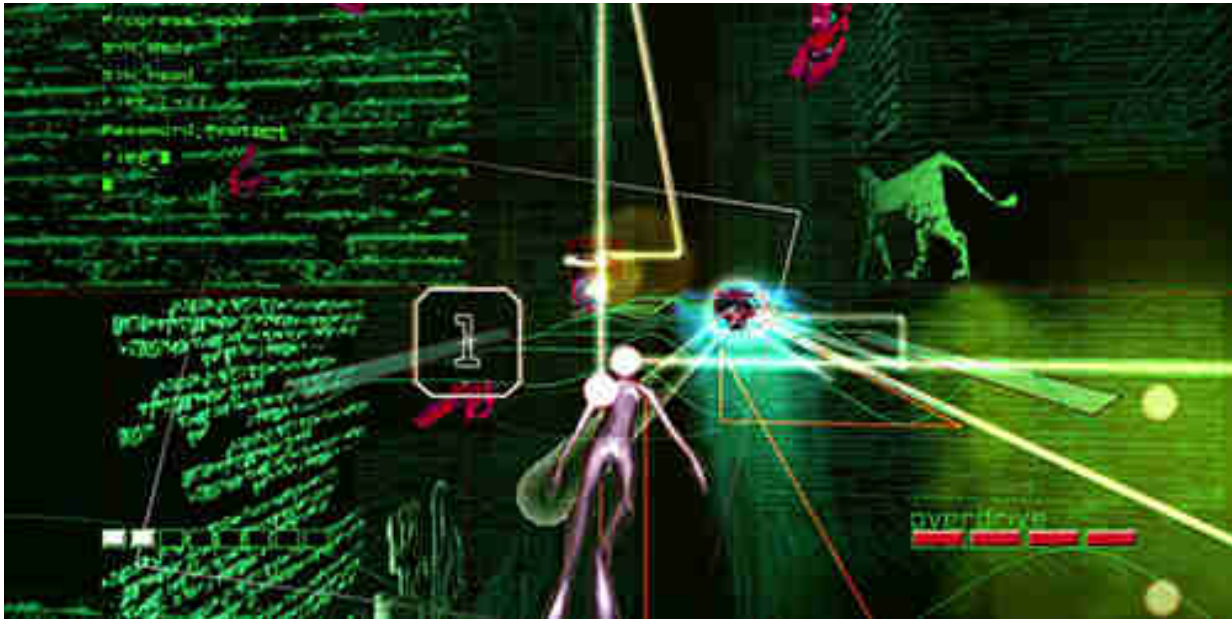


30. *The Walking Dead* (2012). No one would've faulted any developer for slapping *The Walking Dead* name on a lackluster *Left 4 Dead* rip-off, and waiting for the cash to roll in—like Activision tried to do with *Survival Instinct*. But instead, in Telltale Games's hands, *The Walking Dead* is going to go down as not only the game that shocked the entire adventure game genre out of atrophy, but as a brutal and brilliant Cormac McCarthyian tale of terror and human loss unprecedented in this medium. This is a game where success is almost entirely measured in the structural integrity of a little girl's soul, and the decisions you've made to keep it intact. This is the story the AMC show only dreams it's built across its four seasons. *Clark*



29. *Pokémon Red and Blue* (1998). The Internet can be a heinous place, but when the masses use it to cooperate on a joint task, no matter how seemingly insignificant, wonderful things can occur. That happened earlier this year with

the social experiment dubbed "Twitch Plays *Pokémon*," wherein a populous chat room of participants could input commands that would control an emulated version of *Pokémon Red*, painstakingly completing a single run-through of the main game in 16 days' time. This strange yet continuously alluring examination of interests and correspondence highlighted, more than 15 years after its original release, how pivotal, ageless, and unifying the introductory *Pokémon* games are. The methodology holds strong: see *Pokémon*, catch *Pokémon*, live *Pokémon*. Together, now and forever. *LeChevallier*



28. *Rez* (2002). It takes about five seconds to understand the appeal of *Rez*. Its aesthetic is so distinctive, its style of play so radical, that finding yourself attuned to its wavelength is as easy as turning it on. The tactility of video games, of course, make them an almost synesthetic experience, drawing a connection between image, sound, and touch. *Rez* seizes on that connection and deepens it, until you believe you can see and feel the sound around you. The rhythmic touch of a button creates a flash of DayGlo color and a burst of techno music, all of it pulsing in the air you're flying through. *Marsh*



27. *Metroid Prime* (2002). On paper, *Metroid Prime* should've been the game that made us all believe that the *Metroid* franchise should've stayed dead after that excruciating eight-year gap between *Super Metroid* and this release. In reality, Retro Studios defied every expectation that came with dragging a side-scroller kicking and screaming into 3D. Everything that made *Super Metroid* brilliant—the isolation, Samus's varied arsenal, the sheer size of the world—remains. What Retro added was grand, evil beauty to Samus's surroundings, a subtly creepy story of ill-fated alien civilizations told entirely without breaking gameplay, and a laundry list of FPS innovations that felt next-gen, and in more than just the graphics, even when the game got prettied up for the Wii. *Clark*



26. *Super Mario Bros.* (1985). It's such a great day when you start up *Super Mario Bros.*, skipping across the grass under blue skies while happy music plays. No platformer had ever made jumping feel so instinctively right—so brisk at the start and so smooth on the drop. With *Super Mario Bros.*, Nintendo unleashed the ability that's served them well through all subsequent console generations, a knack for making the repetitiveness of 8-bit physics feel warm and organic. The game went on to work changes on the theme like a Bach fugue, with secrets that anticipated world-building games like *The Legend of Zelda*. But even at its most controller-smashingly frustrating or obscure, it's the controlled delight of the jump that holds the player in a perfect little pleasure loop. *McKleinfeld*



25. Resident Evil 4 (2005). In *Resident Evil 4*, your mission to save the president's daughter from kidnappers quickly goes south, stranding you in a rural village surrounded by crazed villagers infected with something very, very wrong. The game offers no guidance as to how to react or escape, leaving the player in a state of anxiety as Leon Kennedy attempts to flee only to be quickly cornered and overcome. The series's transition here from the stationary camera of the previous games to a fully 3D environment was a major step forward for third-person action games, but the sense of uncertainty that wracks the player throughout the lengthy narrative, of being made the center of a horrific, frenzied nightmare, is what made this game one of the most profoundly discomfiting experiences video games have ever seen. Aston



24. Ico (2001). Single-player video games are lonely. *Ico* made loneliness feel magical by giving you a companion, even as it constantly reminded you how alien her mind must be. Just like Princess Yorda's gnomish utterances imply a story that she just can't share with you, so does the game's environment imply a vast narrative of which this story is only a part, creating a potent illusion of context by withholding backstory. While the gameplay itself is basic puzzle-solving and crude combat, it's the mood that makes it special, the constant sense that there's something vast

just outside the frame. *McKleinfeld*



23. *Final Fantasy X* (2001). *Final Fantasy X* was a great big teenage yawp of a game. But for all the adolescent strum und drang of the my-father-is-a-monster plot, it's the good-natured physical enthusiasm of jocky bro-tagonist Tidus that made all the wandering around a joy. The game unapologetically embraces grinding, while decorating the long string of encounters with baroque style. Of course, it looks cutting-edge gorgeous and has a big, emotional story—this is *Final Fantasy* after all. But what made *FFX* special was how it cut away the dross of JRPG battles mechanics. Instead of making the player mindlessly tap the "Fight" button for the first several hours, the game demanded strategic choices from the beginning, so that every battle provided satisfying strategic challenge along with the groovy combat animation. *McKleinfeld*



22. *SoulCalibur* (1999). You know a game has done something spectacular when most of the people who love it forget its predecessor ever existed. Considering *Soul Edge* is one of the best PS1 games in its own right, that should say everything about how far *SoulCalibur* pushed the envelope: full 3D movement, stunning environments, one of

the best, rousing scores ever composed, and, of course, the fast, fun, and fluid combat. Not since the first *Samurai Shodown*'s heyday had a developer managed to make epic swordfights feel like, well, epic swordfights, and yet *SoulCalibur*'s brand of flying-spark chaos manages to deliver that experience to everyone, regardless of skill. *Clark*



21. *EarthBound* (1994). There has never been a game as irreverently comic and deceptively touching as *EarthBound*. It takes place in a darkly skewed version of Earth, with 13-year-old Ness's "rockin'" telekinetic powers and trusty baseball bat going toe to toe with local gangs and bullies, Happy Happy cultists, and drugged-out hippies. Despite liberally borrowing from RPG conventions (including an emphasis on grind-heavy gameplay), the game oozed originality in just about every other aspect, offering more than just escapism, but, in its battle against loneliness and negative emotions, a reason to ultimately set the controller down. *Riccio*

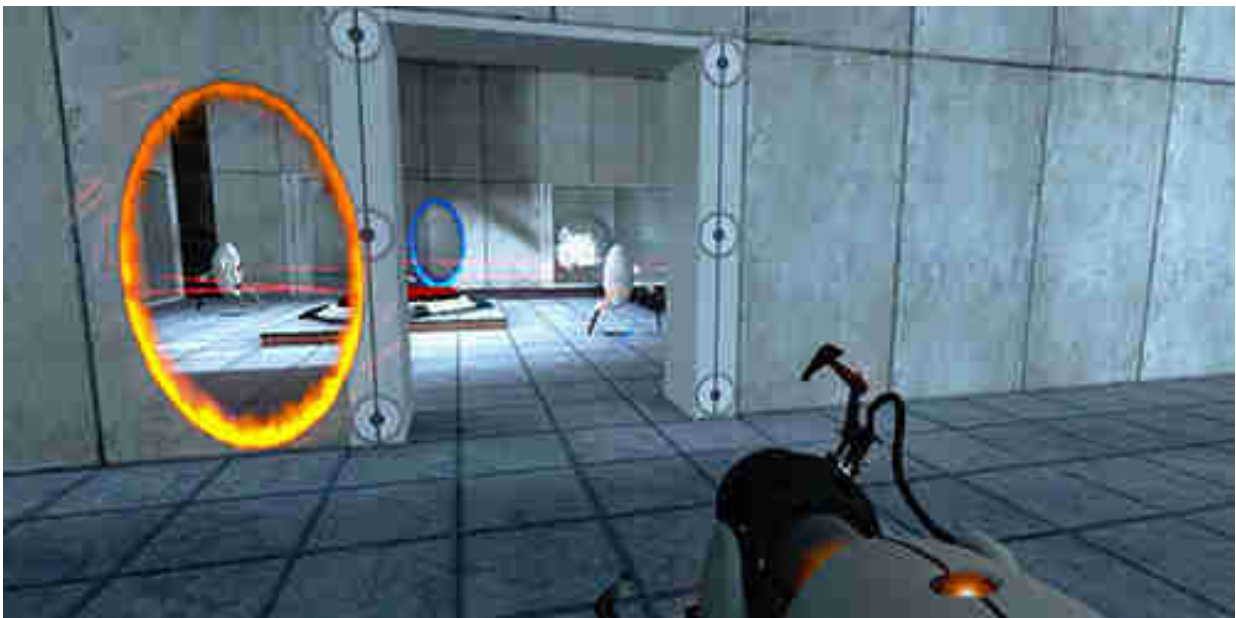


20. *The Legend of Zelda: A Link to the Past* (1991). In 1991, a console game of such depth and sophistication as boasted by *The Legend of Zelda: A Link to the Past* was simply beyond conception. In fact, it was almost beyond

possibility: Nintendo had to expand the capacity of their console's cartridges to make room for the breadth of what they'd hoped to do here. The results were well worth the expense and effort. You didn't just play this game, but plunged headlong into its adventure, entering a story and a world whose fate you felt lay in your hands. Today, though, *A Link to the Past* ought to be regarded as more than a milestone for a franchise still evolving. It is what is in its own right: a legend. Marsh



19. Super Mario RPG: Legend of the Seven Stars (1996). There was once a time when Square and Nintendo held hands and skipped merrily through fields of sunflowers, and gems like *Super Mario RPG: Legend of the Seven Stars* remind us of how awesome it was when these two industry titans parted together. The game turned the Mushroom Kingdom on its head by thrusting the famous plumber into a quest that was anything but a run-of-the-mill Mario venture. Bowser wasn't the Big Bad, but instead a comrade, fighting alongside his adversary in addition to Princess Toadstool and newcomers Mallow, a cloud boy, and Geno, a possessed doll. The game's razor-sharp wit and intuitive battle system made *Super Mario RPG* a success and paved the way for the *Paper Mario* and *Mario & Luigi* series. LeChevallier



18. *Portal* (2007). One great thing about video games is that every aspect of them, from how trees look to whether gravity works, is a decision. Valve's previous games had expertly simulated physics; *Portal* asked what would happen if, like God, you could make physics different. And it presented that slapstick joke with sophisticated narrative panache. Melding wunderkind student designers with veteran comic writer Old Man Murray, *Portal* grounded its spatial wackiness in recognizable (in)human resentments. The story of GLaDOS and Chel is one of the great, Bechdel-test-passing double acts in gaming history, made all the funnier by Chel's classic-FPS taciturnity. *McKleinfeld*



17. *Super Mario World* (1990). *Super Mario World* feels like Nintendo's own technology finally catching up with every lofty, unattainable gameplay idea they couldn't implement between 1985 and 1990. This is from an era where the first game a developer released on a new system had something to prove, and the chip on Nintendo's shoulder shows here. The game still feels massive, teeming with secret stages, alternate exits, stylish, Rube Goldbergian stage design, and verticality the likes of which could never have been done prior, and hasn't really been done as expertly since. Add the fact that this is a *Super Mario Bros.* game that actually gives Super Mario a cape, and contains Yoshi's first appearance, and this is still one for the ages. *Clark*



16. *Final Fantasy VII* (1997). The death of Aeris Gainsborough heralded a new truth about the medium: Video games can make you cry. The sweep and thrust of *Final Fantasy VII* engrossed as few adventures do, of course, but to be moved by the emotional dimension of this story—to be invested in the lives and deaths of Cloud Strife and his crew of AVALANCHE eco-terrorists, to feel compelled to save this world as if it were your own—suggested the beginnings of a new kind of video-game experience. Love and pain and beauty are coursing through this thing. Action and adventure are at its core. But emotion is its lifeblood. *Marsh*



15. *Silent Hill 2* (2001). *Silent Hill 2* is a game about grief. The story is simple: A widower is drawn toward the eponymous side-side town after he receives a letter from his dead wife, who asks that he meet her in their "special place," a hotel off the shore. In *Silent Hill* he finds terrible things: monsters, demons, all glimpsed hazily through a shroud of impenetrable fog. But worst of all he finds the truth. This isn't a game about battling creatures or solving puzzles; those elements hang in the background like the ornamentation of a bad dream. In *Silent Hill 2*, you find yourself asleep, and the game is about needing to wake up. *Marsh*



14. *Mass Effect 2* (2010). In *Mass Effect 2*'s courageous opening, Commander Shepard and his personal *Enterprise*, the *Normandy*, are obliterated by an unknown starship. Years later, Shepard's body is recovered by shady terrorist-cell Cerberus, who revive the Commander, then take him or her under their employ, offering their unlimited resources in exchange for "serving" humanity. It's a risky, morally uncertain opening that prefaces BioWare's emotionally rich space epic, allowing the player to create their own protagonist and subsequently form a team to battle a universe-threatening menace, all the while questioning the morality of their actions and benefactors. The game allows individual characterization, and the power of one's decisions illustrates the great strength of this medium over other art forms. Aston



13. *The Legend of Zelda: The Wind Waker* (2003). Link's Odyssean adventure is a voyage of discovery, of sailing across vast oceans and encountering islands where different species inhabit. Unlike other 3D games whose graphics quickly become ugly with technological obsolescence, *The Legend of Zelda: The Wind Waker*'s cel-shaded aesthetic suggests a timeless Hayao Miyazaki film made effortlessly playable, of childhood dreams come to life. Its richness also derives from the genuine depth and maturity to its narrative, so redolent of Greek mythology, of children suffering for the sins of their ancestors and given the lofty task of saving the world from ancient evils long thought buried, undergoing experiences that will forever change them. Aston



12. *Ōkami* (2006). The sun goddess Amaterasu, taking the form of an angelic white wolf, sets out to vanquish the eight-headed demon Orochi from Nippon. So begins a tale worthy enough to follow any of the most revered Japanese folk legends in a century-spanning anthology. With aesthetics that pay tribute to the ancient art of calligraphy and the soulful connection between painter and brush, *Ōkami* bleeds beauty from every pore. Combat, too, is akin to the elegant strokes of bristles on parchment, smoothly interweaving Amaterasu's lightning-quick attacks with swipes of the Celestial Brush, a tool that allows for on-screen drawings to come to life, aiding in both battle and puzzle-solving. A charming sequel, *Ōkamiden*, was later released for the Nintendo DS, but its lack of lasting impact proved the peerless original wasn't in need of a continuation. *LeChevallier*



11. *Goldeneye 007* (1997). Not only was *Goldeneye 007* one of the rare film-to-game adaptations that worked, featuring complex level designs (and bonus objectives scaling to difficulty) that required equal measures of stealth and shooting, but it also defined an entire generation of FPS gamers with its heated four-player split-screen multiplayer. The film lasted only a few brief hours, but the experience of sitting beside three dear friends, sneakily watching *their* screens to get a better read on their position, and then watching as they accidentally walked into the corridor you'd

just riddled with proximity mines was the sort of halcyon summer haze that memoirists dream of. *Riccio*

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10. *BioShock* (2007). *BioShock* had greater narrative and thematic ambition than any previous big-time first-person shooter. But the real magic came—as it always does in great art—in how it was told. The FPS is well-suited to immersive exploration, and every corner of *BioShock* had some detail that expanded the story. Even the enemy AI, which gave all NPCs background tasks, convinced the player that Rapture was a world going about its business before being interrupted by your murderous intrusion. And no game has ever been so smart about cutscenes, the bane of most narrative FPS titles. *Bioshock* elegantly led you through its levels with subtle environmental cues, and when it took away control, it did so for a very good reason. *McKleinfeld*



9. *The Legend of Zelda: Majora's Mask* (2000). *The Legend of Zelda: Majora's Mask* has Link living his own personal Groundhog Day scenario to prevent a very-pissed-off-looking moon from crashing into the world, and right off the

bat with that premise, the series is in heavier and more innovative territory than usual. The game still manages to reuse everything worth taking from *Ocarina of Time*'s template, but also adding just a drop of haunting, elegiac melancholy, casting a much different and enthralling pallor over the whole thing than anything the series has seen. *Majora's Mask* is as close to grim-and-gritty as *The Legend of Zelda* ever needs to be, but it's also the one game in the series that every developer, Nintendo included, can learn the most from, when it comes to adding depth, not darkness, to a series such as this. *Clark*



8. *Braid* (2008). *Braid* was the first art game to combine highbrow ambition with rock-solid gameplay. Like most pioneering works, it's largely about its own medium, appropriating the inexorable left-to-right movement and damsel-in-distress story of a certain famous gaming icon and using it as a metaphor for...life? Guilt? L'amour fou? *Braid* doesn't answer all the questions it raises, and that's a good thing. Better still is how elegantly the story and the game mechanics work together, with time-reversing levels exploring remorse and single-key puzzles as metaphors for loss. Like the games it parodies, *Braid* makes walking and jumping feel great, but it uses that visceral satisfaction to draw you into something profoundly disquieting. *McKleinfeld*



7. *Portal 2* (2011). It's one thing to outthink a psychopathic computer program, as players did in the original *Portal*. But this brilliant sequel took things leaps and bounds beyond by asking players to outthink *one another*. In a co-op mode to rival all others, players were forced to work together, but never punished for betraying each other instead. In a meta move, the real cleverness wasn't in the exponentially more complex puzzles, but in the way it asked players to trust in that Charlie Brown-like way that their friends wouldn't infuriatingly, comically sabotage them at the last second. Shooting your friends was simple; trapping them in an infinite, head-spinning loop was impressive. *Riccio*



6. *Half-Life 2* (2004). The original *Half-Life* redefined the way players experienced first-person shooters with heavily scripted sequences and a well-written narrative. *Half-Life 2* took this to the next level, as silent protagonist Gordon Freeman is removed from cryostasis and plunged into a future dystopia—a formerly human-populated city now turned zombie nightmare—reminiscent of Nazi Germany where the last remaining humans reside, enslaved by an unstoppable alien threat. Without ever relying on cutscenes, the game makes you a first-person participant in its storyline, one that turns the tide from oppression to rebellion fighting for the future of humanity. It's a classic whose thrills best those of most action movies and demonstrates the remarkable innovation the medium is capable of. *Aston*



5. *Shadow of the Colossus* (2005). The death of a colossus is a terrible thing. It feels all wrong: You thrust your sword into the softness of a great beast's neck as instructed until it lurches forward and falls. The only thing you're asked to do in *Shadow of the Colossus* is extinguish 16 impossibly beautiful creatures. There are no hazards, or enemies, or side quests. There are no power-ups or upgrades to be found. There is only you, the colossi, and the suffering you inflict upon them. Every video game is founded on a pretense of control—an illusion that you have a choice. *Shadow of the Colossus* dispels the myth by posing a simple question: Why? We should all think hard about the answer. *Marsh*



4. *Red Dead Redemption* (2010). A true western can't be afraid to back down from its gritty substance, and *Red Dead Redemption*'s final, unwinnable mission lives up to consequences often promised by the grim story. But that semi-tragic ending is earned by the plausibility of its rich open world, which is filled not just with outlaws to shoot, but also with cattle to herd and tame, animals to hunt, trains to rob (or protect), and townsfolk with whom you fight, drink, and gamble. But perhaps the grandest accomplishment was the sheer beauty of the territory, such that stumbling upon a rare sunset-lit vista while hunting for buried treasure was often reward enough. *Riccio*



3. *Super Metroid* (1994). Perfection in game design is like pornography: You know it when you see it. And in *Super Metroid*, it's plain as day. It isn't exaggeration to say that every element of the game has been conceived and calibrated to something like a platonic ideal: its level design feels complex but comprehensible; its difficulty is precisely balanced; its controls are as smooth as buttercream; and, perhaps most crucially, its sense of atmosphere is richly palpable. The greatness of *Super Metroid* is apparent from the moment Samus Aran floats up from within her Gunship to stand poised and ready in the rain. It's achingly beautiful. This is game craft at the height of elegance. *Marsh*



2. *Chrono Trigger* (1995). *Chrono Trigger* is the easiest, conversation-ending answer to the question, "Why do you like RPGs?" It's in the wonderfully written, infinitely endearing characters that are the best examples of each of their archetypes. The great, smart-alecky humor balanced with the impending doom waiting in 1999. The twists and turns in the plot, few, if any, of which are telegraphed from miles away. The consequences of your actions across the multiple timelines. The combat. The lack of random encounters. The score. That Mode 7 clock at the start that still feels like the beginning of something epic 20 years later. This is every JRPG element working in total harmony. *Clark*



1. *The Legend of Zelda: The Ocarina of Time* (1998). During the lengthy, groundbreaking development of *The Legend of Zelda: Ocarina of Time*, Shigeru Miyamoto envisioned a worst-case scenario in which Link would be restricted to Ganon's castle throughout the game's entirety, jumping through portals to enter mission-based worlds a la *Super Mario 64*. Let us be eternally grateful, then, that Miyamoto-sensei and his colleagues got a handle on their newly broken-in hardware before submitting their final product. There aren't enough superlatives, in any language, to describe how important *Ocarina of Time* is, not only to the medium of video games, but to the act of telling and being enveloped by stories. You start the game as a child, and finish it as an adult, having traveled countless miles, meeting all sorts of different creatures, both familiar and foreign, and being tested in battle and by a slew of imaginative puzzles. The Great Deku Tree. Dodongo's Cavern. Jabu Jabu's Belly. The Water Temple (oh God, the Water Temple). Your premier foray into any of these environments isn't easily forgotten, and the dungeons comprise only a fraction of the fantastical pleasures found in *Ocarina of Time*, a game that's not just a game, but the birth of a memory that will be held dear for eternity. *LeChevallier*

Stupid Bro Country reflection on local culture. (2015-07-31 14:06)

The pickup pulls at county fairs. But as someone who grew up loving and being forever affected by the true greats of country music, I simply have to offer up this plea to the Nashville country music industry to reclaim the identity and poetic greatness that once was our format. The well-written poetic word of the country song has disappeared. There appears to be not even the slightest attempt to "say" anything other than to repeat the tired, overused mantra of redneck party boy in his truck, partying in said truck, hoping to get lucky in the cab of said truck, and his greatest possible achievement in life is to continue to be physically and emotionally attached to the aforementioned truck as all things in life should and must take place in his, you guessed it...truck. I didn't mind the first two or three hundred versions of these gems but I think we can all agree by now that everything's been said about a redneck and his truck, that can possibly be said. It is time to move on to the next subject. Any subject, anything at all. Our beautiful, time-honored genre, has devolved from lines like, "I'd trade all of my tomorrows for one single yesterday ... holding Bobby's body next to mine," and "a canvas covered cabin, in a crowded labor camp stand out in this memory I revive. Cause my Daddy raised a family there with two hard working hands....and tried to feed my Momma's hungry eyes," down to

"Can I get a Yee Haw?" And the aforementioned Truck! "Come on slide them jeans on up in my truck! Let's get down and dirty in muh truck, doggone it I just get off riding in muh truck, I love ya honey, but not as much as muh truck!" Oh and we can't leave out the beautiful prose about partying in a field or pasture. Now I'm not saying all songs should be somber ballads or about heavy, profound emotional subject matter. On the contrary, great fun, rockin', party songs, describing the lifestyle of blue collar country folk have always been a staple of the genre. But compare for a minute the poetic, "middle American Shakespeare" infused lyrical prose of classics like Hank Williams' "Jambalaya" or Hank Jr's "All My Rowdy friends are coming over tonight" or Garth Brooks' "I've got friends in Low Places" or his "Ain't going down till the sun comes up" to the likes of contemporary offerings like "That's My Kinda Night," or any of the other 300 plus songs from recent years that say the exact same thing in pretty much the exact same way. It's like comparing a Rolls Royce to a ten speed. Finally, I'm not pointing a finger at the artists and especially not the songwriters. They're simply doing what they have to do to make a living. It's the major label execs, the movers and shakers, the folks who control what is shoved down radio's throat, that I am calling out. They have the power and ability to make a commitment to make records that keep the legacy of country music alive, and reclaim a great genre's identity. Who knows? Some of these Bro' Country guys could actually be awesome singers with potential to be great artists! But we'll never know, as long as they're encouraged by the industry to continue being redneck flavors of the day. Now you know why I listen to rock music or something else.

17.8 August

unidentified radio bursts from space (2015-08-04 10:57)

Scientists analyzing radio bursts from space have discovered a strange pattern that suggests the signals may be of an artificial nature. Some scientists have been open to the idea that the radio signals are a possible extraterrestrial beacon, and this new data does not rule out that possibility.

In a paper posted on the Cornell University Library website, Michael Hippke of the Institute for Data Analysis in Neukirchen-Vluyn, Germany, and John Learned at the University of Hawaii in Manoa discovered that the dispersion measures of the signals are multiples of the number: 187.5.

✖ Table from the FRB paper showing information on their dispersion measures, who found them, when and at which telescope. (Credit: Michael Hippke, John Learned, and Wilfried Domainko)

What does that mean? Well, from what I understand, scientist use the dispersion measure to help them figure out how far a signal came from. Higher frequencies travel faster than lower ones, so by measuring the difference in time the frequencies of the signal are received- the dispersion measure - they can get an idea of the distance traveled.

In this case, the dispersion measures seem to indicate an artificial origin. Hippke and Learned write: "We estimate the likelihood of a coincidence as 5:10,000."

"If the pattern is real," Learned told New Scientist, "it is very, very hard to explain."

The signals in question are called fast radio bursts (FRBs), and have been recorded since 2001. Only one, in 2014, was detected real-time as it happened. The others were discovered by sifting through recorded data from telescopes. There have now been 11 FSBs recorded in total.

✖ Duncan Lorimer, Professor of Physics and Astronomy, West Virginia University. (Credit: West Virginia University)

In a recent Huffington Post blog by Seth Shostak, senior astronomer for the Search for Extraterrestrial Intelligence (SETI) Institute, he explains that it was sifting through data from telescopes that lead to the discovery of the FRBs in 2007. Shostak says that Duncan Lorimer discovered the brief "flashes" of radio energy using a telescope in Australia.

According to former director of the SETI Institute Jill Tarter, “beacon from extraterrestrials” has always been considered one of the weird possibilities for the origins of the FRBs.

Tarter told New Scientist, “These have been intriguing as an engineered signal, or evidence of extraterrestrial technology, since [they] first [were] discovered.”

In an FAQ on the signals posted on New Scientist, they point out that there are many possible natural origins of radio signals from space. However, they also note that the possible natural sources “don’t account for the fast radio bursts’ pattern according to any physics we know now.”

In the conclusion to their paper, Learned and Hippke write that if the natural sources are ruled out, “an artificial source (human or non-human) must be considered.”

Hippke tells the New Scientist, “there is something really interesting we need to understand. This will either be new physics, like a new kind of pulsar, or, in the end, if we can exclude everything else, an ET.”

“When you set out to search for something new,” he says, “you might find something unexpected.”

However, Shostak points out in his blog, there is one more thing we need to rule out before jumping on the ET band wagon. He writes, “In the case of the FRBs, one possible explanation — still not ruled out — is positively prosaic: They could be some type of man-made interference that only seems to be coming from deep space.”

The New Scientist article also speculates that there may still be terrestrial answers. They write, “It’s also possible that the telescopes are picking up evidence of human technology, like an unmapped spy satellite, masquerading as signals from deep space.”

 The Parkes radio telescope in Australia. All but one of the 11 FRB signals was recorded using this telescope.

A recent update to the paper written by Hippke and Learned adds research that provides further evidence that the FRBs may be of terrestrial origin. The update was posted on March 30, and includes the addition of Wilfried Domainko of the Max Planck Institute for Nuclear Physics to the research team.

The update includes the discovery that the signals may arrive at times that align with UTC time. According to the paper, “the suggestive correlation with terrestrial time standards seems to nearly clinch the case for human association of these peculiar phenomena.”

So are the signals ET or human? It will take further research, and the discovery of more FRBs to verify. The new FRBs may or may not fit the dispersion measure patterns or align with UTC times. Perhaps some other feature to the FRBs will come to light giving scientists more information to go on.

Until more is discovered, we just don’t know.

The final sentence in the FRB research paper says, “In the end we only claim interesting features which further data will verify or refute.”

Meanwhile, Shostak warns, “It’s always tempting to invoke dramatic explanations for novel phenomena — after all, that makes them both more interesting and more important. But history suggests that caution is a good idea, and more likely to be justified in the end.”

Linux Mint 17.2 review (2015-08-09 11:09)

92

1 Jul 2015 at 19:19, Scott Gilbertson

Review The underlying packages in Linux Mint 17.2, just released, are largely unchanged. What you *will* find are a lot of improvements and added polish in everyday tools like the update manager, login screen and the Software Sources app.

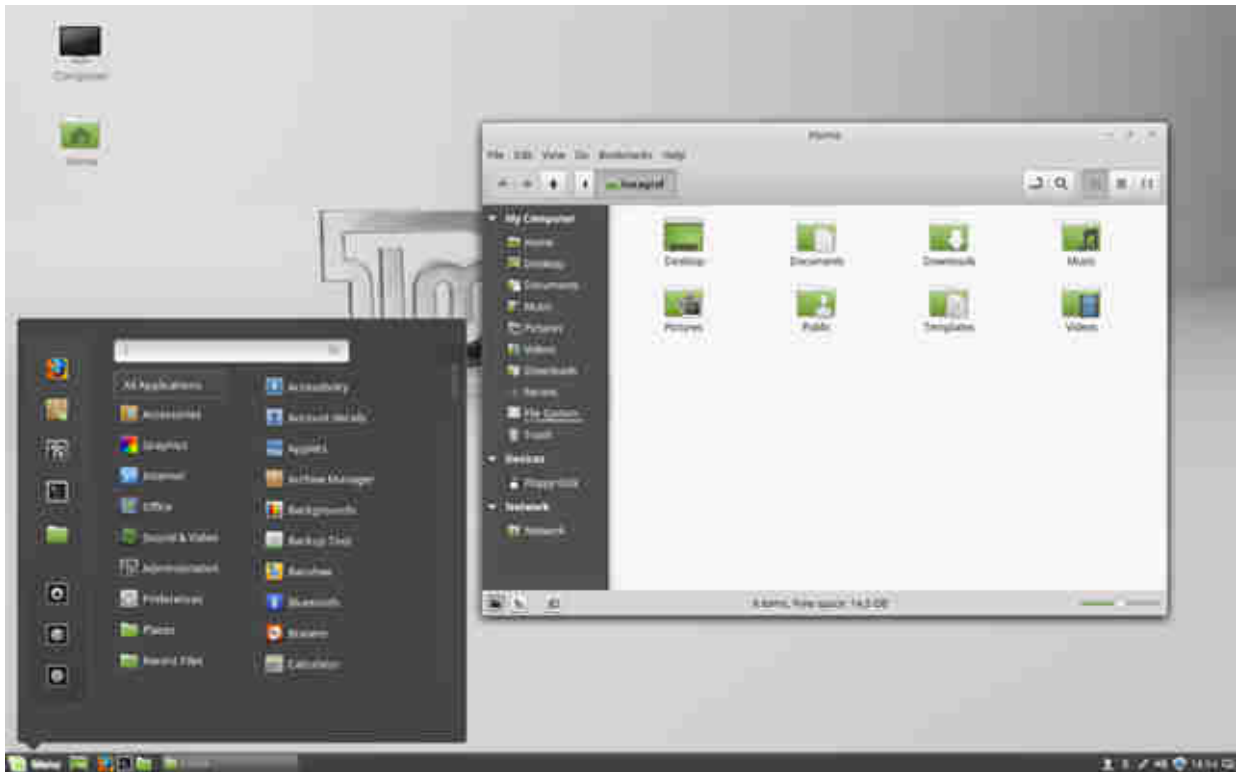
Sticking with the Ubuntu 14.04 base has given Linux Mint developers the opportunity to focus their time and effort on the aspects of Mint that make it unique. Much of that focus has been on the project's two desktops, Cinnamon and MATE. Indeed it's the updates to both desktops that make Linux Mint 17.2 well worth the upgrade.

Mint seems to be one of the few distros to have taken the idea of "if it ain't broke, don't fix it" to heart, with the result that it's fast becoming one of the most popular distros.

Part of the reason for that popularity lies in its excellent desktops, the stripped down, GNOME 2.x-inspired MATE, and the somewhat fancier – but still traditional – desktop, Cinnamon. Both of Mint's primary desktops stick with the traditional desktop paradigm – taskbar-like panels with applets, a start menu and system tray – making them popular with users not interested in "modern" desktops like Unity and GNOME Shell.

Both Cinnamon and MATE have seen major updates in Mint 17.2.

The Cinnamon version of Mint 17.2 ships with the brand-new Cinnamon 2.6 major update that builds on the previous release while adding improved support for dual monitors and better panels. It also sees some speed improvements that will make your desktop experience a bit snappier.



The Cinnamon 2.6 desktop in the new Mint

In recent months Cinnamon has proved something more than just a Linux Mint desktop. It's now available in half a dozen distros and, while Mint is still the only distro to use it by default, Fedora and Debian have added Cinnamon to their installers. For a complete look at everything that's new in Cinnamon 2.6, see my earlier review.

Cinnamon 2.6 in Mint 17.2 manages to offer a desktop experience that's both familiar and yet feels modern.

Linux Mint's other desktop, MATE, has also been the focus of numerous updates and improvements this time around. Mint 17.2 ships with MATE 1.10, which is notable for its speed and memory use improvements, most of which come out of a code analysis designed to track down and fix the problems. MATE has always been a lightweight, snappy desktop and I didn't notice much of a speed improvement, but it did use slightly less RAM in my tests.

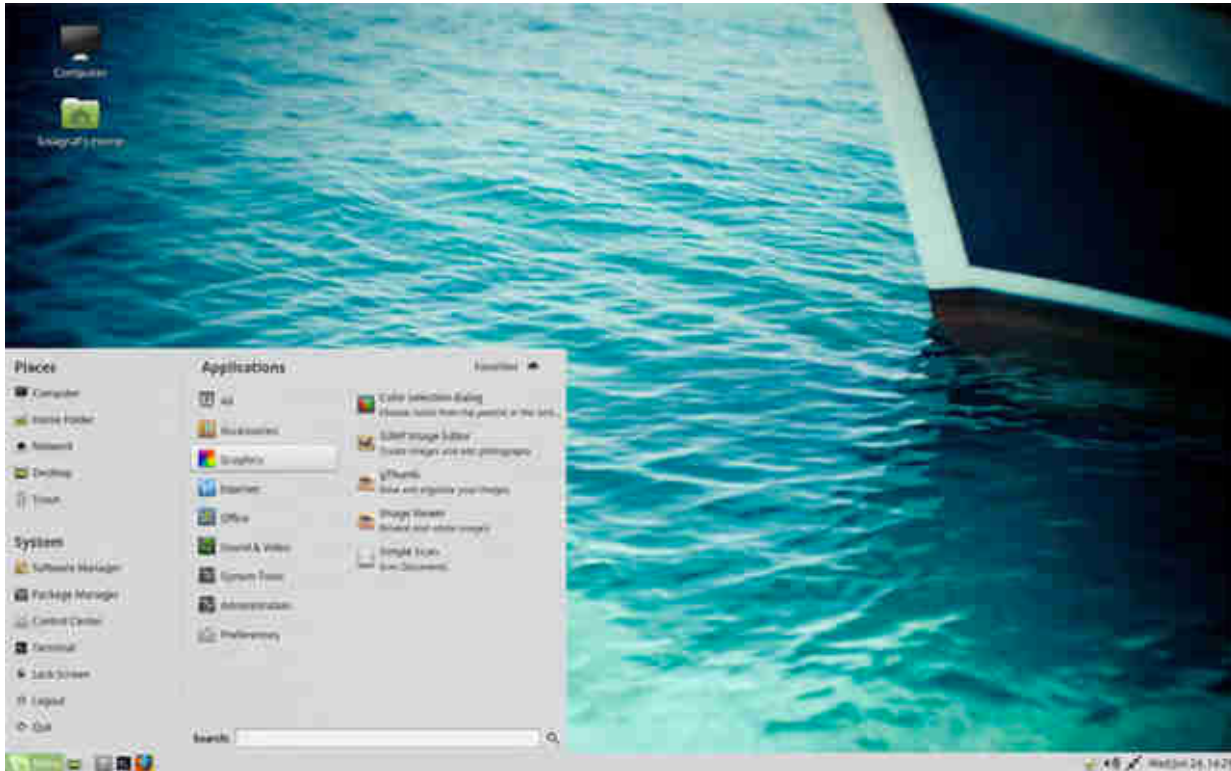
Another nice change is a new audio library by the name of libmatemixer. You might not notice it overtly, but it does mean MATE can now take full advantage of mixer functionality and will automatically detect and support PulseAudio, ALSA and OSS.

MATE has a few other minor improvements, like the ability to enable or disable extensions in Caja (the default file manager in MATE) at runtime (no need to restart MATE for changes to take effect). The help and documentation tools are now available within the desktop and Linux Mint has started a "papercut" project for MATE designed to fix many small issues and port some of the Cinnamon new features into MATE. The results of that project should start

to trickle in with point updates as the 17.2 release cycle progresses.

There are also some improvements in this release to Mint-specific tools that are used in both desktops, like the Update Manager and Login Screen.

Mint 17.2 continues to improve the already very nice, and surprisingly readable, Update Manager. This release adds support for package aliases, which means, for example, that a package like "muffin" can be displayed as "cinnamon-muffin" so it appears alongside other Cinnamon updates. This makes it easier to scan through your updates and see what's happening to various aspects of the system all in one spot. Even if you don't bother to read up on what "muffin" does, at least you know it's part of Cinnamon, and if the desktop suddenly starts acting wonky after an update you know where to start troubleshooting.



Linux Mint 17.2 MATE looks more like Cinnamon every day

There's also a new apt command available in this release, "apt recommends", which will show you all the missing recommended packages for a particular package. For example, if you want to install Calibre, you'd type "apt recommends calibre" to see what else you'll need to install.

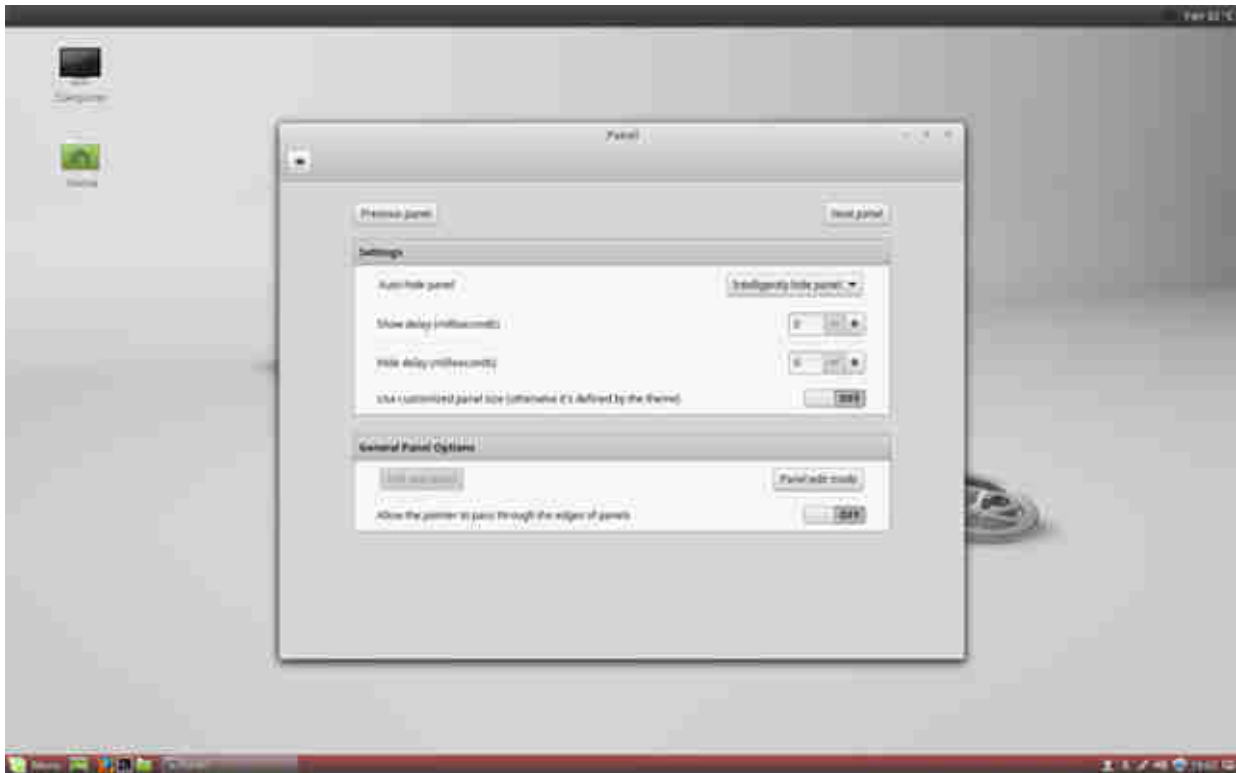
Another nice little change is the ability to hide the Update Manager system tray icon when no updates are available, if, perchance, this bothers you the way it did me.

The related Software Sources configuration tool has a new feature that lets you open PPA archives and browse their packages. You no longer need to switch to another tool to install what you were looking for.

Software Sources also now has a tool to list "foreign packages" and to downgrade them. What Mint refers to as a "foreign package" is a package where the origin or version is unknown and that doesn't match what is available in repositories known by your operation system. In other words you downloaded and installed something. It's now much easier to purge these packages from your system and to roll back to older versions. For example, if you enable Mint's testing repos to experiment with something and then change your mind, it's much easier to go back to what you had.

While the base package system remains Ubuntu 14.04, there are some application updates – LibreOffice 4.4.3 and Inkscape .91. For more on what's new in the Inkscape update, see my full Inkscape review. One thing you won't find here is systemd, though your reprieve is short-lived since that will be coming when Mint updates to 16.04 as a base

next year.



Among the changes in Cinnamon 2.6, you can now move the taskbar-style panel – or add another for each additional monitor

There are numerous minor improvements to tools like the USB Writer, support for a larger number of HP printers, improved bash command completion and some improvements to the login manager. And, of course, Mint 17.2 features the usual slew of wallpaper updates.

Mint has historically had a rocky upgrade process. It's almost always been easier to do a clean install of the system than to try to upgrade from, say, Mint 16 to 17. In Mint's defense, a clean install is always the safer way to upgrade a system – and another reason to have a separate partition for /home – but it did make upgrading a pain.

Thankfully this is not the case with Mint 17.2 because the underlying packages from Ubuntu have not changed. You can update to Mint 17.2 directly from Update Manager. That will continue to be true for the rest of the 17.x release cycle (which will last through Ubuntu 16.04, due in April 2016).

And indeed you should upgrade. Given that it's easy and painless to update, combined with all the improvements in this release, Linux Mint 17.2 is well worth it. This is exactly the kind of user-focused release that solves small, everyday problems while leaving the rest of the system alone. ®

New studies support the possibility of sea life on Enceladus (2015-08-13 10:56)

NASA's Cassini spacecraft spotted geysers on the surface of Saturn's moon Enceladus ten years ago. And new research suggests that these geysers are caused by active hydrothermal vents at the bottom of the moon's ice-covered sea-vents that potentially warm the water to a temperature that could sustain life.



Artist's impression of Cassini in orbit around Saturn. (Credit: NASA)

After the geysers were spotted, researchers were able to determine that water ice was being spewed by these geysers. Then, using the Cosmic Dust Analyzer aboard Cassini, scientists concluded that the geyser spray contains ice crystals and fine silica dust. Recent tests reveal that the only way these fine rock particles can form is through a mineral interaction with alkaline water at a temperature of at least 194 degrees Fahrenheit, which also has a salinity of four percent or less. NBC News space writer Alan Boyle points out, "Those just happen to be the conditions that exist at a field of hydrothermal vents on the bottom of the Atlantic Ocean, known as the Lost City, where volcanically heated water makes it possible for weird types of life to survive in a sunless ecosystem."

Although other processes could explain the geysers observed by Cassini, scientists believe Earthlike volcanic vents are the best explanation. And scientists note that this is the first time active hydrothermal vents have been seen outside of Earth's seafloor.

 Illustration showing geysers on Enceladus. (Credit: NASA/JPL-Caltech/Space Science Institute)

Boyle explains, "The latest findings support the view that Enceladus has the 'Big Three' requirements needed for life on Earth: liquid water, the chemical building blocks for organic activity, and an energy source in the form of hydrothermal heat."

Scientists are excited for future missions to Enceladus to better determine if the moon's sea does, indeed, harbor life. Cassini will sample the moon's water plumes again in October. But, unfortunately, the spacecraft doesn't have the necessary instruments to detect life. And, it will likely be a while before any subsequent mission to Enceladus is realized. NASA's priority is Jupiter's moon Europa—another moon that may be home to extraterrestrial life.

Wii U is like Sega Saturn or Sega CD (2015-08-15 18:03)

The Sega Saturn was released in 1995 in the US resulted in never released clever Japanese SHMUPS (DoDonPachi, Radiant Silvergun, Battle Garrega, Terra Driver, Batsugun), Dragon Force and Panzer Dragoon Saga (best games) were very pricey. Another reason Saturn died early was the 3D graphics were horrible. The Wii U does have a Legend of Zelda (Wind Waker HD), Super Mario Bros. (Super Mario 3D World) and Mario Kart (Mario Kart 8) compatible with the Wiimote and Nunchuck. Even though it comes packed with the gamepad, the Wiimote still is compatible with all the games. The Nintendo NX will be more powerful and hopefully will copy the Xbox 360 controller. I think only 25 games came out for Wii U so it looks a lot like Sega CD. I read articles that the new Legend of Zelda game would come out for Wii U and next generation 'Nintendo NX'. The biggest budget game next year is Final Fantasy XV, as well as Uncharted 4 on ps4.

Go ahead, end birthright American citizenship. (2015-08-26 11:52)

Currently, the United States grants citizenship automatically to every person born on our soil—including children of legal noncitizens, tourists, and even illegal immigrants. (Children of foreign diplomats are the exception.) The U.S. has so-called birthright citizenship because the Constitution's 14th Amendment, ratified in 1868, says citizenship must be granted to "all persons born or naturalized in the United States, and subject to the jurisdiction thereof." I argue that "subject to the jurisdiction thereof" does not include illegal immigrants, and I'm not alone. One of the Amendment's authors, Senator Jacob Howard of Michigan, said it "will not, of course, include persons born in the United States who are foreigners, aliens..." Aside from any constitutional arguments, I believe giving citizenship based merely on where you are born is bad public policy. Citizenship is about more than that; it is about our proud history, common standards, and willingness to uphold these ideals. What message does granting citizenship to the children of illegal immigrants send to people waiting to get into the U.S. legally? Foreigners who want to become citizens can wait as long as 18 years. Once someone crosses our borders illegally and gives birth to a child, their entire family is able to cut in line,

degrading the legitimacy of our immigration system. Almost no other country in the world offers birthright citizenship for these reasons. Lawbreakers should not be rewarded through the destructive policy of birthright citizenship. Yep, deport any of the anchor babies.

17.9 September

High Energy Liquid Laser Area Defense System field testing (2015-09-06 10:27)



Enemy surface-to-air threats to manned and unmanned aircraft have become increasingly sophisticated, creating a need for rapid and effective response to this growing category of threats. High power lasers can provide a solution to this challenge, as they harness the speed and power of light to counter multiple threats. Laser weapon systems provide additional capability for offensive missions as well—adding precise targeting with low probability of collateral damage. For consideration as a weapon system on today's air assets though, these laser weapon systems must be lighter and more compact than the state-of-the-art has produced. The goal of the HELLADS program is to develop a 150 kilowatt (kW) laser weapon system that is ten times smaller and lighter than current lasers of similar power, enabling integration onto tactical aircraft to defend against and defeat ground threats. With a weight goal of less than five kilograms per kilowatt, and volume of three cubic meters for the laser system, HELLADS seeks to enable high-energy lasers to be integrated onto tactical aircraft, significantly increasing engagement ranges compared to ground-based systems. In May 2015, HELLADS demonstrated sufficient laser power and beam quality to advance to a series of field tests. The achievement of government acceptance for field trials marked the end of the program's laboratory development phase and the beginning of a new and challenging set of tests against rockets, mortars, vehicles and surrogate surface-to-air missiles at White Sands Missile Range, New Mexico. Ground-based field testing of the HELLADS laser is expected to begin in summer 2015 as an effort jointly funded by DARPA and the Air Force Research Laboratory. Following the field-testing phase, the goal is to make the system available to the military Services for further refinement, testing or transition to operational use.

I hate Gamestop, Gamestop really is agnorant (2015-09-15 16:42)

My parents came to my house and said I have 300 games over what I should have. That doesn't bother me. What bothers me is that Game Stop lies about console sales. The Internet says Wii U is dead, and Game Stop clerks says Wii U is increasing sales and thier best month was August. I hope Game Stop goes out of business. They lie, their used games are too expensive, and the Internet bandwidth caps prevent me from downloading online over 5 gb). So of course I walked out without buying any videogame. I love The Videogame Critic.

The video game industry is maturing—fast. The average age of a “gamer,” that is, someone who plays video games on a regular basis, is now 37, according to the Entertainment Software Association, an industry trade group. That's up from last year, when the average came in at around 35 years old.

Surprised? Don't be. After all, these “greying gamers” were the first generation to grow up with video games as children. As they've aged, many apparently kept on playing, delving even deeper into the gaming abyss through consoles, PCs, and now their mobile devices.

If you care to see this older, dare I say, more “refined” sort of gamer, then make your way out west this week to this year's E3 Electronic Entertainment Expo in Los Angeles, the gaming industry's biggest trade show. There you will see plenty of Gen X'ers and Gen Y'ers (is that still a thing?) milling about, many sporting unkempt beards and ironic t-shirts like it's 2007. Apparently, shaving and adhering to current fashion norms takes way too much time and effort, time away from Assassin's Creed 32, or some other “new” iteration of a once popular gaming title.

But this older generation of gamers is both a blessing and a curse for the industry. It is a blessing in that as they age, their pockets get deeper, so they potentially have more money to spend on their hobby (assuming they don't get married and have kids, which, unsurprisingly, many don't). But it is also a curse, because the industry seems stuck in a time warp.

Simply put, content makers, many of whom are greying gamers themselves, have become lazy. They have failed to innovate on both the hardware and content side of the business, alienating potential young consumers while angering older gamers who crave something newer than just another Call of Duty. Each new game “unveiled” this week in Los Angeles will almost undoubtedly be a mashup of characters and scenes derived from popular movie franchises that debuted in the late 1990s and early 2000s, such as The Matrix, Starship Troopers, The Terminator, Sailor Moon, and The Hobbit, with a dash of The Fast and the Furious thrown in for good measure. It is getting old.

The result of all this nostalgic and creative laziness is a shrinking market. Video game sales in the U.S. actually peaked in 2010, at \$17 billion, and have fallen progressively ever since, hitting just \$15.4 billion in 2014, according to NPD Group. This is expected to continue unless the industry finds a new life source, and fast.

To be sure, this drop-off isn't just because younger people don't watch TV or because they are Snapchatting or whatever all day on their mobile phones. They aren't interested because the content doesn't speak to them. While mobile is the “fastest” growing segment of the industry, it is inherently backwards looking given the technological and ergonomic constraints of the market. Either the games have to be terribly simple (and forgettable), like Candy Crush, or they have to be stripped down (worse) versions of console games.

But the industry feels compelled to “capture” this market nonetheless, diverting precious resources that would be better spent advancing the core gaming market. For example, on Sunday evening, Bethesda Game Studios, a major game developer, showed off its newest iteration of its popular “Fallout” series, Fallout 4, but also revealed a new Fallout mobile game, ostensibly to “capture” the yet unnamed generation of kids today. Todd Howard, director of Bethesda Gaming, said the mobile Fallout version was “inspired by games we love going back 30 years,” and that gamers will see inspirations from older retro games like X-com, SimCity, and FTL, which are, “games we really really like.” I think that says it all.

As the show rolls on this week, it would be nice to see some real innovation in the core gaming product, as well as some fresh content aimed at a younger subset of the population. Virtual reality (VR) has been talked about for years,

but we have yet to see it come to market. Oculus now says its consumer VR product will be out by the first quarter of next year, and Valve and HTC say their VR console will be ready for this year's holiday season.

If true, then the industry needs to start building content for this new and potentially "game changing" platform as quickly as possible. And no, that doesn't mean shoehorning current games to just simply "work" on a VR platform. It means building new games from the ground up, specifically tailored for the virtual reality experience. If the content fails to wow consumers, then they won't pay hundreds of dollars to acquire a VR system, which means VR will die a quick death, just as it did in the 1990s.

So, given all that, what's on tap for Monday at E3? Microsoft kicks things off at noon (Eastern Time), followed by EA and Ubisoft later in the day. Sony will have its flashy press conference this evening around 8:30pm ET while Nintendo will have theirs tomorrow at noon, which is actually official first day of the conference. *Fortune* will have people on the ground, so look out for news briefs throughout the day.

Yang-Mills existence and mass gap solved (2015-09-18 14:09)

<https://archive.org/download/Yang-MillsProblem/0903.4727v4.pdf>

RSA & Diffie-Hellman proves P does not equal NP (2015-09-18 14:29)

Vinay Deolalikar, a mathematician who works for HP Labs, claims to have proven that P is not equal to NP. The problem is the greatest unsolved problem in theoretical computer science and is one of seven problems in which the Clay Mathematics Institute has offered million dollar prizes to the solutions. The question of whether P equals NP essentially asks whether there exist problems which take a long time to solve but whose solutions can be checked quickly. More formally, a problem is said to be in P if there is a program for a Turing machine, an ideal theoretical computer with unbounded amounts of memory, such that running instances of the problem through the program will always answer the question in polynomial time — time always bounded by some fixed polynomial power of the length of the input. A problem is said to be in NP, if the problem can be solved in polynomial time when instead of being run on a Turing machine, it is run on a non-deterministic Turing machine, which is like a Turing machine but is able to make copies of itself to try different approaches to the problem simultaneously. Mathematicians have long believed that

Researcher claims solution to P vs NP math problem Wednesday, August 11, 2010 Related news Mathematics on Wikinews Nuvola apps edu mathematics blue-p.svg Australian physicists generate tractor beam on water Norwegian Academy of Science and Letters awards Belgian mathematician Pierre Deligne with Abel prize of 2013 Record size 17.4 million-digit prime found Mathematician Benoît Mandelbrot dies aged 85 Researcher claims solution to P vs NP math problem Stanford physicists print smallest-ever letters 'SU' at subatomic level of 1.5 nanometres tall Mathematician Martin Taylor awarded knighthood Collaborate! Newsroom Style Guide - how to write Content Guide - what to write

Vinay Deolalikar, a mathematician who works for HP Labs, claims to have proven that P is not equal to NP. The problem is the greatest unsolved problem in theoretical computer science and is one of seven problems in which the Clay Mathematics Institute has offered million dollar prizes to the solutions. The question of whether P equals NP essentially asks whether there exist problems which take a long time to solve but whose solutions can be checked quickly. More formally, a problem is said to be in P if there is a program for a Turing machine, an ideal theoretical computer with unbounded amounts of memory, such that running instances of the problem through the program will always answer the question in polynomial time — time always bounded by some fixed polynomial power of the length of the input. A problem is said to be in NP, if the problem can be solved in polynomial time when instead of being run on a Turing machine, it is run on a non-deterministic Turing machine, which is like a Turing machine but is able to make copies of itself to try different approaches to the problem simultaneously. Mathematicians have long believed that P does not equal NP, and the question has many practical implications. Much of modern cryptography, such as the RSA

algorithm and the Diffie-Hellman algorithm, rests on certain problems, such as factoring integers, being in NP and not in P. If it turned out that $P=NP$, these methods would not work but many now difficult problems would likely be easy to solve. If P does not equal NP then many natural, practical problems such as the traveling salesman problem are intrinsically difficult. In 2000, the Clay Foundation listed the "Clay Millenium Problems," seven mathematical problems each of which they would offer a million dollars for a correct solution. One of these problems was whether P equaled NP. Another of these seven, the Poincaré conjecture, was solved in 2002 by Grigori Perelman who first made headlines for solving the problem and then made them again months later for refusing to take the prize money. On August 7, mathematician Greg Baker noted on his blog that he had seen a draft of a claimed proof by Deolalikar although among experts a draft had apparently been circulating for a few days. Deolalikar's proof works by connecting certain ideas in computer science and finite model theory to ideas in statistical mechanics. The proof works by showing that if certain problems known to be in NP were also in P then those problems would have impossible statistical properties. Computer scientists and mathematicians have expressed a variety of opinions about Deolalikar's proof, ranging from guarded optimism to near certainty that the proof is incorrect. Scott Aaronson of the Massachusetts Institute of Technology has expressed his pessimism by stating that he will give \$200,000 of his own money to Deolalikar if the proof turns out to be valid. Others have raised specific technical issues with the proof but noted that the proof attempt presented interesting new techniques that might be relevant to computer science whether or not the proof turns out to be correct. Richard Lipton, a professor of computer science at Georgia Tech, has said that "the author certainly shows awareness of the relevant obstacles and command of literature supporting his arguments." Lipton has listed four central objections to the proof, none of which are necessarily fatal but may require more work to address. On August 11, 2010, Lipton reported that consensus of the reviewers was best summarized by mathematician Terence Tao, who expressed the view that Deolalikar's paper probably did not give a proof that $P \neq NP$ even after major changes, unless substantial new ideas are added., and the question has many practical implications. Much of modern cryptography, such as the RSA algorithm and the Diffie-Hellman algorithm, rests on certain problems, such as factoring integers, being in NP and not in P. If it turned out that $P=NP$, these methods would not work but many now difficult problems would likely be easy to solve. 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17.10 October

PS4 exceeds expectations. (2015-10-01 10:19)

Shuhei Yoshida, Sony's head of worldwide studios for PlayStation, has said that his team has been surprised by the success of the PlayStation 4, with the machine well exceeding internal sales predictions, and continuing to do so. Yoshida explained that the number of PS4s in the hands of consumers is around two million more than his department predicted, and that this success has forced them to re-evaluate the resource provision for online first party games like DriveClub.

"DriveClub has sustained its momentum," the executive explained. "They needed to spend time to really rewrite the server-side of the game. We weren't expecting this many people would buy a PlayStation 4, and have PlayStation Plus membership. Because the title was originally titled for the launch of the system, the number of potential people to download for free for the PS Plus version would be much smaller than two years after the launch. We realised the daunting task of supporting potentially millions and millions of people to download and play. The team needed to go back to the drawing board and re-engineer the server-side.

"While they were doing this, they kept releasing new content and people continued to play the game and enjoy it. I'm really happy with how things went forward.

"We had a specific target," said Yoshida of the platform itself. "5 million units - against what we did, 7 million I think, and it just kept going. We had more modest projections before the launch."

As well as the unexpected load on the servers DriveClub, Yoshida says that the PS4's success at retail has also put Sony's first-party line-up in something of an unfavourable light, because its ubiquity has made third-parties more prolific, making Sony's home field line-up seem a little anemic in comparison.

"Typically - it's ironic in a sense, when a platform's doing really well, studio side kind of struggles," Yoshida believes.

"It probably has some relationship to these two things. When a platform's doing well, third-parties support it more. So from a pure software standpoint, there'll be more competition. When the platform's not doing so well, our games become more prominent, and we get larger market share within the same platform. Because we continue to support the PS3, in the launch year of the PS4 we had The Last of Us and Gran Turismo 6 and Beyond and so on, many games, we were still working hard. We're just head-down, focussed on delivering the games for the near future. We're happy with how it's going, and we're excited about welcoming PlayStation VR. From a delivering games standpoint, we have work to do. People constantly ask us for the big exclusive triple-A games."

Although there might not be a great deal on the slate on Sony's software side, Yoshida is optimistic about the forthcoming launch of the newly re-monikered PlayStation VR, something which he sees as akin to the launch of a new platform.

"It's like launching a new platform, and it's a huge effort, and it's super-exciting. As far as VR, for the future, is concerned, I have no question that in a few years everyone will be using some VR tech as a part of their lives. Even outside entertainment systems. It's a new tech, it's a new media. How well PlayStation VR will do in that trajectory is a big question. We believe we have a unique position in this effort. I always say we're not just competing with the other companies like Oculus or Valve. We are almost collaborating to make this thing happen, and get people to try and get excited and talk about it to other people. Because we're focussed on delivering the VR experience on the game console as opposed to PC or mobile, and that's their focus, we're covering all the bases together.

"In that, it's just how well we deliver the system, how easy it is to use, how comfortable, how exciting the contents are, the price point is right for the consumer - all these things, it's our effort, so I hope PlayStation VR will do extremely well. As a developer, I'm super-excited about the potential of using VR tech. I feel like, working on PlayStation VR, is like when we were working on the original PlayStation 20 years ago, when we were very excited to use 3D real-time graphics for the games. After 20 years, we're still making even bigger, better 3D games, so I see a long-term great future for VR entertainment for the coming 20 years.

"As PlayStation, we're always gaming focussed. But you know that lots of people use PlayStation for non-games, like consuming entertainment, streaming... So we believe the same for PlayStation VR. The people who know PlayStation as a great entertainment system, a gaming system, and enjoying video contents as well. In the same way, because it's such a new thing, VR, most people, for the first time really try the modern VR, so instead of putting some exotic

names for that, we believe that it's better to associate with PlayStation brand that people know as a fun product."

Illegal Immigration Affects Electoral Votes (2015-10-04 20:45)

Amid lipstick smears and distortions from both presidential candidates, a forgotten issue that was once the biggest concern of this election cycle has largely faded from public consciousness: illegal immigration.

If John McCain really wants to distance himself from Barack Obama in the polls, it will require yet another Maverick flip-flop. His newfound stance on illegal immigration could help rally the conservative base and have a direct impact on this and future elections.

Aside from the burdens posed by illegal immigrants on crime, detention facilities, job security, taxes, wages, social security, medicare, Medicaid, violence, terrorism and drug and human trafficking, illegal aliens are slowly eroding the power of American voters.

Though illegal immigrants don't have an effect on the popular vote, they are changing the electoral vote, and this change benefits Obama.

Hispanic voters historically vote Democratic, and as reported by USA Today in July, Hispanics will become decisive swing votes in future elections.

With the Hispanic population set to double to 30 percent by 2042 because of relatively higher birth rates and immigration and with leaders like Obama and McCain who support amnesty for illegal aliens this traditionally Democratic-leaning population will likely tip future elections in favor of Democrats.

Indeed, the effects of Hispanic voters on this election are already being felt. A Pew Research Center survey showed 66 percent of Hispanics favored Obama to McCain's 23 percent.

USA Today reported the Hispanic vote is now large enough to determine outcomes in key battleground states, like Colorado, New Mexico, Nevada and Florida.

Familial and cultural ties effectively concentrate legal and illegal immigrants together with ethnically similar foreign-born populations. Though this is not the only factor in the redistribution of seats in the House of Representatives, it is a major contributor. And with 70 percent of the foreign-born population living in just six states, the Center for Immigration Studies expects this rearrangement to continue for decades, resulting in changes to the U.S. House of Representatives and Electoral College.

The distribution of seats in the House is referred to as apportionment, which is based on states' total population and includes illegal immigrants. A national census is taken every 10 years to apportion seats in the House, but as CIS reported, the Constitution offers no method for apportionment, nor a method for compiling total population for apportionment. Currently, the resident population includes illegal aliens.

Illegal immigration played a significant role in the redistribution of seats in the past. In 1990, 12 seats were redistributed, and in 2000, 16 seats were redistributed. Louisiana was one of the states adversely affected.

In 2000, four states either lost a seat or didn't gain a seat they otherwise would have, and five states had one seat fewer than it otherwise would have.

Five states actually gained seats because of illegal aliens. Nine redistributed seats went to California alone.

These non-citizens also change the landscape of the electoral map because the Electoral College is based on the size of congressional delegations.

The Federation for Immigration Reform (FAIR), which twice led unsuccessful campaigns to remove illegal immigrants from the process of apportionment, reported the 2004 election benefitted Kerry with a net gain of two Electoral College votes.

Though the results were insignificant in that particular race, the reapportionment of seats caused by illegal aliens has affected the past two presidential elections and will continue to do so in the future.

This doesn't mean illegal aliens are the winners. Voters living in high-immigration districts consequently have much more influence than those living in low-immigration districts. Because they play no part in political life, illegals are being exploited to increase the power of voters living in high-immigration districts. This unfairly shifts seats from states all over the country to states mostly found in the Southwest.

CIS contends that reapportionment is a zero-sum game and concludes that excluding illegal immigrants from apportionment is highly unlikely because of opposition from states that benefit politically from illegal immigration. The only solution appears to be the enforcement of stronger illegal immigration regulations. As far as apportionment reform is concerned, that duty might fall into the hands of the aforementioned swing voters of the future. A wise man once said, People get the government they deserve. I say, People deserve the government they tolerate.

President using gun politics emotion. even though 2nd admendment constitution protection (2015-10-06 19:59)

In his speech on the Umpqua Community College shooting in Oregon last week, President Obama sounded more upset about America's gun laws than about the horrific massacre.

We barely had the preliminary facts about the shooting, the shooter and the victims, and he was already lecturing the nation again on gun control.

Instead of calling the nation to prayer, he said we would learn about the victims in the coming days and then "wrap everyone who's grieving with our prayers and our love." Those words out of the way, he immediately pivoted to complaining that "our thoughts and prayers are not enough. It's not enough. It does not capture the heartache and grief and anger that we should feel (or) prevent this carnage from being inflicted someplace else in America – next week or a couple of months from now."

We didn't hear much "heartache and grief" in his speech, but his anger was palpable. It wasn't anger at the shooter, and it wasn't sympathy for the victims. It was outrage – or apparent outrage – at America's Second Amendment advocates.

"We are the only advanced country on earth," said Obama, "that sees these kinds of mass shootings every few months. ... The United States ... is the one advanced nation on earth in which we do not have sufficient common-sense gun-safety laws – even in the face of repeated mass killings." He said these events happen so often that they've "become routine. ... We've become numb to this."

He may speak for himself, of course, but I don't know too many people, especially gun rights advocates, who are numb to such savagery. Many of us believe our society would be safer against gun violence if there weren't so many "gun-free" zones and if we had more armed guards.

As he has so often done before the powder is dry after similar incidents, he used his bully pulpit (emphasis on "bully") to misstate statistics as if he were trying for a record number of Pinocchios from fact-checkers.

He said: "We know that states with the most gun laws tend to have the fewest gun deaths. So the notion that gun laws don't work – or just will make it harder for law-abiding citizens, and criminals will still get their guns – is not borne out by the evidence."

What he conveniently omitted is that Oregon had recently strengthened its laws on gun sales and is above average among the states on gun regulation. It is one of only 18 states that require universal background checks before the sale of any firearm.

Being a proud Chicagoan, Obama is surely aware that his beloved city, which has distinguished itself in recent years for epic gun violence and death, is in a state that has some of the strictest gun control laws in the nation. How, then, can he claim that gun laws work? And how would implementing his idea of "common-sense gun-safety laws" make sense?

Though the United States has a high actual number of fatalities from mass shootings given its larger population, Obama ignores that other nations – such as Norway, Finland, Slovakia, Israel and Switzerland, which all have restrictive gun laws – have higher ratios of such shootings per capita.

The president also fails to acknowledge author John Lott's findings as of 2010 that all the multiple-victim public shootings (where three or more were killed) in Western Europe and in the United States occurred where civilians were not allowed to carry guns.

Charles C.W. Cooke, in his "The Conservatarian Manifesto," urges that we regularly debunk "the claim that America is

in the midst of a gun-violence 'epidemic'. ... Two reports, both released in May 2013, revealed a striking drop in gun crime over the past twenty years." Cooke writes that "during the very period that gun laws have been dramatically liberalized across the whole country, gun crime has dropped substantially."

In his rant, Obama didn't just distort the evidence. He effectively accused the Republican Congress of allowing these deaths by opposing gun control laws for political reasons, proving that projection is still an important weapon in his partisan arsenal. At a time when he should be using his office and his influence to urge healing and unity, Obama uses them for strident community organizing to advance his agenda.

It is instructive that Obama rages at conservatives and scapegoats the weapons themselves rather than the criminals involved or the state of the human condition that underlies their actions.

It is remarkable that he demands an unconstitutional and meaningless change in the laws purportedly to save innocent lives but vigorously opposes all laws that would protect innocent babies in the womb.

And it is disgraceful that he seeks to inflame our emotions to seduce us into ignoring the facts and suspending our critical faculties long enough to surrender our vital Second Amendment rights.

Movies seen (2015-10-10 12:30)

War of the Worlds 6.5 2005
 2267 Warm Bodies 6.9 2013
 2268 Warrior 8.2 2011
 2269 Watch on the Rhine 7.4 1943
 2270 Watchers 5.2 1988
 2271 Waterloo Bridge 7.8 1940
 2272 Way Down East 8 1920
 2273 Way Out West 7.8 1937
 2274 Wayne's World 7 1992
 2275 Wayne's World 2 6.1 1993
 2276 We Were Soldiers 7.1 2002
 2277 We're Not Married! 6.4 1952
 2278 Weekend at Bernie's 6.3 1989
 2279 West Point 8 1927
 2280 Westward Passage 5.6 1932
 2281 Westworld 7.1 1973
 2282 What's the Matter with Helen? 6.4 1971
 2283 When They Cry 8.3 2006
 2284 When Trumpets Fade 7.3 1998
 2285 When Worlds Collide 6.7 1951
 2286 Where Eagles Dare 7.7 1968
 2287 Where the Sidewalk Ends 7.7 1950
 2288 While the City Sleeps 7 1956
 2289 White Christmas 7.6 1954
 2290 White Heat 8.2 1949
 2291 White House Down 6.4 2013
 2292 Who Framed Roger Rabbit 7.7 1988
 2293 Who's Afraid of Virginia Woolf? 8.1 1966
 2294 Wild and Wonderful 6.4 1964
 2295 Wild Hogs 5.9 2007
 2296 Wilson 7 1944
 2297 Windtalkers 6 2002

2298 With a Song in My Heart 7 1952
2299 Without a Clue 7 1988
2300 Without Love 6.8 1945
2301 Without Reservations 6.6 1946
2302 Wolf 6.2 1994
2303 Wolf's Rain 8.1 2003
2304 Woman of the Year 7.3 1942
2305 Working Girl 6.7 1988
2306 World Without End 6 1956
2307 Wrath of the Titans 5.8 2012
2308 Wuthering Heights 7.7 1939
2309 Wuthering Heights 7.7 2009
2310 WWII in HD 8.7 2009
2311 Wyatt Earp 6.6 1994
2312 X-Men 7.4 2000
2313 X-Men Origins: Wolverine 6.7 2009
2314 X-Men: Days of Future Past 8.1 2014
2315 X-Men: The Last Stand 6.8 2006
2316 X2 7.5 2003
2317 xXx 5.8 2002
2318 Yankee Doodle Dandy 7.8 1942
2319 You Can't Take It With You 8 1938
2320 You Don't Mess with the Zohan 5.5 2008
2321 You Only Live Twice 6.9 1967
2322 You've Got Mail 6.5 1998
2323 Young Bride 6.4 1932
2324 Young Frankenstein 8.1 1974
2325 Young Man with a Horn 7.2 1950
2326 Young Mr. Lincoln 7.7 1939
2327 Zero Dark Thirty 7.4 2012
2328 Zodiac 7.7 2007
2329 Zombieland 7.7 2009
2330 Zoolander 6.6 2001
2331 Zulu 7.8 1964

Republicans need devising entirely new ways of 'getting things done.' (2015-10-16 20:13)

At first, I didn't have strong feelings about the House Speaker's race. I thought initial front-runner Kevin McCarthy might do a good job. I feel the same about other potential speakers, including Paul Ryan, Daniel Webster, and my good friend Jason Chaffetz.

More than anything, though, it seemed that what mattered was not who the next speaker is but what the next speaker does. I shared my thoughts with the handful of House colleagues who asked for them, but, as a senator, I didn't feel it was my place to broadcast them.

Then late last week, we saw the Republican establishment's overheated reaction to McCarthy's surprise withdrawal from the race. Then suddenly, over the weekend, many more people started asking my opinions about the race after a New York Times columnist nominated yours truly for the job.

I have no interest in that job, of course. But given this strange new environment, I thought it might now be appropriate

for me to suggest a few lessons conservative reformers can take from the events of the last few weeks, for whatever they are worth.

Lesson 1: Politics Is a Team Sport

This is no original insight, of course. But, as Samuel Johnson said, “People need to be reminded more often than they need to be instructed.”

Usually Republican leaders wield this lesson as a cudgel against conservative back-benchers. But in the last year, anti-establishment conservatives really seem to have learned it. The rapid emergence of the House Freedom Caucus as a driving force within the House Republican Conference is a testament to its members’ vigorous application of this lesson.

‘People need to be reminded more often than they need to be instructed.’

The HFC may not be on the team in the way GOP bosses use the word. But HFC members have demonstrated an ability to be very effective playing on a team.

This seems to me a useful lesson, first, for my friends in the HFC themselves, as they figure out how to translate the negative, veto-type influence they have won into positive reform. But the HFC’s unity is also—or at least should be—a welcome sign for those Republicans now vying to lead the conference. Anti-establishment, Constitution-oriented reformers want very much to belong to and help a Republican Party in which they feel at home. They—that is to say, we—are actually trying to build that new Republican Party every day.

It shouldn’t be all that hard for GOP leaders to figure out how to assist and even guide that project. After all, party leaders work for their back-benchers and voters, not the other way around. The next successful Republican speaker should already know that, without being instructed or reminded.

Lesson 2: Uncertainty Is Good For Us

A handful of commentators—including Yuval Levin and Kevin Williamson of National Review and The Federalist’s David Harsanyi—have already made this point. But it suffices to say that a few days’ uncertainty about who is going to be the next Speaker of the House is not any well-adjusted adult’s definition of chaos. For goodness sake, in the Kosovo parliament last week, opposition members tear-gassed their own colleagues! One congressman’s decision to keep his current job for the time being is not the stuff of “Game of Thrones.”

A few days’ uncertainty about who is going to be the next Speaker of the House is not any well-adjusted adult’s definition of chaos.

There is an additional lesson here for the Right. Extreme discomfort with change and uncertainty is a bipartisan problem today, but Republicans in particular need to quit it with the pearl-clutching and fainting couches. I mean, have you read our platform? If the GOP really intends to unite and succeed in coming years, we’re going to have to deal with challenges much less predictable than a contested leadership election or two.

Good teams, like fighting units, are sharpened—made more disciplined and more daring—by action, after all. Indeed, a taste of bracing uncertainty might finally do for the GOP what millions of dollars in pollster and consultant fees have not.

For if you strip away the political and media attention from McCarthy’s withdrawal, and the ensuing Washington freak-out, all that really happened last week was this: a sure-thing continuation of a tight-knit community’s happy status-quo was upended without notice or comforting contingency. Nobody knew what had happened, or why, or whom to blame, or how to move forward, or what sudden dislocation might come next.

In other words, the Republican establishment got a passing glimpse of what it’s like to be a working family in America today.

Good teams, like fighting units, are sharpened—made more disciplined and more daring—by action.

Washington Republicans would do well to imagine what jarring days like last Thursday are like for people who don’t work in the wealthiest metropolitan area in the country, who cannot expect to rebound from a job loss by doubling their income on K Street. In that context, should we really be surprised that legislative accomplishments like the permanent “doc fix” or Trade Promotion Authority (however laudable they may be) have done little to strengthen our party’s brand this year?

It seems to me that Republicans in Washington—speaker candidates or not, conservatives and moderates—need to think about what kind of policy reforms might more directly empower struggling families to survive and thrive amid uncertainties of their own. From this overdue examination might come more fruitful internal debates and a more

appealing reform agenda.

Getting used to facing and overcoming uncertainty, together, will make a new Republican Party at once more flexible and resilient, more united, and more appealing to a public already in the same boat. As always, we could learn a thing or two from the people we serve.

Lesson 3: This Is Only The Beginning

Whether the GOP embraces uncertainty or not, it is coming. It's not chaos or crisis. It's just disruption. You know, that cool, buzzy phenomenon Republican elites have championed in every other industry (that is, when it was at some one else's throat)? Well, now it's coming to drink their milkshakes, too.

Tea Party primaries, SuperPAC politics, and the breakdown of the Boehner-Cantor-McCarthy leadership team are only the beginning.

Tea Party primaries, SuperPAC politics, and the breakdown of the Boehner-Cantor-McCarthy leadership team are only the beginning. In this context, Congress today is just one more opaque, out-of-touch, legacy institution left over from a vanished era of centralized power now losing public credibility as the rest of American life grows ever more decentralized, personalized, and accountable.

This—not the forces of creative destruction, but Washington's grinding resistance to them—is the source of Congress's tedious, toxic dysfunction. As institutions, the House and Senate are clinging to an obsolete way of legislating.

When Washington insiders today talk of “getting back to regular order”—which, let's be honest, they do only selectively, when it serves their own interests—what they're often longing for is a process in which leaders and committee chairmen write bills in secret with the help of lobbyists, then hand out earmarks to buy off principled dissent and secure votes for passage.

That centralized, hierarchical process, long ago discredited as corrupt and corrupting, is just another victim of the disruptive forces of transparency and accountability that took down your local Borders Books and Tower Records stores years ago. It's not coming back.

As long as Congress resists the decentralizing forces changing the way Americans solve problems, we will continue to have—and deserve—the American people's contempt. The next House speaker, and the Republican Conference he or she leads, needs to understand that this institutional disruption (a) cannot be resisted, and (b) should be championed, because it will be a good thing for the American people.

Lesson 4: Open-Sourcing Congress

The challenge for congressional Republicans now—from the new Speaker on down—is not “getting back” to the old way of doing things, but devising entirely new ways of “getting things done.” The good news is that conservatives have an inherent advantage on this front, as our view of the world already inclines us toward bottom-up decentralization. The party of free enterprise and voluntary civil society is the natural home of open-source policy innovation.

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For the new Speaker and all congressional Republicans, it's not enough to decentralize power from Washington to the states and the American people. We have to decentralize power within the federal government, too. As a Congress, that means we need to wrest back legislative authority from the executive branch to make federal lawmaking more directly accountable to the American people than ever.

Internally, too, the Republican majority should modernize and decentralize the legislative process according to the same principles. We need to move power out of congressional leadership and into the hands of rank-and-file members. We need to make more decisions in public, on the House and Senate floors, and fewer in secret meetings behind closed doors. We need to move legislative action away from the rigid, outdated committee structure and into more flexible, open-source networks of members.

After years of frustrating dysfunction, conservatives should recognize that the only way we can reform policy is to first reform the way we make policy. Conservatives need an agenda of institutional modernization and reform to complement and facilitate our broader agenda of policy reform. (As it happens, I have been working for months with several colleagues on just such a decentralization project that we'll start rolling out in the next few weeks. Stay tuned.)

How Conservatives and the Establishment Can Work Together

Taken together, I believe the four lessons above point toward the terms of a more perfect union between anti-establishment conservatives and Republican congressional leaders, neither of whom can truly succeed without the other.

The path to unity is neither decapitating leadership nor unquestioning obedience in the back benches.

The path to unity is neither decapitating leadership nor unquestioning obedience in the back benches. Rather, it's the creation of a different model for governing better suited to modern realities.

Anti-establishment conservatives do need to understand that the GOP lacks the power to do certain things without the presidency. At the same time, congressional leaders and proverbial "old bulls" need to understand that some of their inherited legacy powers no longer serve the cause or the country. They all too frequently serve Washington's K Street favor bank, which neither conservative reformers nor the American people should be expected to accept.

Conservatives shouldn't want more brinksmanship and showdowns to highlight our ideas; we should want a consistent, inclusive legislative process that renders those tactics all but obsolete. Contrary to so much punditry this last week, I don't think conservatives need a Speaker all Republicans can blindly trust to cut backroom deals for us, but a Speaker who organizes the House's work so backroom deals become a thing of the past.

If you actually talk to conservative House members about what they want in a new Speaker, you'll find they don't mention names or ideology. What they want most are changes to House and conference rules, which will—in their minds—give the legislative process more fairness and legitimacy in this new, "disrupted" political climate. (In the Senate, on the other hand, we don't need new rules so much as we need more rigorous application of the current rules. Long live the filibuster! But that's an argument for another time.)

What they want most are changes to House and conference rules, which will—in their minds—give the legislative process more fairness and legitimacy.

The upshot of these reforms would involve less leadership micromanagement of the floor, less-certain outcomes on votes, more rank-and-file input on chairmanships and the agenda, longer work weeks for members, and—not least—a healthy, constructive outlet for anti-establishment conservatives' laudable pursuit of more rapid and substantial reform.

Is that really so high a price to pay for more cooperation and unity, considering that conservatives have already proven they can break leadership's once-iron grip on those procedural levers?

A Speaker candidate who went to the Freedom Caucus with those "concessions" would only be offering the sleeves off of his vest. It's the status quo, after all, that's tearing the Party apart—why should Republican leaders try to salvage it?

In an absence of trust, what Republicans need now is an abundance of transparency. For conservatives, greater transparency and institutional decentralization won't mean we can suddenly win every fight. It will only mean we can fight fights of our choosing, and win or lose them fair and square.

It's the status quo that's tearing the Party apart—why should Republican leaders try to salvage it?

Leadership, on the other hand, should stop trying to rig the process to control the marketplace of ideas, and simply give the American people and their elected representatives access to a fair, open, and accountable competition. Like Uber, but for Congress.

Again, creative destruction is coming to Washington, whether we like it or not. Republicans' only choice is whether to resist the inexorable forces of transparency and accountability, or embrace them.

Reform will be a process of trial-and-error, to be sure. But the good news is that for the Sanders-Clinton-Pelosi-Reid Democrats, the centralization of power, however discredited, remains their sacred, organizing principle. Washington's toxic status quo—however despised by the American people—is nothing less than the crowning achievement of generations of progressives. Democrats really have no choice but to vehemently defend the status quo and shake their fists at noisy reformers to get off their lawn.

The field of reform, therefore, is wide open to the Right, and especially to the rising generation of Republican leaders now starting to emerge in the House of Representatives. Only a total failure of imagination would lead one to see this as a risk rather than an opportunity.

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However comfortable Washington's corrupt and dysfunctional status quo may be to many individual insiders, that status quo remains the principal impediment to conservative reform, Republican unity, and Congress's public approval. Once Republican leaders grasp that fact and begin taking steps toward reform, they'll be astonished at how effective and cohesive a team they will suddenly find themselves leading.

The Republican establishment's failure of leadership over the years is no excuse for conservatives' failure of imagination now. Conservatives have to start working immediately on our own agenda of prudent but disruptive institutional innovation, so that regardless of who the next Speaker is, he or she will walk into the job with a blueprint for success. In this new era, Washington's centralized status quo has been scheduled for the "destruction" side of the equation; it's up to conservative reformers now to deliver the "creative."

Top 100 PS1 games (2015-10-16 20:33)

Puzz Loop/Ballistic

The Playstation was blessed with many a fantastic puzzle game during its life span, and Puzz Loop is just one of these many unsung titles. Here the aim is to destroy marbles before they snake their way to your cannon located in the middle of the screen, the only way to get rid of them is to match colours in groups of three or more. Many people will be familiar with the game's concept due to the now popular PC game "Zuma" which essentially copied its main gameplay mechanic.

Disruptor

Disruptor is a very polished Doom style corridor shooter made by the company who went on to create the Resistance: Fall of Man games. On top of the shooting action the game gives you some interesting psionic powers which can be used to do a variety of things such as gain health. The game is still quite a playable blaster even now and is definitely one of the best of the brainless corridor shooters on the system.

Gex

Gex is a humorous Mario 64 style 3D platform game where you explore the levels searching for remote controls. The comedy can be a bit hit and miss at times, but the fast paced gameplay, varied environments (many of which are cool pastiches of famous movies) and Gex's unique stick-on-walls move all help to make it a very respectable platformer.

Vanark

Vanark is probably the closest the Playstation ever had to having its own Starfox style rail shooter. It has you piloting multiple vehicles which automatically move forwards along pre-determined paths, whilst highlighting and deploying missiles to deal with the enemies. Unique to the game are mild exploration elements which have you moving around a home base, and the occasional minigame section. The game is certainly no Starfox or Panzer Dragoon Zwei, but its still a fun diversion.

No One Can Stop Mr Domino

What we have here is a quirky and highly original puzzle game which has you playing as a walking domino who's charged with setting up domino runs around a number of different, and interesting courses. Basically you move around the course looking for run opportunities, and watching the elaborate tricks you've set up, until you've gained enough points to complete the level and move onto the next course.

Madden NFL 2000

A great American Football game and a huge improvement over the earlier PS1 releases due to its better, more fluid

controls, improved computer AI, and more polished gameplay. All this work led to a much faster, more enjoyable game.

Return Fire

Excellent port of the classic 3DO game, Return Fire has you playing action packed games of capture the flag. You choose your vehicle at the start (helicopter, jeep, tank, or support vehicle) attack the enemy base, and then attempt to drive back to your own base with flag in tow. The game is very playable, and the 2-player split screen mode is still very addictive.

Roll Away/Kula World

Here's another excellent puzzle game which manages to be both absorbing and unique in equal measures. The aim of the game is to simply collect all the stage keys, and then get to the exit, sound easy? well, the problem is in working out how to actually navigate the levels, as the ball that you play as sticks to the levels and defies gravity, allowing you to twist the stage upside down and on its side. The game is loads of mindbending, topsy turvy fun.

Wild 9

Here's a very clever, and interesting platform game from the people who made Earthworm Jim. The main gameplay concerns the manipulation of the enemies using a device called "the rig" which is essentially a kind of energy grappling hook. You can do a variety of different things with the rig, for instance the enemies can be thrown onto spikes to be used as platforms, or even be used to break grinders with their...er... bodies (the bad guys in this game get it bad). All in all a fun game which is always throwing new gameplay elements and ideas at you.

Syndicate Wars

Involving strategy game which has you controlling a squad of cyborgs through a Blade Runner inspired world. The game has you carrying out different mission objectives, and generally entails causing murder, mayhem and destruction with an assortment of very cool weapons.

Jet Moto 3

Futuristic racer which has you flying around a variety of terrains on hover bikes. Jet Moto 3 is a huge improvement over its predecessors, the handling is much better, the sense of speed is incredible, and the graphics are rich and colourful too.

Bloody Roar 2

A fast paced and accessible 3D fighting game where each of the game's characters can morph into animal forms. Its not the deepest fighter out there, but its a fun, frenetic, and likeable title with some very nice graphical effects and style.

Team Buddies

Action orientated real time strategy game where you retrieve boxes, take them back to your base and then use them to create more units or equipment. The game's real strong point is its frenetic 4-player split screen mode, with the action focused gameplay and easy to learn strategy elements making for a perfect party game. Word of warning for those easily offended, the original European release (not the US version) contains some really bad language and

cultural stereotypes which can get pretty extreme at times.

Speed Freaks

A nice kart racing game, Speed Freaks managed to bring some Mario Kart quality 4-player split screen fun to the Playstation. The game isn't a mere clone either, its a much more technical game than most kart racers, with handling requiring a good level of judgement, and precision, and the careful usage of speed boosts of utmost importance. Its not quite as fun or polished as Crash Team Racing, but personally I find it to be the more unique experience, so its still well worth checking out.

NHL 2000

Superb hockey game with smooth, responsive gameplay, impressive (for its time) commentary, and loads of stats, options and features that should keep even the most discerning hockey fan happy.

Real Bout Dominated Mind

I think this has to be the best of SNKs 2d fighting games on PS1. With Dominated Mind SNK wisely decided against straight porting Real Bout Special to the system, instead re-working the game to create an experience which worked better within the confines of the Playstation architecture. Here the plane switching has been removed entirely, but the gameplay runs well, the characters and fighting engine have been tweaked, with some new moves and techniques, and there's a new playable character, and setting for the plot.

Silhouette Mirage

This entry is for the original Japanese version of the game (I've heard the US version is inferior). Silhouette Mirage is an interesting take on the 2D platform shooter, in it your character changes colour depending on the direction she is facing, and only enemies of the opposite colour take damage, whilst those of the same colour become weaker with each hit. The game is full of clever level designs and memorable boss fights and is definitely one of the must play 2D titles on the system.

Worms Armageddon

The Worms series of videogames are very accessible turn based strategy games where the aim is to command a squad of four worms to wipe out the opposition using a variety of humorous weapons. This sequel is mainly just a graphical improvement, but all the charm and addictive gameplay have been transferred over totally intact, and the original idea was already so well realised to begin with that this isn't really much of an issue.

Need For Speed: Hot Pursuit

A very fun arcade racing game with nice graphics, good course designs, and a great sense of speed. What makes the game stand out is the addition of police cars and road blocks, creating some exhilarating cop chases and exciting gameplay.

Doom

Everyone interested in gaming knows Doom, this is one of the most important titles of all time, and pioneered the

whole first person shooter genre. The game has you running through corridors shooting enemies, and collecting keys, with nonstop action and loads of atmosphere being the main orders of the day. Doom on Playstation was a very early release (the game itself predates the Playstation by nearly a year), and games moved on a lot during the Playstation's life span, but the fact is that it does still stand up to many of the newer releases for the system, which really stands to its quality. It may not be the most impressive FPS title for PS1, but it still manages to be one of the best.

Alundra

Alundra is a excellent action adventure title where you fight through the worlds and dungeons slashing at monsters and solving puzzles, essentially its a Zelda clone for the PS1 (even the graphics style is reminiscent of Link to the Past on SNES). The story of the game isn't the most original, but the dialogue is fairly good and its certainly enough to hold attention, and there are a few unique elements to the gameplay, such as the character's ability to enter peoples nightmares in an effort to rescue them.

Rollcage Stage 2

This is a futuristic racing game which has you driving a flippable car that can drive along walls and ceilings, in a lot of ways it feels like a cross between the Wipeout and F-Zero series', with Wipeout's sense of style, and difficulty, but with F-Zero's elaborate gravity defying courses. This sequel improved immensely on the original game, which was a little finicky and difficult to play, they made the gameplay here a little more accessible, and the controls and physics are much more intuitive too.

Star Ocean: The Second Story

The PS1 is most assuredly one of the greatest machines out there for JRPGs, its just packed to the max with quality titles, and classic games like this, which could probably get into any other consoles top 20 sadly end up being overshadowed. Star Ocean is a highly polished, and very endearing RPG from Enix, it has some beautifully crafted presentation, with memorable environments and very high quality music, and its full of content, with an interesting item creation mechanic, and loads and loads of different endings.

RayCrisis

The 3rd title in the Layer Section/Rayforce series of vertical shooters continues the polygonal 3D of the second game, but is, in my opinion a big improvement in gameplay design, returning the series to the high quality of the original title. The gameplay has you firing on two levels, you fire forwards with your main gun, but also have a lock-on homing missile launcher for dealing with enemies below you, this system has always worked well for the series and there's no exception here, the graphics are colourful, stylish, and impressive, and really compliment the gameplay style very well.

Anna Kournikova/Smash Court 2

A tennis game which doesn't take itself too seriously, Anna Kournikova's Smash Court Tennis' emphasis is purely on fun, and along with the friendly, accessible single player there's a truly brilliant 4-player mode as icing on the cake.

Breath of Fire 4

Here's nice, solid RPG from Capcom with interesting characters and stylish artwork that's full of charm. Breath of Fire isn't the most original of RPGs out there, but the developers have done a good job in all the crucial areas, the plot is good, the environments are cool, there's a lot of minigames and side tasks, and the battle system is entertaining, and has a few quirks of its own (such as the ability to change some characters into dragon forms, and the feature of swapping characters to the bench during combat). Overall its a nice title which doesn't tend to be too expensive and

is certainly worth checking out.

Vigilante 8 2nd Offence

The Vigilante 8 games were an excellent series of vehicular combat games which took over from where popular titles such as Twisted Metal left off, adding a lot of much needed polish, and variety to the genre. This sequel has the expected improvements to presentation, but is also better balanced than the original game, and has more gameplay modes and features.

Mr Driller

This brilliant puzzle game has you digging downwards through blocks in an attempt to reach the bottom of the screen without getting yourself crushed. Its kind of like a mixture of Namco's earlier title, Dig Dug, and the 8-bit legend Boulderdash.

Micro Machines V3

3D sequel to the classic multiplayer series or top down racing games. The game has you racing tiny cars across a variety of very imaginative courses, from breakfast and pool tables, to ponds and science labs, the gameplay from the excellent 16-bit titles has transferred over to the new perspective, and Codemasters have done an admirable job of including as much content as possible, with a huge variety of vehicles from both the standard series, and the combat themed Military edition.

MDK

If you want loads of fast paced running and blasting action with doses of bizarre humour thrown in for good measure this is where you go. MDK essentially has you moving through the levels using a variety of cool weaponry (including the ever excellent sniper rifle, and grenades) shooting everything that moves and solving the occasional puzzle. The only thing holding the game back a little is that its over fairly quickly, but its great fun whilst it lasts.

ISS Pro Evolution

As usual Konami excelled themselves with this superlative sports title. Wonderful, responsive controls, and great computer AI helped to make this the definitive Football/Soccer title of its generation.

Gradius Gaiden

Gradius Gaiden does the classic shmup series proud, providing all the polish and great gameplay you'd expect from such a renowned series. To be honest it doesn't exactly re-invent the wheel, but make no mistake this game is no lazy rehash, the graphics and art design are lovely, and are full of memorable set-pieces (including the return of many classic bosses), and the 2-player mode is particularly awesome.

Klonoa

Klonoa is a brilliant 2.5D platform game with some really imaginative, stellar art design throughout. On top of some very solidly designed platforming elements the gameplay has you grabbing the enemies, allowing you to throw them at each other, or use them as a stepping stones for a double jump. The whole thing has a ton of charm, and the elements come together to create a likeable, appealing experience, with the only real issue being the length.

Point Blank

Colourful lightgun game which, along with Time Crisis helped to make Namco the undisputed king of the genre on PS1. Point Blank's gameplay is built around quick minigames each of which have different tasks and objectives. The minigame set-up, and fast pace creates an experience containing a lots of variety and enjoyment.

G Darius

Truth be told I've never been much of a fan of the Darius series, I've always found the power-up system to be fairly uninspired, and levels unmemorable, but all of this changed when I played G Darius. Here we have very clever, very imaginative shooter with a lot of depth and content. The staple power-up system is still there, but the developers have decided to fuse it with the excellent power-up system pioneered in the Mega Drive game Gaiars, essentially you can steal weapons from the enemy ships, with each enemy ship gives you a different style of power-up. The new revamped power-up system, as well as some updated 2.5D style graphics, and branching paths between stages elevate G Darius to being one of the absolute best scrolling shmups of the 32-bit generation.

Future Cop LAPD

Future Cop is an under-appreciated mission based game which has you controlling a mech that can transform into a car, its mildly reminiscent of the Strike series of games. Future Cop does its campaign mode very well, the objectives are diverse, the gameplay is filled with cool weapons, and big explosions, and the whole thing can be played co-operatively in an excellent split screen mode, not only that but on top of the main campaign there's also a fully formed strategy game thrown in for good measure too (itself with both single player and multiplayer options). The strategy game is a simple capture the bases and create units affair, but its still very fun in its own right, leading the game to be one of the best deals of its era.

Fear Effect 2

For those unfamiliar with the original Fear Effect, it was a great Resident Evil style survival horror game with impressive graphics, and cool puzzles that, with its buxom main character (who, according to the plot once worked in a brothel) occasionally trod the thin line of good taste. With this sequel the developers decided to go the whole way with the "mature" elements and revel in excess, the result is a title that's as close to the feel of campy grindhouse sexploitation cinema as the videogame industry has ever gotten! Definitely a unique and engrossing game.

Abe's Exodus

Member of the Oddworld series of games and the sequel to the earlier (also excellent) Abe's Odyssey. Abe's Exodus is mainly a 2D platformer with a high emphasis on puzzles, the general gameplay focuses quite heavily on trial and error, but its actually done so well here that it manages to work (mainly because you get unlimited lives and respawns are never too far away). The storylines of the two Oddworld games on Playstation were among the most well written, and interesting of the games of the era, with a cast of characters who were fleshed out, and very likeable. The main improvements in this sequel were better balancing, and an improved saving method.

Parappa the Rapper

Here we have what many consider to be a genre defining title. Parappa the Rapper pioneered what is now referred to as the rhythm action game, essentially you have to match the musical beats with timed button presses which follow the onscreen prompts. The game has a humourous plot, and is quite accessible, so its very easy to see why it

remains so well liked today.

Warcraft 2: Dark Saga

Take the original Command and Conquer, change the setting to fantasy, and add some great humour and you have a pretty good idea of what Warcraft 2 is like. The game is a strategy title which has you mining resources, and creating buildings and units in real time to try to obliterate your opponent before they get you first.

Suikoden II

Fantastic sequel to one of the earliest JRPGs on the system, Suikoden II goes for a pure 2D experience, and emphasis on finding secrets and searching for characters to join your party (there's a huge number of playable characters). Suikoden has a well written storyline, with good dialogue, and characterisation, and all in all the game is just packed full with content.

Tomba 2/Tombi 2

The Tomba games on Playstation are excellent 2.5D platform games created by Tokuro Fujiwara, who worked on a whole bunch of classic games for Capcom (Commando and Mega Man for example). Tomba II's gameplay essentially has you exploring the levels looking for tasks to complete, some of which are required to progress whilst others just increase your adventure point score, there's items and upgrades to collect, and the gameplay is fun, varied, and full of a lot of charm.

Dead or Alive

Fast and fun arcade 3D fighting game with an emphasis on speed and countering. This PS1 version isn't quite as good as it could've been (the backgrounds especially can be a little drab at times) but overall its a very respectable, playable port.

Tenchu 2

Along with Metal Gear Solid the original Tenchu did a lot for popularising the stealth genre. It gave you the opportunity to sneak around as a ninja creeping up on people and assassinating them before they knew what hit them, which, unsurprisingly made for a tense, compulsive play experience. The original game gave you all the kinds of equipment and moves that you'd want, with swords, shuriken's, and an excellent grappling hook, and this sequel kept all this, whilst being longer than the original, and with a much more interesting plot.

Exhumed

This is a very good port of the classic Saturn first person shooter. The original game added a lot of interesting adventure aspects, and upgrades to the simple Doom style shooting and corridor formula which was still very popular at the time. The additions help to create a more cerebral experience, as you'll often gain new abilities which now give you access to different routes throughout earlier levels, gameplay elements which reward those with a keen eye and talent for exploration.

TOCA Touring Cars

Codemasters' TOCA series of racing games made a name for themselves by producing no nonsense, realistic driving experiences which required a certain level of mastery. By this, their third title they'd refined the concept and managed to make the game a little more accessible too.

Spider-Man

I think that at the time of release this has to have been the best videogame adaptation of Spider-man (I liked the Mega Drive game but it had its faults), all his signature moves are available, web swinging, web shooting, climbing walls, and they all work here in a very effective, and intuitive way. The 3D engine itself is very good, and the levels have a lot of variety. All in all they nailed the feel of the Spider-Man comics down very well, and that element of fun which you should naturally expect from a Spider-Man game is there in spades.

Soul Blade

Namco's second biggest fighting series after Tekken is a weapons focused game that has you controlling a bunch of interesting characters throughout colourful, vibrant environments. As you'd expect from Namco, Soul Blade is easy to pick up, accessible, and fun but still has enough depth in the long term to keep the fighting game aficionados happy too.

Colony Wars Vengeance

The Colony Wars games are a series of mission based space combat games made by the ever excellent Playstation stalwarts Psygnosis. The games have you charged with missions such as protecting space stations, shooting down enemy aircraft, or towing dangerous objects, the controls are excellent, and responsive, there's branching paths taking place throughout the game adding to longevity, the plotlines are always in-depth, and memorable, and the graphics are rarely anything short of impressive. Word of warning though, these games are difficult as hell, and can have sparse checkpoints so expect to experience frustration from time to time.

X-Com: Terror From the Deep

Fantastic turn based strategy game made by Julian Gollop (creator of many popular computer games such as Laser Squad and Rebelstar) which has you going up against an alien empire. X-Com's gameplay has you moving around a squad of soldiers around the grid based levels, movement and weapon usage uses up action points which are given to you at the start of each turn. Terror from the Deep is a very in-depth, and complex game, it contains many elements, such as resource management, squad tactics, and research and development, and is aimed more at the serious strategy game player, so its not really for those with short attention spans.

Einhandler

Square took a time out from producing RPGs to create this 2.5D scrolling shmup, and its a good thing too as its a really stellar game. The main gameplay mechanic here is the fact that your ship has a grappling arm attached to it which can steal weapons from the wreckage of enemy ships. The diversity of the different weapons really makes the game interesting, and Square have done a really fantastic job with the presentation, with a dystopian graphics style and some excellent music.

Rival Schools

Easily Capcom's best creation in the 3D fighting stakes until Power Stone came along. Rival Schools in a frenetic, over the top fighter which has you competing two on two tag style (your team mate can also help you from time to time by pulling off specific team attack moves). The game is a colourful, fun and underappreciated release that I wholeheartedly recommended

Devil Dice

Clever and quirky isometric puzzle game where you need to roll dice around a platform so that the numbers on top match those of the neighbouring dice. The game has a lot of modes, some with specific puzzles which give you a certain number of moves to succeed, and others which take place as a competition to see who can get a full collection of numbers first, the multiplayer mode is especially brilliant and makes for a very cool party game.

Mega Man X4

The first Mega Man game to put the capabilities of the 32-bit systems to use (X3 was a SNES port), and also one of the most memorable. For those unfamiliar with the series the Mega Man games are 2D platformers which have you shooting enemies throughout elaborate, intricately designed levels, with the "X" series they then added adventure elements and upgrades with more of an exploration bent. Mega Man X4 has some of the best levels and environments of the series, its got a fairly good difficulty curve, and the feature of choosing to play as Mega Man, or series favourite Zero adds a lot of longevity and diversity to the gameplay.

Persona 2: Eternal Punishment

Very original isometric horror RPG which has you playing as a magazine journalist covering a new serial killer called the Joker. The whole plot and gameplay here are admirably unique, and absorbing and the game length is quite considerable.

Silent Bomber

Intense and hugely underrated all out action game where you blast through the stages planting and detonating bombs. The main character here is fast and responsive, the core gameplay idea is exciting, and fun, there's brilliant set-pieces, a respectable storyline, extras such as the upgrade chips which you need to assign to power-up your character, and tons and tons of style.

Dino Crisis 2

Following the hit original (often dubbed Resident Evil with Dinosaurs due to its close gameplay similarities), Capcom decided to branch out more with this sequel and created a more action orientated game with less emphasis on the survival horror fundamentals laid down by Resident Evil. Dino Crisis 2 is simply all about blasting dinosaurs, lost of them, with loads of different weapons, and as such it succeeds at being a very fun action title.

DoDonPachi

This vertical bullet hell shooter (a sub genre of scrolling shmups where the stages are filled with huge numbers of coloured bullets in elaborate patterns) is one of the all time classics of its type, and is a very good introduction to the game style. The game is action packed, has huge screen filling weapons, memorable boss fights, and great presentation. The PS1 port of DoDonPachi is very good, in fact in this case its actually graphically better than even the Saturn version (multiplatform shmups usually tend to be better on Saturn), everything runs smoothly and slowdown is also at a minimum too.

Valkyrie Profile

An inventive and highly original take on the RPG genre. The game has you playing as an angel searching for souls to fight in an upcoming holy war, each warrior has to be found, and trained in both combat ability, and personality

attributes (heavenly warriors must be archetypal heroes). The main gameplay is based around 2D platforming sections, and menu based combat in the dungeons, and exploration and searching for new recruits in the towns and villages. The whole game is infused with a very beautiful, very downbeat tone, with the stories of the events leading to the deaths of each of the new recruits being quite memorable and often tragic.

Tomb Raider: The Last Revelation

After playing through all the Tomb Raider games in succession for this article I really felt that Core probably didn't do enough between releases to progress the series, I tend to think the first game was probably the time when the original series was at its most competitive. Either way, when looking through all the releases and the elements they added I would have to say that The Last Revelation is probably the most polished of the games, it includes the best elements added to the prior games, adds rope swinging, has improved graphics, and removes some of the less welcome additions, the puzzles themselves are as well designed as ever, and the environments are also quite atmospheric.

Darkstalkers 3/Vampire Savior

From Darkstalkers 3 onwards Capcom did a real turnaround with their PS1 fighting releases (which had previously been disappointing to say the least), and started to put some real effort into optimising them to the Playstation hardware, as a result of their hard work Darkstalkers 3 turned out to be a very respectable version of their excellent monster themed 2D fighter. Here we have a game which is every bit as playable, and well made as any of the Street Fighter games, the artwork is very distinct, and beautifully realised and the enemies are all wacky and a joy to play. For anyone looking for an offbeat alternative to Street Fighter, this is the game to check out.

Rayman 2

At release Rayman 2 stood out as one of the more brilliantly designed 3D platformers of the era. Instead of directly copying Mario 64, and its ilk, the game struck up a happy medium between large explorable worlds, and more a straightforward, action focused gameplay. This creates a fun to play game more akin to the 2D games of old, with excellent elements like the grappling hook swinging adding even more to the experience. Truth be told, the PS1 version is probably the weakest version of the game, but credit where its due its still one of the best 3D platformers on the system (which really stands to the quality of the original material), and it does have some nice extras which may be appreciated, such as the new voiceovers for all of the cutscenes.

Time Crisis

One of the most popular Lightgun games of all time, Time Crisis added a very cool cover system of its own to the formula (essentially you automatically hide between objects but have to press a button to break cover to fire at enemies), and makes the player follow a strict time limit, which keeps the action moving. Its everything you'd want from a good lightgun title.

R-Type Delta

Having played a lot of the classic scrolling shooter R-Type whilst growing up I initially had high hopes for this game when I first booted it up, never did I expect R-Type Delta to be anywhere near this good though! The design and gameplay here is just so clever, and excellently well judged, the tactics have been tweaked, with level layouts perfectly set-up to compliment the versatile Force Pod power-up, there's some new ships (each of which gives a different gameplay experience), and the set-pieces are a joy to behold, on top of all this is some really superb direction, with the in-game music carefully timed with the onscreen action to create an experience which often verges on cinematic.

Syphon Filter 2

The Syphon Filter games are mission based 3rd person shooters which have you controlling a special agent named Gabe Logan. I had trouble deciding between the 1st and 2nd games of the series, as gameplay wise there's not a whole lot between the two, but in the end I think the sequel, with its slightly more polished controls, and multiple playable characters just about edges out the (also excellent) original. Gameplay is mainly focused on shooting the enemies, but each level has missions to be carried out which vary in objectives and keep the game interesting.

Threads of Fate

This is the Square RPG for those who want a little more action and a little less number crunching, and as such is probably the most accessible of their PS1 RPGs. Unlike most of Square's other titles on Playstation, this is a pure action based RPG (think Zelda with leveling up, or Secret of Mana), you run through the levels hacking at the monsters, solving the odd puzzle, or doing platforming sections, on top of that you have the ability to morph into the monsters you defeat, each of whom have their own abilities and attacks. Threads of Fate is a very nice title that has a lot of charm, and a pure emphasis on fun.

Super Puzzle Fighter II

One of the best competitive falling block puzzle games out there, here you have to match the crash gems with their respective colours. The aesthetics and presentation here are first rate, with a jokey Street Fighter II styling, and Puzzle Fighter II's gameplay has clearly been refined to produce some of the deepest competitive puzzle thinking out there, with matches between two experienced players often turning into tense, heated contests.

Tobal 2

This fantastic sequel to one of the deeper of the 3D fighters on the PS1 unfortunately never got a release outside of Japan, which is a truly great pity, as this was a huge improvement of what was already a very good game, and is definitely among the best of the 3D fighters available for the system. Tobal 2 produces an excellent, fluid combo driven fighting engine, it has some really impressive graphics (with a reported 60fps), and a bunch of different modes, with the RPG style quest mode from the original making a welcome return (with improvements too). All in all a great package and a must have for fighting fans.

Final Fantasy Tactics

Turn based strategy edition of one of the most beloved videogame series', Final Fantasy Tactics has you moving units around on a grid based isometric map. Whilst the game goes for a very different gameplay style, its as deep and involving as you'd expect from any title in the series, and as always the presentation, story, and music all shine through in their high quality.

Colin Mcrae Rally 2.0

With Colin Mcrae Rally Codemasters aimed to create a much more realistic rally experience, doing their best to mimic the kind of handling you'd expect from real dirt roads. They succeeded admirably, and with this sequel managed to wholly improve, and build on the original, creating a deep, and challenging realistic racing title.

Quake II

Here's the port that nobody expected the PS1 to pull off, a very playable, excellent looking version of Quake II. The game leaves the medieval setting of the original and puts you into a futuristic, alien world setting, the visceral gore

and action is here with a vengeance, and the game ambitiously attempts to create a seamless gameplay world which avoids the usual level structure. On top of the excellent 1-player mode, Quake II also throws in the best 4-player deathmatch of any FPS game on the system, its fast, with a good framerate and great arena's to play in.

Grandia

Grandia originally made a name for itself as the Sega Saturn's alternative to the then hyped Final Fantasy 7, unfortunately that version (which is said to be slightly better) was never released in the west for the system, but eventually this very respectable, and fully translated PS1 version did turn up. Grandia was one of the earliest JRPGs to use a fully 3D environment (most had flat 2D pre-rendered backgrounds at the time), and the effect here is very cool, and doesn't really intrude too much on visibility, the plotline is a far cry from the brooding style of many of Square and Enix's offerings, going for a brighter, warmer story that has more emphasis on humour.

Kurushi Final

Here's an ingenious, and underrated puzzle game where you detonate blocks rolling towards you before they crush you. The game has a fairly simple to learn system where you highlight squares on the floor, and then detonate them after a block has rolled on top, if you detonate a green block it allows you to blow up a bunch of blocks at the same time, if you detonate one of the black blocks by accident you get penalised by having the pathway behind you removed. Whilst easy to learn, the game gives you a lot to master, and it really is a very unique a fun experience.

Crash Team Racing

Here we have the PS1s long awaited answer to Mario Kart 64. Crash Team Racing is certainly derivative, but developers Naughty Dog clearly knew what made titles like MK64, and Diddy Kong Racing the great games they were, as CTR manages to recreate all the fun, and addictive gameplay of those titles, whilst adding crash's distinctive characters and environments, and loads of graphical polish. This is the place to go if you have three friends visiting and a multitap.

Front Mission 3

Front Mission 3 was the first in the series to manage to make it to the west and happily it was also one of the best to introduce the series. Front Mission 3 is an strategy RPG which has you controlling mechs around grid based environments, taking it in turns to take shots at each other, its battle system is as well thought out as you'd expect from Square, and is very intuitive, the politics driven storyline is interesting and complex, and the developers have really done their best to add all the little details to make the world in the game rich, believable, and in-depth.

Spyro: Year of the Dragon

With the original Spyro, Insomniac (who now busy themselves with creating the Resistance series on Playstation) knocked all of the platforming pretenders on Playstation aside to provide a hugely polished game with a big free roaming environment, and lots to do. This third sequel tightened up all the gameplay and presentation, and added loads of new minigames, and different playable characters (including a flying penguin) to keep the gameplay fresh throughout.

Wipeout 3 Special Edition

Special Edition is the quintessential Wipeout game on the system. Psygnosis took all the best points from Wipeout 3, such as the phenomenal graphics, and presentation, improved them even further, and then looked at some of the

criticisms and did some gameplay balancing (handling has been improved for some of the craft). Those things alone may not sound like enough for a new release, but that's not the best of it anyway, the best of it is that Special Edition actually contains three extra tracks from the original Wipeout, and five extra tracks from Wipeout 2097/XL, making it essentially a compilation of all the best Playstation Wipeout games. Special Edition was unfortunately only ever released in Europe, and for those without access to Special Edition I feel that Wipeout XL slightly edges out vanilla Wipeout in quality.

Silent Hill

Konami's answer to the Resident Evil series was a creepy, atmospheric, and original survival horror title. Whilst you explore the dimly lit, foggy town solving puzzles there's an ever present feeling of danger and tension, you're always wary of what could be just outside of your vision. The storyline here is very well crafted, and the game, at its best is genuinely unsettling.

Command & Conquer Red Alert

The original Command and Conquer (and its forebear Dune II) revolutionised real time strategy games, with its intuitive, accessible, and ultimately fun gameplay set-up based around mining resources, and creating buildings and units to attack the enemy base. This sequel was a big improvement on the original's formula, containing improvements to the units and graphics, as well as adding a healthy dose of humour to the proceedings, the PS1 port is a very nice conversion which also, happily includes mouse support.

Vagrant Story

With Vagrant Story developer Square focused on making one of the deepest battle systems of any PS1 game, using a slightly more hands on approach (the battles are still menu driven, but you run around in real time trying to get into a good position between strikes), its strategies are deep, with all weapons having their own in-depth stats, types of combo's, and custom attack choices, so deep in fact that to master it you have to pretty much move into micro management territory! The main gameplay takes place in dungeons, and feels a little bit more adventure flavoured than you'd expect, with a multitude of puzzles to solve and maps to check. As a late PS1 title Vagrant Story has some of the best graphics on the system, unlike many RPGs of its time it eschews FMV movies and does everything with the in-game engine (which still looks excellent). Story wise it's a little slower than many of the other big titles, but is quite unique and interesting when it fully gets going.

Medal of Honor: Underground

The original Medal of Honor included one of the most engaging campaign modes to grace the PS1, gone were the brainless blasting and corridor's of earlier PS1 games to be replaced with elaborate story driven missions to fulfil. This sequel improved immensely on the formula laid down by the original and was a much more polished, graphically impressive game, its new setting (amongst the backdrop of the French resistance) added immensely to the feel, and brought a certain element of intrigue and subterfuge to the proceedings.

Street Fighter Alpha 3

Capcom carried on with their new high standards and produced yet another highly impressive 2D fighter for the PS1 (after so many previously disappointing ones). This version of Street Fighter Alpha 3 manages to impress with its similarities to the original coin-op in graphics, and animation (though still not quite as close as the Saturn version), and with load times nowhere near as intrusive as in earlier PS1 fighters. The game itself? quite possibly the best Street Fighter game ever! loads of classic characters, fantastic art design, tons of options ect, effectively it was everything a Street Fighter fan could ever want.

Grand Theft Auto 2

At a time when freedom of choice in videogames was starting to become rare, with straightforward, linear games taking over, Grand Theft Auto came out of nowhere to almost single handedly rejuvenate the concept. Here we have a game where you have complete access to an entire city, there's missions to carry out (such as deliveries, and hit and runs), but you're free to choose where you want to go, when you want, you can even ignore the main game and just cause havoc! this sequel adds a 2.5d perspective and tightens up the already excellent gameplay.

Tony Hawk's Skateboarding 2

Here's another great series known for its pioneering originality. Tony Hawks was an addictive game which had you careening around different environments pulling off impressive tricks and manoeuvres. The games managed to be very accessible, yet still with a huge learning curve that allowed those who stuck with them to truly master them, and wow their friends. Along with the usual presentation improvements you'd expect, this sequel also adds extra moves which allow you to string more tricks together, and a great park editor.

Final Fantasy 9

For their third Final Fantasy game on the Playstation Square decided to go for a brighter style and lighter tone (albeit the plot had its dark moments), a style which contrasted greatly with their two previous outings. Final Fantasy 9 attempted to put the sense of wonder back into the series, every place in the world was a joy to explore, and the characters were some of the most likeable in the series.

Crash Bandicoot Warped

When Naughty Dog decided to make a 3D version of the platforming mascot game they took a much more literal route than many of the bigger companies, no searching around for items or puzzle solving here, just pure straightforward, platforming bliss in 3D. Warped represents the high point of Naughty Dog's Crash Bandicoot games, it didn't stray too far from the classic formula, but added a little more variety, and a ton more polish to mix.

Chrono Cross

Here's yet another excellent RPG from Square that carries on their reputation as the best RPG company in Japan. Chrono Cross' story is one of the more unique, and instantly engrossing of the 32-bit era, it concerns alternate realities, with the main character being transported to a world in which nobody recognises him due to his tragic death at a young age. The game, like its predecessor eschews the random encounters found in many other JRPGs for a system where enemies can be seen, and avoided if so wanted, it also has one of the most interesting, and elegant of the battle systems of that era, with colour coded attacks, and customisable tables which allow you to assign your moves at different levels. All in all the game is an artistic, and fantastically memorable experience.

Driver

In 1999 a company called Reflections, only known for their Shadow of the Beast and Destruction Derby games came out of nowhere to release one of the seminal games of the whole era, Driver. Driver was an ambitious attempt to bring free roaming games to the next level, the execution was brilliant, with the graphics and speed free from major issues, and the whole thing was infused with a cool 70s cop show sensibility. Essentially the game has you driving around a city doing jobs under strict time limits, and escaping the ever present police (though here, unlike

GTA there's a less morally questionable plot about being an undercover cop thrown in). Definitely one of the more important action/driving games of the 32-bit era.

Resident Evil 2

With the first Resident Evil Capcom took the groundwork laid down by Alone in the Dark and turned it into the horror gaming tour de force it always promised to be, creating a great combination of chills, clever puzzles, and exploration. With this superlative sequel (set in a police department and the outlying streets) Capcom refined the gameplay, making a more focused, pacey game, and used a much bigger, less claustrophobic setting. All around, the game was a hugely enjoyable, well constructed experience.

Final Fantasy 8

When charged with the difficult job of following up one of the biggest games of all time, Square surprised everyone by creating something which couldn't have been more different in style and execution to its famous predecessor. With Final Fantasy 8 the style and plot took on a more serious, and mature look, with full sized characters and a plot revolving around soldiers and armies taking the place of the small characters and stylised art design of FF7. Focus also turned towards building a much more in-depth, and complex battle system, and its in this area where Final Fantasy 8 really shines, you could spend an absolute age mastering it.

Civilisation 2

Civ 2, I feel has to be considered the premier strategy title on the PS1. This classic PC game where you need to create and raise your own civilisation was transferred with aplomb to the machine. All the options and features you could hope for are provided, and the rival civilizations and fight for dominance involved give it a level of urgency and addictiveness unsurpassed by other titles of its time.

Ape Escape

This brilliant game has you exploring through its levels tracking down and re-capturing a bunch of super intelligent monkeys who've escaped and are causing trouble. Ape Escape was one of the first games to properly use the dual analogue set-up of the then new Playstation controller (the second analogue gives you control over your net), and it managed to be consistently fresh throughout by slowly giving you access to new equipment and items (all of which are a joy to use) as the game progressed. This definitely has to be my favourite platform game for the PS1, the game is just so full of wacky charm.

Ridge Racer Type 4

For anyone who leans more towards the fun, exciting and uncomplicated thrills of arcade racers over the ultra realistic ones, Ridge Racer Type 4 is where its at on PS1. Here you'll find nothing but fast racing with tight controls, over the top powerslides, and some of the classiest aesthetics and presentation to ever come out of a videogame (truly a lot of the style here has hardly dated at all). Type 4 keeps the pace going quickly, with very little frustration throughout, as such its not the most difficult game out there but the huge numbers of unlockables help to keep the enjoyment going for a long, long time.

Soul Reaver

Where it comes to 3D action adventure games the PS1 doesn't exactly have a glut of titles, but luckily Soul Reaver is clearly one of the absolute best available for the time. Soul Reaver is a huge, ambitious title, the world in which it takes place is detailed, and well imagined, and each area of it blends pretty seamlessly into the next. Story wise

the game also excels, its plot about a world overrun with vampires, and decay, whose only hope is the resurrected vampire Raziel, who himself is only really interested in revenge against those who killed him, is easily one of the best of its time. Gameplay is tight, and inventive, with fluid movement, a plethora of different attacks, and well constructed puzzles.

Xenogears

Here we have a sci-fi RPG of grandiose scale, and yet another great RPG from Square (yeah I know, this article is starting to read like a Squaresoft advertisement). With this game Square have gone with a fully 3D environment (unlike most of their other RPG titles, which used pre-rendered 2D backgrounds), they've created two separate battle systems (one for the characters on foot, and one for them whilst piloting the huge mechs), and they've created a huge, detailed plot spanning hundreds of years, that incorporates psychological, and religious themes. All in all I think Square's work paid off, as what they've created here is a tour de force.

Castlevania: Symphony of the Night

Its ironic that midway through the anti 2D 5th generation Konami released their 14th Castlevania game, as it turned out that not only was it one of the best, and most important Castlevania releases, but it was also one of the best 2D games ever created too. Symphony of the Night was a pretty big departure for the series, it was the first to fully embrace the deep, Metroid style gameplay (one huge environment to explore, with new abilities giving you access to different areas), and subsequent releases in the series wisely stuck with this winning formula. Everything comes together very well here, the level layouts are clever, and inventive, the monster designs were memorable, there's some amazing orchestral arrangements, loads of atmosphere, a good plot, everything you could really be expected to hope for. The best 2D game on the Playstation bar none.

Tekken 3

With their third Tekken outing Namco refined everything that made the previous games so good, the fluid, combo driven gameplay, the memorable characters, the impressive environments and FMV, and then added several coats of polish to create one of the most graphically impressive titles for the PS1. Where it comes to the Playstation Tekken 3, is the last word in fun, accessible fighting games.

Final Fantasy 7

The game which pushed the Final Fantasy series into the western mainstream consciousness, and made the series into one of the biggest moneymakers in gaming history. After weighing up the pro's and cons of each of the Final Fantasy games on the PS1, I decided to agree with the masses and take the predictable route, placing FF7 firmly at the top of PS1 RPGs. For me, 7 represented one of the biggest turning points for the series, Its story was engrossing and well paced, throwing you straight into the action and grabbing hold of your attention throughout (8 was notably worse in this area, with a slower start and high and low points), the battle system was accessible, and well thought out, and the aesthetics and art design had the perfect mix of themes and emotion. This game was many peoples introduction to the world of RPGs and to be honest, at the time you probably couldn't find a better ambassador.

Gran Turismo 2

With Gran Turismo Sony created a racing game of unparalleled realism (for the time). They went to town on making the physics and handling of all the cars as good as possible, they created some of the most impressive graphics for any game of the time, and they filled the whole thing with lots of content. Amazingly Gran Turismo 2 managed to

one up its predecessor in most aspects, and raise the already high bar laid down by the first game, even higher.

Metal Gear Solid

So here we have, what is, in my opinion the number 1 game on the Playstation, Metal Gear Solid. This game was probably the first that I can remember which had a real "movie like" quality to it, straight from the excellent opening this was a game which screamed high quality. When it came to the gameplay itself the game did not disappoint in the slightest, containing all the action, set pieces, and inventive levels that you could hope for, the stealth, and sneaking elements were a really fresh idea when the game came out, and anyone playing it must've wondered why nobody else of the time had already provided a similar game, the concept was so perfect. One of the most memorable pop culture experiences of the entire decade.

Playstation 5 coming 2017 (2015-10-17 14:18)

We waited an agonizing seven years for Sony to upgrade its PS3 to the PS4, but will we have to wait as long for the PS5? Here we reveal all there is to know about the Sony PlayStation 5 UK release date and specs. Updated 11/06/2015. Also see: PS4 vs Xbox One.

Very little is known about the PlayStation 5, which isn't surprising given that its launch is likely years rather than months away, but in this article we'll discuss the rumours and speculation surrounding the PS5 and see what details we can glean.

Last week we discovered Microsoft was due to unveil a new Xbox One with an upgraded spec at E3 2015. Sony also has a press conference at E3 2015, which we'll be streaming live here on PC Advisor (watch the Sony E3 press conference here), so is it about to do the same?

While we could see an upgraded version of the PS4 at E3 2015, don't expect a new PS5 just yet. We think it's more likely we'll get a slimmer version of the PS4 (in fact, documents visible via the FCC suggest we'll not only get a slimmer PS4 but also like the new Xbox One there will be a PS4 with a 1TB hard drive), and possibly the announcement of PlayStation Now availability in the UK. PlayStation Now is similar to PlayStation Plus, but extends support to non-Sony devices, letting you play games on your phone, tablet or other devices. Also see: What to expect from E3 2015.

Sony PlayStation 5: Will there be a PS5?

With the upcoming release of PlayStation Now - expected to hit the UK sometime in 2015 and currently mid-beta trial - many have speculated that physical consoles are a thing of the past. PlayStation Now is a cloud-based gaming service that lets you play PS3 games on the PS4, PS Vita and Bravia TVs, while support for non-Sony and -PlayStation devices will come later. It's a bit like Netflix, but for games rather than films.

Yet we still think there will be a PS5. Not only does the PS4 bring in a huge amount of profit, Sony boss Shuhei Yoshida has been quoted as saying the future of the PlayStation is up to developers. Indeed, if rumours are to be believed it's about to launch two new PS4 models in 2015, so it won't be turning its back on the platform any time soon.

"If they still feel that we need more machine power - 'we want to realise this and that and that, but we cannot do it with the PS4' - there's a good reason to have the PS5 so developers can create their vision," said Yoshida.

The PS4 is immensely powerful but, unlike the thousands of gaming PCs with which it competes, Sony's console doesn't benefit from the possibility of regular processor and graphics updates. One day we will reach the stage where the PS4 is notably inferior to PCs, and then game developers will demand more power. Also see: PS4 vs Xbox One vs gaming PCs and Best gaming PCs 2014.

Plus, with PlayStation Now Sony will be able to keep customers happy by allowing them to continue using their PS4 games on a new PS5.

Poll: Which is the best gaming platform?

Sony PlayStation 5: Potential PS5 UK release date

It's been 20 years since the first PlayStation was released, and there were seven years between the launches of the

PS3 and PS4. That was the longest stretch, with the PS2 appearing five years three months after the PS1, and the PS3 six years eight months after the PS2. It's fairly safe to say Sony doesn't follow a strict pattern with its console releases. Games consoles are naturally long-lifecycle products, with customers investing considerable expense in both the platform and its proprietary titles. However, Sony is reportedly working on shorter timeframes between its PlayStation launches - at least that's the impression given by AMD, which manufactured the hardware powering the PS4.

CFO Devinder Kumar, speaking at the Bank of America Merrill Lynch Global Technology Conference, said AMD had made a real impact with the release of the PS4 in 2013. Around 2016, he added, AMD would again be a very different company. Although he may not have been referring specifically to a new console release from Sony, such devices are extremely profitable to AMD and it is always thinking about what's coming next.

"Three years before you introduce a product a decision is made to use a particular company. In this case it was AMD. Then you co-develop the product with funding dollars, mostly coming from our customers. When you introduce the product there are no R & D, sales and marketing expenses - however many dollars you generate fall to the bottom line, and that's what excites us," said Kumar.

Earlier this year Sony's software product development head Scott Rhode told MTV: "Very soon we'll start thinking about what we'll do next. That's the culture at Sony. We always have to do something that's bigger and better than what's already been done."

Sony UK boss Fergal Gara added that "It's probably a sign of the times and how much has changed in seven years, but I think the willingness and the appetite to pick up new technology fast has probably changed quite a bit." For the next few years, though, he said Sony will be putting its weight behind the PS4.

So, rather than waiting another seven years for the PS5, which would peg its launch in 2020, the fast-paced development of technology could mean the PS5 rears its head much sooner - but could it really be as soon as 2016? We suspect that even if Sony is able to shorten the time between its PlayStation releases, we'll still be waiting until at least 2018 before the PS5 becomes a realistic option.

Of course, we'll update this article as soon as more concrete details on the PS5 release date are available. Also see: Best games consoles 2015.

Sony PlayStation 5: PS5 design

Sony PlayStation 5 release date, price and specs UK

Concept images of the PS5 have already popped up on the web, including those used to illustrate this article (courtesy of David Hansson). We suspect it will retain the black box, blue light theme, but will be sleeker and more stylish than before. And if PlayStation Now is able to let it do away with discs, it could even be more compact too.

Sony PlayStation 5: PS5 specs

As you might expect, very little is known about the PS5's hardware. Going by AMD's enthusiasm over the PS4, we can only assume it will remain onboard the Sony ship for the PS5.

Something else that might become a 'thing' with the PS5 is virtual reality. Project Morpheus, a virtual-reality system that works with PS4, suggests Sony is looking in this direction for future consoles. Such technology should allow for truly immersive gameplay, allowing you to really feel as though you are in the game.

And PlayStation TV may also be important to the PS5's development. Could we see this wireless streaming functionality built into the PS5?

It's possible that PlayStation Now will allow Sony to remove the optical drive, although some sort of provision for offline gaming - perhaps a flash storage drive - would be necessary. Not everyone in the UK has constant - if any - access to super-fast broadband.

Without knowing exactly what's on offer, it's impossible to accurately predict how much the PS5 will cost. With the PS2 costing £300, the PS3 £425 and the PS4 £349, we can only assume Sony will stick around the £400 mark. After all, it has other consoles and gaming PCs with which to compete.

Nintendo NX in 2016 (2015-10-18 13:45)

There have been rumors concerning a new Nintendo console on the internet for quite some time. That's mainly thanks to a December 2014 Associated Press interview with Shigeru Miyamoto, creator of Mario and other iconic Nintendo games, who stated "While we're busy working on software for the Wii U, we have production lines that are working on ideas for what the next system might be."

There wasn't much else mentioned about the next gen console until Nintendo's press conference on 17 March 2015, where the company announced that they were going to be creating mobile games for smartphones and tablets.

As well as announcing the venture into mobile gaming, Nintendo's late Chief Executive Santoru Iwata said "As proof that Nintendo maintains strong enthusiasm for the dedicated game system business, let me confirm that Nintendo is currently developing a dedicated game platform with a brand-new concept under the development codename 'NX'." Before anyone could ask for further information on the new console, Iwata continued "It is too early to elaborate on the details of this project, but we hope to share more information with you next year."

This sentiment of keeping quiet was later re-iterated by Nintendo President of America Reggie Fils-Aime while on stage at Nintendo's E3 conference. He remarked "We'll talk more about our next system, code named Nintendo NX, more in 2016"

It makes sense for the company to start teasing a new console, as the Wii U seems to be Nintendo's worst performing console ever, selling only 10 million units in the two and a half years that its been on sale. Lets compare that to the PlayStation 4, which has been out for around a year and a half but has sold over 18.5 million units worldwide.

So, what do we know about the next generation Nintendo console dubbed "NX"? Read on and find out.

Nintendo NX console rumours: Design

There isn't much to go on, in the way of design. When the upcoming console was teased it was referred to as a 'new concept', which could mean an entirely new design. Opposing that are rumours that it'll have a similar design to the Wii U, but with enhanced capabilities. We cover that in more detail below.

Nintendo NX console rumours: Unique features

Nintendo has always done extremely well with not competing with the likes of Sony and Microsoft, and instead breaking away from what other gaming manufacturers are producing. Think back to the Nintendo Wii – when the Wii was first announced, it was welcomed by excited consumers because they hadn't seen anything quite like it before, and its technology that both Microsoft and Sony are still trying to perfect.

Nintendo described the NX as a "brand new concept" which could mean anything given Nintendo's track record. Talking about the NX, the late Iwata said "if you only expand upon existing hardware, it's dull". He followed up the comment with "In some shape or form, we're always thinking about how we want to surprise players as well as our desire to change each person's video gaming life."

With that being said, there are rumours that the new Nintendo console will come with a completely new control method. This is mainly because the screen-controller hybrid that shipped with the Wii U hasn't taken off like the company had planned, with many developers not using the hybrid controller to its full potential.

There are also counter rumours that suggest the next generation Nintendo device will have a similar design to the current Wii U, but with improved capabilities. Nintendo introduced a way for gamers to play games directly from the controller without the need for a TV, using the inbuilt touchscreen display. It's a popular feature, especially with homes that share a TV because it allows gamers to carry gaming when somebody else wants to watch TV.

But what about if you could leave home and carry on playing? As it stands, you have to be within proximity to the Wii U to play your game via the controller screen. Rumours suggest that Nintendo could be upping the anti, so to speak, working on a way to allow gamers to carry on playing even if they're not at home.

If Nintendo manufactures a console that has gameplay that rivals the Xbox One and PlayStation 4 and also allows you to play directly on the controller when you're away from home, that could be a winning combination. Sony offers Remote Play on the PS4 via a PS Vita but there's a split second of lag, which in some games makes the difference between life and death. Microsoft also recently released a similar feature for Windows 10 and Xbox One, though you have to be on the same network to be able to stream gameplay.

Nintendo NX console rumours: Processor

When it comes to the internal mechanics of the new console, there's not much online. There is some speculation that

the NX will use an AMD SoC, namely the x86 APU, just like the Xbox One and PS4. If it were true, it'd make it the first time that all main manufacturers would use the same chipset.

Could AMD's CFO Devinder Kumar have been referencing to the NX when discussing upcoming AMD products? "I will say that one is x86 and the other is ARM, and at least one will be beyond gaming ... They [the customers] are going to announce it and then ... you will find out that it is AMD's APU that is being used in those products" he said.

However, with this being said, another report claims that the Nintendo NX won't be as powerful as the PS4 (which means we can wave bye-bye to this). The report is based on tweets from Liam Robertson of Unseen64, a man with a great track record when it comes to insider info. He claims that the NX is "definitely not aiming to compete with the likes of PS4 on a power level". You can see his tweet below:

When asked by @RunJumpStomp "What makes you say that?" he simply replied "Talking to the right people :)". Until Nintendo officially announces the NX, no one can be completely sure of its spec, but judging by Robertson's track record and past Nintendo consoles, we think he's on the right track.

Nintendo NX console rumours: Games

So, what kind of games can we expect on the next-generation Nintendo NX console? According to one report, Nintendo is said to have started talking to third-party developers about the system at this year's E3 event. Apparently the developers reacted positively to the concept shown to them at E3, but no details about the concept device have been leaked.

The only games to have been officially confirmed for the Nintendo NX thus far are Dragon Quest X and Dragon Quest XI, courtesy of Square Enix. DQX was originally released for Wii U, 3DS and PC whereas the newer DQXI will be headed to not only the Nintendo NX, but also the PS4 and 3DS.

Nintendo on the other hand, has kept tight lipped regarding its upcoming Nintendo NX titles (as promised) but with a less-than-amazing E3 announcement, many gamers are starting to wonder whether the company has given up developing for the Wii U, and is instead turning its efforts towards making games for the NX.

Nintendo NX console rumours: Price

While there are no real rumours surrounding the price of the new Nintendo console, we can speculate about its price by looking back at previous console launches. Nintendo aims for its consoles to be cheaper than the competition – look at the DS and Wii. The Nintendo DS was only £99.99 when it came out and the Wii, even with the breakthrough motion technology it offered, was only £179.99.

Nintendo knows where the sweet spot lays with regards to pricing its consoles, whether it's handheld or tethered to your TV. Based on this, we can only assume that the next Nintendo console will be cheaper than Xbox One and PlayStation 4, possibly around the £200 mark.

Nintendo NX console rumours: Release date

With Iwata stating that more information about the new console wouldn't be released until next year, we're assuming that the NX will have a 2016 launch. Why? Simply because it looks like the Wii U isn't doing as well as Nintendo had hoped, and it gives the company a chance to generate some interest around the new console before launch, without waiting so long that the hype dies down again.

However, since this announcement, Iwata has sadly died, and it remains to be seen whether the executive shake-up will impact the console's release date plans.

Interestingly, Nintendo has announced that the upcoming Zelda game for the Wii U isn't coming out until 2016. Zelda developer Eiji Aonuma said that the development team has "discovered several new possibilities for the game" and would like extra time to "bring all these ideas to life". Could the company be waiting to announce Zelda so that both the game and the NX can be released at the same time? Nintendo has a habit of releasing a Zelda or Mario game alongside a new console, with the only exception being the launch of the Nintendo DS (in Europe, anyway).

More recently, an article by DigiTimes claimed that Nintendo is starting production of the next-generation Nintendo NX console as soon as October 2015 with a July 2016 launch date, and is looking to ship 20 million units in its first year of production. However, an analyst at Forbes disagrees with the report, claiming that the schedule is "insanely fast" and he coins a later release date, possibly Christmas 2016 or even 2017 depending on how much work has been done on the console thus far.

Top 100 gamecube games (2015-10-20 20:14)**P.N.03**

P.N.03 is a simplistic, stylish game focused on straightforward shooting and dodging, with you purchasing upgrades to improve your character. Nintendo had some problems with Japanese 3rd parties during the N64 era, and so really tried to rebuild bridges with companies like Capcom and Namco when releasing the GameCube. PN03 was the result of one of the deals that Nintendo struck up at the time, it was part of the hyped "Capcom 5" which were to be five big GameCube exclusives that cemented a new, close relationship between the two companies. Unfortunately it didn't quite work out that way, and most of the games ended up being ported to PS2 when Capcom got cold feet, but this, and Resident Evil 0 did remain exclusive. Its a fun, albeit uncomplicated game

Hunter the Reckoning

Gory multiplayer action game that is similar to Gauntlet, but with more RPG elements added to it. The game has you and (hopefully) three friends shooting and slashing your way through legions of bad guys whilst finding new weapons and leveling up. Its a fun diversion, but best played in multiplayer with friends, this GameCube port is a little downgraded from the Xbox.

Goblin Commander

This is a real-time strategy game where you need to direct your army of Goblin's to harvest resources and build structures to produce more units. The game gives you all the stuff you'd expect from its genre, and also allows you to manually control the big, lumbering monsters yourself whilst giving out orders. There aren't many of this type of game on the GameCube, so its fortunate that this one is more than respectable.

Smuggler's Run: Warzones

Objective-based offroad game with large environments and a fun 4-player mode. The gameplay merges variations of popular multiplayer staples like Capture the Flag (grab an item and return it to your base) and Flag Tag (hold an item for as long as possible without it getting stolen) with theme's involving smuggling contraband and avoiding the law. Its a game of high speed pursuits, and aggressive collisions.

Dr Muto

Quirky 3D platformer where you need to explore the different levels collecting Atoms (similar to "Shines" in Mario 64). The game gives you a lot of tricky platforms to navigate, as well as the ability to change into a variety of different animals with different abilities. The graphics look a little make-shift at times, and there is the odd camera issue here and there, but its still a good, if slightly flawed game.

ATV 2

4x4 racing game with mechanics somewhat similar to SSX, you do tricks in order to build up a bar that allows you to boost, and can also attack your competitor's to gain the advantage. The graphics here are reasonable, and all in all its a pretty fun diversion for a weekend.

NHL2K3

An excellent Ice Hockey game from Sega's US developers, Visual Concepts. The game controls well and looks great (for the time), its got good computer AI, a wealth of options, and in-depth gameplay.

Sega Soccer Slam

Fun arcade-style Football game from Sega with a focus on brutal tackles, fighting and special moves, with nary a Red Card in sight. The game has some nice, cartoony graphics, intuitive controls, and a first-rate multiplayer experience. There's also a nice Virtua Tennis-esque Quest mode to keep you busy.

Donkey Konga

A rhythm action game that came packaged with the GameCube's bongo peripheral, Donkey Konga basically has you beating the drums and clapping to the beat of popular songs. Its a pretty fun novelty game that's good to bring out at parties for some funny 4-player competition (and the drums aren't actually that expensive to buy anymore either).

WarioWorld

This is a fun and fairly simple beat-em-up game from cult-favourite developer Treasure. The game has you playing as anti-hero Wario as he bashes his way through armies of bad guys in a search for goodies. There's some minor platforming here to do and stuff to collect, and the fighting is intuitive and fun. The game is somewhat short and easy, so don't expect a masterpiece up to the company's usual standard.

Capcom Vs SNK II

Good fighting game pitting the characters of Capcom games against those of their rivals Snk. The game looks great and has a lot of modes and options you can choose that effect the fights in different ways. This GameCube version is slightly less accurate than the PS2 and Dreamcast versions and tends to be deemed as not tournament worthy, but for anyone who's not too serious about playing the game its still a lot of fun to experience with friends.

Phantasy Star Online Episode III

The third episode of Phantasy Star Online, and its a big departure for the series, with this one focusing on turn-based card-battling. The game has a main hub where you can walk around and interact with other characters and shop, and a missions list that you need to complete in order to progress the story. Missions take the form of card battles which take place on a grid, you take it in turns attacking each other, summoning creatures and moving. Its a good game, but bear in mind that its more a complex card game than RPG (unlike Baiten Kaitos for example).

Mario Party 5

Here we go again with yet another Mario Party game! By now you probably know the general set-up of the series, its a party game which takes the form of a board game with the players moving from space to space after a dice throw, at the end of each turn everyone plays mini games in order to get coins and bonuses. The game is fun for multiplayer but quickly becomes dull for those playing alone. Not much different from any other games in the series but at least presentation and graphics have been improved and it is fun.

Bloody Roar: Primal Fury

This is a very respectable 3D fighting game where all the characters can turn into powered up beast forms. Its not massively unique, but represents its genre well enough and is polished and fun, with nice art design. This iteration in the series is actually an updated version of the PS2 game Bloody Roar 3, with improved graphics and new characters.

Baldur's Gate: Dark Alliance

Classic hack n' slash RPG with an isometric viewpoint. The game includes a very well thought out experience and equipment system that leads to some deep RPG fighting and in-depth gameplay. The plot here is above average, and the game includes a cool 2-player co-op mode. I dropped this a good few places as unfortunately the game is a little inferior to the other versions.

Lost Kingdoms II

JRPG sequel that has you battling in real time and exploring the levels and villages to open up new locations on a map to progress through the game. The RPG is another card battler, but is unlike the others of its type on the system as its all action-based and in real-time. Essentially your character throws the cards to the floor in real-time and they materialise weapons for you to use, create AI monsters which fight for you, or make creatures that give you status effects (such as giving you health, or attack bonuses), as the cards are used up more are automatically drawn and allocated to the four face buttons. It feels a little low budget at times but is one of the more accessible and fun of its type on the system and has quite respectable art design, there's a fun 2-player competitive mode too.

Conflict Desert Storm 2

Tricky squad-based 3rd person shooter with a nice amount of attention to detail and measured gameplay that stresses vigilance. One of the more notable aspects of the game is its 4-player co-op mode that focuses on teamwork and communication where you and a group of friends fill each of the important squad roles.

Lego Star Wars II

Another fun and accessible release in Traveler's Tail's Lego series of tie-in games. These games have you playing through the plots of famous movies with a cast and environment consisting completely of Lego products. Gameplay is focused on action, with you shooting and slashing at the armies of enemies, solving very simplistic puzzles, and collecting tons of stuff. The best elements of the game's have got to be their humour and charm, and their fun 2-player co-operative support. There were two games in the series on GameCube, but this one covers the classic movies so its automatically better!

The Sims

Simulation game where you get to play god with the inhabitants of a small household. The game (created by the guy who made Sim-City) has you feeding, washing, and just generally taking care of virtual people, as well as designing and renovating their living quarters. There's a lot of customisation involved as well as a good amount of interactivity too. Its quite a compulsive experience if you get into it, but bear in mind that this game takes up pretty much an entire memory card!

Madden NFL 2005

A very good American Football game from Electronic Arts with all the features you'd expect for the time. This release was definitely an improvement over the previous year's offering, polishing up the defensive gameplay and greatly improving the graphics.

Vexx

Fun 3D platformer in the vein of Mario 64 that has you exploring levels searching for "Wraith Hearts" to open up new levels. The game has some good platforming action and fluid melee combat, the camera can be a little problematic at times (hence the game's placing), but all in all its a good game for fans of the genre. This GameCube version is noticeably superior to the PS2 release.

Aggressive Inline

This is an underrated Inline skating game that feels like a mixture of Tony Hawks and Sega's Jet Set Radio. For a game with such generic packaging and title the game actually has a lot of personality and style, with memorable levels and graphics.

Castle Shikigami II

Very nice scrolling shooter of the bullet-hell type, with great aesthetics and intricate bullet patterns. Here, you get bonuses for skimming close to the enemy bullets, and doing so powers up your attacks. The game was first ported to the GameCube, but later gained versions for all the major systems, this GameCube version is a very respectable port.

Extreme G 3

A pretty nice futuristic racer that really managed to surpass my expectations. This third game in the series brings the gameplay back to the original title, with the long, winding rollercoaster-esque feel of that game's courses making a reappearance, as opposed to the sharp turns of the second game (which to be honest I was always disappointed with). The gameplay is definitely some of the more polished in the series here, with a much better feel of control

than earlier games, and the graphics and art design are first-rate. Its a nice racing game for fans of the genre, but is totally overshadowed by the mighty F-Zero GX.

NBA Street V3

A good Basketball game from sports stalwarts Electronic Arts that builds on earlier games in the series and includes many refined customisation options. This release in the series includes famous Nintendo characters Mario, Luigi, and co as GameCube exclusives.

Need For Speed: Most Wanted

Another polished release from Electronic Arts, Most Wanted carries on the traditions of the Need For Speed series, including some exciting races through city streets and civilian traffic and a lot of car customisation and tweaking. The game has you roaming around looking for races to take part in and completing objectives to progress the above average story. This particular iteration in the series has a focus on exciting police chases.

True Crime: New York

Unfortunately The GameCube never got a port from the stellar Grand Theft Auto series, but it did at least receive the two reasonable True Crime titles, Sand Box games which have you playing the part of a police officer in the big city, arresting criminals and responding to calls for help (and often just causing havoc). This iteration, the second in the series, polishes up the gameplay a little and gives you a big city to police and explore.

Medal of Honor: Frontline

World War II themed first person shooter that has you storming the beaches at Normandy and pushing on into Nazi occupied Europe. Its a fairly linear action game with a focus on shooting and straightforward missions, it gives a good feel for the chaos of WWII (for its era) and definitely represents one of the true highpoints of the MOH series.

Freedom Fighters

3rd person action and strategy game set in an alternate history where Russia has occupied the US. The game has you working with resistance fighters trying to free New York from these invaders, you control the main character in 3rd person shooter style, but also give out simple orders to your AI teammates for back up. The game is well put together and does just enough of its own thing to make it stand out from the crowd.

Pro Evolution Soccer 2

Hyper polished football classic from Konami that really pushed the genre forwards to new levels of gameplay and control. Playability is high, the stadium detail and presentation is first rate, and the commentary well done. Unfortunately, oddly enough the game was never actually released outside of Japan, so its one for importing sports fans only.

Pac-Man Vs

This brilliant party game was a free extra included with many Namco games (Pac-Man World, R Racing Evolution etc etc). The title has you playing the classic Pac-Man game against your friends, with one person playing as Pac-Man himself whilst the others take the part of Ghosts. It puts the GameCube's GBA link-up feature to good use with the Pac-Man player getting the complete view of the stage via the GBA and the Ghosts trying to track him down using the limited-view television screen. A novel idea that's well-implemented.

Red Faction II

Very respectable First Person Shooter, certainly one of the more notable on the system. Red Faction II is a smooth and fast science fiction action game. The series' main draw at the time was in having dynamic, destructible environments, allowing you to shoot up and alter the play field. This aspect of the game was actually simplified here in this sequel, and the game feels a lot more scripted as a result, but there's still a lot of destruction to be had. The set-pieces, action, and weapons have all been polished and the 4-player mode is 1st rate.

Tak 2: The Staff of Dreams

Very well put together 3D platform game with a good deal of variety and polish. It does all the staples of the genre well, with a lot of platforming action, new moves to unlock, and puzzles to solve. The developers went for a more straightforward progression here over the original (which was more akin to Mario 64 in structure) but it all works pretty well and keeps the game moving at a good pace. The storyline is probably one of the more notable elements, its actually quite funny and engaging.

Baiten Kaitos Origins

Prequel to the earlier card-battling RPG on GameCube, Baiten Kaitos: Eternal Wings and the Lost Ocean. Like the original this one has you exploring towns, getting into battles and refining your deck of cards, but it also tries to be a little more open-ended than its predecessor. Its a very solid RPG exclusive for GameCube, but its focus on card battling may limit its appeal.

Star Fox Assault

Slightly disappointing Star Fox sequel, one of the results of Nintendo's then practice of farming out their popular licenses to 3rd parties, in this case Namco. The game is actually a lot of fun, its a rail shooter that carries on the traditions of the series well overall. It doesn't do anything particularly new, and the one area it does try to innovate (the on-foot missions) falls flat, but it looks fantastic and still provides a lot of classic shooting action. Where the game really does build on its precursor though is its 4-player mode, which has you running around taking shots at each other, and jumping into planes and tanks. Its far more polished and exciting than it was on N64, and is definitely one of the standout features of the game.

Luigi's Mansion

Very fun early game for GameCube starring Mario's less popular little brother, Luigi, in a Ghost-busting action adventure game. Here you need to explore the environments inspecting objects and looking for Ghosts to suck up with your vacuum cleaner. As mentioned its very fun, but comes across as a bit unfinished, its over very quickly (I finished the game in a little over 2 hours on my first go) but is brilliant while it lasts.

I-Ninja

This is an underrated 3D platformer from Argonaut Software, the company who co-developed the original Star Fox, and it has to be one of their most polished solo releases. The game is a sword-slashing Ninja affair with lots of dexterous moves and diverse gameplay. You run through the levels rail-grinding, grappling, and running along the walls whilst dispatching enemies with fluid combat and intuitive controls. The story and character design can come across as a bit generic, but everything else is very well done and leads to a game definitely worth checking out.

Mario Golf

Golf game from Developer Camelot starring many of Nintendo's popular characters. Whilst not a million miles away from the earlier N64 release, the game has all the features you'd want and expect from a golf game, its colourful, intuitive, and generally just has a lot of personality. There's also a many modes, both serious and more fantastical to check out.

Naruto Gekitou Ninja Taisen 4

This is a fantastic 3D fighting game based on the popular Manga. The game is a Japanese exclusive with dynamic, accessible gameplay and intuitive controls. This release in the series polishes up the gameplay mechanics further over its forerunners, and also adds in an excellent 4-player battle mode which works by adding a button that cycles through available targets when pressed. The game does a great job of bringing the characters to life, and is set in what is probably the point in time when the Manga was at its peak.

Mr Driller: Drill Land

Unfortunately yet another Japanese exclusive, this time a puzzler in the long-lived Mr Driller series. The premise is quite simple, you need to drill down the stages collecting air without getting crushed by blocks after you've undermined their foundation. Its a straightforward idea but really becomes addictive when you start trying to aim for high scores. This release in the series includes a lot of admirable extras. There are many different modes here that give a different spin on the gameplay (such as simplistic adventure modes, and treasure hunting where you need to avoid boulders rolling after you), and the presentation is very high.

Rayman 3

Another excellent Rayman platformer from Ubisoft. This one makes a lot of modifications to the series (Rayman himself has gone through some drastic personality changes), and is perhaps a little disappointing in longevity after the classic second game, but still has more than enough good points to outweigh the fairly minor negative ones. The game has some nice art design and graphical touches, with crazy psychedelic backgrounds and effects, and the GameCube version in particular has a bunch of nice extras over the other ports available, such as fun multiplayer GBA connectivity additions.

Resident Evil 0

With this prequel to the popular series of survival horror games (another result of Capcom's deal with Nintendo) the developers decided to try out a new gameplay mechanic where you control two different characters at once. The mechanic has you swapping between the characters and exploring the environment separately with them in order to solve puzzles and progress. Graphics wise this reverts back to the old-style 2D backgrounds, and the difficulty curve can be inconsistent at times, but the new gameplay elements lend a different spin on the usual hallmarks of the series and complements the tension and puzzle solving well.

Second Sight

3rd person shooter made by the old Goldeneye 007 and Timesplitters team with a focus on psychic abilities. You start the game off as a patient with amnesia, and as you play through the game the story unfolds through the use of playable flashbacks. New psychic abilities are also granted to you as you proceed, ranging from telekinesis and energy blasts to things like astral projection (allowing you to scope out areas from safety), and the ability to possess the enemy (which is always fun). The game had the misfortune of being released around the same time as Psi-Ops, a

very similar and slightly more focused game that ended up (unfairly) overshadowing it.

Billy Hatcher

A memorable platformer from Sega that is somewhat similar to the old N64 game Glover. Much like many of the 3D platformers of this era Billy Hatcher gives you levels with multiple objectives that you need to complete in order to progress (kind of like the Shines in Mario). The gameplay revolves around manipulating eggs that can be used to run over enemies or bounced around the stages over obstacles. The eggs grow as you squash fruit under them, and can be hatched to give you a helper animal that follows you around and can be used to solve puzzles. There's a few niggles here and there but generally this is a fun game that's pretty unique and has a lot of charm, there's even a reasonably fun 4-player mode thrown in for good measure.

Need for Speed: Underground 2

A nice arcade racer from Electronic Arts with a focus on story and car tweaking. Like other Need For Speed games of this era you freely roam around the fully explorable city looking for races to compete in and visiting garages and shops. Completing a set of objectives progresses the story and opens up new parts of the game. This particular Need For Speed goes for more of a Fast and the Furious vibe so fans of those movies should definitely check it out.

Star Fox Adventures

Rareware's only finished game for the GameCube, SFA started out as a completely unrelated N64 game named Dinosaur Planet that had been set up as their answer to Ocarina of Time before it ended up being moved to GameCube. In the transition between systems Nintendo forced them to convert it into a Star Fox game (allegedly much to Rareware's chagrin). The developers programming expertise and talent is very much on show here, with the game looking very impressive for its age (still some of the best graphics on the system), with first-rate fur effects and lush environments, gameplay is fun though not without the odd niggle.

Tony Hawks Pro Skater 4

Another great release in the trick-based skating series. For anyone who doesn't know, Tony Hawks games essentially put you into an environment with a set number of objectives (such as obtaining points by pulling off difficult tricks, or by collecting a specific number of items). This release was a big improvement over its predecessors, it expanded the environments greatly and offered a lot of longevity.

Final Fantasy: Crystal Chronicles

A spinoff of the popular series made especially for GameCube with some phenomenal art design and aesthetics. Unlike the main branch Final Fantasy games this is a real-time Hack N' Slash RPG. The focus here is very much on the multiplayer, which unfortunately requires four GBA's, but this set-up makes for some unique and interesting gameplay (thankfully nowadays getting hold of these old handhelds is actually quite cheap, so its definitely something that can and should be checked out). Bear in mind that the single player (and to an extent 2-player) doesn't quite work as well though, as much of the experience is based on the social and team work aspects.

1080: Avalanche

This is a Stylish snow boarding exclusive for GameCube with a focus on racing and tricks. This sequel moved away from the technical, sim-ish gameplay of the N64 original and steered towards more accessible, arcade style gameplay

in the vein of the SSX series. One of the more standout elements of the game is the titular Avalanche's, every few levels here you are thrown into a tense and exciting race against the elements, with you desperately trying to stay ahead of the rumbling, cascading snow as it piles up around you.

Baiten Kaitos: Eternal Wings

Card-based RPG from Namco with nice art design and a good battle system. The game has you navigating around the static 2D backgrounds (much like those of the previous generation's Final Fantasy titles) exploring, gathering information from people, solving minor puzzles, and looking for cards. The battling is turn-based and has you making a deck of cards filled with defensive and offensive capabilities, bonuses are given if you use only cards of the same number, or ones which follow each other in numbered sequence. The sound quality is a bit poor at times and the plot, whilst enjoyable is not super-original, but the battle system is novel and all in all its a good example of its genre.

Puyo Puyo Fever

Great release in the classic block-falling puzzle genre. Like its predecessors Puyo Puyo Fever has you matching up coloured blobs, clearing them away before they fill up the screen and trying to set up chain reactions to dump junk on your opponent's screen. This one adds some more modes and new gameplay features such as the frenetic "fever mode".

Gun

Impressive free-roaming action-adventure game set in the wild west. The game has you traveling around searching for bounties, horse-riding, and generally just getting into gun fights and trouble. Controls are well done, with an excellent slow-motion feature that makes it very easy to pull off some impressive-looking shots that would make even Clint Eastwood jealous. Everything's pretty polished, the world is big, it looks great and its a lot of fun.

Phantasy Star Online

Port of the groundbreaking Dreamcast game enriched with an admirable amount of extra content and levels. Phantasy Star Online is a hack n' slash RPG with a focus on team-work, customisation, and item collection, you get the choice of a lot of different classes and weapons, and the battle system (which has you fighting in real-time with timed button presses of variable strength) is fun and easy to get a handle on. This version of the game also has a 4-player split-screen mode that greatly improves the offline experience.

Hitman 2

Accessible stealth action game where you play the part of a retired Hitman who's been dragged back into the life of crime. The game is quite easy to get into as you can somewhat kludge your way through the missions at times. However, being that you get many bonuses and extras for taking your time and doing the levels properly (undetected and with a minimum of collateral damage) its still worth taking seriously, making it still quite rewarding to master.

XIII

An excellent first person shooter based on the Belgian Comic of the same name. The game has some very distinctive cell-shaded graphics and a strong Borne Identity-esque storyline taken straight from the comics (though very abridged). The gameplay is mission-based, with you going from location to location completing important objectives. Production values are high, with the likes of David Duchovny and Adam West supplying the voice-acting.

WarioWare INC

Warioware is a unique party game that hits you with strings of random mini-games each lasting a few seconds. In that short time you have to work out what you're supposed to do (based on a quick clue) and successfully complete said objective. The goals in the game are often funny (and sometimes downright weird, such as the nose-picking challenge) and the multiplayer is fun and frenetic, with an incredibly fast pace.

Mario Tennis

An excellent, colourful, and intuitive Tennis game starring the popular Nintendo characters of old and new. The game gives you a quality Tennis experience whilst also including a fine selection of entertaining and wacky courts that are each based on a different gimmick. The graphics here are an improvement on the earlier N64 title, and the 4-player action is great fun for groups of friends.

Battalion Wars

Action-packed strategy game where you manually control soldiers in 3rd person view whilst giving orders to your other units. The game has a lot of charm, and gives you lots of cool units to choose from with different strengths (as well as vehicles and such). Tactics come into play in regards to sending the right units into the right situations. Its a fun game which would've made for a pretty good action title even without the interesting strategy elements.

Tales of Symphonia

A very respectable JRPG from Namco that was originally created for GameCube but later ported. The game is largely a case of standard fare for JRPGs in story and gameplay, but its all very well crafted and very polished. The battle system here is fun and accessible, with battles taking place in real-time on a 2D side-view field with you manually controlling your character doing button combinations, its kind of like what you would expect from a simplistic fighting game. The game allows you to avoid battles, and it all moves at a fairly brisk pace.

Resident Evil: Code Veronica

A good port of the earlier Dreamcast game. Code Veronica was a long and ambitious release in the series, featuring proper dynamic 3D environments with camera pans for the first time (most of the classic games had 2D drawn backgrounds that you would navigate around). Its a big and memorable adventure for fans of the classic Resident Evil gameplay style of ammo-management, jump scares, and puzzle-solving.

Wave Race: Blue Storm

Bright and breezy jet-skiing sequel from Nintendo that has some excellent handling and water physics. The game has you racing between buoys vying for first place and pulling off impressive tricks and jumps along the way. The game doesn't have a helluva lot of gameplay improvements over its N64 forebear, feeling somewhat like an enhanced remake at times, but the graphical improvement is significant and the original had pretty awesome gameplay anyway so that's quite easily forgiven.

Metal Arms: Glitch in the System

Somewhat underrated 3rd person shooter that has you blasting your way through some tense, action packed stages as a little Droid recently reactivated. Its a polished game that gives you a variety of different guns and grenades to use, (many of which are a lot of fun), as well as loads of upgrades to purchase. The 4-player mode here is also definitely worth mentioning, with a plethora of excellent modes and arena's to play through with your friends. Each arena has a different set of robots that you can take control of which range in size and ability (hulking mech's, nimble

rocket-packed robots and flame-throwing ground units), and there's also a bunch of vehicles like tanks and airplanes to commandeer.

Chibi Robo

This is a nice little game that came out during the latter half of the GameCube's life span. Here you play as a small toy robot who's recently been purchased by a troubled family. Your job is to move around the huge house exploring and looking out for jobs to do, you generally just try to make the household a happier place. There's puzzles to do and upgrades to purchase as you progress.

Timesplitters Future Perfect

First person shooter sequel to the excellent Timesplitters 2. Here the developers attempted to make a more cohesive plot to hold the different levels together (reacting to an occasional criticism of the earlier games). They worked a lot on the graphics, adding more effects (such as copious amounts of bloom), and also included some nice new modes. Mostly I'd say it's a shining success, though I do still prefer the second game in the series truth be told, I felt it had a little more charm over this one, but honestly they're both awesome.

Animal Crossing

Simulation game from Nintendo with a focus on community and open-ended gameplay. The game begins with you arriving at a new village with very little to your name, from here you can work to buy new things (such as furniture), socialise with the NPCs, collect items, or do loads of customisation and design yourself. A unique and well made game for creative gamers.

Crazy Taxi

Very respectable port of the classic arcade driving game (a definite improvement over the dodgy PS2 version). Crazy Taxi is a pick up and play game where the aim is to take on passengers and take them to their destination as quickly as possible before a counter runs down. Mastering a set of moves (such as specialised boosts and skids) are the key to shaving off those valuable seconds, and driving recklessly gets you some monetary bonuses along the way. It's just pure arcade fun.

Killer 7

A very odd, very violent action-adventure title from the eccentric Goichi Suda (nicknamed Suda51), who would later go on to make the equally idiosyncratic "No More Heroes" series for the Wii. The game is a horror title that is somewhat difficult to explain in few words (but I'll try!). Most of the time you are in 3rd person view, with the game restricting your movement to a selection of pre-determined directions, you move around the levels solving puzzles, and can bring up a first person stationary view that allows you to aim and fire at oncoming monsters. The only thing I could compare it to is maybe D2 on the Dreamcast (though the similarity is slight). It's a polarising game but should be checked out by anyone looking for something a little unique.

Splinter Cell: Chaos Theory

The third release in the Splinter Cell series, Chaos Theory builds on the stealth action that the series is known for with improvements in AI and graphics and some cool extra modes. The game is a true hardcore stealth title, there's no blundering through the levels hoping to get lucky here, you have to be hyper-aware of your surroundings at all times,

making sure to stick to dark areas and make as little noise as possible. The GameCube version is a little downgraded from the original but is still definitely a worthwhile buy.

Harvest Moon: Its A Wonderful life

Harvest Moon is a sort of farming simulation game. You essentially buy seeds, plant crops and look after your livestock as best you can in an effort to succeed and prosper in life. This particular release also has you interacting with villagers and looking to find yourself a bride. A lot more fun than it sounds!

Fire Emblem: Path of Radiance

Strategy RPG from the classic Fire Emblem series of games. Though the series had already had a long history of success in Japan going back as far as the Famicom (NES) this was actually the first home console game in the series to arrive in the west (though there'd been some handheld releases). The game uses a turn-based battle system on a grid, with you giving out orders to each character in turn. Terrain and positioning play a part in the battle and characters gain experience and level up. Other than the battling this game has a lot of focus on a strong storyline, and the plot also plays out in a variety of different ways based on how you play the game.

Sonic Adventure 2

The GameCube port that nobody would've expected to happen just a few years earlier, Mario's main competition finally arrived on a Nintendo home console in the form of Sega's exhilarating Dreamcast platformer, Sonic Adventure 2. The game has a lot of variety and catchy tunes and memorable art design, the GameCube port is pretty good, whilst it has slightly weaker lighting and smaller Chao Gardens it has some improved polygon counts and bonus mini games in some areas. The first Sonic Adventure was also brought to GameCube but was not done half as well and should be avoided.

Mario Kart: Double Dash

Another fun multiplayer iteration in the popular racing series. Double Dash's main hook was to include two characters per car that you could swap between to pick up extra item boxes, as well as new character specific-abilities. The game goes for a more simplistic, accessible gameplay style with less focus on tactics and difficult shortcuts than its predecessors, and more on speed, dynamic turns, and handicapping to keep races close. The single-player mode is basic, showing none of the advances made by earlier games like Diddy Kong Racing, but thankfully the multiplayer racing is very fun, with the power-sliding mechanic in the game lending it a bombastic, arcade-like feel.

Metal Gear Solid: The Twin Snakes

Completely overhauled remake of the original PS1 stealth classic with many of the additions from later games added in as well as some all new cut-scenes. The original game was a action-stealth title from Konami that had you dodging and evading the guards and getting involved in memorable boss fights and set-pieces. This remake from Silicon Knights (creators of Eternal Darkness) is an admirable effort that does a good job of updating the game for the GameCube.

Skies of Arcadia Legends

Port of the excellent Dreamcast Pirate RPG with some graphical improvements here and there. Like the Dreamcast game this has some clever dungeon designs, nice puzzles, and a well thought out battle-system that includes ship to ship clashes. The story here is also pretty good, and definitely better than the average JRPG fare.

Mario Sunshine

Controversial Mario platformer that followed up the highly acclaimed N64 outing. Personally I think I come somewhere in the middle of popular opinion on this outing. Sunshine does come across as a little unpolished at times, with the game being a bit short and padded, and having an oddly inconsistent difficulty curve. Its more straight-forward than Mario 64, with fewer puzzles and no special caps, but the main new feature, a water gun that allows Mario to float and clean up graffiti is thankfully a lot of fun to use. I imagine I come across as negative here, but honestly it is a great game with memorable gameplay and colourful graphics, I just hold Mario games to a higher standard!

Viewtiful Joe

Capcom brawler that allows you to mess with time whilst laying the beat-down on the armies of fodder blocking your way. You do the usual beat-em-up stuff, clearing areas of enemies with combos of punches and kicks whilst dodging and evading attacks, but the game also allows you to slow and speed up time, which can be incorporated into your attacks, and used to solve some clever puzzles. A unique title with a lot of humour and charm.

Burnout 2

As far as I'm concerned this is the best car-based racing game on the console. This adrenaline-soaked arcade-racer has you taking risks (such as driving the wrong way down a one way street, or skimming close to traffic) in order to fill up a boost bar that gives you the ability to hurtle down the streets at dangerous speeds. The game is exciting, having a great sense of speed and some insane crashes. Definitely a big refinement over the original, it just feels more polished and less punishing.

Metroid Prime 2

Brilliant sequel to the earlier GameCube game, this time concerning Samus' counterpart, Dark Samus. The game has you exploring huge, sumptuous environments discovering upgrades for your weapons and abilities to open up new areas of the world. Its primarily an adventure game (aiming is largely handled for you using a targeting system) so don't expect a first person shooter here. This sequel does occasionally feel a little "more of the same" with slightly less interesting environments than the original, but anyone who enjoyed the first game will love this too.

Zelda: Four Swords Adventures

Incredibly fun party game from Nintendo that uses the GBA "connectivity" feature for sneaky 4-player shenanigans (each player requires a Game Boy to use as a controller). The set-up here is much like the classic Zelda games of old, with you traveling around dispatching enemies and solving puzzles in the dungeons, but a new spin to the formula is added by having Link cursed into splitting into four separate versions of himself, opening up the creation of a variety of new puzzles. The Game Boy Advance features are well implemented, with players falling down holes and such only to land on their GBA screen until they rejoin the action. Whilst admittedly the best things about the game involve you finding ways to trick and screw over your friends (hehe) its still fun to play on your own.

ReMake

This is a remake of the original Playstation survival horror title that had you exploring a creepy mansion of flesh-eating Zombies whilst conserving ammo and solving puzzles. Everything here in this remake has been completely redone. The new backgrounds are beautifully created and are truly a sight to behold, and some of the puzzles have been expanded on too. Fans of the series who found the changes of Resident Evil 4 a little drastic should definitely check

out this re-tooled old-school blueprint for survival horror's.

Donkey Kong: Jungle Beat

Possibly the most unique 2D platformer to come out of the generation, Jungle Beat was designed with Nintendo's Bongo peripheral in mind, an unlikely combination which actually works far better than you'd think. The Bongo's give a real interactive and kinetic feel to the gameplay, you tap on the drums to move left or right and clap your hands to grab at bananas, rapping on the drums whilst you're atop an enemy delivers an epic beat-down, its elements like this that really help to draw you into the experience. Levels themselves are inventive and fun, with you bouncing off walls and being thrown around the screen at a quick pace.

Super Monkey Ball

Sega got a raw deal during the 6th generation, they produced a fantastic console and provided a plethora of great games but alas it was not to be. Sega's misfortune however was to be Nintendo's gain, instead of having an extra competitor at launch Nintendo ended up with the latest Sonic game, Crazy Taxi, and this excellent little slice of Monkey madness bolstering up the early line-up. Monkey Ball is a lively and unique game in the tradition of Marble Madness, you have to roll balls around the courses by precisely pivoting the ground, avoiding all sorts of hazards along the way. Outside of the main game you get a bunch of accessible multiplayer party games to compete against your friends with, all of which are fun and original.

Kururin Squash

Another very unique experience, Kururin Squash is a clever puzzle game that was never released outside of Japan (though a GBA version did make an appearance). The game has you navigating a rotating stick through labyrinthine, constrictive levels trying not to touch any of the walls or hazards. It doesn't sound like much, but its actually a lot of fun and includes a lot of ideas, such as bumpers that change the direction of your rotation, and many other different abilities which come and go (one has you able to sink under water, another gives you an attack to deal with enemies etc etc). The game has bright and breezy graphics and some cool boss fights too.

Rogue Leader

Factor 5 return with this superlative 3rd person rail-shooter sequel, and this time they even get to use the dogfights directly from the classic film trilogy! Incorporating the sounds and missions from the movies really makes a difference here, with the already excellent gameplay really coming alive to a new level. Any fans of the films are sure to be humming along to the music and getting drawn into the action like never before. Note that this game is actually all included in the (otherwise disappointing) sequel, Rebelstrike, but only for 2-player co-operative, if you want to experience single player unfortunately you need this one.

Tomb Raider Legend

Tomb Raider returns revamped and rebuilt from a brand new development team. This time the game is from Crystal Dynamics, the Canadian company previously known for their Soul Reaver games. Sumptuous graphics and smooth control abound, with the game taking a lot of influence from the Prince of Persia series. Swing, climb and shimmy your way through the temples and set-pieces taking pot shots at the bad guys and solving some clever puzzles. Nice and very memorable game.

Beyond Good and Evil

Definitely has to be one of the more underrated games of its generation, Beyond Good and Evil is a lively action-

adventure game from French publishers Ubisoft. A lot of work and polish has clearly gone into the game, infusing it with great art design and some brilliant storytelling, including fleshed out characters and a nice plot. The world is ambitious for its time and there's a commendable amount of things to see and explore.

SSX 3

This is a real first-rate snow boarding game from Electronic Arts with excellent graphics, gameplay, and soundtrack. Like its predecessors SSX 3 involves racing other competitors whilst doing tricks to fill up a boost bar, the game builds on its forebears, really polishing everything up to the next level. There's another release after this one, "On Tour" that has some nice extras (such as having Mario as a playable character) but I felt that this slightly trumped it with better art design and style.

Ikaruga

Smart shoot-em-up from developers Treasure that breaths new life into the genre. The gameplay involves you swapping your ship between two colours, with you immune to bullets that share your current colour. Its a clever concept and the game is chock full of nice ideas, set-pieces and memorable moments.

Soul Calibur 2

Addictive 3D fighting game filled to the brim with longevity and content, with some great graphics and a very solid fighting system to learn. Each port of the game actually had its own exclusive character to play as, with the GameCube version arguably getting the best deal by including the ever-popular Link from the Legend of Zelda series! 3D fighters were in somewhat short supply on GameCube, but thankfully this one goes some way to taking up the slack on its own!

Pikmin 2

An excellent real-time strategy game from Nintendo where you command a group of walking vegetable-like creatures called "Pikmin". These creatures can be sent to attack monsters and carry raw materials back to their base to create more Pikmin (and at an alarming rate! given the planet's similarities to Earth I find myself wondering what happened to the human race? perhaps a plague of Pikmin wiped us out to use us as raw materials?!) Anyway, I digress. There are many different types of Pikmin in the game each with different abilities, and using their abilities to solve puzzles and strategise against enemies is the main crux of the gameplay. This sequel irons out the wrinkles of the original game admirably, its much longer, and the new inclusion of a secondary character cuts down on some of the backtracking.

Paper Mario: Thousand Year Door

Another accessible Mario RPG from Nintendo, sequel to the equally excellent N64 game. The battle system here is easy to get into, with the same focus on timed button presses and badge collecting as its predecessor, and the dungeons are a lot of fun, with a new factor of using your paper-like qualities to solve puzzles (Mario can fold himself into a paper airplane or boat to pass obstacles), each of these new abilities is helpfully "cursed" upon you by bad guys as the game proceeds. Packed with clever little touches and nice appeal.

Prince of Persia: Sands of Time

One of the biggest surprises of the generation for me, the Prince of Persia series came back with a vengeance with this highly polished and influential title from Ubisoft. The game is an action adventure that has you navigating your way through what has to be one of the most dangerous and complicated palaces ever conceived (god knows how anyone ever managed to live there without accidentally getting themselves killed). One of the most impressive

things about this game is how intuitive and well-rounded the control system is, traveling through the palace jumping, swinging, running across walls and holding onto ledges is a joy to experience, and the brilliant gameplay mechanic of turning back time (kind of similar to the old Fatal Rewind game) stops you from being penalised too much. This first game in the new series was the best, with later sequels unfortunately pandering to the lowest common denominator in an effort to increase sales.

Twilight Princess

One of the last major GameCube releases, Twilight Princess was a long time coming, in the end being released on both GameCube and Wii at the same time. After the controversial stylistic departure of its predecessor The Wind Waker, this game represents a call-back to the ever-popular Ocarina of Time, aiming for a more realistic fantasy look, as well as a longer campaign with more complicated dungeons. The graphical style suits it well and being such a late game in the system's lifespan it really shows off the GameCube's capabilities in a way that a Wind Waker sequel possibly wouldn't have been able to do to the same level. Taking a cue or two from Capcom's PS2 Zelda-alike, Okami, Twilight Princess has you taking on the form of a Wolf and leaping about areas ruthlessly dispatching enemies or sniffing out clues. Its a very classy release with fantastic art design and is a meatier adventure than the Wind Waker, but possibly less unique.

Eternal Darkness

H. P Lovecraft-inspired horror title from the Canadian developer Silicon Knights, a second party developer for Nintendo at the time. Eternal Darkness is a memorable and mind-bending game that has you taking part in different chapters taken from the "Tome of Eternal Darkness" a sinister book discovered by the main character whilst investigating the death of her Grandfather. Every time the main character reads a chapter in the book you get to play through the story yourself. Watching the plot unfold through the eyes of all these different characters is intriguing, and one of the most accomplished elements of the game. The other big draw here is the "Sanity Meter" a bar which decreases when horrible things happen, if it gets too low it starts to mess with the player in a variety of unsettling (and often funny) ways that are supposed to represent the player going mad. Its a very fun and quirky game.

Smash Bros Melee

Now here's a series that went through a big improvement in the transition from N64 to GameCube. Don't get me wrong, Super Smash Bros was a helluva lot of fun back in the N64 days and was a very unique concept, but it did have a few niggles here and there (juggling was just a little too easy for example). Melee tightened up the gameplay mechanics, making the balance feel a lot more polished, and this coupled with some new advanced techniques like wavedashing (an accidental exploit in the game's physics engine) make the game a far deeper experience. Even outside of that though there's a lot of improvements, the level designs in particular are awesome and very dynamic, with battles taking place in a variety of shifting, high speed environments such as atop a bunch of hot-air balloons, or in the middle of a race with you jumping from car to car! The Single player mode here is also much improved over the original game, which was honestly a little simplistic, there's a lot more content to see here, and its all structured far better. An admirable progression in all areas.

Timesplitters 2

Back in 2002 I rushed out and bought a GameCube, the main factor in this purchase? my excitement at the idea of getting a new Perfect Dark game (yeah... that didn't quite work out). Thankfully the old N64 Goldeneye Team ended up coming to the rescue and filled that void brilliantly with their Halo-killing (yup, I said it) Timesplitters series. Anyone familiar with Goldeneye will know what to expect, mission-based levels which require you to complete a set of objectives, lots of shooting action, and a fantastic multiplayer component are the order of the day. Unlike Goldeneye, Timesplitters has kind of a Quantum Leap-esque set-up, with each level throwing you into a different

time and place, one moment you'll be decapitating Zombies, next you'll be taking pot-shots at aliens or robots, this helps to keep the game fun and absorbing. Everything here is really packed with humour and charm (possibly the first and only time I will use that word to describe a first person shooter!), and the game has piles and piles of content and things to do and see.

F-Zero GX

For the GameCube iteration of their classic futuristic racing series Nintendo made the brash decision to hand over development duties to their former rival Sega, and wow was it a match made in heaven! Sega took the classic gameplay of the series, retaining its perfect balance of high speed and precision control, and infused it with the stunning graphics and stylish environments that were required to bring the series to the next level. But Sega's team didn't stop there, oh no, they somehow managed to make the game even more exhilarating and rewarding than ever before and packed it full of nice extras, really going the extra mile. Definitely one of the stand-out racing games for the generation on any system.

The Wind Waker

Definitely a new direction for the Zelda series, Wind Waker decided to go with a more cartoony style and a new focus on sailing, with you playing as the latest iteration of Link who's living after a huge cataclysm has drowned most of his world in water. Its a fun, imaginative and well put together release that will stick with you long after you've finished playing. There's some padding towards the end but the whole thing has so much charm and personality that this is quite easily forgiven.

Resident Evil 4

A huge departure for the series, this game represented the point where Resident Evil went from being a creepy, slower paced survival horror title to becoming more of an action focused game. Gone were the tank controls and pre-rendered backgrounds to be replaced with a behind the shoulder view and precision aiming. The classic Zombies also took a bit of a brake here with the main fodder enemies instead being victims of a stomach-churning parasite infestation. Overall the changes made for a very dynamic and accessible game filled with stunning set-pieces and a lot of excitement and tension.

Metroid Prime

After missing out on the N64 era Metroid was finally brought back here by new developers Retro Studios, a US company that had its roots in Iguana Entertainment (the company that produced the Turok games). Retro had much to prove when they took on the beloved franchise and thankfully they didn't disappoint, managing to recreate the feel and spirit of the original 2D classics perfectly here in 3D. Everything here is hyper-polished, the environments are memorable and beautifully rendered (with some of the most impressive graphics on the system) and power-ups such as the awesome grappling hook are a joy to use. All in all it just has to be my choice for the best game on the system.

horror movies list (2015-10-24 15:18)

- 1 Horror of Dracula 7.5 1958
 - 2 Sleepy Hollow 7.4 1999
 - 3 Curse of the Demon 7.6 1957
-

- 4 The Thing from Another World 7.3 1951
- 5 The Devil Rides Out 7.1 1968
- 6 An American Werewolf in London 7.6 1981
- 7 The Shining 8.4 1980
- 8 The Thing 8.2 1982
- 9 The Night of the Hunter 8.1 1955
- 10 The Exorcist 8 1973
- 11 The Curse of Frankenstein 7.2 1957
- 12 Invasion of the Body Snatchers 7.8 1956
- 13 The Omen 7.6 1976
- 14 Halloween 7.9 1978
- 15 The Innocents 7.9 1961
- 16 The Wicker Man 7.6 1973
- 17 The Haunting 7.6 1963
- 18 The Black Cat 7.2 1934
- 19 The Fog 6.8 1980
- 20 The Hound of the Baskervilles 7 1959
- 21 The Gorgon 6.5 1964
- 22 Dracula: Prince of Darkness 6.7 1966
- 23 Dracula Has Risen from the Grave 6.6 1968
- 24 Taste the Blood of Dracula 6.4 1970
- 25 The Changeling 7.3 1980
- 26 Pit and the Pendulum 7.1 1961
- 27 It 6.9 1990
- 28 House on Haunted Hill 6.9 1959
- 29 Them! 7.3 1954
- 30 The Brides of Dracula 6.8 1960
- 31 Dracula 6.4 1979
- 32 Dracula 7.6 1931
- 33 Frankenstein Created Woman 6.6 1967
- 34 Dead of Night 7.7 1945
- 35 The Creeping Flesh 6.3 1973
- 36 House of Usher 7 1960
- 37 The Time of Their Lives 8 1946
- 38 Abbott and Costello Meet Frankenstein 7.6 1948
- 39 Abbott and Costello Meet Dr. Jekyll and Mr. Hyde 6.7 1953
- 40 Abbott and Costello Meet the Mummy 6.5 1955

Top 100 dreamcast games (2015-10-24 15:27)

Sword of the Berserk

Starting the list we have this hack n' slash brawler based on the violent Manga by Kentaro Miura. Its a simplistic action game where you hack your way through the levels with your huge, oversized sword. The game is quite short, having a lot of emphasis on storyline and cut scenes (which are written by the Manga author himself). Probably best suited to fans of old-school beat-em-ups or of the Manga itself.

There weren't many good Football games on the Dreamcast, but this one is pretty respectable. Confusingly SWWS is actually the successor to the World League Soccer (Michael Owen) series of games rebranded as a Worldwide Soccer title, so it has few similarities to the classic Sega Saturn titles, but its fun nevertheless. Avoid the earlier non "Euro Edition" version as its noticeably inferior.

4 Wheel Thunder

This was an exclusive game made for Dreamcast in Midway's "Thunder" series of racers. Gameplay in the series revolves around you boosting by picking up capsules littered throughout the levels. The games also have a lot of emphasis on learning the best routes and shortcuts. This one has you driving Monster Trucks over a range of indoor and outdoor environments, its a solid, though challenging racer with a good number of tracks and options.

Super Magnetic Neo

Here we have a tricky platform game similar in style to the earlier Crash Bandicoots games. You run and jump through the long, winding 3D stages, ride animals, and do the occasional 2D platforming section. The main thing which sets this game apart is its magnetism mechanic. In the game you can swap between two different colours, if you're the same colour as an object it attracts you (for rope swings for example), whilst if you're the opposite colour it repels you, allowing you to bounce around the stages. You need to change on the fly, and changing to the wrong colour usually results in death! its a fun game if you can get your head around it but may frustrate if you can't.

Revolt

A good version of the 4-player remote-controlled racer from the PC. Revolt plays kind of like a Kart racer, with you picking up a selection of weapons to sabotage your opponents as you race through the oversized environments. Its a fun game with quite a bit to do and see (there's a pretty good Track Editor, a stunt mode where you collect stars etc). The game was downported to PS1 and N64 but this version is obviously a lot closer to the original PC game.

Dino Crisis

The survival horror genre is very well represented on Dreamcast, in fact so well represented is it that I had to spend some time trying to work out which games I wanted to make the list and which I just had to cut. In the end I chose Dino Crisis to represent in the bottom ten, sure its a PS1 port, but with its cleaner visuals and more stable graphics its unarguably the best console version of the game available (unlike Resident Evil 3 for instance, which is arguably better on GameCube), and the gameplay and voice acting are a little more polished than the Dreamcast's own decent survival horror title, Carrier. The game itself is basically like Resident Evil with Dinosaurs (and at this stage that comparison is so overused its become a cliché), you explore a big facility solving puzzles and evading Dinosaurs whilst conserving ammo. The puzzles here are well done, and are actually a little different in execution to those of the Resident Evil games, and there's a lot of memorable set-pieces and events.

Silver

A solid action RPG that has you searching the globe for magical Orbs that are necessary to triumph over evil and rescue your kidnapped wife. The story here isn't that inspired to be honest, but luckily the dialogue between characters is very well done and whoever produced the music did a real first rate job, helping to give the title a lot of atmosphere and mood. The gameplay here is fairly simple, but good, it would've strongly benefited from a co-op mode but unfortunately there isn't one.

Stupid Invaders

Stupid Invaders is a humourous point and click adventure game ported from the PC. In the game you explore, pick up and merge items, and solve puzzles (usually rewarding you with cut scenes). The story of the game surrounds a group of aliens stranded on Earth who are being terrorised by a lunatic. The graphics and art design are nice and the game is quite funny, there's a lot of instant deaths but you can save at any time so save often.

JoJo's Bizarre Adventure

One of the lesser known Capcom fighters but don't let that dissuade you. JoJo's Bizarre Adventure is a 2D fighter based on the popular Manga of the same name. Other than the usual stuff the main gameplay mechanic here revolves around the "Stand" button. This button usually calls forth an Avatar of the player and changes your stance and move set, but requires Stand gauge energy to sustain. Like all Capcom fighters the game is well constructed, has excellent art design and graphics, and the stand gauge manages to add a little variety to the gameplay.

D2

This cinematic survival horror game garnered mixed reviews at the time but in retrospect is one of the more memorable titles of the era, including some fairly surprising content. The game has you playing as Laura, a woman whose airliner has crashed in the Canadian wilderness. She and the other survivors find that the area they are in is infested with strange plant-like monsters that take the form of humans, Laura sets out to discover what's going on. The gameplay is varied, there's both 1st and 3rd person exploration sections, random battles where you gain experience points (these play kinda' like lightgun games), lots of simplistic puzzles to solve, and a lot of emphasis on cut scenes. It's a flawed game, and not all that long either, but is definitely an interesting title to check out.

Gundam Side Story

Strategic shooter based on the popular license. This has you giving orders to a team of mechs whilst you attempt to complete a range of mission objectives. Overall it's a polished game with good presentation and lots of blasting action.

Tokyo Extreme Racer 2

In this series of racing games you freely drive around a large city looking for other racers to compete against. Essentially you have a list of the local racing gangs and their members and have to find them, beat them and knock them off the checklist, opening up more of the city along the way. The game has a lot of customisation options for the car, with shops and money etc and has a good pickup-and-play vibe. This sequel represents a big improvement on the original.

Worms World Party

Turn-based strategy game where your team of Worms need to wipe out the competition using a variety of wacky weapons. The game was originally online but I believe this has long since ceased. Worms World Party is much like all the other Worms games really, except with better graphics and a few more options, being that the Worms series are multiplayer classics that's really not that much of an issue though.

Wacky Races

A respectable Kart racer in the vein of the ultra popular Mario Kart series which uses the very apt Wacky Races cartoon license. Thankfully the game tries a lot of its own things, and as such deviates from Mario Kart enough to make it notable in its own right. Here at the start of each race you get to allocate three different moves, the moves

range from homing attacks, to shields, boosts, and flight (as well as others), you collect coins along the route to pay to use these moves. This set-up lends some strategy to the game, as some courses may have shortcuts made easier by using the flight ability for instance, whilst others may benefit from boosting. The game is actually pretty good, there's tons of content and a very comprehensive single-player mode, it was made by the company that went on to produce the Sega Allstars Racing series.

Bangai-O

Enhanced port of Treasure's Japan-only N64 shooter. The game has you flying around the stages blasting enemies with 360 degree aiming, you get to swap between homing missiles and bouncing lasers, and there are some minor puzzle elements here and there along the way. The Dreamcast version has much better backgrounds, and less slowdown than the N64 game, as well as having some additional gameplay tweaks, and being that this version was released everywhere it's also translated. The translation is kind of nonsensical for the most part, fans of English will probably love it though.

Sega Marine Fishing

An excellent Fishing game ported from Sega's arcade machine that uses the Dreamcast's dedicated Fishing controller for extra authenticity. Basically the game works like this, you place the bait, shake the controller to lure in the fish, pull up the controller to snag them, and use the reel to pull them in. It might not sound great on paper but in practice it's good fun.

Bust A Move 4

Long-running puzzle series where the aim is to shoot and match up balls of a same colour to clear the screen before it fills. This version has some extra modes and options, it's not really much different to other Bust-A-Move games but is still a lot of fun.

F1 World Gran Prix II

Comprehensive Formula 1 racing game with all the stuff you'd expect from the genre, such as various weather conditions, a good pit crew, and well done physics and handling (for the time) and all held together by some nice, detailed graphics. Overall a respectable and polished racer.

King of Fighters 2002

One of the best King of Fighters games and a huge improvement over the previous year's effort. King of Fighters 2002 gives you a huge character roster of old and new favourites from the history of the series, and returns to the classic gameplay of old, ditching the "Striker" system and replacing it with some new Desperation moves.

Armada

A 4-player RPG which plays kind of like Asteroids with experience points and shops, set in an explorable galaxy of planets and deep space. You start off on your home planet, and it's here that you pick up mission objectives and plot points during the course of the game. The multiplayer is lots of fun, but less so the single-player.

GTA II

The second major release in the Grand Theft Auto series provided various improvements to graphics and gameplay whilst keeping the basic structure of the popular original. The game has you driving around the streets completing

missions whilst avoiding cops and gaining respect from the local gangs. In comparison to later games in the series these earlier games feel very different, at this stage its all a lot more straight-forward, arcadey and action-focused, with a lot more of a pick-up-and-play feel. The Dreamcast version is closer to the PC game in visuals and represents a big improvement over the PS1 port in regards to lighting and effects.

Tech Romancer

This oddly titled game is a 3D fighter from genre stalwarts Capcom, one of their more under appreciated titles. The game has you playing as a variety of Gundam-style mechs each with their own selection of weapons and moves. On top of the usual staples you can pick up and use items found on the ground that have defensive and offensive applications, as well as having access to a finishing move which can outright kill an opponent who's on low health. Definitely worth checking out for fans of both fighters, and big destructive mech's

Vanishing Point

Good looking arcade racer for the Dreamcast that starts off tricky with some of the earlier cars but soon pulls you in. The game is made up of a selection of championships set up for each car, completing races opens up new cars which in turn have their own championships to play through. This set-up forces you to get good with all the different cars, and keeps the game from becoming monotonous as you can't just pick one car for the whole game. Outside of the main modes the game also has some pretty cool extra's, such as the fun Stunt Mode that has you completing a variety of different challenges. Vanishing Point was originally designed for Dreamcast, but was later down ported to the PS1, avoid that version.

Red Dog

This one pleasantly surprised me, its from Argonaut, the team who created the Super FX chip for the SNES. Red Dog is an action game which has you controlling a tank, the game gives you a machine gun shot, as well as rockets which work in a similar manner to rail shooters (you hold the button and sweep the cursor across multiple enemies, let go and it fires off a volley of homing missiles). The interesting element of the gameplay here though is a reflective shield, if you can bring it up in time it will reflect enemy shots back to their source, and mastering this move is crucial to progressing. Some respectable graphics and nice boss fights also help to make it worth checking out.

NHL 2K2

Whilst the first NHL2K game on the Dreamcast was solid, it didn't quite live up to its siblings in quality, this however changed with the 2002 edition which represented a huge improvement. The AI here has been improved, the controls are deep, and the game is smooth and responsive. A great game for Ice Hockey fans.

Castle Shikigami II

One of the later official games released for the system (2004), Castle Shikigami is an excellent vertically scrolling shooter and a must for fans of the genre. Here the main gameplay mechanic involves purposefully cutting it close when evading the bullets, as when you are close to touching a bullet your firepower is hugely increased and you can gain more points. Its a graphically impressive game with nice aesthetics and a lot of replayability when striving for score.

Rainbow Six: Rogue Spear

Tactical first person shooter where you need to come up with a plan and direct a whole squad through the various missions. Unlike the first Rainbow Six on Dreamcast this supports the much-needed Mouse and Keyboard controls, creating a much more in-depth experience.

Maken X

Under appreciated First Person Adventure from the Atlus team most known for creating the Shin Megami Tensei series (and it shows). The game has you sword fighting in a first person perspective, allowing you to both block and rebound shots back at enemies (if you get the timing right). During the course of the game you can choose to take control of different characters, each of which have different strength and weaknesses and each of which lead you down different branching pathways. Unfortunately the localisation team made rather a mess of the game for its western release, its poorly translated and dubbed, has a lot of censorship, and has even been made harder, with the localisers removing health packs and adding health penalties for using certain moves! The US/Euro version definitely loses something, but is still worth checking out. The Japanese version isn't too difficult to play through as the menu's include a lot of English, but you won't know what's going on in the story.

NBA 2K2

Graphically impressive Basketball game from Sega and Visual Concepts which admirably lives up to the high pedigree of the the rest of their 2K series of sports games.

Sega Rally 2

Sequel to Sega's beloved arcade racing game that adds a lot more tracks, options, and modes. Sega Rally 2 is very much an arcade game at heart so don't expect an ultra realistic experience here, this game is all about sliding around corners at high speed and racing against the clock. The port to Dreamcast is respectable but visually disappointing (which is why it dropped a lot of placing's), its an early release and it shows still manages to be a lot of fun

Lack of Love

A very strange import game from the people who would go on to make Chibi Robo for the GameCube. In the game you play as a life form that is trying to survive and evolve, you do this by helping other creatures with their problems by using four different actions (speak, attack, sleep, and urinate), pressing the start button shows you which animals to focus on. Its a high-concept game that requires patience as there's rarely any obvious clues to follow, you just need to observe these creatures to try to get an idea of what they need from you, as such getting stuck is quite common. Definitely one for diehard game fans who like to try something different.

Demolition Racer: No Exit

This is a very enhanced update of the earlier PS1 game Demolition Racer. No Exit is a racing game built around destruction (its made by some of the same people who worked on the Destruction Derby series). Coming first here only gives you a points multiplier, its the points themselves that you need to win each race, and its smashing cars and causing pile-ups that afford you said points. So you essentially hang back gaining points off your opponents until the last lap, and then make a rush for 1st place. Its a novel idea that gives the game a nice level of originality and makes for some exhilarating races and action.

Cool Cool Toon

Import-only rhythm action game from SNK where you hold the analogue stick in specific directions whilst pressing buttons in rhythm to the beat. Its a good game with a lot of catchy tunes and nice aesthetics and backgrounds and is

also one of the few titles to support Samba De Amigo's Maraca controller (though its still a lot of fun with or without it).

Record of Lodoss War

This is a great hack n' slash Diablo-style RPG based on the popular Anime. Whilst the story unfolds you essentially run through the dungeons hacking at the hordes of monsters and recruiting AI-controlled party members to help. The deeper part of the gameplay involves searching out and collecting runes, these runes can be combined with the equipment for various effects and stat boosts. Its a good RPG for fans of the more western-styled RPGs but may disappoint those looking for a more familiar, cinematic JRPG.

Mr Driller

Puzzle game from Namco where you need to drill through the ground, being careful not to get crushed by falling rocks. The main element of the gameplay here is to not just survive, but to work out the best way to collect all of the air as you make your way down, maximising points, and its this element that adds longevity to the experience. The Dreamcast port is higher resolution, and slightly higher colour than the PS1 game, but unfortunately that's about it for extras.

Shadowman

Creepy Action-Adventure game based on the comic book from Valiant. The game has you traveling through the underworld searching for Dark Souls, once collected these souls power-up the character and allow access to previously blocked areas. Its an atmospheric game with good puzzles and a memorable setting. Out of all the ports this is the best console version of the game available, better than the respectable N64 version (which has worse sound and framerate), and leagues ahead of the poor, rushed PS1 version.

Cannon Spike

No-nonsense 2-player top-down shooter from Psikyo and Capcom that stars a variety of their characters, (Mega Man, Cammy, Arthur from Ghost's n' Goblins etc). You get 360 degree firing with a target-lock, a screen clearing move to get out of dangerous situations, melee moves and a powered up attack. For the most part its simply all about dodging bullets and destroying bosses. A polished and fun arcade game.

Elemental Gimmick Gear

2D Action Adventure that's in the vein of earlier Zelda titles, except with 3D boss fights. In the game you play as a stranger who was found long ago in suspended animation inside a strange mech-suit, after a long period of sleep you suddenly wake up with total amnesia. As mentioned earlier the game plays like earlier Zelda games, you explore, you find health upgrades and new equipment and gain new abilities to progress. You get a punch move, as well as a very useful spin attack which uses up energy. Its a well made game that's a good example of its type, with good aesthetics, music and art design, unfortunately though the translation work here is poor, its not so bad that it detracts too much from the gameplay but it's noticeable.

Outtrigger

A first person shooter from Sega that is similar to Deathmatch fps games like Quake 3 and Unreal Tournament (though really its very much its own thing). The game doesn't really focus on weaponry much and is mainly about power-ups, straight action, and collecting coins. In the game you get a point for each kill, but another can be gained by picking

up a coin that's dropped after the kill. The cramped, layered design of the levels facilitates a lot of last minute coin steals from other players, thereby lending the game a slightly different feel to the other first person shooters out there. Outtrigger looks good, plays well in 4-player and runs extremely well, with the framerate staying consistent. There are a plethora of control options, with "D1" representing the standard Dreamcast FPS controls.

NFL 2K2

Acclaimed series of American Football games that introduced on the Dreamcast to high praise. NFL2k games represented the high point of the time in the sport, with great gameplay, graphics, and impressive (for the time) AI. The game is full of excellent options including a lot for player customisation, and the Dreamcast version has support for VMU play calling, so you can choose tactics without your opponent knowing.

Resident Evil 2

Classic survival horror game where you explore a city overrun with Zombies whilst solving puzzles and trying to avoid a gruesome death. You get multiple characters to play this time around and the plot is more interesting, with voice-acting that's much improved since the first game (which was so bad it was funny a lot of the time). Sure this is just a PS1 port, but that game was one of the best on Playstation, and this is the best port, featuring higher quality FMV's over the later Game Cube release, as well as more options and a VMU health display, which was a nice touch.

Soldier of Fortune

In the absence of a proper release of Half Life (near finished copies can be downloaded but the game was never officially released) I'd say this provides the best FPS campaign on Dreamcast. Soldier of Fortune is a no-nonsense shooter that was known at the time for its attempt at doing area-specific gore. The game has an emphasis on action, with you rushing through the levels dealing death and destruction. Soldier of Fortune isn't going to blow you away, but its polished, looks reasonable and plays well, and like all the best FPS games on Dreamcast benefits a lot from Mouse and Keyboard support.

Hydro Thunder

Hydro Thunder is a water racing game in the vein of Wave Race ported from the arcades. Like 4 Wheel Thunder the game is part of the "thunder" series of racers, where you collect capsules which give you energy to boost for a short period of time. Hydro Thunder actually looks pretty nice for an earlier title and plays well, with many shortcuts to discover and a good amount of re playability.

Guilty Gear X

Accessible 2D fighting game from Arc System Works that has some awesome graphics and art design. Guilty Gear X is a likeable, very combo-heavy fighter that's easy to pick up and play but isn't too shallow either. The Dreamcast version is pretty much arcade perfect.

Ill bleed

A quirky survival horror game that almost defies description! Ill bleed has all of the usual aspects you'd expect of the genre, puzzle solving, item management, and combat, but tries to do its own thing in other areas which results in a memorable experience. The game is set in an evil theme park that's broken up into levels, with each level being a pastiche of a horror film staple (crazed killers out for revenge after the death of a loved one, evil dolls, mannequins, Remorse worms etc etc its all here). In most levels is hidden something called a "Horror Monitor" this device warns you of danger spots, and can be used to mark them down thereby rendering them harmless. Where the title shines is

in its offbeat nature, whether you're trying to help an evil cake find the perfect topping, of shooting at a ring-dropping demon version of Sonic the Hedgehog there's never a dull moment! Ill bleed is not for everyone though, there's certainly the odd misstep with the gameplay and some dodgy execution here and there, but personally I find it a flawed gem.

Rush 2049

Futuristic racer from Atari and Midway ported from their popular coin-op. The game has you racing through cities at high speed searching for elaborate short-cuts and flying off ramps into huge jumps. Midway did a very good job with the Dreamcast conversion, it looks great and has contains a lot of modes and extras, including an excellent 4-player battle mode.

Cosmic Smash

Import-only arcade port that plays kind of like a Tennis game mixed with Breakout. You hit the ball back and forth trying to destroy blocks, sometimes the blocks move, and sometimes they are obstructed by indestructible blocks, each stage has a time limit and when the time runs out its game over. The game is quite bare bones as an arcade port, but is fun, accessible, and has re playability.

Mars Matrix

A bullet hell shooter from Capcom, Mars Matrix covers the screen with almost ornate patterns of bullets for you to navigate through. The game gives you a normal shot as well as a Shotgun short-range blast, and allows you to grab the enemy bullets and throw them back (the longer you hold the bullets for, the longer the time for the next charge up will take so its worth grabbing and throwing them quickly). As usual Capcom provide a polished and well-crafted game.

Puzzle Fighter 2: Matching Service

Popular block-falling puzzle game with a Capcom Fighting game theme. Here you need to match the blocks up with the corresponding trigger to clear them, and as usual setting up combo's hurts your opponents even more. This is like the earlier release for Saturn and PS1, but with some nice additional modes that mix things up a bit, and an online feature that's unfortunately no longer functional.

Virtual Fighter 3tb

Early Dreamcast 3D fighter (a launch title in Japan) from the popular series. Like earlier games in the series, Virtual Fighter 3 is a technical fighter that rewards mastery. New additions here include sloping, uneven ground for the arenas, as well as the option of a team battle. Its a good game, but does sometimes show its status as a launch title and is strongly superceded by later games like Soul Caliber.

Sega GT

Sega GT was Sega's big attempt at a Gran Turismo competitor, overall its certainly no Gran Turismo but i'd say its a mostly successful endeavor in the genre. The game gives you lots of cars, good handling, and a plethora of options. Its a very respectable release and doesn't look too shabby either.

Confidential Mission

This is a great lightgun shooter with a very James Bond-esque theme. Its a balanced game, it looks pretty good, and it throws in enough other elements (such as objectives which lead to branching paths) to make it stand out as one of

the better lightgun games of the time. On top of the main mode you get a lot of extra content here including a bunch of cool minigames and variants to try.

Bomberman Online

Criminally overlooked, no-nonsense bomberman game with surprisingly high production values and lovely presentation. In these games you have to place bombs to blow up your opponents whilst being careful not to die yourself, a perfect, and timeless concept for multiplayer shenanigans. Bomberman Online focus' completely on this multiplayer element, there's no half-assed attempt at a campaign mode here, just a big tournament of rounds with boss fights (much like the 16-bit games). Thankfully The designers didn't completely rest on their laurels though, there's loads of new modes here each of which put a new spin on the classic gameplay and complement the range of older maps well. The game is no longer online, but still plays fantastically offline.

Under Defeat

Polished vertical scrolling shooter where you can direct your fire to the right and left and lock your aim in place by holding the fire button down. Other than the aiming system the game gives you a helper that you can release by pressing the fire button when a bar to the side of the screen fills, this helper comes in a range of different types, and can be changed by picking up the relevant power-up. The game has very nice graphics and a huge amount of attention to detail, with very nice animation (watch as the trees on the ground react to the explosions around them for instance). A very good Dreamcast shooter.

MDK2

A challenging 3rd person shooter and sequel to Shiny's popular earlier PC title. This time its Bioware doing the development duties and thankfully they don't disappoint. The gameplay here has a lot of different aspects to it, the main character, Kurt's levels consist of running, gunning, sniping and throwing grenades and such, Dr Hawkin's levels are mainly platforming and puzzle solving, and a robotic Dog with a jetpack named Max provides short range gunplay. Its a tough game with a lot of twitch gameplay that's aimed at hardcore shooter fans so expect to do levels multiple times before you get them right. A later PS2 version arrived with an easier difficulty curve, but had inferior controls and graphics (resolution, lighting, filtering).

Zero Gunner 2

Another excellent Shoot-em-up from the arcades flawlessly ported to Dreamcast. Zero Gunner is an action-packed shooter that gives you full 360 degree rotation to deal with enemies that rush you from all directions. Great bosses, great graphics, and whilst hard at first the 360 degree movement works flawlessly with practice and is a very fun gameplay mechanic.

Puyo Puyo Fever

Another excellent addition in the puzzle series, Puyo Puyo Fever keeps all classic gameplay of the earlier games whilst adding in some new gameplay elements here and there such as the frenetic "Fever" mode to increase the tension and keep the game fresh. The Puyo Puyo games are a series of block-falling puzzlers, you have to match up Puyo's of a similar colour to clear them from the screen before they pile up and kill you, setting up a domino effect dumps more junk on your opponent. Other than the gameplay changes this goes for a new 2.5D look, with nice animation and some pleasant revolving background effects.

Fatal Fury: Mark of the Wolves

Beautiful 2D fighter from SNK that is often considered to be amongst the greatest fighting games they've ever produced. The game looks fantastic and plays well, dumping the plane switching mechanic of its forebears and putting more focus on feint moves as well as a "Just Defend" move which is similar to the parry move in Street Fighter III (if you push back at the exact moment of contact here you do a block which gains you a little health). Avoid the western release of the game if possible as the localisation created issues with the game's sound.

Tony Hawks 2

Enhanced port of the classic Playstation skateboarding game. Essentially you have to ride around exploring the environments completing objectives and racking up points by doing a variety of tricks, its a unique and addictive concept. This version has improved graphics for the Dreamcast but isn't exactly pushing the system so I dropped it a few places, make no mistake though its a phenomenal game and a lot of fun.

Daytona 2001

Pseudo sequel/remake of the classic sega arcade game. Daytona 2001 contains graphically revamped versions of all the courses from both the original Daytona and CE, as well as three new race tracks designed specifically for this game and a bunch more modes and features. For those unfamiliar with the series, Daytona is a racer with an emphasis on speed and over-the-top powerslides (done by quickly changing gears), its a bombastic game which requires a helluva lot of practice to fully master but is very rewarding to learn. Excellent with a steering wheel.

Headhunter

Stealthy action-adventure game that was billed as an answer to Metal gear Solid but came out just a little too late, only just getting a Euro release for Dreamcast. The game is pretty impressive for its time, with nice graphics and a big open world for you to travel around to get from mission to mission. Gameplay has you solving puzzles, getting involved in gunfights, stealthing lackeys (admittedly sometimes doesn't work as well as it should), and riding around on a Motorbike. The storyline is pretty good, with a lot of tongue-in-cheek satire and fake adverts (similar to the original Robocop movie) and there's many memorable set-pieces too. A good PS2 port is available with only a few minor downgrades to shadow effects and control as its only real detriment.

Ecco: Defender of the Future

After a long hiatus Ecco the Dolphin returned to gaming, and this time in full 3D. This is a challenging action-adventure game where you swim through the ocean exploring, solving puzzles and helping sea-creatures whilst traveling back and forth through time and to alternate future's in an effort to deal with "The Foe". The game has great graphics and is thick with atmosphere, its tricky to get a handle on at first but after some initial effort it grabs you in and you'll want to reach the next area to see what happens. There's actually a PS2 port also available which was made easier and more straightforward, those who tend to get lost in these types of games may be better off with that version to be totally honest.

Ooga Booga

Underrated 4-player title that stands as easily one of the best party games on the system. The game has you collecting fruit which can be used as projectiles or to take control of Totem poles littered around the levels (they basically act as your own personal guard towers). You get a melee attack, and are also able to commandeer animals such as wild boars or birds to help you lay the smack-down on your enemies. Outside of the main mode you get others, such

as the equally brilliant "Boar Polo" that has you knocking a boulder through the opponents goal. The game has a weak-ish single-player, but the multiplayer is great fun, and the game is packed full of humour and charm.

Project Justice: Rival Schools 2

Capcom's manic and colourful sequel to their earlier 3D fighting game for Arcade and original Playstation, Rival Schools. The game plays a little like their "Vs" series, but in 3D, with you able to pull off aerial raves and call in back-up during the match from your two teammates in reserve. Its accessible, and over-the-top fun.

Ferrari F355 Challenge

Here's a nice racing game from Sega which manages to aim for realism whilst still retaining that classic Sega Arcade game look and atmosphere. The game looks great and has an inordinate amount of attention to detail in the cars and the way they handle. A slightly graphically downgraded version is also available for the PS2.

Starlancer

Good looking Spaceship game ported from the PC by the people who made the acclaimed Wing Commander series. Here you fly around following (and giving) orders, taking part in dogfights, and/or protecting defenseless ships from attack. The storyline changes as you progress and there are many branching pathways to see based on how well you do. The controls here are very complicated but work adequately well with practice and make for some exciting dogfights. Starlancer also has an online multiplayer component which plays well, and its actually one of the few titles which still works online today even after all these years!

Rayman 2

Port of the classic 3D platformer that had you jumping and grappling your way through the levels with Rayman, solving minor puzzles and riding around on rockets. This Dreamcast version is often considered the best version of the game available, sporting a rock-solid framerate and some improved texturing and additional environments over the PC version. An excellent example of how to make a 3D sequel to a 2D game.

Toy Commander

Quirky Mission-based game that has you controlling a huge variety of different toy vehicles, ranging from land-based tanks and jeeps to airplanes, bi-planes and helicopters amongst many others. You control these toys around a house completing a variety of novel missions such as dropping sugar into a cup or dealing with a rampaging monsters in Rabbit-costumes. The game also has a very good 4-player dogfight mode that gives you full choice of all the vehicles and a number of different modes.

Typing of the Dead

Sega coming out with yet another madcap idea for the dreamcast, here they have converted their well-loved lightgun shooter House of the dead 2 into an entirely different game that makes full use of the keyboard peripheral. In the game the usual Zombies lumber towards you, but now they each have a sentence hovering over them, you need to type the sentence out before they reach you to dispatch the Zombie. The concept actually makes for a very fun, intense, and original experience, all whilst improving your typing ability!

Soul Reaver

Another classic game from the PS1 generation that's been improved for Dreamcast. Soul Reaver is an imaginative and moody action adventure game which has you playing as the recently reincarnated vampire Raziel trying to get revenge on those who wronged him. The gameplay has you exploring the world gaining new abilities which allow you access to new areas, the combat is well done, with a lot of fun elements (you can throw the Vampire's into direct sunlight or carry them and impale them on spikes for instance), its full of well thought out puzzles and the storyline is interesting and well directed. This version sports improved graphics over the PC game, with slight improvements to texturing and polygon count, as such its the best version of the game available.

Border Down

This definitely has to be the best of the officially released horizontally scrolling shmups on Dreamcast, and by no small margin. Each level here has three slightly different versions (or borders), and every time you die you get booted down to a lower version of the level, drop off the bottom border and the game is over. As standard you get given a rapid fire shot (hold the button down) or a slower homing shot (press button) and its wise to swap between both moves regularly, outside of that you get the usual power-ups and some intense boss fights.

Test Drive Le Mans

Precise, sim-ish racer from Melbourne House that's packed full of attention to detail (you can even do the full 24hour race in real-time!). Le Mans is a well crafted game with some of the best graphics on the Dreamcast, with clean visuals and excellent reflection effects and filtering (reportedly being the only game to use the hardware's Anisotropic Filtering). A later PS2 port was also made but had a few graphical downgrades so if you have both systems go for the Dreamcast.

Capcom Vs SNK 2

Feature-rich 2D fighter from Capcom that has their main characters taking on those of rival fighting company SNK. The main gameplay inclusion here is the ability to choose from a large variety of "Grooves", you get different abilities depending on which groove you choose, so with one Groove you may be allowed to block in mid-air for instance, but not parry, whilst a different Groove will give you custom combos or a different type of Super. The game is one of the more impressive looking fighters on Dreamcast due to incorporating 3D backgrounds, and is pretty much arcade perfect due to the Dreamcast sharing hardware with the original arcade machine the game was from. Out of the ports the PS2 version is also very good, but less so the later GameCube and Xbox versions.

Space Channel 5

Quirky rhythm action game where you try to keep in time with the onscreen prompts. The game has you playing a space reporter Ooh La La as she tries to save the station from aliens by taking part in a dance-off!

Unreal Tournament

An excellent first person shooter ported from the PC, and yet another excellent reason to invest in the Dreamcast's mouse and keyboard peripherals. The game is a very well balanced multiplayer deathmatch focused title, and its easy to see why it became so big on the PC. You get a lot of quirky weapons here, each with their own tricks and tactics, and a lot of balanced stage layouts (the Dreamcast port especially has stacks of maps). The online component of the game unfortunately no longer functions, but there's a good 4-player split-screen mode available and whilst some stages have lower-ish frame rates there are just so many stages that do run well (Damnation, Loathing, Paladin, Flux, Depot, Sector 9, Core etc, etc), that you're never short of smooth levels to choose from.

House of the Dead 2

Classic lightgun game that's a stalwart in arcade parlours the world over. Basically a town is overrun with zombies and it's your job to clean up the place. The gameplay is the usual light-gun fare, the Zombies lumber towards you while you desperately try to put them down with a headshot, civilians with death-wishes jump out in front of you at inopportune moments and spout mildly risqué-sounding English, and the bosses are big and exciting to battle. Definitely one of the most important and popular Lightgun games out there, and the Dreamcast port has some nice extras too.

Virtual On: Oratorio Tangram

Dash around the environments shooting off volleys of shots, taking cover and charging into hand to hand melee's in this 2-player Mech combat "Vs" game from Sega. It's a complex, intense game that's best played with the elaborate "Twin Stick's" controller it was designed for, but can be played reasonably well on a pad. Supports split-screen and Link-Up

Fur Fighters

Large and imaginative platforming and shooting game from Bizarre Creations (Project Gotham Racing, Geometry Wars, the Club) that's in the vein of Rareware's N64 titles like Conker's Bad Fur Day and Jet Force Gemini. The game has you exploring the large environments searching for kidnapped babies. You get multiple different characters with different abilities and have to swap between them during the levels to progress (babies can also only be rescued by characters of the same species). It's just generally a smart, funny game that gives you lots to do and see. A later PS2 port is also available that had some added novelties (the most notable of which was voice acting), but was downgraded in pretty much all other areas (notably texturing, resolution, load times, controls, and draw distance), so I'd say it's probably best to stick to the Dreamcast version.

Street Fighter III

It was a long time coming but when Street Fighter III finally did turn up it did it with style and panache. The main addition here over the earlier games is a system of parrying which allows you to take no damage if you push forwards at the moment an attack connects (as opposed to just blocking which still causes you some damage). The art design here is phenomenal, with the game being full of great backgrounds and fitting music. The Dreamcast actually had all three of the major iterations of the game released on it, with "Double Impact" including the first two versions, and "Third Strike" getting a standalone release. Third Strike is the more popular version, but Double Impact has its own look and feel and is very well ported so it's also worth checking out. Final note, the DC version of Third Strike is based on a later, less popular revision of the Arcade machine that is rarely played in tournaments, so if you're looking to go out and play the game competitively you may be better off with one of the other ports.

Sonic Adventure

Whilst Sonic Adventure is probably one of the more dated of the games on the list (hence placing just outside the top 20), this launch title remains a very fun (though occasionally troublesome) experience full of hefty amounts of ideas, and some very imaginative level designs. The game gives you an overworld to explore, the platforming is dynamic and exciting and there's even a variety of different characters to use. The sheer scale and spectacle of this game running back in 1999 cannot be understated, it was mindblowing, there was nothing quite like it out there with this level of speed and exuberance.

Phantasy Star Online

Ambitious attempt by Sega at creating an online console RPG. The gameplay revolves around forming a party of characters to take on the various dungeons as a team, whilst gaining experience and discovering and buying new items. The battle system is active and real-time, you simply run around the levels hacking, shooting, and casting spells, each attack has multiple strength levels and timing is important for combos. There's a lot of optimisation options here with a character editor tool as well as a decent number of different classes and races to choose from each with different strengths. Unfortunately these days whilst possible to play the game online its a bit of a pain as all of the official servers have long since closed down, leaving you only unofficial options, the game can be played offline but without the social aspects it loses something.

Dead or Alive 2

Fast-paced 3D fighting game from Tecmo with a system based around countering as its main gameplay mechanic. The game is fast, fluid, and well animated (ahem), it has the usual emphasis on combos and moves but does it all well and looks fantastic.

Quake III

Here is a very nice port of the fast and furious PC classic. The game looks excellent, runs well, and has all the required features such as Mouse and Keyboard support (a must if you want to play the game properly), 4-player split screen support, and even online deathmatch (which happily, like Starlancer is actually still functioning!). The game is a violent and intense first person shooter that is focused mainly on deathmatch, the arena's are well designed and the imaginative weapons are an absolute joy to use.

Virtua Tennis 2

Fun and accessible arcade Tennis game from Sega with an emphasis on being pick-up-and-play. The Virtua Tennis series are pretty much the most beloved series of Tennis games out there, perfectly straddling the line between realism and fun, whilst providing a lot of options longevity.

Grandia II

Sequel to the classic Saturn and Playstation RPG. Grandia II puts the game in full 3D and gives you a new cast of Geohounds (mercs) and Priestesses to meet. The RPG has a unique and clever combat system that's turn-based, but has the characters moving about in real-time by themselves, which leads to a focus on timing in addition to the usual RPG tactics. In comparison to the DC's other famous RPG, Skies of Arcadia, Grandia feels a little linear and straightforward, with Skies being the better game to explore, but I'd say Grandia is the one with the better battle system. The game was later ported to PS2 but avoid this version, unfortunately it was a buggy rush-job.

Powerstone 2

Awesome, underrated 4-player fighting game from Capcom. In Powerstone 2, players run around 3D environments fighting, and picking up and using weapons or vehicles whilst searching for the titular Power Stones. When three Power Stones are collected you are transformed into a more powerful form for a short period and given devastating moves. The game makes for an excellent party game, with its changing, evolving Smash Bros-esque stages keeping the gameplay tense and exciting while the Power Stones keep things interesting.

Samba De Amigo

Samba De Amigo is a bright and fun rhythm action game with good music and visuals that oozes with charm. The game comes with some special Maraca controllers which you have to wave and shake about at specified points to the rhythm of the music.

Marvel Vs Capcom 2

Frenetic 2D fighting game that pits the most popular characters of the two companies against each other. Marvel Vs Capcom follows the basic mold of most Capcom fighters such as Street Fighter, but is generally much more loose and over-the-top. The game pits two teams of three against each other, with the player being allowed to switch characters mid-fight, as well as call for help. MvC fights are anarchic, with huge screen-filling tag-team attacks, big combos, and aerial raves. The amount of content here is good, with lots to do and many characters to unlock. Many ports exist, but the Dreamcast version is the best of its time because (like Capcom Vs SNK 2) the game is from the same arcade machine that has similar hardware.

Crazy Taxi

Another weird and well-executed concept from Sega. Crazy Taxi has you playing a Taxi Driver trying to ferry passengers around a big city, as soon as you pick them up you're racing against the clock to get them to their destination as fast as possible and refill the timer. The game gives you a variety of different techniques to master, such as boosts and skids, and is very addictive, like many Sega games it just has that pick-up-and-play feel down to a tee. Out of the versions I'd say this is the best, with the GameCube coming very close, later ports lose licensed elements.

Shenmue

Hugely ambitious game for its era, Shenmue reportedly had one of the largest development budgets of all time at release, and by no small margin! The game is about Ryo Hazuki's search for his father's killer, and is essentially like a sand-box game, giving you full reign to explore your home town at your leisure. Gameplay mainly revolves around information gathering, 3D fighting, completing mini-games, and taking part in quick-time events. The game is very cinematic, and attempts to really immerse the player in its world, allowing you to work, buy trivial items, or even hang out at the local arcades playing full version's of Sega classics like Space Harrier and Hang-On. Out of the two Shenmue games on Dreamcast I decided to rate this one lower, but they are very different games with different strengths, the first Shenmue being more homely & personal in comparison to its louder and more bombastic sequel. Sonic Adventure 2

Excellent sequel that was a lot more polished than its predecessor. Like the original this has you playing with multiple characters, with the main campaign being split between three different game types; Sonic's high speed platform stages, Knuckles' exploration stages, and Tails' shooting and platforming levels. All three modes are fun (though there are certainly a couple of duds), with Sonic's twisty, turning paths, gravity changes, set-pieces and rail grinding creating a lot of exhilaration, and Knuckles' big open, atmospheric levels being memorable to explore (meteor herd and the Mario Galaxy-reminiscent Mad Space being the standouts here). The game has lots of replay value as you're graded on your competence and given nice extras for full A-Ranks, and there's also a plethora of fun multiplayer options and even a "Virtual Pet" mode that has you raising and leveling up the game's cute "Chaos" creatures. A good GameCube port of the game is also available, but there's some tradeoffs between the two versions (GameCube has higher polygon counts but worse lighting, more multiplayer race maps but downgraded Chao gardens etc).

Metropolis Street Racer

Brilliant racing game that is pretty much the prequel to the highly rated Project Gotham Racing series. The game has you racing around tracks based on London, Tokyo and San Francisco, but the big difference here is its incorporation

of a system based around "kudos". Essentially you not only have to win races, but you have to win them with style by taking risks, skidding around corners, and avoiding collisions. Whilst very similar to the later PGR titles MSR still retains some personality of its own, its a harder game for one, and its soundtrack from Sega stalwart Richard Jacques gives it a very different, bright and breezy atmosphere. Other features such as a real time clock that changes the time of day in the game based on what the actual real-world time is are also welcome, and likeable ideas.

Resident Evil: Code Veronica

Getting the eagerly anticipated "next gen" Resident Evil game was a real coup for Sega at the time, with the game creating its fair share of hype. Happily it didn't disappoint, Code Veronica was the longest and most ambitious of the older Resident Evil games. It was a huge undertaking, with lots of emphasis on storyline and tons to do, cinematics were impressive for the time and the game represented the series' first foray into true 3D backgrounds as opposed to the earlier 2D backgrounds. For anyone searching for a meaty adventure to sink their teeth into.

Ikaruga

Very clever vertical shmup from Treasure where your ship can swap between two different colours at the press of a button; you can absorb enemy bullets of the matching colour whilst the opposite colour will kill you. This leads to some nifty navigation and colour swapping to make it through the tougher sections of the game and is a cool idea that breaths some new life into the genre. Outside of the gameplay mechanics we have the usual hallmarks of the genre, lots of action, lots of dodging, lots of set-pieces, and memorable boss fights, all complimented with great art design that creates an epic feel.

Chu Chu Rocket

This definitely has to be one of the best, and most elegantly designed puzzle games of its era. The key to a good puzzle game is in creating a simple and accessible concept with layers, and Chu Chu Rocket achieves this effortlessly. The game has you leading mice to your base by placing three arrows on the ground at a time (during the puzzles there are often other limitations), whilst making sure to lead cats away from your base (and preferably into your opponents bases). Every now and then a rule change will occur forcing you to adapt to the new status quo. The 4-player here makes for an excellent party game, with friends vying for top place, re-routing each others careful planning, and disposing of cats in enemy bases.

Skies of Arcadia

The Dreamcast didn't have a hell of a lot of RPGs during its short lifespan, but luckily this excellent steampunk RPG from Sega's Overworks team (the makers of the Phantasy Star games) was a real standout in its day. Skies has you playing as a band of pirates who fly airships to and from floating islands. The game's battle system is respectable, giving you both on-foot battles and memorable, large-scale ship to ship battles, but its the exploration elements and excellent dungeon designs and clever puzzles that are the real success story. As usual presentation and storyline are also top notch, with likeable characters and well done music.

Jet Set Radio

This is a very stylish platform game which has you forming your own gang of graffiti artists and then competing with rival gangs in tagging the city. At the beginning of each area you are given a map showing various points, the aim is to reach these points and spray out some art whilst avoiding police and keeping stocked up on spray cans. The game is a ton of fun, is a unique experience, and helped to popularise Cell-Shading with its superb art design and presentation.

Rez

Yet another Dreamcast game with beautiful art design where you can really feel the love and attention to detail that the developers have heaped onto it. I'm not going to try to ramble on about "synesthesia" here, so I'll just say that this is a brilliantly artistic rail shooter that combines audio and video perfectly to create an exciting, imaginative, and unique experience. Every true fan of gaming should try this game out at some point.

Soul Calibur

One of the most stunning games of its time, Namco went the extra mile with this critically acclaimed arcade port from their Soul Blade fighting series. The game has you fighting 1 on 1 with melee weapons in a 3D arena, like all such games you need to learn each character's specific combo's and work out the best tactics. Not only did Namco improve the graphics here from the arcade version, but they really packed this with content and extras, there's an astonishing amount of modes available, characters to unlock, and things to do here.

Shenmue II

After the groundbreaking Shenmue Sega came back with this, an even more big and ambitious game. Shenmue II eschews the more laid back hometown of the first game and throws you into a huge, bustling city full of crime and intrigue, with gangs and opportunistic individuals around every corner. The main gameplay here is similar to the original, being largely about information gathering, mini-games, 3D fighting and quick-time events, but it feels more focused, and does a better job of pushing you in the direction you need to go (which could be considered a good or bad thing depending on the player I guess). Like its predecessor the game really excels at immersing the player in its world, and characters.

Top Nintendo 64 games (2015-10-28 19:58)

Iggy's Wrekin' Balls

Kicking off the list we have this odd 2.5D racing game that has you racing a variety of balls around courses of loops and ramps. The only game I can think of to compare it to is the SNES title Uniracers, except here you have a grapple hook to use instead of a focus on doing tricks. The game is a lot of frantic fun on multiplayer with four friends, but the single player experience can be a little lacking at times.

Mace: The Dark Age

This is a 3D fighting game from Midway, the creators of the Mortal Kombat franchise. Mace is a weapons-based fighter which plays like a mixture of Mortal Kombat, and Soul Edge. Its a general combo-based 3D fighter with some nice graphics, competent gameplay, and crowd-pleasing finishing moves.

NHL 99'

Smooth Ice Hockey game with good controls, good multiplayer, and lots of fighting. NHL 99 is based on the foundation of the earlier Playstation game NHL 98, but with the gameplay tweaked, graphics improved, and a few of

the programming issues ironed out.

Dr Mario 64

N64 update of the popular NES puzzle game. The aim of Dr Mario is simply to eradicate virus', you do this by placing capsules of the same colour adjacent to them. This iteration is similar to the original, but includes a bunch of new modes. The game is to play fun alone, but the new 4-player mode is the addition that most stands out.

V-Rally 99'

This is actually a belated port of the Playstation's first V-Rally game, which was an arcade style rally game in the vein of Sega Rally (rather than one focused on realism). V-Rally was a fun game which offered tons of content and longevity. This port has some alterations to the courses, and some minor tweaks here and there, but overall comes off as inferior to the original in the graphics and audio department. All in all its a valid choice for fans of driving games, but the tradeoffs with the Playstation original make it somewhat a mixed bag.

Gauntlet Legends

Here we have another excellent 4-player title, this time its an arcade port of a hack n' slash dungeon crawler RPG, sequel to the 80s classic, Gauntlet. Gauntlet Legends has you moving through the levels killing monsters, using spells, and leveling up. The main gameplay draw here is the teamwork, and camaraderie of bringing your friends along for the adventure, Its a fun, but brainless title. The N64 version is a good port of the original, much better than the Playstation version (which only supports 2-players), but weaker than the later Dreamcast release, which included elements from the sequel.

Nuclear Strike

This is another great release in the "Strike" series of games, a series which started out during the 16-bit era with the release of the popular Desert Strike. Nuclear Strike continues the gameplay style of its predecessors, with you flying around the stages trying to complete objectives and generally just blowing stuff up, its generally just a fun action focused game. This one also has you controlling a selection of other vehicles, such as Tanks and hovercrafts to give some variety.

F1 World Grand Prix 2

Definitely one of the better formula 1 games on the market at the time, F1 World Grand Prix is a polished N64 exclusive. The game looks great, handles extremely well, and does a very good job of recreating the depth and precision of the racing sport.

Command & Conquer

A very late port of one of the most important real time strategy games ever made, a title which created huge waves on its original release. C & C has you mining minerals, building up your base, and creating troops to fight against the enemy, its a system pioneered in the earlier game Dune II, but tweaked, and popularised here, which went on to inspire countless other games (Warcraft, Starcraft, KKND etc). To make up for the late arrival this version's graphics have been redone in full 3D, and there's some new N64 specific missions. Unfortunately the lack of mouse control hurts the game a little (as always for console strategy games), and there's no multiplayer support, but its still a fun, in-depth, and interesting game with some decent additions.

Indiana Jones & the Infernal Machine

Here's a Tomb Raider-esque action adventure game from Lucasarts. The game has you playing as Indi as he jumps and climbs his way through the levels searching for artifacts, it looks good and plays pretty well too. When originally coming to the PC, Infernal Machine was a clunky, hard to control, and buggy game, luckily however when it came to porting the game to N64 Lucasarts decided to bring in genius German game developers Factor 5 (makers of the Rogue Squadron series) for the job. Factor 5 tightened up and overhauled the controls and pretty much added a new layer of polish to everything, even including some new graphical effects! Overall a very playable Tomb Raider alternative.

The New Tetris

I know, Tetris is Tetris no matter what system its come for, but credit where its due the game is a puzzle classic that pretty much has to be mentioned. The New Tetris keeps the gameplay of the series intact, whilst improving the presentation and adding a few new modes of its own (one notable addition being the new, extremely fun 4-player battle mode). All in all its a great version of one of the most elegantly designed games in the history of the industry.

NFL Quarterback Club 99'

American Football game from the developers of the Turok series. The Quarterback Club series focuses on realism, depth (with a lot of work put into the AI) and graphical fidelity, with the hi resolution graphics of the series very much standing out at the time. This 99' addition of the game tightened up the gameplay over earlier releases.

Extreme G

Futuristic racing game where you ride bikes through rollercoaster-esque tracks picking up weapons and firing off rockets and such. Extreme G is a little rough around the edges, starting off a bit overwhelming, but it has an exhilarating illusion of speed, a lot of atmosphere, and is a rewarding experience for anyone wanting to take the time to master it. The game is obviously inspired by the popular Wipeout series, but it has a very different dystopian-inspired feel to it, and the tracks have more of a vertical, topsy-turvy bent to their design.

Duke Nukem 64

This is a good port of the classic first person corridor shooter. Duke built on the formula laid down by Doom by adding a lot of interactivity and humour to the genre, whilst also being a little more ambitious with the level design. This version of the game plays very well, but unfortunately is censored (the original could be pretty raunchy at times), and was a little dated by the time it was ported to N64 (GoldenEye was already out by this stage). On the plus side though is the excellent addition of a splitscreen co-op mode, and a very respectable 4-player deathmatch feature (neither of which made it into the other console versions). Other quirks worth mentioning are some new weapons, some layout changes, and some new 3D models for some elements.

Top Gear Rally

Early rally game which might not look amazing, but has fun, well rounded gameplay, well designed tracks, and good arcade style handling. For its time Top Gear Rally had a notable amount of content and options, ranging from car colour customisation, to changing weather and a variety of different modes. The creators obviously put a lot of work into this, whilst still making sure to get it out on time, its a polished racer which entertains but doesn't astound.

Doom 64

This is a cool N64 exclusive Doom game. Doom 64 plays very much like earlier games in the series, you basically search for keys to open up areas whilst shooting some nasty looking monsters, but here they've also added some puzzles to the levels to make it a little more interesting. The graphics of Doom 64 are very much improved, with new, more frightening monster designs, and a lot of spooky lighting effects to keep you at the edge of your seat. At the time reviewers criticised Doom 64 for its use of "dated" 2D sprite enemies, but honestly these days without the shadow of "progress" to worry about, the thing which is most noticeable is how smooth and fast the whole thing runs in comparison to a lot of other N64 first person shooters.

Ready 2 Rumble Boxing

This is a quirky, fun boxing game that doesn't take itself too seriously. The controls here are well thought out, giving you all the necessary moves, it plays fluidly, and the inclusion of super moves help to make the game stand out against other boxing titles.

Battle Tanx: Global Assault

Vehicular combat game which has you driving around in tanks. Another tremendous multiplayer experience for the N64, Global Assault has fantastic control, a good variety of weapons and different tanks, and a lot of different modes to play in, including a Co-Op campaign mode to go along with the usual Deathmatch and Capture the Flag modes. The single player here is a little weak, and can get repetitive after a while, but is fun enough in short bursts, its all about the multiplayer where Battle Tanx is concerned. Note, the Playstation game is not really the same game, it has completely different maps and story, and is a much weaker game.

Turok

This was an important early first person shooter for the N64, not only did it show up during the system's early game drought, it also showed that the console could cater to the more adult gamers out there. The game is a comic book adaptation that has you searching for artifacts and coming up against a variety of Dinosaurs. Turok is a little dated in comparison to some of the later first person shooters on N64, there's a lot of close fogging cutting down your viewing distance, and jumping sections can be tricky (make sure you get into a habit of staring down at the ground when you jump), but its big strengths are still as apparent as they were when the game arrived. Turok is a fast, smooth game. Running through the environments jumping and climbing has a great feel, its much more kinetic and lifelike than anything found in its console contemporaries. The extra work the developers did on the animation here also helped to make the world more immersive, and gave the weapons a bit more kick.

Hybrid Heaven

One of the few worthwhile RPGs on the N64, Hybrid Heaven has you making your way through an alien base trying to thwart a conspiracy to take over the Earth. The game is a mixture of exploration, and the sort of simple puzzle solving you'd find in an action adventure game. The battle system here is an interesting, 360 degrees real-time affair which kind of plays like a prototype to the system in Vagrant Story. You shuffle around the areas in real time choosing different melee attacks, and defence options. Each limb actually gains experience independently. Overall its a competent RPG, the setting can be a little bland at times, but the game plays well, with a lot of unique elements, and the plot is fairly developed and entertaining.

Tom Clancy's Rainbow 6

Tactical strategy/shooter where you have to kit out a team of counter-terrorist operatives and then plan out and supply them with orders to complete your mission. The game is both an in-depth, realistic, stealthy action game, and

complex strategy all in one, with you switching between first person shooter style action one moment, and giving orders the next. A tense and unique N64 experience.

All Star Baseball 2000

Iguana Entertainment (the makers of the Turok series) really stepped up their game with the 2000 edition of their N64 Baseball series. Here Iguana tweaked the gameplay, included many more options, and improved the already impressive graphics to create an intuitive, highly polished Baseball game.

Pokemon Puzzle League

Unfortunately there were never really any true Pokemon games made for the N64 (a fact made even more annoying when taking into account the RPG drought the console had). Out of the cash-in's this Pokemon themed sequel to the SNES classic Tetris Attack is by far the best, being built on the foundation of what was already a great game, just now with Pikachu's face plastered all over it. The Tetris Attack games are puzzlers where the aim is to arrange blocks into three of the same by swapping them with their neighbour, the gameplay here is as fun it ever was, and there's a bunch of new gameplay modes added here too.

Snowboard Kids

Fun multiplayer orientated racer that plays like Mario Kart on ice (those wanting a serious snowborder should look to 1080 instead). Snowboard Kids has you sliding down mountains picking up colour-coded power-ups which are red (projectile weapons), or blue (various items such as shields). You can hold one of each at a time. The graphics are a little ropery, and single-player is nothing special, but the gameplay has a lot of its own nuances (most attacks can be evaded with skill for instance), and the balance and handicapping make for exciting competition, with the multiplayer mode often reaching sky high Mario Kart 64 levels of fun (in this one area I actually prefer it to Diddy Kong Racing). Definitely one to check out for party play with a bunch of good friends.

Quake 64

After the huge success that was Doom, developers Id Software decided to go Medieval for their highly publicised successor, Quake. Quake is a corridor first person shooter where the aim is pretty simple, kill monsters and find keys to open doors. The game is just exciting, gory, brainless, fun. Monsters are grotesque and do their best to make you jump out of your seat in fear, and the atmosphere is thick, creepy, and feels almost Clive Barker inspired. The N64 port is good but not great, the texturing is simplified and indistinct (make sure you turn off filtering in the options), but the game is fast and smooth, and its water and sky effects were improved from the PC original.

Duck Dodgers

This is an excellent 3D platformer from Paradigm, the developers of Pilotwings 64. Duck Dodgers is a very fun title that has you running through all the platform game staples in a search for Atoms. Level design is put together very well, there are a lot of very fun items to use and puzzles to solve throughout the game, and the style and humour of the original cartoons is very much recreated. So if its so great, why's it in #75? Well, there are a few elements that aren't that polished, the camera for instance can be a pain (I'd recommend putting it on manual), and the framerate can be choppy (it gets better as the game progresses though). All in all though its a great game that fans of 3D platformers should try out, and a must buy for any fans of the cartoon.

Forsaken

Enjoyable, but tough first person shooter that's reminiscent of the old PC game Descent (kind of plays like Doom, but in a craft that flies instead of being on foot). When you get the hang of controlling the craft its an engrossing game with a lot of smooth shooting action, and a good 4-player deathmatch mode. What some may not realise is this isn't strictly a port, as the N64 game actually has completely different levels to the PC original, and the Playstation port (which should be avoided).

Top Gear Overdrive

This is a nice, fast, arcade style racer for the N64 with great atmosphere, a lot of style, and Grungy rock music that complements everything perfectly. The game gives you over-the-top crashes, blazing boost pick-ups, and loads of shortcuts to learn. Outside of that it looks great with the Expansion Pak, and has good 4-player support.

International Superstar Soccer 98'

For me this was simply one of the best footy games of the time. ISS 98' is a fast, smooth, and responsive title with loads of moves and intuitive gameplay. The game dominated the competition until the appearance of ISS Pro Evolution on the Playstation.

Fighter's Destiny

What a strange, unique 3D fighting game! This seems to have more in common with the karate games of old than it's peers of the time. There's not really a health bar here, you can win a round in one move just by completing a throw, or pulling off a special, but everything here revolves around gaining points. You need 7 points to win the match, and throwing will only give you 2 points, whilst dazing someone and then doing a finisher will give you 4 points, so all in all it balances out. Due to the nature of 1-hit-wins, matches between skilled opponents regularly turn into tense stand-offs between players each looking for an opening so they can decisively beat their opponent. The game is not for traditional fighting fans, but those looking for something different may find they appreciate it.

Yoshi's Story

Simple platforming sequel starring Yoshi as he navigates platforming stages searching for fruit. Yoshi's Story is a bit disappointing in comparison to its predecessor on SNES, but its still a game full of charm that contains the hallmarks of classic Mario platforming, with loads of fiendish jumps and memorable boss fights. Where the game falls down most is its longevity, its a little too easy overall, especially if you only play the preliminary levels (getting enough hearts in each stage opens up a load of optional, harder levels to play), but its still very fun while it lasts.

Star Wars Episode 1: Racer

Take the futuristic racing game Wipeout and make it easier and more accessible and you get an idea of Episode 1 Racer. Ep1 goes with wide courses and low penalty for edge scraping, the game's main mechanic is a boost system whereby you have to charge (by pushing up) for a certain amount of time and then let go and accelerate, this allows you to move at higher speed until you touch an edge (or blow up from overheating!). The game starts off a little too easy, but things pick up quickly and reveal a challenging game with excellent presentation, good amounts of content, and great courses.

Duke Nukem: Zero Hour

Exclusive Duke Nukem game made by ever reliable UK developer Eurocom. With this game Eurocom decided to go with a 3rd person view and an emphasis on straight-forward shooting action. The series went through the transition

fairly well, with the new view allowing for some new jumping sections and a higher emphasis on taking cover and such. The game is a good length, and is packed with items and equipment to learn and use (the gas mask is especially useful). Overall one of the better Duke Nukem episodes.

Mario Golf

A fun Golf game made by Camelot, a company known for their popular Hot Shots Golf series on Playstation (to be honest Mario Golf practically is a Hot Shots Golf game, just with Nintendo's famous characters in it). The game is accessible, and easy to get into, but still has the kind of depth required for a Golf game, with wind direction, and weather conditions playing an active part.

Harvest Moon

This is a very addictive simulation game where you have to run a farm, make friends, get married and have children and such. The game is honestly a lot more fun than it sounds, its infused with a whole load of charm and is always giving you new things to keep you busy and thoroughly entertained.

Rogue Squadron

This is the first game in the popular series of Star Wars-themed Mission-based shooters from Factor 5. The game has you piloting a variety of aircraft shooting down enemies, protecting allies, and tying up walkers. Most of the elements apparent in later games were already well established here, with the game offering a lot of fun and excitement, but I've dropped the game a few places in favour of its pseudo-sequel Battle For Naboo, which has aged a little better in my opinion.

Space Station Silicon Valley

One of the more interesting puzzle games on the N64, Space Station has you playing as a computer chip which can attach itself to animals to solve puzzles and complete objectives (each animal has different abilities). Its a quirky game with a lot of charm but can be a little slow paced at times and has a somewhat flawed difficulty curve. Best suited to those who like to take their time and work their way through problems as opposed to those looking for quick action and excitement.

Hydro Thunder

Watercraft racing game where you collect power-ups to fill up a boost gauge, and search for short-cuts. Hydro Thunder is a fun, attractive looking arcade port with excellent handling and controls. The game was available on most consoles of the time, with the PS1 version being slightly weaker and the Dreamcast version being better, but this was the only one with a 4-player split-screen option, and its a great example of what the N64 can accomplish when put in the right hands (ie Eurocom).

Vigilante 8: 2nd Offence

Sequel to the original Vigilante 8 game (which was also on N64). This is essentially a Twisted Metal style game, with the aim being to drive a variety of vehicles around arena's dispatching your opponents. The game is a lot of brainless fun, with devastating weapons and big explosions being the order of the day, and a cool 70s vibe playing throughout. This is a good port of the game, the music isn't quite as good as the Playstation version, but the graphics and control have been tweaked and there's now some excellent 4-player split-screen support.

Mortal Kombat 4

With Mortal Kombat 4 Midway attempted to bring the fighting series into the 3D era whilst also trying to take it back to its classic, mystical roots. The 3D here is more of a cosmetic addition overall, with the game mostly playing a lot like Mortal Kombat 3, but with some new dodge and weapon mechanics, as well as a more concerted attempt at character balancing for tournament play. Whilst the gameplay has more in common with the third Mortal Kombat game, the style of the first two Mortal Kombats makes a welcome return here, with the game filled with malevolent looking dungeons and arenas. Overall this has to be the best 3D fighting game on N64, its not top tier for its generation, but its still a worthy, fun play for fighting game fans.

Starcraft 64

Take Command and Conquer, then build on it with more options, better graphics, a higher emphasis on story, and more tactical polish, with three very different, very balanced factions to choose from and you get an idea of Starcraft. The game is a real time strategy where you have to mine minerals for cash and then use it to build up your base and army, with the ultimate goal of defeating your opponents. Starcraft was a highly respected, beloved title on the PC. This N64 port (the only console version the game received) is good, but like most RTS console ports suffers from the lack of mouse and keyboard controls, it does however include a pretty cool 2-player split screen mode, and the additional Brood War Expansion. If the game was cheaper I would wholeheartedly recommend it for all strategy fans, but unfortunately this sells for quite a bit on Ebay so to be honest its probably one for die-hard N64 fans only.

NBA Courtside 2

This is a Nintendo published Basketball game that was known back at the time for its advanced computer AI and high resolution graphics. The game is fun, polished, has a lot of moves and options, and looks great. A worthy addition to any sports fan's library.

Mario Party

Multiplayer focused collection of mini-games held together by a board-game styled map. The aim here is to navigate the map trying to collect stars, other stars are awarded at the end of the game for players who win the most mini-games, or fulfill other various objectives. With a bunch of friends joining in the Mario Party series is a lot of fun, and good for wasting inordinate amounts of time. The mini-games are varied and entertaining, and there are a lot of other quirks to keep the competition fierce and close. Single-player is a dire borefest so only grab the game if you think you can get multiple players together, each of the games in the series are barely any different to the last (even to this day) so pick up whichever you find that's cheapest.

Quake II

Fast, action packed first person shooter sequel to the original Quake. Big guns, gore, and grotesque monsters are the order of the day here, with you blasting your way across alien worlds, bases, and space stations. Quake II on the N64 is not actually strictly a port of the PC game, like Forsaken 64 its more of a new game made by re-mixing stages of the original, so there's a lot of familiar content here but the area layouts are different (and are now distinct, separate levels), on top of that GoldenEye-style level objectives had been added in. Overall the game is admittedly a little dated, with the aiming feeling a little imprecise at times, but there's a lot of good stuff here, and the 4-player deathmatch is also of a high quality.

Worms Armageddon

Turn-based strategy game where the aim is to use your team of worms to wipe out all the other teams on the map using a variety of wacky weapons. The game is on just about every system out there, and is quite rightly considered a multiplayer classic. This is a good version that's well worth picking up, but I can't really fully recommend the game to US fans unless its found cheap, as its simply not worth the ludicrous prices it sadly sells for these days.

Top Gear Rally 2

This is only a sequel to the first game in name only, its actually made by a completely different company and has a very different gameplay style and atmosphere, focusing more on realistic graphics and effects, and damage & repair elements. Its an excellent sim(ish) rally racing game with good controls, a great feel, a lot of content, and some fun and fluid sliding action.

Operation Winback

Operation Winback is a 3rd person shooting game similar in some respects to Syphon Filter, but with a lot of stealthy Metal Gear Solid style elements that give it more of an espionage feel (going out all guns blazing like you would in something like Syphon Filter will get you killed, fast). The game actually introduced some fundamental gameplay mechanics to the genre, such as the ability to take cover behind any object (which has become a staple of 3rd person shooters), and is somewhat un-appreciated, but its not without its flaws (mainly its difficulty curve). Still, it provides an excellent adventure, with an above average plot, lots of action, and some well-ahead-of-their-time controls.

Mystical Ninja 64

An awesome 3D action adventure game starring one of Konami's fan favourite characters, Goemon. Mystical Ninja has you exploring Goemon's world, navigating its overworld, and beating its dungeons to pick up new abilities required to proceed in your quest. Its the sort of thing you expect from a 3D action adventure game really, except with tons of surreal, wacky humour (the main antagonist's evil plan is to turn everyone in Japan into dancers!), and the odd stage here and there where you jump into a huge mech (which has its own introductory song!). The gameplay here has a lot of focus on platforming and melee combat, so its a little more action oriented than, say, the Zelda games. Overall its a totally mad, fun, and accessible adventure outing, and those who love wacky nonsensical Japanese humour should definitely check the game out.

Roadsters

This is a very nice arcade style racer with a well judged difficulty curve, and nice colourful environments with jaw-dropping visuals filled with lots of detail and small touches. The game gives you good, arcade style control, memorable courses, and other features such as differing weather conditions, pit stops, and tuning options. Its generally a sunny, lightweight, enjoyable game which looks great and is fun to play. This is by far the best version of the game out there, even the Dreamcast version managed to be inferior! with many bugs, graphical tradeoffs, and a general unfinished feeling bringing that particular version down a lot.

Turok: Rage Wars

Rage Wars is basically a mixture of Turok 2 and the then popular arena based fps games of the time such as Quake 3 and Unreal Tournament. There's no real story mode involved here, the game is completely focused on deathmatch play whether its being experienced in singleplayer or multi, with the aim simply being to navigate the maps killing everything in sight. There are a lot of advantages to doing it this way, the main of which is the fact that the framerate and graphics here are polished to perfection on multiplayer mode, and that the developers were given the time to

focus on crafting interesting levels filled with places to hide and take people by surprise. Outside of the two main modes there are some co-op options, and a nice variety of extra game types. As a multiplayer FPS this is easily the main competition for Rareware's incredible releases on the N64, with Rage Wars admirably managing to hold its own.

Rakuga Kids

One of the genre's the N64 struggled with was fighting games, luckily Konami's Rakuga Kids (unreleased in the US) just about fills the classic 2D fighter void. Rakuga Kids essentially plays like a Konami version of Capcom's X-men: Children of the Atom arcade game. The game has all the usual Street Fighter II quarter turn and combos, but with newer gameplay mechanics like high jumps and aerial raves bringing it more into line with its contemporaries. Its not quite up to the standards of Capcom's classic offerings but it has a few of its own gameplay mechanics that mix things up a little (such as the super moves being split into offense, defense, or combo's), and the game actually has an awful lot of charm too. I would recommend the game be played at 60hz (the PAL version doesn't seem to be optimised) as it plays a little too slow otherwise.

Micro Machines 64

Updated 2.5D version of the Mega Drive classic that had you racing miniature cars through huge real world environments (such as breakfast, or Snooker tables, garden paths etc). This is actually a port of the Playstation game Micro Machines V3, which included huge numbers of tracks and a variety of different vehicles (including tanks and such), and updated the graphics to polygons. As a port this is a good one, they added a number of turbo settings to make the game faster, and a couple of extra modes, whilst there are very few noticeable tradeoffs.

Glover

This is a very cool, and innovative (though a little rough around the edges) puzzle game that successfully brings back the ball rolling mechanics from the classic Marble Madness and combines it with 5th generation 3D platformer sensibilities. In the game you play as a glove that can walk around, jump, and ground pound, but also attach to, and manipulate a rubber ball which needs to be taken to the end of the stage through rolling, throwing, and bouncing. Its a smart game, and in many ways looks as though it influenced some of Sega's later games, such as Billy Hatcher, and Super Monkey Ball, causing a sort of short-lived renaissance of new Marble Madness descendents. Avoid the Playstation version, its an rushed port with inferior graphics, a lower framerate, simplified levels, and a slightly more frustrating camera.

Puyo Puyo Sun 64

Always one of the better Tetris style games to come out, the Puyo Puyo series featured an excellent core system which ended up working very well for combo-ing and competitive play. The game has you matching coloured blobs to remove them from the field before they build up and kill you, if you set the blobs up to create chain reactions as they're removed you can send them to your opponent as garbage to get in their way. Puyo Puyo plays as well as any other game in the series, and features updated graphics and sound as its pros

San Francisco Rush 2049

With the third game in the San Francisco series Atari eschewed any kind of pretence of realism and went straight for over the top futuristic action. This was a masterstroke and this change, coupled with a general honing of the gameplay provided a game that was a huge improvement over its predecessors. The racer has a big focus on elaborate short-cuts, and over-the-top crashes, expect loads of close calls and cork-screws through the air as you careen through the imaginative futuristic city courses.

Goemon's Great Adventure

The second Goemon game on the N64 went back to the classic 2D formula of the earlier SNES games (except now with a new 2.5D look), and actually stands as one of the best of these action-packed Goemon games ever released. The game is a fast action-adventure title that has you slashing and jumping through fiendish stages avoiding hazards and dispatching the multitude of enemies blocking your way. The classic 2D action is well done, and challenging, there's a 2-player co-op feature (and a hidden 4-player one), and the music is catchy and memorable.

Wetrix

Ingenious puzzle game from the Pickford brothers, whom some may remember for the SNES game Plok, or their earlier ZX Spectrum titles (Feud, Zub etc). The game has you building up a land mass in order to hold water, if the water leaks over the sides a meter builds up and you die when its full. It sounds simple, but as you progress more and more depth shows through as new elements show up which need to be carefully balanced, such as ice, and keeping the land mass' height low so as to avoid earthquakes (there are also a whole range of ways to multiply your points which I won't go into here). At first the game is a little unwieldy, but once you've gotten used to placing the pieces it becomes a very, very addictive, fun, and frenetic game.

Castlevania: Legacy of Darkness

With their first Castlevania game on N64 Konami had to make quite a few concessions to get it released on time, so whilst good it was still far from what they'd originally conceived, with some unpolished controls and camera implementation bringing it down a bit. Legacy of Darkness for all intents and purposes is a special edition of that first game, with improvements to the graphics, revisions to some of the levels, tightened camera and controls, and two entirely new character campaigns added to the two original ones. Overall this comes much closer to Konami's original goal, bringing Castlevania into a full 3D action adventure set-up of puzzles, combat, platforming, and memorable set-pieces. Writers of the time criticised Konami for rehashing the game at full price, saying this should've been the original release in the first place (a fair enough criticism), but these days it simply stands as the more complete version of the game for those who don't already own the good, but flawed original.

WWF No Mercy

Aki did a great job transferring the sport of wrestling to gaming form here, creating an excellent, and fun fighting engine, and including a lot of cool features such as the ability to create your own wrestler (improved for this installment) and 4-player modes. Outside of the gameplay, the graphics here are very good, all in all they've done a great job of recreating the look and feel of the show. Even today No Mercy is still often touted as being one of the greatest Wrestling games ever created, and for good reason.

Star Wars: Battle for Naboo

This plays like a pseudo-sequel to Factor 5's earlier game, Rogue Squadron, except this time using the prequel licence (making it a branch off of sorts I guess). Battle For Naboo, like its predecessor has you piloting a variety of craft trying to fulfill specific mission objectives whilst shooting down enemy vehicles along the way. The main change here is that unlike Rogue Squadron, which was primarily about flying dogfights, Battle for Naboo adds in a lot of new ground based missions. The graphics and sound here are phenomenal, and not only improve on the earlier game, but actually stand as some of the most impressive on N64, with an excellent draw distance, level of detail, and near CD quality music! Where the gameplay is concerned I'd say this is also a little more polished over Rogue Squadron, it feels easier to get into and less frustrating.

Donkey Kong 64

Praised at the time for its huge scope and technical prowess DK64 tends to garner a little more of a mixed reaction these days. Donkey Kong 64 is a work of pure excess, the idea that more is always better. The game includes many times the number of items to find than Mario 64 and Banjo Kazooie, pretty much everything that can be collected, has to be. Some say the game is simply too big, personally I think the problem is more one of pacing, there's just not enough levels here to fit all this stuff into, you end up getting bogged down searching the same levels over and over instead of moving forwards and seeing new things to keep you interested. On the other side though, there is a lot to like here, many of the challenges are as fun as you'd expect from Rare, the environments are cool and well designed, and its certainly technically excellent too (in fact DK64s greatest strength over its siblings Conker, and Banjo Tooie remains is graphics and smooth framerate). Overall its long and bloated, but for those who love these kinds of games and just have to collect every last thing this will probably be mana from heaven.

Bust a Move 99/Puzzle Bobble 3

This is a revamped version of the 3rd Bust-A-Move game. The game is a puzzle classic which has you shooting coloured bubbles at clumps of same coloured bubbles to burst them and hopefully clear the screen. The gameplay here is as great as it was in earlier iterations of the series, with the added extra here of an excellent 4-player battle mode (which is a rare feature for the series). Overall its a very polished, and well-ported version of what was a classic arcade game.

World Driver Championship

Whilst the N64 library is packed with many of the best racing games of its time, realism in the genre is not really the system's strong point. World Driver Championship is the main challenger representing this side of the genre, luckily its a good game, and manages to be one of the most graphically impressive titles of its generation. The game starts off a little slow, with some of the early cars not having the best handling, but give it some time and everything starts to fall into place revealing a very playable, challenging, in-depth, and enjoyable racing experience to get stuck into.

Bangai-O

Treasure ended up making a total of three games in for the N64 and as can be expected of a company with such pedigree, all of them ended up pretty much being stone cold classics. Bangai-O is a very unique, frantic, and generally over-the-top shmup that has you piloting a hovering mech through a bunch of different stages shooting anything that moves. The game controls well, with you being able to fire in any direction and move independently, and it never stops being exciting and totally engrossing.

Wipeout 64

It was a long time coming, but when the popular futuristic racing series did eventually make it to the N64 it was worth the wait. Wipeout 64 may not have been the greatest Wipeout of its generation, but its definitely the most under-appreciated one. Whilst rarely mentioned, this is actually very competitive with the Playstation classics, containing all of their rewarding gameplay, and stylish art design. Wipeout 64 is essentially a re-jigged amalgamation of the first Wipeout game, and Wipeout 2098, containing altered courses from both games that have been changed to emphasise speed, and have new environment artwork. The re-jigged stages look fantastic, and very different to the originals, new analogue controls give you a glorious feeling of precision in movement, there's an excellent new challenge mode (great addition), and this is also the only game in the series to feature a 4-player split-screen mode.

The World is Not Enough

GoldenEye was a hard game to follow, but it has to be said that Eurocom actually did a pretty good job here as TWINE is certainly one of the more criminally overlooked first person shooters of its generation (note that this game is an N64 exclusive, the PS1 game is completely different, and inferior). The game closely follows the gameplay mechanics of GoldenEye, giving you a load of mission based stages requiring shooting skills, stealth, and general espionage inspired gameplay gimmicks. In my opinion the single player experience of TWINE has actually dated much better than many other fps titles on N64, mainly due to Eurocom's focus on getting the game running smoothly with a good framerate and clean, detailed graphics. Levels tend to be more consistent here than in GoldenEye, but obviously its all very derivative, and the multiplayer is unfortunately inferior. Ironically many years later Eurocom actually went on to make the remake of GoldenEye on the Wii. Fans of Rare, and Free Radical's fps titles should definitely check this out.

Beetle Adventure Racing

Easily one of the best arcade style racers on the N64, Beetle Adventure Racing focuses on uncomplicated fun, and colourful, imaginative courses filled with secrets to discover. The game is infused with a quirky, non-serious vibe, with you racing through courses populated with things like Dinosaurs & UFO's, and careening off ski jumps. There's a lot of content here to keep racing fans busy (including a 4-player battle mode), and due to its offbeat nature its actually aged quite well.

Jet Force Gemini

Another memorable game from Rare, Jet Force Gemini is a 3rd person shooter reminiscent of games like MDK and Body Harvest, except with Rare's usual humour and cartoon styling apparent in spades. The game is mainly focused on gung-ho action, with you amassing loads of fun, overpowered weaponry to deal death and destruction to your enemies, but there's also ample adventuring elements, and other secondary mission objectives to keep you involved along the way.

Pilot Wings

Pilotwings was a beautifully realised N64 launch title which has you flying different aircrafts (including Auto-Gyro's, hand-glider's, and jet packs) around islands fulfilling a range of mission objectives. This sequel to the SNES original was made by Paradigm, who had previously been a company specialising in designing commercial flight sims for the US department of defence (amongst others). Nintendo contracted them to develop the game, and they subsequently shifted their projects towards gaming, going on to develop some other interesting, and underrated titles, such as the aforementioned Beetle Adventure Racing, and Duck Dodgers. I'd say Pilotwings remains their greatest release though, a very singular, unique, and carefree experience.

Mario Tennis

The best of Mario's sports outings, Mario Tennis has you playing some very fun, arcade focused Tennis with famous characters from the Mario franchise. The game has all the required elements you'd expect from a good Tennis game, with good controls, a variety of different shots, and multiple court types. It also has some Mario themed game modes which are a lot of fun, such as one which has you using items a la Mario Kart. All in all a very admirable, and fun Mario outing which is great to play both alone and with friends.

Mischief Makers

Treasure make another appearance here, this time to deliver what has to be the systems best 2D platformer. Mischief Makers is a unique, and interesting game that's full of ideas, humour, and some of the most memorable boss battles ever conceived. The game focuses on the mechanic of manipulating objects by shaking, throwing, and pulling, this,

added to the sheer variety of levels really makes the title a breath of fresh air for the genre. All in all just the sort of fun you'd expect from Treasure.

Rocket: Robot on Wheels

Here's another objective based 3D platformer a la Mario 64, this time from newly formed developer Sucker Punch (who went on to make the excellent Sly Cooper games). Unlike some of the other pretenders to the throne, the developers here really tried to think outside the box, creating a game filled to the brim with puzzles that are clever, and innovative, and a general design that is smart and imaginative. Definitely one of the lesser known "must plays" of the N64, Rocket even manages to give Banjo, and Mario a run for their money.

Shadow Man

This is an excellent action adventure game throwing you into a fully formed world of grim horror, violence, and intrigue (think of the Ocarina of Time with blood, gore, chains, and axe wielding maniacs!). Like most action adventure games this is non-linear, with your character having to explore hell (the literal one) collecting lost souls to increase his health and open up areas, as well as accumulating new moves along the way. The game is fairly tough, with little hand-holding along the way (make sure you get a copy with a map), but it's a well crafted game for those who like to fully explore, and get completely immersed in their games. A word of caution, avoid the horribly rushed Playstation port, it's a bit of a mess unfortunately (the Dreamcast version on the other hand is excellent).

Spider-man

I don't think anyone really expected this licence game to turn out quite as good as it did, but the great platforming action (that included all of Spider-man's signature moves), and inclusion of cool stealth elements, all held together with high quality programming created a real winner in the sea of licensed dross (Superman 64 anyone?). The porters did a very good job here, with the graphics maybe looking a little better than in the PS1 version, and the only real omission being the lack of FMV (but to be totally honest that actually kind of sucked on the PS1 anyway).

Body Harvest

One of the most ambitious games of its generation, Body Harvest was DMA's (the company who would go on to be Rockstar North) first foray into the 3D open world sandbox genre, and was the spiritual precursor to the famous Grand Theft Auto III. Body Harvest had a very tumultuous release. It was originally planned as a launch title, but the original publisher, Nintendo kept sending it back on the grounds of it being too violent. Eventually Nintendo dropped it entirely and DMA had to search for a new publisher, the game ended up getting released two years late! Body Harvest, at its heart is a 3rd person shoot-em-up that has you trying to stop an alien "harvest" of the human race, you go back and forth through time shooting the bug-like aliens and trying to shut down their human-mulching operations. The thing that makes it so original is the sheer freedom of choice involved, you get to explore the huge levels however you feel, procuring a multitude of cars, tanks, boats, and even aeroplanes to fulfil your objective. Outside of that though, the game is full of good puzzles, fun weapons to use, and whilst not that graphically great, has a lot of atmosphere, with a sinister, sometimes melancholy feel to it. Body Harvest takes time to get going, and is quite a tough game due to some very spread-out save points, as such it's probably a game for adept players who want something challenging, casual players may find it frustrating.

Turok 2

Another stand-out first person shooter for the N64, Iguana Entertainment (the spiritual predecessor to Nintendo's

Retro Studios) made a lot of changes to this sequel from their earlier hit, with numerous changes to both gameplay, and general theme. Turok 2 was packed with big, non-linear levels to explore, some of the coolest weapons ever to grace an FPS, memorable set-pieces (such as riding on the back of an armoured Triceratops), impressive graphics, and loads of over-the-top gore. The game is slow to start, and has a high difficulty level, but perseverance pays off and reveals a meaty adventure with lots of serious FPS action. Turok 2 is a little dated by today's standards, with an unreliable framerate often causing problems (stick to Letterbox Mode), but even now it remains a unique and worthwhile gameplay experience on N64.

Excite Bike 64

Coming very late in the N64s lifespan, Excite Bike shot out of nowhere and managed to be one of the finest dirt bike racing games of its time. The game carries on Nintendo's high pedigree of polished, in depth terrain-focused racers, competing very favourably with the likes of Wave Race and 1080. Like those two classics Excite Bike contains an excellent physics model, and intuitive controls that leave a lot of room for mastery, and finesse. Its a shame so few people got to play the game as sadly most had moved on to newer consoles by the time it was released.

Ogre Battle 64

Unfortunately, unlike its predecessor the SNES, the N64 always struggled to provide RPG fans with enough games to play. Happily, when Ogre Battle 64 arrived it didn't disappoint the genre starved N64 fans, and the game serves as the system's primary serious RPG. Ogre Battle's gameplay is focused on tactics, it gives you large numbers of units and classes each with a variety of uses and strengths, and the main crux of the gameplay is in growing and managing these units into an effective army through careful formation positioning, general experience accumulation, and purchasing weaponry and armour. The game has a lot of content, is very long, and has an in-depth plot which branches off to provide multiple different endings.

Tony Hawk's Skateboarding 2

This is a good port of the Playstation classic. The Tony Hawks games essentially have you placed in an environment with a set of objectives, such as reaching certain points thresholds by doing tricks, or collecting certain objects etc. The games are very rewarding to practice and learn, with tons of moves and opportunity for flair. This port is well done, the sound quality is slightly lower than the PS1 game, but the graphics are smoother, and there's a new additional area.

Mario Kart 64

The Mario Kart series has to be one of the premier multiplayer game experiences ever devised, and the N64 iteration happens to be my favourite of them all. For anyone who's not familiar with the series, players race around courses vying for first place whilst picking up a variety of weapons to mess with their opponents. Mario Kart 64 has some of the most memorable courses of the series, with a well balanced selection of choices available, ranging from simpler courses such as Luigi's Raceway, all the way up to tricky ones like Banshee's Boardwalk, or the hectic mirror mode of Toad's Turnpike, there's even some out and out odd ones like the anonymous, multi-pathed Yoshi's Valley to add variety. MK64 also doesn't baby the player as much as subsequent releases, with each course promoting a plethora of tactical thinking, as well as many containing decisive shortcuts. It was a hard decision for me to leave this out of the top 20, but in the end I just can't overlook the poor single-player mode, which feels like an afterthought to the (admittedly) amazing, and timeless 4-player experience.

Ridge Racer 64

I'd have to say this is the system's best arcade style racer. Ridge Racer 64 isn't really a true port of any of the earlier games, Nintendo's NST division (also responsible for the later GameCube racers 1080 Avalanche and Wave Race: Blue

Storm) pretty much created this game from the ground up themselves, merely taking the course layouts from Ridge Racer, and Ridge Racer Revolution. Ridge Racer 64 plays in a very different manner to those games, feeling a little more over-the-top and bombastic, with much more ludicrous (and fun) drift mechanics, and a more clean, almost bordering on cartoony art style, it sometimes feels like the love child of Ridge Racer and Sega's Daytona. On top of the old courses you get an excellent brand new area (Desert) with three more exclusive courses. In the battle of the Ridge Racers I'd have to say that the PS1s Type 4 is the better game, but honestly this is such a different experience that there's no reason to choose one over the other, Type 4 was focused on unlockables and content, whilst this is a more challenging game which aims at a more traditional difficulty curve.

Blast Corps

What a genius concept for a puzzle game! a truck containing nuclear missiles is out of control and you have to clear a path for it using an assortment of vehicles (including giant robots) before it crashes. This game really manages to build up the tense action, and stands as one of the more original titles in the N64's library.

1080 Snowboarding

1080 was one of the most important, if not the most important snowboarding game of the so called 5th generation. Most of the other snowboarding games of this period were very lightweight on physics, 1080 on the other hand went to town on making sure that the physics, handling, and general feel of the board were just right, really trying to recreate the feeling of traveling over different types of snow. Its a rewarding game that requires a lot of careful precision, having much more of a sim-ish feel than its later GameCube sequel.

Resident Evil 2

Before this arrived I don't think anyone would've believed such an accurate port of Resident Evil 2 could be possible. The game was very much designed around the strengths of the PS1 and CD format, so fitting all that data onto a cartridge had to be a real feat of design. Resident Evil 2 was one of the premier survival horror games of its generation, it has you making your way through a city shooting at zombies and solving puzzles, making sure to conserve ammo and health along the way. The N64 port handles itself very well, the fmv quality is lower here than in the PS1 version, but some of the areas have had a resolution increase (expansion pak required), and the game now has surround sound, overall its around par with the PS1 version but with tradeoffs.

Rayman 2

It's all well and good jumping around solving puzzles and collecting stars and such but sometimes you just want an uncomplicated, enjoyable platform romp, and that's exactly what Rayman 2 delivers. The game is just full to the brim with classic, straightforward 3D jumping action, and the new gameplay mechanics (such as the awesome grappling hook) really add to the experience and help to make sure you're never less than fully engrossed. This N64 version was one of the original releases (this and the PC version came out first), it holds up very well (much better than the PS1), and pushes the hardware, but the later Dreamcast version was admittedly a little better.

Star Fox 64

This is an inspired update of the SNES classic. Star Fox is a rail shooter that has you piloting a variety of vehicles, from spaceships, to tanks and submarines along a set path blowing up everything that stands in your way. The game plays beautifully, with inspired, memorable boss battles, and level designs that never become repetitive. Replayability is also high due to the inclusion of an addictive combo-based medal system whereby you can acquire medals by hitting

certain points thresholds for each level (points go up if you blow up multiple enemies with each shot), as reward for hitting these targets you unlock extra modes, such as the fun (but lightweight) 4-player battle mode included with the game.

Banjo Kazooie

With Banjo Kazooie Rare took what was laid down in Mario 64 and built on that foundation, adding an interesting 2-in-1 character design (later used in the Ratchet and Clank series), more focus on proper characterisation, with Banjo and Kazooie really having personalities of their own, and a presentation that was well beyond that of that launch title classic. So why is it lower? the decisive factor for me is the lack of clues in BK, its a small point but I find you tend to get stuck a little more often here than in Mario 64.

F-Zero X

Whilst not looking like the most attractive of racers for its time, what F-Zero X lacks in the graphics department it more than makes up for in the adrenaline fueled white-knuckle speed department, and the lack of graphical detail helps to keep that speed running at a super smooth framerate. Track designs here are inspired, with loads of tubes and corkscrews to race on, and through, the music is great, and there's loads of content and modes to keep racing fans happy. Another first class racer from Nintendo.

GoldenEye

Everybody knows about GoldenEye, probably the N64's biggest killer app of the time (the game was just so far ahead of every other console FPS out there that it ruled the roost for years!). This milestone release amazed gamers with it's stealthy gameplay and multitude of different weapons and features, not to mention the massive amount of replayability it had in the form of an addictive 4-player splitscreen deathmatch mode (a feature that had been previously nonexistent). These days however I find the game a little bit dated due to a few weak level designs, and some dodgy enemy AI, and its also my belief that its unofficial sequel, Perfect Dark, had a lot of major improvements made to what was pioneered here, I've dropped it a few places due to these reasons.

Wave Race

Here's yet another racing classic for N64, cementing just how strong the system was for that particular genre. Wave Race was a truly amazing game when originally released, in no small part due to the undeniably brilliant (for the time) water effects, which added a new depth to the control and feel of the game, but also due to some extremely well-judged gameplay, and an enduring sunny, summer vibe that shines through. Definitely one of my personal favourites in the racing genre.

Super Smash Bros

I'm going to say it, Smash Bros was probably the most important fighting game to appear since Street Fighter 2. Coming completely out of the blue with a totally unique, amazingly fun and well judged battle system (kinda' based on sumo of all things), Nintendo crafted the supreme 4-player fighting game experience. Smash Bros has you choosing from a variety of Nintendo stalwarts, ranging from Mario and Donkey Kong, to Link and Samus, you bounce around the brilliant arenas fighting, wearing each opponent down until you can deliver a coup de grace knocking them out of bounds. The start of what has to be one of the greatest multiplayer gaming series' ever created, N64 didn't have many good fighters, but at least here it had one of the best.

Diddy Kong Racing

With DKR Rare looked at Super Mario Kart, and Mario Kart 64 and went to town on trying to create a better game. Here we have a very different 1-player experience to the afterthought that was seen in MK64, there's more tracks, an overworld hub to explore, a variety of challenges, and even true boss fights against a bunch of memorable opponents. On top of the Kart racing Rare even added two other vehicles to use which really add to the game's variety, a plane to fly around in, and a hovercraft for water stages. Just as soon as you think you've got a handle on the game it throws you into Wave Race style courses with their own water physics! Honestly its almost like you get three different games in one here, and that's not even taking into account the variety of other multiplayer modes on offer. As mentioned earlier where it comes to multiplayer shenanigans MK64 definitely has this beaten, but in the single-player Kart racing stakes this is pretty much unbeatable.

Banjo Tooie

This sequel to the beloved Banjo Kazooie built upon the foundation of the excellent original game by putting much more focus on well written dialogue and creating a more interesting plot, resulting in a humourous, and more engrossing overall experience. Tooie is packed with many more ideas and puzzles than the original, there are some excellent new boss fights, and a more ambitious, fully formed attempt at an overworld. Thankfully it doesn't get bogged down like Rare's other release from the same period, Donkey Kong 64, its just much pacier and better retains a sense of wonder throughout.

Majora's Mask

Much darker and more downbeat than it's N64 sibling, Majora's Mask managed to squeeze even more out of the 64' with even better graphics this time around (with what is, in my opinion far superior art design), and also added in many cool new ideas of its own. Majora's Mask's gameplay revolves around a three day system. Time moves forward as you play and at the end of the third day the world ends, forcing you to return to the first day again (hopefully having achieved something concrete that will aid you in your quest), many puzzles also require you to do certain things on certain days, which adds to the complexity. In regards to atmosphere, and plot, this game is second to none, the game doesn't have as many dungeons as Ocarina, but the side quests are fun, and memorable, and the whole world, and the people living in it are very fleshed out. You really feel as though you're watching the final days of peoples lives play out before the end. Why is the game lower than Ocarina? personally, for me, in straight comparison this is the better game, but I can't overlook the fact that this blatantly re-uses a hel-luva lot from Ocarina, and Ocarina was the big originator, so for that reason I've put this lower, just by a hair's breadth.

Paper Mario

Paper Mario takes pride and place as the best RPG on the N64. Though the N64 isn't really known for its RPGs, Paper Mario is a very high quality one, the battle system looks fairly simple on the outside, and is very easy for beginners to pick up, but its a lot of fun and there's a bunch of tactics for older gamers to discover here. The battle system is based on using the most effective moves, and timing your button presses to make attacks and defense more effective, badges can also be discovered and equipped which give a variety of different abilities and effects. The graphics are bright, and jolly, the story is fun, and unlike a lot of traditional RPGs you get to do loads of puzzles throughout the dungeons to keep your brain on its toes (think Zelda), this factor, as well as the lack of random encounters make the game very easy to pick up and play, making it a title that should definitely be checked out by both RPG fans, and non-fans alike.

Perfect Dark

Rare built on their earlier FPS classic GoldenEye in virtually every respect here, and then threw in more options and extras than anyone could've ever imagined. Not only was the whole campaign mode that little bit more consistently

brilliant, with well balanced, graphically superior stages containing tons of stealth and action, but the whole thing could now be played in co-op (make sure the screen's split vertically) and counter-op as well, and added to that was a co-op mission mode that was nearly another complete game on its own. On the multiplayer front there were tons of different modes, new levels, guns (as well as many of the old classics from GoldenEye making a welcome return) and AI bots to play with. The new Sci-Fi theme allowed for much more imagination, and resulted in guns and environments that were much more memorable and unique. Outside of that Rare threw it loads of stat counters, and extra game options as a bonus. Simply phenomenal.

Sin and Punishment

Sin and Punishment has you controlling two rebel heroes as they plough through reams of monsters and soldiers. The game is a rail shooter, so you move along a set path, only really needing to focus on bullet dodging and aiming. Here you also get a close quarters melee attack, and can rebound powerful enemy shots to do more damage. The title is among the best action games of its generation, with excellent controls, a great, over-the-top plot, and some of the most memorable set-pieces ever to grace a game. The audio here is first rate, with brilliant voice acting (which is all in English I might add), and very high quality music. All these elements add up to make Sin and Punishment one of the best rail shooters ever created. Treasure at their very best.

Super Mario 64

Who out there can say they weren't astounded when they first saw this game in action? Mario 64 brought new levels of control and immersion to the 3D platformer, here you were free to explore the fully realised world, you could creep, jog, or run through the stages (due to the well implemented analogue controls), and had at your disposal a myriad of different jumps and maneuvers crafted to fit every occasion. Levels here were well designed, fun to explore and see, and were filled with variety and ideas (Who can forget the first time they took to the skies with the flying cap?). Easily one of the most influential games ever made.

Ocarina of Time

After Mario 64 set the bar for what you could do with a 3D environment, Ocarina managed to raise the bar even higher, bringing a much more cohesive experience. Gone were the thinly veiled teleporters of Peach's Castle, to be replaced with a full 3D overworld littered with dungeons and villages to explore. I'm not quite as enamoured with this game as many people are (I find some of the art design and plot to be lacking), but it can't be argued that Ocarina has some of the most carefully designed, and polished gameplay of its time. Each dungeon has been honed to perfection, and they all manage to be both consistently clever, and intuitive. The game's fighting system (whereby you can target enemies and maneuver around them) is elegant, and well thought out, allowing for dynamic and exciting battles. Overall Ocarina more than deserves its reputation as one of the best releases of its generation. In regards to later ports, the original gold cartridge N64 version is the only one that is uncensored, all subsequent releases had the red blood removed, as well as the Islamic chanting which took place in the Fire Temple stage.

Conker's Bad Fur Day

A huge, enjoyable romp through pastiches of everyone's favourite movies, Conker's is my clear choice for best game on the N64. This game brought everything Rare had learnt about making platformers together to create a big, highly ambitious game filled with variety and fun. There's a memorable plot (which might not have been the most cohesive, but managed to be totally engrossing and consistently funny), some of the best graphics to be seen on the system, and a mass of excellent multiplayer modes thrown in for good measure. On a technical level Conker leaves most other N64 games in the dust, including voice acting with lip synching, amazing levels of textures (which was one of the 64's

biggest technical limitations) and dynamic shadowing. Even now I struggle to think of any game out there quite like it.

gads

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